Heber City

Form-Based Code

Heber City, Utah

MAY 2, 2016 - DRAFT 1.0

AMENDED March 20, 2016 for Public Open House
AMENDED March 27, 2016 for PC/CC
AMENDED April 12, 2016 (internal) for PC
AMENDED MAY 19, 2016 for PC
AMENDED JUNE 6, 2016 for PC
AMENDED JULY 5, 2016 for CC
AMENDED SEPTEMBER 24, 2016 for CC

Acknowledgment: This document was modified using the Template Form-Based Code for Centers & Corridors along the Wasatch Front: A Wasatch Choice for 2040 tool to achieve your community vision.

Form-Based Code Contents

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1.0 Framework

1.0 Framework

1.1. Introduction

The Heber City Council, Planning Commission, City Staff, and many members of the community have been working to define the vision for Heber City. In November 2000, a group of 50 residents participated in several meetings known as 2020 Future Vision. This is a summary list of their concerns:

- Rapid population expansion;
- Loss of community identity;
- Preservation of open space;
- Nuisances and quality of life issues;
- Adequate public facilities and services;
- Parks and recreation;
- Historic preservation;
- Redevelopment and renewal of the downtown business district;
- Creation of a clean/green commercial and economic development;
- Aesthetics, design, and scale of development.

In 2003, an update of the Heber City General Plan was Completed. In an effort to address these concerns of Heber City residents, this plan presented a statement of purpose and a list of goals to direct future development in Heber City. And finally, these ideas were put into action in December 2015 when the community came together to disucss Form-Based Codes.

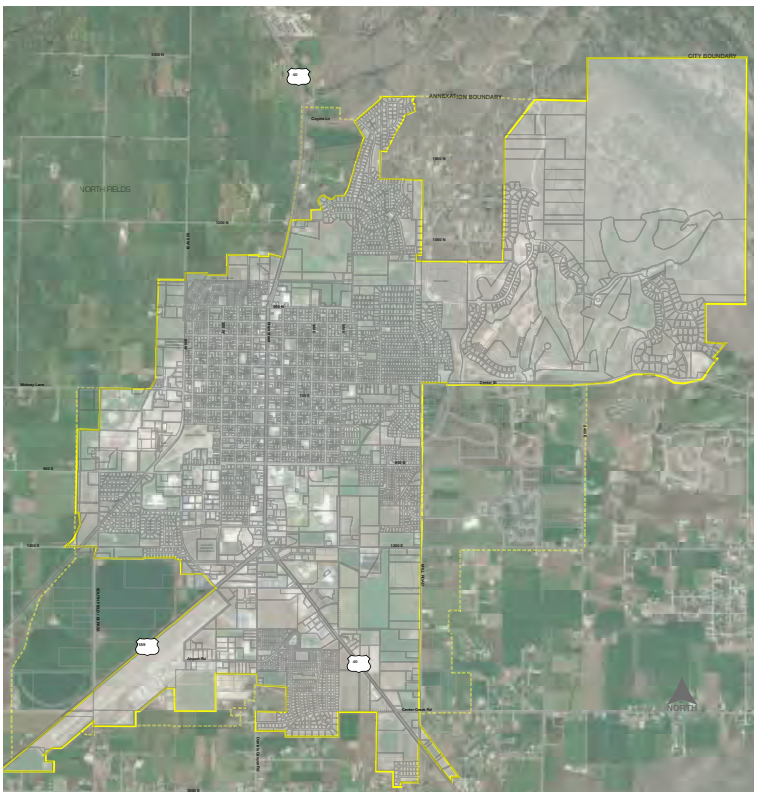
The following goals are found in the Heber City General Plan and are what should guide all planning measures taken within Heber City

1. To ensure responsible growth in all aspects.
2. To ensure orderly residential growth.
3. To promote clean growth in industrial, commercial and research sectors which strengthens the economic foundation of the city.
4. To maximize the return on every dollar spent to build and maintain sufficient water, sewer, streets, parks and open space, and all other public facilities

A form-based code regulates the physical form (e.g. buildings, streets, public spaces) within the community. Rather than directing all regulation to land uses, form-based codes emphasize the physical form of our communities while also governing land uses through the traditional “permitted/not permitted” land use approach and by controlling the form of the buildings and parking configurations. Form-based codes focus on what we want in our cities and neighborhoods. This is different from the traditional zoning approach that focuses on what to avoid and what we do not want - an approach that often times results in creating areas that succeed at avoiding the bad but fail at achieving the desired results.

This form-based code is a tool that will allow and promote Heber City’s goals and general plan policies to develop in a manner which is consistent with Heber City’s character and which promotes economic development and sustainability, A few of these economic development goals are:

1. promote a balanced land use regulatory approach that is the least restrictive means to attain the desired result;
2. promote a land use regulatory approach that is market driven;
3. promote healthy sales and property tax revenues;
4. promote land uses that are needed by citizens living in and around the city within locations that are convenient and realistic based upon anticipated market conditions and traffic patterns;
5. promote economic development opportunities within the city for new business



Heber City Aerial Image

1. Establishment of Districts.

The following Districts are hereby created (See 3.0 Districts & Overlay Subdistricts).

1. Historic Downtown Core
2. Downtown Village
3. Public Facilities & Recreation
4. Downtown Corridor
5. Mixed-Use Retail
6. MIxed-Use Airport
7. Residential Community - 3
8. Residential Community - 2
9. Residential Community
10. Mixed-Use Residential Commercial Zone
11. Manufacturing & Business Park
12. Planned Community Mixed-Use
13. Planned Community (Red Ledges)

2. Establishment of Overlay Subdistricts.

Certain areas within the these districts were further broken down into overlay subdistricts (See 3.0 Districts & Overlay Subdistricts). The following Overlay Subdistricts are hereby created.

1. Neighborhood Support
2. Airport I-2
3. Residential Agriculture
4. Sexually Oriented Business

1.2 General District & Overlay Requirements.

1. Applicability.

The following are general block, lot, and street design requirements that are applicable to all districts & overlay subdistricts.

2. Block Configuration.

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

(1) The shape of a block shall be generally rectangular, but may vary due to natural features or site constraints.

(2) Blocks shall typically be two lots deep with the exception of blocks containing open space. Blocks may also include an alley.

(3) Blocks shall typically be fronted with lots on at least two faces, preferably on the longest street faces.

3. Maximum Block Size.

Block sizes for residential and commercial development and redevelopment should not exceed 399' by 399', which roughly matches the historic block size surrounding the city center. New streets should continue this block pattern.

4. Minimum Number of Access Points.

This requirement is intended to provide a minimum level of connectivity via vehicular rights-of-way between adjacent developments and to surrounding streets (for additional requirements on street configurations refer to Section 2.0 Street & Trail Types in this document).

(1) Required. A minimum of one per every 400 feet of street frontage for all development located in all districts other than the Mixed-Use Airport District & the Mixed Use Retail District is required.

(2) Required. A minimum of one per every 600 feet of street frontage for all development located in the Mixed-Use Airport District & the Mixed Use Retail District is required.

5. Designated Primary Streets.

100 West, 100 East, 600 South, 500 North, 1200 South, 300 West, Midway Lane, Main Street, & East Center Street shall be designated primary streets. The intent of the Primary street designation is to develop a network of streets with continuous building frontage and no or limited vehicular driveway access to reduce conflicts between pedestrians and vehicular traffic.

(1) All lots adjacent to a primary street shall front on at least one primary street and that street frontage shall serve as the front of the lot, as referred to in the Building Type requirements.

(2) Lots with two primary street frontages shall consult with staff to determine which street frontage warrants primary designation and the front of the lot.

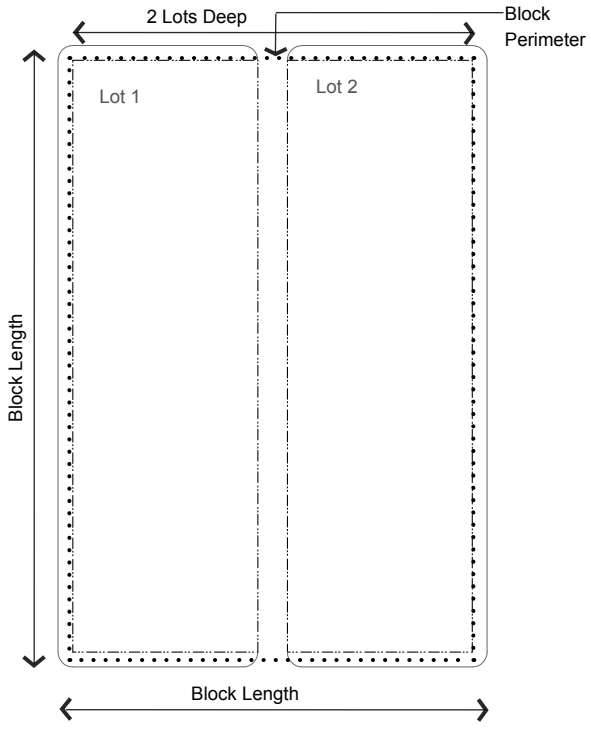


Figure 1.2 (1). Typical Block Elements.

6. Block Access Configurations.

(1) Vehicular driveway access should not be located off a Primary Street, unless the parcel is fronted by more than two primary streets, in which case, staff shall determine which is the appropriate street for vehicular access. The determination shall be based on locations of existing and proposed vehicular access points of other developments along the Primary Streets.

(2) Blocks may include alleys, drives, or driveway entrances with the following recommended configurations. See Figure 1.2 (2).
- (a) Mid-Block Access. This configuration includes an alley or drive running through the center of the block.
- (b) "T" Configuration. This configuration includes two alleys within a Block that are perpendicular to each other, forming a "T," allowing development to front on three block faces.
- (c) "H" Configuration. Similar to the "T" configuration, this configuration allows development to front on all four block faces.

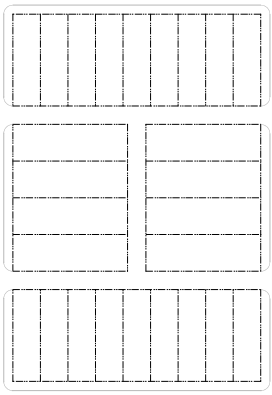
(3) Access to blocks shall be aligned and located on opposite sides of the block as well as aligned across the street from access to other blocks.

(4) Mid-Block Pedestrianways. Mid-Block pedestrianways are required on blocks longer than 500 feet.
- (a) When combined with mid-block street crossings, these pathways should align to facilitate easy pedestrian movements.
- (b) Mid-Block pedestrianways should be located in the middle third of a block face.
- (c) Minimum width for mid-block pedestrianways rights-of-way or easements is 20 feet.

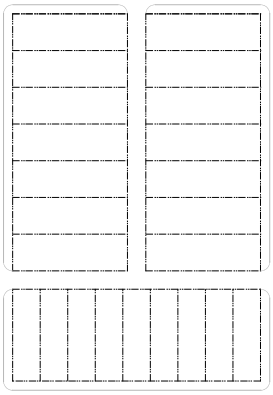
7. Lots.

(1) Typical Lot Dimensions. All lots of record shall be developed to meet the requirements outlined in 5.0 Building Type requirements.

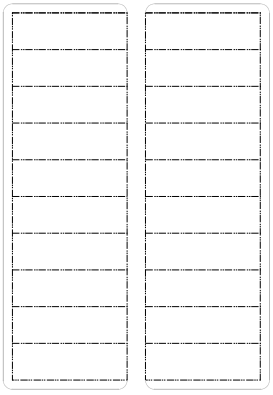
(2) Typical Lot Configuration. All lots shall have frontage along a public street unless otherwise specified in 5.0 Building Type requirements.
- (a) Lot Shape. To create regular, rectangular lots, side property lines shall be perpendicular to the vehicular right-of-way to the extent practical.
- (b) Through-Lots. Through lots fronting on two parallel streets are not permitted with the exception of a lot covering 50 percent or more of a block and the two longest parallel street faces are treated as front property lines per building type requirements (refer to 5.0 Building Types).
- (c) Corner Lots. Corner lots have a front yard along one street and a corner yard along the other street. The front yard of a corner lot should be consistent with one adjacent Parcel.
  - (i) The rear yard of a corner lot is typically the yard against an alley or another lot's rear yard.
  - (ii) The side yard of a corner lot is adjacent to another lot.
- (d) Flag Lots. The creation of flag lots is prohibited.



"H" Alley



"T" Alley



Mid-Block Alley

Figure 1.2 (2). Alley Configuration.

8. General Open Space Requirements.

The following are requirements for provision of civic open space.

(1) Development on parcels over 5 acres are required to provide 10% total lot size as civic open space. Developer shall work with City to determine appropriate location of open space. See Section 6.0 Open Space.

9. General Zoning District/ Overlay Subdistrict Layout.

For all Districts/ Overlay Subdistricts, the following outlines how the Districts/Subdistricts should relate to one another.

(1) All Districts. The following applies to all Zoning Districts/Overlay Subdistricts.
   (a) Similar intensities of uses should face each other across the street.
   (b) Blocks may contain multiple Districts; however, changes in districts should occur along an alley, the rear property line, or at a corner parcel.

(2) Downtown Districts. Downtown Districts include the Downtown Village, Historic Downtown Core, and the Downtown Corridor, The following applies to all Downtown Districts.
   (a) Downtown Districts are intended to provide a node that primarily consists of retail uses on the ground floor.

(3) Existing Residential Zones. When “Downtown” Districts back up to the rear of existing single family residential neighborhoods, a building stepback is required (see Figure 5.2(5)).

2.0 Street & Trail Types

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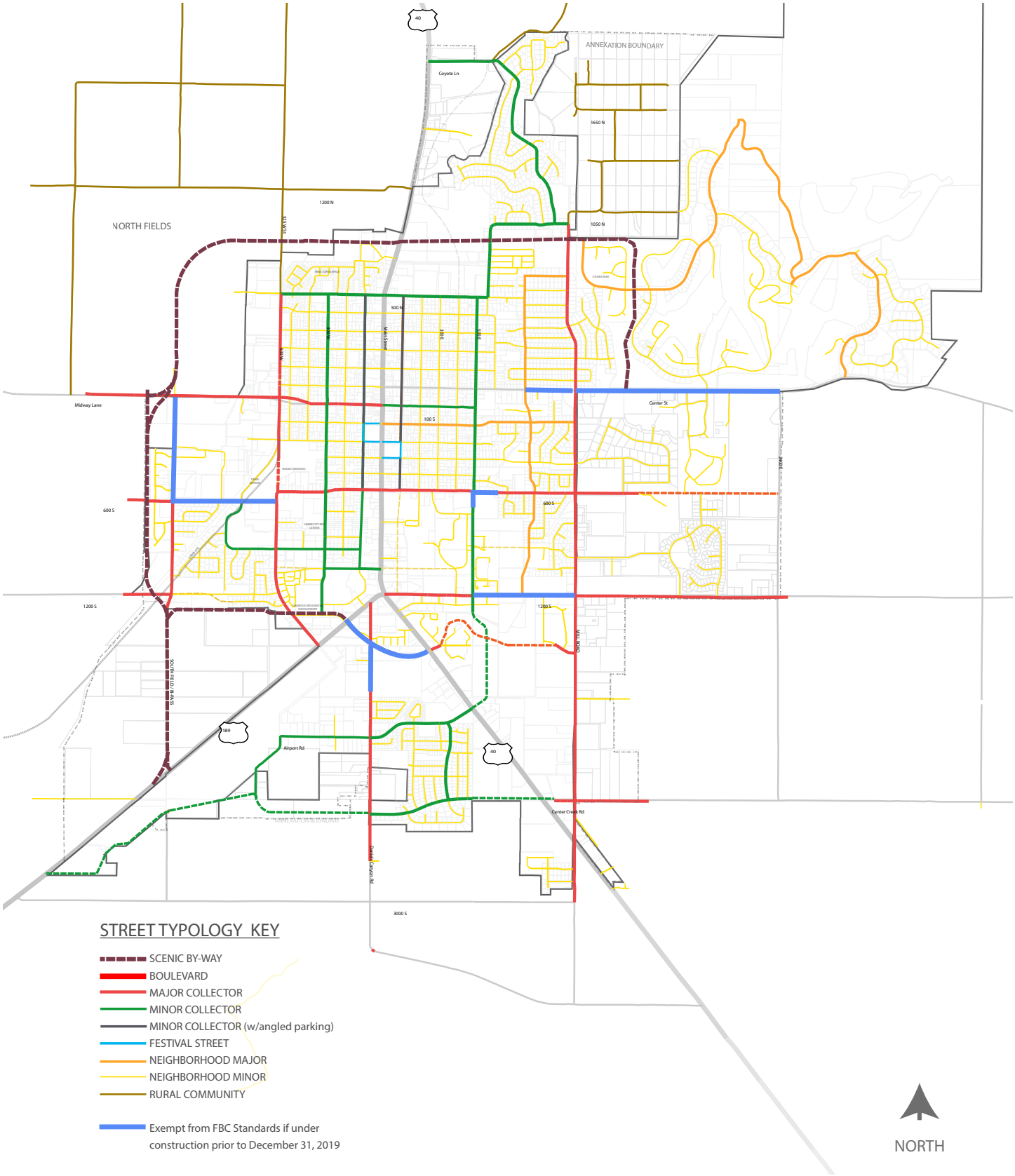
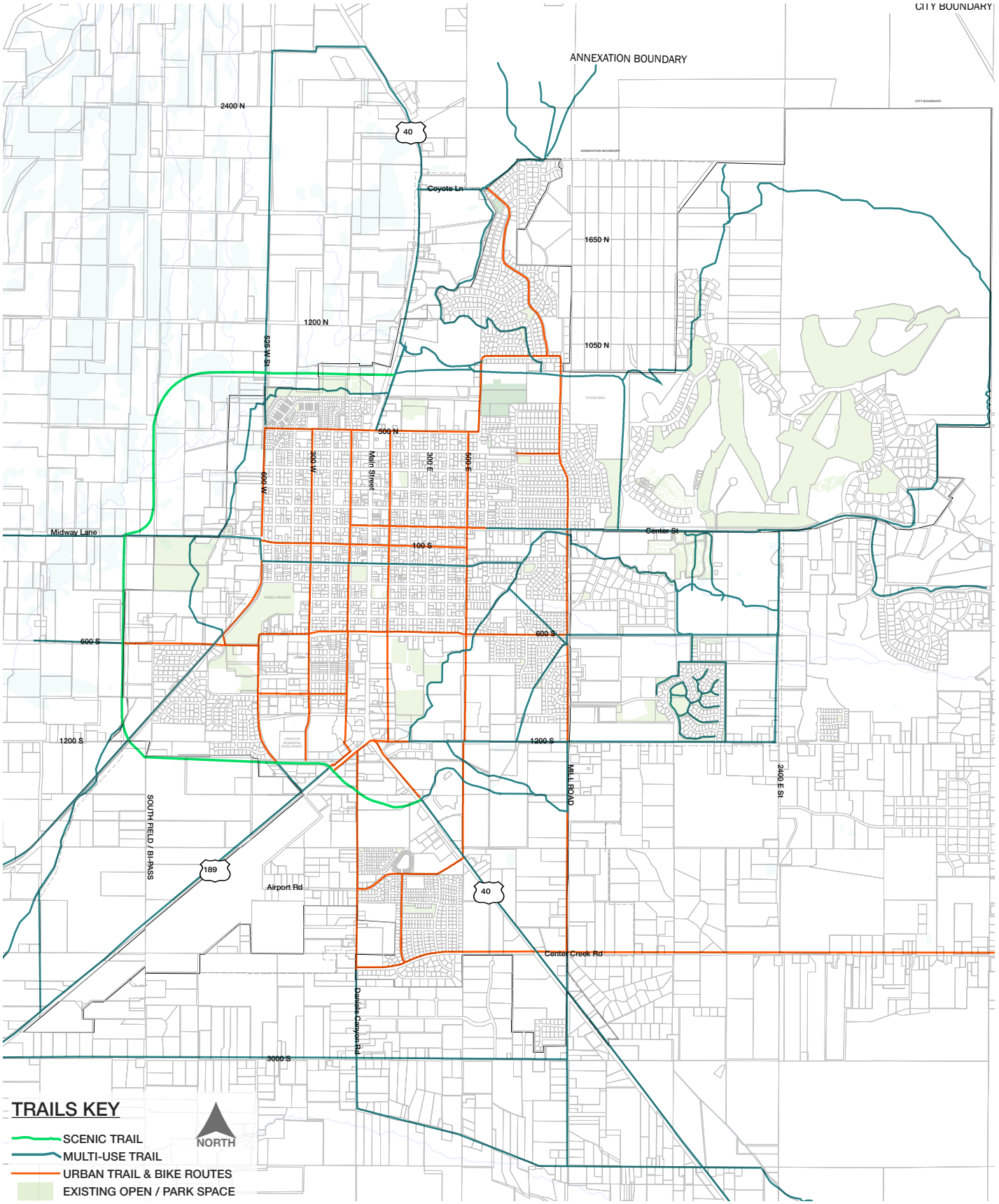
STREET TYPOLOGIES MAP



TRAIL TYPOLOGIES MAP



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2.0 Street & Trail Types

2.1 General Requirements.

1. Intent.

The standards outlined in this section are intended to:

(1) Create complete streets that address all modes of travel, including pedestrian traffic, bicycle traffic, transit, and vehicular traffic.

(2) Address all features of the street right-of-way, including sidewalks, parkways, traffic lanes, bicycle lanes, and medians.

(3) Provide adequate access to all lots for vehicles and pedestrians.

(4) Create streets that are appropriate for their contexts in residential, commercial, or mixed Use districts and are designed to encourage travel at appropriate volumes and speeds.

(5) Create streets and public rights-of-way that result in stormwater runoff quantity reduction and improved quality of stormwater runoff.

(6) Encourage multimodal transportation including pedestrian, bike, transit, etc.

2. Applicability.

The standards in this section apply to all vehicular rights-of-way within all Districts.

An enhanced furnishing zone and additional width of such furnishing zone may be required (especially those segments providing key connections to Heber City Park) if deemed necessary by the Planning Commission for the following streets:

- 100 South
- 200 South
- 300 South
- 100 West

Exceptions. US 40, US 189 and SH 113 are UDOT roads, and the City should work with UDOT on any future design changes so that these roads can better support the goals of this form based code.

The future re-design of Main St. (US 40) will vary depending on whether it contains bike facilities and transit, and should be designed specifically for each type of transportation mode included. Additionally, the Scenic By-way depicts a proposed layout and cross section and will need coordination, planning and approval from UDOT.

3. General Requirements.

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

(1) Street Types. All new vehicular rights-of-way shall match one of the street types, refer to 2.4 through 2.11, whether publicly dedicated or privately held.

(2) Public Use. All streets shall be available for public use at all times. Gated streets and streets posted as private, with the excpetion of alleys, are not permitted.

4. Street Construction Specifications.

All construction in the right-of-way shall follow specifications defined by this Form Based Code and Heber City Standards and Specifications.

2.2 General Street Type Standards.

1. Street Types.

Street Types defined in this section outline acceptable street configurations. New streets should be designed using the principles and characteristics defined by each street type. The City Planner or Designee, or Public Works Director may require additional right-of-way, pavement width, or additional street elements depending on unique site characteristics. In an event of conflict between this code and others, this code shall supersed.

2. Graphics.

The graphics provided here, illustrating each street type, are samples of recommendations and illustrate a possible configuration of that street type. Each street typology standards table will allow for some flexibility in requirements along with specifiying additional items that are required with that specific street typology. If more flexibility is needed, by applying the standards outlined, and working with the City Planner, other configurations are possible but require Planning Commission review and approval.

3. Typical Street Elements.

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

(1) Vehicular Realm. The vehicular realm is comprised of vehicular travel lanes, bicycle lanes, and parking lanes.

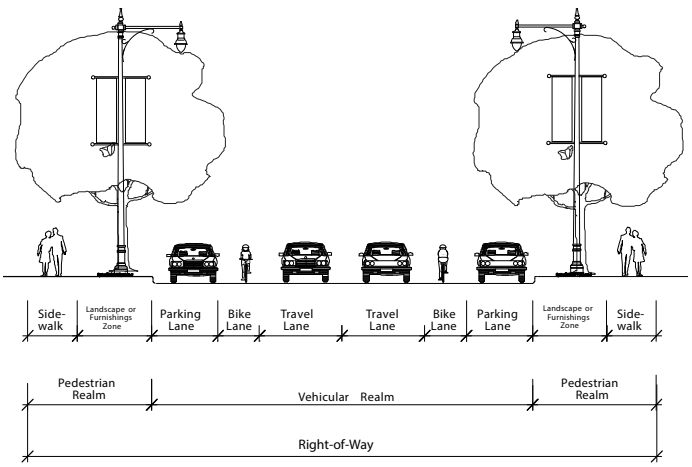

Figure 2.2 (1). Typical Right-of-Way Elements.

(2) Pedestrian Realm. The pedestrian realm is typically comprised of pedestrian facilities, such as sidewalk, path/trail, or off-street bicycle path, and a buffer area consisting of a landscape zone or furnishings zone that serves to buffer pedestrians or bicyclists from the movements of higher speed vehicles in the vehicular realm.

(a) Landscape Zone. A landscape area between the back of curb or edge of pavement to the sidewalk in which street trees, swales, lighting, and signage may be located. Typically used adjacent to residential buildings.

(b) Furnishings Zone. A hardscape area that extends from the sidewalk to the back of curb, in which street trees, street furniture, lighting, and signage may be located. Typically used adjacent to commercial or office buildings.

4. Vehicular Travel Lanes

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

5. Vehicular On-Street Parking.

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

(1) Parallel and diagonal parking is permitted on designated street types.

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

Angle (degrees)	Curb Length (feet)	Stall Width (feet)	Stall Depth (feet)
0	20	7.5	N/A
45	12	8.5	17
60	10	8.5	18
90	9	8.5	18

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

6. Bicycle Facilities.

The following types of bicycle accommodations are permitted in the vehicular realm per Street Type. Refer to Figure 2.2 (3).

(1) Cycle Track. A cycle track is a separate on-road bicycle facility that is typically adjacent to, but physically separated from, vehicular traffic and parking by a barrier.

(2) Dedicated Bicycle Lane. Dedicated bicycle lanes are striped lanes on the outside of the outermost travel lanes that are designated for only bicycle use. This lane occurs on both sides of the street and shall be four to six (4' - 6') feet wide.

(3) Designated Shared Lane. A designated shared lane is a lane that is shared between vehicles and bicycles. This lane is typically wider than a standard vehicular lane, minimum 13 feet, in order to accommodate both types of users, and includes a painted bicycle marker combined with a double arrow (known as a "sharrow"). This improvement occurs in both directions.

(4) Shared Lane. A shared lane refers to a street that does not have bicycle lanes or a designated shared lane, but the speed and configuration of the street is such that bicycles could comfortably share lanes with traffic.

7. Stormwater Management.

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

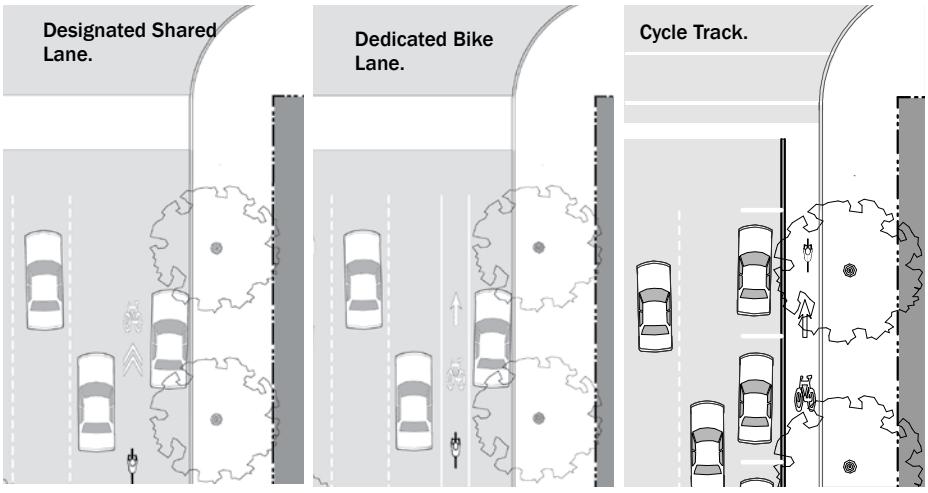

Figure 2.2 (3). On-Street Bicycle Facilities.

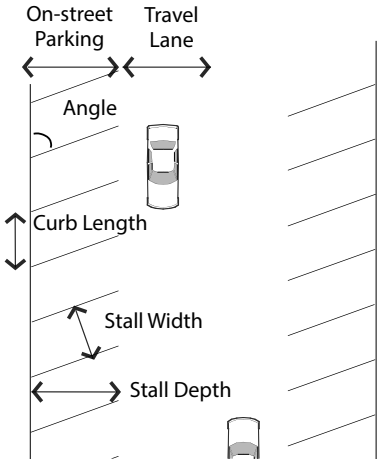

Figure 2.2 (2). On-Street Parking Layout.

8. Street Trees.

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

(1) Street trees shall be located either in a Landscape Zone within a planting bed or lawn, or in a Furnishings Zone in tree wells with a grate as required.

(2) Tree grates are required for all trees located in tree wells in Pedestrian Realms less than 10 feet in width.

(3) Spacing for large street trees shall be 30 feet on center. City Planner or Designee may allow modifications based on site specific constraints.

9. Fire Access.

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

(1) Room to Pass. At 120 foot increments, a 20 foot opening in the on-street parking or a 20 foot dedicated pull-off space must be provided to allow vehicles to pull over for a fire truck to pass.

(2) Driveway or Fire Hydrant Zone. A driveway or fire hydrant zone may be utilized to fulfill the requirement.

2.3 General Street Layout Requirements.

1. General Layout Standards.

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

(1) Treatment of Natural Features. Streets shall be designed to respect natural features, such as rivers, woodlands, or slopes, by following rather than interrupting or dead-ending at the feature, if applicable.

(2) Street Network. The network of streets shall form an interconnected pattern with multiple intersections.

(3) Existing Streets. The arrangement of streets shall provide for the continuation of existing streets from adjoining areas into new subdivisions.

(4) Cul-de-sac Streets. Cul-de-sacs are not permitted, unless approved by Planning Commission.

2. Intersections.

(1) Curb Radii. The following curb radii shall be utilized unless otherwise authorized by the Planning Commission.

(a) Intersections should be designed for actual turning radius of the typical design vehicle as opposed to the maximum design vehicle. Small curb radii at intersections shorten pedestrian crossing distances and reduce vehicle turning speeds, thereby balancing the ease of travel of the vehicles and pedestrians. Refer to Figure 2.3 (1).

(b) Neighborhood and Collector Streets. At the intersection of any street with a Neighborhood or a Connector Street, the following curb radii shall be utilized.

(i) With on-street parking on both streets, a 7.5 foot radius shall be utilized.

(ii) Without on-street parking, a 15 foot radius is required.

(c) Boulevard Street. At the intersection of Boulevard to Collectors, the following curb radii shall be utilized:

(i) With on-street parking on both streets, a 10 foot radius is required.

(ii) Without on-street parking on either streets, a 25 foot radius is required.

(d) Larger Radius. When the design vehicle requires a larger curb radius and no on-street parking exists, a 30 foot radius shall be utilized for Collectors or the Boulevard. Larger radii require approval of the Planning Commission.

(e) Alley Intersections. The curb radius at intersections involving Alleys shall be no greater than 5 feet.

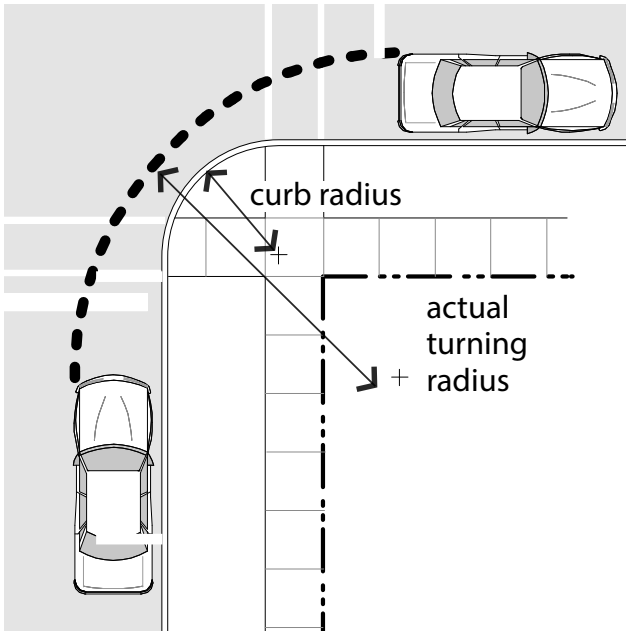

Figure 2.3 (1). Actual Right Turn Radius with On-Street Parking.

(2) Crosswalks. Crosswalks shall be required at all intersections and mid-block crossings involving Connectors and Boulevards.
   (a) Dimensions. Crosswalks shall be minimum six feet in width, measured from mid-stripe to mid-stripe, per Manual on Uniform Traffic Control Devices (MUTCD).
   (b) Markings. Crosswalks shall be appropriately indicated on the finished street surface with painted markings and/or textured or colored pavement.
   (c) Crossing Distances. To encourage pedestrian activity, typical crosswalks shall not extend over 38 feet without a landscape median, bulb-outs and/or other pedestrian refuge to mitigate the negative effects of vehicular traffic on pedestrian crossing and increase pedestrian safety and comfort. Refer to Figure 2.3 (2) and 2.3 (3).
   (d) Accessible ramps and warning panels, per the American Disabilities Act or any more stringent state or city requirement, are required where all sidewalks or trails terminate at a crosswalk or curb.
   (e) Ramp Orientation. Ramps shall be oriented perpendicular to traffic, requiring two ramps per corner at intersecting streets.

(3) Bulb-outs. To shorten pedestrian crossing distances, bulb-outs should be utilized at all intersections within the Historic Downtown Core District, Downtown Village District and Neighborhood Support Overlay Districts. Use of bulb-outs in all other Districts shall be based upon review and recommendation of the Planning Commission. Refer to Figure 2.3 (3).
   (a) The depth of the bulb-out shall match the utilized on-street parking, either the width of the parallel space or the depth of the diagonal space.
   (b) The radius of the bulb-out shall match the requirements for the intersection.

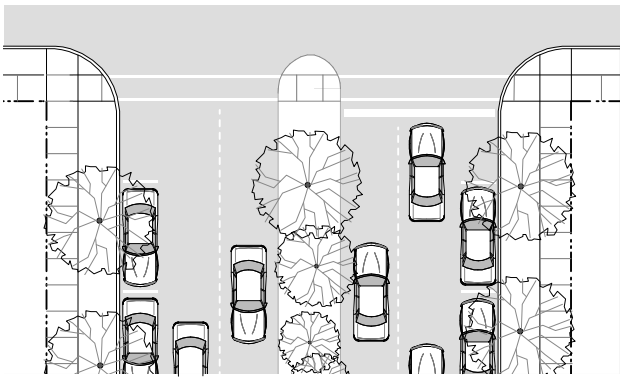

Figure 2.3 (2). Wide Street Crossing with Pedestrian Refuge Median.

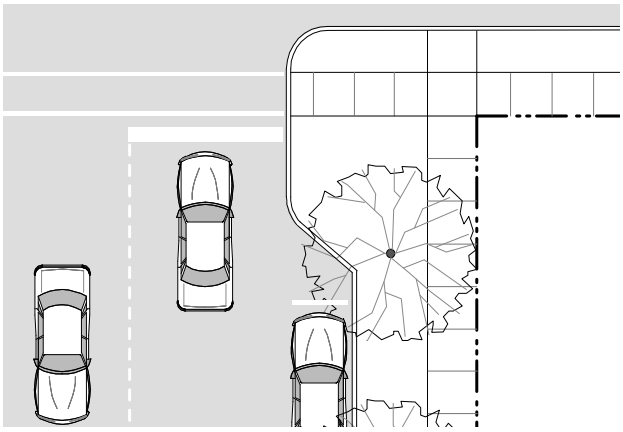

Figure 2.3 (3). Bulb Out.

2.4 Multi-Purpose Trail

1. Intent.

The Multi-Purpose Trail addresses the Pedestrian Realm only and does not exclude the option for a vehicular realm outside of the pedestrian realm section shown. The purpose of a multi-purpose trail is to provide access through Heber City which capitalizes on those routes which provide exceptional views or those which utilize the existing canal and natural water shed systems and provide connections to the regional trail system. Refer to the typical section in Figure 2.4 (1) & (2).

2. General Requirements.

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

Section

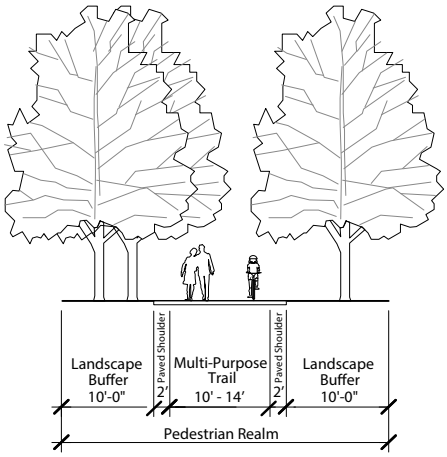

Figure 2.4 (1). Typical Multi-Purpose Trail

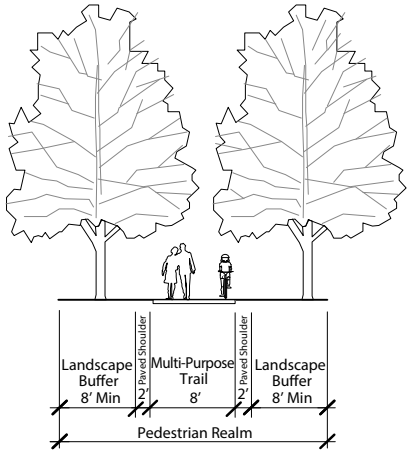

Figure 2.4 (2). Alternative: Multi-Purpose Trail

Multi-Purpose Trail Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	Varies Based off Existing Conditions
Vehicular Realm	
Travel Lanes	Not applicable
Lane Width	Not applicable
Allowable Turn Lanes	Not applicable
Parking Lanes	Not applicable
Pavement Width	Minimum 8'
Median	Not applicable
Bicycle Facilities	Shared Path
Pedestrian Realm	
Pedestrian Facilities	Shared 8'-10' min path
Buffer	10' min both sides of trail [1]

[1] Landscape buffer width may be reduced with Planning Commission review & approval due to site constraints and if the proposed design alternative, through design intensity and detail rather than quantity of land, achieves a space of an equal or higher quality experience for the pedestrian.

Table 2.4 (1). Multipurpose Trail Requirements.

2.5 Urban Trail

1. Intent.

The Urban Trail addresses the pedestrian realm and only a portion of the vehicular realm. Refer to the specific street typology for additional vehicular realm specifications. The purpose of the Urban Trail is to provide access through Heber City which provides connections to the regional trail system. Refer to the typical section in Figure 2.5 (1) & (2).

2. General Requirements.

Urban Trails shall be developed using the standards in Table 2.5(1)

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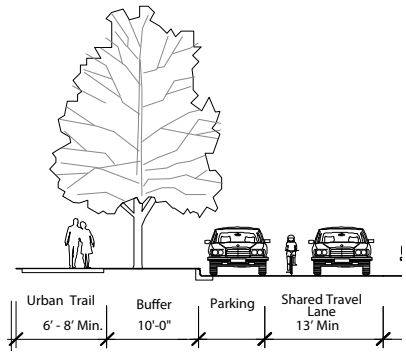


Figure 2.5 (1). Typical Urban Trail

Section

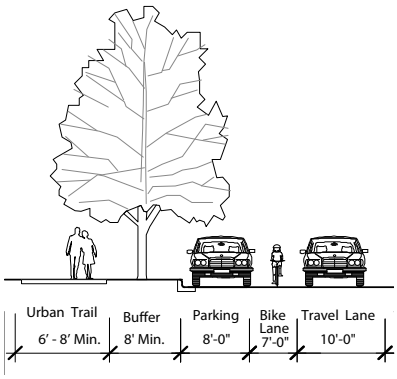


Figure 2.5 (2). Typical Urban Trail

Urban Trail Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	Varies Based off Street Type & Existing Conditions
Vehicular Realm	
Travel Lanes	Varies on Street Type
Lane Width	Varies on Street Type
Allowable Turn Lanes	Refer to street type
Parking Lanes	Recommended, refer to street typology for specifics
Pavement Width	Refer to Street Type
Median	Refer to Street Type
Bicycle Facilities [1]	Recommended, refer to street typology for recommended bike facility type
Pedestrian Realm	
Pedestrian Facilities	6'-8' min. path
Street Buffer	8' min.

[1] Reference Figure 2.2 (3) for bicycle facility types and requirements

Table 2.5 (1). Urban Trail Requirements.

Precedent: Urban Trail with Cycle Track

Precedent: Urban Trail with Sharrow & Commercial Pedestrian Realm

2.6 Alley.

1. Intent.

The Alley is a very low capacity drive located at the rear of parcels. From the Alley, access to parking facilities, loading facilities, and service areas, such as refuse and utilities is possible without a curb cut or driveway interrupting a street type. Refer to the typical plan and section in Figure 2.6 (1).

2. General Requirements.

Alleys shall be developed using the standards in Table 2.6 (1).

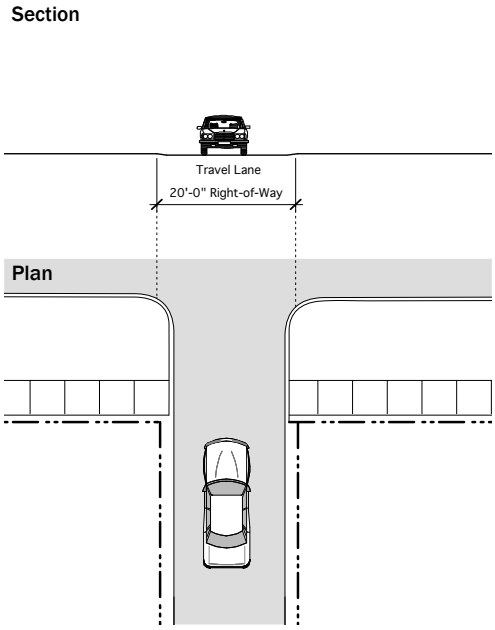


Figure 2.6 (1). Typical Alley.

Precedent: Alley used to provide rear access to residential garages

Alley Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	20’
Vehicular Realm	
Travel Lanes	1 yield lane
Lane Width	Not applicable
Allowable Turn Lanes	Not applicable
Parking Lanes	Not applicable
Pavement Width	Maximum 16’
Asphalt Width	13’
Median	Not permitted
Bicycle Facilities	None
Pedestrian Realm	
Pedestrian Facilities	Shared; travel lanes are shared among drivers, pedestrians and bicyclists
Street Buffer	None required

Table 2.6 (1). Alley Requirements.

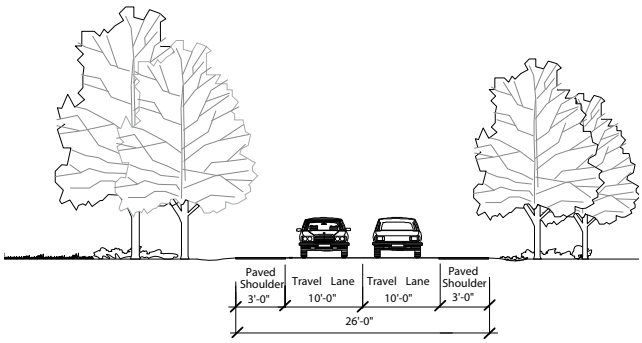
2.7 Rural Community Street.

1. Intent.

The Rural Community Street is a low capacity street designed for slow speeds with a narrow right-of-way. It only should primarily serve low density residential and residential large lot agricultural developments found pocketed throughout Heber City and along the city boundary edges. All Rural Community Street Typologies must be deemed safe and context appropriate and must be approved by the Planning Commission prior to any street modification, adaptation, reconstruciton, or new construction. Refer to the typical plan and section, Figure 2.7 (1).

2. General Requirements.

The Rural Community Street shall be developed using the standards in Table 2.7 (1).



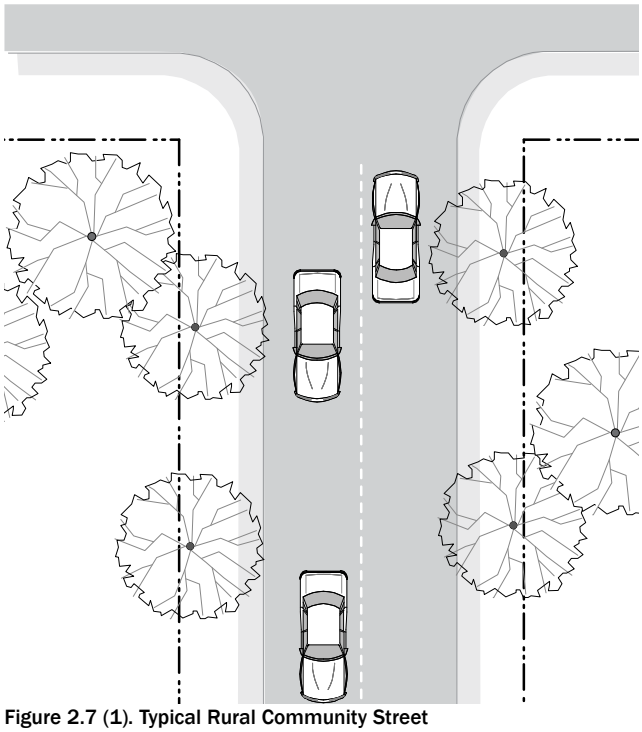


Figure 2.7 (1). Typical Rural Community Street

Rural Community Street Requirements	
Permitted Districts	Red Ledges, RA-2 Overlay, any district which has no commercial traffic and deemed safe & context appropriate by Planning Commission
Permitted Adjacent Building Types	Yard, Mansion, Adaptive Re-Use, Barn,
Typical Right-of-Way Width	36'
Vehicular Realm	
Travel Lanes	1 or 2 lanes
Lane Width	10' minimum - 11' maximum
Allowable Turn Lanes	Not permitted
Parking Lanes [1]	Not permitted
Asphalt Width	26'
Minimum Frontage	200' minimum frontage per road segment
Median	Permitted
Bicycle Facilities [2]	Shared lane; Bike Lane; none required
Pedestrian Realm	
Pedestrian Facilities	3'min Paved shoulder for low volume pedestrian circulation only. Streets which have a dramatic increase in pedestrian and/ or vehicular traffic volume will need to re-evaluate pedestrian safety & install the necessary pedestrian realm improvements if deemed necessary by the City Planner to ensure safety of its users.
Street Buffer	Minimum 8 feet - 10 feet recommended. Landscape zone when adjacent to residential, furnishing zone when adjacent to commercial

[1] Reference 2.2 (1) for on-street parking requirements
[2] Reference 2.2 (3) for bicycle facility types and requirements

Table 2.7 (1). Rural Communtiy Street Requirements.

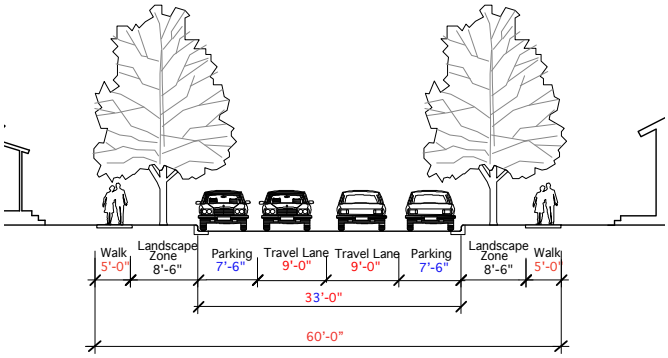
2.8 Neighborhood Street- Minor.

1. Intent.

The Neighborhood Street is a low capacity street designed for slow speeds with a standard right-of-way. It primarily serves those residences or businesses directly adjacent to it. Refer to the typical plan and section, Figure 2.8(1).

2. General Requirements.

The Neighborhood Street shall be developed using the standards in Table 2.8 (1).



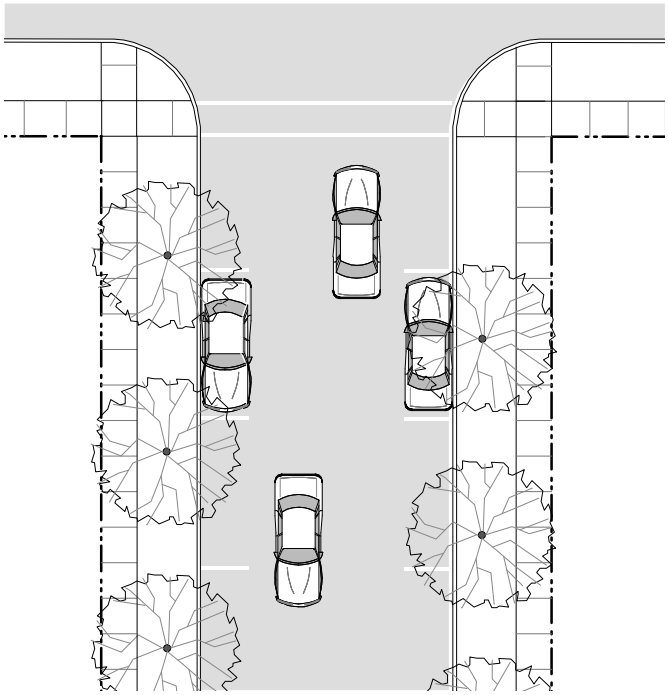


Figure 2.8 (1). Typical Neighborhood Street.

Neighborhood-Minor Street Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way (ROW) Width [2]	60'
Vehicular Realm	
Travel Lanes	1 Lane (Traveling one-way), or 2 lanes with travel lanes going in two directions
Lane Width	9' wide
Allowable Turn Lanes	Not permitted
Parking Lanes [1]	Parallel parking permitted & angled parking permitted with Planning Commission approval
Pavement Width,	33' (measured from curb face to curb face) [2]
Asphalt Width,	30'
Median	Prohibited
Bicycle Facilities [3]	Shared lane; none required
Pedestrian Realm	
Pedestrian Facilities	Minimum 5 feet wide clear sidewalk on both sides
Street Buffer	Minimum 8 feet minimum, 10 feet recommended. Landscape zone when adjacent to residential, furnishing zone when adjacent to commercial

[1] Reference 2.2 (1) for on-street parking requirements
[2] Planning Commission may approve increased width if angled parking is proposed
[3] Reference 2.2 (3) for bicycle facility types and requirements

Table 2.8 (1). Neighborhood Street Requirements.

2.9 Neighborhood Street- Major.

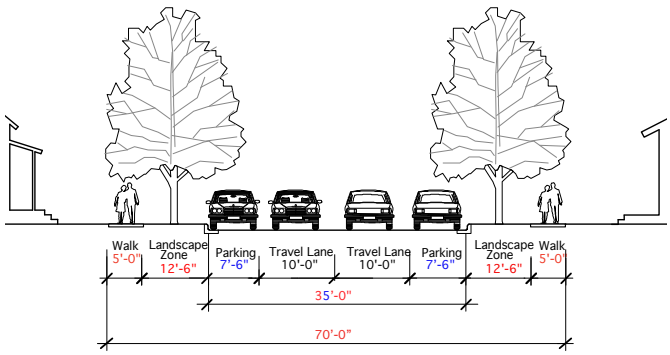
1. Intent.

The Neighborhood Street is a low capacity street designed for slow speeds with a standard right-of-way. It primarily serves those residences or businesses directly adjacent to it. Refer to the typical plan and section, Figure 2.9(1).

2. General Requirements.

The Neighborhood Street shall be developed using the standards in Table 2.9 (1).

