

BUTCHERKNIFE CANYON

APPLICATION FOR ANNEXATION FUTURE LAND USE MAP AMENDMENT ZONING MAP AMENDMENT

PROJECT TEAM

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COVER SHEET

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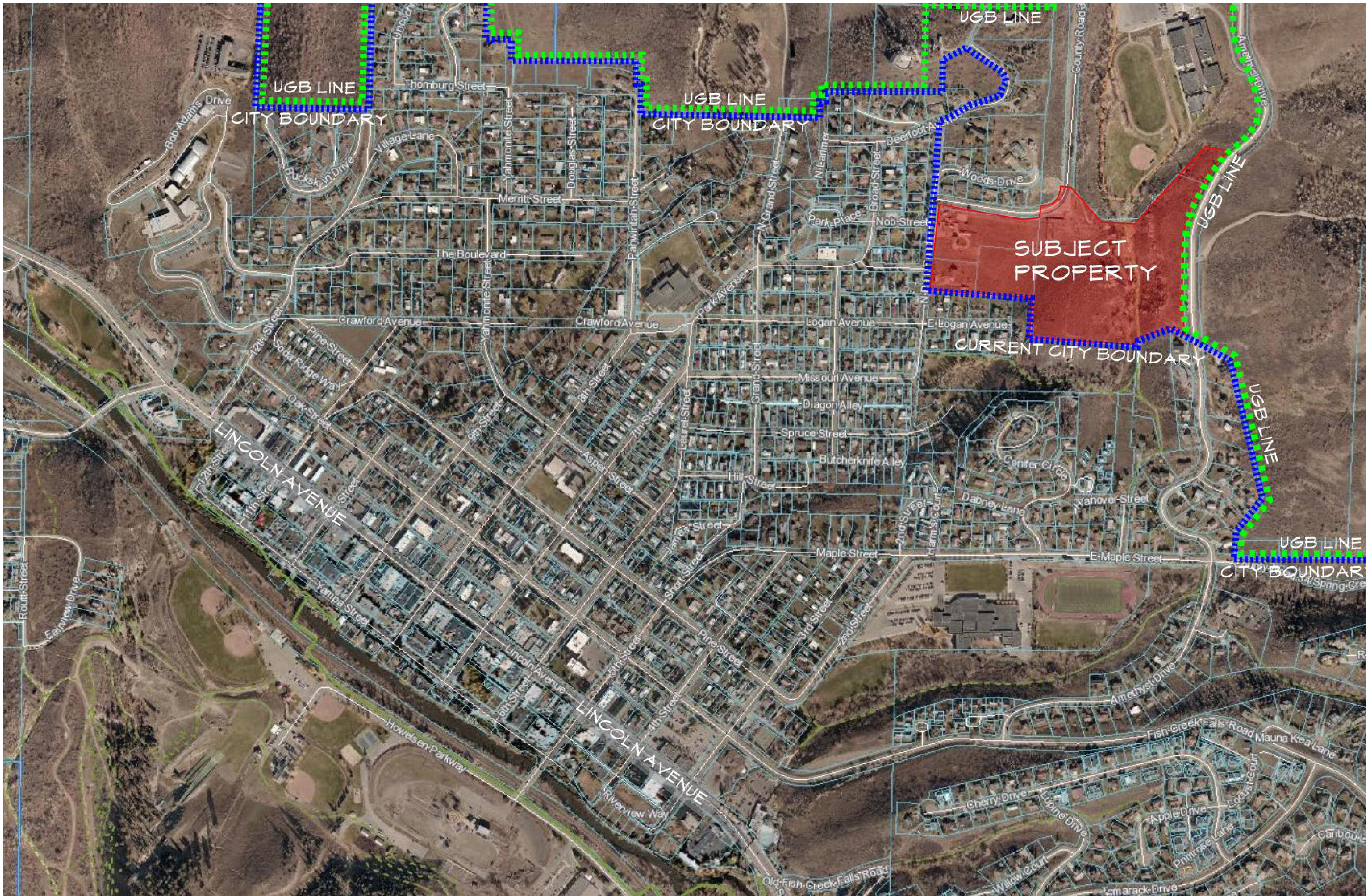
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AREA LOCATION MAP

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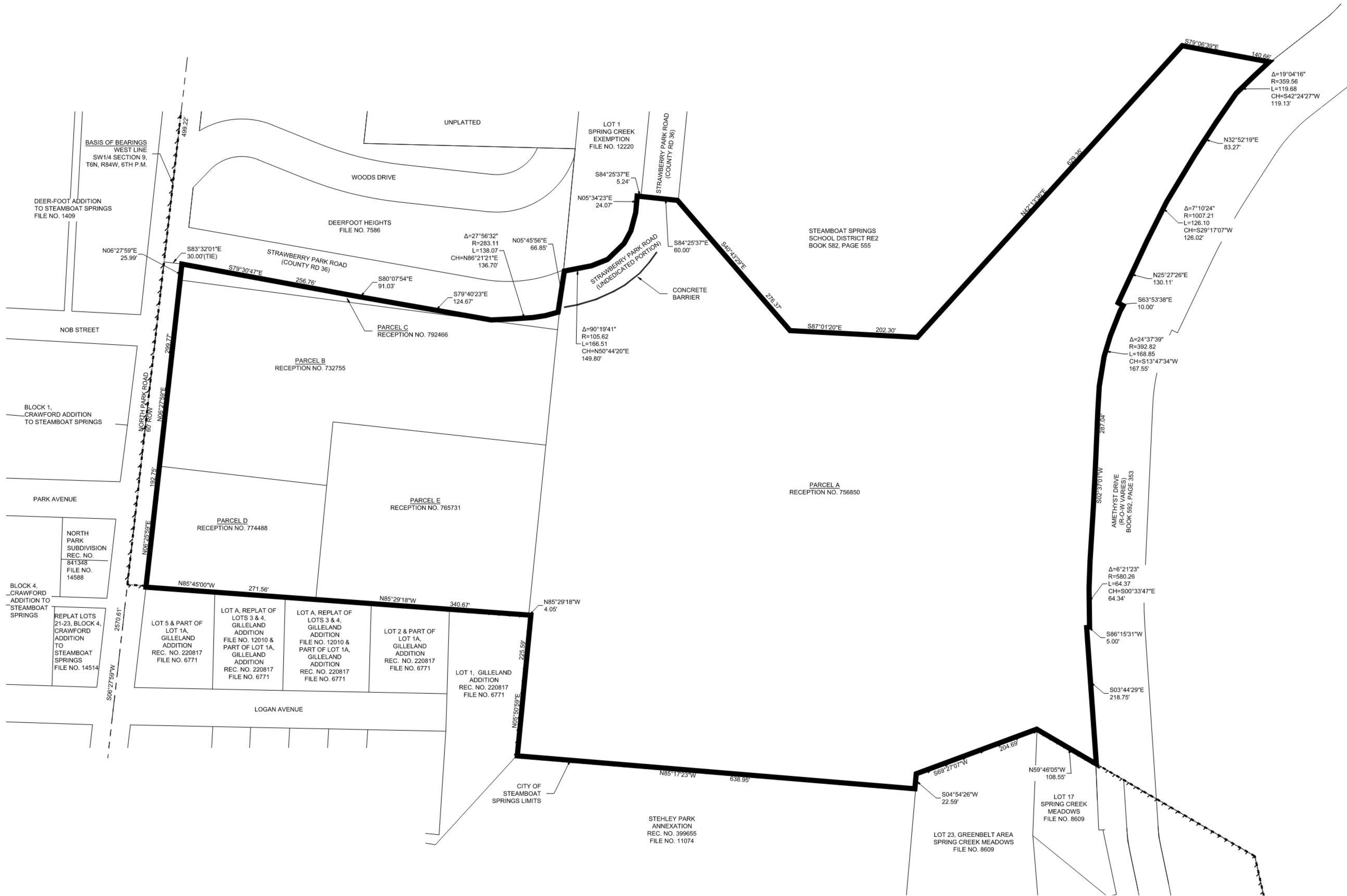
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ANNEXATION MAP

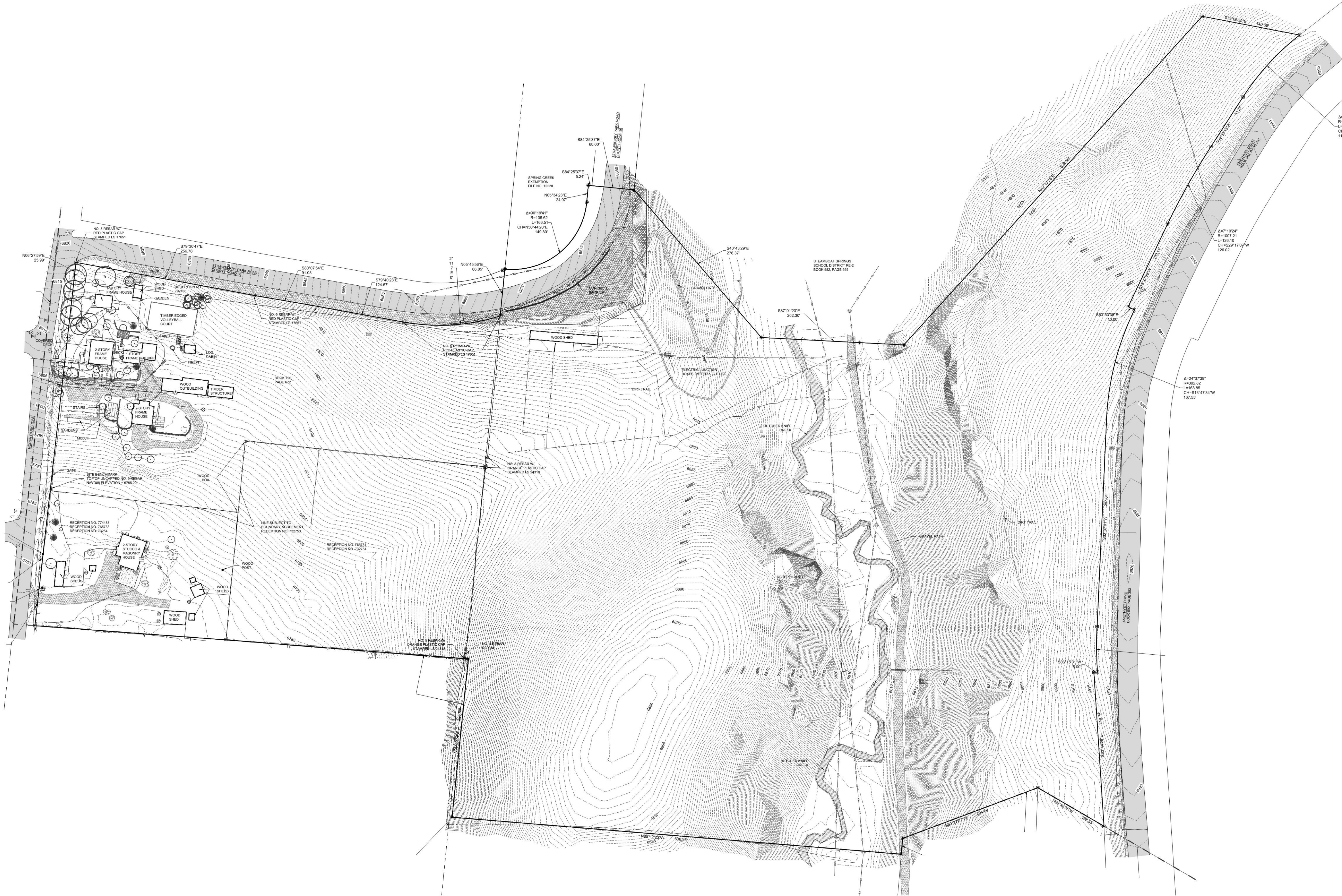
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A1.3

OVERALL PARCEL MAP

NOT TO SCALE

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OVERALL PARCEL MAP

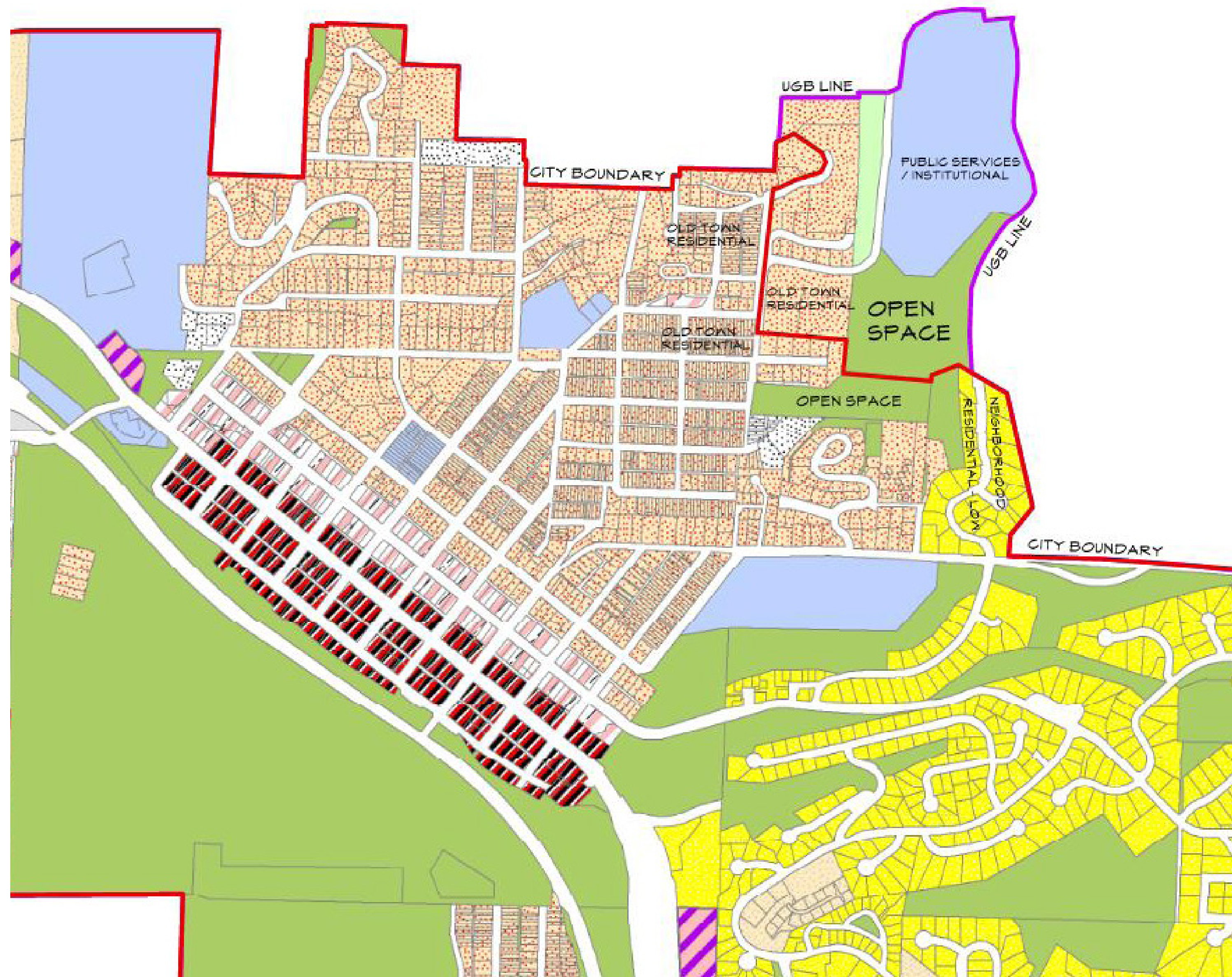
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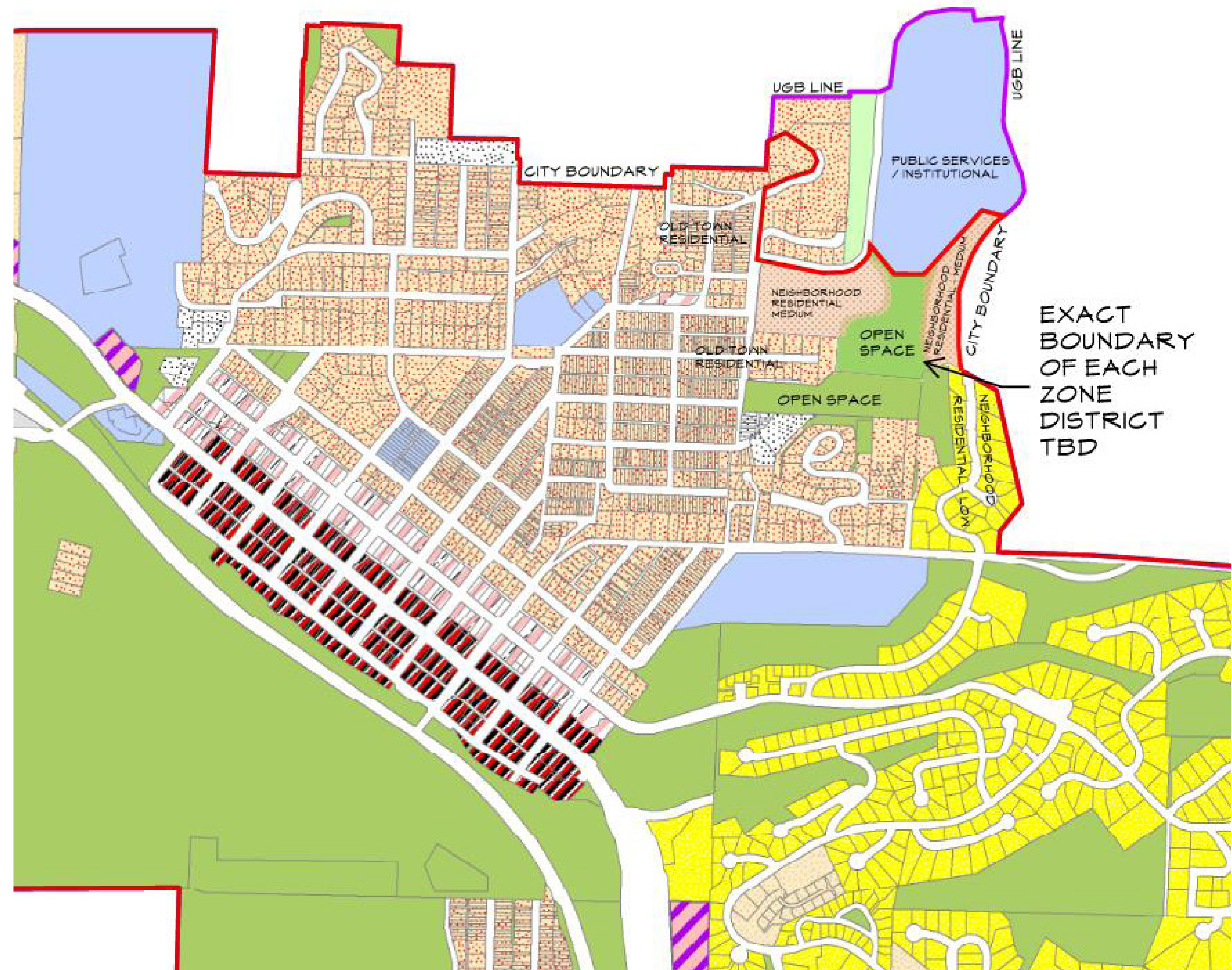
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A1.4

