



## COMMUNITY DEVELOPMENT CODE UPDATE

**City Council** – March 5, 2024



# Agenda

## Project Progress

## Engagement Summary

- Issues & Opportunities
- What We Have Heard

## Community Development Code

- Direction

## Discussion

## Where We Go From Here





# Project Process







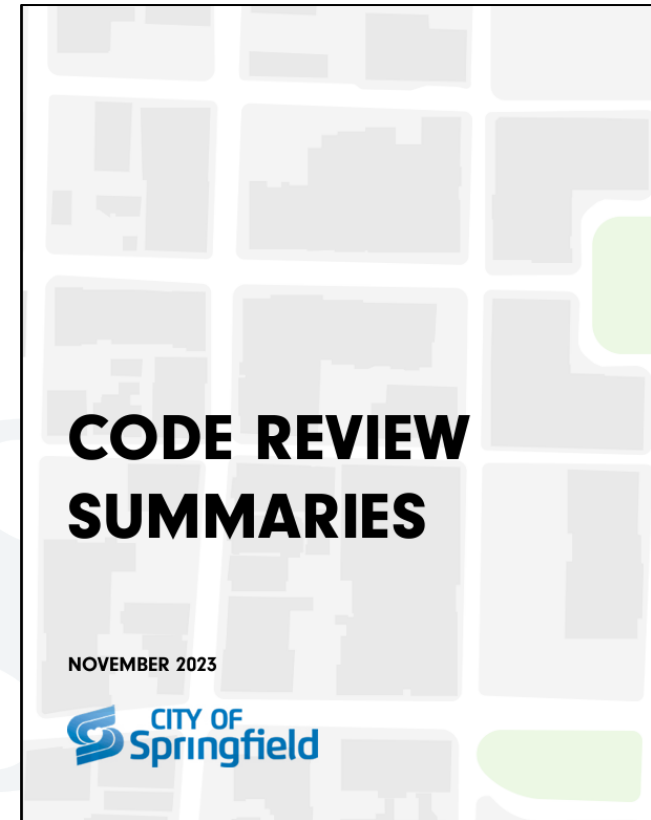
# QUALITY OF PLACE!

