

Newport City Planning Commission Minutes

Tuesday, December 21, 2021

Members Present: John Monette, Chair
Denis Chenette, Vice Chair
Amanda (Mandy) Chaput – Secretary - (regrets)
Kevin Mead (remote)
Carole O'Connell

Guests: Alison Lowe, NVDA, and Laura Dolgin, City Manager

1: Chair Monette called the Planning Commission Meeting to Order at 6:10

2: Approval of the Minutes of the December 7, 2021, Meeting: Dennis Chenette made the motion to approve the meeting held December 7, 2021, with commendation to Secretary Mandy Chaput for great minutes: Carole O'Connell seconded the motion. Minutes were unanimously approved.

3. No public Comment.

4: Chair Monette asked for a motion to set the 2022 Planning Commission meeting schedule. A draft was sent out that shows the first and third Tuesday of the month in 2022. Denis Chenette moved to approve the dates of the 2022 PC meetings. Carole O'Connell seconded. The motion was unanimously approved.

5: City Development Plan: Review: The housing portion has been posted on the website. Comments have not yet been received. The housing section has been reviewed several times.

The list of acknowledgements is growing nicely due to the number of speakers.

The Commission wants to ensure mention is made to encourage the neighborhood development area, a walkable distance from the downtown. Today's meeting focused on Development, Page 19 - 24, and Leisure, Page 27 - 31.

Alison will provide sections of the plan as they are ready to be posted for public comment.

6: Old Business: none

7: New Business: none

8: Set Agenda: The next agenda will be another in depth work session without a guest speaker. Future guest speakers are hoped to include a representative from Rural Edge, North Country Hospital, and representatives from The City's large industrial employers.

9: Denis Chenette moved to adjourn at 8:42 pm, with Carole O'Connell seconding.

Respectfully Submitted by City Manager Laura Dolgin
Unofficial Until Approved

Approved this 15th day of February 2022.

Planning Commission Chair