

CITY OF MENDOTA PLANNING COMMISSION MINUTES

Regular Meeting

Tuesday, September 20, 2016

6:30 p.m.

Meeting called to order by Economic Development Manager Flood at 6:35 PM.

Roll Call

Commissioners Present:

Commissioners Albert Escobedo, Ramiro Espinoza,

Martin Gamez, and Jonathan Leiva

Commissioners Absent:

Chairperson Juan Luna and Vice-Chairperson Carlos

Quintanar.

Staff Present:

Jeff O'Neal, City Planner; Cristian Gonzalez, Public Works & Planning Director; Matt Flood, Economic Development Manager; and Celeste Cabrera, Deputy

City Clerk.

Flag Salute led by Economic Development Manager Flood.

A motion was made by Commissioner Escobedo to select Commissioner Gamez as Chairperson Pro Tem of the meeting, seconded by Commissioner Leiva; unanimously approved (4 ayes, absent: Luna and Quintanar).

FINALIZE THE AGENDA

1. Adoption of final Agenda.

A motion was made by Commissioner Escobedo to adopt the agenda, seconded by Commissioner Espinoza; unanimously approved (4 ayes, absent: Luna and Quintanar).

MINUTES AND NOTICE OF WAIVING OF READING

- 1. Approval of the minutes of the regular meeting of August 18, 2016.
- 2. Notice of waiving the reading of all resolutions introduced and/or adopted under this agenda.

A motion to approve items 1 and 2 was made by Commissioner Escobedo, seconded

by Commissioner Espinoza; unanimously approved (4 ayes, absent: Luna and Quintanar).

PUBLIC HEARING

1. Public Hearing to adopt **Resolution No. PC 16-05**, recommending the City Council approve Application No. 16-01, Tentative Parcel Map. 16-01, a general plan amendment, and rezone, with accompanying negative declaration.

Chairperson Pro Tem Gamez introduced the item and City Planner O'Neal summarized the report including the location of the property; the current zoning designations of the property; the process and requirements to amend the General Plan; the zoning designations that each portion of the property will be converted to; and the various findings the Planning Commission needs to make in order to forward a recommendation to the City Council.

Discussion was held on individuals accessing the property through Highway 33; the possibility of adding the condition that the property owner needs to place fencing around the property; what the property owner plans to do with the property; the 20 feet easement that the City is requesting for line access; and the possibility of adding a condition of a setback from the fire department building.

At 7:09 p.m. Chairperson Pro Tem Gamez opened the hearing to the public and, seeing no one present wishing to comment, closed it in that same minute.

Discussion was held on whether the property owners will develop the property.

A motion was made to adopt Resolution No. PC 16-05 with the condition that the property owner place a barrier around the property to prevent vehicles from driving on it by Commissioner Escobedo, seconded by Commissioner Leiva; approved (3 ayes, no: Gamez, absent: Luna and Quintanar).

PUBLIC COMMENT ON ITEMS THAT ARE NOT ON THE AGENDA

None offered.

PLANNING DIRECTOR UPDATE

Public Works & Planning Director Gonzalez reported that the City Council approved the Planning Commission's recommendation in regards to Resolution No. PC 16-04 and provided an update on the development of a Dollar Tree store.

Discussion was held on discussing the issues of adding additional traffic control mechanisms on state routes in the City at a future Public Safety Sub-Committee meeting.

Chairperson Pro Tem Gamez inquired on the possibility of Caltrans constructing a roundabout at the intersection of Oller and Derrick Avenues.

PLANNING COMMISSIONERS' REPORTS

Commissioner Leiva inquired on installing a traffic signal at the intersection of Oller Avenue and 7th Street.

ADJOURNMENT

At the hour of 7:21 p.m. with no more business to be brought before the Planning Commission, a motion for adjournment was made by Commissioner Escobedo, seconded by Commissioner Leiva unanimously approved (4 ayes, absent: Luna and Quintanar).

Juan Luna, Chairperson

ATTEST:

Matt Flood, City Cler