Christopher Todd Communities at Canyon Trails PAD

FINAL PAD Development Regulations - March 5, 2019

Unless otherwise modified below, development on the property shall comply with the applicable standards contained with the City of Goodyear Zoning Ordinance for Multi-Family, specifically MF-18.

Primary and Accessory uses on the property shall be those permitted within the MF-18 district.

Development Standard	CTC at Canyon Trails Development Regulations (Modifications to MF-18 Zoning are noted in bold)
Maximum Density	14 du/ac
(dwelling units per net acre)	
Maximum Height	20 ft./1 story for residential primary
(Primary and Accessory buildings)	buildings
	20 ft./1 story for residential
	accessory buildings (office, fitness
	center, etc.) ⁽¹⁾
Minimum Building Setbacks (Perimeter)	
Front (173 rd Avenue)	30 ft.
Street Side (Van Buren)	20 ft.
Side (south)	20 ft.
Rear (Loop 303/ MCFCD)	20 ft.
Min. Separation Between Buildings (1-story)	10 ft.
Max. Building Coverage	50%
Min. Recreational Open Space (sq. ft./unit)	400
Minimum Perimeter Landscape/Open Space Setbacks	
Front (173 rd Avenue)	15 ft. ⁽²⁾
Street Side (Van Buren)	10 ft. ⁽³⁾
Side (south)	0 ft. ⁽⁴⁾
Rear (Loop 303/ MCFCD)	0 ft. ⁽⁴⁾

- (1) If a vehicular entry portico is provided, a sufficient height of 30 feet shall be allowed for emergency vehicle ingress and egress as well as appropriate architectural rooflines to match the primary buildings.
- (2) Adjacent to the required 15' landscape tract outside of the perimeter wall along 173rd Avenue, a minimum 15' private yard shall be provided with one tree for additional separation and landscape buffering.
- (3) Adjacent to the required 10' landscape tract outside of the perimeter wall along Van Buren Road, a minimum 14' private yard shall be provided with one tree for additional separation and landscape buffering.
- (4) In lieu of a separate landscape buffer, minimum 20' private yards shall be provided adjacent to the property line with one tree in each yard to serve as the separation and landscape buffering.