FORM BASED CODE

We plan and design livable communities.

GLATTING
JACKSON
KERCHER
ANGLIN

Form-Based Code:

Method of regulating

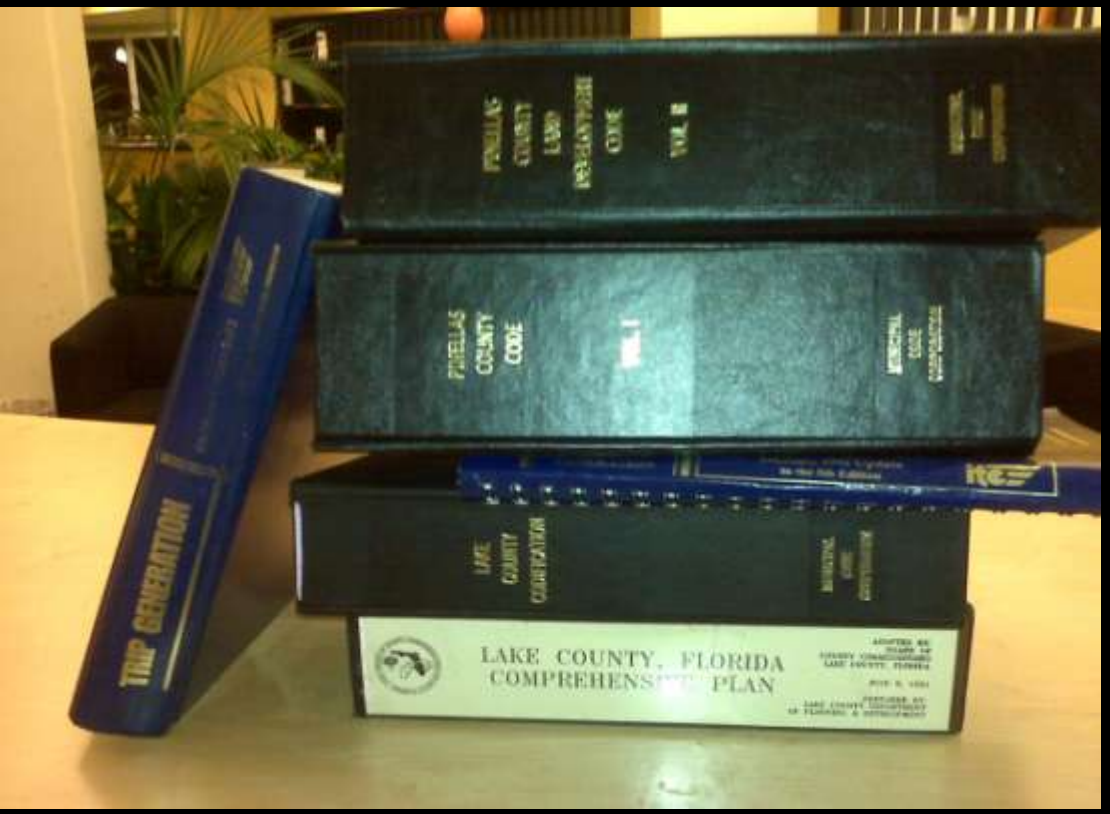
the physical aspects (the open space, buildings, & streets

of the _____ (city, town, downtown, special district, …)

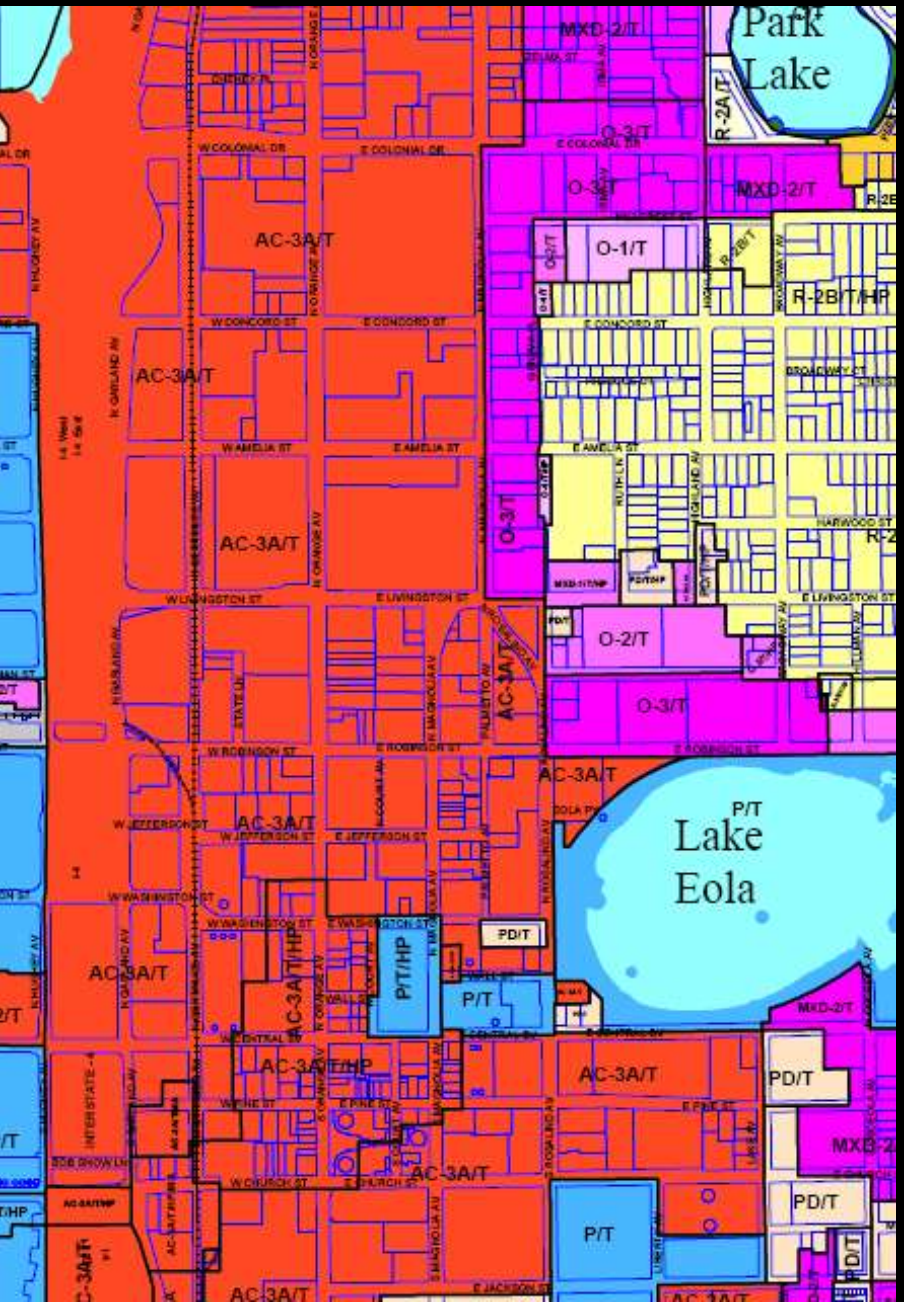
to achieve _____ (better commerce, healthier people, less resource consumption, context-oriented character, …)

How do communities develop?

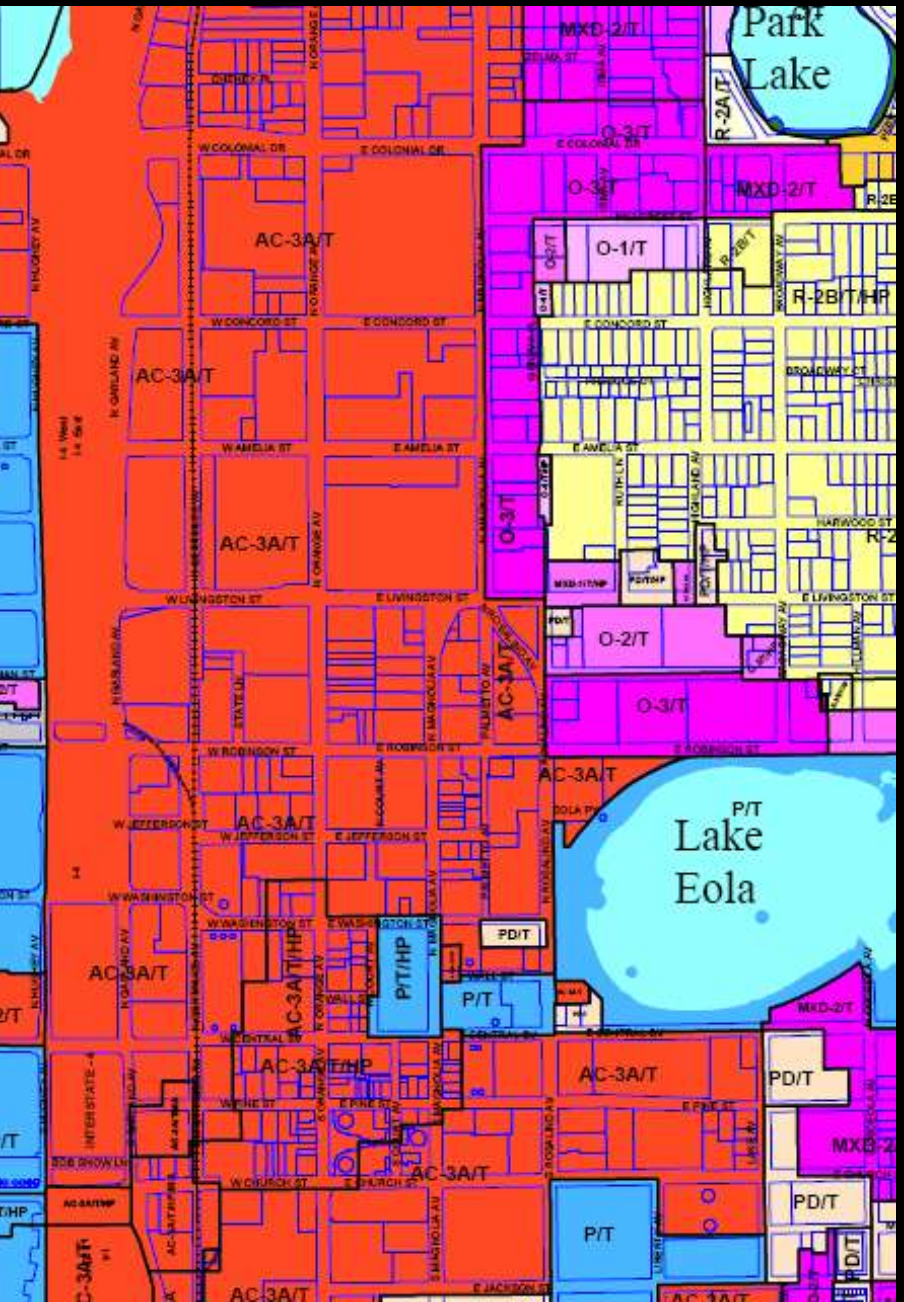
Conventional Development Process



Zoning Map provides areas all over the city to regulate the same way



Zoning Map provides areas all over the city to regulate the same way – C1



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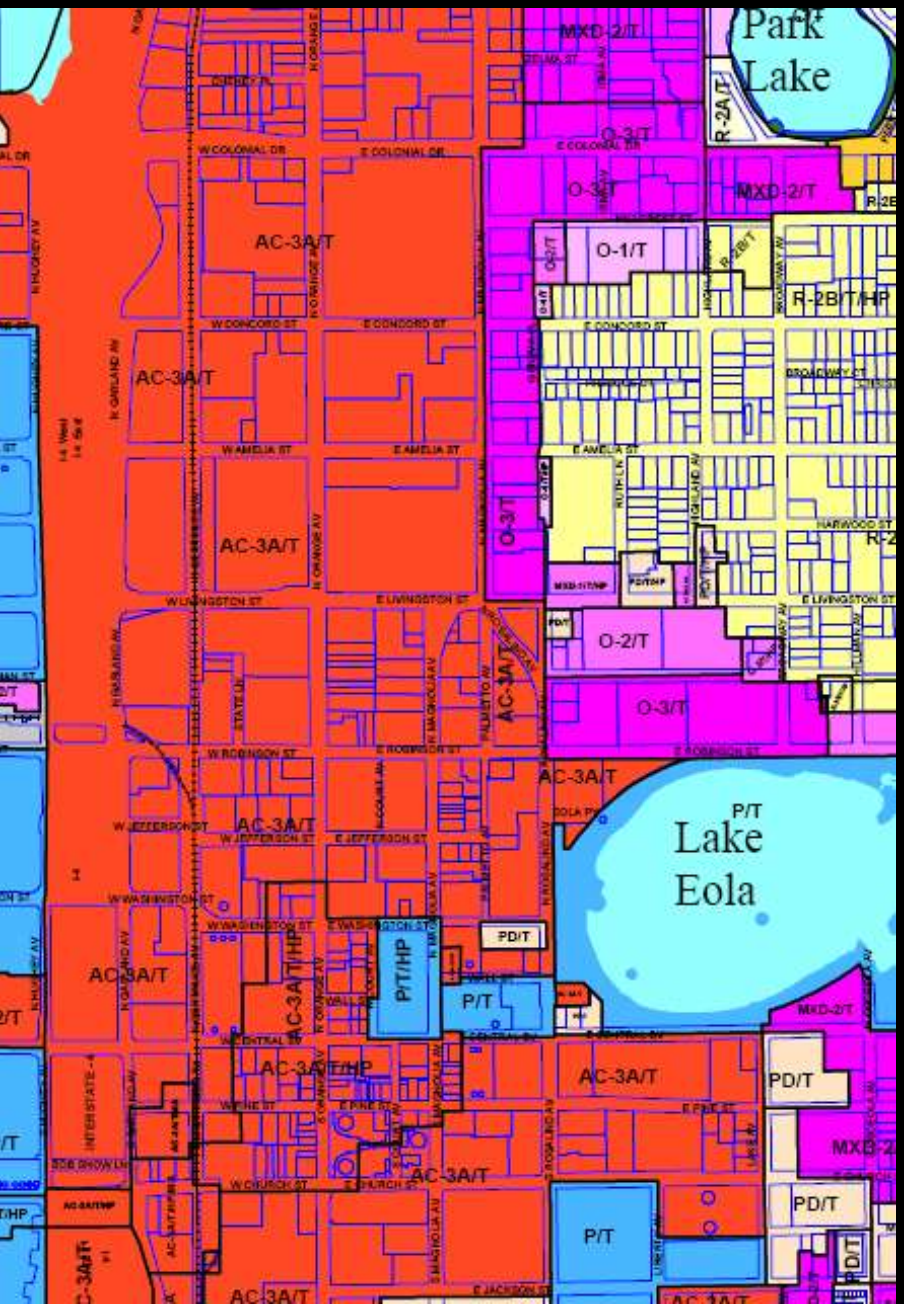
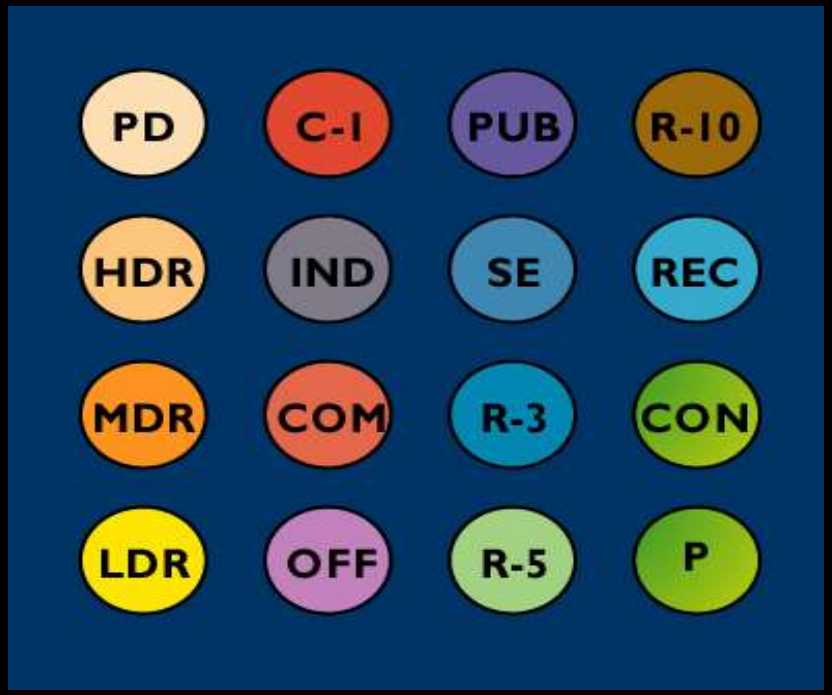
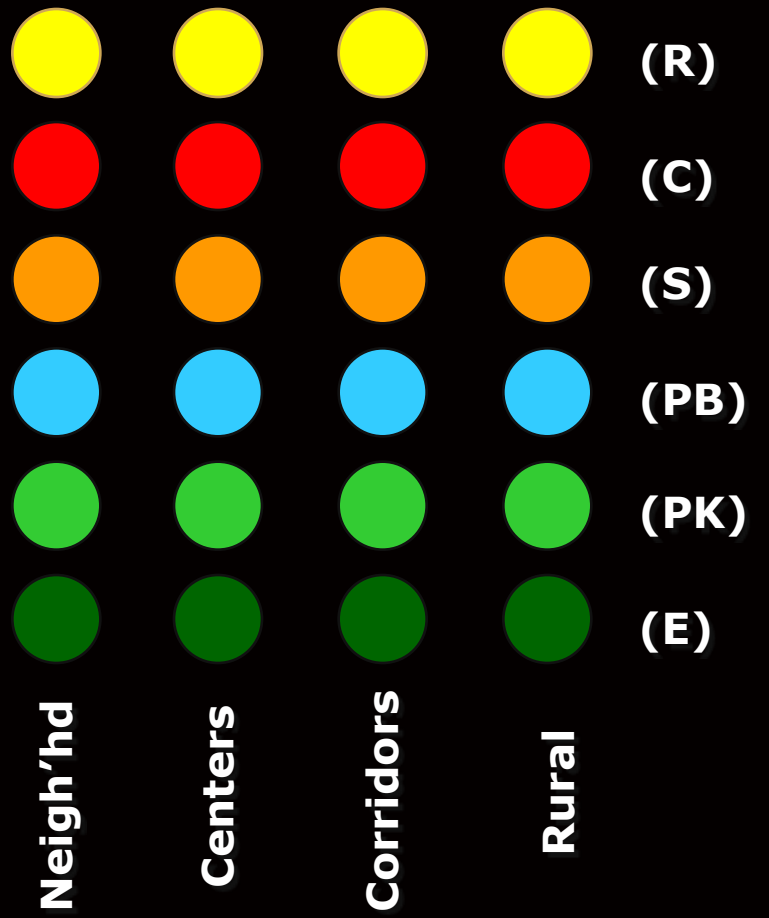


