

The Need for Speed

Welcome to this session from the Utah Land Use Institute, where industry leaders, planners, and developers break down one of the biggest challenges in housing today: **how to speed up development without sacrificing quality, fairness, or community input.**

In this panel, experts from both the **developer side and city planning side** discuss real-world issues slowing down housing—ranging from zoning inefficiencies and permitting delays to policy reforms and infrastructure constraints.

If you're involved in **real estate development, city planning, housing policy, or investing**, this conversation gives you direct insight into what's actually happening on the ground in Utah—and what changes are coming next.

Key Timestamps

0:00 – Introduction & “Need for Speed” concept in development
1:36 – Panel format: developer vs policy perspectives
2:22 – Developer insights: legislation, policy, and inefficiencies
3:56 – City planning perspective & housing challenges
6:06 – 2026 legislative outcomes and collaboration wins
8:05 – Real reasons behind new housing laws (case-based policymaking)
11:28 – ADUs explained: affordability, demand, and challenges
14:54 – Major development process reforms (plat approvals & timelines)
21:53 – Resistance to efficiency reforms from municipalities
24:55 – Best practices: administrative approvals & faster workflows
28:38 – Legal challenges, property rights & neighbor disputes
33:54 – Property rights vs zoning: where conflicts arise
38:53 – Road width regulations & their impact on housing supply
43:49 – Cost of infrastructure and city planning tradeoffs
49:57 – Zoning debate: outdated systems vs modern needs
55:30 – Final takeaways: what needs to change moving forward

What You'll Learn

- Why housing development gets delayed (and who's responsible)

- How Utah legislation is trying to fix inefficiencies
- The real impact of zoning, permitting, and infrastructure rules
- Why ADUs are a key solution—but not a silver bullet
- How cities and developers can actually collaborate (instead of clash)