



**NOTICE OF A VINEYARD
CITY COUNCIL MEETING
April 8, 2020 at 6:00 PM**

PUBLIC NOTICE is hereby given that the Vineyard City Council will hold a regularly scheduled meeting on Wednesday, April 8, 2020 at 6:00 p.m. *This meeting will be held electronically because of the gathering restrictions in force due to the COVID-19 Pandemic. This meeting can be viewed live through Zoom.*

Please click on this link <https://zoom.us/j/589642852> or dial 1-301-715-8592 US or 1-253-215-8782 to join the meeting.

AGENDA

Presiding Mayor Julie Fullmer

REGULAR SESSION

1. CALL TO ORDER/INVOCATION/INSPIRATIONAL THOUGHT – *to be announced.*

2. PUBLIC COMMENTS

(15 minutes)

“**Public Comments**” is defined as time set aside for citizens to express their views for items not on the agenda. Each speaker is limited to three minutes. Because of the need for proper public notice, immediate action **cannot** be taken in the Council Meeting. If action is necessary, the item will be listed on a future agenda, however, the Council may elect to discuss the item if it is an immediate matter of concern.

Public comments can be submitted ahead of time to pams@vineyardutah.org. Public comments will also be taken through the zoom app by either clicking the ‘chat’ feature or by using the ‘raise hand’ feature when prompted.

3. MAYOR AND COUNCILMEMBERS’ REPORTS/DISCLOSURES/RECUSALS

4. STAFF, COMMISSION, AND COMMITTEE REPORTS

(3 minutes each)

5. DISCUSSION

No items were submitted.

6. CONSENT ITEMS

No items were submitted.

7. MAYOR'S APPOINTMENTS

No names were submitted.

8. BUSINESS ITEMS

8.1 DISCUSSION AND ACTION – Zoning Text and Map Amendment to the Town Center Form Based Code Special Zoning District 3 Ordinance 2020-02

(This item was continued from the April 8, 2020 joint City Council and Planning Commission meeting. Public hearings were held on March 11, and April 1) Anderson Geneva, the applicant, is requesting proposed changes to the Town Center Code and Zoning Map. The mayor and City Council will act to adopt (or deny) this request by ordinance.

9. CLOSED SESSION

The Mayor and City Council pursuant to Utah Code 52-4-205 may vote to go into a closed session for the purpose of:

- (a) discussion of the character, professional competence, or physical or mental health of an individual
- (b) strategy sessions to discuss collective bargaining
- (c) strategy sessions to discuss pending or reasonably imminent litigation
- (d) strategy sessions to discuss the purchase, exchange, or lease of real property
- (e) strategy sessions to discuss the sale of real property

10. ADJOURNMENT

This meeting may be held electronically to allow a councilmember to participate by teleconference.

The next regularly scheduled meeting is April 22, 2020.

The Public is invited to participate in all City Council meetings. In compliance with the Americans with Disabilities Act, individuals needing special accommodations during this meeting should notify the City Recorder at least 24 hours prior to the meeting by calling (801) 226-1929.

I the undersigned duly appointed Recorder for Vineyard, hereby certify that the foregoing notice and agenda was emailed to the Salt Lake Tribune, posted at the Vineyard City Offices, the Vineyard website, the Utah Public Notice website, and delivered electronically to city staff and to each member of the Governing Body.

AGENDA NOTICING COMPLETED ON: April 7, 2020

CERTIFIED (NOTICED) BY: /s/ Pamela Spencer

PAMELA SPENCER CITY RECORDER



COMMUNITY DEVELOPMENT

Changes from the April 1, 2020 Staff Report are noted in red.

DATE: April 8, 2020
FROM: Morgan Brim, Community Development Director
TO: City Council
ITEM: 8.1 Consideration of an ordinance to amend the Vineyard Zoning Ordinance, Special Purpose District Title 3 (Town Center Form-based Code)
APPLICANT: Anderson Geneva

INTRODUCTION:

The applicant, Anderson Geneva, applied for a text and zoning map amendment to the Vineyard Zoning Ordinance, Special Purpose District Title 3 (Town Center Form-based Code). Over the past several months, the applicant, working with Jeff Speck and DPZ Planning Consultants presented to city officials, a new design layout for the Town Center property. This project proposes realigning open spaces, adding a retail boardwalk, breaking up Main Street into three segments, new alignment of streets, creation of a market street & transit plaza, adding residential uses to the north district, increasing the size the Town Center Station District and amending residential amenities. The applicant has indicated that the total building out (maximum case scenario) would provide 5,200-6,000 varied-type residential housing units, 3,000,000 square feet of commercial (includes 500,000 sf retail) and several civic spaces.

To effectively implement this plan, several code amendments are proposed. These amendments are covered in detail in the following table. Staff has worked closely with the applicant to ensure important Town Center standards are maintained and improved standards are instituted. Please be aware, this amendment does not affect entitlements already approved for density. The City Council vested this project under previous plan through the development agreement and original adoption of the Town Center Special Use District Ordinance. A copy of the ordinance is attached. This ordinance provides a mark-up of all changes to the original text.

The City Council requested the applicant to provide a parking review of similar TOD projects to better understand the parking demand that will be generated from Vineyard Downtown. The applicant's traffic engineer will present these case studies in Wednesday's meeting.

(The first number in the table is the current code on the website, the second number is the number from the original Form Based Code and the draft from the developer.)

Section	Amendment	Comments
3.01 Ordinance Title	Changed to Downtown Vineyard Form-Based Code	The term "Vineyard Downtown" has been used more frequently by residents and city officials in regards to the Town Center project. Vineyard Downtown appears less generic than Town Center.
3.02 Purpose, Vision, And Intent	Language added regarding attracting businesses, sustainability, and incorporating emerging technologies. Heritage	The Developer and City will work towards incorporating sustainable building practices through-out the Town Center. The Planning Commission requested heritage language be added to the code.

	language has been added to the Vision Statement, Open Space, and Residential Amenities sections.	
Graphic Page 3	Depicts promenades west view corridor across Civic Plaza.	
3.04.070 District Map	<i>Geneva Park</i>	Shape and orientation are changed. The size was decreased from 31.97 acres to 23 acres. Allows educational uses. A portion of property may be sold for purpose of constructing a school. Will all of the area shown as Geneva Park be city owned?
3.04.070 District Map	Lake Promenade and North Promenade	A portion of Geneva Park was reduced to create the North Promenade. Together the promenades measure at 21 acres (North = 4.895 acres & Lake = 16.032 acres.
3.04.070 District Map	Public Facilities	The lift station on the north side of the project area and the future city office parcel adjacent to the lake promenade on the southeast are designated as public facilities. In total 0.6 acres are provided. The city office parcel will need to increase to one acre in size as required in the development agreement.
3.04.070 District Map	Vineyard Connector access points.	The connection to Vineyard Connector on the south side of Geneva Park is not approved by UDOT and will need to be removed. The connection shown to the Vineyard Connector at the Lake Promenade is only approved for an under pass and not an access point.
3.06 Street Types		The Vineyard Downtown TIS shall be updated to reflect the current street layout.
3.06.010(3)	Street Construction Specifications	All ROW is subject to review by the city engineer and fire department.
3.06.020(3)	Typical Street Elements	Urban Park Strip added which include landscape and hardscape.
3.06.020(4)	Vehicular Travel Lanes	Lane widths are determined by Street Types, Traffic Study and City standard specifications.
3.06.020(5)	Bicycle Facilities	Protected bike lanes are the preferred bike facility. Others will be allowed depending on the situation.
3.06.020(7)	Street Trees	Tree types are provided in the Vineyard Tree Manual.

3.06.020(8)	Fire Access	The fire department may require modification to street designs which supersede code.
3.06.020(9)	Underground Utilities	The developer must coordinate utility placement with the city.
3.06.030(2)	Crosswalks	City engineer will approve crosswalk materials.
	Ramp Orientation	The preferred orientation is ramps to be oriented perpendicular to traffic, requiring two ramps per corner. However, depending on the intersection, on ramp may be utilized which is shared between both crossings.
3.06.040	Lake Promenade	Updates the plan to show new civic square, protected bike lane and provides urban park street on outer edge.
3.06.040(1)	Description	Updated to reflect new design. Description explains the philosophy behind the new design and highlights the two termini on east (Train Station) and west (Lakeshore) ends.
3.06.050	Main Street And North Promenade	A large 23' wide median is provided to connect both south and north promenades. Protected bike lanes are located between street parking and the park strip.
3.06.050	Main Street Central	Of note, the bike trail is imbedded with the park strip, 14' on both sides.
3.06.060	Bike-Way Street	Provides dimensions for protected bike lanes and buffer areas.
3.06.070	Side Street	Side street are those utilized off main corridors. 10'-11' lanes are provided and bikes are provided for within the lanes. Multiple options are provided which correspond to the intensity of development.
3.06.080	Lake Road	The lake road orientation will largely follow the existing alignment. The area near the proposed boardwalk is labeled as an alternative as city staff and the developer are not sure what the preferred plan is for this location. A large 15' wide multiuse pathway is provided along the lake with 8' wide park strip buffering trail users from traffic. Parking is provided in various orientations, parallel and angled back in parking.

3.9	Shared Space Streets (Market Street)	Market Street is designed to provide shared space between vehicular traffic, pedestrians and bicyclists. There are sidewalks are provided on both sides of the street and street trees are imbedded within the street parking zone. Pavers are utilized throughout and ground floor retail is required on both sides of the street.
3.06.100	Pedestrian Streets	A chain of pedestrian streets are provided to transverse many downtown's blocks.
3.08 Uses		
3.08.010(4)	Prohibited Uses	Massage therapy is now an allowed use.
3.08.010(3)	Use Table	Residential uses are now allowed in the northern district (Village General).
3.10	Building Standards	Building forms have been removed in place of building standards.
3.10.4	Towers	Towers are limited to 200 square for residential uses and 500 square feet for non-residential uses. Towers are limited to one per building. Towers may contain occupied spaces.
3.10.110(3)	Arcade Entrance Type	Arcades are provided which contain an extension over the public sidewalk.
3.10.130	Additional Design And Mix Standards	The minimum number of materials used on each façade was removed. The city planner may accept materials not called out in the material list.
3.10.130(3)	Livable Balconies, Patios, and Porches	The minimum patio square footage was reduced to 25 square feet and the number of units required to have a patio was reduced to 25%.
3.10.130(4)	Drive-throughs	Drive-throughs are allowed behind buildings. Hotel drop-offs are not considered drive-throughs.
3.10.130(8)	Building Mixes in the DTMU, DTS, and LFCD Districts.	The minimum non-residential square footage 1,000,000 square feet required in the DTS and DTMU Districts. Residential is now allowed in the Village Office District. The Lake Front Commercial District requires 75,000 square feet of non-residential.
3.10.130(9)	Residential Amenities	After hearing from the Planning Commission and City Council in the April 1, 2020 joint meeting, the applicant has amended this section to include a larger list of items. Details are provided for each item to ensure a high level of design quality.

3.10.130	Ground Floor Non-Residential	Graphic indicates where ground floor non-residential must be constructed, including the transit plaza, Market Street, boardwalk and one block along the north side of the North Promenade.
3.10.130	Pedestrian Ways Graphic	At the request of the City Council, the applicant has provided a map showing all pedestrian ways through blocks and along the train corridor. This map does not include other walkways like sidewalks and promenades. It illustrates that the plan will contain a high level of accessibility.
3.12	Open Space Types	
3.12.010	General Requirements Heritage language has been added to the Vision Statement, Open Space, and Residential Amenities sections.	The total project shall include 20% open space. This is calculated across the total project area including Geneva Park and Promenade areas.
3.12.020(1)	Open Space Types	One open space type is required within 1,000 feet of all residential units.
3.12.050	Design Based Open Space Reductions	The city planner may grant reduction of the open space requirement of up to 5% for specific improvements specified in a list.
3.12.020	Lake Promenade	Provides updated specifications for the Lake Promenade consistent with the concept plan presented to the Planning Commission and City Council. Graphics and illustrative renderings are provided to showcase the vision of this open space.
3.14	Landscape	
3.14	Tree Types	Tree Manual should be referenced.
3.14	Tree Installation	Requires that no one species will exceed 10% of the overall city urban forest. Permeable surface coverage requirements are set forth per tree.
3.14	Minimum Street Tree Requirements	Tree shall maintain a minimum overhang height of 13'-6" over roadways and 8' over sidewalks. The Vineyard Tree Manual will be referenced for tree types.
3.14	Review from Arborist	Allows review by city arborist.
3.14	Screening of Open Storage, Refuse Areas, & Utility Appurtenances	Screening shall not interfere with proper maintenance and/or testing of equipment being screened.
3.16	Parking	

3.16.030	Dedicated Visitor Parking	Visitor parking shall be clearly marked and shown on site plans. On street parking may count towards visitor parking.
3.16.050	Vehicular On-Street Parking	On-street parking is permitted on all street types. Individual stalls will not be stiped unless metered. On street parking spaces are measured at 22'x7'. On street parking adjacent to a site's property lines may be counted towards meeting that project's parking requirement.
3.16.080	Shared Parking	Shared parking lots or structure may be provided for uses within 1,000 feet, where a joint parking agreement is established.
Table 8.1(2)	Eligible Parking Rate Reductions	Provides reductions rates and sets criteria. Student Housing parking requirements have been added requiring 0.8 spaces per unit occupant. Text has been added to allow the city or applicant to request a parking study at 500 residential units, 1,500 residential units and 3,000 residential units. This study will provide the City Planner and City Engineer the ability to increase, decrease or keep parking requirements as written.
Table 8.1(3)	Minimum Required Parking By Use and District	Staff's only concern is the amount of parking shown for residential units. Commercial and religious uses have their own minimum criteria and are largely driven by market forces regardless of city requirements. The residential requirement provides 1 space per unit in the DTS and 1.5 spaces per unit in the DTMU. In the Village General and Lake Front Commercial Districts the lesser of one space per bedroom or 2 spaces per unit is required. There is not a minimum number of parking spaces listed for visitor parking. The applicant has indicated that an analysis from Ryan Hales (Hales Engineering) and Professor Reid Ewing (University of Utah). An update to the staff report will be provided on Monday.

GENERAL PLAN ANALYSIS:

Staff has analyzed the Vineyard General Plan and found significant compliance with the stated goals and objected. Below is a table providing an overview of this analysis.

To provide a framework for decision-making regarding an economic program that attracts new businesses and target industries, increases municipal revenue streams, creates long-term fiscal health, and supports the economic vitality and wellbeing of residents and businesses		
Create an effective and proactive business recruitment program that directs resources toward targeted businesses and industries		
	Establish and promote a clear economic development message that defines who and what the City wants to attract, explains why Vineyard is a great place to do business, expresses a positive and attractive brand for Vineyard, and capitalizes on the City's attributes including its affluent population, location and development areas. Collaborate with other City decision makers on the development of a positive, encompassing brand for the community and test potential messages with stakeholders, edcUTAH and the community	NA
	Develop a business relocation package that describes Vineyard's economic climate, proactively answers questions that potential businesses will likely ask, defines incentives offered by City and State for specific industries and is readily accessible to potential business leads on a variety of platforms	NA
	Actively engage in state-wide and regional partnerships with organizations that consistently conduct economic development activities including the Utah Valley Chamber of Commerce, edcUTAH, and the Mountainland Association of Governments. Ensure that Vineyard is accurately represented across their resources and platforms	NA
	Develop and carry out a comprehensive leisure, tourism and hospitality strategy to capitalize on the City's location and recreational assets	Ongoing effort by staff

	Focus on proactively providing the necessary infrastructure and increased utility capacities to areas zoned for business and light industrial in the northern half of the city including access to water, high-speed internet and adequate energy.	Ongoing effort by staff
Establish criteria and methodology for reviewing, evaluating and updating City incentives to attract new businesses		
	Examine development fees and process relative to competition	Ongoing effort by staff
	Explore the possibility of reducing impact fees for desired businesses and/or developments (e.g. development fees, sales and use taxes, tax increment financing etc.)	Ongoing effort by staff
	Consider expediting the development review process times for target industries or developments. Assess review times compared to neighboring cities	Ongoing effort by staff
	Consider establishing and providing business incubator systems and assistance	Allowed use within the TC
	Annually review City incentives and survey key stakeholders to ensure that the most effective business incentives are being offered and market as appropriate	NA
Maintain and improve the long-term economic strength of the community with a business retention program		
	Consider the establishment of a Vineyard Chamber of Commerce to create a consistent business outreach program and process that encourages interaction between local businesses	NA
	Maintain supportive municipal processes for new and existing businesses that ensure the program is user friendly, encourages entrepreneurship and synergizes advertising efforts between the City and its businesses	NA

Ensure the City's long-term fiscal health by taking measures to establish a larger tax base of both property and sales tax revenues		
	Take measures to attract retail development that will decrease Vineyard's retail leakage and increase sales tax revenues through strategic identification and marketing of parcels that are appropriate for the specially retail and larger format stores that will serve residents and preserve the integrity of the community.	Staff shall work with the developer to ensure this
	Identify areas best suited for medium to high density mixed-use and residential and incentivize development in order to maximize property tax revenue	Multi-modal hub and mixed use districts are identifies as medium to high density mixed use
	Biennially update the City's retail marketplace profile and leakage profile	NA
	Continue investing in backbone public infrastructure in the Commercial District	RDA reimbursement of backbone infrastructure
Establish zoning that encourages strategic, accessible and centralized economic centers that will integrate appropriately into the community		
	Encourage the location of larger retail centers along major arterials where accessibility is optimized	TC allows for such retail centers but focus is put on the Regional Commercial zoned area to the east of the TC area
	Encourage the clustering of uses to create and maintain distinctive distracts within the community	Mixed uses area allowed throughout the TC area
	Protect residential areas from major commercial development by using mixed-use development as a buffer, focusing major employment centers in targeted areas, and utilizing traffic management and design sensitivity	NA

	Provide adequate transportation accessibility to commercial, retail and entertainment centers including pedestrian, bicycle and mass transit network	Multi-modal hub, grid system of roads, pedestrian access, and bicycle facilities allow for adequate transportation accessibility throughout the TC
Activate Vineyard's natural resources, including the lakefront and Utah Lake, to improve the tourism sector of the economy and attract new businesses		
	Evaluate visitor services and infrastructure within the City to ensure that the leisure and hospitality industries can be adequately supported and make improvements as appropriate	Ongoing effort by staff
	Identify, develop and promote active recreation opportunities to visitors and residents such as watersports, portage locations, exercise stations, hiking and biking.	Ongoing effort by staff
	Identify, develop and promote passive recreation, cultural and ecotourism opportunities such as picnic area, viewpoints, bench areas, outdoor dining and bird watching that will benefit residents, attract visitors and support business recruitment	The development of the lakeshore area will allow for these types of activities to be planned for.
Focus future development and investment efforts on implementing the Town Center and Forge special zoning districts while maintaining the intent of these districts to create distinctive walkable village centers		
	Ensure that adequate transportation access is available to these developments including public transit, pedestrian and bicycle travel	Multi-modal hub, pedestrian ways and bicycle facilities are planned for the TC area
	Focus marketing efforts on highlighting the progress, momentum and attributes of these developments	NA

	Encourage the clustering of uses in these developments and target tenants that will complement each other	TC is a mixed use development that allows the developer to do this
	Explore business incentives that will attract new businesses to these areas such as expedited processes, tax incentives and reduced fees	NA
	Ensure that no constraints exist that discourage new businesses from relocating to these Special Zoning Districts	No constraints exist that discourage new businesses
Unify and brand the Eastlake Industrial District as on cohesive business park district		
	Define the target industries the City wants to attract to the business park and establish a clear brand that is congruent with those industries	Ongoing effort by staff
	Ensure the provision of the necessary infrastructure and increased utility capacities to the business park and include this attribute in branding and messaging	Ongoing effort by staff
Leverage Utah Valley University's technology assets and human resources to promote economic development in Vineyard		
	Establish a long-term strategic partnership with UVU by coordinating Vineyard's business recruitment efforts with the school's specialties and degree fields	Ongoing effort by staff
	Leverage Vineyard's relationship with UVU to grow local business by marketing the well-trained workforce that knowledgeable graduates from UVU represent	Ongoing effort by staff

STAFF RECOMMENDATION:

Staff is recommending approval of the proposed ordinance. Staff has found substantial support within the Vineyard General Plan and believes that the proposed amendments will further the vision of the city to create a one of a kind destination within Utah County.

PLANNING COMMISSION RECOMMENDATION:

On April 1, 2020, the Planning Commission forwarded a positive recommendation of the Town Center Special Zoning District to the City Council with the following conditions:

- TIS shall be updated and submitted to the city engineer prior to construction of roadways based on approved road configurations. (Added to ordinance)
- The developer shall work with city staff to define allowable tree types and plantings permitted in each park strip type.
- Amend ordinance to add parking category for student housing in all districts, requiring a minimum of 0.8 parking spaces per unit occupant with no unit cap. (Added to ordinance)
- Add a heritage statement within the vision statement and update the town center language in the general plan. (Added to ordinance. Heritage language will be considered in the next General Plan Update)
- Amend ordinance to further clarify residential amenities within 1/8 mile of units as follows: (The applicant has amended the ordinance to include more items in both the 1/8 mile and ¼ mile lists)
 - All residential units to have three of the following within 1/8 mile:
 - Secure covered bicycle storage
 - Community gathering area or meeting room
 - Playground with park quality features
 - Park quality water feature
 - Park quality barbecues associated seating areas
 - Pocket park

CITY COUNCIL PROPOSED MOTION:

"I move to approve the proposed zoning ordinance text amendments and zoning map for the Town Center Special Zoning District 3 with the following condition:

- The developer shall work with city staff to define allowable tree types and plantings permitted in each park strip type.

ATTACHMENTS:

- Proposed Ordinance (Includes all text amendment and Vineyard Zoning Map)

Ordinance 2020-02 with updated amendments.

ORDINANCE 2020-02

AN ORDINANCE OF THE VINEYARD CITY COUNCIL, VINEYARD, UTAH, AMENDING THE TOWN CENTER CODE TITLE 3 IN THE SPECIAL PURPOSE DISTRICT SECTION OF THE ZONING CODE; CHANGING THE NAME FROM VINEYARD TOWN CENTER TO VINEYARD DOWNTOWN; AMENDING DISTRICT MAP AND DISTRICT NAMES, UPDATING LAYOUT OF PROJECT OPEN SPACE AREAS INCLUDING GENEVA PARK, NORTH PROMENADE, LAKE PROMENADE AND MAIN STREET; DESIGNATING NORTH LIFT STATION AND FUTURE CITY OFFICE PARCELS AS PUBLIC FACILITIES, ADDING ALIGNMENT OF RAIL TRAIL CORRIDOR; AMENDING TERMS TO REFLECT “CITY” DESIGNATIONS AND CORRESPONDING TITLES; CLARIFYING REQUIREMENTS FOR FIRE DEPARTMENT REVIEW AND APPROVAL OF ALL STREET TYPES, ESTABLISHING UPDATED STREET AND OPEN SPACE TYPES; IMPLEMENTING NEW BIKE-WAY STREET STANDARDS AND WALKWAYS CORRIDOR MAP; ADDING STANDARDS FOR NEW SHARED SPACE STREET (MARKET STREET); CLARIFYING PERMITTED AND PROHIBITED USES; REMOVING BUILDING TYPES AND ESTABLISHING NEW BUILDING STANDARDS FOR DESIGN AND MATERIAL USAGE, DESIGNATING ORIENTATION FOR DRIVE-THRU, AMENDING REQUIREMENTS FOR MIXING NON-RESIDENTIAL USES, PROVIDES ALLOWANCE FOR RESIDENTIAL USES IN VILLAGE GENERAL DISTRICT, REQUIRING A MINIMUM OF 1,000,000 SQUARE FEET OF NON-RESIDENTIAL USES IN THE DOWNTOWN MIXED-USE AND DOWNTOWN STATION DISTRICTS, OVERHAULS RESIDENTIAL AMENITIES REQUIRING A SPECIFIC NUMBER OF AMENITIES WITHIN SPECIFIED DISTANCES OF RESIDENTIAL UNITS; DESIGNATES AREAS FOR GROUND FLOOR NON-RESIDENTIAL USES, AND UPDATES LANDSCAPING AND PARKING STANDARDS; PROVIDING A REPEALER CLAUSE; PROVIDING A SAVINGS AND SEVERABILITY CLAUSE, PROVIDING FOR PUBLICATION AND PROVIDING AN EFFECTIVE DATE.

WHEREAS, Title 10, Chapter 9a Municipal Land Use, Development, and Management Act of Utah Municipal Code, permits Vineyard to ensure the health, safety, and welfare of the community through local land use planning and the adoption of land use ordinance; and

WHEREAS, Vineyard is authorized to amend the City's Zoning Ordinance pursuant to Utah Municipal Code Section 10-9a-102(2); and

WHEREAS, the Planning Commission held a public hearing on March 4, 2020 and April 1, 2020, and after fully considering public comment and staff recommendations, recommended approval to the Vineyard City Council; and

WHEREAS, the Vineyard City Council, having reviewed the proposed text amendments, held a public hearing on March 11, 202 and April 1, 2020; and

WHEREAS, the Vineyard City Council having considered the recommendation of the Planning Commission and submitted comments and testimony from the public, and having determined that it is in the best interest of the public and in compliance with the Vineyard General Plan, adopts the proposed text amendments to the Zoning Ordinance.

NOW THEREFORE, be it ordained by the City Council of Vineyard, in the State of Utah, as follows:

Section I. Amend Title 3 Vineyard ~~Town-Center~~ Downtown

3.02 Purpose, Vision, And Intent

The ~~Downtown~~ Vineyard ~~Town-Center Village~~ will become a true downtown vibrant center of activity and commerce for Vineyard; a destination with many exciting places to visit, live, recreate, and shop. ~~It will become a village with a strong transit emphasis~~ The ~~Town-Center~~ Downtown connects a regional transit-served core and a superb park and trail system ~~that connects~~ to Utah Lake. As a transit-oriented ~~village center~~, there will be a mix of uses, creating a more balanced community. ~~composed of~~ Diverse Districts tied together by great walkable streets and open spaces will encourage people to spend their day and night in the downtown area, rather than driving back and forth across the region. Not only will Downtown Vineyard ~~it~~ function as the ~~town~~ City's center, it will ~~one day include The Lake Promenade, stretching from the Vineyard Station to the Lake, which becomes~~ the most diverse, active, and intricate activity and events sustainable center in Utah County. Where appropriate the Downtown will incorporate heritage themes that promote, preserve, and celebrate the rich and storied history of Vineyard.



Downtown Districts are composed of small blocks within a connected network making it easy for pedestrians, bikers, and automobiles to move through the City. The Lake Promenade will ~~not simply be an open space. It will~~ incorporate unique activities and experiences, connecting FrontRunner with Utah Lake, extending the lake's amenity regionally. ~~and capitalize on the principles of design excellence that include the philosophy providing activities and experiences as you head towards the Lake.~~ Each block will include different design features and activities per block. ~~The experience of walking the Lake Promenade will access locations that command your attention as you traverse any portion of it.~~ Running east/west west-to-east, the Promenade includes the following numerous ~~it will have three~~ major destinations points: Utah Lake, Lakeside Park, Main Market Street, and the Vineyard Station Plaza. Street alignments and the Lake Promenade will reveal views of the mountains and the lake.



~~Main Street is a great boulevard that becomes a signature feature due to its' varied widths, colored and textured sidewalks, distinctive tree plantings, bike lanes, parking buffers and planted medians. The street is lined with commercial, office, and mixed residential uses that are oriented to the street. At the intersection 4 corners of the crossing of Main Street and with the Lake Promenade, a civic plaza becomes the heart of the Town Center. buildings will be setback to provide plazas that add potential restaurant spaces that flow out toward the Lake Promenade. The Districts are composed of blocks in a network making it easy for pedestrians, bikers and automobiles to move through the City. Transit access and pedestrian accommodations such as spacious sidewalks will minimize the need for cars. Street corner setbacks alignments and the Lake Promenade will reveal views from the mountains to the Lake.~~

The Vineyard ~~Town Center~~ Downtown demonstrates provides a new direction for development in the Wasatch Front. True compact, mixed-use, walkable, and live-able, ~~the Town Center~~ Downtown will inspire the region to create and value human-scaled places and activate the public's investment in transit services. Downtown will incorporate sustainable practices from the beginning, harnessing emerging technologies alongside timeless traditions embodied in careful place-making. In a region lacking diverse, mixed-use, and transit-connected centers of business and like, Downtown Vineyard will attract residents and businesses starving for vibrant places. Today, businesses want to locate in places where their employees will be happy, and increasingly those employees want vibrant, mixed-use, and transit-connected places. Downtown Vineyard will achieve this, along with ample parks and amenities, direct access to Utah Lake being chief among them. Demonstrating the success of this model, Downtown Vineyard will lead a new sustainable and human-scaled future for the Wasatch Front and beyond.



3.04 Districts

3.04.010 Downtown (Town Center) Station (DTS)

The ~~Town Center~~Downtown Station (~~DTS~~DTSE) area represents the greatest height, density, and intensification of uses lying just west of the Vineyard Station. ~~The building form is a storefront along the Lake Promenade with a minimum of 4 stories. Single purpose buildings are included and auto-oriented commercial are encouraged at the intersection of Main and the Connector. Riders arrive to an active urban plaza at the transit station, setting the stage for a pedestrian-oriented center and promenade. The Lake Promenade takes the form of a Market Street from the station to Civic Square, drawing transit riders towards the lake. A mix of commercial and residential uses is will be encouraged through ratios to activate commercial streets. The Lake Promenade, emanates from the Vineyard Station, where providing open space relief from the tallest buildings frame the Promenade's open spaces in the Village. Commuters are daily and visitors who are encouraged to linger after work to patronize the events, activities, shops, and restaurants that line MainMarket Street and the Lake Promenade. The Vineyard Station is the eastern focal point that includes a large iconic pedestrian link to the UVU campus on the east side of the UP tracks and Fronrunner.~~



3.04.020 Downtown ~~Town Center~~ Mixed Use (~~DTMU~~DTCEMU)

The ~~Town Center~~Downtown Mixed Use (~~DTMU~~DTCEMU) district located west of Main Street frames the Lake Promenade and relies on it for views and recreational activities. ~~The corners adjacent to Main Street and the Lake Promenade are setback and buffered, creating outdoor rooms for activities and dining. Building line the Vineyard Connector heights along the Connector are a minimum of three stories to reduce traffic noise and reinforce the Town Center Downtown. Single Purpose office-type buildings are encouraged to reach six stories along with mixed residential, cultural, and commercial uses. Building heights at the intersections of Main Street and the Lake Promenade are also at minimum three stories. A mix of commercial and residential uses will be required through established ratios. The Building form varies within the district, from storefront and common entry along the Lake Promenade, to special cultural buildings, and stately multi-family and hotels. includes the storefront on the corners of Main and the Lake Promenade, single purpose, and auto-oriented commercial buildings near the Connector on Main Street.~~



3.04.030 Village General (Office) (VG)

The Village ~~Office~~General District promotes ~~office buildings located on a grid system~~ a lower intensity of mixed-uses, including smaller offices, residences, and neighborhood main-street oriented commercial. A second Lake Promenade links Main Street to the Connector and beyond to the lakefront. The Main Street intersection begins with a roundabout, allowing continuous traffic flow and potential corner auto-oriented commercial use. At the north end of this district is the proposed Geneva Park, an open space that will obtain some of the soils that will be removed from the ~~Town Center~~Downtown. No buildings are proposed ~~for the Park on the soil depositories in the Park, but adjacent sections may include recreational and educational facilities.~~ The building forms ~~s-emphasize single purpose buildings throughout, but provide the potential for storefronts, near the roundabout, and auto-oriented commercial buildings near the Connector on Main Street. Two stories are required along Main~~ is lower and less intense than the ~~Town Center~~Downtown Station, yet remains oriented towards the street to promote walkability.



3.04.040 Lake Front Commercial (LFC)

The Lake Front Commercial District is intended to be a resort area promoting access to Utah Lake and potential marina functions. Commercial activities are encouraged to promote a boardwalk-type setting with small-scale businesses and active storefronts oriented towards the lake to entertain visitors, along with lodging. Lake access will draw residents from throughout the region. Access to the Lake Front commercial district is encouraged by pedestrian-oriented streets linked to the Town Center Downtown. Loft offices are encouraged to provide work places with direct lake views. The north end of the district includes some single-purpose, multi-family housing north of the second promenade. Building forms include storefront, single purpose types and auto-oriented commercial buildings near the Connector on Main.



3.04.050 Lake Front Residential (LFR)

The Lake Front Residential district promotes the connection to the edge of the Lake and adjacent trail system. Buildings front on 300 West and on the Lake with internal open spaces and access. Building forms include a mixture of single purpose, townhomes, mansion homes, and small-lot single-family homes. The Lake Promenade terminates at the shore of Utah Lake and connects to the Lake Trail.



3.04.060 Geneva Park (GP)

Geneva Park is intended to be the depository location for less desirable material from the ~~Town Center~~Downtown area. The site will be used as a park ~~with whose program may be regulated by the Utah State Department of Environmental Quality~~ It is anticipated that no structures or irrigation are permitted ~~except park structures such as pavilions and/or bathrooms. No commercial or residential buildings are permitted on site~~ on the depository mounds.

3.04.070 District Map

2.0 Districts

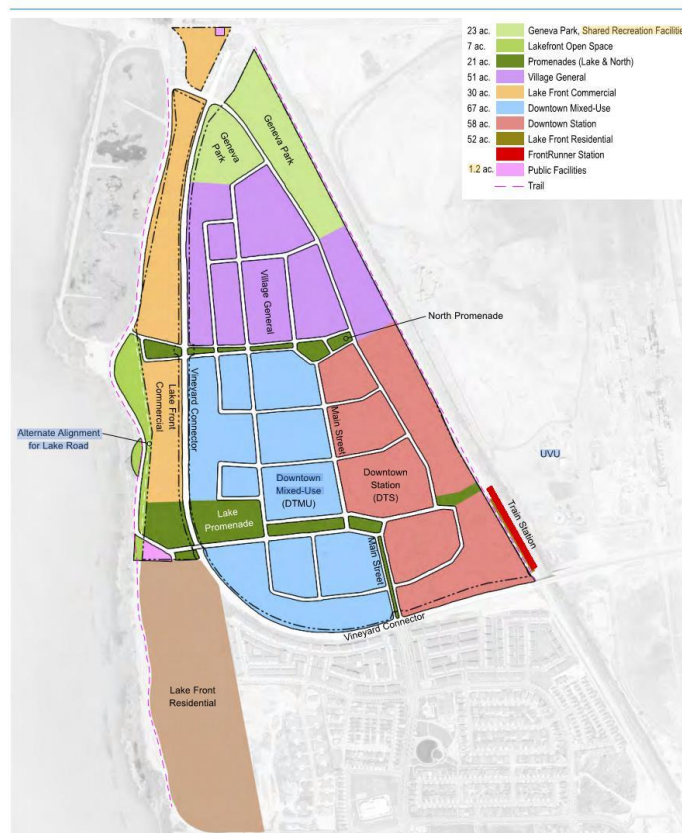
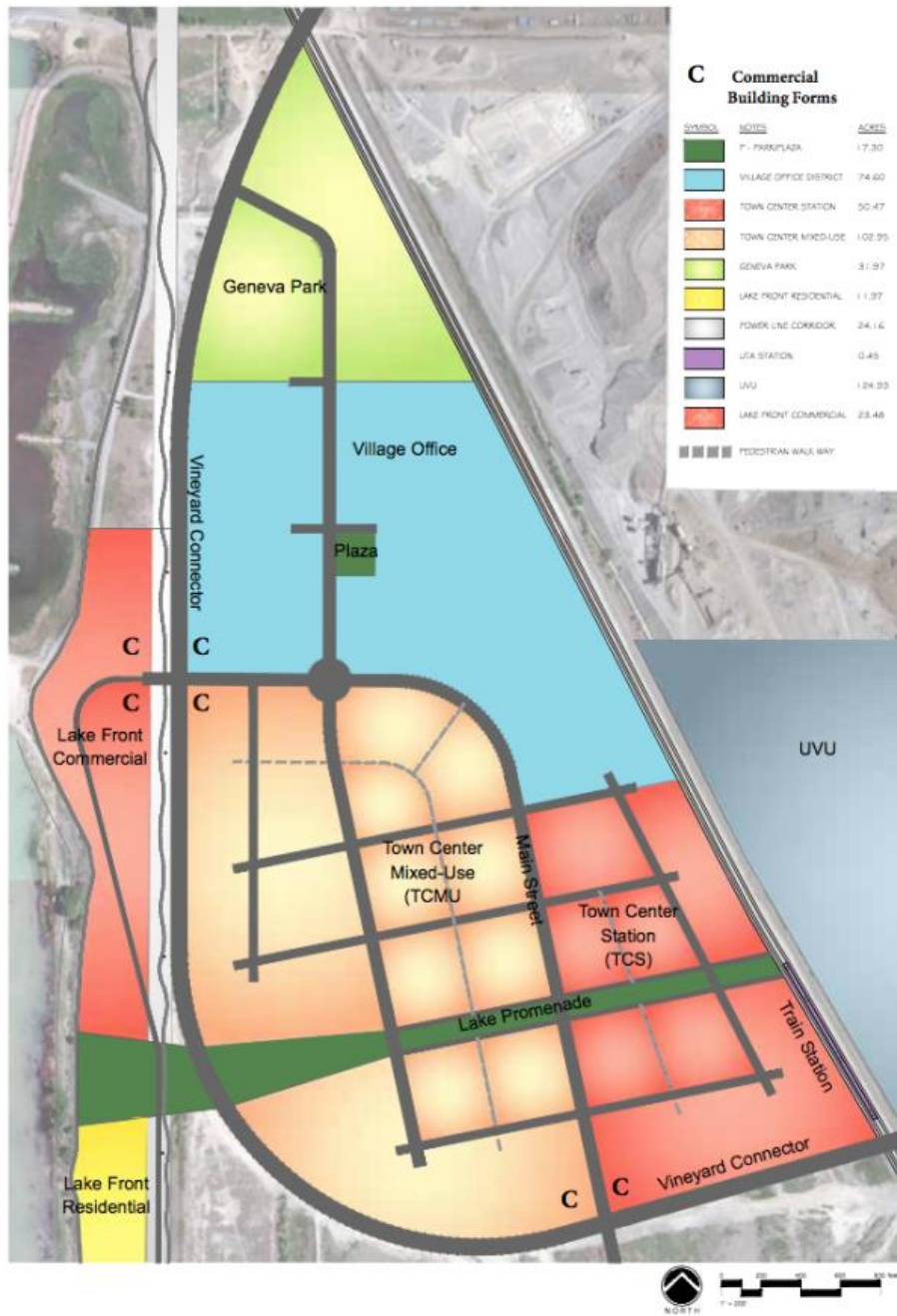


Figure 2.0(1). Map of Downtown Vineyard.



