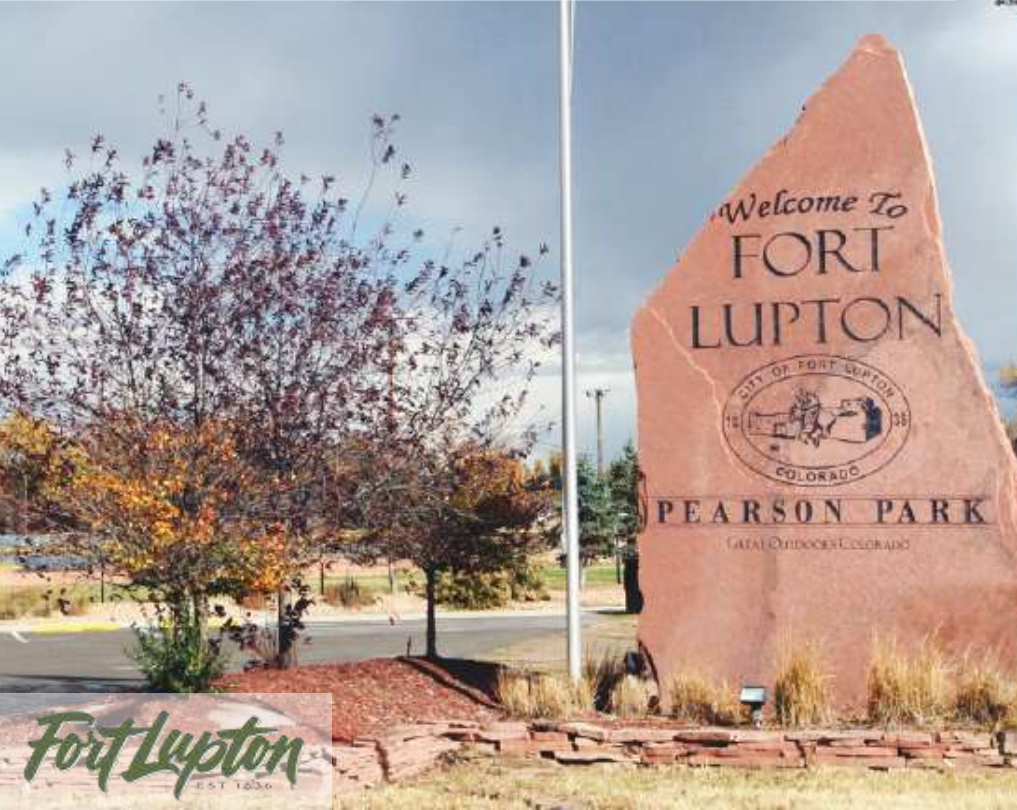


# Development Code Update

## FORT LUPTON, CO

City Council Update | July 27, 2021

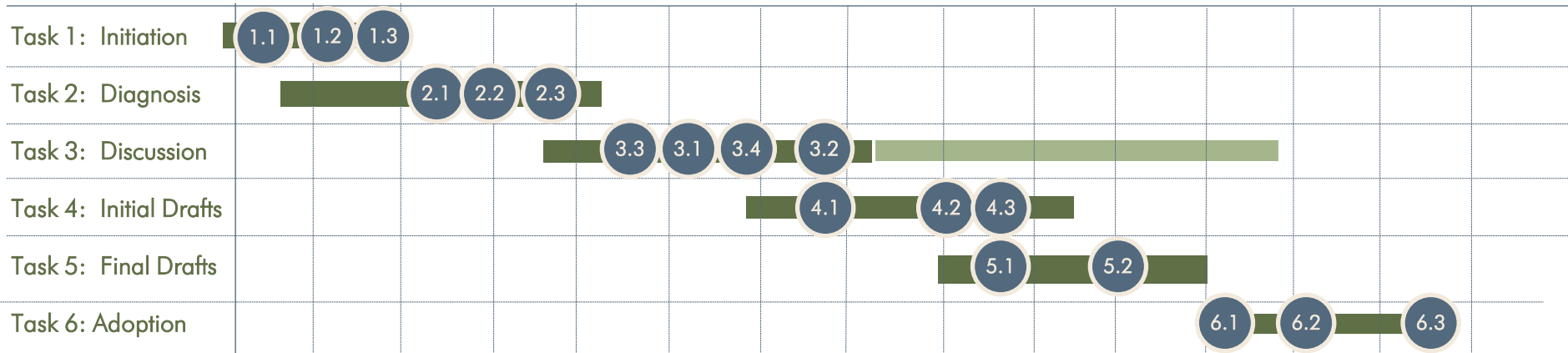




## AGENDA

- Project Status
- Recap of Initial Draft
- Overview Articles 4,5,7, & 8
- Committee Discussion
- Next Steps





