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COMMUNITY DEVELOPMENT CODE UPDATE

Place Teams – December 4, 2024

CITY OF
Springfield

Agenda

I.   Why Update the LDC

II. Guiding Principles

III. Code Updates
- Strategies & Techniques

IV. Breakout Discussions

V. Next Steps

Land Development Code - Rewrite

Why Update the Code?

Current Land Development Code

Last Comprehensive Update in 1995

Patchwork of Amendments / Fixes

Use-Based, Preventative Code

Suburban Development Pattern

New Development Policies – Forward SGF

Guiding Principles

Land Development Code

Implement Forward SGF

Improve Useability

Raise Expectations & Streamline Procedures

Provide Flexibility
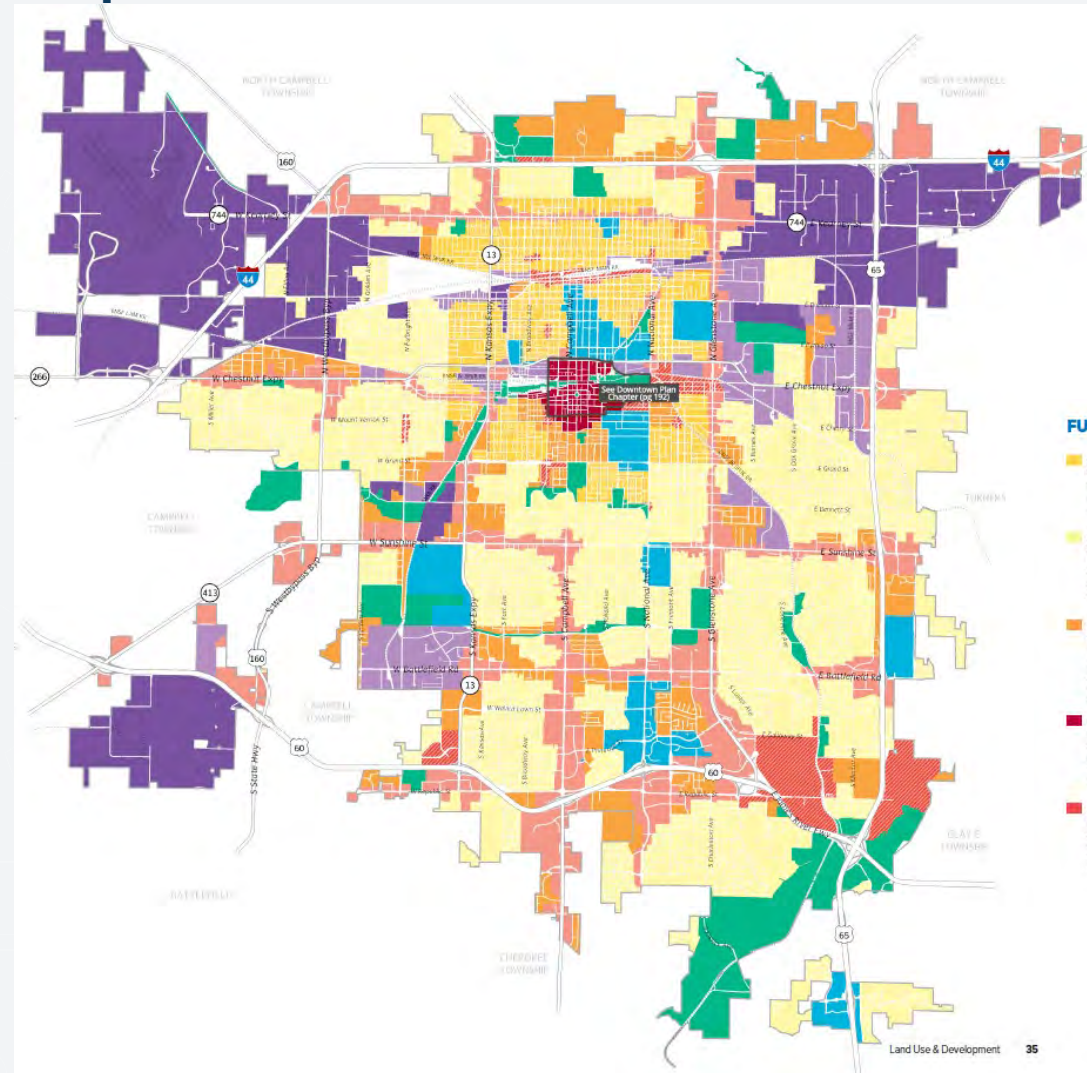
Guiding Principles

Implement Forward SGF

Place Types – use and development pattern

Emphasize Community Design

Context Appropriate Typologies
- **Streets, Open/Civic Spaces, Frontages & Buildings**

Forward SGF

Development Policies

Neighborhood Revitalization

Placed-based Development

Infill & Redevelopment

Corridor Redevelopment

Connecting to Nature

Planned, Sustainable, Responsible Growth

QUALITY OF PLACE!

Single biggest determinant to sustained community prosperity.

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Guiding Principles

Improve Usability

Organization - logical organization

Format – consistent structure

Plain Language – eliminate legalese

Graphics / Tables / Illustrations

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DEVELOPMENT CODE UPDATE
Proposed Code Structure – Chapter 36

Article 1 – General Provisions
1.01 Title
1.02 Purposes
1.03 Applicability
1.04 Administration
1.05 Interpretation
1.06 Nonconformities
1.07 Enforcement

Article 2 – Applications & Procedures
2.01 General – All Applications
2.02 Plats
2.03 Site Plan
2.04 Conditional Use Permit
2.05 Rezoning
2.06 Planned Zoning
2.07 Variance
2.08 Appeals of Administrative Decisions
2.09 Text Amendment (Code)
2.10 Vacation of ROW & Easements

Article 3 – Subdivision & Community Design
3.01 Streets
3.02 Civic Open Spaces
3.03 Blocks & Lots
3.04 Required Improvements

Article 4 – Zone Districts & Uses
4.01 Establishment of Districts
4.02 Permitted Uses (Use Table)
4.03 Specific Use Standards
4.04 Accessory Uses
4.05 District Performance Standards

Article 5 – Residential Development & Design
5.01 Intent
5.02 Applicability
5.03 Development & Dimension Standards
5.04 Neighborhood Design
5.05 Alternative Patterns

Article 6 – Nonresidential Development & Design
6.01 Intent
6.02 Applicability
6.03 Development & Dimension Standards
6.04 Community Design
6.05 Special Plan

Article 7 – Access & Parking
7.01 Intent
7.02 Applicability
7.03 Access
7.04 Required Parking
7.05 Parking Design
7.06 Alternative Compliance

Article 8 - Landscape & Site Design
8.01 Intent
8.02 Applicability
8.03 Required Landscape
8.04 Buffers & Screens
8.05 Plant Specifications
8.06 Outdoor Lighting
8.07 Modifications

Article 9 - Signs
9.01 Intent
9.02 Applicability
9.03 Exempt Signs
9.04 Permitted Sign Allowance
9.05 Standards for General Sign Types
9.06 Standards for Specific Sign Types
9.07 General Standards – All Signs
9.08 Design Guidelines
9.09 Alternative Sign Plans

Article 10 – Supplemental Standards
10.01 Airport Overlay
10.02 Historic Designations
10.03 Wireless Telecommunications Facilities
10.04 Marijuana Facilities
10.05 Short Term Rentals

Article 11 – Definitions
11.01 Description of Uses
11.02 Defined Terms
11.03 Design & Architecture Terms

Draft – 09/29/2024   1

Guiding Principles

Raise Expectations & Streamline Procedures

Simplify Standards - enhance the essentials

Decision Criteria – what and why

Streamline Process – effective & efficient

Guiding Principles

Provide Flexibility

Intent & Objectives

Standards – flexible ranges & alternatives

Expedited Procedures – options & modifications

Delegate Authority w/ Accountability

What We Heard

Place Teams – Key Themes

Neighborhood

- **Neighborhood Protection**
- **Create Housing Variety**
- **Improve Connectivity**

Corridor

- **Reduced Impacts of Development – Physical, Environmental, & Neighborhood**
- **Greening of Corridors**
- **Prioritize Redevelopment**

Destinations

- **Design of Place**
- **Flexible Parking Requirements**
- **Pedestrian Safety & Comfort**
- **Incorporate Housing**

Employment Center / Campus

- **Prioritize Redevelopment**
- **Improve Site Design**
- **Design Standards / Simplified Process**

Please Remember

Land Development Code

You already regulate development.

This is different.
- **Design & Context Emphasis**
- **Reorganized**
- **Simplified / Streamlined**

Development Standards vs. Enforcement

Forward SGF is the Foundation.

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Code Updates

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Updates
Strategies & Techniques

Uses & Districts

- Generalize Uses
- Refine & Consolidate Districts
- Development & Design Standards
- Refine Planned Zoning Approach

Streetscapes & Public Realm Design

- Improve Connectivity
- Manage Access
- Maximize On-Steet Parking
- Design Complete Streets
- Limit / Reduce Lanes / Lane Widths
- Contextual Design Standards
- Integrated Open Spaces

Neighborhoods & Housing

- Building Types Over Density
- Mix the Housing Types
- Neighborhood Design

Context based Places

- Scale & Intensity of Use
- Building Form & Format
- Building & Site Design

Uses & Districts
Articles 4, 5, & 6

Strategies & Techniques

Generalize Uses

Refine & Consolidate Districts

Development & Design Standards

Refine Planned Zoning Approach

Table 4-3: Permitted Uses												
P = Permitted use C = Conditional use permit **Use**	R-SF	R-MX1	R-MX2	R-MX3	RMHC	C-MX1	C-MX2	CC	GC	GI	LIC	HM
Retail – Small (<5K or < 10% of mixed-use project))				C		P	P	P	P	P	P	
Retail – Medium (5K – 10K)						C	P	P	P	P	P	
Retail – Large (10K – 50K)							P	P	P		P	
Retail Extra Large (50K+)									P		P	
Retail – Grocery Store, Small (< 10K)						P	P	P	P		P	
Retail – Grocery Store, Medium (10K – 40K)							P	P	P		P	
Retail – Grocery Store, Large (40K+)							C	C	P		P	
Retail – Outside Sales, Small (< 0.5 acre)							C	C	C	P	P	P
Retail – Outside Sales, Medium (0.5 – 2.5 acres)									P		P	P
Retail – Outside Sales, Large (2.5+ acres)									C		C	P

Uses & Districts
Articles 4, 5, & 6

Strategies & Techniques

Generalize Uses

Refine & Consolidate Districts

Development & Design Standards

Refine Planned Zoning Approach

Table 4-2: Zoning Districts Transitions		
Previous Code	*This Code*	*Place Types*
R-SF - Single Family Residential	R-SF Single Family Residential	▪ Traditional Neighborhood ▪ Center City Neighborhoods ▪ Mixed Residential (Limited Applicability)
R-TH - Residential Townhouse WC-3 - West College Residential Sub-area GAP – Grant Avene Parkway Sub-area D	R-MX1 - Mixed-density Neighborhood - Low	▪ Traditional Neighborhood (Transition Areas) ▪ Center City Neighborhood (Strategic Integration) ▪ Mixed Residential ▪ Mixed Use (Limited Applicability)
R-LD - Low-density Residential R-MD - Medium-density Multifamily WC-2 - West College Live/work Sub-area 2 GAP – Grant Avenue Parkway – Sub-area F LWO – Live Work Overlay	R-MX2 - Mixed-density Neighborhood - Medium	▪ Center City Neighborhood (Transition Areas) ▪ Mixed Residential ▪ Mixed Use (Limited Applicability) ▪ City Corridors
R-HD - High-density Multifamily UN – University Combining	R-MX3 – Mixed-density Neighborhood - High	▪ Traditional Neighborhood (Transition Areas) ▪ City Corridors ▪ Downtown (Strategic Integration) ▪ City Corridors (Limited Applicability)
R-MHC - Manufactured Home Community	R-MHC- Residential Manufactured & Small Format Home Community	▪ Limited to planned applications in a variety of residential settings according to the development patterns and design criteria in Section 5.05.D

Uses & Districts

Strategies & Techniques

Generalize Uses

Refine & Consolidate Districts

Development & Design Standards

Refine Planned Zoning Approach

Uses & Districts
Articles 4, 5, & 6
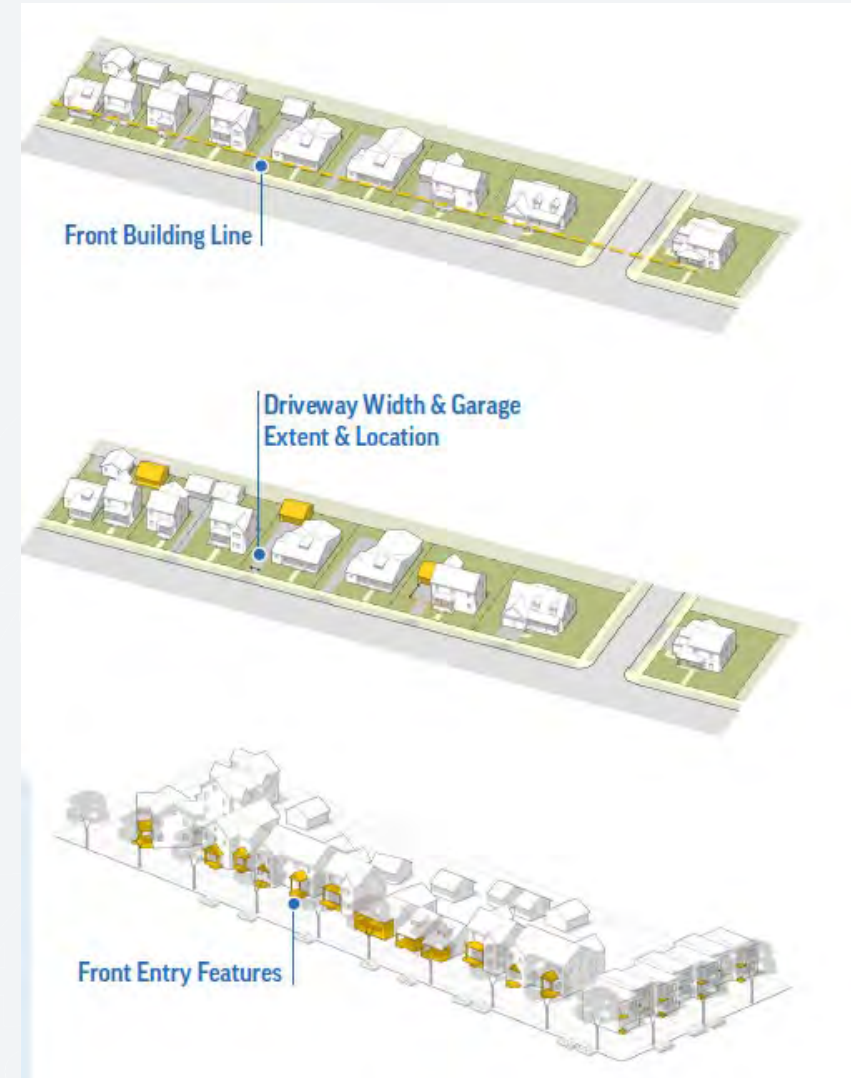
Strategies & Techniques

Generalize Uses

Refine & Consolidate Districts

Development & Design Standards

Refine Planned Zoning Approach

Table 2-1: Summary of Procedures	Eligible Applicant				Notice			Pre-development		Review & Decision				
Application	Owner	Staff	P&Z	CC	Pub	Mail	Post	Staff Meeting	N'hood Meeting	Staff	P&Z	CC	BZA	Protest
Administrative Subdivision (2.02.B)	✔							○		D	A			
Major Subdivision – Preliminary Plat (2.02.C)	✔				■		■	■	☐	R	R/PH	Ac / A		
Major Subdivision – Final Plat (2.02.D)	✔							○		D	A			
Site Plan – Administrative (2.03)	✔							○		D	A			
Conditional Use Permit (2.04)	✔				■	■	■	■		R	D/PH	A		
Rezoning (Map Amendment) (2.05)	✔		✔	✔	■	■	■	■		R	R/PH	D/PH		x
Planned Zoning + Regulating Plan (2.06)	✔		✔	✔	■	■	■	■		R	R/PH	D/PH		x
Variance (2.07)	✔					■	■	○					PH/D	
Appeal of Administrative Decision (2.08)	✔	✔	✔	✔		■	■						PH/D	
Text Amendment (2.09)		✔	✔	✔	■					R	R/PH	D/PH		

