

3 MIXED-USE DISTRICTS **DRAFT 7.24.16**

3.1 INTENT

For the purposes of this ordinance, the standards and provisions for mixed-use districts are designed to create walkable, mixed-use environments whereas the rural, transitional, or special districts are more reflective of the existing, primarily automobile-dependent configuration. The mixed-use base districts that are reflected in this chapter include the conditional uses, dimensional standards, and permitted building types.

3.2 MIXED-USE DISTRICTS

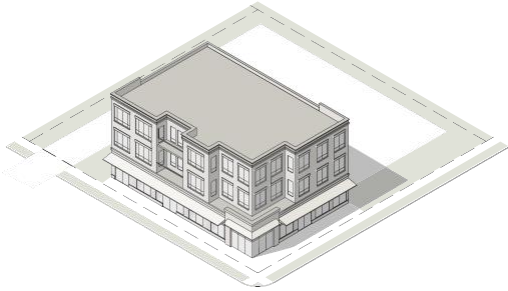
The mixed-use districts included in this chapter have urban streets with curbs and gutters with regularly placed street trees, sidewalks, and building forms that are more regular in form and spacing. These districts are also referred to as “form-based districts” because each has detailed provisions for the mix of uses, building type and design, density, height, street design, the design of parks and open space, parking, and other aspects of the urban form of the human environment. Images that reflect Lancaster County’s mixed-use form-based districts are as follows:



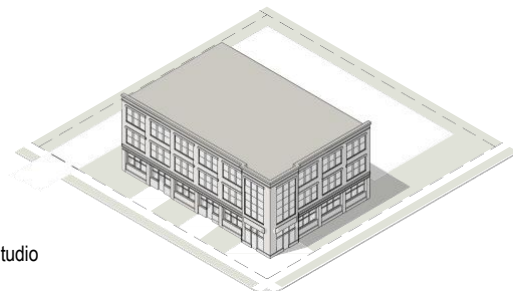
Source: City of Wilson, NC

3.3 BUILDING TYPES ESTABLISHED

This section establishes and defines each building type to ensure that proposed development is consistent with the district goals for building form, physical character, land use and quality.



Source: Code Studio

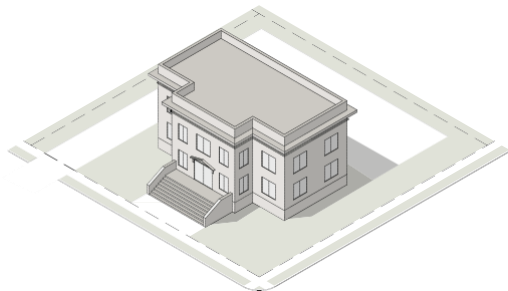


A. Mixed Use Building

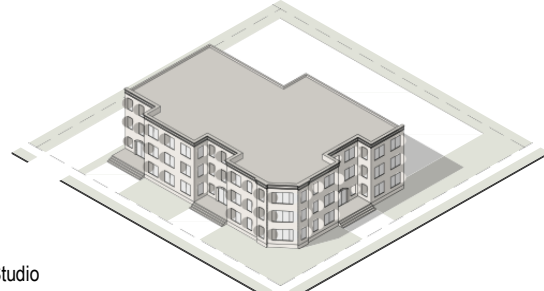
A multi-story building type that typically includes ground floor retail uses with upper-story residential or commercial use. Not intended for ground floor residential use.

B. General Building

A building type that typically accommodates commercial uses. Not intended for retail or residential use.



Source: Code Studio

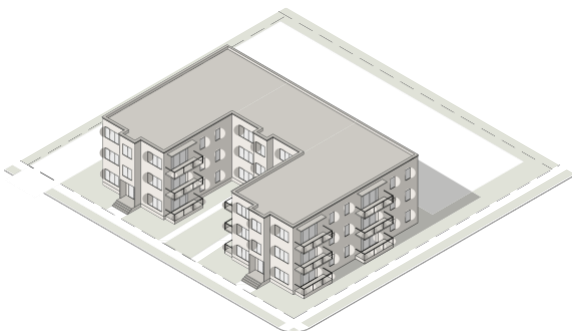


C. Civic Building

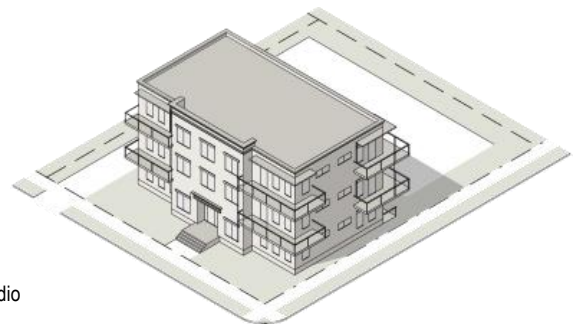
A building type that accommodates specifically identified civic uses (see Sec. 3.6. Civic Building). Not intended for retail, commercial or residential uses

D. Apartment Building

A building type that accommodates 12 or more attached dwelling units vertically and horizontally integrated. Not intended for non-residential use.



Source: Code Studio

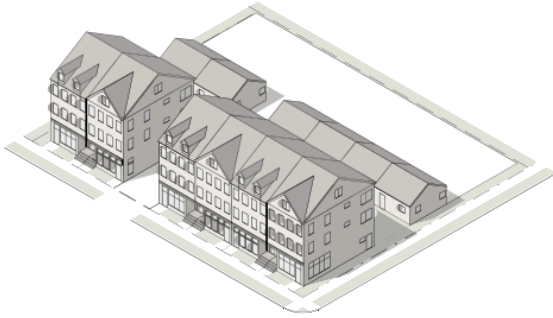


E. Apartment Court

A building type that accommodates 12 or more attached dwelling units vertically and horizontally integrated and organized around a courtyard that fronts a primary street. Not intended for non-residential use.

F. Garden Apartment

A building type that accommodates 3 to 12 attached dwelling units vertically and horizontally integrated. Not intended for non-residential use.



Source: Code Studio

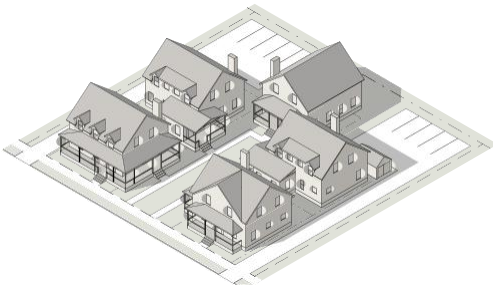
G. Stacked Flat

A multi-story building type that accommodates side-by-side attached units where units can be used for both non- residential and residential use. Ground floor units can be separated from upper-story units or units can be internally connected.



H. Townhouse

A building type that accommodates 3 or more dwelling units where each unit is separated vertically by a common side wall. Units cannot be vertically mixed. Not intended for non-residential uses.



Source: Code Studio

I. Cottage Court

A development building type with 5 to 9 detached houses and organized around a common courtyard that fronts a primary street. Not intended for non-residential uses.








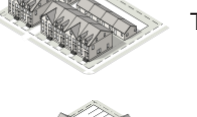




J. Detached House

A building type that accommodates one dwelling unit on an individual lot with yards on all sides along with a rear accessory dwelling unit at grade or above a garage (carriage house). Not intended for non-residential uses

3.4 BUILDING TYPES ALLOWED BY DISTRICT

Building types are allowed by district as set forth below.

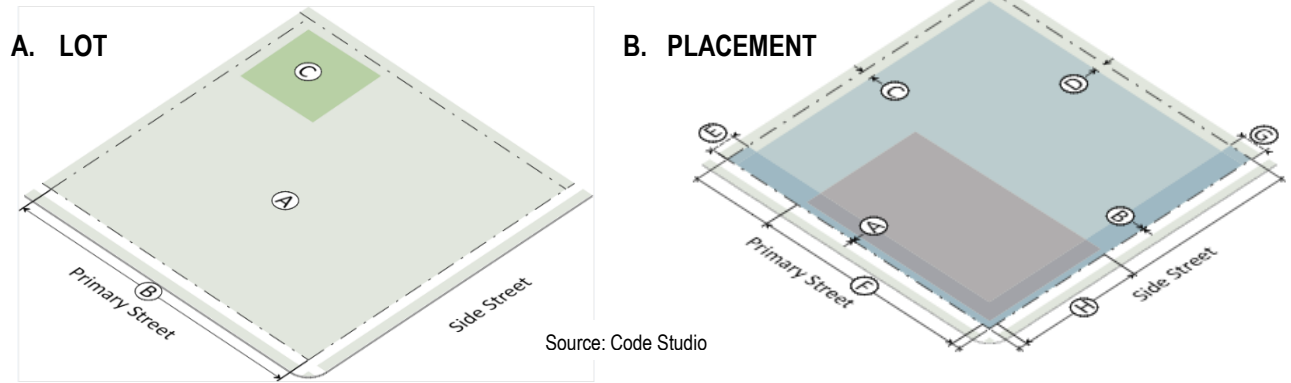
BUILDING TYPE	Urban Residential (UR)	High Density Residential (HDR)	Residential Mixed-Use (RMX)	Mixed-Use (MX)	Industrial Mixed-Use (IMX)
 Mixed Use Building				P	P
 General Building				P	P
 Civic Building	P	P	P	P	P
 Apartment Building		P		P	P
 Apartment Court		P		P	P
 Garden Apartment		P	P	P	P
 Stacked Flat			P	P	
 Townhouse			P	P	P
 Cottage Court	P		P		
 Detached House	P		P		

Key: P = Permitted Blank Cell = Not Permitted

* In RMX, a stacked flat is only allowed on a lot located at the intersection of streets.

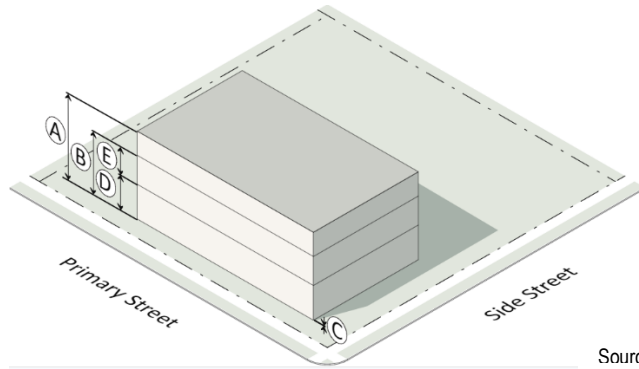
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3.5 MIXED USE BUILDING

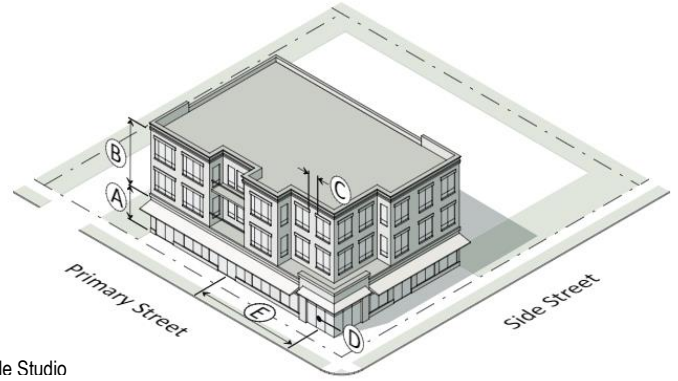


Lot Dimensions		Building Setbacks	
A	Lot area (min)	5,000 SF	A Primary street (min) 0'
B	Lot width (min)	50'	B Side street (min) 0'
Lot Parameters		C	Side interior (min) 0' or 5'
C	% of outdoor amenity space (min)	10%	C Side interior, abutting protected district, RMX or UR (min) 10'
		D	Rear (min) 0' or 5'
		D	Rear, abutting protected district, RMX or UR 20'
		D	Abutting alley (min) 5'
Build-to Zone (BTZ)			
E	Primary street (min/max)		0' to 10'
F	Building in primary street BTZ (min % of lot width)		70%
G	Side street (min/max)		0' to 10'
H	Building in side street BTZ (min % of lot width)		35%
Parking Location			
I	On-site parking not allowed between the building and the street		

C. Height



D. Activation

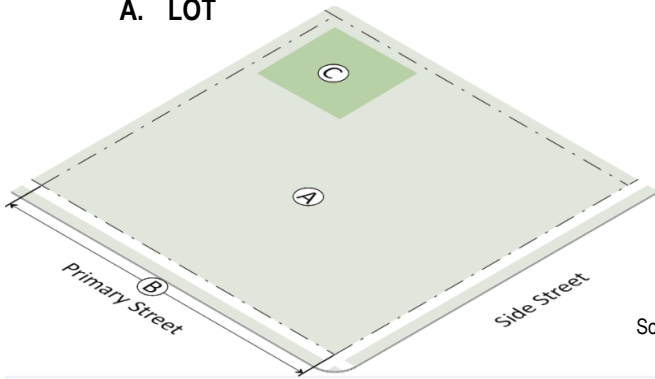


Source: Code Studio

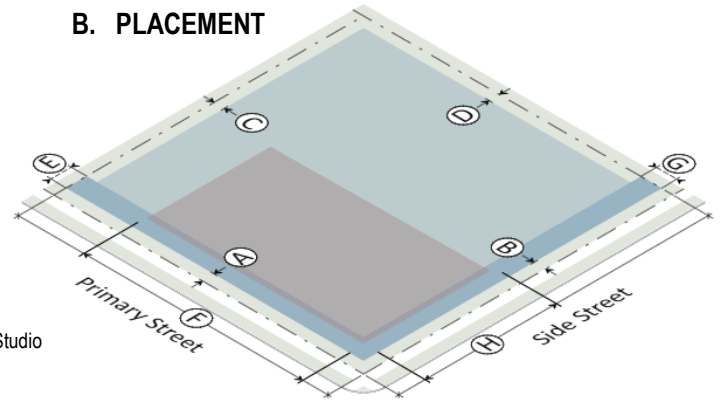
Building Height		Transparency	
A	Building height (max)	A	Ground story (min) 60%
	RMX, MX, IMX 3 stories/45'	B	Upper story (min) 20%
	MX, IMX 4 stories/55'	C	Blank wall area (max) 30'
	MX, IMX 5 stories/67'	The street-fronting, street-level window pane surface area must allow views into the ground story use for a depth of at least 8 feet.	
Reduced height may be required when abutting a protected district (see Sec.)		Pedestrian Access	
B	Building height (min) 2 stories	D	Entrance facing primary street Required
Story Height		E	Entrance spacing along primary street (max) 75'
C	Ground Floor elevation 0'	Permitted Building Elements	
D	Ground story height, floor to ceiling (min) 13'	Porch	No
E	Upper story height, floor to ceiling (min) 9'	Stoop	No
		Balcony	Yes
		Gallery	Yes
		Awning/Canopy	Yes
		Forecourt	Yes

3.6 GENERAL BUILDING

A. LOT



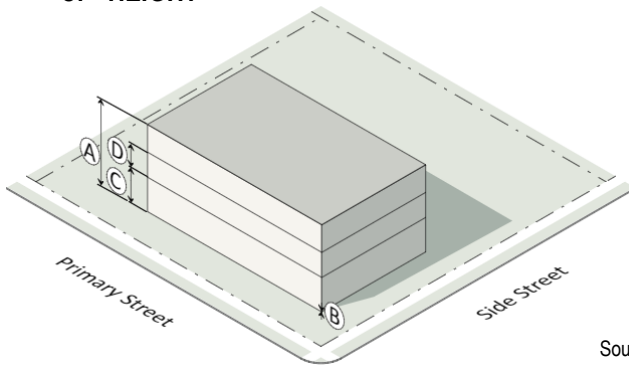
B. PLACEMENT



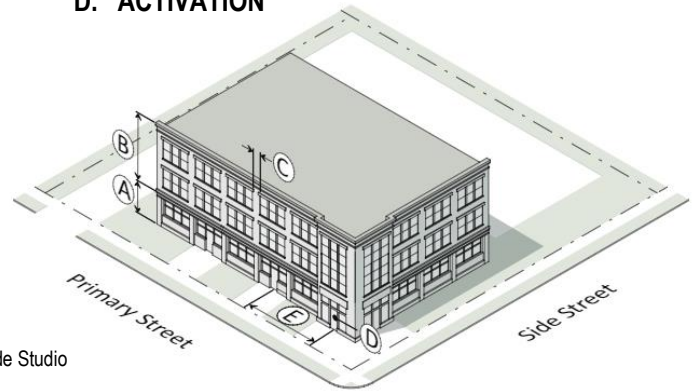
Source: Code Studio

Lot Dimensions			Building Setbacks		
A	Lot area (min)	5,000 SF	A	Primary street (min)	5'
B	Lot width (min)	50'	B	Side street (min)	5'
Lot Parameters			C	Side interior (min)	0' or 5'
			C	% of outdoor amenity space (min)	10%
			C	Side interior, abutting protected district, RMX or UR (min)	10'
			D	Rear (min)	0' or 5'
			D	Rear, abutting protected district, RMX or UR (min)	20'
			D	Abutting alley (min)	5'
Build-to Zone (BTZ)					
			E	Primary street (min/max)	5' to 20'
			F	Building in primary street BTZ (min % of lot width)	70%
			G	Side street (min/max)	5' to 20'
			H	Building in side street BTZ (min % of lot width)	35%
Parking Location					
On-site parking not allowed between the building and the street					

C. HEIGHT



D. ACTIVATION

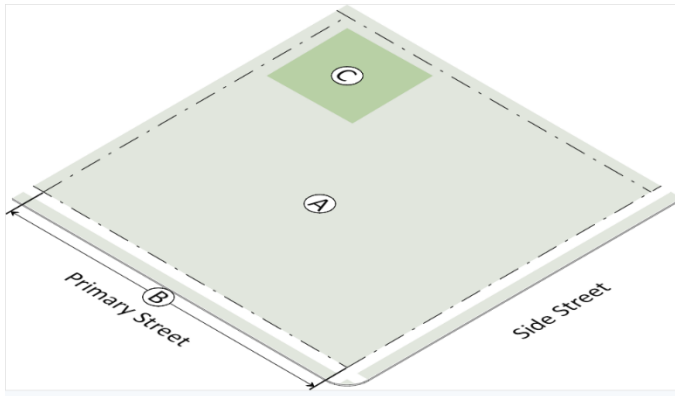


Source: Code Studio

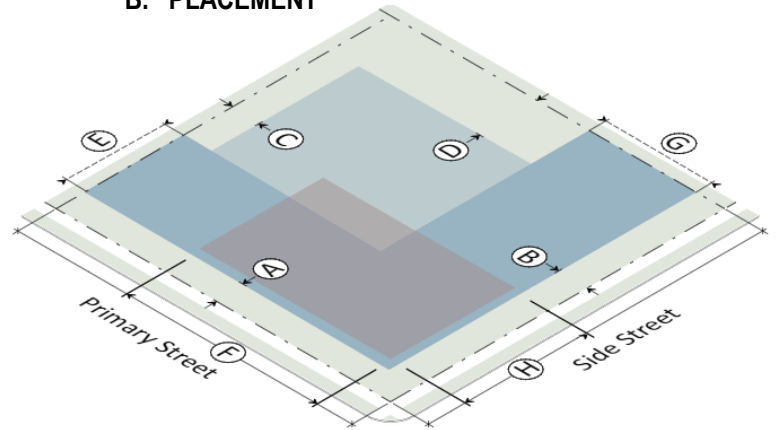
Building Height		Transparency	
A	Building height (max)	A	Ground story (min) 40%
	MX, IMX 2 stories/35'	B	Upper story (min) 20%
	MX, IMX 3 stories/45'	C	Blank wall area (max) 35'
	MX, IMX 4 stories/60'	Pedestrian Access	
		D	Entrance facing primary street Required
		E	Entrance spacing along primary street (max) 100'
		Permitted Building Elements	
	Reduced height may be required when abutting a protected district (see Sec .)	Porch	No
		Stoop	No
		Balcony	Yes
		Gallery	Yes
		Awning/Canopy	Yes
		Forecourt	Yes
Story Height			
B	Ground Floor elevation 0'		
C	Ground story height, floor to ceiling (min) 11'		
D	Upper story height, floor to ceiling (min) 9'		

3.7 CIVIC BUILDING

A. LOT

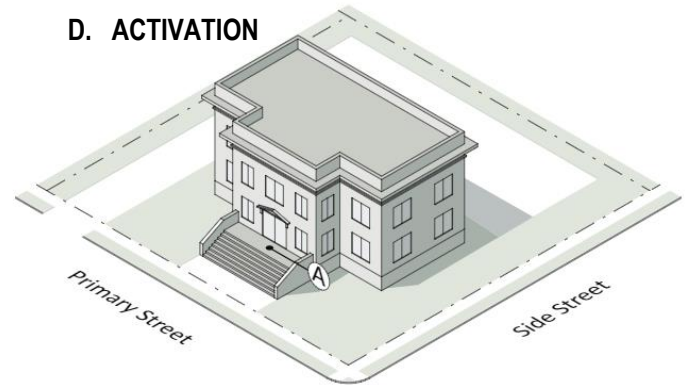
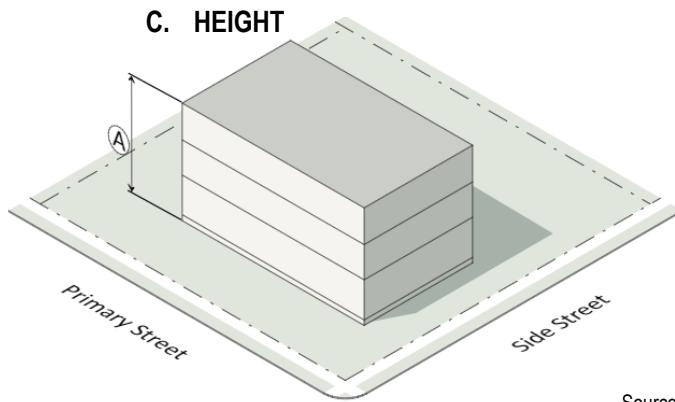


