



Implementing the Land Use Vision: A Zoning Guide for Rural Communities

Zoning in Community, Inducing Investment:
Putting your Comprehensive Plan to Work
October 25, 2006



The Role of Zoning

- ▶ **Zoning and related subdivision ordinances are some of the primary tools used to implement a community's comprehensive plan.**
- ▶ **As a community changes, zoning often changes to reflect new realities and/or new priorities.**
- ▶ **Zoning plays an important role in protecting neighborhoods, providing for economic growth, protecting farmland and natural resources.**
- ▶ **Local officials complement zoning with other measures to implement policies for housing, open space protection, economic development**



Adapting to Change

- ▶ **A community is a work in progress**
 - The community must have the flexibility to change
- ▶ **Changing land uses**
 - Mixed-use centers
- ▶ **Economic opportunities**
- ▶ **Response to threats**
- ▶ **Impacts of growth**



Public Role

- **Zoning should support the community's vision for physical development**
- **Zoning should encourage private investment**
- **All codes should be enforced**
 - **Protect the community from hazards – “health, safety and welfare”**
 - **Send the message that quality matters**



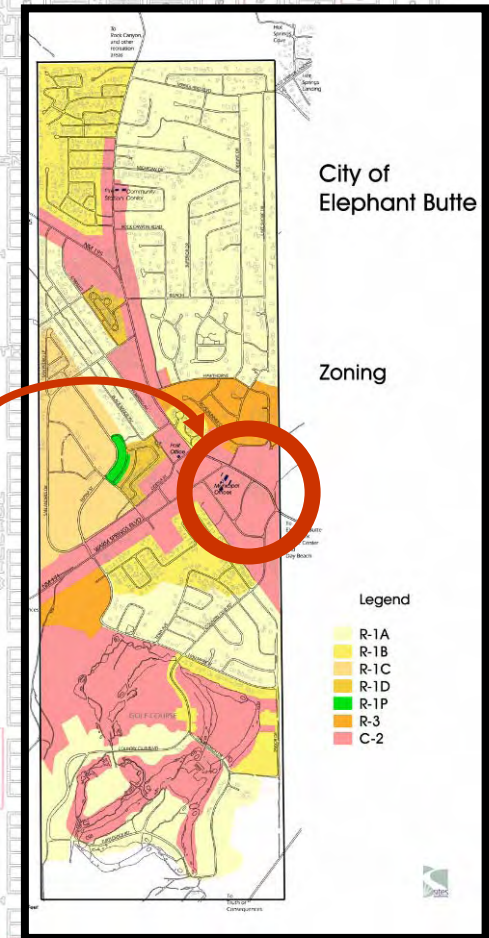
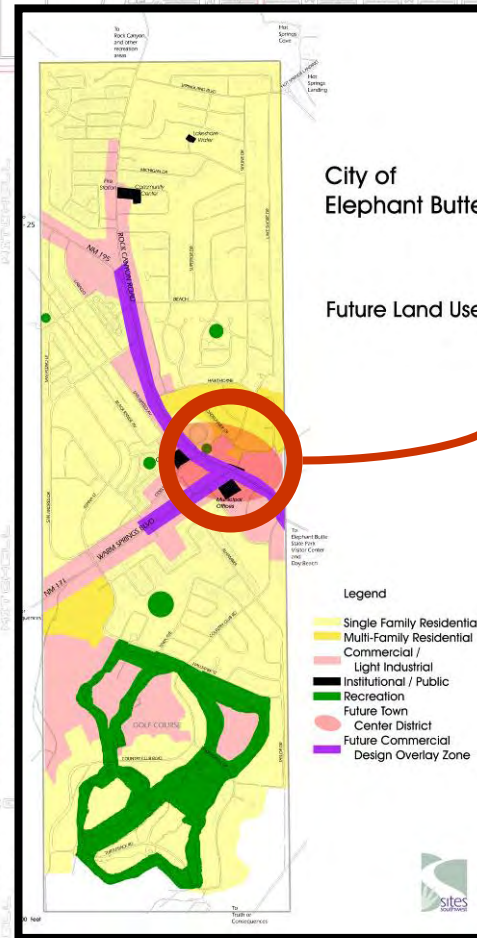
Goals for Zoning

