



Republika ng Pilipinas
Lungsod Quezon
SANGGUNIANG PANLUNGSOD
(City Council)

PR2000-211

67th Regular Session

RESOLUTION NO. SP: 1442, S-2000

A RESOLUTION AUTHORIZING THE ISSUANCE OF A CERTIFICATE OF EXCEPTION TO NATHANIEL G. VELASCO FOR THE CONSTRUCTION OF A FOUR- STOREY PRINTING PRESS BUILDING AT L31 B61 #149 TOLENTINO STREET, BARANGAY DEL MONTE, QUEZON CITY.

Introduced by Councilors MARCLANO P. MEDALLA and ANTHONY C. CASTELO.

Co-Introduced by Councilors Godofredo T. Liban II, Eric Z. Medina, Jorge L. Banal, Vincent P. Crisologo, Rommel R. Abesamis, Winston "Winnie" T. Castelo, Elizabeth A. Delarmente, Ramon G. Mathay, Bayani V. Hipol and Almario E. Francisco.

WHEREAS, petitioner Nathaniel G. Velasco intends to construct a four-storey Printing Press Building on his lot at L31 B61 #149 Tolentino Street, Barangay Del Monte, Quezon City;

WHEREAS, the said project which is a permitted use in a commercial (C-1) Zone is located in an area presently classified as Medium Density Residential (R-2) Zone;

WHEREAS, the present trend/dominant use in the immediate area where the project is located is towards Commercial (C-1) Zone;

WHEREAS, exceptions, variances and/or deviations from the provisions of the Implementing Rules and Regulations of the Zoning Ordinance, specifically Article 3B of Rule VII, may be allowed upon authorization by the City Council thru a Resolution and compliance with the terms and conditions stipulated therein.

NOW, THEREFORE,

BE IT RESOLVED BY THE CITY COUNCIL OF QUEZON CITY IN SESSION ASSEMBLED, to authorize, as it does hereby authorize, the issuance of a Certificate of Exception to Nathaniel G. Velasco, for the construction of a four-storey Printing Press Building on his lot at L31 B61 #149 Tolentino Street, Barangay Del Monte, Quezon City in accordance with the provisions of the "Quezon City Zoning Ordinance of 1992."

ADOPTED: September 5, 2000.

MARCEL C. RILLO
City Councilor, 4th District
Acting Presiding Officer

ATTESTED

EUGENIO V. JURILLA
City Council Secretary

9/5/00