

**ORDINANCE NO. 2018-38**

**AN ORDINANCE ADOPTING THE NORTH VILLAGE CODE, MOUNTAIN COMMUNITY ZONE (MCZ) AND SIGN REGULATIONS FOR THE NORTH VILLAGE CODE AND THE MOUNTAIN COMMUNITY ZONE.**

BE IT ORDAINED by the City Council of Heber City, Utah, Chapter 18.104 of the Heber City Municipal Code, entitled North Village Overlay Zone and Mountain Community Zone Signs, is hereby ADOPTED as follows.

**Chapter 18.104 North Village Overlay and Mountain Community Signs.**

**Sections**

Section 18.104.010	Scope and Applicability
Section 18.104.020	General Conditions for all Signs
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Section 18.104.040	Building Signs
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**Section 18.104.010 Scope and Applicability**

- A. This Chapter, Chapter 18.104, shall regulate all signs located within the North Village Overlay Zone and the Mountain Community Zone.
- B. This chapter will provide standards for signage in terms of compatibility with surroundings and promotion of functional and attractive streetscapes.
- C. The regulations contained herein are declared to be the maximum allowable for the purposes set forth. If the community development/Planning Director determines that an application needs further interpretation, he/she may request planning commission review of a proposal. See the Heber City sign ordinance in Chapter 18.103 for information on the application process.

**Section 18.104.020 General Conditions for all Signs**

- A. **Materials:** All signs must be constructed out of high quality, durable, weather resistant, permanent materials. Exceptions: temporary signs (see temporary signs described in this section).

- B. **Message:** Wall signs shall be the primary form of identification for a building or business.
- C. **Overall Composition:** Signs within a small development grouping (a courtyard or short promenade) and a large building group (such as student residences) shall be constructed with complementary styles and methods of construction (i.e., single pan channel letters, awning, etc.) along a combined building frontage.
- D. **Location:**
1. **Horizontal:** All signs shall be a minimum horizontal distance of three feet (3') from the public right of way. All freestanding signs shall be at least their height in distance from an adjoining side property line.
  2. **Vertical:** All exterior building attached signs shall be a minimum vertical distance of eight feet (8') from grade to their lowest point. Signs which exceed three feet (3') in height from grade may not be placed within the sixty foot (60') "sight-line" triangle of motorists. (Sight line: Measured by intersecting lines parallel to the front of curb; finding the intersecting point; measuring back 60 feet in each direction and completing the triangle from those measurements).
- E. **Variations and Interpretation:** If there is a question of interpretation within the sign portion of this code, the Planning Director may interpret. If the applicant does not agree with the Director's interpretation, the applicant may request an appeal to the Appeal Authority.
- F. **Supports/Poles:** All supporting objects, poles, and any other means of attaching a sign anywhere (wall, earth, facade, etc.) shall be minimized or concealed so it is not visible, nor compete with architectural features of its related building. Supports and poles shall be compatible with their context and of high quality.
- G. **Maintenance:** Every sign shall be kept attractive and in complete operating condition. The required landscape area for freestanding signs shall be kept free from weeds, garbage and debris, and shall be maintained with a mix of evergreen and deciduous shrubs, as well as flowers. Maintenance includes the repair of facades where signs have been removed; and the painting, cleaning and repairing of a sign. Maintenance does not include structural alterations, cosmetic or style changes, enlargements or face changes.
- H. **Traffic Safety:** No sign or other advertising structure shall be erected which in any manner may be confused with an official traffic sign or signal, or which bears words normally used in such signs, i.e., stop, go, slow down, caution, danger, warning, etc. A sign or advertising structure shall not be erected which by reason of size, location, shape, content, coloring or manner of illumination might be confused as a traffic control device. No sign shall have lighting which impairs the vision of anyone traveling upon a public street, or distracts a driver so as to create a public nuisance or endangerment.
- I. **Prohibited Conditions.** The following signs are prohibited unless expressly permitted elsewhere in this code:
1. Hot or cold air balloons, inflatables, flashing or blinking signs, chaser lights, laser beams, animated signs.
  2. Statuary used for signage (not including artistic statuary). Statuary of extremely

high quality and material may be approved by the director in exceptional circumstances.

3. Pole, pylon or billboard signs are prohibited when over eight feet (8') in height.
4. Signs within the public right of way. Exception: Public necessity signs and banners located on approved streetlights.
5. Signs projecting above the roof eave or cornice, roof signs and temporary signs (that are not listed in this code).
6. No sign shall extend over to interface with a pedestrian or vehicular access area; interfere with a fire escape, exit, stairway, door ventilator or window; be located within a power line easement.
7. Neon lighting or neon signage shall not be employed so as to accentuate the outline of a building.
8. Electronic message centers, readerboards and signs with changeable copy or changeable text.
9. Banners and A-frame signs, except as may be expressly permitted elsewhere in this code.
10. Billboards. Billboards are defined as:
  - a. Advertising for businesses not on the same parcel as the sign, or businesses not contiguous to (or within 200' of) the thoroughfare on which the sign faces; or
  - b. Any sign of a large size (above 100 sq. ft. in area).

SECTION 18.104.030 GENERAL CONDITIONS		
Sign Type	Height and Width	Amount and/or Location
Directional or instructional	4'0" maximum height and 4 sq. ft. maximum size	3 per (final) ownership parcel
No trespassing or no dumping	4'0" maximum height and 4 sq. ft. maximum size	4 signs per ownership parcel
Plaques, nameplate signs, identification or commemorative plaques.	Maximum size of 2 sq. ft.	4 signs per ownership parcel
Flags: Flags, emblems, or insignia.	No limit. Size may not create a noise nuisance. 25 foot height limit max.	No limit
Memorial signs: Memorial signs with names of buildings and date of ground breaking cut into masonry or inlaid as part of the building.	No limit	No limit
Notice bulletin boards.	Maximum size of 24 sq. ft.	1
Holiday decorations: Noncommercial signs of a decorative nature, clearly incidental and commonly associated with the appropriate national, local, or religious holiday.	No limit. Must be completely on site with the building or ownership sponsoring or constructing the sign.	No limit.
Home Occupation	Maximum size of 4 sq. ft.	1

SECTION 18.104.040 BUILDING SIGNS		
Sign Type	Configuration	Technique
<p>Number:</p> <p>Shopfront: 2 signs; 1 parallel and 1 perpendicular.</p> <p>Freestanding building: 2 signs; primary wall: 1 wall sign (15%) or other type as described below; secondary wall: 1 wall sign (5%) or other type as described below.</p> <p>Additional: 1 suspended (if arcade building type) per business.</p>	<p>Height and width, wall sign: 15% of facade (primary wall), 5% of facade (secondary wall). An applicant may apply for a conditional use permit to allow an additional wall sign on the third and fourth wall (5% maximum - of each facade).</p> <p>Height and width, perpendicular sign: See perpendicular/suspended signs below.</p>	<p>Composition: Wall signs may not project above, or be mounted above the eave or roof line, whichever is lower.</p> <p>Lighting: Internal illumination is prohibited. Backlighting is prohibited unless the letters or figures of the sign are freestanding (from each other), modest in scale, and appearing to be cut or aligned in the same plane.</p>
<p>Parallel/attached signs: Shall be complementary to the building material and color, with differences in material or finish to be minor, i.e., not jarring or competitive.</p>	<p>Height and width: One-dimension (depending on vertical or horizontal orientation) shall not exceed 2'6". All object, bands, background of any kind used for the benefit of the sign (unless a distinct architectural feature) will be used to calculate the dimension.</p>	<p>Composition: Buildings shall not have roof lines or false facades primarily designed to emphasize overly large signs on bland wall areas.</p> <p>Lighting: Internal illumination is prohibited. Backlighting is prohibited unless the letters or figures of the sign are freestanding (from each other), modest in scale, and appearing to be cut or aligned in the same plane.</p>
<p>Perpendicular/suspended signs (also referred to as "blade" signs): Shall be complementary to the building material and color.</p>	<p>Height and width: One-dimension (depending on vertical or horizontal orientation) shall not exceed 2'6". The sign must have a minimum clearance of 8'0" above the public right of way. All object, bands, background of any kind used for the benefit of the sign (unless a distinct architectural feature) will be used to calculate the dimension.</p>	<p>Composition: There must be a minimum of 15'0" between suspended signs and perpendicular signs.</p> <p>Lighting: Internal illumination is prohibited. Backlighting is prohibited.</p>
<p>Window signs: Window paint, plastic, or a high quality paper (inside only). The material should not deteriorate for a minimum of 30 days.</p>	<p>Height and width: The area of any window sign shall not exceed 20% of the window (a single window unit or panel; not the entire glass area of a building or facade) on which it resides.</p>	<p>Composition: Lettering shall be displayed on the glass with no background (clear glass) or with translucent background if very small (less than 4 sq. ft. in area).</p>
<p>Neon signs (in storefronts)</p>	<p>Maximum dimension (height or width):</p> <p>Inside storefront windows: 3'0".</p> <p>Maximum area: 6 sq. ft.</p>	

Sign Type	Configuration	Technique
Awning signs: Shall be complementary to the building material and color, with differences in material or finish to be minor, i.e., not loud or competitive.	Height and width: The sign must have a minimum clearance of 8'0" above the public right of way. A sign shall not project more than 8', nor be less than 2'.	Composition: Lettering shall not exceed 5" on awnings. Awnings with signage shall take traditional awning forms. Awning signs shall not project above any part of the roof line. Advertisements: May cover only an area of less than 40% of the text.
Canopy/gas island: Shall be complementary to the building material and color; not necessarily the same, but not jarring or competitive.	Height and width: Height shall not exceed 20'0" from grade and no canopy fascia may exceed 4'0" in height. Individual letters, logos, or symbols may not exceed 3' in height or project out from the canopy more than 18". Shall not exceed 15% of the area of the side of the canopy in which it is located.	Composition: The canopy shall not extend more than 10'0" from the pump. Lighting: The island shall have sufficient lighting for safety, with light levels between 0.1 to 1.0 foot-candle (depending on the circumstance). The light may be directed outside of the canopy area. Advertisement: Gasoline pricing not allowed, if sized above 10 sq. ft. in sign size.
Prohibited conditions	Roof installations; moving elements.	Building signs must not obscure key architectural details of its building setting.

SECTION 18.104.050 LANDSCAPE SIGNS
<p>Monument types: Shall be complementary to the adjacent building(s) in material and color. All monument signs must include a masonry (or stone) base (between 1'0" and 2'0" in height).</p> <p>Height and width: The sign must not exceed 6'0" in height from its site grade or from the nearest public right of way. Location: The sign shall be placed in a minimum of 3'0" from the public right of way, with a minimum of 100' between monument signs.</p> <p>Context and setting: Monument signs shall have a minimum of 3'0" of landscaping (a minimum of 6'0" if along a major thoroughfare) around the base of the sign, including shrubs, flowers, and ground cover. Structural support poles shall be concealed. The maximum square footage of the sign (not including the masonry base) shall not exceed 30% of the street frontage length (example: 100 linear feet x 30% = 30 sq. ft.) with a maximum of 50 sq. ft.</p> <p>Lighting: Monument signs shall be externally illuminated, without glare to passersby or light spillage "fugitive". Exception: Individually constructed letters with internal lighting may be used (all wiring, mounting brackets, bolts, tracks, etc., shall not be visible).</p> <p>Prohibited conditions: Pole and pylon types. Signs that are not set back at least 3' from the public right of way. Signs that are not set back at least their height or width (whichever is greater) from the adjoining side property line.</p>

## SECTION 18.104.060 STREETScape SIGNS

**Public necessity signs:** Permanent materials shall be used; good quality and attractive.  
**Height and width:** Shall meet the minimum and maximum standards of the regulating entity. Installed as required by the City Engineer, Public Works Director or other applicable regulating entity.

**Advertising benches (bus):** Permanent materials shall be used; good quality and attractive. **Height and width:** The bench shall not exceed 10'0" in length and 4'0" in height.

**Location:** Advertising benches must be located at transit stops.

**Composition:** Shall not be placed within the public right of way, but shall be within 10'0" of a streetlight. **Lighting:** Additional lighting is prohibited, as the streetlight shall suffice.

**At transit enclosures:** Advertising shall be placed within a sturdy, high quality sign enclosure that allows changing displays or posters.

**Height and width:** Shall not exceed 20% of an individual wall area of the enclosure upon which is placed the advertising.

**Composition:** There shall be a minimum of 2'6" of transparency (glass, open) between the base area of the structure and the signage.

**Lighting:** Minimum 0.1 foot-candle, for comfort and safety. White lighting shall be installed internally and externally, but shall be directed perpendicular down toward grade.

**Prohibited conditions:** Any temporary sign placed within the public right of way. **Exception:** Approved community streetlight banners.

**SECTION 18.104.070 TEMPORARY SIGNS**

Sign Type	Configuration	Technique
Going out of business: Signs announcing the closing of a business or owner- ship.	A maximum height of sign face of 8' and a maximum size of 64 sq. ft. A maximum overall height of 10' of combined sign and base/support.	3 per business. Must be located entirely on private property, but may be located within 1 block off site. Requires written permission of the private property owner(s) where the signs are to be located. 90 day (maximum) period.
Directional development signs: Temporary directional signs for new subdivisions and planned unit developments being marketed or constructed.	Height and width: A maximum height of sign face of 8' and a maximum size of 64 sq. ft. A maximum overall height of 10' of combined sign and base/ support.	3 per development. Must be located entirely on private property, but may be located within 1 block off site. Requires written permission of the private property owner(s) where the signs are to be located. 90 day (maximum) period.
Gas pump signs: Shall be complementary to the building material and color. To prevent advertising above gas pumps, a high quality changeable sign (bottom portion of the gas pump itself only) may be used to advertise.	Height and width may not exceed the base of the standard gas pump. The height and width of the temporary sign must fill the base area completely, replacing the typical plastic panel in some manner.	The sign(s) shall be placed within a permanent sign enclosure only (on the base of each side of the pump). 1 double faced permanent sign (changeable) for each type of fuel sold is allowed per gas island.
Banners: Special promotion, grand opening, going out of business.	A maximum height of sign face of 3' and a maximum width of the tenant space is permitted.	The banner shall be placed on 1 wall. The sign shall not interfere with a window, ingress/egress, lighting, or mechanical equipment.
A-frame: Special promotion, grand opening, going out of business.	A maximum height of sign face of 3' and a maximum width of 3' is permitted.	The sign shall not be placed within the public right of way.
Window signs: Signs placed inside a window for temporary advertisement.	A maximum of 20% of a window pan- el area may be used for a permanent (changeable) sign or temporary advertisement.	1 per building side, mounted from the inside of the building.
Post and stake signs: Signs mounted to posts, poles, or stakes, and in any way attached to the ground.	A maximum height of 4' and a maximum size of 20 sq. ft. is permitted. A maximum overall height of 10' for combined sign and base/support.	1 per street front.
Political Signs: political or campaign signs on behalf of candidates for public office or measures on ballots.	Shall not be placed within the 60 foot sight triangle, nor in any other location that creates a vehicular or pedestrian traffic visibility hazard.	No limit. Political and campaign signs may be placed only with the approval of the property owner and must be placed on private property and not on public property or in a public right-of-way.
Real estate signs: any sign used to advertise the sale, development, or lease of an individual property.	8 foot max height. The sign shall not be located in the public right of way.	1 sign permitted per parcel street frontage.

BE IT ORDAINED by the City Council of Heber City, Utah, Chapter 18.66 of the Heber City Municipal Code, entitled Mountain Community Zone, is hereby ADOPTED as follows.

### **Chapter 18.66 Mountain Community Zone (MCZ)**

18.66.010	Purpose and Intent
18.66.020	General Requirements
18.66.030	Permitted Uses
18.66.040	Development Requirements
18.66.050	Mountain Community Zone Development Approval Process
18.66.060	Mountain Community Zone Minimum Roadway Standards
18.66.070	Open Space
18.66.080	Architectural Design Standards
18.66.090	Sign Standards

#### **18.66.010 Purpose and Intent**

The intent of the Mountain Community (MCZ) Zone is to provide for continued implementation of the Heber City General Plan. This Zone allows for multiple residential uses, minor commercial areas and recreation uses within a master planned area. The regulations of MR Zone contained herein are designed to:

- A. Allow the City to encourage and facilitate more detailed and specific planning and analysis for appropriate parcels;
- B. Promote interesting, creative, and indigenous landscaping, design, and architecture that blends in with natural surroundings and follows project specified design guidelines;
- C. Stimulate the local economy and increase the tax base of the City;
- D. Promote the preservation of open space, scenic vistas, and natural features; and
- E. Regulate and control development.

#### **18.66.020 General Requirements**

- A. Property identified as Mountain Community in the General Plan may be either annexed into the City as Mountain Community Zoned land or rezoned through the Heber City Rezone process as Mountain Community Zoned land.
- B. Adequate Public Facilities shall be provided per Heber City Code Title 17.
- C. The City shall require such an arrangement of structures and open space within the MR Zone as necessary to assure that the purpose of the zone is achieved, including but not limited to the following:
  - 1. **Minimum Open Space** as per Section 18.66.070.
  - 2. **Commercial areas** should provide the density, building mass, scale, and visual feeling of a mountain resort area.
  - 3. **Adequate Public Facilities.** Notwithstanding the residential densities and land use intensities permitted by this code, development shall bear the costs associated with any

on-site or off-site improvements necessary to provide an adequate level of service to the proposed development.

4. **Density.** Density in the Mountain Community Zone shall be as follows.
  - a) Residential density is calculated per gross acre of the entire proposed development, inclusive of all open space, water ways, residential and non-residential areas, streets and dedications etc., that may be located upon a particular development parcel.
  - b) Density shall not exceed one (1) residential unit per gross acre for developments connected to a central sewer system and shall not exceed one (1) residential unit per 5 acres for developments serviced with septic tanks.
  - c) Non-residential development intensity is determined through application of applicable development requirements such as road dedication, parking, height and setback requirements, etc.
  - d) Development approved by Wasatch County that qualifies for “Vesting” as defined by Utah State Code Section 10-9a-509, shall be entitled to all approved densities, rights and privileges of such vesting, provided the development is constructed as per all required agreements, requirements, standards and dedications of such vesting as approved by Wasatch County.
  - e) Annexation and Development Agreement Approved by Heber City as part of an Annexation Petition.
5. **Transfer of Development Rights (TDR).** Development rights may be transferred from one property to another within the Mountain Community Zone, provided an appropriate device is utilized, such as a deed to a public agency for the property, a conservation easement held by a third party for the property, etc. A development agreement shall be recorded on both the transferring and receiving properties that describes the nature and extent of the TDR.
  - a) If TDR is utilized to preserve portions of the North Fields, the City may, upon submittal of a financial feasibility analysis by a TDR petitioner, grant a bonus density with the TDR, if such bonus density is determined by the City Council to be necessary to ensure the TDR transaction is financially feasible.
  - b) Subject to any applicable approved Development Agreement, the City Council reserves sole discretion to accept or deny a TDR, and may solicit assistance from Wasatch County and the Wasatch County Open Lands Board in consideration and implementation of such requests.
6. **Steep slopes** (areas over 30% slope) and Wetlands (jurisdictional wetlands as defined by the Army Corps of Engineers) shall be calculated to one (1) unit per gross acre when calculating the base density. Master Plans shall be sensitive and avoid areas with steep slopes, wetlands, high water tables and important view sheds from Highway 40. The Council may require open space protection and setbacks for steep slopes, wetlands, and important view sheds they deem sensitive.
7. **Street standards** within the MR Zone are designed to be environmentally sensitive and reduce environmental impacts. MR Zone streets shall follow the street standards established for the MR Zone herein.

#### **18.66.030 Permitted Uses**

The following uses shall be permitted in the Mountain Community Zone:

##### **A. Open Space and Agricultural Type Uses:**

1. Open space, parks and playgrounds, trails,

2. Agriculture as defined by Section 18.08.020;
3. The keeping of grazing animals as regulated by Section 18.68.135;
4. Barns, corrals, pens, coops and feed storage buildings for the keeping of animals and fowl and the storage of farm products, provided they meet the requirements of Section 18.68.125 and Section 18.68.130;
5. Cemeteries, both public and private, subject to the laws of the State of Utah;

**B. Residential Type Uses:**

1. Detached One-family dwellings (patio lots, traditional lots and estate lots), and the following accessory buildings and structures and uses:
  - a. Private garage for the storage of automobiles owned by persons residing on the premises.
  - b. Private recreational facilities such as swimming pools and tennis courts;
  - c. Accessory Structures, subject to the provisions of Section 18.66.040;
  - d. Customary household pets;
  - e. Home Occupations that meet the requirements of Chapter 18.108;
  - f. Nursery schools, family day care, mini-day care, if they meet the conditions set forth in Chapter 18.86;

**C. Non-Residential and Mixed Residential-Commercial Uses:**

1. Multi-family Dwellings (two-unit through ten-unit dwellings);
2. Horizontal and/or Vertical residential-commercial mixed use with residential condominiums (apartments are prohibited);
3. Day care facilities, if meeting the conditions set forth in Chapter 18.86;
4. Temporary sales and construction offices;
5. Rest homes, assisted living and senior centers;
6. Public and private schools, churches, museums, arboretums, libraries and public buildings;
7. Fraternity buildings, clubs, lodges;
8. Golf Courses containing at least 9-holes, and may have golf course facilities and maintenance facilities and areas, golf clubhouse, pro-shop, restaurants, and related activities;
9. Bed & Breakfasts as regulated by Section 18.108.034, not exceeding twelve guest rooms;
10. Hotels, along with associated convention facilities, retail, office, commercial and restaurant facilities;
11. Spas, Fitness Centers, Conference Facilities;
12. Commercial uses, including restaurant (excluding drive-thru's), retail and gas stations, when such uses do not exceed 4,000 square feet of floor area per business;
13. Research and Development Parks, Office Parks and Technology Parks;
14. New and used auto retail sale facilities;
15. Airports, both public and private;

**18.66.040 Development Requirements**

- A. Mountain Community Zone Development Requirements. Buildings and structures shall be placed as regulated by Table 1: Development Requirements.

**Table 1: Development Requirements**

Residential Type Uses				Non-Residential and Mixed Residential-Commercial Uses	
	Patio Lots	Traditional Lots	Estate Lots	Residential	Commercial
<b>Lot Area</b>	5,000 to 7,999 sf	8,000 to 19,999 sf	20,000 sf +	N/A	None
<b>Min. Width</b>	50 lf at front of building pad	65 lf at front of building pad	100 lf at front of building pad	40 lf per dwelling unit at front of building pad	None
<b>Minimum Unit Size (per dwelling unit): Single-Story Multi-Story</b>	850 sf 1,450 sf	950 sf 1,600 sf	1,200 sf 1,800 sf	850 sf 1,200 sf	None
<b>Front Yard Min. Setback</b>	20 feet from front ROW	30 feet from front ROW	30 feet from front ROW	10 feet from front ROW*	10 feet from front ROW
<b>Corner Yard Min. Setback</b>	15 feet to ROW	15 feet to ROW	20 feet to ROW	15 feet to ROW	10 feet from side ROW
<b>Side Yard Min. Setback</b>	12 feet total with no less than 6 feet on one side	20 feet total with no less than 10 feet on one side	24 feet total with no less than 10 feet on one side	20 feet between buildings, 0 feet setbacks between units (units shall be attached).	None; each non-residential building shall be setback from a residential property line at least 1 foot for each vertical foot of building height
<b>Rear Yard Min. Setback</b>	15 feet	15 feet	30 feet	25 feet from building to property line and 5 feet minimum setback within building pad to each unit.	
<b>Fence and Screening Requirements</b>	Double fronting developments shall provide a sight obscuring fence along non-primary frontage; fences shall meet the requirements of Section 18.68.120, though rear yard fences along a state highway may be permitted up to 8 feet in height.				Non-residential uses shall provide a sight-obscuring 6 foot fence and evergreen shrubbery and evergreen trees planted within an 8 foot planter strip along a residential

					property line containing Residential Type Uses in Section 18.66.030 B.
<b>Building Height</b>	2- Story	2- Story	2-Story	3-Story	3- Story *Hotels
<b>Parking Stalls</b>	Minimum (2) car attached garage required	Minimum (2) car attached garage required and (2) parking spaces on parking pad/driveway		Minimum (2) car attached garage required	3 parking stalls per 1,000 square feet for commercial, office and restaurants; 2 parking stalls per dwelling unit; other uses require parking as per Chapter 18.72.
<b>Garages</b>	*In order for parking to wholly occur within the parking pad or driveway area as required (no vehicle overhang on sidewalks or roads), minimum setbacks may have to increase. In addition, any garage door facing the street shall have a minimum 20 foot setback from that portion of the building to the front r-o-w.				
<b>Definitions</b>	“Buildable Area” is the portion of land located within the property boundary setbacks. The building pad is the portion of land located within the buildable area setbacks.				
<b>Hotels</b>	No Specific Height Restriction on Hotels				

- B. **Accessory Building Setbacks.** Accessory buildings shall follow the setbacks and requirements outlined in Section 18.68.060 Accessory Buildings.
- C. **Rural Highway Setbacks.** Along any state and federal highway, all buildings and structures shall be setback from the edge of the highway right of way at least 150’ for Residential Use buildings identified in Section 18.66.030 A., and 50’ for Non-residential and Mixed Residential-Commercial buildings identified in Section 18.66.030 B.

**18.66.050 Mountain Community Zone Development Approval Process**

Development shall be approved through the process identified in Title 17, except development that includes 10 or more residential units shall be required to submit a Master Plan in lieu of a Concept Plan. Master Plans shall be approved by both the Planning Commission and City Council.

- A. A Master Plan shall be required at the time of annexation for each petitioner for annexation.
- B. A Master Plan shall include the following:
  - 1. **Master Plan.** Master plan showing a vicinity map, entire project concept, densities, land uses, trails, open space, circulation and roads, and other site improvements and development concepts in relation to existing and planned streets within on-forth mile of the subdivision.

2. **Ridgeline Protection Plan.** Plan for protecting ridgelines as per Chapter 18.104 of the City Code.
3. **Phasing Plan.** Phasing plan indicating phasing of entire project, with estimated time frames for development and a chart showing number of units and amenities per phase.
4. **Landscape Concept Plan.** Plan view of features such as: main entry, pocket parks, golf course, neighborhood entry and/or others.
5. **Environmental Features Map.** Map(s) showing approximate location of potential wetlands (Army Corps approved delineation preferred); ponds, lakes, streams, canals or other bodies of water; slopes over 30%; potential geological hazards; fault lines; wildlife habitat; and stands of significant vegetation.
6. **Proposed Utility Plan.** Plan(s) showing utilities available (if any) and proposed easement for new utility services or relocated utility services, and other proposed features such as systems of drainage, sewage and water supply.
7. **Proposed Streets.** Plan showing proposed street widths and cross-sections.
8. **Architectural Design Guidelines.** Building design concepts, showing consistency with the Architectural Design Guidelines of Section 18.66.080.
9. **Transportation Study.** A transportation study of the proposed development, unless the City Engineer determines a transportation study is not necessary.
10. **Development Agreement.** Proposed terms of a development agreement that assures implementation of commitments by the development requirements of the General Plan, Capital Facilities Plan, Zoning Ordinance and needs of utility providers for the proposed development.

#### **18.66.060 Mountain Community Zone Minimum Roadway Standards**

Any roadway minimum design standards shall be determined, established and made a part of the Master Plan for Planned Communities.

- A. **Names.** New street names shall not duplicate those names already existing. A street obviously a continuation of another already in existence shall bear the same name. All streets shall be named. All street designations shall be approved by the Planning Commission. Names shall be signed and said signing shall be discernable from the street.
- B. **Dedications.** Streets located within the MR Zone shall be public unless approved by the City Council for private use.
- C. **Bridges and Culverts.** All bridges and culverts shall be constructed to support gross vehicle weight of twenty-six thousand pounds.
- D. **Relations to Adjoining Street System.** The arrangement of streets in new subdivisions shall make provision for the continuation of the existing streets in adjoining areas for their proper protection (where adjoining land is not subdivided) at the same or greater width (but in no case less than the required minimum width) unless variations are deemed necessary by the Planning Commission. Where the Planning Commission determines that it is desirable to provide for street access to adjoining property in order to provide an orderly development of a street system, proposed streets shall be extended by dedication and construction to the boundary of such property.
- E. **Access Management.** No individual property shall establish a driveway to any state highway, Minor or Major Collector or Arterial Street as identified by the Heber City Transportation Plan. Upon approval of the City Engineer and/or the Utah Transportation Department (UDOT), multiple properties may establish a shared, joint access to such streets, provided measures (i.e.

right-in, right-out driveways, dedicated turn lanes, etc.) are taken to protect the ability of the street to accommodate planned future traffic at the intended speed and adopted level of service, and that such shared, joint accesses are a secondary point of access and not the primary access to the properties.

- F. **Street Standards.** All local public streets, shall meet the requirements and standards for the currently adopted standard for local streets.
1. Arterial and Collector Streets identified on the Transportation Plan shall meet the currently adopted street cross section and construction standards as identified in Standards and Specifications, excepting, however, planter strips between the curb and sidewalk shall be at least 8 feet in width.
  2. Sidewalk construction on one or both sides of the street may be waived as determined by the City Engineer for areas with steep topography, or in detached single-family residential areas where density does not exceed 3 units per acre, provided consideration has been given to provide an alternate form of pedestrian connectivity.

### 18.66.070 Open Space

- A. Functional and aesthetic open space (including buffer zones) are essential parts of the MR Zone.
- B. A minimum of 20% open space shall be required for each residential development of 10 residential units or more, and a minimum of 10% open space shall be required for each residential-commercial mixed use development of 10 residential units or more. Open space shall be identified, including the type of open space, proposed locations and acres on the Master Plan.
- C. Each Development Plan shall identify the type of open space, location, and acres. The amount of open space per Development Plan shall be equal to the amount of open space required in the Master Plan.
- D. Participants in the approval processes shall identify what is to be considered as open space by using the following parameters as a guide:
  1. Waterways, water bodies, man-made water features, wetlands, steep slopes, and other areas to remain undeveloped may be included in the calculation for the open space requirement.
  2. Active, non-hard surface recreation areas, such as golf, skiing, hiking, and biking trails may be included in the calculation for the open space requirement.
  3. Common park areas with passive (landscaping, lawn areas, picnic, and bench areas) and active areas (soccer fields, baseball diamonds, tennis courts, fishing ponds, playgrounds, park gazebos) may be included in the calculation for the open space requirement, provided they are used for scenic, landscaping or recreation purposes and they are located on land which is accessible and available to all occupants of dwelling units for whose use the common park area is intended.
  4. Buffer zones along the property boundaries may be included in the calculation for the open space requirement.
  5. Natural, unimproved or non-landscaped areas with passive uses contiguous to other open space may be included in the calculation for the open space requirement.
  6. Parking lots, parking area landscaping buffers, paved roads, service roads, private yards, buildings or structures, required setbacks for buildings or structures, and all subdivided parcels less than one (1) acre shall not be included in the calculation for the open space requirement.
  7. In the event that the City requires a deeded right of way to accommodate infrastructure improvements that were not originally anticipated by the Master Plan, the City may

reduce the overall open space requirement. However, such a reduction in open space shall not exceed the area or property required to accommodate the infrastructure.

- E. The following factors shall be considered when determining the responsibility for the preservation, maintenance and ownership of open space within the development, consistent with the rights and responsibilities delineated in the development agreement.
1. Compliance with the provisions of the Condominium Ownership Act, Title 57, Chapter 8, Utah Code Annotated, as amended, which provides for the payment of common expenses for the upkeep of the common area and facilities;
  2. The developer may retain ownership and responsibility for maintenance of the designated open space, but then shall commit to such responsibility through written agreement with all parties who subsequently acquire ownership of property within the Master Planned development;
  3. The Property Owners Association may retain ownership and responsibility for maintenance of the designated open space, but then shall commit to such responsibility through written agreement with all parties who subsequently acquire ownership of property within the Master Planned development;
  4. The open space may be deeded in perpetuity or preserved as a conservation easement as open space to a land trust organization.
- F. A minimum of 30% of the total open space provided shall be “public” and deeded as open space on the recorded plat and protected in perpetuity through a conservation easement or other mechanism.
- G. Changes in the project’s dedication of open space may only be implemented through a Master Plan Amendment process. In no case, shall any amendment be approved that is in violation of the requirements of this Chapter, the Zoning Ordinance or Development Agreement.

**18.66.080 Architectural Design Standards**

Each building and development shall meet the Architectural Guidelines found in the North Village Overlay District in Section 18.21.040.

- A. Each development shall incorporate Restrictive Covenants and a Home Owner’s Association that reviews and certifies to the City with the building permit application that each building meets the Architectural Design Guidelines.

**18.66.090 Sign Standards**

Signs shall comply with Chapter 18.104 the North Village Overlay District and Mountain Community Zone Sign Standards.

BE IT ORDAINED by the City Council of Heber City, Utah, Chapter 18.21 of the Heber City Municipal Code, entitled North Village Overlay District, is hereby ADOPTED as shown in Exhibit A.

This Ordinance shall take effect and be in force from and after its adoption.

ADOPTED and PASSED by the City Council of Heber City, Utah this 16<sup>th</sup> day of August, 2018, by the following vote:

	AYE	NAY
Council Member Jeffery M. Bradshaw	<u>X</u>	_____
Council Member Heidi Franco	<u>X</u>	_____
Council Member Jeffrey Smith	<u>X</u>	_____
Council Member Ronald R. Crittenden	<u>X</u>	_____
Council Member Wayne Hardman	<u>X</u>	_____

APPROVED:

Kelleen Potter  
Mayor Kelleen L. Potter



ATTEST:

Amy Bridge  
RECORDER

Date: 8-16-18

**EXHIBIT A: NORTH VILLAGE OVERLAY DISTRICT**



# NORTH VILLAGE OVERLAY DISTRICT

Heber City, Utah

## Chapter 18.21: North Village Overlay District

### SECTIONS

<b>Section 18.21.010</b>	<b>General Provisions</b>
<b>Section 18.21.020</b>	<b>Standards</b>
<b>Section 18.21.030</b>	<b>Transportation</b>
<b>Section 18.21.040</b>	<b>Architecture</b>
<b>Section 18.21.050</b>	<b>Open Space, Trails and Connectivity</b>

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# NVOZ CODE

Heber City, Utah

## SECTION 18.21.010: GENERAL PROVISIONS

### A. AUTHORITY

1. The action of the Heber City, Utah (the "City") in adopting this Code is authorized under the Constitution and statutes of the State of Utah.
2. This Code is adopted as one of the instruments of implementation of the public purposes and objectives of the adopted Annexation & General Plan of Heber City, as amended (the "General Plan"). This Code is declared to be in accord with the Heber City Annexation & General Plan, as required by the Code of the State of Utah, as amended.
3. This Code is adopted and may be amended by vote of the City Council.

### B. TITLE

1. This Code shall be known and may be cited as the "Heber City North Village Overlay District", "Code", or "Overlay Zone."

### C. PURPOSE AND INTENT

1. This Code is adopted for the purposes of promoting the health, safety, morals, and general welfare within the North Village Overlay District of Heber City and its citizens, including without limitation, protection of the environment, conservation of land, energy and natural resources, reduction in vehicular traffic congestion, more efficient use of public funds, health benefits of a pedestrian environment, preservation of natural features, education and recreation, reduction in sprawl, support for property rights and values, and improvement of the built environment.
2. To further the goals and objectives of the Heber City General Plan and the purpose of this Code, the District is divided into Transect Zones ("T-Zones" or "Zones") of such number, characteristics, area, common unity of purpose, adaptability, or use as will accomplish the goals and objectives of the General Plan and this Code.
3. To provide a mixture of housing types and land uses in a compatible setting and a true mixed use environment.
4. To provide for non-motorized transportation options including bike/ped with connections to the county-wide trails system and providing for internal connectivity.
5. The North Village Overlay District Code is intended to advance both conservation and development in a manner which responds to the existing conditions of the district, its regional context, its natural features, infrastructure, and buildings. The Heber City Annexation & General Plan outlines principles, goals and benefits that this Code is meant to enable, encourage, quantify and qualify:
  - a. Sustainability
  - b. Flood Hazard Avoidance and Mitigation
  - c. A Learning Center (UVU campus)
  - d. Economic Development Leading to Prosperity
  - e. A Sense of Place
  - f. Dedicated open space
6. Quality Development - Higher densities and flexible uses are anticipated in the North Village but not at the expense of high quality materials, architecture, landscaping, open space and trails. Architecture and materials must provide a sense of place that is unique to the Heber Valley and maintains the values of the whole area. Architecture should be well thought out and be complimentary as a gateway to the valley.
7. Interconnected pedestrian urban and back country trail systems.



8. Mixture of uses – Specific Transect Zones are intended to be mixed use and sustainable. Large concentrations of a single use should not be allowed if the “mixed use” aspect of the village is not being realized (see current code in place).

### D. ORGANIZATION AND GUIDING PRINCIPLES

1. The Transect
  - a. The North Village Overlay District and this Code are based upon the organizational principles of the Transect. Originally developed for use in the natural environment, the Transect is defined as a geographical cross-section that reveals a sequence of environments, from undeveloped, native lands through agricultural uses to neighborhoods and town or village core districts, as an example. When applied to the built environment, the Transect identifies a continuum of the physical environment from the most rural to the most urban, as recognized within the context of the local environment. Within this continuum, the Transect is subdivided into Zones (Transect Zones) defined by their contextual similarities such as density, complexity, and intensity similar to the manner in which the countryside relates to traditional towns and villages.
  - b. Use of the Transect in planning efforts lends itself to the creation of logical development and conservation areas, and is intended for use by localities to regulate the evolution of a settlement pattern over time. Preliminary Planning integrates environmental and zoning methodologies to create a framework that identifies and defines a continuous range of habitats. Planners and designers can then use the framework to specify rural to urban contexts for development appropriate to their location within the Transect. Based upon each location, distinct building, streetscape, open space and roadway standards are defined or calibrated to preserve and enhance the character of a given place.
  - c. Transect Zones both exist as a place and evolve over time. As a place, Transect Zones define fixed, identifiable characteristics which, when they are properly applied, guarantee that new or infill development will fit within that place as it occurs. The evolution of separate and distinct places into communities over time is almost imperceptible as villages evolve into towns through a gradual increase in land development density and intensity that occurs naturally over a period of many years. Use of the Transect in Master Planning encourages the making of places that build upon historic character and context of a location as this natural evolution, or succession, occurs.
  - d. Heber City and specifically the North Village is comprised of a rural to urban context that includes natural areas, rural agricultural areas, suburban neighborhoods, and commercial corridors; each with identifiable characteristics.

### COMMENTARY

#### THE TRANSECT

The transect is a tool developed for analyzing and regulating cities and neighborhoods in traditional patterns. The Avenues, SugarHouse, Yalecrest, downtown Provo, and similar historic settlements are patterns ideal for analysis and regulation using the transect. Suburban and exurban patterns of use-segregated development along automobile-centric roadways are not appropriate for analysis and regulation using the transect.



The transect divides urbanized (or to be developed) areas by use intensity while most conventional zoning codes divide by use type categories. The difference may seem subtle but grouping a number of different uses like multi-family residential, office, retail and restaurants into one category is very different from segregating those uses into their own categories. The result of intensity-based grouping is a high degree of market flexibility and adaptability, where the use of a building may change over time, but it will always remain compatible with the adjacent buildings.

By arranging these transect-based, or intensity-based, categories into towns, neighborhoods, and urban centers, intrinsically walkable places result where residents do not need to rely upon cars to get around. By including a full-range of transect categories, a wide variety of choice is provided to people for where and how they want to live, work, and recreate.

This Transect plan provides this wide variety of conditions through the use of the transect as well as different characters of community units which are similarly grouped by intensity. Villages are less intense than Towns, which are less intense than Urban Centers. The transect along with community units provides choice for both developers reacting to market conditions, and residents in their choice of where to live.

- e. The North Village Overlay District Transect Zones, as defined in this Code, are generally sequential in intensity and density, manifesting a range of responses to natural, rural, and urbanized conditions. The specific design of each component as it occurs should be appropriate to its Transect Zone:

T1 (NR)– Neighborhood Rural (2 Development Units per acre)

T2 (NE) - Neighborhood Edge (2 Development Units acre)

T3 (NG) – Neighborhood General (3 Development Units per acre)

T4 (NC) – Neighborhood Center (4 Development Units per net acre)

T5 (TC) – Town Core (6 Development Units per acre)

T6 (VC) – Village Center (6 Development Units per acre)

Transect Zone NR and NE (the least urban) emphasize the relationship to adjacent natural open space by prioritizing the natural environment. Transect Zones NG, NC, TC and VC prioritize the built environment.

## 2. Transect Zones: Purpose and Intent

### a. Transect Zones

#### 1. T1 – Neighborhood Rural (NR)

(a) The Neighborhood Rural Transect Zone is the most rural reflecting its adjacency to natural open space

(b) A single-use area characterized by low-density residential and rural units, including (but not limited to) medium sized and large single family houses, and small agricultural properties.

#### 2. T2 - Neighborhood Edge (NE)

(a) The Neighborhood Edge Transect Zone can be more rural or more urban depending upon its context.

(b) Primarily single-family area characterized by single family houses.

#### 3. T3 - Neighborhood General (NG)

(a) The Neighborhood General Transect Zone is mixed in function, but principally residential. It has generalized character and is usually the largest area of the neighborhood

(b) A low-intensity primarily single-use area characterized mainly by residential development while potentially allowing for some home businesses. Dwelling units could include townhomes, small and large single family houses. Open space in the form of greens or playgrounds are common.

#### 4. T4 - Neighborhood Center (NC)

(a) The Neighborhood Center Transect Zone is the dense multi-functional section of a neighborhood. It is usually centrally located within walking distance of the surrounding predominantly residential areas.

(b) A moderate intensity area potentially composed of single use and some mixed-use areas characterized mainly by residential units with home businesses, corner shops, and/or a small amount of retail and office uses. Dwelling units could include townhouses, and small single family houses. Open space in the form of greens or playgrounds is common. T4 should be located within pedestrian sheds.

#### 5. T5 - Town Core (TC)

(a) The Town Core Transect Zone is the business, service, and institutional center

shared by neighborhoods. It straddles thoroughfares at active intersections. These Core areas are the seams between neighborhoods and within walking distance of a large residential area.

- (b) A high intensity mixed-use area potentially characterized by both mid- to high-density residential units adjacent to townhouses. T5 may also include retail shops and professional offices adjacent to major nodes. Open space in the form of plazas, greens, and playgrounds are common. T5 shall be located within pedestrian sheds, along major thoroughfares and/or adjacent to a main civic space.

6. T6 – Village Center (VC)

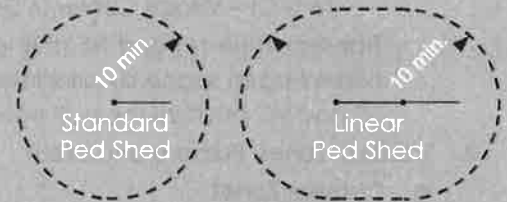
- (a) The Village Center Transect Zone provides locations for increased commercial intensity. Village Centers are located at proposed major intersections of U.S. 40. These centers provide clustered hubs for increased commercial activity and community gathering spaces. The Village Center is intended to have the most intensity and activity for the area
- (b) A mixed-use area characterized by high intensity commercial development. T6 may include retail shops, professional offices, and research and development adjacent to major nodes. Open space in the form of urban plazas, squares, and greens are common. T6 should be located within pedestrian sheds, along major arterials and/or adjacent to a main civic space.

## COMMENTARY

### PEDESTRIAN SHED (Ped Shed)

A tool which assists in determining the walkability of community units.

Traditionally pedestrian sheds define the area of a neighborhood within a 10 minute walk from services at the neighborhood's center, like a church, school, post office, or neighborhood market.