Form Based Code is a tool to describe the desired character for land uses based on community values and the surrounding context





Vision Plans

MASTER PLAN

VISION

Sanford is a beautiful waterfront city. It maintains a vibrant historic downtown surrounded by diverse, lively, neighborhoods. It respects its intimate connection to the natural wonder of the St. John's River. Downtown Sanford provides many opportunities for residents, visitors, and investors. It is a great place to live, shop, work, and to enjoy leisure time.

Infill redevelopment

STRATEGIES

Connections - Connect people to the waterfront and downtown.

- Create great pedestrian streets from the neighborhoods to downtown and the waterfront
- Provide shaded amenities, bike lanes, and sidewalks leading to the water
- Establish a waterfront presence on 1st Street
- Build relationship's with the airport, train stations, and places on the St. John's River

Public Access - Maintain and reinforce physical, visual, and perceptual connections to the water.

- Provide parkway streets from First Street to the Riverwalk
- Reestablish the marina as a civic space
- Create activity nodes along the water
- Allow people without boats access to the water

Mainstreets - Ensure the vitality of First Street and focus development on feature streets.

- Continue to encourage Mainstreet merchants to work and market together
- Provide incentives and assistance for rehabilitating historic structures
- Improve lighting, wayfinding, and other infrastructure for serving customers
- Promote pedestrian scale urban form by designing streets for pedestrians first

Residential/Mixed Use Infill - Encourage downtown living.

- Bring urban living to Downtown Sanford
- Provide appropriate incentives for projects to meet community values
- Ensure projects contribute to the vision for downtown
- Create or modify codes to be sensitive to the difficulties to rehabilitating historic structures

Gateways and Districts - Celebrate entries to the diverse uses of downtown.

- Celebrate entries to the downtown and the districts within
- Reinforce downtown edges as connections to adjacent uses
- Respect the different levels of intensity, use, and scale among the districts
- Foster and build upon the unique character areas within downtown

Downtown Parks - Provide access to quality public parks.

- Reinforce and celebrate Fort Mellon Park as the main civic open space
- Treat the marina like a park
- Reinforce park connections to downtown and the neighborhoods
- Link lake activities to the parks by connecting to the Riverwalk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Moratorium


