



August 05, 2015

CITY OF PERRIS PLANNING COMMISSION MEETING AGENDA

City Council Chambers
Meeting to convene at 6:00 P.M.
101 North "D" Street
Perris, CA 92570

1. CALL TO ORDER:

2. ROLL CALL:

Commissioners: Marin, Shively, Barnes, Stuart
Vice Chair McCarron, Chairman Hammond

3. INVOCATION:

4. PLEDGE OF ALLEGIANCE: Commissioner Marin

5. PRESENTATION:

6. CONSENT CALENDAR:

A. Planning Commission Minutes for June 17, 2015

7. PUBLIC HEARING:

- A. **Major Modification 15-05058-** Request to modify Engineering Conditions of Approval and site layout for Development Plan Review (DPR) 05-0477 for construction of a 456,652 sq. ft. industrial building, located at the southwest corner of Redlands Avenue and Markham Street. **Applicant:** IDI Gazely.
- B. **Conditional Use Permit 15-05069** – Request to establish an outdoor paintball and airsoft sports park on 48 undeveloped acres in the LI – Light Industrial Zone, located on the south side of Ellis Avenue between Case Road and the San Jacinto River Flood Control Channel. **Applicant:** Karen Woodruff; Action Star Games, Inc.
- C. **To Proceed with Abatement by Demolition by the City of Perris of a Public Nuisance in the City of Perris**, located westerly of B Street and Southerly of West Eleventh Street APNS: 313-230-036; 313-230-037; 313-230-038; 313-230-039; 313-230-040; 313-230-041; and 313-230-048– This request is to remedy all violations related to PMC 16.12.020 (H) and PMC 7.08.030 (A). *Continued to September 16, 2015.*

Anyone who wishes to address the Planning Commission regarding items not on the agenda may do so at this time. Please walk up to the podium and wait for the Chairperson to recognize you. Please speak clearly, give your name, spell your last name, and address for accurate recording in the minutes. Each speaker will be given three (3) minutes to address the Planning Commission.

8. BUSINESS/WORKSHOP:

9. PUBLIC COMMENTS:

10. COMMISSION MEMBERS ANNOUNCEMENTS OR REPORTS:

11. DIRECTOR OF DEVELOPMENT SERVICES REPORTS AND/OR INFORMATION:

12. ADJOURNMENT