IDAHO CITY PLANNING AND ZONING COMMISSION

511 MAIN STREET, IDAHO CITY, ID 83631

MAY 18, 2020

6:00 PM

RESCHEDULED REGULAR MEETING

AGENDA

- 1. CALL TO ORDER-James Nicholson called to order at 6:10 pm
- 2. ROLL CALL Secor, Lee, Jewell absent, Hayes, Ptak, Canody present
- 3. REVIEW AGENDA A motion was made by RC Hayes to move item 9 to be heard first as Matt Elliot the owner was present; Rora Canody seconded.

9. DISCUSS THE KENNEL LOCATED AT 205 E. WALULLA, VERIFYING LICENSE-**ACTION ITEM**-Ptak recused herself from discussion and voting, but stated that kennel license was signed by Mayor and Clerk Ptak, owner received 75% approval from neighbors. Hayes made a motion to approve kennel at 205 E. Walulla and that when they start selling puppies, they will apply for a business license, seconded by Canody.

- 4. APPROVAL OF MINUTES-ACTION ITEM-
- 5. REVIEW THE COMPREHENSIVE PLAN AND MAKE RECOMMENDATIONS TO UPDATE IT-Small discussion of things being done at rodeo grounds. Tabled to next meeting.
- 6. REVIEW HANK ELLIOT'S OUTBUILDING PROJECT, VERIFYING PERMIT-ACTION ITEM- Ptak recused herself from voting and discussion. Letter from owner was presented. Discussion of outbuilding and when it was built (2017, makes them grandfathered in). P&Z was not formed until 2019 so they have no reason to take action. James motioned that building was built in 2017 and commission was formed in 2019 and therefore no action needs to be taken at this time. Canody seconded.
- 7. REVIEW THE NEW SIGN AND LIGHTING FIXTURE ERECTED BY THE GOLD MINE FOR CODE COMPLIANCE-ACTION ITEM- James presented the Zoning Code standards, D & Q, that affect this item. Glare that affects driving down Highway 21 and that the lighting needs to be directed toward the parking lot. Discussion by Commission. James recommends that the lighting be directed towards the parking lot and building. A violation letter was recommended by Canody to be fixed within 30 days. James made a motion to send a violation letter with a 30-day notice to comply with P & Z codes, Standard 8, subsections D and Q, for lighting concerns; seconded by Canody. Clerk will send.
- DISCUSS THE HOUSE OWNED BY SUSAN KELLY, REGARDING SAFETY CONCERNS- Fire Department and Chief of Police are working with the owner to address the safety issue. James will bring to City Council.

10. DISCUSS THE ONGOING NEED FOR A LOCAL CODE ENFORCEMENT OFFICER TO INSPECT THE VARIOUS BUILDING PROJECTS OCURRING IN THE CITY – Chief of Police is Code Enforcer. If we had a regular Code Enforcement Officer then we would have someone to specifically address issues. Code Enforcement Officer has to be Certified. James will bring to City Council.

11. REVIEW BUILDING PERMIT FOR A SHOP LOCATED AT 4 PINES LOOP-**ACTION ITEM**- Clerk has already sent to DBS already because of their backlogs. Setbacks are well within range. Ptak made a motion to accept building permit for 4 Pines Loop, James seconded.

12. REVIEW PROPOSED STREET NAMES IN THE MORES CREEK CROSSING DEVELOPMENT-**ACTION ITEM**- Street names presented do not fit the continuity of the roads in Idaho City. Building Code states uniformity of street names should be used. Canody recommends contacting owner to have them change to fit continuity with existing names. Recommendation to City Council would be to not accept the presented names and ask the builder to come up with different names. Canody made a motion to contact builder and ask them come up with names that fit the existing genre of current street names; seconded by Hayes.

14. DISCUSS THE NEXT MEETING'S AGENDA – Clerk believes that she will have new building permits, discuss annexing of Roeber property into city, review comprehensive plan should be permanent, Gold Mine lighting issue review, Code Enforcement discussion. Second Phase of Mores Creek Crossing will be coming up soon.

- 13. UPCOMING MEETINGS:
 - a. Next regular meeting; June 8, 2020 at 6:00 pm
- 15. ADJOURN- James adjourned meeting at 6:45 pm.

APPROVED 6/2/2020

James Nicholson	June 22, 2020
CHAIRMAN/CO-CHAIRMAN	DATE
Nancy L. Ptak	June 22, 2020
ATTEST	