

PLANNING COMMISSION MEETING

May 12, 2026

6:30 p.m.



CITIZEN COMMENT

Work Session

Town Center

Urban Design Standards

Mark Morris, VODA Landscape + Planning

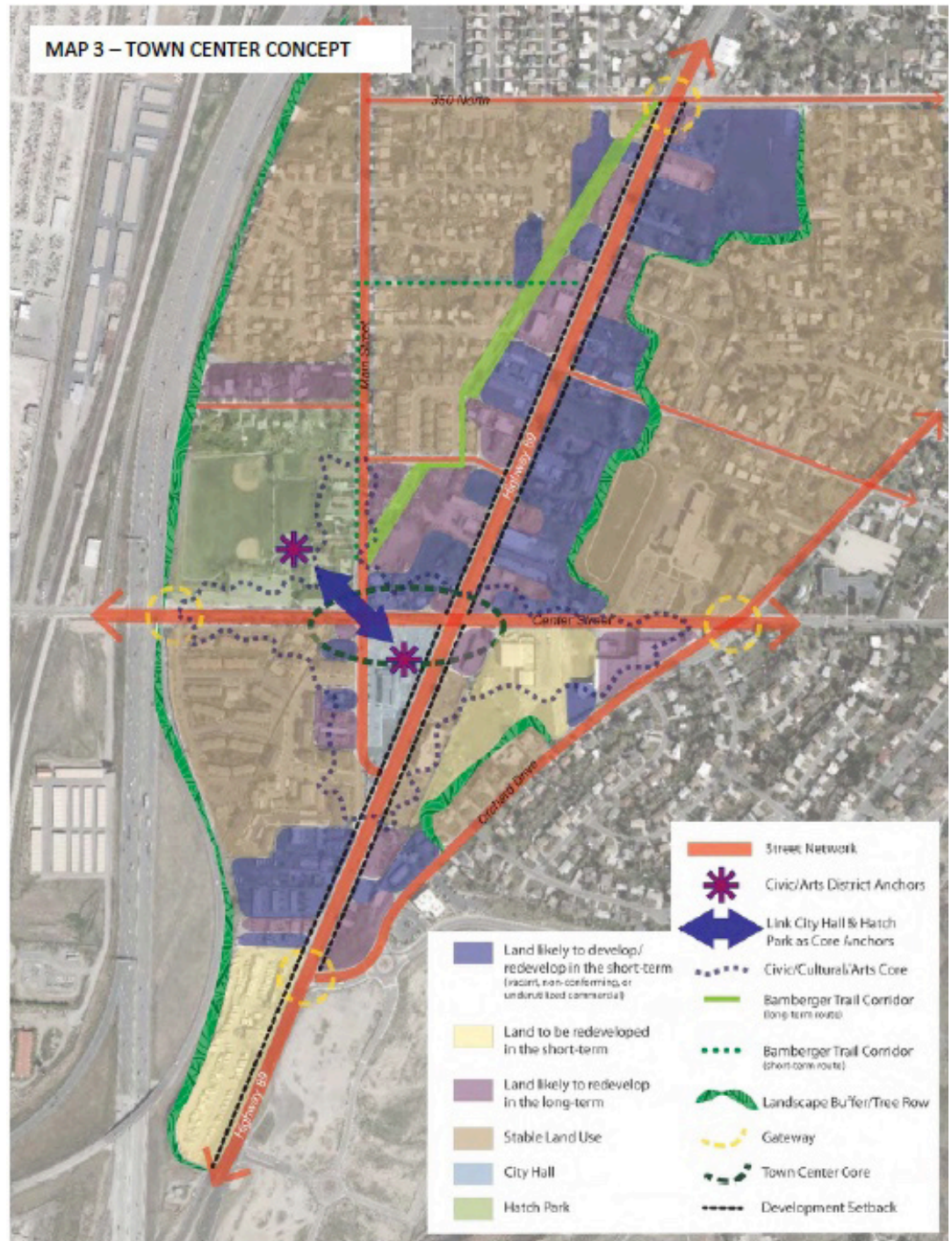
North Salt Lake Town Center Urban Design Standards

Progress Report, May 2026



TOWN CENTER GOALS:

- 1 Create a distinct and positive identity for the Town Center.
- 2 Encourage intensity of activity in the Town Center. The Town Center should become a center of activity and the focal point for the City as a whole.
- 3 Improve the appearance and enhance the safety of the Town Center and Highway 89 Corridor.
- 4 Establish streets that work for multiple modes of transportation.
- 5 Bring high-capacity transit to Highway 89.
- 6 Expand multi-family development options



A. NSL TOWN CENTER SUBDISTRICTS

The adjacent map shows the boundaries and configuration of four subdistricts.

1. Core Center (CO)
2. Boulevard (BD)
3. Neighborhood Transition (NT)
4. Park Neighborhood (PN)
5. South Boulevard

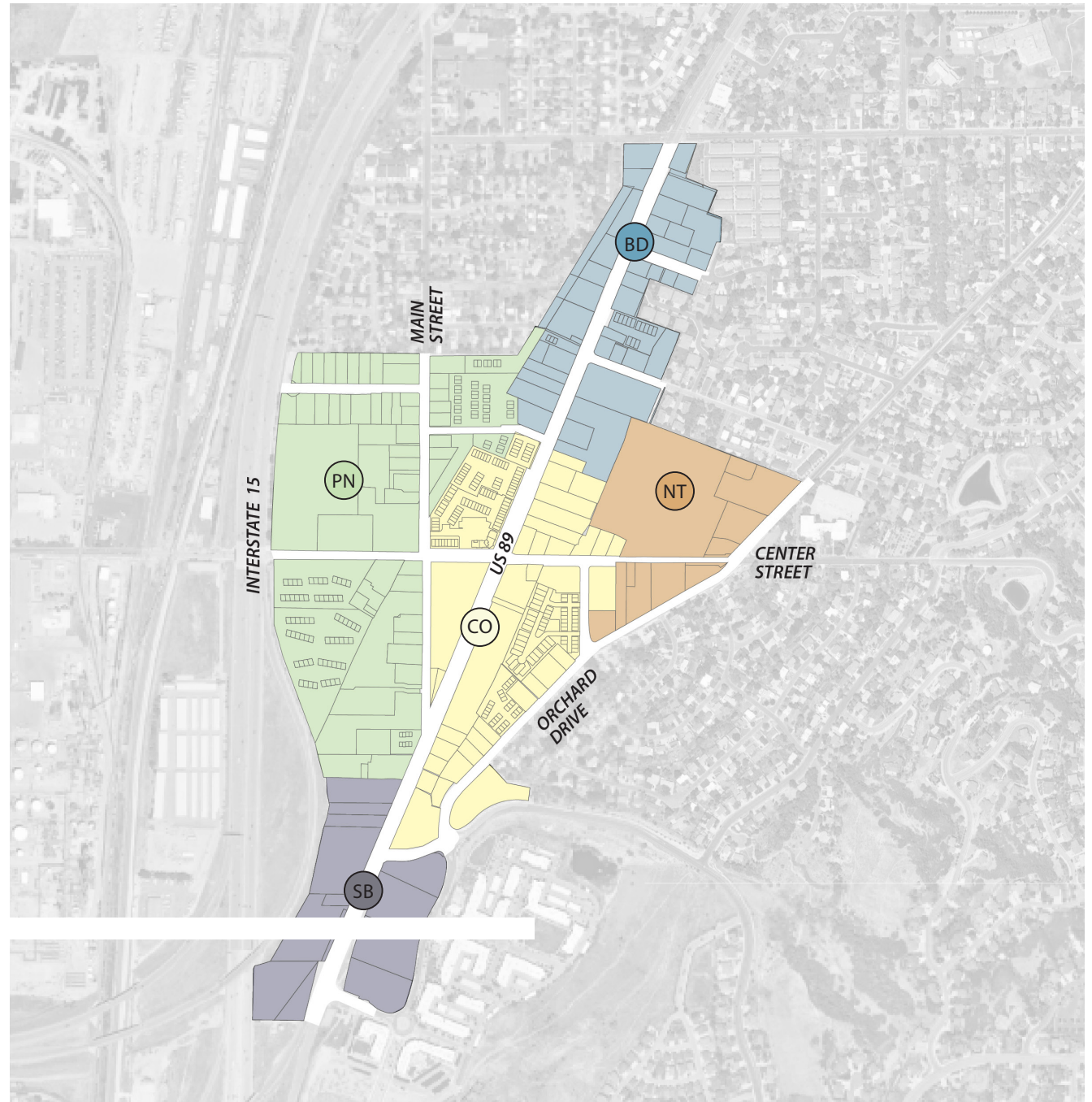


Figure 2.1 - North Salt Lake Town Center Subdistricts map

TOWN CENTER URBAN DESIGN STANDARDS

PURPOSE

The purpose of the North Salt Lake City Town Center Urban Design Standards is to establish a clear and consistent framework for building form that shapes a cohesive, recognizable, and vibrant community core. Building form is the primary tool through which the Town Center's identity is expressed—defining how structures relate to streets, frame public spaces, and create a lasting sense of place.

BUILDING FOCUSED

These standards guide the massing, scale, orientation, and architectural articulation of buildings to ensure they contribute positively to the public realm. By emphasizing consistent street edges, active ground floors, and appropriately scaled building heights, the standards help create a comfortable, pedestrian-oriented environment that encourages walking, gathering, and daily activity. Buildings are expected to define and enclose streets and public spaces, reinforcing a sense of spatial clarity and urban character.

Careful attention is given to transitions in scale, ensuring that larger buildings are thoughtfully integrated with adjacent neighborhoods while maintaining the Town Center's intensity and vitality.



Figure XX - North Salt Lake Town Center development.

Design elements such as façade articulation, transparency, and high-quality materials are encouraged to add visual interest, reduce perceived mass, and create engaging street-level experiences.



Figure XX - Example of how building height, massing, articulation, and ground floor activation contribute to a high quality urban environment.

Together, these building form standards establish a strong physical framework that supports mixed-use development, economic activity, and long-term adaptability. More importantly, they create a distinctive and memorable environment—one where architecture and urban form work together to reflect the character of North Salt Lake City and foster a true sense of place for residents, businesses, and visitors alike.

