



BUILDING BASTROP

HONORING OUR AUTHENTIC PAST.

PLANNING FOR OUR SUSTAINABLE FUTURE.

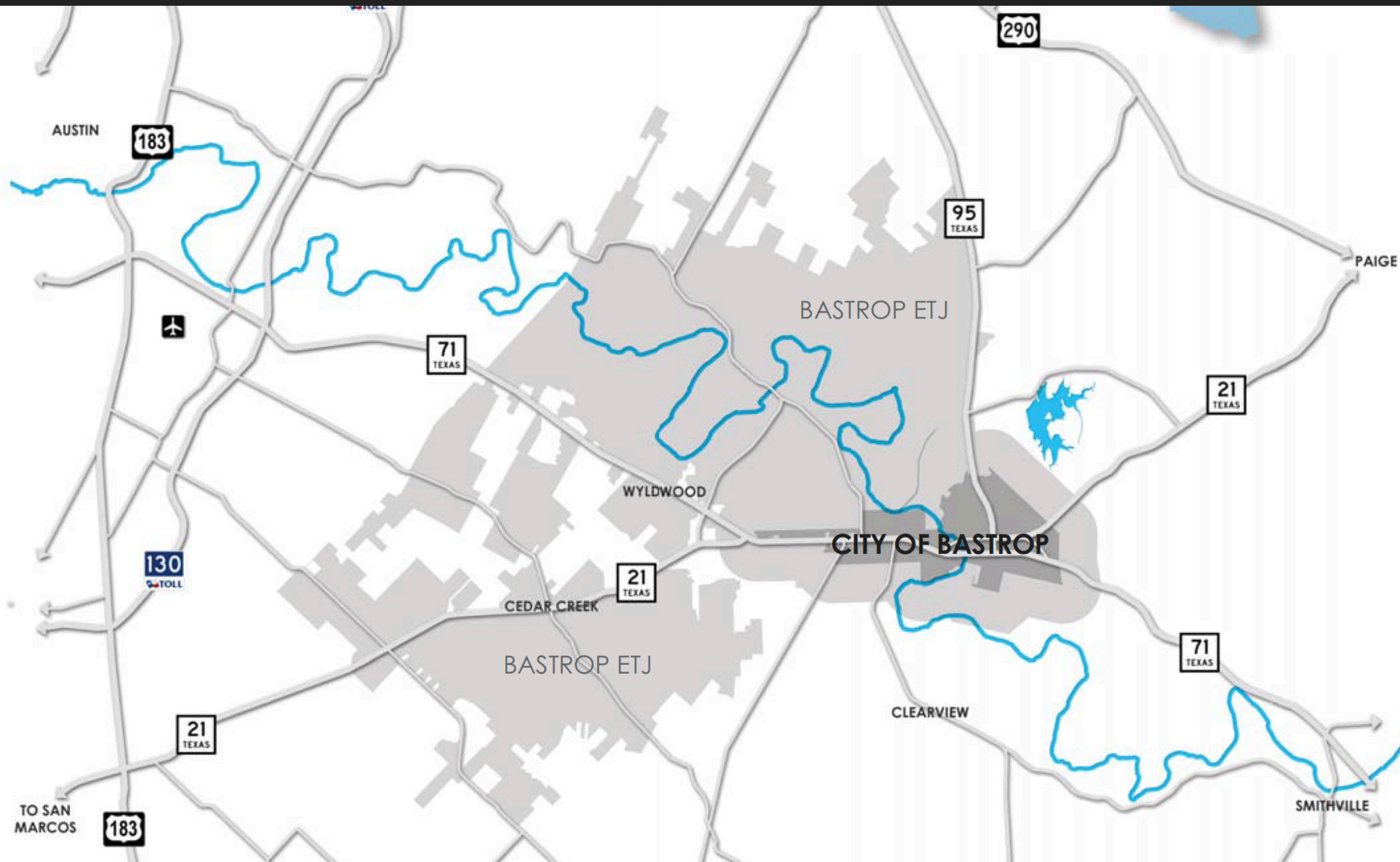
BASTROP DEVELOPMENT CODE

ASSESSMENT REPORT



**A HUNDRED YEARS
AFTER WE ARE GONE
AND FORGOTTEN, THOSE
WHO NEVER HEARD OF
US WILL BE LIVING WITH
THE RESULTS OF OUR
ACTIONS.**

