

To: Tammie Keplinger, CMPC

From: Ashley Botkin, Engineering Land Development

Date: February 18, 2016

Rezoning Petition #: 2016-049

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 – Please add the following note under the ENVIRONMENTAL FEATURES heading: *The location, size, and type of storm water management systems depicted on the Rezoning Plan are subject to review and approval as part of the full development plan submittal and are not implicitly approved with this rezoning. Adjustments may be necessary in order to accommodate actual storm water treatment requirements and natural site discharge points.* 

Laurie Dukes – Development of the site shall comply with the requirements of the City of Charlotte Tree Ordinance

Jay Wilson – no requirements