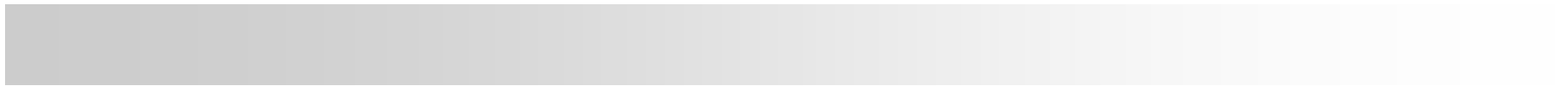
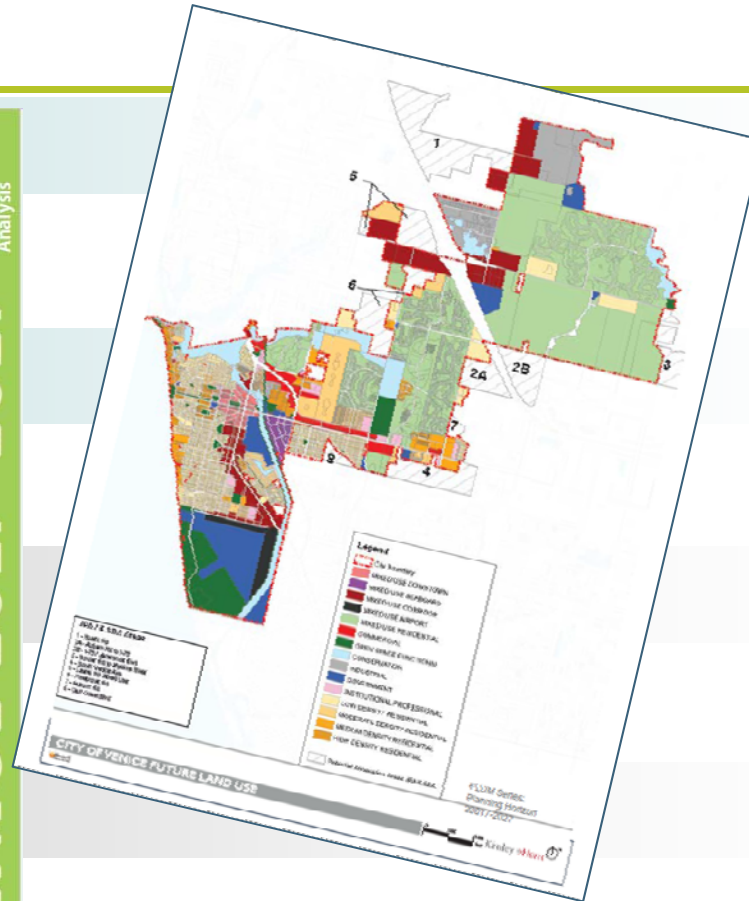
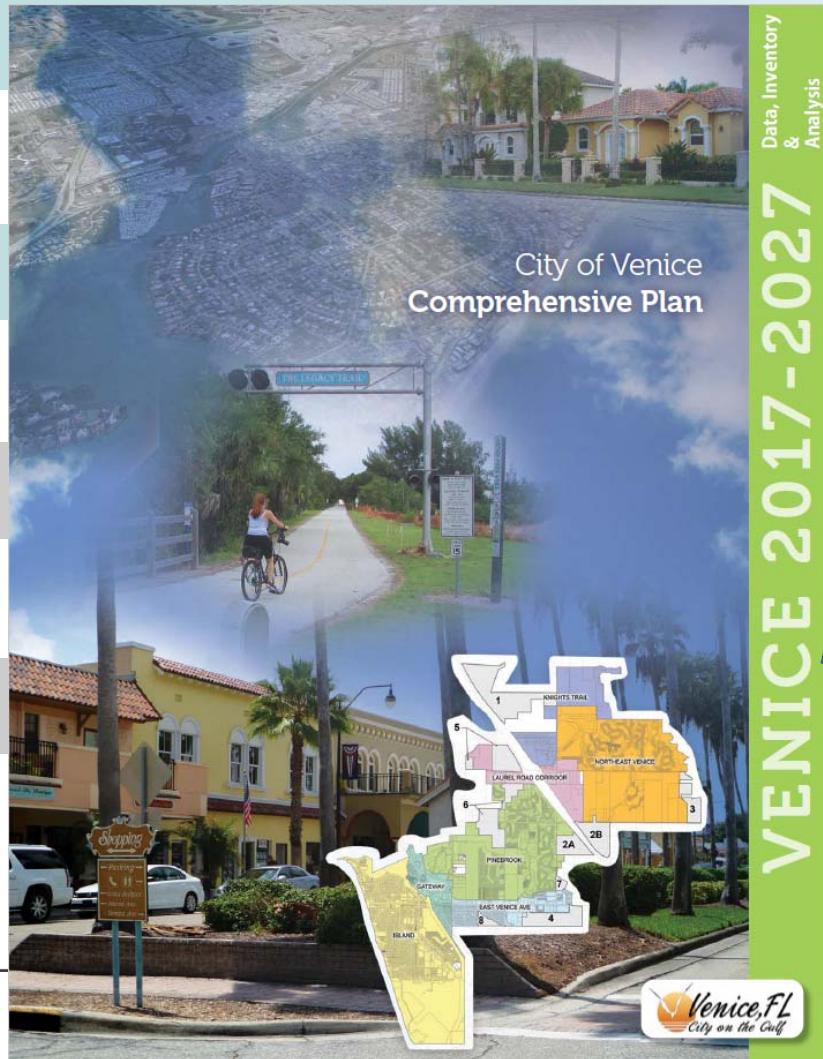

City of Venice

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

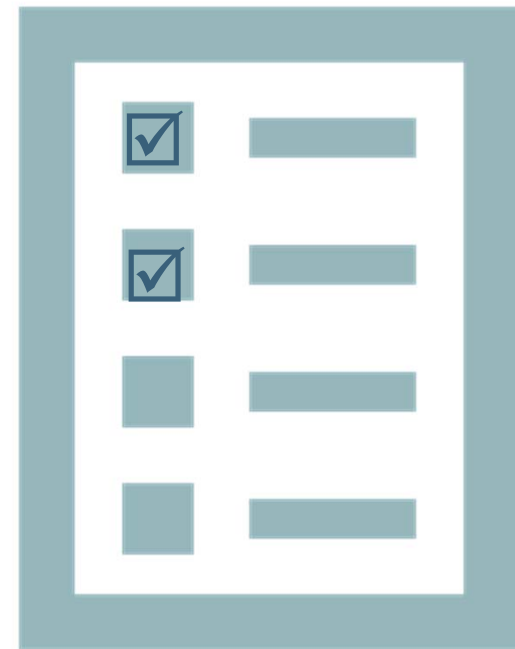
The *City of Venice* Development Code:

- ➡ 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



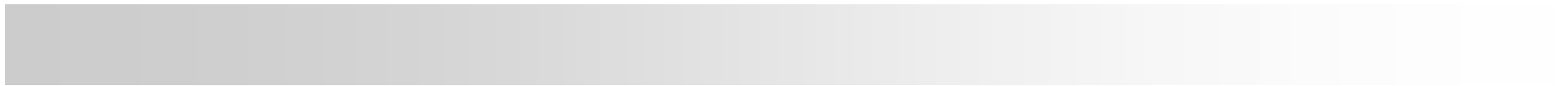


What Does the City Want to Accomplish?



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Community Outreach



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Who Are We Talking To?

1. City staff

2. Community

3. Other?

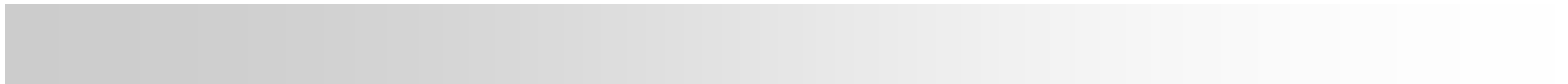


Schedule (tentative)

- ➔ **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)



What Type of Code?

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

What is Important?

