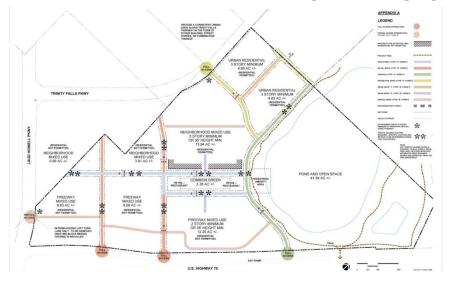
The Wilson District

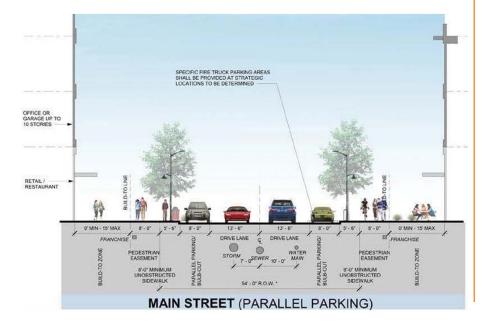
February 14, 2017
Planning & Zoning Hearing

Our Objectives for this Project

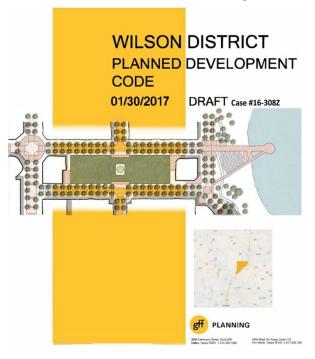
- Rezone from AG to a Planned Development (PD)
 in the form of a Form Based Code
- Set the stage for future development using an urban grid of streets that encourages logical incremental growth through multiple potential developers



- Regulating Plan
 - Flexibility of use and site development to respond to the market



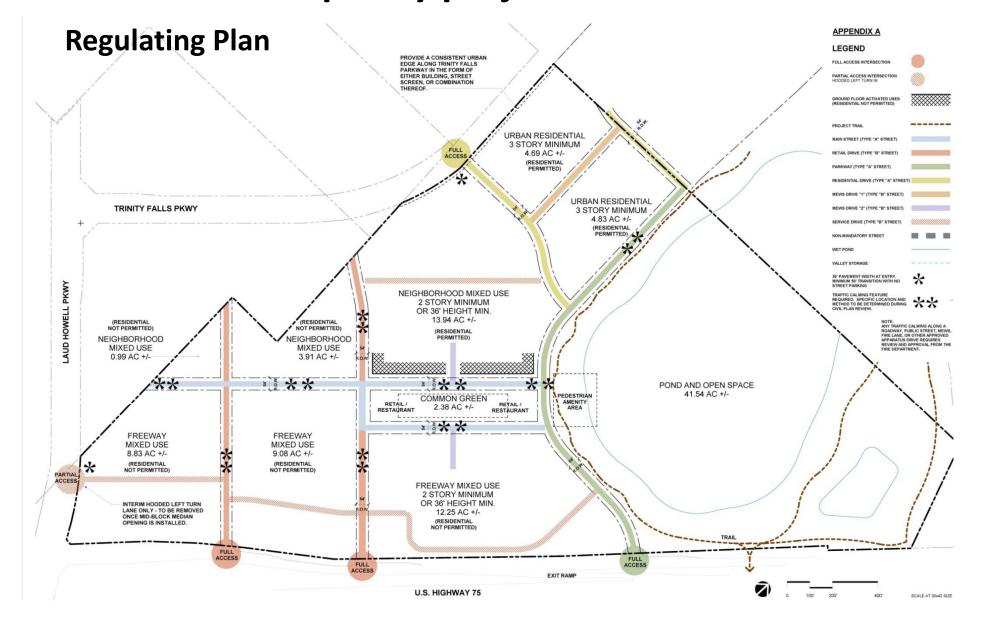
Design of the Public Realm
 Predictability of public space
 and infrastructure

