

New Urbanism 202:

## Implementing Form-Based Codes



May 17, 2007

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### Purpose of a form-based code:

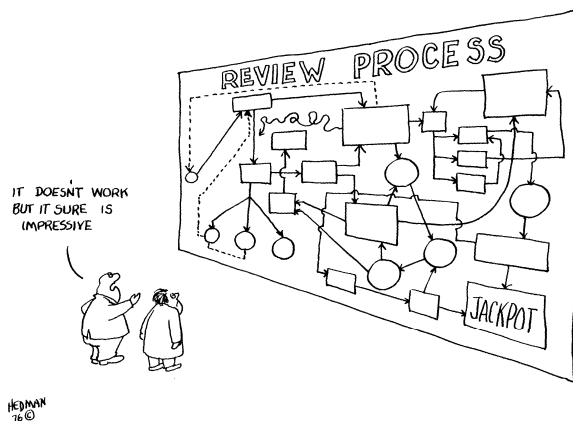
To carry out a physical plan for a place

### START WITH:

- an elegant urban design plan

### CREATE:

- An easily understood code, customized for the community's idiosyncratic review process



#### Form-based code:

- Regulating plan
- Building form standards
- Public space standards



#### Conventional code:

- Zoning districts.
- Variances
- Subdivision regulations
- Sign regulations

### WHEN DOES CODE-WRITING BEGIN?

- Sometimes months or even years after completion of the physical plan
- But ideally it begins while the plan is still being prepared

## THE BAD NEWS:

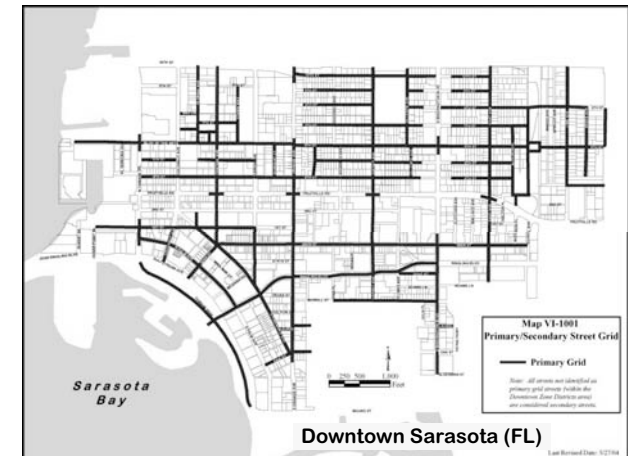
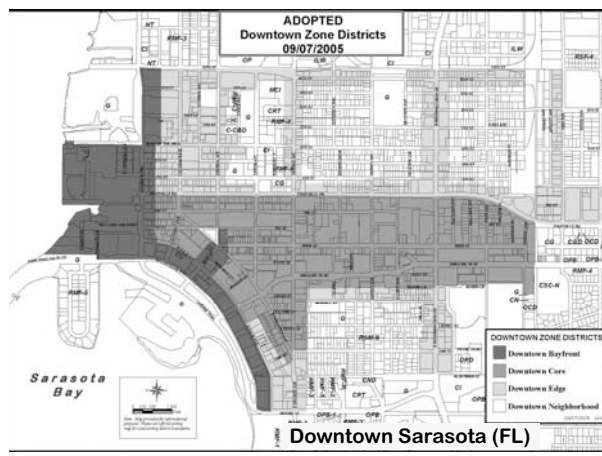
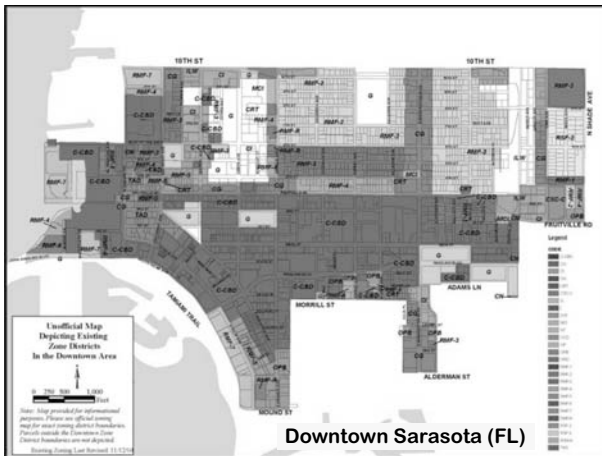
To reform the existing code, **SOMEONE** has to thoroughly understand the existing regulatory scheme...

