

West Tisbury Zoning Board of Appeals Agenda
Thursday July 6, 2023 @ 5:00 pm
In Person meeting at West Tisbury Town Hall

*****Please note: all business will consist of a discussion and possible vote to take action*****

5:00 pm – Minutes of June 8 and June 22 meetings.

5:15 pm – A public hearing on an Application for a Special Permit from **Ryan Begley** to operate a home occupation (custom tattoo studio) with a small (less than 24”) sign next to studio door under 8.5-1B of the Zoning Bylaws, at **140 Old Holmes Hole Rd., Map 16, Lot 3.5** in the RU district.

5:35 pm – (*Continued from February 2, March 16, March 30, April 27, and June 8, 2023*): A public hearing on an Application for a Special Permit from **Jeffrey and Carolyn Carney**, to construct a new 18’x42’ inground swimming pool to replace an existing 18’x37’ swimming pool with a new 8’x15’ pool equipment shed to replace the existing shed under Section 8.5-4C and 6.1-5B of the Zoning Bylaws, at **80 Plum Bush Point Rd., Map 35, Lot 6.7** in the Inland and Shore Zones of the Coastal District within the RU district.

5:55 pm – (*Continued from August 25, October 6, November 17, 2022, January 5, February 16, March 30, April 27, and June 8, 2023*): A public hearing on an Application for a Special Permit from **Stillpoint Martha’s Vineyard Inc.** to convert a barn/greenhouse, a pre-existing, non-conforming structure, to a Public Place of Assembly under sections 11.1-3A, 3.1-1, 8.5-2 and 8.5-3 of the Zoning Bylaws at **20 Stillpoint Meadows Rd., Assessor’s Map 22, Lot 4.11** in the RU District.

Old Business

- Review revised plans for proper egress, etc., per conditions of Special Permit #2023-19 for **Peter and Jenny Brody** to construct a 744 sq. ft. 2-car garage with a 594 sq. ft. Accessory Apartment above under 4.4-3A of the Zoning Bylaws, at **62 Ophelia Way, Map 11, Lot 44** in the RU district.

Meeting schedule – Upcoming meetings: July 20 and August 3, 2023.

*****Time will be reserved for topics the chair did not reasonably anticipate*****