

**The Ridge Sewer Lift Station**  
Conditional Use Permit Application  
February 2020

**Project Description**

The proposed sewer lift station will serve the final five buildings (20 units) of the The Ridge Townhome Project at Wolf Creek Resort. The pump building will be located in the southeast corner of the project at the lowest elevation as indicated on the site plan. An access easement is in place to service the building.

The 12x16 building (192 SF footprint) will have concrete walls with an asphalt roof. All outside lighting will be dark sky compliant. An example of the structure is enclosed with the submittal material. One exception will be the roofline, which will have a 3:12 pitch and shed in one direction. Proposing pour in place concrete walls to retain against the hillside and to have a rough finish look that is consistent with the dumpster areas throughout the project. Any landscaping will be done in conjunction with PH5 construction and be consistent with the overall PRUD landscaping plan.

The Wolf Creek Water & Sewer Improvement District will own and operate the lift station after construction is completed and the improvements are accepted.

**Submittal Enclosures**

Site plan  
Access easement  
Building elevation examples  
Overall Project PRUD plan with landscaping  
Geology report

**Reasonably anticipated detrimental effects of a proposed conditional use can be substantially mitigated by the proposal or by the imposition of reasonable conditions to achieve compliance with applicable standards. Examples of potential negative impacts are odor, vibration, light, dust, smoke, or noise.**

The lift station will have all pumping equipment enclosed or buried to mitigate noise resulting in the operational use.

**That the proposed use will comply with the regulations and conditions specified in the Zoning Ordinance and other applicable agency standards for such use.**

Public utilities are permitted under the FR-3 land use code as a Conditional Use for utility substations (Sec 104-17-3-k).