



GLOUCESTER CITY COUNCIL
Planning & Development Committee Meeting
Wednesday, May 3, 2023 – 5:30 p.m.
Harbormaster's Conference Room
19 Harbor Loop, Gloucester, MA 01930
AGENDA

(Items may be taken out of order at the discretion of the Committee)

2023 APR 27 PM 3: 21
CITY CLERK
GLOUCESTER, MA

Persons who wish to do so are invited to attend in-person or view the meeting at:

Join from Computer, Smart Device: <https://gloucester-ma-gov.zoom.us/j/83291793944>

Join via Phone: 1-301-715-8592 or 1-312-626-6799

Meeting ID: 832 9179 3944

Please visit <http://gloucester-ma.gov/remote-public-meetings> for instructions and guidance on how to join a remote meeting

1. **SCP2023-004: Modification of SCP2019-006: East Main Street #116, Map 59, Lot 53, GZO Sec. 5.11.4 “Basic Requirements” to amend the current City Council Permit to pay fee in lieu of required affordable housing unit in the NB district (Cont. from 4/19/23)**
2. **SCP2023-005: Modifications of SCP2020-004: Folly Point Road #1, Map 146, Lot 28, GZO Sec. 3.1.6(b) “Building Height in excess of 35 Feet” to increase height by 3’-2” in the R-20 district (Cont. from 4/19/23)**

Matters to be continued

1. **Communication from Seaside Legal Solutions on behalf of DLM Properties, LLC, owner of 24 Kondelin Road re: Request for referral to Planning Board pursuant to GZO Sec. 1.11.3 for an informal review of a proposed amendment to add a “transfer station” use to the GZO (Cont. from 4/19/23; TBC 5/17/23)**
2. **RZ2023-002: Madison Avenue #36, Map 39, Lot 41, from EB (Extensive Business) to R-5 (High Density Residential) (Cont. from 4/19/23; TBC 5/17/23)**

COMMITTEE

Chair, Councilor Jason Grow
Vice Chair, Councilor Val Gilman
Councilor Tracy O’Neil

CC: Mayor Greg Verga; Jill Cahill; Joanne M. Senos; Suzanne Egan

The listing of matters is those reasonably anticipated by the Chair which may be discussed at the meeting. Not all items listed may in fact be discussed and other items not listed may also be brought up for discussion to the extent permitted by law.