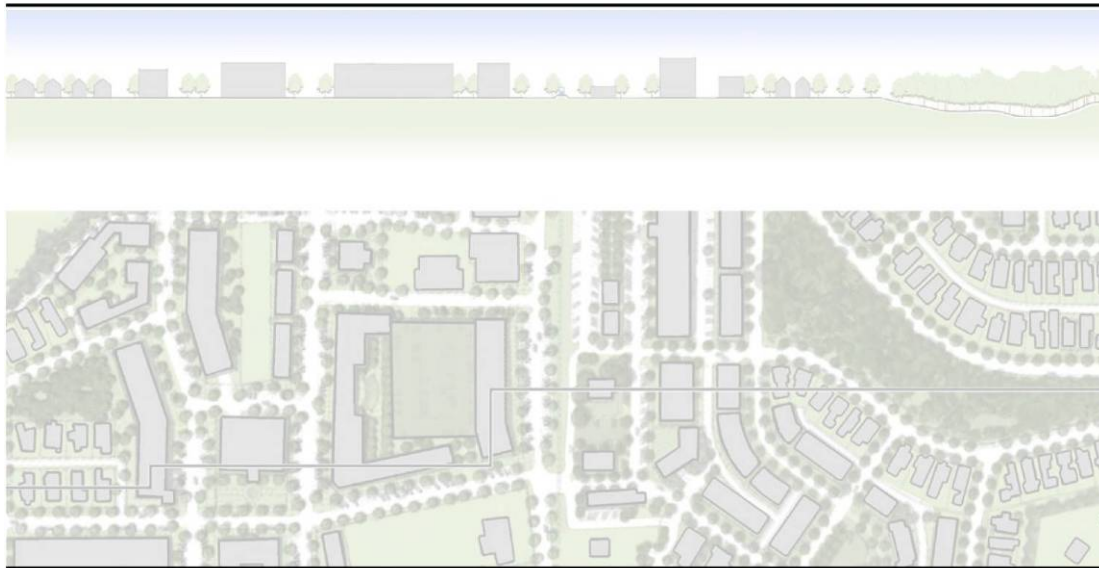


CITY OF MILTON

ENABLING THE CRABAPPLE VISION



Georgia Planning Association Fall Conference

Presentation by:
THE CITY OF MILTON
TUNNELL-SPANGLER-WALSH & ASSOCIATES
ATLANTA REGIONAL COMMISSION

September 28, 2012

Introduction

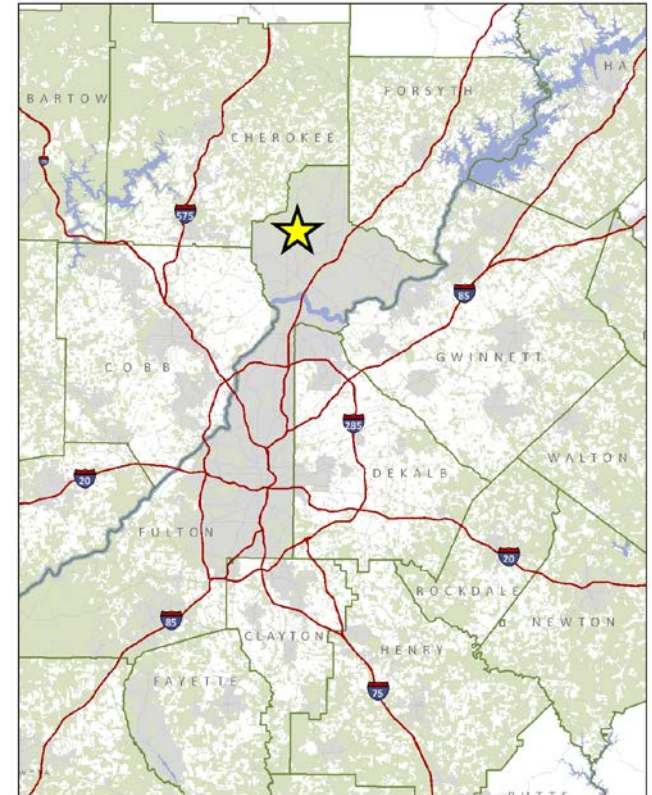
***Kathleen Field, Director of Community Development
The City of Milton***

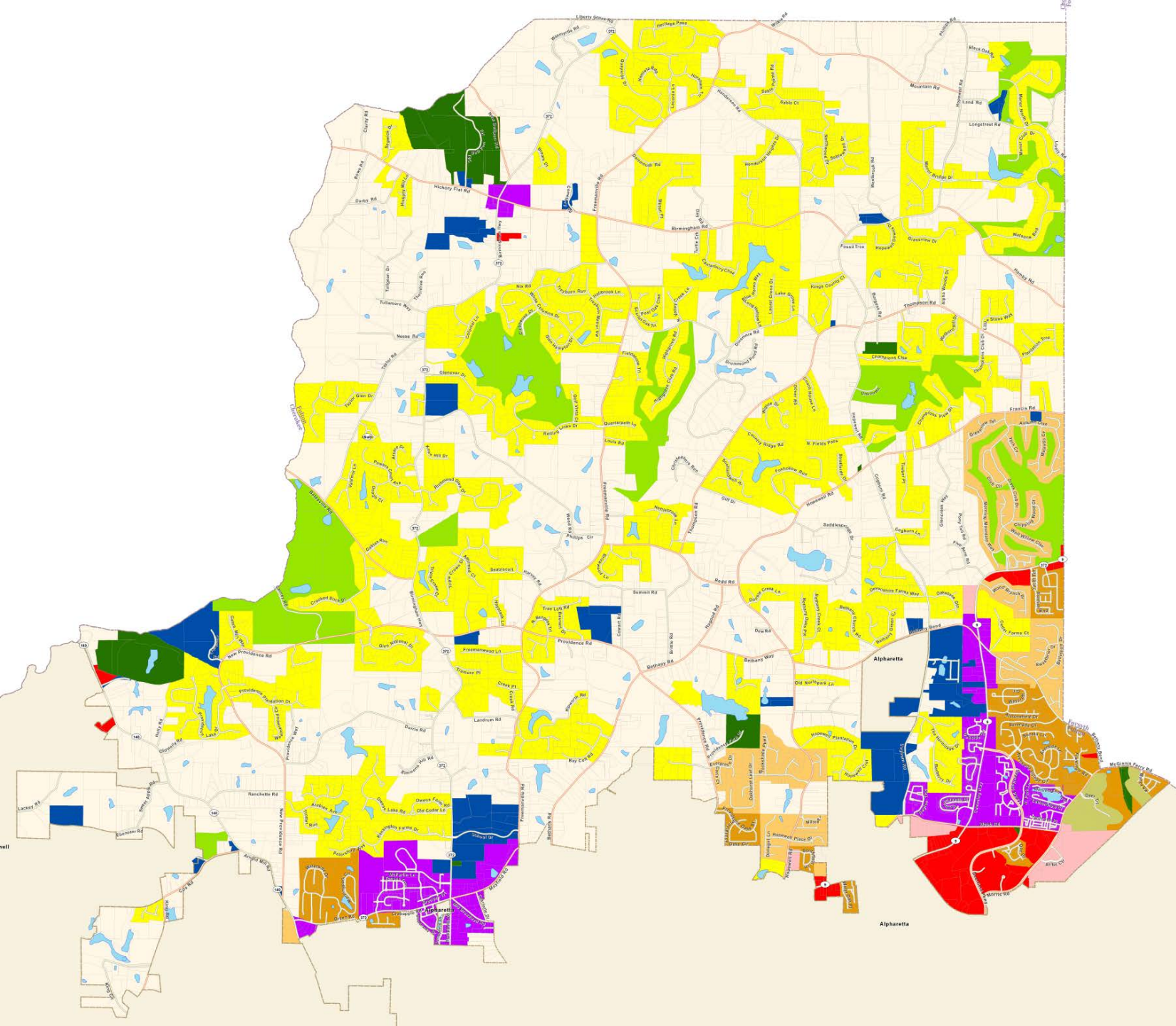
The City of Milton

- **Population – 33,000.**
- **Enjoys the highest quality of life in the state:**

Median household income is \$118,000.

**Median home value of \$466,000;
86% of these homes built since 1990.**





Crabapple Master Plan

- **Last May, City completed Crabapple Master Plan. Desire to implement this vision by including the following elements:**

To create a village by capitalizing on historic crossroads location.

To make this area Milton's downtown.

To maximize the development potential of the area.

To save as much of the rural open space as possible.

Implementation Process

- **In order to implement, the City Council asked that staff consider the following tools:**
 - Form Based Code; and**
 - Transfer of Development Rights.**
- **City hired Caleb Racicot, AICP, from TSW for the FBC**
- **With guidance from the ARC, hired the national expert on TDR's, Rick Pruetz, FAICP, from Los Angeles.**
- **Formed a Stakeholder Committee to work through the creation of new ordinance.**
- **Eight months to complete.**

Crabapple Form-Based Code

***Caleb Racicot, Senior Principal
Tunnell-Spangler-Walsh & Associates***

Form Based Codes

Conventional Codes

1. Use
2. Administration
3. Form

Form-Based Codes

1. Form
2. Use
3. Administration



CVS Pharmacy – East Haven, CT



CVS Pharmacy - Davidson, NC

FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

Form Based Codes

- **Focus on shaping the form of**
 - Built environment**
 - Building exteriors**
 - Placement of buildings & their lots**
 - Design of streets & public spaces**
- **Not to be confused with design guidelines, form-based codes are regulatory, not advisory**



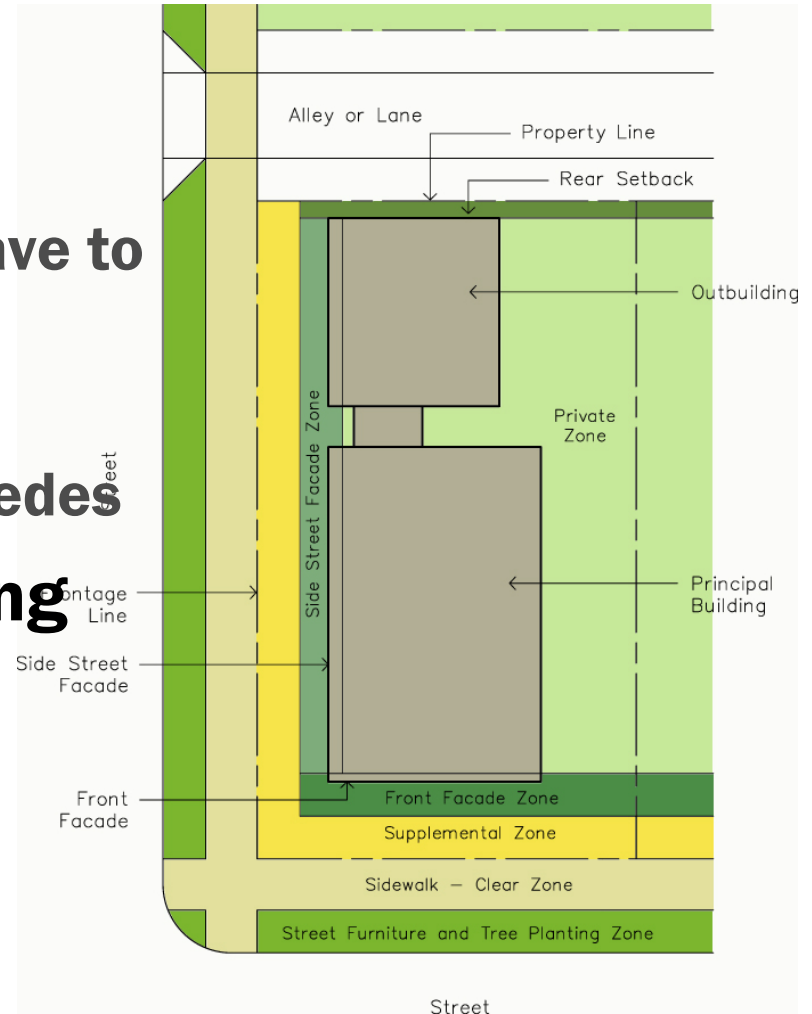
Form Based Codes

- **Can be presented in both diagrams & words**

A form-based code does not have to have drawings

Drawings are never legally defensible; text always supersedes

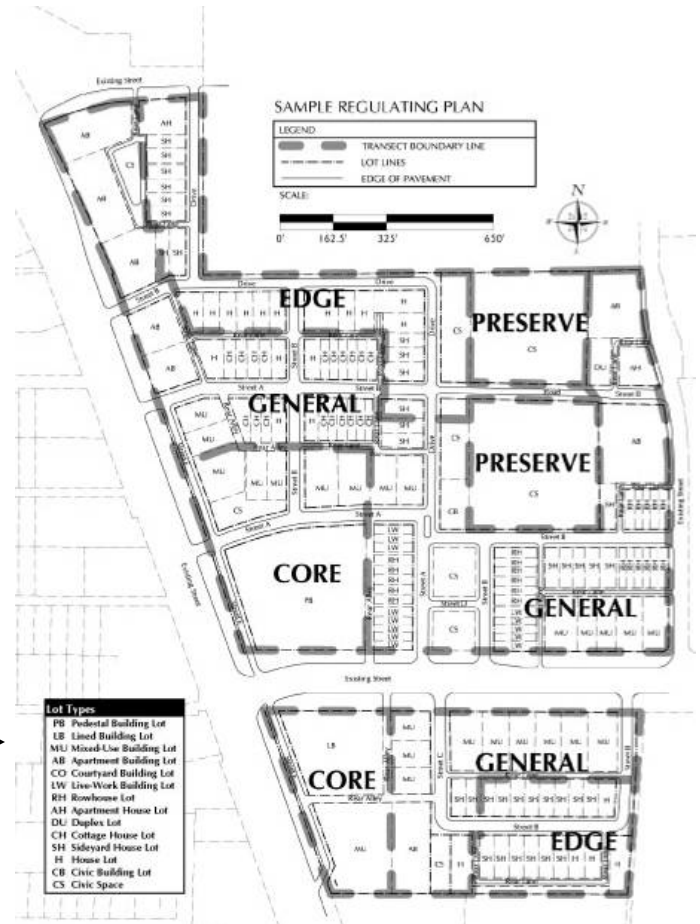
- **Usually keyed to a regulating plan**



Regulating Plan



← The plan or vision



→ The Code/
Regulating
Plan

Images Courtesy Bill Spikowski

FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

Crabapple: 2000



FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

Crabapple: 2002



FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

Crabapple: 2004



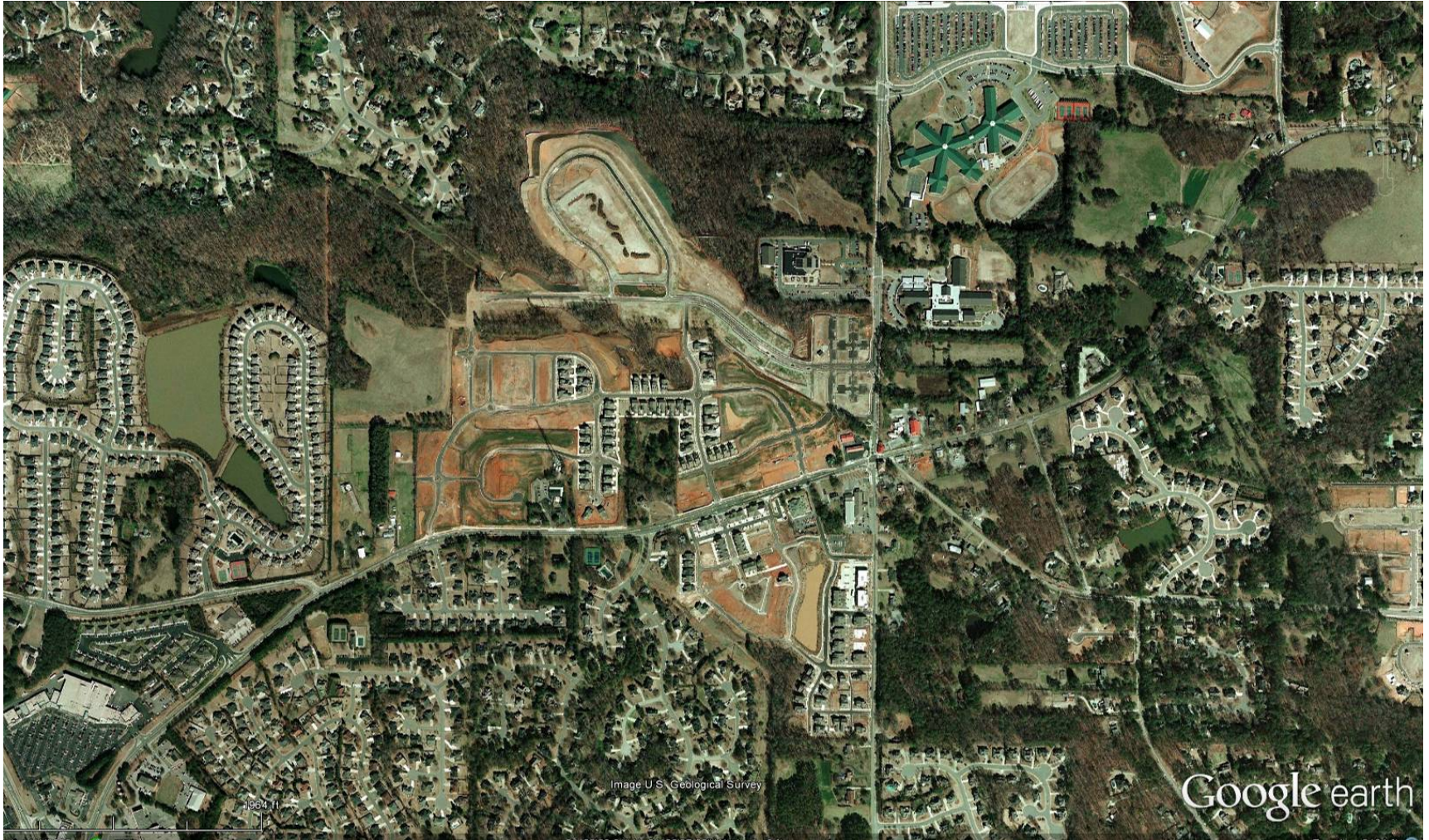
FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

Crabapple: 2006



FORM-BASED CODE AND TDR
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Crabapple: 2008



FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

Crabapple: 2010



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Crabapple: 2012



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Crabapple: Vision



FORM-BASED CODE AND TDR
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Overview of Existing Zoning

- **Complex regulating landscape**

Base Districts

Crabapple Crossroads Plan

Two Overlays

Historic Regulations

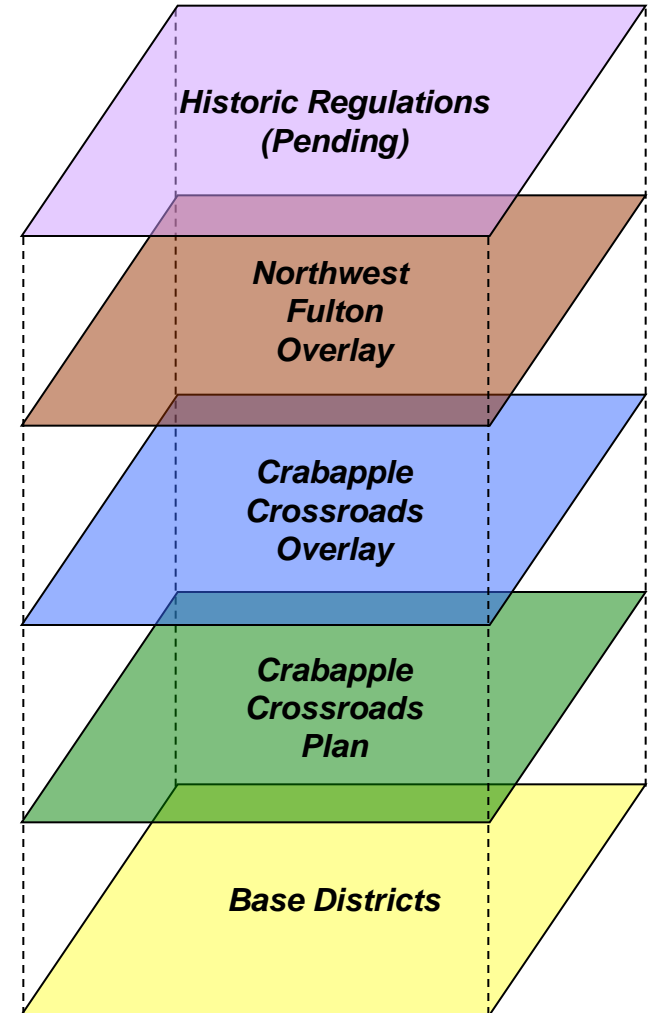
- **Unofficial use limits**

100,000 sf commercial

30,000 sf office

786 housing units

- **Mandatory rezoning**



Overview of Existing Zoning

- **Interview Findings: Challenges***

Use caps are the wrong way to ensure quality growth.