1. Form
2. Function
3. Both?

3.7.4. Planned Development – Mixed (PD-M) District

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

District area, minimum (acres)	10
Gross residential density, maximum (dwelling units/acre) [1]	To be established in the master plan
Lot area, minimum (sq ft)	
Lot width, minimum (ft)	
Residential land area, maximum (% of district total)	35
Lot coverage, maximum (% of lot area)	To be established in the master plan
Nonresidential FAR, maximum (%)	
Individual building size, maximum (sq ft)	
Building height, maximum (ft)	
Setbacks, minimum or maximum (ft)	
Setback from abutting residential zoning district or existing residential use (ft)	
Setback from agriculture (ft)	
Setback from major arterial streets (ft)	
Setback from wetlands or surface waters (ft)	50

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

C. DEVELOPMENT STANDARDS

The standards in Chapter 5: Development Standards, shall apply to all development in PD-M districts, but some of those standards may be modified as part of the master plan if consistent with the general purposes of the PD-M district and the procedures noted below.

Development Standard	Means of Modifying
Off-street parking & loading	Specify in Alternative Parking Plan (see Section 5.1.6)
Landscaping [2]	Specify in Alternative Landscaping Plan (see Section 5.2.9)
Tree protection	
Open space set-aside [3]	20%
Fences and walls	Specify in Security Plan (see Sections 5.3.5 and 5.4.9 and)
Exterior lighting	
Community form	Specify in master plan
Nonresidential design	
Multi-family design Shopping center design	
Community compatibility [4]	Modifications prohibited
Signage	Modifications prohibited
Adequate public facilities	Modifications prohibited

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

What Type of Code?

2nd and Broadway Subdistrict: Building Regulations

Frontage

A Allowed Frontage Types with Required Build-to Zone

Primary Street	
• Storefront Frontage	0'
Secondary Street	
• Storefront Frontage	0'

B Facade width

Primary Street	100% of lot frontage min.
Secondary Street	100% of lot frontage min.

C Min. building depth 15' from building facade

Height

D Min. 40'

E Max. at the street

• On Broadway	5 stories to a max. height of 65'
• On 2nd Ave	8 stories to a max. height of 105'
• On Union St	12 stories to a max. height of 180'
• All other streets	8 Stories to a max. height of 105'

F Min. step-back depth

• On Broadway	30'
• On all other streets	20'

G Max. height 1 additional story

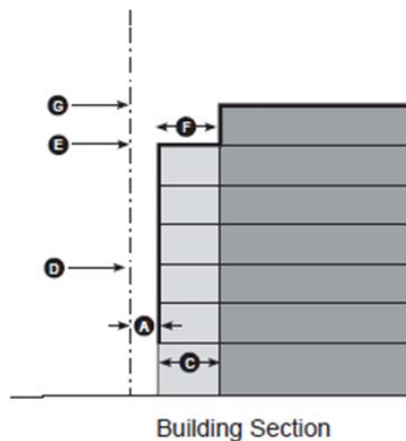
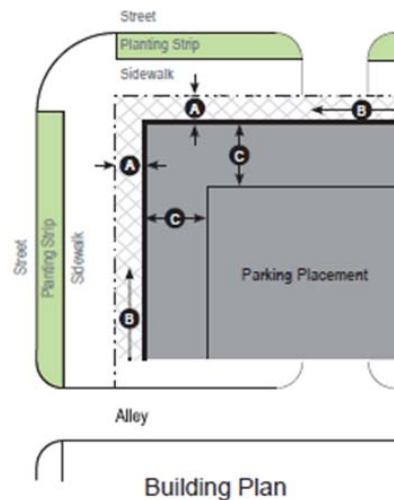
- Within 150' of the right-of-way of Broadway, height shall not exceed 6 stories or 80'
- Between 150' and 200' of the right-of-way of Broadway, height shall not exceed 7 stories or 90'.

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



What Type of Code?

- 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

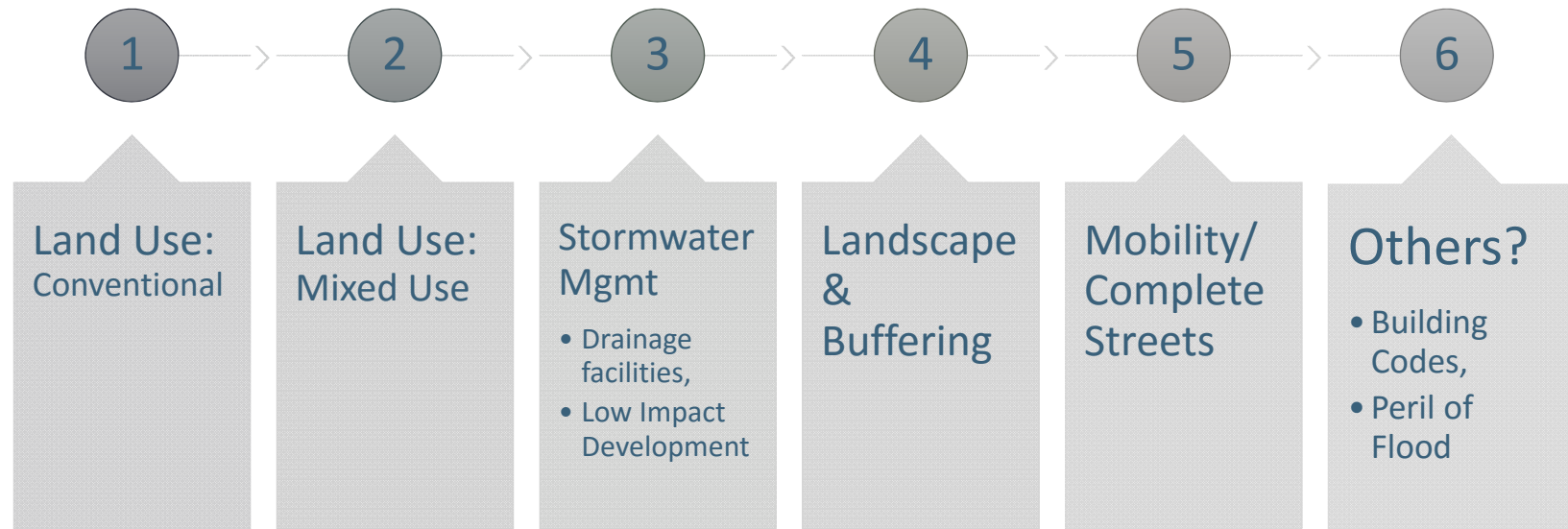
- ii. The separation for screen enclosures and pool cages may be reduced to five feet provided that:

- 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.

What Type of Code?

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Low Impact Designs (stormwater, etc.)	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Open spaces and buffers (what's between properties)	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Parking (do we need more?)	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Signage (number, location and type)	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Sidewalks (along roads & between uses)	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Mixing of Uses (commercial and residential)	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Expanded and Improved Parks (public or private)	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Application/Dev Reviews (time frames and "Level")	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Landscaping	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Streetscape Improvements (street lights, benches, etc)	low	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	high	<input type="text"/>
Other: Gateway Features Multi-use Paths/Mobility Compact or Cluster Development								



Priority Ranking
#1 (high)
to
#11 (low)

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

➡ **OR**



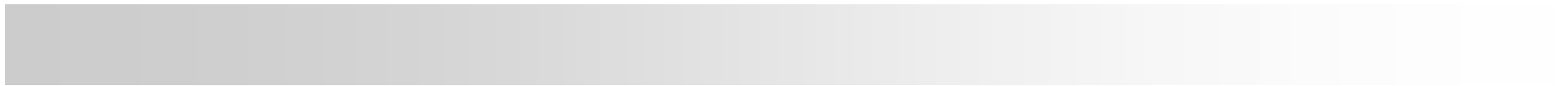
Areas of Consideration

Sub Areas of Development & Elements

Mixed Use Areas	"Downtown"		"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?



Kelley Klepper, AICP

Key Team

Planning/FBC



Shawn Dressler, PLA



Philip DiMaria



Emmett Gregory

Utilities

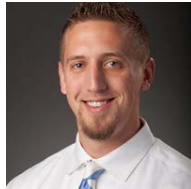


Ashley Miele, PE



Madeline Kender,
EI

Roadway

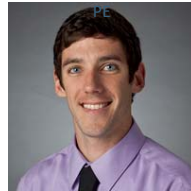


Jordan Leep, PE

Stormwater



Jonathan Martin,
PE



Brian Ashby, PE

Transportation



Clif Tate, PE



James Taylor, PE



Caitlin Smith, EI

Land Dev/Eng



Jacob Lawson, PE



Peter Van Rens, PE



➡ Questions?