*Single biggest determinant  
to sustained community  
prosperity.*

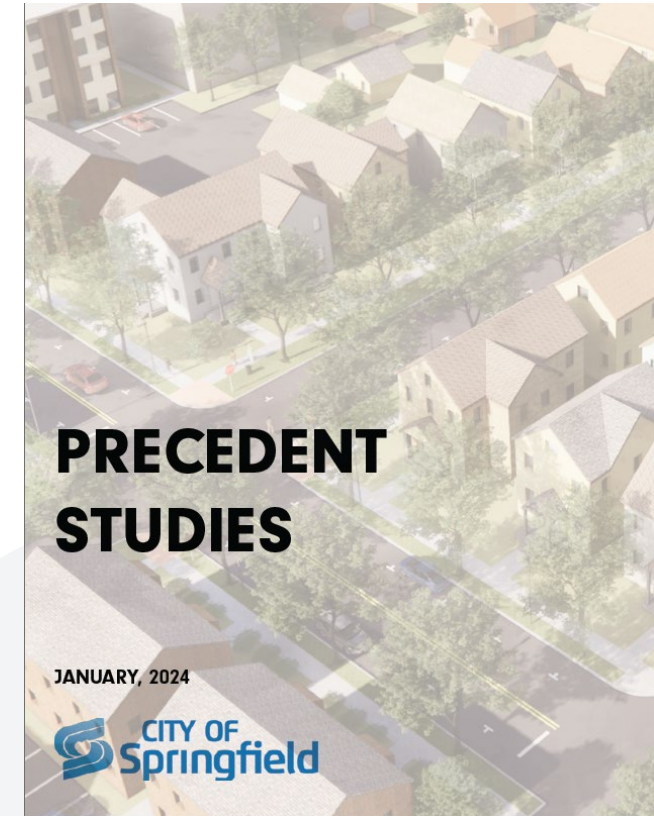
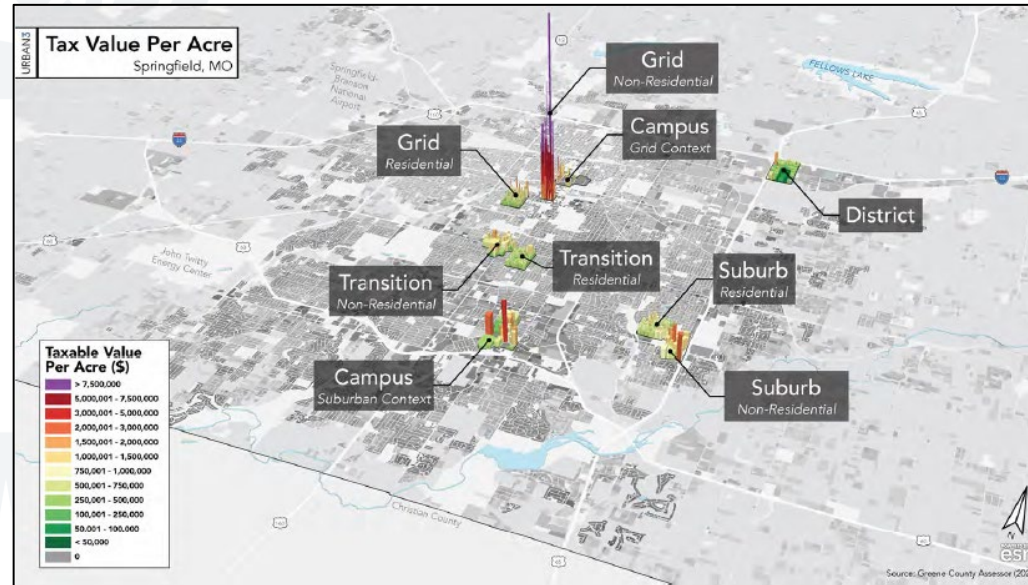
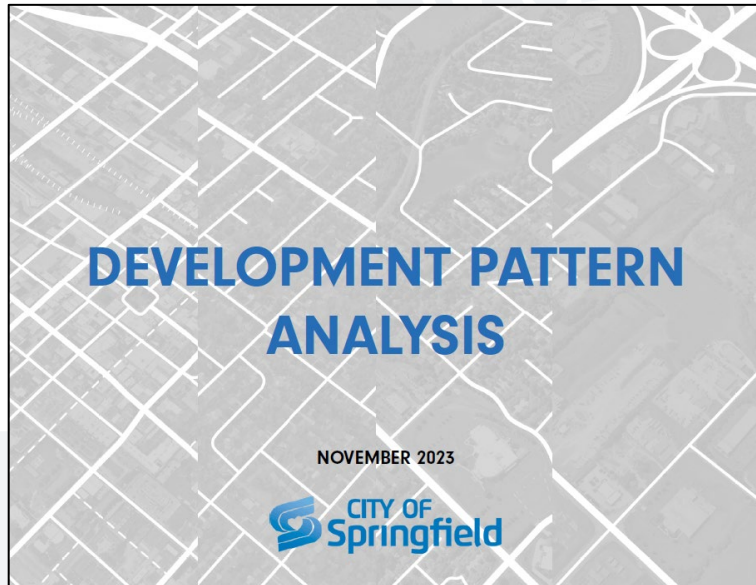