✔ = Eligible to initiate application
■ = Required
○ = Applicant's option
☐ = Optional at PD Director's Discretion
R = Review and recommendation
D = Decision
A = Appeal of Prior Decision
Ac = Acceptance of Improvements / Dedications
PH = Public Hearing

Streetscapes & Public Realm Design

Articles 3 & 7

Strategies & Techniques

Improve Connectivity

Manage Access

Maximize On-Steet Parking

Design Complete Streets

Limit / Reduce Lanes / Lane Widths

Contextual Design Standards

Integrated Open Spaces

Streetscapes & Public Realm Design

Connectivity & Access

Improve Connectivity

Manage Access

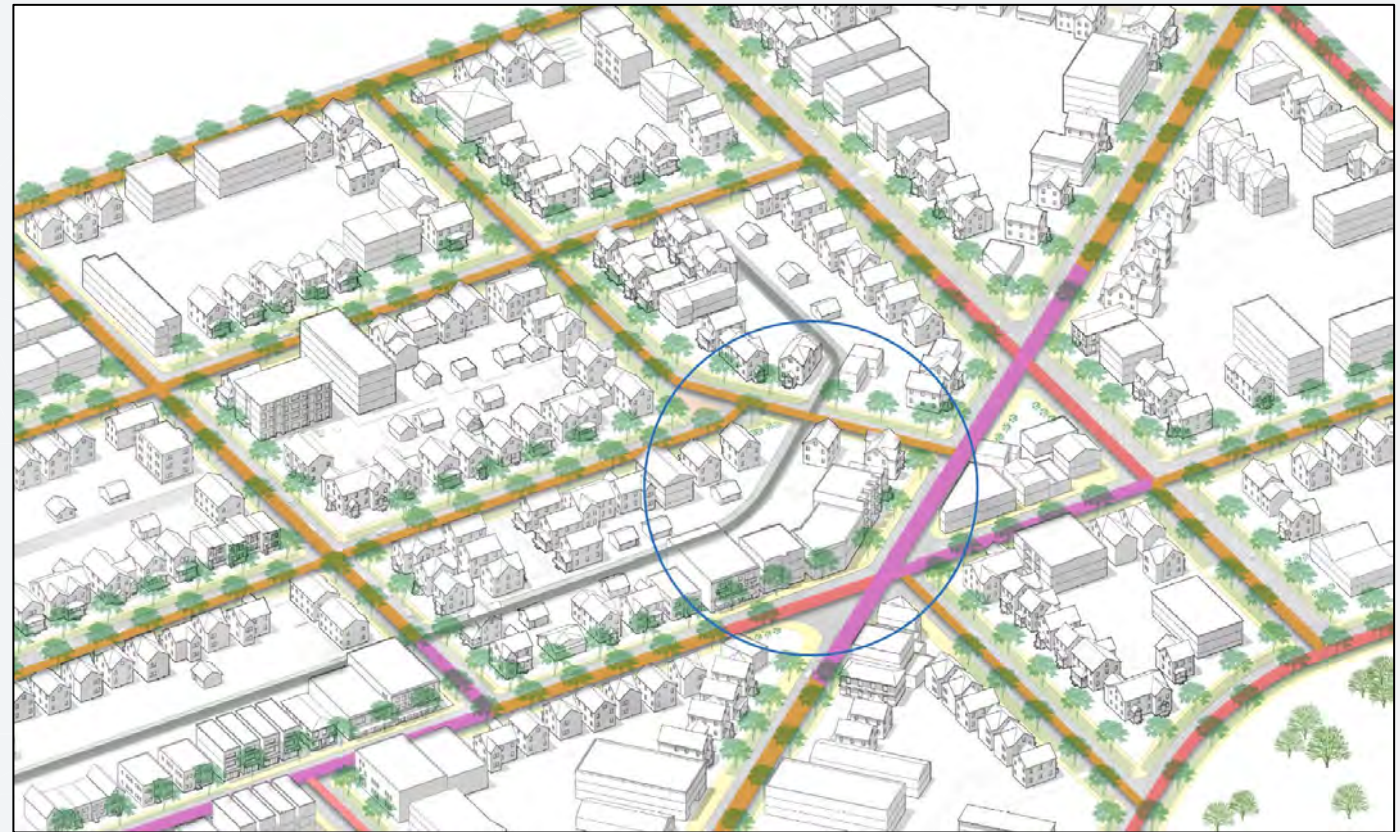Maximize On-Steet Parking

Design Complete Streets

Limit / Reduce Lanes / Lane Widths

Contextual Design Standards

Integrated Open Spaces

Streetscapes & Public Realm Design

Articles 3 & 7
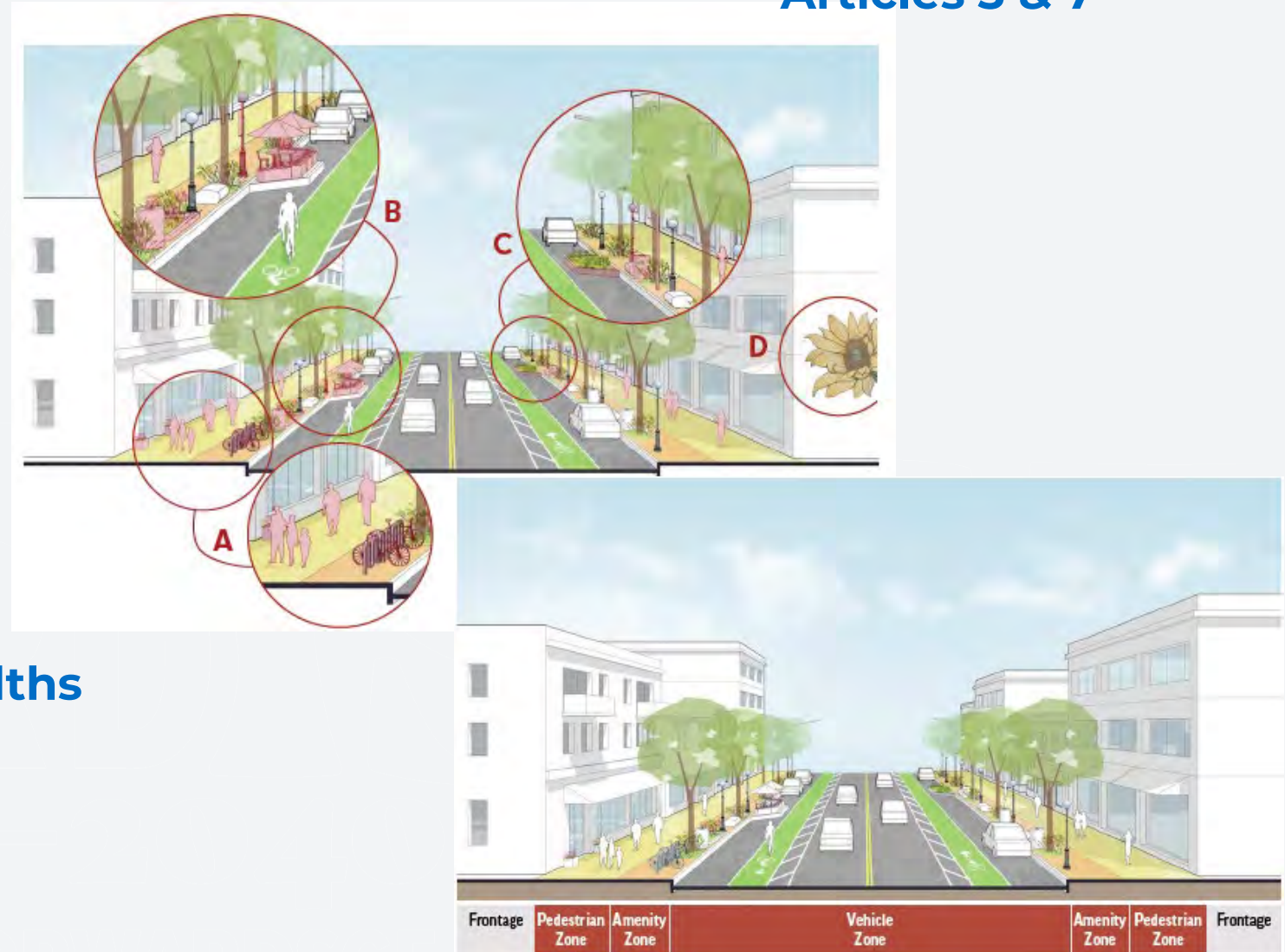
Street Design

Improve Connectivity

Manage Access

Maximize On-Steet Parking

Design Complete Streets

Limit / Reduce Lanes & Lane Widths

Contextual Design Standards

Integrated Open Spaces

Streetscapes & Public Realm Design

Articles 3 & 7

Open Space

Improve Connectivity

Manage Access

Maximize On-Steet Parking

Design Complete Streets

Limit / Reduce Lanes / Lane Widths

