

**Agenda**  
**Special City Council Meeting**  
**Wednesday, September 15, 2021, 3:00 p.m.**

Council Chambers  
102 Roadrunner Drive  
Sedona, AZ 86336

**CLICK HERE TO DOWNLOAD THE COMPLETE COUNCIL MEETING PACKET**

- 1. Call to Order/Pledge of Allegiance/Moment of Silence**
- 2. Roll Call**
- 3. Special Business**
  - a. AB 2702 Public hearing/discussion/possible action regarding a City-initiated application for a Major Community Plan Amendment to the Future Land Use Map from Single-family Low Density to Commercial and a Zone Change from RS-18 (Single-family Residential) to M3 (Mixed Use Activity Center) to allow for the development of a parking garage in Uptown Sedona. The property consists of two parcels totaling 1.24 acres along the north side of Forest Road (430 and 460 Forest Road). APN: 401-16-100 and 401-16-071. Applicant: City of Sedona. Case Number: PZ21-00003 (Major CPA, ZC).
  - b. Discussion/possible action regarding future meeting/agenda items.
- 4. 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 Council 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.
- 5. Adjournment**

*DUE TO CONTINUED PRECAUTIONS RELATED TO COVID-19, SEATING FOR THE PUBLIC WITHIN THE COUNCIL CHAMBERS IS LIMITED. THOSE WISHING TO COMMENT ON SCHEDULED AGENDA ITEMS MAY BE ASKED TO WAIT OUTDOORS OR IN AN ALTERNATE LOCATION IF THERE IS NOT ADEQUATE SEATING IN COUNCIL CHAMBERS. COMMENTS IN ADVANCE OF THE 3:00 P.M. CALL TO ORDER ARE STRONGLY ENCOURAGED BY SENDING AN EMAIL TO SIRVINE@SEDONAAZ.GOV AND WILL BE MADE PART OF THE OFFICIAL MEETING RECORD. THE MEETING CAN BE VIEWED LIVE ON THE CITY'S WEBSITE AT WWW.SEDONAAZ.GOV OR ON CABLE CHANNEL 4*