

RESOLUTION

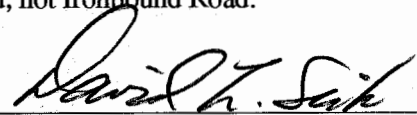
CASE NO. SUP-3-96. SHELTON GLASS SCULPTURE STUDIO

WHEREAS, the Board of Supervisors of James City County has adopted by ordinance specific land uses that shall be subjected to a special use permit process; and

WHEREAS, the Planning Commission of James City County, following its public hearing on April 1, 1996, recommended approval of Case No. SUP-3-96 by a vote of 6 to 0 to permit the operation of a glass sculpture studio at 3301 Ironbound Road, further identified as Parcel No. (1-16) on James City County Real Estate Tax Map No. (47-1).

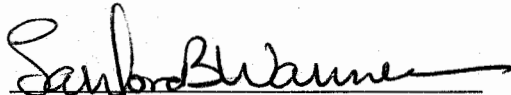
NOW, THEREFORE, BE IT RESOLVED that the Board of Supervisors of James City County, Virginia, does hereby approve the issuance of Special Use Permit No. SUP-3-96 as described herein with the following conditions:

1. If a site plan application for the project has not been submitted within 12 months from the date of issuance of this special use permit, it shall become void.
2. No retail activity for the glass sculpture studio shall take place on the site.
3. All business and storage operations of the glass sculpture studio shall be conducted within the existing shed structure that sits approximately 90 feet to the rear of the single family residence that fronts Ironbound Road. This structure shall not be enlarged.
4. Other than for safety and security, no outdoor lighting for the glass sculpture studio shall be installed on the site.
5. There shall be no internally-illuminated signage on the property advertising the glass sculpture studio. There shall be no more than one sign advertising the glass sculpture studio on the property, and it shall be no more than four (4) square feet in size. The sign shall be visible from Powhatan Springs Road, not Ironbound Road.



David L. Sisk
Chairman, Board of Supervisors

ATTEST:



Sanford B. Wanner
Clerk to the Board

SUPERVISOR VOTE

TAYLOR	ABSENT
MAGOON	AYE
DEPUE	AYE
EDWARDS	AYE
SISK	AYE

Adopted by the Board of Supervisors of James City County, Virginia, this 14th day of May, 1996.

SUP396.res