

CITY COUNCIL SPECIAL MEETING September 27, 2023

WORK SESSION (Revised Agenda)

J. Lloyd Snook, III, Mayor Juandiego Wade, Vice Mayor Michael K. Payne, Councilor Brian R. Pinkston, Councilor Leah Puryear, Councilor Kyna Thomas, Clerk

5:00 PM City Council Work Session

"How the proposed zoning implements the community design objectives of the Comprehensive Plan"

- I. Call to Order/Roll Call
- II. Presentation of Work Session Topic James Freas, Director of Neighborhood Development Services
- III. Community Design Outcomes Code Studio
- **IV. Council Discussion**
- V. Adjournment

This is an in-person meeting with an option for the public to participate electronically by registering in advance for the Zoom webinar at www.charlottesville.gov/zoom. The meeting may also be viewed on the City's streaming platforms and local government Channel 10. Individuals with disabilities who require assistance or special arrangements to participate in the public meeting may call (434) 970-3182 or submit a request via email to ada@charlottesville.gov. The City of Charlottesville requests that you provide a 48-hour notice so that proper arrangements may be made.

The meeting notice was published simultaneously to the public and the governing body on 9/22/23.

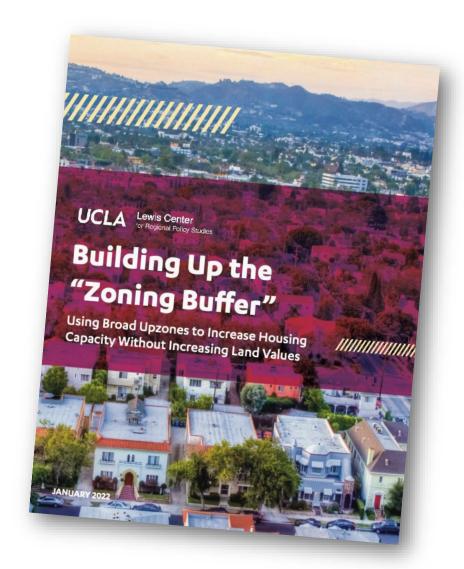
City Scale



Zoning "Buffer"



- The gap between a city's population and estimated capacity is the "Zoning Buffer"
- Modest upzoning to keep up with population growth results in property owners capturing benefits of changes at the expense of renters and homebuyers
- Low zoning capacity leads to value capture and windfalls, broad upzoning leads to best outcomes for housing affordability



Implementing Goals with Zoning



Goals of the Comprehensive Plan include...

Goal 1. Zoning Ordinance

With the community, create a new zoning ordinance to reinforce and implement the vision for Charlottesville's future as articulated in the Comprehensive Plan, Affordable Housing Plan, Small Area Plans, and the Standards and Design Manual.

Goal 6. Design Excellence

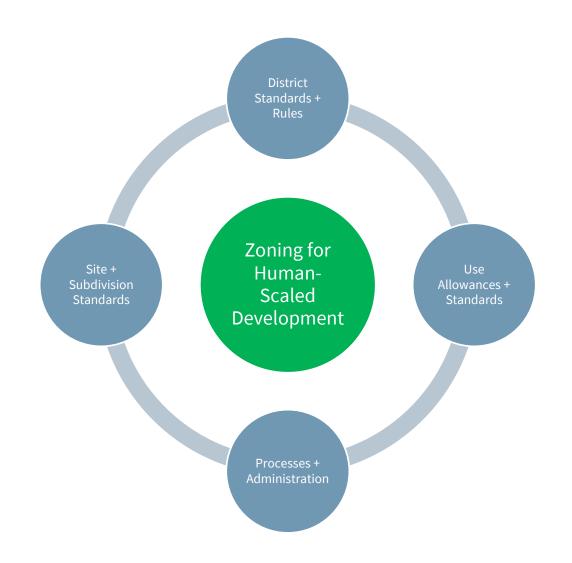
Continue Charlottesville's history of architectural and design excellence by maintaining traditional urban design features and valuing historic resources while encouraging creative, context-sensitive, contemporary planning and design that supports the goals of the Comprehensive Plan.

Zoning for Human-Scale Development



Strategy 1.2 Implement changes to the Zoning Ordinance needed to support:

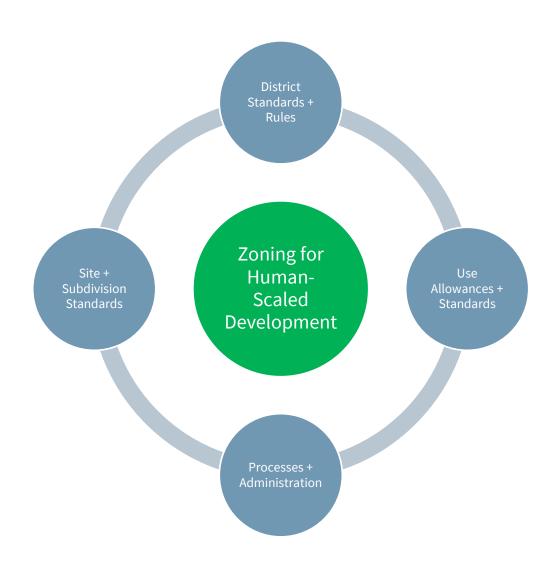
- Community health and well-being
- Context-sensitive design
- Environmental protection
- Climate change mitigation and preparedness



Rules are a System



All the Zoning Code rules **work together** to allow for the desired outcomes – no single rule or requirement can stand alone.



Neighborhood Scale



Human-Scale Neighborhoods



Human-scale neighborhoods include characteristics like:

- Safe and comfortable for drivers, transit riders, bicyclists, walkers of all ages and abilities
- Inclusive and accessible to diverse community members
- Provide places for people to live, work, learn, shop, dine, worship, and gather
- Sustainable and resilient



Mapping for Neighborhoods



Land Use to Zoning



Rules for Neighborhoods



Blocks & Streetscapes



Emmet Street Grid

Belmont Street Grid

Rules for Neighborhoods



Outdoor Amenity Space



Historic Courtyard Development

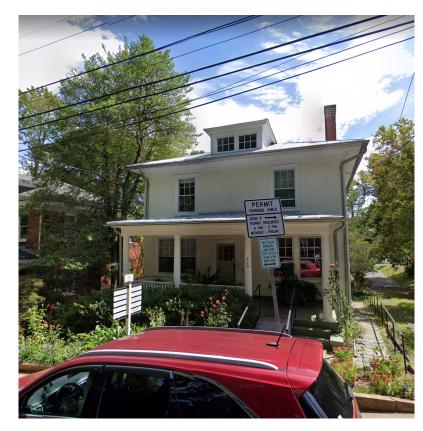


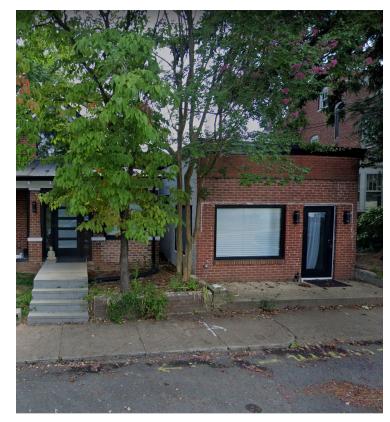
Modern Courtyard Development

Uses for Neighborhoods



Alternate Forms & Neighborhood-Scale Uses







North Downtown

10th & Page

Belmont

Building Scale



Human-Scale Buildings



Human-scale buildings include characteristics like:

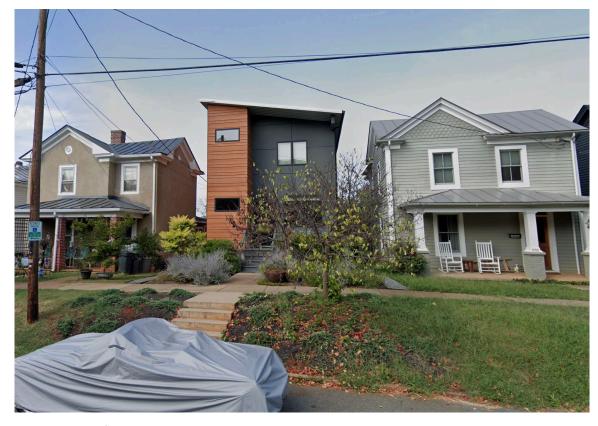
- Context-sensitive scale and design
- Prioritizing pedestrian-oriented uses and design along the street
- Reducing the impact of vehicles



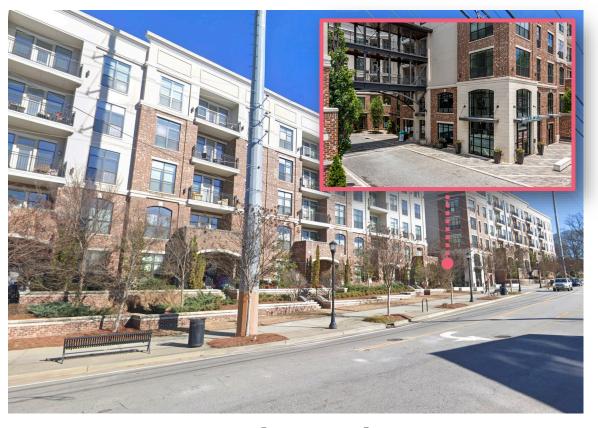
Rules for Building Scale



<u>Height</u> + <u>Width</u> + <u>Footprint</u> + <u>Building Coverage</u> = <u>Building Scale</u>







Large-Scale Development

Rules for Building Scale





Across the Street Transitions

Across Lot Line Transitions

Rules for Building Features



