

Zoning Text Amendment Information

Section 6.1 of the Pinehurst Development Ordinance (PDO) identifies the process and requirements for a Zoning Text Amendment. All text amendments are reviewed by the Planning and Zoning Board, who make a recommendation to the Village Council. An amendment to the text of the PDO may be initiated by the Village Council, Planning and Zoning Board, or by anyone who owns property or resides in the Village of Pinehurst corporate limits or its extra-territorial jurisdiction or their agent, lessee, or any contract purchaser specifically authorized by all of the owners to file such application for a zoning text amendment, or any owner of a legal equitable interest in land located in Village corporate limits or extra-territorial jurisdiction.

This application must be completed in full and submitted with the associated fee listed in the Village's Fees and Charges Schedule, which can be accessed at <u>www.vopnc.org/Home/ShowDocument?id=10100</u>.

Intake Information

Property Address		
Street Address		
City, State, Zip Code		
Parcel ID #		

Owner Information				
Name		Home Phone #		
Street Address		Mobile Phone #		
City, State, Zip Code		Business Phone #		
Email				

Applicant			
Name	Other Phone #		
Email	Street Address		
Mobile Phone #	City, State, Zip Code		



General Information	
Ordinance Section	
Reference	
Ordinance Text	
(Verbatim)	
Proposed Text Change	
Reason for Text Amendment Request	
Legal Basis for Application	 Property Owner in Village Planning Jurisdiction Agent, Lessee, or Contract Purchaser Authorized by Property Owner(s) Owner of a Legal Equitable Interest in Property in Village Planning Jurisdiction

Required Documents

□ Written authorization of the property owner (If not filed by owner)

Certification

I hereby certify that the information contained in this application is accurate and complete. I also confirm that I have read and understand the requirements that must be met in order to obtain approval of a zoning text amendment.

Applicant Signature:

Date: