



The City of Lee's Summit

Legislation Text

File #: 2017-1174, Version: 1

PUBLIC HEARING - Application #PL2017-070 - UNIFIED DEVELOPMENT ORDINANCE (UDO) AMENDMENT #61 - Article 10 Special Uses and Structures, revisions to the regulation of telecommunication towers; City of Lee's Summit, applicant.

UDO Amendment #61 revises current language to the telecommunication tower regulations located in Article 10 Special Uses and Structures. The amended language is required to bring the city's telecommunication tower regulations into compliance with State Statutes recently adopted by the Missouri legislature. Many of the existing regulations are now restricted from enforcement or longer allowed due to the new State Statute. The CEDC considered the proposed ordinance language on July 20, 2016 and recommended forwarding on to Planning Commission for public hearing. The public hearing was originally scheduled for August 23, 2016 but was pulled due to a lawsuit being filed by a telecommunication provider on a specific tower site application that was denied by the City Council. That lawsuit has since been concluded and the amendment is ready to proceed. The UDO amendment was readvertised and set for Planning Commission public hearing on April 25, 2017.

Proposed Council Motion:

I move to direct staff to present an ordinance approving Application #PL2017-070 - UNIFIED DEVELOPMENT ORDINANCE (UDO) AMENDMENT #61 - Article 10 Special Uses and Structures, revisions to the regulation of telecommunication towers; City of Lee's Summit, applicant.

Recommendation: The Planning Commission held a public hearing on April 25, 2017 and voted to recommend approval of UDO Amendment #61 to the City Council for adoption.

Committee Recommendation: CEDC reviewed the proposed UDO Amendment language July 20, 2016 and referred same to the Planning Commission for public hearing.

Originally the Planning Commission was to hear the proposed amendment on August 23, 2016 but the item was pulled from discussion because of a pending law suit.