

# PLANNING & ZONING COMMISSION REPORT OF FINDINGS AND RECOMMENDATION

TO: MONTGOMERY MAYOR AND CITY COUNCIL

FROM: PLANNING & ZONING COMMISSION

CC: GARY PALMER, CITY ADMINISTRATOR

SUBJECT: REPORT CONCERNING A SPECIAL USE PERMIT APPLICATION BY EVAN BALLEW TO REQUEST A "B"-COMMERCIAL LAND USE AT 14640 LIBERTY STREET, AN "R1"-SINGLE FAMILY RESIDENTIAL ZONING DISTRICT.

Mayor and Members of City Council,

Pursuant to Sections 98-27(a) of the City of Montgomery Code of Ordinances ("the Code"), the Montgomery Planning and Zoning Commission met on June 6, 2023 to consider a request from Evan Ballew for a Special Use Permit to use the property and existing structure at 14640 Liberty Street Montgomery, Texas 77356 for professional (real estate) office space.

After study, the Commission at its June 6<sup>th</sup> meeting thereby found:

- The property is currently designated with the zoning classification of R1-Single Family Residential.
  - The proposed use, professional office space, is allowed by right only in a B-Commercial zoning district.
  - Parking requirements were considered and the Commission found that \_\_\_\_\_.
  - "USE" IS IN LINE WITH COMMERCIAL \_\_\_\_\_.
  - LICENSE WOULD RUN WITH THE OWNER \_\_\_\_\_.
- [add points considered relevant to the request or property)

By a vote of 3-1, the Planning and Zoning Commission hereby presents this Report pursuant to Section 98-27(a) of the Code, recommending approval / ~~denial~~ of the Special Use Permit. City Council can require conditions for the Special Use Permit, ~~none~~ / the following are recommended by the Commission:

- ESTABLISH COMMERCIAL / RESIDENTIAL BUFFER.
- BUILDING WITHIN SETBACK IS OK TO STAY.
- \_\_\_\_\_.

[list any conditions deemed appropriate]

I, Jeffrey Waddell, Chairman of the Montgomery Planning and Zoning Commission, on this 6<sup>th</sup> day of June 2023, certify the above Final Report to be true and correct to the best of my knowledge.

Signed:   
JEFFREY WADDELL, Chairman

Attested:   
NICI BROWE, TRMC, City Secretary