

WORK SESSION LAND USE // BUILT FORM





ZACH BORDERS

Founder // Director of Planning + Design
Civic ArtWorks

WCHS Class of 1997

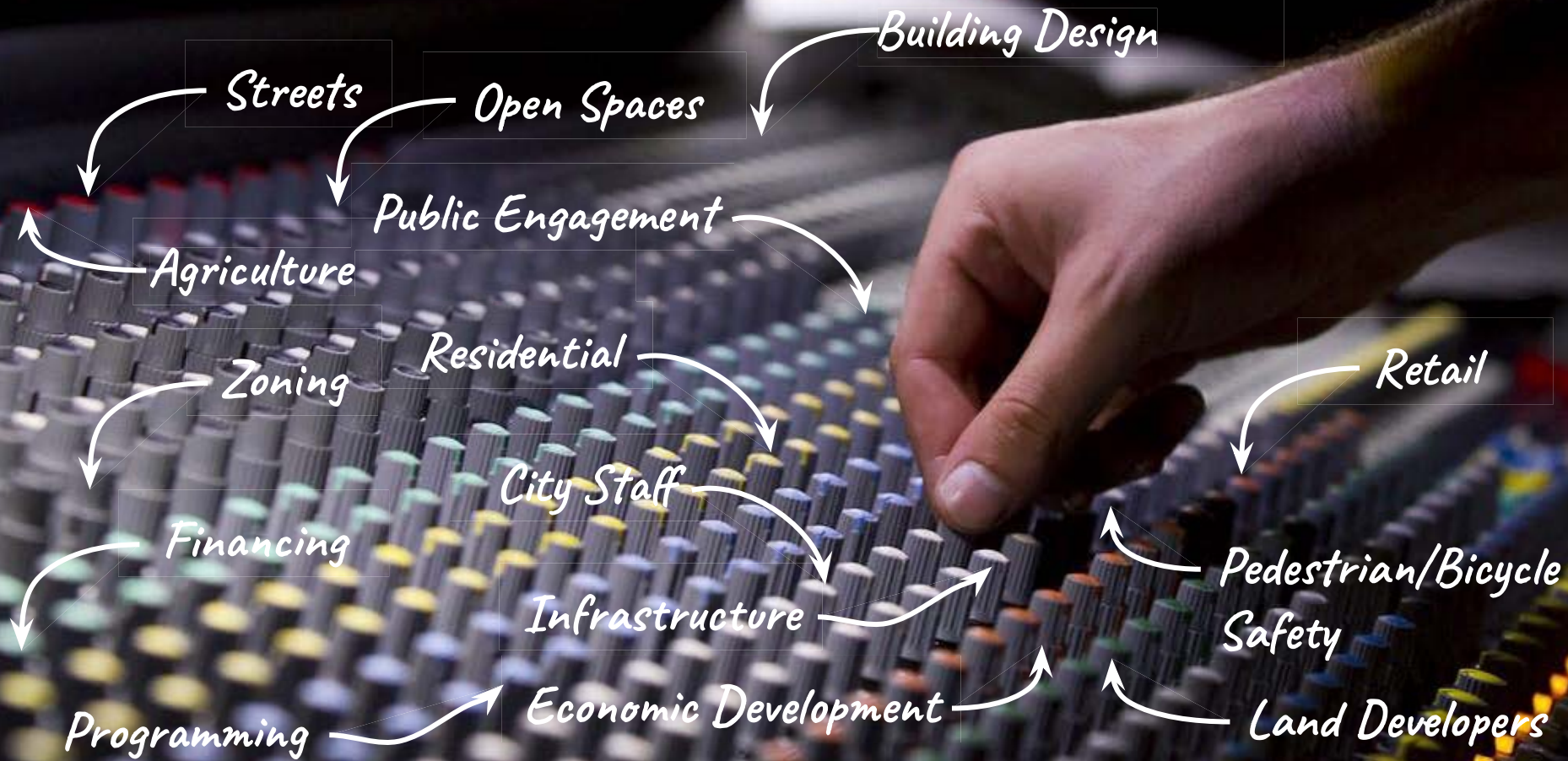


WHAT IS A COMPREHENSIVE PLAN?

Comprehensive planning is a process that determines **community-wide development goals**. The result balances policy, land use, economic development, and transportation for the entire city.



Daniel Burnham
Plan of Chicago, 1909



ZONING > < COMPREHENSIVE PLAN

The Zoning Code should be considered as a tool for implementing the vision put forth via the Comprehensive Plan.

For instance:

RESIDENTIAL DISTRICTS

154.055 PURPOSE

The purpose of the residential district regulations are to provide for a range of sound residential environments and housing opportunities **compatible with the Comprehensive Plan of the community**, and appropriately related to the present street, highway, school, park, utility, police, fire, and other similar supporting facilities.

(Ord. 1536, passed 11-2-87)



ZONING > < COMPREHENSIVE PLAN

The Zoning Code should be considered as a tool for implementing the vision put forth via the Comprehensive Plan.

For instance:

COMMERCIAL DISTRICTS

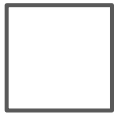
154.090 PURPOSE

The purpose of the Commercial Districts is to accommodate businesses by the grouping of compatible businesses in areas well located to serve the needs of the individual businesses and those of the community; and also to **create convenience to the public, by minimizing traffic congestion, discouraging unsightly and inefficient business development**, and promoting business prosperity and shopping convenience.

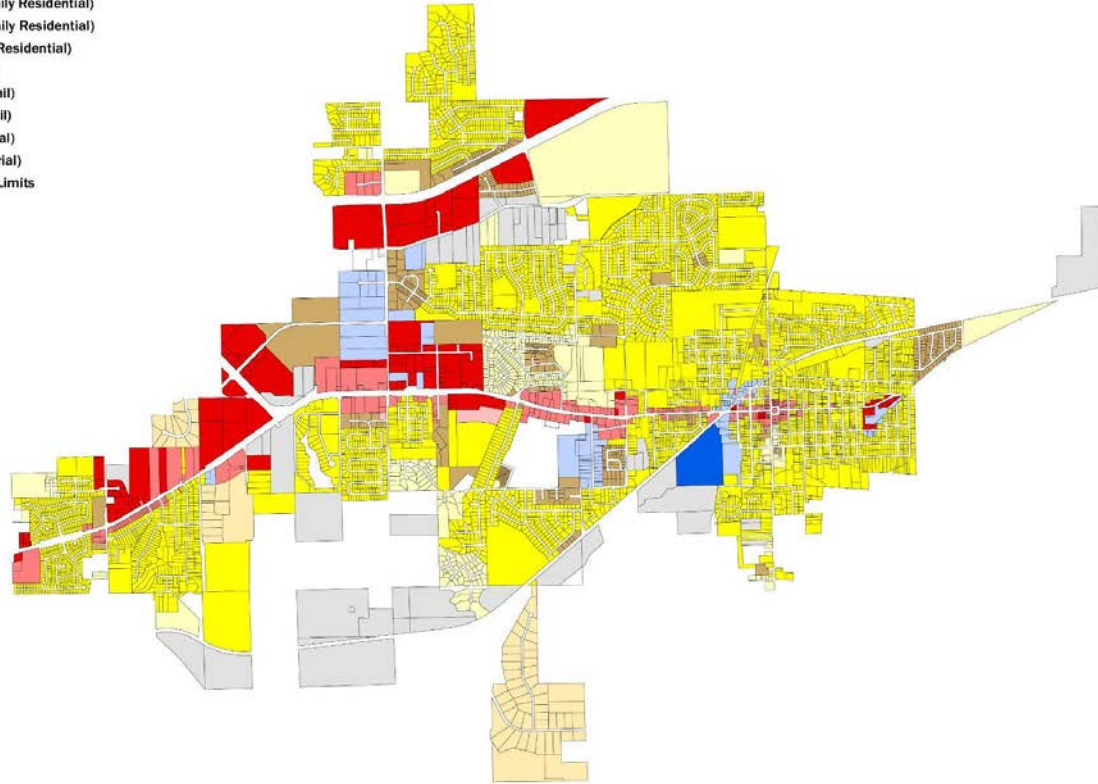
(Ord. 1536, passed 11-2-87)

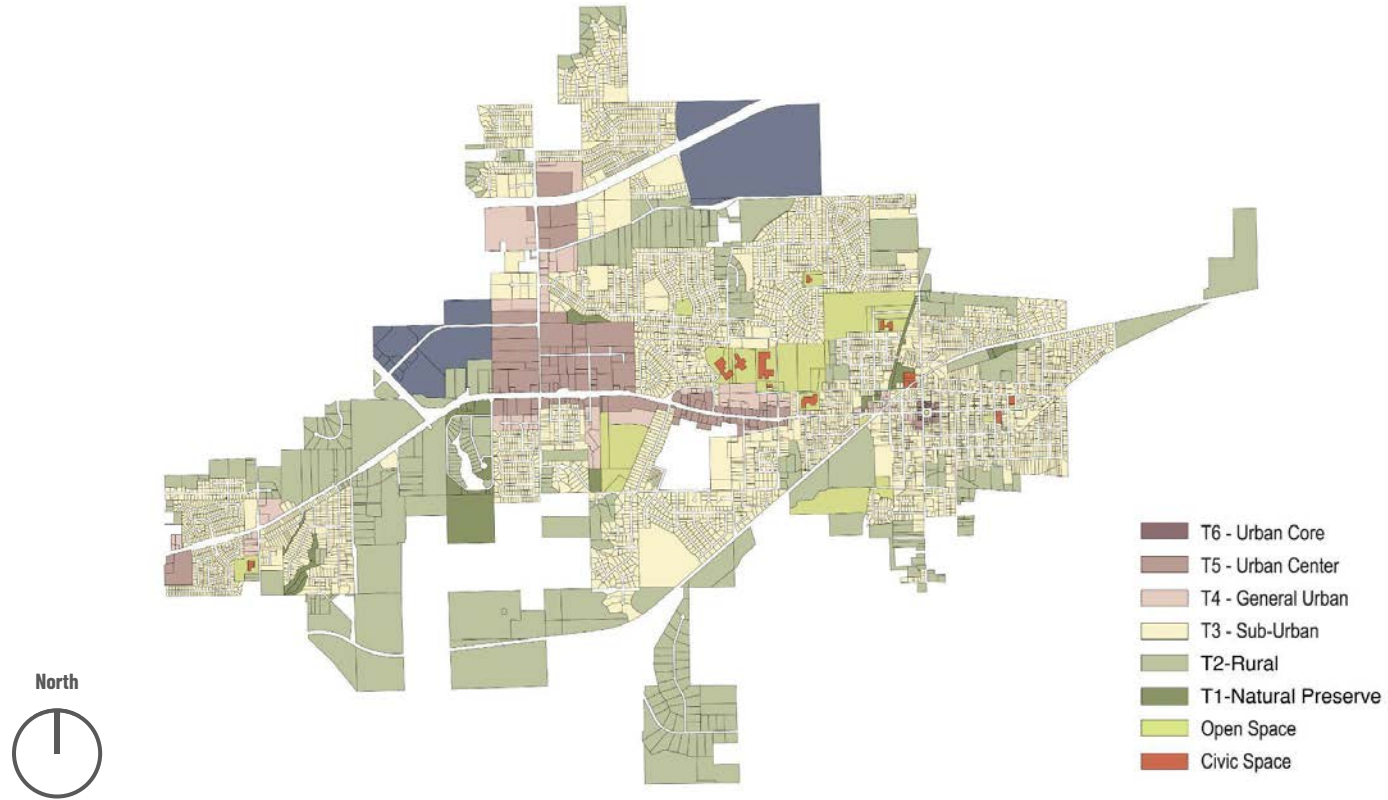


IS EXISTING ZONING UP TO THE TASK?

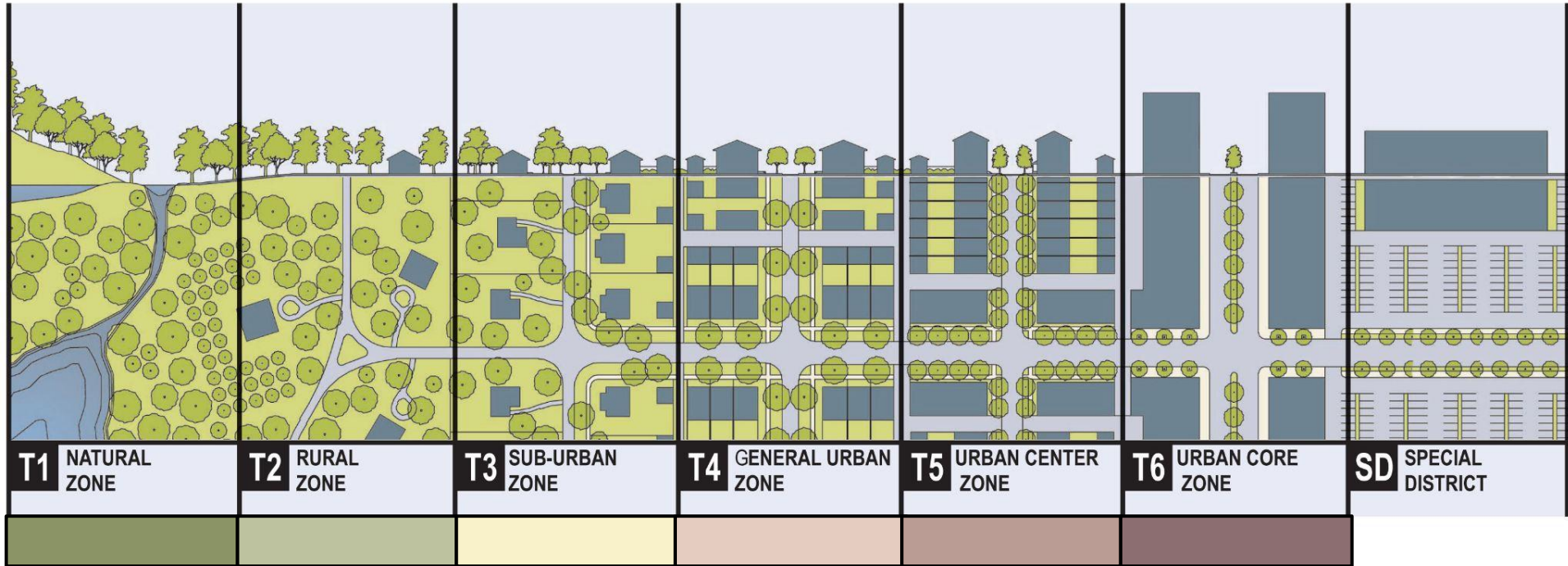


- AG-1 (Agriculture)
- CE (Country Estates)
- R-1A (Single Family Residential)
- R-1 (1 and 2 Family Residential)
- R-2 (Multifamily Residential)
- C-1 (Local Retail)
- C-2 (General Retail)
- C-3 (Service Retail)
- I-1 (Light Industrial)
- I-2 (Heavy Industrial)
- Washington City Limits

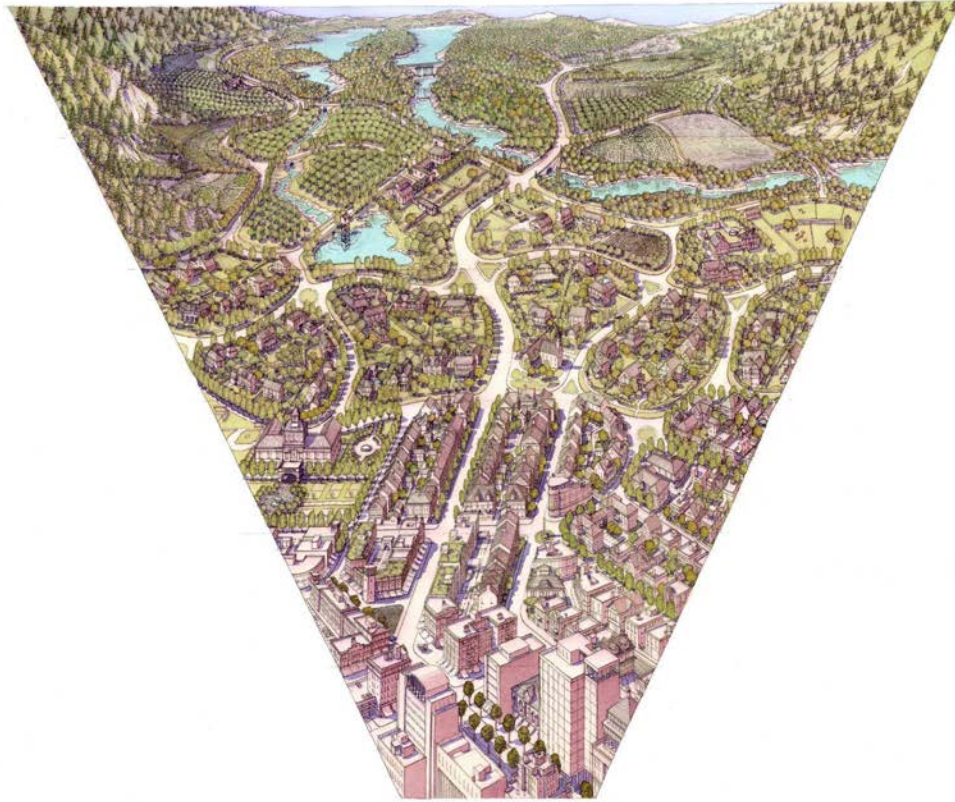




Transect Rural-to-Urban



Transect Rural-to-Urban



T1

T2

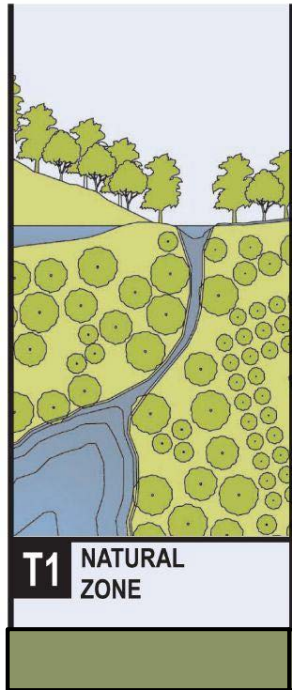
T3

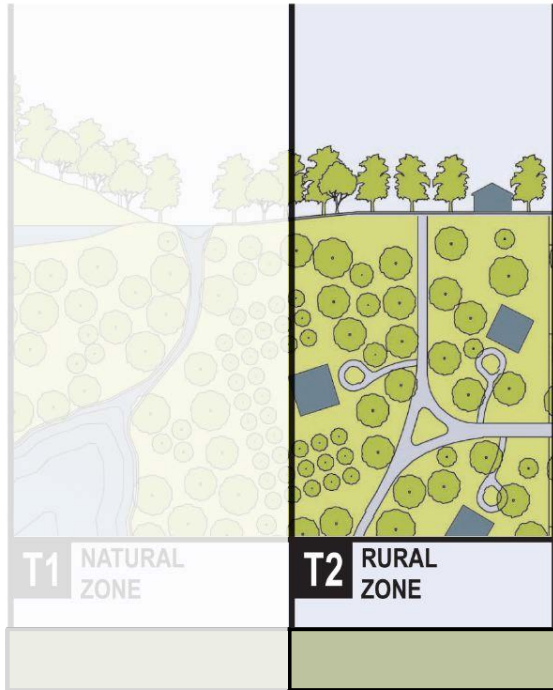
T4

T5

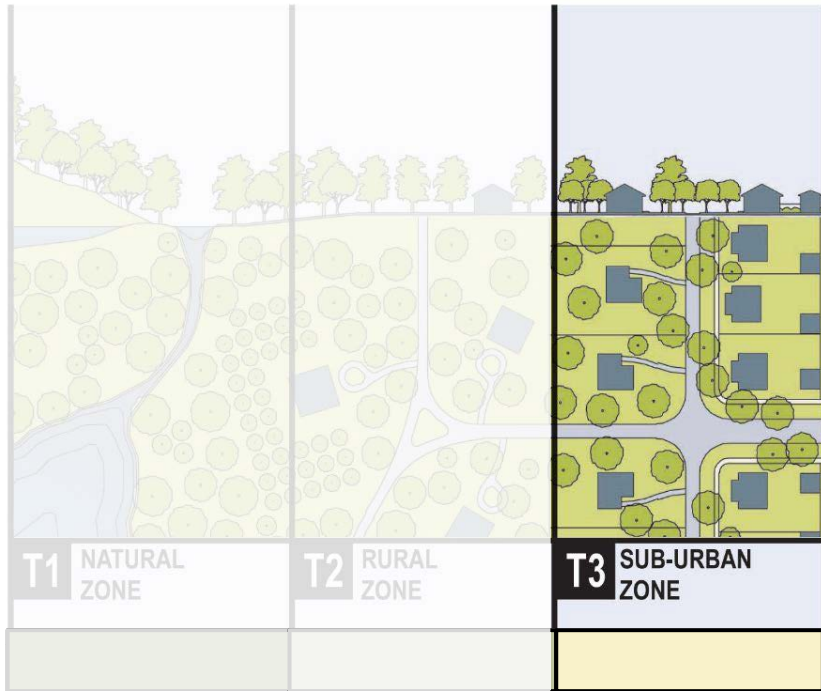
T6

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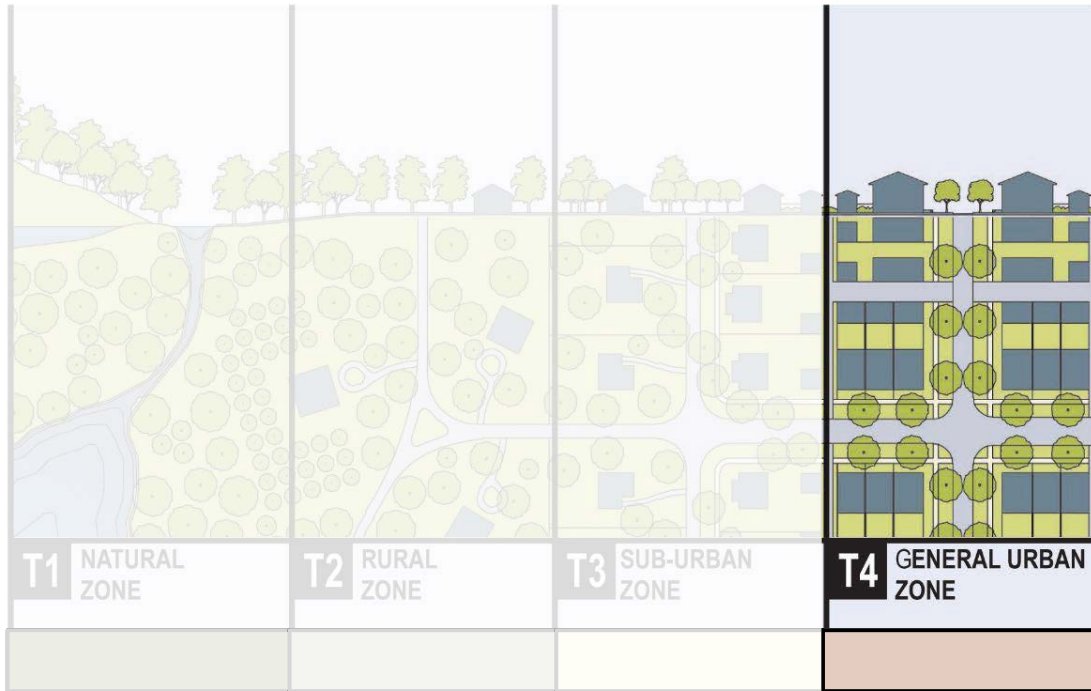




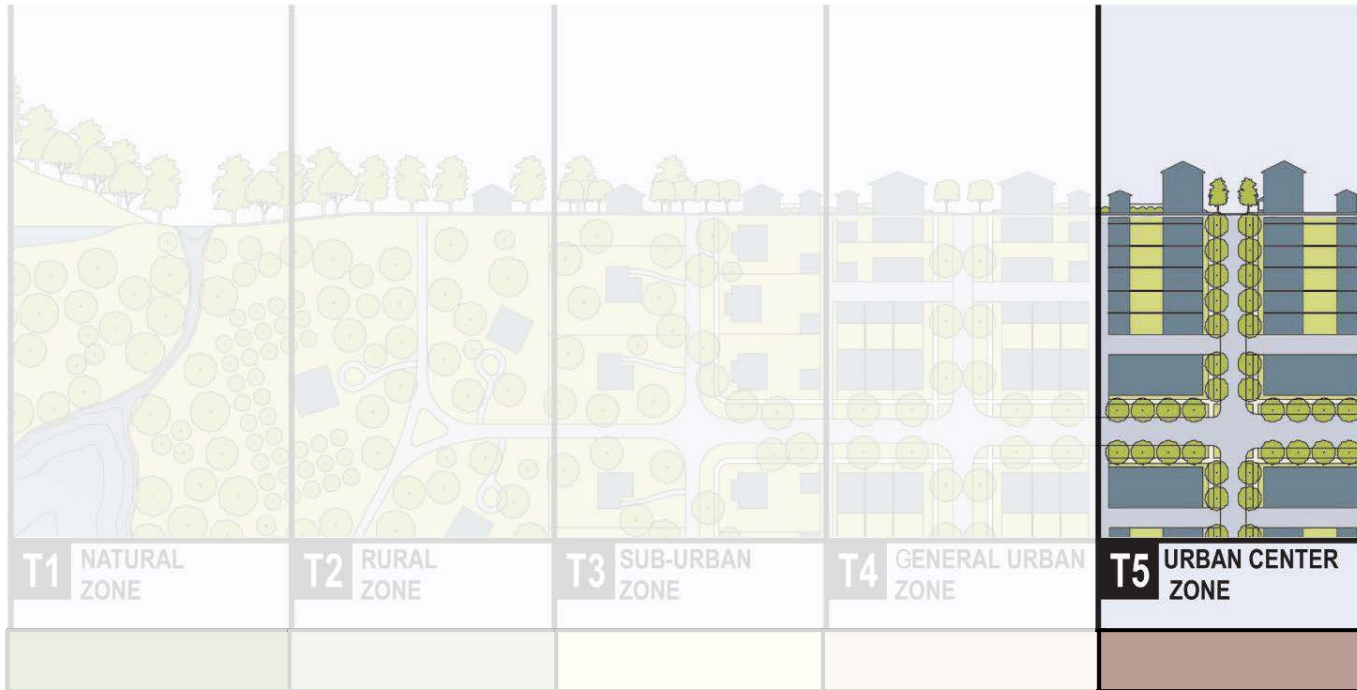
Transect Rural-to-Urban



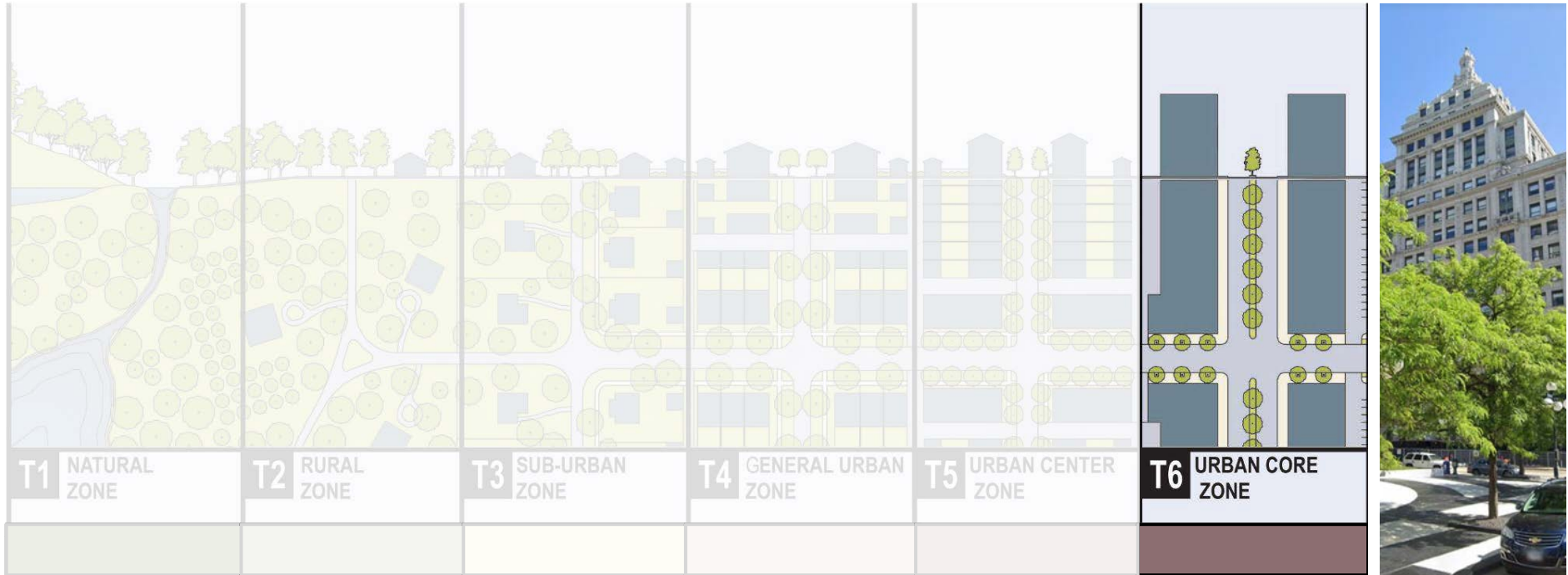
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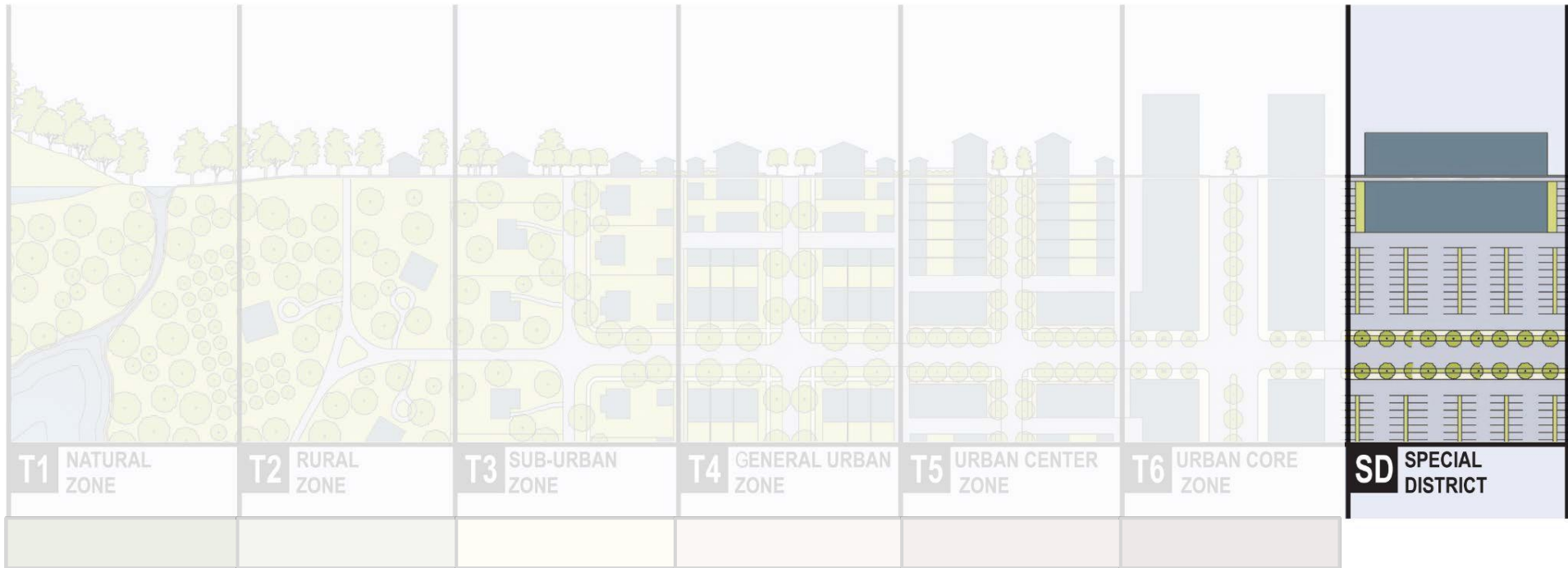
Transect Rural-to-Urban



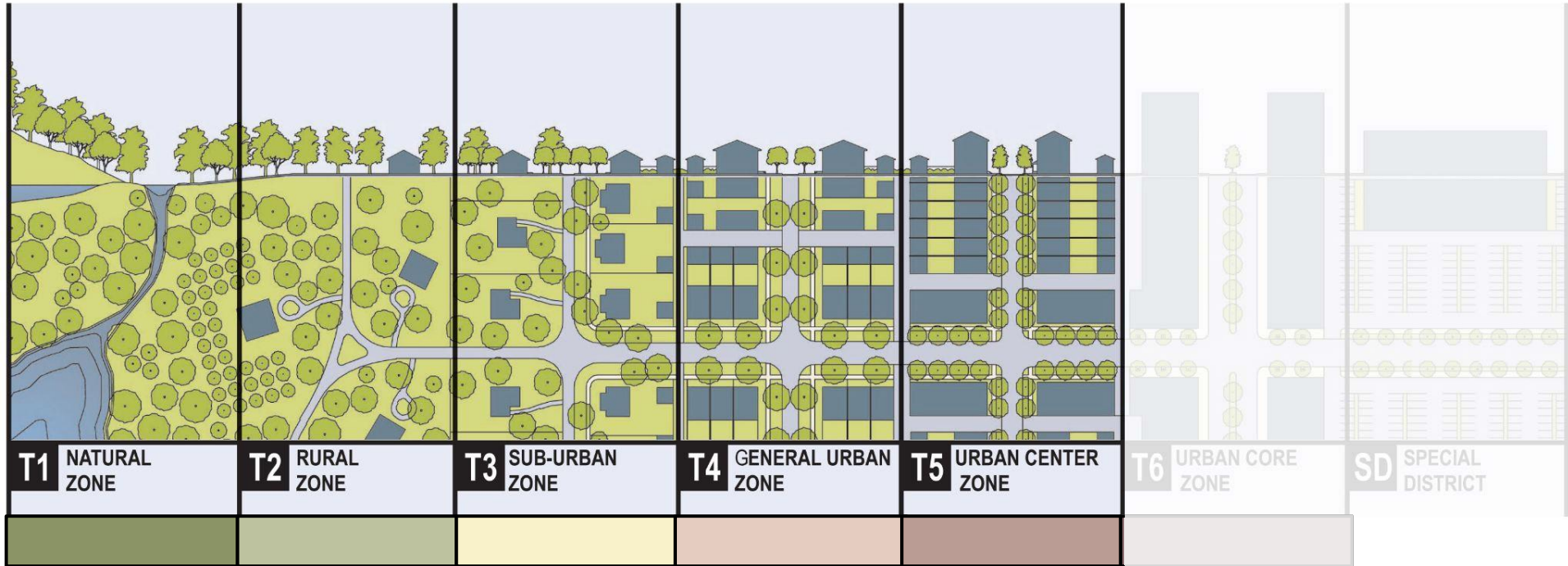
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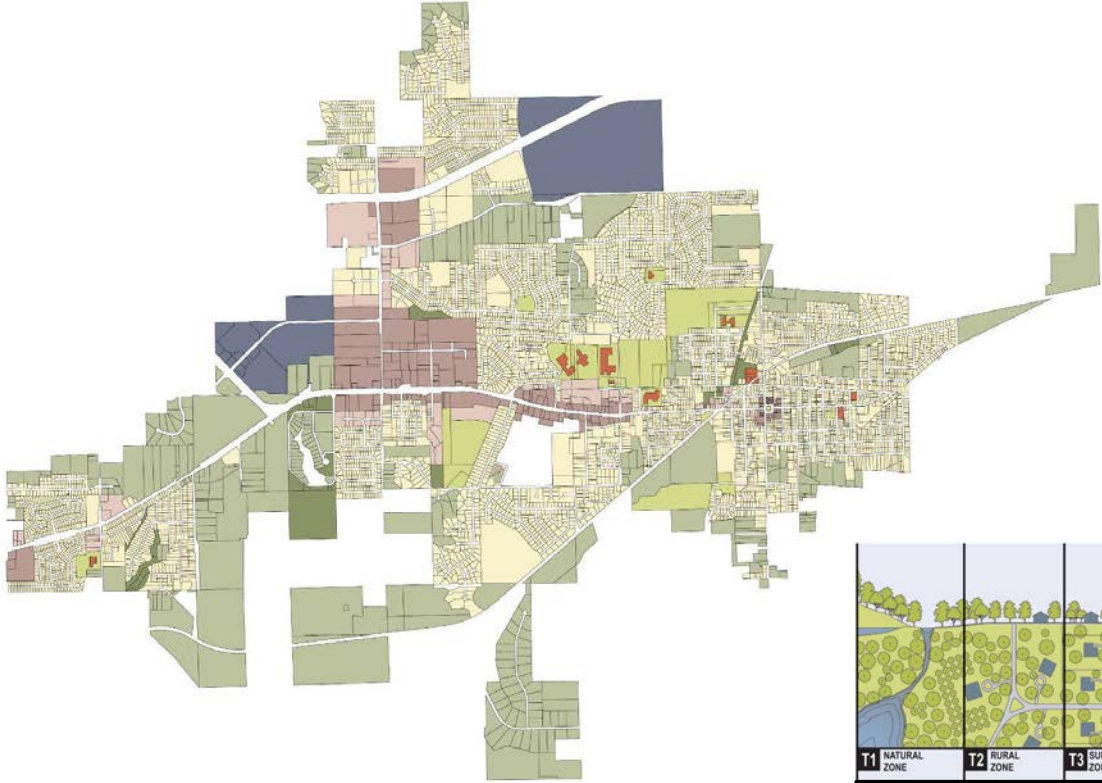
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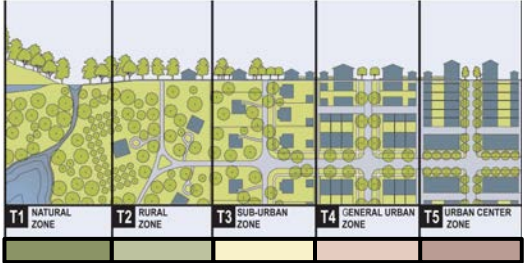
Transect Rural-to-Urban



