

**TOWN OF UNIONVILLE
MINUTES OF PUBLIC HEARING**

The July 20, 2020 7:00 p.m. public hearing considering comments regarding Public Nuisance Ordinance #20-01 was held at Town Hall, 1102 Unionville Church Road, Monroe, NC. Mayor Baucom and Commissioners Andrew Benton, Jeff Broadaway, Ken Brown, and Gene Price were present. Town Attorney Ken Helms was also present. Commissioner Jaren Simpson was absent.

Mayor Baucom called the public hearing to order and welcomed everyone at 7:00 p.m.

Next, Mayor Baucom asked Sonya Gaddy, Town of Unionville's Land Use Administrator, to introduce the Public Nuisance Ordinance #20-01. Land Use Administrator Gaddy stated that this is the Public Nuisance Ordinance that the town has been working on for several months. Council has met with Planning Board and John Ganus to discuss it. The Planning Board has made a recommendation on the few items that were discussed. This ordinance also addresses what would happen in the event of violations. Once a signed, written complaint is received, it will be sent to the Code Enforcement Officer to investigate. One thing not included was tall grass, which could be added in if the Council prefers. The way the ordinance was sent out is the way Planning Board is recommending it. There is an email at your seat from John Ganus when asked about adding tall grass to it. He replied in that email about how it could be added to it and how it would work. The Public Nuisance Ordinance also addresses citations. Typically, if a violation is found, the Code Enforcement Officer will send out a warning. The landowner will have 10-30 days to correct the problem. If it has not been corrected in the given timeframe, the first notice of violation will be fined at \$25, the second notice will result in a fine of \$50, any subsequent notices will result in a fine of \$100. The fines could be added up per day.

There being no additional comments, Mayor Baucom declared the public hearing closed at 7:05 p.m.

Respectfully submitted,

Melody S. Braswell
Deputy Clerk