MEETING AGENDA
TOWN OF PHILIPSTOWN PLANNING BOARD
238 Main St., Cold Spring, NY 10516
July 21st, 2022
7:30 PM

Pledge of Allegiance

Roll Call

Approval of Minutes
May

Correspondence
J7 Architecture and Design PLLC (Jean Santelises) - Request for 6-month extension of Site Plan Approval

New Business
Planning Board schedule for August

Old Business – Discussion

Kingsley Tree & Landscaping, Old Albany Post Rd., Cold Spring NY 10516 TM#17.-1-72.2
Project: Major Project: The applicant proposes to construct a new 3200 square feet (80' x 40') 2-story "mixed use" structure, with the first floor comprising of a 4-bay garage and two 2-bedroom apartments above. Site improvements will include a new well and SSTS. The garage will be utilized for office of their Tree & Landscape businesses.
Expected action Item: Board to review revised site layout plans resulting from the Board's site inspection comments; consider whether to conduct a Public Hearing on the project.

Hudson Highland Reserve, Route 9 & Horton Road, Cold Spring, NY 10516
Project: "Conservation" Subdivision (see Zoning Code Sections §175-19 thru §175-21) on 210 acres; 24 residential lots, each approximately 1 acre, served by individual wells and community wastewater treatment facilities. Through the EIS process, the equestrian center formerly proposed was eliminated.
Expected Action Item: Board to review revised Finding statement (6/17/22) for adequacy.

Garrison Golf Club PDD/Hudson Valley Shakespeare Festival, 2015 Route 9 Garrison, NY 10524 TM#60.-1-59.2 & 59.3
Project: Major Site Plan & 3-lot Subdivision; Modifications to the GGC PDD to permit relocation of the Hudson Valley Shakespeare Festival to the site, new theater, outdoor pavilion and housing for artist and visitors (existing banquet/restaurant facility to remain); the 225-seat indoor theater and 20-room hotel have been eliminated from the project's scope.
Expected Action Item: Board to discuss the content of the draft Positive Declaration and any requested revisions.

***NOTE : All items may not be called. Items may not always be called in order ***