3.06 Street Types

3.06.010 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 at speeds appropriate for shared use.
 2. Address all features of the street right-of-way (ROW), including sidewalks, parkways, traffic lanes, bicycle lanes, and medians.
 3. Create streets and public ~~ROW~~spaces that reduce stormwater runoff quantity and improve quality of stormwater runoff.
 4. Create focal points that emphasize the Lake Promenade and Main Street intersections.
2. **General Requirements.** All proposed streets, landscaping or furnishing zones, and sidewalks shall be located in public or private vehicular ROWs as required by this section.
 1. Street Types. All new ~~vehicular~~ ROWs shall match one of the street types ~~(refer to VSP 3.06.040 through VSP 3.06.080)~~specified in this section, whether publicly dedicated or privately held.
 2. Public Use. Streets may be privately ~~(alleys)~~ or publicly owned, but all streets shall be available for public use at all times.
 3. Gated streets, whether public or private, are not permitted except at the entrance to a secure parking lot.
 4. Coordination. Street design must comply with the Manual on Uniform Traffic Control Devices (MUTCD) and City construction specifications.
3. **Street Construction Specifications.** ~~All construction in the public and private ROWs shall follow specifications and design defined by the~~ All ROW construction plans must conform with current city standards and specifications and are subject to review by the Vineyard ~~Town~~City Engineer and Fire Department.

3.06.020 General Street Type Standards

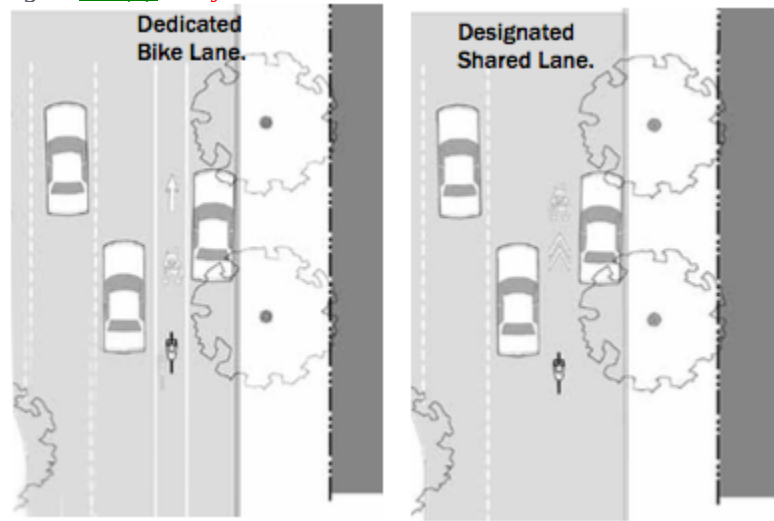
1. **Street Types.** Street Types defined in this section outline acceptable street configurations as identified in the street type map. New streets shall be designed using the standards specified for each street type ~~principles and characteristics defined by each street type or as otherwise approved by the Vineyard Town Engineer upon good cause.~~
2. **Graphics.** The graphics ~~provided in this document~~, illustrating each street type, are ~~samples of recommendations and illustrate a configuration of that street type. By applying the standards outlined and working with the Town Engineer and Fire Department, other configurations are possible.~~ configuration examples of that street type. Other configurations are possible using the specific standards.
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 section outlines which facilities are applicable. Pedestrian streets have only a pedestrian realm, though they may require access for emergency and delivery vehicles and should accommodate bicycles.
 1. Vehicular Realm. The vehicular realm is comprised of the travel lanes, bicycle lanes, and parking lanes. Deliveries and drop-off may occur within parking lanes either informally or through specific curbside management of users and times.

2. **Pedestrian Realm/Street Buffer.** The pedestrian realm is typically comprised of pedestrian facilities such as sidewalks, paths/trails, or off-street bicycle paths. A buffer area is also typically provided, 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. ~~Pedestrian paths shall be public if they extend beyond the project boundary.~~ Pedestrian paths shall ~~have~~ provide direct access to existing public passageways ~~as appropriate.~~
 - a. **Park Strip.** 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.
 - c. **Urban Park Strip.** A landscape and hardscape area between the back of curb and sidewalk in which street trees, street furniture, lighting, and signage may be located.

Street Type Map 3.06(1)

4. **Vehicular Travel Lanes.** The number and width of vehicular travel lanes are determined by the Street Type, the Vineyard Downtown Traffic Impact Study (TIS), and City standard specifications. The TIS shall be updated and submitted to the city engineer prior to construction of roadways based on approved road configurations.
5. **Bicycle Facilities.** The following types of bicycle accommodations are permitted in the vehicular realm per Street Type. Refer to Figure 3.2(1): Bicycle Facilities.
 1. **Dedicated Bicycle Lane.** Dedicated bicycle lanes are striped lanes, optionally protected by a buffer, on the outside of the outermost travel lanes or between parking and the curb (parking protected) that are designated only for bicycle use. Parking protected lanes are preferred where practical. This lane occurs on both sides of the street and shall be ~~four~~ to five-feet wide or more when one-way or on one side of the street and ten-feet wide or more when two-way.
 2. **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”) centered within the shared travel lane, per current MUTCD standards.
 3. ~~**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.~~

Figure 3.2(1): ~~Bicycle Facilities~~



6. **Stormwater Management.** Incorporation of stormwater management best practices is encouraged, such as incorporating drainage swales and slotted curbs into the park strip adjacent to parking lanes or in medians. Along storefront commercial streets, open areas of stormwater management should be avoided. ~~Where achievable, permeable pavement materials should be selected, such as unit pavers, porous concrete, and porous asphalt. For suggested methods refer to Figure: Curb Cut and Landscape Storm Drainage Method.~~ Final design shall meet the requirements of the ~~Public Works~~City Engineer.

Figure: Curb Cut and Landscape Storm Drainage



Method

7. **Street Trees.** Street trees are required along all street frontages. Spacing for trees is 40 feet on center or less, for large trees, 35 feet on center for medium trees and 25 feet on center for small trees or less. Street trees spacing shall be consistent and uninterrupted when possible. Streets with storefront commercial or galleries may vary from the average spacing. For appropriate street tree

types, selections should reflect high water table, saline, alkaline soil types, and be conducive to pruning to provide a clear view of adjacent buildings. ~~See VSP 3.14 Landscape~~See Landscape Chapter and the Vineyard Tree Manual.

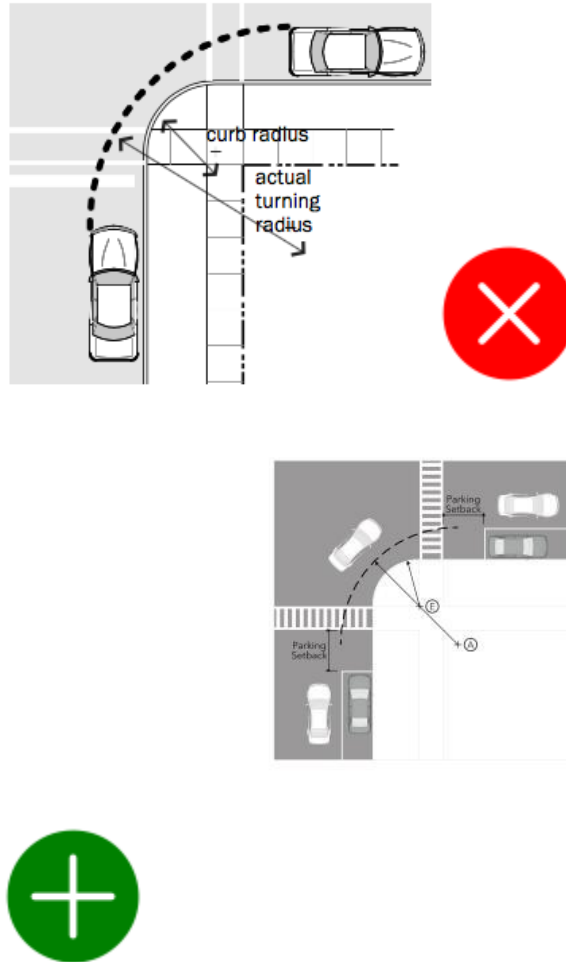
~~For large trees the park strip shall be limited to street buffers a minimum of 8 feet, for medium-size trees the park strip shall be limited to street buffer form be 6-8 feet, and 5-6 feet for small trees are limited to street buffers from 5-6 feet.~~

8. **Fire Access.** ~~Street configurations have been calculated to provide emergency vehicle access. Where the total width of all travel lanes is narrower than 20 feet, the following shall apply. The Fire Department may require modification to street designs for compliance with fire code standards. Such modifications may supersede the requirements of this chapter.~~
 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. Driveway or Fire Hydrant Zone. A driveway or fire hydrant zone may be utilized to fulfill the requirement.~~
9. **Underground Utilities.** Power and communication utilities shall be located underground, except where utility operators insist upon above ground equipment. Associated electrical boxes are encouraged to be located underground and away from the visual termination of streets. All power, gas, and communication utilities must be coordinated by the developer.

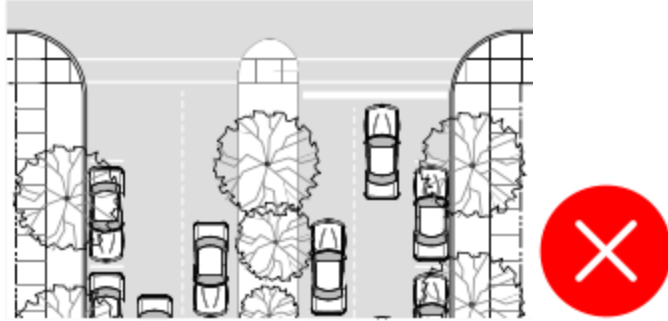
3.06.030 General Street Layout Requirements

1. **Intersections**
 1. Curb Radii. The following curb radii shall be utilized unless otherwise authorized by the Vineyard ~~Town~~City Engineer upon good cause.
 - (a). Intersections should be designed for ~~actual turning radius of~~ the typical design vehicle ~~as opposed to the maximum design vehicle~~along the path of travel (the effective radius) which allows for a smaller radius of the physical curve. 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: 3.3(1) Curb Radius Diagram.*

Figure 3.3 (1): Curb Radius Diagram



- (b) ~~At the intersections of Main Street the following curb radii shall be utilized. Larger Radius. When the design requires a larger curb radius and no on-street parking exists, a 30-foot radius may be utilized. Variations in radii require approval of the Public Works Engineer. With on-street parking on both streets, a 15-30-foot range radius is required. Without on-street parking on either streets, a 25-foot radius is required. Lane Intersections. The curb radius at intersections involving lanes shall be no greater than 5 feet.~~ The standard effective curb return radius is 528 feet. The actual radius of the curb may be reduced to no less than 5 feet where on-street parking and bicycle lanes separate the travel lane from the curb. Refer to figure 3.3 (2).



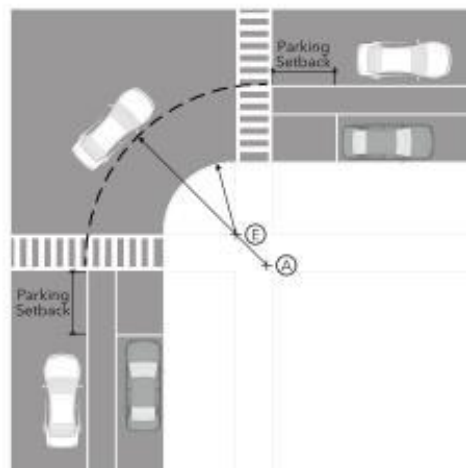
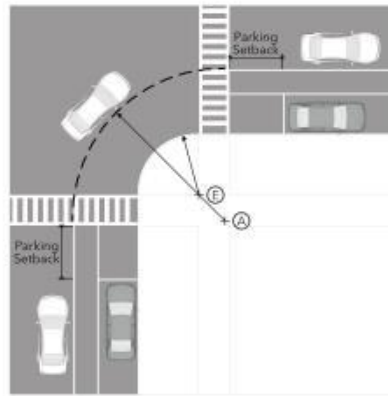
~~s separate the travel lane from the curb. Refer to Figure 3.3 (2).~~



(c) Alley Intersections. The curb radius at intersections with alleys shall be no greater than 5 feet where parking lanes or bike lanes are located along the curbline..

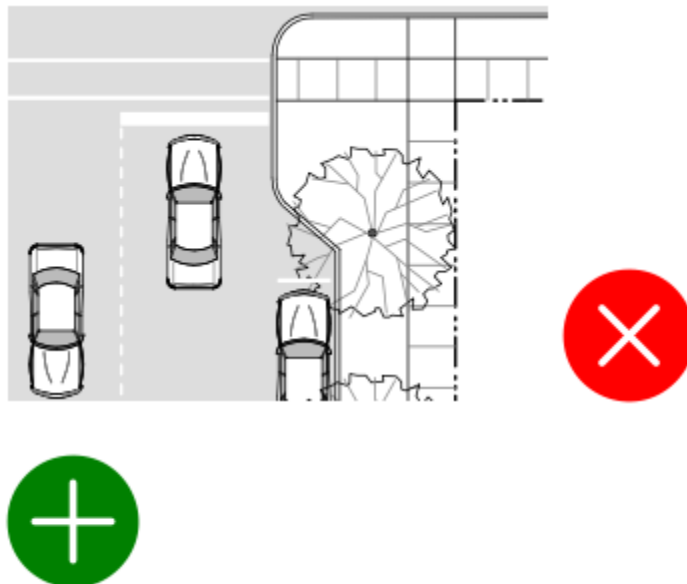
2. Crosswalks. Crosswalks shall be required at all intersections in Vineyard Downtown ~~Town Center~~, including mid-block pedestrian crossings (unless otherwise authorized by ~~Town~~ City Engineer upon good cause).
 - a. Dimensions. Crosswalks shall be at least six feet wide, ~~and 10' on any crossing of Main Street~~ measured from mid-stripe to mid-stripe, ~~per the Manual on Uniform Traffic Control Devices (MUTCD).~~ Crosswalks at high volume pedestrian crossings such as Main Street and the Promenades must be at least ten feet wide measured from mid-stripe to mid-stripe.
 - b. Markings. Crosswalks shall be appropriately indicated on the finished street surface or where required in parking and access areas. Crosswalks shall be marked with textured or colored pavement, thermoplastic applications, or another marking approved by the ~~Town Planner~~ City Engineer.
 - ~~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 excluding the width of on-street bicycle lanes and buffers, to mitigate the effects of vehicular traffic on crossing and increase pedestrian safety and comfort. ~~Refer to Figure: Pedestrian Crossing (Median) 3.3 (2).~~

~~Figure: Pedestrian Crossing (Median)~~ Figure 3.3 (2) Effective Radius with Bike Lanes and On-street Parking



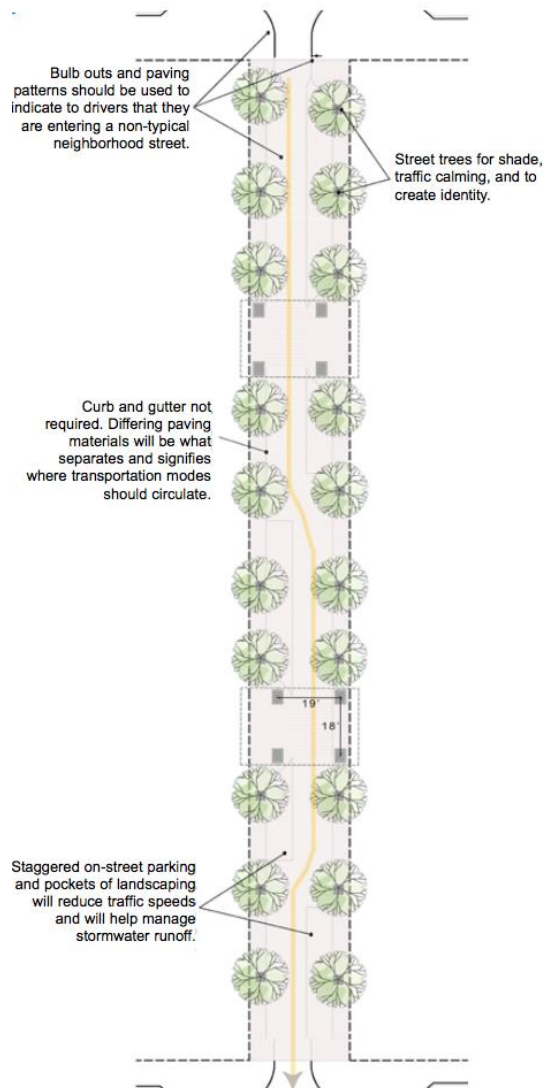
- d. Accessible ramps and warning panels, per the American Disabilities Act or any more stringent state requirement, are required where all sidewalks or trails terminate at a crosswalk or curb.
 - e. Ramp Orientation. Ramps shall be oriented perpendicular to traffic, requiring two ramps per corner at intersecting streets, except a single ramp oriented towards the corner may be required by the City Engineer where ramps perpendicular to traffic result in crosswalks too distant from the parallel curblane.
3. Bulb-outs. To shorten pedestrian crossing distances, bulb-outs shall be utilized at all intersections; unless otherwise required by the ~~Public Works~~City Engineer. Refer to ~~Figure: Bulb-out Diagram~~3.3 (3)am.

~~Figure: Bulb-out Diagram~~Figure 3.3 (3) Effective Radius with Bike Lane and Bulb Out.

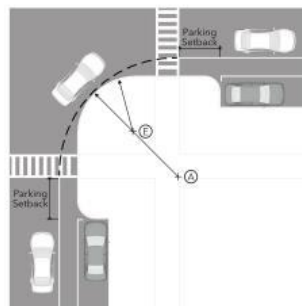


- a. The depth of the bulb-out shall match the width of utilized on-street parking.
- b. The radius of the bulb-out shall match the requirements for the intersection.
- c. Planted areas or seating areas shall be included where appropriate to delineate pedestrian crossings and to enhance the streetscape.

Figure: Alley Plan View



(illustrative)



3.06.040 Lake Promenade Street

1. **Description.** The Lake Promenade cross-section is designed to facilitate the vision of creating a public right-of-way that doubles as a true public gathering place. Modeled after other great promenades across the nation such as Park Avenue in Portland, Oregon and Commonwealth Avenue in Boston Massachusetts, the Lake Promenade will prioritize pedestrians, bicyclists, and traffic to local businesses. While some users are expected to arrive by automobile and park ~~at surface parking behind the Promenade~~ in garages and on-street parking, the majority are expected to be residents or are anticipated to arrive via the FrontRunner or Light-Rail Transit. Accordingly, it is expected that the Promenade will be fully-integrated with the Inter-Modal Hub at its east end and with the lake front on its west end. Sidewalks and protected bike lanes will serve to convey pedestrians and cyclists between these two termini.

The ~~extra-wide ample~~ sidewalks ~~will serve through~~ encourages foot traffic along the building edge as well as the central promenade and civic square, and, depending on width, could accommodate street dining, benches, and sidewalk sales/vending. On the street-side of the sidewalk, ~~a buffer zone~~ an urban park strip will reserve space for trees, overhead lighting, bike racks, planter boxes, sidewalk dining, and fire hydrants. Beyond the ~~buffer zone~~ urban park strip, a protected bike lane separated from on-street parking by ~~median curbing~~ a buffer and optional curbing will serve to increase the sense of safety and ease felt by cycling users. ~~To the other side of this bike-separating median, a~~ A row of on-street parking will parallel line either side of a single traffic thru-lane. Though separated by ~~the 100-foot~~ the green-way, the two one-way sides of the road will operate as a single thoroughfare. The center ~~100 to 120 foot~~ green-way will feature walking paths, benches, public monuments, street arts, open turf areas, and tree plantings.

The character of the Lake Promenade changes at different points along its length (Figure 3.4(2), with a public square on the west at the Connector (figure 3.4(3), followed by a linear park (figure 3.4 (4), and arriving at a public plaza, which doubles as an elongated and squared round-about, and finally in a Shared Use Street, Market Street (section 3.06.090), which connects to the FrontRunner Station (Section 3.06.0800.

2. **General Requirements.** ~~Lanes~~ The street shall be developed using the standards in ~~Table: Lane Requirements (illustrative)~~ or as authorized by the Vineyard Town Engineer upon good cause shown Table 3.4 (1). Optionally, a ~~two-way~~ segment of street may be located along the north or south edge of the Civic Square section to provide two-way access to the Vineyard Connector. This configuration may include two, 10' travel lanes, and two, 7' or 8' parking lanes, along with bike lanes and buffers.

Table: Lane Requirements (illustrative)

Lake Promenade Street Requirements	
Permitted Districts	See Map
Permitted Adjacent Building Type	See Building Section <u>Determined by District</u>
Typical Right-of-Way Width	<u>Varies by location, 65 feet minimum each side of the median, park, or plaza. 199'—221' (includes promenade)-</u>
Vehicular Realm	
Travel Lanes	1 <u>each</u> way system
Lane Width	12' 11'—13'
Allowable Turn Lanes	<u>Turn lanes are required by TIS*</u> as needed
Parking Lanes	Parallel required on both sides of street, <u>7' - 8', at Central Section; angled required on both sides of the street at Civic Square Section. Angled parking should be 60-degree reverse-angled.</u>
Pavement Width	Minimum 20' on each side, <u>except where reduced for pedestrian crossings</u>
Median/Promenade	<u>Required; width varies by location an may be provided outside of the ROW</u> 100'
Bicycle Facilities	<u>Required: Parking protected preferred</u>
Pedestrian Realm	
Pedestrian Facilities	10'—15 <u>8'</u> sidewalk <u>minimum, both sides of the right-of-way</u>
Street Buffer	<u>Urban Park strip, 6' minimum. Varies depending on street tree size, 6' —8'+minimum.</u> Allows for trees, bike racks, planter beds, street furnishings, and lights.

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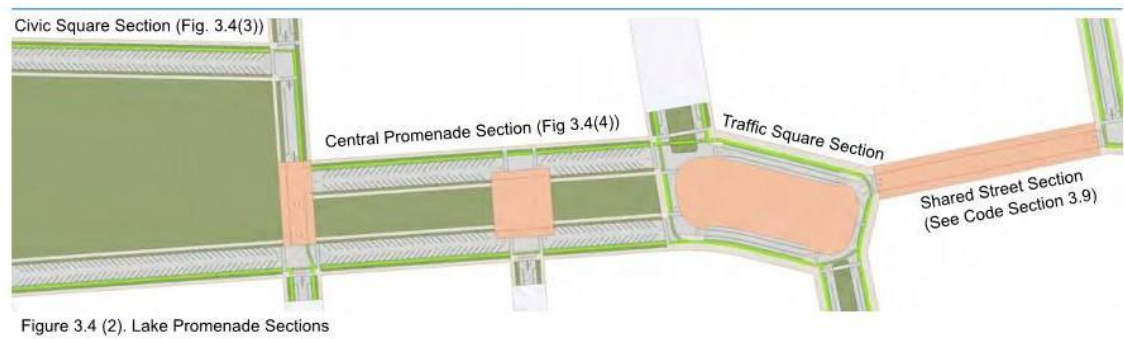


Figure 3.4 (2). Lake Promenade Sections



Figure: Lake Promenade Street Plan View (illustrative)

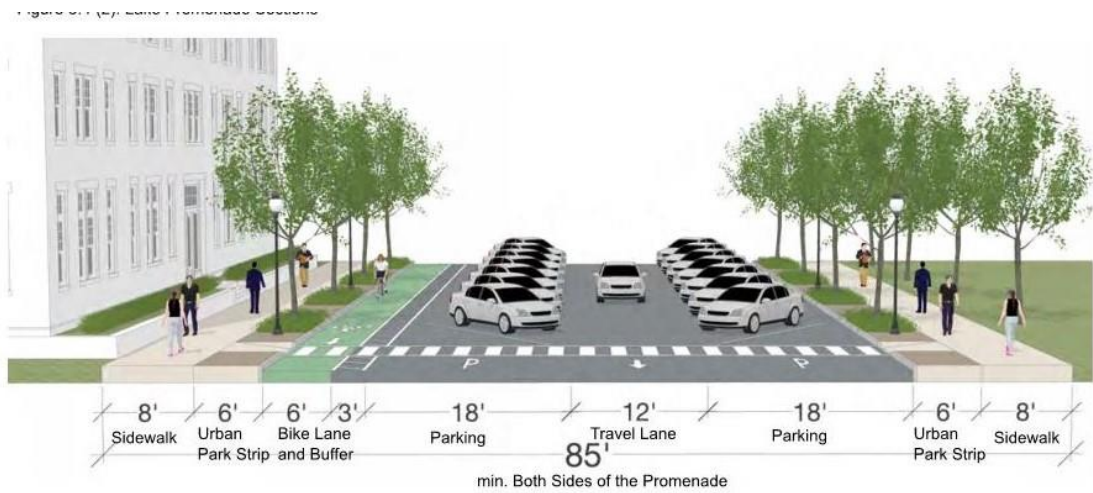


Figure 3.4 (3). Lake Promenade at the Civic Square Section (illustrative)



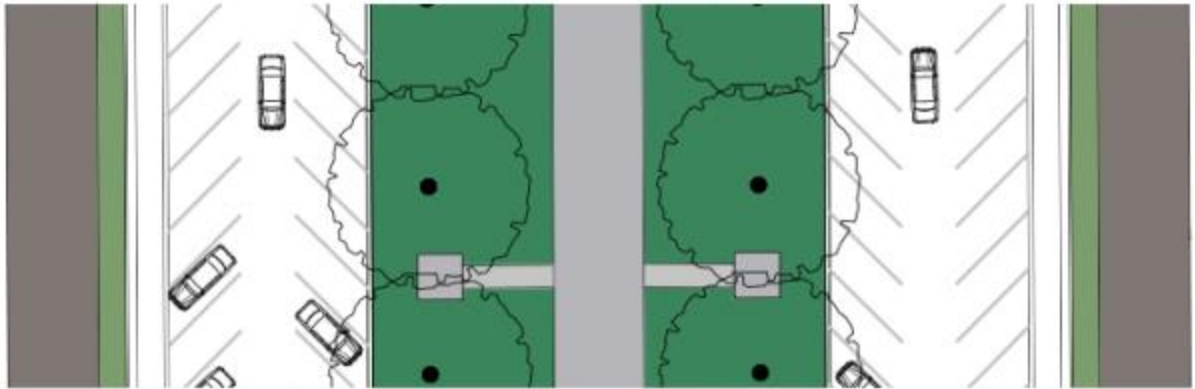


Figure: Lake Promenade Cross Section (illustrative)

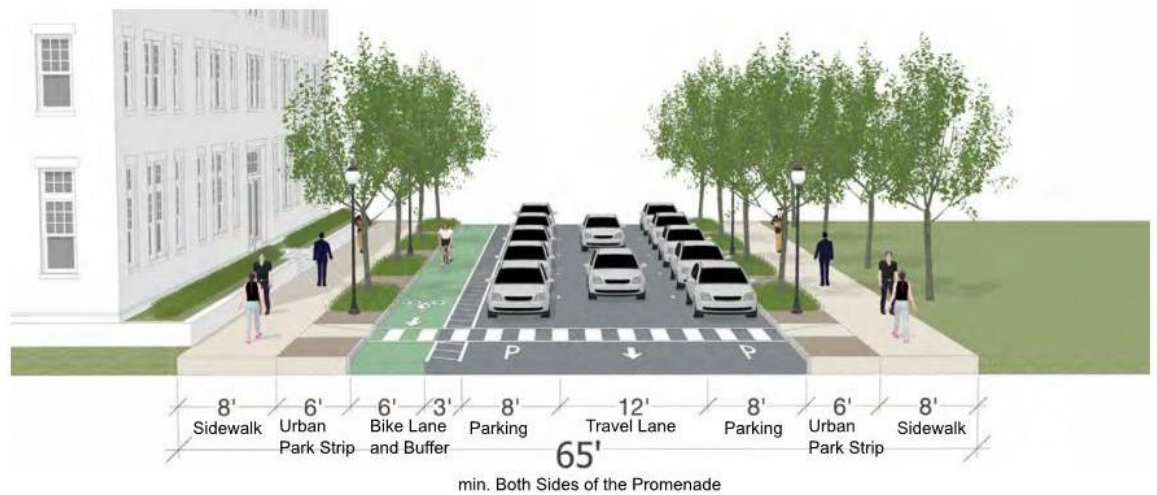
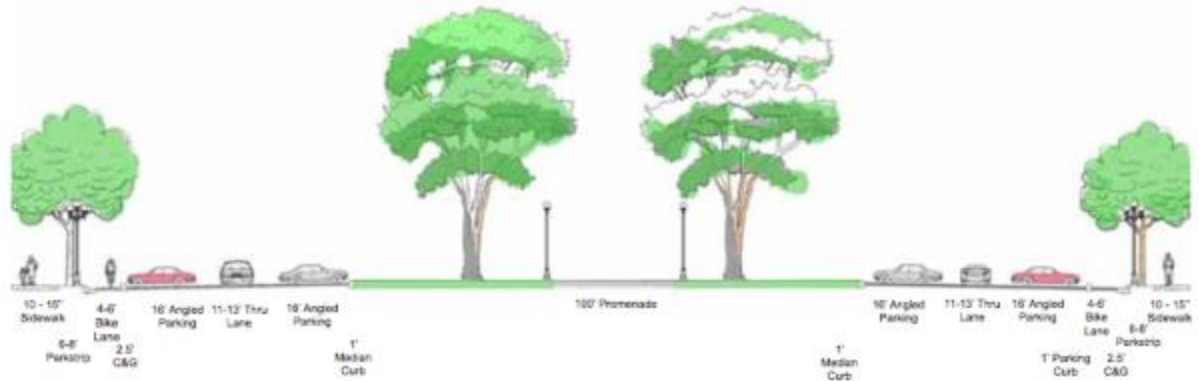


Figure 3.4 (4). Lake Promenade Central Promenade Section (illustrative)





3.06.050 Main Street And North Promenade

1. **Intent.** These requirements are included to calm traffic and to improve walkability and bicycle access while managing bus and car traffic at the Vineyard Connector intersection. Special treatment of landscaping and street trees is encouraged to promote and signify the Vineyard Downtown~~Town Center~~ identity. Changes in street-~~tree~~ types are encouraged in order to promote and identify the Vineyard ~~Town Center~~Downtown and to accent Lake Promenade Street. On-street parking is provided. Bike riders are accommodated by a separate protected lane.
2. **Description.** ~~One roundabout is anticipated on Main Street at its intersection with its north Vineyard Connector. Main Street will have the highest bicycle and pedestrian focus. Since Main Street is also expected to facilitate street front buildings through this section,~~ Like the Promenade, Main Street changes design at different points along its length to respond to surrounding urban context, provide spatial enclosure, and create interest for pedestrians. At its southern point, Main Street has multiple travel and turn lanes to accommodate access (figure 3.5 (2)). After the Transit Square, Main Street gain becomes a wide avenue with an allee of trees on both sides, r median which connects the south and north promenades (figure 3.5(4)). the Main Street cross-section will incorporate a planted median ~~and two thru lanes in each direction.~~ A significant amount of pedestrian traffic is ~~still~~ predicted, with many residents arriving on foot from adjacent districts. Sidewalks along Main Street may be as wide as the Promenade. The North Promenade (figure 3.5(3)) is similar to the Main Street entry, with a central median, controlled by this street type.
3. **General Requirements.** This street type shall be developed using the standards in *Table: Main Street Requirements (illustrative)* or as approved by the Town Engineer 3.5 (1).

Table: Main Street/North Promenade Requirements (*illustrative*)

Main Street / <u>North Promenade</u> Requirements	
Permitted Districts	See Map

Permitted Adjacent Building Types	Determined by District See Building Section
Typical Right-of-Way	<u>120' minimum</u> 117' – 149'
Vehicular Realm	
Travel Lanes	<u>Travel Lanes as required by TIS 1 lane in each direction; 2 lanes in each direction from Vineyard Connector intersections to the first intersections within the Town Center</u>
Lane Width	<u>10' - 11'; 12' min. where divided by a median with 1 lane in each direction</u> 11' – 13'
Allowable Turn Lanes	<u>Turn lanes as required by TIS</u> At Vineyard Connector intersections only, number of turn lanes as determined by a traffic study <u>extra turn lanes as needed at the Promenade</u>
Parking Lanes	Parallel required on both sides of street, <u>7' - 8', except from Vineyard Connector intersections to the first intersections within the Downtown</u>
Pavement Width	– 35' on each side of median <u>minimum width to be determined by fire code</u>
Median	10' – 14' <u>14' minimum, except where fire access is required, in which case additional tree planting space must be provided elsewhere within the right-of-way</u>
Bicycle Facilities	<u>6' 4-5' Protected lane; 6' dedicated lane from Vineyard Connector intersections to the first intersections within the Downtown</u> Town Center
Pedestrian Realm	
Pedestrian Facilities	<u>8' minimum</u> 10' – 15' sidewalk
Street Buffer	<u>8' minimum urban park strip between sidewalk or an optional park strip along the North Promenade. Double row of trees in a wide park strip and bike trail in the central section.</u> and protected bike lane <u>Varies</u>

	depending on street tree size, 6'—8'+. Allows for trees, bike racks, planter beds, street furnishings and lights.
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Figure: Main Street at Vineyard Connector ~~Plan View~~ (figure 3.5 (2)) (illustrative)

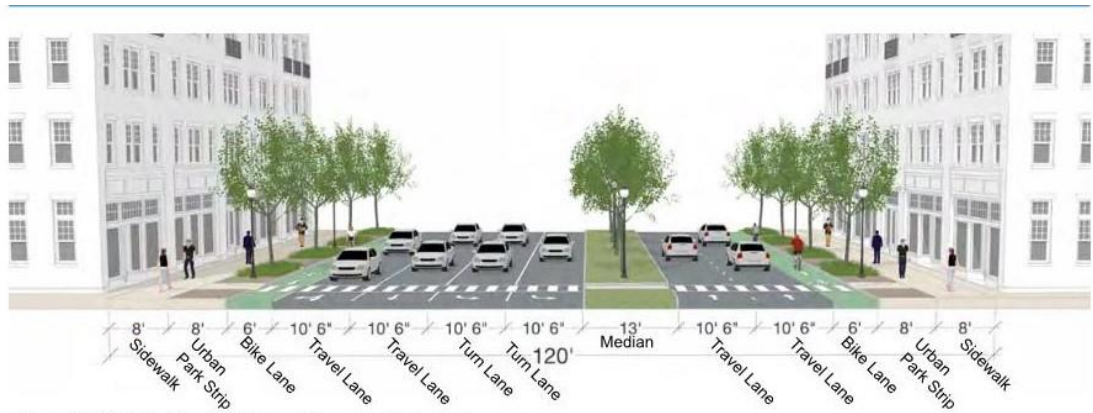


Figure 3.5 (2). Main Street at Vineyard Connector (illustrative)

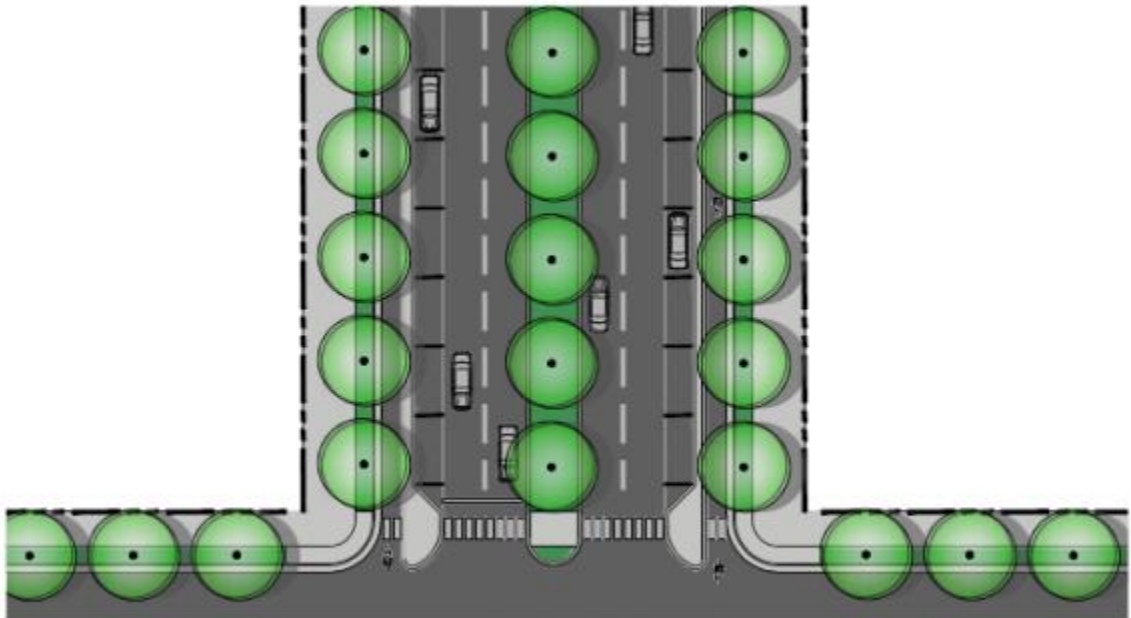


Figure: Main Street ~~Cross Section~~ Central Station (figure 3.5 (4)) (illustrative)

Figure 3.5 (4). Main Street at Vineyard Connector (illustrative)

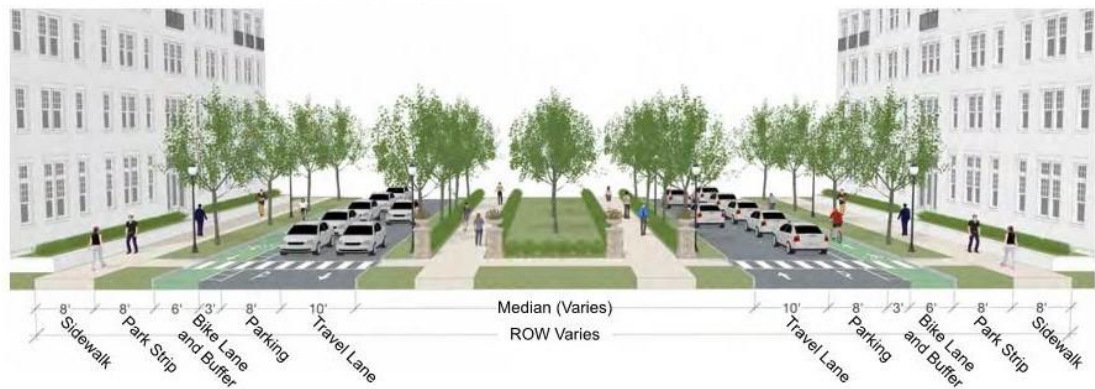


Figure 3.5 (3). North Promenade Section (illustrative)

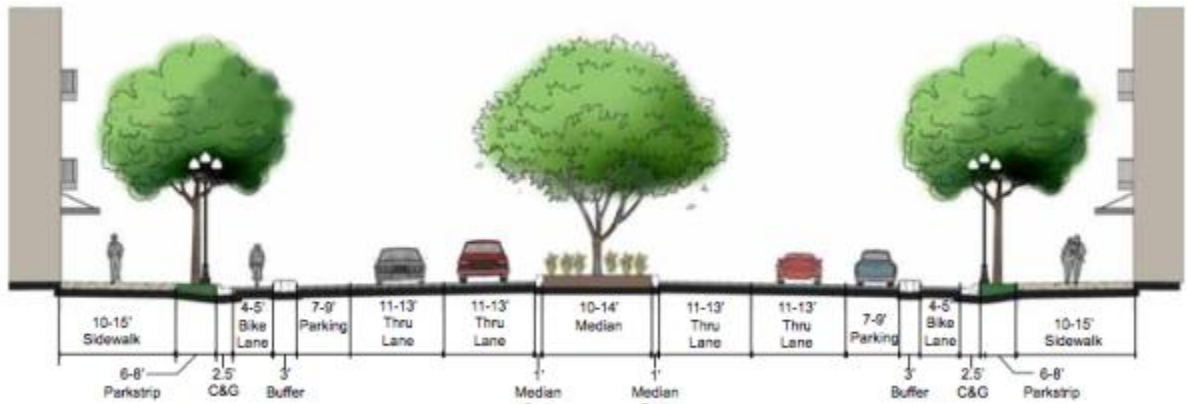


Figure 3.5 (3). Main Street Central Section (illustrative)

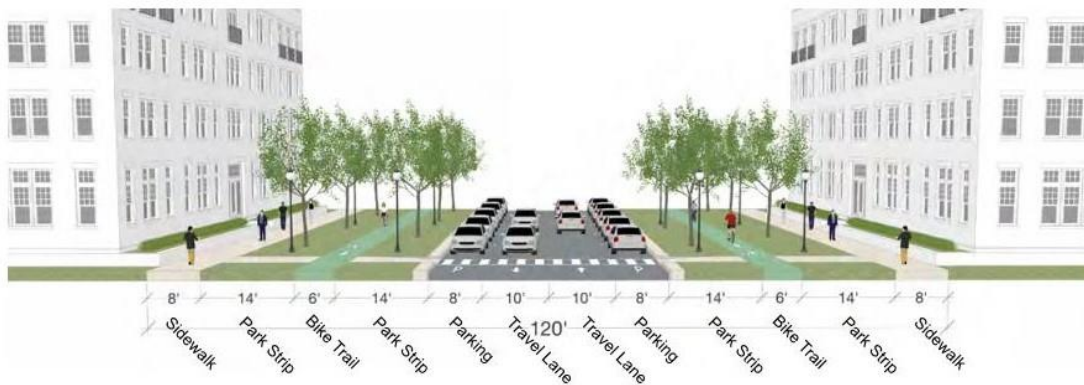


Figure 3.5 (4). Main Street Central Section (illustrative)

3.06.060 Bike-Way Streets

1. Intent. Bike-way Streets provide dedicated bike lanes to ease circulation around Vineyard ~~Town~~ ~~Center~~ Downtown for bicycles, while also accommodating pedestrians, and vehicles.
2. Description. The bike-way street cross section is meant to accommodate bicycles in a dedicated route around Vineyard ~~Town~~ ~~Center~~ Downtown. These roads will still accommodate pedestrians and vehicles, but are needed in a few limited locations to provide ~~for~~ easier bicycle movement.
3. General Requirements. Streets shall be developed using the standards in Table 3.6 (1) Figure 3.6(2) Bike-way Street Example.

