

AGENDA ITEM NUMBER 7j

AGENDA ITEM SUMMARY SHEET

For the Meeting of:)16-020 - Adobi	6 0	0.0.0	
	September 22, 2016					
Submitted by:	City Attorney					
Date Submitted:	September 15, 2016					
Are Funds Required:			Yes	Х	No	
Account Number:				•		
Amount Required:						
Balance Remaining:						
Attachments:	Ordinance	e 2	016-020			
Action to be Taken: Approve O	rdinance 2016	5-02	0			
Action to be Taken: Approve O Staff's Recommendation: App		6-02	0			
		6-02	0			

ORDINANCE 2016-020

AN ORDINANCE OF THE CITY OF FRUITLAND PARK, FLORIDA, PROVIDING FOR AMENDMENT OF THE CITY LAND DEVELOPMENT REGULATIONS; SPECIFICALLY AMENDING CHAPTER 154 OF THE LAND DEVELOPMENT REGULATIONS RELATING TO NONRESIDENTIAL DESIGN STANDARDS; PROVIDING FOR INCLUSION IN THE LAND DEVELOPMENT REGULATIONS; PROVIDING FOR CONFLICTS, SEVERABILITY; AND AN EFFECTIVE DATE.

WHEREAS, the City Commission of the City of Fruitland Park finds and determines that it is in the best interests of the City to amend the Land Development Regulations; and

WHEREAS, the City Commission of the City of Fruitland Park finds and determines that amending the Land Development Regulations regarding nonresidential design standards will facilitate enhancement of the character of the existing commercial areas and further business growth and redevelopment; and

WHEREAS, Planning and Zoning Commission has made recommendations on such amendments to the City Commission.

NOW THEREFORE BE IT ORDAINED by the City Commission of the City of Fruitland Park, Florida, as follows:

SECTION 1. Section 154.050 in Chapter 154 of the City of Fruitland Park Land Development Regulations is created to read as follows:

<u>SECTION 154.050: NONRESIDENTIAL DESIGN DISTRICT</u> <u>STANDARDS</u>

The purpose and intent of these Design District Standards is to guide development and redevelopment toward creating an interrelated and predictable pattern of buildings, streetscapes, and landscapes that improve the aesthetics of the built environment within Fruitland Park. To proactively prepare for impending growth the City of Fruitland Park has undertaken the establishment of these standards that will improve the image and appearance of all development. The basic premise is that quality appearance will result in quality development.

Design standards also protect the community's investment. When the aesthetic appearance of a community is maintained or improved, a sense of pride develops for the residents, owners, and merchants. Further, design standards improve the City's economic standing. In the absence of design standards, other areas in the region may position themselves with a more competitive advantage to attract residents and merchants. The City encourages economic growth and wants to provide a business atmosphere where the private sector can flourish.

Meanwhile the City is tasked with protecting its existing neighborhoods and

businesses from the potential impacts of development. Special attention has been placed on the creation of a quality, safe, and functional environment. Buffers, landscaping, and building placement on a parcel can mitigate potential impacts to surrounding properties.

These Design District Standards exhibit specific themes of expectations for development within Fruitland Park. An interconnected transportation network and pedestrian accessibility are primary concerns for new development and redevelopment. Land should be developed by utilizing infrastructure and resources efficiently. The City requires the design of new development to be visually sensitive to surrounding development and the environment through architectural standards, buffering, landscaping, and building placement.

a) Applicability of Design Standards

The Design District Standards cover all commercially zoned properties within the City limits and the Joint Planning Area (JPA) between the City and Lake County.

The design standards are applicable to nonresidential development and mixed-use development and redevelopment. The Design District Standards shall be applicable if one or more of the following criteria are met:

- 1) <u>Nonresidential Development:</u>
 - A) The building floor area of a structure is being increased by more than thirty percent (30%).
 - B) The property is subject to a change of use from residential to nonresidential.
 - C) <u>All Planned Developments (PD) and Developments of Regional Impact (DRI).</u>

2) <u>Additional Provisions:</u>

A) Section 154.060(e) (Colors) shall apply when the exterior of an existing building or any portion thereof, including trims or accents, is repainted. Section 154.060(e) shall apply even in those cases where no other work is being conducted. A submission of the proposed color theme including base, trim, and accent colors for approval by the Development Services Director is required prior to the issuing of the Commercial Structure Painting Permit. There is no charge for the Commercial Structure Painting Permit.

SECTION 154.060: DESIGN STANDARDS

a) Landscape Buffers

A twenty-five foot (25') landscape buffer is required from the right-of-way. A five foot (5') paved sidewalk is required within the established buffer unless a sidewalk already exists. An additional path or trail may be required by the City to accommodate alternative forms of transportation. For internal streets, Florida Friendly Landscaping, including street trees, evergreen shrubs, planter boxes, or other

approved designs should be used between the sidewalk and the travel lanes to buffer pedestrians from moving vehicles.

The buffer area is not to be utilized for stormwater management unless approved by the Community Development Director due to severe constraints of the site.

b) Big Box Stores

Big box stores, defined as any store which exceeds 50,000 square feet on a single level, are permissible in the Design District.

c) Outparcels

Frequently, large shopping and business centers have a few uses that develop stand-alone buildings, known as outparcels, at the perimeter of a site adjacent to the public right-of-way. Large-scale developments that have a primary building and/or anchor stores and secondary outparcels must conform to the following standards:

- 1) <u>Interconnection of pedestrian walkways with the main structure and adjacent outparcels is required. Vehicular connection between outparcels, the main structure, and adjacent outparcels is required to provide for safe and convenient vehicular movement within a site.</u>
- 2) <u>Consolidated and shared parking is required to reduce the amount of impervious surface.</u>

d) Circulation and Access

<u>Development shall be designed to minimize the interaction of vehicles with pedestrians and bicyclists. Efficient and safe circulation systems for vehicles, pedestrians, and bicyclists will be required for all developments.</u>

<u>Cross-access and shared access shall be required between individual uses.</u> Internal cross-access and shared use agreements for driveways shall be used to facilitate access and connections between adjacent sites. Frontage roads or service roads may also be considered to connect all parcels.

e) Drive-through Establishments

<u>Drive-through lanes must be designed with pedestrian safety as the first priority. Drive-through designs must have the same detail of the principal structure and match the materials and roof of the principal structure.</u>

A pass-through lane shall be required for all drive-through facilities. The pass-through lane shall be constructed adjacent to the stacking lane(s) in order to provide a way out of or around the stacking lane(s).

SECTION 154.070: BUILDING DESIGN AND ARCHITECTURAL STANDARDS

a) Building Facade

The front elevation of the building should be faced, with design features that give it a more pedestrian scale appearance. Large-scale

features such as long uninterrupted storefront windows are to be avoided. The use of mullions and dividers in large windows is encouraged. Large areas of blank walls should be reserved for the rear of the building. Metal buildings are to be faced with other materials to break up the purely metal facade.

When a building has elevations on more than one roadway or pedestrian area, the City may require that each elevation maintains the dominant theme of the main entrance.

The size, scale, materials and use of colors for the building facade design should be kept constant across the entire building facade in order to tie the complete composition together.

When using more than one material on the facade, it is recommended to have one as the dominant theme with the others acting only to complement or accentuate the design.

Architectural elements of the facade should be aligned with and compliment the architectural elements on adjacent buildings to maintain the rhythm of the block.

Entrances to smaller stores shall be recessed or framed by a sheltering element such as an awning, arcade, porch or portico.

The primary entry to a building is the best place to be creative with the use of depth in a facade. The added depth and articulation help to draw attention to the entry and highlight it as an important place.

b) Roof Design

The roof design of the building should be in keeping with the overall scale of the structure itself. Overly large, bold or inflated roof and fascia designs are discouraged.

