A Vibrant and Walkable City: Creating a new Form Based Code for Burlington's Downtown and Waterfront





David E. White, AICP City of Burlington Dept. of Planning & Zoning

AIA Vermont



























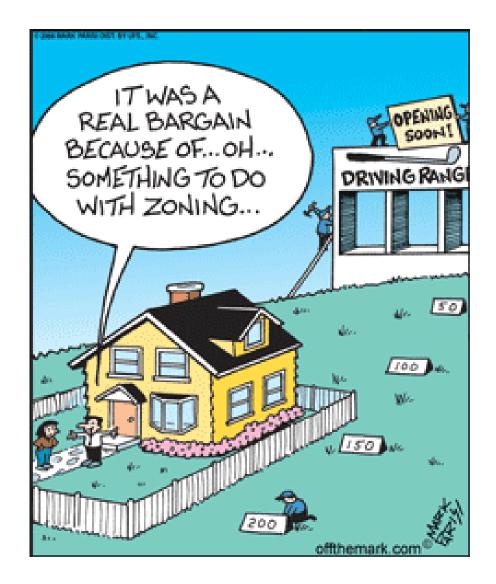










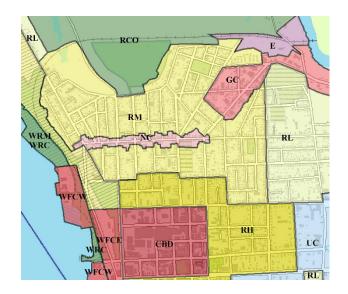


...something to do with zoning...

Many Types of Zoning

Euclidean

- Traditional geographic separation of land uses
- e.g. housing should be separated from industrial uses
- Performance-Based
 - Focus on measurable benefits and impacts
 - Traffic, noise, lighting, jobs, water quality, stormwater runoff
- Form-Based
 - Focus on the **physical form** that new development takes and how buildings relate to the public street
- <u>Hybrid</u>









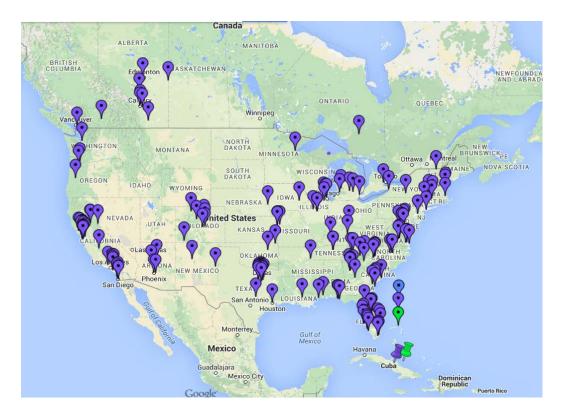
Form Based Codes: Where else?

Big cities like Miami and Denver

Smaller cities like Cincinnati, Nashville, and Petaluma and Ventura, CA

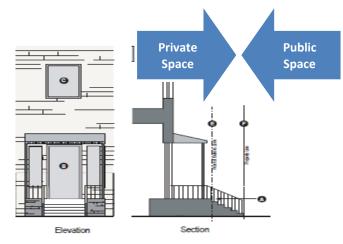
Rural places like Flagstaff, AZ, Kauai, HI and Beaufort, NC

And even in **New England** in places such as Yarmouth ME, Newport, VT, and Portsmouth and Dover, NH

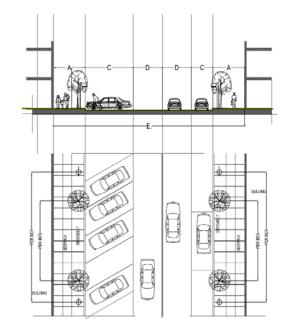


Emphasis is on how people relate to and experience the development:

Private Frontage



Public Frontage







Form Based Codes: The "What" and "Why"

Expressly designed and intended to:

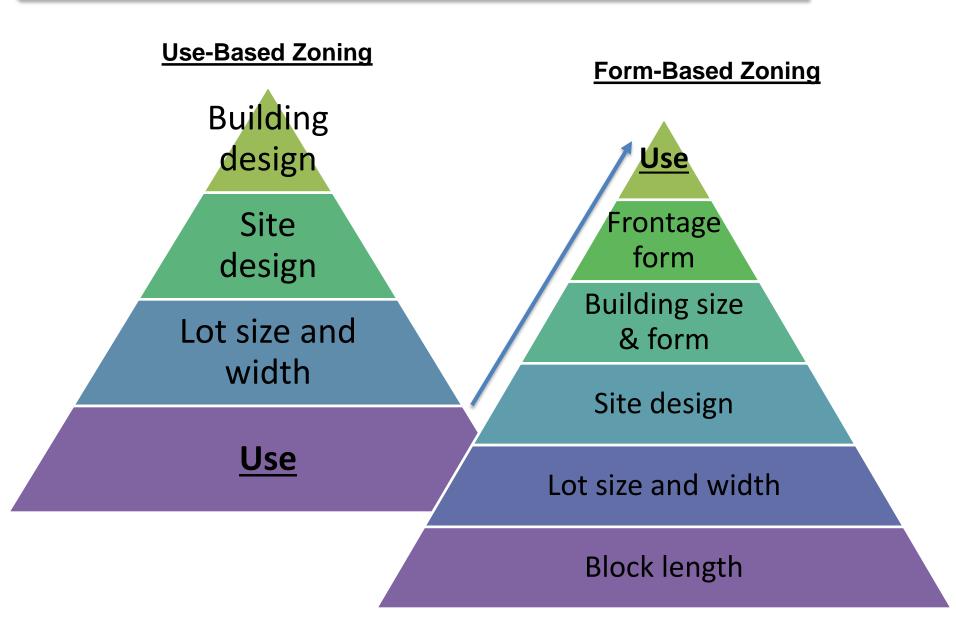
- Create places that are highly accommodating and attractive for pedestrians
- Create places that strengthen and sustain economic viability
- Enable a rich mixture of character, uses and activities
- Encourage the intensity of uses and activities
- Support proximity of uses and activities to one another and to transit
- Emphasize and enhance the visual quality and characteristics of development
- Respect and advance the existing patterns and character of development

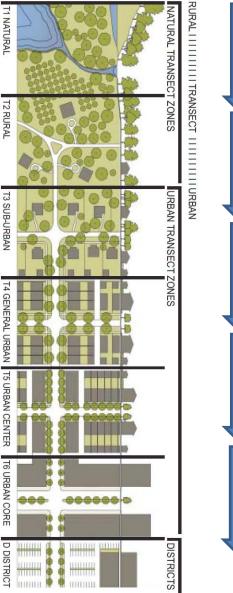


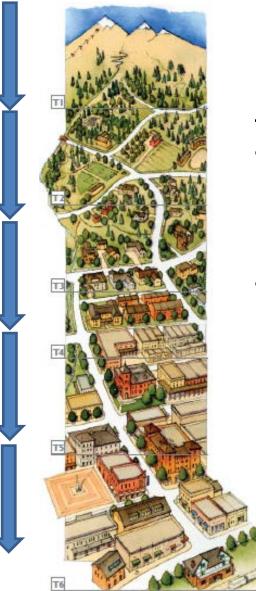
This...

...or this?









The Transect

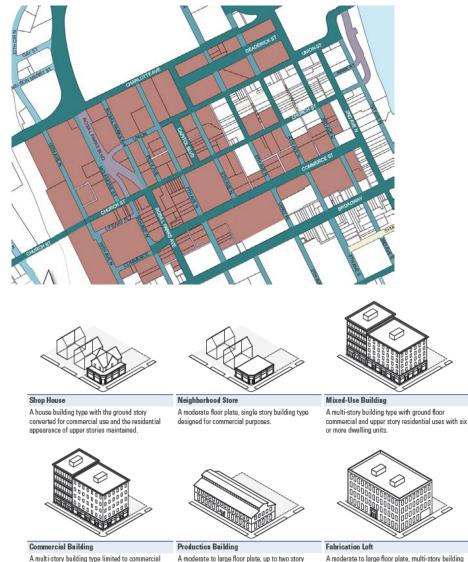
- An organizing principle to describe the progression of development scale and intensity from undeveloped to highly developed
- Transect (or Character) Zones provide a fine-grained distinction between parts of a community based on the form and character of existing (or desired) development.



Street Types

Building Types

USØS.



A moderate to large floor plate, up to two story building type, often naturally lit with a monitor, clerestory, or sawtooth roof.

