



# Next stop: building communities.

Mariachi Plaza Joint Development

Planning and Programming Committee

August 19, 2020

Legistar File 2020-0420



Metro







# Recommendation

- > Authorize the Chief Executive Officer to execute an amendment to an existing Exclusive Negotiation Agreement and Planning Document (“ENA”) with East Los Angeles Community Corporation (“Developer”) to extend the term by one year with an option to extend the term for an additional year for the joint development of Metro-owned property at the Mariachi Plaza Station.

# Mariachi Plaza Site Overview



Total: 1.45 Acres

-  Parcel A  
Size: 0.62 acres  
Current Use: Leased for parking
-  Parcel B  
Size: 0.13 acres  
Current Use: Vacant
-  Mariachi Plaza Gold Line Station and Plaza  
Size: 0.70 acres
-  Station Entrance

# Mariachi Plaza Background/Status

- Metro entered ENA with Developer in March 15, 2018; ENA is set to expire September 2020
- Proposed project includes:
  - 60 units of affordable housing at 30-50% AMI
  - 6,340 sq. ft. ground floor space for local-serving businesses
  - 2,035 sq. ft. Mariachi cultural center
  - Community garden
- Project complexity has required extensive analysis, design review and coordination, and entitlements which may require a zone change and General Plan amendment
- Developer is a CBO undergoing organizational restructuring and may pursue additional partnerships to help deliver the project

# Community Outreach

Outreach to-date has included:

- Metro's Boyle Heights Design Review Advisory Committee (DRAC)
- Boyle Heights Neighborhood Council and its relevant committee(s)
- Boyle Heights community-based organizations

# Next Steps

1. Finalize project scope and design
2. Submit application for project entitlements and environmental review to City of LA
3. Negotiate Joint Development Agreement (“JDA”) and Ground Lease terms
4. Continue Community Engagement
5. Return to Board for approval to enter into JDA & Ground Lease

# Project Rendering

