

GOALS & CONTENT

INTENT OF THE CODE

This new zoning is intended to achieve the goals and direction established in recent planning and streetscape work done in the Village Center area, summarized below:

SENSE OF PLACE. A sense of place defined by human-scaled development consisting of a variety of high quality buildings and civic spaces with well-designed landscape and streetscapes.

WALKABLE DEVELOPMENT. Walkable development that is comfortable, safe, and interesting for the pedestrian through the use of appropriately scaled blocks, an interconnected system with multiple choices for routes, and prioritization of streets for pedestrians and vehicles.

MIXED-USE. Vibrant places with a “live-work-play” atmosphere, accommodated through a mix of uses that activate internal streets and civic spaces during the day and into the evenings, and multi-story development that defines the public spaces and create “eyes on the street.”

CODE TABLE OF CONTENTS

Article IX of the Village’s zoning code (chapter 110) includes the Village Center districts. Eight subsections within Article IX are outlined below and intended to provide easy access to the majority of regulations applying to the Village Center. This organization allows for modifications and additions to be easily incorporated.

1. OVERVIEW
2. MASTER PLAN DEVELOPMENTS (MPDs)
3. BUILDING TYPES
4. USES
5. BUILDING DESIGN
6. SITE DESIGN
7. PROCEDURES
8. DEFINITIONS



Past Plans Approved by Village Board

ZONING MAP

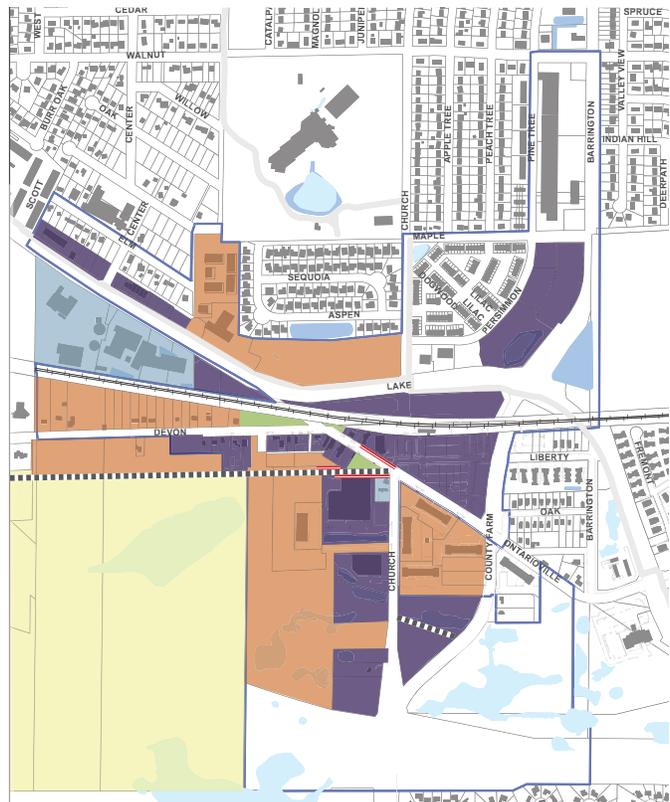
The map below illustrates the locations of the 4 new Village Center zoning districts. This map will be transferred to the Village’s zoning map upon adoption.

Each zoning district allows for certain building types to be developed as established in the Table: Allowed Building Types by Districts.

VILLAGE CENTER (VC) ZONING DISTRICTS KEY

- VC-C: MIXED-USE CORE
- VC-R: MIXED RESIDENTIAL
- VC-N: NEIGHBORHOOD MIX
- VC-P: PUBLIC & INSTITUTIONAL
- VC-P: PUBLIC & INSTITUTIONAL - OPEN SPACE

BUILDING TYPES	ZONING DISTRICTS			
	VC-C	VC-R	VC-N	VC-P
	Mixed-Use Core	Mixed Residential	Neighborhood Mix	Public & Institutional
General Building	●	●	-	-
Row Building	-	●	-	-
Yard Building	●	-	●	-
Civic Building	-	●	-	●
KEY: ● = allowed				
STOREFRONT windows & retail and commercial uses	Required in locations shown on Figure 1-A; and allowed along primary streets	Allowed on all primary streets; see allowed & limited uses on use table, Table 9-4.A	-	-



VC-C: MIXED-USE CORE DISTRICT

ALLOWED BUILDING TYPES

General Building: The General building type is a basic building that can accommodate a wide range of uses, from storefronts to apartment buildings to offices. Storefronts may be incorporated into this building type in allowed districts. Maximum height is 5.5 stories with additional stories approved by the Village Board.



General Buildings with Storefronts

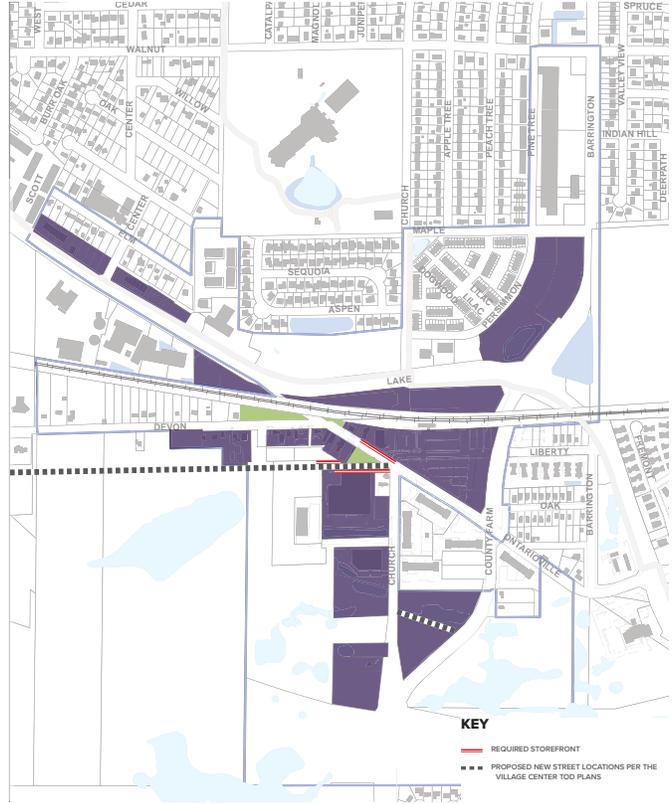


General Buildings without Storefronts

Yard Building: The Yard building type is smaller in width than the General building, includes yard area surrounding the structure, and typically includes a pitched roof. Uses within the Yard building may differ significantly based upon the zoning district in which it is located (e.g., in VC-C, the Yard building may accommodate commercial uses, while in VC-N, the Yard building is limited to single-unit residential uses only).



Yard Buildings with Commercial Uses



VILLAGE CENTER DISTRICTS



VC-R: MIXED RESIDENTIAL DISTRICT

ALLOWED BUILDING TYPES

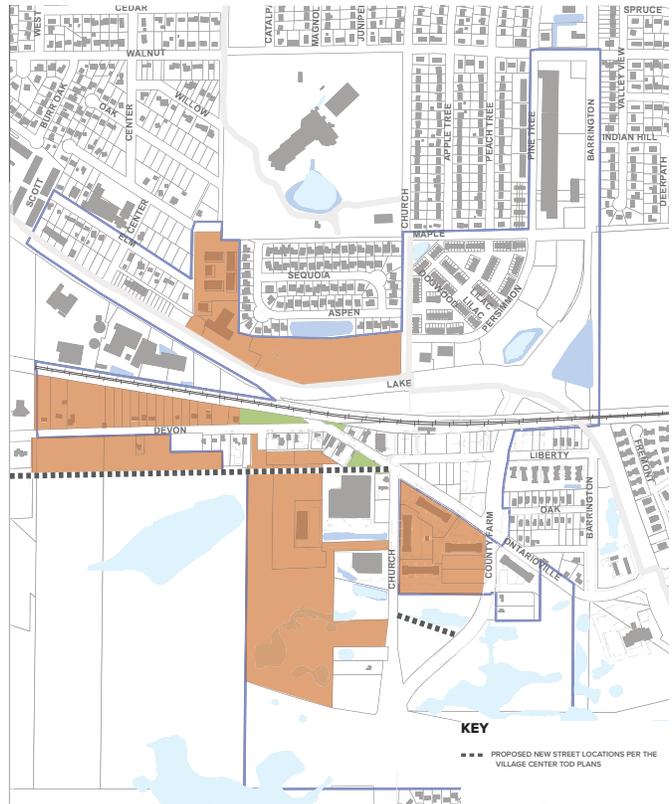
General Building: The General building type is a basic building that can accommodate a wide range of uses, from storefronts to apartment buildings to offices. In this district, residential would be the main use. Maximum height is 4.5 stories.



Row Building: The Row building type is similar to the General building, but is smaller in scale and divided into a series of vertical units each with separate entrances. Townhouses, rowhouses, or live-work units exemplify this building type.



Civic Building: The Civic building type is the most flexible building, meant to allow for singular, more iconic designs or buildings set back with landscape surrounding. This building type, however, is limited to civic and institutional uses.



VILLAGE CENTER DISTRICTS



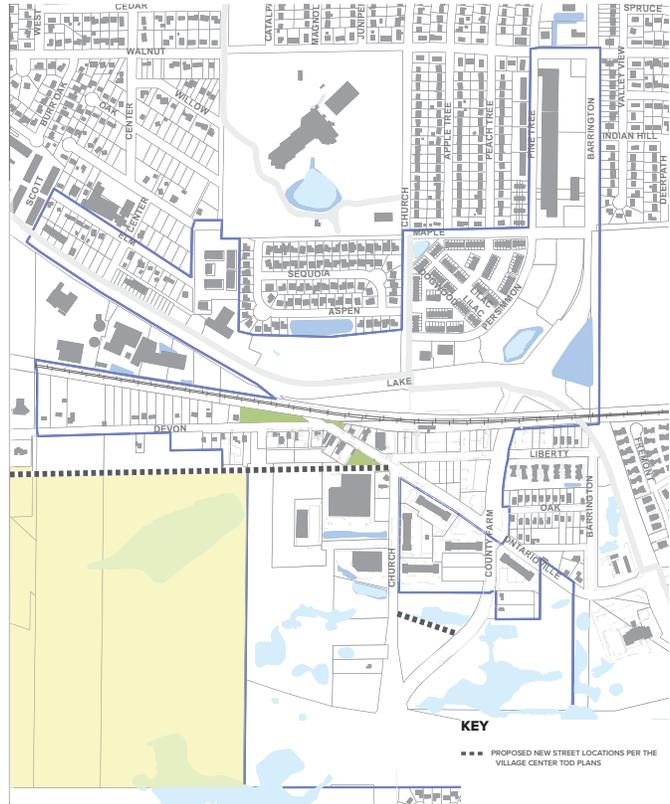
VC-N: NEIGHBORHOOD MIX DISTRICT

ALLOWED BUILDING TYPE

Yard Building: The Yard building type is smaller in width than the General building, includes yard area surrounding the structure, and typically includes a pitched roof. In VC-N, the Yard building is limited to single-unit residential uses only. Minimum lot width in VC-N is 50 feet and rear-loaded or side-street garages are required.



Yard Buildings with Residential Uses



BUILDING TYPES

Each building type has a set of regulations formatted similar to the pages shown below. The tables include all of the basic regulations that define the building type and those regulations are keyed to the illustrations below the tables.

Building Siting

locates the building and parking on the site, in relationship to the sidewalk along the street.

Height

sets the minimum and maximum height of the building in stories, to clearly delineate the stories on the facade of the building.

Uses

defines where the different allowable uses may occur within the building, as well the requirement for occupied space along the street.

Facades & Roofs

defines a series of simple regulations related to windows, doors, facade divisions, and the roof or cap.

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10-9.3 Building Types
9.3.5 General Building Type

9.3.5. GENERAL BUILDING TYPE
The following defines the regulations specific to this building type. Refer to 9.3.1 through 9.3.4 for regulations applicable to all building types.

