



To: Tammie Keplinger, CMPC
From: Ashley Botkin, Engineering Land Development
Date: April 14th, 2016
Rezoning Petition #: 2016-041 Revised

Detailed construction plans for the proposed site development are to be submitted for review and approval to the City of Charlotte's Land Development Division **after land entitlement (approved rezoning)**. Staff from City Land Development, Charlotte DOT, and the Planning Department review and inspect development projects in order to ensure compliance with pertinent City ordinances and standards. Please note Building Permit applications can be submitted concurrently to Mecklenburg County Code Enforcement and permit issuance will be conditioned upon the City of Charlotte's plan approval as required. Additional information may be found at our website: <http://development.charmeck.org>.

The Petitioner acknowledges that in addition to the conditions set forth in this petition and in the Zoning Ordinance, development requirements imposed by other City ordinances, construction standards, and design manuals do exist, are not waived or modified by the rezoning approval, and may be applicable to the proposed development. These development requirements include the regulation of streets, sidewalks, trees, and storm water. Where the conditions set forth in this Rezoning Plan conflict with other City development requirements, the stricter condition or requirement shall apply.

Comments for this rezoning:

Tom Ferguson – No comments

Laurie Dukes – Development of the site shall comply with the requirements of the City of Charlotte Tree Ordinance. Property is located in the Wedge, therefore trees save shall be provided on site; there are not mitigation options. Show total tree save area required for parcel(s). The proposed development shows removal of trees save designated area for a previously approved project; the proposed phase cannot impact/remove the tree save area for Phase 1 project. Tree save area to be minimum 30 feet wide; no buildings within ten (10) feet of tree save area.

Jay Wilson –