AGENDA ITEM NO.



AGENDA ITEM SUMMARY FORM

PROPOSED MEETING DATE:	May 8, 2024
PREPARED BY:	Scott Dunlop, Director
DEPARTMENT:	Development Services

AGENDA ITEM DESCRIPTION:

Conduct a public hearing on a Subdivision Concept Plan for Manor Commons Northeast Commercial, eighteen (18) lots on 33.93 acres, more or less, and being located at the northeast corner of the intersection of US HWY 290 and FM 973, Manor, TX.

Applicant: ALM Engineering, Inc. Owner: Timmermann Commercial Investments, LP BACKGROUND/SUMMARY:

The Manor Commons NE Commercial tract is at the northeast corner of US Hwy 290 and FM 973. The developer is seeking to divide the approximately 34-acre tract into 18 commercial lots (17 developable commercial lots and 1 drainage lot). The proposed uses include restaurants, retail, a bank, and a hotel. The plan also includes extending Marie Lane from Greenbury into the commercial subdivision to a roundabout with connections to US 290 and FM 973. The FM 973 intersection will be where the new Manor Commerce Blvd connects to FM 973 as part of the Manor Crossing development and a signal will be installed by the Manor Crossing developer. Additional turning lanes are planned on FM 973 and US 290, and there will not be a signal added to the US 290 connection, which will be a right-in, right-out, and not provide a crossing to EB US 290 traffic.

LEGAL REVIEW:	Not Applicable	
FISCAL IMPACT:	No	
PRESENTATION:	No	
ATTACHMENTS:	Yes	
		Conform

- Plat
- Aerial Location
- Engineer Comments

- Conformance Letter
- Public Notice
- Mailing Labels

ACTIONS:

Discretion	Discretionary
Subdivision Review Type	NA
Actions	Open, Close, Postpone

STAFF RECOMMENDATION:

It is the City Staff's recommendation that the Planning and Zoning Commission conduct a public hearing on a Subdivision Concept Plan for Manor Commons Northeast Commercial, eighteen (18) lots on 33.93 acres, more or less, and being located at the northeast corner of the intersection of US HWY 290 and FM 973, Manor, TX.

PLANNING & ZONING COMMISSION:	Recommend Approval	Disapproval	None