

Legislation Text

File #: PC 15-164, Version: 1

Draft Amendments to the Oregon City Municipal Code (OCMC): Chapter 2.30 Citizen Involvement Committee **RECOMMENDED ACTION (Motion)**:

Staff asks that the Citizen Involvement Commission (CIC) review the draft amendments to the Oregon City Municipal Code and vote to support the document.

BACKGROUND:

Under the direction of the City Commission, City staff proposed amendments to codify the Citizen Involvement Committee (CIC) in Chapter 2.30 of the Oregon City Municipal Code. The concepts of the code amendments were originally discussed at the February 2, 2015 CIC meeting. Using the City Commission direction, the comments from the February 2, 2015 CIC meeting, draft CIC bylaws, and code language/bylaws from other codified City groups, staff created the first draft of the code amendments which were discussed at the March 2, 2015 CIC meeting. The draft code has been further amended to address many concerns expressed at the March CIC meeting and a list of all CIC comments were added to the second draft document of the code amendments, dated March, 2015. Staff asks that the Citizen Involvement Commission (CIC) review the draft amendments to the Oregon City Municipal Code and vote to support the document.

Once a consensus is reached the draft language will go through the following public process:

- 1. The draft amendments will be presented to the City Commission at a City Commission Work Session.
- 2. The draft amendments will be presented to the CIC.
- 3. The draft amendments will be reviewed by the City Attorney.
- 4. The draft amendments will be reviewed by the Oregon Department of Land Conservation and Development Citizen Involvement Advisory Committee to verify compliance with Statewide Planning Goal 1.
- 5. An Ordinance adopting the draft language will be reviewed by the City Commission at a minimum of two public hearings.

Please note the draft document may be further amended throughout the review process.

BUDGET IMPACT:

Amount: FY(s): Funding Source: