

PRINCETON TOWNSHIP

10B-293

No sign shall contain features which:

(e) Are located in a public right-of-way, except with the approval of the zoning officer based on a finding that the particular type of sign is customarily located within the right-of-way (such as, but not limited to, no hunting signs, farm produce signs, names on roadside mailboxes, entrance/exit signs, etc.) and that the interrelationship among the right-of-way line, the information to be conveyed by the sign, and the particular characteristics of the property (including its topography, vegetation, and structures) requires the sign to be located within the right-of-way. No sign shall be located so as to cause a visual obstruction within an approved sight easement.

10B-294

b) Temporary signs. Signs may be erected for a limited period of time and for a specific purpose which:

(1) Advertise the sale or rental of the premises on which they are located, provided that:

a. The size of any sale or rental sign for a single dwelling shall not exceed eight square feet. Not more than one sign may be placed upon any property and such signs shall be promptly removed when premises are sold or rented, except that a sign with the words "sold" or "rented" may be continued for an additional two weeks.

(7) Consist of directional signs that concern particular transitory purposes or occasions shall be permitted, provided that:

a. Such signs shall be removed as soon as the purpose of occasion has passed or been served, and, in any event, the sign shall not be erected more than ten days prior to the event nor remain more than one week after posting, unless an extension of time is granted by the zoning officer.

b. The advertising area of the sign shall not exceed three square feet and shall not be more than three feet in height.

c. Signs may be located elsewhere than on the lot to which they refer, as permitted, by the zoning officer. In no event shall more than one directional sign for the same event be independently posted at an intersecting street.