

7.8. Compatibility

- A. General.** New developments that require site and development review are subject to compatibility standards. Compatibility elements shall include compatibility setbacks and buffer types.
- B. Mixed-Use Districts.** Mixed-Use districts are deemed to be internally compatible and do not require compatibility setbacks or additional buffering standards unless stated in Section 7.8.4. Note: When one mixed-use district abuts another mixed-use district, no compatibility setback is required. If a roadway is adjacent to the mixed-use district boundary, the compatibility setback is not required along the adjacent roadway.
- C. County Zoned Properties.** The Director will interpret and apply standards for any County zoned properties and properties adjacent to County zoned properties. The Director, in their interpretation, shall examine the existing uses and zoning district as compared to the most comparable use or zoning district within the City. If the property is against a County agriculture district, industrial zone district buffer standards shall be required.
- D. Section Outline.** Section 7.8 shall establish and define the following components used to establish compatibility:
 - 1. Section 7.8.1. Compatibility Setback
 - 2. Section 7.8.2. Buffer Types
 - 3. Section 7.8.3. Buffer Descriptions
 - 4. Section 7.8.4. Mixed-Use Considerations
 - 5. Section 7.8.5. Unique Uses

7.8.1. Compatibility Setback

A. Compatibility Setback Standards. A *Compatibility Setback* is required when two different zoning districts share a common property line and are adjacent to each other. The compatibility setback may differ from a district standard setback requirement found in Section 4 and Section 5 of this LDC. The compatibility setback shall meet the following requirements:

1. A compatibility setback shall exist from the property line where one zoning districts abuts another, to the base of any structure within the proposed development.
2. A compatibility setback shall depend upon the height of the tallest proposed structure in the proposed development, and utilize a *Building Setback Multiplier* as defined in Section 7.8.1.B below.
3. A compatibility setback shall include the required buffer type, which is included in the compatibility setback and not in addition to.
4. A compatibility setback may include accessory uses such as parking and active use areas but shall not include any primary or accessory structures.
5. A compatibility setback is ~~not~~ required when the parcel is adjacent to a roadway. Note: I-75, for the purposes of this section, shall be defined as a government zoning district and a compatibility setback shall be required whenever a new development is adjacent to I-75.

B. Building Setback Multiplier. Compatibility setbacks shall utilize a *Building Setback Multiplier* to achieve the compatibility setback. The setback multiplier shall take into consideration the height of the proposed structure, and the proposed and existing zoning of the abutting districts. The height of the tallest structure within the proposed development shall be the standard setback requirement, and a multiplier dependent upon zoning district per Table 7.8.1 shall be applied. Table 7.8.1 defines the building setback multiplier between different zoning districts. Zoning districts have been grouped in categories. An example of how the compatibility setback, utilizing the building setback multiplier, is achieved:

Example Calculation (Also See Fig. 7.8.1.):

- **Required Compatibility Setback:**
 - Proposed Development Within: **Commercial Zoning**
 - Adjacent (Existing): **Residential Single-Family Zoning**
 - Maximum Proposed Building Height: **39 Feet**
 - Building Setback Multiplier Per Table 7.8.1: **2**
 - 39 Feet x Building Setback Multiplier of 2 = **78 feet**
 - Required Compatibility Setback: 78 feet
 - Includes the Required Buffer Type Per Table 7.8.2.2.
- **Buffer Type:**
 - Required Buffer Type Per Table : Type 4
 - 25 Foot Landscaped Buffer

