

**Planning and Zoning Commission - Regulations Text Amendment**  
**Effective date: July 1, 2012**

11.5.4 Public Hearing Signs - notification of Application for Special Permit. Before a public hearing is held on any application, the applicant shall install two (2) public hearing notice signs 18"x24" on the property(s) associated with the application to the Commission. The two signs shall be placed not less than 10 nor more than 30 days before the public hearing. The sign shall state the time, date and location of the public hearing.

- a. The sign shall be firmly secured to the ground or structure to prevent vandalism and shall be along the most visible portion of road frontage. The sign shall be erected in a manner so as to be visible to traffic moving in both directions and be perpendicular to the roadway, except in the case of signs at the end of cul-de-sacs. If there is more than one frontage of the parcel on an improved street or streets, one sign for each frontage shall be posted;
- b. The signs shall advertise the date, time, and place of the public hearing;
- c. The Zoning Enforcement Officer shall file a report with the Commission that the sign was observed in place in accordance with the above;
- d. An applicant who fails to display the sign shall be required to withdraw and file a new application and fee;
- e. The sign shall be taken down one (1) week after the public hearing is closed;
- f. Any sign not removed shall be ordered to be removed by the Zoning Enforcement Officer, who is authorized to rescind and revoke any approval for non-compliance;

# **NOTICE PUBLIC HEARING**

An application has been submitted to the Town of Lisbon Planning and Zoning Commission which requires a public hearing to be held regarding this property.

Public Hearing Date: \_\_\_\_\_

Time: \_\_\_\_\_

Location: \_\_\_\_\_

A copy of the application may be examined at the Planning and Zoning Commission office in the Lisbon Town Hall, 1 Newent Road or additional information may be obtained by Calling 860-376-3400.