Transect Rural-to-Urban



North

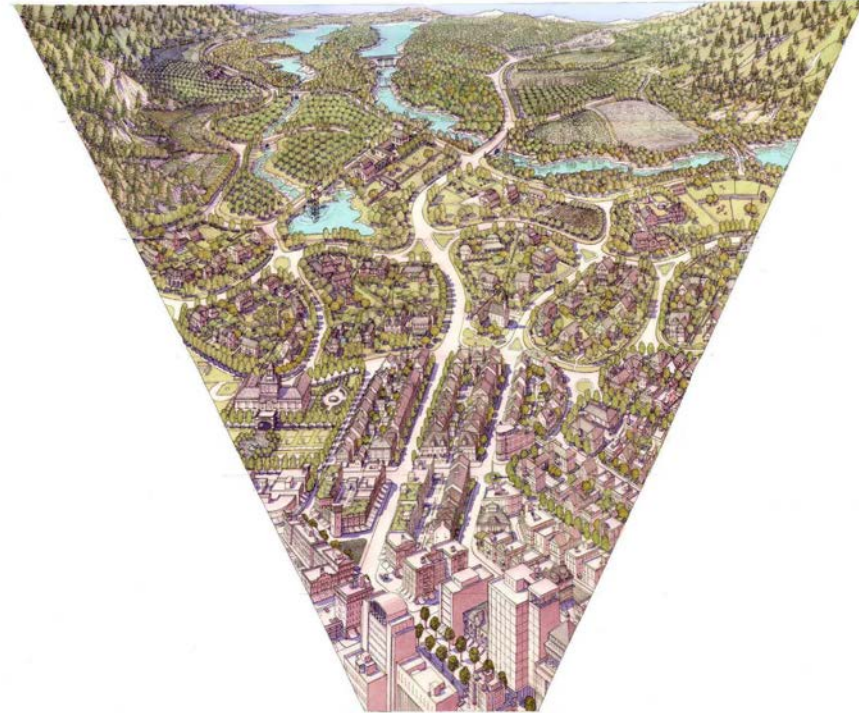
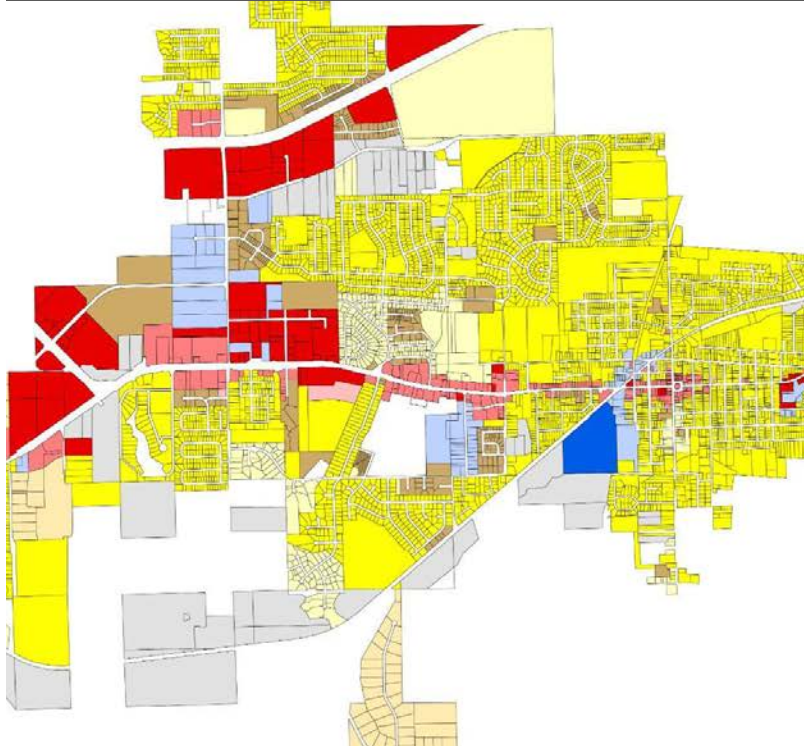


Transect Rural-to-Urban

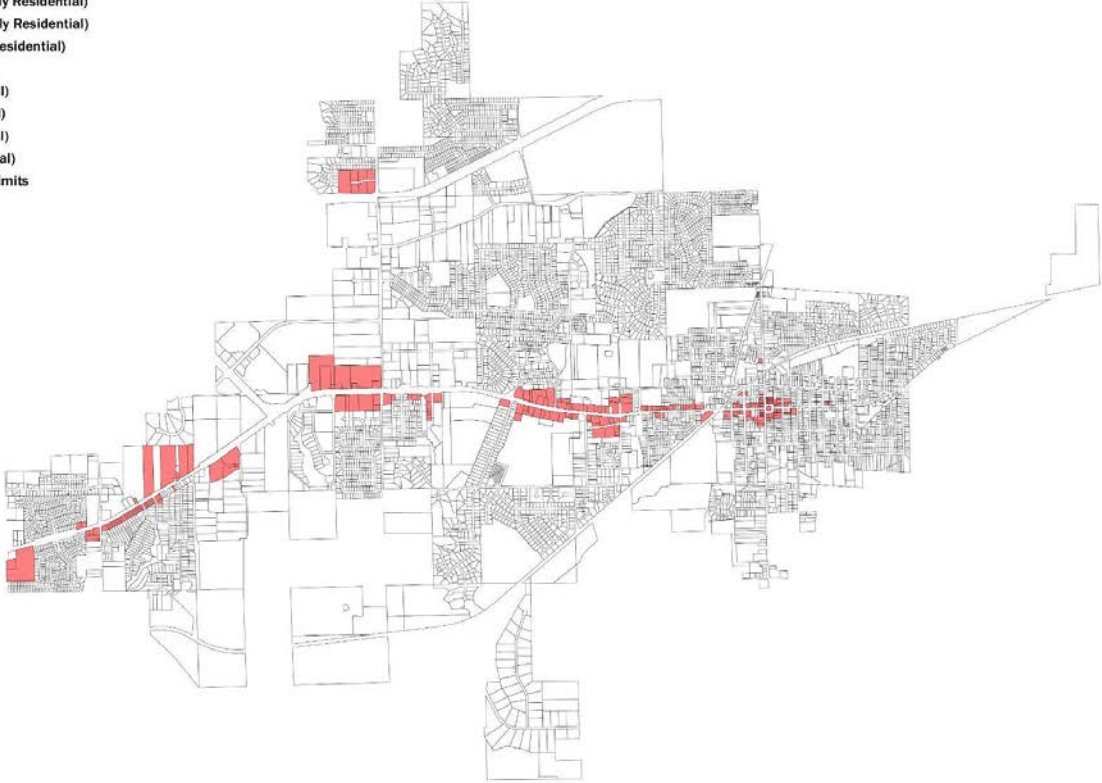
ZONING Land Use



TRANSECT Built Form



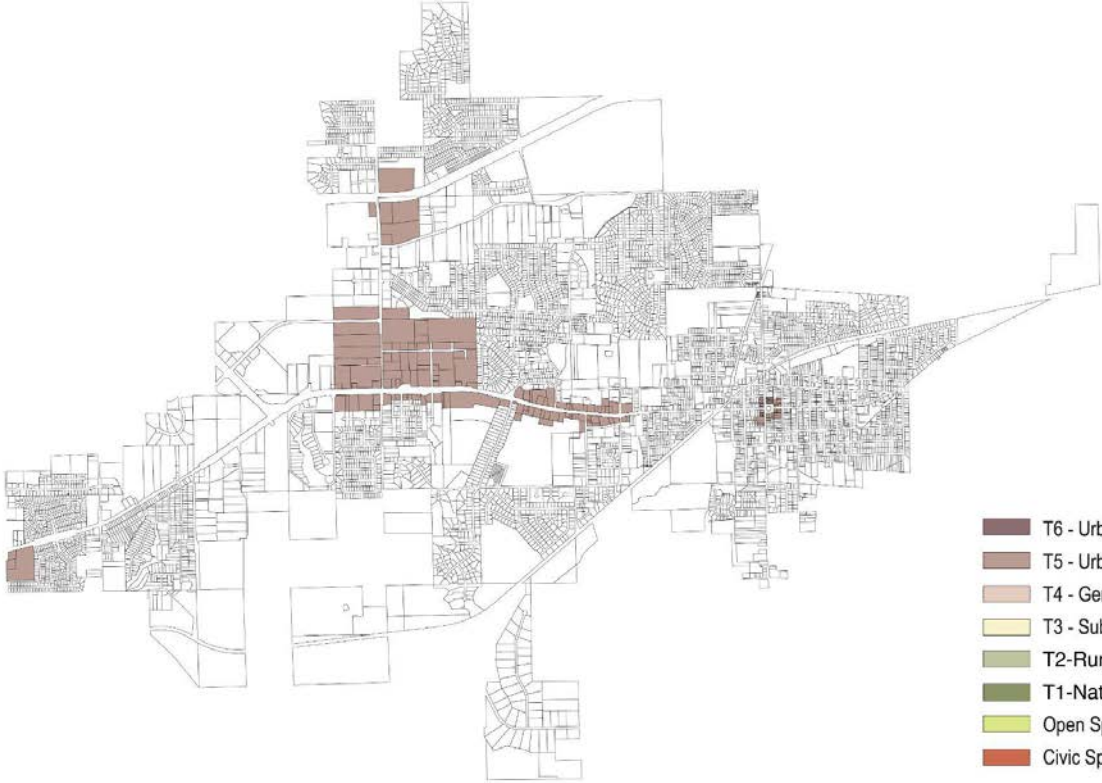
- AG-1 (Agriculture)
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- R-1A (Single Family Residential)
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- C-1 (Local Retail)
- C-2 (General Retail)
- C-3 (Service Retail)
- I-1 (Light Industrial)
- I-2 (Heavy Industrial)
- Washington City Limits