Section



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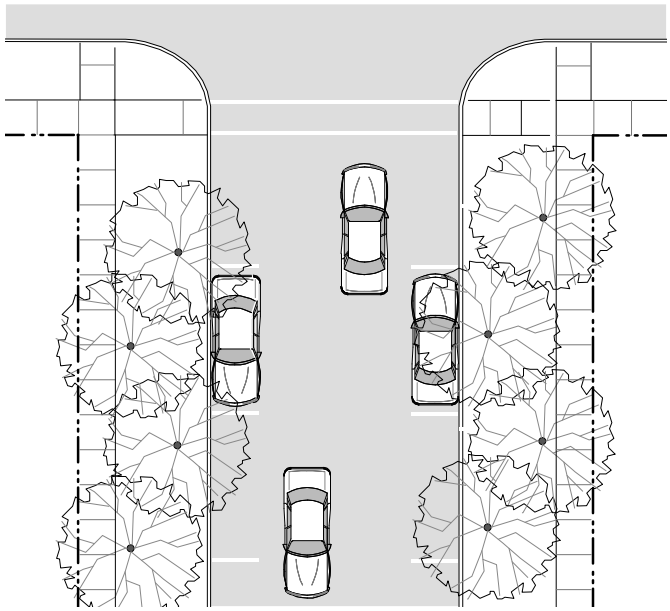
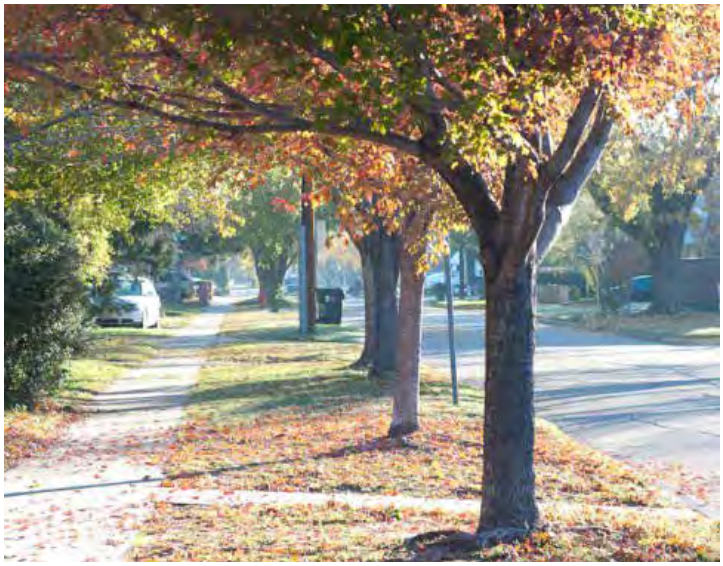


Figure 2.9 (1). Typical Neighborhood Street.

Neighborhood-Major Street Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way (ROW) Width [2]	82' (with 70' being the typical improved ROW Width)
Vehicular Realm	
Travel Lanes	2 lanes
Lane Width	10' wide
Allowable Turn Lanes	Not permitted
Parking Lanes [1]	Parallel required on both sides of the street, angled parking permitted with Planning Commission approval
Pavement Width ,	35' (measured from curb face to curb face) [2]
Asphalt Width,	32'
Median	Prohibited
Bicycle Facilities [3]	Shared lane; none required
Pedestrian Realm	
Pedestrian Facilities	Minimum 5 feet wide clear sidewalk on both sides
Street Buffer	Minimum 8 feet minimum, 12 feet recommended. Landscape zone when adjacent to residential, furnishing zone when adjacent to commercial

[1] Reference 2.2 (1) for on-street parking requirements
[2] Planning Commission may approve increased width if angled parking is proposed
[3] Reference 2.2 (3) for bicycle facility types and requirements

Table 2.9 (1). Neighborhood Street Requirements.



2.0 Street & Trail Types

2.10. Festival Street.

1. Intent.

The Festival Street is a low capacity street in regards to automobile traffic however, high capacity PEDESTRIAN circulation. This street at various points in time will have no automobile circulation depending on events. This street typology is located adjacent to Heber City Park to support the local farmers market, among other events, and near the City's recreational fields. It serves pedestrian scale development and civic space. It acts as a continuation of the adjacent civic space. It provides a strong visual terminus from the western rodeo grounds. Refer to the typical plan and section in Figure 2.10(1).

2. General Requirements.

Festival Street shall be developed using the standards in Table 2.10(1).

Section

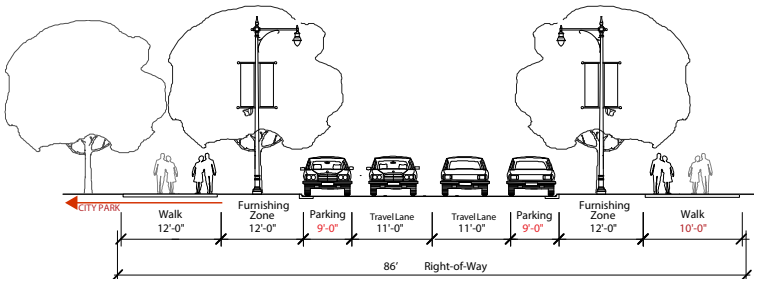


Figure 2.10 (1). Festival Street.

Festival Street Requirements	
Permitted Districts	Downtown District or other as approved by the Planning Commission
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	86'
Vehicular Realm	
Travel Lanes	1 lane in each direction
Lane Width	10' (minimum) to 11' (maximum)
Allowable Turn Lanes	None
Parking Lanes [1]	Parallel required on both sides of street; angled permitted for alternative.
Pavement Width [2]	40' typical (or 60' with Angled Parking) (measured from curb face to curb face)
Asphalt Width	37' - 57'
Median	Not Permitted unless used as central plaza (refer to precedent image below)
Bicycle Facilities [3]	Low enough traffic volume to support auto & cyclist circulation with no additional width required
Pedestrian Realm	
Pedestrian Facilities	Minimum 12' wide sidewalk when adjacent to public open space, otherwise 8' minimum with 10' recommended
Street Buffer	Minimum 10' wide landscape or furnishings zone (12' recommended)

[1] Reference 2.2 (1) for on-street parking requirements
[2] Pavement width includes (2) 18" gutters on each side of street
[3] Reference 2.2 (3) for bicycle facility types and requirements

Table 2.10 (1).Festival Street Requirements.


Precedent Image: Iconic pavers & outdoor dinin


Precedent Image, Denver 16th Street: Center median acting as a plaza space


Precedent Image: Festival Street adjacent to civic space


Precedent Image: Seamless streetscape with subtle changes in the vehicular vs. pedestrian realms.

2.11 Minor Collector Street.

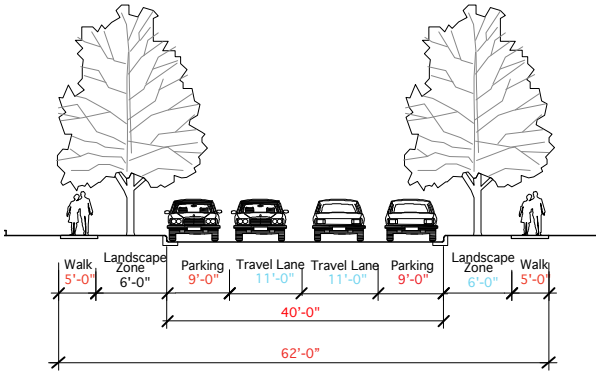
1. Intent.

The Collector Street is a medium capacity street for slow speeds with a standard right-of-way. It primarily serves as a through street within the Neighborhood and connects Neighborhood Streets to Boulevards. Refer to the typical plan and section, Figure 2.11. (1)

2. General Requirements.

Collectors shall be developed using the standards in Table 2.11 (1).

Section



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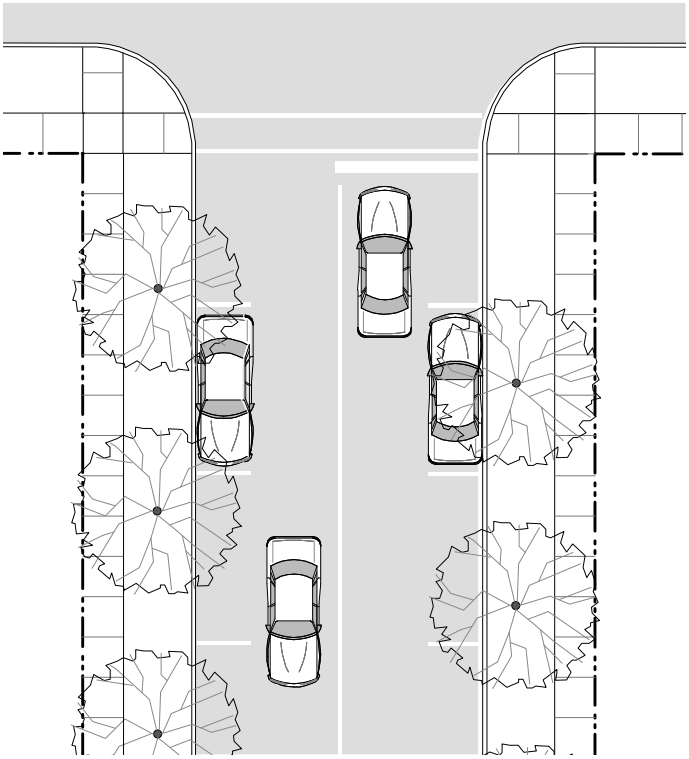
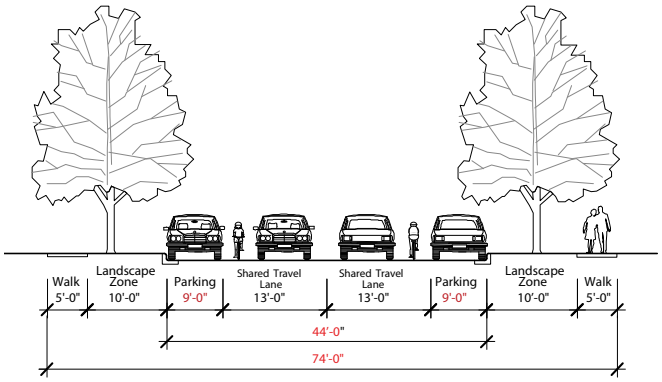


Figure 2.11. (1) Minor Collector Typical Plan & Section

Collector Street Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	62' - 82'-0"
Vehicular Realm	
Travel Lanes	1 lane in each direction
Lane Width	11' wide
Allowable Turn Lanes	1 Permitted in Center of ROW (at interesections if warranted)
Parking Lanes [1]	Parallel recommended on both sides of street if ROW width permits, angled parking allowed
Pavement Width	37' (measured from curb face to curb face)
Asphalt Width	34'
Median	Permitted
Bicycle Facilities [2]	Shared; or Dedicated Bike Lane
Pedestrian Realm	
Pedestrian Facilities	Minimum 5' wide clear sidewalk on both sides
Street Buffer	Minimum 10 feet wide landscape zone or furnishings zone when adjacent to commercial uses

[1] Reference 2.2 (1) for on-street parking requirements
[2] Reference 2.2 (3) for bicycle facility types and requirements

Table 2.11 (1). Collector Requirements.



Alternative Section: Shared Right-of-Way Collector for Wider ROW (72' +)

2.12 Major Collector Street.

1. Intent.

The Collector Street is a medium capacity street for slow speeds with a standard right-of-way. It primarily serves as a through street within the Neighborhood and connects Neighborhood Streets to Boulevards. Refer to the typical plan and section, Figure 2.12. (1)

2. General Requirements.

Collectors shall be developed using the standards in Table 2.12 (1).

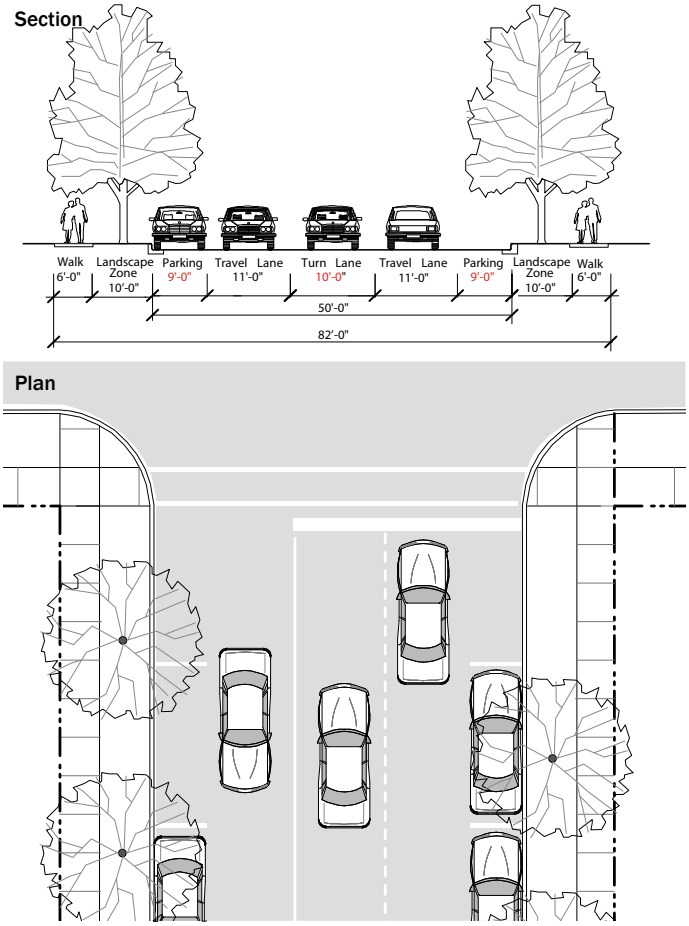
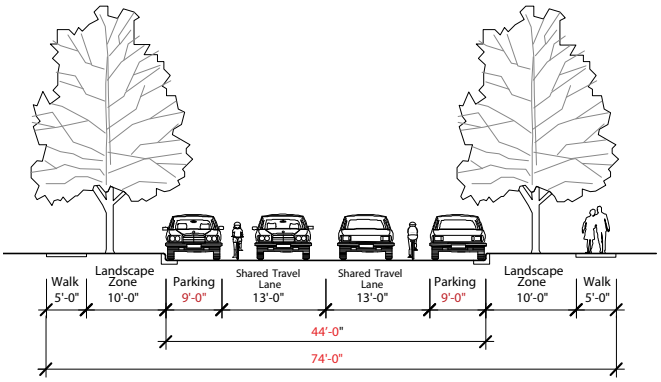


Figure 2.12. (1) Collector Typical Plan & Section

Collector Street Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	62' - 82'-0"
Vehicular Realm	
Travel Lanes	1 lane in each direction
Lane Width	11' wide
Allowable Turn Lanes	1 Permitted in Center of ROW
Parking Lanes [1]	Parallel recommended on both sides of street if ROW width permits, angled parking allowed
Pavement Width	50' (measured from curb face to curb face)
Asphalt Width	47'
Median	Permitted
Bicycle Facilities [2]	Shared; or Dedicated Bike Lane
Pedestrian Realm	
Pedestrian Facilities	Minimum 5' wide clear sidewalk on both sides
Street Buffer	Minimum 10 feet wide landscape zone or furnishings zone when adjacent to commercial uses

[1] Reference 2.2 (1) for on-street parking requirements
[2] Reference 2.2 (3) for bicycle facility types and requirements

Table 2.12 (1). Collector Requirements.



Alternative Section: Shared Right-of-Way Collector.

2.13. Boulevard.

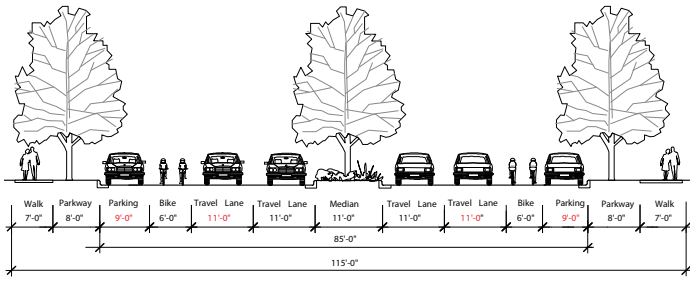
1. Intent.

The Boulevard is generally speaking a medium to high capacity street for medium to high speeds with a standard right-of-way. It serves all types of development and provides strong connections throughout the city and to adjacent communities. Refer to the typical plan and section in Figure 2.13 (1).

2. General Requirements.

Boulevards shall be developed using the standards in Table 2.13(1).

Section



Plan

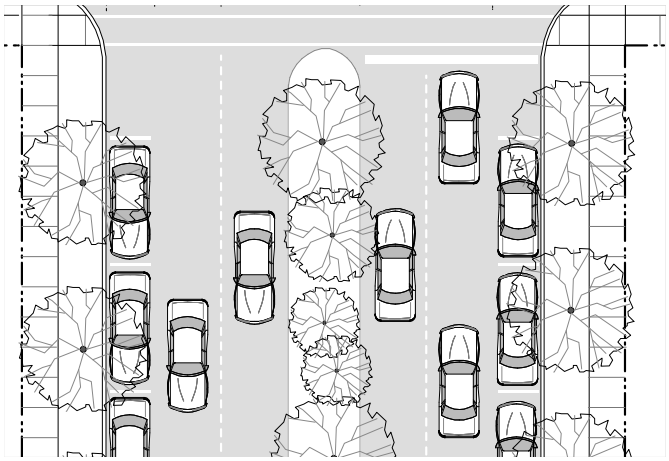


Figure 2.13 (1). Typical Boulevard.

Note: Proposed section only, UDOT coordination is needed before implementation.

Boulevard Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	115'
Vehicular Realm	
Travel Lanes	2 lanes in each direction
Lane Width	11' wide
Allowable Turn Lanes	Center median transitions into left turn lane at street intersections only. On-street parking transitions into right hand turn lane at street intersections
Parking Lanes [1]	Parallel required on both sides of street; angled permitted for alternative.
Pavement Width	85' (Including median width & measured from curb face to curb face)
Asphalt Width	82' (including median width)
Median	Required
Bicycle Facilities [2]	Dedicated Bike lane or Cycle Track
Pedestrian Realm	
Pedestrian Facilities	Minimum 5' wide clear sidewalk on both sides
Street Buffer	Minimum 8 feet wide landscape zone

[1] Reference 2.2 (1) for on-street parking requirements
[2] Reference 2.2 (3) for bicycle facility types and requirements

Table 2.13 (1).Boulevard Requirements.

2.13. Proposed Scenic By-way

1. Intent.

The Scenic Byway is a medium to high capacity street and visual corridor for cyclists and automobiles. The street accommodates medium to high speeds with a wider right-of-way to accommodate the cycle track. It services a limited amount of development and is treated as a visual corridor for those visiting for the attractive views, or for those travel traveling through the city to regional destinations. Refer to the typical section in Figure 2.13 (1).

Section

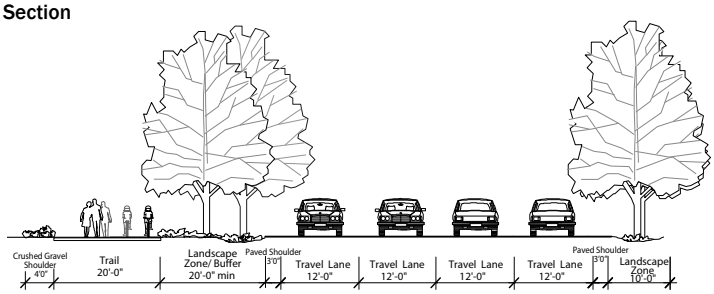


Figure 2.13. (1) Typical Scenic By-Way

Note: Proposed section only, UDOT coordination is needed before implementation.

Scenic Bikeway Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	All Building Types
Typical Right-of-Way Width	TBD, 95'-120'
Vehicular Realm	
Travel Lanes	2 lanes in each direction max, 1 lane in each direction permitted
Lane Width	11' or 12' with truck traffic
Allowable Turn Lanes	Left hand center turn lane permitted at street intersections
Parking Lanes	Parking within the Right-of-Way is prohibited.
Pavement Width	TBD, 30' min - 54' max (measured from curb face to curb face)
Asphalt Width	TBD, 27' - 51'
Median	Permitted
Bicycle Facilities [1]	Buffered Cycle Track or Multi-purpose Trail Required
Pedestrian Realm	
Pedestrian Facilities	WEST SIDE (OR SIDE WHICH IS CLOSEST TO THE ADJACENT MOUNTAIN RANGE) OF BY-WAY: 12'min - 20' recommended paved multi-purpose path EAST SIDE OF BY-WAY: Optional 5' wide sidewalk
Street Buffer	WEST SIDE OF BY-WAY: Minimum of 15 feet wide landscape zone with a recommendation of 20' EAST SIDE OF BY-WAY: Minimum 10 feet wide landscape zone

[1] Reference 2.2 (4) for bicycle facility types and requirements

Table 2.13 (1). Scenic Byway Requirements.

3.0 Districts & Overlay Subdistricts

3.0 Districts & Overlay Subdistricts

3.1. Districts Introduction

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

13 districts have been created; each consists of a series of uses and building types that have been specifically calibrated for the district. Those districts referred to herein as "Downtown Districts" include the Historic Downtown "Core," Downtown Village, and the Downtown Corridor Districts.

1. Historic Downtown Core (HDC)

The Historic Downtown "Core" constitutes the center of the community and heart of the existing city center; it includes the majority of the shops and workplaces within the city center. The storefront building type that comprises this district defines a street wall along the primary streets of the area with storefront glass windows. Upper stories of the storefront building may be utilized for living and working.

2. Downtown Village (DV)

The Downtown Village helps support the new city center but at a smaller scale than the Historic Downtown Core. The Downtown Village District includes boutique shops and workplaces within center of the city and combines the storefront building and stoop buildings. The storefront building type that comprises this district defines a street wall along the primary streets of the area with storefront glass windows. Upper stories of the storefront building may be utilized for living and working. Adaptive reuse is encouraged in this area when appropriate. Development within this district, will be at a smaller scale in relation to the other downtown, & commercial mixed-use districts found in Heber City.

3. Public Facilities & Recreation (PFR)

The Public Facilities and Recreation helps support the downtown core but with a recreation focus. The Public Facilities &Recreation District allows all of the same uses as the Historic Core and Village Districts but has additional building types permitted to allow for the flexibility needed to accommodate recreation and public facility uses. The storefront building type that comprises this district defines the street wall with storefront glass windows. Upper stories of the storefront building may be utilized for employee or business owner living space. Preserving and building upon the existing recreational uses, job creation, and utility needs of the community is important in this area.

4. Downtown Corridor (DC)

The Downtown Corridor District serves as the interstitial fabric of the city, separate from the defined center or core and the edges. This area is primarily comprised by both the storefront building, and the more generic stoop building which have lower minimum transparency levels, and is mainly occupied by office, retail and residential uses at a variety of scales.

5. Mixed-Use Retail (MUR)

The Mixed-Use Retail District serves as the destination retail center of the city, separate from the defined downtown core, corridor, & village, which is to be a finer grain development pattern. This area is comprised by both the Storefront and General Stoop Building Type.

6. Mixed-Use Airport (MUA)

The Mixed-Use Airport District is where manufacturing, processing, warehousing, storage and fabrication of goods and material can be carried on most appropriately and with minimum conflict or deleterious effects upon surrounding properties. This district is a commercial and industrial oriented district which has additional regulations that ensure compliance with current airport regulatory codes & requirements. This area is comprised of both the storefront building, and the more generic stoop building. This District permits drive-through uses in the limited bay building type to allow more flexibility for auto-oriented uses. providing a location where.

7. Residential Community - 3 (RC-3)

The Residential Community - 3 District is a residential focused district which allows for a transition from those mixed use and commercial oriented districts to the districts consisting primarily of the lower density residential mansion and yard building typologies. This district is comprised of the Yard, ROW & Mansion Style Building Typology

8. Residential Community - 2 (RC-2)

The Residential Community - 2 District is a residential focused district which allows for a transition from the Residential Community-3 District to the district consisting primarily of the low density residential yard building typology found within the Residential Community District. This district is comprised of the Yard & Mansion Style Building Typologies.

9. Residential Community (RC)

The Residential Community District is a residential focused district which is comprised of the Yard Building Typology.

10. Mixed-Use Residential Commercial Zone (MURCZ)

The MURCZ District is a mixed-use district which allows for increased footprint size for commercial buildings and creates attractive entrances into the City by encouraging the orderly development and integration of commercial and residential uses along highways and in commercial districts. Refer to the appendix of this document for detailed regulatory code.

11. Manufacturing & Business Park District (M & BP)

The Manufacturing & Business Park District is a mixed use district with a light manufacturing, office, and research and development focus and has the essential purpose is to create jobs and provide economic and business opportunities. Refer to the appendix of this document for detailed regulatory code.

12. Planned Community Mixed-Use (PCMU)

The PCMU District is a mixed use district which has its own regulatory code found in the appendix of this document.

13. Planned Community (PC) **Red Ledges*

The Planned Community (Red Ledges) District is a mixed use/ residential district which has its own regulatory code found in the appendix of this document.

3.2 Overlay Subdistricts Introduction

The following overlay subdistricts are hereby created to add additional flexibility or restrictions to the underlying district. This includes those uses and building types permitted.

Four Overlay Subdistricts have been created, and each consists of a series of uses and building types that have been specifically calibrated for the subdistrict and it's underlying district.

1. Neighborhood Support Overlay (NS)

The Neighborhood Support Overlay allows for an increase in flexibility for those smaller scale residential and commercial building types and provide access to uses which would typically be prohibited in the underlying district. The purpose is to give residents easy access to those businesses which provide local services & goods to residents nearby.

2. Airport I-2 Overlay (AI-2)

The Airport I-2 Overlay Subdistrict is aimed to achieve a more fluid transition from the adjacent industrial uses to the rural outskirts of Heber City. In this Overlay the uses permitted consist of manufacturing, processing, warehousing, and fabrication of goods and materials.

3. Residential Agriculture Overlay (RA)

The Residential-agricultural Overlay (RA) has the primary purpose of providing a location where residential development associated with limited numbers of livestock can be maintained. This Overlay Subdistrict is characterized by large lots or tracts of land interspersed with dwellings, barns, corrals and agricultural service buildings used in connection with farming operations.

4. Sexually Oriented Business Overlay (SOB)

COUNTY-WIDE ORDINANCE & STATE LAW ENFORCED

All sexually-oriented businesses within Heber City and the unincorporated and possibly other incorporated areas, are prohibited, regulated, allowed, and limited as the case may be pursuant to Chapter 5.40 of the Heber City Municipal Code relating to licensing and pursuant to the County Ordinance No. 01-25 passed by Wasatch County and accepted and adopted by Heber City pursuant to Heber City Resolution Number 2002-01 and the Interlocal Agreement for County-Wide Zoning of Sexually-Oriented Businesses approved by said resolution.

3.3 Regulatory Map.

1. Mapped Districts.

The areas and boundaries of the districts listed in 3.1 are established as shown on the map entitled "Regulatory Map of Heber City" and referred to herein as "Districts Map" or "Regulatory Districts Map." See Figure 3.3 (1) Regulatory Districts Map.

3.0 Districts & Overlay Subdistricts

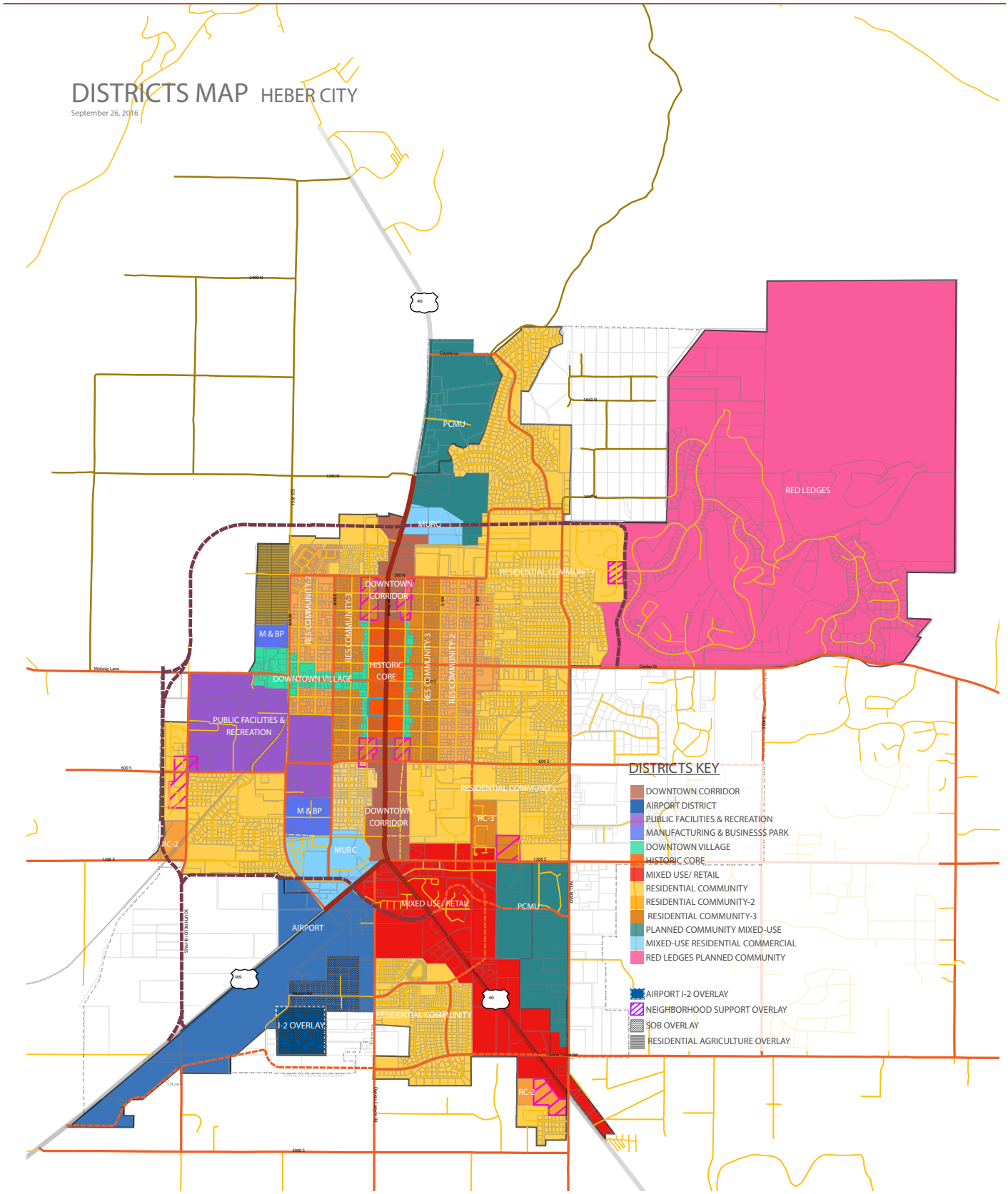


Figure 3.3 (1). Regulatory Districts Map

NOTE: REFER TO THE APPENDIX FOR ALL INFORMATION REGARDING THE FOLLOWING DISTRICTS: (1) MURCZ (2) M & BP (3) PCMU (4) PC

4.0 Uses

4.0 Uses

4.1. General Requirements.

1. General Provisions.

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

1. Existing Open Space Agricultural Uses, and slopes greater than 30% are to be preserved to the greatest extent possible in an effort to preserve the natural topography, environment & the rural character of Heber City.
2. A lot may contain more than one use.
3. Each of the uses may function as either a principal use or accessory use on a lot, unless otherwise specified.
4. Uses are either permitted by-right in a district, permitted by-right with specific development or design parameters, require a Conditional Use Permit (refer to section 10 Administration) in order to be developed, or for Overlay Subdistricts, the underlying district is what determines the permitted land uses.
5. Each use shall be located within a permitted Building Type (Refer to 5.0 Building Types), unless otherwise specified.
6. Each use may have both indoor and outdoor facilities, unless otherwise specified.

2. Organization.

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

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

3. Use Table.

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

1. Permitted ("●"). These uses are permitted by-right in the districts in which they are listed.
2. Permitted in Upper Stories Only ("◓"). These uses are permitted by-right in the districts in which they are listed, provided that the uses are located in the upper stories of a structure. These uses may also be located in the ground story of a Row or Mansion Building Type for any proposed large-scale mixed use of 25 acres or more providing that Row and Mansion Building Types do not account for more than 35% of the total project square footage.
3. Permitted with Development requirements ("◐"). These uses are permitted in the districts in which they are listed, provided that they are developed utilizing the listed development requirements. Conditional Use Permit approval may be required per these Development Requirements if only applicable in specific scenarios. These requirements are intended to alleviate any negative impacts associated with the use, making it appropriate in a district where it otherwise might not have been appropriate.
4. Requires a Conditional Use Permit ("○"). These uses require administrative review and approval (refer to Section 10 Administration) in order to occur in the districts in which they are listed and must follow any applicable development requirements associated with the use as well as meet the requirements of the Conditional Use.
5. Underlying District Determines Permitted Land Uses (" U "). This is only applicable to Overlay Subdistricts. Those uses & their designation which are permitted in the underlying district are permitted in the Overlay Subdistrict. All Development Requirements & Conditional Use Requirements associated with those permitted uses in the underlying district are also required in the overlay.
6. Listed uses that are not permitted in the district are indicated by a blank space.

4. Building Types.

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

4.2. Development Requirements

1. Residential and Lodging Uses.

A category of uses that include several residence types.

1. Residential. One or more dwelling units located within the principal structure of a lot, in which the units may or may not share a common wall with the adjacent (horizontally or vertically) unit or have individual entrances from the outside.
2. Hotel & Inn. A facility offering temporary lodging to the general public consisting of sleeping rooms with or without in-room kitchen facilities. Secondary service uses may also be provided, such as restaurants and meeting rooms. Rooms shall be accessed from the interior of the building. In the districts where a Hotel or Inn is permitted with development requirements ("◐"), the following applies:

a. The facility is limited to 12 rooms with a maximum of two beds per room. A room is defined as one room with a bed/ beds that is for nightly rental

b. Bed and Breakfasts are permitted.

3. Residential Care. A facility offering temporary or permanent lodging for the purpose of providing living assistance for the general public who are 55 years or older and which consists of an unlimited number of sleeping rooms with or without in-room kitchen facilities. Residential care uses include independent and assisted living facilities, and nursing homes. Assistance with daily activities may be provided for residents. Secondary service uses may also be provided to allow for close access to small scale goods and services including restaurants, meeting rooms, and those uses found in Table 4.2(1) Neighborhood Support Uses. Rooms shall be accessed from the interior of the building. In the districts where a residential care facility is permitted with development requirements ("◐"), the facility is limited to twelve rooms.

4. Live Work Units. Live Work is an integrated residence and work space (located on the ground floor), occupied and utilized by a single household that has been designed or structurally modified to accommodate joint residential occupancy and work activity. Districts & Overlay Subdistricts where a Live Work Unit is permitted with development requirements ("◐"), the following applies:

a. The commercial portion of the unit must be located on the first floor or basement level of the structure and is required to have ground floor walk-up access to that portion of the building which is occupied by the business.

b. The commercial business must be located so one can directly access the business from the primary entrance of the building or unit which fronts a public right-of-way. Access to a the "work" portion of a live/work unit may not be through a shared residential hallway serving multiple residential units.

c. The commercial business associated with the Live Work Unit includes those uses and requirements of Office, Local Service and/or Neighborhood Support Land Uses.

d. Live Work Units are only permitted in & must comply with one of the permitted Building Typologies found in section 5.0 Building Types.

e. Residence. The operator of the business shall reside in the dwelling unit.

f. Vehicles. Parking of a commercial vehicle associated with the business must be accommodated on site.

g. Hours of Operation. Permitted hours of operations are 6:00 AM to 9:00 PM.

h. In the Residential Community-3 & Neighborhood Support Overlay Subdistrict only, all live/work buildings, sites, and/or units shall comply with the following requirements in addition to those requirements stated above:

i. Hours of Operation. Permitted hours of operations are 8:00 AM to 8:00 PM.

ii. Maximum number of employees associated with the business is up to five (5) employees not including those who own the business and live in the unit.

iii. Maximum size of business and residential unit is no more than 2,500 square feet

iv. Those uses which produce significant traffic, noise, and smells are prohibited. The following activities are prohibited but are not limited to:

- Taverns
- Businesses which sell alcohol
- Theater/entertainment uses
- Employment agency
- Large home furniture & large equipment repair
- Framing
- Banks or other financial services
- Government offices

v. All live/work units within the Residential Community -3 require a Conditional Use Permit. Planning Commission shall review the CUP application for the following:

(1) Character of the Neighborhood & whether or not the proposed live work unit is context appropriate to its surroundings as far as traffic, signage, adequate parking, foot traffic. Planning Commission may reduce the permitted square footage of the business, employee count, hours of operation, parking requirements, etc to account for neighborhood context.

(3) Type of business occupying live work unit and whether or not it would be considered a neighborhood service use.

2. Civic Uses.

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

1. Assembly. A facility that has organized services, meetings, or programs to benefit, educate, entertain, or promote discourse amongst the residents of the community in a public or private setting. Assembly includes such uses as a community center, house of worship, and private clubs and lodges. In the districts where an outdoor sales lot is permitted with development requirements ("◐"), the following applies:

2. Parking shall be limited to an area less than the total building footprint area.

3. The facility shall primarily serve the adjacent neighborhood.

4. Transit Station. A covered passenger boarding and a lighting facility with a platform(s), which may include a waiting room, ticket office or machines, restrooms, or concessions. Conditional Use ("○") approval required.

5. Hospital & Clinic. A licensed institution providing medical care and health services to the community. These services may be located in one building or clustered in several buildings and may include laboratories, in- and out-patient facilities, training facilities, medical offices, staff residences, food service, pharmacies, and gift shop.

6. Library/Museum. A structure open to the general public, which houses educational, cultural, artistic, or historic information,

resources, and exhibits. May also include food service and a gift shop.

7. Police and Fire. A facility providing public safety and emergency services; training facilities, locker rooms, and limited overnight accommodations may also be included. Police and fire facilities require a Conditional Use ("◯") approval. The facilities shall be housed in a permitted building, but shall have the following additional allowances:
   a. Garage doors are permitted on the front facade.
   b. Exempt from maximum driveway widths.
8. Post Office. A publicly accessed facility for the selling of supplies and mail related products and the small scale collection and distribution of mail and packages.
9. School. An education facility with classrooms and offices, that may also include associated indoor facilities such as ball courts, gymnasium, theater, and food service.

3. Retail Uses.

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

1. Neighborhood Support. A use in this category is permitted to occupy a space of less than 2,000 square feet. If additional square footage is desired, a Conditional Use Permit is required. Neighborhood Support includes such uses as those listed in Table 4.2 (1).
   a. The maximum square footage identified above does not apply when an adaptive re-use building type is being proposed. In such scenario the use may occupy the existing footprint of the structure and no more than that of the existing footprint. Additions and/ or renovations which increase the overall square footage of the building are not permitted.
2. General Retail. A use in this category includes all Neighborhood Support uses occupying a space of greater than 2,000 square feet and such uses as those listed in Table 4.2 (2). General Retail Uses.
   a. If a general retail use and structure is over 45,000 square feet for one contiguous footprint, the following development standards apply:
      i. The central retail use shall be contained within a structure/building in which the facades are wrapped in "liner" shops that vary in height from one story to three stories and wrap (cover) at least 65% of the building's four (4) façades. The individual liner shops shall not maintain a width of more than 40' each (as measured at the sidewalk) and shall have at least one (1) entrance per 40 linear feet. The liner shops may have a rear access for ingress/egress to the central retail use to which they are attached. The intent of these shops is to minimize the exterior scale of the proposed large structure and to provide mixed use/service opportunities on the site.
      ii. At least 20% of the total square feet of the proposed central retail use must be dedicated for workforce housing units (rental or purchase/sale product), though the total number of workforce housing units shall be at a minimum, consistent with the number of moderate and low income jobs created by the development. These units shall be constructed on the second or above stories story of the structure and up to 50% of the main floor frontage. 40% of the units shall be dedicated to households earning less than 50% Area Medium Income (AMI); 30% of the units shall be dedicated to households earning less than 75% of AMI; and 30% of the units shall be dedicated to households earning less than 100% of AMI. These proportions may be modified only upon submittal of a study that demonstrates the proportions of the various affordable units are consistent with the intended incomes for the jobs generated by the development. Area Median Income (AMI) shall be determined by the rates that are in effect at the time (year) of application.
      iii. Context appropriate height, height transitions, and landscape buffers in relation to existing residential uses and/or zones, especially those housed in the yard building type.
      iv. Building Frontage and the creation of a streetwall and "sense of enclosure" created through building massing. A minimum height of these structures shall be 25'
      v. Pedestrian scale streetscape design and methods used to break up the architecture and massing of the structure.
      vi. Parking lot and parking structure locations and design
      vii. Building entrance locations and the experience and ease of accessing such entrances from the public right-of-way to the primary business entrance(s)
      viii. Mix of uses and housing unit availability
      ix. Quality of materials and originality of architectural design
      x. Market rate housing is allowed in addition to the required workforce housing units.
      xi. All other aspects of this code and the City's Design Guidelines continue to apply as required.
   3. If the proposed structure is over 60,000 square feet, the aforementioned development standards apply but a Conditional Use Permit is also required.
4. Outdoor Sales Lot. A use involving the sale of goods or merchandise to businesses and/or the general public, where the majority of the goods are stored or displayed outdoors. Outdoor sales lots include such uses as the sale and rental of automobiles, trucks, trailers, boats, and recreational vehicles; and the sale of building materials, landscape materials, and garden supplies. In the districts where an outdoor sales lot is permitted by Conditional Use ("◯"), the following applies:
   a. Not permitted on corner parcels unless adequate screening is provided along the side street right-of-way in accordance with Section 7.4 of this code.
   b. Includes permanent construction of a building utilizing one of

the permitted Building Types in the district.

c. The creation of an Outdoor Sales Lot which adds to those Outdoor Sales Lots in existance at the time of this code's adoption (October ___, 2016) is prohibited if within one quarter mile (1/4 mile), or 1320' of another Outdoor Sales Lot.

d. All Outdoor Sales Lots must comply with the ten (10') buffer requirement as noted in Section 7.4 Frontage Buffer for all Sales areas that front any street (e.g. if the Sales Lot occupies a half or full block, the front street as well as the side streets must meet the requirements as noted in Section 7.4).

4. Service.

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

1. Neighborhood Support. A use in this category is permitted to occupy a space of less than 2,000 square feet. If additional square footage is desired, a Conditional Use Permit is required. Neighborhood Support includes such uses as those listed in Table 4.2 (1).

   a. The maximum square footage identified above does not apply when an adaptive re-use building type is being proposed. In such scenario the use may occupy the existing footprint of the structure and no more than that of the existing footprint. Additions and/ or renovations which increase the overall square footage of the building are not permitted.

2. Local Service. A use in this category includes all Neighborhood Support uses occupying a space of greater than 2,000 square feet and such uses as those listed in Table 4.2 (3).

3. General Service. A use in this category includes all Neighborhood Support uses occupying a space of greater than 2,000 square feet and such uses as those listed in Table 4.2 (3).

4. Sexually Oriented Businesses. In the Overlay Subdistrict where sexually oriented businesses are permitted with development requirements ("◐"), the following applies:

   a. All sexually-oriented businesses within Heber City and the unincorporated and possibly other incorporated areas, are prohibited, regulated, allowed, and limited as the case may be pursuant to Chapter 5.40 of the Heber City Municipal Code relating to licensing and pursuant to the County Ordinance No. 01-25 passed by Wasatch County and accepted and adopted by Heber City pursuant to Heber City Resolution Number 2002-01 and the Interlocal Agreement for County-Wide of Sexually-Oriented Businesses approved by said resolution.

5. Vehicle Service.

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

1. Use Limitation. Repair and wash facilities for semi-trucks, recreational vehicles, boats, and other oversized vehicles are not permitted.

2. Service Bays. Vehicular service bays, including garages and car wash bays, shall not be located on the front facade, unless otherwise permitted by the Building Type.

3. Outdoor Storage. Disabled or inoperable vehicles and those awaiting pick-up may be stored outdoors if:

   a. The vehicles are not stored for more than two days.

   b. The storage area is located in the rear yard screened from view of the front lot line.

   c. The storage area is screened using the Side & Rear yard buffer outlined in 7.0 Landscape, regardless of the adjacent land uses.

4. Outdoor Activities.

   a. All repairs or washing activities must occur inside a structure.

   b. Vacuuming activities may occur in open air, but must be located in the side or rear yards, screened from the front lot line.

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

6. Agriculture & Livestock.

1. A 15' vegetated buffer is required when adjacent to residential community or residential community - 2 districts which must have trees planted at least 1 every 30'.

2. Farm machinery and farm products are permitted so long as they are located in a permanent structure that follows the Barn Building Type Requirements found in section 5.0 Building Types, or is of the same character & style as the existing primary structure on-site.

3. Storage sheds are permitted so long as it follows the Barn Building Type Requirements found in section 5.0 Building Types, or is of the same character & style as the existing primary structure on-site.

4. Barns, corrals, pens, coops, shed and feed storage buildings for the keeping of animals and fowl and the storage of farm products,

provided uses for the care and keeping of livestock and fowl are located at least one hundred feet distant from any existing dwelling and one hundred feet from the front property lines; also, small animal hospitals without outside runs;

5. The raising, care and keeping of farm animals and fowl for family use and consumption on parcels one-half (1/2) acre and larger. Animals shall be allowed on a point system. Each one-half (1/2) acre shall be allotted 50 points. Animals being kept will be given points as follows:

   a. Large animals such as horses, cows, llamas, pigs, or ostriches, but no more than 5 pigs shall be permitted for each parcel of property.--20 points per animal;

   b. Medium animals such as sheep or goats, but not including pigs--10 points per animal;

   c. Small animals such as chickens, geese, rabbits, pheasants or pigeons, but not including pigs --2 points.

7. Office Uses.

A category of uses for businesses that involve the transaction of affairs of a profession, service, industry, or government. Patrons of these businesses usually have set appointments or meeting times; the businesses do not typically rely on walk-in customers. Office uses include those listed in Table 4.2 (4).

8. Craftsman Industrial.

A use involving small scale manufacturing, production, assembly, and/or repair with little to no noxious by-products that includes a showroom or small retail outlet that is accessible to the public. Craftsman industrial includes such uses as those found in Table 4.2 (5). This use may also include associated facilities such as offices and small scale warehousing, but distribution is limited. The maximum overall gross floor area is limited to 20,000 square feet, unless otherwise noted. In the districts where a craftsman industrial use is permitted with development requirements ("◐"), the following apply:

1. A minimum 20% of gross floor area shall be dedicated to a showroom located at the front of the space and is in view of a public Right-of-Way.
2. Outdoor activities and storage of goods are not permitted.

9. Manufacturing Industrial & Airport Industrial.

Manufacturing Industrial & Airport Uses includes manufacturing, processing, warehousing and fabrication of goods and material, and any airport associated uses. The following development requirements ("◐"), the following apply:

1. All airport associated uses/activities which are accessory to the airport and are established with the intent to support the primary airport use are considered secondary land uses. Permitted secondary land uses include: airport hangers, terminals, aircraft taxilane, etc., and the following shall apply:
   a. Airport secondary/support land uses and the structures in which these secondary uses are housed are to be considered accessory structures when addressed in this document.
2. All storage doors, entrances into storage and warehousing, and parking in storage and warehouse developments shall be accessed from internal private streets and driveways.
3. Properties shall be kept in a clean and orderly manner. The storage of goods and materials shall occur within a building or behind an eight foot tall sight obscuring fence.
4. Outdoor storage areas shall be located in the rear or side yard of the lot.
   a. Loose materials shall not be stacked higher than six feet if located in the side yard, and 15' if located in the rear yard subject to Fire Marshall review.
   b. Loose materials shall at a minimum be stored in a three-sided shelter and shall be covered.
   c. Materials shall be set back a minimum of five feet from any lot line.
   d. All outdoor storage areas shall be screened from view of adjacent parcels and vehicular rights-of-way using the heavy side or rear buffer, refer to 7.0 Landscape Requirements for Side and Rear Buffer.

10. Commercial Storage Facilities.

Commercial Storage Facilities are defined as the following: Commercial storage sheds; a commercial storage shed is typically identified by the use of the facility(s) by a third party other than the onsite business or property owner, typically through a lease or rental agreement; Uses whose primary purpose is the storage of goods and materials with no permanent employees. In the districts where commercial storage facilities are permitted with development requirements ("◐"), the following applies:

1. All storage doors, entrances into storage and warehousing, and parking in storage and warehouse developments shall be accessed from internal private streets and driveways.
2. Outdoor storage is not permitted.
3. All Commercial Storage Facility principle and accessory structures within 50' of a public right-of-way, must adhere to one of the building types permitted in the district which the lot is located in. Refer to section 5.0 Building Types.
4. The following applies to all Commercial Storage Facility principle and accessory structures if further than 50' from a public right-of-way:
   a. Not required to adhere to one specific Building Type, however all general building type requirements still apply. Refer to section 5.0 Building Types
   b. Views must be screened and a buffer installed if visible from any public right-of-way. Screening & buffer materials and

form must visually blend in with the native landscape and surrounding views and shall not contrast with the colors, materials, and form surrounding the proposed storage facility site. Refer to section 7.0 Landscape Standards.

11. Parking Lot.

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

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

12. Parking Structure.

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

1. Corner Lots. A corner lot shall not be used for a parking structure on primary streets. Parking structures may be used for corner lots on other streets if ground floor of structure is dedicated for commercial use.
2. Adjacent Parking Lots. Two parking facilities (lots or structures) cannot be located directly adjacent to one another.
3. Primary Street. Parking structures fronting Primary Streets must have ground floor dedicated to commercial uses.
4. Distance. Parking structure must be within 1,300 feet of the principal entrance to the associated use unless:
    a. At least 75% of the spaces are dedicated for public use.
    b. An approved parking agreement is in place (refer to 8.0 Parking).
5. Pedestrian Access. Must be connected to associated use by a dedicated, public pedestrian pathway.
6. Commercial Vehicles. Parking structures for commercial vehicles are not permitted in these districts.

13. Utility and Infrastructure.

A lot that is primarily utilized for the City's infrastructure needs. Utility and infrastructure includes such uses as electric or gas services, transmission lines, sewage treatment, water treatment and storage, and energy conversion systems, and does not include city power poles and/or power distribution lines less than 46 kilovolts (kv). In all districts, utilities & infrastructure with development requirements ("◐"), the following apply:

1. Livability and Site Standards; Detrimental impacts shall be mitigated to the greatest extend feasible; the Planning Manager will review and determine the following taking into account and address such factors as:
    a. Hours of operation;
    b. Number of vehicle trips to the site and impact on surrounding properties;
    c. Elimination of noise, vibration, dust, odor, fumes, glare, smoke. etc.
    d. Disallowance of outside displays, storage, or activities; unless screened appropriately as determined by the Planning Manager;
    e. Limited height of structures - must be compatible with surrounding uses;
    f. Appropriate structure scale, placement, and façade treatment;
    g. Parking area placement and screening;
    h. Buffering and screening to protect loss of privacy to abutting residential and/or commercial uses;
    i. Landscape plan;
    j. Elimination of or restrictions on lighting and signage
2. Design and Site Standards; All utility and infrastructure, if visible from the public right-of-way, must be screened from view. The following applies:
    a. All utility and infrastructure shall have a low-profile appearance and shall blend in with other buildings in the area to the greatest extent possible whereever it is located within the Heber City boundaries
    b. The utility, if not contained within a building, must be screened from view to a height of at least ten (10') feet. Such fence or structure shall be constructed of stone or decorative metal or other material as approved by the Planning Manager (chain link or plastic/vinyl materials are not permitted materials). Any wall length in excess of 25' must have a minimum four (4') feet of horizontal relief [extending a minimum of four [4] linear feet] built into the structure; this applies to each 25' length beyond the initial 25' requirement;
    c. Landscaping – trees shall be utilized as a secondary screening mechanism surrounding the structure to the extent possible. Refer to Section 7 Landscape Standards, for additional standards and specifications.

3. Sites located within a district other than the Public Facilities & Recreation District must demonstrate the following:
    a. Health and safety; The health and safety of the public is dependent upon the facility being at this location.
    b. Location; There is no feasible alternative location where the facility is an allowed use that would have less impact on the residential character or identified scenic and environmental resources. Proof of a location-specific need must include:
        a. A broad review of other, similar or nearby, areas;
        b. A review of specific alternative sites is not required; but the review of "other areas" must show that those areas cannot reasonably accommodate the proposed use.
4. At least one (1) public meeting with appropriate noticing is required prior to any approval for any public utility/ infrastructure improvement.

14. Open Space.

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

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

15. Accessory Uses.

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

1. Home Occupation. An occupational use that is clearly subordinate to the principal use as a residence and does not require any alteration to the exterior of a building. In all districts where home occupations are permitted with development requirements ("◐"), the following apply:
    a. The home occupation is carried on entirely within a dwelling and is carried on in the dwelling only by members of the residing family
    b. The home occupation does not involve the use of any accessory building or yard space for storage or activities outside of the dwelling;
    c. No commercial vehicles are used in connection with the home occupation except passenger motor vehicles. This subsection does not prevent deliveries to the home by parcel or letter carrier mail service vehicles typically employed for residential deliveries. No deliveries by semi-tractor/trailer trucks are permitted in connection with a home occupation.
    d. The home occupation occupies not more than 25% of the total floor area of such dwelling unit
    e. Entrance to the home occupation from the outside shall be the same entrance normally used by the residing family for access to the dwelling.
    f. The physical appearance, traffic and other activities incidental to the home occupation are not contrary to the objectives and characteristics of the zone in which the home occupation is located.
    g. The home occupation does not generate vehicular traffic or parking around the dwelling unit or other external evidence of the home occupation not normally associated with a residential use; In connection with the operation of the home occupation, it shall not be permitted:
        i. To have exterior displays or a display of goods visible from the outside,
        ii. To produce offensive noise (not to exceed fifty-five (55) decibels), vibration, fumes, smoke, dust or other particulate matter, odorous matter, heat, humidity, glare, electrical interference or other objectionable effects,
        iii. To involve more than three people being at the home at any one time due to the home occupation, except those members of the family living in the home.
2. Agriculture & Small Farm Animals. Agriculture & small farm animals are permitted with the following development requirements:
    a. The raising, care and keeping of small farm animals such as chickens, geese, rabbits, pheasants or pigeons, but not including pigs -- are permitted to occupy a maximum of 50% of the rear yard area.
    b. Hens (females) of any chicken species may be kept. However, roosters (males) are prohibited.
    c. Chickens & other small farm animals shall be kept for personal family use only. Commercial uses (the selling of

chicken products) of chickens are prohibited.

d. Small farm animals shall be kept controlled on the property at all times.

e. Coops shall not be located within the front yard, and shall be located at least twenty-five (25) feet from any neighboring dwellings, and shall be located at least twenty (20) feet from the edge of any open waterway that drains into a natural stream. Surface drainage from coops shall not be permitted to drain into a waterway that drains into a natural stream.

f. Up to three (3) chickens and small farm animals may be kept on a detached single-family home lot which contains at least 5,000 square feet. One (1) additional chicken may be kept for each 1,000 square feet of lot area above the 5,000 square foot minimum, for a maximum of eight (8) chickens and small farm animals permitted on each lot.

g. The premises upon which small farm animals are kept shall be maintained in a clean, sanitary, and reasonably odor-free condition.

3. Parking Lot. An uncovered paved surface used solely for the parking of vehicles, intended for use by the occupants in an adjacent building on the lot. Parking lot locations are regulated by Building Type. Refer to 5.0 Building Types.

4. Parking Structure. A structure used solely for the parking of vehicles, intended for use by the occupants in an adjacent building on the lot. Parking Structures within the buildings are regulated per Building Type. Refer to 5.0 Building Type. Separate structure locations are also regulated by Building Type, but shall also meet all of the requirements of 5.7. Parking Structure.

5. Outdoor Storage of Goods. Permanent outdoor storage of goods not typically housed or sold indoors, such as large scale materials and building and landscape supplies. In the districts where outdoor storage of goods is permitted with development requirements ("◐"), the following development requirements apply:

   a. Outdoor storage areas shall be located in the rear or side yard of the lot.

   b. Loose materials shall not be stacked higher than six feet if located in the side yard, and 15' if located in the rear yard subject to Fire Marshall review.

   c. Loose materials shall at a minimum be stored in a three-sided shelter and shall be covered.

   d. Materials shall be set back a minimum of five feet from any lot line.

   e. All outdoor storage areas shall be screened from view of adjacent parcels and vehicular rights-of-way using the heavy side or rear buffer, refer to 7.0 Landscape Requirements for Side and Rear Buffer.

6. Any proposed development on a slope of 30%, or greater, where the slope extends 15', or greater, in length as measured on a site plan, subdivision plat, or similar will require a Conditional Use Permit for approval. This requirement applies to all Districts.

4.0 Uses

KEY

- ● Permitted
- ◓ Permitted in Upper Stories Only
- ◐ Permitted with Development Requirements
- ○ Requires a Conditional Use Permit
- U Underlying District Determines Use

Uses	Districts									Overlay Subdistricts			
	Historic Core	Downtown Village	Downtown Corridor	Public Facilities & Rec	Mixed-use Airport	Mixed-use Retail	Residential Community -3	Residential Community-2	Residential Community	Neighborhood Support	Residential Agriculture	Airport I-2	Sexually Oriented Businesses
Residential & Lodging													
Residential	◓	●	◓	●		◓	●	●	●	U	U	U	U
Hotel & Inn	●	◐	●	◐	●	●				U	U	U	U
Live/ Work Units	◐	◐	◐	◐		◐	○			◐	U	U	U
Residential Care	◐	◐	◐	●		●		◐		U	U	U	U
Civic													
Assembly	◐	◐	◐	●	●	◐	◐	◐	◐	U	U	U	U
Transit Station	○	○	○	●	●	○	○	○	○	U	U	U	U
Hospital & Clinic	●	●	●	●	●	●				U	U	U	U
Library/Museum/Post Office (no distribution)	●	●	●	●	●	●				U	U	U	U
Police & Fire	○	○	○	○	○	○	○	○	○	U	U	U	U
School		●	●	●		●	●	●	●	U	U	U	U
Retail													
General Retail	●	●	●	●	●	●				U	U	U	U
Outdoor Sales Lot	○				○	○				U	U	U	U
Service													
Local Service	●	●	●	●	●	●				U	U	U	U
General Service			●	●	●	●				U	U	U	U
Vehicle Service					●	◐				U	U	U	U
Sexually Oriented Business										U	U	U	◐
Smoke Shop, Pawn Shop, Check Cashing, Tattoo Parlor										U	U	U	◐
Neighborhood Support										◐	U	U	U
Agriculture & Livestock				◐	◐					U	◐	U	U
Office, Industrial & Storage													
Office	●	●	●	●	●	●				U	U	U	U
Craftsman Industrial	◐	◐	◐	◐	●	◐				U	U	U	U
Manufacturing Industrial & Airport Uses				◐	◐					U	U	U	U
Commercial Storage Facilities				◐	◐					U	U		U
Infrastructure													
Parking Structure	◐	◐	◐	◐	◐	◐				U	U	U	U
Utility & Infrastructure	○	○	○	◐	◐	○				U	U	U	U
Open Space	◐	◐	◐	◐	◐	◐	◐	◐	◐	U	U	U	U
Accessory Uses													
Home Occupation	◐	◐	◐	◐	◐	◐	◐	◐	◐	U	U	U	U
Agriculture & Small Farm Animals				◐	◐	◐	◐	◐	◐	U	◐	U	U
Outdoor Storage of Goods				●	◐					U	U	U	U
Parking Lot	◐	◐	◐	◐	◐	◐	◐			◐	U	U	U
Parking Structure	◐	◐	◐	◐	◐	◐				U	U	U	U

Table 4.1 (1). Uses by district.

NOTE: REFER TO THE APPENDIX FOR ALL INFORMATION REGARDING THE FOLLOWING DISTRICTS: (1) MURCZ (2) M & BP (3) PCMU (4) PC

Neighborhood Support

All Neighborhood Support (below 2,000 sf)

Antique Shop
Apparel & Accessory Store
Barber Shop, Beauty Salon
Bakery, Retail
Bicycle Sales & Repair
Book Store
Candy Store
Cafe / Coffee Shop
Day Care Child
Soda Shop
Small Corner Market
Craft Store
Yoga / Dance Studio
Florist
Greenhouse & Garden Supplies Hobby Shop
Home Accessory Shop
Jewelry Sale & Repair
Music Store
Musical Instrument Repair & Sales
Professional Office
Photography Studio & Supplies
Shoe Repair
Specialty Food Market
Stationary & Paper Store
Tailor & Seamstress
Toy Shop
Veterinarian

Table 4.2 (1). Neighborhood Support Uses.

General Retail

All Neighborhood Support (above or below 2,000 sf)
Agriculture Equipment and Supply
Apparel & Accessory Store
Art & Education Supplies
Alcohol & Liquor Sales
Appliance & Electronic Sales & Service
Automotive Supply (no service)
Building Materials, Hardware, and Garden Supply
Candy, Fish Market, Produce, etc.)
Camera & Photo Supply Store
Cabinet Supply (display only)
China & Glassware Shop
Convenience Store
Computer Software Sales & Leasing
Department Store
Drug Store/Pharmacy
Electrical Supplies
Gift, Novelty, & Souvenir Shop
Grocery Store
Gun Shop
Hardware Store
Heating, Air Conditioning & Plumbing Supplies, Sales, & Service
Home Furnishings & Accessories Sales & Rentals
Luggage & Leather Goods
Machine Sales and Rental
Merchandise Vending Machine Operators
Medical Supply Store & Sales
Medical Supply Store & Rental
Motorcycle & Motor Scooter Sales
Office Supply
Optical Goods
Paint & Wallpaper
Party Supply Shop
Pet & Pet Supply
Sporting Goods Sales & Rental
Video/Game Sales & Rental
Wine & Liquor Shop

Table 4.2 (2). General Retail Uses.

Local Service

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

General Service

All Neighborhood Support & Local Service (above or below 2,000 sf)
Animal Boarding (interior only)
Arcade
Aquatic Facilities
Batting Cages
Billiard Hall
Bowling Alley
Concert Hall
Day Care Adult
Exterminating & Disinfecting Service
Funeral Home
Miniature Golf Course
Microbrewery
Recreation, Commercial Indoor
Repair of Small Goods & Electronics
Shooting & Archery Ranges (indoor only)
Skating Rink

Table 4.2 (3). Typical Service Uses.

Office

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

Table 4.2 (4). Typical Office Uses.

Craftsman Industrial

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

Table 4.2 (5). Typical Craftsman Industrial Uses.

5.0 Building Types

5.0 Building Types

5.1. Introduction to Building Type Standards

1. Introduction

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

2. General Requirements.

All Building Types must meet the following requirements.

(1) Districts. Each Building Type shall be constructed only within its designated districts Refer to Table 5.1 (1) Permitted Building Types by districts.

(2) Uses. Each Building Type can house a variety of uses depending on the district in which it is located. Some Building Types have additional limitations on permitted uses. Refer to Section 4.0 Uses.

(3) No Other Building Types. All buildings constructed must meet the requirements of one of the Building Types permitted within the district of the lot unless otherwise specified in Section 4.0 Uses.

(4) Permanent Structures. All buildings constructed shall be permanent construction without a chassis, hitch, or wheels, or other features that would make the structure mobile, unless otherwise noted.

(5) Accessory Structures.

(a) Attached accessory structures are considered part of the principal structure.

(b) Detached accessory structures are permitted with every building type and shall comply with the following:

(i) Detached accessory structures are not permitted in the front yard.

(ii) Detached accessory structures shall be located behind the principal structure in the side and rear yard.

(iii) Detached accessory structures shall not exceed the height of the principal structure.

(iv) In no case shall the combined area of all accessory structures on a residential parcel exceed forty (40) percent of a rear yard area.

(v) Accessory structures shall be built and designed in a manner compatible with the principal structure and of equal or higher quality.

(6) Integration with Design Guidelines.

(a) It is the intent of this section of the code to integrate with Heber City Architectural Design Guidelines.

KEY

● Permitted

U Underlying District Determines

* If left blank that building type is not permitted in the district

Building Type	Districts											Overlay Subdistricts			
	Historic Core	Downtown Village	Downtown Corridor	Public Utilities & Rec	Mixed-use Airport	Mixed-use Retail	Mixed-Use Residential Commercial Zone	Manufacturing & Business Park	Residential Community	Residential Community-2	Residential Community-3	Neighborhood Support	Residential Agriculture	Airport I-2	SOB
Storefront	●	●	●	●	●	●	●	●				●	U	U	U
General Stoop	●	●	●	●		●	●	●				●	U	U	U
Large Format				●	●		●					U	U	U	U
Civic	●	●	●	●	●	●	●	●	●	●	●	●	U	U	U
Parking Structure	●	●	●	●	●	●	●	●					U	U	U
Limited Bay				●	●	●	●					U	U	U	U
Row	●	●	●	●		●	●				●	●	U	U	U
Yard		●		●			●		●	●	●	●	U	U	U
Mansion Style		●				●				●	●	●	U	U	U
Adaptive Reuse	●	●	●	●	●	●	●	●				●	U	U	U
Agriculture / Barn					●	●						U	●	U	U

NOTES:

1. BUILDING TYPOLOGIES ARE NOT APPLICABLE IN THE PLANNED COMMUNITY (RED LEDGES) & PLANNED COMMUNITY MIXED-USE DISTRICTS. REFER TO APPENDIX FOR ADDITIONAL DEVELOPMENT REQUIREMENTS FOR THESE DISTRICTS

2. REFER TO THE APPENDIX FOR ADDITIONAL DEVELOPMENT REQUIREMENTS AND SPECIFICATIONS FOR THE FOLLOWING DISTRICTS: (1) MURCZ (2) M & BP (3) PCMU (4) PC

Table 5.1 (1) Permitted Building Types by Districts & Overlays.

(b) In case of inconsistencies between this code and the Design Guidelines or other city codes, this code will take priority.

5.2 Explanation of Building Type Table Standards

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

1. Building Siting.

The following explains the line item requirements for each Building Type Table within the first section entitled "Building Siting".

(1) Multiple Principal Structures. The allowance of more than one principal structure on a lot.

(2) Front Sidewalk Coverage. Refer to Figure 5.2 (1). Measuring Front Sidewalk Coverage. Measurement defining the minimum percentage of street wall or building facade required along the street. The width of the principal structure(s) (as measured within the front build-to zone) shall be divided by the maximum width of the front build-to zone (BTZ).
   (a) Certain buildings have this number set to also allow the development of a courtyard along the front property line.

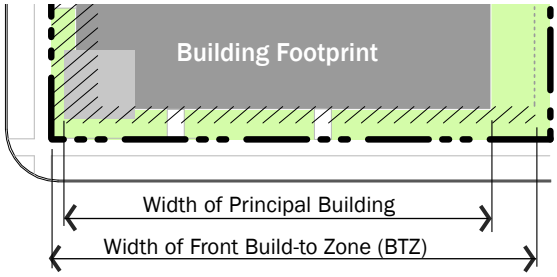


Figure 5.2 (1). Measuring Front Property Line Coverage

   (b) Some frontage types allow side yard parking to be exempted from the front lot line coverage calculation. If such an exemption is permitted, the width of up to one double loaded aisle of parking, located with the drive perpendicular to the street and including adjacent sidewalks and landscaping, may be exempted, to a maximum of 72 feet.
   (c) Primary sidewalk coverage is based only upon primary facade coverage. Except for corner lot application, where side facade is permitted.

(3) Occupation of Corner. Occupying the intersection of the front and corner build-to zones with a principal structure.

(4) Front Build-to Zone. The build-to zone or setback parallel to the front property line. Building components, such as awnings or signage, are permitted to encroach into the build-to zone
   (a) All build-to zone and setback areas not covered by building must contain either landscape, patio space, or sidewalk space.

(5) Corner Build-to Zone. The build-to zone or setback parallel to the corner property line.
   (a) All build-to zone and setback areas not covered by building must contain either landscape, patio space, or sidewalk space.

(6) Minimum Side Yard Setback. The minimum required setback along a side property line.

(7) Minimum Rear Yard Setback. The minimum required setback along a rear property line.

(8) Minimum & Maximum Lot or Building Width. Depending on the Building Type, either the minimum or maximum building or unit width will be noted or the minimum and maximum width of a lot, all measured at or parallel to the front property line.

(9) Parking & Loading Location. The yard in which a surface parking lot, detached garage, attached garage door access, loading and unloading, and associated drive is permitted.

(10) Vehicular Access. The permitted means of vehicular ingress and egress to the lot.
   (a) Alleys, when present, shall always be the primary means of access.
   (b) When alleys are not present, a driveway of up to 24' in width may be permitted per Building Type and, if an alternative is available, shall not be located off a Primary Street.

2. Height

The following explains the line item requirements for each Building Type Table within the second section entitled "Height".

(1) Minimum Overall Height. The minimum overall height for the building shall be located within the build-to zone; stories above the required minimum height may be stepped back from the facade.

(2) Maximum Overall Height. The sum of a building's total number of stories.
   (a) Half stories are located either completely within the roof structure with street-facing windows or in a visible basement exposed a maximum of one half story above grade.
   (b) A building incorporating both a half story within the roof and a visible basement shall count the height of the two half stories as one full story.
   (c) Some Building Types require a building facade to step back as its height increases. If required, the upper stories of any building facade with street frontage shall be setback a designated amount beyond the building facade of the lower stories.

(3) Ground Story and Upper Story, Minimum and Maximum Height. (Refer to Figure 5.2 (3). Measuring Height). Each frontage type includes a permitted range of height in feet for each story. Additional information is as follows:
   (a) Floor height is measured in feet between the floor of a story to the floor of the story above it.

(b) Floor height requirements apply only to street facing facades.

(c) For single story buildings and the uppermost story of a multiple story building, floor to floor height shall be measured from the floor of the story to the tallest point of the ceiling.

(4) Existing Single Family Residential Buffer. In order to assure compatibility of new construction with downtown or mixed-use districts adjacent to residential community districts the following applies:

(a) Transitions from existing Yard Buildings or Single Family Detached Homes. A 20-foot rear yard setback is required when the property is immediatley adjacent to an existing yard building type. At that 20 foot rear setback line, a 25-foot building height is permitted. After 30 feet from the rear property line a gradual increase of 2:1 horizontal to vertical ratio is permitted which translates to every additional 2 (two) feet of horizontal distance allows for an increase of 1 (one) foot veritcal building height. See figure 5.2 (5). This area shall be landscaped; parking and/or driveways are not permitted within this buffer zone.

3. Uses

The following explains the line item requirements for each Building Type Table within the third section entitled "Uses."Refer to Section 4.0. Uses for uses permitted within each district. The requirements in this section of the Building Type Tables may limit those uses within a specific Building Type.

(1) Ground and Upper Story. The uses or category of uses which may occupy the ground and/or upper story of a building.

(2) Parking Within Building. The area(s) of a building in which parking is permitted within the structure.

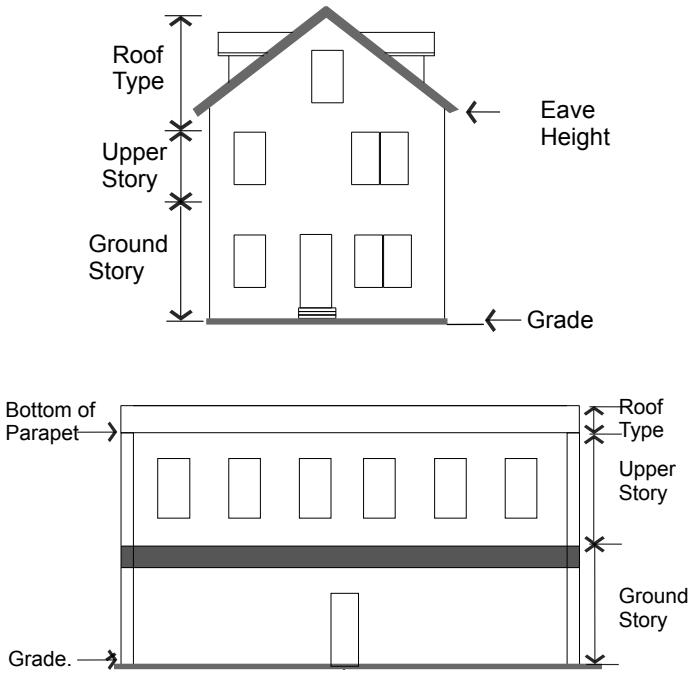


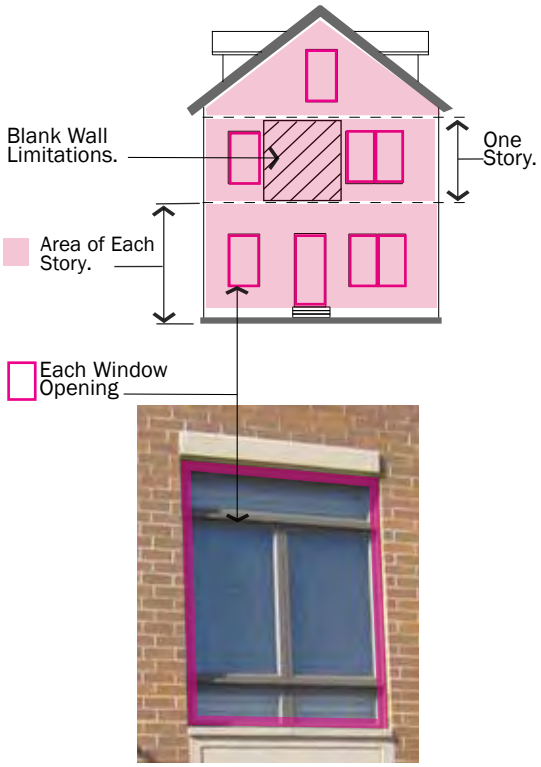
Figure 5.2 (3). Measuring Height

(3) Required Occupied Space. The area(s) of a building that shall be designed as occupied space, defined as interior building space regularly occupied by the building users. It does not include storage areas, utility space, or parking.

4. Street Facade Requirements

The following explains the line item requirements for each Building Type Table 5.3 through 5.8, within the fourth section of each table entitled "Street Facade Requirements". Street Facade Requirements apply only to facades facing a public or private right-of-way. The rear or interior side yard facades are not required to meet these standards unless otherwise stated.

Measuring Ground Floor Transparency on a Storefront base.



Measuring Transparency on Each Story.

Figure 5.2 (4). Measuring Transparency.

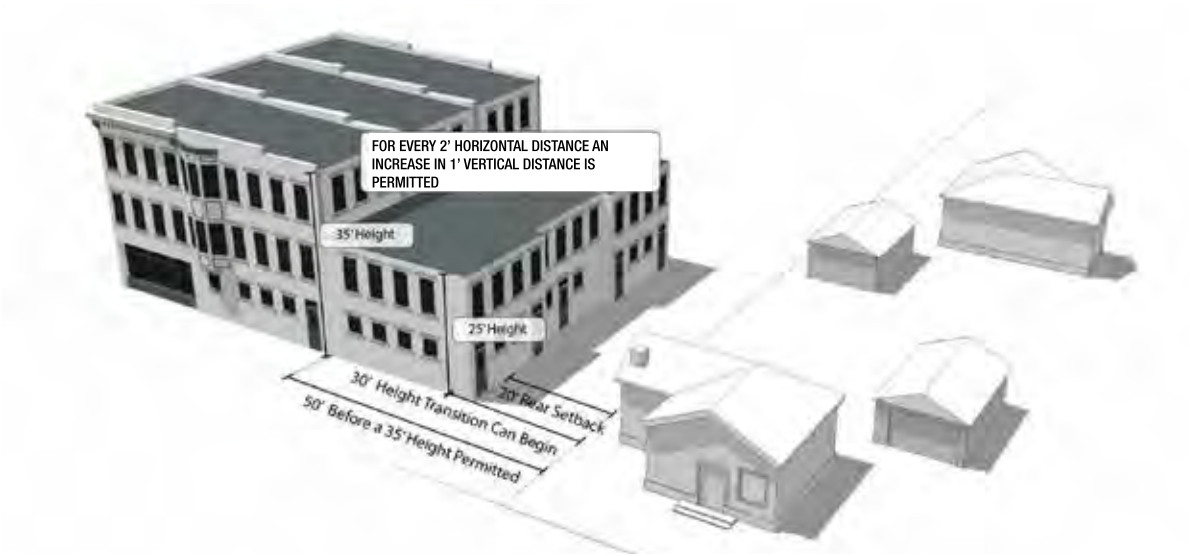


Figure 5.2 (5). Transitions from Yard Buildings

(1) Minimum Ground Story and Upper Floor Transparency. (Refer to Figure 5.2 (4), Measuring Transparency). The minimum amount of transparency required on street facades with street frontage.
   (a) Transparency is any glass in windows and/or doors, including any mullions, that is highly transparent with low reflectance.
   (i) Ground Story Transparency, when defined separately from the overall minimum transparency, shall be measured between two feet and eight feet from the average grade at the base of the front facade.
   (ii) A general Minimum Transparency requirement shall be measured from floor to floor of each story.

(2) Blank Wall Limitations. A restriction of the amount of windowless area permitted on a facade with street frontage. If required, the following shall both be met for each story:
   (a) No rectangular area greater than 30% of a story's facade, as measured from floor to floor, may be windowless;
   (b) No horizontal segment of a story's facade greater than 15 feet in width may be windowless, unless approved by the Planning Commission.
   (3) Entrance Type. The Entrance Type(s) permitted for the entrance(s) of a given Building Type. A mix of permitted Entrance Types may be utilized. Refer to 5.9 Entrance Types for definition of and additional requirements for each Entrance Type.

(4) Principal Entrance Location. The facade on which the primary (pedestrian) building entrance is to be located.

(5) Required Number of Street Entrances. The minimum number of and maximum spacing between pedestrian entrances on the ground floor building facade with street frontage.

(6) Vertical Facade Divisions. The use of a vertically oriented expression line or form to divide the facade into increments no greater than the dimension shown, as measured along the base of the facade. Elements may include a column, pilaster, or other continuous vertical ornamentation a minimum of one and a half inch depth.

(7) Horizontal Facade Divisions. The use of a horizontally oriented expression line or form to divide portions of the facade into horizontal divisions. Elements may include a cornice, belt course, molding, string courses, or other continuous horizontal ornamentation a minimum of one and a half inch depth.

5. Roof Type

The following explains the line item requirements for each Building Type Table in Sections 5.3 through 5.8, within the fifth section entitled "Roof Types".

(1) Permitted Roof Type. The roof type(s) permitted for a given Building Type. Refer to 5.10. Roof Types for more specific requirements.

(2) Tower. A vertical building extension that may be permitted in conjunction with another roof type on certain Building Types. Refer to 5.10. Roof Types.

5.0 Building Types

5.3 Storefront Building

1. Description & Intent

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

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

This building is available in a variety of intensities, depending on the district within which it is located.

2. Regulations

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

Building Type	PERMITTED DISTRICTS & OVERLAY SUBDISTRICTS						
	Districts					Overlays	
	Historic Core	Downtown Village	Downtown Corridor	Mixed-use Airport	Mixed-use Retail	Neighborhood Support	ALL OTHER DISTRICTS (REFER TO TABLE 5.1(1).)
(1) Building Siting Refer to Figure 5.3 (1).							
Multiple Principle Buildings	permitted						
(a) Front Sidewalk Coverage	85%	80%	80%	80%		80%	80% [1]
Occupation of Corner	required						
(b) Front Build-to-Zone	0' to 5'	0' to 5'	0' to 10'	0' to 10'		0' to 20'	0' to 5'
(c) Corner Build-to Zone	0' to 5'	0' to 5'	0' to 10'	0' to 10'		0' to 15'	0' to 5'
(d) Min SIde Yard Setback	0'	0'	0'	0'		10'	0'
(e) Min Rear Yard Setback	5'	5'	5'	5'		15'	5'
(f) Min Lot Width Max Lot Width	none none	none none	none none	none none		none none	none none
(g) Parking & Loading Location	rear & side yard	rear & side yard[1]	rear yard	rear & side yard		rear & side yard[1]	rear & side yard[1]
(i) Vehicular Access	Alley only; if no alley exists, 1 driveway is permitted per non-Primary Façade, or as approved by the Planning Commission						
(2) Height Refer to Figure 5.3 (2).							
(j) Minimum Overall Height	3 story	2 story	1 story	1 story		2 story	1 story
(k) Maximum Overall Height	5 stories [2]	4 stories [2]	4 stories [2]	3 stories [4]		3 stories [2]	3 stories [2]
(l) Ground Story: Minimum Height Maximum Height	14' 20' [3]	14' 20' [3]	14' 20' [3]	14' 25' [3]		12' 20' [3]	14' 20' [3]
(m) Upper Stories: Minimum Height Maximum Height	9' 14'	9' 14'	9' 14'	9' 14'		9' 14'	9' 14'
(3) Uses Refer to Figure 5.3 (2). Refer to 4.0 Uses for permitted uses.							
(n) Ground Story	retail, service, office, hotel	any permitted uses	retail, service, office, hotel	retail, service, office, hotel		any permitted uses	any permitted uses
(o) Upper Story	any permitted use						
(p) Parking within Building	permitted fully in any basement and in rear of upper floors						
(q) Required Occupied Space	30' deep on all full floors measured from the front facade						
(4) Street Facade Requirements Refer to Figure 5.3 (3).							
(r) Minimum Ground Story Transparency Measured between 2' and 8' above grade	75%	65%	65%	75%		65%	65% front & corner side only
(s) Minimum Transparency per each Story	15%	15%	15%	15%		15%	15%
(t) Blank Wall Limitations	**required, see 5.2.4 (2)**						
(u) Front Facade Entrance Type	storefront, arcade			storefront, arcade		storefront, arcade	storefront, arcade
Principal Entrance Location	front facade	front facade	front facade	front facade		front or corner facade	front or corner facade
Required Number of Street Entrances (Minimum)	1 per each 75' of front facade	1 per each 75' of front facade	1 per each 75' of front facade	1 per each 75' of front facade		1 per each 75' of front facade	1 per each 100' of front facade
Vertical Facade Divisions	every 30' of facade width	every 30' of facade width	every 50' of facade width	every 50' of facade width		every 30' of facade width	every 50' of facade width
Horizontal Facade Divisions	required within 3' of the top of the ground story, and every fifth floor above the first floor						
(v) **(5) Roof Type Requirements** Refer to Figure 5.3 (3).							
Permitted Roof Types	parapet, pitched, flat			parapet, pitched, flat, gambrel, gable		parapet, pitched, flat	
Tower	permitted	permitted	permitted	permitted		prohibited	permitted

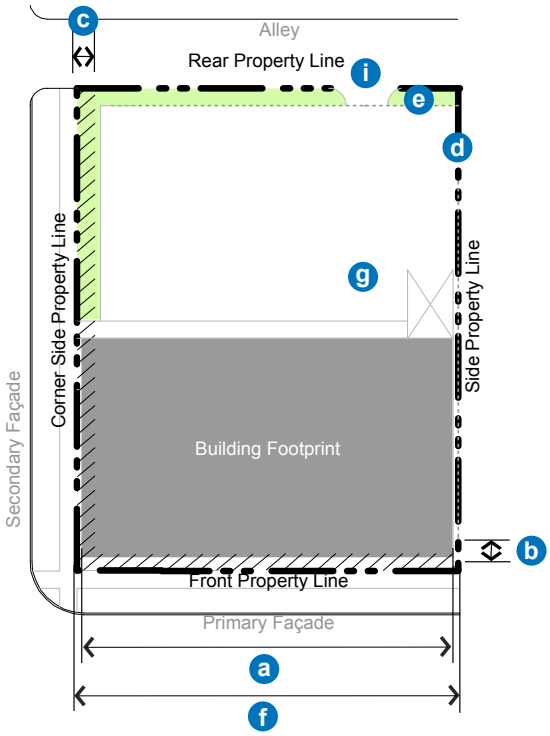
Notes

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

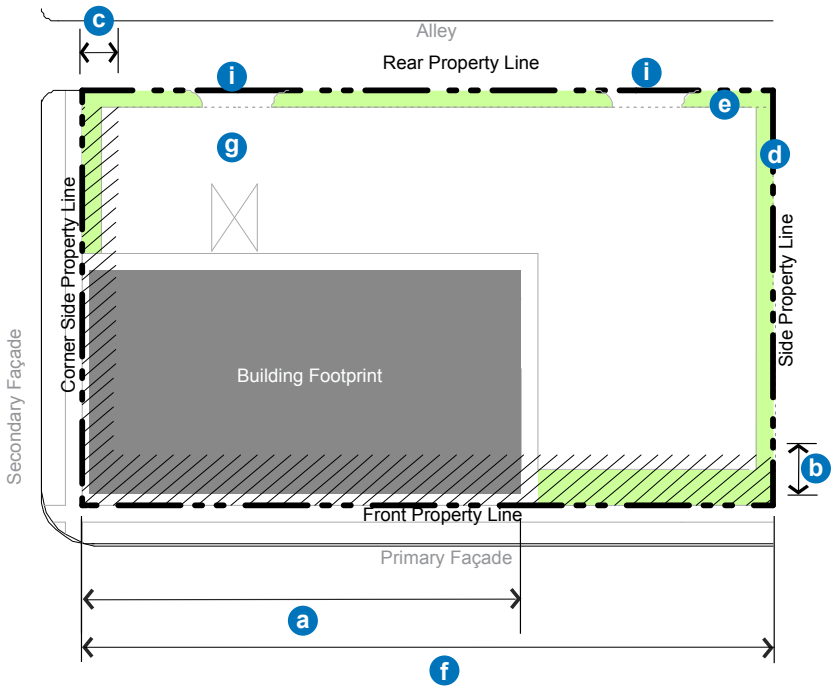
[2] Above the third story, the upper stories of any building facade with street frontage shall have a step back from the lower stories that is a minimum of six feet.

[3] If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

[4] Airport flight pattern restrictions may futher limit building height.



Typical Site Plan



Site Plan with Side Yard Parking "Core"

Figure 5.3 (1). Storefront Building: Building Siting.

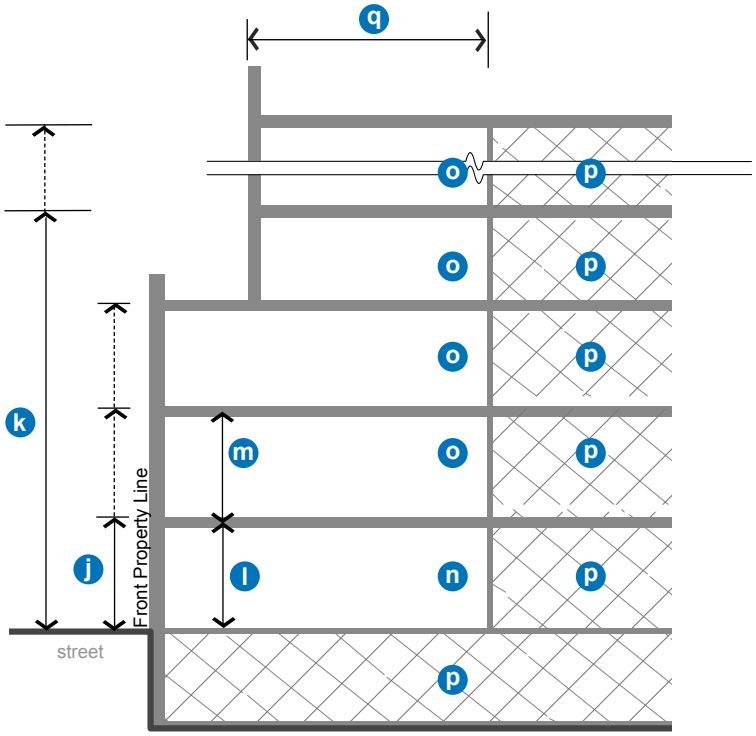


Figure 5.3 (2). Storefront Building: Height & Use Requirements.

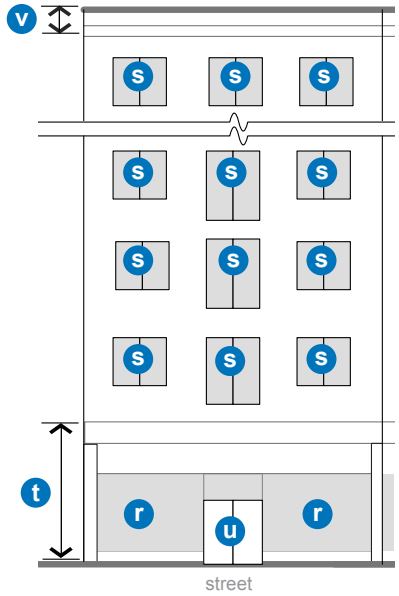


Figure 5.3 (3). Storefront Building: Street Facade Requirements.

5.4 General Stoop Building

1. Description & Intent

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

2. Regulations

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

		Permitted Districts & Overlay Subdistricts			
		Historic Core	Downtown Village	Neighborhood Support	All Other Districts
	(1) Building Siting Refer to Figure 5.4 (1).				
a	**Multiple Principal Buildings**	not permitted	not permitted	not permitted	permitted
	Front Sidewalk Coverage	80% [1]	80% [1]	80% [1]	80%
b	**Occupation of Corner**	required	required	required	required
c	**Front Build to Zone**	0' to 10'	0' to 15'	0' to 15'	0' to 10'
d	**Corner Build to Zone**	0' to 10'	0' to 15'	0' to 15'	0' to 10'
e	**Minimum Side Yard Setback**	0'	0'	5' to 10'	0'
f	**Minimum Rear Yard Setback**	5'	5'	5'	5'
	Minimum Lot Width **Maximum Lot Width**	none none	none none	none none	none none
g	**Parking & Loading Location**	rear & side yard	rear & side yard	rear & side Yard	rear & side yard
i	**Vehicular Access**	Alley; if no alley exists, 1 driveway is permitted per non-Primary Façade	Alley; if no alley exists, 1 driveway is permitted per non-Primary Façade	Alley; if no alley exists, 1 driveway is permitted per non-Primary Façade	Alley; if no alley exists, 1 driveway is permitted street
	(2) Height Refer to Figure 5.4 (2).				
	Minimum Overall Height	2 story	2 story	2 story	1 story
j	**Maximum Overall Height**	5 stories [3]	4 stories [3]	3 stories [3]	3 stories [3]
k	**All Stories: Minimum Height**	9'	9'	9'	9'
l	**Maximum Height**	14'	14'	14'	14'
	(3) Uses Refer to Figure 5.4 (2). Refer to 4.0 Uses for permitted uses.				
	All Stories	**any permitted use**			
n	**Parking within Building**	**permitted fully in basement and in rear of upper floors**			
p	**Required Occupied Space**	**30' deep on all full floors from the front facade**			
q	**(4) Street Facade Requirements** Refer to Figure 5.4 (3).				
	Minimum Transparency per each Story	35%	35%	15%	15%
r	**Blank Wall Limitations**	**required, see 5.2.4 (2)**			
t	**Front Facade Entrance Type**	stoop, porch, storefront	stoop, porch, storefront	stoop, porch, storefront	stoop, porch storefront
u	**Principal Entrance Location**	front facade	front facade	front facade	front or corner facade
	Required Number of Street Entrances	1 per each 75' of front facade	1 per each 75' of front facade	1 per each 40' of front facade	1 per each 100' of front facade
	Vertical Facade Divisions	every 50' of facade width	every 25' of facade width	every 25' of facade width	every 75' of facade width
	Horizontal Facade Divisions	**required within 3' of the top of any visible basement and of the ground story**			
	(5) Roof Type Requirements Refer to Figure 5.4 (3).				
v	**Permitted Roof Types**	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat
w	**Tower**	permitted	permitted		permitted

Notes

[1] A courtyard covering up to 35% of the front facade is permitted and may contribute to the Front Lot Line Coverage requirement.

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

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

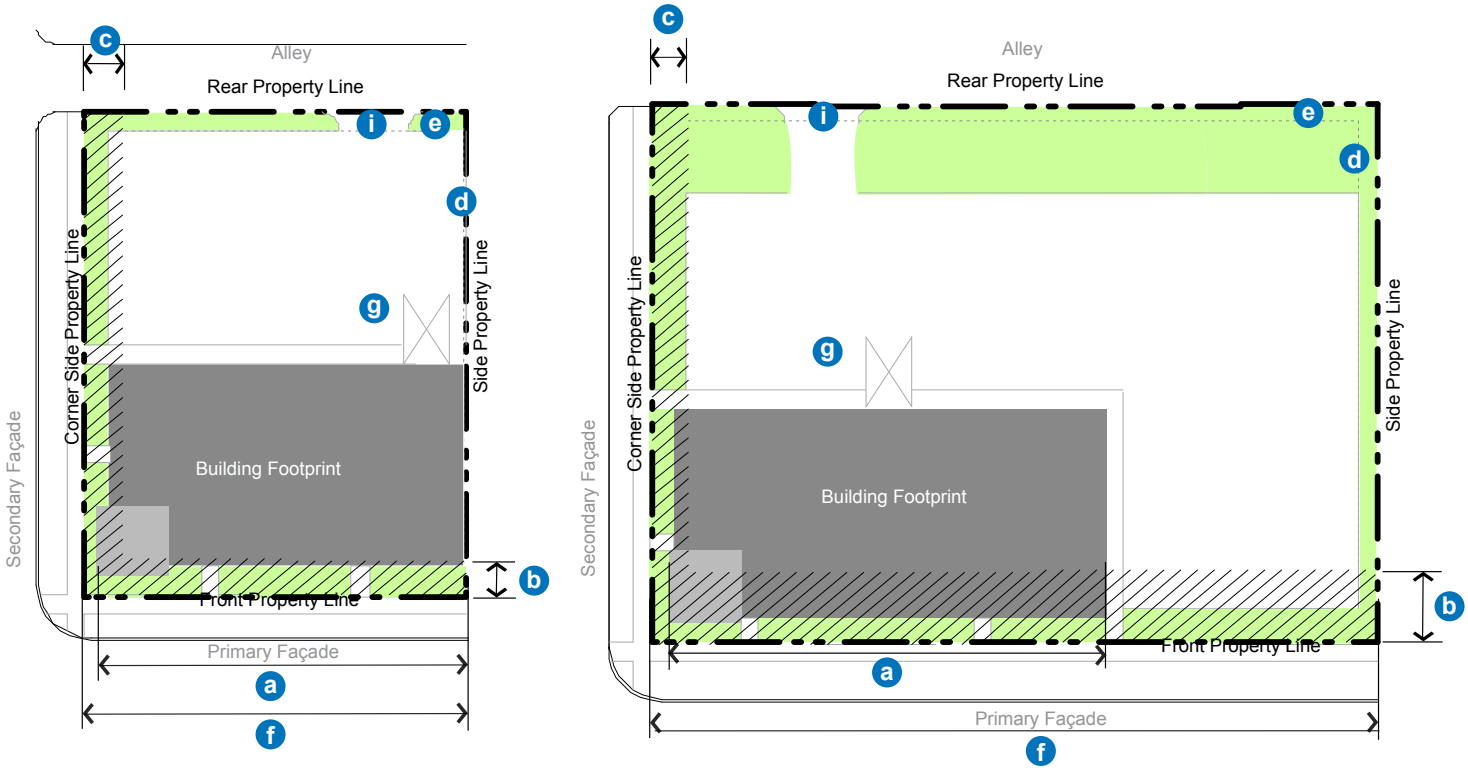


Figure 5.4 (1). General Stoop Building: Building Siting.

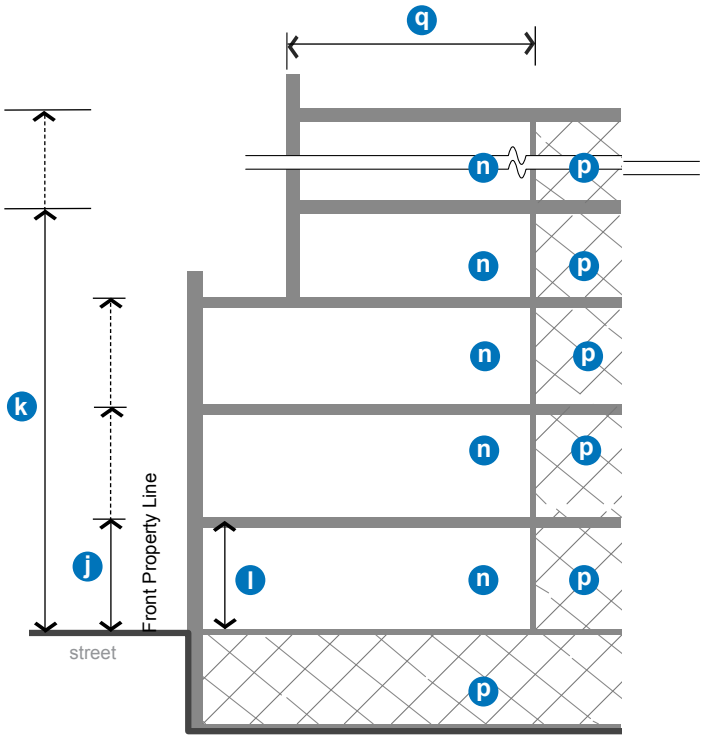


Figure 5.4 (2). General Stoop Building: Height & Use Requirements.

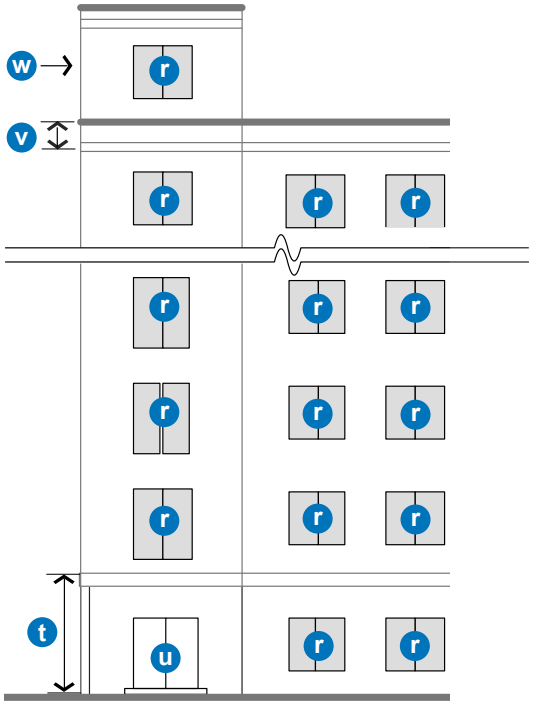


Figure 5.4 (3). General Stoop Building: Street Facade Requirements.

5.0 Building Types

5.5 Large Format Building

1. Description & Intent

The Large Format Building Type permits a large building footprint with a ground floor storefront facade. The minimum sized building footprint of the Large Format Building Type is 35,000 total square feet. If a building is to have a smaller footprint than the minimum 35,000 sf requirement than it will not be considered or approved as a Large Format Building.

This building type is usually provided only single certificate of occupancy, and is commonly referred to as a "big-box structure."

This Building Type is still intended to be built close to the front and corner property lines allowing easy access to passing pedestrians and transit riders, and continuing the fabric of the Storefront Building Type. Parking may be provided in the rear of the lot, internally in the building, or one double loaded aisle of parking is permitted in the interior or the side yard at the front property line. The minimum and maximum heights of this Building Type depend on the district or overlay district within which it is located.

2. Regulations

Regulations for the Large Format Building Type are defined in the adjacent table.

	Permitted Districts & Overlay Subdistricts	
	Public Facilities & Recreation	All Other Permitted Districts
(1) Building Siting Refer to Figure 5.5 (1).		
Multiple Principal Buildings	not permitted	not permitted
Front Sidewalk Coverage	75%	75%
Occupation of Corner	required	required
Front Build to Zone	0' to 15'	0' to 15'
Corner Build to Zone	0' to 10'	0' to 10'
Minimum Side Yard Setback	5'	5'
Minimum Rear Yard Setback	5'	5'
Parking & Loading	rear & side yard [1]	rear & side yard [1]
Vehicular Access	From alley; if no alley exists, maximum 1 driveway per street frontage	From alley; if no alley exists, maximum 1 driveway per street frontage
(2) Height Refer to Figure 5.5 (2).		
Minimum Overall Height	1 story	1 story
Maximum Overall Height	3 stories	3 stories
Ground Story: Minimum Height Maximum Height	14' 24' [2]	14' 24' [2]
Upper Stories: Minimum Height Maximum Height	12' 14'	12' 14'
(3) Uses Refer to Figure 5.5 (2). Refer to 4.0 Uses for permitted uses.		
Ground Story	retail, fitness, recreation/ entertainment uses if permitted in district	retail, fitness, recreation/ entertainment uses if permitted in district
Upper Story	retail, fitness, recreation/ entertainment uses if permitted in district	retail, fitness, recreation/ entertainment uses if permitted in district
Parking within Building	permitted fully in basement and in rear of all floors, permitted fully on upper stories.	permitted fully in basement and in rear of all floors, permitted fully on upper stories.
Required Occupied Space	50' deep on all full floors from the front facade	50' deep on all full floors from the front facade
(4) Street Facade Requirements Refer to Figure 5.5 (3).		
Minimum Ground Story Transparency Measured between 2' and 8' above grade	65% front & corner side facades only	65% front & corner side facades only
Minimum Transparency per each Story	15%	15%
Blank Wall Limitations	required, see 5.2.4 (2)	required, see 5.2.4 (2)
Front Facade Entrance Type	storefront, stoop	storefront, stoop
Principal Entrance Location	front or corner facade	front or corner facade
Required Number of Street Entrances	1 per 100' of facade; 1 per 150' of facade	1 per 100' of facade; 1 per 150' of facade
Vertical Facade Divisions	every 60' of facade width	every 60' of facade width
Horizontal Facade Divisions	required within 3' of the top of the ground story for all buildings over 2 stories	required within 3' of the top of the ground story for all buildings over 2 stories
(5) Roof Type Requirements Refer to Figure 5.15.		
Permitted Roof Types	parapet, pitched, flat	parapet, pitched, flat
Tower	permitted	permitted

Notes

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

[2] If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

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5.6 Civic Building

1. Description & Intent

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

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

2. Regulations

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

	Permitted Districts & Overlay Subdistricts	
	Historic Core	All Districts
(1) Building Siting Refer to Figure 5.6 (1).		
Multiple Principal Buildings	permitted	permitted
b Front Sidewalk Coverage	40%	40%
c d Occupation of Corner	required if open space is not provided between building & property line.	required if open space is not provided between building & property line.
e Front Setback	5’	5’
f Corner Setback	0’	0’
Minimum Side Yard Setback	5’	5’
Minimum Rear Yard Setback	5’	5’
g Minimum Lot Width Maximum Lot Width	50’ none	50’ none
i Parking & Loading	rear & side yard	rear & side yard
Vehicular Access	From alley; if no alley exists, 1 driveway per street frontage	From alley; if no alley exists, 1 driveway per street frontage
j **(2) Height** Refer to Figure 5.6 (2).		
k Minimum Overall Height	2 story	1 story
l Maximum Overall Height	5 stories	3 stories
All Stories: Minimum Height Maximum Height	9’ 20’ [2]	9’ 20’ [2]
n **(3) Uses** Refer to Figure 5.6 (2). Refer to 4.0 Uses for permitted uses.		
p All Stories	limited to civic & institutional uses only	limited to civic & institutional uses only
q Parking within Building	permitted fully in basement and in rear of upper floors	permitted fully in basement and in rear of upper floors
Required Occupied Space	30’ deep on all full floors from the front facade	30’ deep on all full floors from the front facade
r **(4) Street Facade Requirements** Refer to Figure 5.6 (3).		
t Minimum Transparency per each Story	25%	25%
Blank Wall Limitations	required, see 5.2.4 (2)	required, see 5.2.4 (2)
u Front Facade Permitted Entrance Type	arcade, stoop	arcade, stoop
Principal Entrance Location	front or corner facade	front or corner facade
Required Number of Primary Street Entrances	1 per 100’ of facade	1 per 100’ of facade
Vertical Facade Divisions	not required	not required
Horizontal Facade Divisions	not required	not required
v **(5) Roof Type Requirements** Refer to Figure 5.6 (3).		
w Permitted Roof Types	parapet, pitched, flat; other roof types are permitted by Conditional Use	parapet, pitched, flat; other roof types are permitted by Conditional Use
Tower	permitted	permitted

Notes

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

[2] If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

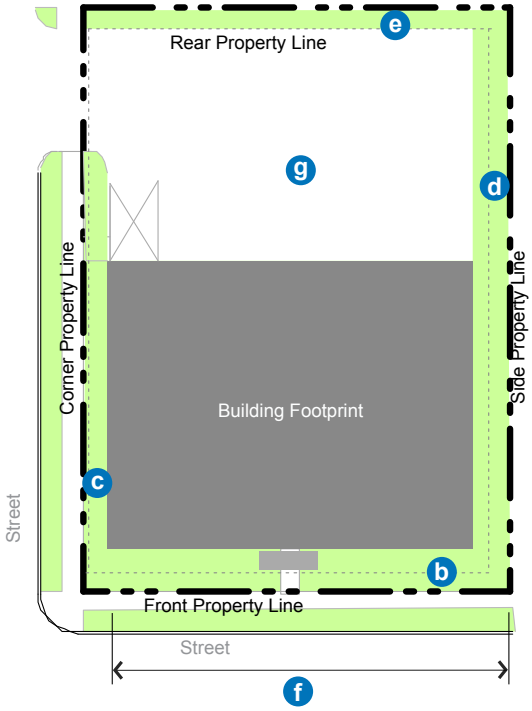

Figure 5.6 (1). Civic Building: Building Siting

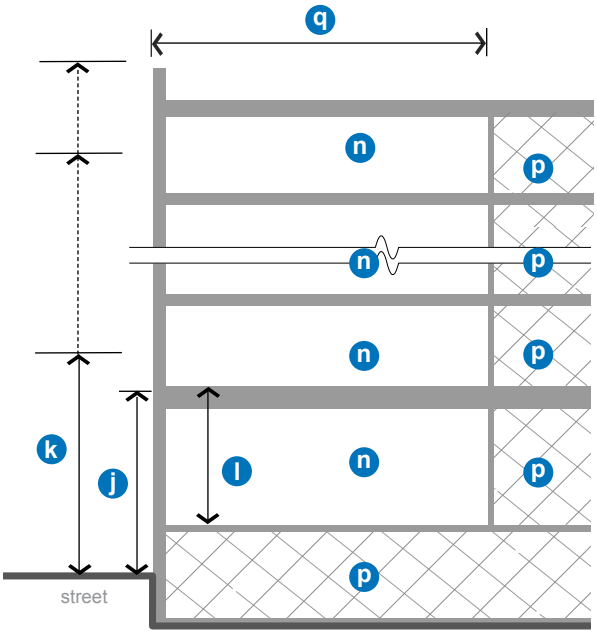

Figure 5.6 (2). Civic Building: Height and Use Requirements

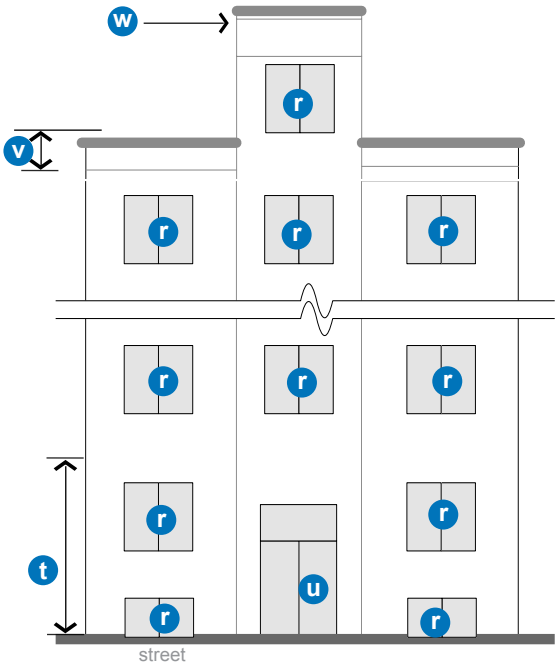

Figure 5.6 (3). Civic Building: Street Facade Requirements

5.7 Parking Structure

1. Description & Intent

Parking Structures are encouraged in an effort to reduce the quantity of surface parking and achieve an more urban environment in the appropriate areas. When proposed adjacent to a street or open space, first floors shall be designed to accommodate active non-parking uses.

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

2. Regulations

Regulations for the Parking Structure type are defined in the adjacent table.

	Permitted Districts & Overlay Subdistricts
	All Permitted Districts
(1) Building Siting Refer to Figure 5.7 (1).	
Multiple Principal Buildings	not permitted
Front Sidewalk Coverage	75%
Occupation of Corner	required
Front Build to Zone	0' to 15'
Corner Build to Zone	0' to 10'
Minimum Side Yard Setback	5'
Minimum Rear Yard Setback	5'
Maximum Lot Width	400'
Parking & Loading	rear & side yard
Vehicular Access	From alley; if no alley exists, maximum 2 driveway per street frontage unless approved by Planning Commission
(2) Height Refer to Figure 5.7 (2).	
Minimum Overall Height	1 story
Maximum Overall Height	3 stories
Ground Story: Minimum Height Maximum Height	14' 24' [1]
Upper Stories: Minimum Height Maximum Height	8' Floor to Floor, Minimum 7'6" Clearance 14'
(3) Uses Refer to Figure 5.7 (2). Refer to 4.0 Uses for permitted uses.	
Ground Story	all permitted uses
Upper Story	parking
Parking within Building	permitted
Required Occupied Space	none
(4) Street Facade Requirements Refer to Figure 5.7 (3).	
Minimum Ground Story Transparency Measured between 2' and 8' above grade	65%
Minimum Transparency per each Story	15%
Blank Wall Limitations	required, see 5.2.4 (2)
Front Facade Entrance Type	storefront, stoop
Principal Entrance Location	front or corner facade
Required Number of Street Entrances	1 per 100' of facade;
Vertical Facade Divisions	every 60' of facade width
Horizontal Facade Divisions	required within 3' of the top of the ground story for all buildings over 2 stories
(5) Roof Type Requirements Refer to Figure 5.7 (3).	
Permitted Roof Types	parapet, pitched, flat
Tower	permitted

[1] If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

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5.8 Limited Bay

1. Description & Intent

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

2. Regulations

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

	Permitted Districts & Overlay Subdistricts
	All Permitted Districts
(1) Building Siting Refer to Figure 5.8 (1).	
Multiple Principal Buildings	not permitted
a Front Sidewalk Coverage	75%
Occupation of Corner	required
b Front Build to Zone	0' to 15'
c Corner Build to Zone	0' to 15'
d Minimum Side Yard Setback	5'
e Minimum Rear Yard Setback	5'
f Minimum Lot Width Maximum Lot Width	50' 200'
g Parking & Loading	rear & side yard
h Street Facade Service Bay Entrance	limited to one per street facade, maximum width 18'
i Vehicular Access	From alley; if no alley exists, maximum 1 driveway per street frontage
(2) Height Refer to Figure 5.8 (2).	
j Minimum Overall Height	1 story
k Maximum Overall Height	3 stories
l Ground Story: Minimum Height Maximum Height	14' 24' [2]
m Upper Stories: Minimum Height Maximum Height	9' 14'
(3) Uses Refer to Figure 5.8 (2). Refer to 4.0 Uses for permitted uses.	
n Ground Story	retail, service, office, craftsman industrial
o Upper Story	any permitted use
p Parking within Building	permitted fully in basement and in rear of upper floors plus one service bay width at ground floor
q Required Occupied Space	30' deep on all full floors from the front facade
(4) Street Facade Requirements Refer to Figure 5.8 (3).	
r Minimum Ground Story Transparency Measured between 2' and 8' above grade	50% , Service Bay door shall be transparent
s Minimum Transparency per each Story	15%
Blank Wall Limitations	required, see 5.2.4 (2)
t Front Facade Entrance Type	storefront, stoop
u Principal Entrance Location	front or corner facade
Required Number of Street Entrances	1 per 100' of facade; service bay door not included; 1 per 150' of facade
Vertical Facade Divisions	every 60' of facade width
Horizontal Facade Divisions	required within 3' of the top of the ground story for all buildings over 2 stories
(5) Roof Type Requirements Refer to Figure 5.8 (3).	
v Permitted Roof Types	parapet, pitched, flat
Tower	permitted

Notes

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

[2] If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

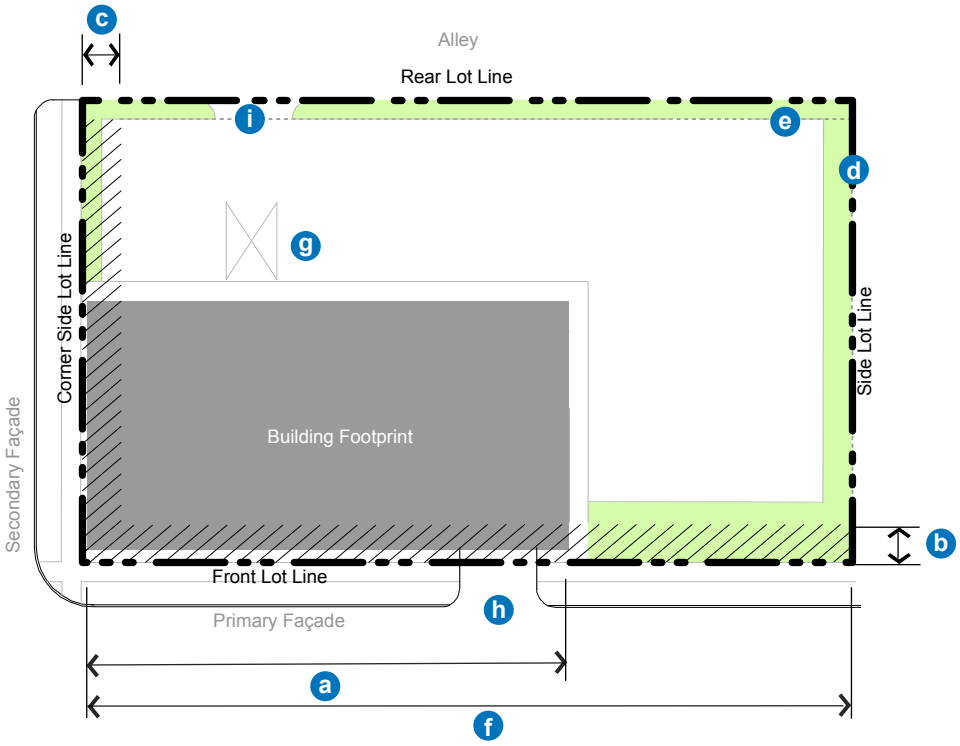


Figure 5.8 (1). Limited Bay Building: Building Siting.

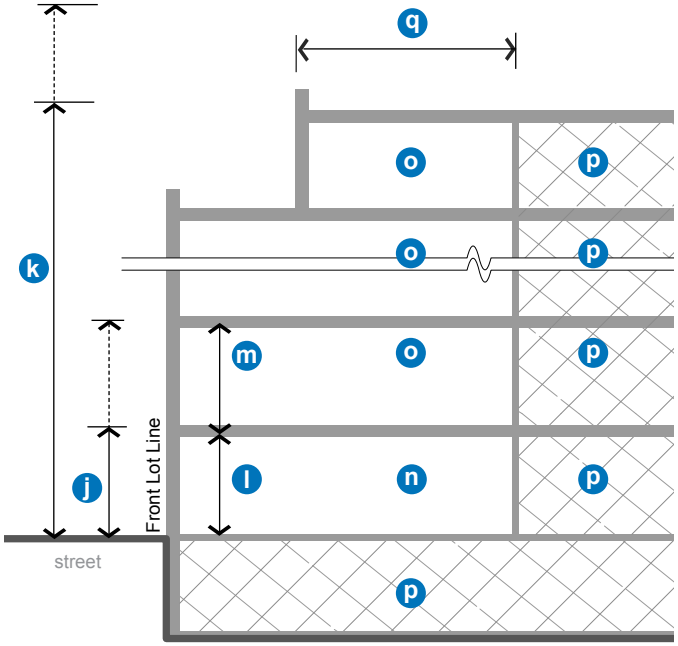


Figure 5.8 (2). Limited Bay Building: Height & Use Requirements.

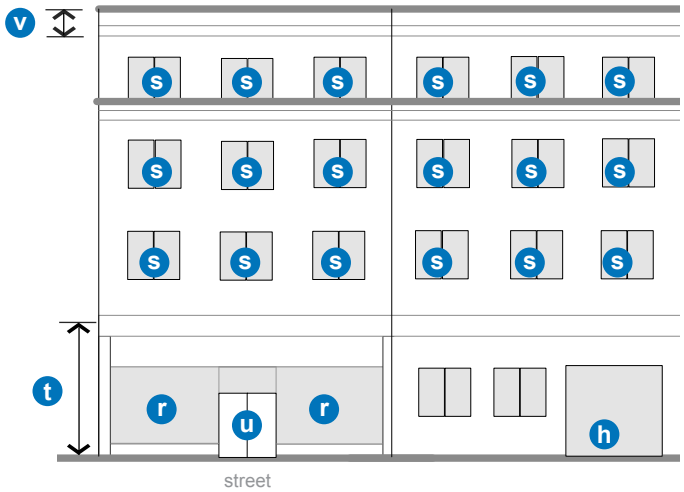


Figure 5.8 (3). Limited Bay Building: Street Facade Requirements.

5.0 Building Types

5.9 Row Building

1. Description & Intent

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

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

2. Regulations

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

		Permitted Districts & Overlay Subdistricts				
		Historic Core	Downtown Village	Downtown Corridor	Neighborhood Support	All Districts
	(1) Building Siting Refer to Figure 5.9 (1).					
	Multiple Principal Buildings	permitted	permitted	permitted	permitted	permitted
	Front Sidewalk Coverage	65% [2]	65%[2]	65%[2]	65%[2]	65%[2]
	Occupation of Corner	required	required	required	required	required
a	Front Build to Zone	0' to 10'	0' to 15'	0' to 10'	5' to 15'	0' to 10'
	Corner Build to Zone	0' to 10'	0' to 10'	0' to 10'	5' to 10'	0' to 10'
b	Minimum Side Yard Setback	0' per unit; 10' between buildings	0' per unit; 15' between buildings	0' per unit; 15' between buildings	0' per unit; 15' between buildings	0' per unit; 15' between buildings
c	Minimum Rear Yard Setback	5'	10' [3]	5'	15' [3]	15' [3]
d	Minimum Unit Width	18' per unit maximum of 10 units per building	18' per unit maximum of 6 units per building	18' per unit maximum of 6 units per building	20' per unit maximum of 8 units per building	18' per unit maximum of 6 units per building
e	Maximum Building Width					
f	Parking	rear yard	rear yard	rear yard	rear yard	rear yard
g	Vehicular Access	From alley; if no alley exists, 1 driveway per building per street frontage. From alley on Main Street, or any other connector street typology unless to provide access to one individual single family home .				
i	**(2) Height** Refer to Figure 5.9 (2).					
	Minimum Overall Height	2 story	2 stories	2 stories	2 story	2 story
j	Maximum Overall Height	5 stories	3.5 stories	4 stories	3 stories	3.5 stories
k	Ground Story: Minimum Height	9'	9'	9'	9'	9'
	Maximum Height	14'	14'	14'	14'	14'
l	Upper Stories: Minimum Height	9'	9'	9'	9'	9'
	Maximum Height	11'	11'	11'	11'	11'
	(3) Uses Refer to Figure 5.9 (2). Refer to 4.0 Uses for permitted uses.					
n	Ground Story	residential, retail, service, office, limited craftsman industrial	residential, retail, service, office, limited craftsman industrial	residential, retail, service, office, limited craftsman industrial	residential, retail, service, office	residential, service, office
o	Upper Story	residential only				
p	Parking within Building	permitted fully in basement and in rear of all floors				
q	Required Occupied Space	30' deep on all full floors from the front facade				
	(4) Street Facade Requirements Refer to Figure 5.9 (3).					
r	Minimum Transparency per each Story	15% [4]	15%	15%	15%	15%
	Blank Wall Limitations	**required, see 5.2.4 (2)**				
t	Front Facade Permitted Entrance Type	stoop, porch, limited storefront [5]	stoop, porch, limited storefront [5]	stoop, porch, limited storefront [5]	stoop, porch, limited storefront [5]	stoop, porch, limited storefront [5]
u	Principal Entrance Location per Unit	front or corner side facade				
	Vertical Facade Divisions	not required				
	Horizontal Facade Divisions	for buildings over 3 stories, required within 3' of the top of any visible basement or ground story				
v	**(5) Roof Type Requirements** Refer to Figure 5.9 (3).					
	Permitted Roof Types	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat	parapet, pitched, flat
	Tower	permitted	permitted	permitted	prohibited	permitted

Notes:

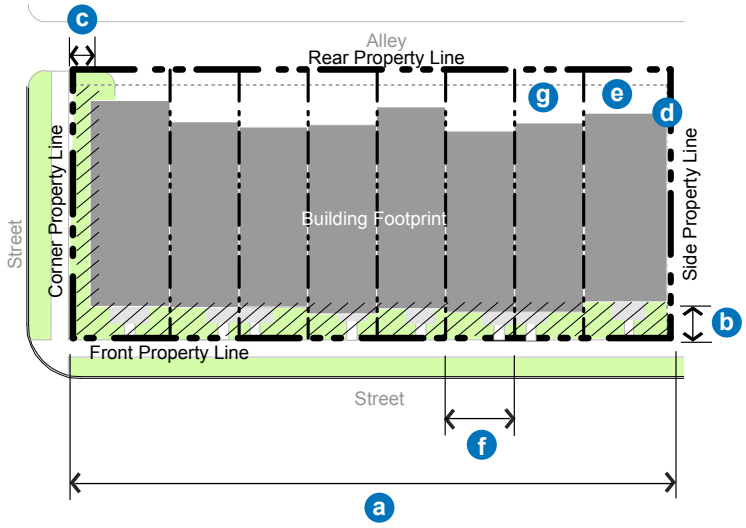
[1] For the purposes of the Row Building, a building consists of a series of units. When permitted, multiple buildings may be located on a lot with the minimum required space between them. However, each building shall meet all requirements of the Building Type unless otherwise noted.

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

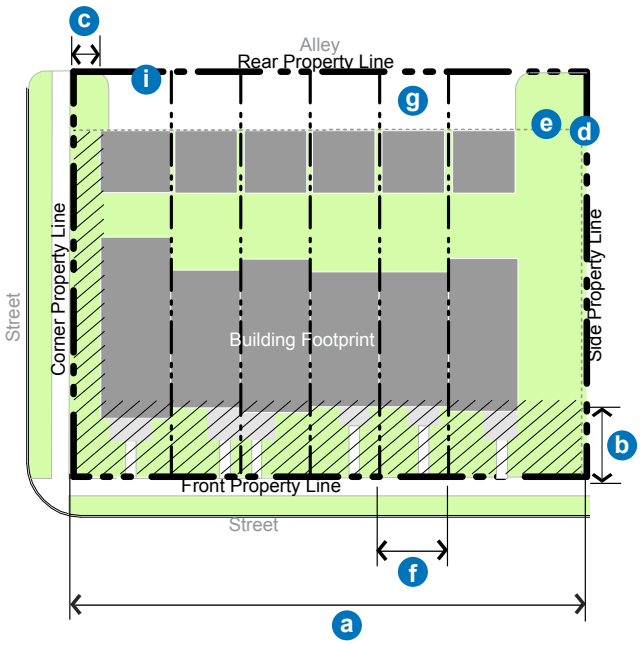
[3] Rear yard setback on alleys is five feet.

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

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



Site Plan with Rear Access Attached Garage



Site Plan with Rear Yard & Detached Garage

Figure 5.9 (1) Row Building: Building Siting

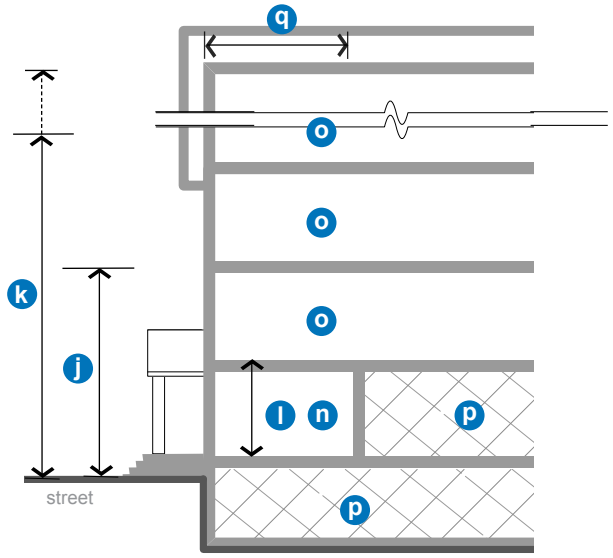


Figure 5.9 (2). Row Building: Height & Use Requirements

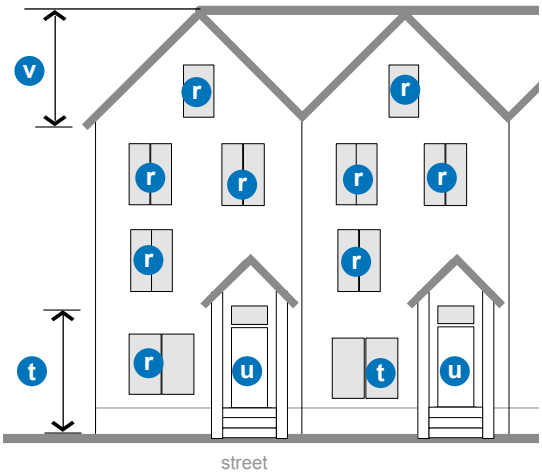


Figure 5.9 (3). Row Building: Street Facade Requirements

5.0 Building Types

5.10 Yard Building

1. Description & Intent

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

The Yard Building can be utilized in newly developing locations or for infill development within the existing fabric of the traditional residential neighborhoods.

For more information on existing Yard Buildings or, "detached single family homes," and how this code applies please reference Section 10.4. of this document.

2. Regulations

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

(1) The front façade shall comprise of no less than seventy percent (70%) of active living space.

(2) The minimum permitted square footage of a Yard Building for new construction is 700 square feet.

		Permitted Districts & Overlay Subdistricts		
		Residential Community	Residential Agriculture Overlay	All Other Districts
	(1) Building Siting Refer to Figure 5.10 (1).			
	Multiple Principal Buildings	prohibited	prohibited	prohibited
a	Front Sidewalk Coverage	65% [1]	65% [1]	65% [1]
	Occupation of Corner	required	required	required
b	Front Setback	15' [2]	30' [2]	15' [2]
c	Corner Setback	8'	20'	8'
d	Minimum Side Yard Setback	5'	20'	5'
e	Minimum Rear Yard Setback	15' [3]	30' [3]	15' [3]
f	Minimum Lot Width Maximum Lot Width [6]	80' 100'	150' no maximum	49' 80'
g	Parking	rear or side yard	rear or side yard	rear or side yard
i	Vehicular Access	From alley; if no alley exists, 1 driveway per street frontage	From alley; if no alley exists, 1 driveway per street frontage	From alley; if no alley exists, 1 driveway per street frontage
	(2) Height Refer to Figure 5.10 (2).			
j	Minimum Overall Height	1.5 story [4]	1.5 story [4]	1.5 story [4]
k	Maximum Overall Height	2.5 stories	2.5 stories	2.5 stories
l	Ground Story: Minimum Height Maximum Height	9' 14'	9' 14'	9' 14'
n	Upper Stories: Minimum Height Maximum Height	9' 11'	9' 11'	9' 11'
p	**(3) Uses** Refer to Figure 5.10 (2). Refer to 4.0 Uses for permitted uses.			
	All Stories	residential [5]	residential [5]	residential [5]
q	Parking within Building	permitted with rear or side facade garage door access	permitted with rear or side facade garage door access	permitted with rear or side facade garage door access
r	Required Occupied Space	25' deep on all full floors from the front facade	25' deep on all full floors from the front facade	25' deep on all full floors from the front facade
t	**(4) Street Facade Requirements** Refer to Figure 5.10 (3).			
u	Minimum Transparency per each Story	15%	15%	15%
	Blank Wall Limitations	required, see 5.2.4 (2)	required, see 5.2.4 (2)	required, see 5.2.4 (2)
	Front Facade Entrance Type	stoop, porch	stoop, porch	stoop, porch
	Principal Entrance Location per Unit	front, corner, or corner side facade	front, corner, or corner side facade	front, corner, or corner side facade
v	Required Number of Street Entrances	1	1	1
	Vertical Facade Divisions	not required	not required	not required
	Horizontal Facade Divisions	not required	not required	not required
	(5) Roof Type Requirements Refer to Figure 5.10 (3).			
	Permitted Roof Types	All roof types permitted		
	Tower	not permitted	not permitted	not permitted

Notes

[1] When multiple buildings are located on a single lot, each building shall meet the front property line coverage requirement, except one of every three buildings may front a courtyard with a minimum width of 30 feet. The courtyard shall be defined on three sides by units. Refer to Figure 5.10 (4)

[2] Front facing garages, carports, and all other parking surfaces and structures permitted shall be set back a minimum of 4' from the primary facade, and 30' from front property line.

[3] Rear yard setback for detached garages on alleys is five feet.

[4] If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

[5] This does not include home occupation secondary uses which are permitted on all floors.

[6] Each of the two lots resulting from a lot split is permitted to exceed the maximum lot width by 10%.

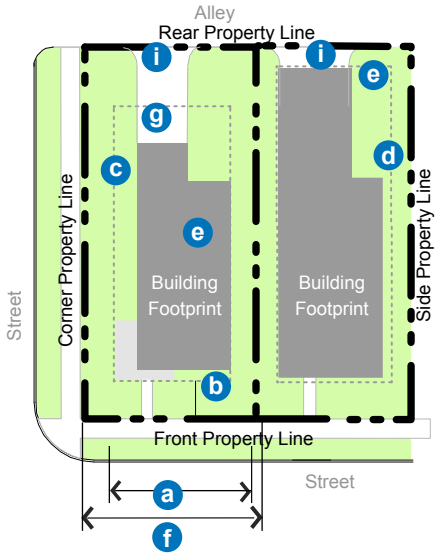


Figure 5.10 (1) Yard Building: Building Siting

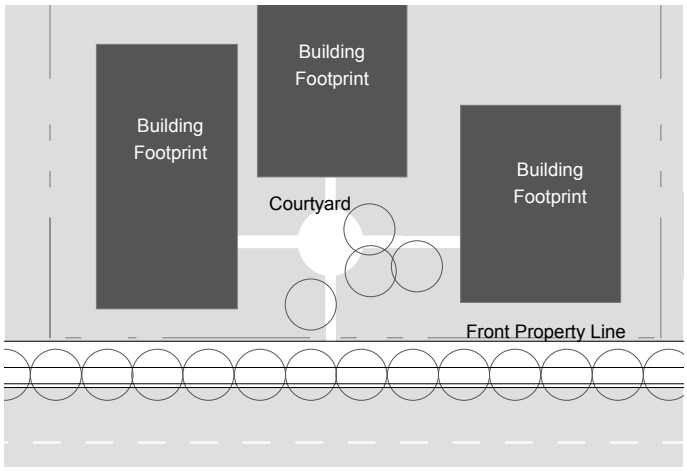


Figure 5.10 (4) Front Property Line Coverage: One of every three buildings may front a courtyard

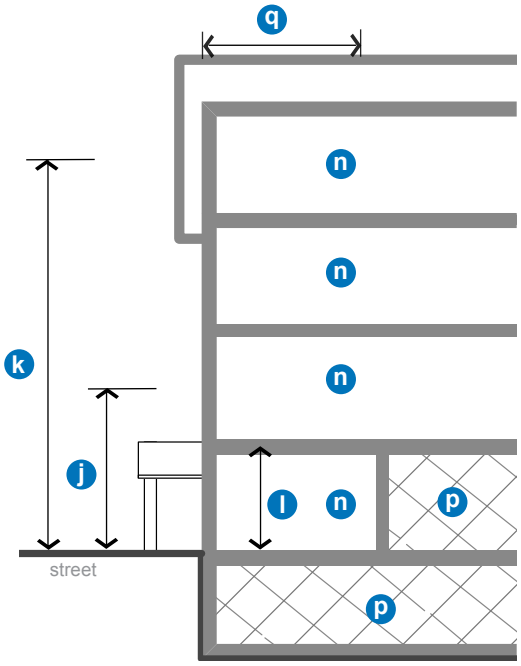


Figure 5.10 (2). Yard Building: Height and Use Requirements

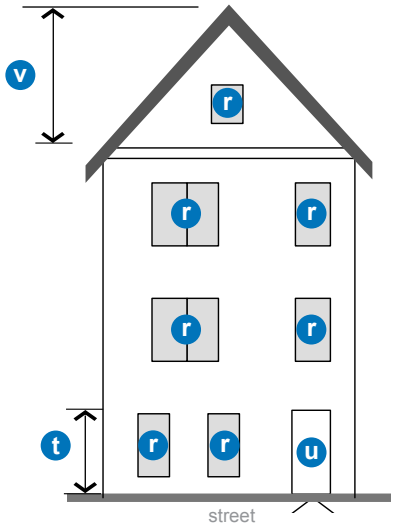


Figure 5.10 (3). Yard Building: Street Facade Requirements

5.11 Mansion Style

1. Description & Intent

The Mansion Style is a primarily residential building, incorporating a landscaped yard surrounding all sides of the building. Parking and garages are limited to the rear and side yards with preferred access at the rear property line by an alley.

The Mansion Style Building can be utilized to add variety to the avaliable housing stock within Heber City and its residential neighborhoods, while also being context appropriate in scale, architectural character, site layout, etc.

2. Regulations

Regulations for the Mansion Style Type are defined below and in the adjacent table. This building type shall be percieved as a single family residence, through materials, massing, entrance locations and projections and roof line.

(1) One entrance per primary facade shall project a minimum of 5' from other entrances, with this entrance acting as a percieved primary entrance.

(2) Direct access from the public right-of-way to every unit's primary entrance by means of a 3' wide (minimum) paved path is required.

(3) No primary entrances are permitted on the rear facade of the structure.

(4) For each primary unit entrance a stoop or porch is required.

(5) Detached and attached garages are not permitted on the front facade or on the side facade when a residentil unit's primary entrance faces the side yard.

	Permitted Districts
	All Districts
(1) Building Siting Refer to Figure 5.13 (1).	
Multiple Principal Buildings	not permitted
Front Sidewalk Coverage	65%
Occupation of Corner	Permitted w/ Corner Facade
Front Build to Zone	15'
Corner Build to Zone	not required
Minimum Side Yard Setback	10'
Minimum Rear Yard Setback	20'
Minimum Lot Width Maximum Lot Width	50' 140'
Parking	Side and rear yard
Vehicular Access	From alley; if no alley exists, maximum 1 curb cut & access drive/driveway per street frontage
(2) Height Refer to Figure 5.13 (2).	
Minimum Overall Height	1 story
Maximum Overall Height	2.5 stories [1]
Ground Story: Minimum Height Maximum Height	9' 14'
Upper Stories: Minimum Height Maximum Height	9' 14'
(3) Uses Refer to Figure 5.5 (2). Refer to 4.0 Uses for permitted uses.	
All Stories	Residential
Parking within Building	permitted fully in basement and in rear of all floors.
Required Occupied Space	25' deep on all full floors from the front facade
(4) Street Facade Requirements Refer to Figure 5.13 (3).	
Minimum Transparency per each Story	15%
Blank Wall Limitations	required, see 5.2.4 (2)
Front Facade Entrance Type	stoop, or porch required for each unit
Principal Entrance Location	front or corner facade
Pedestrian Street Entrance	1 per unit
Vertical Facade Divisions	not required
Horizontal Facade Divisions	not required
(5) Roof Type Requirements Refer to Figure 5.13 (3).	
Permitted Roof Types	parapet, pitched, flat
Tower	not permitted

Notes

[1] Each building shall meet all requirements of the Building Type.

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

[3] Rear yard setback for detached garages on alleys is five feet.

Figure 5.11 (1). Mansion Style: Alley Access

Figure 5.11 (2). Mansion Style: Drive Approach

5.0 Building Types

5.12 Adaptive Reuse

1. Description & Intent

Many of the existing buildings within Heber City have the potential to be reworked into a new use. The historic character buildings could change to residential, office or other uses even if not consistent with the previous use in which it was constructed for. Adaptive reuse is encouraged with the following regulations.

2. Regulations

1. Reconstruction should attempt to retain much of the character of the existing building.
2. Lighting should reflect the historic nature of the building.
3. Windows shall emphasize the adjacent street & corners and encompass at least 40% of first story building facades.
4. Parking shall be located to the rear of the building if existing site conditions dimensions allow for it.

Notes

A. Lots wider than 140 feet are permitted one double-loaded aisle of parking (maximum width of 72 feet) or one single-loaded aisle of parking (maximum width of 44 feet), located perpendicular to the front property line, which is exempt from front property line coverage.

B. If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

Adaptive Reuse Precedents

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5.0 Building Types

5.13 Agriculture Building Type

1. Description & Intent

The Agriculture Building Type permits a large variety of agricultural related and supportive uses. This Building Type is intended to be built on a large parcel with only agricultural uses. It should be built to compliment those existing farmhouses located within and near to Heber City. These buildings should be formed in a cluster type of development model when possible and should not block the views of the surrounding landscape.

2. Regulations

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

Precedent Images

	Permitted Districts
	All Districts
(1) Building Siting Refer to Figure 5.13 (1).	
Multiple Principal Buildings	permitted
Front Sidewalk Coverage	not required
Occupation of Corner	required when cluster development is possible, not required otherwise
Front Build to Zone	not required
Corner Build to Zone	not required
Minimum Side Yard Setback	30'
Minimum Rear Yard Setback	40'
Minimum Lot Width Maximum Lot Width	150' none
Parking & Loading	side yard or 100' from property line
Vehicular Access	maximum 1 driveway per street frontage or per every 200' of street frontage
(2) Height Refer to Figure 5.13 (2).	
Minimum Overall Height	1 story
Maximum Overall Height	3 stories [1]
Ground Story: Minimum Height Maximum Height	14' 24'
Upper Stories: Minimum Height Maximum Height	10' 24'
(3) Uses Refer to Figure 5.5 (2). Refer to 4.0 Uses for permitted uses.	
Ground Story	agriculture & farm associated uses & activities, no retail
Upper Story	agriculture & farm associated uses & activities, no retail
(4) Street Facade Requirements Refer to Figure 5.13 (3).	
Minimum Ground Story Transparency	Not Applicable
Minimum Transparency	Not Applicable
Blank Wall Limitations	Not Applicable
Principal Entrance Location	front or corner facade
Required Number of Street Entrances	1 per 150' of facade
Vertical Facade Divisions	every 100' of facade width
Horizontal Facade Divisions	required within 30' starting at grade
(5) Roof Type Requirements Refer to Figure 5.13 (3).	
Permitted Roof Types	pitched, gambrel,
Tower	prohibited

[1] If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

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5.14 Entrance Types.

Entrance type standards apply to the ground story and visible basement of front facades of all Building Types as defined in this Section. Refer to the Building Type Table Requirements, Sections 5.3 through 5.13.

1. General.

The following provisions apply to all entrance types.

(1) Intent. To guide the design of the ground story of all buildings to relate appropriately to pedestrians on the street. Treatment of other portions of the building facades is detailed in each Building Type standard (refer to Building Types 5.3 through 5.13).

(2) Applicability. The entire ground story street-facing facade(s) of all buildings shall meet the requirements of at least one of the permitted entrance types, unless otherwise stated.

(3) Measuring Transparency. Refer to 5.2 Explanation of Building Type Table Standards, for information on measuring building transparency.

(4) Visible Basements. Visible basements, permitted by entrance type, are optional. The visible basement shall be a maximum of one-half the height of the tallest story.

2. Storefront Entrance Type.

(Refer to Figure 5.14 (1)). The Storefront entrance type is a highly transparent ground story treatment designed to serve primarily as the display area and primary entrance for retail or service uses.

(1) Transparency. Minimum transparency is required per Building Type.

(2) Elevation. Storefront elevation shall be between zero and two feet above sidewalk.

(3) Visible Basement. A visible basement is not permitted.

(4) Horizontal Facade Division. Horizontally define the ground story facade from the upper stories.

(5) Entrance. All entries shall be recessed from the front facade closest to the street.

(a) Recess shall be a minimum of three feet and a maximum of eight feet deep, measured from the portion of the front facade closest to the street.

(b) When the recess falls behind the front build-to zone, the recess shall be no wider than eight feet.

3. Arcade Entrance Type.

(Refer to Figure 5.14 (2)). An Arcade entrance type is a covered pedestrian walkway within the recess of a ground story.

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

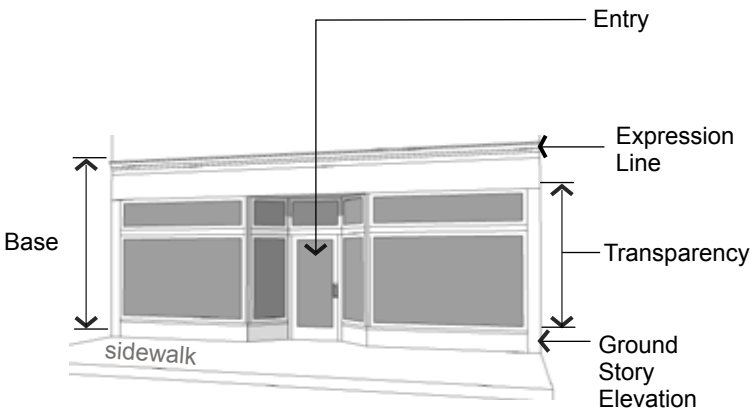


Figure 5.14 (1). Storefront Entrance Type

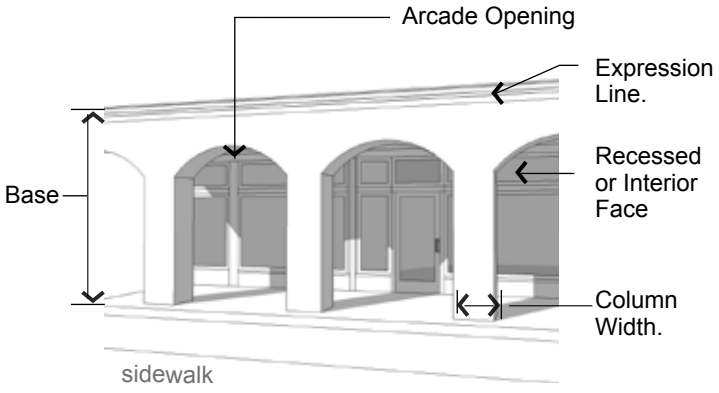


Figure 5.14 (2). Arcade Entrance Type

(2) Build-to Zone. When the Arcade is utilized, the outside face of the Arcade shall be considered the front facade, located within the required build-to zone.

(3) Recessed or Interior Facade. Storefront entrance type is required on the recessed ground story facade.

(4) Column Spacing. Columns shall be spaced between ten feet and 18 feet on center.

(5) Column Width. Columns shall be a minimum of 1'-8" and a maximum 2'-4" in width.

(6) Arcade Opening. Opening shall not be flush with interior arcade ceiling and may be arched or straight.

(7) Horizontal Facade Division. Horizontally define the ground story facade from the upper stories.

(8) Visible Basement. A visible basement is not permitted.

4. Stoop Entrance Type.

(Refer to Figure 5.14 (3)). A stoop is an unroofed, open platform.

(1) Transparency. Minimum transparency is required per Building Type.

(2) Stoop Size. Stoops shall be a minimum of three feet deep and six feet wide.

(3) Elevation. Stoop elevation shall be located a maximum of 2'-6" above the sidewalk without visible basement and a maximum of 4'-6" above the sidewalk with a visible basement.

(4) Visible Basement. A visible basement is permitted and shall be separated from the ground story by an expression line.

(5) Entrance. All entries shall be located off a stoop.

5. Porch Entrance Type.

(Refer to Figure 5.14 (4)). A porch is a raised, roofed platform that may or may not be enclosed on all sides. If enclosed, the space shall not be climate controlled.

(1) Transparency.
  (a) Minimum transparency per Building Type is required.
  (b) If enclosed, a minimum of 40% of the enclosed porch shall be comprised of highly transparent, low reflectance windows.

(2) Porch Size. The porch shall be a minimum of five feet deep and eight feet wide.

(3) Elevation. Porch elevation shall be located a maximum of 2'-6" above the sidewalk without a visible basement and a maximum of 4'-6" above the sidewalk with a visible basement.

(4) Visible Basement. A visible basement is permitted.

(5) Height. Porch may be two stories to provide a balcony on the second floor.

(6) Entrance. All entries shall be located off a porch. Porch access may be achieved through stairs, and/or an ADA accessible ramp.

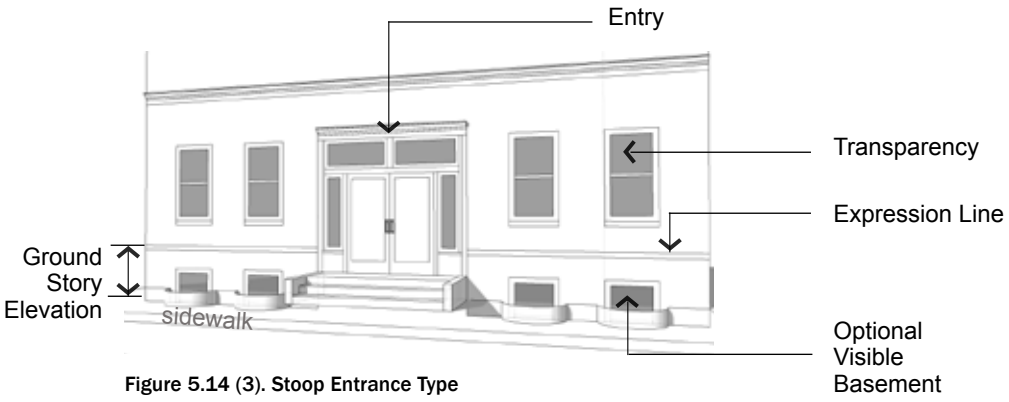


Figure 5.14 (3). Stoop Entrance Type

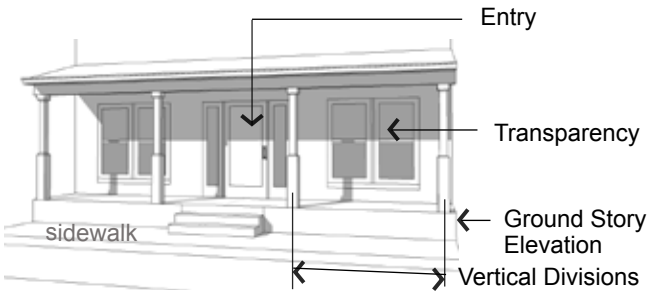


Figure 5.14 (4). Porch Entrance Type

5.0 Building Types

5.15 Roof Types.

Roof type standards apply to the roof and cap of all Building Types as defined in this Section. Refer to the Building Type Table Requirements, Sections 5.3 through 5.13.

1. General Provisions.

The following provisions apply to all roof types.

(1) Intent. To guide the design of the cap of all buildings.

(2) Applicability. All buildings shall meet the requirements of one of the roof types permitted for the Building Type.

(3) Measuring Height. Refer to Section 5.2.2 for information on measuring building height.

(4) Other Roof Types. Other building caps not listed as a specific type may be made by a request to the Planning Commisson with the following requirements:
   (a) The roof type shall not create additional occupiable space beyond that permitted by the Building Type.
   (b) The shape of the Roof Type shall not be significantly different from those defined in this section 5.15 Roof Types, i.e. a dome, spire, vault.
   (c) The building shall warrant a separate status within the community from the fabric of surrounding buildings, with a correspondence between the form of the roof type and the meaning of the building use.

2. Parapet Roof Type.

(Refer to Figure 5.15 (1), Parapet Roof Type). A parapet is a low wall projecting above a building's roof along the perimeter of the building. It can be utilized with a flat or low pitched roof and also serves to limit the view of roof-top mechanical systems from the street.

(1) Parapet Height. Height is measured from the top of the upper story to the top of the parapet.
   (a) Minimum height is two feet with a maximum height of six feet.
   (b) The parapet shall be high enough to screen the roof and any roof appurtenances from view of the street(s).

(2) Horizontal Expression Lines. An expression line shall define the parapet from the upper stories of the building and shall also define the top of the cap.

(3) Occupied Space. Occupied space shall not be incorporated behind this roof type.

3. Pitched Roof Type.

(Refer to Figure 5.15 (2), Pitched Roof Type). This roof type has a sloped or pitched roof. Slope is measured with the vertical rise divided by the horizontal span or run.

(1) Pitch Measure. The roof may not be sloped less than a 4:12 (rise:run) or more than 16:12.
   (a) Slopes less than 4:12 are permitted to occur on second story or higher roofs. (Refer to Figure 5.15 (2) - Low Pitched Roof).

(2) Configurations.
   (a) Hipped, gabled, and combination of hips and gables with or without dormers are permitted.
   (b) Gambrel and mansard roofs are not permitted.

(3) Parallel Ridge Line. A gabled end or perpendicular ridge line shall occur at least every 100 feet of roof when the ridge line runs parallel to the front lot line. (Refer to Figure 5.15 (3). Parallel Ridge Line).

(4) Roof Height. Roofs without occupied space and/or dormers shall have a maximum height on street-facing facades equal to the maximum floor height permitted for the Building Type.

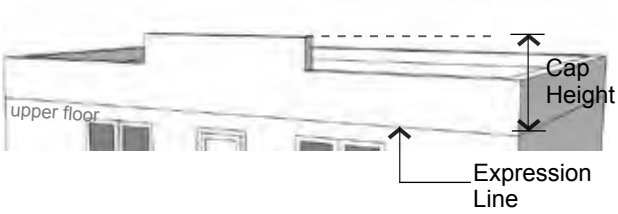


Figure 5.15 (1). Parapet Roof Type

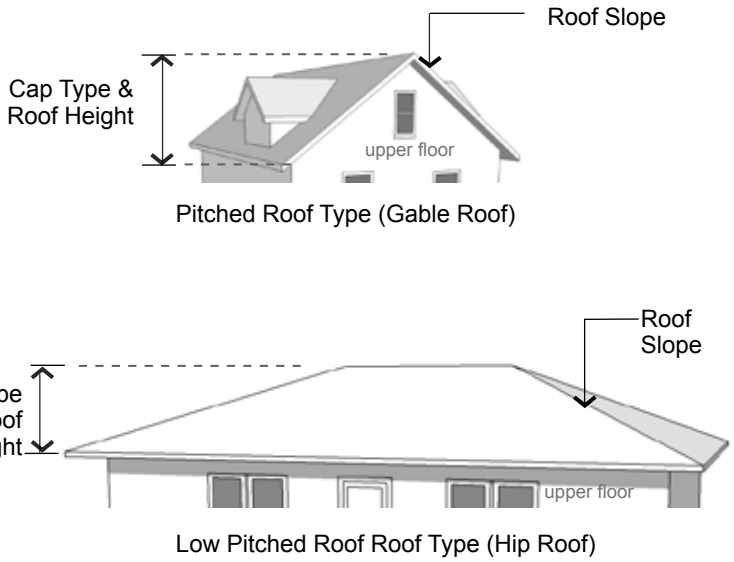


Figure 5.15 (2). Pitched Roof Type

(5) Occupied Space. Occupied space may be incorporated behind this roof type.

4. Flat Roof Type.

(Refer to Figure 5.15 (4). Flat Roof Type). This roof type has a flat roof with overhanging eaves.

(1) Configuration. Roofs with no visible slope are acceptable. Eaves are required on all street facing facades.

(2) Eave Depth. Eave depth is measured from the building facade to the outside edge of the eave. Eaves shall have a depth of at least 14 inches.

(3) Eave Thickness. Eave thickness is measured at the outside edge of the eave, from the bottom of the eave to the top of the eave. Eaves shall be a minimum of eight inches thick.

(4) Interrupting Vertical Walls. Vertical walls may interrupt the eave and extend above the top of the eave with no discernible cap.
   (a) No more than one-half of the front facade can consist of an interrupting vertical wall.
   (b) Vertical walls shall extend no more than four feet above the top of the eave.

(3) Occupied Space. Occupied space shall not be incorporated behind this roof type.

5. Towers.

(Refer to Figure 5.15 (5) Tower). A tower is a rectilinear or cylindrical, vertical element, that must be used with other roof types.

(1) Quantity. All Building Types, with the exception of the Civic Building, are limited to one tower per building.

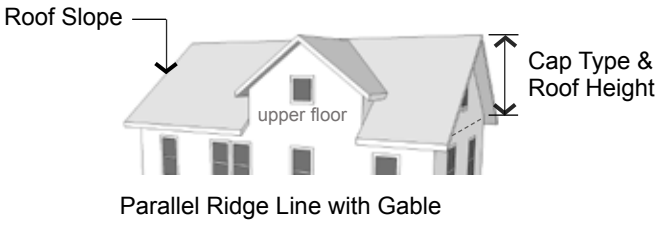


Figure 5.15 (3). Parallel Ridge Line

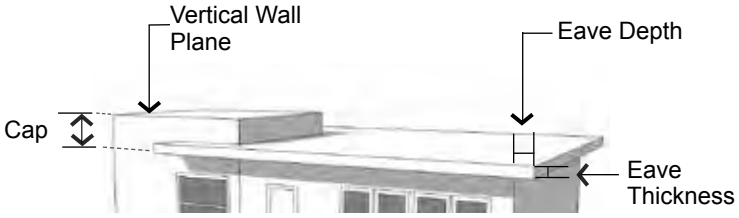


Figure 5.15 (4). Flat Roof Type

(2) Tower Height. Maximum height, measured from the top of the parapet or eave to the top of the tower, is the equivalent of the height of one upper floor of the building to which the tower is applied.

(3) Tower Width. Maximum width along all facades is one-third the width of the front facade or 30 feet, whichever is less.

(4) Horizontal Expression Lines. An expression line shall define the tower from the upper stories, except on single family or attached house residential Building Types.

(5) Occupied Space. Towers may be occupied by the same uses allowed in upper stories of the Building Type to which it is applied.

(6) Application. May be combined with all other roof types.

(7) Tower Cap. The tower may be capped by the parapet, pitched, low pitched, or flat roof roof types, or the spire may cap the tower.

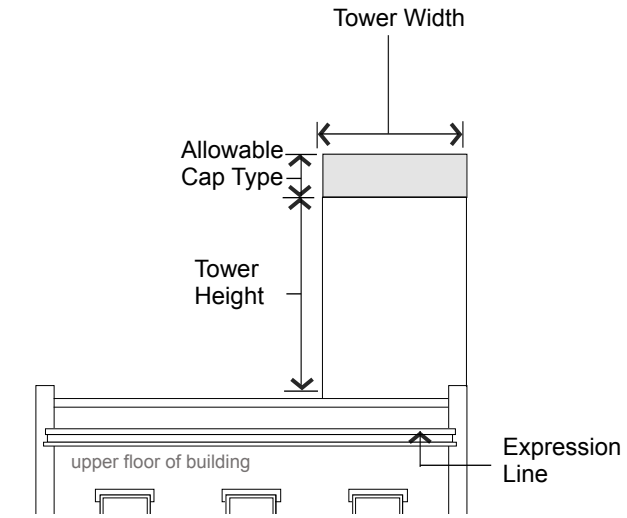


Figure 5.15 (5). Tower

5.16 Additional Design Requirements.

The following outlines the district design guidelines that affect a building's appearance and district cohesiveness. They improve the physical quality of buildings, enhance the pedestrian experience, and protect the character of the neighborhood.

1. Materials and Color.

(1) Primary Facade Materials. 80% of each facade shall be constructed of primary materials. For facades over 100 square feet, more than one material shall be used to meet the 80% requirement.
   (a) Permitted primary building materials include high quality, durable, natural materials, such as stone, brick; wood lap siding; fiber cement board lapped, shingled, or panel siding; glass. Other high quality synthetic materials may be approved during the site plan process with an approved sample and examples of successful, high quality local installations. Refer to Figure 5.16 (1).

Primary Materials: Brick

Primary Materials: Stone

Primary Materials: Painted Wood

Figure 5.16 (1). Primary Materials.

(2) Secondary Facade Materials. Secondary materials are limited to details and accents and include concrete, wood, metal, gypsum reinforced fiber concrete for trim and cornice elements; metal or concrete for beams, lintels, trim, and ornamentation, and exterior architectural metal panels and cladding.
   (a) Exterior Insulation and Finishing Systems (EIFS) is permitted for trim only or on upper floor facades only.

(3) Roof Materials. Acceptable roof materials include 300 pound or better, dimensional asphalt composite shingles, wood shingles and shakes, metal tiles or standing seam, slate, and ceramic tile. "Engineered" wood or slate may be approved during the site plan process with an approved sample and examples of successful, high quality local installations. Refer to Figure 5.16 (2).

(4) Color. Main building colors shall be complementary to existing building stock.

(5) Appropriate Grade of Materials. Commercial quality doors, windows, and hardware shall be used on all Building Types with the exception of the Row Building and the Yard Building. Refer to Figure 5.16 (3).

2. Windows, Awnings, and Shutters.

(1) Windows. All upper story windows on all historic, residential, and mixed use buildings shall be recessed, double hung. Percent of transparency is required per Building Type.

Roof Materials: Asphalt Composite Shingles

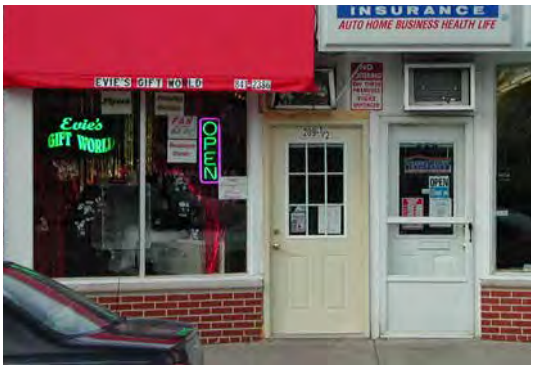
Roof Materials: Ceramic Tile

Figure 5.16 (2). Roof Materials.

(2) Awnings. All awnings shall be canvas or metal or wood. Plastic awnings are not permitted. Awning types and colors for each building face shall be coordinated. Refer to Figure 5.16 (4).

(3) Shutters. If installed, shutters, whether functional or not, shall be sized for the windows. If closed, the shutters shall not be too small for complete coverage of the window. Shutters shall be wood. "Engineered" wood may be approved by the City Planner or Designee during the site plan process with an approved sample and examples of successful, high quality local installations.

Permitted Awnings: Metal



Prohibited: Residential Grade Doors on Commercial Buildings.

Permitted Awnings: Canvas

Permitted: Commercial Grade Doors & Windows on Commercial Buildings.

Figure 5.16 (3).Commercial Grade Doors & Windows.

Prohibited Awnings: Plastic

Figure 5.16 (4). Awnings.

3. Balconies.

The following applies in all locations where balconies are incorporated into the facade design facing any street or parking lot. Refer to Figure 5.16 (5).

(1) Size. Balconies shall be a minimum of six feet deep and five feet wide.

(2) Connection to Building. Balconies that are not integral to the facade shall be independently secured and unconnected to other balconies.

(3) Facade Coverage. A maximum of 40% of the front and corner side facades, as calculated separately, may be covered with balconies, including street-facing railing and balcony structures.

4. Treatments at Terminal Vistas.

When a street terminates at a parcel, the parcel shall be occupied by one of the following:

(1) If the parcel is open space, any Open Space Type with the exception of the Pocket Park shall be utilized and a vertical element shall be terminate the view. Acceptable vertical elements include a stand or grid of trees, a sculpture, or a fountain.

(2) If the parcel is not utilized as an Open Space Type, the front or corner side of a building, whether fronting a Primary Street or not, shall terminate the view.

Figure 5.16 (7). Building Variety.

Figure 5.16 (5). Balconies Integral to Facade.

5. Building Variety.

Building design shall vary between vertical facade divisions, where required per the Building Types, and from adjacent buildings by the type of dominant material or color, scale, or orientation of that material and at least two of the following. Refer to Figure 5.16 (7) for one illustration of this requirement.

(1) The proportion of recesses and projections.

(2) The location of the entrance and window placement, unless storefronts are utilized.

(3) Roof type, plane, or material, unless otherwise stated in the Building Type requirements.

6. Drive-through Structures.

Refer to Figure 5.16 (8) for one illustration of the following requirements.

(1) Application. Drive-through structures are limited to the following Regulatory Districts (refer to Section 3.0 Districts & Overlay Subdistricts):

a. Mixed-Use Aiport District
b. Mixed-Use Retail District

(2) Structure/Canopy. Drive-through structures or canopies shall be located on the rear facade of the building or in the rear of the lot behind the building, where permitted by use. The structure shall not be visible from any Primary Street.

(3) Stacking Lanes. Stacking lanes shall be located perpendicular to the Primary Façade or behind the building.

(4) The canopy and structure shall be constructed of the same materials utilized on the building.

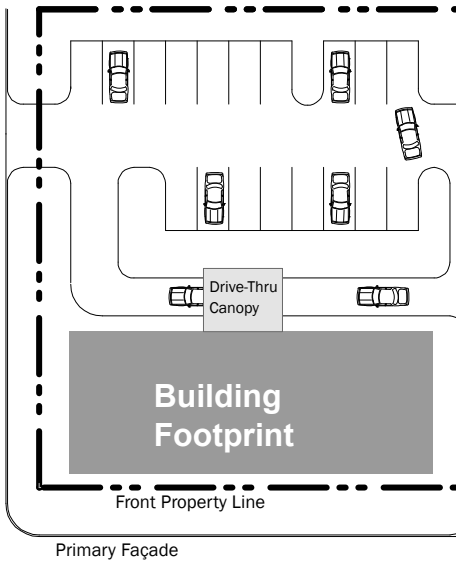


Figure 5.16 (8). Drive-Through Facility Layout.

6.0 Open Space Types

6.0 Open Space Types

6.1 General Requirements.

1. Intent.

To provide open space as an amenity that promotes physical and environmental health within the community and to provide each household with access to a variety of active and passive open space types. Refer to city's most up-to-date open space and trails master plan.

2. General Requirements.

Development of parcels over 5 acres are required to provide 10% total lot size as civic open space. Developer shall work with City to determine appropriate location of open space. For developments between 5 and 15 acres; the developer has the option subject to Planning Commission approval to make a payment in lieu of open space to Heber City. City Council shall set the per square footage fees based on the square footage amount of open space that is not being provided. For developments greater than 15 acres the civic open space must be provided on site.

(1) All open space provided within any District shall comply with one of the Open Space Types defined by 6.2 through 6.8.

(2) Access. All Open Space types shall provide public access from a vehicular right-of-way.

(3) Location. Open Space Types shall be platted as a lot or, with permission of the City, may be located within the right-of-way.

(3) Fencing. Open Space Types may incorporate fencing provided that the following requirements are met.

a. Height. Fencing shall be a maximum height of 48 inches, unless approved by the City Planner or Designee for such circumstances as proximity to railroad right-of-way and use around swimming pools, ball fields, and ball courts.

b. Type. Chain-link fencing is not permitted along any street frontage, with the exception of dedicated sports field or court fencing approved by the City Planner or Designee.

c. Spacing of Openings. Openings or gates shall be provided on every street face at key locations and intersections, and at a minimum of every 200 feet.

(4) Ownership. Open Space Types may either be publicly or privately owned. If the Open Space is privately owned, it must maintain a deed restriction or conservation easement (in the name of the HOA or a Land Trust) at time of land subdivision to preserve, in perpetuity, the land noted as Open Space on the Plat.

(5) Parking Requirements. Parking shall not be required for any Open Space Type, unless a use other than open space is determined by the City Planner or Designee.

(6) Continuity. Connections to existing or planned trails or open space types shall be made when the Open Space abuts an existing or planned trail right-of-way or other civic open space type.

3. Definition of Requirements.

The following further explains or defines the requirements included in Tables 6.2 (1) through 6.8 (1) for each Open Space Type. Refer to each table for the specific requirements of each Open Space Type.

(1) Size.

a. Minimum Size. The minimum size of the Open Space Type is measured within the parcel lines of the property.

b. Maximum Size. The maximum size of the Open Space Type is measured within the parcel lines of the property.

c. Minimum Dimension. The minimum length or width of the Open Space Type, as measured along the longest two straight lines intersecting at a right angle defining the maximum length and width of the lot. Refer to Figure 6.1 (1).

(2) Minimum Percentage of Vehicular Right-of-Way Frontage Required. The minimum percentage of the civic open space perimeter, as measured along the outer parcel line, that shall be located directly adjacent to a vehicular right-of-way, excluding alley frontage. This requirement provides access and visibility to the Open Space.

(3) Adjacent Parcels. Parcels directly adjacent to as well as directly across the street from an Open Space Type.

a. Frontage Orientation of Adjacent Parcels. The preferred orientation of the adjacent parcels' frontages to the civic open space. Front, corner side, side, and rear refers to the property line either adjacent to the Open Space or facing the Open Space across the street.

(4) Improvements. The following types of development and improvements may be permitted on an Open Space Type.

a. Designated Sports Fields Permitted. Sports fields, ball courts, or structures designated for one or more particular

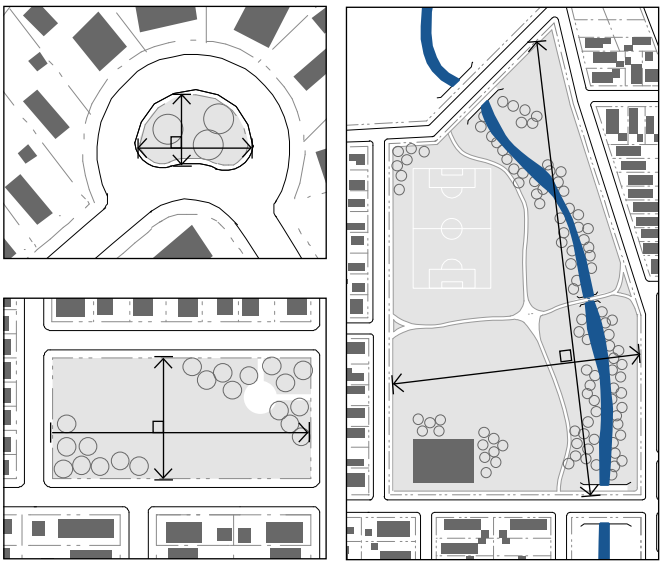


Figure 6.1 (1). Examples of Measuring the Minimum Dimension of Open Space Types.

sports including, but not limited to, baseball fields, softball fields, soccer fields, basketball courts, football fields, tennis courts, climbing walls, and skate parks are permitted.

b. Playgrounds Permitted. Playgrounds include a defined area with play structures and equipment typically for children under 12 years of age, such as slides, swings, climbing structures.

c. Fully Enclosed Structures Permitted. Fully enclosed structures may include such uses as park offices, maintenance sheds, community centers, and restrooms.
   (i) Maximum Area. For some civic open space types, fully enclosed structures are permitted, but limited to a maximum building coverage as a percentage of the open space area.
   (ii) Semi-Enclosed Structures. Open-air structures, such as gazebos, are permitted in all open space types.

d. Maximum Percentage of Open Water Body. The maximum amount of area within an Open Space Type that may be covered by an open water body, including, but not limited to, ponds, lakes, and pools.

4. Stormwater in Open Space Types.

Stormwater management practices, such as storage and retention facilities, may be integrated into Open Space Types and utilized to meet stormwater requirements for surrounding parcels.

(1) Stormwater Features. Stormwater features in civic open space may be designed as formal or natural amenities with additional uses other than stormwater management, such as an amphitheater, sports field, or a pond or pool as part of the landscape design. Stormwater features shall not be fenced and shall not impede public use of the land they occupy. Stormwater facilities shall be designed for public safety so that in the case of a storm event so that water depths are minimized.

(2) Qualified Professional. A qualified landscape design professional, such as a landscape architect or certified landscape designer, shall be utilized to incorporate stormwater features into the design of the civic open spaces.

Figure 6.2 (1). Typical Plaza.

6.2 Plaza.

1. Intent.

To provide a formal Open Space of medium scale to serve as a gathering place for civic, social, and commercial purposes. The Plaza may contain a greater amount of impervious coverage than any other Open Space Type. Special features, such as fountains and public art installations, are encouraged.

2. Plaza Requirements	
(1) Dimensions	
Minimum Size (acres)	0.05
Maximum Size (acres)	1.5
Minimum Dimension (feet)	30’
Minimum % of Vehicular ROW Frontage Required	50%; 80% building frontage required on non-street frontage
(2) Adjacent Parcels	
Permitted Districts	All
Frontage Orientation of Adjacent Parcels	Front or Corner Side
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Not permitted
Fully Enclosed Structures Permitted	Permitted; maximum 5% of area
Maximum % of Open Water	50%
(4) Additional Design Requirements	
(a) Minimum Building Frontage. At least 80% of the plaza’s perimeter that does not front on vehicular right-of-way shall be lined by building frontages. (b) Fully Enclosed Structures Permitted. Fully enclosed structures are permitted, and are allowed to cover a maximum of 5% of the total area of the plaza.	

6.0 Open Space Types

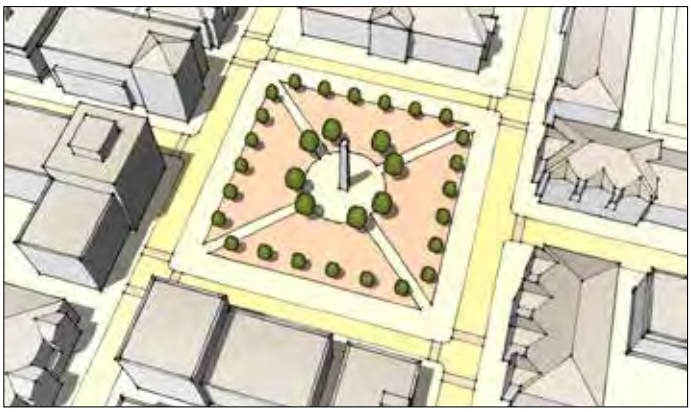


Figure 6.3 (1). Typical Square.

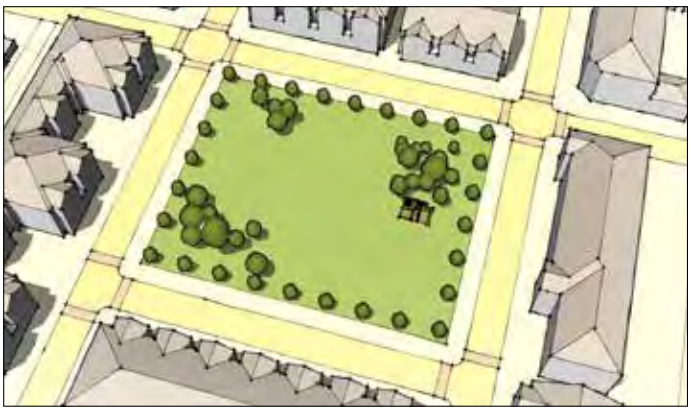


Figure 6.4 (1). Typical Green Layout.

6.3 Square.

1. Intent.

To provide a formal Open Space of medium scale to serve as a gathering place for civic, social, and commercial purposes. Squares are rectilinear in shape and are bordered on all sides by a vehicular right-of-way, which together with building facades creates its definition.

2. Square Requirements	
(1) Dimensions	
Minimum Size (acres)	0.25
Maximum Size (acres)	3
Minimum Dimension (feet)	80’
Minimum % of Vehicular ROW Frontage Required	100%
(2) Adjacent Parcels	
Permitted Districts	Historic Core Downtown Corridor Mixed-Use Retail Downtown Village Public Facilities & Recreation
Frontage Orientation of Adjacent Parcels	Front or Corner Side
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Not permitted
Fully Enclosed Structures Permitted	Permitted; maximum 5% of area
Maximum % of Open Water	30%
(4) Additional Design Requirements	

(a) Fully Enclosed Structures Permitted. Fully enclosed structures are permitted, and are allowed to cover a maximum of 5% of the total area of the Square.

6.4 Green.

1. Intent.

To provide informal, medium scale active or passive recreation for neighborhood residents within walking distance, mainly fronted by streets..

2. Green Requirements	
(1) Dimensions	
Minimum Size (acres)	0.25
Maximum Size (acres)	2
Minimum Dimension (feet)	80’
Minimum % of Vehicular ROW Frontage Required	100%; 50% for over 1.25 acres
(2) Adjacent Parcels	
Permitted Districts	All
Frontage Orientation of Adjacent Parcels	Front or Corner Side
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Permitted; maximum 5% of area
Maximum % of Open Water	30%

Figure 6.5 (1). Typical Commons Layout.

Figure 6.6 (1). Typical Pocket Park Layout.

6.5 Commons.

1. Intent.

To provide an informal, small to medium scale space for active or passive recreation for a limited neighborhood area. Commons are typically internal to a block and tend to serve adjacent residents.

2. Commons Requirements	
(1) Dimensions	
Minimum Size (acres)	0.25
Maximum Size (acres)	1.5
Minimum Dimension (feet)	45’
Minimum % of Vehicular ROW Frontage Required	0%; 2 access points required, minimum width each of 20’
(2) Adjacent Parcels	
Permitted Districts	All
Frontage Orientation of Adjacent Parcels	Side or Rear
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Not permitted
Maximum % of Open Water	30%
(4) Additional Design Requirements	

(a) Access Points. Commons shall have a minimum of two access points from a vehicular right-of-way. Each access point shall have a minimum width of 20 feet.

6.6 Pocket Park Open Space Type.

1. Intent.

To provide small scale, primarily landscaped active or passive recreation and gathering space for neighborhood residents within walking distance.

2. Pocket Park Requirements	
(1) Dimensions	
Minimum Size (acres)	0.05
Maximum Size (acres)	1
Minimum Dimension (feet)	None
Minimum % of Vehicular ROW Frontage Required	15%
(2) Adjacent Parcels	
Permitted Districts	All
Frontage Orientation of Adjacent Parcels	Any
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Not permitted
Maximum % of Open Water	30%

6.0 Open Space Types

Figure 6.7 (1). Typical Park.

Figure 6.8 (1). Typical Greenway.

6.7 Park.

1. Intent.

To provide informal active and passive large-scale recreational amenities to local residents and the greater region. Parks have primarily natural plantings and are frequently created around an existing natural feature such as a water body or stands of trees.

2. Park Requirements	
(1) Dimensions	
Minimum Size (acres)	1
Maximum Size (acres)	None
Minimum Dimension (feet)	100’
Minimum % of Vehicular ROW Frontage Required	30%; up to 5 acres; 20% over 5 acres
(2) Adjacent Parcels	
Permitted Districts	Residential Community Residential Community - 2 Public Facilities & Recreation Downtown Village
Frontage Orientation of Adjacent Parcels	Any
(3) Improvements	
Designated Sports Fields Permitted	Permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Permitted, maximum 5% of area
Maximum % of Open Water	30%
(4) Additional Design Requirements	

(1) Vehicular Right-of-Way Frontage of Parks Less Than 5 Acres. At least 30% of the park shall continuously front on a vehicular right-of-way.
(2) Vehicular Right-of-Way Frontage of Parks Larger Than 5 Acres. At least 20% of the park shall continuously front on a vehicular right-of-way.

6.8 Greenway.

1. Intent.

To provide informal, primarily natural linear open spaces that serve to enhance connectivity between open space types and other uses. Greenways are linear open spaces that often follow a natural feature, such as a river, stream, ravine, or man-made feature, such as a vehicular right-of-way. A greenway may border other open space types.

2. Greenway Requirements	
(1) Dimensions	
Minimum Size (acres)	1
Maximum Size (acres)	None
Minimum Dimension (feet)	30’; recommended minimum average width 50’
Minimum % of Vehicular ROW Frontage Required	0%; 1 access point required per quarter mile of length, minimum 20’ width
(2) Adjacent Parcels	
Permitted Districts	All
Frontage Orientation of Adjacent Parcels	Any
(3) Improvements	
Designated Sports Fields Permitted	Permitted
Playgrounds Permitted	Permitted
Fully Enclosed Structures Permitted	Not permitted
Maximum % of Open Water	30%

7.0 Landscape Standards

7.0 Landscape Standards

7.1 General Requirements.

1. Intent.

The landscape standards outlined in this section are designed to meet the following set of goals.

(1) To provide for healthy, long-lived street trees within all public ways to improve the appearance of streets and create a buffer between pedestrian and vehicular travel lanes.

(2) To increase the compatibility of adjacent uses and minimize the adverse impacts created by adjoining or neighboring uses.

(3) Water efficient landscaping, tree and plant types and sizes, and other elements related to efficient landscape design standards.

(4) To shade large expanses of pavement and reduce the urban heat island effect.

2. Applicability.

Landscaping, trees, and buffers shall be installed as detailed in this section.

(1) General Compliance. Application of this section to existing uses shall occur with the following developments.
  (a) Any development of new or significant improvements to existing parking lots, loading facilities, and driveways. Significant improvements include new driveways, new spaces, new medians, new loading facilities, or complete reorganization of the parking and aisles.
  (b) Alteration, removal or replacement of existing parking area pavement that results in a change of 50% or more of the parking areas gross square footage.
  (c) When compliance is triggered for existing parking lots, landscape improvements shall take precedence over parking requirements.

(2) Buffers. Landscape buffers are required according to the provisions in this section with the following exceptions.
  (a) Shared Driveways. Buffers shall not be required along a property line where a curb cut or aisle is shared between two adjoining lots.
  (b) Points of Access. Buffering is not required at driveways or other points of access to a lot.

(3) Temporary Uses. These provisions do not apply to temporary uses, unless determined otherwise by the City Planner or Designee.

(4) Street Trees. Refer to section 2.0 Streets for appropriate street tree specifications.

3. Water Efficient Landscaping.

Water efficient landscaping, tree and plant types and sizes, and other elements related to efficient landscape design standards should be included in all landscape designs.

7.2 Installation of Landscape.

1. Intent.

The following provisions aid in ensuring that all required landscaping is installed and maintained properly.

2. Applicability.

These provisions apply to landscape installation as required by this section. All landscaping must be completed in full at the time of Certificate of Occupancy for the project or a bond must be provided to Heber City Municipal Corporation. The bond provided must cover the full cost (plus 15%) of the proposed landscaping and irrigation per the landscape and irrigation plan set which was reviewed & approved by the Land Use Authority of the project and which reflects the required landscaping and irrigation as determined in this code.

3. General Installation Requirements.

The installation of landscaping shall adhere to the following standards.

(1) National Standards. Best management practices and procedures according to the nationally accepted standards shall be practiced.
  (a) Installation. All landscaping and trees shall be installed in conformance with the practices and procedures established by the most recent edition of the American Standard for Nursery Stock (ANSI Z60.1) as published by the American Association of Nurserymen.
  (b) Maintenance and Protection. All landscaping and trees shall be maintained according to the most recent edition of the American National Standards Institute, including its provisions on pruning, fertilizing, support systems, lighting protection, and safety.

(2) Installation. Landscaping shall be fully installed prior to the issuance of a certificate of completeness.
  (a) If seasonal conditions preclude the complete installation, a cash escrow or irrevocable letter of credit, equal to 1.5 times the installation costs as estimated by a qualified professional.
  (b) Complete installation is required within nine months of the issuance of the temporary certificate of completeness or occupancy permit or the cash escrow or letter of credit may be forfeited.

(3) Plant Size Requirements. Plant material shall be sized according to Table 7.2 (1) at the time of installation, unless otherwise noted in this section.

(4) Condition of Landscape Materials. The landscaping materials used shall be:
  (a) Healthy and hardy with a good root system.
  (b) Chosen for its form, texture, color, fruit, pattern of growth, and suitability to local conditions.
  (c) Tolerant of the natural and man-made environment, including tolerant of drought, wind, salt, and pollution.
  (d) Appropriate for the conditions of the site, including slope,

water table, and soil type.

(e) Protected from damage by grates, pavers, or other measures.

(f) Plants that will not cause a nuisance or have negative impacts on an adjacent property.

(g) Species native or naturalized to the Wasatch Back, whenever possible.

(5) Compost, Mulch, and Organic Matter. Compost, mulch, and organic matter may be utilized within the soil mix to reduce the need for fertilizers and increase water retention.

(6) Establishment. All installed plant material shall be fully maintained until established, including watering, fertilization, and replacement as necessary.

4. Ground Plane Vegetation.

All unpaved areas shall be covered by one of the following.

(1) Planting Beds.

(a) Planting beds may include shrubs, ornamental grasses, ground cover, vines, annuals, or perennials.

(b) Nonliving materials, such as bark mulch, colored gravel, or mulch, are permitted for up to 50% of a bed area.

(c) Annual beds must be maintained seasonally, replanting as necessary.

(2) Grass. Seeded, plugged, or sodded grass may be planted throughout landscaped areas.

(a) Grass shall be established within 90 days of planting or the area must be reseeded, replugged, or resodded.

5. Tree Installations.

(1) Tree Measurement. New trees shall be measured at six inches above the mean grade of the tree's trunk when four inch caliper or less and twelve inches for tree trunks above four inches, and noted as caliper inches throughout this ordinance.

(2) Tree Size. All trees to be installed to meet the requirements of this section shall be a minimum of 2 inch caliper at the time of installation (note: Street Trees shall be a minimum of 3 inch caliper at time of installation).

(3) Tree Spacing. See Section 7.3.4 (4).

(4) Permeable Surface. For each tree preserved or planted, a minimum amount of permeable surface area is recommended, unless otherwise stated in this ordinance.

(a) Planted trees have a suggested minimum permeable area and soil volume based upon tree size; refer to Table 7.2 (2) for details.

(b) Permeable area for one tree cannot count toward that of another tree.

Plant Material Type	Minimum Size
Deciduous Shade/Overstory Tree	
Single Trunk	2" caliper
Multi Trunk	10' in height
Evergreen Tree	8' in height
Understory Tree	6' in height
Ornamental Tree	1.5" caliper
Shrubbery - Deciduous	container class 5
Shrubbery - Evergreen	container class 5
Groundcover	3" in height

Table 7.2 (1). Plant Material Size at Installation.

Tree Size	Soil Volume (cubic ft)	Soil Surface Area (sq ft) with 2.5' Soil Depth	Permeable Surface Area Requirement (sq ft)
Very Small	181	72 (approx. 8.5' x 8.5')	25 (5' x 5')
Small	736	294 (approx. 17' x 17')	100 (10' x 10')
Medium	2852	1141 (approx. 34' x 34')	225 (15' x 15')
Large	6532	2681 (approx. 50' x 50')	400 (20' x 20')

Table 7.2 (2). Minimum Recommended Soil Volumes and Permeable Area per Planted Tree.

(5) Structural Soil. When the Soil Surface Area (per Table 7.2 (2)) of a tree will extend below any pavement, structural soil is required underneath that pavement. Structural soil is a medium that can be compacted to pavement design and installation requirements while still permitting root growth. It is a mixture of gap-graded gravels (made of crushed stone), clay loam, and a hydrogel stabilizing agent to keep the mixture from separating. It provides an integrated, root penetrable, high strength pavement system that shifts design away from individual tree pits (source: Cornell University, Urban Horticulture Institute).

(6) Approved Tree Species List

(a) Small Trees - Small trees are appropriate in locations with 6-foot planter strips or larger or in locations near utility lines.

Paperbark Maple {Acer griseum}
Eastern Redbud {Cercis canadensis}
Tatarian Maple {Acer tataricum}
Japanese Tree Lilac {Syringa reticulata}
Washington Hawthorn {Crataegus phaenopyrum}
Kwanzan Flowering Cherry {Prunus serrulata}
Lavalle Hawthorn {Crataegus x lavallei} *thornless variety
Amur Maple {Acer ginnala}
Cockspur Hawthorn {Crataegus crusgalli}
English Hawthorn {Crataegus laevigata}
Smooth Sumac {Rhus glabra}
Staghorn Sumac {Rhus typhina}
Trident Maple {Acer buergeranum}
Flowering Chokecherry {Prunus virginiana}
Rocky Mountain Maple {Acer glabrum}
Serviceberry {Amelanchier x grandiflora}
Crabapple {Malus species} - no persistent fruit varieties

(b) Medium Trees - Medium trees are appropriate in locations with 6-foot planter strips or larger or in locations where utility lines are less of an issue due to height or location of the lines.

Hedge Maple {Acer campestre}
State Street Maple {Acer miyabei}
Fruitless White Mulberry {Marus alba}
Big Tooth Maple {Acer Grandidentatum}
Japanese Pagoda {Sophora japonica}
European Hornbeam {Carpinus betulus}
European Alder {Alnus glutinosa}
Littleleaf Linden {Tilia cordata}
Crimean Linden {Tilia Euchlora} *not as drought tolerant
Goldenrain Tree {Koelreuteria paniculata}
Amur Chokecherry-fruitless {Prunus maackii}

(c) Large Trees - Large trees are appropriate in locations with 8-foot planter strips or larger and where utility lines are underground or out of the way of the trees growth.

Swamp White Oak {Quercus bicolor}
English Oak {Quercus robur}
Burr Oak {Quercus macrocarpa}
Silver Linden {Tilia tomentosa}
Red Oak {Quercus rubra}
Ginkgo/Maidenhair Tree (male) {Ginkgo Biloba}
Thornless Honeylocust {Gleditsia Triacanthos var. Inermis}
Kentucky Coffee Tree {Gymnocladus Dioicus} *messy
American Linden {Tilia Americana}
Sycamore Maple {Acer Pseudoplatanus}
London Plane Tree {Platanus}
Japanese Zelkova {Zelkova Serrata}
Common Hackberry {Celtis occidentalis}

(d) Prohibited Street Trees - The following trees are prohibited street trees. These trees are prohibited either because they grow too large and threaten the integrity of street improvements, have shallow root systems which threaten utilities, have nuisance fruit, seeds or thorns, are prone to sprouting, are declared noxious weeds, will not survive the harsh climate zone, or are disease prone species.

Evergreen and conifer trees, all species, including but not limited to fir, juniper, spruce, pine, etc.
Siberian Elm {Ulmus Pumilla}
Chinese Elm {Ulmus Paryifolia} *marginally zone 4 hardy
Silver Maple {Acer Saccharinum}
Cottonwood {populus Fremonti}
Quaking Aspen {Populus Tremloides}
Box Elder {Acer Negundo}
Russian Olive {Elaeagnaceae Angustifolia}
Willow {Salix} any variety
American Elm {Ulmus Americana}
Black Locust {Robinia Pseudoacaia}
Tree of Heaven {Ailanthus}
Idaho Locust {Robinia x Ambigua}
Birch {Betula} any variety
Flowering Plum {Prunus Cerasifera}
Poplar {Populus}
Orchard trees and nut bearing trees
Purple Robe Locust {Robina ambiqua 'Purple Robe'}
The following thorn bearing trees:
Sunburst Honey Locust {Gleditsia triancanthos 'Sunburst'}
Thorned Honey Locust {Gleditsia triancanthos}

(e) Narrow Trees - Narrow trees are appropriate in locations with 4-foot planter strips IF there is no room to push another more appropriate tree (as listed above) onto the "house or building" side of the sidewalk where it would be planted in the front yard area.

Princeton Sentry Columnar Ginkgo {Ginkgo biloba 'Princeton Sentry'}
Street Keeper Honeylocust {Gleditsia triacanthos 'Draves'}
Armstriong Maple {Acer x freemanii 'Armstrong'}
Columnar Norway Maple {Acer platanoides 'Columnar'}
Belle Tower Surgar Maple {Acer saccharum 'Reba'}
Streetspire Oak {Quercus robur x alba 'JFS-KW1QX'}
Capital Flowering Pear {Pyrus calleryana 'Capital'}
Crimson Sentry Norway Maple {Acer platanoides 'Crimson Sentry'}
Chanticleer Flowering Pear {Pyrus calleryana 'Chanticleer ' [Glen's Form]}
Crimson Pointe Flowering Plum {Prunus cerasifera 'Cipriozam'}

6. Irrigation Systems.

Permanent irrigation, beyond establishment, is required and shall adhere to the following standards.

(1) All irrigation systems shall be designed to minimize the use of water.

(2) Non residential landscape irrigation shall have an automatic clock-activated permanent system.

(3) The irrigation system shall provide sufficient coverage to all landscape areas

(4) The irrigation system shall not spray or irrigate impervious surfaces, including sidewalks, driveways, streets, and parking and loading areas.

(5) All systems shall be equipped with a back-flow prevention device.

(6) All mechanical systems including controllers and back-flow prevention devices shall be properly screened from public view.

7. Maintenance of Landscape.

All landscaping shall be maintained in good condition at all times to ensure a healthy and orderly appearance.

(1) All required landscape shall be maintained to adhere to all requirements of this ordinance.

(2) Replacing Unhealthy Landscaping. Unhealthy landscaping shall be replaced with healthy, live plants by the end of the next applicable growing season. This includes all plant material that shows dead branches over a minimum of 45% of the normal branching pattern.

(3) Maintenance Responsibility. The owner is responsible for the maintenance, repair, and replacement of all landscaping, screening, and curbing required herein.

(4) Maintain Quality and Quantity. Maintenance shall preserve at least the same quantity, quality, and screening effectiveness as initially installed.

(5) Fences and Other Barriers. Fences, walls, and other barriers shall be maintained in good repair and free of rust, flaking paint, graffiti, and broken or damaged parts.

(6) Tree Topping. Tree topping is not permitted. When necessary, crown reduction thinning or pruning is permitted. Refer to 7.3.4(2) for clear branch height of street trees.

7.3 Street Trees & Streetscape Design.

1. Intent.

To line all new streets with a consistent and appropriate planting of trees, pavement design, and identity to establish tree canopy for environmental benefit and a sense of identity for all new streets.

2. Applicability.

The requirements herein apply to all new development requiring Regulating Plan approval.

3. Streetscape Design Submittal.

A consistent streetscape design shall be submitted for approval for all new streets within the development. At a minimum, the submittal shall include the following:

(1) Street Trees. Trees meeting the minimum requirements of 7.3.4, below, shall be included in the streetscape design, with details related to tree pits, tree planting to meet the requirements of 7.2.5 Tree Installations.

(1) Sidewalk Pavement Design. Sidewalk paving materials and pattern shall be set for each street type (refer to 2.0 Street Types).

(2) Street Furnishings. Benches, seatwalls, planters, planter fences, trash receptacles, and bicycle racks at the least shall be specified and quantities and locations listed for each street type (refer to 2.0 Street Types).

(3) Landscape Design. Ground plane vegetation shall be designated for any landscape bed areas, planter areas, and tree wells.

(4) Lighting. Pedestrian and vehicular lighting shall be specified and locations and quantities noted.

(5) Identity Elements. Any other elements designed to establish the identity of each Street, such as banners, pavement markers, artwork, or signage, shall be included in the streetscape design submittal.

4. Minimum Street Tree Requirements.

The following standards apply to the installation of street trees.

(1) Exception. Street Trees are not required on Alley Street Types (refer to 2.4 and 2.5 Street Types).

(2) Clear Branch Height. Minimum clear branch height is eight feet.

(3) Street Tree Type. Medium and large shade trees are permitted to be installed as street trees. Refer to the list of permitted tree types in this section.

(4) Street Tree Spacing. Street trees shall be planted as follows.
- (a) Each Lot is required to have one tree for every 30-60 feet of street frontage depending on the size of tree, with a minimum of one street tree per street frontage.
- (b) Spacing.
  - (i) Large trees must be spaced a minimum of 40 and a maximum of 60 feet on center.
  - (ii) Medium trees must be spaced a minimum of 30 and a maximum of 35 feet on center.
- (c). No trees may be planted closer to any curb or sidewalk than as follows unless a permeable surface is provided:
  - (i) Medium trees: three feet.
  - (ii) Large trees: four feet.
- (d) Limited Distance between Curb and Sidewalk. Where the distance from the back of the curb to the edge of the right-of-way or property line is less than eight feet with a sidewalk, Applicant shall work with the City staff to determine the

appropriate tree species.

(i) City Planner or Designee may modify the street tree location and placement requirement in spaces less than eight feet (with a sidewalk). In such instances, the City Planner may permit the placement of street trees at the back of sidewalk rather than back of curb.

(5) Tree Wells. In commercial districts, where the sidewalk extends from the back of curb to the property line, tree wells shall be utilized.

(a) For tree wells adjacent to sidewalks five feet wide or less, open pit is not permitted.

(i) The opening must be covered with a tree grate or pervious pavement.

(ii) The opening in a tree grate for the trunk must be expandable.

5. Lighting and Dark Skies

Outdoor lighting is important in urban environments. Appropriate lighting promotes a feeling of comfort and security and encourages pedestrian activity. Illuminating building facades highlights interesting architectural features and strengthens the character of a district. Facade illumination also directs ambient light to the vertical plane at eye level, creating higher visual contrast and recognition of faces. Proper lighting levels in pedestrian precincts also provides visual cues to motorists, reducing areas of shadow that hide pedestrians from view.

Street lighting fixtures should relate to the streetscape vocabulary during both day and night. Their scale, spacing and style of the fixtures contribute to the visual tone of the street. Use of light poles for signage, banners and other wayfinding devices adds color and detail and reduces visual clutter by ordering street graphics. At night, the light source (bulb) should become almost invisible. Full cut-off or downward-facing cut-off fixture optics are required to focus the observer's eye on the illuminated surface below the fixture. If the fixture does not utilize these high performance optics, the resulting glare causes the viewer's pupils to contract, making the illuminated area seem dark.

The principle of "dark skies" minimizes extraneous light and directs light to areas and surfaces that should be illuminated. Light pollution and obtrusive light result from both the optical characteristics and placement of the light fixture in an outdoor site or roadway. Outdoor lighting performances should be based on both optics and overall system design, including distribution and functional and aesthetic requirements. Light "color" has become an issue with new technologies. To reduce the brightness of white light, no lighting shall be higher than 3500 kelvins (light temperature).

Lighting design can also create visual interest by highlighting special features. Uplighting of trees, floodlighting of architectural facades and highlighting other streetscape features provide "sparkle" when complementing good overall street lighting design.

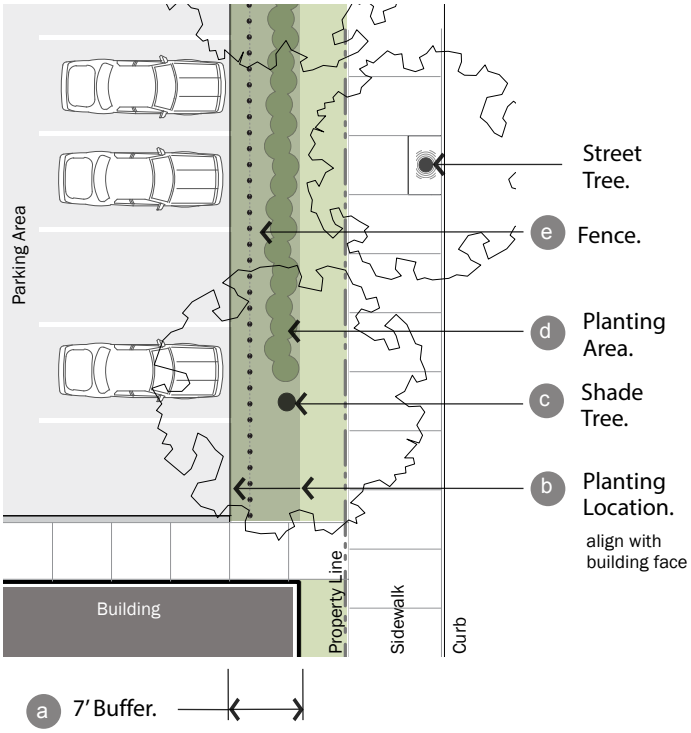
7.4 Frontage Buffer.

1. Intent & Applicability.

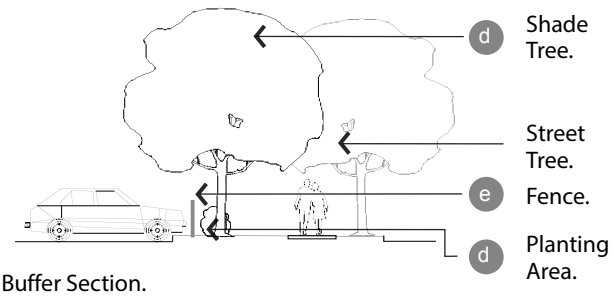
(1) Intent. To lessen the visual impact of vehicular areas visible from the street.

(2) General Applicability. Applies to properties in all districts where a vehicular area is located adjacent to a right-of-way.

(a) Exceptions. Vehicular areas along alleys, except when a residential district is located across the alley; Single and two family residences.



Front Buffer Plan.



Front Buffer Section.

Figure 7.4 (1). Frontage Buffer Plan and Section.

7.4 Frontage Buffer Requirements		
1. Buffer Depth & Location [1]		
Depth	10'	a
Location on the Site	Between street facing property line and parking area [2]	b
2. Buffer Landscape Requirements		
Uses & Materials	Uses and materials other than those indicated are prohibited in the buffer	
Shade Trees	Medium or large shade tree required at least every 40'; Locate on the street side of the fence; Spacing should alternate with street trees. Refer to Figure 7.4 (1). Frontage Buffer Plan.	c
Planting Area	Required continuous planting area on street side of fence, between shade trees & in front of vehicular areas	d
Planting Area Composition	Individual shrubs with a minimum width of 24", spaced no more than 36" on center, height maintained no more than 48".	
Existing Vegetation	May be credited toward buffer area	e
3. Fence		
Location	2' from back of curb of vehicular area	
Materials	Composites, steel, wood, or colored PVC; Masonry columns (maximum width 2'6") and base (maximum 18" height) permitted	
Minimum Height	3'	
Maximum Height	4'	
Colors	No bright or white colors unless reviewed by City Planner for design quality, consistency with context, etc.	
Opacity	Minimum 30%; Maximum 80%	
Gate/Opening	One gate permitted per street frontage; Opening width maximum 6'	

7.5 Side & Rear Buffer.

1. Intent & Applicability.

(1) Intent. To minimize the impact that one zoning district may have on a neighboring district and to provide a transition between districts.

(2) General Applicability. Applies to all directly adjoining properties in all districts.

7.5 Side & Rear Buffer Requirements		
1. Buffer Depth & Location		
Depth	Varies based on the district of the lot and the adjacent lot; see Table 7.5 (1).	a
Location on the Site	Locate buffers when a higher intensity use is proposed adjacent to a Regulatory District with lower intensity uses permitted. Buffer is measured from side and rear property lines.	
2. Required Landscape Screen		
Width	5' landscape screen in addition to any other buffer landscaping	b
Location	Directly adjacent to the rear or side property line	
Planting Area	Continuous double row of shrubs required between shade trees	c
Planting Area Composition	A professionally-designed water-efficient planting design that is engaging, beautiful and appropriate for the specific setting and context. Plants should include a range of perennials, decorative grasses and small shrubs as appropriate for reducing the visual impact of vehicular areas visible from the street while also meeting the requirements of Title 10, Chapter 23 – Water Efficient Landscaping	d
Planting Frequency	Minimum of 15 shrubs per 100' of property line is required	
Shade Trees	At least 1 medium or large shade tree per every 30' within the buffer	
3. Buffer Landscape Requirements		
Uses and Materials	Uses and materials other than those indicated are prohibited within the buffer	
Tree Canopy Coverage	1 medium or large shade tree required per 2,000 square feet of buffer, excluding the area within the required landscape screen	
Existing Vegetation	May be credited toward buffer area	

Notes:

[1] City Planner or Designee may reduce width of buffer, width of landscape screen, or location of landscape screen based on existing landscaping and topography.

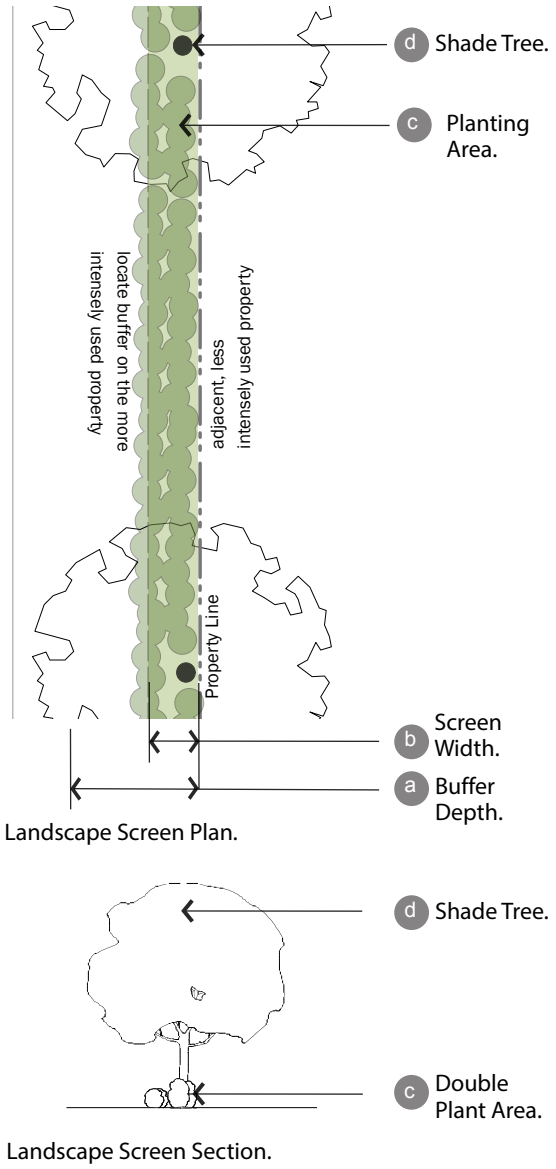


Figure 7.5 (1). Landscape Screen within Light Side & Rear Buffer.

Buffer Requirements between Districts			
	Buffer Required by these Districts		
	Downtown Corridor	MU Airport & MU Retail	Public Facilities & Recreation
Residential Community	15'	20'	15'
Residential Community-2	10'	20'	10'
Residential Community-3	10'	15'	10'
Any existing single family	10'	20'	10'

Table 7.5 (1). Side & Rear Buffer Requirements between district.

7.6 Interior Parking Lot Landscape.

1. Intent & Applicability.

(1) Intent. To provide shade, minimize paving & associated stormwater runoff, & improve the aesthetic look of parking lots.

(2) General Applicability. All open-air, off-street parking lots in all districts.

(3) Other Internal Parking Lot Areas. Internal areas not dedicated to parking or drives shall be landscaped with a minimum of one medium or large shade tree for the first 150 square feet and one medium or large shade tree for every 650' thereafter.

(4) Existing Vegetation. Existing vegetation may be credited toward these requirements.

7.6 Interior Parking Lot Landscape Requirements		
1. Landscape Island Requirements		a
Required Island Locations	Terminal ends [2] of free standing rows or bays of parking; After every ninth parking space for rows of parking greater than 8 spaces in length [3]	b
Minimum Width	5'; Islands less than 15' must utilize structural soil under any paved surface within a tree's critical root zone; Islands under 9' must install an aeration system and utilize permeable pavement	
Required Trees Within Islands	Minimum of 1 medium or large shade tree per island	c
2. Landscape Median Requirements		d
Required Median Location	Required in each free-standing bay of parking along the length of the bay	
Minimum Width	5'; Medians less than 15' must utilize structural soil under any paved surface within a tree's critical root zone; Islands under 9' must install an aeration system and utilize permeable pavement	
3. Tree Requirements		
Requirements per Parking Space [4]	Each parking space must be located within 50' of a tree planted within parking lot interior	
	Minimum of 1 shade tree must be planted within parking lot interior or within 4' of parking lot's edge for every 3 parking spaces	
Tree Shade Goal	Within 20 years of tree installation, 30% of the interior of the parking lot should be shaded by tree canopy. Refer to Table 7.6 (1) for calculation.	
4. Shade Structure Requirements		
Shade Structure Requirements	Shade structures should be considered an acceptable alternative for meeting the tree shade goal that 30% of the interior parking lot should be shaded.	

[1] Parking lot interior is defined as the area dedicated to parking on a given parcel as measured from edge of pavement to edge of pavement.
[2] Freestanding rows or bays of parking are those not abutting the parking lot perimeter or building face, and may have a single or double row of parking.
[3] There shall be no more than 8 continuous parking spaces in a row without a landscape island.
[4] Trees within a designated buffer area may not be utilized to meet these requirements

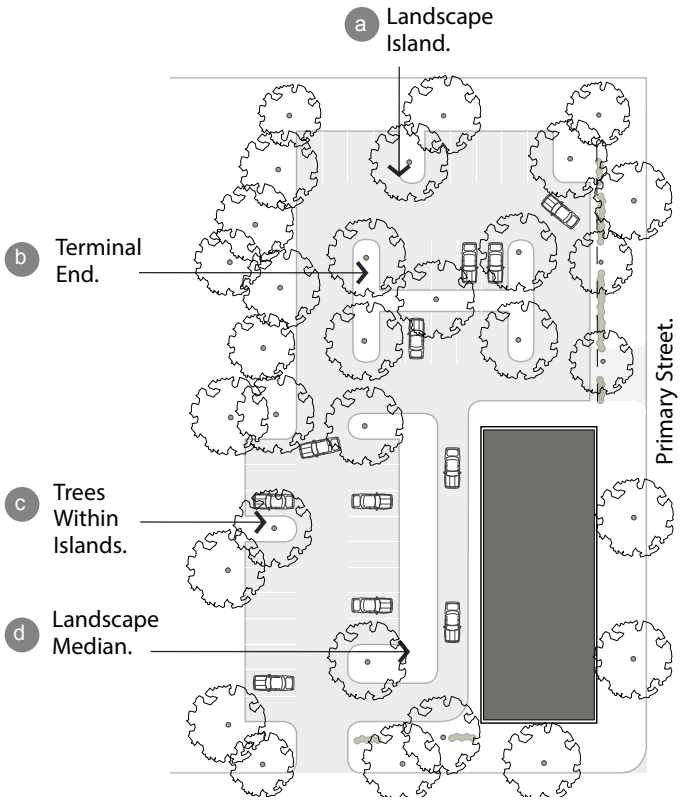


Figure 7.6 (1). Interior Parking Lot Landscaping.

Tree Size	Estimated Canopy at Maturity (sq ft)	Estimated Height at Maturity (ft)
Very Small	150	under 15'
Small	400	15'-25'
Medium	900	25'-40'
Large	1600	40'+

Table 7.6 (1). Estimated Canopy and Height at Maturity.

7.7 Active Frontage Buffer.

1. Intent & Applicability

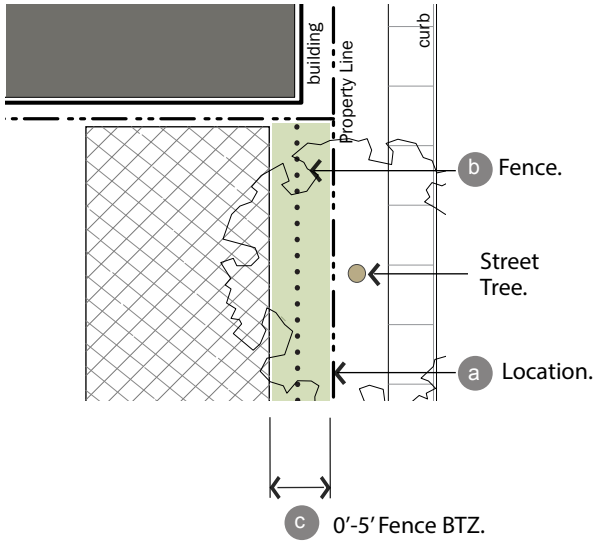
(1) Intent. To continue the street wall of adjacent facades.

(2) General Applicability. Applies to non-vehicular outdoor sites all in all districts. For vehicular areas, refer to the 7.4 Frontage Buffer.

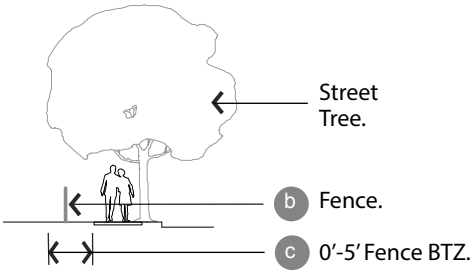
7.7 Active Frontage Requirements		
1. Frontage Location		
Location on the Site	Required adjacent to dining patio or display area	
2. Required Fence		
Location	Between 0' and 5' from the front and corner side property lines; Only required in front of patio/display area	a
Materials	Steel or colored PVC; Masonry base or columns permitted	b
Minimum Height	3'	c
Maximum Height	4'	
Opacity	Minimum 30%; Maximum 60% [1]	
Gate/Opening	One gate permitted per street frontage; Opening width maximum 6'	

Notes:

[1] Fence may be solid if 42" or less in height



Active Frontage Plan.



Active Frontage Section.

Figure 7.7 (1). Active Frontage.

7.8 Screening of Open Storage, Refuse Areas, and Utility Appurtenances.

1. Intent & Applicability.

(1) Intent. To reduce the visibility of open storage, refuse areas, and utility appurtenances from public areas and adjacent properties.

(2) General Applicability. All dumpsters, open storage, refuse areas, and utility appurtenances in all districts.

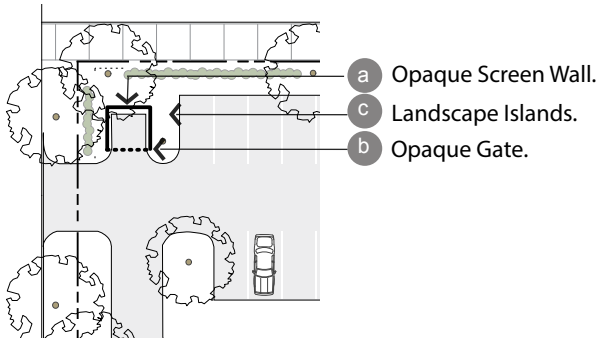


Figure 7.8 (1). Screening of Open Storage & Refuse Areas.

7.8 Screening of Open Storage, Refuse Areas, & Utility Appurtenances		
1. Open Storage & Refuse Area Screening Requirements		
Location on the Site	Not permitted in front or corner side yards	
Opaque Screen Wall [1]	Required around 3 sides of the dumpster and trash bin area	a
Screen Wall Height	Height shall be the higher of the following: 1. 6' 2. Height of use to be screened 3. Height as determined by City to accomplish objective of the screen	
Visible Openings	Openings visible from the public way or adjacent properties must be furnished with opaque gates	b
Landscape Requirement	If refuse area is located within larger paved area, such as a parking lot, landscape islands must be located on 3 sides of the area, with at least 1 medium or large shade tree in at least 1 of the landscape areas [2]	c
2. Utility Appurtenance Screening Requirements		
Large Private Mechanical Equipment [3]	Shall be fenced with opaque wood or brick-faced masonry on all sides facing right-of-way	
Small Private Mechanical Equipment [4]	Shall have landscape screening and a shrub bed containing shrubs spaced no more than 36" on center	

Notes:

[1] Vertical structured barrier to visibility at all times such as a fence or wall

[2] This tree, if located within 50' of a parking space, may be utilized to meet the minimum shade requirements

[3] Large private mechanical equipment is equal to or greater than 4' in height-

[4] Small private mechanical equipment is smaller than 4' in height

8.0 Parking

8.0 Parking

8.1 General Requirements.

1. Intent.

The following provisions are established to accomplish the following:

(1) Ensure an appropriate level of vehicle parking, loading, and storage to support a variety of land uses.

(2) Provide appropriate site design standards to mitigate the impacts of parking lots on adjacent land uses and zoning districts.

(3) Provide specifications for vehicular site access.

2. Applicability.

This section shall apply to all new development and changes in use or intensity of use for existing development, in any district.

(1) Compliance. Compliance with the standards outlined shall be attained in the following circumstances:
  (a) Development of all new parking facilities, loading facilities, and driveways.
  (b) Improvements to existing parking facilities, loading facilities, and driveways, including reconfiguration, enlargement, or the addition of curbs, walkways, fencing, or landscape installation that alter or increase the hard surface of the impacted area by more than 50%.
  (c) Change in use requiring a change in the amount of parking.
  (d) When compliance is triggered for existing parking lots, landscape improvements shall take precedence over parking requirements and may result in a reduction of the total number of parking spaces required on-site.

(2) Damage or Destruction. When a use that has been damaged or destroyed by fire, collapse, explosion, or other cause is reestablished, any associated off-street parking spaces or loading facilities must be reestablished based on the requirements of this section.

(3) Site Plan Approval Required. Parking quantities and parking design and layout shall be approved through the Site Plan Approval process. Refer to 10.2.5 Site Plan Approval for more information.

8.2 Parking Requirements.

1. General Requirements for Parking.

Off-street parking spaces shall be provided in conformance with Tables 8.2 (1) Bicycle Parking and 8.2 (2) Required Vehicular Parking.

(1) Required Accessible Parking. Parking facilities accessible for persons with disabilities shall be in compliance with or better than the standards detailed in the state Accessibility Code, including quantity, size, location, and accessibility.

(2) Requirements for Unlisted Uses. Upon receiving a site plan approval, occupancy certificate, or other permit application for a use not specifically addressed in this section, the City Planner or Designee is authorized to apply off-street parking standards specified for the Use deemed most similar to the proposed Use. In instances where an equivalent may not be clearly determined, the City Planner or Designee may require the applicant to submit a parking study or other evidence that will help determine the appropriate requirements.

(3) Private Off-Premises Parking. Where private off-site parking facilities are approved, such facilities shall be in the same possession as the zoning lot occupied by the building or use to which the parking facilities are accessory
  (a) Such possession may be either by deed or lease, guaranteeing availability of the parking commensurate with the use served by the parking.
  (b) The agreement providing for the use of off-site parking, executed by the parties involved, shall be in a form approved by the City Attorney and filed with the City Planner or Designee.
  (c) The deed or lease shall require the owner to maintain the required number of parking facilities for the duration of the use served or of the deed or lease, whichever shall terminate sooner.
  (d) Location Parking. Any off-premise parking must be within 1,300 feet from the entrance of the use to the closest parking space measured along a dedicated pedestrian path.

(5) Tandem Parking. Tandem parking is permitted with approval of the City Planner or Designee through the site plan review process.

2. Required Vehicular and Bicycle Parking.

Tables 8.2 (1) and 8.2 (2) outline the required vehicular and bicycle parking requirements.

(1) Organized by Use. The parking requirements are organized by use, in a similar fashion to Table 4.1 (1) Use Table in 4.0 Uses.
  (a) Parking rates are provided for general use categories; these numbers are applicable for all of the uses within these categories.
  (b) If a specific use requires a different parking rate than its use category, it is also listed in Tables 8.2 (1) and 8.2 (2) Required Vehicular and Bicycle Parking.

(2) Vehicular Spaces Required. The vehicular spaces required column indicates the required off-street parking ratio, which may be subject to credits and other reductions and a maximum number, as are detailed in this section.

(3) Maximum Allowable Vehicular Spaces. When a use requires more than 20 spaces, it is not permitted to provide greater than 20% over the minimum parking requirement.
  (a) For those uses with no requirements, the maximum number of spaces required should be no more than the next level up of that use. For example, for Neighborhood Retail, the number of spaces should be no more than the requirements for General Retail.

(4) Required Bicycle Parking. The Required Bicycle Parking Table 8.2 (1) indicates the minimum bicycle parking ratio for a given use.

(5) Computation. Off-street parking spaces shall be calculated using the following information.
  (a) Area Measurements. The following units of measurements shall be utilized to calculate parking requirements.

(i) Dwelling Unit. Parking standards for residential buildings shall be computed using dwelling unit as the unit of measure, unless otherwise stated.

(ii) Gross Square Footage. Unless otherwise expressly stated, parking standards for non-residential Uses shall be computed on the basis of gross floor area in square feet.

(iii) Occupancy- or Capacity-Based Measurements. Parking spaces required per available seat or per employee, student, or occupant shall be based on the greatest number of persons on the largest shift, the maximum number of students enrolled, or the maximum fire-rated capacity, whichever measurement is applicable.

(iv) Bench Seating. For uses in which users occupy benches, pews, or other similar seating facilities, each 24 inches of such seating shall be counted as one seat.

(b) Fractions. When computation of the number of required off-street parking spaces results in a fractional number, any result of 0.5 or more shall be rounded up to the next consecutive whole number. Any fractional result of less than 0.5 may be rounded down to the previous consecutive whole number.

(c) Multiple Uses on a Lot. When there are multiple uses on a lot, required spaces shall be calculated as an amount equal to the total requirements for all uses on the lot, unless the uses qualify for shared, cooperative, or other credits to reduce parking. (Refer to 8.2 (3) and 8.2 (4), below.)

3. Multiple Use Reductions.

The following reductions may be taken for multiple non-residential uses.

(1) Shared Vehicular Parking. An arrangement in which two or more non-residential uses with different peak parking demands use the same off-street parking spaces to meet their off-street parking requirements.

(a) General Provisions. Through review of the site plan the City Planner or Designee may permit up to 100% of the parking

Use	Bicycle Spaces
Multifamily	Minimum 2 spaces or .05 spaces / bedroom, whichever is greater
Civic/Institutional	Minimum 2 spaces, 1 / additional 10,000 sf
Retail	Minimum 2 spaces, 1 / additional 5,000 sf
Services	Minimum 2 spaces, 1 / additional 5,000 sf
Office	Minimum 2 spaces, 1 / additional 10,000 sf
Open Space	Per City Planner or Designee

Table 8.2 (1). Required Bicycle Parking.

Use	Required Vehicle Space
Residential	
Studio Apartment	1 / Dwelling Unit
Single Family, all sizes, or Multifamily, 1 Bedroom	1.5 / Dwelling Unit
Multifamily, 2+ Bedrooms	2 / Dwelling Unit
Hotel & Inn	1 / Room & 1 / 200 sq.ft. Office and Dining Room
Residential Care	.33 / Unit & .66 / Employee
Civic/Institutional	
Assembly	1 / 5 Seats
Transit Station	City Planner or Designee
Hospital	.20 / Bed & .66 / Employee
Library / Museum / Post Office (no distribution)	1 / 600 sq. ft.
Police & Fire	City Planner or Designee
Post Office (distribution)	1 / 400 sq. ft.
School: Pre K to Jr. High	1 / Classroom & 1 / 200 sq. ft Office
School: High School, Higher Education	1 / Classroom, 1 / 200 sq. ft Office, & .17 / Student
Retail	
Neighborhood Retail	1 / 400 sf
General Retail	1/ 300 sf
Outdoor Sales Lot	1 / 250 sq. ft. of Sales Area, with 1 / 10 Vehicle Display
Service	
Neighborhood Service	1/ 350 sf
General Service	1/ 250 sf
Eating & Drinking Establishments	1.0 / 3 seats + 1/3 number of employees
Vehicle Services	2 / Service Bay & 1 / 200 sq.ft of retail
Office & Industrial	
Neighborhood, General Office	1 / 300 sf
Craftsman Industrial	1 / 1,000 sq. ft. of Production Space & 1 / 500 sq. ft. of Retail Space
Open Space & Recreation	
Open Space & Recreation	City Planner or Designee

Table 8.2 (2). Required Off-Street Vehicular Parking.

required for a daytime use to be supplied by the off-street parking spaces provided for a nighttime or Sunday use and vice versa.

(b) Approval. In order to approve a shared parking arrangement, the City Planner or Designee must find, based on competent evidence provided by the applicant, that there is no substantial conflict in the principal operating hours of the uses for which the sharing of parking is proposed.

(c) Description of Uses with Weekday, Nighttime, and Sunday Peak Parking.

(i) The following uses are considered predominantly weekday uses: office and industrial uses and other similar uses as authorized by the City Planner or Designee.

(ii) The following uses are typically considered predominantly nighttime or Sunday uses: eating and drinking establishments, assembly uses, and other similar uses with peak activity at night or on Sundays, as authorized by the City Planner or Designee.

(2) Cooperative Vehicular Parking. When two or more categories of non-single family residential uses share a parking lot and are located on the same lot or adjacent lots, the following applies:

(a) General Provisions. Cooperative parking will be approved in accordance with the following. Refer to Table 8.2 (3).

(i) For each applicable land use category, calculate the number of spaces required as if it were the only use. Refer to Table 8.2 (2).

(ii) Use the figures for each individual land use to calculate the number of spaces required for that use for each time period specified in Table 8.2 (3). This table establishes six time periods per use.

(iii) For each time period, add the number of spaces required for all applicable land uses to obtain a grand total for each of the six time periods.

(iv) Select the time period with the highest total parking requirement and use that as the total number of parking spaces required and use that as the total number of parking spaces required for the site on a share parking basis.

(b) Uses in Different Buildings. Through review of the site plan the City Planner or Designee may approve the cooperative agreement if any of the uses are not located in the same structure or building.

(c) Location of Cooperative Parking. Any cooperative parking must be within 660 feet from the entrance of the use to the closest parking space within the cooperative parking lot, measured along a dedicated pedestrian path.

(d) Off-Site Cooperative Parking Agreement. An agreement approved by the City Attorney providing for cooperative use of off-site parking spaces, executed by the parties involved, shall be reviewed by the City Planner or Designee during review of the site plan.

(i) Off-site cooperative parking arrangements shall continue in effect only as long as the agreement remains in force.

(ii) If the agreement is no longer in force, then parking must be provided as otherwise required in this section.

4. Parking Credits.

Vehicular parking standards in Table 8.2 (2) may be reduced by achieving one or all of the following credits.

(1) On-Street Parking Credit. For all non-residential uses, on-street parking spaces that meet the following shall be credited one for one against the parking requirement.

(a) Spaces shall be designated on-street parking available 24 hours of every day.

(b) On-street space must be located adjacent to the property line.

(2) Public Parking Credit. For all non-residential uses, public parking spaces located within 660 feet of any property line may be credited against the parking requirement at a rate of one credit for every three public parking spaces.

(3) Transit Credit. For all uses, vehicular parking requirements may be

Use Category	Weekdays			Weekends		
	Midnight-7:00 am	7:00 am-6:00 pm	6:00 pm-Midnight	Midnight-7:00 am	7:00 am-6:00 pm	6:00 pm-Midnight
Residential	100%	50%	80%	100%	80%	80%
Retail & Service	5%	100%	80%	5%	100%	60%
Hotel & Inn	100%	65%	100%	100%	65%	100%
Place of Worship	0%	30%	50%	0%	100%	75%
Eating & Drinking Establishment	50%	70%	100%	70%	60%	100%
Office	5%	100%	5%	5%	5%	5%
Theater / Entertainment	5%	30%	100%	5%	80%	100%

Table 8.2 (3). Cooperative or Shared Vehicular Parking Spaces.

reduced with proximity to any commuter rail station or transit line with up to 15 minutes headways. Proximity is measured along a walking path from any point along the property line to the platform or transit stop.

(a) Within 400 feet. A reduction of 15% of the required off-street parking.

(b) Within 800 feet. A reduction of 10% of the required off-street parking.

(4) Car-Share Parking Credit. The vehicular parking requirements can be reduced with the inclusion of car-share parking spaces as follows.

(a) Per each car-share parking space provided, required parking spaces shall be reduced by four spaces.

(b) Required parking spaces may be reduced up to 40%.

(c) Approval. Applicant must provide documentation of an agreement with a car-share company. If this agreement should terminate at any point, applicant shall be required to provide parking as otherwise required herein.

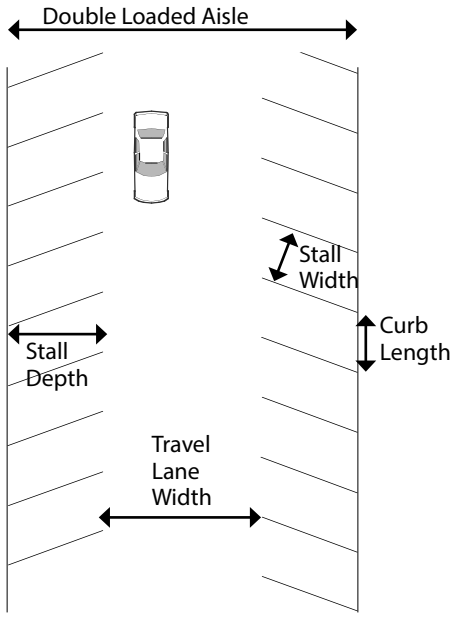


Figure 8.3 (1). Parking Lot Layout.

(5) Other Parking Reductions. Additional reductions may be approved by the City Planner or Designee with the submittal of a parking study illustrating the reduction.

8.3 Parking Design Standards.

1. Vehicular Off-Street Parking Lots.

The design or redesign of all off-street parking facilities shall be subject to the site plan approval procedure. Refer to 10.2.5 Site Plan Approval for more information.

(1) Vehicular Parking Space Dimensions. The appropriate dimensions for parking spaces are outlined in Table 8.3 (1) Parking Space Dimensions and Figure 8.3 (1) Parking Lot Layout.

(a) The width of a parking space shall be measured from the center of a stripe.

(b) Each space shall have a vertical clearance of at least seven feet.

(2) Wheel Stops. Install wheel stops or bumper guards when parking is adjacent to a pedestrian pathway to limit vehicle overhang that reduces the sidewalk width. Such stops or guards shall be properly anchored or secured.

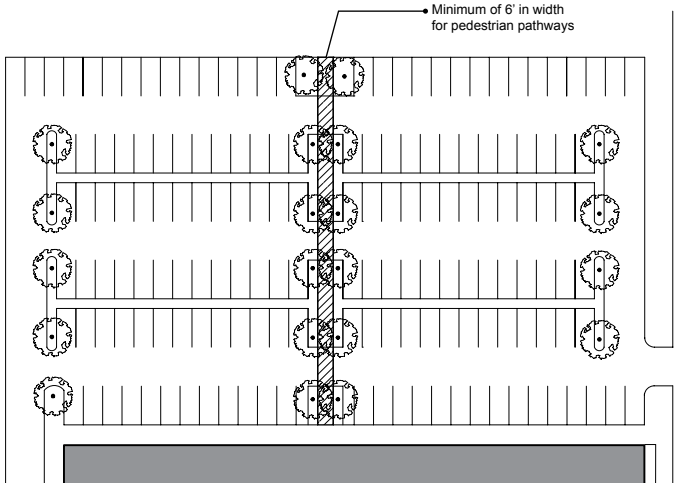


Figure 8.3 (2). Parking Lot Pedestrian Walkway.

Angle (degrees)	Curb Length (feet)	Stall Width (feet)	Stall Depth (feet)	Travel Lane Width: One-Way (feet)	Travel Lane Width: Two-Way (feet)
0	20	7.5	-	10-12	20
45	12	8.5	17	10-12	20
60	10	8.5	18	18	20
90	9	8.5	18[1]	22	22

Note
[1] Stall depth may be reduced 2' when stall directly abuts an interior parking lot median that includes an additional area beyond the minimum width outlined in 6.14.3, permitting the overhang of the adjacent parked vehicle's front bumper.

Table 8.3 (1). Parking Space Dimensions.

(3) Location of Parking. Refer to 5.0 Building Type Standards for information on the location of parking facilities.

(4) Access. All off-street parking and loading facilities shall open directly onto an aisle, alley, or driveway designed to provide safe access to such facilities. Exceptions include:
   (a) Tandem Parking. No more than two spaces may be included in a tandem parking spot, and the rear space must meet the access requirement.
   (b) Parking Lifts. The lift exit shall meet the access requirement.

(5) Edge of Lot and Drives. All curb and gutter shall be located a minimum of 3 feet from any adjacent property line or right-of-way.

(6) Slopes. All parking and driveway or sidewalk access shall meet the requirements of the Utah Accessibility Code.

(7) Landscape Screening. All parking areas shall meet the requirements of 7.0 Landscape Standards.

(8) Landscape Areas. Areas not used specifically for sidewalks, parking spaces, driving aisles, loading, or refuse shall not be paved. Areas striped with diagonal striped islands are not permitted.

(9) Pavement Construction. All parking and driveways shall be constructed using asphalt, concrete, pavers, or other semi-pervious material approved by the City Planner or Designee. One of the following shall be met:
   (a) Paving materials with a solar reflectance index (SRI) of at least 29.
   (b) Recycled content of 15% or more.

(10) Illumination. All off-street parking lots or parking structures shall provide a level of illumination at any point in the parking lot or structure not less than one foot-candle measured at the pavement. All lighting shall be shielded or otherwise optically controlled to provide glare-less illumination and limit trespass on adjacent properties. Reference Section 7.3.5 Lighting and Dark Skies.

3. Bicycle Parking Design.

Bicycle parking (refer to Table 8.2 (1) Required Bicycle Parking for quantity required) shall be designed and located as follows.

(1) Dimensions.
   (a) Required bicycle parking spaces shall have minimum dimensions of two feet in width and six feet in length.
   (b) An aisle a minimum of five feet wide shall be provided behind bicycle parking facilities to allow for maneuvering.
   (c) A minimum of two feet shall be provided beside each parked bicycle to allows access. This access may be shared by adjacent bicycles.
   (d) Racks shall be installed a minimum of two feet from any wall or other obstruction.

(2) Location. Bicycle parking should be located within 50 feet of the entrance of the use.
   (a) Indoor or outdoor spaces are permitted, provided they are located on the lot with which they are associated.
   (b) Spaces located within individual dwelling units may not be counted toward bicycle parking requirements.
   (c) Bicycle parking facilities shall be separated from vehicular parking areas to protect parked bicycles from damage. The separation may be accomplished through grade separation, distance or physical barrier, such as curbs, wheel stops, poles or other similar features.

(3) Racks and Structures. Racks and structures shall be provided for each unprotected parking space, and shall be designed to accommodate both chain and U-shaped locking devices supporting the bicycle frame at two points.

(4) Bicycle Storage. In multifamily (four units or greater) or office uses bicycle storage shall be lockable and enclosed.

(5) Surface. The parking surface shall be designed and maintained to be mud and dust free. The use of rock or gravel areas for bicycle parking is permitted provided that edging materials, so that the bicycle parking area is clearly demarcated and the rock material is contained.

(6) Signage. If required bicycle parking for public use is not visible from the street, signs must be posted indicating their location.

(7) Maintenance and Lighting. Areas used for required bicycle parking must be well-lit with acceptable drainage to be reasonably free of mud and standing water. Accessory off-street parking for bicycles shall include provision for secure storage of bicycles. Such facilities shall provide lockable enclosed lockers or racks or equivalent structures in or upon which a bicycle may be locked by the user.

(8) Shower Facilities. Office and manufacturing uses with more than 50 employees shall provide shower and changing room facilities.

(9) Long Term Parking. For multifamily residential uses, half of the bicycle parking spaces should be provided as long term parking, safe and secure from vandalism and theft, and protected from the elements.

8.4 Loading Requirements.

1. General Requirements.

All loading facilities shall adhere to the following requirements, unless otherwise approved during Site Plan Approval (refer to Section 10.2.5).

(1) Use of Off-Street Loading Areas. Space allocated to any off-street loading use shall not be used to satisfy the space requirements for any off-street parking facilities or portions thereof.

(2) Location. Unless otherwise specified, all required loading facilities shall be located on the same lot as the use to be served. No loading space shall block or project into a street, alley, access drive, or parking area.

(3) Building Frontage. Loading facilities shall be located per 5.0 Building Type requirements.

(3) Access. Loading facilities shall have clear access onto an alley or

be connected to an alley or street via a driveway.

(a) Direct access to a public way, other than an alley, is prohibited.

(b) Each required off-street loading space shall be designed with appropriate means of vehicular access to a street or alley in a manner which will least interfere with traffic movement.

2. Loading Requirements.

All uses except in the residential and lodging, open space, and civic and institutional categories shall provide off-street loading spaces in compliance with Table 8.4 (1) Required Loading Facilities.

3. Computation.

Loading facilities shall be calculated using the following information.

(1) Gross Square Footage. Unless otherwise expressly stated, loading standards for non-residential buildings shall be computed on the basis of gross floor area in square feet.

(2) Fractions. When computation of the number of required off-street loading spaces results in a fractional number, any result of 0.5 or more shall be rounded up to the next consecutive whole number. Any fractional result of less than 0.5 may be rounded down to the previous consecutive whole number.

(3) Shared or Central Loading Facilities. Shared or central loading facilities are permitted if the following conditions are met.

(a) Each zoning lot served shall have direct access to the central loading area without crossing streets or alleys.

(b) Total off-street loading spaces provided shall meet the minimum requirements herein specified, based on the sum of the several types of uses served unless reviewed and approved by the City Planner or Designee through site plan review.

(c) No zoning lot served shall be more than 500 feet from the central loading area.

4. Dimensions.

A standard off-street loading space shall be a minimum of ten feet in width by 26 feet in length and an oversized loading space shall be a minimum of 12 in width and 40 feet in length, exclusive of aisle and maneuvering space and shall have a minimum vertical clearance of 15 feet.

5. Pavement Materials.

Refer to in the City Code for details. One of the following shall also be met.

(1) Paving materials with a solar reflectance index (SRI) of at least 29.

(2) Pervious pavement.

(3) Recycled content of 15% or more.

Gross Floor Area (sq. ft.)	Loading Spaces Required
Under 5,000	0
5,000 to 20,000	1
20,001 to 40,000	2
40,001 to 70,000	3
70,001 to 100,000	4
100,001+	4 + 1 for each 100,000 over 100,001

Table 8.4 (1). Required Loading Facilities.

8.5 Site Access and Driveways.

1. General Requirements.

These standards shall supplement the provisions for access provided in 5.0 Building Type Standards. Each driveway providing site access from a street, alley, or other vehicular right-of-way shall be designed, constructed, and permanently maintained as follows.

2. Quantity of Driveways.

The number of driveways permitted for each Building Type is located in 5.0 Building Type Standards.

3. Dimensions and Design.

(1) Driveway Width at Property Line. All driveways shall have a maximum width of 22 feet as measured at the property line (Figure 8.5 (1) Driveway Width) except as stated below.

(a) Residential Building Types. Driveways constructed in residential districts shall have a maximum width of 12 feet when crossing the front or corner property line.

(2) Maximum Width. When a garage door is located on the front facade of the structure, the driveway shall be no more than two feet wider than the garage door at any location.

(3) Shared Access. When possible, adjacent developments should share points of access to minimize impervious surface.

(a) Shared Driveway Width. When access is shared between three or more non-residential users, a dedicated turn lane may be constructed, allowing an increase in the maximum driveway width from 12 feet to 22 feet provided that:

(i) A traffic impact study states its necessity.

(4) Sidewalk Pavement. Sidewalk pavement elevation, width, design, scoring, material, and design shall extend continuously over the driveway pavement with the intent of prioritizing the sidewalk path over the driveway. If the driveway and sidewalk are of the same material, the sidewalk path shall be scored or designated linearly over the driveway.

4. Location.

Specific location information can be found in 5.0 Building Type Standards. Refer to Figure 8.5 (1)

(1) Driveways accessing side or rear yard garages are permitted within the side or rear yard setback, no closer than two feet from a side or rear property line, unless the driveway is shared. .

(2) Driveways shall not be closer than 25 feet from the intersection of two streets (corner), unless otherwise stated in 5.0 Building Type Standards.

8.6 Parking during a Snow Event.

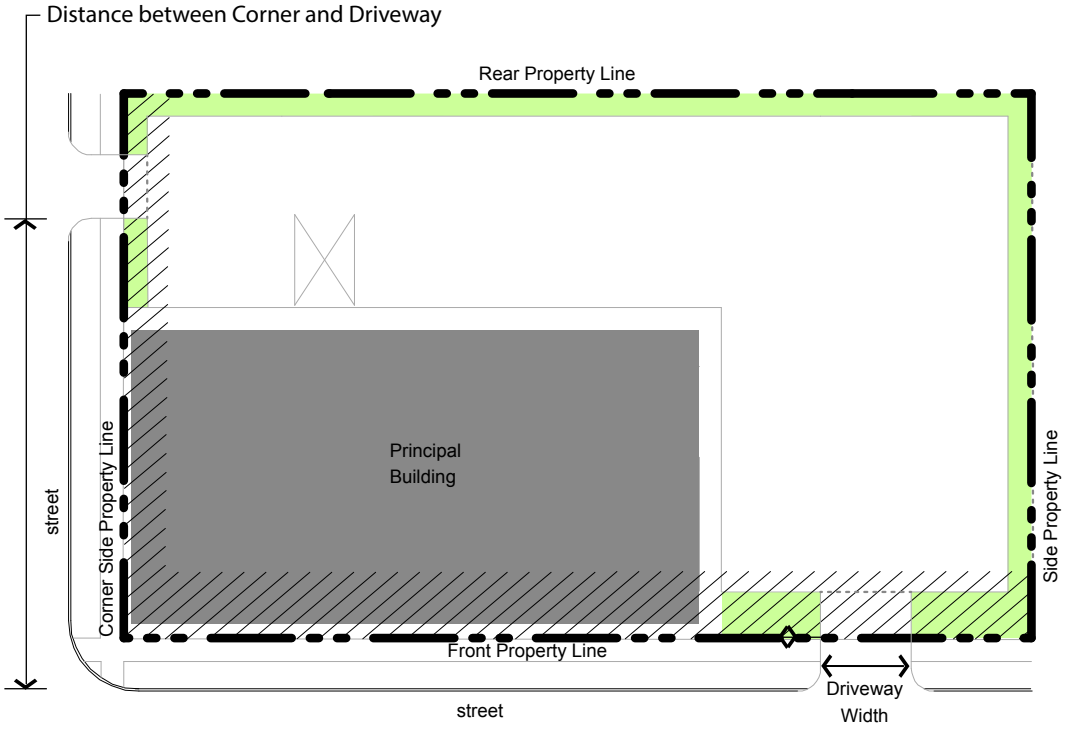


Figure 8.5 (1). Driveway Width and Location.

8.6 Parking during a Snow Event.

1. General Requirements.

1. No parking during snow removal hours. Beginning November 15th of each year and terminating April 1st, it is unlawful to park or leave parked any vehicle upon the City's paved portion of the street or within five feet thereof under the following circumstances:
   (a) When there is any amount of snow on the street;
   (b) When it is actually snowing or within twenty-four hours thereafter; or
   (c) The street has not been plowed since the snow fell.
2. Impounding vehicles. Any vehicle parked in violation of Subsection A of this Section may be impounded and no person shall recover any vehicle thus removed without first paying the cost of removal and the cost of storage.

9.0 Sign Types

9.0 Sign Types

9.1 General Requirements.

1. Intent.

This section seeks to enhance the economic and aesthetic appeal in each district through the reasonable, orderly, safe, and effective display of signage.

2. Applicability.

These standards shall apply to all districts for non-residential uses only. Unless otherwise stated in this chapter. Where live/work units are located in the RC-3 District, the Neighborhood Support Overlay signage regulations shall apply. All signage must be applied for at time of site plan and/or building application

3. General Compliance.

Compliance with the regulations outlined shall be attained under the following situations.

(1) Newly Constructed or Reconstructed Signage. All new signs and structural improvements to existing signs.

(2) Change in Use for Single Business Signage. For signage serving one business, whenever the existing Use is changed to a new use resulting in a change in signage, including rewording.

(3) Multiple-Business Signage. For signage serving multiple businesses, whenever 50% or more of the existing uses are changed to new uses resulting in a change in signage, including rewording.

(4) Damage or Destruction. When a sign has been damaged or destroyed by fire, collapse, explosion or other cause and the cost of restoration is greater than 50% of the replacement value at the time of the destruction or damage, the replacement sign shall comply with the standards in this article.

(5) Electronic message boards shall follow restrictions found in this section. Electronic message boards are only permitted in the Mixed-Use Retail, and Mixed-use Airport Districts and are subject to the following restrictions in addition to those found elsewhere in this section:

(a) Electronic message boards are not allowed off premise, except on billboards that were in place at the time of this code's adoption (October ____, 2016).

(b) All electronic message boards must have an automatic dimmer to reduce sign intensity after dark.

(c) Light intensity may not exceed 250 nits of incandescent lighting (or 24 lumens per square foot) for daytime usage. An automatic dimmer must be installed to reduce nighttime intensity to 125 nits of incandescent lighting (or 12 lumens per square foot). Light emitting diodes, magnetic discs and other lighting types may be used if the light intensity is not greater than that produced by incandescent lighting as noted above.

(d) An electronic message board may not flash or scintillate but may change the displayed wording to different wording up to five (5) times in a twenty-four (24) hour period.

(e) All displayed words shall be one color. Displayed messages, words, and letters are prohibited from being multiple colors.

(f) An electronic message board located within five hundred (500) feet of a residential area, or as otherwise determined by the planning commission, may not operate between the hours of nine p.m. and eight a.m. of the following day.

(g) No electronic message board may be greater than 50 square feet (this area shall be included as part of the permitted total square footage for each lot as per Table 9.2 (1)).

4. Prohibited, Temporary, Exempt Signage

The creation of Off-Premise Signage & Billboards is prohibited in all Districts within Heber City. For all other regulations regarding Off-Premise Signage and Billboards refer to Utah State Law.

All wall, banner, and temporary signage is prohibited in every district. Refer to section 10.0 Administration for details regarding existing signage and how this code applies.

5. Sign Location.

Unless otherwise specified, signs shall only be located within the boundaries of the lot and not in the right-of-way or on public property.

(1) Certain Sign types may extend beyond a property line into the right-of-way or public property with permission from the City and in accordance with the regulations outlined in this section.

(2) No sign shall be attached to a utility pole, tree, standpipe, gutter, or drain.

(3) Signs shall be erected so as to permit free ingress to or egress from any door, window, the roof, or any other exit-way required by the building code or by fire department regulations.

(4) No Sign shall be erected or maintained in such a manner as to obstruct free and clear vision of, interfere with, or be confused with any authorized traffic sign, signal, or device.

6. Illumination.

All signs shall be illuminated according to the following provisions unless otherwise stated. Reference Section 7.3.5 Lighting and Dark Skies.

(1) Signs shall be illuminated only by steady, stationary light sources directed solely at the Sign or internal to it. Refer to 9.3 General Compliance for Electronic Message Board restrictions.

(2) Individual letters or logos may be internally illuminated as permitted per each sign type; no other portion of the sign shall be internally illuminated, except as permitted for Electronic Message Boards or unless otherwise stated.

(3) When an external artificial light source is used to illuminate a sign, the lamp (or bulb) shall be located, shielded, and directed so as to not be visible from any public street or private residence.

(a) No receptacle or device housing a permitted light source which is attached to the sign itself shall extend more than 18 inches from the face of the Sign.

(b) If ground lighting is used to illuminate a sign, the receptacle or device should not extend more than 12 inches above ground and must be fully screened and housed.

(4) The illumination of any sign, resulting from any internal or external artificial light source, shall not exceed 250 nits at the Sign face during the day and 125 nits (candela per square meter) at the

Sign face after sunset, with no light trespass onto adjacent property.

(a) Signs located within the Mixed-Use Airport district is exempt from this standard.

7. Computation.

The following standards generally apply to computing the area of signs by type and by building lot. Refer to the Sign Types 9.3 - 9.11 for more information.

(1) Exempt and temporary signs are not included in the maximum signage area calculations, unless otherwise specified.

(2) Height for freestanding signs is measured from the average grade at the front property line to the top of the sign, sign cabinet, or cap, whichever is highest.

(3) For the purposes of determining area, lot width or frontage is measured along the front property line.

(a) If the lot is a corner lot, the width shall be measured along the front yard.

(b) Building frontage is the width of the front facade of a building.

9.2 Sign Types.

1. Sign Type Requirements.

The following pertain to specific sign types detailed in this section.

(1) Permitted Quantity of Signage by district. Table 9.2 (1) details the maximum permitted amount of signage on a lot within each district. Refer to 3.0 Districts for more information on each district.

(b) Window Signs. Window Signs shall not count towards a lot's maximum permitted amount of signage. Refer to 9.9 Window Signs.

(c) Signs Located on Parking Lots. One sign is permitted in addition to the maximum Signage quantities detailed in Table 9.2 (1) provided the following.

(1) Permitted Sign Types are a wall, projecting, or awning sign.

(2) Maximum sign area is 30 square feet.

(3) Permitted location is either the side or rear facade along a parking lot;

(d) Through Lots. In addition to the maximum amount of signage permitted per lot, through lots may incorporate an additional 30 square feet of signage permitted for the Lot located in either the rear yard or along the rear facade.

(2) Exempt/Temporary Signs. Table 9.2 (1) does not apply to exempt or temporary signs unless otherwise specified.

(3) Iconic Sign Elements. Iconic Sign Elements of three dimensional symbols or logos are permitted under the following conditions.

(a) Symbol or Logo Size. The symbol may not be larger than four feet in any direction, included in overall sign area and the surface area counts towards the Maximum Permitted Quantity of Signage per Lot.

(b) No moving parts or external illumination of the symbol may be provided.

(c) Text. The text component of the sign may not be more than 30% of the overall area of the sign.

Maximum Permitted Quantity of Signage Per Lot [1]			
Downtown Corridor Mixed-use Airport Mixed-use Retail	Public Facilities & Rec Historic Core Downtown Village SOB Overlay Airport I-2 Overlay	Neighborhood Support Overlay Residential Agriculture Overlay	Residential Community Residential Community- 2 Residential Community-3[2]
2.5 square feet per 1 linear foot of lot width with a maximum of 200 square feet	1.5 square feet per 1 linear foot of lot width with a maximum of 150 square feet	0.5 square feet per 1 linear foot of lot width with a maximum of 12 square feet	No signage permitted
NOTES: 1 Refer to the appendix for all information regarding the following Districts: (1) MURCZ, (2) M & BP,(3) PCMU, (4) PC 2 Live/work units in the RC-3 District, are to follow the Neighborhood Support Overlay permitted quantity of signage per lot			

Table 9.2 (1). Permitted Quantity of Signage by District.

9.3 Wall Sign.

1. Description.

Wall Signs, also known as flat or band signs, are mounted directly to the building face to which the sign is parallel. Refer to Figures 9.3 (1) and 9.3 (2).

2. General Requirements.

Wall Signs shall be developed according to the standards in Table 9.3 (1).

(1) Building Openings. Wall Signs shall not cover windows or other building openings.

(2) Architectural Features. Wall Signs shall not cover architectural building features.

(3) Murals. Murals, a type of Wall Sign painted onto the building face displaying the business name or activity, are prohibited on front facades, and in the Neighborhood Support Overlay Subdistrict.

3. Computation.

The area of a Wall Sign is calculated using the following information.

(1) Wall Signs. Area is calculated by drawing the smallest possible square or rectangle around the largest letters and/or elements, as is illustrated in Figure 9.3 (2).

(a) Area Credit. All areas that utilize individual alphanumeric characters or logos (including only those using wood, wood substitute, metal, or masonry) may use a total area of 90% of the calculation as outlined above.

(2) Mural Sign. Area is calculated by measuring the area of the smallest square or rectangle that can be drawn around all of the sign elements, including any painted background.

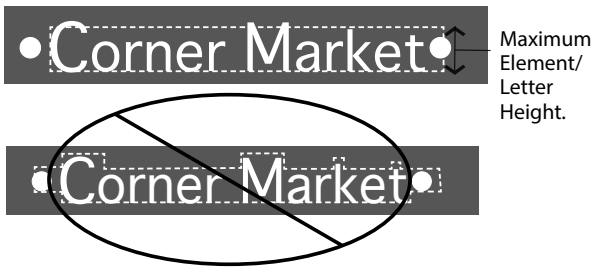


Figure 9.3 (2). Measuring Wall Signs.

Wall Sign Requirements	
Permitted Districts	All districts & overlays with the exclusion of the three Residential Community Districts
Sign Area	Neighborhood Support Overlay: 15 SF maximum area per sign type; In all other districts: 150 SF maximum area per sign type Refer to Table 9.2 (1) for maximum per lot
Height	2' maximum letter or element height
Location on the Building or Site	Permitted on all facades
Placement on the Building or Site	1' maximum projection from building face
Quantity	1 per tenant per public ROW frontage; 1 per tenant per side or rear facade on a parking lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal, masonry & neon glass; Plastic & synthetics permitted only as separate alphanumeric characters or logos

Table 9.3 (1). Wall Sign Requirements.

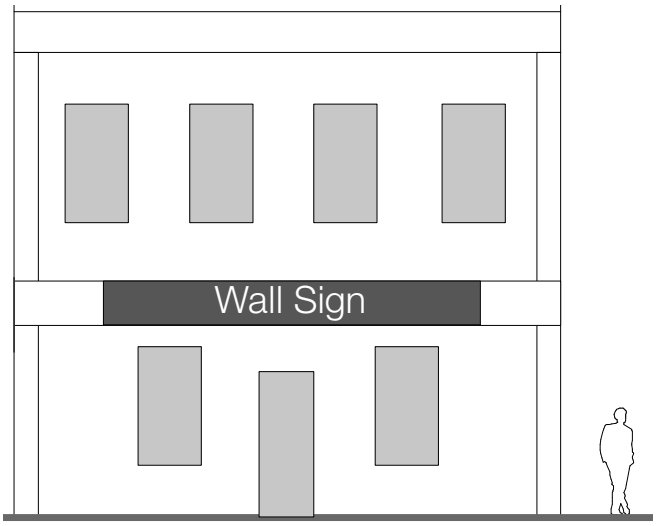


Figure 9.3 (1). Wall Sign.

9.4 Projecting Sign.

1. Description.

A Projecting Sign is attached to and projects from a building face or hangs from a support structure attached to the building face. Sign faces are typically perpendicular to the building face, but may be at an angle greater than 45 degrees from the facade. The sign may be vertically or horizontally oriented. Refer to Figure 9.4 (1).

2. General Requirements.

Projecting Signs shall be developed according to the standards in Table 9.4 (1).

3. Computation.

The area of a Projecting Sign is equal to the area of one of the sign's faces.

Projecting Sign Requirements	
Permitted Districts	All districts & overlays with the exclusion of the three Residential Community Districts
Sign Area	No maximum area for sign type; Refer to Table 9.2 (1) for maximum per lot
Height	6' maximum sign length, 8' minimum clearance to walk required
Location on the Building or Site	Permitted on all facades; Sign and structural supports shall not extend above the eave or parapet
Placement on the Building or Site	Shall not project closer than 3' from back of curb
Quantity	1 per tenant per public ROW frontage; 1 per tenant per side or rear facade on a parking lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal, masonry & neon glass; Plastic & synthetics permitted only as separate alphanumeric characters or logos

Table 9.4 (1). Projecting Sign Requirements.

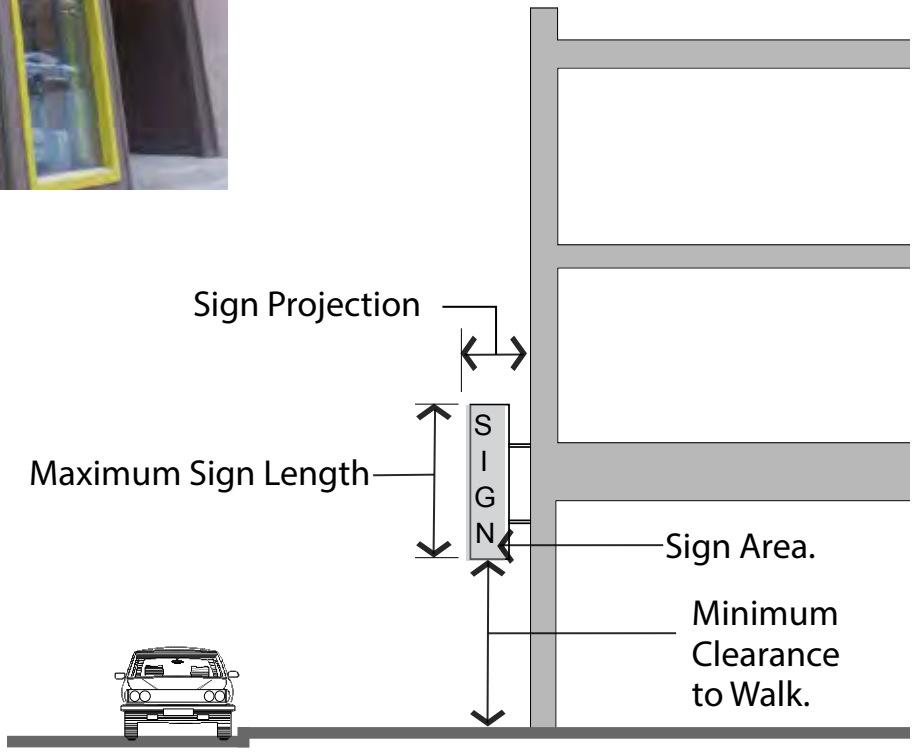


Figure 9.4 (1). Projecting Sign.

9.5 Projecting Marquee Sign.

1. Description.

A Projecting Marquee Sign is a projecting sign designed to have manually changeable copy and two to three sign faces. Refer to Figure 9.5 (1).

2. General Requirements.

Projecting Marquee Signs shall be developed according to the standards in this section and Table 9.5 (1).

(1) Manually Changeable Copy Boards. Manually Changeable Copy Boards are permitted on Projecting Marquee Signs and in the permitted districts identified in the adjacent table, provided the following conditions are met:

(a) The area of the boards cannot equal greater than 30% of the area of the sign face on which it is located or 32 square feet, whichever is less.

(b) One sign of any type containing a Manually Changeable Copy Board is permitted per lot.

3. Computation.

The sign area is calculated by combining the area of all exposed sign faces and the cabinet or structure surrounding them.

Projecting Marquee Sign Requirements	
Permitted Districts	Public Facilities & Recreation, Downtown Corridor, Historic Core, Mixed-Use Retail, Mixed-Use Airport, limited to Assembly Uses or Theater Uses per 4.0 Uses.
Sign Area	No maximum area for sign type; minimum two faces per sign. Refer to Table 9.2 (1) for maximum per lot
Height	10' minimum clearance to walk required
Location on the Building or Site	Front & corner side facades only
Placement on the Building or Site	Maximum projection from building is 6'; Shall not project closer than 1' from back of curb
Quantity	1 per lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal, masonry & neon glass; Plastic & synthetics permitted only on Sign face; [Electronic Message and] Manually Changeable Copy Boards permitted with conditions[1]

Table 9.5 (1). Projecting Marquee Sign Requirements.

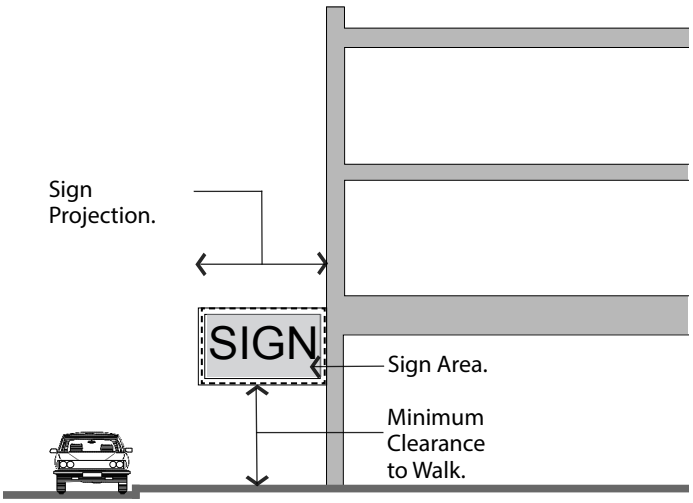


Figure 9.5 (1). Projecting Marquee Sign.

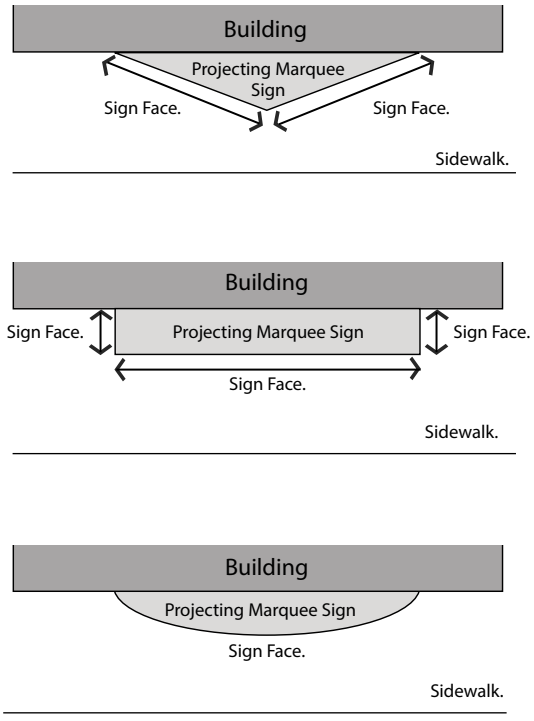


Figure 9.5 (2). Projecting Marquee Sign Plan.

9.6 Awning Sign.

1. Description.

A sign that is mounted, painted, or otherwise applied on or attached to an awning or canopy. Refer to Figures 9.6 (1) and 9.6 (2).

2. General Requirements.

Awning Signs shall be developed according to the standards in Table 9.6 (1).

3. Computation.

The area of an Awning Sign is calculated by drawing the smallest possible square or rectangle around the largest letters and/or elements of the sign portion of the awning, as is illustrated in Figure 9.6 (2).

Awning Sign Requirements	
Permitted Districts	All districts & overlays with the exclusion of the three Residential Community Districts
Sign Area	Up to 50% of the awning may be used for Signage; Refer to Table 9.2 (1) for maximum per lot
Height	8' minimum clearance to walk required
Location on the Building or Site	Permitted on all facades
Placement on the Building or Site	Maximum projection from building is 6'; Shall not project closer than 2' from back of curb; Shall not block any window, door, or the building roof.
Quantity	1 per tenant per street frontage; 1 per tenant per side or rear facade on a parking lot
Internal Illumination	Not permitted
Materials	Cloth, canvas, metal, or wood; All supports shall be made of metal or wood

Table 9.6 (1). Awning Sign Requirements.

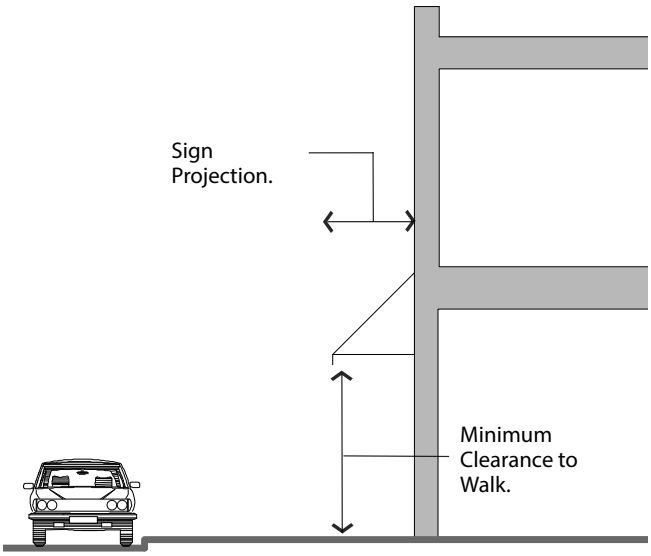


Figure 9.6 (1). Awning Sign.

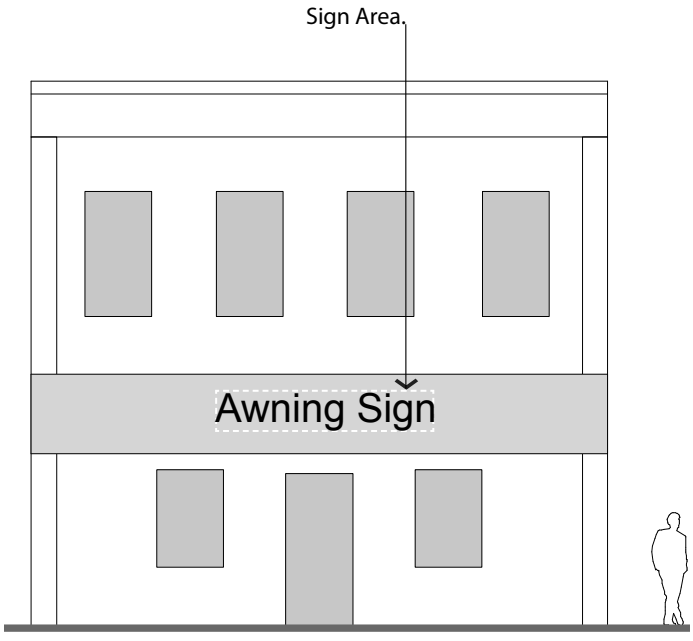


Figure 9.6 (2). Measuring Awning Signs.

9.7 Canopy-Mounted Sign.

1. Description.

A sign with individual alphanumeric characters and/or logos that is mounted on top of a permanent canopy. Refer to Figures 9.7 (1) and 9.7 (2).

2. General Requirements.

Canopy-Mounted Signs shall be developed according to the standards in Table 9.7 (1).

3. Computation.

The area of a Canopy-Mounted Sign is calculated by drawing the smallest possible square or rectangle around the largest letters and/or elements of the sign portion of the Canopy-Mounted Roof Sign, as is illustrated in Figure 9.7 (2).

Canopy-Mounted Sign Requirements	
Permitted Districts	All districts & overlays with the exclusion of the three Residential Community Districts
Sign Area	No maximum area for sign type; Refer to Table 9.2 (1) for maximum per lot
Height	2' maximum letter or element height; Cannot project more than 2' above roof line of canopy
Location on the Building or Site	Permitted on all facades; not intended for the principal roof of the building
Placement on the Building or Site	Shall not project beyond the front edge of the canopy; Shall not block any window, door, or the building roof.
Quantity	1 per tenant per public ROW frontage; 1 per tenant per side or rear facade on a parking lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal, & neon glass; Plastic & synthetics permitted only as separate alphanumeric characters or logos

Table 9.7 (1). Canopy-Mounted Sign Requirements.

