

**NOTICE OF PUBLIC HEARING
PLANNING AND ZONING COMMISSION**

City of High Point
Municipal Office Building
211 South Hamilton Street
3rd Floor Conference Room

**THE FOLLOWING ITEMS ARE SCHEDULED FOR PUBLIC HEARING BEFORE
THE PLANNING AND ZONING COMMISSION ON November 16, 2010 AT 6:00 P.M.**

Continued Public Hearing Items

1. **City of High Point** **Northwest Area Plan**
A request by the Planning and Development Department to approve the Northwest Area Plan.
2. **City of High Point** **Land Use Plan Amendment Case 10-04**
A request by the Planning and Development Department to amend the city's Land Use Plan in accordance with recommendations of the Northwest Area Plan. The land area associated with this amendment is approximately 10,260 acres lying within the northwestern portion of the City's Planning area generally lying south of I-40, west of Kendale Road & Sandy Ridge Road, northwest of Skeet Club Road and north of the Davidson/Forsyth County line.

Public Hearing Items

1. **City of High Point** **Street Abandonment Case 10-15**
Consideration of a request by the City of High Point to abandon an improved portion of an unnamed alley between Pine Street and N. Lindsay Street, north of W. English Road.

The Planning and Zoning Commission is an advisory board of the City Council. The Commission makes recommendations to the City Council, which has the authority to approve or deny the request. Anyone interested in these matters is invited to attend the public hearing and present information to the Commission.

Additional information concerning these requests is available at the Planning and Development Department, Municipal Office building, 211 South Hamilton Street, Room 316; or by telephone at (336) 883-3328, or fax (336) 883-3056.

The meeting facilities of the City of High Point are accessible to people with disabilities. If you need special accommodations, call (336) 883-3298 or the city's TDD phone number: (336) 883-8517. This printed material will be provided in an alternative format upon request.