



*City Council
of the
City of Augusta, Maine*

April 3, 2014

**Title: Amendment – Land Use Ordinance Add Minor Municipal,
Public Utilities and Communications Facilities to PD2 District**

WHEREAS, the City Council finds that Minor Municipal and Public Utilities and Communications Facilities is a use that forwards the public interest; and

WHEREAS, the Greater Augusta Utility District intends to install new municipal water supply wells in the PD2 District; and

WHEREAS, the Planning Board has reviewed the issue, held a public hearing, and made a unanimous recommendation in favor of amending the Land Use Ordinance.

NOW THEREFORE BE IT ORDAINED, By the City Council of the City of Augusta that the PD2 zoning district be amended such that Minor Municipal and Public Utilities and Communications Facilities are added to the district in the Table of Uses, Table 3.6.A.1 as conditional uses.

14-060

Moved By: Byron Sec'd By: Rollins

Read and Passed, Final Reading: April 10, 2014

14-060
CITY COUNCIL
City of Augusta, Maine

	Yea	Nay
Byron		
Grant		
Paradis		
O'Brien		
*Rollins		
*Bilodeau		
*McCormick		
*Munson		
Mayor	-	-
Total		

=====
Title: Amendment – Municipal, Utilities
And Communications Facilities

First Reading, No Vote Taken

Date: April 3, 2014

Moved by: Yeas:
Sec'd. By: Nays:

ATTEST:

CITY CLERK

	Yea	Nay
Byron		
Grant		
Paradis		
O'Brien		
*Rollins		
*Bilodeau		
*McCormick		
*Munson		
Mayor	-	-
Total		

	Yea	Nay
Byron		
Grant		
Paradis		
O'Brien		
*Rollins		
*Bilodeau		
*McCormick		
*Munson		
Mayor	-	-
Total		

	Yea	Nay
Byron		
Grant		
Paradis		
O'Brien		
*Rollins		
*Bilodeau		
*McCormick		
*Munson		
Mayor	-	-
Total		

=====
SECOND READING

Date: April 10, 2014

**Read and Passed, Final
Reading**

Moved By: Byron Yeas: 7
Sec'd. By: Rollins Nays: 0

ATTEST:

CITY CLERK

	Yea	Nay
Byron	x	
Grant	x	
Paradis	x	
O'Brien	x	
*Rollins	x	
*Bilodeau	-	-
*McCormick	x	
*Munson	x	
Mayor	-	-
Total	7	0

	Yea	Nay
Byron		
Grant		
Paradis		
O'Brien		
*Rollins		
*McCormick		
*Emery		
*Munson		
Mayor	-	-
Total		

*Council At-Large