

City of Bel Aire, Kansas 7651 E. Central Park Ave Bel Aire, Kansas 67226



ORDINANCE 642 PUD REVISION SUBMITTAL REVIEW

Address of proposed project: LOTS 4, 5, 6, AND A PORTION OF LOT 7, BLOCK 1, ARTHUR HEIGHTS ADDITION.

This report is to document that on 5.31.22 the Zoning Administrator from the City of Bel Aire evaluated the above property plan for compliance of zoning and building requirements:

	SETBACKS		ELEVATIONS
	EFFECTIVE CODE COMPLIANCE		REQUIRED PLAN SUBMITTALS
	EROSION CONTROL		EASEMENTS
	LANDSCAPE		SCREENING
	STORM DRAINAGE		NEIGHBORHOOD IMPACT
	ADA ACCESSIBLE		UTILITIES TO BUILDING
The review of the above property plan has been:			
	APPROVED, as noted		
	DELAYED, as noted-if a new site plan to reflect SCFD's requirements can be met by May 4th		
	DENIED, as noted		
DA	ATE_ <u>5/31/22</u>		Keith Price REVIEWED BY

Comments:

Bel Aire received the application 4.1.5.22 with the remittance and site plans.

Ordinance 642 is posted on the city web site www.belaireks.gov. This process will alter the PUD if changes are approved. A new ordinance document would then be created to reflect the changes to Ordinance 642. Housing that meets R-5 zoning can be built by right at 6 units per acre that meets Bel Aire city code.

This site plan is submitted to alter portions of lots 6 and 7; although the PUD includes part of lot 5 and lot 4. Any general rule in the zoning code related to R-6 can be altered by the city council.

The city staff has met with two different neighbors within the 200' area of notification. The new notification has gone out to announce June 16, 2022 as the date for the public hearing. The emailed listed and comments and questions have been added with answers from the first message in red.

Revised PUD-(preliminary or final)

- The parking less than the city general code. We would like to ask the Planning Commission to approve 1.5 parking spaces per dwelling unit as shown on the most recent site plan.
- The fire chief did want the fire lanes marked as "no parking", this would go a long way to help with approval. Yes, we would agree to the no parking markings in the fire lanes.
- How will vehicles be handled based on per unit? We propose that parking stalls be marked for the corresponding units and visitor stalls be marked.
- City engineer drainage review; okay? The drainage concept has been sent to the City of Bel Aire and we are awaiting comment.
- Did you resend a copy to Evergy? Evergy has approved the revised site plan.
- Parking lot lighting is required for parking lots over 20 spaces in multi-family developments per the code. A plan must be submitted to include a point by point photometric.
- A landscape plan is required. During the initial meeting we expected green space or community space.
- The other question is related to screening between the single-family residential uses- site plan doesn't show any screening, the landscape layout general rule is 1 tree per building, plus street trees and screening landscape. The utility easement does hinder the ability to build or plant. This will be another area to discuss as exception to the rule. The Comp plan indicates this is commercial-screening is required; R-6 is a residential use.
- The proposed 8' fence is located in the depicted easement and would require another exception to the general rule as this meets the definition of a structure in the Zoning code.
- To build across lot lines the lots would require the lots to be merged at the county level or as another exception to allow building across property lines.
- The document to amend Ordinance 642 would need to alter the portion covered by the site plan and leave intact the remainder as part of the new ordinance.
- Agreement final review subject to City Attorney review.
- http://www.egovlink.com/public_documents300/belaire/published_documents/Bel%20Aire %20City%20Code/CHAPT18-CODE%20Zoning%20Part-A%202015.pdf contains the Zoning Code. The landscape requirements, lot size, etc.
- http://www.egovlink.com/belaire/docs/menu/home.asp contains the Public Works tab to find the city standards information.