



# City of Dardenne Prairie, Missouri

## 2026 Submittal and Meeting Calendar

*Planning and Zoning Commission – 2<sup>nd</sup> Wednesday of each month*  
*Board of Aldermen – 1<sup>st</sup> and 3<sup>rd</sup> Wednesday of each month*

*Planning and Zoning Commission Meetings begin at 7:00 pm*  
*Board of Aldermen Meetings begin at 7:00 pm*  
*(Board of Aldermen Work Sessions are at 6:00 pm prior to the regular mtg)*

**All meetings are held at Dardenne Prairie City Hall located at 2032 Hanley Road, Dardenne Prairie, MO 63368**

<b>PLANNING AND ZONING COMMISSION</b>			
REZONING, CONDITIONAL USE, NEW COMMUNITY PLANS, PLATS, LOT SPLITS, SITE PLANS & PUD FINAL PLANS			
APPLICATION DEADLINE	COMMENTS TO APPLICANT	RESUBMISSION DEADLINE	MEETING DATE
12/3/2025	12/17/2025	12/26/2025	1/7/2026
1/7/2026	1/21/2026	1/30/2026	2/11/2026
2/4/2026	2/18/2026	2/27/2026	3/11/2026
3/4/2026	3/18/2026	3/27/2026	4/8/2026
4/1/2026	4/15/2026	5/01/2026	5/13/2026
5/6/2026	5/20/2026	5/29/2026	6/10/2026
6/3/2026	6/17/2026	6/24/2026	7/8/2026
7/1/2026	7/15/2026	7/31/2026	8/12/2026
8/5/2026	8/19/2026	8/28/2026	9/9/2026
9/2/2026	9/16/2026	9/25/2026	10/14/2026
10/7/2026	10/21/2026	10/30/2026	11/11/2026*
11/4/2026	11/18/2026	11/27/2026	12/9/2026

<b>BOARD OF ALDERMEN</b>		
MASTER SIGN PLAN, TEMPORARY USE & OTHER AGENDA ITEMS**		
APPLICATION DEADLINE	FIRST MEETING DATE	SECOND MEETING DATE
12/31/2025	1/7/2026	1/21/2026
1/28/2026	2/4/2026	2/18/2026
2/25/2026	3/4/2026	3/18/2026
3/25/2026	4/1/2026	4/15/2026
4/29/2026	5/6/2026	5/20/2026
5/27/2026	6/3/2026	6/17/2026
6/24/2026	7/1/2026	7/15/2026
7/29/2026	8/5/2026	8/19/2026
8/26/2026	9/2/2026	9/16/2026
9/30/2026	10/7/2026	10/21/2026
10/28/2026	11/4/2026	11/18/2026
11/25/2026	12/2/2026	12/16/2026

**NOTES:**

1. Zoning matters require two (2) reading by the Board of Aldermen at separate meetings
2. Variances must be heard by the Board of Adjustment, which meets on an “as-needed” basis
3. Items that require publications must be submitted at least 37 days prior to the meeting date
4. “\*” denotes holiday schedule