

ZONING BOARD OF ADJUSTMENT BELMONT, N.H.

WEDNESDAY, JANUARY 26, 2022 6:00 P.M. Belmont Mill, 4th Floor Tioga Room & Zoom 14 Mill Street

MEETING AGENDA

- 1. <u>Abutters' Hearing Matthew Gault</u>: Continuation of a request for a Special Exception of Article 5 Table 1 of the Zoning Ordinance for a contractor's yard, storage of equipment trailers, aluminum frames and pressure treated lumber, in the commercial zone. Property is located at 682 Laconia Road, Tax Lot 230-043-000-000, ZBA #4121Z.
- 2. Other Business.
 - A. Approval of minutes -11/17/21
 - B. Staff Report.
 - C. New Business.
 - D. Non-public Session Non-public if deemed necessary 91-A:3 II (a j) (non-Video item-only if otherwise using video)

* The (Planning Board, Zoning Board of Adjustment, Conservation Commission) reserves the right to hold any non-public session during the Regular Meeting, whether noted on the agenda or not. Notice of a non-public session on an agenda is for planning purposes only. The citations to the Right-to-Know Law, set out at NH RSA 91-A, are provisional and may be revised as circumstances required.

The Board will meet at the Mill. A Zoom option is also available. The Public is welcomed and encouraged to attend in person or at the link below. BY COMPUTER DEVICE over Zoom by going to: <u>https://us02web.zoom.us/j/84581538437?pwd=aTRZOEZIYjE2c0NjZmNTcWZtb1BZZz09</u> on a desktop computer, tablet or smartphone OR BY PHONE on a landline or cell phone by calling: 1 929 205 6099 and entering Meeting ID: 845 8153 8437 Passcode: 771881 Please try to log in 5 minutes before the meeting's scheduled start. If you are unable to obtain access to the meeting, or if you experience technical difficulties or failures which inhibit your access, immediately call (603) 267-8300 ext. 101 so the meeting may be recessed until accessibility has been restored for all attendees.

> Peter Harris Chairman

This is a public meeting and interested parties are encouraged to attend. Applications on file in the Land Use Office. Face masks are required in all town buildings.