ILLUSTRATIVE SITE PLAN

NOT TO SCALE



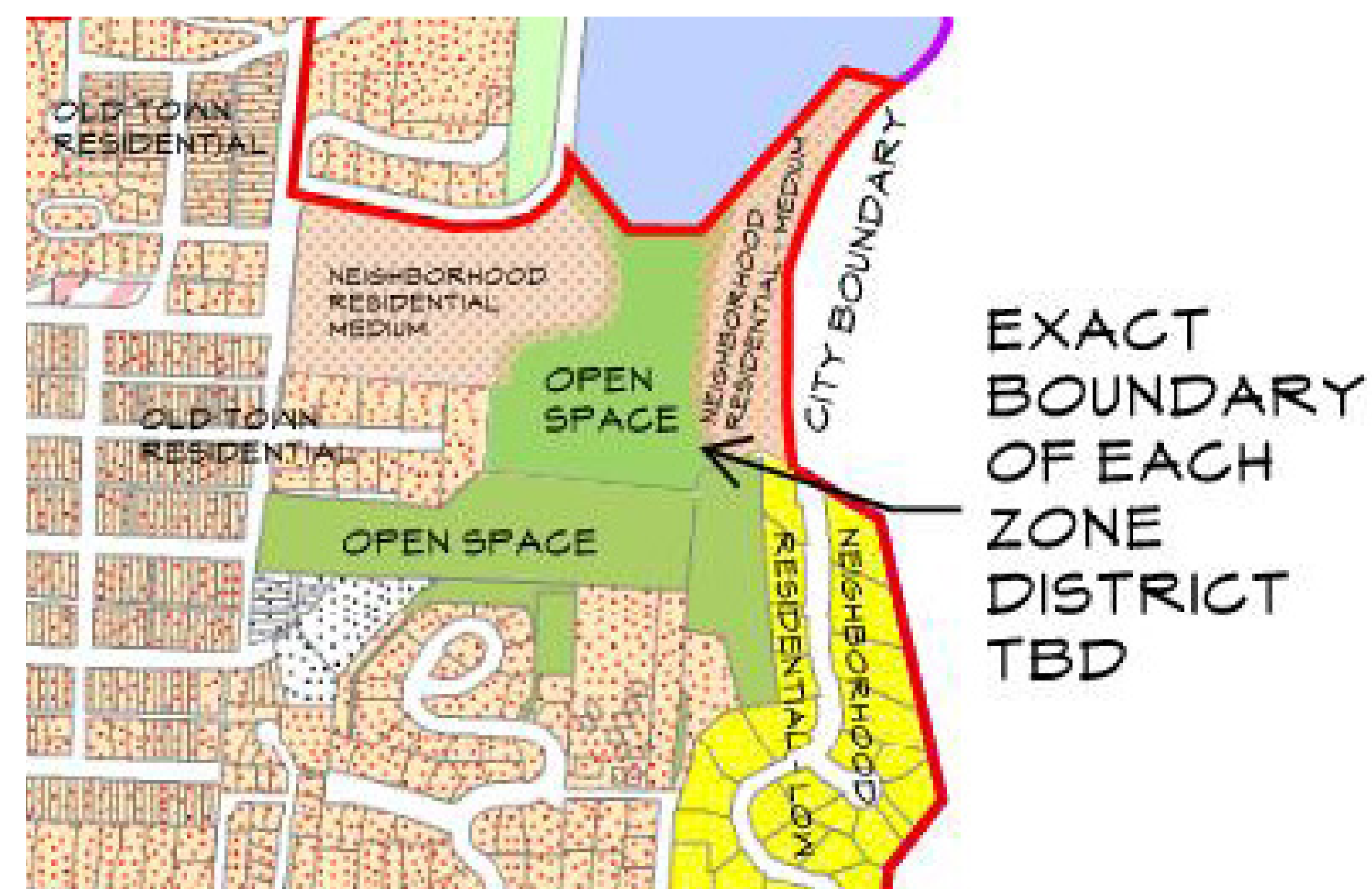
1 CURRENT FUTURE LAND USE MAP
A1.5 NOT TO SCALE



