

**MINUTES**  
**CITY COUNCIL OF THE CITY OF DUARTE**  
**SPECIAL MEETING – SEPTEMBER 14, 2010**

**CALL TO ORDER**

The City Council of the City of Duarte met in a special meeting in the Council Chambers, 1600 Huntington Drive, Duarte, California. Mayor Finlay called the meeting to order at 4:11 p.m.

The following were in attendance:

**PRESENT:** Fasana, Gaston, Paras-Caracci, Reyes, Finlay

**ABSENT:** None

**ADMINISTRATIVE STAFF PRESENT:** City Manager George,

Assistant City Attorney Bill Ihrlke

**ADOPTION OF AGENDA**

Gaston moved, Fasana seconded to adopt the Agenda, and carried unanimously.

**SPECIAL MEETING ITEM**

**Workshop – Presentation on  
Proposed new City Development  
Code**

Craig Hensley, Community Development Director, presented a staff report about the proposed final draft of the Development Code, introduced the consultants, thanked the consultants, staff, and Planning Commission, and stated this is a business-friendly, resident-friendly, and forward thinking document.

Laura Stetson, Hogle-Ireland, Inc., provided an overview of the Development Code, including objectives, highlights, structure, topics, tables, standards, new features, guidelines, provisions, sustainability, and key revisions.

Jason Golding, Senior Planner, provided information about the draft zoning map, and described the process, existing zoning, and proposed zoning.

There was discussion. City staff and the consultants answered a variety of questions from City Councilmembers including design standards, consistency, training, amendments, outreach, parking, enforcement, oak trees, signs, and storm water runoff. It was suggested that the presentation about the new development code be made to Commissioners and to the members of the Mayor's Youth Council. It was determined that the development code would be set for a Public Hearing on October 12, 2010.

**ADJOURNMENT**

Fasana moved, Paras-Caracci seconded to adjourn the meeting at 5:43 p.m., and carried unanimously.

Mayor Margaret Finlay

**ATTEST:**

City Clerk