



**CASCADE CITY
PLANNING & ZONING COMMISSION
Regular Meeting Minutes
Monday, December 16, 2019
Cascade City Hall**

CALL TO ORDER AND ROLL CALL

The meeting was called to order by Chairman Lori Hunter. Vice Chairman Ron Brown, Commissioners Candice White and Paddy Warren were present. Quorum present. City Staff Heather Soelberg was also present.

OLD BUSINESS

VAC-19-02 Caron Dennett / Kevin Lloyd

Commissioner Brown made a motion to approve the Findings of Facts and Conclusions of Law, second by Chairman Candice White. Motion Carried unanimously.

LAND USE ORDINANCE CHANGES

The commission continued review of the City's land use code. Discussion regarding ADU proposed code. Discussion regarding tiny homes. Discussion regarding the definition of a tiny home. Discussion regarding inspection compliance with tiny homes. Discussion regarding grandfathering needs based current conditions. Discussion regarding set back requirements. Discussion regarding utility services. Discussion regarding R4 lot coverage, and need to do further research and bring back to the next P&Z meeting. Request to have cells darken out that are irrelevant to specific zone. Discussion regarding zones. Discussion regarding building height. Discussion regarding what requires a building code. Discussion regarding signs. Discussion regarding camping, what the definition of camping is. Discussion regarding camping vs. storage of RV. Discussion regarding dry camping and RV camping. Discussion regarding building permits and RV camping. Discussion regarding charging a fee for camping longer then x number of days. Discussion regarding the length of time to allow camping on city lots. Discussion regarding recreation zone. Discussion again regarding ADU vs. tiny homes. Discussion regarding RV Parks. Discussion regarding Ag. Zone. Discussion to continue workshop to the meeting in January.

ADJOURNMENT

Hearing no further business, the meeting adjourned at 9pm.

Respectfully submitted,

Heather M. Soelberg, Clerk

Approved:

Lori Hunter, Chairman