Caps limit opportunities for existing residents to downsize and stay in Milton.

Caps prevent achieving a critical mass of businesses needed to create a walkable destination.

* Based on Stakeholder Committee interviews conducted in-person on November 30, 2011, and by phone the following days.



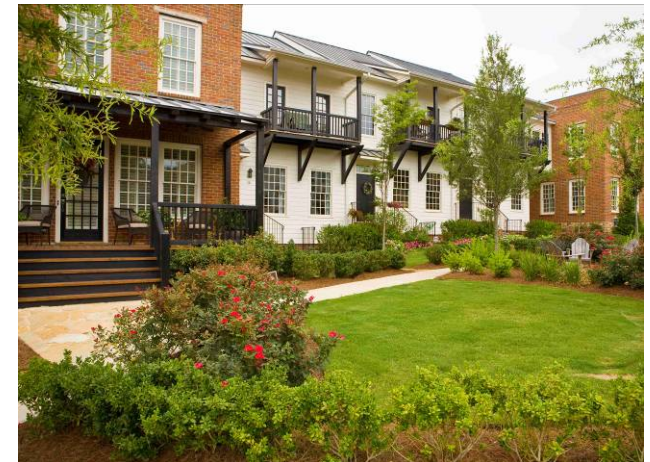
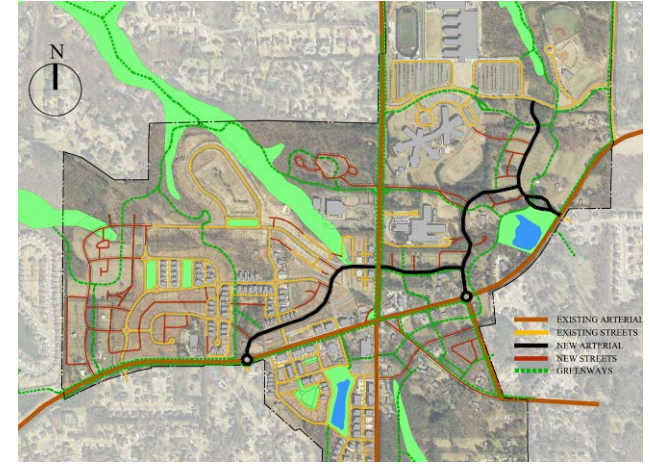
Overview of Existing Zoning

- **Interview Findings: Challenges***

There is little incorporation of the transportation vision in the code.

There is no incentive for creating quality, useable open space.

Some sign regulations concern area businesses.



* Based on Stakeholder Committee interviews conducted in-person on November 30, 2011, and by phone the following days.

FORM-BASED CODE AND TDR

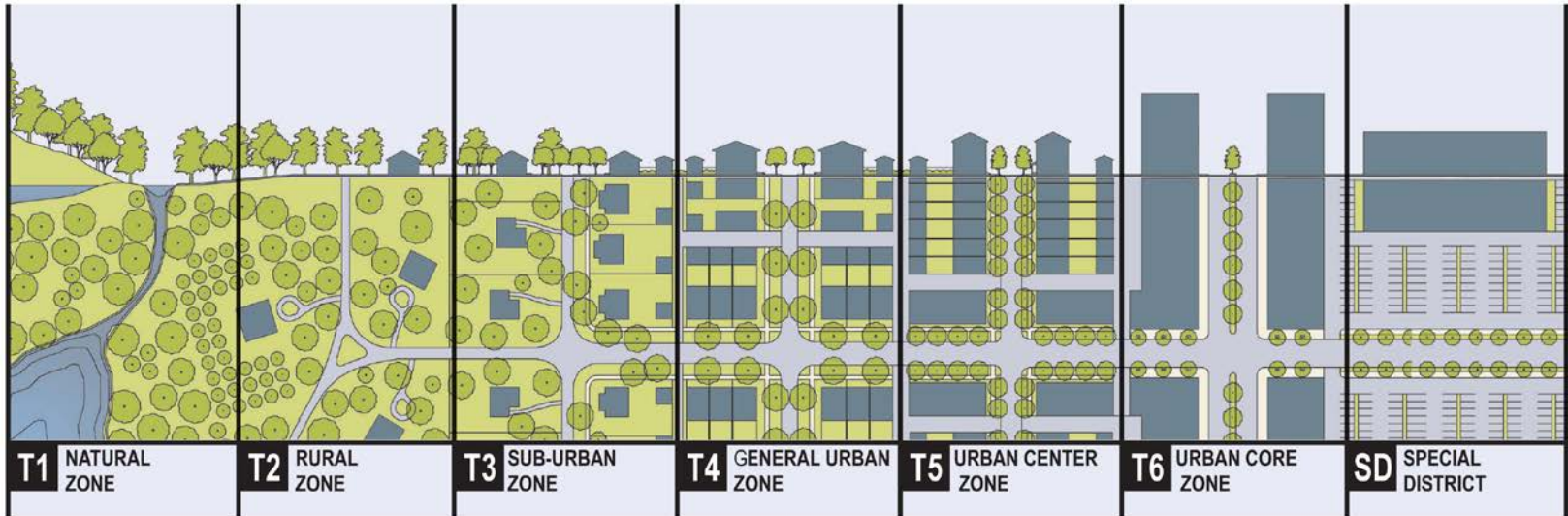
Enabling the Crabapple Vision

Crabapple Form-Based Code Objectives

- **Codify the Visioning Study**
 - Encourage new open spaces, streets, and trails
 - Improve development quality
- **Simplify the process**
- **Protect existing neighborhoods**
- **Create certainty**
- **Expand flexibility**
 - Within reason
- **Avoid down-zoning**
- **Incorporate TDR**



The SmartCode

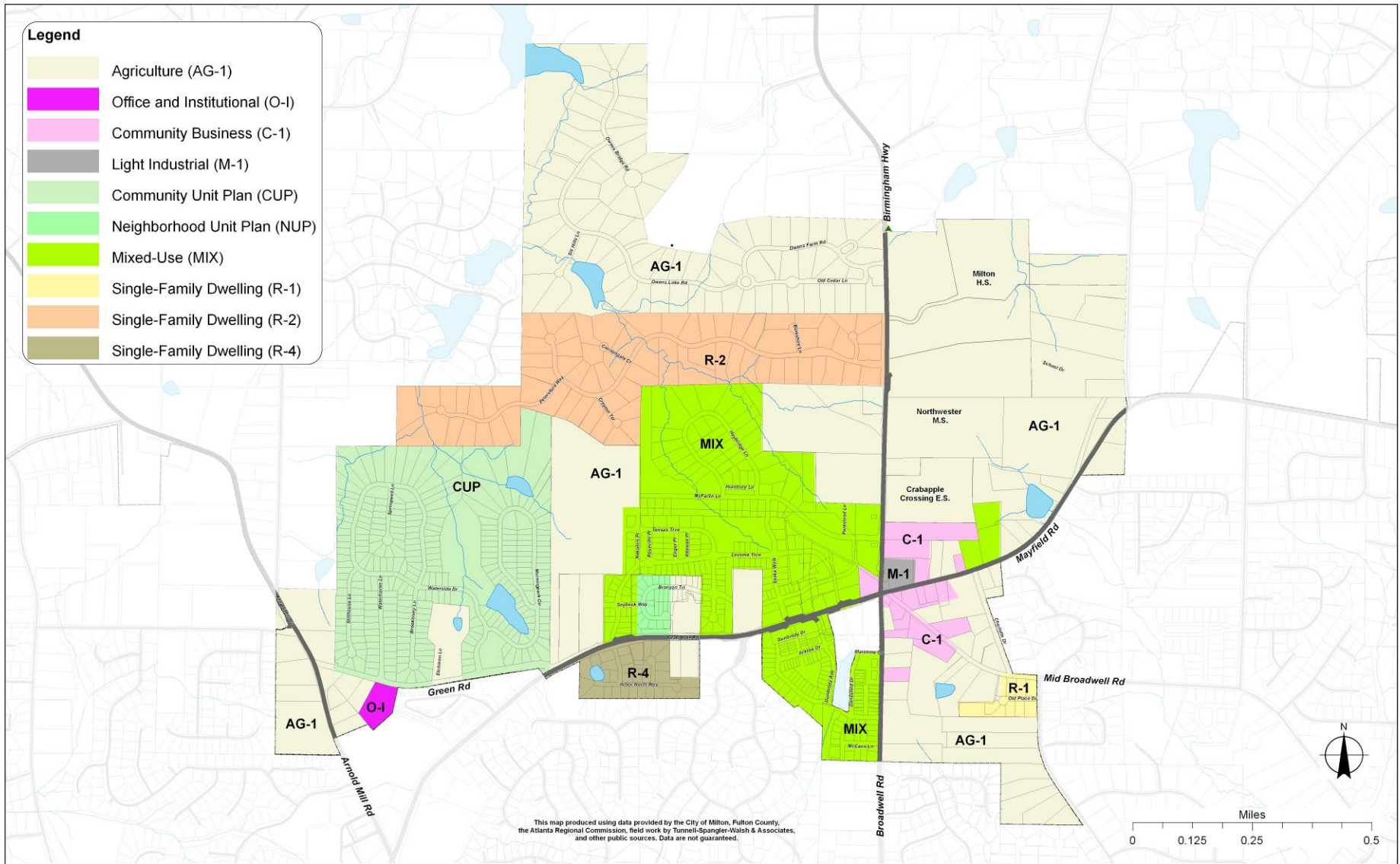


- **Rural-Urban Transect (T-Zones)**

Most zones allow some mix of uses

Offer a range of buildings, uses, thoroughfares & civic spaces that each has appropriate characteristics for its location