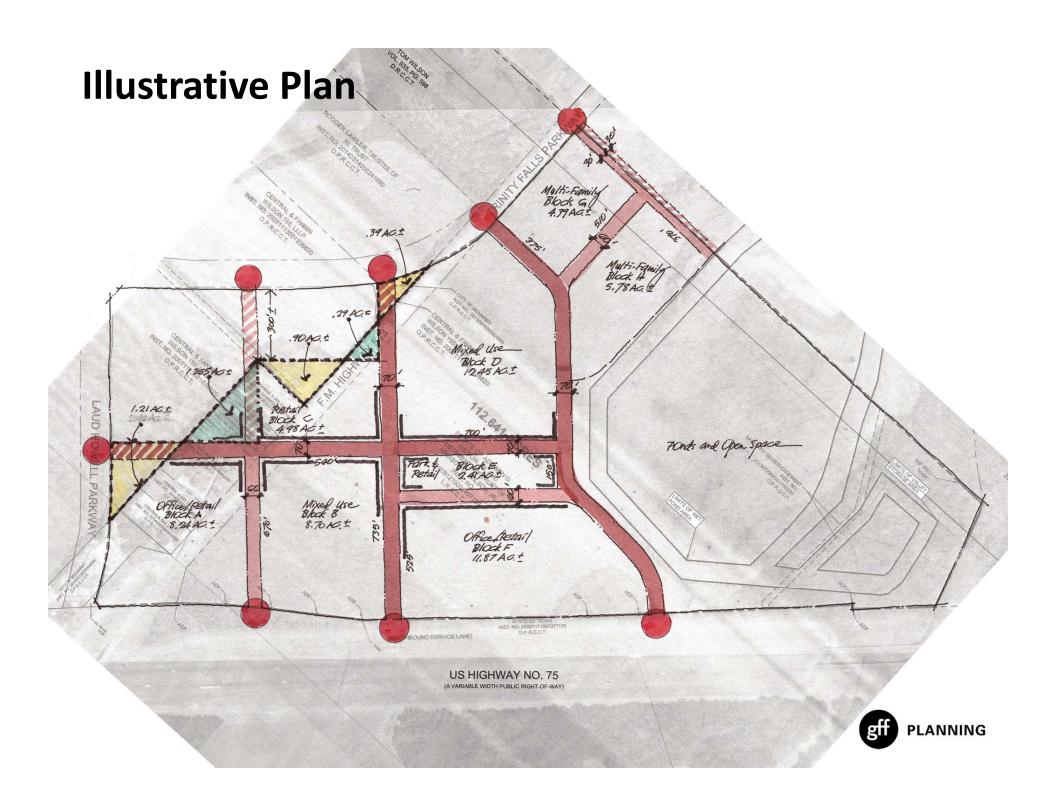




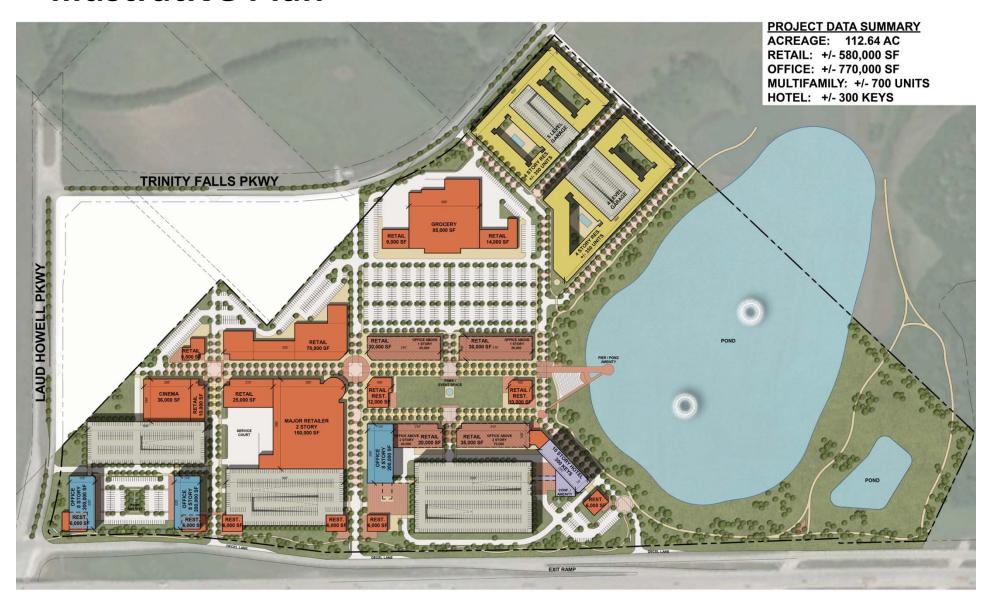
- Code (Form Based)
 - Establishes how buildings address site and relate to each other
 - Establishes matters of form and quality