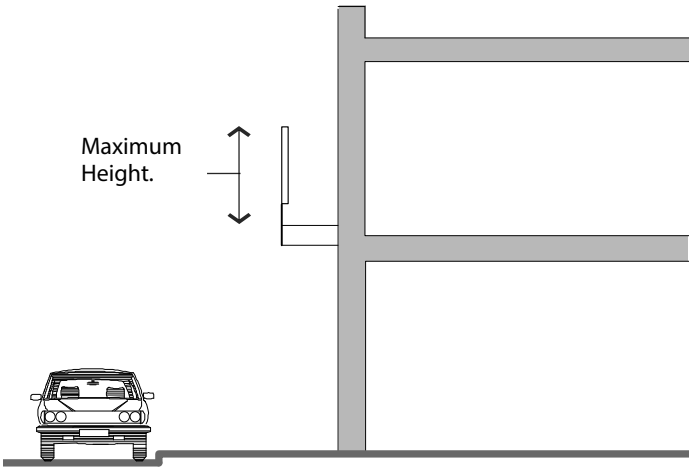


Figure 9.7 (1). Canopy-Mounted Sign.

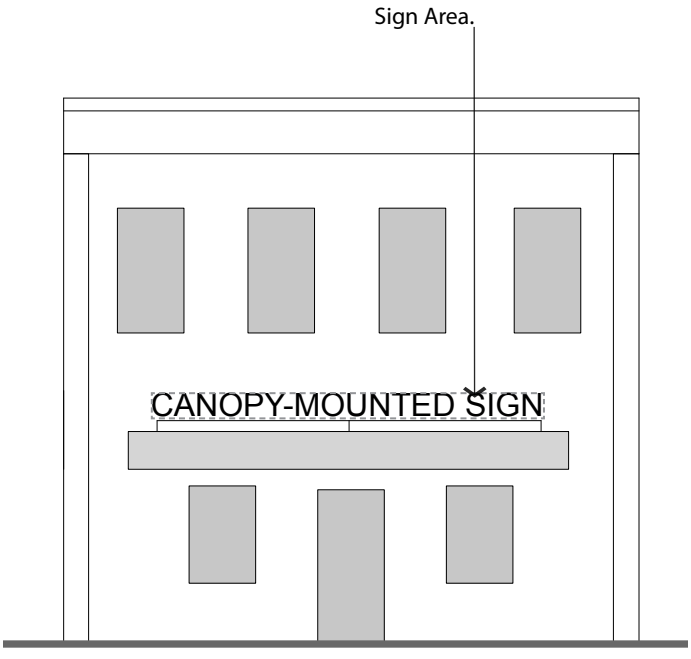


Figure 9.7 (2). Measuring Canopy-Mounted Signs.

9.8 Window Sign.

1. Description.

A Window Sign is posted, painted, placed, or affixed in or on a window exposed for public view or is a sign hung inside the building facing the window for public view. Refer to Figure 9.8 (1).

2. General Requirements.

Window Signs shall be developed according to the standards in Table 9.8 (1).

3. Computation.

A series of windows that are separated by frames or supporting material of less than six inches in width shall be considered a single window for the purposes of computation.

(1) Measurement. To measure sign area percentage, divide the total sign area by the total window area, as illustrated in Figure 9.9 (1).

(2) Maximum Allowance. Window Signs are not counted toward a site's maximum signage allowance.

(3) Exempt Signs. Address and hours of operation are considered exempt Signs and are not counted in the Window Sign area calculation. Refer to 9.2.1 (2) Exempt Signs.

(4) Temporary Window Signs. Temporary Window Signs must be included in the total percentage of signage per window calculation. Refer to 9.2.1 (2) Temporary Signs.

(5) Window Signs may not be internally illuminated except for neon or similar illuminated window signs.

Window Sign Requirements	
Permitted Districts	All districts & overlays with the exclusion of the three Residential Community Districts
Sign Area	Up to 30% of a set of continuous windows may be covered with signage; No more than 50% of any one window panel may be covered with signage
Height	No maximum
Location on the Building or Site	Permitted on all facades
Placement on the Building or Site	Ground or upper story windows; May be affixed to window or hung/mounted behind glass
Quantity	1 per tenant/unit or 1 every 100' of lot frontage, whichever is first (applies to all stories), based on window Sign area for ground story
Internal Illumination	Not permitted, except on neon or similarly illuminated window signs
Materials	Drawn, painted, or affixed on the glass; Wood, metal, neon glass, plastic, or other similar materials also permitted

Table 9.8 (1). Window Sign Requirements.

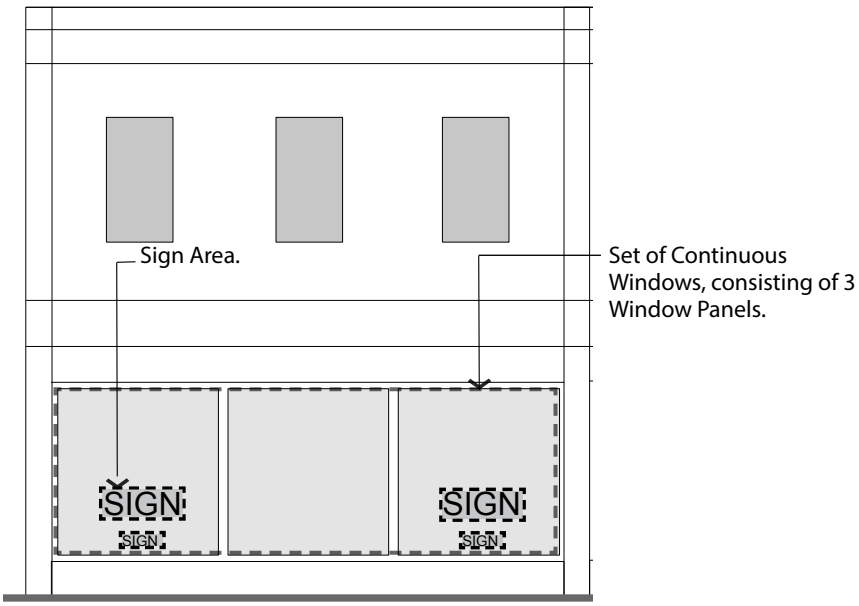


Figure 9.8 (1). Measuring Window Signs.

9.9 Monument Sign.

1. Description.

A Monument Sign is freestanding; it is located in a front or side yard of a lot. Refer to Figures 9.10 (1) and 9.10 (2).

2. General Requirements.

Monument Signs shall be developed according to the standards in Table 9.9 (1).

(1) Multiple Tenants. Multiple tenant buildings on a lot with a width of greater than 300 feet, measured across the front property line, may have signage with the following parameters:
   (a) Up to two Monument Signs on one frontage.
   (b) Signs shall be at least 150 feet apart.

(2) Pole-Mounted Signs. Monument Signs may not be pole-mounted.

(3) Manually Changeable Copy. The area of any Manually Changeable Copy cannot equal greater than 50% of the area of the sign face on which it is located or 20 square feet, whichever is less.

3. Computation.

The area of a two-sided Monument Sign is equal to the area of one Sign face. The area of a three- or four-sided Monument Sign is equal to the total area of each sign face. This measurement includes the sign, any cabinet in which it is enclosed and the electronic message board, but excludes the base of the sign.

(1) Measuring Height. Height shall include the sign face, base, cabinet, and ornamental cap.

Monument Sign Requirements	
Permitted Districts [1]	Public Facilities & Recreation, Mixed-Use Retail, Mixed-Use Airport, SOB & Airport I-2 Overlay
Sign Area	Maximum 70 sq ft per Sign face
Height	Maximum height 6' for single tenant sign; maximum height 8' for multi-tenant signs [3]
Location on the Building or Site	Front or Corner Yards
Placement on the Building or Site	10' Setback from driveways & side property line; 3' Setback[2] from front & corner property lines
Quantity	1 per lot
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal & masonry; Plastic & synthetics permitted on Sign face; Electronic Message Board permitted in certain districts.

[1] Permitted in all districts, including the Residential Community Districts if used as a gateway element for neighborhood identification purposes only. At no point should commercial business signage be located on the community identification monument sign.

[2] If placed closer than five feet from the front and corner side property lines, sign must not be located in a sight triangle extending 10 feet from either side of an intersection of a driveway and a vehicular right-of-way or two vehicular rights-of-way.

[3] Multi-tenant signs will not count against 200 SF max.

Table 9.9 (1). Monument Sign Requirements.

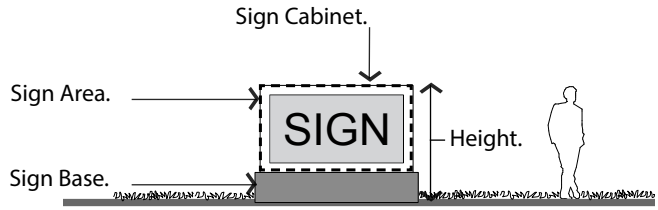


Figure 9.10 (1). Monument Sign.

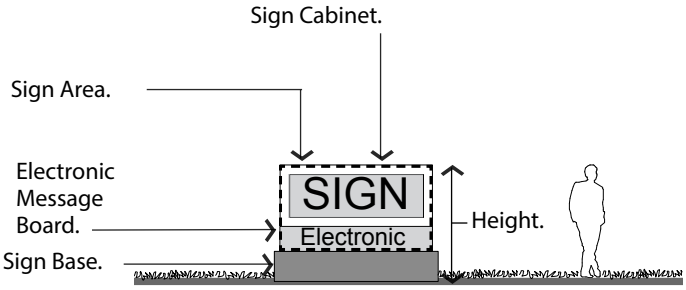


Figure 9.9 (2). Monument Sign with EMB.

9.10 Ped-Scale Pole-Mounted Sign.

1. Description.

A Ped-Scale Pole-Mounted Sign is freestanding and may be mounted onto or hanging from one pole. Two configurations are permitted. Refer to Figure 9.10 (1).

(1) A sign mounted on a single pole.

(2) A sign hanging from a single pole.

2. General Requirements.

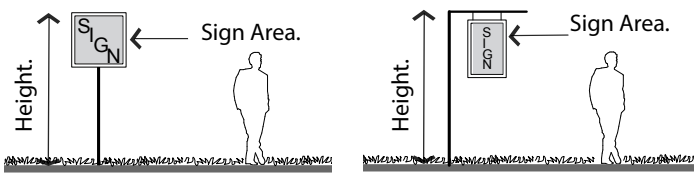
Ped-Scale Pole-Mounted Signs shall be developed according to the standards in Table 9.10 (1).

3. Computation.

The area of a Pole-Mounted Sign is equal to the area of one sign face.

Ped-Scale Pole-Mounted Sign Requirements	
Permitted Districts	All districts & overlays with the exclusion of the three Residential Community Districts
Sign Area	8 sq ft maximum area per sign face
Height	8' maximum height for sign mounted or hanging on a single pole; Each pole shall have a maximum size of 3.5" by 3.5"
Location on the Building or Site	Front or Corner Yards
Placement on the Building or Site	2' setback from front & corner property lines; Cannot overhang property lines
Quantity	1 per tenant
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, metal & masonry; Plastic & synthetics permitted on Sign face

Table 9.10 (1). Ped-Scale Pole-Mounted Sign Requirements.



1. Sign mounted on a single pole.

2. Sign hanging from a single pole.

Figure 9.10 (1). Two Types of Ped-Scale Pole-Mounted Signs.

10.0 Administration

10.0 Administration

10.1 General Provisions.

1. Purpose.

It is the intent of this code to promote public health, safety, and general welfare of the community, reflecting the goals established by Heber City residents. Due to the detailed requirements found in this form-based code, the ability for administrative approvals when dealing with an application which adheres to the intent and the requirements within the code is the approval process for most scenarios. This is due to the fact that the unpredictability and amount of discretion typically involved with typical zoning codes is, for the most part, removed with the form-based code (FBC) approval process. If the applicant is willing to follow all of the detailed requirements of the form-based code (FBC), there should be little, if any, room for discretion, and the approval should be handled administratively. Essentially, form-based codes make it easy to do the right thing, and harder to deviate from the code, resulting in the city's vision being upheld and eventually achieved. The primary goals and objectives of this code include, but not limited to the specific purposes below.

(1) To achieve mixed use development that is appropriate in scale and intensity for the neighborhoods and sites proximate to transit stops and stations.

(2) To establish a relationship between buildings, streets, and open spaces that is pedestrian, bicycle, and transit-oriented.

(3) To preserve and enhance the City's natural resources, energy, water, and open spaces and to promote innovative development that sustainably manages these issues, including stormwater runoff and mitigation the urban heat island effect.

(4) To ensure that a variety of housing types and sizes can be developed to meet the needs of the entire community.

(5) To promote a variety of transportation options for residents and visitors.

2. Scope of Regulations.

(1) New Development. All development, construction, and establishment of uses within the limits of this code occurring after the effective date of this code shall be subject to all applicable regulations of this code.

(2) Renovated Structures Excluding Existing Detached Single Family Homes. All building renovations affecting greater than 25% gross square footage of a structure within the limits of this code shall be subject to all applicable regulations of this code.

(3) Existing Detached Single Family Home Residential Use & Structures. All building renovations affecting greater than 75% gross square footage of a single family structure within the limits of this code shall be subject to all applicable regulations of this code.

(4) In-Process Development. Where a building permit for a development has been applied for in accordance with the prior law in advance of this code's effective date, said development may comply with the plans from which the permit was approved and, upon completion, receive a certificate of occupancy or zoning certificate (provided all conditions are met) provided the following.

(a) Work or construction is begun within one year of the effective date of this code.

(b) Work or construction continues diligently toward completion.

(5) Nonconformance. After the effective date of this code, existing buildings and uses that do not comply with the regulations of this code shall be considered nonconforming and are subject to the standards of 10.4 Nonconformances.

(6) All roads, alleys, parking lots, service areas and similar facilities proposed for development and not specifically designated as public shall be assumed to be privately owned. Heber City will not be responsible for constructing, managing, operating or maintaining any private roads, alleys, parking lots, service areas, utilities or infrastructure propose for inclusion in the districts controlled by this code.

3. Administration & Enforcement.

The provisions of this code shall be administered and enforced by the City Planner or designee, unless otherwise specifically stated. For the purposes of this code, the term City Planner shall be inclusive of his or her designees. Where provisions of this code differ from the City's Code, the requirements of this code shall apply.

If the Heber City Mayor, with advice and consent from the legislative body, appoints an Administrative Law Judge as Appeal Authority (subject to Utah Admininistrative Code, Rule 477-101). At that point the following requirements will supersede all other appeals processes described in this section and at that point, and no time prior to, the following shall apply:

(1) Establishment: There is hereby established an Appeal Authority consisting of an Administrative Law Judge, appointed by the Mayor with the advice and consent of the legislative body.

(2) Administrative Law Judge and Terms: Selection of Administrative Law Judge

(a) Process of Selection: Upon the need for the filling of a vacancy or establishing one or more new Administrative Law Judges, the Mayor shall act to post notice of the Administrative Law Judge vacancy in at least three locations within the city and in a newspaper of general circulation in the city. Said notice shall include at least the general responsibilities of the Judge, direction for interested applicants to submit a letter of interest, procedure for submitting letters of interest, the closing date of the vacancy's notice. The notice shall be advertised for not less than 10 days.

(b) Selection: Upon completion of the vacancy notice period, the Mayor shall be charged with the selection of the new Administrative Law Judge from the collection of submitted letters of interest. It shall be to the Mayor's discretion regarding the process for reviewing interested applicants for appointment to fill any Administrative Law Judge vacancies.

(c) Concurrency

(i) Members of the citizenry shall be considered ineligible to serve as an Administrative Law Judge, if that person is a member of the City Council, Planning Commission, City staff or any other City board or commission.

(ii) Term of the Judge. The term of an Administrative Law Judge shall be four years concluding at midnight on the thirty-first day of December of the year of term expiration. At the expiration of the term the Mayor may reappoint the Judge to additional four year terms with the advice and consent of the legislative body.

(iii) Established Administrative Law Judge. Individuals serving as an Administrative Law Judge at the time of adoption of this ordinance shall be considered properly appointed and shall not

be required to be reappointed. The Mayor shall be required to establish terms for established members in accordance with this Section.

(3) Vacancies and Removal of the Administrative Law Judge
  (a) Removal: Any Judge may be removed by the Governing Body at will.
  (b) Vacancies: Upon the removal of a Judge, as specified in this Section, or the written resignation of any Judge, the Mayor shall pursue the selection of a new Judge to fill the vacancy and recommend a nominee for approval by the City Council.

(4) Powers and Duties: In accordance with Utah State Code § 10-9a-701, the Administrative Law Judge shall be charged with the duties of the appeal authority to
  (a) Serve as the final arbiter of all issues involving the interpretation or application of land use ordinances;
  (b) Serve as the final arbiter of all issues involving requests for variances from the terms of the land use ordinances; and
  (c) Serve as the final arbiter of all issues involving appeals of land use authority decisions;
  (d) Serve as the final arbiter of all issues involving appeals of zoning violations.
  (e) Civil nuisance violations of Municipal Airport Rules and Regulations.

(5) Organization and Procedures
  (a) Meetings: The Administrative Law Judge may hold meetings, as the Appeal Authority, according to Utah State Code, Title 52, Chapter 4, Open and Public Meetings, the schedule calendar of meetings established by the legislative body and following proper notice as established in the Utah State Code. The Administrative Law Judge may call special meetings as warranted following proper notice and in compliance with the Open and Public Meetings requirements.
  (b) Judge Required: The Administrative Law Judge must be present in order to conduct any public meeting of the Appeal Authority or to hear items of business before the Appeal Authority.
  (c) Decision: The Administrative Law Judge will listen to the facts presented and will base his/her decision upon his/her understanding of that information.
  (d) Rules of Order: The Administrative Law Judge may develop, adopt and maintain additional by-laws and/or rules of decorum and order to be followed during meetings of the Appeal Authority. All Appeal Authority hearings shall be conducted as quasi-judicial proceedings and in accordance with Utah State Code §10-9a-701et. seq.
  (e) Evidence: Pursuant to Utah State Code §10-9a-701, any adversely affected party being heard by the Appeal Authority shall be required to present to the Appeal Authority every theory of relief that they can raise in district court.
  (f) Qualifications: Masters Degree in City Planning or Public Administration.
  (g) Fine Schedule: $25 per day per violation, up to a maximum fine of $1000.

4. Development Application.

Applications (form, fees, and plan sets) shall be filed with the City Planner or designee.

(1) Application Form. Application forms are available from the City.

(2) Fees. Fee amounts are available from the City and are due at the time the application is made; the application will be considered incomplete if fees are not paid.

(3) Plan Set Requirements. Number of copies and minimum scale of drawings shall be noted on the application form. All plans shall be submitted in both a paper and an approved digital format using NAD1983 state plane coordinates.

(4) Filing Deadline. Filing deadlines are established by the City and available at City location.

(5) Withdrawal of Application. Applicant may withdraw application whole or in part at any point in the process prior to being acted or ruled upon; new application form, fees, and plan sets are required for reapplication.

(6) Records on File. Applications and the resulting recommendations and rulings shall be kept on file by the City Planner or Designee and shall be considered public record.

(7) Notice requirements for each process are to follow State & Federal noticing requirements & timelines.

5. Districts Map

The areas and boundaries of the districts & overlay subdistricts listed in 3.0 are hereby established to scale as shown on the map entitled Districts Map of the city and referred to herein as “Districts Map” or “Regulatory Districts Map.”

6. Process

Any development within a district shall be administered in accordance with the procedures defined in this document.

(1) The application shall include the following processes
  (a) Pre-Application Meeting.
  (b) Site Plan Approval, including building, site, and streetscape.

7. Staff Review Committee

The City Planner or Designee shall serve approve, deny, or approve with conditions all submittals for Regulating Plans and Site Plans within the Districts upon review by a Staff Review Committee.

(1) The Staff Review Committee shall include the City Planner, City Engineer, and Utility Companies.

(2) The Staff Review Committee shall meet regularly to process applications within the time lines established by 10.2. of this section.

(3) The decision regarding approval or denial of a Regulating Plan or Site Plan shall state in writing the reasons for approval or denial.

(4) If a Regulating Plan or Site Plan is denied by the City Planner or Designee, the applicant may appeal the decision to the Planning Commission.

10.2 Development Review Procedures.

1. General Requirements.

The processes included in this section, 10.2, are required for the approval of new development within Heber City.

(1) Appeal. If any application is disapproved, applicant may appeal the decision through the following appeals process:

  a. Appeals -- Request To Appear -- Fee

  Any citizen or person, or any officer of a department of the municipality may appeal to the board of adjustment by filing a request in writing with the zoning administrator and by paying a fee, provided such appeal is made within forty-five

days from the grant or refusal of a building permit and/or certificate of zoning compliance by the zoning administrator. The request to appear before the board of adjustment shall be made on forms furnished by the zoning administrator at least fifteen days prior to the date of the hearing of the appeal.

b. Appeals-Procedure

i. Upon receipt of the application, the zoning administrator shall forthwith transmit to the board of adjustment all papers constituting the record upon which the action appealed from was taken. The board of adjustment shall review the application and shall return the same to the zoning administrator with its decision pertaining thereto within thirty days.

ii. Failure to return said application within thirty days shall constitute approval. An appeal stays all proceedings in furtherance of the action appealed from unless the zoning administrator certified to the board of adjustment after the notice of appeal shall have been filed with him that by reason of facts stated in the certificate a stay would in his opinion cause imminent peril to life or property. In such case, proceedings shall not be stayed otherwise than the restraining order which may be granted by the board of adjustment or by the district court on application and notice to the zoning administrator and on due cause shown.

c. Appeals -- Hearing

i. The board of adjustment shall fix a reasonable time for the hearing of the appeal, give public notice thereof by publication of notice at least five days prior to the date of the hearing, as well as notice by mail to adjacent property owners, and decide the same within a reasonable time.

ii. The intent in requiring a hearing is to enable the board of adjustment to obtain facts surrounding the case which may not be shown in the record as submitted to the board. The decision of the board shall be based upon the facts and not upon expressions of support or protest, or lack of support or protest, which may be made at the hearing. Any party may appear at the hearing in person or by agent or by attorney.

d. Notice Of Decision

The board of adjustment shall make determinations in harmony with the provisions of this title and shall notify the zoning administrator of the action taken within ten days following their decision.

e. Further Appeal

Any person adversely affected by any decision of the board of adjustment may petition the district court for review of the decision. In the petition, the plaintiff may only allege that the board of adjustment's decision was arbitrary, capricious, or illegal. The petition is barred unless it is filed within 30 days after the board of adjustment's decision is final. The board of adjustment's decision shall be deemed final upon the vote at the meeting and not upon approval of the minutes, unless stated otherwise in the motion. The filing of a petition does not stay the decision of the board of adjustment.

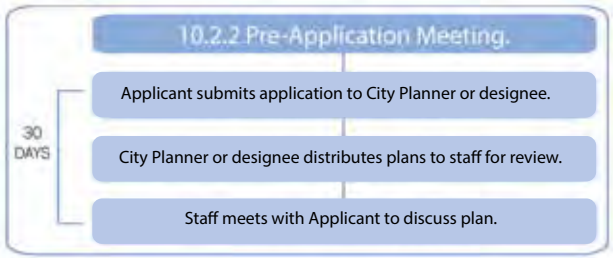
(2) Expiration of Approval. Approval of any application shall expire 12 months from the date of approval, if permits for development have not been submitted for review or construction has not begun.
(a) Applicant can request an extension if done so in writing to the City Planner or Designee at least 30 days prior to the end of the 12 month period.
(b) Failure to act within the 12 month period shall require a new application, including all forms, fees, and plan sets.

(3) Review Criteria. All Regulating Plan, Site Plan, and Exception applications shall be reviewed using the following criteria.
(a) Plan complies with the standards within the intents of the General Plan.
(b) Plan's design is consistent with the intent, character, and planning criteria of any plan in place.
(c) Plan's design meets all of the requirements of this code.
(d) Proposed development is sufficiently served by or provides essential public facilities, such as access and open space, and services, such as utilities and emergency services.
(e) Plan is designed with regard to preserving the lot's natural features and topography.

2. Pre-Application Meeting.

(1) Intent. To afford the applicant an opportunity to receive the advice and assistance of the professional staff before preparing formal plans and making an official application.

(2) Eligible Applicant. Applicant must apply for a pre-Application meeting prior to submitting an application for Rezoning, Preliminary Plat Approval, Exception, or Variance. The pre-Application meeting is encouraged for Site Plan Approval processes.



(3) Application. Applicant shall submit the following.
(a) Application, Form, and Applicable Fees.
(b) Sketch Plan. A sketch plan or plans shall detail the proposal, including the following.
(i) General rough layout of block, and lots, with types of streets and Open Space Type noted.

(ii) Existing conditions such as topography, water bodies, aerial photograph, and flood plane.
(iii) Approximate distribution of Districts, Building Types, and Uses.
(iv) Anticipated method of achieving parking requirements.
(iv) Site survey if available.

(c) Exceptions or Variances. A description of any desired Exception or Variance (per 10.3).

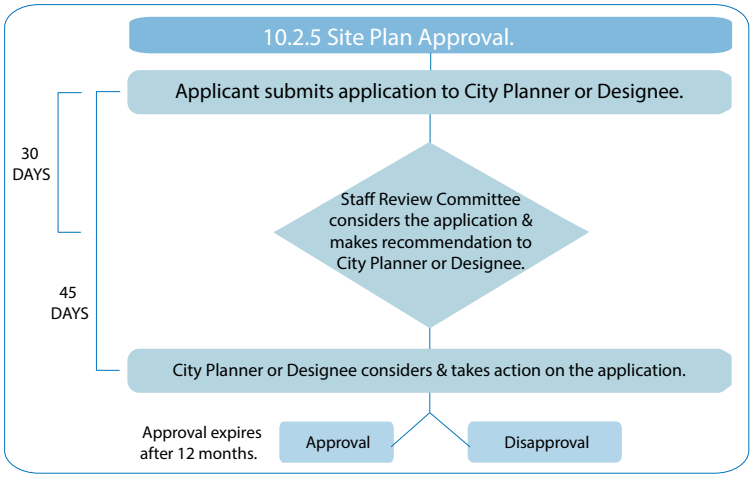
(4) Pre-Application Meeting. Staff shall meet with the Applicant to discuss the proposed plan within 30 days of receipt of the complete application.

3. Rezoning Process.

1. The governing body may amend, change or modify any provision of this document or the districts map provided:

   a. The proposed amendment or amendments have been submitted to the Planning Commission for its recommendations. The Planning Commission shall prepare and recommend amendments following a public hearing reasonably noticed for at least ten (10) calendar days. Unless the Planning Commission submits its recommendations within sixty days from receipt of the proposed amendment, the governing body may assume an affirmative recommendation;
   b. The governing body has held a public meeting on the proposed amendment reasonably noticed for 24 hours;
   c. The amendment will not be contrary to the Comprehensive Plan;
   d. The amendment will more fully carry out the intent and purpose of the Comprehensive Plan and this Title.

2. Notice of the Planning Commission hearing should also include written submittal of the proposed amendment to the City Planner, City Attorney, Chief of Police, Building Official, City Engineer, City Fire Official, and City Recorder, and shall meet the requirements of Utah State Code and include notice of the Planning Commission and shall meet the requirements of Utah State Code.
3. No material change in or departure from the recommendation of the planning commission can be made after such public hearing unless the change or departure be submitted to the planning commission for its consideration and recommendations. Upon receiving the reconsidered recommendations of the planning commission, the governing body may overrule the planning commission



4. Subdivision Plat Approvals.

Each development project approved in Heber City and under this document shall be approved using the provisions set forth in the Heber City Subdivision Ordinance, also known as Title 17 of the Heber City Code. If there arises a conflict between this document and the Subdivision Ordinance or any other Ordinance or Resolution recognized by Heber City, this form based code document shall be followed, and supersede the conflicting document.

5. Site Plan Approval.

(1) Intent. To establish a process that allows the City to administratively review development and redevelopment of sites and Building Types, uses, and other site requirements within all districts to ensure that the full standards and intents of this code are met.

(2) Eligible Applicant. Applicant shall apply for Site Plan Approval for all projects within all districts listed in section 3.0.

(3) Development's larger than 20 residential units, with more than 25 employees, or proposing to construct more than 50 surface parking stalls, or greater than 15,000 total square feet of retail or office uses will require Conditional Use Permit approval and may be required to provide a traffic impact study with its Conditional Use Permit application if deemed necessary by the City Planner and/ or the City Engineer.

(4) Application. The following information shall constitute a complete application. Application shall be submitted in a form as determined by the City Planner or Designee.
(a) Complete Application, Form, and Applicable Fees.
(b) Applicant shall submit the following in compliance with the requirements of 3.0 Districts, 4.0 Uses, 5.0 Building Types, 6.0 Open Space Types (when submitting an application for development of a Open Space Type), 7.0 Landscape, 8.0 Parking, and 9.0 Sign Types. All maps and plans shall include date of preparation, north arrow, and scale.
(i) Site Location Map, Legal Description/Limits of Plan.
(ii) Survey Plat. Dimensions of property lines, easements, rights-of-way.
(iii) Development Boundaries and Proposed Phasing, if applicable.
(iv) Existing Conditions Plan. Existing on-site and adjacent off-site structures, streets, utilities, easements, pavement noted either on an aerial photograph or site survey.
(v) Existing Natural Conditions Plan. Existing topography, vegetation, drainageways, floodplain/way, or other unique features either on an aerial photograph or site survey.
(vi) Site Plan. A Site Plan delineating all proposed structures and surfaces, including parking, pavement, decks,

patios, landscape, and retaining walls.

(vii) Building Plan(s). Floor plans for all buildings illustrating compliance with the requirements of 5.0 Building Types.

(viii) Table of Uses. A table of uses is required on the Building Plan delineating locations and gross square footages of categories of uses, and illustrating compliance with 4.0 Uses.

(ix) Building Elevations. Building elevations of all facades, rendered to illustrate compliance with the requirements of 5.0 Building Types.

(x) Landscape Plan. Landscape Plan illustrating compliance with the requirements of 7.0 Landscape. All ground plane vegetation shall be illustrated. For sites with less than ten percent landscape area, the Landscape Plan may be combined with the Site Plan.

(xi) Parking Plan. Parking layout plan with table of spaces keyed to plan, illustrating compliance with 8.0 Parking. Driveways, shared parking arrangements, cooperative parking, and any other parking reductions shall be included and noted for compliance with 8.0 Parking.

(xii) Signage Plan, if Signage is included. Signage Plan illustrating compliance with the requirements of 9.0 Sign Types.

(xiii) Open Space Plan, if Open Space is included. Open Space Plan shall define all paving, structures, site furnishings, and landscape areas.

(5) Application Process Timeline. Upon submittal of a complete application, the application will be reviewed using the following process and timeline.

(a) Staff Review Committee. The Staff Review Committee shall review and make recommendations on the application within 30 days of the submission of the complete application.

(b) The City Planner or Designee shall render a decision to approve or disapprove the application within 45 days of the submission of the complete application.

(i) 45 days may be extended with the applicant's written consent.

(ii) The City Planner or Designee may approve with conditions, or disapprove the application, providing the reasons for disapproval or any conditions for approval in writing.

(c) If a Site Plan Approval is being sought for the same property, the Conditional Use Permit shall be submitted concurrently and the timelines shall match.

(6) Procedure for Site Plan Adjustments. The City Planner or Designee may permit Minor Adjustments to an approved site plan, if the revisions are within the scope and intent of the original approval.

(a) Process. The process to review plan adjustments is as follows.

(i) Applicant shall submit a revised plan and letter of explanation detailing the change to the City Planner or Designee.

(ii) The City Planner or Designee shall review the request and notify the applicant of the decision.

(iii) If the City Planner or Designee deems the change to be a Major Adjustment to the plan, applicant must resubmit for Site Plan Review for approval of the new plan, including a new application (forms, fees, and plan sets).

(iv) If the City Planner or Designee deems the changes to be Minor Adjustments and approves them as within the scope and intent of the original approval, the Applicant shall revise the plan providing copies to the City Planner or Designee for filing prior to applying for building or construction permits.

(b) Minor Adjustments are limited to the following, while still meeting the requirements of this code. All other adjustments are considered Major.

(i) Changes in dimensions or quantities less than ten percent of previous amounts.

6. Conditional Use Permit.

(1) Intent. To establish a process to review requests for the following.

(a) Development of Uses permitted within a Zoning District, but that may not be appropriate for development on every lot within that District because of potential negative impacts associated with the Use.

(2) Eligible Applicant. Applicant shall apply for a Conditional Use Permit prior to the development, installation, or opening of a use if designated as a Conditional Use in section 4.0.

(3) Application. The following information shall constitute a complete application. Application shall be submitted in a form as determined by the City Planner or Designee.

(4) Complete Application, Form, and Applicable Fees.

(b) Applicant shall submit the following in compliance with the requirements of 4.0 Uses.

(5) A conditional use and associated site plan must:

(a) Comply with the goals and objectives of the City's General Plan as well as any Area or Neighborhood Plan that has been adopted;

(b) Comply with the objectives and purposes of the district;

(c) Have building height, bulk, scale, setback, open space, landscaping, drainage, access, traffic circulation, and use that is compatible with the use of an abutting site;

(d) Provide adequate screening and buffering to protect adjacent property owners;

(e) Reasonably protect persons and property from erosion, flood, fire, noise, glare, and similar adverse effects;

(f) Address traffic considerations including right-of-way capacity, emergency vehicle access, and storm water run-off; and

(g) Ensure utility capacity for the proposed project.

(6) A conditional use and associated site plan may not:

(a) More adversely affect an adjoining site than would a permitted use;

(b) Negatively impact neighboring properties as a result of scale

or massing;
(c) Adversely affect the safety or convenience of vehicular or pedestrian circulation, including reasonably anticipated traffic and uses in the area; or
(d) Adversely affect an adjacent property or traffic control through the location, lighting, or type of sign.

(7) In addition, the Planning Commission may require that a conditional use and associated site plan comply with a condition(s) of approval that includes a more restrictive requirement(s) for:
(a) Building size and/or compatibility standards;
(b) A special yard, open space, buffer, fence, wall, or screen;
(c) Landscaping or erosion;
(d) Increased open space requirements on the site;
(e) A street improvement or dedication, vehicular ingress & egress, or traffic circulation:
(f) Signs;
(g) Characteristics of operation, including hours;
(h) Noise, vibrations, odor, steam, etc.;
(i) A development schedule; and/or
(j) Other measures that the Planning Commission determines are required for compatibility with surrounding uses or the preservation of public health, safety, or welfare.

(8) Application Process Timeline. Upon submittal of a complete application, the application will be reviewed using the following process and timeline.
(a) Staff Review Committee. The Staff Review Committee shall review and make recommendations on the application within 30 days of the submission of the complete application.
(b) The City Planner or Designee shall render a decision to approve or disapprove the application within 45 days of the submission of the complete application.
(i) 45 days may be extended with the applicant's written consent.
(ii) The City Planner or Designee may approve with conditions, or disapprove the application, providing the reasons for disapproval or any conditions for approval in writing.
(c) If a Site Plan Approval is being sought for the same property, the Conditional Use Permit shall be submitted concurrently and the timelines shall match.

10.3 Exceptions and Modifications.

1. Exceptions.

(1) Intent. To establish relief and flexibility in standards that may be administratively reviewed and approved, if certain criteria are met.

(2) Eligible Applicant. Applicant is eligible to apply for an Exception to the code upon submittal of an application for Site Plan Approval, in cases that involve such standards as the following:
(a) Regulating Plan Requirements
(i) Distribution of permitted Districts within 100' of required amount. (Substitution of districts is not permitted.)
(ii) Block Size within 100' of required dimensions
(iii) Street Type Requirements within one foot of required dimensions. (refer to Section 2.0)
(iv) Open Space Requirement within 100' of required distance for no more than ten units and with the availability of two Open Spaces within that dimension (refer to Section 1.0 and Section 6.0)
(v) Building Type Requirements within one foot of required dimensions. (refer to Section 5.0)
(b) Site Plan Requirements
(i) Landscape Requirements within one foot of required dimensions. (refer to Section 7.0)
(ii) Parking and Loading Facilities within one foot of required dimensions. (refer to Section 8.0)
(iii) Sign Type Requirements within one foot of required dimensions. (refer to Section 9.0)
(iv) Building Type Requirements within one foot of required dimensions. (refer to Section 5.0)
(v) Additional exceptions may be granted based on a formal request in writing by the applicant, stating specific reasons why the request does not impact the overall intent of this section, and is essential for success of the development.

(4) Application Process Time Line. An Application for Exception shall be submitted concurrently with the process seeking exception from, either Regulating Plan Approval or Site Plan Approval.
(a) Staff Review Committee. The Staff Review Committee shall review and make recommendations on the application within the same time line as the applicable process, Regulating Plan or Site Plan approval.
(b) The City Planner or Designee shall render a decision to approve or disapprove the application within the same time line as the applicable process, Regulating Plan or Site Plan approval.

10.4. Nonconformances.

1. General Requirements.

(1) Intent. To provide a set of regulations for legal nonconforming buildings and uses and to specify those circumstances and conditions under which those nonconformances shall be gradually eliminated.

(2) Applicability. The standards in this section apply as follows.
(a) The provisions detailed in this section apply to all structures, uses, or site characteristics that lawfully existed prior to the adoption of or Amendment to this code,
(b) Structures, uses, and site characteristics that did not lawfully exist prior to the effective date or amendment to this code shall not be considered legal nonconformances and therefore are not protected under the provisions of this section.

(3) Continuation. All nonconformances are permitted to continue

subject to the restrictions outlined in this section.

(4) Maintenance. All nonconformances shall be maintained as required by law to protect public health safety, and welfare, provided said maintenance does not result in the expansion of the nonconformity.

2. Nonconforming Structures.

(1) Intent. To provide regulations for the continuation of a structure that was legally constructed prior to the adoption or amendment to this code, but that could not occur under the current provisions of this code.

(2) Restrictions on Continuation. A nonconforming structure may continue based upon the following conditions.

(a) Alterations. The standards of this code shall apply to alterations under the following circumstances.

(i) For all Structures Excluding Existing Single Family Home Structures (Yard Building). Where the renovation includes an addition of more than 25 percent in gross building square footage, the building shall be brought into conformance.

(ii) For all Existing Single Family Home Structures (Yard Building). Where the renovation includes an addition of more than 75 percent in gross building square footage, the building shall be brought into conformance.

(iii) For all Structures (except Yard Buildings). When a renovation of the front facade occurs with no added building square footage, that renovated portion must comply with the street facade Requirements and Entrance Type Requirements (refer to Section 5.0) when the renovation includes the existing building's front or corner side facades and the renovation includes any one of the following:

1. Installation of additional doors or a change in location of a door.
2. Expansion or change in location of 30% of windows on any street façade.
3. Replacement of 30% or more of facade materials on any street facing facade with a different facade material.

(iiii) When a renovation of the shape or style of the roof occurs with no added building square footage, the Roof Type Requirements (refer to Section 5.0) shall be met if visible from the public right-of-way

(b) Ordinary Repairs. Ordinary repairs required for safety and continued use of the structure, such as replacement of window or door glass; and interior alterations that do not affect the exterior of the building do not trigger conformance to this code.

(c) Impact on Nonconformity. No alteration or repair shall expand the existing or create a new nonconformity unless otherwise permitted by this section, 10.4.2 Nonconforming Structures.

(d) Damage or Destruction. A nonconforming structure may be repaired and its use continued if damaged by any means not within the control of the owner per the Utah Code.

(e) Abandonment. The right to utilize a nonconforming structure shall be terminated if the structure is not utilized or is abandoned for a period of 12 consecutive months.

(i) If the owner is actively seeking another tenant for the use or structure, the 12 month period may be extended up to an additional 12 months with permission of the City Council.

(ii) To obtain this extension, the owner must provide evidence of this activity, including solicitation, showing the site to potential tenants, and maintenance of utilities and other site facilities for reuse; simply listing the site as available real estate is not sufficient.

3. Nonconforming Uses.

1. A building utilized prior to the effective date of the ordinance codified in this document for a use which, after the effective date of the ordinance codified in this document is nonconforming, may continue to be utilized for such nonconforming use unless the building is vacated or the use ceased for a continuous period in excess of three hundred sixty-five (365) calendar days. Land use prior to the effective date of the ordinance codified in this Title is nonconforming and may continue to be so used provided that such nonconforming use is not ceased for a continuous period in excess of three hundred sixty-five (365) calendar days. No such nonconforming use of land may in any way be expanded or extended, either in the same or on adjoining property. Any land that is annexed into Heber City which use was conforming in the County but now is nonconforming in Heber City, the same will apply.

2. A nonconforming building or structure occupied by a nonconforming use which is damaged or is destroyed by fire, flood, wind, earthquake, or other calamity or act of God, or the public enemy, may be restored. The occupancy or use of such building, structure, or part thereof, which existed at the time of such damage or destruction may be continued or resumed; provided, that such restoration is started within a period of one year and is diligently prosecuted to completion with the ordinances of Heber City within two (2) years.

3. The occupancy of a building by a nonconforming use, existing on the effective date of the ordinance codified in this Title, may be continued.

4. Vacancy of Building & Ceasing Use

   a. A vacant building may be occupied by a use for which the building or structure was used, designed or intended, if so occupied within a period of three hundred sixty-five (365) calendar days after the use became nonconforming.

   b. However, a building or portion thereof occupied by a nonconforming use which is, or hereafter becomes, vacant and remains unoccupied by such nonconforming use for a continuous period in excess of three hundred sixty-five (365)

calendar days, shall not be thereafter occupied except by a use which conforms to the use of the zone in which it is located.

5. Should a nonconforming use of land be ceased for a period in excess of three hundred sixty-five (365) calendar days, any future use of such land authorized nonconforming use is expressly prohibited.

6. A nonconforming use may be extended to include the entire floor area of the existing building in which it is conducted at the time the use became nonconforming.

7. The burden of proof for proving the extent or the existence of any nonconforming use, structure, etc., shall be the responsibility of the property owner or the petitioner.

4. Nonconforming Site Characteristics.

(1) Intent. To establish regulations for the continuation of site characteristics, such as curb cut quantity, signage, parking, landscaping, or other non-structural, physical characteristics of a site, that was legally constructed or installed prior to the approval or amendment of this code, but that cannot be created under the provisions of this code.

(2) Restrictions to Continuation. A nonconforming site characteristic may continue based upon the following conditions.

(a) 10% Percent Exception. A site characteristic is not considered nonconforming if the size of the nonconformance is 10% or less of this code's requirement.

(b) Change in Associated Use. The right to continue shall be terminated if the associated use changes or changes in intensity through such additions as an increase in the dwelling units, gross floor area, or capacity by 15% or more.

(i) Single or individual business signs within a multiple business center are exempt from this standard. A new tenant is permitted to install an individual business sign even if the signage on the lot as a whole is nonconforming, provided that the new sign does not increase the lot's nonconformance.

(c) Change in Associated Structure. The right to continue shall be terminated if the associated structure is altered to increase its gross floor area by 15% or more.

(d) Abandonment. The right to continue shall be terminated if the associated Use or structure, conforming or not, is abandoned for a period of 12 consecutive months.

10.5 Definitions.

1. Graphics.

The graphics, tables, and text utilized throughout this code are regulatory. In case of a conflict, text shall control over tables and graphics and tables shall control graphics.

2. Defined Terms.

For the purposes of this code, the following terms shall have the following meanings.

(1) **Animal.** All non-human members of the animal kingdom, including domestic and livestock species.

(2) **Applicant.** The owner of a subject property or the authorized representative of the owner on which a land development application is being made.

(3) **Block.** The aggregate of lots, passages, lanes, and alleys bounded on all sides by streets.

(4) **Block Depth.** A block measurement that is the horizontal distance between the front property line on a block face and the front property line of the parallel or approximately parallel block face.

(5) **Block Ends.** The lots located on the end of a block; these lots are often larger than the lots in the interior of the block or those at the opposite end of the block and can be located on a more intense street type. They are typically more suitable for more intensive development, such as multiple family or mixed use development.

(6) **Block Face.** The aggregate of all the building facades on one side of a block.

(7) **Block Length.** A block measurement that is the horizontal distance along the front property lines of the lots comprising the block.

(8) **Build-to-Zone.** An area in which the front or corner side facade of a building shall be placed; it may or may not be located directly adjacent to a property line. The zone dictates the minimum and maximum distance a structure may be placed from a property line. Refer to Figure 10.5 (2) Build-to Zone vs. Setback Line.

(9) **Building Type.** A structure defined by the combination of configuration, form, and function. Refer to 5.0 Building Types for more information and the list of permitted Building Types.

(10) **City Planner or Designee.** The Heber City Planner, or a person that is designated to make decisions by the City Planner.

(11) **Courtyard.** An outdoor area enclosed by a building on at least two sides and is open to the sky.

(12) **Coverage, Building.** The percentage of a lot developed with a principal or accessory structure.

(13) **Critical Root Zone.** Also referred to as drip line. The area of soil and roots within the radius beneath the tree's canopy, within the dripline, or within a circular area of soil and roots with a radius out from the trunk a distance of 1.5 feet for every inch of the

tree's width (measured at 4.5 feet above the mean grade of the tree's trunk, noted as diameter breast height or DBH throughout this code).

(14) **Dedication.** The intentional appropriation of land by the owner to the City for public use and/or ownership.

(15) **Density.** The number of dwelling units located in an area of land, usually denoted as units per acre.

(16) **Dwelling Unit.** A room or group of rooms connected together that include facilities for living, sleeping, cooking, and eating that are arranged, designed, or intended to be used as living quarters for one family, whether owner occupied, rented, or leased.

(17) **Easement.** A legal interest in land, granted by the owner to another person or entity, which allows for the use of all or a portion of the owner's land for such purposes as access or placement of utilities.

(18) **Eave.** The edge of a pitched roof; it typically overhangs beyond the side of a building.

(19) **Entrance Type.** The permitted treatment types of the ground floor Facade of a Building Type. Refer to Section 5.0 for more information and a list of permitted Entrance Types.

(20) **Expression Line.** An architectural feature. A decorative, three dimensional, linear element, horizontal or vertical, protruding or indented at least two inches from the exterior facade or a building typically utilized to delineate floors or stories of a building.

(21) **Facade.** The exterior face of a building, including but not limited to the wall, windows, windowsills, doorways, and design elements such as expression lines. The front facade is any building face adjacent to the front property line.

(22) **Family.** Family is defined as the following.

(a) "Family" means an individual or two (2) or more persons related by blood, marriage, or adoption, living together as a single dwelling unit and maintaining a common household. Relation by blood, marriage, or adoption is limited to the children (including foster and custodial children) of the primary companion couple or individual residing within the dwelling, and the extended relations, which includes parents, grandparents, great-grandparents, grandchildren, great-grandchildren, uncles and aunts, brothers and sisters, first cousins and immediate nieces and nephews of the primary companion couple or individual residing within the dwelling. A "family" may include two, but not more than two, non-related persons living as guests with the residing family. The term "family" shall not be construed to mean a group of unrelated individuals, a fraternity, club, or institutional group. The number of extended relations and unrelated guests residing with the family shall be limited to a maximum of six (6) persons, and in no case shall the number of extended relations and unrelated guests exceed one per 600 square feet of finished habitable floor space of the dwelling. Finished habitable floor space does not include a garage or any area that has been constructed without a building

(25) **Impervious Surface.** Also referred to as impervious material. Any hard surface, man-made area that does not absorb water, including building roofs, sidewalks, parking, driveways, and other paved surfaces.

(26) **Landscape Area.** Area on a lot not dedicated to a structure, parking or loading facility, frontage buffer, side and rear buffer, or interior parking lot landscaping.

(27) **Lot.** Also referred to as parcel. A plot of land intended to be separately owned, developed, or otherwise used as a unit. Refer to Figure 10.5 (1) Lots.

(28) **Lot, Corner.** A parcel of land abutting at least two vehicular rights-of-way, excluding an alley, at their intersection. Refer to Figure 10.5 (1) Lots.

(29) **Lot, Flag.** A parcel of land having its only access to the adjacent vehicular right-of-way, excluding an alley, through a narrow strip of land. Refer to Figure 10.5 (1) Lots.

(30) **Lot, Interior.** A parcel of land abutting a vehicular Right-of-Way, excluding an Alley, along one (1) Property Line; surrounded by Lots along the remaining Property Lines.

(31) **Lot, Through.** Also referred to as a double frontage lot. An interior lot having frontage on two approximately parallel vehicular rights-of-way, excluding an alley. Refer to Figure 10.5 (1) Lots.

(32) **Lot Area.** The computed area contained within the property lines; it is typically denoted in square feet or acres.

(33) **Lot Depth.** The smallest horizontal distance between the Front and Rear Property Lines measured approximately parallel to the Corner and/or Side Property Line. Refer to Figure 10.5 (1) Lots.

(34) **Lot Frontage.** The horizontal distance between the Side Property Lines, measured at the Front Property Lines. Refer to Figure 10.5 (1) Lots.

(35) **Nonconformance.** A structure, use, lot, or site characteristic that was legally constructed or operated prior to the effective date of or Amendment to this code, but that cannot be constructed, platted, or operated after the effective date of or Amendment to this code.

(36) **Occupied Space.** Interior building space regularly occupied by the building users. It does not include storage areas, utility space, or parking.

(37) **Open Space Type.** The permitted and regulated types of open spaces in this code. Refer to 6.0 Open Space Types for more information and a list of the permitted types.

(38) **Open Water.** A pond, lake, reservoir, or other water feature with the water surface fully exposed.

(39) **Owner.** The legal or beneficial title-holder of land or holder of a written option or contract to purchase the land.

(40) **Pedestrianway.** A pathway designed for use by pedestrians; it can be located mid-block allowing pedestrian movement from one street to another without traveling along the block's perimeter.

(41) **Pervious Surface.** Also referred to as pervious material. A material or surface that allows for the absorption of water into the ground or plant material, such as permeable pavers or a vegetated roof.

(42) **Plat.** A map or chart of a division and/or combination of lots.

(43) **Primary Façade.** The façade facing the street from which the building derives its street address.

(44) **Primary Street.** A major corridor that receives priority over other streets in terms of setting front property lines and locating building entrances.

(45) **Property Line.** Also referred to as lot line. A boundary line of a parcel of land or lot. Refer to Figure 10.5 (1) Lots.

(46) **Property Line, Corner.** A boundary of a lot that is approximately perpendicular to the front property line and is directly adjacent to a public Right-of-Way, other than an alley or railroad. Refer to Figure 10.5 (1) Lots.

(47) **Property Line, Front.** The boundary abutting a right-of-way, other than an Alley, from which the required setback or build-to zone is measured, with the following exceptions.

(a) Corner and Through Lots that abut a Primary Street shall have the front property line on that Primary Street.

(b) Corner and Through Lots that abut two Primary Streets or do not abut a Primary Street shall utilize the orientation of the two directly adjacent lots, or shall have the front property line determined by the City Planner or Designee.

(48) **Property Line, Rear.** The boundary of a lot that is approximately parallel to the front property line; this line separates lots from one another or separates a lot from an alley. Refer to Figure 10.5 (1) Lots.

(49) **Property Line, Side.** The boundary of a lot that is approximately perpendicular to the front and rear property lines; it is not adjacent to the public right-of-way. Refer to Figure 10.5 (1) Lots.

(50) **Right-of-Way.** Land dedicated or utilized for a Street Type, trail, pedestrianway, utility, railroad, or other similar purpose.

(51) **Roof Type.** The detail at the top of a building that finishes a Facade, including a pitch roof with various permitted slopes and a parapet. Refer to 5.10 for more information and a list of the permitted Roof Types.

(52) **Scale.** The relative size of a building, street, sign, or other element of the built environment.

(53) **Semi-Pervious Surface.** Also referred to as semi-pervious material. A material that allows for at least 40% absorption of water into the ground or plant material, such as pervious pavers, permeable asphalt and concrete, or gravel.

(54) **Setback.** The horizontal distance from a property line inward, beyond which a structure may be placed. Structures or other impervious surfaces are not permitted within a setback, unless specifically permitted in this code. Refer to Figure 10.5 (2) Build-to Zone vs. Setback Line.

(55) **Sign.** An object, device, or structure used to advertise, identify, display, direct, or attract attention to an object, person, institution, organization, business, product, service, event, or location by such means as words, letters, figures, images, designs, symbols, or colors. Flags or emblems of any nation, state, city, or organization; works of art which in no way identify a product; and athletic field score boards are not considered signs. For purposes of this code, temporary signs are defined as signs that are installed for less than 60 days (e.g. yard sale signs, political signs, etc.) and/or for limited times during any given day (e.g. sandwich advertisting boards, etc.).

