

**CITY OF DULUTH
NOTICE OF PUBLIC HEARING
VARIANCE APPLICATION**

NOTICE IS HEREBY GIVEN (pursuant to O.C.G.A. § 36-66-4) that a public hearing will be held before the City of Duluth Zoning Board of Appeals to consider a request (V#2017-004) from Brian Sullivan for a variance from the setback requirements identified in the City of Duluth Unified Development Code on property identified as 2696 Buford Highway, Duluth, Georgia 30097 containing approximately 1.79 acres of land, consisting of tax parcel 7201 382. The property is zoned HC-R (Highway Commercial - Retail District) and will not change.

The public is invited to attend this meeting before the Zoning Board of Appeals on the Variance request at Duluth City Hall, 3167 Main Street, Duluth, Georgia 30096. The meeting date, place and time regarding this matter are as follows:

WHEN: July 13, 2017 - 7:00 p.m.
WHERE: City Hall Council Chambers
3167 Main Street
Duluth, GA 30096

PERSONS INTERESTED IN THIS MATTER are invited to review the Variance application, which is on file with the Planning & Development Department of the City of Duluth and to attend the public hearing at the date, time and place provided in this notice, to express their opinion on this matter. Written comments may also be received in lieu of testimony during the public hearing. Written comments may be sent to the following address:

City of Duluth
ATTN: Bill Aiken
3167 Main Street
Duluth, GA 30096
OR
Email: baiken@duluthga.net

For more information, contact Bill Aiken, Department of Planning & Development, at (770)476-1790.

In compliance with the Americans with Disabilities Act of 1990, the City of Duluth is committed to providing reasonable accommodations for a person with a disability. Please contact Teresa Lynn at (770) 476-3434 if special program accommodations are necessary and/or if program information is needed in an alternative format. Special requests must be made in a reasonable amount of time in order that accommodations can be arranged.

Posted 6/18/17 Gwinnett Daily Post