



Council Agenda Summary

February 21, 2023

Key Staff Contact: Becky Safarik, Interim Community Development Director

Title:

Public hearing and second reading of an Ordinance amending Title 12, Chapter 7 of the Greeley Municipal Code relating to vacant and abandoned buildings

Summary:

In September 2022, City Council adopted updated its regulations related to a variety of non-criminal property code requirements to improve code compliance related to chronic nuisance situations. These standards have already proven helpful with some persistently difficult cases.

The approved code modifications also included specific treatment for abandoned and neglected buildings. As staff began to develop operational processes to implement these new standards, it was determined that some code language in this area required amendment to provide clearer definitions to ensure full compliance as intended.

Additional research ensued and has resulted in the attached ordinance amendments that staff believes will better align with Council's goals and intended compliance actions.

Council introduced this item at its February 7, 2023 meeting.

Fiscal Impact:

Does this item create a fiscal impact on the City of Greeley?	No
Is there grant funding for this item?	N/A

Legal Issues:

Consideration of this matter is a legislative process which includes the following public hearing steps:

- 1) City staff presentation (if requested)
- 2) Council questions of staff
- 3) Public input (hearing opened, testimony - up to three minutes per person, hearing closed)
- 4) Council discussion
- 5) Council decision

Strategic Focus Area:



Community Vitality



Quality of Life



Safe and Secure Communities

Decision Options:

- 1) Adopt the ordinance as presented; or
- 2) Amend the ordinance and adopt as amended; or
- 3) Deny the ordinance; or
- 4) Continue consideration of the ordinance to a date certain.

Council's Recommended Action:

A motion to adopt the ordinance and publish with reference to title only.

Attachments:

Ordinance

Presentation Slide Deck