12/11/2019 BoardDocs® Plus



# Thursday, December 19, 2019 Board of Appeals Meeting

## THIS AGENDA IS TENTATIVE AND SUBJECT TO CHANGE WITHOUT NOTICE - TIMES ARE APPROXIMATE

A part or all of the meeting may be conducted in closed session.

Meeting of: Board of Appeals

Location: Chesapeake Building, 41770 Baldridge St., Leonardtown, MD

Time: 6:30 p.m.

#### 1. CALL TO ORDER:

A. December 19, 2019 BOARD of APPEALS Meeting; Called to order at 6:30 p.m. in the Chesapeake Building at 41770 Baldridge Street, Leonardtown, Maryland 20650

### 2. ROLL CALL:

A. Attendance of Members, Presenters, Staff Support and Speakers

#### 3. AGENDA:

A. December 19, 2019 Board of Appeals Agenda

#### 4. PUBLIC HEARING:

A. VAAP 18-1958 CHESSER; Variance from the Comprehensive Zoning Ordinance Section 71.8.3.a.(1), for land disturbance in the Expanded Critical Area Buffer to construct a porch with stairs and add stairs to an existing porch.

#### 5. PUBLIC HEARING:

A. VAAP 15-132-00015 PENROD AUTOMOTIVE; Variance from Schedule 63.3.b of the Comprehensive Zoning Ordinance to waive the required 65-foot Type B front and rear buffer yard and to reduce the planting requirements for the 30-foot Type C side buffer yards.

#### 6. REVIEW AND APPROVAL OF MINUTES:

A. December 12, 2019 BOARD OF APPEALS MINUTES

### 7. ADJOURN:

A. December 19, 2019, Board of Appeals Meeting Adjourned

Appropriate accommodations for individuals with special needs will be provided upon request. In order to meet these requirements, we respectfully ask for one week's prior notice. Please contact Sherrie Young at 301-475-4200, Ext 71522. Proceedings are televised live and/or recorded for later broadcast on television. All content of these proceedings is subject to disclosure under the Maryland Public Information Act. Photographic and electronic audio and visual broadcasting and recording devices are used during the Commissioners' meetings. These are public meetings and attendance at these meetings automatically grants St. Mary's County Government permission to broadcast your audio and visual image