

# Monday, December 11, 2023 Planning Commission

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

Meeting of: Planning Commission

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

Time: 6:30 p.m.

Public meetings are now open to the public.

The public hearing may be viewed on SMCG Channel 95 or SMCG YouTube Channel.

In lieu of appearance, comments may be submitted by:

a. Email: brandy.glenn@stmaryscountymd.gov

b. US Mail: PO Box 653 Leonardtown, Maryland 20650

c. Submit a 3-minute video clip to publicmtgs@stmarysmd.com no later than 5 PM December 7, 2023

d. Submit written public comments to jessica.burch@stmaryscountymd.gov no later than 2 PM, December 8, 2023

#### 1. CALL TO ORDER

#### 2. ROLL CALL

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

#### 3. AGENDA

A. December 11, 2023, Planning Commission Agenda

## 4. REVIEW AND APPROVAL OF MINUTES

A. Review and Approval of the November 13, 2023 Meeting Minutes

#### **5. PUBLIC HEARING:**

A. MSP23-0222 Snow Hill Manor Park Pavilion and Playground Impervious Surface Trading

## 6. PUBLIC HEARING:

A. CWSP23-0301 Woods at Myrtle Point, Lot 224

#### 7. PUBLIC HEARING:

A. MJSB23-0021 Woods at Myrtle Point, Lot 224

#### 8. ADJOURN

## A. Adjourn the Planning Commission Meeting for December 11, 2023

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 Brandy Glenn, 301-475-4200 ext. 1524. 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