(56) **Solar Reflectance Index (SRI).** A measure of a constructed surface's ability to reflect solar heat, as shown by a small temperature rise. The measure utilizes a scale from 0 to 100 and is defined so that a standard black surface is 0 and a standard white surface is 100. To calculate for a given material, obtain the reflectance value and emittance value for the material; calculate the SRI according to ASTM E 1980-01 or the latest version.

(57) **Story.** A habitable level within a building measured from finished floor to finished floor.

(58) **Story, Ground.** Also referred to as ground floor. The first floor of a building that is level to or elevated above the finished grade on the front and corner facades, excluding basements or cellars.

(59) **Story, Half.** A story either in the base of the building, partially below grade and partially above grade, or a story fully within the roof structure with transparency facing the street.

(60) **Story, Upper.** Also referred to as upper floor. The floors located above the ground story of a building.

(61) **Street Face.** The facade of a building that faces a public right-of-way.

(62) **Street Frontage.** Also refer to lot frontage. The portion of a building or lot directly adjacent to a vehicular right-of-way.

(63) **Street Type.** The permitted and regulated types of streets in this code. Refer to 2.0 Street Types for more information and a list of the permitted Street Types.

(64) **Streetwall.** The vertical plane created by building facades along a street. A continuous streetwall occurs when buildings are located in a row next to the sidewalk without vacant lots or significant setbacks.

(65) **Structure, Accessory.** The general term for a subordinate structure detached from, but located on the same Lot as the Principal Structure; it may or may not be inhabitable.

(66) **Structure, Principal.** Also referred to as the principal building. A building that contains the dominant Use of the Lot. It is typically located toward the front of the Lot in the front Build-to Zone or behind the Front Yard Setback.

(67) **Swale.** A low lying, naturally planted area with gradual slopes that facilitate the transport, absorption, and/or filtration of stormwater.

(68) **Tree Canopy.** The uppermost area of spreading branches and

leaves of a tree.

(69) **Tree Canopy Coverage.** The area of ground covered or shaded by a tree's canopy, measured in square feet.

(70) **Use.** Also referred to as land use. A purpose or activity that may occur within a building or a lot.

(71) **Use, Accessory.** A use customarily, incidental, and subordinate to the principal use or structure and located on the same lot with such principal use or structure.

(72) **Use, Principal.** The specific, primary purpose for which a lot or building is utilized.

(73) **Use, Special.** A use that may not be appropriate in certain locations based on the potential negative impacts associated with the use and requires approval of a Special Use Permit.

(74) **Visible Basement.** A half story partially below grade and partially exposed above with required transparency on the street facade.

(75) **Water Body.** A body of water, such as a river, pond, or lake that may be man-made or naturally occurring.

(76) **Yard.** The space on a lot which is unoccupied and unobstructed from the ground to the sky by the principal structure. Lots without a structure do not have yard designations. Refer to Figure 10.5 (3) Yards.

(77) **Yard, Corner Side.** A yard extending from the corner side building facade along a corner side property line between the front yard and rear property line.

(78) **Yard, Front.** A yard extending from the front facade of the principal structure along the full length of the front property line, between the side property lines or side and corner side property lines. Figure 10.5 (3) Yards.

(79) **Yard, Rear.** A yard extending from the rear building facade along the rear property line between the side yards or, on a corner lot, the corner side and side yards. Figure 10.5 (3) Yards.

(80) **Yard, Side.** A yard extending from the side building facade along a side property line between the front yard and rear property line. Figure 10.5 (3) Yards.

(81) **Zoning District.** A designation given to each lot within the city that dictates the standards for development on that Lot. Refer to 3.0 Districts & Overlay Subdistricts for more information and 4.0 Uses for a list of permitted land uses. Districts & Overlay Subdistricts for more information and 4.0 Uses for a list of permitted land uses.

Figure 10.5 (1). Lots.

Figure 10.5 (2). Setback Line vs. Build-to Zone.

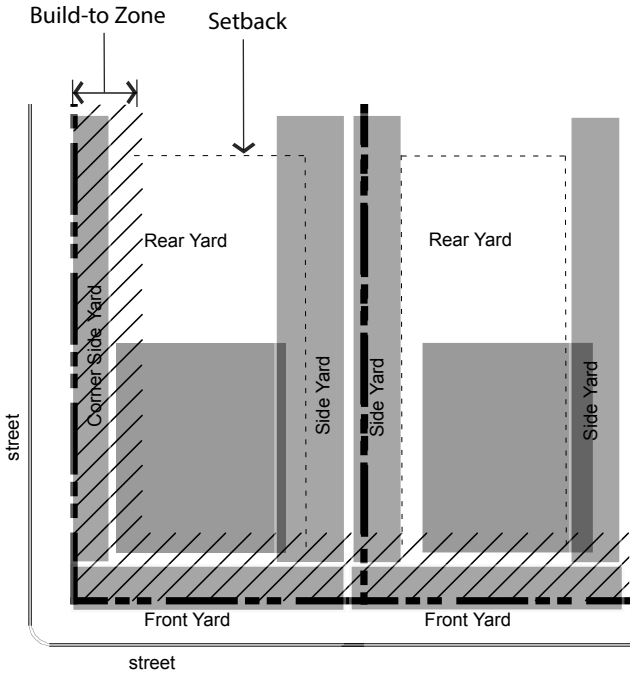


Figure 10.5 (3). Yards.

11.0 Appendix

11.0 Appendix

Mixed-Use Residential Commercial Zone

Manufacturing & Business Park

Planned Community Mixed-Use District (to be included by Heber City)

Planned Community (to be included by Heber City)

0.1 Introduction

Originally settled in the late 1800's, Heber City's architectural heritage is one of pioneer traditional architecture. This style is exemplified by the city's most beloved buildings: Old Tabernacle, Bank Block, Social Hall, and the North School.

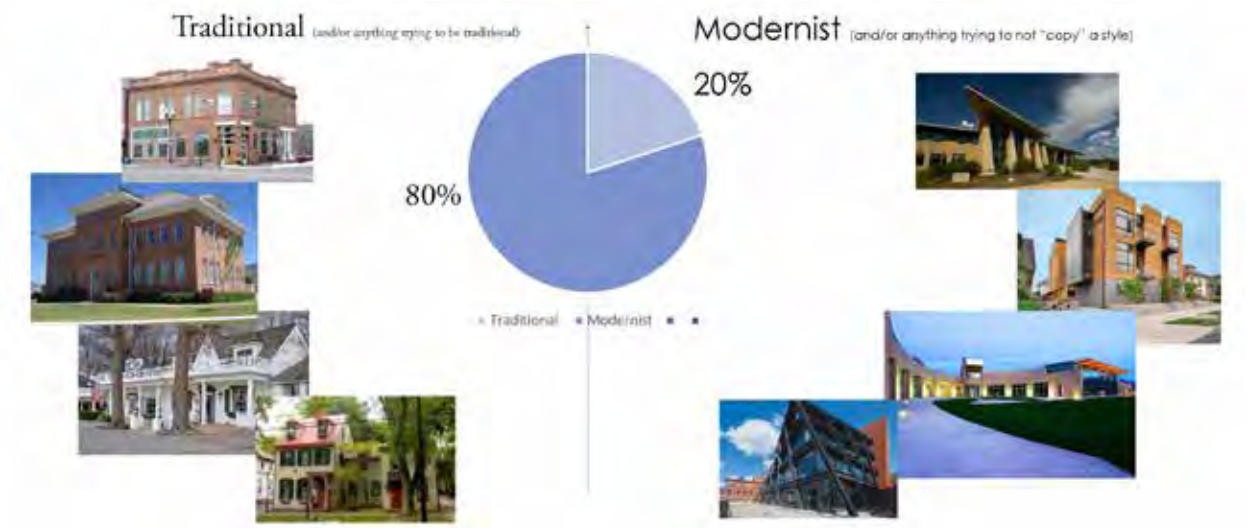
However, after to several years of swift growth, the residents of Heber city began experiencing the damaging effects of rapid and unguided development. After experiencing the lack of visual coherence and architectural identity imposed upon them by unrestrained growth, residents recognized architectural character as a significant contributor to what generates a "sense of place".

When looking at cities and neighborhoods that possess that "sense of place", all the built elements work together stylistically to create a cohesive overall design. In order to determine what that cohesive overall character of Heber City should be, a series of Visual Preference Surveys were conducted in late 2015 to identify appropriate architectural styles. It became clear that the residents of Heber City overwhelmingly favor traditional styles that are similar to the architectural heritage of Heber City.

12.0 Appendix B

Visual Preference Survey Results

Below is a summary of the Visual Preference Survey conducted in late 2015 in order to define what the architectural identity of Heber City should be. This section which illustrates the survey results is intended to clearly communicate what styles of architecture should be avoided and what styles should be utilized.



Within the "Traditional" category, there are endless styles, sub-styles, neo-styles, etc. But rather than going through every style known, the charts below show what the residents of Heber City would like their city to look like. In the survey all traditional styles were well received by residents, however, the mountain modern and farmhouse contemporary styles were received either indifferently or with a very mixed response.

Not all styles will not be listed here, but rather this section will outline what styles should be implemented. The most frequently mentioned styles that people wished to see that were confirmed by the survey were:

- Arts and Crafts
- Historic Traditional/Classical/Vernacular or Folk Traditional
- Traditional Rural/Farmhouse

Two other styles frequently were requested and were confirmed as a acceptable but not ideal:

- Farmhouse Modern (which is a more contemporary take on the traditional rural style)
- Mountain Modern (which is prevalent in the area and could be considered a descendant of arts and crafts)

The images below are two slides from the visual preference survey along with a chart showing the results of the preferred aesthetic. These serve to clearly illustrate two very significant points:

1. If having to choose between a very formal classical design and a very interesting modernist design, the significant majority would choose the classical.
2. If having to choose between authentic traditional design and present day neo-traditional design, the significant majority see the difference and desire the authentic.

It should be absolutely clear to architects and builders that modernist architecture is NOT the stylistic character direction voted on by the citizens of Heber City and should NOT be forced on its citizens. Likewise, poor neo-traditional design-- like the recently completed public safety building --should NOT be the new standard of "traditional" design. Architects are expected to show a basic level of design competence in traditional styles. Architects who already have sympathies and inclinations toward traditional styles should refine their design skills to generate "authentic" traditional architecture whether it be arts and crafts, pioneer-era traditional, or any sub-style of a more classical or vernacular style.

This is an example of a very extreme modernist building pitted against a very extreme classical building. This image should clearly illustrate the position of the residents of Heber City. People would rather have their city end up looking like a french village rather than a modernist one.

This image illustrates one of the most significant issues architects and developers should address. There is a great difference between good traditional design and present day neo-traditional design. Even though the building in image "B" has traditional elements, (it is primarily brick, has a cornice, etc.), the building's overall proportions, massing, and fenestration are not traditional. The aim is to achieve a more timeless look. Please understand and follow these guidelines to better achieve that design goal of traditional stylistic authenticity.

12.0 Appendix B

Scope of Application

These Design Guidelines apply to:

- New Commercial Development
- New Industrial Development
- New Multi-Family Structrures of 2 or more units
- Single Family Units in new subdivisions with greater than 5 lots

Remodels affecting more than 75% of existing structures for existing:

- Commercial Buildings
- Industrial Buildings, and
- Multi-Family Structures of 2 or more units

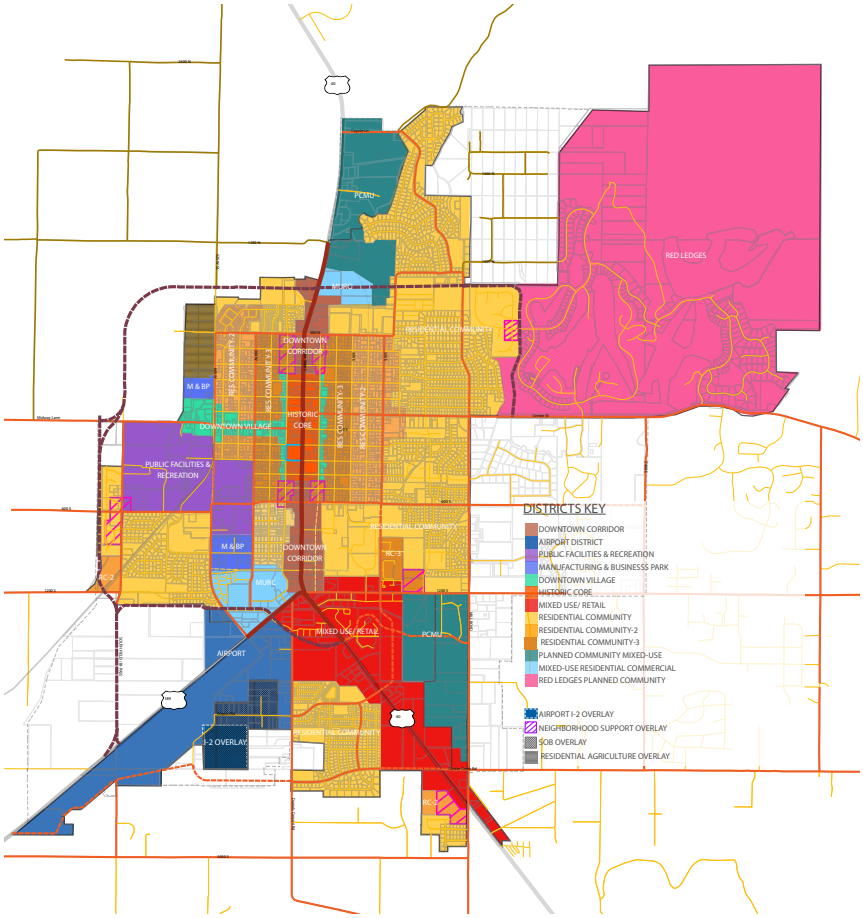
Scope of Application: Street Facing Facades

The intent of these Design Guidelines is to create a consistent architectural character along public ways. The first 25 feet from the front setback, a building's massing, roofs & eaves, and materials are all governed by the Design Guidelines. The design of non-street facing facades are permitted greater design flexibility. All facades of buildings greater than three stories shall adhere to these Design Guidelines.

Stylistic Considerations

Heber City's priority is to protect and add to the existing architectural character of the Historic Core. Therefore the preferred architectural styles reflect the 18th and 19th century heritage.

Heber City residents also found mountain modern and farmhouse modern styles acceptable. Due to the likelihood that such projects will not pass the Design Guideline Scoring requirements, these projects will be subject to a separate review by the Heber City Architectural Consultant and the Planning Commission and will be granted approval on a case-by-case basis.



Conclusion

The results of the Visual Survey are clear: the residents of Heber City want to protect their architectural heritage and ensure that all new development will enhance the architectural character of Heber City through traditional architecture.

This can be achieved through careful study of the principles of traditional architecture. Residents, builders, developers and architects alike should familiarize themselves with these principles. Good cities are built when there is a discerning public that can recognize good architecture from bad, and when there are skilled builders and architects who can deliver buildings of enduring design.

0.1 Design Guidelines: Introduction

The Design Guidelines are organized around six principals of traditional architecture:

1. The Classical Orders
2. Simple Massing
3. Simple Roofs & Detailed Eaves
4. Consistent Materials & Color
5. Appropriate Doors & Window Types
6. Visual Interest Through Great Details

These design principles are the fundamentals of traditional architecture. These principles were widely understood and known by all practicing architects until the mid-1900's. However, after WWII, these design principles were no longer taught to architects-in-training. As a result, these principles are no longer widely known. These Design Guidelines are a brief explanation for foundational principals for architects and builders to utilize.

Each design principal has a dedicated section explaining it's importance and role in creating an authentic sense of place. These principles are intended to apply to all projects, regardless of use (e.g. mixed-use, multi-family, commercial, office, assembly, etc.). For the purpose of evaluating proposed projects, each design principals are described by a set of Design Standards.

The Design Standards that can be graded on a level of compliance will use terms such as "should," "may," or "encouraged."

Design Standards that are more definitive in nature that can be evaluated on an "approved/not approved" basis will use terms such as "shall" and "must." These definitive Design Standards are mandatory and must be met for a project to receive approval from the City.

The photographs in this document are intended to illustrate a specific desirable (or undesirable) design element. Photographs are not intended to favor or disparage one product or development over another; they are simply examples that are intended to convey the general intent of a guideline(s).

The Design Guidelines are be used in conjunction with other documents that provide more specific information about the City's development goals and requirements including the City's General Plan, Subdivision Code and Zoning Code. The Zoning Code contains regulations pertaining to Design Guideline Application requirements and process, as well as standards for landscaping, lighting, grading, signage and parking.

12.0 Appendix B

0.2 Design Guidelines: Approval Process

A) Timeline

Applicants are strongly encouraged to meet with City staff early in the design process to identify key issues and address concerns. At this "pre-submittal" stage, applicants may present design concepts through preliminary sketches, photographs/precedent images, or similar materials that lend themselves to a productive dialogue with staff. This may be accomplished through e-mail communication and/or meeting(s) with staff.

Addressing issues early will provide a more expeditious review and approval process as the Design Review Application proceeds to the Planning staff referral stage, the Architectural Consultant recommendation, and the Planning Commission approval/denial, as applicable.

The process for approval may vary depending on the type and scale of the project. Staff will advise the applicant as to the specific process during the pre-submittal discussion.

B) Required Submittals

Statement of Intent

To help the City understand the design concept, applicants are required to submit a Statement of Design Intent along with the application materials. This is a brief description that details exactly how the project fulfills the intent of the Heber City Design Guidelines. It is an opportunity to identify key aspects or distinguishing characteristics of the design. It is also an opportunity to describe any project constraints that pose challenges to meeting key guidelines and how the design balances those challenges with the City's goals for protecting Heber's architectural heritage and character.

Architectural Drawings

Required architectural drawings include:

1) Site Plan
2) Schematic floor plans (emphasis on building envelope) and Roof Plan
3) Elevations of all facades with material callouts

Recommended Submittals

Recommended submittals include:

1) Precedent images of exemplary historic architecture in the project's chosen architectural style
2) Diagram showing how the building facade (base, middle and crown) is based on a classical order (see example, page 7)
3) Material samples showing the proposed materials, finishes and colors of the exterior walls and roofs
4) 3D models (physical or digital) demonstrating how the proposed project complies with traditional architectural design principles

C) Compliance Grading

Each of the six themes of the Design Guidelines is comprised of a subsequent set of detailed guidelines that encourage the use of traditional architectural design principles. At the end of each section, there will be an itemized list of both the mandatory and graded design standards. Using these design standards, the City's Architectural Consultant will complete a scoring calculation. This score will measure the project's consistency with the intent of the guidelines in that particular section.

Mandatory Design Standards Scoring

Note that all mandatory design standards must be met in order for the project to receive approval. If the mandatory design guidelines are not met, the Architectural Consultant is not obligated to assess the project's performance on the graded design standards.

Graded Design Standards Scoring

The graded design standards will be given a score ranging from 1-10, 1 being very low compliance. The average score, per section, will be noted and shall be based upon how well the submitted application meets the respective section's guidelines and shall be expressed in a percentage of compliance, with 100% being complete compliance.

Final Scoring / Approval Process

All mandatory design standards must be met in their entirety for a project to receive approval.

The final cumulative average of the six design themes shall be the final graded Design Score. This final Design Score must be equal to or greater than 70% for residential, and 60% for a commercial project to receive approval.

D) Appeal Process

Any Design Review Application that fails the scoring standards may be appealed to the Heber City Planning Commission. Upon reviewing the appeal, the Planning Commission may give approval, allowing the project to move forward with all other necessary City Department reviews. Denial by the Planning Commission will result in the forfeiture of the existing Design Review Application and require a redesign that is more compliant with the Design Guidelines. This will require a new Design Review Application to the Heber City.

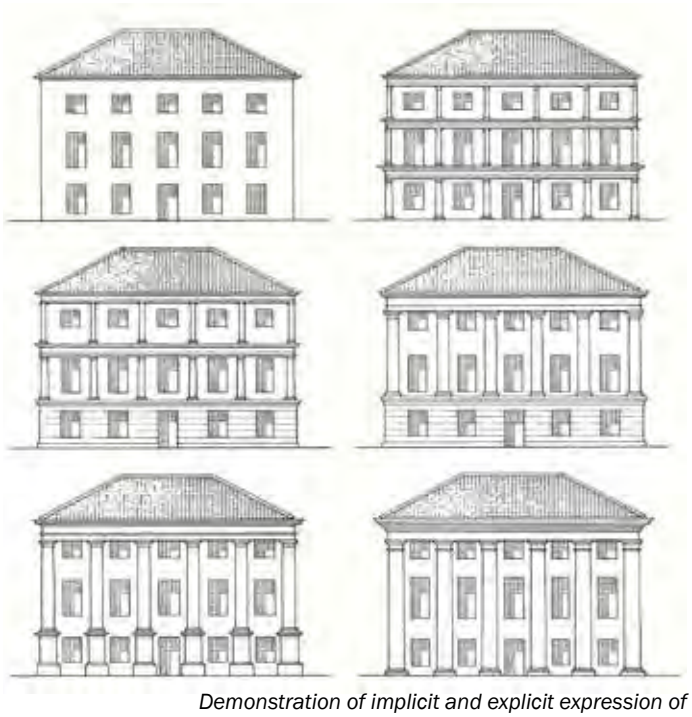
1st Design Principle: The Classical Orders

The Classical orders are the foundation of traditional Western architecture. Columns do not have to be visually present, particularly in vernacular styles, but they govern the overall proportion and design of a structure including overall proportions, eave projections, the size, location and proportions of doors and windows, and right down to the small details of the size and proportions of door surrounds and window trim. The column is simply the most recognizable element of the overall system governing the building's entire design.

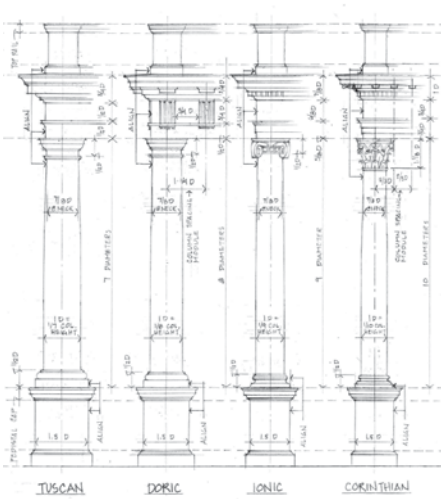
Expression lines, both horizontal and vertical, are representative of the underlying order of a building. Fully detailed columns, pedestals and ornate cornices are not necessary to express the classical order of a structure. Since the classical orders evolved from elementary construction techniques, the order may be expressed by using simple trim that is correctly proportioned and placed.

Appropriate horizontal expression lines should be used to articulate the base, middle and crown of a building. It is always best practice to study historic precedent to understand where these expression lines occur and their appropriate scale. Common locations for horizontal expression lines are where the foundation or other floor structures meets the wall, where the floor structure meets the wall, and perhaps most importantly, at the cornice where of doors and windows across the width of a facade is enough to imply the underlying order that organizes a building's facade.

Appropriate vertical expression lines express the rhythm and spacing of the columns across the width of a facade. Columns are the most ornate way of expressing a classical order. However, the column spacing may be implied by simple pilasters or corner boards. Even a regular rhythm of doors and windows across the width of a facade is enough to imply the underlying order that organizes a building's facade.



Demonstration of implicit and explicit expression of the Classical Orders.



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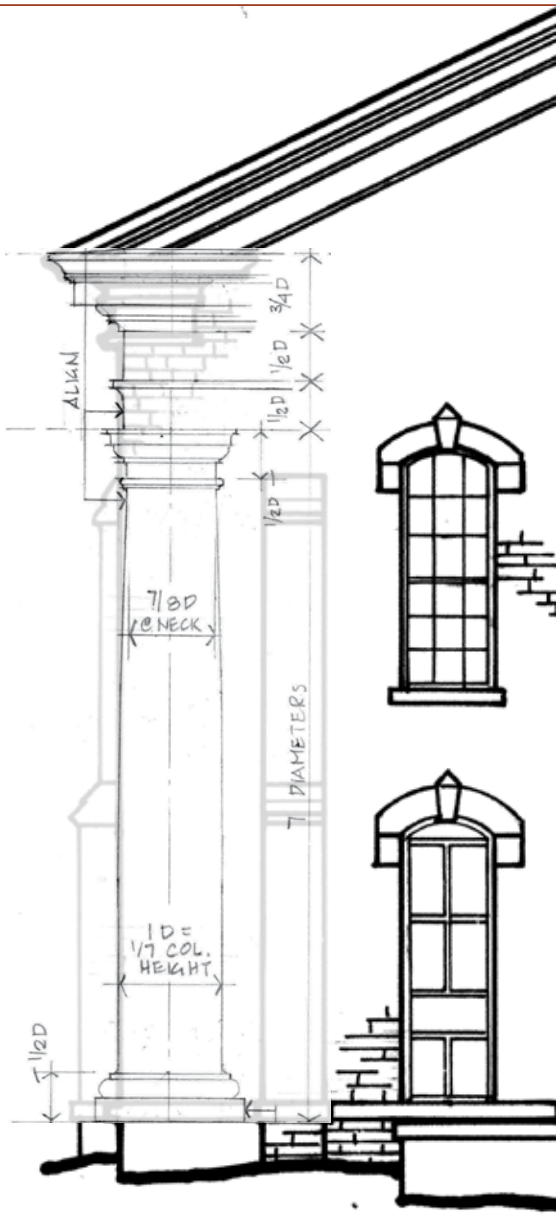
Demonstration of a column overlay of the Tuscan Order and the Old Tabernacle Church. Despite being more vernacular in style, the Old Tabernacle Church's design is rooted in classical architecture.

The eave projection of the church matches the projection of the classical cornice. The raking moldings that decorate the gable are the same proportion/height as the cornice of the classical Tuscan column.

The buttresses end at the necking profile of the column. Although the buttresses are more narrow than a classical Tuscan column, the lower height of the buttresses helps to mitigate the change in proportion.

The "horizontal expression line" at the base of the Old Tabernacle Church defines the "base" from the "middle." The placement and the proportion of the horizontal expression line were also derived from the classical order's plinth block.



Demonstration of a column overlay from Vignola's "Canon of the Five Orders of Architecture."

1st Design Principle: The Classical Orders

Mandatory Design Standards

Does the building display a clear base, middle and crown? YES ☐ NO ☐

Exception: Base may be omitted if stylistically appropriate for the chosen architectural style, subject to Planning Commission approval (This exception applies to the vmajority of non-masonry construction and vernacular styles)

Graded Design Standards (1-10 points)

Does the building display an explicit or implicit rhythm of columns? POINTS ☐

Is each discrete massing volume (i.e., porch vs main body) display proportions based on one of the traditional orders? POINTS ☐

If horizontal or vertical expression lines are present, do they relate to historical precedent? POINTS ☐

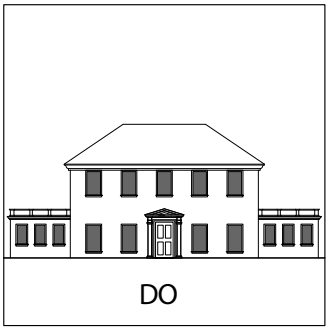
Average Graded Score: _____

Average score in %: _____

12.0 Appendix B

2.0 Massing

Clear and simple massing is found in historic architecture all over the world. Traditional buildings have a single geometric volume or a simple arrangement of a few distinct volumes. Even ornate Victorian homes display a simplicity of massing achieved by applying a clear and appropriate hierarchy to the volumes. Traditional architecture design principles teach us to favor simplicity. It is often better design, and more economical, to err on the side of simplicity. It is not appropriate to needlessly complicate massing in order to add "visual interest".



Simple and hierarchal massing reveals at a glance where the entrance is and where the important programmatic space is located within the building

Overly complicated massing that places all spaces under a single roof leads to large interior areas without natural light and no clear indication of where the

Simple volumes with clear hierarchy

Complicated forms with arbitrary proportions and unnecessary roof breaks

12.0 Appendix B

2nd Design Principle: Simple Massing

Mandatory Design Standards
Does the building avoid frequent, repetitive stepping of street-facing building facades?

YES ☐ NO ☐

Graded Design Standards (1-10 points)
Are the primary building volumes clear?

POINTS ☐

Do the separate building volumes have a clear and appropriate hierarchy?

POINTS ☐

Does the massing relate to the chosen historic traditional architectural style?

POINTS ☐

Average Graded Score: _____

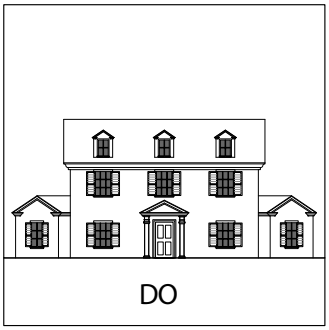
Average score in %: _____

3.0 Roof Shapes & Eaves

Roof shapes and their eaves play an integral role in expressing a building's architectural character, proportions, and overall massing. Simple roof shapes that do not awkwardly collide with each other are usually a sign of a well-thought out design. Overlapping and repetitive gabled or hipped roofs rarely occur in traditional architecture.

Each architectural style has appropriate roof slopes. It is best to study precedents to understand the appropriate roof slopes for a particular style. Again, traditional design errs on the side of simplicity. Similar roofs types should have the same or similar slope. There are usually no more than two or three roof slopes for a single building.

Eaves play an integral part in design. A properly designed eave adds a significant amount of character and interest to a building. It is best to study historical precedents of the chosen architectural style to see what types of details are appropriate (brackets, eave returns, etc.) and what the appropriate scale of those details are (fascia height, eave overhang, etc.)



Simple and consistent roofs shapes and slopes help to create a wholistic design

Roofs with different roof slopes for similar forms, inconsistent eave heights, unnecessary overlapping gables, and extra areas that require flashing are more expensive and unattractive

Simple roof shapes that emphasize the clarity of the building volumes while detailed eaves add authentic architectural character

Unnecessary roof breaks and poorly proprtioned eave details

12.0 Appendix B

3rd Design Principle: Simple Roofs & Detailed Eaves

Mandatory Design Standards

Is the roof shape appropriate to the chosen historical architectural style? YES ☐ NO ☐

Is there an absence of arbitrary/unnecessary overlapping gables and hips? YES ☐ NO ☐

Graded Design Standards (1-10 points)

Does the roof shape and pitch correspond to historical precedent? POINTS ☐

Is the depth of the eave overhang similar to historic precedent? POINTS ☐

Do the eaves display proper details appropriate to the architectural style? POINTS ☐

If applicable, are the eave details, (brackets, moldings, etc.) properly proportioned? POINTS ☐

Average Graded Score: _____

Average score in %: _____

4.0 Materials - Consistency & Color

Carefully selected materials are crucial to creating architectural character. Historic architectural details are derived from traditional building methods. It is impossible to express the "tectonic" or structural integrity of a building if the chosen materials do not reflect the way that they are actually used in construction.

Well-chosen materials are an important part of the overall building design. Using several wall materials for the sake of "visual interest" is never appropriate. Visual interest and architectural character do not come from not a multitude of building materials, but from the skillful handling and manipulation of the primary building materials.

Today, there are an abundance of products that are manufactured to look like traditional, natural building materials. Some products have significant advantages over traditional materials such as durability, strength and low-maintenance. Unfortunately, a large percentage of new building products are simply designed to be cheap, fast to assemble on site, and designed the last only a decade or two.

It is impossible for these materials to convey a sense of place. The way that they are manufactured and assembled do not allow for the construction of traditional building details. Lacking thoughtful details, buildings made from these inadequate materials try to distract the viewer by using a wide array of materials on the facade. The end result is a cluttered building design that lacks architectural character.

With this in mind, the following materials are identified as "not approved":

Consistent use of materials that reflect the natural local landscape

Arbitrary use of materials as wallpaper

12.0 Appendix B

Residential / Yard Buildings: Not Approved Materials

Includes nonresidential yard buildings, Mansion Buildings

Applies to IBC Occupany Classifications:
- *Residential*
- *Institutional use in a Yard /Mansion Building (such as Assisted-Living, nursing homes, halfway house, etc.)*

**Does NOT apply to residential yard buildings on lots over 6,500 sf*

Eaves (Soffit & Fascia)
Vinyl/Plastic

Walls
Exterior Insulation and Finishing System (EIFS)
Approved exceptions: EIFS is allowed if all door and window openings have a minimum depth relief of 3" inches, at least 80% of wall must also be also 3" thick EIFS. All joints must be hidden or located at a plane change such as a pilaster or interior corner.
Vinyl/Plastic Siding and panels
Panel Siding, all materials
Aluminum Siding
Stamped Concrete
Precast Concrete made to imitate rough natural stone
Drystack style stone veneers
Thin-brick less than 1 inch thick
Tiles, all types less than or equal to 1 inch
CMU
Approved exceptions: CMU is allowed on exposed foundation walls and on the side and rear facades not facing a street

Windows
Windows w/grilles in airspace of double paned glass

Details
Aluminum
Vinyl/Plastic
Plastic Shutters

Railings/Fences
n/a

Civic: Not Approved Materials

Refer to section 4.2.2 for building uses

Eaves (Soffit & Fascia)
Vinyl/Plastic
Aluminum (may be allowed pending approval)

Walls
Exterior Insulation and Finishing System (EIFS)
Approved exceptions: EIFS is allowed if all door and window openings have a minimum depth relief of 3" inches, at least 80% of wall must also be also 3" thick EIFS. All joints must be hidden or located at a plane change such as a pilaster or interior corner.
Vinyl/Plastic Siding and panels
Panel Siding, all materials
Aluminum Siding
Stamped Concrete
Precast Concrete made to imitate rough natural stone
Drystack style stone veneers
Tiles, all types less than or equal to 1 inch

Windows
Windows w/grilles in airspace of double paned glass

Details
Vinyl/Plastic
PlasticShutters

Railings/Fences
n/a

Commercial/General Retail: Not Approved Materials

Refer to 4.2.2 for building uses

Eaves (Soffit & Fascia)
Vinyl/Plastic

Walls
Exterior Insulation and Finishing System (EIFS)
Approved exceptions: EIFS is allowed if all door and window openings have a minimum depth relief of 2" inches, at least 60% of wall, not including storefront glazing, must also be also 2" thick EIFS. All joints must be hidden or located at a plane change such as a pilaster or interior corner.
Vinyl/Plastic Siding and panels
Panel Siding, all materials
Aluminum Siding
Stamped Concrete
Precast Concrete made to imitate rough natural stone
Drystack style stone veneers
Tiles, all types less than or equal to 1 inch

Windows
Windows w/grilles in airspace of double paned glass

Details
Plastic Shutters

no palladian window

4.0 Materials - Consistency & Color

Chosen colors can either reflect the local environment and reinforce a sense of place, or conversely, colors may clash with the local natural palette causing the building to read as a foreign object that has little to do with its surroundings.

Wall Colors:
Colors chosen for building exteriors should correspond to the colors found in Heber City's architectural heritage. Primary colors and neon colors shall not be used for building walls. When using stone and brick, a high degree of color variation shall be avoided.

Roof Colors:
When visible, all roofs shall be a natural color. If manufactured products are used instead of natural products, the color shall closely resemble the natural material. A high degree of color variation shall be avoided for all roofing materials visible from the street.

Trim Colors:
For all windows, doors, trim, soffits, cornices, moldings, decorative panels, sills, headers and bands/expression lines, etc., the City encourages the use of whites, off-whites, or dark saturated cool colors (dark gray, dark greens and blues) or bronze. If using aluminum storefront windows, preference will be given to aluminum that is black or bronze anodized.

Entry door colors (excluding trim) will be allowed in a greater range of color are still subject to approval.

Color Schemes:
Building walls with more than one primary color are highly discouraged. No more than two colors of trim shall be permitted.

Historic Storefront

New storefront windows in dark bronze anodized are consistent with the architectural character of the building.

Consistent brick color with minimal colors variation and narrow bed joints all contribute to the architectural character. The terra-cotta ornamental trim complements the brick both in color and material.

Using several different building materials on the same facade does not add curb appeal. When materials are treated as wallpaper the result is an artificial and forced design.

4th Design Principle: Consistent Materials & Color

Mandatory Design Standards

Are there no more than two primary wall materials (not including foundation walls and trim/details) are present on any street facing facades? YES ☐ NO ☐

Are the materials used in a manner compatible with traditional design? YES ☐ NO ☐

If brick is present, does the color approximate the color of natural unstained brick? YES ☐ NO ☐

Graded Design Standards (1-10 points)

Are the materials appropriate for the chosen traditional architectural style? POINTS ☐

Do the different materials correspond to the building's base, middle and crown? POINTS ☐

Do the different materials correspond to distinct architectural elements such as bays, crown moldings, entryways, etc.? POINTS ☐

Are the proposed wall, roof and trim colors appropriate and have an appropriate range of color variation? POINTS ☐

Average Graded Score: _____

Average score in %: _____

5.0 Doors & Windows

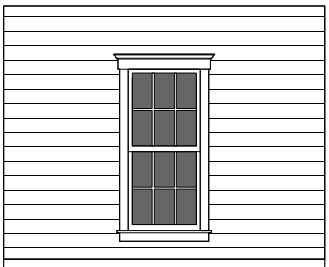
Traditional architecture of all styles are characterized by an overall design composition based on a traditional order, the clear hierarchy of simple volumes, and an appropriate use of materials. Specific architectural styles and character are conveyed in large part through the detailing of entryways, doors, and windows.

Most details of a pseudo-traditional nature are done very poorly today. We recognize the craftsmanship that generated those details is scarce and almost always expensive. However, since traditional architecture details come from simple construction, many details can be executed simply and affordably.

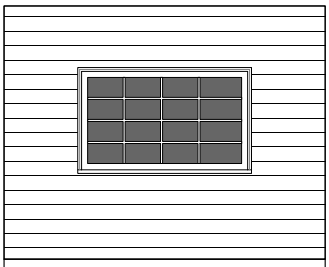
Windows in traditional architecture are almost always vertical in orientation, meaning, they are taller than they are wide. It is good to pay attention to the proportion of the divided lights. Ideally, the proportion of all divided lights will be consistent throughout, including any glazed/french doors. Some styles, like Arts & Crafts, often have ganged windows. In these cases, even if the overall opening in the wall is wider than it is tall, each window unit remains vertical in orientation. Finally, it is ideal if windows and doors create a regular rhythm along the length of a facade

DO

DON'T



DO



DON'T

Doors and windows form a regular rhythm across the facade, and while detailed simply, the sill, jamb and heads/lintels are properly expressed

Windows are detailed with wood lintels and sills. The bay window is an excellent example of ganged windows that form an overall opening that is horizontal orientation, but the vertical window units balance the composition.

Doors and windows with random shapes and proportions

12.0 Appendix B

5th Design Principle: Appropriate Door & Window Types

Mandatory Design Standards

Are the doors and windows arranged in a regular or rhythmic pattern along the facade?

YES ☐ NO ☐

Graded Design Standards (1-10 points)

Are the street facing doors and windows well proportioned to the overall facade ?

POINTS ☐

Do the door and window openings relate to implicit or explicit rhythm of columns along the facade?

POINTS ☐

Do the doors and windows have appropriately proportioned trim and ornamentation?

POINTS ☐

Are the trim and ornamentation of doors and windows clearly based on historic precedent?

POINTS ☐

Average Graded Score: _____

Average score in %: _____

5.0 Achieving Visual Interest in Traditional Architecture

Most codes, including Form Based Codes, try to achieve visual interest by breaking up the facade or massing, or material changes. In traditional architecture, however, visual interest is achieved through simple massing and great details that give buildings their character and warmth.

Cornices and Eaves

Often, the most elaborate detailing of a building is at its cornice, also known as the eave. It's most important function is to keep water that has collected on the roof's surface away from the face of the building. Visually, the eave is a transition point between the wall and the roof.

Construction-wise, there is a lot going on at the eave. Many traditional details, modillions, brackets, exposed rafter tails, all come from construction details that were originally used to support the eave. Since the roof itself is usually an undecorated surface, the cornice is the primary way of adding ornamentation to the roofline. Regardless of how much attention we pay to the detailing of our doors and windows and porches, if the eave is not correctly detailed, the overall character of the building will be lacking.

Columns & Capitals

The relationship between the column and the wall is one of the most common mistakes in contemporary building practice. The column is best understood as a post within a post-and-beam system. Starting from simple structural logic, the post is centered beneath the beam. Columns, regardless of how ornate they are, should also be "centered" beneath the beam. In traditional architecture, this relationship is expressed by aligning the neck of the column to the face "beam" above. The exposed capital should be properly flashed, but it is never appropriate to take a shortcut by recessing the column too deeply into the plane of the wall.

Beautifully detailed eave with details (brackets and rafter tails) that reflect the construction techniques of the post-beam system

Eave is almost devoid of details and lacks character

Correctly placed column and capital, upper neck of the column is aligned with the beam above

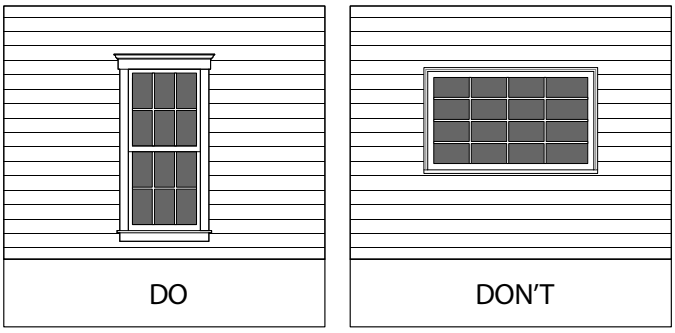
Columns recessed too deep into the plane of the wall

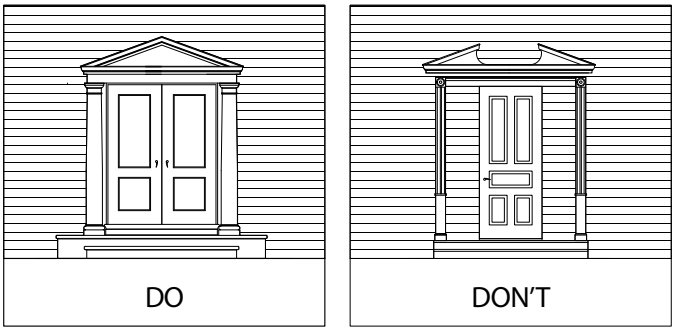
12.0 Appendix B

Door & Window Trim

The historic variations of door and window trims are seemingly endless. It is best to study historical precedent of the chosen architectural style to understand what is most appropriate for the project. But despite all the variations, there are a few common mistakes that are easy to avoid.

First, avoid trim that is not proportionate to the opening. Often times the trim around door or window openings are too skinny with no visual transition between the exterior wall material to the glass of the window. Secondly, avoid detailing that treats the sill, jamb and the head the same. There should be a sill and a drip cap. The trim around the opening should reflect the different functions of each.





The window above is integrated into the design of the facade by proper placement (the keystone is place just underneath the fascia), integration with the siding material (design of wood shingles accents the shape of the window) and the glass itself is proportionally divided and properly recessed from the plane of the wall

The shutters are the wrong size, the frame of the window is treated the same on all four sides instead of expressing the sill jamb and lintel of the window and the glass is too close to the plane of the wall

Above: Simple door and window surrounds with proportioned transom and divided lights
Left: A door surround that is applied as an afterthought

6th Design Principle: Visual Interest Through Great Details

Mandatory Design Standards

If present, are columns and pilasters properly placed in relation to the plane of the exterior wall? (If none are present, leave blank.) YES ☐ NO ☐

If present, is the design the columns and pilaster appropriate for the architectural style? (If none are present, leave blank.) YES ☐ NO ☐

Graded Design Standards (1-10 points)

If present, do the columns/pilasters have an appropriately proportioned base, middle and crown? POINTS ☐

Are the eaves detailed in a manner that adds to the architectural character of the building? POINTS ☐

Are ornamental elements (keystones, arches, jack arches, etc.) properly detailed and proportioned? POINTS ☐

Does the building achieve architectural character by thoughtful use of the primary building material? POINTS ☐

Average Graded Score: _____

Average score in %: _____

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Final Score & Approval Status

Does the project meet all mandatory design standards? YES ☐ NO ☐

Average Section Scores (%)

1) Classical Order..... _____

2) Simple Massing..... _____

3) Roof Shapes and Eaves..... _____

4) Consistent Materials and Colors..... _____

5) Doors and Windows..... _____

6) Visual Interest Through Great Details..... _____

Average Graded Score..... _____

Residential: Must be greater than or equal to 70% for approval
(Commercial: Must be greater than or equal to 60% for approval
Civic: Must be greater than or equal to 60% for approval

PROJECT APPROVAL STATUS.....
(circle one)

APPROVED / NOT APPROVED

Storefront Building
Good Historic Examples

Historic storefront buildings posses all the principles of traditional architectural design. The building massing and roof volumes are simple, but richly detailed. The materials and colors are kept to a simple palette. Where colors and materials do change, they do so to accent entryways, lintels, sills and eaves. Windows and doors align vertically to imply a rhythm of columns. This implied order governs the proportions of any rusticated base, eave height and profiles, and window spacing.

Finally, much of the architectural details that imbue historic buildings with so much character is done by skillfully manipulating the basic building material to express the various architectural elements of a building such as the eave/cornice, lintels, sills, and pilasters.

12.0 Appendix B

Storefront Building
Good Historic Examples

Storefront Building

Good Present Day Examples

Successful modern storefront buildings display the same simplicity of massing that historic buildings posses. The material and palette is restrained to reinforce the nature of the building as a wholistic design, instead of an assemblage of spare parts.

Roof shapes remain simple and the eaves, while simplified, are still present and detailed with profiles and materials that recall traditional building design.

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Storefront Building
Unacceptable Examples

Unsuccessful storefront design is the result of trying to achieve visual interest by arbitrary massing and material changes. As a result, the building reads as a cartoon-like assembly of parts that bear only a faint resemblance of traditional architecture.

It is clear from the following examples when buildings lack material consistency, properly detailed eaves, doors and windows, they cannot generate an authentic "sense of place".

General Stoop Building
Good Historic Examples

Historic stoop buildings have the characteristics that all successful urban buildings share. They have simple massing and simple roof volumes with detailed entryways and eaves. Windows all posses a distinct lintel and sill.

Larger stoop buildings (such as the second row displayed here) usually detail the windows of the ground floor differently than the floors above to establish a “base” for the body of the building. Similarly, the uppermost floor windows also receive special attention to help establish the “crown” of the building. And of course, a proportionate and richly detailed eave is essential to the building’s architectural character.

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General Stoop Building
Good Historic Examples

General Stoop Building

Good Present Day Examples

While good examples of newly constructed stoop buildings are scarce, the following examples show that it is possible to build attractive stoop buildings today. By keeping the massing and roof volumes simple, much expense can be saved and alternately spent on properly detailing the eaves and door and window openings. The following examples show that the most successful buildings follow this principle. The less successful designs have unnecessary massing and volume changes with more poorly detailed eaves and openings.

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General Stoop Building
Unacceptable Examples

Modern stoop building design almost universally reverse the design priorities of traditional building. In order to make up for bland and poorly detailed eaves, doors and windows, the massing is unnecessarily complicated and the eave height changes arbitrarily.

The following examples illustrate that "visual interest" created through arbitrary massing and materials cannot make up for quality building materials and finely detailed openings and eaves. The result is almost always a cartoon-ish building that is incapable of expressing a "sense of place".

Large Format Building
Good Historic Examples

There are fewer good historical examples of this building type. If they existed, it was in the form of hotels, theaters, or warehouses. But like all other traditional buildings, they are designed with simple volumes and detailed eaves and openings.

Even when the eaves are very simple, there is always discernible projection at the eave in a suitable material, usually the same material as the building body.

The windows have a very regular rhythm and are usually vertical in orientation. When the window are wider than they are tall, the overall facade is designed so that the spacing between the windows read as a vertical column of appropriate width according to the classical order. This vertical reading of the columns helps to balance the wide windows.

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Large Format Building
Good Present Day Examples

These present day examples of large format buildings don't unnecessarily complicate the massing and have a clear base, middle, and crown. The cornices are appropriately proportioned.

Large Format Building
Unacceptable Examples

Modern stoop building design displays many of the same flaws present in modern stoop buildings. The eaves are poorly detailed and change height arbitrarily.

Materials are treated like wallpaper, used to achieve visual interest instead of conveying the “tectonic” or structural logic of the building.

Eave details are not scaled to be proportionate with their respective volumes while window and doors lack proper lintels and sills.

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Limited Bay Building
Good Historic Examples

Historic limited bay buildings were built with an eye for economy. They were built to serve the functional purposes of a civic service (such a police station or firehouse) or as utility/industrial spaces for businesses.

However, these buildings are still very attractive with quality durable materials, simple massing and consistent and well detailed doors and windows.

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Limited Bay Building
Unacceptable Examples

Modern limited bay buildings remain utilitarian in purpose. Modern limited bay buildings fail by treating materials like wallpaper with no thought for the tectonic nature of different materials.

The modern examples often lack a proportional system entirely and completely omit the traditional base, middle, crown treatment of a facade. The absence of eaves reinforce the reading of a building as an object, instead of a generator of a “sense of place”.

Row Building
Good Historic Examples

Historic rowhomes all share a few characteristics: they are almost uniformly two or three bays wide with extremely simple massing and with windows aligned from floor to floor to establish a formal rhythm across the facade without the use of columns.

The rich character of these rowhomes comes from carefully chosen materials and finely detailed entrance ways, windows, and cornices. Finally, all the details are consistent within a certain architectural style. If the eave detail is Italiante, then the proportion of the windows follow suit and are very vertical (see page 33, middle row, right image). Similarly they avoid using craftsman details, such as deep eaves with brackets, with a higher-pitched roof more appropriate for a colonial style home.

Row Building
Good Historic Examples

Row Building
Good Present Day Examples

These modern day row buildings are pretty good examples of achieving a traditional look. There are several minor design errors in traditional detailing for the brick building-lack of a proper lintel or jack arch, and a roof of a stoop terminating at the sill of the next story, but the overall massing and roof shapes are simple and attractive, allowing more room in the budget for thoughtfully designed eaves, entranceways and windows.

The shingle style/arts and crafts buildings are pretty well done, although the use of stone as a finish material is not treated as a proper rusticated base as it is only applied to the bays. Avoid the "dry stack" stone look. This finish does not weather well and has no historical basis as an exterior wall finish.

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Row Building
Unacceptable Examples

Yard / Mansion Building
Good Historic Examples

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Yard / Mansion Building
Good Present Day Examples

Yard Building / Neighborhood Support
Good Historic Examples

One of the great concerns for citizens is what the commercial neighborhood support buildings should look and act like.

These images are a sampling of how to achieve a small scale residential look that includes ground level commercial with the residential unit above either stepped back or as part of the main volume. The details are critical for these building types and are expected to be well designed to enhance the neighborhood.

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Yard Building / Neighborhood Support
Good Present Day Examples

Parking Structures
Good Present Day Examples

Parking structures are also an invention of the 21st century. However, there are other building typologies that are helpful to study, such as market halls, warehouses, and even stables.

The brick parking structure is finely detailed with a coursed base, properly proportioned quoins at the corners, and a full doric order at the center bay. The large arches are well proportioned as a 2:1 rectangle. The cornice is also beautifully detailed with a full entablature made up of an architrave, frieze, and cornice. Even the “blind” windows at the lower left of the building is a wonderful detail that holds of the rhythm of the openings while programmatically allowing the building to function as it needs to.

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Civic Building
Good Historic Examples

Civic Building
Good Historic Examples

Civic buildings have historically received the most considerate design. The attention to detail and proportion are especially evident. Formality and order are the driving design principles for civic buildings. Properly proportioned cornices, eaves, pilasters, columns, and details should be thoroughly considered.

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Civic Building
Good Present Day Examples

These are fine examples of modern civic buildings. The primary difference between these and their historical counterparts is the level of detail and some minor ordering miscues.

We recognize that due to present day construction culture and fabrication, it is near impossible to achieve the same level of craftsmanship of old. Each of these buildings are consistent in their stylistic design moves to make a coherent aesthetically durable building.

Civic Building
Unacceptable Examples

Civic buildings are not meant for artistic expression or style experimentation. These are four regional examples that show unacceptable designs for civic structures.

The first image made an attempt to include classical and traditional elements, but the composition failed in nearly every way resulting in a building with no traditional architectural authenticity. A greater level of skill and familiarity with traditional architectural principles may help avoid such failures.

The other buildings are examples of experimental modern styles that are not appropriate for Heber City. These are not representative of the character of what Heber City is trying to achieve.