

CITY OF DAPHNE, ALABAMA
ORDINANCE 2024-37

2161586

BALDWIN COUNTY, ALABAMA
HARRY D'OLIVE, JR. PROBATE JUDGE
Filed/cert. 12/16/2024 11:03 AM
TOTAL \$175.00 55 Pages



**Ordinance to Re-Zone Property Located
Southeast of Champions Way and Alabama Highway 181**

WHEREAS, Fortuna Investments, LLC, Industrial Development Board and the City of Daphne, as the owners of certain real property located within the City of Daphne, has requested that said property that is currently zoned as B-1, Local Business, be re-zoned as PUD, Planned Unit Development; and

WHEREAS, said real property is located Southeast of Champions Way and Alabama Highway 181 and more particularly described as follows:

Legal Description of Property to be Re-Zoned to PUD, Planned Unit Development:

Tract 1: Lot 2B of Re-subdivision of Lot 2, DISC Subdivision, as per plat thereof recorded on Slide No. 2943-E of the records in the office of the Judge of Probate, Baldwin County, Alabama.

Tract 2: Lots 3, 5, 6 and Common area 1 of DISC Subdivision, as per plat thereof recorded on Slide No. 2568-E and 2568-F of the records in the office of the Judge of Probate, Baldwin County, Alabama.

Lots 1A, 1B and 7 of IDB Subdivision, a Re-Subdivision of Lots 1 and 7 of DISC Subdivision, as per plat thereof recorded on Slide No. 2714-A of the records in the office of the Judge of Probate, Baldwin County, Alabama.

Lot 4 of DISC Subdivision, as per plat thereof recorded on Slide No. 2568-E and 2568-F in the office of the Judge of Probate, Baldwin County, Alabama.

WHEREAS, at the regular Planning Commission meeting on September 26, 2024, the Commission considered said request and the motion carried for a favorable recommendation; and,

WHEREAS, due notice of said proposed re-zoning has been provided to the public as required by law through publication and open display at the Daphne Public Library and City Hall, and a public hearing was held before the City Council on November 18, 2024; and,

WHEREAS, the City Council of the City of Daphne, after due consideration and upon consideration of the recommendation and notes of the Planning Commission, deemed that said application for re-zoning of the above described real property is proper and in the best interest of the health, safety, and welfare of the citizens of the City of Daphne, Alabama; and

NOW, THEREFORE, BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF DAPHNE, ALABAMA, as follows:

SECTION I: ZONING

The above described real property is hereby re-zoned from B-1, Local Business to PUD, Planned Unit Development, and the zoning ordinance and zoning map shall be amended to reflect the said zoning change.

SECTION II: REPEALER.

All other City Ordinances or parts thereof in conflict with the provisions of this Ordinance, in so far as they conflict, are hereby repealed.

SECTION III: SEVERABILITY.

The provisions of this Ordinance are severable. If any provision, section, paragraph, sentence, or part thereof shall be held unconstitutional or invalid, such decision shall not affect or impair the remainder of said Ordinance, it being the legislative intent to ordain and enact each provision, section, paragraph, sentence, and part thereof separately and independently of each other.

SECTION IV: EFFECTIVE DATE AND REVERSION.

This Ordinance shall take effect and be in force from and after the date of its approval by the City Council of the City of Daphne and after publication as required by law. This zoning classification is subject to a two (2) year reversionary clause. Two years from the date this Ordinance is enacted, if the site development has not started for the purpose listed herein, the zoning shall be null and void and the property shall revert to the prior zoning district. Refer to Section 22-2, Reversionary Clause, of the Daphne Land Use and Development Ordinance.

ADOPTED AND APPROVED BY THE CITY COUNCIL OF THE CITY OF DAPHNE, ALABAMA, THIS 2nd DAY OF December, 2024.

Attest:




Robin LeJeune, Mayor


Candace G. Antinarella, MMC, City Clerk

EXECUTIVE SUMMARY FOR



PROSPECT PARK

PLANNED UNIT DEVELOPMENT

DEVELOPER:

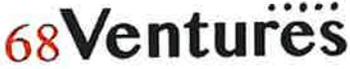
68 **Venturës**

707 Belrose Avenue Daphne, AL 36526
P: 251.625.1198

PREPARED BY:



PROJECT TEAM AND INFORMATION

Parcel Number (s)	Currently Zoned Proposed	Location/Address	Project Acres
05-43-02-03-0-000-003.000, 05-43-02-03-0-000-003.001, 05-43-02-03-0-000-003.002, 05-43-02-03-0-000-003.003, 05-43-02-03-0-000-003.004, 05-43-02-03-0-000-003.005, 05-43-02-03-0-000-003.007, 05-43-02-03-0-000-003.008, 05-43-02-03-0-000-003.009	B-3 PUD	Disc Dr. Daphne	59.81 AC
Developer/Buyer: 	707 Belrose Avenue Daphne, AL 36526 251-625-1198		
Civil Engineer: 	JADE Consulting, LLC 208 N. Greeno Rd., Ste. C Fairhope, AL 36532 (251) 928-3443 Perry C. "Trey" Jinright III, P.E., LEED AP Paul Marcinko, P.E., Project Manager tjinright@jadengineers.com smarcinko@jadengineers.com Sherry Ruth, Project Coordinator sruth@jadengineers.com		
Surveyor: 	Wattier Surveying, Inc. 318 Downtowner Loop North, Suite H Mobile, AL 36609 (251) 342-2640 Mark Wattier mark@wattiersurveying.com		
Architect: 	2227 2ND Avenue North Birmingham, AL 35203 (205) 329-7027 Jared Calhoun Jared@nequette.com		
Landscape Architect:: 	WAS Design 218 N. Alston Street Foley, AL 36535 251-948-7181		
Traffic Engineer: 	Neel Schaffer, Inc. 851 East I-65 Service Road Suite 1000 Mobile, AL 36606 251-471-2000		

Prospect Park Project Narrative:

Prospect Park is an assemblage of nine parcels on the Southwest corner of Champions Way and State Highway 181. The accumulated area measures approximately 59.81 acres. The attached proposal aims to create a neighborhood commercial hub consistent with Daphne's Community Development Vision outlined in the "Envision 2042" plan. The program on site includes the preservation of a corporate office component, with surrounding single-family attached townhomes, multifamily, retail space, commercial space, and hospitality space. This is all oriented around a centralized green space and mixed-use buildings at the village core. Additionally, the site provides residents and pedestrians ample community amenities in the form of structured (pool, pickleball) and unstructured (pocket park, community green, pedestrian paths) outdoor recreation opportunities.

Prospect Park Comprehensive Plan Compliance:

Prospect Park works to re-imagine the Daphne Innovation + Science Complex (DISC) site to leverage the in-place work to create a new, mixed-use, walkable commercial center for the surrounding residential community. While the proposal still allows for the advanced manufacturing training center, we're now surrounding that with a mix of housing options, from overnight stay (hospitality) to long-term rental to fee simple home ownership. The variety of retail, restaurant, and commercial office opportunities will help make this area a thriving LIVE-WORK-PLAY district and offer onsite residents and nearby property owners a different living experience than is currently offered in Daphne. The planning aims to infill the wide boulevard streets with on-street parking broken by street tree wells to create an inviting pedestrian zone where residents and visitors can enjoy the community greens, parks, and walking paths that weave through and around the site.

Public/Private Benefits:

- Creation of public realm (walkable streets and public greens) for events and community gatherings. This includes a 1 acre centralized green area / public park to be constructed by the Developer and utilized by the general public.
- Developer to construct a ½ acre, four court, pickleball facility to be utilized as an amenity to the site and open to the general public.
- Improvement of the Champion's Way street frontage with landscaping, sidewalk, and street trees.
- Improved pedestrian connectivity by connecting the pedestrian circulation network around and through the site.
- Creation of a new neighborhood commercial district to compliment Olde Towne Daphne and serve the residential development on the east side of the city.
- Improved traffic flow and mitigation of traffic impacts to 181 by connecting the Church of the Highlands property back to Champion's Way through this site. 68 Ventures entered into a Tri-Party agreement with the Church and IDB, in which 68 Ventures provides an access and construction easement on the Prospect Park site allowing the Church to construct the connection road at their expense.
- 7.3 acres of tree save of 20-48" caliper trees existing on site.
- Prospect Park will be a tremendous source of tax revenue to the City of Daphne through sales taxes generated by the commercial spaces, as well as through lodging tax generated by the hotel.

Land Use Summary:

- Of the 59.81-acre DISC property, the land use is very consistent of a mixed-use project, depending heavily on housing, commercial/retail, and open space. The proposed uses are outlined below:
- Multifamily/Mixed-use 22.00 AC
- Open space: 15.61 AC
- Commercial: 12.30 AC
- Townhouse Lots: 7.20 AC
- Hospitality: 2.70 AC
- Total acreage 59.81AC

Bulk and Density:

(See Phase & Density Map for block density and anticipated heights.)

- Transect Zone 4 – Urban residential.
 - Will abide by side and rear yards requirements of the B-3 zoning. The front yard requirement would not be compliant.
 - Lot Coverages and building heights would also abide by the underlying zoning.
- Transect Zone 5 – Urban Center.
 - Will abide by side and rear yards requirements of the B-3 zoning. The front yard requirement would not be compliant.
 - Lot Coverages would also abide by the underlying zoning.
 - All structures would be compliant with a 4-story height limitation (with the understanding that a basement level with half or more of its elevation below grade would not be counted as a story)
 - The three 4-story structures listed as 4-story would not be compliant with the 50' height limitation in B-3 zoning.
 -

Signage:

(See architectural guidelines for additional information.)

- Signage allowances in this PUD are more restrictive than the signage ordinance currently in place for the City of Daphne. All commercial tenants complying with our signage regulations will by correlation be complying with City of Daphne's signage ordinance.

Streets, Drainage and Utilities :

All streets and drainage are currently designed, approved, and installed. As a part of this proposal, we propose to leave the majority of the existing systems in place and perform any needed minor modifications to the roadways within the existing curbs, being mindful to avoid major impacts to the existing storm sewers as much as possible. On the northeast corner, where we have added property not originally a part of the site, we will extend the roads, sewers, and add detention as need to accommodate the additional development.

On-site Parking Controls: Development team will work with City of Daphne to strategize and implement a parking control strategy that benefits residents, visitors, and the city in the long term.

Existing Infrastructure: Development team assumes that roadways in place are designed to meet local fire code (i.e. traffic-rated) for emergency response. The change from office to residential loading should not affect the adequacy of the infrastructure design. The TIA and future soils testing will verify both assumptions and, if those reports necessitate changes to the existing infrastructure, development team will work with City of Daphne to make those adjustments.

BMPs:

Design of infrastructure, any needed improvements, and all environmental protections shall be provided during site plan review. The site development will meet all city site plan requirements.

All city requirements for site plan approval, including CBMPP shall be met. All pertinent requirements of the city code including but not limited to Section 18-6 of the City of Daphne Land Use & Development Ordinance will be met unless specifically stated otherwise in this proposal.

Landscaping:

Champion's Way: Champions Way will be lined with street trees and a walking trail to make sure it provides complimentary character as the subdivision across the street. The commercial buildings fronting Champions Way will maintain a high aesthetic and appearance of facing outwards toward the road.

Existing Mature Tree Canopy: The intent of the existing mature tree canopy areas are to leave them as undisturbed as possible. These areas contain heritage trees, topography, and a small area of wetlands (in the southwest corner) that we are preserving.

Parking :

- Development team will work with City of Daphne to implement a parking control strategy that benefits residents, visitors, and City in the long term.
- All Townhouse Residences will provide two spaces per unit, with additional guest parking provided on-street.
 - Multi-Family units will have 2.0 spaces per unit.
 - Hospitality will park at 1.0 space per key.
 - Retail will park at 4 spaces per 1,000 net square feet.
 - Office space will park at 3 spaces per 1,000 net square feet.All parking on-site will have shared parking factors applied on a per phase/ per block basis.

Development Schedule:

(See Phase & Density Map for phase limits and use allocations.)

- Phases A & B will be the first phases to be developed and are expected to commence once all entitlements are in place.
- Phase C – successive phase; development will commence as commercial and multifamily delivered in phase B are stabilized.
- Phase D – successive phase; development will depend on hospitality demand.
- Phase E & F – successive phase; development will commence as retail tenants are identified.

- Phase G – successive phase; construction will commence as soon as an agreement is in place with Novelis for National Training Center and/or other corporate office tenant leases signed.



SITE LEGEND	
	AMENITY BUILDINGS / PAVILIONS
	TOWNHOUSE LOT (TOTAL OF 17)
	HOSPITALITY (135 KEYS @ 4 STORIES)
	MARKET RATE MULTIFAMILY (630 DU)
	COMMERCIAL SPACE 86,500 GSF (WITHOUT HOSPITALITY)
	CORPORATE OFFICE 120,000 GSF

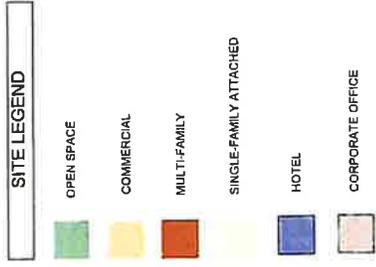
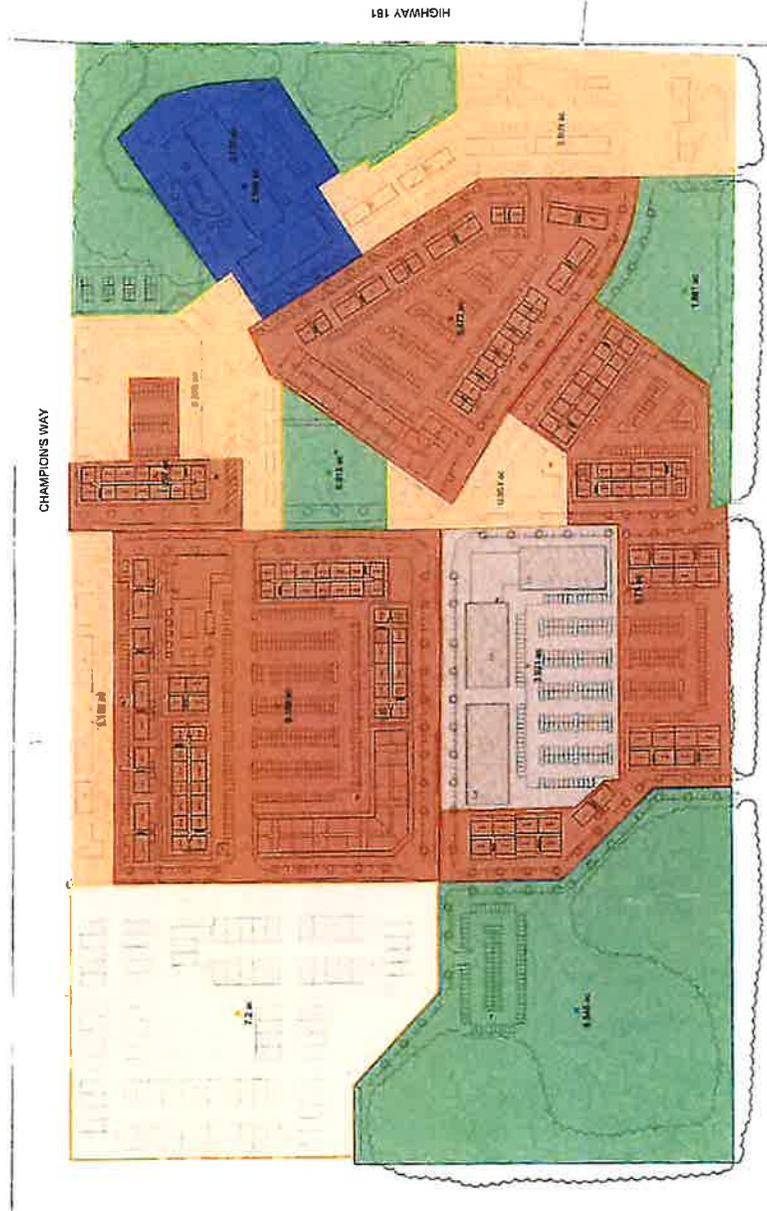
PROPOSED PARKING	
PARKING LOAD FACTORS	62 FAMILY DU
	2 UNIT
	10 UNIT
	4 / 1,000 GSF
	3 / 1,000 GSF
PARKING REQUIRED	
SF ATTACHED	174 STALLS
HOSPITALITY	135 STALLS
MARKET RATE	148 STALLS
CORPORATE OFFICE	309 STALLS
TOTAL	2,255 STALLS
(SHARED PARKING)	1,755 STALLS
PARKING PROVIDED	
OFF-STREET	1,252
ON-STREET	363
GARAGE	174
TOTAL STALLS	1,789



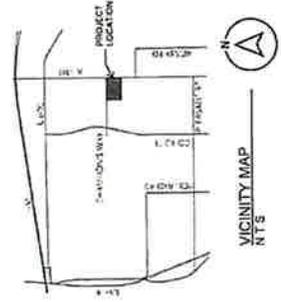
PROSPECT PARK CONCEPTUAL PLAN
SCALE 1" = 100'-0"
CURRENT ZONING: B-3 (PROF. OFFICE)



VICINITY MAP
N.T.S.



PROSPECT PARK LAND USE MAP
SCALE 1" = 100'-0"





Champion's Way. Existing street to be landscaped, including a MUT installed along entire frontage



NATURAL AREA: lands approximating or reverting to a wildness condition, which are unsuitable for settlement due to topography, hydrology or vegetation



AMENITY AREA: Developed lands that are suitable for community use for recreation, recreation &/or play



Green: An open space available for unstructured recreation. A Green may be spatially defined by landscaping rather than building frontages

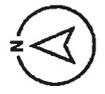
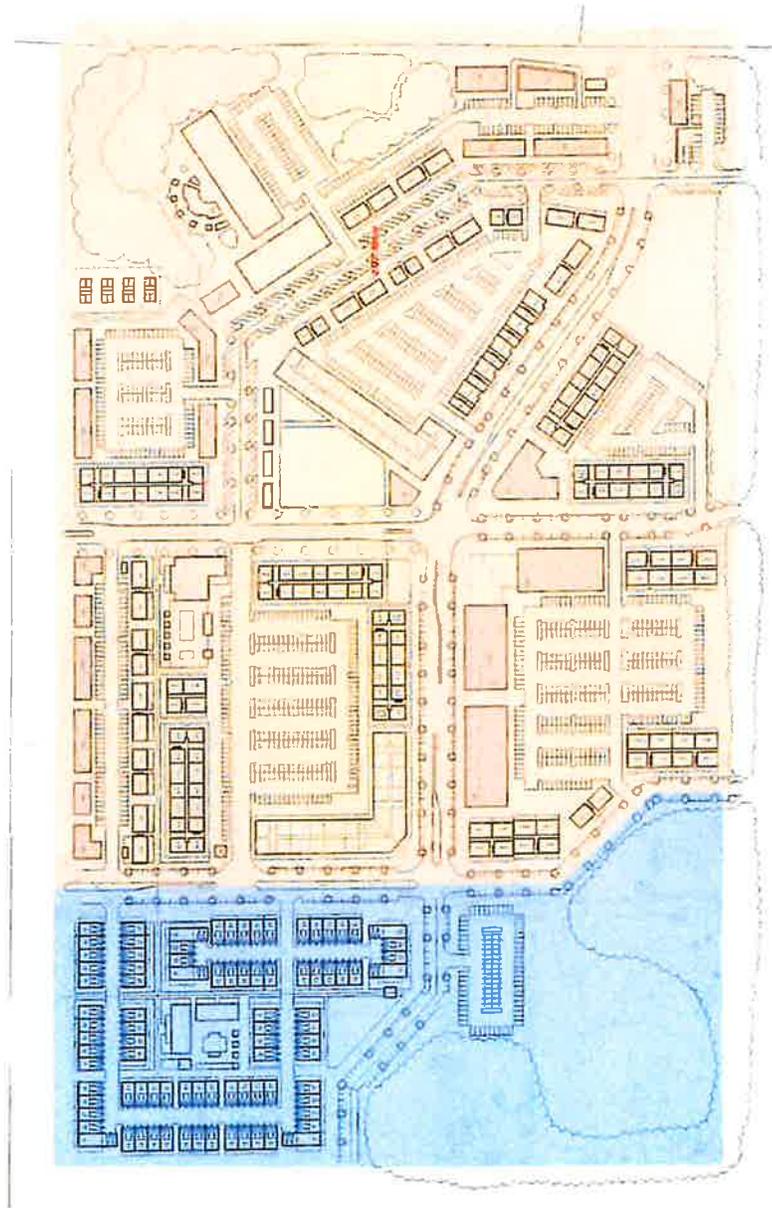


PEDESTRIAN COURT / PATH: Circulation systems for interconnectivity that also serve as common green space for pedestrian circulation. Consist of a mix of hard and soft scape, paths, seating, and vegetation

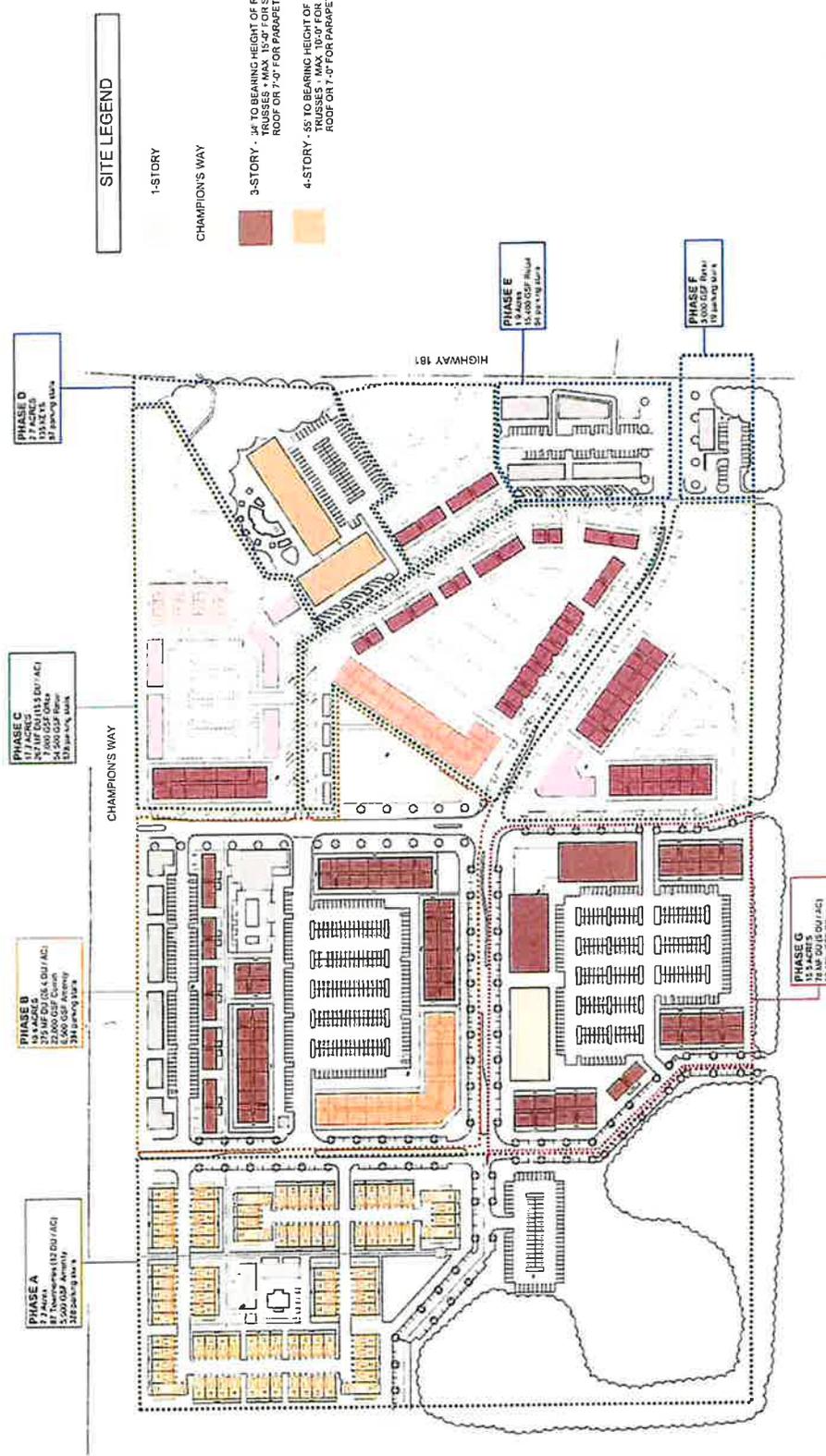


SITE LEGEND

- T4 - URBAN RESIDENTIAL
- T5 - URBAN CENTER



PROSPECT PARK TRANSECT MAP
SCALE 1" = 100'-0"



PHASE D
 27 Acres
 277 Units
 11,000 GSF Office
 812 parking stalls

PHASE C
 24.7 Acres
 247 Units
 20,033 GSF Office
 7,000 GSF Other
 15,000 GSF Retail
 130 parking stalls

PHASE B
 14.4 Acres
 275 Units
 22,000 GSF Office
 6,000 GSF Retail
 294 parking stalls

PHASE A
 8.7 Acres
 170 Units
 14,000 GSF Office
 5,000 GSF Retail
 248 parking stalls

PHASE E
 1.9 Acres
 19 Units
 1,500 GSF Office
 50 parking stalls

PHASE F
 1.9 Acres
 19 Units
 1,500 GSF Office
 50 parking stalls

PHASE G
 15.4 Acres
 154 Units
 12,320 GSF Office
 20,120 GSF Other
 328 parking stalls

SITE LEGEND

1-STORY

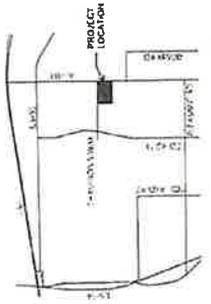
CHAMPION'S WAY

3-STORY - 1/2" TO BEARING HEIGHT OF ROOF TRUSSES - MAX. 15'-0" FOR SLOPED ROOF OR 7'-0" FOR PARAPET

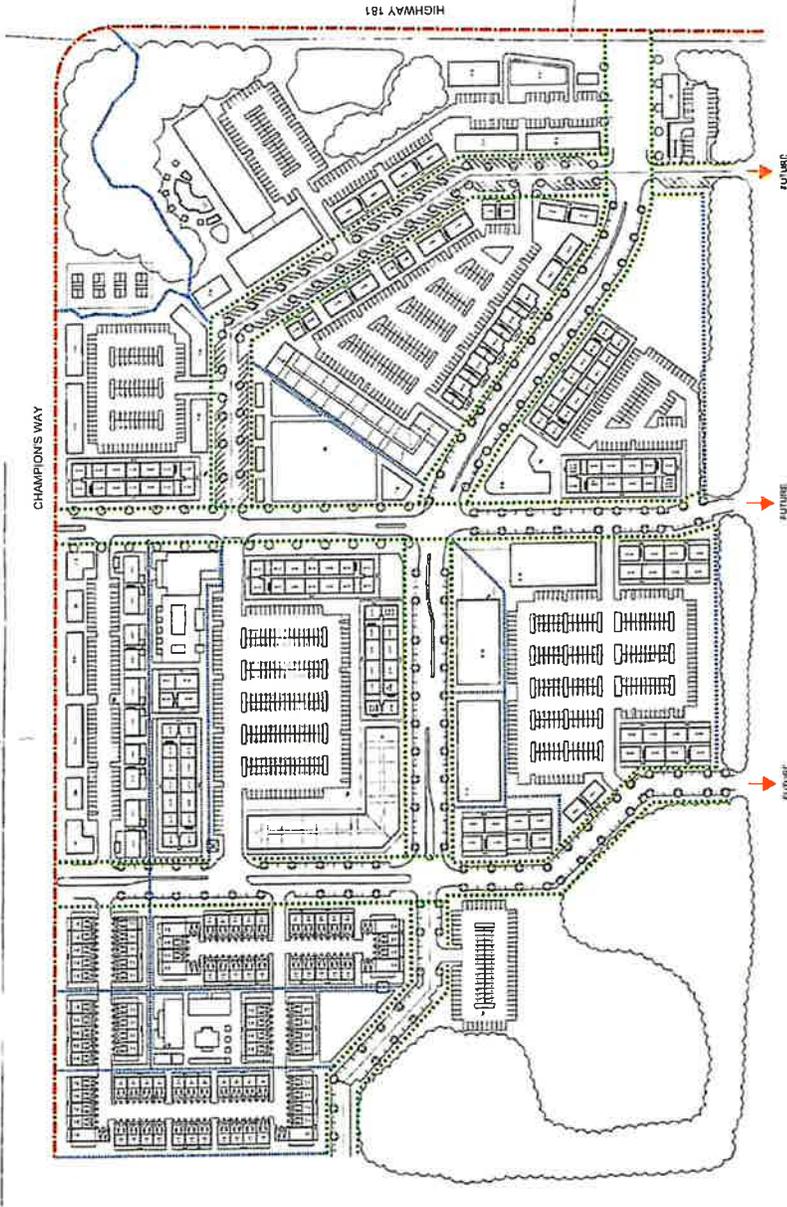
4-STORY - 5/8" TO BEARING HEIGHT OF ROOF TRUSSES - MAX. 10'-0" FOR SLOPED ROOF OR 7'-0" FOR PARAPET



PROSPECT PARK PHASE AND DENSITY MAP
 SCALE 1" = 100'-0"

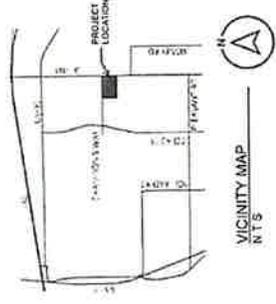


VICINITY MAP
 N.T.S.



SITE LEGEND

- PERIMETER PEDESTRIAN WAY
- PEDESTRIAN STREET
- PEDESTRIAN ONLY WAY



PROSPECT PARK CONNECTIVITY MAP
SCALE 1" = 100'-0"

COMMUNITY GUIDELINES FOR



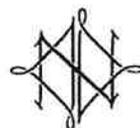
DEVELOPER:

68Venturës

707 Belrose Ave, Daphne, AL 36526
251-625-1198



PREPARED BY:



NEQUETTE

ARCHITECTURE & DESIGN

MAY 2024

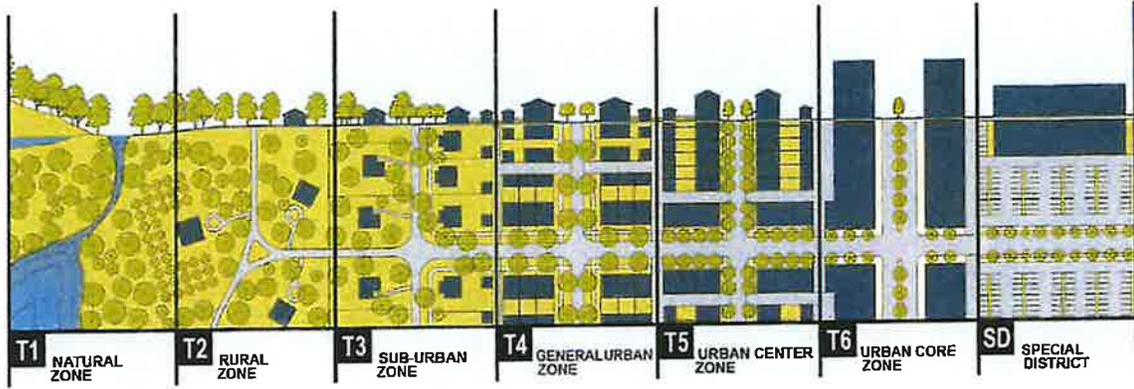


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A. Preface-

The Prospect Park Design Guidelines address the overall planning, architectural, aesthetics and sustainability concepts established for all neighborhood plans, new buildings, building additions, site-work, landscaping and signage. These guidelines contain information that inform, guide and govern Prospect Park's overall design and character. The purpose of these guidelines is to facilitate the crafting of a memorable community with a high level of predictability and enduring value. These guidelines are based on well established architectural and town planning traditions commonly found in our most beloved American towns. These thoughtful traditions form the basis of street and open space layout and design, mixture of uses, building placement, and architectural standards found herein.

City of Daphne Zoning Ordinances should continue to be applicable to issues not covered by these guidelines. All designs must be compliant with applicable government zoning codes. In case of contradiction with local ordinance, these guidelines shall be adjusted in collaboration with City of Daphne Planning Commission & the Prospect Park Design Review Committee.

Owners are responsible for complying with all local, state and federal codes, and for obtaining permits from those relevant agencies.

B. Project Narrative- Not used, see Executive Summary

C. City Comprehensive Plan- Not used, see Executive Summary

D. Allowable Uses by District

Transect Zones:

The Transect, as a framework, identifies a range of habitats from the most natural to the most urban. Its continuum, when subdivided, lends itself to the creation of zoning categories. These categories include standards that encourage diversity similar to that of organically evolved settlements. The standards overlap (they are parametric), reflecting the successional ecotones of natural and human communities. The Transect thereby integrates environmental and zoning methodologies, enabling environmentalists to assess the design of social habitats and urbanists to support the viability of natural ones.

- T-4 General Urban Zone consists of a mixed use but primarily residential urban fabric. It may have a wide range of building types: single, sideyard, and rowhouses. Setbacks and landscaping are variable. Streets with curbs and sidewalks define medium-sized blocks.
- T-5 Urban Center Zone consists of higher density mixed use building that accommodate retail, offices, rowhouses and apartments. It has a tight network of streets, with wide sidewalks, steady street tree planting and buildings set close to the sidewalks.

TABLE 1. TRANSECT ZONE DESCRIPTIONS

TABLE 1: Transect Zone Descriptions. This table provides descriptions of the character of each T-zone.

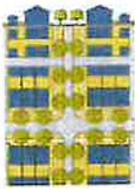
T4	 <p>T-4 GENERAL URBAN T-4 General Urban Zone consists of a mixed use but primarily residential urban fabric. It may have a wide range of building types: single, sideyard, and rowhouses. Setbacks and landscaping are variable. Streets with curbs and sidewalks define medium-sized blocks.</p>	<p>General Character: Mix of Houses, Townhouses & small Apartment buildings, with scattered Commercial activity; balance between landscape and buildings; presence of pedestrians</p> <p>Building Placement: Shallow to medium front and side yard Setbacks</p> <p>Frontage Types: Porches, fences, Dooryards</p> <p>Typical Building Height: 2-Story</p> <p>Type of Civic Space: Squares, Greens</p>
T5	 <p>T-5 URBAN CENTER T-5 Urban Center Zone consists of higher density mixed use building that accommodate retail, offices, rowhouses and apartments. It has a tight network of streets, with wide sidewalks, steady street tree planting and buildings set close to the sidewalks.</p>	<p>General Character: Shops mixed with Townhouses, larger Apartment houses, Offices, workplace, and Civic buildings; predominantly attached buildings; trees within the public right-of-way; substantial pedestrian activity</p> <p>Building Placement: Shallow Setbacks or none; buildings oriented to street defining a street wall</p> <p>Frontage Types: Stoops, Shopfronts, Galleries</p> <p>Typical Building Height: 1-4 Story with some variation</p> <p>Type of Civic Space: Parks, Plazas and Squares, median landscaping</p>

TABLE 12. SPECIFIC FUNCTION & USE

TABLE 12: Specific Function & Use. This table expands the categories of Table 10 to delegate specific Functions and uses within Transect Zones. Table 12 should be customized for local character and requirements.

a. RESIDENTIAL							
	T4	T5					
Mixed Use Block	■						
Flex Building	■						
Apartment Building	■						
Live/Work Unit							
Row House	■	■					
Duplex House	■	■					
Courtyard House							
Sideyard House							
Cottage	■						
House							
Villa							
Accessory Unit							
b. LODGING							
Hotel (no room limit)	■						
Inn (up to 12 rooms)	■						
Bed & Breakfast (up to 5 rooms)	■						
S.R.O. hostel	□						
School Dormitory							
c. office							
Office Building	■						
Live-Work Unit	■						
d. RETAIL							
Open-Market Building	■						
Retail Building	■						
Display Gallery	■						
Restaurant	■						
Kiosk	■						
Push Cart	□						
Liquor Selling Establishment	□						
Adult Entertainment							
e. CIVIC							
Conference Center		□					
Exhibition Center							
Fountain or Public Art	■	■					
Library		■					
Live Theater		■					
Movie Theater		■					
Museum		□					
Outdoor Auditorium		■					
Parking Structure		■					
Passenger Terminal		□					
Playground	■	■					
Surface Parking Lot	■	□					
Religious Assembly		■					

■ Permitted

□ Conditional Use

Form-based Code Graphics Table 15B- T4



L. BUILDING FUNCTION (see Table 10 & Table 12)

Residential	limited use
Lodging	limited use
Office	limited use
Retail	limited use

k. BUILDING CONFIGURATION (see Table 8)

Principal Building	2-story & 35'
Outbuilding	2 stories max.

f. LOT OCCUPATION (see Table 14f)

Lot Width	18 ft min 96 ft max
Lot Coverage	70% max

i. BUILDING DISPOSITION (see Table 9)

Edgeward	permitted
Sideward	permitted
Rearyard	permitted
Courtyard	not permitted

g. SETBACKS - PRINCIPAL BUILDING (see Table 14g)

(g.1) Front Setback Principal	6 ft. min. 18 ft. max.
(g.2) Front Setback Secondary	6 ft. min. 18 ft. max
(g.3) Side Setback	0 ft. min.
(g.4) Rear Setback	3 ft. min.*
Frontage Buildout	60% min at setback

h. SETBACKS - OUTBUILDING (see Table 14h)

(h.1) Front Setback	20 ft. min. + bldg. setback
(h.2) Side Setback	0 ft. min. or 3 ft at corner
(h.3) Rear Setback	3 ft. min

j. PRIVATE FRONTAGES (see Table 7)

Common Lawn	not permitted
Porch & Fence	permitted
Terrace or L.C.	permitted
Forecourt	permitted
Stoop	permitted
Shopfront & Awning	permitted
Gallery	permitted
Arcade	not permitted

PARKING PROVISIONS

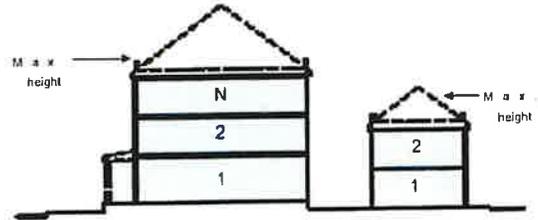
See Table 10 & Table 11

*or 15 ft. from center line of alley

"N" stands for any Stories above those shown, up to the maximum. Refer to metrics for exact minimums and maximums

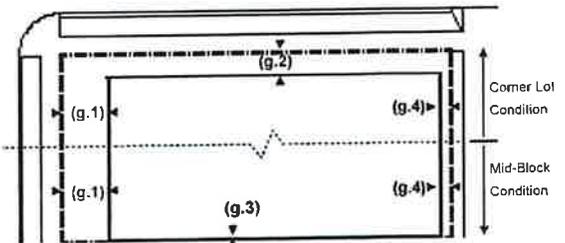
BUILDING CONFIGURATION

1. Building height shall be measured in number of Stories, excluding Attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor Commercial function which must be a minimum of 11 ft with a maximum of 25 ft.
3. Height shall be measured to the eave or roof deck as specified on Table 8.



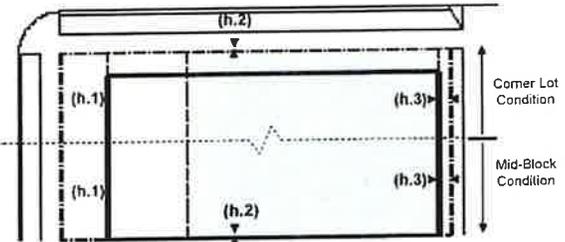
SETBACKS - PRINCIPAL BLDG

1. The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
2. Facades shall be built along the Principal Frontage to the minimum specified width in the table.



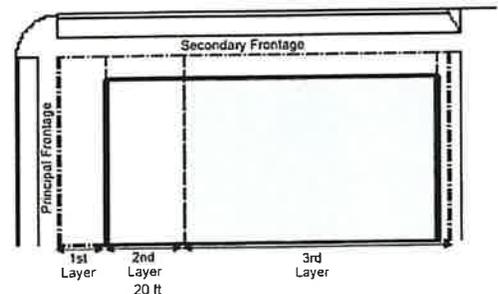
SETBACKS - OUTBUILDING

1. The Elevations of the Outbuilding shall be distanced from the Lot lines as shown.



PARKING PLACEMENT

1. Uncovered parking spaces may be provided within the third Layer as shown in the diagram (see Table 17d).
2. Covered parking shall be provided within the third Layer as shown in the diagram (see Table 17d).
3. Trash containers shall be stored within the third Layer.



Form-based Code Graphics Table 15C- T5



I. BUILDING FUNCTION (see Table 10 & Table 12)

Residential	open use
Lodging	open use
Office	open use
Retail	open use

k. BUILDING CONFIGURATION (see Table 8)

Principal Building	4 stories max. 65' max.
Outbuilding	2 stories max.

f. LOT OCCUPATION (see Table 14f)

Lot Width	18 ft min 180 ft max
Lot Coverage	80% max

i. BUILDING DISPOSITION (see Table 9)

Edgeyard	not permitted
Sideyard	permitted
Rearyard	permitted
Courtyard	permitted

g. SETBACKS - PRINCIPAL BUILDING (see Table 14g)

(g.1) Front Setback Principal	2 ft. min. 12 ft. max.
(g.2) Front Setback Secondary	2 ft. min. 12 ft. max.
(g.3) Side Setback	0 ft. min. 24 ft. max.
(g.4) Rear Setback	3 ft. min.*
Frontage Buildout	80% min at setback

h. SETBACKS - OUTBUILDING (see Table 14h)

(h.1) Front Setback	40 ft. max. from rear prop.
(h.2) Side Setback	0 ft. min. or 2 ft at corner
(h.3) Rear Setback	3 ft. max.

j. PRIVATE FRONTAGES (see Table 7)

Common Lawn	not permitted
Porch & Fence	not permitted
Terrace or L.C.	permitted
Forecourt	permitted
Stoop	permitted
Shopfront & Awning	permitted
Gallery	permitted
Arcade	permitted

PARKING PROVISIONS

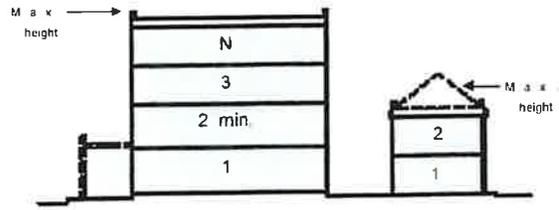
See Table 10 & Table 11

*or 15 ft. from center line of alley

"N" stands for any Stories above those shown, up to the maximum. Refer to metrics for exact minimums and maximums

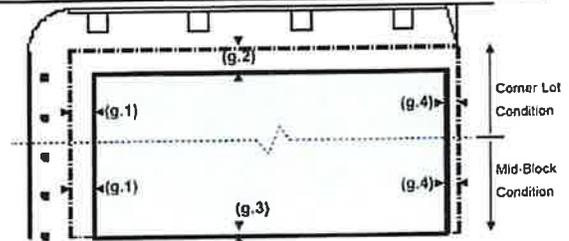
BUILDING CONFIGURATION

1. Building height shall be measured in number of Stories, excluding Attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor Commercial function which must be a minimum of 11 ft with a maximum of 25 ft.
3. Height shall be measured to the eave or roof deck as specified on Table 8.
4. Expression Lines shall be as shown on Table 8.



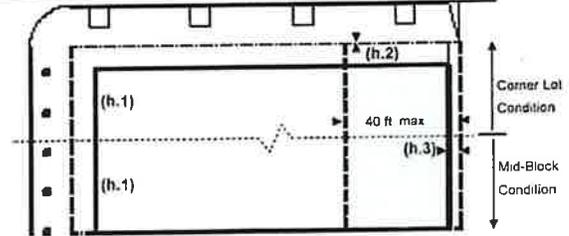
SETBACKS - PRINCIPAL BLDG

1. The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
2. Facades shall be built along the Principal Frontage to the minimum specified width in the table.



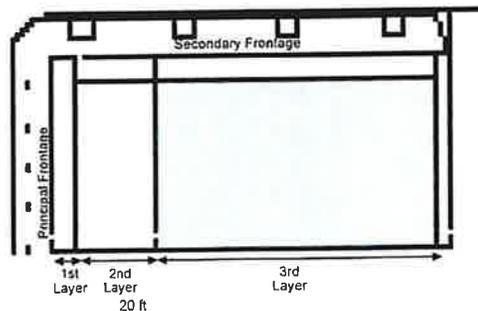
SETBACKS - OUTBUILDING

1. The Elevations of the Outbuilding shall be distanced from the Lot lines as shown.



PARKING PLACEMENT

1. Uncovered parking spaces may be provided within the third Layer as shown in the diagram (see Table 17d).
2. Covered parking shall be provided within the third Layer as shown in the diagram (see Table 17d).
3. Trash containers shall be stored within the third Layer.

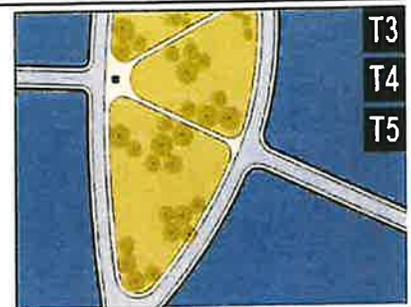


E. Open Spaces

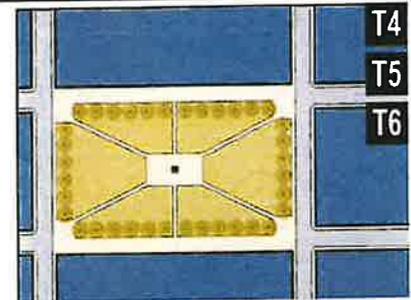
The design of Prospect Park allows for significant areas dedicated to open greens and natural areas. Roads and home sites are located to take advantage of long and short views and existing topography. Multi-use and navigable open space as well as a comprehensive sidewalk layout encourages exploration throughout the community to be utilized by all generations. The community landscape plan is influenced by the multiple natural areas, creating appropriate transitions between the public realm and private spaces. The network of parks and greens help provide walkable destinations that connect neighbors to neighborhoods. The sidewalks and greens work together as an extensive network of pedestrian pathways keeping everyday connections a reality.