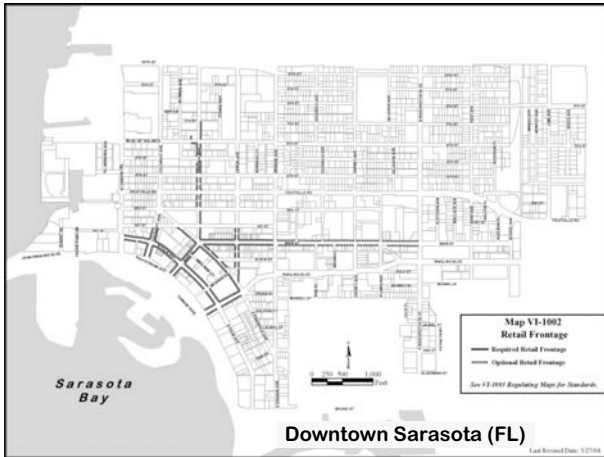
Types of links between form-based codes and conventional codes:

1. Mandatory form-based code
2. Optional (parallel) form-based code
3. Floating zone form-based code (Planned Development / Planned Unit Development)

## 1. Mandatory form-based code:

- Compliance is never voluntary!
- Replaces many aspects of the previous code
- May replace existing zoning, or may span existing zoning districts



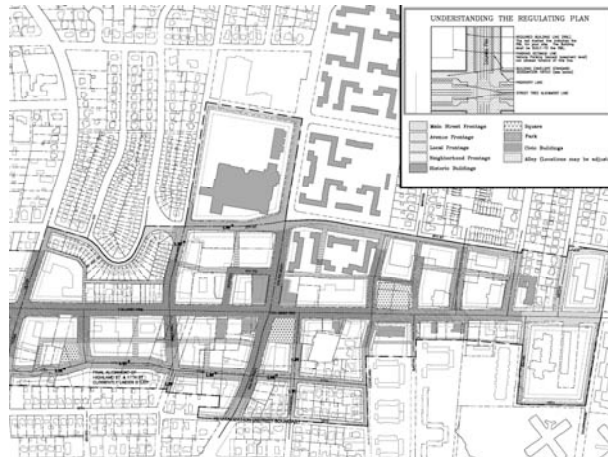


SUMMARY OF DIFFERENCES April 2003 Staff Draft	
SmartCode	01-ZTA-04 Downtown Zone Districts
1 Model code that can be applied from Sarasota to Seattle.	Downtown Districts are specifically tailored to Sarasota based on the principles identified in the <i>SmartCode</i> and <i>The Lexicon of New Urbanism</i> .
2 Format does not "fit" with the Sarasota's existing Zoning Code format.	Format revised to fit into existing Zoning Code.
3 New terminology and definitions introduced.	Existing terminology and definitions retained where possible. Where necessary, some new terminology introduced and some existing definitions modified.
4 Project approval, "warrant and exception" and appeal process defined with little detail how the process will work.	A major change provides more precise detail how projects are approved, "adjustments" to standards granted and appeals of administrative decisions are made.
5 Use categories relatively ambiguous.	A major change includes more precise definition and regulation of allowed uses.
6 Some development standards changed with each edition.	Differences among various editions of the <i>SmartCode</i> and <i>The Lexicon of New Urbanism</i> reconciled and tailored to the City of Sarasota.
7 Application of "recommended" retail frontages are not clear-cut.	"Recommended" retail frontages changed to "required" retail frontages.
8 Application of "recommended" arcade frontage type is not clear-cut.	Some "recommended" arcade frontages changed to "required" arcade.  Required shopfront and awning, gallery, and arcade frontage types prescribed for other required retail frontages.
9 Requirements for terminated vistas, pedestrian passages, and civic reservation sites are not clear-cut and create "taking" (property rights) issues.	Deleted requirements for terminated vistas, pedestrian passages, and civic reservation sites.
10 Maps not parcel specific.	Maps are parcel specific.
11 Street and streetscape standards conflict with Engineering Design Criteria Manual (EDCM).	Street and streetscape standards included within Engineering Design Criteria Manual (EDCM).