Fig. 7.8.1. Example Calculation of Compatibility Setback

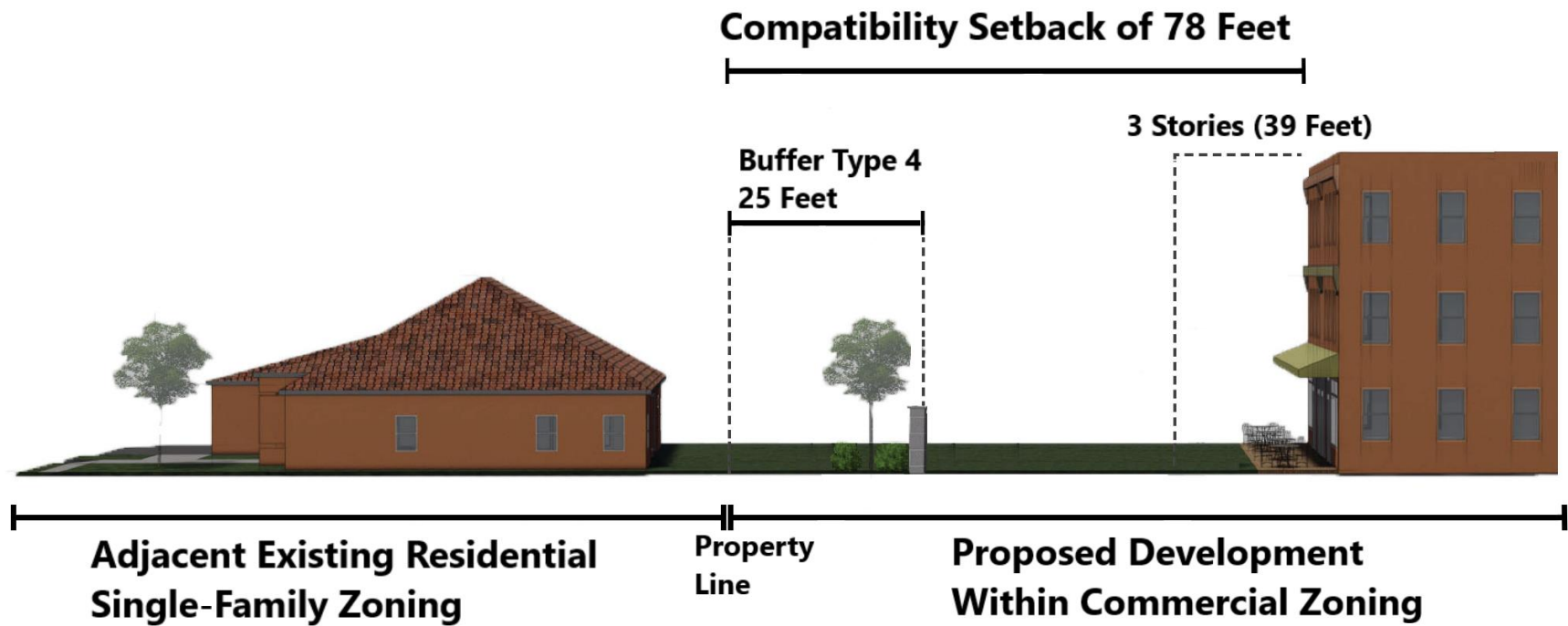


Table 7.8.1. Building Setback Multiplier Table

Proposed (Zoning District)	Existing (Zoning District)								
	Mixed- Use	Residential Single Family	Residential Multi Family	Residential Manufactured Home	Planned Development	Commercial	Office	Government	Industrial
Mixed-Use	See Section 7.8.4.								
Residential Single-Family	See Section 7.8.4.	None	<u>1.2</u>	2	1	2	2	2	4
Residential Multi-Family		1	1	1	2	1.5	1.5	2	3
Residential Manufactured Home		2	1	1	2	2	1.5	2	3
Planned Development		1	2	2	2	2	1.5	2	4
Commercial		2	1.5	2	2	1	1.5	2	2
Office		2	<u>1.51</u>	<u>1.5 2</u>	<u>1.52</u>	1.5	1	1.5	3
Government		2	2	2	2	2	1.5	None	2
Industrial		4	3	3	4	2	3	2	1

7.8.2. Buffer Types

- A. Buffer Area Standards.** This Section describes minimum buffering standards. A buffer area is determined exclusive of any required yard, however buffer yards may be located in required yards. Buffer areas must be located within the outer perimeter of the lot, parallel to and extending to the lot line. Buffers are understood to be located and measured from the property line.
- B. Intent.** Buffer areas shall consist of a landscaped buffer intended to buffer and screen the property from adjacent properties and right-of-way. No buildings, structures, principal or accessory uses are allowed in the buffer. Only the items identified in 7.8.2.D are permitted within the buffer.
- C. Location.** Buffers begins at the common property line, immediately abutting the adjacent property.
- D. Permitted Items Within Buffers.** Required and additional plant materials, fences, walls and berms are permitted in a buffer.
 - 1. **Plant Material.** Required plant material shall be planted within the buffer. Plant material may be planted parallel to the buffer perimeter or may be meandered for aesthetic purposes. Required plant material may not be clustered and shall be planted in accordance with Section 7.5. Buffers may incorporate greater width and additional plant materials.
 - 2. **Fences and Walls.** Required fences and walls shall be installed at the inside perimeter of the buffer, not along outer perimeter and boundary line (unless there is a required berm, see Section 7.8.2.D.3 below). Required plant material shall be installed in front of any required fence so the required plant material is completely visible from the adjacent property or right-of-way and meet the standards of 7.8.2.D.1 above.
 - 3. **Berms.** Berms shall be installed in accordance with Section 7.5 and the highest point of the berm shall exist in the middle of the required buffer. Any required fence or wall shall be installed at the highest point of the berm. Required plant material shall be installed in front of any required fence or wall, alongside the outer perimeter of the buffer, along the property line within the buffer and meet the standards defined in 7.8.2.D.1 above.

