



*City of Las Vegas*

Agenda Item No.: 55.

**AGENDA SUMMARY PAGE PLANNING & DEVELOPMENT  
PLANNING COMMISSION MEETING OF: APRIL 24, 2008**

DEPARTMENT: PLANNING & DEVELOPMENT  
DIRECTOR: M. MARGO WHEELER

Consent  Discussion

**SUBJECT:**  
UP-2731 - SPECIAL USE PERMIT - PUBLIC HEARING - APPLICANT: ANTHONY  
MARVIN - OWNER: MISSOURI SPRING PROPERTIES, LLC - Request for a Special  
Use Permit for a PROPOSED 121206 BARLOR/BODY PIERCING STUDIO at 1104  
Fremont Street, Suite 100-351317-001, C-2 (General Commercial) Zone, Ward 5 (Barlow)

**IF APPROVED, C.C. 3-27-08**  
**IF DENIED, P.C.: FINAL ACTION (Unless Appealed Within 10 Days)**

**PROTESTS RECEIVED BEFORE:**

**APPROVALS RECEIVED BEFORE:**

Planning Commission Mtg.	11	Planning Commission Mtg.	2
City Council Meeting	0	City Council Meeting	0

**RECOMMENDATION:**  
**APPROVAL**

**BACKUP DOCUMENTATION:**

1. Location and Aerial Maps
2. Conditions and Staff Report
3. Supporting Documentation
4. Photos
5. Justification Letter
6. Protest Postcards
7. Submitted after Final Agenda Protest/Support Postcards, Protest Letter and Support Letter

Motion made by VICKI QUINN to Approve subject to conditions

Passed For: 6; Against: 0; Abstain: 0; Did Not Vote: 0; Excused: 1  
SAM DUNNAM, DAVID STEINMAN, RICHARD TRUESDELL, GLENN TROWBRIDGE,  
STEVEN EVANS, VICKI QUINN; (Against-None); (Abstain-None); (Did Not Vote-None);  
(Excused-BYRON GOYNES)

Minutes:  
VICE CHAIR TROWBRIDGE declared the Public Hearing open.

ANDY REED, Planning and Development Department, stated the request is compatible with existing uses and recommended approval.

APRIL 24, 2008

KAMELEIGH HOODEE, 10648 Mountains Edge Parkway, appeared on behalf of the applicant and DAVID CHARRON, 3696 Antigua Avenue, appeared on behalf of the property owner. MS. HOODEE agreed to all conditions and respectfully requested approval. MR. CHARRON also agreed to all conditions and stated MS. HOODEE'S business would be a great addition to the property.

VICE CHAIR TROWBRIDGE declared the Public Hearing closed.

