

Revised AGENDA

City of Sedona Planning and Zoning Commission Meeting

5:30 PM

Tuesday, November 15, 2016

NOTICE:

Pursuant to A.R.S. 38-431.02 notice is hereby given to the members of the Planning and Zoning Commission and to the general public that the Planning and Zoning Commission will hold a public hearing open to the public on Tuesday, November 15, 2016 at 5:30 pm in the City Hall Council Chambers.

NOTES:

- Meeting room is wheelchair accessible. American Disabilities Act (ADA) accommodations are available upon request. Please phone 928-282-3113 at least 24 hours in advance.
- Planning & Zoning Commission Meeting Agenda Packets are available on the City's website at: www.SedonaAZ.gov/planning

GUIDELINES FOR PUBLIC COMMENT

PURPOSE:

- To allow the public to provide input to the Planning and Zoning Commission on a particular subject scheduled on the agenda.
- Please note that this is not a question/answer session.

PROCEDURES:

- Fill out a "Comment Card" and deliver it to the Recording Secretary.
- When recognized, use the podium/microphone.
- State your Name and City of Residence
- Limit comments to 3 MINUTES.
- Submit written comments to the Recording Secretary.

1. CALL TO ORDER, PLEDGE OF ALLEGIANCE, & ROLL CALL
2. ANNOUNCEMENTS & SUMMARY OF CURRENT EVENTS BY COMMISSIONERS & STAFF

3. APPROVAL OF THE FOLLOWING MINUTES:

- a. October 13, 2016 (WS)

4. PUBLIC FORUM: *(This is the time for the public to comment on matters not listed on the agenda. The Commission may not discuss items that are not specifically identified on the agenda. Therefore, pursuant to A.R.S. § 38-431.01(H), action taken as a result of public comment will be limited to directing staff to study the matter, responding to any criticism, or scheduling the matter for further consideration and decision at a later date.)*

5. Consideration and possible action to amend the previously approved item 5b from the November 1, 2016 meeting regarding the Draft Schnebly CFA Plan.

6. Discussion regarding the update of the Sedona Land Development Code.

7. FUTURE MEETING DATES AND AGENDA ITEMS

- a. Thursday, December 1, 2016; 3:30 pm (Work Session)
- b. Tuesday, December 6, 2016; 5:30 pm (Public Hearing)
- c. Thursday, December 15, 2016; 3:30 pm (Work Session)
- d. Tuesday, December 20, 2016; 5:30 pm (Public Hearing)

8. EXECUTIVE SESSION

If an Executive Session is necessary, it will be held in the Vultee Conference Room at 106 Roadrunner Drive. Upon a public majority vote of the members constituting a quorum, the Planning and Zoning Commission may hold an Executive Session that is not open to the public for the following purposes:

- a. To consult with legal counsel for advice on matters listed on this agenda per A.R.S. § 38-431.03(A)(3).
- b. Return to open session. Discussion/possible action on executive session items.

9. ADJOURNMENT

Physical Posting: November 10, 2016 By: DJ

Planning & Zoning Commission Meeting Agenda Packets are available on the City's website at: www.SedonaAZ.gov/planning or in the Community Development Office, 102 Roadrunner Drive approximately one week in advance of the meeting.

Note that members of the City Council and other City Commissions and Committees may attend the Planning and Zoning Commission meeting. While this is not an official City Council meeting, because of the potential that four or more Council members may be present at one time, public notice is therefore given for this meeting and/or event.



Scan with your mobile device to access meeting documents online



City Of Sedona Community Development Department

102 Roadrunner Drive Sedona, AZ 86336

(928) 282-1154 • Fax: (928) 204-7124

Memorandum

Date: November 7, 2016
To: **Planning and Zoning Commission**
From: Michael Raber, Senior Planner
Meeting Date: November 15, 2016
Subject: Discussion regarding the update of the Sedona Land Development Code.

Summary

This agenda item provides for discussion regarding the update of the Sedona Land Development Code. The City's consulting team, Clarion Associates, will provide an overview of:

- The project approach and scope
- Public participation opportunities
- Some of the key issues

The consultants and staff will also have an opportunity to engage in discussion with the Commission and respond to questions regarding the project.

The update of the Land Development Code (LDC) is a high priority in the Sedona Community Plan and a high priority of the City Council. The LDC was adopted in 1994 and became effective in January 1995. Since it is over 20 years old, it is dated, not on par with best practices, and the zoning regulations do not always align well with Sedona's needs.

Attached is a background and overview briefly describing the project. Beginning on November 9, a dedicated website, www.SedonaLDCupdate.com will be launched to provide on-going information and updates.

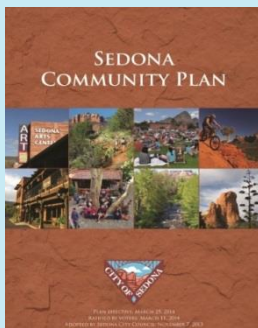
Attachments

1. Background and Project Overview

Background and Project Overview

The [City of Sedona](#) is updating its Land Development Code (LDC), which contains the rules for development and redevelopment within the City. The current LDC became effective in 1995 and has undergone several amendments over time. This project will update several major sections of the LDC to provide clear and specific direction for development and redevelopment.

The LDC update can also help Sedona meet the goals of the [Sedona Community Plan](#):



1. **Environmental Protection.** *Ensure development standards protect sensitive areas and are tailored appropriately for Sedona’s natural environment.*
2. **Housing Diversity.** *Provide a greater mix of housing types permitted in appropriate areas throughout the City, and reduce code barriers to improve housing affordability.*
3. **Community Gathering Places.** *Consider opportunities through subdivision and development to improve public common areas.*
4. **Economic Diversity.** *Instead of a one-size-fits-all approach to development, provide appropriate tools to encourage a wider variety of businesses and opportunities in Sedona.*
5. **Reduced Traffic.** *Address circulation for multiple transportation modes (cars, transit, bikes, and pedestrians) and ensure that future development in Sedona promotes mobility for all ages and abilities.*
6. **Access to Oak Creek.** *Protect this prominent feature of the community and ensure that surrounding land uses and corridors provide adequate access without compromising the health of the riparian area.*

The City of Sedona recently contracted with [Clarion Associates](#) to assist with this project. Updating the LDC is a major undertaking requiring substantial community input and collaboration among a wide range of Sedona stakeholders. The project is expected to be completed in May 2018. Major project tasks include:

- **Public participation and project management.** Develop and implement a public participation plan to run through the duration of the project. Create a project website and a schedule for public meetings.
- **Project orientation.** Conduct background research and analysis and facilitate a series of kick-off meetings and stakeholder interviews to obtain valuable feedback related to the LDC.
- **LDC analysis and annotated outline.** Prepare a report that analyzes key issues and identifies strengths and weaknesses of the current LDC, provides best practices and potential solutions for Sedona to consider, and presents a detailed outline of a new LDC.
- **Prepare discussion draft LDC.** Draft the LDC in three modules (zoning districts and uses; development and design standards; and administration and procedures). Present each draft to the public and collect comments to be addressed in a final consolidated draft LDC.
- **LDC adoption.** Update the consolidated draft to reflect final comments from the community. Expected adoption of the new LDC in May 2018.

Please join us!

The project will kick off November 14-16, including two public meetings to discuss the LDC update:

Public Open House
November 15 | 1:00 p.m.
Sedona Public Library
3250 White Bear Road

Planning & Zoning Commission
November 15 | 5:30 p.m.
City Hall Council Chambers
102 Roadrunner Drive