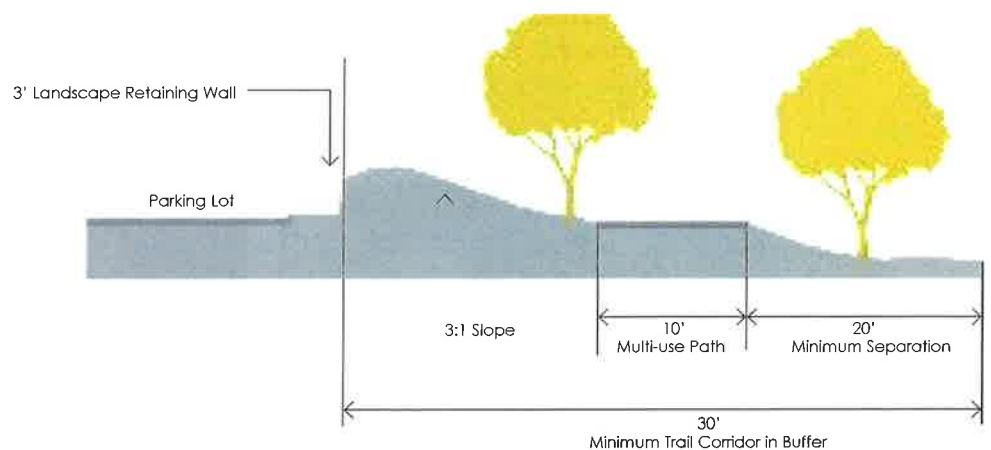


Pedestrian shed size is determined by the intensity of the destinations at its center. Intense centers have a stronger pedestrian draw than do low intensity centers. Pedestrian sheds are therefore sized according to the potential intensity of the destinations at their centers, which is a result of the overall development intensity of the community unit. Traditional neighborhoods have a 10-minute pedestrian shed.

## b. Transitions, Edges, Buffers, and Connections

### 1. Standards

- (a) All development along State Highways must be screened from traffic with a 50 foot landscape buffer which includes mounding and an asphalt 10' multi-use path.
- (b) Along all roadways, parking lots, loading docks, service bays, and gas pumps must be 80% screened from traffic with mounding and/or 4 -season vegetative screening.
- (c) This buffer must be designed to reflect the North Village Overlay District aesthetic theme and have a minimum depth of 50' with no hard surface except for the path.
- (d) Storm drain detention areas may encroach within the required 50' cross section of the State Highway buffer, but shall not replace or eliminate the required mounding and multi-purpose trail. The minimum width for mounding and the multi-use path is 30 feet. If incorporated into the buffer detention areas must be designed as an enhancement to the landscaping and not an engineered looking eyesore that doesn't fit with the intent of the Code.
- (e) Parking lots may encroach within the required 50' cross section of the State Highway buffer, but shall not replace or eliminate the required mounding and multi-purpose trail. The minimum width for mounding and the multi-use path is 30 feet. If incorporated into the buffer parking lots must be visually shielded behind a landscape wall and berm (see diagram below). The berm must be landscaped to create a minimum 80% screen of the parking lot.
- (f) Garbage dumpsters may not be placed within the 50' buffer.



3. The Community: Purpose and Intent
  - a. Neighborhoods in the T4, T5 & T6 should be compact, and pedestrian-oriented.
  - b. Ordinary activities of daily living should occur within walking distance of most dwellings within the T4, T5 & T4 transect zones, allowing independence to those who do not drive. This does not mean, however, that T1, T2 & T3 transect zones should not have pedestrian connections to more intense transect zones.
  - c. Interconnected networks of thoroughfares should be designed to disperse traffic and reduce the length of automobile trips. Grid networks of streets are required in areas where the average slope of existing terrain is less than 4 percent.
  - d. In areas of steeper terrain, where the average existing terrain exceeds 6 percent slope, cul-de-sacs are permitted on a limited basis where a true hardship exists in order to reduce earthwork volumes. In all instances cul-de-sacs must be accompanied by alternate public pedestrian routes with a minimum width of 8 feet within a 20 foot easement at before the end of the circle to provide off-street pedestrian connectivity that is compromised because of the lack in connecting streets in steeper areas.
  - e. Within Neighborhoods, a range of housing types and price levels should be provided to accommodate diverse ages, stages, and incomes.
  - f. Retail centers should be focused around major intersections with good pedestrian connectivity to adjacent land uses.
  - g. Retail development along Highway 40 may be linear, multi-tenant development (predominantly comprised of in-line stores or restaurants) and should have a functional connection or relationship to adjacent land uses. Retail buildings should be placed adjacent to the street with parking located behind the buildings.



Encouraged: Buildings linear to the street. Divided parking for each building with parking off the street.

Avoid: Long areas of building front with no reaks and away from the road. Large areas of shared parking.

- h. Commercial office development should be embedded in the T6 Village Center and T5 Town Core transect zones.
- i. A range of Open Space including Parks, Squares, Plaza, and playgrounds should be distributed within Neighborhoods and the Town Center.
- j. Buildings and landscaping should contribute to the physical definition of thoroughfares along the public frontage by creating an attractive public realm with the streetscape being framed by attractive buildings. (refer Exhibit 2 on pages 41-43)
- k. Development should provide an efficient pedestrian and automobile circulation system that reinforces the spatial form of public areas.
- l. Design of streets and buildings should reinforce safe environments, but not at the expense of accessibility.
- m. Architecture and landscape design should grow from local climate, topography, history, local materials and building practice.
- n. Buildings should provide their inhabitants with a clear sense of geography and climate through energy efficient methods.
- o. Building types and uses should not detract from each other but be complimentary. Commercial, including retail, office, research and development buildings should be complimentary with adjacent residential structures and have common elements of materials.

## **E. APPLICABILITY**

- 1. The Heber City Subdivision Ordinance in Title 17, the Zoning Ordinance in Title 18, and associated standards, processes and requirements, will govern where this Code is silent. The following locally adopted ordinances are incorporated within the Code in their entirety:
  - a. Title 17.16 General Subdivisions Procedures
  - b. Title 17.20 Plans
  - c. Title 17.44 Platting
  - d. Title 17.52 Guarantee of Performance
- 2. The regulations set by this Code within each Transect Zone shall apply uniformly to each class or kind of structure, or land, except as hereinafter provided. No building, structure, or land shall hereafter be used or occupied, except as allowed within the ordinances related to Non-Conforming Uses and no building or structure or part thereof shall hereafter be erected, constructed, reconstructed, moved or structurally altered nor any development commenced except in conformity with all applicable regulations in the Heber City-North Village Overlay District Code.
- 3. Where there is a conflict between the standards of differing Codes and City Standards, this Chapter shall prevail, unless specifically stated otherwise in this Code.
- 4. This North Village Overlay District originated with its adoption by Wasatch County. In the event of inadvertent omissions or errors in this code by Heber City, the Land Use Authority/Appeals Authority may look for guidance from the original code adopted by Wasatch County.

# NVOZ CODE

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Heber City, Utah

## F. ZONING MAP

1. The Transect Zones are established as shown on the Official Heber City Zoning Map. The Zoning Map is the official map for the North Village Overlay District. The Zoning Map and all notations, references, and other information shown thereon shall be and hereby are made a part of this Code by reference as fully as though set forth herein in detail.
2. Amendments and changes to the Zoning Map shall follow the requirements outlined in Title 18.
3. The Heber City Council may, from time to time, order the revision of the Zoning Map so as to include all changes to date and take the place of the original map which is a part of this Code. No change shall be made upon such revised map that has not been approved by the City Council.
4. Regardless of the existence of purported copies of the "Official Map, Heber City, Utah" which may, from time to time, be made or published, the Official Zoning Map in the Planning Office shall be the final authority for Transect Zones in the North Village Overlay District.



# NVOZ CODE

Heber City, Utah

## SECTION 18.21.020: STANDARDS

### A. Land-Uses

1. Uses are governed by Table 1

**TABLE 1 - LAND USES: NORTH VILLAGE OVERLAY ZONE (REFER TO LAND USE MAP)**

	<b>T-1 (NR)</b>	<b>T-2 (NE)</b>	<b>T-3 (NG)</b>	<b>T-4 (NC)</b>	<b>T-5 (TC)</b>	<b>T-6 (VC)</b>
<b>ACCESSORY</b>						
Building, unoccupied	P	P	P	P	P	P
<b>AGRICULTURE</b>						
Farming/Ranching	P	N	N	N	N	N
<b>CHILD CARE</b>						
Up to 12 Children	P	P	P	P	P	P
<b>EDUCATIONAL/RELIGIOUS</b>						
Permanent Church	P	P	P	P	P	P
Temporary Church	N	N	N	P	P	P
Private School	P	P	P	P	P	P
<b>EQUIPMENT SHELTER</b>						
Storage rentals	N	N	N	N	N	N
<b>COMMERCIAL: OFFICE/BUSINESS</b>						
Home Occupation	P	P	P	P	P	P
Artisanal Space (Minor Manufacturing)	N	N	N	N	P	P
Radio Station (less than 10,000 SF)	N	N	N	N	N	N
Business Services	N	N	N	P	P	P
Drive-up Service: Bank	N	N	N	P	P	P
Professional Offices (less than 20,000 SF)	N	N	P	P	P	P
<b>COMMERCIAL: RETAIL/LEISURE</b>						
Big Box (more than 28,000 SF)	N	N	N	N	N	N
Shops: Grocery and Retail (less than 20,000 SF)	N	N	N	P	P	P
Neighborhood Store (less than 3,000 SF)	N	N	P	P	P	P
Neighborhood Shops (less than 12,000 SF)	N	N	N	P	P	P
Dining: Restaurants	N	N	P	P	P	P
Dining: Fast Food	N	N	N	P	P	P
Gas Station	N	N	N	P	P	P
Cinema: 1-4 screens	N	N	N	P	P	P

**P - Permitted**

**N - Not Allowed**

**TABLE 1 - LAND USES: NORTH VILLAGE OVERLAY ZONE (REFER TO LAND USE MAP) CONTINUED**

	<b>T-1 (NR)</b>	<b>T-2 (NE)</b>	<b>T-3 (NG)</b>	<b>T-4 (NC)</b>	<b>T-5 (TC)</b>	<b>T-6 (VC)</b>
<b>MUNICIPAL/CIVIC/PUBLIC SERVICE</b>						
Animal Shelter	N	N	N	N	N	N
Cemetery	N	N	N	N	N	N
Recreational Facility	P	P	P	P	P	P
Public Safety Facility	P	P	P	P	P	P
Public School	P	P	P	P	P	P
Public Meeting	P	P	P	P	P	P
Utility Office Building	N	N	P	P	P	P
<b>PUBLIC SPACE</b>						
Recreation Park	P	P	P	P	P	P
Passive: (Green I Square)	P	P	P	P	P	P
<b>RESIDENTIAL</b>						
Apartment	N	N	N	N	N	N
Single Family Detached	P	P	P	P	P	N
2-Plex and 3-Plex	N	N	P	P	P	N
Townhouse	N	N	P	P	P	N
Condominiums	N	N	P	P	P	P
Assisted Living	N	N	P	P	P	P
Elderly	P	P	P	P	P	P
Lodging	N	N	N	P	P	P
Bed & Breakfast (up to 10 rooms)	P	P	P	P	P	P
<b>TELECOMMUNICATIONS</b>						
Commercial Facility	N	N	N	P	P	P
Commercial Antennae	N	N	N	P	P	P
<b>P - Permitted</b>			<b>N - Not Allowed</b>			

# NVOZ CODE

Heber City, Utah

## B. Density

### 1. Density Calculations

a. Density shall be calculated in terms of Development Units (DU). The referenced table provide the maximum allowable densities. The buildable Density or Intensity on any particular site will be affected by other regulations in this Code and, thus, the stated maximums of this Code may exceed the actual capacity that a site can sustain when other regulations of this Code are applied to the site. The inability to reach the maximum Density or intensity because of the necessity to conform to the other regulations of this Code shall not constitute hardship for purposes of a Variance.

### 2. Development District DU Allocation

- a. T1 (NR)– Neighborhood Rural ( 2 DU per acre)
- b. T2 (NE) - Neighborhood Edge (2 DU per acre)
- c. T3 (NG) – Neighborhood General (3 DU acre)
- d. T4 (NC) – Neighborhood Center (4 DU acre)
- e. T5 (TC) – Town Core (6 DU per acre)
- f. T6 (VC) – Village Center (6 DU per acre)

### 3. Density Transfer Standards

- a. Maximum density is regulated by the transect zone.
- b. Densities shall not exceed the maximums established by transect zone for each Master Plan on page 25.
- c. Unrealized DU's are transferable without limitation within the same Master Plan, so long as the maximum DU's established by transect type are not exceeded.
- d. Transect Map boundaries can be modified up to 300 feet upon review and approval from the City Council after a recommendation by the Planning Commission.

## C. Open Spaces

### 1. Open Space Standards

- a. Open space proposed in a Master Plan must comply with the open space types prescribed in Table 2 of this Code and meet the minimum required percentages by Transect Zone.
- b. Open space amenities that are owned by a Community Association will be maintained by the Community Association.

**TABLE 2 - AREA OPEN SPACE REQUIREMENTS BY TRANSECT**

	T1	T2	T3	T4	T5	T6
	Neighborhood Rural	Neighborhood Edge	Neighborhood General	Neighborhood Center	Town Core	Village Center
Required Open Space as a Percentage of the Total Site Area	40%	30%	20%*	10%*	10%*	10%*

% - Open Space requirements must be met with Required, Permitted, or approved Conditional typologies as prescribed in Table 2 of this Code. Additional areas of the site may be required to meet landscape and buffer requirements. Percentages shall be based on gross square footage of the site.

\* - Open space percentages shall not include sensitive areas or undevelopable natural open space.

**TABLE 2 - AREA OPEN SPACE TYPES BY TRANSECT**

Open Space Typology or Form	T1 Neighborhood Rural	T2 Neighborhood Edge	T3 Neighborhood General	T4 Neighborhood Center	T5 Town Core	T6 Village Center
Plaza				P	P*	P*
Square			P	P	P*	P*
Courtyard			P	P*	P	P
Green	P	P	P	P	P	P
Pocket Park	P	P*	P*	P*	P*	P*
Park	P	P*	P*	P*	P	P
Community Garden	P	P	P	P	P	P
Special Use	P	P	P	P	P	P
Paseo	P	P	P	P	P	P
Multi-Use Path	P	P	P*	R	R	R
Trail	R	R	P*	P	P	P
Stream Channel /Canal	P	P	P	P	P	P
Natural Open Space	P	P	P	P	P	P
Sensitive Areas	P	P	P	P	P	P

**P** - A permitted form of Open Space that can be counted toward the required open space percentage for the site. **P\*** indicates that one of these elements must be used to meet part of the total requirement.

**R** - Required

**D. Sign Standards**

1. Standards for signage specific to Transect Zones can be found within Chapter 18.104 of the City Code.

**E. Fences and Walls**

1. Regulated as per Section 18.68.120 of the Heber City Code.

**F. Dark Sky Provisions for Outdoor Lighting**

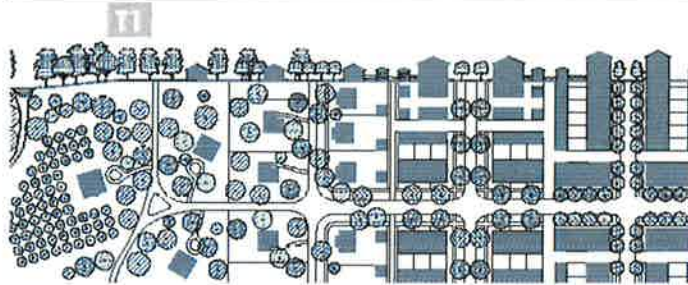
1. Regulated as per Chapter 18.78 of the Heber City Code.

## G. TRANSECT ZONE BUILDING FORM TABLES

The following building form tables regulate building configuration in terms of number of buildings per lot, building height, lot coverage and impervious surface, lot area, lot frontage, lot depth, proximity of buildings and the placement of garage doors. The tables also regulate the various setbacks for both principle buildings and outbuildings

## TABLE 4A - TRANSECT STANDARDS

### T1 - NEIGHBORHOOD RURAL (NR) BUILDING FORM



#### BUILDING CONFIGURATION

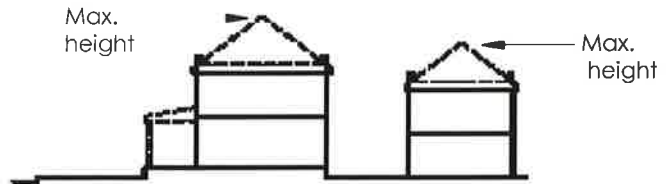
Number of Buildings per Lot	1 + outbuilding (non-residential)
Height - Principal Building	2- Story
Height - Outbuilding	2- Story
Height - Structured Parking	n/a
Lot Coverage	40% max
Lot Area	12,000 SF min.
Lot Frontage	90 ft. min.*
Lot Depth	n/a

#### SETBACKS - PRINCIPAL BUILDING

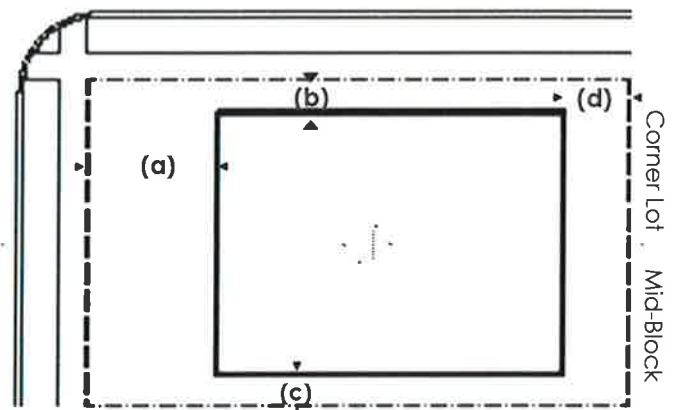
<b>(a)</b> Front Setback Principal	30 ft. min.
<b>(b)</b> Front Setback Secondary	20 ft. min.
<b>(c)</b> Side Setback	10 ft. min.
<b>(d)</b> Rear Setback	30 ft. min.
Frontage Build-out	n/a

#### SETBACKS - OUTBUILDING

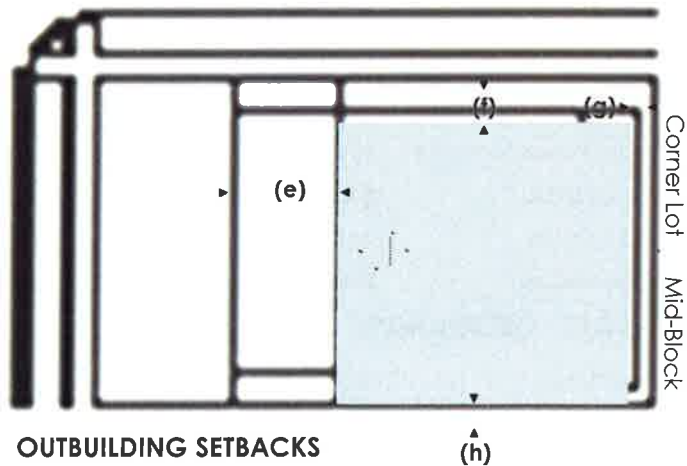
<b>(e)</b> Front Setback	40 ft. min.
<b>(f)</b> Front Setback Secondary	20 ft. min.
<b>(g)</b> Rear Setback	10 ft. min.
<b>(h)</b> Side Setback	10 ft. min.



**BUILDING HEIGHT**



**PRINCIPAL BUILDING SETBACKS**



**OUTBUILDING SETBACKS**

\* Lots that front a curvilinear property line (PL) must comply with the lot frontage width measured at the 20 feet offset behind the front PL radius. Cul-de-sac and inside corner lot frontages must comply with the standards specified in Exhibit 4 of this Code.

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## TABLE 4B - TRANSECT STANDARDS

### T2 - NEIGHBORHOOD EDGE (NE) BUILDING FORM



#### BUILDING CONFIGURATION

Number of Buildings per Lot	Limited by max density
Height - Principal Building	2-Story
Height - Outbuilding	2-Story
Attached Units	3-Unit per building Max
Lot Coverage	50% max
Single Family Detached Residential Lot Area	10,000 SF min.
Single Family Detached Residential Lot Frontage	85 ft. min.*
Single Family Attached Residential Lot Area	1,800 SF min.
Attached Unit Frontage	28 ft. min.**
Proximity	20 ft. min. (building to building side for attached unit buildings)
Garage Door Setback	20 ft. min. Protrudes if Side-Turned

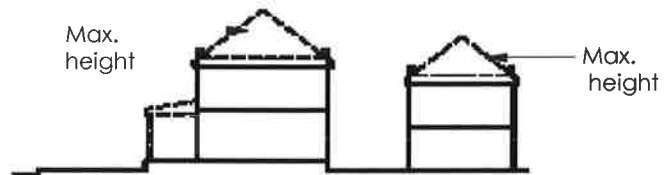
#### SETBACKS - PRINCIPAL BUILDING

(a) Front Setback Principal	10 ft. min.
(b) Front Setback Secondary	10 ft. min.
(c) Side Setback	5 ft. min.
(d) Rear Setback	15 ft. min.
Frontage Build-out	n/a

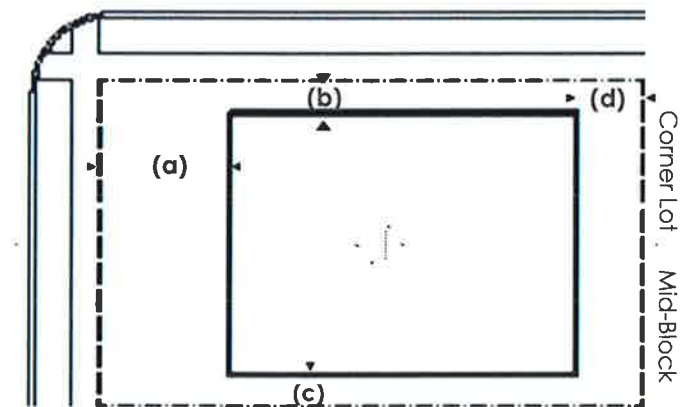
#### SETBACKS - OUTBUILDING

(e) Front Setback	30 ft. min.
(f) Front Setback Secondary	10 ft. min.
(g) Rear Setback	20 ft. from alley right of way if on alley. 10' from property line if no alley.
(h) Side Setback	5 ft. min.

