

WHAT  
CAN  
UDO



Charlotte Place Types and Unified Development Ordinance



# Place Types Update

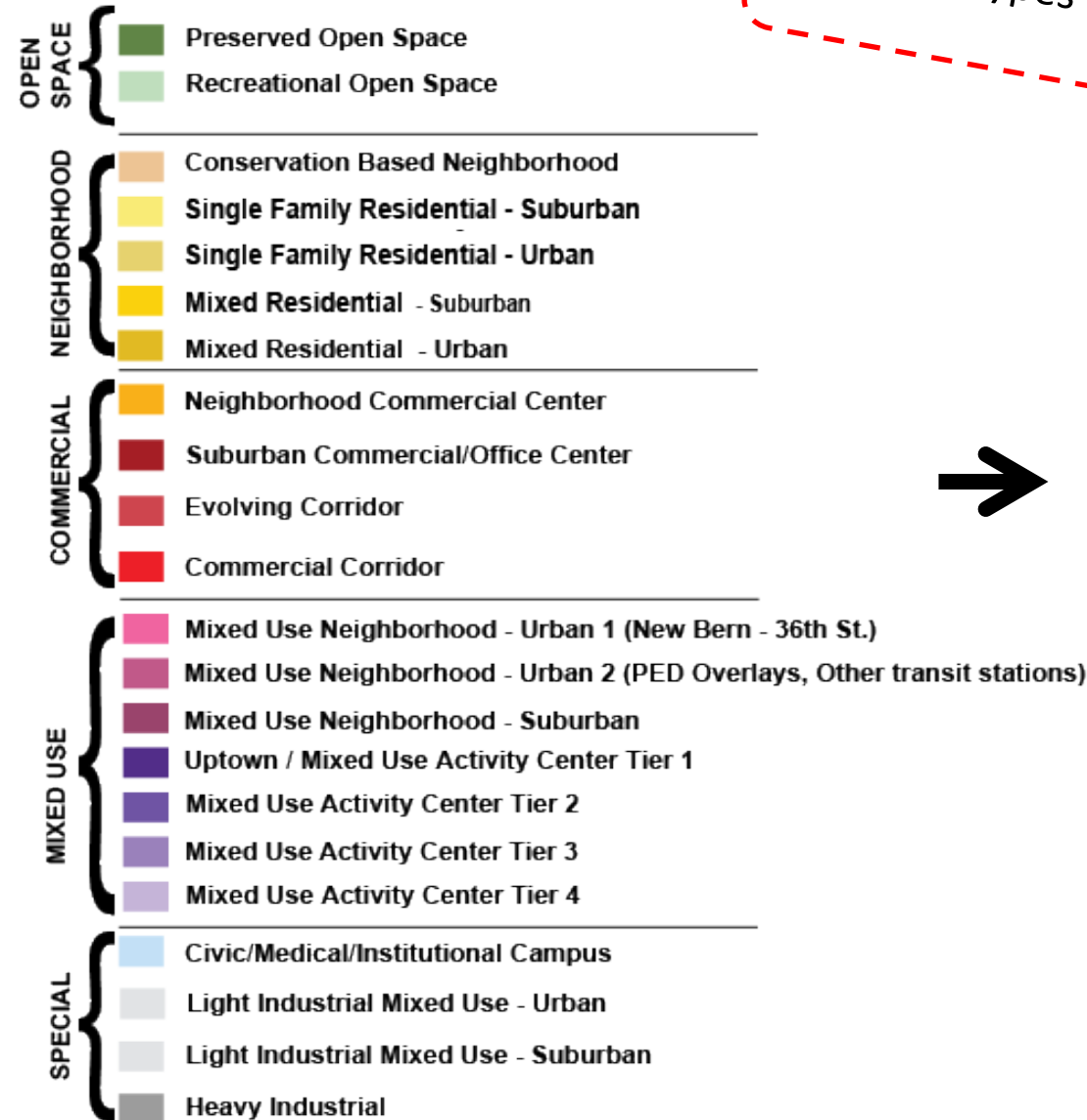
Planning Commission

February 20, 2017

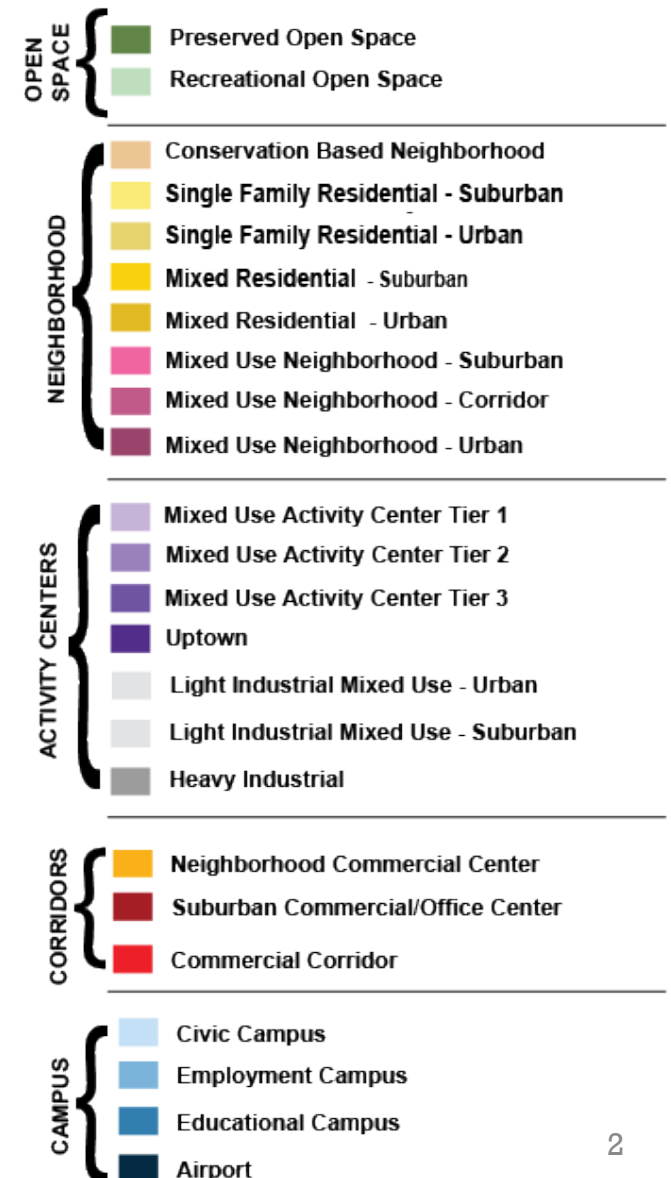
# Palette Evolution

*New Categories  
& Place Types*

## Place Types 2.0



## Place Types 3.0





## What We Heard

- Palette needs to better communicate vision and intent.
- Vocabulary is not capturing the concept of form and character.
- Difficult to determine where one place type transitions to another.



