

Sandown Zoning Board of Adjustment (ZBA) Meeting Agenda

August 27, 2026

The Sandown Zoning Board will hold a public meeting on **August 27, 2026, at 6:30 p.m.** at Sandown Town Hall, Route 121A, Sandown, NH regarding the following:

6:30 Call to Order

Review of Minutes of 6/25/26 and 7/30/26

6:40 Review of an Application for a Variance from Article II, Part A, Section XIII (B) and Article III, Part A, Section I (A), of the Town of Sandown Zoning ordinance, pertaining to the non-conforming uses of a structure and the Zone A structure setback requirement of at least thirty feet from the edge of the public right-of-way providing frontage submitted by Brady and Olivia Petterson. The subject property is located at 41 North Shore Road, Sandown, NH, Map 29, Lot 51. The application proposes the zoning ordinances to be waived to permit the construction of a 16' by 30' addition to an existing non-conforming dwelling.

6:50 Public Hearing of an Application for a Variance from Article II, Part B, Section 3(B), of the Town of Sandown Zoning ordinance, pertaining to the frontage building requirement of a minimum of 200' submitted by Marc and Jennifer Marois. The subject property is located at 18 Brian Street, Map 21, Lot 41. The application proposes the zoning ordinance to be waived to permit a single-family home in a residential zone without altering neighborhood character. The lot has ample space for a safe driveway with clear sightlines on a lot with 175' of road frontage.

7:40 Other Business

Amendment of July 30, 2026, Notice of Decision for Map 2, Lot 33, Bobcat Way to correct Zoning Ordinance citation.

Please be advised, agenda items may not be discussed in exact order. The Zoning Board may discuss other business brought before them that may not be explicitly listed on this agenda. You are invited to attend, or you may submit written comments prior to this meeting. If you require personal assistance for audio, visual or other special aid, please contact our office at least 24 hours prior to this meeting.