

# Town of Richmond

## Planning Commission Meeting

### AGENDA

Wednesday, January 15, 2025

7:00 PM

### **THIS IS A HYBRID MEETING WITH BOTH ON-SITE AND REMOTE ACCOMODATIONS**

PLEASE NOTE: In accordance with Act 1 (H.42) 2023, this meeting will be held online, by conference call via Zoom and in-person. You do not need a computer to attend this meeting. You may use the "Join by Phone" number to call from a cell phone or landline, ***this is a toll-free number.*** When prompted, enter the meeting information provided below to join by phone. For additional information and accommodations to improve accessibility of this meeting, please contact Keith Osborne at 802 336-2289 or at [koborne@richmondvt.gov](mailto:koborne@richmondvt.gov)

Join Zoom Meeting:

<https://us02web.zoom.us/j/82558301640?pwd=by82bjlGQjhGWEdRMFkzY29ZOEIrQT09>

**Join by phone:** 1-312-626-6799

**Meeting ID:** 825 5830 1640

**Passcode:** 929819

### **TOPICS TO BE DISCUSSED**

1. Welcome
2. Review and adjustments to the agenda.
3. Public comment on non-agenda items
4. Review minutes of 12-4-24 meeting
5. Brief discussion of removing consideration of proposed addition of definitions "Recreation Path" and "Trails" to Section 7 at this Public Hearing in favor of scheduling a more extensive future Planning Commission meeting on this subject
6. Public Hearing on amendments to §4.7, §4.8, §6.8 and §7, Flood Hazard Overlay District and discussion of recent input from floodplain managers at ANR.
7. Approval of documents and setting the Planning Commission Public Hearing date for the Jolina Court Zoning District Amendments (§§3.9 and 5.12) and Density Bonus Program (§6.15) as discussed at the December 4, 2024 PC meeting. Consider March 5, 2025 and discuss PC members presentations (5 min each)
8. Other business and updates, time permitting.
  - Debrief on Selectboard PH of January 6, 2025 on the Village Residential Neighborhoods Districts.
  - Review of timeline for Town Plan Update
  - Schedule CCRC meeting(s)
  - Schedule a discussion on trails issue
9. Adjourn