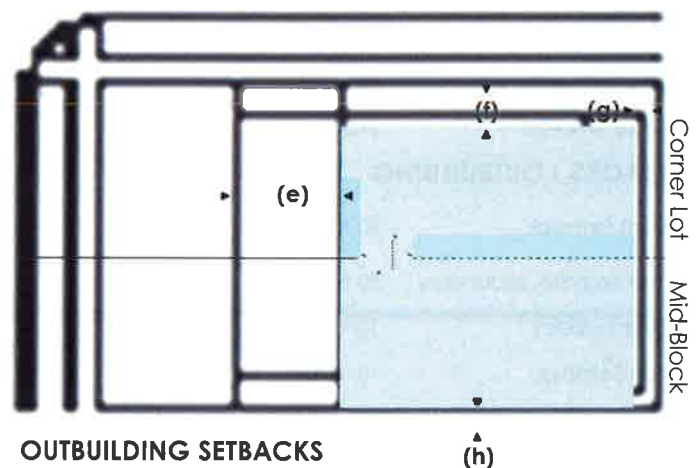
\* Lots that front a curvilinear property line (PL) must comply with the lot frontage width measured at the 20 feet offset behind the front PL radius. Cul-de-sac and inside corner lot frontages must comply with the stan-



#### BUILDING HEIGHT



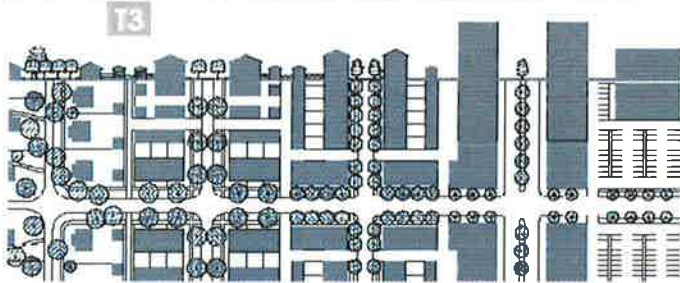
#### PRINCIPAL BUILDING SETBACKS



#### OUTBUILDING SETBACKS

## TABLE 4C - TRANSECT STANDARDS

### T3 - NEIGHBORHOOD GENERAL (NG) BUILDING FORM



#### BUILDING CONFIGURATION

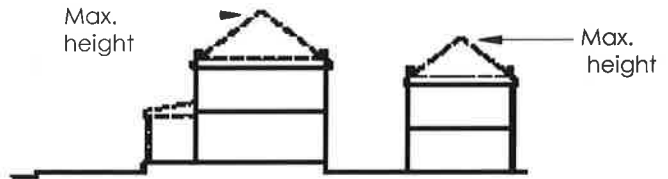
Number of Buildings per Lot	Limited by max. density
Height - Principal Building	2-Story
Height - Outbuilding	2-Story
Height - Structured Parking	n/a
Lot Coverage	55% max
Single Family Detached Residential Lot Area	5,000 SF min.
Single Family Detached Residential Lot Frontage	65 ft. min.*
Single Family Attached Residential Lot Area	1,600 SF min.
Attached Unit Frontage	22 ft. min.**
Proximity	20 ft. min (building to building side for attached unit buildings)
Garage Door Setback	20 ft. min.

#### SETBACKS - PRINCIPAL BUILDING

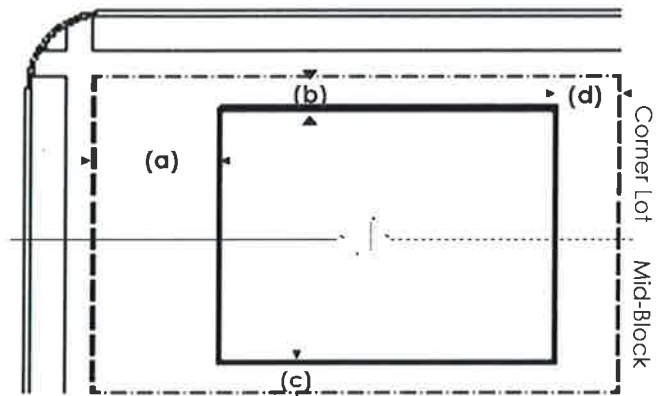
<b>(a)</b> Front Setback Principal	10 ft. min. (3 ft. min. Commercial)
<b>(b)</b> Front Setback Secondary	10 ft. min.
<b>(c)</b> Side Setback	5 ft. min.
<b>(d)</b> Rear Setback	15 ft. min.
Frontage Build-out	50% min at setback

#### SETBACKS - OUTBUILDING

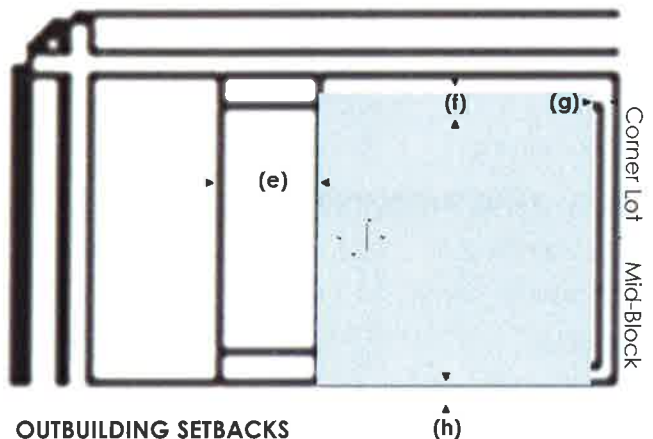
<b>(e)</b> Front Setback	30 ft. min.
<b>(f)</b> Front Setback Secondary	10 ft. min.
<b>(g)</b> Rear Setback	20 ft. from alley right of way if on alley. 10' from property line if no alley.
<b>(h)</b> Side Setback	5 ft. min.



**BUILDING HEIGHT**



**PRINCIPAL BUILDING SETBACKS**



**OUTBUILDING SETBACKS**

**Condominiums and all attached residential units that are less than 24' in width shall be alley-loaded or served by shared driveway, autocourt, or podium parking structure.**

\* Lots that front a curvilinear property line (PL) must comply with the lot frontage width measured at the 20 feet offset behind the front PL radius. Cul-de-sac and inside corner lot frontages must comply with the standards specified in Exhibit 4 of this Code.

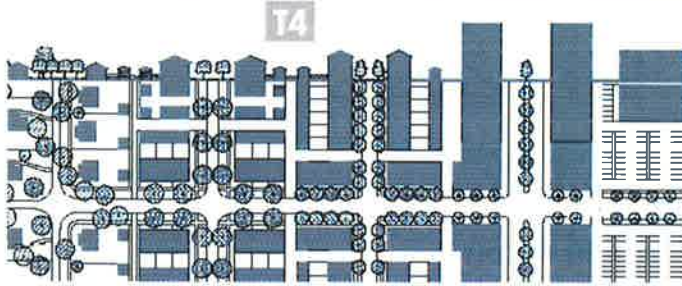
\*\* Attached Unit Frontage refers to the width of individual units, not the width of the entire building.

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## TABLE 4D - TRANSECT STANDARDS

### T4 - NEIGHBORHOOD CENTER (NC) BUILDING FORM



#### BUILDING CONFIGURATION

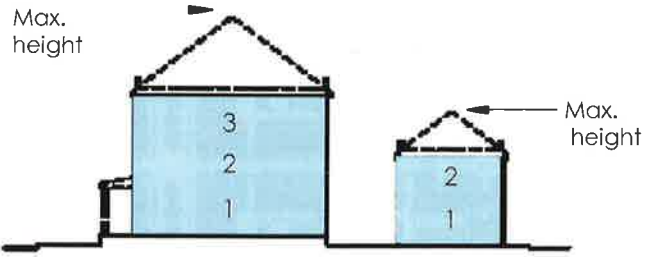
Number of Buildings per Lot	Limited by max. density
Height - Principal Building	3-Story
Height - Outbuilding	2-Story
Height - Structured Parking	2-Story
Lot Coverage	60% max
Single Family Detached Residential Lot Area	4,000 SF min.
Single Family Detached Residential Lot Frontage	45 ft. min.*
Single Family Attached Residential Lot Area	1,400 SF min.
Attached Unit Frontage	20 ft. min.**
Proximity	20 ft. min. (building to building side for attached unit buildings)
Garage Door Setback	20 ft. min.

#### SETBACKS - PRINCIPAL BUILDING

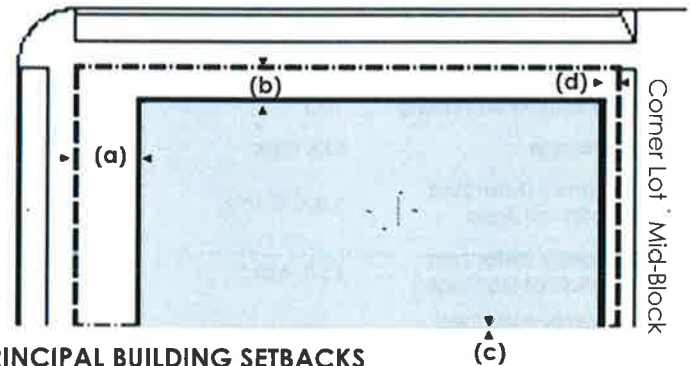
<b>(a)</b> Front Setback Principal	10 ft. min. (3 ft. min. Commercial)
<b>(b)</b> Front Setback Secondary	10 ft. min.
<b>(c)</b> Side Setback	0 ft. min. (5 ft for single family detached)
<b>(d)</b> Rear Setback	10 ft. min.
Frontage Build-out	60% min. at setback

#### SETBACKS - OUTBUILDING

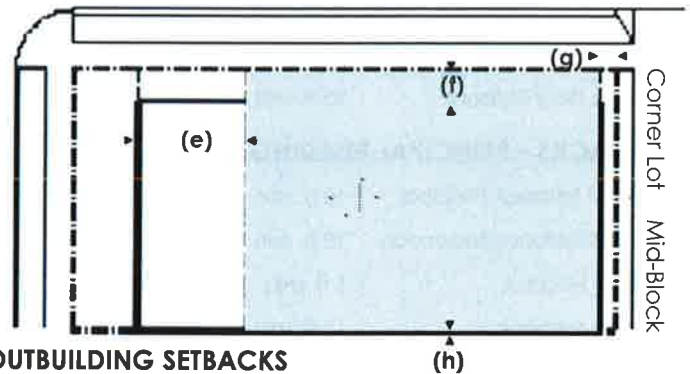
<b>(e)</b> Front Setback	30 ft. min.
<b>(f)</b> Front Setback Secondary	10 ft. min.
<b>(g)</b> Rear Setback	20 ft. from alley right of way if on alley. 10' from property line if no alley.
<b>(h)</b> Side Setback	5 ft. min.



BUILDING HEIGHT



PRINCIPAL BUILDING SETBACKS



OUTBUILDING SETBACKS

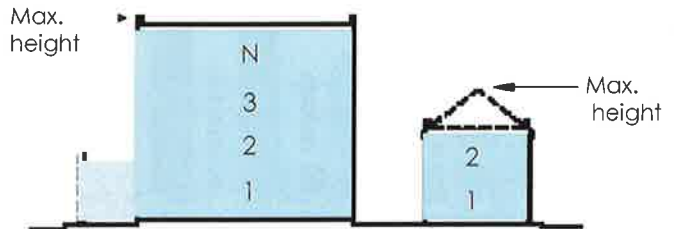
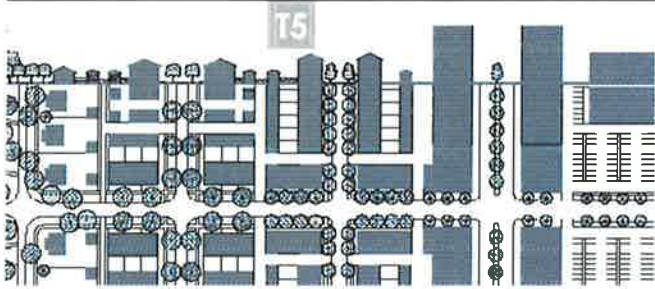
**Condominiums and all attached residential units that are less than 24' in width shall be alley-loaded or served by shared driveway, autocourt, or podium parking structure.**

\* Lots that front a curvilinear property line (PL) must comply with the lot frontage width measured at the 20 feet offset behind the front PL radius. Cul-de-sac and inside corner lot frontages must comply with the standards specified in Exhibit 4 of this Code.

\*\* Attached Unit Frontage refers to the width of individual units, not the width of the entire building.

## TABLE 4E - TRANSECT STANDARDS

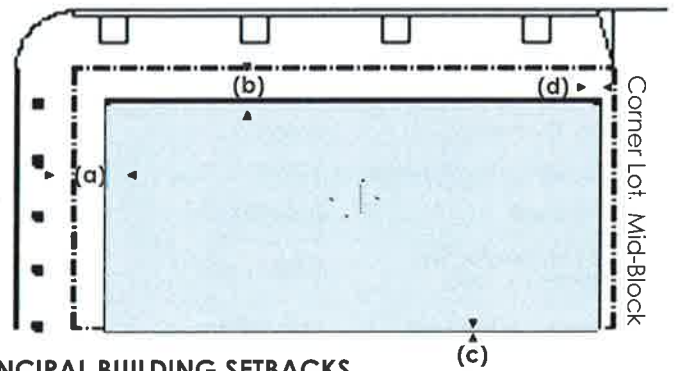
### T5 - TOWN CORE (TC) BUILDING FORM



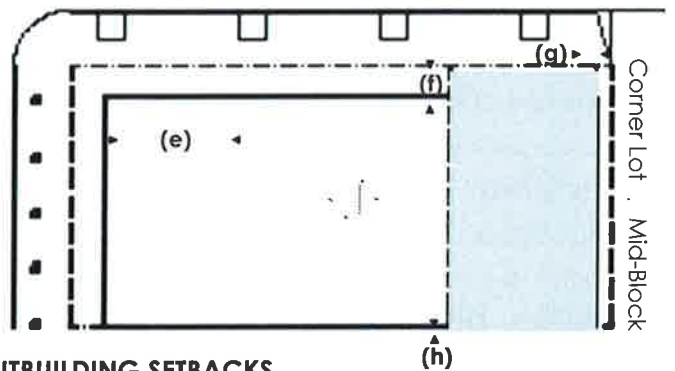
**BUILDING HEIGHT**

#### BUILDING CONFIGURATION

Number of Buildings per Lot	Limited by max. density (page 25)
Height - Principal Building	4-Story
Height - Outbuilding	2- Story
Height - Structured Parking	2- Story
Lot Coverage	70% max
Single Family Detached Residential Lot Area	4,000 SF min.
Single Family Detached Residential Lot Frontage	45 ft. min.*
Single Family Attached Residential Lot Area	1,200 SF min.
Attached Unit Frontage	20 ft. min.**
Proximity	20 ft. min (building to building side for attached unit buildings)
Garage Door Setback	20 ft. min. (Single Family Detached)



**PRINCIPAL BUILDING SETBACKS**



**OUTBUILDING SETBACKS**

#### SETBACKS - PRINCIPAL BUILDING

(a) Front Setback Principal	10 ft. min. (3 ft. min. Commercial)
(b) Front Setback Secondary	3 ft. min.
(c) Side Setback	0 ft. min. (5 ft. for single family detached)
(d) Rear Setback	6 ft. min.
Frontage Build-out	70% min. at setback

#### SETBACKS - OUTBUILDING

(e) Front Setback	30 ft. min.
(f) Front Setback Secondary	10 ft. min.
(g) Rear Setback	20 ft. from alley right of way if on alley, 10' from property line if no alley.
(h) Side Setback	5 ft. min.

**Condominiums and all attached residential units that are less than 24' in width shall be alley-loaded or served by shared driveway, autocourt, or podium parking structure.**

\* Lots that front a curvilinear property line (PL) must comply with the lot frontage width measured at the 20 feet offset behind the front PL radius. Cul-de-sac and inside corner lot frontages must comply with the standards specified in Exhibit 4 of this Code.

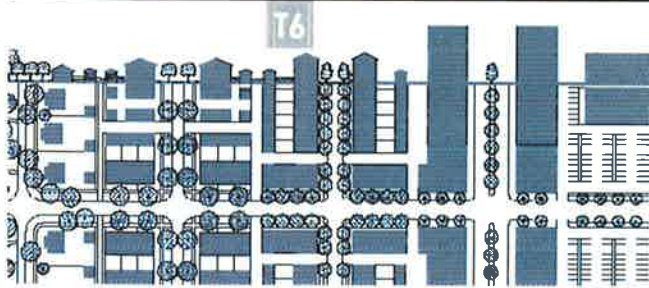
\*\* Attached Unit Frontage refers to the width of individual units, not the width of the entire building.

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## TABLE 4F - TRANSECT STANDARDS

### T6 - VILLAGE CENTER (VC) BUILDING FORM



#### BUILDING CONFIGURATION

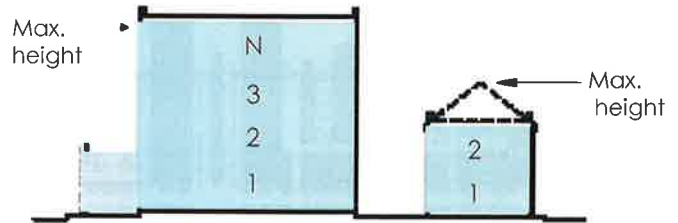
Number of Buildings per Lot	Limited by max. density (page 25)
Height - Principal Building	4-Story
Height - Outbuilding	2-Story
Height - Structured Parking	3-Story
Lot Coverage	70% max
Single Family Attached Residential Lot Area	1,100 SF min.
Attached Unit Frontage	18 ft. min.**
Proximity	20 ft. min (building to building side for attached unit buildings)
Garage Door Setback	20 ft. min. (Single Family Detached)

#### SETBACKS - PRINCIPAL BUILDING

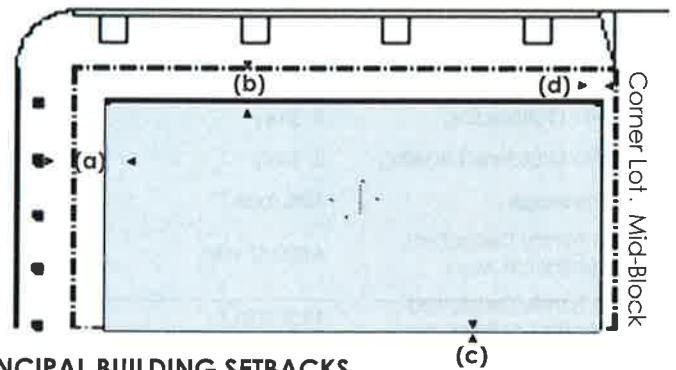
(a) Front Setback Principal	10 ft. min. (3 ft. min. Commercial)
(b) Front Setback Secondary	3 ft. min.
(c) Side Setback	3 ft. min.
(d) Rear Setback	6 ft. min.
Frontage Build-out	70% min. at setback

#### SETBACKS - OUTBUILDING

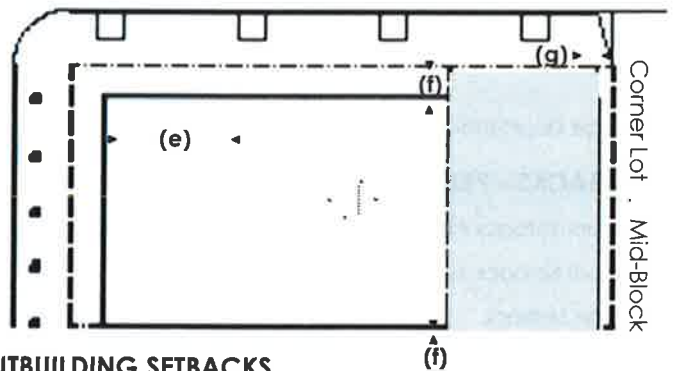
(e) Front Setback	20 ft. min. in addition to the principal building setback
(f) Front Setback Secondary	8 ft. min.
(g) Rear Setback	20 ft. from alley right of way if on alley. 10' from property line if no alley.
(h) Side Setback	3 ft. min.



**BUILDING HEIGHT**



**PRINCIPAL BUILDING SETBACKS**



**OUTBUILDING SETBACKS**

**Condominiums and all attached residential units that are less than 24' in width shall be alley-loaded or served by shared driveway, autocourt, or podium parking structure.**

\* Lots that front a curvilinear property line (PL) must comply with the lot frontage width measured at the 20 feet offset behind the front PL radius. Cul-de-sac and inside corner lot frontages must comply with the standards specified in Exhibit 4 of this Code.

\*\* Attached Unit Frontage refers to the width of individual units, not the width of the entire building.

# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

Heber City, Utah

## SECTION 18.21.030: TRANSPORTATION

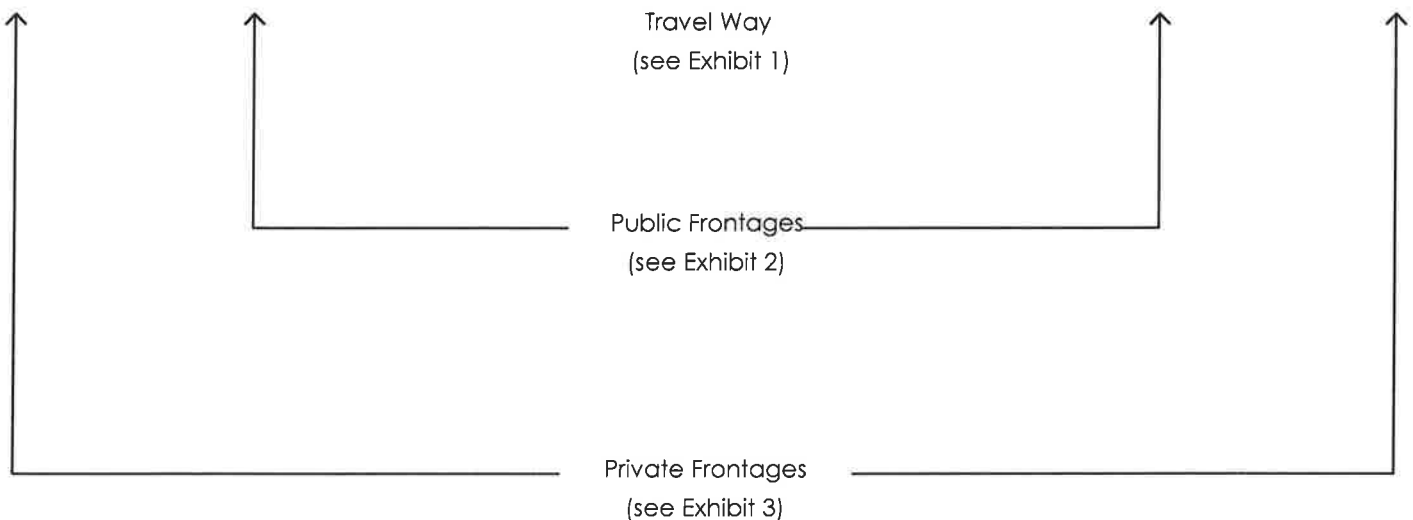
### TRANSPORTATION MODULES

All streets within the North Village Overlay District will implement an assembled module approach to determine the appropriate right-of-way. Each street shall include a travel way, a public frontage type (within the right-of-way) on both sides of the travel way, and private frontage types on both sides of a street.