- MTC Zoning "First Cousin"

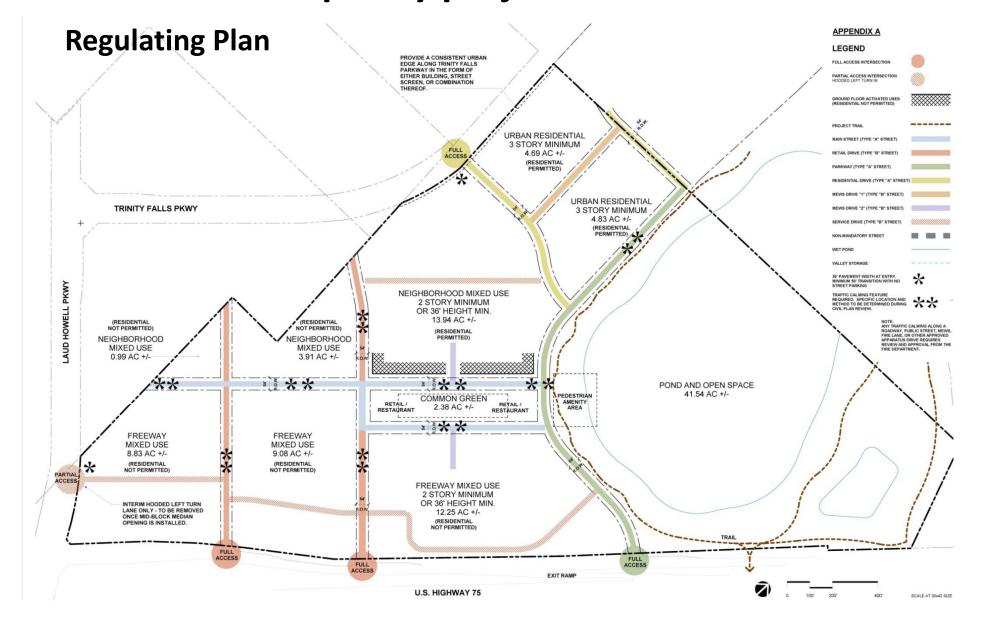




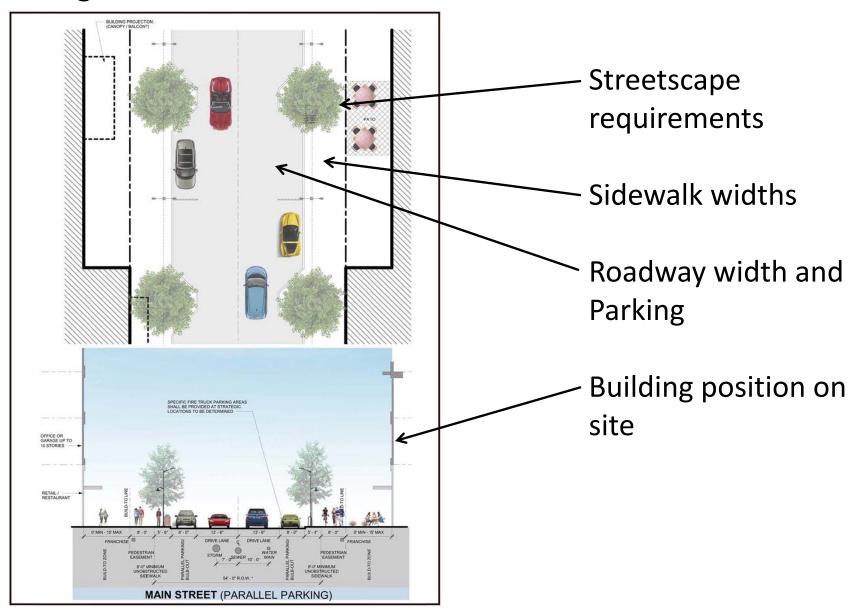
Illustrative Plan







• Design of the Public Realm

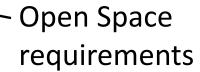


Design of the Public Realm

Section 10. Civic/Open Space Standards

10.1 The design of Civic/Open Space shall be regulated by the Civic/Open Space standards herein which shall create a network of open spaces that recognizes the natural qualities of the area while providing a range of both passive and active recreational opportunities. These opportunities may be accommodated in a variety of spaces ranging from large regional parks to neighborhood-scaled plazas. The open space network will be serviced by an interconnected network of trails and paths for pedestrians and bicyclists alike.

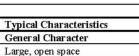
10.2 Open Space Standards - Common Green



Ancillary Building
Location &
Compatibility

How it is used





Spatially defined by landscaping and building frontages

Paths, trails, open shelters, lawns, trees and shrubs

Location and Size

Location and size shall be as shown on the Regulating Plan (Appendix A).

Typical Uses

Passive, and unstructured active recreation

Casual seating/picnicking

The required open space, Common Green, as designated on the Regulating Plan, will create an important public space that connects the community within the Wilson District and allows for active and passive recreation. Common Green shall primarily be urban landscaped with many places to sit on benches or low walls. Appropriate civic elements, café tables, water features, arbors, amphitheater space or open shelters may be included. No more than 25,000 sf of building area is permitted.

