## NOTICE OF PUBLIC HEARING FAIRFIELD PLANNING & ZONING COMMISSION CITY HALL MEETING ROOM 407 Soldier Road, Fairfield, Idaho 83327

**NOTICE IS HEREBY GIVEN** by the City of Fairfield Planning and Zoning Commission that the following public hearings will be held on June 13, 2023, starting at 7:05 p.m. or as soon after as possible, at the Fairfield City Hall located at 407 Soldier Road in Fairfield, Idaho, to consider public comment on the following proposals.

**Update of Land Use Map:** The Land Use Map for the City of Fairfield is being updated to reflect changes desired by the Planning & Zoning Commission, and to make the map easier for members of the public to understand the various land use designations within the city. A copy of the map with the proposed changes is available at the city office.

**Update of Fencing Regulations:** The Planning & Zoning Commission is updating fencing regulations to eliminate contradictions within the Zoning Ordinance, and to clarify when and where certain types of fences are allowed. A copy of the proposed changes to Fairfield City Code Title 8, Chapters 4 & 8, is available at the city office.

**NOTICE IS FURTHER GIVEN** that at the aforementioned time and place, all interested persons may appear and shall be given an opportunity to comment on the matters stated above. Comments and questions prior to the hearing should be directed to the Fairfield City Planning Administrator, PO Box 336, Fairfield, ID 83327, or to pandzfairfield@frontier.com a minimum of five (5) days prior to the scheduled hearing. Any person(s) requiring special accommodations should call City Hall 5 days prior to the public hearing at (208) 764-2333.

Posting Date:	May 26, 2023	
Posting Locations:	Fairfield City Hall	Any person needing special accommodations
	Fairfield Post Office	to participate in noticed meeting should
	Camas County Courthouse	contact the city office seven (7) days prior to
P&Z Administrator:	Edward Reagan: 208-246-9999	the meeting by calling 208-764-2333
	pandzfairfield@frontier.com	· · · · · · · · · · · · · · · · · · ·