- ➔ **Preserve special community character**
- ➔ **Support economic diversification**
- ➔ **Complement public investments**
- ➔ **Support a mix of uses**
 - **Retail**
 - **Services**
 - **Industry**
 - **Housing**
- ➔ **Make the right project easy**



Goals for Zoning

- ➡ **Seek community consensus on its desired future**
- ➡ **Achieve the community's vision through zoning**



Community Character



Visual Rhythm

Varied Storefronts

Parking in Front

Window Size & Orientation

Entrance Orientation

Awnings, Streetscape



Community Character



Visual Rhythm

Varied Storefronts

Parking in Front

Window Size & Orientation

Entrance Orientation

Color and Materials



Community Character



**Building
Scale**

Streetscape

**Building
Color &
Materials**

**Setback
from the
Highway**

Signs



Community Character



- ➡ Height
- ➡ Setbacks
- ➡ Lot Size/Density

- ➡ Off-street Parking
- ➡ Fencing
- ➡ Landscaping



Community Character

▶ Building Size

- Floor area
- Height

▶ Appearance

- Materials and color
- Façade treatments
- Orientation
- Architectural style

▶ Required Parking

- On-street
- To the side or rear

▶ Streetscape

- Pedestrian improvements
- Landscaping
- Street furniture, lighting, signage



Support a Mix of Uses and Densities

- ▶ Encourage a mix of densities appropriate to your community's size and scale.
- ▶ Commercial activities convenient to residents
- ▶ Access to transportation for commercial uses
- ▶ Residential neighborhoods that vary by type and lot sizes to serve a range of incomes



Make the Right Project Easy

➔ Streamlined review process for projects that comply with adopted ordinances

- Staff review only
- Reduced time to public hearing

➔ Clear guidance for developer

- Easily understandable regulations and guidelines
- Fair process

➔ Clear guidance to staff and elected officials

- Consistent, open processes



Zoning Options

➡ Traditional Zoning

- Prescriptive

- Specific uses, height, setback

➡ Form Based Codes

- Specific to form, not use

➡ Design Guidelines

- Voluntary

- Can be specific or describe intent



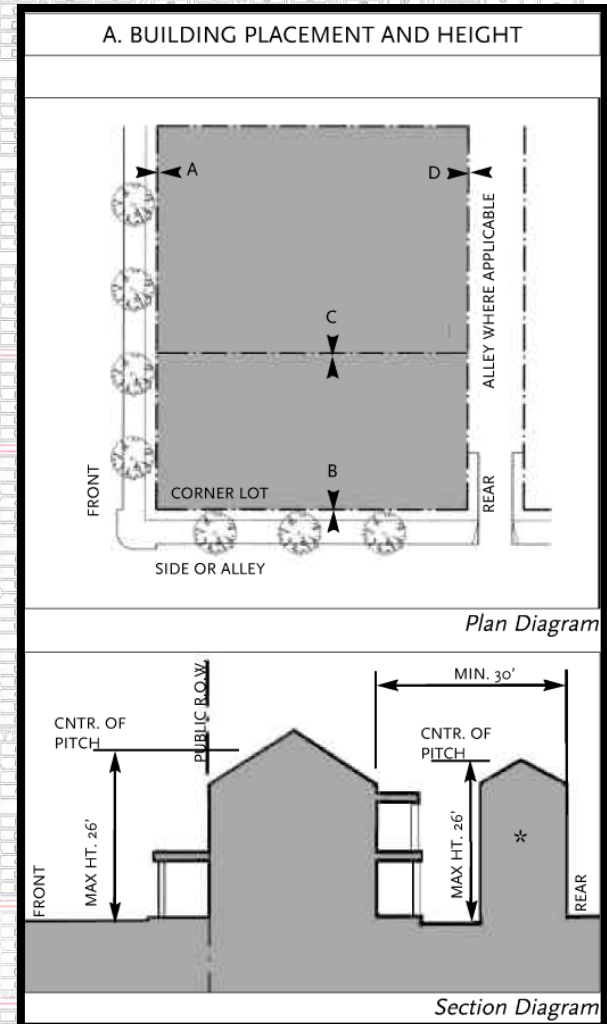
Traditional Zoning

- Specific lists of permitted uses, conditional uses, prohibited uses
- Typically single use, but may include a mix
- Specific standards applied
 - Lot area
 - Setbacks
 - Height
 - Parking
 - Signs
- Regulatory, adopted by ordinance
- Clear and easily enforced
- May not get at character

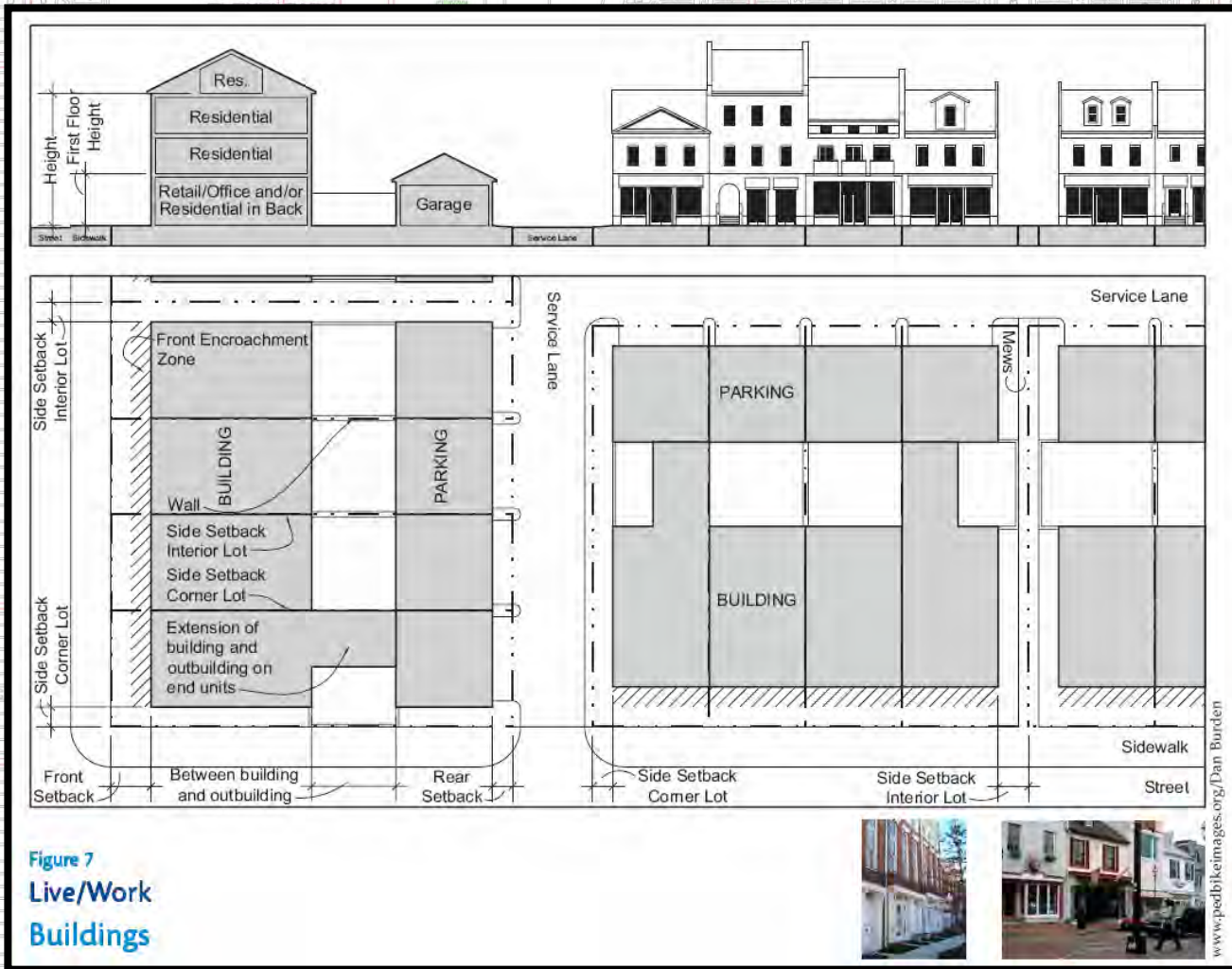


Form Based Codes

- ➔ **Design is a major goal**
- ➔ **Specify building form**
 - **Height**
 - **Setback**
 - **Massing and scale**
 - **Orientation**
 - **Parking**
- ➔ **Less concern with a prescriptive list of uses**
- ➔ **Focus on architecture and aesthetics**
- ➔ **Common to areas with established character**



Form Based Codes



Form Based Codes

TABLE OF BULK STANDARDS BY BUILDING TYPE

BULK STANDARD/PARKING STANDARD	COMMERCIAL/MIXED-USE BUILDING TYPE	LIVE/WORK BUILDING TYPE	STACKED FLATS BUILDING TYPE ^a	COURTYARD FLATS BUILDING TYPE ^a
Front Yard Set Back from Front Property Line^f	Where buildings directly front the public right of way, 100% of the front facade must be within 5 ft. of the front property line; Exceptions may be made for recesses up to 15 ft. to accommodate outdoor seating or dining areas.	Where buildings directly front the public right of way, 80% of the front facade must be built to 10 ft. from the front property line; where buildings front common areas (e.g. sidewalks, parking, open spaces) 80% of the front facade must be built between 5 ft. and 10 ft. from the back of the proposed sidewalk. ^g	Where buildings directly front the public right of way, 80% of the front facade must be built to 15 ft. from the front property line in subdistricts CO, CE and G-1 and to 20 ft. from the front property line in subdistricts G-2 and G-3; where buildings front common areas (e.g. sidewalks, parking, open spaces) 80% of the front facade must be built between 5 ft. and 10 ft. from the back of the proposed sidewalk. ^h	Where buildings directly front the public right of way, 80% of the front facade (except the portion that fronts the courtyard) must be built to 15 ft. from the front property line in subdistricts CO, CE, and G-1 and to 20 ft. from the front property line in subdistricts G-2 and G-3; where buildings front common areas (e.g. sidewalks, parking, open spaces) 80% of the front facade (except the portion that fronts the courtyard) must be built between 5 ft. and 10 ft. from the back of the proposed sidewalk. ^h
Side Yard Setback	Building wall must extend across 100% of lot at the front setback line. Exceptions may be made on interior lots for pedestrian passages or one single or double loaded parking bay. Minimum setback for interior side of corner lots is 0 ft.; street side is 5 ft. with no parking bays permitted on street side.	Interior Lots: 0 ft. except end units 5 ft. min. Corner Lots: interior side 0 ft.; street side 5 ft. min.	10 ft. min.	
Minimum Rear Yard Setback	5 ft.	5 ft. min.; if garage doors open to service lane, setback shall be 5 ft. or 15 ft. and greater	20 ft.	
Maximum Building Height (Sub-districts CO, CE, G)				
CO-1	90 ft.		90 ft.	
CO-2	50 ft. + additional 25 ft. if set back 10 ft. from front wall	50 ft.	50 ft. + additional 25 ft. if set back 10 ft. from front wall	
CE-1	50 ft. + additional 25 ft. if set back 10 ft. from front wall		50 ft. + additional 25 ft. if set back 10 ft. from front wall	
CE-2	30 ft.		50 ft.	
G-1			50 ft.	
G-2			50 ft.	
G-3			40 ft.	
G-4			3 stories	
Minimum Building Height		30 ft. except in G-3, which shall	have no minimum requirement	
Minimum Raised Foundation	No Requirement		1.5 ft. above highest point along front property line	
Minimum First Floor Height	14 ft.	12 ft.	Not applicable	
Parking Access	Service lane, side street, front		Service lane, side street	
Parking Location on Lot	Behind, beneath or beside building (see side yard setback standard)		Behind or beneath building	



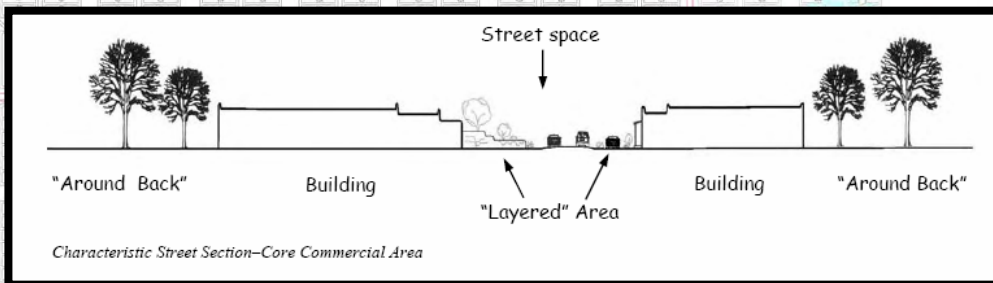
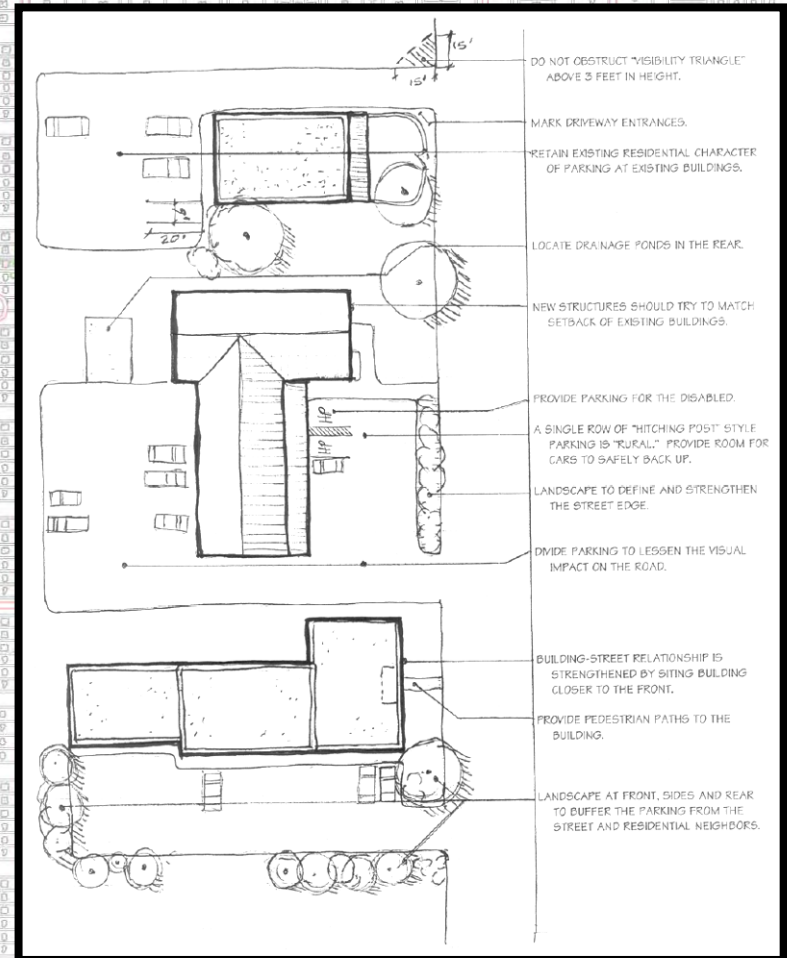
Design Guidelines

