

Lindsey Street approximately 1/2 mile east of 24th Avenue S.E. Turtle Crossing Addition, a Planned Unit Development is a 10.52 acres subdivision consisting of 43 single-family residential lots and a common open space property that contains Water Quality Protection Zone (WQPZ) and a privately maintained detention facility. The City Legal Department staff has reviewed covenants that address the WQPZ and common area.

City Council, at its meeting of March 24, 2020, adopted Ordinance No. O-1920-38, placing this property in the Planned Unit Development (PUD) District. City Council, at its meeting of March 24, 2020, approved the preliminary plat for Turtle Crossing Addition, a Planned Unit Development.

The City Development Committee, on January 8, 2021, approved the program of improvements, final site development plan and final plat and recommended the final site development plan and final plat for the Turtle Crossing Addition, a Planned Unit Development be submitted to City Council for consideration.

DISCUSSION: Construction plans have been approved for the required public improvements for this development. Some of the public improvements are under construction. These improvements consist of water mains with fire hydrants, sanitary sewer mains, storm drainage, street paving and sidewalk improvements. Stormwater runoff will be conveyed to a proposed privately maintained detention facility. Park land requirements have been previously fulfilled as part of the East Ridge Development.

STAFF RECOMMENDATION: The final plat is consistent with the approved preliminary plat. Based on the above information, staff recommends acceptance of the public dedications, approval of the final site development plan and final plat and filing of the final site development plan and final plat subject to completion of public improvements. The City Development Committee must accept all required public improvements or bonds/cash sureties securing public improvements. This action authorizes the Mayor to sign the final plat and bonds.