North



ZONING C2-General Retail



North



TRANSECT T5-Urban Center

C2

LAND USE

Antique shops. Apparel shops. Appliance stores, sales and repair. Arcades and video game rooms. Art and school supply stores. Art galleries. Automobile detailing and customizing shops, provided there is no body repair or painting performed on the premises. Automobile parts and accessories stores. Automobile service stations. Banks and financial institutions. Bicycle sales, rental and repairs. Blue printing and photocopying establishments. Book and stationery stores. Bowling alleys and structures accommodating recreational activities. Cab stands. Camera and photographic supply stores. Candy and ice cream stores or shops selling similar commodities where the commodities may be produced on the premises; but all such production shall be either sold at retail on the premises or sold in stores owned and operated by the producing company. Carpet and rug stores. Car washes. Catering establishments. China and glassware stores. Clothing and equipment rentals. Coffee houses. Coin and philatelic stores. Convenience stores. Currency exchanges. Department stores. Drive-in type food and beverage sales. Drug stores. Dry cleaning and laundry receiving stations; processing to be done elsewhere. Electronics and communications stores. Employment agencies. Florists. Food stores, grocery stores, meat markets, bakeries, delicatessens, and package liquor stores. Funeral homes and mortuaries. Furniture stores, including upholstery. Furrier shops, including the incidental storage and conditioning of furs. Garden supply and feed stores. Gas stations. Gift shops. Hardware and houseware stores. Health and exercise clubs, gymnasiums, reducing and tanning salons. Hobby shops. Hotels and motels. Hospitals, monasteries, nunneries, religious retreats, orphanages, and institutions of an educational, charitable, or philanthropic nature. Interior decorating shops, including upholstery and making of draperies, slip covers, and other similar articles. Jewelry store, including repair. Laundries, automatic self-serve. Leather goods and luggage stores. Live bait. Loan offices. Locksmiths shops. Monument sales. Motor vehicle sales, provided the total lot size does not exceed one (1) acre. Musical instruments, sales and repairs. Newspaper offices. Office supply stores. Oil change and lubrication facilities. Orthopedic and medical appliance stores, but not including the assembly or manufacture of such articles. Paint and wallpaper stores. Pawn shops. Pet shops. Photography studios, including the developing of film and pictures. Physical culture and health service, gymnasium and reducing salons, and masseurs. Post offices. Public meeting halls. Restaurants. Restricted production and repair, limited to the following: art, needlework, clothing, custom manufacturing and alterations for retail only, jewelry from precious metals; watches, dentures, and optical lenses. Sales and display rooms. Schools: music, dance, or business. Service: cleaning or repair shops for personal, household, or garden equipment. Sewing machine sales and service. Shoe and hat repair. Shoe stores. Skating rinks, indoor. Sporting goods stores. Tailor or dressmaking shops. Taverns. Tea rooms. Temporary building for construction purposes for a period not to exceed the duration of such construction. Temporary outdoor demonstrations and exhibitions of merchandise primarily for outdoor use. Temporary outdoor food vending and produce markets. Theaters (not outdoor). Tobacco shops. Toy shops. Travel bureaus and transportation ticket offices. Typewriter and business machines sales and service. Upholstery shops. Variety stores. Video and equipment sales and rental. Assisted living facility, senior independent housing, or skilled nursing facility. Bus depots. Clubs and lodges: private, fraternal, or religious. Golf courses, miniature golf courses, and driving ranges. Inside mini-warehousing and storage. Machinery, equipment and vehicle rental. Skating rinks and parks, outdoor. Adult-Use Cannabis Craft Growers

C2

FORM

(E) Required Yards

- (1) **Front yards:** None, except for assisted living facilities, senior independent housing, and skilled nursing facilities. The front yard for those uses shall not be less than twenty-five (25) feet.
- (2) Side and rear yards: regulations shall be the same as in C-1 Districts, except for assisted living facilities, senior independent housing, and skilled nursing facilities. The side yard for senior independent housing shall each not be less than five (5) feet. The side yard for assisted living facilities or skilled nursing facilities shall each be not less than ten (10) feet or thirty (30) feet if located adjacent to a State or U.S. highway.
- (3) Rear yards: regulations shall be the same as in C-1 Districts.

(G) Maximum Building Height

No building shall exceed a height of Thirty-Five (35) feet above ground level, except as hereinafter provided in subparagraphs (1) and (2). The term "above ground level" shall mean the actual height of the building measured from the sidewalk level, or equivalent established grade, to the highest part of the building, specifically excluding therefrom those exceptions contained in §154.173.

- (1) The maximum height of a building above ground level may be exceeded where the lot upon which the building is located or to be constructed provides for one (1) foot of additional building setback, on the front, side and rear yards, for each additional foot of height above ground level of the building; provided, however, the height of the building above grade level may in no instance exceed Sixty (60) feet. No assisted living facility, senior independent housing, or skilled nursing facility may exceed thirty-five (35) feet above ground level.
- (2) Any building or structure that exceeds thirty-five (35) feet in height shall provide a hard surface fire access road or lane located in close proximity to the building or structure, which fire access road or lane shall be of sufficient width to allow for access and staging of emergency vehicles thereon.

(H) Automobile storage or parking space.

There shall be adequate off-street parking and loading provisions in accordance with § 154.172. (I) Fences. Fencing is required as a visual barrier when all or a portion of the subject site is immediately adjacent to a Transitional Buffer Yard as detailed in §154.404(B)(3). Fencing shall further be permitted to shield the following activities: (1) Loading, unloading, or storage of refuse containers/dumpsters; (2) Storage or display of materials or merchandise; (3) Loading or unloading of passengers or goods; and (4) Parking of vehicles.

ZONING > < COMPREHENSIVE PLAN

The Zoning Code should be considered as a tool for implementing the vision put forth via the Comprehensive Plan.

For instance:

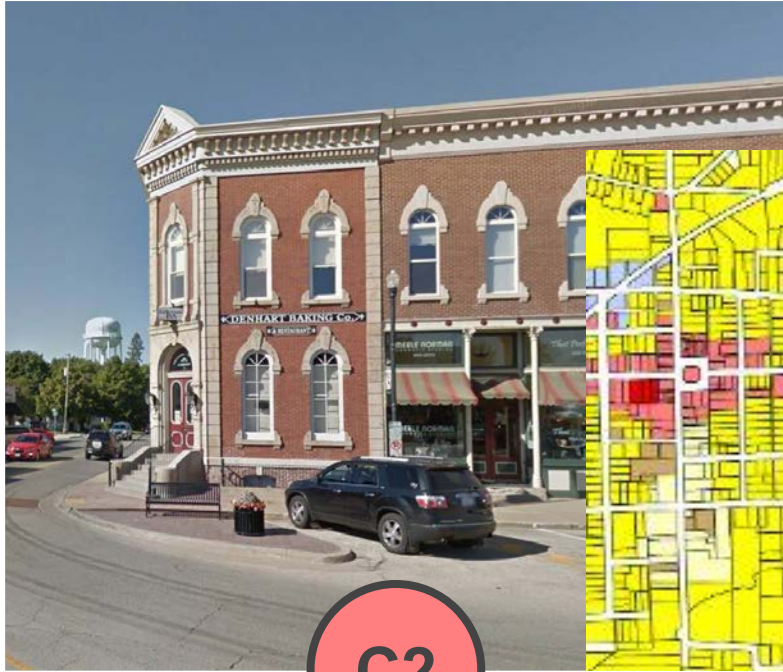
COMMERCIAL DISTRICTS

154.090 PURPOSE

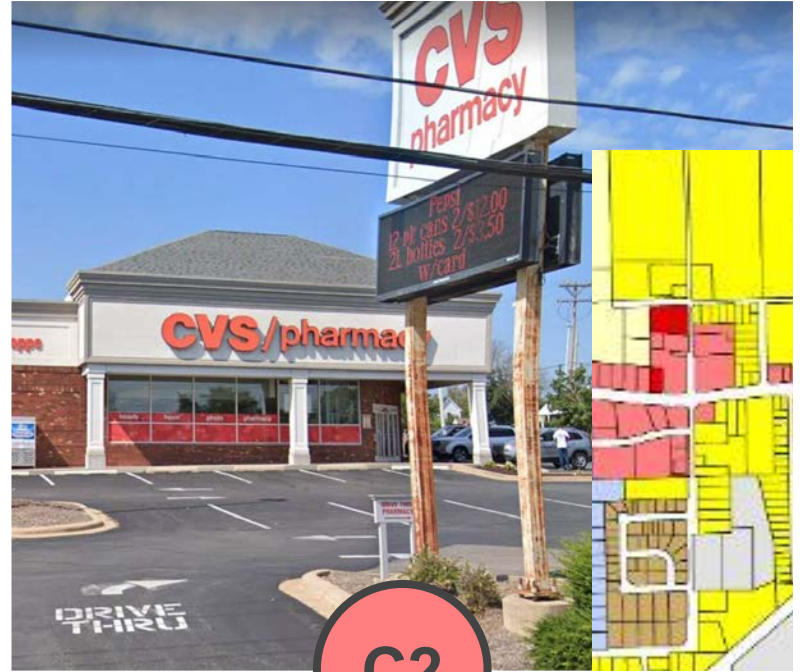
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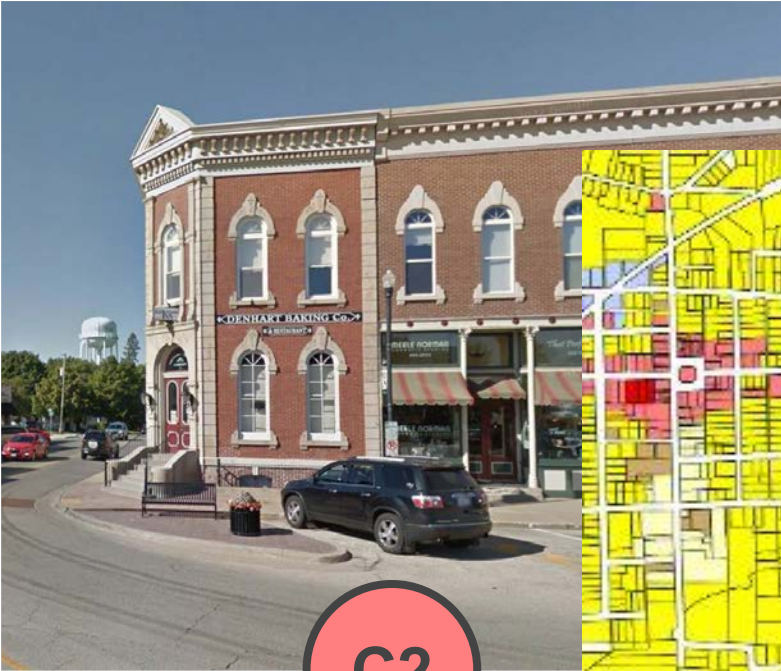




C2



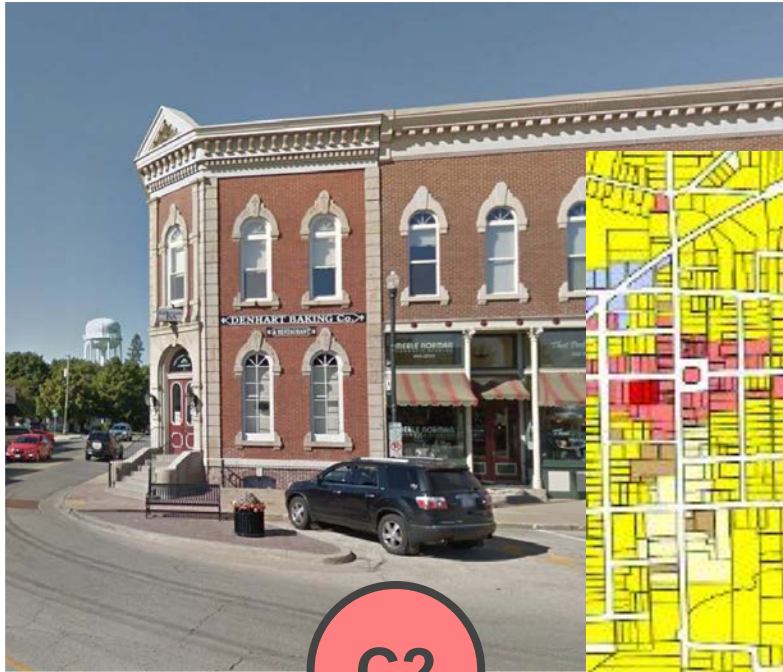
C2



C2



C2



C2



C2



C-2 General Retail Districts are designed to cater to the needs of a **larger consumer population than served by the local retail district** and so are mapped typically in major shopping center locations characterized by large establishments generating larger volumes of vehicular **and(?)** pedestrian traffic.