**Oliver Wendell Holmes, U.S.
Supreme Court Justice**





ZONING

HISTORY

ZONING HISTORY



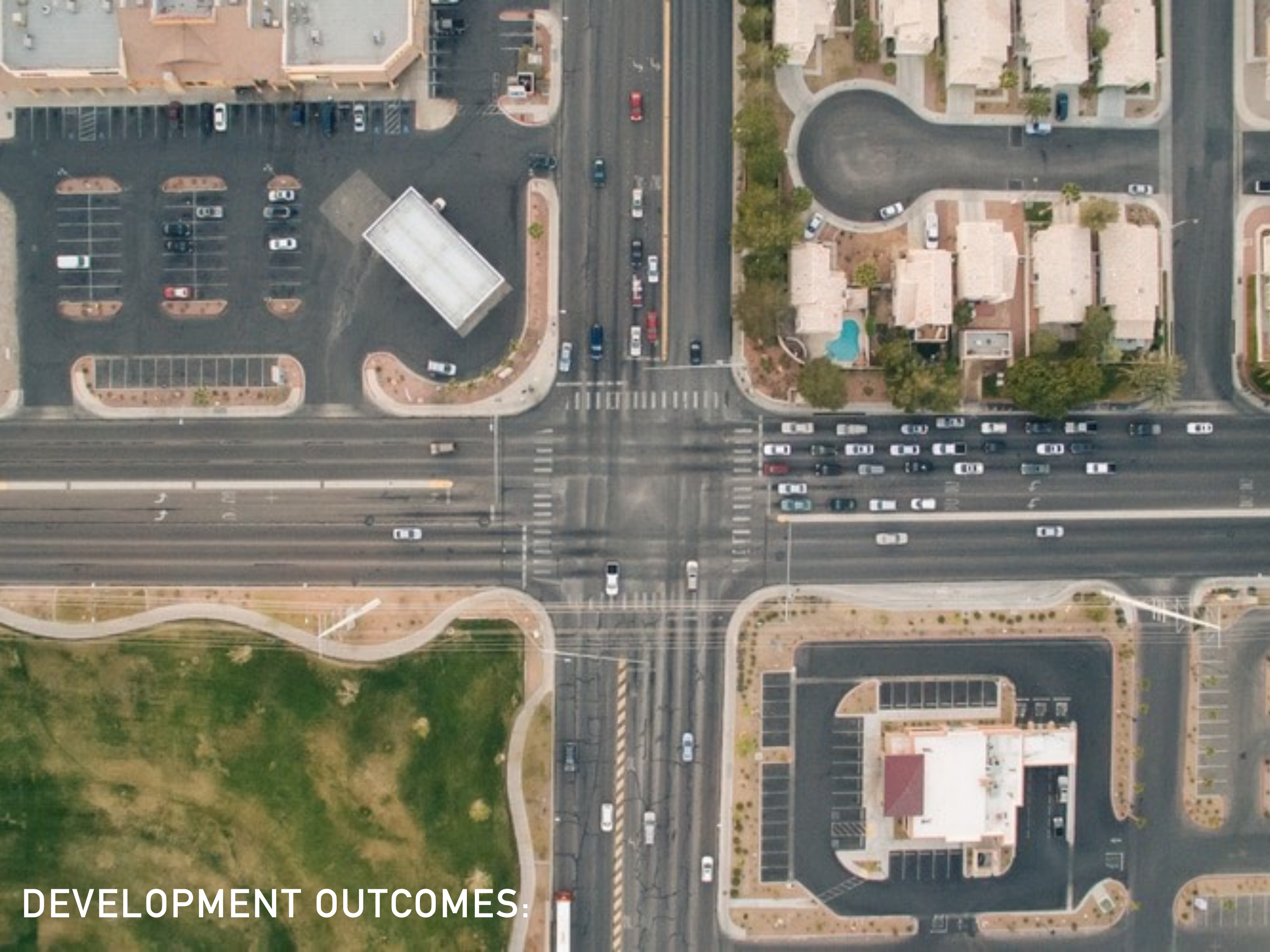
Zoning has historically been used as a tool to exclude types of business or types of people.

