

Overview

- The Clarion Team
- Work Program and Schedule
- Types of Development Codes
- Input on Potential Project Goals
- Question and Answers
- Next Steps



The Clarion Team

Clarion Associates

Selected Code Experience

- ✓ **Kannapolis**, **NC** | Kannapolis **Development Ordinance**
- ✓ **Norfolk, VA |** Zoning Ordinance
- ✓ Columbia, SC | Zoning Ordinance & Subdivision Regulations
- ✓ Portsmouth, VA | Zoning Ordinance
- ✓ Maitland, FL | Land Development Code
- ✓ Estero, FL | Land Development Code
- ✓ Henrico County, VA | Zoning Ordinance & Subdivision Regulations



31 Years

Geoff Green Project Director



Christian Schmidt Code Drafting





Jasmine Davidson Code Drafting

Addie Sherman Website and Graphics



237 adopted development codes

of effective land use solutions



Brian Ferrell, Esq.

Responsibilities

 Review draft updated UDO for compliance with state and federal law



Qualifications

- Attorney with Kennon Craver, PLLC
- Works with local governments on a variety of legal matters
- Served as Caswell County Attorney for 12 years

Project Website

The project's information hub:

- Project information
- Sign-up form for project updates
- Information about upcoming meetings
- Access background documents and draft work products, take surveys, and provide comments
- Read frequently asked questions about the project
- Contact information



Work Program and Schedule

Work Program and Schedule



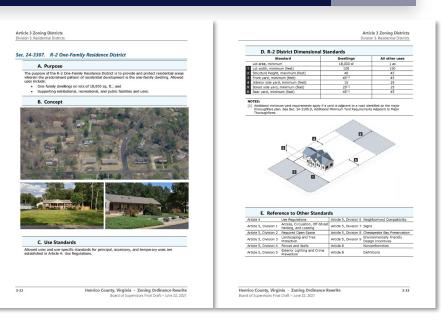




Types of Development Codes

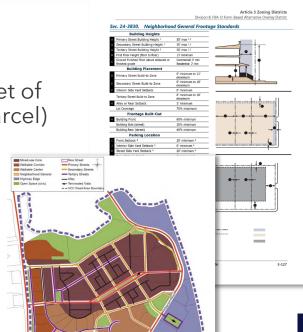
Euclidean Codes

- Establishes zoning districts and uses allowed in each district
- Basic dimensional standards (minimum setbacks, maximum height, maximum impervious surface area)
- Largely separates uses (residential districts, commercial districts, etc.)



Form-Based Codes

- Focus on form and design of buildings
- Limited regulations on use
- Regulating plan establishes fine-grained set of regulations (can vary based on block or parcel)
- Helpful to implement detailed community vision
- Current UDO includes design standards for large-scale retail (e.g., big box stores)
- Key constraint: State law prohibits design regulations for 1-4 family residences



Performance Codes

Article 5. Development Standards | Section 5.6. Exterior Lighting Standards Section 5.6.C. General Standards



(2) MAYIMUM UEIGU

Except for athletic field lighting fixtures, which shall not exceed 95 feet in height, and street lighting, the height of exterior light fixtures, whether mounted on poles, walls, or by other means, shall comply with the standards in Table 5.6.C(3): Maximum Height for Exterior Lighting.

Table 5.6.C(3): Maximum Height for Exterior Lighting

ZONING DISTRICT	MAXIMUM HEIGHT (FEET)
Agricultural and Residential Districts	15
Mixed-Use, Commercial, and Industrial Districts	25
Within 100 feet of a Residential District	15

(4) FULL CUT-OFF FIXTURES REQUIRED

All exterior luminaries, including security lighting, shall be full cut-off fixtures that are directed downward, consistent with Figure 5.6.C(4): Full Cut-off Fixtures. In no case shall lighting be directed above a horizontal plane through the lighting fixture.

- Establishes performance standards which regulate uses based on the impacts a development has on the surrounding area
- Potential metrics: Impacts on natural lands, noise, vehicle trips, density
- "Pure" performance zoning might not have any specific use limitations

Hybrid Codes

Incorporate elements of Euclidean, form-based, and performance codes

- Use-based regulations, with a mix of residential, commercial, and civic/institutional allowed in some districts
- Form regulations for certain types of uses (e.g., big box stores), or particular areas of the City
- Performance regulations regarding lighting, transitional buffers, and other standards, with flexibility to meet site-specific challenges

Discussion

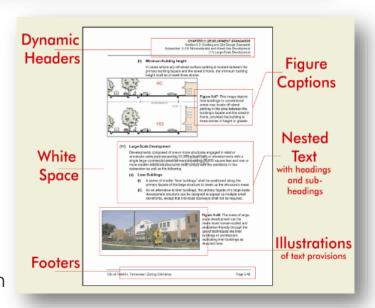
Preferred approach for updated UDO



Input on Potential Project Goals

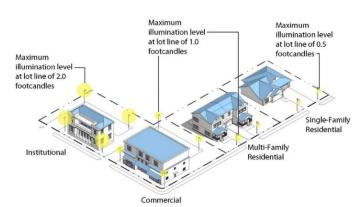
User-Friendly Format

- Make organization logical and intuitive
- Use clear and precise language
- Streamline, including removal of regulations that do not apply to the Village
- Add summary tables to increase readability
- Address conflicting language and eliminate redundancy
- Update page layout and reference system
- Add cross-references to applicable standards outside the UDO
- Update definitions

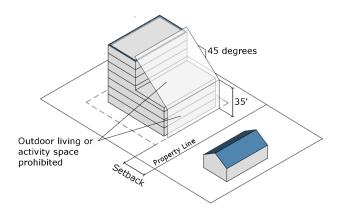


Graphics and Illustrations





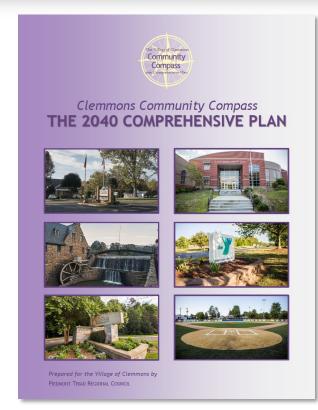
 Add graphics and illustrations to improve readability



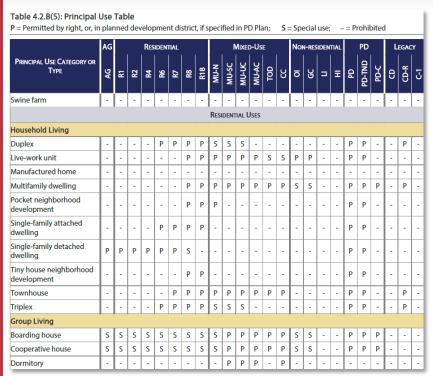
Support Comprehensive Plan Goals

Align with the goals and action steps outlined in *Clemmons Community Compass* (2019 update), including:

- Managing growth and balanced land use through more compact, mixed-use development forms
- Revitalizing commercial corridors
- Creating a wide range of housing opportunities
- Providing a vibrant community center