**Task 1: Initiation**

- 1.1 Work Plan
- 1.2 Public Engagement Strategy
- 1.3 Steering Committee Meeting 1 - Kick-off

**Task 2: Diagnosis**

- 2.1 Plan Conformance Report
- 2.2 Steering Committee Meeting 2 - Issues/Goals
- 2.3 Critical Issues Summaries / Case Study Analysis

**Task 3: Discussion**

- 3.1 Public Open House
- 3.2 Code Workshop 1 (Town Hall)
- 3.3 Draft Regulation Framework
- 3.4 Steering Committee Meeting 3 - Framework / Open House

**Task 4: Initial Draft**

- 4.1 Initial Draft
- 4.2 Steering Committee Meeting 4 - Initial Draft
- 4.3 Code Workshop 2 (Town Hall)

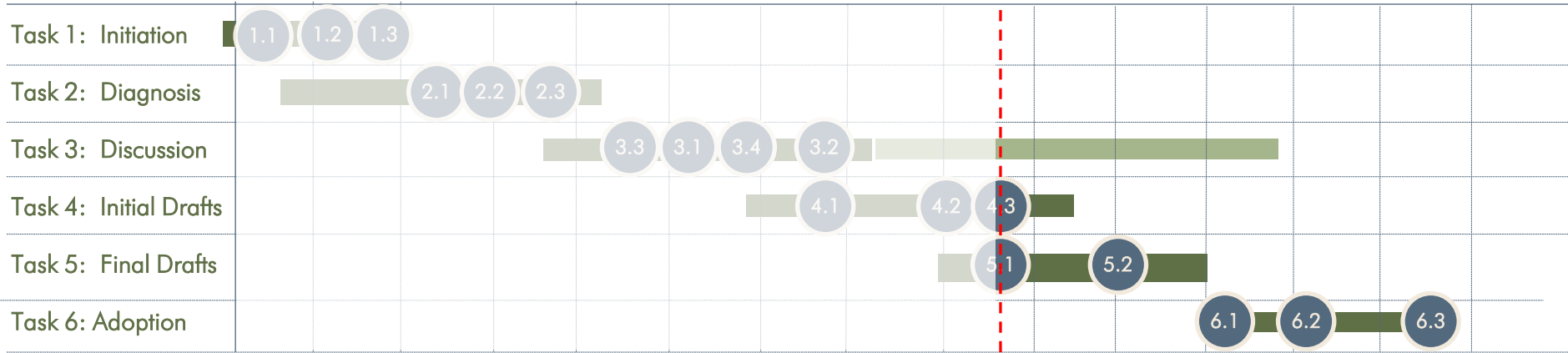
**Task 5: Final Draft**

- 5.1 Final Draft
- 5.2 Public Open House
- 5.2 Joint Work Session - PC / CC

**Task 6: Adoption**

- 6.1 Adoption Draft
- 6.2 Adoption Hearings
- 6.3 Adopted Deliverable

# PROJECT STATUS



#### Task 1: Initiation

- 1.1 Work Plan
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PROJECT STATUS

