## CITY OF MASCOUTAH PLANNING COMMISSION #3 WEST MAIN STREET MASCOUTAH, IL 62258-2030

## **NOVEMBER 19, 2014**

The minutes of the Regular Meeting of the Planning Commission of the City of Mascoutah.

## CALL TO ORDER at 7:00 PM

Chairman Ken Zacharski called the meeting to order.

#### **PRESENT**

Commission members Charles Lee, Jack Klopmeyer, Glenn Shelley, Rich Thompson, Bruce Jung, and Chairman Ken Zacharski were present.

#### **ABSENT**

Commission member Darren Goodlin was absent.

#### ALSO PRESENT

Assistant City Manager Lisa Koerkenmeier was present.

## ESTABLISHMENT OF A QUORUM

A quorum of Planning Commission members was present.

#### GENERAL PUBLIC COMMENT

None

## AMEND AGENDA

There was no need to amend Agenda.

#### **MINUTES**

Klopmeyer moved, seconded by Shelley, to approve the minutes of the August 20, 2014 Planning Commission Meeting as corrected.

## THE MOTION BY ROLL CALL

Charles Lee aye, Jack Klopmeyer aye, Glenn Shelley aye, Rich Thompson aye, Bruce Jung aye, and Chairman Ken Zacharski aye. 6-ayes, 0-nays

# PROCESS TO REVIEW AND ADOPT UNIFIED LAND DEVELOPMENT CODE, (CHAPTER 34), MOBILE HOUSING CODE (CHAPTER 23) and BUILDING CODES (CHAPTER)

Koerkenmeier reviewed the three (3) types of uses included in each zoning district; permitted use, planned use, and conditional use. Commission members began their review of land uses in the various agricultural, residential, commercial, and industrial zoning districts and whether the use should be permitted by right, planned use, or conditional use. The attached matrix depicts the results of Commissioners discussion with staff.

No formal action or motion was required by the Commission.

## **MISCELLANEOUS**

Koerkenmeier stated it appears there will be applications submitted and a December 17<sup>th</sup> Planning Commission meeting will be scheduled. Chairman Zacharski stated he would like the Commission to continue discussion on the Zoning Code revisions.

## **ADJOURNMENT**

Thompson moved, seconded by Lee, to adjourn at 8:13 p.m.