OCEAN BEACH PLANNING BOARD

PROJECT REVIEW COMMITTEE - MEETING NOTICE & AGENDA

Wednesday April 20th, 2022 at 6:00 PM

- This meeting will be held electronically via Zoom.
- Register to participate by computer or smart phone: https://tinyurl.com/obplanning0420
- Participate by phone: (669) 900-6833 Meeting ID: 820 3254 5248 Passcode: 769865
- You may also submit public comment in advance to: projects@oceanbeachplanning.org
- Documents for agenda items are available at: www.oceanbeachplanning.org/meetings
- Agenda item times are approximate and subject to change.

6:00 PM | Call to Order

- Quorum/Introductions
- Agenda modifications and approval
- Minutes modifications and approval

6:10 PM Non-Agenda Public Comment

Two minutes per speaker for issues not on the Agenda and within the purview of the Board.

6:15 PM | Action Item #1 - Appoint Committee Officers

The committee will appoint a Chair, Vice Chair, and Secretary.

6:25 PM | Action Item #2 - 4705 Point Loma Ave (Project #681097)

(PROCESS 2) Coastal Development Permit for a demolition of an existing retail structure and construction of 2 MDU buildings with 4 units each. This project is an affordable housing density bonus project of 8 units total. The 0.16-acre site is in the CC-4-2 Zone and Coastal Overlay (Non-Appealable) Zone.

- 10 minutes for presentation
- 5 minutes for public comment
- 10 minutes for subcommittee comment and motion

6:50 PM | Action Item #3 – 4953 Coronado Ave (Project #697315)

(Process 3) Coastal Development Permit to demolish existing detached garage at an existing single-family residence and construct a new 1,200 S.F. 2-story ADU with attached garage, second floor deck and roof deck. The 0.08-acre site is in the RM-2-4 and Coastal Overlay (CST-Appealable) zone.

- 10 minutes for presentation
- 5 minutes for public comment
- 10 minutes for subcommittee comment and motion

7:15 PM | Action Item #4 – In-Person Meetings

The committee will decide whether to return to in-person meetings.

7:25 PM Officers' Reports

7:30 PM Adjournment