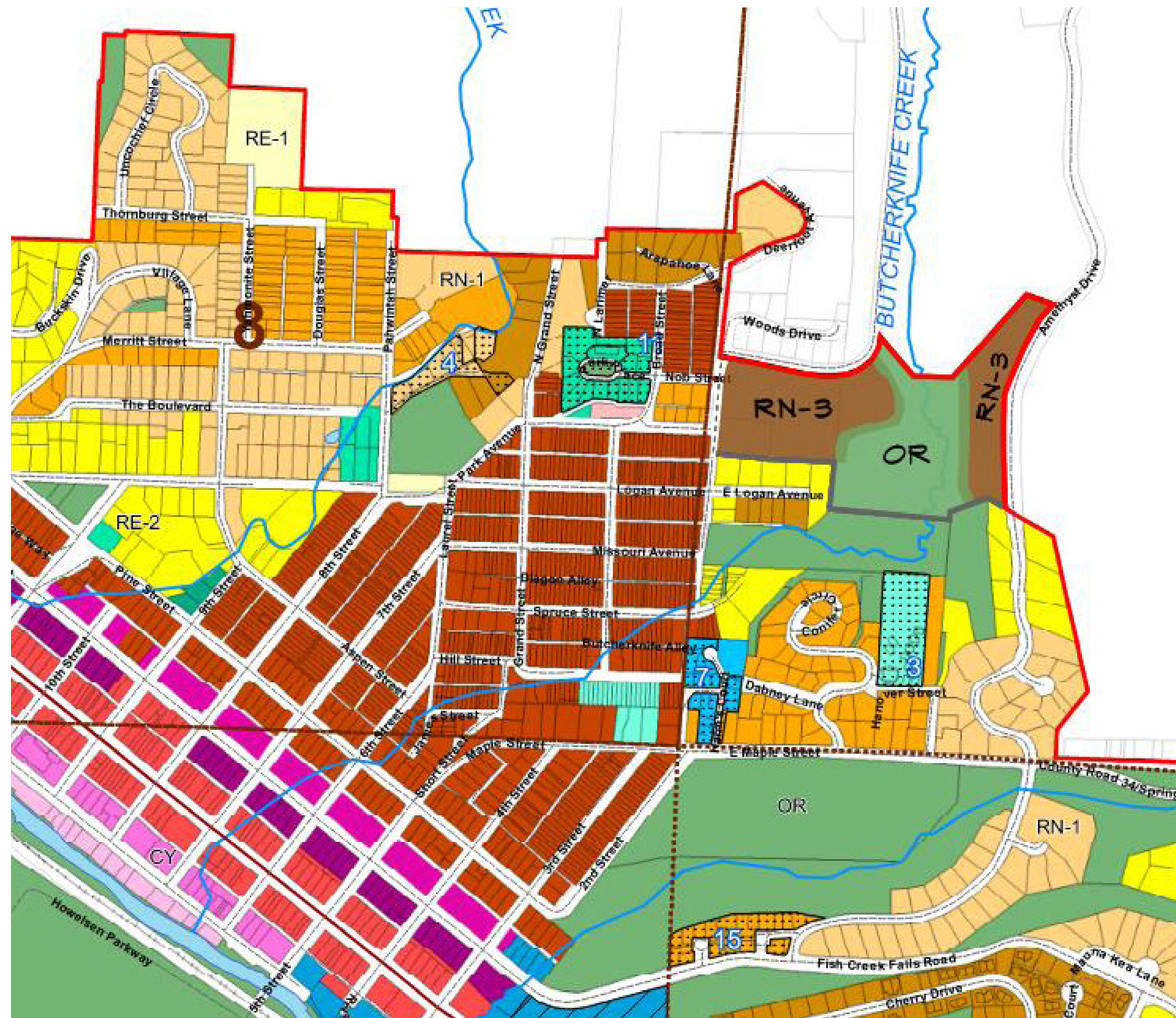
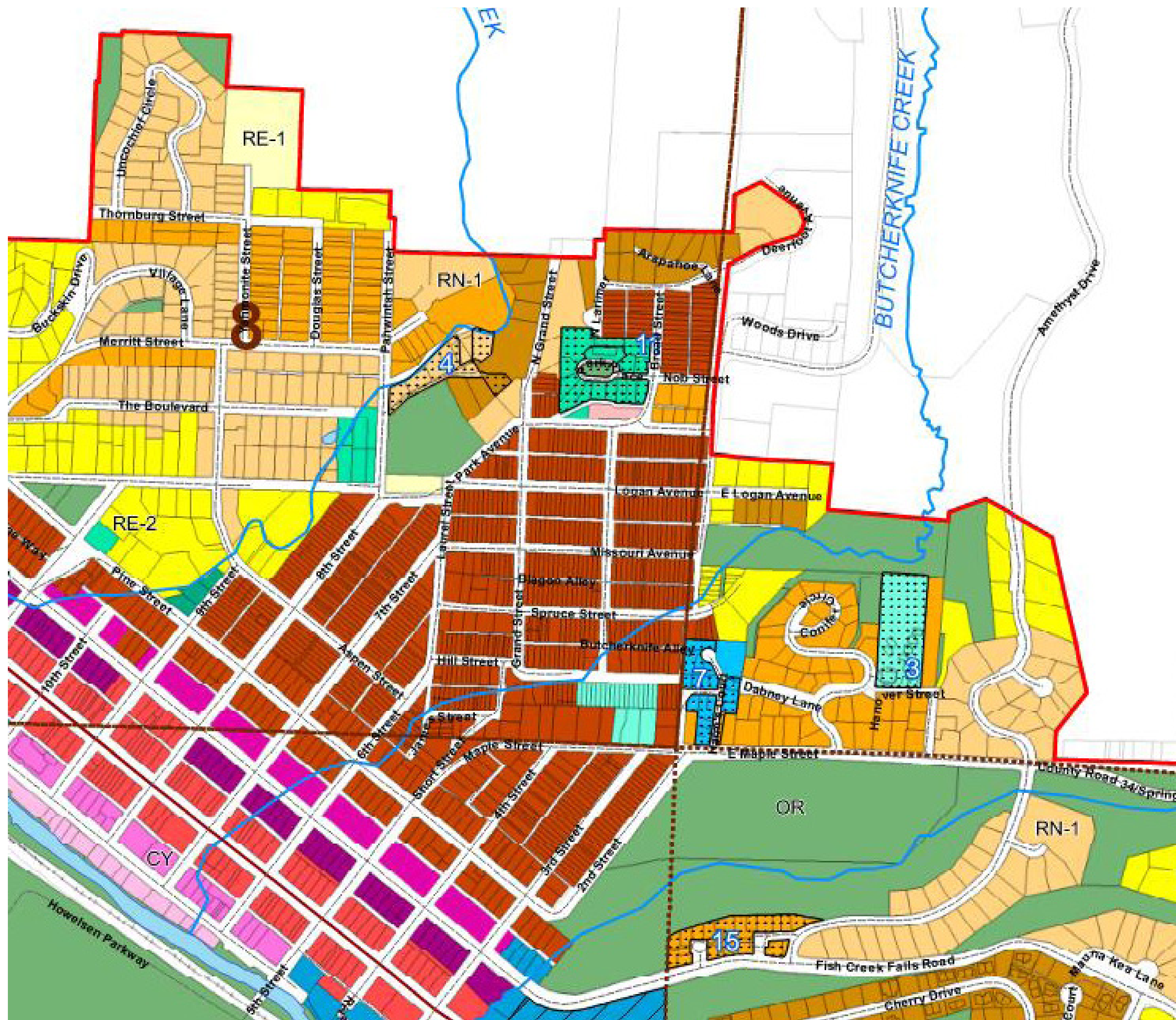
2 PROPOSED FUTURE LAND USE MAP
A1.5 NOT TO SCALE

