



To: Tammie Keplinger, CMPC  
From: Ashley Botkin, Engineering Land Development  
Date: October 24, 2018  
Rezoning Petition #: 2017-023 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: [www.charlottenc.gov/ld](http://www.charlottenc.gov/ld).

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 (Engineering) – No comments

Peter Grisewood (Urban Forestry) – Site is in a wedge and will be required to provide 15% tree save area based on gross acreage. "ROW to be dedicated" may not be subtracted from the calculations. 15% of 16.2 acres = 2.43 acres tree save. Show tree save area and calculations on site map. Tree save must contain existing healthy tree canopy. Tree save must be 30' width minimum. The portion of the site intended for NS may satisfy tree save requirements with available options per tree ordinance.

Jay Wilson (Erosion Control) –

