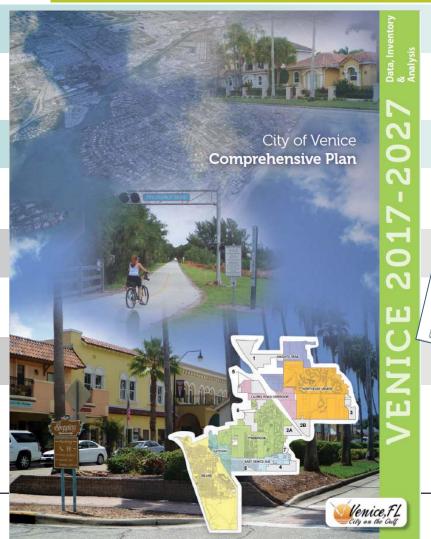
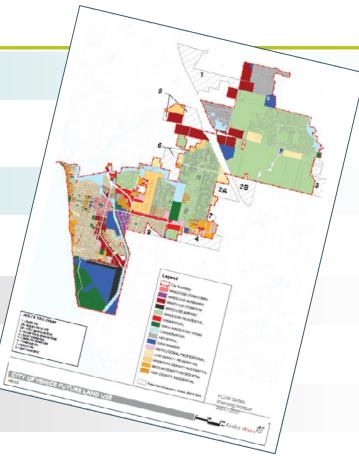
# City of Venice

**Development Code** 

**City of Venice** 





## What is the "Charge" for the Code?

- Preserve Venice's character
- Protect the areas natural resources and encourage retention of open space.
- Balance future growth that integrates new and existing developments with sufficient infrastructure and community services.
- Develop mixed-use areas and pedestrian-oriented streets.
- → Other?

# Introduction What We Want to Achieve

### The City of Venice Development Code:

- → Designed to guide (re)development,
- Provides the planning and regulatory framework,
  - Including Technical Standards
- Aims to achieve a vibrant community with a mix of uses,
- Provides the flexibility for a mix of uses,
- Implements the 2017 Comprehensive Plan



# What Does the City Want to Accomplish?



# City of Venice

**Community Outreach** 

# City of Venice Who Are We Talking To?

- 1. City staff
- 2. Community
- 3. Other?

## Schedule (tentative)

→ Kick-Off

Feb

Current Code Analysis Mar-April

→ Update LDC and Zoning Map May-Sept

→ Mixed Use Code June-Nov

→ LPA and City Council (Public Hearings) Feb-June

Community Workshops & Progress Meetings

# City of Venice

Code: What's the Look & Feel?

## **Key Components**

- 1. Code Outline
- 2. Uses
- 3. Development Standards
- 4. Process(es)

- 1 Form Based
- 2. Conventional
- 3. Unified
- 4. Hybrid
- 5. Technical Manuals

# What is Important?

- 1. Form
- 2. Function
- 3. Both?

# PD-M PLANNED DEVELOPMENT MIXED

#### A. DISTRICT PURPOSE

The Planned Development – Mixed (PD-M) District is established and intended to encourage the development of a mix of employment generating uses (office, research, light industrial, and limited commercial), and may allow low-to-medium density residential uses at appropriate locations on the Currituck County mainland in a planned and aesthetically pleasing way. This is done by allowing design flexibility as well as a mix of uses.

B. DIMENSIONAL STANDARDS		C. DEVELOPMENT STANDARDS		
District area, minimum (acres)	10	The standards in Chapter 5: Development Standards, shall apply all development in PD-M districts, but some of those standards		
Gross residential density, maximum (dwelling units/acre) [1]	To be established in the	may be modified as part of the mageneral purposes of the PD-M dis below.	aster plan if consistent with the	
Lot area, minimum (sq ft)	master plan	Development Standard	Means of Modifying	
Lot width, minimum (ft)		Off-street parking & loading	Specify in Alternative Parking Plan (see Section 5.1.6)	
Residential land area, maximum	35	Landscaping [2]	Specify in Alternative	
(% of district total)		Tree protection	Landscaping Plan (see Section 5.2.9)	
Lot coverage, maximum (% of lot area)		Open space set-aside [3]	20%	
Nonresidential FAR, maximum (%)		Fences and walls	Specify in Security Plan (see Sections 5.3.5 and 5.4.9 and)	
Individual building size, maximum (sq ft)		Exterior lighting		
Building height, maximum (ft)	To be established in the master plan	Community form	Specify in master plan	
Setbacks, minimum or maximum (ft)		Nonresidential design		
Setback from abutting residential zoning district or existing residential use (ft)		Multi-family design Shopping center design		
Setback from agriculture (ft)		Community compatibility [4]	Modifications prohibited	
Setback from major arterial streets (ft)	]	Signage	Modifications prohibited	
Setback from wetlands or surface waters (ft)	50	Adequate public facilities	Modifications prohibited	

