

BASTROP DEVELOPMENT CODE

EXECUTIVE SUMMARY





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Bastrop is growing, and our development rules should make it easy to build the kinds of places our community values. Since 2018 the City has used the B3 Code, a form-based code that emphasizes the physical shape of buildings and streets more than the list of uses inside them. B3 organized the city into placetype “transects” (from rural edges to the most urban main-street blocks) and regulated building forms (how a building meets the sidewalk, where parking goes, and similar design details).

Why B3 was adopted—and what it did well. B3 aimed to encourage walkable, mixed-use neighborhoods and align new development with the historic street-and-block pattern that makes Bastrop special. It prioritized pedestrians, favored storefronts and front doors facing the street, and pushed parking to the side or rear—goals the City still embraces.

What proved difficult. Applying a single form-based template citywide didn’t fit Bastrop’s varied context. In traditional, low-density neighborhoods, residents value larger front yards, simple front-driveway parking, and the absence of alleys—so urban frontage and alley-loaded expectations often worked against established patterns. Other oversights emerged: impervious cover allowances were too high in flood-prone areas; uses and lot sizes were under-regulated; corridor-style Texas commercial struggled to meet B3’s urban building and frontage standards; some street sections were too narrow for reliable fire access; “no parking minimums” sometimes failed to provide enough on-site parking; and detailed street-tree rules were not paired with practical on-site landscaping requirements.

What staff proposes. Retire B3 and adopt a traditional, Euclidean zoning framework—the Bastrop Development Code (BDC)—as Chapter 14 of the City’s Code of Ordinances. Euclidean zoning is the familiar Texas approach: clear districts (e.g., Rural Residential, Single-Family, Mixed

Use (MU), General Commercial, Public/Institutional, Industrial, Parks/Open Space, Planned Development) with straightforward allowed uses and tables for setbacks, height, and lot standards. This structure is easier to understand, faster to review, and more predictable for residents, businesses, and staff.

Keeping what works. Moving to the BDC does not abandon B3’s values. The BDC carries forward the best intents—walkable streets, context-sensitive infill, downtown’s small-block pattern, dark-sky lighting—and incorporates all Council-approved text amendments from the past year so recent direction and stakeholder input are preserved on day one.

Listening and responding. Over the past year, staff has listened closely to citizens, internal departments, the development community, Main Street partners, the Historic Landmark Commission, the Planning & Zoning Commission, and City Council. The BDC addresses the most common concerns: clearer rules, fewer ad-hoc waivers, better alignment with the Comprehensive Plan and Master Plans, and overlay districts that protect flood prone areas and place form-based zoning where it fits best: Downtown.

What happens next. Citizen input will be welcomed during three separate public hearings: the first on the February 26 Planning and Zoning Commission meeting where the Commission will make a recommendation on the proposed code to the City Council, and then two subsequent City Council readings, on March 24th and April 14th. If approved, the BDC becomes the City’s zoning chapter (Chapter 14). In addition, subdivision regulations currently embedded in B3 (plats, blocks, connectivity, and related standards) will be moved into Chapter 10 and updated as needed to stay consistent with the new zoning framework. Together, these changes will make it easier to build what Bastrop wants—and harder to build what it doesn’t—while keeping the character and quality our residents expect.

At-a-Glance — What's Changing

From Placetypes to Zoning Districts

- **What's changing:** We're moving from B3's placetypes/transects and building-form standards to a traditional (Euclidean) zoning map with clear districts.

- **Not a mass rezoning:** This is a crosswalk, not a wholesaleremap. Every property will translate from its current B3 placetype/form to the most equivalent zoning district.

Proposed Zoning districts:

Parks & Open Space (P/OS) — replaces P1 (Nature)

Intent. Reserved for public, city-owned parks and open space. Preserve parkland, greenways, floodplains, nature preserves, and civic outdoor spaces.

Typical uses. Parks, trails, plazas, nature areas, cemeteries, restrooms/pavilions.

(No minimum lot size.)

Rural Residential (RR) — replaces P2 (Rural)

Intent. RR keeps the rural look and feel: large lots, space for small-scale agriculture or equestrian uses, and a soft transition from open land to neighborhoods.

Typical uses. Single-family homes on acreage, ranch/farm activities, stables.

Key standards:

- Minimum lot size: 1 acre
- Setbacks (ft): 50 front / 20 side / 50 rear
- Max height: 35 ft
- Max impervious cover: 50%
- Parking: One 9'x20' space per bedroom

Single-Family Residential (SF-1) — replaces P3 (Neighborhood)

Intent. Low-density detached homes on larger lots with a suburban-to-rural feel.