Flat roof structures should utilize recognizable cornice treatments and be capped by an articulated parapet design that acts as a structural expression of the building facade and its materials.

Sloped roof structures should maintain a pitch between a 5/12 minimum and a 12/12 maximum on all primary roof areas. Buildings with sloped roofs are encouraged to employ the use of dormers and reversed gables along the front elevation to help maintain a prominent facade. Mansard and shed roof designs are discouraged.

Air handling units, condensers, satellite dishes and other equipment placed on the roof should be screened by building elements and not be visible from the street.

The roof structure should be designed so as to divert rainwater from the pedestrian areas such as walkways and doors. The use of canopies, awnings or similar protective designs is also encouraged at entry

locations.

Breaks and fluctuations in the roofline are encouraged to highlight important areas of the building such as the main entrance and to break up longer runs of the facade/roof area.

c) Materials

The use of brick, stone (cast and natural), split-faced concrete block, glass block, ceramic tile and fiber cement horizontal lap siding is required.

The use of decorative coursing and quoins in masonry walls is encouraged.

When making a transition from one material to the next, it is recommended that the change occur at a hard edge or "bump out" in the facade.

Acceptable materials for sloped roofs include pre-finished metal, terracotta tile and laminated 'architectural' asphalt shingles.

The following materials are prohibited in visible locations:

- 1) Corrugated or beveled metal siding
- 2) <u>Corrugated fiberglass</u>
- 3) Plywood, OSB or particleboard siding
- 4) <u>Unfinished smooth concrete block</u>

d) Lighting

Each building project will require the submission of an exterior Lighting Design Plan.

Exterior lighting of the building and site should be designed so that light is not directed off the site and the light source is to be shielded from direct offsite viewing.

All exterior light fixtures should be fully shielded or be designed with light angle cut-offs so as to eliminate spill light, trespass light and glare.

Down-lighting full building walls and roof lighting is prohibited.

Mounting height of pedestrian walkways should not exceed twelve feet (12') with lower heights preferred.

The use of low, bollard-type fixtures mounted two feet (2') to four feet (4') in height are encouraged for lighting pedestrian sidewalks and building entrances.

Ensure that lighting enhances pedestrian safety.

e) Colors

The main color theme for a building should be of a natural, muted shade with brighter colors used only to create accents.

When using multiple colors on the exterior of the building only one color should be used as the main theme, with other colors used more sparingly to create accents.

No more than three (3) different colors or color shades (one primary/body color and no more than two accent/trim colors should typically be used on a single building.

Prohibited colors include the use of intense, florescent or day-glow colors, black as the predominant exterior color and monochromatic color schemes. Colors that are determined to be garish, gaudy, loud, excessive and ostentatious or that otherwise constitute a glaring and invasive contrast to surrounding buildings shall be prohibited. A solid band of color or groups of shall not be used for architectural detail.

SECTION 2: <u>Conflicts.</u> All ordinances that are in conflict with this Ordinance are hereby repealed.

SECTION 3. <u>Severability</u>. Should any section or part of this Ordinance be declared invalid by any court of competent jurisdiction, such adjudication shall not apply or affect any other provision of this Ordinance, except to the effect that the entire section or part of the section may be inseparable in meaning and effect from section to which such holding shall apply.

SECTION 4. <u>Effective Date.</u> This ordinance shall take effect immediately upon its final adoption by the City Commission of the City of Fruitland Park, Florida.

Christopher J. Bell, Mayor				
Attest:				
Esther Coulson, City Clerk				
Commissioner Cheshire	(Yes),	(No),	(Abstained),	(Absent)
Vice-Mayor Gunter				
Commissioner Lewis				
			(Abstained),	
Commissioner Ranize	(100),			

Approved as to form and legality:
Anita Geraci-Carver, City Attorney