MODIFICATIONS TO A SPECIAL USE PERMIT WORKSHEET

For any petition requesting <u>Modifications</u> to the Land Development Code with a Special Use Permit, the petitioner is required to <u>submit a separate response for each requested modification</u>, provide justification for the request, and describe any incremental improvements above code requirements proposed to mitigate impacts.

All code requirements shall be met wherever possible. Modifications, a form of variance granted with a special use permit, may be granted where there are unique conditions qualified as practical difficulties or unnecessary hardships and "the variance granted is the minimum adjustment necessary for the reasonable use of the land."

Special Use for	Parcel C with the following modifications:
Code Section: Se	ection 6-212.B
b. Provide dua	at the rear of buildings away from pedestrian-oriented streets al entrances to the building, allowing patrons to enter both from and parking area
	CCC/ a. Allow for trash enclosure and parking lot within setback area due to existing site constraints b. Multiple entrances to the building creates a safety concern for the use type
Improvements:	The design of the building is intended to incorporate strong Architectural identities with a correlation to those in the area: a. Taller parapets/building elements for better visibility b. Use of more 'premium' materials and design elements on all four sides c. Use of decorative landscaping and retaining walls to achieve similar visual goals expr
Special Use for	Parcel C with the following modifications:
Code Section: Se	ection 6-212.D.6.c
Requirement:	ear setback at 30' minimum
Requested Varian Modification:	Due to existing site constraints, the rear setback needs to be 15' as shown
Incremental Improvements:	Decorative retaining walls and landscaping will be introduced to provide a solid buffer as required by code
Special Use for _	with the following modifications:
Code Section:	
Requirement:	
Requested Variar Modification:	nce/
Incremental Improvements:	