Typical uses. Single-family homes; no-impact home-based businesses.

Key standards:

- Minimum lot size: 1/3 acre (14,520 sq. ft.)
- Setbacks (ft): 30 front (porches may encroach 10) / 10 side (20 corner) / 30 rear
- Max height: 35 ft

- Max impervious cover: 50%
- Parking: One 9'x20' space per bedroom.

Single-Family Residential (SF-2)

Intent. Classic neighborhood pattern on mid-sized lots; balanced density and livability.

Typical uses. Single-family homes; no-impact home-based businesses.

Key standards:

- Minimum lot size: 7,500 sq. ft.
- Setbacks (ft): 25 front (porches may encroach 10) / 7.5 side (15 corner) / 20 rear
- Max height: 35 ft
- Max impervious cover: 50%
- Parking: One 9'x20' space per bedroom.

Single-Family Residential (SF-3)

Intent. Smaller, more compact lots for a finer-grained neighborhood fabric while keeping single-family character.

Typical uses. Single-family homes; no-impact home-based businesses.

Key standards:

- Minimum lot size: 5,000 sq. ft.
- Setbacks (ft): 15 front (porches may encroach 10) / 5 side (10 corner) / 15 rear
- Max height: 35 ft
- Max impervious cover: 50%
- Parking: One 9'x20' space per bedroom.

How P3 transitions. Existing P3 neighborhoods convert in name to SF-1 with a 1/3-acre minimum lot size. SF-2 and SF-3 are available outside the Downtown Core for property owners who want a bit more neighborhood intensity; those changes would happen case-by-case through owner-initiated rezoning.

Mixed Use (MU) — replaces P4 (Mix)

Intent. Walkable, compact areas that mix homes with neighborhood-serving shops and services—often along corridors or at transitions.

Typical uses. Apartments, townhomes/duplexes, senior housing, live/work; small-scale retail/office/restaurants/services.

Key standards:

- Minimum lot size: Commercial use: 1/3 Acre, Townhouses: 2,000 sq. ft., Duplex's: 4,000 sq. ft.
- Setbacks (ft): Varies by use.
- Max height: 40-45' depending on use.

- Max impervious cover: 60%
- Parking: One space per bedroom for residential, commercial must meet parking schedule per GFA and type of use.

***Neighborhood context preserved:** In established areas, the contextual setback tool lets new homes match prevailing front yards rather than forcing an urban build-to line, or specific setback.

General Commercial (GC) — replaces P5 (Core)

Intent. Broader retail, dining, office, lodging, and service areas—downtown edges, corridors, and regional centers.

Typical uses. Retail, restaurants, offices, services, auto sales/service, hotels.

Key standards:

- Minimum lot size: ¼ acre
- Setbacks (ft): 20 front / 5 side (10 corner) / 20 rear
- Max height: 55 ft
- Max impervious cover: 65%
- Must meet parking schedule per GFA and type of use

Public Institutional (PI) — replaces Civic

Intent. Sites for schools, libraries, community centers, government and public-safety facilities.

Typical uses. Schools, libraries, city facilities, community centers.

Key standards:

- Minimum lot size: 1 acre
- Setbacks: 20 ft on all sides (may reduce in urban frontage if fire/ped access maintained)
- Max height: 55 ft
- Max impervious cover: 65%
- Must meet parking schedule per GFA and type of use.

Industrial (IND) — replaces Employment Center (EC)

Intent. Employment districts with larger sites, truck access, and buffering from neighborhoods.

Typical uses. Warehousing/distribution, manufacturing, logistics, with accessory offices.

Key standards:

- Min. lot: 2.5 acres
- Setbacks (ft): 25 front / 20 side / 25 rear (40 ft where abutting residential)
- Max height: 60 ft
- Max impervious cover: 65%
- Must meet parking schedule per GFA and type of use.

Planned Development District (PDD) — PDD remains PDD

Intent. A custom, master-planned zoning district adopted by ordinance to achieve equal or superior outcomes to base zoning.

Typical uses. As approved in the PD ordinance and Development Standards Matrix—can mix residential, commercial, civic, and open space.

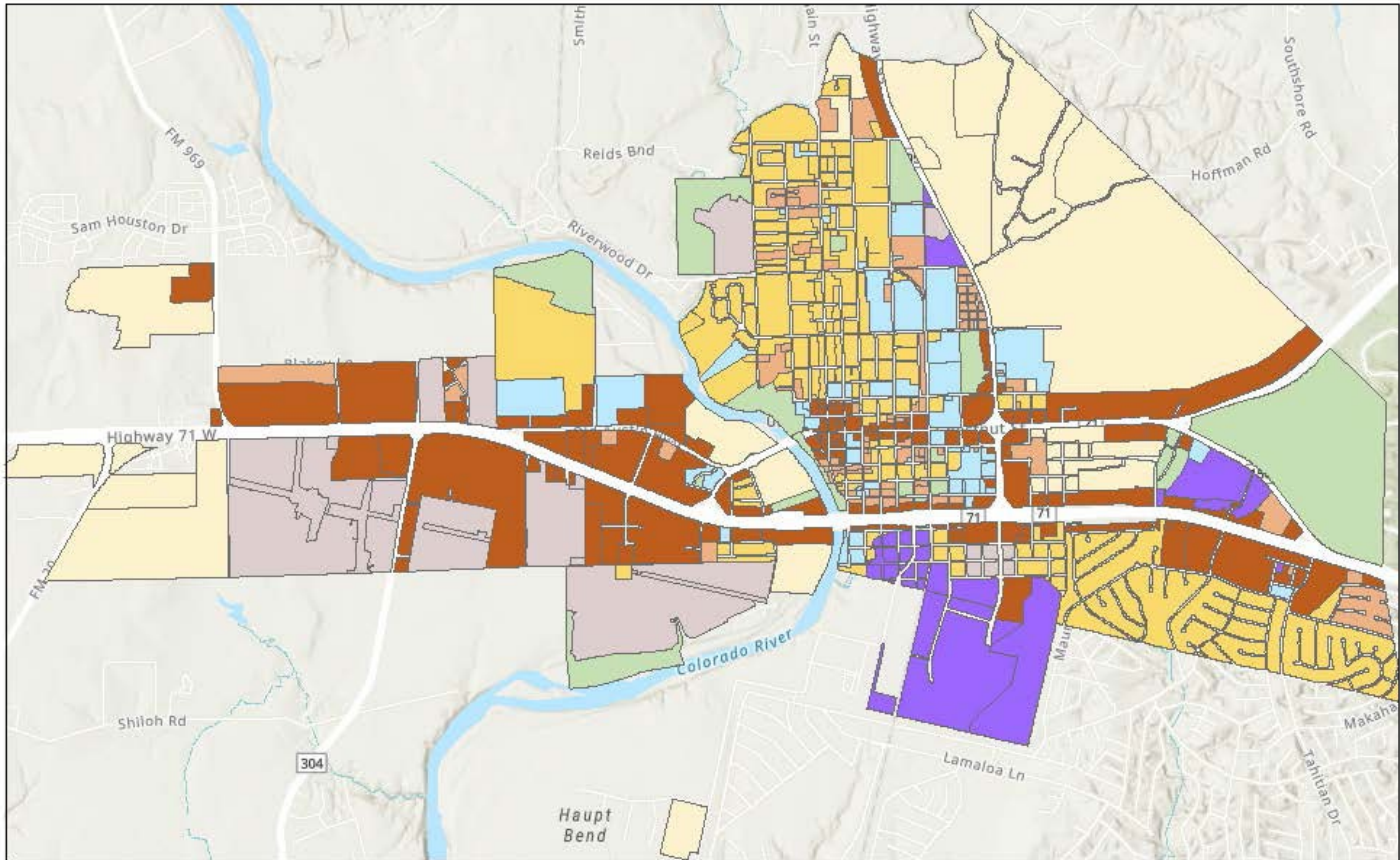
Key standards:

- Minimum size: 5 acres (with a small-site exception to 1 acre for infill/constrained sites if the plan clearly delivers superior outcomes).
- How it's regulated: Council adopts a PD Master Plan + Development Standards Matrix; where the PD is silent, the referenced base district and the Code apply.

The Table of Permitted Uses will accompany the zoning districts, to control specific uses allowed in each district.

- **Permitted-Use Table:** Plain list of what's Permitted (P), Conditional (C), or Not Permitted (NP) in each district.
- **Conditional Use Permits (CUP):** If marked "C," the use can be allowed case-by-case with conditions to manage fit (e.g., hours, buffering, access). This gives Council and P&Z a middle path between "yes" and "no."

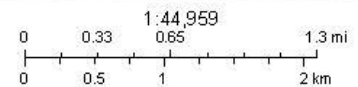
Proposed Official Zoning Map



2/3/2026

Zoning Districts

Parks & Open Space	Mixed Use	Industrial
Rural Residential	General Commercial	Planned Development
Single Family Residential (SF-1)	Public Institutional	World_Hillshade

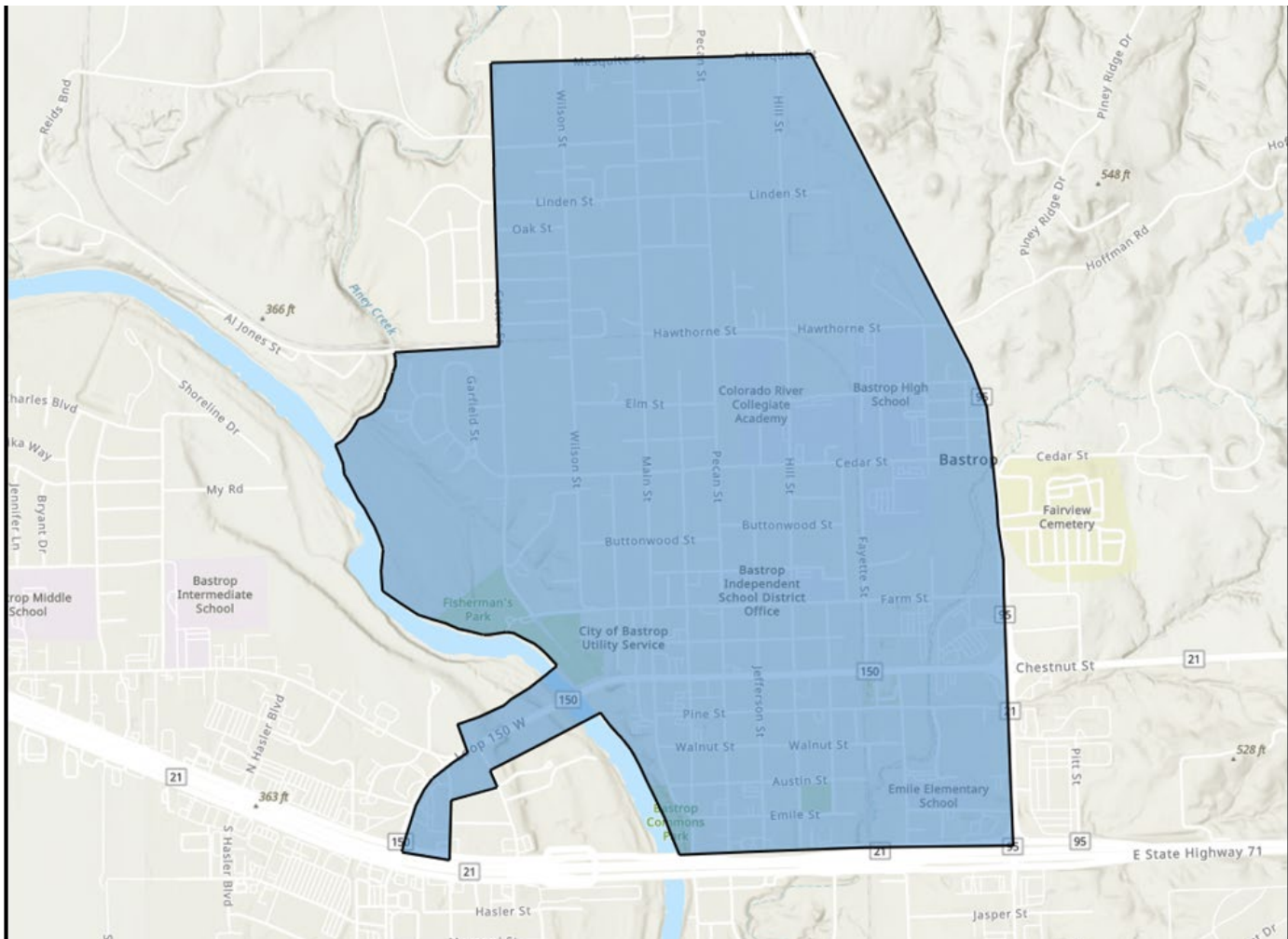


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Previous District Name (B3 Code)	New District Name and New Map Colors
P1 – Natural	P/OS – Parks and Open Space
P2 – Rural	RR – Rural Residential
P3 – Neighborhood	SF – Single Family Residential (SF-1, SF-2, SF-3)
P4 – Mix	MU – Mixed Use
P5 – Core	GC – General Commercial
Civic	PI – Public Institutional
Employment Center (EC)	IND –Industrial
Planned Development District (PDD)	PDD – Planned Development District