Bike-way Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	Determined by District
Typical Right-of-way Width	80' minimum
Vehicular Realm	
Travel Lanes	1 lane in each direction
Land Width	10' or 11 ' where needed for UTA buses
Allowable Turn Lanes	<u>Turn lanes as required by TIS</u> NA

Parking Lanes	<u>Parallel required on both sides of street, 7' - 8'</u>
Pavement Width	20 ' minimum
<u>Bicycle Facilities</u>	<u>Protected bike lanes; off-street bike lanes may be used at the station plaza and UTA bus stops</u>
<u>Pedestrian Realm</u>	
<u>Pedestrian Facilities</u>	<u>Sidewalk 6' minimum in Village General, 8' minimum elsewhere</u>
<u>Street Buffer</u>	<u>6' minimum park strip or urban park strip. Allows for trees, bike racks, planter beds, street furnishings, and lights. 6' minimum furnishing zone in high-intensity and commercial areas.</u>

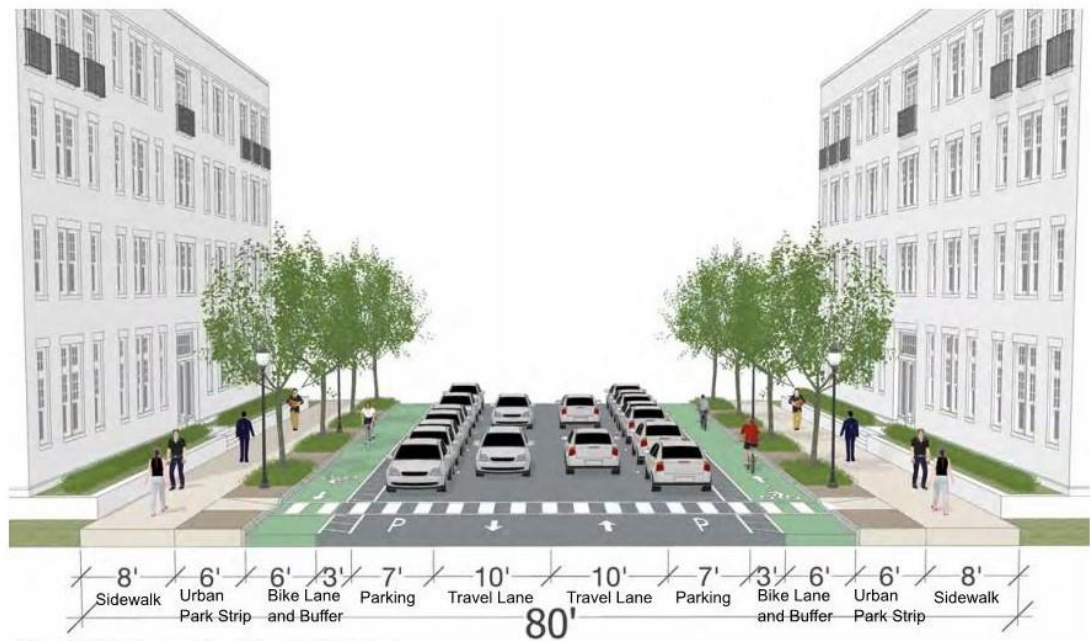


Figure 3.6 (2). Bike-way Street Example (illustrative)

3.06.070 Side Streets

1. **Intent.** Side streets are ~~through route~~ the most common streets accessing many destinations in the Vineyard ~~Town Center~~ Downtown for bicycles, pedestrians, and vehicles.
2. **Description.** The side-street cross-section is meant to accommodate all other master-planned roads within the Vineyard ~~Town Center~~ Downtown. These roads will still accommodate pedestrians and bicyclists, but since they are low-speed and low-traffic, active transportation users will not require the same degree of separation or protection. The single thru lane in each direction on these side streets will be shared and with appropriate pavement markings and signage will be capable of accommodating pedestrians and cyclists. Sidewalk widths will vary from 6'-~~feet~~ to 10'-~~feet~~ or greater with larger sidewalks provided at areas of greater intensity of uses and building ~~appropriate locations~~, and smaller ones at areas of lesser intensity. ~~serving as the norm.~~ These narrow, but functional side-street cross-sections will help to maintain the urban nature of the ~~Town Center~~ Downtown throughout the roadway network.
3. **General Requirements.** Streets shall be developed using the standards in ~~Table: Side Street Requirements or as approved by the Town Engineer~~ 3.7 (1).

Table: 3.7 (1) Side Street Requirements. (illustrative)

Side Street Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	Determined by District <u>See Building section</u>
Typical Right-of-Way Width	<u>60'</u> 4' to <u>80'</u> 4'
Vehicular Realm	
Travel Lanes	1 lane in each direction
Lane Width	<u>10' - 11'</u> 11' - 13'
Allowable Turn Lanes	<u>Turn lanes as required by TIS</u> NA
Parking Lanes	Parallel required on both sides of street, <u>7' - 8'</u> .

Pavement Width	<u>20' minimum</u> 18'–22' on each side of centerline
Bicycle Facilities	Shared Bike Lanes
Pedestrian Realm	
Pedestrian Facilities	<u>Sidewalks 5' 6' minimum in Village General, 6' minimum elsewhere–</u> 10' Sidewalk (10' on Main Street)
Street Buffer	<u>6' minimum park strip or urban park strip. Varies depending on street</u> tree size, 6'–8'+. Allows for trees, bike racks, planter beds, street furnishings, and lights. <u>6' minimum furnishings zone in high-</u> <u>intensity and commercial areas</u>

Figure 3.7 (2): Side Street ~~Plan View~~ Example in Medium Intensity Areas (illustrative)

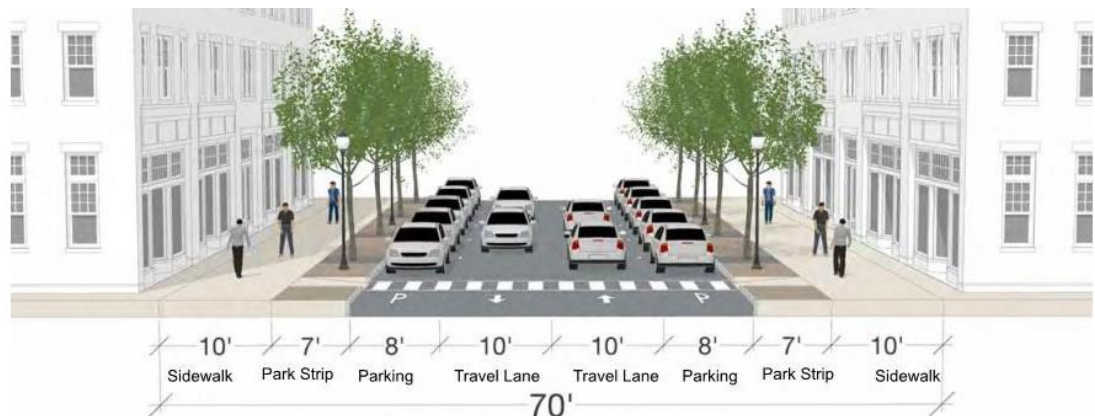


Figure 3.7 (2). Side Street Example in Medium Intensity Areas (illustrative)



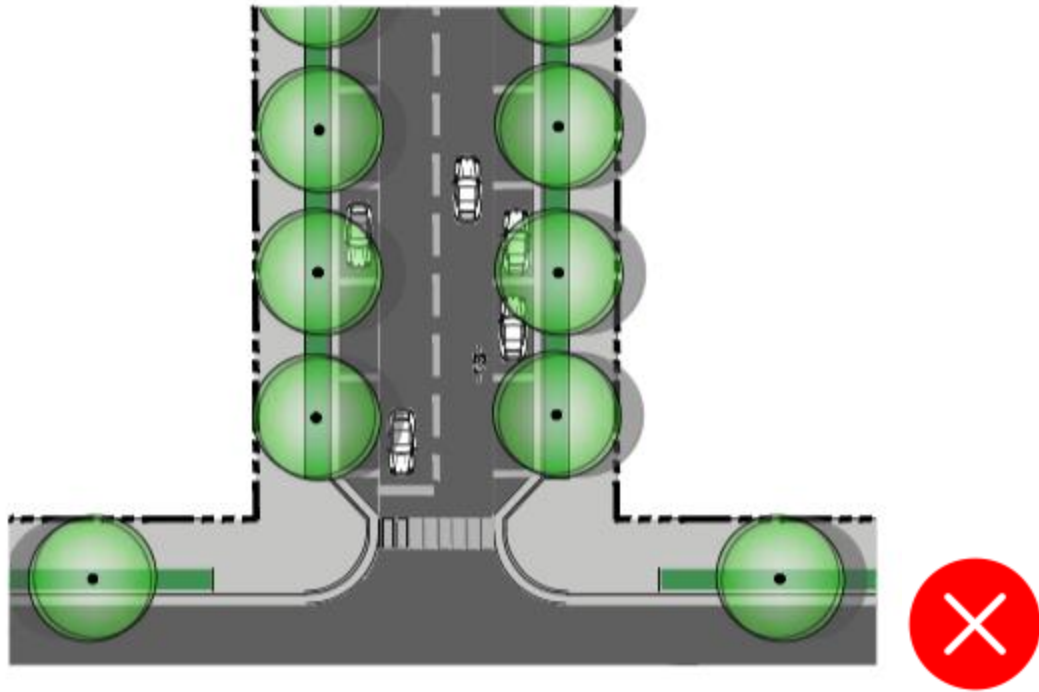


Figure 3.7 (3): Side Street Example in Medium Intensity Areas ~~Cross-Section~~ (illustrative)

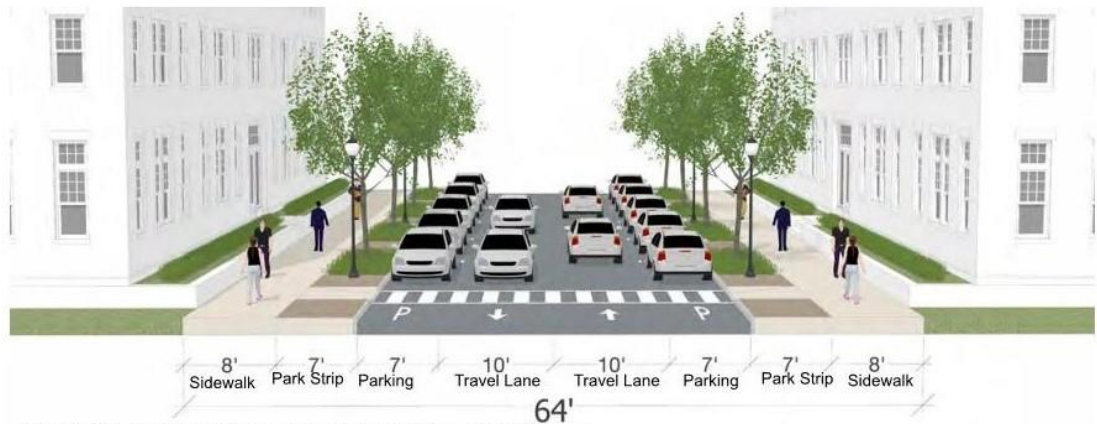


Figure 3.7 (3). Side Street Example in Medium Intensity Areas (illustrative)



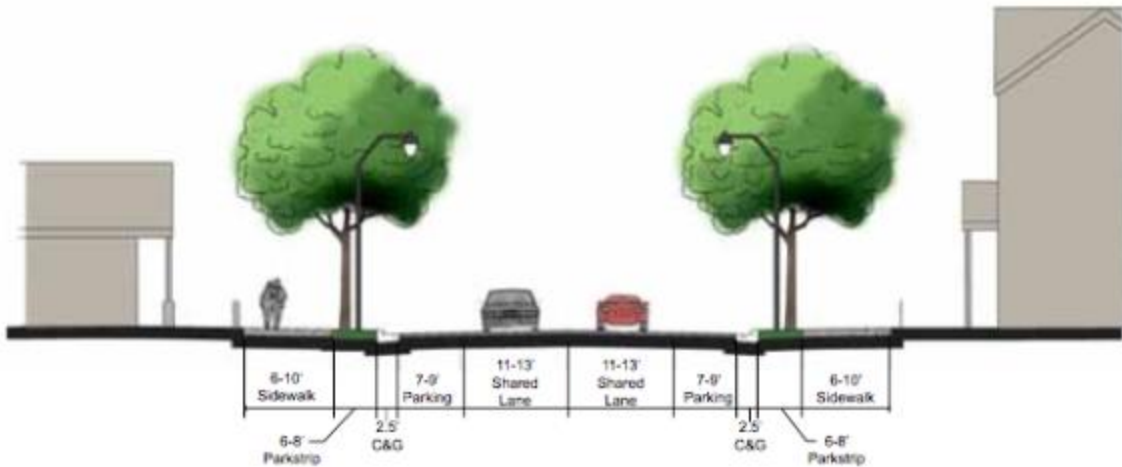


Figure 3.7 (4) Side Street Example in Low Intensity Areas

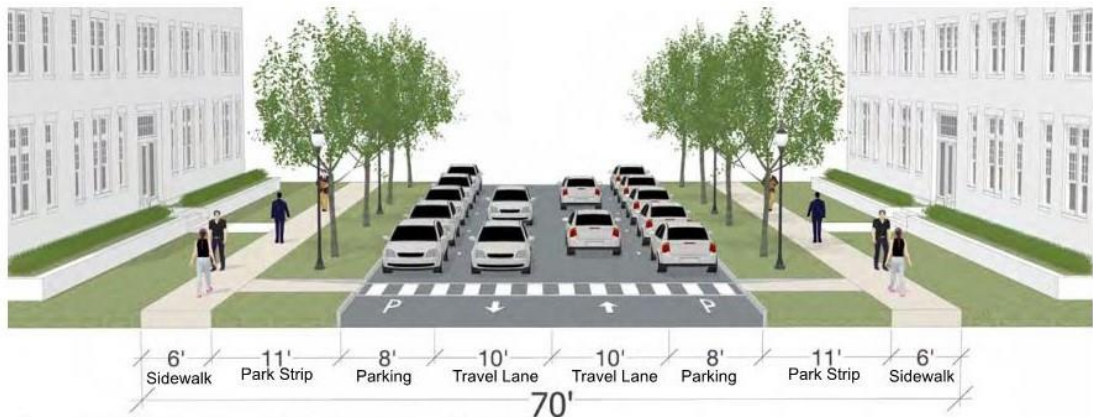


Figure 3.7 (4). Side Street Example in Low Intensity Areas (illustrative)



3.06.080 Lake Road

1. **Intent.** Lake Front Street is envisioned as a resort style street geared towards leisure and recreation. From its intersection with the Vineyard Connector, this road will head due west towards Utah Lake and then curve to the south skirting the Lake Front, creating behind it (to the east) an opportunity for a commercial development. Accordingly, it is expected the road will be fronted by vertical commercial on the east and the lake front itself on the west. On street parking and wide sidewalks are planned for the south and east sides of the road to accommodate commercial bound users, while a median separated two way cycle track and wide sidewalk on

~~the west will accommodate lake front cruising recreationalists. The road will be open to two-way vehicular traffic but will only feature on-street parking on the south and east sides of the road. It is anticipated that as the road continues to the south and approaches the power corridor its cross-section will transition to a different cross-section with a residential focus. Street parking may alternate from one side of the street to the other depending on which side it is needed.~~ Lake Road is a unique condition along Utah Lake. The design intends to balance needs for access, parking, recreation, and commercial activity

2. ~~**General Requirement Description.** Lake Front Street shall be developed using the standards in Table: Lake Front Boulevard Requirements or approved by the Vineyard Town Engineer with good cause.~~ Lake Road is envisioned as a redesign of the existing road which has a meandering trajectory, accommodating the vision of a Lake Front boardwalk and resort area. The Vineyard site is a unique opportunity to provide access to Utah Lake, which is also connected to the region by transit. The design balances uses with a North and South Section (figure 3.8 (2)) that prioritizes recreation and minimizes the street width; a Central Section (figure 3.8 (3)) that prioritizes commercial uses and accommodates increased parking; and a Marina Section (figure 3.8 (4)) where the road may abut a marina.
3. General Requirements. Vineyard Road shall be developed using the standards in Table 3.8(1)

Table: Lake ~~Front Boulevard~~ Road Requirements (illustrative)

Lake Front Boulevard <u>Road</u> Requirements	
Permitted Districts	Permitted for Lake Front Commercial and Lake Front Residential Districts
Permitted Adjacent Building Types	See Buildings Section <u>Determined by District</u>
Typical Right-of-Way Width	<u>70' - 110' + green-way space that may be within or outside of the right-of-way</u> -200'
Vehicular Realm	
Travel Lanes	1 lane in each direction
Lane Width	<u>9' - 10' - 12' adjacent to angled parking</u> 11' - 13'
Allowable Turn Lanes	<u>Turn lanes as required by TISNA</u> NA
Parking Lanes	Parallel required <u>on one side or both sides, 7' - 8', or reserve-angled on both sides</u> (see Figure: Lake Front Street)

Pavement Width	20' <u>minimum</u> 29'–35'
Median	<u>NA</u> Permitted
Bicycle Facilities	<u>12' minimum shared use trail on the lake side and shared lanes</u> Not designated
Pedestrian Realm	
Pedestrian Facilities	<u>Sidewalk</u> minimum 8' wide clear sidewalk
Street Buffer	<u>8' or larger urban park strip or furnishings zone opposite the lake side and 8' or larger park strip along the lake side. At the marina an urban park strip should be used on the marina side.</u> A larger street buffer should be negotiated with adjacent land owners.

Figure 3.8 (2): Lake ~~Front Street (South of Promenade—looking north)~~ Road North and South Section (illustrative)

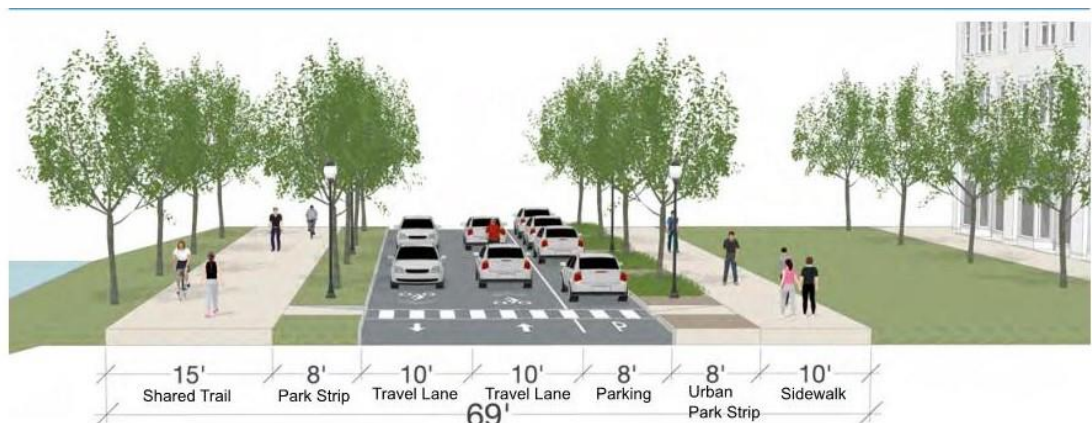


Figure 3.8 (2). Lake Road North and South Section (illustrative)



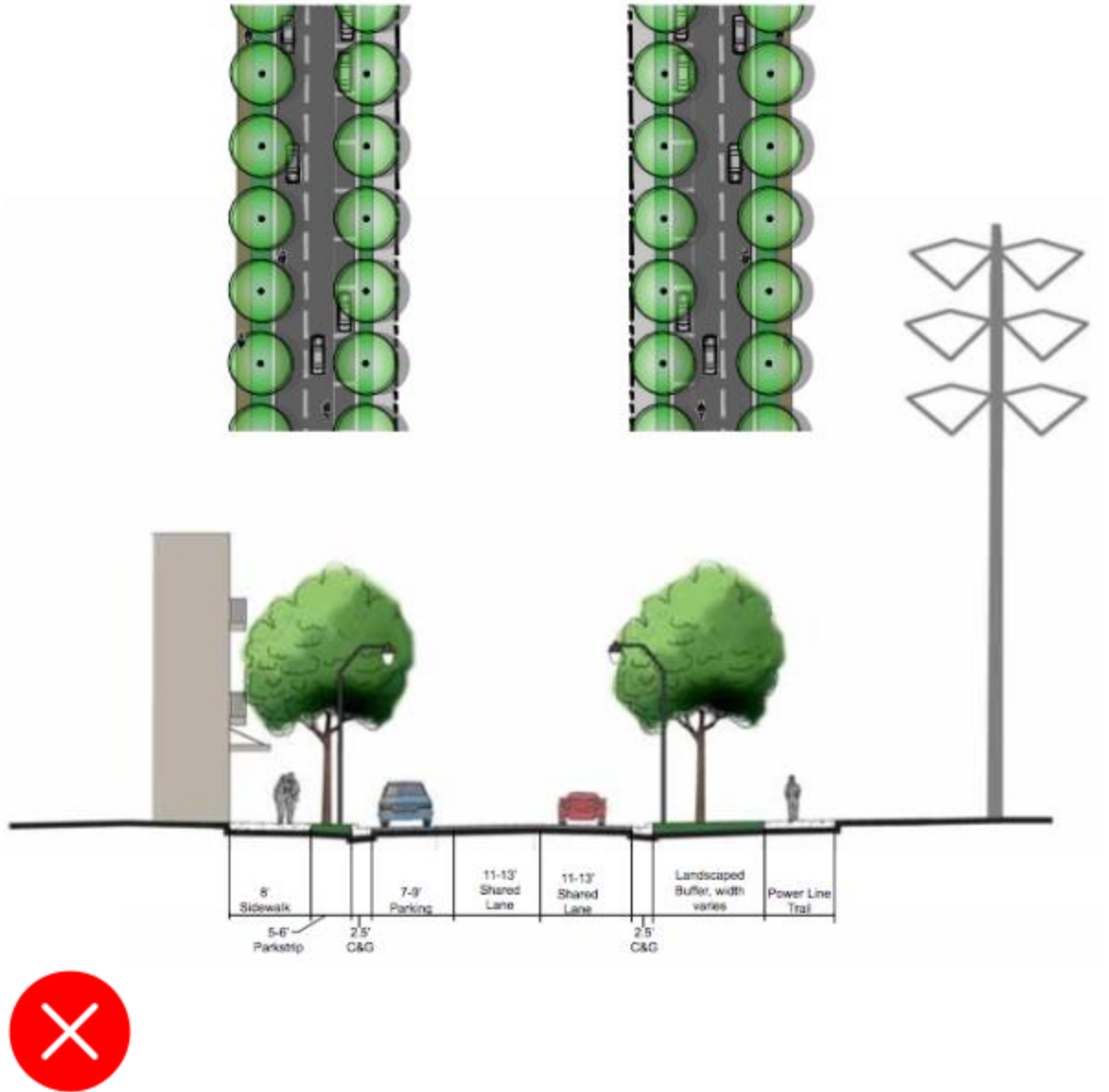


Figure: 3.8 (3) Lake Front Street (North) Road Central Section (illustrative)

Figure 3.8 (3). Lake Road Central Section (illustrative)

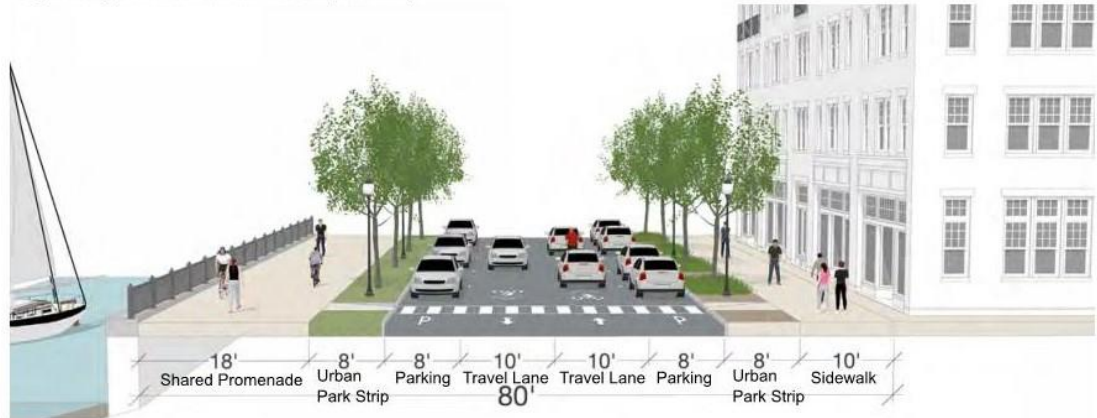


Figure 3.8 (4). Lake Road Marina Section (illustrative)

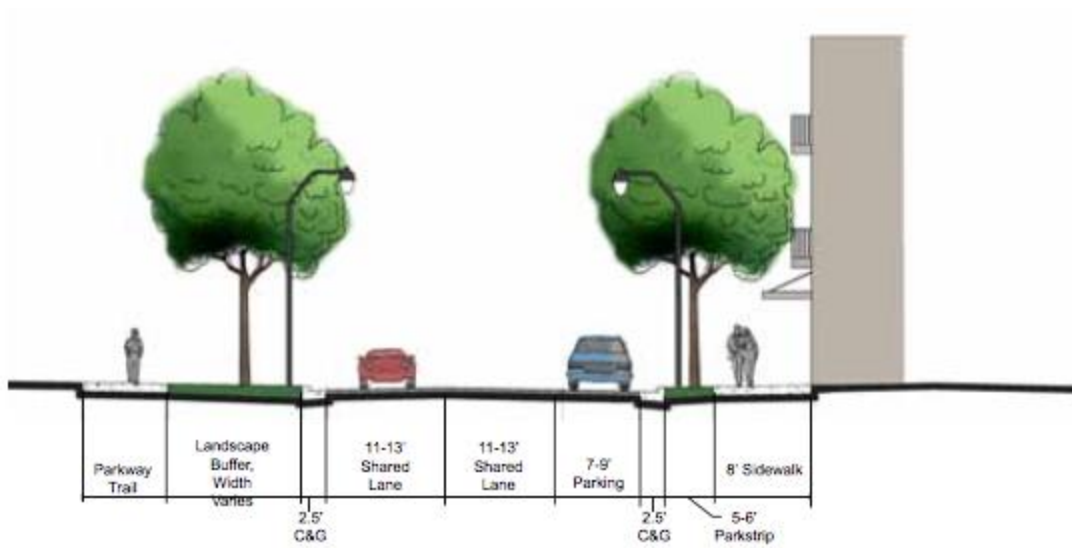
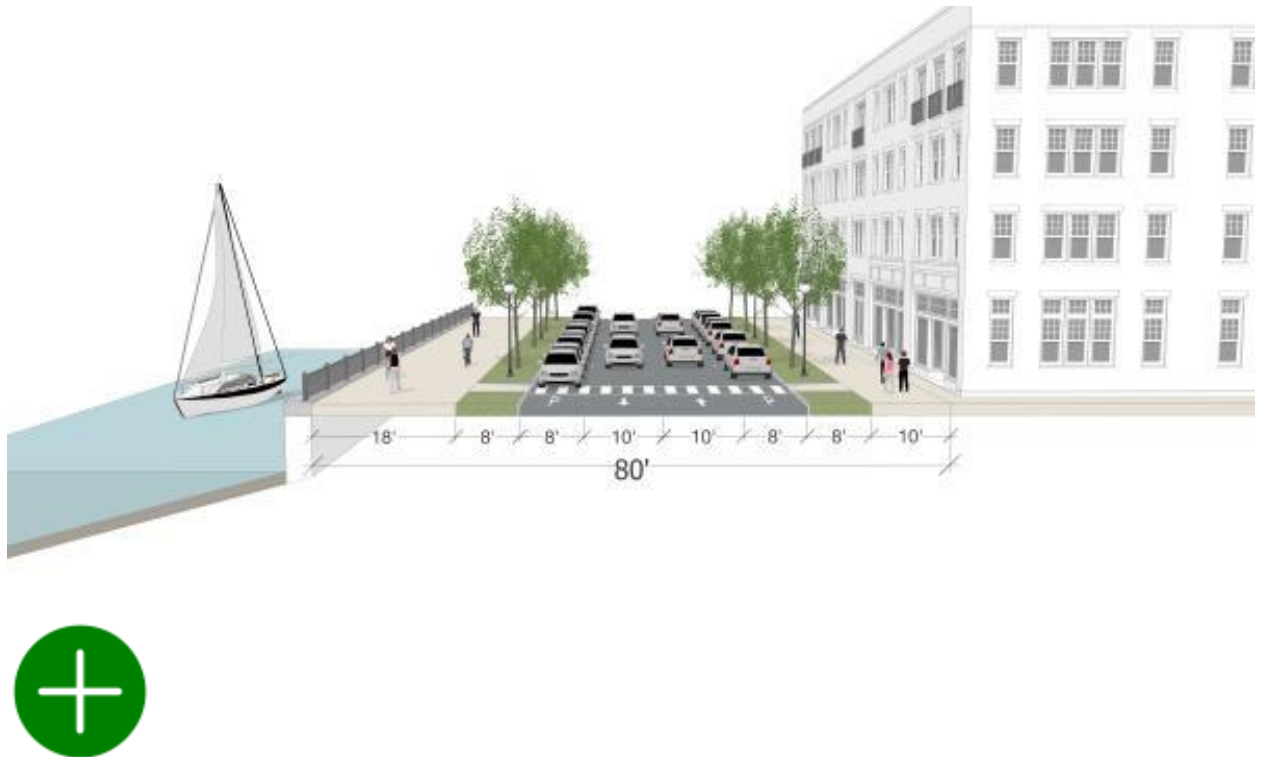


Figure 3.8 (4) Lake Road Marina Section



3.06.090 Shared Space Streets

1. Intent. Shared-space streets provide for flexible use of street space where vehicles are accommodated, but pedestrians may occupy the entire street space for special events.
2. Description. Shared-space streets provide a highly pedestrian-centric environment by prioritizing pedestrian use of streets and accommodating vehicles only at very slow and cautious speeds. This is achieved with special paving materials and patterns which blend pedestrian and vehicular areas together (figure 3.9 (2) and 3.9 (3). Planting, bollards, and paving patterns may suggest the best path for vehicular movement but do not dedicate space for vehicles. Shared-space streets are often closed for special events and allow outdoor dining and activities to occupy the majority of the street space.
3. General Requirements. Streets shall be developed using the standards in Table 3.9 (1)

Shared Space Street Requirements	
Permitted Districts	All Districts
Permitted Adjacent	Determined by District

Building Types	
Typical Right-of-Way Width	50' minimum
Vehicular Realm	
Travel Lanes	1 each direction
Lane Width	10'-11' 9'-10'
Allowable Turn Lanes	<u>Turn lanes as required by TIS</u> NA
Parking Lanes	Parking spaces are provided opportunistically through the streetscape design, 7' - 8'
Pavement width	20' minimum
<u>Bicycle Facilities</u>	<u>Shared Roadway</u>
<u>Pedestrian Realm</u>	
<u>Pedestrian Facilities</u>	<u>Minimum of 8' combined sidewalk and furnishings zone each side</u>
<u>Street Buffer</u>	<u>Minimum of 8' combined sidewalk and furnishings zone, each side with clustered and opportunistic planting, public art and artistic lighting, outdoor dining and seating, gathering, vending, festivities, and parking for bicycles, scooters, and other similar vehicles. The entire space must be ADA accessible. Stormwater management may be included but must be designed to accommodate high pedestrian volumes</u>

Figure 3.9 (2) Shared Space Street Plan View (illustrative)

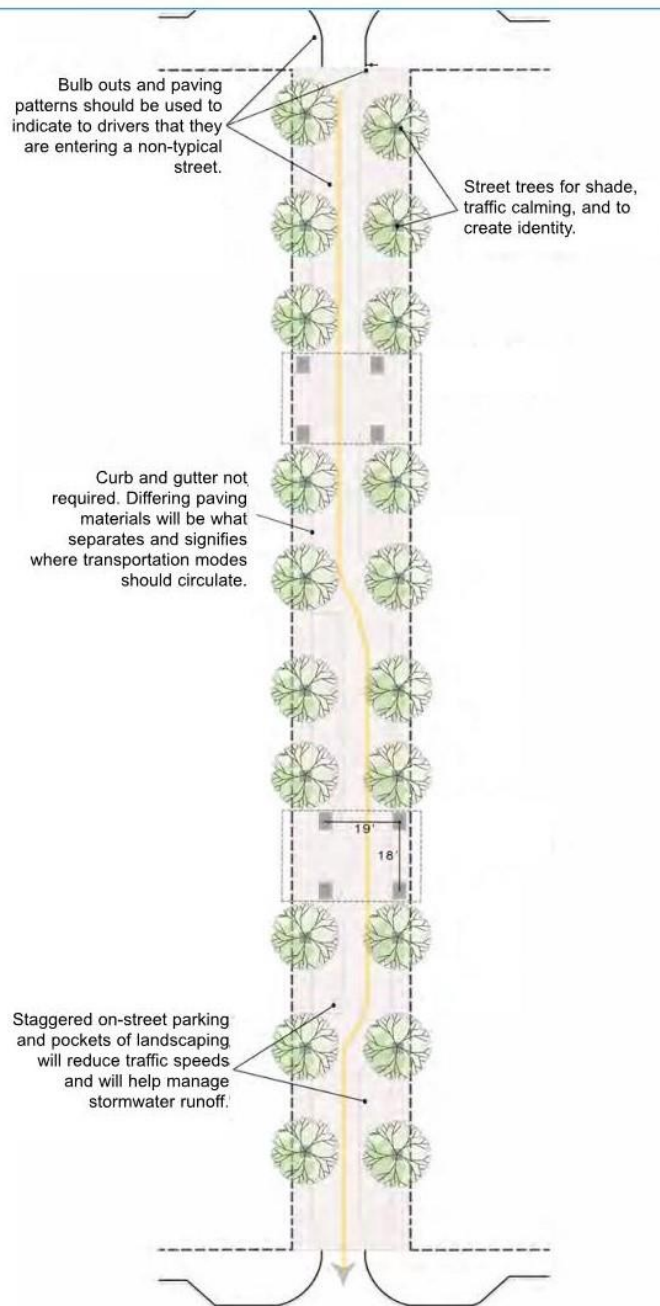


Figure 3.9(2). Shared Space Street Plan View (illustrative)



3.06.100 Pedestrian Streets

1. Intent. Pedestrian streets provide a fine-grained network of pedestrian routes through Vineyard ~~Town Center~~ Downtown and spaces aimed at pedestrian activity.
2. Description. Pedestrian streets provide pedestrians with access to gathering spaces ~~to gather, and~~ outdoor dining, and vending without the danger of automobile movements. Bicycles, scooters, and similar vehicles are accommodated at slow speeds. Emergency vehicles and delivery vehicles are allowed along pedestrian streets while personal vehicles are discouraged and may be prohibited. Pedestrian streets do not identify lanes; rather, the space is used as needed by adjacent businesses, and may contain temporary or permanent kiosks, monuments, structures and other facilities. A clear path must be maintained to allow for emergency vehicle access.
3. General Requirements. Streets shall be developed using the standards in Table 3.10~~1~~ (1)

Pedestrian Street Requirements	
Permitted Districts	All Districts
Permitted Adjacent Building Types	Determined By District
Typical Right-of-Way width	20' minimum
Vehicular Realm	
Travel Lanes	NA; 16 20' minimum clear path must be maintained for emergency vehicle access
Lane Width	NA
Allowable Turn Lanes	NA
Parking Lanes	NA; parking spaces for delivery vehicles must be provided at least every 200', outside of the emergency clear path.