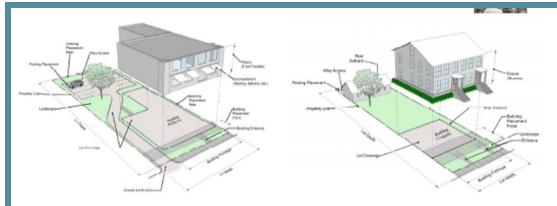
#### NOTES:

- [1] May not exceed three units per acre in Full Service areas or one-and-one-half units per acre in Limited Service areas
- [2] Uses internal to the development shall not be required to provide perimeter buffers
- [3] The required percentage of open space set-aside shall be calculated based on the total district area

#### D. Environmental Protection Standards

The environmental protection standards in Chapter 7 of the UDO may not be modified by a planned development

[4] Neighborhood compatibility standards shall not apply to uses internal to the development



Development Standards  Residential Density (units/acre)  Floors (Height) <sup>1</sup>		District 6 - Bransford				
		Bransford E/W of Bransford		Thompson Lane		
		20 (max) Live/work – no more than 20% of 20 (max) street façade		20 (min)		
		2.5 floors max (40' max)	3 floors max (45' max)	5 floors max (75' max) First floor: 14' min		
Lot	Depth	120' min	120' min	120' min		
Lot	Width	50' min	50' min	50' min		
Building	Front	15' min (includes 6' public sidewalk easement)	20' or greater or 5' min and 10' max build to line	6' min 15' max		
Placement <sup>6</sup>	Side/Rear	20' side total, 5' min/ 5' rear	20' side total, 5' min/ 5' rear	0/0		
	Lot Coverage	90% max	90% max	90% max		
	% Requirement <sup>2</sup>	75% min	75% min	75% min		
	Encroachment	n/a	n/a	Balconies, arcade, shop front, awning		
<b>Building Frontage</b>	Frontage Type	Balconies, stoops, shop fronts, awnings	Balconies, stoops, shop fronts, awnings, colonnades, arcades	Balconies, arcades, stoops, colonnades		
	Building Entrance <sup>3</sup>	Located primarily along street; 50' max	Located primarily along street; 50' max	On street, walkway or park		
	Parking Ratio	See table; up to 50% allowable offsite	See table; up to 50% allowable offsite	See table; up to 50% allowable offsite		
	Access	1 curb cut per lot; 24' wide <sup>4</sup>	1 curb cut per lot, 24' wide <sup>4</sup>	1 curb cut (max) - 30' wide; lots > 100' frontage - 2 curb cuts		
Parking	Loading	n/a	n/a	1 space – 12' wide by 25' long		
	Parking Placement	Side/rear; must be behind front façade	Side/rear; must be behind front façade	Side/rear; must be behind front façade		
	Structures	Permitted 40' behind front facade	Permitted 40' behind front facade	Permitted		

<sup>&</sup>lt;sup>1</sup>One story buildings shall be required to be designed to provide the appearance of a 20 feet high minimum facade through architectural treatments. Not required for Bransford District if residential character is maintained consistent with adjacent properties.

<sup>&</sup>lt;sup>2</sup>The building frontage minimum requirement may be achieved completely by building façade or a combination of building façade and street wall. Street walls must be designed with the same building materials and architectural appearance as the primary structure. Street walls must be no less than four feet high and no more than six feet high.

<sup>&</sup>lt;sup>3</sup> Building entrances shall be no greater than 100 feet apart.

Alternate access plan may be two-12 feet wide max curb cuts at side property line for future joint access with abutting property.

Buildings on corner lots must adhere to the visibility briangle requirements in Section 3.6.1 of the General Standards. Outside of the visibility briangle, buildings on corner lots must adhere to the front and side setback requirements

#### 2nd and Broadway Subdistrict: Building Regulations

#### Frontage

۵	Allowed Frontage Types with Required Build-to Zone			
	Primary Street	03		
	Storefront Frontage     Secondary Secondary	0,		
	Secondary Street     Storefront Frontage	0°		
0	Facade width			
	Primary Street	100% of lot frontage min.		
	Secondary Street	100% of lot frontage min.		
Θ	Min. building depth	15' from building facad		

#### Height

0	Min.	40°
9	Max. at the street	
_	On Broadway	5 stories to a max. heigh of 65'
	On 2nd Ave	8 stories to a max. heigh of 105'
	On Union St	12 stories to a max. height of 180°
	All other streets	8 Stories to a max. heigh of 105'
G	Min. step-back depth	

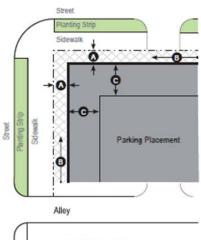
- On Broadway 30
   On all other streets 20
- Max. height 1 additional story
  - Within 150' of the right-of-way of Broadway, height shall not exceed 6 stories or 80'
  - Between 150' and 200' of the right-of-way of Broadway, height shall not exceed 7 stories or 90'.

#### Sidewalk & Planting

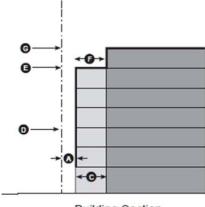
Improvements to the sidewalk corridor according to the General Standards and the Major and Collector Street Plan.

