

# Chapter 64 Unified Development Code

---

## Contents

Article III	Composite Standards .....	31
Sec. 64-41	Generally .....	31
Sec. 64-42	Building Design .....	32
A.	Generally .....	32
B.	Building Design Type A .....	33
C.	Building Design Type B .....	35
D.	Building Design Type C .....	38
E.	Building Design Type D .....	40
F.	Building Design Type E .....	43
G.	Building Design Type F .....	46
Sec. 64-43	Site Design .....	48
A.	Generally .....	48
B.	Site Design Type 1 .....	49
C.	Site Design Type 2 .....	50
D.	Site Design Type 2A (Conservation Subdivision) .....	52
E.	Site Design Type 3 .....	56
F.	Site Design Type 4 .....	59
G.	Site Design Type 5.....	61
H.	Site Design Type 6 .....	63
Sec. 64-44	to.....	63
Sec. 64-50	Reserved.....	63

**DRAFT – FOR DISCUSSION ONLY (1/11/19)**

---

## Article III Composite Standards

---

### Sec. 64-41 Generally



*Purpose: The standards in this Article balance Map for Mobile’s design policies with market conditions and the need for flexibility. These standards are a hybrid of modern, form-based zoning standards and conventional, well understood zoning metrics. They allow the City to provide an incentive-based approach to zoning, rewarding higher levels of design with additional development potential and calibrated development standards, while accommodating the needs of suburban residential and commercial development patterns and industrial uses. This Article implements the following policies of Map for Mobile:*

- *Provide strong neighborhoods with unique identity and sense of place;*
- *Promote high-quality design of the built environment with an attractive and distinctive streetscape and public realm, and new private property development that is distinguishing yet in keeping with City and neighborhood character;*
- *Provide for mixed uses in interconnected, pedestrian-oriented and walkable settings;*
- *Provide a mix of uses and amenities in both traditional and suburban centers to serve surrounding neighborhoods and provide services and needs within walkable distances;*
- *Promote high-quality design of the built environment with new private property development that is distinguishing yet in keeping with City and neighborhood character;*
- *Design buildings and sites to enhance and contribute to surroundings and neighborhoods;*
- *Provide a built environment that focuses more on people to create more desirable, higher quality-of-life places;*
- *Encourage designs that enhance a sense of place;*
- *Ensure the retention of individual neighborhood character through regulations and guidelines tailored to specific neighborhoods;*
- *Provide for strong neighborhoods with a mix of housing types that provide for residents’ diverse needs, along with diverse, quality, well-designed housing choices. Encourage innovative affordable housing types; and*
- *Encourage neighborhood-based designs for infill development or redevelopment.*

This Article accomplishes those goals by:

- **Matching Standards to Their Context.** Composite zoning provides more precise planning than a single set of zoning metrics. This is because the zoning map can reflect not just use categories, but also the City’s design expectations for an area. Composite building and site design standards address key design considerations in a range of contexts throughout Mobile. For example, the Building Design Type “C” and Site Design Type “3” standards provide building and site layout patterns that are characteristic of Mobile’s downtown and urban neighborhoods, with buildings oriented close to the street with windows and entryways lining sidewalks. Building Design Type D and Site Design Type 4 are characteristic of Mobile’s suburban corridors, with large format buildings oriented to surface parkings. However, as the City builds out, demand for walkable centers allows a Building Design Type “C” and Site Design Type “3” to apply to suburban corridors, while Building Design Type “D” and Site Design Type “4” can be mapped in limited locations in traditional neighborhoods to accommodate streets that already have front-loaded parking, or to accommodate utilitarian uses (such as automobile repair) that serve those neighborhoods.
- **Enhancing Readability.** Instead of creating new zoning districts or a series of overlay districts, composite zoning embeds the standards for use, building design, and site design into general district categories. This creates a customized set of standards that the City can administer for all new zoning cases, instead of having to negotiate individual standards for each new application.
- **Streamline the Approval Process.** The City can establish composite zoning either through a comprehensive rezoning or by applicant-initiated rezonings to composite districts. In addition, property can be zoned to a

composite district on adoption of this Chapter, a text amendment, or as part of an area planning effort. This allows property within a composite district to be approved with streamlined procedures.

The zoning regulations (Article III) provide the combinations of building and site design that are allowed in each zoning district. In many districts, higher quality design or more compact development patterns are associated with higher density, building height or coverage.

## Sec. 64-42 Building Design

### A. Generally

- Each building design category includes the following elements:

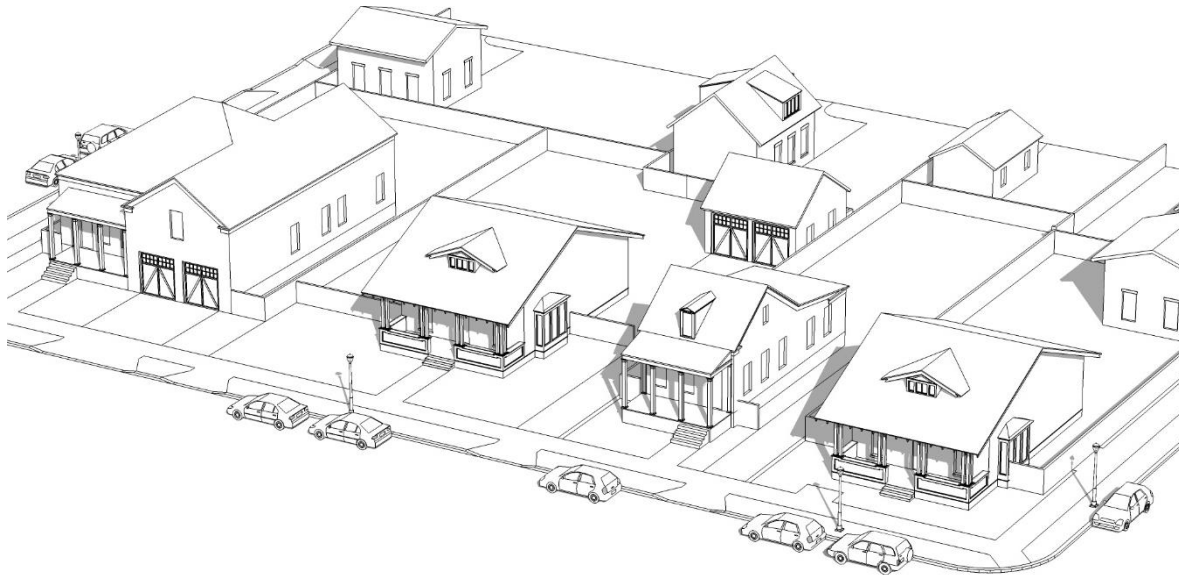
<b>Application</b>	This indicates the situations where the building type is applied. Refer to the zoning district regulations (Article III) for dimensional requirements that apply to each category.
<b>Orientation</b>	The orientation or facing of the building relative to the lot or street.
<b>Frontage</b>	The type of building entry, which provides the building's interface with the street or public realm.
<b>Facade</b>	The degree to which public entrances or breaks in the building plane are required. For urban situations, public entrances on the street maximize street activity, to provide pedestrians with frequent opportunities to enter buildings, and to minimize any expanses of inactive wall.
<b>Transparency</b>	The percent of windows or glazing within a street facing wall plane. This is required to encourage walkability by allowing potential customers to view merchandise, minimize crime by providing for natural surveillance, and for aesthetics.

- The building design types that apply to an area are designated on the zoning map.
- The standards that apply to each building design type are set out in subsections B through G below. The range of design standards that apply to building design type are briefly summarized in the table below.

Table II- 1 Summary of Building Design Elements

Type	Primary Application (see Art. II)	Orientation	Frontage	Facade	Transparency
A	<b>RL</b>	Street, yard, or civic space	Front-facing entry element (porch, stoop, etc.)	Garage deemphasized	Not regulated
B	<b>RM</b>	Street, yard, or civic space	High level of ground floor pedestrian interest with front-facing entries (porch, stoop, etc.)	High or moderate articulation, garage deemphasized	Moderate transparency for street surveillance and visual interest
C	<b>NCT, D, CT, DW</b>	Street, yard, or civic space	High level of ground floor pedestrian interest and transparency with front-facing entries (canopy, courtyard, etc.)	Highly articulated facade, with a high level of transparency	High transparency for walkability, street surveillance and visual interest
D	<b>NCS, DC, CM</b>	Street, parking, or civic space	Moderate level of ground floor pedestrian interest with front-facing entries (canopy, courtyard, etc.)	Moderately articulated facade, with a moderate level of transparency	Moderate transparency for walkability and visual interest
E	<b>IL, P</b>	Street, parking, or civic space	Not regulated	Facade with a range of articulation	Moderate transparency for walkability, street surveillance and visual interest
F	<b>IH, M</b>	Not regulated	Not regulated	Facade with a range of articulation	Not regulated

**B. Building Design Type A**



<b>Application</b>	Single-family building types: Districts RL (Residential Single-Family), for single-family dwellings in RMT or RMF (Residential Mixed). These standards apply to residential single-family dwellings in traditional neighborhoods, or where the City's planning policies require traditional design elements.
<b>Orientation</b>	<ul style="list-style-type: none"> <li>• An entry through a required frontage type must directly face a street, lawn, or civic space.</li> <li>• Garage doors shall be subordinate to the primary façade, using one of the following options (see Figure 64-42-1 below): <ol style="list-style-type: none"> <li>1. The garage is detached and located entirely in the rear yard, or</li> <li>2. If front-facing, the garage door(s) extends no more than 50% of the primary façade width or 28', whichever is greater, or</li> <li>3. The garage door(s) are set back at least 10' from the primary façade,</li> <li>4. The garage door(s) are oriented perpendicular to the street or face the opposite direction from the street.</li> </ol> </li> </ul>
<b>Frontage</b>	<p>Permitted frontage types include (see Figure 64-42-2 below):</p> <ol style="list-style-type: none"> <li>1. Lawn with yard,</li> <li>2. Lawn with porch, or</li> <li>3. Stoop.</li> </ol> <p>[↔ See Sec. 64-55 Building Design &amp; Height]</p>
<b>Facade</b>	Not regulated.
<b>Transparency</b>	Not regulated.

Figure 64-42-1 Garage Orientation Options for Building Design Type A

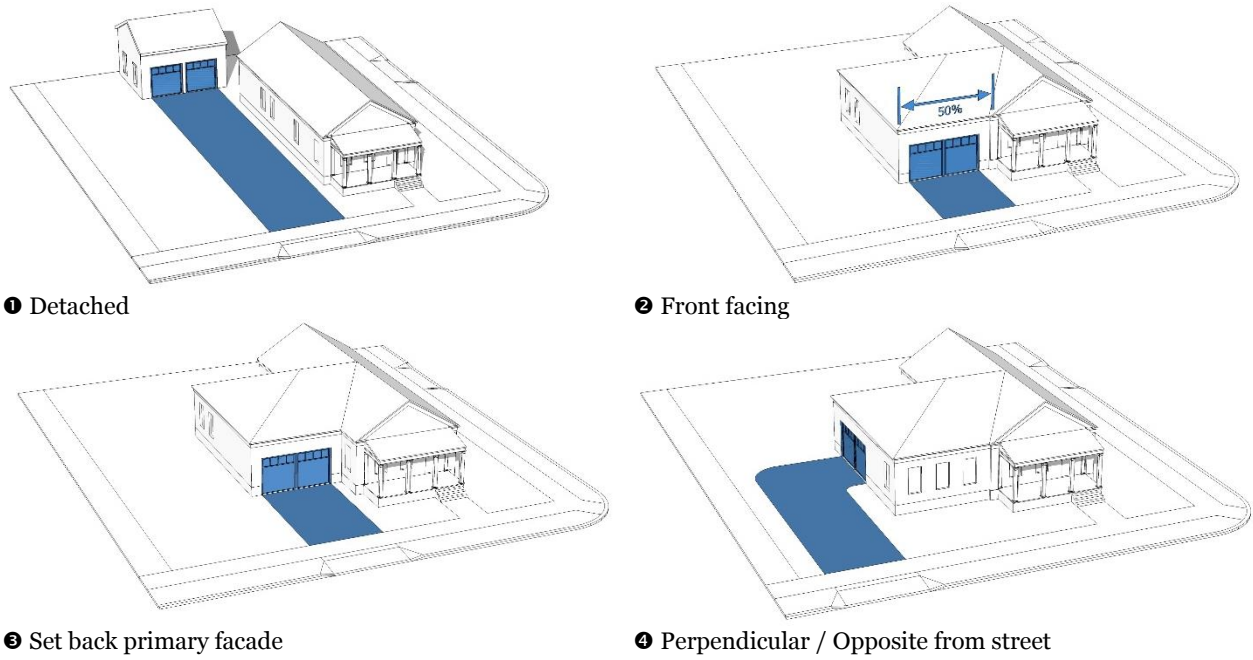
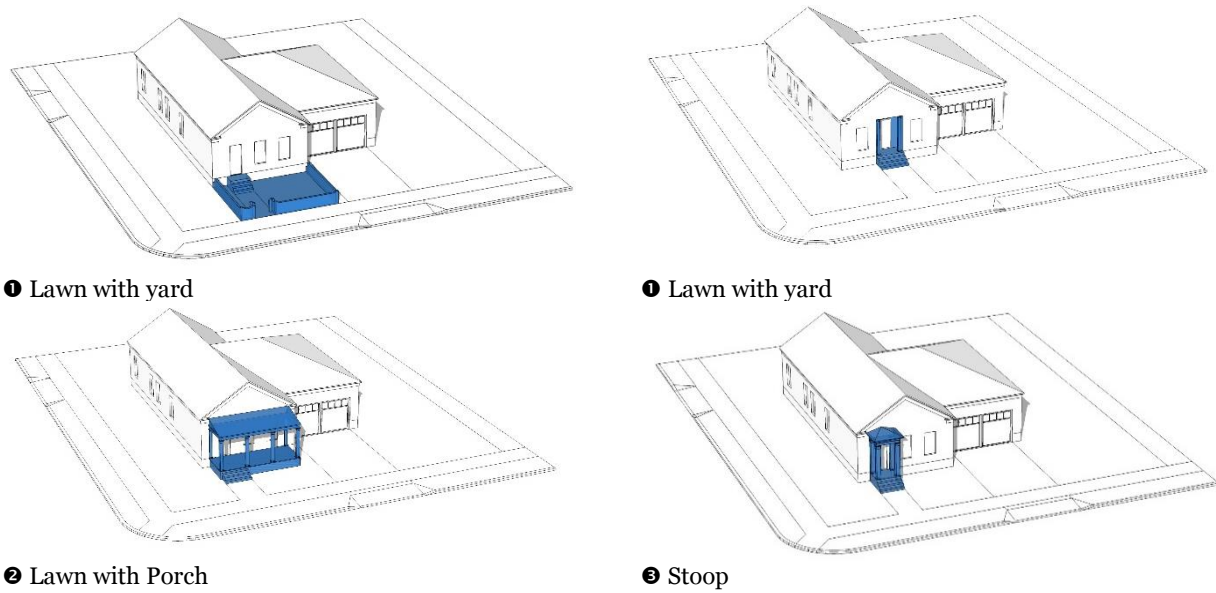


