## PAYSON CITY PLANNING COMMISSION MEETING Payson City Center, 439 W Utah Avenue, Payson UT 84651 Wednesday, March 10, 2021 6:30 p.m.

CONDUCTING	Kirk Beecher
COMMISSIONERS	Kirk Beecher, Ryan Frisby, Kathy Marzan, Tyler Moore, Kit Morgan, Blair Warner
EXCUSED	John Cowan
STAFF	Jill Spencer, City Planner Chris Van Aken, City Planner II Kevin Stinson, Administrative Assistant

1. Call to Order

This meeting of the Planning Commission of Payson City, Utah, having been properly noticed, was called to order at 6:31p.m.

2. <u>Roll Call</u>

Six commissioners present.

- 3. <u>Invocation/Inspirational Thought</u> given by Commissioner Warner.
- 4. Consent agenda
  - 4.1 Approval of the minutes for the regular meeting on February 24, 2021

**MOTION: Commissioner Frisby- To approve the consent agenda.** Motion seconded by Commissioner Marzan. Those voting yes Kirk Beecher, Ryan Frisby, Kathy Marzan, Tyler Moore, and Blair Warner. The motion carried.

5. Public Forum

No public comments.

6. <u>Review Items</u>

6.1 <u>DISCUSSION</u> – Upcoming Projects.

Jill gave highlights on some projects, but not all projects. There are a lot of projects going on all around Payson.

- The Villages in Arrowhead Park several phases are approved. There is a mix of single family, townhomes and condos with a total of 413 units. Four more phases are yet to come.
- Arrowhead Ranch has preliminary approval for some phases. They are looking at a redesign of the project by the builder. This will be single family and townhomes with a total 172 currently.

- South Haven Farms is moving along. There is a 55+ housing, plans for medical and assisted living. There will be commercial around the project. A residents and town home section is also included. The total is about 400 units currently.
- Elm Hollow will be 2 single family and 6 townhomes.
- Payson View Estates redesign has several phases up to H that have been approved. The applicant has recently purchased more land and will be redesigning. There are only single family homes about 360 homes. Lots will be 6,500 to 20,000 square feet.
- Iron Horse next to Walmart will have 5 single families and 28 twin homes.
- Red Bridge Village will have a mix of commercial and residential.
- Payson Court is residential apartments with 135 units.
- Hiatt 7.5 and Split Rail subdivisions will be both 2 lot subdivisions with single family homes on each one.
- Parris RV has purchased land and will be building a dealership in Payson. They are hoping to be under construction in the next few weeks.
- Payson Suites will includes restaurants, reception hall and hotel.
- High Quality Carports is coming and developing along 170 N.
- Payson Gateway is in the old ballfields. They are working on splitting one of the lots to accommodate two buildings instead of one. We are getting an interest in commercial in this area.
- CR Payson industrial is looking to build in the industrial zone. They will phase office warehouse space.

Discussion on land use projects, transportation projects including street lights, a reconstruction of Main Street. There will be transit studies removal of the median on 800 south and bike lanes added throughout the city.

The new ball parks are moving along nicely. Forebay recreation area is moving forward. The West Mountain Recreation Area is progressing. Trails connections and parks are moving forward throughout Payson.

Commissioner Frisby expressed a concern about the number of rental units that are coming to Payson. A work session will be scheduled in the future to make sure the goals for Payson are all in sync. Kevin talked about the growth in the building of building permits and businesses. Jill talked about holding Planning Commissions at the City Center. We will need to start this next meeting with at least 3 members at the anchor site.

1. Adjournment

**MOTION: Commissioner Morgan**– **To adjourn.** Motion seconded by Commissioner Marzan. Those voting yes Kirk Beecher, Ryan Frisby, Kathy Marzan, Tyler Moore, Kit Morgan and Blair Warner. The motion carried.

This meeting adjourned at 7:31p.m.