

COUNTY OF BRAZORIA)(

CITY OF FREEPORT)(

BE IT REMEMBERED that the Planning and Traffic Commission of the City of Freeport, Texas met in a regular meeting on, **Tuesday, October 25, 2011 at 6:00 P.M.** at the Police Department Conference Room, 430 North Brazosport Boulevard, Freeport, Texas to discuss the following:

Planning Commission:

**Edward Garcia – Acting-Chairperson
Rueben Cuellar
Tobey Davenport
Jesse Aguilar
Eddie Virgil**

Staff: Jeff Pynes
Kola Olayiwola
Melissa Farmer
Wallace Shaw
Councilwoman, Michelle Kent
Councilman, Fred Bolton

Guest: Joyce Adkins
Eric Hayes
Sandra Garcia

Open Meeting.

Mr. Edward Garcia called meeting to order at 6:00 P.M.

Invocation.

Mr. Wallace Shaw opened the meeting with a prayer.

Approval of the Minutes for September 27, 2011.

Mr. Rueben Cuellar moved to accept the minutes for September 27, 2011, seconded by Ms. Eddie Virgil, unanimous vote for approval.

Discuss/consider Cortez & Garcia re-plat, Block Six (6), Lots Twenty-Three (23) and Twenty-Four (24), South View Gardens, Freeport, Texas, known locally as 806 West 11th Street.

Mr. Jesse Aguilar moved to accept the re-plat, seconded by Mr. Tobey Davenport, unanimous vote for approval.

Discuss/consider amending Section 155.023, (L), (1-3), of the Code of Ordinances book to include decorative fences.

City Manager, Jeff Pynes discussed the requirements that the Planning Commission had requested and had the City Attorney, Mr. Wallace Shaw draw up a Fence Ordinance.

Mr. Tobey Davenport made a motion to send recommendation on decorative fencing and to amend L (2) of the Code of Ordinances book to extend the grandfather privilege for existing fences and eliminate the more than 50 feet repair rule, seconded by Mr. Jesse Aguilar, unanimous vote for approval.

Adjourn.

Mr. Tobey Davenport made a motion to adjourn, seconded by Mr. Rueben Cuellar, unanimous vote for approval. The meeting was adjourned at 7:00 P.M.

These minutes read and approved this _____ day of _____, 2011.

Edward Garcia, Acting Chairperson