



**NOTICE AND CALL OF A SPECIAL MEETING OF THE PLANNING COMMISSION OF THE CITY OF COLTON
Field Tour**

NOTICE IS HEREBY GIVEN that the Planning Commission has called a Special Meeting on Tuesday, September 10, 2024 at 4:30 P.M to 5:20 pm for the purpose of a Model Home Tour of Ascent at Colton Condo Model Homes, located at 1116 Santo Antonio Drive. Colton, CA 92324

- A. CALL TO ORDER**
- B. FLAG SALUTE**
- C. ROLL CALL**

Commissioner	Chair Richard Prieto	District 1		
Commissioner	Adrianna Escarcega	District 2	Vice-Chair Gary Grossich	At Large
Commissioner	Letitia Baden	District 3	Dr. Eric Peters	District 4

D. PUBLIC COMMENT – Procedures for Addressing the Utilities Commission

- Please obtain a card from the Commission Secretary. Legibly complete the card and return it to her. The Chair will call on you when it is your turn to address the Commission.
- Persons submitting paperwork to the Commission shall also provide a copy to the Commission Secretary. Persons may address the Commission at this time on any subject within the jurisdiction of the City of Colton; however, any matter that requires action will be referred to Staff for a report and action at a future Commission meeting, in accordance with the Brown Act.

E. DISCUSSION ITEMS/BUSINESS ITEMS

1. Ascent at Colton Tour located at 1116 Santo Antonio Drive, Colton, CA 92324
2. See information about Ascent at Colton Model Homes: <https://www.ascent-colton.com/>

Notice to Public – Re: American Disabilities Act (ADA)

Any person needing special assistance to participate in this meeting should call 909-370-5518, by the day prior to the meeting to make a request for a disability-related modification or accommodation. City Staff will make reasonable arrangements to ensure your accessibility to this meeting.

I hereby certify that the foregoing Special Meeting Agenda was posted at City Hall on Thursday, September 5, 2024 as required by Government Code Section 54954.2.

Mario Suarez, AICP, Planning Commission Secretary
Interim Director/Planning Manager