CHAPTER 17.171 MURRAY CITY CENTER FORM BASED CODE FBC

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17.171.010 PLACE TYPE

1. INTRODUCTION

Murray City is centrally located in the Salt Lake valley. It is well-connected to public transit with three light rail (TRAX) stations and one commuter rail (FrontRunner) station. Interstate 15, Interstate 215, and State Street all connect through the city, giving residents convenient access to the region's transportation and street networks.

Notable features within the city include the Jordan River, Big and Little Cottonwood Creeks, Wheeler Historic Farm, and Murray Park. The Intermountain Medical Center (IMC) campus is the largest employer in the city and provides medical services to residents from all over Utah and the surrounding states. State Street is the city's largest commercial corridor and includes the Fashion Place Mall, IMC, The Orthopedic Specialty Hospital, and many other regionally significant businesses.

Murray's City Center is located near the geographic center of the city, and is well connected to State Street and the UTA transit network. With IMC directly to the south of the City Center, and a significant amount of redevelopable land, the City Center has great potential for change over the next few decades.

Figure 1.1 - Murray City Center form based code area

2. PLANNING FRAMEWORK

Murray's existing planning documents contain many goals and initiatives for the City Center area. This form based code is intended to support the goals and achieve the vision for the City Center that the community has developed in these documents:

1. Downtown Strategic Plan (2024)
2. Murray City center design guidelines (2022)
3. General Plan (2017/2022)

3. ECONOMIC SUSTAINABILITY

Many of these existing planning goals can be supported by an increase in economic sustainability. This FBC is designed to produce a built environment that improves long term economic sustainability by requiring building forms and spatial relationships that can meet the needs of a wide variety of uses and users both now and in the future.

Single use buildings may not be economically sustainable in the long term. Use changes in a building, or broader economic changes, can require a single use building to sit vacant because it cannot accommodate other uses or to be demolished and either rebuilt to meet the spatial needs of another use, or sit as a vacant lot. These situations degrade the experience, quality, and economic value of a neighborhood.

Buildings and spaces that are designed for a wide variety of uses are more economically sustainable in the long term. These buildings and places remain a stable part of the neighborhood as uses and users change over time. This continuity enhances neighborhood identity, a sense of place, landmark recognition, intergenerational experiences, and it reduces the frequency of the physical and economic disruptions caused by construction. This FBC is designed to require high quality buildings that are meant to last through future changes.

4. CITY CENTER PLACE TYPE

The Wasatch Front Regional Council (WFRC) describes a hierarchy of 9 place types in their FBC template and supporting documents. Within that hierarchy, Murray's city center district is identified as an "urban center" place type but for the purposes of the Murray City Center and this FBC we will refer to it as a "city center" place type. This puts Murray's city center district in context with the many other centers along the Wasatch Front region.

A. DESCRIPTION AND INTENT

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

Figure 1.2 - View toward State Street from within the Murray City Center area, 2024

For Murray's City Center, alignment with goals and vision from the community is a key piece of the form based code. This area could develop as a more significant job center for the city and region, bringing in more housing and office space, multi-story development, and community open space such as plazas and parks.

1. FORM AND USES

This place type typically includes two or more intersecting major street mixed use corridors with ground floor commercial uses and office or residential uses in upper stories. Stoop buildings typically surround these corridors, housing multiple family units or offices, graduating down to edge subdistricts, including row type housing or live work units. Some yard building single family units may also be included.

2. TRANSIT

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

3. PUBLIC SPACE

City center place types can support higher quality public spaces due to the intensity of use and incorporation of dense development in a limited area. With the development of a city center for Murray, public space can provide residents and visitors to the area a unique experience to Murray that will further support business viability and desirability for living and working in the City Center. Additionally, connections to natural features such as Little Cottonwood Creek can support quality of life for the City Center.

Figure 1.3 - A 'city center' place type mixes different uses and various types of buildings and can integrate new development with historical structures to support existing development patterns.

17.171.020 FORM DISTRICTS

1. INTRODUCTION

A form district is a defined area to which the same set of requirements are applied in the Form Based Code (FBC). Multiple form districts provide a hierarchy of forms and uses that work together to make a diverse and cohesive City Center. This FBC describes five form districts. The form district configuration for the Murray City Center is customized to its unique characteristics and goals of the community.

A. MURRAY CITY CENTER FORM DISTRICTS

The adjacent map shows the boundaries and configuration of five form districts.

1. Civic Center (CC)
2. Boulevard (BD)
3. Neighborhood Corridor (NC)
4. Residential Transition (RT)
5. Transit Neighborhood (TN)

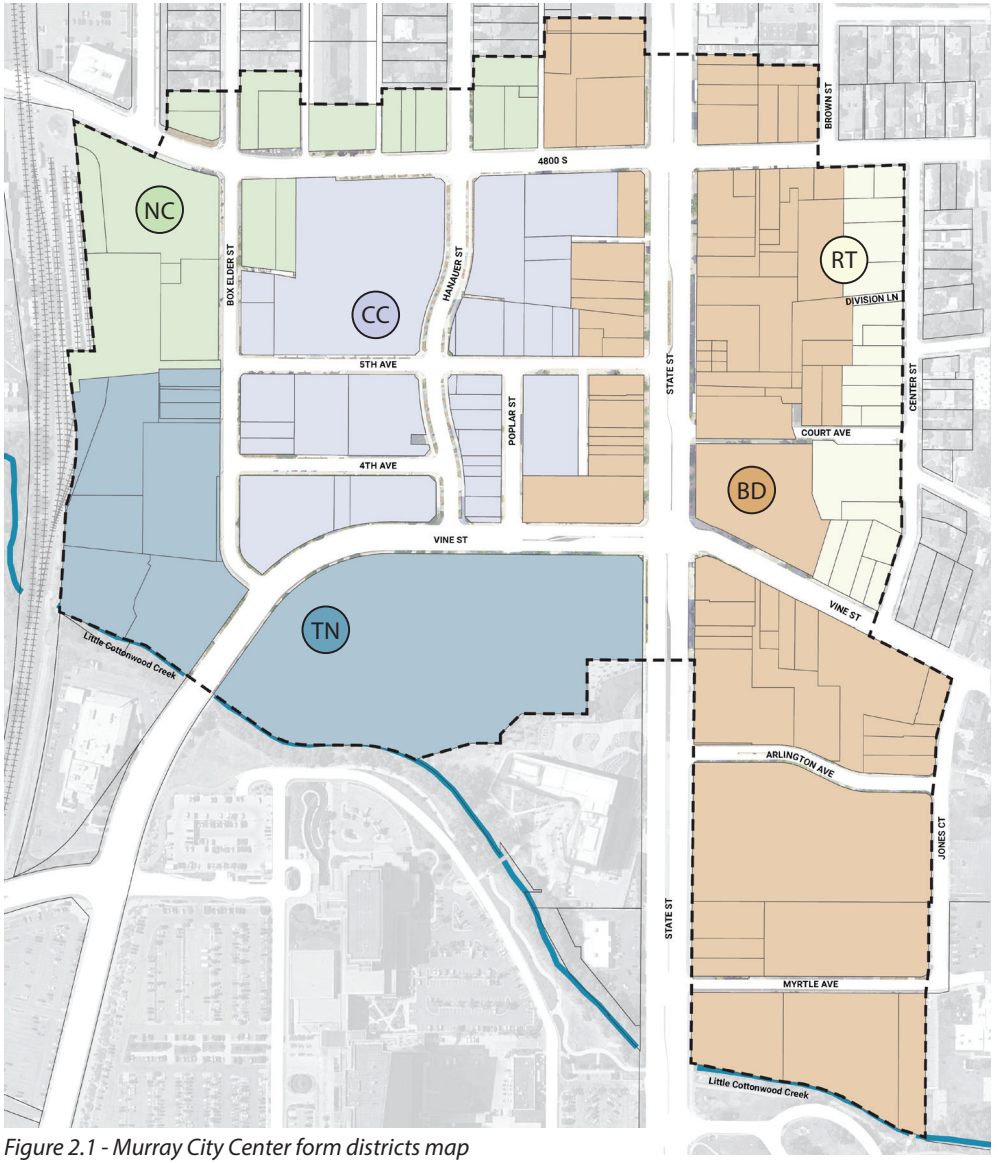

Figure 2.1 - Murray City Center form districts map

2. CIVIC CENTER FORM DISTRICT (CC)

This form district is applied to the geographic and civic heart of the City Center area. The smaller blocks and irregular grid promote a walkable district. Uses are heavily mixed. Civic, gathering, and entertainment spaces are conveniently located for workers, residents, and visitors.

Characteristics:

1. Community gathering spaces
2. Civic uses
3. Restaurant, Recreation

Minimum Height: 3 stories

Maximum Height: 6 stories

Uses: Open space, civic, restaurant, retail, entertainment, hospitality, office, housing, structured parking

Figure 2.2 - Civic Center form district map

3. BOULEVARD FORM DISTRICT (BD)

This form district addresses the conditions and goals along the State Street corridor. It is designed to continue, or fill in, the street wall with buildings that are of a scale and form that enhance the historic character of this portion of State Street. This form district recognizes that the spatial character of State Street is different than that of 4800 South or Vine Street.

Characteristics:

1. Historic State Street character
2. Vertical mixed use
3. Active streetscape

Minimum Height: 2 stories

Maximum Height: 3 stories (5 stories if top floor(s) are stepped back 30'-0" min. from front facade)

Uses: Retail, entertainment, restaurant, office, housing

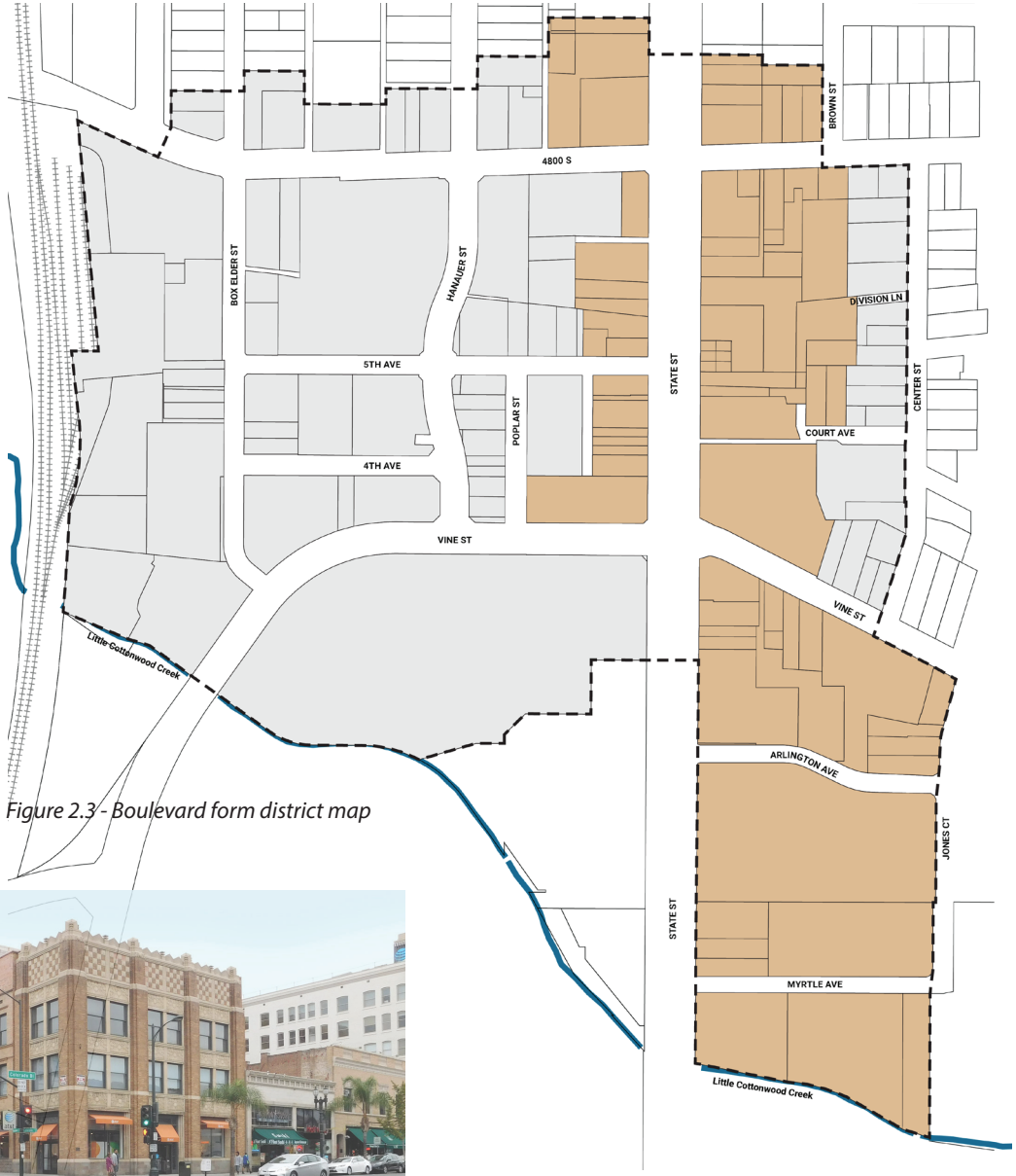

Figure 2.3 - Boulevard form district map

A. HISTORIC CHARACTER OF THE STATE STREET CORRIDOR

1. Additional design requirements for buildings fronting State Street are required by Murray City. The intent is to ensure that new buildings along State Street reflect the historic context of existing buildings along the corridor.
2. Materials: Building facades along State Street should primarily be faced with historically appropriate materials, finishes, and colors.
3. Windows & Doors: Buildings should use a historically typical window and door type, with windows recessed into the facade to create historically appropriate window ledge depth.
4. Additional requirements: Traditional elements provide horizontal and vertical modulation. For example:
   - **(a)** Pronounced entries,
   - **(b)** Architectural banding,
   - **(c)** Primary verticals (windows),
   - **(d)** Strong roof termination (cornice)
5. Architectural details: Additional details appropriate to historic architecture are encouraged including awnings, light fixtures, blade signage, public art, etc.

Figure 2.4 - Historically context sensitive new development, illustrating appropriate materials, window inset, strong roof termination, and pronounced entries.

Figure 2.5 - Historically context sensitive new development, illustrating appropriate materials, window patterns, ground floor awnings and strong roof termination.

4. NEIGHBORHOOD CORRIDOR FORM DISTRICT (NC)

The Neighborhood Corridor form district is similar to the Boulevard Form District along State Street but the requirements are calibrated for the smaller scale of development along 4800 South. It acts as a transition between the more intensely developed Civic Center Form District and the adjacent neighborhood, while still being appropriate along one of Murray's important streets.

Characteristics:

1. Neighborhood supportive businesses
2. Residential focus
3. Horizontal mixed use

Minimum Height: 2 stories

Maximum Height: 3 stories

Uses: Office, retail, restaurant, housing

Figure 2.6 - Neighborhood Corridor form district map

5. TRANSIT NEIGHBORHOOD FORM DISTRICT (TN)

The two halves of the Transit Neighborhood (TN) form district are unique in that they are the largest areas not bisected by any roads and they both have a "back" edge facing away from the City Center area. The existing uses along these "back" edges, railway and industrial to the west and the IMC campus to the south, do not suggest a step down in building height or use intensity.

This form district will have a high concentration of development, including high quality office space and housing, and will help activate the City Center with a large daytime population of office workers and a large nighttime population of residents. Adjacency to the IMC campus could attract more office development to this area, and proximity to the Front Runner and TRAX stations could support a high concentration of housing.

Characteristics:

1. Office concentration
2. Residential concentration
3. Vertical mixed-use

Minimum Height: 4 stories

Maximum Height: 8 stories

Uses: Office, housing, retail, restaurant, hospitality, entertainment, structured parking

Figure 2.7 - Transit Neighborhood form district map

6. RESIDENTIAL TRANSITION FORM DISTRICT (RT)

This form district provides a transition between the existing single family neighborhood to the east and the State Street scale developments to the west. It is primarily residential with a variety of housing types.

Characteristics:

1. Step down in density from State Street corridor
2. Residential focus
3. Horizontal mixed densities

Minimum Height: 2 stories

Maximum Height: 3 stories

Uses: Housing, office

Figure 2.8 - Residential Transition form district map

17.171.030 USE

1. GENERAL REQUIREMENTS

A. GENERAL PROVISIONS

This Form Based Code (FBC) does not use the Murray City Standard Land Use Code.

The following provisions apply to the uses outlined in this chapter:

1. Permitted Mixed-Uses. Individual buildings may contain more than one use. Use can vary between ground and upper floors of a building.
2. Form District Permissions. Within each form district, each use is either permitted by right (with some uses limited to upper floors only) or is not permitted.
3. Building Type Permissions. Each use shall be located within a permitted building type on a permitted floor. See Chapter 5.0

B. ORGANIZATION

Uses are grouped into seven general categories and several subcategories.

If a proposed use is not listed in the use tables, the following shall apply:

1. Unlisted Similar Use. If a use is not listed but is similar in nature and impact to a use permitted within a form district, the city may, through written determination, interpret the use as permitted.
   - **(a)** The city may require traffic studies, impact studies, or other such inquiries as part of the unlisted similar use determination process.
   - **(b)** The unlisted use will be subject to any development standards applicable to the similar permitted use.
2. Unlisted Dissimilar Use. If a use is not listed and cannot be interpreted as similar in nature and impact to a permitted use within a form district, the use is not permitted and may only be approved through an amendment of this code.

C. USE TABLE

Table 3.1 outlines the uses in each form district as permitted by one of the following three designations:

1. Permitted. These uses are permitted by right and indicated with a "P" in the table.
2. Permitted in Upper Stories Only. These uses are permitted by right, but only in upper stories of a building, i.e. not in the ground floor. They are indicated with a "U" in the table.
3. Not Permitted. These uses are not permitted and are indicated by an "N" in the table.

Figure 3.1 - Lodging use example

Retail and service uses are further divided into "General" and "Neighborhood" categories based on the use's spatial scale and its typical service area size. These provide longer lists with much more specific use types. See Tables 3.2-3.5

Table 3.1 - Murray City Center: Use by Form District					
USE CATEGORY	FORM DISTRICT				
	CC	BD	NC	TN	RT
RESIDENTIAL & LODGING					
1. Residential	P	U	P	P	P
2. Hospitality	P	P	N	P	N
3. Residential Care	P	N	N	U	P
CIVIC & INSTITUTIONAL					
4. Assembly (Public & Private)	P	P	N	P	N
5. Transit Station	P	P	P	P	P
6. Library/Museum/Post Office	P	N	N	N	N
7. Public Safety	P	N	P	N	N
8. Education/Training	P	P	P	P	N
RETAIL					
9. General Retail - Table 3.5	P	P	P	P	N
10. Neighborhood Retail - Table 3.4	P	P	P	P	P
11. Drive Through	N	N	N	N	N
12. Medical Cannabis* or Specialty Tobacco**	N	P	P	N	N
13. Itinerant Merchants	P	P	P	P	N

P = Permitted | U = Permitted in Upper Stories Only | N = Not Permitted

*Pursuant to Utah Code 4-41a **Pursuant to Utah Code 10-8-1-41.6

Table 3.1 (continued) - Murray City Center: Use by Form District					
USE CATEGORY	FORM DISTRICT				
	CC	BD	NC	TN	RT
SERVICE					
14. General Service - Table 3.3	P	P	P	P	N
15. Neighborhood Service - Table 3.2	P	P	P	P	P
OFFICE & CRAFTSMAN					
16. Office/Professional	P	U	P	P	P
17. Craftsman/Art Gallery	P	P	P	P	P
ACCESSORY USES					
18. Home Occupation	P	P	P	P	P
19. Attached Parking Structure	P	P	P	P	N
20. Storage Building/Carport	P	N	P	N	P
SITE USES					
21. Utility/Infrastructure	P	P	P	P	P
22. Parking Lot	P	P	P	P	N
23. Detached Parking Structure	P	P	P	P	N
24. Open Space	P	P	P	P	P

P = Permitted | U = Permitted in Upper Stories Only | N = Not Permitted

Form District Abbreviations

CC = City Center

BD = Boulevard

NC = Neighborhood Corridor

RT = Residential Transition

TN = Transit Neighborhood

Table 3.2 - Neighborhood Service Uses	
1. Arcade	2. Bank or other Financial Service
3. Barber Shop, Beauty Salon, & Spa	4. Billiard Hall
5. Catering	6. Artist/Musician Studio
7. Day Care, Adult or Child	8. Dry Cleaning & Laundry
9. Emergency Care Clinic	10. Fitness, Dance Studio, & Gym
11. Framing	12. Home Furniture & Equipment
13. Repair	14. Locksmith
15. Mailing Services	16. Microbrewery
17. Pet Grooming	18. Photocopying & Printing
19. Photography Studio & Supplies (on-site processing permitted)	20. Restaurants (refer to state law for alcoholic beverage requests)
21. Shoe Repair	22. Tailor & Seamstress
23. Tanning Salon	24. Tattoo/Piercing Parlor
25. Training Center	26. Travel Agency & Tour Operator
27. Veterinarian	

Table 3.3 - General Service Uses	
1. All Neighborhood Service Uses	2. Animal Boarding (interior only)
3. Aquatic Facilities	4. Batting Cages
5. Bowling Alley	6. Concert Hall
7. Exterminating & Disinfecting Service	8. Funeral Home
9. Miniature Golf Course	10. Recreation, Commercial Indoor
11. Repair of Small Goods & Electronics	12. Shooting & Archery Ranges (indoor only)
13. Skating Rink	14. Movie Theater
15. Performance Theater	16. Medical Clinic
17. Dental Clinic	

Table 3.4 - Neighborhood Retail Uses	
1. Alcohol & Liquor Sales	2. Antique Shop
3. Apparel & Accessory Store	4. Art & Education Supplies
5. Bakery, Retail	6. Bicycle Sales & Repair
7. Book, Magazine, & Newspaper Store	8. Building Materials, Hardware, and Garden Supply
9. Camera & Photo Supply Store	10. China & Glassware Shop
11. Convenience Store	12. Drug Store/Pharmacy
13. Fabric & Craft Store	14. Florist
15. Gift, Novelty, & Souvenir Shop	16. Grocery Store
17. Hardware Store	18. Hobby Shop
19. Jewelry Sales & Repair	20. Luggage & Leather Goods
21. Music Store	22. Musical Instrument Repair & Sales
23. Office Supply	24. Optical Goods
25. Paint & Wallpaper	26. Party Supply Shop
27. Pawn Shop	28. Pets/Pet Supplies
29. Smoke Shop	30. Specialty Food Market (Butcher, Candy, Fish Market, Produce, etc.)
31. Sporting Goods Sales & Rental	32. Stationary & Paper Store
33. Toy Shop	34. Video/Game Sales & Rental
35. Wine & Liquor Shop	

Table 3.5 - General Retail Uses	
1. All Neighborhood Retail Uses	2. Motorcycle & Motor Scooter Sales
3. Home Furnishings & Accessories Sales & Rentals	4. Heating, Air Conditioning & Plumbing Supplies, Sales, & Service
5. Automobile Parts Sales	6. Cabinet Supply (display only)
7. Computer Software Sales & Leasing	8. Machine Sales and Rental
9. Department Store	10. Agriculture Equipment & Supply
11. Gun Shop	12. Electrical Supplies
13. Appliance & Electronic Sales & Service	14. Merchandise Vending Machine Operators
15. Medical Supply Store & Rental	16. Medical Supply Store & Sales

Figure 3.2 - Retail use example

Figure 3.3 - Housing use example

2. SPECIFIC USE RESTRICTIONS

A. ITINERANT MERCHANTS

1. GENERAL REQUIREMENTS

Itinerant uses shall not be permitted unless the following general and applicable specific criteria are demonstrated as part of the business license application:

1. Location on Private Property. The business and any activity associated therewith must be located on private property and only as a secondary use to another primary commercial use. The business shall not be located on public property (including public sidewalks, public streets, public parking areas or other public places as defined by the city) or on vacant or residentially used property, regardless of the form district.
2. Impervious Surface. The business must be located on a hard surface with no portion of the business located in a landscaped or unimproved area.
3. Setbacks. The business must be located a minimum of 5'-0" from combustible walls, roof eave lines, awnings, etc.; 10'-0" from any building openings (i.e., doors, windows, vents, etc.); and 5'-0" from any fire hydrant, driveway, ADA accessible parking space and loading area. Space for queueing shall be provided on private property,
4. Lease. There must be a valid lease or written permission from the private property owner expressly allowing the use of property for the business that is the subject of this section. The merchant shall demonstrate the ability to utilize an existing rest room facility on or nearby the property.
5. Traffic Safety. The business location shall not impede auto and/or pedestrian traffic or create auto/pedestrian conflicts. Private sidewalk clear widths shall not be reduced below 5'-0" and the itinerant business shall not interfere with the internal parking lot circulation.
6. Power. All electrical wiring must be in compliance with the National Electrical Code and approved by the Murray City Building Department. Generators and extension cords are permitted.
7. Temporary Only. All aspects of the business shall be temporary in nature with no permanent facilities constructed on sit e, with the exception of the required permanent power source.
8. Maintenance. The area around the business shall be kept clean and orderly. A trash receptacle shall be provided for patrons. The merchant is responsible to clean up all trash, litter, spills, etc., within a minimum 20'-0" radius of the business.
9. Business Conduct. The business may not solicit or conduct business with persons in motor vehicles or use any flashing lights, noise, sound or other motion-producing devices to attract attention to its operation.
10. Regulatory Compliance. All applicable local and state regulations (i.e., food permit, tax numbers, registration, etc.) shall be met.
11. Business License. All requirements of Murray City Municipal Code shall be met.

Figure 3.4 - Public library civic use example

12. Site Plan. A site plan, drawn to scale, showing the exact location of the itinerant merchant (including all components of the business) with setbacks to buildings, sidewalks, roadways, driveways, parking, fire hydrants, and other important features shall be provided. A photograph or illustration showing components of the business, including cart and awning dimensions, trash receptacles, coolers, signage, electrical plans, etc., shall be provided, as well as other information required to show compliance with the applicable requirements contained herein.

2. SPECIFIC REQUIREMENTS

1. Food Trucks. For food truck requirements, see Murray City Code of Ordinances Chapter 17.44 Seasonal Uses

2. Vending Carts. Each business license application for a vending cart must comply with the following:

(a) There shall be a minimum separation of 100'-0" between all vending cart locations. This separation shall be measured as a radius in all directions, with the vending cart location being the center point.

(b) The vending cart must be located no closer than 30'-0" from a single family residential zone.

(c) Any vending cart selling food items shall not be located within 100'-0" of the primary public entrance of an existing restaurant use. The exception to this is an existing restaurant is allowed to operate a vending cart within this area, provided all other provisions of this section are satisfied.

B. MEDICAL CANNABIS

Medical Cannabis Pharmacies are a permitted use in the BD and NC form districts with the following conditions:

1. Medical Cannabis Pharmacies must comply with Utah Code 4-41a: Cannabis Production Establishments and Pharmacies.

2. Where allowed by State law, signage is subject to the applicable form district signage requirements.

C. RETAIL TOBACCO SPECIALTY BUSINESSES

Retail tobacco specialty related uses are permitted in all form districts with the following conditions:

1. Retail tobacco specialty businesses must comply with Utah Code 10-8-1-41.6 Regulation of Retail Tobacco Specialty Business.

2. Where allowed by State law, signage is subject to the applicable form district signage requirements.

D. OUTDOOR DINING

Outdoor dining uses shall comply with the following:

1. The dining area shall be located on private property or leased public property and shall not diminish parking or landscaping.

2. Outdoor dining areas must be approved by the Utah Department of Alcoholic Beverage Services (DABS) in order to serve alcohol.

3. The dining area shall not impede pedestrian circulation.

4. The dining area shall not impede emergency access or circulation.

5. The outdoor furnishings shall be compatible with the streetscape and associated building.

6. No music or noise shall be in excess of the city noise ordinance, Title 8.01.070.

7. No use after 10:30 p.m. and before 7:00 a.m.
8. In the Residential Transition (RT) form district, no part of the outdoor dining area shall be located within 100'-0" of any existing residential use (measured from the edge of the outdoor dining area to the closest property line of the residential use), unless the residential use is part of a mixed use building or the outdoor dining area is separated from the residential use by a commercial building.
9. Cooking facilities shall be located within the primary building. No cooking facilities, including grills, shall be permitted in the outdoor dining area.
10. The outdoor dining area shall be kept in a clean condition and free of litter and food items which constitute a nuisance to public health, safety and welfare.

E. PAWN SHOPS

Display areas are limited to those shown on the approved site plan and may not exceed a combined 100 sq. ft. in size.

F. TELECOMMUNICATION FACILITIES

Telecommunication facility uses shall comply with Murray Municipal code.

G. HOME OCCUPATION

Home occupation uses shall comply with Murray City Municipal Code and Qualifying Rules And Regulations.

H. PROHIBITED USES

The following uses are prohibited throughout all form districts:

1. Sexually Oriented Businesses
2. Automobile Sales and Automobile Service Uses
3. Medical Cannabis Production Establishment
4. Outdoor Storage/Storage Facilities
5. Check Cashing Businesses
6. Drive Through Facilities

17.171.040 STREET TYPES

1. GENERAL REQUIREMENTS

A. INTENT

The standards outlined in this chapter are intended to:

1. Create complete streets that address all modes of travel, including pedestrian traffic, bicycle traffic, transit, and vehicular traffic.
2. Address all features of the street right-of-way, including sidewalks, parkways, traffic lanes, bicycle lanes, and medians.
3. Provide adequate access to all lots for vehicles and pedestrians.
4. Create streets that are appropriate for their context in each of the form districts and are designed to encourage travel at appropriate volumes and speeds.
5. Create streets and public rights-of-way that aid in the safe and efficient management of stormwater runoff.

B. APPLICABILITY

This chapter defines pedestrian realm requirements but does not regulate the vehicular realm. Cross-sections for any vehicular realm changes are determined by the Public Works Department and subject to Murray Fire Department approval.

C. GENERAL REQUIREMENTS

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

1. All new vehicular rights-of-way shall match one of the street types as described in Chapter 4.4 Street Types, whether publicly dedicated or privately held.

D. STREET CONSTRUCTION SPECIFICATIONS

1. All construction in the right-of-way shall follow specifications defined by the City and by UDOT for State Street.
2. The street standards within this chapter are intended to be minimum requirements. The City may use alternative designs when reconstructing streets provided the general intent of street construction specifications of the neighborhood is maintained.

2. GENERAL STREET TYPE STANDARDS

A. STREET TYPES

Street types defined in this chapter describe the acceptable street configurations for the Form Based Code (FBC) districts.

The street type map for the City Center FBC area is shown in Figure 4.1

1. Street type configurations are to be implemented when reconstructing existing streets or building new streets.
   - **(a)** The city may require changes to the right-of-way, pavement width, or additional street elements depending on unique site characteristics.
   - **(b)** The city may permit modifications to street widths and required improvements. Any modifications shall be approved by the relevant city departments and personnel.
2. The hierarchy of street types, from the most major to the most minor street type is:
   - **(a)** State Street
   - **(b)** Avenue
   - **(c)** Connector Street

(d) Neighborhood Street

(e) Pedestrian Street

(f) Lane

B. GRAPHICS

The graphics in this chapter are illustrative examples. Exact street sections are subject to city review and approval. When applying the described standards to actual streets other configurations are possible.

C. TYPICAL STREET ELEMENTS

Typical elements of a right-of-way are divided into vehicular and pedestrian realms. Generally, the vehicular realm will be designed and controlled by the city. The pedestrian realm will be designed and improved by property owners, in coordination with the city.

1. The vehicular realm is the space between the curbs on both sides of a street. It may include features like travel lanes, parking lanes, turn lanes, transit stopping areas, bike lanes, and medians, per the city's transportation master plan.
2. The pedestrian realm is the space between the back of a street curb and the property line of the adjacent parcel. It is typically subdivided into two spaces, the park strip and the sidewalk. Some street sections may only have enough space for a sidewalk.

   (a) The sidewalk is the paved area along the edge of the right-of-way. Sidewalks are designed for

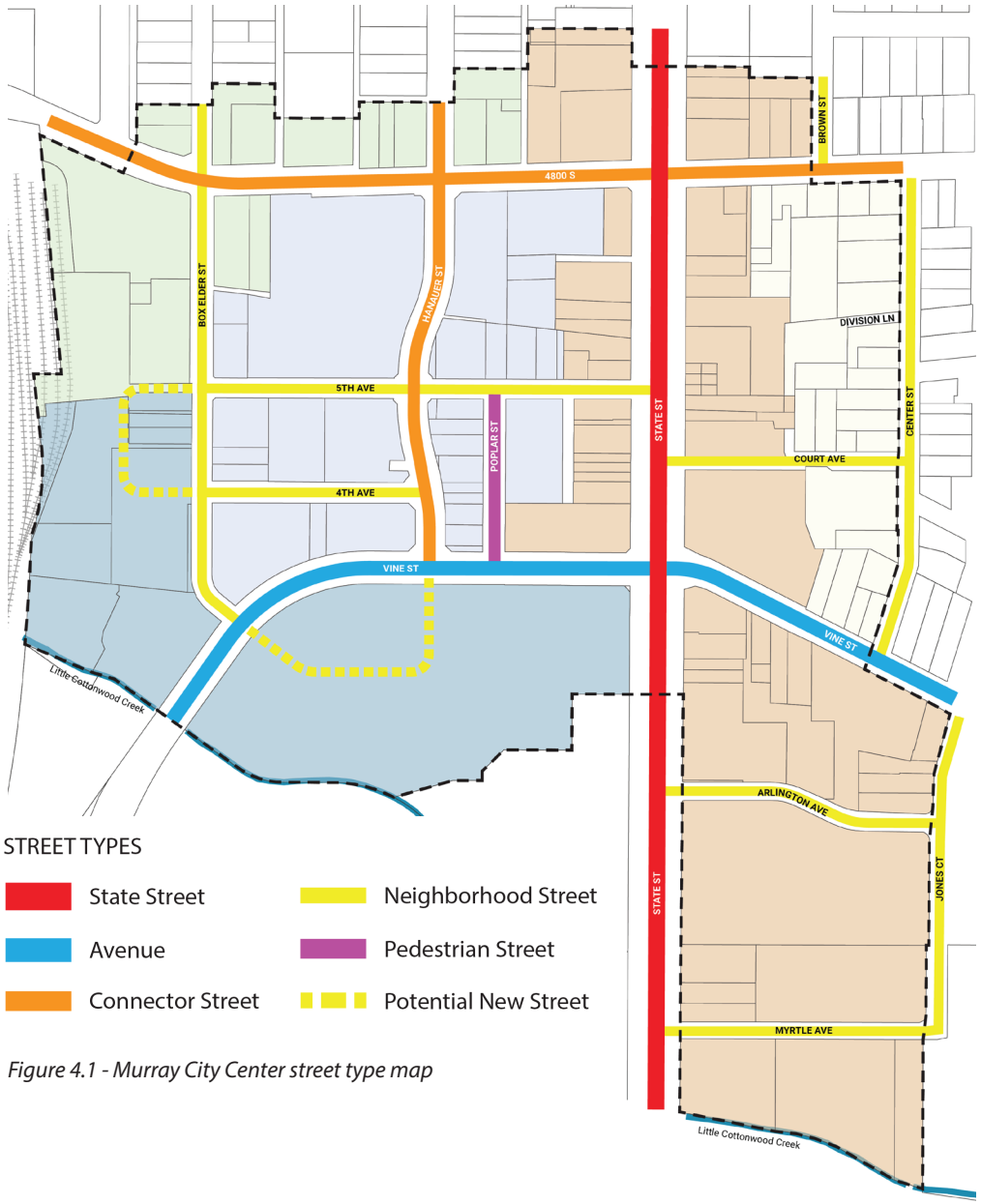

Figure 4.1 - Murray City Center street type map

Figure 4.2 - Street type rendering example

the movement of pedestrian traffic along the street and pedestrian access to buildings.

