

**Business of the Village Board
Village of Saranac Lake**

SUBJECT: Call for Public Hearing

Date: 9-25-2023

DEPT OF ORIGIN: Mayor Williams

Bill # 134 -2023

DATE SUBMITTED 9-6-2023

EXHIBITS: _____

APPROVED AS TO FORM:

Village Attorney

Village Administration

EXPENDITURE
REQUIRED: \$

AMOUNT
BUDGETED: \$

APPROPRIATION
REQUIRED: no

SUMMARY STATEMENT

Call for a public hearing on Monday, October 10, at 5:30 pm, to amend the Village of Saranac Lake Development Code for zoning changes to schedule 1 by adding amusement and recreation services as an allowed use under a special use permit application to District C3

RECOMMENDED ACTION

Approval of Resolution

MOVED BY: Williams SECONDED BY: Shapiro

VOTE ON ROLL CALL:

MAYOR WILLIAMS	<u>yes</u>
TRUSTEE BRUNETTE	<u>yes</u>
TRUSTEE CATILLAZ	<u>yes</u>
TRUSTEE SCOLLIN	<u>yes</u>
TRUSTEE SHAPIRO	<u>yes</u>

**RESOLUTION CALLING FOR A PUBLIC HEARING FOR AN AMENDMENT TO THE
DEVELOPMENT CODE FOR ZONING CHANGES TO SCHEDULE 1 TO ADD
AMUSEMENT AND RECREATION SERVICES AS AN ALLOWED USE SUBJECT TO
ISSUANCE OF SPECIAL USE PERMIT**

WHEREAS, in 2016 the Village Board adopted the Village of Saranac Lake Unified Development Code, and,

WHEREAS, amendments to the code are allowed for purposes of public necessity, convenience, and the general welfare, and,

WHEREAS, the Board has received a recommendation from the Development Board supporting the request for an amendment, and,

WHEREAS, in consideration of the circumstances as described above, the Board seeks to call for a public hearing and to consider the adoption of the draft amendment.

NOW, THEREFORE, BE IT RESOLVED, The Village Board of Trustees sets a public hearing for Monday, September 25, 2023 at 5:30 PM in the Village Board Room for the purpose of gathering public input on a proposed Local Law amending the Village of Saranac Lake Development Code for zoning changes to Schedule 1 by adding amusement and recreation services as an allowed use subject to issuance of special use permit application to District C3.