Figure 64-42-2 Frontage Options for Building Design Type A



### C. Building Design Type B



<b>Application</b>	Multi-family building types: Districts RL (Residential Single-Family), RM (Residential Mixed), and multi-family buildings in (Neighborhood Center-Traditional), DC (District Center), CT (Corridor-Traditional).			
<b>Orientation</b>	<ul style="list-style-type: none"><li>• An entry through a required frontage type must directly face a street, lawn, or civic space. Garage doors shall be subordinate to the primary façade, using one of the following options (see Figure 64-42-3 below):<ul style="list-style-type: none"><li>1. set back at least 20' from the primary façade,</li><li>2. located in a detached structure to the rear of the primary structure,</li><li>3. oriented perpendicular to the street, or</li><li>4. facing the opposite direction from the street.</li></ul></li></ul>			
<b>Frontage Types</b>	Permitted frontage types include (see Figure 64-12-12-4 below): <ul style="list-style-type: none"><li>1. Balcony,</li><li>2. Stoop.</li><li>3. Common Entry,</li><li>4. Lawn, and</li><li>5. Pedestrian Courtyard.</li></ul> [⇔ See Sec. 64-55 Building Design & Height]			
<b>Facade</b>	The façade must incorporate <b>balconies</b> facing the street for each dwelling unit along the front façade, or at least one horizontal and one vertical articulation element as follows (see Figure 64-42-6 below): <table><tr><td><b>Horizontal</b><ul style="list-style-type: none"><li>1. <b>Wall Offset.</b> A horizontal wall plane offset of at least 3', extending for the full height of the primary façade.</li><li>2. <b>Wall Notch.</b> A setback or notch in the wall plane at least 3' deep and 6' wide for the full height of the primary façade.</li><li>3. <b>Wall projection.</b> A projection or molding at least 4" deep and 1' wide for the full height of the primary façade.</li></ul></td><td><b>Vertical.</b> For a development with 3 or more buildings on a lot, or a building at least 75 feet wide:<ul style="list-style-type: none"><li>4. <b>Variation in Height.</b> A variation in building or parapet height of at least 2' (or 4' for buildings greater than 24' in height).</li><li>5. <b>Variations in Roof Form.</b> Use of more than one roof form to divide the building into different building modules.</li></ul></td></tr></table>		<b>Horizontal</b> <ul style="list-style-type: none"><li>1. <b>Wall Offset.</b> A horizontal wall plane offset of at least 3', extending for the full height of the primary façade.</li><li>2. <b>Wall Notch.</b> A setback or notch in the wall plane at least 3' deep and 6' wide for the full height of the primary façade.</li><li>3. <b>Wall projection.</b> A projection or molding at least 4" deep and 1' wide for the full height of the primary façade.</li></ul>	<b>Vertical.</b> For a development with 3 or more buildings on a lot, or a building at least 75 feet wide: <ul style="list-style-type: none"><li>4. <b>Variation in Height.</b> A variation in building or parapet height of at least 2' (or 4' for buildings greater than 24' in height).</li><li>5. <b>Variations in Roof Form.</b> Use of more than one roof form to divide the building into different building modules.</li></ul>
<b>Horizontal</b> <ul style="list-style-type: none"><li>1. <b>Wall Offset.</b> A horizontal wall plane offset of at least 3', extending for the full height of the primary façade.</li><li>2. <b>Wall Notch.</b> A setback or notch in the wall plane at least 3' deep and 6' wide for the full height of the primary façade.</li><li>3. <b>Wall projection.</b> A projection or molding at least 4" deep and 1' wide for the full height of the primary façade.</li></ul>	<b>Vertical.</b> For a development with 3 or more buildings on a lot, or a building at least 75 feet wide: <ul style="list-style-type: none"><li>4. <b>Variation in Height.</b> A variation in building or parapet height of at least 2' (or 4' for buildings greater than 24' in height).</li><li>5. <b>Variations in Roof Form.</b> Use of more than one roof form to divide the building into different building modules.</li></ul>			
<b>Transparency</b>	At least 20% transparent windows for each front facing façade visible from the street.			