(b) The park strip is the space between the sidewalk and the curb. It acts as a buffer area between the sidewalk and street. Park strips can be used in two different ways, described as two use zones, the landscape zone and furnishings zone. These two use zones are intermixed along the length of each street based on the street type requirements.

(i) The landscape zone is where the park strip is unpaved and landscaped with ornamental plants, mulch, and/or street trees. It may also include swales, lighting, public art, and signage.

(ii) The furnishings zone is a paved portion of the pedestrian realm. It is designed for the pedestrian uses that would block the movement of pedestrian traffic in the sidewalk, such as sitting and gathering. Furnishings zones may include street trees in grates, street furniture, lighting, signage, bicycle parking, bollards, public art, and transit stops.

D. VEHICULAR TRAVEL LANES

The number and width of vehicular travel lanes, parking lanes, and bike lanes are described here by street type, but are ultimately determined by the city's Public Works Department.

E. BICYCLE LANES

Bicycle lanes and paths shall be constructed in accordance with existing plans, such as the city's Parks, Trails, and Open Space Master Plan, the Midvalley Active Transportation Plan, Wasatch Front Regional Council Beehive Bikeways Plan, and be coordinated with the city's public works plans and requirements.

F. TRANSPORTATION FACILITIES

Transportation facilities include those for public transit and delivery trucks.

1. Public transit facilities should be included at each transit stop according to the following criteria:

(a) Public transit facilities are located in the furnishings zone of the park strip and may include loading areas, landings, ramps, transit shelters, benches, lighting, pedestrian clear zones, and all other reasonable accommodations.

(b) All public transit facilities shall be coordinated with the Utah Transit Authority.

2. Truck loading spaces (TLS) provide on-street short term loading spaces for delivery trucks to prevent them from parking in travel lanes and pedestrian areas.

(a) Each TLS must be located in and fit within the width of an on-street parking lane. Street types without on-street parking lanes may not have any TLSs.

(b) TLS pavement markings should clearly define the size of the TLS and be adequate to accommodate the length of a typical delivery vehicle. This may require a longer space than the standard on-street parking space.

(c) Each TLS shall include signage that:

(i) Clearly posts the maximum time that a delivery vehicle may occupy the space and the times of day and days of the week when the TLS is reserved for delivery vehicle loading activities.

(ii) Indicate that regular on-street parking is allowed during non-loading times.

(iii) The idling vehicle regulations in the Murray Municipal Code shall apply to vehicles using a TLS.

(d) The quantity and location of each TLS shall be determined by the Architectural Review

Committee (ARC) and based on the demand for loading space adjacent to existing buildings and uses. The specific location of each TLS shall be indicated on the street and/or streetscape plans for each street.

G. ON-STREET PARKING

On-street parking requirements and permissions are determined by street type. See street type descriptions

H. STREETSCAPE LANDSCAPING

1. Streetscape designs shall be prepared for each street as part of a new or reconstructed street.
   - **(a)** Streetscape plans shall meet the requirements in the pedestrian realm section of the applicable street type requirements table.
     - **(i)** The streetscape plan shall define the size and spacing of the landscape and furnishings zones.
     - **(ii)** Planting plans shall be included for all landscape zones and planted medians.
2. Street trees are required along all street fronts.
   - **(a)** Street trees shall be located in the park strip or bulb-out.
     - **(i)** In furnishings zones, trees shall be located in tree wells, covered by tree grates, and planted in either structural soil or soil cells.
     - **(ii)** In landscape zones, trees shall be planted with the ground plane vegetation.

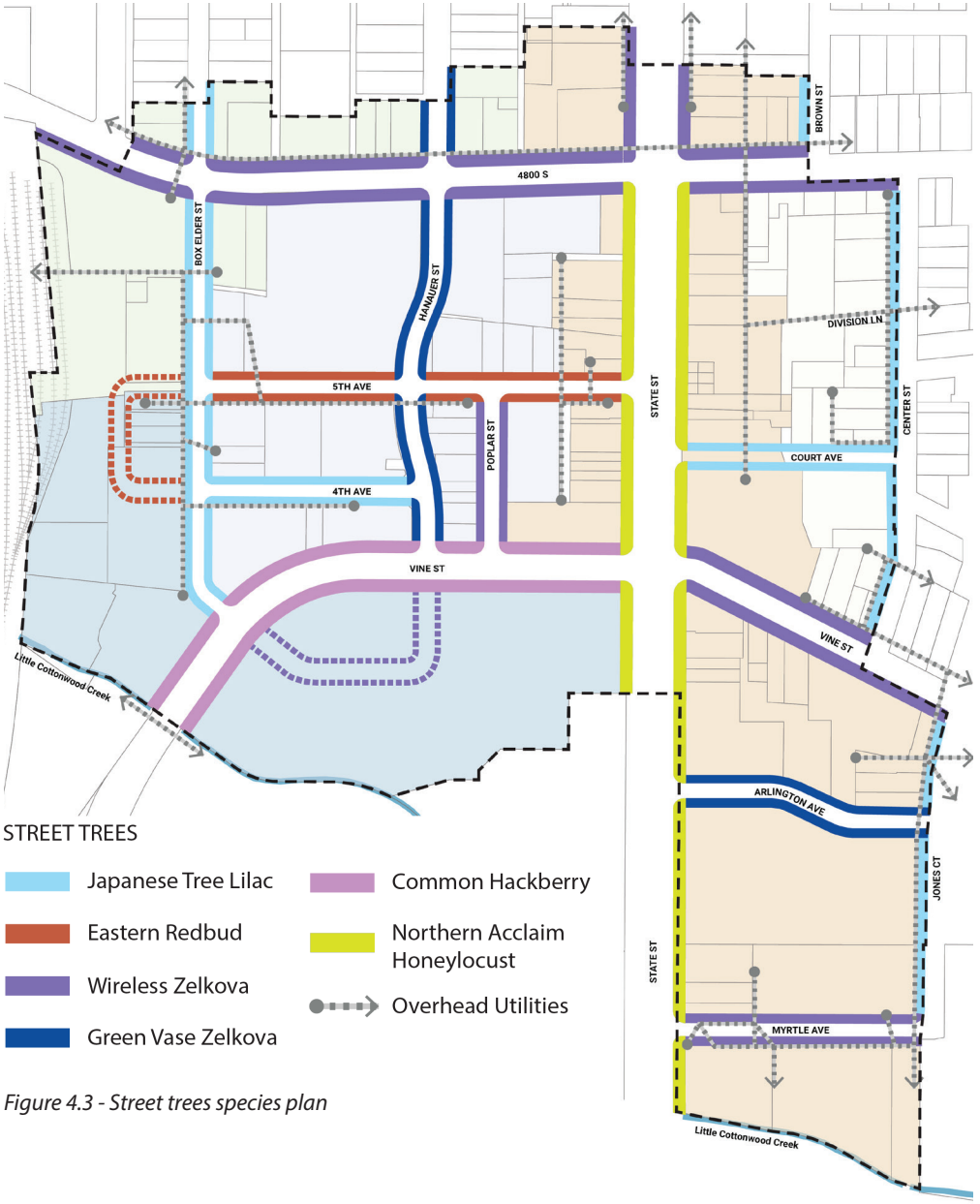

Figure 4.3 - Street trees species plan

Table 4.1 - Street Tree Species	
COMMON NAME	BOTANICAL NAME
Common Hackberry	Celtis occidentalis
Eastern Redbud	Cercis canadensis
Green Vase Zelkova	Zelkova serrata 'Green Vase'
Japanese Tree Lilac	Syringa reticulata
Northern Acclaim Honeylocust	Gleditsia triacanthos inermis 'Northern Acclaim'
Wireless Zelkova	Zelkova serrata 'Wireless'

Figure 4.4 - Using the same tree species on both sides of the street creates a stronger streetscape identity and experience

(iii) Where the park strip has a width of 4'-0" or less, street trees may be planted in the adjacent property along the ROW line.

(b) Street trees shall be regularly spaced at 25'-0" on center and, where possible, coordinated with the location of light poles and utility poles in order to maintain consistent street tree spacing. Street tree locations shall meet AASHTO sight triangle requirements.

(c) Along State Street, city planning staff may conditionally approve a modification to street tree location if the 25'-0" requirement impedes building facade visibility.

I. STORMWATER MANAGEMENT

Low Impact Development (LID) is encouraged. This includes incorporating stormwater management best practices. Park strip features that help with stormwater management include bioswales, slotted curbs in the landscape zones, and permeable pavement in the furnishings zones, and are very strongly encouraged. All stormwater management structures and LID practices shall be coordinated with and meet the City's Public Works Department standards and requirements.

J. FIRE ACCESS

Street configurations have been calculated to provide emergency vehicle access. Plans for the construction or reconstruction of streets shall be reviewed by the Fire Department.

3. GENERAL STREET LAYOUT REQUIREMENTS

A. GENERAL LAYOUT STANDARDS

The following standards apply to new streets or newly platted vehicular rights-of-way.

1. Streets shall be designed to respect natural features, such as slopes, by following rather than being interrupted by or dead-ending at the feature.

2. The street network shall form an interconnected pattern with multiple intersections.

3. The arrangement of new or reconstructed streets shall provide for the continuation of existing streets from adjoining areas into new subdivisions.

B. INTERSECTIONS

1. Marked crosswalks are required at all intersections and mid-block pedestrian crossings.

(a) Crosswalk dimensions and markings shall meet the requirements of the Manual on Uniform Traffic Control Devices (MUTCD)/ APWA standards, per approval of the Public Works department.

(b) Crosswalk markings shall be clearly located on the finished street surface and where required in parking and access areas. Crosswalks shall be marked with textured or colored pavement, thermoplastic applications, or another marking approved by the city.

(c) Crosswalks with creative markings are allowed as a form of public art, with approval from the city.

(d) Crosswalk length shall encourage pedestrian activity. The required bulb-outs decrease unprotected crosswalk lengths which increases pedestrian safety and comfort.

(e) Accessibility features such as ramps and warning panels, per the City's design standards, are required where all sidewalks terminate at a crosswalk or curb.

(f) Ramps shall be oriented perpendicular to traffic, requiring two ramps per corner at intersecting streets.

2. Bulb-Outs shall be constructed at all intersections and mid-block crossings unless prohibited by the city.

(a) The depth of the bulb-out shall match the depth of the adjacent on-street parking lane (if any).

(b) The radius of each bulb-out shall match the radius requirements per the city Public Works Department.

(c) Bulb-outs shall be planted with low-maintenance water efficient live plants, which may include trees, that have a low mature height to provide unobstructed safety sight lines without requiring constant pruning.

C. STREET LIGHTING

1. INTENT

1. To provide a safe and secure environment for motorists, bicyclists and pedestrians.

2. To reduce glare from street and pedestrian lights on adjoining residences.

3. To contribute to the quality of each streetscape by integrating street light spacing and street tree spacing.

4. To respond to and further neighborhood character through the selection of light poles, bases, and fixtures appropriate to the commercial, residential or civic nature of surrounding uses.

5. To select consistent light poles, fixtures, lamp types, finishes and colors for all pedestrian and street lights.

4. STREET TYPES

A. STATE STREET

1. INTENT

This special street type is based on the vision for State Street from Murray City General Plan. The configuration would be coordinated between the City and UDOT with the goals of achieving lower traffic speed, wider pedestrian realm, on-street parking, and street lights.

This street type also includes elements that were not part of the original historic State Street streetscape. Some of these elements are currently installed along portions of the street and include street trees, street furnishings, and ornamental plantings. These elements create a more pedestrian oriented street and help set State Street apart as a special street within the neighborhood and city.

2. GENERAL REQUIREMENTS

When State Street is newly constructed or reconstructed, in whole or in part, the pedestrian realm shall be built according to the standards in Table 4.2. Measurements shown in these standards may need to be adjusted to actual dimensions on the ground. The installation of new streetscape elements shall emulate, and provide continuity with, the streetscape elements already installed on State Street.

Table 4.2 - State Street Requirements

PEDESTRIAN REALM		
1. Sidewalk		7'-0" sidewalk on both sides of the street
Park Strip	2. Width	5'-0" park strip on both sides of the street
	3. Street Trees	Evenly spaced at 25'-0" on center
	4. Street Lights	Evenly spaced to achieve desired light coverage and per fixture manufacturer's guidelines; street light spacing should be coordinated with street tree locations wherever possible
	5. Landscape Zone	**Required:** raised curb planters, street trees located in planters, water efficient low-maintenance ornamental plants, street lights, no lawn
		As Needed: street signage, utilities, public art, bollards
	6. Furnishings Zone	**Required:** trees in tree wells with grates, seating, bike rack, garbage can, lighting
		As Needed: street signage, utilities, public art, bollards
	7. Zone Spacing	The State Street park strips are predominantly furnishings zones with landscape zones limited to all bulb-outs. The frequency/spacing of furnishings, trees, and street lights are to be defined in a streetscape plan.

3. APPLICABILITY

This street type only applies to the section of State Street within the FBC boundary.

B. AVENUE STREET TYPE

1. INTENT

The avenue is a medium to high capacity street for higher speeds with a wider right-of-way. It serves all types of development and provides crosstown connections.

2. GENERAL REQUIREMENTS

Avenues shall be developed using the standards in Table 4.3.

3. APPLICABILITY

This street type applies to the section of Vine Street that is within the FBC boundary.

Table 4.3 - Avenue Street Requirements		
PEDESTRIAN REALM		
1. Sidewalk		6'-0" sidewalk on both sides of the street
Park Strip	2. Width	6'-0" park strip on both sides of the street
	3. Street Trees	Evenly spaced at 30'-0" on center
	4. Street Lights	Evenly spaced to achieve desired light coverage and per fixture manufacturer's guidelines; street light spacing should be coordinated with street tree locations wherever possible
	5. Landscaping	**Required:** at-grade planters, street trees located in planters, water efficient low-maintenance ornamental plants, street lights, no lawn
		As Needed: street signage, utilities, public art, bollards
		Avenue Street Type park strips are all landscaped. The spacing of trees and street lights are to be defined in a streetscape plan.

Figure 4.5 - Avenue street example

C. CONNECTOR STREET TYPE

1. INTENT

The connector street is a medium capacity street for slow speeds with a standard right-of-way. It primarily serves as a through street within the neighborhood and connects neighborhood streets to avenues.

2. GENERAL REQUIREMENTS

Connector streets shall be developed using the standards in Table 4.4.

3. APPLICABILITY

This street type applies to 4800 South and Hanauer Street.

Table 4.4 - Connector Street Requirements

PEDESTRIAN REALM		
1. Sidewalk		7'-0" min. sidewalk on both sides of the street
Park Strip	2. Width	5'-0" park strip on both sides of the street
	3. Street Trees	Evenly spaced at 30'-0" on center
	4. Street Lights	Evenly spaced to achieve desired light coverage and per fixture manufacturer's guidelines; street light spacing should be coordinated with street tree locations wherever possible
	5. Landscaping	**Required:** at-grade planters, street trees located in planters, water efficient low-maintenance ornamental plants, street lights, no lawn
		As Needed: street signage, utilities, public art, bollards
		Neighborhood Street park strips are all landscaped. The spacing of trees and street lights are to be defined in a streetscape plan.

D. NEIGHBORHOOD STREET TYPE

1. INTENT

The neighborhood street is a low capacity street designed for slow speeds with a standard right-of-way. It primarily serves those residences or businesses directly adjacent to it.

2. GENERAL REQUIREMENTS

The neighborhood street shall be developed using the standards in Table 4.5.

3. APPLICABILITY

This street type applies to Box Elder Street, 5th Avenue, 4th Avenue, Poplar Street, Brown Street, Center Street, Court Avenue, Arlington Avenue, and Jones Court.

If the potential new streets, as shown on the street type map, will be built, they will also be the neighborhood street type.

Table 4.5 - Neighborhood Street Requirements

PEDESTRIAN REALM		
1. Sidewalk		5'-0" sidewalk on both sides of the street
Park Strip	2. Width	6'-0" park strip on both sides of the street
	3. Street Trees	Evenly spaced at 30'-0" on center
	4. Street Lights	Evenly spaced to achieve desired light coverage and per fixture manufacturer's guidelines; street light spacing should be coordinated with street tree locations wherever possible
	5. Landscaping	**Required:** at-grade planters, street trees located in planters, water efficient low-maintenance ornamental plants, street lights, no lawn
		As Needed: street signage, utilities, public art, bollards
		Neighborhood Street park strips are all landscaped. The spacing of trees and street lights are to be defined in a streetscape plan.

E. PEDESTRIAN STREET TYPE

1. INTENT

The pedestrian street is designed primarily for pedestrian use. The majority of the right-of-way is designated as pedestrian realm. The vehicular realm is limited to shared use lanes in the center of the right-of-way. Vehicular use of these lanes is limited to delivery vehicles, emergency vehicles, and event related vehicles such as food trucks. The shared use lanes are separated by a barrier that permits the flow of pedestrians but is impermeable to vehicles.

2. GENERAL REQUIREMENTS

The surveyed width of the Poplar Street ROW may be closer to 54'-0", in which case the additional width shall be added to the Emergency/Delivery lane.

The pedestrian street shall be developed using the standards in Table 4.6.

3. APPLICABILITY

Poplar Street is the only street that is designated as a pedestrian street.

Table 4.6 - Pedestrian Street Requirements

VEHICULAR REALM (example)		
1. Typical Right-of-Way		50'-0"
2. Emergency/Delivery Lane		1 lane, 22'-0" wide, in the center of the ROW
3. On-Street Parking		not permitted
PEDESTRIAN REALM		
4. Sidewalk		8'-0" sidewalk on both sides of the street
Park Strip	5. Width	6'-0" park strip on both sides of the street
	6. Street Trees	Evenly spaced at 30'-0" on center
	7. Street Lights	Evenly spaced to achieve desired light coverage and per fixture manufacturer's guidelines; street light spacing should be coordinated with street tree locations wherever possible
	8. Furnishings Zone	**Required:** trees in tree wells with grates, seating, bike rack, garbage can, lighting, pedestrian permeable barrier/transition features to identify the edge of the shared use lanes
		As Needed: street signage, utilities, public art, bollards
		Pedestrian street park strips are all furnishings zones. The layout and design of the pedestrian street features are to be defined in a streetscape plan.

F. LANE STREET TYPE (FUTURE)

1. INTENT

The Lane street type is intended for providing connectivity within block interiors.

2. GENERAL REQUIREMENTS

The lane street shall be developed using the standards in Table 4.7.

Table 4.7 - Example of Lane Requirements

VEHICULAR REALM (example)	
1. Typical Right-of-Way	30'-0"
2. Travel Lanes	1 lane, 10'-0"
3. On-Street Parking	1 parallel lane required, 10'-0"
4. Bulb-Outs	Required at all intersections and mid-block crossings
PEDESTRIAN REALM	
5. Sidewalk	5'-0" sidewalk on both sides of the street

5. POTENTIAL FUTURE CONNECTIONS

As the City Center is redeveloped there will be increased demand for pedestrian and active transportation connections. There are some opportunities to improve these connections and create more walkable and efficient street and pedestrian networks.

1. Potential Vehicular Connections
   - **(a)** Extend some existing streets in the areas west of Box Elder St. and south of Vine St.
   - **(b)** Use the 2 existing lanes that provide vehicular access to the interior of the blocks and consider improving pedestrian access.
2. Potential Pedestrian Connections
   - **(a)** A pedestrian bridge across Little Cottonwood Creek on the south central edge of the FBC area will create a pedestrian link between the City Center and Murray Park. Any bridge and path must meet requirements for building inside the riparian area.
   - **(b)** A pedestrian path from 5th Ave. and Box Elder St. that parallels the existing railroad tracks and connects to 4800 S.

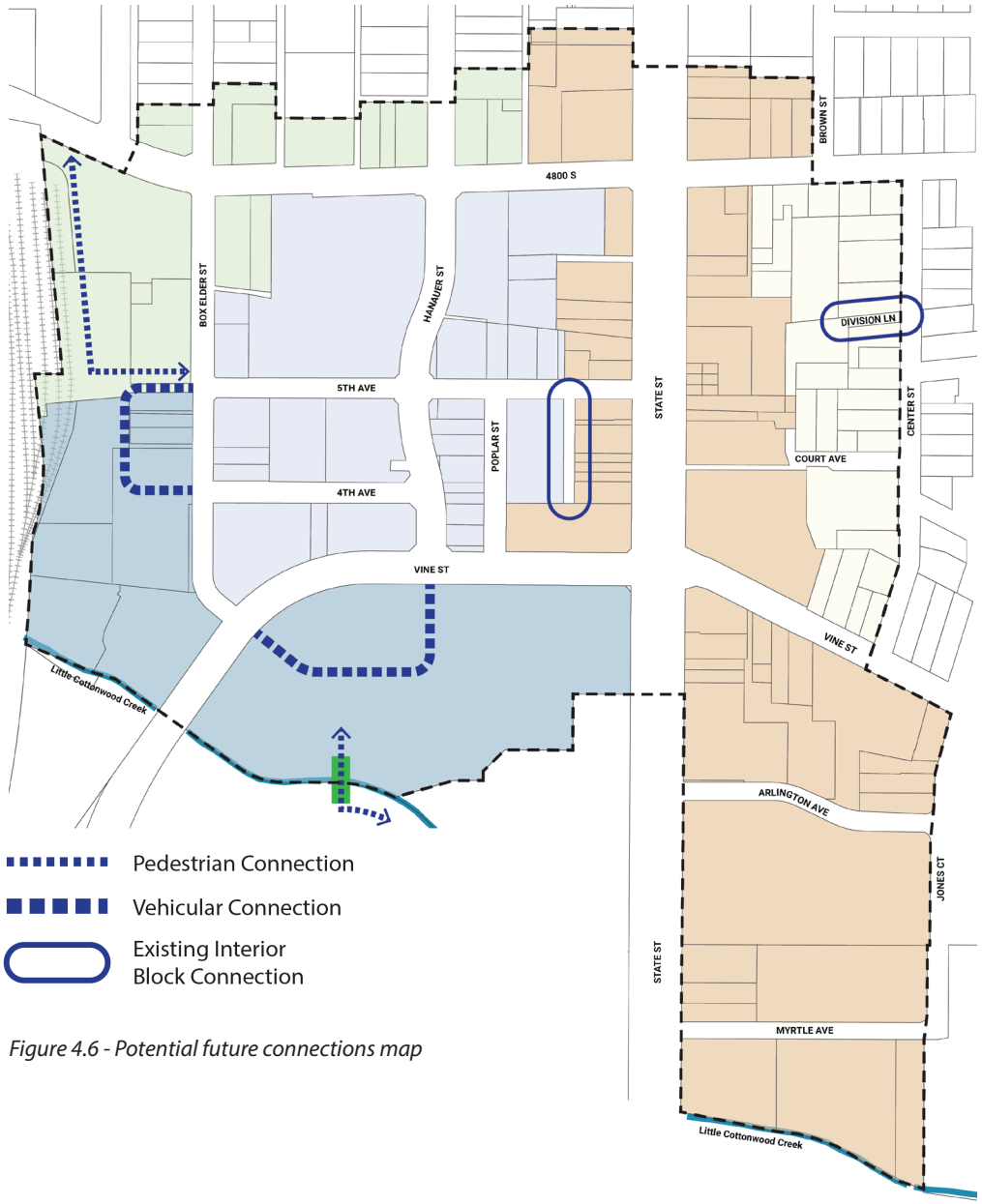

Figure 4.6 - Potential future connections map

17.171.050 BUILDING TYPES

1. INTRODUCTION

Buildings are one of the most prominent components of the built environment and collectively define much of the character of a streetscape and neighborhood. These building type requirements define the building forms within certain limits such that they meet the goals of each district. The parameters are location-based so the building requirements for each development will be specific to its site location.

2. FRONTAGES

A. INTENT

Frontages determine where the front facade of the building is located and define the spatial relationship between the front of a building and the street. Frontage requirements are designed to create both connections and transitions between the private space in a building and the public space of a street.

Frontage types are assigned by street so that both sides of the street have the same public/private spatial characteristics. Building requirements vary by the frontage and form district assigned to the lot (or project site). The location of a building lot determines the form district, frontage type(s), and lot type.

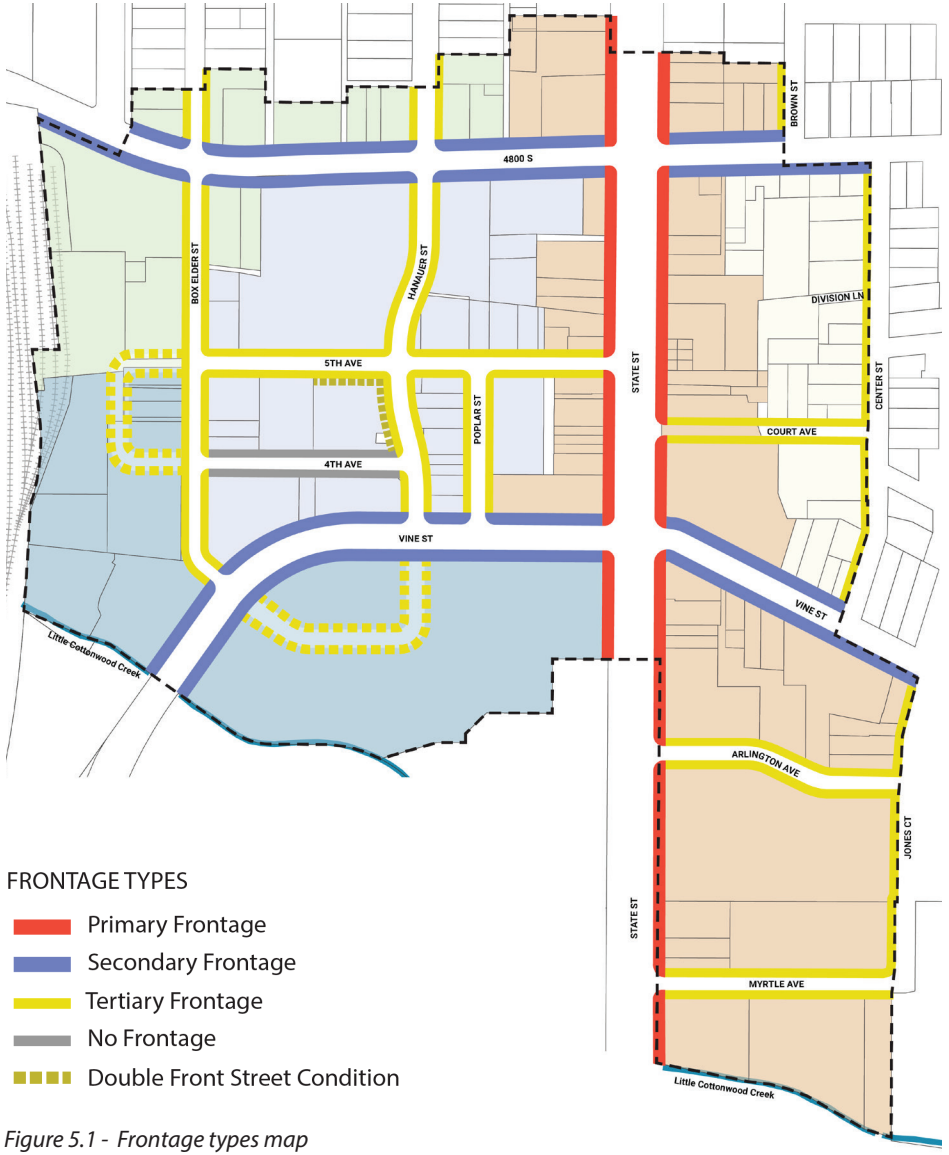

Figure 5.1 - Frontage types map

B. FRONTAGE TYPE HIERARCHY

Frontage types form a hierarchy, similar to the hierarchy of street types, that intentionally vary different elements of the Form Based Code (FBC) such as use intensity, building forms, and transition to adjacent areas.

Three frontage types are defined and applied to specific streets, as shown in the frontage type map, Figure 5.1. The primary frontage is applied to the State Street. The secondary frontage is applied to 4800 South and Vine Street. The tertiary frontage is applied to all other streets within the form districts.

C. PRIMARY FRONTAGE

1. INTENT

Primary frontages accommodate more intense development and maintain more urbanized types of spatial relationships between buildings and streets. Buildings are located very close to the right-of-way to create a consistent street wall and prioritize walkability.

Primary frontages are intended for wider, higher speed/capacity streets with fewer driveways and intersections. The values of the various parameters provide less flexibility than secondary frontages. The primary frontage is applied only to State Street. See Figure 5.1 - Frontage Type Map.

2. DESIGN STANDARDS

Requirements for primary frontages are defined per building type and form district in the Part 2: Primary Frontage tables for the applicable building types.

D. SECONDARY FRONTAGE

1. INTENT

Secondary frontages accommodate medium intensity development. The purpose is to transition from the more urbanized spatial relationships of major roads to less urbanized building/street spatial relationships.

Secondary frontages are intended for medium width/capacity streets with more driveways and local street intersections. The values of the secondary frontage parameters provide more flexibility than the primary frontage, allowing for increased spatial diversity and development styles. Secondary frontage is applied to 4800 South and Vine Street. See Figure 5.1 - Frontage Type Map.

2. DESIGN STANDARDS

Requirements for secondary frontages are defined per building type and form district in the Part 2: Secondary Frontage tables for the applicable building types.

E. TERTIARY FRONTAGE

1. INTENT

Tertiary frontages accommodate various scales of development intensity. The purpose is to provide pedestrian and vehicular access at the block scale. The spatial relationship types may vary with each block and development but maintain the pedestrian realm.

Tertiary frontages are intended for the local streets where most of the driveways and intersections are. These streets are the final destinations within much of the City Center Area. The values of the various parameters provide the most flexibility of the frontage types.

The tertiary frontage is applied to Box Elder Street, Hanauer Street, 5th Avenue, Poplar Street, Brown Street, Center Street, Court Avenue, Jones Court, and Arlington Avenue. See Figure 5.1 - Frontage Type Map.

2. DESIGN STANDARDS

Requirements for tertiary frontages are defined per building type and form district in the Part 2: Tertiary Frontage tables for the applicable building types.

F. NO FRONTAGE

1. INTENT

The no frontage designation is used to identify streets where the front facade of a building is never permitted. Side and rear facades are permitted along a no frontage street. 4th Avenue is the only street with a no frontage designation.

2. DESIGN STANDARDS

A no frontage street will always be designated as either a side street and side property line or a rear street and rear property line, depending on the specific lot/frontage configuration. Side or rear

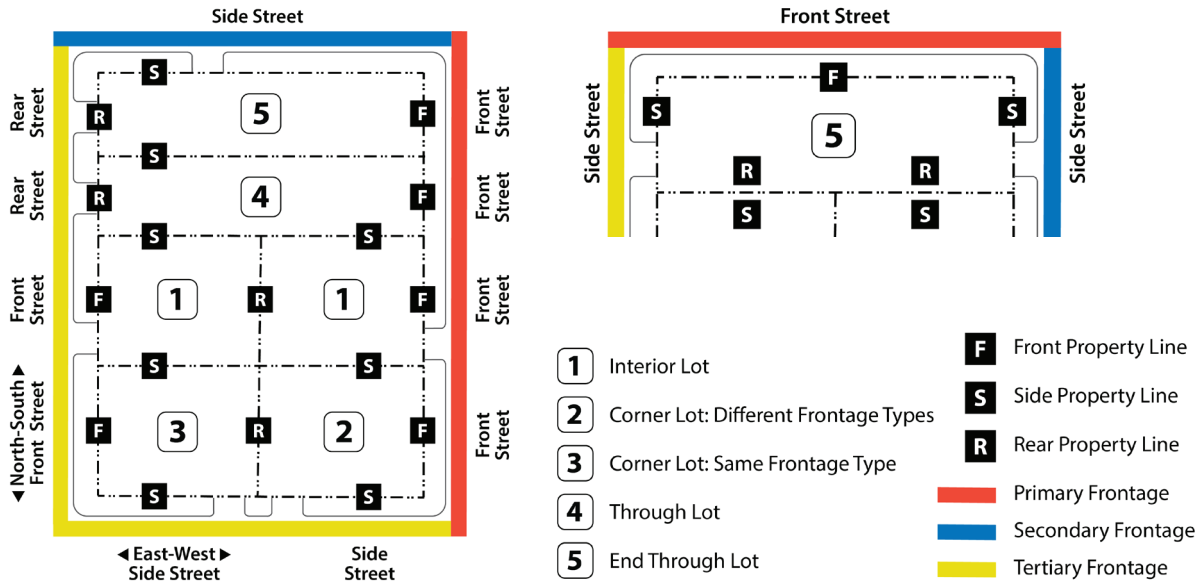

Figure 5.2 - Frontage, lot, street, and property line types example diagrams. Note the variation of lot type 5 based on a different frontage configuration.

requirements in the building type tables apply to buildings on a no frontage street.

3. LOT TYPES

The site-specific parameters of frontage and lot type are used to determine a lot's front street(s) and its property line types. These location based characteristics are used to vary parameter values in the building requirements. The use of some of these terms will differ from how they are used outside of this FBC.

1. Frontage and Lot Type. A lot is defined as one or more parcels that are included in the same development project. Each lot has one or more frontages. There are 5 lot types, each defined by its unique configuration of frontage type(s), street type(s) and property line type(s).

(a) Lot Type 1 is an interior lot, meaning it is located on in interior of the block between corner lots. It has 1 frontage.

(i) The street along the frontage is the front street.

(ii) The front property line is located along the front street.

(iii) The 2 side property lines are adjacent to the front property line.

(iv) The rear property line is opposite the front property line.

(b) Lot Type 2 is a corner lot that has two frontages which are different types.

(i) The street with the higher frontage is the front street.

(ii) The street with the lower frontage is the side street.

(iii) The front property line is located along the front street.

(iv) The 2 side property lines are adjacent to the front property line, one of which is located along the side street.

(v) The rear property line is opposite the front property line.

(c) Lot Type 3 is a corner lot that has two frontages which are the same type. All the instances of this type of lot have tertiary and tertiary frontages.

(i) The front street is the north-south street.

(ii) The side street is the east-west street.

(iii) The front property line is along the front street.

