

City of Yukon Urban Gateway SmartCode Overview



CENTER FOR ECONOMIC
DEVELOPMENT LAW

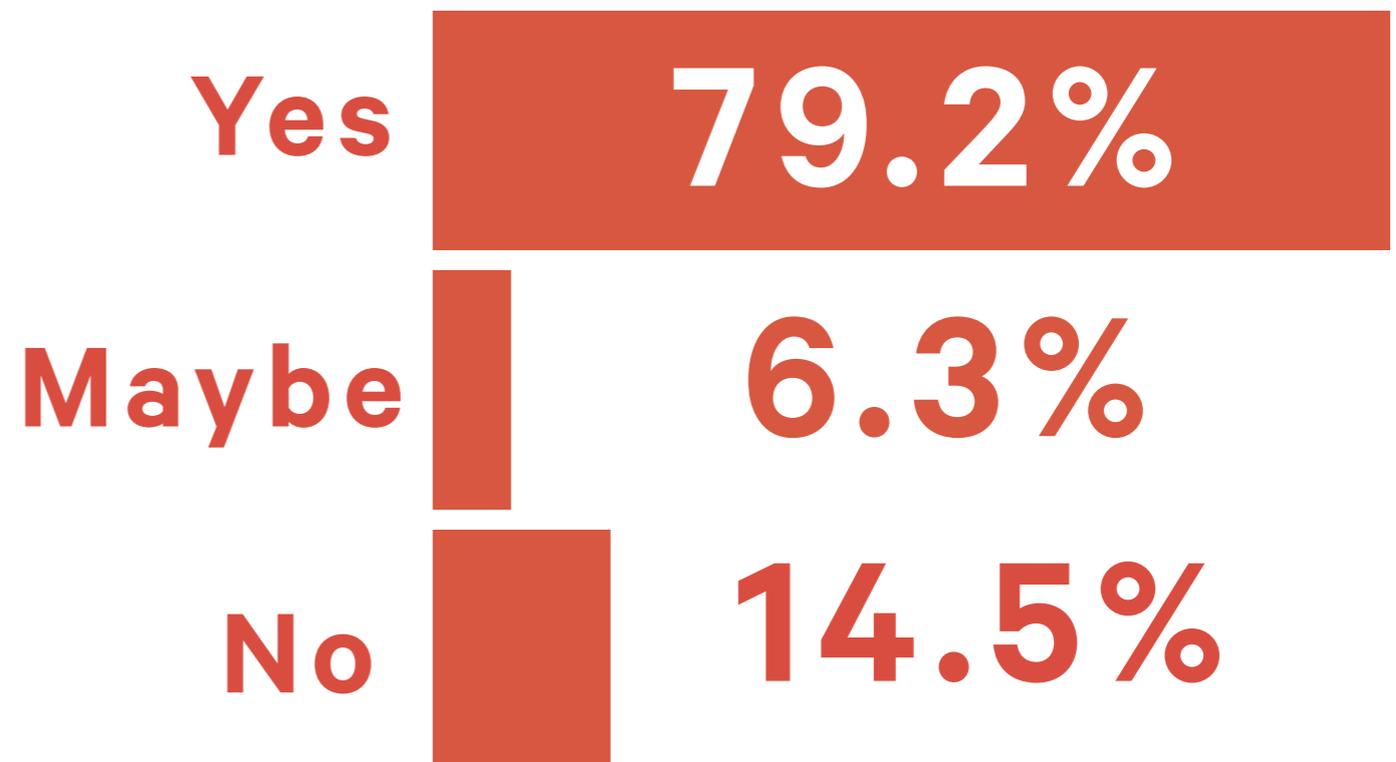
Butzer Gardner Architects

Why the Urban Gateway SmartCode?

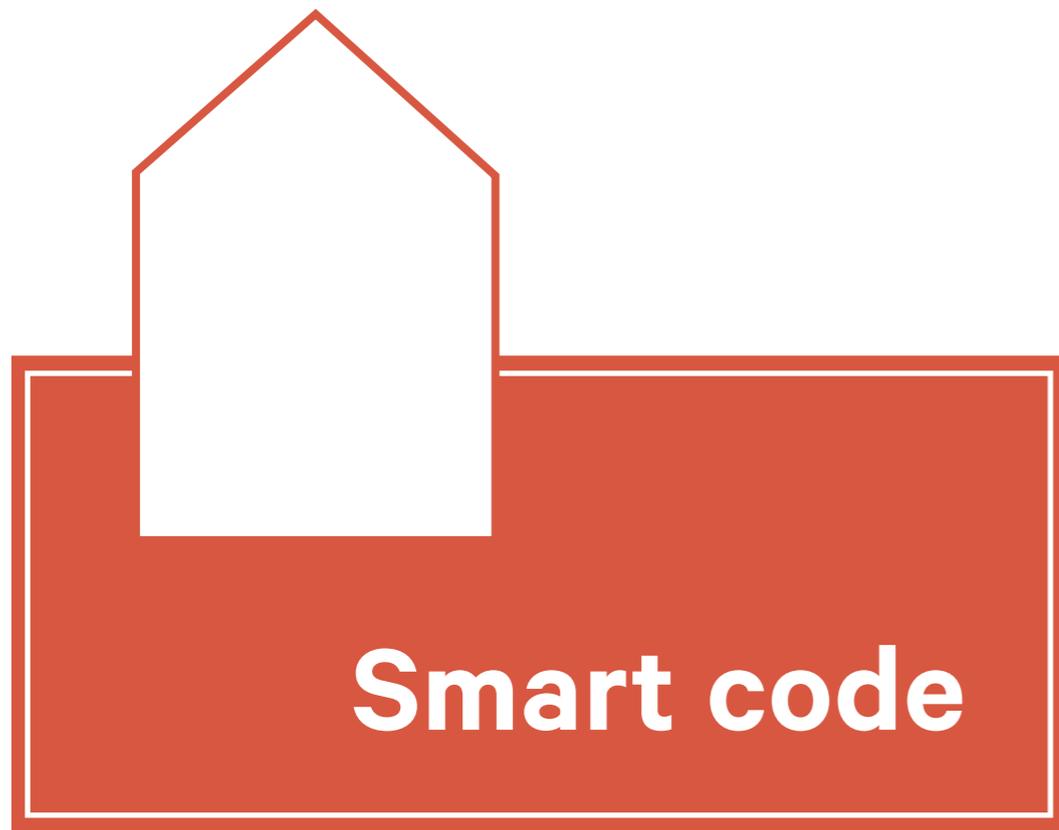
Yukon Community Design Survey for the Frisco Road Development



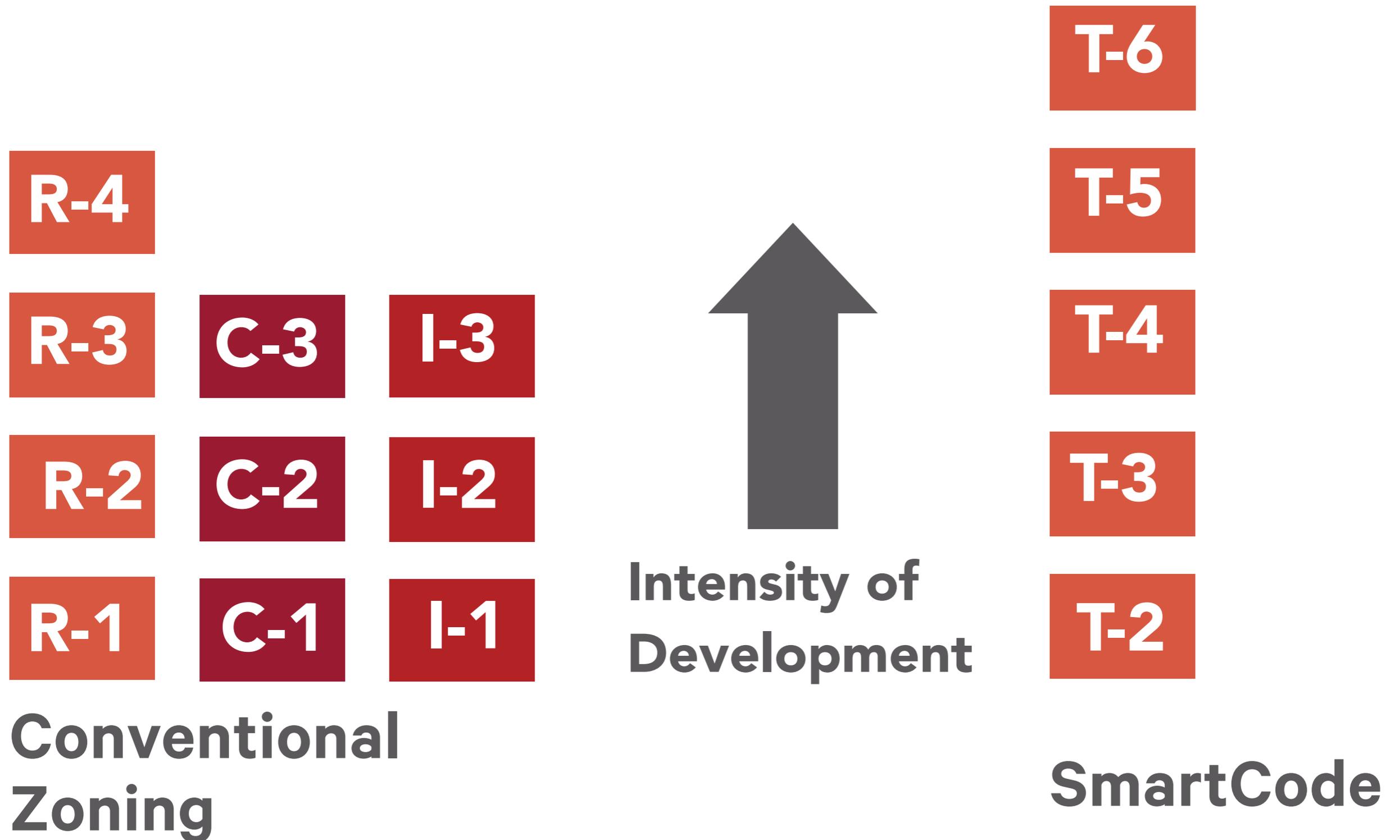
Do you believe providing a mixture of uses, such as shops, residences, and office, will help make this development more successful?



How The Urban Gateway SmartCode Differs From Conventional Zoning



How The Urban Gateway SmartCode Differs From Conventional Zoning



Goals of SmartCode



Ensure Efficient Land Use

by restricting

- 1. Block size**
- 2. Street size**
- 3. Setbacks**
- 4. Surface parking**



Improve the Quality of the Public Realm

by requiring

- 1. Street trees**
- 2. 1st floor windows**
- 3. Sidewalks**



Create Complete Neighborhoods

by encouraging

- 1. Mixed use**
- 2. Varied densities**
- 3. Frequent parks**
- 4. Civic buildings**

**Ensure Efficient
Land Use**



Conventional Zoning



**Ensure Efficient
Land Use**



SmartCode



Improve the
Quality of the
Public Realm



Conventional Zoning



Improve the Quality of the Public Realm



SmartCode



Create Complete Neighborhoods



Conventional Zoning



Create Complete Neighborhoods



SmartCode



How the SmartCode Regulates

**Community
unit types:**

CLD

TND

RCD

*are
divided
into*

Transects:

T-2

T-3

T-4

*each which
are governed
by different*

T-5

T-6

SD

Standards:

Setbacks

Frontage

Thoroughfare

Civic Space

Density

Lot Occupation

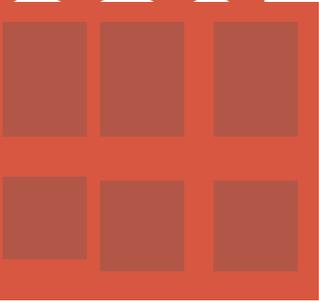
Building Function

How the SmartCode Regulates

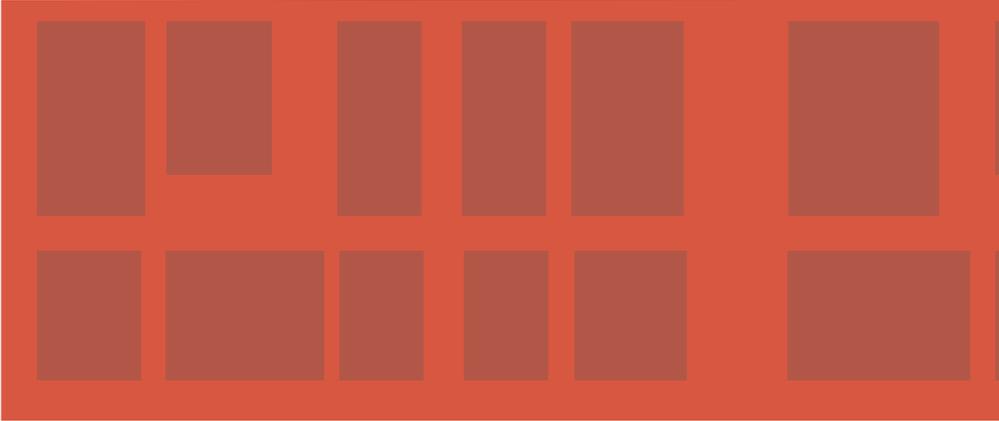
Community Unit

Transect

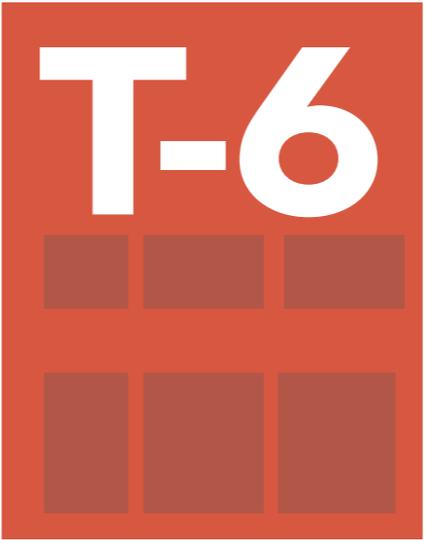
T-3



T-4



T-6



SD



T-5



Community Unit Types

Increasing Intensity of Development 

CLD
Clustered
Land
Development

T2 Rural
50% min.

T3 Suburban
10 – 30%

T4 General
Urban
20 – 40%

TND
Traditional
Neighborhood
Development

T3 Suburban
10 – 30%

T4 General
Urban
30 – 60%

T5 Urban
Center
10 – 30%

RCD
Regional
Center
Development

T4 General
Urban
10 – 30%

T5 Urban
Center
40 – 80%

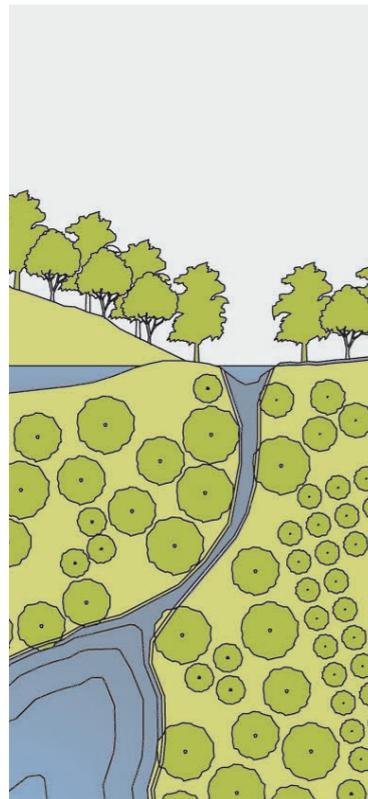
T6 Urban
Core
10 – 30%

Transect Zones

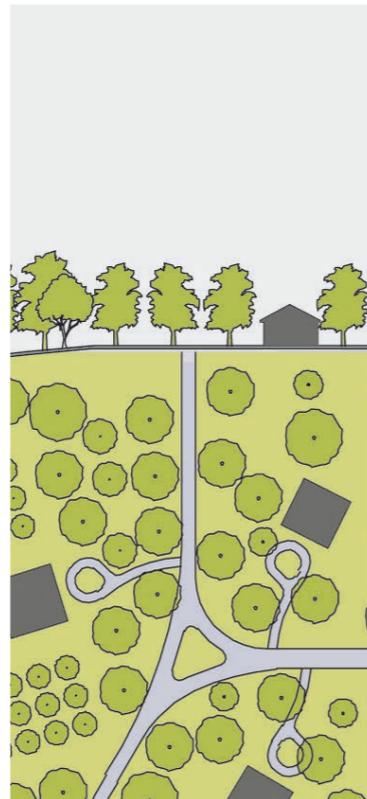
More Rural



More Urban



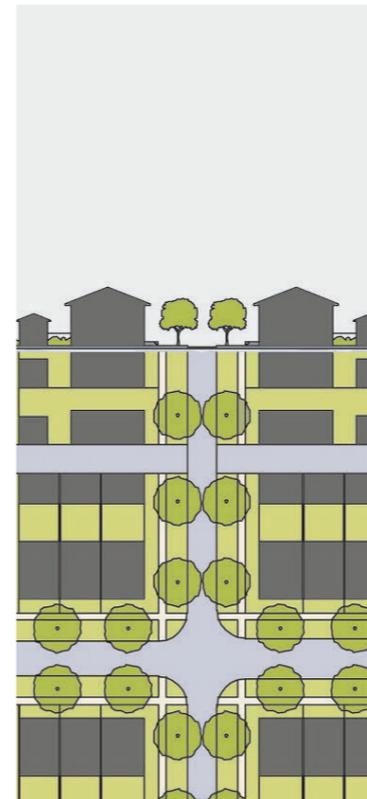
T1: Natural Zone



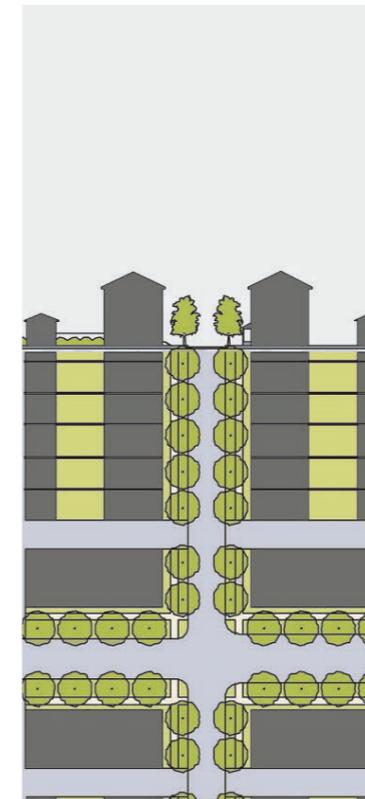
T2: Rural Zone



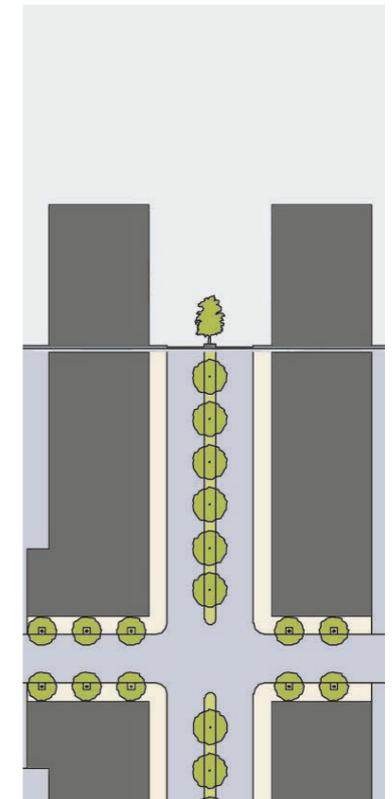
T3: Sub-Urban Zone



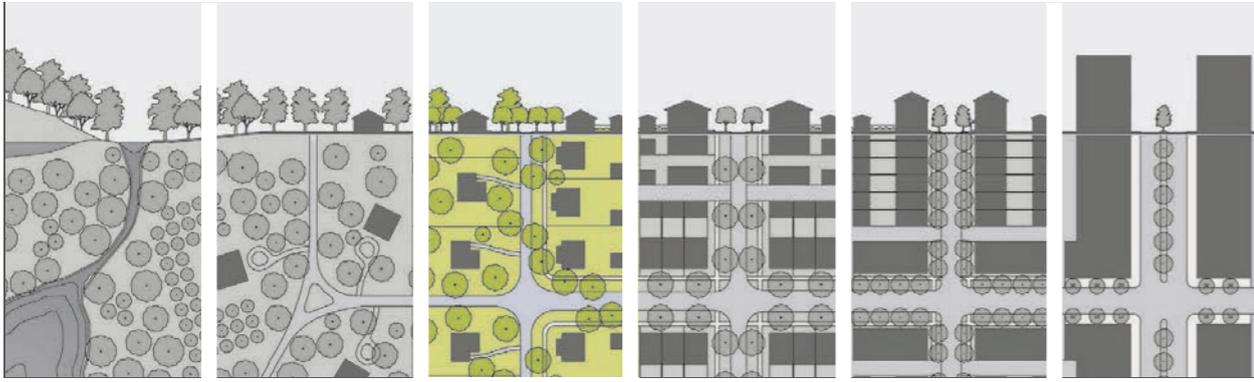
T4: General Urban Zone