Figure 64-42-3 Garage Orientation Options for Building Design Type B

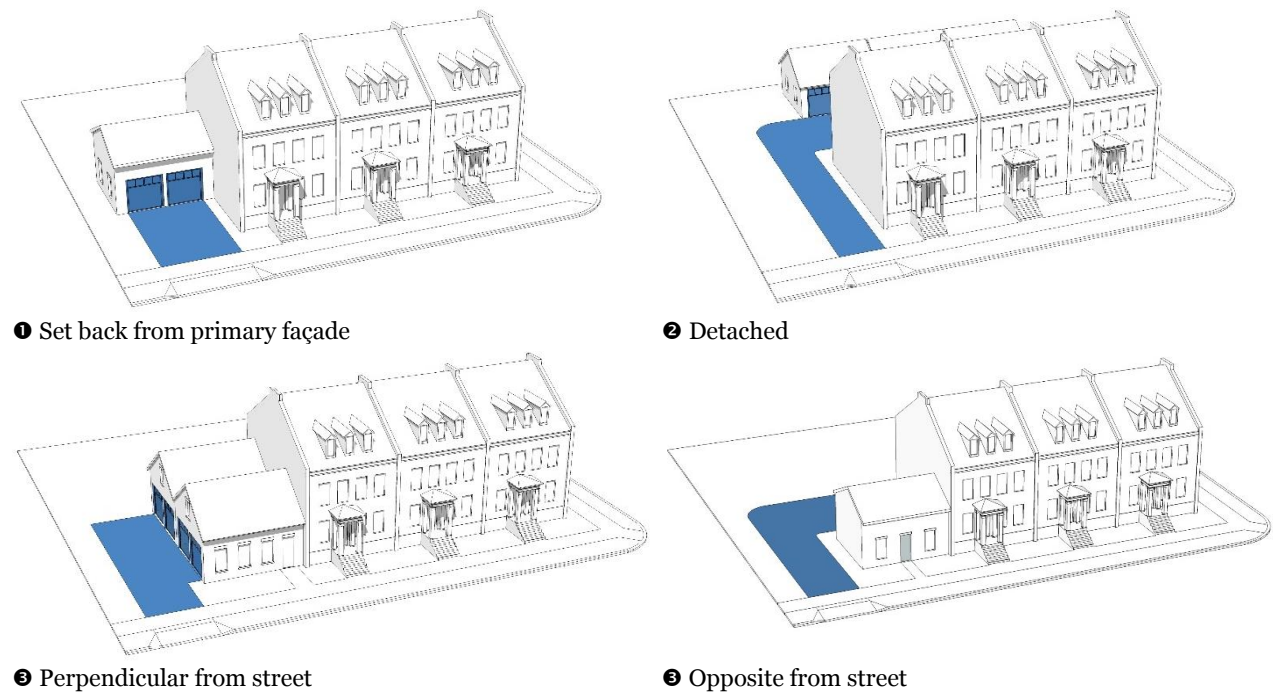


Figure 64-42-4 Frontage Options for Building Design Type B

Figure 64-12-42-5 Frontage Options for Building Design Type B

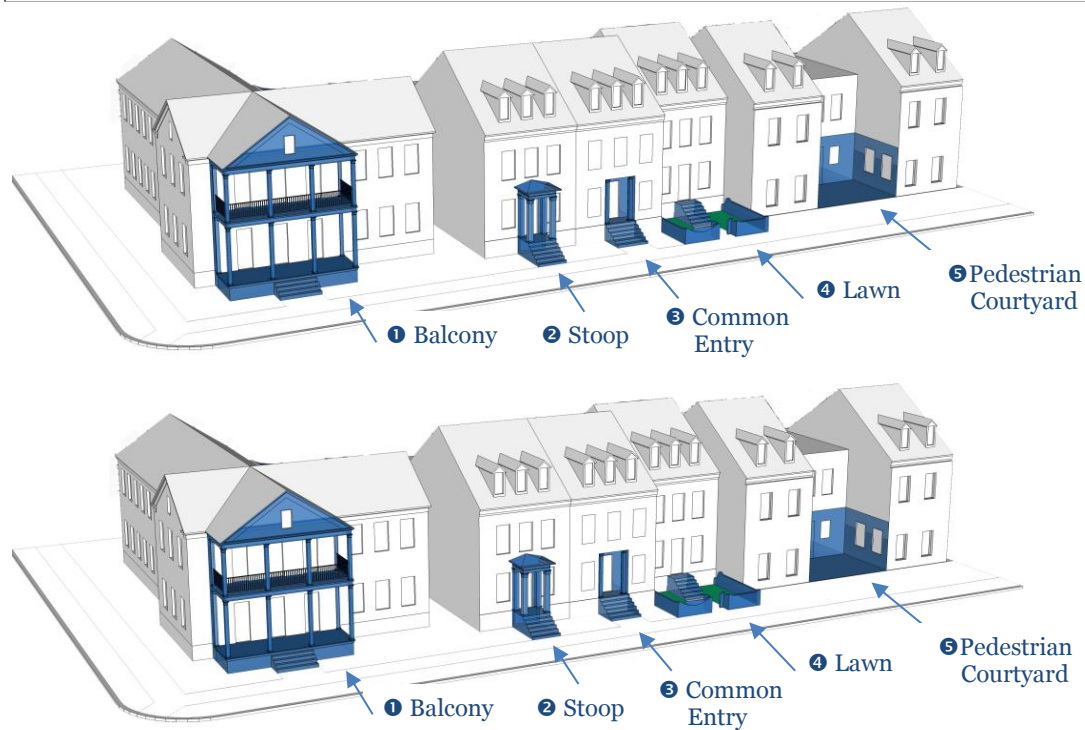


Figure 64-42-6 Façade Options for Building Design Type B

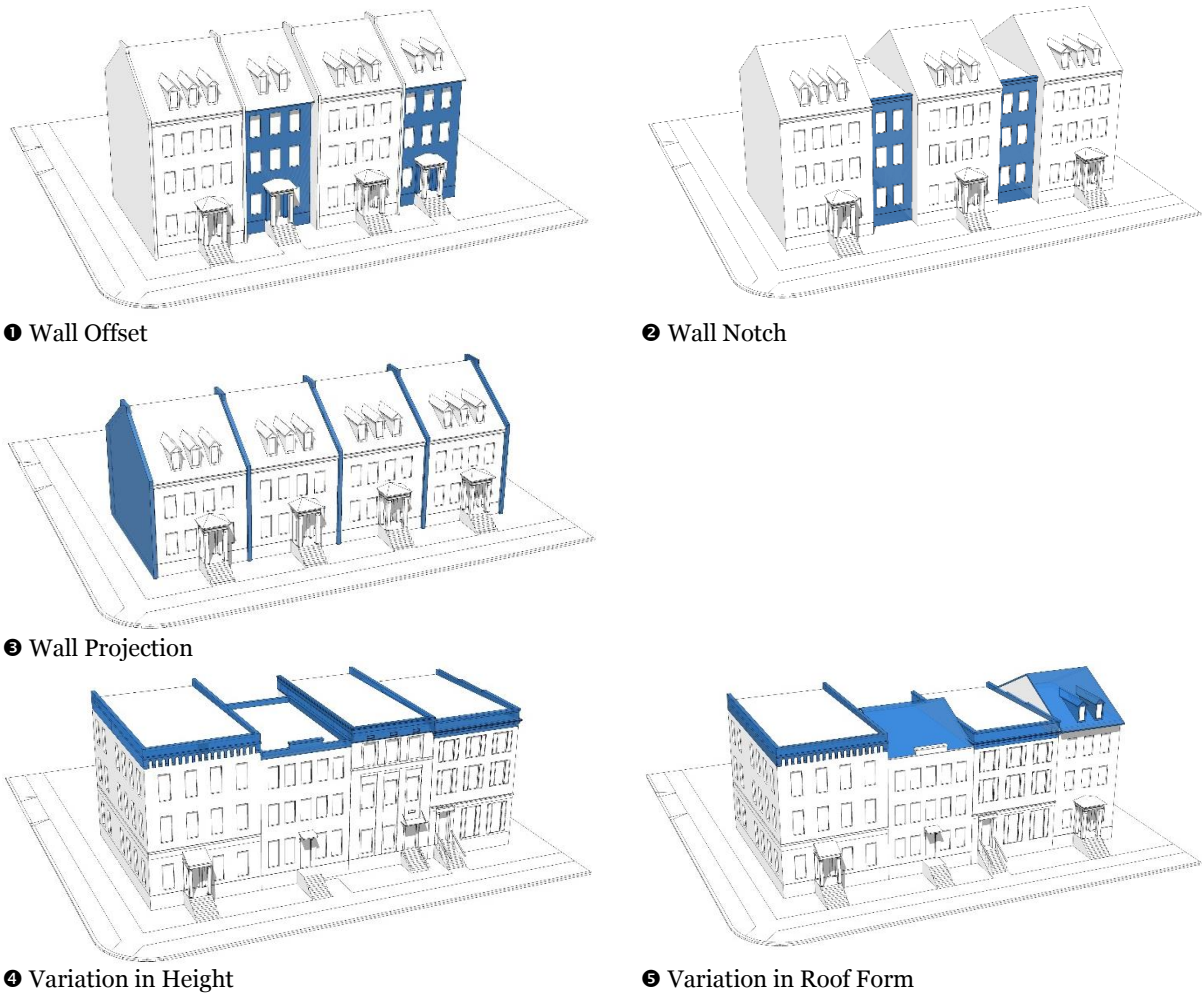
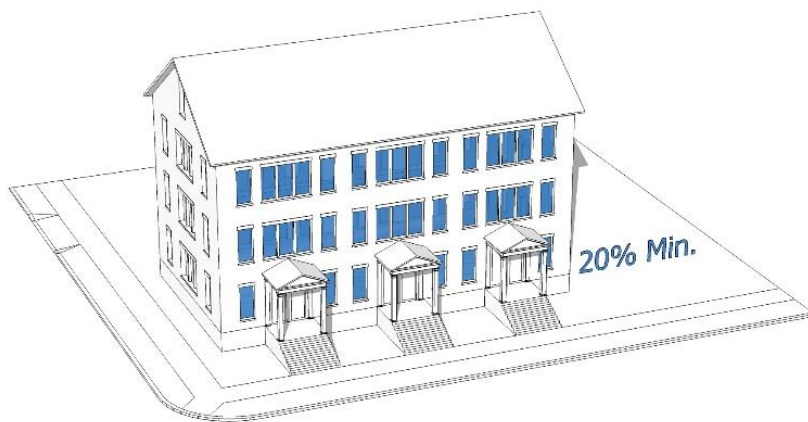
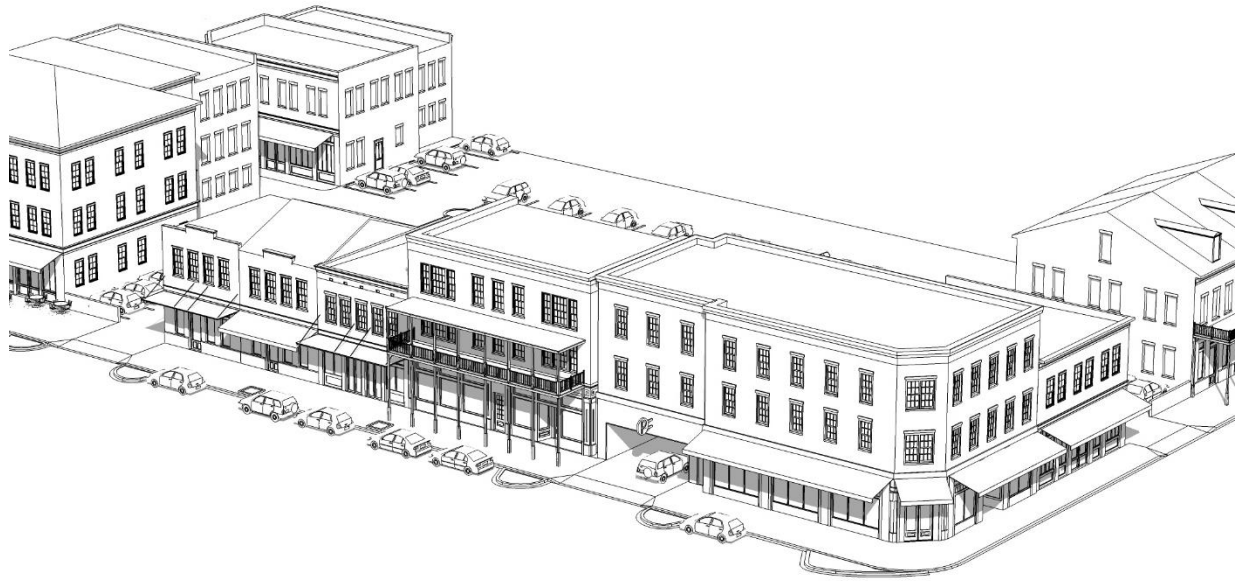


Figure 64-42-7 Transparency for Building Type B





**D. Building Design Type C**



<b>Application</b>	Urban building types with a close connection to the street: Districts D (Downtown), NCT (Neighborhood Center-Traditional), DC (District Center), CT (Corridor-Traditional), and for limited application in NCS(A) (Neighborhood Center-Suburban), DW(B) (Downtown Waterfront), and CM (Corridor-Mixed).
<b>Orientation</b>	A public entrance must directly face a street or a civic space.
<b>Frontage</b>	Permitted frontage types include (see Figure 64-42-8 below): <ol style="list-style-type: none"> <li>1. Storefront,</li> <li>2. Terrace,</li> <li>3. Balcony,</li> <li>4. Gallery /Arcade,</li> <li>5. Recessed Entry,</li> <li>6. Pedestrian Courtyard,</li> <li>7. Awning/Canopy,</li> <li>8. Colonnade,</li> <li>9. Vehicular Courtyard.</li> </ol> <p>Where Building Design Type C is required, these elements do not apply only to residential or civic uses.</p> <p>[↔ See Sec. 64-55 Building Design &amp; Height]</p>
<b>Facade</b>	Public entrances: 1 per 50 feet maximum (see Figure 64-42-9 below)
<b>Transparency</b>	<b>Each story</b> of any building facing a primary street or civic space: 20 – 75% as transparent windows.
<b>Ground floor (storefronts only): 50% percent</b>	

Figure 64-42-8 Frontage Options for Building Design Type C

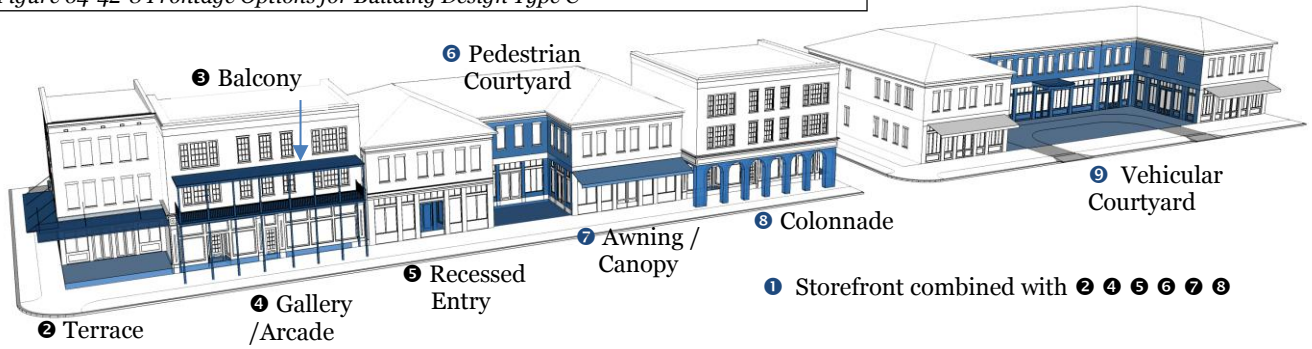


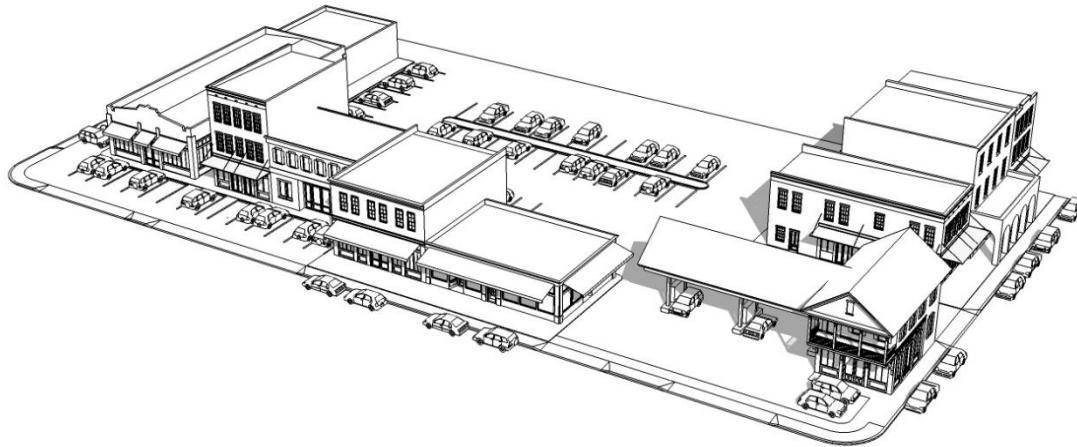
Figure 64-42-9 Façade Spacing for Building Design Type C



