Columbia, Missouri

Development Code Update

Public Education & Input Session

January 28, 2014

CLARION

Clarion Associates, LLC In Association with Ferrell Madden

ADDITIONAL INFORMATION REGARDING TRENDS IN ZONING CODE REFORM

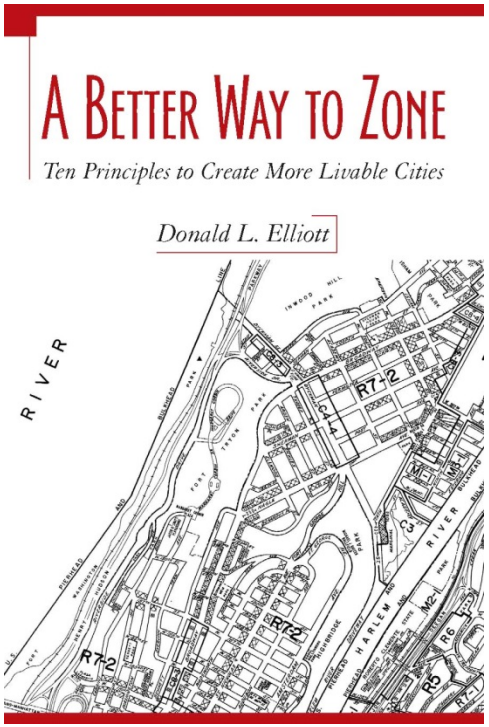
The attached materials supplement form-based materials presented at the January 28, 2014, Columbia Development Code Update Kickoff meeting

CLARION

TRENDS AND CHOICES

Five General Trends in Zoning

1. Form-based Zoning Controls
2. Integrated Structure
3. Broader, More Flexible Districts
4. Broader, More Flexible Uses
5. More By-right Development



1. INTEGRATED STRUCTURE

Most codes evolved from a "district-based" structure:

- Introduction
- R1
  - Uses
  - Invisible Envelope
- R2
  - Uses
  - Invisible Envelope
- C1
  - Uses
  - Invisible Envelope
- Bin
- Procedures

Problems:

- As districts are added, code becomes very long
- Much of the content in each district is repeated, so many opportunities for inconsistencies as piecemeal amendments are made to individual districts
- The "Bin" chapter(s) get to include so many things that everyone must read all of it to know if some of it might apply to them

2. INTEGRATED STRUCTURE

- Introduction
- R1
  - Uses
  - Invisible Envelope
- R2
  - Uses
  - Invisible Envelope
- C1
  - Uses
  - Invisible Envelope
- I1
  - Uses
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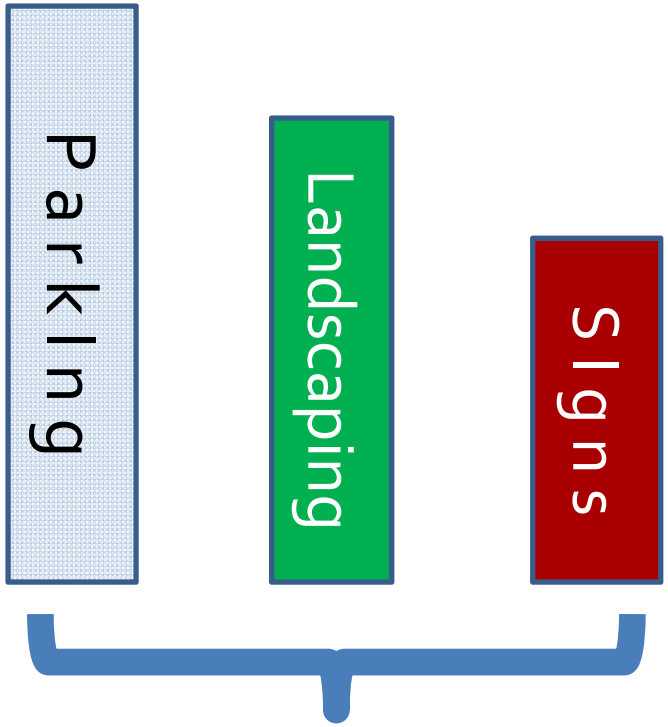
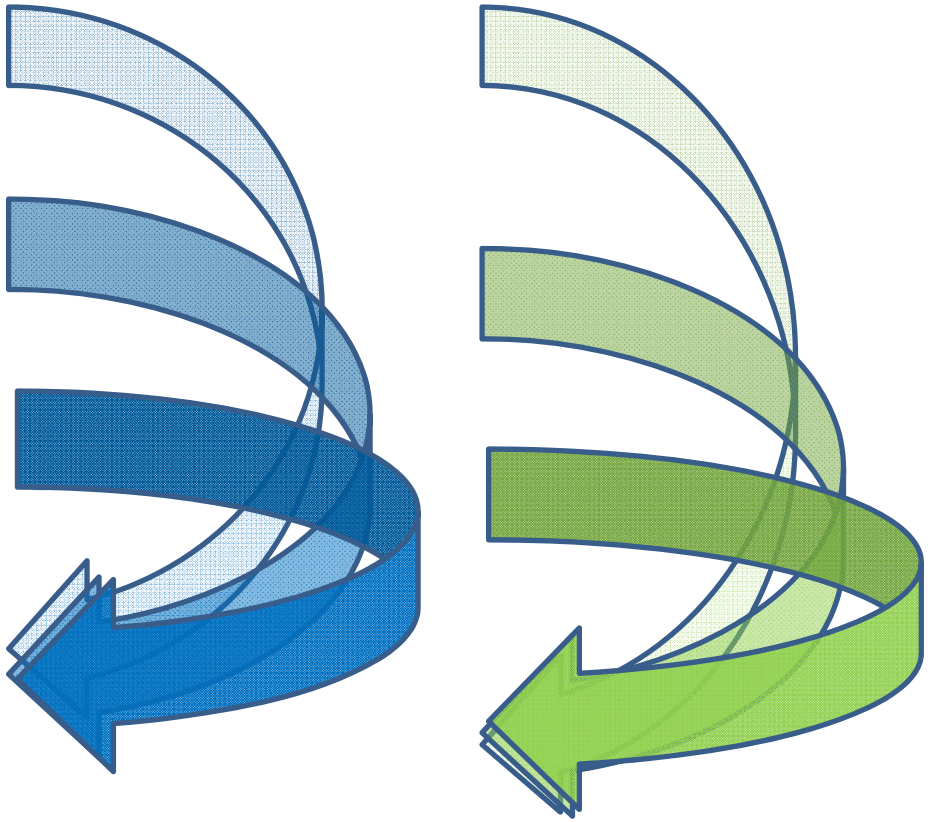
- Bin
- Procedures



Bin is the only place to put Use or Area-based (i.e. NOT zone based) controls

2. INTEGRATED STRUCTURE

- Introduction
- R1
  - Uses
  - Invisible Envelope
- C1
  - Uses
  - Invisible Envelope
- I1
  - Uses
  - Invisible Envelope
- Parking
- Landscaping
- Signs
- Procedures



2. INTEGRATED STRUCTURE

- Introduction
- R1
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- C1
  - Uses
  - Invisible Envelope
- I1
  - Uses
  - Invisible Envelope
- Parking
- Landscaping
- Signs
- Procedures

Long and Repetitive

Short and Consolidated

Why don't we integrate the repetitive **Uses** and **Invisible Envelope** regulations into shorter and more consolidated sections like parking, landscaping, and signs?

2. INTEGRATED STRUCTURE

Revised General Structure

- Introduction
- Zone Districts
  - Base and Overlay
- Permitted and Conditional Uses
  - For each district
- Development Standards
  - Dimensions
  - Parking
  - Landscaping
  - Signs
- Procedures
  - Permits, Variances, Amendments

1. What is the Intent for this Area?
2. What Can I do on my Land?
3. How Good Does it Have to Be?
4. Do I Need Someone's Permission?

2. INTEGRATED STRUCTURE

USE TABLE

P = Permitted use
S = Special exception use
A = Accessory use
T = Temporary use

Zone District / LAND USE CATEGORY	D-A	D-S	D-1	D-2	D-3	D-4	D-5	D-5II	D-6	D-6II	D-7	D-8	D-9	D-10	D-11	C-1	C-3	C-4	C-5	C-7	MU-1	MU-2	MU-3	MU-4	I-1-U&S	I-2-U&S	I-3-U&S	I-4-U&S	CBD-1	CBD-2	CBD-3	Use-Specific Standards
RESIDENTIAL USES																																
Household Living																																
Single-Family Detached Dwelling	P	P	P	P	P	P	P	P				P											P									
Two-Family Dwelling				P	P	P	P	P	P	P	P	P											P									
Attached Townhouses (more than 2)								P	P	P	P	P	P	P							P	P	P							P	P	See Sec. 1.5
Multifamily Dwellings									P	P	P	P	P	P							P	P	P	P					P	P	P	See Sec. 1.6
Live/Work Unit									P	P	P	P	P	P							P	P	P	P								
Mobile Dwelling															P																	
Group Living																																
Assisted Living Facility									P	P	P	S	P	P		P					P	P	P	P								
Emergency Living Quarters									P	P	P	P	P	P																		
Group Home	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P						P	P	P							P	P	See Sec. 1.7
Nursing Home									P	P	P	S	P	P		P	P				P	P										

2. INTEGRATED STRUCTURE

Revised General Structure

- Still requires "flipping" between sections of the code (electronically) to get the full picture of all regulations

BUT almost always chosen because

- Code is **<u>much</u>** shorter and less repetitive
- Assists investors to compare opportunities across districts rather than reading each section separately
- Allows readers to focus on the sections that answer their particular question – rather than reading the districts and then the "bin"
- Opportunities for unintentional inconsistencies and mistakes during amendments are reduced

3. BROADER, MORE FLEXIBLE DISTRICTS

Why does it matter how many districts we have?

1. **Ossification.** The more you slice a given type of area (commercial, industrial, college) into multiple zone districts, the more each one becomes a narrowly defined to permit only developments like what is already there, which makes reinvestment difficult and discourages innovation.

   - Narrowly defined districts tend to "ossify" an area.
   - The more you "ossify" an area, the faster you get requests to grant variances or to create a new zone district that will allow what this one will not.

3. BROADER, MORE FLEXIBLE DISTRICTS

Why does it matter how many districts we have?

2. **Confusion.** The more districts you have, the more difficult it is to consider the impact of proposed code amendments on each base and overlay district.

   - When more than one level of overlay district is involved it gets difficult to figure out their cumulative effect and what is allowed to change.

3. BROADER, MORE FLEXIBLE DISTRICTS

Major tools to simplify zone district structures include:

- Consolidating similar zone districts and then adding "use-specific standards":
  - To allow specific uses only in specific portions of the districts (i.e. major corners);
  - To prohibit those uses in specific locations (i.e. within 100 feet of a residential district)

3. BROADER, MORE FLEXIBLE DISTRICTS

Major tools to simplify zone district structures include:

- Tailoring Development Standards to require more screening, buffering, or mitigation of impacts in sensitive areas and edge/transition areas
  - And then deleting the separate zone districts or overlay districts designed to mitigate those impacts

4. BROADER, MORE FLEXIBLE USES

Because traditional zoning is based on use (not form) regulations, old codes tend to divide uses into narrower categories.

Example:

"Commercial Uses" became

"Retail Sales", which then became

"Apparel Store", "Food Store" "Book and Music Store", "Hardware Store", "Home/Garden Store" and so forth.

4. BROADER, MORE FLEXIBLE USES

Myth:

If we just identified all the possible uses and defined them, we could know exactly where everything belonged and could avoid negative impacts on the surrounding area.

Reality:

The market can think up uses must faster than you can add them to the code and figure out which districts should permit that use

4. BROADER, MORE FLEXIBLE USES

Myth:

Narrowly defined districts and uses will give us complete control over what happens and will make decision-making completely objective.

Reality:

Narrower distinctions between uses and districts make the distinctions between them less clear and result in "yes/no" decisions over very minor differences in impacts.

4. BROADER, MORE FLEXIBLE USES

Major areas in which zoning codes make minor distinctions between uses that don't make much difference on the ground include:

- Retail sales
- Personal services
- Professional services
- Technology
- Industrial uses

5. MORE BY-RIGHT DEVELOPMENT

- Zoning is designed to be governed by objective rules that govern what types of development and land uses are allowed in different zones.
- In the vast majority of cases, applications for a change of use permit or a zoning permit should be handled administratively – by planning staff reviewing the application and:
  - Approving it;
  - Approving it with conditions to bring it into conformance with the ordinance; or
  - Denying the application.
- Except for Rezonings, there should be very few hearings required for new development

5. MORE BY-RIGHT DEVELOPMENT

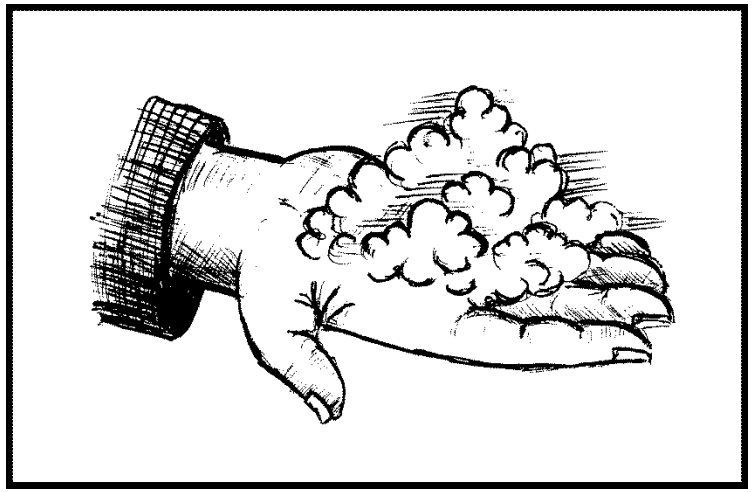
Reasons for fewer hearings

- Timely, predictable decision-making.
  - Studies often list "unpredictability," "delays" and a "culture of negotiation" as prime barriers to reinvestment by both citizens and businesses
- Staff efficiency
  - Reducing hearing preparation time frees up staff time and reduces administrative costs

5. MORE BY-RIGHT DEVELOPMENT

Reasons for fewer hearings

- More plan-based development
  - Allowing by-right development of projects that clearly meet adopted planning goals reduces second-guessing on a site-specific basis (and opportunities for NIMBYism)
- Avoids pressure to extract another change from projects that already meet the ordinance
- Emphasizes the need for good, objective standards that reflect community input



5. MORE BY-RIGHT DEVELOPMENT

Keys to reducing hearings and discretionary decision-making

- Replace vague terminology with more objective standards that can be applied at the counter.
  - "Compatible", "Harmonious", and "Complementary" are not great standards
  - At a minimum, tell the reader what elements will be considered in compatibility

5. MORE BY-RIGHT DEVELOPMENT

Keys to reducing hearings and discretionary decision-making

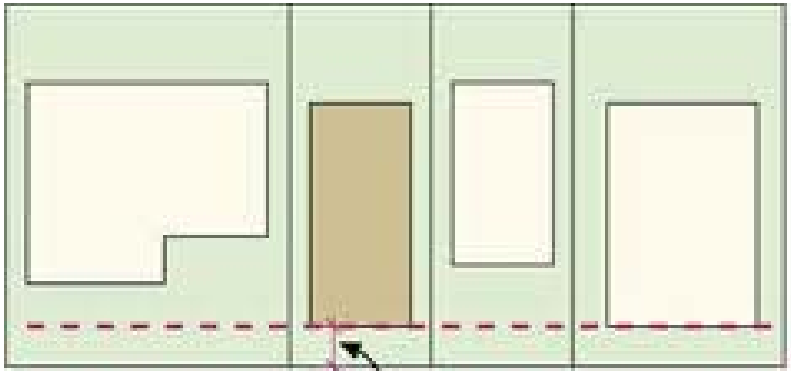
- Replace Special Permit uses with Permitted uses subject to those conditions normally attached during the special use hearing

- Allow smaller development to be approved by staff while bigger facilities or uses still go to hearings.

