

Early Consideration Response Form

Department Department Rep. Name/Ext. Policy/Ordinance Subject			PBCE			Rul	Item C.1 Councilmembers Jimenez and Davis							
			Chris	Burton (Lea	d)/Others	Councilmember Sponsorship								
			Development Services							-				
1 Oney/ c	oramanice Subje			•						-				
										-				
Staff Re	commendation	า												
_			n tradeoff	fs YELLO	OW Refer to Pri	ority Setting	rity Setting RED Recommend Co			Inot	√ NEE	OS CLARIFICA	ATION OR	
	outlined		I I				,				النا		TIME TO EVALUATE	
Staff Ev	aluation													
Is this al	ready underwa	ıy in a	departme	nt work plan	? Is this time cr	itical or an en	nergency?					ial resources,	, staffing, budget	
h. –						1 11 1				ategic support?				
Yes			. (D		Yes	No			Ye	es	No			
	n to Determine			•	•		. la al a caractella							
Project complexity is determined by scoring the project in each of the 3 criterions below and then summing the score.														
	 a. Low Complexity is a sum of 6 or less. b. Medium Complexity is a sum of 7 – 9. Total Score = 9 													
	c. High Comp	•	•		er.			Ü						
				Low Compl	exity		Medium Complexity				High Complexity			
	Estimated Duration		6 – 9 m	onths	x =	1 9 - 18 mor	9 - 18 months □= 2				More than 18 months $\square = 3$			
	Organizational		Can easily be absorbed 🗵 = 1			1 Planned w	Planned work (future) = 2				Work not currently proposed $\Box = 3$			
Scoring Criterion	Complexity			sting work pla										
	(Internal)			aff with requi	red ×=		Have staff with required skillset/ $\square = 2$				Do not have staff with required $\Box = 3$			
				knowledge		<u>'</u>	requires moderate research				skillset/requires significant research			
			Less that staff req	n or equal 2	x =	1 3 - 4 staff	$3 - 4$ staff required $\square = 2$				More than 5 staff required $\square = 3$			
	(External)			onal departm	ient; no 🗀=	1 2 Other de	2 Other departments Involved; □= 2			3 or more departments and/or external ≥ 3				
				nity outreach	•		some community outreach required				partners involved; significant community			
											outreach required			
DEPT. Required	☐ Airport ☐ Au		ditor × CMO		□ OEDCA	□ ESD	≭ Fire	□ HR	□ ІТ		× PRNS	☐ Police	☐ Retirement	
	■ Attorney	■ Attorney □ Cler		☐ CMO – Budget	☐ Community Energy	☐ Finance	➤ Housing	□ IPA	☐ Lib	orary	≭ PBCE	× PW	□ DOT	
СМО Арі	oroval: /s/ Lee	Wilco	ОХ		Date	0/31/23								

Analysis
Explain the rationale for staff recommendation, including any mitigating factors that need to be considered (recent legislative action, significant work plan changes, etc.). Please address the following as well.
GREEN LIGHT: The Administration can implement this nominated idea under its current work plan. Item should be sent to Council to add to department work plan. (1) How will the idea be approached? (2) If adopted, what is its impact and/or tradeoff to the City Council Focus Area or to a department work plan, including strategic support? (3) What is the minimum viable scope to move the idea forward and reduce its complexity?
Staff requests additional time The details in this memorandum are generally consistent with the work plan and audit responses for the Planning, Building and Code Enforcement Department. Additional time is required to coordinate with Fire, PRNS, Housing, Public Works, and Information Technology Departments and the City Attorney's Office on work timing and priorities.
Combined with urgent work with the State Department of Housing and Community Development as well as helping deliver the October 26 Study Session, staff respectfully requests one additional week and to submit the ECF for the November 8 Rules and Open Government Committee and Committee of the Whole meeting.
YELLOW LIGHT: The Administration recommends Council send this nominated idea to the Priority Setting Process or to the Budget Process due to (describe cost implications, workload impacts, or other factors).
RED LIGHT: The Administration recommends Council not to adopt this nominated idea due to (describe reason implementation would be difficult if not impossible – conflict with other laws, etc.).