	VC-C	VC-R	REFERENCES/ADDITIONAL REGULATIONS
A. BUILDING SITING (Refer to Page 31)			
1 Primary Street Frontage	80% minimum, courtyard allowed	80% minimum, courtyard allowed	Refer to 9.3.4 for measuring and recording
2 Primary Build-to-Zone/ setback	5 ft to 20 ft; 20 ft min. setback on major streets	5 ft to 25 ft; 20 ft min. setback on major streets	Refer to 9.3.4 for definition of build-to-zone and measuring
3 Non-Primary Build-to-Zone	5 ft to 10 ft; 20 ft min. setback on major streets	5 ft to 20 ft; 20 ft min. setback on major streets	Refer to 9.3.4 for explanation of primary and non-primary frontages
4 Side Setback	min. 5 ft, or minimum 10 ft if abutting another building type; 0 ft allowed with an approved design exception	min. 5 ft, or minimum 10 ft if abutting another building type; 0 ft allowed with an approved design exception	Refer to 9.3.4 for definition of setback and measuring
5 Rear Setback	min. 10 ft, 25 ft, depending on zoning	min. 10 ft, 25 ft, depending on zoning	Refer to 9.3.4 for definition of setback and measuring
6 Site Impervious Coverage	75% maximum	60% maximum	Refer to 9.3.4 for definition of impervious and measurement, and regulation of impervious
7 Parking Location: Surface Lots & Accessory Structures	Rear, limited side yard	Rear yard only	Limited side yard setback is exempt from other setback regulations. Refer to 9.3.4 for definition of parking
8 Refuse & Recycling, Utilities, & Loading Location	Rear yard only	Rear yard only	
9 Driveway Access Locations	Refer to 9.3.4 for driveway access.	Refer to 9.3.4 for driveway access.	
10 Storage Entrance Location	Side & Rear facades only; rear primary street with rear elevation	Side & Rear facades only; rear primary street with rear elevation	

Figure 3.1. General Building Building Siting

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10-9.3 Building Types
9.3.5 General Building Type

	VC-C	VC-R	REFERENCES/ADDITIONAL REGULATIONS
B. HEIGHT (Refer to Page 31)			
1 Overall	Minimum Height: 2 stories Maximum Height: 5 1/2 stories; additional stories may be approved with a design exception	2 stories 4.5 stories	Refer to 9.3.4 for explanation of measurement and addition of half story
2 Ground Story	Minimum Height: 9 ft Maximum Height: 12 ft	9 ft 12 ft	Refer to 9.3.4 for explanation of measurement
3 All Other Stories	Minimum Height: 9 ft Maximum Height: 12 ft	9 ft 12 ft	Refer to 9.3.4 for explanation of measurement
4 Primary Facade, Ground Story Uses (Where Services is Required per 9.3.5.3)	5 ft 12 ft	5 ft 12 ft	All retail and commercial uses consistent with 9.3.5.3. All retail and commercial uses consistent with 9.3.5.3. Refer to 9.3.4 for use definitions
5 All Other Frontages & Upper Stories	5 ft 12 ft	5 ft 12 ft	All permitted uses other than retail and commercial uses allowed per 9.3.5.3. Refer to 9.3.4 for use definitions
6 Parking within Building	Permitted fully in any apartment and in rear of all other stories	Permitted fully in any apartment and in rear of all other stories	Refer to Occupied Building Types regulations table
7 Occupied Building Space	Minimum 20 ft deep on all full height floors from any primary facade; not measured in any basement	Minimum 20 ft deep on all full height floors from any primary facade; not measured in any basement	Refer to 9.3.4 for definition of Occupied Building Space

Figure 3.2. General Building Height & Use Requirements

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10-9.3 Building Types
9.3.5 General Building Type

	VC-C	VC-R	REFERENCES/ADDITIONAL REGULATIONS
C. STREET FACADES & CAP REQUIREMENTS (Refer to Page 32)			
1 Primary Facade Ground Story	Minimum 75% required. Storefronts must extend a minimum of 60 feet horizontally along facade from building center	Minimum 75% required. Storefronts must extend a minimum of 60 feet horizontally along facade from building center	General story storefront transparency requirements (Section 9.3.5.2) and 9.3.5.3 apply to average glass of adjacent stories. Refer to 9.3.4 for definition of storefront and measurement. Refer to 9.3.5.3 for definition of storefront
2 Transparency All Other Street Facades & Facades Visible from the Street	Minimum 15%, measured per story of all stories. Blank wall installations apply to primary facades only	Minimum 15%, measured per story of all stories. Blank wall installations apply to primary facades only	Refer to 9.3.4 for definition of transparency and measurement. Refer to 9.3.5.3 for definition of storefront
3 Entrance Location & Number	Principal entrance required on primary facade; entrances required a minimum of one per every 95 ft of primary facade	Principal entrance required on primary facade; entrances required a minimum of one per every 95 ft of primary facade	Refer to 9.3.4 for definition of entrance and measurement. Refer to 9.3.5.3 for definition of storefront
4 Entryway Configuration at Streetfront	Recessed between 3 ft and 6 ft, maximum 8 ft wide, from the bottom of the primary facade to street	Recessed between 3 ft and 6 ft, maximum 8 ft wide, from the bottom of the primary facade to street	Refer to 9.3.4 for definition of entryway
5 Entryway Configuration	Stoop, minimum 6 ft wide and 2 ft deep	Stoop, minimum 6 ft wide and 2 ft deep	Refer to 9.3.4 for definition of stoop
6 Entrance/Ground Story Elevation	80% of entrances within 30' of adjacent street sidewalk elevation OR between 30' and 5 ft, with visible basement transparency required	80% of entrances within 30' of adjacent street sidewalk elevation OR between 30' and 5 ft, with visible basement transparency required	Refer to 9.3.4 for definition of sidewalk elevation and measurement of elevation
7 Ground Story Vertical Facade Division	One minimum 2" deep shadow line per every 60 ft of facade height	One minimum 2" deep shadow line per every 60 ft of facade height	Refer to 9.3.4 for definition of shadow line
8 Horizontal Facade Divisions	One minimum 2" deep shadow line within 3 ft of the top of the ground story	One minimum 2" deep shadow line within 3 ft of the top of the ground story	Refer to 9.3.4 for definition of shadow line
9 Roof Types	Parapet, flat allowed; tower allowed;	Parapet, flat allowed; tower allowed;	Refer to 9.3.4 for definition of Roof Types and measurement of tower

Figure 3.3. General Building Facade Design Requirements



ALLOWED USES

Uses are permitted in the Village Center districts and building types per the table shown to the right.

The table illustrates all of the use categories and whether or not they are allowed by-right (“P”), allowed only with special use (“S”), or allowed only when limited to no more than 25% of the ground floor footprint (“L”). The dash (“-”) means the use is prohibited in that location. Each use is defined within the code, unless the use is clearly defined in the existing use definitions.

110-9.4. Uses
9.4.1 Use Table

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TABLE 9-4.A. PERMITTED USES	VC-C	VC-R	VC-N	VC-P	REFERENCE
RESIDENTIAL CATEGORY					
1-Unit Dwelling	P	P	P	-	
Multi Unit Dwelling (2 or more units)	P	P	-	-	
Community Residences	P	P	P	-	
Nursing Home	P	P	-	-	
CIVIC AND INSTITUTIONAL CATEGORY					
Community Assembly	-	-	S	P	9.4.6
College or University	P	-	-	P	
Hospital & Healthcare Centers	P	-	-	P	
Library, Museum, Cultural Institution	P	L	-	P	
Parks and Recreation	P	P	P	P	
Police, Fire Station	P	P	S	P	
School, Public, Private	-	-	-	P	
Utilities and Public Service Facility, Minor	P	P	P	P	
RETAIL AND SERVICE CATEGORY					
Broadcast or Recording Studio	P	-	-	P	9.4.7
General Service	P	L	-	-	
Animal Service (no outdoor kenneling)	P	-	-	-	
Day Care Center	P	L	-	-	
Eating and Drinking Establishments	P	L	-	-	
Entertainment					
Indoor	P	S	-	-	
Outdoor	-	-	-	-	
Financial Services, except as indicated below (no drive-through facilities)	P	-	-	-	
Personal credit establishment	S	-	-	-	
Funeral Homes	-	S	-	-	
Hotel	P	S	-	-	
Retail Sales					
Artisan	P	-	-	-	
General retail	P	L	-	-	
Large-scale retail	P	-	-	-	
Studio or Instructional Service	P	L	-	-	
OFFICE AND CLASSROOM CATEGORY					
Office					
Business or professional office	P	L	-	-	
Medical, dental or health practitioner office	P	L	-	-	
Research and Laboratories	P	-	-	-	
Trade School	P	-	-	-	
OTHER USE CATEGORY					
Accessory Parking Structure	P	P	-	P	9.4.9
Drive-Through Facility	S	-	-	S	
Principal-Use Parking (Public Only)	P	P	-	P	

KEY: P = Use permitted as of right S = Requires special use approval
L = Limited to a gross floor area of no more than 25% of the building footprint - = Prohibited use

DRAFT FEBRUARY 3, 2022 ARTICLE IX. VILLAGE CENTER ZONES 45

FACADE DESIGN

FACADE MATERIALS

The building facade design section of the Village Center article applies to all building types, unless otherwise stated. A short list of acceptable **major materials** must constitute at least 70% of the facade, while a broader list of minor materials, inclusive of the major materials, makes up the remaining portions of the facades.

