

## PUBLIC NOTICE

NOTICE IS HERBY GIVEN THAT the Tooele Planning Commission will hold a public hearing during their business meeting scheduled for *Wednesday, December 11, 2024 at 7:00 p.m.* in the City Council Chambers of City Hall located at 90 North Main Street, Tooele, Utah. The complete public notice is posted on the Utah Public Notice Website <u>www.utah.gov</u>, the Tooele City Website <u>www.tooelecity.gov</u>, and at Tooele City Hall in Suite 227. To request a copy of the public notice for additional inquiries please contact the Tooele City Community Development Director, Andrew Aagard, at (435) 843-2132 or <u>andrewa@tooelecity.gov</u>.

**Public Hearing** to consider a Zoning Map Amendment request by Bach Homes, LLC, to amend the conditions of the PUD (Planned Unit Development) overlay regarding building setbacks and lot sizes for approximately 9.06 acres located at approximately 650 North 700 West in the R-17 PUD Zoning District.

We encourage anyone interested to join the Planning Commission meeting electronically through Tooele City's YouTube channel by logging onto <u>www.youtube.com and searching Tooele City</u>. If you would like to submit a comment for any public hearing item you may email <u>pcpubliccomment@tooelecity.gov</u> any time after the advertisement of this agenda and before the close of the hearing for that item during the meeting. Emails will only be read for public hearing items at the designated points in the meeting. Public comment is not accepted for public hearings from the broadcast feed. We encourage you to look for the published agenda for this meeting on the City's website, <u>www.tooelecity.gov</u>. Finalized agendas are typically published on the Friday prior to the meeting.

## \*\* Notice – Tooele City is no longer broadcasting meetings via Facebook Live \*\*

Pursuant to the Americans with Disabilities Act, individuals needing special accommodation should notify Andrew Aagard, Community Development Director at (435) 843-2132 or TDD (435) 843-2180 prior to the meeting.