

MEETING NOTICE POSTING & AGENDA

TOWN OF HULL

Pursuant to MGL Chapter 30A, § 18-25 all Meeting Notices must be filed and time stamped in the Town Clerk's Office and posted at least 48 hours prior to the meeting (excluding Saturdays, Sundays and Holidays). Please be mindful of the Town Clerk's business hours of operation and make the necessary arrangements to ensure this Notice is received and stamped in by the Town Clerk's Office and pusted by at least 30 minutes prior to the close of business on the day of filing.

NOV - 2 2023

Board or Committee	Zoning Board of Appeals	
Date & Time of Meeting	November 7th, 2023 at 7:00 PM	
	Hull Town Hall	
Meeting Location	Louis C. Costa Room	
	253 Atlantic Ave	
	Hull, MA 02045	
Requested By:	Renee Kiley, Zoning Board of Appeals Administrative Assistant	

AGENDA

7:00pm

Call to Order; Roll call of Board Members

7:05pm Opening of a Public Hearing on an application filed by Peter Fickeisen regarding property at 44 Chatham Street. which per the application seeks: To apply for a Special Permit/Variance to: Install 15'x12' Extension of Bedroom-left rear of building, pursuant to the Hull Zoning Bylaws Article VI §410-6.2, B (6) Non-conforming Pre-Existing Structures.

7:10pm Opening on a Public hearing on an application filed by EFE LLC regarding property at 34 GunRock Avenue. which per the application seeks: To apply for a Special Permit/Variance to: Rebuilt 2 car garage with bonus room above, attach to house on 2nd floor, pursuant to the Hull Zoning Bylaws Article VI §410-6.2,B (6) Non-conforming Pre-Existing Structures.

Additional Business

Review Rules & Regulations

Approve Meeting Minutes: October 17, 2023

Copies of said applications, with additional details, are available for public inspection at the Town Clerk's Office and Building Department, all at the Hull Municipal building during normal office hours.

Other business matters may be discussed, or approved decisions signed and minutes adopted. Hearings may be held at a later hour but not earlier than posted.