

BUILDING AND STANDARDS COMMISSION

NOVEMBER 12, 2012

The Building and Standards Commission of the City of McKinney, Texas met in regular session in the Council Chambers of the Municipal Building on November 12, 2012 at 4:00 p.m.

Board Members Present: Pete Samsury, Gary Townsend, David Field, Doug Stockford, Randall Wilder, Kent Paluga and Arthur Snyder.

Staff Present: Code Compliance Supervisor Mike Morrissey, Administrative Assistant J'ainene Lowing, Historic Preservation Officer Guy Giersch.

12-1003 Oaths of Office

Administered by Blanca Garcia, Assistant City Secretary.

12-1004 Election of Chairperson and Vice Chairperson

12-1005 Minutes of the Building and Standards Meeting of February 20, 2012

Board members unanimously approved the motion by Board member Gary Townsend, seconded by Board Member Randall Wilder.

12-1006 Consider/Discuss/Act on a Level 2 Historic Neighborhood Improvement Zone Tax Exemption for the Home at 718 W. Lamar Street

Board members unanimously approved the motion by Board Member Randall Wilder, seconded by Board Member Gary Townsend.

12-1007 Consider/Discuss/Act on a Level 2 Historic Neighborhood Improvement Zone Tax Exemption for the Home at 502 N. Benge Street

Board members unanimously approved the motion by Board Member David Field, seconded by Board Member Randall Wilder.

12-1008 Consider/Discuss/Act on a Level 2 Historic Neighborhood Improvement Zone Tax Exemption for the Home at 706 W. Hunt Street

Board Members unanimously approved the motion by Board Member Doug Stockford, seconded by Board Member Gary Townsend.

12-1009 Consider/Discuss/Act on a Level 2 Historic Neighborhood Improvement Zone Tax Exemption for the Home at 1005 W. Hunt Street.

Board Members unanimously approved the motion by Board Member Arthur Snyder, seconded by Board Member Gary Townsend.

Board Members unanimously approved the motion by Board Member Kent Paluga, seconded by Board Member Gary Townsend to adjourn the meeting. The meeting was adjourned at 4:23 p.m.

PETE SAMSURY
Chairman