Overlay Districts (Targeted Tools Where They're Needed)

District 1832 — Downtown Core (new overlay):



District 1832 (Downtown Core) is a light hybrid of form-based and Euclidean standards that shapes how buildings meet the street while keeping familiar use rules. It sets corridor-specific build-to zones and bans front-lot parking on Chestnut, allows limited commercial on SF-zoned Main Street frontage by CUP (while preserving residential scale), ensures upper-story housing over ground-floor retail is easy, caps big-box footprints unless Council finds a fine-grained, pedestrian-oriented design, and protects the historic 330×330 block grid by limiting street/alley vacations to cases that clearly maintain or improve connectivity.

- **Build-to & placement:** SF lots 15–20 ft; Mixed Use (MU)/Chestnut 10–15 ft (contextual adjustments allowed for infill).
- **Chestnut rules:** No parking in front of the primary façade; visible parking must be screened; Landscaping Article applies and cannot be waived for frontage/screening.
- **Limited Commercial by Conditional Use Permit for Single Family Districts:** Provides opportunity for small scale, limited commercial businesses to operate out of residential structures, upon favorable recommendation from the Main Street Advisory Board & P&Z, and approval by City Council, while providing for certain conditions to keep residential character.
- **Uses:** Upper-story residential by-right over retail/office (1 off-street space/bedroom unless an approved shared-parking/demand-management plan). Certain uses are CUPs district-wide (tattoo, drive-throughs, auto repair/sales, gas stations) and specific prohibited uses include smoke shops and Sexually Oriented Businesses.

- **Signs (context-sensitive):** Main Street Director may approve compatible deviations; no digital/EMC, flashing, or moving signs.
- **Building size cap:** Along Main & Chestnut, 5,000 sq. ft. max ground-floor footprint; Council may grant an exception only if multi-tenant, entrances every ≤ 75 ft, articulated bays, and a clear pedestrian orientation/block-scale.
- **Rezoning guardrail:** No rezonings to SF-2 or SF-3 within District 1832 to preserve 1/3 acre lot size.
- **Historic block grid:** No street/alley vacations unless equal or better public connectivity is provided via a new public way or recorded public access easement.
- The Historic Landmark Commission and the Main Street Advisory Board met December 4th and January 7th in a Special Joint Meeting to discuss design guidelines for the district. These design guidelines will be brought forth for adoption along with this code.

Downtown Commercial Historic Overlay (continues): Still subject to the **Historic Preservation Ordinance** (COA process remains).



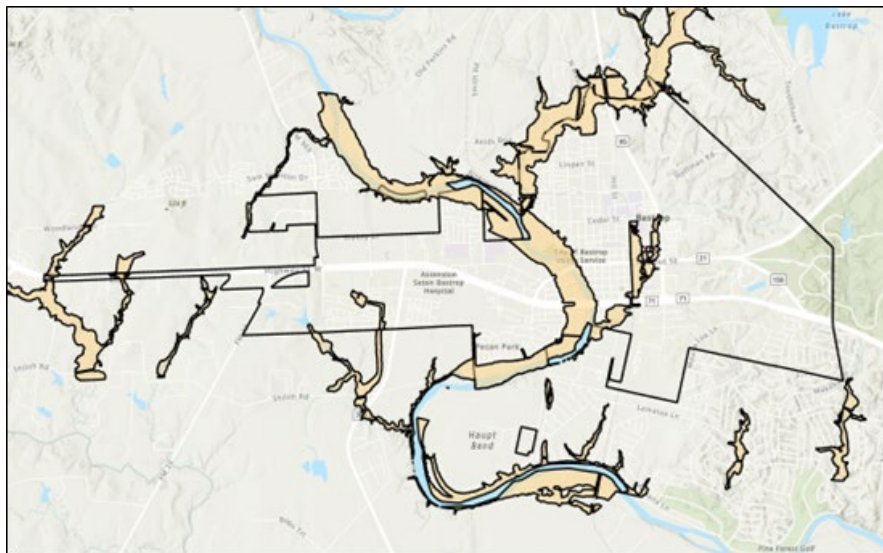
The Downtown Historic Overlay preserves a true main-street feel by layering a light, form-based “envelope” over the base zoning and exterior changes through a Certificate of Appropriateness (COA). Buildings are to remain up to the sidewalk with active, transparent storefronts; parking is kept out of front/side yards and taken from alleys where possible; sidewalks stay wide and continuous; signs and lighting are context-sensitive; and landscaping emphasizes street trees and screening rather than suburban yard plantings.

