

2022 COMMUNITY COUNCIL SCHEDULE (via Zoom)					Planning Commission Public Hearing 6:00 p.m. (via Zoom)		Board of Commissioners Public Hearing 5:30 p.m. (via Zoom)	
District 1 via Zoom 5:30 p.m.	District 2 via Zoom 6:30 p.m.	District 3 via Zoom 5:30 p.m.	District 4 via Zoom 5:30 p.m.	District 5 via Zoom 6:30 p.m.	New Items	(As Needed)	New Items	(As Needed)
2/16/2022	2/08/2022	2/09/2022	2/15/2022	2/07/2022	3/01/2022 *** Land Use	3/03/2022	3/24/2022 *** Land Use	3/29/2022
4/20/2022	4/12/2022	4/13/2022	4/19/2022	4/11/2022	5/03/2022	5/05/2022	5/26/2022	5/31/2022
6/15/2022	6/14/2022	6/08/2022	6/21/2022	6/13/2022	7/12/2022 ** Non-Res	7/14/2022	7/28/2022 ** Non-Res	8/02/2022
8/17/2022	8/09/2022	8/10/2022	8/16/2022	8/08/2022	9/01/2022 *** Land Use	9/06/2022	9/29/2022 *** Land Use	10/04/2022
10/19/2022	10/11/2022	10/12/2022	10/18/2022	10/10/2022	11/01/2022	N/A	11/17/2022	N/A
12/14/2022	12/06/2022	12/07/2022	12/13/2022	12/05/2022	1/05/2023	1/10/2023	1/26/2023	1/31/2023

\*All meetings/public hearings begin at 5:30pm unless otherwise stated.

\*\*July is intended for non-residential SLUP & rezoning applications to receive priority on agenda.

\*\*\*New Future Land Use Map Amendment applications shall only be heard in March and September.

When the need arises, the BOC shall sit for a second evening of public hearings. There shall be a maximum of 20 new applications per zoning cycle. Deferred cases, companion Land Use Amendments and street name change applications are not subject to the 20-case maximum. SLUP applications with companion rezoning applications shall be heard together (consecutively) on the BOC Agenda. Slots on the agenda are filled with cases in the order that they are filed, not to exceed 20 maximum cases, per adopted 2022 Zoning Calendar Resolution. If the agenda exceeds 10 cases (including deferrals), Planning Commission or the Board of Commissioners may schedule additional cases on "as-needed" dates. Complete filing and calendar requirements are found in the 2022 Board of Commissioners Zoning Calendar/Resolution.