



City of Highland Haven
510 Highland Drive, Suite A
Highland Haven TX 78654-8269
Phone: 830-265-4366 Fax: 512-366-9721

MINUTES – PLANNING & ZONING COMMISSION MEETING

DATE: August 31, 2023

TIME: 5:00 PM

PLACE: Highland Haven City Hall

1. Open meeting and Roll Call to Establish Quorum

Chair – Marvin Filla	☐ Present	☒ Absent
Vice-Chair Debbie Dahlstrom	☒ Present	☐ Absent
Secretary Linda Enderlin	☒ Present	☐ Absent
Member Connie Smith	☒ Present	☐ Absent
Member Jackie Garrow	☒ Present	☐ Absent

Debbie Dahlstrom opened the meeting at 5:00 pm

2. Pledge of Allegiance

The Pledge of Allegiance was led by Debbie Dahlstrom

3. Recognize visitors. **No Visitors present**

4. Public Comment

(At this time, any person with business before the P&Z Commission not scheduled on the agenda may speak to the Commission. No formal action can be taken on these items at this meeting. No discussion or deliberation can occur. Comments regarding specific agenda items should occur when the item is called.)

No Public Comments

ACTION ITEMS

5. Public Hearing for Replat Request for Lot #'s 197 & 198 & .241 Acres in Sec 3, 102 Bluebird Ln.

The Public Hearing was opened at 5:03pm.

There was discussion among the P&Z as to the location of the property.

The Public Hearing is closed at 5:08pm

6. Discussion with Possible Action – Recommendation to Board of Aldermen regarding replat of lots 197 & 198 & .241 Acres in Sec 3, 102 Bluebird

Motion to recommend approval to Board of Alderman for the replat of lots 197 & 198 & .241 Acres in Section 3, 102 Bluebird Ln. made by Jackie Garrow, seconded by Connie Smith.

Vote

4-0

DISCUSSION ITEMS

INFORMATION ITEMS

7. Next Regular Meeting date September 14, 2023.

8. Items to be considered for the next agenda must be received by the Chair on or before 12 noon CDT, September 6, 2023.

9. Adjournment.

Motion to adjourn made by Jackie Garrow, seconded by Connie Smith.

Vote 4-0

Meeting adjourned at 5:10 pm.

Marvin Filla
Marvin Filla, Chair

Seal

Lezley Baum
Lezley Baum, City Secretary