

	T1-W	T1-B	T21-CONS/PL	T2	T3	T4-NG	T4-NC	T4-GW	T4-TG	T5-TC	T5-TOR	SD	
Regional Plan Land Use Classification	Conservation			Recreation	Residential	Commercial/Public Service						Tourist	Commercial/Public Service
Proposed Transect Zone Districts	Wilderness	Backcountry	Conservation & Park Land	Recreation	Residential	Neighborhood General (Residential Walkable)	Neighborhood Center	Town Gateway	Town General	Town Center	Tourist Area Center	Special District	
Example Plan Area Statements/CPs	Desolation	Meiss Meadow, Freed Peak	Truckee Marsh, Pope Beach	Camp Richardson, Heavenly Ski Resort	Montgomery Estates	Sierra Tract	Lake Forest	Kings Beach Gateway	Kings Beach Gateway	Tahoe Valley, Bijou-Al Tahoe, Tahoe City, Kingsbury	North and South State Line	CSLT Industrial/Kings Beach Industrial CP Areas	
Transect Zone District Description	These are areas that are designated by Congress as part of the National Wilderness Preservation System. These lands offer outstanding opportunities for solitude or a primitive, unconfined recreation experience – for present and future generations. These lands are managed to prevent the degradation of wilderness character. Natural ecological processes are preserved, and where necessary – restored. These lands contain ecological, geological, and other features of scientific, educational, scenic and historical value. Permanent improvements and mechanized uses are prohibited. These lands within the Tahoe Basin include Desolation, Granite Chief, and Mount Rose Wilderness Areas.	These are areas that are identified in a set of Inventoried Roadless Area (IRA) maps, contained in Forest Service Roadless Area Conservation, Final Environmental Impact Statement, Volume 2, dated November 2000. These lands are managed consistent with direction provided in the 2001 Roadless Rule (36 CFR Part 294 Special Areas, Roadless Area Conservation; Final Rule) in order to protect roadless area values and characteristics, which area as follows: high quality or undisturbed soil, water, and air; sources of public drinking water; diversity of plant and animal communities; habitat for threatened, endangered, proposed, candidate, and sensitive species and for those species dependent on large, undisturbed areas of land; primitive, semi-primitive non motorized, and semi-primitive motorized classes of dispersed recreation; reference landscapes; natural appearing landscapes with high scenic quality; traditional	These are areas with value as natural areas, an interface between primitive and urban areas, with strong environmental limitations on use, and with a potential for dispersed recreation or low intensity resource management. Areas include (1) public lands already set aside for this purpose, (2) high-hazard lands, stream environment zones, and other fragile areas, without substantial existing improvements, (3) isolated areas which do not contain the necessary infrastructure for development, (4) areas of passive recreation with unique recreational resources which may service public needs, such as beaches and access to dispersed recreation opportunities, and (5) areas suitable for low-to-moderate resource management. Vegetation is managed to ensure public safety and healthy forest conditions.	These are lands with good potential for intensive outdoor recreation. Intensive recreation areas are harmonious with the surrounding natural environment, are designed for user comfort and convenience, and the protection of the natural environment. They are accessible via a variety of transportation options and possess good potential for concentrated outdoor recreation. Areas include (1) areas of existing and proposed outdoor private and public intensive outdoor recreation use, (2) designated local, state, and federal recreation facilities, and (3) areas without overriding environmental constraints on resource management or recreational purposes.	These are areas having potential to provide housing for the residents of the Region that in a form of detached single family dwellings. In addition, the purpose of this classification is to identify density patterns related to both the physical and manmade characteristics of the land and to allow accessory and non-residential uses that complement the low density residential neighborhood. These lands include: (1) areas now developed for multi family residential purposes; (2) areas with existing or potential density patterns at 8 to 15 units an acre and structures of one to three story heights; (3) areas of moderate-to-good land capability; (4) area within urban boundaries and serviced by utilities; and (5) areas of centralized location within close proximity to commercial services, employment centers, public services and facilities, transit facilities, pedestrian paths, and bicycle connections.	