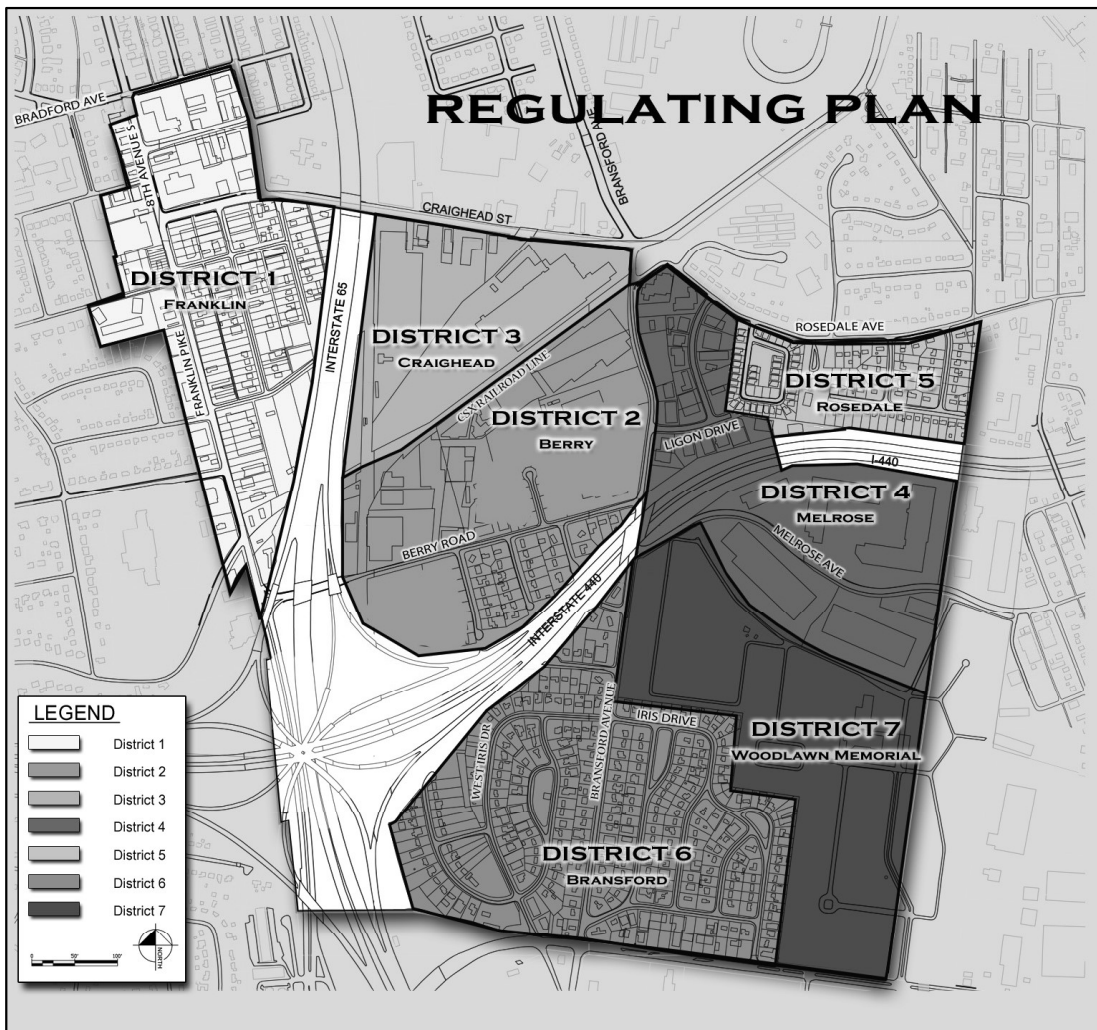




4.0 District Development Standards

The Community Development Code and the respective Regulating Plan establishes seven districts for the City of Berry Hill. *Section 3.0 District Standards* establishes the general development standards for properties within the City including parking, landscaping, architecture, and other general standards. This section provides the specific development standards for each district. The seven districts consist of:

- District 1 – Franklin
- District 2 – Berry
- District 3 – Craighead
- District 4 – Melrose
- District 5 – Rosedale
- District 6 – Bransford
- District 7 – Woodlawn Memorial



The following sections provide a matrix of the district development standards and a matrix of the permitted uses within each district by street. The third section provides the specific development standards for each district. The general requirements for are provided in *Section 3.0 General Standards*.



