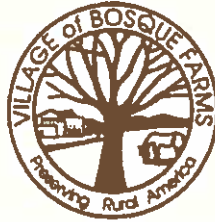


P.O. Box 660  
Peralta, NM 87042  
(505) 869-2358  
(505) 869-3342 Fax



Mayor Wayne Ake

## **VILLAGE OF BOSQUE FARMS**

1455 West Bosque Loop • Bosque Farms, NM 87068

**REGULAR MEETING OF THE  
PLANNING & ZONING COMMISSION  
MONDAY, FEBRUARY 6, 2017 AT 6:00 PM  
Council Chambers  
1455 West Bosque Loop**

### **AGENDA**

- 1) Residents to Address Commission (Non-Agenda Items)**
- 2) Call to Order**
- 3) Roll Call**
- 4) EXECUTIVE SESSION PURSUANT TO 10-15-1 H (7) NMSA, 1978, REGARDING PENDING LITIGATION**
- 5) Pledge of Allegiance**
- 6) Approval of Agenda**
- 7) Approval of the Minutes:**

January 12, 2017 Joint meeting of the Planning & Zoning Commission and Governing Body

- 8) New Business**

#### **A. Request for a Land Split as per Ordinance 10-1-15.**

By Rogelio Medina

For the purpose of dividing Tract:12A1A4 S:12 T:7N R:2E  
0.99 ACRE MAP 65 2002 SPLIT.

**9) Old Business**

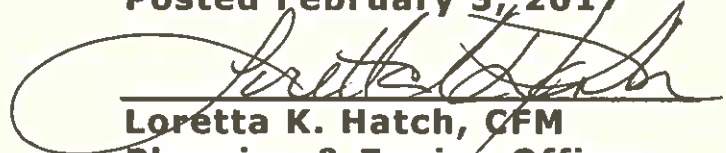
**A. Violation and/or Breach of the Conditional Use Permit and Re-Evaluation.**

2500 Bosque Farms Blvd. Ezequiel Rojas-Eze's Paint, Body and Auto Repair. For violation of Conditional Use.

**10) Monthly Report**

**11) Adjourn**

**Posted February 3, 2017**



**Loretta K. Hatch, CFM  
Planning & Zoning Officer**

This agenda is subject to revision up to 24 hours prior to the scheduled meeting date and time (NMSA 10-15-1 F). A copy of the final agenda may be picked up at the Village Office, 1455 West Bosque Loop, Bosque Farms, NM during normal working hours. If you are an individual with a disability who is in need of a reader, amplifier, qualified sign language interpreter, or any other form of auxiliary aid or service to attend or participate in the hearing or meeting, please contact the Village office at 869-2358 at least one week prior to the meeting or as soon as possible. Public documents, including the agenda and minutes, can be provided in various accessible formats. Please contact the Planning & Zoning Administrator/Officer at 869-2358 if a summary or other type of accessible format is needed.