B. PLACEMENT



Source: Code Studio

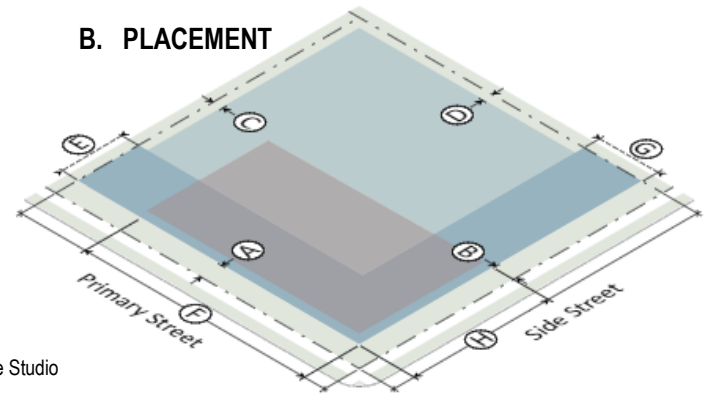
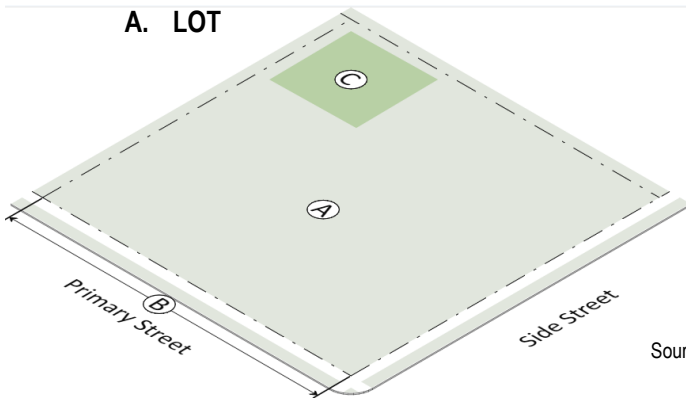
Lot Dimensions			Building Setbacks		
A	Lot area (min)	5,000 SF	A	Primary street (min)	10'
B	Lot width (min)	50'	B	Side street (min)	10'
Lot Parameters			C	Side interior (min)	10'
C	% of outdoor amenity space (min)	10%	D	Rear (min)	20'
			D	Abutting alley (min)	5'
Build-to Zone (BTZ)					
			E	Primary street (min/max)	10' to 40'
			F	Building in primary street BTZ (min % of lot width)	40%
			G	Side street	10' to 40'
			H	Building in side street BTZ (min % of lot width)	20%
Parking Location					
			I	On-site parking not allowed between the building and the street	



Source: Code Studio

Building Height		Pedestrian Access	
A	Building height (max)	A	Entrance facing primary street
UR	2 stories/35'	Required	
		Allowed Building Elements	
RMX, MX, IMX	3 stories/45'	Porch	Yes
MX, IMX	4 stories/55'	Stoop	Yes
Reduced height may be required when abutting a protected district (see Sec.)		Balcony	Yes
		Gallery	Yes
		Awning/Canopy	Yes
		Forecourt	Yes
Uses Allowed in a Civic Building Type			
Only the following uses are allowed in a civic building type (see Sec. 2.5.3 Permitted Use Table):			
-			
College, university.			
-			
Museum, library.			
-			
Place of worship,			
-			
School (K-12).			

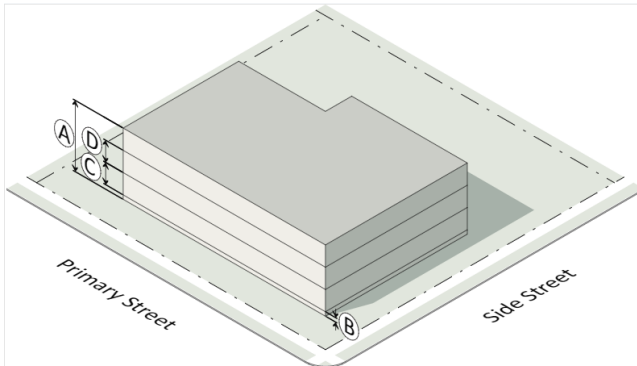
3.8 APARTMENT BUILDING



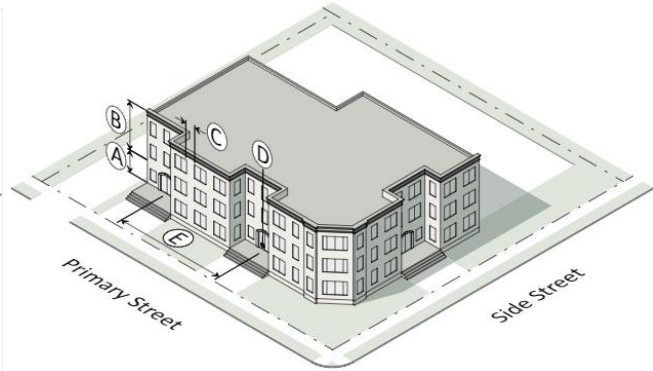
Source: Code Studio

Lot Dimensions			Building Setbacks		
A	Lot area (min)	12,5000 SF	A	Primary street (min)	10'
B	Lot width (min)	100'	B	Side street (min)	10'
Lot Parameters			C	Side interior (min)	0' to 5'
C	% of outdoor amenity space (min)	10%	C	Side interior, abutting protected district, RMX or UR (min)	10'
			D	Rear (min)	0' to 5'
			D	Rear, abutting protected district, RMX or UR (min)	20'
			D	Abutting alley (min)	5'
Build-to Zone (BTZ)					
			E	Primary street (min/max)	10' to 20'
			F	Building in primary street BTZ (min % of lot width)	70%
			G	Side street (min/max)	10' to 20'
			H	Building in side street BTZ (min % of lot width)	35%
Parking Location					
			I	On-site parking not allowed between the building and the street	

C. HEIGHT



D. ACTIVATION

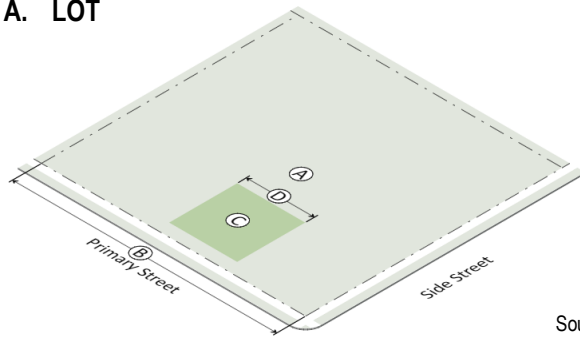


Source: Code Studio

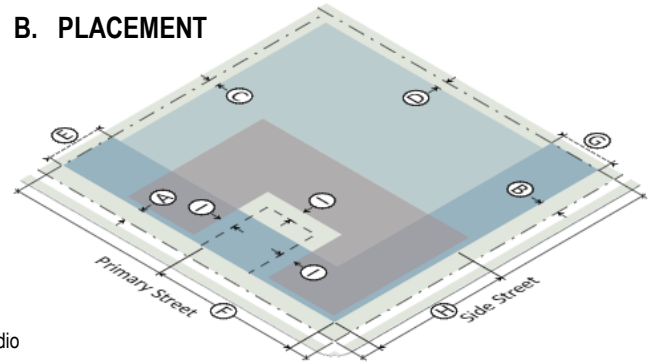
Building Height		Transparency	
A	Building height (max)	A	Ground story (min) 20%
	MX, IMX 2 stories/35'	B	Upper story (min) 20%
	MX, IMX 3 stories/45'	C	Blank wall area (max) 35'
	MX, IMX 4 stories/55'	Pedestrian Access	
Reduced height may be required when abutting a protected district (see Sec.)		D	Entrance facing primary street Required
Story Height		E	Entrance spacing along primary street (max) 100'
B	Ground Floor elevation 2'	Permitted Building Elements	
C	Ground story height, floor to ceiling (min) 10'	Porch	Allowed
D	Upper story height, floor to ceiling (min) 9'	Stoop	Allowed
		Balcony	Allowed
		Gallery	Not Allowed
		Awning/Canopy	Allowed
		Forecourt	Allowed

