



CITY OF LAS VEGAS SIGN POSTING AFFIDAVIT



CASE NUMBER: SUP-51411

MEETING DATE: 11/12/13 PC

1 of 2

Sign Pro does hereby certify that a notice as required by Chapter 19.18.010(D) of the Zoning Code, was visibly posted for a period of not less than ten (10) calendar days prior to the first scheduled hearing.



[Signature]
Signature

10-31-13
Date

This affidavit must be returned to the Department of Planning, Case Planning Division, at 333 North Rancho Drive, 3rd Floor during regular business hours three (3) business days prior to the subject application being heard by the Planning Commission or City Council.



SPECIAL USE PERMIT

CASE NUMBER: SUP-51411

For: A PROPOSED SINGLE ROOM OCCUPANCY RESIDENCE

Public Hearing Information

TIME: 6:00 PM

DATE: NOVEMBER 12, 2013

MEETING: Planning Commission

LOCATION: Council Chambers

PLANNING & DEVELOPMENT

City Hall

495 S. Main Street



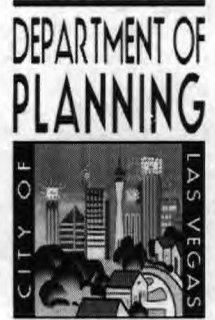
For information call: City of Las Vegas
Planning & Development Department
At 229-8301, TDD 388-9108

10/31/2013 09:44





CITY OF LAS VEGAS SIGN POSTING AFFIDAVIT



CASE NUMBER: SUP-51411

MEETING DATE: 11/12/13 PC

2 of 2

Sign Pro does hereby certify that a notice as required by Chapter 19.18.010(D) of the Zoning Code, was visibly posted for a period of not less than ten (10) calendar days prior to the first scheduled hearing.



[Signature]
Signature

10-31-13
Date

This affidavit must be returned to the Department of Planning, Case Planning Division, at 333 North Rancho Drive, 3rd Floor during regular business hours three (3) business days prior to the subject application being heard by the Planning Commission or City Council.

SPECIAL USE PERMIT

CASE NUMBER: SUP-51411

**For: A PROPOSED SINGLE ROOM OCCUPANCY
RESIDENCE**

Public Hearing Information

TIME: 6:00 PM

DATE: NOVEMBER 12, 2013

MEETING: Planning Commission

LOCATION: Council Chambers

City Hall

495 S. Main Street

**For information call: City of Las Vegas
Planning & Development Department
at 229-6301 TDD 386-8108**



10/31/2013 09 53