# Policy & Regulatory Review



# Pattern & Precedent





# Process

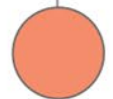
Task 3: Discussion  
October - March



Task 2: Development Analysis  
July - November

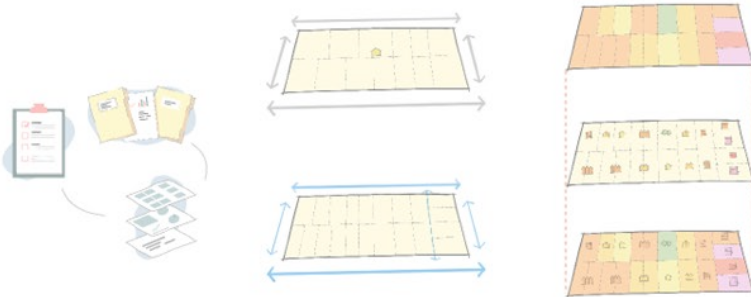
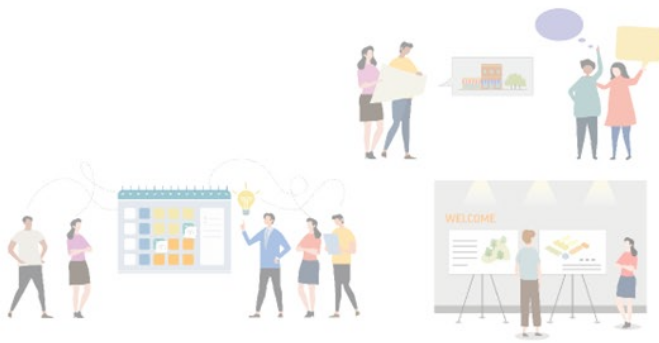


Task 4: Drafting  
February - October



Task 5: Adoption  
September - December

Task 1: Initiation  
May - July





# Engagement Summary





# Engagement

City Council

Planning & Zoning Commission

Technical Committee

Interview / Focus Groups

## PLACE TEAMS

NEIGHBORHOODS

DESTINATIONS

CORRIDORS

EMPLOYMENT

## PUBLIC EVENTS

## POLICY & REGULATION



### Quality of Place

- Community Physical Image
- Arts, Culture, & Historic Preservation
- Health & Wellbeing

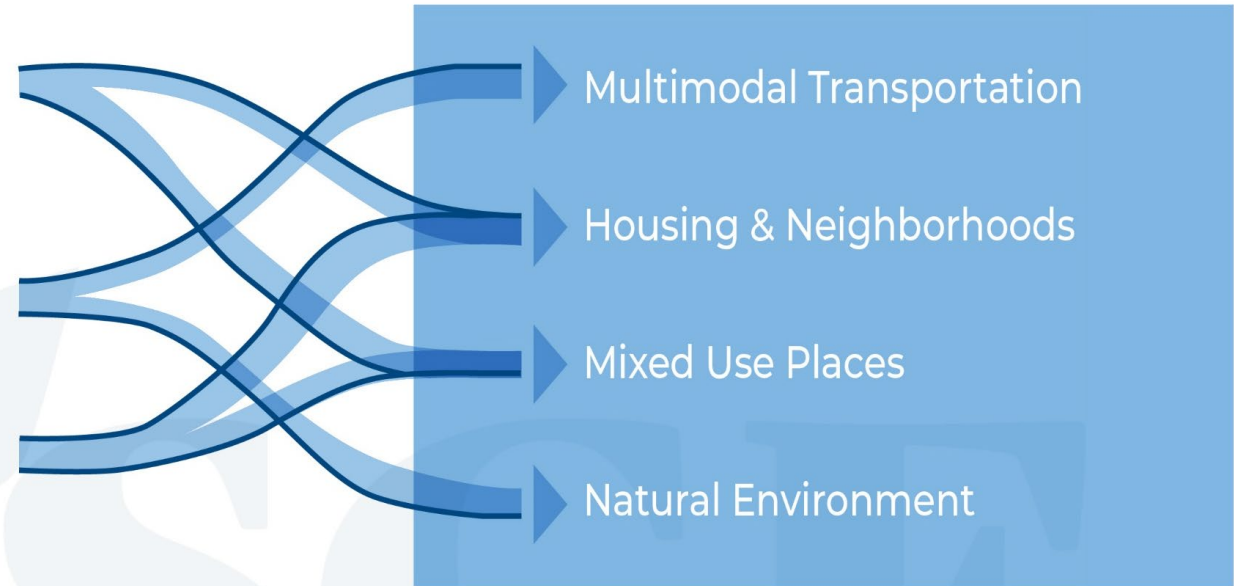


**Pattern Analysis**

**Fiscal Impacts**

**Code Review**

## ANALYSIS DISCUSSION



# What We Have Heard





# Neighborhoods

## ***Discussion***

- Relationship to Corridors - important
- Character, Quality, & Walkability Preferred
- Connectivity between Destinations – sidewalks, trees, crosswalks, etc.
- Redevelopment of Existing Commercial Properties – don't encroach
- Code enforcement – property, landscape,