3.9 APARTMENT COURT

A. LOT



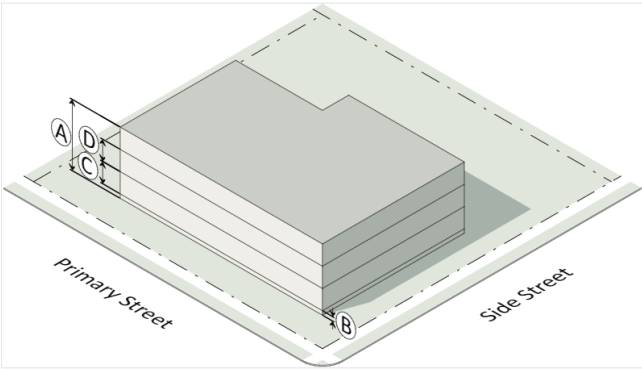
B. PLACEMENT



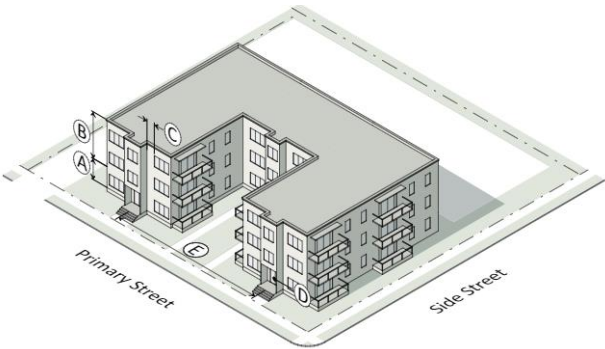
Source: Code Studio

Lot Dimensions			Building Setbacks	
A	Lot area (min)	30,000 SF	A Primary street (min)	10'
B	Lot width (min)	150'	B Side street (min)	10'
Courtyard Dimensions			C Side interior (min)	0' or 5'
C	Area (min)	2,000 SF	C Side interior, abutting protected district, RMX or UR (min)	10'
C	% of outdoor amenity space (min)	10%	D Rear (min)	0' or 5'
D	Width (min)	45'	D Rear, abutting protected district, RMX or UR (min)	20'
Area devoted to courtyard counted toward outdoor amenity space.			D Abutting alley (min)	5'
			Build-to Zone (BTZ)	
			E Primary street (min/max)	10' to 20'
			F Building in primary street BTZ (min % of lot width"	40%
			G Side street (min/max)	10' to 20'
			H Building in side street BTZ (min % of lot width	40%
Courtyard Encroachment				
			I Porch including steps (max)	8'
			I Balcony (max)	6'
Parking Location				
			J On-site parking not allowed between the building and the street.	

C. HEIGHT



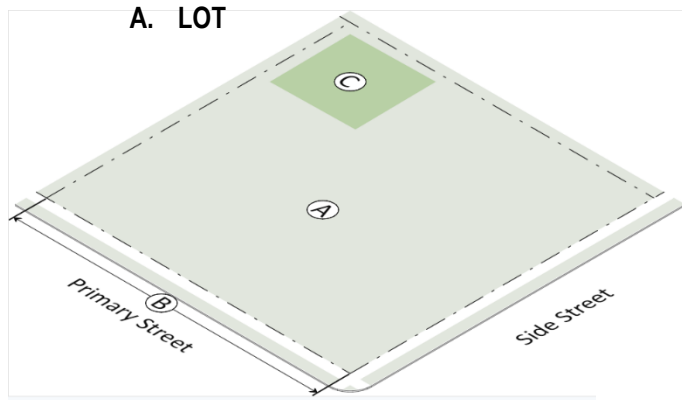
D. ACTIVATION



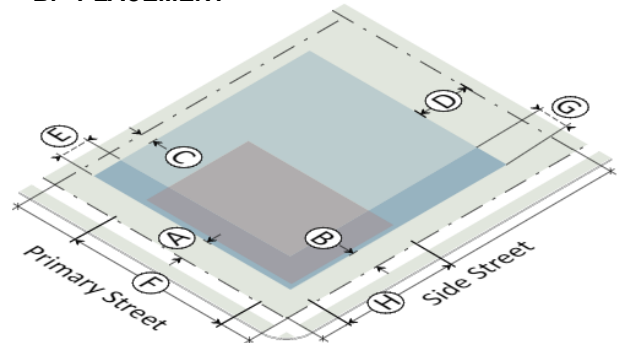
Source: Code Studio

Building Height		Transparency	
A	Building height (max)	A	Ground story (min) 20%
	MX, IMX 2 stories/35'	B	Upper story (min) 20%
	MX, IMX 3 stories/45'	C	Blank wall area (max) 35'
	MX, IMX 4 stories/55'	Pedestrian Access	
Reduced height may be required when abutting a protected district (see Sec.)		D	Entrance facing primary street Required
Story Height		E	Entrance spacing along primary street (max) 100'
B	Ground Floor elevation 2'	Permitted Building Elements	
C	Ground story height, floor to ceiling (min) 10'	Porch	Allowed
D	Upper story height, floor to ceiling (min) 9'	Stoop	Allowed
		Balcony	Allowed
		Gallery	Not Allowed
		Awning/Canopy	Allowed
		Forecourt	Not Allowed

