



## Zoning Ordinance Planning Commission Meeting Dates 2025/26

- **RED – DATE OR TIME CHANGE (confirmed)**
- **BLACK- Tentative depending on time frames/project progression**

**Mon., Sept. 22 at 4:30pm \*Special PC Meeting (Full PC participation) – GW Virtual**

*Confirmed by GW – Reschedule regular PC from Tues, 9/23 to **Mon, 9/22** at 4:30 due to a staffing issue with GW lead*

**Tues., Oct. 28<sup>th</sup> at 4:30pm \*Special PC Meeting (Full PC participation) – GW Virtual**

*Confirmed, Jill or Joe will be present in Andy's place (GW Lead)*

**Tues., Nov. 25<sup>th</sup> at 4:30pm - \*Special PC Meeting (Full PC participation) – GW Virtual**

*Confirmed*

**Dec. (meeting reschedule) - DATE TBD if needed/cancelled if not needed**

**Tues., Jan. 27<sup>th</sup> at 4:30pm \*Special PC Meeting (Full PC participation) – GW Virtual**

*Confirmed*

**Tues., Feb. 24<sup>th</sup> at 4:30pm \*Special PC Meeting (Full PC participation) – GW Virtual**

*Confirmed*

**Tues., Mar. 24<sup>th</sup> at 4:30pm \*Special PC Meeting (Full PC participation) – GW Attend in Person**

*Confirmed*



## Zoning Ordinance Planning Commission Meeting Dates 2025/26

**Tues., Apr. 28<sup>th</sup> at 6pm – Regular PC Meeting– (buffer meeting – GW- ZO – may not be needed)**

- *May not be needed/depends on process of ZO adoption.*

**Tues., May 26<sup>th</sup> at 6pm Regular PC Meeting**

- **\*\*Open house w/ GW will be at 4:30 on this same day!**
- **Potential Open House GW if all goes as scheduled**
- **(PC does not need to attend open house- mtg only)**

**Tues., May 26<sup>th</sup> at 6pm –Regular PC Meeting -GW Attendance**

- *Public Hearing for formal recommendation to the Council (tentative)*

**Tues., June 2<sup>nd</sup> at 6pm - City Council Meeting – Adoption (Goal)**

- *(July Council- backup date for adoption)*

*April will not be attending August or September Planning Commission Meetings. Her attendance will be dependent on projects and John will be the main lead on the Zoning Ordinance Re-Write Project with Giffels & Webster.*