Figure 64-42-10 Transparency Requirements for Building Design Type C



## E. Building Design Type D



Application	Building type suitable for suburban development patterns: Districts CM (Corridor-Mixed), NCS (Neighborhood Center-Suburban), DC (District Center), and CM (Corridor-Mixed), and for limited application in NCT (A or B) (Neighborhood Center-Traditional), CT (Corridor-Traditional), and IL (Light Industrial).			
Orientation	An entry through a required frontage type must directly face a street, civic space, or parking area along a public street.			
Frontage Types	Permitted frontage types include (see Figure 64-42-11 below):  <ol style="list-style-type: none"><li>1. Storefront</li><li>2. Tower/Raised Parapet/Pitched Roof Elements</li><li>3. Awning / Canopy</li><li>4. Recessed Entry</li><li>5. Terrace</li><li>6. Arcade / Gallery</li><li>7. Pedestrian Courtyard</li><li>8. Colonnade</li><li>9. Vehicular Courtyard.</li></ol> [⇔ See Sec. 64-55 Building Design & Height]			
Facade	The façade must include at least one horizontal and one vertical articulation element as follows (see Figure 64-42-12 below):  <table><tr><td><b>Horizontal</b> (at least one every 75 feet of horizontal width for a street facing façade)  <ol style="list-style-type: none"><li>1. <b>Wall Offset.</b> A horizontal wall plane offset of at least 4', extending for the full height of the primary façade.</li><li>2. <b>Wall Notch.</b> A setback or notch in the wall plane at least 4' deep and 8' wide for the full height of the primary façade.</li><li>3. <b>Wall projection.</b> A projection or molding at least 4" deep and 1' wide for the full height of the primary façade.</li></ol></td><td><b>Vertical</b> (at least one every 75 feet of horizontal width for a street facing façade)  <ol style="list-style-type: none"><li>4. <b>Variation in Height.</b> A variation in building or parapet height of at least 2' (or 4' for buildings greater than 24' in height). This may include tower/raised parapet/pitched roof elements.</li><li>5. <b>Variations in Roof Form.</b> Use of more than one roof form to divide the building into different building modules.</li></ol></td></tr></table>		<b>Horizontal</b> (at least one every 75 feet of horizontal width for a street facing façade)  <ol style="list-style-type: none"><li>1. <b>Wall Offset.</b> A horizontal wall plane offset of at least 4', extending for the full height of the primary façade.</li><li>2. <b>Wall Notch.</b> A setback or notch in the wall plane at least 4' deep and 8' wide for the full height of the primary façade.</li><li>3. <b>Wall projection.</b> A projection or molding at least 4" deep and 1' wide for the full height of the primary façade.</li></ol>	<b>Vertical</b> (at least one every 75 feet of horizontal width for a street facing façade)  <ol style="list-style-type: none"><li>4. <b>Variation in Height.</b> A variation in building or parapet height of at least 2' (or 4' for buildings greater than 24' in height). This may include tower/raised parapet/pitched roof elements.</li><li>5. <b>Variations in Roof Form.</b> Use of more than one roof form to divide the building into different building modules.</li></ol>
<b>Horizontal</b> (at least one every 75 feet of horizontal width for a street facing façade)  <ol style="list-style-type: none"><li>1. <b>Wall Offset.</b> A horizontal wall plane offset of at least 4', extending for the full height of the primary façade.</li><li>2. <b>Wall Notch.</b> A setback or notch in the wall plane at least 4' deep and 8' wide for the full height of the primary façade.</li><li>3. <b>Wall projection.</b> A projection or molding at least 4" deep and 1' wide for the full height of the primary façade.</li></ol>	<b>Vertical</b> (at least one every 75 feet of horizontal width for a street facing façade)  <ol style="list-style-type: none"><li>4. <b>Variation in Height.</b> A variation in building or parapet height of at least 2' (or 4' for buildings greater than 24' in height). This may include tower/raised parapet/pitched roof elements.</li><li>5. <b>Variations in Roof Form.</b> Use of more than one roof form to divide the building into different building modules.</li></ol>			
Transparency	At least 30% transparent windows for each front facing façade visible from the street (see Figure 64-42-13). The applicant may substitute: <ul style="list-style-type: none"><li>• architectural details such as metal screens or grillwork, or</li><li>• Permanent planters at least 3' in height, attached to the ground floor of the building.</li></ul>			

Figure 64-42-11 Frontage Types for Building Design Type D

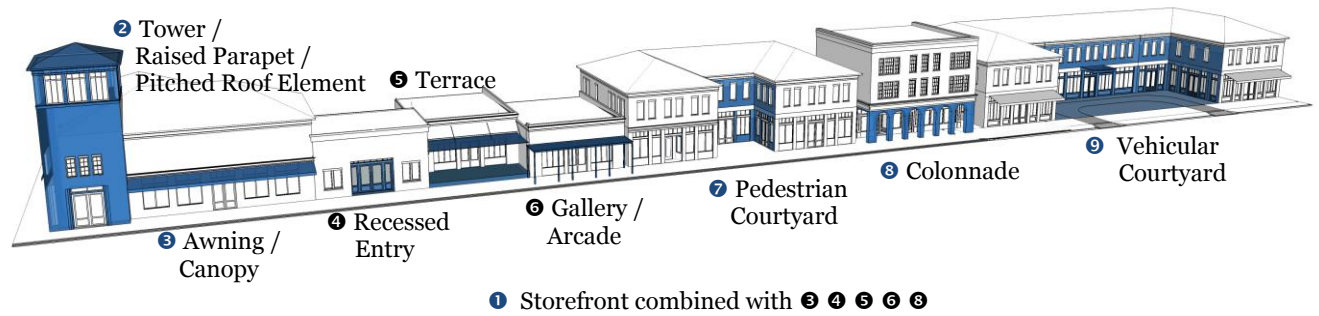
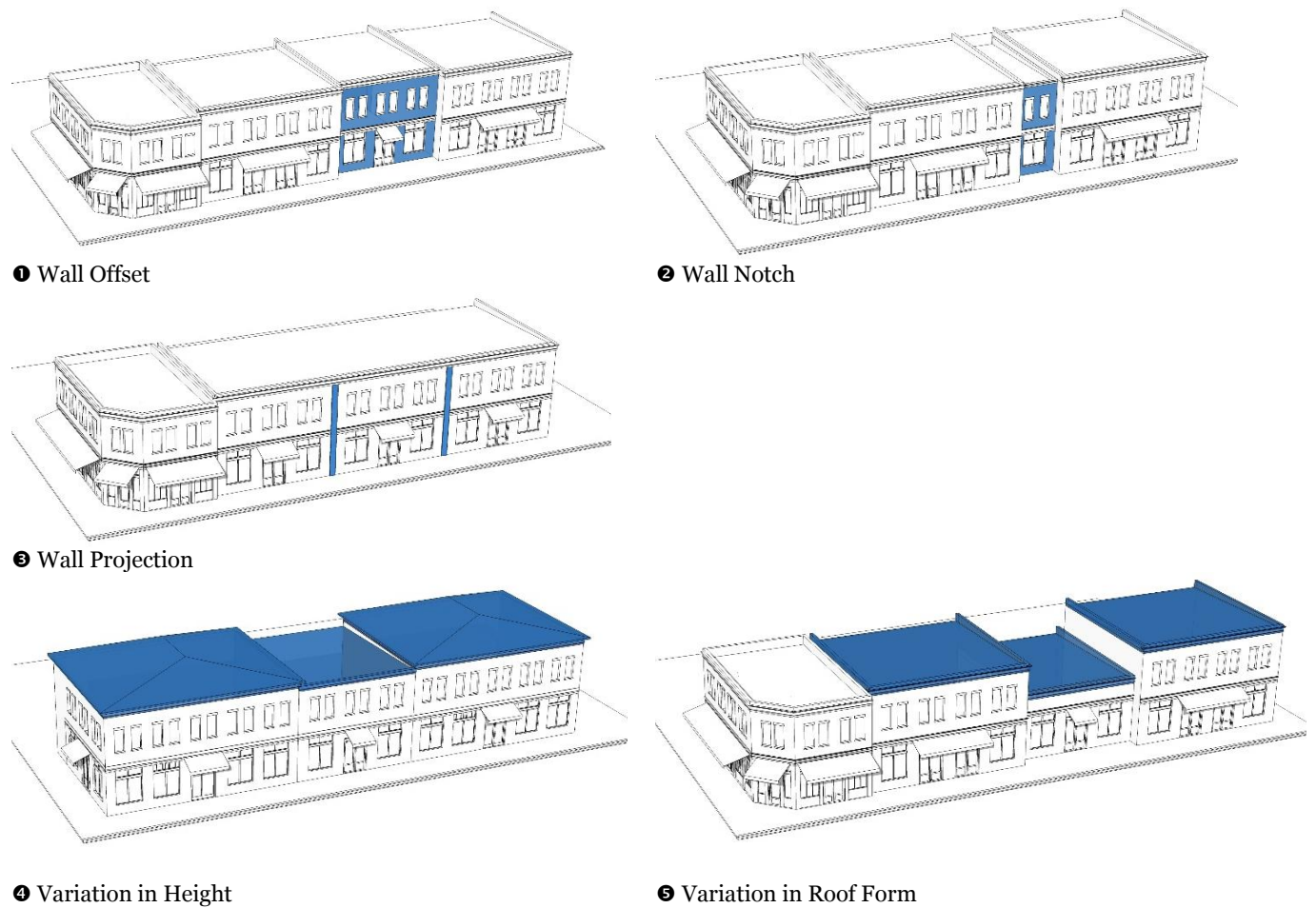


Figure 64-42-12 Façade Options for Building Design Type D



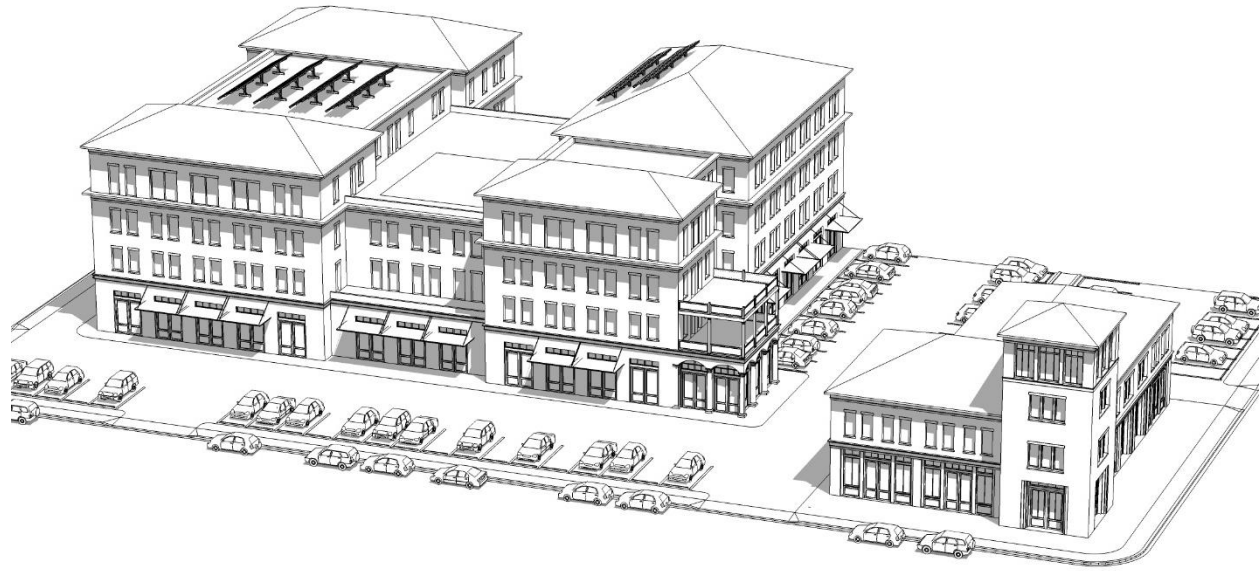


*Figure 64-42-13 Transparency Requirements for Building Design Type D*





**F. Building Design Type E**



<b>Application</b>	Office, institutional or campus type buildings: Districts P (Public-Institutional) and IL (Light Industrial), and allowed in DW (Downtown Waterfront), CW (Commercial Warehouse), ML (Maritime Light) and IH (Heavy Industrial).	
<b>Orientation</b>	An entry through a required frontage type must directly face a street, civic space, or parking area along a public or internal street.	
<b>Frontage Types</b>	Permitted frontage types include (see Figure 64-42-14 below):  <ol style="list-style-type: none"> <li>1. Common Entry, and</li> <li>2. Recessed or Projected Entry.</li> </ol>	
	[⇌ See Sec. 64-55 Building Design & Height]	
<b>Facade</b>	The façade must include at least one horizontal and one vertical articulation element as follows (see Figure 64-42-15 below):	
	<p><b>Horizontal</b> (at least one every 100 feet of horizontal width for a street facing façade)</p> <ol style="list-style-type: none"> <li>1. <b>Wall Offset.</b> A horizontal wall plane offset of at least 4', extending for the full height of the primary façade.</li> <li>2. <b>Wall Notch.</b> A setback or notch in the wall plane at least 4' deep and 8' wide for the full height of the primary façade.</li> <li>3. <b>Wall projection.</b> A projection or molding at least 4" deep and 1' wide for the full height of the primary façade.</li> </ol>	<p><b>Vertical</b> (at least one every 100 feet of horizontal width for a street facing façade)</p> <ol style="list-style-type: none"> <li>4. <b>Variation in Height.</b> A variation in building or parapet height of at least 2' (or 4' for buildings greater than 24' in height). This may include tower/raised parapet/pitched roof elements.</li> <li>5. <b>Variations in Roof Form.</b> Use of more than one roof form to divide the building into different building modules.</li> </ol>
<b>Windows</b>	At least 20% windows (transparency is not required) for each front facing façade visible from the street.	

