

MEETING NOTICE

TOWN OF WAYLAND

(As required by MGL Chapter 30A, sections 18-25)

NAME OF BOARD/COMM: **Wayland Economic Development Committee**

DATE OF MEETING: Friday, December 8, 2023

TIME OF MEETING: 8:30 a.m.

PLACE OF MEETING: Wayland Town Building / Select Board Meeting Room/ Hybrid

One may watch or may participate remotely with the meeting link that can be found at <https://www.wayland.ma.us/public-body-meeting-information-virtual-inperson-and-hybrid>

Pursuant to Chapter 2 of the Acts of 2023, this meeting will be conducted in person and via remote means, in accordance with applicable law. This meeting will be recorded and made available to the public on WayCAM as soon after the meeting as is practicable.

AGENDA

Note: Items may not be discussed in the order listed.

- 1) Public Comment -- Guest: Joe Strazzulla, owner Cochituate Village Center (Donelan's plaza)
- 2) Approve Meeting Minutes from November 17, 2023
- 3) MBTA Communities Zoning 2024
 - a) Public Forum December 11, 2023
 - b) Review potential zoning districts [expected to be majority of meeting]

Other regular topics to be discussed briefly if time allows:

- 4) Cochituate
 - a) Liberty Pizza plaza post-fire efforts – Rebuild update; Main & Plain gas station re-use?
 - b) Self-storage / Wayland Arts proposed @ 193 Commonwealth – look ahead to Town Meeting
- 5) Wayland Center / Route 20 Master Planning & Improvements
 - a) Curb cut plan & potential state funding application
 - b) Route 20 Master Plan – update on next public forum, next steps by Planning Board
- 6) Business Improvement District or Collective Business Efforts
 - a) Newsletter or user group/chat board? Group advertising?
 - b) Rules/protocols for Town Green events by Wayland groups, to spur activity
- 7) New Potential Businesses to Wayland
 - a) Town Center – Shared Streets grant furniture, beer garden next summer
 - b) Route 20 Vacancies – Bank of America property outreach
- 8) Confirm next meeting, typically second Friday each month: January 12, 2024
- 9) Adjourn