FACADE ELEMENTS

A series of standards are included in Article IX using objective metrics to measure elements of facade design. Standards address such items as balconies, principal entryways, windows, awnings, and facade variation.



Definition of Principal Entries

Facade Variety



Major Materials

TABLE 9-5.A. ALLOWED MAJOR FACADE MATERIALS

MAJOR FACADE MATERIAL	BUILDING TYPES		
	GENERAL, CIVIC BUILDINGS	ROW BUILDINGS	YARD BUILDINGS
A Brick full dimensional, economy, unit, face brick	●	●	●
B Concrete Masonry Units architectural, minimum 3" depth, "artisan stone" look, varied tops, (Excludes Masonry or approved equal), "stone" face, "hewn stone", rock cut	●	●	-
C Fiber Cement Board panels, finished lap siding or shingles	-	●	●
D Glass curtain wall	●	●	-
E Metal, Architectural architectural panels, cladding system (steel, titanium, zinc)	●	●	-
F Stone natural units	●	●	●
G Stucco cement based, min. 2-layer hard coat	●	●	●
H Vinyl & PVC Siding minimum 200 in. thick	-	-	●
I Wood or Composite Wood painted, stained, charred, or treated lap siding, shingles, board & batten, rainscreen	-	●	●

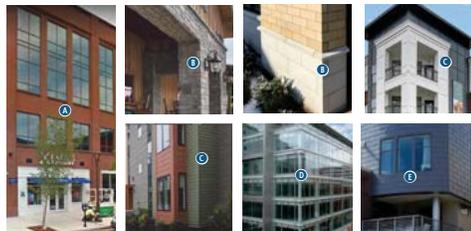


Figure 5-B. Allowed Facade Materials

Minor Materials

TABLE 9-5.B. ALLOWED MINOR FACADE MATERIALS

All allowed major facade materials may be used for minor facade materials, unless otherwise listed as prohibited in Table 9.5.D.

MINOR FACADE MATERIAL (alphabetical)	BUILDING TYPES	LIMITATIONS	MAXIMUM AMOUNT ON ALLOWED STREET FACADES
Concrete Surfaces finished, stained, painted, treated	General, Civic	Below ground floor only	20%
Concrete Masonry Units finished, split face, burnished/ground face, glazed, or honed	General, Row, Civic	Below ground floor only	20%
Fiber Cement Board finished panels	All	On all except Yard buildings, an allowed major material is required at grade up to 2 feet and within 3 feet of entrances	40%
Metal Architectural architectural panels, cladding system (steel, titanium, zinc)	All	On all except Yard buildings, an allowed major material is required at grade up to 2 feet and within 3 feet of entrances	30%
Metal, Aluminum Composite (ACM) apartments/composite materials (ACM) or panels (ACM)	General, Row, Civic	Only 3rd or higher stories all facades	30%
Stucco synthetic or with elastomeric finishes	All	Only 3rd or higher stories all facades	30%
Terra Cotta or Ceramic tiles or panels	All	All	20%
Wood painted, stained, treated, natural, or aged lap siding, shingles, board & batten	All	All	20%
Wood, Composite lap siding, shingles, board & batten, rainscreen system	All	All	30%



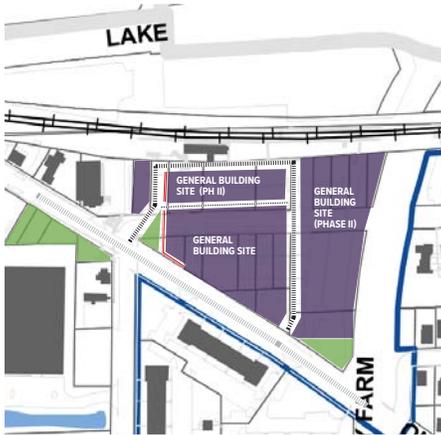
Figure 5-C. Allowed Facade Materials

NEW STREETS & OPEN SPACE

MASTER PLAN DEVELOPMENT (MPD)

The sample MPD submittal below illustrates how new streets and blocks are introduced into larger parcels, making the development more accessible and walkable. New open space is also introduced to provide social gathering places and areas of more intensive landscape than just streetscape.