- **Form & placement:** Max height 35 ft (parapets to +4 ft for screening); build-to 2–5 ft; $\geq 80\%$ of the primary frontage holds the build-to; no side/rear setbacks (subject to Building/Fire Code).
- **Storefront transparency:** For new or redevelopment, between 2–10 ft above sidewalk, $\geq 60\%$ clear, non-reflective glass; window signs cover $\leq 50\%$ of window area.
- **Sidewalks & lighting:** Maintain an 8-ft ADA clear zone (may allow 6–8 ft where constrained); use historically

compatible fixtures consistent with the current downtown palette.

- **Parking & access:** No off-street minimums (except 1 space per dwelling unit for residential); no parking in front/side yards; alley access where available; removing existing off-street spaces requires DRC + Main Street Director approval.
- **Signs (context-sensitive):** Main Street Director may approve compatible deviations from numeric/material limits; no EMC/digital, flashing, or moving signs; projecting/blade signs need ≥ 9 ft sidewalk clearance; decisions appealable to HPC.
- **Trees & screening:** General landscaping article doesn't apply, but **parking lot screening** does when visible from the street; **frontage trees** $\sim 30'$ O.C. (admin adjust to **20–40'** where constrained; alternatives/waivers if a tree would block a storefront).

SFHA — Special Flood Hazard Area (new overlay):



This overlay keeps people and property safer by steering new development out of high-risk flood areas, protecting natural floodplain functions, and requiring engineering that causes **no adverse impact**. It layers on top of base zoning and the City's Flood Damage Prevention Ordinance; the most protective rule controls.

- **Where it applies:** All FEMA Zone A/AE and regulatory floodway (plus any City-mapped risk areas until FIRM's are updated OR best available data).
- **Keep it open:** Floodway and below-BFE areas not used for access/utilities must be preserved as open space (dedication or conservation easement).
- **Limit new building:** No new principal structures/land-disturbing work in the SFHA unless the lot has **no feasible buildable area** outside it; **no critical facilities** in the SFHA.
- **No pad-fill to raise floors:** Elevate on piers/piles/columns/stem walls; a **narrow exception** for pre-overlay lots with zero buildable area outside the SFHA allows only the **minimum** fill (not in floodway), **1:1 compensatory storage** if disturbance $\geq 5,000$ sq. ft., PE "no-adverse-impact," and a **-10%** reduction to the district impervious-cover cap.
- **Stream protection:** **100-ft** undisturbed buffer from top of bank (limited, function-neutral crossings may be approved).
- **Hydraulic tests:** Floodway = "no-rise" in BFEs; **outside floodway** = **PE-sealed analysis** showing no measurable off-

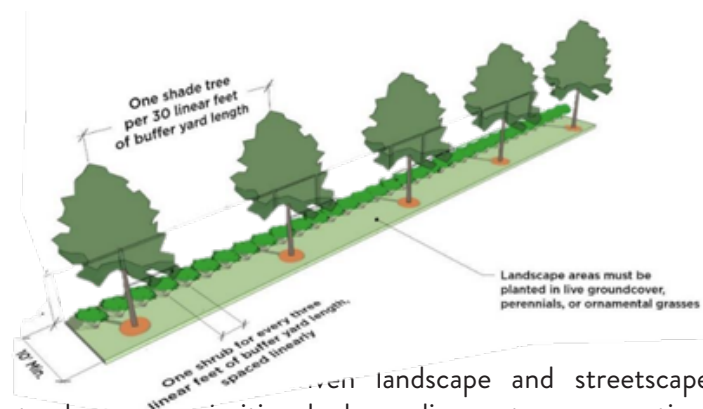
site impacts.

- **Compensatory storage:** Any fill/excavation $\geq 5,000$ sq. ft. in the SFHA must provide **minimum 1:1 storage** in the **same hydraulic reach** at equivalent elevations.
- **Subdivision approach:** **Cluster lots outside** the SFHA, plat flood limits/easements, and preserve floodplain. Projects that preserve $\geq 90\%$ of on-site SFHA may **transfer lot yield** and reduce minimum lot size (down to **5,000 sq. ft.**) to fit homes on safer pads.

