



AGENDA
REGULAR MEETING
CITY OF BAYONNE
ZONING BOARD OF ADJUSTMENT
CITY COUNCIL CHAMBERS
630 AVENUE C
BAYONNE, NJ 07002
MONDAY, JULY 20, 2020
6:00 P.M.



Mark Urban, Chairman, Clifford J. Adams, Vice-Chairman, Louis Lombardi, Secretary
Commissioners: Joseph Pineiro, Nicholas DiLullo, Arrigo De Ros, Jr., John Calcaterra
Jake Iapicca, Alt. #1, Antoney B. Azer, Alt. #2
Richard N. Campisano, Esq., Board Counsel
Lillian Glazewski, Land Use Administrator
Malvika Apte, P.P., Consulting City Planner
Robert Russo, P.E., City Engineer's Office

	<i>This meeting will be conducted by electronic means in accordance with the “Senator Byron M. Baer Public Meetings Act” of 2020, which explicitly permits a public body to conduct a meeting electronically during a State of Emergency. Governor Murphy issued executive orders 103 and 107 declaring a “Public Health Emergency and State of Emergency” and directing residents to quarantine and practice social distancing.</i>
I.	Meeting Called to order – roll call
II.	Pledge of Allegiance to the Flag
III.	Statement with regard to the Open Public Meetings Act / Sunshine Law
IV.	<u>Adoption of minutes:</u> Regular meeting held on June 15, 2020
V.	<u>Communications:</u>
VI.	<u>Adoption of Resolutions:</u> • Z-20-004 – 491 BROADWAY BAYONNE, LLC – Site: 491 Broadway in City Block 204, Lot 73 • Z-20-003 ELIZABETH VARJAN – Site: 68 West 40th Street in City Block 104, Lot 23 • Z-20-002 TATYANAN N. MITROFANOVA – Site: 24-26 East 32nd Street in City Block 154, Lot 36 • Z-20-001 SCOTT McKEVITT – Site: 86 Andrew Street in City Block 237, Lot 27

cc: All members
Madelene Medina, City Clerk
Malvika Apte, P.P. Consulting City Planner
Keith Weaver, Fire Chief
Sharon Nadrowski, Council President
Susan Bischoff, C.S.R.

Robert Russo, P.E., Consulting City Engineer
Alicia Losonczy, Zoning Officer
Richard Bielinski, Construction Official
Joseph Coughlin, Fire Sub-Code Official
BAY-TV

Suzanne Mack, P.P., City Planner
Robert Zawistowski, B.E.C.
Robert Geisler, Police Chief
Jersey Journal
Star Ledger