SAN FRANCISCO, 1885

MODERN ZONING CODES

- ▶ Auto dominant regulations
- ▶ Design is an after thought: Placelessness
- ▶ Separation of uses
- ▶ Limited housing choices
- ▶ Expensive infrastructure
- ▶ Arbitrary regulations





DEVELOPMENT OUTCOMES:

DEVELOPMENT OUTCOMES: STREETVIEW



DEVELOPMENT OUTCOMES



**DEVELOPMENT CODES ARE
MORE THAN TECHNICAL
STANDARDS; THEY DETERMINE
THE FUTURE OF OUR CITIES.**

M@ Lewis

ZONING OF THE

FUTURE

ZONING OF THE FUTURE

The next generation of zoning codes will be used to repair the built form of our cities.

- ▶ Reconnect people to services
- ▶ Reinvest the existing infrastructure.



PLACE TYPE ZONING

- ▶ Buildings and street type align to create adaptable places
- ▶ Encourage creative businesses and uses of spaces
- ▶ Places are comfortable and provide options
- ▶ Allow for cost effective incremental changes
- ▶ Connect residents to services through infill development
- ▶ Create places worth caring about



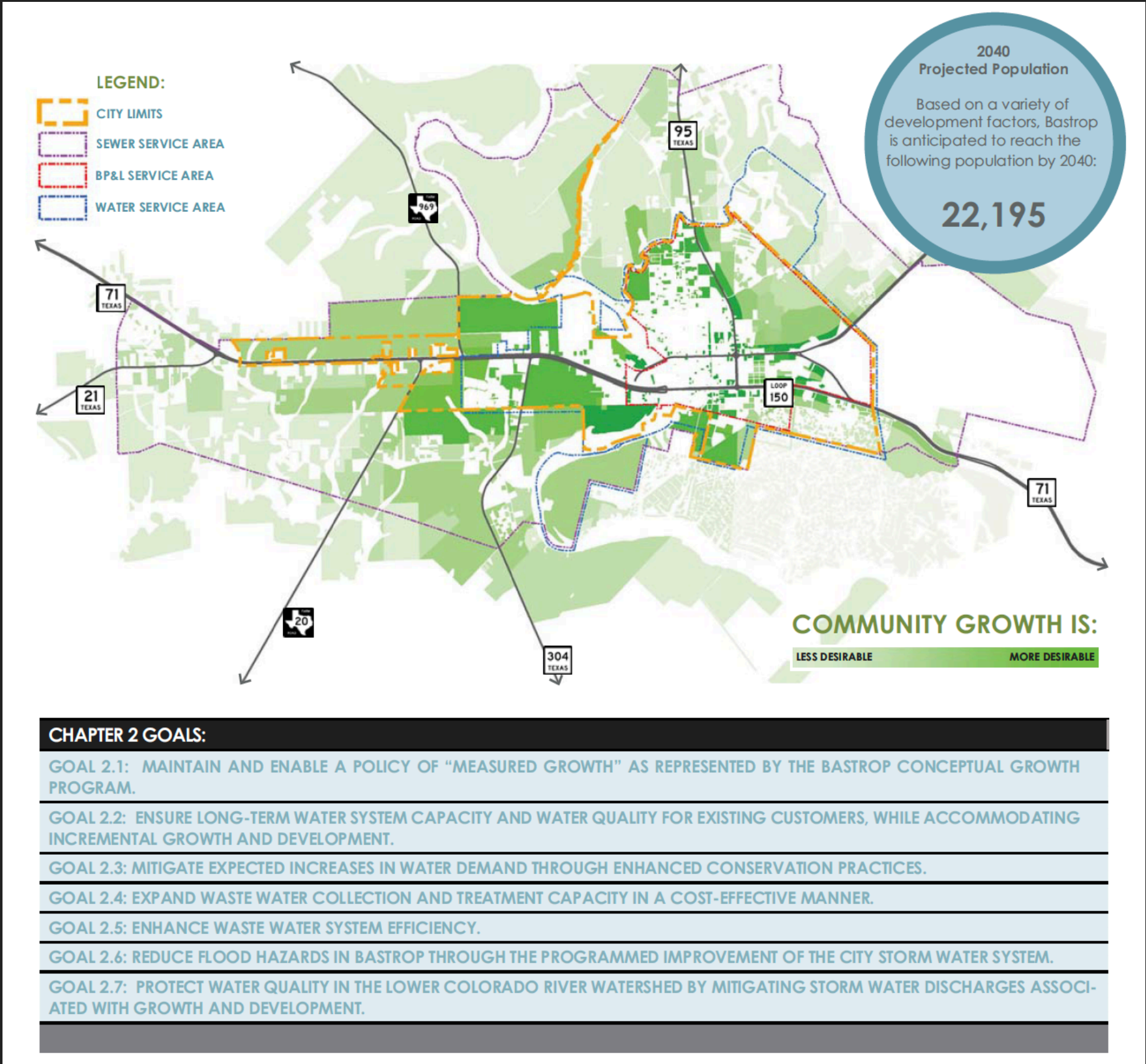


THE ZONING CODE

AND THE COMPREHENSIVE
PLAN

ZONING CODES & THE COMPREHENSIVE PLAN

The bold goals of the Bastrop 2036 Comp Plan require strategic policies, intentionally focused on removing the historic obstacles of the zoning code.



ZONING CODES & THE COMPREHENSIVE PLAN

The 9 Plan Elements of the Comprehensive Plan



1. PLANNING CONTEXT AND VISION. Sets the context for Bastrop's long-range growth and development by presenting the purpose and function of the Comprehensive Plan, documenting community participation, and providing a community vision.



2. GROWTH, ANNEXATION, AND INFRASTRUCTURE. Identifies preferred community growth policies, and evaluates Bastrop's ability to accommodate new development and/or redevelopment with existing and planned utility infrastructure and services.