(iv) The 2 side property lines are adjacent to the front property line, one of which is located along the side street.

(v) The rear property line is opposite the front property line.

(d) Lot Type 4 is a through lot, meaning it extends from street to street through the entire block. It has 2 frontages located on opposite sides of the block.

(i) The street with the higher frontage is the front street.

(ii) The street with the lower frontage is the rear street.

(iii) The front property line is located along the front street.

(iv) The 2 side property lines are adjacent to the front property line.

(v) The rear property line is located along the rear street.

(e) Lot Type 5 is an end through lot, meaning it extends through the entire block and is on the end of the block. It has 3 frontages which can be configured in different ways so 2 examples are shown in Figure 5.2.

(i) The street with the higher frontage is the front street.

(ii) The street(s) adjacent to front street is the side street. There may be 1 or 2 side streets, depending on the location of the front street.

(iii) The street opposite the front street is the rear street. If there are 2 side streets there is no rear street.

(iv) The front property line is located along the front street.

(v) The 2 side property lines are adjacent to the front property line. One or both are located along the side street(s), depending on the location of the front street.

(vi) The rear property line is opposite the front property line, which may or may not be located along the rear street, depending on the location of the front street.

2. Double Front Street Condition. A conditional requirement for Lot Type 3 (a corner lot where the two frontages are of the same type). Where applied, both streets are designated as front streets and the building has 2 front street/ primary facades. There are 2 front property lines, 2 side property lines, and no rear property lines. See example diagram in Figure 5.3. This condition applies only where indicated on Figure 5.1 - Frontage Type Map.

3. Minimum Frontage Coverage Reduction. The minimum frontage coverage may be reduced, with the approval of the Architectural Review Committee (ARC), to allow for an access driveway when no other frontage is available for vehicular access.

(a) When frontage coverage is reduced using this provision, the provided driveway shall be limited to the minimum width required for access, as determined by the ARC using the minimum width as a standard, and the remaining frontage shall be covered by a building or Build to Zone (BTZ) pedestrian space, as otherwise allowed within this FBC.

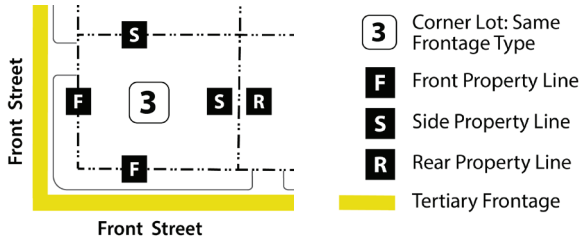

Figure 5.3 - Double front street condition diagram

4. BUILDING TYPES

This FBC describes 5 building types:

1. General
2. Limited Bay
3. Row
4. Yard
5. Civic

Building types are permitted by form district. Table 5.1 lists which building types are permitted in each form district.

5. BUILDING TYPE GENERAL REQUIREMENTS

Before applying the requirements in this chapter to a proposed building or development, first the form district and frontage type(s) for the development lot

Table 5.1 - Building Type by Form District					
BUILDING TYPE	FORM DISTRICT				
	CC	BD	NC	TN	RT
General	P	P	P	P	P
Limited Bay	N	N	P	N	N
Row	P	P	P	P	P
Yard	N	N	N	N	P
Civic	P	P	P	P	N

P = Permitted | N = Not Permitted

are to be determined based on the lot's location in the form district and frontage type area maps.

All building types must meet the following requirements:

1. Form District. Each building type shall be built only in the form district(s) where they are explicitly allowed, as shown in the individual building type tables and summarized in Table 5.1.
2. Use. Each building type can accommodate a variety of uses, as outlined in Chapter 3.0. Each use may be limited to a specific story of the building type. See individual building type tables.
3. Ground Floor Residential and Hospitality Use Restriction.
   - **(a)** Residential units are permitted on the ground floor in some building types and form districts.
   - **(b)** Hospitality units are not permitted on the ground floor.
   - **(c)** Accessory hospitality uses, such as lobbies, meeting rooms, gyms, mail rooms, etc. are permitted both within and outside of the occupied space as required along the front street facade.
4. Build to Zone (BTZ). The build to zone identifies the area, or zone, on the ground where the building facade must be located. All property lines abutting a public right-of-way have a BTZ requirement. The BTZ is expressed as the area between a minimum offset and maximum offset, as measured from the right-of-way property line(s).
   - **(a)** The entire front face of building facades must be located within the BTZ. For architectural variety and facade articulation, such as vertical facade divisions, the setback distance for different parts of the building should vary within the minimum and maximum setbacks of the BTZ.
5. BTZ Pedestrian Space. The BTZ pedestrian space requirement applies to any space, inside a BTZ, between the building facade and right-of-way property line. BTZ pedestrian space is visually and spatially connected to the pedestrian realm of the adjacent sidewalk.
   - **(a)** BTZ pedestrian space is located on private property and is part of each project's site plan and design drawings.
   - **(b)** When required, all of the BTZ pedestrian space shall be designated as public open space.
   - **(c)** When permitted, BTZ pedestrian space may be designated as public open space or as private open space associated with the adjacent building facade, per the development's site plan and design. Public and private designations may vary along the facade(s) e.g. at public entrances and private entrances.
   - **(d)** When not permitted, BTZ pedestrian space must be designated as private space associated with the adjacent building facade. Private BTZ pedestrian space may be enclosed by a fence no more than 3'-0" tall.
   - **(e)** Public BTZ pedestrian spaces shall meet the requirements of the BTZ pedestrian space open space type as defined in Chapter 6.0.
6. Required Occupied Space. Occupied spaces are interior building spaces regularly occupied by the building users such as retail shops, offices, gyms, meeting rooms, and residences. They do not include storage areas, utility space, bathrooms, or parking. The occupied space requirement only applies to the required frontage area.
7. Blank Wall Limitation. A restriction of the amount of contiguous windowless area permitted on a facade that fronts on a street. When required the following shall both be met for each story:

(a) No rectangular area greater than 30% of a story's facade, as measured floor to floor, may be windowless.

(b) No rectangular segment of a story's facade with a horizontal width great er than 15'-0" may be windowless.

8. Vertical Facade Divisions. Vertical sections of the facade that are separated by varying facade features such as BTZ location (setback), materials, fenestration, articulation, vertical expression lines, etc. The purpose of the divisions is to break up long facades into smaller sections. One vertical facade division is also referred to as a "bay" or "facade bay."

9. Horizontal Facade Divisions. Horizontal sections of the facade that are visually separated by a horizontal expression line that runs the length of the entire facade or one or more vertical facade divisions.

10. Encroachments. An encroachment refers to any portion of a building that projects over a property line and into the pedestrian realm area of a public ROW. All encroachments must provide adequate vertical clearance from the pedestrian realm below. Encroachments are permitted, by building type and form district for:

(a) Roof overhang

(b) Balcony

(c) Awning

(d) Canopy

The following shall never be permitted to encroach into the ROW:

(a) Structural footings

(b) Stairways

(c) Access ramps

(d) Window wells

(e) Door swings

11. Corner Facade. On corner lots only, the new facade plane created when the two facade planes that meet at the corner of a building are chamfered. The Architectural Review Committee (ARC) may allow alternative corner designs if a finding is made that the proposal meets the intent of the code and is architecturally prominent and clearly visible from both abutting streets.

12. No Other Building Types. All constructed buildings must meet the requirements of one of the building types permitted within the given form district.

13. Permanent Structures. All buildings constructed shall be permanent construction without a chassis, hitch, wheels, or other features that make the structure mobile.

14. Accessory Structures are structures located on the same lot as, but detached from, the principal building(s) with use(s) that are incidental to the use(s) of the principal building(s). Examples include a garage, ADU, parking lot canopies, parking structure, storage, utility, and maintenance sheds, etc.

(a) Structures attached to the principal building are considered part of the principal building and are not accessory structures.

(b) Detached accessory structures are permitted according to each building type (see individual building type tables) and shall comply with all setbacks except the following:

(i) Detached accessory structures are not permitted in the front yard, side yard of corner lots, or any space between the principal building and the right-of-way.

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

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

(c) Accessory structures shall be built in a manner compatible with the principal building and shall use the same or similar quality materials as the principal building.

(d) Accessory structures must be located a minimum distance of 6'-0" from primary buildings.

(e) Accessory structures are permitted in any single-use residential development, regardless of the building type or form district.

15. Building Length. Maximum and minimum

building lengths, as measured along the right-of-way property lines, are determined by frontage coverage and setback distances.

16. Grade Separation. Ground floor residential units are recommended to be vertically separated by no more than 4'-0" above or below the sidewalk level.

17. Theme and Unity. The architectural design within a single development that includes multiple structures shall be organized around a consistent architectural theme in terms of the character, materials, texture, color, and scale of buildings. Restaurants, retail chains, and other franchise-style structures shall adjust their standard architectural theme to be consistent with the development's overall architectural character.

18. Active Streetscape. Variation in architecture is encouraged to create a more appealing streetscape. Variety can be achieved through: porches, terraces, plazas, stoops, awnings, galleries, arcades, balconies, and canopies.

19. Primary entrances for all building types shall be located along the front street facade.

20. Vehicle Access Type. Parking lots and parking structures are accessed from the street via driveway(s). Driveways may be one-way or two-way, which includes right turn in/right turn out driveways. A portal is an opening in the ground floor of a building through which the driveway passes to connect to a parking lot/structure inside or behind the building.

Driveways shall maintain a sight triangle with a minimum side length of 15'-0" as measured from the face of the curb perpendicular to the street.

21. Police and fire facilities require a special use permit. The facilities shall be housed in a permitted building, but shall have the following additional allowances:

(a) Garage doors are permitted on the front facade.

(b) Exempt from maximum driveway widths.

22. Pursuant to Utah Code 10-9a-534 (effective 1 November 2024), and superseding the FBC requirements where applicable, a requirement for any of the following building design elements shall not be imposed on a one- or two-family dwelling:

(a) exterior color;

(b) type or style of exterior cladding material;

(c) style, dimensions, or materials of a roof structure, roof pitch, or porch;

(d) exterior nonstructural architectural ornamentation;

(e) location, design, placement, or architectural styling of a window or door;

(f) location, design, placement, or architectural styling of a garage door, not including a rear-loading garage door;

(g) number or type of rooms;

(h) interior layout of a room;

(i) minimum square footage over 1,000 square feet, not including a garage;

(j) rear yard landscaping requirements;

(k) minimum building dimensions; or

(l) a requirement to install front yard fencing.

23. Pursuant to Utah Code 10-9a-538 (effective 1 November 2024), for residential buildings, no municipal ordinance, resolution, or policy shall prohibit, or effectively prohibit, the following structures from being built within the rear property line building setback:

(a) a landing or walkout porch that is:

(i) no more than 32 square feet in size; and

(ii) used for ingress to and egress from the rear of the residential dwelling;

(b) a window well.

Landing is defined as an uncovered, above-ground platform, with or without stairs, connected to the rear of a residential dwelling.

Walkout Porch is defined as an uncovered platform that is on the ground and connected to the rear of a residential dwelling.

6. GENERAL BUILDING

A. INTENT

The general building type is intended to be a mixed-use building located close to the front and corner property lines. This siting location adds to the street wall and provides easy access to passing pedestrians and transit riders.

Parking may be provided in the rear of the lot, internal to the building, or in an attached parking structure. Vehicular access should be located on the rear or side of the lot, only on the front if the rear or side does not abut a public ROW. Access from the front of the lot may include one-way, two-way, or right turn in/right turn out driveways. On lots with more than one street frontage, vehicular access must be located on the side or rear street.

This building can be scaled to a variety of sizes and use mixes as needed for any given parcel and in each form district.

B. REGULATIONS

The general building type is permitted in all form districts. Regulations for the general building type are defined in Figures 5.7 to 5.14 and Tables 5.2 to 5.5.

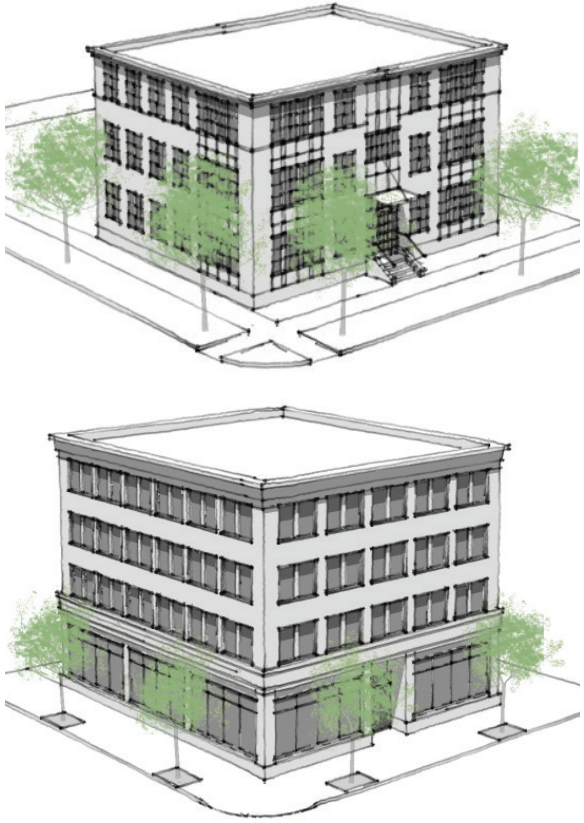

Figure 5.4 - General building examples with stoop entrance (top) and storefront entrance (bottom)

Figure 5.5 - General building example with storefront entrances, horizontal and vertical facade divisions, and driveway portal

Figure 5.6 - Example of general buildings around a public open space

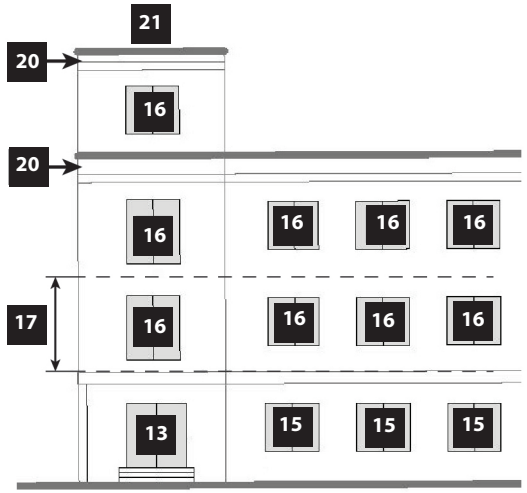

Figure 5.7 - General building street facade diagram shown with corner tower, stoop entry type, and parapet roof type. Not to scale.

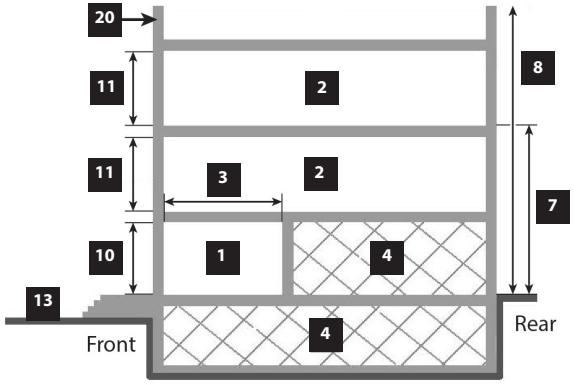

Figure 5.8 - General building height and use diagram shown with basement and rear building interior parking, stoop entry type, and parapet roof type. Not to scale.

Table 5.2 - General Building Requirements Part 1

FORM DISTRICT	CC	BD	NC	TN	RT
USE					
1. Ground Floor	residential, retail, office, service	retail, office, service			residential, retail, service
2. Upper Floor(s)	residential, lodging, retail, office, service				residential
3. Required Occupied Space	30'-0" min. from the front facade on all full floors				
4. Parking Within Building	permitted fully in any basement and in rear of all other floors				
5. Multiple Principal Buildings	not permitted			permitted	
6. Accessory Structure	not permitted				permitted
HEIGHT					
7. Principal Building Minimum	3 stories	2 stories	2 stories	3 stories	2 stories
8. Principal Building Maximum	6 stories	3 stories (+2SB)	4 stories	8 stories	3 stories
9. Accessory Structure Max.	not permitted				2 stories
10. Ground Floor Height	12'-0" min. 30'-0" max.	12'-0" min. / 24'-0" max.		12'-0" min. 30'-0" max.	10'-0" min. 14'-0" max.
11. Upper Floor(s) Height	9'-0" min. / 14'-0" max.				
STREET FACADE(S)	STF = storefront, ARC = arcade, STP = stoop, POR = porch				
12. Principal Entrance Location	front facade		front or corner facade		
13. Principal Entrance Type(s)	STF, ARC, STP			STF, ARC	STF, STP, POR
14. Entrance Spacing	1 per each vertical facade division min. / 1 per ground floor unit min.				
15. Ground Floor Transparency Minimum	20% residential 40% non-res.	40%	35%	40%	35%
16. Upper Floor(s) Transparency Minimum	20% residential 30% non-res.	25%	30%	30%	25%
17. Blank Wall Limitation	required per floor				
18. Vertical Facade Divisions	25'-0" to 40'-0" of facade width				20'-0" to 30'-0" of facade width
19. Horizontal Facade Divisions	within 3'-0" of top of ground floor AND every third floor above first floor				
ROOF TYPE	PA= parapet, PI=pitched, F=flat				
20. Permitted Roof Type	PA, F		PA, PI, F	PA, F	PA, PI, F
21. Tower	permitted				not permitted

+2SB permits up to 2 additional stories if they are stepped back a minimum of 30'-0" from the front facade

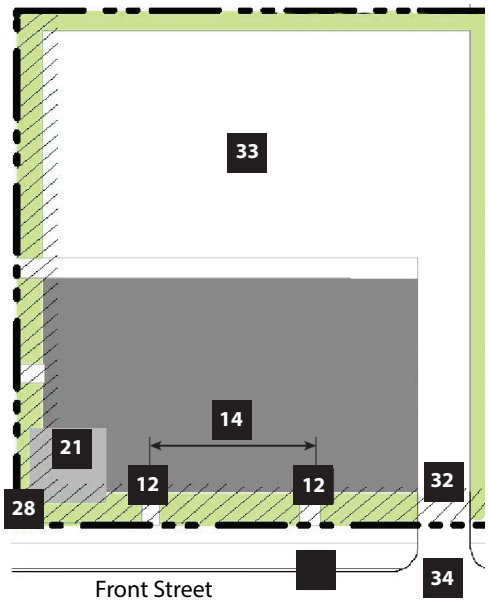

Figure 5.9 - General building siting diagram shown with corner tower and rear vehicular access. Not to scale.

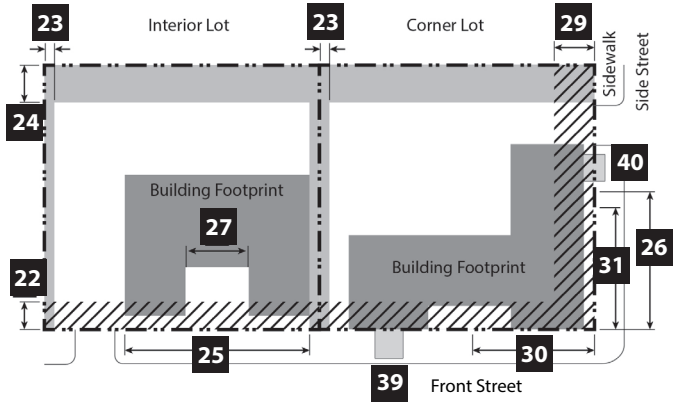

Figure 5.10 - Building placement example diagram. Not to scale.

Table 5.3 - General Building Requirements Part 2: Primary Frontage		
FORM DISTRICT	**BD**	**TN**
SITING		
BUILDING LOCATION		
22. Front Build to Zone	0'-0" to 10'-0"	
23. Side Yard Setback Minimum	0-'0"	
24. Rear Yard Setback Minimum	5'-0"	
FRONTAGE COVERAGE		
25. Front Street Facade(s)	80% min.	
26. Side Street Facade	50% min.	
27. BTZ Pedestrian Space Table	required	
CORNER LOT BUILDINGS		
28. Occupation of Corner	required	
29. Corner Build to Zone	0'-0" to 5'-0"	
30. Front Street Facade(s)	40'-0" min.	50'-0" min.
31. Side Street Facade	30'-0" min.	40'-0" min.
VEHICULAR FACILITIES		
32. Vehicle Access Type	1 driveway or portal per block face	
33. Parking Location Parking Table	rear yard	
34. Loading/Service Entry Location	rear yard	
ENCROACHMENTS		
FRONT STREET		
35. Ground Floor	12'-0" max.	
36. Upper Floor(s)	6'-0" max.	
SIDE STREET/REAR STREET		
37. Ground Floor	6'-0" max.	
38. Upper Floor(s)	6'-0" max.	
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang		
39. Front Street	A, B, C, R	
40. Side Street/Rear Street	A, B, R	

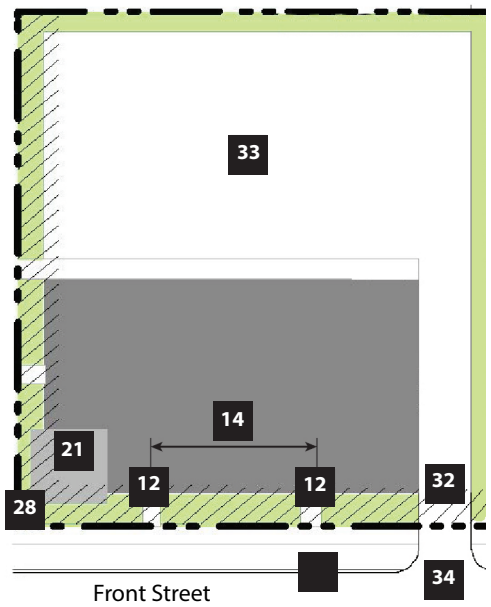

Figure 5.11 - General building siting diagram shown with corner tower and rear vehicular access. Not to scale.

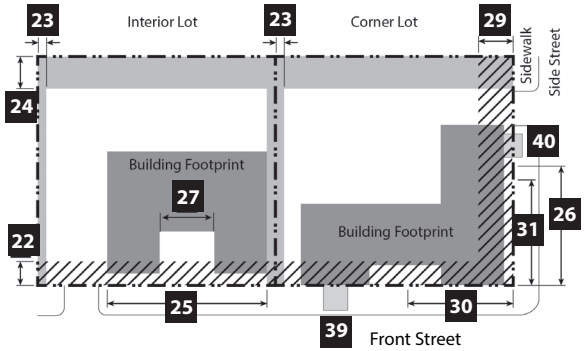

Figure 5.12 - Building placement example diagram. Not to scale.

Table 5.4 - General Building Requirements Part 2: Secondary Frontage					
FORM DISTRICT	**CC**	**BD**	**NC**	**TN**	**RT**
SITING					
BUILDING LOCATION					
22. Front Build to Zone	0'-0" to 10'-0"		0'-0" to 5'-0"	0'-0" to 10'-0"	
23. Side Yard Setback	0-'0" min.				5'-0" min.
24. Rear Yard Setback	5'-0" min.				
FRONTAGE COVERAGE					
25. Front Street Facade	80% min.		70% min.	80% min.	70% min.
26. Side Street Facade	50% min.		40% min.	50% min.	40% min.
27. BTZ Pedestrian Space Table	required				
CORNER LOT BUILDINGS					
28. Occupation of Corner	required				
29. Corner Build to Zone	0'-0" to 5'-0"				
30. Front Street Facade(s)	40'-0" min.		30'-0" min.	50'-0" min.	30'-0" min.
31. Side Street Facade	30'-0" min.		25'-0" min.	30'-0" min.	25'-0" min.
VEHICULAR FACILITIES					
32. Vehicle Access Type	1 driveway or portal				
33. Parking Location Parking Table	rear yard		rear yard, side yard	rear yard	rear yard, side yard
34. Loading/Service Entry Location	rear yard		rear yard, side yard		
ENCROACHMENTS					
FRONT STREET					
35. Ground Floor	8'-0" max.		6'-0" max.	8'-0" max.	6'-0" max.
36. Upper Floor(s)	5'-0" max.				
SIDE STREET/REAR STREET					
37. Ground Floor	5'-0" max.				4'-0" max.
38. Upper Floor(s)	5'-0" max.				4'-0" max.
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang					
39. Front Street	A, B, C, R		A, B, R	A, B, C, R	B, R
40. Side Street/Rear Street	A, B, R		B, R	A, B, R	B, R

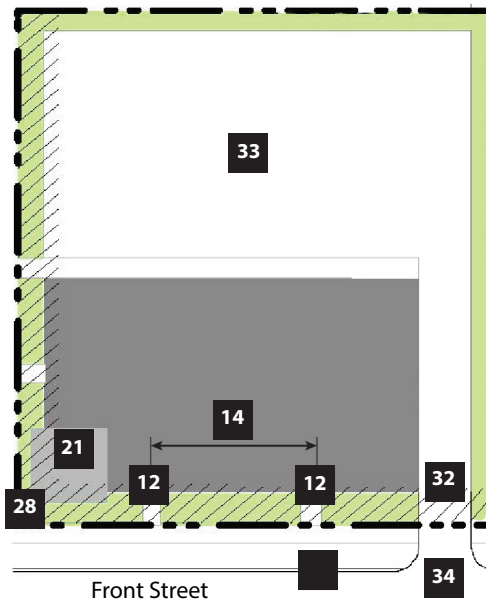

Figure 5.13 - General building siting diagram shown with corner tower and rear vehicular access. Not to scale.

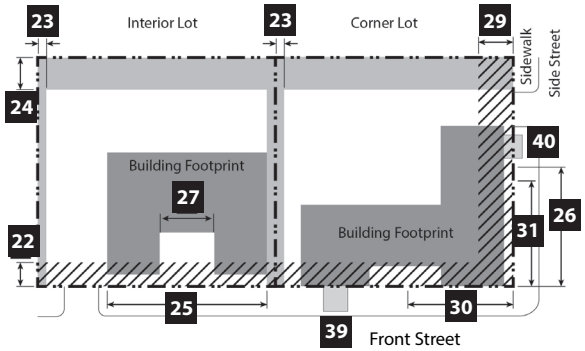

Figure 5.14 - Building placement example diagram. Not to scale.

Table 5.5 - General Building Requirements Part 2: Tertiary Frontage

FORM DISTRICT	CC	BD	NC	TN	RT
SITING					
BUILDING LOCATION					
22. Front Build to Zone		0'-0" to 5'-0"		0'-0" to 10'-0"	
23. Side Yard Setback		0-'0" min.			5'-0" min.
24. Rear Yard Setback			5'-0" min.		
FRONTAGE COVERAGE					
25. Front Street Facade		60% min.			60% min.
26. Side Street Facade		40% min.			30% min.
27. BTZ Pedestrian Space Table			required		
CORNER LOT BUILDINGS					
28. Occupation of Corner			required		
29. Corner Build to Zone			0'-0" to 5'-0"		
30. Front Street Facade(s)	40'-0" min.		30'-0" min.	50'-0" min.	30'-0" min.
31. Side Street Facade	30'-0" min.		20'-0" min.	30'-0" min.	20'-0" min.
VEHICULAR FACILITIES					
32. Vehicle Access Type		1 driveway or portal			
33. Parking Location Parking Table	rear yard		rear yard, side yard	rear yard	rear yard, side yard
34. Loading/Service Entry Location	rear yard		rear yard, side yard		
ENCROACHMENTS					
FRONT STREET					
35. Ground Floor		6'-0" max.		8'-0" max.	not permitted
36. Upper Floor(s)		5'-0" max.			4'-0" max.
SIDE STREET/REAR STREET					
37. Ground Floor		5'-0" max.			not permitted
38. Upper Floor(s)		5'-0" max.			4'-0" max.
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang					
39. Front Street		A, B, R			B, R
40. Side Street/Rear Street	A, B, R		B, R	A, B, R	B, R

7. LIMITED BAY BUILDING

A. INTENT

This building type is intended to be built close to the front and corner property lines allowing easy access to passing pedestrians and transit riders, and continues the street wall. A wide range of uses can be accommodated within this building type, including craftsman uses.

The limited bay building type permits a maximum of one vehicle bay per each facade division along each street facade. Parking may be provided in the rear of the lot or internal to the building.

B. REGULATIONS

Limited bay buildings are permitted in the NC form district. Regulations for the limited bay building type are defined in Figures 5.16 to 5.21 and Tables 5.6 to 5.8.

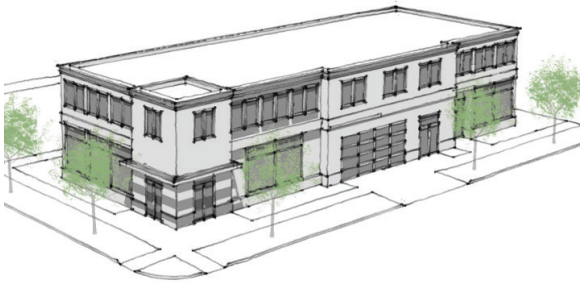

Figure 5.15 - Limited bay building example with one vehicle bay and driveway, multiple entrances, and different entrance types

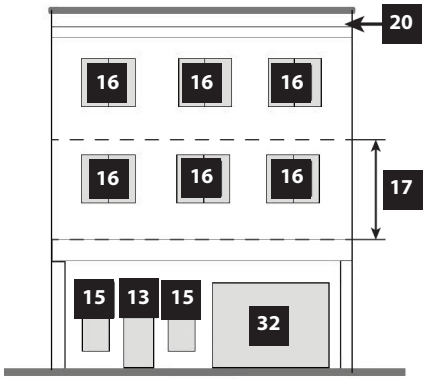

Figure 5.16 - Limited bay building street facade diagram shown with vehicle bay, storefront entry type, and parapet roof type. Not to scale.

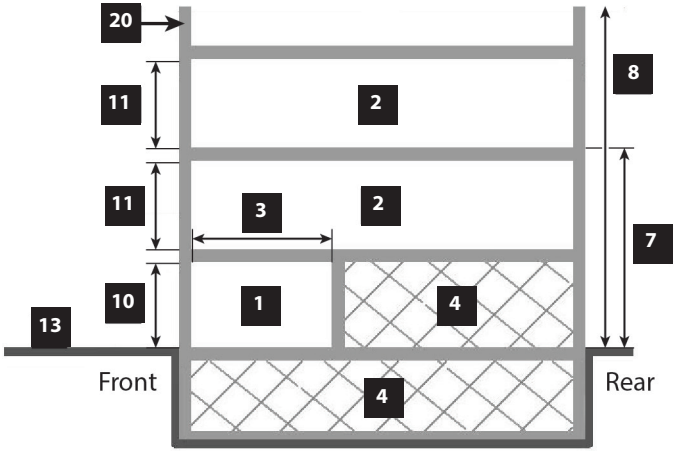

Figure 5.17 - Limited bay building height and use diagram shown with basement and rear building interior parking, storefront entry type, and parapet roof type. Not to scale.

Table 5.6 - Limited Bay Building Requirements Part 1	
FORM DISTRICT	**NC**
USE	
1. Ground Floor	retail, service, office, craftsman
2. Upper Floor(s)	any NC permitted use
3. Required Occupied Space	30'-0" min. from the front facade on all full floors
4. Parking Within Building	permitted fully in any basement and in rear of all other floors
5. Multiple Principal Buildings	not permitted
6. Accessory Structure	not permitted
HEIGHT	
7. Principal Building Minimum	2 stories
8. Principal Building Maximum	4 stories
9. Accessory Structure Maximum	not permitted
10. Ground Floor Height	12'-0" min. / 20'-0" max.
11. Upper Floor(s) Height	9'-0" min. / 14'-0" max.
STREET FACADE(S)	STF = storefront, ARC = arcade, STP = stoop, POR = porch
12. Principal Entrance Location	front or corner facade
13. Principal Entrance Type(s)	STF, STP
14. Entrance Spacing	1 per each vertical facade division min. / 1 per ground floor unit min.
15. Ground Floor Transparency	40% min.
16. Upper Floor(s) Transparency	20% min.
17. Blank Wall Limitation	required per floor
18. Vertical Facade Divisions	25'-0" to 35'-0" of facade width
19. Horizontal Facade Divisions	within 3'-0" of top of ground floor and every third floor above first floor
ROOF TYPE	PA = parapet, PI =pitched, F =flat
20. Permitted Roof Type	PA, PI, F
21. Tower	permitted

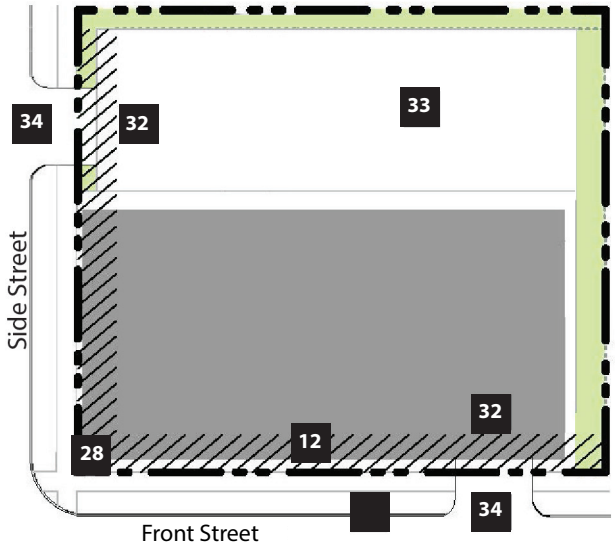

Figure 5.18 - Limited bay building siting diagram shown with rear vehicular access and the vehicle bay on the front street. Not to scale.

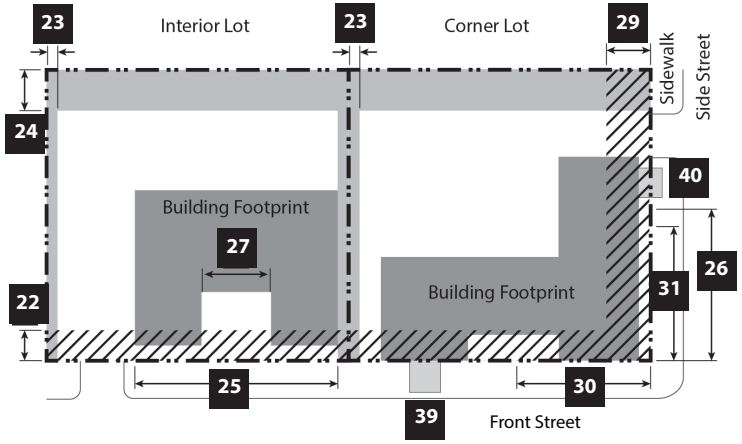

Figure 5.19 - Building placement example diagram. Not to scale.