Open Space Types

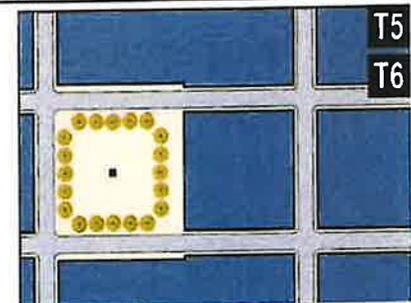
1. Green: An Open Space, available for unstructured recreation. A Green may be spatially defined by landscaping rather than building frontages. Its landscape shall consist of lawn and trees, naturalistically disposed. The minimum size shall be 1/2 acre and the maximum shall be 8 acres.



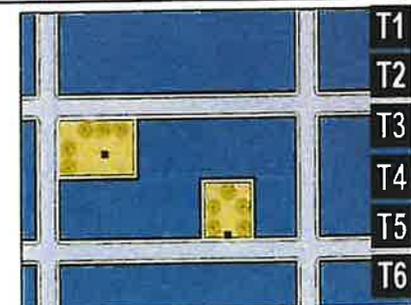
2. Square: An Open Space, available for unstructured recreation and Civic purposes. A Square is spatially defined by building frontages. Its landscape shall consist of sidewalks, paths, lawns and trees, formally disposed. Squares shall be located at the intersection of important thoroughfares. The minimum size shall be 1/2 acre and the maximum shall be 5 acres.



3. Plaza: An Open Space, available for Civic purposes and Commercial activities. A Plaza shall be spatially defined by building frontages. Its landscape shall consist primarily of hardscape being cobblestone, bricks or pavement. Trees when applicable should be a part of the design. Plazas should be located at the intersection of important streets. The minimum size shall be 1/2 acre and the maximum shall be 2 acres.



4. Playground: An Open Space designed and equipped for the recreation of children. A playground should be fenced and may include an open shelter. Playgrounds shall be interspersed within residential areas and may be placed with a block. Playgrounds may be included within parks and greens. There shall be no minimum or maximum size.



5. Existing Mature Landscaping to Remain: Environmentally sensitive areas close to drainageways, within the buffers, and within the most extreme topographical areas would be protected. The edges of the wooded areas outside the buffers will be groomed and made accessible, invasive species removed and replaced with native plantings. These areas will be maintained in perpetuity similar to the other landscaping proposed within the other areas on-site.

F. Parking

TABLE 10: Building Function. This table categorizes Building Functions within Transect Zones. Parking requirements are correlated to functional intensity. For Specific Function and Use permitted By Right or by Warrant, see Table 12.

	T4	T5 T6
a. RESIDENTIAL	Limited Residential: The number of dwellings on each Lot is limited by the requirement of 1.5 parking places for each dwelling, a ratio which may be reduced according to the shared parking standards (See Table 11).	Open Residential: The number of dwellings on each Lot is limited by the requirement of 1.0 parking places for each dwelling, a ratio which may be reduced according to the shared parking standards (See Table 11).
b. LODGING	Limited Lodging: The number of bedrooms available on each Lot for lodging is limited by the requirement of 1.0 assigned parking places for each bedroom, up to twelve, in addition to the parking requirement for the dwelling. The Lodging must be owner occupied. Food service may be provided in the a.m. The maximum length of stay shall not exceed ten days.	Open Lodging: The number of bedrooms available on each Lot for lodging is limited by the requirement of 1.0 assigned parking places for each bedroom. Food service may be provided at all times. The area allocated for food service shall be calculated and provided with parking according to Retail Function.
c. OFFICE	Limited Office: The building area available for office use on each Lot is limited to the first Story of the principal building and/or to the Accessory building, and by the requirement of 3.0 assigned parking places per 1000 square feet of net office space in addition to the parking requirement for each dwelling.	Open Office: The building area available for office use on each Lot is limited by the requirement of 2.0 assigned parking places per 1000 square feet of net office space.
d. RETAIL	Limited Retail: The building area available for Retail use is limited to the first Story of buildings at corner locations, not more than one per Block, and by the requirement of 4.0 assigned parking places per 1000 square feet of net Retail space in addition to the parking requirement of each dwelling. The specific use shall be further limited to neighborhood store, or food service seating no more than 40.	Open Retail: The building area available for Retail use is limited by the requirement of 3.0 assigned parking places per 1000 square feet of net Retail space. Retail spaces under 1500 square feet are exempt from parking requirements.
e. CIVIC	See Table 12	See Table 12
f. OTHER	See Table 12	See Table 12

TABLE 11: Parking Calculations. The Shared Parking Factor for two Functions, when divided into the sum of the two amounts as listed on the Required Parking table below, produces the Effective Parking needed for each site involved in sharing. Conversely, if the Sharing Factor is used as a multiplier, it indicates the amount of building allowed on each site given the parking available.

	REQUIRED PARKING (See Table 10)	
	T4	T5 T6
RESIDENTIAL	2.0 / dwelling	2.0 / dwelling
LODGING	1.0 / bedroom	1.0 / bedroom
OFFICE	3.0 / 1000 sq. ft.	3.0 / 1000 sq. ft.
RETAIL	4.0 / 1000 sq. ft.	4.0 / 1000 sq. ft.
CIVIC	Conditional Use	
OTHER	Conditional Use	

SHARED PARKING FACTOR

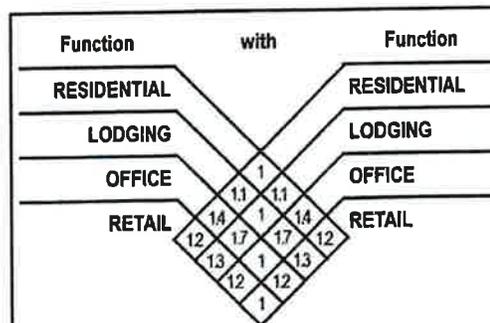


TABLE 3A: Vehicular Lane Dimensions. This table assigns lane widths to Transect Zones. The Design ADT (Average Daily Traffic) is the determinant for each of these sections. The most typical assemblies are shown in Table 3B. Specific requirements for truck and transit bus routes and truck loading shall be decided by Warrant.

DESIGN SPEED	TRAVEL LANE WIDTH	T4	T5
Below 20 mph	8 feet	◻	
20-25 mph	9 feet	◻	◻
25-35 mph	10 feet	◻	◻
25-35 mph	11 feet		◻
Above 35 mph	12 feet		◻

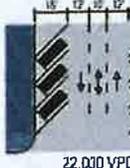
◻ Permitted
 ◻ Conditional Use

DESIGN SPEED	PARKING LANE WIDTH		
20-25 mph	(Angle) 18 feet		◻
20-25 mph	(Parallel) 7 feet	◻	
25-35 mph	(Parallel) 8 feet	◻	◻
Above 35 mph	(Parallel) 9 feet		◻

DESIGN SPEED	EFFECTIVE TURNING RADIUS		
Below 20 mph	5-10 feet	◻	◻
20-25 mph	10-15 feet	◻	◻
25-mph	15-20 feet	◻	◻
Above 35 mph	20-30 feet		◻

See Table 17b

TABLE 3B: Vehicular Lane/Parking Assemblies. The projected design speeds determine the dimensions of the vehicular lanes and Turning Radii assembled for Thoroughfares.

<p>a. YIELD PARKING</p> <p>Design ADT Pedestrian Crossing Design Speed</p>	<p>T3 T4</p>  <p>1,000 VPD 5 Seconds</p>		<p>T3 T4</p>  <p>1,000 VPD 7 Seconds</p>		
<p>b. PARKING ONE SIDE PARALLEL</p> <p>Design ADT Pedestrian Crossing Design Speed</p>	<p>T3 T4</p>  <p>5,000 VPD 5 Seconds 20-30 MPH</p>	<p>T3 T4 T5</p>  <p>18,000 VPD 8 Seconds</p>	<p>T4 T5</p>  <p>16,000 VPD 8 Seconds 25-30 MPH</p>	<p>T4 T5 T6</p>  <p>15,000 VPD 11 Seconds 25-30 MPH</p>	<p>T5 T6</p>  <p>32,000 VPD 13 Seconds</p>
<p>c. PARKING BOTH SIDES PARALLEL</p> <p>Design ADT Pedestrian Crossing Design Speed</p>	<p>T4</p>  <p>8,000 VPD 7 Seconds Below 20 MPH</p>	<p>T4 T5 T6</p>  <p>20,000 VPD 10 Seconds 25-30 MPH</p>	<p>T4 T5 T6</p>  <p>15,000 VPD 10 Seconds 25-30 MPH</p>	<p>T5 T6</p>  <p>22,000 VPD 13 Seconds 25-30 MPH</p>	<p>T5 T6</p>  <p>32,000 VPD 15 Seconds 35 MPH and above</p>
<p>d. PARKING BOTH SIDES DIAGONAL</p> <p>Design ADT Pedestrian Crossing Design Speed</p>	<p>T5 T6</p>  <p>18,000 VPD 15 Seconds Below 20 MPH</p>	<p>T5 T6</p>  <p>20,000 VPD 17 Seconds 20-25 MPH</p>	<p>T5 T6</p>  <p>15,000 VPD 17 Seconds 20-25 MPH</p>	<p>T5 T6</p>  <p>22,000 VPD 20 Seconds 25-30 MPH</p>	<p>T5 T6</p>  <p>31,000 VPD 23 Seconds 25-30 MPH</p>
<p>e. PARKING ACCESS</p> <p>Design ADT Pedestrian Crossing Design Speed</p>			<p>T3 T4</p>  <p>3 Seconds</p>	<p>T5 T6</p>  <p>6 Seconds</p>	

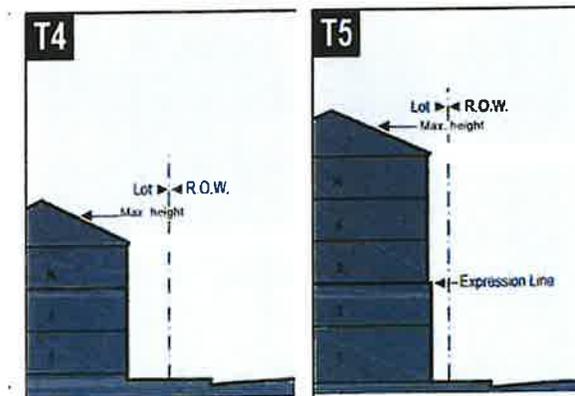
G. Private Frontages (Table 7)

The area between the building facades and the lot lines.

<p>1. Porch & Fence: a planted Frontage wherein the Facade is set back from the Frontage Line with an attached porch permitted to Encroach. A fence at the Frontage Line maintains street spatial definition. Porches shall be no less than 8 feet deep.</p>			<p>T3 T4</p>
<p>2. Terrace or Lightwell: a Frontage wherein the Facade is set back from the Frontage line by an elevated terrace or a sunken Lightwell. This type buffers Residential use from urban Sidewalks and removes the private yard from public Encroachment. Terraces are suitable for conversion to outdoor cafes. Syn: Dooryard.</p>			<p>T4 T5</p>
<p>3. Forecourt: a Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. The Forecourt created is suitable for vehicular drop-offs. This type should be allocated in conjunction with other Frontage types. Large trees within the Forecourts may overhang the Sidewalks.</p>			<p>T4 T5 T6</p>
<p>4. Stoop: a Frontage wherein the Facade is aligned close to the Frontage Line with the first Story elevated from the Sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor Residential use.</p>			<p>T4 T5 T6</p>

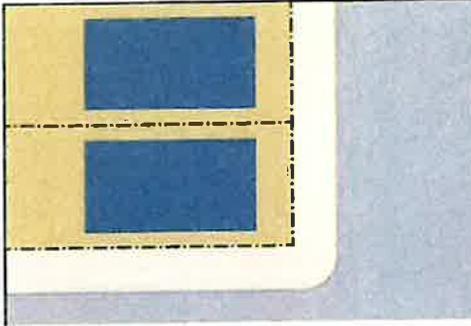
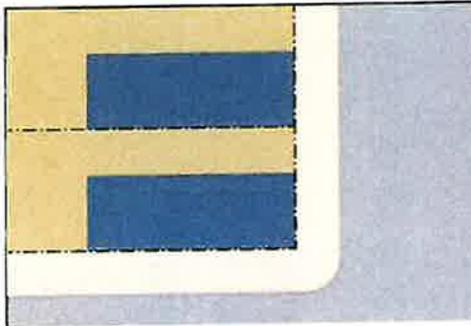
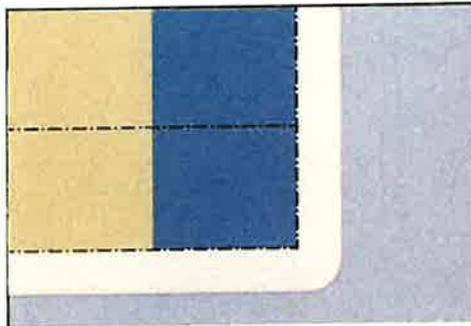
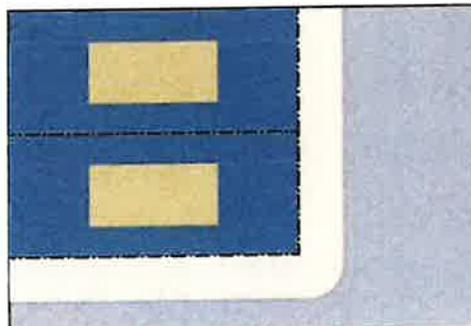
TABLE 8. BUILDING CONFIGURATION

TABLE 8: Building Configuration. This table shows the Configurations for different building heights for each Transect Zone. It must be modified to show actual calibrated heights for local conditions. Recess Lines and Expression Lines shall occur on higher buildings as shown. N = maximum height as specified in Table 14k.



H. Building Disposition (Table 9)

The table approximates the location of the structure relative to the boundaries of each individual lot, establishing suitable basic building types for each Transect Zones.

<p>a. Edgeyard: Specific Types - single family House, cottage, villa, estate house, urban villa. A building that occupies the center of its Lot with Setbacks on all sides. This is the least urban of types as the front yard sets it back from the Frontage, while the side yards weaken the spatial definition of the public Thoroughfare space. The front yard is intended to be visually continuous with the yards of adjacent buildings. The rear yard can be secured for privacy by fences and a well-placed Backbuilding and/or Outbuilding.</p>	 <p>T2 T3 T4</p>
<p>b. Sideyard: Specific Types - Charleston single house, double house, zero lot line house, twin. A building that occupies one side of the Lot with the Setback to the other side. A shallow Frontage Setback defines a more urban condition. If the adjacent building is similar with a blank side wall, the yard can be quite private. This type permits systematic climatic orientation in response to the sun or the breeze. If a Sideyard House abuts a neighboring Sideyard House, the type is known as a twin or double House. Energy costs, and sometimes noise, are reduced by sharing a party wall in this Disposition.</p>	 <p>T4 T5</p>
<p>c. Rearyard: Specific Types - Townhouse, Rowhouse, Live-Work unit, loft building, Apartment House, Mixed Use Block, Flex Building, perimeter Block. A building that occupies the full Frontage, leaving the rear of the Lot as the sole yard. This is a very urban type as the continuous Facade steadily defines the public Thoroughfare. The rear Elevations may be articulated for functional purposes. In its Residential form, this type is the Rowhouse. For its Commercial form, the rear yard can accommodate substantial parking.</p>	 <p>T4 T5 T6</p>
<p>d. Courtyard: Specific Types - patio House. A building that occupies the boundaries of its Lot while internally defining one or more private patios. This is the most urban of types, as it is able to shield the private realm from all sides while strongly defining the public Thoroughfare. Because of its ability to accommodate incompatible activities, masking them from all sides, it is recommended for workshops, Lodging and schools. The high security provided by the continuous enclosure is useful for crime-prone areas.</p>	 <p>T5 T6</p>

J. Pattern Book - Architectural Styles

Architectural Diversity Principles:

Objective: To foster a vibrant and engaging community environment through architectural diversity and variation, enhancing aesthetic appeal and creating a distinctive sense of place.

