



## City of Lone Tree Planning Commission Agenda Tuesday, March 11, 2014

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**Meeting Location:**  
**Meeting Procedure:**

City Council Meeting Room, Lone Tree Civic Center, 8527 Lone Tree Parkway

The Lone Tree Planning Commission and staff will meet in a public Study Session at 6:00 p.m. in the lower level of the Civic Center. The Regular Meeting will be convened at 6:30 p.m. in the City Council meeting room. Contact Kelly First, [Kelly.first@cityoflonetree.com](mailto:Kelly.first@cityoflonetree.com) if special arrangements are needed to attend (at least 24 hours in advance). Comments from the public are welcome during the Public Comment portion of the meeting (brief comments on items not appearing on the regular meeting agenda). Those persons requesting to comment on an agenda item will be called upon by the Chair. If you have any questions please contact Kelly First, Planning Manager at [Kelly.first@cityoflonetree.com](mailto:Kelly.first@cityoflonetree.com), or 303-708-1818.

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### 6:00 p.m. Study Session Agenda

1. Administrative Matters
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### 6:30 p.m. Regular Meeting Agenda

1. Opening of Meeting / Roll Call
2. Conflict of Interest Inquiry
3. Public Comment
4. Minutes of the February 25, 2014 Planning Commission Meeting
5. Presentations - None
6. RidgeGate Section 15, Filing 5, Second Amendment, Lot 1-E1, Lincoln District East 11th Amendment, a part of Phase II at Lincoln Commons, Project File #SP14-14R. This application involves a request for approval to develop a single-story, 6,000-square-foot building on 1.1 acres to accommodate two restaurant tenants. [Vicinity Map](#).
7. Westbrook Entertainment & Sports District PD Rezoning Preapplication, File #ZR14-10. This item involves preliminary review of a request to rezone Lot 9 within the Entertainment District (current site of miniature golf course). The rezoning would allow multi-family residential uses and increase the maximum zoned building height from 60 feet to 75 feet in anticipation of redeveloping the site for a multi-family residential project. [Vicinity Map](#)
8. Adjournment