

TO BE PUBLISHED NOVEMBER 21 & 28, 2018

OFFICIAL NOTICE

**NOTICE OF PUBLIC HEARING  
BEFORE THE OAK CREEK COMMON COUNCIL**

**PURPOSE:** The purpose of this public hearing is to consider a request submitted by Brett Ippolite, Camp Bow Wow, for an amendment to the existing Conditional Use Permit to allow parking to be sited 30 feet from rights-of-way in conformance with current Code requirements on the property as part of the dog daycare and kennel operations affecting the property located at 8411 S. Liberty Lane.

**Hearing Date:** December 18, 2018  
**Time:** 7:00 p.m.  
**Place:** Oak Creek City Hall  
8040 South 6<sup>th</sup> Street  
Oak Creek, WI 53154  
Common Council Chambers

**Applicant:** Brett Ippolite, Camp Bow Wow  
**Property Owner:** DDA Oak Creek, LLC c/o Brett Ippolite  
**Property Location(s):** 8411 S. Liberty Lane  
**Tax Key(s):** 828-0001-000

**Legal Description:**

LIBERTY WOODS SUBD. LOT 1 (1.609 ACS.) SE 1/4 SEC 17-5-22.

The Common Council has scheduled other public hearings for December 18, 2018 at 7:00 PM. This hearing may begin at 7:00 PM or as soon as possible following the conclusion of other public hearings.

Any person(s) with questions regarding the proposed change may call the Department of Community Development at (414) 766-7000, during regular business hours.

Date of Notice: November 14, 2018  
CITY OF OAK CREEK COMMON COUNCIL  
By: Daniel J. Bukiewicz, Mayor

**PUBLIC NOTICE**

PLEASE NOTE: Upon reasonable notice, a good faith effort will be made to accommodate the needs of disabled individuals through sign language interpreters or other auxiliary aid at no cost to the individual to participate in public meetings. Due to the difficulty in finding interpreters, requests should be made as far in advance as possible, preferably a minimum of 48 hours. For additional information or to request this service, contact the Oak Creek City Clerk at 766-7000 or write to the ADA Coordinator at the Health Department, City Hall, 8040 S. 6<sup>th</sup> St., Oak Creek, WI 53154.