

**NOTICE OF HEARING**

**TO: Mitchell City Planning Commission, Mitchell City Council, and the General Public:**

**The City Planning Commission has scheduled a public hearing and action on the following ordinance. The hearing will be Monday, March 24, 2021 at 12:00 pm, the City Council will consider 1<sup>st</sup> Reading of the Ordinance on Monday, June 7, 2021 at 6:00 pm and 2<sup>nd</sup> Reading and Adoption on Monday, June 21, 2021 at 6:00 pm, all meetings will be held in the Council Chambers, City Hall, 612 N Main St, Mitchell, SD. All interested parties may attend and provide testimony.**

**ORDINANCE NO.**

AN ORDINANCE OF THE CITY OF MITCHELL, THAT CHANGES THE ZONING DISTRICT CLASSIFICATION OF THE REAL PROPERTY LEGALLY DESCRIBED AS;

Lot A-3 Sub of Lot A, SW ¼, Section 27, 103 N, R 60 W Ex. The S 128 feet thereof, City of Mitchell, Davison County, South Dakota from TWC Transportation, Warehousing, and Commercial District to R4 High Density Residential District and the official zoning map is to be changed to reflect the same.

BE IT ORDAINED BY THE CITY OF MITCHELL, DAVISON COUNTY, SOUTH DAKOTA:

Section 1: That changes the zoning district classification of the real property legally described as;

Lot A-3 Sub of Lot A, SW ¼, Section 27, 103 N, R 60 W Ex. The S 128 feet thereof, City of Mitchell, Davison County, South Dakota from TWC Transportation, Warehousing, and Commercial District to R4 High Density Residential District and the official zoning map is to be changed to reflect the same.

Section 2. The City Finance Officer shall publish notice of this ordinance and the same shall be effective 20 days after the completed publication thereof, unless the referendum shall be invoked as provided by law.

Passed and approved this the \_\_\_\_\_ day of \_\_\_\_\_, 2021.

\_\_\_\_\_  
MAYOR

ATTEST:

\_\_\_\_\_  
FINANCE OFFICER

{SEAL}

FIRST READING: June 7, 2021  
SECOND READING: June 21, 2021  
ADOPTION: June 21, 2021

Published three times: April 16 & 23, 2020 and May 7, 2020

Approximate Costs: