

2013-07-13

**REQUEST FOR EXCEPTION TO**  
**RAPID CITY DESIGN STANDARD / CRITERIA / REGULATIONS**

PROJECT Steele - Lot 3 of S & S Subdivision

DATE: 7-12-13 SUBMITTED BY: Fisk Land Surveying & Consulting Engineers, Inc.

PIN #: 1925400014 PO Box 8154, Rapid City, SD 57709

LEGAL DESCRIPTION: NW 1/4 SE 1/4 SE 1/4 of Section 25, T2N, R6E, BHM, Pennington County, SD

EXCEPTION REQUESTED: SECTION Figure 2.1 & 3.1 STD / CRITERIA / REG \_\_\_\_\_

DESCRIPTION OF REQUEST: To waive the requirement to install sidewalk, curb, gutter, street light, conduit, water main and sewer main on Sun Ridge Road and Pushing Place and to allow a chip seal surface as pavement.

JUSTIFICATION:  
(Please use back of sheet if additional room is needed) Previous Subdivision Variances and Exceptions (12EX110) have been granted in this location. Required road and utility improvements would create discontinuous road sections and no central sewer or water facilities are available or anticipated in this area. The developer is willing to consent to a Waiver of Right to Protest for future improvements on these street sections. The proposed additional use/density is only one unit which will result in a minimal impact on this road section/location.

SUPPORTING DOCUMENTATION:  Yes  No

PROPERTY OWNER'S SIGNATURE\*\*: James D Steele DATE: 7-19-13

\*\*Or Agent, if previously designated by the Owner in writing.

-----FOR STAFF ONLY-----

STAFF COMMENTS: \_\_\_\_\_

STAFF RECOMMENDATION: \_\_\_\_\_

REVIEWED BY: \_\_\_\_\_ DATE: \_\_\_\_\_

AUTHORIZATION:  APPROVED  DENIED

COMMUNITY PLANNING DIRECTOR  APPROVED  DENIED DATE \_\_\_\_\_

PUBLIC WORKS DIRECTOR\* \_\_\_\_\_ DATE \_\_\_\_\_

Revised 08/3/12

FILE #: \_\_\_\_\_

ASSOCIATED FILE#: \_\_\_\_\_

\*Public Works Director's signature is not required for Lot Length to Width Exceptions, Ordinance No. 5434.

Copy to Utility Maintenance: \_\_\_\_\_ Copy to Water: \_\_\_\_\_ Copy to Waste Water: \_\_\_\_\_ Copy to Streets: \_\_\_\_\_ Copy to Traffic: \_\_\_\_\_ Copy to Construction: \_\_\_\_\_