Adopted Form-Based Code



Crabapple Existing Zoning

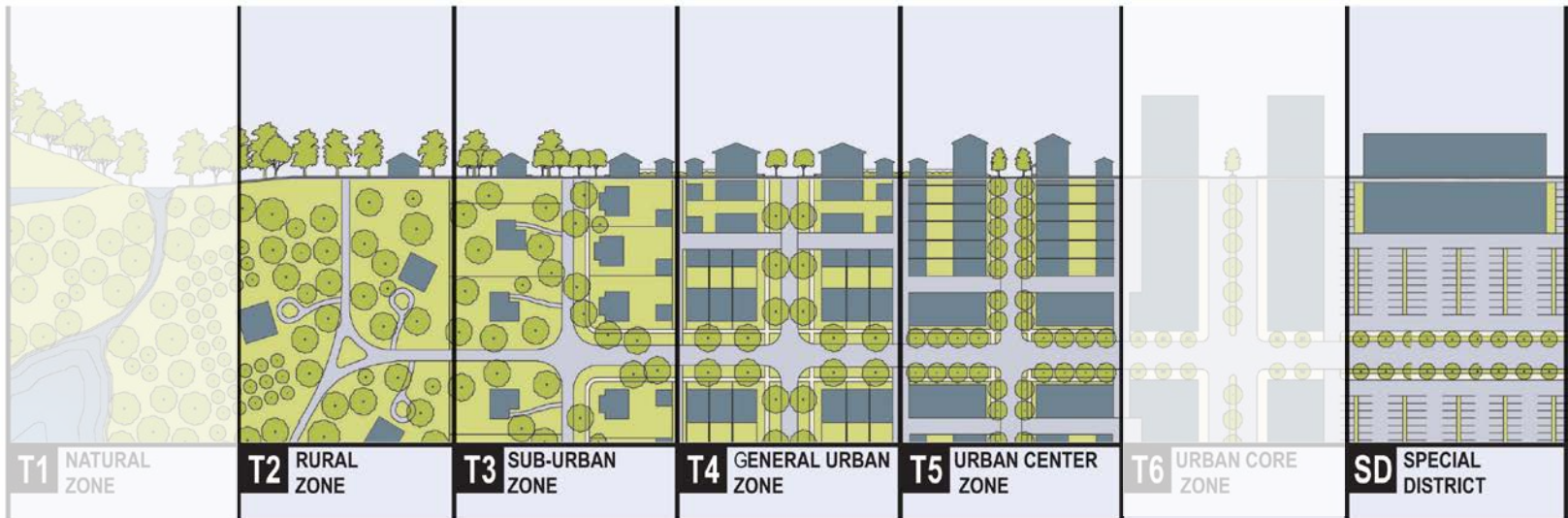
CRABAPPLE FORM-BASED CODE

February 9, 2012

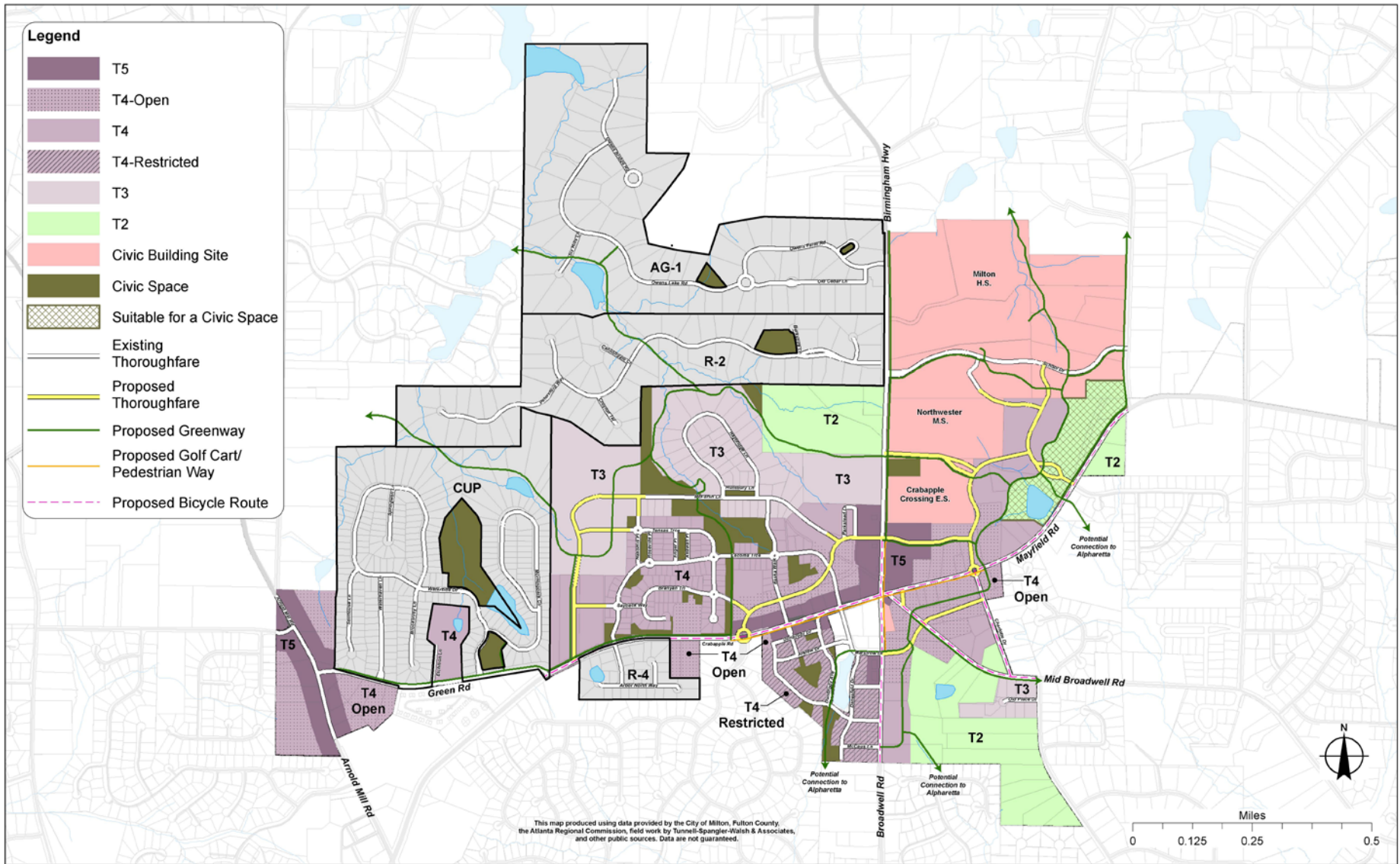
Prepared by Tunnell-Spangler-Walsh & Associates



The SmartCode



- **T2: Rural areas envisioned as staying rural**
Includes TDR Sending Areas
- **T3, T4, T5: Areas where development will occur**
Includes TDR Receiving Areas
- **SD: Existing neighborhoods not fitting T3, T4 or T5**
In Special Districts existing zoning will remain



Crabapple Regulating Plan - V8 AS ADOPTED

CRABAPPLE FORM-BASED CODE

June 19, 2012

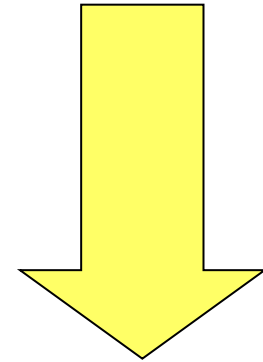
Prepared by Tunnell-Spangler-Walsh & Associates



Structure of the Form-Based 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**
- **Article 7: Architectural Styles**

Macro-Scale/
Less Detail



Micro-Scale/
More Detail

Structure of the Form-Based Code

- **Article 1: General instructions**
- Article 2: Regulating Plans
- Article 3: Public Standards
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Article 1 Highlights

- **Code intent**

 - Policies supporting the Code

 - Key goals of the Visioning Study

 - Key goals from the comp plan

- **Variations from the code**

 - Warrant:** Approved by community development director

 - Variance:** Approved by Board of Zoning Appeals



Article 1 Highlights

- **Based on entire site or lot (Gross Site Area)**
- **Building Unit: The amount of “development” that can be built on a site**
- **Not counted towards Density: senior housing, accessory units, Civic Buildings, and historic buildings**



TABLE 8B: Building Unit Function Exchange Rate. This table shows the rate that Buildings Units shall be exchanged for Functions

RESIDENTIAL	1 dwelling unit for each Building Unit
LODGING	2 guest rooms for each Building Unit
OFFICE	2,250 square feet for each Building Unit
RETAIL	2,250 square feet for each Building Unit
OTHER	2,500 square feet for each Building Unit