3. PUBLIC FACILITIES. Anticipates public facility space needs and priorities based on staffing and demands. Utilizes population growth projections to "right size" City resources in accordance with anticipated community needs.



4. HOUSING AND NEIGHBORHOODS. Assesses the local housing market and the condition of City neighborhoods; and, evaluates city ordinances and regulations, and their impact on housing development, community form, and land use compatibility.



5. LAND USE AND URBAN DESIGN. Evaluates current land uses, development, and community image; and, proposes the form and function that future land uses should take throughout the City's various districts, corridors, and neighborhoods. A key component of the chapter is the Future Land Use Program.



6. TRANSPORTATION. Relates the companion Bastrop Transportation Master Plan to the other Comprehensive Plan chapters to ensure that the implementation of transportation network and facility recommendations is context sensitive and weighed with other community needs. A shared component of both documents is the Major Thoroughfare Program.



7. PARKS AND RECREATION. Evaluates the City's current park facilities and recreational opportunities, and identifies preferred short-term investments, as well as long-term needs to account for anticipated growth.



8. CULTURAL ARTS AND TOURISM. Suggests methods to diversify and develop the City's tourism economy, with emphasis on facilities and programs that enhance the quality of life for full-time residents of the City.



9. IMPLEMENTATION. Identifies the organizational structure and methods by which Comprehensive Plan policies and recommendations will be implemented, and how the document will be administered and maintained.

