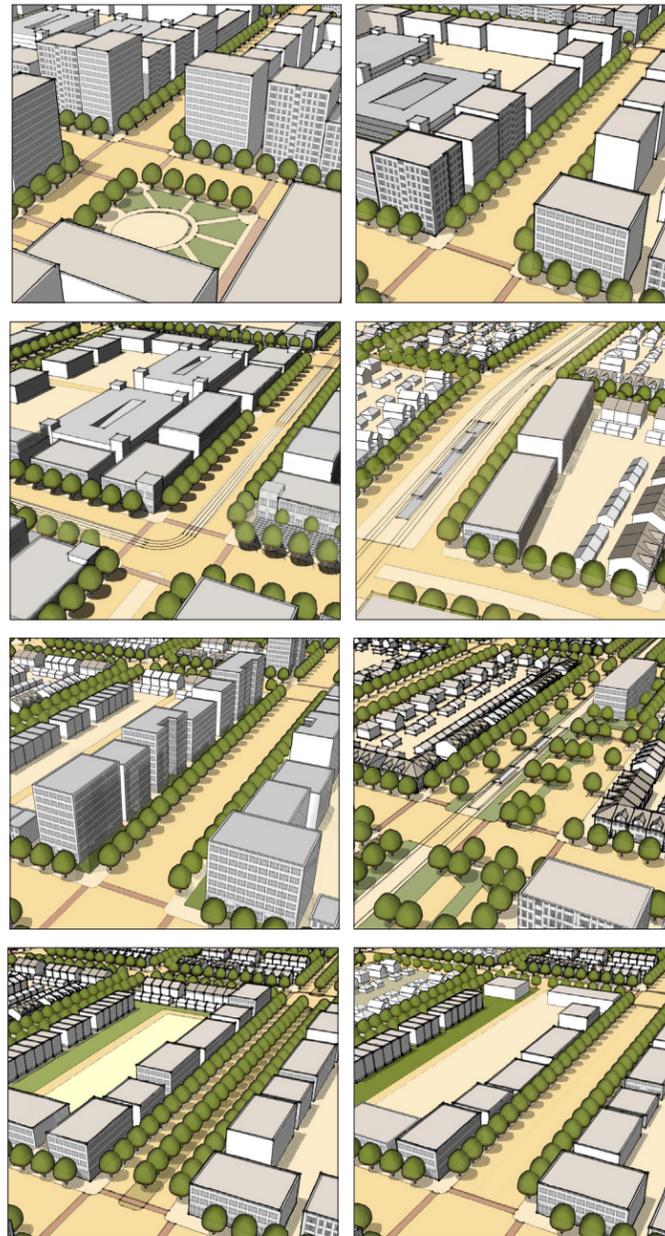


# Template Form-Based Code for Centers & Corridors along the Wasatch Front

A Wasatch Choice for 2040 tool to achieve your community vision

## Template Code & Workbook



## Wasatch Choice for 2040 Consortium

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# 1.0 Place Types

## How to Use This Section

Place Types assist in the planning and redevelopment of existing and potential mixed use areas. The Place Types defined in this document outline the basis for establishing or maintaining mixed use, walkable places that support a diversity of retail and commercial space, multiple modes of transportation (including transit supportive densities), a variety of Open Spaces, and a wide range of housing choices.

The Place Types illustrate neighborhood development regulations (similar to conventional subdivision regulations), including block configuration, open space requirements, and street regulations. Additionally, Place Types also define the appropriate mix of building forms and uses via requirements of a permitted mix of Core, General, and Edge Zoning Districts. (See 3.0 Districts).

## Calibrating

### How Walkable are the Current Blocks?

Once an Place Type has been chosen, measure the existing blocks in the location. Do the existing blocks meet the desired block sizes of the Place Type to encourage walkability? If not, the street and block requirements of the Place Type should be codified. See Overlays, Districts, or Guidance for more information.

### Place Types as District or Guidance

The Place Types can be used either to guide the mapping of zone districts or as the Zoning District (or Overlay). (See 10.1 Administration for additional information on mapping and application review process.)

## 1. Guidance

In locations where the blocks are appropriately sized and new streets are not required, the existing parcels can then be zoned with the appropriate mix of Core, General, and Edge Subdistricts. To determine the appropriate mix of Core, General, and Edge Subdistricts, use the requirements of the selected Place Type. The Place Type information can also be used to help determine the need for new Open Space Types and to set the design of the existing Street Types.

In this case, delete the following and renumber subsequent sections, unless included for reference to illustrate intent only.

- 1.0 Place Types
- 2.0 Street Types
- 6.0 Open Space Types

## 2. Place Type District

In locations where existing blocks are very large and new streets are needed to create more walkable blocks, the selected Place Type can be applied as the new zoning district. That new district, similar to a Planned Development District would include the requirements of the Place Type, triggering new blocks and streets when subdividing to be developed by either the municipality or parcel owner to be decided during the Development Review Process. The Core, General, and Edge Subdistricts permitted within the Place Type would then become Subdistricts.

In this case, Section 1.0 Place Types would include:

- 1.1 Introduction
- 1.2 General Place Type Requirements
- 1.3 [Place Type selected].

The Place Type District would then be mapped as a new zoning district across

## WORKBOOK: 1.0 Place Types

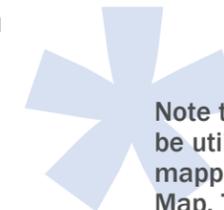
the whole existing parcel (for example, the Urban Center Place Type District). The Core, General, and Edge Subdistricts would then become unmapped subdistricts within the Place Type District.

## Overlay

An overlay is similar to the Place Type District, except generally, overlays maintain some underlying base district requirements. Typically, the form-based code would not retain any existing requirements, but sometimes use, parking, and signage are retained. See Workbook in 10.1 Administration for further discussion on Overlays vs. Districts.

## Optional vs. Mandatory

The Place Type District or Overlay could also be an optional parallel code on top of the existing designation. The Applicant could then choose which code to use. See the Workbook in 10.1 Administration for a discussion on Optional Parallel codes or overlays.



**Note that Place Types may be utilized as Districts and mapped on the Zoning Map. The Core, General, and Edge districts then become Subdistricts and should be changed to read as such throughout the document.**

**If the Place Types are used only as guidance, the Core, General, and Edge Districts are the Zoning Districts to be mapped.**

## Master Case Study: Calibration Example for Place Type

As a Template Code Workbook aid, a Master Case Study was developed to demonstrate a calibration example applied to a place. Using the real metrics of the Template Code, several calibration techniques are highlighted, and the final code layout is shown without the inapplicable information for your Place Type.

This Master Case Study will appear at the front of several sections throughout the Template Code Workbook as it gets worked through the calibration process.

### Community Planning Process

The Master Case Study area underwent a master planning process. That resulted in a vision for the area of medium density mixed use core surrounded by residential and office.

Taking these elements into account, the Master Case Study will use the **Station Community Place Type**.

### 1.0 Place Type Section

After establishing the Place Type to be used in the code, delete all the additional specific Place Type pages included in 1.3-1.10. In the Master Case Study, except Town Center.

### Information Retained in Code

1.1 Introduction

1.2 General Place Type Requirements

1.3 Station Community Place Type (shows in Template Code as 1.6, but is renumbered after calibration.)

### Place Type Table

Calibration begins with the Place Type Table. The requirements outlined in each identify which code elements will become the calibrated code and which elements do not apply and will not be included.

### District Information

Each Place Type contains permitted districts designed to match the intensity

(or desired intensity) of the place. Per the table, 3 of the 4 districts in the Template Code are appropriate for the Station Community Place Type: Core C, General C, and Edge B & C. Rename these Districts as appropriate.

### Block Configuration & Permitted Street Types

The Block Configuration sets maximum block lengths and widths. This metric is important to ensure walkable blocks are developed when subdivision occurs. Permitted Street Types establish streets with appropriate scale and intensity for the Place Type.

### Open Space Requirements & Permitted Open Space Types

Open Space Requirements ensure that Place Types contain open space within a walkable distance. Permitted Open Space Types establish that appropriately sized and scaled open space is developed.

After deleting unneeded Place Types, renumber to 1.3 if this is the only Place Type to be included in the code.

Delete unused Subdistricts. Add any districts created during calibration. Rename permitted Districts. (The "C" of Core C is eliminated.)

Revise the Intent and Illustration to reflect the vision developed in Step 1 (see Template Code Introduction).

Create a sample map of the area to illustrate the required blocks and streets, and the distribution of the districts.

**1.0 Place Types**

**1.6 Station Community**

**1. Description and Intent.**  
The Station Community Place Type is intended for use in developing or redeveloping areas around a new station. Typically, the area is not in the near future, will be transitioning from existing uses such as light industrial to mid-density commercial residential and potentially a variety of other uses. The Station Community Place Type is intended to be served by one or more modes of transit and focused on residential uses with neighborhood support uses.

**Form and Uses.**  
This Place Type typically includes a mix of storefront buildings adjacent to the transit stop, serving the surrounding residential neighborhood. Upper floors or office or residential are recommended around the commercial uses.  
A wide mix of Building Types are permitted, with Single Buildings of multiple family units in offices, new buildings housing residential and/or live-work units, and Yard Building single family in the Edge Subdistricts. Additionally, the Limited Bay building is permitted, to allow for the continuation of any existing industrial uses.

**Transit.**  
The Station Community should be served by at least one mode of fairly frequent transit, typically light rail or commuter rail. Bus routes would also likely be located within the area.

**2. Requirements.**  
Refer to Table 1.6 (2) for requirements for the Station Community Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.

**Table 1.6 (2). Station Community Requirements.**

Category	Requirement	Permitted
Subdistricts	Core A	<input type="checkbox"/>
	Core B	<input type="checkbox"/>
	Core C	<input checked="" type="checkbox"/>
	Core D	<input type="checkbox"/>
General	General A	<input type="checkbox"/>
	General B	<input type="checkbox"/>
	General C	<input checked="" type="checkbox"/>
	General D	<input type="checkbox"/>
Edge	Edge A	<input type="checkbox"/>
	Edge B	<input checked="" type="checkbox"/>
	Edge C	<input type="checkbox"/>
Block Configuration	Maximum Block Length	600' preferred 400'
	Maximum Block Width	300'
Permitted Street Types	Alley	<input type="checkbox"/>
	Lane	<input type="checkbox"/>
	Neighborhood St.	<input type="checkbox"/>
	Connector	<input type="checkbox"/>
	Avenue	<input checked="" type="checkbox"/>
	Boulevard	<input type="checkbox"/>
Open Space Requirements	Core Subdistrict Requirements	One Open Space Type is required within 100' of the entrance of each building.
	General and Edge Subdistrict Requirements	One Open Space Type is required within 100' of the entrance of each building.
Permitted Open Space Types	Plaza	<input type="checkbox"/>
	Square	<input type="checkbox"/>
	Green	<input type="checkbox"/>
	Pocket Park	<input type="checkbox"/>
	Commons	<input type="checkbox"/>
	Park	<input type="checkbox"/>
	Greenway	<input type="checkbox"/>

**Figure 1.6 (3). Sample Illustration of the Station Community Place Type.**

**Key**

- Core C District
- General C District
- Edge C District
- L/W, U.S.B.E.
- Existing
- Transit
- Freeway Streets
- Transit Stops

# 1.0 Place Types

## 1.1. Introduction [OPTIONAL]

The **Place Type[s]** detailed in [1.3 through 1.10], outline the block configurations, districts, street types, and Open Spaces required. The purpose of the Place Types is to regulate the design, subdivision, and rezoning of parcels designated within a specific Place Type **District / Overlay** on the Zoning Map/Regulating Plan of the City.

### 1. Application.

The Place Type **District / Overlay** requirements apply to all parcels within the geographic area of the **District / Overlay** that are greater than five acres.

- When multiple existing parcels are being utilized to develop one project, all parcels shall be considered part of the application.
- Parcels under five acres may utilize one of the Zoning Subdistricts permitted within the overlay.

### 2. Establishment of Place Type District[s] or Overlay[s].

The following Place Type **District[s]/Overlay** are hereby created. Refer to the Place Type for specific descriptions and requirements 1.3 through 1.10.

- Metropolitan Center **District / Overlay**
- Urban Center **District / Overlay**
- Town Center **District / Overlay**
- Station Community **District / Overlay**
- Urban Neighborhood **District / Overlay**
- Transit Neighborhood **District / Overlay**
- Boulevard Community **District / Overlay**
- Main Street **District / Overlay**

## 3. Zoning Map

The Place Type **District / Overlay** are utilized in the following formats:

- Zoning Map. The Place Type **District / Overlay** may be mapped on the City/County's Zoning Map on specific geographic parcels.
- Unmapped. The Place Type is a Floating Zone District. An applicant may apply for designation/rezoning to any of the Place Type **District / Overlay**.

## 4. General Place Type Requirements.

All Place Types shall meet the general requirements of Section 1.2.

## 5. Specific Place Type Requirements.

Sections 1.3 through 1.10 define the specific requirements for each Place Type including the following.

- Permitted Subdistricts. Within each Place Type a series of permitted Zoning Subdistricts are listed.
  - Required amounts of and specific locations for certain

Subdistricts may be designated.

- Refer to 3.0 Districts for further definition. [Calibration: When using the Place Type District, relabel the Core, General, and Edge as Subdistricts.] Each of these Subdistricts includes permitted Uses (refer to 4.0 Uses) and permitted Building Types (refer to 5.0 Building Types).

- Block Configuration. Maximum block lengths and widths are provided for each Place Type. The block configuration requirements define the maximum sizes for blocks within each Place Type. If existing blocks within the development application area are larger than those designated, subdivision and new streets are required.
- Permitted Street Types. Within the Place Type a series of permitted Street Types are designated. Refer to 2.0 Street Types for further definition
- Open Space Requirement. A specific requirement for Open Space Types to be located within walking distance of commercial and residential units is listed for each Place Type.
- Permitted Open Space Types. Within each Place Type, a series of permitted Open Space Types are listed. The Open Space Types shall be utilized to meet the Open Space Requirement.

**1.2 General Place Type Requirements. [RECOMMENDED]**

**1. Applicability.**

The following are general block, lot, and street design requirements are applicable to all Place Types.

**2. Interconnected Street Pattern.**

The network of streets within any Place Type shall form an interconnected pattern with multiple intersections and resulting block sizes as designated in the requirements for each Place Type.

- (1) The arrangement of streets shall provide for the continuation of existing streets from adjoining areas into new developments.
- (2) Cul-de-sac and dead end streets are not permitted.
- (3) Streets shall follow natural features rather than interrupting or dead-ending at the feature.
- (4) Streets shall terminate at either an open space or a building facade.
- (5) Refer to 2.0 Street Types for requirements for streets.

**3. Block Configuration.**

Refer to Figure 1.2 (1) for an illustration of Typical Block Elements.

- (1) The shape of a block shall be generally rectangular, but may vary due to natural features or site constraints.
- (2) Blocks shall typically be two lots deep with the exception of blocks containing open space. Blocks may also include an alley. Blocks may include existing lots within an existing zoning district outside the place type.
- (3) Blocks shall typically be fronted with lots on at least two faces, preferably on the longest street faces.
- (4) For increased energy efficiency, block orientation shall be along an east-west longitudinal axis to the maximum extent feasible. For long, central corridor buildings, this block orientation will encourage development of buildings oriented along an east-west axis, with smaller east and west facing facades, able to take advantage of passive solar technology.

**4. Maximum Block Size.**

Block sizes for residential and commercial development and redevelopment are designated within each Place Type. A network of streets is required to meet the maximum block size requirement. Where parcels in the Place Type boundary back up to parcels outside the Place Type, those blocks are exempted from the maximum block size

**5. Minimum Number of Access Points.**

This requirement is intended to provide a minimum level of connectivity via vehicular rights-of-way between adjacent developments

and to surrounding streets.

- (1) Requirement. A minimum of two access points is required for each property.
- (2) Recommendation. A minimum of one per every 1,500 feet of boundary is recommended.

**6. Designate Primary Streets.**

The intent of the Primary Street designation is to develop a network of streets with continuous building frontage and no or limited vehicular access to reduce conflicts between pedestrians and vehicular traffic.

- (1) Designate primary streets along all blocks faced and fronted with a shopping district (Core A, B, C, or D).
- (2) All lots shall front on at least one primary street and that street frontage shall serve as the front of the lot, as referred to in the Building Type requirements.
- (3) Lots with two primary street frontages shall consult with staff to determine which street frontage warrants primary designation and the front of the lot.

**7. Block Access Configurations.**

- (1) Vehicular access should not be located off a Primary Street, unless the parcel is fronted by more than two primary streets,

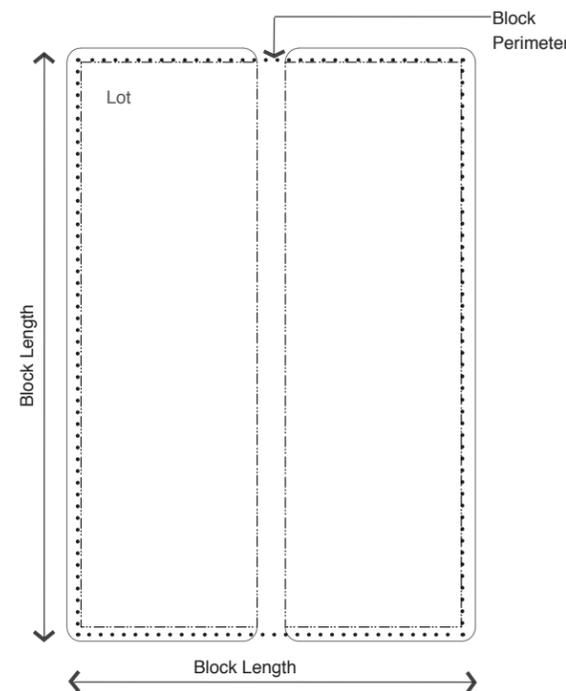


Figure 1.2 (1). Typical Block Elements.

**Recommended Items**

**Optional: General Place Type Requirements**

The general Place Type requirements apply to all Place Types and further define the items in each Place Type table.

**\* To Be Considered**

**Block Configuration**

Block configuration is perhaps the most important requirement for achieving walkability within the Place Types. While maximum block sizes are set for each of the Place Types, these block sizes are fairly generous.

Consider the number of points designated for the connectivity credit within the LEED for Neighborhood Development™ rating system (refer to sidebar):

For projects with greater than 400 intersections per square mile (or maximum blocks on average of about 260 feet), five points are given, while only one point requires between 200 and 250 intersections per square mile (or maximum blocks on average of about 377 feet). It is worth noting that in addition greater walkability, higher connectivity also improves emergency response time.

Further, consider the ability to divide up large blocks based on the original plats of the area. (See sidebar Plat of Zion & Place Types).

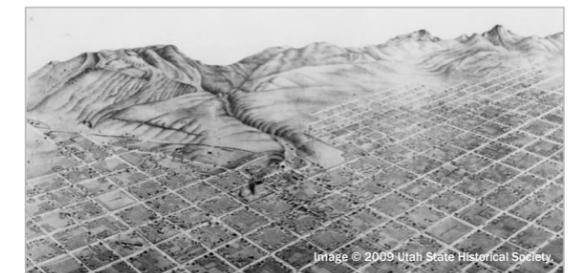
Options for dividing the 660' blocks into more walkable segments include:

- Providing a mid-block pedestrianway. See 1.2.7 (4).
- Introducing a Lane Street mid-block in either direction. See 2.5.
- Combine two 660' blocks and the street right-of-way (70' to 90' in width) between them for a total of 1390' to 1410'. Incorporate two new streets (70' rights-of-way) to divide into three blocks approximately 400' by 660'.

**LEED for Neighborhood Development**

Developed by the U.S. Green Building Council, LEED-ND integrates principles of Smart Growth, urbanism, and green building into the first national rating system for land use and development. It promotes access to transit choices and a mix of land uses as a strategy to build healthy communities.

The rating system was developed over a six year period by an interdisciplinary group of professionals across urban planning, architecture, and environmental science. LEED-ND offers an industry-standard source for the metrics of neighborhood scale sustainability, including block sizes, street connectivity, and density thresholds.



**Plat of Zion & Place Types**

Many cities in the region utilize a unique street grid based off the original Plat of Zion from 1833 designed by Joseph Smith, founder of The Church of Jesus Christ of Latter Day Saints. The Plat of Zion was used as a template for many other Mormon settlements in the American West. Based on the agricultural lifestyle of the regions early settlers, large 660' x 660', 10 acre blocks were developed so each family would have an ample amount of land to cultivate. Public squares and schools were also located within the spaces of these large blocks, creating a complete community life within a block.

The large blocks based on the Plat of Zion are much greater than a comfortable, walkable block length of around 400 feet. Regulations within the Place Types stipulate recommended and maximum block lengths for parcels that require subdivision.

In order to respect the history of the region and the scale of the original blocks, existing locations where the Place Types are applied could utilize the 660' block length in one direction and introduce other divisions of the 660' length in the other direction. Introduction of a Lane Street Type (refer to 5.5) to divide the block or mid-block pedestrianways can help provide for more walkable districts.

**★ To Be Considered**

**Primary Street Designation**

The designation of primary versus secondary or tertiary streets is critical to the success of a form-based code, especially in large lot locations. The Building Types rely on the designation of the front of the lot/parcel and, therefore, the building, to establish consistency along a street. Without that designation, when blocks consist of only a couple of lots, a mix of sides and fronts (even backs) is possible, degrading the quality of the street space and increasing potential conflicts between pedestrians and vehicles due to the permissance of driveways along secondary streets and across side or rear lot lines.

In existing Place Types where locations of the Primary Streets are not currently apparent, we recommend designating Primary Streets to begin the evolution of the street. This, however, should be based on a master plan, preferably with a robust community process. Further priority streets are as follows:

**A, B, and C Street Hierarchy**

With the large square blocks typical of the region, we also recommend establishing secondary and tertiary streets. In many places, the terms A, B, and C streets are used, where the A streets are the primary streets, the B streets permit some level of vehicular access, and the C streets would allow the most vehicular access and, in fact, may be reserved for structured and surface parking lots. It is, however, important to consider pedestrian paths when designating A, B, and C streets to ensure that pedestrians can access all important locations within the community via an A or B route.

**Shopping Streets**

Streets that receive the majority of the Core A, B, C, or D zoning districts should be a high priority for Primary Street

designation. These should arguably be the most pedestrian oriented streets in your community and should go hand in hand with the transit type. Residential or office streets, while important for pedestrian continuity, may be less clearly defined as a Primary Street. Utilizing a street hierarchy that consists of primary, secondary, and tertiary streets, where tertiary streets may all be fronted by parking lots or structures, may be a more appropriate approach within an existing place.

**Street Type**

The scale of the street should be considered with the Primary Street designation. A wide, high traffic street should be considered an inferior choice for a Primary Street, unless there is no alternative, and the wide street is designed as a boulevard with significant pedestrian buffers and accommodations.

**Transit Stops**

Transit also plays a key role in the designation of Primary Streets. Streetcar and bus routes with multiple stops should be automatically considered Primary Streets. Lots fronting stations or stops should also trigger the designation of Primary Streets in front of them.

**Open Space**

Civic open spaces, especially squares, should also trigger a high level of priority for Primary Street designation.

**Alley Configurations**

The alleys shown in the diagrams in Figure 1.2. (2) are the easiest configurations for larger trash trucks and other utility trucks to navigate. Other configurations such as “C” or an “h” shaped alley may work in a particular location and the code could be calibrated to include them.

# 1.0 Place Types

in which case, staff shall determine which is the appropriate street for vehicular access. The determination shall be based on locations of existing and proposed vehicular access points of other developments along the Primary Streets.

- (2) Blocks may include alleys, drives, or driveway entrances with the following recommended configurations. See Figure 1.2 (2).
  - (a) Mid-Block Access. This configuration includes an alley or drive running through the center of the block.
  - (b) “T” Configuration. This configuration includes two alleys within a Block that are perpendicular to each other, forming a “T,” allowing development to front on three block faces.
  - (c) “H” Configuration. Similar to the “T” configuration, this configuration allows development to front on all four block faces.
- (3) Access to blocks shall be aligned, located on opposite sides of the block as well as aligned across the street from access to other blocks.
- (4) Mid-Block Pedestrianways. Mid-Block pedestrianways are required on blocks longer than 500 feet.
  - (a) When combined with mid-block street crossings, these pathways should align to facilitate easy pedestrian movements.
  - (b) Mid-Block pedestrianways should be located in the middle third of a block face.
  - (c) Minimum width for mid-block pedestrianways rights-of-way or easements is 20 feet.
  - (c) Mid-Block pedestrianways should be treated with the streetscape requirements of Street Type A.

public street unless otherwise specified in 5.0 Building Type requirements.

- (a) Lot Shape. To create regular, rectangular lots, side property lines shall be perpendicular to the vehicular right-of-way to the extent practical.
- (b) Through-Lots. Through lots fronting on two parallel streets are not permitted with the exception of a lot covering 50 percent or more of a block and the two longest parallel street faces are treated as front property lines per building type requirements (refer to 5.0 Building Types).
- (c) Corner Lots. Corner lots have a front yard along one street and a corner yard along the other street. The front yard of a corner lot should be consistent with one adjacent Parcel.
  - (i) The rear yard of a corner lot is typically the yard against an alley or another lot’s rear yard.
  - (ii) The side yard of a corner lot is adjacent to another lot.
- (d) Flag Lots. Flag lots are prohibited.
- (3) Lot Orientation. For increased energy efficiency, the recommended lot orientation is typically along an east-west longitudinal axis. For single buildings, this lot orientation will usually encourage development of buildings with smaller east and west facades.

**9. General Open Space Requirements.**

The following are requirements for provision of civic open space.

- (1) Refer to each Place Type for minimum civic open space requirements. Development parcels over 15 acres are required to provide civic open space.
- (1) Types of Open Space. Refer to each Place Type for permitted types of Open Space. Refer to 6.0 for Open Space Types.
- (2) Open Space Requirements. Refer to each Place Type for specific Open Space requirements.
- (3) Mix Open Space Types. For developments with more than three required types of open space, at least two different types shall be

**8. Lots.**

- (1) Typical Lot Dimensions. All lots of record shall be developed to meet the requirements outlined in 5.0 Building Type requirements.
- (2) Typical Lot Configuration. All lots shall have frontage along a

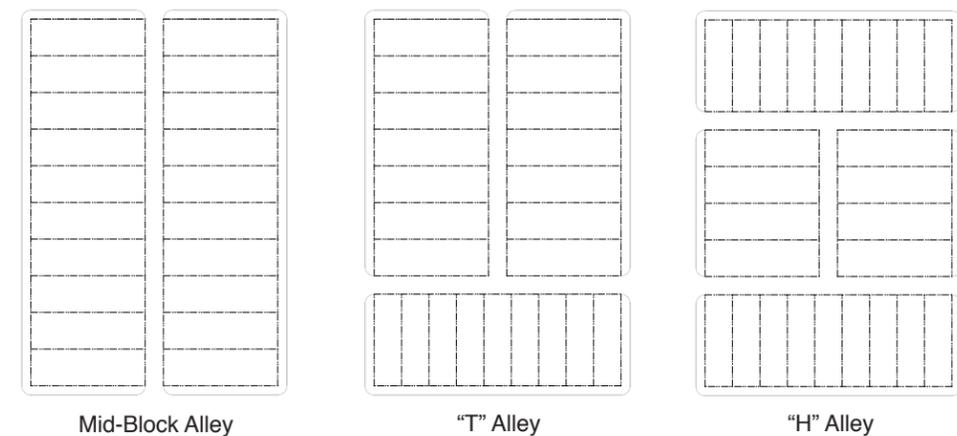


Figure 1.2 (2). Alley Configuration.

provided.

- (4) Zoning. The county shall determine the appropriate district to apply to this open space within the Place Type.

- (3) Edge Subdistrict/Subdistrict. When Place Types back up to the rear of existing single family residential neighborhoods, an Edge Subdistrict/Subdistrict should be utilized as a buffer.

**10. General Zoning District Layout.**

For all Place Types, the following outlines how the subdistricts should relate to one another (see Figure 1.2 (3)).

- (1) All Districts. The following applies to all Zoning Districts/ Subdistricts.
  - (a) Similar intensities of uses should face each other across the street.
  - (b) More intense uses that share blocks with less intense uses should be located on block ends. For example, a residential General Subdistrict should be located on corner parcels when on the same block as less intensive Edge Subdistrict/ Subdistrict.
  - (c) Blocks may contain multiple zoning districts; however, changes in districts should occur along an alley, the rear property line, or at a corner parcel.
- (2) Core Districts. The following apply to all Core District/Subdistrict.
  - (a) Shopping districts should be clustered into nodes of at least 10,000 square feet of gross building area.
  - (b) Nodes of shopping districts should be uninterrupted and continuous.
  - (c) Walkable shopping districts should be located on a street perpendicular to any larger arterial or highway on the boundary of the Place Type. The shopping district should be located adjacent to any transit stop.

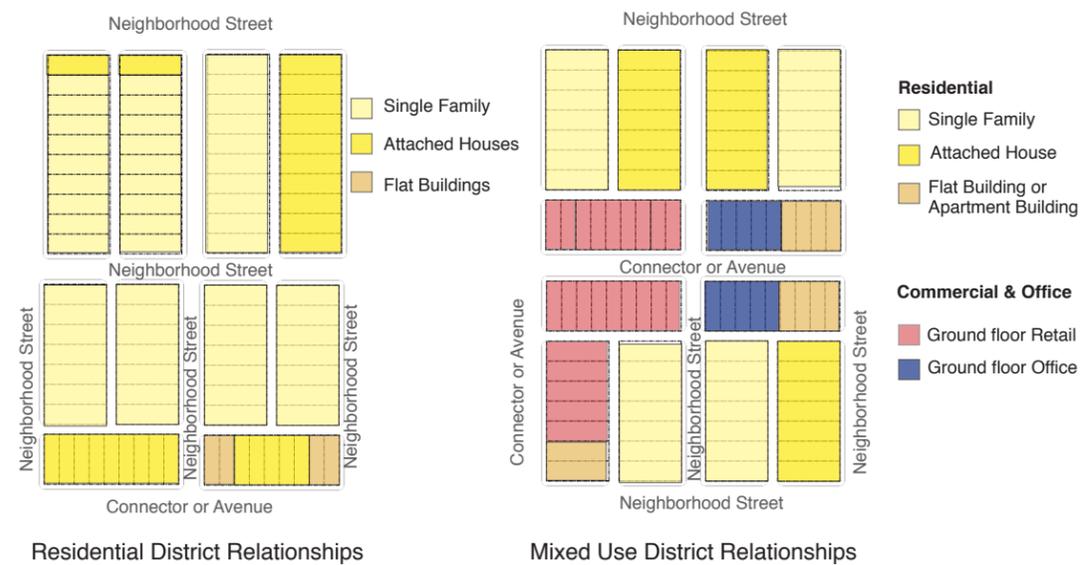


Figure 1.2 (3). District Relationships

**Calibrating**

**Provision of Open Space: 15 Acre Trigger**

Depending on the scale of the existing parcel, the developer should be required to include Open Space. For example, in places with existing walkable block configurations and, therefore, smaller parcel sizes, the city or county may be responsible for providing the requisite Open Space.

We typically recommend 15 acres as the trigger size to requiring open space, as 15 acres roughly translates to one sixth of a mile by one sixth of a mile, the distance recommended for open space within a residential area. However, that should likely be tempered by allowing existing open space that meets the distance requirements to count and exempt the developer from creating it.

**District Definition**

If there is a particular location where a particular set of building types are most appropriate, separate that district out and define as permitting just those districts.

**\* To Be Considered**

**Public vs. Private Streets**

The streets within an area should be publicly dedicated to ensure consistent maintenance, they remain open to the public, and they connect up to other streets. However, ensuring that they are designed to the standards of one of the street types is the most important requirement. Private streets that are nothing more than driveways, with no pedestrian amenities are not acceptable. Further, no gating or signing of streets as private should ever be permitted. See 2.0 Street Types.

**Buffers**

In general, the Edge Subdistricts should be utilized to provide a buffer between existing single family neighborhoods and the Place Types. However, the relative difference between the intensity of the commercial space and the intensity of the single family neighborhood should be considered. For example, in Magna, the Main Street Place Type allows for relatively low intensity mixed use storefront buildings, while the single family residential behind it is essentially Yard Building as permitted within the Edge Subdistrict. This may not necessarily require a buffer.

### How to Use Metropolitan Center Place Type

The Metropolitan Center would likely only apply to Salt Lake City's downtown area. The best utilization of this Place Type will be to assist the city's planners in calibrating the code for their purposes, then mapping the applicable districts and street types.

### Calibrating

#### Existing Blocks in the Metropolitan Center

The maximum block sizes designated in this Place Type are both 660 feet, matching the existing platted blocks of Salt Lake City. The preferred block width in the table suggests cutting a new full street through these blocks lengthwise (whatever direction that may be).

One of the most difficult aspects of the large ten acre blocks within the Salt Lake City downtown is vehicular access. Combined with a desire to map all transit routes as Primary Streets as well as the need for significant quantities of parking (and parking lot/structure entrances), vehicular access becomes a puzzle to solve.

#### Step 1

Establish some level of priority for streets. For example, existing shopping streets that are in place and uninterrupted should be first. Transit routes, including light rail and streetcar, should be a second priority. The train station, the Rio Grande building, Pioneer Square should also all front Primary Streets, then perhaps the connections to them.

#### Step 2

Establish "C" level streets- streets that are already lined with parking structures, parking lots, parking entrances, with few storefronts or primary building entrances.

#### Step 3

Consider methods of introducing additional "C" streets to serve as alleys or vehicular access through the blocks. The City is considering the purchase of rights-of-way and transferred development rights to allow access construction through a site.

#### Step 4

Determine the allowance of access on the remaining types of streets. This may be the most difficult step.

# 1.0 Place Types

## 1.3 Metropolitan Center

### 1. Description and Intent.

The Metropolitan Center Place Type is intended for use in the primary areas of regional activity. This place type allows for the highest intensity of buildings, a wide mix of uses, high level of employment uses, and variety of frequent transit in the whole region.

### Form and Uses

This Place Type includes multiple primary street corridors of heavy retail and service uses on the ground floor with mainly office uses above. Some nodes of high density residential may exist with the majority in Stoop Buildings and few Row Building Buildings.

### Transit

A mix of several modes of transit should exist, such as bus service, bus rapid transit, streetcar, light rail, and commuter rail. Primary streets should be designated at the transit stops, at least in one direction, following the transit lines when possible.

### 2. Requirements

Refer to Table 1.3 (1) for requirements for the Metropolitan Center Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.

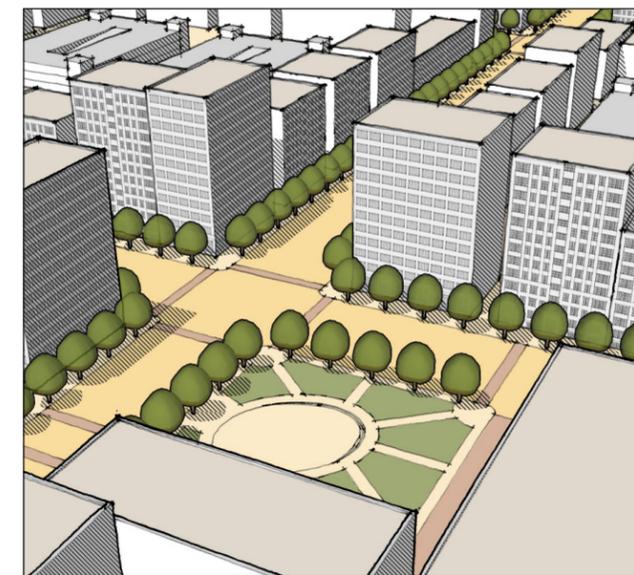


Figure 1.3 (1): Metropolitan Center Place Type.

## 2. Metropolitan Center Requirements

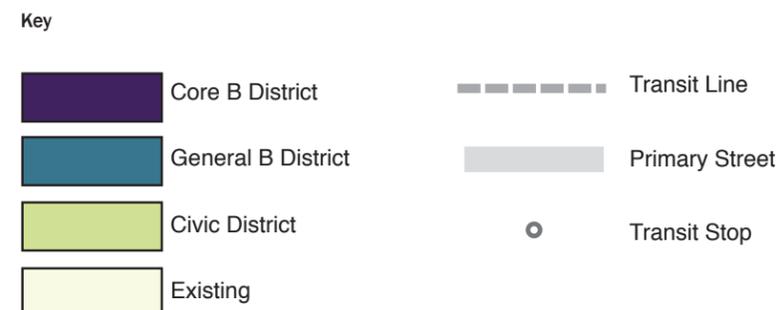
Subdistricts		
Core A	●	A minimum of the 8 block faces closest to the transit stop <b>should/shall</b> be zoned Core A.
Core B		
Core C		
Core D		
General A	●	
General B		
General C		
General D		
Edge A		
Edge B		
Edge C		
Block Configuration		
Maximum Block Length		660'
Maximum Block Width		660'; Preferred maximum block width is 300'.
Permitted Street Types		
Alley	●	
Lane		
Neighborhood St		
Connector	●	
Avenue	●	
Boulevard	●	
Open Space Requirements		
Core Subdistrict Requirements		One Open Space Type is required within one quarter (1/4) of a mile of the entrance of each building.
General Subdistrict Requirements		One Open Space Type is required within one-sixth (1/6) of a mile of the entrance of each building.
Permitted Civic Space Types		
Plaza	●	
Square	●	
Green		
Commons		
Pocket Park		
Park		
Greenway		

Table 1.3 (1). Metropolitan Center Requirements.

● = Permitted



Figure 1.3 (2). Sample Illustration of the Metropolitan Center Place Type.



### Calibrating

#### Resulting District Areas

The following table is a rough guide to determine the approximate areas for each district within this Place Type. Note that the code for the Place Type defines minimum areas for Core Subdistrict shopping, a key element to this Place Type.

#### Range of Percentage of Resulting District Area

Per quarter mile radius surrounding the transit stop

Core Subdistrict	50% to 80%
General Subdistrict	20% to 50%
Edge Subdistrict	N/A

#### Resulting Densities for the Area

In order to support the commercial uses and transit within the Metropolitan Center, the resulting densities for the area should be between 20 and 200 housing units per acre. (Source for density range: Wasatch Choice for 2040 Vision, May 2010)

However, density can take many forms. A neighborhood with 50 housing units per acre could be three stories in height with high building coverage per lot. Or it could be a single tower of housing units on a acre of land.

In order to code for desired character within the recommended density, discussions should focus on the resulting form, the overall heights and the amount of open space surrounding each building.

### ✦ To Be Considered

#### Example Locations

The Main Street corridor between South Temple and 400 S is the best example of an existing Metropolitan Center in place. It follows the light rail line and is generally fronted by buildings close to the sidewalk. The uses include active pedestrian uses.

Other areas within the Salt Lake City downtown could also serve as this Place Type, including Central Station, the intermodal hub (shown illustrated here). Building Type Heights may need to be calibrated separately for this Place Type to serve other locations within the downtown, or the Urban Center Place Type could be utilized.

### How to Use Urban Center Place Type

The Urban Center could apply to any existing or proposed downtown location. Within existing downtown locations, the Place Type information provided here should serve as guidance to the city's planners in designating districts, streets, and Open Space within the area. Block sizes should be considered when contemplating subdividing existing blocks or vacating existing rights-of-way.

For proposed centers in areas with existing large scale blocks, the Place Type could be utilized as a mapped Place Type District or Overlay, triggering the requirement to subdivide larger parcels of land with a network of streets, and the Core, General, and Edge as Subdistricts.

### Calibrating

#### Core Subdistrict Requirements

The district requirements for the Urban Center lists a minimum length of block face of Core B District. This requirement is intended to provide for a continuous shopping and service area adjacent to the transit stop. Refer to 1.2.10 General Zoning District Layout for additional requirements in defining zoning district locations.

For existing locations, this should help to determine quantities of Core B District to zone, though successful businesses in storefronts located continuously along a corridor should likely be zoned Core B no matter how long the segment.

For proposed Urban Center Place Types, this number is a starting point. A market study should inform the requirements of this Place Type, but a minimum amount of Core Subdistrict defines this Place Type. Perhaps more important is the proximity to the transit stop.

For new locations, consider calibrating the uses permitted within the Core Subdistrict to allow for more flexibility during the early years as the area becomes more successful. The storefront building forms, however, will remain in place.

#### The Limited Bay Building Type

Several existing buildings in the Granary District along the proposed streetcar line include or once included light industrial uses that required garage access within the building. As the area transitions, these buildings may be reused, housing craftsman industrial uses and/or other services, such as restaurants, microbreweries, or artist studios.

The Limited Bay Building Type is included in the Template Code (refer to 5.5 Building Types). It allows for a limited width of front garage doors on Primary Streets. However, in the Template Code, this Building Type is permitted only in Core C and D Districts. Typically, this Building Type would not

be appropriate in most of the Urban Centers, but could be permitted through the calibration process for a particular location. The addition of this Building Type could be added to the Core B District, calibrating the heights and intensities appropriate for the area. Also, the uses for this district should be calibrated to allow craftsman industrial uses that might occur in this Building Type.

# 1.0 Place Types

## 1.4 Urban Center

### 1. Description and Intent.

The Urban Center Place Type is intended for use in the fairly intensive centers of activity, particularly downtowns of cities within the region. This place type allows for a range of building intensity and a wide mix of uses, and is served by one or more modes of transit. The limits of the Urban Center Place Type, unlike those of the Metropolitan Center, typically include some lower intensity edges.

### Form and Uses

This Place Type typically includes two or more intersecting Primary Street mixed use corridors with ground floor commercial uses and office or residential uses in upper stories. Stoop buildings typically surround these corridors, housing multiple family units or offices, graduating down to Edge Subdistricts, including row type housing or live work units. Some Yard Building single family units may also be included.

### Transit

The Urban Center should be served by at least two modes of frequent transit, including bus, bus rapid transit, streetcar, light rail, or commuter rail with at least fifteen minute headways. Primary streets should be designated at the transit stops, at least in one direction, following the transit lines when possible.

### 2. Requirements

Refer to Table 1.4 (1) for requirements for the Urban Center Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.

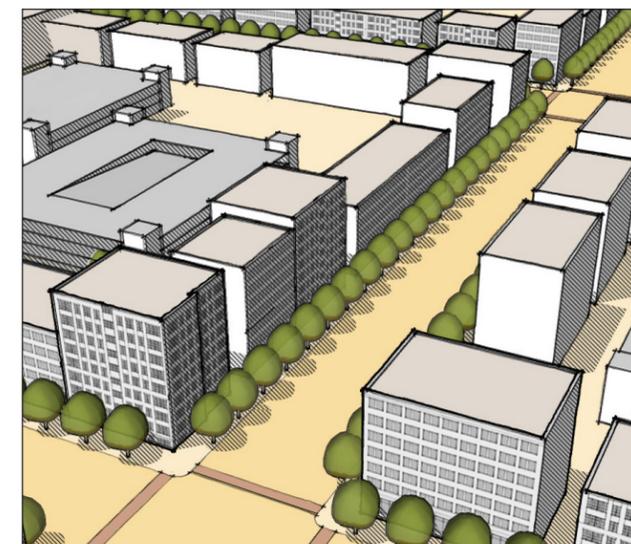


Figure 1.4 (1). Urban Center Place Type

## 2. Urban Center Requirements

Subdistricts	Core A	
	Core B	●
Core C		
Core D		
General A		
General B	●	
General C		
General D		
Edge A	●	Edge A shall be utilized adjacent to or across the street from any existing single or two family districts.
Edge B		
Edge C		
Block Configuration	Maximum Block Length	400'
	Maximum Block Width	400'; Preferred maximum block width is 250'.
Permitted Street Types	Alley	●
	Lane	●
	Neighborhood St	●
	Connector	●
	Avenue	●
Boulevard	●	
Open Space Requirements	Core Subdistrict Requirements	One Open Space Type is required within one quarter (1/4) of a mile of the entrance of each building.
	General & Edge Subdistrict Requirements	One Open Space Type is required within one sixth (1/6) of a mile of the entrance of each building.
Permitted Open Space Types	Plaza	●
	Square	●
	Green	●
	Pocket Park	●
	Commons	●
	Park	●
Greenway	●	

Table 1.4 (1). Urban Center Requirements.

● = Permitted

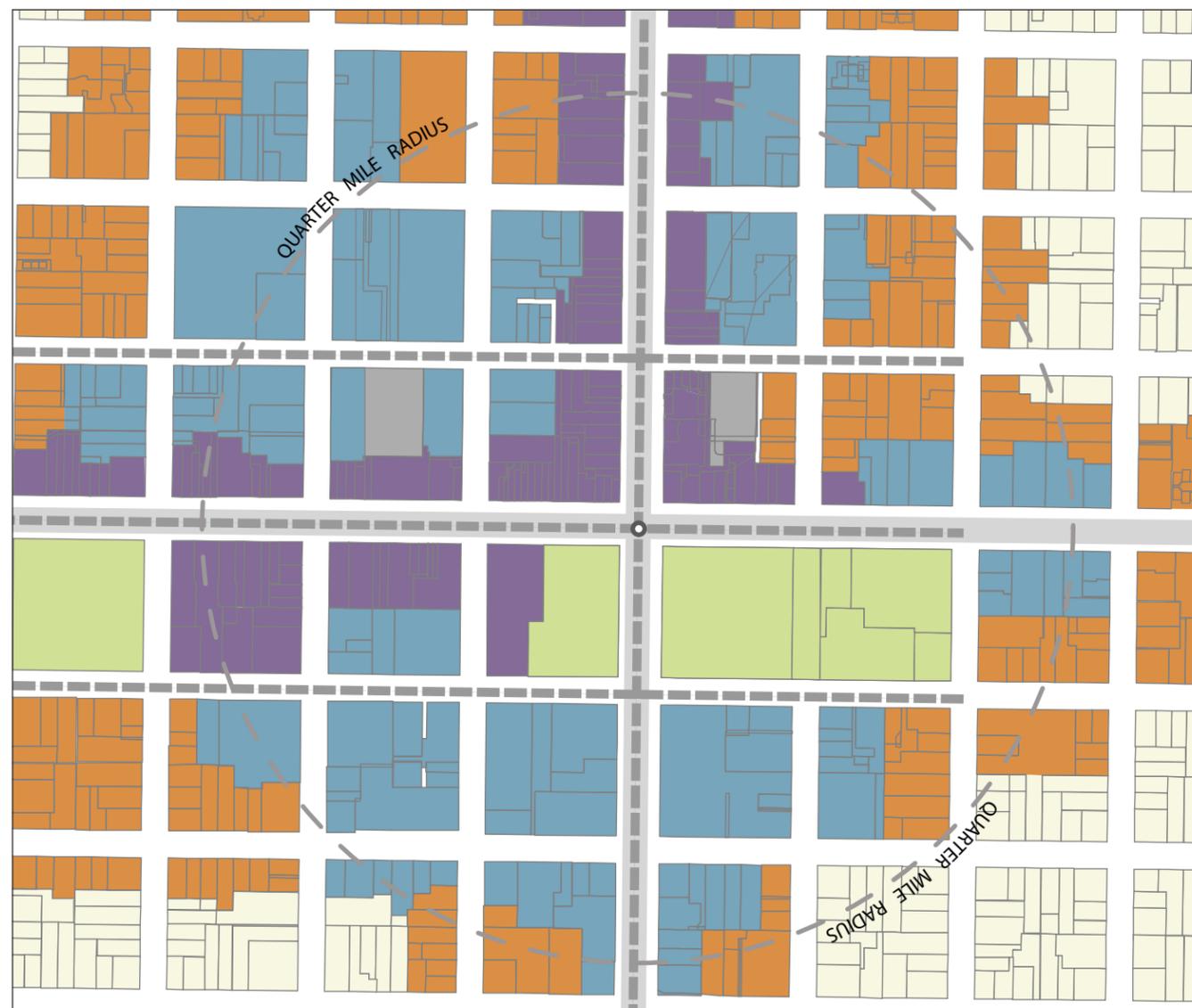
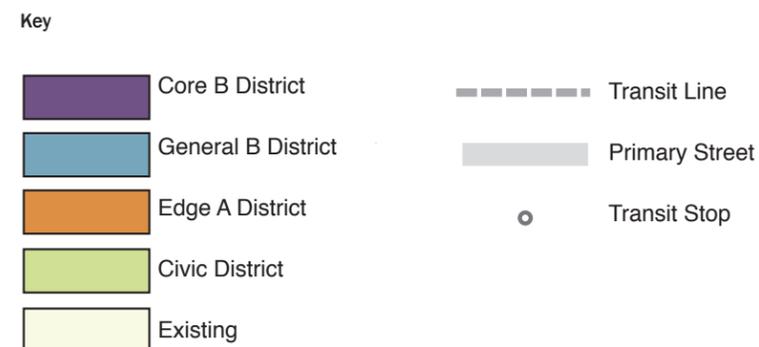


Figure 1.4 (2). Sample Illustration of the Urban Center Place Type.



### Calibrating

#### Resulting District Areas

The following table is a rough guide to determine the approximate areas for each district within this Place Type. Note that the code for the Place Type defines minimum areas for Core Subdistrict shopping, a key element to this Place Type.

For Place Types that will require subdivision and new streets, this table could be placed in the code to define a required resulting range.

#### Range of Percentage of Resulting District Area

Per quarter mile radius surrounding the transit stop

Core Subdistrict	30% to 50%
General Subdistrict	20% to 50%
Edge Subdistrict	20% to 50%

#### Resulting Densities for the Area

In order to support the commercial uses and transit within the Urban Center, the resulting densities for the area should be between 20 and 100 housing units per acre. (Source for density range: Wasatch Choice for 2040 Vision, May 2010)

However, density can take many forms. A neighborhood with 50 housing units per acre could be three stories in height with high building coverage per lot. Or it could be a single tower of housing units on a acre of land.

In order to code for desired character within the recommended density, discussions should focus on the resulting form, the overall heights and the amount of open space surrounding each building.

### \* To Be Considered

#### Example Locations

The Urban Center Place Type could apply to several of existing downtowns in the region, including Provo (illustrated here) and Ogden. Depending on the level of desired intensity, this Place Type could also be utilized for new centers in the region, including all or portions of Sandy City's civic center area or the Granary District in Salt Lake City.

### How to Use Town Center Place Type

The Town Center could apply to any existing or proposed commercial- or civic-focused location, but is intended to work best for redeveloping or creating new town centers. This Place Type will most likely require a new, more frequent block pattern defined by new public streets. Therefore, utilizing this as a mapped Place Type District or Overlay is recommended, requiring the subdivision of existing larger parcels of land with a network of walkable blocks and streets, then the Core, General, and Edge serve as Subdistricts.

### Calibrating

#### Core Subdistrict Requirements

The district requirements for the Town Center lists a minimum length of block face of Core C District. This requirement is intended to provide for a continuous shopping and service area, but should also include a significant civic component (city hall, church, library). It is recommended that this district be located adjacent to an existing transit stop; however, since the area could be quite large, parts may not be within a quarter mile of the transit stop. Refer to 1.2.10 General Zoning District Layout for additional requirements in defining zoning district locations.

This Core Subdistrict requirement amount is meant to serve as a starting point and would normally be supported by the market. An initial market study should inform the requirements of this Place Type, but within the community, this location should receive the highest priority for shopping uses.

It is also quite possible that a significant amount of this Place Type might be Core Subdistrict shopping, serving the region and not just the town. Regional access to the area should, therefore be considered carefully, so as not to inhibit the movement of pedestrians from the transit stop, from adjacent residential, and from the Open Spaces to shopping.

#### The Storefront Building Type

The Storefront Building Type permitted in the Core C District is significantly different than the Storefront in the Core A and B Districts. In the Core Subdistrict, this building is permitted to be a single story commercial or civic building. The level of storefront is slightly lower and there is an allowance for either expanded sidewalk area or a small landscape area adjacent to the building.

This allowance is in consideration of current development trends and,

depending on the market in a given community, consideration should be given to limiting these types of buildings. One calibration technique might be to limit the amount of Core C District Storefront Building, while allowing a calibrated Core B District Storefront Building everywhere.

# 1.0 Place Types

## 1.5 Town Center

### 1. Description and Intent.

The Town Center Place Type is intended for use in (likely new) centers of activity, particularly suburban communities with no historic downtown. This place type allows for a range of Building Types, served by one or more modes of transit and typically focused on civic and commercial uses with residential edges.

### Form and Uses

This Place Type typically includes two or more intersecting Primary Street corridors, centered on a Open Space with ground floor commercial uses and the allowance for office or residential uses in upper stories. As single story structures are permitted, some warehouse-type stores could be included.

Stoop buildings typically surround these corridors, housing multiple family units or offices, stepping down to Edge Subdistricts, including row type housing or live work units. Some Yard Building single family units may also be included.

### Transit

The Town Center should be served by at least one mode of fairly frequent transit to the center, including bus, bus rapid transit, streetcar, light rail, or commuter rail. A secondary mode of transit is likely to be located within a half mile of the center. With reduced transit access, adequate parking is more important with structured parking more frequent than in other Place Types.

### 2. Requirements

Refer to Table 1.5 (1) for requirements for the Town Center Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.

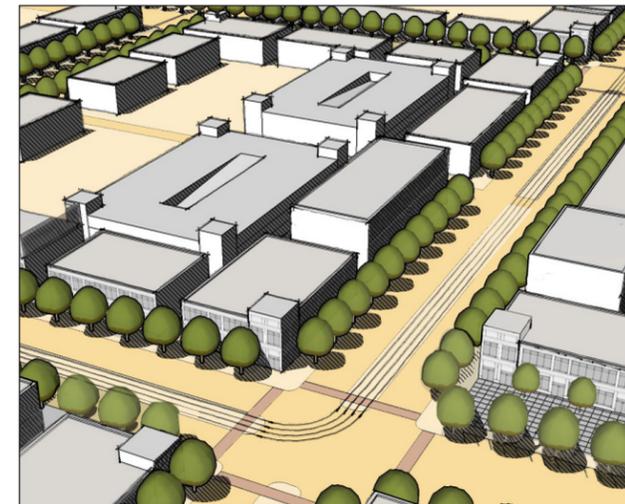


Figure 1.5 (1). Town Center Place Type.

## 2. Town Center Requirements

Subdistricts			
	Core A		
	Core B		
	Core C	●	A minimum of the 4 block faces closest to the transit stop.
	Core D		
	General A		
	General B		
	General C	●	
	General D		
	Edge A		
	Edge B		
	Edge C	●	Edge C shall be utilized adjacent to or across the street from any existing single or two family districts.
Block Configuration	Maximum Block Length		400'
	Maximum Block Width		400'
Permitted Street Types	Alley	●	
	Lane	●	
	Neighborhood St	●	
	Connector	●	
	Avenue	●	
	Boulevard	●	
Open Space Requirements	Core Subdistrict Requirements	One Open Space Type is required within one sixth (1/6) of a mile of the entrance of each building.	
	General and Edge Subdistrict Requirements	One Open Space Type is required within one sixth (1/6) of a mile of the entrance of each building.	
Permitted Civic Space Types	Plaza	●	
	Square	●	
	Green	●	
	Pocket Park	●	
	Commons	●	
	Park	●	Shall be utilized only for Edge Subdistrict requirements.
Greenway	●		

Table 1.5 (1). Town Center Requirements.

● = Permitted

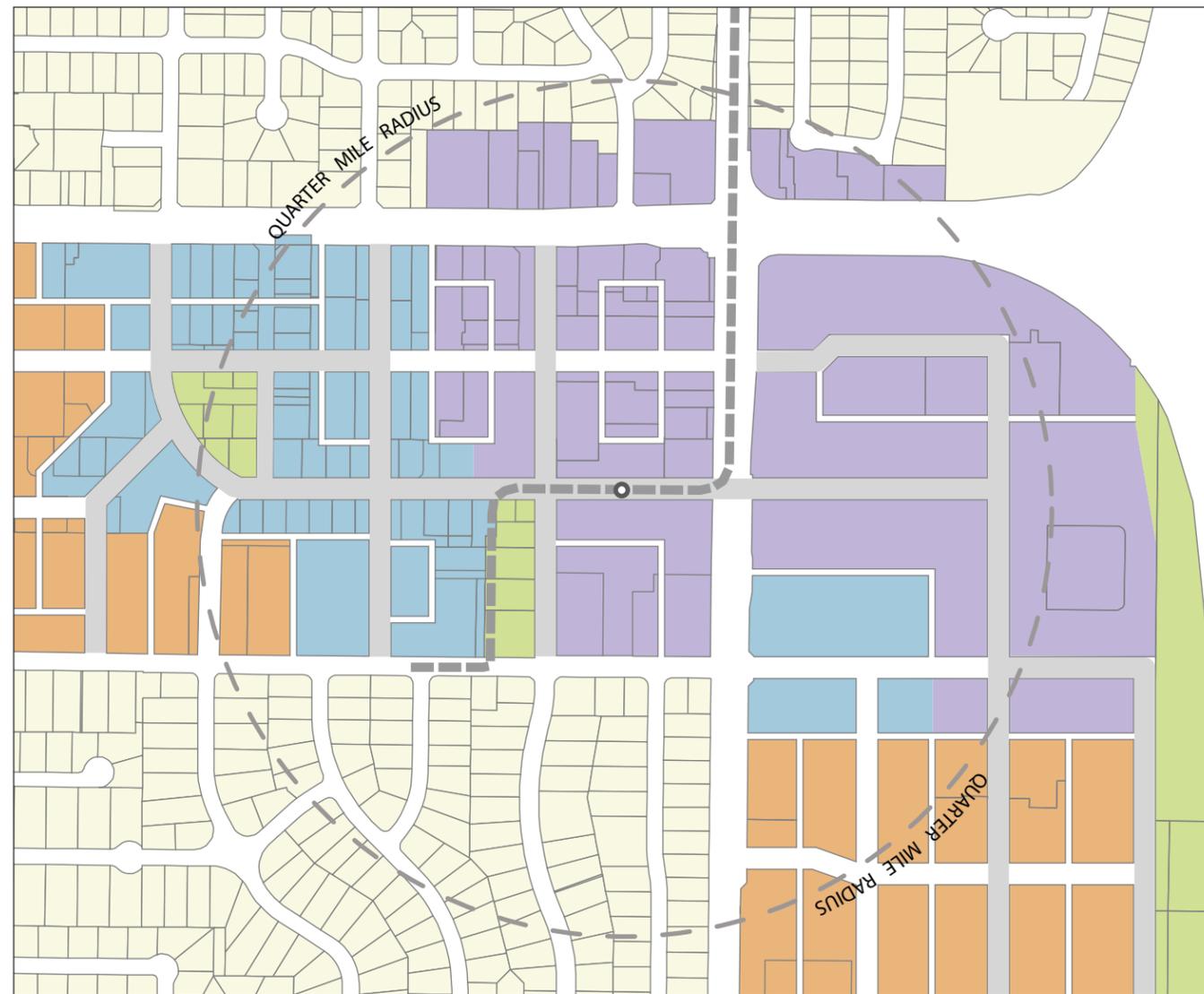
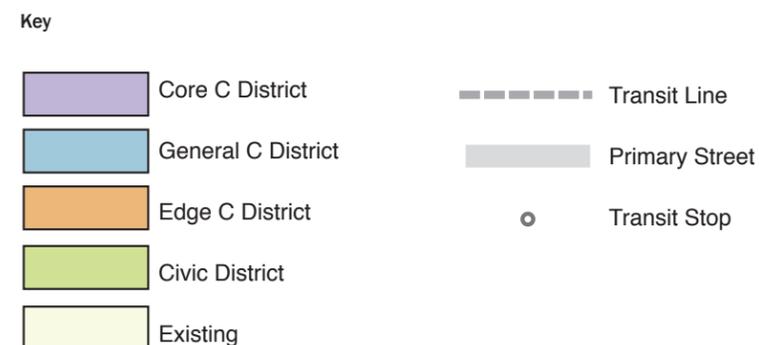


Figure 1.5 (2). Sample Illustration of the Town Center Place Type.



### Calibrating

#### Resulting District Areas

The following table is a rough guide to determine the approximate areas for each district within this Place Type. Note that the code for the Place Type defines minimum areas for Core Subdistrict shopping, a key element to this Place Type.

For Place Types that will require subdivision and new streets, once a market study has been performed, this table could be refined to establish a more exact range desired for the Overlay/District and placed in the code to define a required resulting range.

#### Range of Percentage of Resulting District Area

Per quarter mile radius surrounding the transit stop

Core Subdistrict	30% to 80%
General Subdistrict	20% to 50%
Edge Subdistrict	20% to 50%

#### Resulting Densities for the Area

In order to support the commercial uses and transit within the Town Center, the resulting densities for the area should be between 10 and 50 housing units per acre. (Source for density range: Wasatch Choice for 2040 Vision, May 2010)

However, density can take many forms. A neighborhood with 50 housing units per acre could be three stories in height with high building coverage per lot. Or it could be a single tower of housing units on a acre of land.

In order to code for desired character within the recommended density, discussions should focus on the resulting form, the overall heights and the amount of open space surrounding each building.

### \* To Be Considered

#### Example Locations

The Town Center Place Type could apply to locations being considered for redevelopment, such as the West Valley City town center illustrated here. Depending on the level of desired intensity, this Place Type could also serve new locations such as the Sandy City town center, the proposed Draper town center, or portions of the Sugarhouse center.

### How to Use Station Community Place Type

The Station Community could apply to any greenfield or redeveloping location around a new station location. This Place Type will most likely require a new, more frequent block pattern defined by new public streets. Therefore, utilizing this Place Type as a mapped Place Type District or Overlay is recommended, requiring the subdivision of existing larger parcels of land with a network of walkable blocks and streets, then the Core, General, and Edge serve as Subdistricts.

### Calibrating

#### Core Subdistrict Requirements

The district requirements for the Station Community lists a minimum length of block face of Core C District. This requirement is intended to provide for a small but continuous node of shopping and service area, meant to serve the surrounding neighborhood. The Core Subdistrict should be located directly adjacent to the transit station to benefit from riders coming and going from the station. Refer to 1.2.10 General Zoning District Layout for additional requirements in defining zoning district locations.

#### The Limited Bay Building Type

Several existing buildings in the surveyed locations currently include light manufacturing or service uses that require garage access into the building. As the area transitions, these uses may continue or the buildings may be reused, housing craftsman industrial uses and/or other services.

In the Template Code, the Limited Bay Building Type is permitted in the Core C District (refer to 5.0 Building Types) in this Place Type. It allows for a limited width of front garage doors on Primary Streets. Also, within the Core C District (and D as well), a wider range of uses are permitted, such as the craftsman industrial use, that might occur in this Building Type. To calibrate this Place Type for a given location, consider the appropriateness for the Limited Bay building or some other form of it as well as the range of uses expected to occur within it. Note that you can also limit those uses within the District to the Limited Bay Building Type by specifying the uses as “with Development Standards” or “with special approvals”.

### ★ To Be Considered

#### Employment Opportunities

This district also allows for the provision of a variety of workplaces, in terms of scale and type. The Stoop building can house a variety of offices as permitted by the uses allowed within the district. The Limited Bay building can accommodate office, light manufacturing, artist space, and other services with the limited allowance of front vehicular access. And, finally, the potential for Live-Work space within the Row Building as well as the allowance in all of the residential for a variety of home occupations creates an atmosphere for workplace options in the area.

# 1.0 Place Types

## 1.6 Station Community

### 1. Description and Intent.

The Station Community Place Type is intended for use in developing or redeveloping areas around a new station. Typically, the area is or, in the near future, will be transitioning from existing uses such as light industrial to mid density commuter residential and potentially a variety of employment uses. This place type permits a range of Building Types, served by one or more modes of transit and focused on residential uses with neighborhood support uses.

### Form and Uses

This Place Type typically includes a node of Storefront Buildings adjacent to the transit stop, serving the surrounding residential neighborhood. Upper floors of office or residential are recommended above the commercial uses.

A wide mix of Building Types are permitted, with Stoop Buildings of multiple family units or offices, Row Buildings housing residential and/or live-work units, and Yard Building single family in the Edge Subdistricts. Additionally, the Limited Bay building is permitted, to allow for the continuation of any existing industrial uses.

### Transit

The Station Community should be served by at least one mode of fairly frequent transit, typically light rail or commuter rail. Bus routes would also likely be located within the area.

### 2. Requirements

Refer to Table 1.6 (1) for requirements for the Station Community Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.



Figure 1.6 (1). Station Community Place Type

## 2. Station Community Requirements

Subdistricts	Core A		
	Core B		
	Core C	●	A minimum of the 2 block faces closest to the transit stop. Plus corner store within quarter mile walk of each door.
	Core D		
	General A		
	General B		
	General C	●	
	General D		
	Edge A		
	Edge B	●	
Block Configuration	Edge C	●	Edge C shall be utilized ONLY adjacent to or across the street from any existing single or two family districts.
	Maximum Block Length	600'; preferred 400'	
Permitted Street Types	Maximum Block Width	300'	
	Alley	●	
Open Space Requirements	Lane	●	
	Neighborhood St	●	
	Connector	●	
	Avenue	●	
	Boulevard	●	
Permitted Civic Space Types	Core Subdistrict Requirements	One Open Space Type is required within one-sixth (1/6) of a mile of the entrance of each building.	
	General and Edge Subdistrict Requirements	One Open Space Type is required within one-sixth (1/6) of a mile of the entrance of each building.	
Permitted Civic Space Types	Plaza	●	
	Square	●	
	Green	●	
	Pocket Park	●	
	Commons	●	
	Park	●	Shall be utilized only for Edge Subdistrict requirements.
	Greenway	●	

Table 1.6 (1). Station Community Requirements.

● = Permitted

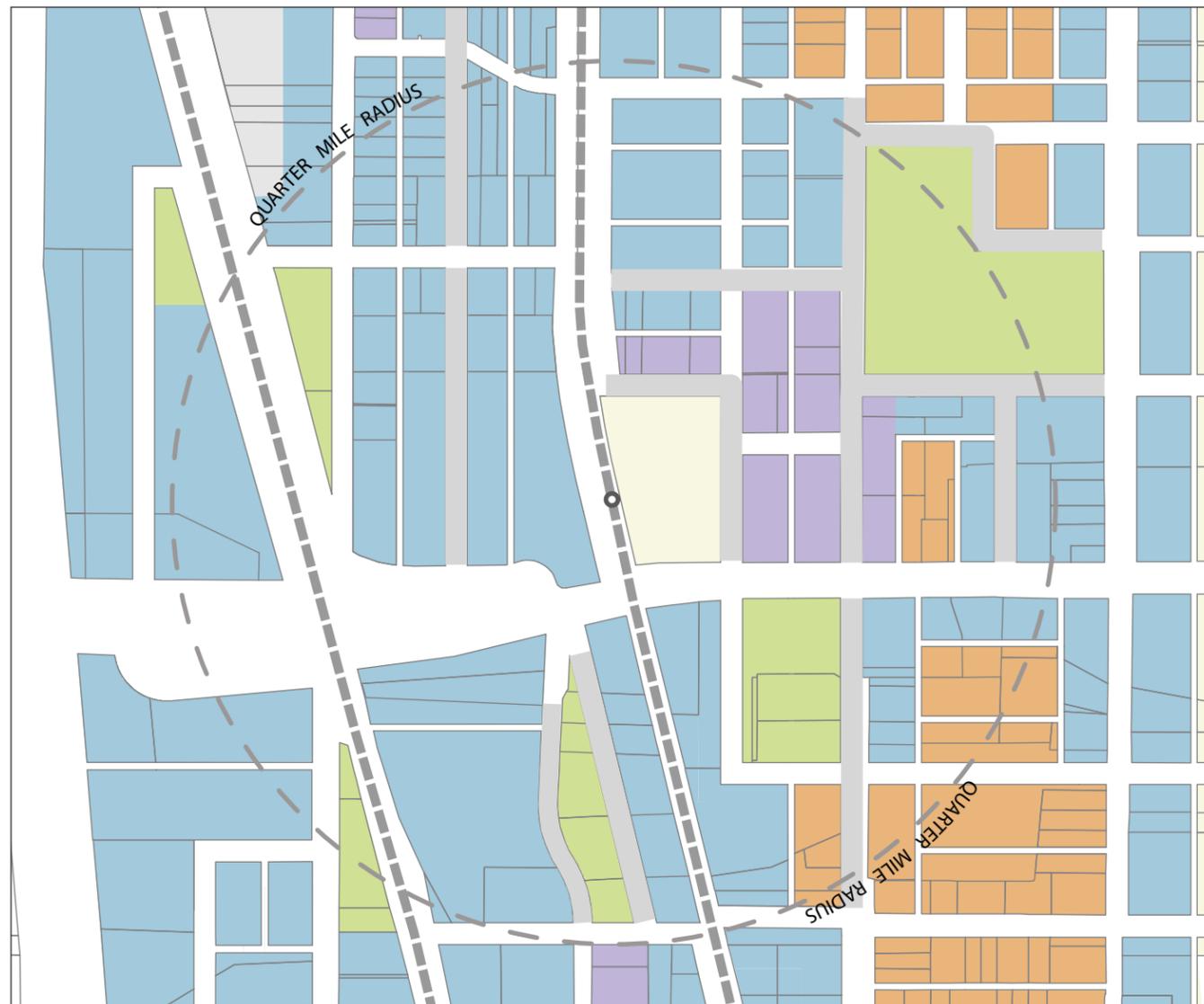
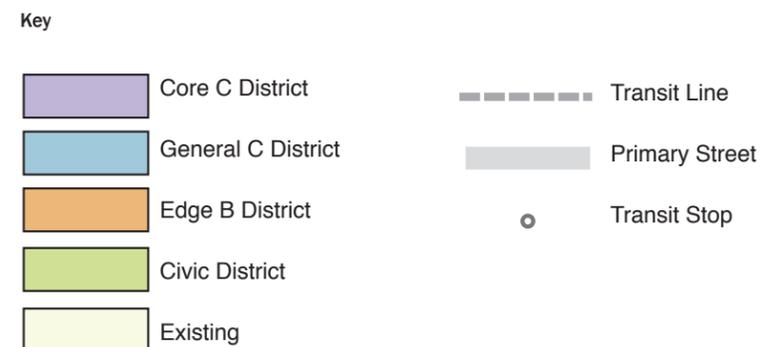


Figure 1.6 (2). Sample Illustration of the Station Community Place Type.



### Calibrating

#### Resulting District Areas

The following table is a rough guide to determine the approximate areas for each district within this Place Type. Note that the code for the Place Type defines minimum areas for Core Subdistrict shopping, a key element to this Place Type.

For Place Types that will require subdivision and new streets, once a market study has been performed, this table could be refined to establish a more exact range desired for the Overlay/District and placed in the code to define a required resulting range.

#### Range of Percentage of Resulting District Area

Per quarter mile radius surrounding the transit stop

Core Subdistrict	10% to 30%
General Subdistrict	20% to 60%
Edge Subdistrict	20% to 40%

#### Resulting Densities for the Area

In order to support the commercial uses and transit within the Station Community, the resulting densities for the area should be between 20 and 100 housing units per acre. (Source for density range: Wasatch Choice for 2040 Vision, May 2010)

However, density can take many forms. A neighborhood with 50 housing units per acre could be three stories in height with high building coverage per lot. Or it could be a single tower of housing units on a acre of land.

In order to code for desired character within the recommended density, discussions should focus on the resulting form, the overall heights and the amount of open space surrounding each building.

### \* To Be Considered

#### Example Locations

The Station Community Place Type could apply to locations being considered for redevelopment around new station locations, such as the Trax Station located at 3900 S in South Salt Lake/Millcreek illustrated here as well as the station at 4400. Depending on the desired intensity, this Place Type would also be appropriate for the new intermodal station location in Provo.

### How to Use Urban Neighborhood Place Type

The Urban Neighborhood could apply to any existing or new location, close to a Metropolitan Center, Urban Center, or possibly Town Center, depending on the proposed density. Within existing locations, the Place Type information provided here should serve as guidance to the city's planners in designating districts, streets, and Open Space within the area. Block sizes should be considered when contemplating subdividing existing blocks or vacating existing rights-of-way.

For proposed or redeveloping neighborhoods with large scale blocks, the Place Type could be utilized as a mapped Place Type District or Overlay, requiring the subdivision of existing larger parcels of land with a network of walkable blocks and streets, then the Core, General, and Edge serve as Subdistricts.

### Calibrating

#### Core Subdistrict Limitation

In this Place Type, the Core Subdistrict should be limited to serve only the neighborhood. Nodes could be established at intersections allowing for uses such as a dry cleaner, coffee shop, small restaurant, or convenience market in small scale storefront buildings. Additionally, we recommend locating these nodes on the busiest streets, to ensure success of the retail or service within development, but also to limit the impacts on the surrounding neighborhood. Refer to 1.2.10 General Zoning District Layout for additional requirements in defining zoning district locations.

Alternatively, the Core Building could be removed from the Place Type and the remaining permitted Building Types could be calibrated slightly differently. A small quantity of storefront space could be permitted in the Stoop Building, recommended only on corners again. Also, the Row Building could allow Live-Work units by revising the permitted uses within the Edge A district. This would allow a freer distribution of commercial space and uses throughout the area, though the success of those spaces may be limited without the aggregation effect.

# 1.0 Place Types

## 1.7 Urban Neighborhood

### 1. Description and Intent.

The Urban Neighborhood Place Type is intended for use in fairly intensive residential neighborhoods, typically located adjacent to a Metropolitan Center or Urban Center. This Place Type permits a range of Building Types, served by one or more modes of transit and focused on residential uses with limited neighborhood support uses.

### Form and Uses

This Place Type allows for a wide mix of housing types, focused on fairly intense residential with Stoop Buildings of multiple family units or offices, Row Buildings containing residential and/or live-work units, Yard Building single family in the Edge Subdistricts, and a limited amount of Storefront Buildings located on corner parcels along more intensive streets.

### Transit

This Place Type should be served by at least one mode of fairly frequent transit, including bus, bus rapid transit, streetcar, light rail, or commuter rail.

### 2. Requirements

Refer to Table 1.7 (1) for requirements for the Urban Neighborhood Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.



Figure 1.7 (1). Urban Neighborhood Place Type.

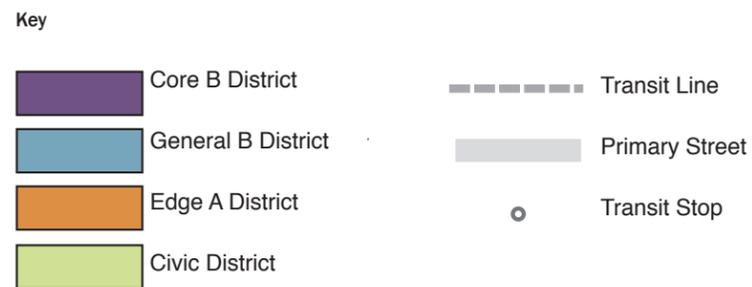
## 2. Urban Neighborhood Requirements

Subdistricts			
Core A			
Core B	●	Core B is limited to corner parcels no greater than 100' in width and located on a Primary Street.	
Core C			
Core D			
General A			
General B	●		
General C			
General D			
Edge A	●		
Edge B			
Edge C			
Block Configuration			
Maximum Block Length		660'	
Maximum Block Width		660'; preferred width is 300'	
Mid-Block Pedestrianways		Required through all blocks.	
Permitted Street Types			
Alley	●		
Lane	●		
Neighborhood St	●		
Connector	●		
Avenue	●		
Boulevard	●		
Open Space Requirements			
Core Subdistrict Requirements		Not Applicable.	
General and Edge Subdistrict Requirements		One Open Space Type is required within one-sixth (1/6) of a mile of the entrance of each building.	
Permitted Open Space Types			
Plaza	●	All Open Space Types are permitted, but only those marked shall meet the requirements above.	
Square	●		
Green	●		
Pocket Park			
Commons			
Park	●		
Greenway			

Table 1.7 (1). Urban Neighborhood Requirements. ● = Permitted



Figure 1.7 (2). Sample Illustration of the Urban Neighborhood Place Type.



### Calibrating

#### Resulting District Areas

The following table is a rough guide to determine the approximate areas for each district within this Place Type. Note that the code for the Place Type defines limits the areas for Core Subdistrict shopping, as this Place Type is meant to apply to mainly residential neighborhoods.

For Place Types that will require subdivision and new streets, once a market study has been performed, this table could be refined to establish a more exact range desired for the Overlay/District and placed in the code to define a required resulting range.

#### Range of Percentage of Resulting District Area

Per quarter mile radius surrounding the transit stop

Core Subdistrict	10% to 20%
General Subdistrict	30% to 60%
Edge Subdistrict	30% to 60%

#### Resulting Densities for the Area

In order to support the commercial uses and transit within the Urban Neighborhood, the resulting densities for the area should be between 20 and 100 housing units per acre. (Source for density range: Reconnecting America and the Center for Transit-Oriented Development's TOD 202 Station Area Planning document. Density range adjusted down to reflect the surrounding context.)

However, density can take many forms. A neighborhood with 50 housing units per acre could be three stories in height with high building coverage per lot. Or it could be a single tower of housing units on a acre of land.

In order to code for desired character within the recommended density, discussions should focus on the resulting form, the overall heights and the amount of open space surrounding each building.

### \* To Be Considered

#### Example Locations

The Urban Neighborhood Place Type could apply to existing locations, such as the intersection at 200 S and 900 E shown in the illustration, or in locations being considered for redevelopment around existing Metropolitan Centers, Urban Centers, or possibly Town Centers.

### How to Use Transit Neighborhood Place Type

The Transit Neighborhood could apply to any greenfield or redeveloping location around a new station location, and is typically surrounded by existing single family neighborhoods. Typically, the parcel or parcels immediately surrounding the station will need to be subdivided to provide walkable blocks and walkable access to the transit station.

Where new streets and blocks are not required, the Place Type information provided here should serve as guidance to the city's planners in designating districts, streets, and Open Space within the area. Block sizes should be considered when contemplating subdividing existing blocks or vacating existing rights-of-way.

For proposed or redeveloping locations, the Place Type could be utilized as a mapped Place Type District or Overlay, triggering the requirement to subdivide larger parcels of land with a network of streets, then rezoning sub-parcels with the permitted subdistricts.

### Calibrating

#### Core Subdistrict Limitation

In this Place Type, the Core Subdistrict should be limited to serve only the neighborhood and transit riders. A single Storefront Building would be appropriate at or next to the station area, allowing for uses such as a dry cleaner, coffee shop, small restaurant, or convenience market. Access should be off the main road or a smaller connecting street should be established perpendicular to the main road to serve as a Primary Street.

#### Edge Subdistrict as a Transition

The key to the success of this Place Type lies not only in the establishment of a comfortable buffer between the existing neighborhoods, but also in the connection to the existing neighborhoods. The Edge Subdistrict should be used to create a gradual transition from the active station to the quiet, existing neighborhood. At the same time, existing streets should connect through where possible, or at the very least, pedestrian connections should be made.

# 1.0 Place Types

## 1.8 Transit Neighborhood

### 1. Description and Intent.

The Transit Neighborhood Place Type is intended for use at new (typically commuter) stations located within existing residential neighborhoods, typically single family.

### Form and Uses

This Place Type allows for the introduction of a small mixed use node of Core District building at or adjacent to the station area, with some limited Stoop Buildings of multiple family units (or possibly offices) surrounding the station. Row Buildings housing residential and Yard Building single family should be located in the Edge Subdistricts and serve as a buffer to existing single family homes.

### Transit

This Place Type should be served by at least one mode of transit, typically a commuter rail line, but may also include bus, streetcar, or light rail access.

### 2. Requirements

Refer to Table 1.8 (1) for requirements for the Transit Neighborhood Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.

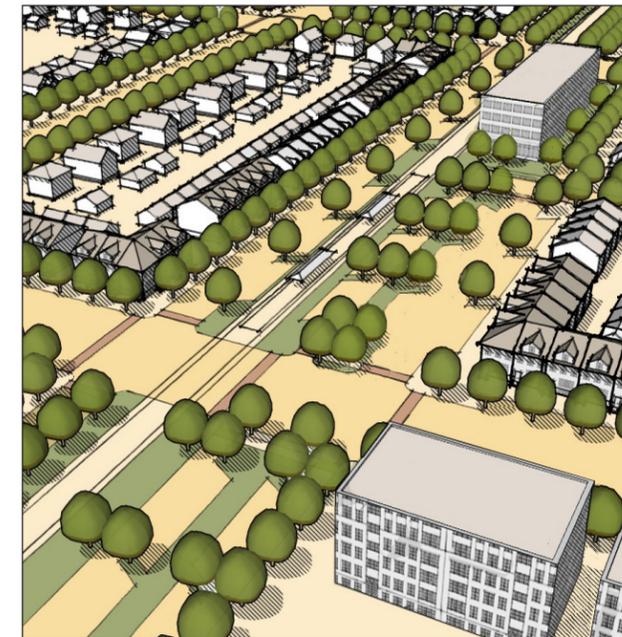


Figure 1.8 (1). Transit Neighborhood Place Type

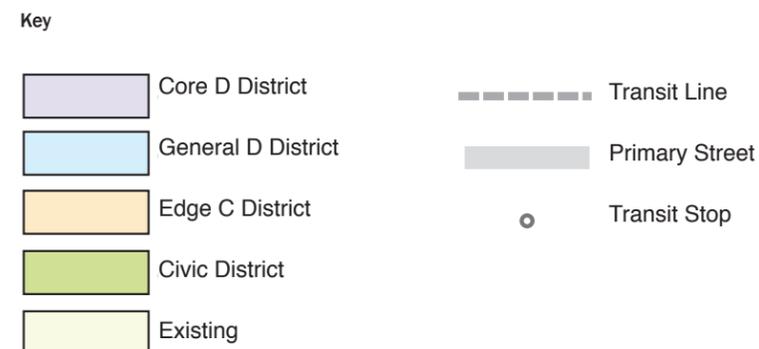
## 2. Transit Neighborhood Requirements

Subdistricts			
	Core A		
	Core B		
	Core C		
	Core D	●	Core D is limited to parcels no greater than 100' in width and located adjacent to or directly across the street from the transit stop.
	General A		
	General B		
	General C		
	General D	●	
	Edge A		
	Edge B		
	Edge C	●	
Block Configuration			
	Maximum Block Length	600'	
	Maximum Block Width	300'	
	Mid-Block Pedestrianways		
Permitted Street Types			
	Alley	●	
	Lane	●	
	Neighborhood St	●	
	Connector	●	
	Avenue	●	
	Boulevard	●	
Open Space Requirements			
	Core Subdistrict Requirements		Not Applicable.
	General and Edge Subdistrict Requirements		One Open Space Type is required within one-sixth (1/6) of a mile of the entrance of each building.
Permitted Open Space Types			
	Plaza		All Open Space Types are permitted, but only those marked shall meet the requirements above.
	Square	●	
	Green	●	
	Pocket Park	●	
	Commons		
	Park	●	
	Greenway		

Table 1.8 (1). Transit Neighborhood Requirements. ● = Permitted



Figure 1.8 (2). Sample Illustration of the Transit Neighborhood Place Type.



### Calibrating

#### Resulting District Areas

The following table is a rough guide to determine the approximate areas for each district within this Place Type. Note that the code for the Place Type defines limits the areas for Core Subdistrict shopping, as this Place Type is meant to apply to mainly residential neighborhoods.

For Place Types that will require subdivision and new streets, once a market study has been performed, this table could be refined to establish a more exact range desired for the Overlay/District and placed in the code to define a required resulting range.

#### Range of Percentage of Resulting District Area

Per quarter mile radius surrounding the transit stop

Core Subdistrict	10% to 20%
General Subdistrict	10% to 30%
Edge Subdistrict	40% to 80%

#### Resulting Densities for the Area

In order to support the commercial uses and transit within the Transit Neighborhood, the resulting densities for the area should be between 10 and 50 housing units per acre. (Source for density range: Reconnecting America and the Center for Transit-Oriented Development's TOD 202 Station Area Planning document. Density range adjusted down to reflect the surrounding context.)

However, density can take many forms. A neighborhood with 50 housing units per acre could be three stories in height with high building coverage per lot. Or it could be a single tower of housing units on a acre of land.

In order to code for desired character within the recommended density, discussions should focus on the resulting form, the overall heights and the amount of open space surrounding each building.

### \* To Be Considered

#### Example Locations

The Transit Neighborhood Place Type could apply to newer station locations adjacent to or within single family neighborhoods, such as the Sandridge station in Roy illustrated here, or the 4973 W station at Old Bingham Highway on the Jordan Line to Daybreak.

### How to Use Boulevard Community Place Type

The Boulevard Community Place Type could apply to any existing or proposed mixed use corridor, served by some form of transit. Within existing locations, the Place Type information provided here should serve as guidance to the city's planners in designating districts, streets, and Open Space within the area. Block sizes should be considered when contemplating subdividing existing blocks or vacating existing rights-of-way.

For proposed corridors, the Place Type could be utilized as a Place Type District or Overlay, triggering the requirement to subdivide larger parcels of land with a network of streets, then the Core, General, and Edge serve as Subdistricts.

### Calibrating

#### Core Subdistrict Limitation

The district requirements for the Boulevard Community limits Core Subdistrict to nodal intersections along the corridor(s). The assumption is also that the transit stops will be located at this intersection. It is also possible that the node may not be located at the intersection of two major corridors, but at a transit stop along a corridor. The point is to aggregate a dense node of walkable, commercial uses. Refer to 1.2.10 General Zoning District Layout for additional requirements in defining zoning district locations.

For existing and proposed Boulevard Community Place Types, the number of blocks of Core Subdistrict is a starting point. A market study should inform the requirements of this Place Type. A minimum amount of Core Subdistrict is key; however, the limitation and aggregation of Core Subdistrict defines this Place Type.

Also, consider calibrating the uses permitted within the Core Subdistrict to allow for more flexibility during the early years as the area becomes more successful. The storefront building forms, however, will remain in place.

#### The Limited Bay Building Type

Several existing buildings in the surveyed locations currently include light manufacturing or service uses that require garage access into the building on the front of the building. As the area transitions, these uses may continue or the buildings may be reused, housing craftsman industrial uses and/or other services.

In the Template Code, the Limited Bay Building Type is permitted in the Core C District (refer to 5.5 Building Types) in this Place Type. It allows for a limited width of front garage doors on Primary Streets. Also, within the Core C District (and D as

well), a wider range of uses are permitted, such as the craftsman industrial use, that might occur in this Building Type. To calibrate this Place Type for your location, consider the appropriateness for the Limited Bay building or some other form of it as well as the range of uses expected to occur within it. Note that you can also limit those uses within the District to the Limited Bay Building Type by specifying the uses as "with Development Standards" or "with special approvals".

Alternatively, it may be appropriate to create a second Core C District that does not permit the Limited Bay Building. This more pristine Core Subdistrict could be utilized at the key intersection with the Limited Bay permitting Core Subdistrict allowed on the edges.

# 1.0 Place Types

## 1.9 Boulevard Community

### 1. Description and Intent.

The Boulevard Community Place Type is intended for use along fairly intensive corridors of activity within the region. This place type allows for fairly intensive buildings with a wide mix uses, typically served by one or more modes of transit along the corridor. Directly behind the corridor, however, the area often transitions down fairly quickly to existing urban scale, single family homes.

### Form and Uses

This Place Type typically includes two intersecting Primary Street corridors with a node of mixed use buildings at the intersection, but could also apply to one continuous corridor. Stoop buildings typically surround these corridors, housing multiple family units or offices, graduating down to Edge Subdistricts, including row type housing and Yard Building single family units.

### Transit

The Boulevard Community may only currently be served by one mode of frequent transit, such as bus or bus rapid transit, but streetcar or light rail corridors outside the downtown may also utilize this Place Type. The corridors should be designated as Primary streets.

### 2. Requirements

Refer to Table 1.9 (1) for requirements for the Boulevard Community Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.

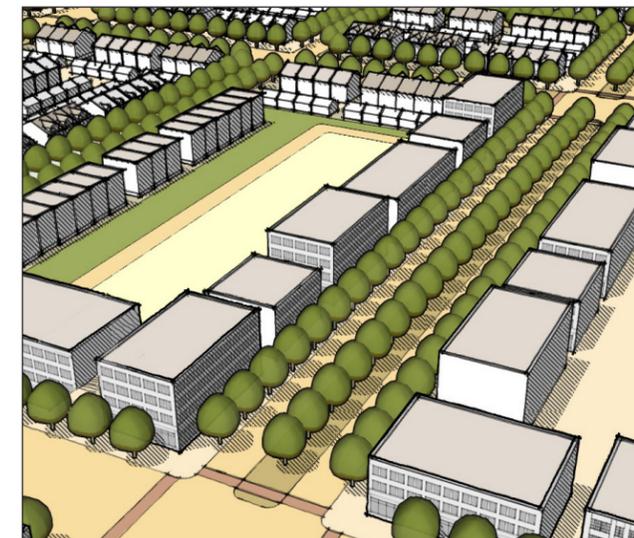


Figure 1.9 (1). Boulevard Community Place Type.

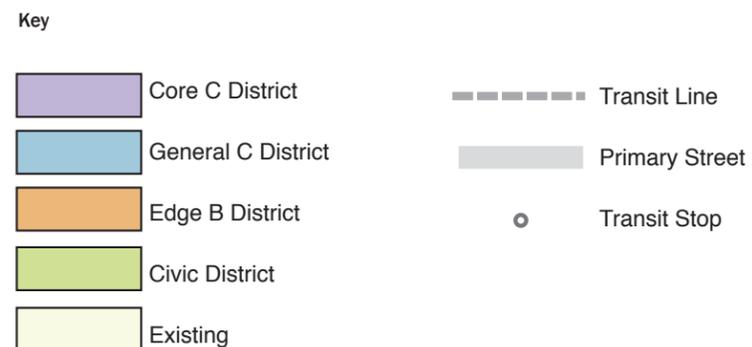
## 2. Boulevard Community Requirements

Subdistricts			
Core A			
Core B			
Core C	●	Core C is limited to parcels within 2 blocks of the intersections of the main corridor(s) or center of the Place Type, fronting only the main corridor(s).	
Core D			
General A			
General B			
General C	●		
General D			
Edge A			
Edge B	●	Edge B is limited to parcels within the limits of the Place Type, but not located along the main corridor(s).	
Edge C			
Block Configuration		Maximum Block Length	600'
		Maximum Block Width	300'
		Mid-Block Pedestrianways	
Permitted Street Types		Alley	●
		Lane	●
		Neighborhood St	●
		Connector	●
		Avenue	●
		Boulevard	●
Open Space Requirements		Core Subdistrict Requirements	One Open Space Type is required within one quarter (1/4) of a mile of the entrance of each building.
		General & Edge Subdistrict Requirements	One Open Space Type is required within one-sixth (1/6) of a mile of the entrance of each building.
Permitted Open Space Types		Plaza	●
		Square	●
		Green	●
		Pocket Park	●
		Commons	
		Park	●
		Greenway	●
			Shall only be used to meet the open space requirements for Edge Subdistricts.

Table 1.9 (1). Boulevard Community Requirements. ● = Permitted



Figure 1.9 (2). Sample Illustration of the Boulevard Community Place Type.



### Calibrating

#### Resulting District Areas

The following table is a rough guide to determine the approximate areas for each district within this Place Type. Note that the code for the Place Type defines specific areas for Core Subdistrict shopping, a key element to this Place Type.

For Place Types that will require subdivision and new streets, this table could be placed in the code to define a required resulting range.

#### Range of Percentage of Resulting District Area

Per quarter mile radius surrounding the transit stop

Core Subdistrict	30% to 50%
General Subdistrict	20% to 50%
Edge Subdistrict	20% to 50%

#### Resulting Densities for the Area

In order to support the commercial uses and transit within the Boulevard Community, the resulting densities for the area should be between 0 and 50 housing units per acre. (Source for density range: Wasatch Choice for 2040 Vision, May 2010)

However, density can take many forms. A neighborhood with 50 housing units per acre could be three stories in height with high building coverage per lot. Or it could be a single tower of housing units on a acre of land.

In order to code for desired character within the recommended density, discussions should focus on the resulting form, the overall heights and the amount of open space surrounding each building.

### \* To Be Considered

#### Example Locations

The Boulevard Community Place Type could apply to existing as well as proposed corridors within the region, including the majority of the State Street corridor, a portion of which is illustrated here. Depending on the level of desired intensity and walkability, this Place Type could also be utilized for along other existing or proposed corridors, including University Boulevard (400 S) along the Trax University line in Salt Lake.

### How to Use Main Street Place Type

The Main Street Place Type could apply to any greenfield or redeveloping mixed use or commercial corridor. Within existing locations, the Place Type information provided here should serve as guidance to the city's planners in designating districts, streets, and Open Space within the area. Block sizes should be considered when contemplating subdividing existing blocks or vacating existing rights-of-way.

For proposed corridors with existing large scaled blocks, the Place Type could be utilized as a mapped Place Type District or Overlay, triggering the requirement to subdivide larger parcels of land with a network of streets, then utilizing the Core, General, and Edge Subdistricts as Subdistricts.

### Calibrating

#### Core Subdistrict Requirement

The district requirements for the Main Street Place Type locates the Core Subdistrict along the corridor(s). The length of the Core Subdistrict area should be considered, with the goal of aggregating walkable, commercial uses. A quarter mile or four to five blocks of Core Subdistrict is most appropriate, extended to accommodate office or civic uses. Refer to 1.2.10 General Zoning District Layout for additional requirements in defining zoning district locations.

For existing and proposed Main Street Place Types, the number of blocks of Core Subdistrict is a starting point. A market study should inform the requirements of this Place Type. A minimum amount of Core Subdistrict is key; however, the limitation and aggregation of Core Subdistrict supports a more successful Place Type.

Also, consider calibrating the uses permitted within the Core Subdistrict to allow for more flexibility during the early years as the area becomes more successful. The storefront building forms, however, will remain in place.

#### The Storefront Building Type

The Storefront Building Type permitted in the Core D District is significantly different than the Storefront in the Core A and B Districts. In the Core Subdistrict, this building is permitted to be a single story commercial or civic building. This allowance is in consideration of current scale of the Main Streets in the region. In this Place Type, the historic form is desired and should be considered when calibrating the Place Type.

To establish a full mix of uses in the area, the Stoop Building with multifamily and office uses can be developed on the outside edges of the corridor, rather than incorporating those into upper stories of

the Core Subdistrict buildings.

#### The Limited Bay Building Type

Several existing buildings in the surveyed locations currently include light manufacturing or service uses that require garage access into the building. As the area transitions, these uses may continue or the buildings may be reused, housing craftsman industrial uses and/or other services.

In the Template Code, the Limited Bay Building Type is permitted in the Core D District (refer to 5.5 Building Types) in this Place Type. It allows for a limited width of front garage doors on Primary Streets. Also, within the Core C District (and C as well), a wider range of uses are permitted, such as the craftsman industrial use, that might occur in this Building Type. To calibrate this Place Type for your location, consider the appropriateness for the Limited Bay building or some other form of it as well as the range of uses expected to occur within it. Note that you can also limit those uses within the District to the Limited Bay Building Type by specifying the uses as "with Development Standards" or "with special approvals".

### \* To Be Considered

#### Employment Opportunities

This district also allows for the provision of a variety of workplaces, in terms of scale and type. The Stoop building can house a variety of offices as permitted by the uses allowed within the district. The Limited Bay building can accommodate office, light manufacturing, artist space, and other services with the limited allowance of front vehicular access. And, finally, the potential for Live-Work space within the Row Building as well as the allowance in all of the residential for a variety of home occupations creates an atmosphere for workplace options in the area.

# 1.0 Place Types

## 1.10 Main Street

### 1. Description and Intent.

The Main Street Place Type is intended for use along lower intensity corridors of activity within the region. This place type allows for Main Street-style, mixed use buildings, typically served by one or more modes of transit along the corridor. Directly behind the corridor, however, the area often transitions down fairly quickly to existing urban scale, single family homes.

### Form and Uses

This Place Type typically includes Storefront buildings along a key portion of the corridor, allowing a wide mix of uses. Stoop buildings typically surround these corridors, housing multiple family units or offices, graduating down to Edge Subdistricts, including row type housing and Yard Building single family units.

### Transit

The Main Street may only currently be served by one mode of frequent transit, such as bus or bus rapid transit. The corridor should be designated as a Primary Street.

### 2. Requirements

Refer to Table 1.10 (1) for requirements for the Main Street Place Type. Refer to 1.2 General Place Type Requirements for further definition of these requirements.



Figure 1.10 (1). Main Street Place Type

## 2. Main Street Requirements

Subdistricts	Core A		
	Core B		
	Core C		
	Core D	●	Core D shall be located contiguously along the main corridor(s) and at the intersection of the major corridors.
	General A		
	General B		
	General C		
	General D	●	
	Edge A		
	Edge B		
Block Configuration	Maximum Block Length	600'	
	Maximum Block Width	300'. Preferred location of Core Subdistricts is on shorter block ends.	
	Mid-Block Pedestrianways		
Permitted Street Types	Alley	●	
	Lane	●	
	Neighborhood St	●	
	Connector	●	
	Avenue	●	
	Boulevard		
Open Space Requirements	Core Subdistrict Requirements		One Open Space Type is required within one quarter (1/4) of a mile of the entrance of each building.
	General & Edge Subdistrict Requirements		One Open Space Type is required within one sixth (1/6) of a mile of the entrance of each building.
Permitted Open Space Types	Plaza	●	
	Square	●	
	Green	●	
	Pocket Park	●	
	Commons		
	Park	●	Shall only be used to meet the open space requirements for Edge Subdistricts.
	Greenway		

Table 1.10 (1). Main Street Requirements.

● = Permitted

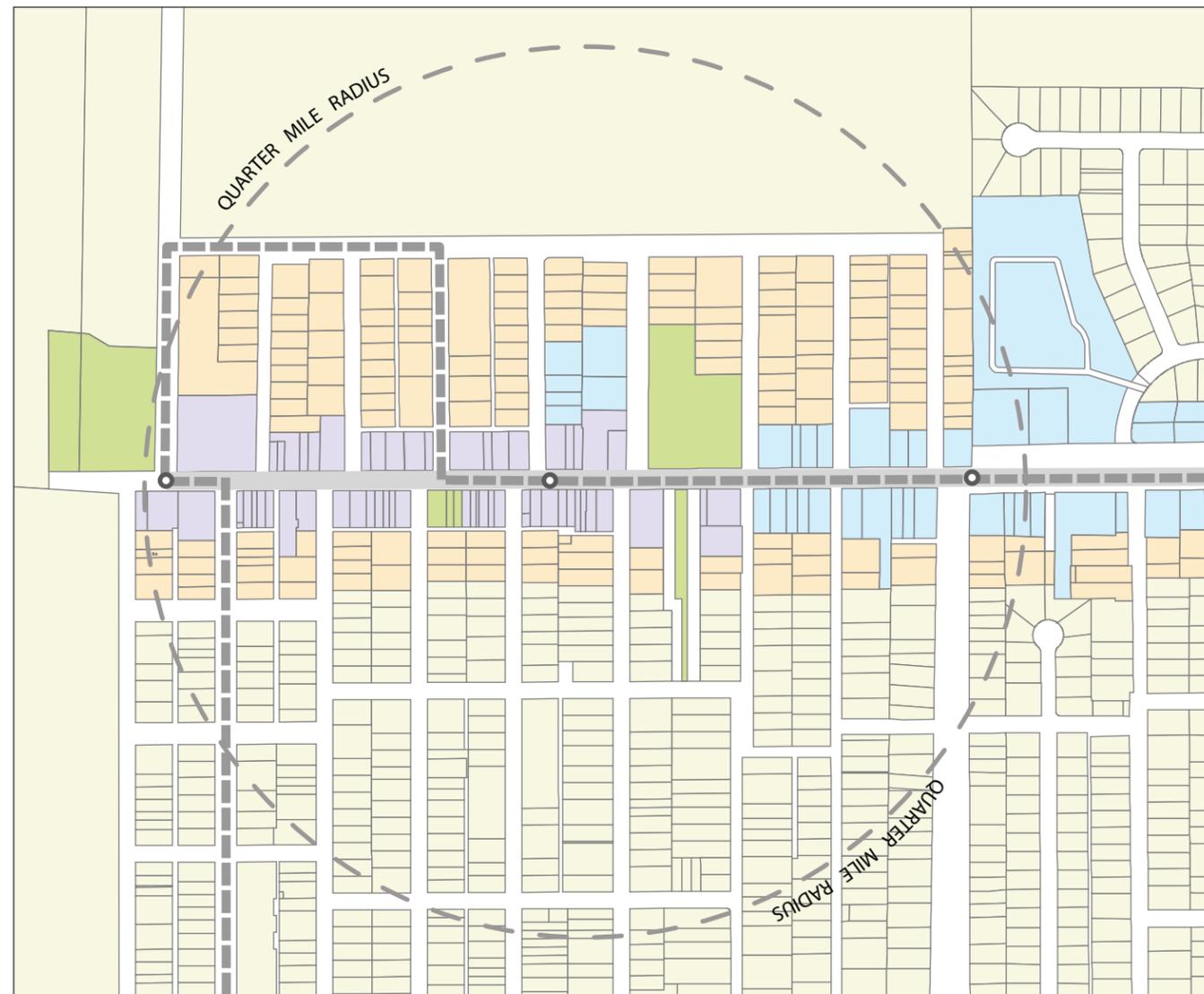
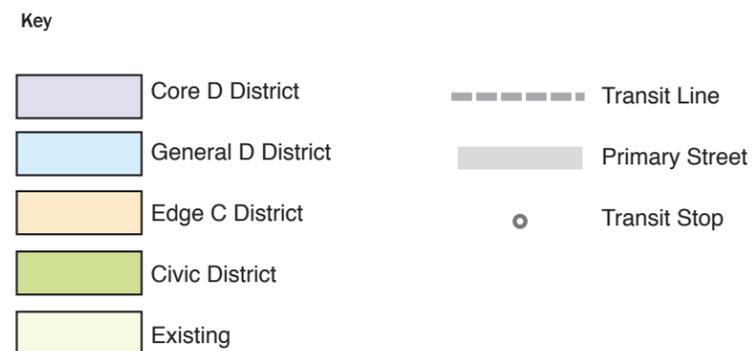


Figure 1.10 (2). Sample Illustration of the Main Street Place Type.



### Calibrating

#### Resulting District Areas

The following table is a rough guide to determine the approximate areas for each district within this Place Type. Note that the code for the Place Type defines specific areas for Core Subdistrict shopping, a key element to this Place Type.

For Place Types that will require subdivision and new streets, this table could be placed in the code to define a required resulting range.

#### Range of Percentage of Resulting District Area

Per quarter mile radius surrounding the transit stop

Core Subdistrict	30% to 50%
General Subdistrict	20% to 50%
Edge Subdistrict	20% to 50%

#### Resulting Densities for the Area

In order to support the commercial uses and transit within the Main Street Place Type, the resulting densities for the area should be between 10 and 50 housing units per acre. (Source for density range: Wasatch Choice for 2040 Vision, May 2010)

However, density can take many forms. A neighborhood with 50 housing units per acre could be three stories in height with high building coverage per lot. Or it could be a single tower of housing units on a acre of land.

In order to code for desired character within the recommended density, discussions should focus on the resulting form, the overall heights and the amount of open space surrounding each building.

### \* To Be Considered

#### Example Locations

The Main Street Place Type could apply to existing as well as proposed corridors within the region, including the Magna Main Street corridor illustrated here. As the lowest intensity Place Type, the Main Street should be utilized only in places to preserve historic form and character.

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## 2.0 Street Types

### How to Use this Section

The basic elements that begin to define the character of a Place Type starts with the public space of the street and includes the surrounding context of building forms and uses. Street Types are broad categories of streets, with each category relating to a different scale and intensity of the street.

To keep the number of Street Types simple, and because the vehicle has such an extreme affect on the character of the street, the Street Types categories included in this code are separated typically upon the width of the right-of-way, the design speed of the street, and the number of travel lanes. All Street Types in this code are expected to comfortably accommodate the appropriate level of pedestrian traffic as well as transit and bicycle traffic where appropriate.

### Why Define Street Types in a Zoning Code?

The character of any location is heavily affected by the scale and intensity of the streets within it. For example, a wide, heavily trafficked street has a different feel than a narrow yield street. Defining Street Types within the zoning code ensures that the particular location follows a predictable development pattern.

For Place Types, Street Types define acceptable street configurations for new streets appropriate for the place. Refer to the Place Type Tables for acceptable Street Types within each Place Type.

The Street types provided may be useful in reconfiguring existing streets to accommodate a more walkable pattern within the area.

### Commercial vs. Residential Streets

Each Street Type might include both a commercial street and residential street option, utilizing different treatments for each location. Street Type pedestrian area configurations may allow landscape zones

and/or furnishings zones, depending on the intensity of the pedestrian traffic in a location. Landscape zones include planters or grass parkway strips.

### How Were These Street Types Defined?

Initially, typical existing rights-of-way were examined. In the Salt Lake region, rights-of-way are typically wider than is necessary. However, those widths have allowed the incorporation of transit into the street sections in many locations. Where appropriate, illustrations of alternative sections utilizing these wider rights-of-way have been shown.

The range of Street Types included in this document accommodate what is typically used in new community development across the country.

- The Lane and Neighborhood Street utilize yield lanes and are smaller scaled streets for use in low density residential locations.
- With one lane in each direction, the Connector and the Avenue are appropriate for shopping streets, medium to high density locations, with on-street parking.
- The Boulevard is a wider street, allowing for two lanes in each direction, and should only be utilized based on a wider area streets plan.

### Recommended & Optional Items

Most municipal or zoning codes contain information and regulations regarding street standards. The street standards included in the Template Code are written for complete streets, with considerations for pedestrians, bicyclists, transit, and vehicles, which may not be included in your current code.

Each Street Type is permitted by Place Type. Any Street Type not applicable to the subject location may be removed and others added from the calibrated code.

### Optional: General Requirements

2.1 General Requirements are optional sections that may be removed if these types of requirements are included in your existing code.

### Recommended: General Street Type Standards

2.2 General Street Type Standards are recommended sections that include important information about on-street parking, bicycle infrastructure, and street trees that are important to the pedestrian-orientation of a street.

## 2.0 Street Types

### 2.1 General Requirements. [OPTIONAL]

#### 1. Intent.

The standards outlined in this section are intended to:

- (1) Create complete streets that address all modes of travel, included pedestrian traffic, bicycle traffic, transit, and vehicular traffic.
- (2) Address all features of the street right-of-way, including sidewalks, parkways, traffic lanes, bicycle lanes, and medians.
- (3) Continue the existing logical and comprehensible system of streets and street names that result in a simple, consistent and understandable pattern of blocks, lots, and house numbers.
- (4) Provide adequate access to all lots for vehicles and pedestrians.
- (5) Create streets that are appropriate for their contexts in residential, commercial, or mixed Use Districts and are designed to encourage travel at appropriate volumes and speeds.
- (6) Encourage streets that respect natural features by following topography and drainage systems, rather than interrupting or dead-ending at the feature.
- (7) Create streets and public rights-of-way that result in stormwater runoff quantity reduction and improved quality of stormwater runoff.

#### 2. Applicability.

The standards in this section apply to all vehicular rights-of-way within any Place Type **District/Overlay/area**.

#### 3. General Requirements.

All proposed streets, landscape or furnishings zones, and sidewalks shall be located in dedicated vehicular Rights-of-Way as required by this article.

- (1) Street Types. All new vehicular rights-of-way shall match one of the street types, refer to 2.4 through 2.9, whether publicly dedicated or privately held.
- (2) Public Use. All streets shall be available for public use at all times. Gated streets and streets posted as private are not permitted.

#### 4. Street Construction Specifications.

All construction in the right-of-way shall follow specifications defined by the Department of Public Works.

### 2.2 General Street Type Standards. [RECOMMENDED]

#### 1. Street Types.

Street Types defined in this section outline acceptable street configurations. New streets should be designed using the principles and characteristics defined by each street type. The Zoning Administrator may require additional right-of-way, pavement width, or

additional street elements depending on unique site characteristics.

#### 2. Graphics.

The graphics provided here, illustrating each street type, are samples of recommendations and illustrate a possible configuration of that street type. By applying the standards outlined [and working with the Department of Public Works], other configurations are possible.

#### 3. Typical Street Elements.

Typical elements of a vehicular right-of-way are divided into the vehicular and pedestrian realm. Each street type detailed in this article outlines which facilities are applicable. Refer to Figure 2.2 (1): Typical Right-of-Way Elements.

- (1) Vehicular Realm. The vehicular realm is comprised of the travel lanes, bicycle lanes, and parking lanes.
- (2) Pedestrian Realm. The pedestrian realm is typically comprised of pedestrian facilities, such as sidewalk, path/trail, or off-street bicycle path, and a buffer area, consisting of a landscape zone or furnishings zone that serves to buffer pedestrians or bicyclists from the movements of higher speed vehicles in the vehicular realm.
  - (a) Landscape Zone. A landscape area between the back of curb or edge of pavement to the sidewalk in which street trees, swales, lighting, and signage may be located. Typically used adjacent to residential buildings.
  - (b) Furnishings Zone. A hardscape area that extends from the sidewalk to the back of curb, in which street trees, street furniture, lighting, and signage may be located. Typically used adjacent to commercial or office buildings.

#### 4. Vehicular Travel Lanes

The number and width of vehicular travel lanes are determined by the Street Type.

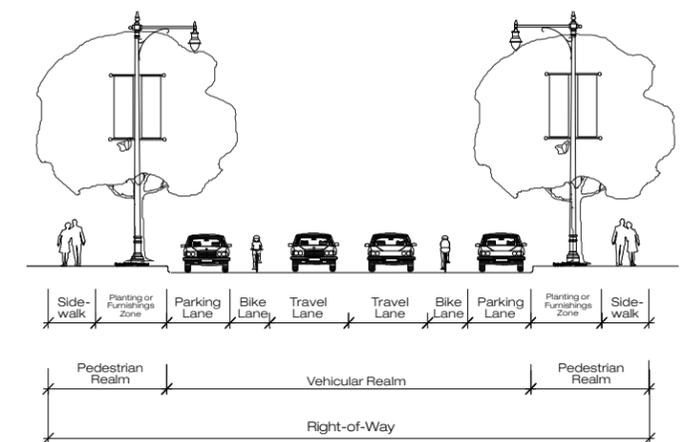


Figure 2.2 (1). Typical Right-of-Way Elements.

**5. Vehicular On-Street Parking.**

On-street parking, as permitted on designated street types, shall meet the following requirements.

- (1) Parallel and diagonal parking is permitted on designated street types.
- (2) Vehicular Parking Space Dimensions. The appropriate dimensions for on-street parking spaces are outlined in Table 2.2 (1): On-Street Parking Space Dimensions and Figure 2.2 (2): On-Street Parking Layout. The width of a parking space shall be measured from the center of a stripe.

**6. Bicycle Facilities.**

All bicycle accommodations shall be coordinated with the [bicycle plan]. The following types of bicycle accommodations are permitted in the vehicular realm per Street Type. Refer to Figure 2.2 (3).

- (1) Cycle Track. A cycle track is a separate on-road bicycle facility that is typically adjacent to, but physically separated from, vehicular traffic and parking by a barrier.
- (2) Dedicated Bicycle Lane. Dedicated bicycle lanes are striped lanes on the outside of the outermost travel lanes that are designated for only bicycle use. This lane occurs on both sides of the street and shall be five to six feet wide.

Angle (degrees)	Curb Length (feet)	Stall Width (feet)	Stall Depth (feet)
0	20	7	7
45	12	8.5	17
60	10	8.5	18
90	9	8.5	18

Table 2.2 (1). On-Street Parking Space Dimensions.

- (3) Designated Shared Lane. A designated shared lane is a lane that is shared between vehicles and bicycles. This lane is typically wider than a standard vehicular lane, **minimum 13 feet**, in order to accommodate both types of users, and includes a painted bicycle marker combined with a double arrow (known as a “sharrow”). This improvement occurs on both directions.
- (4) Shared Lane. A shared lane refers to a street that does not have bicycle lanes or a designated shared lane, but the speed and configuration of the street is such that bicycles could comfortably share lanes with traffic.

**7. Stormwater Management.**

Incorporation of stormwater management best practices into the right-of-way design is encouraged, such as incorporating drainage swales and slotted curbs into the Landscape Zone or permeable paving in the parking lane.

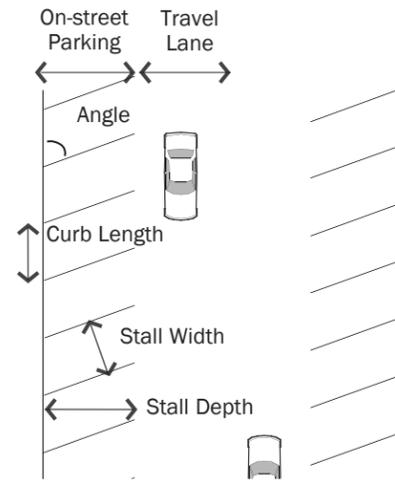


Figure 2.2 (2). On-Street Parking Layout.

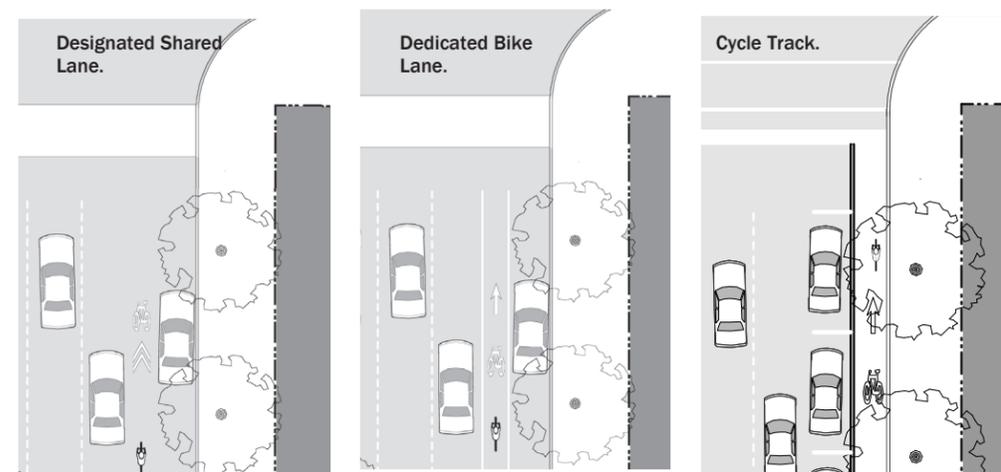


Figure 2.2 (3). On-Street Bicycle Facilities.

**\* To Be Considered**

**Lane Widths**

In general, lane widths are shown at 10, 11, or 12 feet. An 11 foot width is a commonly acceptable standard to accommodate a wide range of traffic moving through an area. A 10 foot width is typically utilized in slower locations, such as neighborhood streets and shopping streets. Twelve foot lane widths are typically reserved for those locations that are intended to accommodate fairly heavy truck traffic. Twelve foot widths should **not** be utilized in locations without truck traffic, as wider lanes will only encourage traffic to travel at higher speeds.

**On-Street Parking**

On-street parking is shown on all street types included in this document. (Note that faster traveling highways are not included as these are streets that would likely by-pass these places.) On-street parking should be accommodated wherever possible for several reasons. It provides a buffer between pedestrians and vehicles in travel lanes, and it helps relieve some of the burden of providing off-street parking, especially visitor parking for residential. Further, on-street parking provides “teaser parking” for businesses, making it easy for a passerby to stop in at a business on short notice.

**Bicycle Facilities**

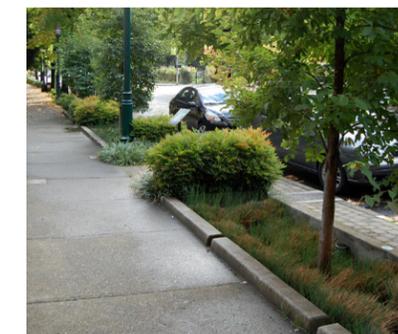
All Place Types should be designed to encourage bicycle use to advance the accommodation of multiple modes of travel in and around the location. Bicycle facilities should be coordinated with any area bicycle plans and the types of facilities anticipated for the locations should be included in the code. Routes to all transit locations should be considered and where Avenues and Boulevards dominate, dedicated bicycle facilities should be included.

**Fire Access**

The “Room to Pass” allowance has assisted in getting narrower street pavements approved in many municipalities. Otherwise, street configurations may need to be revised to gain approvals for incorporation into the code.

**Right-of-Way Stormwater Treatment**

Street right-of-way composed of street pavement, sidewalks, and on-street parking is generally impervious, routing stormwater that falls here into municipal sewers. Where appropriate soils exist, swales with slotted curbs in Landscape Zones and permeable sidewalks and parking lanes can accommodate a significant amount of infiltration, reducing the amount of stormwater entering the sewers.



Slotted curbs allow for stormwater that falls on streets and sidewalks to be channeled into swales within a parkway and absorbed back into the ground when appropriate soils exist. Images from Portland Green Streets.

Sidewalks, plazas, and parking lanes composed of permeable pavers allow stormwater to be absorbed where it falls. Top Image: Portland Green Streets Bottom Image: Cermak Sustainable Streetscape, Chicago.

## ★ To Be Considered

### Disconnected Streets

Disconnected streets are discouraged as they reduce traffic and pedestrian connectivity.

### Cul-de-Sacs

Cul-de-sacs have been prohibited in the Template Code with only one exception related to natural features.

Cul-de-sacs reduce both traffic and pedestrian connectivity that is vital in creating walkable places. When feasible, cul-de-sacs should have a pedestrian and bicycle connection to the abutting street.

In infill situations, where the existing context edges contain few perforations to allow connectivity, it may make sense to allow for more cul-de-sacs, but require future connections. To do this, retain a lot at the apex of the cul-de-sac that can accommodate a future connection.

### Curb Radii

The measurement for curb radii at intersections has been set as the turning radius of a “typical design vehicle,” which is a passenger car, not the “maximum design vehicle,” which is often a much larger truck. Using the typical design vehicle allows for smaller curb radii, which shortens pedestrian crossing distances.

## Recommended & Optional Items

### Optional: General Street Layout Requirements

2.3 General Street Layout Requirements are optional sections that may be removed if these types of requirements are included in your existing code.

# 2.0 Street Types

## 8. Street Trees.

Street trees are required along all street frontages, with the exception of the Lane and the Alley.

- (1) Street trees shall be located either in a Landscape Zone within a planting bed or lawn, or in a Furnishings Zone in tree wells with a grate as required.
- (2) Tree grates are required for all trees located in tree wells in Pedestrian Realms less than ten feet in width.
- (3) Spacing for street trees shall be no less than 50 feet on center. Recommended spacing in residential locations is 35 feet on center.

## 9. Fire Access.

Street configurations have been calculated to provided fire truck access. Where the total width of all travel lanes totaled is narrower than 20 feet, the following shall apply.

- (1) Room to Pass. At 120 foot increments, a 20 foot opening in the on-street parking or a 20 foot dedicated pull-off space must be provided to allow vehicles to pull over for a fire truck to pass.
- (2) Driveway or Fire Hydrant Zone. A driveway or fire hydrant zone may be utilized to fulfill the requirement.

## 2.3 General Street Layout Requirements. [OPTIONAL]

### 1. General Layout Standards.

The following standards apply to new streets or newly platted vehicular Rights-of-Way.

- (1) Treatment of Natural Features. Streets shall be designed to respect natural features, such as rivers, woodlands, or slopes, by following rather than interrupting or dead-ending at the feature.
- (2) Street Network. The network of streets shall form an interconnected pattern with multiple intersections.
- (3) Existing Streets. The arrangement of streets shall provide for the continuation of existing streets from adjoining areas into new subdivisions.

### 2. Disconnected Streets.

Disconnected streets may take the following form:

- (1) Stub Streets. Where adjoining areas are not subdivided, streets in new subdivisions shall be extended to the boundary line of the tract to make provision for the future projection of streets into adjacent areas.
  - (a) Where abutting property is not subdivided, stub streets shall be provided at intervals no greater than the maximum block length and width recommended in 1.3 - 1.10 Place Types.

- (b) Existing stub streets adjacent to a proposed subdivision shall be connected.
- (2) Half Streets. The construction of a half street shall be prohibited unless otherwise approved by the **Planning Commission and/ or City /County Council** in unusual circumstances that make it essential and where satisfactory assurances for dedication if the remaining part of the street is provided.
  - (a) Proposed half streets along the periphery of the subdivision shall have no less than one-half of the right-of-way dedicated and constructed.
  - (b) Existing half streets adjacent to a proposed subdivision shall be completed with the dedication of the remaining right-of-way and the complete construction of the street with the development of said proposed subdivision and property development.
- (3) Cul-de-Sac Streets. Cul-de-sac streets are not permitted in any Place Type except where natural features prohibit the inclusion of a U-shaped street accessing the location. The following parameters shall be incorporated when the exception is taken:
  - (a) The Cul-de-sac shall not be more than 300 feet in length as measured along the centerline from the closest intersection.
  - (b) The Cul-de-sac shall have a maximum outside turning radius of 50 feet.
  - (c) The narrow Neighborhood Street section shall be utilized for the pavement and the remaining center of the circular area shall be landscaped.
  - (d) A pedestrian sidewalk connection from the cul-de-sac through to the next closest street or sidewalk.

### 3. Intersections.

- (1) Curb Radii. The following curb radii shall be utilized unless otherwise authorized by the Zoning Administrator.
  - (a) Intersections should be designed for actual turning radius of the typical design vehicle as opposed to the maximum design vehicle. Small curb radii at intersections shorten pedestrian crossing distances and reduce vehicle turning speeds, thereby balancing the ease of travel of the vehicles and pedestrians. Refer to Figure 2.3 (1).
  - (b) Neighborhood and Connector Streets. At the intersection of any street with a Neighborhood or a Connector Street, the following curb radii shall be utilized.
    - (i) With on-street parking on both streets, a 5 foot radius may be utilized.
    - (ii) Without on-street parking, a 15 foot radius is required.
  - (c) Avenue Streets. At the intersection of Avenues to Avenues or Boulevards, the following curb radii shall be utilized.
    - (i) With on-street parking on both streets, a 10 foot radius is required.
    - (ii) Without on-street parking on either streets, a 25 foot radius is required.

- (d) Larger Radius. When the design vehicle requires a larger curb radius and no on-street parking exists, a 30 foot radius may be utilized for Avenues or Boulevards. Larger radii require approval of the Department of Public Works.
  - (e) Alley Intersections. The curb radius at intersections involving Alleys shall be no greater than 5 feet.
- (2) Crosswalks. Crosswalks shall be required at all intersections involving Connectors, Avenues, and Boulevards.
- (a) Dimensions. Crosswalks shall be minimum six feet in width, measured from mid-stripe to mid-stripe, per MUTCD.
  - (b) Markings. Crosswalks shall be appropriately indicated on the finished street surface with painted markings and/or textured or colored pavement.
  - (c) Crossing Distances. To encourage pedestrian activity, typical crosswalks shall not extend over 38 feet without a landscape median, bulb-outs and/or other pedestrian refuge to mitigate the effects of vehicular traffic on crossing and increase pedestrian safety and comfort. Refer to Figure 2.3 (2).
  - (d) Accessible ramps and warning panels, per the American Disabilities Act or any more stringent state requirement, are required where all sidewalks or trails terminate at a crosswalk or curb.
  - (e) Ramp Orientation. Ramps shall be oriented perpendicular to traffic, requiring two ramps per corner at intersecting streets.
- (3) Bulb-outs. To shorten pedestrian crossing distances, bulb-outs should be utilized at all intersections, unless otherwise required by the Department of Public Works. Refer to Figure 2.3 (3).
- (a) The depth of the bulb-out shall match the utilized on-street parking, either the width of the parallel space or the depth of the diagonal space.
  - (b) The radius of the bulb-out shall match the requirements for the intersection.

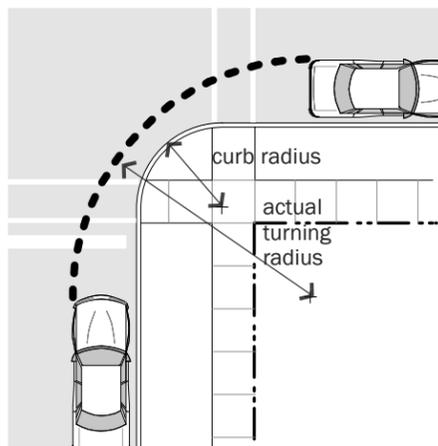


Figure 2.3 (1). Actual Right Turn Radius with On-Street Parking.

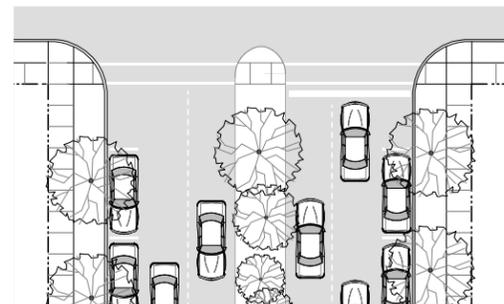


Figure 2.3 (2). Wide Street Crossing with Pedestrian Refuge Median.

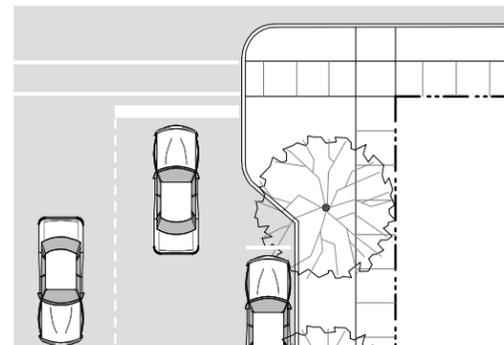


Figure 2.3 (3). Bulb Out.

## \* To Be Considered

### Crosswalks

Crossing distances at crosswalks have been limited to 38 feet or less to increase pedestrian safety. This may be different than your current code regulations.

### Bulb-outs

Bulb-outs are an excellent way to reduce crossing distances and provide additional space on corners to accommodate traffic signals, seating, and trash receptacles. However, some cities and counties do not permit them because of damages from snow plowing.

## Calibrating

### Alleys

Alleys are permitted in all Place Types and should be encouraged to be incorporated into existing locations to the extent possible.

The dimensions for alleys can vary, though narrower widths will limit truck access needed to accommodate trash and recycling pickup.

Alleys can also accommodate green spaces, though the Commons Open Space Type is a more appropriately sized way to incorporate open space into the rear of lots.

# 2.0 Street Types

## 2.4 Alley.

### 1. Intent.

The Alley is a very low capacity drive located at the rear of parcels. From the Alley, access to parking facilities, loading facilities, and service areas, such as refuse and utilities is possible without a curb cut or driveway interrupting a street type. Refer to the typical plan and section in Figure 2.4 (1).

### 2. General Requirements.

Alleys shall be developed using the standards in Table 2.4 (1).

Alley Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	20'
Vehicular Realm	
Travel Lanes	1 yield lane
Lane Width	16'
Allowable Turn Lanes	Not applicable
Parking Lanes	Not applicable
Pavement Width	Minimum 16' Maximum 20'
Median	
Bicycle Facilities <sup>1</sup>	Shared
Pedestrian Realm	
Pedestrian Facilities	Shared; travel lanes are shared among drivers, pedestrians and bicyclists
Street Buffer	None required

<sup>1</sup> Reference 2.2.6 for bicycle facility types and requirements

Table 2.4 (1). Alley Requirements.

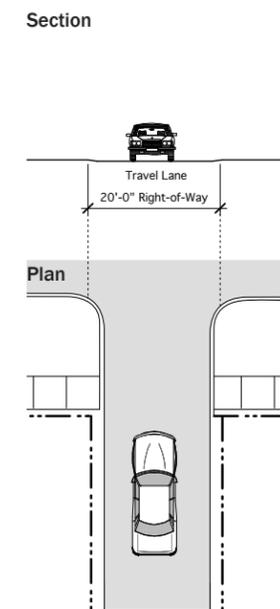


Figure 2.4 (1). Typical Alley.

## 2.5 Lane

### 1. Intent.

A Lane is a very low capacity Street Type that serves only those properties directly adjacent to it. Lanes can have designated realms for vehicular and pedestrian traffic, or these modes can share lanes given the low capacity and slow speed. Refer to the typical plan and section, Figure 2.5 (1).

### 2. General Requirements.

The Lane shall be developed using the standards in Table 2.5 (1).

Lane Requirements	
Permitted Districts	Edge A Edge B Edge C
Permitted Adjacent Building Types	Row Building Yard Building
Typical Right-of-Way Width	30'
Vehicular Realm	
Travel Lanes	1 yield lane
Lane Width	10'
Allowable Turn Lanes	Not applicable
Parking Lanes <sup>1</sup>	1 parallel lane required
Pavement Width	Minimum 17' Maximum 20'
Median	Prohibited
Bicycle Facilities <sup>2</sup>	Shared
Pedestrian Realm	
Pedestrian Facilities	Shared; travel lanes are shared among drivers, pedestrians and bicyclists.
Street Buffer	None required

<sup>1</sup> Reference 2.2.5 for on-street parking requirements  
<sup>2</sup> Reference 2.2.6 for bicycle facility types and requirements

Table 2.5 (1). Lane Requirements.

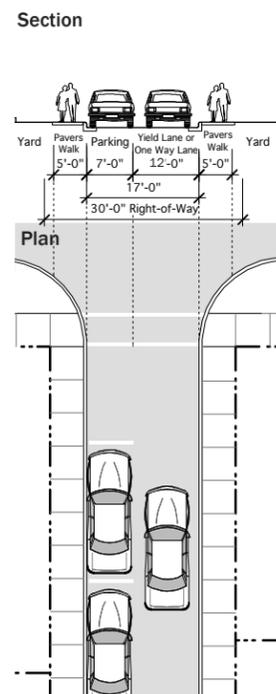


Figure 2.5 (1). Typical Lane.

## Calibrating

### Lane

Sometimes called a Lane, the very narrow Lane is acceptable based upon its limited use, its special paving, and the design of the surrounding buildings. Refer to Place Types for limitations on the use of the Lane.

Because the Lane does not provide space for or require street trees, the travel lane and sidewalk should be constructed of special pavement, such as brick pavers. To provide some amount of landscape between the street and building, the front Build-to Zone of any building along a Lane should start at five feet.

The dimensions of the Lane can be calibrated up to the allowance for the Neighborhood Street. The widths of the Neighborhood Street would trigger providing sidewalk, parkway, and street trees.

## \* To Be Considered

### Fire Access to the Lane

The width of the Lane will likely need special approvals by the local Fire Official because it will not meet the room to pass measurement.

Possible urban design methods that may help meet this requirement are to utilize roll curbs or no curbs to allow the fire trucks additional width on the sidewalk. Also, restricting Lane maximum length to 300 feet or less allows fire truck accessibility from an adjacent street.

### Calibrating

#### Neighborhood Streets

The Neighborhood Street is the most common Street Type, providing a low capacity yield street typically serving lower density residential locations. Consider only permitting in Edge Districts if there is concern about street capacity for multiple apartment/condominium buildings on a street.

#### Alternate Sections

A narrower alternative section is provided, allowing for one-way streets or even lower capacity streets, atypical for transit served locations.

## 2.0 Street Types

### 2.6 Neighborhood Street.

#### 1. Intent.

The Neighborhood Street is a low capacity street designed for slow speeds with a standard right-of-way. It primarily serves those residences or businesses directly adjacent to it. Refer to the typical plan and section, Figure 2.6 (1).

#### 2. General Requirements.

The Neighborhood Street shall be developed using the standards in Table 2.6 (1).

### Neighborhood Street Requirements

<b>Permitted Districts</b>	General C General D Edge A Edge B Edge C
<b>Permitted Adjacent Building Types</b>	General Stoop Row Building Yard Building Civic Building
<b>Typical Right-of-Way Width</b>	60'
<b>Vehicular Realm</b>	
<b>Travel Lanes</b>	1 yield lane
<b>Lane Width</b>	16 to 18'
<b>Allowable Turn Lanes</b>	Not applicable
<b>Parking Lanes <sup>1</sup></b>	Parallel required on one side of street
<b>Pavement Width</b>	32', 20' for alternative
<b>Median</b>	Permitted
<b>Bicycle Facilities <sup>2</sup></b>	Shared
<b>Pedestrian Realm</b>	
<b>Pedestrian Facilities</b>	Minimum 5 feet wide clear sidewalk on both sides
<b>Street Buffer</b>	Minimum 9 feet wide Landscape Zone

<sup>1</sup> Reference 2.2.5 for on-street parking requirements  
<sup>2</sup> Reference 2.2.6 for bicycle facility types and requirements

Table 2.6 (1). Neighborhood Street Requirements.

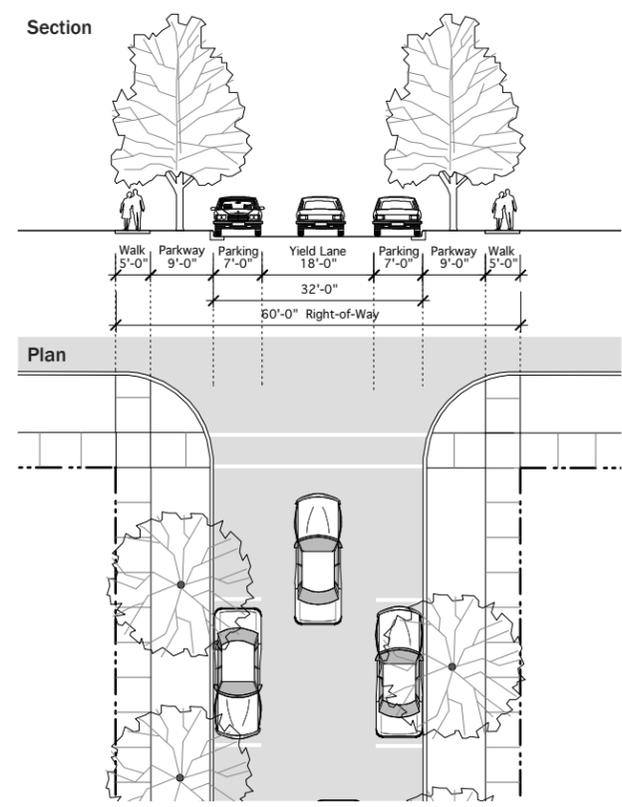


Figure 2.6 (1). Typical Neighborhood Street.

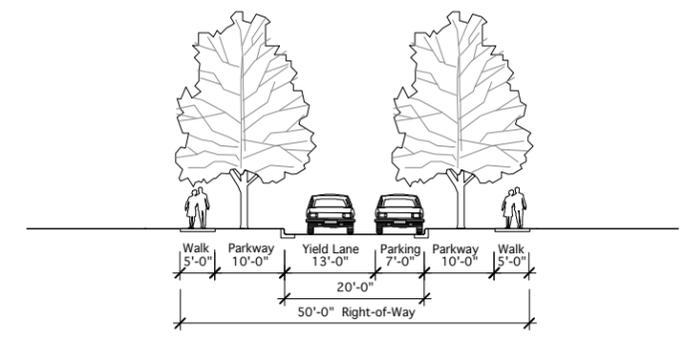


Figure 2.6 (2) Alternative 50' Right-of-Way Neighborhood Street.

## 2.7 Connector Street.

### 1. Intent.

The Connector Street is a medium capacity street for slow speeds with a standard right-of-way. It primarily serves as a through street within the Neighborhood and connects Neighborhood Streets to Avenues. Refer to the typical plan and section, Figure 2.7 (1).

### 2. General Requirements.

Connectors shall be developed using the standards in Table 2.7 (1).

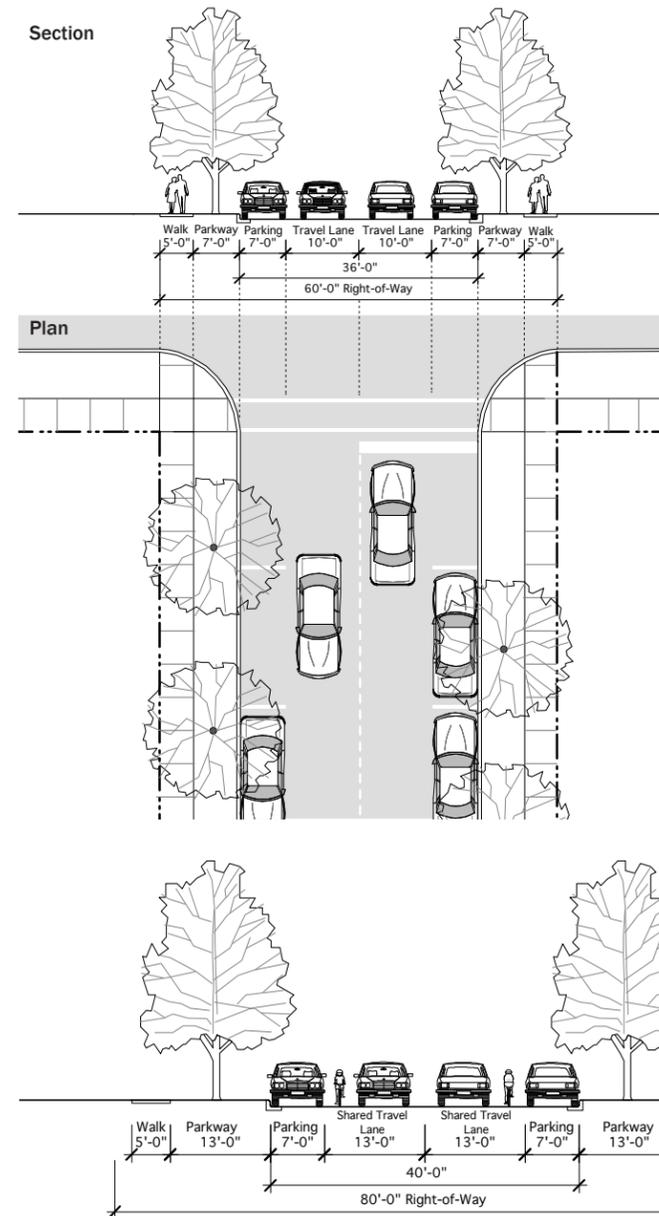


Figure 2.7 (1). Alternative 80' Shared Right-of-Way Connector.

