



City of Blackfoot
Planning & Zoning Meeting
Agenda for October 26, 2021
7 PM

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

**ZOOM CALL
IN INFORMATION:**

<https://us06web.zoom.us/j/87989386429>

DIAL IN: 1 (669) 900-6833 – MEETING ID: 879 8938 6429

1. **Pledge of Allegiance.**
2. **Roll Call of Members** – Ron Ramirez, Chairperson, Dine Smith, Vice-Chairperson, Commissioners Merv Dolan, Marilyn Jefferis, Deborah Barlow, and JoAnne Thomas
3. **The City of Blackfoot Staff** - Kurt Hibbert, Planning & Zoning Administrator, Donna Parkinson, Planning & Zoning Clerk, and Attorney Garrett Sandow.
4. **Report Ex Parte Communication or Conflicts of Interest.**
5. **Approval of Meeting Minutes.**
6. **Public Hearing - Action Items:**
 - a) **Slate Mountain Mobile Homes, 9038 E. Cedar Point Lane, Idaho Falls, Idaho, (T3S R35E SEC 03 BLKFT SO BROADWAY ADD LOTS 5 TO 10 LS T-2773, PTN T-9908, HWY P/C W/ 1 ROCKING R TR CT, T3S R35E SEC 03 S BROADWAY ADD T-9908 LESS HWY P/C T3S R35E SEC 03 BLKFT SO BROADWAY ADD, T-2773(P T OF LOTS 6-8) LESS PT T-9908, HWY PC, T3S R35E SEC 03 BLKFT SO BROADWAY ADD LOTS 1 TO 4 LS HWY) 788 & 766 S Broadway, Mobile Home Park Application - Action Item**
 - b) **Chassie and Jake Rooke, 665 Wildrose Lane, Blackfoot, Idaho, (T2S R35E SEC 34 BLKFT CEDAR PARK LK 2 LOT 14) Conditional Use Permit for an in-home business - Action Item**
7. **Commercial Zones – Action Item**
8. **Adjourn**

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 Donna Parkinson, 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.

All Information available at the City of Blackfoot, 157 N Broadway, Blackfoot, Idaho 83221

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