A high-angle, black and white photograph of a massive concrete dam. The dam's surface is composed of large, rectangular concrete panels with visible vertical joints and some weathering. A narrow walkway with a metal railing runs along the top edge of the dam. A small figure of a person stands on this walkway, providing a sense of scale to the enormous structure. The sky is a uniform, dark grey.

BASTROP, TEXAS

CODE ASSESSMENT

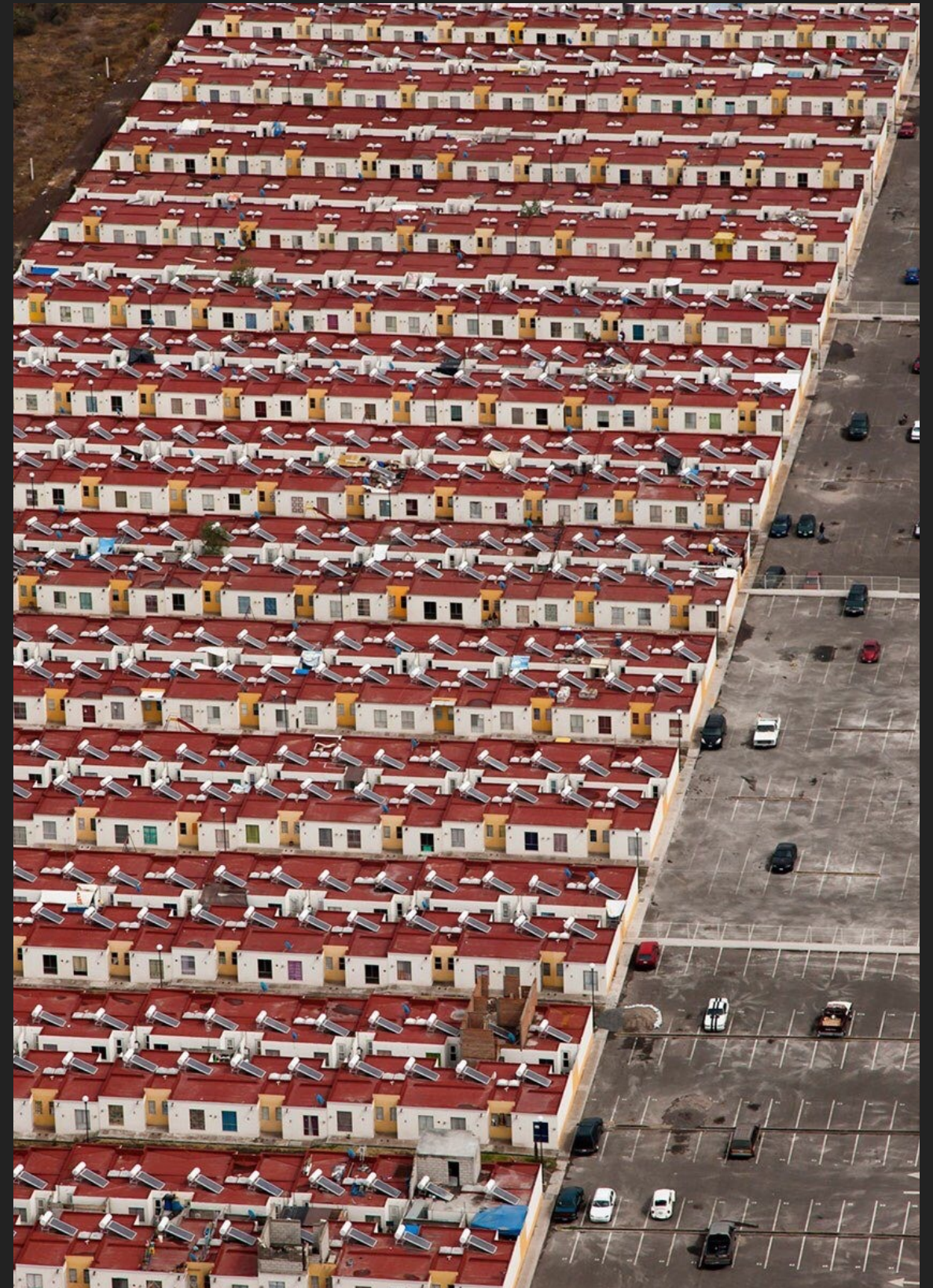
SPECIFIC FINDINGS

- ▶ 1. Generic & ineffective zoning districts
- ▶ 2. Codes conflict with comp plan
- ▶ 3. Codes creates places for cars; not people
- ▶ 4. Lack of housing choice
- ▶ 5. Difficult to use and administer
- ▶ 6. Poor design standards
- ▶ 7. Complex sign code and it is not context sensitive



GENERIC & INEFFECTIVE ZONING DISTRICTS

- ▶ One-size fits all standards for variety of place types
- ▶ Traditional neighborhood development is not allowed outside Downtown
- ▶ Zoning districts create anywhere USA
- ▶ Innovation not allowed by the generic and stringent zoning standards
- ▶ Single use districts create subdivisions and strip centers rather than neighborhoods with retail uses.



CODE CONFLICT WITH COMP PLAN

- ▶ The comp plan calls for a diverse housing mix and neighborhood-centric places
- ▶ Code designs disconnected places through generic standards
- ▶ The comp plan vision calls for the preservation of history and character while embracing progress
- ▶ The code is not aligned with this statement and does not allow for the creation of places representative of the City's history. (Other than the Form-Based Code)
- ▶ The plan calls for a series of transportation options
- ▶ The code does not create places which support transportation options due to the large scale infrastructure requirements, parking locations and requirements, and the requires a separation of uses



PLACES FOR CARS

- ▶ Parking dominates and drives design
- ▶ High parking requirements for small compatible infill.
- ▶ Separation of uses ensure people drive from use to use
- ▶ Buffer requirements guarantee uses are discontented and walled off
