

Chair

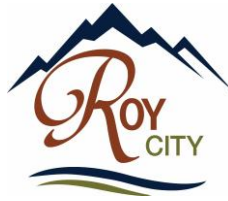
- Ryan Cowley

Vice-Chair

- Jason Felt

City Planner

- Steve Parkinson

**Commission Members**

- Brody Bailey
- Samantha Bills
- Anna Graff
- Janel Hulbert
- Braden Reed
- Daniel Tanner
- Jeremy Thompson

PLANNING COMMISSION

AGENDA

December 9, 2025

6:00 p.m.

The Roy City Planning Commission regular meeting will be held in the City Council Chamber / Court Room in the Roy City Municipal Building located at 5051 South 1900 West. The meeting will commence with the Pledge of Allegiance, which will be appointed by the Chair.

[This meeting will be streamed live on the Roy City YouTube channel.](#)

Agenda Items

1. Declaration of Conflicts
2. Approval of the November 25, 2025, work-session

Legislative Items

3. **6:00 p.m. – PUBLIC HEARING** – Consider amendment to the General Plan to include a Water Usage and Conservation element.

Administrative Items

4. A request for Site Plan and Architectural review approval of SPOT Estates located at approximately 4550 South 1920 West
5. Commissioners Minute
6. Staff Update
7. Adjourn

In Compliance with the Americans with Disabilities Act, persons needing auxiliary communicative aids and services for these meetings should contact the Administration Department at (801) 774-1040 or by email: ced@royutah.gov at least 48 hours in advance of the meeting.

Pursuant to Section 52-4-7.8 (1)(e) and (3)(B)(ii) "Electronic Meetings" of the Open and Public Meetings Law, any Commissioner may participate in the meeting via teleconference, and such electronic means will provide the public body the ability to communicate via the teleconference.

Certificate of Posting

The undersigned, does hereby certify that the above notice and agenda was posted in a public place within the Roy City limits on this 5th day of December 2025. A copy was also posted on the Roy City Website and [Utah Public Notice Website](#) on the same date.

Visit the Roy City Web Site @ www.royutah.gov

Roy City Planning Commission Agenda Information – (801) 774-1027

Steve Parkinson, City Planner

