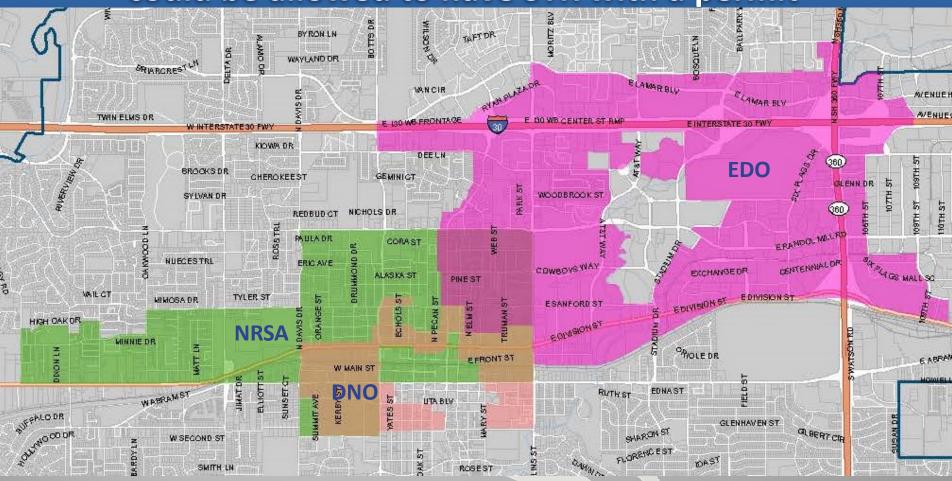
Short-term Rentals (continued)



OPTION 2:

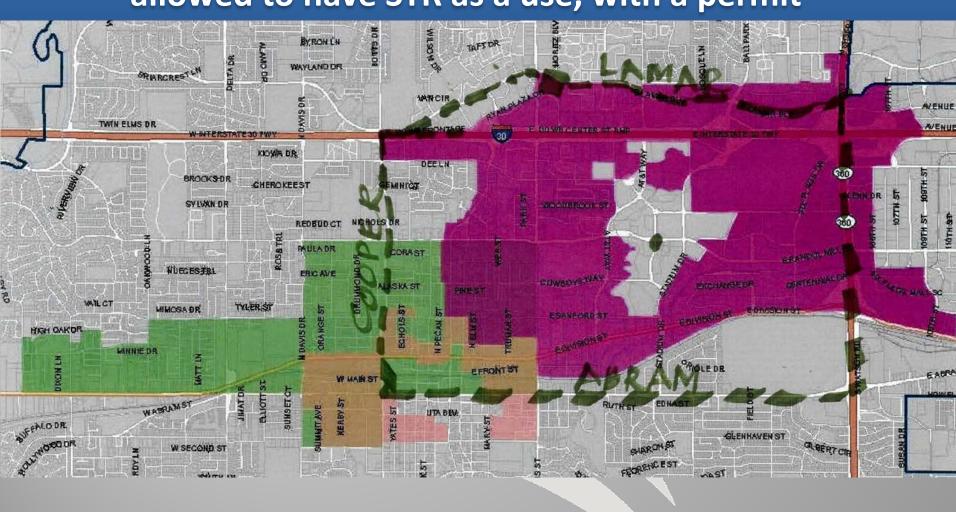
Areas where homes in Single-Family zoning districts could be allowed to have STR with a permit



Additionally, STR use would be also be permitted in all non-residential zoning districts, as well as RM-12 and RMF-22.

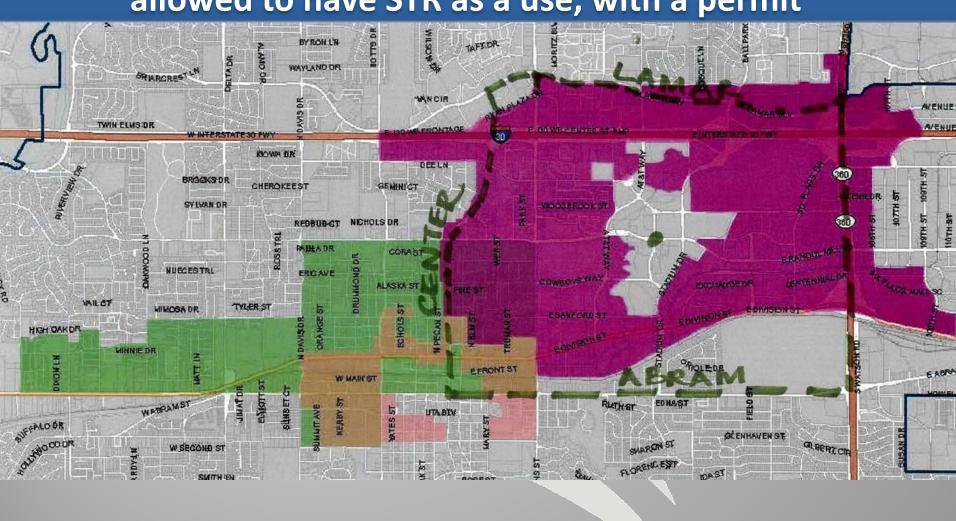
OPTION 2 A:

Single-Family zoning districts in this area may be allowed to have STR as a use, with a permit



OPTION 2 B:

Single-Family zoning districts in this area may be allowed to have STR as a use, with a permit



PROCESS Keep it Simple!

- A property owner of a house within this STR Overlay is required to follow these simple steps, before operating a STR:
 - 1. Register with the City for Hotel Occupancy Tax (HOT)
 - 2. Obtain an Annual STR permit from the City
 - Will agree to meet regulations such as maximum occupancy, parking, trash, noise, cannot be used as banquet hall.
 - Will submit the application form with fee, and include the following documents: Site Plan with parking spaces marked, Floor plan showing the bedrooms, Proposed Host Rules, and a Valid Insurance of \$1.0 million.
 - Will also have a City inspection for life-safety related items.

Implementation after Ordinance is effective:

- The operating STRs (that have paid HOT as of October 16, 2018) and are within the STR Overlay, get priority for Operational License application. The first two weeks after the effective date of the ordinance, will be opened up for application only to those STR owners.
 - After two weeks, the online permitting process will be turned on for all other STRs at locations, where it is allowed by zoning.
- The operating STRs that have paid HOT as of October 16, 2018, but are not located the STR Overlay, or the allowed zoning districts, will have a grace period of six months to cease operation.
- The operating STRs that have NOT paid HOT and are not located within the STR Overlay, or the allowed zoning districts, will be considered illegal use and will need to immediately cease operation.



Questions

