









Technical Users

- What are the design and layout criteria for site plans and subdivisions?
 - How much parking must be provided, and what are the design criteria?
 - What are the design standards for buildings?
 - In areas set aside for landscaping and buffering, how much area and landscaping must be provided, and what are the design criteria?
 - What must be dedicated or constructed to mitigate the impacts of a development?
 - What are the standards for design of infrastructure (streets, sidewalks, utilities, and drainage systems)?
- What positions, boards, and commissions are responsible for administering the regulations?
- What approvals are necessary for development?
- Who grants which approvals?
- What rules apply to development that conformed to the requirements of the prior ordinances but no longer conform to the UDC?
- How is the UDC interpreted and enforced?
- What do the words in the UDC mean?



General Code Observations & Recommendations

- Current code provisions will provide substance of UDC, with supplemental text only as necessary
- The general applicability statement will make the distinction between zoning and non-zoning provisions for the
 purposes of being consistent with statutes and for administration (variances vs. waivers)
- Purpose and applicability statements will be added to each Article to clarify their purpose and intent, as well as
 when the regulations apply or do not apply
- It is advised to add Transitional Provisions to clarify the handling of applications and permits during this interim
 period
- The UDC will group "like" provisions to make UDC intuitive and to assure consistency (and avoid conflicts):
 - Base, Overlay and Special Districts
 - Permitted and Conditional Uses
 - Residential and Non-Residential Development Standards (density, height, area, setbacks, etc.)
 - Design and Special Development Standards (architecture, landscaping, signage, parking, etc.)
 - Procedures
 - Definitions
- Opportunity to simplify and streamline districts, now or later











