Contextual Design Standards

Integrated Open Spaces

Community Garden

Neighborhood Park

Gateway Plaza

Courtyard

Plaza

Park

Neighborhoods & Housing

Articles 3, 4, & 5

Strategies & Techniques

Building Types Over Density

Mix the Housing Types

Neighborhood Design

Neighborhoods & Housing
Articles 3, 4, & 5

Strategies & Techniques

Building Types Over Density

Mix the Housing Types

Neighborhood Design

Neighborhoods & Housing
Articles 3, 4, & 5

Strategies & Techniques

Building Types Over Density

Mix the Housing Types
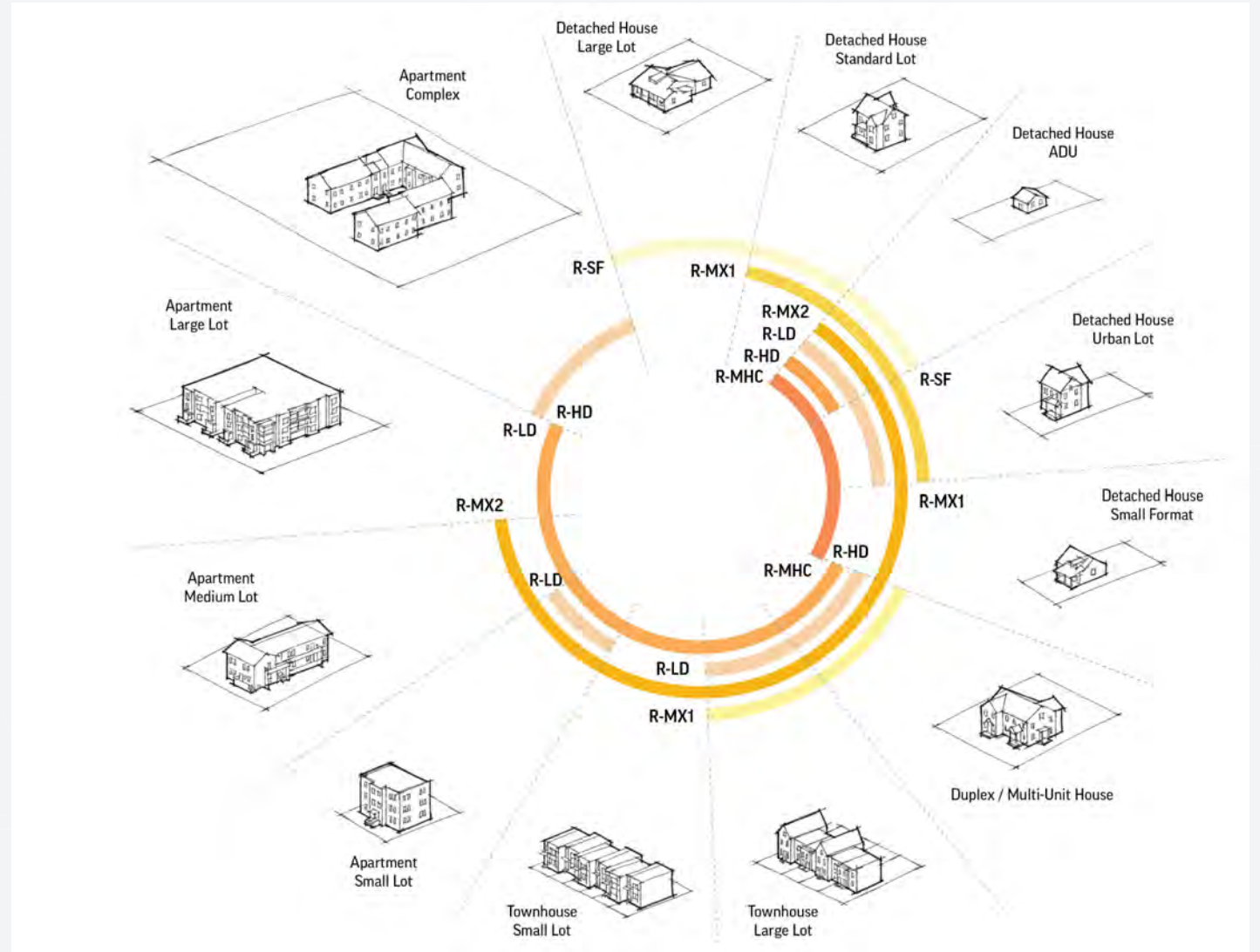
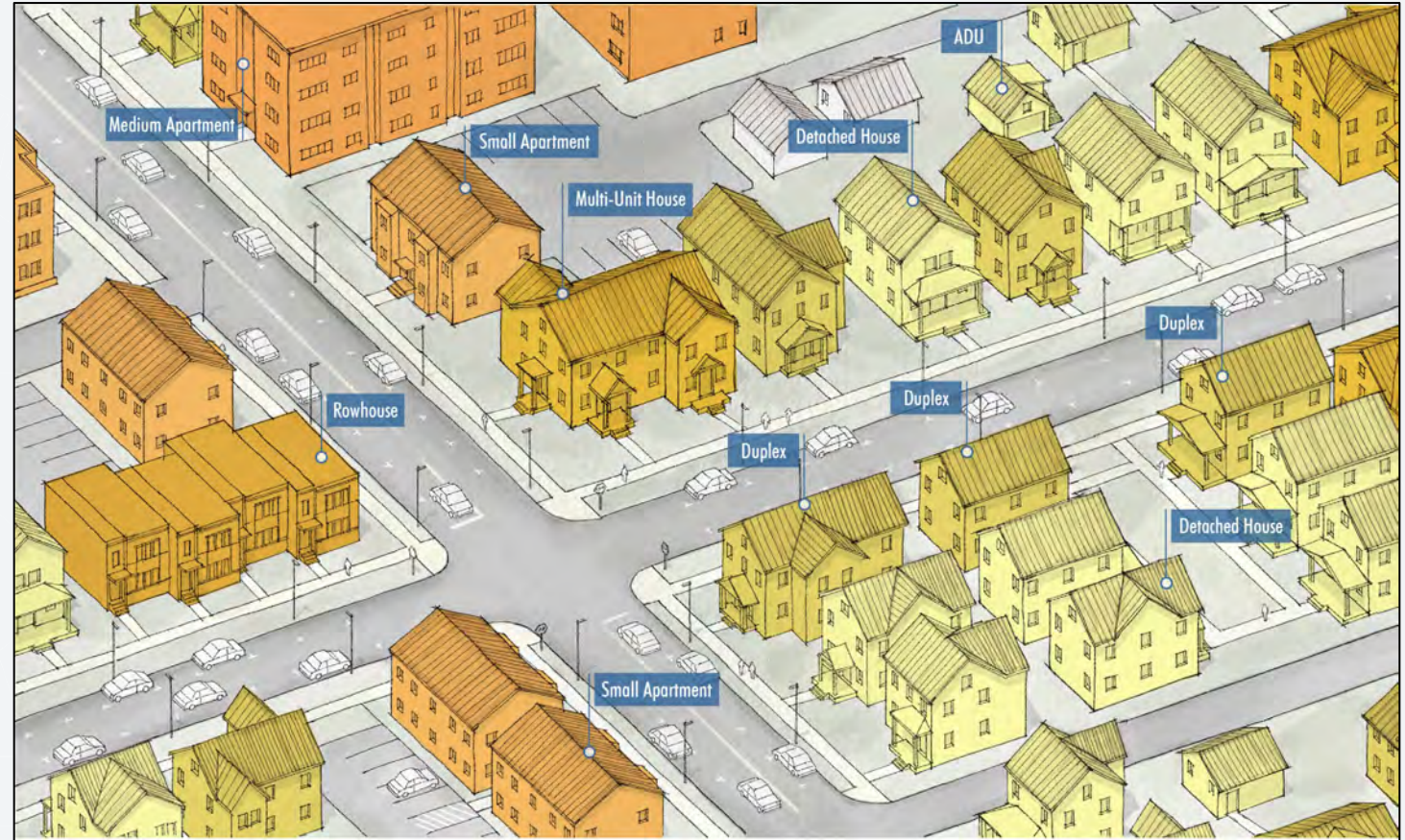**Neighborhood Design**