Connector Street Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	60' to 70'
Vehicular Realm	
Travel Lanes	1 lane in each direction
Lane Width	10'
Allowable Turn Lanes	Right permitted in place of parking at intersections with Avenue; left only with median alternative
Parking Lanes <sup>1</sup>	Parallel required on both sides of street.
Pavement Width	36'; 40' for alternative
Median	Permitted with 80' or greater right-of-way.
Bicycle Facilities <sup>2</sup>	Shared
Pedestrian Realm	
Pedestrian Facilities	Minimum 5' wide clear sidewalk on both sides
Street Buffer	Minimum 7 feet wide planting zone or furnishings zone; adjacent to Residential Districts, Open Space Districts, the planting zone is required
<sup>1</sup> Reference 2.2.5 for on-street parking requirements	
<sup>2</sup> Reference 2.2.6 for bicycle facility types and requirements	

Table 2.7 (1). Connector Requirements.

## Calibrating

### Connector Street

The Connector Street is medium capacity street that provides a through connection between the slow speed Neighborhood Streets and Avenues. With one lane in each direction, higher capacity residential, shopping, and office can be accommodated.

Traffic should be low enough to allow for undesignated, shared bicycle use. Higher traffic locations should utilize the Avenue Street Type.

### Alternate Sections

A wider alternative section is provided that allows for a shared auto/bicycle travel lane in each direction.

# 2.0 Street Types

## Calibrating

### Avenue

Avenues are permitted in several Place Types and are intended to accommodate faster moving vehicles.

### Alternate Sections

The recommended right-of-way width for an Avenue is 80' to accommodate a median. Several alternative sections are provided using wider rights-of-way to allow for designated bicycle or transit access or additional angled in parking.

Alternative sections utilizing 120' or 132' width rights-of-way are provided to illustrate potential use of these wider widths typical of the region.

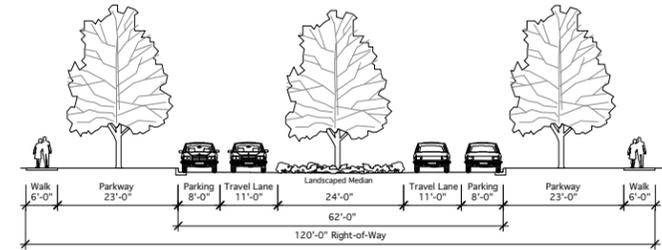
## 2.8. Avenue.

### 1. Intent.

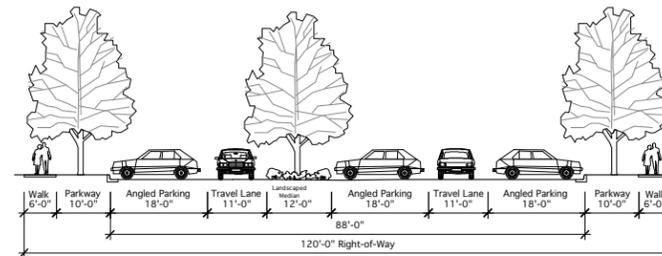
The Avenue is a medium to high capacity street for higher speeds with a wider right-of-way. It serves all types of development and provides crosstown connections. Refer to the typical plan and section in Figure 2.8 (1).

### 2. General Requirements.

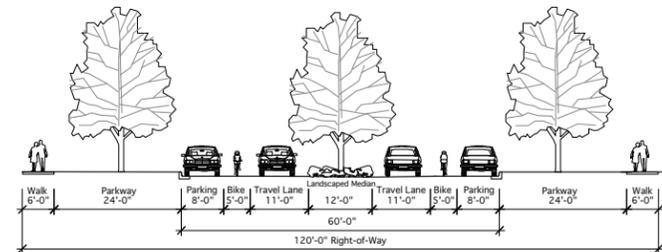
Avenues shall be developed using the standards in Table 2.8 (1).



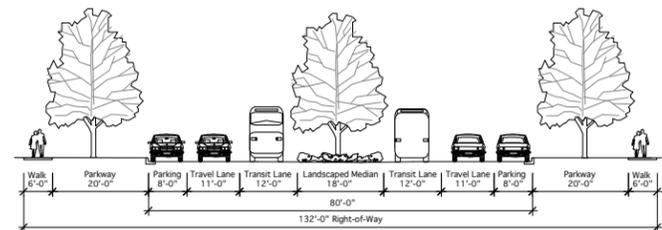
Additional Right-of-Way can be utilized for healthier trees.



Additional Right-of-Way can be utilized to provide angled parking, head in or back in.



Additional Right-of-Way can be for designated bicycle lanes or cycle tracks.



Additional Right-of-Way can be utilized to accommodate transit.

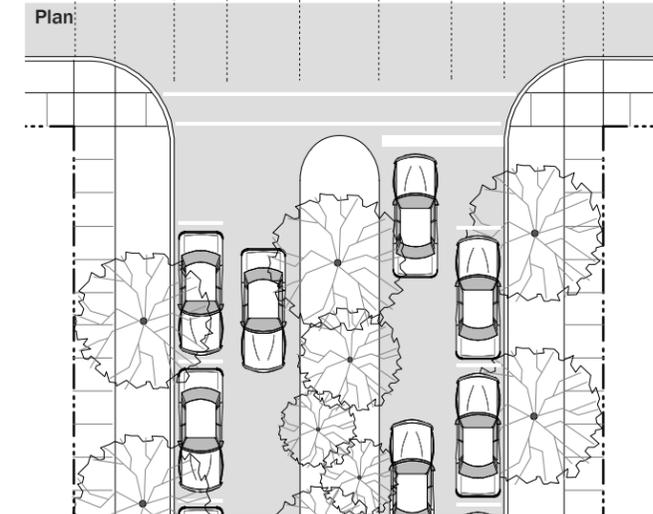
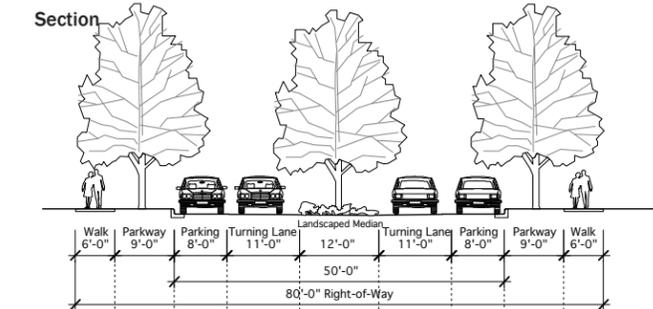


Figure 2.8 (1). Typical Avenue.

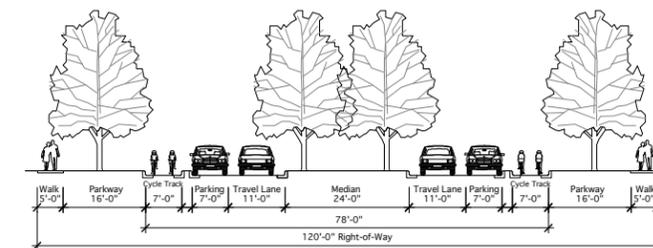


Figure 2.8 (2). Alternative 120' with Median & Cycle Track Connector.

## Avenue Requirements

<b>Permitted Districts</b>	All Districts
<b>Permitted Adjacent Building Types</b>	All Building Types
<b>Typical Right-of-Way Width</b>	66' to 80'
<b>Vehicular Realm</b>	
<b>Travel Lanes</b>	1 lane in each direction
<b>Lane Width</b>	11' or 12' with truck traffic
<b>Allowable Turn Lanes</b>	Right permitted in place of parking at intersections with Connector; left only with median.
<b>Parking Lanes <sup>1</sup></b>	Parallel required on both sides of street; angled permitted for alternative.
<b>Pavement Width</b>	50'; 78' for alternative
<b>Median</b>	Permitted with 80' or greater right-of-way.
<b>Bicycle Facilities <sup>2</sup></b>	Shared; dedicated bike lane with alternative.
<b>Pedestrian Realm</b>	
<b>Pedestrian Facilities</b>	Minimum 5' wide clear sidewalk on both sides
<b>Street Buffer</b>	Minimum 9 feet wide planting zone or furnishings zone; adjacent to Residential Districts, Open Space Districts, the planting zone is required

<sup>1</sup> Reference 2.2.5 for on-street parking requirements  
<sup>2</sup> Reference 2.2.6 for bicycle facility types and requirements

Table 2.8 (1). Avenue Requirements.

## 2.9 Boulevard.

### 1. Intent.

The Boulevard is a high capacity street for higher speeds with a wider right-of-way, one way only in this case. It serves all types of development and provides crosstown connections. Refer to the typical plan and section, Figure 2.9 (1).

### 2. General Requirements.

Boulevards shall be developed using the guidelines in Table 2.9 (1).

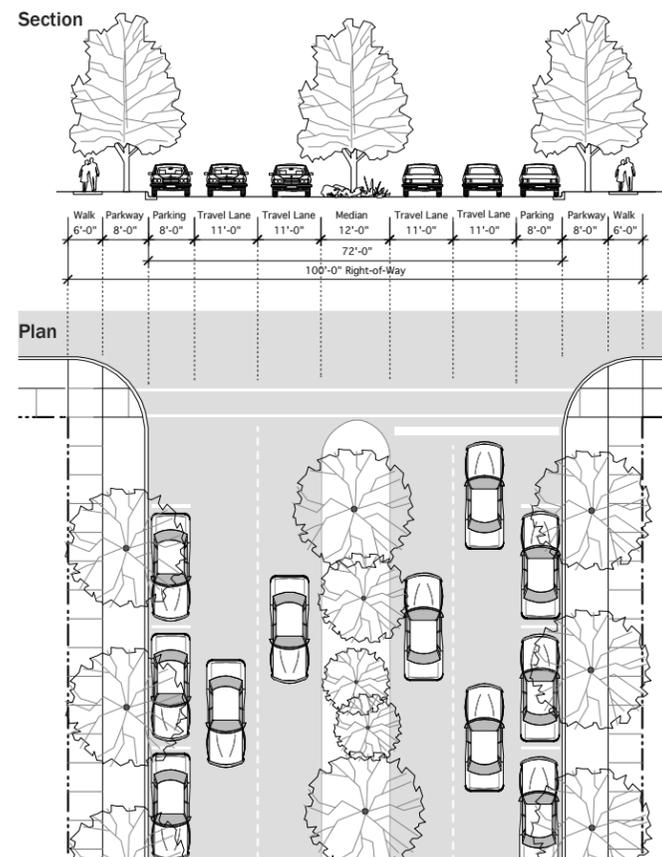


Figure 2.9 (1). Typical Boulevard.

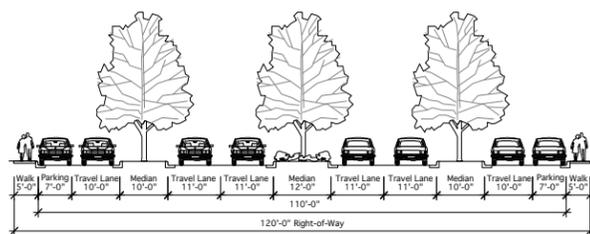


Figure 2.9 (2). Alternative 120' Right-of-Way with Local Lanes Boulevard.

Boulevard Requirements	
Permitted Districts	Core A Core B Core C General A General B General C
Permitted Adjacent Building Types	Storefront General Stoop Civic Building
Typical Right-of-Way Width	100'; 120' alternative
<b>Vehicular Realm</b>	
Travel Lanes	up to 2 lanes each direction
Lane Width	11' or 12' with truck traffic
Allowable Turn Lanes	Permitted in place of parking and bulb out at intersections
Parking Lanes <sup>1</sup>	Both sides, parallel only
Pavement Width	72'; 102', 120' alternatives
Median	Permitted, minimum 9' wide, preferably 12' wide
Bicycle Facilities <sup>2</sup>	Designated Shared; Cycle Track alternative
<b>Pedestrian Realm</b>	
Pedestrian Facilities	Minimum 5' wide clear sidewalk on both sides with bulbouts
Buffer	Minimum 5' wide landscape zone or furnishings zone, both sides; adjacent to Residential Districts, Open Space Districts, the planting zone is required
<sup>1</sup> Reference 2.2.5 for on-street parking requirements	
<sup>2</sup> Reference 2.2.6 for bicycle facility types and requirements	

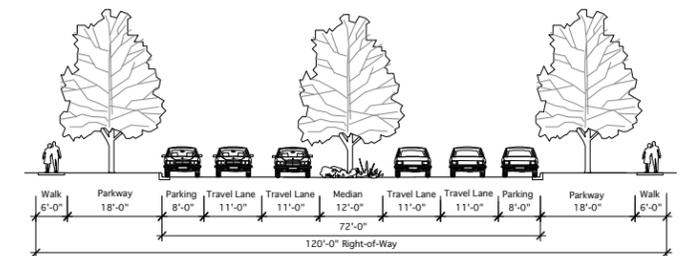
Table 2.9 (1). Boulevard Requirements.

## Calibrating

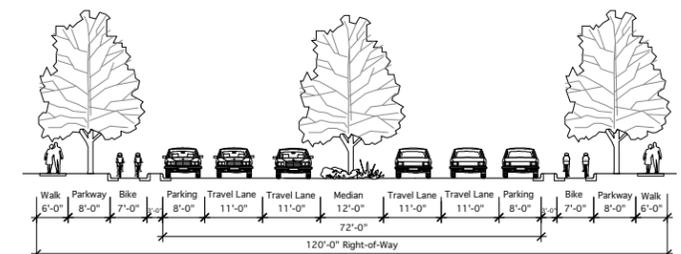
### Boulevards

Boulevards should be used sparingly and, should only be permitted when necessary to address area-wide traffic concerns. The acceptable locations for Boulevards within a community will likely be driven by community-wide transportation analysis. Also, the limitation to four lanes is meant to hold an appropriate scale of the street. Note that, in the General Requirements, the Zoning Administrator (or other more appropriate party) may revise the street types to meet the community's needs.

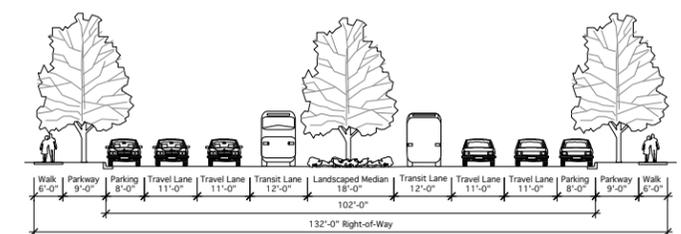
Typically, a street within a Place Type will serve the immediately surrounding area and will not generate traffic warranting a Boulevard. One exception is the Boulevard Community, a Place Type focused on a long, heavily traveled corridor, likely connecting multiple neighborhoods. Additionally, the Metropolitan Center may also include Boulevards, simply because of the regional draw of its character.



Additional right-of-way can be utilized for healthier trees.



Additional right-of-way can be utilized to accommodate designated bicycle access.



Additional right-of-way can be utilized to accommodate transit.

### Building Type Illustrations by District

The Building Type illustrations are provided on these pages, grouped by each type of district: Core, General, and Edge, to aid in understanding the scale and form intended for each of these districts within the Template Code. These illustrations may be deleted from the calibrated code or retained to illustrate the districts utilized.

Core A District  
Permitted Building Types



Storefront Building



Civic Building

Core B District  
Permitted Building Types



Storefront Building



Civic Building

Core C District  
Permitted Building Types



Storefront Building

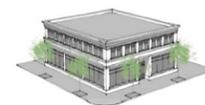


Limited Bay Building



Civic Building

Core D District  
Permitted Building Types



Storefront Building



Limited Bay Building



Civic Building

Core Districts: Building Types.

## 3.0 Districts

General A District  
Permitted Building Types



General Stoop Building



Civic Building

General B District  
Permitted Building Types



General Stoop Building



Civic Building

General C District  
Permitted Building Types



General Stoop Building



Civic Building

General D District  
Permitted Building Types



General Stoop Building



Civic Building

Figure 3.1 (2). General Districts: Building Types.

Edge A District  
Permitted Building Types



Row Building



Civic Building

Edge B District  
Permitted Building Types



Row Building



Yard Building



Civic Building

Edge C District  
Permitted Building Types



Row Building



Yard Building

Figure 3.1 (1). Edge Districts: Building Types.

## 3.0 Districts

### How to Use This Section

Once you have established the closest Place Type for the area of concern, review the subdistricts established by the Place Type.

### What is a District?

In the Template Form-Based Code, a District is the same as a zoning district typically found in any conventional zoning code. The Template Code is structured in this way to allow the use of the form-based districts within the structure of a more conventional existing code.

Within the Template Code, each District permits certain uses, similar to conventional zoning. In place of bulk requirements typically included in conventional zoning, a series of Building Types are permitted within each District. Also, note that in 2.0 Street Types, certain Districts are limited to fronting certain Street Types.

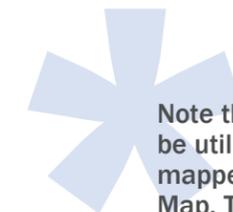
### Select the Appropriate Districts

The districts are organized into three categories representative of a typical traditional neighborhood structure: core\*, general, and edge districts. Each district consists of a series of districts at different scales.

To understand the regulations associated with each district, refer to 4.0 Uses and 5.0 Building Types. Each District has a separate set of permitted uses combined with a set of permitted Building Types.

### Specific District Definition

If there is a particular location where a particular set of building types are most appropriate, separate that district out and define it as permitting just those building types.



**Note that Place Types may be utilized as Districts and mapped on the Zoning Map. The Core, General, and Edge districts then become Subdistricts and should be changed to read as such throughout the document.**

**If the Place Types are used only as guidance, the Core, General, and Edge Districts are the Zoning Districts to be mapped.**

### Calibrating

#### Core Districts

The following Core Districts are established in the Template Code:

- (1) Core A District is the most intensive core district, permitting the tallest buildings and allowing the widest mix of uses of any district.
- (2) Core B District is an intensive core district, permitting tall buildings and allowing a wide mix of uses.
- (3) Core C District is a less intensive core district, permitting a mid range scale of buildings and allowing a fairly wide mix of uses of any district. This district also allows for a more light industrial element in the form of the Limited Bay building type and allowable uses.
- (4) Core D District is the least intensive core district, permitting single story buildings yet still allowing a fairly wide mix of uses. Like the Core C District, this district allows for a light industrial element in the form of the Limited Bay building type and allowable uses.

#### General Districts

The following General Districts are established in the Template Code:

- (1) General A District is the most intensive general district, permitting the tallest buildings and allowing the most building coverage on the lot.
- (2) General B District is an intensive general district, permitting tall buildings and allowing a mix of office and residential uses. This district could also serve as an edge district for the Metropolitan Center.
- (3) General C District is a less intensive general district, permitting a mid range scale of buildings and permitting both office and residential uses.
- (4) General D District is the least intensive general district, permitting single story, single use buildings, with office and/or residential permitted.

#### Edge Districts

Within these urban locations, the Edge Districts typically assign a lower intensity of building to provide a buffer between single family neighborhoods and the Core and General Districts. The level of intensity should vary depending on the context of the Place Type, hence the inclusion of

several Edge Districts. Additionally, within the Metropolitan Center, the allowance of the General B District is meant to provide an edge to transition to the Urban Center or other neighborhoods.

The following Edge Districts are established in the Template Code:

- (1) Edge A District is a relatively intensive Edge District, permitting the denser buildings than the other Edge Districts yet still with some landscape areas. Live-work uses are also permitted within this Edge District in both Building Types.
- (2) Edge B District is a less intensive Edge district, permitting buildings with more landscape areas and limiting uses to residential with home occupations.
- (3) Edge C District is the least intensive Edge District, permitting only buildings with landscape areas and limited to residential uses.

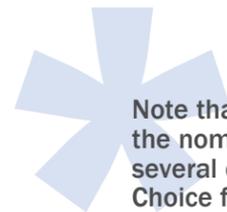
#### Civic Districts

Though the Template Code does not include it, consider creating a Public or Civic District that would be utilized only for Civic Uses and Open Space Types. Civic Uses include such uses as city halls, civic auditoriums, churches and other religious institutions, community centers. The Building Types permitted within this district could include the Civic Building Type as well as the General Stoop.

### Districts, Place Types, & Building Types Matrix

To understand the relationship between the Place Types, Districts, and Building Types, the matrix is provided. Note that Districts are at the center of the structure.

A version of the Building Types by Districts table is also provided in 5.0 Building Types.



Note that because the nomenclature for several of the Wasatch Choice for 2040 Place Types uses the term “center”, we have substituted “core” for what would normally be called center. As part of calibration, it may be clearer to use “center” instead of “core” for your community’s Districts.

## 3.0 Districts

Building Types	Districts											
	Core A	Core B	Core C	Core D	General A	General B	General C	General D	Edge A	Edge B	Edge C	
Metropolitan Center	●				●	●						
Urban Center		●				●			●			
Town Center			●				●				●	
Station Community			●				●			●	●	
Urban Neighborhood						●			●			
Transit Neighborhood				●				●			●	
Boulevard Community			●				●			●		
Main Street Community				●				●			●	
Special Use/Employment												
Storefront	●	●	●	●								
General Stoop					●	●	●	●				
Limited Bay			●	●								
Row Building									●	●	●	
Yard Building									●	●	●	
Civic		●	●	●	●	●	●	●	●	●		

● = Permitted

Figure 3.1 (1). Districts, Place Types, & Building Types Matrix.

### 3.1. Introduction

The following Districts are hereby created to regulate the location of distinct mixes of building forms and uses permitted within the Place Types. Refer to 4.0 Uses for uses and 5.0 Building Types for building types permitted within each district.

The districts are organized into three categories representative of a typical traditional neighborhood structure: core, general, and edge districts. Each district consists of a series of districts at different intensities. Districts defined from A to D, with the character and associated regulations of A being more urban than B.

#### 1. Core Districts.

The Core Districts constitute the center or the locus of the community. The center includes the majority of the shops and workplaces within the neighborhood, along with the public gathering spaces such as churches, libraries, squares, and plazas. The storefront building and civic building create the form of the neighborhood center in varying degrees. The storefront building defines a street wall along the primary streets of the area with storefront glass windows. Upper stories of the storefront building may be utilized for living and working. The following Core Districts are defined:

- (1) Core A District
- (2) Core B District
- (3) Core C District
- (4) Core D District

#### 2. General Districts.

The General Districts serve as the interstitial fabric of the city, separate [distinct?] from the defined center or core and the edges. The more generic stoop building with lower minimum transparency levels dominates, mainly occupied by office and residential uses at a variety of scales.

- (1) General A District
- (2) General B District
- (3) General C District
- (4) General D District

#### 3. Edge Districts.

Within these urban locations, the Edge Districts typically assign a lower intensity of building to provide a buffer between single family neighborhoods and the Core and General Districts. The level of intensity should vary depending on the context of the Place Type, hence the development of several Edge Districts. Additionally, within the Metropolitan Center, the allowance of the General District X is meant to provide an edge to transition to the Urban Center or other neighborhoods.

- (1) Edge A District
- (2) Edge B District

- (3) Edge C District
- (4) Edge D District

### 3.2 Zoning Map.

#### 1. Mapped Districts.

The areas and boundaries of the districts listed in 3.1 above are established as shown on the map entitled “Zoning Map of the City of [Insert Name] and referred to herein as “Zoning Map”.

#### 2. Unmapped Districts.

Unmapped Place Type Districts, or Floating Districts, may be established by the Development Review procedure as defined in Section 10.2, and through Rezoning, per [Insert reference to City/County procedure].

## Master Case Study: Calibration Example for Districts

As a Template Code Workbook aid, a Master Case Study was developed to demonstrate a calibration example applied to a place. Using the real metrics of the Template Code, several calibration techniques are highlighted, and the final code layout is shown without the inapplicable information for your Place Type.

This Master Case Study will appear at the front of several sections throughout the Template Code Workbook as it gets worked through the calibration process.

### Community Planning Process

The Master Case Study area underwent a master planning process. That resulted in a vision for the area of medium density mixed use core surrounded by residential and office.

Taking these elements into account, the Master Case Study will use the [Station Community Place Type](#).

### District Calibration Strategy

Using the districts identified in the Station Community Place Type– Core C, General C, and Edge B & C, calibration for the Districts goes as follows:

As suggested by the Workbook, we have renamed the “Core” district a “Center District.” A center makes more sense in this lower intensity location than a core.

We also dropped the letters within each district name, since there was only one of each type.

We liked the district descriptions, so only struck the language that did not apply to the Station Community Place Type. We felt the General District would be best as two districts with different permitted uses, and the suggested two Edge Districts would be better as one district.

We also struck some language from the introduction section.

### ★ To Be Considered Number of Districts

To keep the Template Code manageable, the districts are simple and few. This will likely not be the case in the real world. Existing conditions will affect how much non-conformance is acceptable within a community. Also, master plans might create fairly specific desired outcomes that the code should then require to be implemented. Multiple additional districts may be needed.

In general, form-based codes tend to have a large number of districts, since the code is highly tailored to the specific location. While this may make the code longer, it actually makes implementation easier for a specific property owner. The property owner is looking only at what is permitted on their parcel; therefore, the more specific, the clearer the requirements for their developments. In turn, this typically translates into easier development approvals and more as-of-right development.

### Specialized Districts

Within this Template Code, we have chosen to not differentiate between employment uses (office) and residential uses that can occur within the General Stoop Building Type or in the upper floors of the Storefront Building. If your community prefers to manage these uses within these buildings, you could further define the districts as follows:

General A-R for mainly residential with limitations on the amount of office space within the General Stoop Building.

General A-O or A-W for mainly office uses within the General Stoop Building.

Additionally, the Core C and D Districts allow for a variety of craftsman industrial uses as well as the Limited Bay Building Type. It may be more appropriate to further define your community’s core area with two types of districts for true Core and Core that permits the Limited Bay with craftsman industrial uses.

### 3.0 Districts

**3.1. Establishment of Mapped District**

The Town Center District is hereby established to regulate the location of Subdistricts and their distinct mixes of permitted building forms and uses.

The areas and boundaries of the Town Center District is shown on the map entitled “Zoning Map of the City of General” and referred to herein as “Zoning Map”.

The following Subdistricts are hereby created to regulate the location of distinct mixes of building forms and uses permitted within the Town Center District. Refer to 4.0 Uses for uses and 5.0 Building Types for building types permitted within each district.

**1. Center District.**

The Center District constitute the center or the locus of the community. The center includes the majority of the shops and workplaces within the neighborhood, along with the public gathering spaces such as churches, libraries, squares, and plazas. The storefront building and civic building create the form of the neighborhood center in varying degrees. The storefront building defines a street wall along the primary streets of the area with storefront glass windows. Upper stories of the storefront building may be utilized for living and working. The following Core Districts are defined:

**2. General District Residential.**

The General Districts serve as the interstitial fabric of the city, separate from the defined center and the edges. The more generic stoop building with lower minimum transparency levels dominates, mainly occupied by office and residential uses at a variety of scales.

**3. General District Office.**

The General Districts serve as the interstitial fabric of the city, separate from the defined center and the edges. The more generic stoop building with lower minimum transparency levels dominates, mainly occupied by office and residential uses at a variety of scales.

**4. Edge District.**

Within these urban locations, the Multifamily District typically assigns a lower intensity of building to provide a buffer between single family neighborhoods and the Center and General Districts. The level of intensity should vary depending on the context of the Place

*Type; hence the development of several Edge Districts. Additionally, within the Metropolitan Center, the allowance of the General District X is meant to provide an edge to transition to the Urban Center or other neighborhoods.*

*3.0-Zoning Map*

*4-Mapped Districts*

*The areas and boundaries of the districts listed in 3.1 above are established as shown on the map entitled “Zoning Map of the City of General” and referred to herein as “Zoning Map”.*

*1-Center District*

*2-General Districts*

*Unmapped districts are part of a Place Type District. Districts may be established by the Neighborhood Development/Floating and Rezoning procedure as defined in Section 10.2.*

Revised language establishing two levels of zoning districts: the Place Type District and the Subdistricts.

Renamed Districts.

For this calibration, the General District has been separated into two districts with different permitted uses. See 4.0 Uses.

For this calibration, the Edge B & C Districts have been merged into one district to simplify the code.

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# 4.0 Uses

## Master Case Study: Calibration Example for Uses

As a Template Code Workbook aid, a Master Case Study was developed to demonstrate a calibration example applied to a place. Using the real metrics of the Template Code, several calibration techniques are highlighted, and the final code layout is shown without the inapplicable information for your Place Type.

This Master Case Study will appear at the front of several sections throughout the Template Code Workbook as it gets worked through the calibration process.

### Community Planning Process

The Master Case Study area underwent a master planning process. That resulted in a vision for the area of medium density mixed use core surrounded by residential and office.

Taking these elements into account, the Master Case Study will use the **Station**

Community Type.

### Uses Calibration Strategy

The Permitted Use Table is organized by District. Using only the permitted uses from the Station Community Place Type Districts, calibration for the Uses goes as follows:

City officials felt that the current use structure in the existing code was inappropriate for the area's redevelopment goals. We decided to use the use structure from the Template Code.

### Residential and Lodging Uses

We struck the "Inn & Residential Care" use because the use seemed too low intensity for the Place Type vision.

### Office Uses

We wanted an entirely multifamily district in the Edge District, so office uses were struck.

### \* To Be Considered

Depending on the community, there will generally be significant changes to the Permitted Use Table.

Template Code View

Table 4.1 (1) Uses by District. Template Code View. This table shows the permitted uses for each district in the original code. The districts listed are Core A, Core B, Core C, Core D, General A, General B, General C, General D, Edge A, Edge B, and Edge C. The uses are categorized into Residential & Lodging, Civic, Retail, Service, Office & Industrial, and Infrastructure. A key indicates that solid black circles represent permitted uses, triangles represent permitted uses in upper stories only, and squares represent permitted uses with development standards. Some uses are marked with a red 'X' indicating they are not permitted in the Station community type.

Calibrated Code View

Table 4.1 (1) Uses by District. Calibrated Code View. This table shows the updated permitted uses after calibration. Key changes include: 1) Renaming and removing the 'General Residential' and 'Edge' districts. 2) Removing the 'Inn & Residential Care' use across all districts. 3) Removing office uses from the Edge District. The categories of uses remain the same as in the template code view.

### How to Use This Section

Uses are the activities that are permitted to occur on a site or within a building in each District. Note that all uses listed are permitted within a district, either individually or grouped with other uses.

Additionally, some uses are noted as permitted with development standards, noted within the definition of the use.

### Recommended Items

#### Recommended: General Requirements

The General Requirements should not be used when no changes in the uses of the underlying zoning will take effect.

#### Recommended: Definition of Uses

Definition of Uses should always accompany the General Requirements. This section should not be used when no changes in the uses of the underlying zoning will take effect.

### Calibrating

#### Uses within Districts

For the purposes of this Template Code, each potential use is not listed separately, but categories of uses have been created and listed on Table 4.1 (1) Uses by District table provided. Many compatible uses have been grouped into simple categories to ease the administration of the code. For example, many uses that occur within an office environment with few impacts on neighbors have been grouped into one office category.

Refer to and understand the Building Types that the uses are permitted within, as described in 5.0 Building Types, prior to beginning the calibration process. It is possible that the building form may address concerns related to the uses in specific locations, instead of limiting the use.

#### Issue Uses

Issue uses are those uses that create concerns in the neighborhood in terms of incompatibilities, inappropriate activities, or other concerns. These uses are typically pulled out of the categories and defined separately. For example, vehicle service tends to significantly impact surrounding business, both from the form and the use perspective. It is pulled out of general service and given its own line item. Then it is treated separately in the permitted districts.

This is a Template use table, meant to be calibrated specifically for the community in the following ways:

#### Revise the Designation

Uses are either permitted by right, permitted in upper stories only, permitted with additional standards, permitted with a Conditional Use Permit, or prohibited. Prohibited uses are either not given a designation in the table, or do not appear at all in the table.

#### Additional Districts

Refer to the calibration discussion on Districts. Defining additional districts, such as two Core D districts, allows mapping different locations with different permitted uses.

#### Additional Development Standards

Identify uses that many have negative effects in your community and separate them on the use table. For example, the perception of pawn shops in your community may be negative and lower the desirability to shop in a particular location. Separating pawn shops and either prohibiting them in particular districts, treating them with additional standards, or requiring a Conditional Use Permit may help curb issues with that use.

Note: However, if the form is the issue, keep in mind that the particular use is required to be located in one of the permitted building types in the district, possibly rendering the use less obtrusive.

## 4.0 Uses

### 4.1. General Requirements. [RECOMMENDED]

#### 1. General Provisions.

The following general provisions apply to the uses outlined in this section.

- (1) A lot may contain more than one use.
- (2) Each of the uses may function as either a principal use or accessory use on a lot, unless otherwise specified.
- (3) Uses are either permitted by-right in a district, permitted by-right with specific development or design parameters, or require a Conditional Use Permit (refer to 10.2.7) in order to be developed.
- (4) Each use shall be located within a permitted Building Type (Refer to 5.0 Building Types), unless otherwise specified.
- (5) Each use may have both indoor and outdoor facilities, unless otherwise specified.

#### 2. Organization.

The uses are grouped into general categories, which may contain lists of additional uses or clusters of uses.

- (1) Unlisted Similar Use. If a use is not listed but is similar in nature and impact to a use permitted within a zoning district, the Zoning Administrator may interpret the use as permitted.
  - a. The unlisted use will be subject to any development standards applicable to the similar permitted use.
  - b. If the unlisted use is similar in nature and impact to a use requiring a Conditional Use Permit, the Zoning Administrator may interpret the use as also requiring a Conditional Use Permit.
- (2) Unlisted Dissimilar Use. If a use is not listed and cannot be interpreted as similar in nature and impact to a use within a zoning district that is either permitted or requires a Conditional Use Permit, the use is not permitted and may only be approved through an amendment of this article.

#### 3. Use Table.

Table 4.1 (1). Uses by District outlines the permitted uses in each zoning district. Each use is given one of the following designations for each zoning district in which that use is permitted.

- (1) Permitted (“●”). These uses are permitted by-right in the districts in which they are listed.
- (2) Permitted in Upper Stories Only (“●”). These uses are permitted by-right in the districts in which they are listed, provided that the uses are located in the upper stories of a structure. These uses may also be located in the ground story provided that they are located beyond a depth of at least 30 feet from the front facade.
- (3) Permitted with Development Standards (“●”). These uses are permitted by-right in the districts in which they are listed, provided that they are developed utilizing the listed development

standards. These standards are intended to alleviate any negative impacts associated with the use, making it appropriate in a district where it otherwise might not have been appropriate.

- (4) Requires a Conditional Use Permit (“○”). These uses require administrative review and approval (refer to 10.2.7) in order to occur in the districts in which they are listed and must follow any applicable development standards associated with the use as well as meet the requirements of the Conditional Use.
- (5) Listed uses that are not permitted in the district are indicated by a blank space.

#### 4. Building Types.

The uses permitted within the district may be further limited by the building types permitted. Refer to 5.0 Building Types.

### 4.2. Definition of Uses. [RECOMMENDED]

#### 1. Residential and Lodging Uses.

A category of uses that include several residence types.

- (1) Residential. One or more dwelling units located within the principal structure of a lot, in which the units may or may not share a common wall with the adjacent (horizontally or vertically) unit or have individual entrances from the outside.
- (2) Hotel & Inn. A facility offering temporary or permanent lodging to the general public consisting of sleeping rooms with or without in-room kitchen facilities. Secondary service uses may also be provided, such as restaurants and meeting rooms. Rooms shall be accessed from the interior of the building. In the districts where a Hotel or Inn is permitted with development standards (“●”), the following applies:
  - a. The facility is limited to twelve rooms.
  - b. Bed and Breakfasts and pensions are permitted.
- (3) Residential Care. A facility offering temporary or permanent lodging to the general public consisting of an unlimited number of sleeping rooms with or without in-room kitchen facilities. Residential care includes such uses as independent and assisted living facilities, nursing homes, residential care homes, and transitional treatment facilities. Assistance with daily activities may be provided for residents. Secondary service uses may also be provided, such as restaurants and meeting rooms. Rooms shall be accessed from the interior of the building. In the districts where a residential care facility is permitted with development standards (“●”), the facility is limited to twelve rooms.

#### 2. Civic Uses.

A category of uses related to fulfilling the needs of day-to-day community life including assembly, public services, educational facilities, and hospitals.

- (1) Assembly. A facility that has organized services, meetings, or programs to benefit, educate, entertain, or promote discourse

Uses	Districts										
	Core A	Core B	Core C	Core D	General A	General B	General C	General D	Edge A	Edge B	Edge C
<b>Residential &amp; Lodging</b>											
Residential	●	●	●	●	●	●	●	●	●	●	●
Hotel & Inn	●	●	●	●	●	●	●	●	●	●	●
Residential Care	●	●	●	●	●	●	●	●	●	●	●
<b>Civic</b>											
Assembly	●	●	●	●	●	●	●	●	●	●	●
Transit Station	●	●	●	●	●	●	●	●			
Hospital & Clinic	●	●	●	●	●	●	●	●			
Library/Museum/Post Office (no distribution)	●	●	●	●	●	●	●	●			
Police & Fire	○	○	○	○	○	○	○	○			
School	●	●	●	●	●	●	●	●	●	●	●
<b>Retail</b>											
Neighborhood Retail	●	●	●	●					●		
General Retail	●	●	○	○							
Outdoor Sales Lot			○								
<b>Service</b>											
Neighborhood Service	●	●	●	●	●	●	●	●	●		
General Service	●	●									
Vehicle Service			○	○							
<b>Office &amp; Industrial</b>											
Office	●	●	●	●	●	●	●	●	●	●	●
Craftsman Industrial	●	●	●	●					●		
<b>Infrastructure</b>											
Parking Lot	●	●	●	●	●	●	●	●			
Parking Structure	●	●	●	●	●	●	●	●			
Utility & Infrastructure	○	○	○	○	○	○	○	○	○	○	○
Open Space	●	●	●	●	●	●	●	●	●	●	●
<b>Accessory Uses</b>											
Home Occupation	●	●	●	●	●	●	●	●	●	●	●
Outdoor Storage of Goods			●	●							
Parking Lot	●	●	●	●	●	●	●	●	●		
Parking Structure	●	●	●	●	●	●	●	●	●		

- KEY**
- Permitted
  - Permitted in Upper Stories Only
  - Permitted with Development Standards
  - Requires a Conditional Use Permit

Table 4.1 (1). Uses by District.

### Calibrating

#### Use Table

The Use Table is integral to the code, though the form generally takes precedence. To calibrate uses within the Districts, it may make sense to separate some of the categories. Refer to the discussions in the Workbook on each Use Category.

#### Uses Limited to Upper Stories

Many uses are limited to the upper stories of the buildings in the Use Table within the Core District. This is to allow a mix of uses, while supporting the generation of a high level of pedestrian activity in the Core Districts.

#### Residential Uses

Residential allows for more than one dwelling unit and is permitted in all districts. Refer to the Building Types for further limitations on the uses. For example, there is no limit to the number of units through the Uses section; however, the General Stoop building in the General C District could be limited to no more than 12 units. Or, the Yard Building may be limited to a primary residence and up to two secondary residences.

To calibrate this, simply add additional line items in the use table for different levels of residential acceptable in a given districts.

Also, note the two categories of hotels and inns, combined with two levels of residential care facilities. The Hotel & Residential Care facility is unlimited in the number of rooms, while the Inn & Residential Care is limited to no more than twelve rooms.

#### Civic Uses

Civic Uses includes a variety of (typically) publicly owned facilities, such as fire stations and schools, plus assembly uses.

Assembly uses could include anything from a community meeting facility to a church to a performing arts center. Note that assembly uses are permitted in some form in all of the districts, though the Civic Building Type is not. The use is required to be located in one of permitted Building Types; therefore, in the cases where the Civic Building is not permitted, the assembly use will occur within a fabric building.

It may be warranted in your community to permit the Civic Building in all Districts to allow this use to locate in a more iconic building.

## Calibrating

### Retail & Service Uses

Retail and services have been categorized into two scales of uses: Neighborhood and General. Refer to the list of sample uses on Tables 4.2 (1) and 4.2 (2) for retail and service uses.

The neighborhood level includes uses appropriate for a smaller neighborhood convenience shopping, compatible with adjacent residential with few issues or concerns. Additionally, the neighborhood uses are limited in size in the Template Code to 12,000 square feet per use, which could be calibrated to anywhere between 5,000 and 20,000 square feet depending on the context of the uses. Then General Uses would be greater than that size designated.

General uses include those neighborhood uses in larger format stores as well as additional uses that may have some level of negative external effects on the surrounding neighborhood. Typically the general uses will have increased vehicular traffic in the form of truck deliveries and regional customers driving to the store.

# 4.0 Uses

amongst the residents of the community in a public or private setting. Assembly includes such uses as a community center, house of worship, and private clubs and lodges. In the districts where an outdoor sales lot is permitted with development standards (“O”), the following applies:

- a. Parking shall be limited to an area less than the total building footprint area.
  - b. The facility shall primarily serve the adjacent neighborhood.
- (2) Transit Station. A covered passenger boarding and alighting facility with a platform(s), which may include a waiting room, ticket office or machines, restrooms, or concessions.
  - (3) Hospital & Clinic. A licensed institution providing medical care and health services to the community. These services may be located in one building or clustered in several buildings and may include laboratories, in- and out-patient facilities, training facilities, medical offices, staff residences, food service, pharmacies, and gift shop.
  - (3) Library/Museum. A structure open to the general public housing educational, cultural, artistic, or historic information, resources, and exhibits. May also include food service and a gift shop.
  - (4) Police and Fire. A facility providing public safety and emergency services; training facilities, locker rooms, and limited overnight accommodations may also be included. Police and fire facilities require a Special Use approval. The facilities shall be housed in a permitted building, but shall have the following additional allowances:
    - a. Garage doors are permitted on the front facade.
    - b. Exempt from maximum driveway widths.
  - (5) Post Office. A publicly accessed facility for the selling of supplies and mail related products and the small scale collection and distribution of mail and packages. Large-scale postal sorting and distribution is not permitted.
  - (6) School. An education facility with classrooms and offices, that may also include associated indoor facilities such as ball courts, gymnasium, theater, and food service.

### 3. Retail Uses.

A category of uses involving the sale of goods or merchandise to the general public for personal or household consumption.

- (1) Neighborhood Retail. A use in this category occupies a space of less than 12,000 square feet. Neighborhood retail includes such uses as those listed in Table 4.2 (1). Typical Retail Uses.
- (2) General Retail. A use in this category includes all Neighborhood Retail uses occupying a space of greater than 12,000 square feet and such uses as those listed in Table 4.2 (1). Typical Retail Uses.
- (3) Outdoor Sales Lot. A use involving the sale of goods or merchandise to businesses and/or the general public, where the majority of the goods are stored or displayed outdoors.

Outdoor sales lots include such uses as the sale and rental of automobiles, trucks, trailers, boats, and recreational vehicles; and the sale of building materials, landscape materials, and garden supplies. In the districts where an outdoor sales lot is permitted by Special Use (“O”), the following applies:

- (1) Not permitted on corner parcels.
- (2) Limited to lots fronting on Street Type X.
- (3) Includes permanent construction of a building utilizing one of the permitted Building Types in the district.

### 4. Service.

A category of uses that provide patrons services and limited retail products related to those services. Visibility and accessibility are important to these uses, as most patrons do not utilize scheduled appointments.

- (1) Neighborhood Service. A use in this category occupies a space of less than 12,000 square feet. Neighborhood service includes such uses as those listed in Table 4.2 (2).
- (2) General Service. A use in this category includes all Neighborhood Service uses occupying a space of greater than 12,000 square feet and such uses as those listed in Table 4.2 (2).

### 5. Vehicle Service.

A business involving the servicing of vehicles and/or the distribution of fuel to residents of the community and region. A convenience store may also be included as a secondary use, as well as the sale of propane and kerosene. Vehicle service includes such uses as automotive filling stations, vehicle repair, car wash facilities, and tire sales and mounting. In the districts where vehicle service is permitted with development standards (“O”), the following apply:

- (1) Use Limitation. Repair and wash facilities for semi-trucks, recreational vehicles, boats, and other oversized vehicles are not permitted.
- (2) Service Bays. Vehicular service bays, including garages and car wash bays, shall not be located on the front facade, unless otherwise permitted by the Building Type.
- (3) Outdoor Storage. Disabled or inoperable vehicles and those awaiting pick-up may be stored outdoors if:
  - a. The vehicles are not stored for more than two days.
  - b. The storage area is located in the rear yard screened from view of the front lot line.
  - c. The storage area is screened using the Side & Rear yard buffer outlined in 7.0 Landscape, regardless of the adjacent land uses.
- (4) Outdoor Activities.
  - a. All repairs or washing activities must occur inside a structure.
  - b. Vacuuming activities may occur in open air, but must be located in the side or rear yards, screened from the front lot

line.

- c. Temporary outdoor display of seasonal items, such as windshield wiper fluid or salt, is permitted during business hours under the canopy and adjacent to the principal structure.

**6. Office Uses.**

A category of uses for businesses that involve the transaction of affairs of a profession, service, industry, or government. Patrons of these businesses usually have set appointments or meeting times; the businesses do not typically rely on walk-in customers. Office uses include those listed in Table 4.2 (3). In the districts where an office use

**Neighborhood Retail**

- Alcohol & Liquor Sales
- Antique Shop
- Apparel & Accessory Store
- Art & Education Supplies
- Bakery, Retail
- Bicycle Sales & Repair
- Book, Magazine, & Newspaper Store
- Building Materials, Hardware, and Garden Supply
- Camera & Photo Supply Store
- China & Glassware Shop
- Convenience Store
- Drug Store/Pharmacy
- Fabric & Craft Store
- Florist
- Gift, Novelty, & Souvenir Shop
- Grocery Store
- Hardware Store
- Hobby Shop
- Jewelry Sales & Repair
- Luggage & Leather Goods
- Music Store
- Musical Instrument Repair & Sales
- Office Supply
- Optical Goods
- Paint & Wallpaper
- Party Supply Shop
- Pawn Shop
- Pet & Pet Supply
- Smoke Shop
- Specialty Food Market (Butcher, Candy, Fish Market, Produce, etc.)
- Sporting Goods Sales & Rental
- Stationary & Paper Store
- Toy Shop
- Video/Game Sales & Rental
- Wine & Liquor Shop

Table 4.2 (1). Typical Retail Uses.

**General Retail**

- All Neighborhood Retail
- Appliance & Electronic Sales & Service
- Automotive Supply (no service)
- Computer Software Sales & Leasing
- Department Store
- Gun Shop
- Home Furnishings & Accessories Sales & Rentals
- Medical Supply Store & Rental
- Motorcycle & Motor Scooter Sales
- Heating, Air Conditioning & Plumbing Supplies, Sales, & Service
- Cabinet Supply (display only)
- Machine Sales and Rental
- Agriculture Equipment and Supply
- Electrical Supplies
- Merchandise Vending Machine Operators
- Medical Supply Store & Sales

**Neighborhood Service**

- Arcade
- Bank or other Financial Service
- Barber Shop, Beauty Salon, & Spa
- Billiard Hall
- Catering
- Check Cashing
- Day Care, Adult or Child
- Dry Cleaning & Laundry
- Emergency Care Clinic
- Fitness, Dance Studio, & Gym
- Framing
- Home Furniture & Equipment Repair
- Locksmith
- Mailing Services
- Microbrewery
- Pet Grooming
- Photocopying & Printing
- Photography Studio & Supplies (on-site processing permitted)
- Restaurants (refer to state law for alcoholic beverage requests)
- Shoe Repair
- Tailor & Seamstress
- Tanning Salon
- Tattoo/Piercing Parlor
- Theater
- Training Center
- Travel Agency & Tour Operator
- Veterinarian

Table 4.2 (2). Typical Service Uses.

**Office**

- Architecture/Engineering/Design
- Building Contractor (office only)
- Business Consulting
- Charitable Institutions
- Computer Programming & Support
- Detective Services
- Educational Services (tutor & testing)
- Employment Agency
- Financial & Insurance
- Government Offices
- Legal Services
- Management Services
- Physical Therapy/Physical Rehabilitation
- Medical & Dental with Laboratory
- PR & Advertising
- Property Development
- Radio & TV Studio
- Real Estate

Table 4.2 (3). Typical Office Uses.

**General Service**

- All Neighborhood Services
- Animal Boarding (interior only)
- Aquatic Facilities
- Batting Cages
- Bowling Alley
- Concert Hall
- Exterminating & Disinfecting Service
- Funeral Home
- Miniature Golf Course
- Recreation, Commercial Indoor
- Repair of Small Goods & Electronics
- Shooting & Archery Ranges (indoor only)
- Skating Rink
- Tattoo/Piercing Parlor

**Calibrating**

**Office Uses**

Office uses are all combined into one category of office uses, regardless of size or level of activity. The assumption is that little impacts would be felt outside of parking issues.

Note the list of uses included in the office category in Table 4.2 (3).

## Calibrating

### Craftsman Industrial Uses

General industrial uses are not included in the Template Code and, therefore, would not be permitted in any District. However, we have established a category of uses called Craftsman Industrial. This category is meant to allow lighter manufacturing uses, especially those with an element of crafting to them. These uses are limited in size and also require some level of sales to the general public.

This list of uses could be fine tuned to specific desired manufacturing in the particular location. Consider the potential for negative external impacts and weight those against the preservation of the use as well as the potential positive impacts to the character and identity of the area. Refer to Table 4.2 (4). Craftsman Industrial Uses. for a list of the uses recommended to be permitted.

### Parking Lots & Structures

Parking lots and structures are permitted both as principal uses and accessory uses in this Template Code.

As principal uses, the Template Code is considered lenient, permitting these uses by right but with development standards. Note that there are specific locations where these uses are not permitted, such as on corner lots. Additionally, structures are not permitted to front on Primary Streets. For more stringent requirements, set these two principal uses up to require a Conditional Use Permit, adding another layer of process to discourage these uses.

As accessory uses, the Template Code permits both lots and structures, but their location is determined by the Building Type.

# 4.0 Uses

is permitted with development standards (“C”), the use is considered a home occupation and shall meet the following standards:

- (1) In a live/work building, the use is exempt from the following standards.
  - a. Hour of Operation. Permitted hours of operations are 6:00 AM to 9:00 PM.
  - b. Residence. The operator of the business shall reside in the dwelling unit.
  - c. Vehicles. Parking of a vehicle associated with the business must be accommodated on site.

### 7. Craftsman Industrial.

A use involving small scale manufacturing, production, assembly, and/or repair with little to no noxious by-products that includes a showroom

### Craftsman Industrial

Apparel & Finished Fabric Products  
 Bakery & Confections  
 Beverages, including Beer, Wine, Liquor, Soft Drinks, Coffee  
 Botanical Products  
 Brooms & Brushes  
 Canning & Preserving Food  
 Commercial Scale Copying & Printing  
 Construction Special Trade Contractors  
 Cut Stone & Cast Stone  
 Dairy Products  
 Electronics Assembly  
 Engraving  
 Electrical Fixtures  
 Fabricated Metal Products  
 Film Making  
 Furniture & Fixtures  
 Glass  
 Household Textiles  
 Ice  
 Jewelry, Watches, Clocks, & Silverware  
 Leather Products  
 Meat & Fish Products, no Processing  
 Musical Instruments & Parts  
 Pasta  
 Pottery, Ceramics, & Related Products  
 Printing, Publishing & Allied Industries  
 Shoes & Boots  
 Signs & Advertising  
 Small Goods Manufacturing  
 Smithing  
 Taxidermy  
 Textile, Fabric, Cloth  
 Toys & Athletic Goods  
 Upholstery  
 Woodworking

Table 4.2 (4). Typical Craftsman Industrial Uses.

or small retail outlet. Craftsman industrial includes such uses as those found in Table 4.2 (4). This use may also include associated facilities such as offices and small scale warehousing, but distribution is limited. The maximum overall gross floor area is limited to 20,000 square feet, unless otherwise noted. In the districts where a craftsman industrial use is permitted with development standards (“C”), the following apply:

- (1) A minimum 20% of gross floor area shall be dedicated to a showroom located at the front of the space.
- (2) Outdoor activities and storage of goods are not permitted.

### 8. Parking Lot.

A lot that does not contain a permitted building or Open Space Type and is solely used for the parking of vehicles. In the districts where a parking lot is permitted with development standards (“C”), the following apply:

- (1) Corner Lots. A corner lot shall not be used as a parking lot.
- (2) Adjacent Parking Lots. Two parking lots cannot be located directly adjacent to one another.
- (3) Single Family. Parking lot cannot be associated with a single family use.
- (4) Distance. Parking lot must be within 1,300 feet of the principal entrance to the associated use unless:
  - a. At least 75% of the spaces are dedicated for public use.
  - b. An approved parking agreement is in place (refer to 8.0 Parking).
- (5) Pedestrian Access. Must be connected to associated use by a dedicated, public pedestrian pathway.
- (6) Commercial Vehicles. Parking lots for commercial vehicles are not permitted in these districts.

### 9. Parking Structure.

A parking structure on a lot that does not contain a permitted Building Type and is solely used for the parking of vehicles. In the districts where a parking structure is permitted with development standards (“C”), the following apply:

- (1) Corner Lots. A corner lot shall not be used for a parking structure.
- (2) Adjacent Parking Lots. Two parking facilities (lots or structures) cannot be located directly adjacent to one another.
- (3) Primary Street. No facade of the Parking Structure shall be located on a Primary Street.
- (4) Distance. Parking lot must be within 1,300 feet of the principal entrance to the associated use unless:
  - a. At least 75% of the spaces are dedicated for public use.
  - b. An approved parking agreement is in place (refer to 8.0 Parking).
- (5) Pedestrian Access. Must be connected to associated use by a

dedicated, public pedestrian pathway.

- (6) Commercial Vehicles. Parking structures for commercial vehicles are not permitted in these districts.

**10. Utility and Infrastructure.**

A lot that is primarily utilized for the City’s infrastructure needs. Utility and infrastructure includes such uses as electric or gas services, sewage treatment, water treatment and storage, and energy conversion systems. In all districts, utilities and infrastructure require a Conditional Use Permit (“○”).

**11. Open Space.**

A use of land for active or passive, public or private, outdoor space, including such uses as parks, plazas, greens, playgrounds, or community gardens. Refer to 6.0 Open Space Types for permitted forms of open space. Open space uses may also be utilized to host temporary private or community events, such as a farmer’s market or art fair. In the districts where open space is permitted with development standards (“●”), the following apply:

- (1) Parking. Parking lots are not permitted in open space in any district unless otherwise specified by the Open Space Type.
- (2) Stormwater Accommodations. Open space that incorporates stormwater management on a site or district scale is encouraged.
  - a. Stormwater facilities shall be designed to accommodate additional uses, such as an amphitheater or a sports field.
  - b. Stormwater facilities shall be designed not to be fenced and shall not impede public use of the land they occupy.
- (3) This use may involve small scale food and beverage service, no more than 200 square feet in space, located in a kiosk, with no service access.
- (4) Buildings located directly adjacent to an open space use shall treat facades facing this use with street facade requirements.

**12. Accessory Uses.**

A category of uses that are not permitted to serve as the principal use on a zoning lot.

- (1) Home Occupation. An occupational use that is clearly subordinate to the principal use as a residence and does not require any alteration to the exterior of a building.
- (2) Parking Lot. An uncovered paved surface used solely for the parking of vehicles, intended for use by the occupants in an adjacent building on the lot. Parking lot locations are regulated by Building Type. Refer to 5.0 Building Types.
- (3) Parking Structure. A structure used solely for the parking of vehicles, intended for use by the occupants in an adjacent building on the lot. Parking Structures within the buildings are regulated per Building Type. Refer to 5.0 Building Type. Separate structure locations are also regulated by Building Type, but shall also meet all of the requirements of 5.2.9. Parking Structure.

- (4) Outdoor Storage of Goods. Permanent outdoor storage of goods not typically housed or sold indoors, such as large scale materials and building and landscape supplies. In the districts where outdoor storage of goods is permitted with development standards (“●”), the following development standards apply:
  - (a) Outdoor storage areas shall be located in the rear or side yard of the lot.
  - (b) Loose materials shall not be stacked higher than six feet.
  - (c) Loose materials shall at a minimum be stored in a three-sided shelter and shall be covered.
  - (d) Materials shall be set back a minimum of five feet from any lot line.
  - (e) All outdoor storage areas shall be screened from view of adjacent parcels and vehicular rights-of-way using the heavy side or rear buffer, refer to 7.0 Landscape Requirements for Side and Rear Buffer.

**Calibrating**

**Accessory Uses**

The accessory uses in the Template Code include a short list of potential uses. Other accessory uses may be included, specific to the location. It may also be advisable to add those accessory uses to the definition of the principal use, assuming the accessory use occurs with a short list of principal uses. If there are significant potential impacts from those Accessory Uses, consider adding them to this list and including development standards.

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# 5.0 Building Types

## Master Case Study: Calibration Example for Building Types

As a Template Code Workbook aid, a Master Case Study was developed to demonstrate a calibration example applied to a place. Using the real metrics of the Template Code, several calibration techniques are highlighted, and the final code layout is shown without the inapplicable information for your Place Type.

This Master Case Study will appear at the front of several sections throughout the Template Code Workbook as it gets worked through the calibration process.

### Community Planning Process

The Master Case Study area underwent a master planning process. That resulted in a vision for the area of medium density mixed use core surrounded by residential and office.

Taking these elements into account, the Master Case Study will use the **Station Community Place Type**.

### Building Types Calibration Strategy

Each code will contain multiple Building Types. In the Master Case Study Example, we will be calibrating just the Storefront Building Type, even though there will be others.

The Storefront Building Type is only permitted in one district: the Center. Calibration for the Building Types: Storefront goes as follows:

We reduced the Front Build-to-Zone from 15' to 10' to ensure buildings would be closer to the property line.

We increased the one story minimum height to two stories to ensure a medium density feeling on the street and increase

the opportunity for mixed use

We removed the note requiring a step back after the third story because we felt it was unnecessary in this undeveloped area.

We also removed the pitched roof as a permitted roof type to incorporate the modern look the community preferred. We chose to do this only for the storefront building. We will allow pitched roofs in other building types.

**Template Code View**

### 5.0 Building Types

**5.3 Storefront Building**

**1. Description & Intent**

The Storefront Building is intended for use as a mixed use building located close to the front property line with parking typically in the rear or side of the lot.

The key facade element of this Building Type is the storefront required on the ground floor front facade, with large amounts of glass and regularly spaced entrances.

This building is available in a variety of intensities, depending on the district where it is located. For example, minimum and maximum heights are highest in the Core A District and lowest in the Core D District.

**2. Regulations**

Regulations for the Storefront Building Type are defined in the adjacent table.

	Permitted Districts			
	Core A	Core B	Core C	Core D
<b>(1) Building Siting</b> Refer to Figure 5.3 (1).				
Multiple Principal Buildings	not permitted	not permitted	not permitted	not permitted
Front Property Line Coverage	not permitted	not permitted	not permitted	not permitted
Occupation of Corner	not permitted	not permitted	not permitted	not permitted
Front Build-to-Zone	15' to 15'	15' to 15'	15' to 15'	15' to 15'
Corner Build-to-Zone	15' to 15'	15' to 15'	15' to 15'	15' to 15'
Minimum Side Yard Setback	5'	5'	5'	5'
Minimum Rear Yard Setback	5'	5'	5'	5'
Minimum Lot Width	none	none	none	none
Maximum Lot Width	none	none	none	none
Maximum Impervious Coverage	70%	70%	70%	70%
Additional Semi-Pervious Coverage	20%	20%	20%	20%
Parking & Loading Location	rear yard	rear yard	rear yard	rear yard
Vehicular Access	alley only if no alley exists, 2 driveways if no alley exists, 2 driveways if no alley exists	alley only if no alley exists, 2 driveways if no alley exists, 2 driveways if no alley exists	alley only if no alley exists, 2 driveways if no alley exists, 2 driveways if no alley exists	alley only if no alley exists, 2 driveways if no alley exists, 2 driveways if no alley exists
<b>(2) Height</b> Refer to Figure 5.3 (2).				
Minimum Overall Height	2 story	2 story	2 story	2 story
Maximum Overall Height	20 stories	20 stories	20 stories	20 stories
Ground Story Minimum Height	12'	12'	12'	12'
Upper Stories Minimum Height	8'	8'	8'	8'
<b>(3) Mass</b> Refer to Figure 5.3 (3).				
Upper Story	any permitted use	any permitted use	any permitted use	any permitted use
Required Occupied Space	20' deep on all full floors from the front facade	20' deep on all full floors from the front facade	20' deep on all full floors from the front facade	20' deep on all full floors from the front facade
<b>(4) Street Facade Requirements</b> Refer to Figure 5.3 (4).				
Minimum Ground Story Transparency Measure between 2' and 5' above grade	75%	75%	75%	75%
Blank Wall Limitations	not permitted	not permitted	not permitted	not permitted
Principal Entrance Location	front facade	front facade	front facade	front facade
Required Number of Street Entrances	1 per each 100' of facade			
Horizontal Facade Divisions	not permitted	not permitted	not permitted	not permitted
Vertical Facade Divisions	not permitted	not permitted	not permitted	not permitted
<b>(5) Roof Type Requirements</b> Refer to Figure 5.3 (5).				
Permitted Roof Type	pitched, gabled, flat	pitched, gabled, flat	pitched, gabled, flat	pitched, gabled, flat
Tower	not permitted	not permitted	not permitted	not permitted

DRAFT JANUARY 2013

Removed extra districts and added Center District.  
Changed Front Build-to-Zone

Changed Minimum Height

Removed note  
Removed Pitched Roof as permitted Roof Type

**Calibrated Code View**

### 5.0 Building Types

**5.3 Storefront Building**

**1. Description & Intent**

The Storefront Building is intended for use as a mixed use building located close to the front property line with parking typically in the rear or side of the lot.

The key facade element of this Building Type is the storefront required on the ground floor front facade, with large amounts of glass and regularly spaced entrances.

This building is available in a variety of intensities, depending on the district where it is located. For example, minimum and maximum heights are highest in the Core A District and lowest in the Core D District.

**2. Regulations**

Regulations for the Storefront Building Type are defined in the adjacent table.

	Permitted District
	Center District
<b>(1) Building Siting</b> Refer to Figure 5.3 (1).	
Multiple Principal Buildings	permitted
Front Property Line Coverage	85% <sup>1</sup>
Occupation of Corner	required
Front Build-to-Zone	0' to 10'
Corner Build-to-Zone	0' to 10'
Minimum Side Yard Setback	5'
Minimum Rear Yard Setback	5'
Minimum Lot Width	none
Maximum Lot Width	none
Maximum Impervious Coverage	70%
Additional Semi-Pervious Coverage	20%
Parking & Loading Location	rear & side yard <sup>2</sup>
Vehicular Access	Alley if no alley exists, 2 driveways are permitted off non-primary streets.
<b>(2) Height</b> Refer to Figure 5.3 (2).	
Minimum Overall Height	4-story 2 stories <sup>3</sup>
Maximum Overall Height	8 stories <sup>4</sup>
Ground Story Minimum Height	14'
Upper Stories Maximum Height	14'
<b>(3) Uses</b> Refer to Figure 5.3 (3). Refer to 4.0 Uses for permitted uses.	
Ground Story	retail, service, office
Upper Story	any permitted use
Parking within Building	permitted fully in any basement and in rear of upper floors
Required Occupied Space	20' deep on all full floors from the front facade
<b>(4) Street Facade Requirements</b> Refer to Figure 5.3 (4).	
Minimum Ground Story Transparency Measure between 2' and 5' above grade	65% front only
Minimums Transparency per each Story	15%
Blank Wall Limitations	required per floor (refer to 5.2.8)
Front Facade Entrance Type	storefront, arcade
Principal Entrance Location	front or corner facade
Required Number of Street Entrances	1 per each 100' of front facade
Horizontal Facade Divisions	any 50' of facade width
Vertical Facade Divisions	required within 3' of the top of the ground story, and every fifth floor above the first floor
<b>(5) Roof Type Requirements</b> Refer to Figure 5.3 (5).	
Permitted Roof Types	pitched, gabled, flat
Tower	permitted

DRAFT JANUARY 2013

**How to Use This Section**

**What is a Building Type?**

Building Types are the basic units of the Template Form-Based Code. Place Types are defined by the Districts, which consist of a mix of permitted uses and permitted Building Types.

In the Template Form-Based Code, Building Type refers to the form of the building, though the use is often considered. Building form includes the bulk requirements typically found in conventional coding, such as the placement of the building on the lot, the placement of the parking and accessways on the lot, and the height of the structures. Building form in this Template Code also addresses the facades that face streets or public spaces, including such elements as windows, doors, proportion of the facade, and roof design.

Often, there is a direct correlation between use and form, such as the existence of large display windows along the sidewalk for retail. Therefore, in some instances, uses specific to the Building Type are defined.

**★ To Be Considered**

**How were the Building Types defined?**

This document includes a simple range of Building Types, defined through study of existing and proposed centers and transit stations within the Wasatch Front region. As the code is calibrated for a specific location, expect the number of Districts and Building Types to grow, with form and use requirements that vary.

Six general Building Types are defined. The Storefront Building is just that, a building with a storefront facade on the street. The General Stoop Building is a basic building that could house office uses or residential uses, with no requirements for storefront on the groundfloor. The Limited Bay is a variation of the Storefront provided to address a specific issue found at two of the catalytic sites: garage access on the street. Two mainly residential buildings are also included, the Row Building and the Yard Building.

Within each District that the Building Type is permitted, a variety of scales and elements are defined. For example, the Storefront Building is permitted within all four Core Districts, so four versions of the Storefront are provided.

**Building Types are not intended to regulate style**

The Building Types included in the Template Code first and foremost regulate the aspects of the buildings that contribute to pedestrian orientation and definition of the public space of the street, including location of the building on the site, location of the parking on the site, and the design of the street facade to locate entrances, provide transparency, and scale the building to the pedestrian. The adjacent building drawings are meant as a generic example to illustrate scale and bulk. A variety of facade styles can result from the Building Type standards, as illustrated by the images below.



Historic Storefront Building



New Construction Storefront Building



Modern Storefront Building

# 5.0 Building Types



**Storefront Building (Core A District)**



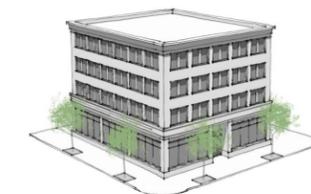
**General Stoop Building (General A District)**



**Limited Bay Building**



**Civic Building**



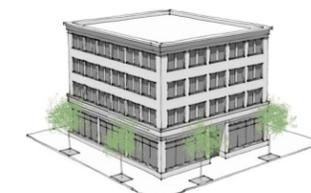
**Storefront Building (Core B District)**



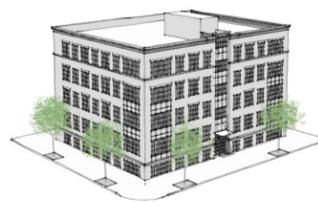
**General Stoop Building (General B District)**



**Row Building (Edge A District)**



**Storefront Building (Core C District)**



**General Stoop Building (General C District)**



**Row Building (Edge B District)**



**Storefront Building (Core D District)**



**General Stoop Building (General D District)**



**Row Building (Edge C District)**



**Yard Building**

Figure 5.1 (1). Sample Illustrations of the Building Types

### 5.1. Introduction to Building Type Standards [REQUIRED]

#### 1. Introduction

The Building Types detailed in 5.0 Building Types outline the required building forms for new construction and renovated structures within the Districts defined in 3.0.

#### 2. General Requirements.

All Building Types must meet the following requirements.

- (1) Zoning Districts. Each Building Type shall be constructed only within its designated districts Refer to Table 5.1 (1) Permitted Building Types by Districts.
- (2) Uses. Each Building Type can house a variety of uses depending on the district in which it is located. Refer to 4.0 Uses for uses permitted per district. Some Building Types have additional limitations on permitted uses.
- (3) No Other Building Types. All buildings constructed must meet the requirements of one of the Building Types permitted within the zoning district of the lot.
- (4) Permanent Structures. All buildings constructed shall be permanent construction without a chassis, hitch, or wheels, or

other features that would make the structure mobile, unless otherwise noted.