E. Buffer Types. Buffer types range in intensity from 1 to 6, with 1 being the least intense and 6 being the most intense buffer type. The following table provides six different buffer types, as defined in Fig. 7.8.2.1 below:

Table 7.8.2.1 Buffer Types Table

Buffer Types	1	2	3	4	5	6
Minimum Width	7.5 feet	10 feet	15 feet	25 feet	35 feet	50 feet
Minimum Canopy Trees (Per 100 Linear Feet)	2 trees	3 trees	3 trees	4 trees	6 trees	8 trees
Minimum Understory Trees	Not required	Not required	1	2	3	4
Minimum Shrubs/Hedge (Per 100 Linear Feet)	30 shrubs/accent plants	40 shrubs/accent plants	50 shrubs/accent plants	60 shrubs/accent plants	Continuous Hedge	Continuous Hedge
Minimum Fence	Not required	6 Feet	6 Feet	Not Required	Not Permitted	Not Permitted
Minimum Wall	Not required	Not required	Not required	6 Feet	6 Feet in height	8 Feet in height
Minimum Berm	Not required	Not required	Not required	Not required	3 Feet in height	5 Feet in height
Notes: Trees and plants may not be clustered to achieve requirements; a maximum allowable 10' gap may be permitted • Height of hedge must be at installation, per the standards defined in 7.5.1.2.D. • Design Alternatives may be considered for any of the standards within this table. It is understood a total waiver may not be permitted. • Berm max slope 3:1; + 2' top height. 32' base of slope to base of slope. Excludes a wall/foundation. • Trees and plants may not be clustered to achieve requirements; a maximum allowable 10' gap may be permitted.						

F. Buffer Type Key. Table 7.8.2.2. defines the minimum required buffer type when a proposed development in a zoning district abuts a different zoning district. Zoning districts have been grouped in categories. Note: Unique uses as defined in Section 7.8.5 may require additional compatibility setback and buffer requirements.

1. Traditional Districts. Table 7.8.2.2. below shall define the perimeter buffer types required when a traditional district abuts a different traditional district. Mixed-Use district perimeter buffers shall be as required in Section 7.8.4.

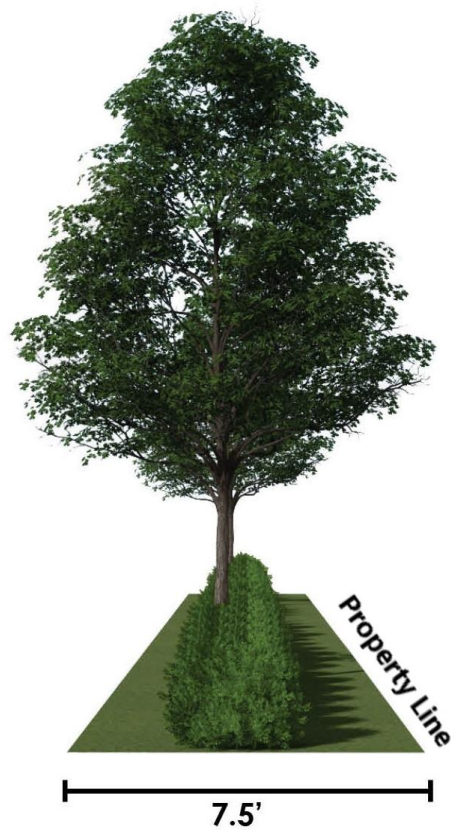
Table 7.8.2.2. Buffer Type Key – Traditional Districts

Proposed	Existing (Zoning District Groups)								
	Mixed-Use	Residential Single Family	Residential Multi - Family	Residential Manufactured Home	Planned Development	Commercial	Office	Government	Industrial
Mixed-Use	See Section 7.8.4								
Residential Single Family	See Section 7.8.4	None	1	2	2	4	3	4	6
Residential Multi-Family		12	None	2	2	3	2	3	5
Residential Manufactured Home		2	2	None	2	3	2	3	5
Planned Development		2	2	2	2	3	2	4	5
Commercial		4	3	3	3	None	2	4	4
Office		3	2	2	2	2	1	2	4
Government		4	3	3	4	4	2	None	5
Industrial		6	5	5	5	4	4	5	None

