



Town of Johnstown

# LAND USE & DEVELOPMENT CODE

Adoption Draft Public Hearing

Town Council

April 17, 2023

# PROJECT GOALS OVERVIEW

- Comprehensive framework
- Ensure quality development
- Accommodate diverse contexts
- Enable variety of housing
- Support *Johnstown Area Comprehensive Plan*



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# FLEXIBILITY & CERTAINTY

## Conventional Approach: A Collection of Regulations

*Plan / Policy*

***Application***

*Variance*

## Design Based Approach: A System of How We Build, and Why

*Plan / Policy*

*Purpose*

*Intent*

*Design Objective*

*Standards*

*Decision Criteria*

*Alternative*

*Exception*

***Variance***



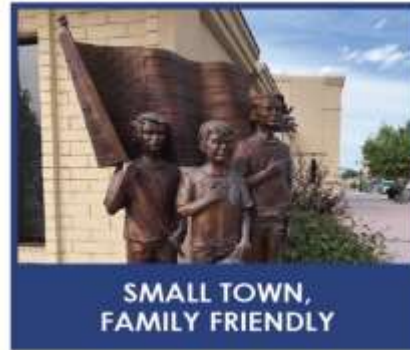
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# COMPREHENSIVE PLAN THEMES

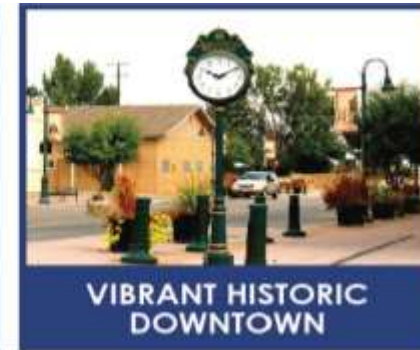
## Johnstown is RESILIENT

- Preserve Natural Systems
- Build Housing Variety
- Adequate Public Facilities
- Concentrate Employment Hubs
- Promote Agriculture Heritage



## Johnstown is VIBRANT

- Design Diverse Neighborhoods
- Strengthen Walkable Downtown
- Neighborhood Activity Centers
- Community Corridors & Gateways



## Johnstown is CONNECTED

- Open Spaces + Gathering Places
- Multimodal Streetscape Design
- Connected Street Networks



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# PLAN CONFORMANCE REPORT

## Code Evaluation Themes

- Agricultural & Natural Systems
- Street Design & Networks
- Housing & Neighborhood Design
- Walkable Commercial Places



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# CRITICAL ISSUES

## Agricultural

- preservation vs. integration with development
- ag-supportive infrastructure
- ag-supportive uses

## Public Space

- street networks and connectivity
- multimodal streets
- streetscape design
- open space

## Neighborhoods

- design & context
- housing variety
- walkability
- mixed-density

## Commercial Destinations

- walkable vs. car-oriented
- regional- vs. neighborhood-scale
- mix of uses, design, parking



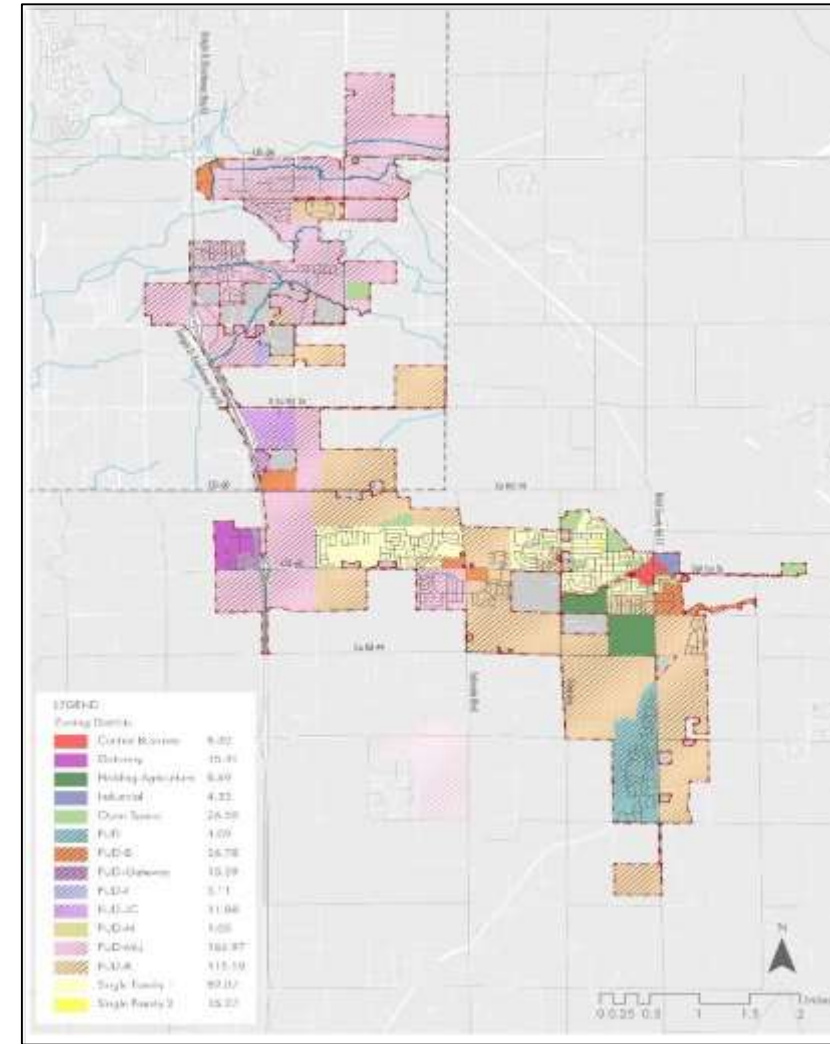
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# IMPLEMENT COMP PLAN



FUTURE LAND USE MAP



ZONING MAP




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# CODE STRUCTURE

## Structure

- Organization – logical framework
- Simplicity, understanding –
  - Plain language (avoid legalese)
  - Tables and graphics for clarity
- Design – scale, format, details... and use
- Flexibility –
  - Intent and design objectives
  - Ranges and alternatives
  - Procedures and criteria
- Approvals –
  - Streamline
  - Administrative vs. Quasi-Judicial Hearings
  - PUD – need clear standards & process



LAND USE AND DEVELOPMENT CODE UPDATE  
*Second Meeting*

SUMMARY OF CONTENTS:

<b>Article 1 General Provisions</b>	<b>Article 5 Residential Development &amp; Design</b>
17-1-1 Title	17-5-1 Intent & Applicability
17-1-2 Authority	17-5-2 Residential Development Standards
17-1-3 Purpose	17-5-3 Neighborhood Design
17-1-4 Applicability	17-5-4 Courtyard Pattern
17-1-5 Administration	17-5-5 Conservation Pattern
17-1-6 Interpretation	17-5-6 Manufactured & Small Format Housing District
17-1-7 Nonconformities	
17-1-8 Enforcement	<b>Article 6: Nonresidential Development &amp; Design</b>
	17-6-1 Intent & Applicability
<b>Article 2 Procedures</b>	17-6-2 Nonresidential Development Standards
Summary Table	17-6-3 Frontage Design
17-2-1 General – All Applications	17-6-4 Building Design
17-2-2 Platting	17-6-5 Open Space Design
17-2-3 Zone Change	17-6-6 Specific Frontage & Design Plans
17-2-4 Planned Development	
17-2-5 Site Development Plan	<b>Article 7 Access &amp; Parking</b>
17-2-6 Alternative Compliance	17-7-1 Intent & Applicability
17-2-7 Use by Special Review	17-7-2 Access & Circulation
17-2-8 Variances	17-7-3 Required Parking
17-2-9 Appeal of Administrative Decisions	17-7-4 Parking Design
17-2-10 Text Amendments	
17-2-11 Vacated Property Rights	<b>Article 8 Landscape Design</b>
17-2-12 Annexation & Establishment of Zone Districts	17-8-1 Intent & Applicability
	17-8-2 Plant Requirements
<b>Article 3 Subdivision &amp; Community Design</b>	17-8-3 Buffers & Screens
17-3-1 Street Design	17-8-4 Plant Specifications
17-3-2 Open & Civic Space Design	17-8-5 Fences & Walls
17-3-3 Blocks & Lots	
17-3-4 Required Improvements	<b>Article 9 Signs</b>
17-3-5 Community Facilities & Fees	17-9-1 Intent & Applicability
	17-9-2 Exempt Signs
<b>Article 4 Zone Districts &amp; Uses</b>	17-9-3 Permitted Sign Types & Allowances
17-4-1 Zone Districts	17-9-4 Standards for Specific Signs
17-4-2 Permitted Uses / Use table	17-9-5 General Standards – All Signs
17-4-3 Specific Use Standards	
17-4-4 Accessory Uses	<b>Article 10 Supplemental Standards</b>
17-4-5 District Performance Standards	17-10-1 Wireless Communication Facilities
	17-10-2 Floodplain Management & Flood Damage Prevention
	17-10-3 Natural Resource Extraction & Energy Development
	<b>Article 11 Definitions</b>
	17-11-1 Description of Uses
	17-11-2 Defined Terms
	17-11-3 Design & Architecture Terms

APRIL 2023  
FINAL DRAFT

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# SECTION MAP

Article 1 - General Provisions

Article 2 - Procedures

Article 3 - Subdivision & Community Design

Article 4 - Districts & Uses

Article 5 - Residential Development & Design

Article 6 - Non-residential Development & Design


Article 7 - Access & Parking

Article 8 - Landscape & Site Design

Article 9 - Signs

Article 10 - Supplemental Standards

Article 11 - Definitions

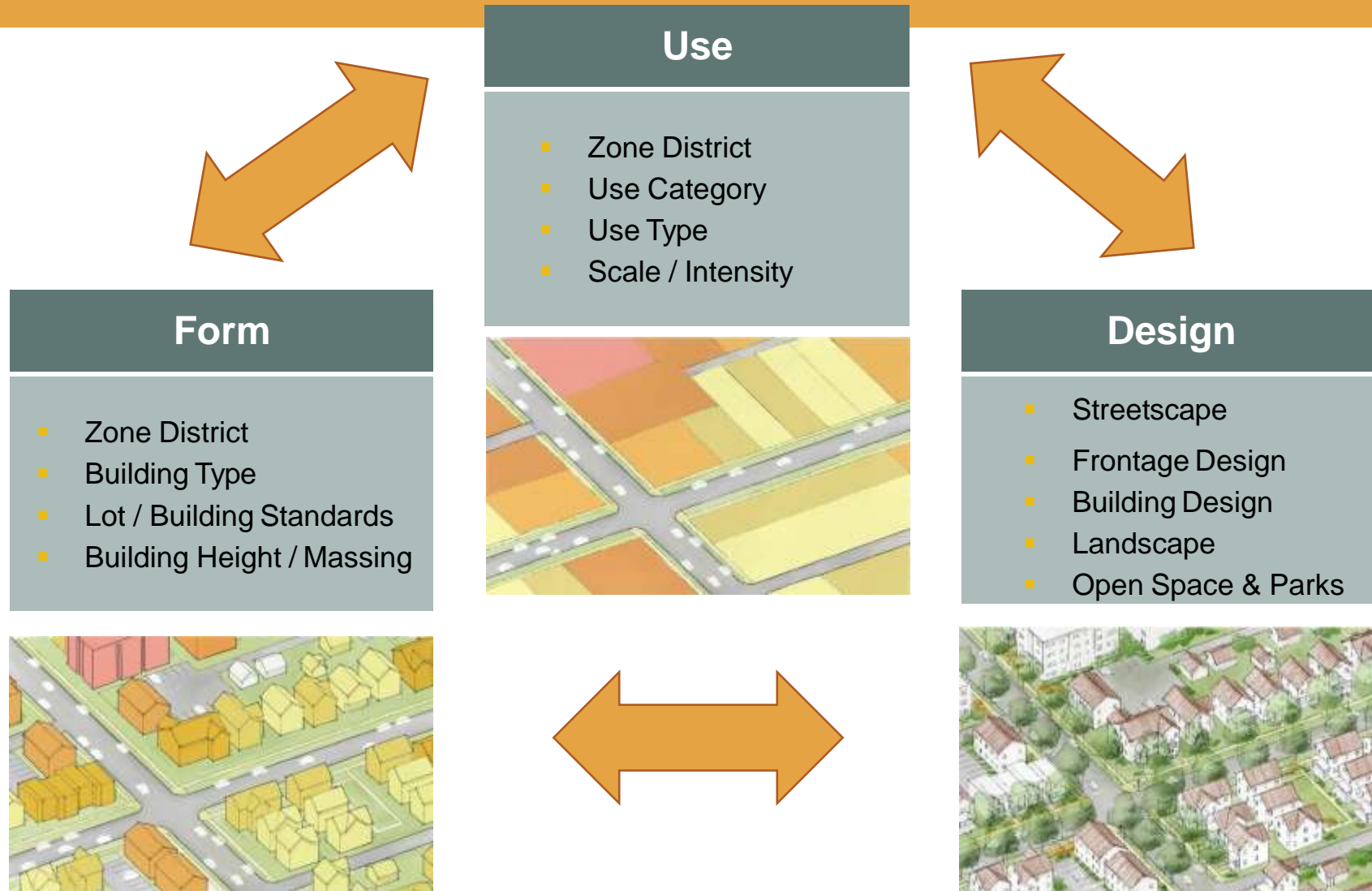
 <span style="float: right;">LAND USE AND DEVELOPMENT CODE UPDATE SECTION MAP – ARTICLE 1, GENERAL PROVISIONS</span>		
ARTICLE 1, GENERAL PROVISIONS		
Proposed Sections	Current Sections	Notes:
17-1-1 Title	n/a	Basic section; wording changes to address combination of Chapter 16 (zoning) and Chapter 17 (subdivisions) into a single development code.
17-1-2 Authority A. Authority B. Jurisdiction	16-61 Authority 17-11 Control 17-12 Jurisdiction	Basic section to establish connection to Statutes and Town Charter. (coordinates some scattered references in current code).
17-1-3 Purposes	16-1 Declaration of Purpose (Zoning) 17-1 Declaration of Purpose (Subdivisions)	Revised to align more clearly with broad policies of the comprehensive plan, and set up more detailed hierarchy of non-regulatory, guiding language throughout the code that will be used to interpret standards and apply criteria: <ul style="list-style-type: none"> <li>• Purposes (broad, town-wide planning principles) – This section</li> <li>• Intent (general, topical goals and context application) – throughout, primarily at beginning of chapters or topical sections.</li> <li>• Design Objectives (specific, intended outcomes) – throughout, for specific sections particularly dealing with design standards.</li> </ul>
17-1-4 Applicability A. General Applicability B. Effective Date C. Transition Provisions D. Severability	16-42 Building Permits; 16-43 Application for Building Permit; 16-44 Certificates of zoning Compliance; 16-46 Construction and use to be as provided in plans permits. Chapter 16, Article VIII General Application of Regulations Sections 121, 122, 123, 124 16-161 General (Application of Individual Lot Regulations) 16-162 Use Regulations (Application of Individual Lot Regulations) 16-163 Lot Size (Application of Individual Lot Regulations)	Coordinate legal prerequisites and basic statements of where and how the regulations apply, what triggers zoning review, but then defer to Article 2, Procedures for the details of when / how different standards and applications apply. Transition provisions deal with the specifics of merging to the new code for past applications, and effect of prior code on existing development / pending applications. (Note: this coordinates with general rules on nonconformances.)
17-1-5 Administration A. Staff B. Planning & Zoning Commission C. Town Council D. Board of Adjustment	16-41 Administrative Official 16-81 Establishment (Board of Adjustment) 16-83 Powers and Duties (Board of Adjustment)	Organize all authority and decision-making roles in a single section and simplify. Note: the BoA has a more detailed section because it is established by and exists only within the development code; in contrast the Planning Commission and Town Council are established by Statute, Charter, or Municipal Code, and have roles outside of the development code.
17-1-6 Interpretation A. Rules of Construction B. Conflicts C. Computations of Time D. Interpretation of Zoning Map E. Non-regulatory Provisions F. Resources, Guides, & Industry Standards	16-11 Rules of construction of language 16-24 Interpretation of district boundaries 17-14 Interpretation	Expand on existing provisions to provide a broad range of interpretation rules. This mechanism and approach enables a “plain language” drafting style throughout the code (i.e., avoid soft and qualify language or other lengthy explanation of how something is interpreted in context.), and supports the flexibility and decision-making purpose for many other sections of the code.



