



NOTICE OF A JOINT WORKSHOP OF THE CITY COUNCIL AND PLANNING & ZONING COMMISSION OF THE CITY OF CLEBURNE, TEXAS

Notice is hereby given that a **JOINT WORKSHOP SESSION** of the above named City Council and Commission will be conducted on the **28th** day of **SEPTEMBER, 2021**, at **6:30pm or immediately following the Regular City Council Meeting** at Cleburne City Hall (Council Chambers), 10 N. Robinson Street, Cleburne, Texas 76031.

This meeting is open to the public with social distancing and sanitation protocols in place. A member of the public wishing to participate in the meeting may do so via the following options:

- ***In person:*** Complete a speaker/comment registration card and turn in to City Staff before the meeting begins.
- ***Submit questions/comments online:*** Complete a speaker/comment registration card found on the [City's online Agenda Center](#). Registration cards received by 5:30 p.m. the same day will be distributed to the Council and Commission for consideration.

At which time the following subject will be discussed, to-wit:

1. Review and discuss the final drafts of the Zoning Ordinance, Zoning Map and Future Land Use Map updates

CERTIFICATION

I, the undersigned authority, do hereby certify that the above Notice is a true and correct copy and that I posted said Notice on the bulletin board in City Hall of the City of Cleburne, a place convenient and readily accessible to the general public, as well as the City's official website at www.cleburne.net, and said Notice was posted on **Friday, September 24, 2021**, by **5:00 pm** in compliance with Chapter 551, Texas Government Code.

Note: A quorum of any Cleburne board, commission, or committee may be present at this meeting.



City of Cleburne

Luigi Peterson
City Secretary's Office



Reasonable accommodations to furnish auxiliary aids or services for persons with special needs will be provided when at least two working days' notice is given. Contact the City Secretary's office at (817) 645-0908 or by fax (817) 556-8848.