

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: Condominium Subdivision at 138 1st Street in Hermosa Beach

Project Applicant: Wesley Belak-Berger & Kevin Shenasi

Project Location - Specific:

138 First Street in Hermosa Beach

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

Description of Nature, Purpose and Beneficiaries of Project:

A CONDITIONAL USE PERMIT AND VESTING TENTATIVE PARCEL MAP NO. 84286 FOR A CONDOMINIUM SUBDIVISION, AT 138 FIRST STREET.

Name of Public Agency Approving Project: City of Hermosa Beach

Name of Person or Agency Carrying Out Project: 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: 15303(b) Class 3 New Construction
- Statutory Exemptions. State code number: _____

Reasons why project is exempt:

It consists of a limited number (two) of new, small structures. More specifically, the project is comprised of subdivision of two detached units for condominium purposes in an urbanized area, totaling no more than six dwelling units.

Lead Agency

Contact Person: Jake Whitney 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: Jake Whitney Date: 10/17/2024 Title: Associate 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: _____