PARKCITY MUNICIPAL CORPORATION PLANNING DEPARTMENT ADMINISTRATIVE PUBLIC HEARING LEGAL NOTICE



Planning Department Conference Room 445 Marsac Avenue, Park City, UT 84060 Thursday, November 9, 2023, at 12:00 PM

The Planning Department of Park City, Utah will hold a Public Hearing with an anchor location for public participation at the Marsac Municipal Building, Planning Department Conference Room, 445 Marsac Avenue, Park City, Utah 84060 on Thursday, November 9, 2023.

Members of the public may attend in person or participate electronically. Public comments will also be accepted virtually. To comment virtually, use eComment or raise your hand on Zoom through <u>www.parkcity.org</u>.

REGULAR AGENDA – 12:00 PM	
 1364 Golden Way – Administrative Conditional Use Permit – The Applicant Proposes to Construct a Temporary Improvement Platform from November 13, 2023, Through May 13, 2024. (A) Public Hearing; (B) Action 	PL-23-05857
 703 Park Avenue – Modification to Administrative Conditional Use Permit – The Applicant Proposes to Add 40 Additional Outdoor Dining Seats Without Increasing Existing Dining Occupancy. (A) Public Hearing; (B) Action 	PL-23-05873
 1720 Park Avenue – Administrative Conditional Use Permit – The Applicant seeks an Administrative Conditional Use Permit to install a temporary bus shelter in the Residential Development Zoning District and Frontage Protection Zone to provide shelter for transit riders while the permanent bus shelter is completed. (A) Public Hearing; (B) Action 	PL-23-05910
Notice Posted: October 26, 2023 Notice Published: October 26, 2023	

Times shown are subject to change. For written correspondence to be included with the report, please submit it to the Planning Department prior to 5:00 PM on the Wednesday before the scheduled meeting. Times may be subject to change.

Pursuant to the Americans with Disabilities Act, individuals needing special accommodations during the meeting should notify the Planning Department at (435) 615-5060 at least 24 hours prior to the meeting.