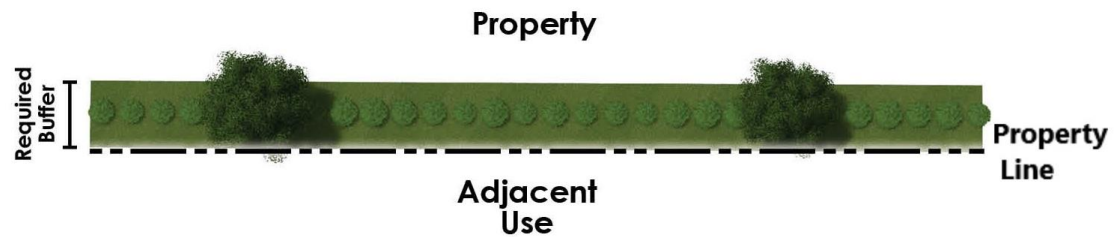
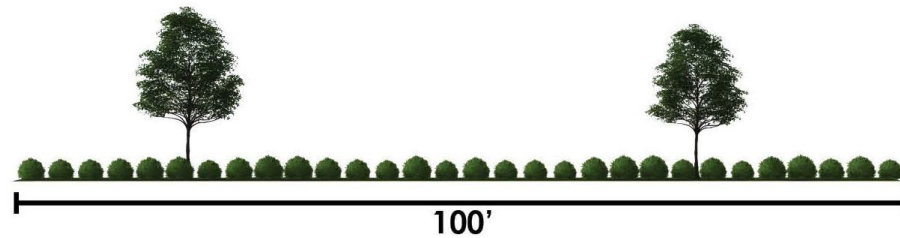
7.8.3. Buffer Type Descriptions.

A. **Buffer Types.** The following images show an illustrative example of buffer types defined in Section 7.8.2.

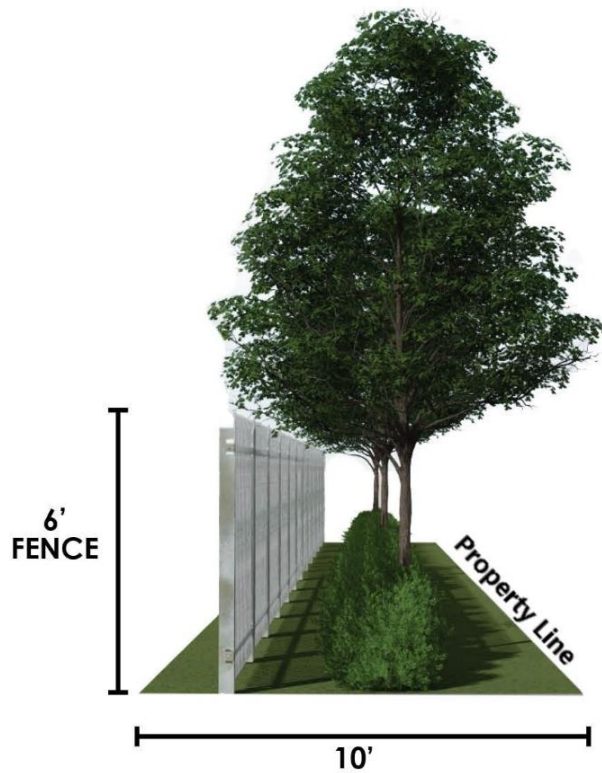
Buffer Type 1 – Illustrative Example



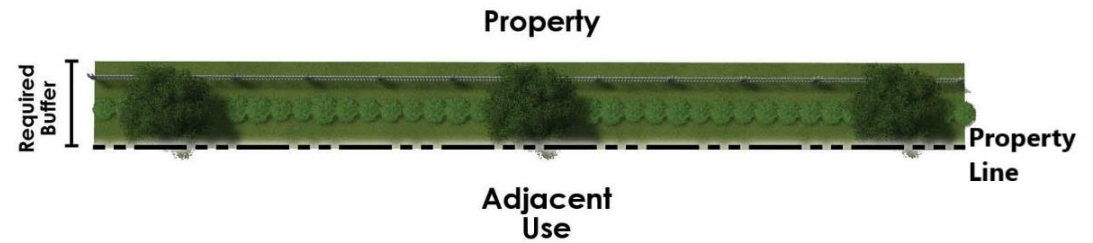
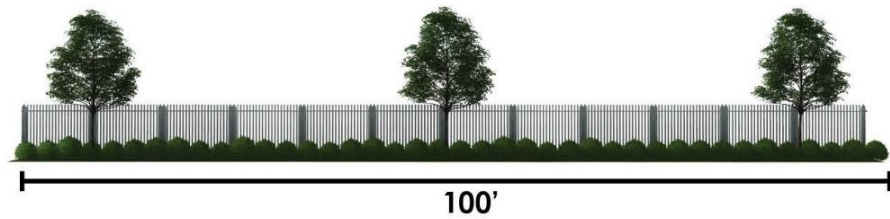
BUFFER 1
- 7.5' WIDTH
- 2 TREES PER 100 LF
- 30 SHRUBS PER 100 LF



