

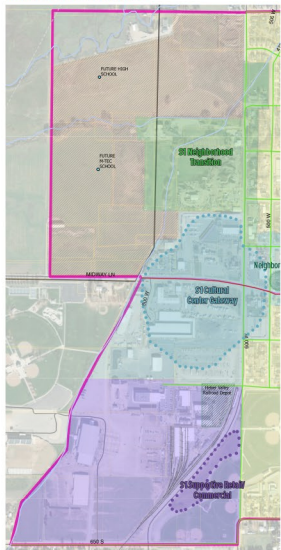
SCENARIO 1: MAIN STREET IS OPEN FOR BUSINESS, LIVING, AND FUN

The Main Street district receives more growth than in other scenarios, with a major focus on growing the business and housing uses that best support more shopping and dining opportunities along with public gathering areas along a destination street. Taller buildings "step back" to keep the building heights on Main Street feeling somewhat lower. A large transition area between Main Street and central neighborhoods provides a comfortable transition to quiet residential areas.

The recreation and tourism district receives somewhat less growth than the Main Street area, but with a focus on a gateway area that includes a cultural center anchor and neighborhood retail commercial that supports transit-related tourism, nearby neighborhoods, and significant new mixing middle housing near the planned high school.

Central neighborhoods in this scenario continue to change, with an emphasis on street improvements geared toward pedestrian friendliness and walkability and the addition of some neighborhood pocket parks. Changes to housing is typical of older neighborhoods maintaining and enhancing existing homes, reutilizing those that owners deem are no longer satisfactory, and adding attached accessory dwelling units. The 100 South corridor running through Heber's west side central neighborhoods provides significant new housing and access to goods and services.

RECREATION & TOURISM DISTRICT



SUBDISTRICTS | WEST

S1 CULTURAL CENTER GATEWAY
 Located at the gateway into Heber from Milnes, this subdistrict is anchored by a large open cultural center (e.g., high library, performing arts, creative park) and a supporting office, neighborhood center located on existing fabric to provide nearby residential and students as well as a transit station. The area features generous pedestrian facilities, and a small, set-back playground and the cultural facility.
 Intensity Level Relative to Other Scenarios: Middle
 Building Uses Types: Residential Lighting
 Road up to 4 stories
 Road up to 4 stories
 Intensity Level on Building: 1 story
 Car: Cultural assembly, performance and recreation (up to 4 city blocks)
 Retail (Retail Center Office)
 Neighborhood commercial retail on building: 2 story
 Neighborhood service retail on building: 3 story
 Street level on building: 1 story
 Open Space: Pocket park
 Accessory Uses: Parking lot
 Street Types: Minor arterials street (R3 South)
 Street Types: Pedestrian friendly street (R3 West)

S2 SUPPORTIVE RETAIL/COMMERCIAL
 Supportive retail/commercial areas provide nearby amenities to business and recreation uses. This subdistrict supports the main street.
 Building Uses Types: Residential Lighting
 Car: None
 Intensity Level on Building: 1-2 story
 Intensity Level on Building: 1-2 story
 Open Space: None
 Accessory Uses: Parking lot
 Street Types: Pedestrian friendly street (R3 West)

S3 NEIGHBORHOOD TRANSITION
 The neighborhood transition area provides mixing middle and workforce housing options nearby other community and business uses. While residents in these areas benefit from convenient access to day-to-day needs, education, and other opportunities, the neighborhood transition area also provides a comfortable transition from predominantly single-family neighborhoods to other parts of the city, with less intense building types adjacent to single-family neighborhoods and more intense building types supporting other adjacent land uses (e.g., cultural center gateway, high school).
 Intensity Level Relative to Other Scenarios: Middle
 Building Uses Types: Residential Lighting
 Accessory Uses: Recreation (up to 3 story)
 Intensity Level on Building: 1-2 story
 Intensity Level on Building: 1-2 story
 Car: None
 Retail (Retail Center Office)
 Open Space: Neighborhood park
 Accessory Uses: None
 Street Types: None
 Street Types: Pedestrian friendly street (R3 West)

S4 SUPPORTIVE RETAIL/COMMERCIAL
 Supportive retail/commercial areas provide nearby amenities to business and recreation uses. This subdistrict supports the main street.
 Building Uses Types: Residential Lighting
 Car: None
 Intensity Level on Building: 1-2 story
 Intensity Level on Building: 1-2 story
 Open Space: None
 Accessory Uses: Parking lot
 Street Types: Pedestrian friendly street (R3 West)

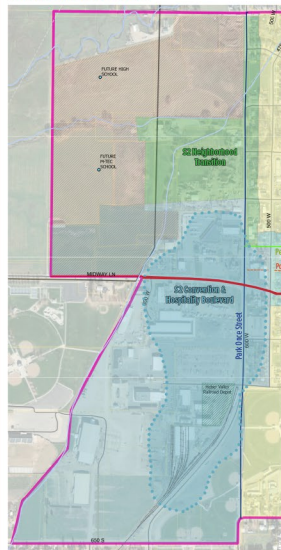
SCENARIO 2: DESTINATION HEBER: STAY AND PLAY

The recreation and tourism district receives the most growth in this scenario, with a hotel/commercial center anchor and related neighborhood retail/restaurants/commercial that supports tourism associated with the train and regional recreational opportunities and events. This area also provides significant housing opportunities, with both mixing middle and workforce options.

