

# PLANNING & ZONING COMMISSION REGULAR MEETING AGENDA

Monday, November 17, 2025 1:00 P.M. Via Zoom Tele-Conference See www.vtsv.org for information to attend the meeting TAOS SKI VALLEY, NEW MEXICO

7 Firehouse Road Post Office Box 100 Taos Ski Valley New Mexico 87525

(575) 776-8220

E-mail: vtsv@vtsv.org Web Site: www.vtsv.org

# PLANNING & ZONING COMMISSION:

Thomas P. Wittman, Chair

Henry Caldwell

**Robert Corroon** 

Scott Hall

Yvette Klinkmann

Susan Nichols

Jim Woodard

# VILLAGE ADMINISTRATOR:

**Rick Bellis** 

ACTING DIRECTOR OF
PLANNING &
COMMUNITY
DEVELOPMENT:
Rick Bellis

VILLAGE CLERK: Marlene Salazar

- 1. **CALL TO ORDER** (Chairman Wittman)
- 2. **ROLL CALL** (Marlene Salazar, Village Clerk)
- 3. APPROVAL OF THE AGENDA (Chairman Wittman)
- 4. APPROVAL OF THE MINUTES OF THE JULY 07, 2025 P&Z COMMISSON MEETING (Chairman Wittman)

Link to view draft minutes: 07-PZ-Minutes-07-07-2025.pdf

#### 5. PUBLIC COMMENT

Members of the public that would like to address the Commission have 5 minutes to speak.

- 6. NEW BUSINESS
  - A. None
- 7. OLD BUSINESS
  - A. None

#### 8. STAFF REPORT

- a. Status of the Village Comprehensive Plan/Master Plan Update. (Rick Bellis, Acting Planning Director)
- b. Taos Ski Valley, Inc. lot line adjustments (Attachment 1.0)

**Link to view attachment:** <u>Attachment-1-TSVI-</u>Adjustments.pdf

- c. Proposed Pattison lot consolidations and resolution of outstanding (Attachment 2.1, 2.2, 2.3, 2.4, 2.5)
   Link to view attachments: <u>Attachments-2.1-2.2-2.3-2.4-2.5.pdf</u>
- d. TSVI Water Conservation Plan (Attachment 3.1, 3.2, 3.3) Link to view attachments: Attachments-3.1-3.2-3.3.pdf

- e. Upcoming items for future agendas. (Rick Bellis, Acting Planning Director)
- f. Staffing

## 9. MISCELLANEOUS

- a. Identification and discussion of 2026 goals and objectives for the Planning and Zoning Commission.
- b. Identification of 2026 priorities for the Village.
- c. Comments and questions from the Commission Members.

## 10. ANNOUNCEMENT OF THE NEXT MEETING

## 11. ADJOURNMENT