Pavement width	NA
<u>Bicycle Facilities</u>	<u>Shared Roadway</u>
<u>Pedestrian Realm</u>	
<u>Pedestrian Facilities</u>	<u>Walkway 20' minimum</u>
<u>Street Buffer</u>	<u>NA; the areas outside of the clear path may be utilized as Furnishings Zones with clustered and opportunistic planting, public art and artistic lighting, outdoor dining and seating, gathering, and vending. The entire space must be ADA accessible. Stormwater management may be included but must be designed to accommodate high pedestrian volumes.</u>



3.08 Uses

3.08.010 General Requirements

1. **General Provisions.** The following general provisions apply to the uses outlined in this section.
 1. A lot may contain more than one use.
 2. Each of the uses may function as either a principal use or accessory use on a lot, unless otherwise specified.
 3. Uses are either permitted by ~~right~~ in a district, permitted by ~~right~~ with specific development or design parameters, or require a Conditional Use Permit in order to be developed.
 4. ~~Each use shall be located within a permitted Building Type (Refer to VSP 3.10 Building Types), unless otherwise specified.~~
 5. Each use may have both indoor and outdoor facilities, ~~unless otherwise specified.~~
2. **Organization.** The uses are grouped into general categories, which may contain lists of additional uses or clusters of uses.
 1. Unlisted Similar Use. If a use is not listed but is similar in nature and impact to a use permitted within a zoning district, the staff may interpret the use as permitted.
 1. The unlisted use will be subject to any development standards applicable to the similar permitted use.
 2. If the unlisted use is similar in nature and impact to a use requiring a Conditional Use Permit, the staff 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 land use 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 code or in a development agreement.
3. **Use Table.** *Table: Uses by District.* Uses by District outlines the permitted uses in each land use district. Each use is given one of the following designations for each zoning district in which that use is permitted.
 1. Permitted ("P"). These uses are permitted by-right in the districts in which they are listed.
 2. Requires a Conditional Use Permit ("C"). These uses require administrative review and approval in order to occur in the districts in which they are listed and must follow any applicable development standards associated with the use, as well as meet the requirements of the Conditional Use.
 3. Listed uses that are not permitted in the district are indicated by "NP".

Uses	Districts				
	Town Center <u>Downtown Station</u>	Town Center <u>Downtown</u> <u>Mixed Use</u>	Village <u>General Office</u>	Lake Front Residential	Lake Front Commercial

Mixed Use	P	P	<u>P</u>	NP	P
<u>Single-household</u> <u>Detached</u> LSFDs	NP	NP	NP	P	NP
<u>Single-household</u> <u>Attached</u>	<u>NP</u>	<u>NP</u>	<u>P</u>	<u>P</u>	<u>NP</u>
Multi- <u>household</u> family	P	P	NP	P	P
Townhouse and/or Mansion	NP	NP	NP	P	P
<u>Lodging</u> Hotel/Inn	P	P	P	NP	P
Civic <u>Building</u>	P	P	P	NP	NP
<u>Civic</u> <u>Space</u> Parks/Plaz as	P	P	P	P	P
<u>Commercial</u> Neighborhood Service	P	P	P	NP	P
<u>Food and</u> <u>Beverage (F&B)</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>NP</u>	<u>P</u>
<u>Entertainment</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>NP</u>	<u>P</u>
Office	P	P	P	NP	P
Home occupations	P	P	NP	P	P
Parking Lots	P	P	P	P	P

Parking Structures	P	P	P	P	P
Signs on buildings	P	P	P	P	P
Low profile signs	P	P	P	P	P
Temporary A-Fram signs	P	P	P	P	P

KEY: C - Conditional P - Permitted NP - Not Permitted M - Permitted Only on Main Street and Promenades ¹~~Second floors and above~~ Permitted (“P”). These uses are permitted by right in the districts in which they are listed. Requires a Conditional Use Permit (“C”). These uses require administrative review and approval in order to occur in the districts in which they are listed and must follow any applicable development standards associated with the use as well as meet the requirements of the Conditional Use. Listed uses that are not permitted in the district are indicated by “NP”.

Building Types. The uses permitted within each district may be further limited by the building types permitted. Refer to VSP 3.10 Building Types.

4. Prohibited Uses

The following uses are prohibited in the Vineyard ~~Town Center~~ Downtown:

1. Automobile sales and leasing, except where no vehicles are stored outside.
2. Bail bonds
3. Billboards
4. Blood plasma center
5. Car title loan business
6. Check cashing/deferred deposit loan
7. Commercial outdoor recreation, except in the Lake Front Commercial District and events in Geneva Park.
8. Detention facility/jail as a principal use
9. ~~Indoor~~/outdoor gun range
10. Outside storage of construction material and equipment, refuse outside of an approved container, junk such as inoperable vehicles and appliances, and other items not coincident with sales, seating, or retail display of adjacent businesses. Boat storage in the Lake Front Commercial District does not constitute inoperable vehicles. ~~or display~~
11. ~~Massage parlor as the principal use~~
12. Moving truck rental
13. Non-stealth wireless communication facilities
14. Non-stealth radio towers
15. Indoor/Outdoor kennel as a principal use
16. Call services and service-oriented escort bureaus
17. Pawnshop

18. ~~Retail tobacco specialty store~~
19. Sale and/or lease of mobile homes, travel trailers, campers, motorcycles and other recreational vehicles
20. Secondhand precious metal dealer/processor and/or precious gem dealer
21. ~~Secondhand store~~
22. Self-storage facility, excluding boat storage in the Lake Front Commercial District
23. Sexually-oriented business
24. ~~Tattoo establishment~~
25. Taxicab business
26. ~~Tavern, as defined by State Code~~
27. Fraternity/sorority houses
5. ~~Conditional Uses. Taverns are further limited by the following conditions:~~

~~Limited to 8,000 square feet minimum, excluding space dedicated to the production of beer, wine, or spirits must include the sale of food prepared on premise.~~

3.10 Building Types

3.10.010 Introduction To Building Standards

1. ~~Introduction. The Building Standards Types detailed in VSP 3.10 Building Types outline the required building forms for new construction or upon development agreement.~~
2. **General Requirements.** All Buildings ~~Types~~ must meet the following requirements.
 1. ~~Zoning Districts. Each Building Type shall be constructed only within its designated districts. Refer to Table: Allowed Building Types by District.~~

~~Table: Allowed Building Types by District~~

Building Types by District						
		Districts				
		Town Center Station	Town Center Mixed-use	Village Office	Lake Front Commercial	Lake Front Residential
Building Types	Storefront	P ¹	P ¹	M	P	NP
	Commercial	M ²	M ²	M ²	P	MP
	Civic Building	P	P	P	P	NP

	Single Purpose	P ³	P	P	P	P
	Mansion Style	NP	NP	NP	NP	P
	Townhouse	NP	NP	NP	NP	P
	SL-SFD	NP	NP	NP	NP	P
	Parking Structure	P	P	P	P	P

2. ~~KEY P: Permitted—NP: Not Permitted—C: Conditional—M—Only on Main~~
¹~~Required on Main Street and Promenade Street intersection on east to Station~~
²~~Only allowed at the intersections of Main Street and Vineyard Connector~~
3. ~~Uses. Each Building Type can house a variety of uses depending on the district in which it is located. Refer to VSP 3.08 Uses for uses permitted per district. Some Building Types have additional limitations on permitted uses. No Other Building Types. All buildings constructed must meet the requirements of one of the Building Types permitted within the zoning district of the lot unless modified by a development agreement.~~
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. Food trucks and other non-permanent vendors ~~may be allowed along Main and near the Vineyard Station~~ are allowed through a separate permit.
5. Accessory Structures.
 1. Attached accessory structures are considered part of the principal structure.
 2. Detached accessory structures ~~are permitted per each Building Type and~~ shall comply with all setbacks except the following:
 1. Detached accessory structures are not permitted in the front yard.
 2. Detached accessory structures shall be located behind the principal structure ~~in the rear yard~~ relative to the front lot line.
 3. Detached accessory structures shall not exceed one story.
 3. Buildings are subject to the requirements of Table 5.2(1) and as further specified in this chapter.

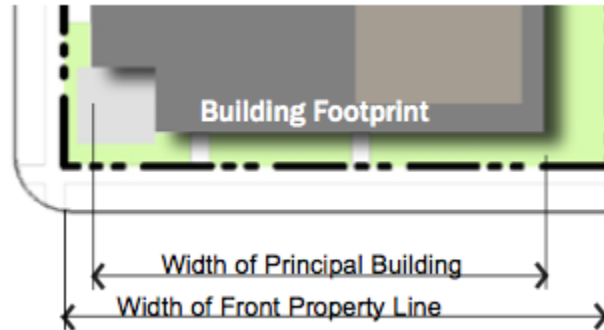
3.10.020 Explanation Of Building Standards

The following explains and further defines the standards outlined ~~on the Building Standards in Table 5.2 (1)s for each Building Type, refer to VSP 3.10.030 through VSP 3.10.090.~~

1. **Building Siting.** The following explains the line item requirements ~~for each Building Type in Table 5.2(1)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 Property Line Coverage. Refer to *Figure 5.2 (1) Measuring Front Property Line Coverage*. ~~Measurement defining the minimum percentage of street wall or building facade required along the street within the allowable front setback range.~~ The width of the principal structure(s) (as measured within the setbacks) ~~shall be~~ is divided by the maximum width of the front property line ~~minus any required side or corner setbacks.~~ Sites along the Vineyard Connector are exempt.

Figure 5.2 (1): Measuring Front Property Line Coverage



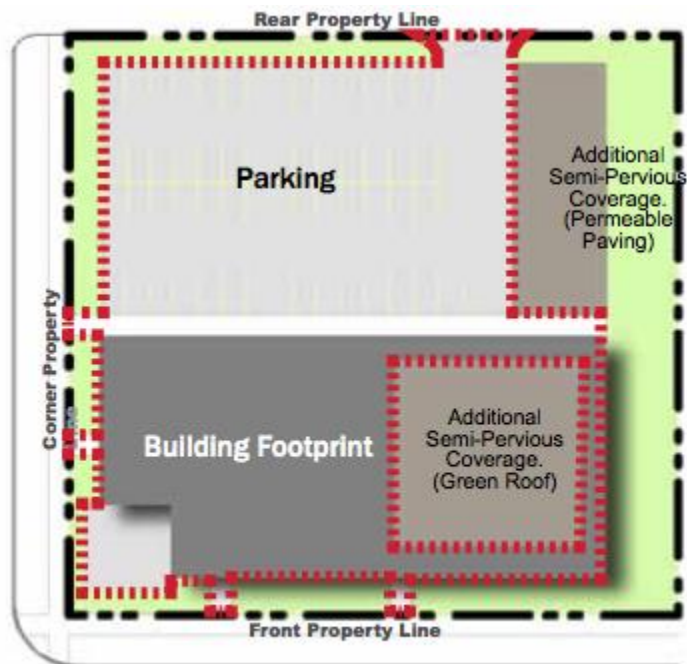
- a. ~~Certain buildings have this number set to also allow the development of a forecourt yard, providing a small courtyard~~ along the front facade, qualifies as sufficient coverage of the property line provided the forecourt is lined on three sides with building facades and is no greater than 3,000 square feet in area.
- b. Some ~~building types~~ districts allow side-yard parking to be exempted from the front lot line coverage calculation. If such an exemption is permitted, the width of up to one double loaded aisle of parking, located with the drive perpendicular to the street and including adjacent sidewalks and landscaping, may be exempted, to a maximum of 65 feet.
- (3) ~~Occupation of Corner. Occupying the intersection of the front and corner setbacks with a principal structure.~~
- (4) Front Setback. The setback parallel to the front property line.
 - a. Building components, such as awnings, ~~or~~ signage, ~~decks, terraces, galleries, and arcades, stoops, and porches~~ are permitted to encroach beyond the setback to within 2 feet of curbs. Such components must maintain a minimum 8-foot clearance over sidewalks.
 - b. Building components including trim, door and window surrounds, chimneys, decks, terraces, stoops, and porches are permitted to encroach beyond the setback but not beyond the property line.
 - c. All setback areas not covered by building must contain either landscape, patio space, or sidewalk space.
- (5) Corner Setbacks. The setback parallel to the side property line.
 - a. All setback areas not covered by building must contain either landscape, patio space, or sidewalk space.
 - b. ~~The corner of Main Street and Lake Promenade Street shall include a 20' triangular area measured from the intersection of the property line, such areas are intended as corner plazas. See Figure: Corner Building.~~

Figure: Corner Building



- (6) Minimum Side Yard Setback. The minimum required setback along a side property line.
- (7) Minimum Rear Yard Setback. The minimum required setback along a rear property line.
- (8) Minimum & Maximum Lot ~~or Building Width~~. ~~Depending on the Building Type, either the minimum or maximum building or unit width will be noted or the minimum and maximum~~ width of a lot, ~~all~~ measured at or parallel to the front property line.
- (9) ~~Maximum Impervious Coverage. (Refer to Figure: 3.2 (3) Maximum Impervious & Semi-Pervious Coverage).~~ The maximum percentage of a lot permitted to be covered by principal structures, accessory structures, pavement, and other impervious surfaces.

Figure: 3.2 (3) Maximum Impervious & Additional Semi-Pervious Coverage



Maximum Impervious Coverage =
Building Coverage + Impervious Surfaces

- (10) ~~Additional Semi-Pervious Coverage. The additional percentage of a lot beyond the Maximum Impervious Coverage may be surfaced in a semi-pervious material, including a green roof or pavers.~~
 - (11) Permitted Parking & Loading Location. The location where parking and loading is permitted ~~yard in which a surface parking lot, detached garage, attached garage door access, loading and unloading, and associated drive is permitted.~~
 - a. "Rear" means parking must be located behind a building relative to the street right-of-way.
 - b. "Side" means that up to 65 feet of parking may be located between buildings and a side property line, excluding side-street property lines.
 - c. "Off-site" means that parking may be provided using shared parking.
 - (12) 11. Vehicular Access. The permitted means of vehicular ingress and egress to the lot.
 - a. Lanes/Alleys shall always be the primary means of access when present.
 - b. When lanes/alleys are not present, a driveway may be permitted ~~per Building Type and, if an alternative is available, shall not be located off a primary thoroughfare from side street. If no alley or side street is present, a driveway may be permitted from a primary street.~~
2. **Height.** The following explains the line-item requirements ~~for each Building Type Table~~ within the second section in Table 5.2(1) entitled "Height." Refer to Figure: ~~Measuring Height~~ 5.2 (3).

Figure: 5.2 (34) Measuring Height

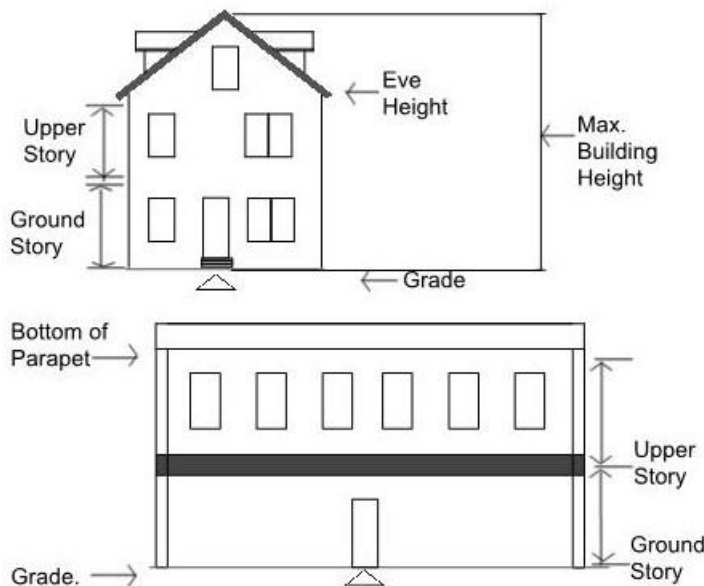


Figure 5.2 (3). Measuring Height.

- (1) **Minimum Overall Height.** The minimum overall height for the building ~~shall be located~~ required within the setbacks range; stories above the required minimum height may be stepped back from the facade.
- (2) **Maximum Overall Height.** The sum of a building's total maximum height.
 - a. Half stories are located dormer style completely within the roof structure with street-facing windows ~~or in a visible basement exposed a maximum of one half story above ground. That portion which is visible above ground level shall be included in the overall height.~~

- (3) Ground Story and Upper Story, Minimum and Maximum Height. ~~Each frontage type includes a~~ permitted range of height in feet for each story. Refer to Figure 5.2(3): Measuring Height. Additional information is as follows:
- Floor height is measured in feet between the ~~floor of a story to the floor of the story above it~~ finished floor and finished ceiling of each above-ground story.
 - Floor height requirements apply only to street-facing facades.
 - ~~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. Where a story exceeds the maximum story height, it is counted as multiple stories by dividing the story height by the maximum story height and rounding up.~~
3. ~~Uses.~~ The following explains the line item requirements for each Building Type Table within the third section entitled “Uses.” Refer to VSP 3.08 Uses for uses permitted within each Zoning District. The requirements in this section of the Building Type Tables may limit those uses within a specific Building Type.

~~Ground and Upper Story. The uses or category of uses which may occupy the ground and/or upper story of a building. Parking Within Building. The area(s) of a building in which parking is permitted within the structure. 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. **3. Street Facade Requirements.** The following explains the line item requirements in Table 5.2(1) for each Building Type Table in VSP 3.10.030 through VSP 3.10.080, within the ~~fourth~~ third section entitled “Street Facade Requirements.” Street Facade Requirements apply only to facades facing a public or private right-of-way. The rear or interior facades are not required to meet these standards unless otherwise stated.
- (1) Minimum Ground Story and Upper Floor Transparency Glazing. (Refer to Figure 5.2 (5): Measuring Transparency per Facade Measuring Glazing per Facade). The minimum amount of transparency glazing required along on street facades ~~with street frontage~~ facing towards streets.

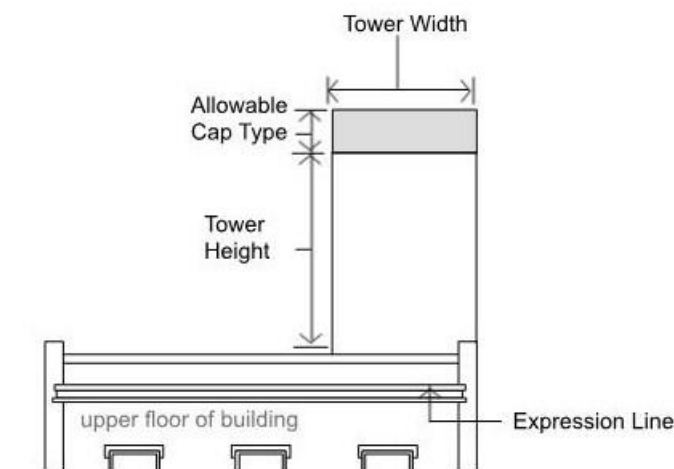
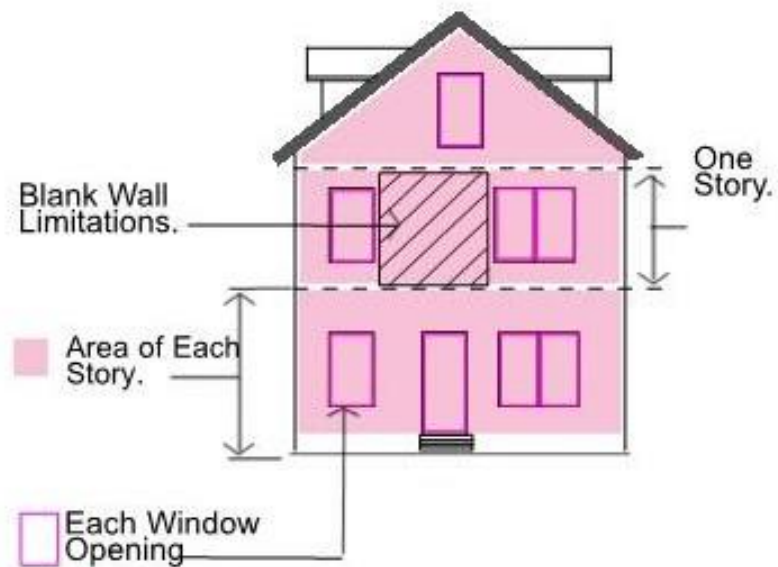


Figure 5.2 (5). Tower

Measure percent
of Ground Story
Storefront
Glazing between
0 and 10 feet
from the sidewalk

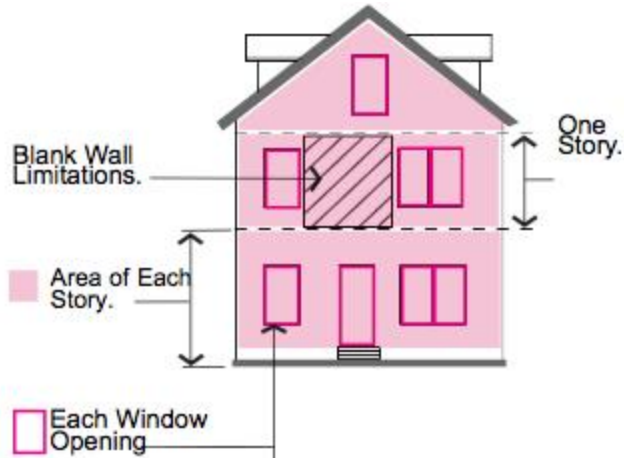


Measuring Ground Floor Glazing on a Storefront base.



Measuring Glazing on Each Story.

Figure 5.2 (4). Measuring Glazing.



Measuring Transparency on



Each Story.

- a. Transparency Glazing is any glass in windows ~~and~~/or doors, including any mullions and frames, that is highly transparent with low reflectance.
 - b. Ground Story TransparencGlazingy, when defined separately from the overall minimum transparencylazing, shall be measured between the base of building and ten feet from the average grade at the base of the front facade.
 - c. A general Minimum TransparencGlazingy requirement shall be measured from floor to floor of each story.
- (2) Blank Wall Limitations. A restriction of the amount of ~~windowless non-glazed~~s 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~~30 feet in width may be windowless.

- (3) Entrance Type. The Entrance Type(s) permitted for ~~the entrance(s) of a given Building Type~~ front facade entrance(s). A mix of permitted Entrance Types may be utilized. Refer to ~~VSP 3.10.110~~ 5.10 Entrance Types for definition of and additional requirements for each Entrance Type.
 - (4) Required street Entrances. The number of or spacing between building entrances along rights-of-way ~~Principal Entrance Location. The facade on which the primary building entrance is to be located.~~ 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, facade setbacks, or other continuous vertical ornamentation a minimum of one and a half inch depth. ~~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) Demise Lines. Building facades greater than 200 feet in length must change in material, massing, or both to appear as multiple buildings.
5. 4. Towers. Roof Type The following explains the line item requirements ~~for each Building Type Table in VSP 3.10.030 through VSP 3.10.080, within the fifth section entitled "Roof Type Towers."~~
- (1) Permitted Roof Type. The roof type(s) permitted for a given Building Type. Refer to VSP 3.10.120. Roof Types for more specific requirements.
 - (2) Tower. A tower is a rectilinear or cylindrical, vertical building element extension that may must be permitted in conjunction with another used with other roof types on certain Building Types and located on a Main Street intersection. Refer to VSP 3.10.120. Roof Types figure 5.2 (5).
 - (3) maximum Tower Size. Towers are limited to a footprint of 200 square feet for residential uses and 500 square feet for non-residential uses.
 - (4) Number of Towers. Towers are limited to one per building.
 - (5) Tower Height. Tower height is not limited
 - (6) Occupied Space. Tower may be occupied by the same uses allowed in upper stories of the building Type to which it is applied for public access.
 - (7) Tower Cap. The tower may be capped by the parapet, pitched, low-pitched, or flat-roof types, or the spire may cap the tower.

Table 5.3(1).

Building Standards	Districts				
	Station	TC DTMU	Lake Front Commercial	Village General	Lake Front Residential
(1) Building Siting					
Multiple Principal Structures	P	P	P	P	P

Minimum Front Setback	0'	0'	0'	5'	0' Non-residential 5' residential
Maximum Front Setback	10'	10'	15'	15'	15' Non-residential 20' Residential
Minimum Side Yard Setback	0' or 5'	0' or 5'	0' or 5'	0' or 8'	0' or 8 5'
Minimum Read Yard Setback	5'	5'	5'	5'	5' From Alley 20' Non-alley
Vineyard Connector ROW Setback	10' min. -15'	10' min. -15'	10' min. -15'	10' min. -15'	14' min
Permitted Parking Location	Rear or Off-site	<u>Rear or Off-site</u>	<u>Rear, Side, or Off-site</u>	<u>Rear or Off-site</u>	Rear or Side
<u>Front Property Line Coverage</u>	<u>70% min.</u>	<u>70% min.</u>	<u>60% min.</u>	<u>60% min.</u>	<u>n/a</u>
Maximum Impervious Coverage	90% max.	70% max.	70% max.	50% max.	NP
Additional Semi-pervious Coverage	10% max.	30% max.	30% max.	30% max.	NP
<u>(2) Height</u>					
<u>Minimum Overall Height</u>	<u>2 Stories</u>	<u>2 Stories</u>	<u>1 Story</u>	<u>1 Story</u>	<u>1 Story</u>
<u>Maximum Overall Height</u>	<u>No max.</u>	<u>No max.</u>	6 3 stories ***	<u>45 stories</u>	<u>4 stories</u>
<u>Ground Story: Minimum Height</u>	<u>14' *</u>	<u>14'*</u>	<u>12</u> 4' *	10 9'	<u>9'</u>

<u>Ground Story: Maximum Height</u>	<u>24'</u>	<u>24'</u>	<u>24'</u>	<u>20'</u>	<u>18'</u>
<u>Upper Stories: Minimum Height</u>	<u>9'</u>	<u>9'</u>	<u>9'</u>	<u>9'</u>	<u>9'</u>
<u>Upper Stories: Maximum Height</u>	<u>14'</u>	<u>14'</u>	<u>14'</u>	<u>14'</u>	<u>14'</u>
<u>(43) Street Facade Requirements</u>					
<u>Minimum Ground Story Transparency Measured between 0' and 10' above grade</u>	<u>60%**</u>	<u>40%</u>	<u>60%**</u>	<u>30%</u>	<u>25%</u>
<u>Minimum Upper Story Transparency</u>	<u>25%</u>	<u>25%</u>	<u>25%</u>	<u>20%</u>	<u>20%</u>
<u>Blank Wall Limitations</u>	<u>Maximum 30' blank wall along street facing facades</u>				
<u>Front Facade Entrance Type</u>	<u>Storefront, arcade, gallery, common entry for upper story uses.</u>			<u>Storefront, stoop, porch, common entry</u>	<u>stoop, porch</u>
<u>Required Street Entrances</u>	<u>One per every 75' of Frontages</u>	<u>One per every 100' of Frontages</u>		<u>One per every 150' of Frontages</u>	<u>n/a</u>
<u>(54) Towers</u>					
<u>Tower</u>	<u>Permitted, 1 per building; recommended at terminated vistas</u>				<u>n/a</u>
<u>P: Permitted - NP: Not Permitted</u>					

* For residential ground floor uses, the ceiling must be at least 12 feet above sidewalk grade, and the minimum story height is 9 feet.

**For residential ground floor uses, the minimum ground story transparency is 40%

***Buildings may exceed the maximum building height, up to 6 stories, provided no more than 30% of buildings, based upon ground floor square footage, may exceed 3 stories.

3.10.030 Storefront Building

1. **This section may be deleted.** **Description & Intent.** The Storefront Building is intended for use as a mixed-use building located close to the Transit Station, along Main Street and the Lake Promenade.

The key facade element of this Building Type is the commercial compatibility required on the ground floor front facade, with large amounts of glass and regularly spaced entrances. This building type is required at or near Main Street intersections and along the eastern portion of the Promenade.

This building is available in a variety of heights, depending on the district within which it is located. For example, maximum heights are highest in the TCS district and lowest in the Lake Front Commercial. Storefront buildings are encouraged for any building that fronts Main Street or if located on the Lake Promenade streets east of Main. In this area, first floors fronting on the Lake Promenade shall be flex space (future retail type uses).

Figure: Sample Illustration of the Storefront Building



Permitted Districts-				
Station	TCMU	Village Office	Lake Front Commercial	
(1) Building Siting				
Multiple Principal Buildings-	P	P	M	P
Occupation of Corner ^D	P	P	P	P
Minimum Front Setback	0'	0'	0'	0'

Maximum Front Setback	10'	10'	25', 10' on Main	15'
Minimum Side Yard Setback	0'	0'	0'	0'
Minimum Rear Yard Setback	5'	5'	5'	5'
Min. Vineyard Connector ROW Setback	14'	14'	14'	14'
Permitted Parking Location	Rear	Rear	Rear	Rear/Side ^A
Permitted Drive-up Access	Access and window location shall not be oriented to the street.			
(2) Height (Refer to Figure 5.3 (2))				
Minimum Overall Height	50'	38'	38'	14'
Maximum Overall Height	No Max.	50'	74'	48'
Ground Story:				
Minimum Height	14'	14'	14'	14'
Maximum Height	20'	20'	20'	20'
Upper Stories:				
Minimum Height	9'	9'	9'	9'

Maximum Height	14'	14'	14'	14'	
Transitions from back of buildings along Main Street to homes behind		Separate with an alley access.			
(3) Uses (Refer to VSP 3.08 Uses for permitted uses.)					
Ground Story	Office, Retail, Commercial Flex Space ^E	Office, Retail, Commercial	Office, Retail, Commercial	Office, Retail, Commercial	Office, Retail, Commercial
Upper Stories	Residential, Office, Commercial	Residential, Office, Commercial	Office, Commercial	Residential, Office, Commercial	
Parking within Building	Tuck Under parking Allowed				
(4) Street Facade Requirements					
Minimum Ground Story Transparency (Measured between 0' and 10' above grade)	50%	50%	40%	50%	
Minimum Upper Story Transparency	25%	25%	25%	25%	
Blank Wall Limitations	Required, see VSP 3.10.020 Part 4,b				
Front Facade Entrance Type	Storefront, arcade				
Required Number of Street Entrances	One per every 100' of Frontages	One per every 100' of Frontage	One per every 150' of Frontages	One per every 100' of Frontages	
Facade Depth Variation	Minimum of every 50'				

(5) Roof Type Requirements				
Permitted Roof Types	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed
Tower	Required Main and Promenade-	P	P	P

KEY

P: Permitted NP: Not Permitted C: Conditional M: Only on Main Street

Flex spaces are to be designed to accommodate commercial/retail but tenant improvement and use may be residential.

Notes

^A 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. Side parking requires a wall or hedge planting is provided as a buffer between parking and adjacent uses. See Landscape VSP 3.14.030.

^B For buildings with more than 4 stories, any building facade with street frontage shall have a step back of the second or third story that is a minimum of 15 feet.

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

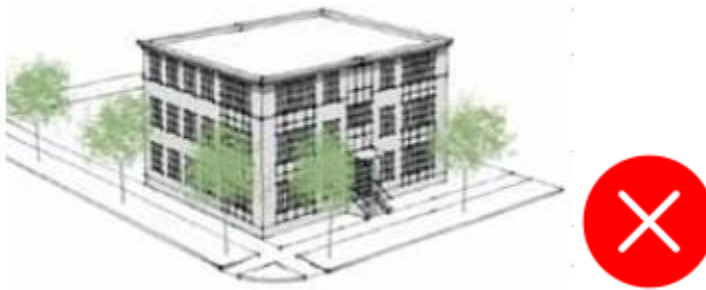
^D 20' triangular setback and 3 stories shall be required at intersection of Main Street and Lake Promenade Street.

^E Required on Main and Promenade corners.

3.10.040 Single Purpose

1. **This section may be deleted.** ~~**Description & Intent.** The Single Purpose Building Type permits a wide range of building facades and allows for more flexibility in building height. It can accommodate mixed uses or can be used strictly for residential or office use. This Building Type is still intended to be built close to the front and corner property lines. Parking may be provided in the rear of the lot, internally in the building, or to the side for one double loaded aisle of parking. The minimum and maximum heights of this building type depend on the district within which it is located. For areas along the Promenade and east of Main Street, first floors fronting on the Lake Promenade shall be flex space (future retail type uses).~~
2. **Regulations.** Regulations for the Single Purpose Type are defined in the table below.

Figure: Sample Illustration of the Single Purpose Building Building



	Permitted Districts				
	Station	TCMU	Village Office	Lake Front Commercial	Lake Front Residential
(1) Building Siting					
Multiple Principal Buildings	P ^B	P ^B	P	P	P
Occupation of Corner	P	P	P	P	P
Minimum Front Setback	0'	0'	0'	0'	0'

Maximum Front Setback	10'	10'	25'	15'	15'
Minimum Side Yard Setback	0'	0'	0'	0'	0'
Minimum Rear Yard Setback	5'	20'	20'	20'	20'
Min. Vineyard Connector ROW Setback'	14'	14'	14'	14'	14'
Permitted Parking Location	Rear	Rear/Side ^A	Rear	Rear/Side	Rear/Side
(2) Height (Refer to Figure 5.3 (2).)					
Minimum Overall Height	48'	26'	26'	14'	14'
Maximum Overall Height	No Max.	48d	74'	48'	48'
Ground Story:-					
Minimum Height	14'	14'	14'	14'	14'
Maximum Height	20'	20'	20'	20'	20'
Upper Stories:-					
Minimum Height	9'	9'	9'	9'	9'
Maximum Height	14'	14'	14'	14'	14'

(3) Uses (Refer to VSP 3.08 Uses for permitted uses.)					
Ground Story	Office, Retail, Commercial, Residential ^E	Office, Retail, Commercial, Residential	Office, Retail, Commercial, Residential	Office, Retail, Commercial, Residential	Residential
Upper Stories	Office, Commercial, Residential	Office, Commercial, Residential	Office, Commercial, Residential	Office, Commercial, Residential	Residential
Parking within Building	Tuck Under Parking Allowed				
(4) Street Facade Requirements					
Minimum Ground Story Transparency (Measured between 2' and 8' above grade)	50%	50%	40%	50%	30%
Minimum Upper Story Transparency	25%	25%	25%	25%	30%
Blank Wall Limitations	Required, see VSP 3.10.020 Part 4,b				
Front Facade Entrance Type	Storefront, Stoop, Porch				Porch
Other Facade Requirements	Residential uses shall include one or more of the following on a minimum 50% of all units: bay windows, box-out windows, balconies, and patios				
Required Balconies	Balconies required if Residential.				

Principal Entrance Location	Street. If on Main Street, then principal entrance to be located on Main Street.				
Required Number of Street Entrances	One per every 100' of Frontages				
Facade Depth Variation	Minimum of every 50'				
Variation in Materials	Material type shall vary between first floor and above floors.				
(5) Roof Type Requirements					
Permitted Roof Types	Parapet, Flat, Pitched, Shed				
Tower	P	P	P	P	

KEY

P: Permitted NP: Not Permitted C = Conditional M = Only on Main Street

Notes

^A 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 and to the side of the building. Side parking is allowed only if a wall or hedge planting is provided as a buffer between parking and adjacent uses. See Landscape VSP 3.14.030.

^B Multiple Principal Buildings shall not be allowed on Main Street Corners in Station and TCMU areas.

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

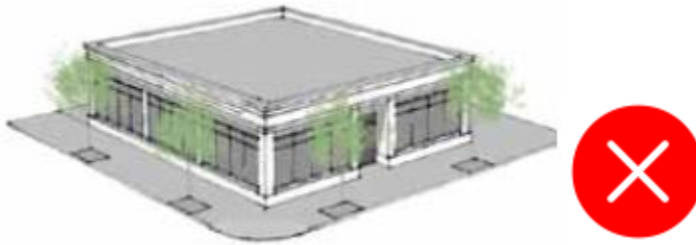
^D For office buildings in the TCMU district, the maximum height may be increased to 6 stories or 74'

^E First floors fronting on the Lake Promenade east of Main shall be flex space (future retail type uses).

3.10.050 Commercial

1. **This section may be deleted.** ~~**Description & Intent.** This building type is only allowed at intersections along Main Street and the Connector. It is intended to accommodate the need for goods and services that are associated with and generally accessed by a vehicle.~~ ~~**Regulations.** Regulations for the Commercial Building Type are defined in the adjacent table.~~

Figure: Sample Illustration of the Commercial Building



-	Permitted Districts			
	Station	TCMU	Village Office	Lake Front Commercial
(1) Building Siting				
Multiple Principal Buildings	P	P	P	P
Corner Setbacks	None ^A	None ^A	None	None
Minimum Front Setback	10'	10'	10'	10'
Maximum Front Setback	10'	10'	25'	15'
Minimum Side Yard Setback	0'	0'	0'	0'
Minimum Rear Yard Setback	5'	20'	20'	20'

Min. Vineyard Connector ROW Setback	14'	14'	14'	14'
Permitted Parking Location	Rear	Rear	Rear	Rear/Side ^B
(2) Height (Refer to Figure 5.3 (2).)				
Minimum Overall Height	18'	18'	18'	14'
Maximum Overall Height	No Max.	50'	62'	48'
Ground Story:-	-	-	-	-
- Minimum Height	18'	18'	18'	14'
- Maximum Height	20'	20'	20'	20'
Upper Stories:-	-	-	-	-
- Minimum Height	9'	9'	9'	9'
- Maximum Height	14'	14'	14'	14'
(3) Uses (Refer to VSP 3.08 Uses for Permitted uses.)				
Ground Story	Commercial, Retail	Office, Retail, Commercial	Office, Retail, Commercial	Office, Retail, Commercial
Upper Stories	Office, Commercial	Office, Commercial	Office, Commercial	Office, Commercial

Parking within Building	Tuck Under Parking Allowed			
(4) Street Facade Requirements				
Minimum Ground Story Transparency (Measured between 2' and 8' above grade)	50%	50%	40%	50%
Minimum Upper Story Transparency	25%	25%	25%	25%
Blank Wall Limitations	No horizontal segment of a story's facade greater than 30 feet in width may be widowless.			
Front Facade Entrance Type	Storefront, arcade			
Principal Entrance Location	Street. If on Main Street, then principal entrance to be located on Main Street.			
Required number of Street Entrances	One per every 100' of Frontages	One per every 100' of Frontages	One per every 100' of Frontages	One per every 100' of Frontages
Facade Depth Variation	Minimum of every 50'			
Drive/Drive thru	Access and window location shall not be oriented to the street.			
(5) Roof Type Requirements				
Permitted Roof Types	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed
Tower	Flat, Pitched	Encouraged on the Promenade		

		corners along Main Street.		
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KEY: P = Permitted – NP = Not Permitted – C = Conditional – M = Only on Main Street Notes^A 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. Side parking is allowed only if a wall or hedge planting is provided as a buffer between parking and adjacent uses. See Landscape VSP 3.14.030.^B If 18 feet or more in height, ground story shall count as two stories towards maximum building height.

3.10.060 Townhome

1. **This Section may be deleted.** **Description & Intent.** The Townhome is a building typically comprised of multiple vertical units, each with its own entrance to the street or alley. This Building Type may be organized as townhouses or row houses, and could also incorporate live/work units. Garages must be set back from the front facade of the home 2 feet or accessed from the rear of the building. When the garage is located within the building, a minimum level of occupied (living unit) space is required on the front facade to ensure that the street facade is active. **Regulations.** Regulations for the Townhome Building type are defined in the adjacent table. *Figure: Sample Illustration of the Townhome Building*



Permitted District	
Lake Front Residential	
(1) Building Siting	
Multiple Principal Buildings	P
Occupation of Corner	P
Front Setback	5-20'

Minimum Side Yard Setback	0' ^A
Minimum Rear Yard Setback	20'
Minimum Rear Yard Setback on Alleys	5'
Min. Vineyard Connector ROW Setback	14'
Parking & Loading Location	Rear/Side
(2) Height (Refer to Figure 5.3 (2))	
Minimum Overall Height	23'
Maximum Overall Height	48'
Ground Story:-	
Minimum Height	9'
Maximum Height	14'
Upper Stories:-	
Minimum Height	9'
Maximum Height	14'
(3) Uses (Refer to Figure 5.3 (2). Refer to VSP 3.08 Uses for permitted uses.)	
Ground Story	Residential
Upper Stories	Residential
Required Residential Space	NA
Parking within Building	P

(4) Street Facade Requirements	
Minimum Ground Story Transparency (Measured between 2' and 8' above grade)	25%
Minimum Upper Story Transparency	25%
Blank Wall Limitations	Required, see VSP 3.10.020 4,b
Front Facade Entrance Type	Stoop, Porch
Principal Entrance Location	Street
Required Number of Street/Alley Entrances	1 per
Facade Depth Variation	Minimum of every 50'
(5) Roof Type Requirements	
Permitted Roof Types	Pitched, Flat, Parapet
Tower	NA

~~KEYP: Permitted NP: Not Permitted C = Conditional M = Only on Main Street~~

~~Notes:~~

~~The townhome consists of a series of two or more 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.~~

~~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.~~

~~^AMinimum side yard setback for end units is a minimum of 5'~~

3.10.070 Mansion Style

1. **This Section may be deleted.** ~~**Description & Intent.**~~ The Mansion Style Building is primarily residential building, incorporating a landscaped yard surrounding all sides of the building. Parking and garages are limited to the rear and side yards (not front) with preferred access from an alley or side yard drive. The Mansion Style Building can be utilized in newly developing locations to create somewhat denser traditional neighborhoods, or as a buffer to existing neighborhoods.

Regulations. Regulations for the Mansion Style are defined in the table below.
Figure: Sample Illustration of the Townhome Building



		Permitted District
		Lake Front Residential
(1) Building Siting-		
Multiple Principal Building ^A		P
Occupation of Corner		P
Front Setback		5-15'
Minimum Side Yard Setback		5'
Minimum Rear Yard Setback		20'
Min. Vineyard Connector ROW Setback		14'
Off-street Parking & Loading Location ^B		Rear Only
(2) Height (Refer to Figure 5.3 (2).)		
Minimum Overall Height		18'
Maximum Overall Height		48'
Ground Story:-		-
-	Minimum Height	9'

-	Maximum Height	14'
Upper Stories:		-
-	Minimum Height	9'
-	Maximum Height	14'
(3) Uses (Refer to Figure 5.3 (2). Refer to VSP 3.08 Uses for permitted uses.)		
Ground Story		Residential
Upper Story		Residential
Parking within Building		P
(4) Street Facade Requirements		
Minimum Ground Story Transparency (Measured between 2' and 8' above grade)		25%
Minimum Upper Story Transparency		25%
Blank Wall Limitations		Required, see VSP 3.10.020 Part 4,b
Front Facade Entrance Type		Stoop or Porch
Principal Entrance Location		Street
Required Number of Street Entrances		1
Facade Depth Variation		NA
(5) Roof Type Requirements		
Permitted Roof Types		Parapet, Flat, Pitched, Shed
Tower		NP

KEY

P: Permitted— NP: Not Permitted

Notes

^A 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.

^B Rear yard setback for detached garages on alleys is five feet.

3.10.080 Institutional Building

1. **This section may be deleted.** **Description & Intent.** The Institutional Building is intended only for institutional use types. These buildings are distinctive within the urban fabric created by the other Building Types and could be designed as iconic structures. 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.
Regulations. Regulations for the Institutional Building type are defined in the adjacent table.
Figure: Sample Illustration of the Institutional Building



	Permitted Districts-			
	Station-	TCMU	Village Office	Lake Front Commercial
(1) Building Siting				
Multiple Principal Buildings	P	P	P	P
Occupation of Corner	P	P	P	P
Minimum Front Setback	0'	0'	0'	0'
Maximum Front Setback	15'	15'	30'	30'
Minimum Side Yard Setback	0'	0'	0'	0'

Minimum Rear Yard Setback	20'	20'	20'	20'
Min. Vineyard Connector ROW Setback	14'	14'	14'	14'
Permitted Parking Location	Rear	Rear	Rear/Side	Rear/Side
(2) Height (Refer to Figure 5.3 (2).)				
Minimum Overall Height	48'	26'	26'	26'
Maximum Overall Height	No Max.	48'	74'	48'
Ground Story:-				
Minimum Height	14'	14'	12'	12'
Maximum Height	20'	20'	20'	20'
Upper Stories:-				
Minimum Height	9'	9'	9'	9'
Maximum Height	14'	14'	14'	14'
(3) Uses (Refer to VSP 3.08 Uses for permitted uses.)				
Ground Story	Office, Retail, Commercial, Civic	Office, Retail, Commercial, Civic	Office, Retail, Commercial, Civic	Office, Retail, Commercial, Civic

Upper Stories	Office, Civic	Office, Civic	Office, Civic	Office, Civic
Parking within Building	Tuck Under Parking Allowed			
(4) Street Facade Requirements				
Minimum Ground Story Transparency (Measured between 2' and 8' above grade)	50%	50%	40%	50%
Minimum Upper Story Transparency	25%	25%	25%	25%
Blank Wall Limitations-	Required, see VSP 3.10.020 Part 4,b			
Front Facade Entrance Type	Storefront, stoop			
Principal Entrance Location	Main Street or principal adjacent street.			
Required Number of Street Entrances	One per Frontage	One per every 100' of Frontages	One per every 150' of Frontages	One per every 100' of Frontages
Facade Depth Variation	Minimum of every 100'			
(5) Roof Type Requirements				
Permitted Roof Types	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed	Parapet, Flat, Pitched, Shed
Tower	Flat, Pitched			

KEY: P = Permitted NP = Not Permitted C = Conditional M = Only on Main Street

3.10.090 Small Lot Single Family Dwellings

1. **This Section may be deleted.** **Description & Intent.** The Small Lot Single Family Dwelling is a residential building comprised of one to two stories with an entrance to the street. Garage options include front, side, and rear loaded attached and rear loaded detached. When the garage is located within the building, a minimum level of occupied (living unit) space is required on the front facade to ensure that the street facade is active. **Regulations.** Regulations for the Small Lot Single Family type are defined in the adjacent table. *Figure: Sample Illustration of the Small Lot Single Family Building*



	Permitted District
	Lake Front Residential
(1) Building Siting	
Multiple Principal Buildings	NP
Occupation of Corner	P
Front Setback	5-15'
Corner Setback	10-15'
Minimum Side Yard Setback	5'

Minimum rear Yard Setback	20'
Min. Vineyard Connector ROW Setback	14'
Minimum Lot Width	40'
Minimum Lot Size	4500-sf
Parking & Loading Location	Rear (alley) or front
(2) Height (Refer to Figure 5.3 (2).)	
Minimum Overall Height	18'
Maximum Overall Height	38'
Ground Story:-	
Minimum Height	9'
Maximum Height	14'
Upper Stories:-	
Minimum Height	9'
Maximum Height	14'
(3) Uses (Refer to Figure 5.3 (2). Refer to VSP 3.08 Uses for permitted uses.)	
Ground Story	Residential
Upper Stories-	Residential
Parking within Building	P
(4) Street Facade Requirements	

Minimum Ground Story Transparency (Measured between 2' and 8' above grade)	25%
Minimum Upper Story Transparency	25%
Blank Wall Limitations	Required, see VSP 3.10.020 Part 4,b
Front Facade Entrance Type	Stoop, Porch
Principal Entrance Location	Street
Required Number of Street/Alley Entrances	1
Facade Depth Variation	20'
(5) Roof Type Requirements	
Permitted Roof Types	Parapet, Flat, Pitched, Shed

KEYP: Permitted—NP: Not Permitted—C = Conditional—M = Only on Main Street
Notes:^AWhere detached garages are utilized, they shall be placed behind the house.^BIn the Lake Front Residential District where there is at least 200' between the extension of 300 West and the Lake Front, the anticipated layout is units facing the extension of 300 West and units facing the Lake with an alley in the middle providing access to garages and access for emergency vehicles.^CPedestrian access to the Lake Front shall be provided every 1/4 mile.^DTo prevent direct viewing from one building to another, window placement on the side facades of adjacent buildings shall be offset so that the windows do not align.^EFront porches required on 50% of the buildings.

3.10.100 Parking Structure

1. **This section may be deleted.** **Description & Intent.** Parking Structures are encouraged within the Vineyard Town Center especially in the TCMU, TCS, and Office sub-districts. If proposed adjacent to Main Street the first floors shall be designed to accommodate active non-parking uses within the first story of the structure.
The minimum and maximum heights of this Building Type depend on the district within which it is located.
Regulations. Regulations for the Parking Structure type are defined in the adjacent table.
Figure: Parking Structure Examples



	Permitted Districts				
	Station	Town Center Mixed-use	Village Office	Lake Front Commercial	Lake Front Residential

(1) Building Siting					
Multiple Principal Buildings	NP	NP	NP	NP	NP
Occupation of Corner	NP	NP	NP	NP	NP
Front Setback on Public ROW	0'	0'	0'	0'	0'
Minimum Side Yard Setback	20'	20'	20'	20'	20'
Minimum Rear Yard Setback	10'	20'	20'	20'	20'
Min. Vineyard Connector ROW Setback	14'	14'	14'	14'	14'
Parking & Loading Location	Not Applicable				
Vehicular Access	Public ROW Street or Private Drive				
(2) Height (Refer to Figure 5.3 (2).)					
Minimum Overall Height	2-story minimum				
Ground Story:-					
Minimum Height	Not specified				
Maximum Height	Not specified				
Upper Stories:-					
Minimum Height	Less than or equal to height of principal building or adjacent buildings				

	Maximum Height	Less than or equal to height of principal building or adjacent buildings				
(3) Uses (Refer to Figure 5.3 (2). Refer to VSP 3.08 uses for permitted uses.)						
Ground Story	Office, Neighborhood Retail, Neighborhood Service required within 30' of Main Street and the Promenade. Parking allowed on interior if wrapped by permitted use on street facade.					
Upper Stories	Parking, Office, Residential				Parking, Residential	
Parking within Building	Permitted				Permitted	
(4) Street Facade Requirements						
Minimum Ground Story Transparency (Measured between 2' and 8' above grade)	50%	50%	50%	50%	50%	
Minimum Upper Story Transparency/Opening	25%	25%	25%	50%	50%	
Blank Wall Limitations	Only applicable to 1st story. See VSP 3.10.020 Part 4,b					
Front Facade Entrance Type	Storefront, arcade when alternative uses exist on the ground floor					
Principal Entrance Location	Public Street ROW or Private Drive					
Required Number of Street Entrances	When alternative uses exist on the ground floor, one per 150 feet					
Facade Depth Variation	When alternative uses exist on the ground floor, minimum of every 100' Not required on upper stories					
(5) Roof Type Requirements						

Permitted Roof Types	Flat
----------------------	------

~~KEYP: Permitted—NP: Not Permitted~~

3.10.110 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, VSP 3.10.030 through VSP 3.10.080.~~

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 VSP 3.10.040 through VSP 3.10.100).~~
 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. Primary Entrance. All primary entrances to all buildings are required to have a 5' minimum protective entrance for the purpose of protecting the user from precipitation and snow roof slides and may encroach in the front setback. Protective entrances may include gables, awnings, over-hanging structures, etc.
 4. Measuring Transparency. Refer to ~~VSP 3.10.020~~ 5.2 Explanation of Building Type Table Standards, for information on measuring building transparency.
 5. ~~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.** 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. Refer to ~~Figure 5.3(1): Storefront Entrance Type.~~

Figure 5.3(1): Storefront Entrance Type

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

Figure 5.3(1) Storefront Entrance Type

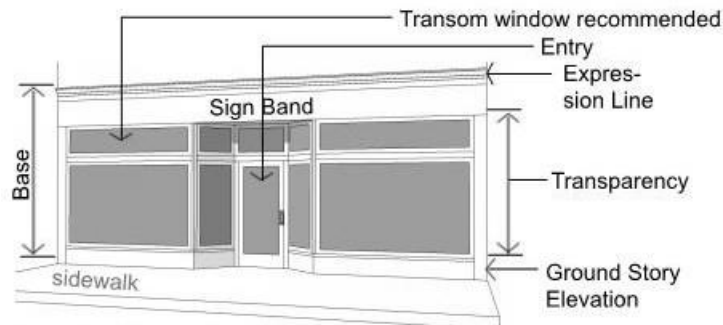


Figure 5.3 (1). Storefront Entrance Type

3. Arcade Entrance Type. An arcade is a condition where a building extends over the sidewalk and, as a result, sidewalk uses are covered by the building. Refer to figure 5.3(2)
 1. Elevation. Storefront elevation shall be between zero- and one-foot above sidewalk.
 2. Combined Entrance Type. The building facade within the arcade must meet the standards of a storefront or common entry.
 3. Clearance. At least 12 feet of clearance must be provided between the sidewalk and ceiling of the arcade.
 4. Columns. Columns should be as thin as structurally practical, no wider than 2'x3'. Intercolumniation should be regular.

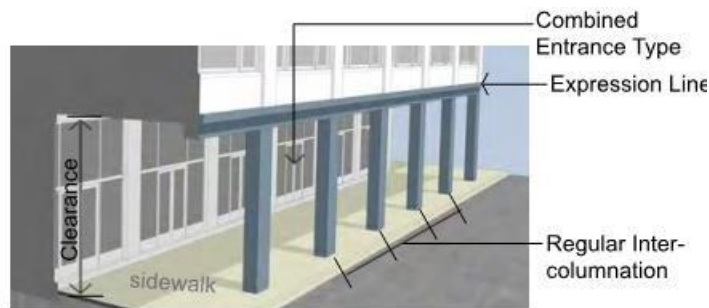


Figure 5.3 (2). Arcade Entrance Type

4. Gallery Entrance Type. A gallery is a condition where a column-supported canopy extends over the sidewalk and, as a result, sidewalk uses are covered. Refer to figure 5.3(3).
 1. Elevation. Storefront elevation shall be between zero- and one-foot above sidewalk.
 2. Combined Entrance Type. The building facade within the gallery must meet the standards of a storefront or common entry.
 3. Clearance. At least 12 feet of clearance must be provided between the sidewalk and ceiling of the gallery.
 4. Columns. Columns should be as thin as structurally practical, no wider than 2'x3'. Intercolumniation should be regular.

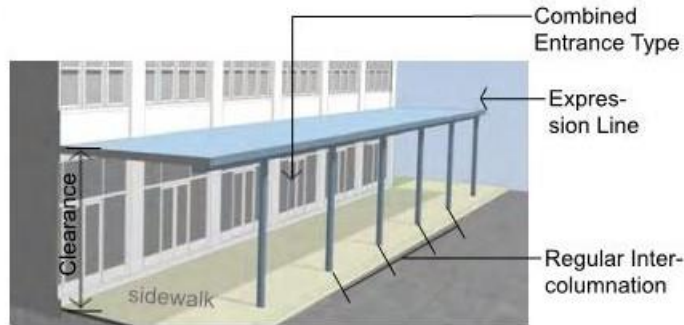


Figure 5.3 (3). Gallery Entrance Type

5. Common Entry Type. A common entry provides a collective entrance to one or more uses within the building. Refer to figure 5.3 (4)
 1. Elevation. Storefront elevation shall be between zero- and two-feet above sidewalk.
 2. Uses. Common entries are permitted for office, residential, institutional, lodging, and commercial services that do not include merchandise sales.
 3. Transparency. Entry doors must be at least 70% transparent, the remainder of the facade must be at least 30% transparent.

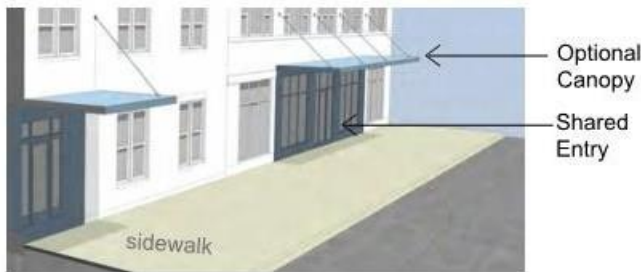


Figure 5.3 (4). Common Entry Entrance Type

6. **Stoop Entrance Type.** A stoop is an unroofed, open platform. Refer to *Figure 5.3(5): Stoop Entrance Type*.

Figure: Stoop Entrance Type

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.

Figure 5.3 (5): Stoop Entrance Type

(3) Entrance. The entries shall be located off a stoop.

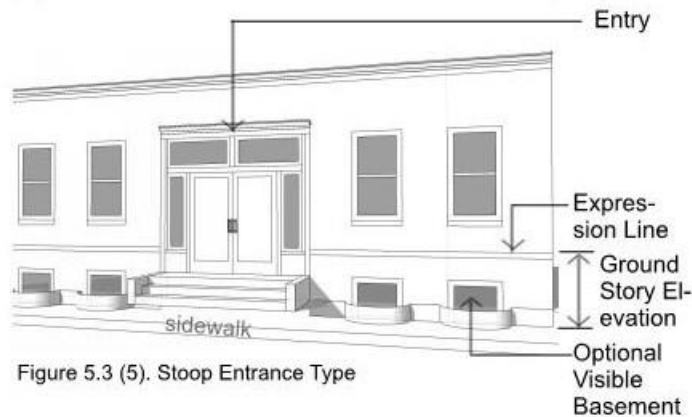


Figure 5.3 (5). Stoop Entrance Type

7. **Porch Entrance Type.** A porch is a raised, roofed platform that may or may not be enclosed on all sides. Refer to Figure 5.3 (6) ~~If enclosed, the space shall not be climate controlled. Refer to Figure: Porch Entrance Type.~~

1. Transparency.
 1. ~~Minimum transparency per Building Type is required.~~
 2. 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 ~~22'-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.

Figure 5.3 (6): Porch Entrance Type

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

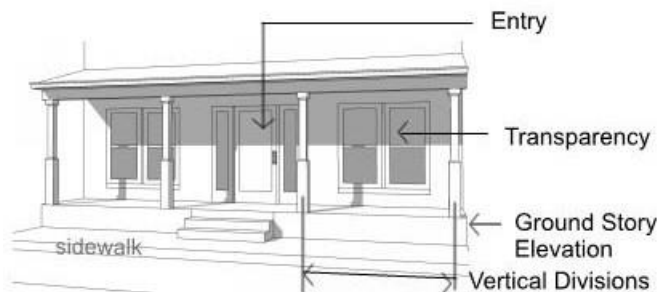
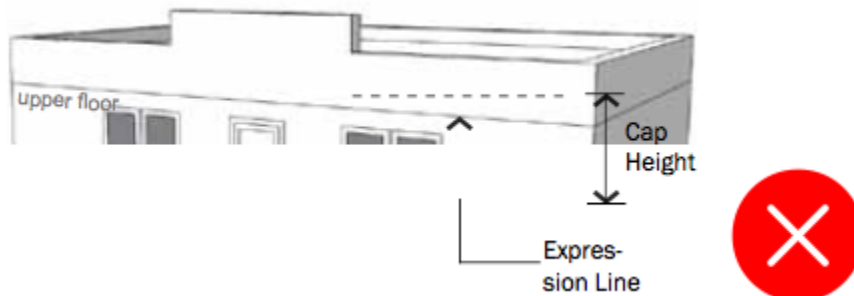


Figure 5.3 (6). Porch Entrance Type

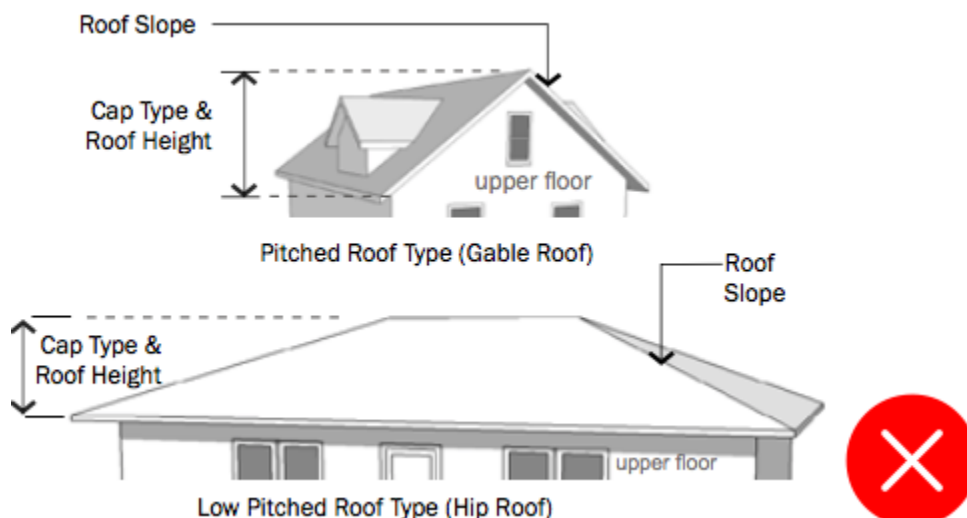
3.10.120 Roof Types

This section may be deleted. 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, VSP 3.10.040 through VSP 3.10.100. ~~General Provisions.~~ The following provisions apply to all roof types. ~~Intent. To guide the design~~

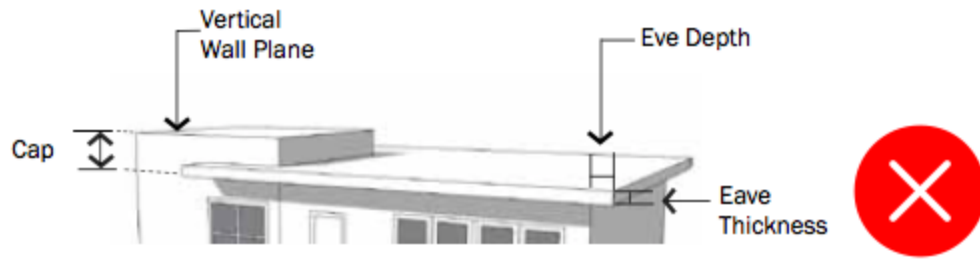
of the caps of all buildings. **Applicability.** All buildings shall meet the requirements of one of the roof types permitted for the Building Type. **Measuring Height.** Refer to VSP 3.10.020 Part 2 for information on measuring building height. **Other Roof Types.** Other building caps not listed as a specific type may be made by a request to the Town Planner with the following requirements: Solar panels are permitted for all roof types. The roof type shall not create additional occupied space beyond that permitted by the Building Type, except for private open space. The shape of the Roof Type shall be significantly different from those defined in this section, Roof Types, i.e. a dome, spire, vault. **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. Refer to *Figure: Parapet Roof Type*.



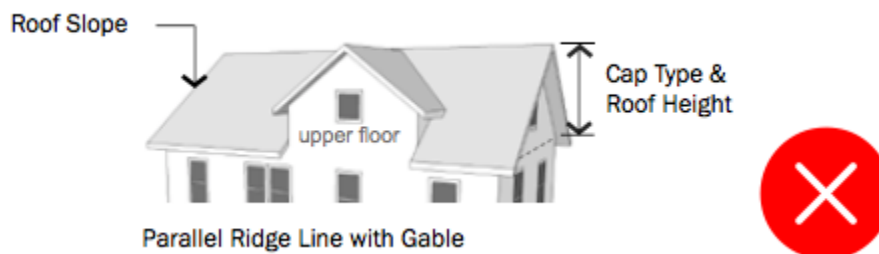
1. **Parapet Height.** Height is measured from the top of the upper story to the top of the parapet. **Horizontal Expression Lines.** An expression line shall define the parapet from the upper stories of the building and shall also define the top of the cap. **Occupied Space.** Occupied space shall not be incorporated behind this roof type. **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. Refer to *Figure: Pitched Roof Type*.



Flat Roof Type. This roof type has a flat roof with overhanging eaves. Refer to *Figure: Flat Roof Type*.



Quantity. All Building Types, with the exception of the Institutional Building, are limited to one tower per building. **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. **Tower Width.** Maximum width along all facades is one-third the width of the front facade or 30 feet, whichever is less. **Horizontal Expression Lines.** An expression line shall define the tower from the upper stories, except on single family or attached house residential Building Types. **Occupied Space.** Towers may be occupied by the same uses allowed in upper stories of the Building Type to which it is applied. **Application.** May be combined with all other roof types. **Minimum height** is two feet with a maximum height of six feet. The parapet shall be high enough to screen the roof and any roof appurtenances from view of the street(s). **Pitch Measure.** The roof may not be sloped less than a 4:12 (rise/run) or more than 8:12. **Configurations.** **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: Parallel Ridge Line*. *Figure: Parallel Ridge Line*

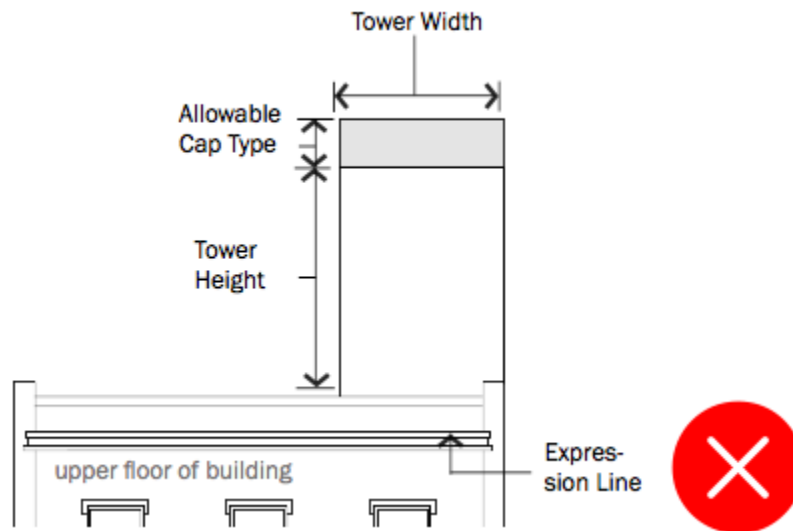


Roof Height. Roofs without occupied space and/or dormers shall have a maximum height on street-facing facades equal to the maximum floor height permitted for the Building Type. **Occupied Space.** Occupied space may be incorporated behind this roof type. **Configuration.** Roofs with no visible slope are acceptable. Eaves are required on all street-facing facades. **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. **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. **Interrupting Vertical Walls.** Vertical walls may interrupt the eave and extend above the top of the eave with no discernible cap. **Occupied Space.** Occupied space shall not be incorporated behind this roof type. Slopes less than 4:12 are permitted to occur on second-story or higher roofs. Refer to *Figure: Pitched Roof Type*. Hipped, gabled, and combination of hips and gables with or without dormers are permitted. Butterfly roofs (inverted gable roof) are permitted with a maximum height of eight feet, inclusive of overhang. Gambrel and mansard roofs are not permitted. No more than one-half of the front facade can consist of an interrupting vertical wall. Vertical walls shall extend no more than four feet above the top of the eave. **Tower Cap.** The

~~tower may be capped by the parapet, pitched, low pitched, or flat roof types, or the spire may cap the tower.~~

1. ~~**Towers.** A tower is a rectilinear or cylindrical, vertical element, that must be used with other roof types; towers are only allowed on Main Street or the entry to Lake Front Commercial intersections. Refer to *Figure: Tower*.~~

~~*Figure: Tower*~~



3.10.130 Additional Design And Mix Standards

The following outlines the Vineyard ~~Town Center~~ Downtown design standards that affect a building's appearance and place 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, fiber, cement board, shingles, architectural concrete, ~~or panel siding and glass, or stucco.~~ On Mansion style and Townhome style buildings, up to 60% of an exterior facade may be stucco. 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: Primary Materials*.

Figure: Primary Materials



Primary Materials: Brick



Primary Materials: Stone



Architectural Metal



- (2) Secondary Facade Materials. Secondary materials are limited to details and accents and include gypsum reinforced fiber concrete for trim and cornice elements; metal for beams, lintels, trim, and ornamentation, and exterior architectural metal panels and cladding.
 1. ~~Exterior Insulation and Finishing Systems (EIFS) is permitted for trim only or on upper floor facades, up to 40% of total. Up to 60% stucco permitted on building facades. The Town Planner may approve a higher percentage.~~
 - (a) The City Planner may accept materials not covered in this chapter and modify the exterior materials and colors requirements; if architectural improvement is clearly demonstrated.
- (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. Rooftop solar panels are permitted. ~~Refer to Figure: Roof Materials.~~

Figure: Roof Materials



Roof Materials: Asphalt Composite Shingles



Roof Materials: Ceramic Tile



- (4) ~~Color. Main building colors shall be complementary to the themes of the Village Town Center.~~
 - (5) Appropriate Grade of Materials. Commercial-quality doors, windows, and hardware shall be used on all Building ~~Types~~ with the exception of the Mansion, Townhouse, and the Small-lot single-family buildings. Fiber cement board may be substituted for wood.
 - (6) ~~Not allowed~~ Prohibited materials list: vinyl or aluminum siding, highly reflective metal, mirrored windows, plain cement block.
2. **~~Windows, Awnings, and Shutters~~**
- (1) ~~Windows. All upper story windows on all, residential, and mixed-use buildings shall be recessed and double hung. Transparency requirements vary by Building Type.~~
 - (2) Awnings. All awnings shall be canvas or metal. Plastic awnings are not permitted. Awning types and colors for each building face shall be coordinated. ~~Refer to Figure: Awnings. Awning side panels are prohibited.~~
 - (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 or metal. ~~“Engineered”~~ wood may be approved during the site plan process with an approved sample and examples of successful, high-quality local installations.

~~Figure: Commercial Grade Doors & Windows~~



Prohibited: Residential Grade Doors on Commercial Buildings.



Permitted: Commercial Grade Doors & Windows on Commercial Buildings



Figure: Awnings



Prohibited Awnings: Plastic



Permitted Awnings: Metal



Permitted Awnings: Canvas



3. **Livable Balconies, Patios, and Porches.** The following applies in all locations where balconies, patios, and/ or porches are incorporated into the facade design facing any street or parking lot. Refer to Figure 5.4(1): ~~Balconies Integral to Facade.~~

Figure: ~~Balconies Integral to Facade~~



- (1) Size. Balconies, patios, and porches, shall be a minimum of 5025 square feet, with a minimum depth of 5-4 feet.
- (2) Multi-family residential units must include balconies for at least 25% of the units within DTMU and DTS.
- (3) ~~Percentage. At least 60% of multi-family residential units shall have a balcony, patio, or porch. This requirement may be reduced to 40% if a usable rooftop open space is constructed.~~
- (4) Connection to Building. Balconies that are not integral to the facade shall be independently secured and unconnected to other balconies.
- (5) Railings. May vary and may promote privacy within the balcony; railings do not have to be open.
- (6) Projection of Balconies. Balconies may ~~be cantilevered for up to 2 feet;~~ projection of ~~up to 6 feet~~ into the setback as permitted, but not over the public ROW.
- (7) Porches. 50% of the small-~~lot~~ single-~~family~~ dwellings shall have front porches.

~~**4. Main Street & Lake Promenade Street Corners.** When a building is located on a Main Street or Lake Promenade Street intersection: Corner plaza. The setback requirements of this chapter will create a triangular corner plaza defined as a clear area emanating 20' from the intersection of the corner property lines. Main Street and Lake Promenade Street corner plazas shall meet the requirements outlined in VSP 3.12.030 Plazas and shall include:~~

~~• Surfacing—concrete brick pavers or similar as approved by the Town Planner. • Public benches and seating areas • Lighting • Trees and landscaping • Art sculptures, fountains, and similar installations • Open views to corridor~~

5. First Story Differentiation and Building Variety. For Storefront and Single Purpose Buildings fronting on Main or the Promenade, architectural features, or material changes are required to differentiate the first floor from other floors. Where building step backs are used, such variations may be extended to the step back.

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: Building Variety* for an illustration of this requirement.

Figure: Building Variety



(1) the proportion of recesses and projections. The location of the entrance and window placement, unless storefronts are utilized. Roof type, plane, or material, unless otherwise stated in the Building Type requirements. Changes to bay or box windows where none exist or substantial changes to those features

4. **Drive-thru.** Drive-thrus ~~are not permitted (except Hotels) facing Main Street and Lake Promenade Street and their means of access must be located behind buildings relative to streets.~~ Hotel drop-offs are not considered drive-thrus.
5. **Pedestrian Circulation.** Walkability principles shall be adhered to on-site and shall include pathways to the Lake Promenade Street through the proposed development at a minimum of ~~3500'~~ 500' intervals or as specified in the passages and pathways plan, Figure 5.4(2). These pathways shall be an intuitive route and include pedestrian cues such as distinct paving, lighting, signage, and landscaping. Pathways must be at least 12 feet wide, but may include wider pedestrian streets and emergency vehicle accessways. Where connecting to Lake Road, viewsheds to the lake must be integrated into the pathway design and siting. ~~Pedestrian circulation shall be included in designs to the greatest degree possible.~~
6. **Meters and Equipment Placement.** Equipment shall be screened from view and not located on a public street, except as approved by the City Engineer.
7. **Waste Containers.** Waste Containers shall be located below ground. Where below-ground collection is not possible, waste containers shall be located out of public view, a minimum of 10' from any property line and screened with landscaping and/or a structure that is compatible with the theme of the adjacent building, built of durable materials, such as brick.
8. **Building Mixes in the TCDTMU and TCDTS, and LFCD Districts.** The following requirements will expire in the ~~TCS DTS~~ and ~~TCDTMU~~ when the total square footage of non-residential use exceeds ~~541,000,000~~ square feet in between TCS DTS and 200,000 square feet in the TCDTMU districts.

- (1) Building Mixes in the ~~TCS~~DTS District. Residential development will be permitted to the degree that the total proposed and existing residential gross square footage is equal to or less than 80% of the total amount of anticipated building square footage of the ~~TCS~~DTS District over the 15~~-~~year period after the effective date of this Code.
 - (2) Building Mixes in the ~~TCD~~TMU District. Residential development will be permitted to the degree that the total proposed and existing residential gross square footage is equal to or less than ~~7580~~75% of the total amount of anticipated building square footage of the ~~TCD~~TMU District over the 15~~-~~year period after the effective date of this Code.
 - (3) Building Mixes in the Lake Front Commercial District. Until 75,000 square feet of non-residential space is constructed, R residential development will be permitted to the degree that the total proposed and existing residential gross square footage is equal to or less than ~~36~~30% of the total amount of anticipated building square footage of the Lake Front Commercial District over the 15~~-~~year period after the effective date of this Code.
9. Amenity Requirements. Multi-family units, excluding the Lake Front Residential district, must meet the following amenity levels of service, within public or private spaces. The expectation is that each item is well maintained and kept operational and built to a public, commercial, or industry standard.

Amenity Requirements for Multi-family Projects

~~Residential developments shall include at least 50 units, except in the Lakefront Districts. All multi-family dwellings or complexes of more than 100 units shall include an on-site manager's unit and shall include the following schedule of amenities.~~

~~Refer to Table: Amenity Requirements for Multifamily Residential Buildings.~~

~~An interior common social gathering area of at least four hundred (400) square feet for each fifty units, or portion thereof, within the building or development. For multifamily residential buildings up to 149 units, include items described in the table below for each fifty units, or portion thereof, within the building or development in the following ratios: • 4 items from the Unit Features Section, • 3 items from the General Amenities Section, • 2 items from the Recreation Amenities Section, and • 1 item from the Energy Efficiency Enhancements Section. Developers may propose alternative amenities in any category as part of a site plan review, subject to final approval by the Town Planner. For multifamily residential building developments in excess of 150 units, buildings shall include • 6 items from the Unit Features Section, • 5 items from the General Amenities Section, • 4 items from the Recreation Amenities Section, and • 3 items from the Energy Efficiency Enhancements Section. Developers may propose an equivalent number of alternative amenities in any category as part of a site plan review, subject to final approval by the Town Planner. Table: Amenity Requirements for Multifamily Residential Buildings~~

Three residential amenities are required within 1/8 mile of all residents including but not limited to the following list:

1. secure bicycle storage (must be covered and must be under surveillance, or within public view)
2. community gathering area (may be inside private building or in the public realm – if outside must include some type of overhead shade structure)
3. meeting room (must include tables and chairs)
4. outdoor dining (must include tables and chairs and a defined edge)

5. commercial grade playground (must be IPEMA Certified)
6. commercial grade water feature (commercial grade fountain, spray park, perennial stream, reflection pool, or water garden for storm water detention, or other approved water related feature)
7. commercial grade barbecue (must include space for seating)
8. pocket parks (must meet the standards of 3.12.040 Pocket Park)
9. commons or courtyard (must meet the standards of 3.12.050 Commons Or Courtyard)
10. city approved public art installation
11. Cultural or historic monumentation
12. Electric Vehicle (EV) charging stations (must accommodate a minimum of two vehicles)

Three of the following amenities are required within 1/4 mile of residential uses including but not limited to the following list:

1. fitness center (must include free weights, machines, or programmed classes)
2. commercial grade outdoor fitness equipment
3. swimming pool
4. hot tub
5. commercial grade splash pad
6. sports court
7. plazas (must meet the standards in 3.12.030 Plazas)
8. rooftop patio or garden
9. community garden
10. dog park

Additional amenities may be added to the list with the approval of the City Planner and Planning Commission at the site plan review.

10. Ground Floor Non-Residential. Non-residential uses are required along the ground floor of buildings as indicated in Figure 5.4 (1) and as follows:

- (1) Depth. Non-Residential uses must extend a minimum of 30 feet from the frontage line identified into the depth of the building.
- (2) Active space. The first 15 feet of depth along the frontage line identified must be active space, which includes storage and equipment rooms and closets, restrooms, and private offices.

Triple pane windows on Main Street and the Lake Promenade Streets	Covered parking	Pool minimum 400 square feet	Compliance with ENERGY STAR New Homes Standard for buildings three stories or fewer
Washer/dryer hookups	Garages	Project wide indoor and outdoor WIFI	Compliance with ENERGY STAR Multifamily High Rise Program for buildings four stories or greater
Larger balconies or porches or patios—over 60 sq. ft.	Secured interior bike storage	Playground structure	Installation of photovoltaic panels, wind turbines, or other
	Library	Hot tub minimum 120 square feet	

Dishwasher	Meeting room(s)	Community garden	electric generating renewable energy source to provide at least 20 percent of the project's estimated electricity demand
Enhanced soundproofing between units (ceilings, floors, and walls)	Interior social space of 500 square feet or larger	Sport court	Design and install required connections for the installation of PV or solar hot water system in future
Solid-core doors throughout	Rooftop terrace (can be combined with above)	Exercise room	Electric Vehicle Charging Station
8.5 and higher ceilings	Public transit incentives	Exterior social spaces of 500 square feet or larger including shade, barbeques, and seating	Participation in a recycling program as part of a rental agreement or HOA
Composite or granite countertops	Theater Room		Installation of tankless hot water systems
Hardwood floors on 50% or more of the floors			
Secured interior storage (50 sq. ft.)			

The seal described in SAMC 1.12.020 is hereby adopted as the corporate seal of the city. (Prior code § 1-4-2)



Figure 5.4 (1). Required Ground Floor Non-Residential



Figure 5.4 (2). Pedestrian Ways

3.12 Open Space Types

3.12.010 General Requirements

1. **Intent.** Open space is an essential amenity in a walkable, urban setting. Within this district, the primary open spaces ~~are is~~ the Lake Promenade, ~~and a pocket park in the Village Office District~~ the North Promenade, along with and Geneva Park. Landscaping, lighting, and public access are essential to enhance and beautify the corridor. ~~Adjacent properties should be designed to expand on the Promenade features and create a larger open space. Courtyards, plazas and private open spaces that open up into the Promenade are encouraged. The open space requirement of this section may be reduced if it meets requirements of this chapter. The open space requirement may be eliminated for adjacent projects, if the property owner negotiates significant dedication of park spaces such as the Promenade.~~
2. **General Requirements.** ~~For all uses,~~ 20% of the total project area is required as ~~on-site~~ open space, calculated collectively across the Town Center Downtown, inclusive of the Promenades, Mains Street, Landscaped Median, Rail Trail Corridor, and Geneva Park. ~~This requirement may be reduced to 10%, see Parts 5 and 6 for reductions.~~ All open spaces shall meet the following requirements:
 - (1) ~~All open space provided within any district development shall comply with one of the Open Space Types defined by VSP 3.12.020 through VSP 3.12.050.~~ A minimum of one of the Open Space Types defined by 6.2 through 6.5 must be located within 1,000 feet of every residential unit.
 - (2) Fencing. Open Space Types may incorporate fencing provided that the following requirements are met.
 - a. Height. Side and rear fencing shall be a maximum height of 60 inches, ~~unless approved by the Town City Planner for such circumstances as proximity to railroad right-of-way and use around swimming pools, ball fields, and ball courts,~~ and etc.
 - b. Level of Opacity. Fence opacity shall be no greater than ~~3~~60%.
 - c. Type. Chain-link fencing is not permitted along any street with the exception of dedicated sports fields, ~~or~~ court fencing, or dog park fencing approved by the ~~Town City~~ Planner.
 - d. Spacing of Openings. Openings or gates shall be provided on every street face at a minimum of every 150 feet or 1/3rd the length of the open space, whichever is greater.
 - (3) Ownership. Open Space Types may either be publicly or privately owned.
 - (4) Vineyard Heritage. The city will incorporate heritage-based elements within the design of Downtown open space areas. These elements may include but are not limited to heritage markers, placements of historic artifacts, and consistently themed amenities such as park benches, trash cans, and street lights.
 - (5) Continuity. Connections to existing or planned trails or open ~~space~~ types shall be made when the open space abuts, such as the Lake Front Trail, Promenade, etc.
3. **Definition of Requirements.** The following further explains or defines the requirements included in Tables from ~~VSP 3.12.010~~ 6.2(1) through ~~VSP 3.12.050~~ 6.8 (1) for each Open Space Type. Refer to each table for the specific requirements of each Open Space Type.
 - (1) Size.
 - a. Size. The minimum size of the Open Space Type is measured within the parcel lines of the property.

- b. ~~Size. The maximum size of the Open Space Type is measured within the parcel lines of the property.~~
 - c. 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).
 - d. Maximum Impervious and Semi-Pervious Surface Permitted. The amounts of impervious and semi-pervious coverage are provided separately to allow an additional amount of semi-pervious surface, such as permeable paving, above the impervious surfaces permitted, including, but not limited to, parking facilities, driveways, sidewalks, paths, and structures as permitted.
- 4. **Stormwater in Open Space Types.** Stormwater management practices, such as storage and detention facilities, may be integrated into Open Space Types and utilized to meet stormwater requirements for surrounding parcels. Underground detention may be approved by the City Engineer.
- 5. **Design Based Open Space Reductions.** Bonuses in the form of open space reductions may be awarded, up to 30 percent of the required project open space as follows:

~~(1) An open space bonus shall be given based on the square footage of the triangular setback area on all Main Street intersections~~

~~This amount may be increased if additional quality features such as, but not limited to, street furniture, art, and landscaping are used. If a larger Main Street triangular setback area is provided. The total area of the improved open space for the triangular setback area on Main Street intersections shall be doubled and credited toward the total open space requirement, up to 10% of the total required open space.~~

- (1) The ~~Town Planner~~Community Development DirectorCity Planner may grant a reduction of the open space requirement of up to 5% of the total on-site open space required for improvements that meet the ~~Town~~City Park Improvement Standards which includes elements such as:
 - a. ~~Lighting~~Bicycle repair stations
 - b. Public art
 - c. Seating and furnishings
 - d. ~~Creative bicycle racks~~Electric vehicle charging
 - e. Transit Shelter enhancements
 - f. Pavilions, trails, and landscaping
 - g. Playgrounds and splash-pads
 - (2) ~~Open space shall be reduced for a parking structure with open space. The total area of roof open space associated with parking structures shall be credited toward the total open space requirement, up to 20% of the total required.~~
- 6. **In Lieu Substitutions for Open Space Requirements.**
 - (1) Intent. The ~~Town~~City finds that in certain circumstances, land in other locations may be substituted for on-site open space requirements where it is advantageous to create important and critical open space areas such as the Promenade within the Vineyard ~~Town Center~~Downtown.
 - (2) Applicability. “In-lieu substitution” or “in lieu of open space substitutions” are encouraged for the benefit of the ~~Town Center~~Downtown by application to the City

Planner under the following circumstances:

- a. In-lieu substitutions of land intended to fulfill the requirements for open space may be allowed when it is factually established, by a qualified land appraiser, that the substituted land is at least equal to or greater than the value of land compared with the development property as if developed fully as proposed. The ~~Town~~City may determine to approve the land area to be appraised both from the original site and the proposed substituted site prior to the appraisal. The appraiser will be selected by and contract with the ~~Town~~City. The fees for the appraisals will be reimbursed to the ~~Town~~City at cost by the developer. New appraisals may not be required if recent information or appraisals are readily available.
 - b. Any land which has been dedicated, set-aside, platted, or otherwise approved as open space may not be substituted or used for any purpose other than those allowed in this Chapter.
- (3) Types of Open Space Substitutions Available: The following options are available to developers to propose to the ~~Town~~City for in lieu substitutions for open space requirements:
- a. Cash in lieu: The ~~Town~~City may, at its sole discretion, accept cash in lieu of open space requirements where such funds can be more effectively used to acquire land at a more appropriate or significant location consistent with the Vineyard ~~Town Center~~Downtown Vision, as described in this ordinance. Cash-in-lieu payments shall not be accepted until a qualified appraisal, authorized by the ~~Town~~City and at the cost of the applicant, identifying the value of the original land for which the in-lieu substitution is proposed, based on the use that will be permitted if the open space requirement is removed, and for which cash in lieu shall be offered. The ~~Town~~City shall be obligated to use in-lieu funds within the ~~Town Center~~Downtown for uses identified in this Chapter, and shall diligently pursue purchase of the land for this purpose to prevent erosion of purchasing power.
 - b. Land in lieu: The ~~Town~~City may, at its sole discretion, accept land in lieu of open space requirements under the following conditions:
 1. The proposed land to be substituted is consistent with the Vineyard ~~Town Center~~Downtown plan map identifying substitute sites for open space;
 2. Other land is acceptable to and approved by the ~~Town~~City as open space in a location determined by the ~~Town~~City to be a substitute site;
- (4) In lieu substitution applications shall first be reviewed by the ~~Town~~City Planner as a part of the initial application. Approval of the in-lieu substitution shall be obtained from the ~~Town~~City Council before final Site Plan or issuance of a building permit, whichever occurs first.

3.12.020 Lake Promenade

1. **Intent.** To complete the ~~greenway~~Lake Promenade as the premier open space for the ~~Town Center~~Downtown. The Promenade includes a ~~strolling path, landscaping, public art, WIFI, and unique experiences. Activities in the entire corridor include walking, bike, recreation, commuting, and relaxing.~~a series of diverse and unique spaces and experiences. Each space supports a different collection of activities, ~~from passive recreation like walking and relaxing, to active~~

recreation like biking and basketball, and programmed activities like markets and festivals.

1. Additional improvements may be installed in the Lake Promenade and become credited to the open space requirement as approved by the ~~Town~~City Planner.

Figure: Lake Promenade

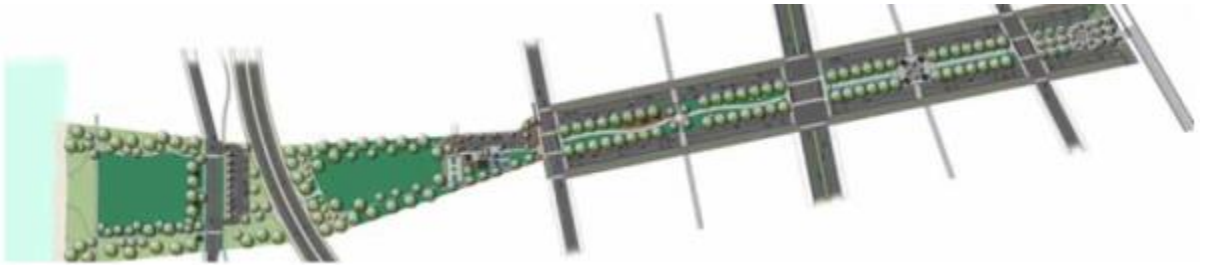
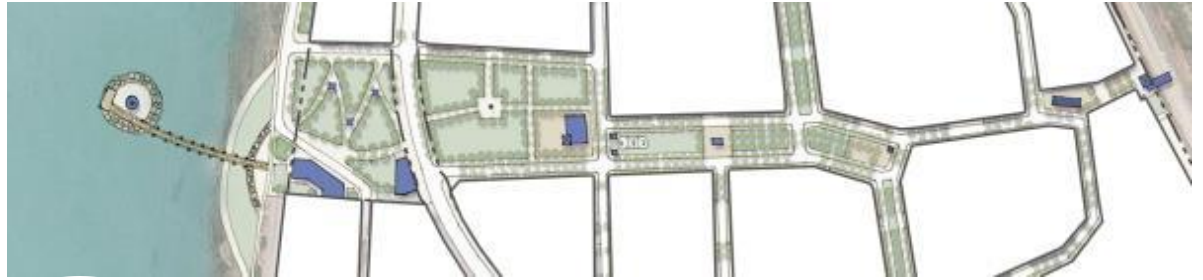


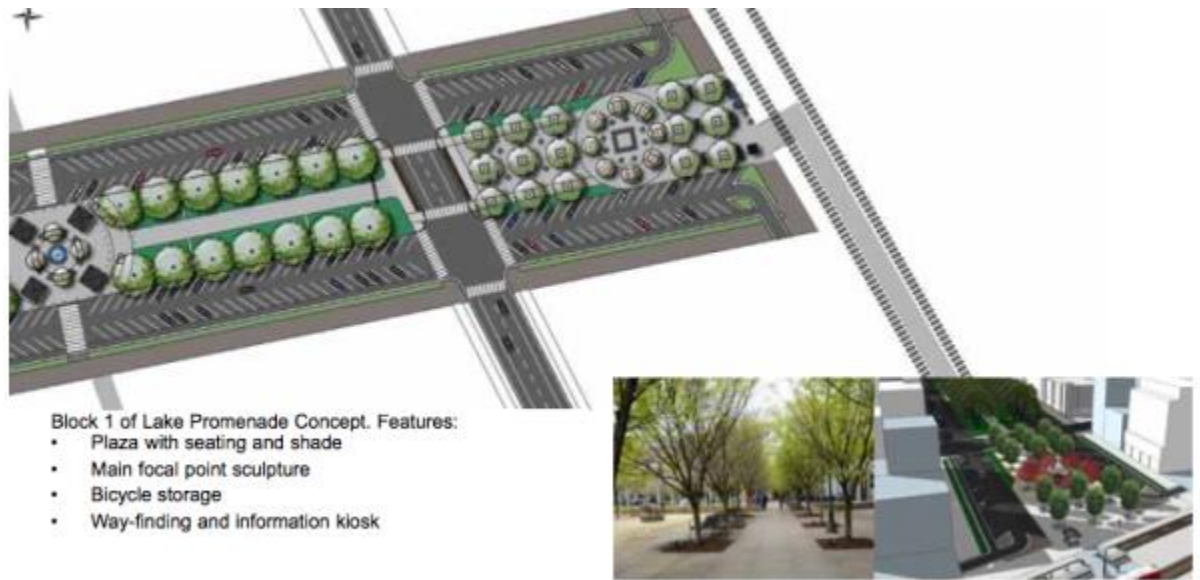
Figure: Block Descriptions (east to west)



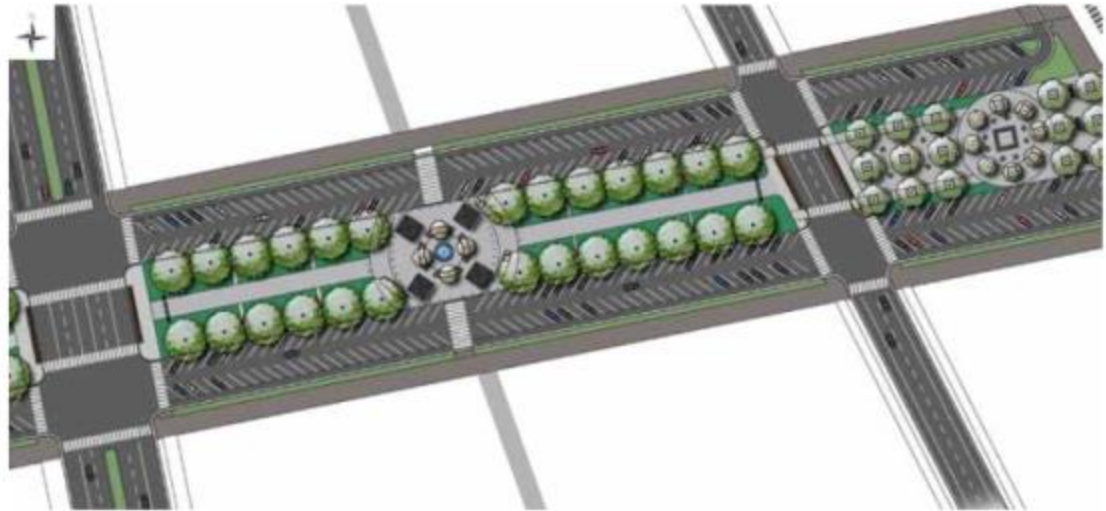
2. Block Descriptions (east to west)

1. Block 1 - closest to the Station; this block ~~serves mostly an external function and provides wayfinding and temporary waiting structures. See Figure: Block 1 of Lake Promenade Concept for concept~~ provides a point of arrival at the inter-modal hub, with

active uses along its edges and a market hall. The space is designed as a paved, shared-space plaza, which seamlessly transitions to the Shared Street.



2. Block 2 - ~~with a potential food truck court and small event/music venue structure, this block caters to the adjacent residential, office, and commercial uses. It will attract external visitors, however. See Figure: Block 2 of Lake Promenade Concept for concept.~~ between the station and the Traffic Square, Shared Street is a tight corridor promoting shopping and dining in a narrow "main street" condition unique to the region. Shared Street is a shared space street where pedestrian's activity rules the entire streetscape and vehicles are accommodated at very low speeds.

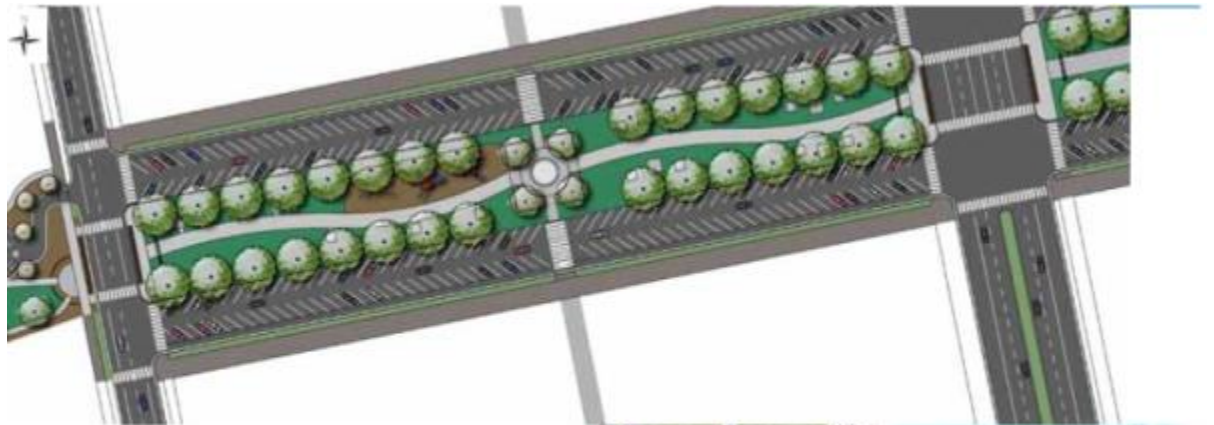


Block 2 of Lake Promenade Concept. Features:

- Multipurpose open space for farmer's market, or other events
- Pavilions
- Restrooms
- Water feature
- Space for food trucks
- Plaza space with seating
- Entrance arbor with grape vines



- Block 3 - ~~this block provides recreation and activities for the adjacent neighborhood as well as a historic open air museum for the area's history. It includes water features such as a splash pad for the neighborhood and destination playground. See Figure: Block 3 of Lake Promenade Concept for concept.~~ at the intersection of Main Street and the Promenade, a Traffic Square creates a gathering space for events like a skating rink, and holiday festivals, flanked by civic buildings and the tallest buildings in the Town Center Downtown. The Traffic Square distributes car traffic at slow speeds, but its primary function is as an urban heart of the Town Center Downtown.



Block 3 of Lake Promenade Concept. Features:

- Cultural and art display
- Destination playground
- Picnic areas
- Splash pad



4. Block 4 - ~~including a stormwater detention function, this block provides a larger open green space that accommodates outdoor concerts, seating, and active recreational sports such as basketball, and pickle ball. Parking is provided on site. See Figure: Block 4 of Lake Promenade Concept for concept.~~ between the Traffic Square and Civic Square, this linear green-way, Central Promenade, provides a treed space ideal for walking, as well as art festivals and farmer's markets.



Block 4 of Lake Promenade Concept. Features:

- Sports courts/fields
- Restrooms
- Large Pavilion
- Playground
- Walkway turns into recreational trail
- Parking



5. Block 5 - between the Central Promenade and Vineyard Connector is a large civic square, which can accommodate important civic buildings like a library. The square is formal, with expanses of grass to relax or play on and ample benches along the square's walkways. The Space is ideal for festivals and movies in the park. ~~with direct access to the beach, this block includes waterfront related functions, with a shaded picnic tables, barbeques, a central grass or sand open space, and additional parking. Trails connect though this block. See Figure: Block 5 of Lake Promenade Concept for concept~~
6. Block 6 - between Vineyard Connector and the lake, a gently sloping green provides stormwater management and a meandering path to the lake. The southern edge is lined with civic buildings like the city hall.

(1) Dimensions	
Minimum Size (acres)	<u>12 acres minimum</u> ; total None
Maximum Size (acres)	None
Minimum Dimension (feet)	<u>60 feet at Market Street and the Transit Plaza, 200 feet elsewhere</u> 100' wide
Minimum Access/Exposure	<u>Public</u> 100% of total length
Clear Zones	6' minimum pedestrian clear zone maintained around outdoor furnishings/merchandising
(2) Improvements	
Playgrounds Permitted	Permitted, conditional on safety review
Restrooms	Permitted, conditional on safety review
Impervious/Semi-Pervious Surface	<u>Varies by block</u> 40% minimum 80% + 10% maximum
Pathway	<u>Varies by block</u> 10' minimum
Lighting	Required, Fixtures to be determined <u>dark sky compliant, warm light, and closely spaced to reduce the intensity of each luminaire</u>
Trees	<u>1 per 4,000 square feet</u> 1 small-medium shade tree per 20' or 1 large shade tree per 30'
Landscaping	<u>Varies by block</u> 50% live plant material in planter areas

Bicycle facilities	Permitted
Seating	Permitted
Furnishing	Permitted

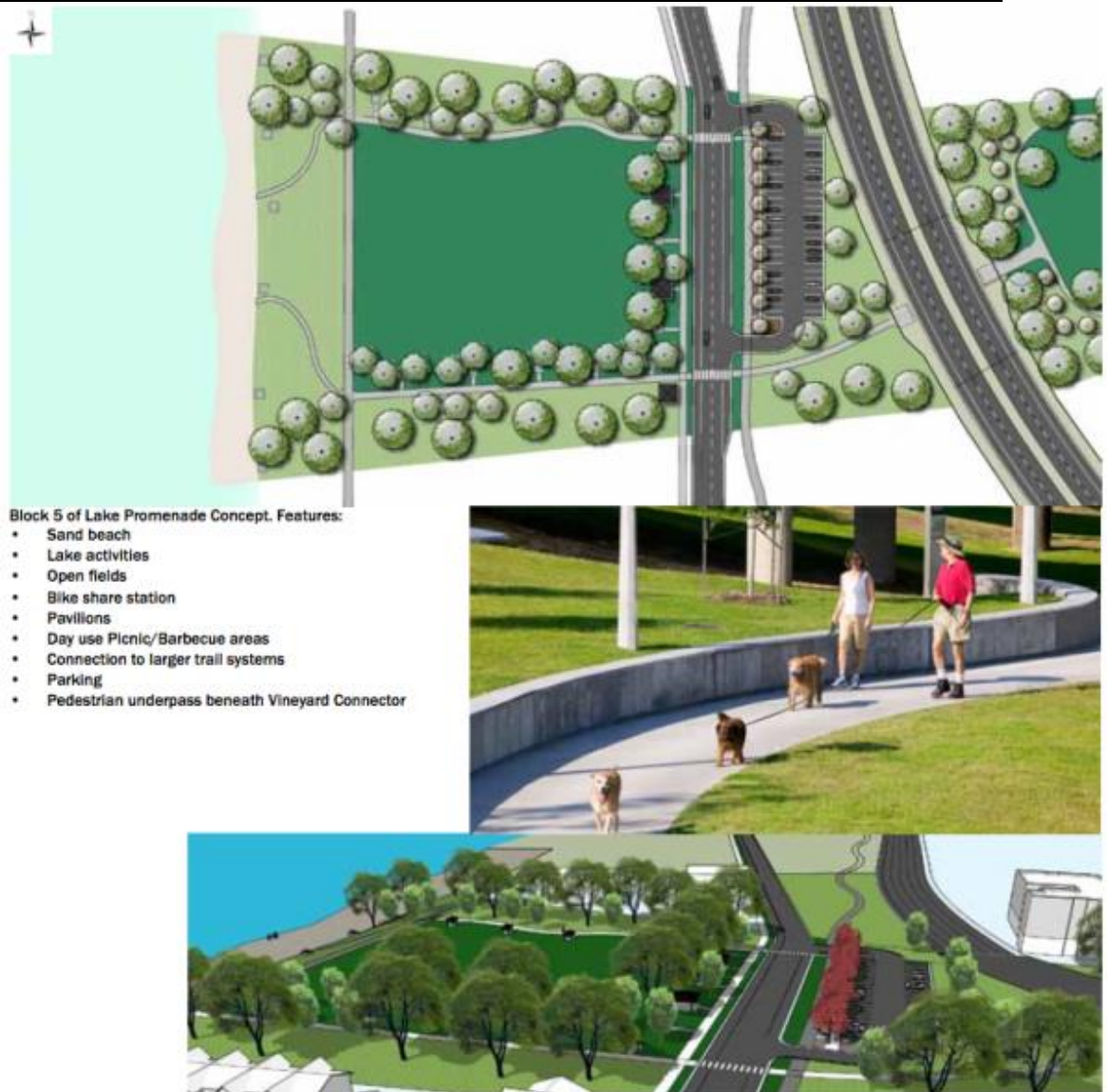


Table: Lake Promenade Requirements

3.12.030 Plazas

1. **Intent.** To provide small-scale outdoor space for civic, social, and commercial purposes. ~~Plazas on corners highlight Main Street.~~ The space may also include pedestrian ~~-~~ and building ~~-~~ access routes. ~~Activities~~ Uses may ~~also~~ include meeting, relaxing, performing ingees, casual workspace, outdoor dining, festivals, and food vending, and may allow for casual workspaces. ~~Plazas may also accommodate~~ transit stations, bike facilities, ~~food vendors, events, and performance~~ and similar active uses.

A Plaza may contain a greater amount of impervious coverage than any other Open Space Type. Surfacing shall be brick or concrete pavers or stamped and colored concrete and include street furniture seating for at least ~~4~~four persons. Special features such as fountains, public art, game tables, accent lighting are encouraged.

Figure: Typical Plaza Layout



Table: Plaza Requirements

(1) Dimensions		
	Minimum Size (acres)	0.01
	Maximum Size (acres)	1.0
	Minimum Dimension (feet)	20' in one direction
	Minimum Access/Exposure	100% of total plaza length open to the street

Clear Zones	6' minimum pedestrian-clear zone maintained around outdoor furnishings and merchandising
(2) Adjacent Parcels	
Permitted Districts	All
Frontage Orientation of Adjacent Parcels	Corner, Street, <u>Plaza</u>
(3) Improvements	
Designated Sports Fields Permitted	Not permitted
Playgrounds Permitted	Permitted
Partially Enclosed Structures Permitted	Permitted to max of 1 <u>2</u> 0% of plaza space
<u>Full Enclosed Structures Permitted</u>	<u>Permitted to max of 20% of plaza space or 30% combined with partially enclosed structures, whichever is less</u>
Impervious/Semi-Pervious Surface	8 <u>9</u> 0% maximum
Lighting	Required, max 16' fixture height
Seating	1 per 3 <u>6</u> 00 square feet
Trees	1 per <u>2</u> ,500 square feet, <u>excluding structures</u>
Landscaping	<u>Principally hardscape</u> 50% live plant material in planter areas

3.12.040 Pocket Park

1. **Intent.** To provide an informal, small - to medium-scale outdoor space for active and passive recreation. Pocket Parks are encouraged in ~~the TCS, TCMU, Village Office and Lake Front commercial areas~~ all districts. They may be privately owned and access controlled. Activity cities areas may include small playgrounds, vegetable gardens, barbecues, pavilions, and outdoor gathering areas.

Figure: Examples of Measuring the Minimum Dimension of Open Space Types

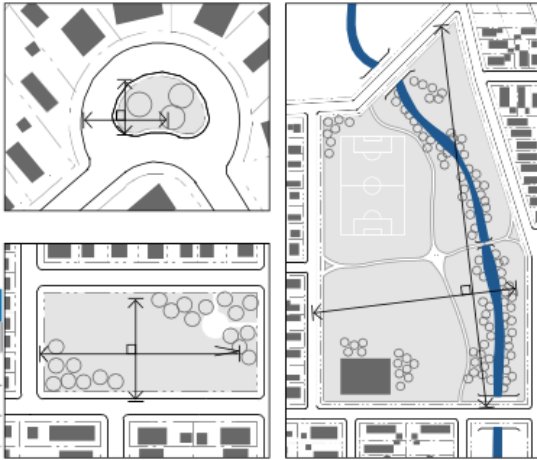


Figure: Typical Pocket Park Layout



Table: Pocket Park Requirements

(1) Dimensions		
Minimum Size (acres)	0.15	
Maximum Size (acres)	1.05	
Minimum Dimension (feet)	30' in one direction	
Minimum Access/Exposure	Minimum of 30' along a street50% of total length of street	
Clear Zones	4' minimum pedestrian clear zone maintained around outdoor furnishings/merchandising	
(2) Adjacent Parcels		
Permitted Districts	All	
Frontage Orientation of Adjacent Parcels	Front of Corner Side	
(3) Improvements		
Designated Sports Fields Permitted	Not permitted	
Playgrounds Permitted	Permitted	
Fully Enclosed Structures Permitted	Permitted for max of 10% of space	
Impervious/Semi-Pervious Surface	30% + 10% maximum	
Lighting	Required, max 16' fixture pole height; meet minimum illuminating Engineering Society safety standards	

Seating	<u>1 per 900 square feet</u>
Trees	<u>1 per 2,500 square feet</u>
Landscaping	<u>50% live plant material in planter areas</u>

3.12.050 Commons Or Courtyard

1. **Intent.** To provide outdoor amenities and living space to property tenants. ~~Activities~~Amenities may include playgrounds, swimming pools, spa pools, rooftop gardens, tot lots, vegetable gardens, barbecues, pavilions, and outdoor gathering areas. Courtyards are typically internal to a development and may be privately owned and access controlled, but are encouraged to be located adjacent to and opening onto streets.

Figure: Typical Commons



Figure: Typical Commons and Courtyards



Table: Commons for Courtyard requirements

(1) Dimensions		
	Minimum Size (acres)	0.1
	Maximum Size (acres)	<u>13.0</u>
	Minimum Dimension (feet)	45' in one direction
	Minimum Access/Exposure	<u>No street frontage required. 50% of total length of street or S-Line frontage.</u> Two access points minimum, 20' minimum width <u>each.</u>
	Clear Zones	4' minimum pedestrian clear zone maintained around outdoor furnishings and merchandising
(2) Adjacent Parcels		
	Permitted Districts	All
	Frontage Orientation of Adjacent Parcels	<u>Corner side, side,</u> or <u>rear</u>
(3) Improvements		
	Designated Sports Fields Permitted	<u>Small scale permitted such as pickle ball, tennis, and basketball</u> Not permitted
	Playgrounds Permitted	Permitted
	Partially Enclosed Structures Permitted	Permitted to max of 10% of space
	Impervious/Semi-Pervious Surface	30% + 10% maximum
	Lighting	Required, max 16' fixture <u>pole</u> height

Seating	1 per 9 100 square feet, 1 table per 2000 square feet
Trees	1 per 2 ,500 square feet
Landscaping	50% live plant material in planter areas

3.14 Landscape

3.14.010 General Requirements

1. **Intent.** The landscape standards outlined in this section are designed to meet the following set of goals:
 1. To provide for a healthy green landscape and develop a street canopy.
 2. To improve the appearance of streets and create a buffer between pedestrian and vehicular travel lanes.
 3. To increase the compatibility of adjacent uses and minimize the adverse impacts created by adjoining or neighboring uses.
 4. To promote the prudent use of water and energy resources by achieving and maintaining sustainable, functional landscapes.
 5. To shade large expanses of pavement and reduce the urban heat-island effect.
 6. To enhance the appearance and property values of the community, building sites, and the overall landscape.
2. **Applicability.** Landscaping, trees, and buffers shall be installed as detailed in the Landscape ordinance.
 1. The amount of on-site landscape square footage required (not including public right of way) is 50% of required open space. If the open space requirement is reduced through “In Lieu of Open Space” as shown in ~~VSP 3.12~~6.0 Open Space, then the required landscape square footage is also reduced.
 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.
 - c. ~~TC~~CDTS, TCDTMU, and Lakefront Commercial districts do not require any buffer other than parking lot buffers.
 3. Streetscape. Landscaping along streets is required as outlined in VSP 3.0~~6~~ Street Types.
 4. Temporary Uses. These provisions do not apply to temporary uses, unless determined otherwise by the ~~Town~~City Planner.
 5. Unless otherwise specified in this chapter, all requirements of the Vineyard ~~Town~~Vineyard Municipal Code and Vineyard Tree Manual pertaining to landscape requirements shall apply.
 6. Street Trees. Refer to VSP 3.0 Street Types and the Vineyard ~~Town~~Vineyard Municipal Code, and Vineyard Tree Manual for appropriate street-tree specifications.

3.14.020 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.
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 shall be required.
 - b. Complete installation is required within nine months of the issuance of the temporary certificate of occupancy 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)*: ~~Plant Material Size at Installation~~ at the time of installation, unless otherwise noted in this section.