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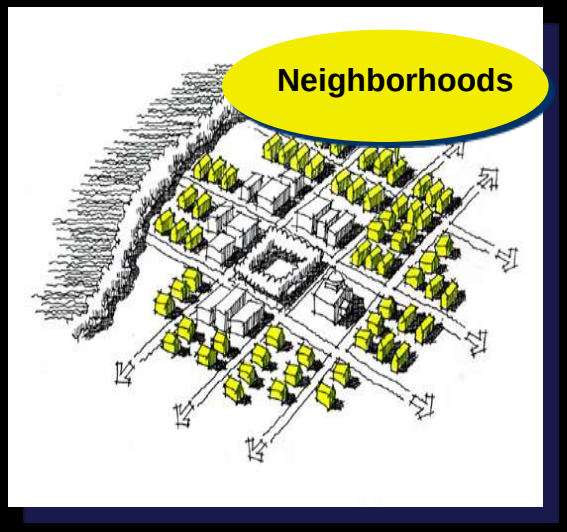
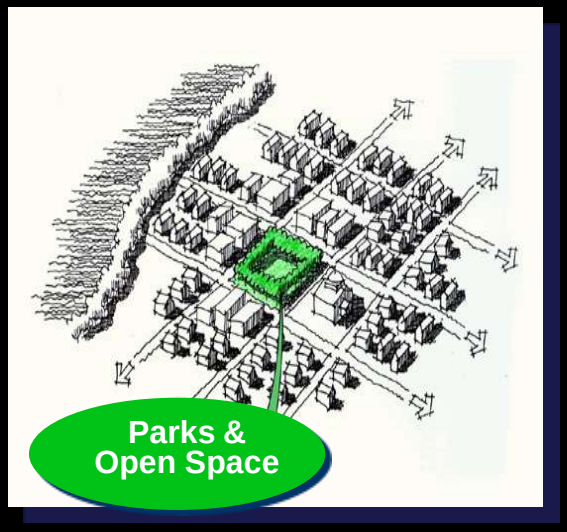
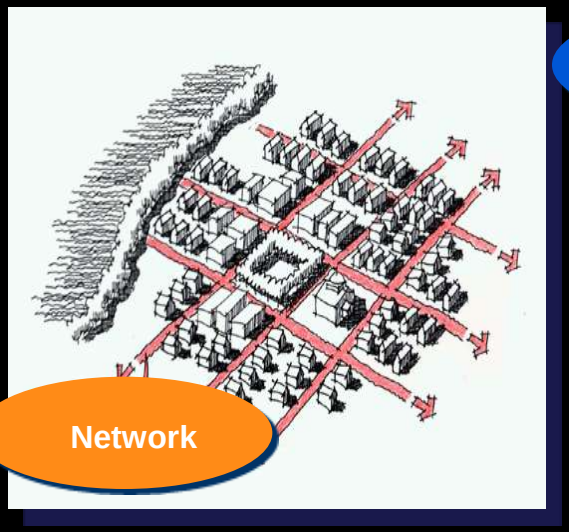
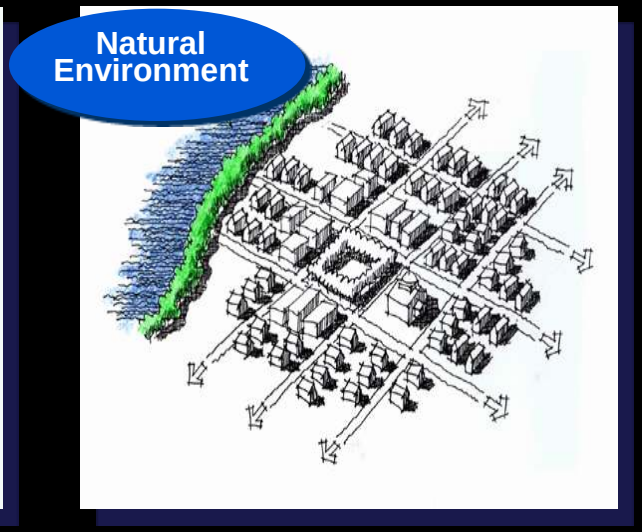
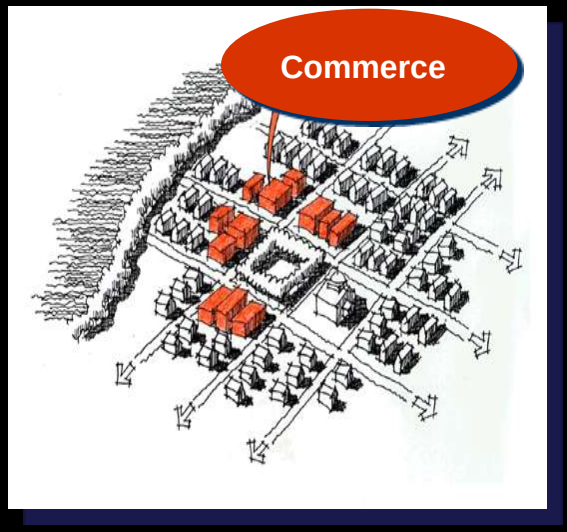
Elements of a “Place” = Generalized Land Uses