4.1 District Development Standards Matrix

Development Standards		District 1 – Franklin		District 2 – Berry
		A (Franklin Pike)	B	
<b>Residential Density (units/acre)</b>		20 (min)	10 (min)	15 (min)
<b>Floors (Height)<sup>1</sup></b>		5 floors max (75' max) First floor: 14' min	2 floors max (35' max) Multi-family/Mixed use may be 3 floors (45' max)	4 floors max; (60' max)
<b>Lot</b>	<b>Depth</b>	120' min	120' min	120' min 300' max
	<b>Width</b>	50' min	50' min	25' min 30' max
<b>Building Placement<sup>5</sup></b>	<b>Front</b>	6' min 15' max	15' min	5' min 15' max or stay 30' with current setback
	<b>Side/Rear</b>	0'/0'	0'/0'	0'/10' separation if existing windows or openings
	<b>Lot Coverage</b>	90% max	75% max 8,000 sf max footprint <sup>4</sup>	90% max
<b>Building Frontage</b>	<b>% Requirement<sup>2</sup></b>	75% min	n/a	75% min 50% max street wall
	<b>Encroachment</b>	Balconies, arcade, shop front, awning	Balconies, arcade, shop front, awning	Balconies, arcade, colonnades 6' setback from back of curb
	<b>Frontage Type</b>	Balconies, arcade, stoops, colonnades	Balconies, arcade, stoops, colonnades	Balconies, arcades, colonnades
	<b>Building Entrance<sup>3</sup></b>	Visible from street	Visible from street	Along street walkway
<b>Parking</b>	<b>Parking Ratio</b>	See table; 50% allowable offsite	See table; 50% allowable offsite	See table; 50% allowable offsite
	<b>Access</b>	1 curb cut (max) – 30' wide; lots > 100' frontage – 2 curb cuts	2 curb cuts (max) – 30' wide	1 curb cut (max) – 30' wide; alley preferred
	<b>Loading</b>	1 space – 12' wide by 25' long	1 space – 12' wide by 25' long	1 space – 12' wide by 25' long
	<b>Parking Placement</b>	Side/rear; must be behind front façade	n/a	Side/rear
	<b>Structures</b>	Permitted	Permitted	Permitted

<sup>1</sup> One story buildings shall be required to be designed to provide the appearance of a 20 feet high minimum facade through architectural treatments.

<sup>2</sup> The building frontage minimum requirement may be achieved completely by building façade or a combination of building façade and street wall. Street walls must be designed with the same building materials and architectural appearance as the primary structure. Street walls must be no less than four feet high and no more than six feet high.

<sup>3</sup> Building entrances shall be no greater than 100 feet apart.

<sup>4</sup> Not applicable to multifamily development.

<sup>5</sup> Buildings on corner lots must adhere to the visibility triangle requirements in Section 3.6.1 of the General Standards. Outside of the visibility triangle, buildings on corner lots must adhere to the front and side setback requirements.



Development Standards		District 3 – Craighead	District 4 – Melrose	District 5 – Rosedale
<b>Residential Density (units/acre)</b>		20 (min)	20 (min)	10 (max)
<b>Floors (Height)<sup>1</sup></b>		4 floors max (60' max)	4 floors max (60' max) ; Multi-family/Mixed use may be 3 floors (45' max)	2.5 floors max (40' max)
<b>Lot</b>	<b>Depth</b>	120' min	120' min	100' min; unless existing platted lot
	<b>Width</b>	50' min	50' min	50' min
<b>Building Placement<sup>5</sup></b>	<b>Front</b>	6' min	15' min	Single family -35' min Multifamily 10' min, 20' max or 20% of lot depth (whichever is less)
	<b>Side/Rear</b>	0/0	0/0	Single & Multifamily 5' side/ 5' rear
	<b>Lot Coverage</b>	90% max	90% max	Single & Multifamily max 65%
<b>Building Frontage</b>	<b>% Requirement<sup>2</sup></b>	75% min	75% min	Min 75% of lot width for row house/townhouse; min 60% of lot width for courtyard apt, apt, condo
	<b>Encroachment</b>	Balconies, arcade, shop front, awning	Balconies, arcade, shop front, awning	Balconies, arcade, shop front, awning
	<b>Frontage Type</b>	Balconies, arcade, stoops, colonnades	Balconies, arcade, stoops, colonnades, shop fronts, awnings	Balconies, porches, stoops
	<b>Building Entrance<sup>3</sup></b>	On street, walkway or park	On street, walkway or park	Primary pedestrian entrance along street, walkway, or park on the front property line
<b>Parking</b>	<b>Parking Ratio</b>	See table; 50% allowable offsite	See table; 50% maximum offsite	See table
	<b>Access<sup>4</sup></b>	2 curb cuts (max) – 30' wide	2 curb cuts (max) – 30' wide	1 curb cut per lot; Single family – 12' wide Multifamily – 30' wide
	<b>Loading</b>	1 space – 12' wide by 25' long	1 space – 12' wide by 25' long	n/a
	<b>Parking Placement</b>	n/a	n/a	Attached units; side/rear entry for garages when provided; must be behind front façade
	<b>Structures</b>	Permitted 40' behind front façade	Permitted	Not permitted