A moderate to large floor plate, multi-story building type subdivided for multiple tenants, often designed with tall ceilings, expansive windows, wide corridors, and service elevators.



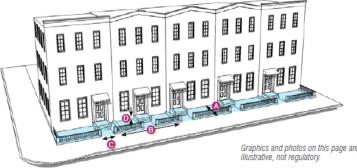
- **Illustrations, photos and tables** rather than text
- Objective rather than subjective
- **Prescriptive** rather than **permissive**
- Enable more "by right" rather than discretionary review

What this means...

- More predictable built results \succ
- Development that fits it's context
- **Greater certainty** for the public, \succ confidence for investors, and assurance that a community's vision actually comes to life.



14.5.9- DOORYARD

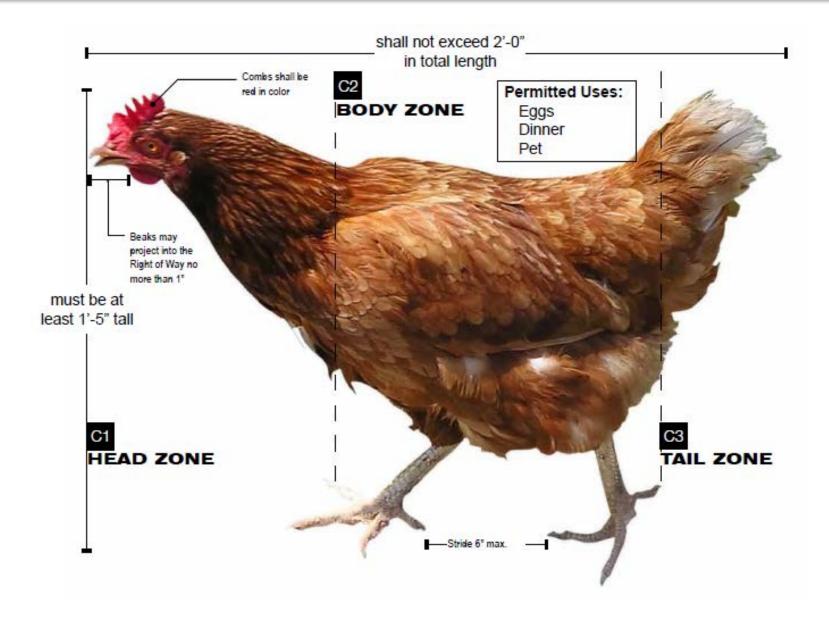


14.5.9-C - SIZE

Depth, Clear	8' min.	A
Length	50' max.	8
Depth of recessed entries	5' max.	
Path of travel	3' wide min.	O
Finish level above sidewalk	18" max.	D
Finish level below sidewalk	18" max.	



Form Based Code: Adapted to Our Local Context





Lessons learned from Burlington and other traditional cities.





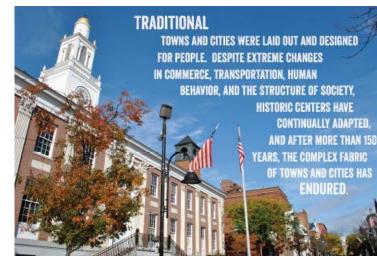








Mixed-Use









Destination.

Distance.

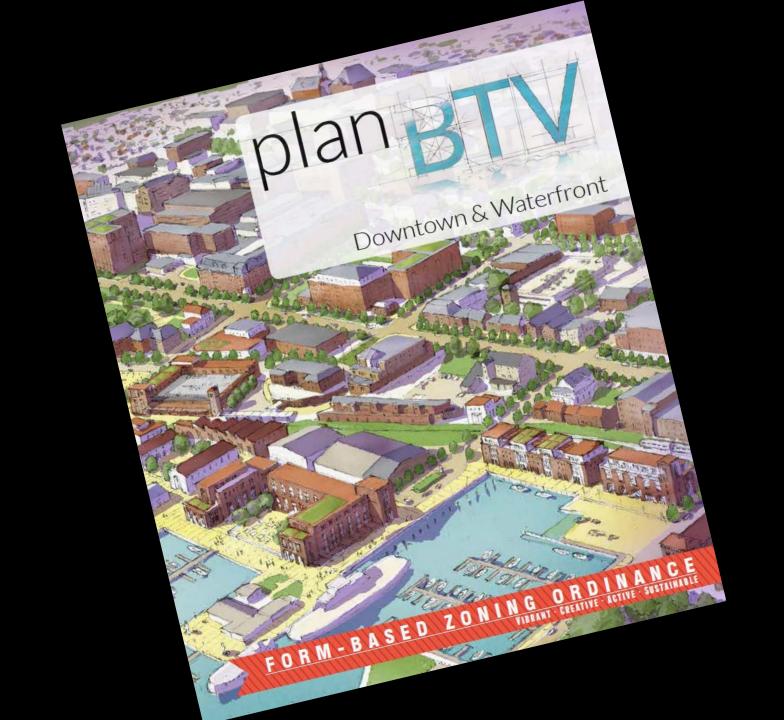
Design.



