



To: Tammie Keplinger, CMPC
From: Ashley Botkin, Engineering Land Development
Date: August 28, 2018
Rezoning Petition #: 2018-072 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.

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) – Please add the following note to the rezoning plan: *The Petitioner shall analyze the adequacy of the existing stormwater conveyance across the adjoining parcels receiving stormwater discharge from the site. If the existing stormwater conveyance on the specified off-site parcels is found to be inadequate, the Petitioner shall make a good faith effort with the property owner(s) to improve the stormwater conveyance or otherwise mitigate the stormwater discharge onto the parcel(s).*

Peter Grisewood (Urban Forestry) – Show tree save area on site map.

Jay Wilson (Erosion Control) –