VOB Planning Board / Monthly Meeting
Minutes / Action Items
Tuesday March 8, 2022 7:00 pm

Members:	J.Paliseno, M.Kane, C.Low, N.Sassone, D.Thomsen
	* - Attendees Bold
	Action Item Owners highlighted in Red Font

- 1. Reviewed 3 permits headed for Zoning Board of Appeals (ZBA) for various reliefs. Planning Board (PB) recommendations were documented and forwarded to VOB (Village of Brightwaters) BI (Building Inspector) for review.
- 2. Builder Mike Maffettone addressed PB proposing building two Victorian Farmhouses on NorthEast corner of Windsor and Montauk Highway. Updated Site Plan was provided outlining requested sewer and water lines, Soil Borings and plantings along south and east side of properties.

No code reliefs required for either sub-division or propose lots, however, Mayor and Board of Trustees need to approve propose sub-division.

3. Paul Wernersbach and about dozen VOB Building Owners addressed PB regarding propose Rezoning of the Orinoco Business District. They were interested in understanding propose changes, reasoning behind decisions and why changes are being introduce. Additionally, Building Owners concerned if their existing businesses would remain as-is and if sold, would businesses remain as-is.

Summarizing, VOB PB responsible for looking what VOB would like in 5-10-20 years from now. With existing business starting to turn-over and desire eliminating business Industry and blight along Orinoco Drive, PB has been working on Rezoning Orinoco Drive for the last several years and now in position sharing proposals and receiving feedback.

If any or all Rezoning of the Orinoco Business District proposals were adopted, there would not be any changes to existing businesses, they would remain as-is. Furthermore, any existing business could be sold and remain as the existing business providing business not dormant for 1 year.

Overall, VOB PB and Building Owners thought meeting went well and informative. VOB PB will now to look to hold Public Meetings eliciting feedback of the VOB residents.