WUI — Wildland-Urban Interface (new overlay): Reserved until mapping is finalized and WUI Code is adopted; will add defensible-space/landscaping and materials standards where wildfire risk warrants.

Big Articles in the New Bastrop Development Code (BDC)

Landscaping Ordinance (New)



even landscape and streetscape standards that prioritize shade, cooling, water conservation, and compatible edges between uses. It applies to most site plans/building permits (with simple rules for single-family), and offers predictable LID/rainwater credits without weakening street trees or core frontage design.

- **Who it applies to:** All new development and qualifying redevelopment ($\geq 10\%$ expansion triggers “bring-to-standard,” focusing on frontage, parking interiors, then buffers). Single-/two-family lots follow simple frontage rules; agricultural uses are exempt.

- **Minimum landscaped area:** Townhouse/Small Multi-Family 20%; Multi-Family 25%; Commercial/Office/Institutional/Mixed Use (MU) 20%; Industrial 10%; Public/Semi-Public Uses 20%.

- **Frontage first:** At least 50% of required landscape area goes in a **10-ft frontage band** on private property; 1 street tree per ~30–40 ft (admin adjust 20–40 ft); shrubs massed for continuous coverage.

- **Homes (1–2 family):** 1 canopy tree per street

frontage + 2 shrubs; front-yard turf $\leq 50\%$.

- **Use what you’ve got:** Up to 50% credit for preserved native vegetation; qualifying tree preservation areas may count 1.5 \times (still within the 50% cap).

- **Parking lots:** Interior landscaping = 10% of paved area (Industrial 5%); end-caps at each row; islands ≥ 300 sq. ft. & 10 ft wide with 1 canopy tree (or linear island ≥ 600 sq. ft. with 2 trees). Tree wells/planters need 600 cf soil (canopy) / 300 cf (understory).

- **Green infrastructure:** Bioretention/curb-cut islands encouraged; install underdrain if soils are slow.

- **Parking screening & buffers:** 10-ft perimeter strip with trees and a ≤ 36 -in hedge for headlights; wider buffers between unlike uses (e.g., 30 ft Ind-to-Res with berm/masonry + evergreen screen).

- **Stormwater basins & channels:** Plant a 15-ft public-edge (trees + shrubs/ornamentals). Facilities don’t count toward minimums unless trail + seating + an amenity are provided—then up to 50% may count.

- **Water-wise standards:** Min 6 inches amended soil; drip/subsurface for trees/beds; smart controller + rain shut-off; $\geq 50\%$ plants native/drought-tolerant; non-residential turf $\leq 50\%$; rock as accent $\leq 25\%$ of any landscape area.

- **Plans & maintenance:** Required submittal includes a landscape plan (LA-sealed) with calcs, plant list, preserved trees/RPZs, and any LID credits; SF/duplex may show frontage items on the building site plan. Install before CO or post 125% surety; replace dead plants within 90 days (or next season). Two-year maintenance bond for ROW/common-area landscaping accepted with public improvements.

- **LID credits (ministerial, cap 50%):** Frontage tree count never reduced. Cisterns: -5% required area per 1,000 gal ES. Bioretention parking islands: count 150% of plan area (up to 25% of required area). Permeable frontage swale/biostrip: 25% credit toward frontage landscaping. O&M affidavit required.

Administration & Procedures (Updated)

Core steps still mirror B3 (pre-app -> completeness -> DRC -> P&Z hearing/recommendation -> Council ordinance). The key updates are: Council can now attach conditions tied to the Zoning Concept Scheme (ZCS), plus three new tools—Administrative Relief, Conditional Use Permits (CUPs), and Pre-Zoning.

- **Rezoning + Concept Plan:** Concept plan no longer required for rezoning requests.
- **Administrative Relief (new):** Staff/DRC may approve up to 10% adjustments to any numeric standards in the code (not impervious cover); not a variance.
- **Conditional Use Permits (new):** New case type with P&Z as the recommending body and City Council as the decision-maker and enforceable conditions; standard filing/notice/hearing apply.

Result of these updates:

- Clearer review pathways, and timelines so applicants, neighbors, and staff know what happens when—and who decides.
- Fewer ad-hoc waivers, more predictable outcomes through defined relief and adjustment tools.



Historic Preservation (Carried Over, Calibrated)

- **HPO remains in force.** We've aligned language and processes with Certified Local Government (CLG) standards and clarified COA steps, thresholds, and criteria so owners and the Commission share the same roadmap.
- The Historic Landmark Commission, in collaboration with the Main Street Advisory Board, are bringing forth a new set of design guidelines for Historic Districts and designated property, leaning heavily on the Secretary of the Interiors Standards for the treatment of historic structures.