Neighborhoods & Housing

Articles 3, 4, & 5

Strategies & Techniques

Building Types Over Density

Mix the Housing Types

Neighborhood Design

Context Based Places

Articles 4, 6, 7, & 8

Strategies & Techniques

Scale & Intensity of Use

Building Form & Format

Building & Site Design

Context Based Places

Articles 4, 6, 7, & 8

Strategies & Techniques

Scale & Intensity of Use

Building Form & Format

Building & Site Design

Table 6-1: Nonresidential District Lot & Building Standards

Zoning District	Minimum Lot Standards			Minimum Setbacks				Building Height [3]
	Size	Frontage Width	Open Space	Front [1]	Interior Side [2]	Street Side [1]	Rear [2]	
C-MX1 – Commercial Mixed-use Neighborhood	30K s.f. max	25' – 150'	20%	25'	n/a	15'	20'	40' / 3 stories
C-MX2 – Commercial Mixed-use Community	60K or ½ block max.	25' – 150'	10%	0' - 15'	n/a	0' - 15'	n/a	65' / 5 stories
CC – City Center	60K or ½ block max	25' – 300'	n/a	0' -15'	n/a	0' - 15'	n/a	n/a
GC – General Commercial	n/a	50' +	20%	25'	n/a	25'	n/a	n/a
GI – Government & Institution	n/a	50'+	20%	25'	n/a	25'	n/a	n/a
LIC – Light Industrial Commercial	n/a	50' +	15%	25'	10'	25'	10'	40'
HM - Heavy Manufacturing	n/a	50' +	15%	25'	n/a	25'		n/a

Table 4-3: Permitted Uses

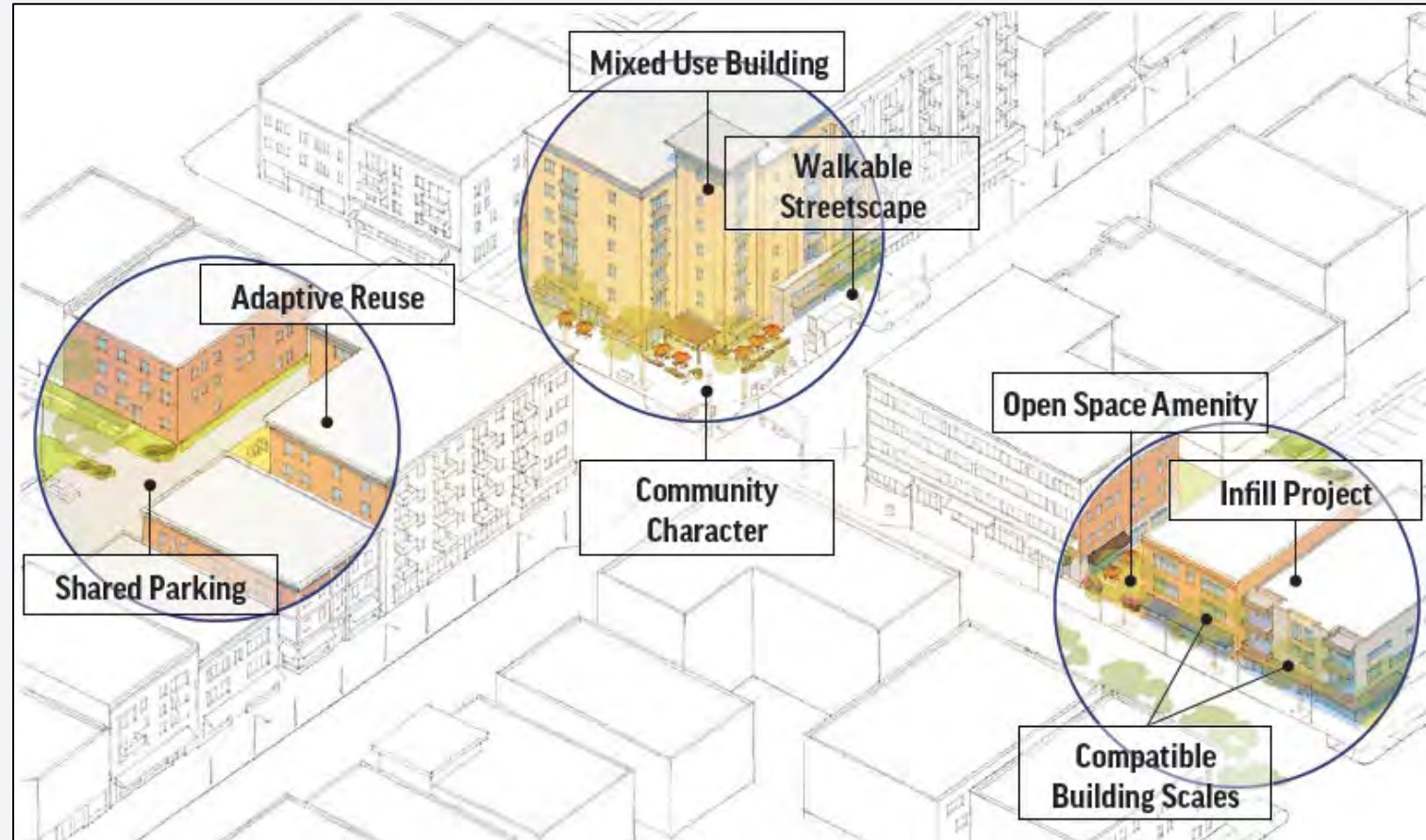| P = Permitted use C = Conditional use permit **Use**	R-SF	R-MX1	R-MX2	R-MX3	RMHC	C-MX1	C-MX2	CC	GC	GI	LIC	HM
Retail – Small (<5K or < 10% of mixed-use project))					C	P	P	P	P	P	P	
Retail – Medium (5K – 10K)						C	P	P	P	P	P	
Retail – Large (10K – 50K)							P	P	P		P	
Retail Extra Large (50K+)							P				P	

