

City of Atkins Iowa
Atkins Planning and Zoning Commission
Meeting Agenda

Thursday June 25, 2020 – 6:30 PM
City Hall - Council Room
480 3rd Avenue
Atkins Iowa

Due to Governors Declaration of Emergency - Meeting will be conducted via
Teleconference – Limited public access is available at the City Hall Council Room

Instructions to access the meeting using teleconference application Webex;
Webex.com – Video is not needed but may be available.
Meeting number is 126 821 2826 , password 5VcgCNaag93

Without webex, Call the telephone number **1-510-338-9438**
Enter access code **126 821 2826 # Password 58242622 #**, you will have access to hear
and speak.
Meeting opens 15 minutes prior to the start time.

Contact the City Clerk at 319-446-7870 or email cityclerk@cityofatkins.org if you plan to
speak before the Commission. Optional – but preferred.

NOTICE TO THE PUBLIC: The Chairman and Commission welcome comments from the public during discussion. You are required to state your name and address for the record and to limit the time used to present your remarks so that others may be given an opportunity to speak. The order of business is at the discretion of the Chair.

1. Information on how to conduct the meeting via teleconference.
2. Call to order by Chair Jacobsen and Roll Call.
3. Approve the agenda.
4. Consider approval of minutes of Atkins Planning and Zoning Commission.
5. Discussion on changes to the City of Atkins Iowa, Code of Ordinances Chapter 165 Zoning Regulations. The changes to be considered are additional uses to be included in the AC- Arterial Commercial District and the BC -Business Commercial District.
6. Consider a recommendation to the City Council concerning changes to the City of Atkins, Iowa Code of Ordinances Chapter 165 Zoning Regulations.
7. Public Input.

8. Discussion of future meeting dates and agenda.

9. Adjournment.

This notice is given at the direction of the Chair Pursuant to Chapter 21, Code of Iowa, and the local rules of the City of Atkins, Iowa

Amber Bell, City Clerk