NOTES AND COMPUTATIONS					
Building Permit #:	B2010518	Zone:	R-3	N&C Cycle #:	1
DCRA BZA Case #: Property Address:	FY-23-9-Z 1956 Fendall St SE	Existing Use: Proposed Use:	SFD SFD	Date of Review: Reviewer:	August 24, 2023 Chyna Barber
Square: 5764	Lot(s): 0047	ZC/BZA Order:			

ltem	Existing Conditions	Minimum Required	Maximum Allowed	Provided by Proposed Construction	Variance Deviation/%	Notes/Zoning Relief Required
Lot area (sq. ft.)	1553	2,000	n/a	n/a	n/a	n/a
Lot width (ft. to the tenth)	18	18.0	n/a	n/a	n/a	n/a
Building area (sq. ft.)	441.18	n/a	621.2	784	162.6	Special Exception
Lot occupancy (total building area of all buildings/lot area)	28.4	n/a	40	50.4	10.4	Special Exception
Principal building height (stories)	2	n/a	3	2	n/a	n/a
Principal building height (ft. to the tenth)	n/a	n/a	35.0	n/a	n/a	n/a
For portion of a story, finished first floor height above the adjacent finished grade (ft.)	n/a	n/a	n/a	n/a	n/a	n/a
Front yard (ft. to the tenth)	0.0	n/a	n/a	n/a	n/a	n/a
Rear yard (ft. to the tenth)	20	20.0	n/a	10	10	Special Exception
Side yard, facing principal building front on left side (ft. to the tenth)	2	5	n/a	2	3	Special Exception
Side yard, facing principal building front on right side (ft. to the tenth)	0.0	n/a	n/a	0.0	n/a	n/a
Vehicle parking spaces (number)	0	1	n/a	0	n/a	Parking Credit
Pervious surface (%)	10	20	n/a	10	10	Special Exception
If there is an accessory building:						
Accessory building height (stories)	n/a	n/a	n/a	n/a	n/a	n/a
Accessory building height (ft. to the tenth)	n/a	n/a	n/a	n/a	n/a	n/a
Accessory building area (sq. ft.)	n/a	n/a	n/a	n/a	n/a	n/a
Accessory building setback from center line of alley (ft.)	n/a	n/a	n/a	n/a	n/a	n/a
If there is an accessory apartment:						
Accessory apartment (#)	n/a	n/a	n/a	n/a	n/a	n/a
Principal building gross floor area (sq. ft.)	n/a	n/a	n/a	n/a	n/a	n/a
Accessory apartment square footage (sq. ft.)	n/a	n/a	n/a	n/a	n/a	n/a
Accessory apartment % of principal dwelling total floor area (%)	n/a	n/a	n/a	n/a	n/a	Board of Zoningn/adjustment

EXHIBIT NO.16A