ROLL CALL VOTING:		
vo m.d.	YES	NO
Mayor Brent Winder (tie only)	[]	[]
Council Member Ben Hillyard	[X]	[]
Council Member Brian Hutchings	[]	[]
Council Member Dorel Kynaston		X
Council Member Janet Lunt	[X]	
Council Member Kari Malkovich	(1)	[]

I move that this Ordinance be adopted.

Council Member Mc World

I second the foregoing motion.

Souncil Member Hilly and

Ordinance 2025-08

An Ordinance Amending City Code 10.18.1.B, E, K, and L Accessory Dwelling Units

WHEREAS, the Woodland Hills City Planning Commission has reviewed and made a recommendation to the City Council to amend Woodland Hills Municipal City Code Title 10.18.1.B, E, K, and L Accessory Dwelling Units; and

WHEREAS, a public hearing before the Planning Commission of Woodland Hills City was held after being duly advertised as required by law; and

WHEREAS, the City Council of Woodland Hills City finds that said amendments of the Woodland Hills Municipal City Code Title 10.18.1.B, E, K, and L should be made;

NOW, THEREFORE, BE IT ORDAINED by the City Council of Woodland Hills City, Utah, that the Woodland Hills Municipal City Code Title 10.18.1.B, E, K, and L be amended to read:

Section 1

City Code 10.18.1.B:

All ADUs must be located on an existing lot or parcel with a single-family dwelling. Only one ADU may be created on a parcel. Except as provided herein, the ADU may only be located within a single-family dwelling. The building containing an Internal ADU shall maintain the appearance of a single-family dwelling. Entrances for an Internal ADU must be on the side or rear of the dwelling, unless an existing dwelling already has two doors facing the front.

Section 2

City Code 10.18.1. E:

Internal ADUs are only permitted in single-family dwellings on lots of 19,000 square feet or larger. Lots or parcels in residential zones larger than two acres may have an ADU in a detached garage or accessory structure. A detached ADU shall can be located in an accessory structure. It may not be or a stand-alone dwelling unit.

Section 3 City Code 10.18.1.K:

The ADU shall meet all applicable building and fire codes. Building permits are required to ensure inspections and compliance with codes. An external ADU requires a site plan and building permit and must adhere to the setback requirements outlined in City Code 10.8.5. It

must also adhere to all applicable building codes.

Section 4

City Code 10.18.1.L

- L. ADUs previously created without a building permit shall comply with minimum health and safety standards, including, but not limited to, the following:
 - 1. Minimum height, measured from floor to ceiling in each room, shall not be less than seven feet, or mitigated to the satisfaction of the Chief Building Official.
 - 2. Smoke detectors must be installed in each bedroom and the hallways or room adjacent to the bedrooms.
 - 3. GFCI protection must be provided in all required circuits per the IRC Building Code.
 - 4. One window in each bedroom must meet the emergency egress standards established in the building code or mitigated to the satisfaction of the Chief Building Official.
 - 5. Handrails must be installed for any interior or exterior stairway with more than three steps.
 - 6. The ADU must be inspected to ensure compliance with all city and building codes related to the ADU.
 - 7. A business license must be obtained from the city to have an ADU.

PASSED AND ADOPTED by the City Council of Woodland Hills, Utah, this 25th day of Abruary, 2025.

Brent T. Winder

Mayor of Woodland Hills, Utah

ATTEST:

Jody Stones, City Recorde

CERTIFICATE OF POSTING ORDINANCE

For the City of Woodland Hills

I, Jody Stones, the duly appointed Recorder for the City of Woodland Hills, hereby certify that copies of the foregoing Ordinance No. 2025-08 were posted at three public places within the municipality this _______ th day _______ of 2025 which public places are:

- 1. Utah Public Notice Website
- 2. Woodland Hills City Center, 690 S. Woodland Hills Drive
- 3. Woodland Hills Web Site, www.woodlandhills-ut.gov

Dated this With day of Vilyum, 2025.

Jody Stones, Recorder