

**AGENDA
CITY OF BENBROOK
PLANNING AND ZONING COMMISSION
THURSDAY, JUNE 13, 2013**

**911 WINSCOTT ROAD
WORKSESSION, 7:00 P.M.
PRE-COUNCIL CONFERENCE ROOM, OPEN TO PUBLIC**

A quorum of the Benbrook City Council may be in attendance at this meeting.

- 1. Discuss Items on Agenda**
- 2. Staff Briefing on Development Activities within City (time permitting)**
 - a. Update on Benbrook Boulevard (US 377) Project
 - b. Status of Updates to the Comprehensive Plan

**REGULAR MEETING, 7:30 P.M.
CITY COUNCIL CHAMBERS**

ITEMS UNDER CONSIDERATION ARE SUBJECT TO FINAL ACTION

I. CALL TO ORDER

II. CONSIDERATION OF MINUTES

May 9, 2013 PZ Minutes

Documents: [PZ MIN 5-9-13.PDF](#)

III. REPORTS OF CITY STAFF

A. COMPREHENSIVE PLAN

None

B. ZONING

Z-13-06

Consider amendments to Chapter 17.08 – Definitions; Chapter 17.20 – Districts, District Boundaries and District Uses; Chapter 17.75 – “FBC” Form-Based Code District, of Title 17 – Zoning of the Benbrook Municipal Code. PUBLIC HEARING

Documents: [Z-13-06 FORM BASED CODE DISTRICT REPORT.PDF](#), [Z-13-06 \(ATTACH ORDINANCE\) FBC DISTRICT.PDF](#)

Z-13-07

Consider amendments to Chapter 17.08 – Definitions; Chapter 17.28 – “SD” Suburban District; Chapter 17.32 – “RE” Residential Estate District; Chapter 17.36 – “A” One Family District; Chapter 17.40 – “B” One Family District; Chapter 17.44 – “BR” One Family Reduced District; Chapter 17.48 – “CR” Multiple Family Restricted District; Chapter 17.52 – “C” Multiple Family District; Chapter 17.60 – “F” Commercial District; Chapter 17.72 – “MH” Manufactured Home District; Chapter 17.84.100 – Supplementary District Regulations, Architectural Standards for Nonresidential Buildings, of Title 17 – Zoning of the Benbrook Municipal Code. PUBLIC HEARING

Documents: [Z-13-07 ARCHITECTURAL REQUIREMENTS REPORT.PDF](#), [Z-13-07 \(ATTACH ORDINANCE\) ARCHITECTURAL REQUIREMENTS .PDF](#)

C. SUBDIVISION

None

D. SITE PLAN

None

E. GENERAL

None

IV. PRESENTATION BY PLANNING AND ZONING COMMISSION MEMBERS

V. CITIZEN PRESENTATION

VI. ADJOURNMENT