These are areas having potential to provide housing for the residents of the Region that are primarily high density single family and multi-family units in a transit oriented development form. These lands include: (1) areas now developed for multi family residential purposes; (2) areas with existing or potential density patterns at 8 to 15 units an acre and structures of one to three story heights; (3) areas of moderate-to-good land capability; (4) area within urban boundaries and serviced by utilities; and (5) areas of centralized location within close proximity to commercial services, employment centers, public services and facilities, transit facilities, pedestrian paths, and bicycle connections.	These are areas comprised primarily of commercial uses supported by neighborhood residential development in a walkable and transit oriented development form. These areas are to serve local needs and reduce dependency to drive long distances. New opportunities for vertical and horizontal residential mixed use infill. These lands include: (1) areas now developed for commercial and tourist purposes; (2) areas with existing or potential residential and tourist density patterns at 8 to 20 units an acre and structures of one to three story heights; (3) areas of moderate-to-good land capability; (4) areas of existing excess land coverage; (5) area within urban boundaries and serviced by utilities; and (6) areas of centralized location in close proximity to commercial services	These are areas comprised primarily of commercial and tourist uses supported by neighborhood residential development in a walkable and transit oriented development form. These areas are intended to accommodate additional commercial development with to serve local needs and reduce dependency to drive long distances. New opportunities for vertical and horizontal residential mixed use infill. These lands include: (1) areas now developed for commercial and tourist purposes; (2) areas with existing or potential residential and tourist density patterns at 8 to 20 units an acre and structures of one to three story heights; (3) areas of moderate-to-good land capability; (5) area within urban boundaries and serviced by utilities; and (6) areas of centralized location in close proximity to commercial services	These are core areas that are generally designated as community plan areas. They are characterized by an urban intensity and form with the potential to provide a mixture of uses such as tourist accommodations, commercial services, intensive focused recreation or mixed use buildings with residential and commercial uses serving the daily or frequent needs of the surrounding region. These lands include: (1) areas now developed with high concentrations of visitor services and visitor accommodations and related uses; (2) lands on which gaming is a permitted and recognized use; (3) lands of good-to-moderate land capability; (4) areas of existing excess land coverage; (5) areas with existing or potential residential and tourist density patterns are in excess of 8 to 40 units an acre densities and structures of two to six story heights and (6) areas of centralized location for commercial services, employment public services and facilities, transit facilities, pedestrian paths, and bicycle connections	These are the most intense urban form areas of the Basin that are generally designated as community plan areas. These are visitor destination areas that have been designated to provide commercial and public services to the Region or have the potential to provide future commercial and visitor services and mix use buildings with commercial and residential uses. These lands include: (1) areas now developed with high concentrations of visitor services and visitor accommodations and related uses; (2) lands on which gaming is a permitted and recognized use; (3) lands of good-to-moderate land capability; (4) areas of existing excess land coverage; (5) areas with existing or potential residential and tourist density patterns are in excess of 8 to 40 units an acre densities and structures of two to six story heights and (6) areas of centralized location for commercial services, employment public services and facilities, transit facilities, pedestrian paths, and bicycle connections	These are areas that because of their unique land use characteristics require special districts. Their form is dependent upon their purpose. The purpose of this classification is to concentrate such services for public convenience, separate incompatible uses, and allow other noncommercial uses if they are compatible with the purpose of this classification and other goals of this Plan. These are areas that do not lend themselves to mixed use such as industrial districts and airports.		
