



City of Blackfoot
Planning & Zoning
Work Meeting Agenda
July 12, 2022
7 PM

The City of Blackfoot's Planning & Zoning meeting will now be held in person, and you must be present to participate. The following information is for those citizens who would like to view the meeting via Zoom:

ZOOM CALL - IN INFORMATION:

<https://us06web.zoom.us/j/85604932699>

DIAL IN: +1 669 444 9171 – MEETING ID: 856 0493 2699

1. **Pledge of Allegiance**
2. **Roll Call of Members** – Dine Smith, Vice-Chairperson, Commissioners Merv Dolan, Marilyn Jefferis, Deborah Barlow, JoAnne Thomas, and Scott Stufflebeam
3. **The City of Blackfoot Staff** - Kurt Hibbert, Planning & Zoning Administrator and Julie Conan, Planning & Zoning Clerk
4. **Report Ex Parte Communication or Conflicts of Interest**
5. **Approval of June 28 Meeting Minutes**
6. **Action Items:**
 - a) **Commercial Codes – Lot Area sizes; Percentage of Coverage by Structures; Setback Requirements**
 - b) **Vote for Committee Chairperson and Vice-Chairperson**
 - c) **Approve Findings of Facts – Category “A” Annexation of Riverton Road to Waste Water Treatment Plant**
 - d) **Comprehensive Plan Survey Discussion**
7. **Discussion on any outstanding issues**

If there are persons needing an interpreter and/or documents translated for this meeting, please contact Julie Conan, P & Z Clerk, at 208-785-8600, ext. 3 to make arrangements. ***Please notify the city at least three days before the meeting with your request.***

City Hall is accessible to persons with disabilities. Anyone needing special assistance or anyone with any symptoms associated with COVID-19 who cannot participate in person can contact Julie Conan, P & Z Clerk, at 785-8600 ext. 3 to make arrangements. ***Please notify the city at least three days before the meeting with your request.***

A full copy of the site map and application may be obtained at City Hall or online at: www.blackfoot.org

Information available at the City of Blackfoot 157 N Broadway

<https://www.cityofblackfoot.org/AgendaCenter>