

ORDINANCE NO.

AN ORDINANCE TO REVISE THE DENSITY REQUIREMENTS IN THE CANYON LAKE OVERLAY ZONING DISTRICT AND THE FIFTH STREET OVERLAY ZONING DISTRICT BY AMENDING CHAPTER 17.60.060 AND CHAPTER 17.62.060 OF THE RAPID CITY MUNICIPAL CODE

WHEREAS, pursuant to the authority granted to it by Chapter 11-4 of the South Dakota Codified Laws, Rapid City has adopted zoning regulations; and

WHEREAS, the Canyon Lake Overlay Zoning District was approved by the City Council on August 15, 2005; and

WHEREAS, the Fifth Street Overlay Zoning District was approved by the City Council on December 18, 2006; and

WHEREAS, the density requirements incorporated within the two overlay districts stated that 2,000 square feet is needed for additional units, but the language is not clearly defined; and

WHEREAS, the City of Rapid City deems it to be in the City's best interest to amend Section 17.60.060 Canyon Lake Overlay Zoning District and Section 17.62.060 Fifth Street Overlay Zoning District of the Rapid City Municipal Code by revising the density requirements of the two overlay districts in order to clarify the requirements.

NOW THEREFORE, BE IT ORDAINED by the City of Rapid City that Sections 17.60.060 and 17.62.060 of the Rapid City Municipal Code be and hereby are amended to read as follows:

17.60.060 Density.

For ~~any multifamily dwelling multiple-family structures~~ of 3 or more units, there shall be a lot ~~size area of not less than 5,000 square feet plus an~~ ~~for each~~ additional ~~unit shall be~~ 2,000 square feet ~~per dwelling for each unit multiple-family unit or assisted living suite or room.~~

17.62.060 Density.

For ~~any multifamily dwelling multiple-family structures~~ of 3 or more units, ~~there shall be a lot size area of not less than 5,000 square feet plus an for each additional unit shall be 2,000 square feet per dwelling for each unit multiple-family unit or assisted living suite or room.~~

CITY OF RAPID CITY

Mayor

ATTEST:

Finance Officer
(SEAL)

First Reading:
Second Reading:
Published:
Effective: