# ACCESSORY STRUCTURES & LIVING SPACE

CODE TEXT AMENDMENT

#### Current code language

- Section 16.13.6: Accessory Buildings Prohibited as Living Quarters
  - Living and sleeping quarters in any building other than the main residential building is prohibited except as allowed for detached two family dwellings in the R-1-7 and R-1-9 zones.

- Living space in accessory structure needs to be defined so that staff can administer the code and the public can understand what is allowed
  - State code requires clear and concise language

- Staff has determined living space as the following:
  - Bedrooms
  - Kitchens
  - Full bathrooms
  - Laundry facilities

- Staff has determined nonliving space as the following:
  - Offices
  - Hobby rooms
  - Game rooms
  - Music rooms
  - Craft rooms
  - Swimming pool areas

#### PLANNING COMMISSION RECOMMENDATION

- Proposed code language:
- Section 16.2.7a Building, accessory
  - A subordinate building, located on the same Lot as the main building, the use of which is incidental to that of the main building as outlined in Chapter 16. Accessory buildings are structures including, but not limited to detached garages, sheds, playhouses, treehouses, storage buildings, pergolas, garden structures, greenhouses, barns, boathouses, pool houses, cabanas, and other similar buildings. Barns, when located on an agricultural parcel, are not a subordinate structure and may be constructed as the main building.

#### **BREEZEWAYS**

 Those who have wished to have living quarters in accessory structures have suggested that attaching the accessory structure to the main dwelling by connecting a breezeway makes the accessory structure part of the main structure.

## DOUGHERTY RESIDENCE ALPENHOF ESTATES, MIDWAY



ARCHITECTURAL

ARTISANS CUSTOM HOME DESIGN
55 WEST CHITES STREET
HEBER CITY, UNM 64652
455 (5) 7575

STRUCTURAL
ARIMUS ENGINEERING STUDIO

55 SOUTH 200 WEST
AMERICAN FORK, UTAH 84003
801.556.5367

SUMMIT ENGINEERING GROUP

55 WEST CENTER STREET
HEBER CITY, UTAN 84032
455,654,9229

CONSTRUCTION

JOE WITT CONSTRUCTION

52 WEST 3000 SOUTH
HERRI CITY, UIDA HAGIS
801.591-3000

ARCHITECTURAL LEGEND			PROJECT INSULATION REQUIREMENTS	DRAWING INDEX	
	EARTH ORAYEL CONCRETE	ELEVATION MARKER  GENTER LINE  DIA DIAMETER  REVISION TAG	ROOF RALL N.25 SONT PURK PIALL N.25 SONT PURK PIALL N.16 PIANDOVÓ DEL PARE, LOWE EXTERIOR DOORS INSULATED FLOOR N.50	SHEET IN C. SHEET IERCOFFTON. CO. COURS SHEET, LOSSIS, LOVEN INDEX. AC.1 GENERAL NOTES 1 DOOR A PINCODE SCHEDULED AC.1 GENERAL NOTES 1 DOOR A PINCODE SCHEDULED AC.2 GENERAL NOTES 1 DOOR A PINCODE SCHEDULED AC.3 SHEEDERTHLE EXCHANGE ACAD AC.3 RESISTENTLE EXCHANGE ACAD ACAD ACAD ACAD ACAD ACAD ACAD ACAD	
	DRIGK. CONCRETE MAGONRY UNIT	EY NOTE  DOOR NUMBER	BACKFLOW PREVENTERS	A2.4 MAIN LEVEL RETLECTED CELLING FLAN A3.1 ROOF FLAN A4.1 EXTENSION ELEVATIONS A4.2 EXTENSION ELEVATIONS	
700000000	BATT INSULATION	PHINDON NUMBER     FIXTURE TAG	PROVIDE BACKFLOW PREVENTERS FOR THE LANDSCAPING IMMEDIATION SYSTEM	AS.1 BULDING SECTIONS AS.1 ASCHITECTURAL DETAILS E2.1 LOWER LIFE, ESCRIPTION FLAN E2.2 HANLEYE ESCRIPTION FLAN	
	ROUGH MOOD FRAMING	DETAIL.		90.1   STRUCTURAL CENERAL NOTES   91.1   FOOTING & FOUNDATION FLAN   91.2   STRUCTURAL DETAILS   91.3   STRUCTURAL DETAILS   91.3   STRUCTURAL DETAILS	
	PINEH MOOD	BULDING ELEVATION	SQUARE FOOTAGE	52.1 MAIN FLOOR FRAMING FLAN 53.2 ROOF FRAMING FLAN 55.1 LOWER LYNC SHEEK VALL FLAN	
	FLYWOOD	PIALL SECTION	LOWER LEVEL 468	53.2 MAIN LEVEL SHEAR PUALL FLAN 83.3 STRUCTURAL DETAILS 54.1 STRUCTURAL DETAILS	
	DYFSUMBOARD PAGGD BLOCKING	BUILDING SECTION	MAIN LEVEL 2,109 TOTAL 2,561		
	STEEL	INTERIOR ELEVATION	DARAGE 900		

AKTISANS

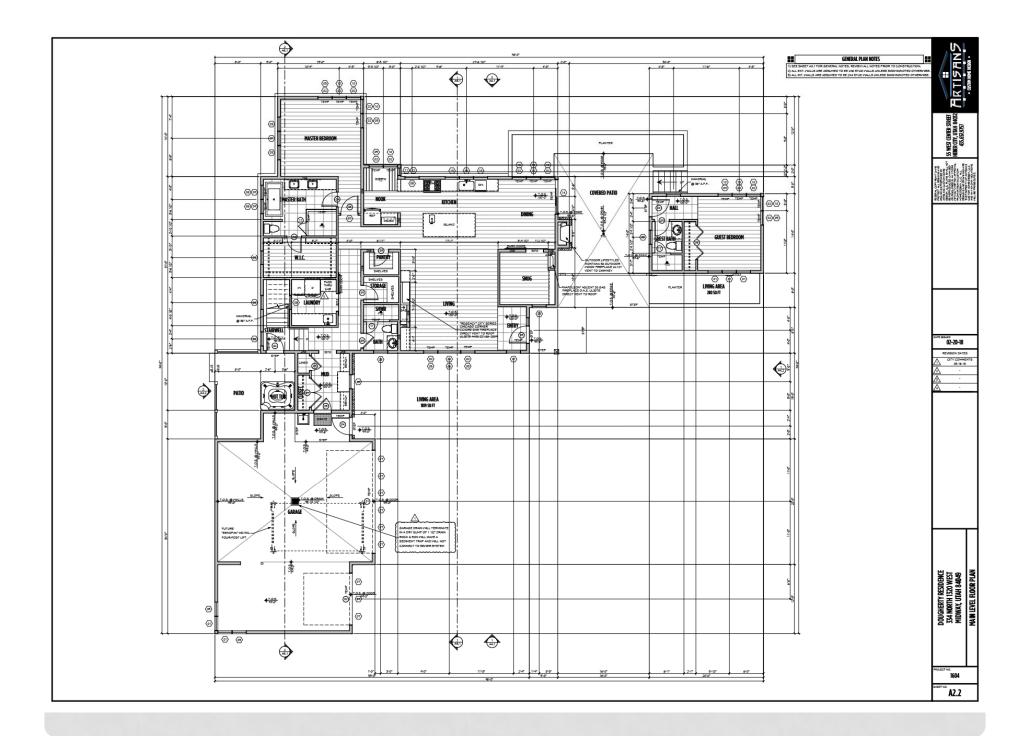
55 WEST CENTER STREET HEBER CITY, UTALA 84052 455,657,9757

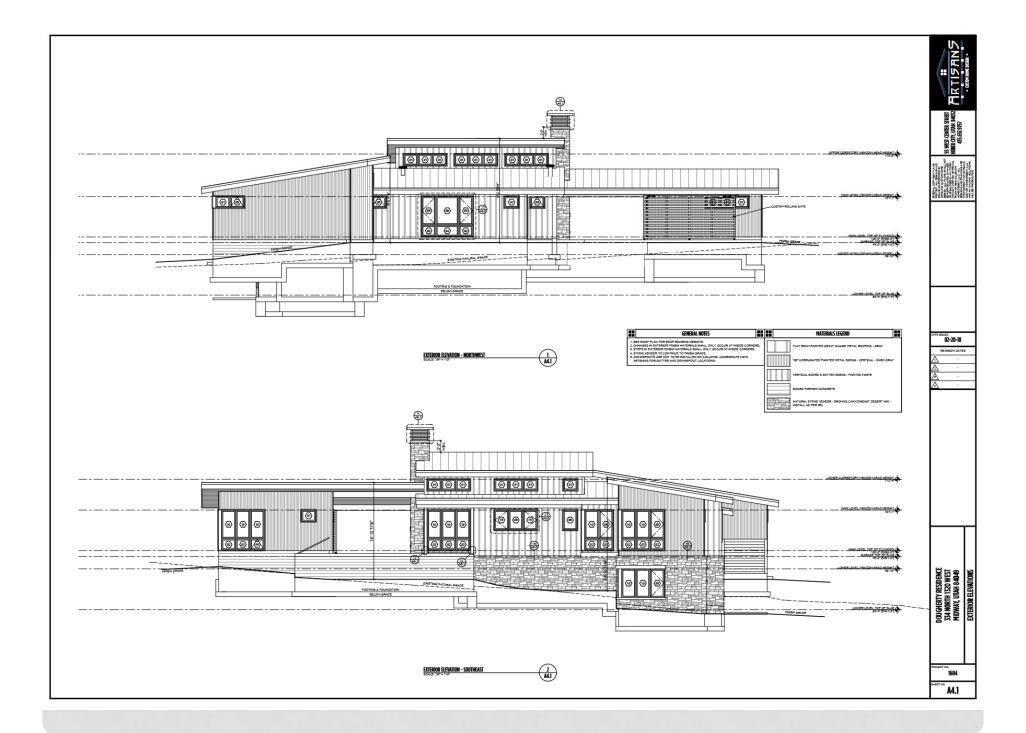
02-20-18 REVISION DATES

DOUGHERTY RESIDENCE 334 NORTH 1320 WEST MIDWAY, UTAH 84049

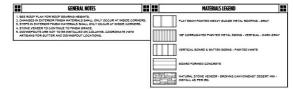
PROJECT NO. 1604

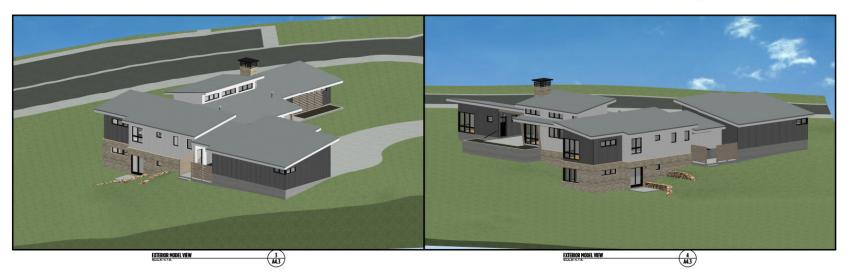
CS













55 WEST CENTER STREET Heber City, Utah 84032 435,657,9757



REVISION DATES		
Δ		
A	- 6%	
A	- 41	
Α	20	

DOUGHERTY RESIDENCE
354 MORTH 1520 WEST
MIDWAX, UTAH 84049
EXTERIOR MODEL VIEWS

1604 6-EET NO. A4.3



EXTERIOR MODEL VIEW SCALE: N.T.S.





## PROPOSED CODE

#### PLANNING COMMISSION RECOMMENDATION

Section 16.13.6 Accessory Buildings Prohibited as Living Quarters

- A. It shall be a violation of the Midway City Code to use, or to allow the use of, an accessory building as living quarters. Violations of this section of the Code shall be enforced as set forth in the Midway City Code for other violations.
- B. Living quarters in any building other than the main residential building are prohibited except as allowed for detached two family dwellings in the R-1-7 and R-1-9 zones.

#### PROPOSED CODE

#### PLANNING COMMISSION RECOMMENDATION

- C. It shall be a violation of this Code to rent, lease or otherwise allow for any person to use an accessory building for living quarters except as allowed for detached two family dwellings in the R-1-7 and R-1-9 zones.
- D. An accessory building shall be considered living quarters if it includes all the following; sleeping area (including bedrooms), kitchen, and bathroom facilities (three-quarter or full bathroom).

#### PROPOSED CODE

#### PLANNING COMMISSION RECOMMENDATION

- E. Accessory buildings may include rooms such as offices, hobby rooms, game rooms, music rooms, sleeping areas (including bedrooms), and craft rooms.
- F. An accessory building may include either:
  - (i) a full kitchen and a half bath (sink and toilet only) or;
  - (ii) a bathroom (three-quarter or full bathroom) and a wetbar (sink, fridge, dishwasher, and microwave but does not include a stove or an oven).
- G. Accessory buildings are to be used exclusively by the owners or occupants of the main residential building and their temporary guests or invitees.

#### POSSIBLE FINDINGS

- The proposed code will define living space and what is allowed in accessory structures
- Allowed and prohibited uses are clearly stated for accessory buildings
- The proposed amendment will help staff to better administer the City's code
- The proposed amendment will help the public to understand the options available when building in Midway