

**ZONING CASE Z-2024-10700026 CD (Council District 2) – April 2, 2024**

A request for a change in zoning from “C-2 CD EP-1 MLOD-3 MLR-1” Commercial Facility Parking/Traffic Control Overlay Martindale Military Lighting Overlay Military Lighting Region 1 District with a Conditional Use for Hardware Sales - Wholesale to “C-2 CD EP-1 MLOD-3 MLR-1” Commercial Facility Parking/Traffic Control Overlay Martindale Military Lighting Overlay Military Lighting Region 1 District with a Conditional Use for Warehouse - Outside Storage with Screening on Lot 22 and Lot 23, Block 1, NCB 11674, located at 3444 East Commerce Street. Staff recommends approval. (Ann Benavidez, Zoning Planner, (210) 207-8208, ann.benavidez@sanantonio.gov, Development Services Department).

Staff mailed 42 notices to property owners, 1 returned in favor, 0 returned in opposition and Coliseum Willow Park Neighborhood Association is in favor.

**No Public Comment**

**Motion:** Commissioner Watson motioned to approve as presented  
**Second:** Commissioner Barros  
**In Favor:** Unanimous  
**Opposed:** None

**MOTION PASSES**

**ZONING CASE Z-2024-10700026 CD (Council District 2) – March 19, 2024**

A request for a change in zoning from “C-2 CD EP-1 MLOD-3 MLR-1” Commercial Facility Parking/Traffic Control Overlay Martindale Military Lighting Overlay Military Lighting Region 1 District with a Conditional Use for Hardware Sales Wholesale to “C-2 CD EP-1 MLOD-3 MLR-1” Commercial Facility Parking/Traffic Control Overlay Martindale Military Lighting Overlay Military Lighting Region 1 District with a Conditional Use for Warehouse Outside Storage with Screening on Lot 22 and Lot 23, Block 1, NCB 11674, located at 3444 East Commerce Street. Staff recommends Approval. (Ann Benavidez, Zoning Planner, (210) 207-8208, ann.benavidez@sanantonio.gov, Development Services Department).

**No Public Comment**

**Motion:** Commissioner Watson motioned for a continuance until April 2, 2024  
**Second:** Commissioner Barros  
**In Favor:** Unanimous  
**Opposed:** None

**MOTION PASSES**