



TOWN OF SHENANDOAH

Incorporated 1884

Town Council meets for their regular session on the second and fourth Tuesday at 7 p.m.

Shenandoah Town Office, 426 First Street, Shenandoah, Virginia

(540) 652-8164 www.townofshenandoah.com

Town Council & Staff

Clinton O. Lucas, Jr., Mayor
 William Kite, Vice Mayor
 Denise Cave, Councilmember
 Lynn Fox, Councilmember
 Ira Michael Lowe, Councilmember
 Brenda Haggett, Councilmember
 Chris Reisinger, Councilmember
 Daniel Rose, Town Attorney
 Charles Jenkins, Town Manager
 Rodney Hensley, Chief of Police
 Christl Huddle, Treasurer
 Tonya Southers, Deputy Treasurer
 Angela Schrimsher, Town Clerk

Persons wishing to be heard or have an item placed on the agenda should make their request to the Clerk of the Council by 12 noon Friday preceding the meeting.

JOINT PUBLIC HEARING – June 23, 2026 – TOWN COUNCIL AND PLANNING COMMISSION COUNCIL CHAMBERS – 7 p.m.

1. Call to Order/Opening of joint public hearing.
2. **JOINT PUBLIC HEARING REGARDING THE FOLLOWING:**
 - A. **Diamond Quality Investments, LLC. Jared Moore rezoning request from Commercial to Residential (R2) on properties located at 361 Trenton Avenue. The properties are identified by tax map numbers 102A6-1-73-5 and 102A6-1-73-6. If approved, this rezoning would allow for any items allowed as a matter of right and in compliance with Town Code Section 50-67.**
3. Speaking **FOR** the rezoning request from Commercial to Residential (R2).
4. Speaking **AGAINST** the rezoning request from Commercial to Residential (R2).
5. Questions by Council or Planning Commission Members.
6. Mayor to close public hearing.
7. Discussion and possible Vote for a recommendation by Planning Commission Members regarding the rezoning request from Commercial to Residential (R2) OR decision that more review time is needed.
8. If Planning Commission has submitted a recommendation – Discussion and possible Vote for a final decision by Town Council Members regarding the rezoning request from Commercial to Residential (R2).
9. Adjournment