

## **City of Longview**

1525 Broadway Longview, WA 98632 www.ci.longview.wa.us

# Agenda - Workshop

## **City Council**

Mayor Don Jensen
Council Member Ken Botero
Council Member Chet Makinster
Council Member Steve Moon
Council Member Scott Vydra
Mayor Pro Tem Michael Wallin
Council Member MaryAlice Wallis

Thursday, November 1, 2018

5:30 PM

2nd Floor, City Hall

NOTICE IS HEREBY GIVEN, in accordance with RCW Chapter 42.30, that the City Council of the City of Longview, Washington, will conduct a joint workshop session with the Planning Commission in the Longview City Hall Council Chamber, 1525 Broadway, Longview, on Thursday, November 1st, at 5:30 p.m. The topics of discussion follow. Final disposition shall be taken on no other matter.

Longview City Hall is accessible for persons with disabilities. Special equipment to assist the hearing impaired is also available. Please contact the City Executive Offices at 360.442.5004 at least forty-eight (48) hours in advance if you require special accommodations to attend the meeting.

- 1. CALL TO ORDER
- 2. ROLL CALL
- 3. WORKSHOP

PC 2015-1 11/1/18 WORKSHOP WITH PLANNING COMMISSION ON COMPREHENSIVE PLAN UPDATE

#### **SUMMARY STATEMENT:**

The Planning Commission decided the 2018 draft Comprehensive Plan is ready for a public outreach process. However, before beginning the process, they wanted to discuss their recommendations with the Council. The Planning Commission's recommendations are preliminary and are subject to change after the public outreach process. A memo summarizing their recommendations is attached.

### STAFF CONTACT:

Steve Langdon, Planning Manager

Attachments: Memo changes from 2006 Comp Plan

Attach A Map Amendments

Attach B Objectives from Draft 2018 Comp Plan

Attach C objectives eliminated

2018 DRAFT Comprehensive Plan

**Draft CompPlan Future Land Use Map** 

### 4. <u>ADJOURNMENT</u>

NEXT REGULAR COUNCIL MEETINGS: THURSDAY, NOVEMBER 15, 2018 - 7:00 P.M. (SPECIAL MEETING) THURSDAY, DECEMBER 6, 2018 - 7:00 P.M. (SPECIAL MEETING)