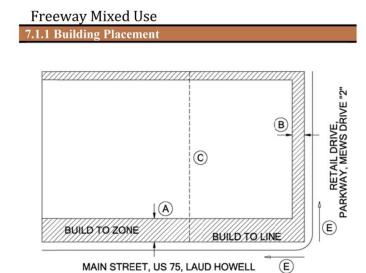
• Wilson District Code (Form Based) – Schedule of Uses

6.2 Schedule of Uses:

Table 6.1 – Schedule of Uses

| | 553 | | | S. | O . |
|--|--------------|--------------------------------|---------------------------|-----------------|----------------------|
| | Sub-District | Urban Residentia. Mixed Use | Neighborhood Mixed Use | Common Green | Freeway Mixed Use |
| Land Use | | | | | |
| Commercial Type, Retail, & Service Uses | - F.3.3 | | | | |
| Bait shop | | | | | |
| Bakery or confectionery (retail) | 1 (3 | P | P | P | P |
| Bakeries (wholesale) | | | | 2 | |
| Banks and financial institutions | | | P | | P |
| Barber or beauty shops | | P | P | 2 | P |
| Building materials sales or monument sales | | | | S | |
| Carpentry or sign shop | | | | | |
| Cleaning plant (laundry) | | | | A | |
| Cleaning shop and pressing (small shop and pickup) | | P | P | | P |
| Department or discount store | | | P | 8 | P |
| Drug-store or pharmacy | | | P | 3 | P |
| Exterminator | | | | | |
| Farmers Market | A1 0A | | P | P | |
| Florist or garden shop | 0.00 | P | P | | P |
| Field Office or real estate sales office | | T | T | T | Т |
| Food stores, groceries | 72 (7 | | P | i e | P |
| Frozen food lockers | | | | | |
| Funeral homes and mortuaries | 70 (2) | | | | |
| Furniture sales | | | P | | P |
| Greenhouse or plant nursery | | | P | e | |
| Hardware store (paint, plumbing and related sales) | | | P | | |
| Heavy machinery sales and storage | | | | | |
| | | | | | |