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# Tonight's Objective

- Review what Place Types are intended to accomplish
- Discuss a new “palette strategy” designed to:
  - Create a simpler and more understandable range of place types
  - Provide a clearer vision for the future
  - Balance the need to manage expectations but provide room for flexibility
- Discuss next steps

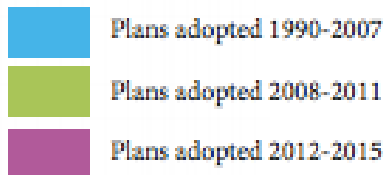


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# What we want to accomplish with Place Types?

## What we hear from Council, Commission & Community:

- Many of our area plans were adopted in the 1990's –do they really still reflect our latest thinking and recent policy direction?
- We can't complete area plans fast enough to catch up/keep pace with growth & change in Charlotte.
- CCW doesn't' provide enough specific guidance for zoning and development decisions.
- Area Plan need to a stronger link to zoning districts.
- Simplify area plans and include more guidance to address design of development in addition to use.





## Vision Policies & Plans



Unified Vision for Charlotte

# What we want to accomplish with Place Types?

- Provide up to date policy guidance for all areas of our community.
- Create a more sustainable process for area plans so that they can better keep pace with growth & change in Charlotte.
- Fill the gap between CCW and area plans.
- Inform the UDO so that it is strongly linked to our Community Vision/Area Plans.
- Simplify the policy guidance and address design of development in addition to use.



## Height/Intensity

## Transitions to neighborhoods

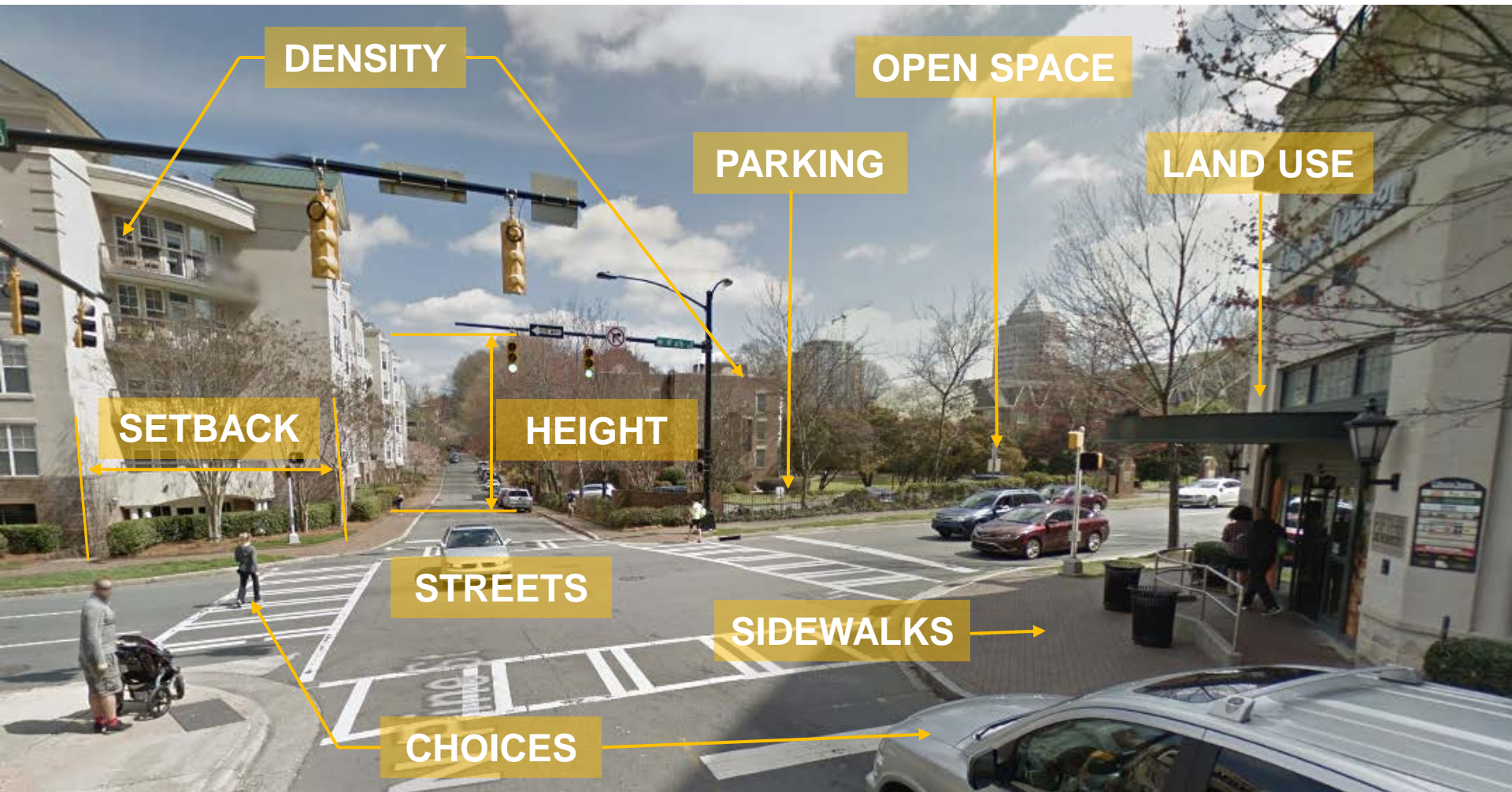


## Mix of use

## Where does parking go?



## What makes a “place”?







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# Place Types Goal



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**#CLTUDO**

# The Place Types Palette

The Place Type Palette will be organized into 5 main categories.



