

Town of Shallotte Board of Aldermen ACTION AGENDA ITEM 2025

TO: Board of Aldermen **ACTION ITEM #:** TXT 25-28 **MEETING DATE:** 11-05-2025 DATE FROM: Brandon Eaton, Planner II **SUBMITTED: PUBLIC ISSUE/ACTION REQUESTED:** X YES l NO **HEARING:** Request Board's review and decision of a staff-initiated amendment to the Town of Shallotte Unified Development Ordinances. Specifically, Article 10, Section 10-2 (Table of Permitted Uses). BACKGROUND/PURPOSE OF REQUEST: The proposed amendment to the Town's UDO updates ordinance language to transition away from the use of special use permits and the quasi-judicial process. The amendment introduces the use of conditional rezoning in place of special use permits where more appropriate and establishes a permitted-by-right designation for less intensive uses or uses with clearly defined supplemental standards. Staff believe that recategorizing less intensive uses and establishing "by-right" and conditional rezoning standards will promote development without the heavy burden that often accompanies the quasi-judicial process. See attached "Exhibit A" The Board may vote to: Approve the ordinance as written, or Further amend the ordinance and vote to approve, or Continue the Board's review and ask that the ordinance be further researched, or Deny the ordinance. **FISCAL IMPACT:** \bowtie NO YES **BUDGET AMENDMENT REQUIRED:** \bowtie NO YES CAPITAL PROJECT ORDINANCE REQUIRED: ⊠ NO YES PRE-AUDIT CERTIFICATION REQUIRED: YES REVIEWED BY FINANCE DIRECTOR **CONTRACTS/AGREEMENTS:** \square YES ☑ NO N/A **REVIEWED BY TOWN ATTORNEY:** ADVISORY BOARD RECOMMENDATION: The Planning Board voted to recommend approval at their October 14, 2025 meeting.

STAFF RECOMMENDATION:		
Staff recommends Board approval FINANCE RECOMMENDATION: NA		
1. Draft Language "Exhibit A"		
 Planning Board Statement of 	Consistency	
3. Draft Statement of Consistence		
4. Ordinance	-3	
ACTION OF THE BOARD OF ALDERMEN		
APPROVED: DENIED:	ATTEST:	CLERK TO THE BOARD
DEFERRED UNTIL:		
OTHER:	SIGNATURE	
OTHER:		