

BRIGHAM CITY LAND USE AUTHORITY
2nd Floor Council Chambers, City Hall
June 15, 2026, 09:30 a.m.

PRESENT:	Tom Kotter	Community & Economic Development Director
	Mark Bradley	City Planner
	Zane Billings	Assistant City Planner
	Destry Larsen	Administrative Assistant
(Via Zoom)	Steve Borup	Applicant

REGULAR MEETING

1
2 The meeting was called to order at 09:30 a.m. by Tom Kotter, Land Use Authority.

3
4 **Approval of Minutes**

5
6 Mr. Kotter approved the minutes of the April 30, 2026, Land Use Authority meeting.

7
8 **Application #26-049 / No-Dedication Subdivision / QuikTrip – Brigham City**
9 **Subdivision / 1152 S and 1100 W / Steve Borup**

10
11 Assistant City Planner Zane Billings presented the application and explained that it was
12 a preliminary and final plat request for the proposed subdivision. Mr. Billings reported that
13 the application had been reviewed by the City’s Development Review Team and was
14 being presented with a staff recommendation for approval.

15
16 Mr. Billings explained that no additional road dedication was required because the
17 property is accessed from an existing private road on the south side of the site. He noted
18 that several utility easements would be dedicated as part of the subdivision plat. Staff
19 recommended approval of the plat subject to Development Review Team comments,
20 including submission of an updated final plat and resolution of any remaining outstanding
21 comments prior to final approval.

22
23 Steve Borup, Applicant, indicated that he had no additional information to present and
24 was available to answer questions if needed.

25
26 Mr. Kotter, acting as the Land Use Authority, approved Application #26-049 as
27 presented.

28
29 **MOTION TO ADJOURN**

30 **Motion:** Tom Kotter adjourned the meeting at 09:35 a.m.

31 *This certifies that the regular meeting minutes of June 15, 2026, are a true and accurate*
32 *copy as approved by the Land Use Authority on _____.*

33

Signed: _____

34

Destry Larsen, Administrative Assistant

UNAPPROVED