

TO BE PUBLISHED AUGUST 14 & 21, 2024

OFFICIAL NOTICE

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

PURPOSE: The purpose of this public hearing is to consider an Ordinance to amend Table 17.0304(c) of the Municipal Code to allow general retail, less than 50,000 square feet, and warehouse, storage, less than 200,000 square feet, as conditional uses in the LM-1, Light Manufacturing Zoning District.

Hearing Date:
September 3, 2024

Time:
7:00 PM

Place:
Oak Creek City Hall
8040 South 6th Street
Oak Creek, WI 53154
Common Council Chambers

Proposal: The proposal would amend Table 17.0304(c), Nonresidential District Permitted and Conditional Uses of Chapter 17 of the Municipal Code to allow Retail/Small-Scale Warehouse as a Conditional Use in the Lm-1, Light Manufacturing District.

The existing text of the above Sections of the Municipal Code can be found on the City's website at <https://ecode360.com/38790368>. The entire text of the proposed amendments listed above is available for review upon request.

The Common Council has scheduled other public hearings for September 3, 2024 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 changes may contact the City of Oak Creek at (414) 766-7002, during regular business hours (7:30 AM – 4:00 PM).

Date of Notice: August 7, 2024

CITY OF OAK CREEK COMMON COUNCIL
By: Dan 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 414-766-7000 or write to 8040 S. 6th St., Oak Creek, WI 53154.