Figure 64-42-14 Frontage Types for Building Design Type E

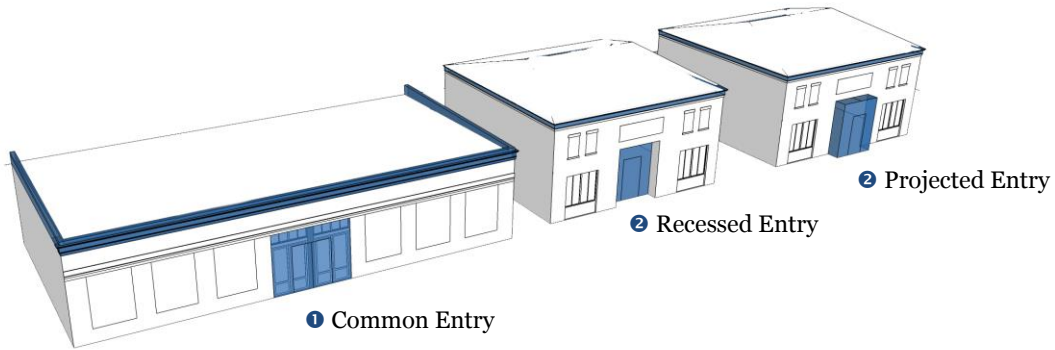
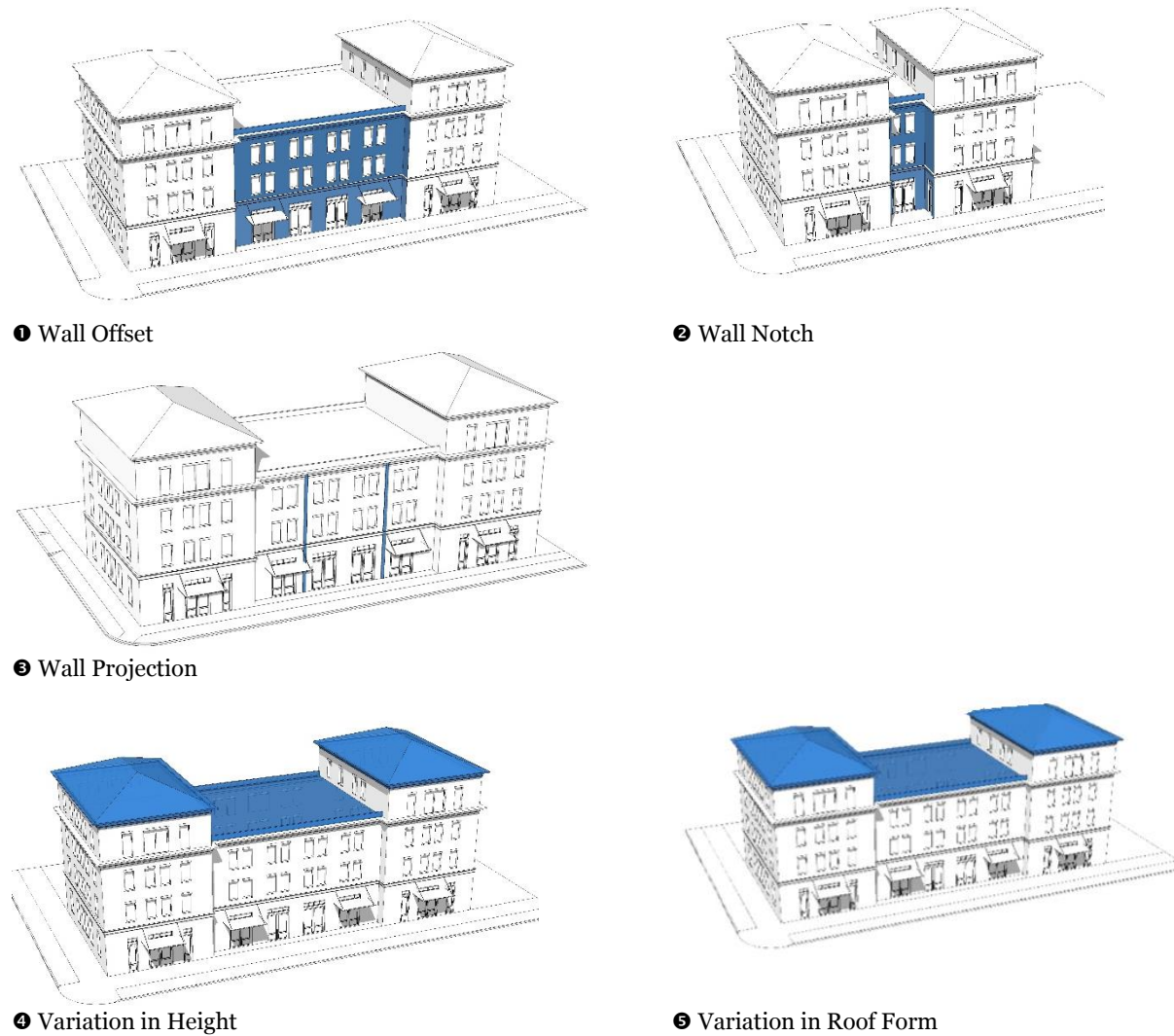
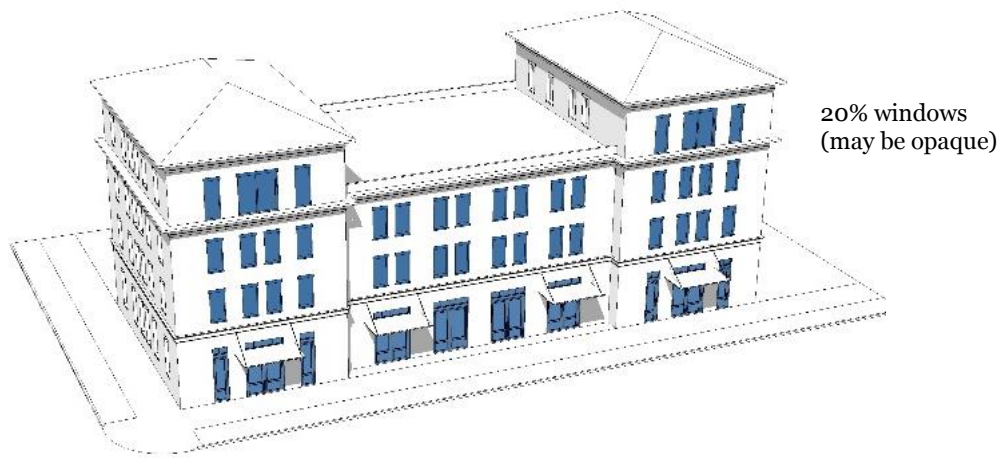


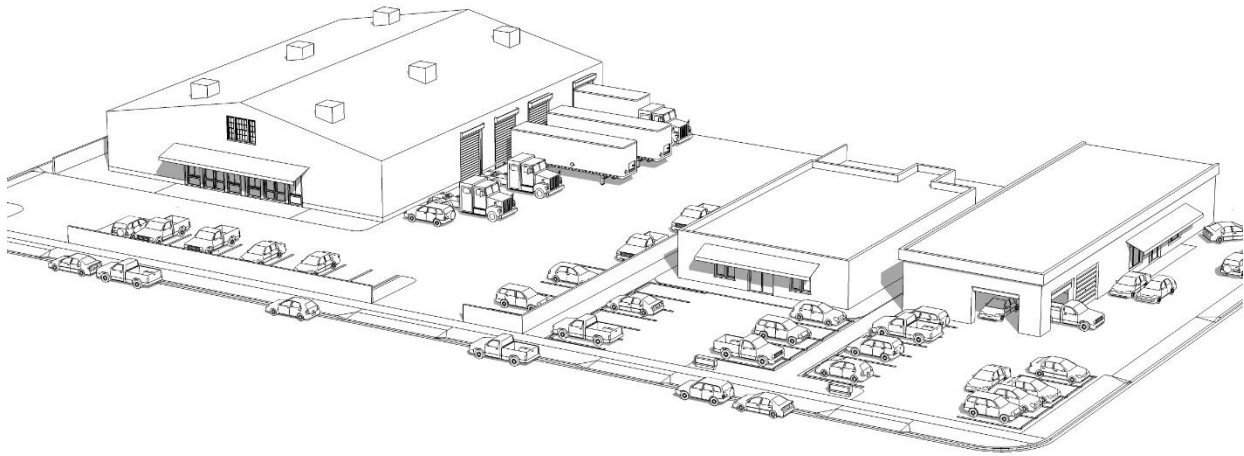
Figure 64-42-15 Façade Options for Building Design Type E



*Figure 64-42-16 Transparency Requirement for Building Design Type E*

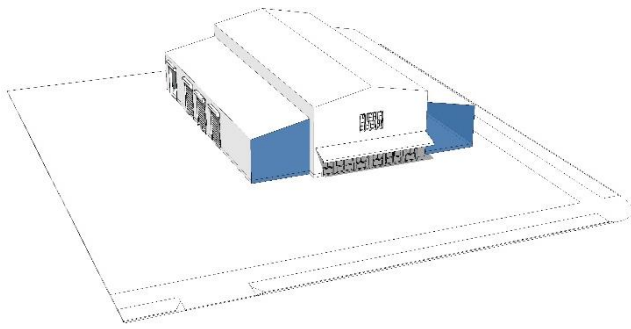


**G. Building Design Type F**

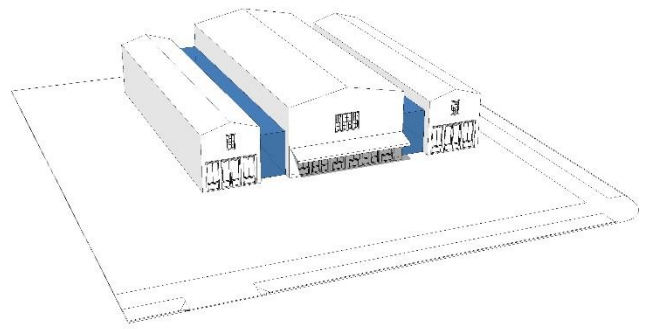


<b>Application</b>	Industrial or warehouse type buildings: Districts CW (Commercial Warehouse), IH (Heavy Industrial), MH (Maritime Heavy), ML (Maritime Light), and for limited application to IL(B) (Light Industrial).
<b>Orientation</b>	A public or employee building entry must directly face a street, civic space, or parking area along a public or internal street.
<b>Frontage Type</b>	Not regulated
<b>Facade</b>	<p>The façade must include at least one <b>horizontal</b> articulation element (<i>at least every 150 feet of horizontal width for a street facing façade</i>) as follows (see Figure 64-42-17 below):</p> <ol style="list-style-type: none"> <li><b>1. Wall Offset.</b> A horizontal wall plane offset of at least 3', extending for the full height of the primary façade.</li> <li><b>2. Wall Notch.</b> A setback or notch in the wall plane at least 3' deep and 6' wide for the full height of the primary façade.</li> <li><b>3. Wall projection.</b> A projection or molding at least 4" deep and 1' wide for the full height of the primary façade.</li> </ol>
<b>Transparency</b>	Not regulated

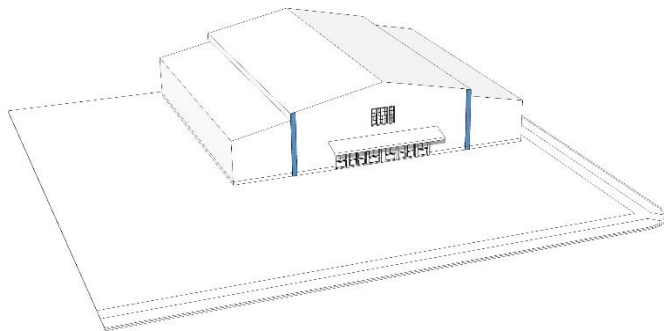
Figure 64-42-17 Façade Options for Building Design Type F



❶ Wall Offset



❷ Wall Notch





## Sec. 64-43 Site Design

### A. Generally

- Each site design category includes the following elements:

<b>Application</b>	This indicates the situations where the site design type is applied. Refer to the zoning district regulations (Article III) for dimensional requirements that apply to each category.
<b>Building placement</b>	Refers to the location of buildings relative to other site features such as sidewalks, civic spaces, and yards.
<b>Civic Space</b>	Refers to the type and placement of common open space and civic spaces such as trails, internal pedestrian connections, plazas and squares.
<b>Landscaping</b>	Describes generally the type and location of landscaping features to buffer surrounding neighborhoods, and to mitigate the stormwater, heat island and visual impacts of development.
<b>Parking</b>	Refers to the location and placement of parking relative to principal buildings and other site features.
<b>Pedestrian circulation</b>	Refers to the type and placement of internal sidewalks, trails, and other site features that accommodate pedestrian movement. These are in addition to any sidewalks required by Article IV.

*Note: Refer to Article IV for specific standards for yards, parks/open space/civic space, landscaping, and parking.*

- The site design types that apply to an area are designated on the zoning map.
- The standards that apply to each building design type are set out in subsections B through G below. The range of design standards that apply to building design type are briefly summarized in the table below.

