

AGENDA
LAND USE REGULAR MEETING
MONDAY, NOVEMBER 20, 2017 AT 5:30 P.M.

THERE WILL BE A REGULAR MEETING OF THE SULPHUR LAND USE COMMISSION, **MONDAY, NOVEMBER 20, 2017 AT 5:30 P.M.**, IN THE CITY COUNCIL CHAMBERS LOCATED AT 500 NORTH HUNTINGTON, SULPHUR, LOUISIANA TO ADOPT THE FOLLOWING:

CALL TO ORDER
INVOCATION
PLEDGE OF ALLEGIANCE
ROLL CALL
APPROVAL OF MINUTES OF PREVIOUS MEETING (S)
APPROVAL OF AGENDA

1. Resolution granting an Exception to Christopher A. Salvador Construction, LLC, 628 South Post Oak Road, to allow for a mobile home park to be located in a Business District.
2. Resolution accepting petition for annexation from Oak Creek Village, LLC, An Arizona Limited Liability Company (Michael Zipprich), for property located west of Beglis Parkway/east of Belle Savanne Reserve Subdivision.
3. Resolution enlarging and extending the boundaries of the City of Sulphur for the annexation of property owned by Oak Creek Village, LLC, An Arizona Limited Liability Company (Michael Zipprich) for property located west of Beglis Parkway/east of Belle Savanne Reserve Subdivision.
4. Resolution granting the zoning of property to Residential owned by Henry Duhon, Jr. et al, for property located at the end of North Hudson Street.
5. Resolution granting a rezone to FRD Properties One, LLC, from Residential to Commercial for property located at 225 Prater Road.

PUBLIC TO ADDRESS COMMISSION
ADJOURNMENT

******(Anyone addressing Council will be limited to speak for 3 minutes only)**

If you are not satisfied with the outcome of the Land Use Commissions decision, the City Council will meet on all these issues at their next City Council meeting. If you are still not satisfied with their decision you can appeal it.

***The next regular Land Use meeting will be held on Monday, December 18, 2017 at 5:30 p.m. in the Council Chambers at City Hall.

In accordance with the Americans with Disabilities Act, if you need special assistance to attend this meeting, please contact Arlene Blanchard at 527-4500, describing the assistance that is necessary.