FORM-BASED CODE AND TDR

Enabling the Crabapple Vision

Article 1 Highlights

- **Parking bonus:**
 - 1 parking space: 2 Building Units
 - Parking Structures (2+ stories)
 - Underground parking (1+ story)
 - Parking for off-site uses
- **Transfer of Development Rights (TDR):**
 - T3: Up to 3 more Buildings Units/acre
 - T4: Up to 4 more Building Units/acre
 - T5: Up to 5 more Building Units/acre



Structure of the Form-Based Code

- Article 1: General instructions
- **Article 2: Regulating Plans**
- Article 3: Public Standards
- Article 4: Lot and Building Plans
- Article 5: Standards and Tables
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- Article 7: Architectural Styles

Article 2 Highlights

- **Projects must be consistent with the Crabapple Regulating Plan**
With provision for minor site adjustments
- **Those that are not must seek rezoning to prepare an “Infill Regulating Plan”**

Article 2 Highlights

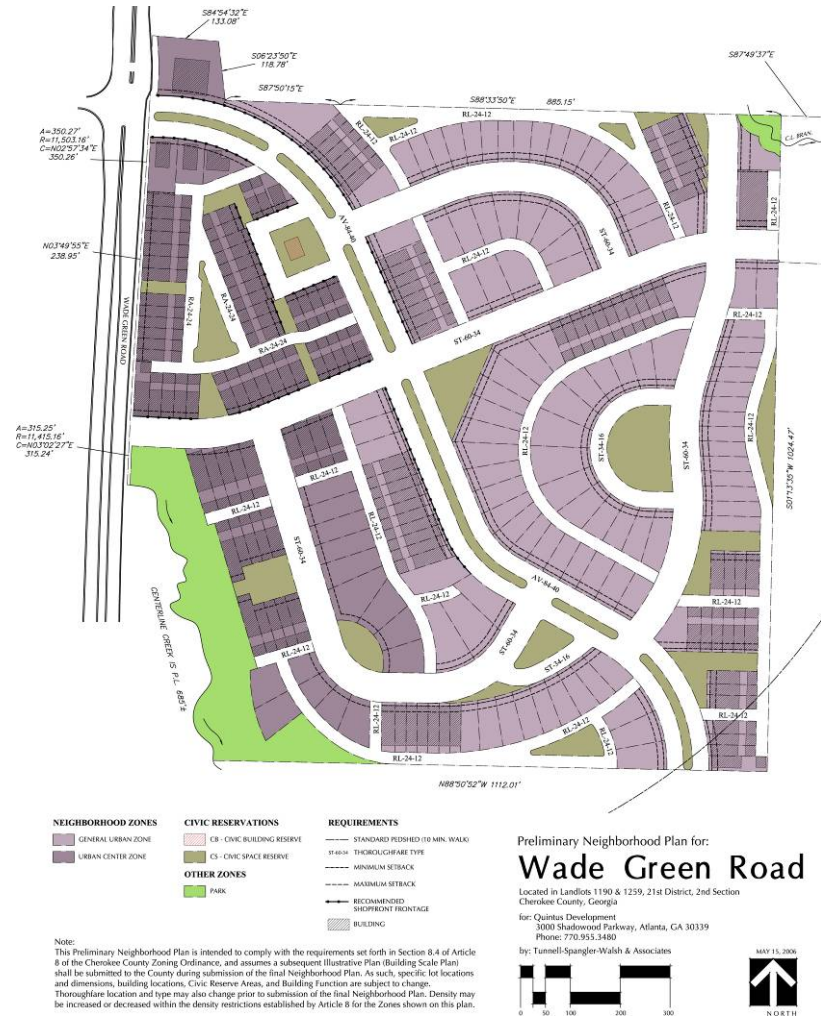
- Infill Regulating Plans**

Variable: T-Zone locations, Thoroughfares, Civic Spaces

Fixed: Public Frontages along existing major streets and Greenway locations (locations may vary)

- Landscape Buffers**

Retain current buffer requirements



Structure of the Form-Based 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
- Article 7: Architectural Styles

Article 3 Highlights

- **Existing Thoroughfares**

Standards for new streetscapes and bicycle facilities

- **New Thoroughfares**

“Complete streets”

Standards for bicycle, pedestrian, and vehicular facilities



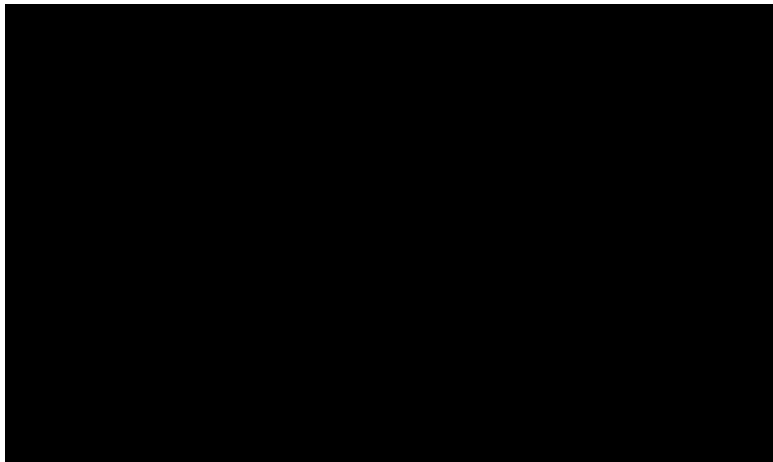
Article 3 Highlights

- **Civic Zones**

Per Regulating Plans (min 5% of Infill Regulating Plans or sites over 4 acres)

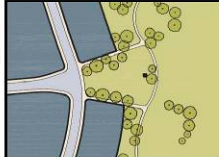
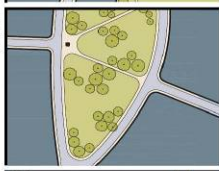
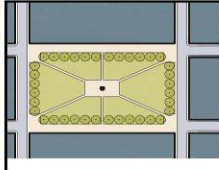
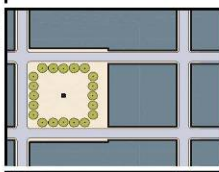
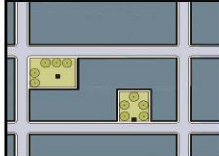
Highly useable spaces

Specific standards



CRABAPPLE FORM-BASED CODE – V8 AS ADOPTED
City of Milton

TABLE 4: Civic Space

<p>a. Park: A natural preserve available for unstructured recreation. A park may be independent of surrounding building Frontages. Its landscape shall consist of Paths and trails, meadows, water bodies, woodland and open shelters, all naturalistically disposed. Parks may be linear, following the trajectories of natural corridors. The minimum size shall be 8 acres.</p>		T2 T3
<p>b. Green: An Open Space, available for unstructured recreation. A Green may be spatially defined by landscaping rather than building Frontages. Its landscape shall consist of lawn and trees, naturalistically disposed. The minimum size shall be 1/2 acre and the maximum shall be 8 acres.</p>		T3 T4 T5
<p>c. Square: An Open Space available for unstructured recreation and Civic purposes. A Square is spatially defined by building Frontages. Its landscape shall consist of paths, lawns and trees, formally disposed. Squares shall be located at the intersection of important Thoroughfares. The minimum size shall be 1/2 acre and the maximum shall be 5 acres.</p>		T4 T5
<p>d. Plaza: An Open Space available for Civic purposes and Commercial activities. A Plaza shall be spatially defined by building Frontages. Its landscape shall consist primarily of pavement. Trees are optional. Plazas should be located at the intersection of important streets. The minimum size shall be 1/2 acre and the maximum shall be 2 acres.</p>		T5 T6
<p>e. Playground: An Open Space designed and equipped for the recreation of children. A Playground should be fenced and may include an open shelter. Playgrounds shall be interspersed within Residential areas and may be placed within a Block. Playgrounds may be included within parks and greens. There shall be no minimum or maximum size.</p>		T2 T3 T4 T5

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June 19, 2012

Structure of the Form-Based 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
- Article 7: Architectural Styles

Article 4 Highlights

- **Building form**

- Simple rectangular forms

- Retain maximum building sizes

- Relationship of building to street

- **Building placement**

- Lot widths and coverage

- Building Placement types

- Setbacks

- **Building function**

- Building use, varies by T-Zone

CRABAPPLE FORM-BASED CODE – V8 AS ADOPTED
City of Milton

TABLE 7: Private Frontages. The Private Frontage is the areas between the building Facades and the lot lines.

	SECTION		PLAN		
	LOT FRONTAGE	R.O.W. PRIVATE FRONTAGE	LOT FRONTAGE	R.O.W. PRIVATE FRONTAGE	
a. Common Yard: a planted Frontage wherein the Facade is set back substantially from the Frontage Line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. The deep Sidewalk provides a buffer from the higher speed Thoroughfares.					T2 T3
b. Porch & Fence: a planted Frontage where the Facade is set back from the Frontage Line with an attached porch permitted to Encroach. A fence, wall, or hedge at the Frontage Line maintains street spatial definition. Porches shall be no less than 6 feet deep.					T2 T3 T4
c. Terrace or Lightwell: a Frontage wherein the Facade is set back from the Frontage Line by an elevated terrace or sunken lightwell. This type buffers Residential use from urban Sidewalks and creates the private space from public approachment. Terraces are suitable for conversion to outdoor cafes. Syn: Dooryard					T4 T5
d. Forecourt: a Frontage wherein the Facade is close to the Frontage Line and the central portion is set back. The forecourt created is suitable for vehicle drop-off. This type should be allocated in conjunction with other Frontage types. Large trees within the Forecourts may overhang the Sidewalks.					T4 T5
e. Sloop: a Frontage wherein the Facade is aligned close to the Frontage Line with the first story elevated from the Sidewalk sufficiently to create a space for the windows. This type is usually an exterior car and loading. This type is recommended for ground-floor Residential use. Sloops shall be no less than 30 inches deep.					T4 T5
f. Shopfront: a Frontage wherein the Facade is a gabled slope to the Frontage Line with the building entrance at Sidewalk grade. This type is conventional for Retail use. It has glass on the Sidewalk level and an awning that should overlap the Sidewalk to within 2 feet of the Curb. Syn: Retail Frontage.					T4 T5
g. Gallery: a Frontage wherein the Facade is a gabled with the lighting or canopies overhanging the Sidewalk. This type is conventional for Retail use. The Gallery should be no less than 10 feet wide and should overlap the sidewalk to within 2 feet of the Curb.					T4 T5
h. Arcade: a colonnade supporting hatched space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at or behind the Frontage Line. This type is conventional for Retail use. The Arcade shall be no less than 12 feet wide and should overlap the Sidewalk to within 2 feet of the Curb.					T5 T6

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June 19, 2012

Proposed T2: Rural

T2 consists of sparsely settled lands in open or cultivated states. These include woodland, agricultural land, grassland, and irrigable desert. Typical buildings are farmhouses, agricultural buildings, and cabins.



FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

DENSITY

By Right	1 building unit/ac.
By TDR	n/a

LOT

Width	100 ft min
Coverage	20% max

SETBACKS

Front	60 ft. min
Side	25 ft min
Rear	50 ft min

BUILDING PLACEMENT

Edgeyard	permitted
Sideyard	not permitted
Rearyard	not permitted
Courtyard	not permitted

PRIVATE FRONTAGE

Common Lawn	permitted
Porch & Fence	permitted
Dooryard	not permitted
Stoop	not permitted
Shopfront	not permitted
Gallery	not permitted
Arcade	not permitted

HEIGHT

Principal Building	3 stories max
Outbuilding	3 stories max

BUILDING FUNCTION

Residential	restricted use
Lodging	prohibited use
Office	restricted use
Retail	prohibited use

Proposed T3: Sub-Urban

T3 consists of low density residential areas, adjacent to higher zones that have some mixed use. Home occupations and outbuildings are allowed. Planting is naturalistic and setbacks are relatively deep. Blocks may be large and the roads irregular to accommodate natural conditions.



DENSITY

By Right	3 building unit/ac.
By TDR	6 buildings units/ac.

LOT

Width	70 ft min / 120 ft max
Coverage	60% max

SETBACKS

Front	15 or 20 ft. min
Side	5 or 10 ft min
Rear	12 ft min

BUILDING PLACEMENT

Edgeyard	permitted
Sideyard	not permitted
Rearyard	not permitted
Courtyard	not permitted

PRIVATE FRONTAGE

Common Lawn	permitted
Porch & Fence	permitted
Dooryard	not permitted
Stoop	not permitted
Shopfront	not permitted
Gallery	not permitted
Arcade	not permitted

HEIGHT

Principal Building	3 stories max
Outbuilding	3 stories max

BUILDING FUNCTION

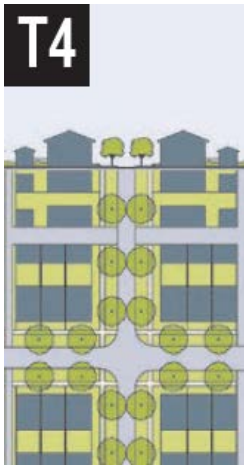
Residential	restricted use
Lodging	Restricted use
Office	restricted use
Retail	prohibited use

FORM-BASED CODE AND TDR

Enabling the Crabapple Vision

Proposed T4: General Urban

T4 consists of a mixed use but primarily residential urban fabric. It may have a wide range of building types: single, Sideyard, and Rowhouses. Setbacks and landscaping are variable. Streets with curbs and sidewalks define medium-sized Blocks.



DENSITY

By Right	5 building unit/ac.
By TDR	9 buildings units/ac.

LOT

Width	18 ft min / 96 ft max
Coverage	70% max

SETBACKS

Front	10 ft min / 30 ft max
Side	0 ft min
Rear	3 ft min

BUILDING PLACEMENT

Edgeyard	permitted
Sideyard	permitted
Rearyard	permitted
Courtyard	not permitted

PRIVATE FRONTAGE

Common Lawn	not permitted
Porch & Fence	permitted
Dooryard	permitted
Stoop	permitted
Shopfront	permitted
Gallery	permitted
Arcade	permitted

HEIGHT

Principal Building	3 stories max
Outbuilding	3 stories max

BUILDING FUNCTION

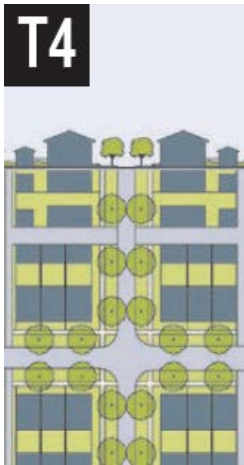
Residential	limited use
Lodging	limited use
Office	limited use
Retail	limited use

FORM-BASED CODE AND TDR

Enabling the Crabapple Vision

Proposed T4-0: General Urban

T4-Open consists of the same development patterns as T4, but permits open non-residential uses. It is intended to be a transition between T4 and T5, or applied in areas with existing non-residential zoning rights where a more “residential” character is envisioned.



FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

DENSITY

By Right	5 building unit/ac.
By TDR	9 buildings units/ac.

LOT

Width	18 ft min / 96 ft max
Coverage	70% max

SETBACKS

Front	10 ft min / 30 ft max
Side	0 ft min
Rear	3 ft min

BUILDING PLACEMENT

Edgeyard	permitted
Sideyard	permitted
Rearyard	permitted
Courtyard	not permitted

PRIVATE FRONTAGE

Common Lawn	not permitted
Porch & Fence	permitted
Dooryard	permitted
Stoop	permitted
Shopfront	permitted
Gallery	permitted
Arcade	permitted

HEIGHT

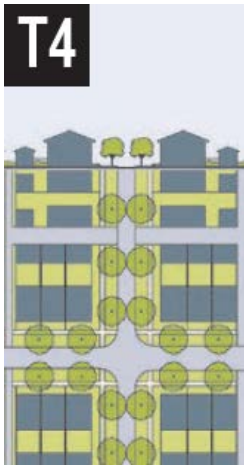
Principal Building	3 stories max
Outbuilding	3 stories max

BUILDING FUNCTION

Residential	open use
Lodging	open use
Office	open use
Retail	open use

Proposed T4-R: General Urban

T4-Restricted consists of the same development patterns as T4, but permits no non-residential uses. It is intended to apply to existing neighborhoods such as Crabapple Crossing and Crabapple Station.



FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

DENSITY

By Right	5 building unit/ac.
By TDR	9 buildings units/ac.

LOT

Width	18 ft min / 96 ft max
Coverage	70% max

SETBACKS

Front	10 ft min / 30 ft max
Side	0 ft min
Rear	3 ft min

BUILDING PLACEMENT

Edgeyard	permitted
Sideyard	permitted
Rearyard	permitted
Courtyard	not permitted

PRIVATE FRONTAGE

Common Lawn	not permitted
Porch & Fence	permitted
Dooryard	permitted
Stoop	permitted
Shopfront	permitted
Gallery	permitted
Arcade	permitted

HEIGHT

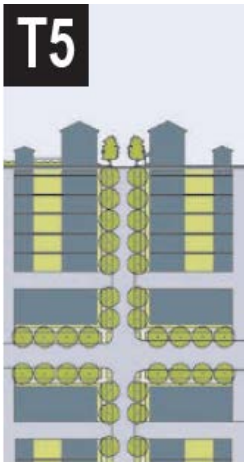
Principal Building	3 stories max
Outbuilding	3 stories max

BUILDING FUNCTION

Residential	prohibited use
Lodging	prohibited use
Office	prohibited use
Retail	prohibited use

Proposed T5: Urban Center

T5 consists of higher density mixed use building that accommodate Retail, Offices, Row- houses and Apartments*. It has a tight network of streets, with wide sidewalks, steady street tree planting and buildings set close to the sidewalks.



FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

DENSITY

By Right	9 building unit/ac.
By TDR	14 buildings units/ac.

LOT

Width	18 ft min / 180 ft max
Coverage	80% max

SETBACKS

Front	2 ft min / 15 ft max
Side	0 ft min / 24 ft max
Rear	3 ft min

BUILDING PLACEMENT

Edgeyard	permitted
Sideyard	permitted
Rearyard	permitted
Courtyard	permitted

PRIVATE FRONTAGE

Common Lawn	not permitted
Porch & Fence	not permitted
Dooryard	permitted
Stoop	permitted
Shopfront	permitted
Gallery	permitted
Arcade	permitted

HEIGHT

Principal Building	3 stories max
Outbuilding	3 stories max

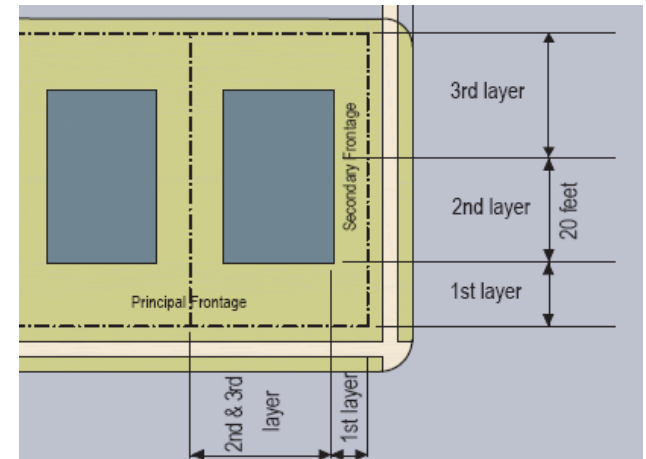
BUILDING FUNCTION

Residential	open use
Lodging	open use
Office	open use
Retail	open use

**Apartments as used here refers to a multifamily building type, not rental housing. Assisted living, above-shop lofts, and condominiums are classified as "apartments" for the purpose of this code.*

Article 4 Highlights

- **Screening and Fencing**
Mandatory screening
- **Off-Street Parking & Loading**
No change from current
- **Parking Location Standards**
Use of rear alleys is encouraged
To the side or rear of buildings
- **Lighting standards**
No change from public standards
Residential lighting



