



Pleasant View Planning Commission

Meeting Agenda

Thursday, November 7, 2024

6:00 p.m.

6:00 P.M. 1. **Call to Order.**

- a. Pledge of Allegiance and Opening Prayer, Reading or Expression of Thought.
(Vice Chair Julie Farr)
- b. Declaration of Conflicts of Interest.

6:05 P.M. 2. **Administrative Items.**

- a. Minor Subdivision. Consideration of a proposed Minor Subdivision for 11.31 acres of land located at approximately 2690 North 600 West.

6:20 P.M. 3. **Public Hearings – Legislative Items and Recommendations for City Council.**

- a. Zone Text Amendment. Consideration of a text amendment for Manufacturing and Commercial Parking Requirements.
- b. General Plan Amendment. Consideration of a proposed amendment to the Community Character table of the General Plan to provide distinction for Rural Residential Land Use classifications corresponding with the language and specifications in the Future Land Use Map.
- c. General Plan Amendment. Consideration of a proposed amendment to the General Plan for 97.7 acres of land located at approximately 1950 West Pleasant View Dr., from Rural Residential 5 to rural Residential 2.
- d. General Plan Amendment. Consideration of a proposed amendment to the General Plan for 169 acres of land located at approx. 4300 North 1100 West, from Rural Residential 5 to rural Residential 2.
- e. General Plan Amendment. Consideration of a proposed amendment to the General Plan for 30.6 acres of land located at approximately 540 West 4300 North, from Rural Residential 5 to Rural Residential 2.

7:00 P.M. 5. **Adjournment.**

*Notice is hereby given that the Planning Commission of Pleasant View City will hold a meeting at the City Office Building, 520 W Elberta Dr. on **Thursday, November 7, 2024, at 6:00 PM.***

Notice posted on October 25, 2024 – Tammy Eveson, Planner I

In compliance with the Americans with Disabilities Act, persons needing auxiliary services for this meeting should call the Pleasant View City Offices at 801-782-8529, at least 24 hours prior to the meeting.