

**WESTERN DISTRICT 5 VIRTUAL TOWN HALL
MEETING AGENDA**

Thursday, March 24, 2022 – 6:00pm

Zoom | Meeting ID# 939 7512 2605

The Town Hall meeting will be conducted by webinar and teleconference. There will be no physical location open to the public and/or accessible. County representatives will participate in this town hall meeting by webinar or teleconference.

The public may observe and participate in the town hall meeting by accessing the following Zoom web link: <https://placer-ca-gov.zoom.us/j/93975122605>. The public may also participate and listen by calling 1-877-853-5247 or 1-888-788-0099, Conference ID: 939 7512 2605.

1. Introduction & Welcome- Supervisor Cindy Gustafson

2. Community Reports

- a. City of Colfax
- b. City of Auburn
- c. Auburn Chamber of Commerce

3. Public Safety Reports

- a. Placer County Sheriff's Office
- b. California Highway Patrol
- c. Caltrans
- d. Cal Fire
- e. Foresthill Fire Protection District
- f. Placer Hills Fire

4. Informational Items

a. Beekeeping Zoning Text Amendment

The Placer County Agriculture Department is proposing to amend the Placer County Code which regulates beekeeping to provide a clear and comprehensive set of rules in order to reduce conflict and nuisance complaints and provide a clear set of operating rules for beekeepers.

Presenter: Josh Huntsinger, Placer County Agriculture Department

b. 2022 Zoning Text Amendments

Planning Services Division staff is preparing text amendments to the Zoning Ordinance that will include minor technical clarifications and corrections to fix grammatical issues and resolve language conflicts, targeted revisions to specific sections of existing code, and re-writing code sections to be consistent with recently adopted housing and habitat conservation

programs, and to address feedback received from the public and the Board of Supervisors. Staff is eliciting feedback on these proposed amendments.

Presenter: Kally Keding-Cecil, Placer County Planning Services Division

5. County Update – Supervisor Gustafson