The type of travel way shall be dictated by the Heber City Master Transportation Plan as represented on the NVOD street map for specific streets in the district, traffic volume (ADT) determined by a traffic study, the relationship and proposed function within a transect zone, or based upon contextual land use. Travel way types shall comply with those provided in Exhibit 1 of this Code unless there is a conflict with the Heber City Master Transportation plan, in which case the Heber City Master Transportation Plan shall prevail, unless a traffic study demonstrates an acceptable level of service as determined by the Heber City Engineer.

Public frontage types are dictated by transect zone and the proposed land use within the transect zone. Public frontage types shall comply with those provided in Exhibit 2 of this Code.

Private frontage types are dictated by each corresponding land use adjacent to the associated private frontage. Private frontage types shall comply with those provided in Exhibit 3 of this Code.

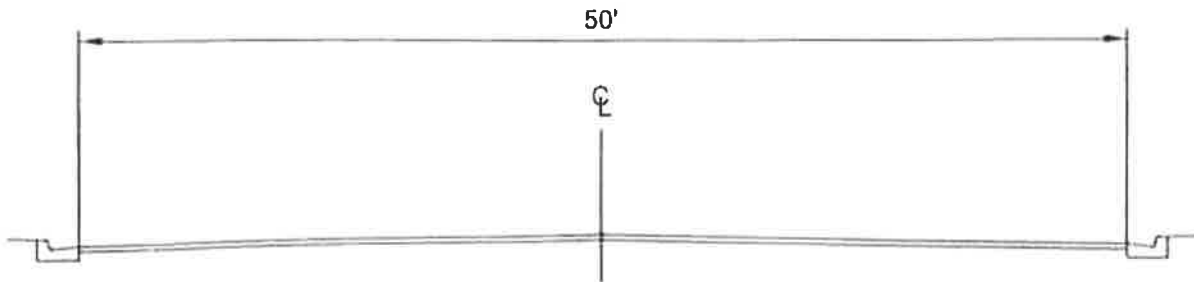


(NOTE: Travel Way, and Frontages are in Exploded view)

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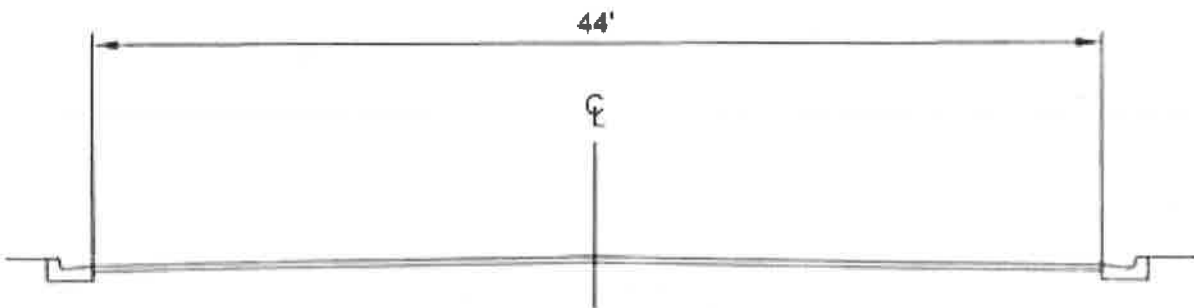
## EXHIBIT 1 - TRAVEL WAYS



### MAJOR COLLECTOR STREET

NTS

See Heber City Engineering Standards & Specifications for additional detail.



### MINOR COLLECTOR STREET

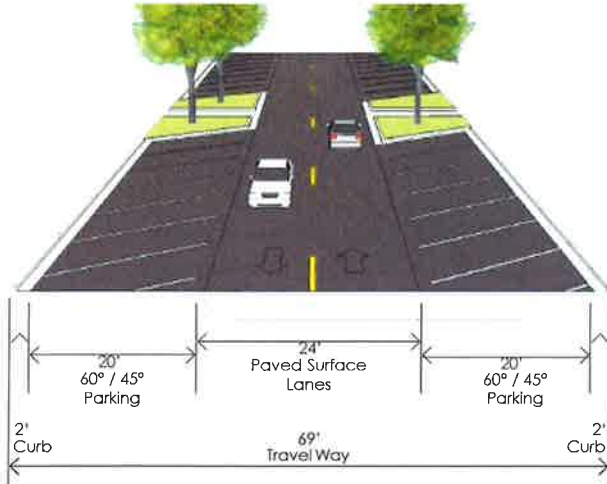
NTS

See Heber City Engineering Standards & Specifications for additional detail.

# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

Heber City, Utah

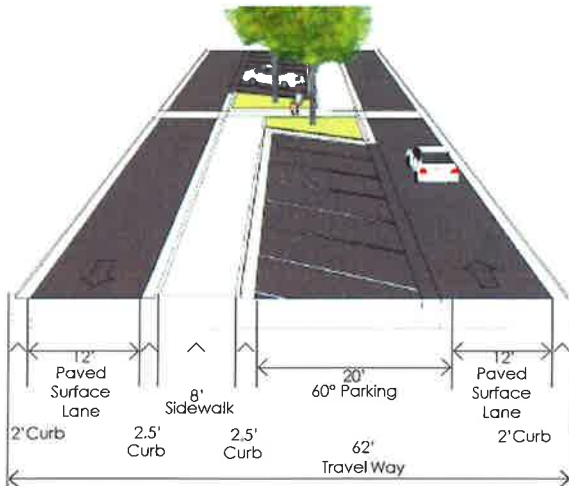
## EXHIBIT 1- TRAVEL WAYS



### COMMERCIAL COLLECTOR 1\*

Average Daily Trips	2,001-8,000
Maximum Single Family Units	N/A
Maximum Centerline Grade	6%
Minimum Corner Radius	25 ft.
Permitted Transect Zones	T6, T5, T4

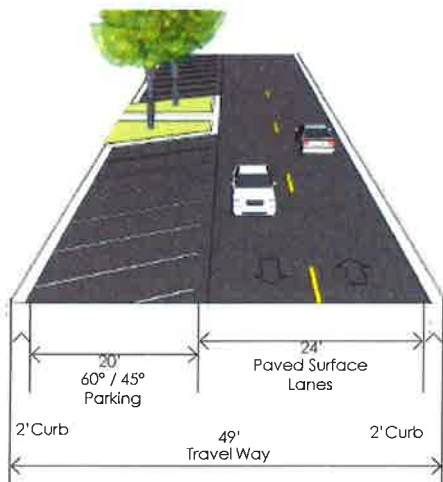
(Landscape Island Every 16 Stalls)



### COMMERCIAL COLLECTOR 2\*

Average Daily Trips	2,001-8,000
Maximum Single Family Units	N/A
Maximum Centerline Grade	6%
Minimum Corner Radius	25 ft.
Permitted Transect Zones	T6, T5, T4

(Landscape Island Every 16 Stalls)



### COMMERCIAL COLLECTOR 3\*

Average Daily Trips	2,001-8,000
Maximum Single Family Units	N/A
Maximum Centerline Grade	6%
Minimum Corner Radius	25 ft.
Permitted Transect Zones	T6, T5, T4

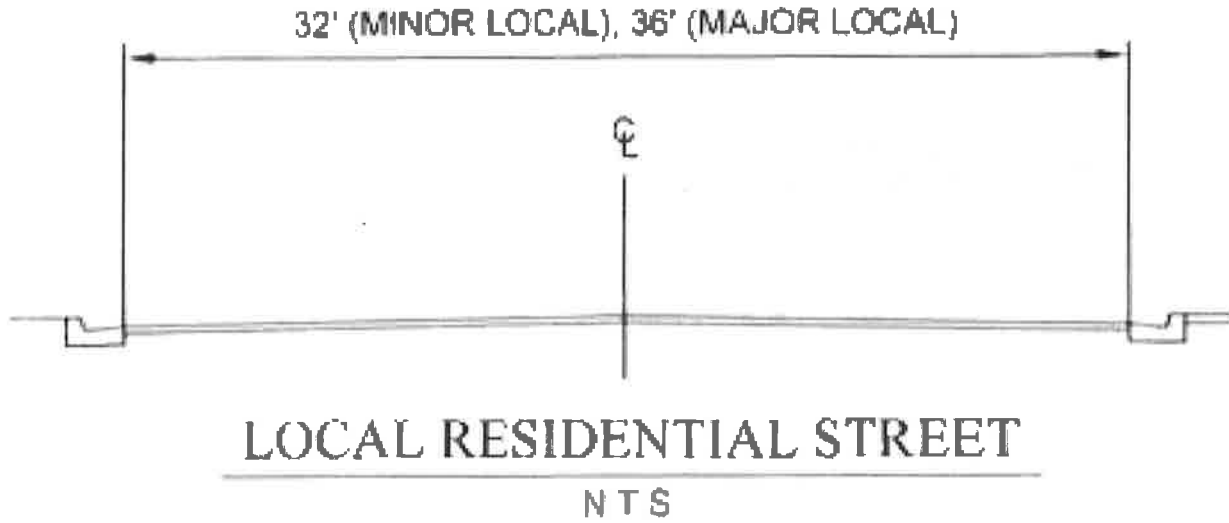
(Landscape Island Every 16 Stalls)

(\* Roads May Be Private with Public Access Easements)

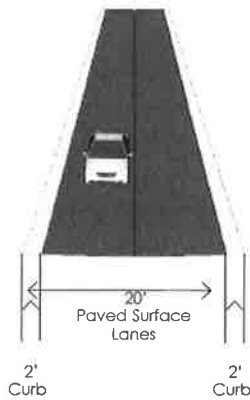
# NVOD CODE

Heber City, Utah

## EXHIBIT 1 - TRAVEL WAYS



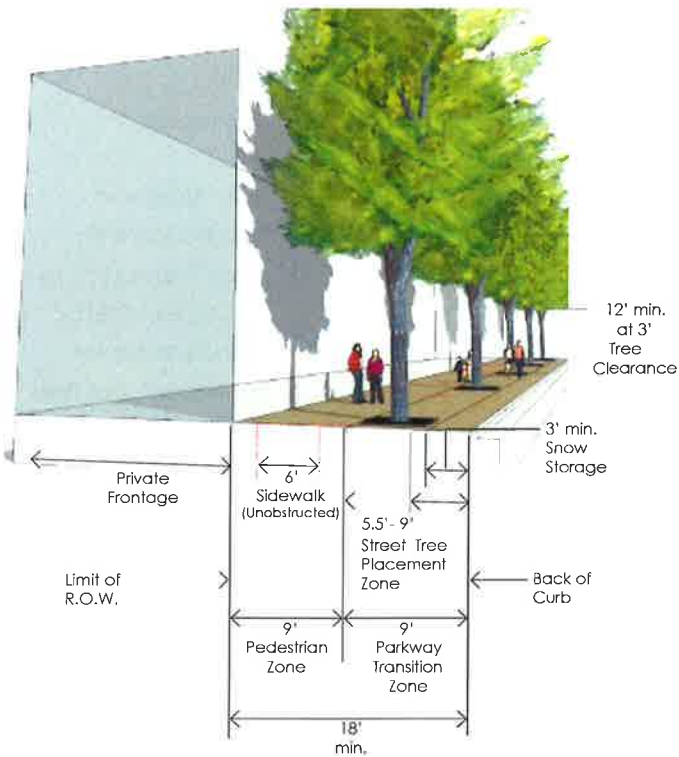
See Heber City Engineering Standards & Specifications for additional detail.



### ALLEY

Average Daily Trips	N/A
Maximum Single Family Units	N/A
Maximum Centerline Grade	6%
Minimum Corner Radius	18 ft.
Permitted Transect Zones	T6, T5, T4, T3

## EXHIBIT 2- PUBLIC FRONTAGES



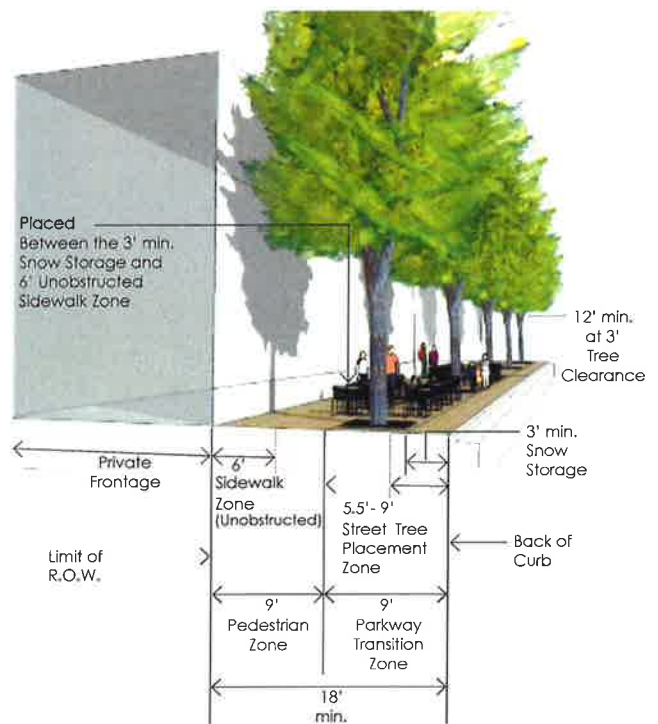
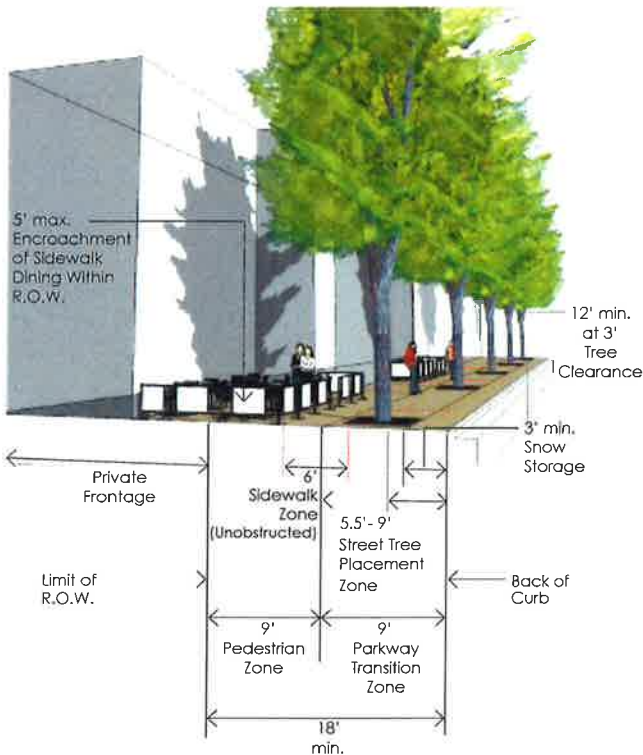
### URBAN RETAIL

Minimum Width	18 ft.
Permitted Curb Type	Highback
Parkway Transition Zone	9 ft. minimum*
Parkway Transition Zone	Hardscape with Tree Grates (5 ft. min.)
Snow Storage Zone	3 ft. minimum (measured from back of curb)
Street Tree Placement**	5.5 ft. - 9 ft. (measured from back of curb)
Street Tree Spacing	Opportunistic
Pedestrian Zone Width	9 ft. minimum
On-Street Dining	Permitted
Sidewalk	6 ft. minimum*
Permitted Transect Zones	T6, T5, T4, T3***

\* Sidewalk minimum must be unobstructed, but may be located within both the parkway transition and pedestrian zones

\*\* Refers to trunk placement, not edge of tree grate

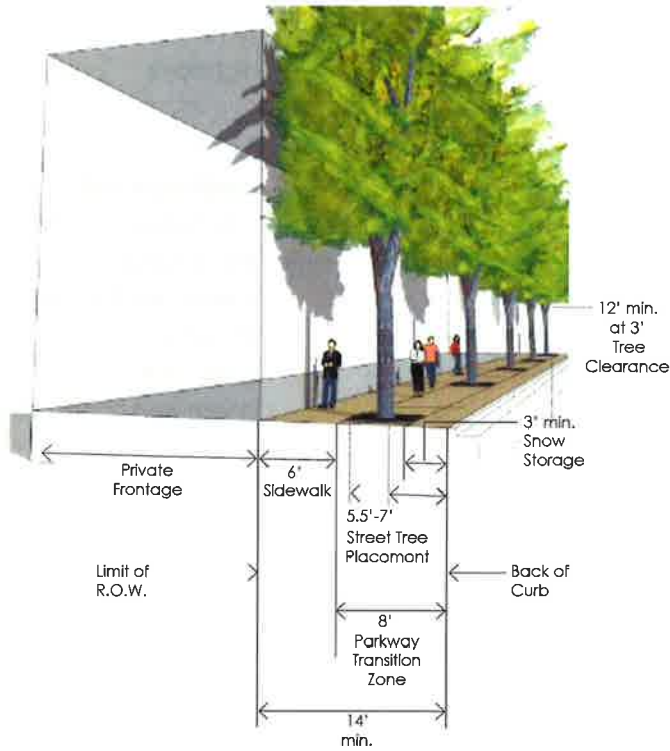
\*\*\* Permitted in T3 for commercial uses only.



# NVOD CODE

Heber City, Utah

## EXHIBIT 2- PUBLIC FRONTAGES



### URBAN OFFICE

Minimum Width	14 ft.
Permitted Curb Type	Highback
Parkway Transition Zone	8 ft. minimum*
Parkway Transition Zone	Hardscape with Tree Grates (5 ft. min.) Grass permitted in T6 and T5 zones for residential uses only.
Snow Storage Zone	3 ft. minimum (measured from back of curb)
Street Tree Placement**	5.5 ft. - 7 ft. (measured from back of curb)
Street Tree Spacing	Opportunistic
Pedestrian Zone Width	6 ft. minimum
On-Street Dining	Not permitted
Sidewalk	6 ft. minimum*
Permitted Transect Zones	T6, T5, T4, T3***

\* Sidewalk minimum must be unobstructed, but may be located within both the parkway transition and pedestrian zones

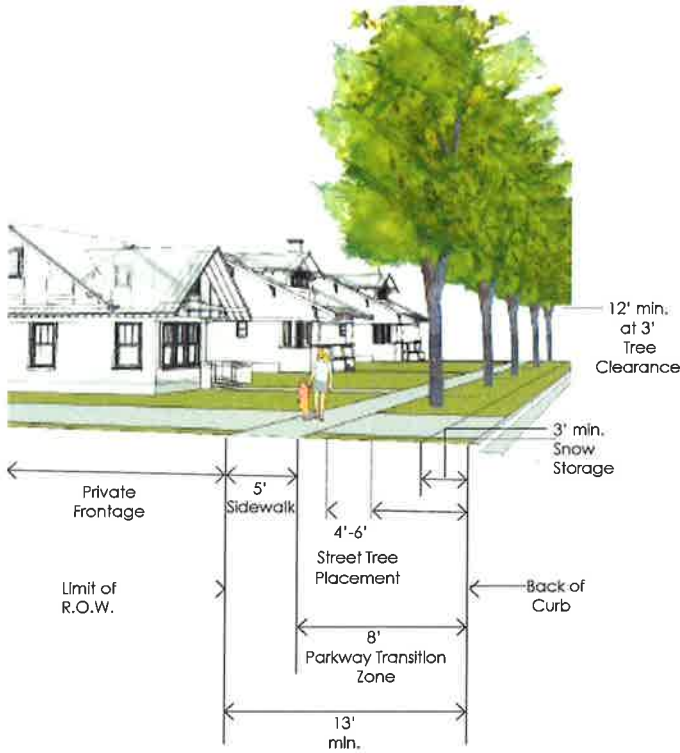
\*\* Refers to trunk placement, not edge of tree grate

\*\*\* Permitted in T3 for commercial uses only.

# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

Heber City, Utah

## EXHIBIT 2- PUBLIC FRONTAGES



### SUBURBAN

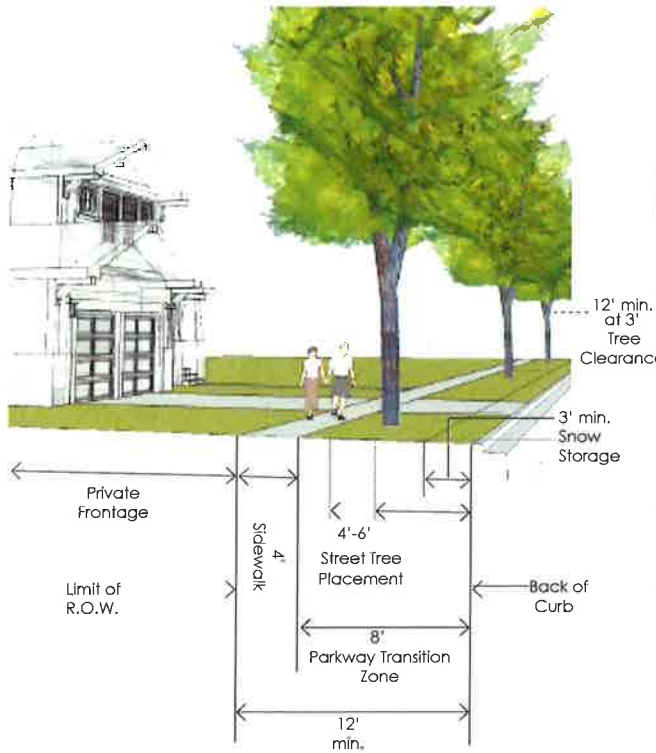
Minimum Width	13 ft.
Permitted Curb Type	Highback or rolled
Parkway Transition Zone	8 ft. minimum
Parkway Transition Zone	Landscaped
Snow Storage Zone	3 ft. minimum (measured from back of curb)
Street Tree Placement	4 ft. - 6 ft. (measured from back of curb)
Street Tree Spacing	40 ft. o.c. (regular)
Sidewalk Width	5 ft. minimum
On-Street Dining	Not permitted
Permitted Transect Zones	T4, T3, T2, T1



# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

Heber City, Utah

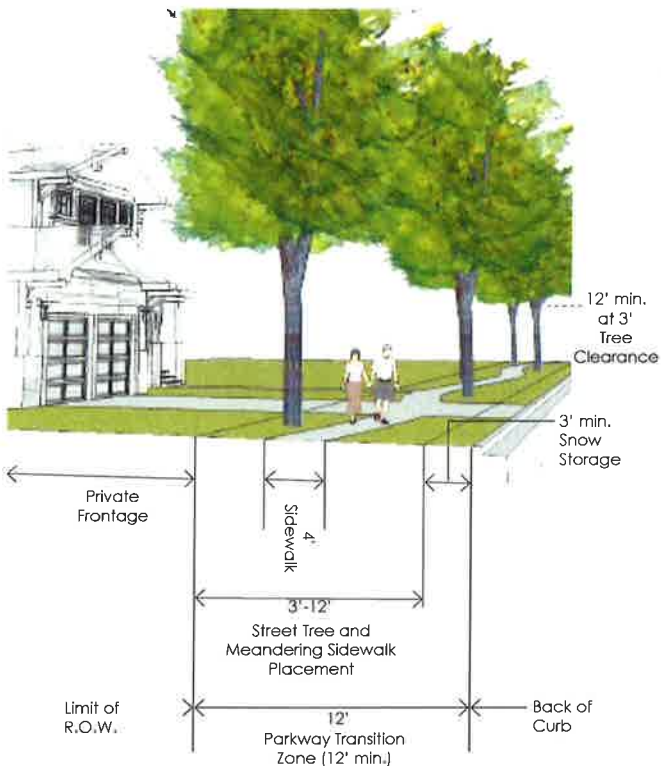
## EXHIBIT 2- PUBLIC FRONTAGES



### RURAL EDGE

Minimum Width	12 ft.
Permitted Curb Type	Highback or rolled
Parkway Transition Zone	8 ft. minimum
Parkway Transition Zone	Landscaped/Xeriscape
Snow Storage Zone	3 ft. minimum (measured from back of curb)
Street Tree Placement	4 ft. - 6 ft. (measured from back of curb)
Street Tree Spacing	Naturalistic/Clustered
Sidewalk Width	4 ft. minimum (Meandering/standard minimum 300 ft. radius)*
On-Street Dining	Not permitted
Permitted Transect Zones	T3, T2, T1

\*No sidewalks or sidewalk on one side in T1 Zone only



# NVOD CODE

## Heber City, Utah

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### A. STREETS

The T6, T5 and T4 should be structured on a grid-like system where feasible, with limited cul-de-sacs, in order to allow for buildings to be oriented to the streets, have front door access, downplay garages, and provide for walkable neighborhoods. Where topographically feasible, subdivisions shall be based on a traditional street grid.

Perimeter block sizes are based on a pedestrian scale that is consistent with the historic pioneer settlement pattern common to hundreds of communities in the Intermountain West. This historic block structure allows the majority of residents to be within a five-to-ten-minute (1/4 to 1/2 mile) walk to neighborhood centers and community amenities.

1. General Requirements - Streets must support the overall connectivity requirements for the development. They should balance all forms of mobility while maximizing convenience for pedestrians. All streets and street layouts are subject to review and approval by Heber City.
2. The character of streets within the North Village Overlay District will vary based on their location within specific transect zones. Public Rights of way (R.O.W.) for residential streets in the North Village shall not be less than 60'. All streets shall conform with the Fire Code.
3. Primary and Secondary Street Network Criteria: The following priorities and outcomes shall guide the development of the primary and secondary street network and the implementation of this section and its technical guidance herein:
  - a. Neighborhoods shall aim to be connected to one another through a woven collector system that offers several external access points.
  - b. There shall be a hierarchy of streets with more important streets at key locations
  - c. A variety of on-street parking conditions (angled parking, parallel parking) shall be employed to calm traffic on retail and commercial streets in T6, T5, T4.
  - d. Walking and cycling should be a convenient option for movement within the network in terms of safety and efficient of movement from one location to another.
  - e. Access to local commercial and business destinations from adjacent neighborhoods should generally be achieved via collector and local streets that are consistent with the contextual transect zone in which they reside.
  - f. Alternate routes should be available for traffic congestion relief at peak times.
  - g. The street types established in and networks encouraged by this section should balance efficient travel with appropriate speeds.
  - h. Roadways should follow natural features such as creek beds and topography as appropriate.
  - i. Linkages between streets, alleys and trails should be purposeful and integrated into the transportation network.

### B. BLOCKS

1. The T6, T5 and T4 street networks must be configured as a grid creating blocks in areas where the average slope of existing terrain is less than 8 percent; according to the following:
  - a. Blocks together with streets, shall form the network of thoroughfares and public spaces. Blocks shall generally be small-to-moderate in size and rectangular in shape, but may be modified due to a number of site conditions.

- b. Blocks must be sized according to Table 5A - Street Network Requirements,
- c. Blocks containing civic districts may exceed 15 acres.
- d. Perimeter blocks along the edge of a neighborhood may deviate from block size minimum requirements in order to accommodate existing edge conditions, ensuring a more smooth transitions between current circumstances and future development.
- e. Block perimeters are measured from the closest edge of the right of way.

**TABLE 5A - STREET NETWORK REQUIREMENTS**


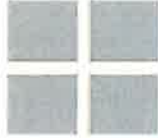

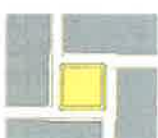




TRANSECT ZONE	Vehicular Block Perimeter	Permitted Intersections	STREET NETWORK		
			Vehicular Block Perimeter Exceptions		
			Slopes > 6% Over 50% of Block Area	Slopes > 6% Over 70% of Block Area	Slopes > 6% Over 90% of Block Area
T4 , T5, T6	3,150 ft. max	T, 4W, SI, TN, TC, SA, RA, EA	3,800 ft. max	4,100 ft. max	4,500 ft. max
MID-BLOCK PEDESTRIAN PASSAGE	Not Required in Blocks Under Maximum Perimeter		Required 8 ft. trail within a 20 ft. easement Pedestrian Passage, No More Than 800 ft. From Nearest Intersection in T6 and T5. No more than 1500 ft in T1-T4.		

2. The street network in areas of steeper terrain, where the average existing terrain exceeds 6 percent slope must be configured according to the following:
  - a. Close ended streets or cul-de-sacs are permitted within T1 and T2 in order to reduce earthwork volumes. In all instances cul-de-sacs must be accompanied by alternate pedestrian routes within 1500' of the end of the cul-de-sac, that are connected to an adjacent street or trail, to provide off-street pedestrian connectivity.
  - b. Larger blocks in steep terrain that qualify for the block perimeter exception in Table 5A, shall incorporate mid-block pedestrian passage ways to provide adequate pedestrian connectivity.
  - c. Close-ended streets (cul-de-sacs) may be permitted within T1-T4, or adjacent to natural or man-made boundaries that limit vehicular connectivity.
  - d. Close-ended streets (cul-de-sacs) may not exceed 800 feet in length and 30 DUs, measured along the centerline from the nearest intersection to the center of the cul-de-sac.
  - e. Overall the a design that reduces the number of cul-de-sacs should be used.
  - f. Cul-de-sac Length shall not exceed 800 feet

# NVOD CODE

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**TABLE 5B - INTERSECTION ASSEMBLY TYPES**

INTERSECTION TYPE	T1	T2	T3	T4	T5	T6	DESCRIPTION	ILLUSTRATION
<b>T-INTERSECTION (T)</b>	•	•	•	•	•	•	A standard intersection between two <i>thoroughfares</i> where one is terminated. <i>T-Intersections</i> cause the least vehicle to vehicle and vehicle to pedestrian conflict points. Urban <i>T-Intersections</i> provide opportunities for <i>terminated vistas</i> .	
<b>4-WAY INTERSECTION (4W)</b>	•	•	•	•	•	•	A standard intersection between two continuous <i>thoroughfares</i> at or near right angles.	
<b>STAGGERED INTERSECTION (SI) *</b>	•	•	•	•	•	•	An intersection where one continuous <i>thoroughfare</i> is intersected by two terminating <i>thoroughfares</i> in close proximity. <i>Staggered intersections</i> provide a high number of <i>terminated vistas</i> and are well suited at <i>commercial streets</i> where traffic is slow movement and encouraged along <i>shopfronts</i> .	
<b>TURBINE (TN)</b>	•	•	•	•	•	•	An intersection between three or four terminating <i>thoroughfare</i> segments creating open space or a <i>civic district</i> at the center. <i>Pin-wheel intersections</i> are versatile, providing opportunities for squares, greens, or playgrounds, and additional on-street parking.	
<b>TRAFFIC CIRCLE (TC)</b>				•	•	•	A free-movement intersection between two or more <i>thoroughfares</i> . <i>Traffic circles</i> allow vehicles to negotiate complex intersections safely without coming to a complete stop. For this reason, traffic circles are not appropriate in places with moderate to high pedestrian activity.	
<b>SQUARE ABOUT (SA)</b>				•	•	•	A free or near free-movement intersection of four or more <i>thoroughfare</i> segments in urban conditions. Unlike <i>traffic circles</i> , <i>square-about</i> s require slow speeds and are therefore pedestrian friendly. They also allow for spatial enclosure by buildings.	
<b>ROUND ABOUT (RA)</b>	•	•	•	•	•	•	A very large <i>traffic circle</i> intersecting multiple urban <i>thoroughfares</i> with a pedestrian accessible <i>civic district</i> at the center in a circular, oblong, or elliptical shape. <i>Round-about</i> s may require traffic control by timed or on-demand signalization to ensure safety at pedestrian crossings.	
<b>ELONGATED ROUND ABOUT (EA)</b>				•	•	•	A <i>civic district</i> including <i>civic space</i> and <i>civic buildings</i> well suited for the intersection of more than four <i>thoroughfare</i> segments in very urban environments. <i>Elongated round-about</i> s intersect the highest number of <i>thoroughfares</i> due to their size and are well suited to highly trafficked <i>thoroughfares</i> such as <i>boulevards</i> .	

\* Must comply with Title 16

3. Streets and intersections must be configured according to the following:
  - a. All streets, unless approved as a cul-de-sac, must connect to other streets with intersections, forming a network.
  - b. New streets are limited by right-of-way width according to an assembled module consisting of a travel way and 2 public frontages as defined in Section 3 of this Code.
  - c. New intersections are limited by type according to Table 5B- Intersection Assembly Types, permitted intersections.
  - d. Compliance with clear-view triangle standards for corner lots must be demonstrated at Final Plat.
  - e. Transportation network designations must be consistent with the Heber City transportation masterplan
4. In T4(NC), T5(TC), and T6(VC) Transect Zones, the blocks may include a rear-of-lot alley or lane (to provide vehicle access to street fronting lots)
5. No less than one pedestrian passage (8 ft. wide within a 20 ft. easement) must be provided for every 800 feet of street frontage within the T4(NC), T5(TC), and T6(VC) Transect Zones, connecting with "rear lot" or "mid-block" parking lots (not necessarily through to the other side of the block).

## C. STREET CHARACTER

1. In T4-T6 a relationship to public realm - Buildings should be oriented to positively define and frame adjacent public streets, and/or public or common spaces, while promoting the collective form of neighborhoods by:
  - a. Matching or complementing adjacent building setbacks;
  - b. Matching or complementing adjacent building heights and massing;
  - c. Completing the streetscape pattern of the street they front.
2. In T3-T6 a relationship to neighboring homes – Houses should be designed to relate to their neighbors rather than as a stand-alone building. This design standard can be accomplished by, among other things:
  - a. Orienting the side yards in order to preserve the privacy of the outdoor spaces of both.
  - b. Modulating side yard and rear yard volumes to provide as much distance as possible between the facades in order to preserve privacy of the outdoor spaces of both.
  - c. Placing windows (with different sizes) in side and rear yards designed with care and sensitivity for the preservation of privacy between buildings.
3. In T4- T6 activating the street - Buildings should be designed with frontages that engage the street by providing direct access to the public realm (street or Community Space).

## D. PARKING AND LOADING STANDARDS

1. Required Parking
  - a. The number of required parking stalls and landscaping for surface parking is prescribed by land use as defined in Title 18.72 of the Heber City Code.

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## CUL-DE-SAC AND INSIDE CORNER LOT FRONTAGE

Minimum lot frontage for cul-de-sac and inside corner lots must be at least 75% of the standard lot frontage as specified in Tables 4A-4F of this Code. This distance is measured at the required setback for the transect.

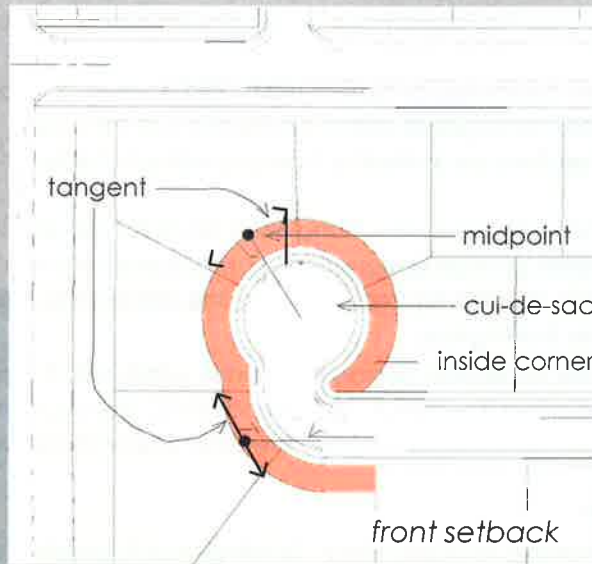
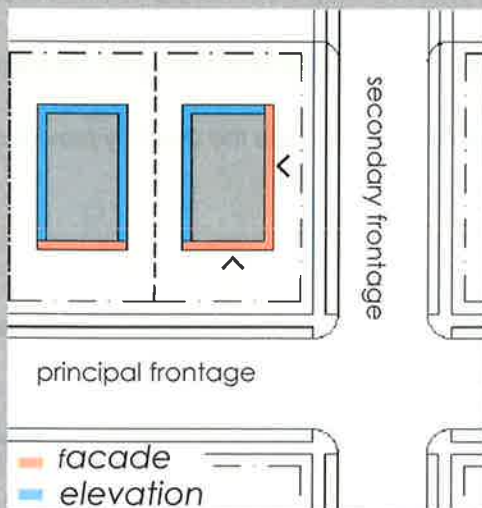


EXHIBIT 4

## PRINCIPAL FRONTAGE PLAN



This Transect Plan differentiates the facade and elevation of buildings. Facades are the vertical portions of the buildings that face public thoroughfares. Elevations are the vertical portions of building not facing onto public thoroughfares. Facades are more highly regulated than elevations.

Lots with secondary frontage will continue the same material treatment from principle frontage facade on the secondary frontage facade.

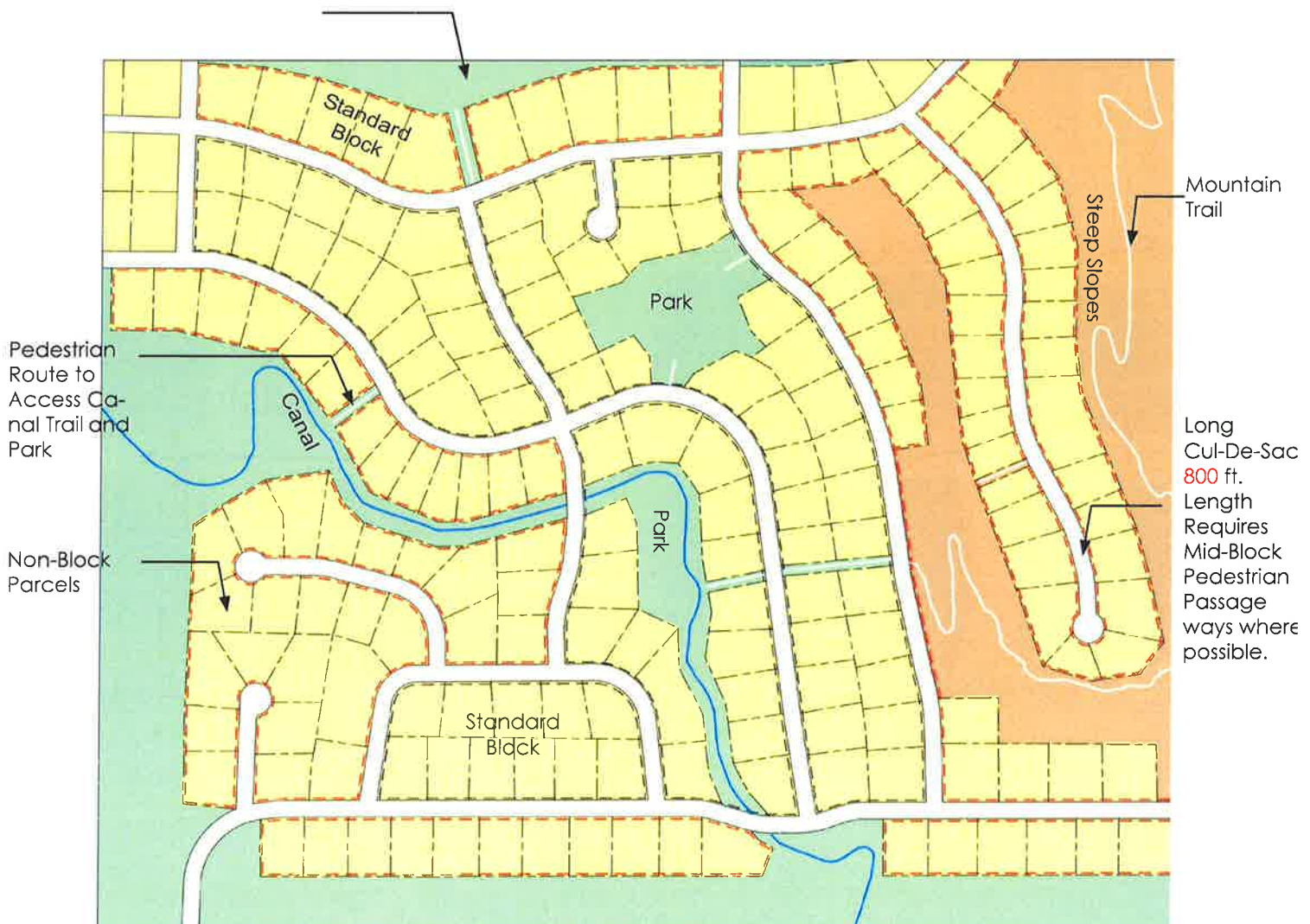
EXHIBIT 5

# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

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## E. NON-BLOCK PARCELS

1. Development parcels that are not bordered on all four sides by streets, and therefore not considered Blocks, are subject to the following:
  - a. Non-block parcels can be defined by streets, canals, drainage corridors, utility corridors, project boundaries, undevelopable steep slopes, pedestrian passage ways, and large civic uses.
  - b. Non-block parcels shall incorporate pedestrian passage ways at strategic locations to allow access to community amenities and facilitate walkability.
  - c. The maximum length of uninterrupted lots along a street or cul-de-sac without a pedestrian break shall not exceed 800 feet. Non-Block Parcels With Lot Frontages That Exceed 800 ft. Must Provide Breaks For Pedestrian Passage Ways



## F. SNOW STORAGE STANDARDS FOR PUBLIC STREETS

1. Snow Storage Standards
  - a. Placement and spacing of trees, signage and site furniture along streets must not interfere with the 3 ft. snow storage zone.
  - b. A Preliminary Plan that includes alleys must include a snow storage area in each block, configured as generally illustrated and sized as specified in Table 7 - Snow Storage\*.
  - c. Snow storage areas must not interfere with vehicular access to garages.
  - d. Snow storage areas must be strategically located to allow easy access for snowplows
  - e. All landscape plans adjacent to streets and parking lots must consider areas for snow storage.
  - f. A Snow Storage Plan is required for all streets in the T5 & T6 Zones.

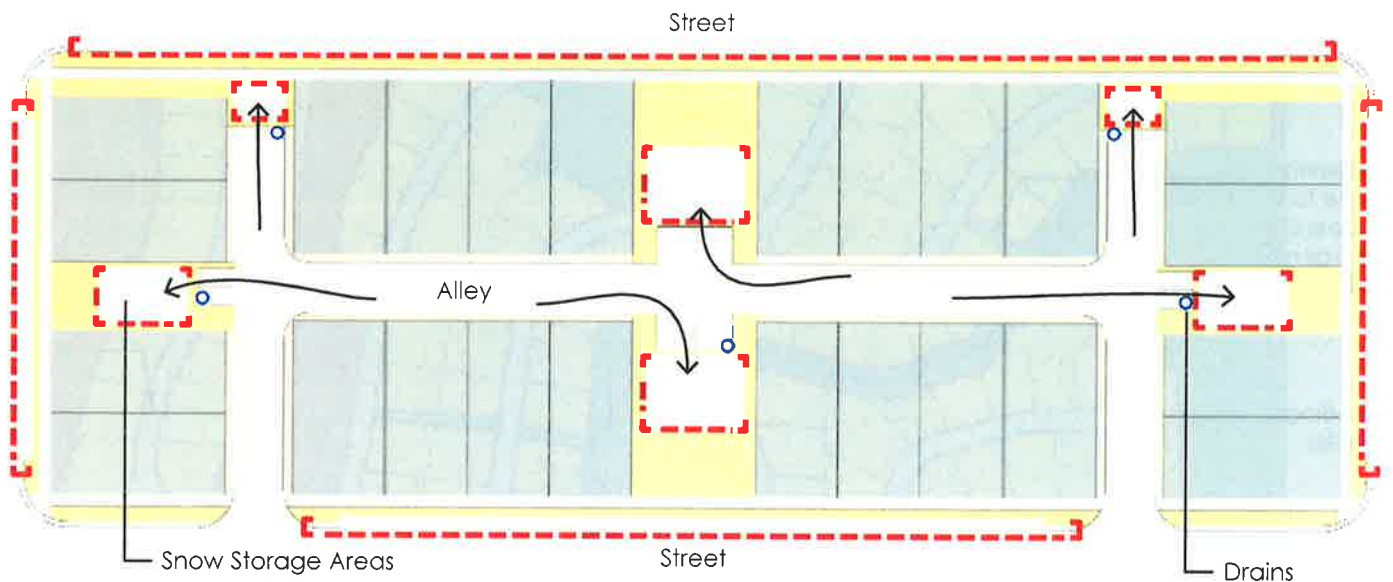
**TABLE 7 - SNOW STORAGE**

MIN. REQUIRED AREA IN REAR LANES

REQUIRED AREA CALCULATION Equal to 15% of plowed area

Snow storage areas are required in all alleys, rear lanes, and are not allowed to obstruct **REQUIRED** guest parking.