## 2. Optional (parallel) code:

- Compliance is always voluntary
- Supplements, but does not replace any aspects of the previous code
- May replace existing zoning or span existing zoning districts

### Columbia Pike, Arlington (VA)



- Adopted as a optional (parallel) "overlay zone"
- Use of this code is encouraged by density bonuses
- Additional incentive: a streamlined approval process

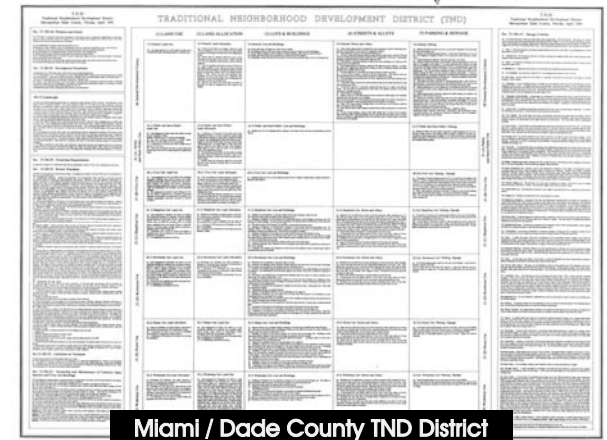
### Columbia Pike, Arlington (VA)

### 3. Floating zone code:

- Compliance is usually voluntary
- Supplements, but does not replace any aspects of the previous code
- Always replaces existing zoning, but only on request of the landowner

- Operates as a zoning district, similar to a PUD
- Can be applied to parcels from 40 - 200 acres
- Must contain residences, shops, workplaces, and civic gathering places
- Hierarchy of streets and a disciplined edge
- Graphic format illustrates use, land allocation, building lots, street design, and parking

Miami / Dade County TND District



	(1) LAND USE	(2) LAND ALLOCATION	(3) LOTS & BUILDINGS
48 General Development Criteria  51 (A) Public and Semi-Public Use	(1) General: Land Use  101. The intent here and of a TND shall be to develop a neighborhood that is a TND shall be developed in a Planned Urban Form and organized around a Central Area.	(2) General: Land Allocation  102. Except for the Public Use category, land shall be allocated in a TND as follows: (a) The total area of the TND shall be divided into a percentage of the gross area of the neighborhood...	(3) General: Lots and Buildings  103. All lots shall meet a Minimum Lot Size of 1/2 acre in square feet. The minimum lot size shall be 1/2 acre in square feet...
	(A.1) Public and Semi-Public Land Use  104. Land designated for Public and Semi-Public Use shall be located in the Central Area of the TND...	(A.2) Public and Semi-Public Land Allocation  105. A minimum of 10 percent of the gross area of the neighborhood shall be allocated to Public and Semi-Public Use...	(A.3) Public and Semi-Public Lots and Buildings  106. Lots for Public and Semi-Public Use shall be located in the Central Area of the TND...

#### ARTICLE XXXIII. TRADITIONAL NEIGHBORHOOD DEVELOPMENT (TND) DISTRICT

Sec. 33-284.46. Purpose and intent.

The TND District is designed to ensure the development of land along the lines of traditional neighborhoods. Its provisions adapt the urban conventions which were normal in the United States from colonial times until the 1940's. The TND ordinance prescribes the following physical conventions:

- (A) The neighborhood is spatially understood and limited in size.
- (B) Residences, shops, workplaces, and civic buildings are interwoven within the neighborhood, all in close proximity.
- (C) A hierarchy of streets serves equitably the needs of the pedestrian, the bicycle and the automobile.
- (D) Carefully placed civic buildings, squares, and greens reinforce the identity of the neighborhood.
- (E) Spatially defined squares, parks, and greens provide places for social activity and recreation.
- (F) Civic buildings provide places of assembly for social, cultural and religious activities, becoming symbols of community identity through their architectural clarity.
- (G) Private buildings form a disciplined edge, spatially delineating the public street space and the private block interior.
- (H) Architecture and landscape respond to the unique character of the region.

Where the terms, design criteria, development parameters, and review procedure contained herein conflict with those provisions provided elsewhere in Chapter 33, the provisions of the TND shall apply.

(Ord. No. 91-41, § 1, 4-2-91; Ord. No. 99-82, § 1, 7-13-99; Ord. No. 03-47, § 1, 3-11-03)

Miami / Dade County TND District

### example site



## key principles

A densely **interconnected street network**, dispersing traffic and providing convenient routes for pedestrians and bicyclists.