- (5) Accessory Structures.
  - (a) Attached accessory structures are considered part of the principal structure.
  - (b) Detached accessory structures are permitted per each Building Type and shall comply with all setbacks except the following:
    - (i) Detached accessory structures are not permitted in the front yard.
    - (ii) Detached accessory structures shall be located behind the principal structure in the rear yard.
    - (iii) Detached accessory structures shall not exceed the height of the principal structure.

		Districts											
		Core A	Core B	Core C	Core D	General A	General B	General C	General D	Edge A	Edge B	Edge C	
Building Types	Storefront	●	●	●	●								
	General Stoop					●	●	●	●				
	Limited Bay			●	●								
	Row Building									●	●	●	
	Yard Building									●	●	●	
	Civic Building		●	●	●	●	●	●	●	●	●		

● = Permitted

Table 5.1 (1). Permitted Building Types by District

### Calibrating

#### How to Use the Building Types

Once the Place Type is identified (refer to 1.0 Place Types) for the location contemplated, note the Districts (refer to 3.0 Districts) permitted within the Place Type. Within the permitted Districts, certain Building Types are permitted within the Template Code.

To calibrate the code for the specific place, determine if additional Districts need to be configured. Likely additional Districts will be variations of the Districts provided in the Template Code. Next, determine if the Building Types permitted are appropriate or if modified versions should be created.

For example, in a Station Community, it may make sense to create two Core C Districts, one that is pure shopping and Storefront Buildings and one that permits the Limited Bay in addition to the Storefront Building. The two Storefronts may also be slightly different. Perhaps the purer shopping district requires a minimum of three stories and has the highest requirement for transparent glass on the front and corner facades. The second Storefront Building might permit a single story building, and have different requirements for glass on the front from the corner facade.

#### How to Use the Building Types by Districts Table

The Building Types by Districts Table should be included in the code. However, unless all of the Districts and Building Types are utilized, the table should be modified to include only those addressed in the code.

### Building Types by Districts

The Template Code is simplified to provide one to three Building Types per District. Once calibrated, multiple versions of the Building Types and/or more Districts might be developed to create a more diverse mix.

The Building Types provided include the Storefront, the General Stoop, the Limited Bay, the Row Building, the Yard Building, and the Civic Building. In the Template Code, the Civic Building is permitted in every district, to provide an exception to the rules for civic or institutional buildings, such as churches, city halls, libraries, and museums. These buildings are meant to be the special buildings within the urban fabric created by the Storefront, General Stoop, and Row Buildings. The Yard Building serves as a buffer to surrounding areas, but also creates a different kind of urban fabric.

#### Sample Calibrated Building Types by Districts Table

Delete Columns of districts not utilized.

Drop the District letter designation if only using one version. Or, rename the districts to more appropriate names.

Delete Rows of Building Types not utilized

		Districts			
		Center B	General A	General B	Edge A
Building Types	Storefront	●			
	General		●	●	
	Row Building				●
	Yard Building				●
	Civic Building	●	●	●	●

● = Permitted

## Calibrating

### Building Siting

The Explanation of Building Type Tables provides additional description and requirements to the tables found in 5.3 through 5.8 for each Building Type. The following steps outline the process for locating a building on a site per the requirements of the first section of each Building Type Table, Building Siting:

#### Occupation of Corner

All buildings in this Template Code require locating a corner of the building at the intersection of the front and corner build-to zones. This establishes a starting point for the location of the building and ensures that corners are occupied by buildings and not parking lots. We do not recommend revising this requirement during the calibration process.

Note that a corner can be occupied by a courtyard, when permitted on the building, or any Open Space Type. The Open Space Type, however, requires a separate parcel to be defined.

#### Build-to-Zones

Build-to Zones establish a specific location where the front facade of the building

shall be located. Facades that face the front and corner property lines shall be located within the Front and Corner Build-to Zones. Typically a narrow depth is defined for these zones, allowing some flexibility in the location of the facade. This flexibility also allows bays and recesses to meet the code without exception.

Note that for buildings with a minimum height requirement over a single story, that facade within the Build-to Zone shall meet that minimum height requirement. This avoids the stepping back of the facade over one story and loss of the definition of the street by the minimum height.

The Build-to Zones could be modified to create the desired streetscape effect. For example, if the sidewalk area of a particular street is too narrow and no additional space is available within the street section, additional sidewalk can be required by revising the starting point of the zone range. For an additional 5' on the sidewalk, start the Build-to Zone at 5' and add the width: 5'-10'.

#### Front Lot Line Coverage

Facades shall be located in the Build-to Zone to meet this percentage of front lot line coverage. The intent of this regulation is to establish a respective amount of streetwall along the sidewalk: 95% means

the building is continuous with very little side access, while 75% typically permits a side yard. Note that when the "Occupation of Corner" is required, the remaining 25% of the 75% Front Lot Line Coverage will occur in the interior side yard.

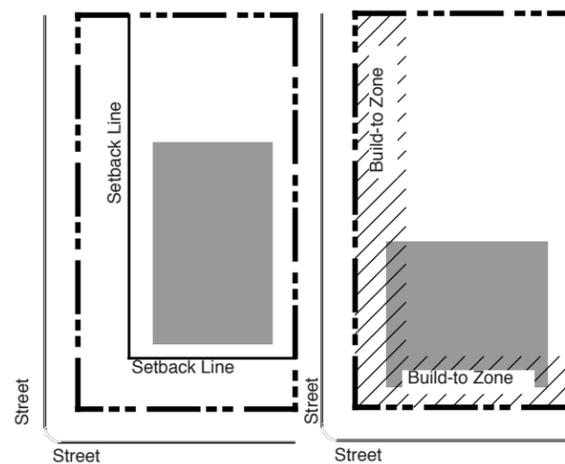
#### SIDE & REAR YARD SETBACKS

Though side yards are defined by minimum setbacks, the Front Lot Line Coverage requirement defines how wide the side yards can be at the front lot line.

The rear yard setback requirement is typically minimal, especially when alleys are present. This setback should be calibrated for the specific location based on the existence of an alley and adjacent development types.

#### Impervious & Semi-Impervious Coverage

The limits applied to impervious coverage, along with building height, sets the permitted intensity of the building (in these districts, close to 100% lot coverage). By setting a certain amount of the coverage as semi-pervious, consideration is given to providing for some level of rainwater infiltration on the site. These amounts can be calibrated to match the desired intensity on the site, as well as addressing site-specific rainwater issues.



Build-to Zone vs. Setback Line

#### Build-to Zone vs Setback Line

A setback line indicates the closest a building may be placed to a property line, but is silent on where behind that line a building may be placed. A build-to zone indicates a zone or area in which the Facade of a building must be located. The use of a build-to zone allows some control over building placement, while the range provides some flexibility. This method also provides an element of predictability that is absent when the only requirement is to locate a building beyond a certain line.

# 5.0 Building Types

## 5.2 Explanation of Building Type Table Standards [REQUIRED]

The following explains and further defines the standards outlined on the tables for each Building Type, refer to 5.3 through 5.8.

### 1. Building Siting.

The following explains the line item requirements for each Building Type Table within the first section entitled "Building Siting". Table 5.2(1), right, illustrates an example of a Height Requirements Table from a typical Building Type.

- (1) Multiple Principal Structures. The allowance of more than one principal structure on a lot.
- (2) Front Property Line Coverage. Refer to Figure 5.2 (1). Measuring Front Property Line Coverage. Measurement defining the minimum percentage of street wall or building facade required along the street. The width of the principal structure(s) (as measured within the front build-to zone) shall be divided by the maximum width of the front build-to zone (BTZ).
  - (a) Certain buildings have this number set to also allow the development of a courtyard along the front property line.
  - (b) Some frontage types allow side yard parking to be exempted from the front lot line coverage calculation. If such an exemption is permitted, the width of up to one double loaded aisle of parking, located with the drive perpendicular to the street and including adjacent sidewalks and landscaping, may be exempted, to a maximum of 65 feet.
- (3) Occupation of Corner. Occupying the intersection of the front and corner build-to zones with a principal structure.
- (4) Front Build-to Zone. The build-to zone or setback parallel to the front property line. Building components, such as awnings or signage, are permitted to encroach into the build-to zone
  - (a) All build-to zone and setback areas not covered by building must contain either landscape, patio space, or sidewalk space.
- (5) Corner Build-to Zone. The build-to zone or setback parallel to the corner property line.
  - (a) All build-to zone and setback areas not covered by building must contain either landscape, patio space, or sidewalk space.
- (6) Minimum Side Yard Setback. The minimum required setback along a side property line.
- (7) Minimum Rear Yard Setback. The minimum required setback along a rear property line.
- (8) Minimum & Maximum Lot or Building Width. Depending on the Building Type, either the minimum or maximum building or unit width will be noted or the minimum and maximum width of a lot, all measured at or parallel to the front property line.
- (9) Maximum Impervious Coverage. (Refer to Figure 5.2(2)), Maximum Impervious & Semi-Impervious Coverage). The maximum percentage of a lot permitted to be covered by principal

	Example Districts	
	District A	District B
<b>(1) Building Siting</b>		
Multiple Principal Buildings	permitted	permitted
Front Property Line Coverage	65%	65%
Occupation of Corner	required	required
Front Build to Zone	0' to 10'	5' to 15'
Corner Build to Zone	0' to 10'	5' to 10'
Minimum Side Yard Setback	0' per unit; 10' between buildings	0' per unit; 15' between buildings
Minimum Rear Yard Setback	5'	10'
Minimum Unit Width Maximum Building Width	18' per unit maximum of 10 units per building	22' per unit maximum of 8 units per building
Maximum Impervious Coverage Additional Semi-Pervious Coverage	85% 15%	70% 20%
Parking & Loading Location	rear yard/facade	rear yard/facade
Vehicular Access	From alley; if no alley exists, 1 driveway per building street frontage	

Table 5.2 (1). Example Building Siting Requirements Table from a Typical Building Type. [Optional. These example tables are provided for the reader's reference. Delete them and the reader will just flip back and forth between a building type table and these explanations.]

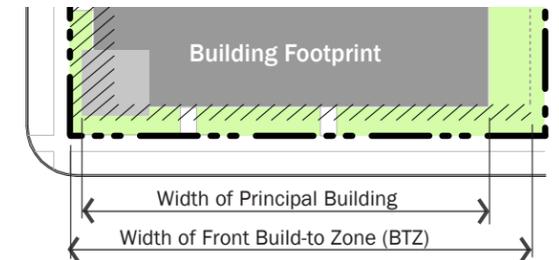


Figure 5.2 (1). Measuring Front Property Line Coverage

structures, accessory structures, pavement, and other impervious surfaces.

- (10) Additional Semi-Pervious Coverage. The additional percentage of a lot beyond the Maximum Impervious Coverage, which may be surfaced in a semi-pervious material, including a green roof or pavers.
- (11) Parking & Loading Location. The yard in which a surface parking lot, detached garage, attached garage door access, loading and unloading, and associated drive is permitted.
- (12) Vehicular Access. The permitted means of vehicular ingress and egress to the lot.

- (a) Alleys, when present, shall always be the primary means of access.
- (b) When alleys are not present, a driveway may be permitted per Building Type and, if an alternative is available, shall not be located off a Primary Street.

**2. Height**

The following explains the line item requirements for each Building Type Table within the second section entitled "Height". Table 5.2 (2), right, illustrates an example of a Height Requirements Table from a typical Building Type.

- (1) Minimum Overall Height. The minimum overall height for the building shall be located within the build-to zone; stories above the required minimum height may be stepped back from the facade.
- (2) Maximum Overall Height. The sum of a building's total number of stories.
  - (a) Half stories are located either completely within the roof structure with street-facing windows or in a visible basement exposed a maximum of one half story above grade.
  - (b) A building incorporating both a half story within the roof and a visible basement shall count the height of the two half stories as one full story.
  - (c) Some Building Types require a building facade to step back as its height increases. If required, the upper stories of any building facade with street frontage shall be setback a designated amount beyond the building facade of the lower stories.
- (3) Ground Story and Upper Story, Minimum and Maximum Height. (Refer to Figure 5.2 (3). Measuring Height). Each frontage type

	Example Districts	
	District A	District B
<b>(2) Height</b>		
Minimum Overall Height	2 story	2 story
Maximum Overall Height	6 stories	4 stories
All Stories: Minimum Height	9'	9'
Maximum Height	14'	14'

**Table 5.2 (2). Example Height Requirements Table from a Typical Building Type. [Optional. These example tables are provided for the reader's reference. Delete them and the reader will just flip back and forth between a building type table and these explanations.]**

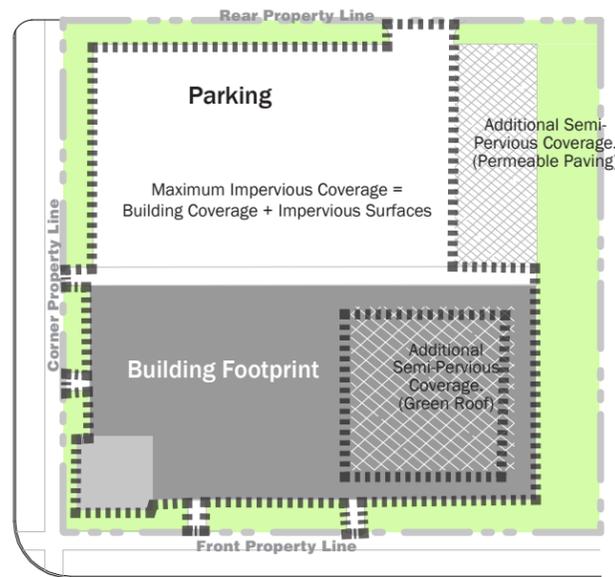


Figure 5.2 (2). Maximum Impervious & Additional Semi-Pervious Coverage

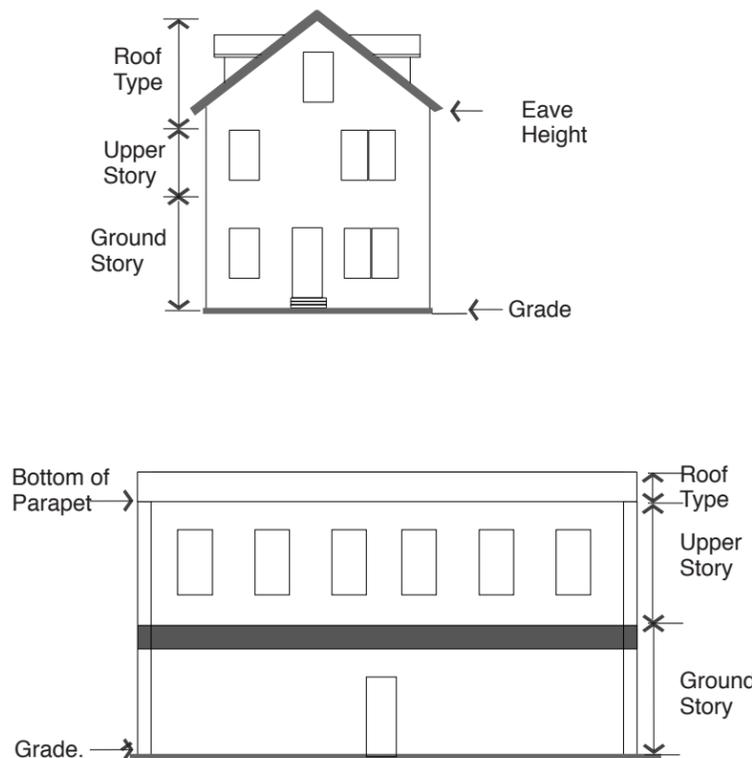


Figure 5.2 (3). Measuring Height

**Calibrating**

**Parking & Vehicular Access**

With the buildings creating some level of streetwall along the front and corner sidewalks, parking is typically accommodated in the rear of the lot, internally in the building, or, in some cases, in a minor way in the interior side yard. Limiting the side yard parking to one double loaded aisle of parking perpendicular to the property line and permit it only on wider lots wide results in at least two thirds coverage of the front lot line with building, still maintaining a high level of streetwall.

**Parking Structures**

Structured parking is permitted as an accessory use on most lots, but is not permitted in the Template Code to front any Primary Streets. (Refer to page 2.0 Street Types for discussion on Primary Streets). Therefore, on lots that only touch a Primary Street, a separate parking structure can be located only in the rear yard of the lot.

Parking within the Principal Structure is always limited to the rear of the building, with a minimum amount of Occupied Space along street facades. In some locations, this may not be feasible, then parking may be permitted to extend to the facade on non-Primary Streets. In this instance, street facades of the structures should still meet all requirements of the Building Type, including vertical and horizontal delineations. Two additional requirements could be considered:

- a. Sloped portions of the parking shall be located adjacent to the rear or interior side facades.
- b. Consider requiring usable floor heights on the street facades, allowing those segments of the parking to become Occupied Space in the future.

**Vehicular Access**

Access to all lots is ideally handled

through an alley system; however, alleys are not always feasible. Corner parcels will have no trouble meeting a secondary or non-primary street driveway requirement; however, interior lots along Primary Streets will be inaccessible. Care should be taken to set a reasonable allowance for driveways along a Primary Street to avoid too many driveways for the safety and comfort of the pedestrian.

In existing locations where no alley exists, a system of drive access should be developed utilizing a hierarchy of streets, including either Primary and secondary streets, or A,B, and C streets. (See the discussion in the Metropolitan Center Place Type). Additionally, a system for shared driveways could be established, requiring property owners to participate. (Adding language that states shared driveways are encouraged is advisable). Alternately, parking requirements could be minimized, so that parking is handled in public or designated shared lots, on street, and through the support of other modes of transportation.

Access requirements will need to be determined specific to each location.

**Building Heights**

Heights within the code are defined by a set of minimum number and maximum number of stories, combined with a set range of acceptable floor to floor heights. The minimum and maximum heights of the Building Types depend on the district within which it is located. The Template Code demonstrates one process for measuring height, but municipalities may have different processes.

Stories are used to articulate a human scale on the facade of the building. In this way, large atria inside the street facades of buildings are discouraged, though there are allowances in some Building Types for taller ground floor heights to count towards two stories.

Typically a minimum of 2 or 3 stories is required, to help define the space of the street. The ideal ratio is considered to be 1:3 (see diagram); however, single story minimum heights are defined for more suburban locations where it might not be economically feasible to require all buildings to be mixed use at this time.

Floor to floor minimum and maximum heights are used to define each story. Ground floor heights are defined separately in the Storefront Building to accommodate the need for higher ceiling heights and additional utilities in retail and restaurant spaces.

Minimum and maximum heights should be calibrated to match the vision for the area, though the range should accommodate the appropriate level of support for the transit and commercial.

Floor to floor heights may also be calibrated to match existing structures and maintain an appropriate scale. Care should also be exercised to not set ground floor heights too high, creating a scale that does not reflect the pedestrian.

**Note that a combination of site coverage and heights are the key to achieving densities to support both transit and commercial.**



3 to 1 Right-of-Way to Building Height Ratio Section

### Calibrating

#### Uses

Uses and Building Types are permitted in zoning districts; therefore, uses in a Building Type may vary by the district within which the Building Type is located.

Additionally, the Building Type tables may further define how the permitted uses work within the building. For example, some uses may only be permitted on the ground floor. Or, some uses permitted within the district may not be permitted in a particular Building Type at all. For example, uses in the Civic Building are highly limited.

Refer to each Building Type for recommendations regarding calibrating uses within the Building Type.

#### Street Facade Requirements

Facade requirements in the Template Code are limited to the street facades. During calibration, it may make sense to apply these requirements or a modified set of these requirements to other facades. For example, requiring a level of transparency and a certain number of entrances on rear facades adjacent to parking lots could make those parking lots feel safer and increase their utilization. Higher transparency also offers more “eyes on the street.” It also offers a more visual pedestrian friendly experience than walking next to a blank wall or parking lot.

Vertical and horizontal facade divisions represent the lowest level of design guidance recommended to be included in the code. These facade divisions hold the scale of the building at a more human level. Refer to 5.11 for additional optional design standards that could apply to all buildings.

## 5.0 Building Types

includes a permitted range of height in feet for each story. Additional information is as follows:

- (a) Floor height is measured in feet between the floor of a story to the floor of the story above it.
- (b) Floor height requirements apply only to street facing facades.
- (c) For single story buildings and the uppermost story of a multiple story building, floor to floor height shall be measured from the floor of the story to the tallest point of the ceiling.

### 3. Uses

The following explains the line item requirements for each Building Type Table within the third section entitled “Uses.” Refer to Section 4.0. Uses for uses permitted within each Zoning District. The requirements in this section of the Building Type Tables may limit those uses within a specific Building Type. Table 5.2 (3), right, illustrates an example of the Uses table from a typical Building Type.

- (1) Ground and Upper Story. The uses or category of uses which may occupy the ground and/or upper story of a building.
- (2) Parking Within Building. The area(s) of a building in which parking is permitted within the structure.
- (3) Required Occupied Space. The area(s) of a building that shall be designed as occupied space, defined as interior building space regularly occupied by the building users. It does not include storage areas, utility space, or parking.

### 4. Street Facade Requirements

The following explains the line item requirements for each Building Type Table 5.3 through 5.8, within the fourth section entitled “Street Facade Requirements”. Street Facade Requirements apply only to facades facing a public or private right-of-way. The rear or interior side yard facades are not required to meet these standards unless otherwise stated. Table 5.2 (4), right, illustrates an example of a Street Facade Requirements Table from a typical Building Type.

- (1) Minimum Ground Story and Upper Floor Transparency. (Refer to Figure 5.2 (4), Measuring Transparency per Facade). The minimum amount of transparency required on street facades with street frontage.
  - (a) Transparency is any glass in windows and/or doors, including any mullions, that is highly transparent with low reflectance.
  - (i) Ground Story Transparency, when defined separately from the overall minimum transparency, shall be measured between two feet and eight feet from the average grade at the base of the front facade.
  - (ii) A general Minimum Transparency requirement shall be measured from floor to floor of each story.
- (2) Blank Wall Limitations. A restriction of the amount of windowless area permitted on a facade with street frontage. If required, the following shall both be met for each story:
  - (a) No rectangular area greater than 30% of a story’s facade, as measured from floor to floor, may be windowless; and
  - (b) No horizontal segment of a story’s facade greater than 15 feet in width may be windowless.

	Example Districts	
	District A	District B
<b>(3) Uses</b>		
Ground Story	residential, arts & craft studio, office & service uses permitted	residential only
Upper Story	residential only	
Parking within Building	permitted fully in basement and in rear of all floors	
Required Occupied Space	30’ deep on all full floors from the front facade	

Table 5.2 (3). Example Uses Table from a Typical Building Type. [Optional. These example tables are provided for the reader’s reference. Delete them and the reader will just flip back and forth between a building type table and these explanations.]

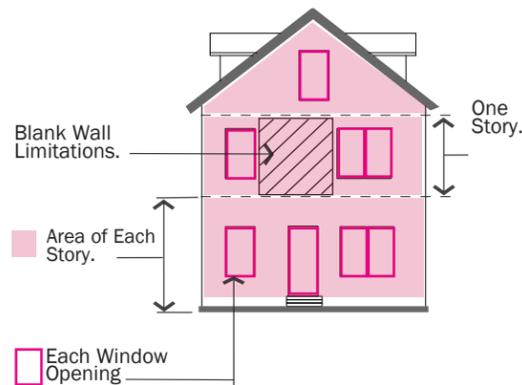
	Example Districts	
	District A	District B
<b>(4) Street Facade Requirements</b>		
Minimum Transparency per each Story	15%	15%
Blank Wall Limitations	required per floor	
Principal Entrance Location per Unit	front or corner side facade	front or corner side facade
Vertical Facade Divisions	not required	
Horizontal Facade Divisions	for buildings over 3 stories, required within 3’ of the top of any visible basement or ground story	

Table 5.2 (4). Example Street Facade Requirements Table from a Typical Building Type. [Optional. These example tables are provided for the reader’s reference. Delete them and the reader will just flip back and forth between a building type table and these explanations.]



Measure percent of Ground Story Storefront Transparency between two and eight feet from the sidewalk

Measuring Ground Floor Transparency on a Storefront base.



Measuring Transparency on Each Story.

Figure 5.2 (4). Measuring Transparency.

- (3) Entrance Type. The Entrance Type(s) permitted for the entrance(s) of a given Building Type. A mix of permitted Entrance Types may be utilized. Refer to 5.9 Entrance Types for definition of and additional requirements for each Entrance Type.
- (4) Principal Entrance Location. The facade on which the primary building entrance is to be located.
- (5) Required Number of Street Entrances. The minimum number of and maximum spacing between entrances on the ground floor building facade with street frontage.
- (6) Vertical Facade Divisions. The use of a vertically oriented expression line or form to divide the facade into increments no greater than the dimension shown, as measured along the base of the facade. Elements may include a column, pilaster, or other continuous vertical ornamentation a minimum of one and a half inch depth.
- (7) Horizontal Facade Divisions. The use of a horizontally oriented expression line or form to divide portions of the facade into horizontal divisions. Elements may include a cornice, belt course, molding, string courses, or other continuous horizontal ornamentation a minimum of one and a half inch depth.

**5. Roof Type**

The following explains the line item requirements for each Building Type Table in Sections 5.3 through 5.8, within the fifth section entitled "Roof Types". Table 5.2 (5), below, illustrates an example of a Roof Type Requirements Table from a typical Building Type.

- (1) Permitted Roof Type. The roof type(s) permitted for a given Building Type. Refer to 5.10. Roof Types for more specific requirements.
- (2) Tower. A vertical building extension that may be permitted in conjunction with another roof type on certain Building Types. Refer to 5.10. Roof Types.

	Example Districts	
	District A	District B
<b>(5) Roof Type Requirements</b>		
Permitted Roof Types	parapet, pitched, flat	parapet, pitched, flat
Tower	permitted only on corners	permitted only on corners

Table 5.2 (5). Example Roof Type Requirements Table from a Typical Building Type. [Optional. These example tables are provided for the reader's reference. Delete them and the reader will just flip back and forth between a building type table and these explanations.]

**Calibrating**

**Roof Types**

In the Template Code, most roof types are permitted for each Building Type. Roof type is an important element towards defining the character of the place. For example, all flat or parapet roofs mimics historic Main Streets, often feeling more commercial in nature. While pitched roofs, even on taller mixed use buildings can feel more residential.

Roof types, therefore, should be set to match the existing or desired character of the Place Type. The types included in the Template Code are fairly flexible, representing a variety of acceptable roofs. See 5.10 Roof Types.

## Calibrating

### Build-to Zone

The Build-to Zones of the various Storefront Building Types establish a variety of scales related to the permitted heights. Core C Storefront Buildings are somewhat less intense, slightly more suburban in nature than Core A Storefront Buildings. The Build-to Zones can be modified to establish an appropriate street wall location for the character of the place.

Specifically, the Build-to Zone can be modified to create a desired streetscape effect. For example, if the sidewalk area of a particular street is too narrow and no additional space is available within the street section, additional sidewalk can be required by revising the starting point of the zone range. For an additional five feet on the sidewalk, start the build-to zone at five feet and add the width: 5'-10'.

We do not recommend creating Build-to Zones larger than 15 feet in most Place Types for the Storefront Building.

### Front Lot Line Coverage

The percentage of Front Lot Line Coverage can be modified on the Storefront Building, though consider that specific changes will affect the resulting character. Note that the lower percentages for this Building Type result in a more suburban feel to the area and can reduce the overall walkability of the site. A higher number maintains the intensity of the area, while providing enclosure for the Open Space of the street.

### Multiple Principal Buildings

The regulation specifying whether multiple buildings are permitted on a parcel is key to the definition of walkable shopping streets. In general, it is recommended to require a separate parcel for each building so that each building fronts a street.

In the case of the Core C District, we have permitted multiple Storefront Buildings

on a single parcel. This could result in shopping centers, organized around an interior parking lot. However, we have also specified that each building must meet the requirements of the Building Type. The result then could be that buildings are turned sideways, with fronts on the street as well as on a parking lot.

### Parking & Vehicular Access

The allowance for or elimination of side yard parking should be considered during the calibration process. In the Template Code, we have allowed it only in places with higher vehicular traffic than others. If it is initially necessary for the success of the area, it could be permitted in the initial code, then infilled at a later date and removed from the code.

Managing access to lots is key to the success of any shopping street, with the goal of limiting conflicts between pedestrians walking safely along sidewalks and vehicles crossing the sidewalks entering drives to parking or service areas. Access to the lots is ideally handled through an alley system. Corner parcels will have no trouble meeting a secondary or non-primary street driveway requirement; however, interior lots along Primary Streets will be inaccessible. Setting a reasonable allowance for driveways along a Primary Street could result in too many driveways for the safety and comfort of the pedestrian.

Especially in Core District areas, where no alley exists or is planned, a system of drive access should be developed utilizing a hierarchy of streets, including either Primary and secondary streets, or A, B, and C streets. (See the discussion in the 1.3 Metropolitan Center Place Type). Additionally, a system for shared driveways could be established, requiring property owners to participate.

Alternately, parking requirements could be minimized, and parking is handled in public or designated shared lots, on street, and through the support of other modes of transportation.

# 5.0 Building Types

## 5.3 Storefront Building

### 1. Description & Intent

The Storefront Building is intended for use as a mixed use building located close to the front property line with parking typically in the rear or side of the lot.

The key facade element of this Building Type is the storefront required on the ground floor front facade, with large amounts of glass and regularly spaced entrances.

This building is available in a variety of intensities, depending on the district within which it is located. For example, minimum and maximum heights are highest in the Core A District and lowest in the Core D District.

### 2. Regulations

Regulations for the Storefront Building Type are defined in the adjacent table.

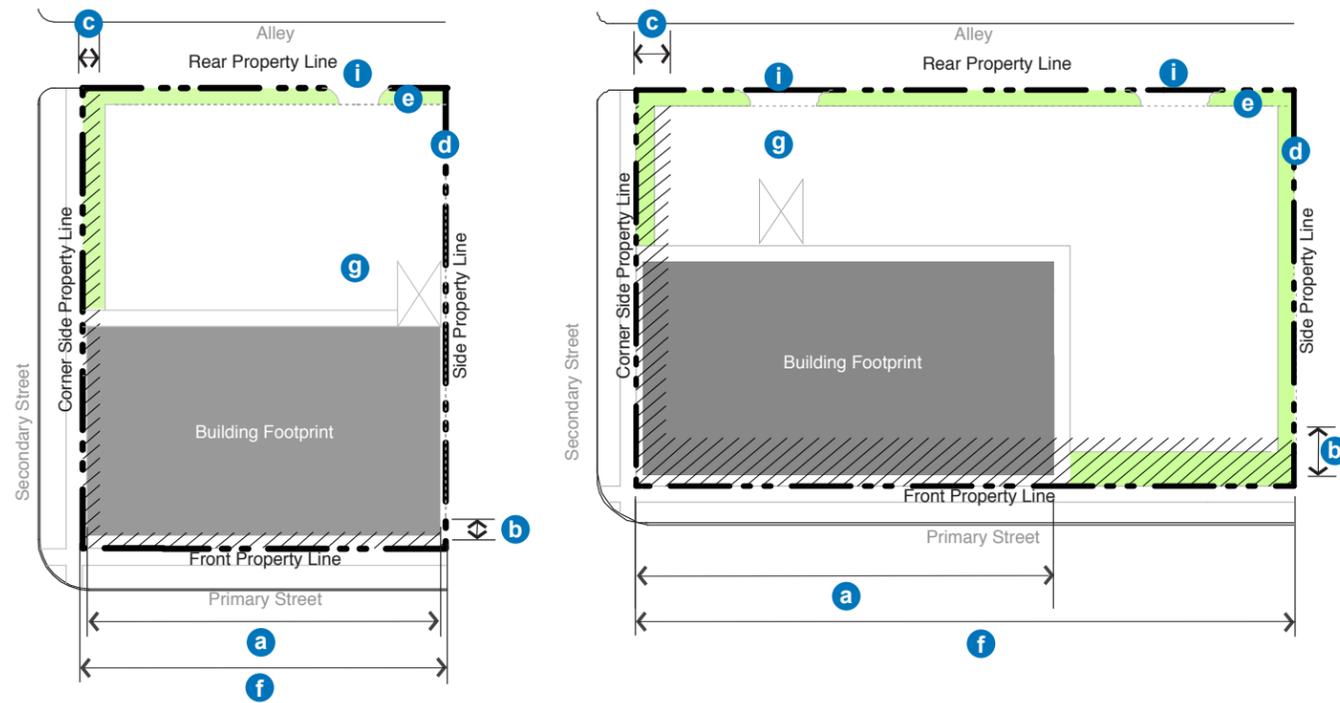
### Notes

<sup>1</sup> Lots wider than 140 feet are permitted one double-loaded aisle of parking (maximum width of 72 feet), located perpendicular to the front property line, which is exempt from front property line coverage.

<sup>2</sup> Above the third story, the upper stories of any building facade with street frontage shall have a step back from the lower stories that is a minimum of six feet.

<sup>3</sup> If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

	Permitted Districts			
	Core A	Core B	Core C	Core D
<b>(1) Building Siting</b> Refer to Figure 5.3 (1).				
Multiple Principal Buildings	not permitted	not permitted	permitted	not permitted
<b>a</b> Front Property Line Coverage	95%	90%	85% <sup>1</sup>	95% <sup>1</sup>
Occupation of Corner	required	required	required	required
<b>b</b> Front Build-to Zone	0' to 5'	0' to 10'	0' to 15'	0' to 5'
<b>c</b> Corner Build-to Zone	0' to 5'	0' to 5'	0' to 10'	0' to 5'
<b>d</b> Minimum Side Yard Setback	0'	0'	5'	0'
<b>e</b> Minimum Rear Yard Setback	5'	5'	5'	5'
<b>f</b> Minimum Lot Width Maximum Lot Width	none none	none none	none none	none none
Maximum Impervious Coverage Additional Semi-Pervious Coverage	90% 10%	75% 25%	70% 20%	80% 20%
<b>g</b> Parking & Loading Location	rear yard	rear yard	rear & side yard <sup>1</sup>	rear & side yard <sup>1</sup>
<b>i</b> Vehicular Access	Alley only; if no alley exists, 1 driveway is permitted per non-primary street	Alley; if no alley exists, 1 driveway is permitted per non-primary street	Alley; if no alley exists, 2 driveways are permitted off non-primary streets	Alley; if no alley exists, 1 driveway is permitted per non-primary street <sup>3</sup>
<b>(2) Height</b> Refer to Figure 5.3 (2).				
<b>j</b> Minimum Overall Height	3 story	2 story	1 story	1 story
<b>k</b> Maximum Overall Height	30 stories	12 stories <sup>2</sup>	8 stories <sup>2</sup>	6 stories <sup>2</sup>
<b>l</b> Ground Story: Minimum Height Maximum Height	14' 30' <sup>3</sup>	14' 24' <sup>3</sup>	14' 24' <sup>3</sup>	14' 18'
<b>m</b> Upper Stories: Minimum Height Maximum Height	9' 14'	9' 14'	9' 14'	9' 14'
<b>(3) Uses</b> Refer to Figure 5.3 (2). Refer to 4.0 Uses for permitted uses.				
<b>n</b> Ground Story	retail, service	retail, service	retail, service, office	retail, service, office
<b>o</b> Upper Story	any permitted use			
<b>p</b> Parking within Building	permitted fully in any basement and in rear of upper floors			
<b>q</b> Required Occupied Space	30' deep on all full floors from the front facade			
<b>(4) Street Facade Requirements</b> Refer to Figure 5.3 (3).				
<b>r</b> Minimum Ground Story Transparency Measured between 2' and 8' above grade	75%	75%	65% front only	65%
<b>s</b> Minimum Transparency per each Story	15%	15%	15%	15%
Blank Wall Limitations	required per floor (refer to 5.2.8)			
<b>t</b> Front Facade Entrance Type	storefront, arcade	storefront, arcade	storefront, arcade	storefront, arcade
<b>u</b> Principal Entrance Location	front facade	front facade	front or corner facade	front facade
Required Number of Street Entrances	1 per each 75' of front facade	1 per each 75' of front facade	1 per each 100' of front facade	1 per each 75' of front facade
Vertical Facade Divisions	every 30' of facade width	every 25' of facade width	every 50' of facade width	every 25' of facade width
Horizontal Facade Divisions	required within 3' of the top of the ground story, and every fifth floor above the first floor			
<b>(5) Roof Type Requirements</b> Refer to Figure 5.3 (3).				
<b>v</b> Permitted Roof Types	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat
Tower	permitted	permitted	permitted	permitted



Typical Site Plan  
Figure 5.3 (1). Storefront Building: Building Siting.

Site Plan with Side Yard Parking (Core C & Core D)

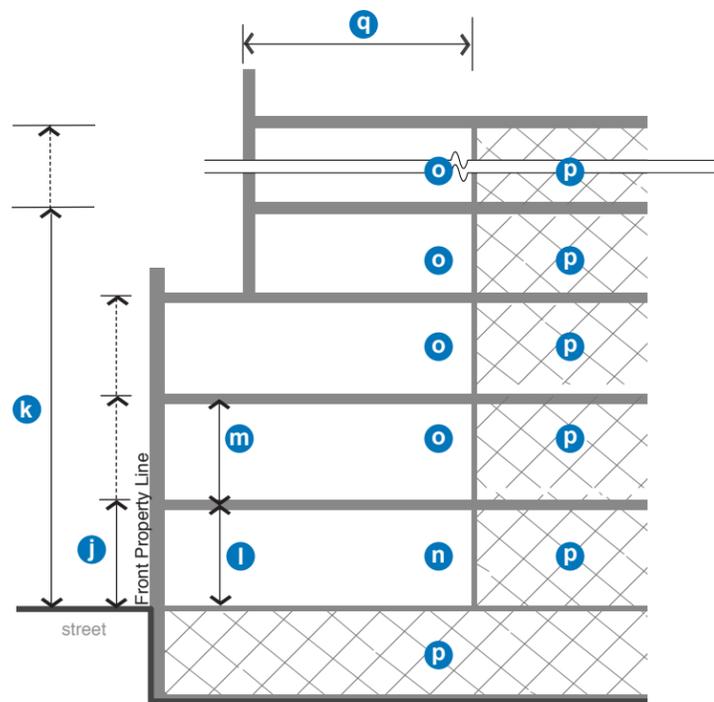


Figure 5.3 (2). Storefront Building: Height & Use Requirements.

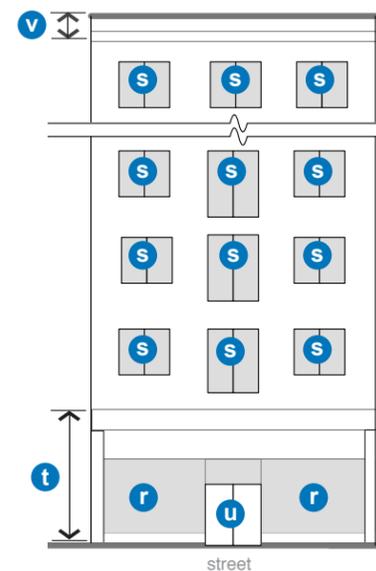


Figure 5.3 (3). Storefront Building: Street Facade Requirements.

### Calibrating

#### Height

Minimum and maximum heights should be calibrated to match the vision for the area, though the range should accommodate the appropriate level of support for the transit and commercial. Note that in the Core C and D Districts, the Storefront Building's minimum height is set at a single story. This is meant to reflect the surveyed locations in the region and the anticipated intensities in those locations. Typically, we would not recommend a single story minimum height for transit-served shopping locations to encourage office and residential above.

Floor to floor heights may also be calibrated to either match existing structures and maintain an appropriate scale or establish an appropriate scale for a particular location. Many national chains require interior clearance of 12 feet to 16 feet requiring floor to floor heights of 16 feet to 20 feet or more. Care should also be exercised to not set ground floor heights too high for the context, creating a scale that does not reflect the pedestrian and may be inappropriate for the desired character. Note that we have set maximum ground story heights in the Core A areas to 30 feet, while in Core D to only 18 feet.

#### Uses

Ground floor uses in the Storefront Building are limited to those with some level pedestrian activity, such as retail and service uses, with additional commercial, office, and/or residential uses in the upper stories.

The Storefront is typically a mixed use building, though in the Core C and D districts it is permitted to be a single story, allowing it to be a single use commercial building.

#### Facade Requirements

Storefronts with large amounts of

transparency and regularly spaced entrances off the street required on the ground floor front facade are the key differentiating element of the Storefront Building Type from the other Building Types.

The transparency requirements (high levels of highly transparent, low reflectance glass) are set based on measurements of similar buildings around the country. The ground floor levels are measured between two and eight feet to locate the glass within a person's sight frame, as well as to set the percentages as high as possible. Transparency levels should be calibrated for the location, though these ranges have proven appropriate for many shopping areas.

The Facade Requirements apply only to street facing facades within the Template Code. If the community is concerned about rear or side parking use or safety, these requirements could be extended to facades along parking lots. Locating a high level of glass, multiple entrances, and providing some division of the facade creates more eyes on the parking lot and a sense of care and scale to the space.

#### Roof Types

The roof types should be set to match the desired character for the area. Refer to 5.10 for descriptions and further requirements for the Roof Types. In general, parapet roofs are traditional for shopping districts in the region; however, contemporary buildings often incorporate pitched roofs above a mix of uses.

If desired, consider limiting the location of towers on the buildings to special places, such as street termini or adjacent to public spaces.

Building Types shown illustrate general building configuration and not architectural style.

## Calibrating

### Build-to Zone

The Build-to Zones of the various General Stoop Buildings allow for more depth between the sidewalk and building facade. The General Stoop may have a small landscape area within the Build-to Zone, and, especially in more residential locations, this provides a buffer to visible basement and ground floor living areas. The build-to zones can be modified to establish an appropriate street wall location for the character of the place.

As with the Storefront Building, the Build-to Zone can be modified to create a desired streetscape effect. In many cases, it may be appropriate to begin the Build-to Zone for the General Stoop five feet to ten feet from the lot line to create a landscape swathe along the sidewalk. We do not, however, recommend creating Build-to Zones larger than 20 feet in any of the defined Place Types for this Building Type.

### Front Lot Line Coverage

The percentage of Front Lot Line Coverage can be significantly lower for this Building Type than the Storefront. While walkability is still highly desirable, the streetwall may be broken up by landscape areas, courtyards, and the occasional side yard parking lot.

### Parking & Vehicular Access

In the Template Code, side yard parking is permitted only in the General C and D Districts, but could be considered elsewhere if appropriate.

The goal of limiting conflicts between pedestrians walking safely along sidewalks and vehicles crossing the sidewalks entering drives to parking or service areas is still important in these locations, though perhaps not as key as within the Core Districts. Access to the lots is ideally handled through an alley system, though alternatives will need to be considered in existing locations with no alley system. Of primary concern in these areas is entrances to structured parking: often these area located on the streets and not off side or rear yards. Driveways are of less concern when narrowed and the sidewalk pavement crosses the drive.

# 5.0 Building Types

## 5.4 General Stoop Building

### 1. Description & Intent

The General Stoop Building Type is limited in terms of uses by the district within which it is located, generally housing office and/or residential uses. Similar to the Main Street Building, the General Stoop building is intended to be built close to the front and corner property lines allowing easy access to passing pedestrians and transit riders. Parking may be provided in the rear of the lot, internally in the building, or, in some cases, one double loaded aisle of parking is permitted in the interior or the side yard at the front property line. The minimum and maximum heights of this Building Type depend on the district within which it is located: taller heights are permitted in the General A District, with lower heights in the other General districts.

### 2. Regulations

Regulations for the General Stoop Building Type are defined in the adjacent table.

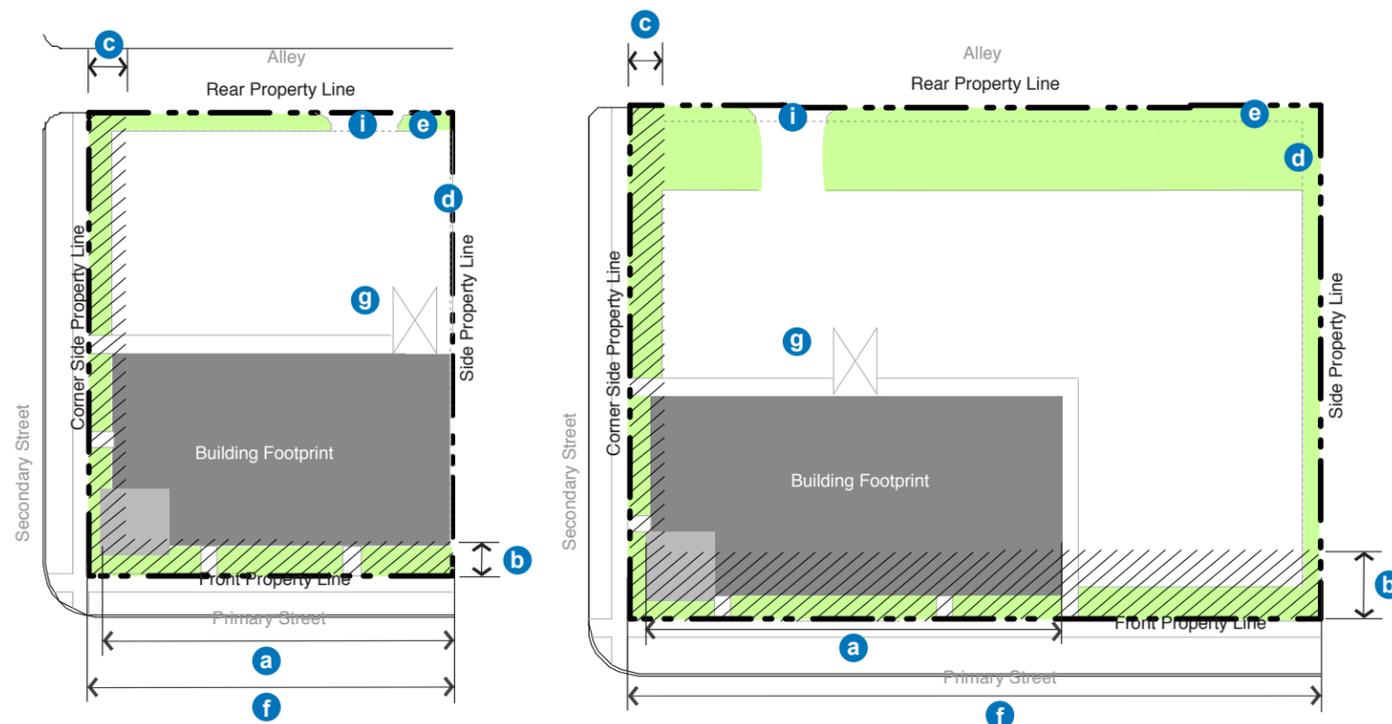
### Notes

<sup>1</sup> A courtyard covering up to 35% of the front facade is permitted and may contribute to the Front Lot Line Coverage requirement.

<sup>2</sup> Lots wider than 140 feet are permitted one double-loaded aisle of parking (maximum width of 72 feet), located perpendicular to the front property line, which is exempt from front property line coverage.

<sup>3</sup> Upper stories above the third story on any building facade with street frontage shall have a step back from the lower stories that is a minimum of six feet.

	Permitted Districts			
	General A	General B	General C	General D
<b>(1) Building Siting</b> Refer to Figure 5.4 (1).				
<b>a</b> Multiple Principal Buildings	not permitted	not permitted	permitted	not permitted
Front Property Line Coverage	90% <sup>1</sup>	85% <sup>1</sup>	65%	90% <sup>1 &amp; 2</sup>
<b>b</b> Occupation of Corner	required	required	required	required
<b>c</b> Front Build to Zone	0' to 10'	0' to 15'	0' to 20'	0' to 10'
<b>d</b> Corner Build to Zone	0' to 5'	0' to 10'	0' to 10'	0' to 10'
<b>e</b> Minimum Side Yard Setback	0'	0'	5'	5'
<b>f</b> Minimum Rear Yard Setback	5'	5'	5'	5'
Minimum Lot Width	none	none	100'	none
Maximum Lot Width	none	none	none	none
Maximum Impervious Coverage	90%	75%	60%	80%
Additional Semi-Pervious Coverage	10%	25%	20%	10%
<b>g</b> Parking & Loading Location	rear yard	rear yard	rear & side yard	rear & side yard <sup>2</sup>
<b>i</b> Vehicular Access	Alley; if no alley exists, 1 driveway is permitted per non-primary street	Alley; if no alley exists, 1 driveway is permitted per non-primary street	Alley; if no alley exists, 1 driveway is permitted street	Alley; if no alley exists, 1 driveway is permitted per non-primary street
<b>(2) Height</b> Refer to Figure 5.4 (2).				
<b>j</b> Minimum Overall Height	3 story	2 story	2 stories	1 stories
<b>k</b> Maximum Overall Height	30 stories	12 stories <sup>3</sup>	8 stories <sup>3</sup>	6 stories <sup>3</sup>
<b>l</b> All Stories: Minimum Height	9'	9'	9'	9'
Maximum Height	14'	14'	14'	14'
<b>(3) Uses</b> Refer to Figure 5.4 (2). Refer to 4.0 Uses for permitted uses.				
<b>n</b> All Stories	any permitted use			
<b>p</b> Parking within Building	permitted fully in basement and in rear of upper floors			
<b>q</b> Required Occupied Space	30' deep on all full floors from the front facade			
<b>(4) Street Facade Requirements</b> Refer to Figure 5.4 (3).				
<b>r</b> Minimum Transparency per each Story	15%	15%	15%	15%
Blank Wall Limitations	required per floor (refer to 5.2.8)			
<b>t</b> Front Facade Entrance Type	stoop, porch, storefront	stoop, porch, storefront	stoop, porch, storefront	stoop, porch, storefront
<b>u</b> Principal Entrance Location	front facade	front facade	front or corner facade	front facade
Required Number of Street Entrances	1 per each 150' of front facade	1 per each 100' of front facade	1 per each 150' of front facade	1 per each 75' of front facade
Vertical Facade Divisions	every 30' of facade width	every 25' of facade width	every 50' of facade width	every 25' of facade width
Horizontal Facade Divisions	required within 3' of the top of any visible basement and of the ground story, and at every fifth floor above the ground floor			
<b>(5) Roof Type Requirements</b> Refer to Figure 5.4 (3).				
<b>v</b> Permitted Roof Types	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat
<b>w</b> Tower	permitted	permitted	permitted	parapet, pitched, flat



Typical Site Plan  
Figure 5.4 (1). General Stoop Building: Building Siting.

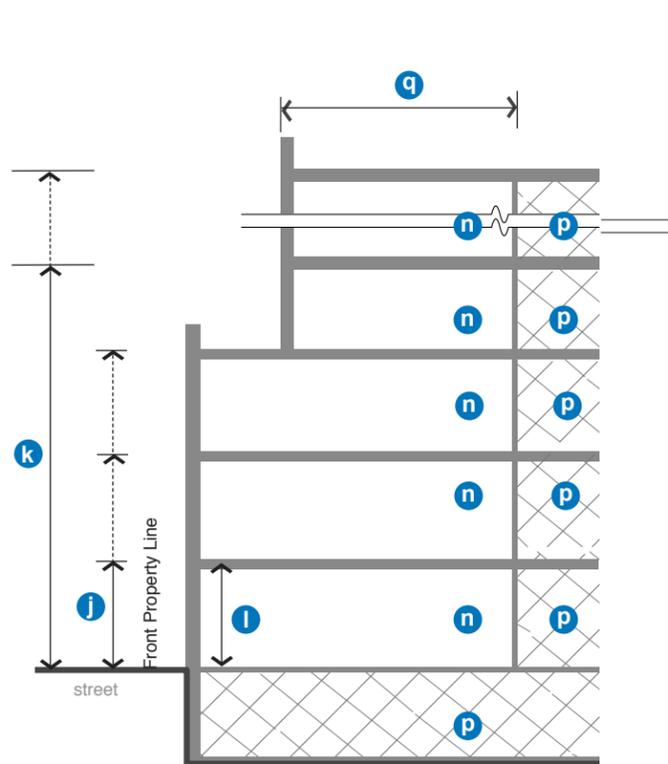


Figure 5.4 (2). General Stoop Building: Height & Use Requirements.

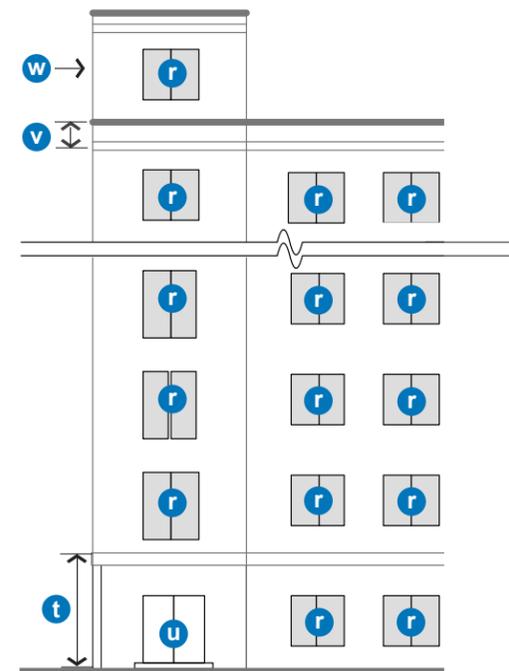


Figure 5.4 (3). General Stoop Building: Street Facade Requirements.

## Calibrating

### Height

Minimum and maximum heights should be calibrated to match the vision for the area. In the Core C and D Districts, the General Stoop's minimum height is set at a single story; however, this should be reserved for office or commercial uses and not residential.

Floor to floor heights may also be calibrated to either match existing structures and maintain an appropriate scale or establish an appropriate scale for a particular location. Consider the overall resultant height when allowing for very tall floor to floor heights for residential, especially in relation to surrounding existing structures of the same number of stories.

### Uses

Uses within this Building Type are very flexible. As discussed in other sections (1.0 Place Types, 3.0 Districts), it may be appropriate to separate districts for residentially focused General Stoop Buildings and office focused ones.

### Facade Requirements.

The transparency requirements (levels of highly transparent, low reflectance glass) are set based on measurements of similar buildings around the country. Transparency levels should be calibrated for the location, considering the types of buildings in the area. A range of between 12% and 20% is typically appropriate for most office or residential buildings with distributed windows along a floor. With the lower percentages, the Blank Wall Limitations regulation becomes more important.

The Facade Requirements apply only to street facing facades within the Template Code. If the community is concerned about rear or side parking use or safety, these requirements could be extended to facades along parking lots. Locating

a high level of glass, multiple entrances, and providing some division of the facade creates more eyes on the parking lot and a sense of care and scale to the space.

### Roof Types

The roof types should be set to match the desired character for the area. Refer to 5.10 for descriptions and further requirements for the Roof Types. In general, parapet or pitched roofs are appropriate for these Building Types in most locations; however, the flat roof is a modern application with a distinctive character.

Towers will be utilized on these buildings to access the roof, but may also be utilized on the front facade to add character. We do not recommend limiting towers on these buildings, unless you limit their locations on the street facades. Additionally, the Tower requirements limit them to one per building. It may be appropriate to modify this to allow only one per street facade, maximum of four per building or some similar standard.

Building Types shown illustrate general building configuration and not architectural style.



Image of one version of a General Stoop buildings.

## Calibrating

### Permitted Districts

In the Template Code, the Limited Bay Building Type is permitted in the Core C and Core D Districts only. Consider permitting this Building Type in a separate General District, permitting the General Stoop as well as this Building Type, to allow for a mix of office, research, and light industrial uses.

### Build-to Zone

The Build-to Zones established in the Template Code for the two permitted locations of the Limited Bay Building Type require the building to be built close to the front lot line, with a limited amount of flexibility. The depth of these zones can be narrower to match that of the Storefront Building; however, this allows for some room for vehicular access at the garage door bay and could allow for future table areas for restaurants or other uses.

### Front Lot Line Coverage

The percentage of Front Lot Line Coverage provided allows for the use of a side yard parking lot, permitted for most Building Types in the Core C and D Districts.

An alternative method for allowing these parking lots is to establish a higher coverage percentage, then permit the parking lot as an exception to the coverage. This results in a perception of a high level of coverage, while still allowing the exception in a smaller note format.

### Minimum Lot Width

To limit the number of these types of buildings in a particular location or to limit the number of service bays along a particular street, consider setting a wider minimum lot width. As only one door is permitted per facade, the result would be more storefront facade and fewer garage doors per foot of lot line.

## Parking & Vehicular Access

In the Template Code, this Building Type is permitted only in the Core C and D Districts, but could be considered elsewhere if appropriate. If permitted elsewhere, the side yard parking may be limited.

The service bay entrance is limited to one per street facade as well as being limited by a maximum width. This width could result in a building facade being two-thirds garage opening. This should be considered in calibrating the code; however, with the requirement for transparent doors and a principal entrance on the street, the facade will likely be sufficiently friendly to function within the context of the shopping street. An alternative is to require a wider a building and set back the garage door five feet.

# 5.0 Building Types

## 5.5 Limited Bay

### 1. Description & Intent

The Limited Bay Building Type permits a lower level of ground floor storefront facade and a single vehicle bay with garage door access on the Primary Street. A wider range of uses can also be accommodated within this Building Type, including craftsman industrial uses. This Building Type is still intended to be built close to the front and corner property lines allowing easy access to passing pedestrians and transit riders, and continuing the fabric of the Storefront Building Type. Parking may be provided in the rear of the lot, internally in the building, or one double loaded aisle of parking is permitted in the interior or the side yard at the front property line. The minimum and maximum heights of this Building Type depend on the district within which it is located: taller heights are permitted in the Core C.

### 2. Regulations

Regulations for the Limited Bay Building Type are defined in the adjacent table.

	Permitted Districts	
	Core C	Core D
<b>(1) Building Siting</b> Refer to Figure 5.5 (1).		
Multiple Principal Buildings	not permitted	permitted
<b>a</b> Front Property Line Coverage	75%	95% <sup>1</sup>
Occupation of Corner	required	required
<b>b</b> Front Build to Zone	0' to 15'	0' to 10'
<b>c</b> Corner Build to Zone	0' to 10'	0' to 5'
<b>d</b> Minimum Side Yard Setback	5'	0'
<b>e</b> Minimum Rear Yard Setback	5'	5'
<b>f</b> Minimum Lot Width Maximum Lot Width	50' none	50' none
Maximum Impervious Coverage Additional Semi-Pervious Coverage	70% 20%	75% 25%
<b>g</b> Parking & Loading	rear & side yard	rear & side yard <sup>1</sup>
<b>h</b> Street Facade Service Bay Entrance	limited to one per street facade, maximum width 18'	
<b>i</b> Vehicular Access	From alley; if no alley exists, 1 driveway per street frontage	
<b>(2) Height</b> Refer to Figure 5.5 (2).		
<b>j</b> Minimum Overall Height	2 story	1 story
<b>k</b> Maximum Overall Height	6 stories <sup>2</sup>	4 stories <sup>2</sup>
<b>l</b> Ground Story: Minimum Height Maximum Height	14' 24' <sup>3</sup>	14' 24' <sup>3</sup>
<b>m</b> Upper Stories: Minimum Height Maximum Height	9' 14'	9' 14'
<b>(3) Uses</b> Refer to Figure 5.5 (2). Refer to 4.0 Uses for permitted uses.		
<b>n</b> Ground Story	retail, service, office, craftsman industrial	
<b>o</b> Upper Story	any permitted use	
<b>p</b> Parking within Building	permitted fully in basement and in rear of upper floors plus one service bay width at ground floor	
<b>q</b> Required Occupied Space	30' deep on all full floors from the front facade	
<b>(4) Street Facade Requirements</b> Refer to Figure 5.5 (3).		
<b>r</b> Minimum Ground Story Transparency Measured between 2' and 8' above grade	65% , Service Bay door shall be transparent	65%, Service Bay door shall be transparent
<b>s</b> Minimum Transparency per each Story	15%	15%
Blank Wall Limitations	required per floor	
<b>t</b> Front Facade Entrance Type	storefront, stoop	storefront, stoop
<b>u</b> Principal Entrance Location	front or corner facade	front or corner facade
Required Number of Street Entrances	1 per 100' of facade; service bay door not included; 1 per 150' of facade	
Vertical Facade Divisions	every 50' of facade width	every 25' of facade width
Horizontal Facade Divisions	required within 3' of the top of the ground story for all buildings over 2 stories	
<b>(5) Roof Type Requirements</b> Refer to Figure 5.5 (3).		
<b>v</b> Permitted Roof Types	parapet, pitched, flat	parapet, pitched, flat
Tower	permitted	permitted

### Notes

<sup>1</sup> Lots wider than 140 feet are permitted one double-loaded aisle of parking (maximum width of 72 feet), located perpendicular to the front property line, which is exempt from front property line coverage.

<sup>2</sup> Upper stories above the third story on any building facade with street frontage shall have a step back from the lower stories that is a minimum of six feet.

<sup>3</sup> If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

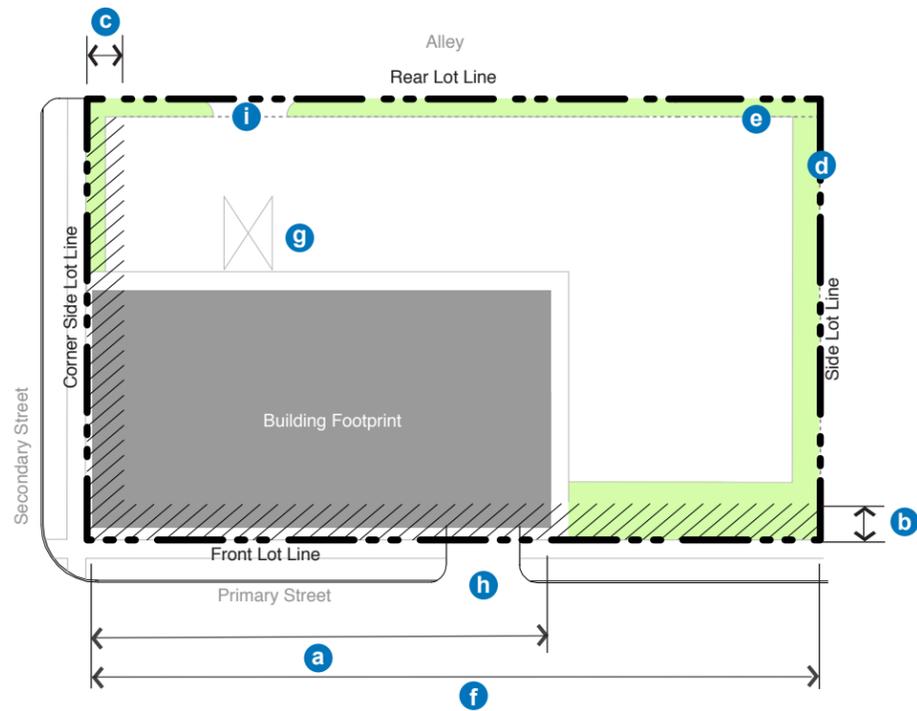


Figure 5.5 (1). Limited Bay Building: Building Siting.

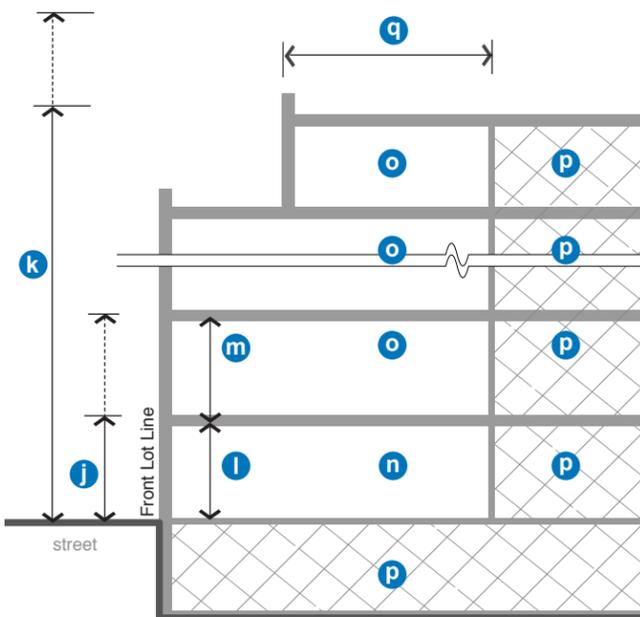


Figure 5.5 (2). Limited Bay Building: Height & Use Requirements.

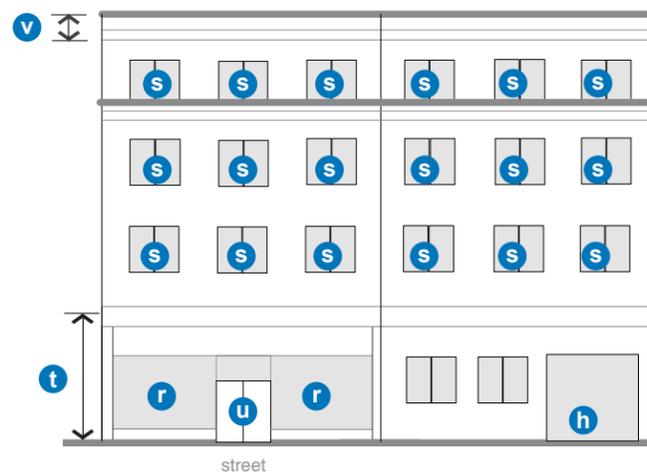


Figure 5.5 (3). Limited Bay Building: Street Facade Requirements.

### Calibrating

#### Height

Minimum and maximum heights should be calibrated to match the vision for the area. In the Core C and D Districts, the Limited Bay's minimum height is set at a single story.

Floor to floor heights may also be calibrated to either to match existing structures and maintain an appropriate scale or establish an appropriate scale for a particular location. Consider the overall resultant height when allowing for very tall floor to floor heights, especially in relation to surrounding existing structures of the same number of stories.

#### Uses

This is the only Building Type in the Template Code that permits craftsman industrial uses. Refer to 4.0 Uses.

#### Facade Requirements.

The transparency requirements (levels of highly transparent, low reflectance glass) are set slightly lower than the Storefront Building to accommodate craftsman industrial uses as well as to offset the cost of a transparent garage door. Blank Wall Limitations regulation should be maintained.

The Facade Requirements apply only to street facing facades within the Template Code. If the community is concerned about rear or side parking use or safety, these requirements could be extended to facades along parking lots. Locating a high level of glass, multiple entrances, and providing some division of the facade creates more eyes on the parking lot and

a sense of care and scale to the space.

#### Roof Types

The roof types should be set to match the desired character for the area. Refer to 5.10 for descriptions and further requirements for the Roof Types. In general, parapet roofs are traditional for shopping districts in the region; however, contemporary buildings often incorporate pitched roofs above a mix of uses.

If desired, consider limiting the location of towers on the buildings to special places, such as street termini or adjacent to public spaces.



### Calibrating

#### Build-to Zone

The Build-to Zones of the various Row Buildings allow for more depth between the sidewalk and building facade, allowing for landscape area within the Build-to Zone, and providing a buffer between the sidewalk and visible basement and ground floor living areas. The Build-to Zones can be modified to establish an appropriate street wall location for the character of the place.

The Build-to Zone defined for the Edge A District allows the building to be built at the front lot line (0 feet). This situation would best be utilized either with a visible basement or for live-work units. The Template Code does not differentiate this, but it could be handled with a Note.

#### Minimum Unit Width & Maximum Building Width

In general, it is not necessary to define a minimum unit width, allowing units to be as narrow as possible. Here, the Template Code defines these widths to differentiate between the different types of Row Buildings by district. It is permissible to remove this requirement from the code.

Maximum Building Width is also defined to differentiate between the different districts. With no maximum, full blocks of row units could be developed, which could be acceptable in many locations. Otherwise, setting a maximum width requires a break between buildings. That break could include a driveway or a landscape area.

### Parking & Vehicular Access

Note that parking is permitted only in the rear; even when located within the building, parking is meant to be access from the rear facade. Due to the narrow width of each unit, garage doors should not be permitted on the front facade.

Also, note that, with no alley, the driveways are permitted per building, requiring an access drive behind the building to access each unit.

# 5.0 Building Types

## 5.6. Row Building

### 1. Description & Intent

The Row Building is a building typically comprised of multiple vertical units, each with its own entrance to the street. This Building Type may be organized as townhouses or rowhouses, or it could also incorporate live/work units where uses are permitted.

Parking is required to be located in the rear yard and may be incorporated either into a detached garage or in an attached garaged accessed from the rear of the building. However, when the garage is located within the building, a minimum level of occupied space is required on the front facade to ensure that the street facade is active.

### 2. Regulations

Regulations for the Row Building type are defined in the adjacent table.

#### Notes:

<sup>1</sup> For the purposes of the Row Building, a building consists of a series of units. When permitted, multiple buildings may be located on a lot with the minimum required space between them. However, each building shall meet all requirements of the Building Type unless otherwise noted.

