



July 25, 2006

22-PP-2005/113-DR-2005  
Steven Voss  
Lva Urban Design Studio LLC  
7502 E Main St  
Scottsdale, AZ 85251

**RE: DRB/PRELIMINARY PLAT APPROVAL NOTIFICATION**

**Case Reference No:** 22-PP-2005/113-DR-2005 Sereno Canyon

Dear Mr. Voss,

The Development Review Board approved the above referenced case on July 20, 2006. For your use and reference, we have enclosed the following documents:

- Approved Stipulations/Ordinance Requirements for 22-PP-2005
- Approved Stipulations/Ordinance Requirements for 113-DR-2005
- Fire Ordinance Requirements for 22-PP-2005/113-DR-2005
- Site Plan with Fire Dept. Requirements Notations for 22-PP-2005/113-DR-2005
- Site Plan with Street Naming Requirement Notations for 22-PP-2005
- Construction Document Submittal Requirements/Instructions for 22-PP-2005
- Construction Document Submittal Requirements/Instructions for 113-DR-2005
  - These instructions are provided to you so that you may begin to assemble information you will need when submitting your construction documents to obtain a building permit. For assistance with the submittal instructions, please contact your project coordinator Don Hadder, 480-312-2352.
- Table: "About Fees"
  - A brief overview of fee types. A plan review fee is paid when construction documents are submitted, after which construction may begin. You may review the current years fee schedule at:  
<http://www.scottsdaleaz.gov/bldgresources/Fees/default.asp>

Please note that fees may change without notice. Since every project is unique and will have permit fees based upon it's characteristics, some projects may require additional fees. Please contact the One Stop Shop at 480-312-2500.

**Finally, please note that as the applicant, it is your responsibility to distribute copies of all enclosed documents to any persons involved with this project, including but not limited to the owner, engineers, architect, and developer.**

Sincerely,

A handwritten signature in black ink, appearing to read "Don Hadder", is written over the typed name.

Don Hadder