



MINUTES: Planning & Zoning Commission
October 8, 2018

MEMBERS PRESENT: Bo Cooper, Marissa Barrett, Matt Fuller, Phillip Surles, and Sandra Hensley, Dennis Dillon

MEMBERS ABSENT:

OTHERS PRESENT: City Planner Muzaib Riaz, Building Official Ramie Hammonds, Permit Technician Stefani Dodson, Nancy Rodriguez, Kumar Mainali, Ruby Jackson, Ruby Davis, Russel CeBallos, Ann Barton, John Montoya

1. Call Planning & Zoning Commission Meeting to Order.

7:13 P.M.

2. Determine Presence of a Quorum.

Quorum is present

3. Pledge.

4. Consider and Possibly Adopt Minutes of the Meeting of September 10, 2018.

Motion to accept made by Commissioner Bo Cooper, seconded by Commissioner Barrett.
Motion passes unanimously.

5. Consider, Discuss and Act on the Final Plat of Lots 1 and 2, Block A, of Lois Business Park Addition, Being 4.29 Acres in the R. Bebee Survey Abstract Number 29, an Addition to the City of Sanger, Generally Located South of Lois Road East and Approximately 1250 Feet East of the Intersection of Lois Road East and I-35 Northbound Service Road.

Muzaib speaks briefly and goes over the staff report. Staff does recommend approval with conditions that civil plans will be approved prior to City Council on November 5, 2018.

Motion to approve with the condition that the civil plans will be approved before City Council on November 5, 2018, made by Commissioner Hensley. Seconded by Commissioner Fuller. Motion passes unanimously.

6. Consider, Discuss and Act on the Minor Plat of Lots 1-3, Block A, of Railroad Avenue Addition, Being 0.667 Acres of Land Situated in the Reuben Bebee Survey A-29, an Addition to the City of Sanger, Generally Located Northeast of the Intersection of Railroad Avenue and Smith Street.

Muzaib speaks briefly and goes over the staff report. Staff recommends approval with conditions that the BOA passes the depth variance.

Commissioner Dillon makes a motion to approve with condition that the BOA passes, seconded by Commissioner Cooper. Motion passes unanimously.

7. Adjourn

7:26 P.M.