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# OVERALL DEVELOPMENT APPROACH



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# ARTICLE 1 GENERAL PROVISIONS

## Article 1

### General Provisions

- 17-1-1 Title
- 17-1-2 Authority
- 17-1-3 Purposes
- 17-1-4 Applicability
- 17-1-5 Administration
- 17-1-6 Interpretation
- 17-1-7 Nonconformities
- 17-1-8 Enforcement

## Key Changes

- Reorganize / simplify technical sections
- Update “Purpose” section to better reflect Comprehensive Plan Policies
- Emphasize and coordinate interpretation elements to establish “plain language” approach throughout code
- Expand nonconformity elements and add nuance to specific situations



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# ARTICLE 2 PROCEDURES

## Article 2

### Applications & Procedures

- 17-2-1 General – All Applications
- 17-2-2 Platting
- 17-2-3 Rezoning
- 17-2-4 Planned Development
- 17-2-5 Site Development Plan
- 17-2-6 Alternative Compliance
- 17-2-7 Use by Special Review
- 17-2-8 Variances
- 17-2-9 Appeal of Administrative Decisions
- 17-2-10 Text Amendments
- 17-2-11 Vested Property Rights
- 17-2-12 Annexation & Establishment of Zone District(s)

## Key Changes

- Improve organization
  - Single “general – all applications” section
  - Table applies elements of general procedures
- Common structure for specific applications sections
  - Applicability
  - Criteria
  - Process
  - Effect of Decision
- Revised approach to PUDs / Planned Development (17-2-4)
  - More specificity for types of plans to support flexibility
  - Keys off of base zoning districts, standards, and types
- Site Plans - Administrative
- Improved administrative flexibility – Alternative Compliance



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# ARTICLE 3 SUBDIVISION & COMMUNITY DESIGN

## Article 3

### Subdivision & Community Design

- 17-3-1 Street Design
- 17-3-2 Open & Civic Space Design
- 17-3-3 Blocks & Lots
- 17-3-4 Required Improvements
- 17-3-5 Community Facilities & Fees

## Key Changes

- Emphasize streets as the primary community design element of the town
  - Connectivity and development patterns
  - Streetscape design & place-making
  - Complete street policies
- Emphasize different scales and designs of open space for a variety of contexts
  - Spacious & natural
  - Compact & formal
  - Integrated into connects systems / coordinated with streets
- Clarify required improvements – requirements, guarantees, process
- Incorporate current community facilities & fees



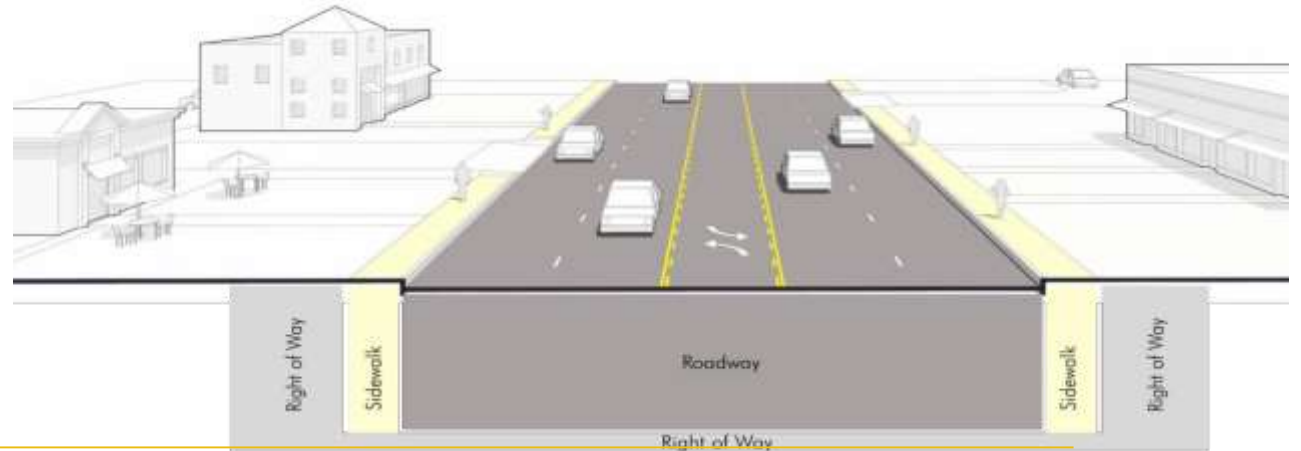
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# ALTERNATIVE STREETSCAPES

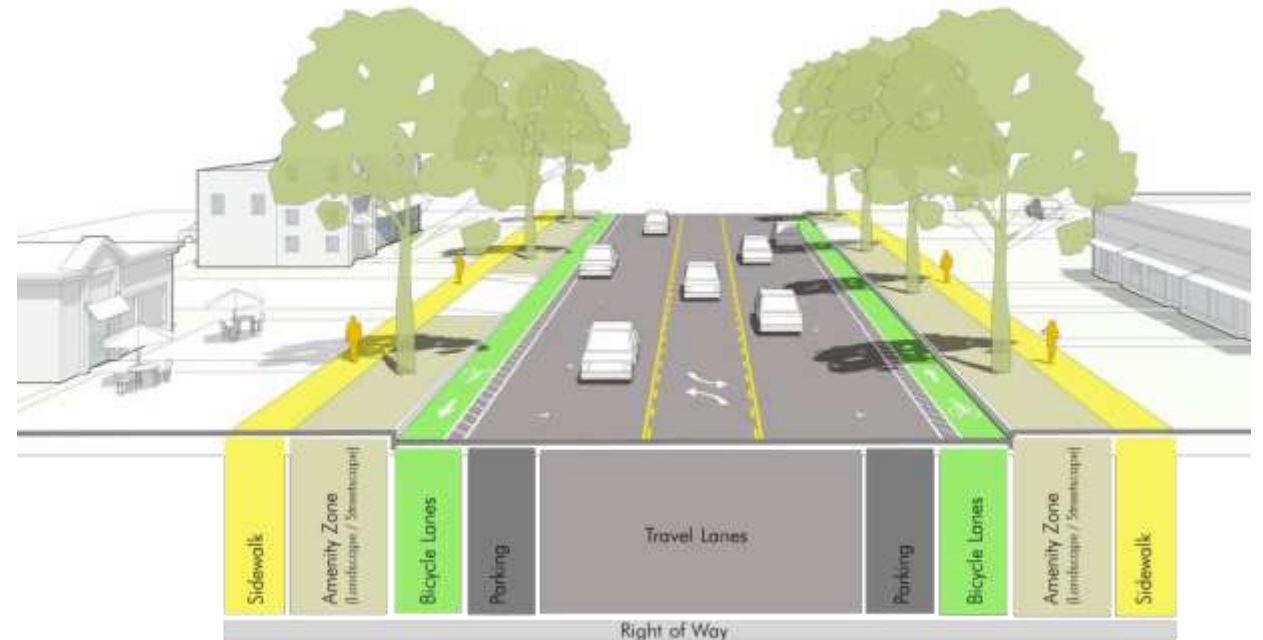
## Current Standards

- *Functional Class (arterial, collector, local)*
- *ROW & street width*



## Enhancement Alternatives

- *Street Design Types (context)*
- *Streetscape Elements - sidewalk, landscape/amenity bike lanes, parking, travel lanes*



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# STREET TYPES & X-SECTIONS

- Standardize ROW width and street width by functional class
- Refined cross section for context and character, by street design & type

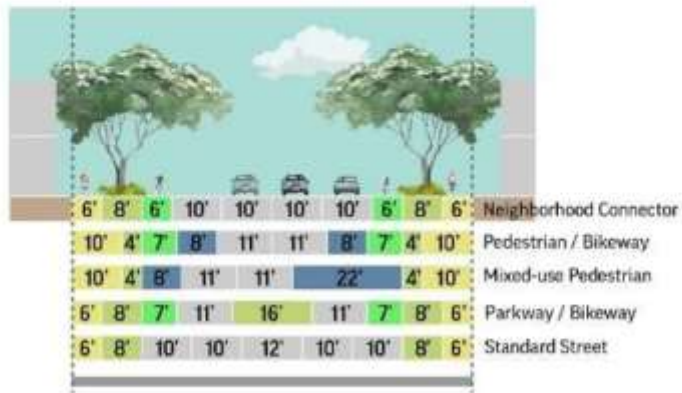
Table 3-2: Street Types & Cross-sections							
Street Type	ROW Width	Street Width [1]	Travel Lanes	Parking	Bicycle Facility	Landscape Amenity	Detached Sidewalk
<b>Major Arterial – 120' / 78'</b>							
Pedestrian Focus	120'	78'	4 @ 11'	8'	N/A – slow speed	9' amenity zone 18' center median	12'
Parkway / Bikeway	120'	78'	4 @ 11-12"	n/a	8-10' protected lane	10-12' tree strip 20' center median	8'-10'
Standard Street	120'	78'	4 @ 12' w/ center turn lane	n/a	n/a	10' tree strip	10'
<b>Minor Arterial – 110'/74'</b>							
<u>Pedestrian Focus</u>	110'	74'	4 @ 11'	8'	n/a – slow speed	5-10" amenity zone 10'-18' center median	10'
Parkway / Bikeway	110'	74'	4 @ 11-12"	n/a	8'-10' protected lane	8'-12' tree strip 10'-18' center median	6'-10'
Standard Street	110'	74'	4 @ 12' 2' outside shoulder	n/a	n/a	10' tree strip	5'
<b>Collector – 80' / 52'</b>							
Pedestrian / Bikeway	80'	52'	2 @ 11'	8'	7' protected lane	4' amenity zone	10'
Pedestrian Mixed-use Focus	80'	52'	2 @ 11'	8' (1 side) 22' angled (1 side)	n/a – slow speed	4' amenity zone	10'
Parkway / Bikeway	80'	52'	2 @ 11'	n/a	7' protected lane	8' tree strip 16' center median	6'
Standard Street	80'	52'	2 @ 12' 12' center turn lane	n/a	4' lane	8' tree strip 14' center median	6'
<b>Local – 60' / 32-36'</b>							
Neighborhood Connector	60'	32'	2 @ 9'	7'	n/a – slow/low volume	8' tree strip	6'
Pedestrian Street	60'	32'	2 @ 11' 2' shoulder (1 side)	8' (1 side)	n/a – slow speed	4' amenity zone	10'
Pedestrian Mixed-use Street	60'	36'	2 @ 10'	8'	n/a – slow speed	4' amenity zone	8'
Bikeway	60'	32'	2 @ 10'	n/a	6' lane	8' tree strip	6'
Standard Street	60'	36'	2 @ 12'	4'	n/a	6' tree strip	5'
<b>Lane 60' / 24'</b>							
Rural Local	60'	24'	2 @ 10' 2' outside shoulder	n/a	n/a	rural buffer with drainage	n/a
<b>Access Alley 30' / 20'</b>							
Residential Alley	30'	20'	16' yield lane	n/a	n/a	2' buffer	n/a
Non-residential Alley	30'	20'	2 @ 9'	n/a	n/a	1' buffer	n/a



# COMPLETE STREETS



**Major Arterial**  
120' ROW, 80' Street Width



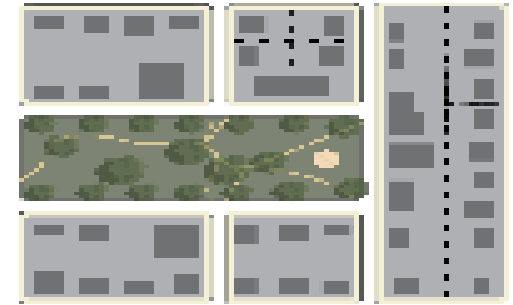
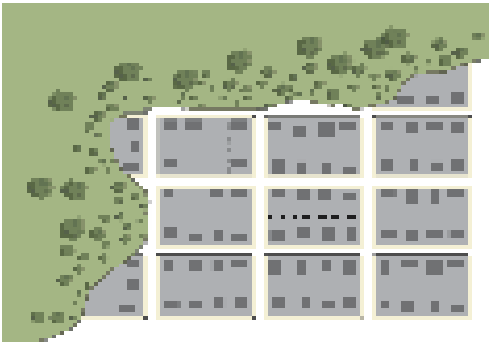
**Collector**  
80' ROW, 52' Street Width

Table 3-3: Complete Street Design Guide		
Street Element	Size	Context & Application
Travel Lanes	12' +	High-speed / high-volume; generally avoid on city streets.
	11'	Applicable on major streets or routes where frequent truck or transit vehicles are expected.
	10'	Generally applicable on all city streets with through traffic.
	9'	Limited to low-volume streets, slow-speed streets, or where ROW is constrained.
	12' - 17' yield lanes	Limited to slow, low-volume streets in well-connected networks, where intermittent parking and occasional queuing areas allow two cars to pass.
Bicycle Lanes	n/a	Slow or low-volume streets where bicycles can mix with travel lanes.
	4' - 6' lane	Low-speed streets or constrained ROW (typically < 35mph)
	7'-10' protected lane	Important bike routes or higher speed streets (typically 35+ mph); 2' - 4' protected buffer; 4' - 8' bicycle travel way
	Off street facilities	High-speed / high-volume (typically 45+mph); or portions of trails system.
Parking	6'-7'	Limited to low-volume residential streets.
	7' - 8'	Generally applicable to all residential and commercial areas where parking is necessary.
	14'-22' angled	Limited to high-activity streets to maximize parking; depth depends on angle of parking, availability of backing area or cueing lane, and other traffic circumstances.
Landscape Area	2' - 8' amenity zone	Walkable areas (typically paired with adjacent on-street parking) where hardscape, landscape, and street furniture extend sidewalks as social space.
	8'+ amenity zoned	Used for high-activity streets that prioritize social space in streetscapes (i.e., sidewalk dining, mini-courtyards); can accompany Open & Civic Space system credits
	1' - 4' landscape area	Avoid -difficult to grow and maintain plants or trees.
	5' - 6' tree strip	Limited to constrained ROW; small or ornamental trees only.
	7' - 8' tree strip	Generally applicable, sufficient for large shade trees.
	8' - 12' tree strip	Use on busy streets or where no on-street parking exists to provide greater pedestrian buffer.
	13'+ tree strip	Used on signature streets for enhanced landscape amenities; space can be shared with or shifted to medians' and may meet Open & Civic Space system credits (See 17-3-2.C. & D.).
	10' - 20' Median	Used on signature streets for enhanced landscape; can be accompanied with turn lanes and/or mid-street pedestrian refuge at intersections
	20'+ Median	Used on higher-order signature streets; may meet Open & Civic Space system credits (See 17-3-2.C. & D.).
Sidewalks	5'	Minimum, generally applicable standard (typical neighborhood streets)
	6' - 8'	Minimum for non-residential streets (if combined with amenity zone), and priority routes in neighborhoods (i.e. routes to schools, parks, or other destinations).
	8' - 10'	Used for non-residential streets, walkable areas (if combined with amenity zone); or higher density neighborhoods.
	10' +	Used for signature streets in walkable areas, where social spaces are desired in streetscapes, or as a multi-use bicycle / pedestrian path in other contexts.
	Detached	All sidewalks are "detached" to provide a buffer between pedestrians and the street or moving traffic; unless (a) on-street parking is prevalent and the amenity zone provides and expansion of the sidewalk; or (b) right-of-way constraints prevent a more complete street design.





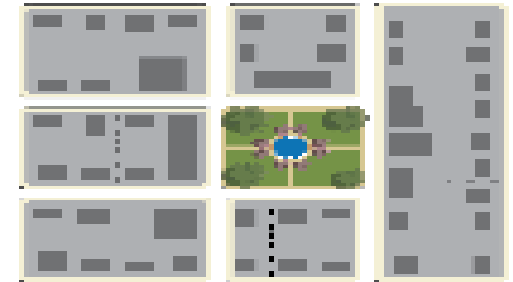
# CONTEXT-BASED OPEN SPACE



Green



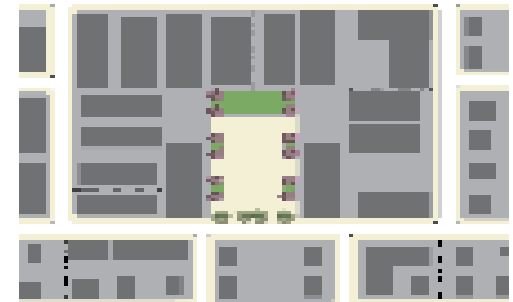
Natural Area



Square



Park



Courtyard / Plaza



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# ARTICLE 4 DISTRICTS & USES

## Article 4 Districts & Uses

- 17-4-1 Establishment of Zone Districts
- 17-4-2 Permitted Uses / Use Table
- 17-4-3 Specific Use Standards
- 17-4-4 Accessory Uses
- 17-4-5 District Performance Standards

## Key Changes

- Improve intent of zone districts and link directly to comprehensive plan
- Renaming, repurposing, & new districts
  - 4 Residential Districts (RE, R-1, R-2, R-3)
  - 3 Mixed Use Districts (MU-DT, MU-NC, MU-RC)
  - 2 Industrial Districts (I-1 & I-2)
- Consolidate permitted use lists into table
  - Generalize similar uses (greater flexibility)
  - Distinguish with uses by scale / format (improved outcomes)
- Specific & accessory use standards



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# ZONING DISTRICTS

**Table 17-4-2: Zone Districts Transitions**

Prior Code	This Code
<i>H-A Holding Agriculture</i>	<i>H-A Holding Agriculture</i>
	<i>RE – Rural / Estate</i>
<i>SF-1 Single-Family Residential</i>	<i>R-1 Single-family Neighborhood</i>
<i>SF-2 Single-Family Attached Residential</i>	<i>R-2 Mixed-density Neighborhood</i>
<i>MF-1 Multi-Family Residential</i>	<i>R-3 Multi-family Neighborhood</i>
<i>NC – Neighborhood Commercial</i>	<i>MU-NC Mixed-use Neighborhood Center</i>
<i>CB – Central Business District</i>	<i>MU-DT Mixed-use Downtown</i>
<i>Gateway Commercial District</i>	<i>MU-RC Mixed-use Regional Center</i>
<i>Gateway District</i>	<i>I – Industrial</i>
<i>I - Industrial District</i>	<i>I – Industrial</i>
<i>Recreation and Open Space</i>	<i>n/a – integrated into all districts</i>
<i>PUDs</i>	<i>[see Section 2.04</i>

- Retain – Ag or basis for “conservation pattern”
- New – Rural or basis for “conservation pattern”
- Revised – Recharacterized as basis for mixed-density neighborhoods
- Revised – Recharacterized for different scales / intensity of activity centers & corridors
- Combined – Due to similarities in uses and development standards



# ARTICLE 5 RESIDENTIAL DEVELOPMENT & DESIGN

## Article 5

### Residential Development & Design

- 17-5-1 Intent & Applicability
- 17-5-2 Residential Building Types
- 17-5-3 Neighborhood Design
- 17-5-4 Courtyard Pattern
- 17-5-5 Conservation Pattern
- 17-5-6 Manufactured & Small Format Housing District

## Key Changes

- Shift to a “building type” approach
  - Range of compatible building types
  - Promote greater mix within some districts
- New RE district – estate housing or rural conservation pattern
- Housing diversity guidelines
  - Minimum # of Building Types required for larger projects
  - Promote “missing middle” housing options integrated into neighborhoods
- Enable new patterns: Courtyard, Conservation (ag, open space, floodplain), small format housing
- Incorporate “design guidelines” into the Code
  - Improve design standards for different neighborhood contexts
- Min. 50’ setback from Plugged & Abandoned Wells; 250’ all other OG facilities to the buildable areas of a lot



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# RESIDENTIAL BUILDING/LOT TYPES

**Table 5-1: Residential Building & Lot Standards**

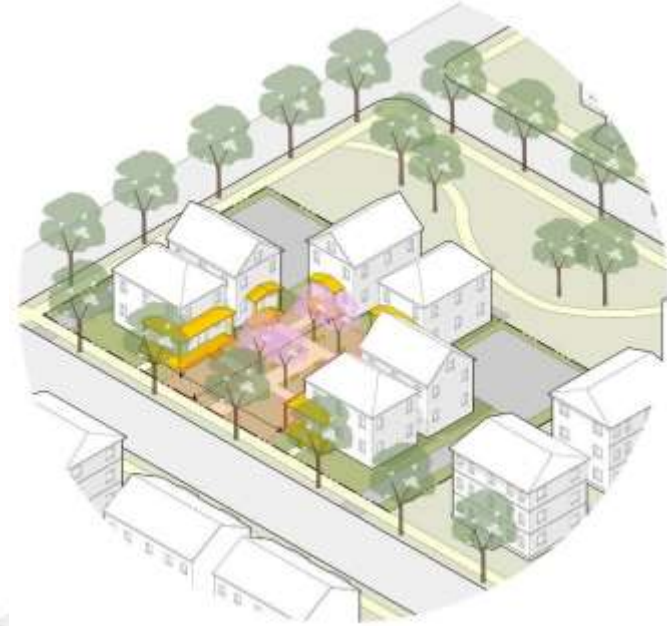
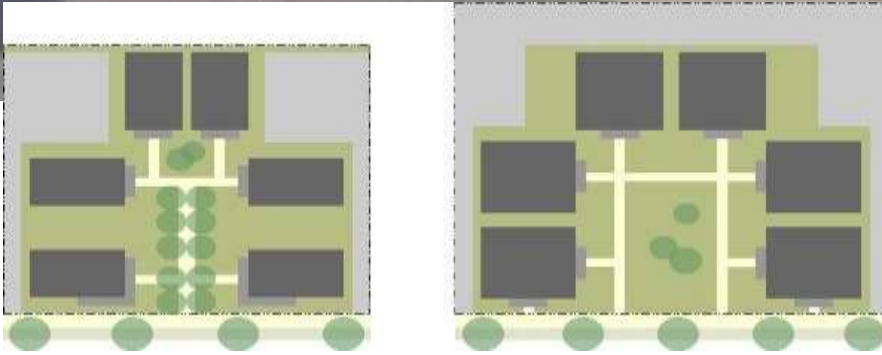
Zoning Districts							Building / Lot Types	# of Units		Development Standards							
A	RE	R-1	R-2	R-3	MU	PD-M		Principal	Accessory	Minimum Lot Standards			Minimum Setbacks [4]				
									Size	Width [1]	Lot Open Space	Front [2]	Interior Side	Corner Side [1]	Rear	Building Height	
■	■						Detached House – Farmstead	1	1	40 ac.	200' +	n/a	35'	25'	35'	50'	35' / 2.5 stories
	■	■					Detached House – Estate Lot	1	1	40K s.f.	80' +	n/a	35'	25'	35'	50'	35' / 2.5 stories
		■	■				Detached House – Large Lot	1	1	12K s.f.	65'	50%	25'	7'	15'	20'	35' / 2.5 stories
		■	■	■			Detached House – Standard Lot	1	1	6K s.f.	50'	30%	25'	5'	10'	20'	35' / 2.5 stories
		◇	■	■			Detached House – Small Lot	1	n/a	4K s.f.	35'	20%	15'	4'	10'	8'	35' / 2.5 stories
			◇	◇		■	Detached House – Compact Lot	1	n/a	1.5K s.f.	28'	n/a	15'	4'	10'	8'	24' / 2 stories
			■	■			Duplex / Multi-unit House	2 - 6	n/a	6K s.f.; 2.5K s.f. per unit	50'	25%	25'	5'	10'	20'	35' / 2.5 stories
			■	■	■		Row House	3 - 8	n/a	1.5K s.f. per unit	18' per unit	15%	15'	5' [3]	10'	8'	40' / 3 stories
			□	■	■		Apartment – Small Lot	3 - 12	n/a	5K – 14K s.f.	50' – 100'	Per Table 3-5	15'	5' [3]	10'	20'	40' / 3 stories
				■	■		Apartment – Medium Lot	13 - 24	n/a	14K – 30K s.f.	100' – 200'	Per Table 3-5	25'	5' [3]	10'	20'	50' / 4 stories
				□	□		Apartment – Large Lot / Complex	25 +	n/a	30K + s.f. +	100' +	Per Table 3-5	25'	5' [3]	20'	20'	65' / 6 stories
■	■	■	■	■			Accessory Buildings	see 17-4-3.B		See Residential Accessory Buildings in Section 17-5-2.C							
						■	Small Format Housing Project			See Small Format & Manufactured Housing Projects in section 17-5-6.							

Low density / rural

New / Refined “Missing Middle” housing options



# COURTYARD LOTS W/ DETACHED



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# CONSERVATION PATTERN



Conventional Pattern



Conservation Pattern

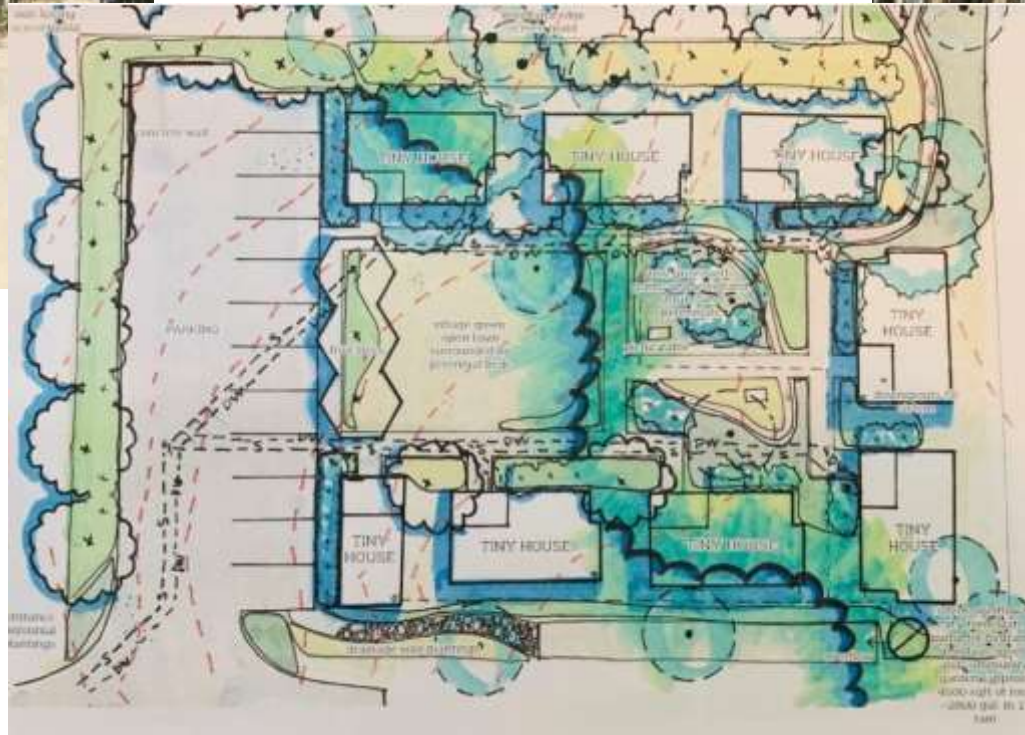
- Applicable to the HA and RE residential districts
- *Density bonuses*
- *Mix of Housing Types*
- *Escalates for greater consolidated conservation*
- *Agriculture, Rural, or Natural Spaces*



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# SMALL FORMAT HOUSING



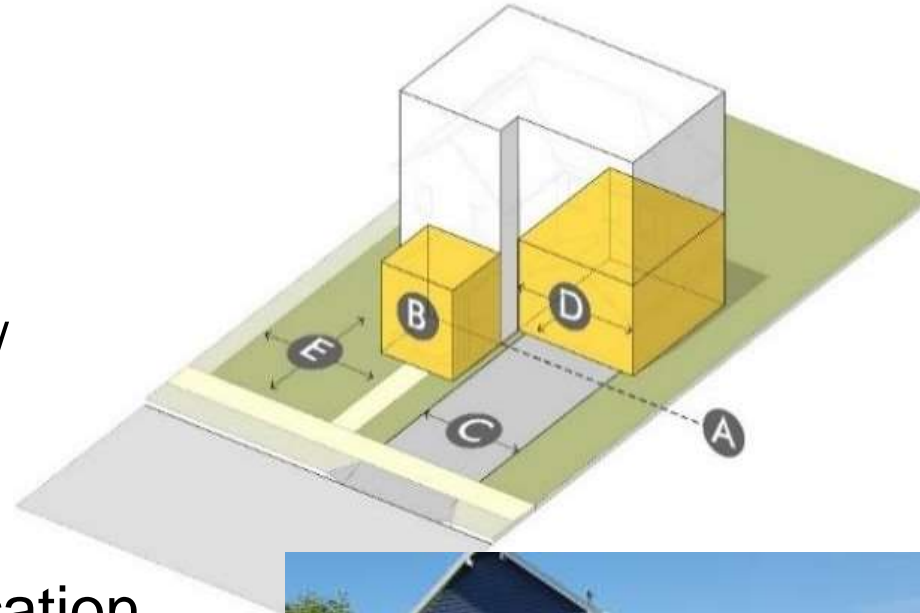
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# DESIGN: FRONTAGE

## Elements:

- Building Placement
- Entry Feature (Type / Location)
- Driveway Width
- Garage Extent & Location
- Landscape
- Alternative Compliance



Suburban Frontage



Neighborhood Frontage



Terrace Frontage



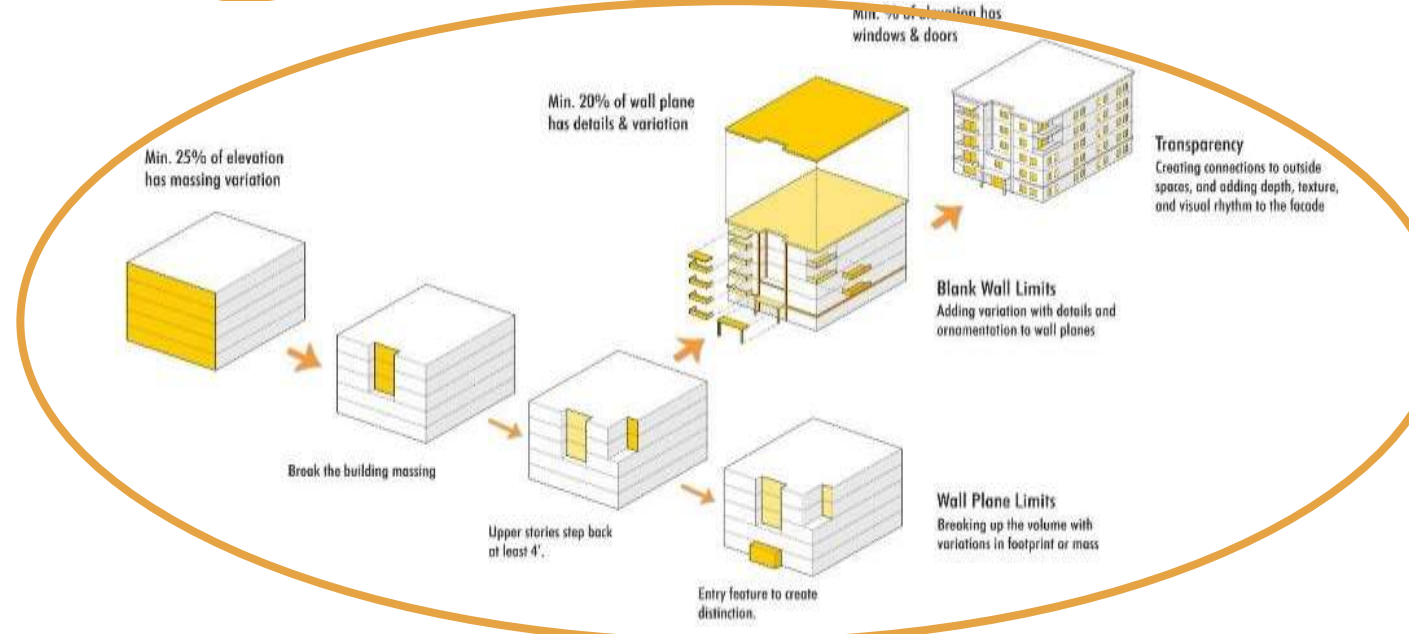
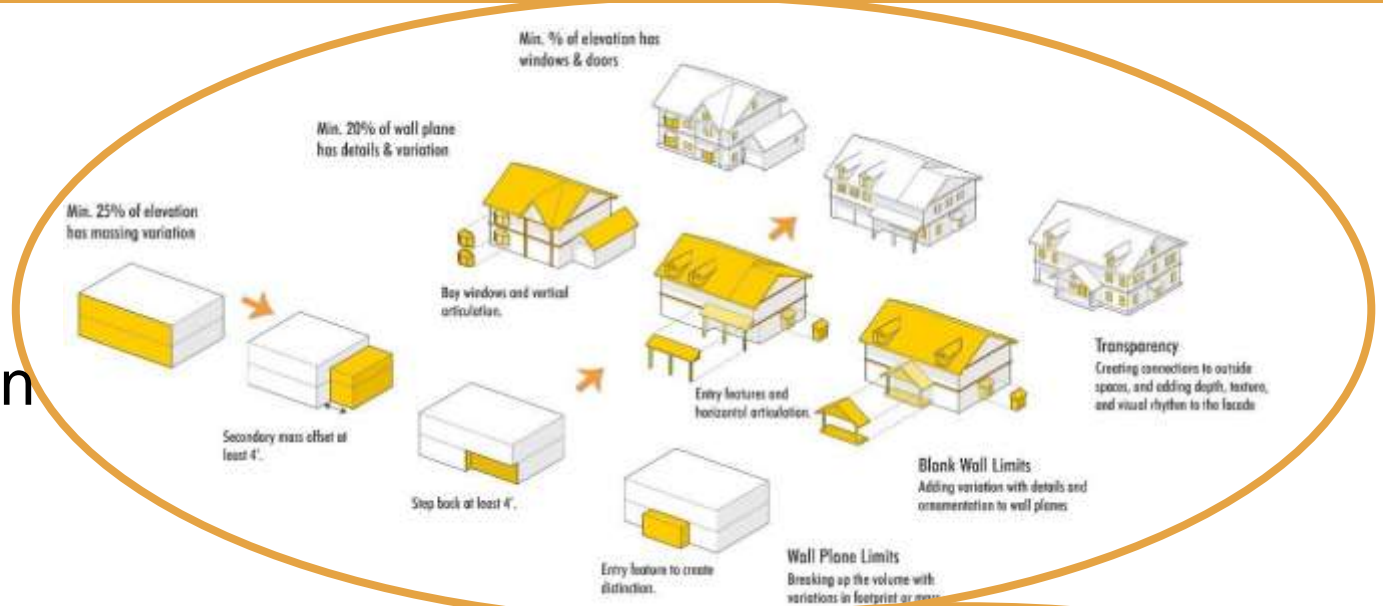
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# DESIGN: RESIDENTIAL BUILDING