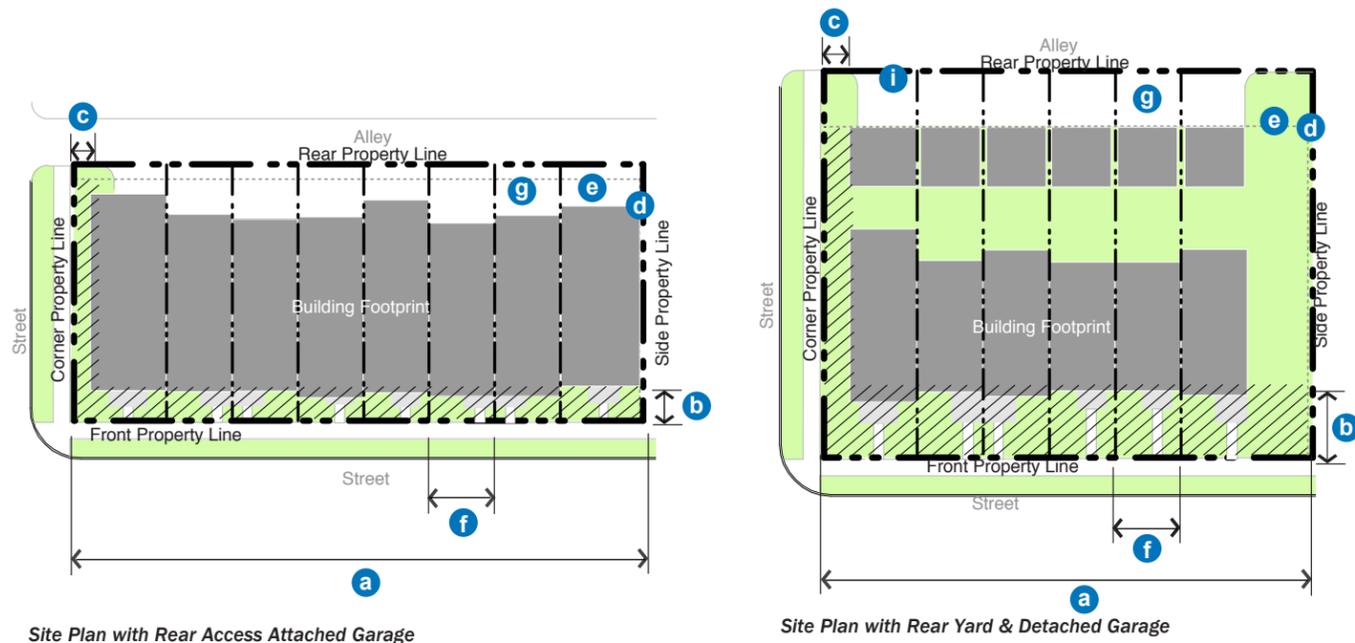
<sup>2</sup> Each building shall meet the front property line coverage requirement, except one of every five units may front a courtyard with a minimum width of 30 feet. The courtyard shall be defined on three sides by units.

<sup>3</sup> Rear yard setback on alleys is five feet.

<sup>4</sup> When the storefront entrance type is utilized, the maximum ground story transparency for the unit is 55% as measured between two feet and eight feet above grade.

<sup>5</sup> The storefront entrance type is permitted only on corners or buildings that are designated for live/work units.

	Permitted Districts		
	Edge A	Edge B	Edge C
<b>(1) Building Siting</b> Refer to Figure 5.6 (1).			
Multiple Principal Buildings	permitted <sup>1</sup>	permitted <sup>1</sup>	permitted <sup>1</sup>
<b>a</b> Front Property Line Coverage	65% <sup>2</sup>	65% <sup>2</sup>	65% <sup>2</sup>
Occupation of Corner	required	required	required
<b>b</b> Front Build to Zone	0' to 10'	5' to 15'	10' to 20'
<b>c</b> Corner Build to Zone	0' to 10'	5' to 10'	5' to 15'
<b>d</b> Minimum Side Yard Setback	0' per unit; 10' between buildings	0' per unit; 15' between buildings	0' per unit; 20' between buildings
<b>e</b> Minimum Rear Yard Setback	5'	10' <sup>3</sup>	15' <sup>3</sup>
<b>f</b> Minimum Unit Width Maximum Building Width	18' per unit maximum of 10 units per building	20' per unit maximum of 8 units per building	22' per unit maximum of 6 units per building
Maximum Impervious Coverage Additional Semi-Pervious Coverage	85% 15%	70% 20%	65% 20%
<b>g</b> Parking	rear yard/facade	rear yard/facade	rear yard/facade
<b>i</b> Vehicular Access	From alley; if no alley exists, 1 driveway per building per street frontage		
<b>(2) Height</b> Refer to Figure 5.6 (2).			
<b>j</b> Minimum Overall Height	2 story	2 story	2 story
<b>k</b> Maximum Overall Height	6 stories	4 stories	3.5 stories
<b>l</b> All Stories: Minimum Height Maximum Height	9' 14'	9' 14'	9' 14'
<b>(3) Uses</b> Refer to Figure 5.6 (2). Refer to 4.0 Uses for permitted uses.			
<b>n</b> Ground Story	residential, service, office, limited craftsman industrial	residential only	residential only
<b>o</b> Upper Story	residential only		
<b>p</b> Parking within Building	permitted fully in basement and in rear of all floors		
<b>q</b> Required Occupied Space	30' deep on all full floors from the front facade		
<b>(4) Street Facade Requirements</b> Refer to Figure 5.6 (3).			
<b>r</b> Minimum Transparency per each Story	15% <sup>4</sup>	15%	15%
Blank Wall Limitations	required per floor (refer to 5.2.8)		
<b>t</b> Front Facade Permitted Entrance Type	stoop, porch, limited storefront <sup>5</sup>	stoop, porch	stoop, porch
<b>u</b> Principal Entrance Location per Unit	front or corner side facade		
Vertical Facade Divisions	not required		
Horizontal Facade Divisions	for buildings over 3 stories, required within 3' of the top of any visible basement or ground story		
<b>(5) Roof Type Requirements</b> Refer to Figure 5.6 (3).			
<b>v</b> Permitted Roof Types	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat
Tower	permitted	permitted	permitted



Site Plan with Rear Access Attached Garage

Figure 5.6 (1) Row Building: Building Siting

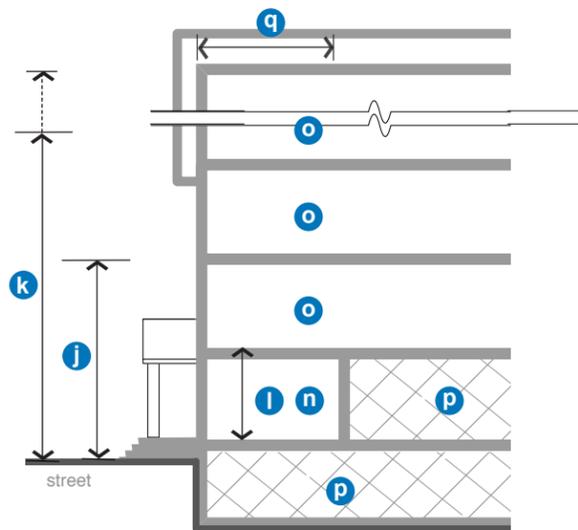


Figure 5.6 (2). Row Building: Height & Use Requirements

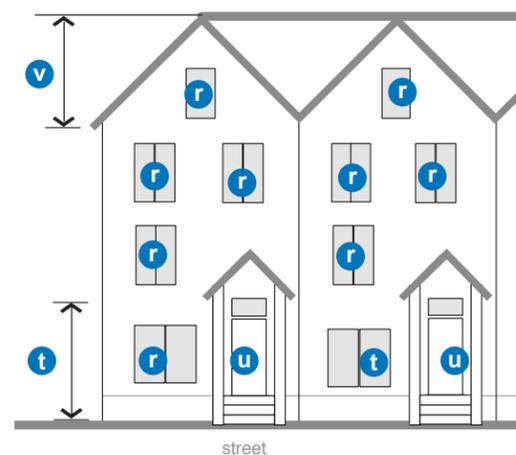


Figure 5.6 (3). Row Building: Street Facade Requirements

## Calibrating

### Height

Minimum and maximum heights should be calibrated to match the vision for the area. Five stories are permitted in Edge A to allow for stacked row units, with a visible basement and a partial story beneath the roof. This building would be similar to the General Stoop Building, except with multiple entrances along the street to the ground floor units and a corridor and single entrance for the upper units. Consider modifying these requirements to a more traditional height row building of three to four stories.

Floor to floor heights may also be calibrated to either match existing structures and maintain an appropriate scale or establish an appropriate scale for a particular location. Consider the overall resultant height as well as the proportion of these units when allowing for very tall floor to floor heights.

### Uses

Uses within this Building Type are typically residential; however, in the Edge A District, we have permitted other uses in the ground floor to allow the units to be live-work. As discussed in other sections (1.0 Place Types, 3.0 Districts), it may be appropriate to separate districts for residential only Row Buildings and live-work ones.

### Facade Requirements.

The transparency requirements (levels of highly transparent, low reflectance glass) are set based on measurements of similar buildings around the country. Transparency levels should be calibrated for the location, considering the types of buildings in the area. A range of between 12% and 15% is typically appropriate for most row buildings with distributed windows along a floor. With the lower percentages, the Blank Wall Limitations regulation becomes more important.

Because of the smaller scale of each unit, the Facade division requirements are limited on these buildings, with no requirement for vertical differentiation and a limited amount of horizontal division. Revisit these requirements if there is concern for the quality of these units in the particular location.

### Roof Types

The roof types should be set to match the desired character for the area. Refer to 5.10 for descriptions and further requirements for the Roof Types. In general, parapet or pitched roofs are appropriate for these Building Types in most locations; however, the flat roof is a modern application with a distinctive character.

Towers will be utilized on these buildings to access the roof, but may also be utilized on the front facade to add character. We do not recommend limiting towers on these buildings, unless you limit their locations on the street facades. Additionally, the Tower requirements limit them to one per building, not per unit. It may be appropriate to modify this to allow only one per street facade, maximum of four per building or some similar standard.



Building Types shown illustrate general building configuration and not architectural style.

### Calibrating

#### Setback or Build-to Zone

A setback is shown for this Building Type to allow more flexibility in the building location. (Keep in mind that parking is not permitted in the front of the building.) Depending on the expected location of these houses and the surrounding context, consider using a Build-to Zone. A Build-to Zone would encourage a fairly intensive use of these buildings in specified locations. A small front landscape area is required to separate the sidewalk from the living areas of the house.

#### Minimum Rear Yard Setback

Minimum rear yards are defined for this Building Type to establish a continuous back yard. Detached garages have a different setback when located on an alley. Consider calibrating this rear yard depth based on lot and block depths.

#### Minimum & Maximum Lot Width

Minimum and maximum lot widths are defined to differentiate this building from other residential districts in existing codes. This Building Type is meant to fulfill a need for smaller houses, on narrower lots to provide more houses along the street. Set these minimum and maximum lot widths to establish a set of smaller buildings, possibly more than one, for your location. The intention, however, is to use this Building Type mainly as a buffer to existing areas.

### Parking & Vehicular Access

Note that parking is permitted only in the rear; even when located within the building, parking is meant to be access from the rear facade. Due to the narrow width of each house, garage doors should not be permitted on the front facade.

# 5.0 Building Types

## 5.7. Yard Building

### 1. Description & Intent

The Yard Building is a mainly residential building, incorporating a landscaped yard surrounding all sides of the building. Parking and garages are limited to the rear only with preferred access from an alley.

The Yard Building can be utilized in newly developing locations to create somewhat denser traditional neighborhoods, or as a buffer to existing neighborhoods.

### 2. Regulations

Regulations for the Yard Building Type are defined in the adjacent table.

#### Notes

<sup>1</sup> Each building shall meet all requirements of the Building Type.

<sup>2</sup> When multiple buildings are located on a single lot, each building shall meet the front property line coverage requirement, except one of every three buildings may front a courtyard with a minimum width of 30 feet. The courtyard shall be defined on three sides by units.

<sup>3</sup> Rear yard setback for detached garages on alleys is five feet.

	Permitted Districts		
	Edge A	Edge B	Edge C
<b>(1) Building Siting</b> Refer to Figure 5.7 (1).			
Multiple Principal Buildings	permitted <sup>1</sup>	permitted <sup>1</sup>	permitted <sup>1</sup>
<b>a</b> Front Property Line Coverage	65% <sup>2</sup>	65% <sup>2</sup>	65% <sup>2</sup>
Occupation of Corner	required	required	required
<b>b</b> Front Setback	10'	10'	15'
<b>c</b> Corner Setback	7.5'	7.5'	10'
<b>d</b> Minimum Side Yard Setback	5'	5'	7.5'
<b>e</b> Minimum Rear Yard Setback	15' <sup>3</sup>	15' <sup>3</sup>	25' <sup>3</sup>
<b>f</b> Minimum Lot Width Maximum Lot Width	30' 50'	30' 50'	30' 70'
Maximum Impervious Coverage Additional Semi-Pervious Coverage	70% 25%	60% 25%	60% 20%
<b>g</b> Parking	rear yard/facade	rear yard/facade	rear yard/facade
<b>i</b> Vehicular Access	From alley; if no alley exists, 1 driveway per street frontage		
<b>(2) Height</b> Refer to Figure 5.7 (2).			
<b>j</b> Minimum Overall Height	2 story	1.5 story	1.5 story
<b>k</b> Maximum Overall Height	4 stories	3.5 stories	3.5 stories
<b>l</b> All Stories: Minimum Height Maximum Height	9' 14'	9' 14'	9' 14'
<b>(3) Uses</b> Refer to Figure 5.7 (2). Refer to 4.0 Uses for permitted uses.			
<b>n</b> All Stories	residential, office	residential only	
<b>p</b> Parking within Building	permitted fully in basement and in rear of all floors		
<b>q</b> Required Occupied Space	30' deep on all full floors from the front facade		
<b>(4) Street Facade Requirements</b> Refer to Figure 5.7 (3).			
<b>r</b> Minimum Transparency per each Story	15%		
Blank Wall Limitations	required		
<b>t</b> Front Facade Entrance Type	stoop, porch		
<b>u</b> Principal Entrance Location per Unit	front, corner, or corner side facade		
Required Number of Street Entrances	not required		
Vertical Facade Divisions	not required		
Horizontal Facade Divisions	not required		
<b>(5) Roof Type Requirements</b> Refer to Figure 5.7 (3).			
<b>v</b> Permitted Roof Types	parapet, pitched, flat		
Tower	permitted	not permitted	

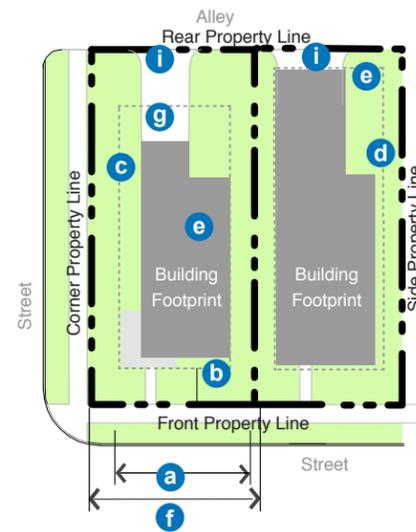


Figure 5.7 (1) Yard Building: Building Siting

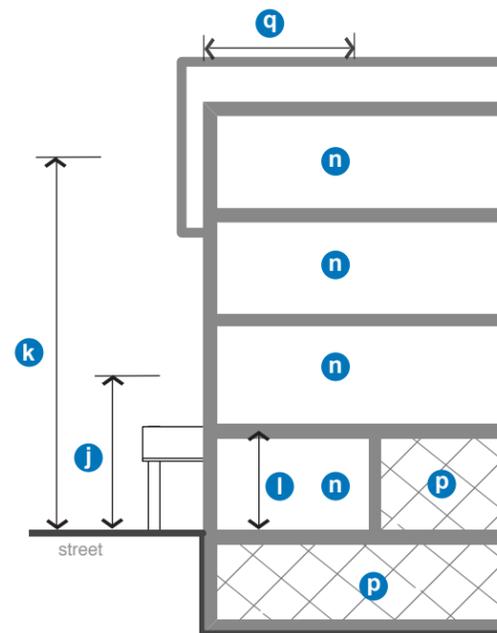


Figure 5.7 (2). Yard Building: Height and Use Requirements

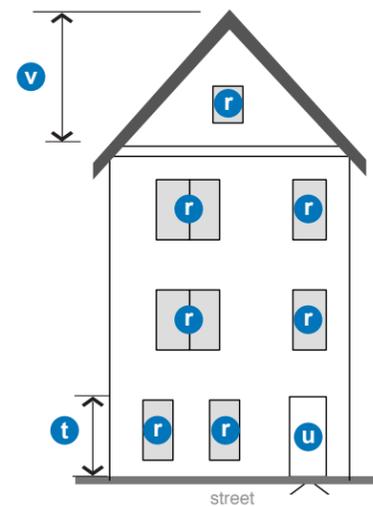


Figure 5.7 (3). Yard Building: Street Facade Requirements

## Calibrating

### Height

Minimum and maximum heights should be calibrated to match the vision for the area. One and a half stories set as the minimum height requires at least the use of the area under the roof as a second story (considered a half story by this Template Code). Because the lots are set to be fairly narrow, it is expected that the resultant houses will likely be multiple stories. Maximum stories allows for either a visible basement or story within the roof, plus three full floors. So the range of houses within this district could be cottages to manor houses. Consider creating separate districts for each house type if this is unacceptable.

Floor to floor heights may also be calibrated to either match existing structures and maintain an appropriate scale or establish an appropriate scale for a particular location. Consider the overall resultant height as well as the proportion of these units when allowing for very tall floor to floor heights.

### Uses

Uses within this Building Type are only residential; however, home occupations are permitted. Also, consider that this house could contain multiple residential units per 4.0 Uses.

### Facade Requirements.

The transparency requirements (levels of highly transparent, low reflectance glass) are set based on measurements of similar buildings around the country. Transparency levels should be calibrated for the location, considering the types of buildings in the area. A range of between 12% and 15% is typically appropriate for most houses with distributed windows along each floor. With the lower percentages, the Blank Wall Limitations regulation should be maintained, but could be limited to only front facades.

Because of the smaller scale of these buildings as well as the residential nature of them, no facade divisions are required.

### Roof Types

The roof types should be set to match the desired character for the area. Refer to 5.10 for descriptions and further requirements for the Roof Types. In general, maximum flexibility should be given to single family houses, unless there is a particular existing or desired character.

In the Template Code, towers are permitted only in the most intensive Edge A District; however, they could easily be allowed in all Districts. If permitted, consider lowering the maximum height of these buildings as the tower permits a full additional level.



Building Types shown illustrate general building configuration and not architectural style.

## Calibrating

### Permitted Districts

In the Template Code, the Civic Building is permitted in all districts except the Core A and the Edge C Districts.

The Core A District is meant to be an important shopping area to the region. The assumption is that Civic Uses could be located adjacent to the Core A District in a General A District, maintaining the continuity of the shopping district.

The Edge C District will be a residential district. Civic Buildings could be developed on the edge of these districts. Alternatively, a Civic District could be developed to allow these buildings to be located anywhere in the Place Types.

### Setback vs. Build-to Zone

The Civic Building utilizes a setback in the Template Code instead of a Build-to Zone, simply to allow more flexibility in the design and development. Any setback, however, must be landscape or walk area and cannot be used for parking. The setback lines are set based on the other buildings permitted within the district.

Keep in mind that civic uses in these area can utilize any Building Type permitted in the district.

# 5.0 Building Types

## 5.8. Civic Building

### 1. Description & Intent

The Civic Building is the most flexible Building Type intended only for civic and institutional types of uses. These buildings are distinctive within the urban fabric created by the other Building Types and could be designed as iconic structures. In contrast to most of the other Building Types, a minimum setback line is required instead of a build to zone, though this setback is required to be landscaped. Parking is limited to the rear in most cases.

The minimum and maximum heights of this Building Type depend on the district within which it is located.

### 2. Regulations

Regulations for the Civic Building type are defined in the adjacent table.

#### Notes

<sup>1</sup> Lots wider than 140 feet are permitted one double-loaded aisle of parking (maximum width of 72 feet), located perpendicular to the front property line, which is exempt from front property line coverage.

<sup>2</sup> If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

	Permitted Districts			
	General A	Core B, General B, Edge A	Core C, General C, Edge B	Core D General D
<b>(1) Building Siting</b> Refer to Figure 5.8 (1).				
Multiple Principal Buildings	permitted			
Front Property Line Coverage	not required			
Occupation of Corner	not required			
<b>b</b> Front Setback	5'	10'	15'	5''
<b>c</b> Corner Setback	0'	5'	5'	5'
<b>d</b> Minimum Side Yard Setback	5'	5'	5'	5'
<b>e</b> Minimum Rear Yard Setback	5'	5'	5'	5'
<b>f</b> Minimum Lot Width	50'	50'	50'	50'
Maximum Lot Width	none	none	none	none
Maximum Impervious Coverage	75%	75%	75%	75%
Additional Semi-Pervious Coverage	20%	15%	15%	20%
<b>g</b> Parking & Loading	rear	rear	rear & interior side yard <sup>1</sup>	rear & interior side yard <sup>1</sup>
<b>i</b> Vehicular Access	From alley; if no alley exists, 1 driveway per street frontage			
<b>(2) Height</b> Refer to Figure 5.8 (2).				
<b>j</b> Minimum Overall Height	1 story	1 story	1 story	1 story
<b>k</b> Maximum Overall Height	15 stories	8 stories	6 stories	4 stories
<b>l</b> All Stories: Minimum Height	9'	9'	9'	9'
Maximum Height	20' <sup>2</sup>	20' <sup>2</sup>	20' <sup>2</sup>	20' <sup>2</sup>
<b>(3) Uses</b> Refer to Figure 5.8 (2). Refer to 4.0 Uses for permitted uses.				
<b>n</b> All Stories	limited to civic & institutional uses only			
<b>p</b> Parking within Building	permitted fully in basement and in rear of upper floors			
<b>q</b> Required Occupied Space	30' deep on all full floors from the front facade			
<b>(4) Street Facade Requirements</b> Refer to Figure 5.8 (3).				
<b>r</b> Minimum Transparency per each Story	10%			
Blank Wall Limitations	not required			
<b>t</b> Front Facade Permitted Entrance Type	arcade, stoop			
<b>u</b> Principal Entrance Location	front or corner facade	front or corner facade	front or corner facade	front or corner facade
Required Number of Primary Street Entrances	1 per 100' of facade	1 per 150' of facade	1 per 150' of facade	1 per 150' of facade
Vertical Facade Divisions	not required			
Horizontal Facade Divisions	not required			
<b>(5) Roof Type Requirements</b> Refer to Figure 5.8 (3).				
<b>v</b> Permitted Roof Types	parapet, pitched, flat; other roof types are permitted by Conditional Use			
<b>w</b> Tower	permitted			

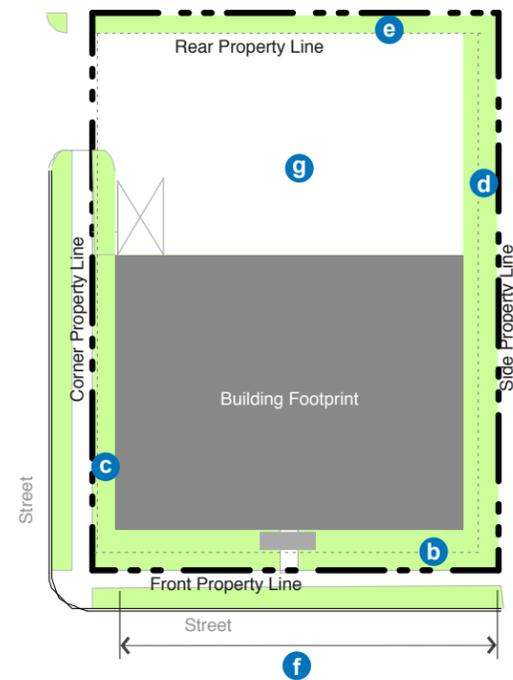


Figure 5.8 (1). Civic Building: Building Siting

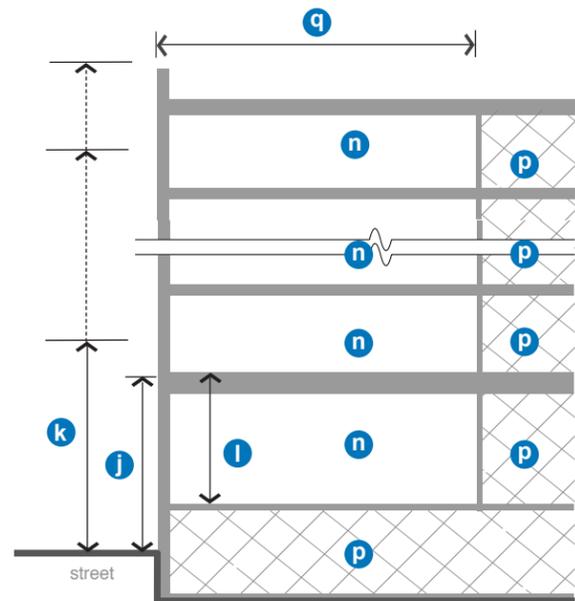


Figure 5.8 (2). Civic Building: Height and Use Requirements

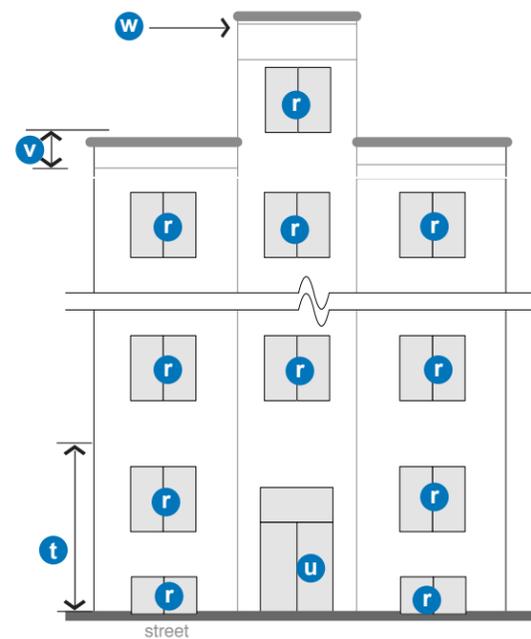


Figure 5.8 (3). Civic Building: Street Facade Requirements

## Calibrating

### Height

Minimum and maximum heights should be calibrated to match the vision for the area, though it is recommended that the Civic Building be somewhat shorter than the surrounding fabric. No minimum height is set to allow maximum flexibility.

Floor to floor heights may also be calibrated to either match existing structures and maintain an appropriate scale or establish an appropriate civic scale for a particular location. Consider the overall resultant height when allowing for very tall floor to floor heights.

### Facade Requirements.

Facade requirements are highly limited on the Civic Building to allow for maximum flexibility while still presenting an open facade to the street. The transparency requirements (levels of highly transparent, low reflectance glass) are set low and Blank Wall Limitations are not required. Again, this is to allow maximum flexibility; however, it may make more sense to set more rigid standards depending on the location.

### Roof Types

The roof types should be set to match the desired character for the area; however, for the Civic Building, any roof type could be permitted with Conditional Use. Alternatively, the Conditional Use provision could be removed for this Building Type, to allow maximum flexibility. Refer to 5.10 for descriptions and further requirements for the Roof Types.



### Calibrating

In the Template Code, entrance type requirements are defined to generally match what exists on the ground in the region. However, each of these types could be defined more specifically to a particular place. To calibrate the entrance types per building type, determine which general types apply to the building type and would be appropriate within the context of the Place Type.

#### Example: The Arcade Entrance Type

Perhaps the master plan for the area calls for an Arcade around a particular open space. A separate Building Type could be defined specific to that place with the Arcade as the only permitted Entrance Type.

Note that the specific dimensions of the Arcade are based on a survey of arcades and how comfortable they felt to the pedestrian. The most comfortable dimensions are represented in the Template Code, but, if utilized, these dimensions should be calibrated to the location.

## 5.0 Building Types

### 5.9 Entrance Types. [REQUIRED]

Entrance type standards apply to the ground story and visible basement of front facades of all Building Types as defined in this Section. Refer to the Building Type Table Requirements, Sections 5.3 through 5.8.

#### 1. General.

The following provisions apply to all entrance types.

- (1) Intent. To guide the design of the ground story of all buildings to relate appropriately to pedestrians on the street. Treatment of other portions of the building facades is detailed in each Building Type standard (refer to Building Types 5.3 through 5.8).
- (2) Applicability. The entire ground story street-facing facade(s) of all buildings shall meet the requirements of at least one of the permitted entrance types, unless otherwise stated.
- (3) Measuring Transparency. Refer to 5.2 Explanation of Building Type Table Standards, for information on measuring building transparency.
- (4) Visible Basements. Visible basements, permitted by entrance type, are optional. The visible basement shall be a maximum of one-half the height of the tallest story.

#### 2. Storefront Entrance Type.

(Refer to Figure 5.9 (1)). The Storefront entrance type is a highly transparent ground story treatment designed to serve primarily as the

display area and primary entrance for retail or service uses.

- (1) Transparency. Minimum transparency is required per Building Type.
- (2) Elevation. Storefront elevation shall be between zero and one foot above sidewalk.
- (3) Visible Basement. A visible basement is not permitted.
- (4) Horizontal Facade Division. Horizontally define the ground story facade from the upper stories.
- (5) Entrance. All entries shall be recessed from the front facade closest to the street.
  - (a) Recess shall be a minimum of three feet and a maximum of eight feet deep, measured from the portion of the front facade closest to the street.
  - (b) When the recess falls behind the front build-to zone, the recess shall be no wider than eight feet.

#### 3. Arcade Entrance Type.

(Refer to Figure 5.9 (2)). An Arcade entrance type is a covered pedestrian walkway within the recess of a ground story.

- (1) Arcade. An open-air public walkway is required from the face of the building recessed into the building a minimum of eight and a maximum of 15 feet.

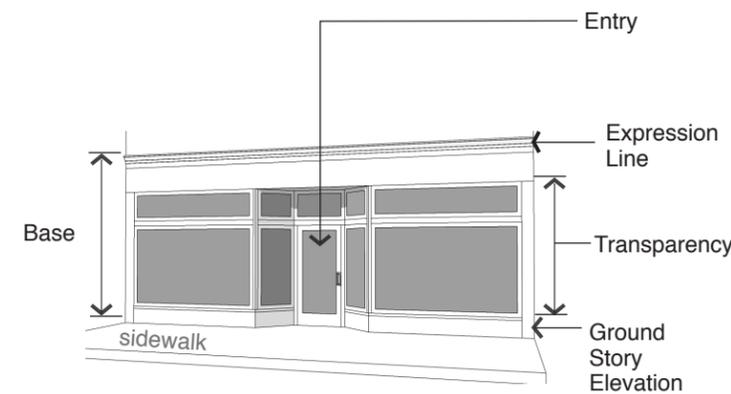


Figure 5.9 (1). Storefront Entrance Type

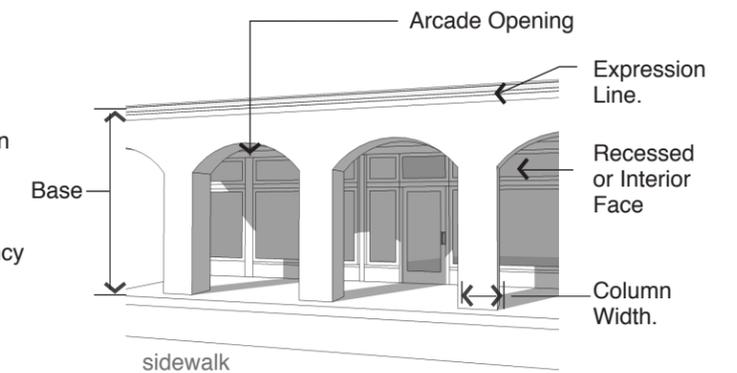


Figure 5.9 (2). Arcade Entrance Type

- (2) Build-to Zone. When the Arcade is utilized, the outside face of the Arcade shall be considered the front facade, located within the required build-to zone.
- (3) Recessed or Interior Facade. Storefront entrance type is required on the recessed ground story facade.
- (4) Column Spacing. Columns shall be spaced between ten feet and 12 feet on center.
- (5) Column Width. Columns shall be a minimum of 1'-8" and a maximum 2'-4" in width.
- (6) Arcade Opening. Opening shall not be flush with interior arcade ceiling and may be arched or straight.
- (7) Horizontal Facade Division. Horizontally define the ground story facade from the upper stories.
- (8) Visible Basement. A visible basement is not permitted.

**4. Stoop Entrance Type.**

(Refer to Figure 5.9 (3)). A stoop is an unroofed, open platform.

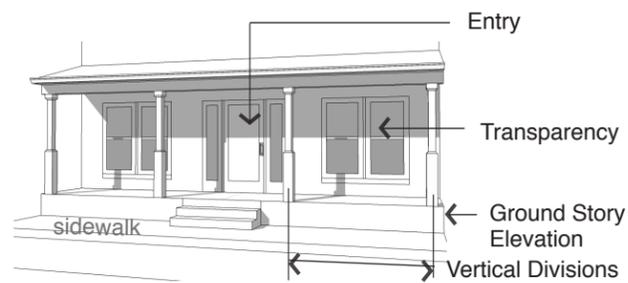
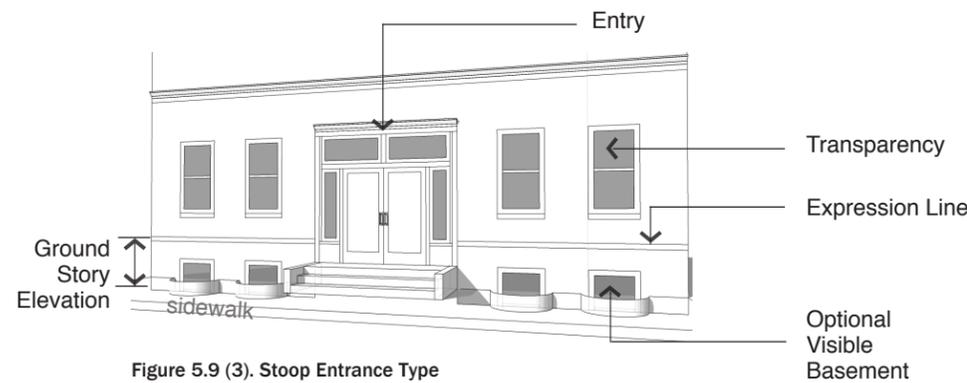
- (1) Transparency. Minimum transparency is required per Building Type.
- (2) Stoop Size. Stoops shall be a minimum of three feet deep and six feet wide.

- (3) Elevation. Stoop elevation shall be located a maximum of 2'-6" above the sidewalk without visible basement and a maximum of 4'-6" above the sidewalk with a visible basement.
- (4) Visible Basement. A visible basement is permitted and shall be separated from the ground story by an expression line.
- (5) Entrance. All entries shall be located off a stoop.

**5. Porch Entrance Type.**

(Refer to Figure 5.9 (4)). A porch is a raised, roofed platform that may or may not be enclosed on all sides. If enclosed, the space shall not be climate controlled.

- (1) Transparency.
  - (a) Minimum transparency per Building Type is required.
  - (b) If enclosed, a minimum of 40% of the enclosed porch shall be comprised of highly transparent, low reflectance windows.
- (2) Porch Size. The porch shall be a minimum of five feet deep and eight feet wide.
- (3) Elevation. Porch elevation shall be located a maximum of 2'-6" above the sidewalk without a visible basement and a maximum of 4'-6" above the sidewalk with a visible basement.
- (4) Visible Basement. A visible basement is permitted.
- (5) Height. Porch may be two stories to provide a balcony on the second floor.
- (6) Entrance. All entries shall be located off a porch.



**Calibrating**

**Stoop Entrance Type**

The Stoop Entrance Type is the simplest entrance type and defines the General Stoop Building Type. The important element of the Stoop is the platform area in front of the door, to create an interim space for standing before entering the sidewalk and public domain. Ideally, from an urban design perspective, the stoop would have some elevational difference from the sidewalk, served by steps and a ramp. For ideal accessibility, however, the platform should be as close to grade as possible.

There could be multiple interpretations of this entrance type, which could be defined separately. For example, the stoop with a lightwell could be a separate entrance type. A survey of appropriate stoops should be performed to determine appropriate configurations for the location. If different stoops are appropriate in different locations, create a separate Entrance Type for each.

**The Porch Entrance Type**

Since the Porch Entrance Type is permitted along with the Stoop in this code, the Porch Entrance Type has been defined to set a minimum size for covered entry ways. In the same way the Stoop could be configured many ways, the Porch has endless interpretations. The parameters provided are set to the minimum requirements to create a usable porch.

### Calibrating

In the Template Code, roof type requirements are defined to generally match what exists on the ground in the region. However, each of these types could be defined more specifically to a particular place.

The main purpose of the Roof Types is to provide a series of as-of-right, expected configurations, and to avoid the building that just ends with no cap. Unexpected roof configurations, however, may be appropriate in certain situations, such as domes or spires on church buildings or a city hall. In the Template Code, the Civic Building Type permits other configurations with some level of additional approval. This could be permitted for all buildings during the calibration process, if desired.

### The Parapet Roof Type

The parapet roof type is a roof with either a flat or sloped roof behind a parapet. It is probably the most common roof type in the locations surveyed for this Template Code, and is, therefore, permitted on almost all buildings.

The maximum height of the parapet is set at six feet, with the additional requirement of screening utilities from the street. This maximum height is set to approximately equal half of a story, to avoid the development of a large blank wall along the top of the building.

### The Pitched Roof Type

The pitched roof is a common roof style. The slopes provided are fairly standard, with flexibility built in for multiple story buildings.

Note that mansard and gambrel roofs are not permitted in the Template Code. To permit these roof types, require dormers in an appropriate configuration along the street.

Also note that butterfly roofs are permitted; however, an overall maximum height is set, since butterfly roofs

effectively increase the face of the building between the eaves and the valley of the roof.

## 5.0 Building Types

### 5.10 Roof Types. [REQUIRED]

Roof type standards apply to the roof and cap of all Building Types as defined in this Section. Refer to the Building Type Table Requirements, Sections 5.3 through 5.8.

#### 1. General Provisions.

The following provisions apply to all roof types.

- (1) Intent. To guide the design of the cap of all buildings.
- (2) Applicability. All buildings shall meet the requirements of one of the roof types permitted for the Building Type.
- (3) Measuring Height. Refer to Section 5.2.2 for information on measuring building height.
- (4) Other Roof Types. Other building caps not listed as a specific type may be made by a request to the **Zoning Administrator** with the following requirements:
  - (a) The roof type shall not create additional occupiable space beyond that permitted by the Building Type.
  - (b) The shape of the Roof Type shall be significantly different from those defined in this section 5.10 Roof Types, i.e. a dome, spire, vault.
  - (c) The building shall warrant a separate status within the community from the fabric of surrounding buildings, with a correspondence between the form of the roof type and the meaning of the building use.

#### 2. Parapet Roof Type.

(Refer to Figure 5.10 (1), Parapet Roof Type). A parapet is a low wall projecting above a building's roof along the perimeter of the building. It can be utilized with a flat or low pitched roof and also serves to limit the view of roof-top mechanical systems from the street.

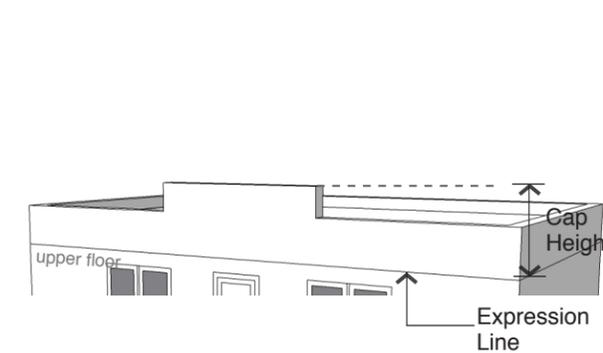


Figure 5.10 (1). Parapet Roof Type

- (1) Parapet Height. Height is measured from the top of the upper story to the top of the parapet.
  - (a) Minimum height is two feet with a maximum height of six feet.
  - (b) The parapet shall be high enough to screen the roof and any roof appurtenances from view of the street(s).
- (2) Horizontal Expression Lines. An expression line shall define the parapet from the upper stories of the building and shall also define the top of the cap.
- (3) Occupied Space. Occupied space shall not be incorporated behind this roof type.

#### 3. Pitched Roof Type.

(Refer to Figure 5.10 (2), Pitched Roof Type). This roof type has a sloped or pitched roof. Slope is measured with the vertical rise divided by the horizontal span or run.

- (1) Pitch Measure. The roof may not be sloped less than a 4:12 (rise:run) or more than 16:12.
  - (a) Slopes less than 4:12 are permitted to occur on second story or higher roofs. (Refer to Figure 5.10 (2) - Low Pitched Roof).
- (2) Configurations.
  - (a) Hipped, gabled, and combination of hips and gables with or without dormers are permitted.
  - (b) Butterfly roofs (inverted gable roof) are permitted with a maximum height of eight feet, inclusive of overhang.
  - (c) Gambrel and mansard roofs are not permitted.
- (3) Parallel Ridge Line. A gabled end or perpendicular ridge line shall occur at least every 100 feet of roof when the ridge line runs parallel to the front lot line. (Refer to Figure 5.10 (3). Parallel Ridge Line).

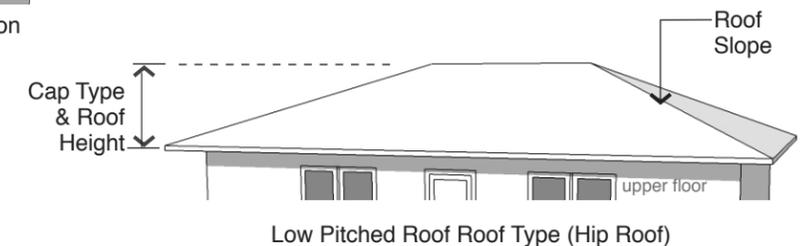
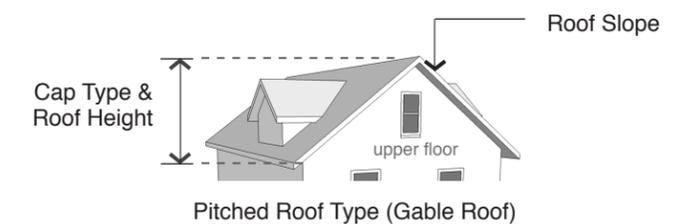


Figure 5.10 (2). Pitched Roof Type

- (4) Roof Height. Roofs without occupied space and/or dormers shall have a maximum height on street-facing facades equal to the maximum floor height permitted for the Building Type.
- (5) Occupied Space. Occupied space may be incorporated behind this roof type.

**4. Flat Roof Type.**

(Refer to Figure 5.10 (5). Flat Roof Type). This roof type has a flat roof with overhanging eaves.

- (1) Configuration. Roofs with no visible slope are acceptable. Eaves are required on all street facing facades.
- (2) Eave Depth. Eave depth is measured from the building facade to the outside edge of the eave. Eaves shall have a depth of at least 14 inches.
- (3) Eave Thickness. Eave thickness is measured at the outside edge of the eave, from the bottom of the eave to the top of the eave. Eaves shall be a minimum of eight inches thick.
- (4) Interrupting Vertical Walls. Vertical walls may interrupt the eave and extend above the top of the eave with no discernible cap.
  - (a) No more than one-half of the front facade can consist of an interrupting vertical wall.
  - (b) Vertical walls shall extend no more than four feet above the top of the eave.
- (3) Occupied Space. Occupied space shall not be incorporated behind this roof type.

**5. Towers.**

(Refer to Figure 5.10 (4)). A tower is a rectilinear or cylindrical, vertical element, that must be used with other roof types.

- (1) Quantity. All Building Types, with the exception of the Civic Building, are limited to one tower per building.
- (2) Tower Height. Maximum height, measured from the top of the parapet or eave to the top of the tower, is the equivalent of the height of one upper floor of the building to which the tower is applied.
- (3) Tower Width. Maximum width along all facades is one-third the width of the front facade or 30 feet, whichever is less.
- (4) Horizontal Expression Lines. An expression line shall define the tower from the upper stories, except on single family or attached house residential Building Types.
- (5) Occupied Space. Towers may be occupied by the same uses allowed in upper stories of the Building Type to which it is applied.
- (6) Application. May be combined with all other roof types.
- (7) Tower Cap. The tower may be capped by the parapet, pitched, low pitched, or flat roof roof types, or the spire may cap the tower.

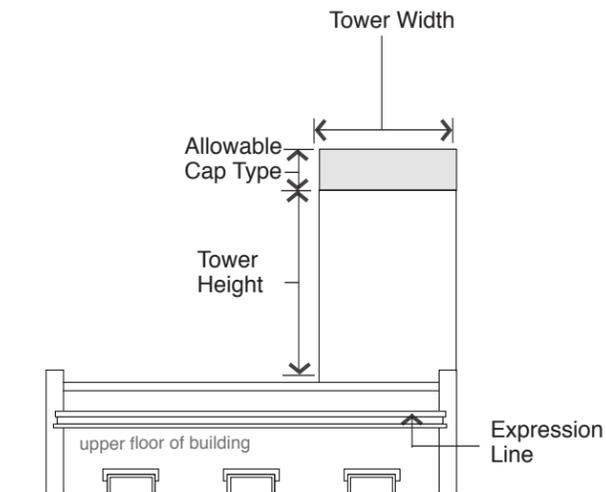


Figure 5.10 (4). Tower

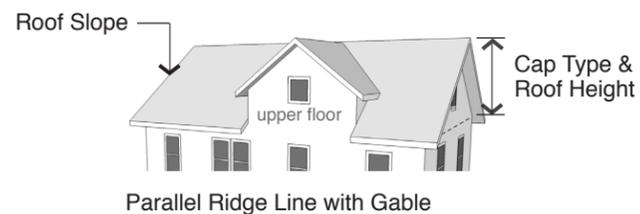


Figure 5.10 (3). Parallel Ridge Line

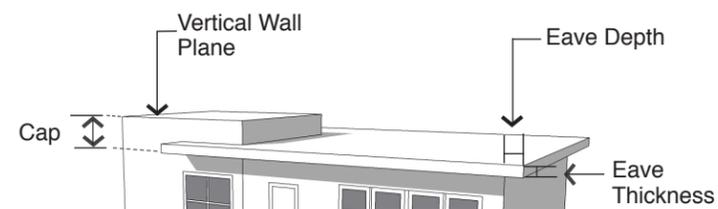


Figure 5.10 (5). Flat Roof Type

**Calibrating**

**The Flat Roof Type**

The Flat Roof Type is Templateed after a standard mid-century roof design, typically used in the 1950s and 1960s. We have found these roofs used mainly along single story Main Streets developed during that time. The allowance of these roofs should be considered, depending on the desired character of the area.

**Towers**

Towers are an important addition to buildings, and should be permitted in some form. The Tower in the Template Code is permitted in addition to the Roof Type. The dimensions set are intended to limit its use as an additional story, and encourage its use for roof access and building definition.

**Optional Item**

**Optional: Design Requirements**

The Design Requirements are all optional to the Template Code and are provided here for your reference. Review the requirements and determine which, if any, should be required and codified.

If less than four of these regulations are included, we recommend incorporating them into 5.1 Introduction to Building Types to draw attention to them and their application to all Building Types.

Language shown in gray: or on upper floor facades only, represents language that should be considered more carefully or deleted from the code.

Alternatively, any of these requirements can be incorporated separately as guidelines, with discretionary review. Consider, however, that this discretionary review process complicates and lengthens the approval process for entitlements and could increase the cost of building construction.

**Optional: Photographic Images**

Images provided are intended to illustrate the recommended regulations. It is highly recommended that these images be replaced with images appropriate for the community's vision.

**Calibrating**

**Materials & Color**

Materials is probably the most common design requirement incorporated into a form-based code. In general, when codifying, we recommend simplifying the language to include acceptable materials, materials to avoid, and prohibited materials. Keep in mind that materials to avoid could be utilized for the building as a whole and still comply with the code.

Color requirements are tricky for codes, since many communities might have a unique character that will not meet this language. The language included is fairly generic and should only be utilized within historic areas that meet the color standard already. Alternatively, the language could be included as encourage, with some prohibitive language for certain specific colors or tints.

# 5.0 Building Types

**5.11 Additional Design Requirements. (OPTIONAL)**

The following outlines the district design guidelines that affect a building's appearance and district cohesiveness. They improve the physical quality of buildings, enhance the pedestrian experience, and protect the character of the neighborhood.

**1. Materials and Color.**

- (1) Primary Facade Materials. 80% of each facade shall be constructed of primary materials. For facades over 100 square feet, more than one material shall be used to meet the 80% requirement.
  - (a) Permitted primary building materials include high quality, durable, natural materials, such as stone, brick; wood lap siding; fiber cement board lapped, shingled, or panel siding; glass. Other high quality synthetic materials may be approved during the site plan process with an approved

- sample and examples of successful, high quality local installations. Refer to Figure 5.11 (1).
- (2) Secondary Facade Materials. Secondary materials are limited to details and accents and include gypsum reinforced fiber concrete for trim and cornice elements; metal for beams, lintels, trim, and ornamentation, and exterior architectural metal panels and cladding.
  - (a) Exterior Insulation and Finishing Systems (EIFS) is permitted for trim only or on upper floor facades only.
- (3) Roof Materials. Acceptable roof materials include 300 pound or better, dimensional asphalt composite shingles, wood shingles and shakes, metal tiles or standing seam, slate, and ceramic tile. "Engineered" wood or slate may be approved during the site plan process with an approved sample and examples of successful, high quality local installations. Refer to Figure 5.11 (2).
- (4) Color. Main building colors shall utilize any historic palettes from any major paint manufacturer. Other colors may be utilized or



Primary Materials: Brick



Primary Materials: Stone



Primary Materials: Painted Wood



Roof Materials: Asphalt Composite Shingles



Roof Materials: Ceramic Tile

Figure 5.11 (1). Primary Materials.

Figure 5.11 (2). Roof Materials.

details and accents, not to exceed a total area larger than 10% of the facade surface area.

- (5) Appropriate Grade of Materials. Commercial quality doors, windows, and hardware shall be used on all Building Types with the exception of the Row Building and the Yard Building. Refer to Figure 5.11 (3).

**2. Windows, Awnings, and Shutters.**

- (1) Windows. All upper story windows on all historic, residential, and mixed use buildings shall be recessed, double hung. Percent of transparency is required per Building Type.
- (2) Awnings. All awnings shall be canvas or metal. Plastic awnings are not permitted. Awning types and colors for each building face shall be coordinated. Refer to Figure 5.11 (4).
- (3) Shutters. If installed, shutters, whether functional or not, shall be sized for the windows. If closed, the shutters shall not be too small for complete coverage of the window. Shutters shall be wood. "Engineered" wood may be approved during the site plan



Permitted Awnings: Metal



Permitted Awnings: Canvas



Prohibited: Residential Grade Doors on Commercial Buildings.



Permitted: Commercial Grade Doors & Windows on Commercial Buildings.



Prohibited Awnings: Plastic

Figure 5.11 (4). Awnings.

**Calibrating**

**Windows, Awnings, & Shutters**

Note the window requirement is shaded gray, signalling more consideration for this regulation. Vertical orientation of upper story windows is often desired, based on image preferencing. This is a regulation that will heavily influence the design of the buildings.

Awning materials are often regulated, but rarely enforced. If desired, this requirement should reflect the desired character of the area. An additional requirement to consider is open ended awnings, to allow more light to penetrate through.

The shutter requirement affects residential buildings more so than commercial, but is fairly straight forward to include and comply with.

## Calibrating

### Balconies

Balconies are a common issue in many places, where they are either regularly too small to serve the user or appear tacked onto the facade, especially in adaptive reuse projects.

The requirements included here are based on a survey of acceptable and unacceptable balconies from image preference surveying. At the very least, the categories of these requirements could be considered to write appropriate guidance for the place.

### Treatments at Terminal Vistas

This language applies to any building that occupies a location at a street terminus. Alternatively, a regulating map or the zoning map could also designate which parcels shall meet this requirement.

### Building Variety

Building variety is a common desire in wholly new places, such as a new Town Center, that are created by one master developer over a shorter time period than a traditional center may have evolved. Typically, it is desirable to utilize multiple designers for the new buildings; however, if that is not feasible, utilizing some regulatory language to differentiate the buildings along a street may make sense.

This language is fairly simple and could be defined more specifically; however, it provides a basis for variety between multiple buildings.

One issue with the language is with multiple developers within one location and the comparison between the development proposals. In that situation, first come, first serve should set their design, with the other following suit.

# 5.0 Building Types

process with an approved sample and examples of successful, high quality local installations.

### 3. Balconies.

The following applies in all locations where balconies are incorporated into the facade design facing any street or parking lot. Refer to Figure 5.11 (5).

- (1) Size. Balconies shall be a minimum of six feet deep and five feet wide.
- (2) Connection to Building. Balconies that are not integral to the facade shall be independently secured and unconnected to other balconies.
- (3) Facade Coverage. A maximum of 40% of the front and corner side facades, as calculated separately, may be covered with balconies, including street-facing railing and balcony structure.

### 4. Treatments at Terminal Vistas.

When a street terminates at a parcel, the parcel shall be occupied by

one of the following:

- (1) If the parcel is open space, any Open Space Type with the exception of the Pocket Park shall be utilized and a vertical element shall terminate the view. Acceptable vertical elements include a stand or grid of trees, a sculpture, or a fountain.
- (2) If the parcel is not utilized as an Open Space Type, the front or corner side of a building, whether fronting a Primary Street or not, shall terminate the view. The building shall incorporate one of the following treatments to terminate the view: a tower, a bay, or a courtyard. Refer to Figure 5.11 (6) for one illustration of this requirement.

### 5. Building Variety.

Building design shall vary between vertical facade divisions, where required per the Building Types, and from adjacent buildings by the type of dominant material or color, scale, or orientation of that material and at least two of the following. Refer to Figure 5.11 (7) for one illustration of this requirement.

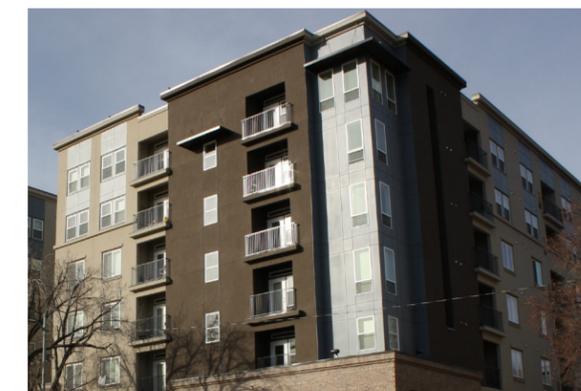


Figure 5.11 (5). Balconies Integral to Facade.



Figure 5.11 (6). Buildings at Terminal Vistas.



Figure 5.11 (7). Building Variety.

- (1) The proportion of recesses and projections.
- (2) The location of the entrance and window placement, unless storefronts are utilized.
- (3) Roof type, plane, or material, unless otherwise stated in the Building Type requirements.

**6. Drive-through Structures.**

Refer to Figure 5.11 (8) for one illustration of the following requirements.

- (1) Structure/Canopy. Drive-through structures or canopies shall be located on the rear facade of the building or in the rear of the lot behind the building, where permitted by use. The structure shall not be visible from any Primary Street.
- (2) Stacking Lanes. Stacking lanes shall be located perpendicular to the Primary Street or behind the building.
- (3) The canopy and structure shall be constructed of the same materials utilized on the building.

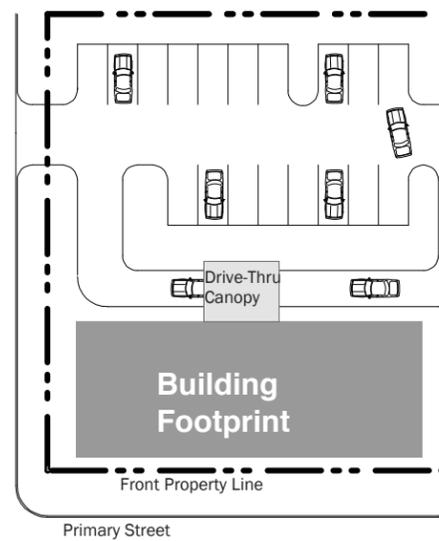


Figure 5.11 (8). Recommended Drive-Through Facility Layout.

**Calibrating**

**Drive-through Structures**

Drive-through structures are grayed to draw attention to the fact that, in the Template Code, they are not permitted as accessory uses in these Place Types.

If permitted, design requirements should be applied. These regulations would be most appropriate incorporated into the Accessory Uses section within 4.0 Uses as development standards for the permitted drive-through structures.

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## 6.0 Open Space Types

### How to Use this Section

This section mainly applies to new, larger developments that will subdivide and utilize the Place Type requirements in Section 1.0. It should be included in any code that utilizes one or more Place Types as districts or overlays, mapped or floating.

Within each Place Type, there is a minimum requirement for Open Space as well as permitted Open Space Types. Those Open Space Types are defined by this section.

Use of the Open Space Types in the calibrated code is very important as open space requirements are a major piece of the Place Types. Access to Open Space facilitates community participation, exercise, and time spent outdoors, which raises quality of life.

### Optional Items

Each Open Space Type is permitted by Place Type. Any Open Space Type not applicable to the subject location may be removed from the calibrated code.

### ★ To Be Considered

#### Sizing

In general, each Open Space Type is written relative to the other Open Space Types. For example, the size ranges for each civic open space helped to define each specific type separate from one another. Adjusting the size ranges will likely occur, but care should be exercised to maintain each unique type of open space.

#### Nomenclature

Names for each Open Space Type are defined to help in discussing each type. It is not necessary to utilize the given names, and you may decide to rename each type. In general, the names given are typical nationally when discussing park types; however, latitude has been used in some naming. For example, the Green may or may not be what is typically envisioned by the term “green”; however, this name establishes some connotation of a larger, less paved open space, typically surrounded by street.

#### Permitted Districts

Consider the context of the Place (or subject location) as a whole when calibrating the Open Space Types. Each Open Space Type is permitted adjacent to different zoning districts, meaning each space should be utilized within a certain context defined by those zoning districts.

How those zoning districts are calibrated (meaning how the building types and uses are calibrated within them) could change the context, and the Open Space Types permitted adjacent may need to be revised.

#### Privately or Publicly Owned

Most Open Space Types developed over large redevelopment parcels will likely be privately retained and may, therefore, not have full public access. Consider that many so-called garden squares in London, England are privately held, communal gardens, where adjacent building occupants may hold a key to the square. Still, these spaces within the city provide relief from the urban feel, adding green to the area.

Alternatively, the city or county can choose to assist in the maintenance of the space to provide for public access, while the developer or owners’ association may continue to retain ownership.

## 6.0 Open Space Types

### 6.1 General Requirements.

#### 1. Intent.

To provide open space as an amenity that promotes physical and environmental health within the community and to provide each household with access to a variety of active and passive open space types.

#### 2. Applicability.

The standards outlined apply to open space required per Place Type (refer to 1.0).

#### 3. General Requirements.

All open space shall meet the following requirements.

- (1) All open space provided within any Place Type development or within any Core, General, or Edge Zoning District shall comply with one of the Open Space Types defined by 6.2 through 6.8.
- (2) Access. All Open Space types shall provide public access from a vehicular right-of-way.
- (3) Location. Open Space Types shall be platted as a lot or, with permission of the [City/County], may be located within the right-of-way. Open Space Types shall be zoned with an open space zoning designation or an adjacent zoning designation, including any Core, General, or Edge Zoning District.
- (3) Fencing. Open Space Types may incorporate fencing provided that the following requirements are met.
  - (a) Height. Fencing shall be a maximum height of 48 inches, unless approved by the Zoning Administrator for such circumstances as proximity to railroad right-of-way and use around swimming pools, ball fields, and ball courts.
  - (b) Level of Opacity. Fence opacity shall be no greater than 60%.
  - (c) Type. Chain-link fencing is not permitted along any street frontage, with the exception of dedicated sports field or court fencing approved by the Zoning Administrator.
  - (d) Spacing of Openings. Openings or gates shall be provided on every street face at a minimum of every 200 feet.
- (4) Open Water Body. All open water bodies, such as lakes, ponds, pools, creeks, and streams, within an open space type shall be located at least 20 feet from a property line to allow for pedestrian and bicycle access as well as a landscape area surrounding the water body.
- (5) Ownership. Open Space Types may either be publicly or privately owned.
- (6) Parking Requirements. Parking shall not be required for any Open Space Type, unless a use other than open space is determined by the Zoning Administrator.
- (7) Continuity. Connections to existing or planned trails or open space types shall be made when the open Space abuts an existing or planned trail right-of-way or other civic open space type.

### 4. Definition of Requirements.

The following further explains or defines the requirements included in Tables 6.2 (1) through 6.8 (1) for each Open Space Type. Refer to each table for the specific requirements of each Open Space Type.

- (1) Size.
  - (a) Minimum Size. The minimum size of the Open Space Type is measured within the parcel lines of the property.
  - (b) Maximum Size. The maximum size of the Open Space Type is measured within the parcel lines of the property.
  - (c) Minimum Dimension. The minimum length or width of the Open Space Type, as measured along the longest two straight lines intersecting at a right angle defining the maximum length and width of the lot. Refer to Figure 6.1 (1).
- (2) Minimum Percentage of Vehicular Right-of-Way Frontage Required. The minimum percentage of the civic open space perimeter, as measured along the outer parcel line, that shall be located directly adjacent to a vehicular right-of-way, excluding alley frontage. This requirement provides access and visibility to the Open Space.
- (3) Adjacent Parcels. Parcels directly adjacent to as well as directly across the street from an Open Space Type.
  - (a) Districts Permitted on Adjacent Parcels. The zoning districts permitted directly adjacent to, as well as directly across the street from the Open Space Type. Refer to 3.0 for information on Districts.
  - (b) Frontage Orientation of Adjacent Parcels. The preferred orientation of the adjacent parcels’ frontages to the civic open space. Front, corner side, side, and rear refers to the property line either adjacent to the Open Space or facing the Open Space across the street.
- (4) Improvements. The following types of development and improvements may be permitted on an Open Space Type.
  - (a) Designated Sports Fields Permitted. Sports fields, ball courts, or structures designated for one or more particular sports including, but not limited to, baseball fields, softball fields, soccer fields, basketball courts, football fields, tennis courts, climbing walls, and skate parks are permitted.
  - (b) Playgrounds Permitted. Playgrounds include a defined area with play structures and equipment typically for children under 12 years of age, such as slides, swings, climbing structures.
  - (c) Fully Enclosed Structures Permitted. Fully enclosed structures may include such uses as park offices, maintenance sheds, community centers, and restrooms.
    - (i) Maximum Area. For some civic open space types, fully enclosed structures are permitted, but limited to a maximum building coverage as a percentage of the open space area.
    - (ii) Semi-Enclosed Structures. Open-air structures, such as gazebos, are permitted in all open space types.
  - (d) Maximum Impervious and Semi-Pervious Surface Permitted. The amounts of impervious and semi-pervious coverage

are provided separately to allow an additional amount of semi-pervious surface, such as permeable paving, above the Impervious surfaces permitted, including, but not limited to, parking facilities, driveways, sidewalks, paths, and structures as permitted.

- (e) Maximum Percentage of Open Water Body. The maximum amount of area within an Open Space Type that may be covered by an open water body, including, but not limited to, ponds, lakes, and pools.

**5. Stormwater in Open Space Types.**

Stormwater management practices, such as storage and retention facilities, may be integrated into Open Space Types and utilized to meet stormwater requirements for surrounding parcels.

- (1) Stormwater Features. Stormwater features in civic open space may be designed as formal or natural amenities with additional uses other than stormwater management, such as an amphitheater, sports field, or a pond or pool as part of the landscape design. Stormwater features shall not be fenced and shall not impede public use of the land they occupy.
- (2) Qualified Professional. A qualified landscape design professional, such as a landscape architect or certified landscape designer, shall be utilized to incorporate stormwater features into the design of the civic open spaces.



Figure 6.2 (1). Typical Plaza.

**6.2 Plaza.**

**1. Intent.**

To provide a formal Open Space of medium scale to serve as a gathering place for civic, social, and commercial purposes. The Plaza may contain a greater amount of impervious coverage than any other Open Space Type. Special features, such as fountains and public art installations, are encouraged.

**2. Plaza Requirements**

**(1) Dimensions**

Minimum Size (acres)	0.25
Maximum Size (acres)	2
Minimum Dimension (feet)	80'
Minimum % of Vehicular ROW Frontage Required	50%; 80% building frontage required on non-street frontage

**(2) Adjacent Parcels**

Permitted Districts	Core A Core B Core C Core D	General A General B General C
Frontage Orientation of Adjacent Parcels	Front or Corner Side	

**(3) Improvements**

Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Not permitted
Fully Enclosed Structures Permitted	Permitted; maximum 5% of area
Maximum Impervious + Semi-Pervious Surface	minimum: 40% maximum: 80% + 10%
Maximum % of Open Water	50%

**(4) Additional Design Requirements**

- (a) Minimum Building Frontage. At least 80% of the plaza's perimeter that does not front on vehicular right-of-way shall be lined by building frontages.
- (b) Fully Enclosed Structures Permitted. Fully enclosed structures are permitted, and are allowed to cover a maximum of 5% of the total area of the plaza.

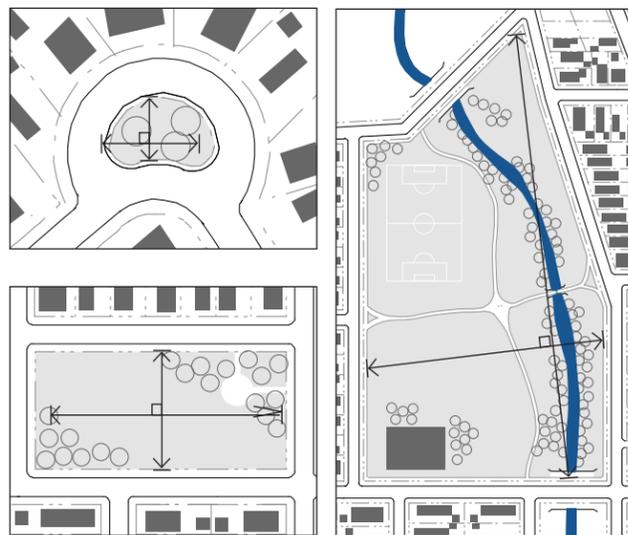


Figure 6.1 (1). Examples of Measuring the Minimum Dimension of Open Space Types.

**Calibrating**

**Plaza**

The Plaza is meant to be used in more urban, active locations as a gathering or meeting place in commercial or more intensive residential locations. The scale is relatively small and it is intended to be mainly hardscape. Permitted districts include the Core and most General districts.

**\* To Be Considered**

**Stormwater In Parks**

District stormwater management is an excellent way to achieve denser developments and manage the volume, quality, and speed of stormwater flows. However, single use stormwater facilities are not people places, often fenced and very deep with little landscape. Combining stormwater facilities with parks may require more land for shallower depths, but the places can then be dual use, allowing people to enjoy them and avoiding the eyesore of fenced, walled ponds.

**Maximum Impervious or Semi-Pervious Surface**

For Open Space Types (as well as Building Types), the Template Code adds the allowance for additional surface area, so long as the additional area consists of semi-pervious materials.

This inclusion can be removed; however, it is an excellent way to encourage the development community to consider the effects of imperviousness, without reducing the urban character of the area.

Permeable asphalt and concrete are more widely available (and more affordable) than even five years ago, in most locations. Permeable pavers are another choice for semi-pervious surfaces in open space.

If there is significant concern of the use of these types of materials, these percentages can be removed and determine whether to allow the full area to be fully impervious or not.

**Small Scaled Open Space**

Most of the Open Space Types are defined to be smaller than 5 acres, a common threshold applied to parks to be dedicated to a city, county, or parks district. Typically, these public entities do not have the resources to maintain a large number of very small open spaces.

**Calibrating**

**Square**

The Square is a more formal open space, usually square in shape and surrounded by streets. It is typically small in size, and appropriate for use in almost all locations. It is typically more landscape than a plaza, but can also include a significant amount of paving.

**Green**

Like a Commons, a Green is an informal open space typically surrounded by residential uses, though may be larger. Greens may be surrounded by wider, busier streets and higher density buildings.

# 6.0 Open Space Types



Figure 6.3 (1). Typical Square.

**6.3 Square.**

**1. Intent.**

To provide a formal Open Space of medium scale to serve as a gathering place for civic, social, and commercial purposes. Squares are rectilinear in shape and are bordered on all sides by a vehicular right-of-way, which together with building facades creates its definition.