STANDARDS

quantities and parking approved through the

Side and rear red in the side and

OTHER REQUIREMENTS

Table XX - Vehicular Parking Requirements by Use & Subdistrict						
USE CATEGORY	PARKING REQUIREMENT					CALCULATION UNIT
	CO	BD	SB	NT	PN	
RESIDENTIAL & LODGING						
1. Multifamily (Studio/1 Bed.)	1.0	1.0		1.0	1.0	per dwelling unit
2. Multifamily (2 Bedrooms)	1.5	1.5		1.5	1.5	per dwelling unit
3. Multifamily (3+ Bedrooms)	2.5	2.5		2.5	2.5	per dwelling unit
4. Hospitality	1.0	1.0		1.0	1.0	per room AND per 200 sq. ft. office & dining
5. Residential Care	n/a	0.5		0.5	0.5	per rooming unit AND per employee
CIVIC & INSTITUTIONAL						
6. Assembly (Public & Private)	0.2	0.25		0.2	0.2	per seat (capacity)
7. Medical/Dental Clinic	1.25	1.5		1.5	1.5	per treatment room AND per employee
8. Library/Museum/Post Office	0.75	1.0		1.0	1.0	per 600 sq. ft.
9. Police & Fire	n/a	n/a		n/a	n/a	per the XXXX
10. School: Pre-K through Junior High	1.0	1.0		1.0	1.0	per classroom AND per 200 sq. ft. office space
11. School: High School & Higher Education	1.0	1.0		1.0	1.0	per classroom AND per 200 sq. ft. office space AND per student
RETAIL						
12. General Retail	1.0	1.25		1.0	1.0	per 300 sq. ft.
13. Neighborhood Retail	0.75	1.0		1.0	1.0	per 300 sq. ft.

TBD = to be determined by the XXXX
n/a = use is not permitted in the given subdistrict

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 ADA Accessibility Code, including quantity, size, location, and accessibility. 10-6-4
2. Approved Unlisted Uses. For a use not specifically addressed in these standards, 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. outline here in this code

b. Required Vehicular and Bicycle Parking

1. Parking requirements are organized by use and

NSL TOWN CENTER URBAN DESIGN STANDARDS

STRUCTURE:

1. SUBDISTRICTS
2. FRONTAGE
3. BUILDING HEIGHTS
4. FACADE ARTICULATION
5. GROUND FLOOR ACTIVATION
 - A. USES- UPPER & LOWER
6. OTHER REQUIREMENTS
 - A. PARKING
 - B. LANDSCAPING
 - C. SIGNAGE

NSL TOWN CENTER URBAN DESIGN GUIDE

SITE PROTOTYPE EXAMPLE

The urban design guide focuses design choices for property owners and city officials alike. Priority is given to site planning choices and architectural form, while giving property owners a great deal of flexibility around architectural style and building use.

This prototype document is intended to illustrate how a single parcel and its redevelopment might play out. Options are illustrated to show how building placement, building setback, architectural transparency and articulation come together to create a development that will add to the broader vision of development of the North Salt Lake Town Center.

In no way is this prototype intended as an actual development proposal, but will show property owners across the city which elements of an application are of interest to the city during a planning process. The prototype illustrates a parcel at the corner of Highway 89 and 350 North in order to illustrate how a corner parcel will be required to meet certain requirements of the code.

Not all of the requirements of the prototype are illustrated in this prototype, but the primary considerations are outlined. Applicants must refer to the full urban design guide ordinance as adopted by North Salt Lake.

The graphics in this prototype are intended to illustrate the basics of the urban design guide, but specific requirements for each subdistrict are located in the tables and requirements of the full document.

The intention of the urban design guide is to develop a more uniform pattern of development in the Town Center area of North Salt Lake, and more broadly create a more desirable and walkable community space. Pulling development up to the street, investing in high quality pedestrian spaces, and focusing engaging uses on the ground floors of new development will all work together to accomplish this.

Any questions or clarifications with the prototype or the urban design guide should be directed to North Salt Lake staff.



Figure 1.0 Prototype site



Figure 2.0 Prototype site at the southwest corner of Highway 89 and 350 North.

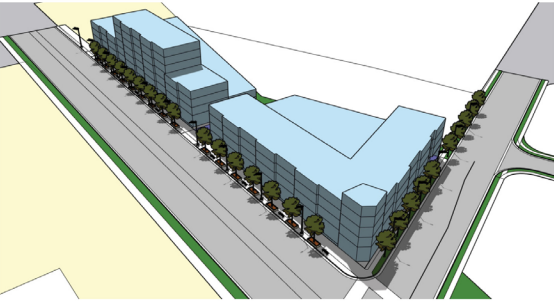


Figure 3.0 Prototype site illustrating a General Building type on the corner of the parcel.

2. FRONTAGE

STREETSCAPE TYPES

- » Defined by street size/location
- » Regulates from curb to building front-landscape requirements, street trees, sidewalk width, etc

2. FRONTAGE

A. STREETSCAPE TYPES

Streetscape types regulate the pedestrian realm of a street right-of-way (ROW) and define the spatial relationship between the street and building. Streetscape types each have different requirements as shown in Figures [XX](#) to [XX](#) and Tables [XX](#) to [XX](#).

1. The streetscape types map, Figure [XX](#), indicates where each streetscape type is required within the Town Center boundary.
2. The pedestrian realm is the area located between the back of the curb and the outside edge of the sidewalk or landscaped buffer.
3. SBZ is measured from the outside edge of the pedestrian realm which may not coincide with the ROW/private property line boundary.
 - (a) This provides a consistent streetscape across the varying, unaligned ROW/property lines from parcel to parcel.
 - (b) If the ROW/property line boundary lies within the pedestrian realm defined by each streetscape type, the property owner shall dedicate that portion of their property for public use.
4. Existing above ground utility lines within the streetscape area shall be buried as part of all new streetscape construction and coordinated with the appropriate city department and utility provider.

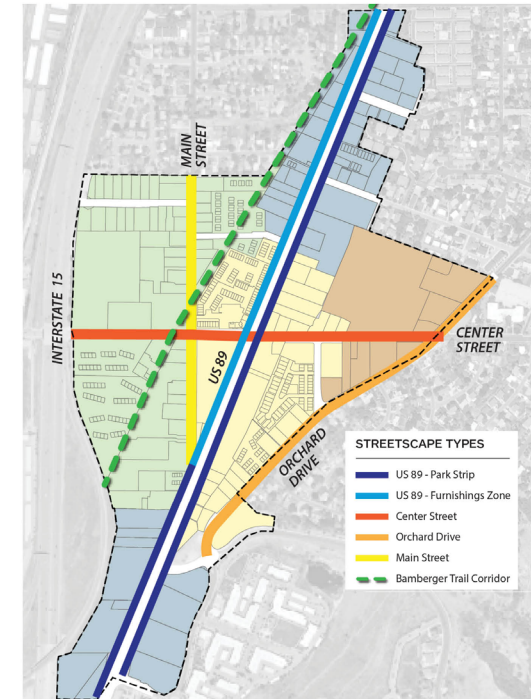


Figure [XX](#) - North Salt Lake Town Center streetscape types map

2. FRONTAGE

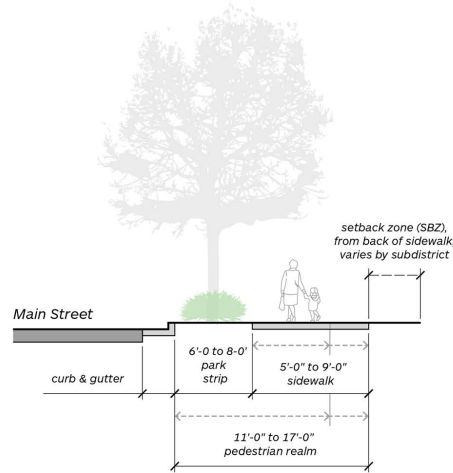


Figure XX - Main Street Typical Streetscape section

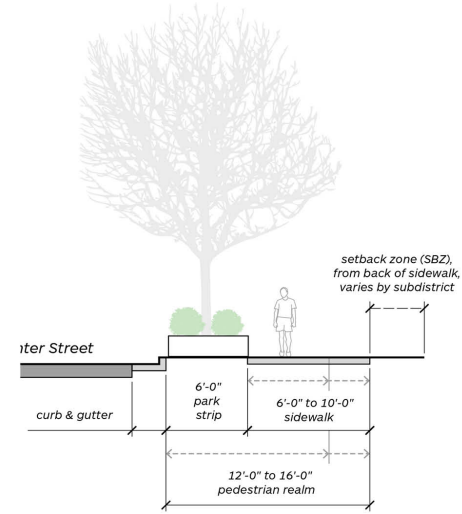


Figure XX - Center Street Typical Streetscape section

Table XX - Main Street Typical Streetscape Requirements		
PEDESTRIAN REALM		
1. Sidewalk		5'-0" to 9'-0"
Park Strip	2. Width	6'-0" to 8'-0"
	3. Street Trees	Planted along park strip center line, evenly spaced at 30'-0" on center, in accordance with city ordinance, Chapter 9, Community Forestry, Medium Tree List
	4. Pedestrian Street Lights	Fixture type and install requirements defined in NSL Streets Standards Manual
	5. Landscaping	Required: water efficient low-maintenance ornamental plants, pedestrian street lights, no lawn As Needed: street signage, utilities, public art, bollards All landscaping in accordance with city ordinance, Chapter 22, Water Efficient Landscape Standards.

Table XX - Center Street Typical Streetscape Requirements		
PEDESTRIAN REALM		
1. Sidewalk		6'-0" to 12'-0"
Park Strip	2. Width	6'-0" to 9'-0"
	3. Street Trees	Planted along park strip center line, evenly spaced at 30'-0" on center, in accordance with city ordinance, Chapter 9, Community Forestry, Medium or Large Tree List, in tree grates or raised planters
	4. Pedestrian Street Lights	Fixture type and install requirements defined in NSL Streets Standards Manual
	5. Landscaping	Required: water efficient low-maintenance ornamental plants, pedestrian street lights, no lawn As Needed: street signage, utilities, public art, bollards All landscaping in accordance with city ordinance, Chapter 22, Water Efficient Landscape Standards.

2. FRONTAGE

SITE SPECIFIC PARAMETERS

These parameters are determined by the site's location and are used throughout the Urban design process.

The Urban design provides a neighborhood map for three of these parameters. Refer to the maps to find the value of each parameter for any given site.

Lot type is also a site specific parameter but does not have its own set of maps.

Prototype Site

Subdistrict: Boulevard

Frontage Types: primary/secondary

Lot Type: corner (two frontages, two side property lines)

BUILDING LOCATION

The buildable area within the site is determined by setback and build to zone (BTZ) parameters. These define the potential maximum size of a building footprint (e.g. a building with integrated parking structure).

