

AGENDA

Planning and Zoning Commission

May 4, 2022 – REGULAR MEETING

5:30 PM

The New Business items have been placed on the agenda in the order they were received. Please note that at 9:00 p.m., the Commission will evaluate the remainder of the agenda to determine if time constraints will permit the full agenda to be heard at this meeting. All items not heard at this meeting will be postponed to the next regularly scheduled PC/BOA meeting of May 18, 2022 or to a special meeting scheduled by the Commission.

NOTICE: THE VIDEO AND AUDIO FOR THIS MEETING ARE STREAMED TO THE PUBLIC VIA THE INTERNET AND MOBILE DEVICES WITH VIEWS THAT ENCOMPASS ALL AREAS, PARTICIPANTS AND AUDIENCE MEMBERS

PLEASE SILENCE ALL ELECTRONIC DEVICES DURING THE MEETING

1. LOG INTO PC/BOA MEETING AND NEW PUBLIC COMMENT OPTIONS
 - I. Link to ZOOM meeting:
<https://us02web.zoom.us/j/89302141046?pwd=Vkk4ZkpMUDVyYnY5WFFKRmZlVmhMUT09>
2. CALL TO ORDER
3. ROLL CALL
4. MATTERS FROM THE PUBLIC
5. APPROVAL OF MINUTES
6. OLD BUSINESS
7. NEW BUSINESS
 - I. **P21-333:** Land Development Regulation(LDR) Text Amendment to Section 6.1.4 Residential Uses and Section 6.1.5 Lodging uses to amend definitions regarding occupancy limits. Continued from the April 20, 2022 Planning Commission meeting to the May 18, 2022 Planning Commission Meeting.
 - II. **P21-332:** Land Development Regulation Text Amendment to Article 2: Complete Neighborhood Zones, Article 5: Physical Development Standards Applicable in all Zones, Article 6: Use Standards Applicable in all Zones, and Article 9: Definitions, to amend various standards in residential zones related to the mass, scale, and character of residential development. This has been continued to the June 1, 2022 Planning Commission Meeting.
 - III. **P22-053:** Zoning Map Amendment for 460 E. Broadway from the Neighborhood Medium Density -2 District (NM-2) to the Public / Semi-Public District (P/SP)
8. BOARD OF ADJUSTMENT
9. PLANNING COMMISSION
10. MATTERS FROM THE COMMISSION
11. AGENDA FOLLOWUP
12. MATTERS FROM STAFF

13. ADJOURNMENT