Table II- 2 Summary of Site Design Elements

Type	Primary Application (see Art. II)	Building Placement	Civic Space	Landscaping	Building Placement	Parking	Pedestrian Circulation
1	RL	Buildings located to allow for front and rear yards	Common open space required for subdivisions	Landscaping or natural resource preservation to manage stormwater.	Buildings located to allow for front and rear yards	Not regulated except as provided in Article IV	Sidewalks, walkways and paths
2	RM	Buildings clustered to preserve open space	High level of passive open space oriented around natural features	Limited or modest landscaping to manage stormwater, and for buffering and reducing visual impacts.	Buildings clustered to preserve open space	Not regulated except as provided in Article IV	Sidewalks, trails and paths
3	NCT, D, CT, DW	Buildings located near the sidewalk edge	Civic space that is compact in scale, and that provides pedestrian connections or gathering places.	Limited urban landscaping to manage stormwater management and that promotes pedestrian orientation and reduces visual impacts of parking.	Buildings located near the sidewalk edge	Parking located to the rear or side of buildings in small modules / quantity limited	Buildings are connected to the street / sidewalks and paths connect to greenways and neighborhoods
4	NCS, DC, CM	Buildings set back from street or located near the sidewalk edge	Civic space is a combination of compact or linear spaces that provide pedestrian connectivity, and natural or passible spaces for resource protection or buffering.	Significant landscaping to manage stormwater, reduce visual impacts of parking, and enhance community image.	Buildings set back from street or located near the sidewalk edge	Parking set back from the sidewalk edge in landscaped lots / sufficient quantity	Sidewalks and paths connect to greenways & neighborhoods
5	P	Buildings located to allow for front yards and interior civic space	Internal open space provides gather places, and that connects buildings and destinations.	Significant landscaping to manage stormwater and enhance community image.	Buildings located to allow for front yards and interior civic space	Parking set back from the sidewalk edge in landscaped lots / sufficient quantity	Paths and sidewalks connect buildings and parking
6	IL, IH, M	Buildings generally set back from the sidewalk edge	Not regulated	Landscaping to manage stormwater buffer lower intensity uses.	Buildings generally set back from the sidewalk edge	Parking set back from the sidewalk edge / Sufficient quantity for both cars and trucks	Not regulated

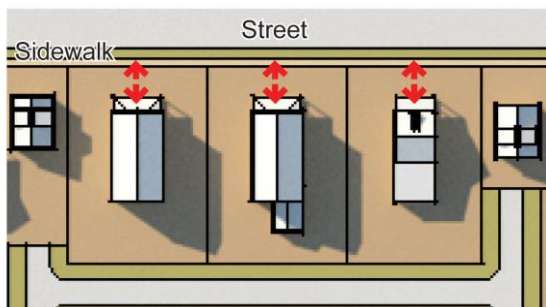
**B. Site Design Type 1**



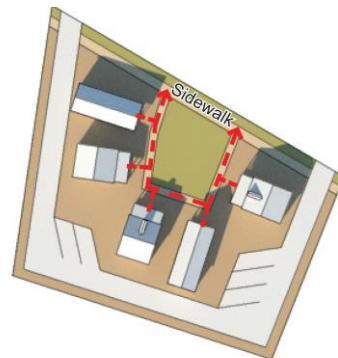
<b>Application</b>	Single-family residential neighborhoods: Districts RL (Residential Single-Family), for single-family dwellings in RMT or RMF (Residential Mixed). These standards apply to residential single-family dwellings in traditional neighborhoods, or where the City's planning policies require traditional design elements.
<b>Building placement</b>	Buildings are located to accommodate front, side and rear yards where required by the zoning district regulations ( $\Leftrightarrow$ <i>see Art. III</i> ).
<b>Civic Space</b>	Natural Area, Greenway, Community Garden, Park, Recreation Area, Waterfront Promenade, School Site, Plaza, Square, Courtyard, Pedestrian Pathway, Green. See zoning district regulations (Article III) for minimum civic space area, and Article IV for civic space specifications. Applicants are encouraged to combine civic space and landscaping with low-impact development (LID) stormwater management practices, such as bioretention swales and bioretention cells ( $\Leftrightarrow$ <i>see Art. IV, Sec. 64-63</i> ).
<b>Landscaping</b>	The zoning district (Art. III) establishes the minimum site area to be landscaped ( $\Leftrightarrow$ <i>see also Sec. 64-58 (Landscaping &amp; Tree Preservation)</i> ).
<b>Parking</b>	Not regulated except as provided in Article IV
<b>Pedestrian Circulation</b>	Pedestrian connections are provided as follows (see Figure 64-43-1): <ol style="list-style-type: none"> <li>1. A walkway that connects the front entry directly to a public sidewalk, and</li> <li>2. Sidewalks, walkways or paths within a development that lead directly to a public sidewalk on the perimeter.</li> </ol>

Figure 64-43-1 Pedestrian Circulation Options for Site Design Type 1

**1 Public Sidewalk Connection**



**2 Internal Path to a Public Sidewalk**



### C. Site Design Type 2



<b>Application</b>	Districts RL (Residential Single-Family), RM (Residential Mixed), and multi-family buildings in NC-T (Neighborhood Center-Traditional), DC (District Center), CT (Corridor-Traditional).
<b>Building placement</b>	Buildings are located to accommodate front, side and rear yards where required by the zoning district regulations ( <i>⇔ see Article III</i> ).
<b>Civic Space</b>	Natural Area, Greenway, Community Garden, Park, Recreation Area, Waterfront Promenade, School Site, Plaza, Square, Courtyard, Pedestrian Pathway, Green. See zoning district regulations (Article III) for minimum civic space area, and Article IV for civic space specifications. Applicants are encouraged to combine civic space and landscaping with low-impact development (LID) stormwater management practices, such as bioretention swales and bioretention cells ( <i>⇔ see Art. IV, Sec. 64-63</i> ).
<b>Landscaping</b>	<p>The zoning district (Art. III) establishes the minimum site area to be landscaped (<i>⇔ see also Sec. 64-58 (Landscaping &amp; Tree Preservation)</i>). One of the following landscaping strategies must be used within the required minimum setback area on the edges of a residential site adjacent to an arterial or collector street and any RL district (see Figure 64-43-2):</p> <ol style="list-style-type: none"> <li>1. Planted Buffer with No Fence or Wall. A landscaped area that is at least 10' deep with at least 70% porous/permeable surfaces.</li> <li>2. Planted Buffer with a Fence or Wall. A landscaped area that is at least 7' deep at least 70% porous / permeable surfaces. A fence or wall no more than 3' in height shall be located within the landscape area that includes posts and columns at least every 50' and pedestrian gateways at least every 100'.</li> <li>3. Street-facing Yard. A landscaped area between the public sidewalk and the front(s) of residences that is at least 10' deep.</li> </ol>
<b>Parking</b>	Not regulated except as provided in Article IV
<b>Pedestrian Circulation</b>	<p>Pedestrian connections are provided as follows (see Figure 64-43-3):</p> <ol style="list-style-type: none"> <li>1. A walkway that connects the front entry directly to a public sidewalk, and</li> <li>2. Sidewalks, walkways or paths within a development that lead directly to a public sidewalk on the perimeter</li> <li>3. Walkways that connect residential buildings and sidewalks directly to common open space and civic spaces.</li> </ol>

Figure 64-43-2 Landscaping Options for Site Design Type 2

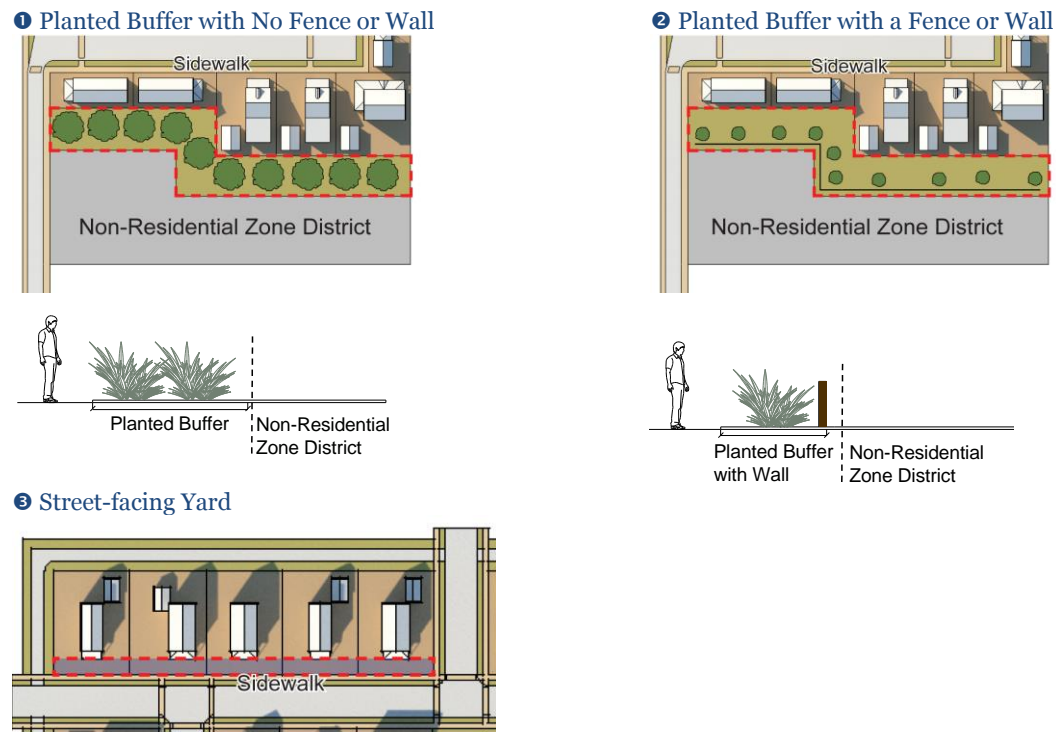
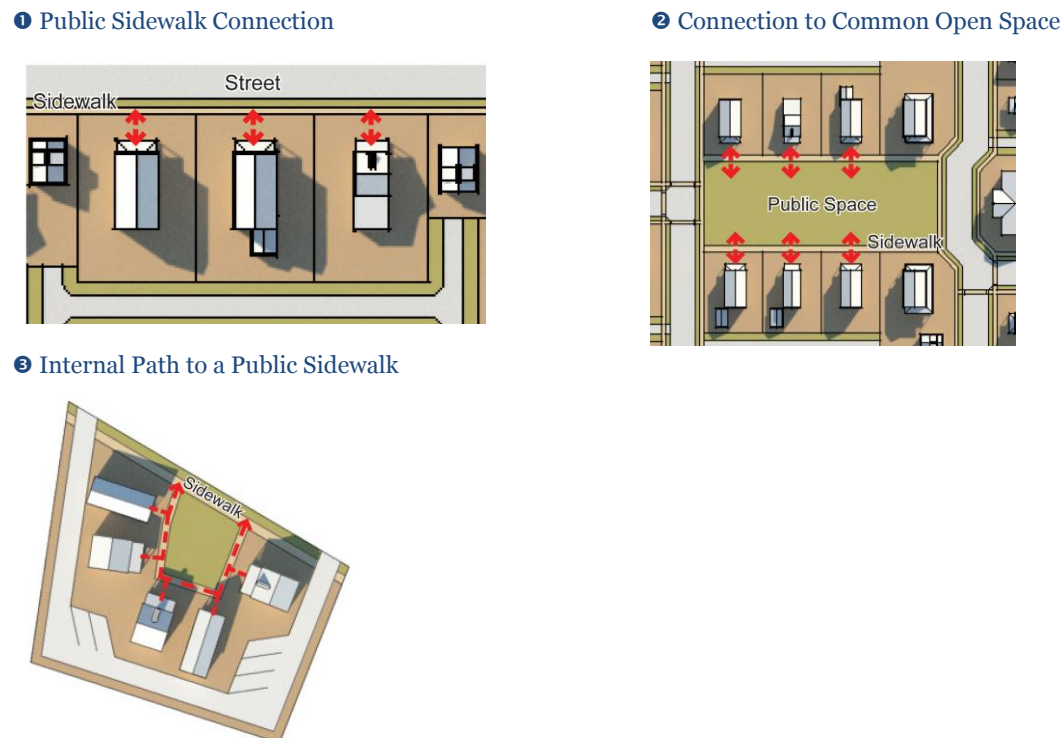


Figure 64-43-3 Pedestrian Circulation Options for Site Design Type 2



**D. Site Design Type 2A (Conservation Subdivision)**



**Purpose:** Site Design Type 2A (Conservation Subdivision) is a development option that preserves open space, natural resources, and rural character. The standards provide for low development impacts, while providing design flexibility and eliminating standards requiring unnecessary consumption of land. The site characteristics conserve important site features such as open space networks and contiguous natural habitats adjacent to other existing open space tracts. The site design should encourage connectivity between environmental characteristics of adjacent properties and provide a continuous open space network between the proposed development layout and the adjacent properties. Intermodal trails that provide a link to adjacent properties as an enhancement of recreational opportunities are encouraged. Because the development standards are flexible, development costs per lot are significantly lower than conventional options and lot yield is typically higher.