T5: Urban Center Zone



T6: Urban Core Zone



T-3 Suburban Zone



Standards

T-3 Suburban Zone

Density

8 units/acre
3,000-ft. block perimeter (max.)

Civic Spaces

Squares, Plazas not permitted
Parks, Greens, Playgrounds permitted

Lot Occupation

72–120 ft. width
60% max. lot coverage

Setbacks

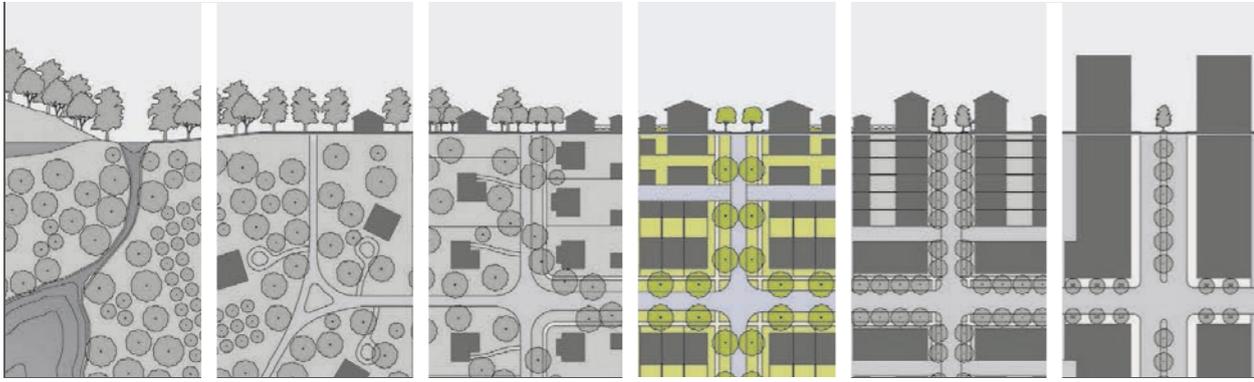
24 ft. (front), 12 ft. (rear & side)
60% min. frontage buildout

Building Size

2-story max. height

Building Function

Restricted Use (1 unit/lot;) exception:
garage apartments under 440 sq. ft.



T-4 General Urban Zone



Standards



T-4 General Urban Zone

Density

16 units/acre
2,400-ft. block perimeter (max.)