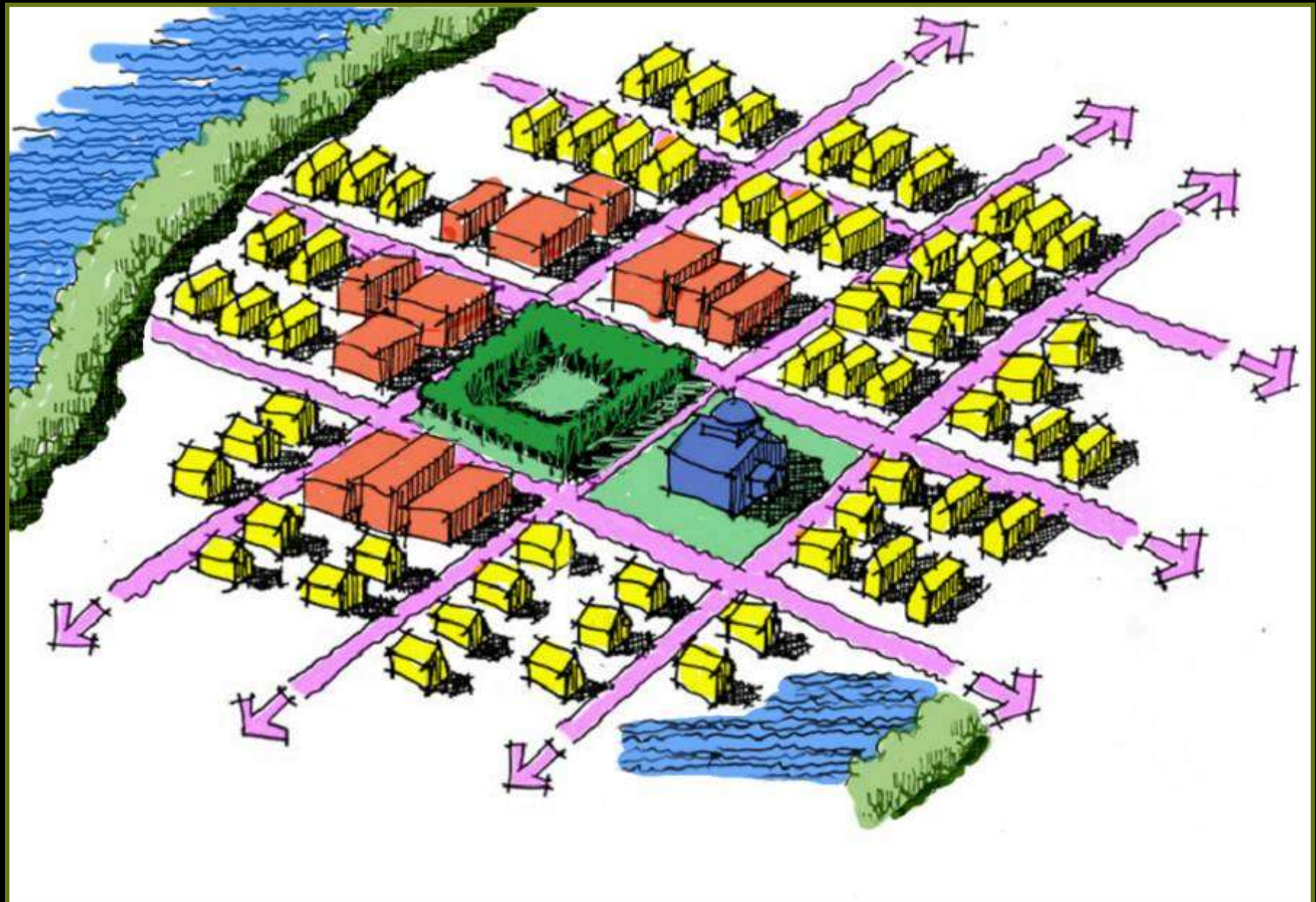








Fundamental Land Use Framework



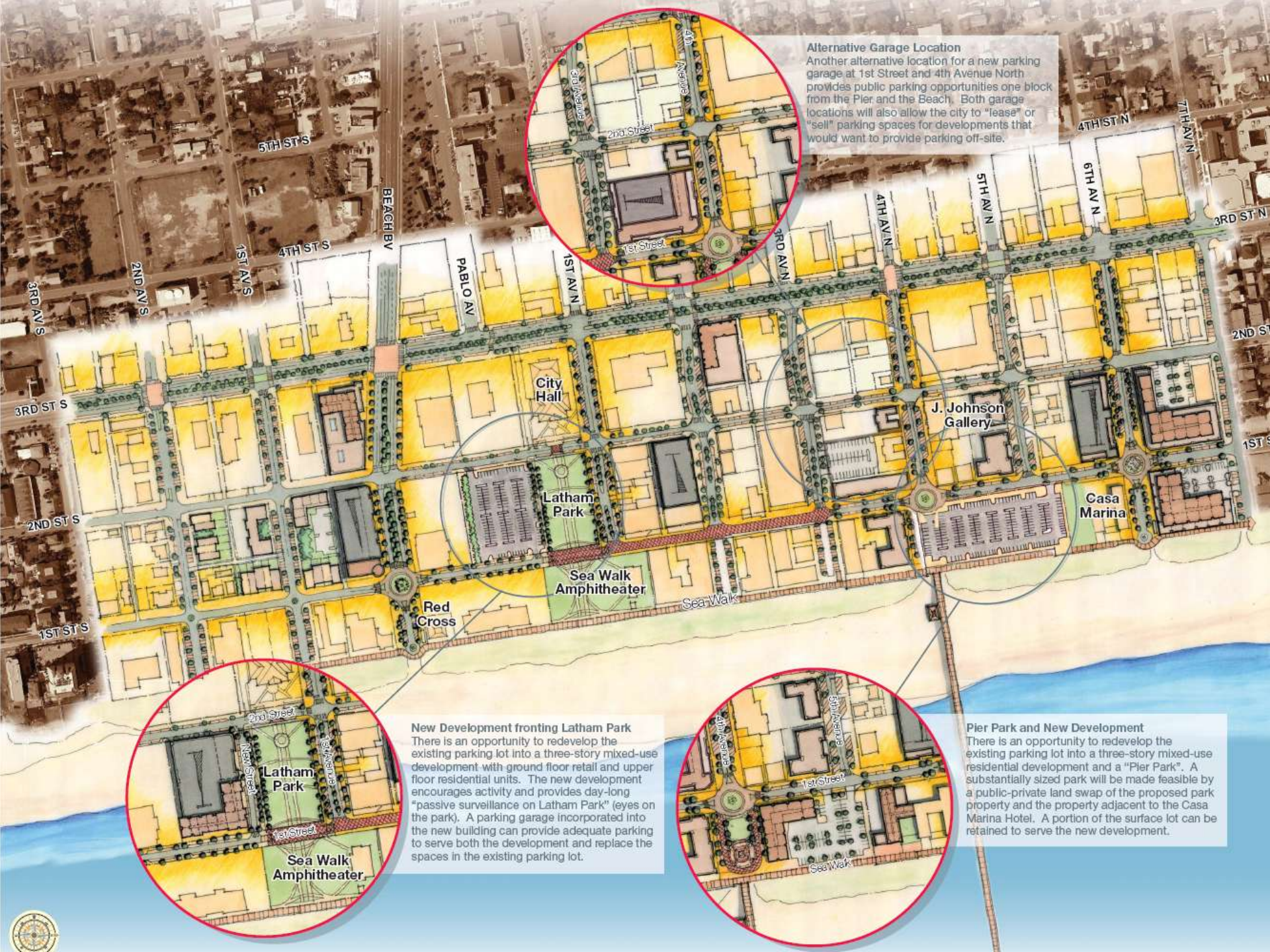
Form-Based Code:

Simple way (easy to understand, clear, less volume …)

of streamlining (faster and more effective)

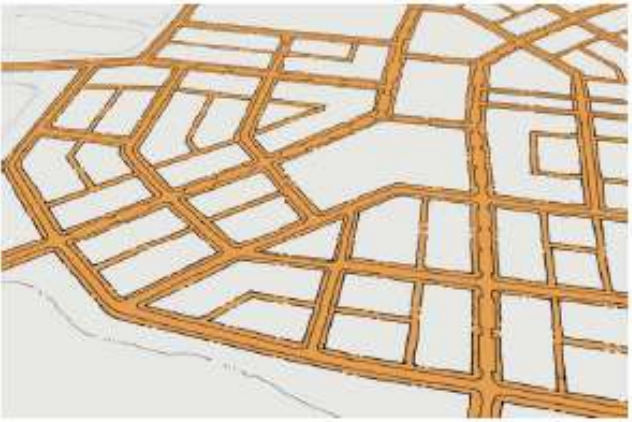
development and redevelopment (i.e. change)

such that it is in keeping with the community's values and aspirations (i.e. supportable, predictable, not reactionary)


Alternative Garage Location
Another alternative location for a new parking garage at 1st Street and 4th Avenue North provides public parking opportunities one block from the Pier and the Beach. Both garage locations will also allow the city to "lease" or "sell" parking spaces for developments that would want to provide parking off-site.
4th Avenue
3rd Avenue
2nd Street
1st Street
5TH ST S
4TH ST S
3RD AV S
2ND AV S
1ST AV S
BEACH BV
PABLO AV
1ST AV N
3RD AV N
4TH AV N
5TH AV N
6TH AV N
7TH AV N
4TH ST N
3RD ST N
2ND ST N
3RD ST S
2ND ST S
1ST ST S
City Hall
Latham Park
Sea Walk Amphitheater
Red Cross
Sea Walk
J. Johnson Gallery
Casa Marina
New Development fronting Latham Park
There is an opportunity to redevelop the existing parking lot into a three-story mixed-use development with ground floor retail and upper floor residential units. The new development encourages activity and provides day-long "passive surveillance on Latham Park" (eyes on the park). A parking garage incorporated into the new building can provide adequate parking to serve both the development and replace the spaces in the existing parking lot.
New Street
Pier Park and New Development
There is an opportunity to redevelop the existing parking lot into a three-story mixed-use residential development and a "Pier Park". A substantially sized park will be made feasible by a public-private land swap of the proposed park property and the property adjacent to the Casa Marina Hotel. A portion of the surface lot can be retained to serve the new development.

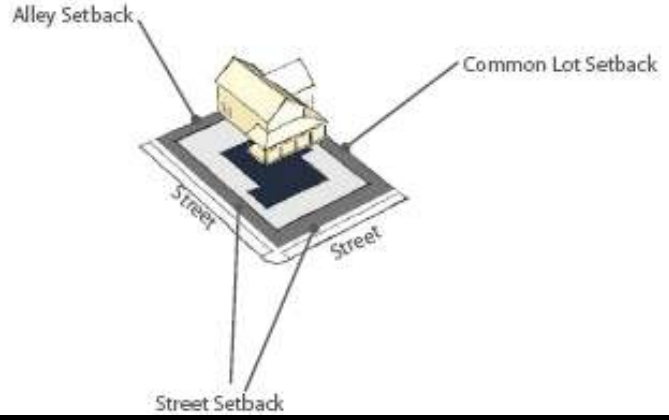
Form Standards

Street Typologies

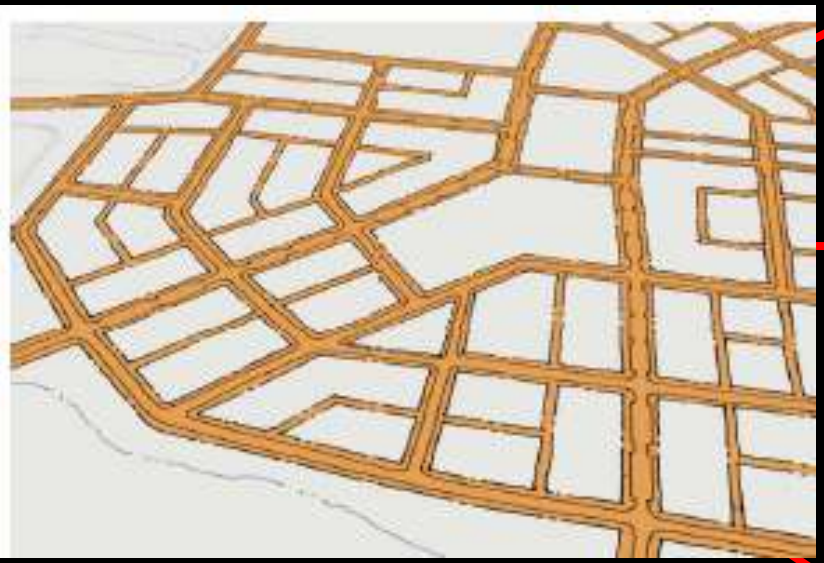


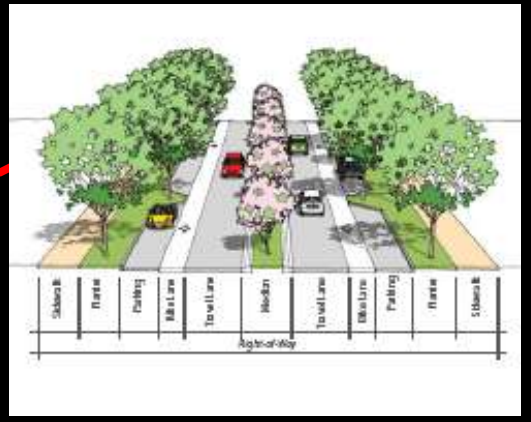
Building Lot Typologies

Park and Open Space Typologies

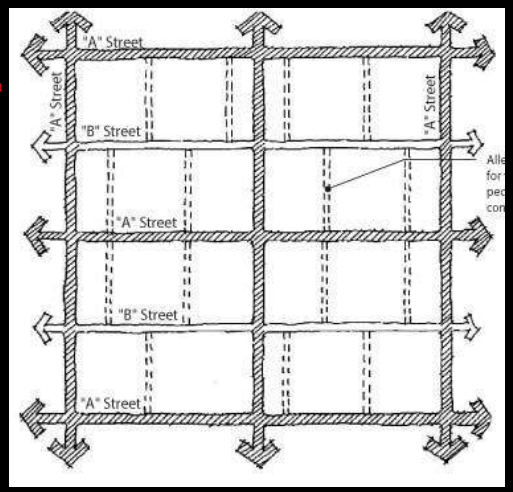


Circulation (Streets, Blocks)





New Development



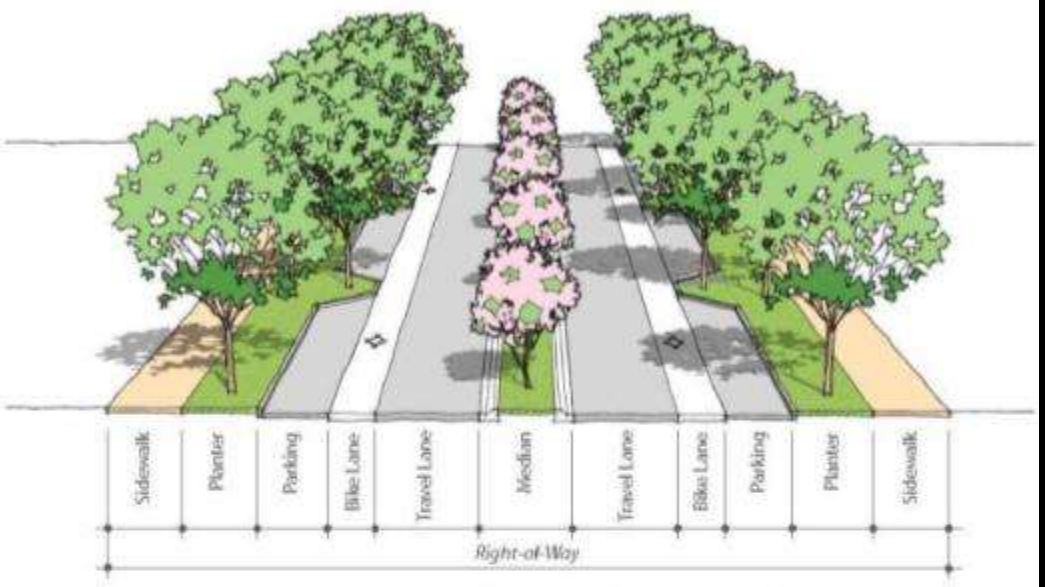
Redevelopmen

Infill

- **Complete Streets**
- **Connectivity Standards (vehicle and pedestrian connections between developments)**
- **Block Standards governing block sizes by area type.**

AVENUE

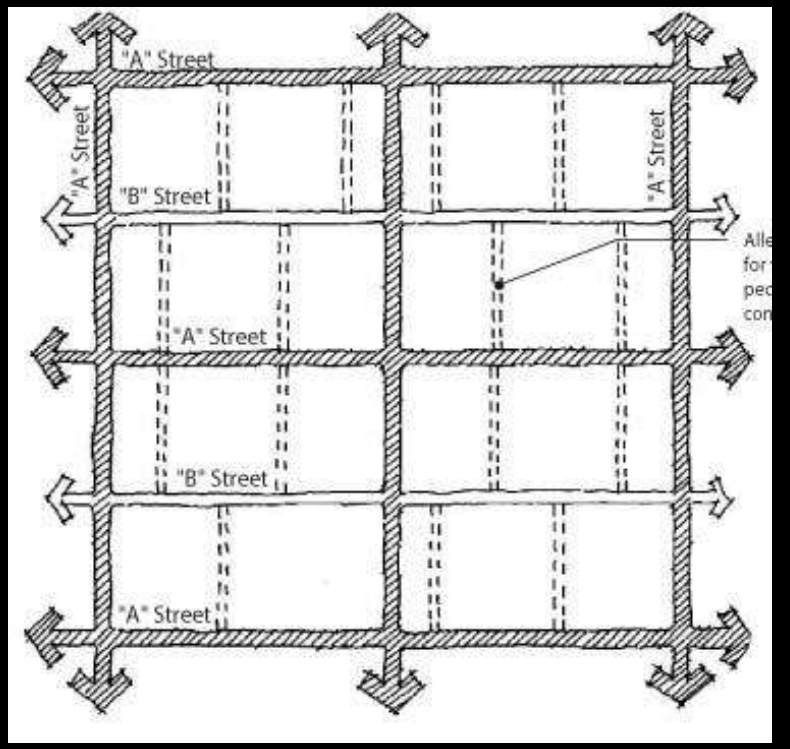
a limited distance, free movement thoroughfare connecting locations within an urbanized area



	AVENUE	
DESIGN PARAMETERS	**MIN**	**MAX**
Target Speed	35	45*
Movement	Free	
TRAVELWAY CONFIGURATIONS	**MIN**	**MAX**
Travel Lanes (each direction)	1	2
Turn Lanes	–	1
Bike Facility	Bike Lane or Shared Outside Lane	
LANE DIMENSIONS	**MIN**	**MAX**
Travel Lane(s) Width (ft)	10	12
Outside Lane Width (no bike lane) (ft)	14	14
Bike Lane Width (ft)	4	5
Continuous Left Turn Lane Width (ft)	11	14
Parking Lane Width (with bike lane) (ft)	7	7
Parking Lane Width (no bike lane) (ft)	7	8
CURBS	**MIN**	**MAX**
Outside Curb Type	Type D or F	
Median Curb Type	Type B or E	
MEDIANS	**MIN**	**MAX**
Allowable Median Type	CLTL, Narrow or Wide	
Narrow Median Width (ft) (no landscape)	4	6
Wide Median Width (ft)	12	30
PUBLIC FRONTAGE	**MIN**	**MAX**
Planter Type	Planter and/or Tree Well	
Planter Width (ft)	4	–
Walkway Width (each side) (ft)	8	–
RIGHT OF WAY	**MIN**	**MAX**
Right of Way Width (ft)	80	130

* parking is prohibited when target speed is over 35 mph

New Development

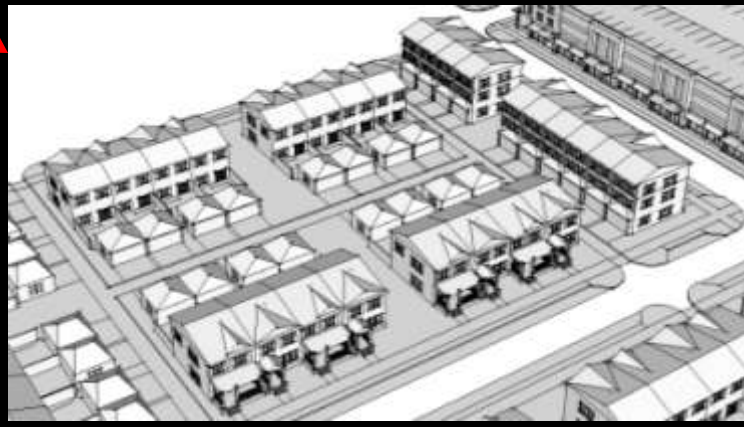


Redevelopment

Infill

Building Types Standards

Redevelopment



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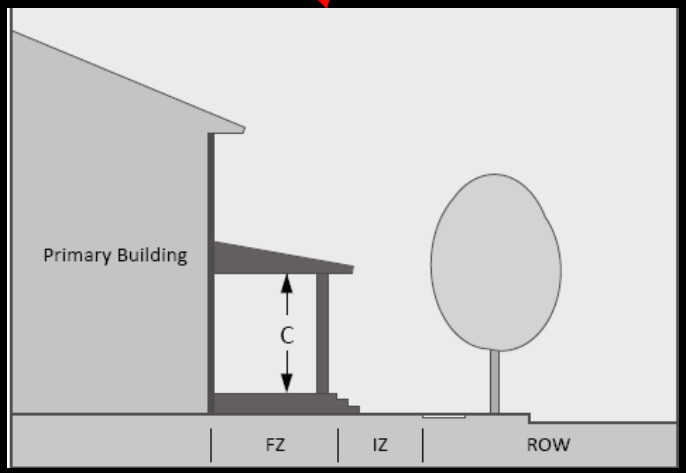
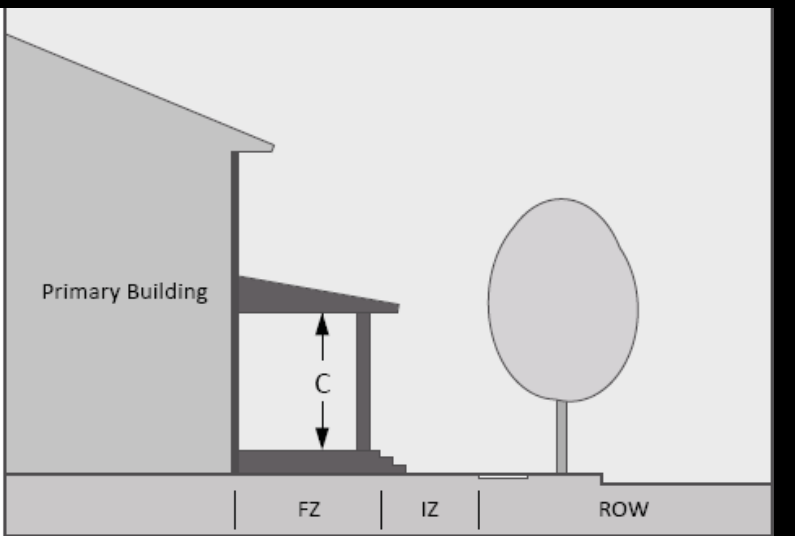


New Development

Apartment Building

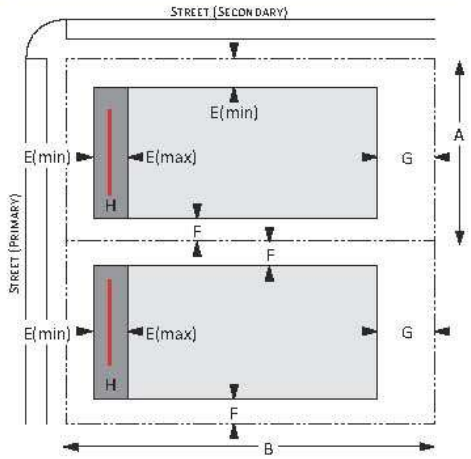


AB APARTMENT BUILDING

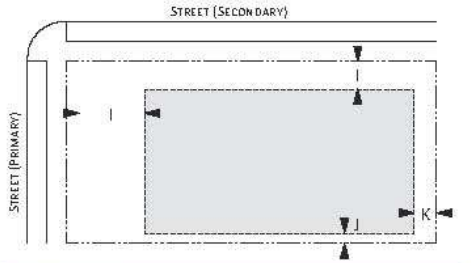
A building lot located and designed to accommodate multiple dwellings above or beside each other in a building that occupies most of its building lot width and is placed close to the sidewalk.

	URBAN		SUBURBAN	
LOT REQUIREMENTS	MIN	MAX	MIN	MAX
A - Lot Width (ft)	40	150	100	300
B - Lot Depth (ft)	100	300	100	300
C - Lot Size (sf)	4,000	40,000	10,000	90,000
D - Lot Coverage (%)	–	90	–	90
BUILDING ENVELOPE	MIN	MAX	MIN	MAX
E - Street Setback (ft)	Refer to specific street type for setback:			
- Type I	10	20	10	20
- Type II	10	20	10	20
- Type III	10	20	10	20
- Type III-A	5	10	5	10
- Type III-B	5	10	5	10
- Local	5	20	5	20
F - Side Setback (ft)	5	–	10	--
G - Rear Setback (ft)	15	–	25	--
H - Frontage Buildout (%)	60	80	60	80
ACC STR ENVELOPE	MIN	MAX	MIN	MAX
I - Street Setback (ft)	30		30	--
J - Side Setback (ft)	10	–	25	--
K - Rear Setback (ft)	10	–	10	--
L - Building Footprint (sf)	–	800	–	800
BUILDING HEIGHT	MIN	MAX	MIN	MAX
M - Principal Building (st)	2	4	2	4
N - Accessory Structure(s) (ft)	–	30	–	30
PARKING PROVISIONS				
Location	Zone 2 and 3		Zone 1,2,3, and 4	
PRIVATE FRONTAGES				
Allowable Frontages	P, F, S		P, F, S	