**2. Square Requirements**

(1) Dimensions		
Minimum Size (acres)	0.25	
Maximum Size (acres)	3	
Minimum Dimension (feet)	80'	
Minimum % of Vehicular ROW Frontage Required	100%	
(2) Adjacent Parcels		
Permitted Districts	Core A Core B Core C Core D	General A General B General C General D
Frontage Orientation of Adjacent Parcels	Front or Corner Side	
(3) Improvements		
Designated Sports Fields Permitted	Not permitted	
Playgrounds Permitted	Not permitted	
Fully Enclosed Structures Permitted	Permitted; maximum 5% of area	
Maximum Impervious + Semi-Pervious Surface	40% + 20%	
Maximum % of Open Water	30%	
(4) Additional Design Requirements		

(a) Fully Enclosed Structures Permitted. Fully enclosed structures are permitted, and are allowed to cover a maximum of 5% of the total area of the Square.



Figure 6.4 (1). Typical Green Layout.

**6.4 Green.**

**1. Intent.**

To provide informal, medium scale active or passive recreation for neighborhood residents within walking distance, mainly fronted by streets..

**2. Green Requirements**

(1) Dimensions	
Minimum Size (acres)	0.50
Maximum Size (acres)	2
Minimum Dimension (feet)	45'
Minimum % of Vehicular ROW Frontage Required	100%; 50% for over 1.25 acres
(2) Adjacent Parcels	
Permitted Districts	All
Frontage Orientation of Adjacent Parcels	Front or Corner Side
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Not permitted
Maximum Impervious + Semi-Pervious Surface	20% + 15%
Maximum % of Open Water	30%



Figure 6.5 (1). Typical Commons Layout.



Figure 6.6 (1). Typical Pocket Park Layout.

## 6.5 Commons.

### 1. Intent.

To provide an informal, small to medium scale space for active or passive recreation for a limited neighborhood area. Commons are typically internal to a block and tend to serve adjacent residents.

### 2. Commons Requirements

(1) Dimensions	
Minimum Size (acres)	0.25
Maximum Size (acres)	1.5
Minimum Dimension (feet)	45'
Minimum % of Vehicular ROW Frontage Required	0%; 2 access points required, minimum width each of 20'
(2) Adjacent Parcels	
Permitted Districts	Core D    Edge A General B    Edge B General C    Edge C General D
Frontage Orientation of Adjacent Parcels	Side or Rear
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Not permitted
Maximum Impervious + Semi-Pervious Surface	30% + 10%
Maximum % of Open Water	30%

### (4) Additional Design Requirements

(a) Access Points. Commons shall have a minimum of two access points from a vehicular right-of-way. Each access point shall have a minimum width of 20 feet.

## 6.6 Pocket Park Open Space Type.

### 1. Intent.

To provide small scale, primarily landscaped active or passive recreation and gathering space for neighborhood residents within walking distance.

### 2. Pocket Park Requirements

(1) Dimensions	
Minimum Size (acres)	0.10
Maximum Size (acres)	1
Minimum Dimension (feet)	None
Minimum % of Vehicular ROW Frontage Required	30%
(2) Adjacent Parcels	
Permitted Districts	General C General D Edge A Edge B Edge C
Frontage Orientation of Adjacent Parcels	Any
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Not permitted
Maximum Impervious + Semi-Pervious Surface	30% + 10%
Maximum % of Open Water	30%

## Calibrating

### Commons

The Commons is an informal open space typically surrounded by residential uses and directly used by the adjacent neighborhood.

### Pocket Park

The Pocket Park is meant to address very small parks or playgrounds to be utilized by occupants within about an eighth of a mile walking distance. The scale is small, thus sports fields and structures are not reasonable. Permitted districts include those typically defined as residential; therefore, this type is not considered appropriate for highly commercial locations.

## \* To Be Considered

### Stormwater In Parks

District stormwater management is an excellent way to achieve denser developments and manage the volume, quality, and speed of stormwater flows. However, single use stormwater facilities are not people places, often fenced and very deep with little landscape. Combining stormwater facilities with parks may require more land for shallower depths, but the places can then be dual use, allowing people to enjoy them and avoiding the eyesore of fenced, walled ponds.

### Maximum Impervious or Semi-Pervious Surface

For Open Space Types (as well as Building Types), the Template Code adds the allowance for additional surface area, so long as the additional area consists of semi-pervious materials.

This inclusion can be removed; however, it is an excellent way to encourage the development community to consider the effects of imperviousness, without reducing the urban character of the area.

Permeable asphalt and concrete are more widely available (and more affordable) than even five years ago, in most locations. Permeable pavers are another choice for semi-pervious surfaces in open space.

If there is significant concern of the use of these types of materials, these percentages can be removed and determine whether to allow the full area to be fully impervious or not.

### Small Scaled Open Space

Most of the Open Space Types are defined to be smaller than 5 acres, a common threshold applied to parks to be dedicated to a city, county, or parks district. Typically, these public entities do not have the resources to maintain a large number of very small open spaces.

### Calibrating

#### Park

The park is the largest Open Space Type and will not likely occur within smaller developments. Typically, park locations are determined city-wide and set by the municipality. Inclusion of the park allows for some level of flexibility in what can occur in the more residential locations. In the Template code, it is not permitted adjacent to highly commercial areas to trigger use of the smaller and more specific Open Space Types.

#### Greenway

Within the context of this document, Greenways will not likely be long corridors through multiple developments. However, to encourage continuous trails or paths along rail, street, or river corridors, the Greenway is included.

## 6.0 Open Space Types



Figure 6.7 (1). Typical Park.

### 6.7 Park.

#### 1. Intent.

To provide informal active and passive large-scale recreational amenities to local residents and the greater region. Parks have primarily natural plantings and are frequently created around an existing natural feature such as a water body or stands of trees.

#### 2. Park Requirements

(1) Dimensions		
Minimum Size (acres)	2	
Maximum Size (acres)	None	
Minimum Dimension (feet)	100'	
Minimum % of Vehicular ROW Frontage Required	30%; up to 5 acres; 20% over 5 acres	
(2) Adjacent Parcels		
Permitted Districts	General B General C Edge A	Edge B Edge C
Frontage Orientation of Adjacent Parcels	Any	
(3) Improvements		
Designated Sports Fields Permitted	Permitted	
Playgrounds Permitted	Permitted	
Fully Enclosed Structures Permitted	Permitted, minimum 5 acre Park required	
Maximum Impervious + Semi-Pervious Surface	20% + 10%	
Maximum % of Open Water	30%	
(4) Additional Design Requirements		

- (1) Vehicular Right-of-Way Frontage of Parks Less Than 5 Acres. At least 30% of the park shall continuously front on a vehicular right-of-way.
- (2) Vehicular Right-of-Way Frontage of Parks Larger Than 5 Acres. At least 20% of the park shall continuously front on a vehicular right-of-way.



Figure 6.8 (1). Typical Greenway.

### 6.8 Greenway.

#### 1. Intent.

To provide informal, primarily natural linear open spaces that serve to enhance connectivity between open space types and other uses. Greenways are linear open spaces that often follow a natural feature, such as a river, stream, ravine, or man-made feature, such as a vehicular right-of-way. A greenway may border other open space types.

#### 2. Greenway Requirements

(1) Dimensions	
Minimum Size (acres)	1
Maximum Size (acres)	None
Minimum Dimension (feet)	30'; recommended minimum average width 50'
Minimum % of Vehicular ROW Frontage Required	0%; 1 access point required per quarter mile of length, minimum 20' width
(2) Adjacent Parcels	
Permitted Districts	All
Frontage Orientation of Adjacent Parcels	Any
(3) Improvements	
Designated Sports Fields Permitted	Permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Not permitted
Maximum Impervious + Semi-Pervious Surface	20% + 10%
Maximum % of Open Water	30%

## 7.0 Landscape

### How to Use This Section

The Place Types, associated zoning districts, and building types in this Template code are intended to result in walkable, compact places. Landscape in these locations will be limited to the streetscape, some courtyards, rear yards, and open space. The limited landscape required for these places, however, will soften and cool these locations, providing a more appealing and comfortable environment for people.

The majority of this code section is OPTIONAL, assuming there are city-or county-wide landscape requirements in place. However, keep in mind that street trees are required in the Street Types and in order for those trees to be healthy and long-lived, installation methods should be required.

### Recommended & Optional Items

#### Recommended vs. Optional Items

This landscape section should be calibrated to require the minimal types of landscape included and, if needed, to provide installation requirements for sustainable landscapes.

Several sections are noted as optional, meaning these standards, or some version of them, are likely included in the city or county's existing codes, but a set is provided in case they are needed.

Recommended sections are those that are tailored to this Template code and a high level of consideration should be given to these sections.

Sections identified as "Consider" provide additional requirements not likely included in existing codes, yet still optional in this Template code.

#### Optional: General Requirements

7.1 General Requirements is an optional section that may be removed if these types of requirements are included in your existing code. Incorporate a reference to the existing code in place of this section.

#### Optional: Installation of Landscape

7.2.1, 2, and 3. General instructions for installing landscape is likely included in the city or county's existing code and would, therefore, this section would not be required. Replace most of this section with a reference to the existing installation requirements.

## 7.0 Landscape

### 7.1 General Requirements. [OPTIONAL]

#### 1. Intent.

The landscape standards outlined in this section are designed to meet the following set of goals.

- (1) To provide for healthy, long-lived street trees within all public ways to improve the appearance of streets and create a buffer between pedestrian and vehicular travel lanes.
- (2) To increase the compatibility of adjacent uses and minimize the adverse impacts created by adjoining or neighboring uses.
- (3) To promote the prudent use of water and energy resources by achieving and maintaining sustainable, functional landscapes.
- (4) To shade large expanses of pavement and reduce the urban heat island effect.

#### 2. Applicability.

Landscaping, trees, and buffers shall be installed as detailed in this section.

- (1) General Compliance. Application of this section to existing uses shall occur with the following developments.
  - (a) Any development of new or significant improvements to existing parking lots, loading facilities, and driveways. Significant improvements include new driveways, new spaces, new medians, new loading facilities, or complete reorganization of the parking and aisles.
  - (b) Alteration to an existing principal or accessory structure that results in a change of 15% or more in the structure's gross floor area.
  - (c) When compliance is triggered for existing parking lots, landscape improvements shall take precedence over parking requirements.
- (2) Buffers. Landscape buffers are required according to the provisions in this section with the following exceptions.
  - (a) Shared Driveways. Buffers shall not be required along a property line where a curb cut or aisle is shared between two adjoining lots.
  - (b) Points of Access. Buffering is not required at driveways or other points of access to a lot.
- (3) Temporary Uses. These provisions do not apply to temporary uses, unless determined otherwise by the Zoning Administrator.

### 7.2 Installation of Landscape. [OPTIONAL]

#### 1. Intent.

The following provisions aid in ensuring that all required landscaping is installed and maintained properly.

#### 2. Applicability.

These provisions apply to landscape installation as required by this section.

### 3. General Installation Requirements.

The installation of landscaping shall adhere to the following standards.

- (1) National Standards. Best management practices and procedures according to the nationally accepted standards shall be practiced.
  - (a) Installation. All landscaping and trees shall be installed in conformance with the practices and procedures established by the most recent edition of the American Standard for Nursery Stock (ANSI Z60.1) as published by the American Association of Nurserymen.
  - (b) Maintenance and Protection. All landscaping and trees shall be maintained according to the most recent edition of the American National Standards Institute, including its provisions on pruning, fertilizing, support systems, lighting protection, and safety.
- (2) Installation. Landscaping shall be fully installed prior to the issuance of a certificate of completeness.
  - (a) If seasonal conditions preclude the complete installation, a cash escrow or irrevocable letter of credit, equal to 1.5 times the installation costs as estimated by a qualified professional.
  - (b) Complete installation is required within nine months of the issuance of the temporary certificate of completeness or occupancy permit or the cash escrow or letter of credit may be forfeited.
- (3) Plant Size Requirements. Plant material shall be sized according to Table 7.2 (1) at the time of installation, unless otherwise noted in this section.
- (4) Condition of Landscape Materials. The landscaping materials used shall be:
  - (a) Healthy and hardy with a good root system.
  - (b) Chosen for its form, texture, color, fruit, pattern of growth, and suitability to local conditions.
  - (c) Tolerant of the natural and man-made environment, including tolerant of drought, wind, salt, and pollution.
  - (d) Appropriate for the conditions of the site, including slope, water table, and soil type.
  - (e) Protected from damage by grates, pavers, or other measures.
  - (f) Plants that will not cause a nuisance or have negative impacts on an adjacent property.
  - (g) Species native or naturalized to the Wasatch Front, whenever possible.
- (5) Compost, Mulch, and Organic Matter. Compost, mulch, and organic matter may be utilized within the soil mix to reduce the need for fertilizers and increase water retention.
- (6) Establishment. All installed plant material shall be fully maintained until established, including watering, fertilization, and replacement as necessary.

### 4. Ground Plane Vegetation.

All unpaved areas shall be covered by one of the following.

- (1) Planting Beds.
  - (a) Planting beds may include shrubs, ornamental grasses, ground cover, vines, annuals, or perennials.
  - (b) Nonliving materials, such as pine straw, colored gravel, or mulch, are permitted for up to 50% of a bed area.
  - (c) Annual beds must be maintained seasonally, replanting as necessary.
- (2) Grass. Seeded, plugged, or sodded grass may be planted throughout landscaped areas.
  - (a) Grass shall be established within 90 days of planting or the area must be reseeded, replugged, or resodded.

**5. Tree Installations.**

Refer to the list of permitted tree types, available at City Hall.

- (1) Tree Measurement. New trees shall be measured at six inches above the mean grade of the tree’s trunk when four inch caliper or less and twelve inches for tree trunks above four inches, and noted as caliper inches throughout this ordinance.
- (2) Tree Maintenance. Tree trimming, fertilization, and other similar work shall be performed by or under the management of an ISA certified arborist.
- (3) Species Composition. Trees planted on a site shall be any combination of permitted species with the following exceptions.
  - (a) One genus shall not comprise more than 30% of trees planted on a site.
  - (b) One species shall not comprise more than 10% of trees planted on a site.
  - (c) Exceptions to this provision may be granted by the Zoning Administrator through review of the landscape plan (refer to 10.2.6(3)(x) Landscape Plan).
- (4) Tree Size. All trees to be installed to meet the requirements of this section shall be a minimum of 1.5 inch caliper at the time of installation.
- (5) Tree Spacing.
  - a. Trees shall be planted at least 30 feet and 20 feet apart for large and medium trees, respectively.
  - b. No trees may be planted closer to any curb or sidewalk than as follows unless a permeable surface is provided:

Plant Material Type	Minimum Size
<b>Deciduous Shade/Overstory Tree</b>	
Single Trunk	1.5” caliper
Multi Trunk	10’ in height
<b>Evergreen Tree</b>	
Understory Tree	6’ in height
Ornamental Tree	1.5” caliper
Shrubbery - Deciduous	container class 5
Shrubbery - Evergreen	container class 5
Groundcover	3” in height

Table 7.2 (1). Plant Material Size at Installation.

Tree Size	Soil Volume (cubic ft)	Soil Surface Area (sq ft) with 2.5’ Soil Depth	Permeable Surface Area Requirement (sq ft)
Very Small	181	72 (approx. 8.5’ x 8.5’)	25 (5’ x 5’)
Small	736	294 (approx. 17’ x 17’)	100 (10’ x 10’)
Medium	2852	1141 (approx. 34’ x 34’)	225 (15’ x 15’)
Large	6532	2681 (approx. 50’ x 50’)	400 (20’ x 20’)

Table 7.2 (2). Minimum Recommended Soil Volumes and Permeable Area per Planted Tree.

**Recommended & Optional Items**

**Recommended: Ground Plane Vegetation**

There are, however, some sections within 7.2 that should be compared to the existing code. 7.2.4 Ground Plane Vegetation simply requires all unpaved areas to be landscaped with a minimum amount of plant material to avoid large areas of exposed dirt, rock, or mulch.

**Recommended: Trees**

7.2.5 Trees also includes some requirements to compare to your existing code to ensure long-lived, healthy trees. For example, 7.2.5 (3) requires a mix of tree species and 7.2.5 (4) sets the minimum size for new trees at 1.5 caliper inches, allowing the installation of fairly young trees that are more easily acclimated to new soils and environment.

Also, note that 7.2.5 (6) and 7.2.5 (7) include requirements for the future health of urban trees, especially street trees. 7.2.5 (6) includes a section on surface permeability around new trees. Permeable paving should be utilized when sidewalks encroach upon the critical root zone of the tree. 7.2.5 (7) includes a requirement on structural soil within the critical root area of a tree, allowing the tree roots to penetrate under the sidewalk area.

**Recommended & Optional Items**

**Optional: Irrigation Systems & Maintenance of Landscape**

7.2.6 and 7 include general language on irrigation systems and maintenance of landscape. Similar information is likely included in the city or county's existing code and would, therefore, not require repeating here. Replace these sections with a reference to the existing installation requirements.

**Recommended: Street Trees**

Street trees lining all streets and sidewalks are a goal of the Template Code and integral to the intent of this code. However, at what time and by whom the street trees are installed is a question for the city/county.

**★ To Be Considered**

**Applicability**

Section 7.3.2 Applicability sets who is required to install street trees, meaning any redevelopment of any site on an existing street within a Place Type OR only developers of new streets. The Template Code sets the applicability to only new streets, assuming that existing streets will be redeveloped by the city/county with new streetscape.

To require of all existing streets, a comprehensive streetscape design for each street within the Place Type will be needed, applicable to all small and large lots along a street. The Template Code does not set a streetscape design, except to establish both pedestrian requirements (minimum walk size, Landscape or Furnishing Zone buffer areas, and crossing widths with bulbouts and medians as needed) within all street requirements (refer to 2.0 Street Types) and a requirement for street trees (this section, 7.3 Landscape). The actual paving materials, street furniture design, and landscape requirements (other than street tree spacing defined by this section) is not provided, since these design requirements should be established for each location specifically.

**Streetscape Design Submittal**

As part of the approvals process for new developments with new streets, a streetscape design submittal is required. This submittal is intended to detail a comprehensive set of streetscape designs for each area or street type within the new development. This submittal will allow coordination with any streetscape designed by the city/county area-wide.

**Minimum Street Tree Requirements**

At the very least, the minimum street tree requirements could be utilized for all existing and new streets to establish tree canopy along all streets without comprehensive streetscape design. This may be appropriate for residential areas, where most trees will be located in a continuous parkway within the Landscape Zone (refer to 2.0 Street Types) and sidewalks will be 5 foot wide standard concrete walks.

# 7.0 Landscape

- (1) Medium trees: three feet.
- (2) Large trees: four feet.
- (6) Permeable Surface. For each tree preserved or planted, a minimum amount of permeable surface area is recommended, unless otherwise stated in this ordinance.
  - (a) At least seventy 70% of the canopy limits of preserved trees should have a permeable surface.
  - (b) Planted trees have a suggested minimum permeable area and soil volume based upon tree size; refer to Table 7.2 (2) for details.
  - (c) Permeable area for one tree cannot count toward that of another tree.
- (7) Structural Soil. When the Soil Surface Area (per Table 7.2 (2)) of a tree will extend below any pavement, structural soil is required underneath that pavement. Structural soil is a medium that can be compacted to pavement design and installation requirements while still permitting root growth. It is a mixture of gap-graded gravels (made of crushed stone), clay loam, and a hydrogel stabilizing agent to keep the mixture from separating. It provides an integrated, root penetrable, high strength pavement system that shifts design away from individual tree pits (source: Cornell University, Urban Horticulture Institute).

**6. Irrigation Systems. [OPTIONAL]**

Permanent irrigation, beyond establishment, is required and shall adhere to the following standards.

- (1) All irrigation systems shall be designed to minimize the use of water.
- (2) Non residential landscape irrigation shall have an automatic clock-activated permanent system.
- (3) The irrigation system shall provide sufficient coverage to all landscape areas.
- (4) The irrigation system shall not spray or irrigate impervious surfaces, including sidewalks, driveways, streets, and parking and loading areas.
- (5) All systems shall be equipped with a back-flow prevention device.
- (6) All mechanical systems including controllers and back-flow prevention devices shall be properly screened from public view.

**7. Maintenance of Landscape. [OPTIONAL]**

All landscaping shall be maintained in good condition at all times to ensure a healthy and orderly appearance.

- (1) All required landscape shall be maintained to adhere to all requirements of this ordinance.
- (2) Replacing Unhealthy Landscaping. Unhealthy landscaping shall be replaced with healthy, live plants by the end of the next applicable growing season. This includes all plant material that shows dead branches over a minimum of 25% of the normal branching pattern.
- (3) Maintenance Responsibility. The owner is responsible for the

maintenance, repair, and replacement of all landscaping, screening, and curbing required herein.

- (4) Maintain Quality and Quantity. Maintenance shall preserve at least the same quantity, quality, and screening effectiveness as initially installed.
- (5) Fences and Other Barriers. Fences, walls, and other barriers shall be maintained in good repair and free of rust, flaking paint, graffiti, and broken or damaged parts.
- (6) Tree Topping. Tree topping is not permitted. When necessary, crown reduction thinning or pruning is permitted. Refer to 7.3.4(2) for clear branch height of street trees.
- (7) City Inspection. All landscaped areas regulated by this ordinance may be inspected by the City.

**7.3 Street Trees & Streetscape Design. [RECOMMENDED]**

**1. Intent.**

To line all new streets with a consistent and appropriate planting of trees, pavement design, and identity to establish tree canopy for environmental benefit and a sense of identity for all new streets.

**2. Applicability.**

The requirements herein apply to all new development requiring Regulating Plan approval.

**3. Streetscape Design Submittal.**

A consistent streetscape design shall be submitted for approval for all new streets within the development. At a minimum, the submittal shall include the following:

- (1) Street Trees. Trees meeting the minimum requirements of 7.3.4, below, shall be included in the streetscape design, with details related to tree pits, tree planting to meet the requirements of 7.2.5 Tree Installations.
- (1) Sidewalk Pavement Design. Sidewalk paving materials and pattern shall be set for each street type (refer to 2.0 Street Types).
- (2) Street Furnishings. Benches, seatwalls, planters, planter fences, trash receptacles, and bicycle racks at the least shall be specified and quantities and locations listed for each street type (refer to 2.0 Street Types).
- (3) Landscape Design. Ground plane vegetation shall be designated for any landscape bed areas, planter areas, and tree wells.
- (4) Lighting. Pedestrian and vehicular lighting shall be specified and locations and quantities noted.
- (5) Identity Elements. Any other elements designed to establish the identity of each Street, such as banners, pavement markers, artwork, or signage, shall be included in the streetscape design submittal.

**4. Minimum Street Tree Requirements.**

The following standards apply to the installation of street trees.

- (1) Exception. Street Trees are not required on Alleys or the Lane Street Types (refer to 2.4 and 2.5 Street Types).
- (2) Clear Branch Height. Minimum clear branch height is six feet; in commercial districts, minimum clear branch height is eight feet.
- (3) Street Tree Type. Medium and large shade trees are permitted to be installed as street trees. Refer to the list of permitted tree types in Table 7.3 (4).
- (4) Street Tree Spacing. Street trees shall be planted as follows.
  - (a) Each Lot is required to have one tree for every 40 feet of street frontage with a minimum of one street tree per street frontage.
  - (b) Spacing.
    - (i) Large trees must be spaced a minimum of 30 and a maximum of 60 feet on center.
    - (ii) Medium trees must be spaced a minimum of 20 and a maximum of 40 feet on center.
  - (c) Limited Distance between Curb and Sidewalk. Where the distance from the back of the curb to the edge of the right-of-way or property line is less than nine feet with a sidewalk, Applicant shall work with the **City Arborist** to determine the appropriate tree species.
    - (i) **Zoning Administrator** may waive the street tree requirement in spaces less than nine feet.
- (5) Tree Wells. In commercial districts, where the sidewalk extends from the back of curb to the property line, tree wells shall be utilized.
  - (a) For tree wells adjacent to sidewalks five feet wide or less, open pit is not permitted.
    - (i) The opening must be covered with a tree grate or pervious pavement.
    - (ii) The opening in a tree grate for the trunk must be expandable.

**Permitted Medium Trees**

Fairview Maple	<i>Acer platanoides</i> 'Fairview'
Sensation Boxelder	<i>Acer negundo</i> 'Sensation'
Briotii Horsechestnut	<i>Aesculus x carnea</i> 'Briotii'
Chinese Fringetree	<i>Chionanthus retusus</i>
Yellowwood	<i>Cladrastis kentukea</i>
Manchurian Ash	<i>Fraxinus mandshurica</i> 'Mancana'
Goldenrain tree	<i>Koelreuteria paniculata</i>
Fruitless Mulberry	<i>Morus alba</i> 'Fruitless'
Mayday Tree	<i>Prunus padus</i>
Purple Robe Locust	<i>Robinia pseudoacacia</i> , 'Purple Robe'
Lacebark Elm	<i>Ulmus parvifolia</i>
Frontier Elm	<i>Ulmus parvifolia</i> 'Frontier'

**Permitted Large Trees - Native**

White Fir	<i>Abies concolor</i>
Rocky Mountain Maple	<i>Acer glabrum</i>
Bigtooth Maple	<i>Acer grandidentatum</i>
Boxelder	<i>Acer negundo</i>
Serviceberry	<i>Amelanchier utahensis</i>
Netleaf Hackberry	<i>Celtis reticulata</i>
Mountain Mahogany	<i>Cercocarpus ledifolius</i>
Desert Willow	<i>Chilopsis linearis</i>
Douglas Hawthorn	<i>Crataegus douglasii</i>
Singleleaf Ash	<i>Fraxinus anomala</i>
Utah Juniper	<i>Juniperus osteosperma</i>
Rocky Mountain Juniper	<i>Juniperus scopulorum</i>
Engelmann Spruce	<i>Picea engelmannii</i>
Blue Spruce	<i>Picea pungens</i>
Bristlecone Pine	<i>Pinus longaeva</i>
Lodgepole Pine	<i>Pinus contorta</i>
Pinyon Pine	<i>Pinus edulis</i>
Ponderosa Pine	<i>Pinus ponderosa</i>
Narrowleaf Cottonwood	<i>Populus angustifolia</i>
Fremont Cottonwood	<i>Populus fremontii</i>
Aspen	<i>Populus tremuloides</i>
Chokecherry	<i>Prunus virginiana</i>
Douglas Fir	<i>Pseudotsuga menziesii</i>
Oak Gambel	<i>Quercus gambelii</i>
Peachleaf Willow	<i>Salix amygdaloides</i>

**Permitted Large Trees**

Sycamore Maple	<i>Acer pseudoplatanus</i>
Legacy Sugar Maple	<i>Acer saccharum</i> 'Legacy'
Catalpa	<i>Catalpa speciosa</i>
Hackberry	<i>Celtis occidentalis</i>
Riversii Beech	<i>Fagus sylvatica</i> 'Riversii'
Cimmaron Ash	<i>Fraxinus pennsylvanica</i> 'Cimmaron'
Marshall Seedless Ash	<i>Fraxinus pennsylvanica</i> 'Marshall Seedless'
Patmore Ash	<i>Fraxinus pennsylvanica</i> 'Patmore'
Ginkgo	<i>Ginkgo biloba</i> 'Princeton Sentry'
Honeylocust	<i>Gleditsia triacanthos</i>
Kentucky Coffeetree	<i>Gymnocladus dioica</i>
London Planetree	<i>Platanus x acerifolia</i>
Japanese Pagodatree	<i>Sophora japonica</i>
Sterling Silver Linden	<i>Tilia tomentosa</i> 'Sterling'
Accolade Elm	<i>Ulmus carpinifolia</i> 'Accolade'
Japanese Zelkova	<i>Zelkova serrata</i>

Table 7.3 (4). List of Permitted Tree Species.

**\* To Be Considered**

**Limited Distance from Curb to Sidewalk**

Consider omitting section 7.3.4 (4)(c), as limited Landscape Zone width can be handled several ways within the Template Code. Refer to permeability and structured soil requirements defined by 7.2.5 (6) and (7). Street trees are also not required along the Alley or Lane Street Type (refer to 2.4 and 2.5 Street Types).

**Tree List**

The Permitted Large and Medium Tree Lists included here are from Salt Lake City's requirements. This is a sample list that should be calibrated for the specific location of the Place Type. Because these lists change often, the reference to a tree list in 7.3.4 (3) could be to a list kept at the city or county. Alternatively, a list of prohibited trees could also be provided.

**Recommended & Optional Items**

**Recommended: Frontage Buffer**

The Frontage Buffer is required between all parking lots and street rights-of-way to screen parking lots from the street and to continue the street wall of the buildings in a district with the fence and landscape.

Frontage Buffers are most important in those Core and General Districts where side yard parking is permitting, typically Place Types such as the Town Center, the Station Community, and the Boulevard Community, unless that design detail has been calibrated out.

**\* To Be Considered**

**Fence Requirement**

The fence requirement can be optional; however, it is required by the Template Code. The fence creates a sturdier and more complete visual continuation of the street wall. It also helps maintain the landscape, by limiting foot traffic through the hedges.

# 7.0 Landscape

**7.4 Frontage Buffer. [RECOMMENDED]**

**1. Intent & Applicability.**

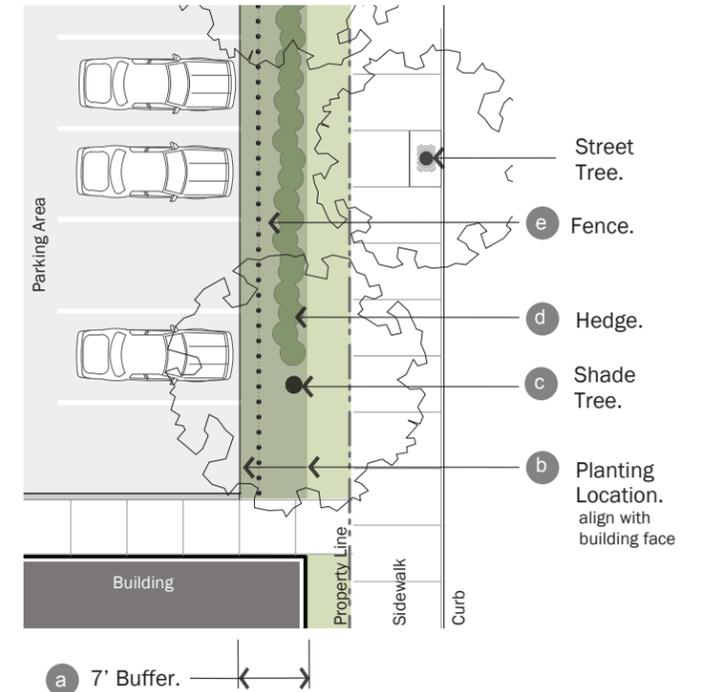
- (1) Intent. To lessen the visual impact of vehicular areas visible from the street.
- (2) General Applicability. Applies to properties in all Core, General, and Edge Districts where a vehicular area is located adjacent to a right-of-way.
  - (a) Exceptions. Vehicular areas along alleys, except when a residential district is located across the alley; Single and two family residences.

**7.4 Frontage Buffer Requirements**

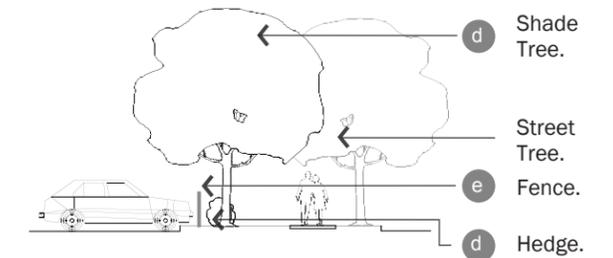
1. Buffer Depth & Location <sup>1</sup>	
Depth	7' <span style="float: right;">a</span>
Location on the Site	Between street facing property line and parking area <sup>2</sup> <span style="float: right;">b</span>
2. Buffer Landscape Requirements	
Uses & Materials	Uses and materials other than those indicated are prohibited in the buffer
Shade Trees	Medium or large shade tree required at least every 40'; Locate on the street side of the fence; Spacing should alternate with street trees <span style="float: right;">c</span>
Hedge	Required continuous hedge on street side of fence, between shade trees & in front of vehicular areas <span style="float: right;">d</span>
Hedge Composition	Individual shrubs with a minimum width of 24", spaced no more than 36" on center, height maintained no more than 48".
Existing Vegetation	May be credited toward buffer area
3. Fence <span style="float: right;">e</span>	
Location	2' from back of curb of vehicular area
Materials	Steel or colored PVC; Masonry columns (maximum width 2'6") and base (maximum 18" height) permitted
Minimum Height	3'
Maximum Height	4'
Colors	Black, gray, or dark green
Opacity	Minimum 30%; Maximum 60%
Gate/Opening	One gate permitted per street frontage; Opening width maximum 6'

Notes:

<sup>1</sup> This screening requirement does not prohibit the installation of or provision for openings necessary for allowable access drives and walkways connecting to the public sidewalk.  
<sup>2</sup> In front, corner, and rear yards (on a through lot), when the parking area is located adjacent to any building on the lot, the buffer must be located so that it aligns with or is behind the face of the adjacent building back to the vehicular area. The area between the buffer and the property line must be landscaped.



Front Buffer Plan.



Front Buffer Section.

Figure 7.4 (1). Frontage Buffer Plan and Section.

**7.5 Side & Rear Buffer. [OPTIONAL]**

**1. Intent & Applicability.**

- (1) Intent. To minimize the impact that one zoning district may have on a neighboring district and to provide a transition between districts.
- (2) General Applicability. Applies to all directly adjoining properties in all Core, General, and Edge Districts.

7.5 Side & Rear Buffer Requirements	
<b>1. Buffer Depth &amp; Location</b>	
<b>Depth</b>	Varies based on the zoning district of the lot and the adjacent lot; see Table 7.5 (1). <span style="float: right;">a</span>
<b>Location on the Site</b>	Locate buffers on more intensively zoned lot; Buffer is measured from side and rear property lines.
<b>2. Required Landscape Screen</b>	
<b>Width</b>	5' landscape screen in addition to any other buffer landscaping <span style="float: right;">b</span>
<b>Location</b>	Directly adjacent to the rear or side property line
<b>Hedge</b>	Continuous double row of shrubs required between shade trees <span style="float: right;">c</span>
<b>Hedge Composition</b>	Double row of individual shrubs with a minimum width of 24", spaced no more than 36" on center; Mature height in one year of 24"
<b>Hedge Frequency</b>	Minimum of 15 shrubs per 100' of property line is required
<b>Shade Trees</b>	At least 1 medium or large shade tree per every 40' within the buffer <span style="float: right;">d</span>
<b>3. Buffer Landscape Requirements</b>	
<b>Uses and Materials</b>	Uses and materials other than those indicated are prohibited within the buffer
<b>Tree Canopy Coverage</b>	1 medium or large shade tree required per 2,000 square feet of buffer, excluding the area within the required landscape screen
<b>Existing Vegetation</b>	May be credited toward buffer area

Notes:

<sup>1</sup> Zoning Administrator may reduce width of buffer, width of landscape screen, or location of landscape screen based on existing landscaping and topography.

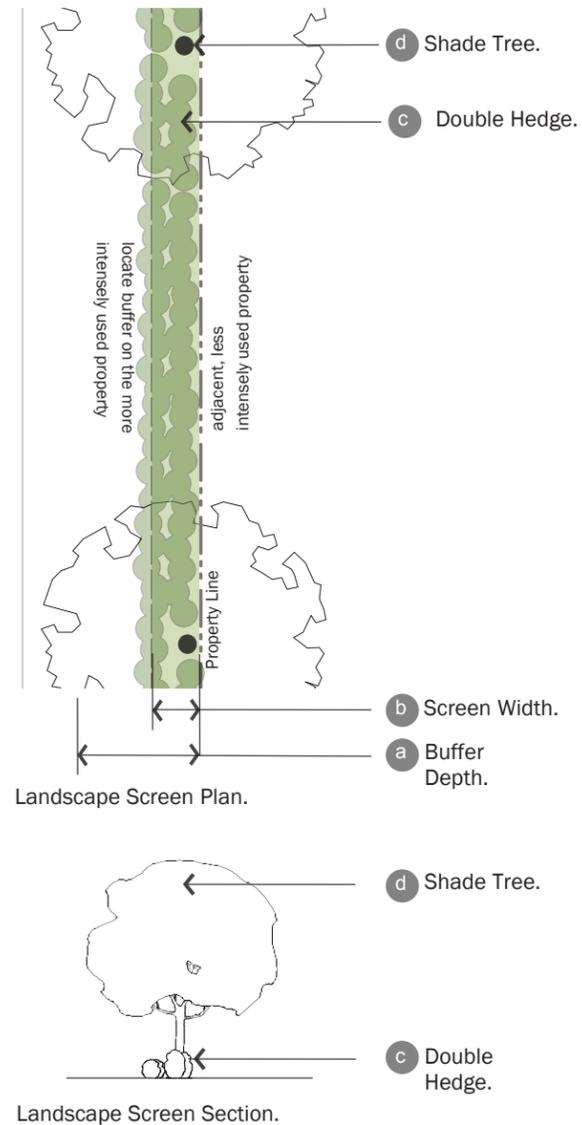


Figure 7.5 (1). Landscape Screen within Light Side & Rear Buffer.

Buffer Requirements between Districts			
	Buffer Required by these Districts		
	Core	General	Edge
<b>Core</b>	not required	not required	not required
<b>General</b>	not required	not required	not required
<b>Edge</b>	5'	5'	not required
<b>any existing single family</b>	10'	10'	not required

Table 7.5 (1). Side & Rear Buffer Requirements between District.

**Recommended & Optional Items**

**Optional: Side & Rear Yard Buffer**

Side and rear yard buffers are really meant for the juxtaposition of more intensely different uses than will likely occur between the Core, General, and Edge Districts. It is included in the Template Code as an option, intended between the Core or General Districts, and the Edge Districts per Table 7.5 (1).

Alternatively, the buffers are a way of achieving more tree canopy coverage within Core and General Districts, although parking lot requirements set by 7.6 will establish parking lot screening.

Note that Table 7.5(1) is shown in its simplest form in the Template code. Depending on the context of the area, it may be appropriate to require buffers between other districts. If not, the table may be deleted and simple sentence line item requirement incorporated into the table for Side & Rear Yard Buffers for buffer locations.

**Recommended & Optional Items**

**Optional: Interior Parking Lot Landscape Requirements**

Typically, a requirement for parking lot trees, medians, and islands will exist in a city or county's code. If so, that section should be referenced here for all parking lots within the Core, General, and Edge Districts.

**★ To Be Considered**

**Median & Island Requirements**

A combination of medians and islands is recommended to separate wide expanses of parking lots. If parking lots resulting from this code per 5.0 Building Types and 8.0 Parking will be limited in size, the median requirements may be removed to reduce the overall sizes of the parking lots. However, keep in mind that terminal end islands only break up the visual expanse of a parking lot in one direction Views through the lot parallel to the islands continue through multiple rows of car bays.

**Tree Requirements**

The tree shade goal is set to achieve the LEED for Neighborhood Development requirements for shading parking lots at tree maturity. Consider setting this as a requirement.

# 7.0 Landscape

**7.6 Interior Parking Lot Landscape. [OPTIONAL]**

**1. Intent & Applicability.**

- (1) Intent. To provide shade, minimize paving & associated stormwater runoff, & improve the aesthetic look of parking lots.
- (2) General Applicability. All open-air, off-street parking lots in all Core, General, and Edge Districts.
- (3) Other Internal Parking Lot Areas. Internal areas not dedicated to parking or drives shall be landscaped with a minimum of one medium or large shade tree for the first 150 square feet and one medium or large shade tree for every 650' thereafter.
- (4) Existing Vegetation. Existing vegetation may be credited toward these requirements.

**7.6 Interior Parking Lot Landscape Requirements**

**1. Landscape Island Requirements**

<b>Required Island Locations</b>	Terminal ends <sup>2</sup> of free standing rows or bays of parking; After every ninth parking space for rows of parking greater than 8 spaces in length <sup>3</sup>	<b>a</b>
<b>Minimum Width</b>	5'; Islands less than 15' must utilize structural soil under any paved surface within a tree's critical root zone; Islands under 9' must install an aeration system and utilize permeable pavement	<b>b</b>
<b>Required Trees Within Islands</b>	Minimum of 1 medium or large shade tree per island	<b>c</b>

**2. Landscape Median Requirements**

<b>Required Median Location</b>	Required in each free-standing bay of parking along the length of the bay	<b>d</b>
<b>Minimum Width</b>	5'; Medians less than 15' must utilize structural soil under any paved surface within a tree's critical root zone; Islands under 9' must install an aeration system and utilize permeable pavement	

**3. Tree Requirements**

<b>Requirements per Parking Space <sup>4</sup></b>	Each parking space must be located within 50' of a tree planted within parking lot interior Minimum of 1 shade tree must be planted within parking lot interior or within 4' of parking lot's edge for every 3 parking spaces
<b>Tree Shade Goal</b>	Within 20 years of tree installation, 30% of the interior of the parking lot should be shaded by tree canopy. Refer to Table 7.6 (1) for calculation.

<sup>1</sup> Parking lot interior is defined as the area dedicated to parking on a given parcel as measured from edge of pavement to edge of pavement.  
<sup>2</sup> Freestanding rows or bays of parking are those not abutting the parking lot perimeter or building face, and may have a single or double row of parking.  
<sup>3</sup> There shall be no more than 8 continuous parking spaces in a row without a landscape island.  
<sup>4</sup> Trees within a designated buffer area may not be utilized to meet these requirements

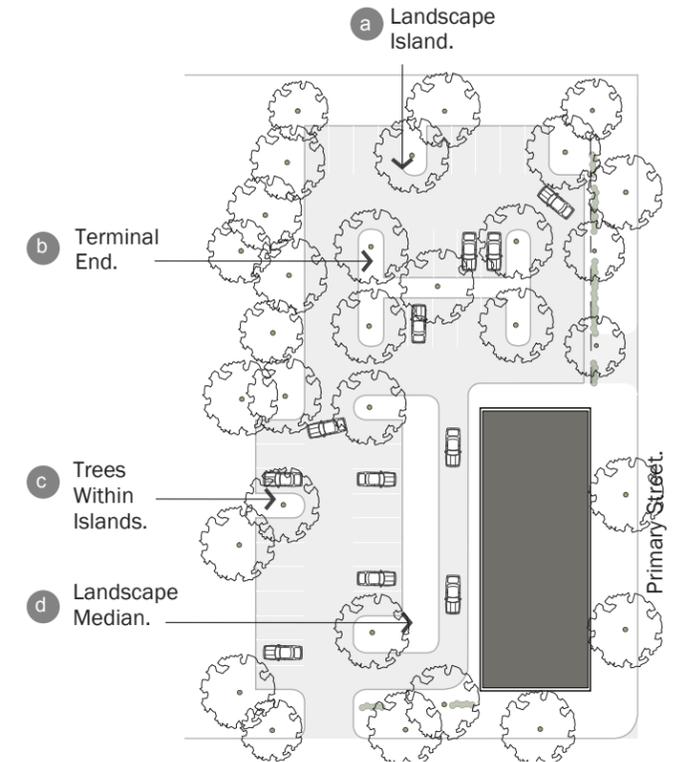


Figure 7.6 (1). Interior Parking Lot Landscaping.

Tree Size	Estimated Canopy at Maturity (sq ft)	Estimated Height at Maturity (ft)
Very Small	150	under 15'
Small	400	15'-25'
Medium	900	25'-40'
Large	1600	40'+

Table 7.6 (1). Estimated Canopy and Height at Maturity.

### 7.7 Active Frontage Buffer. [OPTIONAL]

#### 1. Intent & Applicability

- (1) Intent. To continue the street wall of adjacent facades.
- (2) General Applicability. Applies to non-vehicular outdoor sites all in all Core, General, and Edge Districts. For vehicular areas, refer to the 7.4 Frontage Buffer.

#### 7.7 Active Frontage Requirements

##### 1. Frontage Location

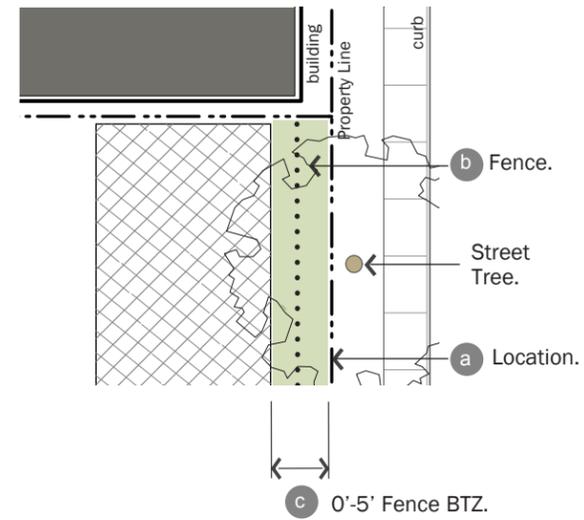
Location on the Site	Required adjacent to dining patio or display area
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##### 2. Required Fence

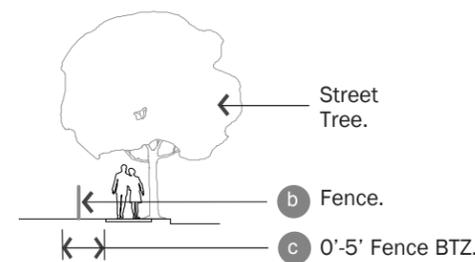
Location	Between 0' and 5' from the front and corner side property lines; Only required in front of patio/display area	a
Materials	Steel or colored PVC; Masonry base or columns permitted	b
Minimum Height	3'	c
Maximum Height	4'	
Opacity	Minimum 30%; Maximum 60% <sup>1</sup>	
Gate/Opening	One gate permitted per street frontage; Opening width maximum 6'	

Notes:

<sup>1</sup> Fence may be solid if 42" or less in height



Active Frontage Plan.



Active Frontage Section.

Figure 7.7 (1). Active Frontage.

### Recommended & Optional Items

#### Optional: Active Frontage

The Active Frontage is an optional landscape buffer, intended to provide for outdoor patios or lots that develop without a building for outdoor display. For example, a small plant sales store without a permanent building may locate on a vacant parcel as an interim use. The Active Frontage Buffer will continue the street wall between buildings while permitting this interim use to continue.

**Recommended & Optional Items**

**Optional: Screening of Open Storage, Refuse Areas, & Utility Appurtenances**

Typically, this type of requirement will exist in a city or county's code. If so, that section should be referenced here for all parking lots within the Core, General, and Edge Districts.

# 7.0 Landscape

**7.8 Screening of Open Storage, Refuse Areas, and Utility Appurtenances.**

**1. Intent & Applicability.**

- (1) Intent. To reduce the visibility of open storage, refuse areas, and utility appurtenances from public areas and adjacent properties.
- (2) General Applicability. All dumpsters, open storage, refuse areas, and utility appurtenances in all Core, General, and Edge Districts.

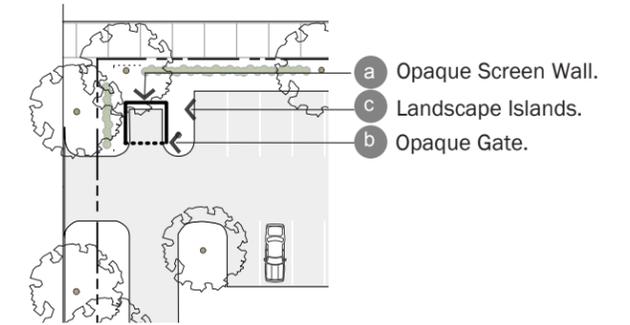


Figure 7.8 (1). Screening of Open Storage & Refuse Areas.

**7.8 Screening of Open Storage, Refuse Areas, & Utility Appurtenances**

**1. Open Storage & Refuse Area Screening Requirements**

<b>Location on the Site</b>	Not permitted in front or corner side yards
<b>Opaque Screen Wall <sup>1</sup></b>	Required around 3 sides of the dumpster and trash bin area <span style="float: right;">a</span>
<b>Screen Wall Height</b>	Height shall be the higher of the following: 1. 6' 2. Height of use to be screened 3. Height as determined by City to accomplish objective of the screen
<b>Visible Openings</b>	Openings visible from the public way or adjacent properties must be furnished with opaque gates <span style="float: right;">b</span>
<b>Landscape Requirement</b>	If refuse area is located within larger paved area, such as a parking lot, landscape islands must be located on 3 sides of the area, with at least 1 medium or large shade tree in at least 1 of the landscape areas <sup>2</sup> <span style="float: right;">c</span>

**2. Utility Appurtenance Screening Requirements**

<b>Large Private Mechanical Equipment <sup>3</sup></b>	Shall be fenced with opaque wood or brick-faced masonry on all sides facing right-of-way
<b>Small Private Mechanical Equipment <sup>4</sup></b>	Shall have landscape screening and a shrub bed containing shrubs spaced no more than 36" on center

Notes:

- <sup>1</sup> Vertical structured barrier to visibility at all times such as a fence or wall
- <sup>2</sup> This tree, if located within 50' of a parking space, may be utilized to meet the minimum shade requirements
- <sup>3</sup> Large private mechanical equipment is equal to or greater than 4' in height-
- <sup>4</sup> Small private mechanical equipment is smaller than 4' in height

## Master Case Study: Calibration Example for Building Types

As a Template Code Workbook aid, a Master Case Study was developed to demonstrate a calibration example applied to a place. Using the real metrics of the Template Code, several calibration techniques are highlighted, and the final code layout is shown without the inapplicable information for your Place Type.

This Master Case Study will appear at the front of several sections throughout the Template Code Workbook as it gets worked through the calibration process.

### Community Planning Process

The Master Case Study area underwent a master planning process. That resulted in a vision for the area of medium density mixed use core surrounded by residential and office.

Taking these elements into account, the Master Case Study will use the Station Community Place Type.

### Parking Calibration Strategy

Parking is organized by Place Type, and required parking spaces were determined by a Place Type's intensity and transit service. Four groups emerged with similar parking needs. This is the basis for the Parking Table in the Template Code.

After finding the column of requirements for your Place Type, calibration for the Parking goes as follows:

We removed all the extra columns, leaving only the requirements for the Station Community Place Type. Since this code

only contains one Place Type, we were able to remove the column reference to Place Types completely. If two or more Place Types are present from different categories, you'll need to keep some of these columns.

We agreed with all the parking requirements in the table, so only minimal calibration was needed to match our uses. "Single Family" and "Inn" were removed as uses since they are not permitted in the code area.

# 8.0 Parking

Template Code View

Use	Required Vehicular Spaces					
	Integration Center	Urban Center	Transit Center	Urban Community	Neighborhood	Main Street Community
<b>Residential</b>						
Single Family, all sizes, or Multifamily, 1 Bedroom	none (or 1 Dwelling Unit)	none (or 1 Dwelling Unit)	1 / Dwelling Unit			
Multifamily, 2 Bedrooms	1 / Dwelling Unit	1 / Dwelling Unit	1.5 / Dwelling Unit	2 / Dwelling Unit	2 / Dwelling Unit	2 / Dwelling Unit
Multifamily, 3 or 3+ Bedrooms	1.25 / Dwelling Unit	1.5 / Dwelling Unit	2 / Dwelling Unit	2 / Dwelling Unit	2 / Dwelling Unit	2 / Dwelling Unit
Hotel & Inn	1 / Room & 1,100 sq.ft. Office and Dining Room	1 / Room & 1,100 sq.ft. Office and Dining Room	1 / Room & 1,100 sq.ft. Office and Dining Room	1 / Room & 1,100 sq.ft. Office and Dining Room	1 / Room & 1,100 sq.ft. Office and Dining Room	1 / Room & 1,100 sq.ft. Office and Dining Room
Residential Care	33 / Unit & .66 / Employee					
<b>Civic/Institutional</b>						
Assembly	1 / 5 Seats					
Transit Station	Per Zoning Administrator					
Hospital	20 / Bed & .66 / Employee					
Library / Museum / Post Office (no distribution)	1 / 600 sq. ft.					
Police & Fire	Per Zoning Administrator					
Post Office (distribution)	1 / 400 sq. ft.					
School: Pre K to Jr. High	1 / Classroom & 1 / 200 sq. ft. Office	1 / Classroom & 1 / 200 sq. ft. Office	1 / Classroom & 1 / 200 sq. ft. Office	1 / Classroom & 1 / 200 sq. ft. Office	1 / Classroom & 1 / 200 sq. ft. Office	1 / Classroom & 1 / 200 sq. ft. Office
School: High School, Higher Education	1 / Classroom, & 17 / Student					
<b>Retail</b>						
Neighborhood Retail	none	none	1 / 300 sq. ft.			
General Retail	1 / 300 sq. ft.					
Outdoor Sales Lot	not permitted	not permitted	1,200 sq. ft. of Sales Area with 1 / 10 Vehicle Display	1,200 sq. ft. of Sales Area with 1 / 10 Vehicle Display	1,200 sq. ft. of Sales Area with 1 / 10 Vehicle Display	1,200 sq. ft. of Sales Area with 1 / 10 Vehicle Display
<b>Service</b>						
Neighborhood Service	none	none	1 / 250 sq. ft.			
General Service	1 / 250 sq. ft.					
Eating & Drinking Establishments	1.0 / 3 seats + 10 number of employees	1.0 / 3 seats + 10 number of employees	1.0 / 3 seats + 10 number of employees	1.0 / 3 seats + 10 number of employees	1.0 / 3 seats + 10 number of employees	1.0 / 3 seats + 10 number of employees
Vehicle Services	not permitted	not permitted	2 / Service Bay & 1 / 200 sq.ft. of retail	2 / Service Bay & 1 / 200 sq.ft. of retail	2 / Service Bay & 1 / 200 sq.ft. of retail	2 / Service Bay & 1 / 200 sq.ft. of retail
<b>Office &amp; Industrial</b>						
Neighborhood, General Office	1 / 1,000 sq. ft.					
Craftsman Industrial	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space
<b>Open Space &amp; Recreation</b>						
Open Space & Recreation	Per Zoning Administrator					

Calibrated Code View

## 8.0 Parking

Use	Required Vehicular Spaces
<b>Residential</b>	
Single Family, all sizes, or Multifamily, 1 Bedroom	1 / Dwelling Unit
Multifamily, 2 Bedrooms	1.5 / Dwelling Unit
Multifamily, 3 or 3+ Bedrooms	2 / Dwelling Unit
Hotel & Inn	1 / Room & 1,100 sq.ft. Office and Dining Room
Residential Care	.33 / Unit & .66 / Employee
<b>Civic/Institutional</b>	
Assembly	1 / 5 Seats
Transit Station	Per Zoning Administrator
Hospital	20 / Bed & .66 / Employee
Library / Museum / Post Office (no distribution)	1 / 600 sq. ft.
Police & Fire	Per Zoning Administrator
Post Office (distribution)	1 / 400 sq. ft.
School: Pre K to Jr. High	1 / Classroom & 1 / 200 sq. ft. Office
School: High School, Higher Education	1 / Classroom, & 17 / Student
<b>Retail</b>	
Neighborhood Retail	1 / 300 sq. ft.
General Retail	1 / 300 sq. ft.
Outdoor Sales Lot	1,200 sq. ft. of Sales Area, with 1 / 10 Vehicle Display
<b>Service</b>	
Neighborhood Service	1 / 250 sq. ft.
General Service	1 / 250 sq. ft.
Eating & Drinking Establishments	1.0 / 3 seats + 10 number of employees
Vehicle Services	2 / Service Bay & 1 / 200 sq.ft. of retail
<b>Office &amp; Industrial</b>	
Neighborhood, General Office	1 / 1,000 sq. ft.
Craftsman Industrial	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space
<b>Open Space &amp; Recreation</b>	
Open Space & Recreation	Per Zoning Administrator

Removed all extra columns, leaving only the parking requirements for the Town Center.

Removed Single Family and Inn from table as we did not permit it in the Place Type.

### How to Use This Section

Parking for these Place Types should be handled somewhat differently than other areas of the City or County. With the mix of uses in each Place Type combined with access to multiple modes of travel, the need for extensive off-street parking should be alleviated to some degree. However, at least for the near future, most people in the Salt Lake region are still largely dependent on the automobile.

Optional, but...  
That said, this section is wholly OPTIONAL. Use of existing parking requirements would not negate the value of the form-based code, although it is highly recommended that lower parking requirements be considered and codified.

### The High Cost of Parking

Lower parking will aid in reducing the amounts of surface parking required in a location. Further, reductions in surface parking can result in more appealing, tighter knit areas, effectively reducing walking distances between buildings as well as increasing comfort and interest in an area.

Moreover, suburban parking requirements in these more compact areas can create a barrier to development. The cost of providing structured parking or significant area of land for surface parking may negate the ability to develop the parcel with the necessary number of units to support adjacent shops or transit. Parking requirements that are too high can, therefore, be a significant barrier to achieving the vision of a place.

### Other Existing Requirements

These parking requirements are intended to supplement any existing requirements within the City or County that is calibrating this code. Typically, general requirements such as how parking lots may be utilized

and parking lot design and dimensions can be referenced from the City or County's existing code.

### Recommended & Optional Items

This parking section should be calibrated to provide a reasonable set of requirements for the current environment, while looking towards the future of less dependence on the automobile.

Several sections are noted as optional, meaning these standards, or some version of them, are likely included in the City or County's existing codes, but a set is provided in case they are needed.

Recommended sections are those that are tailored to this Template code and a high level of consideration should be given to these sections.

Sections identified as "Consider" provide additional requirements not likely included in existing codes, yet still optional in this Template code.

### Optional: General Requirements

8.1.2 Applicability and 8.2.1 General Requirements for Parking are optional sections that may be removed if these types of requirements are included in your existing code.

### Recommended: Required Parking

A reasonable amount of required off-street parking spaces should be set for the utilized districts. Table 8.2(1) includes requirements that provide a baseline for most locations. Keep in mind these baseline requirements are set assuming the utilization of reductions and credits defined in subsequent sections.

## 8.0 Parking

### 8.1 General Requirements.

#### 1. Intent.

The following provisions are established to accomplish the following:

- (1) Ensure an appropriate level of vehicle parking, loading, and storage to support a variety of land uses.
- (2) Provide appropriate site design standards to mitigate the impacts of parking lots on adjacent land uses and zoning districts.
- (3) Provide specifications for vehicular site access.

#### 2. Applicability.

This section shall apply to all new development and changes in use or intensity of use for existing development, in any [Insert Form-Based District name(s) here].

- (1) Compliance. Compliance with the standards outlined shall be attained in the following circumstances:
  - (a) Development of all new parking facilities, loading facilities, and driveways.
  - (b) Improvements to existing parking facilities, loading facilities, and driveways, including reconfiguration, enlargement, or the addition of curbs, walkways, fencing, or landscape installation.
  - (c) Change in use requiring a change in the amount of parking.
- (2) Damage or Destruction. When a use that has been damaged or destroyed by fire, collapse, explosion, or other cause is reestablished, any associated off-street parking spaces or loading facilities must be reestablished based on the requirements of this section.
- (3) Site Plan Approval Required. Parking quantities and parking design and layout shall be approved through the Site Plan Approval process. Refer to 10.2.6 Site Plan Approval for more information.

### 8.2 Parking Requirements.

#### 1. General Requirements for Parking. [OPTIONAL]

Off-street parking spaces shall be provided in conformance with Tables 8.2 (1) Required Vehicular Parking and 8.2 (2) Bicycle Parking.

- (1) Required Accessible Parking. Parking facilities accessible for persons with disabilities shall be in compliance with or better than the standards detailed in the state Accessibility Code, including quantity, size, location, and accessibility.
- (2) Requirements for Unlisted Uses. Upon receiving a site plan approval, occupancy certificate, or other permit application for a use not specifically addressed in this section, the Zoning Administrator is authorized to apply off-street parking standards specified for the Use deemed most similar to the proposed Use. In instances where an equivalent may not be clearly determined, the Zoning Administrator may require the applicant to submit a parking study or other evidence that will help determine the

appropriate requirements.

- (3) Private Off-Premises Parking. Where private off-site parking facilities are approved, such facilities shall be in the same possession as the zoning lot occupied by the building or use to which the parking facilities are accessory
  - (a) Such possession may be either by deed or lease, guaranteeing availability of the parking commensurate with the use served by the parking.
  - (b) The agreement providing for the use of off-site parking, executed by the parties involved, shall be in a form approved by the City/County Attorney and filed with the Zoning Administrator.
  - (c) The deed or lease shall require the owner to maintain the required number of parking facilities for the duration of the use served or of the deed or lease, whichever shall terminate sooner.
  - (d) Location Parking. Any off-premise parking must be within 1,300 feet from the entrance of the use to the closest parking space measured along a dedicated pedestrian path.
- (5) Tandem Parking. Tandem parking is permitted with approval of the Zoning Administrator through the site plan review process.

#### 2. Required Vehicular and Bicycle Parking. [RECOMMENDED]

Tables 8.2 (1) and 8.2 (2) outline the required vehicular and bicycle parking requirements.

- (1) Organized by Use. The parking requirements are organized by use, in a similar fashion to Table 4.1 (1) Use Table in 4.0 Uses.
  - (a) Parking rates are provided for general use categories; these numbers are applicable for all of the uses within these categories.
  - (b) If a specific use requires a different parking rate than its use category, it is also listed in Tables 8.2 (1) and 8.2 (2) Required Vehicular and Bicycle Parking.
- (2) Vehicular Spaces Required. The vehicular spaces required column indicates the required off-street parking ratio, which may be subject to credits and other reductions and a maximum number, as are detailed in this section.
- (3) Maximum Allowable Vehicular Spaces. When a use requires more than 20 spaces, it is not permitted to provide greater than 10% over the minimum parking requirement.
  - (a) For those uses with no requirements, the maximum number of spaces required should be no more than the next level up of that use. For example, for Neighborhood Retail, the number of spaces should be no more than the requirements for General Retail.
- (4) Required Bicycle Parking. The Required Bicycle Parking Table 8.2 (2) indicates the minimum bicycle parking ratio for a given use.
- (5) Computation. Off-street parking spaces shall be calculated using the following information.
  - (a) Area Measurements. The following units of measurements shall be utilized to calculate parking requirements.

Use	Required Vehicular Spaces							
	Place Types							
	Metropolitan Center	Urban Center	Town Center	Station Community	Urban Neighborhood	Transit Neighborhood	Boulevard Community	Main Street Community
<b>Residential</b>								
Single Family, all sizes, or Multifamily, 1 Bedroom	none [or .5/Dwelling Unit]	none [or .5/Dwelling Unit]	1 / Dwelling Unit			1.5 / Dwelling Unit		
Multifamily, 2 Bedrooms	1 / Dwelling Unit	1 / Dwelling Unit	1.5 / Dwelling Unit			2 / Dwelling Unit		
Multifamily, 3 or 3+ Bedrooms	1.25 / Dwelling Unit	1.5 / Dwelling Unit	2 / Dwelling Unit			2 / Dwelling Unit		
Hotel & Inn	1 / Room & 1 / 300 sq.ft. Office and Dining Room	1 / Room & 1 / 200 sq.ft. Office and Dining Room	1 / Room & 1 / 200 sq.ft. Office and Dining Room			1 / Room & 1 / 200 sq.ft. Office and Dining Room		
Residential Care	0 / Unit & .66 / Employee	0 / Unit & .66 / Employee	.33 / Unit & .66 / Employee			.33 / Unit & .66 / Employee		
<b>Civic/Institutional</b>								
Assembly	1 / 6 Seats	1 / 6 Seats	1 / 5 Seats			1 / 4 Seats		
Transit Station	Per Zoning Administrator	Per Zoning Administrator	Per Zoning Administrator			Per Zoning Administrator		
Hospital	.10 / Bed & .50 / Employee	.20 / Bed & .66 / Employee	.20 / Bed & .66 / Employee			.20 / Bed & .66 / Employee		
Library / Museum / Post Office (no distribution)	1 / 600 sq. ft.	1 / 600 sq. ft.	1 / 600 sq. ft.			1 / 400 sq. ft.		
Police & Fire	Per Zoning Administrator	Per Zoning Administrator	Per Zoning Administrator			Per Zoning Administrator		
Post Office (distribution)	1 / 600 sq. ft.	1 / 600 sq. ft.	1 / 400 sq. ft.			1 / 400 sq. ft.		
School: Pre K to Jr. High	1 / Classroom & 1 / 300 sq. ft Office	1 / Classroom & 1 / 300 sq. ft Office	1 / Classroom & 1 / 200 sq. ft Office			1 / Classroom & 1 / 200 sq. ft Office		
School: High School, Higher Education	1 / Classroom, 1 / 300 sq. ft Office, & .10 / Student	1 / Classroom, 1 / 300 sq. ft Office, & .10 / Student	1 / Classroom, 1 / 200 sq. ft Office, & .17 / Student			1 / Classroom, 1 / 200 sq. ft Office, & .17 / Student		
<b>Retail</b>								
Neighborhood Retail	none	none	1 / 300 sf			1 / 300 sf		
General Retail	1 / 1000 sf	1 / 500 sf	1 / 300 sf			1 / 500 sf		
Outdoor Sales Lot	not permitted	not permitted	1 / 250 sq. ft. of Sales Area, with 1 / 10 Vehicle Display			1 / 250 sq. ft. of Sales Area, with 1 / 10 Vehicle Display		
<b>Service</b>								
Neighborhood Service	none	none	1 / 250 sf			1 / 250 sf		
General Service	1 / 500 sf	1 / 300 sf	1 / 250 sf			1 / 250 sf		
Eating & Drinking Establishments	1.0 / 4 seats + 1/3 number of employees	1.0 / 3 seats + 1/3 number of employees	1.0 / 3 seats + 1/3 number of employees			1.0 / 3 seats + 1/3 number of employees		
Vehicle Services	not permitted	not permitted	2 / Service Bay & 1 / 200 sq.ft of retail			2 / Service Bay & 1 / 200 sq.ft of retail		
<b>Office &amp; Industrial</b>								
Neighborhood, General Office	1 / 1000 sf	1 / 1000 sf	1 / 200 sf			1 / 300 sf		
Craftsman Industrial	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space			1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space		
<b>Open Space &amp; Recreation</b>								
Open Space & Recreation	Per Zoning Administrator	Per Zoning Administrator	Per Zoning Administrator			Per Zoning Administrator		

Table 8.2 (1). Required Off-Street Vehicular Parking.

**\* To Be Considered**

**Required Parking Table**

The parking requirements included in this table were derived from requirements in existing area codes combined with national trends. The requirements for the Metropolitan and Urban Centers are set fairly low. The requirements for all of the other Place Types are meant to be utilized with the reductions and credits provided in Sections 8.2 (3) and 8.2 (4).

In most places, unless parking requirements are removed from the equation as a whole, creating a quantifiable process for reducing the number of spaces seems to work best. For example, provision of on-street parking and public parking spaces provides a one to one replacement of an off-street on-site space. Less clear are the reductions based on transit proximity and a mix of uses, though these numbers are used nationally and can be adjusted over time.

Many comments to the Template Code suggested considering the allowance for no minimum parking requirements and letting the market set the appropriate number of spaces. This may be a very appropriate response to parking requirements. In the Metropolitan and Urban Centers, the requirements for neighborhood retail and services has been set to zero, assuming that many of the users will be residents or office workers in the area.

**Unbundling Parking**

In bustling locations, “unbundling” the parking from the units means each unit is sold without a space, but spaces are available for purchase. This allows the buyer to choose whether they pay for that space or not, and allows the developer to reduce the number of spaces based on expected market demand. “Unbundling” could be a zoning requirement for all units in the area as well. (Resource: www.

mitod.org for more information on parking requirements in TOD areas.

**Maximum Allowable Spaces**

Setting a maximum number of spaces over the required amounts (Section 8.2.2(3)) is consistent with most contemporary codes. Limiting the number of spaces over the required amount forces the issue of addressing those few times a year when more parking is required. Other options such as shuttles or shared parking agreements can address those specific times. The result of fewer surface parking spaces is usually a more appropriate choice.

One time situations where the required number of spaces per the code is inappropriate for, say, the number of employees, suggests a variance or specific situation to address the issue.

**How to Use this Section**

**Bicycle Parking**

The Bicycle Parking design section includes parameters for secured and covered bicycle parking as well as shower facilities to encourage and allow for increased bicycle use as a primary mode of transportation. These design requirements are also consistent with LEED for Neighborhood Development requirements, making it easier to achieve those credits in a particular development.

**Recommended & Optional Items**

**Recommended: Multiple Use Reductions & Parking Credits**

The required parking defined in Table 8.2 (1) is set to coordinate with City or County wide quantities. Reductions appropriate for these types of places are included in these two sections: Multiple Use Reductions and Parking Credits. Without these sections, no real savings will occur based on these locations. Consider utilization of some or all of these reductions and credits.

