

## **Development Review Committee Meeting**

Wednesday, October 16, 2024 at 1:00 PM

Theodore D. Washington Municipal Building, Henry "Emmett" McCracken Jr. Council Chambers, 20 Bridge Street, Bluffton, SC

## **AGENDA**

All Applications can be viewed on the Town of Bluffton's Permit Finder page https://www.townofbluffton.us/permit/

- I. CALL TO ORDER
- II. ROLL CALL
- III. PUBLIC COMMENT
- IV. OLD BUSINESS
- V. NEW BUSINESS
  - 1. Heritage at New Riverside Phase 9 (Subdivision): A request by Tyler Vaughn of Thomas and Hutton, on behalf of LSSD New Riverside, LLC, for approval of a subdivision application. The project consists of the subdivision to create 83 single-family lots with associated right of way and common areas for Phase 9 of Heritage at New Riverside. The property is zoned New Riverside PUD and consists of approximately 26.9 acres identified by tax map numbers R614 035 000 1362 0000 and R614 035 000 1318 0000 and located West of the HWY46/170 intersection within the Heritage at New Riverside Master Plan. (SUB-09-24-019334) (Staff Dan Frazier)
- VI. DISCUSSION
- VII. ADJOURNMENT

NEXT MEETING DATE: Wednesday, October 23, 2024

"FOIA Compliance – Public notification of this meeting has been published and posted in compliance with the Freedom of Information Act and the Town of Bluffton policies."

In accordance with the requirements of Title II of the Americans with Disabilities Act of 1990 ("ADA"), the Town of Bluffton will not discriminate against qualified individuals with disabilities on the basis of disability in its services, programs, or activities. The Town of Bluffton Council Chambers are ADA compatible. Auditory accommodations are available. Any person requiring further accommodation should contact the Town of Bluffton ADA Coordinator at 843.706.4500 or adacoordinator@townofbluffton.com as soon as possible but no later than 48 hours before the scheduled event.

Executive Session – The public body may vote to go into executive session for any item identified for action on the agenda.