3.10 GARDEN APARTMENT



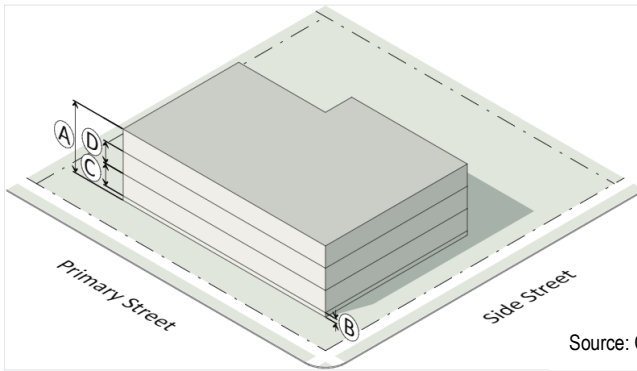
B. PLACEMENT



Source: Code Studio

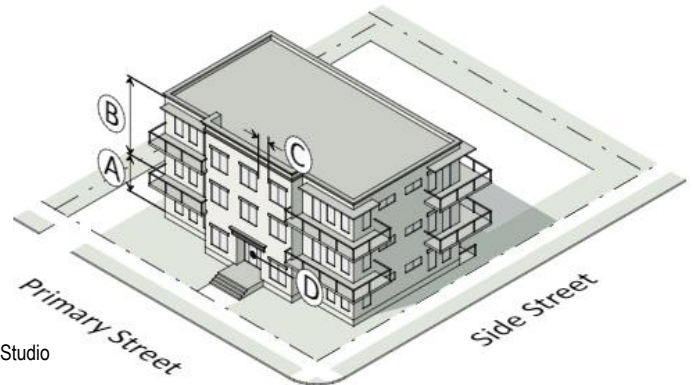
Lot Dimensions			Building Setbacks		
A	Lot area (min)	12,500 SF	A	Primary street (min)	10'
B	Lot width (min)	100'	B	Side street (min)	10'
Lot Parameters			C	Side interior (min)	5'
			C	Side interior, abutting protected district or UR (min)	10'
C	% of outdoor amenity space (min)	10%	D	Rear (min)	20'
D	Dwelling units per building (max)	12	D	Abutting alley (min)	5'
Build-to Zone (BTZ)					
E	Primary street (min/max)				10' to 20'
F	Building in primary street BTZ (min % of lot width)				70%
G	Side street				10' to 20'
H	Building in side street BTZ (min % of lot width)				35%
Parking Location					
I	On-site parking not allowed between the building and the street				

C. HEIGHT



Source: Code Studio

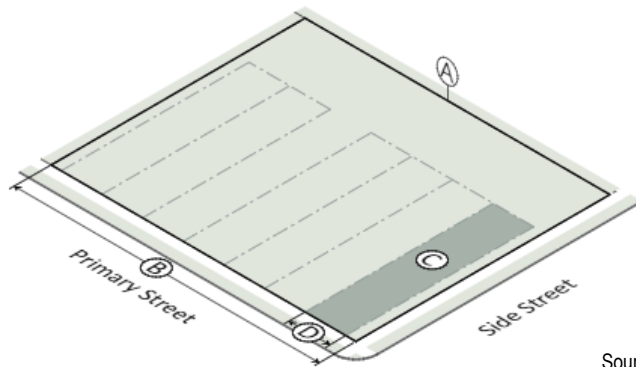
D. ACTIVATION



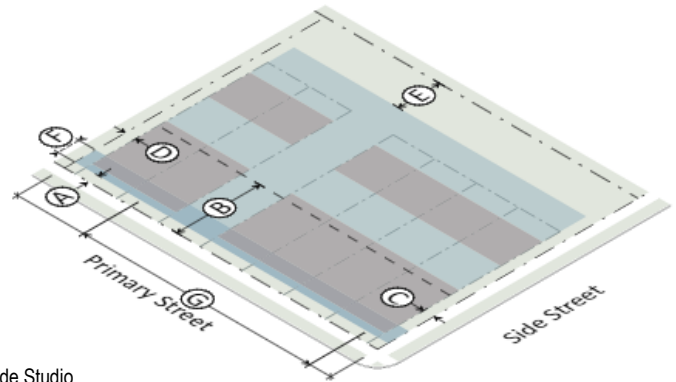
Building Height		Transparency	
A	Building height (max)	A	Ground story (min) 20%
	RMX 2 stories/35'	B	Upper story (min) 20%
	RMX, MX, IMX 3 stories/45'	C	Blank wall area (max) 35'
Reduced height may be required when abutting a protected district (see Sec.)		Pedestrian Access	
Story Height		D	Entrance facing primary street Required
B	Ground floor elevation (min) 2'	E	Entrance spacing along primary street 100'
C	Ground story height, floor to ceiling (min) 10'	Building Elements	
D	Upper story height, floor to ceiling (min) 9'	Porch	Allowed
		Stoop	Allowed
		Balcony	Allowed
		Gallery	Not Allowed
		Awning/Canopy	Allowed
		Forecourt	Allowed

3.11 STACKED FLAT

A. LOT



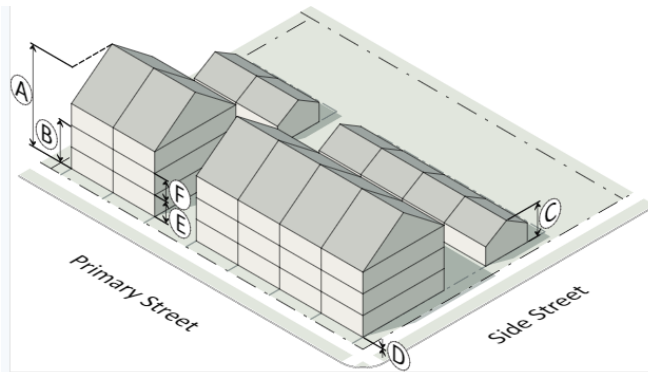
B. PLACEMENT



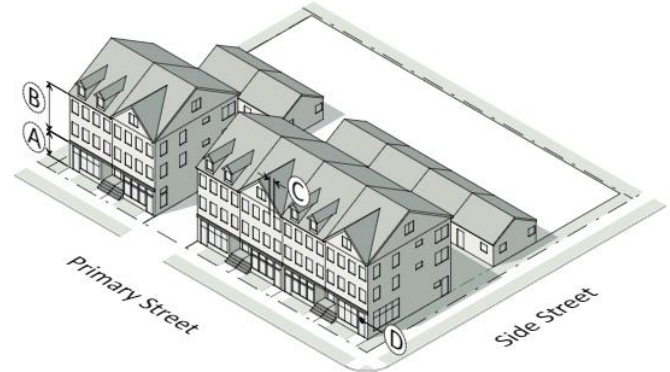
Source: Code Studio

Site Dimensions		Building Setbacks		
A	Site area (min)	12,500 SF	A Primary street - principal buliding(min)	5'
B	Site width (min)	100'	B Primary street – accessory structures (min)	40'
Lot Dimensions		C	Side street (min)	5'
C	Lot area (min)	1,300 SF	D Side interior, end unit only (min)	5'
D	Unit width (min/max)	20' to 30'	D Side interior, abutting protected district, RMX or UR (min)	10'
		E	Rear (min)	20'
		E	Abutting alley	4' or 20' min
Build-to Zone (BTZ)				
F	Primary street (min/max)			5' to 10'
G	Building in primary street BTZ (min % lot width)			70%
Parking Location				
H	On-site parking not allowed between the building and the street			