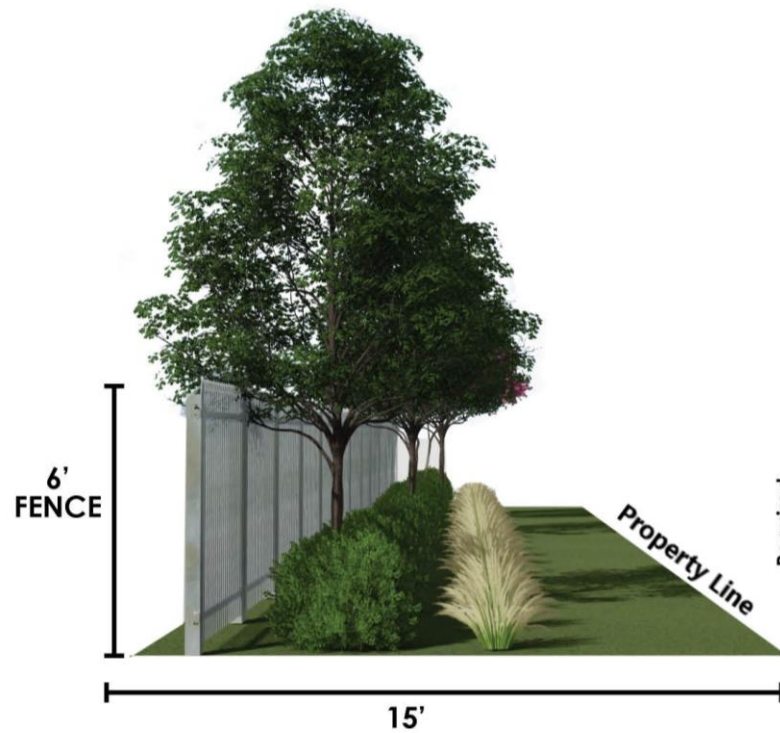
Buffer Type 2 – Illustrative Example



- BUFFER 2**
- 10' WIDTH
 - 3 TREES PER 100 LF
 - 40 SHRUBS PER 100 LF
 - 6' FENCE

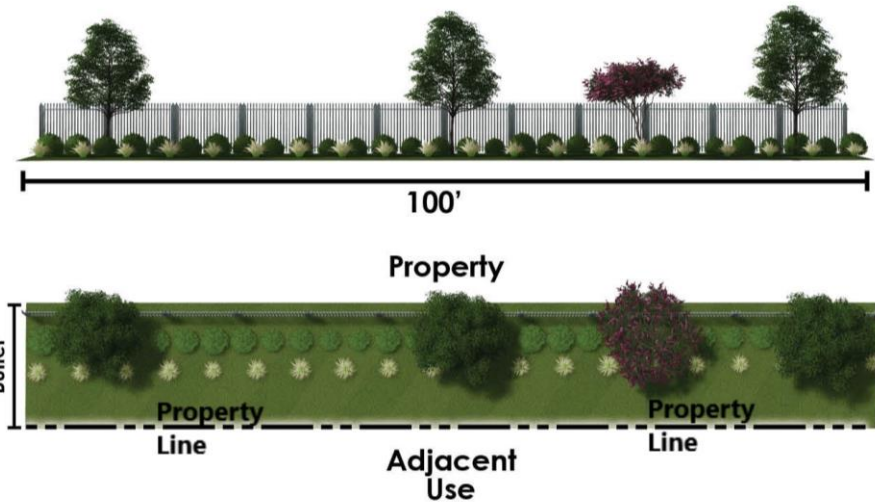


Buffer Type 3 – Illustrative Example



BUFFER 3

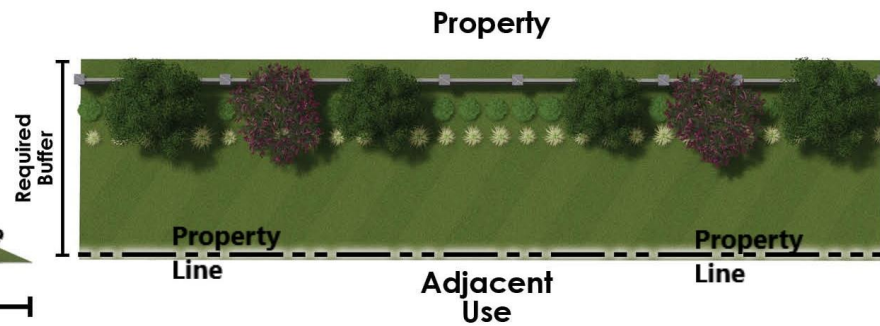
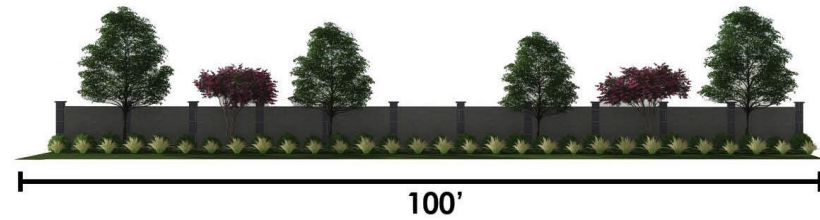
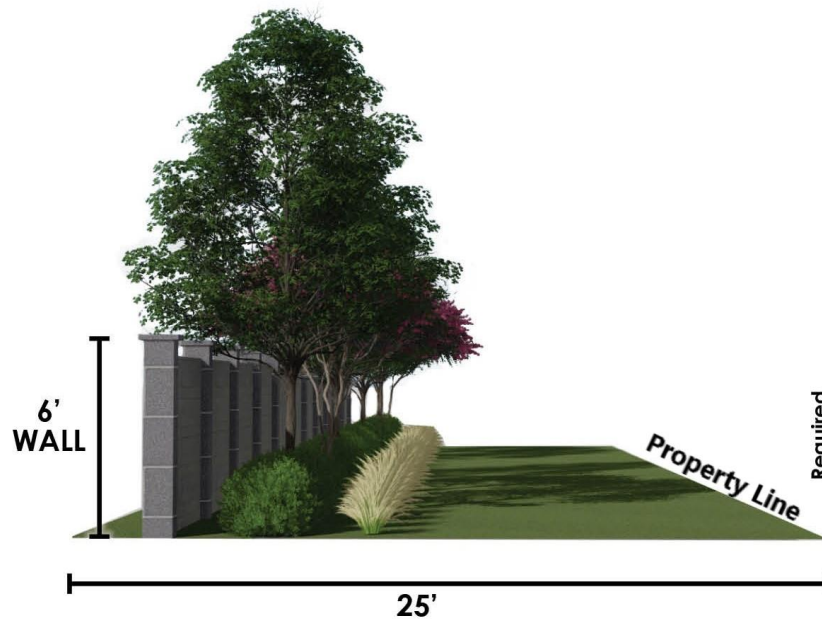
- 15' WIDTH
- 3 TREES PER 100 LF
- 1 UNDERSTORY TREE PER 100 LF
- 50 SHRUBS PER 100 LF
- 6' FENCE



