

Memorandum

To: Mayor Nelson and Members of the City Council

From: Daniel R. Buchholtz, MMC, Administrator, Clerk/Treasurer

Date: March 4, 2025

Subject: Sight Distance Triangle Ordinance

Background and Importance of Sight Distance Triangles

Sight distance triangles play a critical role in ensuring public safety at intersections. These regulations help maintain clear visibility for motorists, cyclists, and pedestrians by restricting obstructions that may hinder sightlines. Properly defined and enforced sight distance requirements reduce the risk of collisions and enhance overall traffic flow.

The City's current zoning code contained inconsistencies regarding sight distance triangles, leading to confusion for property owners and enforcement staff. The proposed ordinance aims to resolve these inconsistencies by establishing a uniform standard for defining and maintaining sight triangles at intersections.

Summary of Proposed Ordinance Changes

The proposed amendment, Ordinance 501, revises Chapter 16 of the City Code to create a clearer, enforceable standard for sight distance triangles. Key provisions include:

- *Updated Definition*: The sight triangle is now defined as two sides measuring 30 feet along the curb lines from an intersection, with the third side connecting these points. This replaces previous conflicting descriptions.
- Height and Transparency Standards:
 - No structure, fence, wall, tree, shrub, or other obstruction may exceed 48 inches in height within the sight triangle.
 - o Fences and structures must maintain at least 75% transparency to ensure visibility.
- Consistency in Measurement: The ordinance shifts from measuring from property lines to curb lines, making compliance easier for residents.

The Planning Commission reviewed these changes at its January 27, 2025 meeting and, after incorporating feedback from its initial consideration in November 2024, recommended approval of the revised ordinance. If you have any questions, please do not hesitate to contact me at 763-784-6491.