RECEIVED

2015 MAY 20 AM 10 54

CITY CLERK, FRESNO CA

Agenda Item: ID#15-429 - 3:00 P.M. Date: 5/21/15

FRESNO CITY COUNCIL

Supplemental Information Packet

Agenda Related Items - ID#15-429 - 3:00 P.M.

Contents of Supplement: PowerPoint Slides

<u>Item(s)</u>

WORKSHOP on Business Friendly Fresno

Supplemental Information:

Any agenda related public documents received and distributed to a majority of the City Council after the Agenda Packet is printed are included in Supplemental Packets. Supplemental Packets are produced as needed. The Supplemental Packet is available for public inspection in the City Clerk's Office, 2600 Fresno Street, during normal business hours (main location pursuant to the Brown Act, G.C. 54957.5(2). In addition, Supplemental Packets are available for public review at the City Council meeting in the City Council Chambers, 2600 Fresno Street. Supplemental Packets are also available on-line on the City Clerk's website.

Americans with Disabilities Act (ADA):

The meeting room is accessible to the physically disabled, and the services of a translator can be made available. Requests for additional accommodations for the disabled, sign language interpreters, assistive listening devices, or translators should be made one week prior to the meeting. Please call City Clerk's Office at 621-7650. Please keep the doorways, aisles and wheelchair seating areas open and accessible. If you need assistance with seating because of a disability, please see Security.

Business-Friendly Fresno: Planning & Building



Timeline

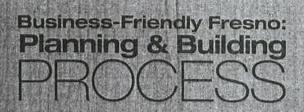
OCTOBER 2013

Initial meetings to revise the development process began; task force formed

DECEMBER 2013

Presentation to Council of Business-Friendly Fresno (BFF) and request for additional funding

JANUARY 1, 2014 BFF goes live





Timeline

JULY 2014	APRIL 2014– MAY 2015	MAY 2015	TODAY
Completed hiring of additional staff	Meetings to monitor progress	Technology consultant begins work	BFF Status to City Council
Business-Friendly F	resno:		
Planning & Bu PROCE	ilding SS		

Business-Friendly Fresno streamlines the development process.

It is different this time.

- 1. Straightforward approach no surprises
- 2. Four defined project levels
- 3. Simple projects approved over the counter
- 4. Complex projects reviewed collaboratively for concise and thorough feedback

Working together to "get to yes"





Planning Process

Pre-Application Review	Processing	Corrections & Approvals
 Initial Planning Review Development Review Committee Pre-Application Verification Correspondence 	 Submittal Cross- Department Review Formal Planning Review 	 Project Approval Corrected Exhibit Process Planning Sign-off on Building Permits



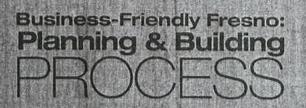


Planning Process: Level 1 Projects

1 to 14 day review

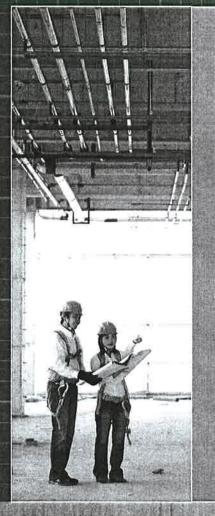
- Tenant Improvement
- Standard Sign Applications
- Zoning Clearance for Business License
- Rear yard encroachment
- Standard plans for single family home
- Minor revised exhibit (no routing)
- Zoning inquiries







Planning Process: Level 2 Projects



0

30-45 Days Major revised exhibit routing required Industrial Site Plan review Alcohol conditional use permit Standalone environmental assessments < MND

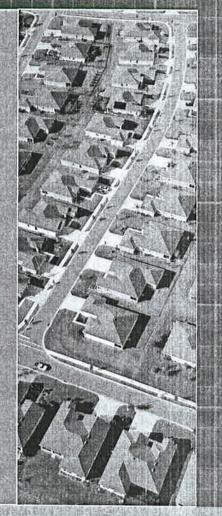
Business-Friendly Fresno: Planning & Building