1. Varied Facade Designs:

Buildings on a block to have diverse material palettes and detailing for primary and secondary facades to create visual interest.

Minimum of three different facade treatments (e.g., brick, stucco, siding) within each block to prevent uniformity.

Variation from adjacent buildings in window patterns and/or door placements to ensure no two adjacent buildings have identical facades.

2. Color Diversity:

Identical color schemes for adjacent buildings is prohibited. Palette of complementary but distinct colors is encouraged.

3. Roofline Variation:

Design buildings with varied rooflines and heights to avoid a monotonous skyline. A variety of pitched, flat, and gabled roofs within each block is required.

Each building incorporates features such as dormers, skylights, and parapets to enhance roofline diversity. Roof features must not be identical to adjacent buildings.

4. Landscape and Hardscape Differentiation:

Each lot to have unique landscaping and hardscaping elements, including varied plant species, paving materials, and garden layouts.

Design communal spaces with distinct character zones, such as playgrounds, plazas, and seating areas, to create diverse interaction spaces.

5. Architectural Element Variation:

Each building must incorporate architectural elements such as balconies, overhangs, and awnings, with variations (from adjacent buildings) in their design and placement.

Different architectural details (e.g., trim, molding, and ornamentation) to enhance individuality (of adjacent buildings) while maintaining overall harmony is required.

6. Contextual Design:

Repetitive architectural solutions are not allowed. Designs should contribute positively to the community's evolving identity.

By implementing these guidelines, we aim to create a dynamic and visually stimulating environment that reflects a rich tapestry of architectural expressions and fosters a unique and engaging community atmosphere.

Modern Farmhouse (Simple forms and detailing, cleaner lines)

The farmhouse design style has its roots in actual farmhouses or shelters that were typically built by using local or regional construction techniques with readily available materials. Though homes on farmlands have existed for as long as farmers have, many attribute the traditional farmhouses in Europe from the 16th and 17th centuries serve as the inspiration for this specific aesthetic. The modern farmhouse style embraces the longtime staples like shiplap walls, open shelving, wide-plank hardwood floors, apron front sinks—while peppering in modern-day elements that lend the look a more contemporary, think steel-frame windows, black metal roof, clean-lined industrial light fixtures, covered porches and steep gables. Modern farmhouse evokes feelings of warmth and comfort.

While the classic farmhouse style evokes homesteads with plenty of vintage furnishings and traditional fabrics, the modern farmhouse style is a bit less rustic. It adds more contemporary touches, such as a neutral color scheme and smooth lines. Modern farmhouse is all about mixing comfortable furniture with salvaged materials, such as reclaimed wood.

Antiques are at home in modern farmhouse interiors, though they shouldn't be too delicate to touch. Everything should be tactile and tangible. Most of all, the modern farmhouse style is cozy without being cluttered.



Modern farmhouse colors are easy on the eyes, effortless, and blend in with the room around it. The best colors are warm and cool neutrals, like cream, beige, brown, gray, white, and natural, earthy tones, like blues, greens, and yellows.

White: Modern farmhouse homes often incorporate white paint, furniture, or accents to make the rooms feel bright and open.

Warm neutrals: Warm neutrals like cream, beige, and brown feel comfortable because they invoke natural skin tones, all with a little yellow undertone. They feel natural, and many can self-identify with these tones.

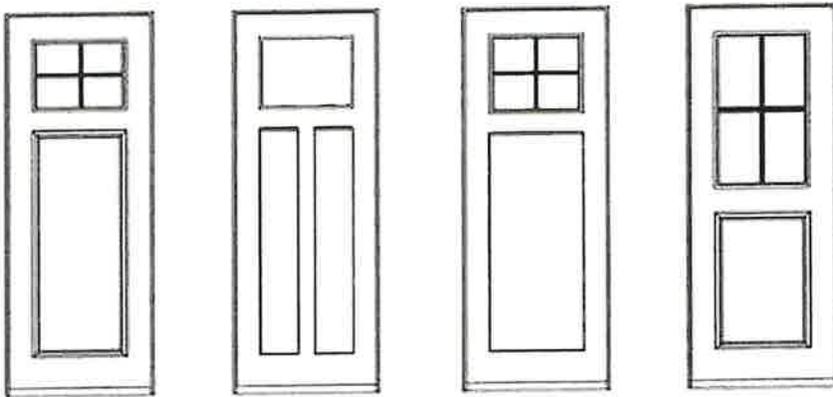
Cool neutrals: Cool neutrals like gray, silver, blue, and light green have a blue undertone. These colors are naturally soothing and serene.

Earthy accents: Nature gives us wood, greenery, changing foliage colors, and ocean and sky blues. These warm woods and deeper reds and oranges are not bold or jarring; they're relaxing, reassuring, and grounding. (used sparingly)

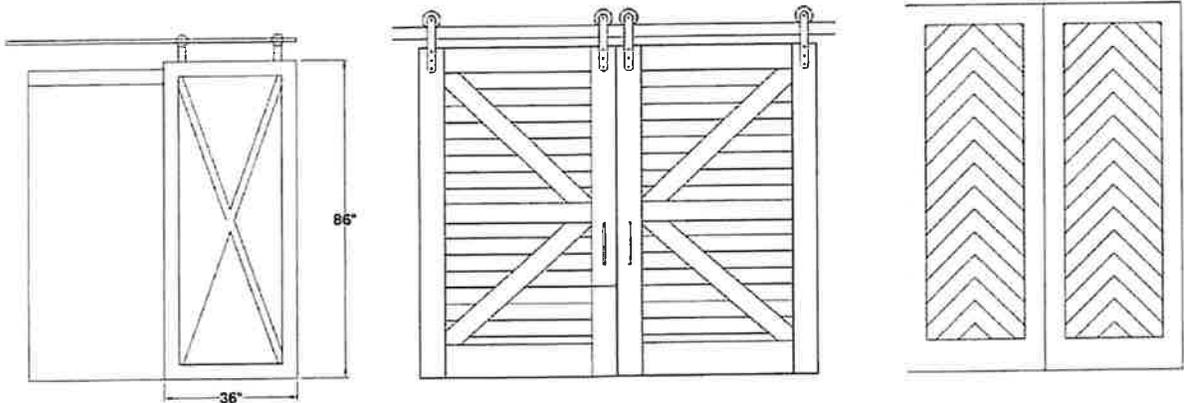
To achieve the modern farmhouse look, start with stark exterior contrasts such as bright white vertical siding with black accents. Black accents are commonly shown through window frames, doors, metal roofing, and barn style outdoor lighting that bring the modern design features to the forefront.

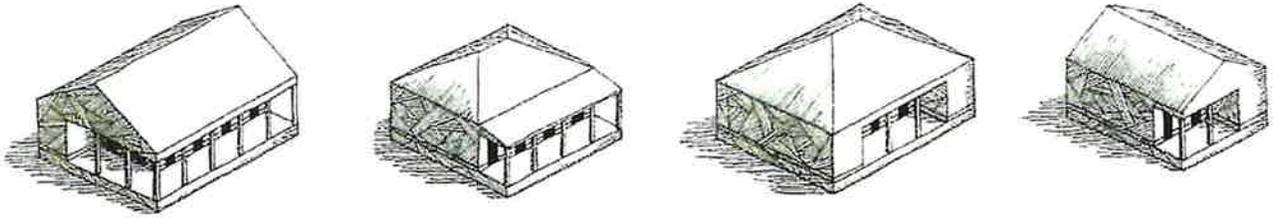


Typically large punched openings, with or without divided lites, vertical proportions for primary openings and allowances for more square proportions when used as clerestory or accent windows.



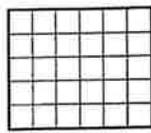
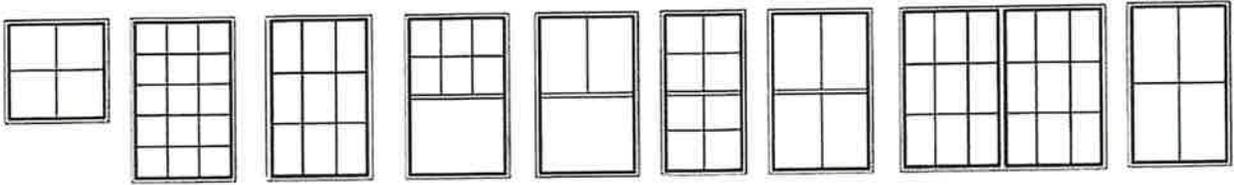
Solid body wood doors



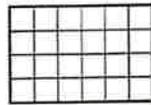


Modern Farmhouse - Windows

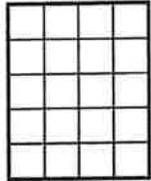
Typically dark bronze or black in color, with thin muntins and square or vertically proportioned divided lites. You can also have white windows with white body siding.



Whale Pass Picture Window



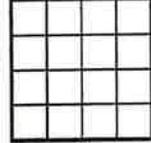
Coffman Cove Picture Window



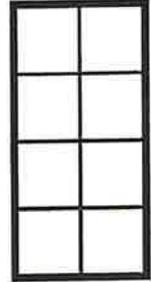
Deck Hand Picture Window



Tundra Picture Window



Captain Picture Window



North Point Picture Window

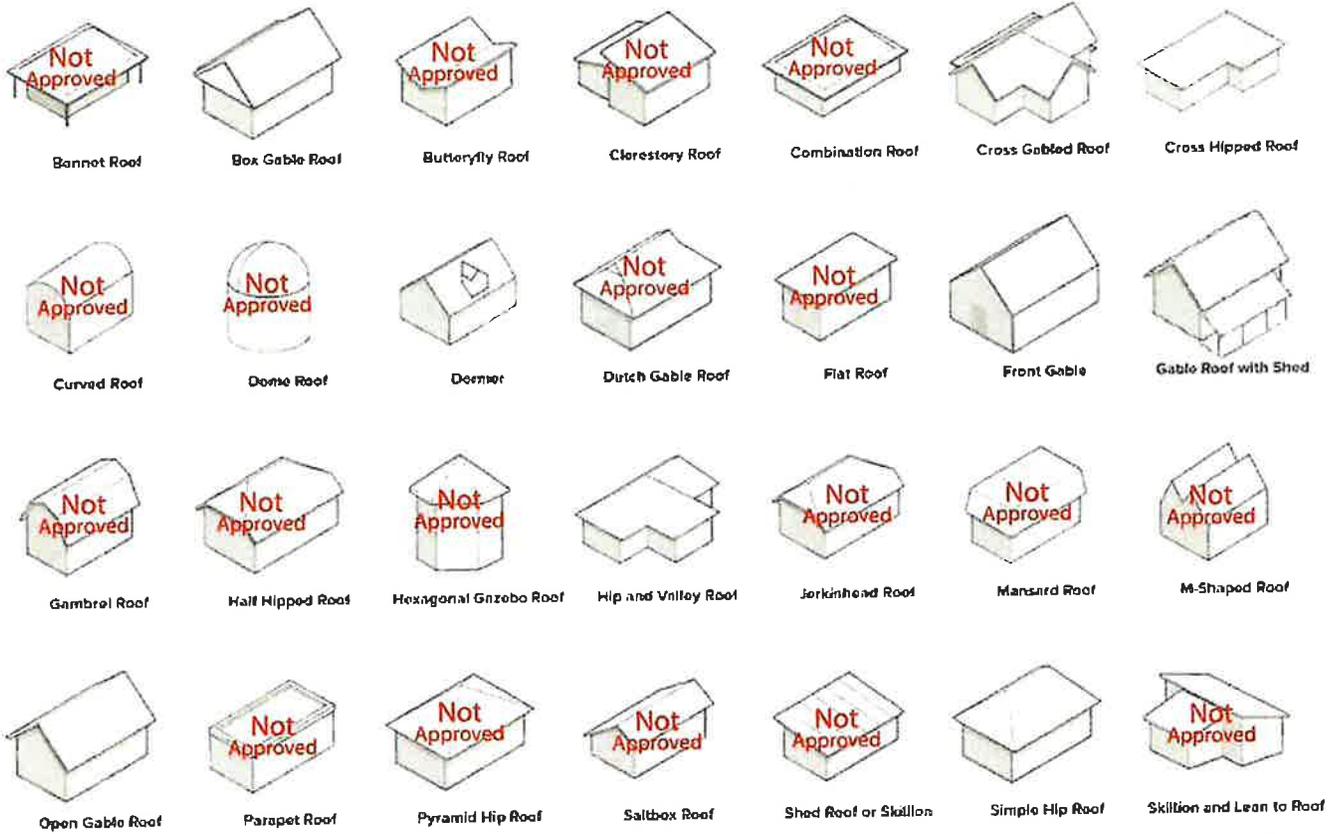


Vista Picture Window



Modern Farmhouse - Roofing

Roof Configurations - no mansard, pent, lean to, dome, or pitches below 12/12 allowed on primary roofs.



Materials - no asphalt shingle, spanish tile, concrete tile, slate or clay tile allowed. Metal roofs and wood shingles are allowed.



Modern Farmhouse - Approved Siding Materials

1. Wood Siding

Wood siding is an exterior building material or cladding installed on the building's exterior to protect it from different elements. It is one of the most sought-after siding materials for homeowners, especially in conventional architectures like farmhouses or cottages, because of its beautiful, natural appearance, durability, and relatively fair costs.

This type of siding is made of different woods with a wide range of species and grades. The most commonly used woods include cypress, redwood, cedar, fir, spruce, pine, oak, ash, engineered wood, and other trees.

Wood siding is also manufactured in various styles, such as Lap, Clapboard, Drop Channel, Board-and-Batten, Rectangular Planking, Tongue-and-Groove, Split Logs, Shingles and Shakes, Plywood, and Wood sheet.

With proper maintenance, a wood siding may last between 20 to 40 years. It's eco-friendly, easy to install and repair, and can be painted or stained to complement the farmhouse's design but needs regular high maintenance to prevent damages, such as cracks, peels, holes, warps, water seepage, and rots. It's also susceptible to color fading, moisture and mold buildup, and insect damage.

2. Composite Siding

Composite wood is an exterior siding made of scrap wood that's compressed and bonded together with resins. Treated with chemical treatments to ward off fungi and insects, composite often comes pre-primed and ready to paint. It's also available already finished with many styles that mimic real wood.

This type of siding comes in various colors, finishes, sizes, thicknesses, and profile options. It's also available in different styles, including Vertical siding, Horizontal siding, Shake And Shingle Siding, and Insulated Siding.

Depending on several external factors, vinyl siding typically lasts between 20 to 60 years. It's low maintenance, durable, and long-lasting as it weathers extreme elements and is resistant to rust, rot, decay, fire, and insects. However, vinyl siding is prone to dents, scratches, fading, and breakage.

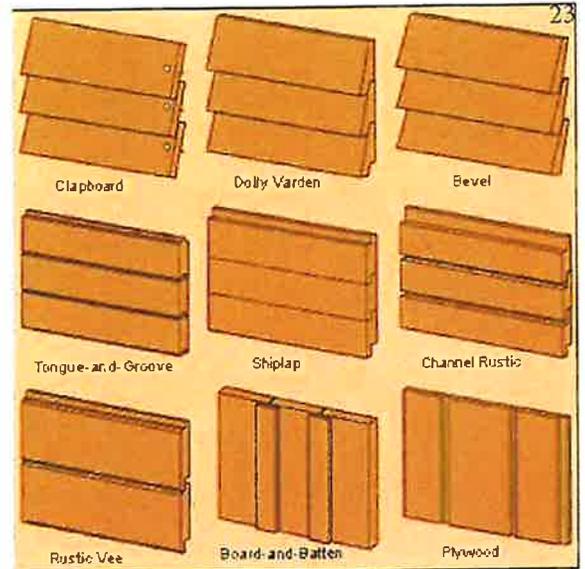
3. Fiber Cement Siding

Fiber cement siding is another exterior building material or semi-rigid siding that's often used in residential houses for protection and enhancing the building's curb appeal. It's made of Portland cement, sand, water, and cellulose fibers or wood pulp into sheets. It's commonly used as an alternative for wood, vinyl, and metal siding.