Open Space

Neighborhoods

Activity Centers  
Mixed-Use

Commercial

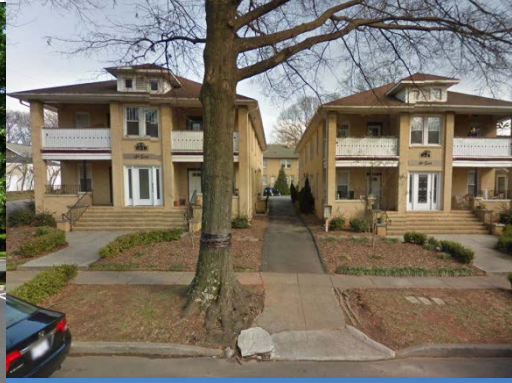
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# Neighborhoods





## NEIGHBORHOOD SCALE

Neighborhood 1

Neighborhood 2

Neighborhood 3

Neighborhood  
Node



Building types  
Height  
Mix of uses  
Location criteria  
Open space



# Neighborhood 1

- Typical development pattern:
  - One principal building per lot
  - Setback and building spacing is consistent along a block
  - Located along local street network
- Land Use: residential, institutional
- Building Types: single family detached, duplexes, quadraplexes
- Avg. Height: 1 – 2 stories
- Private open space



## PRIMARY

Single Family <= 1 DUA	Single Family <= 5 DUA
Single Family <= 3 DUA	Single Family <= 6 DUA
Single Family <= 4 DUA	Residential <= 1 DUA

## SECONDARY

Residential <= 4 DUA	Park/Open Space	Institutional
Residential <= 5 DUA	Greenway	
Residential <= 6 DUA	Private Recreation	



# Neighborhood 2

- Typical development pattern:
  - Attached buildings share lot or site
  - Located along local and/or collector streets
- Land Use: residential, institutional
- Building Types: attached single family, townhomes, patio homes, manor house
- Avg. Height: 1 – 2.5 stories
- Private open space and/or common open space



## PRIMARY

Single Family <= 1 DUA	Residential <= 1 DUA
Single Family <= 3 DUA	Residential <= 4 DUA
Single Family <= 4 DUA	Residential <= 5 DUA
Single Family <= 5 DUA	Residential <= 6 DUA
Single Family <= 6 DUA	Residential <= 8 DUA
Single Family <= 8 DUA	Residential <= 12 DUA

## SECONDARY

Multi-Family <= 8 DUA	Park/Open Space	Institutional
Multi-Family <= 12 DUA	Greenway	
	Private Recreation	

# Neighborhood 3

- Typical development pattern:
  - Moderate-scale residential buildings
  - Located along collector streets
  - Provide transition back to Neighborhood 1 & 2
- Land Use: residential, institutional
- Building Types: multifamily
- Avg. Height: 3 – 4 stories
- Common open space



## PRIMARY

Single Family <= 1 DUA	Residential <= 1 DUA
Single Family <= 3 DUA	Residential <= 4 DUA
Single Family <= 4 DUA	Residential <= 5 DUA
Single Family <= 5 DUA	Residential <= 6 DUA
Single Family <= 6 DUA	Residential <= 8 DUA
Single Family <= 8 DUA	Residential <= 12 DUA

## SECONDARY

Multi-Family <= 8 DUA	Park/Open Space	Institutional
Multi-Family <= 12 DUA	Greenway	
Multi-Family <= 17 DUA	Private Recreation	
Multi-Family <= 22 DUA		
Multi-Family <= 25 DUA		



# Neighborhood Node

- Typical development pattern:
  - Concentration of horizontally and/or vertically integrated commercial uses
  - Moderate-scale residential buildings
  - Located along collector streets
  - Provide transition to surrounding Neighborhood 2 & 3
- Land Use: retail, office, residential, institutional
- Building Types: low & mid-rise commercial, multifamily
- Avg. Height: 3 – 4 stories
- Important to enhance/protect a pedestrian-friendly public realm



	Single Family / Multi-Family
	SF/MF <= 8 DUA
	SF/Office
	SF/MF/Office
	SF/MF/Institutional
	SF/MF/Institutional/Office

	SF/MF/Inst/Office/Retail
	MF/Greenway
	MF/Open Space
	MF/Office

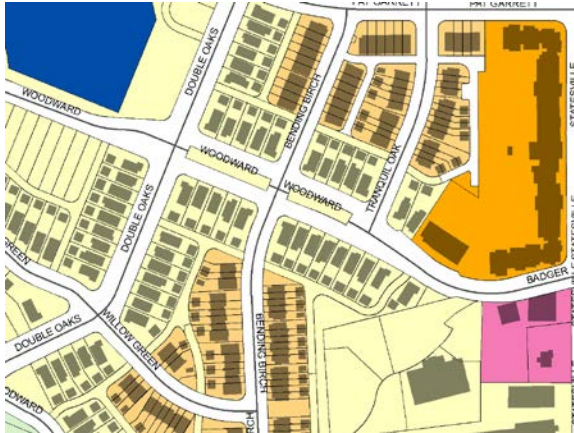
	MF/Office/Retail
	MF>12 DUA/Office/Retail
	MF/Institutional/Office
	MF/Inst/Office/Retail
	Residential/Office
	Residential <=22 DUA/Office

	Institutional/Park
	Institutional/Office
	Institutional/Retail
	Institutional/Office/Retail
	Office/Retail

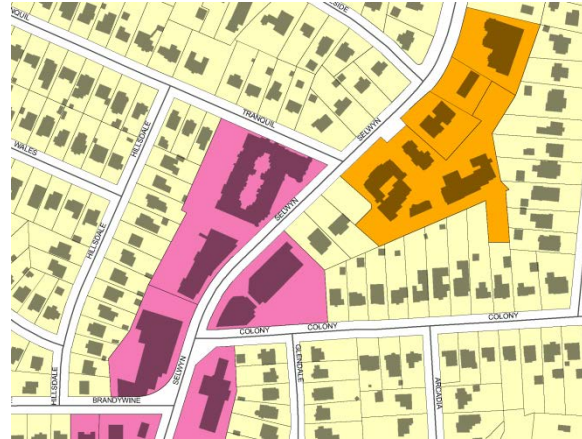


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# Neighborhoods: Unique Composition



Neighborhood 1  
+  
Neighborhood 2  
+  
Neighborhood 3  
+  
Neighborhood Node



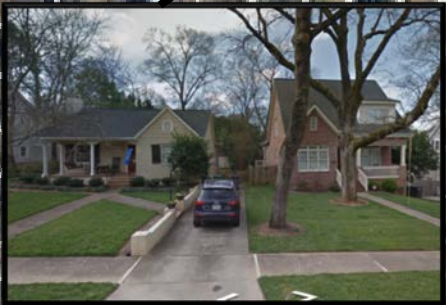
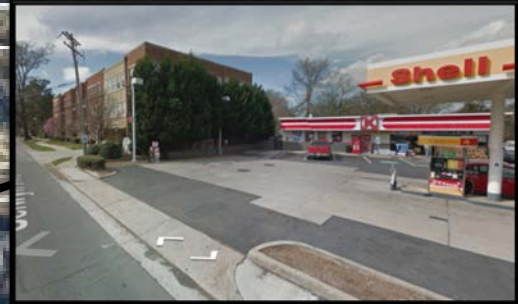
Neighborhood 1  
+  
Neighborhood 3  
+  
Neighborhood Node



