Swauk Valley Ranch Conservation Plat Narrative

(This information also applicable to Preapplication Narrative #10)

9. Project information

- The purpose of this application is to create 4 lots in a conservation plat on an approximately 151-parcel, consisting of two new lots for residential development (4.99 acres each), an existing farmstead lot (9.54 acres) and an open space lot (the remaining 130.72 acres).
- Parcel 207734 (currently approximately 151 acres after a recent 2017 BLA)
 - There is one structure on Parcel 207734 to be located within an existing farmstead lot of less than 10 acres.
 - The conservation development does not exceed the density permitted by the AG
 20 zone in which the development is located.
 - o The conservation plat is not adjacent to another cluster or conservation plat.
 - The new residential lots will be located in the north-west portion of Parcel 207734. Lots are located adjacent to one another, upon far less than 50% of the total property being divided.
 - Building envelopes for the new residential lots are established on the plat, each
 of which are less than an acre in size and located in relatively flat areas of the
 individual lots to ensure the same development pattern that would occur with
 smaller lots consistent with KCC 16.09.060.1.
 - Over 70% of the land outside of the conservation cluster will remain in open space for resource use in perpetuity. The open space will be held by Swauk Valley Ranch LLC, the same entity that owns Parcel 207734.
- Water: to be provided from the existing site class b well, system id: AC733E, mitigation TBD
- Sewage disposal: to be provided by an existing septic system on Parcel 207734. The septic system is on record at Public health.
- 10. There are no Forest service roads/easements in the project area.
- 11. Access to the conservation plat is from the existing access drive off Highway 10.
- 12. N/A. The TDR Sending Sites are involved in the conservation plat.
- 13. N/A. The conservation plat is not a performance-based cluster plat.