

PUD request for Cody Callaway Office Building

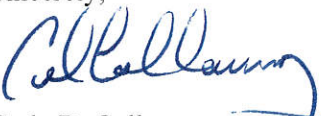
On April 21, 2015, the City Council approved BACP 143, my request to change the Comprehensive Plan designation on my property from Level 2 to Level 5. BACP 143 was approved for an office building with a residential theme. I have proceeded to engage the services of an architect to design my building and wish to proceed forward with the rezoning and Planned Unit Development.

My property, which is located on the northeast corner of First Street and Detroit Street, has been platted as Lots 11 through 15, Block 17, Original Town of Broken Arrow. With this PUD, development on my property will occur in accordance with the City of Broken Arrow Zoning Ordinance and the use and development regulations of the ON (Office Neighborhood) district except as follows:

1. Uses permitted: Use is limited to only those uses allowed in the ON district.
2. Only one building shall be permitted on the property and such building shall setback as follows:
 - From north property line: 30 feet
 - From east property line: 30 feet
 - From south property line next to Detroit Street: 20 feet
 - From west property line next to First Street: 20 feet
3. Building height shall be limited to one story.
4. The building shall be residential in character with a hip roof as shown on the attached elevations.
5. No access shall be allowed to Detroit Street or First Street. All access shall be from the alley on the north. On-site parking shall occur on the north end of the property next to the alley.
6. At least ten medium to large trees, two inches in caliper shall be installed on the property along with an underground irrigation system.

I would like to extend my gratitude to Mr. Farhad Daroga and Mr. Brent Murphy for their guidance through this process. Their tremendous advice and willingness to help has motivated me to build this project in such a fashion so that our fine city can be proud of its use and appearance.

Sincerely,


Cody D. Callaway

City of Broken Arrow

SEP 14 2015