

City of Buckley
Planning Commission Minutes

September 26, 2016

Chairperson Helmer called meeting to order at 7:04 PM. The following members were present: Hall, Beatty, Harris, Frame and McPhail. Planning Director Thompson was not present.

Beatty moved to approve the minutes of the August 22 and September 12, 2016 Commission meetings. Frame seconded the motion and the motion carried.

Critical areas ordinance update

Harris stated she felt they were being told not asked about the ordinance update. Beatty stated she felt a lot of the changes that were made weren't changes AHBL had any control over and neither would the City because they were changes that were mandated by the State. McPhail stated some of the changes were changes the Commission talked about also. Helmer stated he spoke with Planning Director Thompson regarding these and she also stated to him that they are mandated changes; however, she is not here so she cannot speak on this. Based on this he feels we are to look at them and just make sure they are implemented in our ordinances. He has a concern whether the buildable land in Buckley would be reduced by these new critical land changes, such that we would be unable to meet the 7,000 population growth by 2030 that was allocated to us by Pierce County by Growth Management in our Comp Plan. Harris stated she asked that same question during the last meeting and the response was more land would be able to be developed and her question was the commission wanted to make sure it would not hurt the existing properties. Discussion ensued. This is basically an engineering issue for the storm water run-off.

New/Old Business:

This is Beatty's last meeting until after the first of the year.

Design Standards Update – Tabled until the next meeting.

"New" code anomalies – Tabled until the next meeting.

Hearing date for Anomaly ordinance – Tabled until the next meeting.

The next meeting will be October 10, 2016 at 7:00 PM.

With nothing further the meeting was adjourned at 7:18 PM.



Chuck Helmer, Chairperson