



Strategic Planning and Visioning Committee Meeting Summary

Wednesday, May 27th, 2020, 9:30 a.m.

City Hall, Council Chambers

116 First Street, Neptune Beach, FL 32266

The meeting was also held by Communications Media Technology

Members In Attendance:

Vice Mayor Fred Jones, Chairman

Staff In Attendance:

Stefen Wynn, City Manager

Kristina Wright, Community Development
Director

Richard Pike, Chief of Police

Catherine Ponson, City Clerk

Leon Smith, Public Works Director

Chairman Fred Jones called the meeting to order at 9:37 a.m

Also present were Victor Dover and Luiza Leite, Dover Kohl & Partners(DKP)

New Business

Neptune Beach Community Vision Plan

Luiza Leite, DKP, gave an update of the Community Vision Project. It began in January and continued with neighborhood workshops. There were virtual design workshops and also a workshop on the Penman Road/Florida Boulevard intersection. There was a debrief that talked about things learned and heard from the community engagement report. They are working on two new meetings that will happen on June 29 and 30 and are still working to finalize the location. The draft plan presentation is planned for June 30. There will also be a timeline for public comment after the presentation. That timeline will be three to four weeks. The final version should be ready in mid-August.

The Comprehensive Plan amendments could be submitted in February 2021 and then the Land Development Code would be worked completed.

Discussion ensued regarding logistics and how to conduct future meetings.

Jarboe Park Master Plan Phasing and Implementation

City Manager Stefen Wynn explained that Parsons has completed Phase 1(1A-1C). There is a plan to move forward with key parts of Phase 1, including courts and playground equipment. The funding needs to be extended so we don't lose it. The phase plans will continue to come before this committee, so that when it comes before Council, it has been reviewed for procurement and strategic planning.

The meeting adjourned at 10:42 a.m.