PLANNING AND ZONING BOARD/LOCAL PLANNING AGENCY MINUTES

The Brevard County Planning & Zoning Board met in regular session on **Monday, November 18, 2024,** at **3:00 p.m.**, in the Florida Room, Building C, Brevard County Government Center, 2725 Judge Fran Jamieson Way, Viera, Florida.

The meeting was called to order at 3:00 p.m.

Board members present were Henry Minneboo, Vice-Chair (D1); Ron Bartcher (D1); Robert Sullivan (D2); Brian Hodgers (D2); Erika Orriss (D3); Mark Wadsworth, Chair (D4); Ana Saunders (D5); Debbie Thomas (D4); Melissa Jackson (D5); and Robert Brothers (D5).

Staff members present were Tad Calkins, Director (Planning and Development); Alex Esseesse, Deputy County Attorney; Jeffrey Ball, Zoning Manager; Trina Gilliam, Planner; Derrick Hughey, Planner; Sandra Collins, Planner; and Alice Webber, Operations Support Specialist.

Excerpt of complete agenda.

Item H.1. RHR Construction & Development LLC requests a Small-Scale Comprehensive Plan Amendment (24.012) to change the Future Land Use designation from PI to RES 4. (24SS00012) (Tax Account 2320049) (District 1) Item H.2. RHR Construction & Development LLC requests a change of zoning classification

from GU and RU-1-11 to RU-1-11. (24Z00042) (Tax Account 2320049) (District 1)

Trina Gilliam read companion items H.1. and H.2. into the record.

Both of these were also heard on November 6th at the Port St John Dependent Special District Board hearing, and they recommended approval.

The applicant was not present.

Mark Wadsworth what do you recommend staff.

Jeffrey Ball stated that we do not make recommendations.

Mark Wadsworth stated as far as the tabling, or we can move forward and take a vote with no one here.

Alex Esseesse stated it's at the discretion of the board if you'd like to table it to the next P&Z. I believe this is the first time this item has come before the board, so you're entitled to do that.

Motion to table Items H.1. and H.2. until the next P&Z meeting by Robert Sullivan, seconded by Debbie Thomas. The motion passed unanimously.