

PLANNING & ZONING COMMISSION MEETING (CITY HALL)
November 6, 2024; 5:00 PM
Woodcreek, Texas

MINUTES

CALL TO ORDER

ESTABLISH QUORUM

PRESENT

Karen Duncan
Chair James Miller
Russell Scott
Co-Chair Carson Bledsoe
Liaison Chrys Grummert

ABSENT

Tamara Robertson

CITY STAFF PRESENT

Jim Burton – City Administrator
Taffy Barker – Office Admin

PUBLIC COMMENTS

No public comments

CONSENT CALENDAR

1. Approval of Regular Planning and Zoning Commission Meeting Minutes from October 2, 2024.

REPORT FROM LIAISON AND OFFICERS

2. Liaison Chrys Grummert spoke on Council Direction to consider seniors in decisions and recommendations to Council. Make sure all City events are inclusive for all age groups.

REGULAR AGENDA

3. Workshop to discuss procedures and possible changes to Planning & Zoning Commission. Workshop began at 5:09 PM and closed at 5:35 PM.
4. Discuss and take possible action on procedures and possible changes to the Planning & Zoning Commission, as discussed in the Workshop.
A motion was made by James Miller to create a report for Council Liaison to be able to report to the council. Motion was seconded by Karen Duncan. James Miller volunteered to create this form.
A vote was held by a show of hands. Motion passed 4-0-0

5. Workshop to discuss possible questions to include in City survey for the Comprehensive Plan possible changes. Workshop began at 5:37 PM and closed at 5:50 PM.
6. Discuss and take possible action on suggested questions for the Comprehensive Plan including the creation of a report to Council, as discussed in the Workshop.
A motion was made by James Miller to send a report to Council stating that P&Z would like to see the survey for the Comprehensive Plan before it goes out to citizens. Motion was seconded by Russell Scott.
A vote was held by a show of hands. Motion passed 4-0-0

ANNOUNCEMENTS

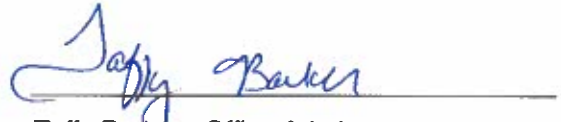
Karen Duncan said she would not be attending the December meeting.

ADJOURN

Chair James Miller Adjourned the Meeting at 6:00 PM



James Miller - Chair



Taffy Barker - Office Admin