

## ORDINANCE NO. 2008-21

### AN ORDINANCE OF IVINS CITY, UTAH, AMENDING TITLE 16 OF THE IVINS CITY CODE TO ADD A CHAPTER ENTITLED “MULTI-FAMILY RESIDENTIAL DESIGN GUIDELINES AND STANDARDS”

WHEREAS, the Ivins City Council desires to amend Title 16 of the Ivins City Code by adding a new chapter to address design guidelines and standards for multi-family housing;

NOW, THEREFORE, BE IT ORDAINED BY THE CITY COUNCIL OF IVINS CITY, STATE OF UTAH:

SECTION 1. Title 16 of the City Code shall be amended to add the following new chapter entitled “Multi-Family Residential Design Guidelines and Standards:”

#### CHAPTER 18

#### MULTI-FAMILY RESIDENTIAL DESIGN GUIDELINES AND STANDARDS

**16.18.101 GENERAL.** The general intent of these Multi-Family Residential Design Guidelines and Standards is to improve the overall quality of multi-family development in Ivins City, to ensure the compatibility of multi-family development with surrounding land uses. These Multi-Family Design Guidelines and Standards shall apply to all new multi-family development within Ivins City that occurs in the R-M (Multiple Residential) Zoning District.

**16.18.102 SITE PLANNING.** These guidelines and standards are intended: to improve site planning, to enhance the image of the City, reflect unique site characteristics, and provide strong neighborhood environments; to protect natural site features, open space and use and incorporate such features and areas as community amenities; and to provide useable open space and maintain significant natural areas for the use and enjoyment by residents of the multi-family development.

(1) Lot Coverage and Density.

(a) Allowed Base Density: R-M: 15 units per acre.

(b) Maximum Density with Bonus: R-M: 30 units per acre.

(2) Open Space. The intent of this section is to create areas of usable open space for passive and active recreation that are easily accessed by residents, provides focal points for community recreation and interaction, and adds to the overall quality of life for residents. Usable open space should be integrated purposefully into the overall design of the development and not merely be residual areas left over after buildings and parking lots are sited.

(a) Minimum Usable Open Space Required.

- (i) All new multi-family developments shall set aside at least a minimum area of site acreage as usable open space for the passive and active recreational use and enjoyment of the development's residents. The usable open space shall be aggregated into meaningful, quality open spaces. Clustering of buildings is encouraged to minimize small, narrow, unassigned strips in front of and between buildings. Open Space shall be clearly identified on the development plan.
  - (ii) The minimum amount of usable open space shall be eight hundred square feet (800 sq. ft.) for the first two (2) units and two hundred square feet (200 sq. ft.) for each additional unit.
- (b) Areas Not Allowed as Part of Usable Open Space. The following shall not count toward usable open space set-aside requirements.
- (i) Private lots, yards, balconies and patios dedicated for use by a specific unit;
  - (ii) Public right-of way-or private streets and drives;
  - (iii) Open parking areas and driveways for dwellings;
  - (iv) Land covered by structures, except for ancillary structures associated with the use of open space such as gazebos, picnic shelters and approved recreational amenities;
  - (v) Designated outdoor storage areas;
  - (vi) Required perimeter setback areas;
  - (vii) Land and area between buildings and parking lots of less than twenty (20) feet;
- or
- (vii) Detention/retention areas, including drainage swells except when accessible and usable, as determined by the city, for use by residents. (e.g., picnic areas, passive recreation areas, playgrounds, etc.)
- (c) Design Criteria for Usable Open Space. Usable Open Space may include:
- (i) Planting areas and Trees;
  - (ii) Water features;
  - (iii) Grass areas;
  - (iv) Seating;
  - (v) Pedestrian-scaled lighting;
  - (vi) Walkways / Paths;
  - (vii) Gazebos / Covered Picnic;
  - (viii) Play Structures for children; and