Neighborhood 1  
+  
Neighborhood 2  
+  
Neighborhood 3  
+  
Neighborhood Node

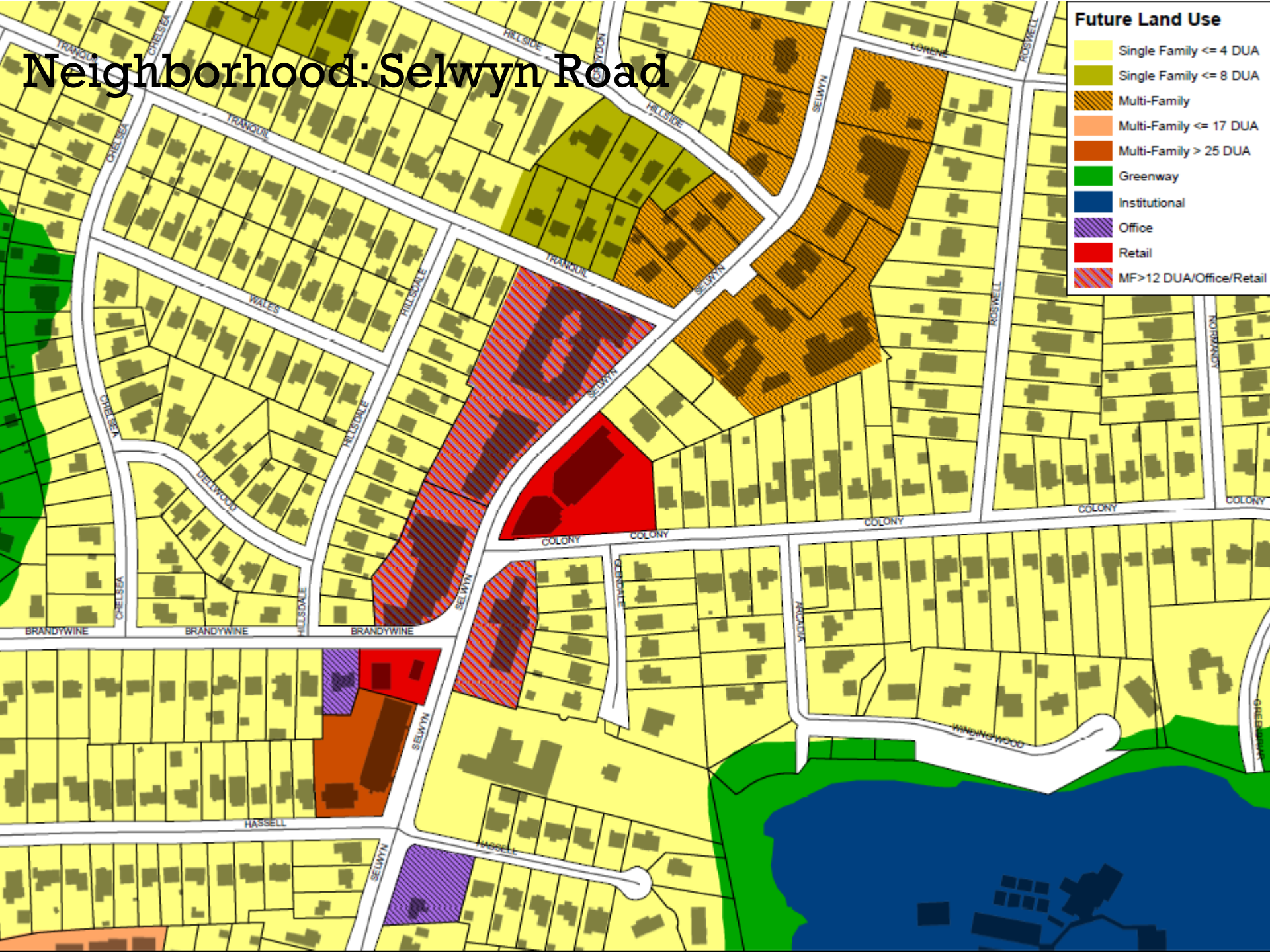


# Neighborhood: Selwyn Road



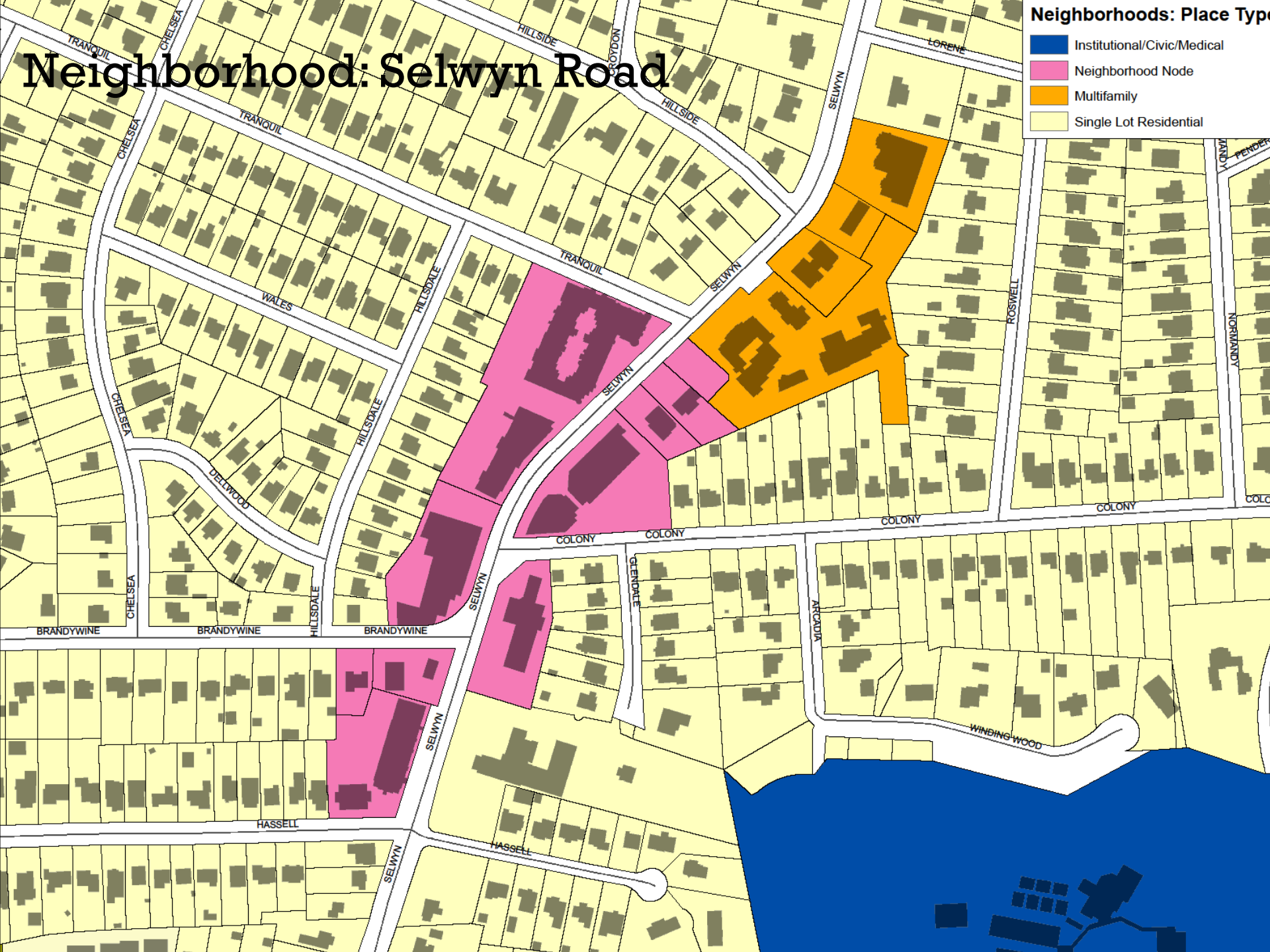


