

## Section 4.4.7. Residential - 200 Zone (R-200) Standard Method Development Standards.

For Guidance Only

<b>Zone</b>	R-200 Residential, one-family, detached.		
<b>Area Requirement</b>	Minimum lot size 20,000 sq. ft.		
<b>Maximum Coverage</b>	25% including accessory buildings. See Page 2 for infill development & lot coverage.		
<b>Minimum Front Setback</b>	40 ft. or established building line (EBL), whichever is greater. EBL is not required for additions, only for new one-family dwellings. <sup>2</sup>		
<b>Minimum Side Setback</b>	Total 25 ft.; one side 12 ft. <sup>1</sup>		
<b>Minimum Side Street Setback</b>	Abutting lot fronts on the side street and is in a Residential Detached Zone 40 ft Abutting lot does not front on the side street or is not in a Residential Detached Zone 15'		
<b>Minimum Rear Setback</b>	30 ft.		
<b>Minimum Lot Frontage</b>	100 ft. at front building line. 25 ft. at street line.		
<b>Maximum Building Height</b>	50 ft. if lot area is 40,000 square feet or more, otherwise see <b>chart</b> :		
<b>Lot Area in Square Feet</b>		<b>Height in Feet</b>	
equal to or greater than	and less than	height to highest point of any roof	Mean height btw. eaves and ridge of gable, hip, mansard, gambrel roof
25,000	40,000	45 or	40
15,000	25,000	40 or	35
0	15,000	35 or	30
<b>Accessory Buildings</b>	<p>Rear yard only. 35 ft. maximum height, measured to the highest point of roof surface.</p> <ul style="list-style-type: none"> <li>• 65 ft. Front setback</li> <li>• 40 ft. Side Street Setback, abutting lot fronts on the side street and is in a residential detached zone.</li> <li>• 15 ft. Side Street Setback, abutting lot does not front on the side street or is not in a residential detached zone.</li> <li>• 12 ft. Side Setback (all lots except corner lots)</li> <li>• 12 ft. Rear on a Corner lot where abutting lot fronts on the side street and is in a residential detached zone</li> <li>• 7 ft. Rear Setback, if not otherwise addressed</li> </ul>		
<b>Remarks</b>	<sup>2</sup> See <a href="#">Established Building Line Methods</a> on DPS website.		

**Section 4.4.7. Residential - 200 Zone (R-200) Standard Method Development Standards.**

<p><b>INFILL DEVELOPMENT</b>                  Your project is considered infill development if the following apply:                  The lot was created:                  -By a plat recorded before January 1, 1978; or                  -By a plat of resubdivision that created fewer than 6 lots from a lot previously created by a plat recorded before January 1, 1978;                  -the lot is less than 25,000 square feet in area AND</p> <p>The construction proposed is:                  -A new detached house, OR                  -demolition is more than 50% of the existing floor area of all floors of the dwelling; OR                  -addition is more than 50% of the existing floor area of all floors of the dwelling.</p> <p><b>INFILL DEVELOPMENT LOT COVERAGE</b>- definition:                  Area that may be covered by any building, including any accessory building, and any weather-proofed floor area above a porch. This does not include any bay window, chimney, porch, or up to 240 sq.ft. of a detached garage if it is less than 350 sq.ft. of floor area and less than 20 ft. in height.</p>	<b>Maximum Coverage For Infill Development Lots</b>	
	Lot area less than 6000 sq.ft.	30%
	Lot area equal to or greater than 6000 sq.ft. but less than 16,000 sq.ft.	30%, minus .001 multiplied by the square foot of lot area over 6000 sq.ft.  See <b>EXAMPLE</b> below
	Lot area equal to or greater than 16,000 sq.ft.	20%
	<p><b>EXAMPLE:</b>                  Your lot size is   9458 sq. ft.                  Minus               - 6000 sq. ft.                  Equals                3458 sq. ft.                  Multiply times     .001                  Equals                3.45 percent                  Base Coverage   30.00 percent                  Minus                3.45 percent                  Equals                26.55 percent                  This is the new maximum amount of lot coverage for this lot.</p>	