• Wilson District Code (Form Based) – Building Placement Standards



REFER TO SECTION 9 ROAD SECTION FOR BTZ LOCATION

| Build-To Zone (BTZ) | | |
|--|--|-----|
| Front (Main Street) | 0 – 10 feet | A |
| Front (Retail Drive) | 0-10 feet | (B) |
| Front (US 75) | 10-100 Feet | (A) |
| Front (Laud Howell) | 10-60 feet | A |
| Front (Intersection of US 75 and Howell) | 20-60 feet | A |
| Front (Parkway) | 0-10 Feet | В |
| Setback | | |
| Side (from property line) | 0 feet (see #1) | C |
| Building Frontage | | |
| Building Frontage required along all street BTL | 50% Main Street, 50% along Retail Drive, Parkway | E |
| Building Frontage required along US 75, Laud Howell | 0% | E |

| 7.1.2 Building Height Principal Building Standards | | | | |
|--|--|--|--|--|
| | | | | |
| First floor to floor height | 14 feet min. for ground floor Retail Ready as depicted in the Regulating Plan. 10 feet min. for garages and other uses | | | |
| Upper floor(s) height (floor-to-ceiling) | 10 feet min. (excluding bathrooms, hallways, closets and areas common to furr downs) | | | |

7.1.3 Ground Floor Activated Uses

As depicted on the Regulating Plan, ground floors of all buildings fronting on Main Street shall be built to Retail Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk.

Building Placement Notes

- #1 Side setbacks shall be based on minimum fire separation required between buildings, if applicable.
- #2 Ground and roof mounted mechanical equipment shall be screened from direct ground level view from adjoining property lines. In addition to a parapet wall no lower than 36 inches, the perimeter of any visible roof mounted mechanical equipment shall be circumscribed by a wall or permanent screen made of non-corrugated metal that is at least as tall as the equipment itself.
- #3 Setbacks and build-to lines for recessed entry and arcade buildings shall be measured from the building façade line which contains the recessed entry or arcade.
- #4 Required parking for commercial and office may be provided within 500 linear feet of the building frontage.
- #5 First floor heights shall not apply to parking structures.

• Wilson District Code (Form Based) – Building Design Standards



Images showing appropriate window designs and proportions.

8.2.4 Building Materials

- i. At least 50% of each building's façade (excluding doors and windows) shall be finished in one of the following materials:
 - · Masonry (brick, stone, or cast stone)
 - ii. No more than 50% of each façade along any street shall use accent materials such as stucco, fiber cement siding, pre-cast concrete panels, wood, architectural metal panel, split-face concrete block, tile or Exterior Insulating Finishing System (EIFS). EIFS may only be used 8 feet above the ground floor and is prohibited on all building elevations with the exception of its use for exterior trim and moulding features.



Images showing appropriate building materials within the district.

 Roofing materials visible from any street shall be copper, factory finished standing seam metal, slate, synthetic slate, or similar materials.

8.2.5 Ground floor activated uses

i. Portions of the ground floor that are designated for ground floor activated uses on the Regulating Plan shall be constructed as a concrete podium and shall comply with the retail ready standards. As defined in Section 4, Retail-Ready means space constructed at a minimum interior height of 14 feet floor to floor which may be used for non-commercial uses and can be converted into retail/commercial use. Prior to the issuance of a certificate of occupancy for a retail/commercial use in a Retail-Ready space, the space must comply with all adopted international building, fire and locally adopted amendments for that use. In addition, the space must comply with all requirements for HVAC/Plumbing for both residential and commercial uses. The intent of Retail-Ready space is to provide the flexibility of occupying a space in accordance with market demand and allowing the use in such space to change to retail/commercial uses accordingly. Portions not designated as ground floor activated uses are not required for this type of construction.

Illustrative Plan