The Main Street district receives significant growth, again with a major focus on growing the business and housing uses that support shopping and dining opportunities and public gathering areas along a destination street. The tallest buildings in this area are on Main Street and then transition down to provide a comfortable shift to quiet residential areas. An ally running north and south behind parts of Main Street provides quieter space for outdoor dining opportunities.

In central neighborhoods, changes to housing is typical of older neighborhoods maintaining and enhancing existing homes, reutilizing those that owners deem are no longer satisfactory, and adding attached accessory dwelling units. This scenario also includes detached accessory dwellings as well to provide more neighborhood housing options. In this scenario, the 100 South corridor running through Heber's west side central neighborhoods is more intense than in other scenarios, with ample new places to live, work, and shop.

RECREATION & TOURISM DISTRICT



SUBDISTRICTS | WEST

S2 CONVENTION & HOUSING BUILDINGS
 Anchored by a large hotel and convention center on the west end and the main station on the north, this subdistrict features a hotel & convention center and hospitality amenities, supporting retail, office, and housing. The area features a pedestrian-friendly park area behind connecting the main station area to the Milnes Landfill West development area.
 Intensity Relative to Other Scenarios: High
 Building Uses Types: Residential Lighting
 Road up to 4 stories
 Road up to 4 stories
 Road up to 4 stories
 Road up to 4 stories
 Intensity Level on Building: up to 5 story
 Intensity Level on Building: up to 5 story
 Car: None
 Convention center & convention center (up to 4 city blocks)
 Neighborhood retail/restaurant retail on building: 3 story
 Neighborhood service retail on building: 3 story
 Office retail on building: 3 story
 Office retail on building: 3 story
 Open Space: Pocket park
 Accessory Uses: Parking lot
 Street Types: Pedestrian street (R3 South)
 Street Types: Pedestrian friendly street (R3 West)

S2 NEIGHBORHOOD TRANSITION
 Neighborhood transition areas provide mixing middle and workforce housing options nearby other community and business uses. While residents in these areas benefit from convenient access to day-to-day needs, education, and other opportunities, the neighborhood transition area also provides a comfortable transition from predominantly single-family neighborhoods to other parts of the city, with less intense building types adjacent to single-family neighborhoods and more intense building types supporting other adjacent land uses (e.g., convention and hotel area, high school).
 Intensity Relative to Other Scenarios: High
 Building Uses Types: Residential Lighting
 Accessory Uses: Recreation (up to 3 story)
 Intensity Level on Building: 1-2 story
 Intensity Level on Building: 1-2 story
 Car: None
 Retail (Retail Center Office)
 Open Space: Neighborhood park
 Accessory Uses: None
 Street Types: None
 Street Types: Pedestrian friendly street (R3 West)

S2 SUPPORTIVE RETAIL/COMMERCIAL
 Supportive retail/commercial areas provide nearby amenities to business and recreation uses. This subdistrict supports the main street.
 Building Uses Types: Residential Lighting
 Car: None
 Intensity Level on Building: 1-2 story
 Intensity Level on Building: 1-2 story
 Open Space: None
 Accessory Uses: Parking lot
 Street Types: Pedestrian friendly street (R3 West)

DEFINITIONS

- Mixing Middle Housing:** a range of house-size buildings with multiple units—single-family detached, townhomes, attached single-family homes, duplexes, triplexes, fourplexes and multi-unit townhomes.
- Workforce Housing:** a type of house-size building with multiple units—single-family detached, townhomes, attached single-family homes, duplexes, triplexes, fourplexes and multi-unit townhomes.
- Medium-Density Housing:** a range of house-size buildings with multiple units—single-family detached, townhomes, attached single-family homes, duplexes, triplexes, fourplexes and multi-unit townhomes.
- High-Density Housing:** a range of house-size buildings with multiple units—single-family detached, townhomes, attached single-family homes, duplexes, triplexes, fourplexes and multi-unit townhomes.

