

## Town of Hilton Head Island

## Planning Commission Meeting Wednesday, May 5, 2021 – 9:00 a.m.

## **AGENDA**

In accordance with the Town of Hilton Head Island Municipal Code Section 2-5-15, this meeting is being conducted virtually and can be viewed live on the Town's Public Meeting Facebook Page at <a href="https://www.facebook.com/townofhiltonheadislandmeetings/">https://www.facebook.com/townofhiltonheadislandmeetings/</a>. Following the meeting, the video record will be made available on the Town's website at <a href="https://www.hiltonheadislandsc.gov/">https://www.hiltonheadislandsc.gov/</a>.

- 1. Call to Order
- **2. FOIA Compliance** Public notification of this meeting has been published, posted, and distributed in compliance with the South Carolina Freedom of Information Act and the requirements of the Town of Hilton Head Island.
- 3. Roll Call
- 4. Approval of Agenda
- 5. Approval of Minutes
  - a. Meeting of April 21, 2021
- 6. Appearance by Citizens
- 7. Unfinished Business
- 8. New Business
  - **a.** <u>STDV-000815-2021</u> Request from Hilton Head Island Fire Rescue to name an access easement off Dillon Road as Racerunner Common to reduce confusion and ensure prompt emergency response. *Presented by Fire Rescue Staff*
- 9. Commission Business
- 10. Chairman's Report
- 11. Committee Reports
- 12. Staff Report
- 13. Adjournment

Public comments concerning agenda items can be submitted electronically via the Open Town Hall HHI portal at <a href="https://hiltonheadislandsc.gov/opentownhall/">https://hiltonheadislandsc.gov/opentownhall/</a>. The portal will close at 4:30 p.m. on May 4, 2021. All comments submitted through the portal will be provided to the Commission for review and made part of the official record. Citizens who wish to comment on agenda items during the meeting by phone must contact the Commission Secretary at 843-341-4691 no later than 12:00 p.m. on May 4, 2021.

Please note that a quorum of Town Council may result if four (4) or more of their members attend this meeting.