Table: Plant Material Size at Installation

<u>Plant Material Type</u>	<u>Minimum Size</u>
<u>Deciduous Shade/Overstory Tree</u>	
<u>Single Trunk</u>	<u>2" caliper</u>
<u>Multi Trunk</u>	<u>10' in height</u>
<u>Evergreen Tree</u>	<u>8' in height</u>
<u>Understory Tree</u>	<u>6' in height</u>
<u>Ornamental Tree</u>	<u>1.5" caliper</u>

<u>Shrubbery - Deciduous</u>	<u>container class 5</u>
<u>Shrubbery - Evergreen</u>	<u>container class 5</u>
<u>Ground cover</u>	<u>3" in height</u>

- (4) Condition of Landscape Materials. The landscaping materials used shall be:
 - a. Healthy and hardy with a good root system.
 - b. Chosen for ~~its~~ form, texture, color, fruit, pattern of growth, and suitability to local conditions.
 - c. Tolerant of the natural and man-made environment, including tolerant of drought, wind, salt, and pollution.
 - d. Appropriate for the conditions of the site, including slope, water table, and soil type.
 - e. Protected from damage by grates, pavers, or other measures.
 - f. Plants that will not cause a nuisance or have negative impacts on an adjacent property.
 - g. Species native or naturalized to the Wasatch Front whenever possible.
- (5) Compost, Mulch, and Organic Matter. Compost, mulch, and organic matter may be utilized within the soil mix to reduce the need for fertilizers and increase water retention.
- (6) Establishment. All installed plant material shall be fully maintained until established, including watering, fertilization, and replacement as necessary.
4. **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. Edible landscape is permitted.
 - b. Nonliving materials, such as ~~pine straw~~, colored gravel, or mulch, are permitted for up to 50% of a bed area.
 - c. Annual beds must be maintained seasonally, replanting as necessary.
 - d. Planting beds in public areas must be privately maintained.
 - (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.
 - (3) Shrubs requirements. ~~50 shrubs are required per 1 acre of project size~~ 1.5 shrubs are required per 1,000 square feet of landscaped area. ~~2~~ two perennials or ornamental grasses count towards 1 shrub.
5. **Tree Installations.** Refer to the list of permitted street tree types.
 - (1) Tree Measurement. Tree size shall be measured by ~~caliper at 4 feet above root flare or by container size~~ etch nursery ISA arborists standards.
 - (2) Tree Maintenance. Tree trimming, fertilization, and other similar work shall be performed by or under the management of an ISA certified arborist.
 - (3) Species Composition. A variety of tree species shall be used to avoid a mono-culture prone to disease. No species may exceed 10% of overall City urban forest. ~~Trees planted on a site shall be any combination of permitted species with the following exceptions.~~

For less than 20 required trees a minimum of 2 different species shall be planted. For more than 20 trees a minimum 1 tree species type per every 10 trees up to 50 trees. Exceptions

~~to this provision may be granted by the Town Planner through review of the landscape plan (refer to VSP 3.20.020 Part 2).~~

- (4) 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.

~~5. Tree Spacing.~~

~~Trees shall be planted at least 30 feet and 20 feet apart for large and medium trees, respectively. No trees may be planted closer to any curb or sidewalk than as follows unless a permeable surface is provided:~~

- (5) Tree Requirements. ~~20 trees are required per 1 acre of project~~ 1 tree is required per 23,000 square feet of landscaped area. Street trees do not count toward s this requirement.
 - a. ~~Medium trees: three feet. Large trees: four feet.~~
 - (6) Permeable Surface. For each tree preserved or planted, a minimum amount of permeable surface area is recommended, unless otherwise stated in this ordinance.
 - a. At least seventy 70% of the canopy limits of preserved trees should have a permeable surface.
 - b. ~~Planted trees have a suggested minimum permeable area and soil volume based upon tree size; refer to Table 7.2 (2) for details.~~
 - c. Permeable area for one tree cannot count toward that of another tree.
 - (7) Structural Soil. When the soil surface area ~~(per Table 7.2 (2))~~ of a tree will extend below any pavement, structural soil or root-penetrable sidewalk support is required underneath that pavement. Structural soil is a medium that can be compacted to pavement design and installation requirements while still permitting root growth. It is a mixture of gap-graded gravels (made of crushed stone), clay loam, and a hydrogel stabilizing agent to keep the mixture from separating. It provides an integrated, root penetrable, high strength pavement system that shifts design away from individual tree pits (source: Cornell University, Urban Horticulture Institute).
6. **Irrigation Systems.** 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 culinary-fed 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.

3.14.030 Street Trees and 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. **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 [Part 47.3.4](#), below, shall be included in the streetscape design, with details related to tree pits, and tree planting to meet the requirements of [VSP 3.14.020 Part 57.2.5](#) Tree Installations.
 - (2) Sidewalk Pavement Design. Sidewalk paving materials and pattern shall be set for each street type (refer to VSP [3.042.0](#) Street Types).
 - (3) 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 VSP [3.042.0](#) Street Types).
 - (4) Landscape Design. Ground-plane vegetation shall be designated for any landscape bed areas, planter areas, and tree wells.
 - (5) Lighting. Pedestrian and vehicular lighting shall be specified and locations and quantities noted.
 - (6) 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.
3. **Minimum Street Tree Requirements.** The following standards apply to the installation of street trees.
- (1) Exception. Street Trees are not required on Alleys or Pedestrian Streets (refer to [VSP 3.04.0402.4](#) and [VSP 3.04.0502.5](#) Street Types).
 - (2) Clear Branch Height. Minimum clear branch height is six eight feet over sidewalk and 14; over roads. in commercial districts, minimum clear branch height is eight feet.
 - (3) Street Tree Type. Medium and large shade trees are permitted to be installed as street trees. Refer to the list of permitted tree types in [Table 7.3 \(6\) and the Vineyard Tree Manual](#); ~~Permitted Trees~~.

Table: Permitted Trees

Permitted Medium Trees	
Fairview Maple	Acer platanoides ‘Fairview’
Sensation Boxelder	Acer negundo ‘Sensation’
Manchurian Ash	Fraxinus mandshurica ‘Mancana’
Lacebark Elm	Ulmus parvifolia
Frontier Elm	Ulmus parvifolia ‘Frontier’
Japanese Zelkova	Zelkova serrata
Chanticleer Pear	Pyrus calleryana ‘Chanticleer’

Permitted Large Trees	
Sycamore Maple	Acer pseudoplatanus
Emerald Queen Maple	Acer platanoides 'Emerald Queen'
Catalpa	Catalpa speciosa
Hackberry	Celtis occidentalis
Cimmaron Ash	Fraxinus pennsylvanica 'Cimmaron'
Marshall Seedless Ash	Fraxinus pennsylvanica 'Marshall Seedless'
Patmore Ash	Fraxinus pennsylvanica 'Patmore'
Ginkgo	Ginkgo biloba 'Princeton Sentry'
Honeylocust	Gleditsia triacanthos
London Planetree	Plantanus x acerifolia
Japanese Pagodatree	Sophora japonica
Sterling Silver Linden	Tilia tomentosa 'Sterling'
Accolade Elm	Ulmus carpinifolia 'Accolade'

- (4) Street Tree Spacing. Street trees shall be planted as follows.
- (a) ~~Each Lot is required to have one tree for every 40 feet of street frontage with a minimum of one street tree.~~
 - (1) Spacing.
 - (i) Large trees must be spaced a minimum of 30 and a maximum of 60 feet on center.
 - (ii) Medium trees must be spaced a minimum of 20 and a maximum of 40 feet on center.
 - (2) Limited Distance between Curb and Sidewalk. Where the distance from the back of the curb to the edge of the right-of-way or property line is less than nine feet with a sidewalk, Applicant shall work with the ~~Town~~ City Planner and Parks to determine the appropriate tree species, placement, and spacing.
- (5) Tree Wells. Where the sidewalk extends from the back of curb to the property line, tree wells ~~shall~~ should be utilized.
- (1) For tree wells adjacent to sidewalks ~~five feet wide or less~~, open soil is not permitted.

- (i) The opening must be covered with a tree grate, pervious pavement, or other material which will support a pedestrian.
 - (ii) The opening in a tree grate for the trunk must be expandable.
- (6) Street Tree Lists

- (a) Street trees are limited to the species specified in Table 7.3(1). Additional trees may be approved the Vineyard Tree Manual or as approved by the Public Works Director by the Community Development Director.

11. **Street Tree Selections for Main and the Lake Promenade Streets**

- (1) Main Street
- (2) PromenadeParkstrips
 - 1. Block 1—Japanese PagodaBlock 2—London Planetree (columnar on streets and Bloodgood on Promenade)Block 3—Frontier Elm ‘Allee’ Block 4—NABlock 5—NAParkstrips shall include but not be limited to Japanese Pagoda, London Planetree (columnar on streets and Bloodgood on Promenade), and Frontier Elm ‘Allee’.
- (3) All developments shall pay a fee to the TownCity for Street trees and their installation, except where the trees are installed along with the development. Fees shall be determined based on the length of frontage and appropriate tree spacing as per this Code. Fees will differ by street and installation techniques. Such trees will be maintained by Vineyard Town and watered by the adjacent property owner, master developer, or HOA. The intent of this requirement is to assure uniformity of tree size, type, placement, and installation.

<u>Permitted Small Trees (Class I)</u>
<u>Gallery Flowering Pear</u>
<u>Crimson Cloud Hawthorn</u>
<u>Japanese Ivory Silk Lilac</u>
<u>Norwegian Sunset Maple</u>
<u>Prairie Fire Crabapple</u>
<u>Robinson Carbapple</u>
<u>Sprint Snow Crabapple</u>
<u>Permitted Medium Trees (Class II)</u>
<u>Aristocrat Pear</u>

<u>Frontier Elm</u>
<u>Ginko (male cultivar only)</u>
<u>Golden Rain Tree</u>
<u>Prospector Elm</u>
<u>Shademaster Honey Locust</u>
<u>Village Green Zelkova</u>
<u>Permitted Large Trees (Class III)</u>
<u>Bloodgood London Plane Tree</u>
<u>Bluff Oak</u>
<u>English Oak</u>
<u>Espresso Kentucky Coffee Tree</u>
<u>Prohibited</u>
<u>Aspen</u>
<u>Box Elder</u>
<u>Brittoli Horse Chestnut</u>
<u>Chinese Fringe</u>
<u>Chinese Lantern</u>
<u>Cottonwood</u>
<u>Honey Locust (except hybrid species as identified)</u>
<u>Kwanzan Flowering Cherry</u>

<u>London Plane (except as listed)</u>
<u>Orchard Trees</u>
<u>Russian Olive</u>
<u>Siberian Elm</u>
<u>Yellowwood</u>
<u>Yoshino Flowering Cherry</u>

12. Parkstrips shall include but not be limited to the Fairview Maple
Median shall include but not be limited to the Sycamore

3.14.040 Parking Lot Frontage Buffer

1. Intent & Applicability

1. Intent. To lessen the visual impact of vehicular areas visible from public street frontages.
2. General Applicability. Applies to properties in all districts where a vehicular area is located adjacent to a right-of-way.
 1. Exceptions. Vehicular areas along Lanes, except when a residential district is located across the Lane; single - and two-family residences.

Figure: Frontage Buffer Plan and Section

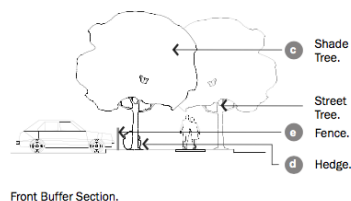
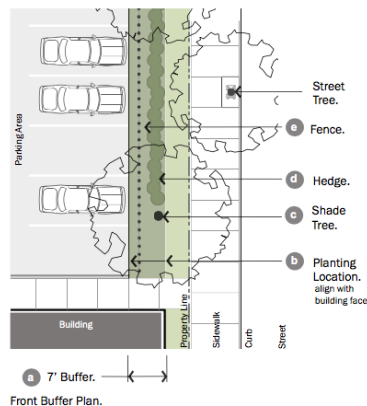


Table: Frontage Buffer Requirements

(1) Buffer Depth & Location ¹	
Depth	7' (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 (c)
Hedge	Required parking screen on street side of fence, between shade trees & in front of vehicular areas (d)
Hedge Composition	Individual shrubs with a minimum diameter of 24", spaced no more than 36" on center, height maintained no more than 36"
Existing Vegetation	May be credited toward buffer area
(3) Fence (optional) (e)	
Location	2' from back of curb of vehicular area
Approved Materials	Composites, steel, wood, vinyl (no white), or plastic composite wood alternative (Trex like). Masonry columns (maximum width 2'6") and base (maximum 18" height) permitted. Chain-link not permitted.
Minimum Height	4 3'
Maximum Height	6 4'

Colors	No bright or white colors
Opacity	Minimum 75%
Gate/Opening	One pedestrian gate permitted per <u>along</u> street frontage; Opening width maximum <u>8</u> 6 '

Notes:

¹This screening requirement does not prohibit the installation of or provision for openings necessary for allowable access drives and walkways connecting to the public sidewalk.

²In front, corner, and rear yards (on a thru lot), when the parking area is located adjacent to any building on the lot, the buffer must be located so that it aligns with or is behind the face of the adjacent building back to the vehicular area. The area between the buffer and the property line must be landscaped.

3.14.050 Side and 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 properties in all districts that directly abut a single-family, detached, residential use.

Figure: Landscape Screen within Side & Rear Buffer

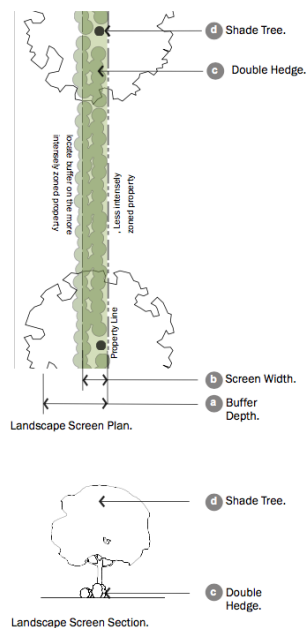


Table: Rear Buffer Requirements

Depth	2 10' adjacent to <u>single-family detached</u> residential uses (a)
Location on the Site	Locate buffers on more intensively zoned lot; 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
Hedge or Fence	Continuous double row of shrubs required between shade trees; fences shall be opaque and not white. (c)
Hedge Composition	Double row of individual shrubs with a minimum diameter of 24", spaced no more than 36" on center; Mature height in one year of 24"
Shade Trees	At least 1 medium or large shade tree per every 40' within the buffer (d)
(3) Buffer Landscape Requirements	
Uses and Materials	Uses and materials other than those indicated are prohibited within the buffer
Tree Canopy Coverage	1 one medium or large shade tree required per 100 square feet of buffer, excluding the area within the required landscape screen
Existing Vegetation	May be credited toward buffer area
Fence	Optional; same standards for frontage buffer 8' height maximum

Notes:

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

3.14.060 Interior Parking Lot Landscape

1. Intent & Applicability

1. Intent. To provide shade, minimize paving ~~&~~and stormwater runoff, and improve the appearance of parking lots.
2. General Applicability. All open-air, off-street parking lots with more than 40 stalls 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 square feet thereafter.
4. Existing Vegetation. Existing vegetation may be credited towards these requirements.
5. All landscaped islands are encouraged to accommodate stormwater runoff with slotted curbs, trench drains, or similar.

Figure: Interior Parking Lot Landscaping

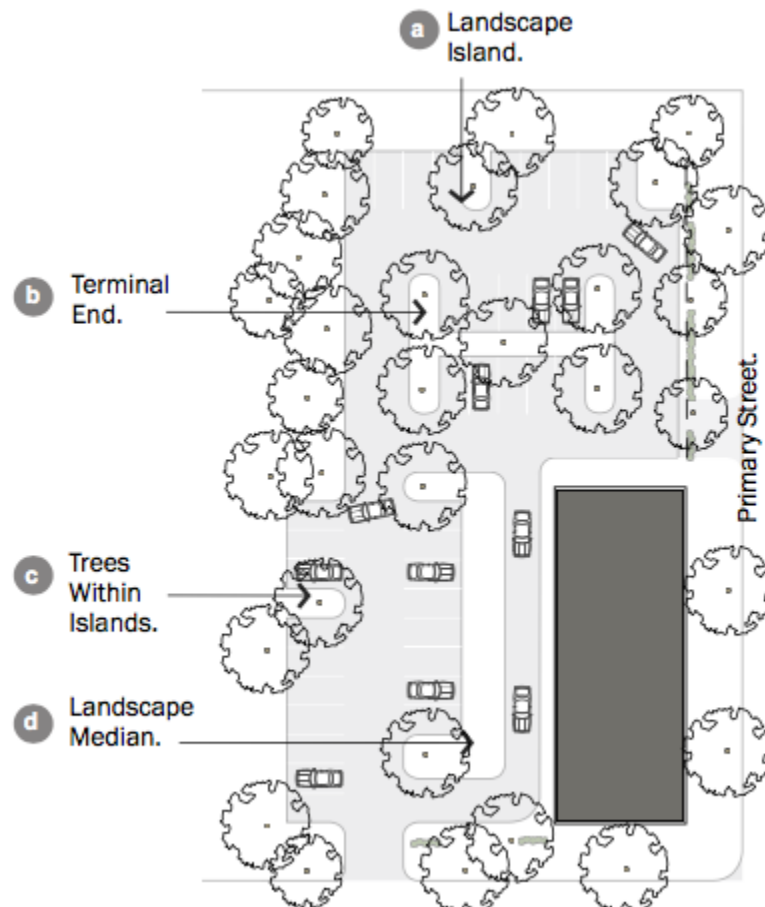


Table: Interior Parking Lot Landscape Requirements

(1) Landscape Island Requirements	
Required Island Locations	Terminal ends ² of free-standing rows or bays of parking; After every 12th parking space for rows of parking greater than 8 spaces in length ³ (a)(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' shall provide for aeration
Required Trees Within Islands	Minimum of 1 medium or large shade tree per island (c)
(2) Landscape Median Requirements (d)	
Required Median Location	Required <u>to have one-side of parking along the length of the bay</u> in each free-standing bay one-side of parking along the length of the bay
Minimum Width	5'; Medians less than 15' wide must utilize structural soil under any paved surface within a tree's critical root zone
(3) Tree Requirements	
Requirements per Parking Space ⁴	Each parking space must be located within 65 60' of a tree <u>canopy</u> planted within parking lot interior <u>Refer to Table 7.6(1) for calculations.</u> Minimum of 1 shade tree must be planted within parking lot interior or within 4' of parking lot's edge for every 8 20 parking spaces
Tree Canopy Shade	Within 20 years of tree installation, 25% <u>or more</u> of the interior of the parking lot should be shaded by tree canopies. Refer to VSP 3.14.040 Table: Frontage Buffer Requirements <u>7.6 (1)</u> for calculation.

Notes:

¹Parking lot interior is defined as the area dedicated to parking on a given parcel as measured from edge of pavement to edge of pavement.

²Freestanding 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.~~

~~³There shall be no more than 8 continuous parking spaces in a row without a landscape island.~~

~~⁴Trees within a designated buffer area may not be utilized to meet these requirements~~

Table: Tree Canopy Calculation

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'+

3.14.070 Screening Of Open Storage, Refuse Areas, And Utility Appurtenances

1. Intent & Applicability

1. Intent. To reduce the visibility of refuse areas, and utility appurtenances from public areas and adjacent properties.
2. General Applicability. All waste containers, open storage, refuse areas, and utility appurtenances in all districts.

Figure: Screening of Open Storage & Refuse Areas

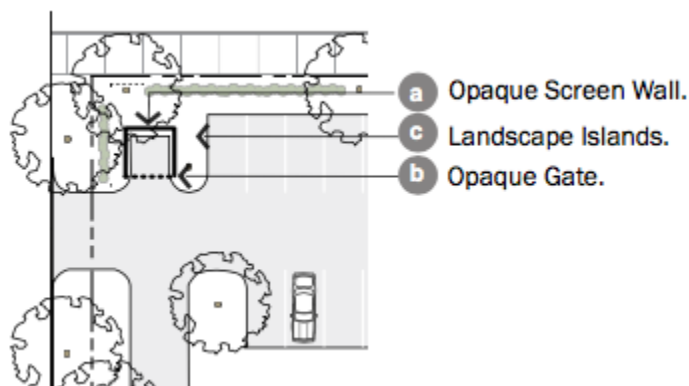


Table: Screening of Open Storage, Refuse Areas, & Utility Appurtenances

(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 refuse area matching building exteriors or as approved by the Town City Planner (a)
Screen Wall Height	Height shall be the higher of the following: 1.6' 2. Height as determined by Town City Planner 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 a public street.
Small Private Mechanical Equipment ⁴	Shall have landscape screening and a shrub bed containing shrubs with a minimum 24" diameter spaced no more than 36" on center

Notes:

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

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

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

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

3.16 Parking

3.16.010 General Requirements

1. **Intent.** Parking requirements are established to accomplish the following:
 - (1) Ensure an appropriate level of vehicle parking, loading, and storage to support parking within the ~~Town Center~~Downtown and districts.
 - (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 developments ~~and changes in use or intensity of use for existing development,~~ in any district.
 - (1) **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 re-established based on the requirements of this section.
 - (2) **Site Plan Approval Required.** Parking quantities, design, and layout shall be approved through the development application process and meet the standards of the current parking chapter with the following exceptions:
 1. ~~The standard requirement for residential parking is 21 stalls per unit bedroom or 1.5 per unit, whichever is less. Parking requirements for all other uses can be found in the parking chapter of this Code. The Town Planner Community Development Director may consider increases or reductions to standards outlined in Table: Eligible Parking Rate Reductions, up to 230% of the standard requirement and to a minimum of 1.5 per unit.~~

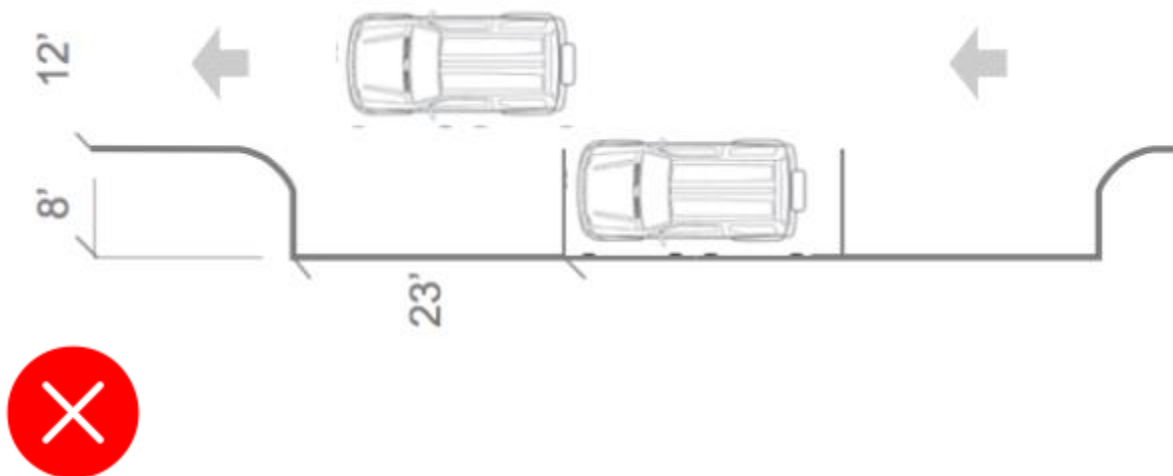
Table: Eligible Parking Rate Reductions

Amenity	Recommended Reduction (stalls/unit)
Unbundled Parking (100%)	0.1
Bike Lockers/Storage	0.05
Development Supplied Transit Passes	0.15
Senior Housing	0. 2 <u>5</u>
Student Housing (< .25 miles from campus)	0.1
Project Controlled On-Street Parking	0.1

Building within 1/4 mile of UTA Station	0. 1 <u>5</u>
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2. ~~Unless otherwise stated in this chapter, all requirements of the VZC-15.38 Parking and Loading Requirements. Reductions may be granted by the Town Planner pursuant to a traffic study by a transportation engineer upon good cause shown or as follows:
In no case shall reductions be allowed greater than 25% of the standard.~~
3. **Dedicated Visitor Parking.** Developers shall clearly indicate the location of dedicated visitor parking through directional signage, marked stalls, or other means to be determined in site plan review. Where on-street parking is provided, visitor parking may be accommodated by on-street parking spaces. Where parking is shared between uses, visitor parking is considered to be accommodated by the shared parking lot or structure.
4. **Parking Spillover Management Plan.** If deemed necessary, the ~~Town~~City Planner shall require a parking spillover management plan for peak demand periods.
5. **Vehicular On-Street Parking.** On-street parking, as permitted on designated street types, shall meet the following requirements. ~~Refer to Figure: On-Street Parking Dimensions.~~

Figure: On-Street Parking Dimensions



- (1) Parallel parking is permitted on designated street types ~~and shall not be striped.~~ Individual stalls shall not be striped, except where parking is metered by per-space meters; however, a single white line or change in material may be provided to indicate the parking line.
- (2) Vehicular Parking Space Dimensions. The appropriate dimensions for on-street parking spaces are ~~32'~~32' by ~~9'~~9'.
- (3) On-street parking located directly adjacent to the site's property lines may ~~not~~ be counted toward meeting the development's parking requirement, ~~except in the case of flex space. Flex space may count the on-street parking for the future non-residential use.~~

6. **Stormwater Management in Parking Lots.** Incorporation of stormwater management best practices is required, such as incorporating drainage swales and slotted curbs in medians and within landscaped islands in parking lots. Final design shall meet the requirements of the ~~Town~~City Engineer.
7. **Lighting.** Parking lot lighting shall be confined to the lot. No poles shall be located closer than 10' to any street. All lighting shall use cutoff techniques to ensure dark skies intent. ~~All poles shall be black.~~
8. **Shared Parking.** ~~When any land or building is under the same ownership or under a joint use agreement and is used for two or more purposes, the number of parking spaces is computed~~Shared parking lots or structures may provide parking for uses within 600 feet, where a joint parking agreement is established. The Shared lot or structure may adjust the number of spaces provided to account for time-based use efficiencies between two or more uses. Reductions are calculated by multiplying the minimum amount of parking normally required for each land use by the appropriate percentage as shown in the following parking credit schedule for each of the ~~five~~ time periods shown (see *Table: Eligible Parking Rate Reductions (shared parking)*). The number of parking spaces required is determined by totaling the resulting numbers in each column; the column total that generates the highest number of parking spaces then becomes the parking requirement.
Neighboring property owners may share parking spaces if:
 - (1) a permanent cross-access easement or other recorded agreement is established;
 - (2) pedestrian access between the properties can be gained without utilizing a major public or private street;
 - (3) all of the parking must be located within a 400' radius of the main entrance of the use requesting the additional parking.
 - (4) the combined parking required for all properties can be met as outlined in 7-9-105 or in 7-9-106(1) when involving two or more uses.

Table 8.1(2): Eligible Parking Rate Reductions (shared parking)

	Weekday			Weekend Nighttime		
Use	Daytime (6 am - 6 pm)	Evening (6 pm - Midnight 12 am)	<u>12 am - 8 am</u>	Daytime (6 am - 6 pm)	Evening (6 pm - Midnight 12 am)	<u>Midnight 12 am - 6 am</u>
Office/Industrial <u>Residential</u>	40% <u>60%</u>	<u>100%</u>	<u>100%</u>	40% <u>80%</u>	50% <u>100%</u>	<u>50%</u>
General Retail <u>Lodging</u>	80% <u>70%</u>	90% <u>100%</u>	<u>100%</u>	40% <u>70%</u>	70% <u>100%</u>	<u>50%</u>
Hotel, Motel, Inn <u>Commercial</u>	<u>75%</u>	<u>100%</u>		<u>75%</u>	<u>100%</u>	<u>100%</u>

Restaurant <u>Food and Beverage</u>	65 <u>70</u> %	100%	<u>10</u> %	87 <u>70</u> %	100%	52 <u>20</u> %
Theater/Entertainment Office <u>Industrial</u>	41 <u>100</u> %	102 <u>20</u> %	<u>5</u> %	805 <u>5</u> %	1005 <u>5</u> %	105 <u>5</u> %
Meeting Center <u>All others</u>	59 <u>0</u> %	108 <u>0</u> %	<u>5</u> %	100%	107 <u>0</u> %	105 <u>5</u> %
Multi-Family Residential <u>Place of Assembly</u>	54 <u>0</u> %	91 <u>100</u> %	<u>10</u> %	98 <u>0</u> %	91 <u>100</u> %	105 <u>0</u> %
All Other Uses <u>Religious Institution</u>	100%	106 <u>0</u> %	<u>5</u> %	100%	105 <u>0</u> %	105 <u>5</u> %

9. **Minimum Vehicular Parking & Parking Study.** Parking is required for each use as specified in Table 8.1(3). If requested by the developer or city, at the cost of the developer, a parking study shall be conducted upon the issuance of occupancy of the following residential unit amounts: 500 residential units, 1,500 residential units and 3,000 residential units. The purpose of the parking study is to assist the City Planner and City Engineer in determining if the numeric requirements listed in table 8.1(3) are sufficient. The parking study shall be completed by a qualified professional with demonstrated experience in conducting parking studies. The City Planner and City Engineer, after evaluating the study, may increase, reduce or choose to make no changes to parking requirements.

Table 8.1(3) Minimum Required Parking By Use and District

<u>Use</u>	<u>DTS</u>	<u>DTMU</u>	<u>Village General</u>	<u>Lakefront Commercial</u>	<u>Lakefront Residential</u>
<u>Residential</u>	<u>1 / bedroom*</u>	<u>1 / bedroom*</u>	<u>1 / bedroom*</u>	<u>1/bedroom*</u>	<u>1 / bedroom*</u>
	<u>0.25 / visitor spaces per unit</u>	<u>0.25 / visitor spaces per unit</u>	<u>0.25 / visitor spaces per unit</u>	<u>0.25 / visitor spaces per unit</u>	<u>0.25 / visitor spaces per unit</u>

<u>Student Housing</u>	<u>0.8 / occupant per unit</u>	<u>0.8 / occupant per unit</u>	<u>0.8 / occupant per unit</u>	<u>0.8 / occupant per unit</u>	<u>0.8 / occupant per unit</u>
<u>Lodging</u>	<u>1 / 1.5 rooms</u>	<u>1 / 1.5 rooms</u>	<u>1 / room</u>	<u>1 / room</u>	<u>1 / room</u>
<u>Commercial</u>					
<u>Food & Beverage</u>	<u>4 / 1,000 sq. ft.</u>	<u>5 / 1,000 sq. ft.</u>	<u>5 / 1,000 sq. ft.</u>	<u>5 / 1,000 sq. ft.</u>	<u>8 / 1,000 sq. ft.</u>
<u>Office</u>	<u>2 / 1,000 sq. ft.</u>	<u>2 / 1,000 sq. ft.</u>	<u>2 / 1,000 sq. ft.</u>	<u>2 / 1,000 sq. ft.</u>	<u>2 / 1,000 sq. ft.</u>
<u>All Others</u>	<u>2 / 1,000 sq. ft.</u>	<u>2 / 1,000 sq. ft.</u>	<u>2 / 1,000 sq. ft.</u>	<u>2 / 1,000 sq. ft.</u>	<u>2 / 1,000 sq. ft.</u>
<u>Place of Assembly</u>	<u>1 / 8 seats</u>	<u>1 / 4 seats</u>	<u>1 / 4 seats</u>	<u>1 / 4 seats</u>	<u>1 / 4 seats</u>
<u>Religious Institution</u>	<u>1 / 4 seats</u>	<u>1 / 4 seats</u>	<u>1 / 4 seats</u>	<u>1 / 4 seats</u>	<u>1 / 4 seats</u>

*Maximum requirement of 2 spaces per unit, except student housing

10. **Bike Parking.** Bike Parking ~~requirements are outlined in Table: Bike Parking Requirements~~ is required for each use as specified in Table 8.1(4)

Table 8/1(4): Bike Parking Requirements

Use	Bicycle Rack Spaces
Multi-Family	Minimum <u>1</u> 2 spaces or .05 spaces / bedroom, whichever is greater
Civic/Institutional	Minimum 2 spaces, 1 / <u>addi</u> tion al 10,000 sf
Retail	Minimum 2 spaces, 1 / additional 5,000 sf
Services	Minimum 2 spaces, 1 / <u>addi</u> tion al 5,000 sf

Office	Minimum 2 spaces, 1 / additional 10,000 sf
Open Space	Per Zoning Administrator

11. **Off street Parking Setbacks.** All parking lots shall have a minimum setback from the Vineyard Connector of ~~14'~~5'

3.18 Sign Types

3.18.010 General Requirements

1. **Intent.** This section seeks to enhance the economic and aesthetic appeal of the Vineyard ~~Town Center~~Downtown through the reasonable, orderly, safe, and effective display of signage.
2. **Applicability.** These standards shall apply to signage in all districts for non-residential uses only. Unless otherwise stated in this chapter, all requirements of the Vineyard ~~Town~~Municipal Code pertaining to sign requirements shall apply. Refer to the Vineyard ~~Town~~ Sign Ordinance for permit processes, construction, design, and maintenance standards.
3. **General Compliance.** Compliance with the regulations outlined shall be attained under the following situations:
 - (1) Newly Constructed or Reconstructed Signage. All new signs and structural improvements to existing signs.
 - (2) Change in Use for Single Business Signage. For signage serving one business, whenever the existing use is changed to a new use resulting in a change in signage, including rewording.
 - (3) Multiple-Business Signage. For signage serving multiple businesses, whenever 50% or more of the existing uses are changed to new uses resulting in a change in signage, including rewording.
 - (4) Damage or Destruction. When a sign has been damaged or destroyed by fire, collapse, explosion or other cause, and the cost of restoration is greater than 50% of the replacement value at the time of the destruction or damage, the replacement sign shall comply with the standards in this article.
4. **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 ~~Town~~City Planner and City Engineer, and in accordance with the regulations outlined in this section and in the Vineyard ~~Town~~Municipal Code. A certificate of insurance is required for all signs on or over public property, subject to the standards established in the Vineyard ~~Town~~Municipal Code.
 - (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, or where it may interfere with vehicle or train line-of-sight.
 - (5) Pedestrian Orientation. Signs oriented to the pedestrian realm are required. The bottom edge of each sign should be within 14' of the ground plane, ~~and shall not exceed a total of 25 square feet~~except corner and wall signs.

5. **Illumination.** All signs shall be illuminated according to the following provisions unless otherwise stated.
- (1) Signs shall be illuminated only by steady, stationary light sources directed solely at the sign or internal to it, except as permitted for Electronic Message Boards.
 - (2) Individual letters or logos may be internally illuminated as permitted per each sign type; no other portion of the sign shall be internally illuminated.
 - (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, except gooseneck lighting illuminating wall signs.
 - (a) No receptacle or device housing a permitted light source which is attached to the sign itself shall extend more than 18 inches from the face of the Sign.
 - (b) If ground lighting is used to illuminate a sign, the receptacle or device should not extend more than 12 inches above ground and must be fully screened and housed.
 - (4) The illumination of any sign, resulting from any internal or external artificial light source, shall not exceed 250 nits at the Sign face during the day and 125 nits at the Sign face after sunset, with no light trespass onto adjacent property. Lighting shall be directed toward the ground.
6. **Computation.** The following standards generally apply to computing the area of signs by type and by building lot. ~~Refer to the Sign Types in VSP 3.18.030 through VSP 3.18.080 for more information.~~
- (1) Temporary signs and directional signs are not included in the maximum signage area calculations, unless otherwise specified.
 - (2) Height for monument 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.~~ Signage measurement is as generally illustrated in Figure 9.2(2).
 - (a) ~~If the lot is a corner lot, the width shall be measured along the front yard. Building frontage is the width of the front facade of a building.~~

Table 9.2 (1) Sign Standards

Sign Type	LC	VG	TC <u>DT</u> TMU	TC <u>DT</u> S	Height (max)	Number (max)	Sign Area (max)	Copy Height (max)
Permanent Signs								
A-Frame	P	P	P	P	<u>42 in.</u> n/a	<u>1 per ground floor tenant</u>	<u>max. 30 inches wide and 42 inches high</u> 75% of valence	<u>n/a</u>
Awning	P	P	P	P	n/a	1 per entry to each	<u>75% of valence</u>	18 inches

						ground floor tenant		
<u>Building</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>n/a</u>	<u>each elevation</u>	<u>600 sq. ft. per elevation</u>	<u>n/a</u>
Canopy	P	P	P	P	n/a	1 per entry	2 sq. ft. per linear ft.	30 inches
Corner	P	P <u>N</u>	P	P	6 ft. above eave or parapet	1 per corner building	40 sq. ft.	n/a
Ground	Along Vineyard Connector only				5 ft.	<u>1 per frontage</u>	<u>120 sq. ft.</u>	<u>30 inches</u>
Marquee	P	<u>N</u>	P	P	n/a	<u>1 per building</u>	<u>120% of face</u>	n/a
Projecting	P	P	P	P	n/a	1 per ground floor tenant	6 sq. ft. per side	8 inches
<u>Wall Sign</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>n/a</u>	<u>1 per tenant + 1 per frontage</u>	<u>1 sq. ft. per 1 linear foot of frontage</u>	<u>18 inches</u>
<u>Window</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>n/a</u>	<u>limited by sign area</u>	<u>25% of glazing</u>	<u>6 inches</u>
Temporary Signs								
<u>Banner</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>20 ft.</u>	<u>1 per tenant</u>	<u>80 sq. ft.</u>	<u>18 inches</u>

P: Permitted

N: Not Permitted

3.18.020 Sign Types

1. **Sign Type Requirements.** The following pertain to specific sign types detailed in this section.

