RESOLUTION TO APPROVE THE FINAL PLAT FOR THE ENCLAVE SUBDIVISION

SPONSOR: MAYOR STOCKS FROM: PLAN COMMISSION

WHEREAS, the City of Watertown Plan Commission has reviewed and made recommendations with the following conditions on May 12, 2025, to the Common Council on the final plat known as The Enclave Subdivision (Exhibit A):

- 1. The applicant shall obtain any required erosion control and stormwater permits.
- 2. Any further corrections requested from WDOA shall be made to the plat prior to recording.
- 3. The vision triangles shown on the plat shall be removed.

; and,

WHEREAS, the action of the Common Council shall be noted on three copies of the final plat: one (1) copy of which shall be returned to the developer (Bielinski Development, Inc.) with the date and action endorsed thereon, one (1) copy of which shall be retained by the Engineering Department, and one (1) copy of which shall be retained by the City of Watertown's Assessor; and,

WHEREAS, the developer (Bielinski Development, Inc.) shall provide a copy of the approved final plat to the following utility providers or their successor company(ies) for their comments prior to the drawing of the final plat: WE Energies, AT&T, Spectrum; and,

WHEREAS, the developer (Bielinski Development, Inc.) has agreed to enter into a contract for improvements as required by Article III of Chapter 545 of the City of Watertown Municipal Code. Prior to the signing of said contract by the Mayor and the City Clerk, the developer (Bielinski Development, Inc.) shall pay to the City all required fees, area charges and deposits, and provide any required performance bonds.

NOW, THEREFORE, BE IT RESOLVED BY THE COMMON COUNCIL OF THE CITY OF WATERTOWN, WISCONSIN:

That the final plat of The Enclave Subdivision is hereby approved by the City of Watertown's Common Council.

	YES	NO
DAVIS		
LAMPE		
BERG		
BARTZ		
BLANKE		
SMITH		
ARNETT		
WETZEL		
MOLDENHAUER		
MAYOR STOCKS		
TOTAL		

ADOPTED <u>May 20, 2025</u>	
CITY CLERK	
APPROVED <u>May 20, 2025</u>	
MAYOR	_
IVIATOR	