



AGENDA ACTION FORM

Consideration of an Ordinance to Establish a Historic District Overlay Applied to the 100 Block Broad Street

To: Board of Mayor and Aldermen
From: Chris McCartt, City Manager *CM*

Action Form No.: AF-50-2024
Work Session: February 19, 2024
First Reading: February 20, 2024
Final Adoption: March 19, 2024
Staff Work By: Savannah Garland
Presentation By: S. Garland

Recommendation:

- Hold public hearing
- Approve ordinance establishing a Historic District Overlay applied to the 100 Block of Broad Street.

Executive Summary:

This is a request from the Downtown Kingsport Association to establish a Historic Overlay District applied to the 100 Block of Broad Street. The zoning area contains 16 parcels and is approximately 3.24+/- acres in size. The overlay district proposal is in addition to the existing B-2, Central Business District that serves as the base zone for the 100 block of Broad Street. Staff conducted a property owner informational meeting that was held on December 11, 2023 at the Kingsport Chamber. Many supportive public comments have been received in favor of approving the proposal. One property owner within the 100 block of Broad Street opposes the request, while acknowledging that the need for the request is understood. During their February 2024 regular meeting, the Historic Zoning Commission voted to send a positive recommendation to the Kingsport Regional Planning Commission in support of approving the Historic District Overlay zone request by a vote of 5-0. During their February 2024 regular meeting, the Kingsport Regional Planning Commission voted to send a positive recommendation to the Board of Mayor and Aldermen in support of approving the Historic District Overlay zone request by a vote of 7-0. The notice of public hearing was published on February 5th, 2024.

Attachments:

1. Notice of Public Hearing
2. Zoning Ordinance
3. Staff Report

	<u>Y</u>	<u>N</u>	<u>O</u>
Cooper	—	—	—
Duncan	—	—	—
George	—	—	—
Montgomery	—	—	—
Olterman	—	—	—
Phillips	—	—	—
Shull	—	—	—