

WHERE HISTORY & PROGRESS MEET

Approved May 8, 2023

## **MINUTES**

## DEVELOPMENT COMMITTEE

April 10, 2023 6:00 P.M.

1. Call to Order, Roll Call, and Establishment of a Quorum.

Alderman Rebecca Stout called the meeting to order at 6:00 p.m.

Roll call found Aldermen Melissa Birch Ferguson, Christine Dettmann, Jayme Sheahan and Rebecca Stout present. Alderman Stout announced a quorum. Alderman Matthew Garling arrived shortly after roll call.

Also in attendance was Community Development Director, Tom Dabareiner.

## 2. Approval of Minutes.

A. February 13, 2023.

Alderman Birch Ferguson moved and Alderman Dettman seconded a motion to approve the minutes. Voting Aye: Aldermen Birch Ferguson, Dettmann, Sheahan and Stout.

3. Public Participation.

Dan Shapiro, attorney for Paradise Spa, the applicant for Consent Item 4.A., spoke to the Committee. He stated the Plan Commission/Zoning Board of Appeals (PC/ZBA) unanimously recommended approval of the requested Special Use Permit. He also highlighted some key elements of their business proposal and offered to answer members' questions.

## 4. Items for Consent.

A. Paradise Spa, 956 N. Neltnor Blvd. - In Unit 318 of the Tower Station commercial center, the petitioner requests approval of a Special Use Permit for a spa that would consist of a wet, dry and steam sauna, plus hot and cold tubs.

Development Committee Minutes April 10, 2023 Alderman Birch Ferguson moved and Alderman Sheahan seconded a motion to approve the Item. Voting Aye: Aldermen Birch Ferguson, Dettmann, Garling, Sheahan and Stout.

- 5. Items for Discussion. None.
- 6. Unfinished Business. None.
- 7. New Business. None.
- 8. Reports from Staff.

Mr. Dabareiner informed the members they would be having two concept plans to consider at next month's meeting.

9. Adjournment.

Alderman Garling moved, and Alderman Birch Ferguson seconded the motion to adjourn the Development Committee meeting at 6:07 p.m. The motion was approved unanimously by voice vote.

Respectfully submitted,

Jane Burke