Setbacks are used along front, side, and rear property lines. The setback value is the minimum distance that the building must be set back from these property lines. There is no maximum.

The BTZ, or build to zone, is used along street facing property lines. BTZ is expressed as a range of distances. The front of the building facade must be located somewhere within that range.

Prototype Site

Side Yard Setback: 5'-0" min.

Rear Yard Setback: 5'-0" min, 20' setback for Bamberger Trail

Primary Frontage Setback: 16'-0" from curb

Primary Frontage BTZ (corner lot): 10'-0" to 15'-0"

Secondary Frontage BTZ (corner lot): 0'-0" to 5'-0"

INITIAL MINIMUM BUILDING FOOTPRINT

The minimum size of the building footprint is determined by two parameters. This initial footprint may need to be adjusted later.

The length of the building along each street frontage is determined by the frontage coverage parameter. It is expressed as a percentage of the length of the property line along the right of way.

The depth of the building is determined by the required occupied space parameter. It is expressed as a minimum distance, measured along a line perpendicular to the facade.

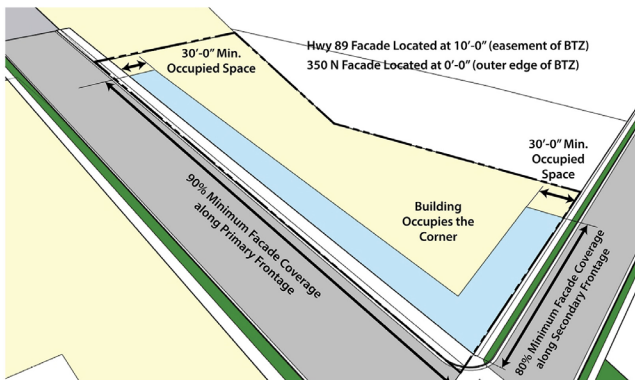
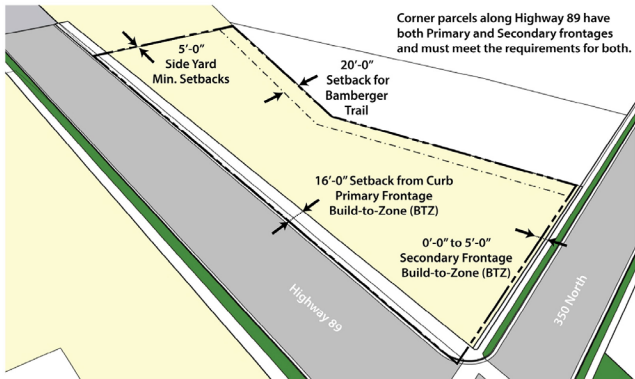
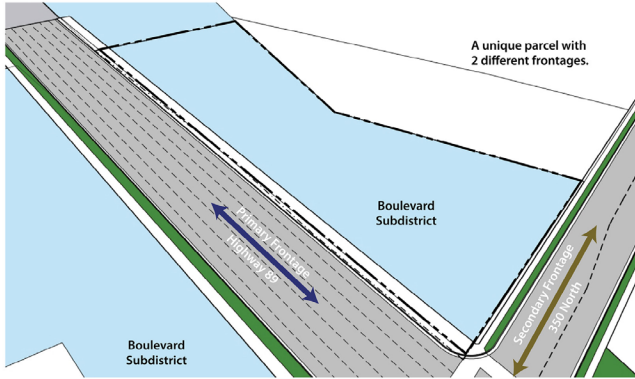
Buildings on a corner lot must occupy the corner.

Prototype Site

Primary Frontage Coverage: 70%

Secondary Frontage Coverage: 60%

Required Occupied Space: 30'-0" min.



2. FRONTAGE



2. FRONTAGE

BUILDING SETBACKS

- » Defined by subdistrict
- » Regulates from edge of streetscape zone to building front
- » Requires establishment of a 'street wall' in the town center with buildings pulled up to the sidewalk with doors & entrances facing the public realm
- » Pushes parking behind the building fronts

B. BUILDING SETBACKS

Building setbacks regulate the location of a building's facades on its site by defining distances from back of curb to each facade. Building setback requirements are shown in Table XX.

1. Facades that face a street, either front street or side street, are described as a setback zone (SBZ) which defines the area in which the facade must be located by providing both a minimum and maximum distance from the back of curb.
2. Side and rear yard setbacks are defined as a minimum distance from the property line.
3. Buildings on corner lots must be located on the corner between the front street and side street

C. PARKING SETBACKS

Parking setbacks regulate the location and maximum size of a project's parking facilities by defining distances from property lines to the parking facility area. In the Town Center area, all parking must be located behind the primary building or inside the building envelope, with a minimum 30' deep occupied space along the building frontage.

Driveway requirements are also defined. Parking setback requirements are shown in Table XX and Figure XX.

Table XX - Setbacks					
SUBDISTRICT	CO	BD	SB	NT	PN
BUILDING SETBACKS					
1. Front Street Setback Zone (SBZ)	0'-0" to 10'-0"	0'-0" to 15'-0"	0'-0" to 15'-0"	5'-0" to 10'-0"	0'-0" to 10'-0"
2. Side Yard Setback Minimum		0'-0"	0'-0"		5'-0"
3. Rear Yard Setback Minimum	10'-0"	20'-0"	0'-0"		20'-0"
CORNER LOT BUILDINGS					
4. Occupation of Corner			required		
5. Side Street Setback Zone (SBZ)	0'-0" to 10'-0"	0'-0" to 15'-0"	0'-0" to 15'-0"	5'-0" to 10'-0"	

Table XX - Parking Site Requirements	
SETBACK (surface lot)	
1. Front Street	30'-0" min.
2. Side Street/Rear Street	10'-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	

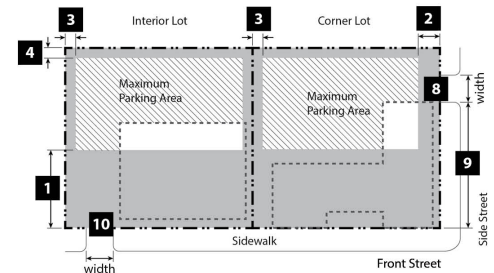


Figure XX - Parking area placement example diagram. Not to scale

2. FRONTAGE

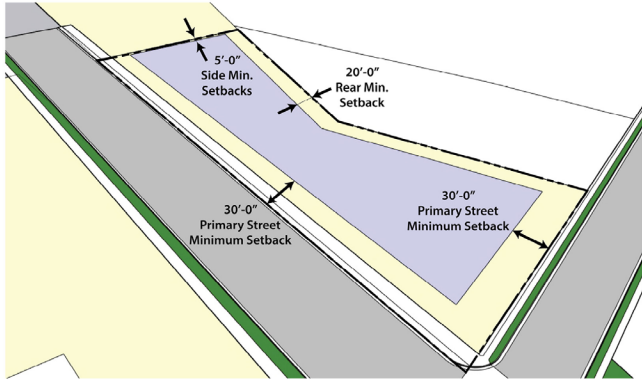
PARKING LOT LOCATION

The parking lot location and size is determined by four parameters. These describe the potential maximum size of the parking lot, which may need to be adjusted later.

The four parameters are all setbacks, expressed as a distance from the property line. Lot type determines which of these parameters are applied to any given site.

Prototype Site

- Primary Frontage Setback: 30'-0" min.
- Secondary Frontage Setback: 30'-0" min.
- Side Yard Setback: 5'-0" min.



BUILDING & PARKING LOT CONFLICTS

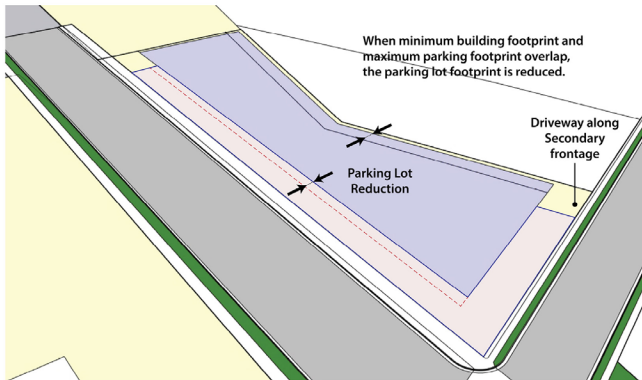
Adjustments need to be made when conflicts between different parameters and requirements occur. These can involve site specific parameters and/or requirements for building and parking lot size and location, driveway requirements, etc.

Any conflicts will be unique to each project so all adjustments are made on a per-project basis.

On a corner lot, the driveway is located along the secondary or tertiary frontage.

Prototype Site

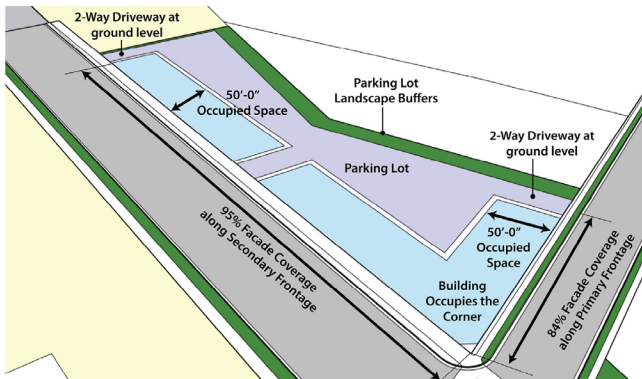
- Conflict 1: parking lot primary frontage min. setback / required min. occupied space
- Adjustment 1: parking lot reduction to allow for the minimum required occupied space of the building
- Conflict 2: parking lot secondary frontage min. setback / required min. occupied space
- Adjustment 2: parking lot reduction to allow for the minimum required occupied space of the building



ADJUSTED BUILDING & PARKING LOT LAYOUT

Prototype Site

- In the adjusted layout the building facade is located along the inner limit of the BTZ. Building depth meets the 30'-0" required occupied space minimum.
- The frontage coverage and occupied space along the primary frontage have been increased beyond the minimum values.
- Parking lot landscape buffers are provided along both of the side property lines and the driveway.
- Building length is set at a maximum of 300'v



2. FRONTAGE



3. BUILDING HEIGHTS

BUILDING HEIGHT

- » Defined by subdistrict
- » Regulates maximum building height
- » Regulates ground story height and upper floor heights
- » Requires buildings to stepback adjacent to single family home zones above third story

3. BUILDING HEIGHT

Building heights are regulated by subdistrict and other factors as shown in Table XX.

