



**PLANNING COMMISSION MEETING
WESTFORD TOWN OFFICE & ZOOM
MONDAY, OCTOBER 20, 2025**

Join Zoom Meeting:

<https://zoom.us/j/94052797756?pwd=Xjs1YgcF7hToKD4BFvS69JBUcW51yH.1>

Meeting ID: 940 5279 7756 | Passcode: 5B6PMY

Please note that agenda times are approximate and subject to change.

1. **(6:30) – Call to Order**
 - Roll Call
 - Meeting Rules of Procedure (Review)
 - Amendments to the Agenda
2. **(6:33) – Citizens to be Heard - *Items not on agenda***
3. **(6:35) – Approval of Minutes**
 - September 22, 2025
4. **(6:40) – Continued Discussion: Land Use & Development Regulations Updates**
 - **Water Resource Regulations:**
 - a. River Corridor Protection: Presentation from Lake.Champlain.Sea.Grant
 - b. Updated FEMA Flood Maps & Discussion of Floodplain/Water Resource Regulations: CCRPC
 - **DRB-Requested Regulations Review**
 - **Subdivision Review Procedure**
5. **(7:55) – Municipal Planning Grant**
6. **(8:00) – Town Report due 11/12/25**
7. **(8:15) – Public Comment**
8. **(8:25) – Correspondence**
9. **(8:35) – Work Plan Review & Prioritization**
10. **(9:00) – Executive Session - Personnel**
11. **Adjournment**

Next Regular Meeting: Monday, November 17th at 6:30pm

Disclaimer:

If a quorum of the board is present in person, the meeting will continue even if electronic participation is disrupted or disconnected.

The Vermont Department of Health advises individuals to assess their own risk and decide whether to take precautions, such as wearing a mask. Please stay home if you are feeling unwell.

Individuals requiring reasonable accommodation may request assistance from the Planning & Zoning Department. The Town will evaluate each request to determine if the accommodation is necessary for access to a Town service, program, or activity; if an alternative accommodation could provide equivalent access; if the requested accommodation would cause an undue financial or administrative burden; or if the accommodation would fundamentally alter the nature of the Town's service, program, or activity.