



## Legislation Details

<b>File #:</b>	LU 0057-2024	<b>Version:</b>	*	<b>Name:</b>	Zoning, Gaming Facility Text Amendment, Citywide (N 240179 ZRY)
<b>Type:</b>	Land Use Application	<b>Status:</b>		<b>In control:</b>	Adopted Subcommittee on Zoning and Franchises
<b>On agenda:</b>	4/11/2024				
<b>Enactment date:</b>		<b>Enactment #:</b>			
<b>Title:</b>	Application number N 240179 ZRY (Gaming Facility Text Amendment) submitted by New York City Department of City Planning, pursuant to Section 201 of the New York City Charter, for an amendment of the Zoning Resolution of the City of New York, to allow gaming facilities licensed by the State as a permitted use in certain Commercial and Manufacturing districts, Citywide.				
<b>Sponsors:</b>	Rafael Salamanca, Jr.				
<b>Indexes:</b>					
<b>Attachments:</b>	1. Calendar of the Zoning Subcommittee Meeting - March 26, 2024, 2. Hearing Transcript - Zoning 3/26/24, 3. Hearing Testimony - Zoning 3/26/24, 4. April 11, 2024 - Stated Meeting Agenda, 5. Hearing Transcript - Stated Meeting 4-11-24, 6. Calendar of the Subcommittee Meetings and Land Use Meeting - April 17, 2024, 7. Hearing Transcript - Zoning 4-17-24, 8. Hearing Transcript - Land Use 4-17-24, 9. April 18, 2024 - Stated Meeting Agenda, 10. Hearing Transcript - Stated Meeting 4-18-24, 11. Committee Report, 12. Res. No. 392				

Date	Ver.	Action By	Action	Result
3/26/2024	*	Subcommittee on Zoning and Franchises	Hearing on P-C Item by Comm	
3/26/2024	*	Subcommittee on Zoning and Franchises	P-C Item Laid Over by Comm	
4/11/2024	*	City Council	Introduced by Council	
4/11/2024	*	City Council	Referred to Comm by Council	
4/11/2024	*	City Council	Referred to Comm by Council	
4/17/2024	*	Subcommittee on Zoning and Franchises	Hearing Held by Committee	
4/17/2024	*	Subcommittee on Zoning and Franchises	Approved by Subcommittee	Pass
4/17/2024	*	Committee on Land Use	Approved by Committee with Companion Resolution	Pass
4/17/2024	*	Committee on Land Use	Hearing Held by Committee	
4/18/2024	*	City Council	Approved, by Council	Pass