A. HEIGHT

1. Building heights are regulated by a minimum and maximum number of stories.
2. Story heights are regulated by a minimum and maximum height, measured in feet, from finished floor to finished floor.
 - (a) Ground story and upper story heights are regulated separately. Roof height is not regulated.

SUBDISTRICT	CO	BD	SB	NT	PN
1. Minimum Height	3 stories	3 stories	4 stories	2 stories	2 stories
2. Maximum Height	7 stories	6 stories	7 stories	4 stories	3 stories
3. Stepback Stories	not required	3rd and above	not required	3rd and above	not required
4. Stepback Distance	not required	20'-0" min.	not required	20'-0" min.	not required
5. Stepback Facade	not required	rear facades where project site abuts residentially zoned parcels	not required	front facades along Orchard Dr.	not required
6. Ground Story Height	15'-0" min. / 20'-0" max.	housing only buildings: 10'-0" min. / 20'-0" max. all other buildings: 15'-0" min. / 20'-0" max.		12'-0" min. / 20'-0" max.	
7. Upper Story Height		10'-0" min. / 12'-0" max.			

B. STEPBACKS

1. Stepbacks stories indicates which upper stories must be stepped back from the lower stories.
2. Stepback distance indicates the horizontal distance which the upper story facade must be stepped backward from the lower story facade.
3. Stepback facade indicates which facades must be stepped back.

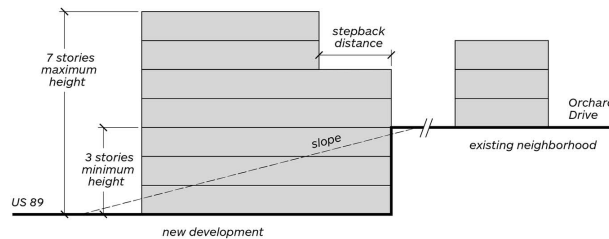


Figure XX - Building section height and stepback on sloped site diagram. Not to scale

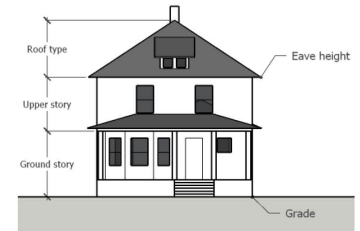
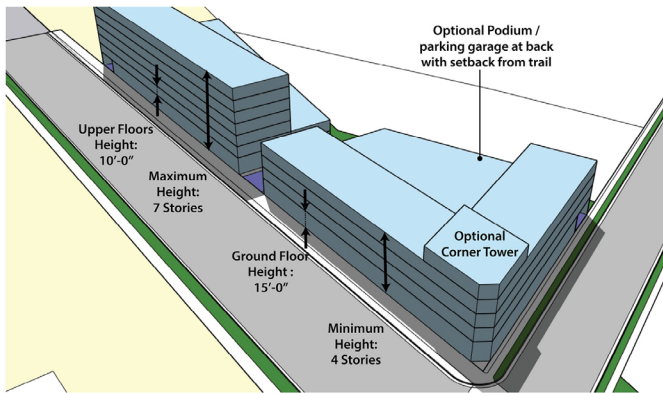


Figure XX - Height measuring diagrams



BUILDING HEIGHT

Building height is determined by two parameters.

The number of floors is expressed as a range between a minimum and maximum.

Floor height is expressed as a range between a minimum and maximum distance as measured from finished floor to finished floor. One floor height range is used for the ground floor and a second height range is used for all floors above the ground floor.

Buildings on a corner lot have the option to include a tower.

Prototype Site

Minimum Building Height: 4 stories

Maximum Building Height: 7 stories

Ground Floor Height: 12'-0" min. to 24'-0" max.

Upper Floor(s) Height: 9'-0" min. to 12'-0" max.

3. BUILDING HEIGHTS



4. FACADE ARTICULATION

ARCHITECTURAL ARTICULATION

- » Variation in architectural facades give character and interest to a town center. Regulation of facades should encourage vertical and horizontal articulation.
- » VERTICAL ARTICULATION
- » HORIZONTAL ARTICULATION
- » WINDOWS AND DOORS (FENESTRATION)

MATERIALS

- » 2 maximum primary materials
- » High quality facade materials, alternatives for less visible sides of the project

4. FACADE ARTICULATION

Facade articulation requirements regulate some elements of a building's street facing facade(s). The requirements vary by subdistrict and other factors as shown in Table XX.

1. Facade length is regulated by property line coverage, which is expressed as a percentage of the length of the street facing property line(s).
 - (a) Corner lots have both a front street and side street property line coverage requirement.
2. Facade divisions create distinct sections of the facade by varying architectural elements between each division so as to distinguish important parts of the building and break large facades up into sections of a visually and experientially human scale.
 - (a) Each vertical division extends vertically across all stories of the building.
 - (i) Vertical divisions should be used to distinguish between different units in a building such as town houses or multi-unit commercial buildings.
 - (b) Each horizontal division extends horizontally across all vertical divisions of a building. Horizontal divisions may coincide with different stories in different vertical divisions given that the number and spacing requirements of horizontal divisions are met.

Table XX - Facade Articulation						
	SUBDISTRICT	CO	BD	SB	NT	PN
LENGTH						
1. Front Street Property Line Coverage		80% min.			60% min.	
2. Side Street Property Line Coverage		50% min.			40% min.	
DIVISIONS						
3. Vertical Facade Divisions		20'-0" to 40'-0" of facade width			15'-0" to 30'-0" of facade width	
4. Horizontal Facade Divisions		within 3'-0" of top of 1st story AND every 3rd story above 1st story				
UPPER FLOOR(S) FENESTRATION						
5. Minimum Transparency		20%			15%	
6. Blank Wall Limitation		required: measured per story and per vertical facade division				
BUILDING MATERIALS						

3. Fenestration refers to the quantity, size, shape, and configuration of openings (windows and doors) in a building facade.

- (a) Transparency refers to the windows in a facade. It is expressed as the total area of all windows as a percentage of the total area of the facade. It is calculated per story and per vertical facade division as shown in Figure XX.
- (b) The blank wall limitation ensures that window locations are spread out enough so as to avoid large expanses facade that do not have any windows. It is measured as shown in Figure XX.

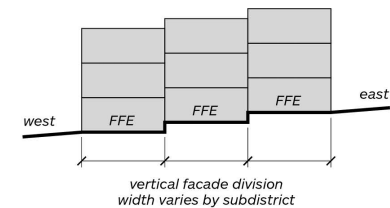


Figure XX - Building front elevation vertical facade divisions on sloped site diagram. Not to scale

FACADE ARTICULATION

Facade articulations divide large facades into smaller sections so that large buildings are less visually imposing, mimicking a group of smaller buildings that are more compatible with the neighborhood character.

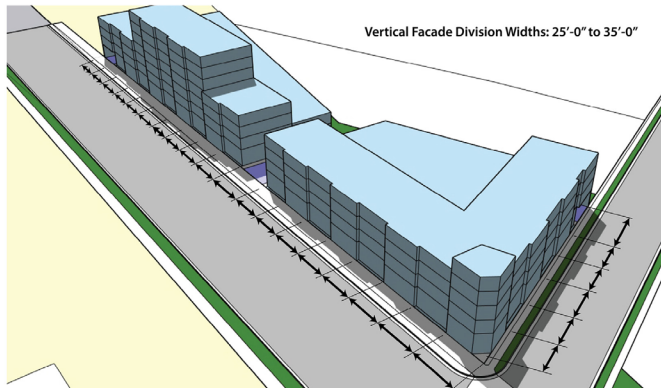
Vertical facade divisions break the facade up into sections that run the entire height of the building. Some building requirements are applied to each section of a vertical facade division.

Horizontal facade divisions break the facade up into sections that run the entire length of the building.

Prototype Site

Vertical Facade Divisions: 1 for every 30'-0" of facade

The divisions are made by extending or receding the facade in divisions that are a maximum of 30'-0" wide.



FACADE TRANSPARENCY

The facade transparency parameter controls how much of a building's facade is transparent. It is expressed as a percentage of the given facade area and is used as a minimum value.

The facade transparency calculation is made per floor and per unit or per facade division (building bay). The total area of windows and glass doors, shown in yellow, is divided by the total area of the floor/unit, shown in blue.

The ground floor and upper floor transparency requirements may be different and can vary by building type.

General Building Example (shown)

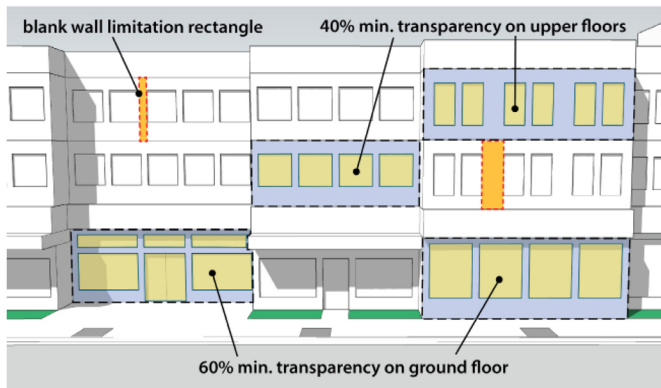
Ground Floor Transparency: 60% min.

Upper Floor Transparency: 40% min.

Row Building Example (next image)

Ground Floor Transparency: 15% min.

Upper Floor Transparency: 15% min.



BLANK WALL LIMITATION

The blank wall limitation requirement is designed to limit the size of contiguous windowless areas on a street facing facade. The limitation uses two parameters. Both parameters use a rectangle measured vertically from floor to floor and horizontally from window to window, shown in orange.

The first parameter is expressed as a percentage of the total area of the floor/unit and is used as the maximum area that may be windowless.

The second parameter is expressed as a horizontal distance and is used as the maximum width of any windowless area.

The parameters are used together and vary by building type.

General Building Example (previous image)

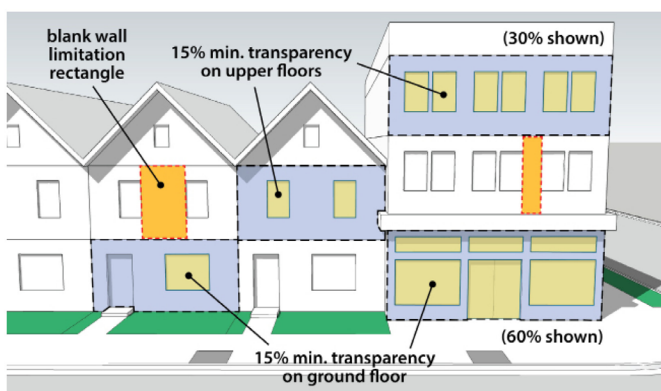
Windowless Rectangle Area: 30% max.