Table 5.7 - Limited Bay Building Requirements Part 2: Secondary Frontage	
FORM DISTRICT	**NC**
SITING	
BUILDING LOCATION	
22. Front Build to Zone	0'-0" to 10'-0"
23. Side Yard Setback Minimum	0'-0"
24. Rear Yard Setback Minimum	5'-0"
FRONTAGE COVERAGE	
25. Front Street Facade(s)	80% min.
26. Side Street Facade	40% min.
27. BTZ Pedestrian Space Table	required
CORNER LOT BUILDINGS	
28. Occupation of Corner	required
29. Corner Build to Zone	0'-0" to 10'-0"
30. Front Street Facade(s)	40'-0" min.
31. Side Street Facade	25'-0" min.
VEHICULAR FACILITIES	
32. Vehicle Access Type	driveway, portal, vehicle bay
33. Parking Location Parking Table	rear yard, side yard
34. Loading/Service Entry Location	rear yard, side yard
ENCROACHMENTS	
FRONT STREET	
35. Ground Floor	6'-0" max.
36. Upper Floor(s)	5'-0" max.
SIDE STREET/REAR STREET	
37. Ground Floor	5'-0" max.
38. Upper Floor(s)	5'-0" max.
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang	
39. Front Street	A, B, R
40. Side Street/Rear Street	B, R

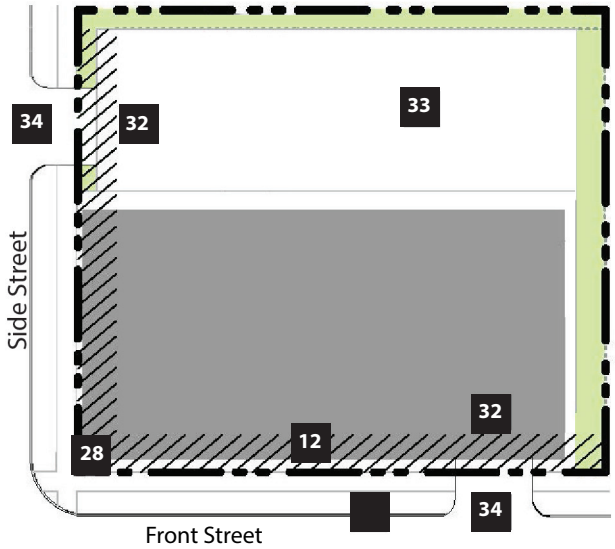

Figure 5.20 - Limited bay building siting diagram shown with rear vehicular access and the vehicle bay on the front street. Not to scale.

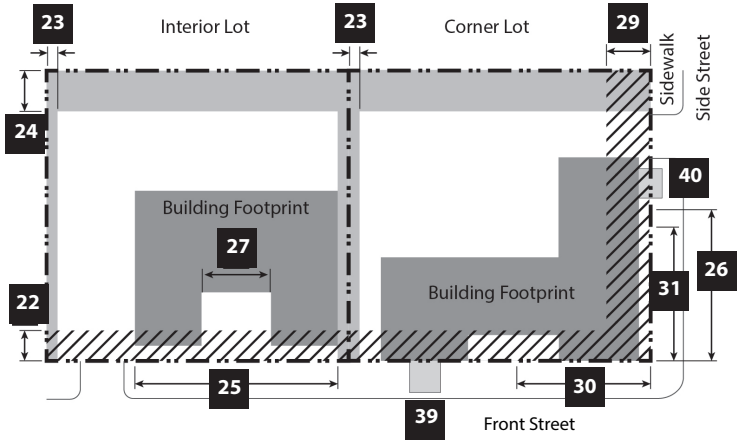

Figure 5.21 - Building placement example diagram. Not to scale.

Table 5.8 - Limited Bay Building Requirements Part 2: Tertiary Frontage	
FORM DISTRICT	**NC**
SITING	
BUILDING LOCATION	
22. Front Build to Zone	0'-0" to 10'-0"
23. Side Yard Setback Minimum	0'-0"
24. Rear Yard Setback Minimum	5'-0"
FRONTAGE COVERAGE	
25. Front Street Facade(s)	60% min.
26. Side Street Facade	40% min.
27. BTZ Pedestrian Space Table	required
CORNER LOT BUILDINGS	
28. Occupation of Corner	required
29. Corner Build to Zone	0'-0" to 5'-0"
30. Front Street Facade(s)	40'-0" min.
31. Side Street Facade	25'-0" min.
VEHICULAR FACILITIES	
32. Vehicle Access Type	driveway, portal, vehicle bay
33. Parking Location Parking Table	rear yard, side yard
34. Loading/Service Entry Location	rear yard, side yard
ENCROACHMENTS	
FRONT STREET	
35. Ground Floor	6'-0" max.
36. Upper Floor(s)	5'-0" max.
SIDE STREET/REAR STREET	
37. Ground Floor	5'-0" max.
38. Upper Floor(s)	5'-0" max.
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang	
39. Front Street	A, B, R
40. Side Street/Rear Street	B, R

8. ROW BUILDING

A. INTENT

The row building is comprised of multiple vertical units, each with its own entrance to the street. This building type may be organized as townhouses or rowhouses, or it could also incorporate live/work units, or individual units for multiple businesses, where such uses are permitted.

Parking is required to be located in the rear yard and may be either an attached or detached garage. All garages shall be accessed from a single shared driveway. For an attached garage, a minimum level of occupied space is required on the front facade to ensure that the street facade is active.

B. REGULATIONS

Row buildings are permitted in all form districts. Regulations for the row building type are defined in Figures 5.25 to 5.32 and Tables 5.9 to 5.12.

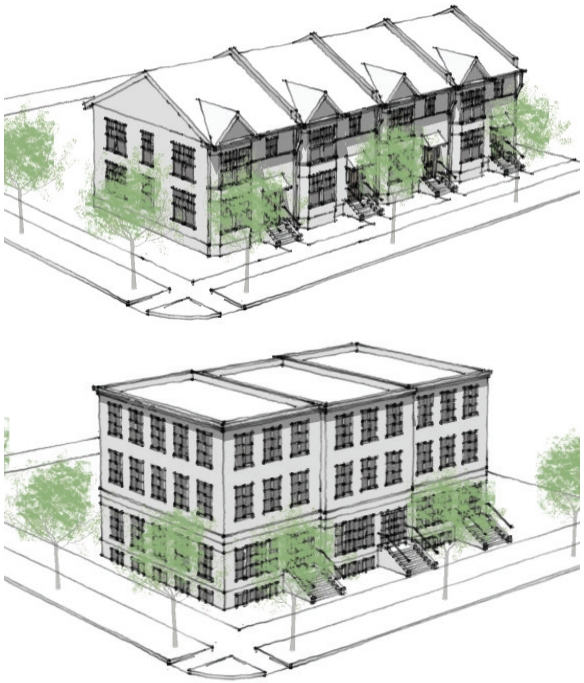

Figure 5.22 - Row building examples. Pitched roof stoop entrance example (top) and parapet roof stoop entrance with visible basement (bottom)

Figure 5.23 - Mixed-use row building examples with different roof and entrance types

Figure 5.24 - Residential row buildings with different roof types around a shared open space

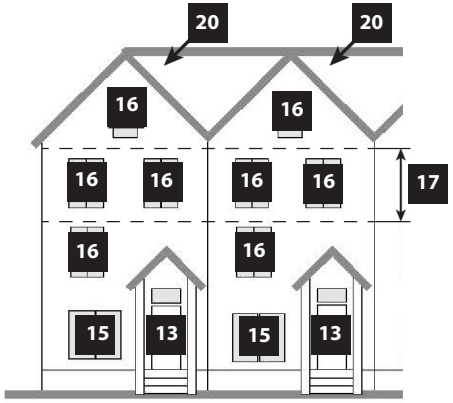

Figure 5.25 - Row building street facade diagram shown with porch entry type and pitched roof type. Not to scale.

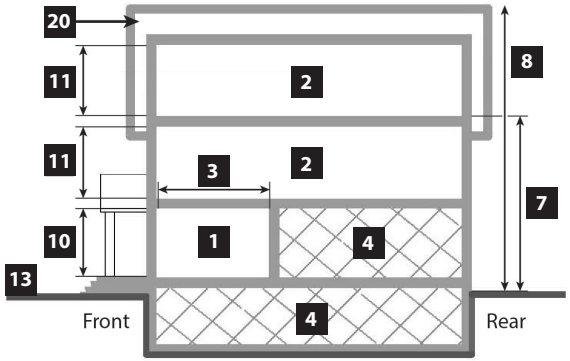

Figure 5.26 - Row building height and use diagram shown with basement and rear building interior parking, porch entry type, and pitched roof type. Not to scale.

Table 5.9 - Row Building Requirements Part 1

FORM DISTRICT	CC	BD	NC	TN	RT
USE					
1. Ground Floor	retail, service, office		retail, service	retail, service, office	residential, retail, service
2. Upper Floor(s)	residential, retail, service, office				residential
3. Required Occupied Space	30'-0" min. from the front facade on all full floors				
4. Parking Within Building	permitted fully in any basement and in rear of all other floors				
5. Multiple Principal Buildings	permitted				
6. Accessory Structure	not permitted				permitted
HEIGHT					
7. Principal Building Minimum	3 stories	2 stories	2 stories	3 stories	2 stories
8. Principal Building Maximum	4 stories	3 stories (+2SB)	4 stories	4 stories	3 stories
9. Accessory Structure Maximum	not permitted				2 stories
10. Ground Floor Height	12'-0" min. / 16'-0" max.				10'-0" min. 14'-0" max.
11. Upper Floor(s) Height	9'-0" min. / 14'-0" max.				
STREET FACADE(S)	STF = storefront, ARC = arcade, STP = stoop, POR = porch				
A. Unit Width	20'-0" to 30'-0"	20'-0" to 35'-0"	18'-0" to 24'-0"	20'-0" to 30'-0"	18'-0" to 24'-0"
B. Building Width	4 to 10 units		4 to 8 units	4 to 12 units	4 to 8 units
12. Principal Entrance Location per Unit	front facade or side of corner facade				
13. Principal Entrance Type(s)	STF, STP				STP, POR
14. Entrance Spacing Minimum	1 per horizontal unit bay				
15. Ground Floor Transparency	25% min.		20% min.	25% min.	15% min.
16. Upper Floor(s) Transparency	25% min.		20% min.	25% min.	15% min.
17. Blank Wall Limitation	required per floor				
18. Vertical Facade Divisions	1 per unit min. / 1 per 2 units max.				
19. Horizontal Facade Divisions	for buildings over 3 stories within 3'-0" of top of any visible basement or ground floor				
ROOF TYPE	PA= parapet, PI=pitched, F=flat				
20. Permitted Roof Type	PA, F		PA, PI, F	PA, F	PA, PI, F
21. Tower	permitted			not permitted	

+2SB permits up to 2 additional stories if they are stepped back a minimum of 30'-0" from the front facade

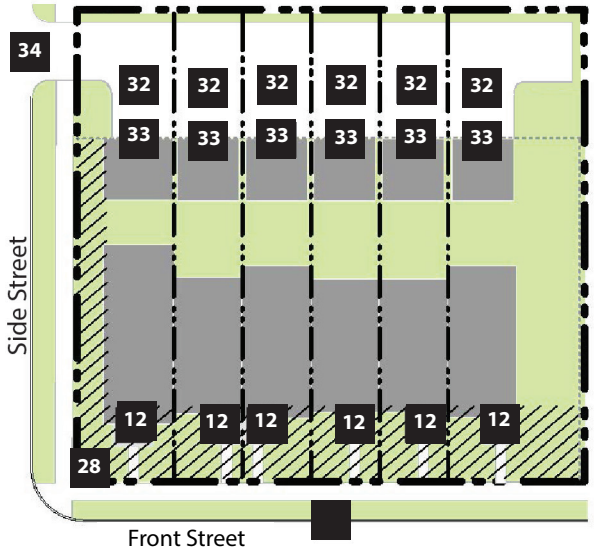

Figure 5.27 - Row building siting diagram shown with detached garages and rear vehicular access. Not to scale.

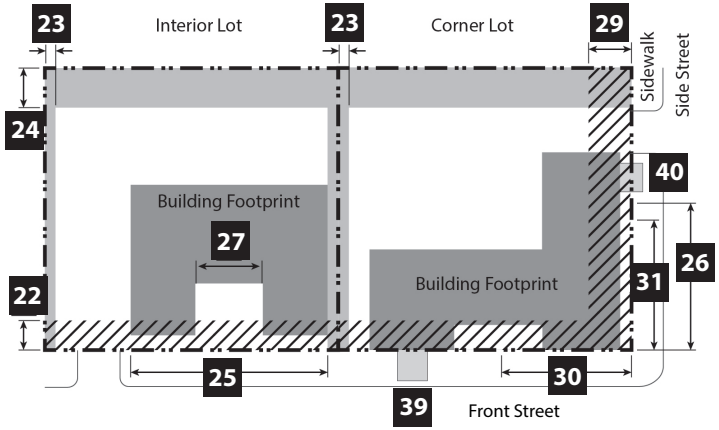

Figure 5.28 - Building placement example diagram. Not to scale.

Table 5.10 - Row Building Requirements Part 2: Primary Frontage		
FORM DISTRICT	**BD**	**TN**
SITING		
BUILDING LOCATION		
22. Front Build to Zone	5'-0" to 10'-0"	
23. Side Yard Setback Minimum	0'-0" per unit & 15'-0" between buildings	0'-0" per unit & 20'-0" between buildings
24. Rear Yard Setback Minimum	5'-0"	
FRONTAGE COVERAGE		
25. Front Street Facade(s)	80% min.	
26. Side Street Facade	50% min.	40% min.
27. BTZ Pedestrian Space Table	required	
CORNER LOT BUILDINGS		
28. Occupation of Corner	required	
29. Corner Build to Zone	5'-0" to 10'-0"	
30. Front Street Facade(s)	80'-0" min.	
31. Side Street Facade	30'-0" min.	
VEHICULAR FACILITIES		
32. Vehicle Access Type	1 driveway per building per street frontage	
33. Parking Location Parking Table	rear yard, rear facade	
34. Loading/Service Entry Location	rear yard	
ENCROACHMENTS		
FRONT STREET		
35. Ground Floor	8'-0" max.	
36. Upper Floor(s)	5'-0" max.	
SIDE STREET/REAR STREET		
37. Ground Floor	6'-0" max.	
38. Upper Floor(s)	4'-0" max.	
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang		
39. Front Street	A, B, R	B, R
40. Side Street/Rear Street	B, R	

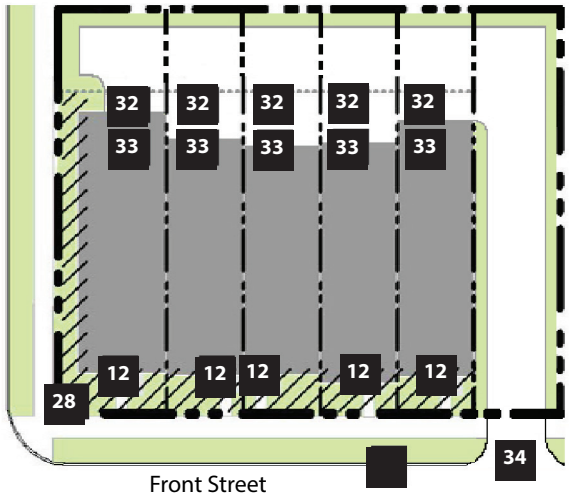

Figure 5.29 - Row building siting diagram shown with attached garages and rear vehicular access. Not to scale.

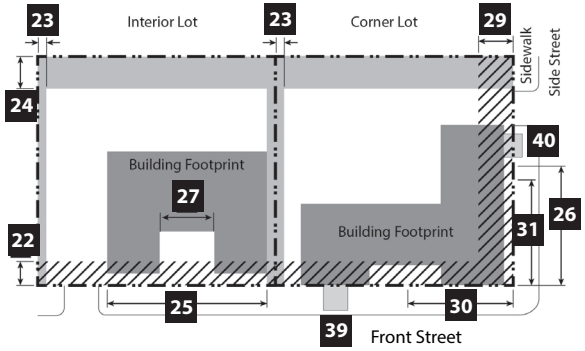

Figure 5.30 - Building placement example diagram. Not to scale.

Table 5.11 - Row Building Requirements Part 2: Secondary Frontage					
FORM DISTRICT	**CC**	**BD**	**NC**	**TN**	**RT**
SITING					
BUILDING LOCATION					
22. Front Build to Zone	5′-0″ to 10′-0″				10′-0″ to 15′-0″
23. Side Yard Setback Minimum	0′-0″ per unit & 15′-0″ between buildings			0′-0″ per unit & 20′-0″ between buildings	
24. Rear Yard Setback Minimum	5′-0″		10′-0″	5′-0″	15′-0″
FRONTAGE COVERAGE					
25. Front Street Facade(s)	70% min.	80% min.	70% min.	80% min.	70% min.
26. Side Street Facade	40% min.	50% min.		40% min.	
27. BTZ Pedestrian Space Table	required				permitted
CORNER LOT BUILDINGS					
28. Occupation of Corner	required				
29. Corner Build to Zone	5′-0″ to 10′-0″				10′-0″ to 15′-0″
30. Front Street Facade(s)	70% min.	80% min.	70% min.	80% min.	70% min.
31. Side Street Facade	40% min.	50% min.		40% min.	
VEHICULAR FACILITIES					
32. Vehicle Access Type	1 driveway per building per street frontage				
33. Parking Location Parking Table	rear yard, rear facade				
34. Loading/Service Entry Location	rear yard				
ENCROACHMENTS					
FRONT STREET					
35. Ground Floor	8′-0″ max.		not permitted	8′-0″ max.	not permitted
36. Upper Floor(s)	5′-0″ max.				
SIDE STREET/REAR STREET					
37. Ground Floor	not permitted			6′-0″ max.	not permitted
38. Upper Floor(s)	not permitted		not permitted	5′-0″ max.	not permitted
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang					
39. Front Street	A, B, R			A, B, C, R	B, R
40. Side Street/Rear Street	B, R	A, B, R	B, R	A, B, R	B, R

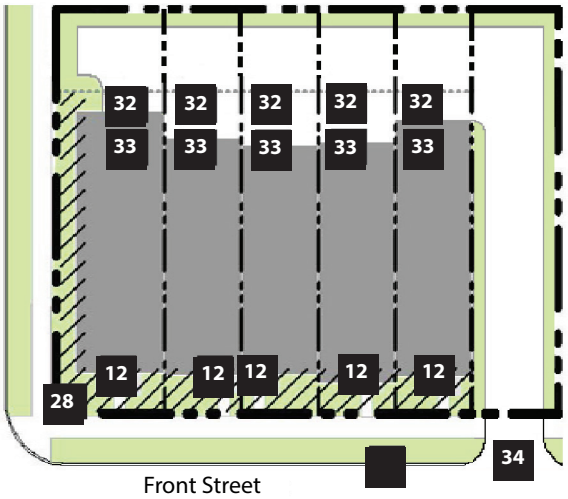

Figure 5.31 - Row building siting diagram shown with attached garages and rear vehicular access. Not to scale.

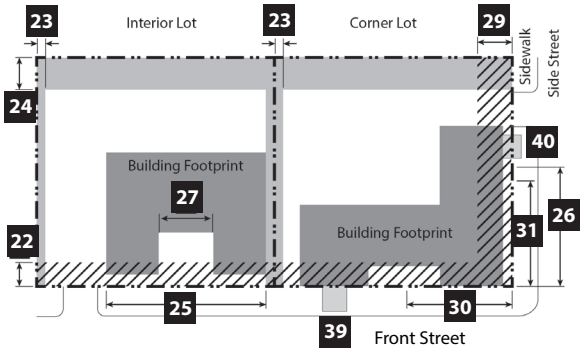

Figure 5.32 - Building placement example diagram. Not to scale.

Table 5.12 - Row Building Requirements Part 2: Tertiary Frontage

FORM DISTRICT	CC	BD	NC	TN	RT
SITING					
BUILDING LOCATION					
22. Front Build to Zone		5′-0″ to 10′-0″			10′-0″ to 15′-0″
23. Side Yard Setback Minimum		0′-0″ per unit & 20′-0″ between buildings			
24. Rear Yard Setback Minimum		10′-0″			15′-0″
FRONTAGE COVERAGE					
25. Front Street Facade(s)	80% min.		70% min.	80% min.	70% min.
26. Side Street Facade	50% min.		40% min.	50% min.	40% min.
27. BTZ Pedestrian Space Table	required	permitted		required	not permitted
CORNER LOT BUILDINGS					
28. Occupation of Corner			required		
29. Corner Build to Zone		5′-0″ to 10′-0″			10′-0″ to 15′-0″
30. Front Street Facade(s)	80% min.		70% min.	80% min.	70% min.
31. Side Street Facade	50% min.			40% min.	
VEHICULAR FACILITIES					
32. Vehicle Access Type		1 driveway per building per street frontage			
33. Parking Location Parking Table		rear yard, rear facade			
34. Loading/Service Entry Location			rear yard		
ENCROACHMENTS					
FRONT STREET					
35. Ground Floor	8′-0″ max.		not permitted	8′-0″ max.	not permitted
36. Upper Floor(s)			5′-0″ max.		
SIDE STREET/REAR STREET					
37. Ground Floor		not permitted		6′-0″ max.	not permitted
38. Upper Floor(s)	not permitted	5′-0″ max.	not permitted	5′-0″ max.	not permitted
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang					
39. Front Street		A, B, R		A, B, C, R	B, R
40. Side Street/Rear Street		B, R		A, B, R	B, R

9. YARD BUILDING

A. INTENT

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

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

B. REGULATIONS

The yard building is only permitted in the RT form district along tertiary frontages. Regulations for the yard building type are defined in Figures 5.36 to 5.39 and Tables 5.13 and 5.14.

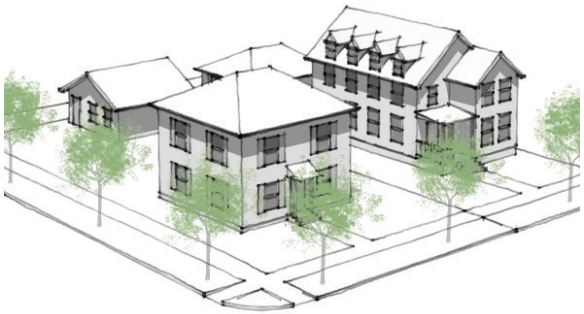

Figure 5.33 - Example of multiple yard buildings of different sizes

Figure 5.34 - Multiple 2-story yard buildings around a central open space

Figure 5.35 - Multiple small yard buildings around a central open space

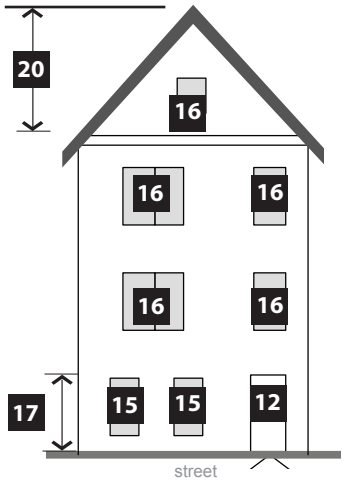

Figure 5.36 - Yard building street facade requirements

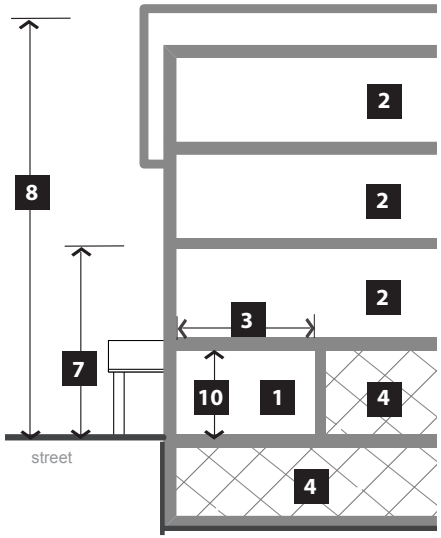

Figure 5.37 - Yard building height and use requirements

Table 5.13 - Yard Building Requirements Part 1	
FORM DISTRICT	**RT**
USE	
1. Ground Floor	residential, office
2. Upper Floor(s)	residential
3. Required Occupied Space	30'-0" min. from the front facade on all full floors
4. Parking Within Building	permitted fully in any basement and in rear of all other floors
5. Multiple Principal Buildings	permitted
6. Accessory Structure	permitted
HEIGHT	
7. Principal Building Minimum	1 story
8. Principal Building Maximum	2 stories
9. Accessory Structure Maximum	2 stories
10. Ground Floor Height	9'-0" min. / 14'-0" max.
11. Upper Floor(s) Height	9'-0" min. / 14'-0" max.
STREET FACADE(S)	STF = storefront, ARC = arcade, STP = stoop, POR = porch
12. Principal Entrance Location per Unit	front or corner facade
13. Principal Entrance Type(s)	STP, POR
14. Entrance Spacing Minimum	1 per building
15. Ground Floor Transparency	15% min.
16. Upper Floor(s) Transparency	15% min.
17. Blank Wall Limitation	required per floor
18. Vertical Facade Divisions	not required
19. Horizontal Facade Divisions	not required
ROOF TYPE	PA= parapet, PI=pitched, F=flat
20. Permitted Roof Type	PA, PI, F
21. Tower	not permitted

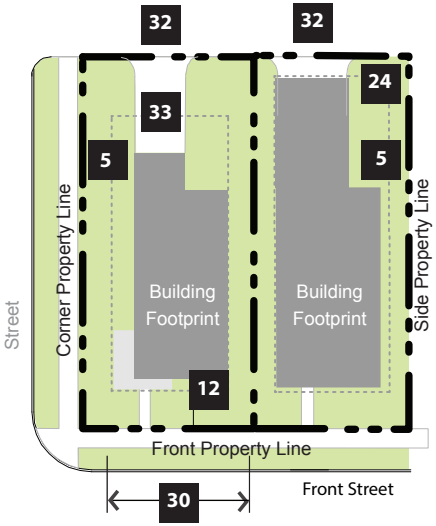

Figure 5.38 - Yard building siting

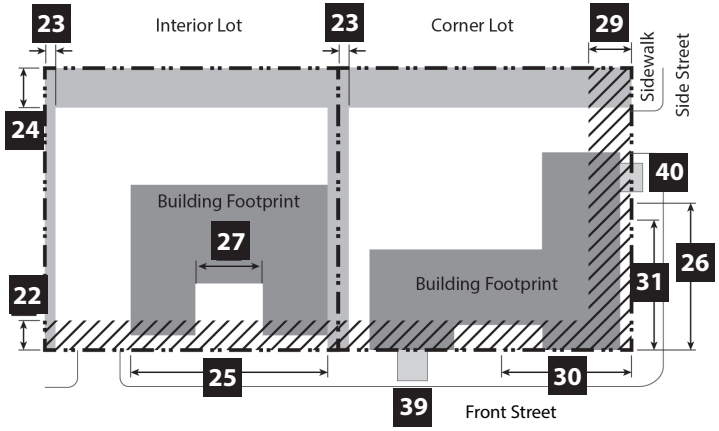

Figure 5.39 - Building placement example diagram. Not to scale.

Table 5.14 - Yard Building Requirements Part 2: Tertiary Frontage	
FORM DISTRICT	**RT**
SITING	
BUILDING LOCATION	
22. Front Build to Zone	10'-0" to 15'-0"
23. Side Yard Setback Minimum	5'-0"
24. Rear Yard Setback Minimum	10'-0"
FRONTAGE COVERAGE	
25. Front Street Facade(s)	50% min.
26. Side Street Facade	40% min.
27. BTZ Pedestrian Space	not permitted
CORNER LOT BUILDINGS	
28. Occupation of Corner	required
29. Corner Build to Zone	10'-0" to 15'-0"
30. Front Street Facade(s)	20'-0" min.
31. Side Street Facade	30'-0" min.
VEHICULAR FACILITIES	
32. Vehicle Access Type	1 driveway per street frontage
33. Parking Location Parking Table	rear yard, side yard
34. Loading/Service Entry Location	rear yard, side yard
ENCROACHMENTS	
FRONT STREET	
35. Ground Floor	not permitted
36. Upper Floor(s)	not permitted
SIDE STREET/REAR STREET	
37. Ground Floor	not permitted
38. Upper Floor(s)	not permitted
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang	
39. Front Street	not permitted
40. Side Street/Rear Street	not permitted

10. CIVIC BUILDING

A. INTENT

The civic building type has the most flexibility in building form and placement and is intended only for civic and institutional types of uses. These buildings are distinctive within the urban fabric that is created by the other building types and could be designed as iconic structures. In contrast to most of the other building types, a minimum setback line is required instead of a build to zone, though this setback is required to be landscaped.

Parking is limited to the rear in most cases.

B. REGULATIONS

Civic buildings are permitted in the CC, BD, NC, and TN form districts. The civic building type is only permitted on primary frontages. Regulations for the civic building type are defined in Figures 5.43 to 5.50 and Tables 5.15 to 5.18.

Figure 5.40 - Civic building example

Figure 5.41 - Civic building example modern style library

Figure 5.42 - Civic building example with tower and street-facing public space

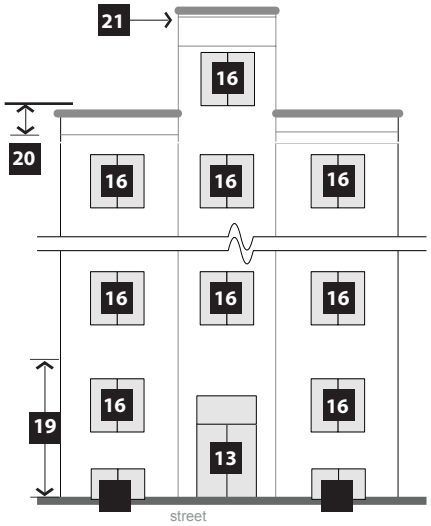

Figure 5.43 - Civic building street facade diagram shown with parapet roof type. Not to scale.

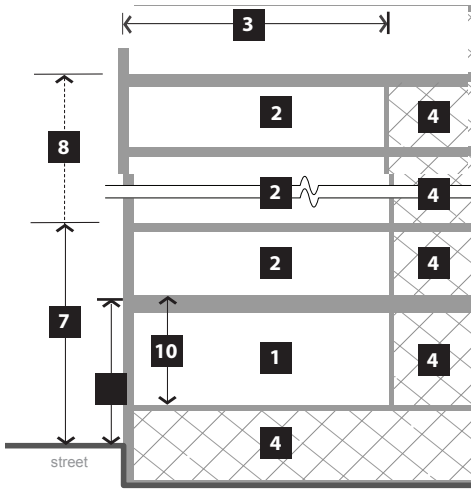

Figure 5.44 - Civic building height and use diagram shown with basement and rear building interior parking and parapet roof type. Not to scale.

Table 5.15 - Civic Building Requirements Part 1

FORM DISTRICT	CC	BD	NC	TN
USE				
1. Ground Floor	civic, institutional			
2. Upper Floor(s)	civic, institutional			
3. Required Occupied Space	30'-0" min. from the front facade on all full floors			
4. Parking Within Building	permitted fully in any basement and in rear of all other floors			
5. Multiple Principal Buildings		not permitted		permitted
6. Accessory Structure		not permitted		
HEIGHT				
7. Principal Building Minimum	1 story	1 story	1 story	2 stories
8. Principal Building Maximum	3 stories	3 stories (+2SB)	2 stories	4 stories
9. Accessory Structure Maximum		not permitted		
10. Ground Floor Height		12'-0" min. / 30'-0" max.		
11. Upper Floor(s) Height		10'-0" min. / 20'-0" max.		
STREET FACADE(S)	STF = storefront, ARC = arcade, STP = stoop, POR = porch			
12. Principal Entrance Location	front or corner facade			
13. Principal Entrance Type(s)	ARC, STP			
14. Entrance Spacing Minimum	1 per 100'-0" of facade		1 per 60'-0" of facade	1 per 80'-0" of facade
15. Ground Floor Transparency	15% min. per floor		10% min. per floor	20% min. per floor
16. Upper Floor(s) Transparency	15% min. per floor		10% min. per floor	20% min. per floor
17. Blank Wall Limitation		not required		
18. Vertical Facade Divisions		not required		
19. Horizontal Facade Divisions		not required		
ROOF TYPE	PA= parapet, PI=pitched, F=flat			
20. Permitted Roof Type		PA, PI, F		
21. Tower		permitted		

+2SB permits up to 2 additional stories if they are stepped back a minimum of 30'-0" from the front facade

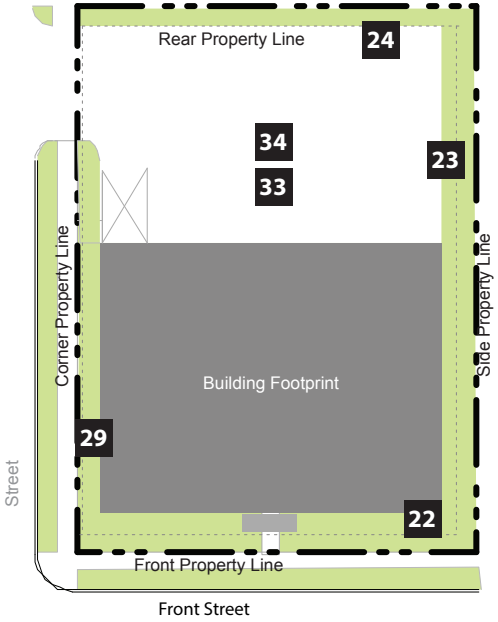

Figure 5.45 - Civic building siting diagram shown with side vehicular access and tower at entry. Not to scale.

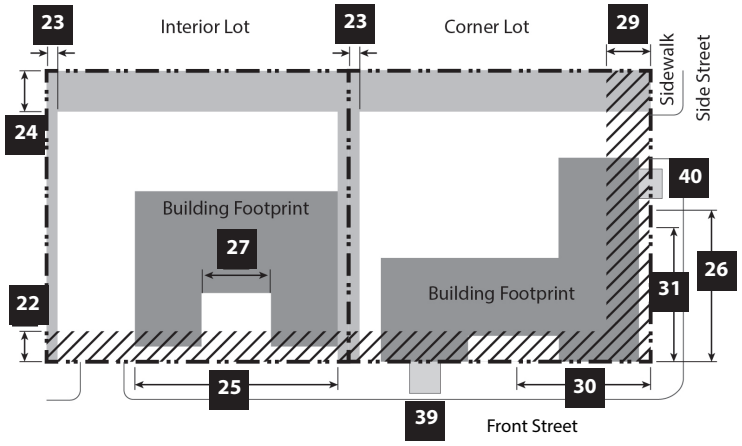

Figure 5.46 - Building placement example diagram. Not to scale.

