

Skagit County Planning Commission

www.skagitcounty.net/planningcommission

Chair Tim Raschko Vice Chair Tammy Candler

Members Vincent Henley, Amy Hughes, Mark Knutzen, Kathy Mitchell, Martha Rose,

Joe Woodmansee

Special Meeting Agenda

Tuesday, November 23, 2021, at 6 pm (This is a virtual meeting only.)

- 1. Call to Order, Roll Call
- 2. Approval of Minutes

3. Shoreline Master Program Deliberations

The County is working on a significant update to the Shoreline Master Program. Work sessions on public comments were held June through September. At this meeting the

Virtual Meeting Public Access

To view the live stream on Skagit21: https://www.skagitcounty.net/Departments/TV21

You may also attend the meeting remotely through your telephone or from your computer, tablet or smartphone with this link:

https://us06web.zoom.us/j/89244005472?pwd=L056TEpTc1J4YmUwT25pYjBITG1vdz09

or by calling: 1 (253) 215-8782 (Tacoma) Meeting ID: 892 4400 5472 Passcode: 0982730

When on the agenda, **Public remarks** may be provided live via the login information above, or submitted via email up to 12 hours before the meeting to: pdscomments@co.skagit.wa.us

Include in the body of your email: 1) The name of the meeting (2) Subject of your comments (3) Your name

Planning Commission will continue deliberations on their recommendation to the Board of Commissioners. The SMP website can be found here: www.skagitcounty.net/smp

4. Capital Facilities Plan Deliberations

A public hearing to take comment on the draft plan was held on November 9, 2021. The County is working on the annual update to the Capital Facilities Plan (CFP) for 2022-2027. The staff report, public notice, and attached draft plans with track-changes are available at the following website:

https://www.skagitcounty.net/departments/planningandpermit/cfpmain.htm

- 5. Director's Update
- 6. Planning Commissioner Comments and Announcements
- 7. Adjourn

Meeting Materials and agenda at:

https://www.skagitcounty.net/Departments/PlanningCommission/PCminutes.htm