Planning Process: Level 3 Projects

75-90 Days

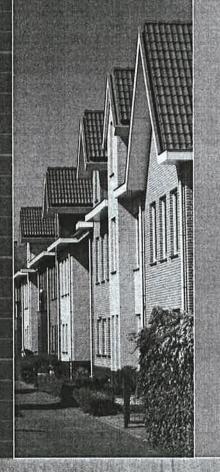
- Amendment to CUP
- Full Conditional Use Permit
- Tentative Parcel or Tract Maps
- Standalone environmental assessments *MND*







Planning Process: Level 4 Projects



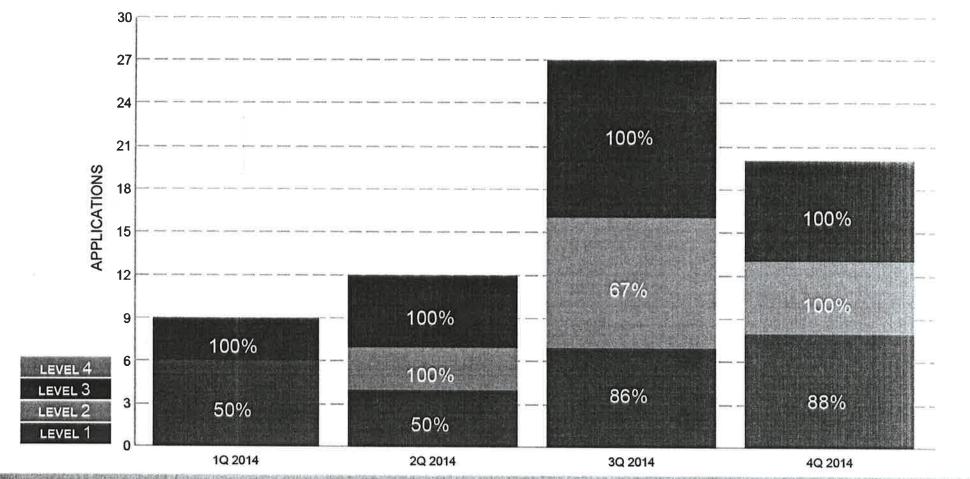
90-120 Days

- Multiple applications
- Rezone
- Plan Amendment
- Annexation
- Text Amendment

Business-Friendly Fresno: Planning & Building PROCESS



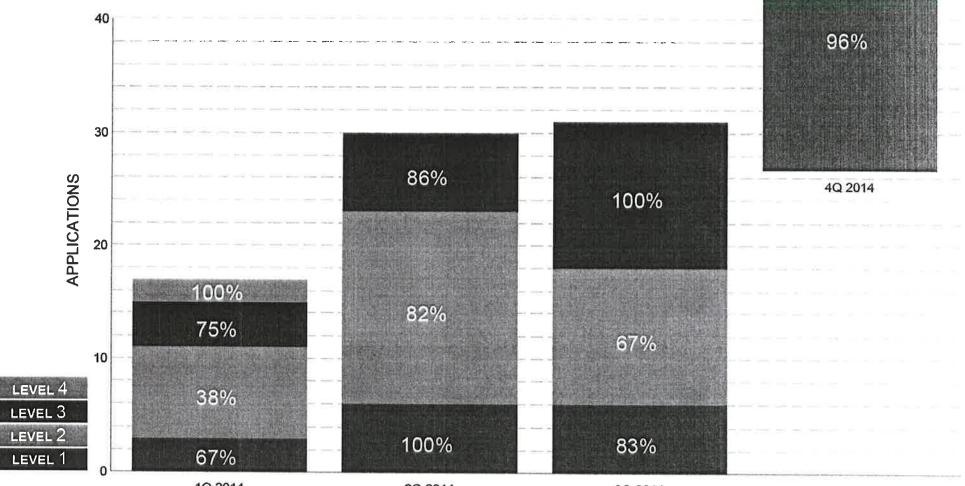
Increased Completion Rates Site Plan Review



Business-Friendly Fresno: Planning & Building PROCESS

City of FRESH

Increased Completion Rat Conditional Use Permits



1Q 2014

2Q 2014

3Q 2014





Building Process

- Building Project Levels are different than Planning Review Process Levels
- All applications reviewed for completeness prior to acceptance
- Applicant comes to City Hall and collaborates with staff to determine level