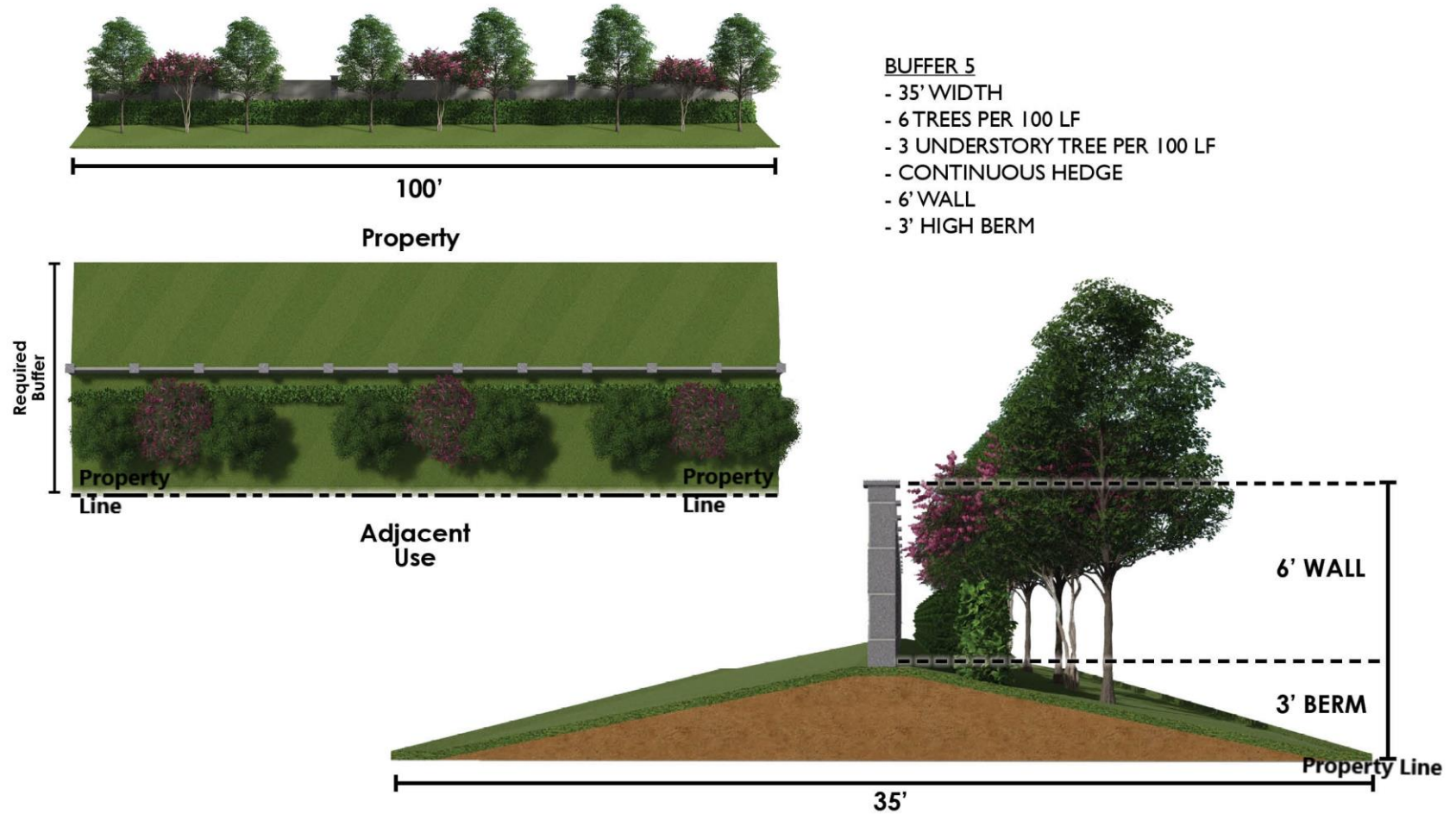
Buffer Type 4 – Illustrative Example

BUFFER 4

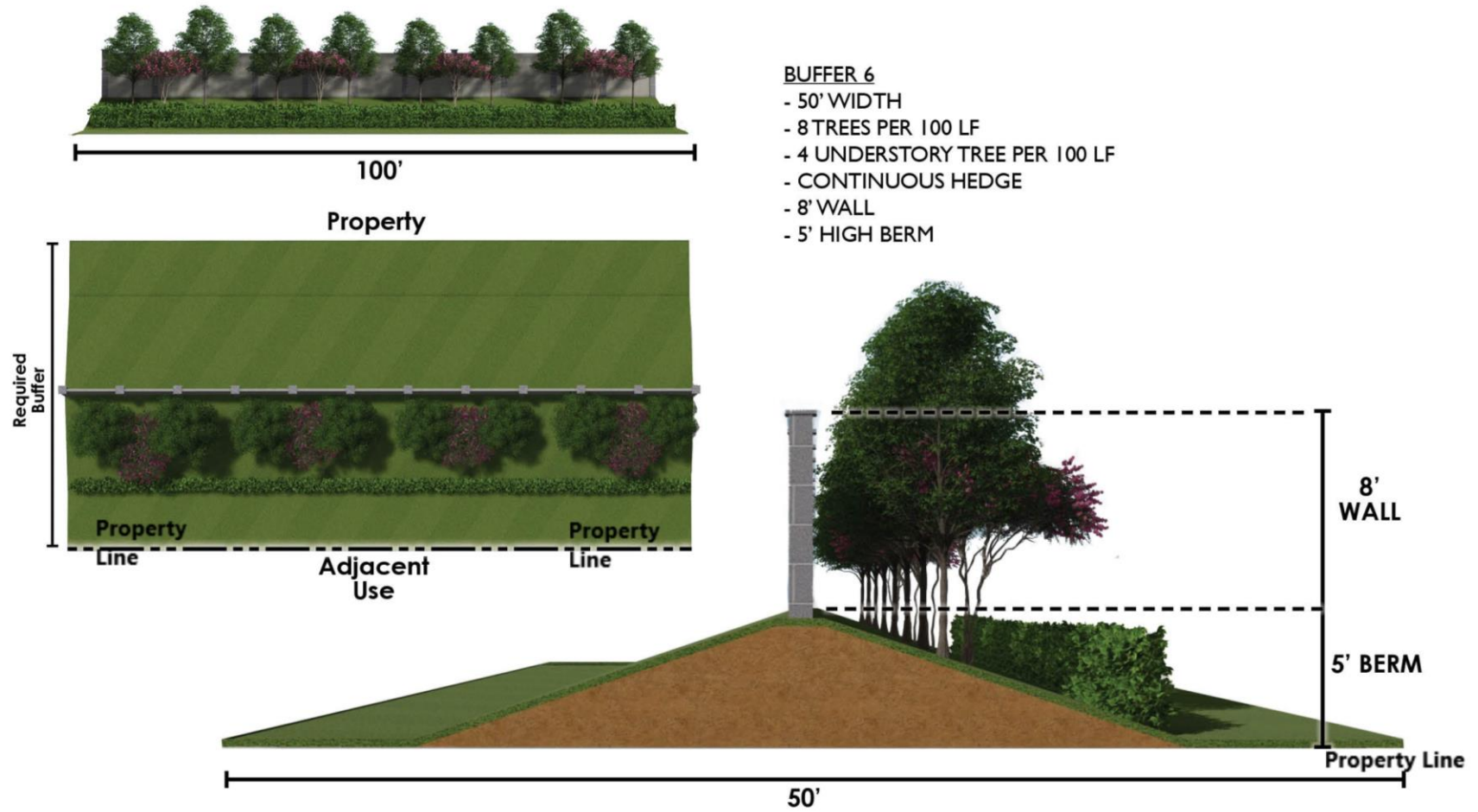
- 25' WIDTH
- 2 TREES PER 100 LF
- 2 UNDERSTORY TREE PER 100 LF
- 60 SHRUBS PER 100 LF
- 6' WALL



Buffer Type 5 – Illustrative Example



Buffer Type 6 – Illustrative Example



7.8.4. Mixed-Use Considerations

A. Mixed-Use Districts. It is understood that due to the lot configurations and unique characteristics of each mixed-use district, the buffer types and setback multipliers defined in Table 7.8.4 shall be used to determine the compatibility setback and buffer type when a mixed-use district abuts a traditional district. For the purposes of this requirement, the compatibility setback replaces the minimum value for the *Building Placement* standard as required in the mixed-use district development standards wherever the mixed-use district abuts a traditional district. Note: When one mixed-use district abuts another mixed-use district, no compatibility setback is required. If a roadway is adjacent to the mixed-use district boundary, the compatibility setback is not required.

Example Calculation Scenario: A proposed development within the Venue Avenue mixed-use district abuts a traditional district along its rear property line.

- **Required Compatibility Setback:**
 - Proposed Development Within: Venue Avenue
 - Adjacent (Existing): Traditional Residential Single-Family Zoning
 - Maximum Proposed Building Height: 39 Feet
 - Building Setback Multiplier Per Table 7.8.4: 0.5
 - $39 \text{ Feet} \times \text{Building Setback Multiplier of } 0.5 = 19.5 \text{ feet.}$
 - Required Compatibility Setback: 19.5 feet
 - Includes the Required Buffer Type Per Table 7.8.4.
 - Summary: The compatibility setback of 19.5 feet replaces the minimum value of 0 feet for *Rear Building Placement* as defined in Table 5.3.2. for the Venue Avenue Mixed-Use Development Standards Table.
- **Buffer Type:**
 - Required Buffer Type Per Table 7.8.4 : Type 1
 - 7.5 Foot Landscaped Buffer

Table 7.8.4. Mixed-Use Districts Buffer Type and Setback Multiplier

Mixed-Use Districts	Buffer Type	Setback Multiplier
Venice Avenue	1	0.5
Downtown Edge	3	1.0
South Trail	2	1.0
Airport Avenue	2	1.5
Seaboard Improvement	1	1.0
North Trail Gateway	1	1.0
Laurel West	3	1.0
Laurel East	3	1.0
Knights Trail	3	1.0

7.8.5. Unique Uses

A. Unique Uses. Recognizing that certain uses may lead to increased potential incompatibilities, the Planning Commission may apply compatibility setbacks and buffer types that differ from the requirements set forth in this Section. The unique uses in which additional compatibility setbacks and buffer types may be required per the Planning Commission shall include:

1. Planned districts;
2. Conditional uses; and
Height exception.