**★ To Be Considered**

**Required Bicycle Parking Spaces**

Typically in conventional zoning codes, bicycle parking is set as a percentage of required vehicular parking spaces. While initially this process worked well to set an appropriate number of bicycle spaces, with the reductions in vehicular parking and more reliance on bicycle traffic as a primary mode, bicycle parking should be set based on occupancy of the building, either by residents or square footage of space.

**Cooperative, Shared, or Mixed Use Parking**

Two methods of calculating parking reductions based on a mix of uses being incorporated into a single development site. The version included in this Template code is common to the Salt Lake Region. These quantities are compiled from the City of Salt Lake, Salt Lake County, and West Valley City's zoning codes.

An alternative method is simply to allow for an overall percentage reduction in the total number of parking spaces required by each category of use incorporated. Typically, a reduction of 25% is recommended for the incorporation of three clearly distinct and separate use categories (retail, office, residential) and a reduction of 10% for two clearly distinct categories (retail and residential).

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- (i) Dwelling Unit. Parking standards for residential buildings shall be computed using dwelling unit as the unit of measure, unless otherwise stated.
  - (ii) Gross Square Footage. Unless otherwise expressly stated, parking standards for non-residential Uses shall be computed on the basis of gross floor area in square feet.
  - (iii) Occupancy- or Capacity-Based Measurements. Parking spaces required per available seat or per employee, student, or occupant shall be based on the greatest number of persons on the largest shift, the maximum number of students enrolled, or the maximum fire-rated capacity, whichever measurement is applicable.
  - (iv) Bench Seating. For uses in which users occupy benches, pews, or other similar seating facilities, each 24 inches of such seating shall be counted as one seat.
- (b) Fractions. When computation of the number of required off-street parking spaces results in a fractional number, any result of 0.5 or more shall be rounded up to the next consecutive whole number. Any fractional result of less than 0.5 may be rounded down to the previous consecutive whole number.
  - (c) Multiple Uses on a Lot. When there are multiple uses on a lot, required spaces shall be calculated as an amount equal to the total requirements for all uses on the lot, unless the uses qualify for shared, cooperative, or other credits to reduce parking. (Refer to 8.2 (3) and 8.2 (4), below.)
- (b) Approval. In order to approve a shared parking arrangement, the Zoning Administrator must find, based on competent evidence provided by the applicant, that there is no substantial conflict in the principal operating hours of the uses for which the sharing of parking is proposed.
  - (c) Description of Uses with Weekday, Nighttime, and Sunday Peak Parking.
    - (i) The following uses are considered predominantly weekday uses: office and industrial uses and other similar uses as authorized by the Zoning Administrator.
    - (ii) The following uses are typically considered predominantly nighttime or Sunday uses: eating and drinking establishments, assembly uses, and other similar uses with peak activity at night or on Sundays, as authorized by the Zoning Administrator.
- (2) Cooperative Vehicular Parking. When two or more categories of non-single family residential uses share a parking lot and are located on the same lot or adjacent lots, the following applies:
    - (a) General Provisions. Cooperative parking will be approved in accordance with the following. Refer to Table 8.2 (3).
      - (i) For each applicable land use category, calculate the number of spaces required as if it were the only use. Refer to Table 8.2 (1).
      - (ii) Use the figures for each individual land use to calculate the number of spaces required for that use for each time period specified in Table 8.2 (3). This table establishes six time periods per use.
      - (iii) For each time period, add the number of spaces required for all applicable land uses to obtain a grand total for each of the six time periods.
      - (iv) Select the time period with the highest total parking requirement and use that as the total number of parking spaces required and use that as the total number of parking spaces required for the site on a share parking basis.
    - (b) Uses in Different Buildings. Through review of the site plan the Zoning Administrator may approve the cooperative agreement if any of the uses are not located in the same structure or building.
    - (c) Location of Cooperative Parking. Any cooperative parking must be within 660 feet from the entrance of the use to the closest parking space within the cooperative parking lot, measured along a dedicated pedestrian path.
    - (d) Off-Site Cooperative Parking Agreement. An agreement approved by the City/County Attorney providing for cooperative use of off-site parking spaces, executed by the parties involved, shall be reviewed by the Zoning Administrator during review of the site plan.
      - (i) Off-site cooperative parking arrangements shall continue in effect only as long as the agreement remains in force.

**3. Multiple Use Reductions. [RECOMMENDED]**

The following reductions may be taken for multiple non-residential uses.

- (1) Shared Vehicular Parking. An arrangement in which two or more non-residential uses with different peak parking demands use the same off-street parking spaces to meet their off-street parking requirements.
  - (a) General Provisions. Through review of the site plan the Zoning Administrator may permit up to 100% of the parking

Use	Bicycle Spaces
Multifamily	Minimum 2 spaces or .05 spaces / bedroom, whichever is greater
Civic/Institutional	Minimum 2 spaces, 1 / additional 10,000 sf
Retail	Minimum 2 spaces, 1 / additional 5,000 sf
Services	Minimum 2 spaces, 1 / additional 5,000 sf
Office	Minimum 2 spaces, 1 / additional 10,000 sf
Open Space	Per Zoning Administrator

Table 8.2 (2). Required Bicycle Parking.

- (ii) If the agreement is no longer in force, then parking must be provided as otherwise required in this section.

provide parking as otherwise required herein.

- (5) Other Parking Reductions. Additional reductions may be approved by the Zoning Administrator with the submittal of a parking study

**4. Parking Credits. [RECOMMENDED]**

Vehicular parking standards in Table 8.2 (1) may be reduced by achieving one or all of the following credits.

- (1) On-Street Parking Credit. For all non-residential uses, on-street parking spaces that meet the following shall be credited one for one against the parking requirement.
  - (a) Spaces shall be designated on-street parking available 24 hours of every day.
  - (b) On-street space must be located a minimum of 50% adjacent to the property line of the lot.
- (2) Public Parking Credit. For all non-residential uses, public parking spaces located within 660 feet of any property line may be credited against the parking requirement at a rate of one credit for every three public parking spaces.
- (3) Transit Credit. For all uses, vehicular parking requirements may be reduced with proximity to any commuter rail station or transit line with up to 15 minutes headways. Proximity is measured along a walking path from any point along the property line to the platform or transit stop.
  - (a) Within 400 feet. A reduction of 15% of the required off-street parking.
  - (b) Within 800 feet. A reduction of 10% of the required off-street parking.
- (4) Car-Share Parking Credit. The vehicular parking requirements can be reduced with the inclusion of car-share parking spaces as follows.
  - (a) Per each car-share parking space provided, required parking spaces shall be reduced by four spaces.
  - (b) Required parking spaces may be reduced up to 40%.
  - (c) Approval. Applicant must provide documentation of an agreement with a car-share company. If this agreement should terminate at any point, applicant shall be required to

Use Category	Weekdays			Weekends		
	Midnight-7:00 am	7:00 am-6:00 pm	6:00 pm-Midnight	Midnight-7:00 am	7:00 am-6:00 pm	6:00 pm-Midnight
Residential	100%	50%	80%	100%	80%	80%
Retail & Service	5%	100%	80%	5%	100%	60%
Hotel & Inn	100%	65%	100%	100%	65%	100%
Place of Worship	0%	30%	50%	0%	100%	75%
Eating & Drinking Establishment	50%	70%	100%	70%	60%	100%
Office	5%	100%	5%	5%	5%	5%
Theater / Entertainment	5%	30%	100%	5%	80%	100%

Table 8.2 (3). Cooperative or Shared Vehicular Parking Spaces.

**Recommended & Optional Items**

**Optional: Parking Design Standards**

Sample design sections have been included to compare with existing requirements and include as needed. Parking lot design parameters define reasonable sizes for acceptable parking lots and are likely close to standards in existing codes.

**★ To Be Considered**

**Pedestrian Access**

The pedestrian access design requirements are especially helpful in areas with the potential for larger parking lots, such as the Town Center Place Type.

**Parking Design & Imperviousness**

The design requirements included in this section should be compared to those in the existing City- or County-wide code. Some of the requirements included in the parking lot design are related to the aesthetics of the lot as well as the level of imperviousness. For example, disallowing striped islands helps to reduce the imperviousness while providing additional landscape area. Consideration should be given to avoid typical practices in parking lot layout that result in more pavement surface than is needed to accommodate parking and drive aisles.

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illustrating the reduction.

**8.3 Parking Design Standards.**

**1. Vehicular Off-Street Parking Lots. [OPTIONAL]**

The design or redesign of all off-street parking facilities shall be subject to the site plan approval procedure.

- (1) Vehicular Parking Space Dimensions. The appropriate dimensions for parking spaces are outlined in Table 8.3 (1) Parking Space Dimensions and Figure 8.3 (1) Parking Lot Layout.
  - (a) The width of a parking space shall be measured from the center of a stripe.
  - (b) Each space shall have a vertical clearance of at least seven feet.
- (2) Wheel Stops. Install wheel stops or bumper guards when parking is adjacent to a pedestrian pathway to limit vehicle overhang

- (3) Location of Parking. Refer to 5.0 Building Type Standards for information on the location of parking facilities.
- (4) Access. All off-street parking and loading facilities shall open directly onto an aisle, alley, or driveway designed to provide safe access to such facilities. Exceptions include:
  - (a) Tandem Parking. No more than two spaces may be included in a tandem parking spot, and the rear space must meet the access requirement.
  - (b) Parking Lifts. The lift exit shall meet the access requirement.
- (5) Edge of Lot and Drives. All curb and gutter shall be located a minimum of 3 feet from any adjacent property line or right-of-way.
- (6) Slopes. All parking and driveway or sidewalk access shall meet the requirements of the Utah Accessibility Code.
- (7) Landscape Screening. All parking areas shall meet the

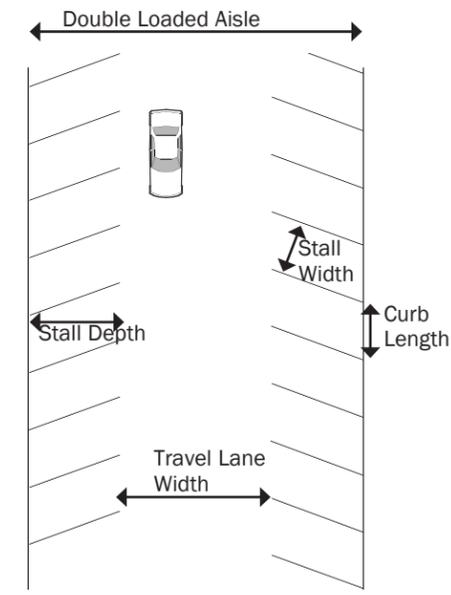


Figure 8.3 (1). Parking Lot Layout.

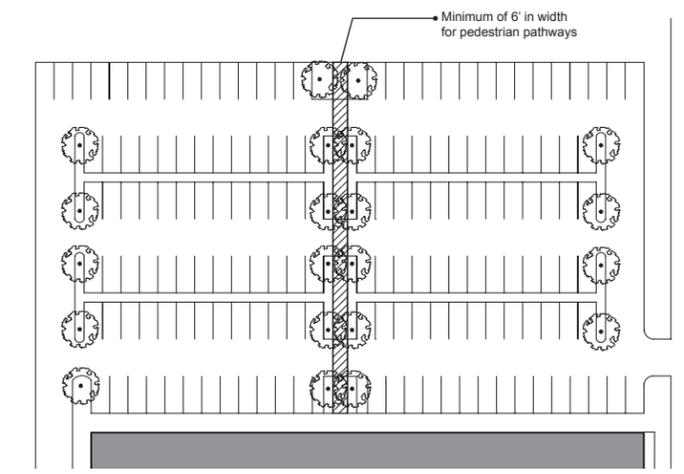


Figure 8.3 (2). Parking Lot Pedestrian Walkway.

Angle (degrees)	Curb Length (feet)	Stall Width (feet)	Stall Depth (feet)	Travel Lane Width: One-Way (feet)	Travel Lane Width: Two-Way (feet)
0	20	7	-	12	20
45	12	8.5	17	12	20
60	10	8.5	18	18	20
90	9	8.5	18 <sup>1</sup>	22	22

Note  
<sup>1</sup> Stall depth may be reduced 2' when stall directly abuts an interior parking lot median that includes an additional area beyond the minimum width outlined in 6.14.3, permitting the overhang of the adjacent parked vehicle's front bumper.

Table 8.3 (1). Parking Space Dimensions.

requirements of in 7.0 Landscape Standards.

- (8) Landscape Areas. Areas not used specifically for sidewalks, parking spaces, driving aisles, loading, or refuse shall not be paved. Areas striped with diagonal striped islands are not permitted.
- (9) Pavement Construction. All parking and driveways shall be constructed using asphalt, concrete, pavers, or other semi-pervious material approved by the Zoning Administrator. One of the following shall be met:
  - (a) Paving materials with a solar reflectance index (SRI) of at least 29.
  - (b) Pervious pavement material, such as permeable asphalt, permeable concrete, or permeable pavers.
  - (c) Recycled content of 15% or more.
- (10) Illumination. All off-street parking lots or parking structures shall provide a level of illumination at any point in the parking lot or structure not less than one foot-candle measured at the pavement. All lighting shall be shielded or otherwise optically controlled to provide glare-less illumination and limit trespass on adjacent properties.

**2. Pedestrian Access. [CONSIDER]**

All parking lots with two or more double-loaded aisles shall provide internal pedestrian pathway(s) within the parking area and outside of the parking drive aisle.

- (1) Dimension. The pathway shall be a minimum of six feet in width.
- (2) Quantity. One pathway is required for every three double loaded aisles.
- (3) Location. The pathway shall be centrally located within the parking area to serve a maximum number of parking stalls.
  - (a) Pathways shall provide direct connections to the principal structure(s) entrances from the spaces furthest from the entrance.
  - (b) At least one pathway shall provide a direct connection between adjacent vehicular rights-of-way and/or trails and the principal structure's entrance.
- (4) Pathway Delineation. Pedestrian pathways should be clearly marked with striping or through the use of alternative materials, such as pavers. Refer to Figure 8.3 (2).

**3. Bicycle Parking Design. [RECOMMENDED]**

Bicycle parking (refer to Table 8.2 (2) Required Bicycle Parking for quantity required) shall be designed and located as follows.

- (1) Dimensions.
  - (a) Required bicycle parking spaces shall have minimum dimensions of two feet in width and six feet in length.
  - (b) An aisle a minimum of five feet wide shall be provided behind bicycle parking facilities to allow for maneuvering.
  - (c) A minimum of two feet shall be provided beside each parked bicycle to allow access. This access may be shared by adjacent bicycles.

- (d) Racks shall be installed a minimum of two feet from any wall or other obstruction.
- (2) Location. Bicycle parking should be located within 50 feet of the entrance of the use.
  - (a) Indoor or outdoor spaces are permitted, provided they are located on the lot with which they are associated.
  - (b) Spaces located within individual dwelling units may not be counted toward bicycle parking requirements.
  - (c) Bicycle parking facilities shall be separated from vehicular parking areas to protect parked bicycles from damage. The separation may be accomplished through grade separation, distance or physical barrier, such as curbs, wheel stops, poles or other similar features.
- (3) Racks and Structures. Racks and structures shall be provided for each unprotected parking space, and shall be designed to accommodate both chain and U-shaped locking devices supporting the bicycle frame at two points.
- (4) Bicycle Storage. In multifamily or office uses bicycle storage shall be lockable and enclosed.
- (5) Surface. The parking surface shall be designed and maintained to be mud and dust free. The use of rock or gravel areas for bicycle parking is permitted provided that edging materials, so that the bicycle parking area is clearly demarcated and the rock material is contained.
- (6) Signage. If required bicycle parking for public use is not visible from the street, signs must be posted indicating their location.
- (7) Maintenance and Lighting. Areas used for required bicycle parking must be well-lit with acceptable drainage to be reasonably free of mud and standing water. Accessory off-street parking for bicycles shall include provision for secure storage of bicycles. Such facilities shall provide lockable enclosed lockers or racks or equivalent structures in or upon which a bicycle may be locked by the user.
- (8) Shower Facilities. Office and manufacturing uses with more than 50 employees shall provide shower and changing room facilities.
- (9) Long Term Parking. For multifamily residential uses, half of the bicycle parking spaces should be provided as long term parking, safe and secure from vandalism and theft, and protected from the elements.

**Recommended & Optional Items**

**Optional: Loading Requirements**

The loading requirements included in this section are likely similar to those included in existing codes. The differentiation between loading in a form-based district and that of a conventional zoning district is permitted location. Permitted location of loading areas in this Template code is defined by 5.3 Building Types.

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**8.4 Loading Requirements. [OPTIONAL]**

**1. General Requirements.**

All loading facilities shall adhere to the following requirements, unless otherwise approved during Site Plan Approval (refer to Section 10.2.6).

- (1) Use of Off-Street Loading Areas. Space allocated to any off-street loading use shall not be used to satisfy the space requirements for any off-street parking facilities or portions thereof.
- (2) Location. Unless otherwise specified, all required loading facilities shall be located on the same lot as the use to be served. No loading space shall block or project into a street, alley, access drive, or parking area.
- (3) Building Frontage. Loading facilities shall be located per 5.0 Building Type requirements.
- (3) Access. Loading facilities shall have clear access onto an alley or be connected to an alley or street via a driveway.
  - (a) Direct access to a public way, other than an alley, is prohibited.
  - (b) Each required off-street loading space shall be designed with appropriate means of vehicular access to a street or alley in a manner which will least interfere with traffic movement.

**2. Loading Requirements.**

All uses except in the residential and lodging, open space, and civic and institutional categories shall provide off-street loading spaces in compliance with Table 8.4 (1) Required Loading Facilities.

**3. Computation.**

Loading facilities shall be calculated using the following information.

- (1) Gross Square Footage. Unless otherwise expressly stated, loading standards for non-residential buildings shall be computed on the basis of gross floor area in square feet.
- (2) Fractions. When computation of the number of required off-street loading spaces results in a fractional number, any result of 0.5 or more shall be rounded up to the next consecutive whole number. Any fractional result of less than 0.5 may be rounded down to the

previous consecutive whole number.

- (3) Shared or Central Loading Facilities. Shared or central loading facilities are permitted if the following conditions are met.
  - (a) Each zoning lot served shall have direct access to the central loading area without crossing streets or alleys.
  - (b) Total off-street loading spaces provided shall meet the minimum requirements herein specified, based on the sum of the several types of uses served unless reviewed and approved by the Zoning Administrator through site plan review.
  - (c) No zoning lot served shall be more than 500 feet from the central loading area.

**4. Dimensions.**

A standard off-street loading space shall be a minimum of ten feet in width by 26 feet in length and an oversized loading space shall be a minimum of 12 in width and 40 feet in length, exclusive of aisle and maneuvering space and shall have a minimum vertical clearance of 15 feet.

**5. Pavement Materials.**

Refer to in the [City/County Code] for details. One of the following shall also be met.

- (1) Paving materials with a solar reflectance index (SRI) of at least 29.
- (2) Pervious pavement.
- (3) Recycled content of 15% or more.

Gross Floor Area (sq. ft.)	Loading Spaces Required
Under 5,000	0
5,000 to 20,000	1
20,001 to 40,000	2
40,001 to 70,000	3
70,001 to 100,000	4
100,001+	4 + 1 for each 100,000 over 100,001

Table 8.4 (1). Required Loading Facilities.

**8.5 Site Access and Driveways. [RECOMMENDED]**

**1. General Requirements.**

These standards shall supplement the provisions for access provided in 5.0 Building Type Standards. Each driveway providing site access from a street, alley, or other vehicular right-of-way shall be designed, constructed, and permanently maintained as follows.

**2. Quantity of Driveways.**

The number of driveways permitted for each Building Type is located in 5.0 Building Type Standards.

**3. Dimensions and Design.**

- (1) Driveway Width at Property Line. All driveways shall have a maximum width of 22 feet as measured at the property line (Figure 8.5 (1) Driveway Width) except as stated below.
  - (a) Residential Building Types. Driveways constructed in residential districts shall have a maximum width of 11 feet when crossing the front or corner property line.
  - (c) Maximum width for one-way driveways is 12 feet at the property line.
- (2) Maximum Width. When a garage door is located on the front facade of the structure, the driveway shall be no more than two feet wider than the garage door at any location.

- (3) Shared Access. When possible, adjacent developments should share points of access to minimize impervious surface.
  - (a) Shared Driveway Width. When access is shared between three or more non-residential users, a dedicated turn lane may be constructed, allowing an increase in the maximum driveway width from 22 feet to 32 feet provided that:
    - (i) A traffic impact study states its necessity.
    - (ii) Access must be onto a Connector (refer to 2.7), Avenue (refer to 2.8), or Boulevard (refer to 2.9).
- (4) Sidewalk Pavement. Sidewalk pavement elevation, width, design, scoring, material, and design shall extend continuously over the driveway pavement with the intent of prioritizing the sidewalk path over the driveway. If the driveway and sidewalk are of the same material, the sidewalk path shall be scored or designated linearly over the driveway.

**4. Location.**

Specific location information can be found in 5.0 Building Type Standards. Refer to Figure 8.5 (1)

- (1) Driveways accessing rear yard garages are permitted within the side or rear yard setback, no closer than two feet from a side or rear property line, unless the driveway is shared. .
- (2) Driveways shall not be closer than 25 feet from the intersection of two streets (corner), unless otherwise stated in 5.0 Building Type Standards.

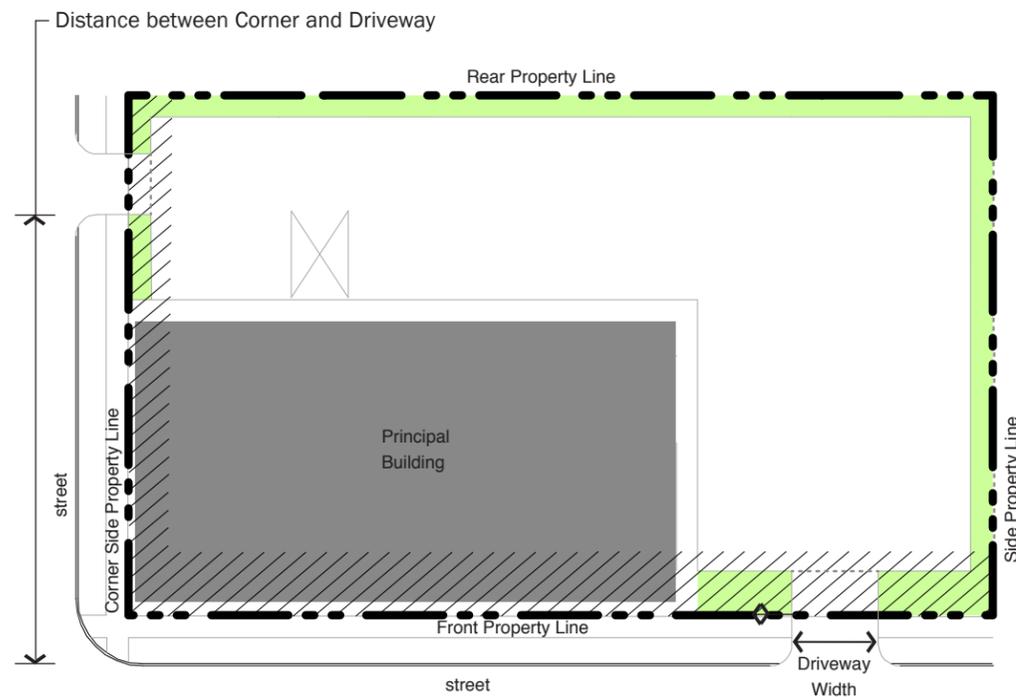


Figure 8.5 (1). Driveway Width and Location.

**Recommended & Optional Items**

**Recommended: Site Access & Driveways**

Some of the requirements of this section may or may not be included in existing codes. However, limiting driveway widths is paramount to these places, so ensuring that driveways are addressed in the code is necessary. The standards included

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## 9.0 Sign Types

### How to Use This Section

Signage within all of the Place Types should be mainly oriented to the pedestrian. Typically, any City or County will have a relatively comprehensive set of signage requirements. The sign requirements in this section are organized and illustrated by Sign Types, similar to the Building Types, Street Types, and Open Space Types in other sections.

As long as the appropriate sign types are accommodated in an existing code, this section is wholly OPTIONAL. If incorporation of this section is not chosen, use this section for comparison with your existing code, paying special attention to the types of signs permitted and their scale.

Otherwise, supplement existing signage with this section, specifically for the Place Type. Reference existing general signage requirements, sign permit processes, and sections on prohibited, temporary, and exempt signs.

### Recommended & Optional Items

Several sections are noted as optional, meaning these standards, or some version of them, are likely included in the City or County's existing codes, but a set is provided in case they are needed. In general, use these optional sections to provide references to existing codes.

Recommended sections are those that are tailored to this Template code and a high level of consideration should be given to these sections.

Sections identified as "Consider" provide additional requirements not likely included in existing codes, yet still optional in this Template code.

#### Optional: General Requirements

9.1. General Requirements are optional sections that may be removed if these types of requirements are included in your existing code. Consider whether to include reference to the existing code as noted in Sections 9.1.4 and 9.1.5.

## 9.0 Sign Types

### 9.1 General Requirements. [OPTIONAL]

#### 1. Intent.

This section seeks to enhance the economy and aesthetic appeal of the [Place Type name] through the reasonable, orderly, safe, and effective display of signage.

#### 2. Applicability.

These standards shall apply to signage in all Core, General, and Edge zoning districts for non-residential uses only.

#### 3. General Compliance.

Compliance with the regulations outlined shall be attained under the following situations.

- (1) Newly Constructed or Reconstructed Signage. All new signs and structural improvements to existing signs.
- (2) Change in Use for Single Business Signage. For signage serving one business, whenever the existing Use is changed to a new use resulting in a change in signage, including rewording.
- (3) Multiple-Business Signage. For signage serving multiple businesses, whenever 50% or more of the existing uses are changed to new uses resulting in a change in signage, including rewording.
- (4) Damage or Destruction. When a sign has been damaged or destroyed by fire, collapse, explosion or other cause and the cost of restoration is greater than 50% of the replacement value at the time of the destruction or damage, the replacement sign shall comply with the standards in this article.

#### 4. Prohibited, Temporary, Exempt Signage

Refer to [City/County's Code] for information on Prohibited, Temporary, and Exempt Signs.

#### 5. Sign Permit Process.

Refer to [City/County's Code] for information on the Sign Permit Process.

#### 6. Sign Location.

Unless otherwise specified, signs shall only be located within the boundaries of the lot and not in the right-of-way or on public property.

- (1) Certain Sign types may extend beyond a property line into the right-of-way or public property with permission from the City and in accordance with the regulations outlined in this section.
- (2) No sign shall be attached to a utility pole, tree, standpipe, gutter, or drain.
- (3) Signs shall be erected so as to permit free ingress to or egress from any door, window, the roof, or any other exit-way required by the building code or by fire department regulations.

- (4) No Sign shall be erected or maintained in such a manner as to obstruct free and clear vision of, interfere with, or be confused with any authorized traffic sign, signal, or device.

#### 7. Illumination.

All signs shall be illuminated according to the following provisions unless otherwise stated.

- (1) Signs shall be illuminated only by steady, stationary light sources directed solely at the Sign or internal to it, except as permitted for Electronic Message Boards.
- (2) Individual letters or logos may be internally illuminated as permitted per each sign type; no other portion of the sign shall be internally illuminated, except as permitted for Electronic Message Boards or unless otherwise stated.
- (3) When an external artificial light source is used to illuminate a Sign, the lamp (or bulb) shall be located, shielded, and directed so as to not be visible from any public street or private residence.
  - (a) No receptacle or device housing a permitted light source which is attached to the sign itself shall extend more than 18 inches from the face of the Sign.
  - (b) If ground lighting is used to illuminate a sign, the receptacle or device should not extend more than 12 inches above ground and must be fully screened and housed.
- (4) The illumination of any sign, resulting from any internal or external artificial light source, shall not exceed 250 nits at the Sign face during the day and 125 nits at the Sign face after sunset, with no light trespass onto adjacent property.
  - (a) Signs located within Core Districts are exempt from this standard.

#### 8. Construction, Design, and Maintenance Standards.

All signs shall meet the construction, design standards, and maintenance requirements of the City's Building Code.

#### 9. Computation.

The following standards generally apply to computing the area of signs by type and by building lot. Refer to the Sign Types 9.3-9.11 for more information.

- (1) Exempt and temporary signs are not included in the maximum signage area calculations, unless otherwise specified.
- (2) Height for freestanding signs is measured from the average grade at the front property line to the top of the sign, sign cabinet, or cap, whichever is highest.
- (3) For the purposes of determining area, lot width or frontage is measured along the front property line.
  - (a) If the lot is a corner lot, the width shall be measured along the front yard.
  - (b) Building frontage is the width of the front facade of a building.

**9.2 Sign Types. [RECOMMENDED]**

**1. Sign Type Requirements.**

The following pertain to specific sign types detailed in this section.

- (1) Permitted Quantity of Signage by District. Table 9.2 (1) details the maximum permitted amount of signage on a lot within each district. Refer to 3.0 Establishment of Districts for more information on each district.
- (b) Window Signs. Window Signs shall not count towards a lot's maximum permitted amount of signage. Refer to 9.9 Window Signs.
- (c) Signs Located on Parking Lots. One sign is permitted in addition to the maximum Signage quantities detailed in Table 9.2 (1) provided the following.
  - (1) Permitted Sign Types are a wall, projecting, or awning sign.
  - (2) Maximum sign area is 30 square feet.
  - (3) Permitted location is either the side or rear facade along a parking lot;

- (d) Through Lots. In addition to the maximum amount of signage permitted per lot, through lots may incorporate an additional 30 square feet of signage permitted for the Lot located in either the rear yard or along the rear facade.
- (2) Exempt/Temporary Signs. Table 9.2 (1) does not apply to exempt or temporary signs unless otherwise specified.
- (3) Iconic Sign Elements. Iconic Sign Elements of three dimensional symbols or logos are permitted under the following conditions.
  - (a) Symbol or Logo Size. The symbol may not be larger than four feet in any direction, included in overall sign area and the surface area counts towards the Maximum Permitted Quantity of Signage per Lot.
  - (b) No moving parts or external illumination of the symbol may be provided.
  - (c) Text. The text component of the may not be more than 30% of the overall area of the sign.

Place Type	Maximum Permitted Quantity of Signage Per Lot		
	Core Districts	General Districts	Edge Districts
Metropolitan Center	3 square feet per 1 linear foot of lot width with a maximum of 150 square feet	2 square feet per 1 linear foot of lot width with a maximum of 150 square feet	No signage permitted
Urban Center	3 square feet per 1 linear foot of lot width with a maximum of 150 square feet	2 square feet per 1 linear foot of lot width with a maximum of 150 square feet	Edge A Only: 2 square feet per 1 linear foot of lot width with a maximum of 150 square feet
Town Center	2 square feet per 1 linear foot of lot width with a maximum of 200 square feet. An additional 40 square feet per additional tenant over 3 tenants permitted	1.5 square feet per 1 linear foot of lot width with a maximum of 200 square feet	No signage permitted
Station Community	3 square feet per 1 linear foot of lot width with a maximum of 150 square feet	1.5 square feet per 1 linear foot of lot width with a maximum of 200 square feet	No signage permitted
Urban Neighborhood	3 square feet per 1 linear foot of lot width with a maximum of 150 square feet	2 square feet per 1 linear foot of lot width with a maximum of 150 square feet	Edge A Only: 2 square feet per 1 linear foot of lot width with a maximum of 150 square feet
Transit Neighborhood	3 square feet per 1 linear foot of lot width with a maximum of 150 square feet	2 square feet per 1 linear foot of lot width with a maximum of 150 square feet	No signage permitted
Boulevard Community	2 square feet per 1 linear foot of lot width with a maximum of 200 square feet.	1.5 square feet per 1 linear foot of lot width with a maximum of 200 square feet	No signage permitted
Main Street Community	3 square feet per 1 linear foot of lot width with a maximum of 150 square feet	2 square feet per 1 linear foot of lot width with a maximum of 150 square feet	No signage permitted

Table 9.2 (1). Permitted Quantity of Signage by Place Type & District.

**Recommended & Optional Items**

**Recommended: Sign Type Requirements**

Regardless whether the entire Sign Types section is utilized, a limitation on the number of signs is recommended for all of the Place Types. Table 9.2 (1) defines recommended limits on the total quantities of signs within each Place Type by District. The table allows a larger quantity of signage in the Core Districts than in the General Districts.

**\* To Be Considered Electronic Message Board Standards**

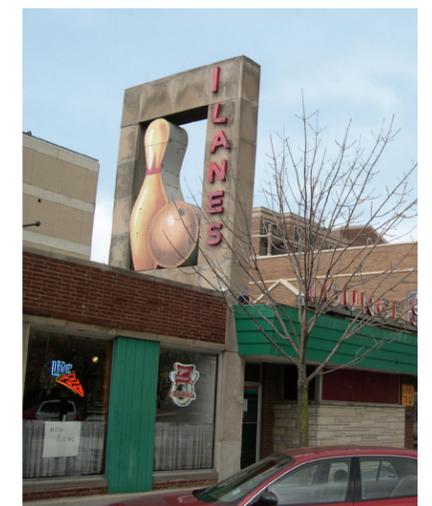
Electronic message board are generally not considered appropriate for pedestrian oriented locations. However, the context of the Place Type may warrant permitting these boards on specific sign types with some limitations. The following standards could be applied to the Projecting Marquee sign and the Monument sign if permitted within the Place Type:

- (1) Location. The animated face of an electronic sign shall be a minimum of 250 feet away from any residential dwelling units and shall be arranged to prevent direct glare onto any adjacent properties.
- (2) Quantity. Only one Electronic Message Board is permitted per lot, business, or commercial center. If the business exists on multiple lots, only one Electronic Message Board is permitted overall. For retail, office, or mixed use commercial centers with multiple businesses on one lot, only one Electronic Message Board is permitted.
- (3) Static Images Only. The animated display shall display static images only. Sign content and messages shall not consist of video and shall not move, blink, animate, flash, or behave in any other way which constitutes or implies motion.
- (4) Transitions. There shall be no animation, traveling, scrolling, fades, or dissolves between displayed messages. Transitions between content and messages shall be instantaneous.
- (5) Length of Display. Electronic multiple message signs are permitted to change their message no more than once every 10 seconds, with the following exception:
  - (a) Signs devoted solely to displaying time and temperature are permitted to change their message no more

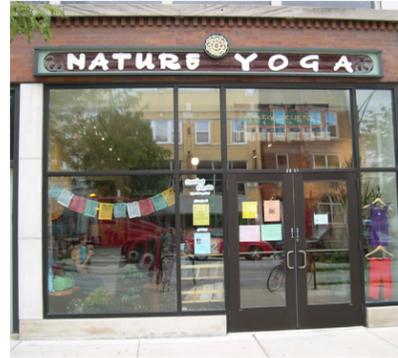
- than once every five seconds.
- (6) Sound. No sounds are permitted.
- (7) Automatic Dimming. Electronic multiple message signs shall be equipped with light sensing devices or a scheduled dimming timer which automatically dims the intensity of the light emitted by the sign during ambient low-light and nighttime (dusk to dawn) conditions. The signs shall not exceed 150 nits of intensity as measured at the sign surface during nighttime and low-light conditions and 500 nits during daytime hours.

**Iconic Sign Elements**

Iconic Sign Elements can give character to distinctive Place Types, especially when utilized as part of a Roof Sign. The dimensions provided in this section of the Code are fairly limited, so a wider range may be appropriate, perhaps permitted with some form of special approval.



Iconic Sign



Wall Sign

### Calibrating

#### Wall Sign

Wall signs are historically the most common type of sign applied to mixed use storefront type buildings. No maximum has been applied to these signs; however, they are limited to those portions of the building facades not containing windows or architectural features. As the Building Types require a certain distribution of windows, limitations on floor to floor heights, and expression lines defining the ground story on street facades, the locations of wall signs will be limited.

#### Murals

Within Sign Types, murals are considered a type of Wall Sign, though they are not permitted on the front facade of the building. Additionally, in the Template Code, murals are subject to the overall quantity limitations of the district per lot. Exceptions may need to be made for larger murals on side or rear facades, if appropriate.



Mural Wall Sign on side facade

## 9.0 Sign Types

### 9.3 Wall Sign.

#### 1. Description.

Wall Signs, also known as flat or band signs, are mounted directly to the building face to which the sign is parallel. Refer to Figures 9.3 (1) and 9.3 (2).

#### 2. General Requirements.

Wall Signs shall be developed according to the standards in Table 9.3 (1).

- (1) Building Openings. Wall Signs shall not cover windows or other building openings.
- (2) Architectural Features. Wall Signs shall not cover architectural building features.
- (3) Murals. Murals, a type of Wall Sign painted onto the building face displaying the business name or activity, are prohibited on front facades.

#### 3. Computation.

The area of a Wall Sign is calculated using the following information.

- (1) Wall Signs. Area is calculated by drawing the smallest possible square or rectangle around the largest letters and/or elements, as is illustrated in Figure 9.3 (2).
  - (a) Area Credit. All areas that utilize individual alphanumeric characters or logos (including only those using wood, wood substitute, metal, or masonry) may use a total area of 90% of the calculation as outlined above.
- (2) Mural Sign. Area is calculated by measuring the area of the smallest square or rectangle that can be drawn around all of the sign elements, including any painted background.

### Wall Sign Requirements

Permitted Districts	All districts
Sign Area	No maximum area for sign type; Refer to Table 9.2 (1) for maximum per lot
Height	2' maximum letter or element height
Location on the Building or Site	Permitted on all facades
Placement on the Building or Site	1' maximum projection from building face
Quantity	1 per tenant per public ROW frontage; 1 per tenant per side or rear facade on a parking lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal, masonry & neon glass; Plastic & synthetics permitted only as separate alphanumeric characters or logos

Table 9.3 (1). Wall Sign Requirements.

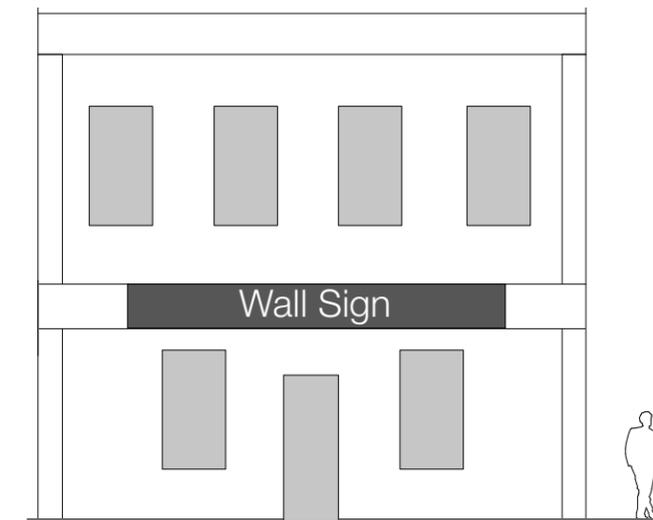


Figure 9.3 (1). Wall Sign.



Figure 9.3 (2). Measuring Wall Signs.

### 9.4 Projecting Sign.

#### 1. Description.

A Projecting Sign is attached to and projects from a building face or hangs from a support structure attached to the building face. Sign faces are typically perpendicular to the building face, but may be at an angle greater than 45 degrees from the facade. The sign may be vertically or horizontally oriented. Refer to Figure 9.4 (1).

#### 2. General Requirements.

Projecting Signs shall be developed according to the standards in Table 9.4 (1).

#### 3. Computation.

The area of a Projecting Sign is equal to the area of one of the sign's faces.

Projecting Sign Requirements	
Permitted Districts	All non-residential districts
Sign Area	No maximum area for sign type; Refer to Table 9.2 (1) for maximum per lot
Height	8' maximum sign length, 8' minimum clearance to walk required
Location on the Building or Site	Permitted on all facades; Sign and structural supports shall not extend above the eave or parapet
Placement on the Building or Site	Shall not project closer than 3' from back of curb
Quantity	1 per tenant per public ROW frontage; 1 per tenant per side or rear facade on a parking lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal, masonry & neon glass; Plastic & synthetics permitted only as separate alphanumeric characters or logos

Table 9.4 (1). Projecting Sign Requirements.

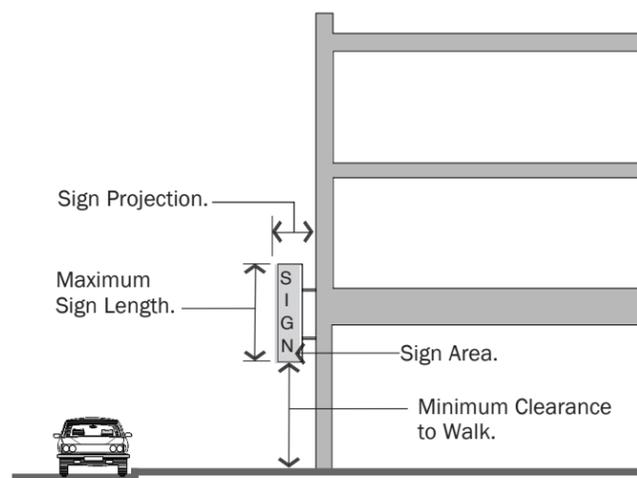


Figure 9.4 (1). Projecting Sign.

### Calibrating

#### Projecting Sign

The Template Code is written with no maximum area for this sign type. This means it allows a wide range of Projecting Sign Types, from larger signs visible from a block away to small scale pedestrian signs experienced as you walk down a sidewalk, though limited by the overall quantity permitted by Table 9.2 (1).

Depending on the desired or existing character of the Place Type, it may be appropriate to limit the maximum area of this sign type to smaller scaled pedestrian signs. This reduces the overall scale of the area, while also limiting the structures needed to accommodate larger projecting signs. A maximum size of in any direction of 2.5 feet is appropriate for pedestrian scaled projecting signs, inclusive of mounting brackets.



Projecting Sign

#### Backlit Box Signs

Note that within all of the Sign Types plastic and synthetic materials are permitted only with separate alphanumeric characters. Also, internal illumination is limited to individual alphanumeric characters. These requirements are written specifically to prohibit the use of the backlit sign box, an internally illuminated box with plastic panel, printed signage. These types of signs have typically been found unacceptable during Image Preference Surveying.



Backlit Box Sign



Projecting Marquee Sign with changeable copy.

### Calibrating

#### Optional: Projecting Marquee Sign

The Projecting Marquee Sign is written as a separate sign from the Projecting Sign to allow larger scaled, multi-faced signs projecting from the facade of the building. Typically, Projecting Marquee Signs are limited to such uses as theaters, and auditoriums.

Alternatively, the Projecting Marquee Sign could be permitted through a special use process.

Changeable copy should be permitted on this sign type. Consider permitting Electronic Message Boards. If permitted, revise 9.5.2 (1) to read as follows:

- (1) Electronic Message and Manually Changeable Copy Boards. Electronic Message Boards (EMBs), including such components as light-emitting diodes (LEDs), and Manually Changeable Copy Boards are permitted on Projecting Marquee Signs in the Core and General Districts by right, provided the following conditions are met:
  - (a) The area of the boards cannot equal greater than 30% of the area of the sign face on which it is located or 32 square feet, whichever is less.
  - (b) One sign of any type containing a board of either type is permitted per lot.

## 9.0 Sign Types

### 9.5 Projecting Marquee Sign. [OPTIONAL]

#### 1. Description.

A Projecting Marquee Sign is a projecting sign designed to have manually changeable copy and two to three sign faces. Refer to Figure 9.5 (1).

#### 2. General Requirements.

Projecting Marquee Signs shall be developed according to the standards in this section and Table 9.5 (1).

- (1) Manually Changeable Copy Boards. Manually Changeable Copy Boards are permitted on Projecting Marquee Signs in the Core Districts by right, provided the following conditions are met:
  - (a) The area of the boards cannot equal greater than 30% of the area of the sign face on which it is located or 32 square feet, whichever is less.
  - (b) One sign of any type containing a Manually Changeable Copy Board is permitted per lot.

#### 3. Computation.

The sign area is calculated by combining the area of all exposed sign faces and the cabinet or structure surrounding them.

### Projecting Marquee Sign Requirements

Permitted Districts	Core and General Districts, limited to Assembly Uses or Theater Uses per 4.0 Uses.
Sign Area	No maximum area for sign type; minimum two faces per sign. Refer to Table 9.2 (1) for maximum per lot
Height	8' minimum clearance to walk required
Location on the Building or Site	Front & corner side facades only
Placement on the Building or Site	Maximum projection from building is 6'; Shall not project closer than 1' from back of curb
Quantity	1 per lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal, masonry & neon glass; Plastic & synthetics permitted only on Sign face; [Electronic Message and] Manually Changeable Copy Boards permitted with conditions <sup>1</sup>

Table 9.5 (1). Projecting Marquee Sign Requirements.

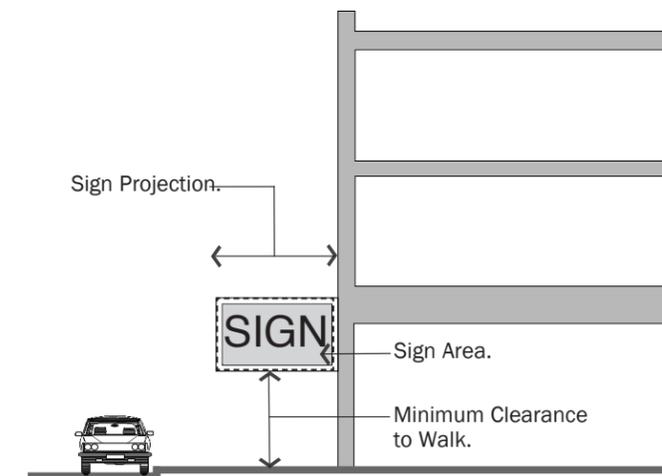


Figure 9.5 (1). Projecting Marquee Sign.

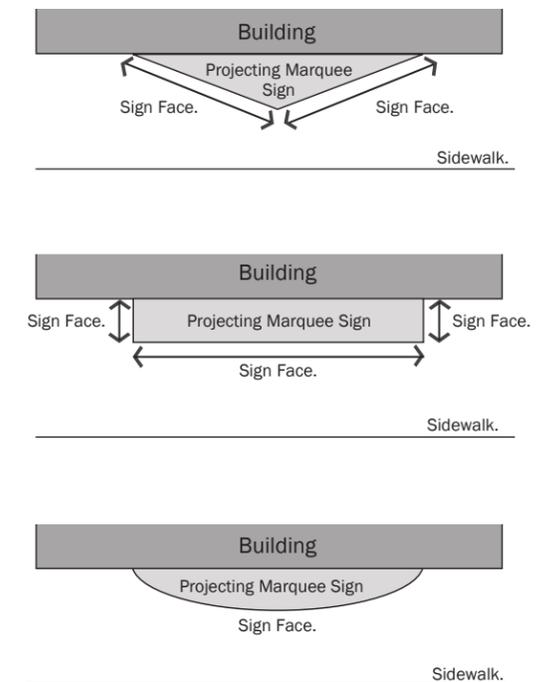


Figure 9.5 (2). Projecting Marquee Sign Plan.

### 9.6 Awning Sign.

#### 1. Description.

A sign that is mounted, painted, or otherwise applied on or attached to an awning or canopy. Refer to Figures 9.6 (1) and 9.6 (2).

#### 2. General Requirements.

Awning Signs shall be developed according to the standards in Table 9.6 (1).

#### 3. Computation.

The area of an Awning Sign is calculated by drawing the smallest possible square or rectangle around the largest letters and/or elements of the sign portion of the awning, as is illustrated in Figure 9.6 (2).

Awning Sign Requirements	
Permitted Districts	All districts
Sign Area	Up to 50% of the awning may be used for Signage; Refer to Table 9.2 (1) for maximum per lot
Height	8' minimum clearance to walk required
Location on the Building or Site	Permitted on all facades
Placement on the Building or Site	Maximum projection from building is 6'; Shall not project closer than 2' from back of curb; Shall not block any window, door, or the building roof.
Quantity	1 per tenant per street frontage; 1 per tenant per side or rear facade on a parking lot
Internal Illumination	Not permitted
Materials	Cloth, canvas, metal, or wood; All supports shall be made of metal or wood

Table 9.6 (1). Awning Sign Requirements.

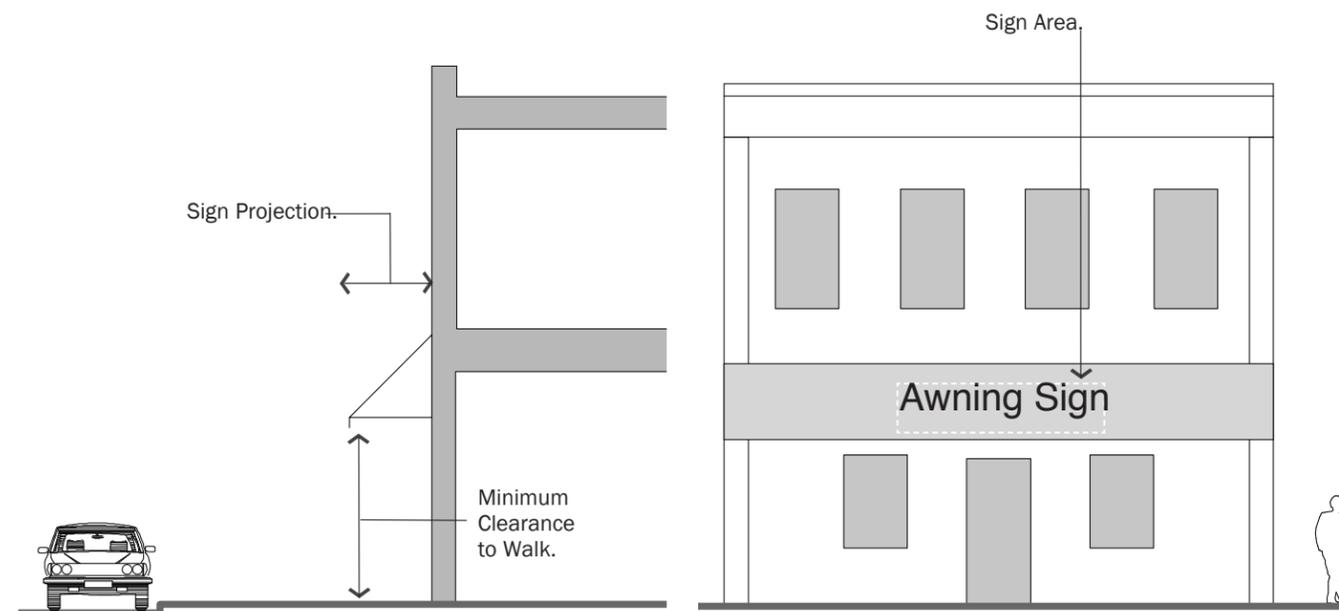


Figure 9.6 (1). Awning Sign.

Figure 9.6 (2). Measuring Awning Signs.

### Calibrating Sign Types

#### Awning Sign

The Awning is a common Sign Type and desirable in all locations. The amount of sign is limited as a percentage of the actual awning and then is limited to one awning per street frontage or side or rear facade.



Awning Sign

### Calibrating Sign

#### Canopy-Mounted Sign

The Canopy Mounted Sign is a smaller version of the Roof Mounted Sign, intended for use on a canopy not located at the top of a building.

The scale of the Canopy Mounted Sign is limited to no more than two feet in height, maintaining a fairly small scale. Alternatively, this sign could be combined with the Roof Sign to allow larger signage on any canopy or roof structure on the building.



Canopy-Mounted Sign

## 9.0 Sign Types

### 9.7 Canopy-Mounted Sign.

#### 1. Description.

A sign with individual alphanumeric characters and/or logos that is mounted on top of a permanent canopy. Refer to Figures 9.7 (1) and 9.7 (2).

#### 2. General Requirements.

Canopy-Mounted Signs shall be developed according to the standards in Table 9.7 (1).

#### 3. Computation.

The area of a Canopy-Mounted Sign is calculated by drawing the smallest possible square or rectangle around the largest letters and/or elements of the sign portion of the Canopy-Mounted Roof Sign, as is illustrated in Figure 9.7 (2).

### Canopy-Mounted Sign Requirements

Permitted Districts	All districts
Sign Area	No maximum area for sign type; Refer to Table 9.2 (1) for maximum per lot
Height	2' maximum letter or element height; Cannot project more than 2' above roof line of canopy
Location on the Building or Site	Permitted on all facades; not intended for the principal roof of the building
Placement on the Building or Site	Shall not project beyond the front edge of the canopy; Shall not block any window, door, or the building roof.
Quantity	1 per tenant per public ROW frontage; 1 per tenant per side or rear facade on a parking lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal, & neon glass; Plastic & synthetics permitted only as separate alphanumeric characters or logos

Table 9.7 (1). Canopy-Mounted Sign Requirements.

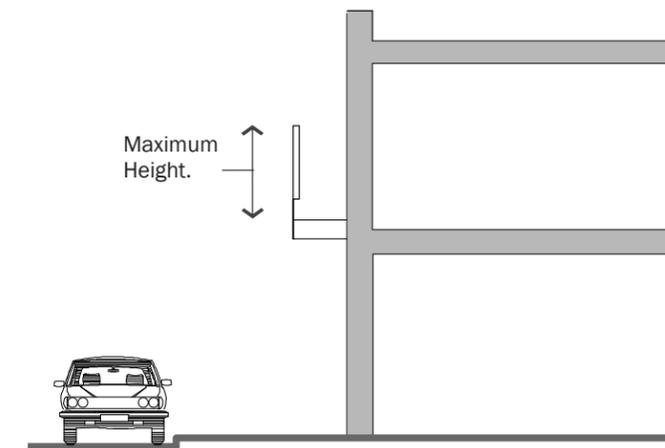


Figure 9.7 (1). Canopy-Mounted Sign.

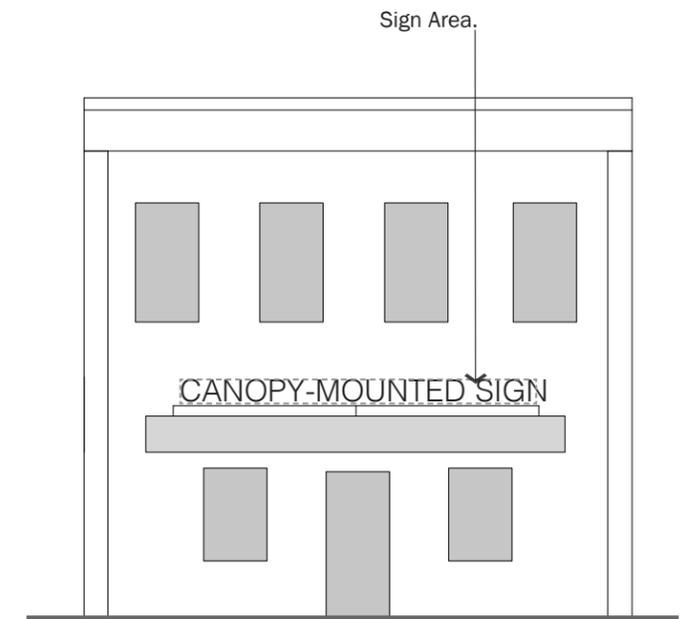


Figure 9.7 (2). Measuring Canopy-Mounted Signs.

### 9.8 Roof Sign. [OPTIONAL]

#### 1. Description.

A Roof Sign consists of individual letters or elements. It is erected on the roof of a building and projects above the highest point of the roof line or parapet of the building. It is typically situated parallel to the adjacent street and does not project beyond the front facade of the building. Refer to Figures 9.8 (1) and 9.8 (2).

#### 2. General Requirements.

Roof Signs shall be developed according to the standards in Table 9.8 (1).

#### 3. Computation.

The area of a Roof Sign is calculated by drawing the smallest possible square or rectangle around the largest letters and/or elements as is illustrated in Figure 9.8 (2).

Roof Sign Requirements	
Permitted Districts	Core and General districts
Sign Area	1.5 sq ft per 1' building frontage, 100 sq ft maximum
Height	3'-6" maximum height of letters & elements; Cannot project more than 4' above roof line or top of parapet
Location on the Building or Site	Above parapet or eave of roof type on any building. Roof Signs shall not be visible from any single family district.
Placement on the Building or Site	Shall not project beyond the front facade of the building
Quantity	1 per lot
Internal Illumination	Permitted for individual letters and logos. External illumination is not permitted.
Materials	Solid wood, metal, masonry; Plastic & synthetics permitted only as separate alphanumeric characters or logos Neon glass is permitted provided the neon is not visible from the rear of the sign.

Table 9.8 (1). Roof Sign Requirements.

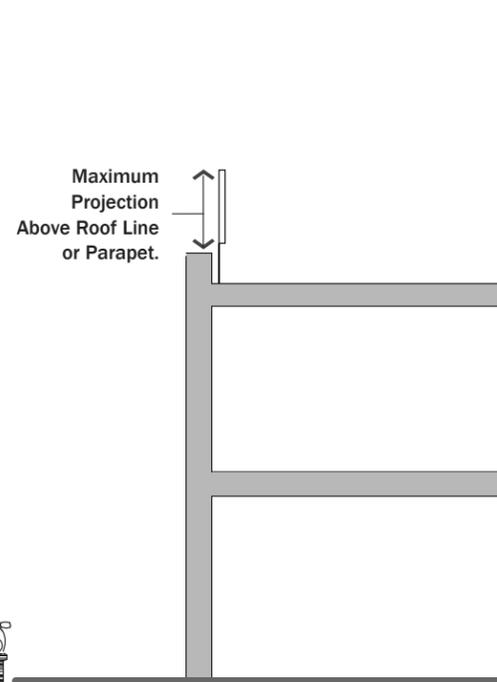


Figure 9.8 (1). Roof Sign.

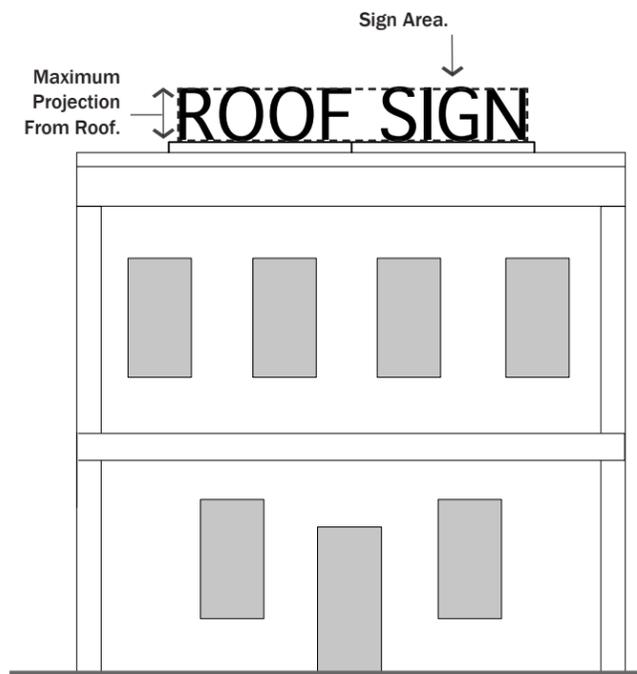


Figure 9.8 (2). Measuring Roof Signs.

### Calibrating

#### Optional: Roof Sign

The Roof Sign is a larger scale sign, intended to provide a silhouette along the roofline. Though often not permitted in many existing codes, this sign type can provide an interesting character and look for a place and should be considered for inclusion in the code.

The scale of the Roof Sign in the Template Code is fairly limited, assuming use on buildings that are three to four stories in height. For taller locations, consider increasing the maximum height of letters and elements as well as the sign area proportionate to expected building heights.



Roof Sign

### Calibrating

#### Window Sign

Almost every business considers Window Signs necessary for success, though they can have a negative effect on the character and safety of the area. Typically, blocking windows is not recommended in pedestrian oriented districts, but the Window Sign requirements in the Template Code have been set to allow for their use while limiting their occurrence.

Also, note that Window Signs in the Template Code do not count towards overall sign limits set by Table 9.2 (1) in the code. Window signs are typically somewhat temporary in nature and, because they are mounted on transparent glass, their sign effect is fairly subtle.



Window Sign

## 9.0 Sign Types

### 9.9 Window Sign.

#### 1. Description.

A Window Sign is posted, painted, placed, or affixed in or on a window exposed for public view or is a sign hung inside the building facing the window for public view. Refer to Figure 9.9 (1).

#### 2. General Requirements.

Window Signs shall be developed according to the standards in Table 9.9 (1).

#### 3. Computation.

A series of windows that are separated by frames or supporting material of less than six inches in width shall be considered a single window for the purposes of computation.

- (1) Measurement. To measure sign area percentage, divide the total sign area by the total window area, as illustrated in Figure 9.9 (1).
- (2) Maximum Allowance. Window Signs are not counted toward a site's maximum signage allowance.
- (3) Exempt Signs. Address and hours of operation are considered exempt Signs and are not counted in the Window Sign area calculation. Refer to 9.2.1 (2) Exempt Signs.
- (4) Temporary Window Signs. Temporary Window Signs must be included in the total percentage of signage per window calculation. Refer to 9.2.1 (2) Temporary Signs.
- (5) Window Signs may not be internally illuminated except for neon or similar illuminated window signs.

Window Sign Requirements	
Permitted Districts	All non-residential districts
Sign Area	Up to 30% of a set of continuous windows may be covered with signage; No more than 50% of any one window panel may be covered with signage
Height	No maximum
Location on the Building or Site	Permitted on all facades
Placement on the Building or Site	Ground or upper story windows; May be affixed to window or hung/mounted behind glass
Quantity	No maximum quantity, based on window Sign area for ground story; 1 per tenant per floor for upper stories
Internal Illumination	Not permitted, except on neon or similarly illuminated window signs
Materials	Drawn, painted, or affixed on the glass; Wood, metal, neon glass, plastic, or other similar materials also permitted

Table 9.9 (1). Window Sign Requirements.

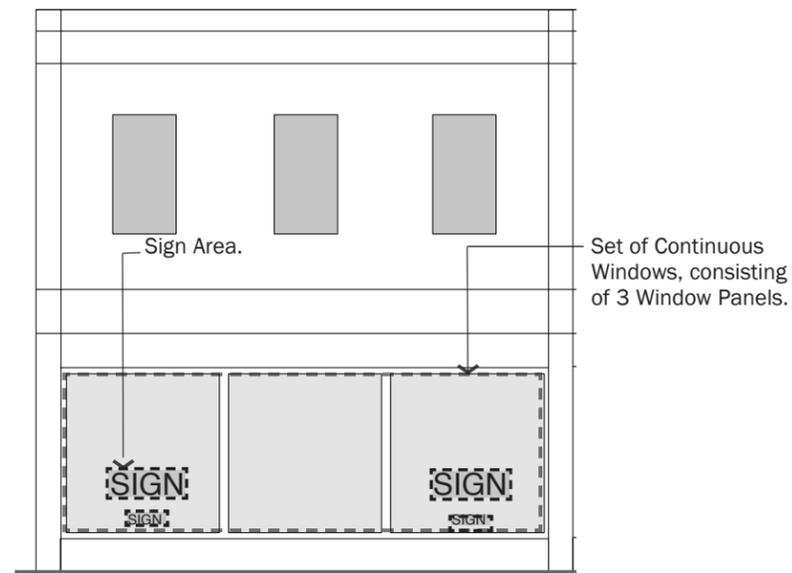


Figure 9.9 (1). Measuring Window Signs.

### 9.10 Monument Sign.

#### 1. Description.

A Monument Sign is freestanding; it is located in a front or side yard of a lot. Refer to Figures 9.10 (1) and 9.10 (2).

#### 2. General Requirements.

Monument Signs shall be developed according to the standards in Table 9.10 (1).

- (1) Multiple Tenants. Multiple tenant buildings on a lot with a width of greater than 300 feet, measured across the front property line, may have signage with the following parameters:
  - (a) Up to two Monument Signs on one frontage.
  - (b) Signs shall be at least 150 feet apart.
- (2) Pole-Mounted Signs. Monument Signs may not be pole-mounted.
- (3) Manually Changeable Copy. The area of any Manually Changeable Copy cannot equal greater than 50% of the area of the sign face on which it is located or 20 square feet, whichever is less.

#### 3. Computation.

The area of a two-sided Monument Sign is equal to the area of one Sign face. The area of a three- or four-sided Monument Sign is equal to the total area of each sign face. This measurement includes the sign, any cabinet in which it is enclosed and the electronic message center, but excludes the base of the sign.

- (1) Measuring Height. Height shall include the sign face, base, cabinet, and ornamental cap.

Monument Sign Requirements	
Permitted Districts	Core & General Districts
Sign Area	Maximum 70 sq ft per Sign face
Height	Maximum height 6'
Location on the Building or Site	Front or Corner Yards
Placement on the Building or Site	10' Setback from driveways & side property line; 3' Setback <sup>1</sup> from front & corner property lines
Quantity	1 per public ROW frontage
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal & masonry; Plastic & synthetics permitted on Sign face; <b>Electronic Message Board permitted in certain districts.</b>

<sup>1</sup> If placed closer than five feet from the front and corner side property lines, sign must not be located in a sight triangle extending 10 feet from either side of an intersection of a driveway and a vehicular right-of-way or two vehicular rights-of-way.

Table 9.10 (1). Monument Sign Requirements.

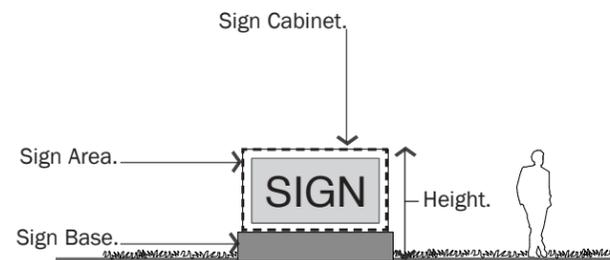


Figure 9.10 (1). Monument Sign.

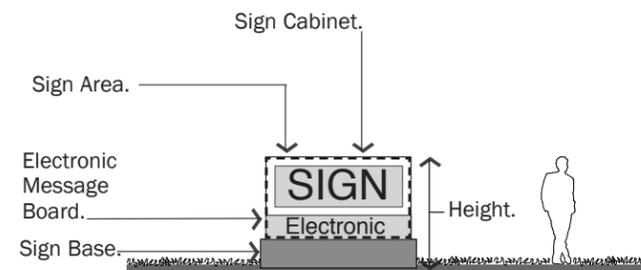


Figure 9.10 (2). Monument Sign with EMB.

### Calibrating

#### Monument Sign

The Monument Sign is freestanding sign for use in Place Types with some amount of front yard space. Care should be exercised in where these signs are permitted to ensure front yards are deep enough to comfortably accommodate Monument Signs, while limiting their impacts on sight triangle visibility.

If Electronic Message Boards are permitted, Monument Signs provide an acceptable Sign Type for accommodating them in place of the Changeable Copy. If included, the following should be added to the General Requirements for the Monument Sign:

- Electronic Message Boards. Electronic Message Boards (EMBs), including such components as light-emitting diodes (LEDs), are permitted on Monument Signs in the Core and General Districts (by-right or special permit).
  - (a) The area of the EMB cannot equal greater than 30% of the area of the sign face on which it is located or 32 square feet, whichever is less.
  - (b) One sign containing an EMB is permitted per lot.



Monument Signs

### Calibrating

#### Optional: Ped-Scale Pole-Mounted Sign

Most cities and counties will have a permitted Pole-Mounted Sign that is scaled for viewing from an automobile. For use in locations with some front yard space, the Ped-Scale Pole-Mounted Sign is intended for use in areas of small offices, such as legal or medical offices. The Ped-Scale Pole-Mounted Sign is optional and should not be utilized in Core Districts with little or no front setback area.

Heights and sign areas are set on the larger end of the scale to allow maximum flexibility. The size and heights could be reduced to six to seven feet without affecting the visibility from a pedestrian vantage.



Ped-Scale Pole Mounted-Sign

## 9.0 Sign Types

### 9.11 Ped-Scale Pole-Mounted Sign. [OPTIONAL]

#### 1. Description.

A Ped-Scale Pole-Mounted Sign is freestanding and may be mounted on one or two poles. Three configurations are permitted. Refer to Figure 9.11 (1).

- (1) A sign mounted onto a double set of poles.
- (2) A sign mounted on a single pole.
- (3) A sign hanging from a single pole.

#### 2. General Requirements.

Ped-Scale Pole-Mounted Signs shall be developed according to the standards in Table 9.11 (1).

#### 3. Computation.

The area of a Pole-Mounted Sign is equal to the area of one sign face, including the Electronic Message Board.

### Ped-Scale Pole-Mounted Sign Requirements

Permitted Districts	Core and General Districts
Sign Area	8 sq ft maximum area per sign face
Height	8' maximum height for sign mounted or hanging on a single pole; 5' for sign mounted on double set of poles; Each pole shall have a maximum size of 3.5" by 3.5"
Location on the Building or Site	Front or Corner Yards
Placement on the Building or Site	2' setback from front & corner property lines; Cannot overhang property lines
Quantity	1 per lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal & masonry; Plastic & synthetics permitted on Sign face

Table 9.11 (1). Ped-Scale Pole-Mounted Sign Requirements.

