## **Meeting Minutes**

Governmental Body: Van Meter Planning and Zoning Commission

Date of Meeting: Monday, January 6th, 2020

Time/Location of Meeting: 5:30 PM – Van Meter City Hall, 310 Mill Street, Van Meter,

Iowa

## Agenda:

1. Call to Order/Roll Call

Chairman Wahlert called the meeting to order at 5:30 pm.

Roll was called: Wahlert, Akers, DeVore, Harris, Hulse present. Feldman absent. Guests present included City Administrator Kyle Michel, City Engineer Bob Veenstra, Van Meter Multi-Family Project Team.

2. Approval of Agenda

Akers moved, supported by Wahlert, to approve the agenda as submitted. Motion carried unanimously

3. Approval of Minutes – 11-4-19

Harris moved, supported by DeVore, to approve the minutes. Motion carried unanimously.

- 4. Discussion and possible action Van Meter Multi-Family
  - a. Site Plan: City Engineer Bob Veenstra walked the Commission through the Site Plan as well as the Site Plan approval process. General discussion ensued. Brad Kuehl, Bishop Engineering, was present to answer questions. City Administrator Michel indicated that Engineer's Comments had been addressed and answered by Bishop Engineering.

Akers moved, supported by Harris, to approve the Site Plan and make recommendation to the Van Meter City Council to do the same. Motion carried. Wahlert passed.

b. Preliminary Plat of Survey: City Engineer Bob Veenstra explained the purpose of the Preliminary Plat of Survey and addressed parcel ownership questions. General discussion ensued. Brad Kuehl, Bishop Engineering, was present to answer questions.

Harris moved, supported by Hulse, to approve the Preliminary Plat of Survey and make recommendation to the Van Meter City Council to do the same. Motion carried. Wahlert passed.

- 5. Discussion and possible action Plat of Survey Kelly Joseph General discussion regarding the City's two-mile subdivision review. No action taken.
- 6. Adjournment

Motion by Hulse, supported by DeVore. Motion carried unanimously.

Chairman Wahlert adjourned the meeting at 6:20 pm.