

CITY - SPECIAL USE DISTRICT PERMIT

SPECIAL USE DISTRICT PERMIT

Issued by the City Council

of the City of Winston-Salem

The City Council of the City of Winston-Salem issues a Special Use District Permit for the site shown on the site plan map included in this zoning petition of James Strader and James W. Strader Revocable Trust, (Zoning Docket W-3462). The site shall be developed in accordance with the plan approved by the Board and bearing the inscription: "Attachment A, Special Use District Permit for HB-S (Restaurant (with drive-through service); Retail Store; Furniture and Home Furnishings Store; Offices; and Storage Services, Retail), approved by the Winston-Salem City Council the _____ day of _____, 20____" and signed, provided the property is developed in accordance with requirements of the HB-S zoning district of the Zoning Ordinance of the *Unified Development Ordinances*, the Erosion Control Ordinance, and other applicable laws, and the following additional conditions be met:

- **PRIOR TO ISSUANCE OF GRADING PERMITS:**
 - a. The developer shall obtain a driveway permit from the City of Winston-Salem; additional improvements may be required prior to issuance of the driveway permit(s). Required improvements include:
 - Closure of the existing middle driveway on Brewer Road;
 - Installation of a 3-foot-wide median on Brewer Road from its intersection with Peters Creek Parkway to a point 20 feet beyond the easternmost edge of the western driveway into the site;
 - Installation of a heavy-duty concrete apron at the western driveway entrance, extending from the edge of pavement on Brewer Road to the right-of-way line; and
 - Installation of sidewalks along Brewer Road and Peters Creek Parkway.
- **PRIOR TO ISSUANCE OF BUILDING PERMITS:**
 - a. The developer shall record a negative access easement along the entire frontage of Peters Creek Parkway.
- **PRIOR TO ISSUANCE OF A CERTIFICATE OF OCCUPANCY:**
 - a. All required improvements of the City of Winston-Salem driveway permit shall be completed.