

Outstanding LDC Items

Updated: 8/16/2016

Category 1: Completed				
	Item	Status	Date Completed	Approved by Council
	Subdivision Regulation & Design-Park Dedication	COMPLETE	12/1/2011	4/17/2012
	I1-B, Industrial District Regulations	COMPLETE	4/19/2012	6/19/2012
	College Concerns	COMPLETE	12/1/2011	4/17/2012
	Adult Uses	COMPLETE	11/3/2011	4/17/2012
	Apartments in C-1	COMPLETE	1/19/2012	4/17/2012
	Review of Residential Districts: Section 3.5	COMPLETE	10/17/2013	11/19/2013
	Solar Devices Regulations	COMPLETE	11/21/2013	4/7/2015
	Wind Energy Turbine Regulations	COMPLETE	11/21/2013	4/7/2015
	Telecommunication Standards	COMPLETE	11/21/2013	4/7/2015
	Revise & Update Sign Ordinance	COMPLETE	7/17/2014	4/7/2015
	Review I1-B, C1-B, C2-B Zoning Districts	COMPLETE	1/22/2015	4/7/2015
	Stormwater Management Plan language	COMPLETE	1/22/2015	4/7/2015

Category 2: Needs moderate amount of research and review				
	Item	Status	Date Completed	Date Sent to Council
1	Review & Revise Street Chart - Complete Streets	2016		
2	Residential Lot Coverage Limit	2016		
3	Temp Health Care Pods/Tiny House regulations	2016		
4	Redevelopment adjoining Commercial Districts	2017		
5	Mining, Extraction & Aggregate Regulations	2017		
6	Develop Incentives for Residential Density	2017		
7	Interior Lighting Spill-over Across Property Lines	2017		
8	Hybrid Industrial Zoning	2017		

Category 3: Needs considerable research and review, may need outside consultant for assistance				
	Item	Status	Date Completed	Date Sent to Council
	Economic Development Floating District			
	Future Land Use Map			
	PUD Regulations (Include Major PUD Amendment)	2015	PC chose not to complete	

Additional Items				
	Definitions (last item to do)			
	Woodworking (Artisan Workshop) Regulations and Standards			
	Add the Comprehensive Plan Objectives into Zoning District Purpose Statement			
	Agricultural/Open Space Regulations			
	Wild and Scenic River - DNR Model Ordinance			
	Revise section 2.3.6 Mixture of Dwelling Unit Types			
	Refine fireplace/campfire regulations			