Describe desired outcome

Advisory

“Should” rather than “shall”

Voluntary compliance



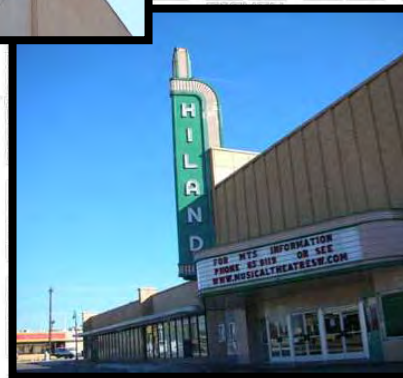
Zoning or Guideline Design Requirements

- ➡ Signs
- ➡ Parking
- ➡ Height and Setbacks
- ➡ Lot Size
- ➡ Design Features
 - Building Facades – Orientation, Windows and Entries, Porches
 - Color and Materials
 - Relationship to Adjacent Development



Signs

Signs that are appropriate in scale, style, location . . .



Signs



... instead of allowing it to dominate the façade.

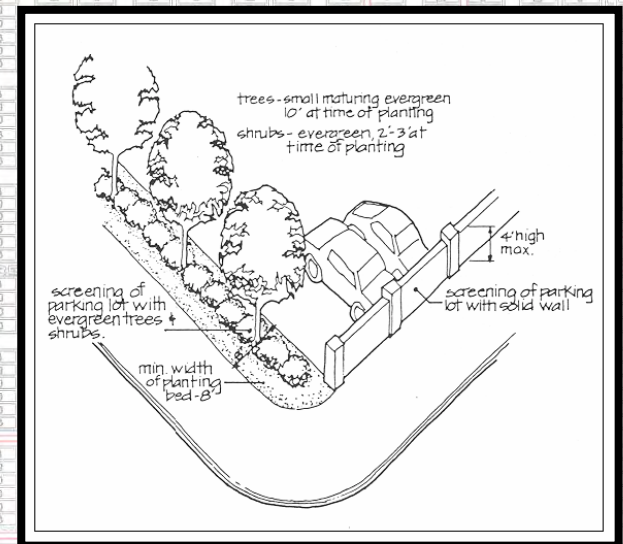
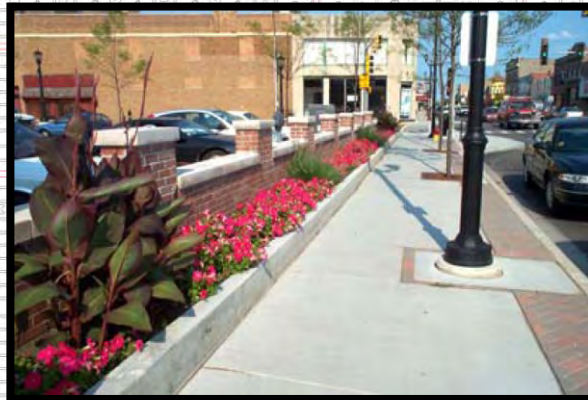


Fit corporate signage into character of the community ...