This type of siding is available in various profiles, textures, and styles and is manufactured in a plank format. In addition, Fiber cement siding can last up to 50 years because of its high durability and can withstand extreme weather conditions.

It's also resistant to fire, pests, rot, and mold and requires minimal maintenance. However, fiber cement siding tends to absorb moisture, is expensive and difficult to install, and is not energy-efficient.





Modern Farmhouse - Lighting



If you want the modern farmhouse style, matte black, bronze or copper wall-mounted barn lights are the perfect option. These come in variety of gooseneck and pendant mounting option. They give the feel of a rustic barn combined with the sleek metal you often find in contemporary design.



Craftsman Style (American)

Popularized by American furniture manufacturer Gustav Stickley and the Greene brothers, craftsman-style houses first garnered attention in the late 1800's and early 1900's during the Arts and Craftsman Movement. The exterior of a Craftsman home typically features low-pitched roofs, overhanging eaves, heavy, tapered columns, patterned window panes and a covered front porch. They are often painted in muted earth tones and common materials range from brick and stone to stucco and wood siding. These houses showcase fine craftsmanship. Interiors have impressive custom millwork like built-in shelving, window seats, reading nooks, mixed metals, and a large fireplace.

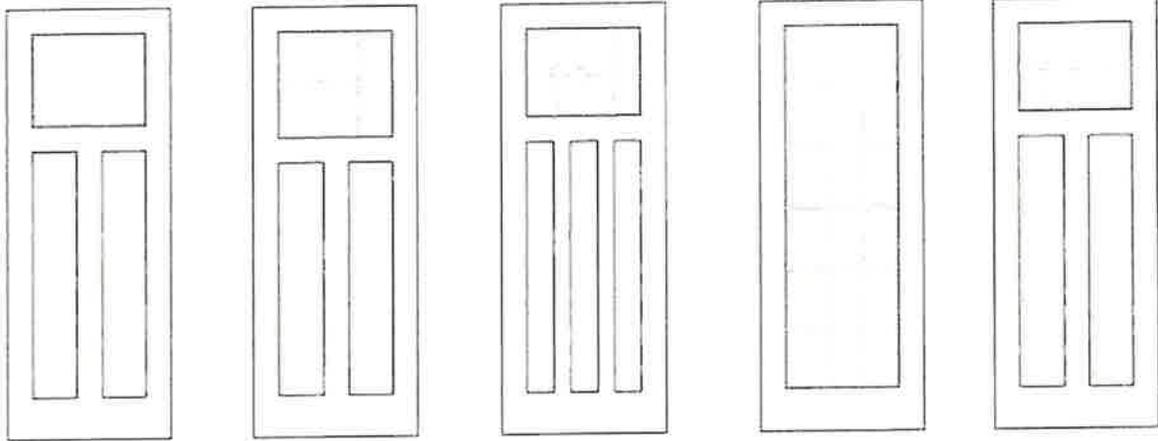


Most Common House Type the Bungalow

- Bungalow - A small, usually one-story house, often having a low-pitched roof, having either no upper floor or upper rooms set in the roof with dormer windows, overhanging eaves, and a veranda (porch).
- The Bungalow house style of architecture is a single family house type whose popularity great in the western United States at the turn of the century. Bungalows offered low cost, simple living quarters with an artistic touch to many Americans getting by on modest means.
- The types of bungalows following that definition include the California or Western-style and the Arts & Crafts or Craftsman-style. Certain other subtypes are particularly distinctive and include the Swiss Chalet and Airplane bungalows. Often characteristics are a mashup of influences which contributes to the almost infinite variety of design details.
- While most often made of wood, bungalows incorporate local materials and vernacular building traditions.

Exterior Doors:

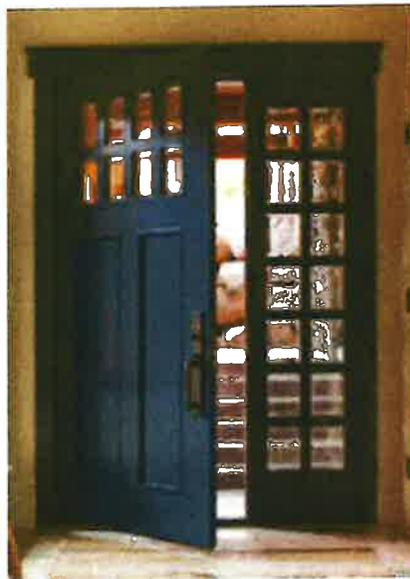
Typically dark bronze or black in color, with thin mutons and square or vertically proportioned divided lites. Doors to be made



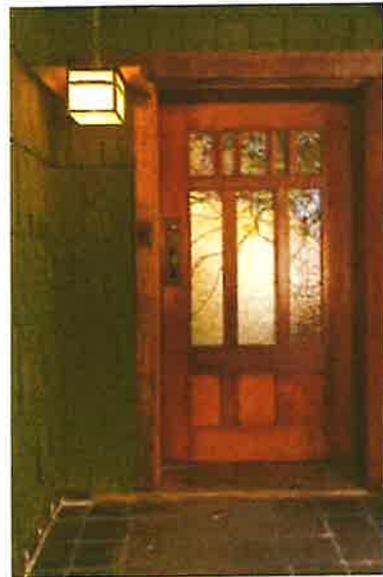
Organic



Median



Refined



Craftsman - Porches



Craftsman - Railings



Fencing Screen Types - A/C Units

Metal



UNIVERSAL FIT
Our collect on covers fit 4 of residential central AC models

NOISE REDUCTION
Our cover helps reduce system noise for a more peaceful environment

ANTI RUST
Made of 100% anti-rust aluminum and stainless steel hardware

WATER EVACUATION
Discrete opening on front panel for water evacuation

VERSATILE DESIGN
Large selection of modern cover designs

AIRFLOW
Our innovative design optimizes airflow and system performance



Wood



Southern Mercantile

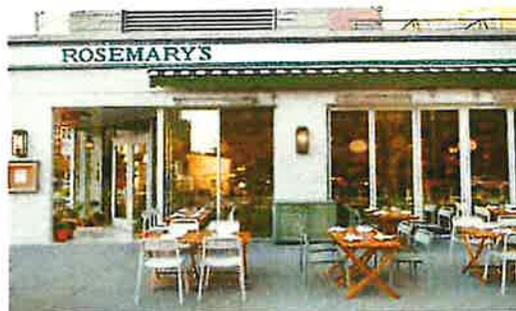
The pedestrian scale and unique character of the town center commercial area is key to its continued viability. The Town Center Commercial Building Typology known as Southern Mercantile provided in this section has been developed to maintain this pedestrian scale and unique architecture while allowing for a vibrant and exciting shopping experience unique to the area.

The Town Center Commercial Building Typology is low-scale (1 to 2 story) with engaging street-level storefronts. The massing, materials, and overall design of a commercial building is especially important on the front facade where a high level of pedestrian activity will take place. Town center commercial buildings shall address all the practical needs for the building occupants and its visitors. In a general view, the commercial building appearance is horizontal. It is a smaller scale 1 to 2 story building which can be expanded horizontally to accommodate more utilitarian building types such as restaurants, where large openings engage customers or for al fresco dining. Upon this practical need for visibility, the wonderful creativity of brickwork and wood trim satisfies the more ephemeral need for visual interest, distinction, and beauty. The following pages detail height, massing and orientation standards that govern the Town Center Commercial Buildings and to ensure quality and character.

SOUTHERN MERCANTILE FEATURES

1. Masonry wall construction
2. Flat roof with ornamented parapet
3. Brick and masonry detailing (i.e. corbeling, banding, arches, or decorative motifs)
4. Horizontal/vertical banding of post and lintel structure
5. Large glazed storefront on the street
6. Limestone accents
7. Applied bulkhead letters or a place for mural signage
8. Brick patterned panels, defined column base detailing

*Design should incorporate 4-sided architecture.



Southern Mercantile

TRANSPARENCY & ENTRANCES

- Primary storefront facades shall include traditional facade elements including display windows and the building or stores primary entrance.
- Primary storefront facades shall have a transparency of 40% to 80% of the facade.
- Secondary storefront facades shall have a minimum transparency of 20%.
- Primary internal facades shall have a minimum transparency of 50%.
- Functional windows and openings such as transparent “garage doors” are encouraged for pedestrians on primary internal facades to provide a high level of interior and exterior interaction.
- Secondary internal facades shall have no minimum transparency requirement but are encouraged to incorporate faux openings with opaque glazing.
- Service entrances are encouraged on secondary internal facades with opaque glazing on doors or specialty design doors.
- All storefront glazing surfaces should have metal trim and be divided with mullions between a range of 12” x 18” to 18” x 24” in size.

SYMMETRY

A town center commercial building shall have a structural order guided by the width of the overall building and its division into smaller bays. There is a freedom in the choice and the number of bays which are only limited by the practical requirements of the structure and the overall length of the property.

PROPORTION

A town center commercial building proportions are based upon and generated from very simple formulas and are very responsive to utilitarian necessities (structural spans, column heights, etc). Wall opening dimensions need to honor standard masonry unit sizes, minimizing awkward material cuts and misaligned openings. Building corners should maintain a 24” solid surface before the introduction of any glazing to better ‘carry’ the building. The overall goal of the style should be an appearance of solid simplicity.

FLAT ROOF MASSING

Building shall be 1 to 2 stories (Maximum height of 28’ for single story) Parapets must extend a minimum of 5’ above the top of the roof structure to ensure that all rooftop equipment is hidden from public view. Parapets must occur within the maximum building height. Buildings are not required to have a cornice/eaves line distinct from the top of the parapet. All rooftop equipment shall fall within the permissible roof heights, be located away from the building edge or areas exposed to the public street, and otherwise be screened from view from adjacent public streets or be incorporated into the skin of the building or internal to the block. Access to rooftop equipment shall be internal to the building. Conduits and other external service equipment shall be painted to match the color of the building.



Southern Mercantile

ROOFTOP AMENITIES

Rooftop amenities are encouraged in the commercial area.

Railings and or parapets shall enclose rooftop amenities.

Railings visible from the street shall be of a transparent or majority-open design such as glass, cabling, picket, or other similar types of railings.

Rooftop amenities shall be architecturally integrated to the building, and its materials and colors shall be compatible with the building design.

The height of the rooftop amenity shall not exceed 15 ' or the height of the story immediately below the rooftop.

BAY RHYTHMS

Differentiated bays should be expressed on each facade of a building or store space directly fronting a public space or street.

Bays shall be a minimum of 20' and a maximum of 30' wide on primary storefront facades.

FACADE MATERIALS

Wall materials: brick (including washed and painted), stone, stucco

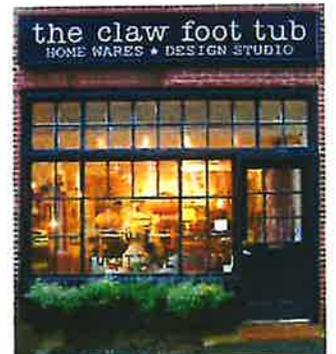
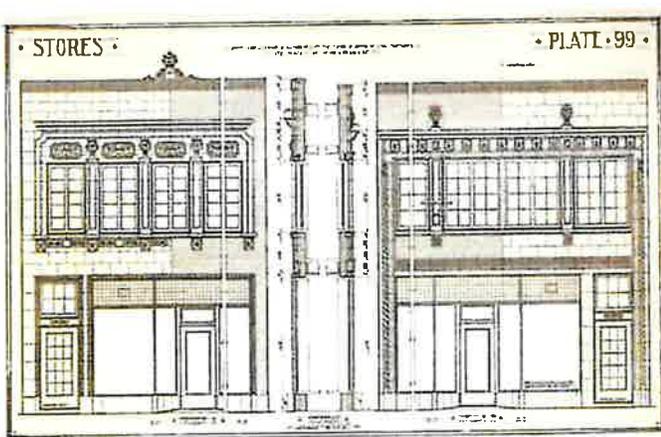
Trim/accent materials: brick, cast stone, wood

Wall material percentages for overall building:

Brick: 80-100%

Stone: up to 80-100%

Stucco: up to 80-100%



Southern Mercantile

AWNINGS

Awnings can range from flat metal planes held out from the wall surface by links or chains to soft, striped, curved canopies that move in the breeze. There are no hard and fast typical rules for such a variety of design possibilities, hard or soft, shallow or deep, low or high pitch, sign or no sign, but the awning should relate to and enhance to overall building composition. Once awnings fade or split from age/elements they must be replaced.



SIGNAGE

Primary storefront facades shall be limited to a total of three signs: one primary sign (a flush-mounted sign, an awning sign, or a painted sign) and two secondary signs not to exceed one blade sign and one window sign.

Secondary storefront facades that do not occupy a business's primary entrance shall be limited to two signs.

Flush-mounted signs on a secondary business that do not occupy a business's primary entrance are prohibited on secondary facades.

Painted signage on secondary storefront facades is encouraged.

Pedestrian signs should be a primary form of signage. Window signage and blade signage are considered pedestrian signs.

Window signage shall cover no more than 60% of a storefront window.

Blade signs shall not exceed 3'x3', the lowest portion of the sign must be located a minimum of 7' above the finished grade immediately below it.

Signage size maximums for flush-mounted and awning signage are 8' x 2'.

Signage size maximums for painted signs are 10' x 4'.

Painted signage and/or bold lettering mounted (or stenciled) onto friezes and/or head casing of storefronts, as well as painted lettering on awnings over entrances and storefront glass, should be the most common types of primary storefront facade signage.

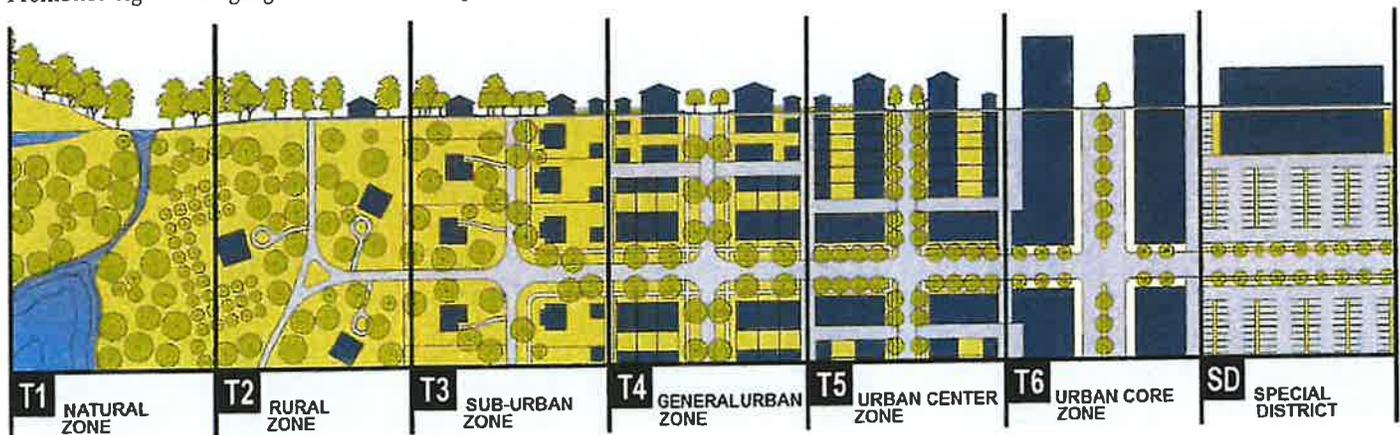
Pole or landmark signage is not permitted.