Article 4 Highlights

- **Drive-Through Standards**

 - Canopies matching building

 - Queuing and windows to the side or rear of buildings

- **Gasoline Station Standards**

 - To the side or rear of buildings

 - Away from Residential

- **Sign Standards**

 - Sign Ordinance applies

 - External illumination

 - No free-standing signs in First Layer



Article 4: Lot and Building Plans

- **Landscape Standards**

 - Plantings and paving

 - Tree requirements

- **Architectural**

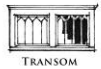
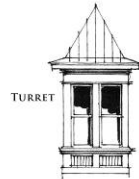
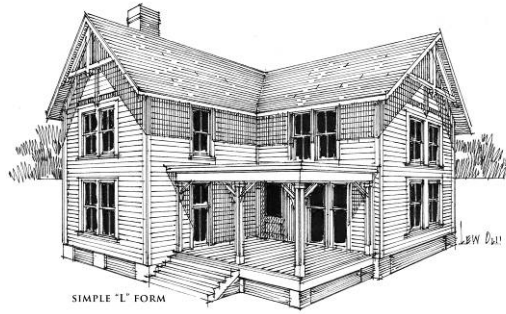
 - Applies to all buildings, including single-family houses

 - Administrative flexibility to permit other styles and grant relief



Article 4 Highlights

QUEEN ANNE



TRANSOM



1 OVER 1



2 OVER 2



DIAMOND PANE OVER PLATE GLASS



4 PANEL DOOR



5 PANEL DOOR



DOUBLE DOOR W/ TRANSOM



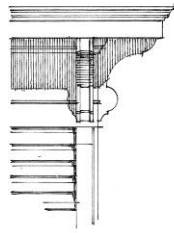
PLATE GLASS



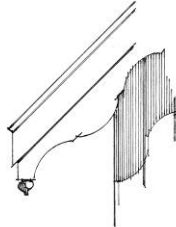
PAIRED POSTS



FREE FORM CLASSICISM

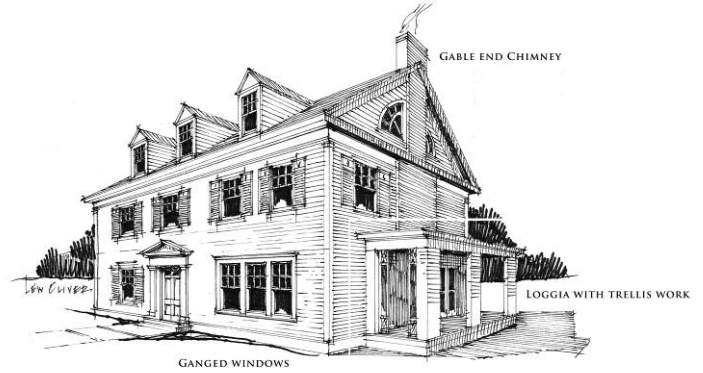


BRACKETED CORNICE



CARPENTER GOTHIC

COLONIAL REVIVAL

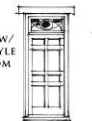


DORMER INNOVATED FOR SPACE



AUTHENTIC DORMER

6 PANEL W/ FAN LITE & SIDE LITES



8 PANEL W/ ADAM STYLE TRANSOM



DUTCH



PILASTER CORNER



MITRE CORNER



FRENCH



PLANK W/ TRANSOM



GABLE QUARTER ROUND



DIVIDED LITE OVER PLATE GLASS, PLANK SHUTTERS

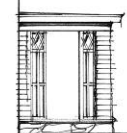


PANEL W/ CUTOUT SHUTTER



PEDIMENTED

PORCH EXPRESSED AS OUTDOOR ROOM



CLASSIC PORCH



FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

Structure of the Form-Based 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**
- **Article 7: Architectural Styles**

Building Unit Comparison

- **Current Zoning:** 1,231
 - **Vision Study (as illustrated):** 1,876
 - **Vision Study (carrying capacity):** 2,600+/-
 - **Proposed Form-Based Code:** 1,600
- } TDR & "bonuses"



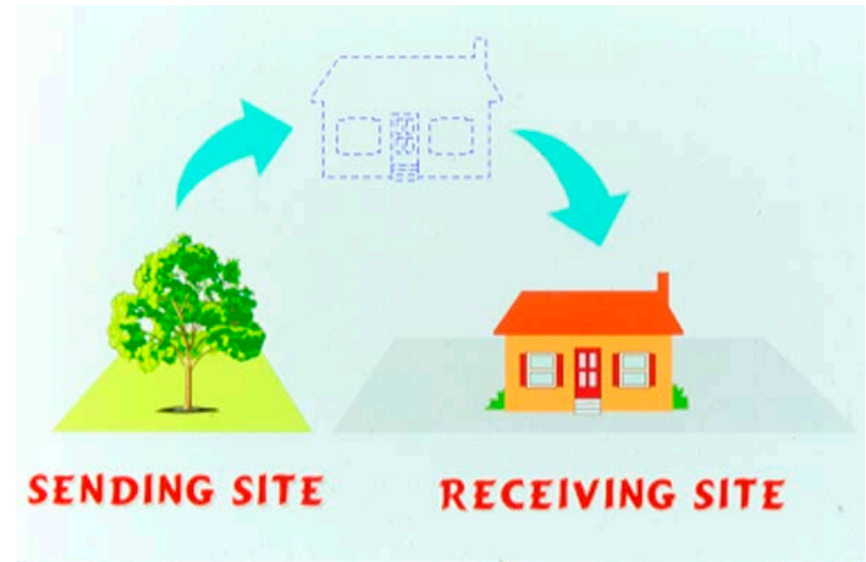
FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

Transfer of Development Rights

***Allison Duncan, Senior Planner
Atlanta Regional Commission***

TDR Mechanism

- **TDR**
 - Market-based
 - Works within code
- **TDR encourages voluntary re-direction of growth**
 - From sending areas
 - To receiving areas



TDR Is Voluntary

Sending site landowners can

- **Decline TDR option or**
- **Choose TDR**
 - Record easement or transfer title
 - Sell TDRs as compensation



Receiving site developers can

- **Build to base density without TDR or**
- **Buy TDRs, exceed baseline (up to maximum density) and achieve greater profit**

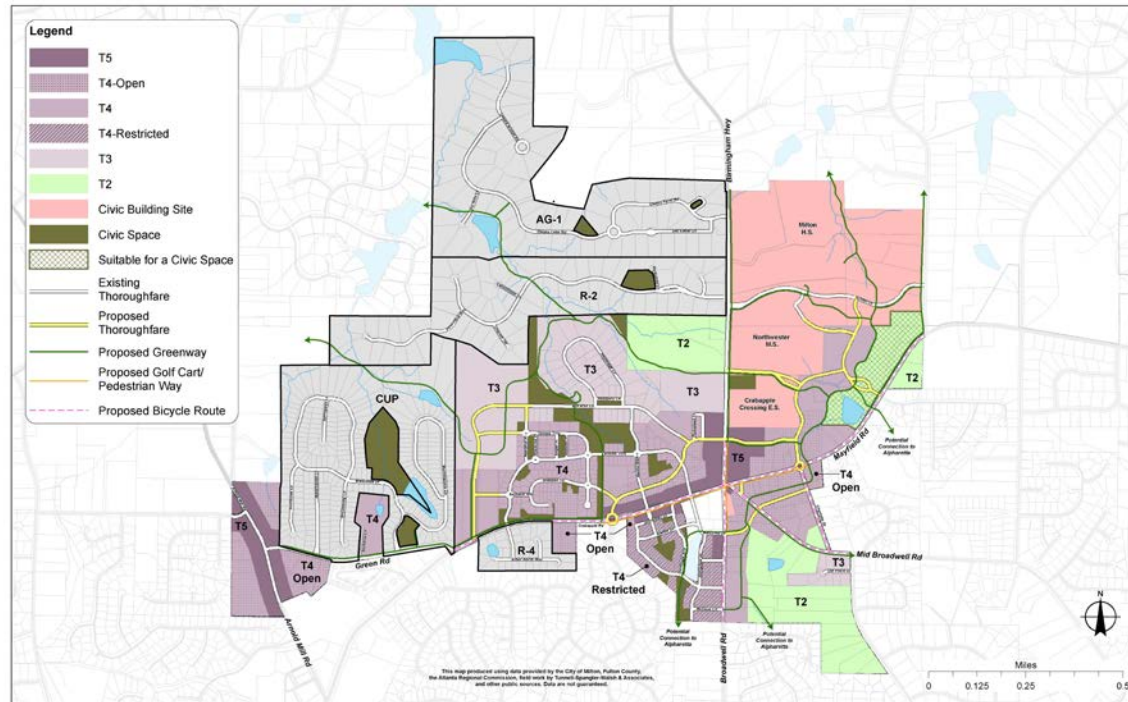


TDR Works

- **TDR has preserved over 450,000 acres**
More than 240 US communities use TDR
- **Georgia**
Chattahoochee Hill Country
Atlanta Historic Preservation TDR



Owners Apply for TDR Sending Sites



- **Crabapple: Regulating Plan identifies qualified sites (T2)**
- **Citywide Open Space Sites: Must meet criteria**
- **Citywide Park/Greenway Sites: Designated by adopted plans**

Sending Area Types

- **Open Space Sending Site**
remains privately owned with
easement

5-acre minimum lot size

Maximum density 1 unit per
parcel or 1 unit per 25 acres,
whichever is greater

- **Park/Greenway Sending Site**

Minimum 1 acre

Owner volunteers public access or
public ownership



TDR Allocation Ratios

- **Conservation Easements:**
 - 1 TDR/unconstrained acre**
 - +1 TDR/4 constrained acres**
 - +1 TDR/5 acres lot size greater than 5 acres**
- **Public acquisition - same formula plus**
 - X 1.50 Civic Space**
 - X 1.25 other Park/Greenway sending sites**