# Corridors

## ***Discussion***

- Concerned by Traffic/Street Design Causing Redevelopment of Corridor & Neighborhoods
- Development Patterns don't Support Pedestrian Corridors
- Corridors as Linear Park Space
- Design Corridors to Signify Place or Nodes
- How Can Street Design Standards be Enforced
- Development vs. Enhancement (Repurpose)

# Destinations

## ***Discussion***

- Create Different Scales / Types of Destinations
- Neighborhoods – incorporate small scale mixed-use, support with transit
- Lack Connectivity - Walkability & Bikeability, to Destinations
- Corridors Have Challenges as Destinations
- Street Design a Solution to Connectivity and Corridors
- Emphasize Parks as Destinations

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# Employment

## ***Discussions***

- Integration of Use, Transportation, & Development
  - Connectivity, Walkability, Amenities, & Mix of Uses, including Agriculture
- Design to Different Context
- Reuse Should be a Priority

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# Interviews

## ***Issues***

- Inconsistent Application & Processes
- Outward Growth Prioritized
- Designing Projects within the Process
- Predevelopment & Neighborhood Meetings – Need More Structure / Expectations
- Open Space / Stormwater Standards Area Difficult to Apply
- Enforcement is a Big Issue

## ***Opportunities***

- Ease of Use - Simplification of Standards and Processes
- Spur Economic Development Through Simplicity
- Flexible Standards to Create Good Design
  - Development within different context
- Adequately Address Redevelopment and Infill



# Community Development Code





# Code Framework

## **Chapter 36 - Land Development Code**

*Article 1 – General Provisions*

*Article 2 – Applications and Procedures*

*Article 3 – Subdivision & Community Design*

*Article 4 – Zoning District & Uses*

*Article 5 – Residential Development & Design*

*Article 6 – Nonresidential Development & Design*

*Article 7 – Access & Parking*

*Article 8 – Landscape & Site Design*

*Article 9 – Signs*

*Article 10 – Supplemental Standards*

*Article 11 – Définitions*

Reorganize & Relocate  
Standard Codes

Align with Other Department  
Policies & Procedures

# Guiding Principles

**Implement Forward SGF**

**Improve Useability**

**Raise Expectations & Streamline Procedures**

**Flexibility**





# Typologies

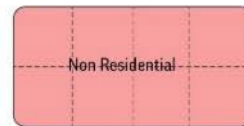
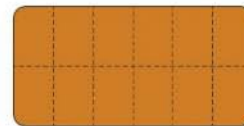
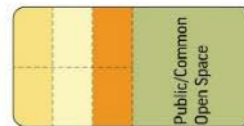
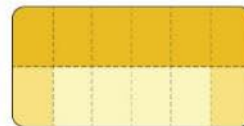
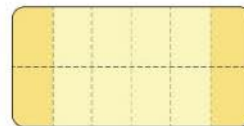
STREET TYPES



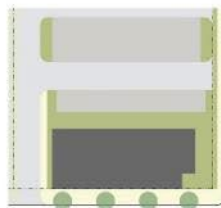
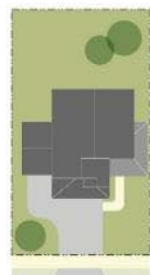
OPEN/CIVIC SPACE TYPES



BLOCK TYPES








FRONTAGE TYPES



BUILDING TYPES





- |                          |   |
|--------------------------|---|
| Lane                     |  |
| Parking                  |  |
| Bike Lane / Sharrow      |  |
| Amenity Area / Landscape |  |
| Sidewalk                 |  |



