



The County of Maui

Council Chamber
200 South High Street, 8th
Floor
Wailuku, Hawaii 96793

Legislation Text

File #: IT-114 Reso 22-208, **Version:** 2

RESOLUTION 22-208, ACCEPTING DEDICATION OF VARIOUS PARKS FROM ALEXANDER & BALDWIN, LLC AND A & B PROPERTIES, HAWAII, LLC IN VARIOUS LOCATIONS ON MAUI (IT-114)

The Committee is in receipt of Resolution 22-208, entitled “ACCEPTING DEDICATION OF VARIOUS PARKS FROM ALEXANDER & BALDWIN, LLC AND A & B PROPERTIES, HAWAII, LLC SITUATED IN VARIOUS LOCATIONS ON MAUI, HAWAII, PURSUANT TO SECTION 3.44.015, MAUI COUNTY CODE.” Resolution 22-208’s purpose is to authorize the Mayor of the County of Maui to execute all necessary documents in connection with the acceptance of the following:

- a. Lot A-1 of the “Spreckelsville Beach Right-of-Way Subdivision” located at Wailuku, Maui, Hawaii, identified as Tax Map Key (2) 3-8-001-072 (Baby Beach);
- b. Lot C of the “Ulmer Lime Kiln Subdivision” located at Paia, Hamakuapoko, Maui, Hawaii, identified as Tax Map Key (2) 2-5-005-046 (Baldwin Beach Park);
- c. Lot 2 of “The Mama’s Fish House Subdivision” located at Kuau, Hamakuapoko, Maui, Hawaii, identified as Tax Map Key (2) 2-5-004-024 (Shoreline East of Mama’s Fish House);
- d. Property located at Haiku, Hamakuapoko, Maui, Hawaii, identified as Tax Map Key (2) 2-7-004-027 (Maliko Gulch - Mauka of Hana Highway);
- e. Property located at Paia, Hamakuapoko, Maui, Hawaii, identified as Tax Map Key (2) 2-5-005-038 (Rainbow Park);
- f. Lot 1 of the “First Hawaiian Bank Subdivision” located at Kalua, Wailuku, Maui, Hawaii, identified as Tax Map Key (2) 3-7-008-008 (Commercial Lot next to Hoaloha Park); and
- g. Lot 2 of the “Maui Hukilau Hotel Subdivision” located at Kalua, Kahului, Maui, Hawaii, identified as Tax Map Key (2) 3-7-003-002 (Shoreline, Community Plan “Park” - Hoaloha).

The Committee may consider whether to recommend adoption of Resolution 22-208, with or without revisions. The Committee may also consider the filing of Resolution 22-208 and other related action.