5. MORE BY-RIGHT DEVELOPMENT

Keys to reducing hearings and discretionary decision-making

- Allow staff ability to vary numerical standards by up to 10% (or by 1 parking space) for documented site constraints without the need for a variance hearing

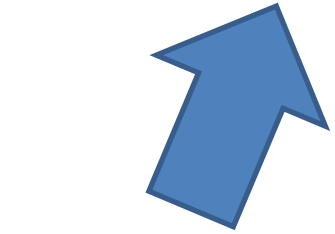


- Allow development bonuses to be awarded administratively based on objective standards

5. MORE BY-RIGHT DEVELOPMENT

Keys to reducing hearings and discretionary decision-making

- Delegate more decisions to staff – subject to clearer standards for approval
- Allow "bump-ups" from staff to the hearing body for large, controversial projects
  - Allow "call-ups" by the hearing body for large, controversial projects



5. MORE BY-RIGHT DEVELOPMENT

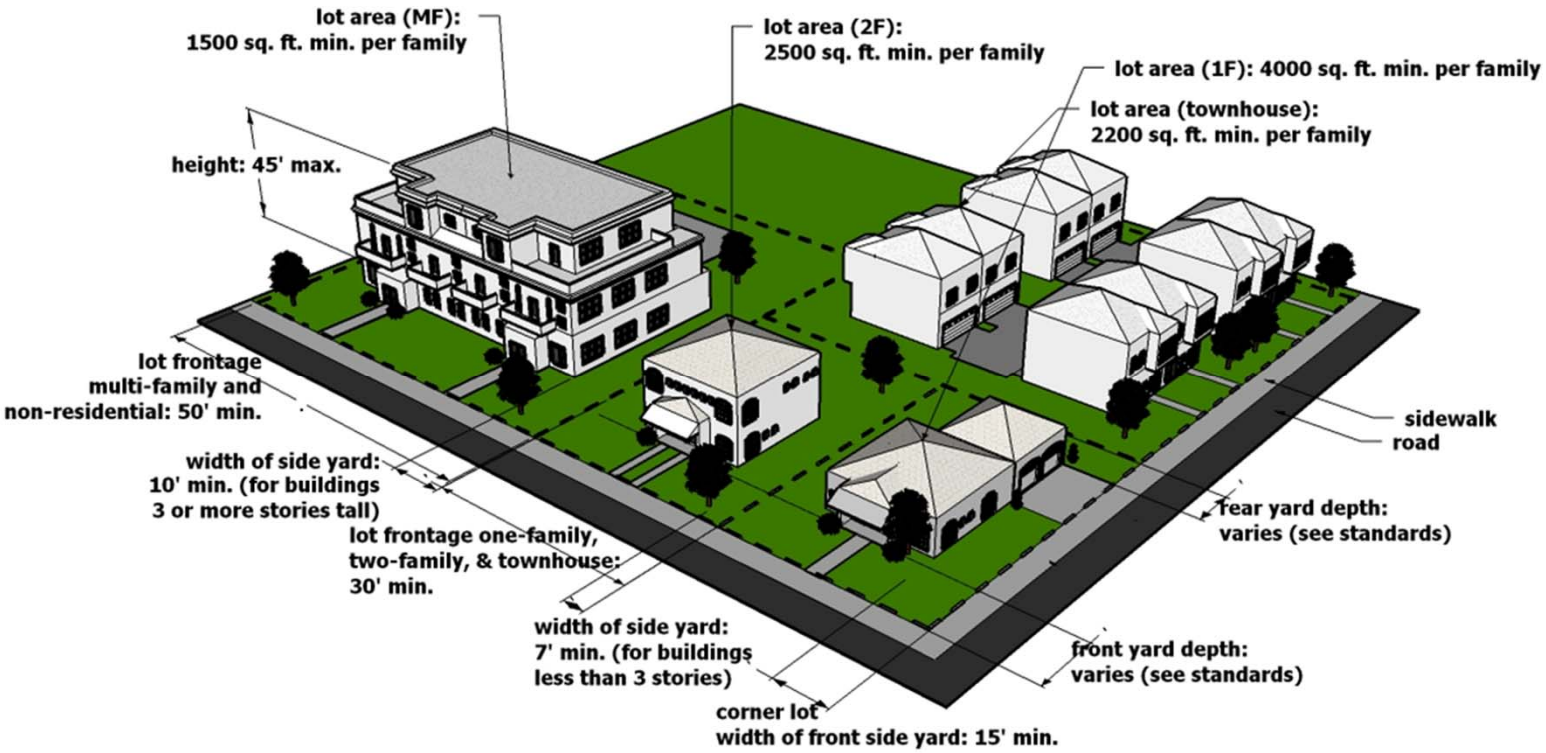
The Downside

- Less opportunity for the community to exercise case-by-case review of specific projects.

- Less opportunity to question whether the project has really met the requirements of the ordinance (without filing an appeal of the staff decision).

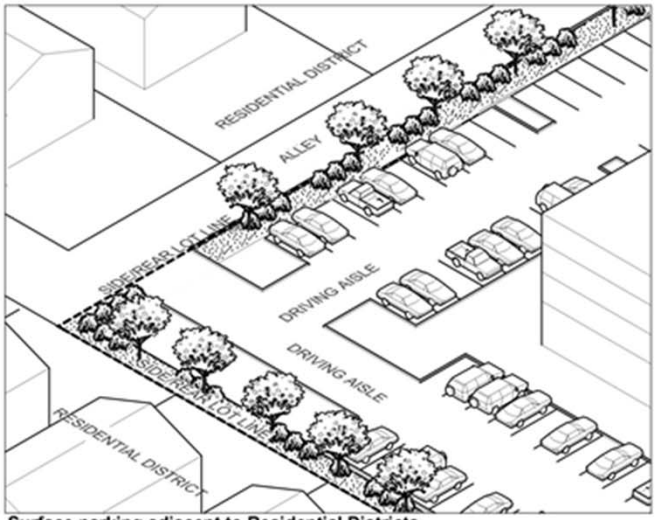
MORE GRAPHICS AND ILLUSTRATIONS

A Final Trend – Better Graphics and Illustrations



More Graphics and Illustrations

Figure 50-25.4-A: Parking lot screening from public right-of-way



Surface parking adjacent to Residential Districts

Curb cuts for stormwater drainage

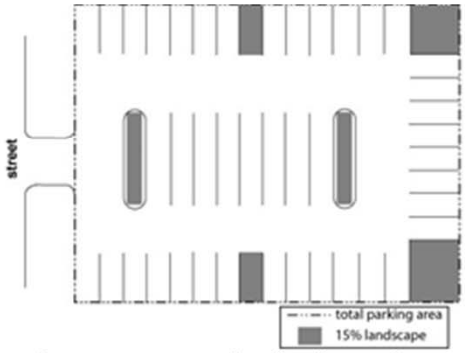


Figure 50-25.4-B: Required interior parking lot landscape areas

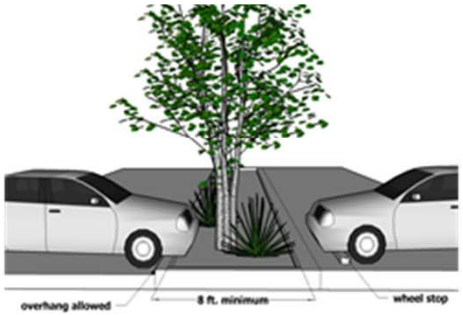
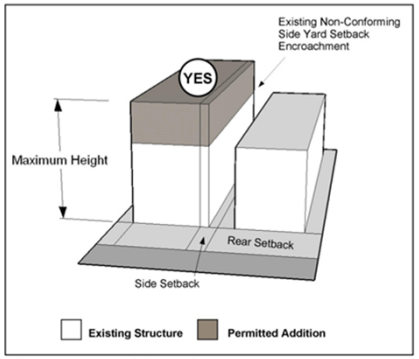
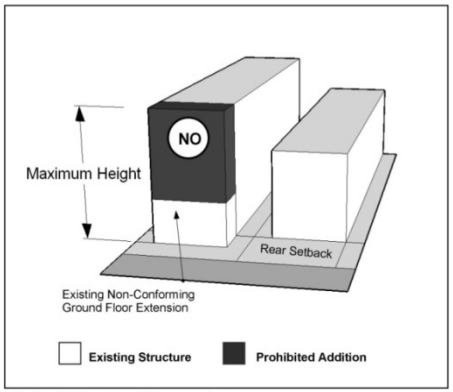


Figure 50-25.4-C: Minimum width of interior parking lot landscape areas

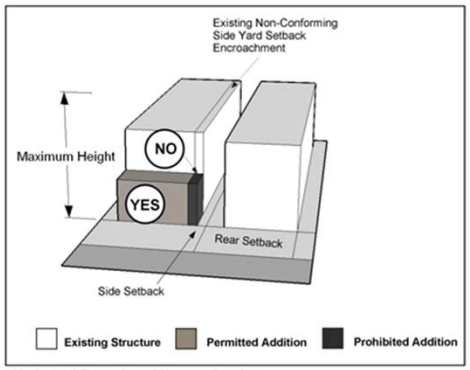
More Graphics and Illustrations



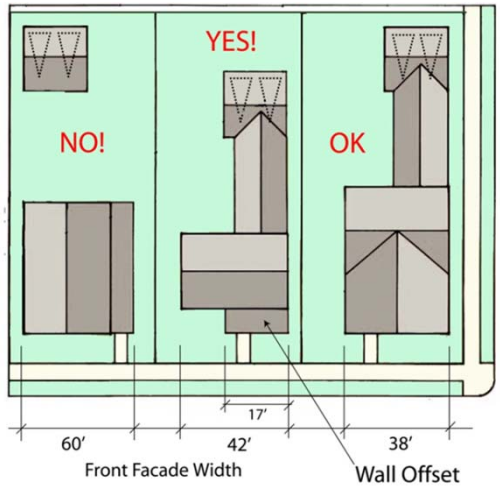
Vertical Extension of Non-conforming
Side Wall

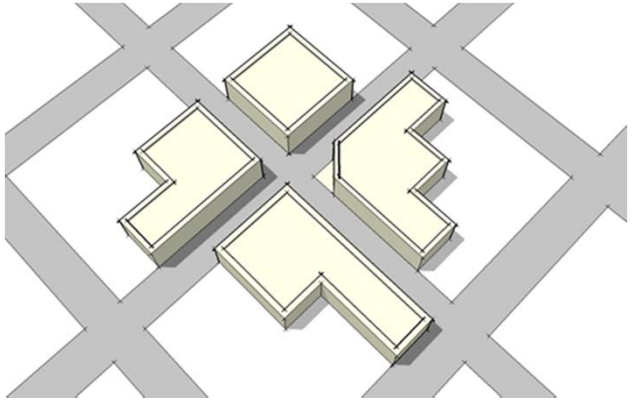


Vertical Extension of Non-conforming
Rear Wall



Horizontal Extension of Non-conforming
Side Wall





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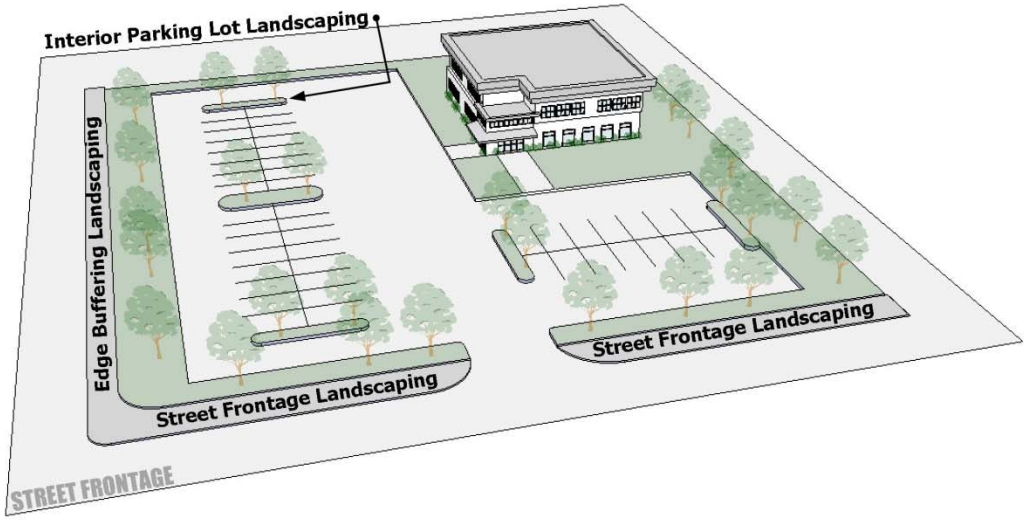
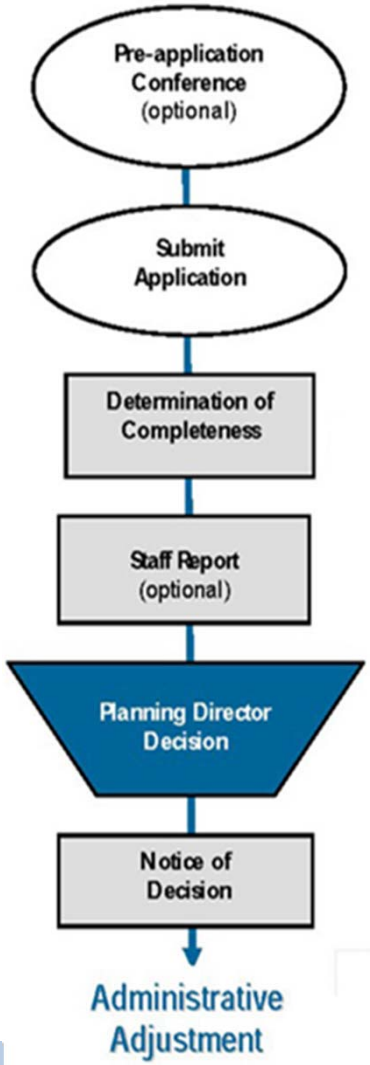




ADDITIONAL INFORMATION REGARDING FORM-BASED ZONING

The attached materials supplement form-based materials presented at the January 28, 2014, Columbia Development Code Update Kickoff meeting

For more information regarding form-based code principles and practices, go to: http://www.formbasedcodes.org

CLARION

Experience with Form-based Controls

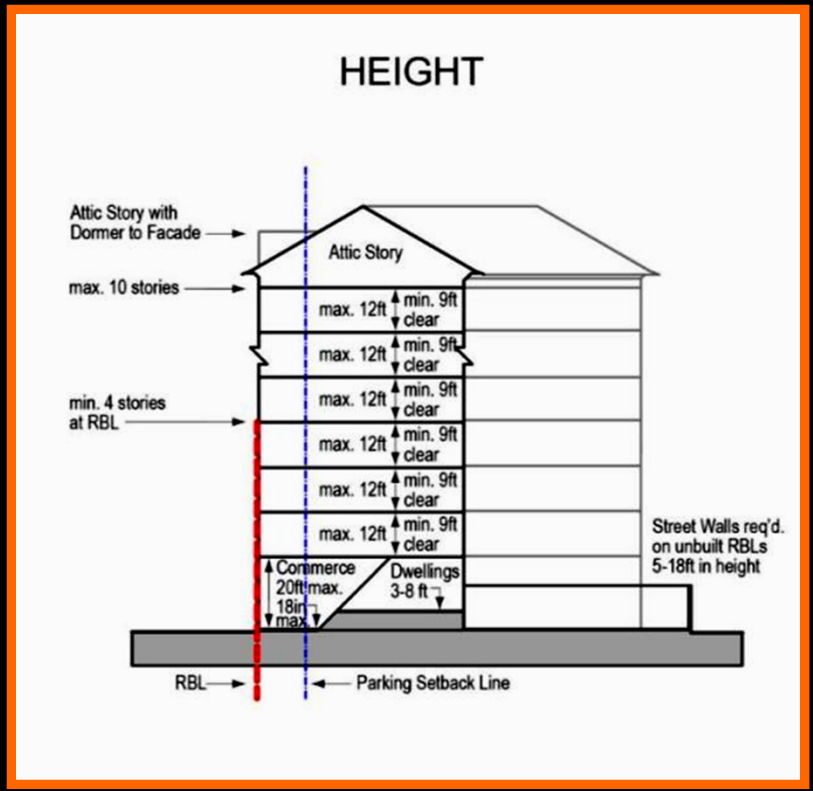
Clear & Concise
Development Regulations
Built on the
Community Vision

