

# Planning Commission Agenda Memo

**From:** Ryan Miller, City Planner

**Meeting:** February 2, 2021

**Subject:** Revised Preliminary Plat for Lots 1-4, Block 18, Prairie Hills Addition

**Person(s) Responsible:** Ryan Miller, City Planner

**Summary:**

A revised preliminary plat has been submitted by Prairie Hills, LLC for Lots 1-4, Block 18, in Prairie Hills Addition.

**Background:**

A preliminary plat for this 6.32 acre parcel was submitted and approved by the Planning Commission in April 2020. The original preliminary plat was for three lots. The applicant now wishes to replat the parcel with four lots.

The parcel is located at the northeast corner of Main Ave S and 32<sup>nd</sup> St S. The land is currently zoned Business B-3 Heavy District. One identified use is for an indoor soccer facility currently being constructed on Lot 1. Three additional lots will be created for B-3 uses.

One 40' shared access drive will be located along Main Ave S serving Lots 1 and 2. Another 40' shared access drive will be located along 32<sup>nd</sup> St S serving Lots 2 and 3. A third access drive will serve only Lot 4. This access drive will be 24'. A 1' no access easement will be added at final platting.

Lots 1 and 2 will have access to water and sanitary sewer services. Lot 3 does not currently have access to water and sewer.

A drainage plan submitted for the original development plan for Prairie Hills Addition is sufficient for the approval of this preliminary plat. The original drainage plan is being amended and final platting will be contingent on the completion of an amended drainage plan.

**Findings of Fact:**

The revised preliminary plat meets all subdivision and zoning regulations.

**Recommendations:**

The Development Review Team (DRT) has reviewed the project. Staff recommends approval of the revised preliminary plat.

**Options:**

The Planning Commission has the following options:

1. Approve as presented
2. Approve as amended
3. Deny

**Supporting Documentation:**

1. Notice
2. Preliminary Plat
3. Area Map