AT A PUBLIC HEARING IN A REGULAR MEETING OF THE HAMPTON PLANNING COMMISSION HELD IN THE CITY COUNCIL CHAMBERS, CITY HALL, HAMPTON, VIRGINIA, ON THURSDAY, NOVEMBER 16, 2017 AT 3:30 P.M.

WHEREAS: the Hampton Planning Commission has before it this day Zoning

Ordinance Amendment No. 17-00006 by the City of Hampton to Amend and Re-Enact Chapter 2 of the Zoning Ordinance of the City of Hampton,

Virginia entitled "Definitions" by amending Section 2-2;

WHEREAS: approval of this amendment would add the definition of public and

private schools to the Zoning Ordinance;

WHEREAS: the City of Hampton Zoning Ordinance does not define the

aforementioned uses; however, they are currently allowed in select zoning

districts subject to additional provisions;

WHEREAS: this item is proposed in conjunction with Zoning Ordinance Amendment

No. 17-00007 to remove dance school and business school from the use table because these uses will fall under the definition of the more general

terms, public or private school;

WHEREAS: the key distinction between a public and private school is whether the

service is provided by a governmental entity or a private entity;

WHEREAS: these definitions are limited to elementary, middle, and high school levels

of education and do not include pre-school or secondary education;

WHEREAS: the <u>Hampton Community Plan</u> (2006, as amended) indicates the

importance of the Zoning Ordinance as an implementation tool and the

importance of updating the Zoning Ordinance as applicable; and

WHEREAS: no members of the public spoke for or against this proposal.

NOW, THEREFORE, on a motion by Commissioner Ruthann Kellum and seconded by Vice-

Chair Tommy Southall,

BE IT RESOLVED that the Hampton Planning Commission recommends to City Council

approval of Zoning Ordinance Amendment No. 17-00006.

A roll call vote on the motion resulted as follows:

AYES:

Coleman, Garrison, Kellum, Southall, Peterson, Carter

NAYS:

None

ABST:

None

ABSENT:

Gray

A COPY; TESTE:

Terry PO'Neill

Secretary to the Commission