NOTICE OF PUBLIC HEARING TOWN BOARD TOWN OF GEDDES

NOTICE IS HEREBY GIVEN that there has been presented to the Town Board of the Town of Geddes, New York, an application to consider and review a Preliminary Plan for the Metro Mattress Subdivision, which would resubdivide two parcels into one. Parcel 1 is .711 acre parcel and Parcel 2 is 1.986 acre parcel. They are located at 3545 John Glenn Blvd and adjacent to one another, with frontage on John Glenn Boulevard. Said parcels are located on the northerly side of John Glenn Boulevard, bounded on the north by CSX Railroad; bounded on the east by lands now or formerly owned by CSX Railroad and John Glenn Boulevard; bounded on the south by John Glenn Boulevard; and on the west by lands now or formerly owned by Art Mortgage Borrower Propco (a/k/a Americold, Inc.). A Public Hearing was opened to consider said proposed subdivision on September 11, 2012 and has been continued, to be resumed on October 9, 2012, to allow additional opportunity for public comment.

The above preliminary plan and application are open for inspection at the Office of the Town Clerk of the Town of Geddes. The appearance by the Applicant or their attorney is required at such hearing and all other persons wishing to appear at such hearing may do so in person or by attorney. Said Town Board will hear all persons in support of such Application and any objections thereto. Communications in writing in relation to the Application may be filed with the Town of Geddes Town Clerk, Town Hall located at 1000 Woods Road, Solvay, NY 13209, or at such hearing. The Applicant is advised that the scheduling of this public hearing does not imply approval by the Town Board of the Town of Geddes.

The regular meeting of the Town Board will be held following the public hearing and such regular meetings as well as public hearings are open to the public.

All persons interested in the matter shall be heard at such time and place.

DATED:

September 26, 2012

Joseph Ranieri, Town Clerk Town of Geddes Town Board