

**City of Odessa
Odessa Planning and Zoning Commission
Minutes - January 16, 2025**

Call to Order: Matt Modlin, chair-elect, called the meeting to order at 7:00 p.m.

Roll Call: Present were Modlin; Marty McDermed; Ruth Beamer, secretary; Bill Hunt, Mary Bertram, Vicki Pavlovsky, and Jo Ann Quigley, commissioners. Also present were Hannah Spaar, THE ODESSAN; Scott Burnett, local business owner; and Brenda Oliver and Danette Iman, realtors. City staff present were Shawna Davis, city administrator, and Christi Dickey, community planning and development support staff.

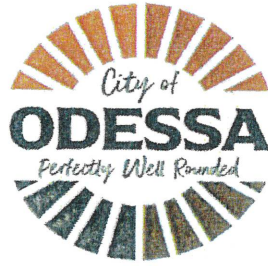
Consent Agenda - After a request by McDermed to add Public Comments to the agenda and his motion to approve, seconded by Hunt, the agenda, including minutes of December 19, 2024 was approved unanimously. With no business to conduct, the meeting was dedicated to a work session reviewing recommended changes to the code related to cumulative zoning. The changes had been recommended for consideration by the city attorney at a previous session.

Public Comments - Both Iman and Oliver spoke to voice their concerns over how they fear the proposed changes could negatively impact the growth of the city, adding the current code had worked well for many years and making major changes at this point could be considered "short-sighted." Burnett did not speak.

Work Session - The remainder of the meeting was spent with Davis reviewing the 97 page packet provided to commissioners prior to the meeting. Davis highlighted proposed changes, with McDermed adding pertinent history of the current code. Commissioners were asked to review the proposed changes in detail and bring concerns/comments to a future session, date to be determined.

Next Meeting- Next scheduled meeting - February 20, 2025

Adjournment - With no further action to be taken and on motion by Beamer, seconded by McDermed, meeting adjourned at 8:15 p.m.



Approved:

CITY OF ODESSA

February 20, 2025

Matt Modlin

Matt Modlin, Chairman

ATTEST

Ruth Beamer

Ruth Beamer, Secretary