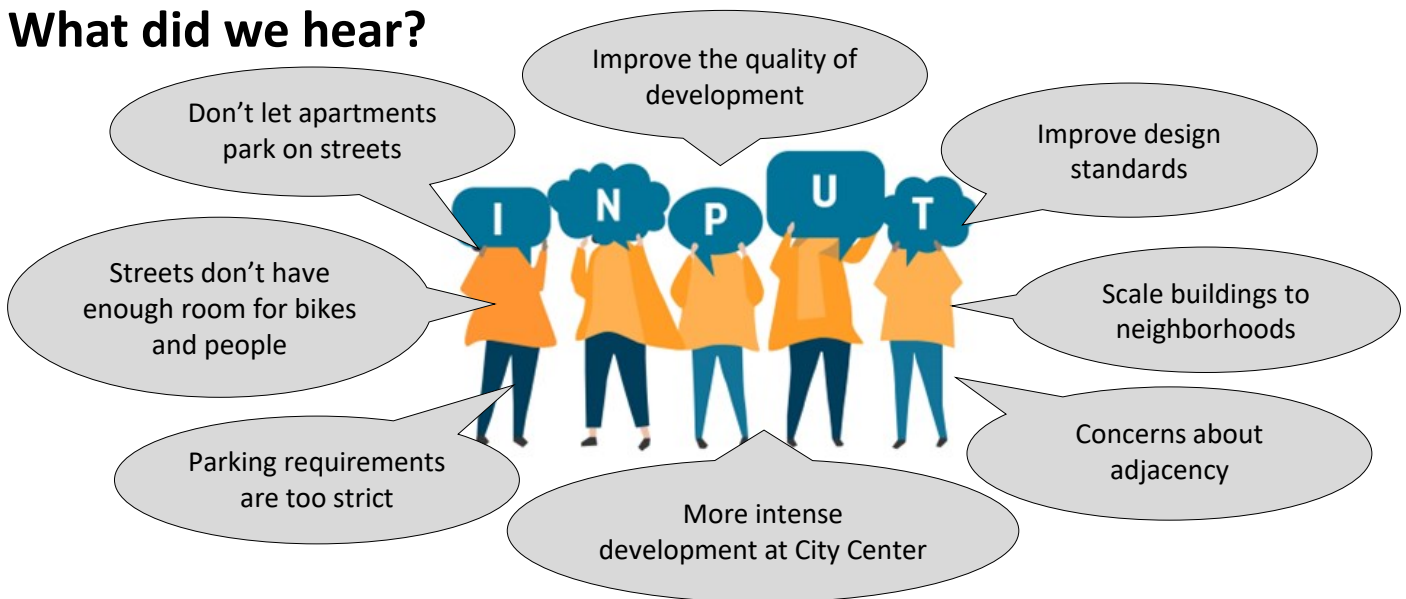


## What does the 2004 UDC say?

### Title 16: Unified Development Code

- Limited street and vehicle access and circulation requirements
- Off-street parking (number of parking spaces required on-site for a land-use) and loading requirements
- No accommodations required for bicycle parking
- Limited design standards for multi-unit developments in R-2 districts, MU-R-3-A, and MU-R-3 B districts
- Design standards for Medical zone districts
  - Retail uses required on the first floor of multi-unit buildings
  - 75% of a building front is required to be located at the property line
  - Windows and glass are required on the first floor building front
  - Additional step back building height requirements for multi-unit buildings
- “Build-to” front setback regulations for Downtown, Broadway corridor, and Medical zone districts