	City Limits		UGB
Future Land Use			
	Agricultural/Rural		Community Commercial
	Estate Residential		Old Town Commercial
	Rural Estate (County Only)		Resort Commercial
	Neighborhood Residential - Low		Commercial Activity Node
	Neighborhood Residential - Medium		Mixed Use Corridor
	Old Town Residential		Public Urban Development
	Resort Residential		Industrial
	Neighborhood Commercial		Public Services/Institutional
			Open Space/Recreational
			West Steamboat Springs Area Plan

3 FUTURE LAND USE MAP KEY
A1.5 NOT TO SCALE



4 PROPOSED FLUM ~ ENLARGEMENT
A1.5 NOT TO SCALE



ZONE DISTRICTS

- | | |
|---------------------------------|---|
| CN = COMMERCIAL NEIGHBORHOOD | OR = OPEN SPACE AND RECREATION |
| CO = COMMERCIAL OLD TOWN | RE-1 = RESIDENTIAL ESTATE - ONE |
| CC = COMMUNITY COMMERCIAL | RE-2 = RESIDENTIAL ESTATE - TWO |
| CS = COMMERCIAL SERVICES | RN-1 = RESIDENTIAL NEIGHBORHOOD - ONE |
| CY-1 = COMMERCIAL YAMPA - ONE | RN-2 = RESIDENTIAL NEIGHBORHOOD - TWO |
| CY-2 = COMMERCIAL YAMPA - TWO | RN-3 = RESIDENTIAL NEIGHBORHOOD - THREE |
| CK-1 = COMMERCIAL OAK - ONE | RN-4 = RESIDENTIAL NEIGHBORHOOD - FOUR |
| CK-2 = COMMERCIAL OAK - TWO | RO = RESIDENTIAL OLD TOWN |
| RR-1 = RESORT RESIDENTIAL - ONE | I = INDUSTRIAL |
| RR-2 = RESORT RESIDENTIAL - TWO | MF-1 = MULTIPLE FAMILY - ONE |
| G-1 = GONDOLA - ONE | MF-2 = MULTIPLE FAMILY - TWO |
| G-2 = GONDOLA - TWO | MF-3 = MULTIPLE FAMILY - THREE |
| SO = SKYLINE OVERLAY | MH = MANUFACTURED HOME |
| | PUD = PLANNED UNIT DEVELOPMENT |

3 CURRENT ZONING MAP KEY
A1.6 NOT TO SCALE



4 PROPOSED ZONING MAP
A1.6 NOT TO SCALE

201 ZONE DISTRICT: OPEN SPACE AND RECREATION

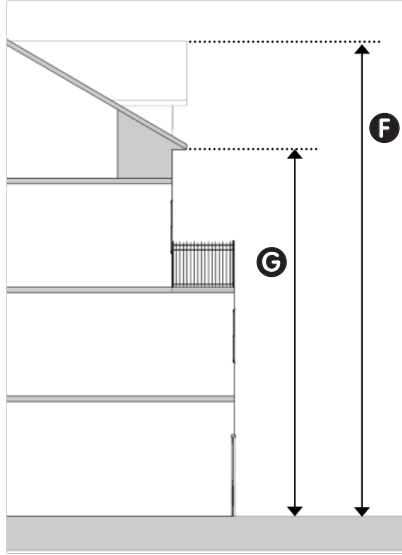
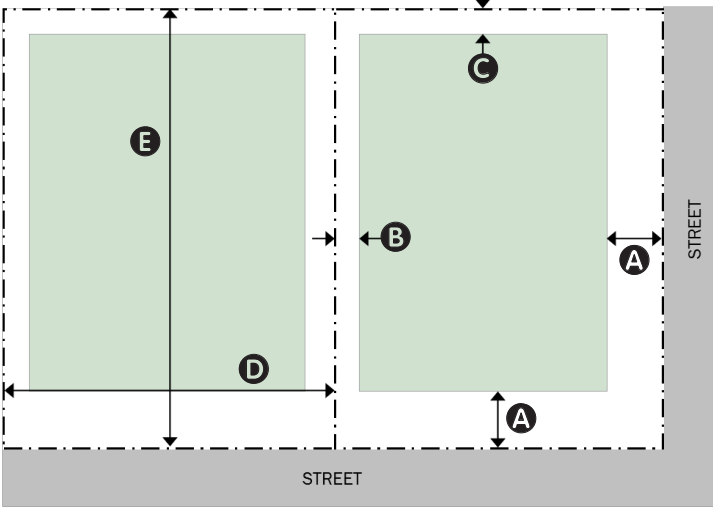
- 201.A

Purpose

The Open Space and Recreation zone district is intended to provide areas for public or private recreational uses, open space preservation, and other similar uses. This zone district accommodates recreation uses, such as parks, athletic fields, ski areas, and community gathering spaces, and may also provide for development buffers and protection of environmentally sensitive areas.
- 201.B

Dimensional Standards

(See below.)



