



City of Rio Communities Planning and Zoning Meeting
City Council Chambers - 360 Rio Communities Blvd
Rio Communities, NM 87002
Thursday, August 18, 2022 4:00 PM
Agenda

Please silence all electronic devices.

ATTENTION: We encourage you to participate in the Planning and Zoning Meeting from the comfort and safety of your own home by entering the following link: @

<https://www.facebook.com/riocommunities>

Call to Order

Pledge of Allegiance

Roll Call

Approval of Agenda

Approval of Minutes

1. **For June 23, 2022, July 7, 2022 & July 21, 2022**

Actions Items

2. **Discussion, Consideration, and Decision – LEAF & Flower Special Use Permit (recommendation to move to Council)**
3. **Discussion – Comprehensive Plan**

Public Comment: The Commission will take public comments on ***this meeting's specific agenda items***. These should be in written form via email through 2:45 PM on Thursday August 18, 2022 to info@riocommunities.net. These comments will be distributed to all Commissioners for review. ***If you wish to speak during the public comment session in person:*** The Commission will allow each member of the public three (3) minutes to address the Commission. Both the public and Planning & Zoning Commission will follow rules of decorum. Give your name and where you live. The public will direct comments to the Commission. Comment(s) will not be disruptive or derogatory.

General Commission Discussion/Future Agenda Items

4. **General Discussion Topic...**

Adjourn

NOTE: THIS AGENDA IS SUBJECT TO REVISION UP TO 72 HOURS PRIOR TO THE SCHEDULED MEETING DATE AND TIME (NMSA 10-15-1 F). A COPY OF THE AGENDA MAY BE PICKED UP AT CITY HALL, 360 RIO COMMUNITIES BLVD, RIO COMMUNITIES, NM 87002. IF YOU ARE AN INDIVIDUAL WITH A DISABILITY WHO IS IN NEED OF A READER, AMPLIFIER, QUALIFIED SIGN LANGUAGE INTERPRETER OR ANY OTHER FORM OF AUXILIARY AND OR SERVICE TO ATTEND OR PARTICIPATE IN THE MEETING, PLEASE CONTACT THE MUNICIPAL CLERK AT 505-861-6803 AT LEAST ONE WEEK PRIOR TO THE MEETING OR AS SOON AS POSSIBLE.