- ▶ Minimum lot standards create long distances between residential districts to other uses.



LACK OF HOUSING CHOICE

- ▶ Code only allows SF houses on large lots: 7,000 Sq. Ft. lot minimum
- ▶ Multi Family standards only allow for garden apartments in 2 density types
- ▶ Allowed in Multi Family zoning districts but cannot be built due to design regulations: Duplex, Triplex, Quadraplex, 6-plex, 8-plex, tiny homes, small groups of condos or townhouses
- ▶ MH only allows for HUD manufactured homes. Not other small/tiny homes, with or without wheels



LACK OF HOUSING CHOICE

- ▶ Site and facade elevations required at the time of zoning. (The design standards don't require quality design)
- ▶ Usable open space requirements don't necessarily create useable open space
- ▶ The spatial dimensions create a large low density product on large parcels of land
- ▶ Buffers between SF and C or I, create places not integrated into community



CODE ASSESSMENT: SPECIFIC FINDINGS

CODES ARE DIFFICULT TO USE AND ADMINISTER

- ▶ The code standards and requirements are not easy to locate or administer
 - ▶ Some of the standards are actually located in the definitions.
- ▶ The terminology and multiple definitions may create conflicts and make the code hard to interpret.
- ▶ The document is primarily a text document and use few tables to explain code intent.
- ▶ The use table is overly comprehensive and define uses and standards which should be consolidated.
- ▶ Parking requirement is long complicated and does not align with the use tables.
- ▶ The layers of requirements don't often match
- ▶ Shared parking section is complicated and difficult to achieve.

21.4 - AREA REGULATIONS:



A. Size of Lots:

1. *Minimum Lot Area* - One thousand, seven hundred twenty-five (1,725) square feet per dwelling unit, not to exceed twenty-five (25) dwelling units per acre (calculated on gross acreage). The minimum lot size shall be fifteen thousand (15,000) square feet.
2. *Minimum Lot Width* - One hundred feet (100').
3. *Minimum Lot Depth* - One hundred twenty-five feet (125').