- (ix) On-site Community Recreation amenities.
- (d) On a case by case basis, the preservation of significant natural features or areas may be considered as open space for density bonus purposes.
- (3) Design Incentives.
  - (a) Incentive for Additional Open Space. The city may approve a ten percent (10%) increase in permitted density for each twenty-five percent (25%) of open-space above the required minimum.
  - (b) Incentive for Recreation Amenities: Recreation Amenities shall be categorized as “A”, “B”, “C” and “D” Amenities.
    - (i) Category “A” Recreation Amenity includes appropriately sized full service club houses. Category “A” amenities may provide up to a forty percent (40%) density bonus.
    - (ii) Category “B” Recreation Amenities include swimming pools, tennis courts, multi-use sports courts, or other amenities of similar value and weight. Category “B” amenities may provide up to a twenty percent (20%) density bonus.
    - (iii) Category “C” Recreation Amenities include Children play areas, basketball court, pavilion/gazebo, walking paths, and other amenities of similar value and weight. Category “C” Amenities may provide up to a ten percent (10%) density bonus.
    - (iv) Category “D” Recreation Amenities include security lighting, outdoor barbeque, picnic tables, sandbox, volley ball court, horse shoe pitching area, or other amenities of similar value and weight. Category “D” Amenities provide up to a five percent (5%) density bonus.
  - (c) Incentive for Crime Prevention Program. The city may approve up to five percent (5%) density bonus for a long-term Crime Prevention Program reviewed and recommended by the Ivins City Public Safety Director.

**16.18.103 SITE LAYOUT AND DEVELOPMENT PATTERN.** It is the intent of this section to ensure that buildings relate appropriately to surrounding developments and streets; to create a cohesive identity for the neighborhood and attractive street scene; promote efficient site layout in terms of vehicular and pedestrian circulation patterns.

- (1) Site Layout Guidelines.
  - (a) Multi-family shall be clustered or grouped to form neighborhoods and shall be oriented or arranged in a manner to enclose required common open spaces, recreation amenities and parking areas.
  - (b) The minimum separation between multi-family buildings, including accessory buildings, on the same lot or development shall be twenty feet (20’).

(c) For multi-family buildings with walls greater than sixty feet (60') in length adjacent to interior property lines, the building setback shall be increased by one hundred percent (100%) from such interior property lines.

**16.18.104 PARKING AND PEDESTRIAN ACCESS.** The following parking standards for multi-family developments are intended: to reduce the predominance and visibility of parking lots and covered parking from perimeter streets; to improve the appearance of parking lots, especially through increased landscaping; and to ensure that dwelling units have convenient access to parking.

(1) Parking Amount and Type.

(a) Parking shall be provided in the following amounts (s/u = number of spaces per dwelling unit):

- (i) Studio/efficiency dwelling unit = 1 s/u
- (ii) 1-bedroom dwelling unit = 1.5 s/u
- (iii) 2-bedroom dwelling unit = 2 s/u
- (iv) More than 2 bedrooms = 2.5 s/u
- (v) Guest Parking= .25 s/u

(b) Covered parking shall be provided at a minimum rate of one (1) covered parking space per unit.

(2) Parking Location and Layout.

(a) To the maximum extent feasible, garage entries, carports, parking areas, and parking structures shall be internalized in building groupings or oriented away from street frontage.

(b) Parking areas and freestanding parking structures (detached garages or carports) located along a perimeter public street shall not occupy more than thirty percent (30%) of each perimeter public street frontage.

(c) The total number of required parking spaces shall be broken up into smaller "blocks" of parking, with no more than twenty-four (24) parking spaces per parking block.

(i) Parking blocks shall be separated from each other by a landscaped area no less than ten feet (10') in width.

(ii) Setbacks for parking blocks shall be twenty-five feet (25') from the property lines fronting streets and ten feet (10') from interior property lines, private drives and multi-family buildings.

(d) To the maximum extent practicable, each multi-family development shall have sufficient parking that meets sub-section IV-1a (Parking Amount and Type) standards,

plus guest parking spaces, in a location convenient to the buildings the spaces are intended to serve.

(e) Carports and Detached Garages. Carports and detached garages shall be limited to one hundred twenty feet (120') in length. No more than three (3) detached garage structures or three (3) carport structures shall be located adjacent to each other end to end. The minimum separation between adjacent detached parking structures (detached garages and carports) shall be twenty feet (20'), and such separation area shall be landscaped. Metal Carports must be completely concealed within the interior of the development.

