## SCHEDULED PUBLIC HEARINGS

This webpage lists public hearings that are scheduled for a *specific Council meeting date*, although periodically, some may be continued to a future date. Public hearings may relate to the Land Use Management Ordinance (LUMO), Residential or Commercial Development, Budget, Transportation, or Housing issues. Meeting materials are posted at <u>Council Meeting Agendas</u>, <u>Minutes and Videos</u>.

Interested in a development project not yet scheduled for Council review? See the <u>Development Activity Report</u> for the project's current status.

## May 19

- Consider a Conditional Zoning Application, 2200 Homestead Road (Project 20-081)
- Consider Amendments to the Town Code that Establish Compliance with Chapter 160D of the North Carolina General Statutes
- Open a Public Hearing: Recommended FY2021-22 Budget
- Continued Public Hearing: Special Use Permit Modification, University Place, 201 S. Estes Drive (Project 19-130)
- Open a Public Hearing for a Land Use Management Ordinance Text Amendment Regarding Short Term Rental Regulations Related to Articles 3, 4, and 6 of Appendix A
- Concept Plan: Jay Street Affordable Housing (Project #20-027)

## May 26

- Continued Public Hearing: Conditional Zoning Application, Aura Development, 1000 Martin Luther King Jr. Blvd. (Project 20-074)
- Open a Public Hearing: Special Use Permit Modification, Timberlyne Offices, 120 Banks Drive (Project 20-087)
- Open a Public Hearing: Conditional Zoning Application, Putt Putt Fun Center (Project 20-062)
- Open a Public Hearing for a Land Use Management Ordinance Text Amendment to Section 3.11, Blue Hill Form District Pertaining to Non-Residential Use Requirements

## June 9

- · Consider Closing a Portion of Public Right-of-Way of Maxwell Road within the Glen Lennox Development
- Open a Public Hearing to Consider Closing an Unimproved and Unpaved Portion of Mitchell Lane Public Right-of-Way
- Evidentiary Hearing Continued: Special Use Permit Modification for University Place, 201 S. Estes Drive