**High-quality public spaces**, with all building facades having windows and doors facing tree-lined streets, plazas, squares, and neighborhood parks.

**Compact development**, creating a **walkable** urban environment and conserving land and energy through reduced automobile usage and advanced techniques such as stormwater infiltration.

Diversity not homogeneity, with a **variety of building types, street types, open spaces, and land uses** providing for people of all ages and every form of mobility.

Resilient and **sustainable neighborhoods**, adaptable over time to improved **public transit** and to changing economic conditions.



## proposed regulating plan

Sarasota County Government  
FLORIDA, USA

Regulating Plan



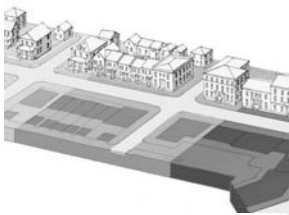
## transverse zones



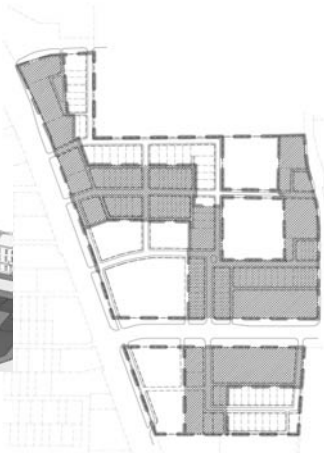
Core



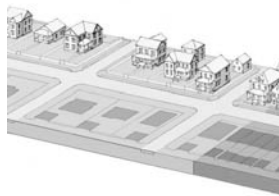
## transverse zones



General



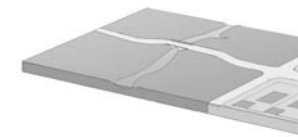
## transverse zones



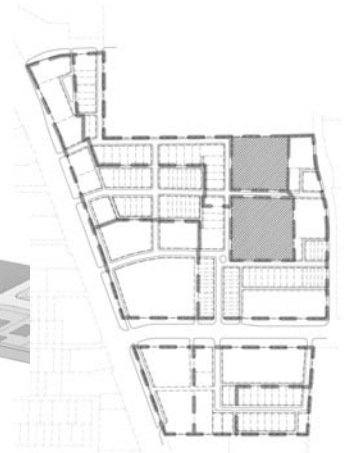
Edge



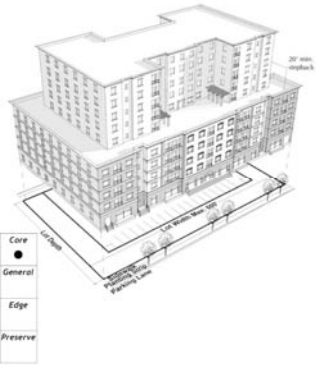
## transverse zones



Preserve



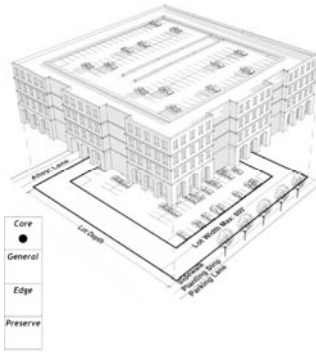
lot types



Pedestal Building



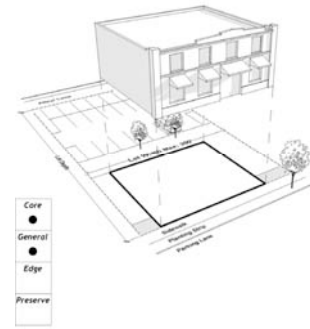
lot types



Liner Building



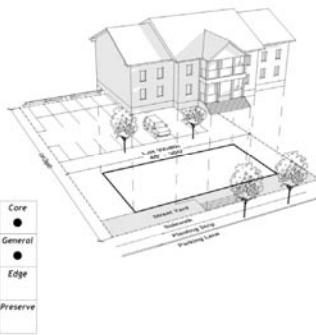
lot types



Mixed-Use



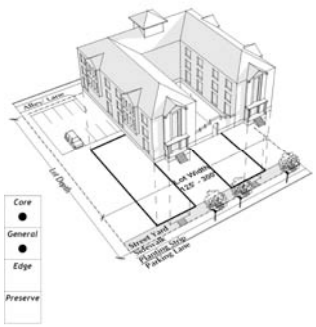
lot types



Apartment Building



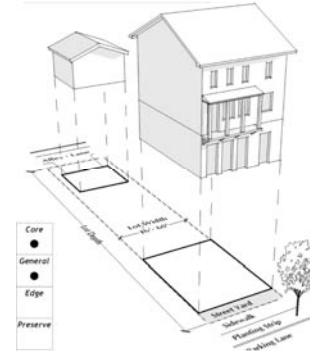
lot types



Courtyard Building



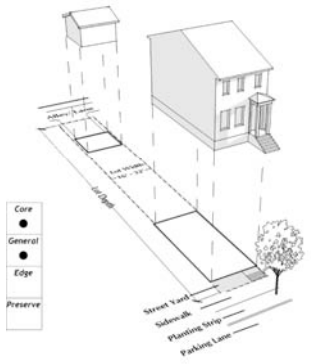
lot types



Live-Work

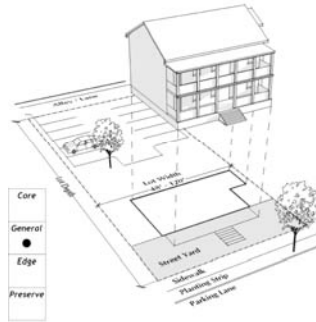


menu of lot types



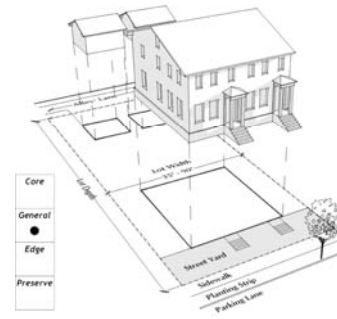
Rowhouse

menu of lot types