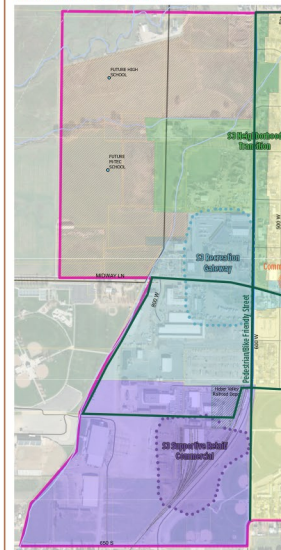
SCENARIO 3: HISTORIC TOWN GROWING TOWN

Main Street receives less growth than in other scenarios, except at the north end of Main, where a gateway area develops, featuring a gathering area surrounded and supported by retail, recreation, hospitality, and housing. While historic buildings are preserved across all of the scenarios, history is the focus for the rest of the street in this scenario, with an interpretive walk and building height limits on structures built adjacent to historic structures and places. Intensity will concentrate uses attractive to visitors and residents (e.g. shopping, dining, gathering).

Mixed use areas in the recreation and tourism district in this scenario emphasize supporting existing recreational amenities like the ball fields, the train, and the river, and new amenities like a trail depot and conservation garden. Residents and visitors enjoy convenient access to lunch spots and services while in, and new neighborhoods near the planned high school benefit from convenient access to recreational amenities, goods, and services.

In this scenario, growth is spread across central neighborhoods, with the addition of detached accessory dwellings, flag lots, and infill cottage style homes. Changes to other housing in typical of older neighborhoods maintaining and enhancing existing homes, reutilizing those that owners deem are no longer satisfactory, and adding attached accessory dwelling units. The 100 South corridor between 600 West and Main includes new housing and neighborhood retail and services.

RECREATION & TOURISM DISTRICT



SUBDISTRICTS | WEST

S3 RECREATION GATEWAY
 Located at the gateway into Heber from Milnes, this subdistrict includes the trail depot center located on supporting existing and newly constructed opportunities (e.g., lunch spots for sports fans, walkability, bike rental shop, outdoor conservation area) near green to residents and visitors. There is focus on connecting existing recreational amenities with walk and green corridors, and on adding a new recreational park.
 Intensity Relative to Other Scenarios: Low
 Building Uses Types: Residential Lighting
 Road up to 3 story
 Road up to 3 story
 Intensity Level on Building: 1 story
 Car: None
 Retail (Retail Center Office)
 Neighborhood commercial retail on building: 1 story
 Neighborhood service retail on building: 1 story
 Open Space: Pocket park
 Accessory Uses: None
 Street Types: Pedestrian street (R3 South)
 Street Types: Pedestrian friendly street (R3 West)

S3 SUPPORTIVE RETAIL/COMMERCIAL
 Supportive retail/commercial areas provide nearby amenities to business and recreation uses. This subdistrict supports the main street.
 Building Uses Types: Residential Lighting
 Car: None
 Intensity Level on Building: 1-2 story
 Intensity Level on Building: 1-2 story
 Open Space: None
 Accessory Uses: Parking lot
 Street Types: Pedestrian friendly street (R3 West)

S3 NEIGHBORHOOD TRANSITION
 The neighborhood transition area provides mixing middle and workforce housing options nearby other community and business uses. While residents in these areas benefit from convenient access to day-to-day needs, education and other opportunities, the neighborhood transition area also provides a comfortable transition from predominantly single-family neighborhoods to other parts of the city, with less intense building types adjacent to single-family neighborhoods and more intense building types supporting other adjacent land uses (e.g., recreation gateway, high school).
 Intensity Relative to Other Scenarios: Low
 Building Uses Types: Residential Lighting
 Accessory Uses: Recreation (up to 3 story)
 Intensity Level on Building: 1-2 story
 Intensity Level on Building: 1-2 story
 Car: None
 Retail (Retail Center Office)
 Open Space: Neighborhood park
 Accessory Uses: None
 Street Types: None
 Street Types: Pedestrian friendly street (R3 West)

DEFINITIONS

- Mixing Middle Housing:** a range of house-size buildings with multiple units—single-family detached, townhomes, attached single-family homes, duplexes, triplexes, fourplexes and multi-unit townhomes.
- Workforce Housing:** a type of house-size building with multiple units—single-family detached, townhomes, attached single-family homes, duplexes, triplexes, fourplexes and multi-unit townhomes.
- Medium-Density Housing:** a range of house-size buildings with multiple units—single-family detached, townhomes, attached single-family homes, duplexes, triplexes, fourplexes and multi-unit townhomes.
- High-Density Housing:** a range of house-size buildings with multiple units—single-family detached, townhomes, attached single-family homes, duplexes, triplexes, fourplexes and multi-unit townhomes.