(3) Vehicular Access.

(a) Vehicular access should be from minor rather than major streets.

(b) Vehicular access points shall be no closer to an intersection than one third (1/3) of the length of the adjacent property line or as specified in the Ivins City Transportation Master Plan, whichever is more restrictive.

(4) Pedestrian Access.

(a) Pedestrian sidewalks shall provide easy access to buildings, parking areas, usable common areas and at multiple access points into the development.

(b) Pedestrian sidewalks shall be provided to adjoining compatible land uses, e.g. public parks, schools, churches, public trails, neighborhood shopping and activity centers.

(5) Buffering Required. Parking areas located on perimeter frontages shall be buffered with berms and landscaped features.

**16.18.105 BUILDING DESIGN.** These building design standards are intended: to create and add to the visual interest of Ivins City Streets; to ensure quality and consistency in building architectural character and style; to ensure compatibility with adjacent development, as applicable; to avoid featureless building masses; to provide visual scale of large multi-family buildings; to achieve unity of design through the use of similar materials and colors; and to ensure accessory structures are compatible with the primary buildings they serve.

(1) Building Height.

(a) Maximum building height within sixty feet (60') of any property line shall not exceed twenty-five feet (25').

(b) Maximum building height beyond sixty feet (60') shall not exceed thirty-five feet (35').

(2) Building Length. The maximum length of multi-family residential building shall be one hundred twenty feet (120').

(3) Required Massing. All buildings shall be designed to provide complex massing configurations with a variety of different wall planes and roof planes. Plain, monolithic structures with long monotonous, unbroken wall and roof surfaces of forty feet (40') or more

are prohibited. At least every forty linear feet (40'), wall and roof planes shall contain offsets or setbacks in differential in horizontal plane of at least four feet (4').

(4) Architectural Detail.

- (a) Each building in a multi-family development should have a definitive, consistent style.
- (b) All sides of a multi-family building shall display a similar level of quality and architectural interest. The majority of a buildings architectural features and treatments shall not be restricted to a single façade.
- (c) All buildings shall incorporate a minimum of three (3) additional architectural features or repetitive details such as covered porches, balconies with railings, window pop-outs, bays, etc.

**16.18.106 BUILDING MATERIALS.** This section is intended to achieve unity of design through the use of similar materials and colors throughout multi-family developments. Building materials shall be compatible with those predominantly used in the surrounding area and shall blend with the natural desert environment.

(1) Exterior Building Materials.

- (a) Approved materials include natural or cultured stone, stucco, masonry (colored and split face), and concrete (exposed aggregate or colored stamped, pitted and textured).
- (b) Disapproved Materials include unfinished grey block or concrete, metal and vinyl siding, Hardboard or Plywood siding.

(2) Sound Transmission Coefficients.

- (a) Walls and floors/ceilings between units shall have a Sound Transmission Coefficient greater than fifty 50.
- (b) Walls bordering hallways shall have a Sound Transmission Coefficient of forty-five 45 or greater.

(3) Roofing Materials.

- (a) Approved visible roofing materials include non-reflective concrete or clay tile, wood shingles or shakes (fire retardant only), patina copper, architectural grade composition shingles, non-reflective colored metal.
- (b) Disapproved visible roofing materials include corrugated metal roofs, any white/brightly colored or reflective materials

(4) Building Material Colors.

- (a) Each individual building shall display a minimum of two (2) wall surface colors or a combination of two (2) approved materials (e.g. stone and stucco).

(b) Colors or materials shall not be excessive in their contrast with each other or the natural surroundings.

(c) Other subtle “accent” colors are encouraged.

(5) Accessory Structures.

(a) Detached garages, carports, and other accessory structures, including but not limited to mailboxes, storage/maintenance facilities, recreational facilities, picnic shelters, gazebos, shall incorporate similar materials, scale, colors, architectural details, and roof slopes as the primary multi-family buildings.