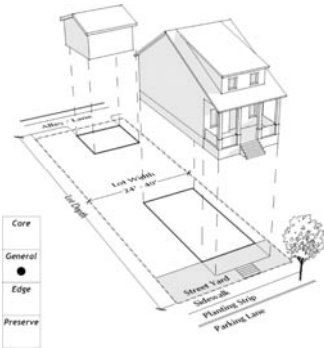
Apartment House

menu of lot types



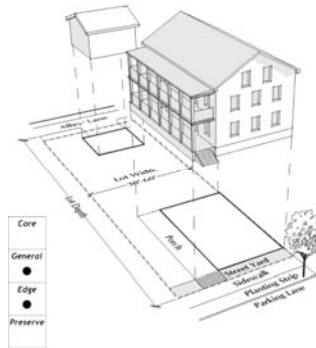
Duplex

menu of lot types



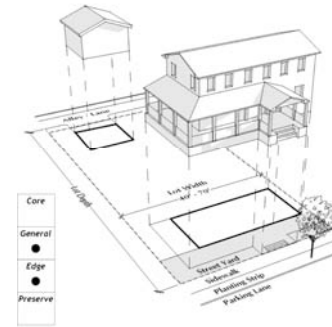
Cottage

menu of lot types



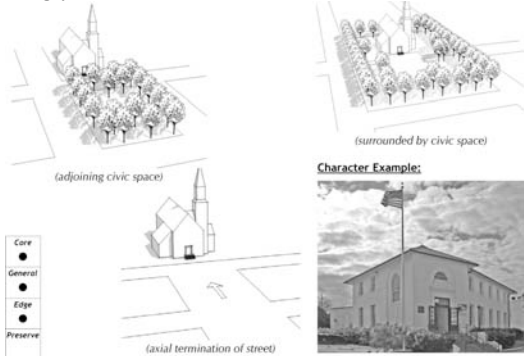
Sideyard

menu of lot types



House

# many types of lot types



Civic Building

# menu of lot types

Lot Type	Lot Area (sq ft)	Lot Width (ft)	Frontage (ft)	Lot Coverage (%)	Street Core		Yards		Water (ft)	Height (ft)	Accessories (sq ft)
					General or Edge	General or Edge	Front	Rear			
Residential Building Lot	no min	no min	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Single-Family Detached	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Two-Family House	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Upper story attached residential	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Family Day Care Home	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Community Residential Home (see Section 6.1.2.2)	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Guest Home or accessory dwelling unit (see Section 6.1.2.2 & 6.1.2.3)	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Bed and Breakfast	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Transient accommodations	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
Public & Civic Use Categories (see Section 6.1.2.2, 6.1.2.3, 6.1.2.4, 6.1.2.5, 6.1.2.6, 6.1.2.7, 6.1.2.8, 6.1.2.9)	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted
INHR ZONING DISTRICTS: Commercial Neighborhood (CN), Office, Professional and Institutional (OPI), Commercial General (CG)	no min	30'	100%	10%	10'	10'	0	0	0	21.5'	not permitted

