TOWN OF FLORENCE PLANNING AND ZONING COMMISSION REGULAR MEETING AGENDA

REGULAR MEETING OF THE TOWN OF FLORENCE PLANNING AND ZONING COMMISSION TO BE HELD THURSDAY, SEPTEMBER 18, 2014 AT 6:00 PM AT TOWN HALL COUNCIL CHAMBERS LOCATED AT 775 NORTH MAIN STREET, FLORENCE, ARIZONA.

- 1. CALL TO ORDER
- 2. ROLL CALL: Wooley_, Putrick_, Petty_, Pranzo_, Garcia_.
- 3. PLEDGE OF ALLEGIANCE
- 4. DISCUSSION/APPROVAL/DISAPPROVAL of the minutes of the regular meeting conducted on June 19, 2014, special meeting conducted July 10, 2014 and regular meeting conducted September 4, 2014.

5. NEW BUSINESS

A. CASE PZC-28-14-CUP (MOSAIC CHURCH)

PRESENTATION/APPROVAL/DISAPPROVAL A Design Review application for the Mosaic Church submitted by Steve Barduson of Barduson Architects. The subject site is approximately 2.6 acres of a 10 acre property located within the Anthem at Merrill Ranch community. The proposed church facility will be located within the Parkside portion located west of the intersection of Merrill Ranch Parkway and Felix Road Florence, Arizona, AKA, a portion of APN 211-01-005D

6. CALL TO THE PUBLIC/ COMMISSION RESPONSE:

Call to the Public for public comment on issues within the jurisdiction of the Planning and Zoning Commission. Individual Commission members may respond to criticisms made, may ask staff to review a matter raised or may ask that a matter be put on a future agenda.

7. CALL TO THE COMMISSION

8. ADJOURNMENT

Posted on this 15th day of September, 2014 by Maria Hernandez, Deputy Town Clerk at 775 N. Main Street and 1000 S. Willow, and the Town Website at <u>www.florenceaz.gov</u>.

*** PURSUANT TO TITLE II OF THE AMERICANS WITH DISABILITIES ACT (ADA), THE TOWN OF FLORENCE DOES NOT DISCRIMINATE ON THE BASIS OF DISABILITY REGARDING ADMISSION TO PUBLIC MEETINGS. PERSONS WITH A DISABILITY MAY REQUEST REASONABLE ACCOMMODATIONS BY CONTACTING TOWN OF FLORENCE ADA COORDINATOR, AT (520) 868-7574 OR (520) 868-7502 TDD. REQUESTS SHOULD BE MADE AS EARLY AS POSSIBLE TO ALLOW TIME TO ARRANGE THE ACCOMMODATION.