## What did we hear?



## What did we discuss?

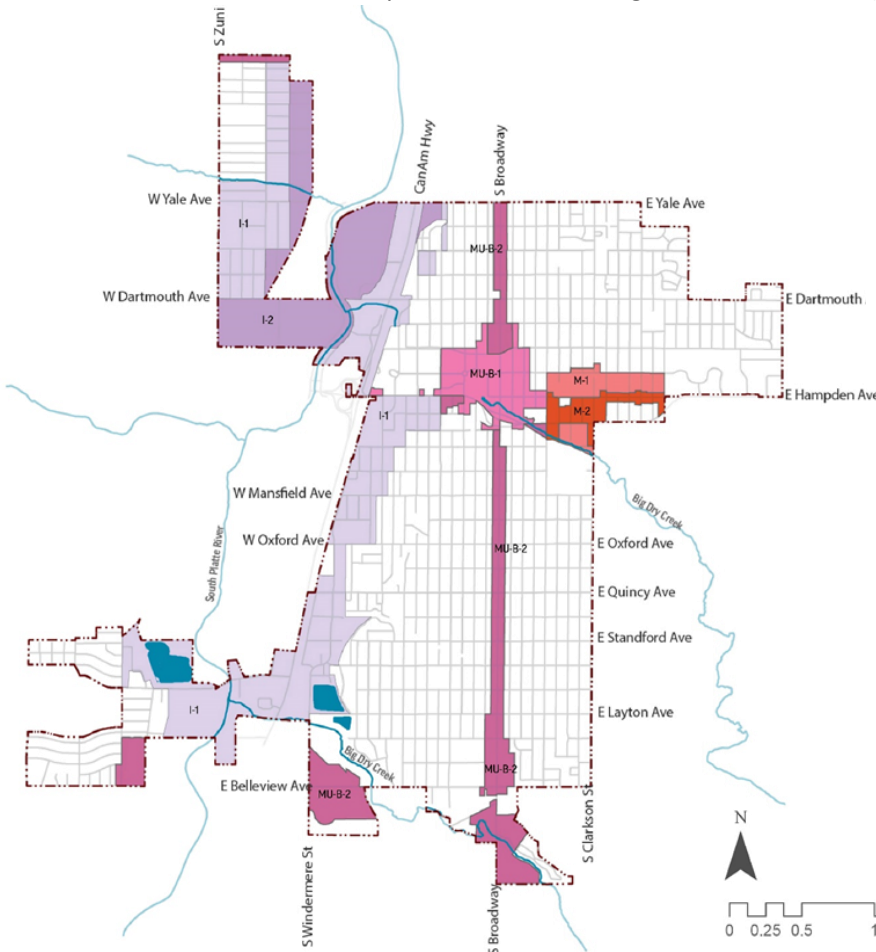
- How do you refine code for the development that you want?
- Should parking requirements be lowered, or just 'right-sized'?
- Would density, and more people, bring more activity to places, such as downtown?
- Are there exceptions that would allow for parking reductions?
  - What are they?
  - How are they implemented?
  - Should exceptions be allowed for multi-family uses, or non-residential only?
  - Should non-residential on-street parking exceptions be restricted from counting spaces on residential streets?



## What does CodeNext bring to the table?

### Revised Title 16: Unified Development Code, 2023

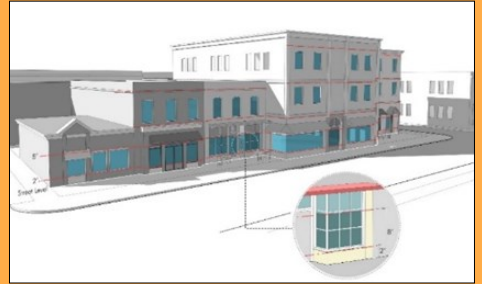
- Complete street design guidelines that allow the priority to shift for different streets (vehicles and transit to pedestrians and bicycles) while still accommodating the needs for all
- A scenario based approach for developer required street improvements
- New non-residential development can take advantage of on-street parking by reducing required off-street parking by a 2:1 ratio (Two (2) on-street counts for one (1) off-street)
- Bicycle parking requirements for new multi-unit developments, schools, commercial recreation and community facilities, public transit stations, and other general non-residential uses
- Context based approach to building frontage design and building location. Must seek special permission for non-residential buildings located greater than 25 feet from right-of-way
- Upgraded landscape standards that define landscape areas such as streetscapes, frontage and foundation planting areas, and parking lot landscapes
- Landscape buffers required for an increased number of design scenarios
- Social space requirements that include rules for plazas, courtyards, and patios, as well as allowances for private balconies and patios
- Upgraded building design requirements for all non-residential districts that require the face of a building to be broken up to create interest, add spacing requirements for first floor building entrances, revise requirements for windows, and requires certain building materials be used (ie. brick, stucco, stone, etc.)



### Examples of Upgraded Non-Residential Design Standards



Spacing for first floor entrances



Transparency (Window) Requirements

