



**AGENDA
PLANNING ADVISORY BOARD
REGULAR MEETING
MARCH 13, 2024
5:00 PM
CITY HALL COMMISSION CHAMBERS
204 ASH STREET
FERNANDINA BEACH, FL 32034**

- 1. CALL TO ORDER / ROLL CALL / DETERMINATION OF QUORUM**
- 2. PLEDGE OF ALLEGIANCE**
- 3. APPROVAL OF MEETING MINUTES**
 - 3.1 Review and Approve Amended and Draft Meeting Minutes from December 13, 2023 meeting, February 14, 2024 meeting, and February 28, 2024 workshop.
- 4. OLD BUSINESS**
 - 4.1 **PAB 2024-0001 - LAND DEVELOPMENT CODE (LDC) TEXT AMENDMENTS TO ADDRESS REDEVELOPMENT OF SUBSTANDARD LOTS OF RECORD**

CITY OF FERNANDINA BEACH REQUESTS LAND DEVELOPMENT CODE TEXT AMENDMENTS TO ADD DEFINITIONS AND TO CLARIFY PROCESSES FOR DEMOLITION OF STRUCTURES ON COMBINED LOTS AND CONSTRUCTION OF STRUCTURES ON COMBINED LOTS BY ALLOWING FOR PROPERTY SEPARATION WHEN SUCH RESULTING LOT IS 50 FEET OR GREATER. REQUESTED LDC TEXT AMENDMENTS SPECIFICALLY ADD DEFINITIONS IN SECTION 1.07.00 (ACRONYMS AND DEFINITIONS), AMENDS LANGUAGE IN SECTION 1.03.04 DEMOLITION OF STRUCTURES ON SUBSTANDARD LOTS, AND AMENDS LANGUAGE SECTION 1.03.05 CONSTRUCTION OR DEMOLITION OF STRUCTURES ON COMBINED LOTS.
- 5. BOARD BUSINESS**
 - 5.1 Density Discussion as directed by City Commission - 18 dwelling units per acre for Central Business District
Consideration of Comprehensive Plan and Land Development Code Amendments on April 10, 2024 PAB Agenda.
- 6. STAFF REPORT**
- 7. PUBLIC COMMENT**
- 8. ADJOURNMENT**

THE NEXT PAB REGULAR MEETING IS SCHEDULED FOR WEDNESDAY, APRIL 10, 2024.

All members of the public are invited to be present and be heard. Persons with disabilities requiring accommodations in order to participate in this program or activity should contact the City Clerk at (904) 310-3115 or TTY/TDD 711 (for the hearing or speech impaired). All interested parties may appear at said meeting and be heard as to the advisability of any action, which may be considered with respect to such matter. For information regarding this matter, please contact the Planning Department (904) 310-3135.