Windowless Rectangle Width: 15'-0" max.

Row Building Example (shown)

Windowless Rectangle Area: 30% max.

Windowless Rectangle Width: 15'-0" max.



4. FACADE ARTICULATION



5. GROUND FLOOR ACTIVATION/ USE

GROUND FLOOR ACTIVATION

- » Encourages 'activating' uses in the core of the town center, especially retail, food & beverage, hospitality
- » Allows other ground floor uses in other subdistricts in order to not 'dilute' the retail core (recommended by 2024 Market Study)
- » Requires principal entrance on the front facade of the building

USE

- » Follows existing use structure from current code
- » Regulates Upper Floor uses separately in some subdistricts
- » List of prohibited uses

5. USE & GROUND FLOOR ACTIVATION

The ground floor activation requirements regulate various elements of the physical building, site, and how they are used, in order to provide for and promote activity between the street, streetscape, and building. Ground floor activation requirements are shown in Table XX.

1. Uses within a building are defined by building location, differentiating between ground floor and upper floor uses. Table XX indicates general use categories. Refer to Tables XX to XX for more specific use lists.

(a) The occupied space requirement prevents inactive uses such as storage areas, mechanical rooms, and other typically unoccupied rooms from being located along the front facade.

(b) Parking structures may be incorporated into a building only in the basement or rear of any other floor.

2. Three street facade elements are regulated as ground floor activation requirements:

(a) Principal entrance location defines where the building's primary entrance(s) must be located, expressed as a specific facade.

(i) Buildings with multiple ground floor units

will have multiple primary entrances.

(ii) Secondary entrance locations are not regulated.

(b) Entrance spacing regulates the quantity and spacing of primary entrances.

(c) Ground floor transparency is regulated separately from upper floor transparency. Transparency refers to the windows in a facade. It is expressed as the total area of all

windows as a percentage of the total area of the facade. It is calculated per story and per vertical facade division as shown in Figure XX.

3. Vehicular facility requirements regulate how vehicles access the building.

4. Vehicle access type defines the type, quantity, and location of vehicle access.

(a) Parking location defines the location of parking facilities, either surface or structured.

USE	SUBDISTRICT	CO	BD	SB	NT	PN
1. Ground Floor		retail, office, service, food & beverage, civic, entertainment, hospitality	retail, office, service, food & beverage, hospitality, housing	retail, office, service, housing	retail, office, service, housing	service, recreation, civic, housing
2. Upper Floor(s)		housing, hospitality, office	housing, hospitality, office	housing, office	housing, office	housing
3. Required Occupied Space	30-45 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					
STREET FACADE(S)						
5. Principal Entrance Location				front facade		
6. Entrance Spacing	1 per each vertical facade division min./ 1 per ground floor unit min.					
7. Ground Floor Minimum Transparency		45%	residential: 20% non-res: 45%		residential: 20% non-res: 35%	residential: 20% non-res: 30%
VEHICULAR FACILITIES						
8. Vehicle Access Type				1 driveway or portal per street frontage		
9. Parking Location				rear yard		
10. Loading/Service Entry Location				rear yard, side yard		

5. GROUND FLOOR ACTIVATION/ USE

NSL TOWN CENTER URBAN DESIGN STANDARDS

USE & GROUND FLOOR ACTIVATION

Table XX - NSL Town Center Use by Subdistrict

USE CATEGORY	SUBDISTRICT				
	CO	BD	SB	NT	PN
ACCESSORY					
1. Caretaker Residence	P	P	P	P	P
2. Outdoor retail merchandise display	P	P	P	N	P
AGRICULTURAL					
3. Community/Urban Gardens	N	N	N	P	P
ARTISAN INDUSTRY					
4. Studio Space/Gallery	P	P	P	P	P
5. Furniture/framing	P	P	P	P	P
AUTOMOTIVE					
6. Retail auto parts & accessories	P	P	P	P	N
BANKING					
7. Banks, credit unions, financial	P	P	P	P	P
BUILDING, CONTRACTING & SUPPLIES					
8. Construction services, office	P	P	P	N	P
9. Dealers, building materials	P	P	P	N	P
10. Retail, home improvement	P	P	P	P	N
CIVIC					
11. Libraries, Museums, Postal, Safety	P	P	P	P	P
EDUCATION, SCHOOLS, TRAINING					
12. Educational training, schools	P	P	P	N	P
13. Group (dance, martial arts)	P	P	P	P	N
ENTERTAINMENT					
14. Amusement centers & arcades	P	P	P	P	P
15. Athletic club, fitness, recreation	P	P	P	P	P
16. Studios, artists, performers	P	P	P	P	P
17. Theater, movie	P	P	P	N	P

GENERAL OFFICE					
18. General office	U	U	U	P	P
19. Leasing rental, service	P	P	P	P	P
HEALTHCARE					
20. Home healthcare services	P	P	P	N	P
21. Medical clinic, general, surgical	P	P	P	N	P
22. Medical spas	P	P	P	P	P
23. Dental, physicians, therapists	P	P	P	P	P
24. Residential care, assisted living	U	U	U	U	P
HOSPITALITY					
25. Bar Establishment	P	P	P	N	N
26. Restaurants	P	P	P	P	P
27. Drive through service	N	N	P	N	N
PERSONAL SERVICES					
28. Animal care, boarding	P	P	P	P	P
29. Appliance repair, maintenance	P	P	P	P	P
30. Couriers, local delivery					
RELIGIOUS					
31. Churches, religious organization	P	P	P	P	P
32. Volunteer, non-profit	P	P	P	P	P
RESIDENTIAL					
33. Housing	U	P	P	P	P
RETAIL TRADE					
34. General retail	P	P	P	P	P
35. Specialty retail	N	N	N	N	N
SOCIAL SERVICES					
TRANSPORTATION & FREIGHT					
36. General transportation services	P	P	P	P	P
UTILITIES					
37. Communications & broadcast					

5. GROUND FLOOR ACTIVATION/ USE

NSL TOWN CENTER URBAN DESIGN STANDARDS

USE & GROUND FLOOR ACTIVATION

Table XX - 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. Food & Beverage
21. Shoe Repair	22. Tailor
23. Tanning Salon	24. Tattoo/Piercing Parlor
25. Training Center	26. Travel Agency, Tour Operator

Table XX - General Service Uses	
1. All Neighborhood Service Uses	2. Animal Boarding (interior only)
3. Aquatic Facilities	4. Barring Cages
5. Bowling Alley	6. Concert Hall
7. Exterminating, Cleaning	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	18. Veterinary Clinic

Table XX - Prohibited Uses	
1. Outdoor storage	2. Commercial Crop Production
3. Livestock	4. Automotive dealers, maintenance
5. Automotive lots, repair, storage, repossession	6. Automotive Salvage, wholesale
7. Check cashing, quick loans, pawnshops	8. Amusement parks
9. Golf courses, country clubs	10. Drive in movies
11. Racetracks	12. Zoos
13. Call Centers, data processing services	14. Employment placement
15. Hospital, general, surgical	16. Psychiatric, substance abuse hospitals
17. Specialty hospitals	18. Outpatient mental health
19. Residential care facilities	20. Recreational vehicle parks
21. Campgrounds	22. Sexually oriented businesses
23. Manufacturing & assembly	24. Mining & support services
25. Cemeteries, crematories & mausoleums	26. Commercial laundry, linen supply
27. Packaging & labeling services	28. Car washes
29. Oil and fuel dealers	30. Outdoor power equipment
31. Online retail as primary use	32. Tobacco
33. Homeless shelters & services	34. Air traffic operations and facilities
35. Freight and commodities transportation	36. Passenger aircraft services & helipads
37. Transportation support services	38. Energy distribution & generation
39. Septic tank & related services	40. Sewage treatment services
41. Waste collection & storage	42. Hazardous waste collection, treatment
43. General warehousing & trade	44. Self storage units
45. Storage, indoor climate controlled	

5. GROUND FLOOR ACTIVATION/ USE



6. OTHER REQUIREMENTS

PARKING

- » Encourages shared parking approach to all projects
- » Uses recent parking study data for parking requirements
- » Introduces electric vehicle charging requirements to city code
- » Bicycle parking & storage requirements

NSL TOWN CENTER URBAN DESIGN STANDARDS

2. Approved Unlisted Uses. For a use not specifically addressed in these standards, 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. 5% of the total of all parking stalls are required to have an EV charging station, with an additional 10% of parking stalls required to be EV-capable (conduit installed for future EV station expansion).

b. Required Vehicular and Bicycle Parking

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

OTHER REQUIREMENTS

Table XX - Vehicular Parking Requirements by Use & Subdistrict						
USE CATEGORY	PARKING REQUIREMENT					CALCULATION UNIT
	CO	BD	SB	NT	PN	
RESIDENTIAL & LODGING						
1. Multifamily (Studio/1 Bed.)	1.0	1.0	1.0	1.0	1.0	per dwelling unit
2. Multifamily (2 Bedrooms)	1.5	1.5	1.5	1.5	1.5	per dwelling unit
3. Multifamily (3+ Bedrooms)	2.5	2.5	2.5	2.5	2.5	per dwelling unit
4. Hospitality	1.0	1.0	1.0	1.0	1.0	per room AND per 200 sq. ft. office & dining
5. Residential Care	0.5	0.5	0.5	0.5	0.5	per rooming unit AND per employee
CIVIC & INSTITUTIONAL						
6. Assembly (Public & Private)	0.2	0.25	.2	0.2	0.2	per seat (capacity)
7. Medical/Dental Clinic	1.25	1.5	1.5	1.5	1.5	per treatment room AND per employee
8. Library/Museum/Post Office	0.75	1.0	1.0	1.0	1.0	per 600 sq. ft.
RETAIL						
12. General Retail	1.0	1.25	1.0	1.0	1.0	per 300 sq. ft.
13. Neighborhood Retail	0.75	1.0	1.0	1.0	1.0	per 300 sq. ft.
SERVICE						
14. General Service	0.5	0.75	.5	0.5	0.5	per 250 sq. ft.
15. Neighborhood Service	0.5	0.75	.5	0.5	0.5	per 250 sq. ft.
16. Bars & Restaurants	0.5	0.5	.5	0.5	0.5	per seat (capacity) AND per employee
OFFICE & CRAFTSMAN						
17. Office/Professional	1.0	1.0	1.0	1.0	1.0	per 250 sq. ft.
18. Craftsman	n/a	1.0		1.0	1.0	per 500 sq. ft. retail space AND per 1,000 sq. ft. production space

TBD = to be determined by the **XXXX**
n/a = use is not permitted in the given subdistrict

6. OTHER REQUIREMENTS

LANDSCAPING

- » Requires landscape buffers along property lines
- » Screening from neighboring properties
- » Interior parking lot landscaping requirements for surface parking

NSL TOWN CENTER URBAN DESIGN STANDARDS

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 dock-based.

d. 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 the owner's preference. When necessary, tree thinning or pruning is required.