C. HEIGHT



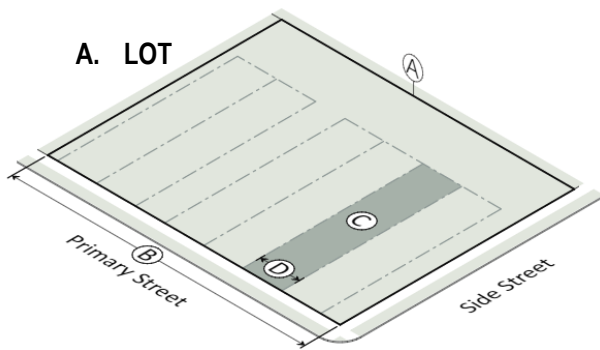
D. ACTIVATION



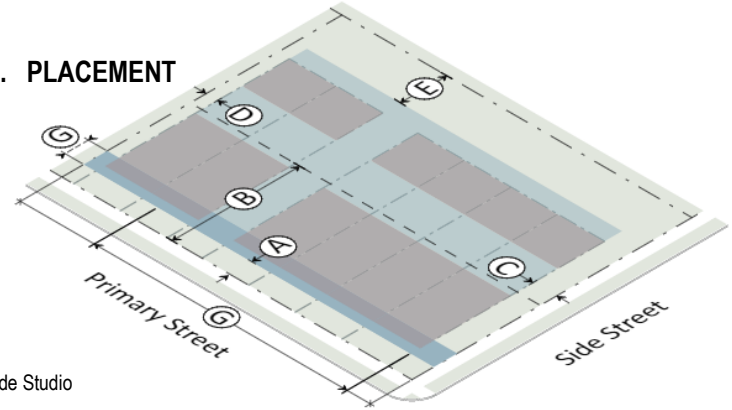
Source: Code Studio

Building Height		Transparency	
A	Principal building (max)	A	Ground story (min) 40%
	RMX 2 stories/35'	B	Upper story (min) 20%
	RMX, MX, IMX 3 stories/45'	C	Blank wall area (max) 35'
Reduced height may be required when abutting a protected district (see Sec.)		Pedestrian Access	
B	Principal building (min) 2 stories	D	Entrance facing primary street (each ground floor unit) Required
C	Accessory structure (max) 24'	Building Elements	
Story Height		Porch	Not Allowed
D	Ground floor elevation 0'	Stoop	Allowed
E	Ground story height, floor to ceiling (min) 12'	Balcony	Allowed
F	Upper Story height, floor to ceiling (min) 9'	Gallery	Not Allowed
		Awning/Canopy	Allowed
		Forecourt	Not Allowed

3.12 TOWNHOUSE



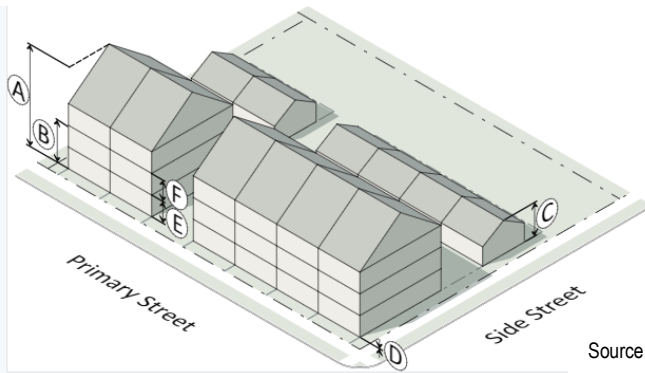
B. PLACEMENT



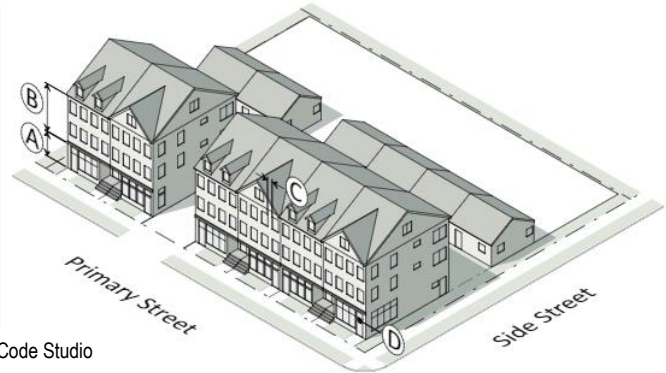
Source: Code Studio

Site Dimensions		Building Setbacks	
A	Site area (min)	10,00 SF	A Primary street - principal buliding(min) 5'
B	Site width (min)	100'	B Primary street – accessory structures (min) 40'
Lot Dimensions		C	Side street (min) 10'
C	Lot area (min)	1,300 SF	D Side interior, end unit only (min) 5'
D	Unit width (min/max)	20' to 30'	D Side interior, abutting protected district, RMX or UR (min) 10'
E	RMX: Dwelling units per building (max)	6	E Rear (min) 20'
			E Abutting alley 4' or 20' min
Build-to Zone (BTZ)			
F	Primary street (min/max)		5' to 15'
G	Building in primary street BTZ (min % lot width)		70%
Parking Location			
1	On-site parking not allowed between the building and the street.		
2	Parking must be placed entirely to the rear of the townhouse and be rear-accessed.		
3	Front-loaded townhouses are not allowed.		
4	Garage doors must face the rear alley.		

C. HEIGHT



D. ACTIVATION

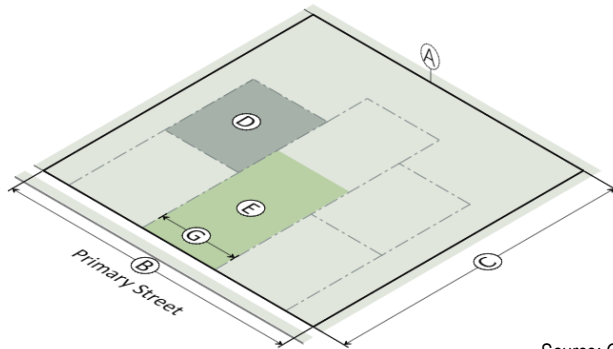


Source: Code Studio

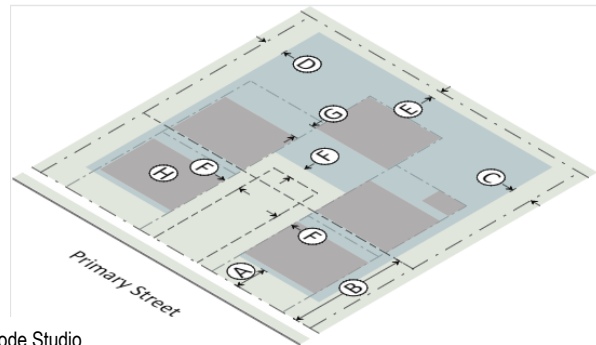
Building Height		Transparency	
A	Principal building (max)	A	Ground story (min) 20%
	RMX, MX, IMX 2 stories/35'	B	Upper story (min) 20%
	RMX, MX, IMX 3 stories/45'	C	Blank wall area (max) 35'
	Reduced height may be required when abutting a protected district (see Sec.)	Pedestrian Access	
B	Accessory structure (max) 24'	D	Entrance facing primary street (each ground floor unit) Required
Story Height		Building Elements	
C	Ground floor elevation (min) 2'	Porch	Allowed
D	Ground story height, floor to ceiling (min) 10'	Stoop	Allowed
E	Upper Story height, floor to ceiling (min) 9'	Balcony	Allowed
		Gallery	Not Allowed
		Awning/Canopy	Not Allowed
		Forecourt	Not Allowed