## Elements:

- Wall / Roof Plane Limits: Massing
- Blank Wall Limits: Modulation
- Windows & Doors: Transparency
- Materials
- Variation
- Alternative Compliance



# ARTICLE 6 NON-RESIDENTIAL DEVELOPMENT & DESIGN

## Article 6

### Non-residential Development & Design

17-6-1 Intent & Applicability

17-6-2 Nonresidential Development  
Standards

17-6-3 Frontage Design

17-6-4 Building Design

17-6-5 Open Space Design

17-6-6 Specific Frontage & Design Plans

## Key Changes

- Emphasize scale and distinctions between districts (use & buildings)
- Mixed-use districts based on scale:
  - Neighborhood
  - Downtown
  - Regional
- Incorporate “design guidelines” into the Code
- Simplify requirements into basic standards, with two distinct contexts, car-oriented and walkable:
  - Frontage Design
  - Building Design
  - Open Space Design
- Min. 50’ setback from Plugged & Abandoned Wells; 250’ all other OG facilities to the buildable areas of a lot



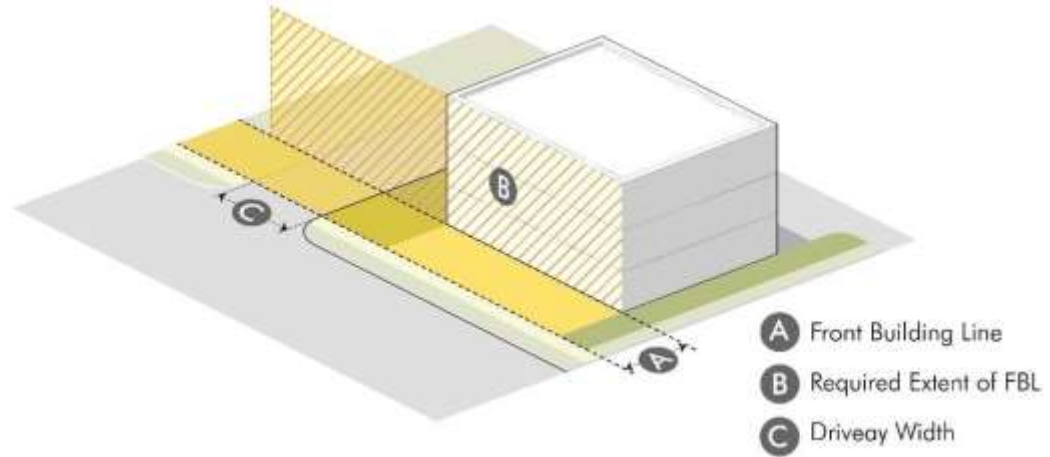
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# DESIGN: FRONTAGE

## Elements:

- Front Building Line
- Required Front Building Line
- Access Spacing and Width
- Parking Location & Extent
- Landscape & Streetscape



Frontage A



Frontage B



Frontage C



Frontage D

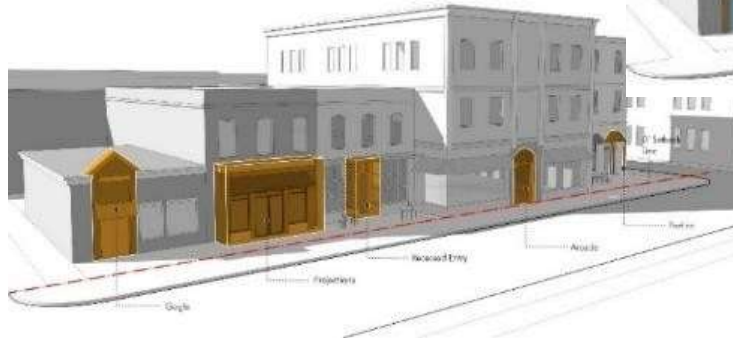
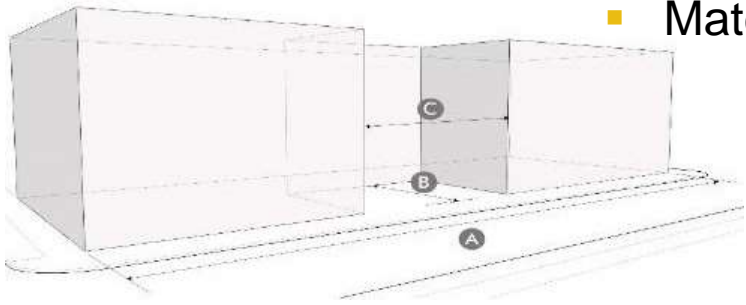


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# DESIGN: NON-RES BUILDING

- Wall Plane / Blank Wall Limits
- Front Entry Features
- Transparency (Windows)
- Materials



0' - 10'



11' - 25'



26' +



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# CIVIC & OPEN SPACE DESIGN

Social Spaces



Building Spaces



Landscape / Screens



Public / Common



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# ARTICLE 7 ACCESS & PARKING

## Article 7

### Access & Parking

17-7-1 Intent & Applicability

17-7-2 Access & Circulation

17-7-3 Required Parking

17-7-4 Parking Design

## Key Changes

- Coordinate lot access with Frontage Types and Street Types and access management policies
- Promote more multi-modal access standards
- Consolidate parking rates in single table & improve flexibility
  - Exemption for MU-DT (Downtown) zone
  - Exceptions & credits (shared lots)
- Base design requirements for buffer & landscape, based on size & location of parking areas



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# ARTICLE 8 LANDSCAPE & SITE DESIGN

## Article 8

### Landscape & Site Design

17-8-1 Intent & Applicability

17-8-2 Landscape Requirements

17-8-3 Buffers & Screens

17-8-4 Plant Specifications

17-8-5 Fences & Walls

## Key Changes

- Incorporate design requirements into the Code
- Base requirements for landscape and buffers on function & design of site elements:
  - Streetscape
  - Frontage / foundation
  - Parking areas
  - Open / civic spaces
  - Buffers
  - Other unbuilt areas
  - Complete street policies
- Locally-appropriate performance standards & specifications
- Coordinate with ongoing work with Public Works Design Standards manual and landscape guidelines (in draft form)

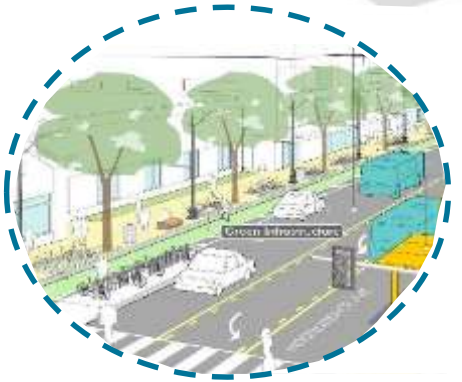
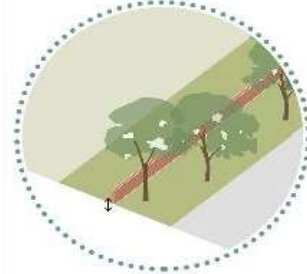
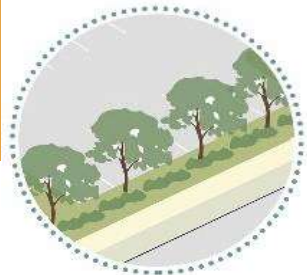
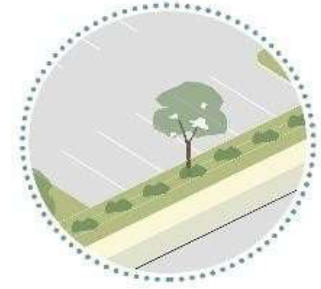
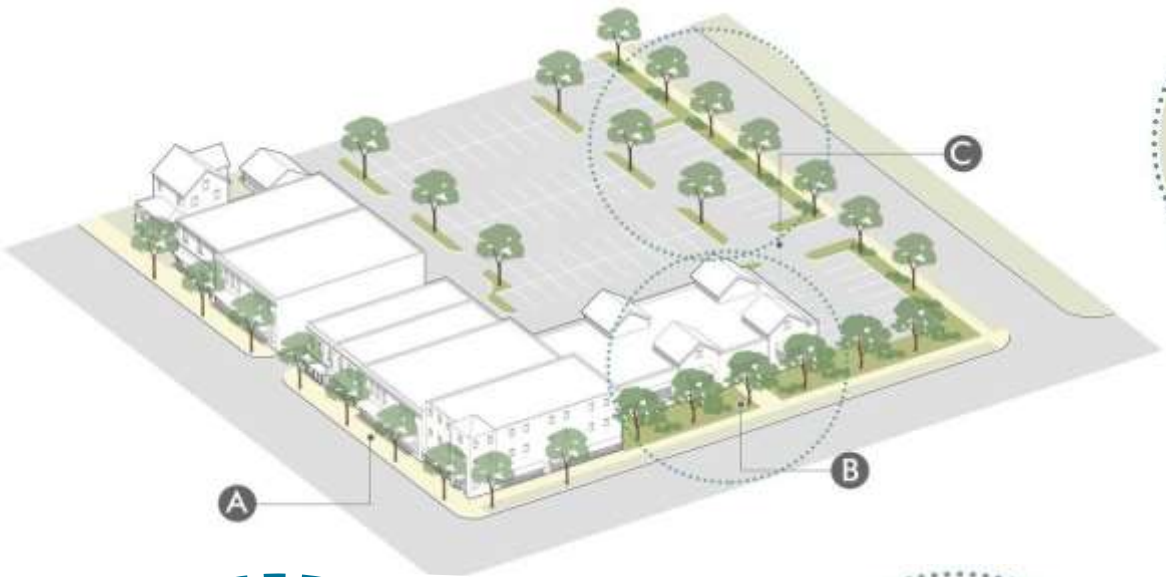