Evolution of Burlington's "Form-based" Zoning

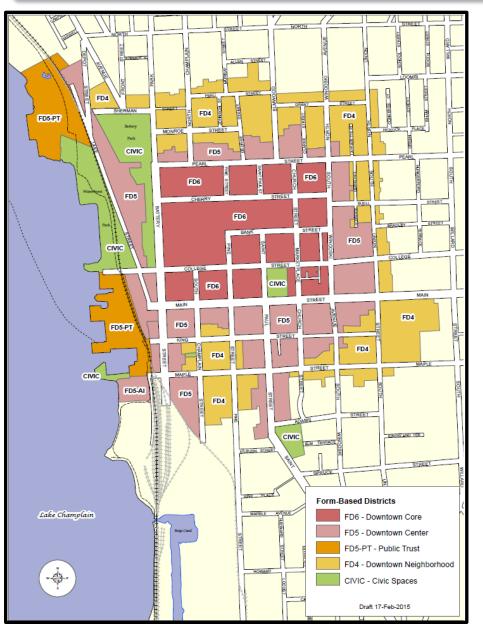
STATES K

Design Review and Historic Preservation 1973 Comprehensive Development Ordinance 2008 Form Based Code 2015



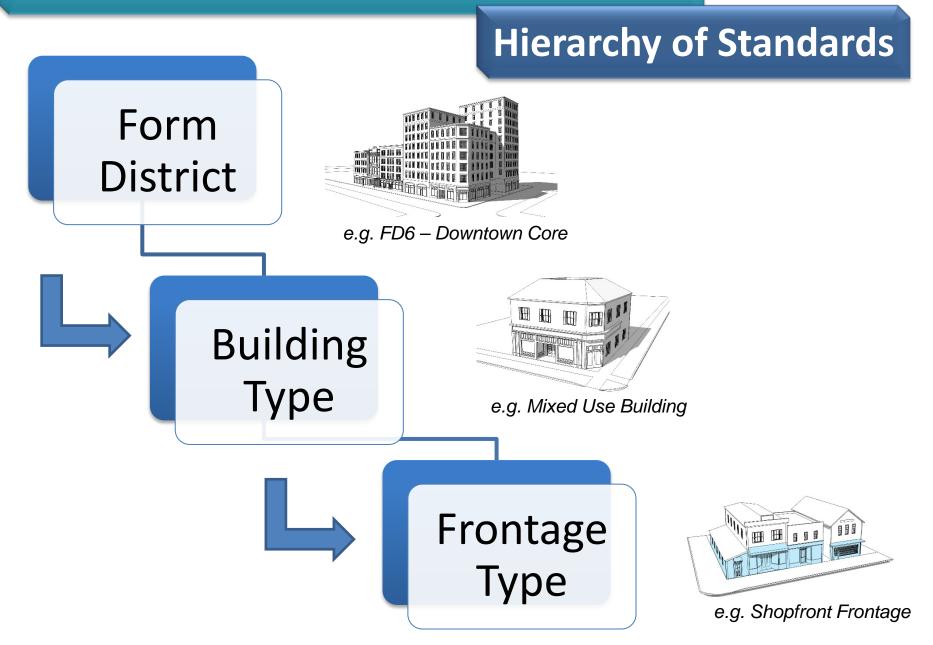
The Burlington Form-Based Code is adopted as a portion of the *Burlington Comprehensive Development Ordinance* (CDO) to implement the community vision established by the *planBTV: Downtown and Waterfront Master Plan* for the purpose of:

- encouraging and facilitating new infill and adaptive reuse that
- emphasizing active uses at the street level
- facilitate the building of a greater choice of housing opportunities by allowing for a more diverse range of unit and building types
- respecting historical development patterns and architecture; protecting valuable natural, historic, and recreational resources; developing lively cultural events, resources and activities
- enlivening the waterfront year-round
- maintaining or creating areas of open civic spaces

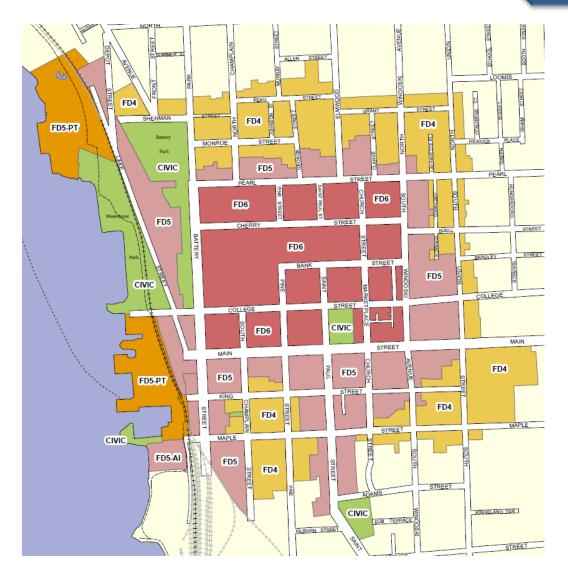


- Regulating Plan
- Form District Standards
- Building Type Standards
- Private Frontage Type Standards
- Sign Standards
- Civic Space Standards
- Urban Design Standards
- Landscape Standards





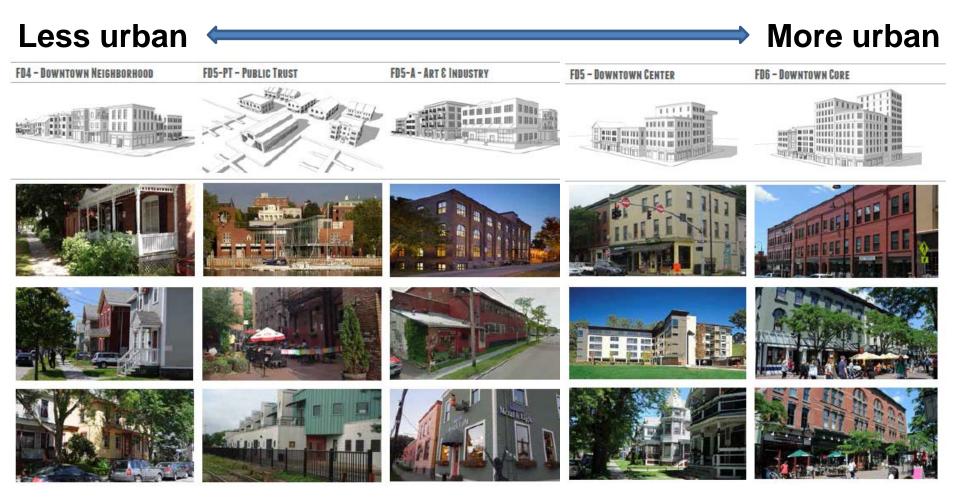
Regulating Plan

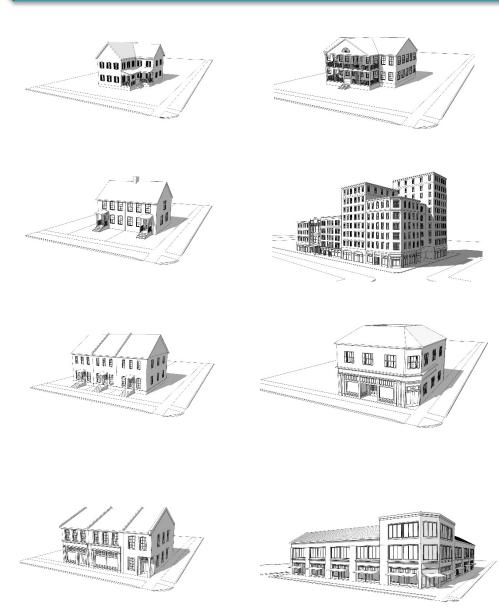


Form Districts:

