

## Land Development Code Advisory Group Meeting #13

January 15, 2014 at 8:00 am City Hall, first floor, room 1029 (Staff bullpen) 301 W. 2nd Street, Austin, Texas 78701

**Imagine Austin Priority Program**: Revise Austin's land development regulations and processes to promote a compact and connected city (*Imagine Austin Comprehensive Plan, p. 207-210*).

**Charge to Advisory Group**: Assist in public outreach and provide feedback on development and implementation of a revised land development code (*Resolution #20121206-074*).

## Agenda

Meeting Objective: Collaborate with staff and consultants on Community Character Analysis.

45 min	1. Presentation on Community Character Analysis
15 min	2. Discuss work product type and goals for Advisory Group
15 min	3. Discuss structure, organization and chair of Advisory Group
15 min	4. Update on outreach activities
10 min	5. Agenda for next meeting
15 min	6. Public comment
	7. Adjourn

Advisory Group members suggested these discussion agreements:

- Use Imagine Austin's vision and principles as a foundation for all discussions
- Use parliamentary procedure to set up motions to discuss (with a second) and use polite protocol throughout
- Have facilitator call on participants to speak
- Let someone complete their thought
- Operate on basis of consensus (that all can live with a particular course of action), with the option to take votes and issue possible majority/minority point of view if necessary
- Keep ongoing list of requests for information made during meetings to share later on with advisory group
- To add a new item to an advisory group's agenda, have two advisory group members support it

Standard City of Austin discussion agreements:

- Open-mindedness: Listen to and respect all points of view
- Acceptance: Suspend judgment as best you can
- Curiosity: Seek to understand rather than persuade
- Discovery: Question old assumptions, look for new insights
- Sincerity: Speak for yourself about what has personal heart and meaning
- Brevity: Go for honesty and depth but don't go on and on