# Neighborhood: Selwyn Road



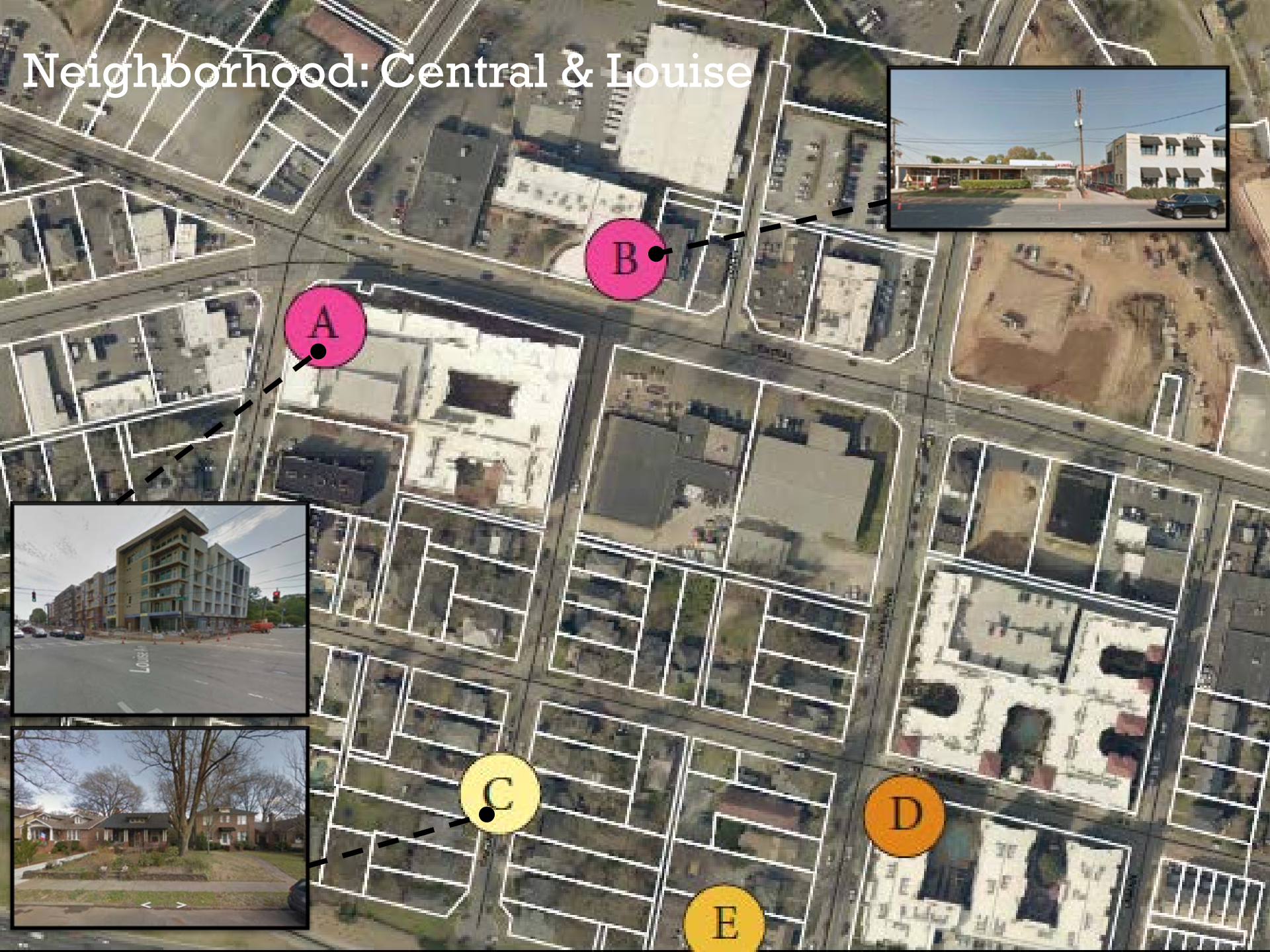
# Neighborhood: Selwyn Road

- Neighborhoods: Place Type
- Institutional/Civic/Medical
  - Neighborhood Node
  - Multifamily
  - Single Lot Residential