(b) Rear walls of detached garages and carports that back onto the perimeter street shall be articulated with windows, variety of roof planes, etc., or shall be made to appear as a perimeter wall with landscaping and berming being used to further screen them from view from perimeter streets.

**16.18.107 LANDSCAPE.** Landscaping is a visible indicator of quality development and shall be an integral part of every multi-family project, not merely located in leftover portions of the site. Landscaping is intended to visually tie the entire development together, define major entryways and circulation (both vehicular and pedestrian) and parking patterns, and, where appropriate, help buffer less intensive adjacent land uses.

(1) Landscaping Required.

(a) Landscaping is required in all setback areas and open space areas.

(b) Undisturbed natural areas incorporated within a landscape plan will be considered on a case by case basis.

(c) All landscape plans shall be prepared and stamped by a registered landscape architect.

(2) Streetscape and Parking area Landscape.

(a) Streetscape and parking area landscaping shall incorporate xeriscape principles which include drought tolerant plants and trees, boulders and hardscape with intermittent outcroppings of grass (limited) and ground cover.

(b) Large areas of gravel, rock, or bare ground are prohibited.

(3) Open Space. Usable open space shall incorporate user friendly materials such as grass, synthetic turf, sand or wood chip play areas and shall be bordered by xeriscape.

**16.18.108 LIGHTING.** This section is intended to: eliminate adverse impacts of light spillover; to provide attractive lighting fixtures and layout patterns that contribute to a unified lighting design; and to provide exterior lighting that promotes safe vehicular and pedestrian access to and within a development, while minimizing the impacts on adjacent properties.

(1) Outdoor Lighting. All outdoor lighting shall conform with Chapter 9 of Title 15 of the Ivins City Municipal Code entitled “OUTDOOR LIGHTING.”

**16.18.109 FENCING.** While fencing is required to buffer uses, they can create a visually monotonous streetscape. These standards provide fencing and wall standards that are visually appealing, complement the overall design of the development and surrounding properties, and provide visual interest to pedestrians and motorists.

(1) Fencing and Walls. All fencing and walls shall conform to Sections 16.11.135, 15.05.702, and 15.05.703 of the Ivins City Municipal Code.

**16.18.110 EQUIPMENT AND SERVICE AREA SCREENING.** Service areas, trash collection areas, and mechanical / utility equipment create visual and noise impacts on surrounding uses and neighbors. These standards provide visual and noise buffers from public right of ways and adjacent uses.

(1) Service and trash collection areas.

(a) To the maximum extent feasible, trash containers and collection areas shall be oriented toward rear or interior service corridors.

(b) Trash collection areas and containers shall be located a minimum of twenty feet (20’) from any public street, public sidewalk or property line adjacent to a residential use.

(c) Trash collection areas shall be enclosed by a six foot (6’) solid masonry wall. The entrance into the service area shall be a closable gate that provides screening.

(2) Mechanical/utility equipment.

(a) Mechanical equipment including HVAC units, swamp coolers, ac condensers, shall not be located on pitched roofs or attached to the sides of structures.

(b) Mechanical equipment may be located on flat roofs when fully screened by appropriate parapet walls that blend with the architecture of the structure. Parapet screening walls shall be included in the original architectural drawings and not installed as an afterthought. Parapet walls shall be constructed and designed to reduce noise from mechanical equipment.

(c) Ground mounted mechanical/utility equipment screening shall be an integral part of the building structure and architecture and shall not give the appearance of being “tacked on” to the structure.

**SECTION 2. Severability.** If any section, clause or portion of this ordinance is declared invalid by a court of competent jurisdiction, the remainder shall not be affected thereby and shall remain in full force and effect.

**SECTION 3.** Effective Date. This ordinance shall become effective immediately upon passage and publication.

**PASSED AND ADOPTED BY THE IVINS CITY COUNCIL, STATE OF UTAH, ON THE 19th DAY OF FEBRUARY, 2009, BY A UNANIMOUS VOTE. ALL COUNCIL MEMBERS WERE PRESENT AT THE MEETING AND VOTED IN FAVOR.**