



# Request for Council Action

Originator Engineering	Item <b>Vacation of Drainage, Utility, Sidewalk, and Bikeway Easements Located at 7901 Computer Avenue South</b>
Agenda Section Ordinance	Date 01/05/2015

## Description

Computer Avenue, LLC, requests the vacation of drainage, utility, sidewalk, and bikeway easements located at 7901 Computer Avenue South and as shown on the attached map.

The vacation is requested to accommodate their need for physical security standards set by their clientele in the form of security fencing around the property.

With the development project, the applicant is replacing the sidewalk along W. 78<sup>th</sup> Street with a 6-foot wide concrete sidewalk. There is room within the existing right-of-way on W. 78<sup>th</sup> Street to accommodate the sidewalk and therefore the sidewalk easement on the south side of the property is not needed. There is no sidewalk proposed on the east side of Computer Avenue because there is an existing sidewalk on the west side of Computer Avenue that extends north toward Edina.

The drainage and utility easements proposed for vacation are also along the existing street frontages of Computer Avenue and W. 78<sup>th</sup> Street. The existing right-of-way for both streets can accommodate public and private utilities.

The City retained sidewalk/bikeway and drainage and utility easements along the northern property line in anticipation of the relocation of W. 78<sup>th</sup> Street to the north side of the property, in the event that the existing frontage road is removed to accommodate potential future widening of I-494 by MnDOT. The timing of these potential future projects is uncertain.

No public utilities are affected by this vacation of easements.

## Requested Action

Vacation of drainage, utility, sidewalk, and bikeway easements located at 7901 Computer Avenue South is recommended with adoption of an ordinance approving the vacation.

## Attachments:

Ordinance  
Vacated Drainage and Utility Easement Map  
Vacated Sidewalk and Bikeway Easement Map