7. All landscaped areas require annual inspection by the city.

4. LANDSCAPE AREAS

a. Intent

To increase the compatibility of the building and parking area with the surrounding neighborhood.

Table XX - Parking Lot Frontage Buffer Requirements

BUFFER REQUIREMENTS	
1. Location	required where a parking lot abuts a street frontage
2. Depth	front street: 30'-0" min. side street: 10'-0" min.

PLANTING REQUIREMENTS

3. Trees	required 30'-0" on center, roughly staggered between street tree locations, 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 XX - Parking lot frontage buffer diagram. Not to scale.

OTHER REQUIREMENTS

NSL TOWN CENTER URBAN DESIGN STANDARDS

3. Side and Rear Landscape Buffers

5. PARKING LOT FRONTAGE BUFFERS

a. Intent

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

b. Applicability

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

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

6. PARKING LOT INTERIOR LANDSCAPE

a. Intent

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

b. 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 XX and Table XX.

7. SIDE AND REAR LANDSCAPE BUFFERS

a. Intent

Landscaping along the rear and sides of a lot are designed to provide shade, reduce stormwater runoff, and improve the appearance of parking lots.

Table XX - 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 XX - Parking lot interior landscaping diagram. Not to scale.

OTHER REQUIREMENTS

Table of Contents | Worksheet | Glossary

DRAFT: 9

Table of Contents | Worksheet | Glossary

DRAFT: 9 APR 2026

6. OTHER REQUIREMENTS

SIGNAGE

- » Applies signage requirements to the Town Center based on sign type
- » All sign types allowed in all subdistricts
- » Scale and materials regulated

E. SIGNAGE

1. 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.
- (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.

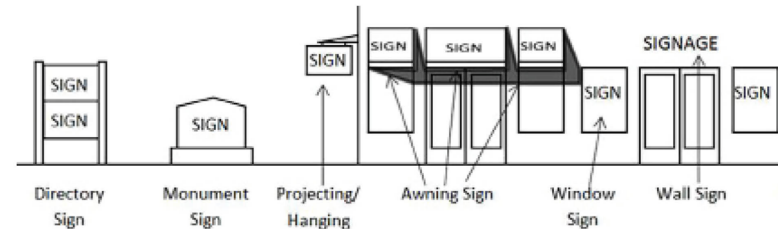


Figure XX - Sign types diagram. Not to scale.

6. OTHER REQUIREMENTS

SIGNAGE

- » Applies signage requirements to the Town Center based on sign type
- » All sign types allowed in all subdistricts
- » Scale and materials regulated

NSL TOWN CENTER URBAN DESIGN STANDARDS

OTHER REQUIREMENTS

2. WALL SIGNS

a. Definition
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 XX.

- Wall signs shall not cover windows or other building openings.
- Wall signs shall not cover architectural building features, and shall be architecturally compatible with the building.
- Painted signs, a type of wall sign painted directly onto the building facade, are permitted.
- 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.
- 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:

- For attached signs, area is calculated by drawing

1. Permitted Subdistricts	all
2. Sign Area	20 sq. ft. of sign area / linear foot of facade bay width, 200 sq. ft. max. area / sign
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 / footage
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

the smallest possible square or rectangle around the largest letters and/or elements, as illustrated in Figures XX and XX.

- 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.

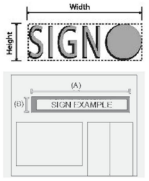


Figure XX - Sign measuring diagrams: mounted sign (top), painted sign (bottom). Not to scale.

Table of Contents | Worksheet | Glossary

DRAFT: 9 APR 2026

33

NSL TOWN CENTER URBAN DESIGN STANDARDS

OTHER REQUIREMENTS

5. WINDOW SIGNS

a. Definition
A window sign is posted, painted, placed, or affixed to or near the interior surface of a window for public viewings 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 XX.

c. Calculation
The total window area is a sum of the areas of individual windows and glass doors. A continuous set of 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.

- Window signs are not counted toward a site's maximum signage allowance.
- Address and hours of operation signs are considered exempt and are not counted in the window sign area calculation.
- Temporary window signs shall be included in the total percentage of signage per window calculation.
- 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.

1. Permitted Subdistricts	all
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




Figure XX - Window sign example

Table of Contents | Worksheet | Glossary

DRAFT: 9 APR 2026

36

NSL TOWN CENTER URBAN DESIGN STANDARDS

OTHER REQUIREMENTS

7. MONUMENT SIGNS

a. Definition
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 XX.

- 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:
 - Up to two monument signs on one frontage.
 - Signs shall be at least 150'-0" apart.
- Monument Signs may not be pole-mounted.
- Manually changeable text is not permitted for monument signs.
- May serve multiple purposes such as seating.
- If placed closer than 5'-0" from the front and corner side property lines, signs must meet clear view requirements.
- Double sided signs are permitted
- Cabinet style monument signs are not permitted

1. Permitted Subdistricts	all
2. Sign Area	50 sq. ft. max. area / sign face
3. Total Size	6'-0" H x 10'-0" W x 3'-0" D max. including sign face(s) and all support structures
4. Location	front street and side street SBZ
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




Figure XX - Monument sign diagram. Not to scale.




Figure XX - Monument sign example

Table of Contents | Worksheet | Glossary

DRAFT: 9 APR 2026

38

NSL TOWN CENTER URBAN DESIGN STANDARDS

OTHER REQUIREMENTS

8. DIRECTORY SIGNS

a. Definition
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 XX.

- Double sided signs are permitted.

1. Permitted Subdistricts	all
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 SBZ
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




Figure XX - Monument mounted directory sign example

Table of Contents | Worksheet | Glossary

DRAFT: 9 APR 2026

39

6. OTHER REQUIREMENTS



North Salt Lake Town Center URBAN DESIGN STANDARDS 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 North Salt Lake Town Center Urban Design Standards (UDS). If this project does not meet the minimum requirements, please provide a detailed explanation of the non-compliance. **For questions about the UDS please contact:**

OFFICE USE ONLY				
1. Date Received				
2. Project Number				
3. Review Status	1ST	2ND	3RD	4TH

A. PROJECT GOALS AND VISION	
Please explain in detail how this project's design furthers the North Salt Lake community vision for the Town Center from the city's town center master plan	
Design Goal	Community Vision

1. PROJECT INFORMATION	
1. Site Address	
2. Site Characteristics	Subdistrict: Lot Type: Front Street: Side/Rear Street:
3. Lot Size & Dimensions	
4. Existing Conditions	

Table of Contents Glossary

2. FRONTAGE		
A. STREETScape		Staff comments
1. STREETScape TYPE	Main Street	
B. BUILDING SETBACKS		Staff comments
2. occupying corner (if any)	Yes No	
3. Front street setback (feet)		
4. side street setback (if any) (feet)		
5. side setback (feet)		
6. rear setback (feet)		
7. accessory structures (if any)	Yes No Quantity:	
8. parking location (select)	Rear Yard Side Yard	

Table of Contents Glossary

3. BUILDING HEIGHT		
A. BUILDING HEIGHT		Staff comments
9. service entrance location (select)	Rear Yard Side Yard	
10. vehicular access	Type: Location: 	
11. principal building height (total feet)	Number of Above Ground Stories: Total Building Height in feet:	
12. accessory structure height	Number of Above Ground Stories (if any): Total Building Height in feet:	
13. ground floor height (feet)		
14. upper floor height(s) (feet)		
4. FACADE ARTICULATION		Staff comments
A. BUILDING FACADE		Staff comments
15. facade width (feet)		
16. vertical articul. (if any)	Number of bays: Bay Width(s) (feet): 	
17. street side entrances	Quantity: 	
18. entrance spacing (feet)		

Table of Contents Glossary

Thank you



PUBLIC HEARING

Code Amendments to Title 10
Correcting State Code References

Code Amendments to Title 10 Land Use Ordinance
Correcting State Code References

Proposed Motion:

I move that the Planning Commission recommend to the City Council the proposed code amendments related to State Code Citations contained within City Code with no conditions and the following findings:

1. The proposed amendment is in accord with the comprehensive general plan, goals and policies of the City.
2. Changed or changing conditions make the proposed amendment reasonably necessary to carry out the "purposes" stated in this title.

Site Plan

Indoor Skydiving Center

296 South Orchard Drive

Clark Robinson, Indoor Wingsuit Utah LLC














Indoor Skydiving Site Plan 296 South Orchard Drive Aerial/Zoning Map



PROJECT ENGINEER:
 STEVEN LORD
 ELEVATE ENGINEERING
 531 WEST 3800 NORTH
 SPANISH FORK, UT 84660
 (801) 850-3965
 STEVEN@ELEVATEENG.COM

NOTE: CONTRACTOR MUST MEET ALL NORTH SALT LAKE CITY SPECIFICATIONS AND STANDARDS WITH THE CITY RIGHT-OF-WAY.