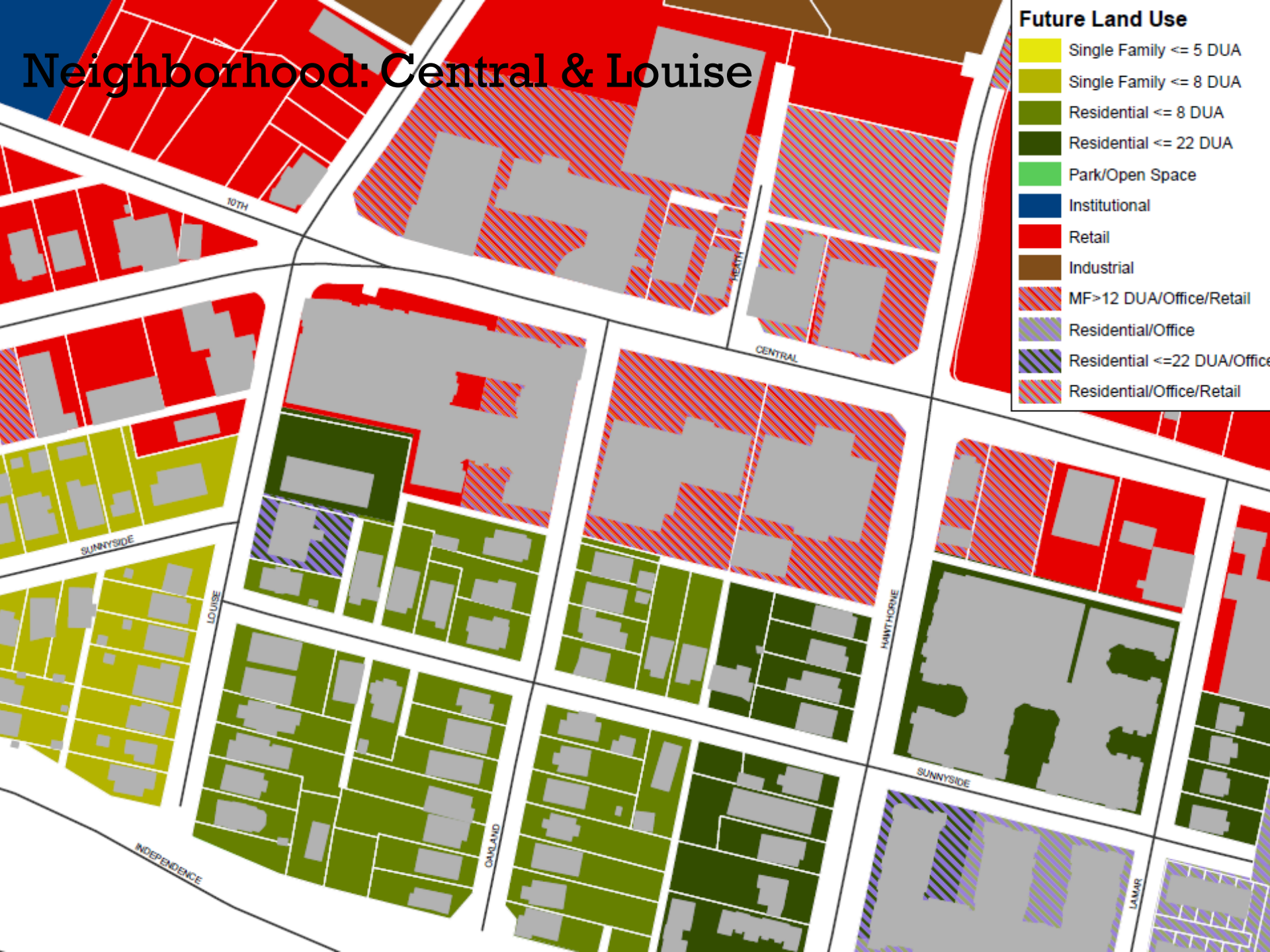




# Neighborhood: Central & Louise



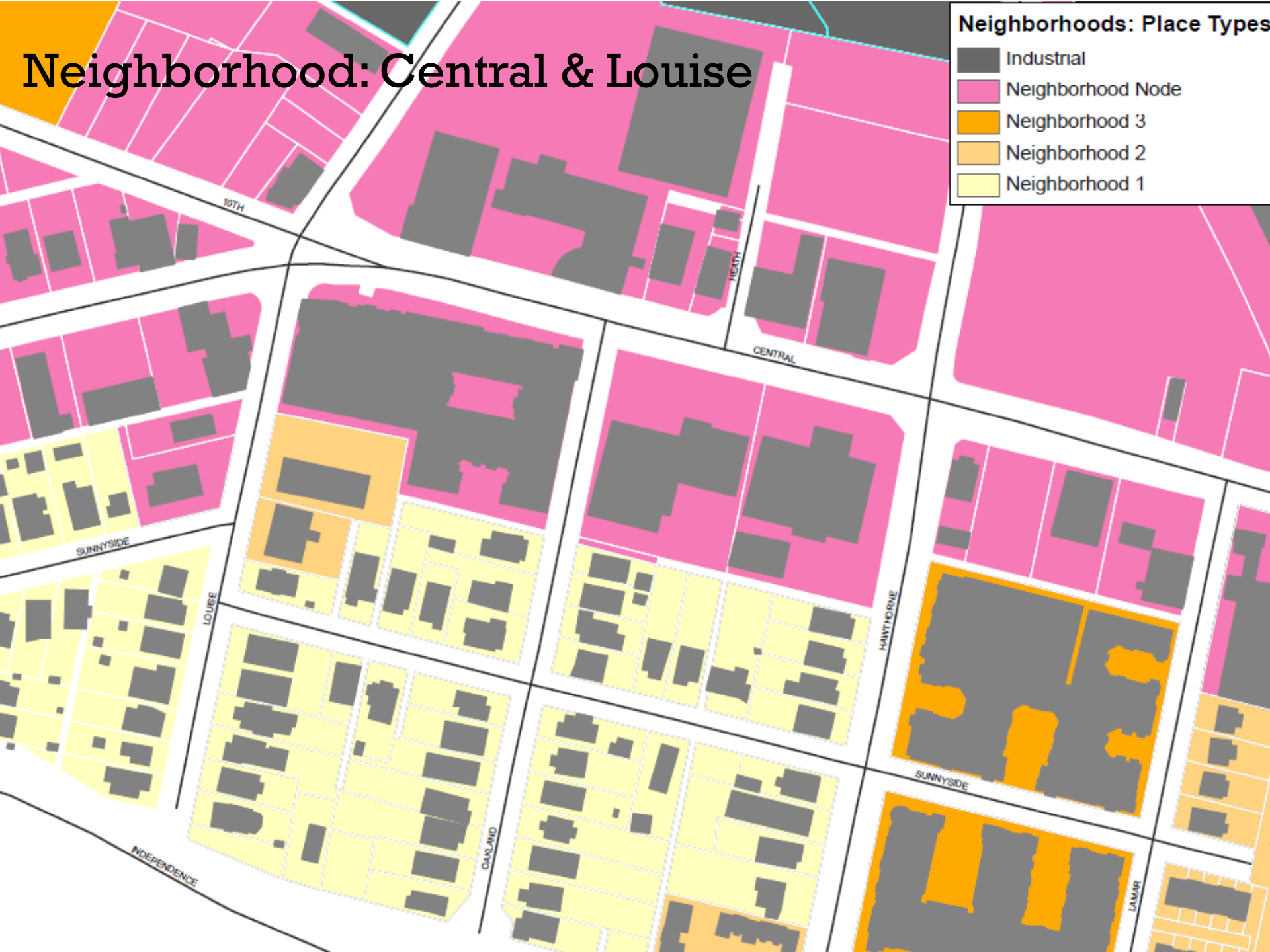
# Neighborhood: Central & Louise



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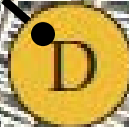
## Neighborhoods: Place Types

- Industrial
- Neighborhood Node
- Neighborhood 3
- Neighborhood 2
- Neighborhood 1