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# L.S. DESIGN CONSIDERATIONS



*Streetscape*



*Frontages & Foundations*

*Parking Areas*



*Buffers & Screens*



# ARTICLE 9 SIGNS

## Article 9 Signs

17-9-1 Intent & Applicability

17-9-2 Exempt Signs

17-9-3 Permitted Sign Types &  
Allowances

17-9-4 Standards for Specific Signs

17-9-5 General Standards – All Signs

## Key Changes

- Compliance with federal court rulings (content neutral)
- Simplify sign types
- Base required size and design on current successful Town commercial areas
- Allowance based on the scale of the lot &/or building



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# ARTICLE 10 SUPPLEMENTARY

## Article 10

### Supplementary Standards

17-10-1 Wireless Communication Facilities

17-10-2 Floodplain Management & Flood  
Damage Preventions

17-10-3 Natural Resource Extraction &  
Energy Development

### Key Changes

- Few substantive changes
- Minimizes local regulation and defer to external partners
- Provides logical space to expand sections for Solar or Mining



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# PERMITTED USES: RESIDENTIAL TO AG

Table 4-2: Permitted Uses												
		Residential Districts					Community Centers			Institutional		Specific Conditions
		H-A	R-E	R-1	R-2	R-3	MU-NC	MU-DT	MU-RC	I-1	I-2	
<b>Residential Uses</b>												
Household Living	One-unit Dwelling	P	P	P	P	P						
	Multi-unit Dwelling				P	P						
	Live / Work Dwelling				S	S	P	P	P			17-4-3.A
	Dwelling – Mixed-use					S	P	P	P			17-4-3.B
	Mfgd. / Small Format Home Community				PD	PD	PD	PD	PD			17-5-6
	Established Residential (all building types)						P	P	P	P	P	
Group Living	Group Home – Small	P	P	P	P	P	P	S	S			17-4-3.C
	Residential Care – Limited	S	S	S	S	S	P	S	P			17-4-3.D
	Residential Care – General					S		S	P			17-4-3.D
	Residential Care – Institutional								S	S		
<b>Public / Institutional Uses</b>												
Assembly	Limited (< 400 capacity / < 2 ac.)	P	P	P	P	P	P	P	P	P		
	General (400–800 capacity / 2 – 5 ac.)					P	P	P	P	P		
	Large (800+ capacity / 5+ acre)								P	P		
Civic & Institutional Buildings	Government and Town	P	P	P	P	P	P	P	P	P		
	Library, public				P	P	P	P	P			
	Museum, cultural						P	P	P			
	School			P	P	P	P	P	P			
Park and Open Space	Athletic Field			S	S	S	S	S	P	P	P	
	Recreation Center or Grounds			S	S	S	S	S	P	P	P	
	Park, Trail, Civic Space (See 17-3-2)	P	P	P	P	P	P	P	P	P	P	
Utilities	Utility Major									S	P	
	Utility – Minor (principal use)			S	S	S	S	S	S	S	S	
<b>Agriculture Uses</b>												
Agri-tourism	Roadside Stands	P	S	S	S	S	S	S	S	P		
	Farmers Market	P	S			S	P	P	P	P		
	Community Farm	P	S	S								
Farming	Farming - Limited	P	S	S								
	Farming - General	P										
	Farming - Industrial	S									S	
	Agriculture Industrial Services									P	P	



**Table 4-2: Permitted Uses**

P = Permitted, subject to general district standards  
 S = Permitted, only by special review and discretionary process  
 = Blank means the use is not permitted

H-A	R-E	R-1	R-2	R-3	MU-NC	MU-DT	MU-RC	I-1	I-2	Specific Conditions
-----	-----	-----	-----	-----	-------	-------	-------	-----	-----	---------------------

# PERMITTED USES: COMMERCIAL

Commercial Uses		H-A	R-E	R-1	R-2	R-3	MU-NC	MU-DT	MU-RC	I-1	I-2	Specific Conditions
Animal Care / Sales	Limited - <3K - no boarding											P P P P P
	Small - 3K - 8K or limited boarding	S										P P P
	General - 8K - 30K or boarding	S										P P
Dependent Care	Large - Outdoor or > 30K	P										S P
	Dependent Care - Limited (< 3K)	S	S	S	S	S						P P P S
	Dependent Care - General (3K - 8K)					S	P					P P P S
Entertainment & Recreation	Dependent Care - Large (> 8K)											S S P S
	Indoor / Limited (< 8K)											S P P P S
	Indoor / General (8-30K+)											S P P S
Food & Beverage Service	Indoor / Large (30K+)											S S S S
	Outdoor											S S S S
	Restaurant - Limited (< 3K)											P P P P
Lodging	Restaurant - Small (3K - 8K)											S P P P
	Restaurant - General (> 8K)											S P P
	Bed & Breakfast (up to 5 rooms)	S	S				S					P P P 17-4-3E
Medical Service	Inn (6 to 40 rooms)											P P P
	Hotel / Motel (40+ Rooms)											S P S
	Limited - < 8K s.f.									S		P P P P S
Office	General - 8K - 30K s.f.											P P P S
	Large - Hospital Complex - 30K+ s.f.											P P P
	Limited (<8K or < 33% of MU project)									S		P P P P P
Personal Service	General (8K - 30K)											P P P P
	Large (30K+)											P P P
	Limited (<3K or < 33% of MU project)									S		P P P P S
Retail	Small (3K - 8K)											P P P S
	Large (>8K)											P P S
	Limited (<3K or <33% of MU projects)									S		P P P S
Retail - Grocery Store	Small (3K-8K)											P P P S
	General (8K-30K)											S P S
	Large (> 30K)											P S
Vehicle & Equipment Uses	Retail - Outdoor & Equipment Sales											S S
	Small (< 8K)									S		P P P P
	General (8K - 30K)											P P P
Gas Station	Large (30K +)											P P
	Gas Station - Limited (1-8 Pumps)											S S P P P 17-4-3.G
	Gas Station - General (9-16 pumps)											S P P 17-4-3.G
	Gas Station - Large (17+ pumps)											S P P 17-4-3.G
	Automobile Repair - Limited											S S P P P 17-4-3.H
Automobile Repair - Body Shop	Automobile Repair - Body Shop											P P
	Automobile, RV, Equip. Sales / Rental											S S
	Car Wash and Automobile Detailing											S S P



# PERMITTED USES: INDUSTRIAL

**Table 4-2: Permitted Uses**

P = Permitted, subject to general district standards S = Permitted, only by special review and discretionary process = Blank means the use is not permitted		H-A	R-E	R-1	R-2	R-3	MU-NC	MU-DT	MU-RC	I-1	I-2	Specific Conditions
		<b>Manufacturing / Industrial Uses</b>										
Industrial Service	Contractors Office & Fleet Services								S	P	P	
	Industrial Service, Light									P	P	
	Industrial Service, Heavy										S	
	Vehicle / Fleet Maintenance Facility									S	P	
Manufacturing	Limited / Artisan						P	P	P	P	P	17-4-3.I
	Brewery, Distillery, or Winery						S	S	S	P	P	17-4-3.J
	Manufacturing - Light								P	P	P	
	Manufacturing - Heavy										S	
Warehouse / Storage	Wholesale & Distribution									P	P	
	Indoor Storage									S	S	17-4-3.K
	Outdoor storage									S	S	17-4-3.K
	Fuel Storage (principal use)									S	S	
Waste / Salvage	Automobile Wrecking / Salvage Yard										S	
	Hazardous Waste Handling										S	
	Recycling Operation, Enclosed									S	S	
	Recycling Operation, Unenclosed									S	S	
	Waste transfer Station										S	



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