

City of Richmond

900 East Broad Street 2nd Floor of City Hall Richmond, VA 23219 www.richmondgov.com

Agenda

Urban Design Committee

Thursday, October 8, 2020

10:00 AM

5th Floor Conference Room of City Hall

This meeting will be held through electronic communication means.

This meeting will be held through electronic communication means pursuant to and in compliance with Ordinance No. 2020-093, adopted April 9, 2020. This meeting will be open to participation through electronic communication means by the public and closed to in-person participation by the public.

Committee members and other staff will participate by teleconference/videoconference via Microsoft Teams.

Special Guidelines for Public Access and Citizen Participation:

Audio of the meeting will be streamed live online at the following web address: https://richmondva.legistar.com/Calendar.aspx.

To listen to the meeting's live stream at the web address provided, find and click the link that reads, "In Progress" in the farthest right hand column entitled, "Video".

Interested citizens who wish to speak will be given an opportunity to do so by following the instructions below.

PDRPRES Public Participation and Access Information - URBAN DESIGN

2020.061 COMMITTEE

Attachments: Public Access and Participation Instructions - Urban Design Committee

Call to Order

Roll Call

Approval of Minutes

UDC MIN 2020-09 Minutes of the September 10th UDC Meeting.

Secretary's Report

Consideration of Continuances and Deletions from Agenda

CONSENT AGENDA

<u>UDC 2020-15</u> UDC 2020-15 Final location, character, and extent review of Septage

Hauling Unloading Station Improvements; 1400 Brander Street

<u>Attachments:</u> Application & Plans

Staff Report to UDC

REGULAR AGENDA

<u>UDC 2020-16</u> UDC 2020-16 Encroachment Review VCUHS - Children's Hospital

Pedestrian Bridge; 1001 E. Marshall Street

Attachments: Application & Plans

Additional Plans and Specifications

Staff Report to UDC

OTHER BUSINESS

UDC Guidelines Update Discussion

Adjournment