Article 1 - General Provisions

Article 2 - Procedures

Article 3 - Subdivision Standards

Article 4 - Zoning Districts & Uses

Article 5 - Residential Development Standards

Article 6 - Non-residential Development Standards

Article 7 - Access & Parking

Article 8 - Landscape & Site Design

Article 9 - Signs

Article 10 - Supplemental Standards

Article 11 - Definitions & Terms

INITIAL DRAFT

- Executive Summary
- Framework & Section Maps
- Draft Code Sections

SECTION MAP & SUMMARY

Section Map & Summary - Article 2 Procedures	Existing Code (Relevant Sections)	Summary
<b>Short Development Code</b> 2.01 General - All Applications (Overview / Approach)		Generally - consolidated many repetitive elements of multiple procedures into one section of things that may be applicable to two or more application procedures. This will allow just stating it once, then the table and specific sections can reference which of these are applicable.
Table 2-1 Procedures Summary	nil - new	Introductory to aid understanding and combination of related sections on application and procedures.
<b>A. Applications and Fees</b>	16-11 Fees 17-A Fees (Subdivisions)	Simplified fees, rely more heavily on administrative activity and other outside management actions for establishing fees, forms and application submissions. These will then be removed from the code, in exchange for delegating authority for these items to staff or other bodies, specific things will not be modified and would not require code amendments if changed.
<b>B. Consent Applications</b>	nil - new	Added to emphasize a current practice of streamlining and coordinating related applications.
<b>C. Pre-application Meeting</b>	14-73(1) Preapplication Conference (SLP) 14-50(1) Preapplication Conference (Zoning Map Change) 14-12(1) Preapplication Conference (Variance) 14-17(4) Preapplication Conference (Site Plan) 14-17(14) Preapplication Conference (Storm Site Plan) 11-21(2)(1) Preapplication Conference (Sketch Plan) 17-32(3)(1) Pre-submittal Conference (Preliminary Plat) 17-32(4)(1) Pre-submittal Conference (Final Plat)	Merged and generalized multiple sections, but formatted with the specific types of information covered.
<b>D. Neighboring Meeting</b>	14-73(2) Neighbor Meeting (SLP) 14-17(1)(3) Neighbor Meeting (Variance) 17-31(2)(4) Neighbor and Related Agency Meeting (Sketch Plat) 17-32(3)(1) Neighbor and Related Agency Meeting (Preliminary Plat) 17-32(4)(1) Neighbor and Related Agency Meeting (Final Plat)	Emphasized optional nature of meeting for most applications (see table) but required for larger applications (see Table 2-1). Merged and generalized multiple sections, but clarified notes and bring and listed the specific types of information covered.
<b>E. Staff Review</b>	various sections (all procedures)	No substantive change. Formalize administrative steps that staff goes through on all applications (determination of complete application, design review, referral agencies, review / comment / modification (if necessary), and final report / decision).
<b>F. Notice</b>	various sections (all procedures)	Consolidated multiple sections, reworded minor discrepancies between the types of notices and statutory requirements, removed specifics to signs and posted notice from the code, emphasized "constructive notice" / "broad of notice rules".
<b>G. Public Hearings</b>	nil - new	Added to establish basic rules of public hearings, but also to emphasize restriction of public hearing right to specific notice and a request (due to lack - establishing the record of decision) or public meeting (only general public notice, option of date to allow public comment, but comments generally not part of the record or criteria on which decision should be made.) (See table 2-1 and "TH" applications).
<b>H. Action by Review Bodies</b>	nil - new	No substantive change. Documenting current practices and specifying decision options.

June 2021 - Final Draft [Chapter 14]  
Fort Lupton Development Code I

Article 1 - General Provisions

Article 2 - Procedures

Article 3 - Subdivision Standards

Article 4 - Zoning Districts & Uses

Article 5 - Residential Development Standards

Article 6 - Non-residential Development Standards

Article 7 - Access & Parking

Article 8 - Landscape & Site Design

Article 9 - Signs

Article 10 - Supplemental Standards

Article 11 - Definitions & Terms

- 
- Steering Committee Introduction - June 22
  - City Council Update - July 13

INITIAL DRAFT

Article 1 - General Provisions

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- Steering Committee Introduction – July 14
- City Council Update - Tonight

INITIAL DRAFT

Article 1 - General Provisions

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Article 11 - Definitions & Terms



- August TBD

INITIAL DRAFT



## Zoning Districts & Uses

4.01 District Intent & Applicability

4.02 Allowed Uses

4.03 Accessory Uses

4.04 Specific Use Standards

4.05 District Performance Standards

- ❑ Add new Downtown District (DT)
- ❑ Reinforce greater distinctions between C-1 & C-2
- ❑ Reposition R-O as a “mixed-use” district
- ❑ Refine some uses more by scale and intensity
- ❑ Expand / refine “district performance standards” to compliment a more general approach to uses

# Reposition Districts

	<i>Small Scale Uses</i>	<i>Neighborhood Serving</i>	<i>Walkable Patterns &amp; Design</i>	<i>Residential Mix</i>
Residential Office (RO)	✓	✓	✓	✓
Downtown (DT) <i>[new]</i>	✓		✓	option
General Commercial (C-1)	✓	✓	option	option
Heavy Commercial (C-2)			option	

**Table 4-2: Allowed Uses**

Uses	Zoning Districts													
	A	R1	R1A	R2	R3	MH	PUD	P	RO	C1	C2	DT	IT	ID
■ = Permitted, subject to general district standards S = Permitted, only by Special Use Permit discretionary review = Blank means the use is not permitted														
Medical Service – General (5K-15K)										■	■		■	
Medical Service – Large (15K+)										■	■		■	
Personal Service – Small (< 5K)									■	■	■	■	■	
Personal Service – General (5K – 10K)									■	■	■	■	■	
Office – Small (<10K)									■	■	■	■	■	
Office – General (10K-30K)									■	■	■	■	■	
Office – Large (30K+)									■	■	■	■	■	
Recreation / Entertainment – Indoor / Limited										■		■		
Recreation / Entertainment – Indoor / General										■		■		
Recreation / Entertainment – Outdoor / Limited	■									S	■			
Recreation / Entertainment – Outdoor / General	■									S	■			
Recreation / Entertainment – Shooting Range (indoor or outdoor)	S										S		S	S
Restaurant – Small (< 2K)									■	■	■	■	■	
Restaurant – General (2K – 8K)									■	■	■	■	■	
Restaurant – Large (8K+)										S	■		■	
Vehicle/Equipment Sales – Limited (<15K s.t. lot)										S	■		■	■
Vehicle/Equipment Sales – General (15K+ s.t. lot)										S	■		■	■
Vehicle/Equipment Services and Repair – Limited										S	■	S	■	■
Vehicle/Equipment Services and Repair – General										S	■		■	■
<b>Industrial Uses</b>														
Airport	S													S
Manufacturing – Artisan / Micro									■	■	■	■	■	■
Manufacturing – Limited										■	■		■	■
Manufacturing – General										■	■		■	■
Manufacturing – Heavy														S
Public Utility Facility	S							S		S			S	S
Storage and Warehousing – Indoor													■	■
Storage and Warehousing – Outdoor													■	■

Office – Small (<10K)  
Office – General (10K-30K)  
Office – Large (30K+)  
Recreation / Entertainment – Indoor / Limited

- Consolidated some uses into general use categories (could broaden uses in some cases)
- Refined uses by scale (could limit uses more in some cases)

Others uses broadened by generalizing / refined by scale:

- Assembly
- Retail
- Animal Care
- Gas Stations
- Automobile Repair
- Restaurants
- Medical Service
- Personal Service
- Outdoor Retail
- Commercial Service
- Manufacturing
- Warehousing

**Fort Lupton**

**ARTICLE 4 – ZONING DISTRICTS & USES**  
4.02 – ALLOWED USES

**Table 4-2: Allowed Uses**

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Personal Service – General (5K – 10K)										■	■	■	■	
Personal Service – Large (10K+)											■			
Office – Small (< 10K)									■	■	■	■	■	
Office – General (10K-30K)										■	■	■	■	
Office – Large (30K+)											■			
Recreation / Entertainment – Indoor / Limited										■	■	■	■	
Recreation / Entertainment – Indoor / General											■			
Recreation / Entertainment – Outdoor / Limited	■									S	■			
Recreation / Entertainment – Outdoor / General	■													
Recreation / Entertainment – Shooting Range (indoor or outdoor)	S										S		S	S
Restaurant – Small (< 2K)									■	■	■	■	■	
Restaurant – General (2K – 6K)										■	■	■	■	
Restaurant – Large (6K+)										S				
Vehicle/Equipment Sales – Limited (< 15K s.t. lot)										S				
Vehicle/Equipment Sales – General (15K+ s.t. lot)											■		■	■
Vehicle/Equipment Services and Repair – Limited										S		S	■	■
Vehicle/Equipment Services and Repair – General											■		■	■
<b>Industrial Uses</b>														
Airport	S													S
Manufacturing – Artisan / