



# **PLANNING COMMISSION**

## **WEDNESDAY, DECEMBER 10, 2025**

### **INFORMATIONAL**

4. 2026 PC Work Program *(No staff presentation)*

# 2026 DRAFT PC WORK PROGRAM SCHEDULE

Updated 12/3/2025

AGENDA ITEMS			
Date	Informational	Work Sessions	Public Hearings
JANUARY 14		<ul style="list-style-type: none"> <li>Wilsonville Industrial Land Readiness (West Railroad)</li> </ul>	
FEBRUARY 11		<ul style="list-style-type: none"> <li>Wilsonville Industrial Land Readiness (Basalt Creek Master Plan)</li> </ul>	<ul style="list-style-type: none"> <li>Wilsonville Industrial Land Readiness (Citywide EOA &amp; EDS)</li> </ul>
MARCH 11		<ul style="list-style-type: none"> <li>Housing Statutory Compliance-Part 1</li> </ul>	
APRIL 8		<ul style="list-style-type: none"> <li></li> </ul>	<ul style="list-style-type: none"> <li>Wilsonville Industrial Land Readiness (Basalt Creek Master Plan)</li> <li>Housing Statutory Compliance-Part 1</li> </ul>
MAY 13	Annual Housing Report	<ul style="list-style-type: none"> <li></li> </ul>	<ul style="list-style-type: none"> <li></li> </ul>
JUNE 10	<ul style="list-style-type: none"> <li></li> </ul>		<ul style="list-style-type: none"> <li></li> </ul>
JULY 8		<ul style="list-style-type: none"> <li></li> </ul>	
AUGUST 12		<ul style="list-style-type: none"> <li></li> </ul>	
SEPTEMBER 9		<ul style="list-style-type: none"> <li></li> </ul>	
OCTOBER 14			<ul style="list-style-type: none"> <li></li> </ul>
NOVEMBER 11 (Veteran's Day)	Cancelled		
DECEMBER 9		<ul style="list-style-type: none"> <li></li> </ul>	
JAN. 13, 2027			
2026 Projects To Be Scheduled		Future (2027)	
<ul style="list-style-type: none"> <li>Housing Statutory Compliance-Part 2</li> <li>WILR (Basalt Creek Master Plan &amp; Code, &amp; Citywide EOA adoption)</li> <li>Water Distribution System Master Plan</li> <li></li> </ul>		<ul style="list-style-type: none"> <li>Housing Our Future Implementation</li> <li>Solid Waste and Recycling Code Update</li> <li></li> </ul>	

Shared Documents - Planning\..Long-Range\Planning Commission\Scheduling