IMAGINE AUSTIN ACTIONS RELATED TO WORKING GROUP TOPICS	Regula- tion	Impact on Topic (High or Low) # of votes received
SMALL BUSINESS		
E AO3 - Create a regulatory framework to foster a business- friendly environment by:  - Identifying regulatory impacts on investment, business development, and retention (zoning, permitting and licensing requirements, tax requirements, etc.)  - Assigning city staff devoted to helping businesses navigate the system and troubleshoot;  - Creating development incentives (including tax incentives), density and floor-to-area ratio (FAR) bonuses, reduced and alternative parking requirements, expedited review, etc.  - Simplifying and clarifying the development review process, including one-stop shop review, enforced timelines, and set targets for responsiveness and accountability  - Allowing more by-right development  - Making development regulations more flexible, while defining the extent of flexibility and maintaining safety and code integrity  - Creating a program to assist businesses that are affected by road construction or infrastructure improvements  - Creating a rehabilitation building code to make adaptive		
reuse efficient and affordable	Υ	4
C A10 - Develop regulations to mitigate the sound from live music venues through a collaborative process that includes the City of Austin, musicians, venue operators, property owners, and residents.	Υ	1
LUT A30- Create a regulatory environment to allow flexibility in how buildings are used in compact centers and along commercial corridors—particularly the first floor—by simplifying the process to adapt from one use to another, such as residential to commercial or vice versa.		1
CE A12 - Support local farmers by creating incentives and removing regulatory barriers, offering tailored small business support, and creating public information campaigns to promote local food.	Y	0
S A12 - Remove regulatory barriers and provide incentives to improve and rebuild local food production, processing and distribution systems appropriate to the local context.	Υ	0