Context Based Places

Articles 4, 6, 7, & 8

Strategies & Techniques

Scale & Intensity of Use

Building Form & Format
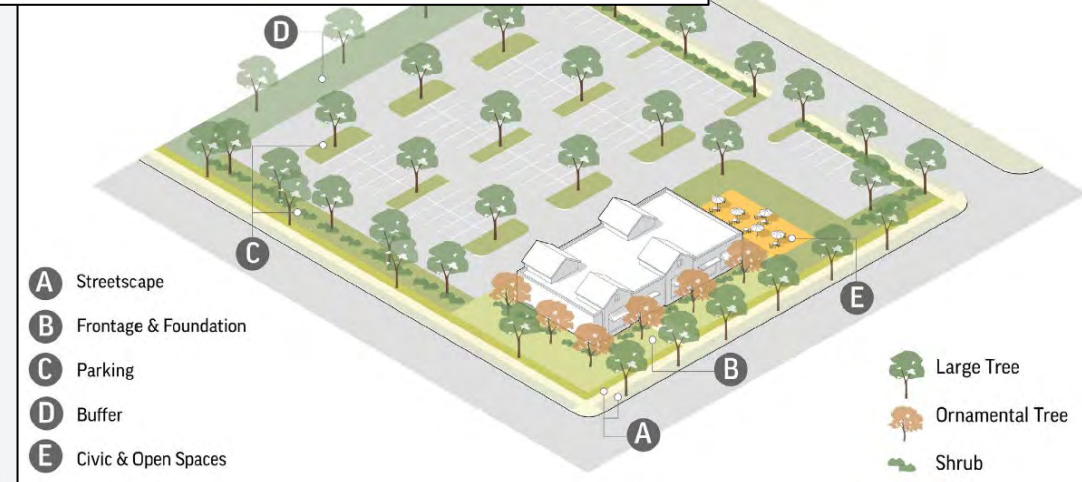
Building & Site Design

Context Based Places
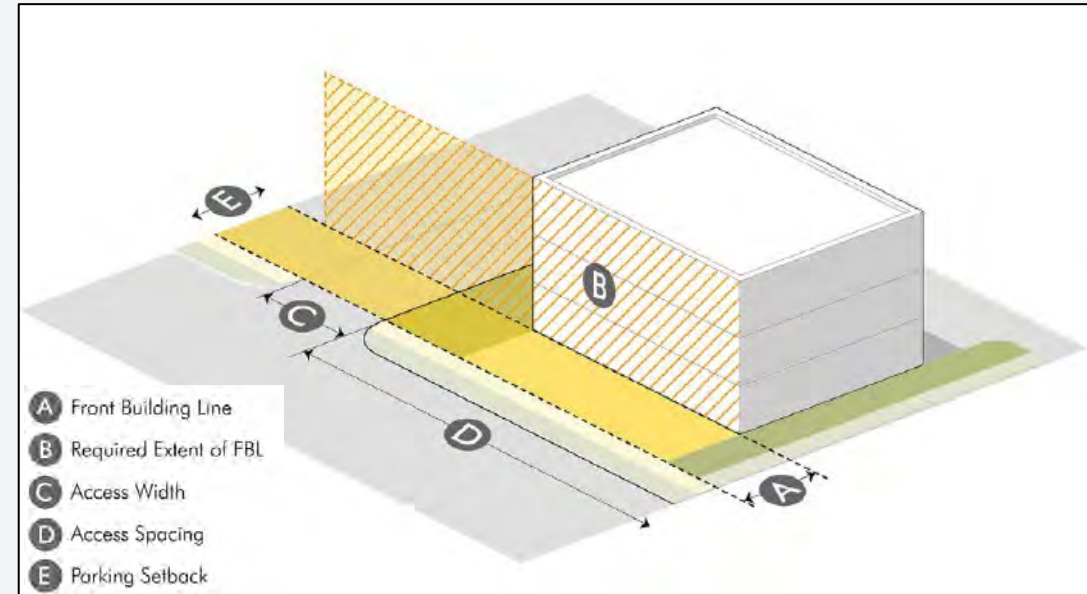
Articles 4, 6, 7, & 8

Strategies & Techniques

Scale & Intensity of Use

Building Form & Format

Building & Site Design

A — Front Building Line
B — Required Extent of FBL
C — Access Width
D — Access Spacing
E — Parking Setback

A — Streetscape
B — Frontage & Foundation
C — Parking
D — Buffer
E — Civic & Open Spaces

Large Tree
Ornamental Tree
Shrub

Documents & Feedback

Forward SGF Website

forwardsgf@springfieldmo.gov

Feedback Email