LEGEND

- LOT LINES (PROPERTY) 
- EXISTING CURB AND GUTTER 
- PROPOSED CURB AND GUTTER 
- STRIPING 
- BUILDING SETBACK 
- LANDSCAPE SETBACK 
- EXISTING BUILDING 
- EXISTING FENCE 
- TOP BACK OF CURB 
- FINISHED FLOOR ELEVATION 
- NUMBER OF PARKING STALLS 

SITE DATA

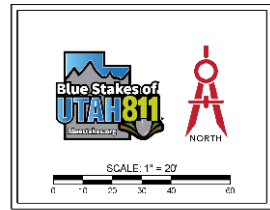
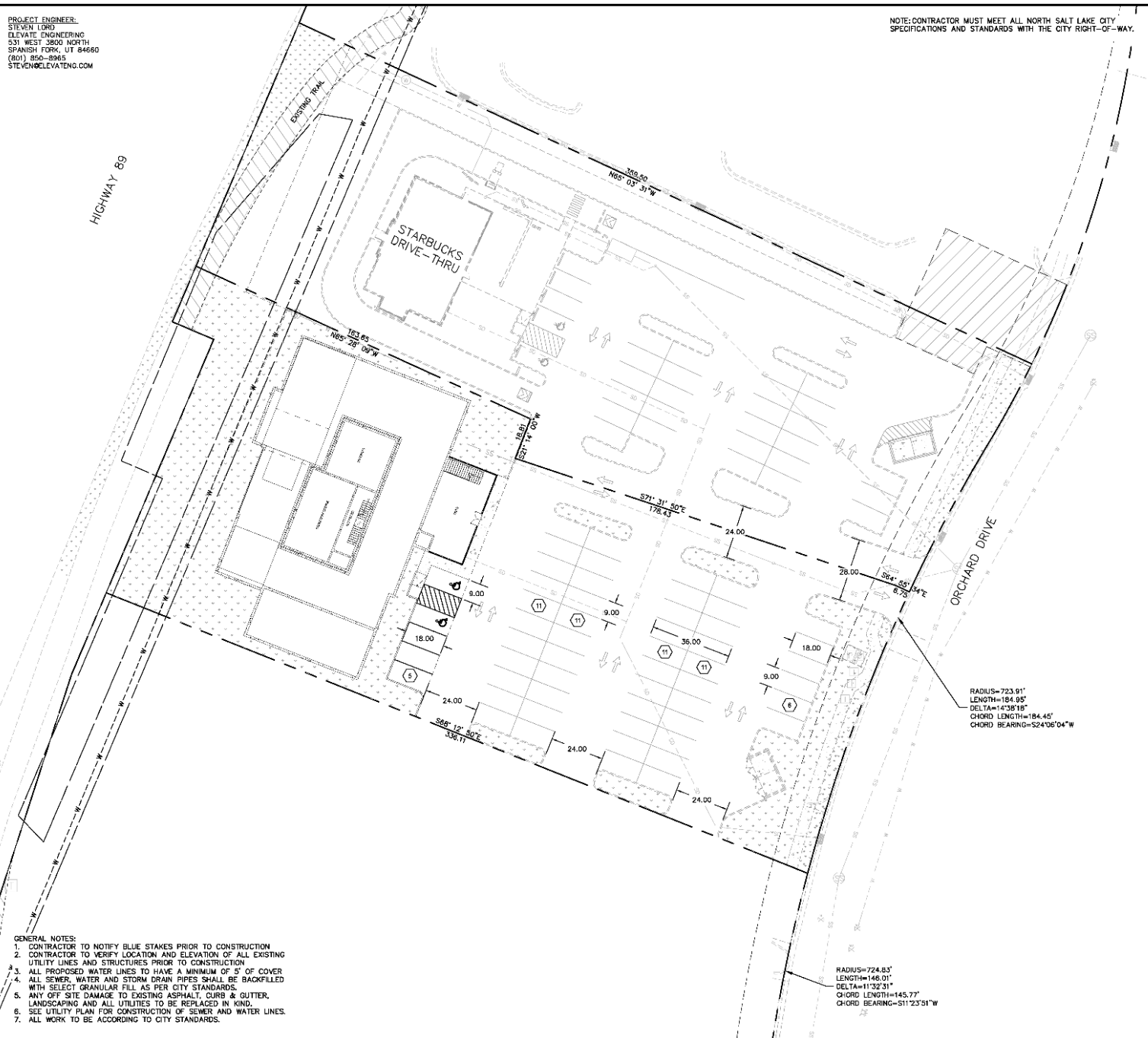
LOT AREA:	45,411	SF (1.042 ACRES)
BUILDING AREA:	11,160	SF# 24.5%
PAVEMENT AREA:	21,709	SF# 47.8%
LANDSCAPE AREA:	12,542	SF# 27.6%

ZONING: P (PLANNED DISTRICT)
 PARCEL ID#: 015510002

SETBACKS:
 FRONT=25 FEET(FROM CURB LINE OF PUBLIC STREET)
 REAR=5 FEET(PER DEVELOPMENT AGREEMENT)
 SIDE=5 FEET(PER DEVELOPMENT AGREEMENT)

PARKING TABULATION
 REQUIRED: 1 STALL PER 200 SF OF FLOOR AREA FOR THE FIRST 50,000 SF, 1 STALL PER 250 SF THEREAFTER
 PROVIDED: 55 STALLS
 2 ADA STALLS

- GENERAL NOTES:**
- CONTRACTOR TO NOTIFY BLUE STAKES PRIOR TO CONSTRUCTION
 - CONTRACTOR TO VERIFY LOCATION AND ELEVATION OF ALL EXISTING UTILITY LINES AND STRUCTURES PRIOR TO CONSTRUCTION
 - ALL PROPOSED WATER LINES TO HAVE A MINIMUM OF 5' OF COVER
 - ALL SEWER, WATER AND STORM DRAIN PIPES SHALL BE BACKFILLED WITH SELECT GRANULAR FILL AS PER CITY STANDARDS.
 - ANY OFF SITE DAMAGE TO EXISTING ASPHALT, CURB & GUTTER, LANDSCAPING AND ALL UTILITIES TO BE REPLACED IN KIND.
 - SEE UTILITY PLAN FOR CONSTRUCTION OF SEWER AND WATER LINES.
 - ALL WORK TO BE ACCORDING TO CITY STANDARDS.



NO.	REV.	NO.	DATE

ELEVATE ENGINEERING
 531 WEST 3800 NORTH
 SPANISH FORK, UT 84660
 PHONE: (801) 710-9999
 info@elevateeng.com



INCLINED
 SITE PLAN
 290 ORCHARD DR, NORTH SALT LAKE, UT 84054



SHEET:
C-1
 Apr 21, 2026

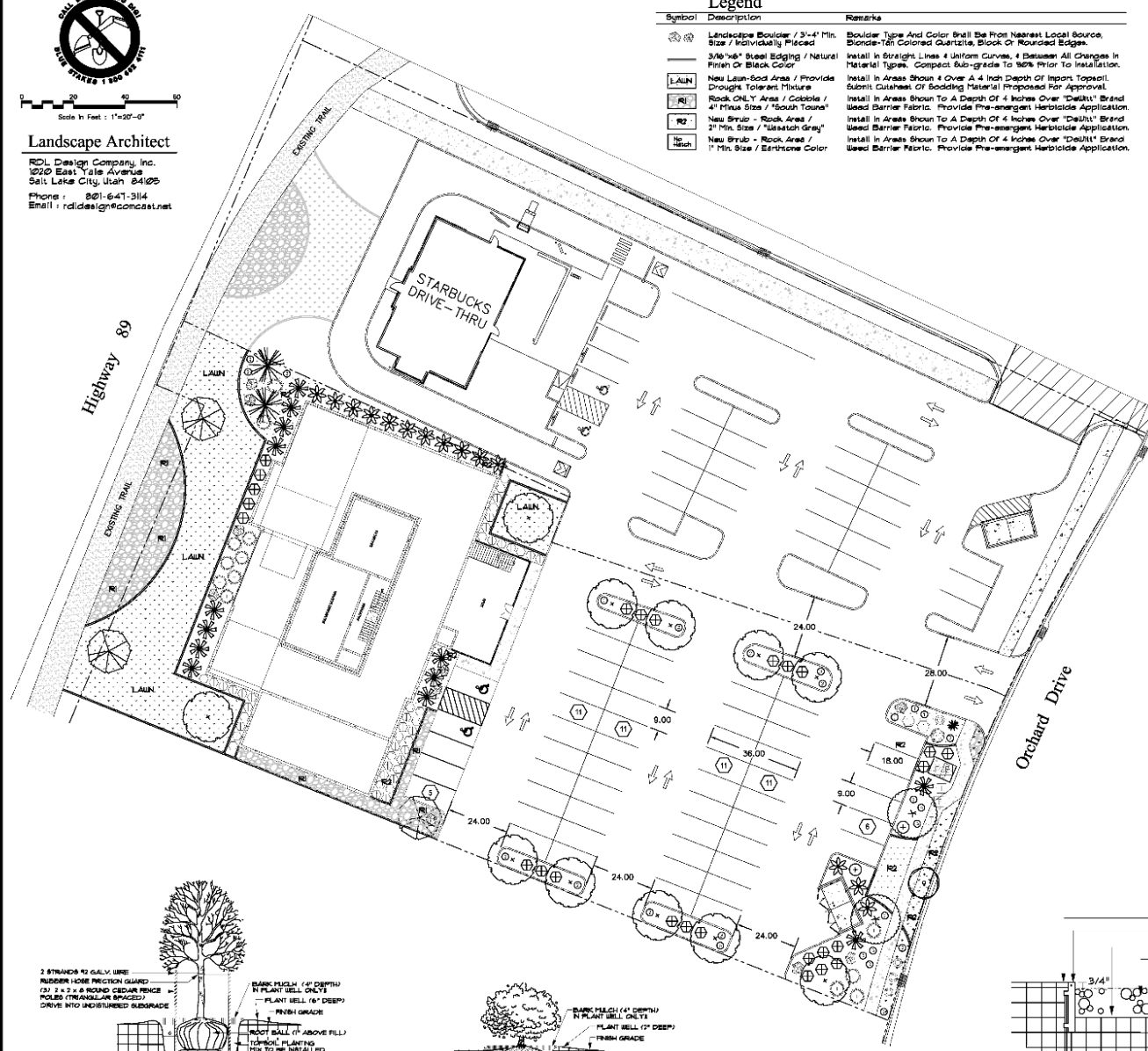


Landscape Architect

RDJ Design Company, Inc.
 1020 East Yale Avenue
 Salt Lake City, Utah 84105
 Phone: 801-641-3114
 Email: rdjdesign@comcast.net

Legend

Symbol	Description	Remarks
	Landscape Boulder / 3'-4' Min. Size / Individually Placed	Boulder Type And Color Shall Be From Nearest Local Source. Blondie-Tan Colored Quartzite, Block Or Rounded Edges.
	3/8"x6" Steel Edging / Natural Finish Or Black Color	Install In Straight Lines & Uniform Curves, & Between All Changes In Material Types. Compact Sub-grade To 10% Prior To Installation.
	New Lawn-Seed Area / Provides Drought Tolerant Mixture	Install In Areas Shown To A Depth Of 4 Inches Over "Dakota" Brand Weed Barrier Fabric. Provide Pre-emergent Herbicide Application.
	Rock ONLY Area / Cobble / 4" Minus Size / "Smooth Texture"	Install In Areas Shown To A Depth Of 4 Inches Over "Dakota" Brand Weed Barrier Fabric. Provide Pre-emergent Herbicide Application.
	New Shrub - "Rock Area" / 2" Min. Size / "Lilac/ash Gray"	Install In Areas Shown To A Depth Of 4 Inches Over "Dakota" Brand Weed Barrier Fabric. Provide Pre-emergent Herbicide Application.
	New Tree - "Rock Area" / 1" Min. Size / "Echinow Color"	Install In Areas Shown To A Depth Of 4 Inches Over "Dakota" Brand Weed Barrier Fabric. Provide Pre-emergent Herbicide Application.