B. Size of Yards:

1. *Minimum Front Yard* - Twenty-five feet (25').
2. *Minimum Interior Side Yard* - Fifteen feet (15'); sixty feet (60') when building is in excess of one story in height and adjacent to a Single-Family Zoning District.
3. *Minimum Exterior Side Yard* - Fifteen feet (15').
4. *Minimum Rear Yard* - Thirty-five (35'); eighty feet (80') when the building is in excess of one story and adjacent to a Single-Family Zoning District.
5. *Building Separation:*
 - a. *Walls without openings* - one story, fifteen feet (15), two stories, twenty feet (20') between walls without openings (windows or doors).
 - b. *Walls with openings* - one story, twenty-five feet (25), two stories, thirty-five (35') between walls with openings.

C. Minimum Area per Dwelling Unit: Six hundred (600) square feet per unit.

CODE ASSESSMENT: SPECIFIC FINDINGS

SECTION 21 - MF-2 - MULTIPLE-FAMILY-2 DISTRICT

21.1 - GENERAL PURPOSE AND DESCRIPTION:

The MF-2, Multiple-Family Residential-2, District is an attached residential district intended to provide the highest residential density of twenty-five (25) dwelling units per acre. The principal permitted land uses will include low-rise multiple-family dwellings and garden apartments. This District should be located adjacent to a major thoroughfare and serve as a buffer between retail/commercial development or heavy automobile traffic and medium or low density residential development.

21.2 - PERMITTED USES:

- Those uses specified in Section 36 (Use Charts).
- Multiple-Family Dwelling greater than two (2) units per building.
- Municipally-owned facilities and uses.
- Leasing offices for the apartment complex.
- Temporary field or construction office for uses incidental to construction work on the premises, which said buildings shall be removed upon the completion or abandonment of construction work, by order of the building official. Specific time allowed and location shall be specified by the Building Official.
- Accessory buildings and uses, customarily incidental to the above uses and located on the same lot therewith, but not involving the conduct of a retail business except as provided herein:
 - The term accessory use shall include customary home occupations as herein defined.
 - Accessory buildings greater than two hundred forty (240) square feet require a Conditional Use Permit. (See Section 40 for additional accessory building regulations.)
 - Covered parking areas.
 - Antennae (amateur or CB radio) or satellite dish antennae, as specified in Section 43.5.
- Swimming Pool (private).
- Common open space, community center, recreational building, and other facilities or amenities, provided they are for use by the residents and guests of the multi-family complex.
- Such uses as may be permitted under the provisions of Conditional Use Permits, Section 33

21.3 - HEIGHT REGULATIONS:

- Maximum Height** - Two and one-half (2½) stories for the main building including recreational buildings. Overall height must be less than thirty-five feet (35').
- All accessory buildings shall be limited to one (1) story in height.

21.4 - AREA REGULATIONS:

A. Size of Lots:

- Minimum Lot Area** - One thousand, seven hundred twenty-five (1,725) square feet per dwelling unit, not to exceed twenty-five (25) dwelling units per acre (calculated on gross acreage). The minimum lot size shall be fifteen thousand (15,000) square feet.
- Minimum Lot Width** - One hundred feet (100').
- Minimum Lot Depth** - One hundred twenty-five feet (125').

B. Size of Yards:

- Minimum Front Yard** - Twenty-five feet (25').
- Minimum Interior Side Yard** - Fifteen feet (15'); sixty feet (60') when building is in excess of one

ZONING REGULATIONS

CHAPTER 4



LOT		
Area	No min	(A)
Width	No min	(B)
Units per lot	24 max	
COURTYARD		
Area	3,000 SF min.	(C)
Width	20 ft min. along the frontage	(D)
Ownership and Management	HOA; Section 3.10.1.6	
Courtyard cannot be parked or driven upon, except for emergency access		
BUILDING ELEMENTS ALLOWED		
Front Porch	Section 4.3.5.11	
Scoop	Section 4.3.5.12	
Balcony	Section 4.3.5.13	

