



**CITY OF BEACON  
CITY COUNCIL**

**RESOLUTION NO. 31 OF 2023**

**AUTHORIZING CHANGING CRAIG HOUSE LANE TO MIRBEAU LANE**

**WHEREAS**, there exists a private road within the City identified as Craig House Lane and the Developer for the redevelopment of the Craig House property has requested City Council approval to change the street name to Mirbeau Lane; and

**WHEREAS**, the Planning Board unanimously recommended the private street be renamed “Mirbeau Lane”; and

**WHEREAS**, the Dutchess County Emergency Response Director of 911 indicated that there were no direct conflicts with the proposed road name; and

**WHEREAS**, all street names are subject to the approval of the City Council and 911 Coordinator pursuant to City Code § 192-17.

**NOW, THEREFORE, BE IT RESOLVED**, that the City Council of the City of Beacon hereby approves renaming the private road known as Craig House Lane to now be named Mirbeau Lane.

**BE IT FURTHER RESOLVED**, that Mirbeau Lane is and shall remain a private road, the care and maintenance for which shall be the responsibility of the Property owner.

**BE IT FURTHER RESOLVED**, the City Clerk is directed to send a copy of this Resolution to the Developer, Dutchess County Real Property Tax Department, the City of Beacon Police Department, Dutchess County Department of Emergency Response Director of 911, the Beacon Post Master, the City of Beacon Fire Department, the local ambulance provider and the head of all City Departments.

<b>Resolution No. 31 of 2023</b>			<b>Date: March 27, 2023</b>				
<input type="checkbox"/> <b>Amendments</b>						<input type="checkbox"/> <b>2/3 Required</b>	
<input type="checkbox"/> <b>Not on roll call.</b>			<input type="checkbox"/> <b>On roll call</b>			<input type="checkbox"/> <b>3/4 Required</b>	
Motion	Second	Council Member	Yes	No	Abstain	Reason	Absent
		<b>Paloma Wake</b>		x			
		<b>Justice McCray</b>	x				
	x	<b>George Mansfield</b>	x				
		<b>Wren Longno</b>	x				
x		<b>Molly Rhodes</b>	x				
		<b>Dan Aymar-Blair</b>		x			
		<b>Mayor Lee Kyriacou</b>	x				
		<b>Motion Carried</b>	x				