Parking

- ▶ **Parking convenient to businesses**
- ▶ **Take advantage of on-street parking**
- ▶ **Minimize visual impact of on-site parking**
 - **Parking lots in the rear or on the side**
 - **Visual screening**



Façade Design

- ▶ Create a walking environment
- ▶ Windows that display what's inside
- ▶ Entrances oriented to the street



Color and Materials

➡ **Color and materials consistent with character, quality**



Historic use of color, varied heights, scale and visual rhythm

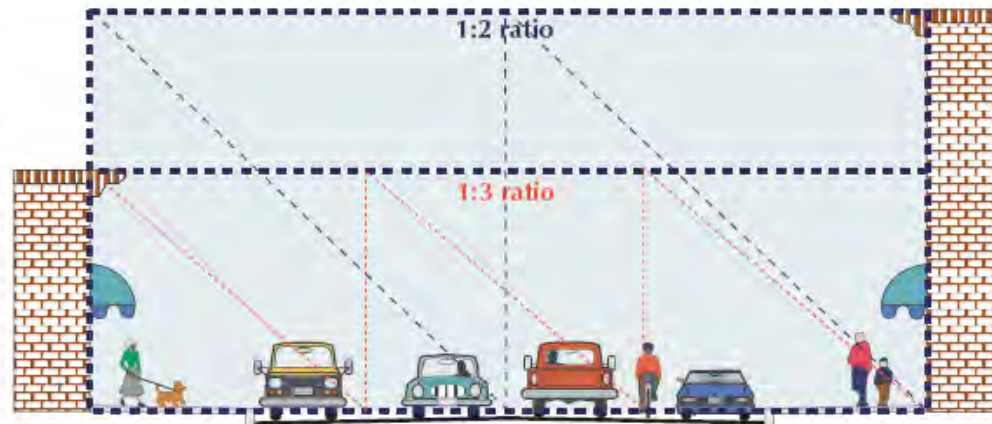


Use of color, varied height, windows for scale, rhythm



Height and Setbacks: Height to Width Ratio

Human scale height-to-width ratios fall between 1:3 and 1:2 as measured from the building fronts or large trees if present.



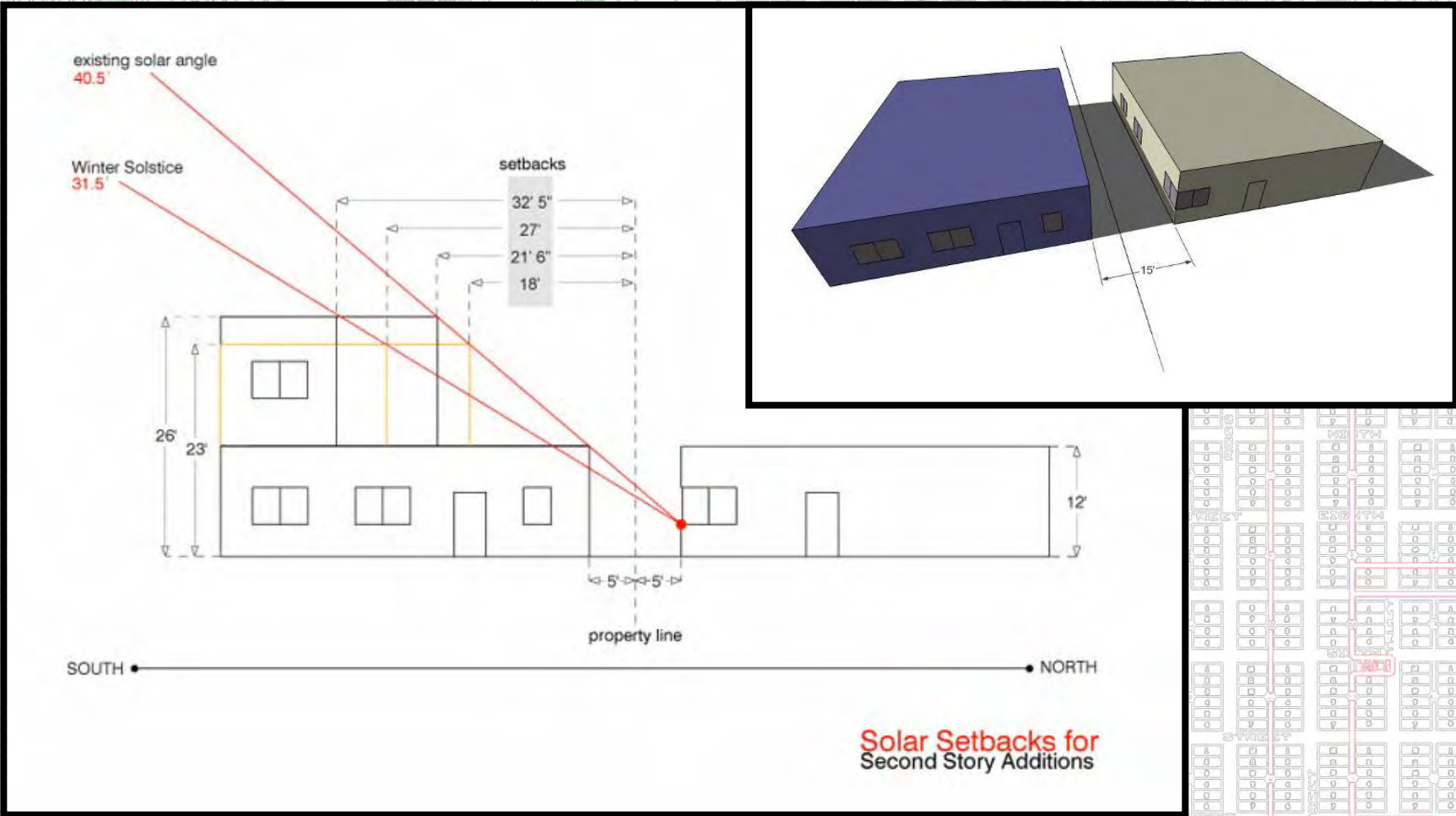
1:3 height-to-width ratio creates a human scale Main Street



