Source: Tiny Tranquility, Waldenport, OR

#### 1. Installation

All Tiny Houses shall be installed on a permanent foundation, and shall be connected to City water, sewer, and electric utilities.

# 2. Total Project Size

- a. Minimum project size is 20,000 square feet.
- b. Maximum project size is two acres.

# 3. Minimum Lot Area/Dwelling Unit

- a. The Tiny House Park shall contain a defined area for the use of each dwelling unit
- b. Each defined area for a Tiny House Park shall contain at least 1,000 square feet or land are or one-and-one half times the gross floor area of the Tiny House, exclusive of vehicle circulation routes, whichever is larger.
- c. No defined area for a Tiny House may contain any area within a mapped flood hazard area.

# 4. Density and Open Space

- a. Maximum residential density is 25 Tiny Houses per acre.
- b. A shared open space containing a minimum of 10 percent of the project area shall be provided.

# 5. Setbacks and Separation

- a. No designated area for a Tiny House dwelling shall be located within 10 feet of an abutting Residential of Mixed-Use zoning district or within 20 feet of any public right-of-way abutting the project site
- b. No Tiny House may be located within 10 feet of another Tiny House, measured by the shortest distance between any parts of the two Tiny Houses.

# 6. Maximum Building Height

- a. Maximum height of a Tiny House is 20 feet.
- b. Maximum height of a common area structure is 30 feet.

# 7. Landscaping, Buffering

- a. The area between individual areas designated for Tiny Houses and the side and rear lot lines of the Tiny House Park shall comply with Section <> [landscaping standards section of the Code].
- b. The site shall be maintained in good condition, free of weeds, trash, and debris.
- c. Laundry drying yards and outdoor storage yards shall be screened from view from any abutting public right-of-way in compliance with Section <> [screening standards section of the Code]

# 8. Drainage and Floodplain

Each Tiny House Park shall comply with Section <> [grading, drainage, and erosion standards section of the Code]

### 9. Parking

Each Tiny Home Park site shall contain one parking space per designated Tiny House dwelling site, unless the Director determines that some or all of such spaces are not necessary due to the intended use or operation of the Park or restrictions on resident automobile ownership contained in recorded covenants on the Park property.

#### 10. Access and Circulation

- a. A paved or concrete pedestrian path at least five feet wide shall be provided from at least one abutting public street to each designated Tiny Home site. Required paths may be located in public access easements, and each path shall confirm to the City's adopted pathway standards.
- b. Any public and private streets within the Tiny House Park shall be designed and constructed to the City's adopted street standards and specifications.
- c. Each Tiny House Park shall comply with all adopted standards for fire access required to protect each Tiny House.

#### 11. Utility Easements

Each Tiny Home Park shall comply with all adopted City standards for the location and width of utility easements unless the City Engineer or utility provider determines that due to anticipated low levels of utility use and/or the close proximity of designated Tiny House sites utility easements of different sizes or in different locations will provide equivalent safety, durability, and opportunities for utility maintenance.

#### 12. Personal Storage

Each designated Tiny House site may contain one accessory storage structure less than 100 square feet in gross floor area.

# 13. Approval and Management

- a. Each Tiny House Park shall require approval of a Conditional Use Permit pursuant to Section <>.
- b. Applicants proposing Tiny House dwellings shall enter into a development agreement with the city requiring the condominium or other property owner's association to maintain all streets, utilities, and infrastructure that is not dedicated to and accepted by the city or ACHD.