Sidewalks & Connectivity (Aligned with TMP)

- Sidewalk widths, placements, and triggers are aligned with the Transportation Master Plan, improving accessibility and closing network gaps.
- Frontage coordination ensures driveways, utilities, and street trees don't conflict with pedestrian routes.

Parking (New Minimums + Flexibility)

- **Residential:** Keeps the 1 space per bedroom baseline.
- **Commercial:** Adds a chart keyed to floor area (FAR-based) so typical stores, offices, and services supply appropriate on-site parking.
- **Contextual adjustments:** Applicants may submit a parking study to right-size supply based on shared use, time-of-day peaks, or proximity to downtown and corridors.

Dark-Sky Lighting (Carried Over, Aligned, & Simplified)

- Retains dark-sky intent with clearer fixture, shielding, and color temperature rules that are easier to follow and enforce—and consistent with current best practices.

Accessory Uses & Structures (ADUs Included)

- **Accessory Dwelling Units (ADUs):** One ADU allowed by-right on smaller lots, two by-right on larger lots.
- **New:** Size limits accessory structures & ADUs, max of 1 habitable story. Specific setbacks, and placement standards for ADUs to reduce disturbance and promote privacy for neighbors.

Trees: Preservation & Mitigation (Carried Over, Improved)

- Tree survey/preservation and mitigation continue, with targeted amendments recommended by the Parks Director to better define survey requirements, protect heritage trees, right-size credits, invasive removal credits, and coordinate with utilities and site layout.
- Recent adoptions and amendments will be maintained and transferred into one clean Article within the Development Code.

Signs (Simpler, More Flexible, Contextual)

- A shorter, clearer sign code with consolidated categories, consistent measurement rules, and context-sensitive allowances—while maintaining safety and legibility. A new consolidated table from Bastrop’s previous Development Code will provide for simpler/quicker review.

setbacks, height, lot size, impervious cover = faster, clearer design and review.

- **Fit-to-context tools:** Contextual front setbacks in established neighborhoods; overlays where special conditions apply.
- **Balanced flexibility:** Conditional Use Permits, Administrative Relief, and parking studies offer tailored solutions without guesswork.
- **Quality by default:** Landscaping, streetscape, trees, lighting, and signage standards raise baseline quality across the city—without forcing a one-size-fits-all urban template everywhere.

Quick Reminders

- **Crosswalk, not a reset:** Your current development stays on track; labels and lookup tables get simpler.
- **Chapter locations:** If adopted, the BDC becomes Chapter 14 (Zoning). Subdivision components currently inside B3 move to Chapter 10 for a clean, two-chapter system: Zoning (what/where/how big) and Subdivision (how land is divided and connected).

In Short

The proposed Bastrop Development Code gives us a clearer, more predictable rulebook that preserves what people love about Bastrop while making room for the housing, jobs, and public spaces we need. It pairs a straightforward Euclidean framework with light form-based tools where they matter most (our downtowns), strengthens safety and resilience (SFHA overlay), and cools and greens the city with practical, water-wise landscaping standards. Processes are simpler but smarter: rezonings are simplified, Administrative Relief provides modest staff-level flexibility, and CUPs add a transparent path for context-sensitive uses. In short, this code is easier to read, easier to administer, and better aligned with our Comprehensive Plan—so good projects can say “yes” faster, and Bastrop’s character remains front and center.

What This Means for Property Owners & Builders

- **Familiar format:** Districts + simple tables for

Building Bastrop, Better.

Get Involved & Get Help

Contact Development Services

- **Counter:** City Hall, 1311 Chestnut Street, Bastrop, TX 78602. Hours: M–F, 8–4.
- **Phone:** (512)-332-8840 • **Email:** plan@cityofbastrop.org

Attend Public Meetings (in person or live streamed on Facebook)

- **Dates:** Planning & Zoning Commission- February 26, 6 PM. City Council- March 24 & April 14, at 6:30 PM
- **Location:** City Hall, 1311 Chestnut Street, Bastrop, TX 78602 (Verify location on the agenda)
- **Bodies:** City Council, Planning & Zoning Commission, Historic Landmark Commission, etc.
- **Agendas:** https://bastrop-tx.municodemeetings.com/?field_microsite_tid_selective=27

Livestream/recordings (if available): <https://www.facebook.com/bastroptx/>

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