

Molalla Planning Commission MINUTES Molalla Civic Center 315 Kennel Ave. Molalla, OR97038 May 4, 2022

The May 4, 2022, meeting of the Molalla Planning Commission was called to order by Chair Rae Botsford at 6:30 pm.

COMMISSIONER ATTENDANCE:

Chair Rae Lynn Botsford – Present
Commissioner Rick Deaton – Absent
Commissioner Doug Eaglebear – Present
Commissioner Jennifer Satter – Absent
Commissioner Jacob Giberson – Present
Commissioner Connie Sharp – Present
Commissioner Clint Ancell – Present

STAFF IN ATTENDANCE:

Mac Corthell, Planning Director - Present Dan Zinder, Associate Planner – Present Sam Miller, Senior Engineer – Present Ronda Lee, Support Specialist - Present

AGENDA:

- CALL TO ORDER
- II. FLAG SALUTE AND ROLL CALL
- III. PUBLIC COMMENT Limited to 3 minutes per person

No Public Comment

- IV. MINUTES:
 - April 6, 2002, Planning Commission Meeting Planning Commission approves minutes 5-0

V. QUASI-JUDICIAL HEARING:

SDR09-2021, Goodwill Industries

Senior Planner, Dan Zinder, presented the staff report and material for planning files SDR09-2021 a proposal for a Site Design Review of the Goodwill Industries build.

After discussion, Commissioner Giberson made a motion to approve SDR09-2021, subject to the conditions of approval as set forth in the Staff Report and to authorize the Chair to sign a final decision of approval, Commissioner Ancell made a second motion. Motion passes 5-0.

VI. DISCUSSION ITEM:

VII. REPORTS AND ANNOUNCEMENTS:

- Ancell: All 500 tickets to the 6/4/22 Concerte have been sold.
- Sharp: Giant Street Parade still moving ahead no theme yet
- Corthell: Housing needs study, No art contest submissions, Fox park starting soon, Strawberry Park starting, Striping almost complete at main intersection, Sidewalk improvements, Round-about 3-2023

VIII. ADJOURNMENT

Meeting adjourned at 7:24 pm

PLANNING COMMISSION MEETING CAN BE VIEWED IN ITS ENTIRIETY HERE:

6/1/2022

https://www.youtube.com/watch?v=0F96azM CeA

Chair, Rae Lynn Botsford

ATTEST

Mac Corthell, Planning Director