# Open / Civic Space Types



- linkages & systems
- natural / formal
- context
- image & community values



*Natural Area*



*Park*



*Trail / Greenway*



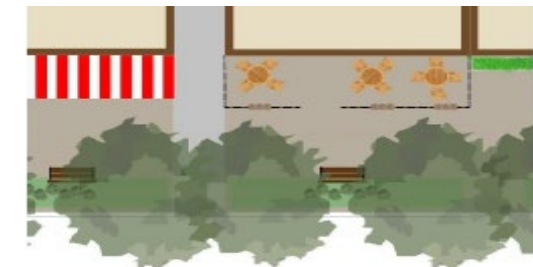
*Green*



*Plaza / Square*

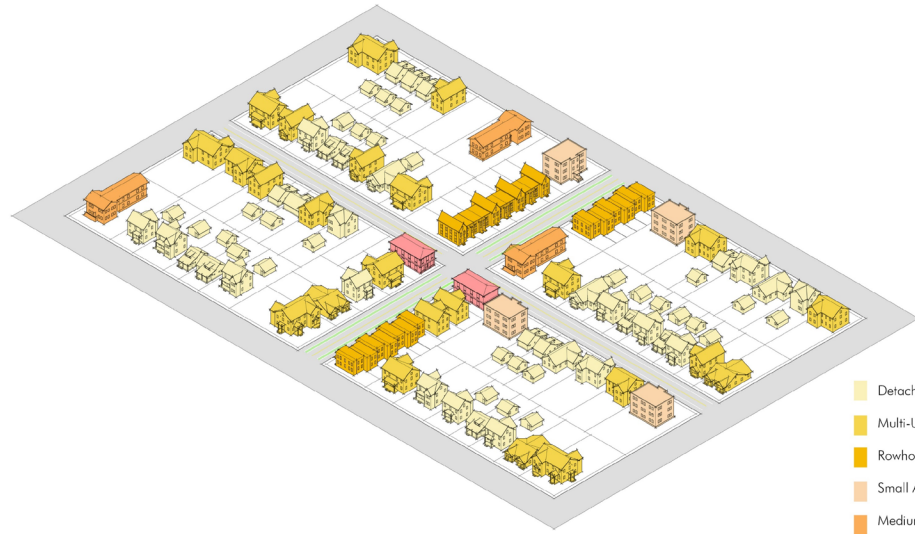