FD6 Downtown CoreFD5 DowntownFD5 Public TrustFD4 Downtown Neighborhood

Form Districts

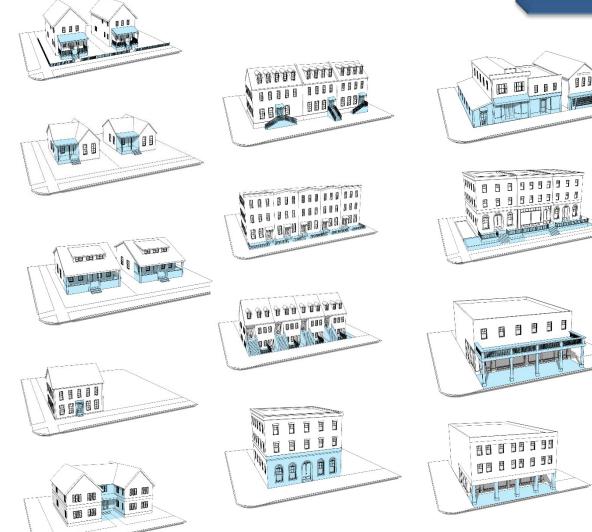




Building Types

- Carriage House
- House
- Duplex
- Rowhouse
- Multi-Family, Small
- Multi-Family, Large
- Work-Live
- Mixed Use
- Perimeter Building
- Civic Building

Frontage Types



- Projecting Porch
- Engaged Porch
- Integrated Porch
- Door Yard
- Doorway
- Stoop
- Forecourt
- Lightwell
- Terrace
- Shopfront
- Officefront
- Arcade
- Gallery

Sec. 14.7 Administration and Procedures

Varying the Form:

Administrative Relief

DRB Relief

Variance

Table 14.7.3-A - Administrative Relief

Type of Relief Limits of Relief Granted **Required Findings** Standards Reference Relief is necessary due to existing topography and other physical site features and constraints Lot Width: The width of a lot +/- 10%, not to exceed 5 feet The property can be developed fol-Section 14.3: Specific to may vary from the maximum or lowing the intent and all other appli-Character Districts, Special minimum lot width requirecable standards of the character dis-Districts and Civic Spaces, trict, and granting the relief will yield | Table 14.3.4-D - Lot Occupaments. a result equal to or better than in tion & Building Placement strict compliance with the standard. Building Setbacks: A building 10% max Section 14.3: Specific to The property can be developed fol-Character Districts, Special setback may vary from the lowing the intent and all other applimaximum or minimum setback cable standards of the character dis-Districts and Civic Spaces, requirements. trict, and granting the relief will yield a result equal to or better than in strict compliance with the standard. No more than 25% of the Frontage shall | Section 14.3: Specific to Parking Location: Parking Up to 25% of the Frontage may be occupied by parking and it shall be Character Districts, Special Areas may be located in the be occupied by parking. screened from view along the Frontage. Second Lot Layer. Districts and Civic Spaces Building Height: Building 1 additional floor in height. Granting the relief will enable com-Section 14.3: Specific to height may increase where on pliance with the Principal Entrance Character Districts, Special Level requirements without compro-Districts and Civic Spaces: a sloping lot. mising the desired ground level floor Section 14.5: Specific to -to-ceiling height. Frontage Types; and Section 14.6.5 Building Height Retaining Wall Location: A retaining wall may be placed Existing topography makes the Section 14.3: Specific to Grading of a site requires reup to a rear or side property placement of retaining walls imprac-Character Districts, Special taining walls on rear and side line. tical else-where on the lot. Districts and Civic Spaces; Section 14.6.4: Supplemental property lines. The property can be developed folto Character Districts- Tolowing the intent and all other applipography and Hillside Recable standards of the character disquirements trict, and granting the relief will yield

> a result equal to or better than in strict compliance with the standard.

Sec. 14.7 Administration and Procedures

Review Process:

DRB Review

Discretionary:

Conditional Uses

Major Impact Projects

DRB Relief Requests

Variance Requests

Appeals of Administrative Decisions

Administrative Review

"By-Right":

Form District Standards Building Type Standards Frontage Type Standards Sign Type Standards Urban Design Standards Landscape Standards Administrative Relief Requests

Regulations

Review Process







Just tell me what you want!!







