## NOTICE OF PUBLIC HEARING TOWN OF SOMERSET

NOTICE IS HEREBY GIVEN that a Public Hearing will be held by the Town Board of the Town of Somerset on the  $26^{th}$  day of January, 2022 at 6:00 p.m. at the Town Hall, 8700 Haight Road, Barker, New York, 14012.

Said Public Hearing is regarding the adoption of a proposed Local Law entitled "A Local Law Amending Article XXII of Chapter 205 of the Town Code - Solar Energy Systems," an abstract of which is as follows:

The proposed Local Law repeals and replaces Article XXII of the Town of Somerset Zoning Code, Solar Energy Systems. Said proposed Local Law includes but is not limited to the following provisions: tiering solar energy systems by size and scale; establishing permit requirements for solar energy systems based on tier; establishing application or site plan approval procedure and standards for solar energy system applications; requiring a decommissioning plan for large-scale solar energy systems; and setting zoning standards for solar energy systems of larger scale.

The Town previously held public hearings on the proposed Local Law on December 8, 2021 and January 5th, 2022. Amendments were introduced to said proposed Local Law on January 5th, 2022, an abstract of said amendments are as follows: Sections 205-110 and 205-113 were amended to permit the siting of Tier 3 and Tier 4 solar energy systems in Planned Unit Development Districts without the need to satisfy the requirements set forth in Article XV of Section 205 (Planned Unit Development District) of the Somerset Town Code. Section 205-112(1)(e)(ii)(c) was amended to clarify that landscape screening shall be located on the exterior of the fence line.

The complete text of said Law, as amended is on file at the Office of the Town Clerk, and is available for review by any interested person during business hours, or can be emailed upon request.

At such public hearing, all persons interested, who wish to be heard will be heard.

Dated: January 10, 2022

TRACY L. CARMER Town Clerk Town of Somerset