

MARCH 28, 2000**AGENDA ITEM #14**Consider approving Williamson County Revenue Reporting Policy.

Moved: Commissioner Limmer

Seconded: Commissioner Boatright

Motion: To table this item until further notice.

Vote: Motion carried 5 – 0

AGENDA ITEM #15Consider granting final plat approval for Covert-79 Subdivision.

Moved: Commissioner Boatright

Seconded: Commissioner Limmer

Motion: To grant final plat approval for Covert 79 Subdivision.

Vote: Motion carried 5 – 0

AGENDA ITEM #16Consider granting final plat approval for Tutor Time Square. (Pct 1)

County Engineer Joe England requested this item be tabled.

AGENDA ITEM #17Discuss and take any appropriate action on preliminary plat approval for Rolling Oaks. (Pct 1)

Moved: Commissioner Heiligenstein

Seconded: Judge Doerfler

Motion: To approve preliminary plat for Rolling Oaks with the understanding when final plat is presented the question regarding right-of-way on Loop 1, Burnet Road and Anderson Mill Road are all answered on one (1) page.

Vote: Motion carried 5 – 0

MARCH 28, 2000**AGENDA ITEM #18**Consider granting final plat approval for Estates of Hunters's Chase, Section One. (Pct 1)

County Engineer Joe England advised the plat has been approved by the City of Austin.

Julie Lyon Wolf advised Ron Madden had dedicated right-of-way to Williamson County.

Moved: Commissioner Heiligenstein

Seconded: Judge Doerfler

Motion: To grant final plat approval for Estates of Hunter's Chase, Section One.

Vote: Motion carried 5 – 0

AGENDA ITEM #19Consider granting final plat approval for Estates of Hunter's Chase, Section Two. (Pct 1)

Moved: Commissioner Heiligenstein

Seconded: Judge Doerfler

Motion: To grant final plat approval for Estates of Hunter's Chase, Section Two.

Vote: Motion carried 5 – 0

AGENDA ITEM #20Consider granting final plat approval for Westlake of the Woods, Phase 1A. (Pct 3)

Moved: Commissioner Hays

Seconded: Commissioner Heiligenstein

Motion: To grant final plat approval for Westlake of the Woods Phase 1A.

Vote: Motion carried 5 – 0