



**Monday, April 12, 2021
Planning Commission**

THIS AGENDA IS TENTATIVE AND SUBJECT TO CHANGE WITHOUT NOTICE - TIMES ARE APPROXIMATE

Meeting of: Planning Commission

Location: Chesapeake Building, 41770 Baldrige St., Leonardtown, MD

Time: 6:30 p.m.

In accordance with the Public Health Advisory on public gathering sizes, the public hearing participation is limited to teleconferencing, email, written correspondence, or prerecorded video submissions. The public hearing may be viewed on SMC Channel 95 or SMC YouTube Channel. In lieu of appearance, comments may be submitted by:

a. Call: 301-475-4200 x 1234 to speak via telephone during the public hearing

b. Email: Brandy.Glenn@stmarysmd.com

c. US Mail: PO Box 653 Leonardtown, Maryland 20650

d. Submit a 3-minute video clip to publicmtgs@stmarysmd.com no later than 5 PM April 8, 2021.

Citizens may listen to the Public Hearing by calling 301-579-7236; Access code: 963443#.

1. CALL TO ORDER

2. AGENDA

A. April 12, 2021, Planning Commission Agenda

3. ROLL CALL

A. Attendance of Members, Presenters, Staff Support and Speakers

4. REVIEW AND APPROVAL OF MINUTES

A. Review and Approve minutes of the March 15, 2021, meeting

5. PUBLIC HEARING:

A. 21-245-001 Friendship School Road Rezoning

6. ADJOURN

A. Adjourn the Planning Commission Meeting for April 12, 2021

Appropriate accommodations for individuals with special needs will be provided upon request. In order to meet these requirements, we respectfully ask for one week's prior notice. Please contact Kathy Garcia @ 301-475-4200, Ext 71506. Proceedings are televised live and/or recorded for later broadcast on television. All content of these proceedings is subject to disclosure under the Maryland Public Information Act. Photographic and electronic audio and visual broadcasting and recording devices are used during the Commissioners' meetings. These are public meetings and attendance at these meetings automatically grants St. Mary's County Government permission to broadcast your audio and visual image