TDR Allocation Ratios: Open Space Site Examples

- **5-Acre Site: 5 TDRs**

5 unconstrained acres X 1 TDR/acre = 5 TDRs

0 constrained acres X 1 TDR/4 acres = 0

0 acres in excess of 5 acres X 1 each extra 5 acres = 0

- **25-Acre Site: 23 TDRs**

17 unconstrained acres X 1 TDR/acre = 17 TDRs

8 constrained acres X 1 TDR/4 acres = 2

20 acres in excess of 5 acres X 1 TDR per each extra 5 acres = 4

TDR Allocation Ratios: Park/Greenway Examples

- **5-Acre Site: 6.25 TDRs**

5 unconstrained acres X 1 TDR/acre = 5 TDRs

0 constrained acres X 1 TDR/4 acres = 0

0 acres in excess of 5 acres X 1 each extra 5 acres = 0

Subtotal of 5 X 1.25 = 6.25

- **25-Acre Site: 28.75 TDRs**

17 unconstrained acres X 1 TDR/acre = 17 TDRs

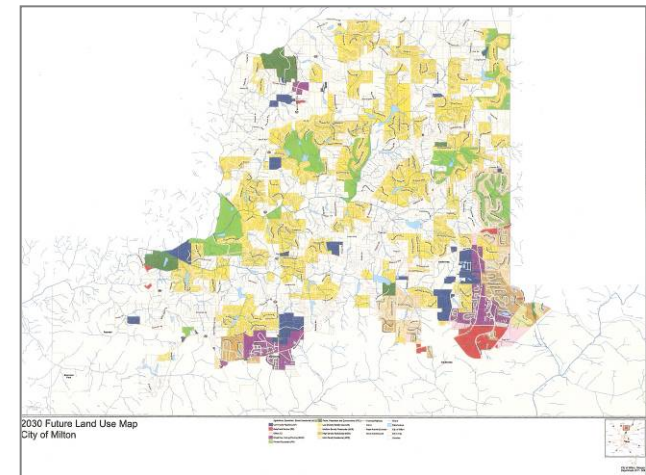
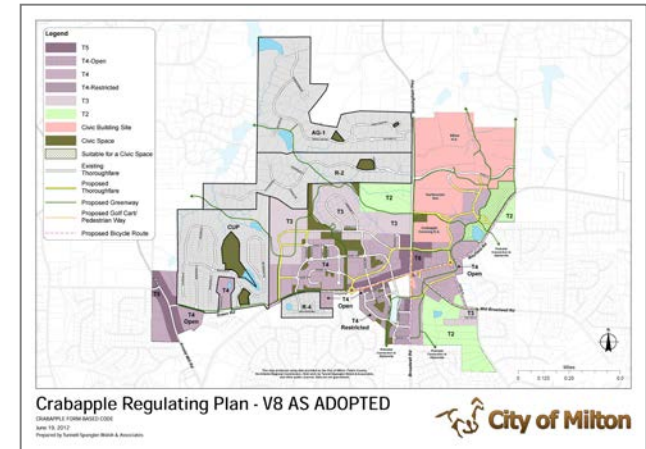
8 constrained acres X 1 TDR/4 acres = 2

20 acres in excess of 5 acres X 1 TDR per each extra 5 acres = 4

Subtotal of 23 X 1.25 = 28.75

Receiving Areas

- **Initially Within Crabapple**
 - T3 Suburban Zone
 - T4 General Urban Zone
 - T5 Urban Center Zone
- **Additional TDR Receiving Areas over time, possibly**
 - Southeast Milton (Deerfield)
 - Arnold Mill Road area



Receiving Area Density Limits

- **Achieve baseline without TDR**
- **Exceed baseline: one TDR = two building units**
- **Up to maximum code density**

Example: T4 Zone

- **Baseline: 5 building units/acre**
- **Maximum: 9 building units per acre**
- **Bonus: Each TDR allows 2 additional building units/acre**
 - Residential: 2 TDRs x 2 building units/TDR = 4 bonus building units, or 9 total (total 9 dwellings)
 - Office/retail: 2 TDRs x 2 building units/TDR = 4 bonus building units, or 9 total (total 20,250 sf at 2,250 sf per building unit)

Keys to Success

FORM-BASED CODE AND TDR
Enabling the Crabapple Vision

1. Use an open, honest process.

- **Stakeholder committee**

Interviews

Meetings

- **Public meetings**

- **Project website**

- **Information sheets**

- **Clear revisions**

Redlined changes

Responses to comments

CRABAPPLE FORM-BASED CODE – DRAFT V6

City of Milton

- b. Materials
 - i. Materials ~~should~~ shall be wood shingles, wood shakes, standing-seam paint grip galvanized metal, slate or asphalt shingles (architectural weathered, wood, or classic green or red), or concrete simulated slate or wood shingles.
 - ii. Gutters ~~should~~ shall either be half-round with round downspouts, metal-lined wood, or architecturally formed or molded. ~~Gutter finishes include may be copper and, unpainted galvanized metal (unpainted), or color to resemble galvanized metal.~~
 - iii. Wood shingles ~~should~~ shall not drain onto metal roofs; ~~the chemicals in the wood often form corrosion, eventually disintegrating the metal.~~
- 4.15.7 Foundations
 - a. Foundations shall be constructed of poured concrete or concrete masonry units.
 - b. Foundations may be finished with smooth stucco, brick, or stone.
~~e. Board-formed concrete with aggregate may be approved by the city design review board.~~
 - c. Front porches of wood shall be supported on masonry piers ~~(typically 18 inches in face width by 8 to 12 inches depth finished) and rendered (finished) in smooth stucco, masonry, brick, or stone. Piers shall have a minimum width of 18 inches and a minimum depth of 8 inches.~~
- 4.15.8 Windows
 - a. The provision of windows ~~shall be appropriate to the building style match building style~~
 - b. Technical and aesthetic requirements
 - i. Windows and casings ~~shall match building style shall follow suit to style.~~
~~ii. Window casings, muntins, and mullions shall appear to be historically correct.~~
~~iii. Windows may shall not be omitted on side of elevations, and shall be composed with the same thought and consideration as those on the front.~~
~~iv. Window sills shall have a 4-6 inch minimum depth of 1.5 inches.~~
~~v. Ganged windows and bays shall have a continuous sill and 4 inch mulls minimum.~~
~~vi. Grill between glass, reflective glazing, and pop-in grills are prohibited.~~
~~vii. Windows shall be True Divided Lite or Simulated Divided Lite.~~
 - ii. Windows shall have ~~sash with a minimum face width of 2 inch sashes material (face width); the dimension of the glass surface to sash and muntin face shall be a minimum of 0.75 inch minimum.~~
~~iii. Non-glass exterior window components shall be faced in wood, clad wood, or polymer materials, and said-~~
~~iv. Window materials shall be paint grade or pre finished.~~
- 4.15.9 Doors and windows that operate as sliders are prohibited along Frontages.
- 4.15.10 Doors
 - a. Technical and aesthetic requirements
 - i. Doors and casings ~~shall match building style shall follow suit to style~~
 - ii. Exterior front doors or doors visible from a public way, shall be hardwood, and may be stained or painted.
 - b. Materials
 - i. ~~Ornate decorative store-bought varieties, plastic laminated, stamped metal, and leaded/beveled glass doors are prohibited. Tropical hardwoods are prohibited unless Forest Stewardship Council~~

2. Calibrate the SmartCode to local needs.

- **Crabapple vision**
 - **Existing zoning**
 - **Customization**
- Never adopt the default SmartCode!**

CODE TRANSLATION: T5

Metrics of existing districts and/or approved development plans have been approximated for translation into Form-Based Code terminology.

	EXISTING			PROPOSED
	MIX Mixed-Use ¹ (Crabapple Road)	M1 Light Industrial	C-1 Community Business	T5 URBAN Center
DENSITY				
By Right	5 building units/ac.	5.5 building units/ac.	5.5 building units/ac.	9 building units/ac.
By TDR				14 building units/ac.
LOT			18 ft min / 96 ft max	
Width	20 ft min	20 ft min	85 ft min	18 ft min / 180 ft max
Coverage				80% max
SETBACKS				
Front	0 ft min	40 ft min	40 ft min	2 ft min / 15 ft max
Side	0 ft min	0 ft min	0 ft min	0 ft min / 24 ft max
Rear	3 ft min	0 ft min	0 ft min	3 ft min
BUILDING PLACEMENT				
Edgeyard	permitted	permitted	permitted	not permitted
Sidyard	permitted	not permitted	not permitted	permitted
Rearyard	permitted	not permitted	not permitted	permitted
Courtyard	permitted	not permitted	not permitted	permitted
PRIVATE FRONTAGE				
Common Lawn	permitted	permitted	permitted	not permitted
Porch & Fence	permitted	permitted	permitted	not permitted
Dooryard	permitted	permitted	permitted	permitted
Stoop	permitted	permitted	permitted	permitted
Shopfront	permitted	permitted	permitted	permitted
Gallery	not permitted	permitted	permitted	permitted
Arcade	not permitted	permitted	permitted	permitted
HEIGHT				
Principal Building	60 ft max	100 ft max / 8 stories max	60 ft max / 4 stories max	3 stories max
Outbuilding	60 ft max	100 ft max / 8 stories max	60 ft max / 4 stories max	3 stories max
BUILDING FUNCTION				
Residential	limited use	prohibited use	limited use	open use
Lodging	open use	open use	open use	open use
Office	open use	open use	open use	open use
Retail	open use	open use	open use	open use

¹ Metrics include MIX areas on Crabapple Road within Crabapple Crossroads and Crabapple Crossings

3. Think about code administration.

- **Other departments**
- **Capacity**

4. Have engaged elected officials.

- **City Council support essential**

5. Don't be afraid of TDR.

- **TDR is a tool, just like any other.**
- **Brush up on the law, and be prepared with case studies.**
- **This is probably a good use for your consultant dollars.**

6. Create coalitions with others

- **ARC's support was essential**

Questions?

Thank You!