No signs shall have backlighting or contain internal illumination, but instead should be down or up lit, or contain backlit lettering.

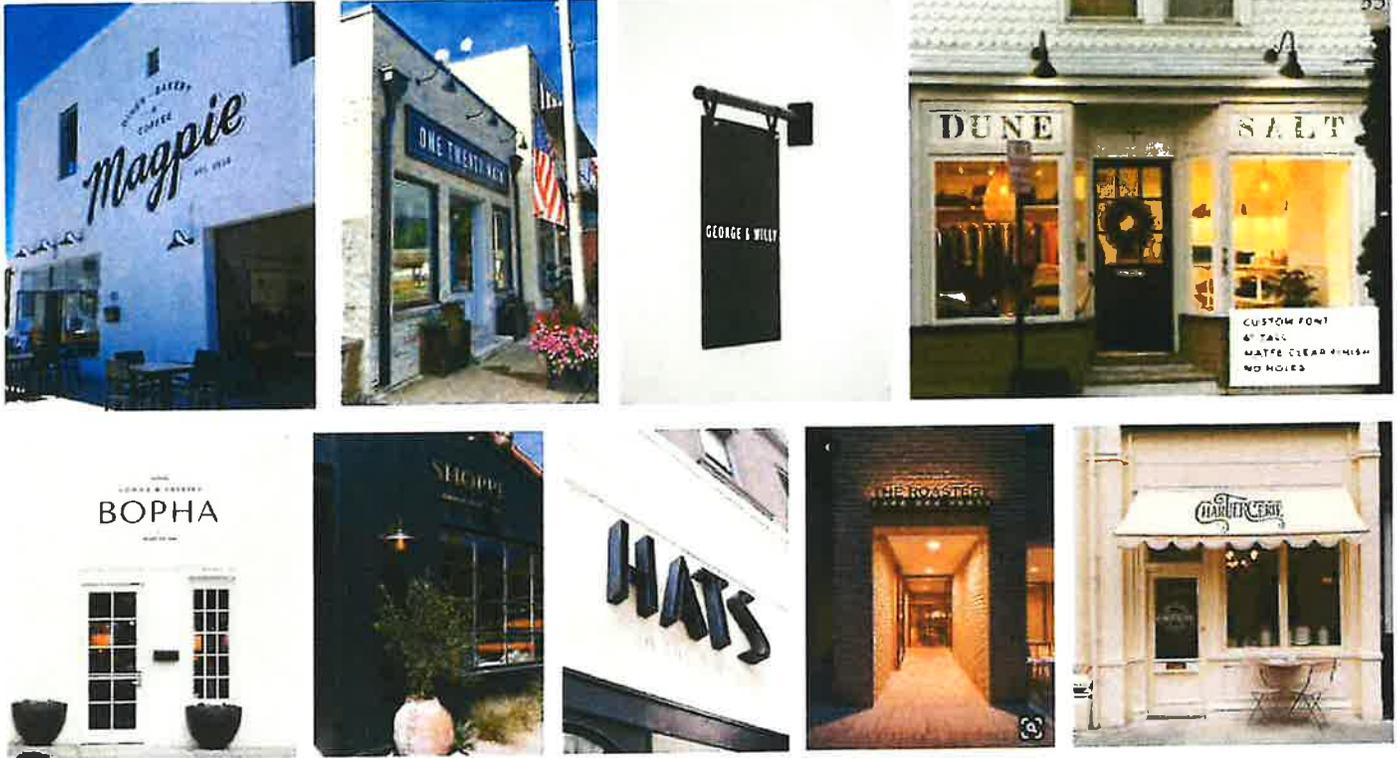
Modest door signage does not count as a business' window signage.

Signage shall be constructed only using material that complements the building and the district. Materials should consist of one or more of the following: wood, steel, aluminum, wrought iron, and/or metal grill work.

Prohibited signs and signage elements include, poll, billboard, digital, banner, roof mounted, changeable type, vinyl, and backlit signage.



General to T2, T3, T4, T5, T6 - No additional signage will be permitted to these sections. The address number, no more than 6" vertical shall be attached to the building in proximity to the principal entrance or at a mailbox. Specific to T2, T3 - Signage shall not be illuminated. Specific to T4, T5, T6 - Signage shall be externally illuminated, except that signage within the shopfront glazing. Specific T2, T3, T4 - One blade sign for each business may be permanently installed perpendicular to the facade with in the first layer. Such a sign shall not exceed a total of 4 square feet and shall clear 8 feet above the sidewalk. Specific to T5, T6 - Blade signs, not to exceed 6 square feet for each separate business entrance, may be attached to and should be perpendicular to the facade, and shall clear 8 feet above the sidewalk. A single external permanent sign band may be applied to the facade of each building, providing that such sign not exceed 3 feet in height by any length.



Southern Mercantile - SIGNAGE TYPES

Sign Type Description

Illustration

Awning Sign: A sign that is part of or attached to the front face of an awning attached to a building



Band Sign: A sign that is flat against the facade and placed directly above a ground floor main entrance of a retail storefront/tenant space and runs horizontally



Canopy Sign: A sign that is attached to the front face of a canopy attached to a building



Convenience Sign: A small, ground mounted sign for pedestrian and vehicular circulation within a site



Development Entrance Sign: A ground mounted sign located at the entrance to a development, typically associated with subdivisions



Temporary Construction Site Sign: A sign on an active construction site intended for temporary use during the construction period. Permitted in all districts.

Monument Sign: A ground-mounted sign that is placed upon or supported by the ground and independent of any other structure



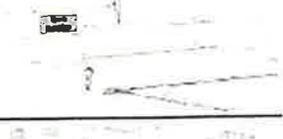
Sandwich Board Sign: A pair of advertisement boards connected at the top by straps or hinge designed to be placed on the sidewalk in front of the retail storefront/tenant space



Small Hanging/Projecting Sign: A small sign that either hangs from beams, brackets, or poles or that projects from poles or brackets from the building



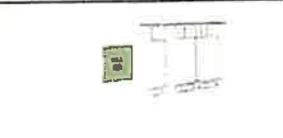
Sports Field/Sports Court Sign: A sign that is attached to a sports field or sports court fence



Vertical Blade Sign: A vertically oriented sign that projects from a commercial/mixed use building that is two or more stories and fronts a street intersection



Wall Sign: A sign that is flat against the building facade and mounted or applied directly to the building



Temporary Sign: A sign intended for temporary use other than temporary construction site signs and campaign signs. Permitted in all districts.

Southern Mercantile - LIGHTING

Lighting fixtures shall be on primary facades throughout Prospect Park.

Lighting fixtures' appearance shall be relative to the mercantile style lighting types/appearance.

The light fixtures shall be thoughtfully placed so as not to detract from the architecture but enhance the massing and details of the varied facade elements.

Freestanding lighting shall have a coordinated design, and all shall be treated as a coordinated system. Such as Bevelo gas lanterns or gooseneck lighting.

When fixtures are replaced or updated, they shall continue to complement the collective lighting design.

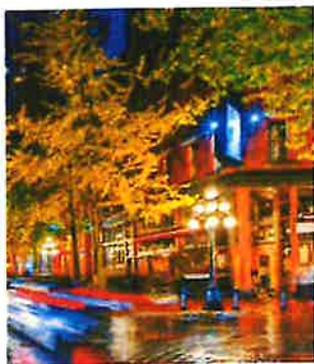
With the exception of lights used to highlight architecture or other subjects, light should not be directed above head height.

All outdoor string lights shall be Edison-style. String lighting should be thoughtfully fixed to vertical structures in a way that complements architectural features. String lighting should be included in site and architectural plans for design review.

Parking Lot/Open Area Lighting

Parking lots with 50 or fewer spaces and open area requiring lighting for general purposes shall have light poles that do not exceed 10' overall height. Parking lots having more than 50 spaces shall have light poles that do not exceed 15' overall height. Luminaries of a sharp cut off design to shield light source above 72 degrees from vertical and providing 1.0 average maintained foot-candles with the following uniformity ratios: 3:1 avg/min* (.33 FC min.), 12:1 max/min* (4.0 FC min) are required in all cases. Public facilities such as lighted ball fields are excluded. A photometric grid shall be furnished by developer at time of building permit application.

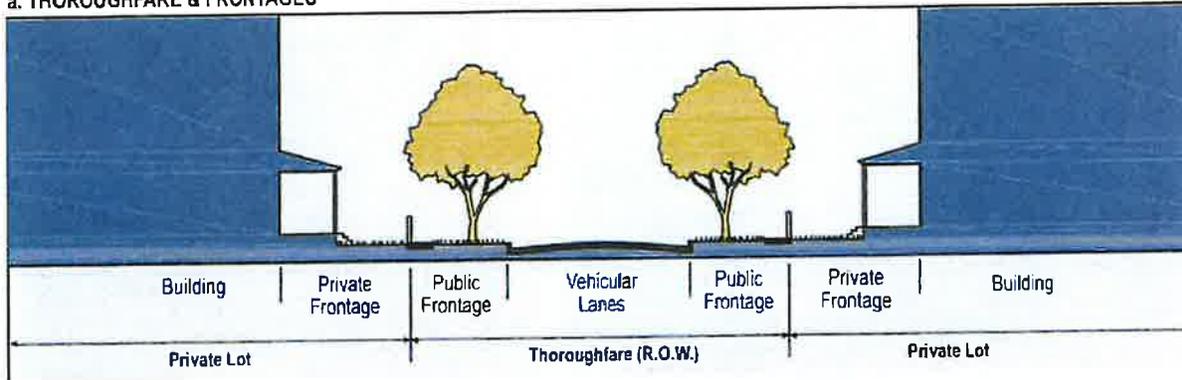
*maximum or minimum foot-candle level at any point lighted area.



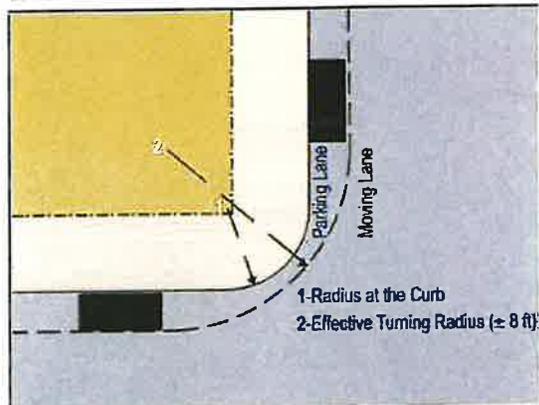
K. Definitions

TABLE 17. DEFINITIONS ILLUSTRATED

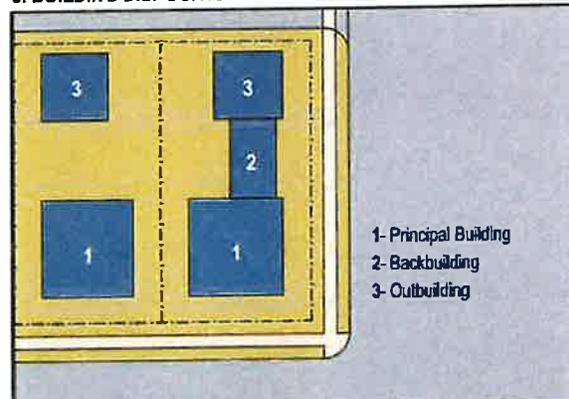
a. THOROUGHFARE & FRONTAGES



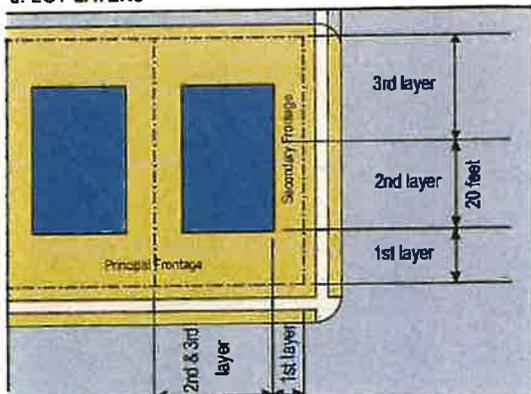
b. TURNING RADIUS



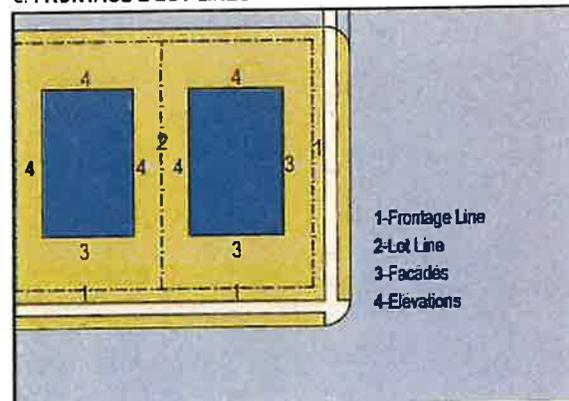
c. BUILDING DISPOSITION



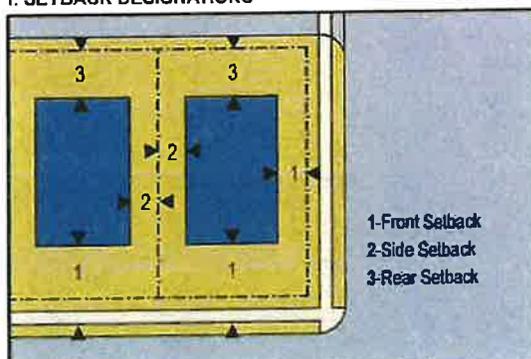
d. LOT LAYERS



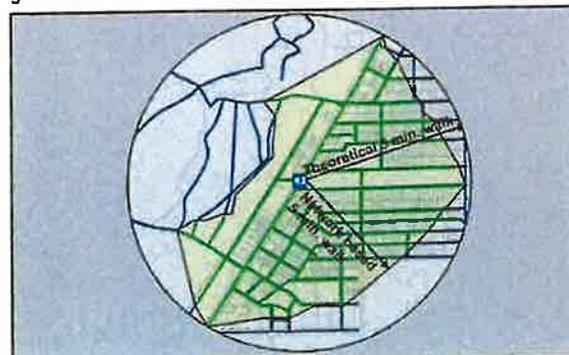
e. FRONTAGE & LOT LINES



f. SETBACK DESIGNATIONS



g. NETWORK-BASED PEDESTRIAN SHED



DEFINITIONS

This Article provides definitions for terms in this Code that are technical in nature or that otherwise may not reflect a common usage of the term. If a term is not defined in this Article, then the CRC shall determine the correct definition. Items in italics refer to Articles, Sections, or Tables in the SmartCode.

Accessory Building: an Outbuilding with an Accessory Unit.

Accessory Unit: an Apartment not greater than 440 square feet sharing ownership and utility connections with a Principal Building; it may or may not be within an Outbuilding. See Table 10 and Table 17. (Syn: ancillary unit)

Allee: a regularly spaced and aligned row of trees usually planted along a Thoroughfare or Path.

Apartment: a Residential unit sharing a building and a Lot with other units and/or uses; may be for rent, or for sale as a condominium.

Arcade: a Private Frontage conventional for Retail use wherein the Facade is a colonnade supporting habitable space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at the Frontage Line.

Attic: the interior part of a building contained within a pitched roof structure.

Avenue (AV): a Thoroughfare of high vehicular capacity and low to moderate speed, acting as a short distance connector between urban centers, and usually equipped with a landscaped median.