- (1) Signs not visible from public rights-of-way are not limited in type, size, or location, except as may be considered public safety concerns by the City. ~~Temporary Signs. A-Frame signs constructed of white plastic or wood and internally weighted are allowed. Such signs shall be no greater than eight square feet per side. One such sign is allowed per business and must be located adjacent to the building but still provide a clear pedestrian path of at least 4'. Window Signs. Window Signs shall not count towards a lot's maximum permitted amount of signage. Refer to VSP 3.18.060 Window Signs. Permitted Sign Types are a wall, projecting, or awning sign. Maximum sign area is 30 square feet. Permitted location is either the side or rear facade along a parking lot. If such signs face existing single family homes, they may not be illuminated.~~
- ~~(2) Signs Facing Onto Parking Lots. One sign is permitted in addition to the maximum.~~
- (2) Iconic Sign Elements. Iconic signs may be allowed at the discretion of the ~~Town~~City Planner, if the lighting of the sign does not significantly impact adjacent neighbors and the sign helps to identify the Vineyard ~~Downtown~~Town Center. Such signs shall only be allowed in the ~~Town Center~~Downtown Station (~~TCS~~DTS), ~~Town Center~~Downtown Mixed- Use (~~TC~~DTMU), and Lake Front Commercial Districts and shall comply with the following.
 - (a) Symbol or Logo Size. The symbol may not be larger than ~~8~~eight 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.
- (3) signs are limited by type and district as specific in Figure 9.2(1)~~Selection of sign types. No more than one sign type (excluding temporary signs), is allowed per business, unless the second sign type is an iconic sign.~~

Figure 9.2 (2) Sign Types Illustrated

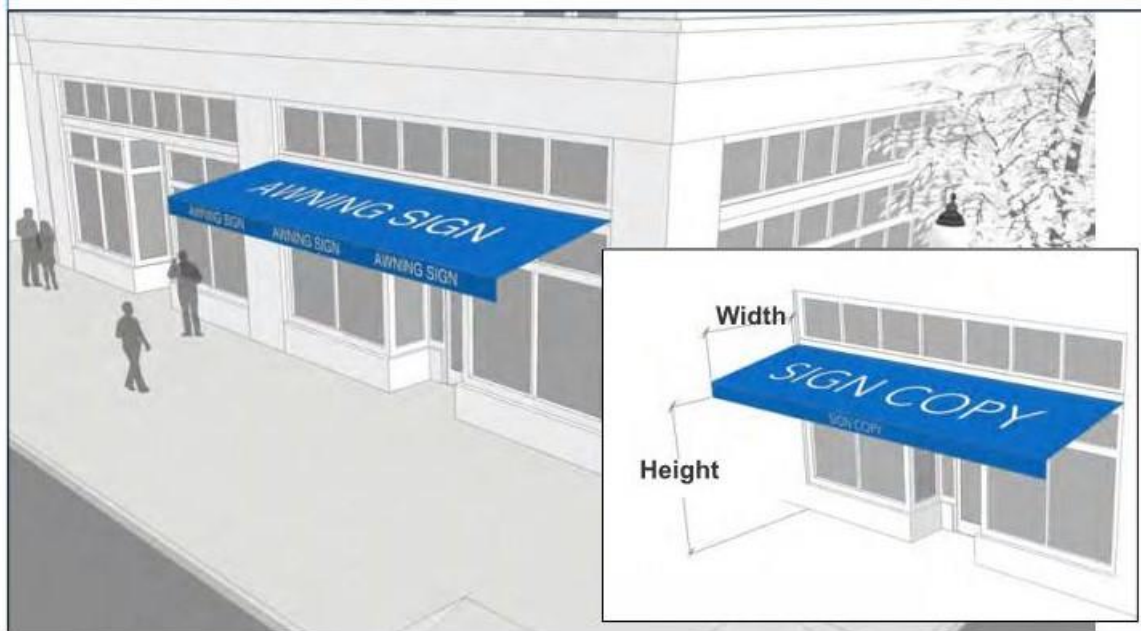
A-Frame Sign

A portable sign not secured or attached to the ground or surface upon which it is located, typically constructed in such a manner as to form an "A" or tent-like shape, and primarily or exclusively intended to advertise to pedestrian traffic.



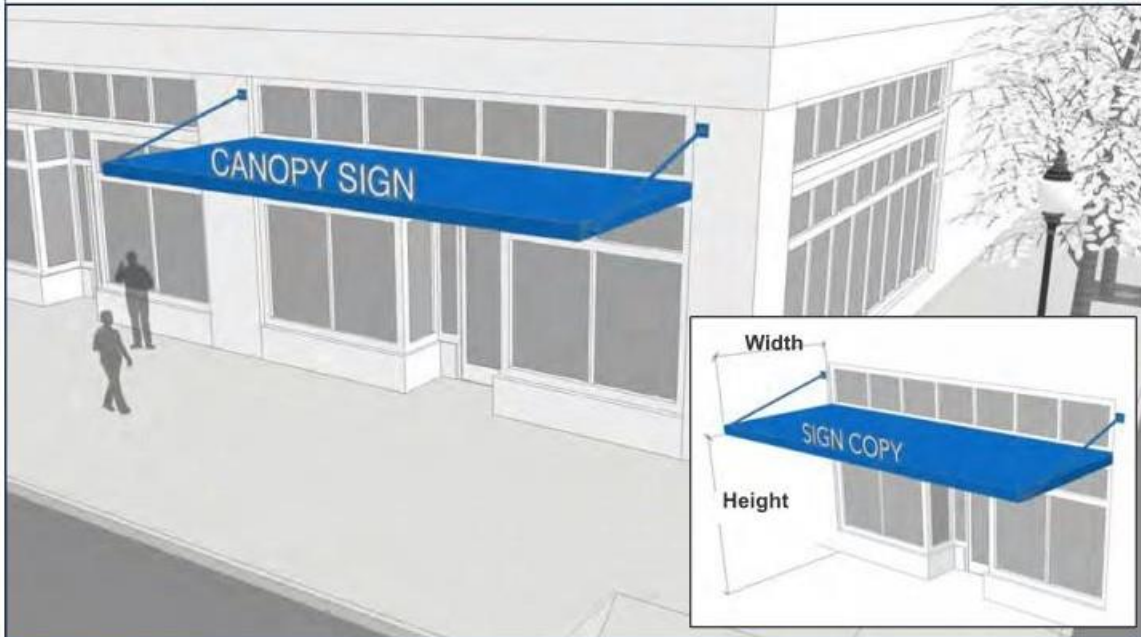
Awning Sign

A sign consisting of information painted on, sewn on, imprinted on, or attached to the surface of an awning.



Canopy Sign

A sign that is part of, or attached to, a canopy.



Corner Sign

A vertically proportioned sign affixed perpendicularly to the outer corner of a building face.



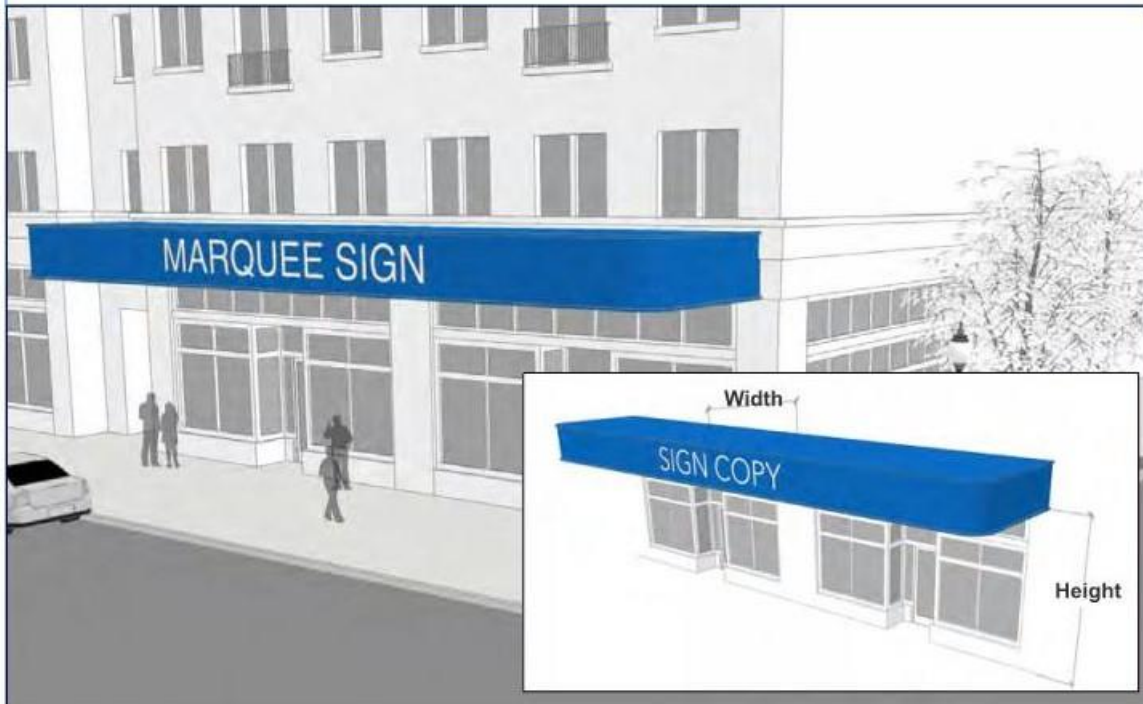
Ground Sign

A sign commonly supported by uprights or braces that is placed on, near or at ground level, that is not attached to any building. The definitions of ground sign and pole sign are mutually exclusive. (Syn: monument sign)



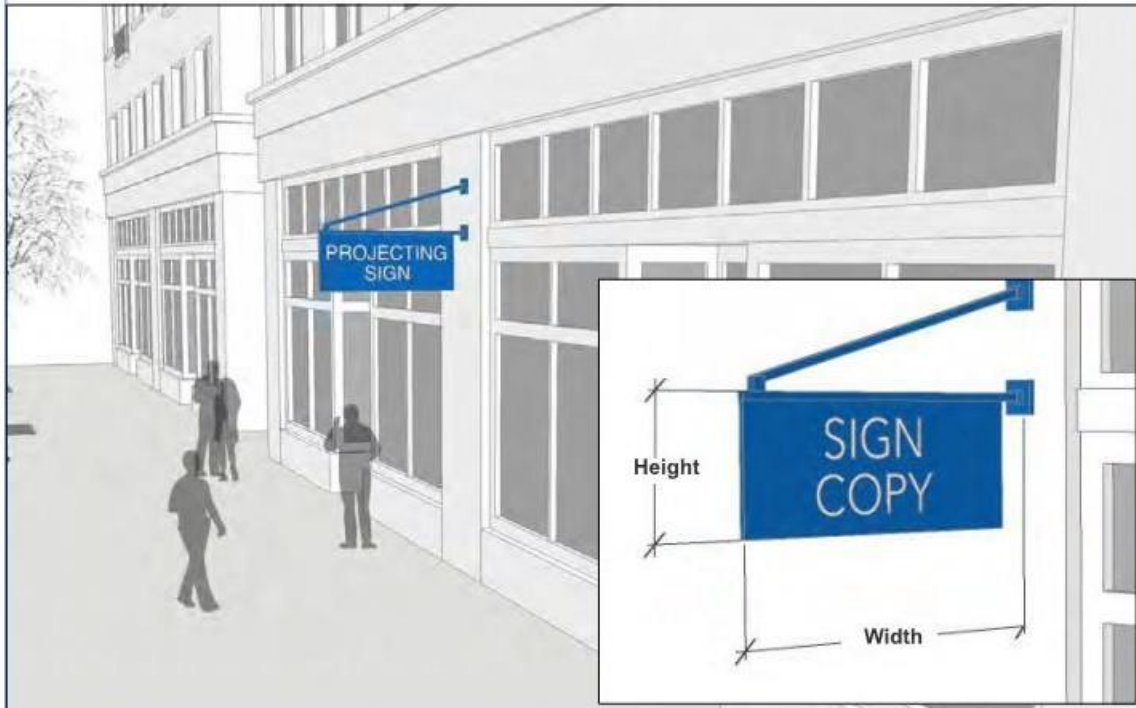
Marquee Sign

A canopy or rigid roof-like projection fully or partially covering the entrance to a theater, hotel, or other building, usually bearing a sign on its face or sides.



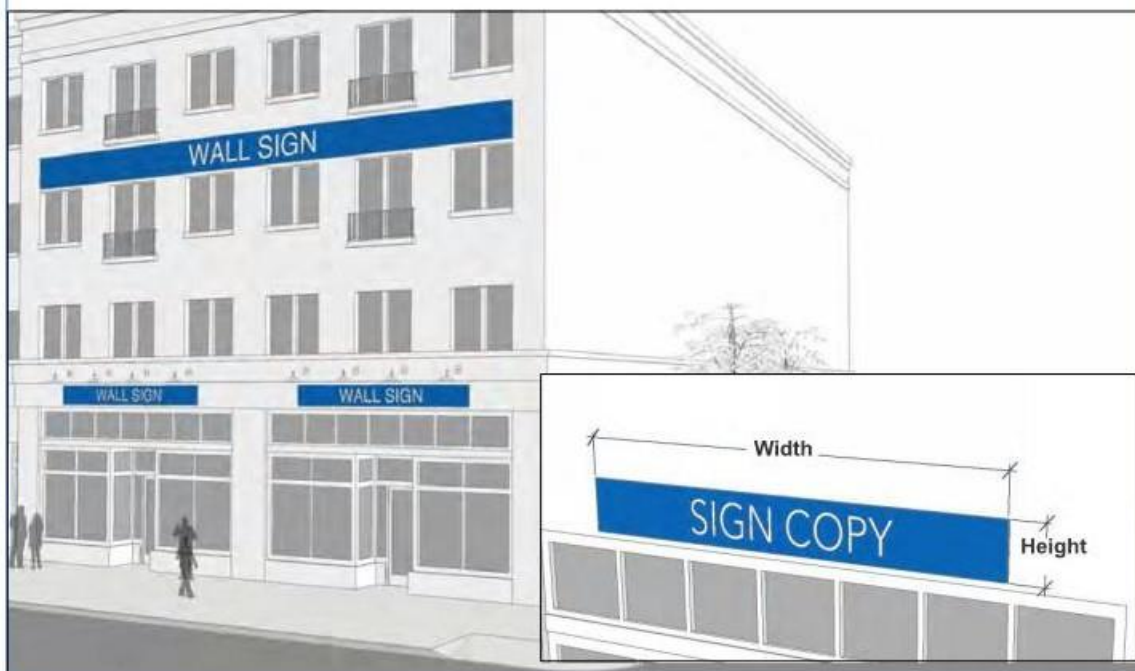
Projecting Sign

A sign affixed to a building which projects in such a manner that both sides of the sign are visible.



Wall Sign

A sign erected on the wall, cupola, or parapet of a building or structure in such a manner that only one (1) side of the sign is visible, or a sign which is affixed to or painted on the wall, cupola, or parapet of a building or structure. A wall sign is sometimes referred to in this chapter as a fascia sign. The definitions of wall sign and projecting sign are mutually exclusive. (Syn: fascia sign)



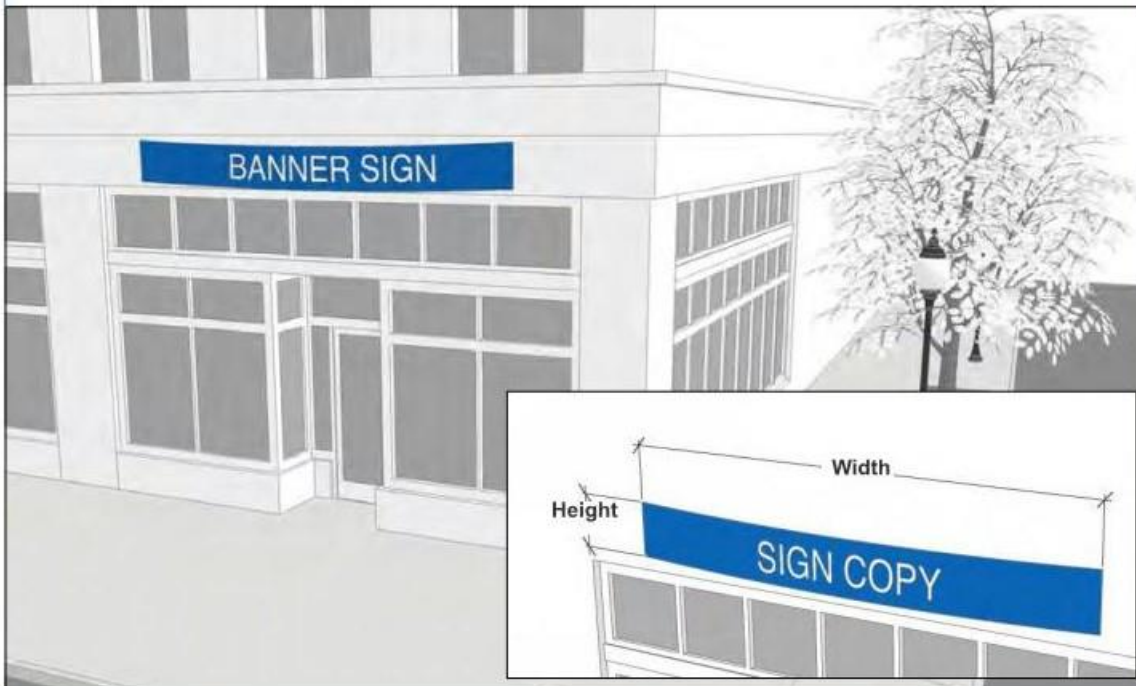
Window Sign

A sign, graphic, or design which is painted, mounted, or otherwise displayed within three (3) feet of a window in a manner to present a message to or attract attention of the public on adjoining rights-of-ways.



Temporary: Banner Sign

A sign which consists of a sign face composed of nonrigid material that is secured or mounted at both ends.



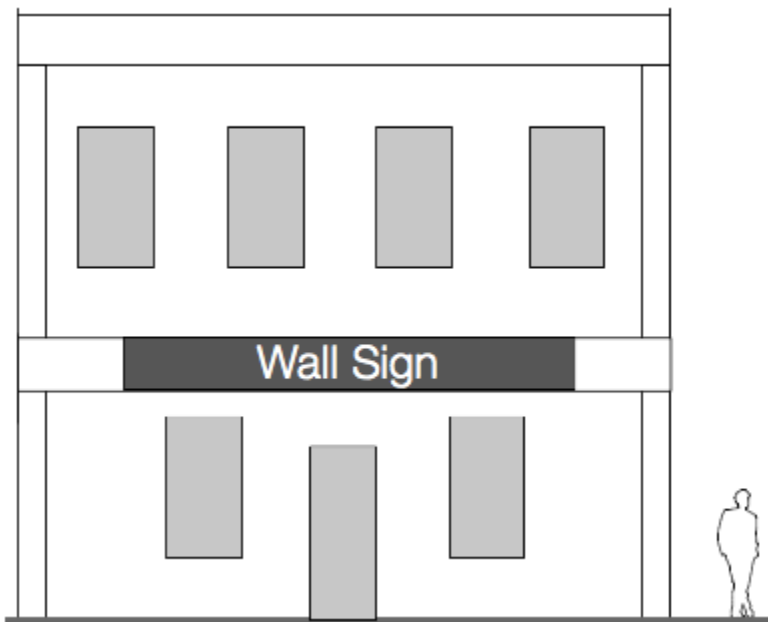
3.18.030 Wall Sign

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: Measuring Wall Signs* and *Figure: Wall Sign*.

Figure: Measuring Wall Signs



Figure: Wall Sign



2. **General Requirements.** Wall Signs shall be developed according to the standards in *Table: Wall Sign Requirements*.

3. ~~Table: Wall Sign Requirements~~

Permitted Districts	TCS, TCMU, VO, LFC
Sign Area	3 square feet per 1 linear foot of facade width with a maximum of 150 square feet per sign
Height	2' maximum letter or element height
Location on the Building or Site	Permitted on all facades facing a public street or driveway
Placement on the Building or Site	1' maximum projection from building face
Quantity	1 per first floor business
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

- ~~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, may be permitted by the Town Planner, subject to conditional use permits.~~
- ~~4. Permitted location. Wall signs shall be permitted on any facade facing street or driveway access.~~
- ~~5. Prohibited Wall signs. Internally illuminated cabinet wall signs including race way lettering are permitted in the Vineyard Town Center.~~
- ~~6. Wall signs may also be electronic message centers.~~
- ~~4. 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: Measuring Wall Signs*.~~
 - ~~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: Wall Sign*.~~

3.18.040 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: Projecting Sign*.
2. **General Requirements.** Projecting Signs shall be developed according to the standards in *Table: Projecting Sign Requirements*.

Figure: Projecting Sign

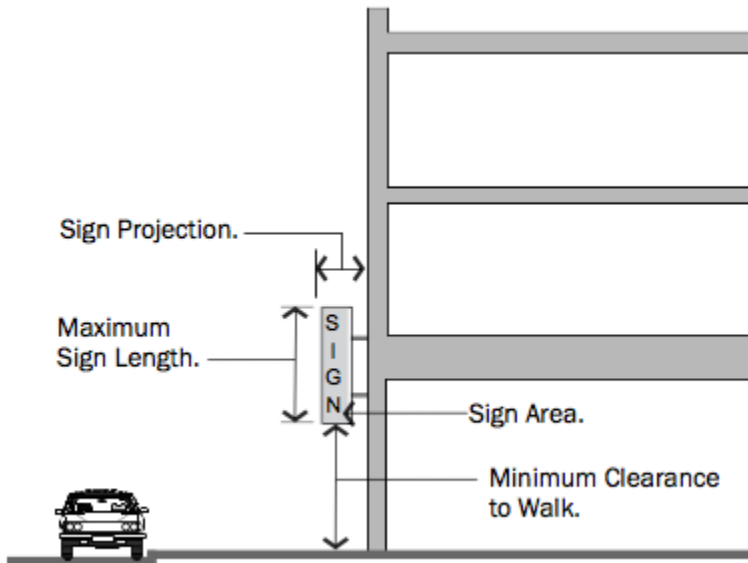


Table: Projecting Sign Requirements

Permitted Districts-	On Main Street and Promenade Streets
Sign Area	No maximum area for sign type;
Height	8' maximum sign length, 14' minimum clearance to pedestrian realm required
Location on the Building or Site	Permitted on all facades facing Main Street or Lake Promenade Street; Sign and structural supports shall not extend above the eave or parapet
Placement on the Building or Site	Shall not project further than 3' from the building

Quantity-	1 per tenant per public ROW frontage; 1 per tenant per side or rear facade on a parking lot
Sign Separation-	No projecting signs shall be located closer together than 25'
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

1. ~~Permitted location. Projecting signs shall be permitted on Main Street and Lake Promenade Streets~~
3. ~~Computation. The area of a Projecting Sign is equal to the area of one of the sign's faces.~~

3.18.050 Awning Sign

1. ~~Description. A sign that is mounted, painted, or otherwise applied on or attached to an awning or canopy. Refer to *Figure: Awning Sign* and *Figure: Measuring Awning Signs*.~~

Figure: Awning Sign

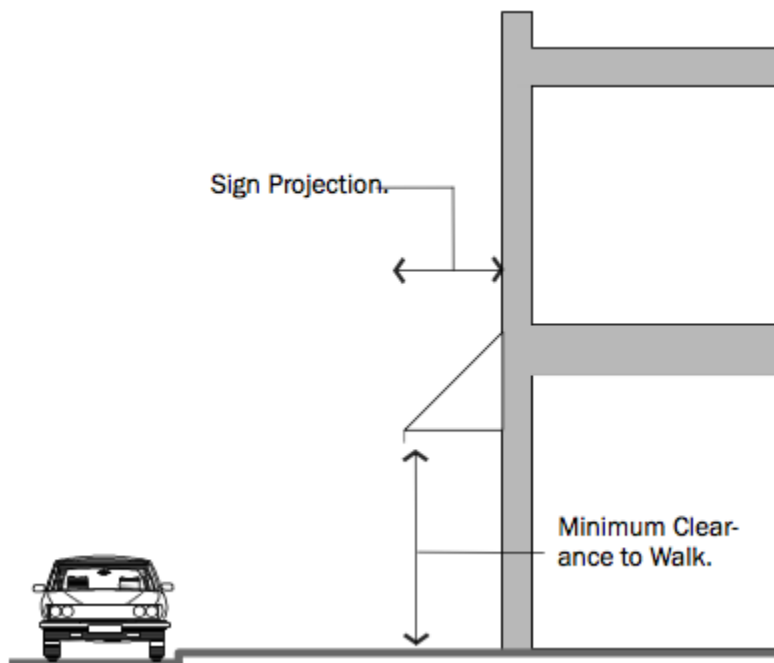
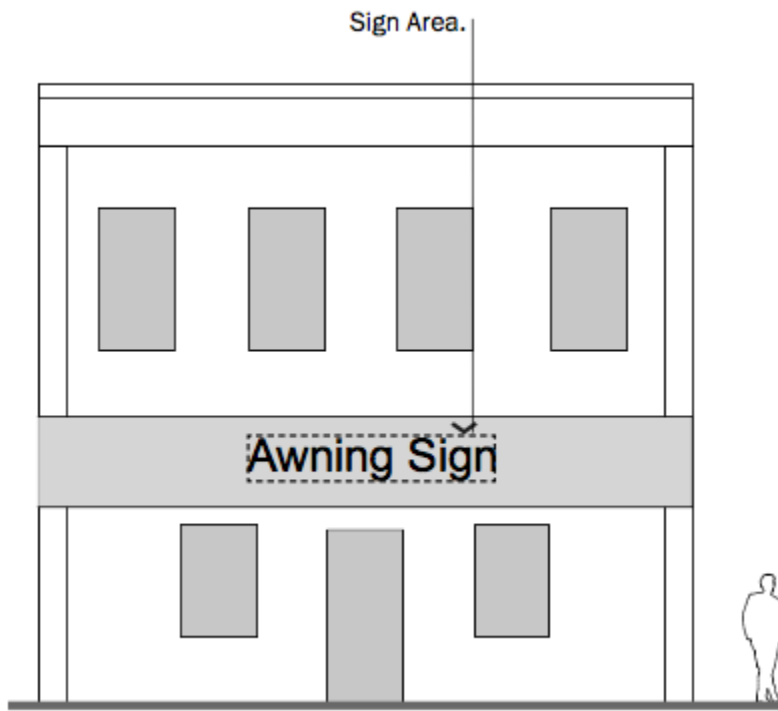


Figure: Measuring Awning Signs



2. **General Requirements.** Awning Signs shall be developed according to the standards in *Table: Awning Sign Requirements*.

Table: Awning Sign Requirements

Permitted Districts	TCA, TCMU, VO, LFC
Sign Area	Up to 50% of the awning may be used for signage
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 4'; Shall not project Shall not block any window, or the building roof.
Quantity	1 per tenant per sheet frontage; 1 per tenant per side or near facade on a parking lot
Internal Illumination	Allowed to illuminate awning

Materials	Cloth, canvas, metal, glass or wood; All supports shall be 3.10 Building Types.
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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).~~

HISTORY

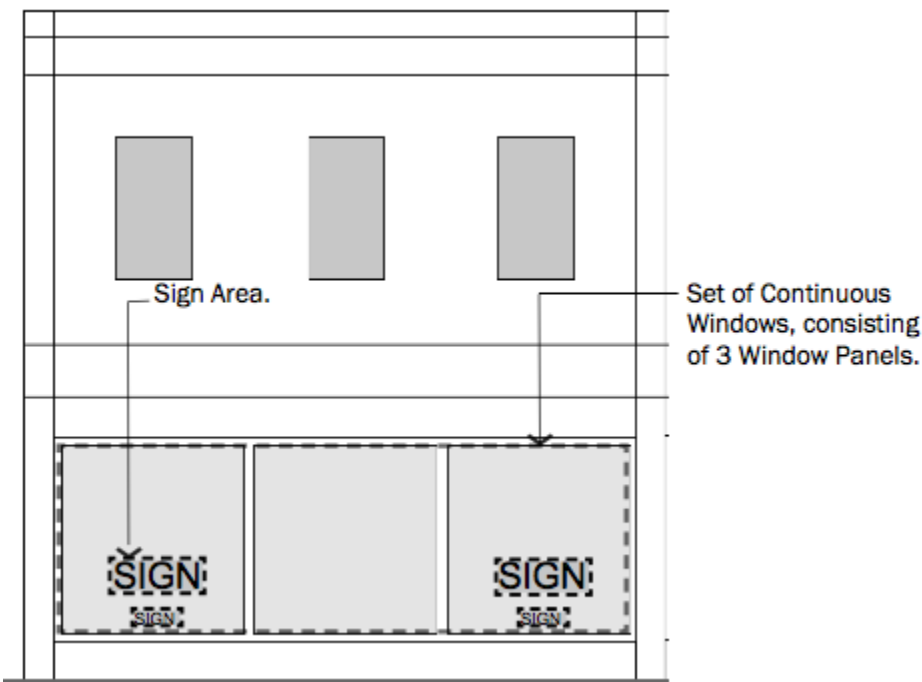
Adopted by Ord. 2009-03 on 5/13/2009

Amended by Ord. 2015-13 on 9/23/2015

3.18.060 Window Sign [Edit](#)

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: Measuring Window Signs.~~

Figure: Measuring Window Signs



2. ~~**General Requirements.** Window Signs shall be developed according to the standards in Table: Window Sign Requirements.~~

Table: Window Sign Requirements

Permitted Districts	Facing Main or Lake Promenade Street
---------------------	--------------------------------------

Sign Area	Up to 30% of a set of continuous windows may be covered with signage Up to 30% of a set of continuous windows may be covered with signage Up to 30% of a set of continuous windows may be covered with signage
Height	No Maximum
Location on the Building or Site	Permitted on all facades facing Main Street or Lake Promenade Street
Placement on the Building or Site	Ground or upper story windows; May be affixed to window or horizontal surface
Quantity	No maximum quantity, based on window Sign area for ground stories
Internal Illumination	Not permitted, except on neon or similarly illuminated window signage
Materials	Drawn, painted, or affixed on the glass; Wood, metal, neon glass, or other materials

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: Measuring Window Signs*.
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.
4. **Temporary Window Signs.** Temporary Window Signs must be included in the total percentage of signage per window calculation.
5. **Window Signs** may not be internally illuminated except for neon or similar illuminated window signs.

HISTORY

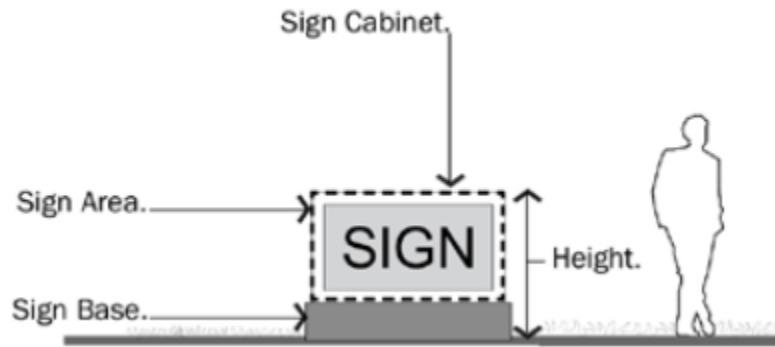
Adopted by Ord. 2009-03 on 5/13/2009

Amended by Ord. 2015-13 on 9/23/2015

3.18.070 Monument Sign [Edit](#)

1. **Description.** A Monument Sign is freestanding; it is located in a front or side yard of a lot. Refer to *Figure: Monument Sign*.

Figure: Monument Sign



2. ~~General Requirements.~~ Monument Signs shall be developed according to the standards in ~~Table: Monument Sign Requirements.~~

Table: Monument Sign Requirements

Permitted Districts	TCS, TCMU, VO, LFC
Sign Area	Maximum 50 square feet
Height	Maximum height 5'
Location on the Building or Site	NA
Placement on the Building or Site	10' Setback from driveways & side property line; 3' Setback¹ from front & corner property lines
Quantity	1 per Building
Internal Illumination	Permitted for individual letters and logos
Materials	Solid wood, stone, metal and masonry. Plastic and synthetics permitted on Sign face

3. ~~Notes:~~

¹~~If placed closer than five feet from the front and corner side property lines, sign must meet clear view requirements.~~

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:

1. ~~Up to two Monument Signs on one frontage.~~

- ~~2.—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.~~
- ~~4.—May serve multiple purposes such as seating.~~
- ~~5.—Monument signs may also be electronic message centers~~
- ~~4.—Computation. The area of a two-sided Monument Sign is equal to the area of one Sign face. The area of a three or four-sided Monument Sign is equal to the total area of each sign face. This measurement includes the sign, any cabinet in which it is enclosed and the electronic message center, but excludes the base of the sign.~~
- ~~1.—Measuring Height. Height shall include the sign face, base, cabinet, and ornamental cap.~~

HISTORY

Adopted by Ord. 2009-03 on 5/13/2009

Amended by Ord. 2015-13 on 9/23/2015

3.18.080 Temporary Sign [Edit](#)

- ~~1.—Description and requirements. A portable sign no larger than 8 square feet allowed in the public right of way. Such signs have a weighted bottom and triangular shape and shall be made of white, black, or dark green materials such as plastic or painted wood. Such signs shall be taken in to the business when the business is closed. One per business frontage is allowed.~~

3.20 Administration

3.20.010 General Provisions

1. **Purpose.** It is the intent of this code to promote public health, safety, and general welfare of the community, reflecting the goals established within the General Plan of the ~~Town~~City of Vineyard.
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) 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 (provided all conditions are met) provided the following:
 - (a) Work or construction is begun within one year of the effective date of this code.
 - (b) Work or construction continues diligently toward completion.
3. **Administration & Enforcement.** The ~~Town~~City Planner shall act as the Administrator for any proposal in the Vineyard ~~Town Center~~Downtown. The provisions of this code shall be administered and enforced by the ~~Town~~City Planner unless otherwise specifically stated. The ~~Town~~City Planner shall have the ability to modify the requirements of this ordinance by 10%, if

good cause is clearly demonstrated. For the purposes of this code, the term ~~Town~~City Planner shall be inclusive of ~~his or her~~their designees.

4. **Development Application.** Applications (form, fees, and plan sets) shall be filed with the ~~town~~city.
 - (1) Application Form. Application forms are available from the ~~Town~~City.
 - (2) Fees. Fee amounts are available from the ~~Town~~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. All plans shall be reviewed by the ~~Town~~City Planner for completeness. Incomplete applications shall be returned to the applicant for re-submission.
 - (4) Filing Deadline. Filing deadlines are established by the ~~Town~~City and available at ~~Town~~City Hall.
 - (5) Withdrawal of Application. Applicant may withdraw the 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 re-application.
 - (6) Records on File. Applications and the resulting recommendations and rulings shall be kept on file by the ~~Town~~City Planner and shall be considered public record.
 - (7) Notice requirements for adjacent property owners is not required, due to all uses are permitted uses.

5. **Process**

- (1) Any development within a district shall be administered in accordance with the procedures defined in existing ~~Town~~City ordinances.

The application shall follow the following process:

- (a) Pre-Application Meeting
 - (b) Application submittal. Only complete applications shall be accepted
 - (c) Staff review and coordination
 - (d) Permitted Use Review by the ~~Town~~City Planner and staff
 - (e) Staff processing of the Planning Commission approval includes letter of conditions (if any), site plan approval, architectural approval, and engineering plans approval. Building permits are a separate process as per the Building Code.
 - (f) Subdivisions or condominium plats are processed by the ~~Town~~City Council subject to staff and Planning Commission review and recommendations.
 - (g) Development agreements shall be reviewed by the Planning Commission. The Planning Commission shall provide a recommendation to the ~~Town~~CityCouncil and the ~~Town~~City Council shall approve, deny, or approve with modifications.
 - (2) Exempt Activities. The following activities are exempt from the requirements of this chapter, Administration.
 - (a) Ordinary repairs for the purpose of regular building, signage, lighting, or site maintenance.
 - (b) Construction within the interior of the structure that is not visible from the exterior of the building.
 - (c) Emergency repairs ordered by any ~~towne~~City official in order to protect health and safety.
6. **Definitions.** If a definition cannot be found in this chapter, the definitions found in the existing ~~Town~~City Code apply or as commonly understood.

7. **Conflicts.** Where conflict between this chapter and the standards in the ~~Town~~City Code exist, this chapter takes precedence.

3.20.020 Regulations

1. **Amending the Code.** Amendments of the adopted code shall be approved using the procedure for an ordinance amendment.
2. **Minor Modifications to an Approved Site Plan.** The ~~Town~~City Planner may approve minor modifications to an approved site plan. Modifications may be evaluated through a letter of application and the provision of the reasoning behind the request. Such requests may be made for:
 - (1) Minor modifications to proposed landscaping plans.
 - (a) Landscaping not exceeding 10% of the landscaping as required on the site plan. In no case can the minimum buffer adjacent to existing single-family zones be modified.
 - (2) Minor modifications to buildings, including setbacks, heights, and materials.
 - (a) Building or sign locations that do not move more than 10’.
 - (b) Building materials that reflect the intent of the original material.
 - (c) Up to 10% of the approved heights
 - (3) Minor modifications to parking requirements, pursuant to the development of an alternative parking plan.
 - (a) Parking arrangements and numbers that generally reflect the original approval.
 - (4) Changes in lot sizes, land uses, building forms, lot line adjustments, or district designations shall be subject to a zoning map or ordinance amendment.
8. **Development Agreement.** The ~~Town~~City Council may, by development agreement, supersede any of the requirements found in the Vineyard ~~Town Center~~Downtown Code.
9. **Other Town Ordinances Applicable.** The provisions of this Chapter shall supersede other provisions of the ~~Town~~City Code, unless this Chapter is silent on the particular issue. Such conflicts shall be resolved through the ~~Town~~City Planner.
10. **Subdivision Approvals and Development Standards in This District**
 - (1) Commercial subdivisions shall be approved using the subdivision plat approval process established in the ~~town~~City Code.
 - (2) Residential subdivisions shall conform to the general requirements established in the ~~town~~City Code. Residential subdivisions shall be approved using the subdivision plat approval process established in this title.

Section II. All ordinances or resolutions or parts thereof, which are in conflict herewith, are hereby repealed.

Section III. Should any part or provision of this Ordinance be declared by the courts to be unconstitutional or invalid, such decision shall not affect the validity of the Ordinances a whole or any part thereof other than the part so declared to be unconstitutional or invalid.

Section IV. This Ordinance shall be in full force and effect from April 1, 2020 and after the required approval and publication according to law.

Dated and Passes this 1st day of April, 2020.

Julie Fullmer, Mayor

Attest:

Pamela Spencer, City Recorder