Table 5.16 - Civic Building Requirements Part 2: Primary Frontage		
FORM DISTRICT	**BD**	**TN**
SITING		
BUILDING LOCATION		
22. Front Build to Zone(s)	5'-0" to 20'-0"	
23. Side Yard Setback Min	0'-0"	
24. Rear Yard Setback Min	10'-0"	
FRONTAGE COVERAGE		
25. Front Street Facade(s)	80% min.	
26. Side Street Facade	50% min.	
27. BTZ Pedestrian Space Table	permitted	
CORNER LOT BUILDINGS		
28. Occupation of Corner	required	not required
29. Corner Build to Zone	5'-0" to 20'-0"	not required
30. Front Street Facade(s)	80% min.	
31. Side Street Facade	50% min.	
VEHICULAR FACILITIES		
32. Vehicle Access Type	1 driveway per street frontage	
33. Parking Location Parking Table	rear yard	
34. Loading/Service Entry Location	rear yard	
ENCROACHMENTS		
FRONT STREET		
35. Ground Floor	not permitted	
36. Upper Floor(s)	8'-0" max.	
SIDE STREET/REAR STREET		
37. Ground Floor	not permitted	
38. Upper Floor(s)	4'-0" max.	
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang		
39. Front Street	R	
40. Side Street/Rear Street	R	

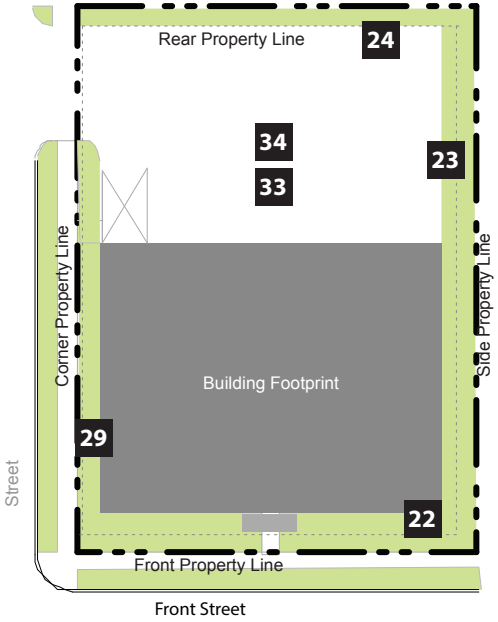

Figure 5.47 - Civic building siting diagram shown with side vehicular access and tower at entry. Not to scale.

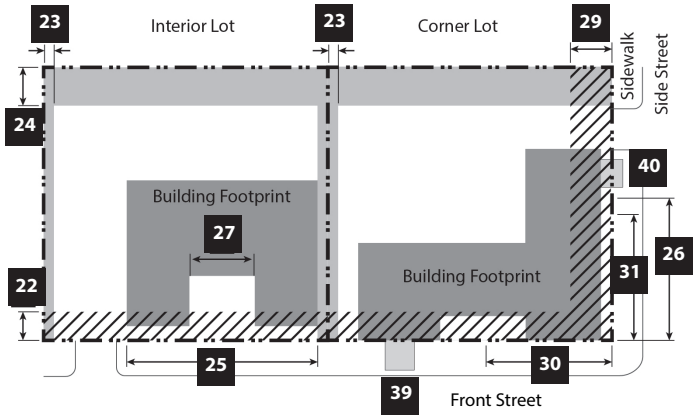

Figure 5.48 - Building placement example diagram. Not to scale.

Table 5.17 - Civic Building Requirements Part 2: Secondary Frontage				
FORM DISTRICT	**CC**	**BD**	**NC**	**TN**
SITING				
BUILDING LOCATION				
22. Front Build to Zone(s)	5'-0" to 15'-0"		5'-0" to 10'-0"	5'-0" to 20'-0"
23. Side Yard Setback Min	5'-0"	0'-0"	5'-0"	0'-0"
24. Rear Yard Setback Min	10'-0"			
FRONTAGE COVERAGE				
25. Front Street Facade(s)	80% min.		60% min.	80% min.
26. Side Street Facade	50% min.			
27. BTZ Pedestrian Space Table	permitted			
CORNER LOT BUILDINGS				
28. Occupation of Corner	not required	required		not required
29. Corner Build to Zone	not required	5'-0" to 10'-0"		not required
30. Front Street Facade(s)	80% min.		60% min.	80% min.
31. Side Street Facade	50% min.			
VEHICULAR FACILITIES				
32. Vehicle Access Type	1 driveway per street frontage			
33. Parking Location Parking Table	rear yard			
34. Loading/Service Entry Location	rear yard, side yard			
ENCROACHMENTS				
FRONT STREET				
35. Ground Floor	not permitted			
36. Upper Floor(s)	4'-0" max.	8'-0" max.	6'-0" max.	8'-0" max.
SIDE STREET/REAR STREET				
37. Ground Floor	not permitted			
38. Upper Floor(s)	4'-0" max.			
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang				
39. Front Street	R			
40. Side Street/Rear Street	R			

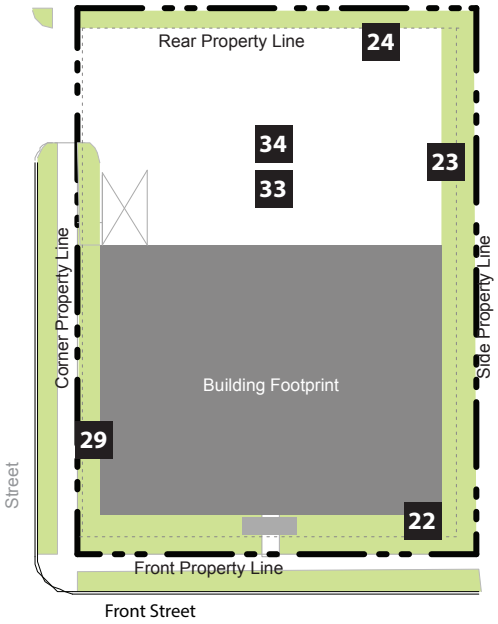

Figure 5.49 - Civic building siting diagram shown with side vehicular access and tower at entry. Not to scale.

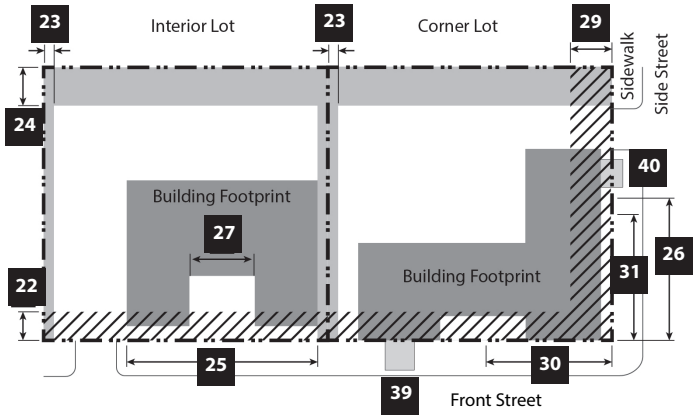

Figure 5.50 - Building placement example diagram. Not to scale.

Table 5.18 - Civic Building Requirements Part 2: Tertiary Frontage				
FORM DISTRICT	**CC**	**BD**	**NC**	**TN**
SITING				
BUILDING LOCATION				
22. Front Build to Zone(s)		5'-0" to 10'-0"		
23. Side Yard Setback Min		5'-0"		
24. Rear Yard Setback Min		10'-0"		
FRONTAGE COVERAGE				
25. Front Street Facade(s)	80% min.		60% min.	80% min.
26. Side Street Facade		50% min.		
27. BTZ Pedestrian Space Table		permitted		
CORNER LOT BUILDINGS				
28. Occupation of Corner	not required	required		not required
29. Corner Build to Zone	not required	5'-0" to 10'-0"		not required
30. Front Street Facade(s)	80% min.		60% min.	80% min.
31. Side Street Facade		50% min.		
VEHICULAR FACILITIES				
32. Vehicle Access Type		1 driveway per street frontage		
33. Parking Location Parking Table		rear yard		
34. Loading/Service Entry Location		rear yard, side yard		
ENCROACHMENTS				
FRONT STREET				
35. Ground Floor		not permitted		
36. Upper Floor(s)		6'-0" max.		
SIDE STREET/REAR STREET				
37. Ground Floor		not permitted		
38. Upper Floor(s)		6'-0" max.		
PROJECTION TYPES: A=awning, B=balcony, C=canopy, R=roof overhang				
39. Front Street		R		
40. Side Street/Rear Street		R		

11. ENTRANCE TYPES

A. GENERAL PROVISIONS

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 table.
2. Applicability. The entire ground story street-facing facade(s) of all buildings shall meet the requirements of at least one of the permitted entrance types, unless otherwise stated.
3. Measuring Transparency. Refer to the individual building type tables for information on transparency.
4. Visible Basements. Visible basements, permitted by entrance type, are optional. The visible basement shall be a maximum of one-half the height of the tallest story.

B. STOREFRONT ENTRANCE

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. See Figure 5.52

1. Transparency. Minimum transparency is required per building type.
2. Horizontal facade division feature shall define the ground story facade from the upper story facades.
3. Visible Basement. A visible basement is not permitted.
4. Entrance. All entries shall be recessed from the front facade closest to the street.
   - **(a)** Recess shall be a minimum of 3'-0" and a maximum of 5'-0" deep, as measured from the front facade.
   - **(b)** The entrance shall not be recessed into the lot further than the maximum Build to Zone (BTZ) depth.

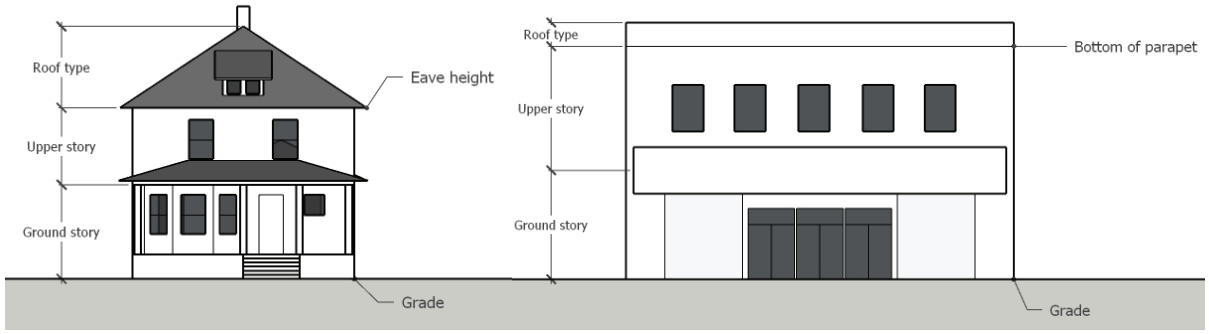

Figure 5.51 - Height measuring diagrams

Figure 5.52 - Storefront entrance example

Figure 5.53 - Arcade entrance example

C. ARCADE ENTRANCE

An arcade recesses the entrance back into the ground floor, creating a covered pedestrian area beneath the second story. See Figure 5.53

1. Arcade. The arcade space is recessed into the building a minimum of 8'-0" and a maximum of 15'-0" from the front facade. The arcade space is permitted to be recessed into the lot beyond the maximum BTZ depth.

2. Build to Zone (BTZ). For arcade entrances, the front facade is the implied plane created by the front face of the arcade columns. The location of this implied plane must be within the required BTZ.
3. Transparency. Minimum facade transparency applies to the recessed entry facade and is required per building type.
4. Horizontal facade division feature shall define the ground story facade from the upper story facades.
5. Recessed Facade Entrance Type. The entrance type at the facade recessed into the arcade shall be a storefront entrance type with one modification: the door location shall be flush with the adjacent windows and not recessed.
6. Column Spacing. Columns shall be spaced from 10'-0" to 16'-0" on center.
7. Column Width. Columns shall be a minimum of 1'-6" and a maximum of 2'-6" in width.
8. Arcade Opening. The top of the opening shall be lower than the interior arcade ceiling (not flush with the ceiling) and may be arched or straight.
9. Horizontal Facade Division. The ground story facade shall be divided from the upper story facades with a horizontal architectural expression.
10. Visible Basement. A visible basement is not permitted.

D. STOOP ENTRANCE

A stoop is an unroofed, open, elevated platform. The doors on a stoop entrance are accessed from the stoop. See Figure 5.54

1. Transparency. Minimum transparency is required per building type.
2. Horizontal facade division feature shall define the ground story facade from the upper story facades.
3. Stoop Size. Stoops shall be a minimum of 3'-0" deep and 6'-0" wide.
4. Elevation. Stoop elevation shall be located a maximum of 2'-6" above the sidewalk without a visible basement and a maximum of 4'-6" above the sidewalk with a visible basement.
5. Visible Basement. A visible basement is permitted and shall be separated from the ground story by an expression line.
   - **(a)** The facade of the visible basement must have a minimum transparency of 15%.
   - **(b)** A visible basement does not count as a building story.
6. Entrance. All entries shall be located off a stoop.

E. PORCH ENTRANCE

A porch is a raised, roofed platform that may or may not be enclosed on all sides. If enclosed, the space shall not be climate controlled. See Figure 5.55

Figure 5.54 - Stoop entrance example with visible basement

Figure 5.55 - Porch entrance example

1. Transparency.
   - **(a)** Minimum transparency per building type is required.
   - **(b)** If enclosed, a minimum of 40% of the enclosed porch shall be comprised of highly transparent, low reflectance windows.
2. Porch Size. The porch shall be a minimum of 5'-0" deep and 8'-0" wide.

3. Elevation. Porch elevation shall be located a maximum of 2'-6" above the sidewalk without a visible basement and a maximum of 4'-6" above the sidewalk with a visible basement.
4. Visible Basement. A visible basement is permitted and shall be separated from the ground story by an expression line.
   (a) The facade of the visible basement must have a minimum transparency of 15%.
   (b) A visible basement does not count as a building story.
5. Height. The porch structure shall not be tall enough to obstruct the windows on the second story.
6. Porch Roof. The roof of the porch may be flat or pitched. The roof may include a balcony that is accessed from the second story.
7. Entrance. All right-of-way facing entries shall be located on a porch.

12. ROOF TYPES

A. GENERAL PROVISIONS

The following provisions apply to all roof types:

1. Intent. To guide the design of the caps of all buildings.
2. Applicability. All buildings shall meet the requirements of one of the roof types permitted by building type.
3. Measuring Height. See Figure 5.51 for information on measuring roof height.
4. Other Roof Types. Requests for other building caps not listed here as a specific roof type may be submitted to the ARC for evaluation, with the following requirements:
   (a) The building is deemed as one having special significance to Murray City or the overall area.
   (b) The shape of the roof type shall be significantly different from those defined in this chapter, e.g. dome, spire, vault.
5. Solar Energy. Solar panels are permitted for all roof types.
6. Appearance. Roofs shall provide an attractive appearance considering that they may be viewed from above as a fifth facade. Equipment projections and access towers must be set back a minimum of 10'-0" from the edge of the roof.

B. PARAPET ROOF

A parapet is a low wall projecting above a building's roof along the perimeter of the building. It can be utilized with a flat or low pitched roof and also serves to limit the view of roof-top mechanical systems from the street.

1. Parapet Height. Height is measured from the outermost roof membrane or structure to the top of the parapet.
   (a) Minimum height is 42" and maximum height is 6'-0". The Architectural Review Committee (ARC) may allow additional height if a finding is made that the proposed height extension meets the intent of the code and is consistent with the architectural standards of the form district.
   (b) The parapet shall be high enough to screen the roof and any roof appurtenances visible from the street.
   (c) Parapets on vertical facade divisions which are in front of adjacent divisions shall return to the adjacent division parapets without any gap between parapets.
2. Horizontal Expression Lines. An expression line shall define the parapet from the upper stories of the building and shall also define the top of the cap.
3. Occupiable Space. Outdoor (unenclosed) roof deck/terrace occupiable space is permitted in this roof type. Such occupiable spaces must meet fire code egress standards. The parapet wall may act as the perimeter barrier if it meets

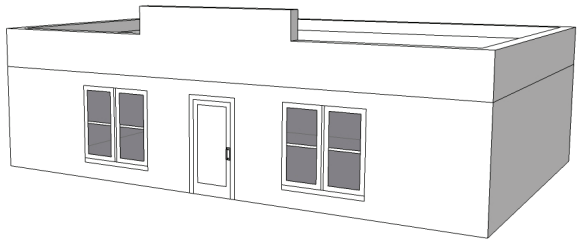

Figure 5.56 - Parapet roof example

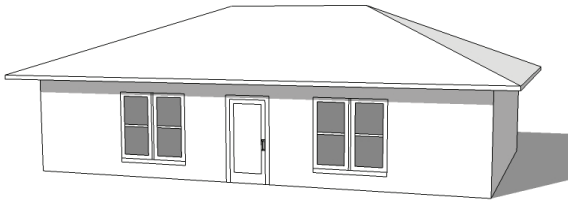

Figure 5.57 - Hipped roof with low pitch example

Figure 5.58 - Parallel ridge line with gable example

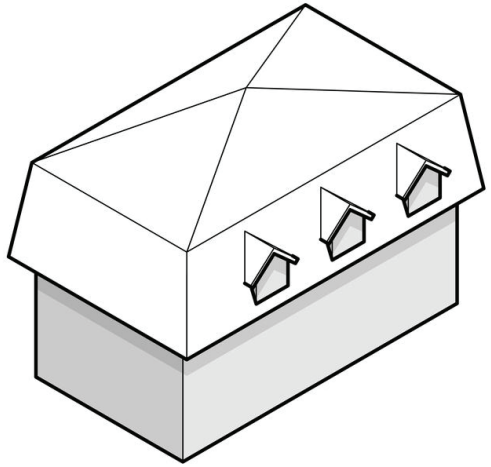

Figure 5.59 - Mansard roof example

safety standards, otherwise an additional barrier is required.

4. Rooftop Enclosures. Rooftop enclosures are permitted in this roof type. Occupiable space may not exceed 10% or 400 square feet of the roof footprint, whichever is larger. Enclosures must maintain applicable roof setback.
5. Green Roof. Green roof systems are encouraged. These systems retain/detain stormwater, help to insulate a building's roof area, and reduce the urban heat island effect. These are shallow substrate vegetation systems, not roof gardens for human use.

C. PITCHED ROOF

This roof type is sloped, or pitched. Slope is measured with the vertical roof height, or rise, divided by the horizontal with, or run.

1. Pitch Measure. For non-mansard roofs, the pitch slope may not be less than 1:3 (rise/run) or more than 1:1. For mansard roofs, the lower pitch angle must be no less than 70° and no greater than 80° and the upper pitch angle must be no less than 30° and no greater than 35°.
2. Configurations. Hipped, gabled, and combination of hips and gables with or without dormers are permitted.
3. Parallel Ridge Line. A gabled end or perpendicular ridge line shall occur at least every 100'-0" of roof length when the ridge line runs parallel to the front lot line. See Figure 5.58
4. Mansard Roof. A double-pitched hipped roof where the lower pitch is a very steep angle and the upper pitch is a very shallow angle. See Figure 5.59
5. Transparency. The upper floor transparency and blank wall limitation requirements apply to gable ends when the space within the roof is occupiable. Gable ends are exempt from these transparency requirements if there is no occupiable space within the roof.
6. Roof height, measured from the ridge line down to the top of the uppermost story.
7. Occupiable Space. Occupiable attic space, the void within the roof trusses, may be used with this roof type and does not count as one story.

D. FLAT ROOF

This roof type has a flat roof with or without overhanging eaves. See Figure 5.59

1. Configuration. Roofs with no visible slope are acceptable. Eaves are required on all street facing facades.
2. Eave Depth. Eave depth is measured from the building facade to the outermost element of the eave. Eaves shall have a minimum depth of 0'-18".
3. Eave Thickness. Eave thickness is measured at the outside edge of the eave, from the bottom of the eave to the top of the eave. Minimum eave

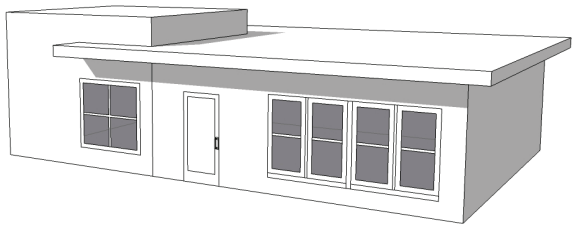

Figure 5.60 - Flat roof example with interrupting vertical wall on left side

height is 0'-8".

4. Interrupting Vertical Walls are facade walls below the eave that extend upwards through and above the top of the eave with no discernible cap.
   - **(a)** No more than one-half of the front facade can consist of an interrupting vertical wall.
   - **(b)** Vertical walls shall extend no more than 4'-0" above the top of the eave.
5. Occupiable Space. Occupied space shall not be incorporated within this roof type.
6. Green Roof. Green roof systems are very strongly encouraged. These systems retain/detain stormwater, help to insulate a building's roof area, and reduce the urban heat island effect. These are shallow substrate vegetation systems, not roof gardens for human use.

E. TOWERS

A tower is a rectilinear or cylindrical, vertical element, that must be used with other roof types; towers are

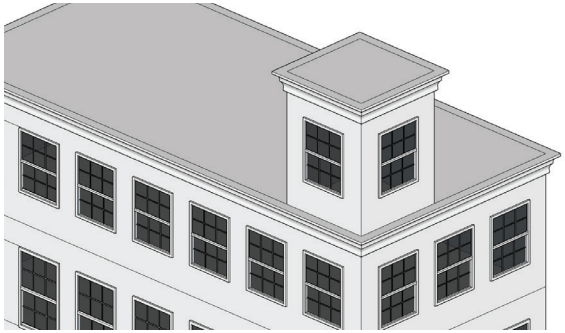

Figure 5.61 - Tower example

only allowed on permitted building types and on corner lots. For lots with two corners, the tower is only permitted on the corner with the front street. A stair tower used for emergency and roof access is exempt from this limit. See Figure 5.61

1. Quantity. All building types, with the exception of the civic building, are limited to one tower per building.
2. Tower Height. Maximum height, measured from the top of the lower parapet or eave to the top of the tower, is limited to 1.5x the height of the upper floor of the building on which the tower is located. The tower is not included in the count for maximum number of stories.
3. Tower Width. Maximum width along all facades is one-third the width of the front facade or 30'-0" whichever is shorter.
4. Occupiable Space. Towers may be occupied by the same uses allowed in upper stories of the building type on which it is located.
5. Application. May be combined with all other roof types.
6. Tower Cap. The tower may be capped by the parapet, pitched, or flat roof types.

13. LIGHTING STANDARDS

These standards apply to light fixtures that are located outside the building and which are not architectural lights that illuminate the building itself.

1. Light Source. Light sources shall be at least as efficient as LED and no greater than 3500K (3000K in single-family zones) in correlated color temperature (CCT). All outdoor light fixtures that house lamps radiating more than 500 lumens shall be full cutoff and oriented as intended per manufacturing instructions. In no case shall the total lumens emitted for a single site exceed 43,560 lumens per acre.
2. Parking Lot Lighting. Parking lot lighting shall be designed and constructed to comply with the following standards:
   - **(a)** Pole Height/Design
     - **(i)** Luminaire mounting height is measured from the parking lot or driveway surface and may range from ten 10'-0" to 25'-0", based on review of site plan, proposed land uses, surrounding land uses, parking area size, building massing, topography of

site, and impacts on adjacent properties.

(ii) Poles and fixtures shall be black, dark brown, or another neutral color approved by the city.

(iii) All attempts shall be made to place the base of light poles within landscape areas.

(iv) Light poles in parking areas shall not exceed 25'-0" in height. Poles exceeding 20'-0" in height are appropriate only for parking areas exceeding two hundred stalls and not in close proximity to residential areas.

3. Other Outdoor Lighting Standards

(a) Wall-mounted lighting fixtures shall not be located above eighteen 18'-0" in height unless being used as building accent lighting. Fixture styles and finishes shall compliment the building exterior.

(b) Lighting located along pedestrian pathways or in areas primarily dedicated to human activity shall be bollard style lighting or down-directed lighting not to exceed 12'-0" in height. Pedestrian lighting shall be coordinated through each project and shall complement adjacent projects to the greatest extent practical.

(c) In order to avoid light pollution, backlit awnings, up light spotlights, and flood lights are prohibited.

(d) Street lighting fixtures shall either be chosen from the city's approved street light list or installed to match a theme set by developments within the zone or area.

4. Upgrading Pre-Existing Lighting

(a) An applicant must bring pre-existing lighting into compliance with this code in conjunction with an application for a building permit for any alteration, remodel or expansion of any structure on the site, or in conjunction with changes to the approved site plan.

5. Lighting Plan Submission Requirements. A lighting plan is required for all developments and must contain the following:

(a) Lighting plans indicating the location on the premises, and the type of illumination devices, fixtures, lamps, supports, reflectors, installation and electrical details;

(b) Description of illuminating devices, fixtures, lamps, supports, reflectors, and other devices that may include, but is not limited to, manufacturer catalog cuts and drawings, including section where required; and Photometric data, such as that furnished by manufacturers, or similar showing the angle of the cut off or light emission.

(c) A point-by-point light plan to determine the adequacy of the lighting over the site.

14. ADDITIONAL DESIGN

STANDARDS

This section outlines the town center design standards that affect a building's appearance and quality. The intent is to improve the physical quality of buildings, enhance the pedestrian experience, protect the character of the neighborhood, create visual interest, and contribute to its sense of place.

A. MATERIALS AND COLOR

1. Front Street-Facing Facade Materials. A minimum of 80% of each facade shall be constructed of primary materials. For facades over 100 square feet, more than one material shall be used to meet the 80% requirement.

(a) Permitted primary building materials include high quality, durable, natural materials, such as stone, brick; wood lap siding; fiber cement board lapped, shingled, or panel siding; glass; exterior architectural metal panels and cladding. Other high quality synthetic materials may be approved by the ARC during the site plan process.

2. Side Street-Facing Facade Materials. Side street materials on front street-facing facades are limited to details and accents and include gypsum reinforced fiber concrete for trim and cornice elements; metal for beams, lintels, trim, and ornamentation.

(a) Exterior Insulation and Finishing Systems

(EIFS) are permitted for trim only or on upper floor facades, up to 20% of total.

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. Membrane roofs are acceptable for flat roofs with no surface visible from the street.
4. Color. A building's dominant colors shall be complementary to existing building stock, where applicable.
5. Appropriate Grade of Materials. Commercial quality doors, windows, and hardware shall be used on all building types with the exception of the row building type.
6. Prohibited Materials List (subject to Utah State regulations):
   - **(a)** Vinyl or aluminum siding, highly reflective metal, mirrored windows, plain cement block.
   - **(b)** Stucco is an allowable facade material only when used on facades that do not face public streets, adjacent residential areas, or open space.

B. WINDOWS, AWNINGS, AND SHUTTERS

1. Windows. Transparency requirements vary by building type and story. See building requirements tables
2. Awnings. All awnings shall be canvas, metal, glass, or wood. Plastic awnings are not permitted. Awning types and colors for each building face shall be coordinated. Awnings shall provide a minimum of 8'-0" vertical clearance above ground plane.
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.

C. DRIVE-THROUGH STRUCTURES

Drive-through structures are not permitted in any form district or with any building type.

D. METERS AND EQUIPMENT PLACEMENT

Equipment shall be screened from view and not located on a public frontage.

E. WASTE CONTAINERS

Waste containers shall be located out of public view and screened with landscaping and/or a structure that is compatible with the theme of the adjacent building.

F. RESIDENTIAL DEVELOPMENT REQUIREMENTS

Residential rental developments shall include:

1. Visitability features for at least 10% of units, including no-step entries, ADA restrooms and accessible controls.

G. STATE STREET CORRIDOR, BOULEVARD FORM DISTRICT

1. Additional design requirements for buildings fronting State Street are required by Murray City. The intent is to ensure that new buildings along State Street reflect the historic context of existing buildings along the corridor.
2. Materials: Building facades along State Street should primarily be faced with brick with a historically typical finish and color.
3. Windows & Doors: Buildings should use a historically typical window and door type, with windows recessed into the facade to create historically appropriate window ledge depth.
4. Additional requirements: Traditional elements provide horizontal and vertical modulation. For example:
   - **(a)** Pronounced entries,
   - **(b)** Architectural banding,
   - **(c)** Primary verticals (windows),
   - **(d)** Strong roof termination (cornice)
5. Architectural details: Additional details appropriate to historic architecture are encouraged including awnings, light fixtures, blade signage, public art, etc.

17.171.060 OPEN SPACE

1. GENERAL REQUIREMENTS

A. INTENT

To provide public open space as an amenity that promotes physical and environmental health within the community and to provide each household with access to a variety of active and passive open space types.

B. APPLICABILITY

Open space types are permitted, not permitted, or limited according to each form district. See Table 6.1

These open space requirements do not apply to private open spaces such as yards and resident only open spaces in a development. They do apply to public open spaces regardless of public or private ownership. A pedestrian street is a type of open space that is defined in Chapter 4.0 Street Types.

C. GENERAL REQUIREMENTS

All public open spaces shall meet the following general requirements:

1. All public open spaces within the Murray City Center Form Based Code (FBC) boundary shall comply with one of the open space types as defined in this chapter.
2. All open space types shall provide public access from a vehicular and/or pedestrian right-of-way.
3. Pocket park, town square, and park open spaces shall be platted as a parcel or group of parcels or, with permission from the city, may be located within a right-of-way.
4. Unless prohibited, open space types may incorporate fencing provided that the following requirements are met:
   - **(a)** Fencing shall be a maximum height of 3'-0" unless approved by the city for such circumstances as proximity to railroad right-of-way or use around swimming pools, ball fields, ball courts, and off-leash dog areas.
   - **(b)** Fence opacity shall be no greater than 60%.
   - **(c)** Chain-link fencing is not permitted, with the exception of dedicated sports field or court fencing as approved by the city.
   - **(d)** If a fence is built along a street front, openings, with or without gates, shall be provided on each individual street front with a minimum spacing of one opening every 100'-0" or a minimum of one opening on street fronts that are less than 100'-0".

Table 6.1 - Open Space Types by Form District

OPEN SPACE TYPE	FORM DISTRICT				
	CC	BD	NC	TN	RT
1. Pocket Park	P	P	P	P	P
2. Town Square	P	P	N	P	N
3. BTZ Pedestrian Space	V	V	V	V	V
4. Park	P	N	P	P	P

P = Permitted | N = Not Permitted

V = Requirements Vary by Building and Frontage Type

5. Ownership of all public open space types may be either public or private. All open spaces shall be publicly accessible, regardless of ownership.
6. Parking shall not be required for an open space type, unless a use other than open space is determined by the city.
7. Continuity of connections to existing or planned trails or open space types shall be made when the open space abuts key trail corridors or another open space type.

D. DEFINITION OF REQUIREMENTS

The meaning and usage of terminology is not universal. Some of the terms in this FBC are used

differently in other contexts. The definitions provided in this FBC are specific to how they are used within the FBC. These definitions are not subject to multiple interpretations and shall not be altered.

The following further explains or defines the requirements for each open space type. Refer to Tables 6.2 to 6.5 for the specific requirements of each open space type.

1. Dimensions

(a) The minimum and maximum areas of all open space types is measured within the lot lines of the property.

(b) The minimum dimension requirement is a way to make sure that size of an open space is not too small for its particular open space type. The minimum dimension for all open space types is derived from overlaying the open space plan with two straight lines that intersect at right angles and whose endpoints are at the outer property lines. The first line is placed at the longest distance across the open space. The second line crosses the first line at a right angle at the place on the first line that follows the longest distance in the direction perpendicular to the first line. The "minimum dimension" is the shorter of these two lines. See Figure 6.1

2. The minimum access requirement ensures access and visibility for the open space. It is described in two ways:

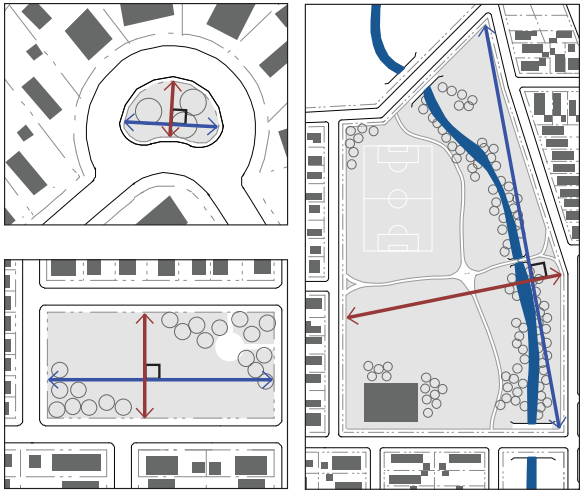

Figure 6.1 - Minimum dimension measurement examples with the longest distance shown in blue and the minimum dimension shown in red

(a) The percentage of the total perimeter that must be adjacent to a public right-of-way.

(b) The minimum number of and/or spacing between access points into the open space.

3. Adjacent lots are those which are directly adjacent to and directly across the street from an open space.

(a) The adjacent form district requirement determines which open space type(s) may be located adjacent to lots of the given form district. The open space type is permitted to be adjacent to the listed form district(s).

(b) The preferred orientation of adjacent lots is toward the open space. Any such lots would need vehicular access along the rear or side property line(s).

1. IMPROVEMENTS

Improvements of the following types may be permitted in any open space:

1. Sports fields are fields or courts that are designed for one or more specific sports.

(a) Sports fields areas are limited in size, expressed as a maximum percentage of the total park area.

(b) Paved sports courts do not count toward pavement requirements.

2. Playgrounds are defined areas with play structures and equipment, such as slides, swings, and climbing structures, typically for children under 12 years old.

3. Structures

(a) Fully enclosed inhabitable structures are permanent structures with a roof and walls with closeable doors that fully enclose the space. They are intended for uses such as, but not limited to, park offices, maintenance sheds, community centers, and rest rooms.

(b) Open-air inhabitable structures are permanent structures with a roof or overhead covering and partially or fully open sides. Examples include, but are not limited to, gazebos, pavilions, pergolas, and shade structures.

(c) Landscape structures are permanent uninhabitable structures that are used for aesthetic purposes or active uses that are not a sports field/court or playground. Examples include, but are not limited to, water features, monuments, sculptures, splash pads, climbing walls, and skate parks.

4. The pavement requirements are expressed as percentages of the total area of the open space, as measured within the lot boundaries. Paved areas may use impervious and/or semi-pervious paving materials. Three percentages are given:

(a) The minimum total area is the smallest permitted paved area and includes the sum of both impervious and semi-pervious paved areas.

(b) The maximum total area is the largest permitted paved area and includes the sum of both impervious and semi-pervious paved areas.

(c) The maximum impervious pavement area is the largest area permitted to be paved with impervious paving materials.

(d) Paved sports courts are not counted in the pavement requirement percentages.

5. Lighting makes open spaces useful after sunset and improves night-time safety. Each open space type requires lighting but the amount and type of lighting differs with each open space type and design. The following principles apply to open space lighting:

(a) Light Source. Light sources shall be at least as efficient as LED and no greater than 3500K, 3000K in residential areas, in correlated color temperature (CCT). All outdoor light fixtures that house lamps radiating more than 500 lumens shall be full cutoff and oriented as intended per manufacturing instructions. In no case shall the total lumens emitted for a single site exceed 43,560 lumens per acre.

(i) Wall-mounted lighting fixtures shall not be located above 18'-0" in height unless being used as building accent lighting. Fixture styles and finishes shall compliment the building exterior.

(ii) Lighting located along pedestrian pathways or in areas primarily dedicated to human activity shall be bollard style lighting or down-directed lighting not to exceed 12'-0" in height. Pedestrian lighting shall be coordinated through each project and shall complement adjacent projects to the greatest extent practical.