# permitted uses

Lot Type	USE TABLE												
	Single-Family detached	Two-Family House	Upper story attached residential	Family Day Care Home	Add'l Day Care Home (up to 6)	Community Residential Home (see Section 6.1.2.2)	Guest Home or accessory dwelling unit (see Section 6.1.2.2 & 6.1.2.3)	Bed and Breakfast	Transient accommodations	Public & Civic Use Categories (see Section 6.1.2.2, 6.1.2.3, 6.1.2.4, 6.1.2.5, 6.1.2.6, 6.1.2.7, 6.1.2.8, 6.1.2.9)	INHR ZONING DISTRICTS: Commercial Neighborhood (CN), Office, Professional and Institutional (OPI), Commercial General (CG)		
Residential Building Lot	P	P	P	P	P	P	P	P	P	P	P	P	
Single-Family Detached	P	P	P	P	P	P	P	P	P	P	P	P	
Two-Family House	P	P	P	P	P	P	P	P	P	P	P	P	
Upper story attached residential	P	P	P	P	P	P	P	P	P	P	P	P	
Family Day Care Home	P	P	P	P	P	P	P	P	P	P	P	P	
Add'l Day Care Home (up to 6)	P	P	P	P	P	P	P	P	P	P	P	P	
Community Residential Home (see Section 6.1.2.2)	P	P	P	P	P	P	P	P	P	P	P	P	
Guest Home or accessory dwelling unit (see Section 6.1.2.2 & 6.1.2.3)	P	P	P	P	P	P	P	P	P	P	P	P	
Bed and Breakfast	P	P	P	P	P	P	P	P	P	P	P	P	
Transient accommodations	P	P	P	P	P	P	P	P	P	P	P	P	
Public & Civic Use Categories (see Section 6.1.2.2, 6.1.2.3, 6.1.2.4, 6.1.2.5, 6.1.2.6, 6.1.2.7, 6.1.2.8, 6.1.2.9)	P	P	P	P	P	P	P	P	P	P	P	P	
INHR ZONING DISTRICTS: Commercial Neighborhood (CN), Office, Professional and Institutional (OPI), Commercial General (CG)	P	P	P	P	P	P	P	P	P	P	P	P	

# menu of street types



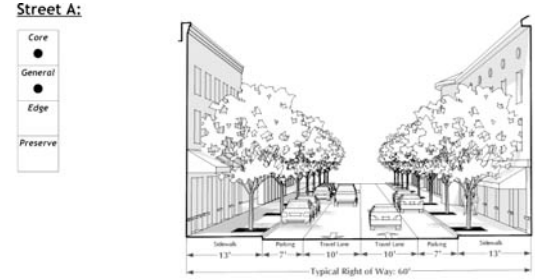
Movement type: speed/slow

# menu of street types



Movement type: slow

# menu of street types



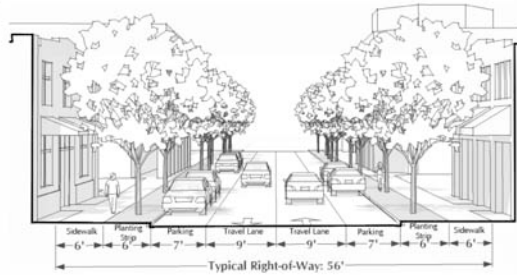
Movement type: free



## menu of street types

Street B:

- Core
- General
- Edge
- Preserve

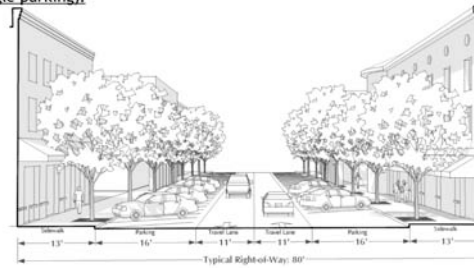


Movement type: slow

## menu of street types

Street C (angle parking):

