

City of Buckley
Planning Commission Minutes

April 21, 2014

Chairperson Helmer called meeting to order at 7:00 PM. The following members were present: Harris, Howse, LaVergne, Leggett and Wink. Also in attendance was City Planner Thompson.

Harris moved to approve the minutes of the April 7, 2014 commission minutes as presented at the meeting tonight. Leggett seconded the motion and the motion carried.

Element 3, Economic Development

Helmer stated everyone has a markup of the changes that we discussed and implemented at the last meeting. He hasn't had a chance to read these; he went through them very briefly this afternoon with Thompson. Unless there is something new, he thinks we should take this home and be prepared for the next meeting in which the public hearing on this will be held.

Element 4, Urban Design

Howse stated she and Thompson worked on this and made some changes, basically they just moved some things around. The Planning Commission then went through the document and made changes as discussed. After discussion and changes, it was the commission's consensus to move forward with the public hearing on this.

Element 2, Housing

The commission continued their discussion from the last meeting and went through the rest of the document. Harris stated we still need to incorporate the Real Estate numbers into the document.

New/Old Business

Thompson stated she has provided the commission with the meetings for the rest of the year. She would like to move the June meetings by one week so they will be June 9th and 23rd. Howse stated she will be gone August 4th. Wink stated she will do her best to be here on October 6th but will not be here on October 20th.

Next Meetings

Our next meeting will be May 5, 2014 at 7:00 PM.

Howse moved to adjourn the meeting. Wink seconded the motion and the motion carried.

With nothing further the meeting was adjourned at 8:48 PM.

A handwritten signature in black ink, appearing to read "Chuck Helmer", is written over a horizontal line.

Chuck Helmer, Chairperson