Special Designations	NA												
Community Plan Areas	NA												
Transit Oriented Development Areas	Optional CP												
Urban Boundary Areas	CP Areas												
Transfer of Development and Bonus Areas	Optional CP												
Wildland Urban Interface (WUI)	NA												
Commercial Floor Area Allocation	NA												
Commercial Floor Area Allocation Transfer Bonus	200,000												
Tourist Accommodation Units New Residential Bonus Units	200												
General Transect Zone Standards Range	Parcel specific standards are to be found in the Code and each Land Use District Transect Zone												
Uses for Zone	Dispersed Recreation, Limited Resource Management	Dispersed Recreation and Protective Resource Management	Dispersed and Limited Developed Recreation Resource Management H&S and Linear PS	Developed Recreation, Summer Homes, Resorts, Ski Areas, Golf Courses, Marinas, Recreational Resource Management	Residential Suburban Detached Single Family Development, Schools, Local Health and Safety Facilities, Outdoor Recreation, Urban Resource Management	Residential High Medium Density (TOD) Mixed Residential and Tourist, Schools, Local Health and Safety Facilities, Outdoor Recreation	Local Serving Commercial, Multi Residential, Tourist Accom., Urban Recreation & Resource Management	Local Serving Commercial, Multi Residential, Urban Recreation & Resource Management - Community Gateways	Local Serving Commercial, Multi Residential, Tourist Accom., Urban Recreation & Resource Management	Regional & Local Serving Commercial, Multi Residential, Tourist Accom., Urban Recreation & Resource Management	Primarily Tourist, Retail Commercial, Multi Residential, Urban Recreation & Urban Resource Management	Industrial, Public Service and Special Uses	
Density	High probability of experiencing solitude	High probability of experiencing solitude	Moderate probability of experiencing solitude	Opportunity to affiliate with others in developed sites Campgrounds 1-8 sites/ac, Group Facilities 1-25 people/ac	Residential SFD 1-8 units/ac.	Residential Max 15 units/ac, Mobile Home Max 8 units/ac, Other Max 25 people/ac	Mixed Use Density Residential 8-20 units/ac, Tourist 8-20units/ac	Mixed Use Density Residential 8-15 units/ac, Tourist 8-20units/ac	Mixed Use Density Residential 8-20 units/ac, Tourist 8-20units/ac	Residential 8-25 units/ac, Tourist 8-40units/ac	Mixed Use Density Residential 8-25 units/ac, Tourist 8-40units/ac	NA	
Land Coverage for Zone	Bailey Limits (Minimal less than 1%)	Bailey Limits (Generally 1%)	Bailey Limits (Generally 1%)	Bailey Limits (Generally 20-30% with BMPs)	Bailey Limits (Generally 20-30% on Non Sensitive Lands with BMPs)	Bailey Limits or Existing Coverage (40-70% on Non Sensitive lands with BMPs + Area Systems)	Bailey Limits or Existing Coverage (40-70% on Non Sensitive lands with BMPs + Area Systems)	Bailey Limits or Existing Coverage (40-70% on Non Sensitive lands with BMPs + Area Systems)	Bailey Limits or Existing Coverage (40-70% on Non Sensitive lands with BMPs + Area Systems)	Bailey Limits or Existing Coverage (40-70% on Non Sensitive lands with BMPs + Area Systems)	Bailey Limits or Existing Coverage (40-75% on Non Sensitive lands with BMPs + Area Systems)	Bailey Limits or Existing Coverage (40-70% on Non Sensitive lands with BMPs + Area Systems)	
Building Types						Single Family Detached, Carriage House	Single Family Detached, Duplex, Bungalow Court, Carriage House	Condos, Duplex, Triplex, Quadplex, Sixplex, Bungalow Court, Mansion Apartment, Carriage House	Condos, Duplex, Triplex, Quadplex, Sixplex, Bungalow Court, Mansion Apartment, Carriage House	Commercial Block, Parking Court, Courtyard, Stacked Flat	Commercial Block, Courtyard, Liner, Stacked Flat	Commercial Block, Liner, Stacked Flat, Courtyard	