T-5 Urban Center Zone consists of **higher density mixed-use buildings** that accommodate retail, offices, rowhouses and apartments. It has a **tight network of streets, with wide sidewalks, steady street tree planting and buildings set close to the sidewalks.**

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COMMERCIAL DISTRICTS

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(Ord. 1536, passed 11-2-87)



TABLE 3B. VEHICULAR LANE & PARKING ASSEMBLIES **SMARTCODE**

Municipality

TABLE 3B: Vehicular Lane/Parking Assemblies. The projected design speeds determine the dimensions of the vehicular lanes and Turning Radius assembled for Thoroughfares

	ONE WAY MOVEMENT		TWO WAY MOVEMENT		
A. NO PARKING	T1 T2 T3	T1 T2 T3	T1 T2 T3	T1 T2	T1 T2
	Design ADT: 300 VPD	600 VPD	2,500 VPD	22,000 VPD	38,000 VPD
	Prohibition Crossing: 3 Seconds	5 Seconds	5 Seconds	5 Seconds	5 Seconds
	Design Speed: 35-30 MPH	Below 25 MPH	25-35 MPH	35 MPH and above	35 MPH and above
B. YIELD PARKING	T3 T4	T3 T4			
Design ADT: 1,000 VPD	4,000 VPD				
Prohibition Crossing: 6 Seconds	7 Seconds				
Design Speed: 35-30 MPH	Below 25 MPH				
C. PARKING ONE SIDE PARALLEL	T3 T4	T3 T4 T5	T4 T5	T4 T5 T6	T5 T6
	Design ADT: 1,000 VPD	10,000 VPD	10,000 VPD	15,000 VPD	22,000 VPD
	Prohibition Crossing: 6 Seconds	8 Seconds	8 Seconds	10 Seconds	13 Seconds
	Design Speed: 35-30 MPH	25-35 MPH	25-35 MPH	25-35 MPH	35 MPH and above
D. PARKING BOTH SIDES PARALLEL	T4	T4 T5 T6	T4 T5 T6	T5 T6	T5 T6
	Design ADT: 1,000 VPD	20,000 VPD	15,000 VPD	22,000 VPD	32,000 VPD
	Prohibition Crossing: 7 Seconds	10 Seconds	10 Seconds	13 Seconds	15 Seconds
	Design Speed: 35-30 MPH	Below 25 MPH	25-35 MPH	25-35 MPH	35 MPH and above
E. PARKING BOTH SIDES DIAGONAL	T5 T6	T5 T6	T5 T6	T5 T6	T5 T6
	Design ADT: 10,000 VPD	20,000 VPD	15,000 VPD	22,000 VPD	32,000 VPD
	Prohibition Crossing: 11 Seconds	12 Seconds	12 Seconds	13 Seconds	15 Seconds
	Design Speed: 35-30 MPH	Below 25 MPH	25-35 MPH	25-35 MPH	35 MPH and above
F. PARKING ACCESS			T3 T4	T5 T6	
Design ADT:			3 Seconds	6 Seconds	
Prohibition Crossing:					
Design Speed:					

TABLE 3B. VEHICLE ASSEMBLED FOR THROUGH

TABLE 3B: Vehicle assembled for Through

A. NO PARKING	T2
Design ACT Prohibition Overlay Design Level	
B. YIELD PARKING	T3
Design ACT Prohibition Overlay Design Level	
C. PARKING ONE SIDE PARALLEL	T4
Design ACT Prohibition Overlay Design Level	
D. PARKING BOTH SIDES PARALLEL	T5
Design ACT Prohibition Overlay Design Level	
E. PARKING BOTH SIDES DIAGONAL	T6
Design ACT Prohibition Overlay Design Level	
F. PARKING ACCESS	T6
Design ACT Prohibition Overlay Design Level	

SC30

TABLE 7. PRIVATE FRONTAGES

SMARTCODE

Municipally

TABLE 7: Private Frontages. The Private Frontage is the area between the building Facade and the Lot lines.

	SECTION		PLAN		
	LOT PRIVATE FRONTAGE	R.O.W PUBLIC FRONTAGE	LOT PRIVATE FRONTAGE	R.O.W PUBLIC FRONTAGE	
a. Common Yard: a planted Frontage wherein the Facade is set back substantially from the Frontage Line. The front yard created remains unenclosed and is visually continuous with adjacent yards, supporting a common landscape. The deep Setback provides a buffer from the higher speed Thoroughfares.					T2 T3
b. Porch & Fence: a planted Frontage wherein the Facade is set back from the Frontage Line with an attached porch permitted to Encroach. A fence at the Frontage Line maintains street spatial definition. Porches shall be no less than 8 feet deep.					T3 T4
c. Terrace or Lightwell: a Frontage wherein the Facade is set back from the Frontage Line by an elevated terrace or a sunken Lightwell. This type buffers Residential use from urban Sidewalks and removes the private yard from public Encroachment. Terraces are suitable for conversion to outdoor cafes. Syn: Dossyard.					T4 T5
d. Forecourt: a Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. The Forecourt created is suitable for vehicular drop-offs. This type should be allocated in conjunction with other Frontage types. Large trees within the Forecourts may overhang the Sidewalks.					T4 T5 T6
e. Sloop: a Frontage wherein the Facade is aligned close to the Frontage Line with the first story elevated from the Sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor Residential use.					T4 T5 T6
f. Shopfront: a Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. This type is conventional for Retail use. It has a substantial glazing on the Sidewalk level and an awning that may overlap the Sidewalk to within 2 feet of the Curb. Syn: Retail Frontage.					T4 T5 T6
g. Gallery: a Frontage wherein the Facade is aligned close to the Frontage Line with an attached cantilevered shed or a lightweight colonnade overlapping the Sidewalk. This type is conventional for Retail use. The Gallery shall be no less than 10 feet wide and should overlap the Sidewalk to within 2 feet of the Curb.					T4 T5 T6
h. Arcade: a colonnade supporting habitable space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at or behind the Frontage Line. This type is conventional for Retail use. The Arcade shall be no less than 12 feet wide and should overlap the Sidewalk to within 2 feet of the Curb. See Table 8.					T5 T6

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SmartCode Version 1.2

TABLE 3B. VEHICLES ASSEMBLED FOR THROUGH TRAFFIC

TABLE 3B: Vehicles assembled for Through Traffic

A. NO PARKING	Design A27 Prohibition Overlay Design Speed
B. YIELD PARKING	Design A27 Prohibition Overlay Design Speed
C. PARKING ONE SIDE PARALLEL	Design A27 Prohibition Overlay Design Speed
D. PARKING BOTH SIDES PARALLEL	Design A27 Prohibition Overlay Design Speed
E. PARKING BOTH SIDES DIAGONAL	Design A27 Prohibition Overlay Design Speed
F. PARKING ACCESS	Design A27 Prohibition Overlay Design Speed

SC30

TABLE 7. PRIVATE FRONTAGE

TABLE 7: Private Frontage

- a. Common Yard: a yard substantially from the unenclosed and is via common landscape. speed Thoroughfares
- b. Porch & Fence: a porch or fence that is set at the Frontage Line and no less than 8 feet deep
- c. Terrace or Lightwell: a terrace or lightwell that buffers Residential use from public Encroachment. Syn: Doorway
- d. Fencecourt: a Frontage Line and the suitable for vehicular with other Frontage to the Sidewalks.
- e. Stoop: a Frontage with the first Storey for the windows. The type is recommended
- f. Shopfront: a Frontage Line with the building for Retail use. It has parking that may be Retail Frontage.
- g. Gallery: a Frontage with an attached cantilevered Sidewalk. This type no less than 10 feet of the Curb.
- h. Arcade: a colonnade while the Facade at S. This type is convenient 12 feet wide and also See Table 9.

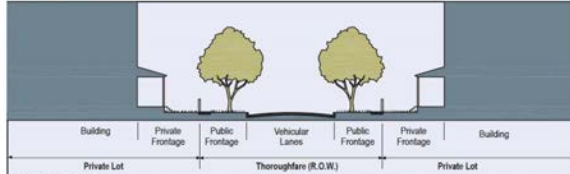
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TABLE 17. DEFINITIONS ILLUSTRATED

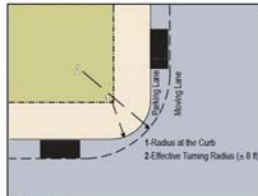
SMARTCODE

Municipality

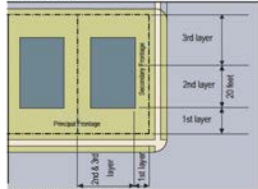
a. THOROUGHFARE & FRONTAGES



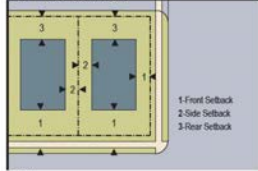
b. TURNING RADIUS



d. LOT LAYERS

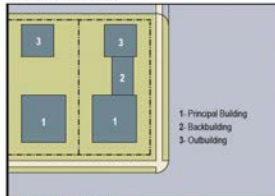


f. SETBACK DESIGNATIONS

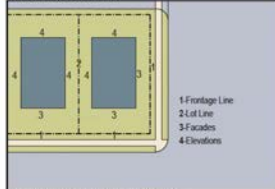


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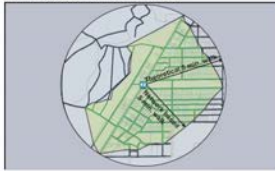
c. BUILDING DISPOSITION



e. FRONTAGE & LOT LINES



g. NETWORK-BASED PEDESTRIAN SHED



SmartCode Version 9.2

TABLE 3B. VEHICLE ASSEMBLY

TABLE 3B: Vehicle Assembly for Thoroughfare

A. NO PARKING	T1
Design A21 Prohibition Crossing Design Speed	
B. YIELD PARKING	T6
Design A21 Prohibition Crossing Design Speed	
C. PARKING ONE SIDE PARALLEL	T6
Design A21 Prohibition Crossing Design Speed	
D. PARKING BOTH SIDES PARALLEL	T7
Design A21 Prohibition Crossing Design Speed	
E. PARKING BOTH SIDES DIAGONAL	T6
Design A21 Prohibition Crossing Design Speed	
F. PARKING ACCESS	
Design A21 Prohibition Crossing Design Speed	

SC30

TABLE 7. PRIVATE FRONTAGE

TABLE 7: Private Frontage

- a. Common Yard: a substantially free of the unfenced and is also common landscape speed Thoroughfares
- b. Porch & Fence: a porch or fence that is set back from the Frontage Line well at the Frontage Line no less than 8 feet
- c. Terrace or Lightwell: a terrace or lightwell that is set back from the Frontage Line by a buffer Residential use from public Encroachment calls. Syn: Doorway
- d. Fencourt: a Frontage Line and the suitable for vehicular use with other Frontage by the Sidewalks.
- e. Steep: a Frontage with the first Storeys for the windows. The type is recommended
- f. Shopfront: a Frontage Line with the building for Retail use. It has parking that may set back Frontage.
- g. Gallery: a Frontage with an attached cantilevered Sidewalk. This type no less than 10 feet of the Curb.
- h. Arcade: a colonnade while the Facade of S This type is convenient 12 feet wide and this See Table 8.

SC36

TABLE 17. D. TURNING RADIUS

a. THOROUGHFARE



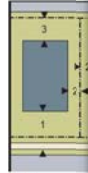
b. TURNING RADIUS



d. LOT LAYERS



f. SETBACK DESIGN



SC48

TABLE 12. SPECIFIC FUNCTION & USE

TABLE 12: Specific Function & Use. This table expands the categories of Table 10 to delegate specific Functions and uses within Transect Zones. Table 12 should be customized for local character and requirements.

	T1	T2	T3	T4	T5	T6	SD
a. RESIDENTIAL							
Mixed Use Block				*	*	*	*
Flex Building				*	*	*	*
Apartment Building				*	*	*	*
Live/Work Unit		*	*	*	*	*	*
Row House		*	*	*	*	*	*
Duplex House		*	*	*	*	*	*
Courtyard House		*	*	*	*	*	*
Sideway House		*	*	*	*	*	*
Cottage		*	*	*	*	*	*
House		*	*	*	*	*	*
Villa		*	*	*	*	*	*
Accessory Unit		*	*	*	*	*	*
b. LODGING							
Hotel (no room limit)		*	*	*	*	*	*
Inn (up to 12 rooms)		*	*	*	*	*	*
Bed & Breakfast (up to 5 rooms)		*	*	*	*	*	*
S.R.O. hotel		*	*	*	*	*	*
School Dormitory		*	*	*	*	*	*
c. OFFICE							
Office Building		*	*	*	*	*	*
Live-Work Unit		*	*	*	*	*	*
d. RETAIL							
Open-Market Building		*	*	*	*	*	*
Retail Building		*	*	*	*	*	*
Display Gallery		*	*	*	*	*	*
Restaurant		*	*	*	*	*	*
Kiosk		*	*	*	*	*	*
Push Cart		*	*	*	*	*	*
Liquor Selling Establishment		*	*	*	*	*	*
Adult Entertainment		*	*	*	*	*	*
e. CIVIC							
Bus Shelter		*	*	*	*	*	*
Convention Center		*	*	*	*	*	*
Conference Center		*	*	*	*	*	*
Exhibition Center		*	*	*	*	*	*
Fountain or Public Art		*	*	*	*	*	*
Library		*	*	*	*	*	*
Live Theater		*	*	*	*	*	*
Movie Theater		*	*	*	*	*	*
Museum		*	*	*	*	*	*
Outdoor Auditorium		*	*	*	*	*	*
Parking Structure		*	*	*	*	*	*
Passenger Terminal		*	*	*	*	*	*
Playground		*	*	*	*	*	*
Sports Stadium		*	*	*	*	*	*
Surface Parking Lot		*	*	*	*	*	*
Religious Assembly		*	*	*	*	*	*
f. OTHER: AGRICULTURE							
Grain Storage		*	*	*	*	*	*
Livestock Pen		*	*	*	*	*	*
Greenhouse		*	*	*	*	*	*
Stable		*	*	*	*	*	*
Rennet		*	*	*	*	*	*
f. OTHER: AUTOMOTIVE							
Gasoline		*	*	*	*	*	*
Automobile Service		*	*	*	*	*	*
Truck Maintenance		*	*	*	*	*	*
Drive-Through Facility		*	*	*	*	*	*
Road Stop		*	*	*	*	*	*
Roadside Stand		*	*	*	*	*	*
Billboard		*	*	*	*	*	*
Shopping Center		*	*	*	*	*	*
Shopping Mall		*	*	*	*	*	*
f. OTHER: CIVIL SUPPORT							
Fire Station		*	*	*	*	*	*
Police Station		*	*	*	*	*	*
Cemetery		*	*	*	*	*	*
Funeral Home		*	*	*	*	*	*
Hospital		*	*	*	*	*	*
Medical Clinic		*	*	*	*	*	*
f. OTHER: EDUCATION							
College		*	*	*	*	*	*
High School		*	*	*	*	*	*
Trade School		*	*	*	*	*	*
Elementary School		*	*	*	*	*	*
Other-Childcare Center		*	*	*	*	*	*
f. OTHER: INDUSTRIAL							
Heavy Industrial Facility		*	*	*	*	*	*
Light Industrial Facility		*	*	*	*	*	*
Truck Depot		*	*	*	*	*	*
Laboratory Facility		*	*	*	*	*	*
Water Supply Facility		*	*	*	*	*	*
Sewer and Waste Facility		*	*	*	*	*	*
Electric Substation		*	*	*	*	*	*
Wireless Transmitter		*	*	*	*	*	*
Cremation Facility		*	*	*	*	*	*
Warehouse		*	*	*	*	*	*
Produce Storage		*	*	*	*	*	*
Mini-Storage		*	*	*	*	*	*

