

Riverland Parcel B Plat Four

PRELIMINARY AND FINAL SUBDIVISION PLAT
APPLICATION WITH CONSTRUCTION PLANS

(P21-138)

City Council Meeting January 10, 2021

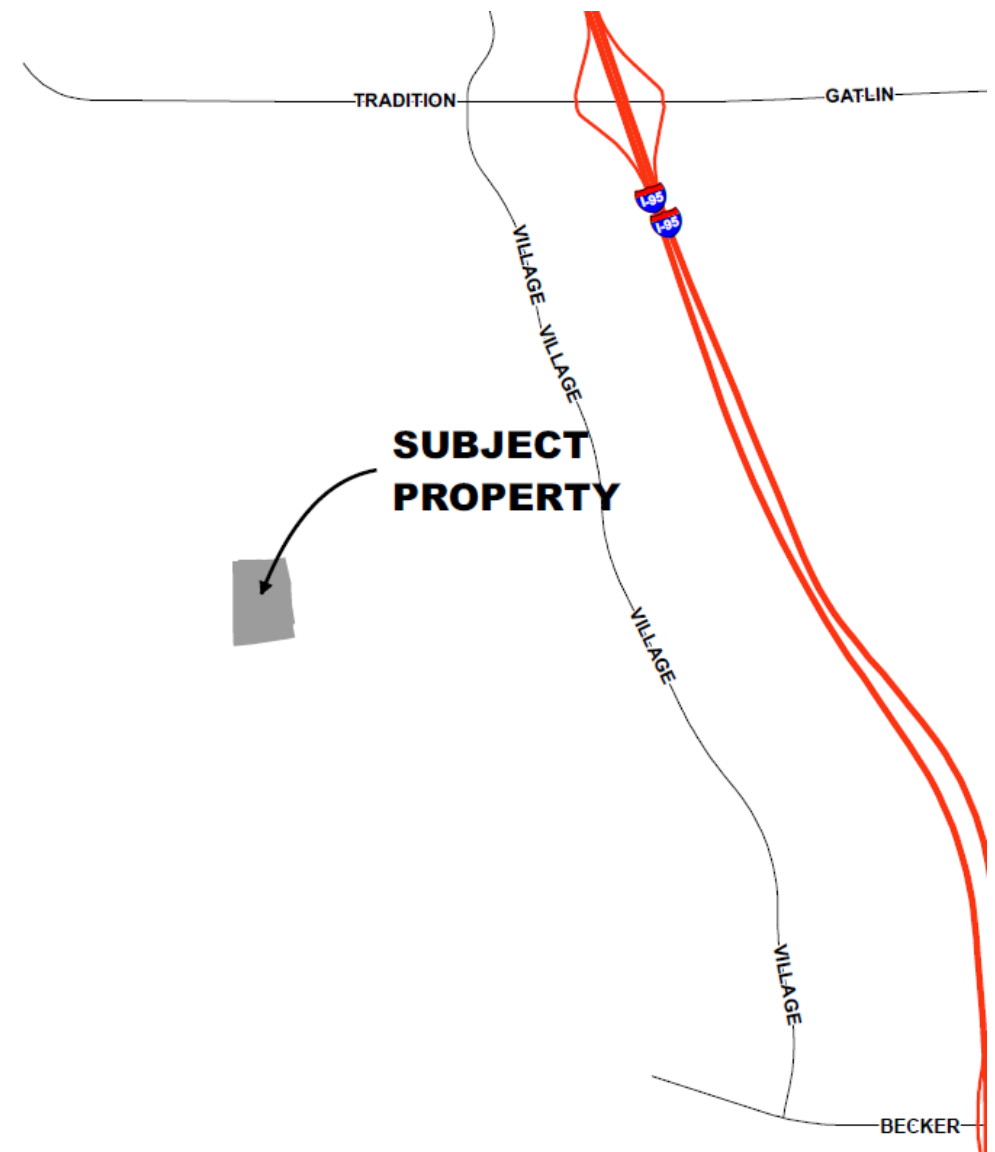


Requested Application:

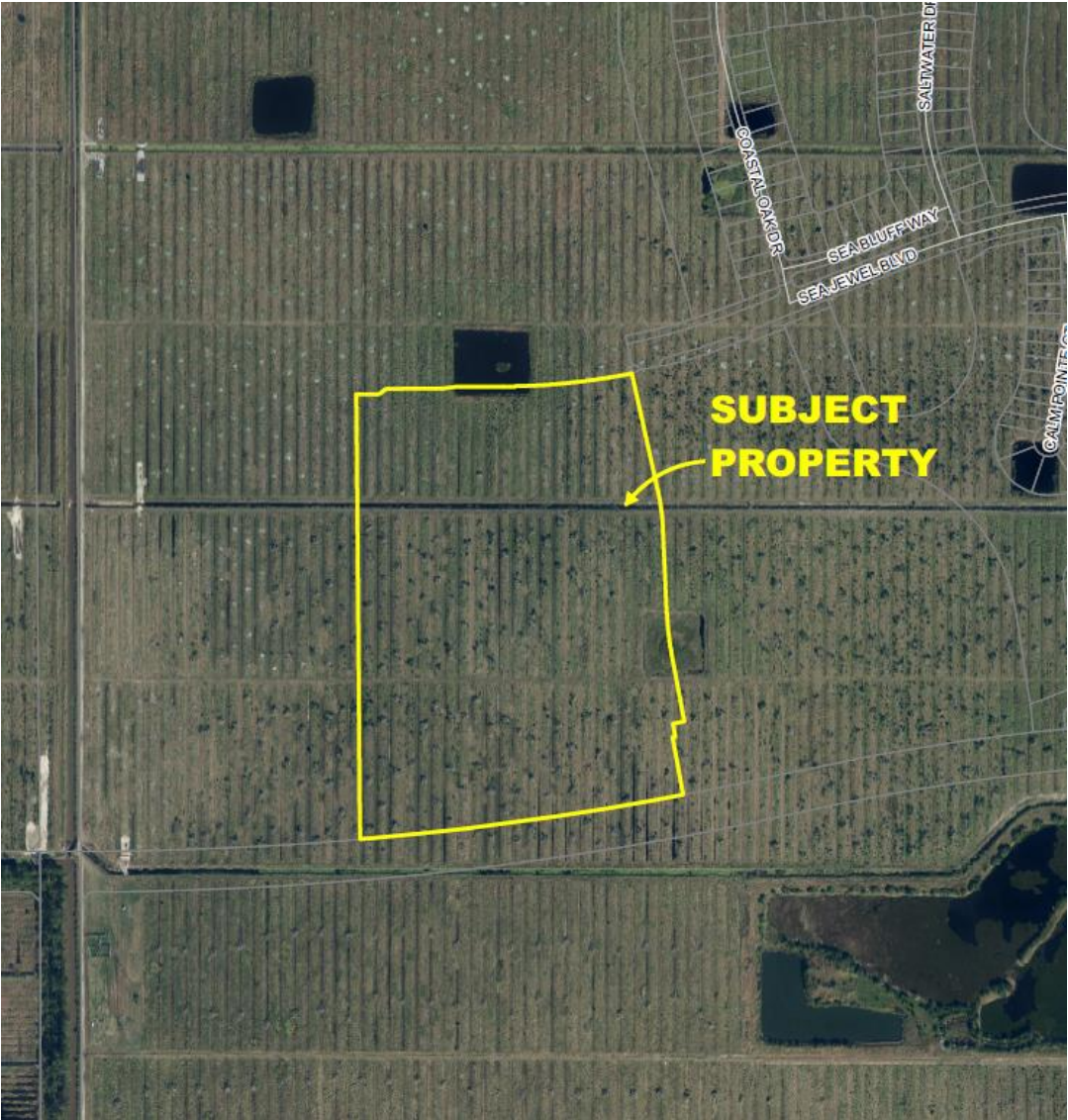
This 40.75 acre preliminary and final subdivision plat is proposed to create:

- 139 single family lots
- Water management tracts
- Open space tracts
- Private road right-of-way dedicated to the Riverland Parcel B Homeowners Association.

