

# City of Highland

## Planning Commission Meeting

April 04, 2023

### AGENDA

1. Call to Order
2. Roll Call
3. Consideration of Minutes from March 07, 2023
4. Welcome Guests
5. Unfinished Business: -None
6. New Business: -  
    Cleatus Wiles -Billboard  
    Draft Lighting Ordinance
7. Open for Discuss
8. Announcements/Comments:
9. Motion to Adjourn

**CITY OF HIGHLAND  
PLANNING COMMISSION MEETING  
March 07, 2023**

The regular meeting of the Planning and Zoning Commission for Tuesday, March 07, 2023, was called to order at 6:00 pm by Chairperson Kenneth Massey. During roll call the following Commissioners answered to their names: Kenneth Massey , Jamie Orosz , Ramona Lindley, Tim Evans and Joey Cooper . Also present was Clerk Jazmine Orosz . Absent were Commissioner Burton and Commissioner Lamb.

**Consideration of January 03, 2022 , Minutes :**

Chairperson Massey asked for approval of the January 03, 2023, minutes. Commissioner Evans made a motion to accept the minutes, which was seconded by Commissioner Cooper . Minutes were passed and accepted with a voice vote.

**Old Business**

None.

**New Business**

Cleatus Wiles wanted to know if he could store his billboard until he found property to put it on. Property owner David Soskin is wanting to allow Ben & Alex Watson to put a portable building on his property to run business.

**Discussion**

David Soskin did not show up. Cleatus Wiles is having to move his billboard due to the new Dollar General going up in that area and wanted to know if he could store his billboard until he found property to put in on. There was no need to vote so they gave him the okay to store for 60 days .

**Announcements:**

The Next Meeting is April 4, 2023

Motion to adjourn made by Commissioner Evans and seconded by Commissioner Lindley.  
The meeting adjourned at 7:00 pm.

Submitted by Clerk, Jazmine Orosz

Passed and approved this \_\_\_\_\_ Day Of \_\_\_\_\_ 2023.

Minutes approved by:

\_\_\_\_\_  
Secretary, Jamie Orosz

\_\_\_\_\_  
Chairperson, Kenneth Massey