HEIGHT AND MASSING	
Principle Structure Height	Set by District (E)
Accessory Structure Height	Set by District
BUILDING SETBACKS	
Principal Building Setbacks	Set by District along the outside perimeter of a site
Accessory Structure Setbacks	Set by District along the outside perimeter of a site
Internal Lot Setbacks	0 ft. min
VEHICLE ACCESS AND PARKING	
Parking Location	Third Layer
ACTIVATION	
Street Facing Entrance	Required;
Blank Wall Area	35 ft. max
DURABLE BUILDING MATERIAL	
Primary Material	80% min
Secondary Material	20% max

DESIGN AND CONSTRUCTION STANDARDS

- ▶ Only Commercial buildings have material requirements
- ▶ No orientation standards, entrance, transparency , or articulation requirements on buildings
- ▶ Rowhouses are outlawed
- ▶ Material lists conflict
- ▶ All commercial building must be fenced or walled off from other uses
- ▶ With good design standards these uses could be improved and part of the adjacent buildings



COMPLEX SIGN CODE

- ▶ The sign code is overly wordy and extremely complicated
- ▶ There are 54 sign types defined and several don't have visuals explaining the intent
- ▶ Each sign type varies by zoning district and has different standards in each area, all while varying by the cumulative building size and by the speed of the road
- ▶ It's the most complicated sign code in the region and the results are questionable





FROM EUCLIDIAN ZONING

TO PLACE TYPES

ZONING THE FUTURE

- ▶ Align place types, street types, and zoning districts
- ▶ Code standards are logical and remove arbitrary requirements
- ▶ Provide flexible standards to match the various land conditions
- ▶ Community goals drive zoning and mapping of the new code
- ▶ User friendly zoning code for staff and the development community

OPPORTUNITIES

PLACE TYPES CREATE HOUSING DIVERSITY



DEVELOPMENT IN THE RIGHT PLACE

- ▶ The Transect Zone spectrum reflects how the context of development should gradually transition from natural (T1) to very dense and urbanized (T6). Land use and development within the city should be planned in a manner that follows these transitions and minimizes situations where conflicting zones are adjacent to one another.



OPPORTUNITIES





THE RIGHT FIT FOR

BASTROP CODE

ZONING CODE RECOMMENDATIONS

- ▶ Place type and geographically sensitive standards
- ▶ Align infill standards with existing patterns
- ▶ Introduce new and old development patterns back into the City
- ▶ Traditional Neighborhood Development
 - ▶ Blocks formed by a gridded network of streets: Downtown pattern of development
- ▶ Cluster Land Development
 - ▶ Development is clustered to provide more open-space and preservation areas. Uses may be separate but within close proximity to the residential area
- ▶ Village Development
 - ▶ A series of dense mixed use centers connected by small streets and paths containing retail, services, and residential



NEXT STEPS

- ▶ Use gathered information from the existing code, the comp plan, community input, staff input, and Downtown DNA to began drafting new code standards
- ▶ Determine appropriate areas for preservation, transformation, and redevelopment
- ▶ Begin translation of districts
- ▶ Begin consolidation of sign types and standards

NEXT STEPS

The Rodeos

The Design Rodeo

November 29-30

The Code Rodeo

December 13-14



BUILDING BASTROP

HONORING OUR AUTHENTIC PAST.
PLANNING FOR OUR SUSTAINABLE FUTURE.

simplecitydesign.

ENGAGE COLLABORATE DESIGN CODE



**SAVE THE DATE FOR A
BUILDING BASTROP DESIGN RODEO**

November 29 & 30 | 924 Main Street

Mark your calendars and plan to join the City of Bastrop for a fun and interactive discussion about growing the authentic Bastrop design we all know and love! There will be several opportunities to engage and collaborate with City staff and the Simplecity Design team over the course of both days; specific times will be shared soon. Attendees will see examples of Bastrop's updated building codes and have a chance to ask questions, provide feedback and more.

LEARN MORE

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