Building on the Community Vision

translating illustrative plans

Into Regulating Plans

And Form Standards



FORM-BASED COMPONENTS

1. Intro, *How To*

HOW TO USE THIS CODE

1. Determine if property in questi
   Area.
2. Look at the adopted framework
   Note in which Character Distri
3. Does the property have frontag
   framework REGULATING PLAN o
   place?
   a. If yes:
      (i) Note the REQUIRED BU
      color of the fronting s
      BUILDING FORM STANI
      PLAN). For Employme
      and the permitted BUI
      (ii) Find the appropriate r
      Building Form Standa
      you the parameters fo
      elements, and use.
      (iii) Additional informatio
      surrounding the prop
      Standards and *Part 5.*
      general parameters for
      vehicular traffic lane v
      area dimensions, and
      requirements.
   b. If no:
      (i) Turn to *Part 2. Regula*
      Specific Regulating Pl
      property is located.
      (ii) A site-specific REGULA
      to proceeding throug

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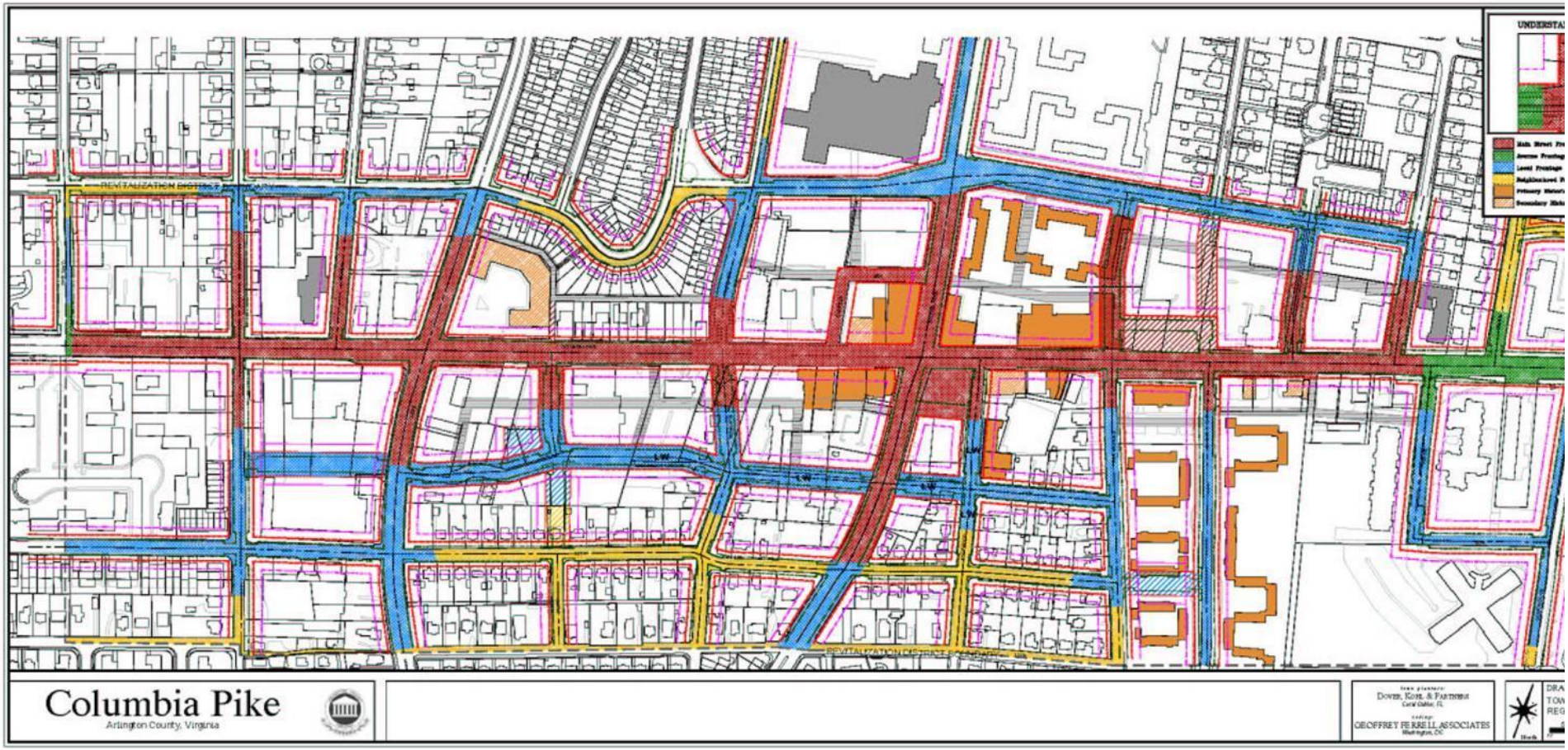
2. Regulating Plans

Part 2. Regulating Plans

201. Purpose and Intent

A. A REGULATING PLAN is the controlling document and principal tool for implementing this Code.

B. The REGULATING PLAN makes the development standards place-specific, by allocating the BUILDING FORM STANDARDS (BFS) and delineating the public spaces. A REGULATING PLAN identifies: the boundaries for the DEVELOPMENT PARCEL and the DEVELOPMENT PROPOSAL(s) to be covered thereby; new and existing streets; the REQUIRED BUILDING LINE and PARKING SETBACK LINE, and the street-type



3. Building Form Standards (BFS)

Part 3. Building Form Standards

301. Intent

A. The intent of these BUILDING FORM STANDARDS (BFS) is to create a vital and coherent public realm by shaping the STREET-SPACE—the specific physical and functional character—of the District. The form controls on building frontages work together to frame the STREET-SPACE while allowing greater functional and operational freedom behind their FACADES. The BFS aim for the minimum level of control necessary to meet this intent.

B. The BUILDING FORM STANDARDS set the basic parameters governing building construction, including the building envelope (in three dimensions) and certain required or permitted functional elements, such as FENESTRATION (windows and doors), STOOPS, BALCONIES, FRONT PORCHES, and STREET WALLS.

C. The BUILDING FORM STANDARDS establish the rules for development and redevelopment on private lots, unless otherwise indicated on the REGULATING PLAN.

D. The REGULATING PLAN identifies the BUILDING FORM STANDRARD for all private building sites within the District.

E. The BUILDING FORM STANDARDS are intended to encourage sustainable development at the neighborhood and regional level and overlap with many of the requirements for sustainability ranking systems, such as the prerequisites and credits of the *Neighborhood Pattern and Design* portion of the *LEED for Neighborhood Development (LEED-ND)* program.

302. General Provisions

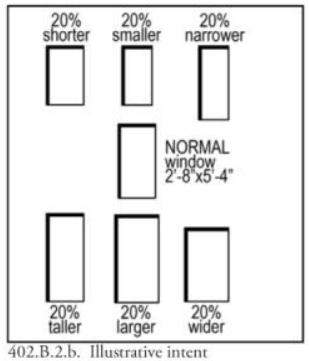
The Tri-Town Code includes five BUILDING FORM STANDRARDS: General, Town, Tech-Shop, Flex and Campus. (The General Storefront is a sub-category of the General frontage.) The following standards apply to all BFS, unless expressly stated otherwise within an individual BFS or otherwise designated on the REGULATING PLAN.

A. Transitions

When the BFS designation shown on the REGULATING PLAN changes along a property's REQUIRED BUILDING LINE (RBL), the property owner has the option—for that property's STREET FRONTAGE only—of applying either BFS for a maximum additional distance of 50 feet in either direction along the RBL.

B. Façade Composition

1. For each BLOCK face, FACADES along the RBL shall present a *complete and discrete vertical façade composition* (i.e., architectural articulation to maintain and protect human-scale for the STREET-SPACE) at an average STREET FRONTAGE length of no greater than 75 feet for General and Town frontage sites; and 100 feet for Tech-Shop frontages.
2. "Façade composition" is the arrangement and proportion of FACADE materials and elements (windows, doors, columns, pilasters, bays). "Complete and discrete" is much like a façade for an individual building. To achieve item 1. (above) within a building frontage requires, at a minimum, item a. and two additional items from the list below:
   a. Clearly different GROUND STORY façade composition (both framing materials and FENESTRATION proportions).
   b. Different window proportions (minimum difference 20 percent). *See illustration.*



402.B.2.b. Illustrative intent

3. BFS General
- Shopfront

304. General Frontage

ILLU

305. Town Frontage

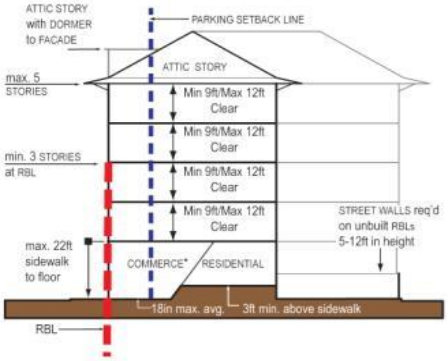
ILLUS

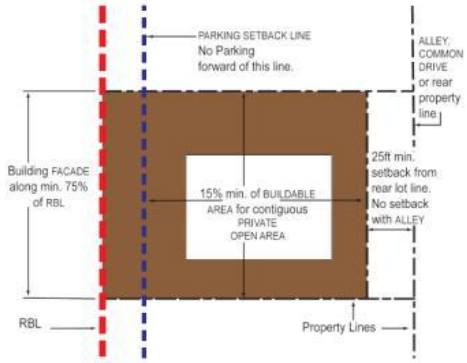
306. Tech-Shop Frontage

ILLUSTRATIONS AND INTENT

Note: These are provided as illustrations of intent. The illustrations and statements on this page are

General Frontage





HEIGHT

Building Height
In the Mixed Use Center District the building shall be at least 3 stories in height, but no greater than 5 stories or 70 feet in height, unless otherwise noted on the REGULATING PLAN. In all other Districts the General frontage shall have a minimum height of 2 stories and a maximum of 4 stories or 60 feet in height.

Ground Story Height: Commerce Uses
1. The average GROUND STORY finished floor elevation within 30 feet of the RBL shall be
   a. not lower than the fronting exterior sidewalk elevation
   b. not higher than an average finished floor elevation of 18 inches above the sidewalk.
2. The GROUND STORY shall have at least 15 feet of clear interior height (floor to ceiling) contiguous to the RBL for a minimum depth of 30 feet.
3. The maximum GROUND STORY height is 22 feet, measured from the sidewalk to the second STORY floor.

Ground Story Height: Residential Units
1. The average finished floor elevation shall be no less than 3 feet above the exterior sidewalk elevation at the RBL.
2. The GROUND STORY shall have an interior clear height (floor to ceiling) of at least 9 feet and a maximum sidewalk to second STORY floor height of 22 feet.

Upper Story Height
1. The maximum clear height (floor to ceiling) for stories other than the GROUND STORY is 12 feet.
2. At least 80% of each upper STORY shall have an interior clear height (floor to ceiling) of at least 9 feet.

Street Wall Height
A STREET WALL not less than 5 feet in height or greater than 12 feet in height shall be required along any RBL that is not otherwise occupied by a building on the lot.

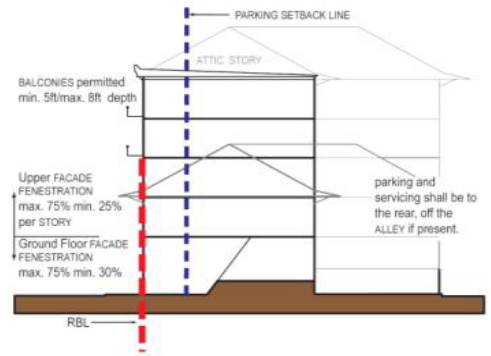
SITING

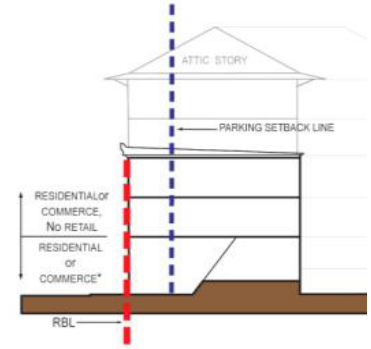
Façade
1. On each lot the building façade shall be built-to the REQUIRED BUILDING LINE for at least 75% of the RBL length.
2. Within 8 feet of the BLOCK CORNER, the GROUND STORY façade may be pulled away to form a corner entry.

Buildable Area
A contiguous PRIVATE OPEN AREA equal to at least 15% of the total BUILDABLE AREA shall be preserved on every lot. Such contiguous PRIVATE OPEN AREA may be located anywhere behind the PARKING SETBACK LINE and not including any side or rear setbacks, at or above grade.

Garage and Parking
Openings in any RBL for parking garage entries shall have a maximum clear height no greater than 16 feet and a clear width no greater than 22 feet.

Gene





ELEMENTS

Fenestration
1. Blank lengths of wall exceeding 20 linear feet are prohibited on all RBL.
2. GROUND STORY FENESTRATION shall comprise between 30% and 75% of the façade. Where designated as General Storefront the GROUND STORY FENESTRATION shall comprise between 40% and 90% of the FAÇADE.
3. Upper STORY FENESTRATION shall comprise between 25% and 75% of the façade area per STORY.

Building Projections
1. AWNINGS shall project:
   a. a minimum of 5 feet from the FAÇADE
   b. a maximum of not less than 4 feet back from any STREET TREE ALIGNMENT LINE.
2. AWNINGS that project over the sidewalk portion of a STREET-SPACE shall maintain a clear height of at least 10 feet.
3. AWNINGS may have supporting posts at their outer edge provided that they:
   a. Have a minimum of 8 feet clear width between the FAÇADE and the support posts or columns of the AWNINGS, and
   b. Have between 18 and 24 inches between the support posts or columns of the AWNINGS and the back of curb, and
   c. Provide a continuous CLEAR WALKWAY at least 4 feet wide running adjacent and parallel to the AWNING columns/posts.

Street Walls
One access gate no wider than 22 feet and one pedestrian entry gate no wider than 5 feet shall be permitted within any required STREET WALL.

USE

General
RESIDENTIAL uses shall only be permitted in the Mixe
Character District.

Ground Story
The GROUND STORY may only house COMMERCE or R
uses. See height specifications above for specific requir
to each use.

Upper Stories
1. The upper stories may only house RESIDENTIAL or
   uses. No restaurant or RETAIL sales uses shall be all
   stories unless they are second STORY extensions equ
   than the area of the GROUND STORY use.
2. No COMMERCE use is permitted above a RESIDENTI
3. Additional habitable space is permitted within the
   roof is configured as an ATTIC STORY.

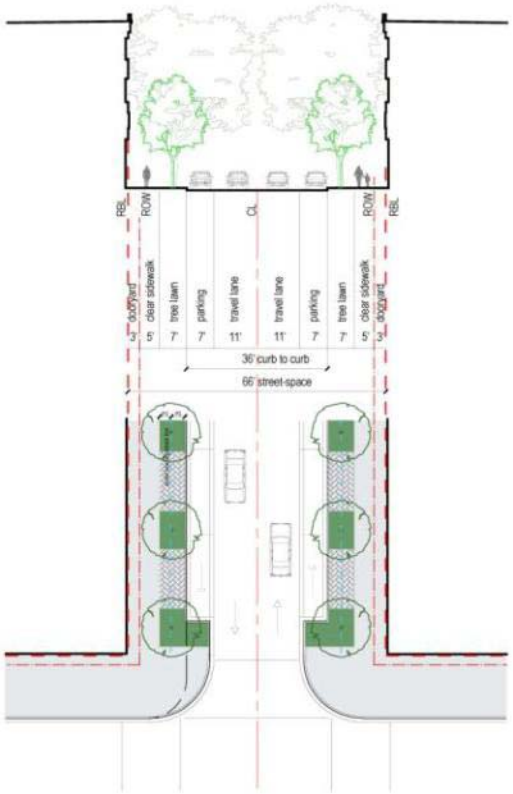
Commerce Uses Special Conditi

General Storefront **Frontages**
Where designated on the REGULATING PLAN as Ge
Storefront these frontages shall use this General BF
excepting that the GROUND STORY configuration sh
COMMERCE - that of a STOREFRONT. (See *Section 3*

4. Public Realm Standards

- Street Types
  - Streetscape
  - Squares & Greens

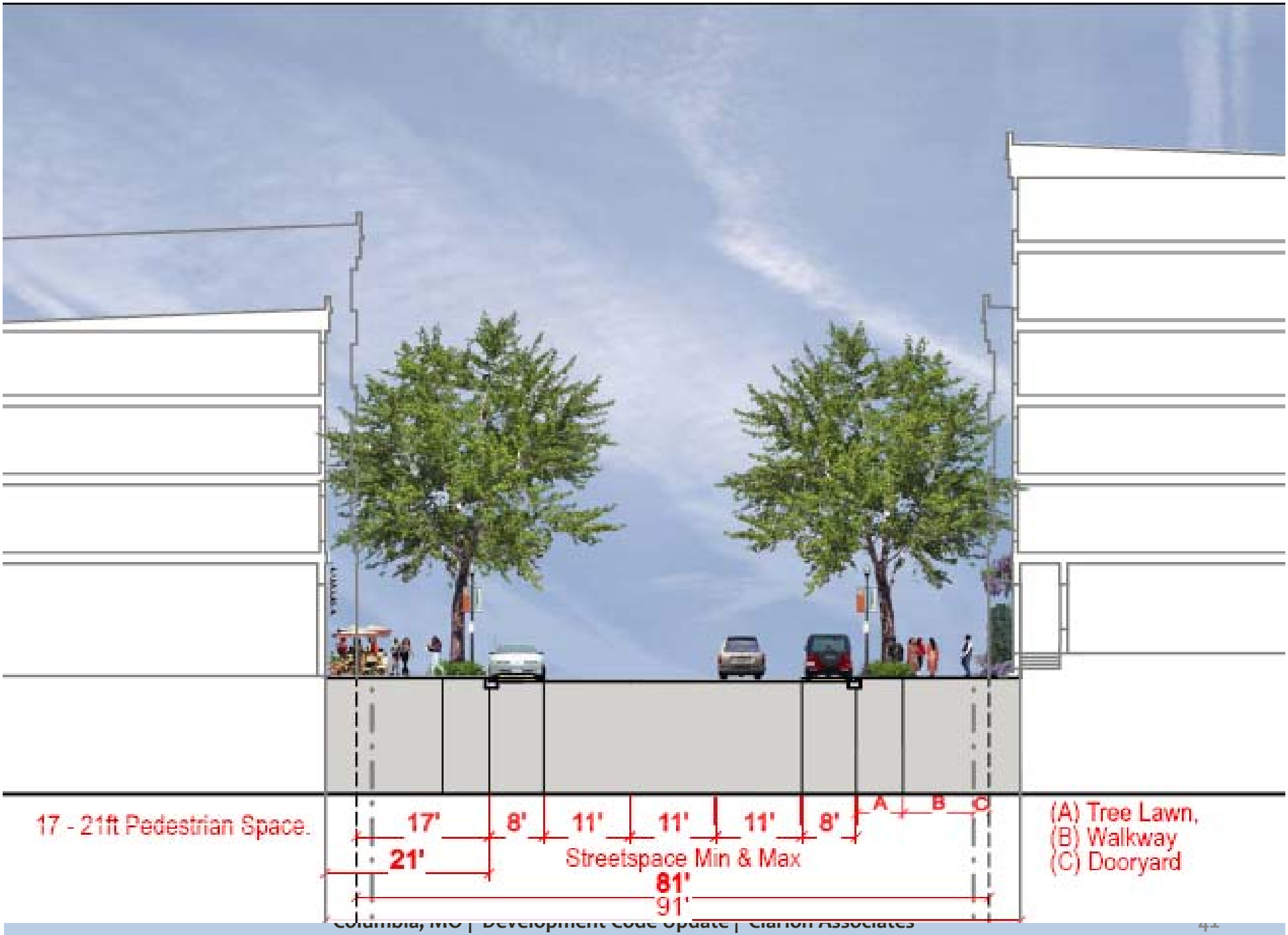
d. Neighborhood Street S-66/36



street-space	66'
tree lawn	7'
clear sidewalk	5'
dooryard	3'
type	street
movement	free
design & posted speed	20-25 mph
traffic function	two-way
on-street parking	both sides, striped
right-of-way	60' (varies)
pavement width	36'
curb type	vertical
curb radius	15' with curb extensions (10' without)
planting	street trees maximum average 30' centers
comparative pedestrian crossing distance	5.9 seconds with curb extensions (9.7 without)

June 2010
PUBLIC REVIEW DRAFT

Tri-Town Development Area For


17 - 21ft Pedestrian Space.
17'
8'
11'
11'
11'
8'
A
B
C
21'
Streetspace Min & Max
81'
91'
(A) Tree Lawn,
(B) Walkway
(C) Dooryard

5. Architectural

Palettes & Parameters

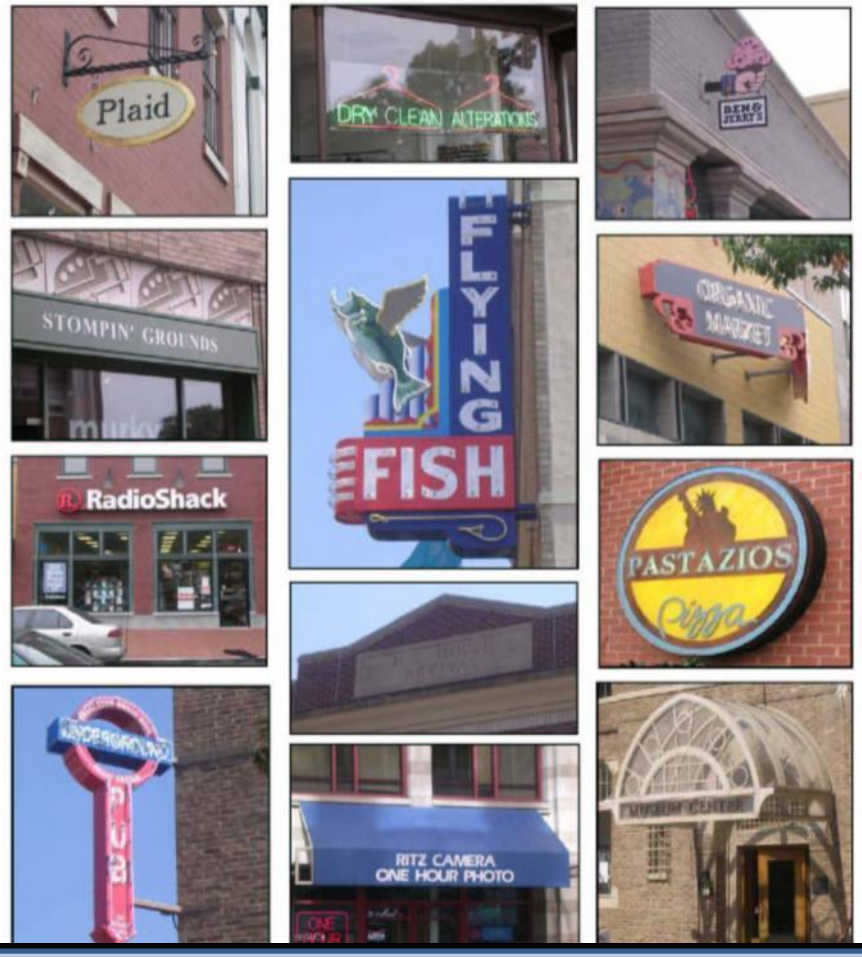
- External Walls
- Windows & Doors
- Roofs & Gutters
- Walls & Fences
- Signs
- Lighting & Mechanical

Materials, Configurations & Techniques

6.6.6 Signage

A. Intent and Guiding Illustrations

Signs along commercial frontages should be clear, informative to the public and should weather well. Signage is desirable for advertising form district shops and offices, and as decoration. Signs should be scaled to the nature of the district: mixed-use, pedestrian-oriented, with slow-moving automobile traffic. Signage that is glaring or too large creates distraction, intrudes into and lessens the district experience, and creates visual clutter. The illustrations and statements on this page are advisory only. Refer to the standards on the following page for the specific requirements.



Integrated Components

Parking

Part 5. Parking Standards

501. Intent

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B. Reducin

C. Avoiding
areas.

D. Maximiz

E. Providin

F. Increasir

G. Promoti

H. Encoura
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502. Ap

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land use shall
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503. Ott

A. Pervious
lots.

B. All existi
Tri-Town

504. Parking Standards for Mixed-Use Centers

A. Minimum Parking Requirements

1. There are no minimum parking requirements for COMMERCE where the commercial floor area is less than 5,000 square feet.