(iii) Light poles for pedestrian areas shall be shorter pedestrian scale light poles, not the taller vehicular scale poles. Hybrid poles, with both an upper vehicular fixture and lower pedestrian fixture, are permitted along streets. Large areas that need to be lit, such as squares and sports fields, may use taller light poles for wider coverage.

6. Seating is an important component of all open spaces, it encourages people to stop and spend time in the open space rather than just pass through, and allows people with different mobility and physical needs to enjoy the open space. Each open space type requires seating but the amount and type of seating differs with each open space type and design. The following principles apply to open space seating:

(i) Seat counts for manufactured seat furniture shall be counted according to the manufacturer's specifications. For built-on-site seating, such as seat walls, steps, and benches, each 2'-0" of linear seating shall be considered one seat.

7. Landscaping refers to areas that are planted with live plants. These areas are categorized into lawns (expanses of turf grass) and planted areas (plants that are not turf grass). Trees can be planted in both lawns and planted areas. Landscape designs will vary widely between open space types and are based on specific site characteristics and design goals.

8. Bicycle facilities located in open spaces are an important part of the active transportation network. The amount and type of bicycle facilities

differs with open space type and design. The following principles apply to open space bicycle facilities:

(a) Bicycle rack locations shall be convenient to rights-of-way or other connections to the active transportation network, be visible in the daytime and well-lit at night in order to deter bike theft.

(b) Each bicycle rack shall have an appropriate amount of clear space around it so that loading and unloading a bicycle from the rack shall not impede any adjacent pedestrian walkway.

(c) Bicycle racks with permanent coverings are encouraged.

E. STORMWATER MANAGEMENT STRUCTURES IN OPEN SPACES

Stormwater management structures, such as storage and retention facilities, may be integrated into public open spaces and used to meet stormwater requirements for surrounding lots. Stormwater features in open spaces may be designed as formal or natural amenities with additional uses other than stormwater management, such as an amphitheater, sports field, or a pond or pool as part of the landscape design.

Bioswales and green roofs are very strongly encouraged. Bioswales provide places where rainwater can percolate directly into the soil rather than being directed into a storm drain. They can also be an ornamental landscape element and create unique habitats. Green roofs reduce and/or delay the amount of runoff that goes into the storm drain from roof structures, provide thermal insulation to the roof, and reduce the urban heat island effect.

All stormwater management structures and practices shall meet the requirements in the city's Public Works Department standards.

2. POCKET PARK

A. INTENT

Pocket parks may be appropriate in certain areas of the district. These parks may be very narrow or otherwise constrained in ways that would make a more traditional larger park unfeasible.

B. GENERAL REQUIREMENTS

Pocket parks should be strategically located, if possible. Pocket parks are a valuable temporary use on lots that are undeveloped.

Regulations for the pocket park open space type are defined in Table 6.2.

Figure 6.2 - Pocket park example

Table 6.2 - Pocket Park Requirements		
DIMENSIONS		
1. Minimum Area		0.1 acres
2. Maximum Area		0.25 acres
3. Minimum Dimension		none
4. Minimum Access		1 pedestrian entry to right-of-way every 20'-0" of frontage
ADJACENT LOTS		
5. Adjacent Form District(s)		any
6. Adjacent Lot Lines		side, rear
IMPROVEMENTS		
7. Permitted Sports Fields/Courts		not permitted
8. Playground		permitted
9. Permitted Structures		open-air inhabitable, water feature, monument, sculpture, splash pad
Paving	10. Minimum Total Area	15%
	11. Maximum Total Area	30%
	12. Maximum Impervious Pavement Area	20%
13. Lighting		required, 18'-0" max. fixture height
14. Seating		1 / 200 sq. ft.
15. Landscaping		50% min. live plant coverage in planted areas at maturity (Trees not included)
16. Trees		1 / 1,000 sq. ft.
17. Bicycle Facilities		1 rack / 500 sq. ft.

3. TOWN SQUARE

A. INTENT

A high quality town square space can become the 'heart' of a community, when located effectively and with the right amount of attention given to how the space is used and designed. Town squares do not need to be large in size, but should be well located in the most highly concentrated and pedestrian-oriented parts of the community.

B. GENERAL REQUIREMENTS

Town squares should be well-designed, and located in visible, and easily accessed places. Town squares shall be fronted by public streets or primary building facades, and surrounded by activity on all sides. Town squares may not be located behind parking lots.

Regulations for the town square open space type are defined in Table 6.3.

Figure 6.3 - Public square example

Table 6.3 - Town Square Requirements		
DIMENSIONS		
1. Minimum Area		0.5 acres
2. Maximum Area		2.0 acres
3. Minimum Dimension		35'-0"
4. Minimum Access		50% of perimeter open to street frontage
ADJACENT LOTS		
5. Adjacent Form District(s)		any
6. Adjacent Lot Lines		front
IMPROVEMENTS		
7. Permitted Sports Fields/Courts		not permitted
8. Playground		not permitted
9. Permitted Structures		open-air inhabitable, water feature, monument, sculpture, kiosk
Paving	10. Minimum Total Area	30%
	11. Maximum Total Area	75%
	12. Maximum Impervious Pavement Area	50%
13. Lighting		required, 16'-0" max. fixture height
14. Seating		1 / 150 sq. ft.
15. Landscaping		50% min. live plant coverage in planted areas at maturity (Trees not included)
16. Trees		1 / 400 sq. ft.
17. Bicycle Facilities		1 rack / 500 sq. ft.

4. BTZ PEDESTRIAN SPACE

A. INTENT

Pedestrian space within the build to zone (BTZ) is an extension of the public pedestrian space of the streetscape and is an effective way to improve the appearance, function, and experience of the street and building facade. These small open spaces provide distinction to individual buildings, spatial diversity within building facades, and functional outdoor space for amenities and activities like cafes, seating, gathering, events, and displays.

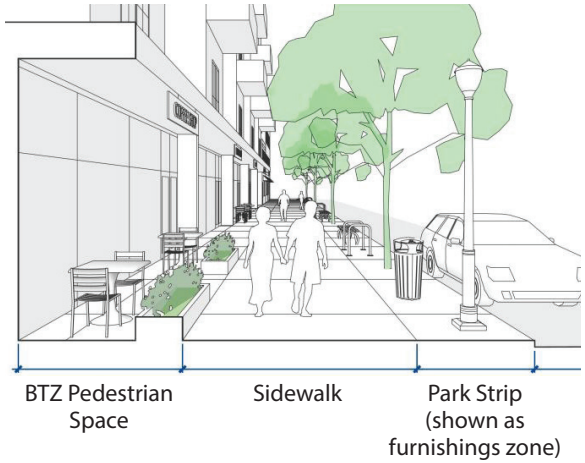

Figure 6.4 - BTZ pedestrian space example

Table 6.4 - BTZ Pedestrian Space Requirements		
DIMENSIONS		
1. Minimum Depth		BTZ min. depth
2. Maximum Depth		BTZ max. depth
3. Minimum Width		none
4. Maximum Width		full width of building facade
FRONTAGE AND BUILDING TYPES		
5. Frontage Types		per building type part 2 tables
6. Building Types		per building type part 2 tables
IMPROVEMENTS		
7. Permitted Structures		monument, sculpture, water feature, shade structure, stoop or porch (per entrance type)
Paving	8. Walkway	required, 1 per pedestrian entrance
	9. Driveway	required, 1 per vehicular entrance
	10. Amenity	paving between walkways/driveways as needed for amenities/activities
11. Lighting		permitted: bollard lights, landscaping lights, pole lights with 16'-0" max. pole fixture height
12. Seating		permitted
Landscaping	13. Front Street	planted areas to be 0% min. to 40% max. of net BTZ area
	14. Side Street	planted areas to be 0% min. to 80% max. of net BTZ area
	15. Curb	all planted areas to be enclosed by 6" tall concrete curbing
	16. Plant Coverage	planted areas to be 50% min. live plant coverage at maturity (excluding trees)
	17. Lawn	lawn is prohibited
	18. Trees	very narrow trees are permitted only with ARC approval
19. Bicycle Facilities		permitted

B. GENERAL REQUIREMENTS

1. By definition, BTZ pedestrian spaces are located on private property and are part of a project's site plan and design drawings.
2. Where a building facade is located directly on the right-of-way property line there is no BTZ pedestrian space.
3. BTZ pedestrian space is required, permitted, or not permitted according to building and frontage type as described in the building type part 2 tables in Chapter 5.0.
   - **(a)** Depth is measured from the right-of-way property line to the building facade, along a line perpendicular to the right-of-way property line.
   - **(b)** Net BTZ area is the total BTZ area (per street facade) minus the area for required walkway and driveway pavement.
   - **(c)** Must be open to the street and shall only be enclosed by the primary building facade.
     - **(i)** Primary building facade projections and encroachments requirements apply.
     - **(ii)** Shall not be enclosed with any fencing, walls, hedges, or other vertical barrier.
   - **(d)** Shall be open to public use.

Regulations for the BTZ pedestrian space open space type are defined in Table 6.4.

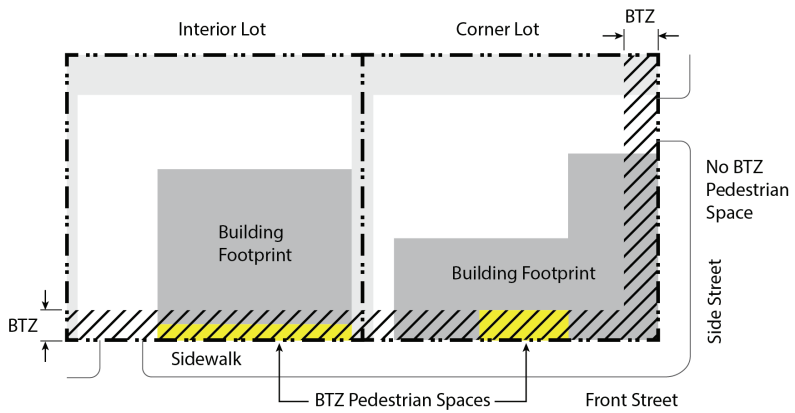

Figure 6.5 - BTZ shown as diagonal hatch pattern. BTZ pedestrian space shown in yellow. Not to scale.

5. PARK

A. INTENT

Park space is important to every community but it must be located and designed in order to be used by a variety of users at all times of the day and all days of the week. Park space should be oriented to pedestrian networks including convenient access to trail networks.

B. GENERAL REQUIREMENTS

Parks should be designed to be sensitive to community limitations on water usage and maintenance resources. Parks should be appropriately scaled to focus on neighborhood usage and be open to and welcome all users.

Parks are only permitted to be constructed by the city for county or public use.

Requirements for the park open space type are defined in Table 6.5.

Figure 6.6 - Park example

Table 6.5 - Park Requirements		
DIMENSIONS		
1. Minimum Area		none
2. Maximum Area		none
3. Minimum Dimension		80'-0"
4. Minimum Access		25% of perimeter open to street frontage
ADJACENT LOTS		
5. Adjacent Form District(s)		any
6. Adjacent Lot Lines		front, side, rear
IMPROVEMENTS		
7. Permitted Sports Fields/Courts		basketball, tennis, volleyball,pickleball
8. Playground		permitted
9. Permitted Structures		open-air inhabitable, water feature, monument, sculpture, splash pad
Paving	10. Minimum Total Area	10%
	11. Maximum Total Area	25%
	12. Maximum Impervious Pavement Area	15%
13. Lighting		required, 16'-0" max. fixture height
14. Seating		1 / 250 sq. ft.
15. Landscaping		50% min. live plant coverage in planted areas
16. Trees		1 / 500 sq. ft.
17. Bicycle Facilities		1 rack / 600 sq. ft.

17.171.070 LANDSCAPING

1. GENERAL REQUIREMENTS

A. INTENT

The landscape standards outlined in this chapter are designed to meet the following set of goals:

1. To provide for healthy, long-lived street trees within all public ways to improve the appearance of streets and to create a buffer between pedestrian and vehicular travel lanes.
2. To increase the compatibility of adjacent uses and minimize the adverse impacts created by adjoining or neighboring uses.
3. To promote the prudent use of water and energy resources by achieving and maintaining sustainable, functional landscapes.
4. To shade large expanses of pavement and reduce the urban heat island effect.

B. APPLICABILITY

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

1. General Compliance. Application of this section to existing uses shall occur with the following developments:
   - **(a)** Any development of new or significant improvements to existing parking lots, loading facilities, and driveways. Significant improvements include new driveways, new spaces, new medians, new loading facilities, or complete reorganization of the parking and aisles.
   - **(b)** Alteration to an existing principal or accessory structure that results in a change of 15% or more in the structure's gross floor area.
   - **(c)** When compliance is triggered for existing parking lots, landscape improvements shall take precedence over parking requirements.
2. Landscape buffers are required according to the provisions in this section with the following exceptions.
   - **(a)** Shared Driveways. Buffers shall not be required along a property line where a curb cut or aisle is shared between two adjoining lots.
   - **(b)** Points of Access. Buffering is not required at driveways or other points of access to a lot.
3. These provisions do not apply to temporary uses, unless determined otherwise by the City.

Figure 7.1 - Example of waterwise landscape with good plant variety and plant coverage

Figure 7.2 - Low plantings provide adequate visibility at intersections

2. LANDSCAPING INSTALLATION

A. INTENT

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

B. APPLICABILITY

These provisions apply to landscape installation as required by this section.

C. 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 the installation costs as estimated by a qualified professional is required. Bond calculations should be specific enough to include each plant species rather than a lump sum per given area.

(b) Complete installation is required within nine months of the issuance of the temporary certificate of completeness or occupancy permit or the cash escrow or letter of credit may be forfeited. No temporary certificate of completeness or occupancy shall be issued.

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

(f) Species native or naturalized to the Wasatch Front, whenever possible.

4. Compost, mulch, and organic matter may be utilized within the soil mix to reduce the need for fertilizers and increase water retention.

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

D. GROUND PLANE VEGETATION

All unpaved areas shall be covered by planting beds.

1. Planting Beds

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

(b) Planting beds shall be planted such that a minimum of 50% their area is covered by live plant material, at plant maturity. Tree canopies are not included in coverage calculations.

(c) Nonliving materials, such as colored gravel or organic mulch, are permitted to be visible in no more than 50% of a bed area. Mulch depth should be a minimum of 3".

(d) Annual beds must be maintained seasonally and replanted as necessary.

(e) Planting beds should be designed and maintained to provide adequate visibility.

(i) Planting plans around known signage locations shall select low growing plants to provide long term sign visibility with minimal maintenance.

(ii) Planting beds near pedestrian and vehicular intersections should be designed to maintain safe sight lines for pedestrians and drivers.

2. Turf grass is not permitted in any of the three landscape zones described in this chapter.

E. TREE INSTALLATIONS

The installation of trees shall meet the following requirements:

1. Tree Measurement. The caliper of new trees shall be measured at 0'-6" above the mean grade of the tree's trunk for 0'-4" caliper or less, and 1'-0" above the mean grade of the tree's trunk for calipers above 0'-4", and noted as caliper inches throughout this ordinance.

2. Tree Maintenance. Tree trimming, fertilization, and other similar work shall be performed by or under the management of an ISA certified arborist.

3. Tree Size. All trees to be installed to meet the requirements of this section shall be a minimum of 0'-2" caliper at the time of installation.

4. Structural Soil. When a tree is to be planted within a park strip or paved area such as a plaza (and the pavement is not yet installed), structural soil is required underneath the adjacent 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.

5. Energy conservation can be enhanced by plant placement. Plantings shall be designed to reduce the energy consumption needs of the development.

(a) Deciduous trees should be placed on the south and west sides of buildings to provide shade from the summer sun and allow heat from the winter sun to reach the buildings.

(b) Evergreen trees and other evergreen plants should be concentrated on the north side of buildings to dissipate the effect of winter winds.

F. 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 controller. Smart controllers with wireless access are encouraged.

3. The irrigation system shall provide sufficient coverage to all landscaped areas.

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

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

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

7. Irrigation systems shall be smart and weather-based instead of clock-based. A WaterSense label is required per the city's Waterwise Landscaping Ordinance.

G. MAINTENANCE OF LANDSCAPE

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

1. All required landscaping shall be maintained to adhere to all requirements of this ordinance.

2. Unhealthy plants shall be replaced with healthy, live plants by the end of the next applicable growing season. This includes all plant material that shows dead branches over a minimum of 25% of the normal branching pattern.

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

4. Maintenance shall preserve at least the same quantity, quality, and screening effectiveness as initially installed.

5. Fences, walls, and other barriers shall be maintained in good repair and free of rust, flaking paint, graffiti, and broken or damaged parts.
6. Tree topping is permitted if required for overhead utilities clearance. It is not permitted as a personal preference. When necessary, crown reduction thinning or pruning is permitted.
7. All landscaped areas regulated by this may be inspected by the city.

Figure 7.3 - Using the same tree species on both sides of the street creates a stronger streetscape identity and experience

3. STREET TREES

A. INTENT

To line all streets with a consistent and appropriate planting of trees to establish tree canopy for environmental benefit and a sense of identity for each street.

B. APPLICABILITY

The requirements herein apply to the reconstruction, and new construction, of all streets. Regulations for street trees are defined in Figure 7.4 and Table 7.1

C. MINIMUM STREET TREE REQUIREMENTS

All street trees shall meet the requirements set forth in the Murray City Code of Ordinances.

Table 7.1 - Street Tree Species	
COMMON NAME	BOTANICAL NAME
Common Hackberry	Celtis occidentalis
Eastern Redbud	Cercis canadensis
Green Vase Zelkova	Zelkova serrata 'Green Vase'
Japanese Tree Lilac	Syringa reticulata
Northern Acclaim Honeylocust	Gleditsia triacanthos inermis 'Northern Acclaim'
Wireless Zelkova	Zelkova serrata 'Wireless'

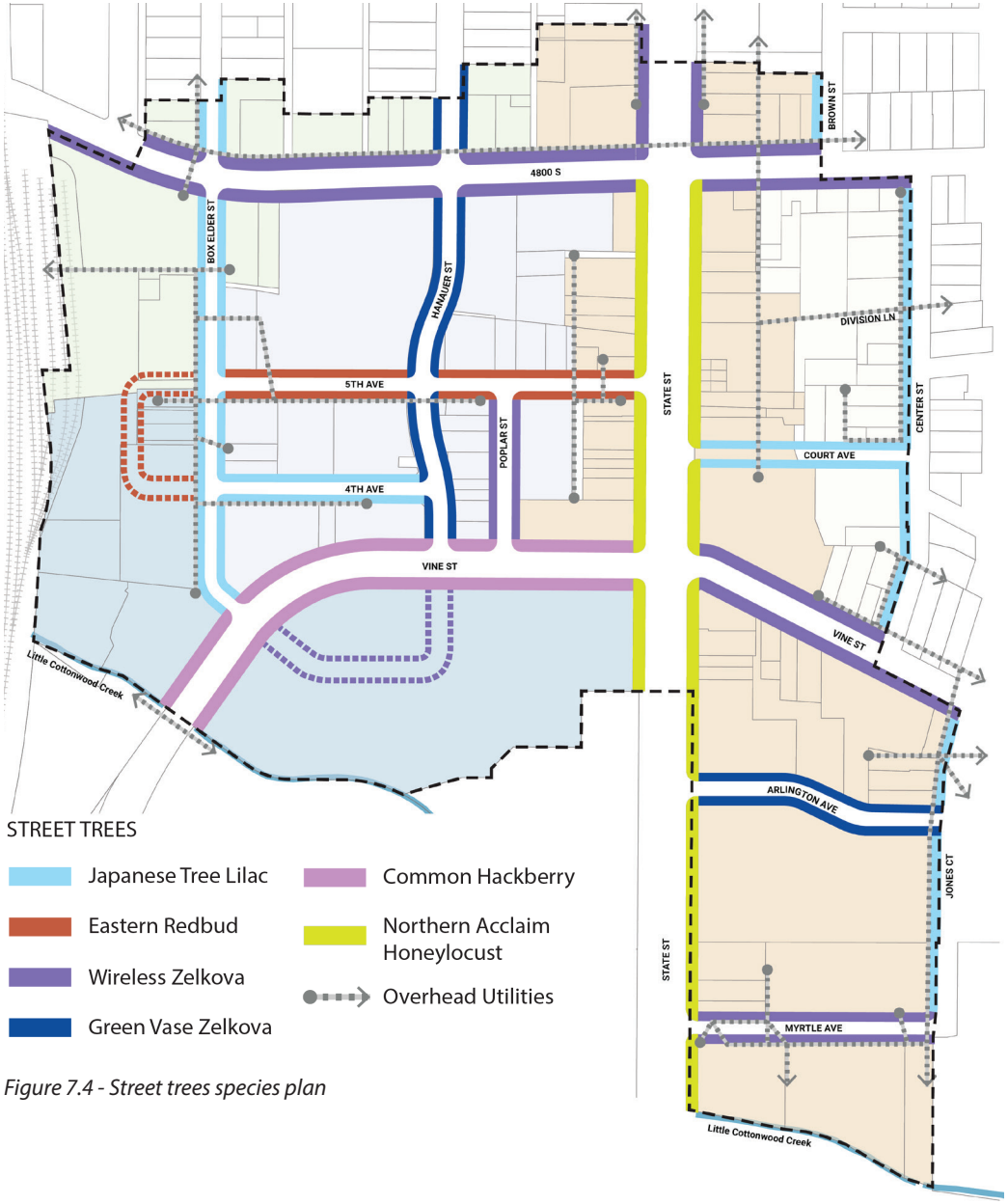

Figure 7.4 - Street trees species plan

4. LANDSCAPE AREAS

A. INTENT

To increase the compatibility of adjacent uses and minimize the adverse impacts created by adjoining or neighboring uses. This is accomplished by defining three different types of landscape areas. These areas help to screen, separate, and define the edges of a lot and the interior of surface parking lots.

The three landscape areas are:

1. Parking Lot Frontage Buffers
2. Parking Lot Interior Landscape
3. Side and Rear Landscape Buffers

B. PARKING LOT FRONTAGE BUFFERS

1. INTENT

Landscaped buffers around parking lots are designed to reduce the visual impact of vehicular areas on public streets and adjacent properties.

2. APPLICABILITY

Applies to properties in all form districts where a parking lot abuts a street frontage.

Regulations for the parking lot frontage buffer landscape area type are defined in Figure 7.5 and Table 7.2.

Table 7.2 - Parking Lot Frontage Buffer Requirements	
BUFFER REQUIREMENTS	
1. Location	required where a parking lot abuts a street frontage
2. Depth	5'-0" min.
PLANTING REQUIREMENTS	
3. Trees	required 30'-0" on center where there is efficient space for a buffer tree to be planted at the halfway point between street trees, on street side of fence when a fence is present
4. Ground Plane Vegetation	buffers are required to be planted with live plants with at least 50% coverage at maturity
FENCING (OPTIONAL)	
5. Height	3'-0" min. - 4'-0" max.
6. Location	2'-0" offset from parking lot outer curb
7. Opening	1 pedestrian opening allowed per street frontage, 4'-0" minimum width

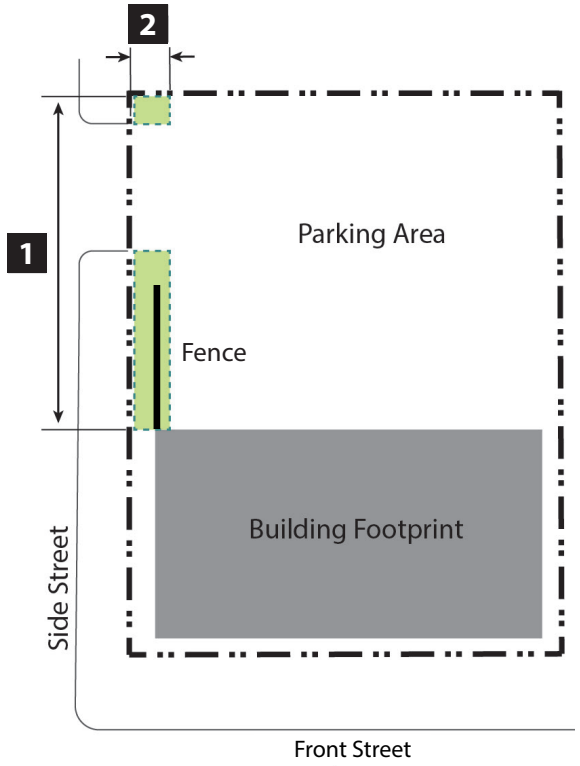

Figure 7.5 - Parking lot frontage buffer diagram. Not to scale.

C. PARKING LOT INTERIOR LANDSCAPE

1. INTENT

Landscaped areas within parking lots are designed to provide shade, reduce stormwater runoff, and improve the appearance of parking lots.

2. APPLICABILITY

All surface parking lots with fourteen or more parking spaces shall provide landscaping in accordance with the provisions of this section.

Regulations for the parking lot interior landscape area type are defined in Figure 7.6 and Table 7.3.

Table 7.3 - Parking Lot Interior Landscape Requirements	
LANDSCAPE ISLAND REQUIREMENTS	
1. Locations	1 island at the ends of each row/parking bay, including parking lot corners AND 1 island every ten stalls in each row/bay, on both edge and interior rows/bays
2. Width	5'-0" min. width AND structural soil area, 10'-0" radius from tree center, required for trees planted in any island narrower than 15'-0" wide
PLANTING REQUIREMENTS	
3. Trees	1 large shade tree / island min.
4. Ground Plane Vegetation	islands are required to be planted with live plants with at least 50% coverage at maturity

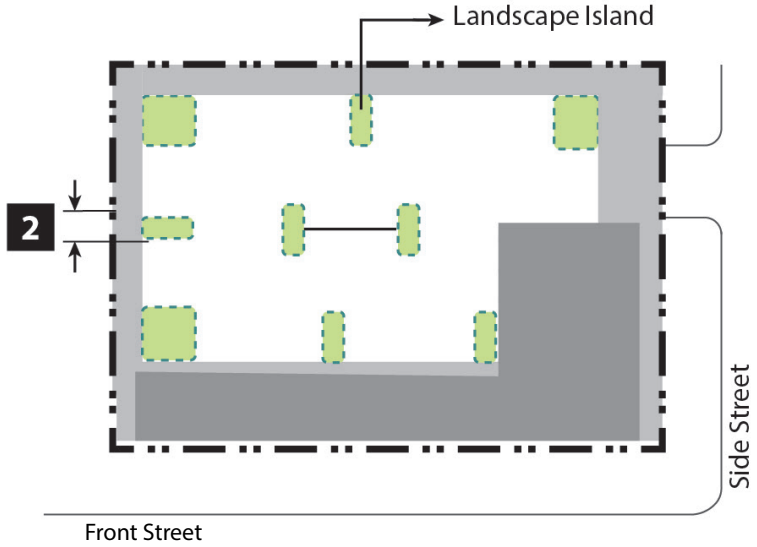

Figure 7.6 - Parking lot interior landscaping diagram. Not to scale.

D. SIDE AND REAR LANDSCAPE BUFFERS

1. INTENT

Landscaping along the rear and sides of a lot are designed to minimize negative impacts between adjacent developments and provide softening and screening between properties.

2. APPLICABILITY

These landscape buffers are required in all developments within the district.

Approved shared parking lots are exempt from side and rear landscape buffer requirements when the parking lot straddles a side or rear lot line.

Regulations for the side and rear landscape buffer landscape area type are defined in Figure 7.7 and Table 7.4.

Table 7.4 - Side & Rear Landscape Buffer Requirements	
BUFFER REQUIREMENTS	
1. Locations	required along side and rear lot lines (not along street frontages or across driveways)
2. Depth	8'-0" min.
LANDSCAPING REQUIREMENTS	
3. Trees	1 tree / 30'-0" of side and rear lot lines
4. Hedge Option*	A continuous double row of shrubs planted in the space between trees. Individual shrubs to have a minimum mature width of 3'-0" and minimum mature height of 4'-0" planted at no more than 3'-0" on center.
5. Fence Option*	An opaque fence with a minimum height of 6'-0" to be installed adjacent to the lot line. The buffer on the interior side of the fence is required to be planted with live plants with at least 50% coverage at maturity.

*Each side and rear buffer must use either the hedge or fence option.

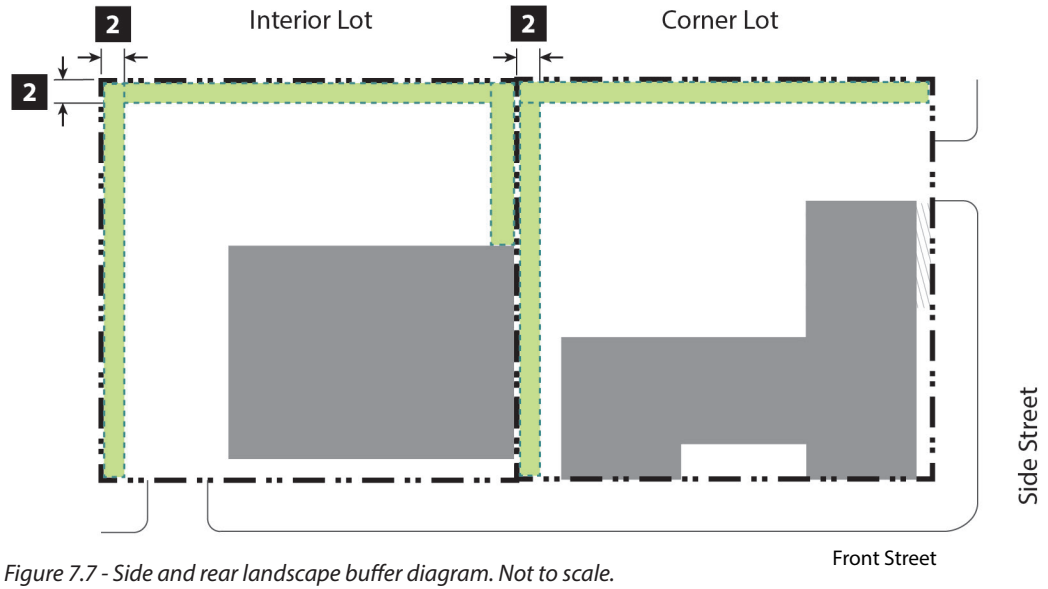

Figure 7.7 - Side and rear landscape buffer diagram. Not to scale.

17.171.080 PARKING

1. GENERAL REQUIREMENTS

A. INTENT

These provisions are established to accomplish the following:

1. Ensure an appropriate level of vehicle parking, loading, and storage to support a variety of uses.
2. Provide appropriate site design standards to mitigate the impacts of parking lots on adjacent uses and form districts.
3. Provide specifications for vehicular site access.

B. APPLICABILITY

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

1. Compliance with these required standards outlined shall be triggered by the following circumstances:
   - **(a)** Development of all new parking facilities, loading facilities, and driveways.
   - **(b)** Improvements to existing parking facilities, loading facilities, and driveways, including reconfiguration, enlargement, or the addition of curbs, walkways, fencing, or landscape installation.
   - **(c)** Change in use requiring a change in the amount of parking.
2. Damage or Destruction. When a use that has been damaged or destroyed by fire, collapse, explosion, or other cause is reestablished, any associated off-street parking spaces or loading facilities must be reestablished based on the requirements of this chapter.
3. Site Plan Approval. Parking quantities and parking design and layout shall be approved through the site plan approval process.
4. Landscaping Requirements. Side and rear landscape buffers (see Chapter 7.0) are required in the side and rear parking setbacks.

2. PARKING REQUIREMENTS

A. GENERAL PARKING REQUIREMENTS

1. Accessible Parking. Parking facilities accessible for persons with disabilities shall be in compliance with, or better than, the standards detailed in the state Accessibility Code, including quantity, size, location, and accessibility.
2. Approved Unlisted Uses. Upon receiving a site plan approval, occupancy certificate, or other permit application for a use not specifically addressed in Chapter 3.0, the city is authorized to apply off-street parking standards specified for the use deemed most similar to the proposed use. In instances where an equivalent may not be clearly determined, the city may require the applicant to submit a parking study or other evidence that will help determine the appropriate requirements.
3. EV Charging Stations. Charging facilities, or space to accommodate future charging facilities, shall be included in multi-family, commercial, and mixed use developments, per city requirements.

B. REQUIRED VEHICULAR AND BICYCLE PARKING

1. Parking requirements are organized by use and form district.
   - **(a)** Parking requirements are provided by use sub-category and form district; these numbers are applicable for all of the uses within each sub-category.
2. The parking requirement columns in Table 8.3 indicate maximum or minimum required off-street parking ratios, which may be subject to credits and other reductions, as detailed in this section.

Table 8.1 - Parking Site Requirements	
SETBACK (surface lot)	
1. Front Street	30'-0" min.
2. Side Street/Rear Street	5'-0" min.
3. Side	5'-0" min.
4. Rear	5'-0" min.
PARKING DRIVEWAY (surface lot & structured)	
Width	
5. Two-Way	25'-0" max.
6. Right turn in/Right turn out	25'-0" max.
7. One-Way	16'-0" max.
Corner Lot	
8. Location	side street or rear street
9. Distance from Corner	35'-0" min.
Interior Lot	
10. Location	shared driveway, rear street, front street as last resort
BICYCLE PARKING	
11. Bicycle parking to be provided in a secure location	

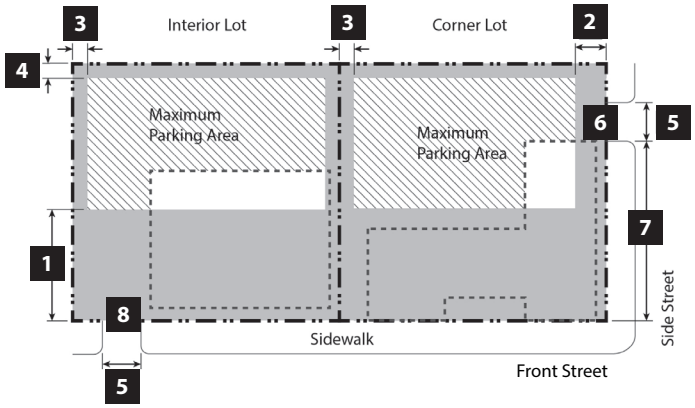

Figure 8.1 - Parking area placement example diagram. Not to scale

3. Bicycle parking facilities shall be a bike rack or bike locker that is firmly affixed to a wall, building, sidewalk, or other permanent structure. The number of bicycle parking spaces shall be equal to the bicycle capacity for which the bike rack or bike locker is designed. The immediate area surrounding bicycle parking spaces shall be sufficiently clear to allow convenient and safe access to cyclists. Table 8.2 indicates the minimum bicycle parking ratio for each given use.

4. Computation. Off-street parking spaces shall be calculated using the following information:

(a) Area Measurements. The following units of measurements shall be utilized to calculate parking requirements.

(i) Dwelling/Rooming Unit. Parking standards for residential uses shall be computed using dwelling unit, rooming unit, or room as the unit of measure, unless otherwise stated.

(ii) Net Leasable Floor Area. Unless otherwise expressly stated, parking standards for non-residential uses shall be computed using net leasable floor Area. This means gross floor area less the area used for common hallways, mechanical and storage areas, and rest rooms.

