



**City of North Little Rock
Board of Zoning Adjustment Agenda
Thursday, June 25, 2020 - 1:30 PM
City Council Chambers – 300 Main Street, NLR, AR 72114**

Call to Order -

Roll Call and finding of a Quorum -

Approval of Minutes - May 28, 2020

Public Hearing Items -

BOA #2020-16 A variance is requested from the area provision of Section 4.11 to allow the placement of deck/porch within the front yard setback for the property located at 2222 Crestwood Road, North Little Rock, AR 72116.

BOA #2020-15 A variance is requested from the area provision of Section 12.15 (A) and 12.15 (B) to allow the placement of a four-foot tall chain-link fence within the front yard of this single-family home for the property located at 53 Sunset Drive, North Little Rock, AR 72118.

BOA 2020-05 – A variance is requested from the area provisions of Section 12.9 to allow the placement of an accessory structure within the side yard for property located at 2208 West 58th Street, North Little Rock, AR 72118

BOA #2020-13 A variance is requested from the area provision of Section 4.11 to allow a reduction in the front building setback for a new front entry porch for the property located at 625 Skyline Drive, North Little Rock, AR 72116.

BOA #2020-14 A variance is requested from the area provision of Section 12.2 (E) to allow a waiver of the 10-foot setback requirement between two accessory structures, a swimming pool and a gazebo for the property located at 410 W A Avenue, North Little Rock, AR 72116.

Public Comment -

Administrative -

Next Board of Adjustment Hearing – July 30, 2020
Filing Deadline for July 30, 2020 Public Hearing – July 1, 2020

Adjournment –

Reminder -

- Turn off cell phones
- Board of Adjustment Hearing procedures on back of the Agenda
- Visitors sign-in with both name **and** address



**NORTH LITTLE ROCK
BOARD OF ZONING ADJUSTMENT
HEARING PROCEDURES
(1/1/2019)**

Order of the Public Hearing: The regularly scheduled public hearing is generally held on the last Thursday of each month at 1:30 PM in the Planning Department Conference Room, 120 Main Street. All meetings are open to the public. Typical hearings begin with roll call and finding of a quorum, approval of the previous meeting minutes, correspondence and staff reports, committee reports, unfinished business, new business, public comment and adjournment.

Voting: There are five members of the Board. A quorum consists of three members present. "Robert's Rules of Order" apply unless the Board has outlined alternative procedures. All business must be approved by a minimum of three votes.

Procedure to allow a person to address or approach the Board:

1. No person shall address or approach the Board without first being recognized by the Chair.
2. After being recognized, each person shall state their name and address for the record.
3. All questions and remarks shall be addressed through the Chair.
4. All remarks shall be addressed to the Board as a whole and not to any individual Board member.
5. When a group of citizens are present to speak on an item, a spokesperson may be selected by the group to address the Board. If multiple individuals of the group desires to speak, the Chair may limit each presentation to three minutes.
6. No person other than members of the Board and the person having the floor shall be permitted to enter into any discussion, either directly, indirectly or through a Board member, without permission of the Chair.
7. Once the question has been called, no person in the audience shall address the Board on the matter at hand without first securing permission to do so by a majority vote of the Board.
8. At least 24-hours prior to the public hearing, anyone wishing to submit exhibits for the record shall provide staff with copies of the exhibits for each Board member, one copy of the exhibit for staff to place in the permanent file and one copy of the exhibit for the legal department.
9. At least 24-hours prior to the public hearing, anyone wishing to read a statement into the record shall provide staff with a written copy of the statement.