	The New York City Council City Hall New York, NY 10007				
Legislation Details					
File #:	LU (2024	0057- Version: * 4	Name:	Zoning, Gaming Facility Text Amend (N 240179 ZRY)	ment, Citywide
Туре:	Land	d Use Application	Status:	Adopted	
			In control:	Subcommittee on Zoning and Franch	lises
On agenda:	4/11	/2024			
Enactment date:			Enactment #	# :	
Title:	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.				
Sponsors:	Rafael Salamanca, Jr.				
Indexes:					
Attachments:	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	A	Action	Result
3/26/2024	*	Subcommittee on Zoning Franchises	and H	Hearing on P-C Item by Comm	
3/26/2024	*	Subcommittee on Zoning Franchises	and F	P-C Item Laid Over by Comm	
4/11/2024	*	City Council	I	ntroduced by Council	
4/11/2024	*	City Council	F	Referred to Comm by Council	
4/11/2024	*	City Council	F	Referred to Comm by Council	
4/17/2024	*	Subcommittee on Zoning Franchises	and H	Hearing Held by Committee	
4/17/2024	*	Subcommittee on Zoning Franchises	and A	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	ŀ	Hearing Held by Committee	
4/18/2024	*	City Council	ŀ	Approved, by Council	Pass