



THE PLANNING & ZONING COMMISSION OF THE CITY OF CRYSTAL CITY WILL MEET IN REGULAR SESSION ON JUNE 27, 2022 AT 6:00 P.M. AT THE CRYSTAL CITY MEMORIAL LIBRARY, 101 E. DIMMIT ST. CRYSTAL CITY, TEXAS

(The City of Crystal City reserves the right to recess and convene at a later time stated during this meeting. The City Council reserves the right to proceed into Executive Session during this meeting as per the Open Meetings Law, Texas Local Government Code 551 in accordance with the authority contained in: Legal Section 551.071; Real Estate 551.072; Gifts or Donations 551.073; Personnel 551.074 and Security 551.076)

AGENDA

1. CALL THE MEETING TO ORDER

2. ROLL CALL & ESTABLISHMENT OF QUORUM

3. WELCOME & RECOGNITION OF GUESTS

4. PLEDGE OF ALLEGIANCE

5. APPROVAL OF MINUTES

- Regular Meeting April 27, 2022.

6. INFORMATIONAL ITEM

- Update on Texas Water Development Board Application.
- Update On Community Development Block Grant Application (CDBG).

7. ACTION ITEMS

- 7.1 CONSIDERATION AND APPROPRIATE ACTION REGARDING ZONING APPLICATION SUBMITTED BY ELISA DIAZ REQUESTING RE-ZONING OF PROPERTY.

8. ADJOURNMENT

If during the course of the meeting, discussion of any item on the agenda should be held in closed meeting, the board will conduct a closed meeting in accordance with the Texas Open Meeting Act, Tex. Gov't. Code, Chapter 551, Subchapters D and E. Before any closed meeting is convened, the presiding officer will publicly identify the section or sections of the Act authorizing the closed meeting. All final votes, actions or decisions will be taken in open meeting.

I HEREBY CERTIFY THAT THE ABOVE NOTICE OF MEETING WAS POSTED ON THE BULLETIN BOARD IN THE MUNICIPAL BUILDING, 101 E. DIMMIT ST., CRYSTAL CITY, TEXAS ON THE 24th DAY OF June 20 22 AT 4:22 A.M. P.M.

Sandra D. Zavala by ED.

Sandra D. Zavala, City Clerk

5. DISABILITY ACCESS STATEMENT .,e

This meeting is wheelchair accessible. The accessible entrance is located at 101 E. Dimmit Street. Accessible parking spaces are located at City Hall.

