DEADWOOD PLANNING AND ZONING COMMISSION

Deadwood Board of Adjustment

Wednesday, June 3, 2015 – 5:00 p.m.

City Hall, 102 Sherman Street, Deadwood SD

AGENDA

- 1. Call meeting to Order
- 2. Approval of May 20, 2015 Minutes
- 3. Sign Review Commission:

Fur-Ever Wild – 305 Cliff Street

- 1. Freestanding Sign
 - a. Approval/denial of new sign
- APPROVAL OF TEMPORARY VENDOR(S)
 - 1. Gator Skinz Wendy Morales–616 Main Street
 - 2. Vormehr and Youngquist Gallery Vicki Vormehr 627 Main Street
- 5. Planning and Zoning Commission and Board of Adjustment:

DGR Hospitality Resort LLC - Deadwood Gulch Addition II Final Plat

Final Plat: Lots 1, 2 and 3 and Tracts A1 and A2 of Deadwood Gulch Addition II, A 24' Public Road Access and Utility Easeme3nt and a 20' Private Road Access and Utility Easement; Being a subdivision of Tract A of Deadwood Gulch Addition II, All located in the NE ¼, SE ¼, and SW ¼ of Section 27, T5N, R3E, B.H.M., City of Deadwood, Lawrence County, South Dakota

Address: 230 Cliff Street ACTION REQUIRED:

- a. Approval / denial by Planning and Zoning.
- b. Approval / denial by Deadwood Board of Adjustment.

City of Deadwood – 424 Williams Final Plat

Final Plat: Lots 1A, 1B and 1C of Block J, Original Town of Deadwood; Formerly Lot 1 of Block J, All Located in the SE ¼ of section 22, T5N, R3E, B.H.M., City of Deadwood, Lawrence County, South Dakota Address: 424 Williams Street

ACTION DECLUDED

- **ACTION REQUIRED:**
 - a. Approval / denial by Planning and Zoning.
 - b. Approval / denial by Deadwood Board of Adjustment.

Kristopher Creger – 51 Taylor Avenue Final Plat

Final Plat: Lots 3A and 4A of Block 45, Original Town of Deadwood; Formerly Lot 3 and the South Half of Lot 4 of Block 45, All located in the SW ¼ of Section 23, T5N, R3E, B.H.M., City of Deadwood, Lawrence County, South Dakota

Address: 51 Taylor Avenue

ACTION REQUIRED:

- c. Approval / denial by Planning and Zoning.
- d. Approval / denial by Deadwood Board of Adjustment.

Open

- Rodeo Grounds Grandstands Project
- Highway 85 Reconstruction Update

Adjourn