1:7 height-to-width ratio creates a scale uncomfortable for pedestrians



Height and Setbacks: Solar Access

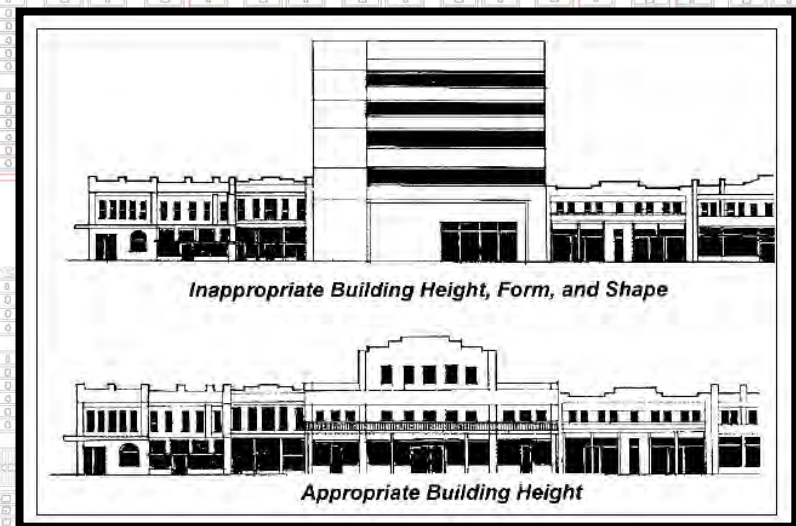


Height and Setbacks: Scale and Streetscape



Infill Guidelines

- ▶ Encourage building detail that complements existing structures
- ▶ Encourage new structures that are in harmony with existing building scale and massing



Sustainability

➤ **Zoning codes and related ordinances can build in attributes that contribute to sustainability**

- **Protection of solar access**
- **Use of green materials**
- **Use of water conserving landscapes and fixtures**
- **Environmental considerations in site design**



Zoning is Only One Tool

- Zoning addresses the physical environment
- One component of a comprehensive approach to community development
- Other regulatory tools:
 - Code enforcement
- Incentives
 - Tax breaks





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