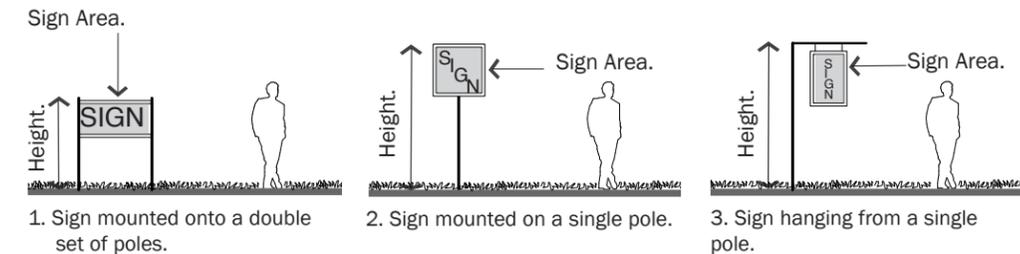


Figure 9.11 (1). Three Types of Ped-Scale Pole-Mounted Signs.

## 10.0 Administration

### Legal Considerations

The legal considerations incorporated into the Administration Section include general legal opinion prepared to accommodate this Template Code and Workbook. These include a non-exhaustive list of the legal issues and considerations arising under state and federal law that may be implicated by the adoption and implementation of the Template Form-Based Code.

### Statutory Authority

A form-based code, like any other land use ordinance, has to be authorized under state law in order to be a valid exercise of municipal authority. Utah municipalities are authorized under the Utah Municipal Land Use, Development, and Management Act (“LUDMA”) (U.C.A. § 10-9a-101 et seq.) to adopt land use ordinances and a zoning map in order “to provide for the health, safety, and welfare” of their inhabitants, including the improvement of “the comfort, convenience, and aesthetics of each municipality.” U.C.A. § 10.9a.102(1). Utah counties are similarly authorized under the County Land Use, Development, and Management Act (“CLUDMA”) (U.C.A. § 17-27a-101 et seq.) to enact land use ordinances land within unincorporated areas of counties. As with other states, Utah courts repeatedly have upheld the powers of Utah cities and counties to adopt and amend zoning ordinances that are reasonably related to the promotion of public health, safety and general welfare. See *Smith Investment Co. v. Sandy City*, 958 P.2d 245, 252 (Utah Ct. App. 1998) (“[I]f an ordinance would promote the general welfare; or even if it is reasonably debatable that it is in the interest of the general welfare, we will uphold it”) (citations and quotations omitted).

In order to accomplish the purposes of C/LUDMA, a municipality or county may “enact all ordinances, resolutions, and rules and may enter into other forms of land use controls and development agreements that they consider necessary or appropriate for the use and development of land within the municipality.” U.C.A. §§ 10.9a.102(2), 17-27a-102(2). Furthermore, unless expressly prohibited by law, a municipality’s or county’s land use ordinances, rules, development agreements and controls may govern “uses, density, open spaces, structures, buildings, energy efficiency, light and air, air quality, transportation and public or alternative transportation, infrastructure, street and building orientation and width requirements, public facilities, . . . considerations of surrounding land uses, . . . height and location of vegetation, trees, and landscaping.” *Id.*

Thus, there is express statutory support for the adoption of a form-based type of zoning code that regulates not only uses within districts but also buildings, density, streets, infrastructure and transportation,. Importantly, LUDMA and CLUDMA authorize the promotion of aesthetics as a land use goal, which Utah cities and counties may accomplish through the regulation of buildings, structures, streets and building orientation, all of which are key elements of a form-based code. Moreover, as early as 1943, the Utah courts recognized the creation of walkable neighborhoods, where residents can conveniently walk to small-scale retail shops and services, as a legitimate land use goal. See *Marshall v. Salt Lake City*, 141 P.2d 704, 711 (Utah 1943). Therefore, a form-based type of zoning ordinance likely falls within the Utah legislature’s statutory grant of power to Utah cities and counties.

## Calibration

### Options for Applying the Template Code

The Template Code defines Place Types intended to apply to large parcels that require subdivision into smaller scaled blocks with walkable streets and a distribution of Zoning Districts, including Core, General, and Edge Districts.

Additionally, the Zoning Districts (Core, General, and Edge Districts) could apply to parcels on existing acceptable blocks, streets, and open space. To map these Zoning Districts on existing parcels, the Place Types can serve as a guide for distribution and location of these Zoning Districts.

The City/County shall choose the method of application of the Place Types and Zoning Districts. The following options apply.

#### Option 1 Process: Map the Core, General, and Edge Districts

In this Option, the City/County utilizes the Place Type information to map/rezone the applicable parcels with the Zoning Districts (Core, General, and Edge Districts) established in 3.0 using the existing City/County rezoning process.

The approval process defined in 10.1.6 is then similar to the application of any other Zoning Districts in a conventional code, through a Site Plan approval process. The Site Plan process simply reviews and approves the requirements of the code, including, but not limited to, such items as the Uses proposed, the location and design of the building per the Building Types, and the signage, parking, and landscaping requirements.

#### Option 2 Process: Map the Place Type(s) as Either an Optional Parallel or Mandatory District

In this Option, the City/County maps the

Place Type(s) as either an optional parallel District or a mandatory District on the official Zoning Map (see Optional Parallel vs. Mandatory discussion on Workbook page 117). (Mapping the Place Types as a Zoning District is similar to a PUD Zoning District on a map).

The Process defined in 10.1.6 includes review of the block and street layout via Regulating Plan Approval process. Additionally, the Regulating Plan process defines the locations of the Core, General, and Edge as Subdistricts. A separate streetscape design is also required.

The project would then be platted per the community's existing subdivision and final plat process, though we recommend making the preliminary plat process match the Regulating Plan process for quicker approvals. Site Plan approval would approve the building and site elements.

Rezoning of the parcels would not be required, since the Place Type District could remain on the resulting blocks and lots. Alternatively, a rezoning process could place the Subdistricts (Core, General, and Edge) on the resulting lots and the City's official Zoning Map would be revised to include those as the new Zoning Category for those parcels.

#### Alternative: Overlay

An alternative to this option would be to map the Place Type as an Overlay, keeping some level of base zoning information in place. An Optional Overlay would also allow the choice between using solely the base zoning or using the Overlay that supercedes aspects of the base zoning. (See Overlay vs. Districts discussion on Workbook Page 117.)

#### Option 3 Process: Adopt the Code and allow the Place Types as Floating Districts with the Core, General, and Edge as Subdistricts

In this Option, the City/County adopts the ordinance without mapping either the Place Types as Districts or the Zoning Districts as Subdistricts, creating a floating

zone.

The Applicant would seek rezoning of the parcel, either to the Place Type District or, based on an approved Regulating Plan, to apply the Core, General, and Edge Districts. Otherwise, the Process would then be the same as in Option 2. The Rezoning and Regulating Plan Approval process should be concurrent, with Site Plan approval following.

#### Incentives or Triggers to Use the District

Incentives to use an Optional District or to apply a Floating District could include increased developability to the site; a quicker, easier, staff-administered Regulating Plan/Site Plan approval process; and potential funding for street and utility improvements if the City/County so chose.

Consider limiting the amount of development permitted by the base zoning to incentivize the use of the new District(s). For example, if the lots are large and the base zoning is a mainly commercial district such as C-1, consider limiting the number of buildings permitted on a zoning lot to one or two. Or, limit the uses to those that would utilize the C-1, but uses such as restaurants or residential could trigger the Optional or Floating District.

# 10.0 Administration

## 10.1 General Provisions.

### 1. Purpose.

It is the intent of this code to promote public health, safety, and general welfare of the community, reflecting the goals established within the Wasatch Choice for 2040 plan. It includes but is not limited to the specific purposes below.

- (1) To achieve mixed use development that is appropriate in scale and intensity for the neighborhoods and sites proximate to transit stops and stations.
- (2) To establish a relationship between buildings, streets, and open spaces that is pedestrian, bicycle, and transit-oriented.
- (3) To preserve and enhance the City's natural resources, energy, water, and open spaces and to promote innovative development that sustainably manages these issues, including stormwater runoff and mitigation the urban heat island effect.
- (4) To ensure that a variety of housing types and sizes can be developed to meet the needs of the entire community.
- (5) To promote a variety of transportation options for residents and visitors.

### 2. Scope of Regulations.

- (1) New Development. All development, construction, and establishment of uses within the limits of this code [determine via overlay, new district rezoning, etc.] occurring after the effective date of this code shall be subject to all applicable regulations of this code.
- (2) Renovated Structures. All building renovations affecting greater than 50% gross square footage of a structure within the limits of this code [determine via overlay, new district rezoning, etc.] shall be subject to all applicable regulations of this code.
- (2) In-Process Development. Where a building permit for a development has been applied for in accordance with the prior law in advance of this code's effective date, said development may comply with the plans from which the permit was approved and, upon completion, receive a certificate of occupancy or zoning certificate (provided all conditions are met) provided the following.
  - (a) Work or construction is begun within one year of the effective date of this code.
  - (b) Work or construction continues diligently toward completion.
- (3) Nonconformance. After the effective date of this code, existing buildings and uses that do not comply with the regulations of this code shall be considered nonconforming and are subject to the standards of 10.4 Nonconformances.

### 3. Administration & Enforcement.

The provisions of this code shall be administered and enforced by

the Zoning Administrator unless otherwise specifically stated. For the purposes of this code, the term Zoning Administrator shall be inclusive of his or her designees.

Where provisions of this code differ from the City/County's [insert name of Development Code/Zoning Ordinance/Subdivision Ordinance], the requirements of this code shall apply.

### 4. Development Application.

Applications (form, fees, and plan sets) shall be filed with the Zoning Administrator.

- (1) Application Form. Application forms are available from the City.
- (2) Fees. Fee amounts are available from the City and are due at the time the application is made; the application will be considered incomplete if fees are not paid.
- (3) Plan Set Requirements. Number of copies and minimum scale of drawings shall be noted on the application form. All plans shall be submitted in both a paper and an approved digital format using NAD1983 state plane coordinates.
- (4) Filing Deadline. Filing deadlines are established by the City/County and available at City/County location.
- (5) Withdrawal of Application. Applicant may withdraw application whole or in part at any point in the process prior to being acted or ruled upon; new application form, fees, and plan sets are required for reapplication.
- (6) Records on File. Applications and the resulting recommendations and rulings shall be kept on file by the Zoning Administrator and shall be considered public record.
- (7) Notice requirements for each process are detailed in City/County code.

### 5. Zoning Map [OPTIONAL]

[Option 1. The City/County utilizes the Place Type information to map permitted zoning districts (Core, General, and Edge Districts) established in 3.0 on the official Zoning Map as follows: ] The areas and boundaries of the districts listed in 3.0 are hereby established to scale as shown on the map entitled Zoning Map of the city/county and referred to herein as "Zoning Map".

[OR Option 2. The City/County maps the Place Type(s) as either an optional parallel District or a mandatory District on the official Zoning Map as follows:] The areas and boundaries of the [enter Place Type name, i.e. Metropolitan Center] Place Type District(s) listed in [NAME SECTION] are hereby established to scale as shown on the map entitled Zoning Map of the city/county and referred to herein as "Zoning Map".

[OR Option 3. The City/County adopts the ordinance without mapping either the Place Types as Districts or the Zoning Districts as Districts, creating a floating zone.]

**6. Process [OPTIONAL]**

[One of the following processes should be utilized for entitling and approving developments with this code. Refer to 10.1.5 for the mapping of these options.]

[Option 1. The City/County utilizes the Place Type information to map permitted zoning districts (Core, General, and Edge Districts) established in 3.0 on the official Zoning Map.

- (1) Any development within a Core, General, or Edge District shall be administered in accordance with the procedures defined in 10.2. and [name other applicable chapters of the City/County code].
- (2) The application shall include the following processes
  - (a) Pre-Application Meeting. Refer to 10.2.2.
  - (b) Site Plan Approval, including building, site, and streetscape. Refer to 10.2.6.

[Option 2. The City/County maps the Place Type(s) as either an optional parallel District or a mandatory District on the official Zoning Map. Mapping of the Place Type District triggers block, street, and open space requirements, as well as allocation and allowance of the sub-districts (Core, General, and Edge).]

- (1) The [enter Place Type name, i.e. Metropolitan Center] District shall be administered in accordance with the procedures defined in 10.2.
- (2) The application shall include the following processes
  - (a) Pre-Application Meeting. Refer to 10.2.2.
  - (b) Regulating Plan Approval. Refer to 10.2.4.
  - (c) Subdivision Plat, including Preliminary Plat and Final Plats. Refer to City/County process for subdivision plats.
  - (d) Site Plan Approval, including building, site, and streetscape approvals. Refer to 10.2.6.

[Option 3. The City/County adopts the ordinance without mapping either the Place Types as Districts or the Zoning Districts as Districts, creating a floating zone.]

- (1) The [enter Place Type name, i.e. Metropolitan Center] District shall be administered in accordance with the procedures defined in 10.2.
- (2) The application shall include the following processes
  - (a) Pre-Application Meeting. Refer to 10.2.2.
  - (b) Rezoning to [enter name of Place Type, i.e. Town Center] Place Type District. Refer to City/County process for rezoning.
  - (c) Regulating Plan Approval. Refer to 10.2.4.
  - (d) Subdivision Plat, including Preliminary Plat and Final Plats. Refer to City/County process for subdivision plats.
  - (e) Site Plan Approval, including building, site, and streetscape approvals. Refer to 10.2.6.
- (3) Exempt Activities. The following activities are exempt from the requirements of 10.0 Administration.
  - (a) Ordinary repairs fro the purpose of regular building, signage, lighting or site maintenance.

- (b) Construction within the interior of the structure that is not visible from the exterior of the building.
- (c) Emergency repairs ordered by any code enforcements official in order to protect health and safety.

**7. Staff Review Committee [OPTIONAL]**

The Zoning Administrator shall serve approve, deny, or approve with conditions all submittals for Regulating Plans and Site Plans within the Place Type District upon review by a Staff Review Committee.

- (1) The Staff Review Committee shall include members of each regulatory agency, a representative of each affected City Department [i.e. Planning, Zoning, Public Works, Transportation, Utilities].
- (2) The Staff Review Committee shall meet regularly to process applications within the time lines established by 10.2.1 through 10.2.X.
- (3) The decision regarding approval or denial of a Regulating Plan or Site Plan shall state in writing the reasons for approval or denial.
- (4) If a Regulating Plan or Site Plan is denied by the Zoning Administrator, the applicant may appeal the decision to the Plan Commission.

**Recommended & Optional Items**

**Optional: Staff Review Committee**

The main processes defined in this section focus on staff approvals for ease of development. The Staff Review Committee is a committee that can assist the Zoning Administrator in the approvals process. The makeup of this committee should include all appropriate departments and affected regulatory agencies. The Zoning Administrator, however, is responsible for the approval or disapproval decision.

**\* To Be Considered**

**Use of the Term “Zoning Administrator”**

The term Zoning Administrator has been used throughout this document to mean the person designated by the City or County Council or Board as the primary contact for development approvals. The Zoning Administrator is typically responsible for enforcement, interpretation of the code, accepting, maintaining, and reviewing all development applications.

Find and replace this term with the appropriate one from your city/county.

**Use of the Phrase City/County**

The phrase “City/County” is used and designated in red throughout the document. It is often used while referencing the current zoning on the books in the location. This phrase should be replaced with the appropriate term.

### Legal Considerations

#### Exactions and the Dedication of Public Streets and Improvements

One salient feature of the Template form-based code is the recommendation to create smaller, walkable blocks defined by new streets, pedestrianways and open spaces. Certain restrictions arising under federal and state law, however, affect a city's ability to exact or otherwise require a developer to dedicate and construct public streets or other public improvements as a condition of development approval. A required dedication of private land for a public use, such as a street or park, implicates the Takings Clause of the Fifth Amendment to the U.S. Constitution, which protects against the taking of private property for public use without just compensation. See *B.A.M. Dev., L.L.C. v. Salt Lake County*, 2012 UT 26, P16 (Utah 2012); see also *Nollan v. California Coastal Commission*, 483 U.S. 825 (1987); *Dolan v. City of Tigard*, 512 U.S. 374 (1994). The Takings Clause requires a direct relationship, or "essential nexus," between the development condition imposed and the development's expected impact and also requires that an exaction is roughly proportional to the proposed development's expected impact. An essential nexus exists when the imposed condition of development "furthers the end advanced as the justification" for the condition. Moreover, Utah courts have clarified that "not only must the nature of an exaction relate to government purpose or need (in that the exaction must alleviate the burdens imposed on infrastructure by the development), but the extent of the exaction must also be roughly proportional to the government's need for infrastructure improvements created by the development." See *Nollan*, 483 U.S. at 836-837; *Dolan*, 512 U.S. at 388; see also *B.A.M., 2012 UT, ¶ 17, 282 P.3d 41*.

The Utah Code has codified and incorporates the federal constitutional requirements. Under the Utah Code, the adoption of an official map by a city showing the location of proposed roads does not require a property owner "to dedicate and construct a street as a condition of development approval," unless the city makes certain findings. U.C.A. §§ 10-9a-407(2), 17-27a-407(2). First, the city or county has to determine that requiring the dedication and construction of the proposed street is necessary because of a proposed development. U.C.A. §§ 10-9a-407(2)(b)(iii), 17-27a-407(2)(b)(iii) (emphasis added). Additionally, the city or county has to find that "an essential link exists between a legitimate governmental interest and each exaction; and each exaction is roughly proportionate, both in nature and extent, to the impact of the proposed development." U.C.A. §§ 10-9a-508(1)(a), (b), 17-27a-507(1)(a), (b). When determining whether an exaction is roughly proportionate to the impact of a proposed development, a city or county is expected to quantify and compare the costs to the community of the proposed development and the costs of the exaction. See *B.A.M., 2012 UT at ¶¶ 19, 24*.

Thus, a city or county likely can require a developer to dedicate and construct new roads and public improvements in furtherance of the intent of a form-based code as long as state and federal requirements are also met. Further, the general plan should be updated to reflect the goals and vision for the specific place.

Utah law also authorizes cities and counties to enter into development agreements with property owners, which can specify the responsibilities and obligations of the city or county and the developer regarding the dedication and construction of the proposed streets as part of an overall development project.

### Recommended & Optional Items

#### Optional: General Requirements

The processes defined by these general requirements are likely already included in the city/county existing code. Verify that these points are addressed and reference the existing code in this location. Pay particular attention to the Review Criteria, as this criteria is necessary for the Regulating and Site Plan Approval processes introduced here.

#### Recommended: Pre-Application Meeting

Due to the nature of this code, it is highly recommended that all developers attend a pre-application meeting for any projects within the affected areas. A Pre-application meeting will not only guide the developer as she creates her submittals, but will also help to inform staff of impending submittals.

# 10.0 Administration

## 10.2 Development Review Procedures.

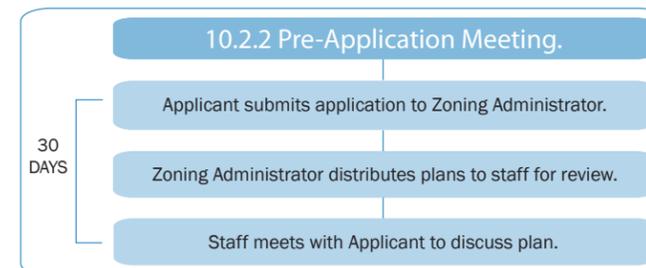
### 1. General Requirements. [OPTIONAL]

The processes included in this section, 10.2, are required for approval of new development in the [enter Place Type name District].

- (1) Appeal. If any application is disapproved, applicant may appeal the decision through the appeals process (refer to [existing city/county code section]).
- (2) Expiration of Approval. Approval of any application shall expire 12 months from the date of approval, if permits for development have not been submitted for review or construction has not begun.
  - a. Applicant can request an extension if done so in writing to the Zoning Administrator at least 30 days prior to the end of the 12 month period.
  - b. Failure to act within the 12 month period shall require a new application, including all forms, fees, and plan sets.
- (3) Review Criteria. All Regulating Plan, Site Plan, and Exception applications shall be reviewed using the following criteria.
  - (a) [OPTIONAL] Plan complies with the standards within the intents of the Comprehensive Plan.
  - (b) Plan's design is consistent with the intent, character, and planning criteria of any plan in place.
  - (c) Plan's design meets all of the requirements of this code.
  - (d) Proposed development is sufficiently served by or provides essential public facilities, such as access and open space, and services, such as utilities and emergency services.
  - (e) Plan is designed with regard to preserving the lot's natural features and topography.

### 2. Pre-Application Meeting. [RECOMMENDED]

- (1) Intent. To afford the applicant an opportunity to receive the advice and assistance of the professional staff before preparing formal plans and making an official application.
- (2) Eligible Applicant. Applicant must apply for a pre-Application meeting prior to submitting an application for Rezoning, Regulating Plan Approval, Preliminary Plat Approval, Exception, or Variance. The pre-Application meeting is encouraged for Site Plan Approval processes.



- (3) Application. Applicant shall submit the following.
  - (a) Application, Form, and Applicable Fees.
  - (b) Sketch Plan. A sketch plan or plans shall detail the proposal, including the following.
    - (i) General rough layout of block, and lots, with types of streets and Open Space Type noted.
    - (ii) Existing conditions such as topography, water bodies, aerial photograph, and food plain.
    - (iii) Approximate distribution of Districts, Building Types, and Uses.
    - (iv) Anticipated method of achieving parking requirements.
    - (v) Site survey if available.
  - (c) Exceptions or Variances. A description of any desired Exception or Variance (per 10.3).
- (4) Pre-Application Meeting. Staff shall meet with the Applicant to discuss the proposed plan within 30 days of receipt of the complete application.

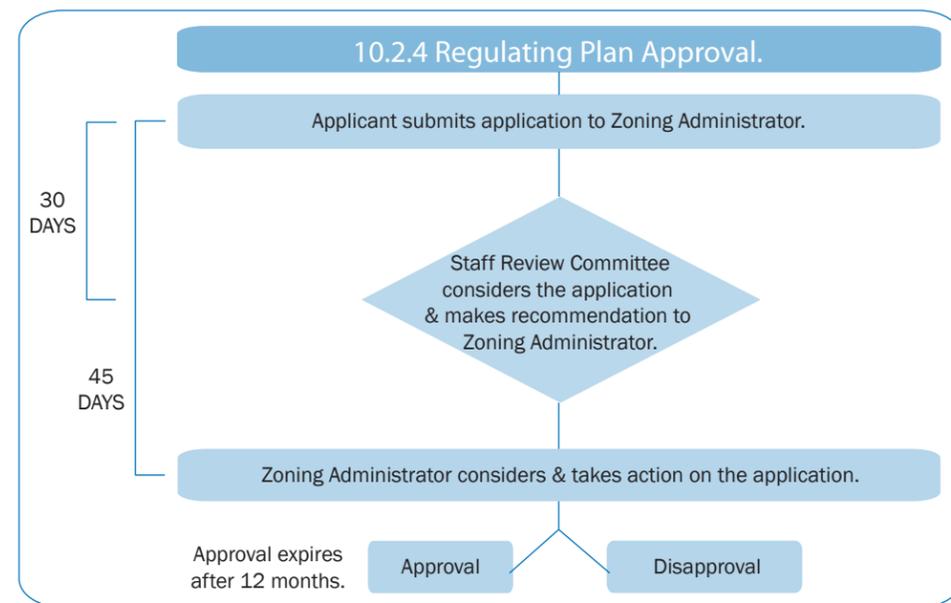
### 3. Rezoning Process. [OPTIONAL]

Refer to [Insert section] of the [City/County] Code for information on the rezoning process.

### 4. Regulating Plan Approval. [RECOMMENDED. Refer to Option chosen in 10.1 whether or not to include]

- (1) Intent. To establish a process that allows the [City/County staff] to administratively review development and redevelopment implementing Place Types and their associated requirements, including distribution of Districts, and incorporation of Street Types and Open Space Types, to ensure that the full standards and intents of this code are met.
- (2) Eligible Applicant. Applicant shall apply for Regulating Plan Approval for all projects within the [enter Place Type District name] and including new blocks, streets, and distribution of [Sub] Districts.
- (3) Application. The following information shall constitute a complete application. Application shall be submitted [digitally or in (desired number) copies].
  - (a) Complete Application, Form, and Applicable Fees.
  - (b) Applicant shall submit the following in compliance with the requirements of [enter Place Type District name]. All maps and plans shall include date of preparation, north arrow, and scale.
    - (i) Site Location Map, Legal Description/Limits of Plan.
    - (ii) Survey Plat. Dimensions of property lines, easements, rights-of-way.
    - (iii) Development Boundaries and Proposed Phasing, if applicable.
    - (iv) Existing Conditions Plan. Existing on-site and adjacent off-site structures, streets, utilities, easements, pavement noted either on an aerial photograph or site survey.
    - (v) Existing Natural Conditions Plan. Existing topography, vegetation, drainageways, floodplain/way, or other

- unique features either on an aerial photograph or site survey.
  - (vi) Street Type Map & Sections. A map of street types proposed and located on surveyed base, and street sections keyed to each street type, illustrating compliance with 2.0 Street Types.
  - (vi) Block Structure. Plan of proposed blocks, rights-of-way, and lots, located on survey base, illustrating compliance with 1.0 Place Types. All lot lines shall be dimensioned.
  - (vii) Distribution of [Sub]Districts on Block Structure. Color coded distribution of Core, General, and Edge Districts, illustrating compliance with 1.0 Place Types, 3.0 Districts, and 5.0 Building Types.
  - (viii) Open Space Types. Color coded distribution and location of required and provided Open Space Types, illustrating compliance with 1.0 Place Types and 6.0 Open Space Types.
  - (ix) Streetscape Design. Plans and details describing streetscape design for each Street Type. Refer to 2.0 Street Types.
- (4) Application Process Timeline. Upon submittal of a complete application, the application will be reviewed using the following process and timeline.
- (a) Staff Review Committee. The Staff Review Committee shall review and make recommendations on the application within 30 days of the submission of the complete application.
  - (b) The Zoning Administrator shall render a decision to approve or disapprove the application within 45 days of the submission of the complete application.
    - (i) 45 days may be extended with the applicant’s written consent.
    - (ii) The Zoning Administrator may approve, approve with conditions, or disapprove the application, providing the reasons for disapproval or any conditions for approval in writing.
- (5) Procedure for Regulating Plan Adjustments. The Zoning Administrator may permit Minor Adjustments to an approved Regulating Plan, when the revisions are within the scope and intent of the original approval.
- (a) Process. The process to review Regulating Plan adjustments is as follows.
    - (i) Applicant shall submit a revised plan and letter of explanation detailing the change to the Zoning Administrator.
    - (ii) The Zoning Administrator shall review the request and notify the applicant of the decision.
    - (iii) If the Zoning Administrator deems the change to be a Major Adjustment to the plan, applicant must resubmit for Regulating Plan Approval for approval of the new plan, including a new application (forms, fees, and plan sets).
    - (iv) If the Zoning Administrator deems the changes to be Minor Adjustments and approves them as within the scope and intent of the original approval, the Applicant shall revise the plan providing copies to the Zoning Administration for filing prior to applying for building or construction permits.
  - (b) Minor Adjustments are limited to the following, while still meeting the requirements of this code. All other adjustments are considered Major.
    - (i) Changes in General, Edge District, and Open Space distribution and location.



### Recommended & Optional Items

#### Optional: Rezoning Process

Inclusion of the reference to the city or county’s rezoning process is dependent on the process chosen for use of the code, defined in 10.1.6.

#### Recommended: Regulating Plan Approval Process

With the use of the Place Types as Districts (refer to Options defined on pages 116 and 117), the Regulating Plan process is needed to provide design review for those initial aspects of the platting process. The Regulating Plan, as defined by the Template Code, is an administrative review process that provides approval of block size and layout, street types and layout, and distribution of (Sub)Districts and Open Space Types.

### \* To Be Considered

#### Rezoning Process

If the Place Type District(s) are not mapped, consider allowing an administrative rezoning process concurrent with the Regulating Plan approval process. A shorter, easier process is desirable for developers and consideration of both items at the same time is necessary.

### Legal Considerations

#### Conformance to General Plan

In light of the importance of streets and other public spaces in the Template form-based code, one important consideration under CLUDMA and LUDMA is the relationship between a city or county’s general plan and any new public streets or public improvements codified in a form-based code. Per Sections 10-9a-401 and 17-27a-401 of the Utah Code, cities and counties are required to adopt a general plan in order to accomplish the purposes of C/LUDMA. Although the general plan is generally “an advisory guide for land use decisions,” U.C.A. §§10-9a-405, 17-27a-405, certain elements are required. Per Sections 10-9a-406 and 17-27a-406 of the Utah Code, “no street, park, or other public way, . . . no publicly owned building or structure . . . may be constructed or authorized until and unless it conforms to the current general plan.” Therefore, in connection with the adoption of a form-based zoning ordinance that calls for the creation of new public streets, parks or other public facilities, amendments to a city or county’s general plan also may be required.

zoning occurs when a municipality either grants a special privilege or imposes a restriction on a particular small property that is not otherwise granted or imposed on surrounding properties in the larger area.” Tolman v. Logan City, 2007 UT App 260 ¶ 15 (citing Marshall v. Salt Lake City, 141 P.2d 704 (1943)). Importantly, spot zoning is “not done in pursuance of any general or comprehensive plan.” Marshall, 141 P.2d at 711. Therefore, if a zoning or rezoning ordinance is adopted pursuant to a general or comprehensive plan, or other “planning scheme,” see Crestview-Holladay Homeowners Ass’n., v. Engh Floral Co., 545 P.2d 1150, 1152 (Utah 1976), a Utah court is likely to uphold the zoning or rezoning ordinance even when the classification or rezoning applies only to a particular parcel within a district.

#### Spot Zoning

Since a form-based code regulates down to the block and building level and proposes zoning classifications at the parcel level, there may be potential claims that a form-based code constitutes illegal spot zoning as applied to a particular parcel that is either granted special privileges or upon which additional restrictions are imposed. Under Utah law, “spot

### Legal Considerations

#### Subdivision Approvals

Cities and counties are authorized to enact subdivision ordinances specifying the requirements for subdivision plats and the approval processes. See U.C.A. §§ 10-9a-601, 17-27a-601. Under Sections 10-9a-604 and 17-9a-604, plats must comply with the provisions of the subdivision ordinance and must be approved by “the land use authority” of the municipality or, for unincorporated areas, the county in which the land described in the plat is located, before the plat can be recorded. A “land use authority” is defined as “person, board, commission, agency, or other body designated by the local legislative body to act upon a land use application.” U.C.A. §§ 10-9a-103(23), 17-27a-103(27). Importantly, cities and counties have flexibility under state law to designate by local ordinance the “land use authority” responsible for approving subdivision plats, which can be an individual person, the Planning Commission, or the legislative body. There is no requirement under state law to give public notice and hold a public hearing in order to approve a subdivision plat.

### Recommended & Optional Items

#### Optional: Subdivision Plat Approval Process

Platting is required, but this section is optional. Subdivision plat processes included in the city/county existing code may be utilized for this process. Alternatively, Regulating Plan Approval and an administrative approval for preliminary plat could be combined and approved concurrently.

#### Recommended: Site Plan Approval Process

Site Plan Approval is necessary for all of the optional applications of the Template Code. Even though a Site Plan Approval process likely already exists within the city/county’s existing code, a process specific to the Template code would be helpful. The process defined here delineates all application submittal items specific to the Template Code as well as a specific procedures for Adjustments to approved site plans related to the Template Code. Finally, and perhaps most importantly, the recommended approval process is administrative and limited to a 45 day turnaround.

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- (ii) Changes in Street Type dimensions by less than one foot.
- (iii) Changes in Street location by less than five feet.

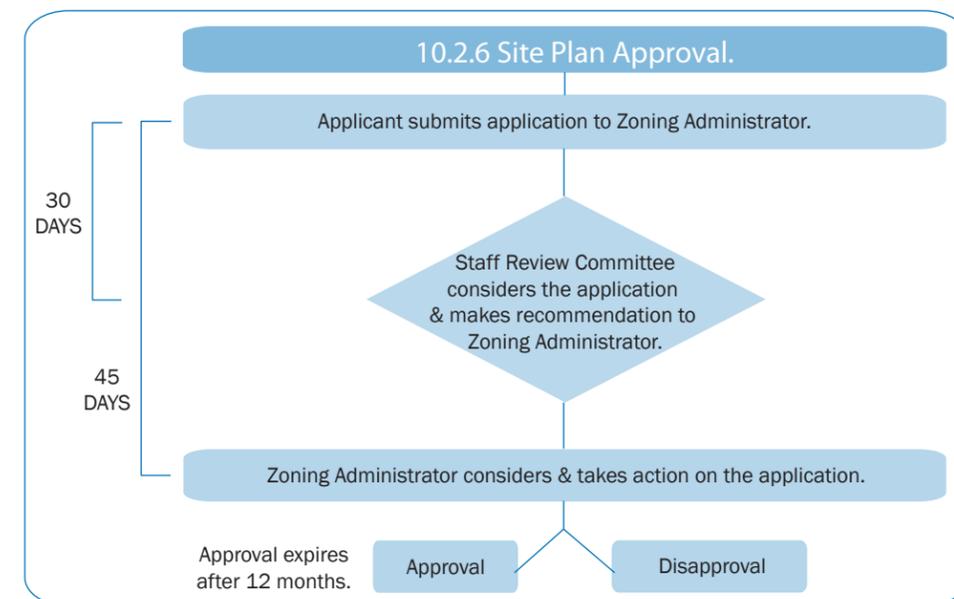
#### 5. Subdivision Plat Approvals.

Refer to [Insert Section] of the [City/County] Code for information on the subdivision plat approvals processes.

#### 6. Site Plan Approval.

- (1) Intent. To establish a process that allows the [City/County staff] to administratively review development and redevelopment of sites and Building Types, uses, and other site requirements within the [enter Place Type District name] to ensure that the full standards and intents of this code are met.
- (2) Eligible Applicant. Applicant shall apply for Site Plan Approval for all projects within Core, General, or Edge Districts.
- (3) Application. The following information shall constitute a complete application. Application shall be submitted [digitally or in (desired number) copies].
  - (a) Complete Application, Form, and Applicable Fees.
  - (b) Applicant shall submit the following in compliance with the requirements of 3.0 Districts, 4.0 Uses, 5.0 Building Types, 6.0 Open Space Types (when submitting an application for development of a Open Space Type), 7.0 Landscape, 8.0 Parking, and 9.0 Sign Types. All maps and plans shall include date of preparation, north arrow, and scale.
    - (i) Site Location Map , Legal Description/Limits of Plan.
    - (ii) Survey Plat. Dimensions of property lines, easements, rights-of-way.
    - (iii) Development Boundaries and Proposed Phasing, if

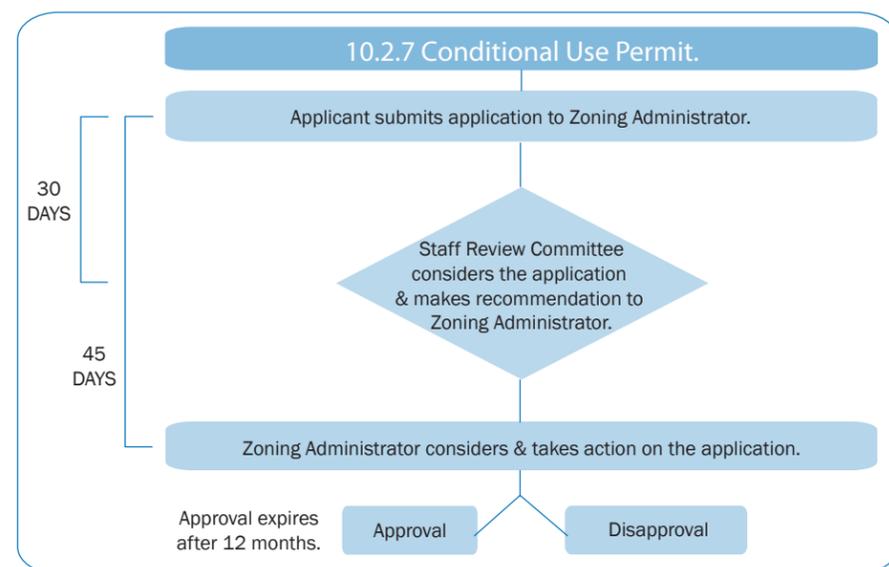
- applicable.
- (iv) Existing Conditions Plan. Existing on-site and adjacent off-site structures, streets, utilities, easements, pavement noted either on an aerial photograph or site survey.
- (v) Existing Natural Conditions Plan. Existing topography, vegetation, drainageways, floodplain/way, or other unique features either on an aerial photograph or site survey.
- (vi) Site Plan. A Site Plan delineating all proposed structures and surfaces, including parking, pavement, decks, patios, landscape, and retaining walls.
- (vii) Building Plan(s). Floor plans for all buildings illustrating compliance with the requirements of 5.0 Building Types.
- (viii) Table of Uses. A table of uses is required on the Building Plan delineating locations and gross square footages of categories of uses, and illustrating compliance with 4.0 Uses.
- (ix) Building Elevations. Building elevations of all facades, rendered to illustrate compliance with the requirements of 5.0 Building Types.
- (x) Landscape Plan. Landscape Plan illustrating compliance with the requirements of 7.0 Landscape. All ground plane vegetation shall be illustrated. For sites with less than ten percent landscape area, the Landscape Plan may be combined with the Site Plan.
- (xi) Parking Plan. Parking layout plan with table of spaces keyed to plan, illustrating compliance with 8.0 Parking. Driveways, shared parking arrangements, cooperative parking, and any other parking reductions shall be included and noted for compliance with 8.0 Parking.
- (xii) Signage Plan, if Signage is included. Signage Plan



- illustrating compliance with the requirements of 9.0 Sign Types.
- (xiii) Open Space Plan, if Open Space is included. Open Space Plan shall define all paving, structures, site furnishings, and landscape areas.
- (4) Application Process Timeline. Upon submittal of a complete application, the application will be reviewed using the following process and timeline.
- (a) Staff Review Committee. The Staff Review Committee shall review and make recommendations on the application within 30 days of the submission of the complete application.
  - (b) The Zoning Administrator shall render a decision to approve or disapprove the application within 45 days of the submission of the complete application.
    - (i) 45 days may be extended with the applicant's written consent.
    - (ii) The Zoning Administrator may approve, approve with conditions, or disapprove the application, providing the reasons for disapproval or any conditions for approval in writing.
- (5) Procedure for Site Plan Adjustments. The Zoning Administrator may permit Minor Adjustments to an approved site plan, if the revisions are within the scope and intent of the original approval.
- (a) Process. The process to review plan adjustments is as follows.
    - (i) Applicant shall submit a revised plan and letter of explanation detailing the change to the Zoning Administrator.
    - (ii) The Zoning Administrator shall review the request and notify the applicant of the decision.
    - (iii) If the Zoning Administrator deems the change to be a Major Adjustment to the plan, applicant must resubmit for Site Plan Review for approval of the new plan, including a new application (forms, fees, and plan sets).
    - (iv) If the Zoning Administrator deems the changes to be Minor Adjustments and approves them as within the scope and intent of the original approval, the Applicant shall revise the plan providing copies to the Zoning Administration for filing prior to applying for building or construction permits.
      - (b) Minor Adjustments are limited to the following, while still meeting the requirements of this code. All other adjustments are considered Major.
        - (i) Changes in dimensions or quantities less than ten percent of previous amounts.

**7. Conditional Use Permit. [OPTIONAL]**

- (1) Intent. To establish a process to review requests for the following.
  - (a) Development of Uses permitted within a Zoning District, but that may not be appropriate for development on every lot within that District because of potential negative impacts associated with the Use.
- (2) Eligible Applicant. Applicant shall apply for a Conditional Use Permit prior to the development, installation, or opening of a use in a Core, General, or Edge District, designated as a Conditional Use in 4.0.
- (3) Application. The following information shall constitute a complete application. Application shall be submitted [digitally or in (desired number) copies].
  - (a) Complete Application, Form, and Applicable Fees.
  - (b) Applicant shall submit the following in compliance with the



**Recommended & Optional Items**

**Optional: Conditional Use Approvals**

A Conditional Use process is likely included in the city/county existing code and may be utilized in place of the process defined in the Template Code.

However, to allow for faster development approvals and because the list of conditional uses does not contain any heavy uses, an alternative process is defined in the Template Code. This process would allow for concurrent administrative review with a Site Plan Approval.

**Legal Considerations**

**Conditional Use Approvals**

Utah cities and counties may include conditional uses and compliance standards in land use ordinances. See U.C.A. §§ 10-9a-507, 17-27a-506. While certain limitations, as quoted below, id., apply to a city or county's discretion to approve or deny a conditional use, there is no requirement under state law for a particular person, board, commission, or other body to review and either approve or deny a conditional use permit application.

A conditional use shall be approved if reasonable conditions are proposed, or can be imposed, to mitigate the reasonably anticipated detrimental effects of the proposed use in accordance with applicable standards.

If the reasonably anticipated detrimental effects of a proposed conditional use cannot be substantially mitigated by the proposal or the imposition of reasonable conditions to achieve compliance with applicable standards, the conditional use may be denied.

A city or county acts arbitrarily and capriciously when its decision to approve or deny a conditional use permit is not supported by substantial evidence in the record. Citizen opposition, adverse public comment or "public clamor," alone, is an insufficient justification to deny a conditional use permit. See *Uintah Mt. TRC, L.L.C. v. Duchesne County*, 2005 UT App 565, P29, 127 P.3d 1270 (Utah Ct. App. 2005) (citing *Davis County v. Clearfield City*, 756 P.2d 704 (Utah Ct. App. 1988) ("Citizen opposition is a consideration which must be weighed, but cannot be the sole basis for the decision to deny.")).

Thus, a city or county's reasons for denying a conditional use permit must be supported by a factual basis in the record, and must not be based solely on public clamor. *Uintah Mt. TRC, 2005 Ut App at P 30* ("public clamor is not an adequate legal basis for the city's decision.").

## 10.0 Administration

requirements of 4.0 Uses.

- (i) Site Location Map , Legal Description/Limits of Plan.
  - (ii) Survey Plat. Dimensions of property lines, easements, rights-of-way.
  - (iii) Development Boundaries and Proposed Phasing, if applicable.
  - (iv) Map of existing category of uses and use descriptions on parcel and all adjacent parcels within 600 feet, utilizing nomenclature found in 4.0.
  - (v) Map of proposed category of uses and use descriptions,utilizing nomenclature found in 4.0.
  - (vi) Statement of Intent. Statement describing existing and proposed Use and zoning classification.
- (4) Application Process Timeline. Upon submittal of a complete application, the application will be reviewed using the following process and timeline.
- (a) Staff Review Committee. The Staff Review Committee shall review and make recommendations on the application within 30 days of the submission of the complete application.
  - (b) The Zoning Administrator shall render a decision to approve or disapprove the application within 45 days of the submission of the complete application.
    - (i) 45 days may be extended with the applicant's written consent.
    - (ii) The Zoning Administrator may approve, approve with conditions, or disapprove the application, providing the reasons for disapproval or any conditions for approval in writing.
  - (c) If a Site Plan Approval is being sought for the same property, the Conditional Use Permit shall be submitted concurrently and the timelines shall match.

### 10.3 Exceptions and Variances.

#### 1. Exceptions. [RECOMMENDED]

- (1) Intent. To establish relief and flexibility in standards that may be administratively reviewed and approved, if certain criteria are met.
- (2) Eligible Applicant. Applicant is eligible to apply for an Exception to the code upon submittal of an application for Regulating Plan or Site Plan Approval, in cases that involve such standards as the following:
  - (a) Regulating Plan Requirements
    - (i) Distribution of permitted [Sub]Districts within 100' of required amount. (Substitution of districts is not permitted.)
    - (ii) Block Size within 100' of required dimensions and with the provision of a Mid-Block Pedestrianway(refer to 1.0)
    - (iii) Street Type Requirements within one foot of required dimensions. (refer to 2.0)
    - (iv) Open Space Requirement within 100' of required distance for no more than ten units and with the availability of two Open Spaces within that dimension (refer to 1.0 and 6.0)
    - (v) Building Type Requirements within one foot of required dimensions. (refer to 5.0)
  - (b) Site Plan Requirements
    - (i) Landscape Requirements within one foot of required dimensions. (refer to 7.0)
    - (ii) Parking and Loading Facilities within one foot of required dimensions. (refer to 8.0)
    - (iii) Sign Type Requirements within one foot of required dimensions. (refer to 9.0)
    - (iv) Building Type Requirements within one foot of required dimensions. (refer to 5.0)
- (4) Application Process Time Line. An Application for Exception shall be submitted concurrently with the process seeking exception from, either Regulating Plan Approval or Site Plan Approval.
  - (a) Staff Review Committee. The Staff Review Committee shall review and make recommendations on the application within the same time line as the applicable process, Regulating Plan or Site Plan approval.
  - (b) The Zoning Administrator shall render a decision to approve or disapprove the application within the same time line as the applicable process, Regulating Plan or Site Plan approval.

#### 2. Variances

Refer to [Insert Section] of the [City/County] Code for information on the variance process.

### Recommended & Optional Items

#### Recommended: Exceptions

The Exceptions process is a way to establish some relief and flexibility to the code requirements on an as needed basis. As written, this process does not add additional time to an application for a Regulating Plan or Site Plan Approval process. However, the acceptable subjects of Exceptions are defined fairly specifically.

Alternatively, a separate review process that does add time could be incorporated without listing specific Exception subjects. This more open-ended process would require additional review time and consideration by the Staff Review Committee.

#### Recommended: Variances

Reference to the existing variance process in the city or county code should be included in these processes. Variances should be considered hardship based and not flexibility in design decisions.

If the City or County code is out of date, refer to the State requirements and limitations on variances.

### Legal Considerations

#### Variances & Waivers

Under Utah law, a property owner may request a variance, which is a “waiver or modification of the requirements of a land use ordinance as applied to a parcel of property,” from the applicable appeal authority. U.C.A §§ 10-9a-702(1), 17-27a-702(1). An appeal authority may grant a variance only if the appeal authority finds, based on the evidence in the record, that:

- (i) literal enforcement of the ordinance would cause an unreasonable hardship for the applicant that is not necessary to carry out the general purpose of the land use ordinances;
- (ii) there are special circumstances attached to the property that do not generally apply to other properties in the same zone;
- (iii) granting the variance is essential to the enjoyment of a substantial property right possessed by other property in the same zone;
- (iv) the variance will not substantially affect the general plan and will not be contrary to the public interest; and
- (v) the spirit of the land use ordinance is observed and substantial justice done.

See id. at (2). Furthermore, an appeal authority may find that a hardship is “unreasonable” only when the hardship “is located on or associated with the property for which the variance is sought and comes from circumstances peculiar to the property, not from conditions that are general to the neighborhood.” Id. Importantly, a self-imposed or economic hardship alone is not an “unreasonable hardship” under Utah law. See id.; see also Chambers v. Smithfield City, 714 P.2d 1133, 1135 (Utah 1986) (“[H]ardship is not demonstrated by economic loss alone. It must be tied to the special circumstances.”).

## Legal Considerations

### Nonconforming Uses and Noncomplying Structures

Following the adoption of a form-based code for a particular area, many existing uses and structures likely will become nonconforming or noncomplying. Per Sections 10-9a-511 and 17-27a-510 of the Utah Code, nonconforming uses and noncomplying structures are allowed to continue; however, a city or county's legislative body may provide for "the establishment, restoration, reconstruction, extension, alteration, expansion, or substitution of nonconforming uses upon the terms and conditions set forth in the land use ordinance." U.C.A. §§ 10-9a-511(2)(a), 17-27a-510(2)(a). Additionally, certain restrictions apply to a city and county's ability to prohibit the reconstruction of a noncomplying structure if destroyed by fire or other casualty.

Many Utah cities and counties have already addressed nonconforming uses and noncomplying structures within their existing land use ordinances and zoning codes. Therefore, in connection with the adoption of a Template form-based zoning code, the existing provisions governing nonconforming uses and structures should be reviewed to confirm whether they adequately address the potential issues and situations that may arise under a form-based type of zoning code.

# 10.0 Administration

## 10.4. Nonconformances.

### 1. General Requirements. [OPTIONAL]

- (1) Intent. To provide a set of regulations for legal nonconforming buildings and uses and to specify those circumstances and conditions under which those nonconformances shall be gradually eliminated.
- (2) Applicability. The standards in this section apply as follows.
  - (a) The provisions detailed in this section apply to all structures, uses, or site characteristics that lawfully existed prior to the adoption of or Amendment to this code, but that may not occur under the current provisions of this code.
  - (b) Structures, uses, and site characteristics that did not lawfully exist prior to the effective date or amendment to this code shall not be considered legal nonconformances and therefore are not protected under the provisions of this section.
- (3) Continuation. All nonconformances are permitted to continue subject to the restrictions outlined in this section.
- (4) Maintenance. All nonconformances shall be maintained as required by law to protect public health safety, and welfare, provided said maintenance does not result in the expansion of the nonconformity.

### 2. Nonconforming Structures. [RECOMMENDED]

- (1) Intent. To provide regulations for the continuation of a structure that was legally constructed prior to the adoption or amendment to this code, but that could not occur under the current provisions of this code.
- (2) Restrictions on Continuation. A nonconforming structure may continue based upon the following conditions.
  - (a) Alterations. The standards of this code shall apply to alterations under the following circumstances.
    - (i) Where the renovation includes an addition of more than 45 percent in gross building square footage, the building shall be brought into conformance.
    - (ii) When a renovation of the front facade occurs with no added building square footage, the street facade Requirements and Entrance Type Requirements (refer to 5.9) shall be met when the existing building front or corner facade is located within the build to zone and the renovation includes any one of the following:
      - i. Installation of additional doors or a change in location of a door.
      - ii. Expansion or change in location of 30% of windows on any street façade.
      - iii. Replacement of 30% or more of facade materials on any street facing facade with a different facade material.
    - (iii) When a renovation of the shape or style of the roof occurs with no added building square footage, the Roof

- (b) Ordinary Repairs. Ordinary repairs required for safety and continued use of the structure, such as replacement of window or door glass; and interior alterations that do not affect the exterior of the building do not trigger conformance to this code.
- (c) Impact on Nonconformity. No alteration or repair shall expand the existing or create a new nonconformity unless otherwise permitted by this section, 10.4.2 Nonconforming Structures.
- (d) Damage or Destruction. A nonconforming structure may be repaired and its use continued if damaged by any means not within the control of the owner per the Utah Code.
- (e) Abandonment. The right to utilize a nonconforming structure shall be terminated if the structure is not utilized or is abandoned for a period of 12 consecutive months.
  - (i) If the owner is actively seeking another tenant for the use or structure, the 12 month period may be extended up to an additional 12 months with permission of the City Council.
  - (ii) To obtain this extension, the owner must provide evidence of this activity, including solicitation, showing the site to potential tenants, and maintenance of utilities and other site facilities for reuse; simply listing the site as available real estate is not sufficient.

### 3. Nonconforming Uses.

Refer to [Insert Section] of the [City/County] Code for information on the nonconforming uses.

### 4. Nonconforming Lots.

Refer to [Insert Section] of the [City/County] Code for information on the nonconforming lots.

### 5. Nonconforming Site Characteristics.

- (1) Intent. To establish regulations for the continuation of site characteristics, such as impervious site coverage, curb cut quantity, signage, parking, landscaping, or other non-structural, physical characteristics of a site, that was legally constructed or installed prior to the approval or amendment of this code, but that cannot be created under the provisions of this code.
- (2) Restrictions to Continuation. A nonconforming site characteristic may continue based upon the following conditions.
  - (a) 10% Percent Exception. A site characteristic is not considered nonconforming if the size of the nonconformance is 10% or less of this code's requirement.
  - (b) Change in Associated Use. The right to continue shall be terminated if the associated use changes or changes in intensity through such additions as an increase in the dwelling units, gross floor area, or capacity by 15% or more.

- (i) Single or individual business signs within a multiple business center are exempt from this standard. A new tenant is permitted to install an individual business sign even if the signage on the lot as a whole is nonconforming, provided that the new sign does not increase the lot's nonconformance.
- (c) Change in Associated Structure. The right to continue shall be terminated if the associated structure is altered to increase its gross floor area by 15% or more.
- (d) Abandonment. The right to continue shall be terminated if the associated Use or structure, conforming or not, is abandoned for a period of 12 consecutive months.

## Recommended & Optional Items

### Optional: Nonconforming Uses & Lots

Nonconforming uses and lots are likely included in the city or county's existing code and should be referred to in these locations.

### Recommended: Nonconforming Site Characteristics

Nonconforming Site Characteristics is another way to ease the existence of nonconformances. Aside from the principal structure on the lot (apply Nonconforming Structures), many other aspects of a site's existing development may not meet the current code. Those characteristics, referred to here as Site Characteristics, might include parking requirements, parking design, site landscape, or signage. Allowing those aspects of the site to continue, even if the structure is or is not in conformance, relieves some pressure to spend and bring the site into conformance.

If redevelopment is imminent, delete this section and, therefore, require all site characteristics to be brought into conformance.

**Recommended & Optional Items**

**Recommended: Definitions**

The definitions included in this section are specific to the Template Code. These definitions can be moved to the city or county's general code definitions; however, keep in mind that the same term may be utilized in the Template Code with a different meaning than an existing code.

# 10.0 Administration

## 10.5 Definitions.

### 1. Graphics.

The graphics, tables, and text utilized throughout this code are regulatory. In case of a conflict, text shall control over tables and graphics and tables shall control graphics.

### 2. Defined Terms.

For the purposes of this code, the following terms shall have the following meanings.

- (1) **Animal.** All non-human members of the animal kingdom, including domestic and livestock species.
- (2) **Applicant.** The owner of a subject property or the authorized representative of the owner on which a land development application is being made.
- (3) **Block.** The aggregate of lots, passages, lanes, and alleys bounded on all sides by streets.
- (4) **Block Depth.** A block measurement that is the horizontal distance between the front property line on a block face and the front property line of the parallel or approximately parallel block face.
- (5) **Block Ends.** The lots located on the end of a block; these lots are often larger than the lots in the interior of the block or those at the opposite end of the block and can be located on a more intense street type. They are typically more suitable for more intensive development, such as multiple family or mixed use development.
- (6) **Block Face.** The aggregate of all the building facades on one side of a block.
- (7) **Block Length.** A block measurement that is the horizontal distance along the front property lines of the lots comprising the block.
- (8) **Build-to-Zone.** An area in which the front or corner side facade of a building shall be placed; it may or may not be located directly adjacent to a property line. The zone dictates the minimum and maximum distance a structure may be placed from a property line. Refer to Figure 10.5 (2) Build-to Zone vs. Setback Line.
- (9) **Building Type.** A structure defined by the combination of configuration, form, and function. Refer to 5.0 Building Types for more information and the list of permitted Building Types.
- (11) **Courtyard.** An outdoor area enclosed by a building on at least two sides and is open to the sky.
- (12) **Coverage, Building.** The percentage of a lot developed with a principal or accessory structure.
- (13) **Coverage, Impervious Site.** The percentage of a lot developed with principal or accessory structures and impervious surfaces, such as driveways, sidewalks, and patios.
- (14) **Critical Root Zone.** Also referred to as drip line. The area of soil and roots within the radius beneath the tree's canopy, within the

dripline, or within a circular area of soil and roots with a radius out from the trunk a distance of 1.5 feet for every inch of the tree's width (measured at 4.5 feet above the mean grade of the tree's trunk, noted as diameter breast height or DBH throughout this code).

- (15) **Dedication.** The intentional appropriation of land by the owner to the City for public use and/or ownership.
- (16) **Density.** The number of dwelling units located in an area of land, usually denoted as units per acre.
- (17) **Dwelling Unit.** A room or group of rooms connected together that include facilities for living, sleeping, cooking, and eating that are arranged, designed, or intended to be used as living quarters for one family, whether owner occupied, rented, or leased.
- (18) **Easement.** A legal interest in land, granted by the owner to another person or entity, which allows for the use of all or a portion of the owner's land for such purposes as access or placement of utilities.
- (19) **Eave.** The edge of a pitched roof; it typically overhangs beyond the side of a building.
- (20) **Entrance Type.** The permitted treatment types of the ground floor Facade of a Building Type. Refer to 5.9 for more information and a list of permitted Entrance Types.
- (21) **Expression Line.** An architectural feature. A decorative, three dimensional, linear element, horizontal or vertical, protruding or indented at least two inches from the exterior facade or a building typically utilized to delineate floors or stories of a building.
- (22) **Facade.** The exterior face of a building, including but not limited to the wall, windows, windowsills, doorways, and design elements such as expression lines. The front facade is any building face adjacent to the front property line.
- (23) **Family.** Family is defined as one of the following.
  - (a) Two or more persons, each related to the other by blood, marriage, or adoption together with usual domestic servants and not more than one bona fide guest, all living together as a common household unit.
  - (b) Up to three persons all of whom are not necessarily related to each other by blood, marriage, or adoption, and their children living together as a common household unit.
  - (c) For the purposes of this code, an unrelated family shall not include persons living together in a residential care home or transitional treatment facility in accordance with the requirements of this code.
- (24) **Grade.** The average level of the finished surface of the ground story adjacent to the exterior walls of a building.
- (25) **Gross Floor Area.** The sum of all areas of a building, including accessory storage areas or closets within sales spaces, working spaces, or living spaces and any basement floor area used for retailing activities, the production or processing of goods, or business offices. It shall not include attic space having headroom of seven feet or less and areas devoted primarily to storage,

- balconies, off-street parking and loading areas, enclosed porches, roof decks, roof gardens, or basement floor area other than specified above.
- (26) **Impervious Surface.** Also referred to as impervious material. Any hard surface, man-made area that does not absorb water, including building roofs, sidewalks, parking, driveways, and other paved surfaces.
- (27) **Landscape Area.** Area on a lot not dedicated to a structure, parking or loading facility, frontage buffer, side and rear buffer, or interior parking lot landscaping.
- (28) **Lot.** Also referred to as parcel. A plot of land intended to be separately owned, developed, or otherwise used as a unit. Refer to Figure 10.5 (1) Lots.
- (29) **Lot, Corner.** A parcel of land abutting at least two vehicular rights-of-way, excluding an alley, at their intersection. Refer to Figure 10.2 (1) Lots.
- (30) **Lot, Flag.** A parcel of land having its only access to the adjacent vehicular right-of-way, excluding an alley, through a narrow strip of land. Refer to Figure 10.5 (1) Lots.
- (31) **Lot, Interior.** A parcel of land abutting a vehicular Right-of-Way, excluding an Alley, along one (1) Property Line; surrounded by Lots along the remaining Property Lines.
- (32) **Lot, Through.** Also referred to as a double frontage lot. An interior lot having frontage on two approximately parallel vehicular rights-of-way, excluding an alley. Refer to Figure 10.5 (1) Lots.
- (33) **Lot Area.** The computed area contained within the property lines; it is typically denoted in square feet or acres.
- (34) **Lot Depth.** The smallest horizontal distance between the Front and Rear Property Lines measured approximately parallel to the Corner and/or Side Property Line. Refer to Figure 10.5 (1) Lots.
- (35) **Lot Frontage.** The horizontal distance between the Side Property Lines, measured at the Front Property Lines. Refer to Figure 10.5 (1) Lots.
- (36) **Nonconformance.** A structure, use, lot, or site characteristic that was legally constructed or operated prior to the effective date of or Amendment to this code, but that cannot be constructed, platted, or operated after the effective date of or Amendment to this code.
- (37) **Occupied Space.** Interior building space regularly occupied by the building users. It does not include storage areas, utility space, or parking.
- (38) **Open Space Type.** The permitted and regulated types of open spaces in this code. Refer to 6.0 Open Space Types for more information and a list of the permitted types.
- (39) **Open Water.** A pond, lake, reservoir, or other water feature with the water surface fully exposed.
- (40) **Owner.** The legal or beneficial title-holder of land or holder of a written option or contract to purchase the land.
- (41) **Pedestrianway.** A pathway designed for use by pedestrians; it can be located mid-block allowing pedestrian movement from one street to another without traveling along the block's perimeter.
- (42) **Pervious Surface.** Also referred to as pervious material. A material or surface that allows for the absorption of water into the ground or plant material, such as permeable pavers or a vegetated roof.
- (43) **Plat.** A map or chart of a division and/or combination of lots.
- (44) **Primary Street.** A street designated on the Zoning Map that receives priority over other streets in terms of setting front property lines and locating building entrances.
- (45) **Property Line.** Also referred to as lot line. A boundary line of a parcel of land or lot. Refer to Figure 10.5 (1) Lots.
- (46) **Property Line, Corner.** A boundary of a lot that is approximately perpendicular to the front property line and is directly adjacent to a public Right-of-Way, other than an alley or railroad. Refer to Figure 10.5 (1) Lots.
- (47) **Property Line, Front.** The boundary abutting a right-of-way, other than an Alley, from which the required setback or build-to zone is measured, with the following exceptions.
- (a) Corner and Through Lots that abut a Primary Street shall have the front property line on that Primary Street.
  - (b) Corner and Through Lots that abut two Primary Streets or do not abut a Primary Street shall utilize the orientation of the two directly adjacent lots, or shall have the front property line determined by the Zoning Administrator.
- (48) **Property Line, Rear.** The boundary of a lot that is approximately parallel to the front property line; this line separates lots from one another or separates a lot from an alley. Refer to Figure 10.5 (1) Lots.
- (49) **Property Line, Side.** The boundary of a lot that is approximately perpendicular to the front and rear property lines; it is not adjacent to the public right-of-way. Refer to Figure 10.5 (1) Lots.
- (50) **Right-of-Way.** Land dedicated or utilized for a Street Type, trail, pedestrianway, utility, railroad, or other similar purpose.
- (51) **Roof Type.** The detail at the top of a building that finishes a Facade, including a pitch roof with various permitted slopes and a parapet. Refer to 5.10 for more information and a list of the permitted Roof Types.
- (52) **Scale.** The relative size of a building, street, sign, or other element of the built environment.
- (53) **Semi-Pervious Surface.** Also referred to as semi-pervious material. A material that allows for at least 40% absorption of water into the ground or plant material, such as pervious pavers, permeable asphalt and concrete, or gravel.
- (54) **Setback.** The horizontal distance from a property line inward, beyond which a structure may be placed. Structures or other impervious surfaces are not permitted within a setback, unless specifically permitted in this code. Refer to Figure 10.5 (2) Build-to Zone vs. Setback Line.

# 10.0 Administration

- (55) **Sign.** An object, device, or structure used to advertise, identify, display, direct, or attract attention to an object, person, institution, organization, business, product, service, event, or location by such means as words, letters, figures, images, designs, symbols, or colors. Flags or emblems of any nation, state, city, or organization; works of art which in no way identify a product; and athletic field score boards are not considered signs.
- (56) **Solar Reflectance Index (SRI).** A measure of a constructed surface's ability to reflect solar heat, as shown by a small temperature rise. The measure utilizes a scale from 0 to 100 and is defined so that a standard black surface is 0 and a standard white surface is 100. To calculate for a given material, obtain the reflectance value and emittance value for the material; calculate the SRI according to ASTM E 1980-01 or the latest version.
- (57) **Story.** A habitable level within a building measured from finished floor to finished floor.
- (58) **Story, Ground.** Also referred to as ground floor. The first floor of a building that is level to or elevated above the finished grade on the front and corner facades, excluding basements or cellars.
- (59) **Story, Half.** A story either in the base of the building, partially below grade and partially above grade, or a story fully within the roof structure with transparency facing the street.
- (60) **Story, Upper.** Also referred to as upper floor. The floors located above the ground story of a building.
- (61) **Street Face.** The facade of a building that faces a public right-of-way.
- (62) **Street Frontage.** Also refer to lot frontage. The portion of a building or lot directly adjacent to a vehicular right-of-way.
- (63) **Street Type.** The permitted and regulated types of streets in this code. Refer to 2.0 Street Types for more information and a list of the permitted Street Types.
- (64) **Streetwall.** The vertical plane created by building facades along a street. A continuous streetwall occurs when buildings are located in a row next to the sidewalk without vacant lots or significant setbacks.
- (65) **Structure, Accessory.** The general term for a subordinate structure detached from, but located on the same Lot as the Principal Structure; it may or may not be inhabitable.
- (66) **Structure, Principal.** Also referred to as the principal building. A building that contains the dominant Use of the Lot. It is typically located toward the front of the Lot in the front Build-to Zone or behind the Front Yard Setback.
- (67) **Swale.** A low lying, naturally planted area with gradual slopes that facilitate the transport, absorption, and/or filtration of stormwater.



Figure 10.5 (1). Lots.

- (68) **Tree Canopy.** The uppermost area of spreading branches and leaves of a tree.
- (69) **Tree Canopy Coverage.** The area of ground covered or shaded by a tree's canopy, measured in square feet.
- (70) **Use.** Also referred to as land use. A purpose or activity that may occur within a building or a lot.
- (71) **Use, Accessory.** A use customarily, incidental, and subordinate to the principal use or structure and located on the same lot with such principal use or structure.
- (72) **Use, Principal.** The specific, primary purpose for which a lot or building is utilized.
- (73) **Use, Special.** A use that may not be appropriate in certain locations based on the potential negative impacts associated with the use and requires approval of a Special Use Permit.
- (74) **Visible Basement.** A half story partially below grade and partially exposed above with required transparency on the street facade.
- (75) **Water Body.** A body of water, such as a river, pond, or lake that may be man-made or naturally occurring.
- (76) **Yard.** The space on a lot which is unoccupied and unobstructed from the ground to the sky by the principal structure. Lots without a structure do not have yard designations. Refer to Figure 10.5 (3) Yards.
- (77) **Yard, Corner Side.** A yard extending from the corner side building facade along a corner side property line between the front yard and rear property line.
- (78) **Yard, Front.** A yard extending from the front facade of the principal structure along the full length of the front property line, between the side property lines or side and corner side property lines. Figure 10.5 (3) Yards.
- (79) **Yard, Rear.** A yard extending from the rear building facade along the rear property line between the side yards or, on a corner lot, the corner side and side yards. Figure 10.5 (3) Yards.
- (80) **Yard, Side.** A yard extending from the side building facade along a side property line between the front yard and rear property line. Figure 10.5 (3) Yards.
- (81) **Zoning District.** A designation given to each lot within the city that dictates the standards for development on that Lot. Refer to 3.0 Zoning Districts for more information and a list of permitted Zoning Districts.

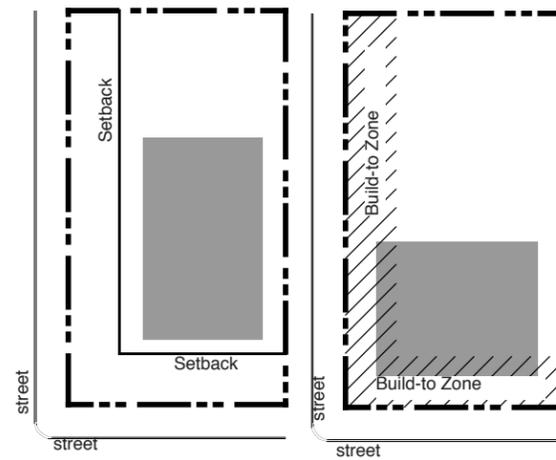


Figure 10.5 (2). Setback Line vs. Build-to Zone.

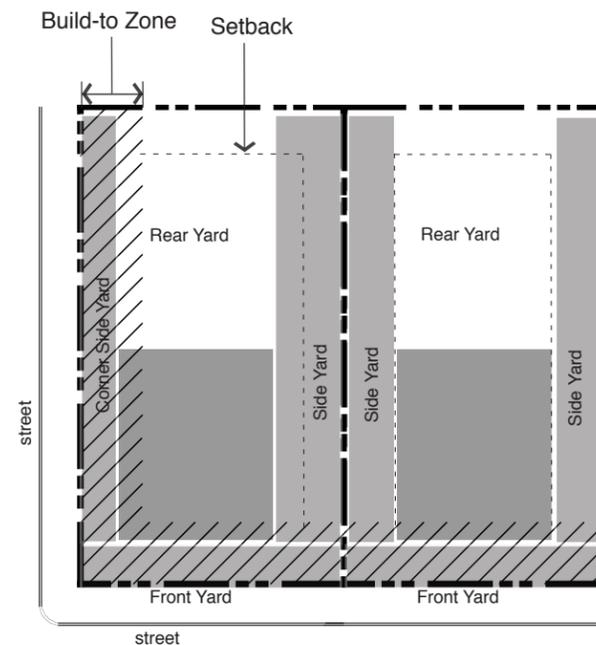


Figure 10.5 (3). Yards.