



URBAN FORESTRY PROGRAM

1965 W 500 S SALT LAKE CITY, UT 84104

PHONE: 801-972-7818

Tree planting requirements for park strip trees

Planning code 21A.48.060 paragraph D. Park Strip Trees - requires that a parkstrip tree shall be provided at every 30 feet.

No tree shall be planted in a parkstrip without first obtaining a permit from the Urban Forestry Program.

The width of the park strip and overhead (high voltage transmission) lines determine what trees can be planted based on their mature size.

Salt Lake City Urban Forestry Program specifies the following requirements:

- 3-5 ft park strip - small tree at maturity (less than 30 ft tall).
- 5-8 ft park strip - with high voltage transmission lines – small tree at maturity (less than 30 ft tall).
- 5-8 ft park strip - with **no** overhead wires-medium tree at maturity (30 -50 ft tall).
- 8 ft and greater park strip - with **no** overhead wires- large tree at maturity (50 ft and greater).
- 8 ft and greater park strip - with high voltage transmission lines – small tree at maturity (less than 30 ft tall).

The planting location for required trees shall not lessen the number of viable planting sites.

****Overhead street light, cable, fiber optic and phone lines do not fall under the category of high voltage transmission lines.**

Use the following as guidelines for placing trees:

- 5' from water meter and/or utility box
- 10' from fire hydrant
- 5-10' from residential driveway
- 5-10' from property line of adjoining parcel
- 5-10' from non-traffic conducting signage
- 5-10' from utility pole and/or light
- 20' from an unregulated intersection (20' back from intersecting sidewalks)
- 30' from stop signs
- 30' from commercial driveway and/or alley
- 40' from an intersection with traffic lights (40' back from intersecting sidewalks)
- 15-20' from a tree that is small in size at maturity (less than 30' tall)
- 20-30' from a tree that is medium in size at maturity (30 to 50' tall)
- 30-40' from a tree that is large in size at maturity (more than 50' tall)