SPEAKER REGISTRATION

All participants wishing to address the commission must register to speak. Public participation is available by teleconference or in-person.

Teleconference Registration

Registration for participation by teleconference closes on **Tuesday**, **June 13**, **2023** at **2:00 PM**. Teleconference code and additional information to be provided after the closing of the teleconference registration period.

In-Person Registration

While in-person registrants are encouraged to register in advance of the meeting, in-person registration closes at **6:00 p.m.** the day of the meeting utilizing a mobile device to scan the below QR code which will be displayed in Council chambers. Mobile devices will also be available at the meeting for public use for the purpose of speaker registration.

Click on link below or scan the QR code and submit the form to register to speak. Speakers should submit a separate registration form for each item of interest.

https://forms.office.com/g/irmTaGAqPp



Please contact Andrew Rivera, Commission Liaison, for questions regarding speaker registration at <u>Andrew.rivera@austintexas.gov</u> or by phone 512-974-6508.

Presentations and handouts are requested to be e-mailed to Commission Liaison Andrew Rivera at Andrew.rivera@austintexas.gov by 1:00 PM day of the meeting.

PARKING & VALIDATION

Parking is available at the City Hall parking garage and is free with validation. A stamp machine will be available to manually stamp the parking ticket.

SpeakerTestimony Time Allocation PUBLIC HEARING

Speaker	Number	Minutes
Applicant /Agent	1	5 min. and 3 min rebuttal
Speakers For	Up to 3	3 min.
Speakers For	Unlimited	1 min.
Speaker	Number	Minutes
Primary Speaker Against	1	5 min.
Speakers Against	Up to 3	3 min.

No donation of time allowed.

DISCUSSION POSTPONEMENT

Speaker	Number	Time Allocated
Primary Speaker Favoring Postponement	1	3 min.
Secondary Speaker Favoring Postponement	1	2 min.
Primary Speaker Opposing Postponement	1	3 min.
Secondary Speaker Opposing Postponement	1	2 min.

PARKING & VALIDATION

Parking is available at the City Hall parking garage and is free with validation.

A stamp machine will be available to manually stamp the parking ticket.

ORDER OF MEETING

Determination of Quorum / Meeting Called to Order

Reading of Proposed Consent Agenda

- *Vote and Disposal of Consent Agenda
- **Determination of Discussion Postponement Items

Discussion Cases (Including public comment, staff and applicant / representative presentations)

Other Business

Adjournment

* The consent agenda may be acted upon by one vote without separate discussion.

Speakers are allowed to provide testimony on an item proposed for the consent agenda. At the discretion of the Commission the item may remain on the consent agenda.

** Discussion postponement consists of public comment by 2 individuals for the postponement and 2 individuals against the postponement. Testimony should not delve into the merits of the case. The granting of a postponement must be approved by affirmative vote of the Commission.

Planning Commission 2023 Meeting Dates

Unless otherwise noted, meetings will convene at 6:00 PM at Austin City Hall

Tuesday, January 10th,	Tuesday, May 9th, 2023	Tuesday, September 12th,
2023 (1/10/23)	(5/9/23)	2023 (9/12/23)
Tuesday, January 24th,	Tuesday, May 23rd, 2023	Tuesday, September 26th,
2023 (1/24/23)	(5/23/23)	2023 (9/26/23)
Tuesday, February 14th,	Tuesday, June 13th, 2023	Tuesday, October 10th,
2023 (2/14/23)	(6/13/23)	2023 (10/10/23)
Tuesday, February 28th,	Tuesday, June 27th, 2023	Tuesday, October 24th,
2023 (2/28/23)	(6/27/23)	2023 (10/24/23)
Tuesday, March 14th,	Tuesday, July 11th, 2023	Tuesday, November 14th,
2023 (3/14/23)	(7/11/23)	2023 (11/14/23)
Tuesday, March 28th,	Tuesday, July 25th, 2023	Tuesday, November 28th,
2023 (3/28/23)	(7/25/23)	2023 (11/28/23)
Tuesday, April 11th, 2023	Tuesday, August 8th, 2023	Tuesday, December 12th,
(4/11/23)	(8/8/23)	2023 (12/12/23)
Tuesday, April 25th, 2023 (4/25/23)	Tuesday, August 22nd, 2023 (8/22/23)	Tuesday, December 19th, 2023 (12/19/23); 5:00 PM