* BY RIGHT
= BY WARRANT

SmartCode Version 9.2

TABLE 3B. VI

TABLE 3B: Vehicle-oriented 4/Thru

NO PARKING

YIELD PARKING

PARKING ONE SIDE PARALLEL

PARKING BOTH SIDES PARALLEL

PARKING BOTH SIDES DIAGONAL

PARKING ACCESS

SC30

TABLE 7. PRI

TABLE 7: Private Pro

- 4. Creation: Yard or 2 subterranean level for driveway and in use common landscape, signed throughways
- 5. Paved & Paved: 2 pl for coverage use all of the Frontage LSP unless three 8' for do
- 6. Terrace or Lighted for coverage use 2x a buffer, front/side use front/side setbacks, table sign coverage
- 7. Frontyard: 2 Front 1 Frontage LSP and the setback to setback walk other Frontage to be allowed
- 8. Slope: 1/4' setback with the setback to setback for the setback. The sign is recommended
- 9. Shaded: 1/4' setback with the setback to setback for the setback. 8' top parking lot may be used for setback
- 10. Gallery: 1/4' setback with an setback to setback for the setback. The top to setback to setback of 8' for cars
- 11. Setback: 1/4' setback with the setback to setback. 12' top setback and top 12' top setback

SC38

TABLE 17. D

A. THOROUGHFARE

B. TURNING RADIUS

C. LOT LAYERS

F. SETBACK DEGR

SC48

TABLE 12. SPECIFIC FUNCTION & USE

TABLE 12: Specific Function & Use. This table expands the categories of Table 10 to identify specific functions and uses within Transect Zones. Table 12 should be customized for local character and requirements.

	T1	T2	T3	T4	T5	T6	SD
A. RESIDENTIAL							
Mixed Use Block							
Flex Building							
Apartment Building							
Live/Work Unit							
Row House							
Duplex House							
Courtyard House							
Sideyard House							
Cottage							
House							
Villa							
Accessory Unit							
B. LOGGERS							
Wood Use Block							
Wood Use 12' setback							
Wood & Shaded: top 12' setback							
Wood & Shaded: 12' setback							
School District							
C. OFFICE							
Office Building							
Live Work Unit							
D. RETAIL							
Open-Market Building							
Retail Building							
Display Gallery							
Restroom							
Kiosk							
Flank Cart							
Upper Selling Retail/Service							
Adult Entertainment							
E. CIVIC							
Bar/Bistro							
Convention Center							
Conference Center							
Ballroom Center							
Passive or Public Art							
Library							
Live Theater							
Work Theater							
Museum							
Children Auditorium							
Parking Structure							
Passenger Terminal							
Playground							
Sports Stadium							
Surface Parking Lot							
Religious Assembly							
F. OTHER: AGRICULTURE							
Grain Storage							
Livestock Pen							
Greenhouse							
Stable							
Woolshed							
G. OTHER: AUTOMOTIVE							
Gasoline							
Automobile Service							
Tire Maintenance							
Drive-Through Facility							
Boat Shop							
Boatlift Ramp							
Billboard							
Shopping Center							
Shopping Mall							
H. OTHER: CIVIL SUPPORT							
Fire Station							
Police Station							
Courthouse							
Prison/ Jail							
Hospital							
Medical Clinic							
I. OTHER: EDUCATION							
College							
High School							
Trade School							
Elementary School							
Other Children Center							
J. OTHER: INDUSTRIAL							
Heavy Industrial Facility							
Light Industrial Facility							
Task Depot							
Laboratory Facility							
Water Supply Facility							
Sewer and Storm Facility							
Electric Substation							
Wastewater Treatment							
Construction Facility							
Workshop							
Vehicle Storage							
Wind Storage							

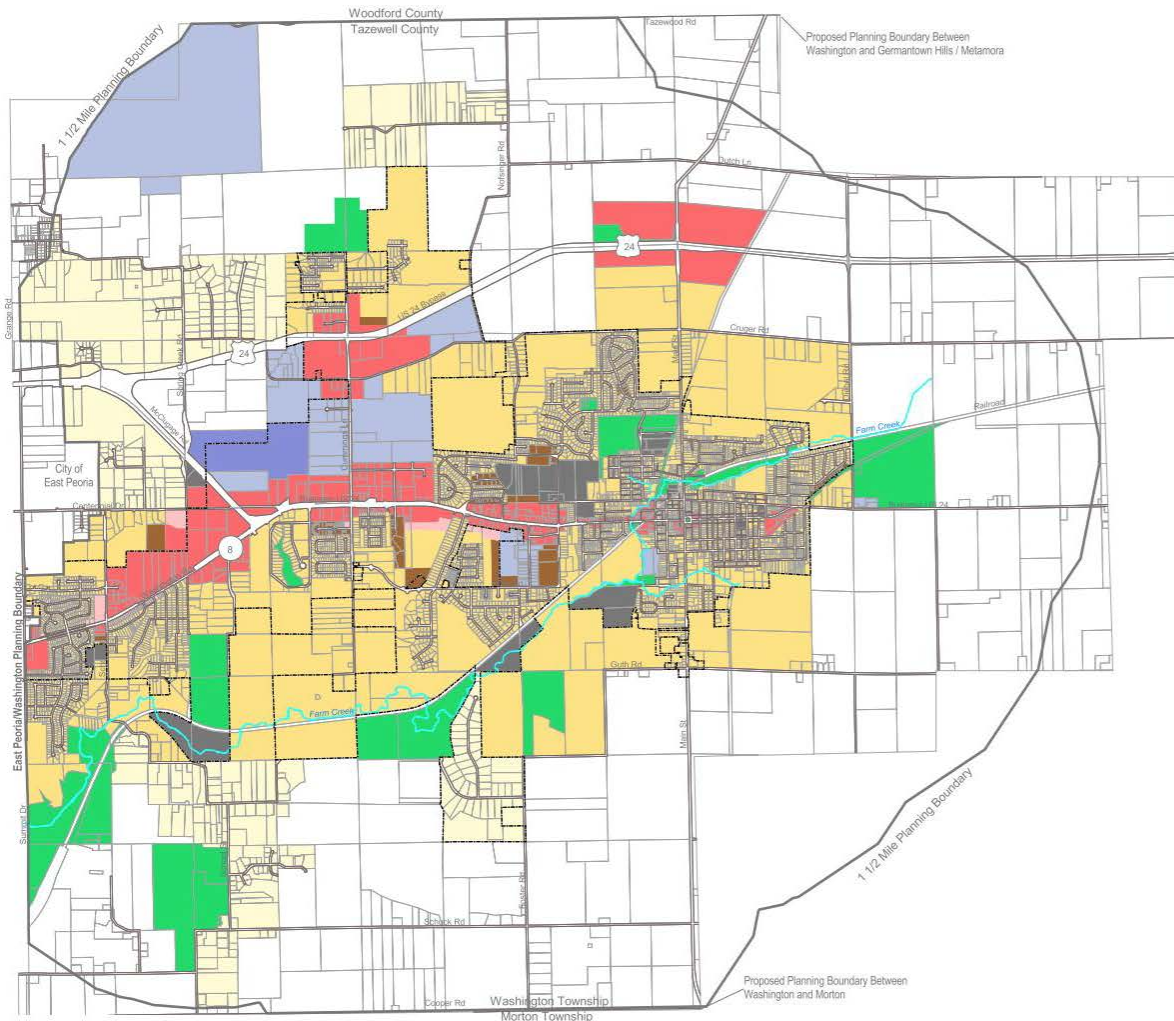
BY SETBACK
BY SHADDED

SmartCode Version 9.2

a. RESIDENTIAL	T1	T2	T3	T4	T5	T6	SD
Mixed Use Block							
Flex Building							
Apartment Building							
Live/Work Unit							
Row House							
Duplex House							
Courtyard House							
Sideyard House							
Cottage							
House							
Villa							
Accessory Unit							

CITY OF WASHINGTON

TAZEVELL COUNTY, ILLINOIS



LAND USE PLAN

	Agriculture	
	Rural Residential	T2
	Single & Two-Family Residential	T3/T4
	Multifamily Residential	T4/T5
	Mixed use: Downtown Comm/Res	T4/T5
	Office & Service Commercial	
	General Commercial	
	Light Industrial	
	Heavy Industrial	
	Public & Institutional	
	Parks/Open Space	



SCALE: 1 INCH = 3200 FEET

1600 0 1600 3200 Feet

0.5 0 0.5

Washington Comprehensive Plan
April 2001



FIGURE 3-1

TABLE 3B. VEHICULAR ASSEMBLY FOR THROUGH

TABLE 3B: Vehicular Assembly for Through

A. NO PARKING	Design A/C1 Prohibition: Clearing Design Speed
B. YIELD PARKING	Design A/C1 Prohibition: Clearing Design Speed
C. PARKING ONE SIDE PARALLEL	Design A/C1 Prohibition: Clearing Design Speed
D. PARKING BOTH SIDES PARALLEL	Design A/C1 Prohibition: Clearing Design Speed
E. PARKING BOTH SIDES DIAGONAL	Design A/C1 Prohibition: Clearing Design Speed
F. PARKING ACCESS	Design A/C1 Prohibition: Clearing Design Speed

SC30

TABLE 7. PRIVATE FRONT YARD

TABLE 7: Private Front Yard

a. Common Yard: a) substantially from the unenclosed and is also common landscape. speed Throughlights

b. Porch & Fence: a) the Frontage Line well as the Frontage Line well as the Frontage Line no less than 8 feet de

c. Terrace or Lighted: a) Frontage Line by a buffers Residential use from public Encroache calls. Syst. Doorway

d. Forecourt: a) Frontage Line and the suitable for vehicular with other Frontage by the Sidewalks.

e. Stoop: a) Frontage with the first Storeys for the windows. The type is recommended.

f. Shopfront: a) Frontage Line with the building for Retail use. It has parking that may ve Retail Frontage.

g. Gallery: a) Frontage with an attached call the Sidewalk. This typ no less than 10 feet of the Curb.

h. Arcade: a) colonnade while the Facade of S This type is covers 12 feet wide and this See Table 8.

SC36

TABLE 17. D



SC48

TABLE 12. SPECIFIC TRANSECT ZONES

TABLE 12: Specific Transect Zones

a. RESIDENTIAL

Mixed Use

Flot B

Apartment B

LiveWe

Flot

Duplex

Courtyard

Sideway

Access

b. LODGING

Hotel (no noc

Hot (up to 12)

Bed & Breakfast (up to 5)

S.R.O.