Building types are defined along with their orientation to the streets. The building sites are then developed with the Village's typical site plan approval process.



Sample MPD Submittal Diagram

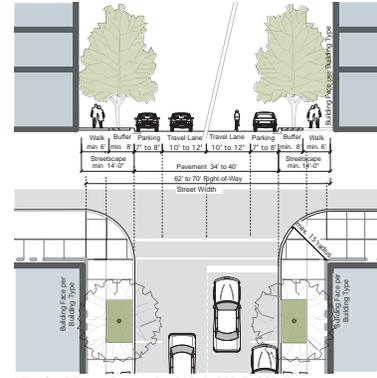


Civic Space Types

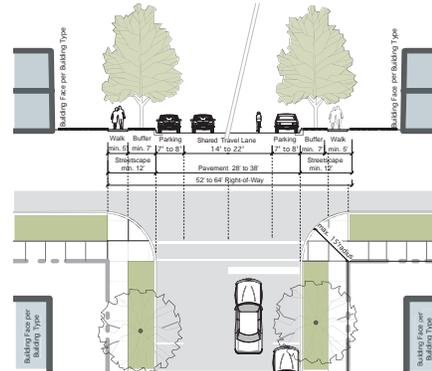
A series of civic space types are defined within the MPD regulations to ensure new spaces are usable, accessible, and highly visible to the public.

Street Types

Street types are defined to include all street components: pedestrian zones, bicycle access, parking, and appropriate vehicular routes. Inclusion of these base street types in the code helps speed approval processes.



Typical Base Street for VC-C, VC-R, VC-P



Typical Base Street for VC-N

PARKING

The parking regulations for the Village Center have been adjusted to match more closely to the current market and the typical negotiated number of off-street spaces. Additionally, a process for approval of alternate ratios, allowance for counting on-street parking spaces, and a set of requirements for bicycle parking has been included.

Use	Minimum Motor Vehicle Spaces	Minimum Long-Term Bicycle Spaces	Minimum Short-Term Bicycle Spaces
Residential Dwelling Unit, 1 bedroom	1.25 per unit	No minimum	No minimum
Residential Dwelling Unit, 2 bedrooms	2 per unit	1 per 2 dwelling units, except where a private garage is provided per unit	1 per 20 dwelling units, minimum 2
Residential Dwelling Unit, 3 or more bedrooms	3 per unit	1 per 2 dwelling units, except where a private garage is provided per unit	1 per 20 dwelling units, minimum 2
Group Living	1 per 3 residents	1 per 3 staff	1 per 4 beds
Assembly	1 per 6 seats	1 per 15,000 s.f.	1 per 5,000 s.f.
Higher Education, Trade School	1 per 3 students	1 per every 20,000 s.f. of building area	1 per every 5,000 s.f. of building area
Parks & Recreation	No minimum	No minimum	1 per every 15,000 s.f., with 15 minimum
All Other Civic & Institutional Uses	1 per 1000 sf	1 per 30,000 s.f.	1 per every 10,000 s.f., with 10 minimum
Hotel	1 per sleeping room	1 per every 60 sleeping rooms	1 per every 30 sleeping rooms, minimum 4
All Retail & Service Uses	1 per 400 sf	1 per 12,000 s.f.	1 per 3,500 s.f.
Office, Research & Laboratories	1 per 400 sf	1 per 10,000 s.f.	1 per every 20,000 s.f.
Child Care Center	1 per staff	1 per 4 staff	1 per 4 staff

PROCESS

The Village's standard site plan review process will be used for most developments; however, the Master Plan Development requires a new approval process, shown below.

Additionally, two relief mechanisms have been developed:

Minor Exception: administrative approval for small increments of change, e.g. 1-foot inside the setback or 10% of ceiling height.

Design Exception: more complex exceptions to the regulations to be approved by the Development Commission have been created. This allows for relief from the very detailed design regulations in the code.

MASTER PLAN DEVELOPMENT (MPD) PROCESS

