10-7-1: PURPOSE:

The city general plan is a general plan for the community; a general guide for making land use decisions. It describes the community's physical development goals and where various land uses are desired. The general plan is published as a separate document from the land management code and may be obtained from the city recorder. (Ord. 2012.04, 1-18-2012)

10-7-2: GENERAL PLAN POLICIES CONSISTENCY POLICY:

In accordance with Utah Code Annotated section 10–9a–401 et seq., the city council has adopted a policy that all land use decisions (e.g., zoning and the location of streets, parks, utilities and public buildings) must be in conformance with the general plan. This is accomplished by rezoning parcels that are not consistent with the general plan, or, if circumstances warrant, amending the general plan. (Ord. 2012.04, 1–18–2012; amd. 2014 Code)

- 1. The General Plan and the Zoning Ordinance shall conform to one another.
- 2. The General Plan will be comprehensively reviewed at least every 5 years or when major changes occur in the community.
- 3. The City Council and Planning Commission are committed to let zoning and other development proposals be governed by the General Plan.
- 4. All zoning and land use decisions, including the development of streets, parks, utilities, and the provision of public services, shall be consistent with the General Plan, including its maps, goals, and policies.
- 5. All zoning and land use proposals in conflict with the General Plan should not be supported.
- 1.6. Any proposed deviations from the General Plan require that the General Plan be reviewed and amended in advance through a public hearing process.

10-7-3: ZONING AND FUTURE LAND USE MAP:

The Future Land Use Map depicts future desired zoning designations and may not depict properties as they are currently zoned. Current zoning designations are maintained at Toquerville City offices and on the City's official zoning map.

10-7-<u>4</u>3: **AMENDMENTS**:

The current general plan was adopted after careful study, significant public input, and several review hearings by both the planning commission and the city council. The general plan may be amended by the city council by following the same procedure for the original adoption. Specifically, the steps are as follows:

A. Review Process:

- 1. Application: Application is submitted to the planning commission.
- 2. Planning Commission Review: After appropriate public notice consistent with section 10-1-8 of this title, the planning commission shall hold a public hearing and they shall make a recommendation on the proposed amendment to the city council.
- 3. City Council Review: After public notice consistent with section 10-1-8 of the title, the city council shall hold a public hearing. The city council may adopt, amend or reject the proposed amendment.
- B. Standards For Review: No general plan amendment shall be approved unless the planning commission finds that the amendment meets the following standards and conditions:
 - 1. Meets a recognized and demonstrated need in the community;
- 2. Will not create an "island" or "peninsula" zoning district or otherwise constitute "spot zoning";
- 3. Will not have a material adverse effect on established uses on contiguous properties;
- 4. Will not result in an over intensive use of the land or excessive depletion of natural resources;
- 5. Will not have a material adverse effect on community capital improvement programs;
- 6. Will not require a level of community facilities and services greater than that which is available;
 - 7. Will not result in undue traffic congestion and traffic hazards;
 - 8. Will not cause significant air, odor, water, light or noise pollution;
- 9. Will not otherwise be detrimental to the health, safety or welfare of the present or future inhabitants of the city.
- C. City Initiated Amendment: Any amendment or revision of the general plan initiated by the city shall contain all of the mandatory elements required by Utah Code Annotated section 10-9a-403. (Ord. 2012.04, 1-18-2012; amd. 2014 Code)