Snow storage areas may be larger than what is noted above. The illustration below is intended as an example of snow storage locations. Size and location varies by conditions including zoning districts, topography, and street access. Consult with the engineering department.





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## SECTION 18.21.040: ARCHITECTURE

The architecture and urban design guidelines contained herein shall govern both residential and non-residential structures within the North Village Overlay District. These guidelines establish the architectural theme that will protect, preserve and enhance the character and charm of the Heber valley.

The architectural criteria presented in this Code are meant to act as guidelines for the design of single family homes, multi-family buildings, civic buildings, and commercial buildings including retail, office, and research and development. These guidelines are not prescriptive; rather, they comprise a body of design elements and characteristics which, when implemented correctly, should create a diverse and harmonious architectural landscape.

Images of buildings included in the document are representative interpretations of the proposed architectural style, not exact templates for future construction. There are many possible successful interpretations of the proposed architectural style. It should not be expected nor desired that each building will incorporate all characteristic elements of the style, or each of the predominant material on a single structure. These guidelines establish a baseline performance threshold with specific evaluation criteria to be used by City Staff to determine compliance. Applicants must demonstrate compliance with these guidelines through precedent images. Architectural renderings for each proposed building type are required at Final and/or Site Plan approval as well as Building Permit.

### A. COMMUNITY IDENTITY

1. A community or neighborhood is physically unified by common design features – which are comprised of a coherent variety of building mass and style, suitable variety of roof types, façade treatment, scale and style of elements, consistent quality of materials, convincing execution of important details, pleasing array of colors– and the relationship of these features to the public spaces and streets. The buildings in the North Village, as a combined group, shall contribute to the overall architectural theme and establish an authentic sense of the place.

The mixed use character of a neighborhood brings variety of building types into play. These types must be harmonious, but not regimented. As the buildings employ correct town making techniques, the visual harmony of a consistent architectural language can bring a varied array of small, moderate, and large building types into a coherent, pleasing ensemble.

Certain historical or period design motifs that are neither representative of the local area, nor adhere to the quality of the proposed architectural vision are prohibited, including (but not limited to) the following: A-frame or geodesic shapes, Swiss chalet, ornate Victorian, Tudor or half-timbered expression, and Colonial. Folk Victorian in the form of farmhouse is acceptable. Architecture that simply has no theme and does not fit into one of the three categories is prohibited.

## B. ARCHITECTURAL MASSING

1. The use of a monotonously consistent template or boring repetitive architecture on a number of residential units in proximity to one another is not allowed unless approved by the Heber City Planning Commission. As this consideration depends on a degree of aesthetic judgment, the issue must be reviewed carefully project by project and depends on other factors of the building's quality.

Building heights (as an available maximum) have been established in Tables 4A-4F for each transect zone. The general intent is that the height and bulk of individual buildings should be harmonious with their neighbors. The key characteristic of a building's volume is how clearly it defines the public space of its frontage.

## C. FOUR SIDED ARCHITECTURE

1. The aesthetic character of a development is crucial in making it successful. Each building has four sides and although the principal (front) elevation often receives the most attention it is imperative that the two sides and rear of the building are not ignored. Side windows create cross breezes and let more natural light in the house. When the sides are treated like part of the overall composition, they elevate the house from a series of walls to a coherent composition. Therefore, the design of all four sides are regulated by facade type in this Code.

## D. ARCHITECTURAL THEME

1. The architectural theme for the North Village Overlay District is inspired by the historic agricultural tradition in the Heber valley and the mountain valley geography. Diversity within the aesthetic structure of the theme is encouraged. Designers are encouraged to find local historic examples to serve as templates for new construction.
2. Acceptable styles include craftsman, farmhouse, and mountain modern



Craftsman

Mountain



Farmhouse



# NVOD CODE

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## E. MATERIALS

1. The following are the acceptable predominant materials for residential development



Stone



Lap Siding  
(No Vinyl)



Brick



Shingle Siding  
(No Vinyl)



Timber



Batt and Board Siding  
(No Vinyl)



Stucco  
(Accent only) Stucco shall not exceed 30% of any facade in T1 -T3. Stucco shall not exceed 20% of any facade in T4 -T6.

## F. RESIDENTIAL COMPOSITION GUIDELINES

1. Application of materials on facades should reinforce the logical expression of the materials. In most cases massing of materials should run horizontally. Vertical strips defy structural logic. Horizontal bands make houses feel more structurally sound.



Use horizontal bands



Avoid vertical strips

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- 2 Timber elements should be used as an external reflection of the home's internal structure, not merely a wood ornament applied to a facade.



Use

Timber elements should feel like a natural extension of interior volumes, or the repetition of primary structural elements inside the home or building. Timber should make structural sense in terms of scale and proportionate to the structural integrity of the home. Columns should provide a plinth and should be proportional to the structures they support



Avoid

Timber elements applied to foreign styles don't feel right. Avoid using exposed timber as an afterthought decoration. The beige box with a timber entrance is still just a beige box.

### 3 Load bearing material (brick and stone) should touch the ground



Use

Load bearing material in a manner that makes structural sense. Heavy materials support lighter materials



Avoid

Using load bearing material (brick and stone) in a manner that defies gravity. Brick and stone should never appear to float in the air.

# NVOD CODE

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- 4 Minimize the number of steps and gables on a building.



Use

Simplified rooflines are easier to build and look better than roofs with endless gables and steps. Gables should be used as a snow shedding and drainage management strategy. Apply gables to protect entrances and prevent snow from shedding on the walks and entrances AS WELL AS TO BREAK UP LARGE ROOF AREAS ON BIG BUILDINGS.

Consider the roof from the initial stages of designing the floor plan. The longer framers work on the roof, the more the house will cost.



Avoid

Over-application of gables as an ornamental feature. Consider the roof from the initial stages of designing the floor plan. The longer framers work on the roof, the more the house will cost.

5. Minimize the prominence of front-loaded garages.



Use

In-line or recessed garage door placement to minimize attention being paid to the car. The main entry should be the most prominent feature on the front facade.



Avoid

Making the garage door the most prominent feature of the home with the main entry as the hidden afterthought. Garage forward architecture should be avoided.

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## 6 Use vertically proportioned windows



Use

Vertically proportioned windows help break up facades and blank walls and allow additional light into the interior living space. If a horizontal expansion of glass is desired, this should be accomplished by incorporating multiple vertical windows side by side.



Avoid

## 7. Avoid double-height entrances



Use

Single-height entrances correspond to the human scale and provide adequate protection from the elements.



Avoid

Double-height entrances create uncomfortable spatial volumes that don't relate to the human scale and feel structurally awkward.

# NVOD CODE

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## G. ARCHITECTURAL STYLE

1. The Craftsman style developed from the Arts and Crafts movement of the late 19th and early 20th centuries. This movement addressed design on many levels, from architecture to furniture and pottery. Proponents of the Arts and Crafts movement advocated a fully integrated approach to house design and furnishings, with a design philosophy based on simplicity, durability and harmony with nature. Special attention was given to the way pieces were joined together. A new structural expression was developed, including exposing beams, columns and joists. The Craftsman style flourished in the United States in the early 20th century, and was frequently applied to modest and small houses.
  - a. The Craftsman style is characterized by simplicity, the expression of certain structural members, and attention to wood joinery, especially at porches. Craftsman homes feature moderate-pitched gable roofs with wide overhangs and large porches with substantial columns and bases.
  - b. The principal features of the Craftsman style are low- to moderate-pitched gable roofs with wide overhangs, exposed rafters at porches and, wherever feasible, generous porches with substantial columns and bases. Dormers are typical on 1½-story designs. Symmetry is optional and depends on the orientation of the principal roof.



Craftsman

- c. Ornamentation is restrained. Details that are characteristic of the style include exposed rafter tails, tapered columns and trim elements, and diagonal knee braces at gable ends. Wall materials may include stone, brick, limited stucco (not to exceed 20% of facade), shingles, and siding (no vinyl).
- d. The example on the previous page is one interpretation of the Craftsman style. There are many possible successful interpretations. All elements shown here, and described in this style, are not required on every building. Elements not listed are prohibited

## CRAFTSMAN

### Massing

- A side gable, center gable facing the street, or cross gable with dormers is typical for the primary roof form.
- One-story and 1½-story massing compositions are permitted, although 2-story compositions can also be acceptable.
- Dormers are typical in 1½-story designs.
- Emphasis should be on horizontal rather than vertical lines.

### Roofs

- Low-sloping gable roofs with wide overhangs are typical.
- Shed or pitched dormers are common.
- Generously sized eaves with exposed decorative rafters are characteristic of the style, but not required.
- Main roof pitches: 6:12 to 8:12
- Secondary hip or shed roof pitches: 3:12 to 6:12
- Roof overhangs: 12 - 30 inches at rakes and eaves

### Windows & Doors

- Individual windows are typically square or vertically oriented.
- Windows are often mullied together in pairs or threes.
- Double-hung windows with divided lites in uppersashes only, usually in a three-over-one configuration, are typical.
- Limited use of small accent windows and angled bays is encouraged.
- A single, rectilinear door is typical.
- Large lites in doors are common and are often divided to match the windows.
- Wide trim (5 to 6-inch) with head trim extending past the jamb is typical for doors and windows. Tapered

side trims are typical.

### Porch / Entry

- Porches facing the street are common.
- Porch columns typically sit on wider bases or low walls.
- Tapered or double-columns with header and base details are common.

### Details

- Expression of structural members and attention to wood joinery is characteristic of the style.
- Beams, knee braces, and brackets are often found at gable ends.
- Extended lintels over door and porch openings are common.
- Tapered elements, including trim work and columns, are common.

### Minimum Required Elements

- Front porch that addresses the street, either full or partial-width (50 sq-ft min)
- Square columns (tapered or straight)
- Stone or brick plinths
- Structural or Decorative beams or braces under gables
- Decorative trim (5 to 6-inch wide) around windows with emphasis on top and bottom (no stucco)
- Stone or brick on all facades (20% min.)
- Lap siding or batt and board siding (no vinyl) on all four sides of the structure
- Main roof pitches 6/12 to 8/12
- Wide eave overhangs (12" min.)
- Decorative garage door with small pane windows
- Brick or stone to follow finished grade within 3"

# NVOD CODE

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## EXAMPLES FOR VARIOUS INTERPRETATIONS OF THE CRAFTSMAN STYLE



# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

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## EXAMPLES FOR VARIOUS INTERPRETATIONS OF THE CRAFTSMAN STYLE



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## H. ARCHITECTURAL STYLE

1. The Farmhouse style is a contemporary interpretation of the Folk Victorian style that was prevalent in the United States from about 1860-1910. There were many regional applications of the Victorian style, as well as combinations of specific elements into eclectic compositions. Variations of the Victorian style include Richardsonian, Romanesque, Shingle, Queen Anne, and Folk. Folk Victorian has simpler forms and details than its counterparts.

The Folk Victorian style developed and flourished as railroads spread across the country, providing a steady supply of Victorian-style mill-work. Local builders and carpenters applied their skills based on their understanding of the Victorian style. Pattern books containing illustrations and details were sources of inspiration and instruction. The application of these stylistic principles to modest homes across the country resulted in Folk Victorian, with simplified forms and ornamentation applied chiefly to porches, gable ends and cornices.

- a. The Farmhouse style is characterized by a gable roof facing the street. The main gable may be combined with wings on one or two sides or emerge from a larger hip-roofed rectangular volume. A one-story porch should be provided and integrated into the front facade. Gable, hip, shed, or special dormers are employed to provide additional floor area, daylight, and architectural interest. Facade compositions should feature symmetrically placed, vertically proportioned, double or single-hung windows. Symmetry in the overall composition is optional.



*Farmhouse*

- b. Detailing should be simplified. Ornamentation should be employed with restraint at porches, gable ends, and special features, such as bays. Appropriate wall materials may include horizontal lap siding and board and batten siding.
- c. The example on the previous page is one interpretation of the Farmhouse style. There are many possible successful interpretations. All elements shown here, and described in this style, are not required on every building. Elements not listed are prohibited.

## FARMHOUSE

### Massing

- A front-facing gable without side wings is typical.
- Overall massing should be simple and emphasize vertical building elements.
- Projecting bays and low-sloping shed roofs are common.
- 1½ to 2-stories are typical, with a main level floor-to-ceiling height of 8 to 10 feet.

### Roofs

- Gable roofs facing the street are typical.
- Use of shed or gable-end dormers is encouraged.
- The main gable is often intersected by other roofs.
- Main roof pitches: 6:12 to 12:12
- Secondary hip or shed roof pitches: 3:12 to 6:12
- Roof overhangs: 6 to 12 inches

### Windows & Doors

- Vertically proportioned double and single-hung windows are typical.
- Individual or paired window treatments are common.
- Square and angled bay window treatments are common.
- Wide (4 to 6-inch) exterior trim and cap moldings on windows and doors are typical.
- Limited use of multi-pane sashes with divided lites is encouraged and may occur in both sashes in the following configurations: one-over-one, two-over-one, two-over-two, four-square-grid-over-one, and four-square-grid-over-four-square-grid.
- Lites in doors are common and often express ornamentation.

### Porch / Entry

- Street-facing, one-story porches are common. Wraparound porches are encouraged at corner lots.
- Porch roofs are typically forward-facing shed or hip.

- Porches may have exposed wood and metal elements.
- Square columns (at least 6x6) or round columns (at least 6 inches) are typical.
- Railings may be turned or square balusters or steel.

### Detail Elements

- Detailing is simplified and ornamentation is restrained.
- Exposed structural elements on porches are typical.
- Any exposed concrete foundation must be clad with stone or brick.
- Ogee or half-round gutters are common.
- Board & batten wainscoting (in courser spacing) is recommended.
- Square or more detailed moldings along rakes are common.

### Minimum Required Elements

- Covered porch with support columns that have a base, shaft, and capital
- Vertically-oriented windows
- Decorative trim (5 to 6-inch wide) around windows with emphasis on top and bottom (no stucco)
- Decorative garage door with small pane windows
- Full width covered front porch that addresses the street (Porch for single family homes shall span the width of the habitable area of the house.)
- Lap siding or batt and board siding (no vinyl) on all four sides of the structure
- Multifamily structures shall incorporate stone or brick on the ground floor (10% min. on each elevation)
- Brick or stone to follow finished grade within 3"

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## EXAMPLES FOR VARIOUS INTERPRETATIONS OF THE FARMHOUSE STYLE



# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

Heber City, Utah

## EXAMPLES FOR VARIOUS INTERPRETATIONS OF THE FARMHOUSE STYLE



# NVOD CODE

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## EXAMPLES FOR VARIOUS INTERPRETATIONS OF THE FARMHOUSE STYLE



## I. ARCHITECTURAL STYLE

1. The mountain style is a contextual expression of the modern architecture movement appropriate to a non-urbanized environment. Building on the traditional rustic expressions of cabins, lodges and chalets. Mountain homes have a simplicity of form, incorporating the use of rustic materials including timber, stone, and metal into a structure that uses large expanses of glass to bring views of nature into the structure thereby tying the interior and exterior environments together in a unified architectural expression that is uniquely tied to its location. An emphasis on the location and ensuring that it contextually fits with the environment are important elements of this style. Color palettes and materials should take this in to account.
  - a. The Mountain style characterized by a pitched or that is capable of withstanding heavy snow loads. The main roof pitch often extends over deck and patio areas to provide additional climatic protection over adjacent decks or patios. Roof planes over the entry patio or courtyard are typical of the front facade. Facade compositions should feature dominant, expanses of glazing with wide roof overhangs providing protection from solar exposure. Simplified building forms should accentuate horizontal elements with vertical stone or concrete elements penetrating the roof plane.
  - b. Detailing should be simplified. Ornamentation should be employed with restraint at porches, entries and decks. Appropriate wall materials may include stone or natural wood siding.
  - c. Lighting should be wall sconces with hidden light sources or eave mounted down lighting.



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## MOUNTAIN

### Massing

- Simple geometric forms.
- Overall massing should be simple and emphasize horizontal building elements.
- Pitched roofs are common.
- One and two-stories are typical, with a main level floor-to-ceiling height of 10 to 14 feet.

### Roofs

- Single-pitched roofs dominate.
- The main roof is often penetrated by stone chimneys, often represented as oversized massing elements.
- Roof overhangs extending the roof coverage to patios and decks are typical.

### Windows & Doors

- Large expanses of floor to ceiling glass are typical.
- Sliding doors that extend the interior space outward onto decks and patios are typical.
- Untrimmed windows and doors that incorporate the glazed element into the exterior wall plane as an extension of the dominant plane are typical.

### Porch / Entry

- Street-facing, or side turned one and two-story entry decks are common. Walled entry courtyards are common.
- Entries often utilize detailed expressions of exposed wood, stone and metal siding elements.
- Entries should have pitched or sloped roofs that can be a separate roof line from the main ridges.

### Detail Elements

- Detailing is simplified and ornamentation is restrained.
- Exposed structural elements are typical.
- Hidden gutters that are integrated into the roof structure are common. Downspouts are often included as "rain-chains" that funnel the runoff into a ground level pond or stream element.
- Detailing is often based on rustic or craftsman elements typical to the local area.

### Minimum Required Elements

- Front porch that addresses the street, either full or partial-width (50 sq-ft min) that incorporates timber columns with stone plinths and timber trusses that reflect the internal structure of the building
- Timber beams or braces under gables
- Stone on front facade (20% min)
- Lap siding or batt and board siding (no vinyl) on all four sides of the structure
- Wide eave overhangs (24" min.)
- Decorative garage door with small pane windows

## EXAMPLES FOR VARIOUS INTERPRETATIONS OF THE MOUNTAIN STYLE



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## EXAMPLES FOR VARIOUS INTERPRETATIONS OF THE MOUNTAIN STYLE



## J. NON-RESIDENTIAL ARCHITECTURAL MATERIALS

1. The following are the acceptable predominant materials for non-residential development



Stone



Lap Siding  
(No Vinyl)



Brick



Metal Panels



Timber



Batt and Board Siding  
(No Vinyl)



Concrete

- Stone or brick should make up at least 20% of the building.
- Metal panels and concrete can make up no more than 30% of the building.
- Exceptions to these requirements can be requested through a conditional use application to the Heber City Planning Commission.

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## K. NON-RESIDENTIAL ARCHITECTURAL COMPOSITION GUIDELINES

### 1. Building Massing

- a. Two and three-story building masses next to the street create a streetwall that frames the streetscape, improving the pedestrian experience.
- b. Building masses are greater at areas with more pedestrians, such as street corners
- c. Building masses frequently defined by a discernible base, shaft and capital
- d. Load-bearing materials should touch the ground

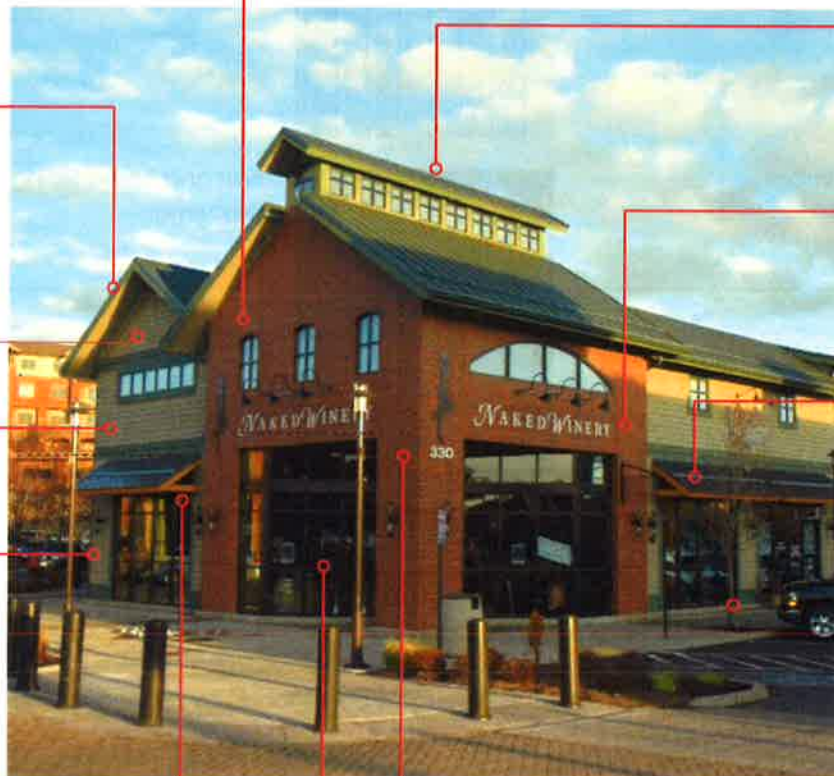
Upper Story Windows. Vertically oriented upper-story windows to allow light into habitable spaces

Wide Eaves and Gable Ends. Wide eaves on pitched roofs with gable ends provide architectural capital element

Capital

Shaft

Base



Roof Accents. Specialized roof accents including dormers, cupolas, towers, etc.

Sign Band. Decorative sign band colorfully identifies the business and horizontally divides base from shaft.