3.13 COTTAGE COURT

A. LOT



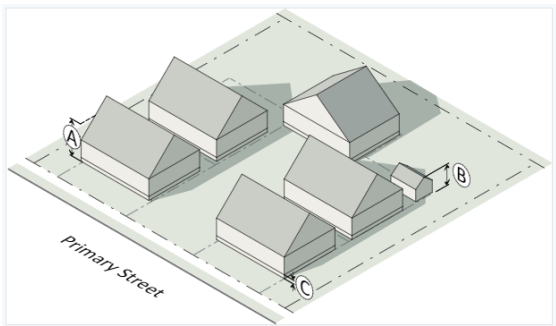
B. PLACEMENT



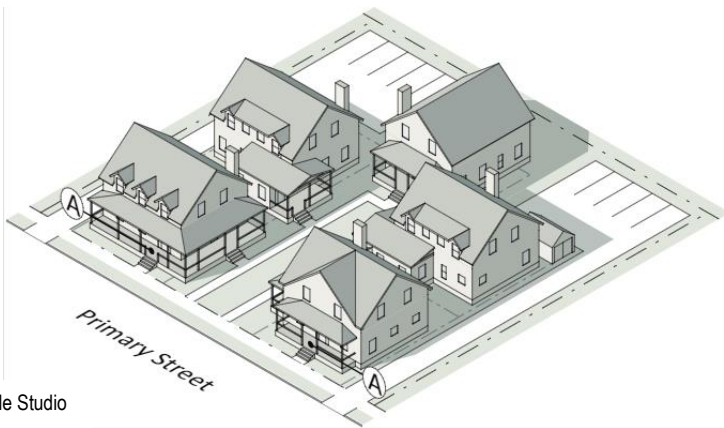
Source: Code Studio

Site Dimensions		Building Setbacks	
A	Site area (min)	22,500 SF	A Primary street - principal buliding (min) 15'
	Site area per detached house (min)	4,500 SF	B Primary street – accessory structures (min) 30'
	Detached houses per site (max)	9	C Side street (min) 10'
B	Site width (min)	150'	D Side interior (min) 7.5'
C	Site depth (min)	150'	E Rear (min) 10'
Lot Dimensions		E	Abutting alley 4' or 20' min
D	Lot area (min)	1,200 SF	F Abutting courtyard 0'
Courtyard		Placement Limitations	
E	Area (min)	3,000 SF	G Building separation (min) 15'
F	Courtyard area per detached house (min)	600 SF	H Principal building footprint (max) 1,200 SF
G	Width (min)	40'	Parking Location
A cottage lot abutting a courtyard that meets the above standards meets the platting requirements for frontage on an improved public street.		I	On-site parking not allowed between the building and the street

C. HEIGHT



D. ACTIVATION

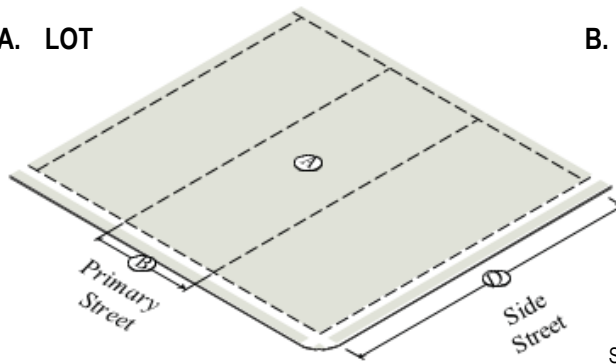


Source: Code Studio

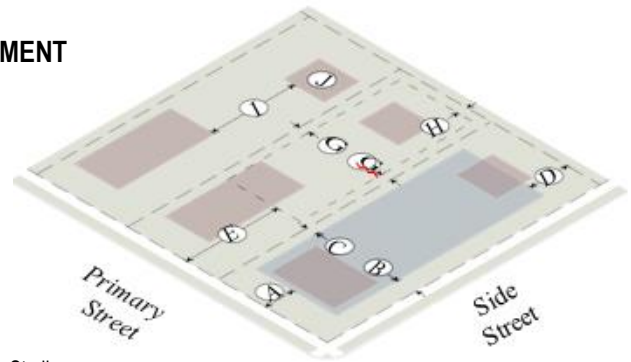
Building Height		Pedestrian Access	
A	Principal building (max)	A	Entrance facing primary street Required for end units
UR	1 story/25'	Building Elements	
UR, RMX	2 stories/40'	Porch	Allowed
B	Accessory structures (max)	Stoop	Allowed
Story Height		Balcony	Allowed
C	Ground floor elevation (min)	Gallery	Not Allowed
		Awning/Canopy	Not Allowed
		Forecourt	Not Allowed

3.14 DETACHED HOUSE

A. LOT



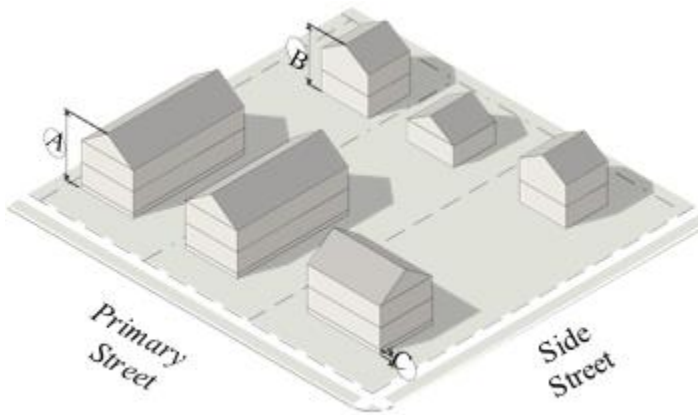
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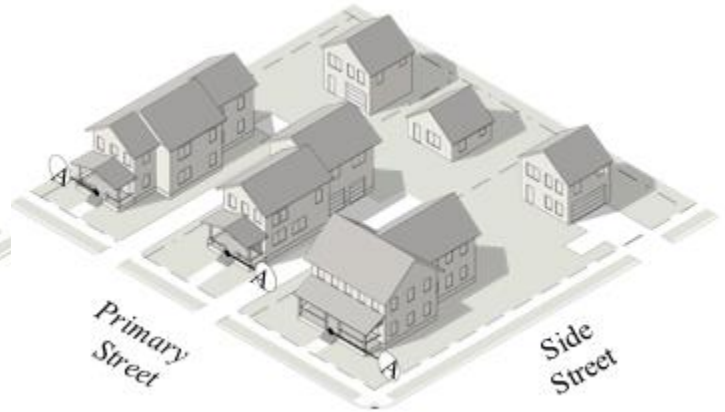
Source: Code Studio

Lot Dimensions		Principal	Building Setbacks	
A	Lot area (min)	7,500 SF	A	Primary street (min) 15'
A	Lot area – rear loaded (min)	5,000 SF	B	Side street (min) 10'
B	Lot width (min)	50'	C	Side interior (min) 7.5'
B	Lot width – rear loaded (min)	40'	D	Rear (min) 20'
C	Dwelling units per lot (max)	1	D	Abutting alley 4' or 20' min
Additional Requirements with Carriage House		Accessory	Structure/Carriage House	
D	Lot depth (min)	120'	E	Primary street (min) 50'
E	Additional detached dwelling unit (max)	1	F	Side street (min) 10'
F	Additional on-site parking (min)	1 space	G	Side interior (min) 7.5'
			H	Rear (min) 5'
			H	Abutting alley 4' or 20' min
Accessory Structure/Carriage House Limitations				
I	Building separation (min)			15'
J	Conditioned space (max)			600 SF
Parking Location				
K	The combined parking and driveway area cannot be more than 40% of the area between the front building façade and the front property line. Any parking in the front setback must have sufficient depth so that parked cars do not encroach on the adjacent sidewalk.			

C. HEIGHT



D. ACTIVATION



Source: Code Studio

Building Height			Pedestrian Access		
A	Principal building (max)		A	Entrance facing primary street	Required
	UR, RMX	2 stories/35'	Building Elements		
	UR, RMX	3 stories/40'		Porch	Allowed
B	Accessory structure	24'		Stoop	Allowed
Story Height				Balcony	Allowed
C	Ground floor elevation (min)	2'		Gallery	Not Allowed
				Awning/Canopy	Not Allowed
				Forecourt	Not Allowed