

## **Planning Commission**

## Agenda

June 13, 2024
City Hall, Council Chambers
749 Main Street
6:30 PM for Regular Meeting

Members of the public are welcome to attend and give comments remotely.

- 1) You can call in to +1 253 215 8782 or +1 346 248 7799 Webinar ID # 823 1948 7837 Passcode 773858
- 2) You can log in via your computer. Please visit the City's website here to link to the meeting: <a href="https://www.louisvilleco.gov/planningcommission">www.louisvilleco.gov/planningcommission</a>

The Commission will accommodate public comments during the regular meeting. Anyone may also email comments to the Commission prior to the meeting at: planning@louisvilleco.gov

- 1. Call to Order
- 2. Roll Call
- 3. Approval of Agenda
- 4. Approval of Minutes
- 5. Public Comment on Items Not on the Agenda
- 6. New Business Public Hearing Items
  - a. Minor Subdivision 1147 and 1149 W Enclave: Consideration of Resolution 5, Series 2024 regarding a recommendation to City Council to adjust a lot line between 1147 and 1149 W Enclave.
  - b. Planned Unit Development (PUD) 745 S Pierce: Consideration of Resolution 6, Series 2024, regarding a recommendation to City Council for a PUD to allow a small storage facility at 745 S Pierce.

Persons planning to attend the meeting who need sign language interpretation, translation services, assisted listening systems, Braille, taped material, or special transportation, should contact the City Clerk's Office at 303 335-4536 or MeredythM@LouisvilleCO.gov. A forty-eight-hour notice is requested.

Si requiere una copia en español de esta publicación o necesita un intérprete durante la reunión, por favor llame a la Ciudad al 303.335.4536 o 303.335.4574.

- 7. New Business Discussion Item
  - a. Comprehensive Plan Update Discussion related to draft vision and values statements for upcoming community engagement and project update.
- 8. Planning Commission Comments
- 9. Staff Comments
- 10. Select Items Tentatively Scheduled for Future Meetings
  - a. None at this time
- 11. Adjourn