Structural Bays. Structural bays composed by individual storefront windows and awnings

Street trees. Formal rows of columnar trees project an urban image

Building Massing. Prominent corner accentuated by load bearing material and slight shift toward foreground

Storefront Windows. Storefront windows provide ample interior lighting while displaying merchandise to pedestrians

Building Materials. A combination of compatible building materials including lap siding, brick, timber, and metal panels

## 2 Roof Form

- a. Predominant roof shapes should be slightly pitched with gable ends where appropriate, with limited use of flat roof elements to provide breaks in facade type and/or add visual interest.
- b. Roof pitches should be typically low (4:12-8:12)
- c. Moderate overhangs up to 3 feet should be supported by substantial dimensional timber corbels that define the top of the building



Roof Accents. Specialized roof accents including dormers, cupolas, towers, etc.

On-Street Dining. Take advantage of alcoves and courtyards for on-street dining opportunities.

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- 3 Arcades and Storefront Structural Bays
  - a. Storefront structural bays are commonly orchestrated to appear as phased construction over a long period of time
  - b. Substantial structural bays should be composed of vertically oriented piers and horizontal spandrels with intervening storefront windows
  - c. Ground-floor storefronts should be very different from upper-story facades with windows scaled and oriented for pedestrian interest
  - d. Arcades are encouraged as semi-public spaces between the street and storefront, sheltering pedestrians from the elements
  - e. Multiple storefronts with separate storefront windows can be massed together within a single facade expanse with the same architectural style. The maximum length of a single facade expanse is 120 feet

120 linear ft. max.  
Single facade  
expanse



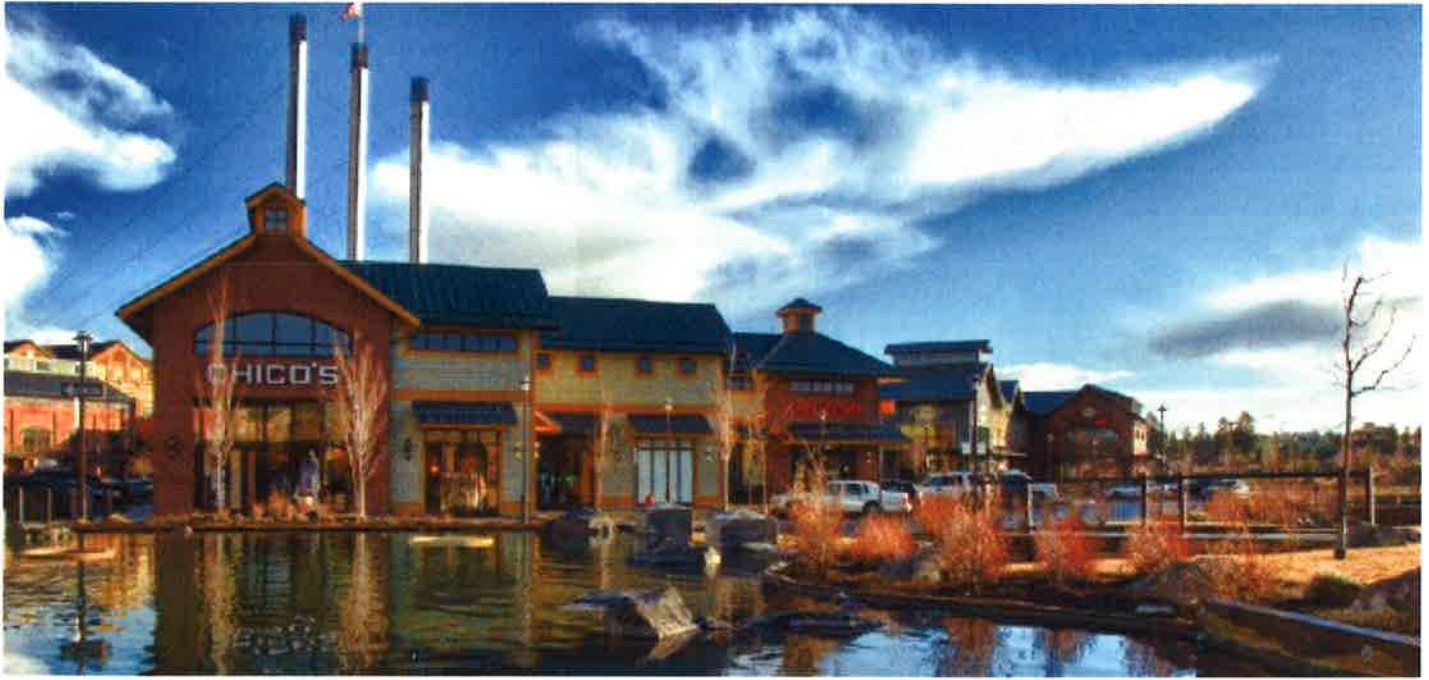
## ARCHITECTURAL EXAMPLES FOR VARIOUS COMMERCIAL USES



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## ARCHITECTURAL EXAMPLES FOR VARIOUS COMMERCIAL USES



# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

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## ARCHITECTURAL EXAMPLES FOR VARIOUS COMMERCIAL USES



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## ARCHITECTURAL EXAMPLES FOR VARIOUS COMMERCIAL USES



# NORTH VILLAGE OVERLAY DISTRICT ORDINANCE

Heber City, Utah

**TABLE 8 - STYLE MATRIX**

PRODUCT TYPES	STYLES		
	Craftsman	Farmhouse	Mountain Modern
Single Family			
Multi Family	○	○	○
Retail	○	○	○
Office	○	○	○
Research and Development	○	○	○
Civic	○	○	○

○ Indicates permitted style

**TABLE 9 - MATERIAL MATRIX**

MATERIALS	STYLES		
	Craftsman	Farmhouse	Mountain Modern
Stucco (20% max.)	○		
Siding (Lap, Batt & Board, Shingle. No vinyl)	○	○	○
Corrugated Galvanized Metal Siding			○
Stone (Cultured Stone or Similar)	○	○	○
Brick	○	○	○
Architectural Asphalt Shingles	○	○	○
Metal Roof		○	○
Aluminum Soffit and Fascia	○	○	○
Vinyl Windows	○	○	○

○ Indicates permitted material

Note: Other building materials or treatments not on this list are not permitted.

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## **SECTION 18.21.050 - OPEN SPACE, TRAILS AND CONNECTIVITY**

- A. This section establishes the design standards of Community Space. These standards include general character, typical size, frontage requirements, and typical uses. The following objectives shall be implemented in the design and construction of required community spaces and trails, which shall be designed according to these typologies and design standards:
  - 1. Integrated into neighborhoods
  - 2. Activating the built environment in a way that promotes activities in key locations and promote economic vibrancy.
  - 3. Accessible by walking and cycling
  - 4. Connecting adjacent neighborhoods
- B. These standards are used to coordinate the style of design appropriate to the context within each Transect Zone. Table 2 above establishes the Community Space type and their appropriate Transect Zone.

## PLAZA



A plaza is an urbanized public Community Space that offers abundant opportunities for civic gathering. Plazas add to the vibrancy of streets within the more urban, higher intensity zones. They create formal Community Spaces available for civic purposes and commercial activity. Building frontages shall define these spaces.

The landscape should have a balance of hardscape and planting. Various types of seating should be provided from planter seat walls, to steps, benches, tables, and chairs. Trees should be provided for shade. They should be formally arranged and of appropriate scale. Plazas typically should be located at the intersection of important streets or adjacent to significant buildings. A minimum of one public street frontage shall be required for plazas.

### Typical Uses:

Commercial and civic uses, formal and casual seating, tables and chairs for outdoor dining, retail and food kiosks.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

Formal Community Space

A balance of hardscape and planting

Trees important for shade

Spatially defined by building frontages

### LOCATION AND SIZE

0.1 – 1 acre

Min. width – 30 ft.

Min. pervious cover – 20%

Min. perimeter frontage on public right of way – 25%

Located at important intersections, at vista termini, or at entrances to public/civic buildings

### REQUIRED SPACING

All non-residential developments greater than 4 acres within T5 and T6 shall contain a plaza or a square

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## SQUARE



A square is a public Community Space available for civic purposes, commercial activity, unstructured recreation and other passive uses. The square should have an urban, formal character and be defined by the surrounding building frontages and adjacent tree-lined streets. All buildings adjacent to the square shall front onto the square. Adjacent streets shall be lined with appropriately scaled trees that help to define the square.

The landscape shall consist of lawns, trees, and shrubs planted in formal patterns and furnished with paths and benches. Shaded areas for seating should be provided. A civic element or small structure such as an open shelter, pergola, monument or fountain may be provided within the square.

### Typical Uses:

Unstructured and passive recreation - no organized sports, community gathering, occasional commercial and civic uses.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

Formal Community Space

Spatially defined by buildings and tree-lined streets.

Open shelters, paths, lawns, and trees formally arranged

Walkways and plantings at all edges

Abundant seating opportunities

### LOCATION AND SIZE

0.25 – 4 acres

Min. width – 45 ft.

Min. pervious cover – 60%

Min. perimeter frontage on public right of way – 60%

Located at important intersections

### REQUIRED SPACING

All non-residential developments greater than 4 acres within T5 and T6 shall contain a plaza or a square

## COURTYARD



A courtyard is an developed space that offers a variety of opportunities for public, semi-public and private gatherings. Courtyards provide a more intimate spacial experience apart from the streets within the more urban, higher intensity zones. They can be formal, paved spaces framed by buildings or restful, garden spaces that can be experienced visually from within building spaces such as offices, retail shops or residences. Building frontages, walls or fences shall define these spaces.

The landscape may have a balance of hardscape and planting or be dominated by either type of surface dependent upon location and expected use patterns. Seating can be provided including planter seat walls, steps, benches, or movable tables and chairs. Shade should be provided during the day and heating units can be utilized to extend the seasonal use for gatherings or dining. They should be formally arranged and of appropriate scale. No requirement for street frontage shall be placed on the design or use of courtyards. Private maintenance is required for these spaces.

### Typical Uses:

Passive recreation, small gatherings, dining, intimate community or commercial gathering, public, and private or commercial uses.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

- Formal or informal intimate space
- Spatially defined by buildings, walls, fences or hedge plantings
- Paved surfaces or plantings can share or dominate the space
- Public or private, physical or visual access
- Variety of seating opportunities

### STANDARDS

- 600 SF - 6000 SF
- Min. width - 24ft.
- Min. pervious cover - 20%
- No minimum perimeter frontage on public right of way required

Locations supported by adjacent use pattern

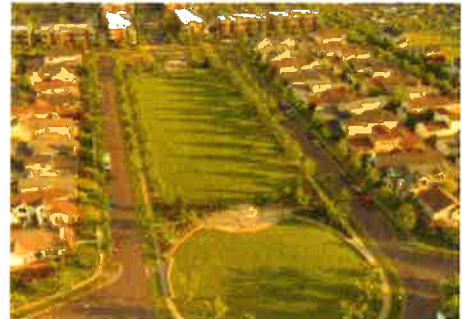
### REQUIRED SPACING

All residential developments with more than 75 attached units shall contain a courtyard, green, or pocket park.

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## GREEN



A Green is a public urban Community Space available for civic purposes, commercial activity, unstructured recreation and other passive uses. Greens shall primarily be naturally landscaped with many shaded places to sit. Open lawn areas shall encourage civic gathering. Appropriate paths, civic elements, fountains or open shelters may be included and shall be formally placed within the Green.

A Green shall be adjacent to a public right of way and be spatially defined by buildings which shall front onto and activate this space.

### Typical Uses:

Unstructured recreation, casual seating, commercial and civic uses, and no organized sports.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

Community Space

Spatially defined by street and building front-ages and landscaping

Lawns, trees and shrubs naturally disposed

Open shelters and paths formally disposed

### LOCATION AND SIZE

0.25 – 2 acres

Min. width – 45 ft.

Min. pervious cover – 80%

Min. perimeter frontage on public right of way – 50%

### REQUIRED SPACING

All residential developments with more than 75 attached units shall contain a courtyard, green, or pocket park.

## POCKET PARK



Small and frequently dispersed throughout the community, these infill spaces support passive recreation that ensures walkable green space access for everyone within the immediate neighborhood.

Pocket parks may contain specialized facilities that serve a specific demographic or limited population or group such as tots, pets or senior citizens. Thematic elements and uses may be determined by the needs of the target demographic or the nature of the location within the community.

Pocket Parks must be fully developed and maintained as finished recreational open spaces. Native landscapes and natural areas or elements do not constitute a Pocket Park.

Pocket Parks shall be adjacent to a public right of way and shall be bordered on at least three sides (or 75 percent) of their perimeter) by the front (entry) facades of building. The building facades may front directly to the space or may front onto public thoroughfares which border the space.

### Typical Uses:

Passive recreation, tot lots, playgrounds, small gatherings, formal and casual seating, pedestrian connection and access, and no organized sports.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

A small public park oriented towards local usage and incorporating a short trail, loop, and occasionally a playground.

### LOCATION AND SIZE

20,000 SF to 1 acre

### SERVICE AREA

¼ mile radius

### REQUIRED SPACING

Each residential unit must be within 1/2 mile of a pocket park or park. Pocket Parks shall have direct access to sidewalks, multi-use paths, or trails.

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## PARK



The park remains the basic unit of the local park system and serves as the recreational and social focus of the neighborhood. The focus is on informal active and passive recreation. The park should be centrally located within the neighborhood and may function as the recreational hub of adjacent neighborhoods. These parks are frequently developed adjacent to civic uses such as an elementary school.

Parks should be connected to the greater community environs through multi-use pathways or trails.

Parks shall be adjacent to a public right of way on at least one side, with a minimum of 25 percent of the total park perimeter on a street.

### Typical Uses:

Active and passive recreation, tot lots, playgrounds, formal and casual seating, pedestrian connection and access, dining, and community gathering.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

A typical park situated within a development and typically incorporating a playground or other active recreation facilities.

### LOCATION AND SIZE

3 to 10 acres

### SERVICE AREA

½ mile to 1 mile radius

### REQUIRED SPACING

Each residential unit must be within 1/2 mile of a pocket park or park. Parks shall have direct access to sidewalks, multi-use paths, or trails.

## COMMUNITY GARDEN



Space programmed specifically for gardening. Located in the center of a neighborhood to provide convenient and safe access. Often times, community gardens may be included in pocket parks and parks. They are a valued asset in urban areas where residential yards are rare.

Community orchards and vineyards may also be included in this category of open spaces as long as they are operated as a non-profit organization that provides produce to the local community and they are not a commercial, agricultural use.

Appropriate irrigation sources must be provided and the garden must be locally managed and maintained. Seasonal farmer's markets may occur in these spaces.

### Typical Uses:

Passive recreation, community garden, casual seating, pedestrian connection and access, and community gathering.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

Small public, urban Community Space responding to specific user groups and space available within a development

### LOCATION AND SIZE

Appropriate to Neighborhood context.

### SERVICE AREA

1/8 to 1/2 mile radius depending on location and scale.

### REQUIRED SPACING

N/A

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## SPECIAL USE



Covers a broad range of parks and recreation facilities oriented toward single-purpose uses. Special uses generally fall into three categories: Historic/Cultural/Social Sites (ex. Historic areas, performing arts parks, arboretums, ornamental gardens, indoor theaters, churches, public buildings and amphitheaters). Recreation facilities (i.e., either specialized or single-purpose facilities) fall into this category; for example, community centers, senior centers, hockey arenas, golf courses, skate and water parks. Frequently, community buildings and recreational facilities are located within parks.

Uses such as skate parks, pools and splash pads will require site specific approvals by the Planning Commission to ensure compatibility with adjacent uses and compliance with health and safety codes.

**Typical Uses:**  
See above.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

Locations of significance for the development. This includes monument locations, park facilities or heritage sites.

### LOCATION AND SIZE

Varies

### SERVICE AREA

Varies

### REQUIRED SPACING

N/A

## PASEO



Pedestrian passages or paseos are linear public urban Community Spaces that connect one street to another at through-block locations. Pedestrian passages create intimate linkages through buildings at designated locations. These wide pathways may provide direct pedestrian access to residential or other commercial addresses and create unique spaces for frontages to engage and enter off of. Pedestrian passages allow for social and commercial activity to spill into the public realm.

Pedestrian passages should consist of a hardscape pathway activated by building entries and exterior stairways. The edges may simply be landscaped with accent planting and potted plants.

Paseos may also be used to connect cul-de-sac and dead-end streets to surrounding neighborhoods and roadways. All Paseo spaces must be open and connective to public paths or thoroughfares at both ends of the corridor.

### Typical Uses:

Pedestrian connection and access, and formal and casual seating.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

- Hardscape pathway
- Defined by building frontages
- Frequent side entries and frontages
- Pedestrian scaled
- Accent planting and potted plants
- Maintain the character of surrounding buildings

### STANDARDS

Min. Width 15 ft.

### REQUIRED SPACING

N/A

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## MULTI-USE PATH



A multi-use path is an improved linear public transportation and recreation corridor that accommodates two or more users on the same, undivided pathway. Trail users could include pedestrians, bicyclists, skaters, etc. A multi-use path frequently provides an important place for active recreation and creates a connection to regional paths and biking trails.

Multi-use paths within urbanized zones or parks shall be clearly defined with refined paving materials that provide for safe use and low maintenance.

Pedestrian amenities add to recreational opportunities, particularly in an urban setting. These include drinking fountains, scenic view points, fitness stations, and directional signs. These elements may be spread along the pathway or grouped in high use areas.

Paths shall align with current Community plans, if identified, as a section of that wider area plan or transportation network.

### Typical Uses:

Active and passive recreation, casual seating, and commuting.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

#### MULTI-USE PATH:

- Solid-surface paving or graveled surface
- Refined, well-maintained landscape patterns
- Trees providing areas of shade
- Appropriate lighting levels for safety
- Amenities including pedestrian furniture, maintained landscaping and lighting

#### MULTI-USE TRAIL ALONG ROADS:

- Paved pathway with occasional gathering spaces, connections and user amenities

### STANDARDS

Min. width 10 ft. IMBA standard in Title 16

### REQUIRED SPACING

Required in all drainage corridors, canal corridors, and along Highway 40 in T4, T5, and T6.

## TRAIL



A trail is an unimproved, or semi-improved, linear public transportation and recreation corridor that traverses more natural areas or connecting corridors between zones. Trail users could include pedestrians and bicyclists. A trail provides an important place for active recreation and serves as the backbone for regional pedestrian and biking connectivity.

Trails within greenways or canal corridors shall be naturally disposed with low impact surface materials so there is minimal impact to the existing canal, creek bed and landscape.

Pedestrian amenities can add to recreational opportunities, particularly in key locations and at intersections with other transportation networks. These can include drinking fountains, scenic view points, fitness stations, and directional signs. These elements may be spread along the pathway or grouped in key areas.

Trails shall align with current Community plans, if identified, as a section of that wider area plan or transportation network.

### Typical Uses:

Active and passive recreation, trail heads with casual seating.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

#### TRAILS:

- Naturally disposed landscape
- Low impact, soft-surfaced paving
- Natural landscaping
- Appropriately lit for safety at key locations
- Cleared and stabilized surfaces with no standing water present

#### TRAIL ALONG ROADS:

Soft-surfaced trail with view spots and occasional user focused facilities.

#### STANDARDS

Min. clear surface width 6 ft. IMBA standard in Title 17

#### REQUIRED SPACING

Required in all drainage corridors in T1 and T2.

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## STREAM CHANNEL OR CANAL



Linear space defined by a waterway. The space should serve as a pedestrian connection or recreational opportunity, enhancing adjacent property values (waterfront property).

It can serve as a secondary connection to a greenway.

Paths and trails that parallel a water course may also serve as maintenance easements.

### Typical Uses:

Canal, trail system, and casual seating.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

Trails or paths along the waterway or channel can be for pedestrian or bicycle connectivity. Buildings can front the waterway or channel in order to frame the waterway or channel as an amenity for development.

### SIZE

Typically less than 100 ft. in width; length varies

### SERVICE AREA

Varies - Use of the corridor may require permission of the owner or agency with jurisdiction.

### REQUIRED SPACING

N/A

## NATURAL OPEN SPACE



Natural open space areas may occur at the edges of the Neighborhood Rural transect zone. These may be areas of hillsides, forests or rangelands that lie outside of the development limits of the overlay district.

Selection of an area for preservation may not be required by legislation or ordinance. Areas set aside for preservation may be preserved through formal Open Space or Preservations Easements or by definition within the Development Agreement.

Trails may occur in these areas with low impact paving materials so there is minimal impact to the existing landform and vegetated patterns.

Developed trail heads at key locations may contain parking and other facilities to support recreational opportunities within the greater open space network.

### Typical Uses:

Passive recreation, preservation, and community buffer.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

Naturally disposed landscapes

Low impact soft-surfaced trails

### TRAIL HEADS:

Developed trail heads with parking and user facilities may be located at key access points.

### STANDARDS

Varies as to size and location as defined in Title 17

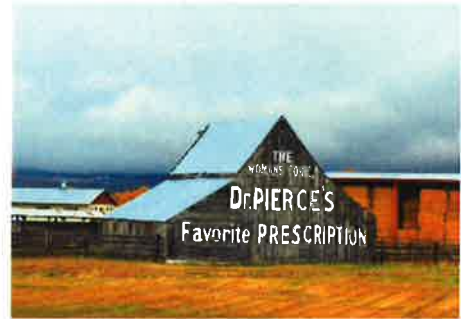
### REQUIRED SPACING

N/A

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## SENSITIVE LANDS



Sensitive Lands contain characteristics that can influence or limit development patterns through physical or regulatory restrictions. The types of lands represented in this typology may include steep slopes, wetlands, stream corridors, ridgelines, and unique vegetation patterns.

Soils and geotechnical considerations, such as fault lines and depth to bedrock may also be factors to consider when determining the extent of sensitive lands.

Non-physical, locational characteristics, such as critical viewsheds and highway corridor buffers, may also be factors that determine the extent of sensitive land designations within the planning area.

Additional elements may relate to historic or culturally significant landforms or existing development patterns or structures.

Preservation of these areas in a natural state may be based on regulatory controls, cost controls or amenity based strategies.

### Typical Uses:

Active and or passive recreation and preservation.

## TYPICAL CHARACTERISTICS

### GENERAL CHARACTER

#### SENSITIVE LANDS:

Naturally disposed landscape patterns

Severe slopes

Drainage corridors

Critical soils and/or geologic conditions

Culturally significant elements or landforms

#### STANDARDS

Variable based on type and location

#### REQUIRED SPACING

N/A