

City of Blaine Anoka County, Minnesota Meeting Agenda - Final

Blaine City Hall 10801 Town Sq Dr NE Blaine, MN 55449

Planning Commission

The Planning Commission is an advisory body to the City Council. One of the Commission's functions is to hold public hearings and make recommendations to the City Council. The City Council makes all final decisions on these matters. Blaine City Ordinances require that certain documents and information be included in applications. The Planning Commission may postpone consideration of an application that is incomplete and may, for other reasons, postpone final action on an application. For each item the Commission will receive reports prepared by the City staff, open the hearing to the public, and discuss and act on the application.

Tuesday, December 13, 2016

7:00 PM

Council Chambers

- 1. Roll Call
- 2. Approval of Minutes

TMP 16-0577 Approval of November 9, 2016 Planning Commission Minutes

- 3. Old Business
- 4. New Business
- 4.1 TMP Public Hearing Case File No. 16-0047 // Boulder Contracting // 10720 16-0519 Sunset Avenue NE

The applicant is requesting a waiver of platting that will split an existing lot into two parcels in the R-1 (Single Family) zoning district.

4.2 TMP Public Hearing Case File No. 16-0049 // Daniel Orning // 8615 Lincoln Street NE

The applicant is requesting the approval of a conditional use permit to allow for a detached garage in the rear yard totaling 1,200 square feet. The detached garage will replace a structure that was destroyed in a fire.

4.3 <u>TMP</u> 16-0529

Public Hearing Case File No. 16-0050 // Twin Cities Orthopedics // 11225 Ulysses Street NE

The applicant is requesting the following:

- a) Rezoning from B-2 (Community Commercial) to B-3 (Regional Commercial)
- b) Preliminary Plat approval to subdivide 4.02 acres into one (1) lot to be known as TCO Blaine Addition
- c) A one (1) foot variance to the twenty (20) foot parking stall length to allow a nineteen (19) foot stall length and eleven (11) additional parking stalls on site