*Courtyard*



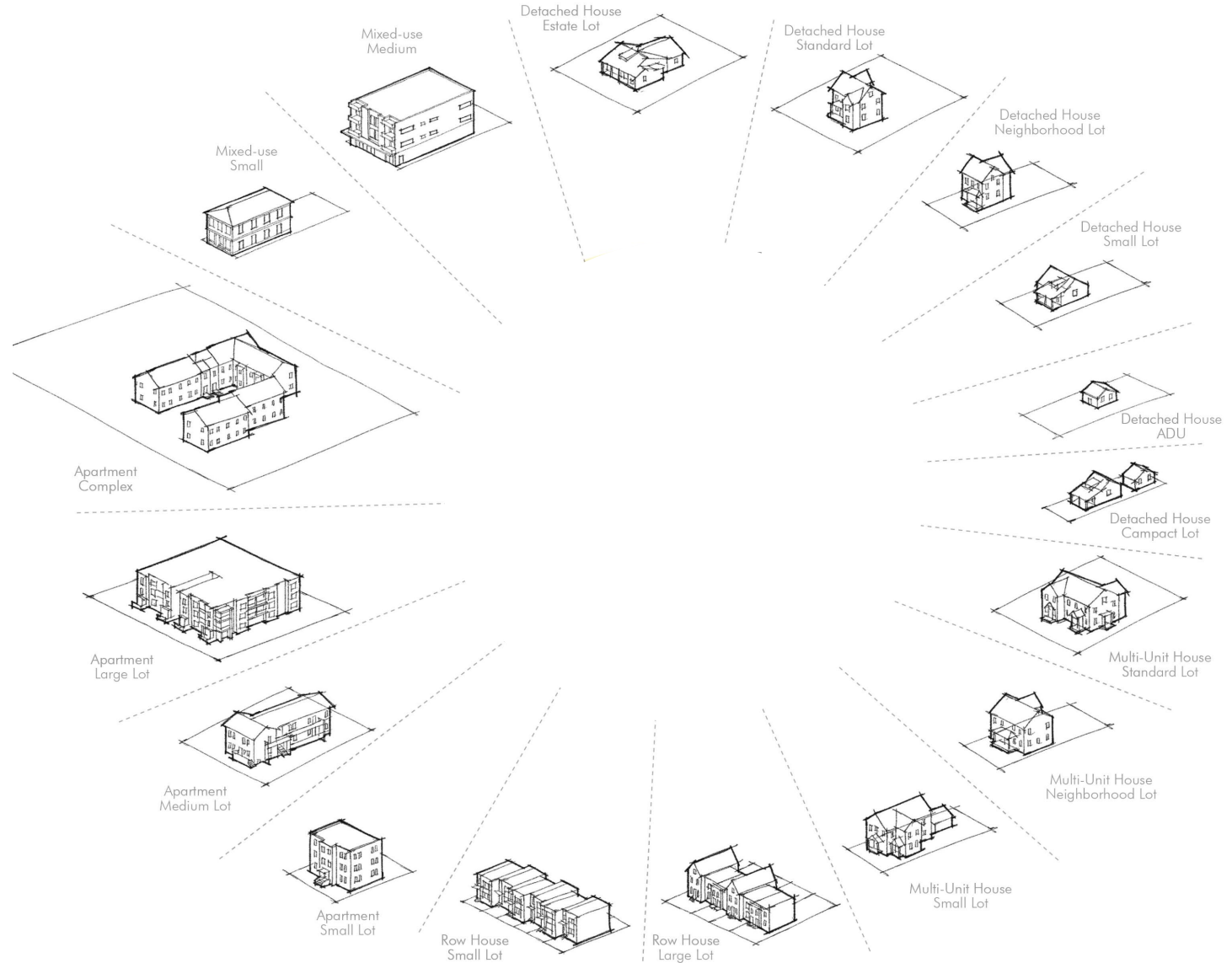
*Enhanced Streetscape*

# Building Types



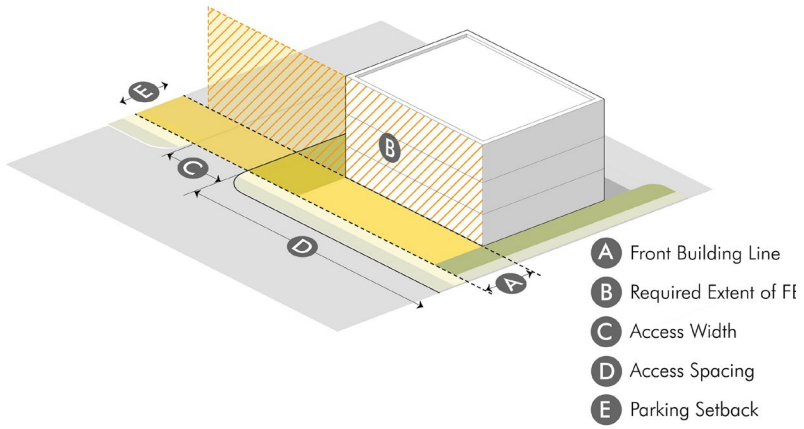
- Detached
- Multi-Unit
- Rowhouse
- Small Apartment
- Medium Apartment
- Large Apartment
- Commercial

