



RCP Grant #23-160-186-F704 Comprehensive Plan Status Council Update

Completed Activities

- Executed contract with the Texas General Land Office (GLO) Resilient Communities Program (RCP).
- Conducted project kickoff meeting with City staff and project team.
- Began collection and review of existing plans, studies, maps, ordinances, and infrastructure data.
- Established project schedule and milestone requirements.
- Developed the project engagement portal and project website.

Current Activities

- Reviewing existing planning documents and community data.
- Compiling GIS, infrastructure, land use, transportation, housing, and resiliency information.
- Coordinating with City staff regarding available plans, studies, and mapping resources. (Dennis Ku)
- Identifying key community stakeholders to assist in the planning process.

Upcoming Activities

- **July 28, 2026 | 4:00–6:00 p.m.** – Key Stakeholder Discovery Meeting.
 - Review community strengths, challenges, opportunities, concerns and resiliency goals and objectives.
 - Identify priorities for future growth guidance, infrastructure, housing, transportation, and economic development.
 - Discuss community vision and long-term planning goals.

- **July 28, 2026 | Following Stakeholder Meeting** – Public Meeting #1 (GLO Required).
 - Introduce the RCP grant program.
 - Present project scope, schedule, and planning process.
 - Outline opportunities for future public participation.

Council/Staff Action Requested

- Identify and appoint 6–8 community stakeholders to participate in the planning process and initial discovery meeting.
- Consider representatives from:
 - City Council
 - Public Works
 - Business community
 - Chamber of Commerce
 - Schools
 - Major employers
 - Community organizations and civic leaders

Next Project Milestones

- Complete community assessment and base studies.
- Develop draft resiliency goals, objectives, and policies.
- Prepare existing conditions maps and GIS datasets.
- Conduct stakeholder and public engagement activities.