

CITY OF ALBUQUERQUE

TRAFFIC IMPACT STUDY (TIS) FORM

APPLICANT: ABQ Development, LLC DATE OF REQUEST: 07 / 21 / 16 ZONE ATLAS PAGE(S): B-19

CURRENT:

ZONING RD-3 DU/AC

PARCEL SIZE (AC/SQ. FT.) 2.00 Ac

LEGAL DESCRIPTION:

LOT OR TRACT # Tract 1, Lot 31 & 32 BLOCK #

SUBDIVISION NAME Desert Ridge Pointe

REQUESTED CITY ACTION(S):

ANNEXATION ☐

ZONE CHANGE ☐: From To

SECTOR, AREA, FAC, COMP PLAN ☐

AMENDMENT (Map/Text) ☐

SITE DEVELOPMENT PLAN:

SUBDIVISION* ☐ AMENDMENT ☐

BUILDING PERMIT ☐ ACCESS PERMIT ☐

BUILDING PURPOSES ☐ OTHER ☐

*includes platting actions

PROPOSED DEVELOPMENT:

NO CONSTRUCTION/DEVELOPMENT ☒

NEW CONSTRUCTION ☐

EXPANSION OF EXISTING DEVELOPMENT ☐

GENERAL DESCRIPTION OF ACTION:

OF UNITS: 8

BUILDING SIZE: (sq. ft.)

Note: changes made to development proposals / assumptions, from the information provided above, will result in a new TIS determination.

APPLICANT OR REPRESENTATIVE 

DATE 7-21-16

(To be signed upon completion of processing by the Traffic Engineer)

Planning Department, Development & Building Services Division, Transportation Development Section -
2ND Floor West, 600 2nd St. NW, Plaza del Sol Building, City, 87102, phone 924-3994

TRAFFIC IMPACT STUDY (TIS) REQUIRED: YES ☐ NO ☐ BORDERLINE ☐

THRESHOLDS MET? YES ☐ NO ☐ MITIGATING REASONS FOR NOT REQUIRING TIS: PREVIOUSLY STUDIED: ☐

Notes:

If a TIS is required: a scoping meeting (as outlined in the development process manual) must be held to define the level of analysis needed and the parameters of the study. *Any subsequent changes to the development proposal identified above may require an update or new TIS.*

TRAFFIC ENGINEER

DATE

Required TIS **must be completed prior to applying to the EPC and/or the DRB.** Arrangements must be made prior to submittal if a variance to this procedure is requested and noted on this form, otherwise the application may not be accepted or deferred if the arrangements are not complied with.

TIS **-SUBMITTED** / /
-FINALIZED / /

TRAFFIC ENGINEER

DATE

Revised January 20, 2011