







Rewriting Our Rules

A LUMO UPDATE

**Town Council
November 20, 2024**

TONIGHT'S DISCUSSION TOPICS:

-  Equity Analysis
-  Concept Plans
-  Special Use Permits
-  Administrative Decisions

EQUITY ANALYSIS

Equity Analysis



- Staff have continued to examine the LUMO through an equity lens.
- Most recent analysis highlights the need for more equitable procedures.
- The new LUMO can address some concerns, but others will need policy updates outside of LUMO.

Concept Plans

The proposed LUMO **will not include**
Concept Plan Reviews



Concept Plans do not further Town goals

- Perpetuate project-by-project decision making
- Not equity-driven
- Feedback is non-binding and not always consistent
- Disincentivizes development

**Other
practices
advance
Town
interests**



Staff consultation and review



Formal legislative process

Special Use Permits

The proposed LUMO will assign Special Use
Permits to the **Board of Adjustment**

Why the BOA?

- BOA is tasked with making quasi-judicial decisions.
- Well-versed in quasi-judicial procedures.
- Creates clear expectations for applicants, decision makers, and the public.

Administrative Decisions

The proposed LUMO will give **staff responsibility for:**

Subdivisions

Site plans

Alternate buffers

**Administrative
decisions are
best suited for
staff approval**

Town Council **adopts** rules.

Staff **administer** them.

**Administrative
decisions are
best suited for
staff approval**

- Staff are currently responsible for most administrative decisions
- Review is not discretionary
- Approval is based solely on compliance with LUMO and other relevant standards
- Staff approval promotes equity, predictability, and transparency

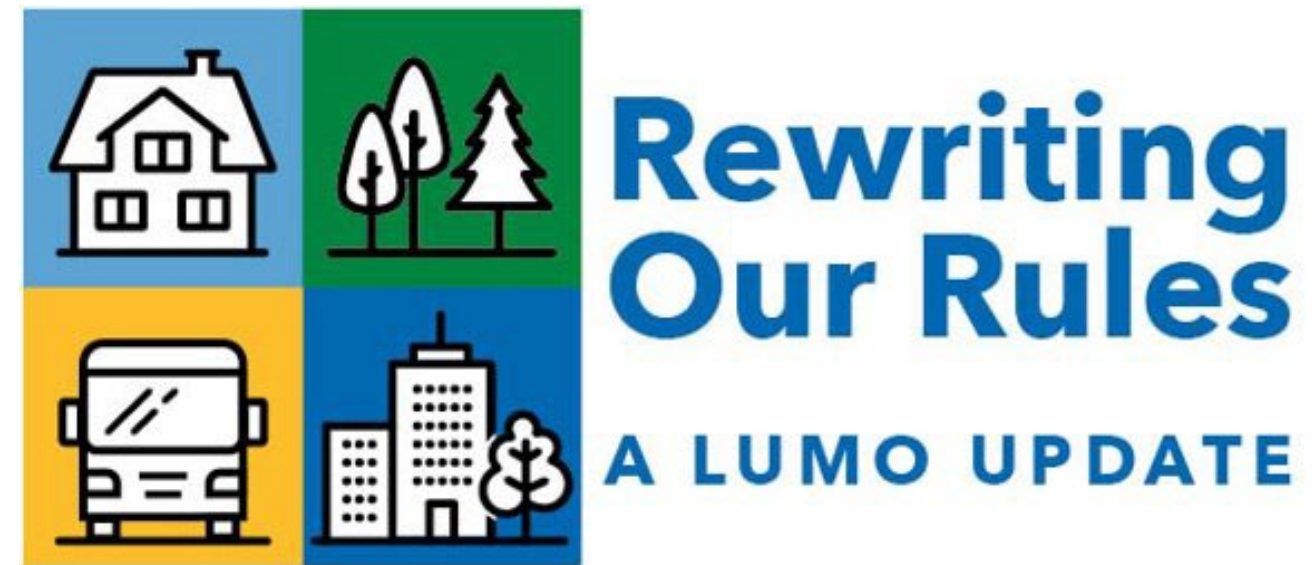
Looking Forward

**Staff and
Council are
partners in this
effort**

The draft LUMO should:

- ☐ Represent **best practices**
- ☐ Implement the **Comprehensive Plan**
- ☐ Advance **community priorities**

In December, we'll check in on prior policy discussions.



Q & A