Conventional subdivisions typically produce little open space except floodplains and steep slopes. Common open space areas in conventional subdivisions are often unusable or are devoted only to specific purposes, such as golf courses. Most open space in conventional subdivisions is contained in private yards with no common access or maintenance. Further, private open space typically involves lawns and landscaping that require heavy maintenance and water demands. Accordingly, the purpose of this section is to provide flexibility in site design in order to allow developers to preserve common open space and natural resources in Conservation Areas within a subdivision.

The specific purposes of this section are:

- To protect the public health, safety and general welfare by avoiding surface and ground water pollution, contaminated runoff, air quality contamination and urban heat islands which result from pavement and the clearing of natural vegetation;
- To protect and preserve natural resources such as wetlands, streams, lakes, woodlands, and water recharge area;
- To reduce infrastructure and housing costs by reducing the engineering and construction costs produced by conventional subdivision design, which requires more pavement, wetland crossings, grading of trees and natural areas, and lawn and landscaping maintenance;
- To protect property values by allowing open space design features which enhance the marketability of development;
- To provide design flexibility; and
- To promote development on soils which are most suitable for urban densities, while preserving soils that are primarily adaptable to other uses such as woodlands, wildlife habitat and agricultural uses.

**1. Applicability**

A Conservation Subdivision may be permitted in any zoning district where Site Design 2 applies, and is required for all residential subdivisions located in the O-PE district.



**2. Lot Layout**

- (a) A Conservation Subdivision shall comply with Sec.64-54 Blocks, Lots & Yards, except as otherwise provided in this section. (↔ *Article 4*).
- (b) Lots for dwelling units shall be located outside the Conservation Area.
- (c) Lots located within one hundred (100) feet of a Conservation Area shall front on a Local Street. Lots shall not front on a Collector or higher order street. (↔ *Article 4, Sec.64-64 Streets*).
- (d) The required Conservation Area shall be directly accessible to the largest practicable number of dwelling units within the development. Non-adjoining lots shall be provided with safe, convenient access to a Conservation Area.
- (e) No lot shall be farther than one quarter-mile radius from the Conservation Area. This radius is measured in a straight line from the residential lot line, without regard for street, sidewalk, or trail connections, to the nearest point of a Conservation Area.
- (f) Access to the Conservation Area shall be provided either by an abutting street or easement not less than twenty (20) feet in width.

**3. Streets and Sidewalks**

- (a) **Streets.** In a Conservation Subdivision, all streets shall comply with the requirements in Article IV (↔ *Article 4, Sec.64-64 Streets*), except as otherwise provided in this section.
- (b) **Pedestrian and Bicycle Connectivity.** A Conservation Subdivision shall include a pedestrian and bicycle circulation system designed to assure safe and convenient pedestrian and bicycle access throughout the subdivision and between properties and activities or special features within the neighborhood Conservation Area system. All sidewalks shall connect with other sidewalks or with trails, which in turn shall connect to potential areas qualifying as Conservation Area on adjoining undeveloped parcels or with existing open space on adjoining developed parcels, where applicable.
- (c) **Sidewalk Alternative.** The City may consider alternatives to a traditional streetside sidewalk, provided the proposed path/trail meets the intent of this section and the connectivity requirements listed above. Paths/trails may be located in an easement outside the right-of-way, and may be surfaced with asphalt or another suitable material, subject to approval by the City Engineer.

- 4. Shared Driveways.** Common/shared driveways are encouraged to reduce impervious surface, and shall be constructed in accordance with standards approved by the City Engineer.

**5. Conservation Area**

- (a) **Minimum Area Required.** A minimum of forty (40) percent of the total tract area shall be designated as Conservation Area.
- (b) **Permitted Uses in the Conservation Area.** The following areas qualify as Conservation Area:
  - (1) Wetlands;
  - (2) Woodlands;
  - (3) Sensitive aquifer recharge features;

- (4) Riparian Buffer Zones, provided they do not exceed fifty (50) percent of the Conservation Area ( $\Leftrightarrow$  *Article IV, Section 64-60 (D)*);
- (5) Significant wildlife habitat areas;
- (6) Historic, archaeological or cultural features listed (or eligible to be listed) on national, state, or city registers or inventories;
- (7) Scenic views into the property from existing public roads, key access points, public amenities, and historic, archaeological or cultural features;
- (8) Scenic view corridors of marsh and water bodies from the property;
- (9) Stormwater management features, including Low Impact Development (LID) BMPs, stormwater ponds, and basins and the areas which drain to LID features, excluding impervious surfaces, provided they comprise a maximum of fifty (50) percent of the required Conservation Area;
- (10) Passive recreation areas, provided all pedestrian and bicycle trails are constructed with pervious materials or as elevated boardwalks;
- (11) Open-air active recreation areas, provided they comprise a maximum of ten (10) percent of the Conservation Area and do not disturb significant environmental or natural features, or historic, archaeological, or cultural features listed (or eligible to be listed) on national, state, or city registers or inventories. Active recreation areas may include impervious surfaces. Golf course greens and fairways are not approved uses of Conservation Areas; and
- (12) Other conservation-oriented uses compatible with the purposes of these regulations and approved by the Planning Commission.

**(c) Prohibited Uses in Conservation Area**

- (1) Paved roads, parking lots and impervious surfaces, except as specifically authorized above; and
- (2) Other activities as determined by the applicant and recorded on the legal instrument providing for permanent protection.
- (3) The Conservation Area shall not be cleared, graded, filled, or subject to construction except as specifically authorized in paragraph (e)(2) above, and provided, however, that rights-of-way for trails; any streets needed to provide access to the proposed subdivision; and water, sewer, electric, or cable lines may be cleared to the minimum extent necessary to accommodate the right-of-way.

**(d) Location of Conservation Area**

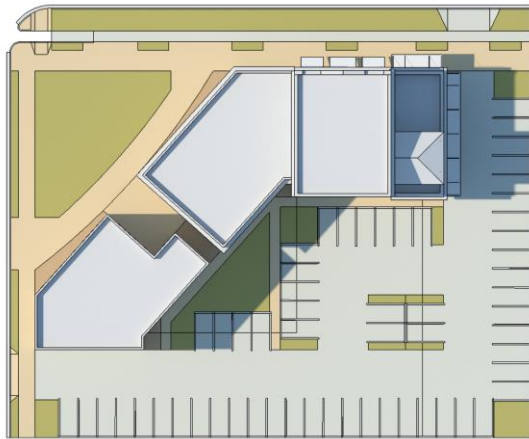
- (1) At least sixty (60) percent of the Conservation Area shall be contiguous. For the purposes of this section, contiguous includes any Conservation Area bisected by a local street, provided a pedestrian crosswalk provides access to the Conservation Area on both sides of the street and the right-of-way area is not included in the calculation of minimum Conservation Area required.
- (2) Where feasible, the Conservation Area should adjoin any neighboring areas of Conservation Area, other protected areas, and non-protected natural areas.

**(e) Preservation of Conservation Area**

- (1) Lands designated as permanent Conservation Area shall be protected in perpetuity through an instrument of permanent protection, such as a conservation easement, permanent restrictive covenant, or fee simple title held by the City, a property owners association, or an approved land trust or conservancy.
        - (2) The instrument of permanent protection shall prohibit further subdivision and development of the Conservation Area.
        - (3) The instrument of permanent protection shall be executed and recorded prior to the issuance of a land disturbance permit.
6. **Natural Resource Protection.** A Conservation Subdivision shall comply with the Natural Resource Protection standards of this chapter. (*↔ Article 4, Sec.64-60 Natural Resource Protection*)
7. **Open/Civic Space Standards.** A Conservation Subdivision is not subject to the Open/Civic Space Standards of this chapter. (*↔ Article 4, Sec.64-62 Open/Civic Space Standards*)
8. **Application Requirements**
  - (a) **Site Analysis Map**
    - (1) Concurrent with the submission of a proposed rezoning or subdivision plat, an applicant shall prepare and submit a site analysis map.
    - (2) The purpose of the site analysis map is to ensure the important baseline site features have been adequately identified prior to the creation of the site design, and that the proposed Conservation Area will meet the requirements of this article.
    - (3) The site analysis map shall include, at a minimum, the following features:
      - a. Property boundaries;
      - b. All streams, rivers, lakes, wetlands and other hydrologic features;
      - c. Topographic contours;
      - d. The planned location of protected Conservation Area;
      - e. Conservation Area labeled by criteria type identified with the advice and assistance of qualified environmental professionals, such as ecologists, biologists, geologists, archeologists, and historic preservation experts;
      - f. General vegetation characteristics;
      - g. General soil types;
      - h. Existing roads and structures;
      - i. Potential connections with existing Conservation Areas, open space, sidewalks, and trails; and
      - j. A scale bar for the map, drawn to a scale of not less than one inch equals sixty feet (1" = 60').
  - (b) **Sidewalk/Trail Plan.** A sidewalk/trail plan for the entire development site shall be submitted with the subdivision plat.
    - (1) The subdivision plat shall include a map depicting the proposed location of all sidewalks and trails throughout the Conservation Subdivision.

- (2) Construction plans for the sidewalks/trails shall be submitted with the engineering plans for the proposed Conservation Subdivision.

### E. Site Design Type 3



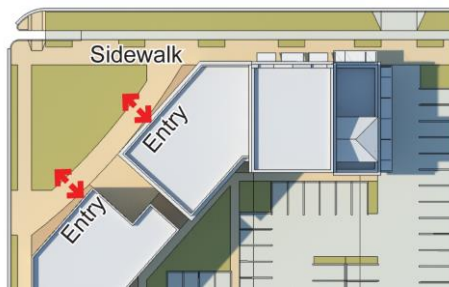
<b>Application</b>	Urban development with a close connection to the street: Districts D (Downtown), NCT (Neighborhood Center-Traditional), DC (District Center), CT (Corridor-Traditional), and for limited application in NCS(A) (Neighborhood Center-Suburban), DW(B) (Downtown Waterfront), and CM (Corridor-Mixed). IL(A) (Light Industrial).
<b>Building placement</b>	Buildings are placed close to the street, with maximum setbacks and minimum frontage buildout requirements established by the applicable zoning district (⇔ <i>see Article III</i> ).
<b>Civic Space</b>	Community Garden, Park, Waterfront Promenade, School Site, Rotary or Circle, Plaza, Square, Courtyard, Pedestrian Pathway, Green. See zoning district regulations (Article III) for minimum civic space area, and Article IV for civic space specifications. Applicants are encouraged to combine civic space and landscaping with low-impact development (LID) stormwater management practices, such as bioretention swales and bioretention cells (⇔ <i>see Art. IV, Sec. 64-63</i> ).
<b>Landscaping</b>	The zoning district (Art. III) establishes the minimum site area to be landscaped (⇔ <i>see also Sec. 64-58 (Landscaping &amp; Tree Preservation)</i> ). Landscaping percentage requirements do not apply to the area between the street line and the building wall, due to the proposed location of street trees within the right-of-way and the desired close proximity of building wall to sidewalk to create traditional, walkable village and neighborhood centers. Street trees located adjacent to the lot frontage count toward the applicable tree requirements. If the required number of trees cannot fit within the minimum landscaped area, remaining trees shall instead be donated to the city tree commission to be planted as public trees.
<b>Parking</b>	<ul style="list-style-type: none"> <li>• Surface parking is placed behind the principal building or interior to a block. Parking areas located behind the principal buildings are not subject to the minimum landscaping requirements of Article IV.</li> <li>• Structured parking is either placed behind the principal buildings or interior to a block, or located in a standalone or attached structure with: <ol style="list-style-type: none"> <li>(1) commercial space on the ground floor, or</li> <li>(2) a maximum width of 75 feet or 30% of the block face, whichever is less, with no more than one parking structure per block face.</li> </ol> </li> </ul>
<b>Pedestrian Circulation</b>	<p>Pedestrian connections are provided as follows (see Figure 64-43-4):</p> <ol style="list-style-type: none"> <li>1. A public building entry connected directly to a public sidewalk, and</li> <li>2. At least one pedestrian connection across the development defined with direct building-sidewalk connections as provided above, interior sidewalks, special paving material or landscaping.</li> <li>3. If the development connects to public open space (such as a park, greenway, or multiuse trail), at least one dedicated pedestrian and bicycle connection to the open space.</li> </ol>





