## PUBLIC HEARING NOTICE STURBRIDGE PLANNING BOARD PROPOSED ZONING AMENDMENTS FLOOD PLAIN DISTRICT

In accordance with the provisions of MGL Chapter 40A, Section 5, the Sturbridge Planning Board will hold a Public Hearing in the second floor meeting room at the Center Office Building – 301 Main Street, Sturbridge on **Tuesday, March 14, 2023 at 6:35 PM** to consider amendments to the Town's Zoning Bylaw.

The proposed amendments would amend Section 300-3.4 (C) to insert a new date to reference the new FIRM map panels and Flood Insurance Study that will become effective June 21, 2023, update Section 300-3.4 (D) in regards to base flood elevation data to be used, updates language in Section 300-3.4 G (3) (b) to insert more comprehensive language on encroachments, amends language in Section 300-3.4 G 912) to specify that base flood elevations must be shown for each developable parcel within a subdivision greater than 50 lots or five acres, and finally, deletes the address information shown in Sections 300-3.4 I (3), (4) and J (1) and (2).

Copies of the map panels and proposed amendments can be viewed at https://www.sturbridge.gov/planning-board/webforms/proposed-zoning-bylaw-amendments or arrangements can be made to view the proposed changes by contacting the Sturbridge Planning Department at (508) 347-2508 or by email at <a href="mailto:ilacv@sturbridge.gov">ilacv@sturbridge.gov</a>.

Any person interested or wishing to be heard on this proposal should appear at the time and place designated. Members of the public may watch the meeting online via the Town's on demand video broadcast or via cable television on Channel 191. In the event of a remote hybrid meeting, notice shall be posted on the Town website and those that wish to participate will find specific information on how to access the meeting on the website. Please note that the meeting/hearing will not be suspended or terminated if technological problems interrupt the virtual broadcast, unless otherwise required by law.

Charles Blanchard Chairperson