MIXED-USE CENTERS: REQUIRED PARKING SPACES			
Use Category	Parking Space Requirement		
	Within 1/4 mile (1320 feet) of a rail transit station	Within 1/2 mile (1321 to 2640 feet) of a rail transit station	More than 1/2 mile (2640 feet) of a rail transit station
Commerce (over 5000 SF)	.75 shared space per 1,000 SF gross floor area	1 shared space per 1,000 SF gross floor area	1.25 shared space per 1,000 SF gross floor area
Residential	.75 space including .25 shared per unit	1 space including .25 shared per unit	1.25 space including .25 shared per unit
Workshop	.75 shared space per 1,000 SF net floor area	1 shared space per 1,000 SF net floor area	1.25 shared space per 1,000 SF net floor area
Civic	1 space per classroom plus 2 per 1,000 GSF of office use (assembly =1/4 seats)		

2. **Shared Parking**
Shared parking shall be designated by appropriate signage and markings (making it clearly visible and accessible to the public) as determined by the Planning Board.

3. **Reserved Parking**
   a. Includes all parking that is not shared parking.
   b. There is no minimum requirement for reserved parking.
   c. Reserved parking above the maximum (see *Section B.1 below)* may be provided upon payment to the XXX. The Planning Board shall establish the amount of payment annually based on the approximate cost to build structured parking.

B. Maximum Parking Standards

1. **Limits on Reserved Parking**
Surface and structured parking spaces may be reserved for a specific tenant or unit, provided that the following standards are not exceeded:

Use	Maximum Reserved (non-shared) Spaces
Residential	2.0 per single-family attached dwelling unit 1.0 per one-bedroom multifamily unit 1.0 per two-bedroom multifamily unit 2.0 per three-bedroom multifamily unit
Nonresidential	1.0 per 1,000 SF

2. **Limits on Shared Parking**

Function (Use)

Part 6. Building Functions and Land Use

601. General Provisions

A. Permitted Uses

Although the Tri-Town Code primarily regulates physical form, broad categories of uses have been established for the Tri-Town Development Area. Use categories provide a systematic basis for assigning land uses to appropriate categories with other similar uses.

1. Principal Uses

Principal uses are grouped into categories. Permitted principal uses by building form standard (BFS) are shown in *Section 602. Use Table.*

2. Accessory Uses

Unless otherwise expressly stated, ACCESSORY USES are allowed in conjunction with a permitted principal use.

a. ACCESSORY USES shall be accessory and clearly incidental and subordinate to a permitted principal use.

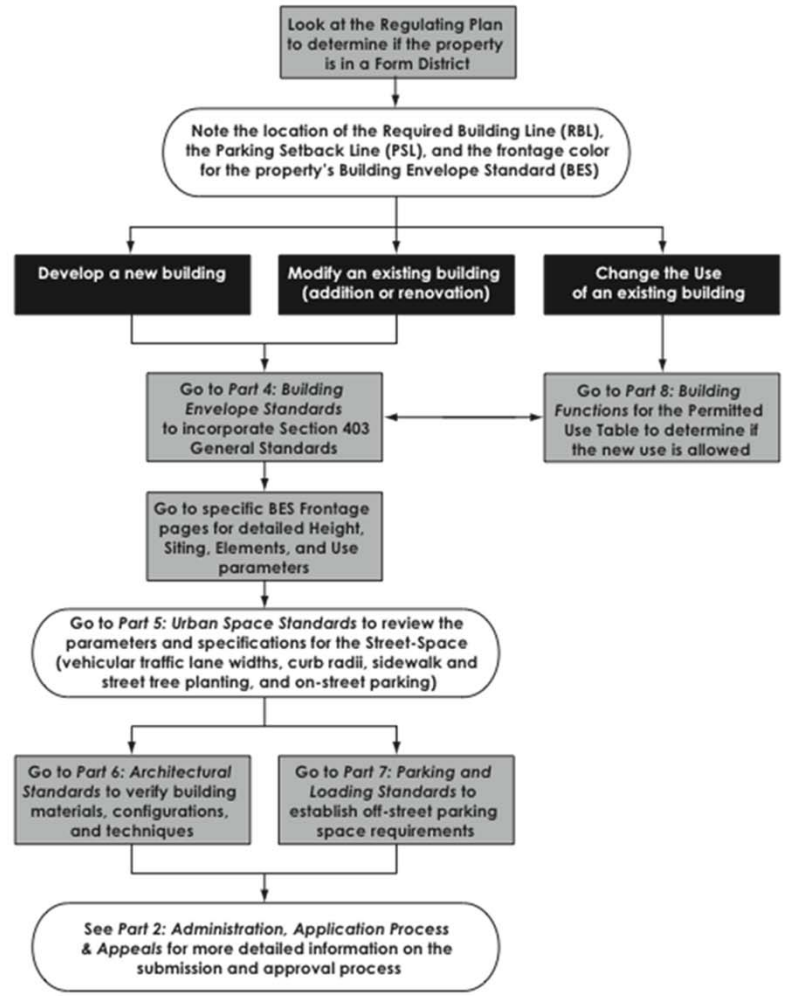
b. No accessory use may be established on a site prior to the establishment of

RESIDENTIAL	Household Living	□	■	□	■	■	■			■	Sec. 804.B.1-2
	Group Living		□		□	□	□			□	See City for Specifications
COMMERCE	Office	■	■	□	■			■	■		Sec. 804.D.
	Overnight Lodging	□	■	□	■	□	□			□	Sec. 804.E.1-3
	Recreation/Entertainment	■	□	□	■						Sec. 804.F.1-6
	Vehicle Sales	■	■		■			■	□		Sec. 804.F.2
	Passenger terminal	■						■	■		
	Day Care	■	■		■	■	■			□	See City for Specifications
	Retail Sales & Service	■	□	■	□			□	□		Sec. 804.F.2, 5, 6
	Restaurant/Bar	■	□	■	□			□			Sec. 804.F.1-4
	Gas Station/Auto Repair	□	□								Sec. 804.G.
WORKSHOP	Light Industrial & Manufacturing							■	■		
	Research & Development		■		■			■	■		
	Wholesale/Warehouse/Distribution							■	■		
	Self-service storage		□					■	■		See City for Specifications
	Gas Station/Auto Repair	□						□	□		Sec. 804.G.
CIVIC	See Part 9. Definitions		■		■		■		■	■	Sec. 804.C.

Key: ■ = Permitted □ = Additional Regulations Apply Blank Cell = Not Permitted

Process

Part 7. Application Process, Administration, Enforcement &



Definitions

Part 8. Definitions

801. Defined Terms

The definitions of terms set forth in Section _____ of the Zoning By-Law shall apply within the Tri-Town Development Area. Where a term is defined below in this *Section 801*, the definition below shall apply throughout this Code. Additional definitions below shall apply only within this Code.

Accessory Unit. A building or addition for living purposes (maximum footprint of 650 square feet—or the footprint of the main structure for ENGLISH BASEMENT type accessory units) that is not the primary structure or principal dwelling unit on a lot, that can be used as additional RESIDENTIAL or home occupation space.

Accessory Use. *See Section 601.A.2. Accessory Uses.*

Alley/Alley Access Easement. The public right-of-way or easement for vehicles and pedestrians within a BLOCK that provides access to the rear or side of properties, vehicle parking (e.g., garages), utility meters, recycling containers, and garbage bins.

Attic Story. Habitable space situated within the structure of a pitched roof and above the uppermost STORY. They are permitted for all BFS sites and do not count against the maximum STORY height or ultimate height limits of their BFS. ATTIC STORIES may have only DORMERS as windows on the RBL side of the roof-pitch.

Block Corner. The outside corner of a BLOCK at the intersection of any two streets. Inside corners, where the resulting angle formed by the BLOCK face is less than 180 degrees (concave) are not considered BLOCK CORNERS for the purposes of this Code.

Buildable Area. The area of the lot that building(s) may occupy, which includes the area of the lot behind the REQUIRED BUILDING LINE as designated by the BUILDING FORM STANDARD. The BUILDABLE AREA sets the limits of the building footprint now and in the future—any additions shall be within the specified BUILDABLE AREA.

Building Corner. The outside corner of a building where the primary building mass is within an angle less than 180 degrees. Inside corners, where the exterior space of the building mass forms an angle of more than 180 degrees are not considered BUILDING CORNERS for the purposes of this Code.

Building Face. See FACADE.