

Notice of Exemption

Appendix E

To: Office of Planning and Research
P.O. Box 3044, Room 113
Sacramento, CA 95812-3044

County Clerk
County of: Los Angeles
P.O. Box 1208
Norwalk, CA 90650-1208

From: (Public Agency): City of Hermosa Beach
Community Development Department
1315 Valley Drive Hermosa Beach, CA 90254

(Address)

Project Title: PDP 24-03

Project Applicant: Wesley Belak-Berger

Project Location - Specific:
138 1st Street

Project Location - City: Hermosa Beach Project Location - County: Los Angeles

Description of Nature, Purpose and Beneficiaries of Project:
A Precise Development Plan to allow a new three-story duplex on vacant lot at 138 1st Street, subject to conditions.

Name of Public Agency Approving Project: City of Hermosa Beach Community Development Department

Name of Person or Agency Carrying Out Project: Wesley Belak-Berger/ Kevin Shenasi

Exempt Status: **(check one):**

- Ministerial (Sec. 21080(b)(1); 15268);
- Declared Emergency (Sec. 21080(b)(3); 15269(a));
- Emergency Project (Sec. 21080(b)(4); 15269(b)(c));
- Categorical Exemption. State type and section number: Section 15303(b) New Construction
- Statutory Exemptions. State code number: _____

Reasons why project is exempt:

The project is comprised of construction of two units in an urbanized area, where up to six dwelling units are exempt. Moreover, none of the exceptions to the Categorical Exemptions apply, nor will the project result in a significant cumulative impact.

Lead Agency
Contact Person: Jake Whitney, Assistant Planner Area Code/Telephone/Extension: 310-318-0237

If filed by applicant:

1. Attach certified document of exemption finding.
2. Has a Notice of Exemption been filed by the public agency approving the project? Yes No

Signature: Jacob Whitney Date: 7/18/2024 Title: Assistant Planner

▪ Signed by Lead Agency Signed by Applicant

Authority cited: Sections 21083 and 21110, Public Resources Code.
Reference: Sections 21108, 21152, and 21152.1, Public Resources Code.

Date Received for filing at OPR: _____