

July 3, 2003

Honorable Mayor and Members of  
the Hermosa Beach City Council

Regular Meeting of  
July 8, 2003

**MARINELAND MOBILEHOME PARK – CONSIDERATION OF POSSIBLE  
PURCHASE OF THE MOBILEHOME PARK**

**Objective:**

To determine whether or not the City Council wishes to direct staff to investigate the purchase of the mobilehome park.

**Background:**

The mobilehome park, located adjacent to Hermosa Valley School with frontage on Valley Drive and access off of Bard Street, contains 60 mobilehomes. The park was constructed in the 1950s and has recently been listed for sale by the owners. Mayor Keegan became aware that the owners had listed the property for sale and has proposed that the City consider purchasing the mobilehome park and reconfiguring, keeping the same number of mobilehome spaces by using some of the undeveloped area, which would allow a portion of the north area of the park to be sold to the School District and incorporated into the Valley School campus to help accommodate the school's need for space to build the gym and additional classrooms. There are several steps that the City Council would have to take in order to make a decision to proceed with a purchase of the mobilehome park. These steps would include first directing staff to investigate costs, financing, impact on residents, alternative layouts, impact on housing stock, operation costs, possible public uses, and many other issues that would come once the investigation was started. This effort would result in a report that would allow the City Council and the community to make an informed decision on whether or not to proceed. Without this type of report it will be difficult to address many of the issues involved, including looking at the advantages and disadvantages of the City purchasing the mobilehome park.

**Recommendation:**

That the City Council determine whether or not to direct staff to investigate the possible purchase of the Marineland Mobilehome Park.

Respectfully submitted,

Stephen R. Burrell  
City Manager