Base Density: the number of dwelling units per acre before adjustment for other Functions and/or TDR. See Density.

Bed and Breakfast: an owner-occupied Lodging type offering 1 to 5 bedrooms, permitted to serve breakfast in the mornings to guests.

Bicycle Lane (BL): a dedicated lane for cycling within a moderate-speed vehicular Thoroughfare, demarcated by striping.

Bicycle Trail (BT): a bicycle way running independently of a vehicular Thoroughfare.

Block: the aggregate of private Lots, Passages, Rear Alleys and Rear Lanes, circumscribed by Thoroughfares.

Block Face: the aggregate of all the building Facades on one side of a Block.

Boulevard (BV): a Thoroughfare designed for high vehicular capacity and moderate speed, traversing an Urbanized area. Boulevards are usually equipped with Slip Roads buffering Sidewalks and buildings.

Brownfield: an area previously used primarily as an industrial site.

By Right: characterizing a proposal or component of a proposal for a Community Plan or Building Scale Plan (Article 3, Article 4, or Article 5) that complies with the SmartCode and is permitted and processed administratively, without public hearing. See Warrant and Variance.

Civic Building: a building operated by not-for-profit organizations dedicated to arts, culture, education, recreation, government, transit, and municipal parking, or for use approved by the legislative body.

Civic Space: an outdoor area dedicated for public use. Civic Space types are defined by the combination of certain physical constants including the relationships among their intended use, their size, their landscaping and their Enfronting buildings. See Table 13.

Civic Zone: designation for public sites dedicated for Civic Buildings and Civic Space.

Commercial: the term collectively defining workplace, Office, Retail, and Lodging Functions.

Common Destination: An area of focused community activity, usually defining the approximate center of a Pedestrian Shed. It may include without limitation one or more of the following: a Civic Space, a Civic Building, a Commercial center, or a transit station, and may act as the social center of a neighborhood.

Common Yard: a planted Private Frontage wherein the Facade is set back from the Frontage line. It is visually continuous with adjacent yards.

Configuration: the form of a building, based on its massing, Private Frontage, and height.

Corridor: a lineal geographic system incorporating transportation and/or Greenway trajectories. A transportation Corridor may be a lineal Transect Zone.

Cottage: an Edgeyard building type. A single-family dwelling, on a regular Lot, often shared with an Accessory Building in the back yard.

Courtyard Building: a building that occupies the boundaries of its Lot while internally defining one or more private patios.

Curb: the edge of the vehicular pavement that may be raised or flush to a Swale. It usually incorporates the drainage system.

Density: the number of dwelling units within a standard measure of land area.

Design Speed: is the velocity at which a Thoroughfare tends to be driven without the constraints of signage or enforcement. There are four ranges of speed: Very Low: (below 20 MPH); Low: (20-25 MPH); Moderate: (25-35 MPH); High: (above 35 MPH). Lane width is determined by desired Design Speed. See Table 3A.

Developable Areas: lands other than those in the O-1 Preserved Open Sector.

Disposition: the placement of a building on its Lot. See Table 9 and Table 17.

Dooryard: a Private Frontage type with a shallow Setback and front garden or patio, usually with a low wall at the Frontage Line. See Table 7. (Variant: Lightwell, light court.)

Drive: a Thoroughfare along the boundary between an Urbanized and a natural condition, usually along a waterfront, Park, or promontory. One side has the urban character of a Thoroughfare, with Sidewalk and building, while the other has the qualities of a Road or parkway, with naturalistic planting and rural details.

Driveway: a vehicular lane within a Lot, often leading to a garage. See Section 5.10 and Table 3B-f.

Edgeyard Building: a building that occupies the center of its Lot with Setbacks on all sides. See Table 9.

Effective Parking: the amount of parking required for Mixed Use after adjustment by the Shared Parking Factor. See Table 11.

Effective Turning Radius: the measurement of the inside Turning Radius taking parked cars into account. See Table 17.

Elevation: an exterior wall of a building not along a Frontage Line. See Table 17.

Encroachment: to break the plane of a vertical or horizontal regulatory limit with a structural element, so that it extends into a Setback, into the Public Frontage, or above a height limit.

Encroachment: any structural element that breaks the plane of a vertical or horizontal regulatory limit, extending into a Setback, into the Public Frontage, or above a height limit.

Enfront: to place an element along a Frontage, as in "porches Enfront the street."

Estate House: an Edgeyard building type. A single-family dwelling on a very large Lot of rural character, often shared by one or more Accessory Buildings. (Syn: country house, villa)

Expression Line: a line prescribed at a certain level of a building for the major part of the width of a Facade, expressed by a variation in material or by a limited projection such as a molding or balcony. See Table 8. (Syn: transition line.)

Extension Line: a line prescribed at a certain level of a building for the major part of the width of a Facade, regulating the maximum height for an Encroachment by an Arcade Frontage. See Table 8.

Facade: the exterior wall of a building that is set along a Frontage Line. See Elevation.

Forecourt: a Private Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. See Table 7.

Frontage: the area between a building Facade and the vehicular lanes, inclusive of its built and planted components. Frontage is divided into Private Frontage and Public Frontage. See Table 4A and Table 7.

Frontage Line: a Lot line bordering a Public Frontage. Facades facing Frontage Lines define the public realm and are therefore more regulated than the Elevations facing other Lot Lines. See Table 17.

Function: the use or uses accommodated by a building and its Lot, categorized as Restricted, Limited, or Open, according to the intensity of the use. See Table 10 and Table 12.

Gallery: a Private Frontage conventional for Retail use wherein the Facade is aligned close to the Frontage Line with an attached cantilevered shed or lightweight colonnade overlapping the Sidewalk. See Table 7.

GIS (Geographic Information System): a computerized program in widespread municipal use that organizes data on maps. The protocol for preparing a Regional Plan should be based on GIS information. See Section 2.1.

Green: a Civic Space type for unstructured recreation, spatially defined by landscaping rather than building Frontages. See Table 13.

Greenfield: an area that consists of open or wooded land or farmland that has not been previously developed.

Greenway: an Open Space Corridor in largely natural conditions which may include trails for bicycles and pedestrians.

Greyfield: an area previously used primarily as a parking lot. Shopping centers and shopping malls are typical Greyfield sites. (Variant: Grayfield.)

Growth Sector: one of four Sectors where development is permitted By Right in the SmartCode, three for New Communities and one for Infill.

Home Occupation: non-Retail Commercial enterprises. The work quarters should be invisible from the Frontage, located either within the house or in an Outbuilding. Permitted activities are defined by the Restricted Office category. See Table 10.

House: an Edgeward building type, usually a single-family dwelling on a large Lot, often shared with an Accessory Building in the back yard. (Syn: single.)

Infill: noun - new development on land that had been previously developed, including most Greyfield and Brownfield sites and cleared land within Urbanized areas. verb- to develop such areas.

Inn: a Lodging type, owner-occupied, offering 6 to 12 bedrooms, permitted to serve breakfast in the mornings to guests. See Table 10.

Layer: a range of depth of a Lot within which certain elements are permitted. See Table 17.

Lightwell: A Private Frontage type that is a below-grade entrance or recess designed to allow light into basements. See Table 7. (Syn: light court.)

Liner Building: a building specifically designed to mask a parking lot or a Parking Structure from a Frontage.

Live-Work: a Mixed Use unit consisting of a Commercial and Residential Function. The Commercial Function may be anywhere in the unit. It is intended to be occupied by a business operator who lives in the same structure that contains the Commercial activity or industry. See Work-Live. (Syn.: flexhouse.)

Lodging: premises available for daily and weekly renting of bedrooms. See Table 10 and Table 12.

Lot: a parcel of land accommodating a building or buildings of unified design. The size of a Lot is controlled by its width in order to determine the grain (i.e., fine grain or coarse grain) of the urban fabric.

Lot Line: the boundary that legally and geometrically demarcates a Lot.

Lot Width: the length of the Principal Frontage Line of a Lot.

Main Civic Space: the primary outdoor gathering place for a community. The Main Civic Space is often, but not always, associated with an important Civic Building.

Meeting Hall: a building available for gatherings, including conferences, that accommodates at least one room equivalent to a minimum of 10 square feet per projected dwelling unit within the Pedestrian Shed in which it is located.

Mixed Use: multiple Functions within the same building through superimposition or adjacency.

Mixed Use Block: multiple Functions within the same block through superimposition or by adjacency, or at a proximity determined by Warrant.

Net Site Area: all developable land within a site including Thoroughfares but excluding land allocated as Civic Zones.

Office: premises available for the transaction of general business but excluding Retail, artisanal and Manufacturing uses.

Open Space: land intended to remain undeveloped; it may be for Civic Space.

Park: a Civic Space type that is a natural preserve available for unstructured recreation. See Table 13.

Parking Structure: a building containing one or more Stories of parking above grade.

Passage (PS): a pedestrian connector, open or roofed, that passes between buildings to provide shortcuts through long Blocks and connect rear parking areas to Frontages.

Path (PT): a pedestrian way traversing a Park or rural area, with landscape matching the contiguous Open Space, ideally connecting directly with the urban Sidewalk network.

Planter: the element of the Public Frontage which accommodates street trees, whether continuous or individual.

Plaza: a Civic Space type designed for Civic purposes and Commercial activities in the more urban Transect Zones, generally paved and spatially defined by building Frontages.

Principal Building: the main building on a Lot, usually located toward the Frontage. See Table 17.

Principal Entrance: the main point of access for pedestrians into a building.

Principal Frontage: On corner Lots, the Private Frontage designated to bear the address and Principal Entrance to the building, and the measure of minimum Lot width. Prescriptions for the parking Layers pertain only to the Principal Frontage. Prescriptions for the first Layer pertain to both Frontages of a corner Lot. See Frontage.

Private Frontage: the privately held Layer between the Frontage Line and the Principal Building Facade. See Table 7 and Table 17.

Public Frontage: the area between the Curb of the vehicular lanes and the Frontage Line.

Rear Alley (RA): a vehicular way located to the rear of Lots providing access to service areas, parking, and Outbuildings and containing utility easements. Rear Alleys should be paved from building face to building face, with drainage by inverted crown at the center or with roll Curbs at the edges.

Rear Lane (RL): a vehicular way located to the rear of Lots providing access to service areas, parking, and Outbuildings and containing utility easements. Rear Lanes may be paved lightly to Driveway standards. The streetscape consists of gravel or landscaped edges, has no raised Curb, and is drained by percolation.

Rearyard Building: a building that occupies the full Frontage Line, leaving the rear of the Lot as the sole yard. See Table 9. (Var: Rowhouse, Townhouse, Apartment House)

Recess Line: a line prescribed for the full width of a Facade, above which there is a Stepback of a minimum distance, such that the height to this line (not the overall building height) effectively defines the enclosure of the Enfronting public space.

Var: A Line.

Regulating Plan: a Zoning Map or set of maps that shows the Transect Zones, Civic Zones, Special Districts if any, and Special Requirements if any, of areas subject to, or potentially subject to, regulation by the SmartCode.

Residential: characterizing premises available for long-term human dwelling.

Retail: characterizing premises available for the sale of merchandise and food service. See Table 10 and Table 12.

Retail Frontage: Frontage designated on a Regulating Plan that requires or recommends the provision of a Shopfront, encouraging the ground level to be available for Retail use. See Special Requirements.

Road (RD): a local, rural and suburban Thoroughfare of low-to-moderate vehicular speed and capacity. This type is allocated to the more rural Transect Zones (T1-T3).

Rowhouse: a single-family dwelling that shares a party wall with another of the same type and occupies the full Frontage Line. See Rearyard Building. (Syn: Townhouse)

Secondary Frontage: on corner Lots, the Private Frontage that is not the Principal Frontage. As it affects the public realm, its First Layer is regulated. See Table 17.

Setback: the area of a Lot measured from the Lot line to a building Facade or Elevation that is maintained clear of permanent structures, with the exception of Encroachments listed in Section 5.7. See Table 14g. (Var: build-to-line.)

Shared Parking Factor: an accounting for parking spaces that are available to more than one Function. See Table 11.

Shopfront: a Private Frontage conventional for Retail use, with substantial glazing and an awning, wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. See Table 7.

Sidewalk: the paved section of the Public Frontage dedicated exclusively to pedestrian activity.

Sideyard Building: a building that occupies one side of the Lot with a Setback on the other side. This type can be a Single or Twin depending on whether it abuts the neighboring house.

Square: a Civic Space type designed for unstructured recreation and Civic purposes, spatially defined by building Frontages and consisting of Paths, lawns and trees, formally disposed. See Table 13.

Stepback: a building Setback of a specified distance that occurs at a prescribed number of Stories above the ground. See Table 8.

Stoop: a Private Frontage wherein the Facade is aligned close to the Frontage Line with the first Story elevated from the Sidewalk for privacy, with an exterior stair and landing at the entrance. See Table 7.

Story: a habitable level within a building, excluding an Attic or raised basement. See Table 8.

Street (ST): a local urban Thoroughfare of low speed and capacity. See Table 3B and Table 4B.

Streetscreen: a freestanding wall built along the Frontage Line, or coplanar with the Facade. It may mask a parking lot from the Thoroughfare, provide privacy to a side yard, and/or strengthen the spatial definition of the public realm. (Syn: streetwall.) See Section 5.7.5f.

Substantial Modification: alteration to a building that is valued at more than 50% of the replacement cost of the entire building, if new.

Swale: a low or slightly depressed natural area for drainage.

T-zone: Transect Zone.

TND: Traditional Neighborhood Development, a Community Unit type structured by a Standard Pedestrian Shed oriented toward a Common Destination consisting of a Mixed Use center or Corridor, and in the form of a medium-sized settlement near a transportation route. See Table 2 and Table 14a. (Syn: village. Variant: Infill TND, neighborhood.)

TOD: Transit Oriented Development. TO D is created by an overlay on all or part of a TND or RCD, or by designation on a Regional Plan, permitting increased Density to support rail or Bus Rapid Transit (BRT) as set forth in Section 5.9.2d.

Townhouse: See Rearyard Building. (Syn: Rowhouse)

Transect: a cross-section of the environment showing a range of different habitats. The rural-urban Transect of the human environment used in the SmartCode template is divided into six Transect Zones. These zones describe the physical form and character of a place, according to the Density and intensity of its land use and Urbanism.

Transect Zone (T-zone): One of several areas on a Zoning Map regulated by the SmartCode. Transect Zones are administratively similar to the land use zones in conventional codes, except that in addition to the usual building use, Density, height, and Setback requirements, other elements of the intended habitat are integrated, including those of the private Lot and building and Public Frontage. See Table 1.

Turning Radius: the curved edge of a Thoroughfare at an intersection, measured at the inside edge of the vehicular tracking. The smaller the Turning Radius, the smaller the pedestrian crossing distance and the more slowly the vehicle is forced to make the turn.

Urbanism: collective term for the condition of a compact, Mixed Use settlement, including the physical form of its development and its environmental, functional, economic, and sociocultural aspects.

Warrant: a ruling that would permit a practice that is not consistent with a specific provision of this Code, but that is justified by its Intent (Section 1.3). Warrants are usually granted administratively by the CRC. See Section 1.5.

Work-Live: a Mixed Use unit consisting of a Commercial and Residential Function. It typically has a substantial Commercial component that may accommodate employees and walk-in trade. The unit is intended to function predominantly as work space with incidental Residential accommodations that meet basic habitability requirements. See Live-Work. (Syn: Live-With.)

Yield: characterizing a Thoroughfare that has two-way traffic but only one effective travel lane because of parked cars, necessitating slow movement and driver negotiation. Also, characterizing parking on such a Thoroughfare.

Zoning Map: the official map or maps that are part of the zoning ordinance and delineate the boundaries of individual zones and districts. See Regulating Plan.