Figure 64-43-4 Pedestrian Connection Options for Site Design Type 3

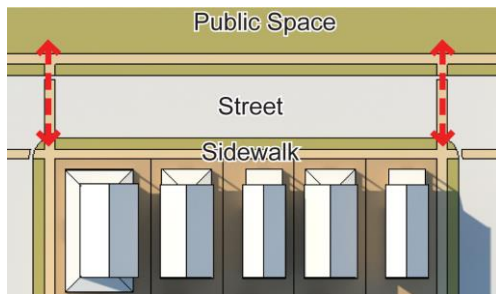
❶ Direct Pedestrian Connection



❷ Cross Property Connection



❸ Pedestrian Connection to Public Open Space/Trail



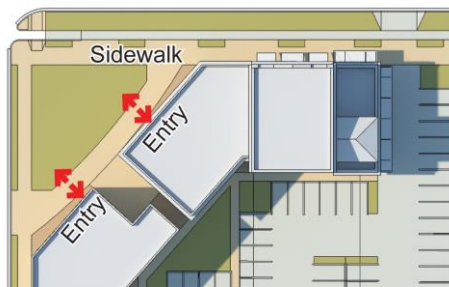
## F. Site Design Type 4



<b>Application</b>	Suburban development patterns: Districts CM (Corridor-Mixed), NCS (Neighborhood Center-Suburban), DC (District Center), and CM (Corridor-Mixed), and for limited application in NCT(B or C) (Neighborhood Center-Traditional), CT (Corridor-Traditional), and IL (Light Industrial).
<b>Building placement</b>	Buildings are typically set back behind landscaped surface parking areas, and the site may have multiple buildings with anchor tenants and outbuildings at the edge of the parking area and facing a public street. Buildings may be placed either close to the street along the sidewalk edge, or setback with minimum yards established by the applicable zoning district (⇔ <i>see Article III</i> ).
<b>Civic Space</b>	Natural Area, Greenway, Park, Recreation Area, Waterfront Promenade, Rotary or Circle, Plaza, Square, Courtyard, Pedestrian Pathway, Green. See zoning district regulations (Article III) for minimum civic space area, and Article IV for civic space specifications. Applicants are encouraged to combine civic space and landscaping with low-impact development (LID) stormwater management practices, such as bioretention swales and bioretention cells (⇔ <i>see Art. IV, Sec. 64-63</i> ).
<b>Landscaping</b>	The zoning district (Art. III) establishes the minimum site area to be landscaped (⇔ <i>see also Sec. 64-58 (Landscaping &amp; Tree Preservation)</i> ). Tree save areas, riparian buffers, and low-impact stormwater management practices are credited toward required landscaping where provided in Article IV, Sec. 64-58 (Landscaping & Tree Preservation). Buffers from adjacent RL zoned neighborhoods are required by Sec. 64-58.
<b>Parking</b>	Parking may be placed anywhere on the site, subject to the minimum yards established by the applicable zoning district (see Article III). At least 25% of the parking area must be shaded by large, medium or small trees (see Mobile Plant List).
<b>Pedestrian Circulation</b>	Pedestrian connections are provided as follows (see Figure 64-43-5): <ol style="list-style-type: none"> <li>1. A public building entry connected directly to a public sidewalk, and</li> <li>2. At least one pedestrian connection across the development with interior sidewalks, special paving material or landscaping paths.</li> <li>3. If the development connects to public open space (such as a park, greenway, or multiuse trail), at least one pedestrian and bicycle connection to the open space.</li> </ol>

Figure 64-43-5 Pedestrian Connection Options for Site Design Type 4

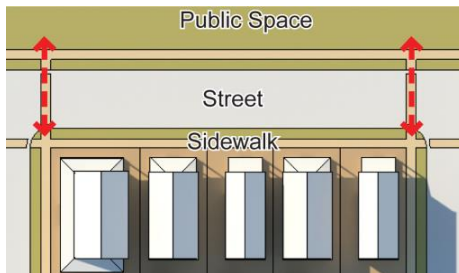
❶ Direct Pedestrian Connection



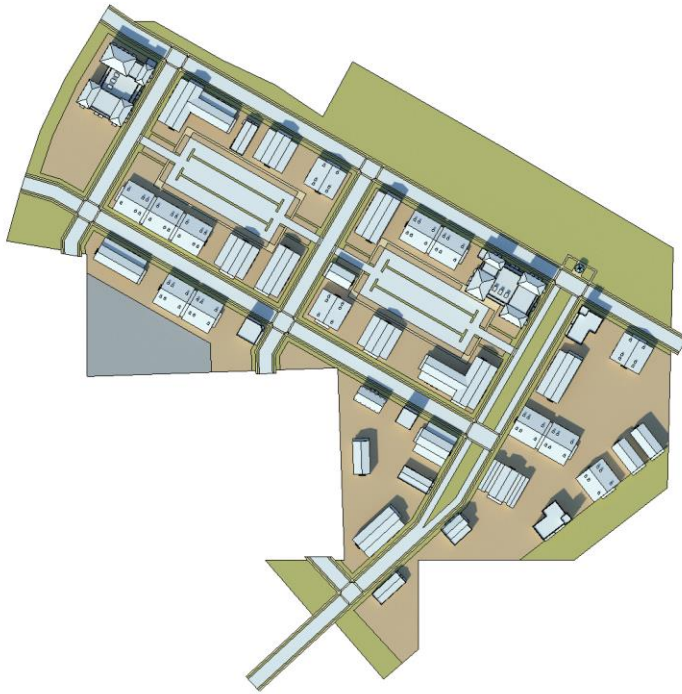
❷ Cross Property Connection



❸ Pedestrian Connection to Public Open Space/Trail



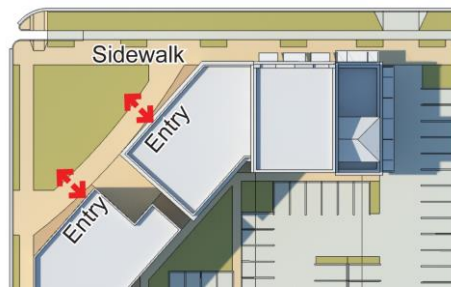
## G. Site Design Type 5



<b>Application</b>	Office or campus development: Districts P (Public-Institutional) and IL (Light Industrial), and allowed in DW (Downtown Waterfront) and IH (Heavy Industrial).
<b>Building placement</b>	Buildings are typically distributed throughout the site, with a network of landscaped Pedestrian Pathways in civic spaces connecting the buildings along with an interior street network. Buildings may be placed either close to the street along the sidewalk edge, adjacent to interior civic spaces, or setback with minimum yards established by the applicable zoning district (⇔ <i>see Article III</i> ).
<b>Civic Space</b>	Natural Area, Greenway, Waterfront Promenade, Rotary or Circle, Courtyard, Pedestrian Pathway, Green, and Water Feature. See zoning district regulations (Article III) for minimum civic space area, and Article IV for civic space specifications. Applicants are encouraged to combine civic space and landscaping with low-impact development (LID) stormwater management practices, such as bioretention swales and bioretention cells (⇔ <i>see Art. IV, Sec. 64-63</i> ).
<b>Landscaping</b>	The zoning district (Art. III) establishes the minimum site area to be landscaped (⇔ <i>see also Sec. 64-58 (Landscaping &amp; Tree Preservation)</i> ). Natural Areas, Greenways, Waterfront Promenades, landscaped Pedestrian Pathways, and Greens are counted toward required the landscaping percentage. Tree save areas, riparian buffers, and low-impact stormwater management practices are credited toward required landscaping where provided in Article IV, Sec. 64-58 (Landscaping & Tree Preservation). Buffers from adjacent RL zoned neighborhoods are required by Sec. 64-58.
<b>Parking</b>	Parking shall be distributed into modules separated by Pedestrian Pathways, Greenways, landscaped Pedestrian Pathways, or Greens. At least 25% of each parking module must be shaded by large, medium or small trees (see Mobile Plant List).
<b>Pedestrian Circulation</b>	<p>Pedestrian connections are provided as follows (see Figure 64-43-6):</p> <ul style="list-style-type: none"> <li>• A public building entry connected directly to a public sidewalk, and</li> <li>• At least one pedestrian connection across the development with interior sidewalks, special paving material or landscaping paths.</li> <li>• If the development connects to public open space (such as a park, greenway, or multiuse trail), at least one pedestrian and bicycle connection to the open space.</li> </ul>

Figure 64-43-6 Pedestrian Connection Options for Site Design Type 5

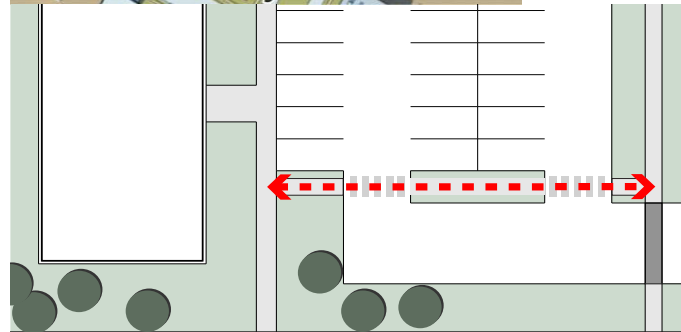
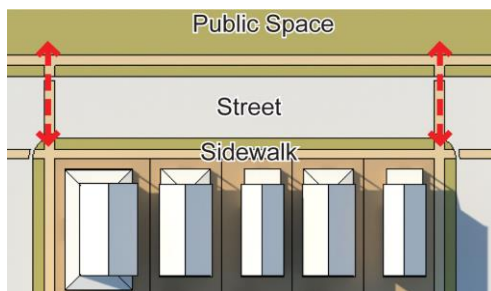
❶ Direct Pedestrian Connection



❷ Cross Property Connection

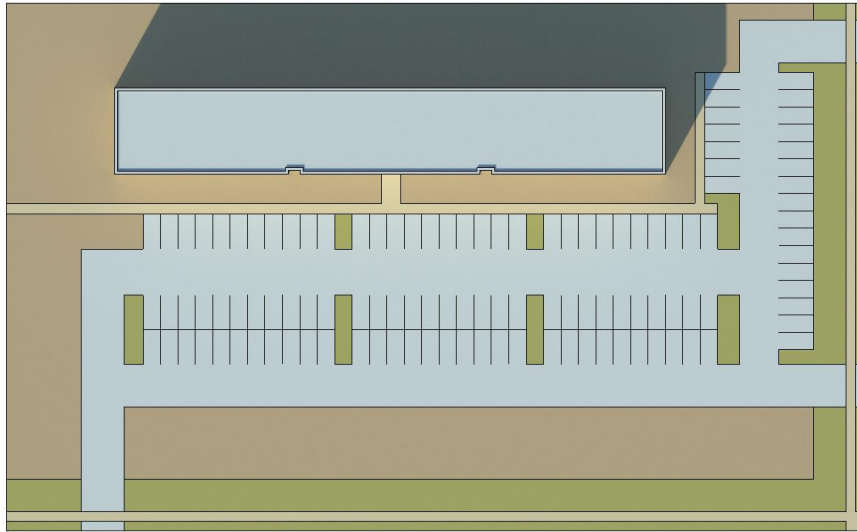


❸ Pedestrian Connection to Public Open Space/Trail





## H. Site Design Type 6



<b>Application</b>	Buildings are typically distributed throughout the site, with room for employee parking and circulation for trucks, heavy machinery, and industrial equipment. Industrial or warehouse development: Districts.
<b>Building placement</b>	Buildings may be placed anywhere on the site, subject to the minimum yards established by the applicable zoning district (see Article III).
<b>Civic Space</b>	Not regulated. However, applicants are encouraged to combine landscaping with low-impact development (LID) stormwater management practices, such as bioretention swales and bioretention cells (⇔ see Art. IV, Sec. 64-63).
<b>Landscaping</b>	The zoning district (Art. III) establishes the minimum site area to be landscaped (⇔ see also Sec. 64-58 ( <i>Landscaping &amp; Tree Preservation</i> )). Natural Areas, Greenways, Waterfront Promenades, landscaped Pedestrian Pathways, and Greens are counted toward required the landscaping percentage. Tree save areas, riparian buffers, and low-impact stormwater management practices are credited toward required landscaping where provided in Article IV, Sec. 64-58 ( <i>Landscaping &amp; Tree Preservation</i> ). Buffers from adjacent RL zoned neighborhoods are required by Sec. 64-58.
<b>Parking</b>	Parking may be placed anywhere on the site, subject to the minimum yards established by the applicable zoning district (see Article III).
<b>Pedestrian Circulation</b>	Not regulated

**Sec. 64-44 to**

**Sec. 64-50 Reserved.**