

## **AGENDA**

## Regular Meeting of the CITY OF COLUSA PLANNING COMMISSION

Wednesday April 27, 2022, at 7:00 PM

425 Webster Street, City Council Chambers (530) 458-4740

The public may address the Commission on any agenda item during the Commission's discussion of that item. When doing so, and when commenting on non-agenda items, we ask that the speaker kindly be recognized by the Planning Commission Chair before speaking and please keep their remarks brief. If several persons wish to address the same item, or if any one person's comments are excessive, a two (2) minute time limit may be imposed on individual speakers.

## 1. MEETING CALLED TO ORDER AND ROLL CALL

CONSENT CALENDAR: Items on the Consent Calendar may be removed and discussed at the request of a Commission member.

A. Action Minutes:

January 2022 through March 2022

B. Correspondence:

None

- 3. PUBLIC COMMENTS: The Planning Commission may read / address comments on any item concerning subject matter that is within the Planning Commission's jurisdiction. No action may be taken on items not posted on the agenda, other than to briefly respond, refer to staff, or to direct that an item be placed on a future agenda.
- 4. PUBLIC HEARING: A resolution approving a Conditional Use Permit to allow construction of a cannabis business, manufacturing and cultivation facilities and related street and infrastructure improvements over an approximately 32-acre site zoned Light Industrial (M-1-PD) Planned Development District, located at the northeast corner of D Street and East Clay Street
- 5. PLANNING COMMISSION MATTERS: None

6. ADJOURNMENT.

AGENDA POSTED

Bryan Stice, Community Development Manager

In compliance with the Americans with Disabilities Act, persons requiring accommodations for a disability at a public meeting should notify the City Clerk or Deputy City Clerk at least 48 hours prior to the meeting at (530) 458-4740 in order to allow the City sufficient time to make reasonable arrangements to accommodate participation in this meeting.