

WORKSHOP AGENDA
Seaside Heights Planning Board
Monday, May 6, 2019
6:00pm
Court Room over Fire House

Opening:

Roll Call:

Motion to approve minutes from April 24, 2019:

BL. 50 LOT 3 – 206 FREMONT AVE.- MOONCHILD PROPERTIES, LLC.- ZONE RB –MINOR SUBDIVISION

The current use of this property is a single family, 1 story house with a detached garage. The applicants propose to build 2-single family homes, each at 3 stories tall. Applicants are requesting a minor subdivision of this property. The use of the property is conforming and the applicants are not asking for any variances.

ATTY: MATT HEAGEN, ESQ.

BL. 69 LOT 35 & 35.01 – BOARDWALK-OCEANSIDE- SHORE, LLC. – ZONE RESORT RECREATIONAL – SITE PLAN WITH VARIANCES

Currently this property is a vacant pier. The applicant proposes to utilize this property as boardwalk amusements. There is a cross easement with the municipality on this property. The applicants would like to mimic the development to the south of the property. The applicant will be asking for the following variances:

FRONT SETBACK: Where a 10 foot setback is required applicant is proposing a 0 foot setback.

SIDE SETBACK: On the left side of the property, the applicant is asking for a 0 foot setback, wherein there needs to be a 3 foot setback.

ATTY: MARK A. SCHNEIDER, ESQ.

2.

**BL. 40 LOT 9 – 1004 BOULEVARD – HEPHAESTUS ENTERPRISES, LLC – ZONE RETAIL
BUSINESS/RESIDENTIAL MAJOR SITE PLAN**

Applicant is requesting preliminary and final major site plan approval to construct (2) 2-unit, 3-story townhouse buildings with parking underneath, a pool, and outside seating barbecue area. This is a conforming use of the property and is currently a vacant, gravel lot. They will be asking for a Front Setback variance for this project asking for a 5 foot setback, where 10 feet is permitted by code.

The applicants received approval in July 2018 for this project. They are seeking an extension of the approval as well as requesting some changes to the plans. Those changes will be discussed at the meeting.