

EDACC Property Development Committee			
March 14, 2025		7:31 a.m.	EDACC Conference Room
Meeting called by	Stan Shepherd - called the meeting to order at 7:31		
Type of Meeting	Property Development Committee		
Facilitator	Stan Shepherd		
Note taker	Linda Peplau		
Adjourned	8:23 AM		
Attendees	Stan Shepherd, Mark Wills & Rick Toole		
Staff/Guests	Rick Evans, Cheney Eldridge, Anita Patel, Stuart Hilsman & Linda Peplau		
Meeting Agenda			
2 minutes	Stan Shepherd		
Discussion	Stan Shepherd called for a motion to jointly approve the agenda for the March 14, 2025, Property Development Committee meeting & the minutes for the January 13, 2025, Property Development Committee meeting.		
Conclusions	Motion: Mark Wills 2nd: Rick Toole Motion carries unanimously (3-0)		
Minutes of Previous Meeting			
0 minutes	Stan Shepherd		
Discussion	See above.		
Conclusions	Motion: Mark Wills 2nd: Rick Toole Motion carries unanimously (3-0)		
Old Business & Updates			
50 minutes	Cheney Eldridge & Stuart Hilsman		
Discussion	 Cheney Eldridge shares the following: Project updates and discussion. White Oak updates: Continual discussion on the vision/master plan for White Oak. Spec building discussion & options. Discussion on each parcel's potential for exploration. Discussion on traffic considerations- might warrant a traffic study. Discussion for potential access points. Road & development/construction dialogue, for the preferred strategy with the least community impact. Water/Sewer capacities and capabilities. Researched zoning codes, of the surrounding properties for discovery optimization. It was suggested by Rick Evans, for the EDACC staff to schedule a meeting with the county to inquire about future plans (traffic lights, roads and housing developments) of the sectors surrounding White Oak for successful collaboration results. 		
Adjournment		3 AM	
Conclusion Stan Shepherd calls for a Motion to adjourn: Motion: Rick Toole 2nd: Mark Wills Motion carries unanimously (3-0)			
Next meeting: May 09, 2025 Economic Development Authority Conference Room			