Height	NA	NA	1-2 Story	1-2 Story	1-3 Stories (dependent on roof pitch and slope of parcel)	1-3 Story	1-3 Story	1-2 Story	1-3 Story	2-4 Story	2-6 Story	1-2 Story	
Min.	NA	NA	1	1	NA	1	1	1	1	2	2	1	
Max.	NA	NA	2	2	2	3	3	2	3	4	6	2	
Max. at Street	NA	NA	2	NA	NA	NA	NA	2	2	2	2	NA	
Setbacks and Build To Lines													
Primary Street Setbacks*	NA	NA	Local Jurisdiction Standards or 20' if in a Scenic Corridor	Local Jurisdiction Standards or 20' if in a Scenic Corridor	Local Jurisdiction Standards	Local Jurisdiction Standards	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	Local Jurisdiction Standards or 20' if in a Scenic Corridor	
Side Street	NA	NA	Local Jurisdiction Standards	Local Jurisdiction Standards or 20' if in a Scenic Corridor	Local Jurisdiction Standards	Local Jurisdiction Standards	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	Local Jurisdiction Standards	
Side	NA	NA	Local Jurisdiction Standards	Local Jurisdiction Standards or 20' if in a Scenic Corridor	Local Jurisdiction Standards	Local Jurisdiction Standards	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	Local Jurisdiction Standards	
Rear (Adjacent to Residential / Non Residential)	NA	NA	Local Jurisdiction Standards	Local Jurisdiction Standards or 20' if in a Scenic Corridor	Local Jurisdiction Standards	Local Jurisdiction Standards	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	TBD by Character Areas	Local Jurisdiction Standards	
Parking	n/a	On or off site	On or off site	On or off site	On site	On site	On site	On site or parking district	On site or parking district	On site or parking district	On site or parking district	Onsite	
Infrastructure	Natural Appearing Environment Natural Trails ROS = Primitive	Natural Appearing Environment Alterations not Evident Trails and Limited Road Access ROS = Semi Primitive Non-Motorized	Predominately Natural Appearing Environment Multi-Use Trails, Onsite BMPS ROS = Routed Natural or Modified	Substantially Modified Natural Environment User Facilities with Natural Materials, Onsite BMPS ROS = Rural	Substantially Modified Natural Environment Suburban Setbacks, Onsite BMPS and Parking	Urbanized Community Environment Sidewalks, Lighting, Landscaping, Limited Setbacks, Area-wide Treatment Systems, Transit/Offsite Park	Urbanized Community Environment Sidewalks, Lighting, Landscaping, Build to Lines, Area-wide Treatment Systems, Transit & Offsite Park	Urbanized Community Environment Sidewalks, Lighting, Landscaping, Build to Lines, Area-wide Treatment Systems, Transit & Offsite Park	Urbanized Community Environment Sidewalks, Lighting, Landscaping, Build to Lines, Area-wide Treatment Systems, Transit & Offsite Park	Urbanized Environment Sidewalks, Lighting, Landscaping, Build to Lines, Area-wide Treatment Systems, Transit & Offsite/Garage Park	Urbanized Environment Sidewalks, Lighting, Landscaping, Limited Setbacks, Area-wide Treatment Systems, Transit & Offsite/Garage Park	Urbanized Environment	TBD
Water Quality/Stormwater/BMPs	NA	Vegetative Swales/Stone Rip-Rap Channels			Retention/Retention Ponds/Rip-Rap Channels			Area-wide Treatment					
Noise CNEL	45	45	50	50	50	55	55	55	55	55-65	55-65	55-65	
Streetscape	NA	NA	Rural Character Class	Rural Character Class	Suburban Character Class	Traditional Character Class	Downtown Character Class	Downtown Character Class	Downtown Character Class	Downtown Character Class	Downtown Character Class	TBD	
Scenic Roadway Type	Natural	Natural	Natural	Transition	Transition/Urban	Urban	Urban	Urban	Urban	Urban	Urban	Urban	

* TRPA has a general setback standards from designated Scenic Highway Corridors of 20'.