

**Participants wishing to speak on a topic should message the meeting moderator. All participants are asked to mute their individual computers at times when they are not speaking to minimize background noise. Join: <https://us02web.zoom.us/j/88238486036>*

**NOTICE OF A REGULAR MEETING
BONDURANT PLANNING AND ZONING COMMISSION
OCTOBER 7, 2025**

NOTICE IS HEREBY GIVEN that a Regular Meeting of the City Council will be held at 6:00 PM on October 7, 2025, in the Bondurant City Center, 200 Second Street, Northeast, Bondurant, Polk County, Iowa. Said meeting is open, and the public is encouraged to attend.

AGENDA

1. Call to Order
2. Roll Call
3. Perfecting and Approval of the Agenda
4. Approval of Minutes
 - a. August 14, 2025 Minutes
5. Guests requesting to address the Planning and Zoning Commission
6. Action Items
 - a. Resolution PZ-251007-30 - Consideration of Bondurant-Farrar Elementary Plat 1 Preliminary and Final Plats.
 - b. Resolution PZ-251007-31 - Consideration of Bondurant-Farrar Community School District Elementary Site Plan.
 - c. Public Hearing - Consideration of request to modify Future Land Use Map for GeoParcel 8022.30.200.020 from Low- and Medium-Density Residential to High-Density Residential.
 - d. Resolution PZ-251007-32 - Consideration of request to modify Future Land Use Map for GeoParcel 8022.30.200.020 from Low- and Medium-Density Residential to High-Density Residential.
 - e. Public Hearing - Consideration of request for rezoning from the Agricultural (A-1) District to the High Density Residential (R-3) District on property located at GeoParcel 8022.30.200.020.
 - f. Resolution PZ-251007-33 - Consideration of request for rezoning from the Agricultural (A-1) District to the High Density Residential (R-3) District on property located at GeoParcel 8022.30.200.020.
7. Discussion Items -
 - a. Zoning Code Update Discussion
8. Reports / Comments and appropriate action thereon:
 - a. Commission Members
 - b. City Staff
 - c. City Administrator
 - d. City Council Liaison
9. Adjournment

