

GENA Zoning Committee Agenda

Thursday, October 8, 2015

In Attendance: Dana (Chair), Maria, Mark, John, Andre, Allan, Dan, Toki

Zoning Appeal:

- **2407 S. Lambert**
 - **3rd Floor Addition - to be presented by Jennifer Nini**
 - **Drawings were presented to the committee**
 - **The appeal was to bring the buildings kitchen into zoning compliance, which had existed prior to the owner purchasing the home**
 - **Applicant had signatures of support from neighbors**
 - **Zoning Committee voted to support the appeal**

Recap:

- Pizza Pub Complaint
 - Dana followed up with Gaetano for a copy of the letter to archive.
 - Dana to send signed letters to Councilman Johnson's Office
- Zoning Overlay
 - **Andre to bring copies of Society Hill, Mayfair and Chestnut Hill Overlay to next meeting**
- Girard Estate Garage
 - **no update**
- Internal committee clean up items
 - **Meetings will be the 2nd Thursday at Guerin Rec Center from 7-8pm**

Ongoing Committee Goals

- Zoning Overlay
- Nuisance Letters
 - Focus on businesses rather than residents
 - Deal with on a case by case basis
- Block Captains
 - Work on plan to encourage residents to know their block captains
 - Communication plan w/ block captains on community issues, meetings etc.
 - Coordinate long term litter plan w/ block captains and other residents
- Status of park reconstruction

- Park work will be completed in 3 Phases
 - Additional funds were added for tree pruning, delaying start to 2016
 - Currently in design phase, layout should be available for review by the end of the summer
- Barbara with parks & rec sent over kit - Dana will be scheduling a separate meeting to get a “Friends Of” group started.
 - Will reach out to all area associations to participate
 - GENA’s position is that a “Friends Of” group will be supported provided that those who serve on the Board do not also serve on the Board of their respective organizations

ACTION ITEMS

- **ALL - Continue to read through the zoning overlays for other neighborhoods and compile a list of what you would like to see in our overlay.**