#### Notes

Uses: page 55; General Standards: page 59



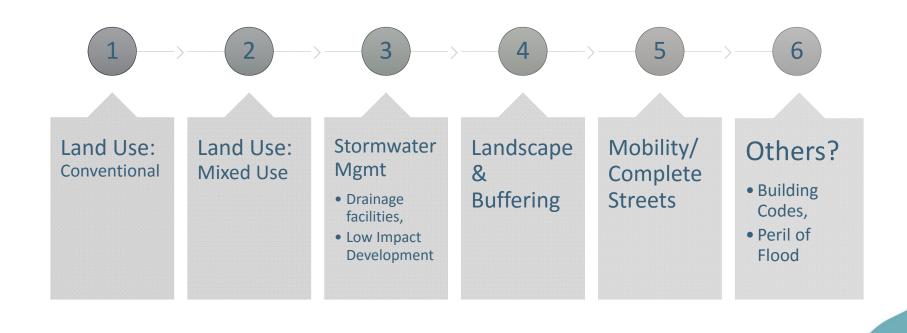




**Building Section** 

- •PUD Internal Lots and Frontage.
- •1. Within the boundaries of the PUD, no minimum lot size, lot coverage or minimum yards shall be required. However, lots abutting nonPUD zoned land shall maintain a minimum yard for the underlying zoning district.
- •2. Buildings over 35 feet in height shall be located two times the height of the building from the boundary of the PUD.
- •3. For any PUD approved after January 5, 1993, no minimum side yards shall be required, except that:
- •i. Adjacent structures shall be separated by at least 12 feet unless an alternative is approved by the Fire Marshal or building official (such as a sprinkler system or fire-resistant construction); and
- •ii. The separation for screen enclosures and pool cages may be reduced to five feet provided that:
- •iii. There is no encroachment into any easements.
- •iv. Perpetual maintenance of drainage and landscape care for all lots are provided by the homeowners association and provisions are made for the perpetual maintenance in the binding covenants and restrictions.

## **Possible Code Components**



## **Priorities**

**Buildings?** 

Parking?

Landscape/Buffering?

Signage?

**Architecture?** 

**Mobility?** 

Process(es)?

Other?

## City of Venice Considerations: What do we Value the Most?

WORKSHOP	
Building Architecture (physical look of the building)	low high
Low Impact Designs (stormwater, etc.)	low high
Open spaces and buffers (what's between properties)	low high
Parking (do we need more?)	low high
Signage (number, location and type)	low high
Sidewalks (along roads & between uses)	low high
Mixing of Uses (commercial and residential)	low high
Expanded and Improved Parks (public or private)	low high
Application/Dev Reviews (time frames and "Level")	low high
Landscaping	low high
Streetscape Improvements (street lights, benches, etc)	low high
Other: Gateway Features Multi-use Paths/Mobility	Priority Ranking #1 (high) to #11 low)
Compact or Cluster Development	

### **Visual Preference**

- → Land use
  - Residential
  - Commercial
  - Office
  - Parks and Open spaces
- → Public Spaces
- **→** Streets
- **→** Scale/Architecture

## "Mixed Use" Designation(s)

### → Mixed Use Areas Include:

- Geographic Location
  - Including sub-areas
- Allowable Uses
- Development Standards
- Min / Max Distribution of Acreage ?
  - Residential vs Non-Residential
  - Open Space (mixed use residential)
- Allowable Density
- Allowable Intensity



# **Areas of Consideration Sub Areas of Development & Elements**

Mixed Use Areas	"Dov	vntown"	"Corridor"		"Gateway"
Elements	(1)	(2)	(3)	(4)	(5)
Mobility Zone					
Street					
Pedestrian /Active Use					
Landscape					
Built Zone					
Uses					
Buildings (incl frontage/frontage types, other)					
Density/Intensity					
Height					
Parking					
Build to Zone/Setbacks					
Architecture					
Signage					
Landscape/buffering					

# City of Venice

### **Considerations**

## Questions

- What are the different "areas" of City of Venice?
  - Does one size fit all?
- What are the areas of "concern", "need", or other with the City's Codes?
- → If there are different areas, what is needed within each?
- Technical Considerations: Staff Thoughts?

## Questions

- What level of "administrative" review is acceptable by the City and its staff?
  - Are there certain processes that could be reviewed and approved by:
    - Staff review only
    - Advisory Boards
    - Planning Commission
    - City Council
- Development Incentives?
  - What would staff and the City support?
    - Increased signage (either wall or free-standing)?
    - Additional density
    - Reduced parking
    - Other?





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#### Key Team

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Roadway



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#### Stormwater



Ionathan Martin



Brian Ashby, PE

Transportation



Clif Tate, PE





Caitlin Smith, El

#### Land Dev/Eng



Jacob Lawson, PE



Peter Van Rens, PE



# →Questions?