--- Property Line

■ Building Envelope

Building Placement		
Lot Line Setbacks		
Front		A
Principal Building	25' min.	
Accessory Building	25' min.	
Side		B
Principal Building	25' min.	
Accessory Building	15' min.	
Rear		C
Principal Building	20' min.	
Accessory Building	15' min.	
Lot Size		
Width ¹	25' min.	D
	no max.	
Depth ¹	no min.	E
Area	2,500 sf min.	
	no max.	
Parking Lot Placement		
Lot Line Setbacks		
Front		
<12 Parking Spaces	10' min.	
≥12 Parking Spaces	20' min.	

Building Form			
Building Height ¹			
Institutional Uses			
Overall Height	44' max.		F
Average Plate Height	32' max.		G
Outdoor Recreational Uses			
Overall Height	34' max.		F
Average Plate Height	22' max.		G
Amenity Structure			
Overall Height	20' max.		F
Average Plate Height	10' max.		G
Other Standards			
Building Intensity			
Lot Coverage	no max.		
Floor Area Ratio	no max.		
Density			
Dwelling Units per Lot	no max.		

¹ The above graphics are not intended to illustrate how building height, lot width, or lot depth is measured. Refer to [Section 801](#) for rules of measurement.

Community Development Code
Steamboat Springs Municipal Code Chapter 26

Purpose & Administration	1
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206 ZONE DISTRICT: RESIDENTIAL NEIGHBORHOOD - THREE

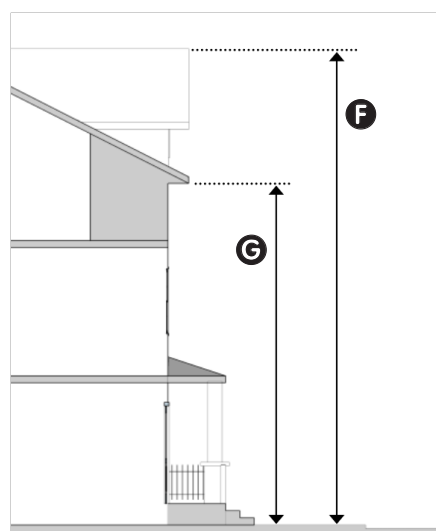
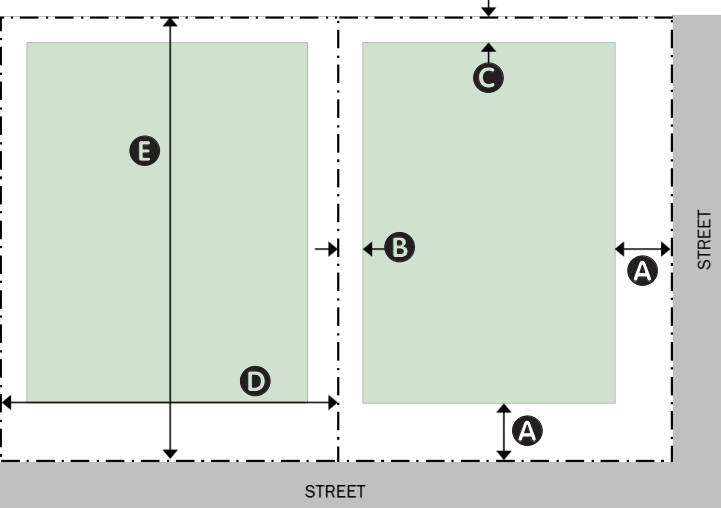
- 206.A

Purpose

The Residential Neighborhood zone districts are intended to provide areas for one-family and two-family residential uses in a neighborhood setting, as well as limited nonresidential uses that are complimentary to and compatible with a one-family and two-family residential neighborhood.
- 206.B

Dimensional Standards

(See below.)



--- Property Line

■ Building Envelope

Building Placement		
Lot Line Setbacks		
Front		A
Principal Building	15' min.	
Attached Garage	20' min.	
Accessory Building	20' min.	
Side		B
Principal Building	10' min.	
Attached Garage	10' min.	
Accessory Building	5' min.	
Rear		C
Principal Building	10' min.	
Attached Garage	10' min.	
Accessory Building	5' min.	
Lot Size		
Width ¹	30' min.	D
	no max.	
Depth ¹	no min.	E
Area	6,000 sf min.	
	no max.	
Duplex	12,000 sf min.	

Building Form			
Building Height ¹			
Principal Building			
Overall Height	40' max.		F
Average Plate Height	28' max.		G
Accessory Building			
Overall Height	28' max.		F
Average Plate Height	16' max.		G
Other Standards			
Building Intensity			
Lot Coverage	35% max.		
Floor Area Ratio			
Total	no max.		
Accessory Building	20% max.		
Density ²			
Dwelling Units per Lot	2 max.		
Principal Uses per Lot	1 max.		

¹ The above graphics are not intended to illustrate how building height, lot width, or lot depth is measured. Refer to [Section 801](#) for rules of measurement.

² Manufactured homes are prohibited.

Community Development Code
Steamboat Springs Municipal Code Chapter 26

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PROPOSED ZONE DISTRICTS

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