

**MEDINA MUNICIPAL/REGIONAL
PLANNING COMMISSION MEETING
MONDAY, SEPTEMBER 9, 2024
5:00 PM**

I. DETERMINATION OF QUORUM AND CALL TO ORDER

Jonathan Roland called the meeting to order and determined a quorum. Present were Sam Gilley, Chad Nunnery, Jonathan Roland, and Sam White. Vance Coleman and Grayson Chandler were absent.

II. REVIEW AND APPROVAL OF MINUTES

A quorum of members that attended the August meeting were determined to be present and those meeting minutes were approved by a unanimous vote of those members.

III. CITIZENS COMMENTS

A. None

IV. NEW BUSINESS

- A. Maintenance Bond Release – Steeplechase Subdivision, Section 1 –** Joel McAlexander, on behalf of Crosswynd Partners, requested the release of the maintenance bond for Steeplechase Subdivision, Section 1. The city engineer recommended releasing the bond. A motion was made by Sam White to release the bond and was seconded by Jonathan Roland. The motion was passed by a unanimous vote of the Commission.
- B. Recommendation on proposed Local Park & Recreation Fund Grant proposal –** The City of Medina is applying for an LPRF Grant to assist with pickleball court additions, playground equipment enhancements, and ADA accessibility improvements. A motion was made by Sam Gilley to recommend that the City of Medina apply for the grant, and it was seconded by Jonathan Roland. The motion was passed by a unanimous vote of the Commission.
- C. Proposed Subdivision Regulations Amendment to allow the option of soil cement base for proposed streets –** The staff planner and city engineer drafted an amendment to the subdivision regulations that would allow soil cement base to be used as an alternative in the construction of new city streets. A motion was made by Jonathan Roland to hold a public hearing at our next meeting to further discuss the adoption of this amendment. The motion was seconded by Sam Gilley and passed by a unanimous vote of the Commission.

V. OLD BUSINESS

A. None

VI. OTHER BUSINESS

A. None

VII. ADJOURNMENT

Meeting Adjourned

Don White