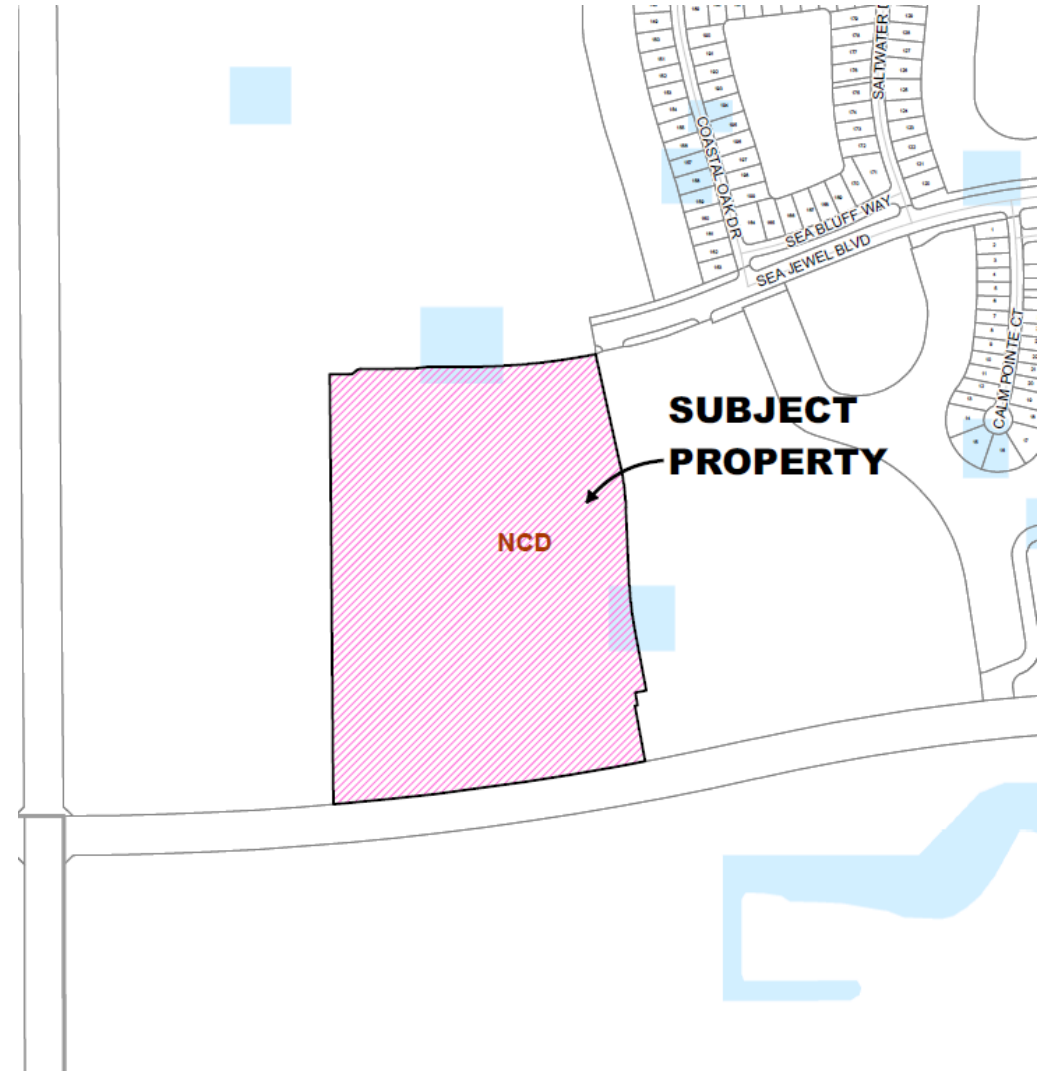
Subject property



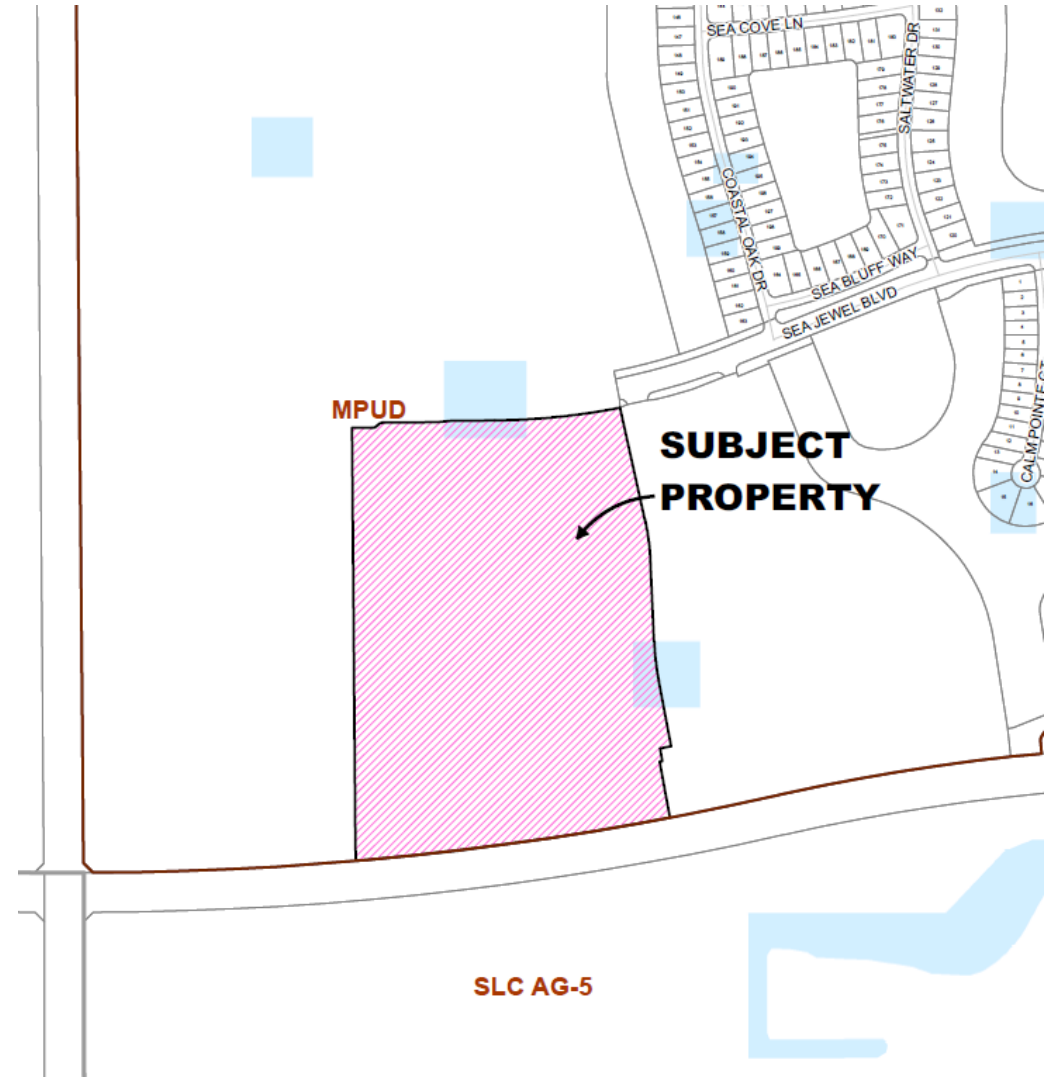
Aerial



Land Use



Zoning



SLC AG-5



Concurrency Review

The project has been reviewed for compliance with Riverland/Kennedy Development of Regional Impact Development Order regarding provision of adequate public facilities.

The Public Works Department found the transportation elements of the project to be in compliance with the adopted level of service and requirements of Chapter 156 of City Code, Public Works Policy 19-01pwd and the latest Development Order for the referenced project



Traffic Impact Analysis

- Received August 2020
- Report completed by Simmons & White for Riverland
- Reviewed by City Staff
- 3rd party consultant (WGI, Inc.) hired by City to review
- Found to be consistent with the MPUD



Latest Trip Counts

1,595 Building Permits issued as of 11/24/21

Age Restricted

PM Peak = 611 Total Trips

- No additional roadway requirements are triggered at this time.
- DRI requirement for 2 lanes of Community Blvd. from Discovery to E/W 3 is not triggered until either 700 dwelling unit COs or 828 Total Net External PM Peak Hour trips whichever comes later.
- However, Riverland has started construction from Community Blvd. going South to E/W 3 already.

Source: Institute of Transportation Engineers (ITE), Trip Generation, 10th Edition.



Public Art

To meet the public art requirement, the Developer will provide a choice within 90 days of the first residential permits being pulled.



Recommendation

Site Plan Review Committee recommended approval at their meeting of July 14, 2021.