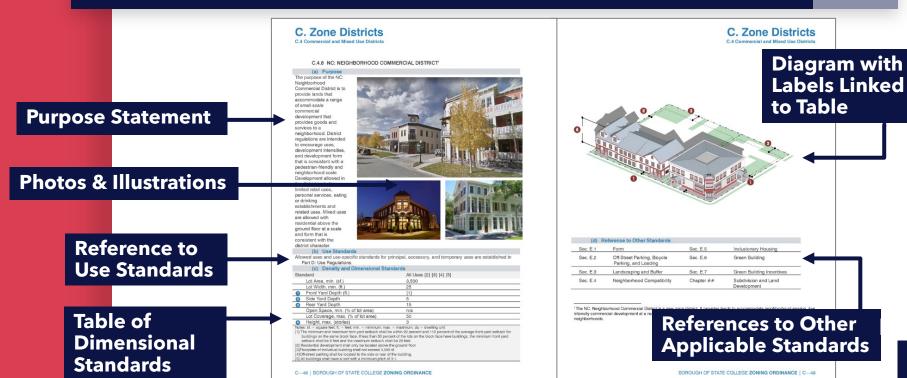


Update Zoning Districts & Use Regulations



- Consolidate, restructure, modernize, and refine the current lineup of zoning districts
- Ensure districts support types of development called for in the Community Compass
- Modernize, clarify, and define all uses and use regulations; add new uses
- New tables for accessory and temporary uses

Update Zoning District Layouts



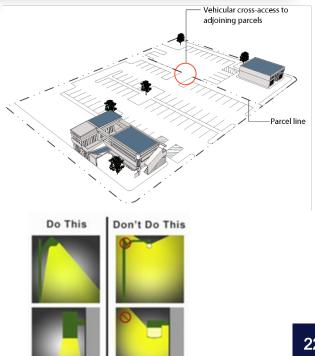
Encourage High-Quality New and Infill Development and Redevelopment

- Encourage mixed-use development that is accessible using different modes of transportation within key nodes and corridors of the village
- Focus development on areas with existing infrastructure
- Remove barriers to infill development

Article 3, Zoning Districts | Section 3.4, Mixed-Use Districts D. MIXED-USE NEIGHBORHOOD DISTRICT The purpose of the Mixed-Use Neighborhood (MU-N) District is to provide lands for a mix of neighborhood-serving retail service, office, and public, civic, and institutional uses, as well as residential uses including low-rise and mid-rise multifamily be compatible in form and scale with surrounding residential uses. The mixing of residential uses with nonresidential uses within a building, with residential development on upper floors, is encouraged. The horizontal mixing of stand-alone residential developments and adjacent stand-alone nonresidential or mixed-use developments in the zone is also encouraged, provided the developments are well-integrated in terms of complementary uses, access and circulation, and (2) DIMENSIONAL AND INTENSITY (3) OTHER STANDARDS STANDARDS [1] Lot area (min Article 4 Lot width (min) Development Standard: Article 5 16 units per Subdivision Standards Article 6 Rules of Measurement SETBACK, HEIGHT, AND FLOOR AREA STANDARDS [1] May be superseded by other standards in this Ordinano Front build-to zone (min | max) [2] 5 | 25 ft cupied by building (min) [3] [2] The area between the minimum and maximum build-to zone boundaries that extends the width of the lot ide setback (min) [4] constitutes the build-to zone. The maximum build-to zon boundary may be increased by 15 feet along 25 percent of the lot width for a civic space or outdoor dining area. ding height (max) [3] Buildings shall be located so that they occupy the minin percentage of the linear width of the lot's build-to zone (see Section 9.3 A(6)). Gross floor area per building (max) 12,000 sf [4] The side setback for the street-facing yard of a corner lot

Update Development Standards

- Access, mobility, and parking: Review and "right-size" minimum parking requirements, update stacking standards, improve access across sites
- **Open space:** Update the Common Recreation Area standards to establish general open-space requirements for new development, intended to preserve sensitive natural features and provide opportunities for gathering and recreation
- **Exterior lighting**: New exterior lighting standards to improve quality of illumination and protect the night sky
- Form and Design Standards: Add new standards for multifamily development





Questions & Answers



Next Steps

Next Steps

Next tasks

- Stakeholder Interviews
- Joint Planning
 Board/Board of
 Adjustment
 Meeting
- Public Open House

STAKEHOLDER/

COMMUNITY MEETING

ADOPTION HEARING

 Development of Code Assessment

