



## City Council Memo

**DATE:** June 18, 2018  
**TO:** Mayor and City Council  
**THROUGH:** Karolyn Kent, Assistant City Manager  
**FROM:** Christine Zielonka, Development Services Director  
John Wesley, Planning Director  
**SUBJECT:** Rezoning case number ZON18-00118, Rezoning property at the Southwest corner of Billings and Sossaman for an attached single-residence development

### **PURPOSE AND RECOMMENDATION**

Attached is a staff report to the Planning and Zoning (P & Z) Board regarding the requested rezoning of the property at the Southwest corner of Billings and Sossaman from RM2-PAD to RM2-PAD. The new PAD modifies the previous conditions of approval and establishes a new site plan for the property. Staff and the P & Z Board are recommending approval of this rezoning and associated site plan.

### **BACKGROUND AND DISCUSSION**

Several citizens attended the P & Z Board meeting to express concerns about development on this property due to an existing fissure in the area that passes diagonally through this property. The applicant has engaged a registered engineer who specializes in this area to review the proposed development and advise the developer on steps to take to address the issues with the fissure. Based on the information and comments from this professional, the Planning and Zoning Board determined the issues with the fissure are being adequately addressed.

In the staff report for the P & Z Board, there is discussion of the need to provide better separation between the private and public areas in front of the homes facing Billings Street. Staff included a stipulation, Condition #5. f. to require an 18" stoop in front of each entry door. Following the completion of the staff report, the applicant provided an alternative design that meet the intention of this requirement, therefore, staff recommended to the P & Z Board this condition be removed. The Board agreed with the staff recommendation, so the attached ordinance does not include this condition as described in the staff report.