- Core
- General
- Edge
- Preserve

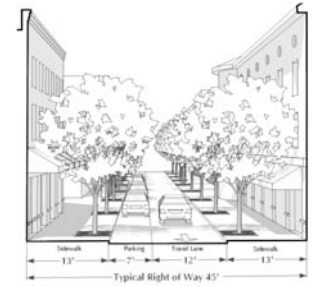


Movement type: slow

## menu of street types

Street D (one way):

- Core
- General
- Edge
- Preserve



Movement type: free

## menu of street types

Street E (access street):

- Core
- General
- Edge
- Preserve

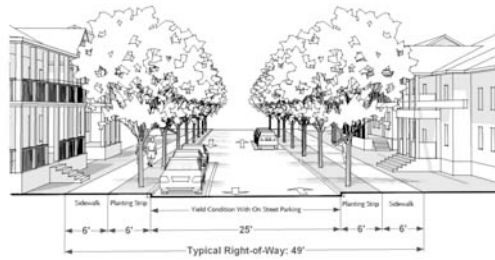


Movement type: slow

## menu of street types

Street F:

- Core
- General
- Edge
- Preserve

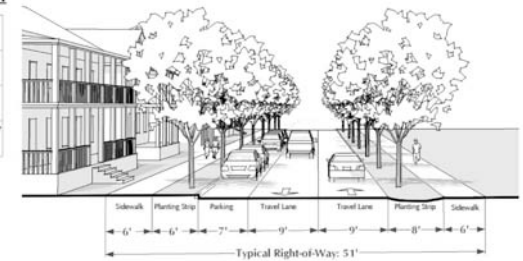


Movement type: slow

## menu of street types

Drive:

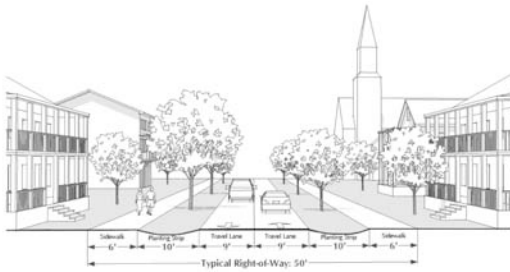
- Core
- General
- Edge
- Preserve



Movement type: slow

## menu of street types

### Road:



Movement type: free

## menu of street types

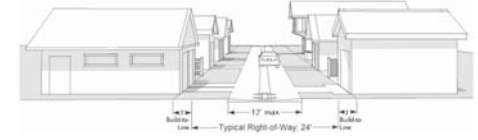
### Rear Alley:



Movement type: slow

## menu of street types

### Rear Lane:



Movement type: yield

## proposed regulating plan



Sarasota County Government  
FLORIDA, USA

Regulating Plan

## WHEN DOES CODE WORK END?

- Educate future code **USERS** as you educate yourself about their code
- Teach future code administrators the fundamentals of New Urbanism --- give them the confidence and resources to administer the new code



Upcoming 101 Course  
in Fort Worth, TX:  
June 14-16, 2007

Form-Based Codes:  
FBCI Certification Program

For more information and for on-line registration go to our website at [www.formbasedcodes.org](http://www.formbasedcodes.org) or call Carol Wyant at 312/346-5942.

**FBCI** Form-Based  
Codes  
Institute

## **Mandatory code:**

**Downtown Sarasota, Sarasota, FL:**

[www.sarasotagov.com/Planning/DowntownCode/DowntownCodeHP.html](http://www.sarasotagov.com/Planning/DowntownCode/DowntownCodeHP.html)

## **Optional (parallel) code:**

**Columbia Pike, Arlington, VA:**

[www.arlingtonva.us/Departments/CPHD/forums/columbia/current/CPHDForumsColumbiaCurrentCurrentStatus.aspx#](http://www.arlingtonva.us/Departments/CPHD/forums/columbia/current/CPHDForumsColumbiaCurrentCurrentStatus.aspx#)

## **Floating zone codes:**

**Miami / Dade County Traditional Neighborhood Development (TND) District (Chapter 33, Article XXXIII(l)):**

[www.municode.com/resources/gateway.asp?pid=10620&sid=9](http://www.municode.com/resources/gateway.asp?pid=10620&sid=9)

**Sarasota County, FL:**

[www.spikowski.com/Sarasota.htm](http://www.spikowski.com/Sarasota.htm)



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