Urban and Suburban Lots < Five Acres											
Road Classification	Dwelling Units Reserved	R/W Width (4)(6)	C to C Width (5)	Roadbed Width	Curb and Gutter	Sidewalks	Lighting	Noise Cont. and Street Trees	Design Speed Min.	Traffic Index	Allowable ADT @ Buildout
Common drive PVT	2-4	30	16	18	No	No	No	No	10 mph	3.0	40
Cul-de-sac or loop	5-50	60	40	42	Yes	Yes (8)	Yes	Trees	20 mph	4.0	500
Local RES (through)	51-200	60	40	42	Yes	Yes	Yes	Trees	30 mph	4.5	1,500
Collector no access (7)	201-600	60	40	42	Yes	Yes	Yes	Both	50 mph	5	6,000
Collector access	201-800	84	64	66	Yes	Yes	Yes	Both	40 mph	6	8,000
Arterial (7)	601-2000	110	94	96	Yes	Yes	Yes	Both	60 mph	7	20,000
Expressway (7)	2001-3600	130	2-40	2-42	Yes	Yes	Yes	Both	70 mph	8	36,000

## NOTES TO TABLE:

## MOUNTAIN & RECREATIONAL

In open or moderately sloping areas the ruts! standards shell prevail. But true mountain or forested areas require individual design considerations to preserve slopes, trees, and ground normally cover. Loops of one-way road maintenance, narrow roads with frequent passing bays may be needed, consistent with required fire apparatus access. Such types of roads will normally be private, not requiring county maintenance.

## PLANNED UNIT DEVELOPMENTS

Street requirements shall be based on the approximate above category, subject to the design flexibility that is the purpose for PUDs.

- (1) Rural units based on 12 TE/unit.
- (2) Per development approval.
- (3) Minimums shown above shall be increased where warranted by soils or traffic characteristics.
- (4) R/W is determined by number of lots served at maximum allowed density.
- (5) Improvements are determined by number of lots served at the conclusion of the current development.
- (6) Slope easements as needed, PUE's and TPEs will be required in addition to the R/W shown.
- (7) Limited access classifications.
- (8) Where serving up to 20 lots, sidewalk on one side may be allowed.

## SPECIFIC PLANS

Street requirements within the boundaries of an adopted specific plan shall be as set forth therein.