(iii) Occupancy- or Capacity-Based Measurements. Parking spaces required per available seat or per employee, student, or occupant shall be based on

Table 8.2 - Bicycle Parking Requirements	
USE CATEGORY OR TYPE	**MINIMUM REQUIRED BICYCLE PARKING SPACES**
1. Multifamily	the greater of either 4 spaces or 0.5 spaces / bedroom
2. Civic & Institutional	2 spaces AND 1 / each additional 10,000 sq. ft.
3. Retail	2 spaces AND 1 / each additional 5,000 sq. ft.
4. Service	2 spaces AND 1 / each additional 5,000 sq. ft.
5. Office/Professional	2 spaces AND 1 / each additional 10,000 sq. ft.
6. Open Space	per the ARC

Table 8.3 - Vehicular Parking Requirements by Use & Form District						
USE CATEGORY	MINIMUM PARKING REQUIREMENT					CALCULATION UNIT
	CC	BD	NC	TN	RT	
RESIDENTIAL & LODGING						
1. Single Family	2.0	2.0	2.0	2.0	2.0	per dwelling unit
2. Multifamily (Studio/1 Bed.)	1.0	1.0	1.0	1.0	1.0	per dwelling unit
3. Multifamily (2 Bedrooms)	1.5	1.5	1.5	1.5	1.5	per dwelling unit
4. Multifamily (3+ Bedrooms)	2.5	2.5	2.5	2.5	2.5	per dwelling unit
5. Hospitality	1.0	1.0	1.0	1.0	n/a	per room AND
	1.0	1.0	1.0	1.0	n/a	per 200 sq. ft. office & dining
6. Residential Care	n/a	0.5	0.5	0.5	n/a	per rooming unit AND
	n/a	0.5	0.5	0.5	n/a	per employee
CIVIC & INSTITUTIONAL						
7. Assembly (Public & Private)	0.2	0.25	0.2	0.2	n/a	per seat (capacity)
8. Medical/Dental Clinic	1.25	1.5	1.5	1.5	n/a	per treatment room AND
	0.75	1.0	1.5	1.5	n/a	per employee
9. Library/Museum/Post Office	0.75	1.0	1.0	1.0	n/a	per 600 sq. ft.
10. Police & Fire	n/a	n/a	n/a	n/a	n/a	per the ARC
11. School: Pre-K through Junior High	1.0	1.0	1.0	1.0	n/a	per classroom AND
	0.75	1.0	1.0	1.0	n/a	per 200 sq. ft. office space
12. School: High School & Higher Education	1.0	1.0	1.0	1.0	n/a	per classroom AND
	0.75	1.0	1.0	1.0	n/a	per 200 sq. ft. office space AND
	0.15	0.2	0.2	0.2	n/a	per student

TBD = to be determined by the ARC (Architectural Review Committee)

n/a = use is not permitted in the given form district

the greatest number of persons on the largest shift, the maximum number of students enrolled, or the maximum fire-rated capacity, whichever measurement is applicable.

(iv) Bench Seating. For uses in which users occupy benches, pews, or other similar seating facilities, each linear 2'-0" of such seating shall be counted as one seat.

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

(c) When there are multiple uses on a lot, spaces shall be calculated as an amount equal to the combined requirements for all uses on the lot.

(i) This calculation is not necessary when the ARC (Architectural Review Committee) has approved a shared parking agreement.

C. SHARED USE PARKING REDUCTIONS

The following reductions may be taken for multiple non-single family uses:

1. Shared vehicular parking is an arrangement in which two or more non-residential uses with different peak parking demand times use the

Table 8.3 cont. - Vehicular Parking Requirements by Use & Form District						
USE CATEGORY	PARKING REQUIREMENT					CALCULATION UNIT
	CC	BD	NC	TN	RT	
RETAIL						
12. General Retail	1.0	1.25	1.0	1.0	n/a	per 300 sq. ft.
13. Neighborhood Retail	0.75	1.0	1.0	1.0	0.5	per 300 sq. ft.
SERVICE						
14. General Service	0.5	0.75	0.5	0.5	n/a	per 250 sq. ft.
15. Neighborhood Service	0.5	0.75	0.5	0.5	0.5	per 250 sq. ft.
16. Bars & Restaurants	0.5	0.5	0.5	0.5	n/a	per seat (capacity) AND
	0.5	0.5	0.5	0.5	n/a	per employee
OFFICE & CRAFTSMAN						
17. Office/Professional	1.0	1.0	1.0	1.0	n/a	per 250 sq. ft.
18. Craftsman	n/a	1.0	1.0	1.0	n/a	per 500 sq. ft. retail space AND
	n/a	1.0	1.0	1.0	n/a	per 1,000 sq. ft. production space
SITE USES						
19. Open Space	TBD	TBD	TBD	TBD	TBD	per the ARC

TBD = to be determined by the ARC (Architectural Review Committee)

n/a = use is not permitted in the given form district

same off-street parking spaces to meet their off-street parking requirements.

2. General Provisions. After reviewing the site plan, the ARC may permit up to 100% of the parking required for a daytime use to be supplied by the off-street parking spaces that are also provided for a nighttime or Sunday use, and vice versa.

3. Approval. In order to approve a shared parking arrangement, city planning staff must find, based on sufficient competent evidence provided by the applicant, that there is no substantial conflict in the principal operating hours of the uses for which the sharing of parking is proposed.

Approved shared parking lots that straddle a side or rear lot line, occupying portions of each lot on either side of the lot line, are exempt from the parking lot setback requirements along that lot line. See Chapter 5.0

4. Peak Time Shared Parking Uses. The following uses are considered predominantly weekday uses: office and industrial uses and other similar uses as authorized by the ARC.

The following uses are typically considered predominantly nighttime or Sunday uses: bars and restaurants, assembly uses, and other similar uses with peak activity at night or on Sundays, as authorized by the ARC.

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

(a) Reduction Calculations. Shared parking reductions will be approved in accordance with the following:

(i) For each applicable use category, calculate the number of spaces required as if it were the only use.

(ii) Use the figures for each individual use to calculate the number of spaces required for that use for each time period specified in Table 8.4. This table establishes six time periods per use.

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

(iv) Select the time period with the highest total parking requirement. This is the total

number of parking spaces required for the shared parking reduction.

6. Uses in Different Buildings. After reviewing the site plan the ARC may approve the shared parking reduction agreement if any of the uses are not located in the same structure or building.
7. Any shared parking location must be within 500'-0" from the entrance of the use to the closest parking space within the shared parking lot, measured along a dedicated pedestrian path.
8. Off-Site Shared Parking Agreement. An agreement approved by the city attorney providing for cooperative use of off-site parking spaces, executed by the parties involved, shall be reviewed by the ARC during review of the site plan.

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

   If the agreement is no longer in force, then parking must be immediately provided as otherwise required in this chapter.

D. PARKING CREDITS

Vehicular parking standards in Table 8.3 may be reduced by achieving one or all of the following credits.

1. Public Parking Credit. For all non-residential uses, off- street public parking spaces located within 350'-0" of any property line may be credited against the parking requirement at a rate of one credit for every three public parking spaces.
2. Transit Credit. For all uses, vehicular parking requirements may be reduced with proximity to any transit line with headways of 15 minutes or less. Proximity is measured along a walking path from any point along the property line to the platform or transit stop:
   - **(a)** Within 400'-0" a reduction of up to 15% of the required off-street parking is permitted.
   - **(b)** Within 800'-0" a reduction of up to 10% of the required off-street parking is permitted.

Table 8.4 - Shared Parking Reduction Calculation Table

USE CATEGORY OR TYPE	WEEKDAYS			WEEKENDS		
	Midnight 7:00 am	7:00 am 6:00 pm	6:00 pm Midnight	Midnight 7:00 am	7:00 am 6:00 pm	6:00 pm Midnight
1. Residential	100%	50%	80%	100%	80%	80%
2. Hospitality	100%	65%	100%	100%	65%	100%
3. Retail & Service	5%	100%	80%	5%	100%	60%
4. Place of Worship	0%	30%	50%	0%	100%	75%
5. Theater/Entertainment	5%	30%	100%	5%	80%	100%
6. Bars & Restaurants	50%	70%	100%	70%	60%	100%
7. Office/Professional	5%	100%	5%	5%	5%	5%

17.171.090 SIGNAGE

1. GENERAL REQUIREMENTS

A. INTENT

This chapter seeks to enhance the economic and aesthetic appeal of Murray's City Center through the reasonable, orderly, safe, and effective display of signage. Signage should contribute to the identity and brand of each area.

Regulations in the Murray City Code of Ordinances, may be substituted if required by the Architectural Review Committee (ARC).

B. GENERAL REQUIREMENTS

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 shall comply with these regulations.
2. Change in Sign Type. For existing signage, whenever the existing sign is changed to a new sign type, the new sign and content shall comply with these regulations.
3. Maximum Sign Area. Unless otherwise specified, the total area of all permanent signage associated with any building shall be no more than 15% of the area of the primary building facade.
4. Sign Quantity. Indicates the number of signs permitted per unit.
   - **(a)** For the per commercial tenant unit, a commercial tenant is the entity that occupies one or more commercial units in the building and is the owner or lessee of the unit(s).
   - **(b)** Different sign types may be used by different commercial tenants on the same building.
5. Sign Location. Unless otherwise specified, signs shall only be located within the boundaries of the lot and not in the right-of-way or on public property.
   - **(a)** Certain sign types may project beyond a property line into the right-of-way or into public property.
   - **(b)** No sign shall be attached to a utility pole, traffic pole, tree, standpipe, gutter, drain, or other vertical support structure that was not purpose-built to support the sign.
   - **(c)** Signs shall be erected so as to permit free ingress to and egress from any door, window, the roof, or any other exit-way required by the building code or by fire department regulations.
   - **(d)** 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.

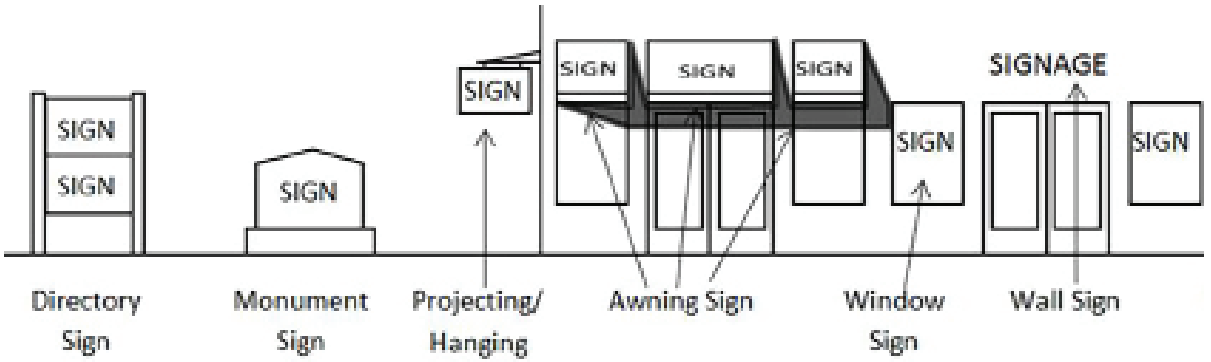

Figure 9.1 - Sign types diagram. Not to scale.

(e) Signs oriented to the pedestrian realm are required for each entryway on a public street. These signs should be mounted at a comfortable height and be clear and legible from the close range at which a pedestrian encounters the sign. The bottom edge of each sign should be no higher than 9'-0" from the ground plane, and shall not exceed a total area of 25 square feet.

6. Illumination. All signs shall be illuminated according to the following provisions unless otherwise stated:

(a) Signs shall be illuminated only by steady, stationary light sources directed solely at the sign or internal to it.

(b) Individual letters or logos may be internally illuminated as permitted per each sign type; when this type of lighted lettering is used, no other portion of the sign shall be internally illuminated.

(c) Gas-discharge tube signage, commonly known as a "neon sign," is permitted as a design element on any sign type, given that the requirements for that sign type are met.

(d) Electronic message centers, also known as electronic message boards, digital displays, or digital marquee signs, are signs that use computer-generated messages or some other electronic means of changing the words. Electronic message centers are not permitted.

(e) When an external artificial light source is used to illuminate a sign, the light source (lamp, bulb, LED array) shall be located, shielded, and oriented so as to not be visible from any public street or private residence.

(i) No receptacle or device housing a permitted light source which is attached to the sign itself shall extend more than 1'-6" from the face of the sign.

(ii) Sign output counts towards minimum light output per property. See 100k lumens/acre limit in Chapter 7.0

(iii) Light must be directed downward with no light transmitted above horizontal plane of luminaire.

7. Temporary Signs. The following standards apply to temporary signage:

(a) Each non-residential tenant may be allowed one temporary A-frame sign.

(b) Temporary signs shall not be located in the public right-of-way or clear view area.

(c) Temporary sign exposure is limited to three 30 day periods per year.

(d) Temporary signs shall not count toward the requirements of any other sign type.

8. Double sided signs are permitted with certain sign types. A double sided sign has two sign faces of equal dimensions that are coplanar and face in opposite directions.

Table 9.1 - Sign Type by Form District

SIGN TYPE	FORM DISTRICT				
	CC	BD	NC	TN	RT
1. Wall	P	P	P	P	N
2. Awning	P	P	P	P	N
3. Hanging/Projecting	P	P	P	P	P
4. Monument	P	P	P	P	N
5. Wayfinding	P	P	P	P	P
6. Window	P	P	P	P	P
7. Directory	P	P	P	P	N

P = Permitted | N = Not Permitted

(a) When a double sided sign is permitted the sign area requirements apply to each side of the sign separately.

9. Sign Type Requirements. The following pertain to specific sign types detailed in this chapter.

(a) Temporary Signs. A-Frame signs constructed of white plastic or wood and internally weighted are allowed. Such signs shall be no greater than 8 square feet per side. No other temporary signs are permitted.

(b) Window Signs shall not count toward the signage quantity and area or size requirements for any other sign type.

(c) Signs Facing onto Parking Lots. One parking lot facing sign is permitted in addition to the maximum requirements for other sign types.

(i) Permitted sign types for parking lot facing signs are wall, projecting, or awning signs.

(ii) Maximum sign area is 30 square feet.

(iii) Permitted location is either a side or rear facade that faces a parking lot.

(iv) If such signs face existing single family homes, they may not be illuminated.

(d) Iconic Sign Elements. Iconic signs, such as those with a historical or other significant meaning, may be allowed at the discretion of the city if the lighting of the sign does not significantly impact adjacent neighbors and the sign helps to identify the unique area. Such signs shall comply with the following:

(i) Symbol or Logo Size. The symbol or logo may not be larger than 10'-0" across in any direction.

(ii) No moving parts or external illumination of the symbol or log may be provided.

(iii) The text component of the sign may not be more than 30% of the overall area of the sign.

(e) Historic Signs. Any existing signs that the city has identified as historic, or of local significance, shall be included in the site plan approval process in order to encourage their preservation and/or reuse.

Figure 9.2 - Example of a storefront with excessive signage

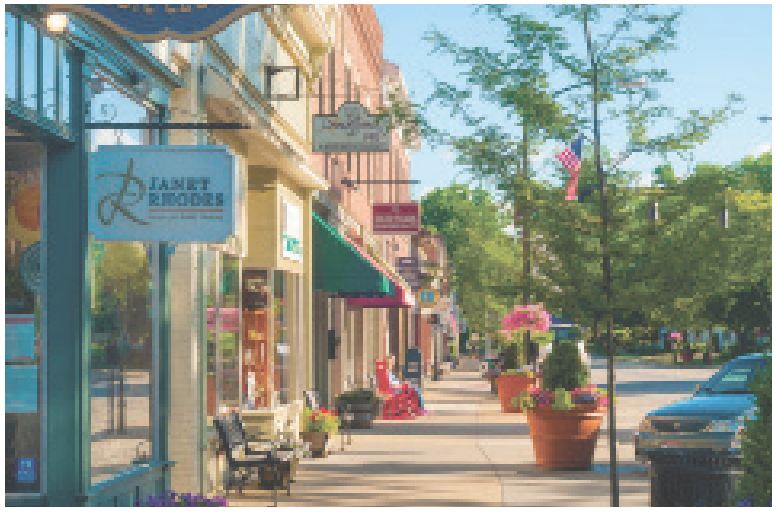

Figure 9.3 - Example of a street with sufficient signage

2. WALL SIGNS

A. INTENT

Wall signs, also known as flat, channel letter, or band signs, are mounted directly to the building face to which the sign is parallel.

B. REGULATIONS

Wall signs shall be developed according to the standards in Table 9.2.

1. Wall signs shall not cover windows or other building openings.
2. Wall signs shall not cover architectural building features, and shall be architecturally compatible with the building.
3. Painted signs, a type of wall sign painted directly onto the building facade, are permitted.
4. Nameplate signs indicate the name or occupation of the tenant. They shall be subject to all of the requirements of the wall sign type, but shall be no larger than 3 square feet maximum per tenant.
5. No wall signs shall be permitted on any facade facing an existing single family residential zone, except for iconic sign elements as approved by the city.

C. CALCULATION

The area of a wall sign is calculated using the following information:

1. For attached signs, area is calculated by drawing the smallest possible square or rectangle around the largest letters and/or elements, as illustrated in Figures 9.4 and 9.5.
2. For painted signs, area is calculated by measuring the area of the smallest square or rectangle that can be drawn around all of the sign elements, including any painted background.

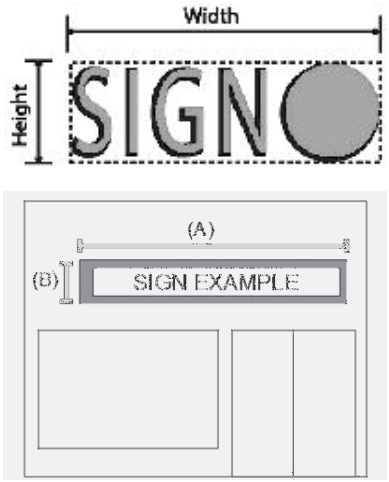

Figure 9.4 - Sign measuring diagrams: mounted sign (top), painted sign (bottom). Not to scale.

Figure 9.5 - Mounted wall sign example

Table 9.2 - Wall Sign Requirements

1. Permitted Districts	CC, BD, NC, TN
2. Sign Area	2.0 sq. ft. of sign area / linear foot of facade bay width, 200 sq. ft. max. area / sign 3 sq. ft. max. / tenant for nameplate signs
3. Height	3'-0" max. letter or element height
4. Location	permitted on frontages
5. Placement	1'-0" max. projection from building face
6. Quantity	1 max. / commercial tenant / frontage
7. Internal Illumination	permitted for individual letters and logos
8. Materials	solid wood, metal, masonry, and glass are permitted plastic and synthetics are permitted only as separate alphanumeric characters or logo elements

3. AWNING SIGNS

A. INTENT

A sign that is mounted, painted, or otherwise applied on or attached to an awning.

B. REGULATIONS

Awning signs shall be developed according to the standards in Table 9.3 and the encroachment regulations in Chapter 5.0.

C. CALCULATION

The area of the awning is defined as the rectangular area of the building facade that is covered by the awning, i.e. awning height x awning width.

The sign area is a percentage of the surface area of the awning. The surface area is the total area of the sides and front of the awning, including both vertical and sloped or rounded parts of the awning. Sign area 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 illustrated in Figure 9.4.

Figure 9.6 - Awning sign example

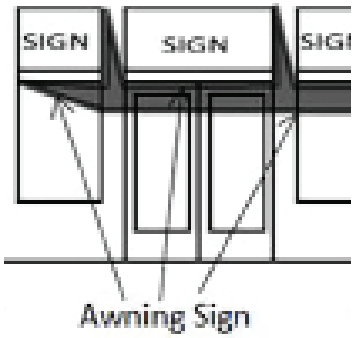

Figure 9.7 - Awning sign diagram. Not to scale.

Table 9.3 - Awning Sign Requirements	
1. Permitted Districts	CC, BD, NC, TN
2. Awning Area	3.0 sq. ft. of awning area / linear foot of primary facade bay width, 300 sq. ft. max. area / sign
3. Sign Area	up to 50% of the awning surface area may be used for signage
4. Height	8'-0" min. vertical clearance above the ground plane
5. Location	permitted on frontages
6. Placement	maximum projection from the building facade is determined by street frontage type, see Chapter 5.0 shall not project within less than 2'-0" from the back of curb shall not overlap, block, or cover any window, door, or roof
7. Quantity	1 max. / commercial tenant / frontage
8. Internal Illumination	not permitted
9. Materials	awning surface shall be made of canvas, metal, glass, or wood, plastic is not permitted all structural supports shall be made of metal or wood

4. HANGING/PROJECTING SIGNS

A. INTENT

A projecting sign is attached to and projects from a building face or hangs from a support structure that projects from the building face. Sign faces are typically perpendicular to the building face, but may be angled away from the facade no less than 45 degrees. The sign may be vertically or horizontally oriented.

B. REGULATIONS

Projecting signs shall be developed according to the standards in Table 9.4.

1. Double sided signs are permitted.
2. No projecting signs shall be permitted on any facade facing an existing single family residential zone, except for iconic sign elements as approved by the city.
3. Backlit box or cabinet signs are not permitted.

Figure 9.9 - Projecting sign example

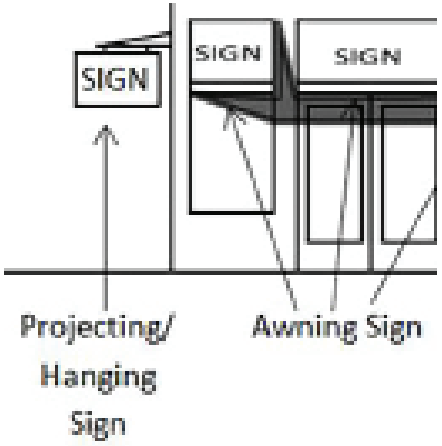

Figure 9.8 - Projecting sign diagram. Not to scale.

Table 9.4 - Hanging / Projecting Sign Requirements	
1. Permitted Districts	CC, BD, NC, TN, RT
2. Sign Area	1.5 sq. ft. of sign area / linear foot of primary facade bay width, 160 sq. ft. max. area / sign face
3. Total Size	8'-0" max. W x 20'-0" max. H, including sign faces(s) and all support structures
4. Location	permitted on frontages
5. Placement	10'-0" min. clearance above the ground plane shall not project further than 8'-0" from the building face shall not project within less than 2'-0" from the back of curb sign faces and structural supports shall not extend above any eave or parapet
6. Quantity	1 max. / commercial tenant / frontage
7. Internal Illumination	permitted for individual letters and logos
8. Materials	solid wood, metal, masonry, and glass are permitted plastic and synthetics are permitted only as separate alphanumeric characters or logo elements all structural supports shall be made of metal or wood

5. WINDOW SIGNS

A. INTENT

A window sign is posted, painted, placed, or affixed to or near the interior surface of a window for public viewing on the exterior of the window. Window signs should be durable and attached securely to the interior surface.

B. REGULATIONS

Window signs shall be developed according to the standards in Table 9.5.

C. CALCULATION

The total window area is a sum of the areas of individual windows and glass doors. A continuous set off windows is a group of one or more windows or glass doors that are separated by mullions or frames less than 0'-8" in width. To measure sign area percentage, divide the total sign area by the total window area.

1. Window signs are not counted toward a site's maximum signage allowance.
2. Address and hours of operation signs are considered exempt and are not counted in the window sign area calculation.
3. Temporary window signs shall be included in the total percentage of signage per window calculation.
4. Window signs may not be internally illuminated. Neon (gas-discharge tube), LED screens and shapes, marquee signs, and other similar illuminated signs are not permitted.

Figure 9.10 - Window sign example

Table 9.5 - Window Sign Requirements	
1. Permitted Districts	CC, BD, NC, TN, RT
2. Sign Area	the maximum signage coverage for any continuous set of windows is 25% the maximum signage coverage for any individual window is 40%
3. Height	no max. or min.
4. Location	permitted on all facades
5. Placement	permitted on ground and upper story windows not occupied by a residential use
6. Quantity	ground story: no maximum, determined by sign area upper stories: 1 individual window or continuous bank of windows max. / commercial tenant
7. Internal Illumination	not permitted
8. Materials	paint, wood, glass, plastic, metal, and other similar materials are permitted

6. WAYFINDING SIGNS

A. INTENT

Wayfinding signs are pedestrian scale signage and may be mounted on one or two poles. Three configurations are permitted:

5. A sign mounted onto a double set of poles.
6. A sign mounted on a single pole.
7. A sign hanging from a single pole.

Other mounting may be allowed, subject to city approval.

B. REGULATIONS

Wayfinding signs are only permitted for wayfinding purposes for the entire development, not for individual businesses.

Wayfinding signs shall be developed according to the standards in Table 9.6.

Double sided signs are permitted.

Figure 9.11 - Wayfinding sign example

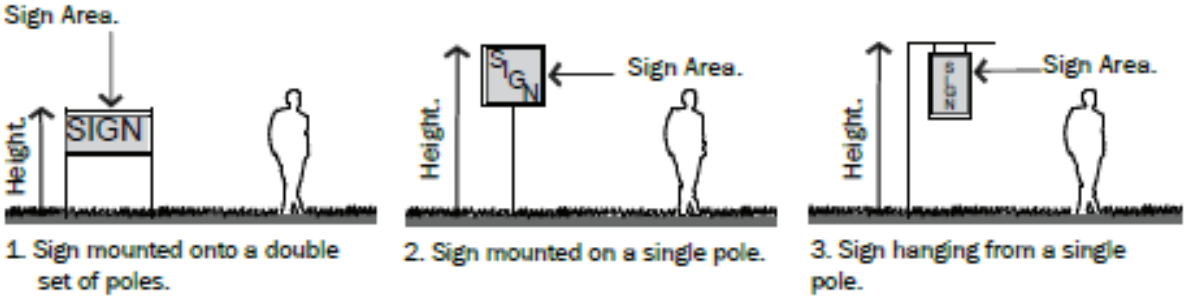

Figure 9.12 - Wayfinding sign diagrams. Not to scale.

Table 9.6 - Wayfinding Sign Requirements	
1. Permitted Districts	CC, BD, NC, TN, RT
2. Sign Area	8 sq. ft. max. area / sign face
3. Height	8'-0" max. for signs mounted or hanging on a single pole 5'-0" max. for signs mounted on a double set of poles
4. Pole Size	0'-4"x 0'-4" max. pole cross section
5. Location	front street and side street BTZ, rear yard, side w
6. Placement	pole setback 2'-0" min. from right-of-way property lines property line overhangs are not permitted
7. Quantity	as needed for wayfinding around the development
8. Internal Illumination	not permitted
9. Materials	solid wood and metal are permitted plastic and synthetics are permitted only as separate alphanumeric characters or logo elements all structural supports shall be made of metal or wood

7. MONUMENT SIGNS

A. INTENT

A monument sign is freestanding and located in a front yard or side yard of a lot.

B. REGULATIONS

This sign's location and quantity requirements are the same as those of the directory sign type and the maximum quantity is cumulative between the two sign types. E.g. If each sign type has a maximum of 2, that means 2 total between the types, not 4 total, and can be 2 of either type or 1 of each type.

Monument signs shall be developed according to the standards in Table 9.7.

1. Multiple tenant buildings on a lot with a width of greater than 300'-0", measured across the front property line, may have signage with the following parameters:
   - **(a)** Up to two monument signs on one frontage.
   - **(b)** Signs shall be at least 150'-0" apart.
2. Monument Signs may not be pole-mounted.
3. Manually changeable text is not permitted for monument signs.
4. May serve multiple purposes such as seating.
5. If placed closer than 5'-0" from the front and corner side property lines, signs must meet clear view requirements.
6. Double sided signs are permitted
7. Cabinet style monument signs are not permitted

Figure 9.13 - Monument sign diagram. Not to scale.

Figure 9.14 - Monument sign example

Table 9.7 - Monument Sign Requirements	
1. Permitted Districts	CC, BD, NC, TN
2. Sign Area	50 sq. ft. max. area / sign face
3. Total Size	6'-0" H x 10'-0" W x 3'-0" W max. including sign face(s) and all support structures
4. Location	front street and side street BTZ
5. Placement	when placed at the intersection of two street frontages, the sign shall not obstruct safety sight lines
6. Quantity	1 max. / development / street frontage (cumulatively shared with the directory sign quantity maximum)
7. Internal Illumination	permitted for individual letters and logos
8. Materials	solid wood, metal, masonry, and glass are permitted plastic and synthetics are permitted only as separate alphanumeric characters or logo elements all structural supports shall be made of metal or wood

8. DIRECTORY SIGNS

A. INTENT

Directory signs are a specialized monument sign. They list multiple businesses that are located within the same development. The intent is to provide one collectively shared sign rather than one sign for each separate business.

B. REGULATIONS

The directory sign location and quantity requirements are the same as those of the monument sign type and the maximum quantity is cumulative between the two sign types. E.g. If each sign type has a maximum of 2, that means 2 total between the types, not 4 total, and can be 2 of either type or 1 of each type.

Directory signs shall be developed according to the requirements in Table 9.8.

1. Double sided signs are permitted.

Figure 9.15 - Monument mounted directory sign example

Table 9.8 - Directory Sign Requirements	
1. Permitted Districts	CC, BD, NC, TN
2. Sign Area	10'-0" max. height, 5'-0" max. width / sign face,
3. Total Size	12'-0" max. height, 6'-0" max. width, including sign face(s) all support structures
4. Location	front street and side street BTZ
5. Placement	2' -0" min. setback from right-of-way property lines property line overhangs are not permitted
6. Quantity	1 max. / development / street frontage (cumulatively shared with the monument sign quantity maximum)
7. Internal Illumination	Permitted for individual letters and logos
8. Materials	solid wood, metal, masonry, and glass are permitted plastic and synthetics are permitted only as separate alphanumeric characters or logo elements all structural supports shall be made of metal or wood

9. MARQUEE SIGNS

A. INTENT

A marquee sign is a canopy located above the main entrance of a theater, cinema, or other type of performance hall. The sides and front of the canopy display the name of the establishment in permanent text and the name of what is currently playing in variable text. The variable text must be manually changeable, not an electronic display or mechanically changeable text. The name of the establishment may also be displayed on a vertically-oriented hanging/projecting sign immediately above the canopy.

The intent is for marquee signs in the Murray City Center FBC area to be of a traditional style, not a modern electronic message sign style.

B. REGULATIONS

Marquee sign canopies that encroach into the public right-of-way are subject to the encroachment requirements and limitations for canopies found in the part 2 building type tables. See chapter 5.

If there is a vertically-oriented hanging/projecting sign above the canopy it shall be located above, not adjacent to, the canopy. A hanging/projecting sign shall meet the requirements of the hanging/projecting sign type with one exception: the sign face and structural supports are permitted to extend above the roof of the building but not beyond the hanging/projecting sign maximum height.

Marquee signs shall be developed according to the requirements in Table 9.9.

Figure 9.16 - Marquee sign example

Table 9.9 - Marquee Sign Requirements	
1. Permitted Uses	performance theater, concert hall, movie theater
2. Permitted Building Types	canopy permissions vary by building type and frontage, see part 2 building type tables in chapter 5
3. Sign Area	limited to the canopy faces which are not attached to the building
4. Total Size	canopy faces 8'-0" max. height
5. Location	permitted at one main entrance along the front facade
6. Placement	10'-0" min. clearance above the ground plane shall not project within less than 2'-0" from the back of curb
7. Quantity	1 max. / theater, cinema, or performance hall
8. Internal Illumination	permitted for individual letters and logos
9. Materials	solid wood, metal, masonry, and glass are permitted plastic and synthetics are permitted only as separate alphanumeric characters or logo elements all structural supports shall be made of metal or wood

17.171.100 ADMINISTRATION

1. GENERAL REQUIREMENTS

A. INTENT

This code intends to promote public health, safety, and general welfare of the community, reflecting the goals established within the General Plan of Murray City. This code intends to increase conformity to the greatest extent possible.

Any permanent updates or revisions to this FBC must be approved by the City Council.

2. SCOPE OF REGULATIONS

A. 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.

B. CHANGES TO EXISTING BUILDINGS

1. NON-HISTORIC BUILDINGS

For non-historic buildings, all renovations affecting a change of use that is greater than 25% of the gross square footage of the existing building shall be subject to all applicable regulations of this code.

2. HISTORIC BUILDINGS

For historic buildings, use changes that do not include changes to the building's exterior are not subject to the regulations of this code. Exterior changes in the Exempt Activities list are permitted.

When an addition is built onto a historic building, the addition is subject to the regulations in this code but the historic building is not. Special exceptions for the addition may need to be made, for example, reducing the minimum height requirement. Any exceptions to this code for historic building additions shall be determined by city planning staff and the ARC, where necessary.

C. APPROVED DESIGN REVIEW APPLICATIONS

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:

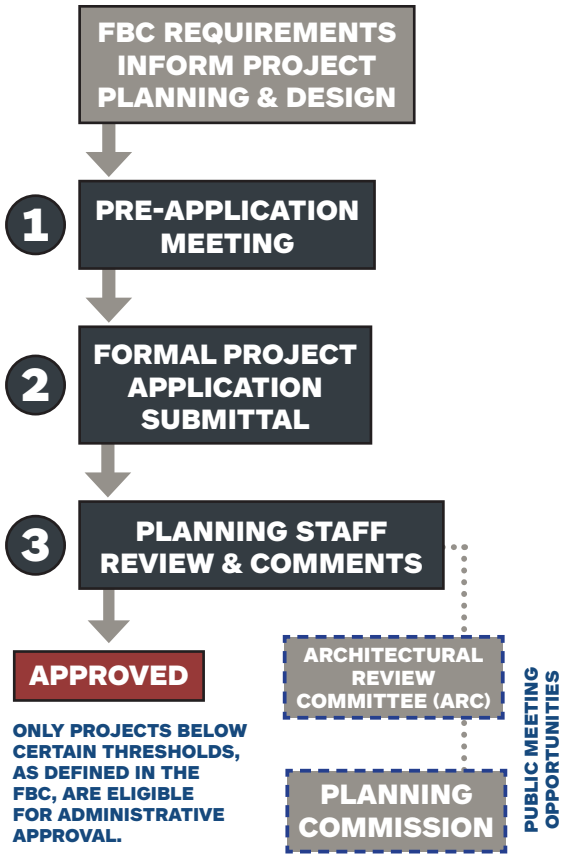

Figure 10.1 - Proposed FBC application and administration process

1. Work or construction is begun within one year of the effective date of this code.
2. Work or construction continues diligently toward completion.

