LIVABLE COMMUNITY CODE

CITY COUNCIL UPDATE

Presented by TSW

October 7, 2013
Background
Existing Zoning

- **Base districts**
  - Multiple-family Residence (R-3)
  - Office/Institutional (O-1)
  - Neighborhood Commercial (C-1)
  - General Business (C-2)
  - light manufacturing (M-1)
  - Heavy manufacturing (M-2)
The SmartCode

- Prepare a locally-calibrated “SmartCode”
  Customized to Doraville’s needs
- T3, T4, T5, T6: Areas where redevelopment will occur
  With potential future application to other parts of Doraville
- SD: Existing properties not fitting T3, T4, T5, T6
  Per the Livable Centers Initiative Study
How Did We Get Here?

- Stakeholder Interviews
  Residents & elected officials
  Businesses & developers
- Public Information Meeting
- Steering Committee
  Two meetings
- Technical review by City and ARC staff

Form-Based Code Version 1 (V1)

Livable Community Code Version 3 (V3)
Structure of the Code

• Article 1: General instructions
• Article 2: Regulating Plans
• Article 3: Public Standards
• Article 4: Lot and Building Plans
• Article 5: Standards and Tables
• Article 6: Definitions of Terms
Highlights
Article 1 Highlights

• Code intent
  Policies
  Goals of the LCI plan

• Variations
  Follow usual process
  Concurrent with approval

• Density
  Overall site area
Article 2 Highlights

• Regulating Plan, or
  Reflects LCI vision

• Special Area Plan
  Site must be 30+ acres
  May customize standards
  Requires Council approval
Article 3 Highlights

• Thoroughfares
  “Complete streets”
  Standards for streetscapes and bicycle facilities on existing and new streets
  Subject to City approval

• Civic Zones
  Highly useable spaces
  Specific standards
Article 4 Highlights

• Use matters!
  The Livable Community Code is not a pure “form-based code”

• Building function
  Reduced from 470 uses to 73
  Identifies prohibited uses
  Retains citywide controls on certain uses (e.g. wholesale, adult businesses, etc.)
  Retains conditional use permits (as a carry-over from current zoning)
Article 4 Highlights

- Building placement
  Lot widths and coverage
  Building Placement types
  Setbacks

- Building form
  Frontage types
  Frontage buildout
  Height

- Parking
  Shared parking
  Parking standards
Parking Standards: T5 and T6

- Pedestrian-oriented buildings must be built along the sidewalk

  Doors and a permitted Private Frontage must be provided along the sidewalk

  Additional doors are allowed from the parking lot

  Minimum frontage buildout = 50% of lot width
What does this mean?

NO BUSINESS ENTRANCES
What does this mean?
What does this mean?
What does this mean?

**FRONTAGE BUILDOUT = 20%**
What does this mean?

TOTAL = 50%
What does this mean?

FRONTAGE BUILDOUT = 50%
Parking Standards: T5 and T6

• If the frontage buildout requirement is met, additional rear buildings may be built on a site

• Rear buildings must connect to the sidewalk with a minimum 4 foot walkway
Parking Standards: T5 and T6

• Where a parking lot abuts a public street
  There shall be a minimum 15 foot deep landscape strip
  The landscape strip may include a low fence or wall
  Trees shall be planted 30 to 60 feet on center
How might this look?

- Public Frontage (both sides)
- B-Grid Thoroughfare
- A-Grid Thoroughfare
- Maximum New Block Size
What does this mean?
What does this mean?
What does this mean?
what does this mean?
So can convenient frontal parking ever be provided?
Yes, limited frontal parking is allowed:

1. With Liner Buildings
2. With Planned On-Street parking
3. With On-Street Parking Retrofit
4. With Boulevard Retrofit
1. Liner Buildings
2. Planned On-Street Parking
3. On-Street Parking Retrofit

- Create new on-street parking on existing streets by moving the curb into the private property.
- Provide required Public Frontage at the back of the new parking.
4. Boulevard Retrofit

Public Frontage (one side)
4. Boulevard Retrofit
Next Steps
Next Steps

• Review Draft Code V3

• Consider key policy decisions
  Should adjust the Frontage buildout requirement be adjusted?
  Should buildings fronting the sidewalk be required to have doors? (in V3 they must)
  Other policy questions?

• October 14th City Council work session