<sup>1</sup> One story buildings shall be required to be designed to provide the appearance of a 20 feet high minimum facade through architectural treatments.

<sup>2</sup> The building frontage minimum requirement may be achieved completely by building façade or a combination of building façade and street wall. Street walls must be designed with the same building materials and architectural appearance as the primary structure. Street walls must be no less than four feet high and no more than six feet high.

<sup>3</sup> Building entrances shall be no greater than 100 feet apart.

<sup>4</sup> Alternate access plan may be two-12 feet wide maximum curb cuts at side property line for future joint access with abutting property.

<sup>5</sup> Buildings on corner lots must adhere to the visibility triangle requirements in Section 3.6.1 of the General Standards. Outside of the visibility triangle, buildings on corner lots must adhere to the front and side setback requirements.



Development Standards		District 6 – Bransford		
		Bransford	E/W of Bransford	Thompson Lane
Residential Density (units/acre)		20 (max); Live/work – no more than 20% of street façade	20 (max)	20 (min)
Floors (Height) <sup>1</sup>		2.5 floors max (40' max)	3 floors max (45' max)	5 floors max (75' max); First floor: 14' min
Lot	Depth	120' min	120' min	120' min
	Width	50' min	50' min	50' min
Building Placement <sup>4</sup>	Front	15' min (includes 6' public sidewalk easement)	20' or greater or 5' min and 10' max build to line	6' min 15' max
	Side/Rear	20' side total, 5' min/ 5' rear	20' side total, 5' min/ 5' rear	0/0
	Lot Coverage	90% max	90% max	90% max
Building Frontage	% Requirement <sup>2</sup>	75% min	75% min	75% min
	Encroachment	n/a	n/a	Balconies, arcade, shop front, awning
	Frontage Type	Balconies, stoops, shop fronts, awnings	Balconies, stoops, shop fronts, awnings, colonnades, arcades	Balconies, arcades, stoops, colonnades
	Building Entrance <sup>3</sup>	Located primarily along street; 50' max	Located primarily along street; 50' max	On street, walkway or park
Parking	Parking Ratio	See table; up to 50% allowable offsite	See table; up to 50% allowable offsite	See table; up to 50% allowable offsite
	Access	1 curb cut per lot; 24' wide	1 curb cut per lot; 24' wide	1 curb cut (max) – 30' wide; lots > 100' frontage – 2 curb cuts
	Loading	n/a	n/a	1 space – 12' wide by 25' long
	Parking Placement	Side/rear; must be behind front façade	Side/rear; must be behind front façade	Side/rear; must be behind front façade
	Structures	Permitted 40' behind front façade	Permitted 40' behind front façade	Permitted

<sup>1</sup> One story buildings shall be required to be designed to provide the appearance of a 20 feet high minimum facade through architectural treatments. Not required for Bransford District if residential character is maintained consistent with adjacent properties.

<sup>2</sup> The building frontage minimum requirement may be achieved completely by building façade or a combination of building façade and street wall. Street walls must be designed with the same building materials and architectural appearance as the primary structure. Street walls must be no less than four feet high and no more than six feet high.

<sup>3</sup> Building entrances shall be no greater than 100 feet apart.

<sup>4</sup> Buildings on corner lots must adhere to the visibility triangle requirements in Section 3.6.1 of the General Standards. Outside of the visibility triangle, buildings on corner lots must adhere to the front and side setback requirements.