- **Scale**
- **Form**
- **Compatibility**
- **Transitions**

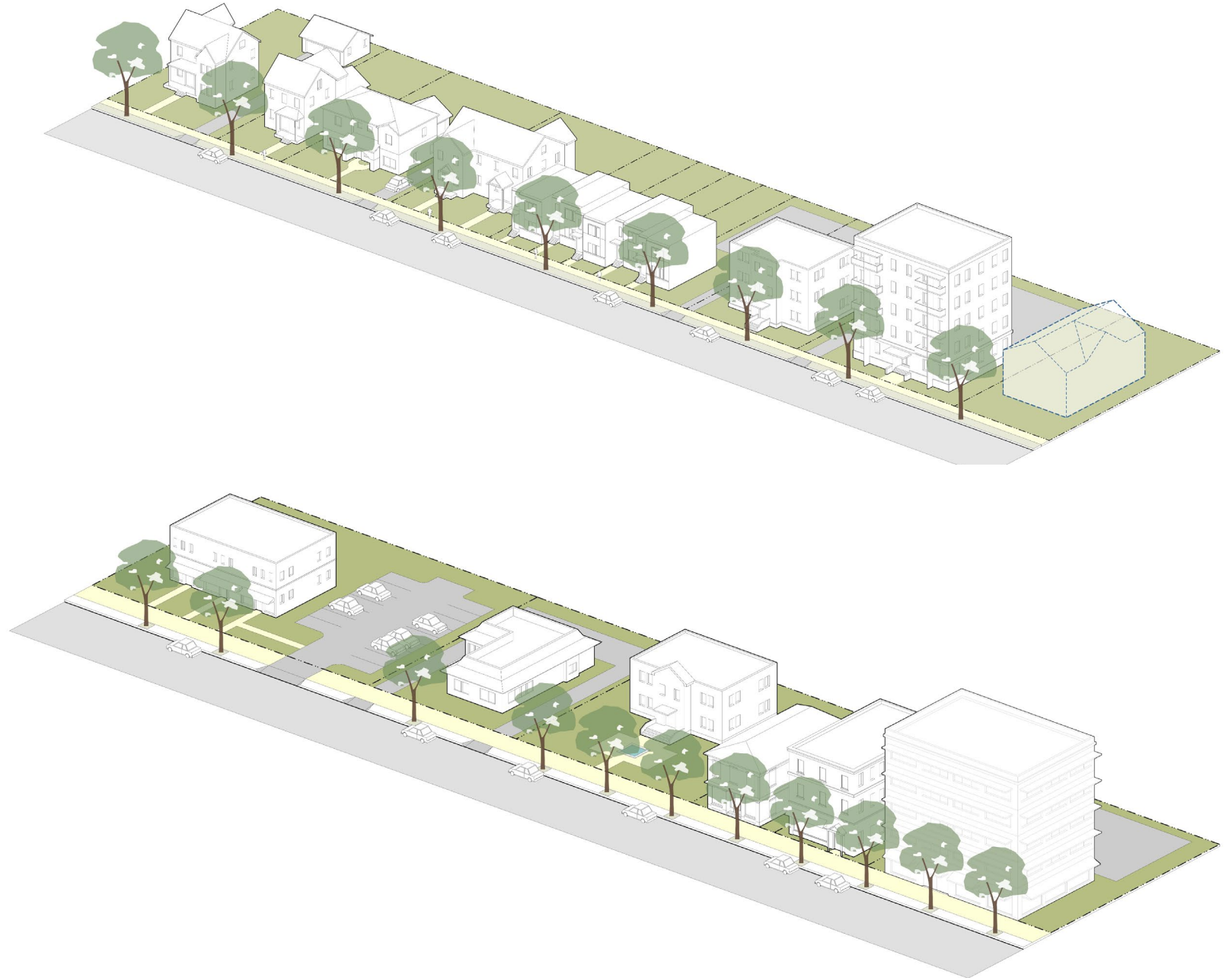




# Frontage Types



- Pattern
- Relationship
- Access
- ???







# Questions & Discussion



# Next Steps

**Additional Information & Feedback:**

**<https://www.forwardsgf.com/initiative3/>**

**Code Drafting:**

**February – October**

**Engagement Opportunity :**

**Spring 2024**





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**City Council** - March 2024