Civic Spaces

Plazas not permitted
Parks permitted by warrant

Lot Occupation

18–96 ft. lot widths
70% max. lot coverage

Setbacks

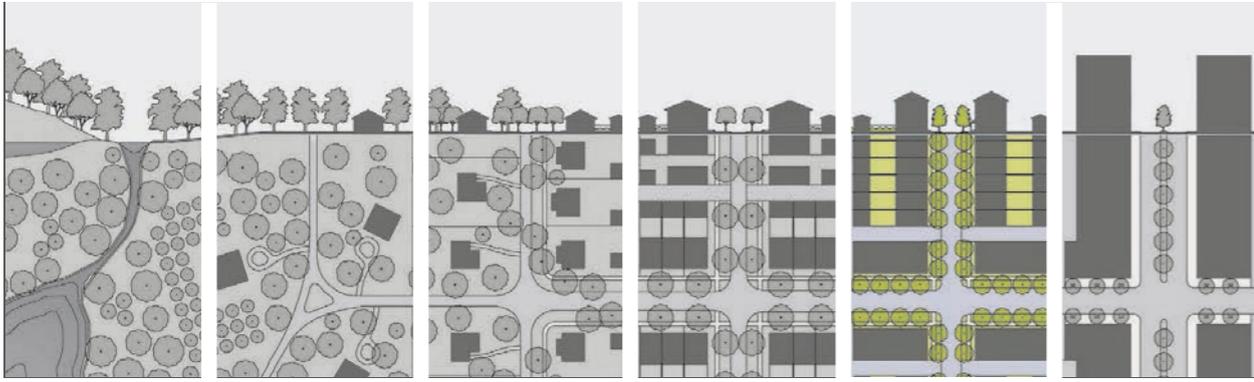
6–18 ft. (front), 0–3 ft. (min. side & rear)
70% min. frontage buildout

Building Size

3-story max. height

Building Function

Limited Use (units/lot limited
by amount of parking places)



T-5 Urban Center Zone



Standards



T-5 Urban Center Zone

Density

24 units/acre
2,000 ft. block perimeter (max.)

Civic Spaces

All civic spaces permitted
Parks permitted by warrant

Lot Occupation

18–180 ft. lot widths
80% max. lot coverage

Setbacks

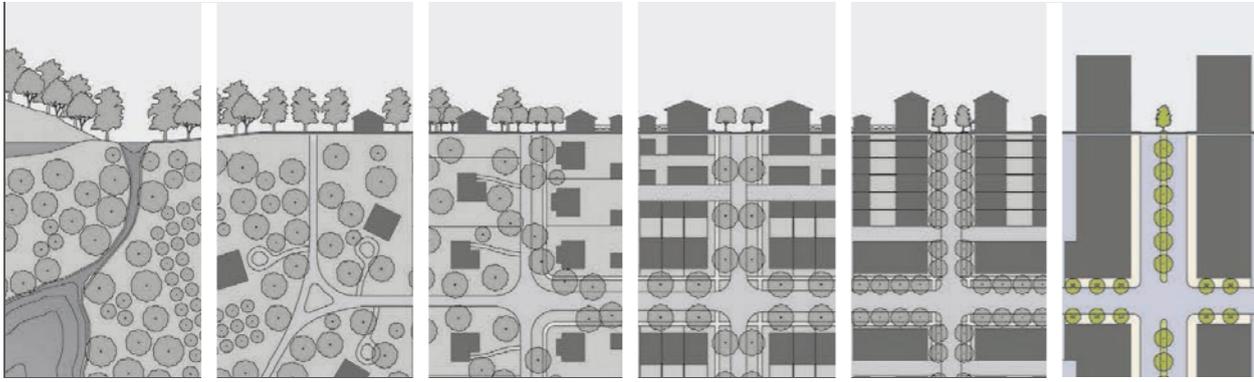
8 ft. max.(front); 0-3 ft. max.(side & rear)
80% min. frontage buildout

Building Size

20 ft. min., 5 stories max. height
Outbuildings 2 stories max.

Building Function

Open Use



T-6 Urban Core Zone



Standards

T-6 Urban Core Zone

Density

48 units/acre
2,000 ft. block perimeter (max.)

Civic Spaces

Greens not permitted
Parks permitted by warrant

Lot Occupation

18–700 ft. lot widths
90% max. lot coverage

Setbacks

8 ft. max. (front); 24 ft. max (rear)
80% min. frontage buildout

Building Size

8 stories max. 2 stories min.
Outbuildings 2 stories max.

Building Function

Open Use