School De

c. office

Office B

LiveWe

d. RETAIL

Open-Market B

Retail B

Display

Ree

Plu

Liquor Selling Establi

Adult Enterta

e. CIVIC

Bar

Convention

Conference

Exhibition

Fontain or Pla

Live

Movie T

M

Outdoor Audi

Parking St

Passenger Tr

Play

Sport S

Surface Park

Religious As

SC40

TABLE 14. SMARTCODE SUMMARY

Note: All requirements in this Table are subject to calibration for local context.

SMARTCODE Municipality

a. ALLOCATION OF ZONES per Pedestrian Street (applicable to Article 3 only)

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

b. MAXIMUM RESIDENTIAL DENSITY (see Section 1.4)

By Right	Bed-apartment	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.	1 unit / 20 sq. avg.
By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right	By Right

a. BLOCK NET

Block Footprint	See maximum	See maximum	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.	2000 ft. max.
-----------------	-------------	-------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------

a. THROUGHFAR (see Table 1 and Table 6)

200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

b. LOT FOOTPRINT

1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

c. CIVIC

2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

d. RETAIL

3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

e. OFFICE

4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0	4.0
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

f. LODGING

5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

g. THROUGHFAR

6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0	6.0
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

h. THROUGHFAR

7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0	7.0
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

i. THROUGHFAR

8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0	8.0
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

j. THROUGHFAR

9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0	9.0
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k. THROUGHFAR

10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0	10.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

l. THROUGHFAR

11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0	11.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

m. THROUGHFAR

12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0	12.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

n. THROUGHFAR

13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0	13.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

o. THROUGHFAR

14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0	14.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

p. THROUGHFAR

15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0	15.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

q. THROUGHFAR

16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0	16.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

r. THROUGHFAR

17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0	17.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

s. THROUGHFAR

18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0	18.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

t. THROUGHFAR

19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0	19.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

u. THROUGHFAR

20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0	20.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

v. THROUGHFAR

21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0	21.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

w. THROUGHFAR

22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0	22.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

x. THROUGHFAR

23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0	23.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

y. THROUGHFAR

24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0	24.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

z. THROUGHFAR

25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0	25.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

aa. THROUGHFAR

26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0	26.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

ab. THROUGHFAR

27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0	27.0
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

ac. THROUGHFAR

28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0	28.0
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ad. THROUGHFAR

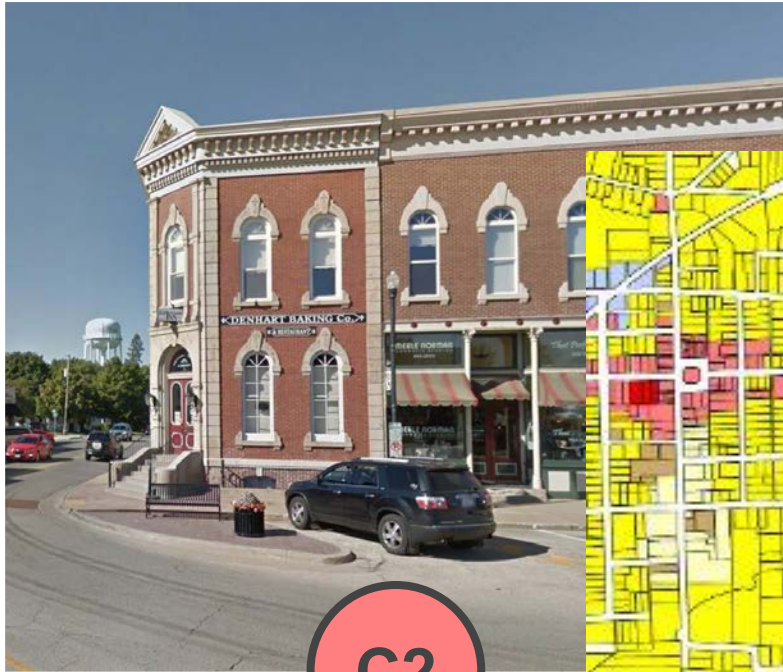
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ae. THROUGHFAR

30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0	30.0
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SC42

SmartCode Version 2.2



C2



C2

T5

Zoning < > Transect



7-11. Suburban drive-through

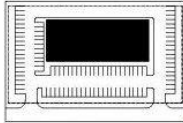


7-12. Urban buildings on a main street

REPAIR AT THE BUILDING SCALE



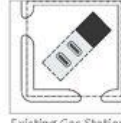
BEFORE



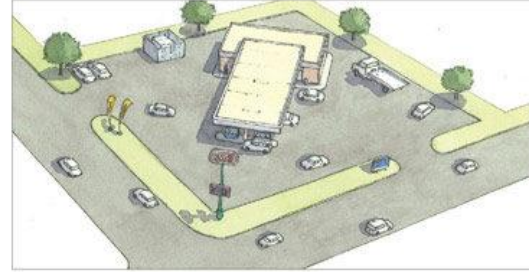
Existing Strip Center



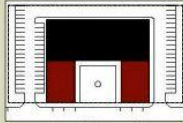
BEFORE



Existing Gas Station



AFTER



Proposed Building Additions



Expansion and re-purposing of strip center with multi-story wings and public plaza

AFTER

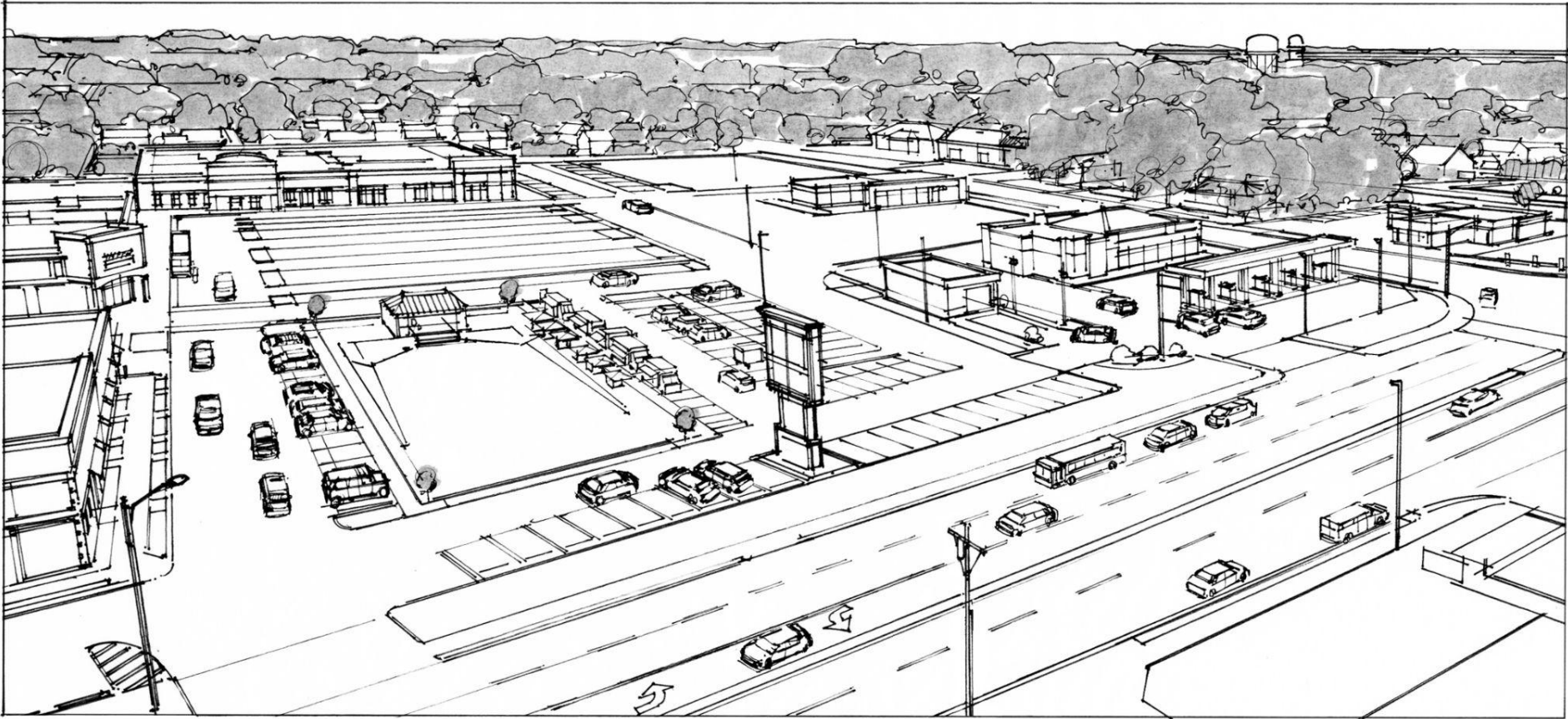


Proposed Addition



Mixed-use addition with corner store

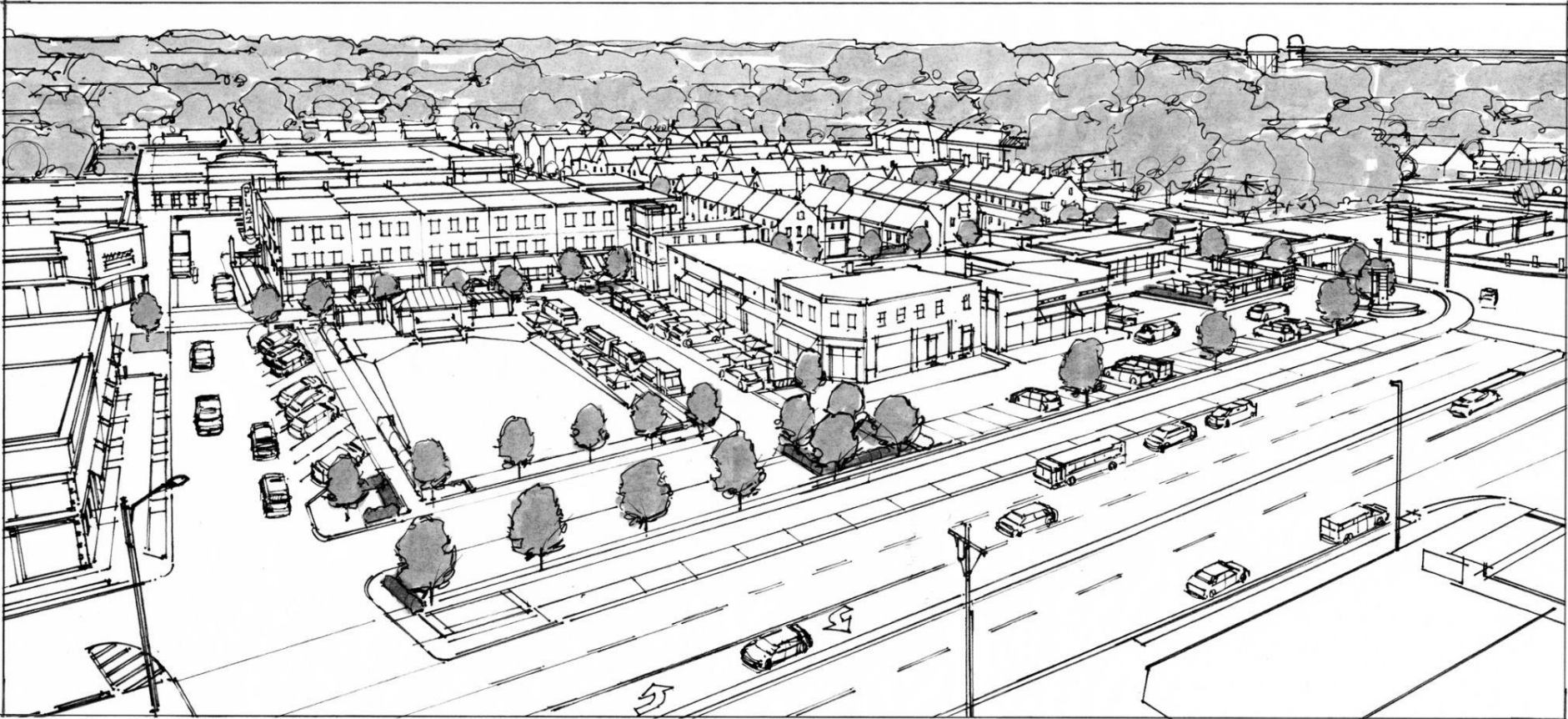
Zoning < > Transect



Washington Plaza Incremental Development // Retrofit



Washington Plaza Incremental Development



Washington Plaza Incremental Development



Washington Plaza Incremental Development

WORK SESSION LAND USE // BUILT FORM

