

DEFINITIONS OF SHORT-TERM RENTAL / HOSTEL / TRANSIENT LODGING UNIT

Hostel: A type of transient lodging facility that offers basic accommodations typified by dormitory style sleeping quarters and shared bathroom and living areas.

Short Term Rental: A residential structure or property, or any portion of a residential structure or property, that is rented or leased in exchange for any form of payment or trade for any period less than 90 consecutive days. Commonly referred to as a vacation rental.

TRANSIENT LODGING FACILITY: Any establishment that receives payment in any form of exchange for the use of any dwelling for thirty (30) consecutive days or less, including any hotel, motel, bed and breakfast, ~~boarding house~~, hostel or the like.

10-9A-14: SPECIAL REGULATIONS AND REQUIREMENTS:

A. Commercial Residential Use: It shall be deemed to be a prohibited use in all FR zones to issue or rent any dwelling or other structure, or portion thereof, for lodging purposes for a period of ~~sixty (60)~~ ninety (90) days or less.

10-9B-13: SPECIAL REGULATIONS:

A. Commercial Residential Use: It shall be deemed to be a prohibited use in all VR zones to issue or rent any dwelling or other structure, or portion thereof, for lodging purposes for a period of ~~sixty (60)~~ ninety (90) days or less.

TYPES OF TRANSIENT LODGING FACILITIES

The following are allowed types of Transient Lodging Facilities in Springdale. Types of transient lodging facilities not on this list are not allowed:

1. Bed and Breakfast
2. Hotel/Motel
3. Short-term rental (also referred to as vacation rental)
4. Hostel

For the purpose of determining the number of transient lodging units the following standards apply:

1. Bed and Breakfast: Every bedroom in the Bed and Breakfast counts as one TLU
2. Hotel/Motel: Each bedroom with its own bathroom and separate entrance counts as a TLU. Suite units where two or more bedrooms have their own bathroom and separate entrance count as multiple units based on the number of bedroom / bathroom/ entrance combinations there are.
3. Short-term rental: Every two bedrooms in the short term rental count as a one TLU.
4. Hostel: Each 175 square feet of sleeping area counts as one TLU.

HOTEL DESIGN STANDARDS

- 1- New transient lodging facilities with more than eight guestrooms, as well as additions or renovations to existing hotels that will add or renovate more than 12 guest rooms, must use National Park Service Rustic architecture (sometimes called “parkitecture”) as typified by the Zion Lodge, Nature Center, Superintendent’s Quarters, Grotto Museum, and other buildings of similar vintage in Zion National Park as the main architectural style in the development. Parkitecture is the rustic architectural style found in National Park development architecture from the 1930’s era. It emphasizes the natural environment over the built environment by using low profile roof lines and massing, local building materials, and colors and textures that mimic the surrounding natural environment. Specific requirements for transient lodging developments as described above are:
 - a. The building or structure must make use of the following materials as primary exterior building materials:
 - i. Roughly dressed sandstone (similar in appearance to sandstone naturally occurring in the Springdale area) spaced with wide mortar joints, used particularly on columns, pillars, and building corners.
 - ii. Painted or stained wood siding with horizontal planking.
 - iii. Roughhewn heavy square timbers, used particularly on gable roof ends and covered porches.
 - b. Secondary exterior building materials allowed are: metal (rusted or painted), earth-toned stucco (no stucco may be used on building faces visible from SR-9), and other materials compliant with other sections of this title and which the Planning Commission finds are complementary to the parkitecture style of the building.
 - c. The building or structure must have a roof with minimum 3:12 pitch and gable ends.
 - d. Rooflines must extend a minimum of 18 inches beyond the exterior wall surface of the building.
 - e. Exposed rafter tails must be visible in roof overhangs and in gable ends of roofs.

- 2- In addition to the complying with the virtual plane standards established by chapter 10-15A, structures must meet the following height standards:
 - a. Within 40 feet of the SR9 right-of-way no part of a building or structure may be more than 20 feet higher than the lowest elevation of the SR9 paved roadway within 100 feet of that part of the building or structure.
 - b. In the CC zone, building height increases with increased setback, as shown below:
 - i. 15 foot setback = 16 foot height limit
 - ii. 25 foot setback = 18 foot height limit
 - iii. 35 foot setback = 22 foot height limit
 - iv. 45 foot setback = 26 foot height limit

SIGN DESIGN STANDARDS

All freestanding signs must be monument style signs using sandstone covered bases.

HOUSING / LODGING MIX

Options

- No more than four transient lodging units may be developed for each residential unit developed in the Town.
- If a property owner on a commercially zoned property develops rental dwelling units on the property the Planning Commission may grant the incentives listed below. In order to qualify for these incentives, the rental housing must not be employee housing occupied by employees of a business on the same property, or on a separate property which is owned or managed by the property owner:
 - Two additional transient lodging units for each rental housing unit (up to 10 additional transient lodging units), or
 - 2% reduction in landscape area required for each rental housing unit (up to 10% reduction in landscape area required).