Table 10.1 - Proposed Tier 1 FBC Area Nonconformity Regulations	
TIER 1	
Triggers	1. New sign
	2. Minor facade changes that do not significantly alter the visual character or function and cost less than 50% of the building's appraised value
	3. New accessory structure
Limitations	1. No change in the number of dwelling units
Remedies	1. All signage on buildings and on site shall be brought into FBC compliance
	2. Architectural massing, features, and detailing shall be brought into closer FBC compliance
Administration	1. Design review
	2. Use permit

Table 10.2 - Proposed Tier 2 FBC Area Nonconformity Regulations	
TIER 2	
Triggers	1. Expansion where the total floor area of the expansion does not exceed 10% of the existing total floor area
Limitations	1. No expansions that will intrude into any FBC required setbacks
	2. No expansions that will create a new FBC nonconformity
Remedies	1. All signage on buildings and on site shall be brought into FBC compliance
	2. Landscaping shall be brought into closer FBC compliance
	3. Architectural massing, features, and detailing shall be brought into closer FBC compliance
Administration	1. Design review
	2. Site plan review
	3. Use permit

Table 10.3 - Proposed Tier 3 FBC Area Nonconformity Regulations	
TIER 3	
Triggers	1. Major facade changes that significantly alter the visual character or function of the building
	2. Building facade changes that cost more than 50% of the building's appraised value
	3. Expansion where the total floor area of the expansion is more than 10% and less than 25% of the existing total floor area
Limitations	1. No expansions that will intrude into any FBC required setbacks
	2. No expansions that will create a new FBC nonconformity
Remedies	1. All signage on buildings and on site shall be brought into FBC compliance
	2. Landscaping shall be brought into closer FBC compliance
	3. Architectural massing, features, and detailing shall be brought into closer FBC compliance
Administration	1. Design review
	2. Site plan review
	3. Use permit

3. NON-CONFORMANCE

After the effective date of this code, existing buildings and uses that do not comply with the regulations of this code shall be considered non-conforming and are subject to the standards of this code.

Nonconformity means not conforming with the city's current zoning regulations. There are two types of nonconformity:

1. Legal nonconformities were permitted and conforming when they were established but have become nonconforming due to a zoning regulation change.
2. Illegal nonconformities were not permitted when they were established and/or are a result of a non-permitted, nonconforming change.

Municipal nonconformity regulations define how legal nonconformities are addressed after a zoning regulation change. The adoption of a Form Based Code (FBC) will create legal nonconformities so these nonconformity regulations are very important for current property owners and all future changes to nonconformities within the FBC area.

A. DEFINITIONS

1. Permission: Permitted changes that require no remedy
2. Limitation: Limitations placed on permissions
3. Trigger: A change that requires a specific remedy

4. Remedy: The remedy required by a specific trigger
5. Exemption: Conditions in which the trigger does not require a remedy
6. Abandoned: A use, structure, or sign that has not been continuously and actively operated or used for a period of 12 months, or more, from the time that the use, structure, or sign became nonconforming, regardless of intent to resume operation
7. Change of Use: An existing nonconforming use that has been terminated and replaced by another use. Any change of use in violation of the FBC is deemed an immediate abandonment of the nonconforming use.
8. Non-conforming buildings that have been destroyed by natural causes may be replaced to their original condition within one year of casualty.

B. EXEMPT ACTIVITIES

The following activities are exempt from the administrative requirements:

1. Ordinary repairs for the purpose of regular building, signage, lighting or site maintenance.
2. Replacement of existing windows, doors, or fixtures that do not change the transparency percentage of the building.
3. Interior construction that does not result in change of use and is not visible from the exterior of the building.
4. Emergency repairs ordered by a city official in order to protect health and safety.

4. REVIEW AND APPROVALS

1. All development applications for the City Center area will be reported to the planning commission and city council in staff reports.
2. All development applications in the Residential Transition (RT) districts will be required to appear in a public meeting.
3. Developments in the CC, NC, TN, or BD form districts that meet one or both of the following criteria will not require a public meeting or planning commission review, application approval will be made administratively:
   - **(a)** Development lot is smaller than 1 acre
   - **(b)** Structure size is less than 20,000 square feet

A. APPEALS

All city decisions which interpret or administer this chapter may be appealed through the existing appeals proceedings.

Following final action by the applicable land use authority, any person with standing to challenge the decision may, within ten days of the final action, appeal the decision to the appeal authority following the process defined in the Murray City Code of Ordinances.

B. CHANGING FORM DISTRICTS

A property owner who wishes to change the form district designation of their property shall go through the City's standard zone change process.

C. MINOR MODIFICATIONS OF AN APPROVED SITE PLAN

Minor modifications of an approved site plan shall be evaluated through a letter of application, the provision of the reasoning behind the request, and the new, modified site plan. Such requests may be made for:

1. Minor modifications to proposed landscaping plans, pursuant to the modification standards established.
2. Minor modifications to buildings, including building placement and materials, pursuant to the modification standards.
   - **(a)** Building materials that reflect the intent of the original material.
   - **(b)** The city may modify the requirements of this chapter where full compliance is impossible due to the existing site or building conditions.
3. Minor modifications to parking requirements, pursuant to the development of an alternative parking plan.

D. APPROVAL BY DEGREE OF CHANGE

The degree of modification of an approved site plan determines which body must approve the changes. The percentage of change is determined by city planning staff through a review of the letter of application and a comparison of the original, approved site plan and the modified site plan.

1. CHANGES LESS THAN 10%

Minor modification of less than 10% of an approved site plan must be approved by city planning staff.

2. CHANGES FROM 10% TO 20%

Minor modifications of between 10% and up to 20% of an approved site plan must be approved by CED staff.

3. CHANGES GREATER THAN 20%

Minor modifications greater than 20% of an approved site plan must be approved by the ARC.

17.171.110 GLOSSARY

1. GRAPHICS

The graphics, tables, and text used throughout this Form Based Code (FBC) are regulatory. In case of a conflict, text shall override tables and graphics, and tables shall override graphics.

2. WORD DEFINITIONS & USES

The meaning and usage of terminology is not universal. Some of the terms in this FBC are used differently in other contexts. The definitions provided in this FBC are specific to how they are used within the FBC. These definitions are not subject to multiple interpretations and shall not be altered. When a definition is not provided herein, refer to the Murray City Municipal Code.

3. DEFINED TERMS

For the purposes of this code, the following terms shall have the following meanings:

1. Accessory Structure. Structures located on the same lot as, but detached from, the principal building(s) with use(s) that are incidental to the use(s) of the principal building(s). Examples include a garage, ADU, parking lot canopies, parking structure, storage, utility, and maintenance sheds, etc.,
2. Animal. All non-human members of the animal kingdom, including domestic and livestock species.
3. Applicant. The owner of a subject property or the authorized representative of the owner on which a land development application is being made.
4. ARC. Architectural Review Committee
5. Assembly. A facility that has organized services, meetings, or programs to benefit, educate, entertain, or promote discourse amongst community residents in a public or private setting. Assembly includes uses such as a community center, house of worship, and private clubs and lodges.
6. Auto-Related Use. An establishment primarily engaged in the sale or rental of goods, merchandise, and services related to vehicles, such as repair, body work, painting, detailing, vehicle and vehicle-related equipment sales. These uses do not include auto dismantling, salvage, junk yards, and similar uses.
7. Bay or Facade Bay. Used to refer to one vertical facade division.
8. Blank Wall Limitation. A restriction of the amount of windowless area permitted on a facade that fronts on a street.
9. Block. The aggregate of lots, passages, lanes, and alleys bounded on all sides by streets.
10. Block Depth. A block measurement that is the horizontal distance between the front property line on a block face and the front property line of the parallel or approximately parallel block face.
11. Block Ends. The lots located on the end of a block; these lots are often larger than the lots in the interior of the block or those at the opposite end of the block and can be located on a more intense street type. They are typically more suitable for more intensive development, such as multiple family or mixed use development.
12. Block Face. The aggregate of all the building facades on one side of a block.
13. Block Length. A block measurement that is the horizontal distance along the front property lines of the lots comprising the block.
14. Build to Zone (BTZ). The area in which the front or corner side facade of a building shall be located. The BTZ is expressed as the area, or zone, between a minimum offset and a maximum

offset, as measured from the right-of-way property line(s).

15. BTZ Pedestrian Space. A type of public open space that is located between a right-of-way property line and adjacent building facade, within the BTZ.

16. Building Type. A structure defined by the combination of configuration, form, and function. Refer to Chapter 5.0 Building Types for more information and the list of permitted Building Types.

17. Cannabis Cultivation Facility. A person or entity that

(a) possesses cannabis;

(b) grows or intends to grow cannabis; and

(c) sells or intends to sell cannabis to a cannabis cultivation facility or to a cannabis processing facility.

18. Cannabis Processing Facility. A person or entity that:

(a) acquires or intends to acquire cannabis from a cannabis production establishment or holder of an industrial hemp processor license;

(b) possesses cannabis with the intent to manufacture a cannabis product;

(c) manufactures or intends to manufacture a cannabis product from unprocessed cannabis or a cannabis extract; and

(d) sells or intends to sell a cannabis product to a medical cannabis pharmacy or the state central fill medical cannabis pharmacy.

19. Cannabis Product. A product that:

(a) is intended for human use and

(b) contains cannabis or tetrahydrocannabinol.

20. Cannabis Production Establishment. A cannabis cultivation facility, a cannabis processing facility, or an independent cannabis testing laboratory.

21. Carport/ Storage Building. A private garage not completely enclosed by walls or doors.

22. Clinic. A building or portion of a building containing an office or offices of medical doctors, dentists, psychiatrists, chiropractors, physical therapists and other members of the medical professions which provide facilities and services for outpatient care, diagnosis, treatment, and observation of individuals suffering from illness, injury or other conditions requiring medical, surgical or therapeutic services. This definition does not include facilities providing patient beds for overnight care.

23. Community Location includes:

(a) a public or private kindergarten, elementary, middle, junior high, or high school;

(b) a licensed child-care facility or preschool;

(c) a trade or technical school;

(d) a church;

(e) a public library;

(f) a public playground;

(g) a public park;

(h) a youth center or other space used primarily for youth-oriented activities;

(i) a public recreational facility;

(j) a public arcade

(k) a homeless shelter

24. Courtyard. An outdoor area enclosed by a building on at least two sides and is open to the sky.

25. Corner Facade. On corner lots only, the new facade plane created when the two facade planes that meet at the corner of a building are chamfered.

26. Coverage, Building. The percentage of a lot developed with a principal or accessory structure.

27. Coverage, Impervious Site. The percentage of a lot developed with principal or accessory structures and impervious surfaces, such as driveways, sidewalks, and patios.

28. Craftsman Use. See "Industrial/Craftsman".

29. Critical Root Zone. Also referred to as dripline. The area of soil and roots within the radius beneath the tree's canopy, within the dripline, or within a circular area of soil and roots with a radius out from the trunk a distance of 1.5 feet for every inch of the tree's width (measured at 4.5 feet above the mean grade of the tree's trunk, noted as diameter breast height or DBH throughout this code).

30. Dedication. The intentional appropriation of land by the owner to the City for public use and/or ownership.

31. Density. The number of dwelling units located in an area of land, usually denoted as units per acre.

32. Drive-Through Restaurant. A restaurant that includes a window or similar feature which allows food to be ordered and taken from the premises for consumption elsewhere without leaving a vehicle.

33. Dwelling Unit. A room or group of rooms connected together that include facilities for living, sleeping, cooking, and eating that are arranged, designed, or intended to be used as living quarters for one family, whether owner occupied, rented, or leased.

34. Easement. A legal interest in land, granted by the owner to another person or entity, which allows for the use of all or a portion of the owner's land for such purposes as access or placement of utilities.

35. Eave. The edge of a pitched roof; it typically overhangs beyond the side of a building.

36. Encroachment. An encroachment refers to portions of a building that project into, or over, the ROW property line. Encroachments are permitted, by building type and form district for:

(a) Roof overhang

(b) Balcony

(c) Awning

(d) Canopy (street level only)

37. Entrance Type. The permitted treatment types of the ground floor facade of a building type. Entrance types include:

(a) Storefront

(b) Arcade

(c) Stoop

(d) Porch

38. Expression Line. An architectural feature. A decorative, three dimensional, linear element, horizontal or vertical, protruding or indented at least two inches from the exterior facade or a building typically utilized to delineate floors or stories of a building.

39. Facade. The exterior face of a building, including but not limited to the walls, windows, windowsills, doorways, and design elements such as expression lines. The front facade is any building face adjacent to the front property line.

40. Facade Bay. Synonymous with Vertical Facade Division. See Vertical Facade Division.

41. Family. Family is defined as one of the following:

(a) Two or more persons, each related to the other by blood, marriage, or adoption together with usual domestic servants and not more than one bona fide guest, all living together as a common household unit.

(b) Up to three persons all of whom are not necessarily related to each other by blood, marriage, or adoption, and their children living together as a common household unit.

(c) For the purposes of this code, an unrelated family shall not include persons living together in a residential care home or transitional treatment facility in accordance with the requirements of this code.

42. Fire. See "Police and Fire".

43. Form District. A defined area to which the same set of requirements are applied in the Form Based Code. Refer to Chapter 2.0 Form Districts

44. Front Facade. The building facade along the front property line and front street.

45. Front Street. The street abutting a lot which has the highest frontage type within the frontage types hierarchy.

46. Frontage.

(a) A designation along each street that determines where the front of a building is located.

(b) The spatial interface between the public and private spaces that exists continuously along both sides of each street.

(c) The portion of a lot's property line which is collocated along a public right-of-way.

(d) The horizontal distance between the Side Property Lines, measured at the Front Property Lines.

47. Gas Station. A retail facility primarily dedicated to selling gasoline, and other automotive fuels, to vehicles. May include a small convenience store. Does not include automobile repair or maintenance services.

48. Grade. The average level of the finished surface of the ground story adjacent to the exterior walls of a building.

49. Gross Floor Area. The sum of all areas of a building, including accessory storage areas or closets within sales spaces, working spaces, or living spaces and any basement floor area used for retailing activities, the production or processing or goods, or business offices. It shall not include attic space having headroom of seven feet or less and areas devoted primarily to storage, balconies, off-street parking and loading areas, enclosed porches, roof decks, roof gardens, or basement floor area other than specified above.

50. Home Occupation. An occupational use that is clearly subordinate to the principal use as a residence and does not require any alteration to the exterior of a building.

51. Horizontal Facade Division. A horizontal section of a facade that is visually separated by a horizontal expression line that runs the length of the entire facade or one or more vertical facade divisions.

52. Hospitality. A facility offering temporary or long term lodging to the general public consisting of sleeping rooms with or without in-room kitchen facilities. Secondary service uses may also be provided, such as restaurants and meeting rooms. Rooms shall be accessed from the interior of the building. Bed and Breakfasts are permitted.

53. Impervious Surface. Also referred to as impervious material. Any hard surface, man-made area that does not absorb water, including building roofs, sidewalks, parking, driveways, and other paved surfaces.

54. Independent Cannabis Testing Laboratory. A person or entity that:

(a) conducts a chemical or other analysis of cannabis or a cannabis product; or

(b) acquires, possesses, and transports cannabis or a cannabis product with the intent to conduct a chemical or other analysis of the cannabis or cannabis product.

55. Industrial/Craftsman Use. A use involving small scale manufacturing, production, assembly, and/or repair with little to no noxious by-products, that includes a showroom or small retail outlet.

(a) These uses may also include associated facilities such as offices and small scale warehousing, but distribution is limited.

(b) The maximum overall gross floor area is limited to 20,000 square feet, unless otherwise noted.

(c) Outdoor activities and storage of goods are not permitted.

56. Itinerant merchant. Any person who engages in a temporary business of selling or offering to sell any goods, wares, merchandise or services from a stand, cart, tent or other structure not permanently affixed to real property.

57. Landscape Area. Area on a lot not dedicated to a structure, parking or loading facility, frontage buffer, side and rear buffer, or interior parking lot landscaping.

58. Library/Museum/Post Office. Libraries and museums are open to the general public for housing educational, cultural, artistic, or historic information, resources, and exhibits. May also include food service and a gift shop. A post office is a publicly accessed facility for the selling of supplies and mail related products and the small scale collection and distribution of mail and packages. Large-scale postal sorting and distribution is not permitted.

59. Lodging. Specialized residential uses such as hotel, inn, and residential care facility.

60. Lot. One or more parcels that are included in the same development project. Most of the regulations in this FBC apply to the lot rather than the parcel.

(a) Projects that are developed in phases shall be considered one lot if only one permitting application process is required and 2 lots if 2

permitting application processes are required, 3 lots for 3 permits, etc.

61. Lot, Corner. A lot abutting at least two vehicular rights-of-way, excluding an alley, at their intersection.

62. Lot, End Through. A lot at the end of a block that abuts a different right-of-way on 3 of its sides and adjacent lot(s) on its fourth side.

63. Lot, Flag. A lot having its only access to the adjacent vehicular right-of-way through a narrow strip of land, excluding an alley.

64. Lot, Interior. A lot abutting a vehicular right-of-way, excluding an alley, along one (1) property line; surrounded by lots along the remaining property lines.

65. Lot, Through. Also referred to as a double frontage lot. An interior lot having frontage on two vehicular rights-of-way which are on opposite sides of the lot, excluding an alley.

66. Lot Area. The computed area contained within the property lines; it is typically denoted in square feet or acres.

67. Lot Depth. The smallest horizontal distance between the Front and Rear Property Lines measured approximately parallel to the Corner and/or Side Property Line.

68. Medical Cannabis Pharmacy. A retail pharmacy where medical cannabis is sold, pursuant to Utah Code Title 4-41a.

69. Medical/Dental Clinic. A facility or institution, whether public or private, principally engaged in providing services for health maintenance and the treatment of mental or physical conditions.

70. Museum. See "Library/Museum/Post Office".

71. Nonconformance. A structure, use, lot, or site characteristic that was legally constructed or operated prior to the effective date of or Amendment to this code, but that cannot be constructed, platted, or operated after the effective date of or Amendment to this code.

72. Occupation of Corner. Locating a building's front and side facades within the front and corner build to zones, respectively.

73. Occupied Space. Interior building space regularly occupied by the building users. It does not include storage areas, utility space, or parking.

74. Office/Professional. A category of uses for businesses that involve the transaction of affairs of a profession, service, industry, or government. Patrons of these businesses usually have set appointments or meeting times; the businesses do not typically rely on walk-in customers.

75. Open Space. A use of land for active or passive, public or private, outdoor space, including such uses as parks and town squares. See Chapter 6.0. Open space uses may also be utilized to host temporary private or community events, such as a farmer's market or art fair.

76. Open Space, Minimum Access. This requirement ensures access and visibility for the open space. It is described in two ways:

- **(a)** The percentage of the total perimeter that must be adjacent to a public right-of-way.
- **(b)** The minimum number of and/or spacing between access points into the open space.

77. Open Space Type. The permitted and regulated types of open spaces in this code:

- **(a)** Pocket park
- **(b)** Town square
- **(c)** BTZ pedestrian space
- **(d)** Park

78. Open Water. A pond, lake, reservoir, or other water feature with the water surface fully exposed.

79. Owner. The legal or beneficial title-holder of land or holder of a written option or contract to purchase the land.

80. Parcel. A tract of land that is specifically defined in legal terms for both taxation and ownership purposes. It is the smallest portion of land that may be defined in this way.

81. Parking Lot. An uncovered paved surface used solely for the parking of vehicles. Parking lot locations are regulated by frontage type.

82. Parking Structure, Attached. A structure used solely for the parking of vehicles, intended for use by the occupants in an adjacent building on the

same lot. Parking Structures within the buildings are regulated per building type.

83. Parking Structure, Detached. A shared parking structure owned by the city, a parking district, a government agency, or other public entity intended to accommodate public and leased parking.

84. Pedestrian Street. A street type that is designed and designated primarily for pedestrian use with secondary use limited to specific vehicles.

85. Pedestrianway. A pathway designed for use by pedestrians; it can be located mid-block allowing pedestrian movement from one street to another without traveling along the block's perimeter.

86. Pervious Surface. Also referred to as pervious material. A material or surface that allows for the absorption of water into the ground or plant material, such as permeable pavers or a vegetated roof.

87. Plat. A map or chart of a division and/or combination of lots.

88. Police and Fire. A facility providing public safety and emergency services; training facilities, locker rooms, and limited overnight accommodations may also be included.

89. Post Office. See "Library/Museum/Post Office".

90. Principal Building. They primary building that contains the dominant use(s) of the lot. Multiple principal buildings are permitted on some lots.

91. Professional. See "Office/Professional".

92. Property Line. Also referred to as lot line. A boundary line of a parcel of land or lot.

93. Property Line, Front. A property line located along the front street of a lot. Front property lines are always located along a street right-of-way.

94. Property Line, Rear. A property line located opposite the front property line of a lot. Rear property lines may be located along a right-of-way or abutting adjacent property lines, depending on lot type.

95. Property Line, Side. A property line located between front and rear property lines. Side property lines may be located along a right-of-way or abutting adjacent property lines, depending on lot type.

96. Residential. Facilities in which people reside. Often called "housing", this includes several different building types and configurations of dwelling units meant for individuals and groups of people, such as a family. Units are typically occupied for long periods of time and may be leased or owner-occupied.

97. Residential Care. A facility offering temporary or permanent lodging to the general public consisting of an unlimited number of sleeping rooms with or without in-room kitchen facilities. Residential care includes such uses as independent and assisted living facilities, nursing homes, and residential care homes. Assistance with daily activities may be provided for residents. Secondary service uses may also be provided, such as restaurants and meeting rooms. Rooms shall be accessed from the interior of the building.

98. Retail, General. Retail uses occupying a space larger than 12,000 square feet, and engaged in selling goods or merchandise to the general public for personal or household consumption and rendering services incidental to the sale of such goods, including, but not limited to, convenience stores, department stores, grocery stores, hobby shops, etc.

99. Retail, Neighborhood. Retail uses occupying a space smaller than 12,000 square feet, and engaged in selling goods or merchandise to the general public for personal or household consumption and rendering services incidental to the sale of such goods, including, but not limited to, convenience stores, department stores, grocery stores, hobby shops, etc.

100. Retail Tobacco Specialty Business. A commercial establishment in which:

- **(a)** the sale of tobacco products accounts for more than 35% of the total quarterly gross receipts for the establishment;
- **(b)** 20% or more of the public retail floor space is allocated to the offer, display, or storage of tobacco products;

(c) 20% or more of the total shelf space is allocated to the offer, display, or storage of tobacco products; or

(d) the retail space features a self-service display for tobacco products.

101. Right-of-Way. Land dedicated or utilized for a Street Type, trail, pedestrianway, utility, railroad, or other similar purpose.

102. Roof Type. The detail at the top of a building that finishes a facade and encloses the top of the building. Permitted roof types include:

(a) Parapet roof

(b) Pitched roof

(c) Flat roof

(d) Tower (roof feature, not a roof type)

103. Scale. The relative size of a building, street, sign, or other element of the built environment.

104. School. An education facility with classrooms and offices, that may also include associated indoor facilities such as ball courts, gymnasium, theater, and food service.

105. Service, General. Service uses occupying a space larger than 12,000 square feet and are primarily engaged in providing assistance, as opposed to products, to individuals, business, industry, government, and other enterprises, including, but not limited to, entertainment uses, repair of small goods and electronics (not including vehicles), home furniture, restaurants, etc.

106. Service, Neighborhood. Service uses occupying a space smaller than 12,000 square feet, are primarily engaged in providing assistance, as opposed to products, to individuals, business, industry, government, and other enterprises, including, but not limited to, entertainment uses, repair of small goods and electronics (not including vehicles), home furniture, restaurants, etc. Multiple neighborhood service uses can be aggregated in one development.

107. Semi-Pervious Surface. Also referred to as semi-pervious material. A material that allows for at least 40% absorption of water into the ground or plant material, such as pervious pavers, permeable asphalt and concrete, or gravel.

108. Setback. The horizontal distance from a property line toward the interior of a lot, along a line perpendicular to the property line.

109. Sexually Oriented Business. Nude entertainment businesses, sexually oriented outcall services, adult businesses, seminude dancing bars and seminude dancing agencies.

110. Sign. An object, device, or structure used to advertise, identify, display, direct, or attract attention to an object, person, institution, organization, business, product, service, event, or location by such means as words, letters, figures, images, designs, symbols, or colors. Flags or emblems of any nation, state, city, or organization; works of art which in no way identify a product; and athletic field score boards are not considered signs.

(a) Wall Sign. A sign attached directly to the building facade and coplanar with the building facade.

(b) Awning Sign. A sign that is mounted, painted, or otherwise applied on or attached to an awning.

(c) Hanging/Projecting Sign. A sign that is attached to and projects from a building face or hangs from a support structure that projects from the building face.

(d) Freestanding Post Sign. A sign that is mounted to or hanging from one or two freestanding posts.

(e) Monument Sign. A sign attached to a freestanding structure which is typically constructed with brick, concrete, metal, wood, or stone.

(f) Window Sign. A sign that is posted, painted, placed, or affixed to or near the interior surface of a window for public viewing from the exterior of the window.

(g) Directory Sign. A sign that lists multiple businesses which are located within the same development in order to provide one collective sign rather than many individual signs. May be mounted on any of the other sign type support structures.

111. Story. A habitable level within a building measured from finished floor to finished floor.

112. Story, Ground. Also referred to as ground floor. The first floor of a building that is level to or elevated above the finished grade on the front and corner facades, excluding basements or cellars.

113. Story, Half. A story either in the base of the building, partially below grade and partially above grade, or a story fully within the roof structure with transparency facing the street.

114. Story, Upper. Also referred to as upper floor. The floors located above the ground story of a building.

115. Street Face. The facade of a building that faces a public right-of-way.

116. Street, Front. The street where the primary facade or front of the building must be located.

117. Street, Side. The street adjacent to the front street on a corner or end through lot.

118. Street Type. The permitted and regulated types of streets in this code. Street types include:

- **(a)** State Street
- **(b)** Avenue
- **(c)** Connector street
- **(d)** Neighborhood street
- **(e)** Pedestrian street
- **(f)** Lane

119. Streetwall. The vertical plane created by building facades along a street. A continuous streetwall occurs when buildings are located in a row next to the sidewalk without vacant lots or significant setbacks.

120. Swale. A low lying, naturally planted area with gradual slopes that facilitate the transport, absorption, and/or filtration of stormwater.

121. Tobacco Product.

- **(a)** Any cigar, cigarette, or electronic cigarette,
- **(b)** a tobacco product, including:
  - **(i)** chewing tobacco; or
  - **(ii)** any substitute for a tobacco product, including flavoring or additives to tobacco; and
  - **(iii)** Tobacco paraphernalia

122. Transit Station. A covered passenger boarding and alighting facility for a bus or other transit mode.

123. Transparency, Minimum Ground Story and Upper Floor. The minimum amount of transparency required on building facades located along a street frontage.

124. Transparency. Any glass in windows and/or doors, including any mullions, that is highly transparent with low reflectance.

125. Tree Canopy. The uppermost area of spreading branches and leaves of a tree.

126. Tree Canopy Coverage. The area of ground covered or shaded by a tree's canopy, measured in square feet.

127. Use. Also referred to as land use. A purpose or activity that may occur within a building or a lot.

128. Use, Accessory. A use customarily, incidental, and subordinate to the principal use or structure and located on the same lot with such principal use or structure.

129. Use, Principal. The specific, primary purpose for which a lot or building is utilized.

130. Utility/ Infrastructure. A lot that is primarily utilized for the City's infrastructure needs. Utility and infrastructure include such uses as electric or gas services, sewage treatment, water treatment and storage, and energy conversion systems.

131. Vending Cart. A non-motorized mobile device or pushcart on wheels that is pushed or pulled and does not move under its own power. It is used for the sale of goods.

132. Vertical Facade Division. A vertical section of the facade that is separated by varying facade features such as BTZ location (setback), materials, fenestration, articulation, vertical expression lines, etc. One vertical facade division is also referred to as a "bay" or "facade bay."

133. Vehicle Access Type. The specific structure that vehicles traverse when entering a lot from a right-of-way.

134. Visible Basement. A half story partially below grade and partially exposed above with required transparency on the street facade.

135. Water Body. A body of water, such as a river, pond, or lake that may be man-made or naturally occurring.

136. Yard. The space on a lot which is unoccupied and unobstructed from the ground to the sky by the principal building.

137. Yard, Corner Side. A yard extending from the corner side building facade along a corner side property line between the front yard and rear property line.

138. Yard, Front. A yard extending from the front facade of the principal building along the full length of the front property line, between the side property lines or side and corner side property lines.

139. Yard, Rear. A yard extending from the rear building facade along the rear property line between the side yards or, on a corner lot, the corner side and side yards.

140. Yard, Side. A yard extending from the side building facade along a side property line between the front yard and rear property line.

FORM BASED CODE WORKSHEET

Please fill in the charts below with the specific details about the proposed project. City Planning staff will determine if this project is compliant with the Murray City Center Form Based Code (FBC). If this project does not meet the minimum requirements, please provide a detailed explanation of the non-compliance.

For questions about the FBC please contact:

OFFICE USE ONLY				
1. DATE RECEIVED:				
2. PROJECT #:				
3. REVIEW STATUS:	1ST	2ND	3RD	4TH

PROJECT GOALS AND VISION	
PLEASE EXPLAIN IN DETAIL HOW THIS PROJECT'S DESIGN FURTHERS THE MURRAY CITY COMMUNITY VISION FROM THE CITY'S GENERAL PLAN	
DESIGN GOAL	**COMMUNITY VISION**

1. PROJECT INFORMATION						STAFF COMMENTS
1. SITE ADDRESS						
2. SITE CHARACTERISTICS	Form District:			Lot Type:		
	Frontage Type(s):					
3. BUILDING TYPE(S)	General	Limited Bay	Row	Yard	Civic	
4. LOT SIZE AND DIMENSIONS						
5. EXISTING CONDITIONS						

2. STREET STANDARDS CHAPTER HYPERLINK		STAFF COMMENTS
1. STREET TYPE(S) (SELECT)	State Street Avenue Connector Street Neighborhood Street Pedestrian Street Lane	
2. PROPOSED STREET(S) (IF ANY)		
3. ACTIVE TRANSPORTATION COMPONENTS		

3. BUILDING STANDARDS BUILDING TYPES LINK		
A. BUILDING TYPE		STAFF COMMENTS
1. BUILDING TYPE(S) (SELECT)	General Limited Bay Row Yard Civic	
B. BUILDING USE CHAPTER HYPERLINK		STAFF COMMENTS
2. GROUND FLOOR	Table hyperlink	
3. UPPER FLOOR(S)	Table hyperlink	

4. PARKING WITHIN BUILDING (SELECT)	Yes No	
5. INTERIOR OCCUPIED SPACE DISTANCE (FEET)	Front Street: Side Street (if any):	
C. BUILDING SITING		**STAFF COMMENTS**
6. OCCUPYING CORNER (IF ANY)	Yes No	
7. FRONT STREET SETBACK (FEET)		
8. SIDE STREET SETBACK (IF ANY) (FEET)		
9. SIDE SETBACK (FEET)		
10. REAR SETBACK (FEET)		
11. ACCESSORY STRUCTURES (IF ANY)	Yes No Quantity:	
12. PARKING LOCATION (SELECT)	Rear Yard Side Yard	
13. SERVICE ENTRANCE LOCATION (SELECT)	Rear Yard Side Yard	

14. VEHICULAR ACCESS	Type: Location:	
15. SCREENING REQUIREMENT	Type: Length (feet):	
D. BUILDING HEIGHT		**STAFF COMMENTS**
16. PRINCIPAL BUILDING HEIGHT	Number of Above Ground Stories:	
17. ACCESSORY STRUCTURE HEIGHT	Number of Above Ground Stories (if any):	
18. GROUND FLOOR HEIGHT (FEET)		
19. UPPER FLOOR HEIGHT(S) (FEET)		
E. BUILDING FACADE		**STAFF COMMENTS**
20. PRIMARY ENTRANCE TYPE	Storefront Arcade Stoop Porch	
21. FACADE WIDTH (FEET)		
22. VERTICAL ARTICUL. (IF ANY)	Number of bays: Bay Width(s) (feet):	
23. STREET SIDE ENTRANCES	Quantity:	
24. ENTRANCE SPACING (FEET)		
25. GROUND FLOOR TRANSPARENCY	Percentage:	

26. UPPER FLOOR TRANSPARENCY	Percentage:	
27. BLANK WALL LIMITATION MET	Yes No	
F. BUILDING PROJECTIONS		**STAFF COMMENTS**
28. FRONT STREET	Quantity: Type: Distance (feet):	
29. SIDE STREET (IF ANY)	Quantity: Type: Distance (feet):	
F. ROOF		**STAFF COMMENTS**
30. ROOF TYPE (SELECT)	Parapet Pitched Flat	
31. TOWER	Yes No	

4. OPEN SPACE STANDARDS CHAPTER HYPERLINK		**STAFF COMMENTS**
1. REQUIRED OPEN SPACE	BTZ Pedestrian Space	
2. CIVIC SPACE TYPE(S) (SELECT)	Pocket Park Town Square Park	
3. DIMENSIONS AND ADJACENT PARCELS		
4. DESCRIPTION OF IMPROVEMENTS		

5. LANDSCAPING CHAPTER HYPERLINK		STAFF COMMENTS
1. LANDSCAPE TYPE(S) (SELECT)	Parking Lot Frontage Buffer Parking Lot Interior Side and Rear Lot Buffer	
2. LOCATION WITHIN THE SITE		
3. DIMENSIONS		
4. VEGETATION TYPES/SPACING/ COVERAGE %		

6. PARKING CHAPTER HYPERLINK		
A. NUMBER OF SPACES		STAFF COMMENTS
1. REQUIRED SPACES		
2. PROVIDED SPACES		
3. PARKING REDUCTION TYPE (IF ANY)		

B. PARKING LOT SITING		STAFF COMMENTS
4. FRONT STREET SETBACK (FEET)		
5. SIDE STREET SETBACK (IF ANY) (FEET)		
6. SIDE SETBACK (FEET)		
7. REAR SETBACK (FEET)		
C. DRIVEWAYS		**STAFF COMMENTS**
8. NUMBER OF DRIVEWAYS		
9. DRIVEWAY WIDTH(S) (FEET)		
10. LOCATION(S) (SELECT)	Side Rear Front	
D. MISCELLANEOUS		**STAFF COMMENTS**
11. PLAN FOR ON SITE STORMWATER MANAGEMENT		

7. SIGNAGE CHAPTER HYPERLINK					STAFF COMMENTS
1. SIGN TYPE(S) (SELECT)	Wall	Awning	Hanging/Projecting	Monument	
	Wayfinding	Window	Directory	Marquee	
2. SIGNAGE CALCULATIONS					

8. ADDITIONAL DESIGN STANDARDS	STAFF COMMENTS
1. EXTERIOR MATERIALS AND COLORS (PERCENTAGES FOR EACH)	
2. AWNING AND SHUTTER MATERIALS (IF ANY)	
3. CORNER TREATMENT (IF ANY)	

4. BALCONY DIMENSIONS (IF ANY) (FEET)		
5. FACADE DIVISIONS OR FENESTRATION DESCRIPTION		
6. METERS AND EQUIPMENT LOCATION(S)		
7. SOLAR POWER SHADOW STUDY	Yes No	
8. VISITABILITY REQUIREMENTS MET	Yes No	
9. AMENITIES DESCRIPTION		