

CITY OF SANTA FE
ZONING BOARD OF ADJUSTMENTS AND BUILDING STANDARDS COMMISSION
AGENDA
APRIL 4, 2022, 7:00PM
SANTA FE CITY HALL COUNCIL CHAMBERS
12002 HWY 6, SANTA FE, TEXAS

AGENDA

1. Call to Order
2. Roll Call
3. Invocation and Pledge of Allegiance
4. Swear in new board member Samuel Helton
5. Review and approve the minutes from the February 7, 2022, meeting.
6. Public hearing, discussion, and possible action:

FILE: BOA 22-04

Location/Legal Description: Property ID 727589: ABST 15 I LEWIS SUR PT OF BLK A & PT OF LOTS 1 & 2 (1-1-4) EUREKA ORCHARD SUB NO 1 being 21.02 acres, located at the north end of Tower Rd next to Tower Rd Estates, Santa Fe Texas. Variance Request 1: Section 3.2 Article 3.2.3 No building permit issued if not in conformity of ordinances and no excavation of land or construction allowed; Section 6.3 Streets 6.3.1 General Requirements Article 2. Streets or highway must be suitably improved as required by regulations: Requesting a variance to build on an unimproved street

7. Public hearing, discussion, and possible action:

FILE: BOA 22-06

Location/Legal Description: Property ID 737152: 3131 West Tower Circle: LOT 6 BLK 2 TOWER ROAD ESTATES PH II (2021) ABST 15, Santa Fe, Galveston County Texas. Variance Request 1: City of Santa Fe Zoning Code Article 4 – Zoning Districts, Section 4.02 – R-1 Single Family Residential District Section 4.02.04 Area Regulations Article H. Lot Coverage: Structures on an R-1 Single Family Residential District shall not cover more than forty percent of the lot – owner requesting additional surface coverage to build a swimming pool on the lot

8. Adjournment

The City of Santa Fe will make every reasonable effort to make its meetings accessible to persons with disabilities. Requests for accommodations services must be made prior to the meetings by contacting the City Secretary at (409) 925-6412. I hereby certify this agenda was posted at Santa Fe City Hall 12002 Hwy 6 Santa Fe, Texas at by 5:00 pm on March 29, 2022.


Stacey Baker, Admin Services Director