

AGENDA
TETON COUNTY, WYOMING PLANNING COMMISSION MEETING
TETON COUNTY ADMINISTRATION BUILDING
COMMISSIONERS MEETING ROOM
200 S. WILLOW IN JACKSON, WYOMING
Monday, March 11, 2019, 6:00 PM
PLEASE TURN OFF ALL CELL PHONES AND PAGERS DURING THE MEETING.

CALL TO ORDER

APPROVAL OF MINUTES: 12.10.18

ADOPTION OF AGENDA: 3.11.19

PUBLIC COMMENT (on matters not included in the agenda)

OLD BUSINESS

NEW BUSINESS

- 1. Permit:** DEV2018-0001; ADJ2018-0007 – **Postponed to The March 25, 2019 PC Hearing**
Applicant: SRSC LOTS, LLC – [Staff Memo](#)
Presenter: Hamilton Smith
Request: Development Plan approval, pursuant to Section 8.3.2 of the Teton County Land Development Regulations, for Phase 3 and 4 development of the Snake River Canyon Ranch Resort Sub Area III, which includes 18 townhome lots and a central lodge that will house 14 condominium units, along with other Resort Support Services such as a spa, restaurant, and conference facilities. This application includes an Administrative Adjustment for development on slopes up to 36%.
Location: Lots 1-6, Snake River Sporting Club, located off of Wagon Rd. approximately 2 miles south of the Astoria Hot Springs bridge over the Snake River. The property is in Subarea III of the Snake River Canyon Ranch Planned Resort Zone and is within the Natural Resources and Scenic Resources Overlays.
- 2. Permit:** SKC2018-0001 - **WITHDRAWN**
Applicant: LODGES AT FISH CREEK, LLC - [Staff Memo](#)
Presenter: Susan Johnson
Request: Sketch Plan, pursuant to Section 8.3.1 of the Teton County Land Development Regulations to construct 22 employee housing units on Parcel I.
Location: Lots 3 & 4, Parcel I at Teton Village. Generally located directly north of the existing 25 employee units, adjacent to and directly west of the Ranch Lot, and north of Teton Thai, which is on the southern portion of Parcel I. The property is zoned Planned Unit Development-Planned Resort and is within the Scenic Resources Overlay.

MATTERS FROM COMMISSION

AGENDA FOLLOWUP

MATTERS FROM STAFF

ADJOURNMENT