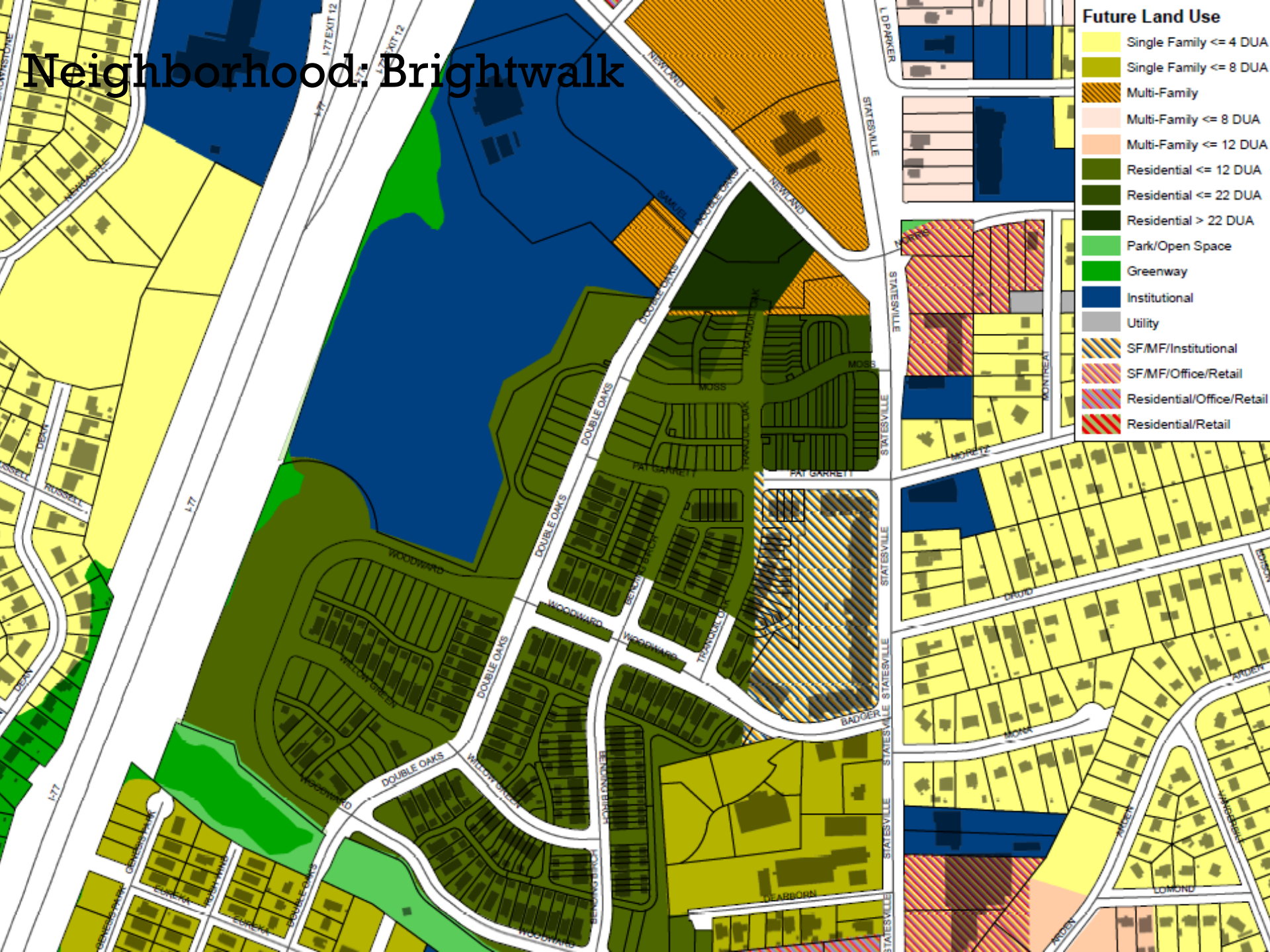




# Neighborhood: Brightwalk

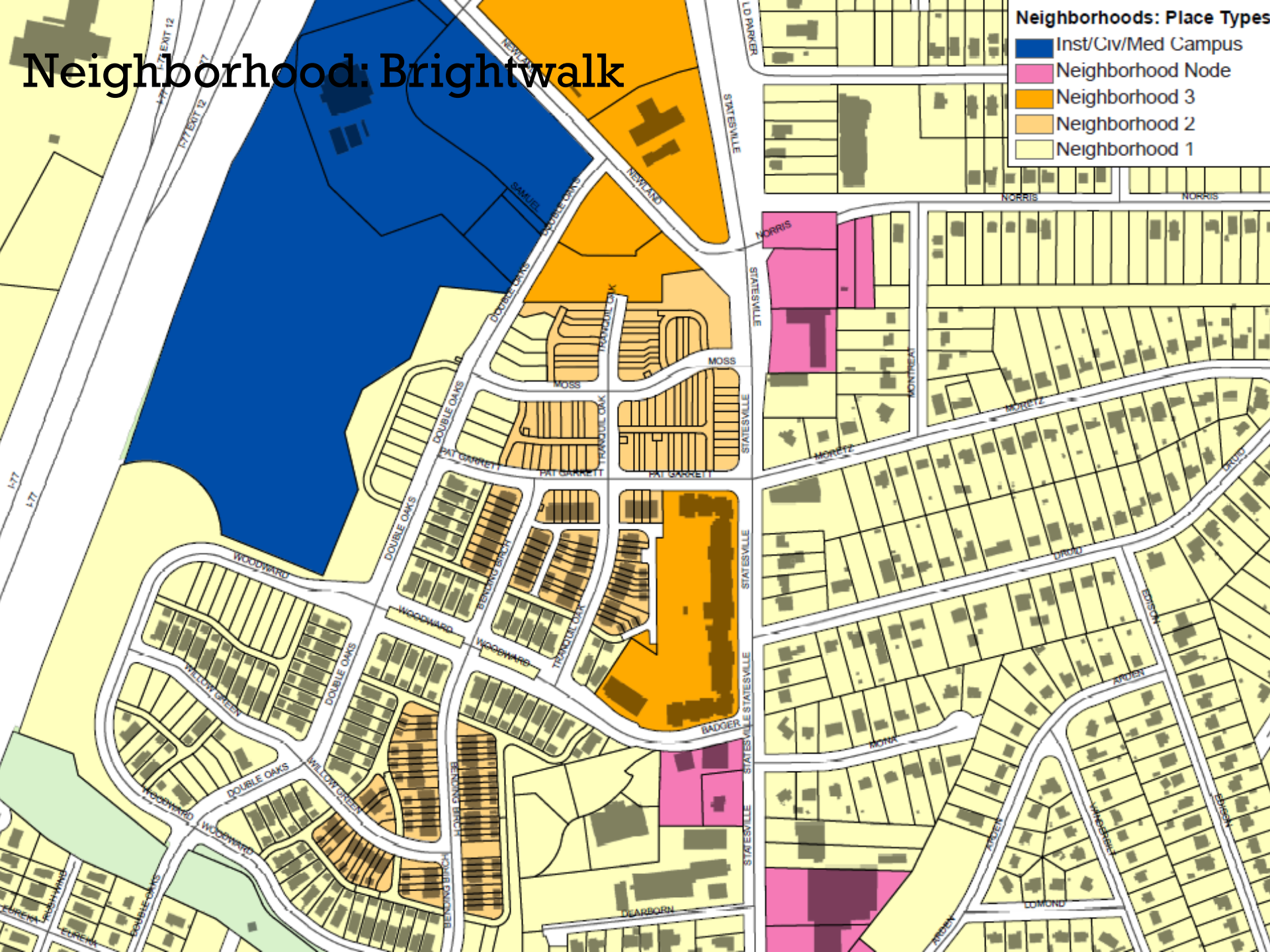


# Neighborhood: Brightwalk





# Neighborhood: Brightwalk





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# Next Steps