Plant List (TREES)

Quan.	Symbol	Botanical Name	Common Name	Size	Remarks
3		<i>Crataegus crua-galli</i>	Cockspur Hawthorn	2' Calliper 5'-10' Height	Full Head Crown Straight Trunk
11		<i>Salix glauca 'trichomanes'</i>	Salix Honeylocust	2' Calliper 6' Height	Full Head Crown Straight Trunk
1		<i>Koeleria p. 'Golden Candle'</i>	Golden Rain Tree	2' Calliper 8'-10' Height	Full Head Crown Straight Trunk
2		<i>Pinus leucodermis 'halepensis'</i>	Dwarf Bosnian Pine	6'-8' Height	Full Throughout Specimen
2		<i>Pinus serotta 'Mushino'</i>	Mushino Zelcova	2' Calliper 10'-12' Height	Full Head Crown Straight Trunk

Plant List (SHRUBS)

Quan.	Symbol	Botanical Name	Common Name	Size	Remarks
0		<i>Berberis thunb. 'Crimson Pigmy'</i>	Crimson Pigmy Barberry	5 Gallon	15'-18" Height
14		<i>Physocarpus o. 'Summer Ume'</i>	Summer Ume Ninebark	5 Gallon	24"-50" Height
15		<i>Rhus aromatica 'Loa Groa'</i>	Loa Groa Sumac	5 Gallon	18"-24" Spread
13		<i>Rhus typhina 'Baltiger'</i>	Tiger Eye's Sumac	5 Gallon	24"-30" Height
1		<i>Rosa 'Knock Out Red'</i>	Knock Out Red Rose	5 Gallon	18"-24" Height
2		<i>Spiraea bunaldii 'Goldboard'</i>	Goldboard Spiraea	5 Gallon	15"-18" Height
2		<i>Spiraea japonica 'Neon Flash'</i>	Neon Flash Spiraea	5 Gallon	15"-18" Height
1		<i>Yucca filif. 'Golden Board'</i>	Golden Board Yucca	5 Gallon	15"-18" Height

Plant List (ORNAMENTAL GRASSES)

Quan.	Symbol	Botanical Name	Common Name	Size	Remarks
26		<i>Calamagrostis s. 'Avalanche'</i>	Avalanche Feather Grass	5 Gallon	24"-50" Height
46		<i>Calamagrostis s. 'Roxeter'</i>	Roxeter Feather Grass	5 Gallon	24"-30" Height
4		<i>Pennisetum alopec. 'Nesari'</i>	Nesari Fountain Grass	5 Gallon	15"-18" Height

Plant List (PERENNIALS)

Quan.	Symbol	Botanical Name	Common Name	Size	Remarks
3		<i>Heimerocallis 'Stella d'Oro'</i>	Stella d'Oro Day Lily	1 Gallon	Full Can
2		<i>Levandula 'Hidocoe Blue'</i>	Blue Lavender	1 Gallon	Full Can
11		<i>Selvia 'East Friesland'</i>	East Friesland Begge	1 Gallon	Full Can

Planting Notes

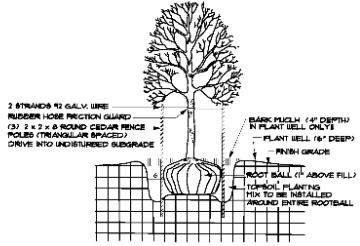
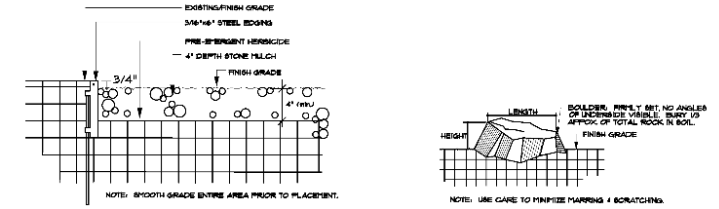
- All shrub areas shall receive a 4 inch depth of topsoil, lawn areas 4 inch depth. If topsoil is not available at the site, it must be imported from an approved local source. All topsoil shall be of a sandy loam consistency. Provide a chemical analysis of all topsoil for approval.
- Prior to placement of topsoil, all subgrade areas shall be loosened by scarifying the soil to a depth of 6 inches, by the use of mechanical means, in order to create a transition layer between existing and new soils.
- All plant material holes shall be dug twice the diameter of the rootball and 6 inches deeper. Excavated material shall be removed from the site.
- Plant backfill mixture shall be composed of 3 parts topsoil to 1 part hawm additive (soil peat or equal), and shall be rotary mixed on-site prior to installation.
- Plant fertilizer shall be Agrifos brand 21 gram tablets used as per manufacturer's recommendations.
- Upon completion of planting operations, all shrub pits and tree wells shall receive a 4 inch depth of shredded bark mulch mixture as a cover. The overall shrub bases themselves (beyond plant wells) shall receive a 4" depth of decorative stone surfacing over Pro-B weed barrier fabric.
- In decorative stone base, cut the fabric from around the water seal of each plant, then apply fine ground bark inside water seal. The remainder of the plant bed shall receive the depth of decorative stone.
- Landscape maintenance shall be required for a period through the second mowing of the lawn (30 day minimum) and shall include weeding, pruning and one fertilization.
- The contractor shall comply with all warranties and guarantees set forth by the Owner, and in no case shall that period be less than two years following the date of completion and final acceptance.

General Notes

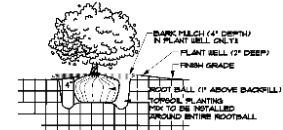
- All bidding landscape contractors shall have a minimum of 5 years experience in the installation of commercial landscape and irrigation projects, and be able to supply the necessary staff to perform all tasks associated with these drawings, and in a professional and timely manner.
- The landscape contractor, at all times, shall have personal on-site experience in being able to interpret the drawings correctly, and accurately measure the design layout using the specified scales.
- The contractor shall verify the exact location of all existing and proposed utilities, and all site conditions prior to beginning work. The contractor shall coordinate their work with the project manager and all other contractors working on the site.
- The contractor shall provide all materials, labor and equipment required for the proper completion of all landscape work as specified and shown on the drawings.
- All plant materials shall be approved prior to planting. The Owner/Landscape Architect has the right to reject any and all plant material not conforming to the specifications.
- The contractor shall plant all plants per the planting details, stake/guy as shown. The top of the rootballs shall be planted flush with the finish grade.

Sub-Grade Requirements

- LAWN & SHRUB AREAS:** Eight (8) inches below finish grade. This will allow for the installation of a four inch (4") or six inch (6") depth of topsoil, along with a four inch depth of bark mulch or decorative stone, leaving it slightly below finish grade and concrete area.
- ROCK ONLY AREAS:** Seven (7) inches below finish grade. This will allow for the installation of a six inch depth of decorative stone over the weed barrier fabric, leaving it slightly below finish grade and concrete area.
- SUB-GRADE COORDINATION:** The Landscape contractor shall meet early on in the construction process with the site grading contractor, in order to ensure that all sub-grades, prior to final topsoil placement, are provided. Any discrepancies or questions shall be discussed and resolved at this time. Landscape operations shall not begin until the specified sub-grade elevations have been provided.



1 Tree Planting
N.T.S.



2 Shrub Planting
N.T.S.

3 Steel Edging / Mulch
N.T.S.

4 Decorative Boulder
N.T.S.

DATE: _____

BY: _____

REVISIONS:

NO.	DATE	DESCRIPTION

PROJECT CHIEF: LP

ELEVATE ENGINEERING
 400 WEST 1000 NORTH
 SPANISH CANYON, UT 84054
 PHONE: (801) 717-0990
 elevationeng.com

ELEVATE
ENGINEERING

INCLINED
LANDSCAPE PLAN

290 S. ORCHARD DR. NORTH SALT LAKE, UT 84054

SHEET:
L-1
DATE: 04-21-2026



GENERAL NOTES - 3D

1 3D PERSPECTIVES ARE SHOWN AS A COURTESY TO PROVIDE CLARITY OF ORIGNAL PROULT IMAGING, PROPORTIONS AND ELEMENT RELATIONS. DIMENSIONS MAY NOT NECESSARILY BE REPRESENTED. REFER TO ALL 2D PLANS, SECTIONS, ELEVATIONS, SCHEDULES, SCHEDULES, AND SPECIFICATIONS FOR ADDITIONAL INFORMATION.



ALL 3D MODELS, RENDERINGS, AND IMAGES ARE FOR INFORMATIONAL PURPOSES ONLY AND DO NOT REPRESENT A CONTRACT. ALL DIMENSIONS AND SPECIFICATIONS SHALL BE AS SHOWN ON 2D PLANS.

IF YOU HAVE ANY QUESTIONS OR NEED CLARIFICATION ON ANY OF THE 3D MODELS, RENDERINGS, OR IMAGES, PLEASE CONTACT US AT 408.438.1234 OR VISIT OUR WEBSITE AT WWW.HYPERIONARCHITECTS.COM

INDOOR WINGSUIT

3000 W. WASHINGTON AVENUE
NORTH SALT LAKE, UT 84143

PROJECT: Paper Number

DATE: Issue Date

revisions :

title:
3D VIEWS

sheet:

A901

PRE DEVELOPMENT
SUBMITTAL

4/20/2026

Site Plan
Indoor Skydiving Center
296 South Orchard Drive

Proposed Motion:

I move that the Planning Commission approve the site plan for an indoor skydiving center at 296 South Orchard Drive with the following conditions:

1. Correction of redlines; and
2. Confirmation of South Davis Metro Fire's acceptance of the proposed plans.

ACTION UPDATE

May 5 City Council Meeting

- No updates.

Upcoming Events

- | | |
|--------------------------|--------------------|
| • Spring Clean Up | Fri-Sun, May 15-17 |
| • Kite Festival | Saturday, May 16 |
| • Golden Spoke Bike Ride | Saturday, May 16 |

MINUTES

Minutes - April 14, 2026

Proposed Motion:

I move that the Planning Commission approve the minutes for April 14, 2026 with

- No changes
- or
- With modifications as discussed

ADJOURN