

**NOTICE OF PUBLIC HEARING**

**CASE NO. RZ-06-05**

**CONSIDERATION OF A REZONING REQUEST FILED BY  
THE TOWN OF WAKE FOREST TO REZONE 4.75 ACRES FROM  
HD, HIGHWAY DISTRICT (WAKE COUNTY) TO  
HB, HIGHWAY BUSINESS DISTRICT FOR THE  
PROPERTIES LOCATED AT  
2500 BURLINGTON MILLS ROAD,  
9912 CAPITAL BOULEVARD (US-1),  
AND 9932 CAPITAL BOULEVARD (US-1)  
TAX PIN NO: 1738-49-3229, 1738-48-0868, 1738-49-2130**

The public will take notice that the Wake Forest Planning Board and the Board of Commissioners will hold a joint public hearing on Tuesday, July 11, 2006 at 7:30 p.m. in the Wake Forest Town Hall. The purpose of the hearing is to consider a rezoning request filed by the Town of Wake Forest to rezone 4.75 acres from HD, Highway District (Wake County) to HB, Highway Business District for the properties located at 2500 Burlington Mills Road, 9912 Capital Boulevard (US-1), and 9932 Capital Boulevard (US-1), being Tax PINs 1739-49-3229, 1738-48-0868, and 1738-49-2130.

This rezoning request is the initial action to zone property added to the jurisdiction of the Town of Wake Forest; therefore, pursuant to N.C.G.S. 160A-385, voting provisions regarding valid petitions are not applicable for this request. The public and interested parties should take notice that substantial changes might be made in the advertised proposal reflecting objections, debate, and discussion at the hearing.

The Planning Board will consider this request at its regular, meeting on Tuesday, July 11, 2006 and make a recommendation to the Board of Commissioners. The Board of Commissioners, at its regular meeting on Tuesday, July 18, 2006, may consider this request and the recommendation of the Planning Board and may, in its discretion, choose to modify it.

All interested citizens are invited to attend the hearing. More detailed information about the request may be obtained from the Planning Office at 221 South Brooks Street, Wake Forest, NC 27587-2932.

The Wake Weekly  
June 28, 2006  
July 5, 2006

Joyce W. Wilson, MMC  
Town Clerk