



February 28, 2019

LEHI CITY PLANNING COMMISSION NOTICE OF PUBLIC HEARING

On March 14, 2019 at 7:00 p.m. at the Lehi City Council Chambers located at 153 North 100 East, the Lehi City Planning Commission will hold a public hearing to receive public comment on the following items:

Public hearing and recommendation of Temple Olayan's request for review of a zone change for Z-Act on approximately 5.69-acres of property located at 1385 West 700 South, changing the zoning from a TH-5 to an R-1-22 zone. (Tabled from the February 28, 2019 meeting)

Public hearing and recommendation of Clyde Properties request for review of the Vistas at the Point concept plan, a 55.37-acre development located at approximately 3000 West Traverse Mountain Blvd in a proposed TOD zone.

Public hearing and recommendation of Clyde Properties request for TOD zoning on the Golding Annexation, approximately 55.37-acres of property located at approximately 3000 West Traverse Mountain Boulevard.

Public hearing and recommendation of Arive Homes' request for review of a grading permit for Harmony Townhomes, approximately 13.81-acres of property located at 700 North 3750 West in an existing Planned Community zone. (Cold Spring Ranch)

Public hearing and recommendation of Edwin Thomas's request for review of a Zone Change on .66-acres of property located at 635 West State Street changing the zoning from Mixed Use & RA-1 to Commercial.

Public hearing and consideration of Paul Richards' request for approval of conditional use for the Utah Valley Turf site plan located in an existing building at 840 South Millpond Road in a Light Industrial zone.

Public hearing and recommendation of Kristi Askew's request for review of a Development Code Amendment to Section 26.030.F adding an exception to the ADU frontage requirement in cul-de-sacs.

Public hearing and recommendation of TMHOA's request for preliminary subdivision review of Eagle Summit Phase 7, a 3-lot residential development located at approximately 5041 North Grey Hawk Drive in a Planned Community zone.