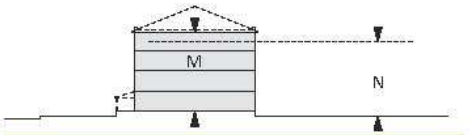
LOT REQUIREMENTS AND BUILDING ENVELOPE



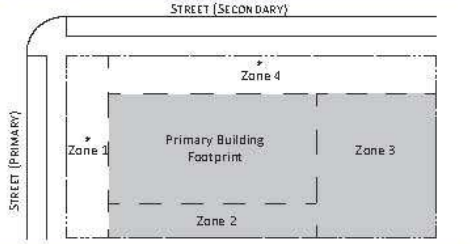
ACCESSORY STRUCTURE ENVELOPE



BUILDING HEIGHT

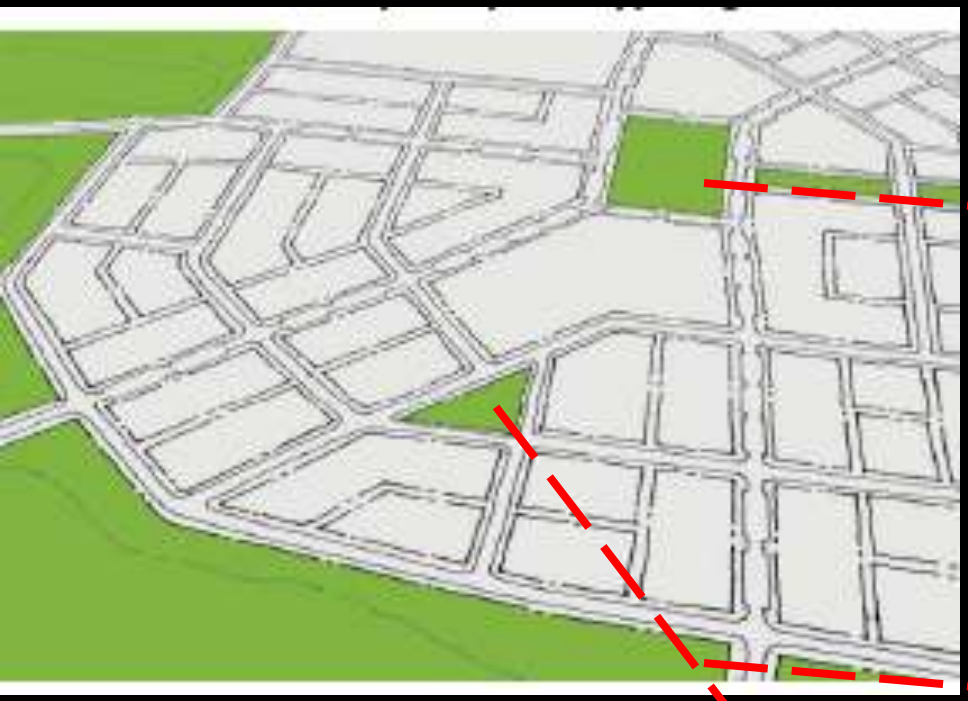


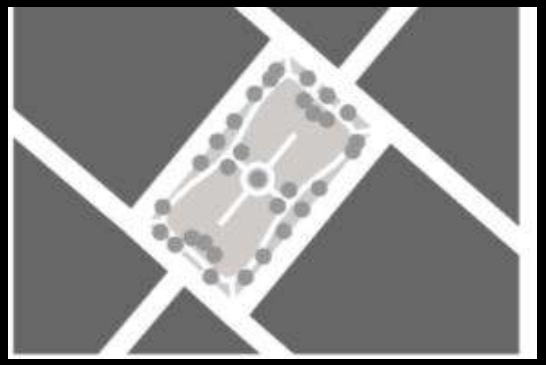
PARKING LOCATION



* Zone 1 and 4 suburban districts only

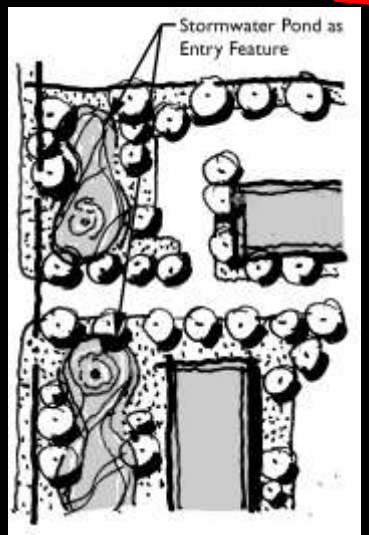
Open Space and Park Types





Redevelopment

New
Development



Infill

Open Space and Park Types

Governing building type and location of spaces and/or parks

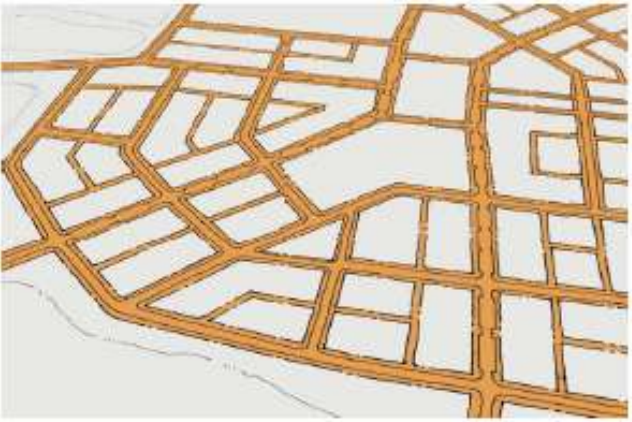
Park Types

- **General Description (identifies type of park)**
- **Size Criteria (min/max)**
- **Location Criteria (service area)**
- **Example Facilities (typical)**

Open Space (environmental areas, stormwater facilities, etc deals with building placement, streets, etc)

Form Standards

Street Typologies



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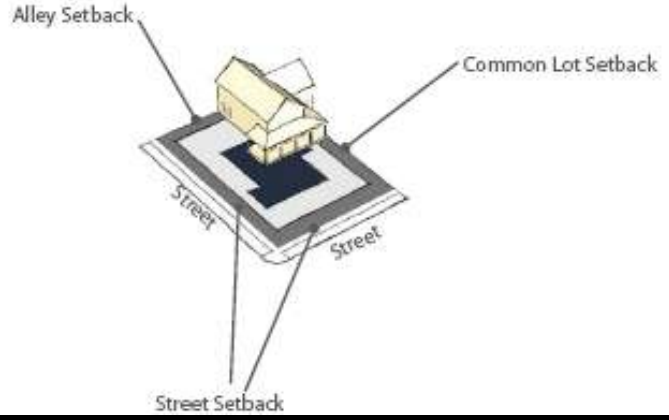
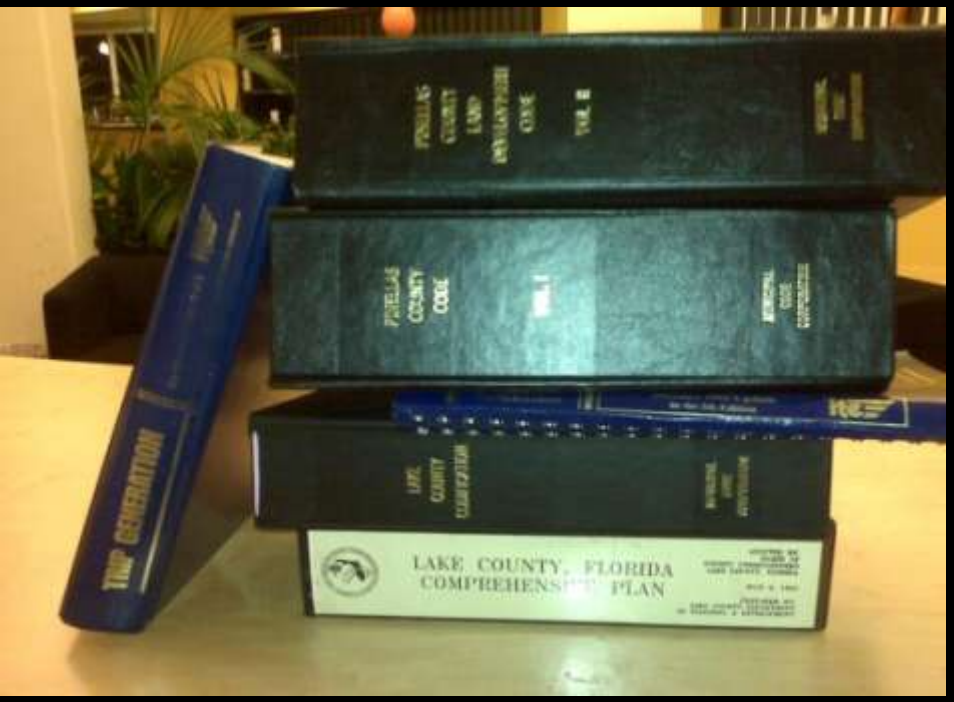


How do communities develop?

Conventional Development Process



Form Based Code Process

Form-Based Code:

Regulating the place in accordance with the community's values.


The Cheesecake Factory
RESTAURANT
BAR
MOVIES

More Information?

We plan and design livable communities.

FORM BASED CODE

GLATTING JACKSON KERCHER ANGLIN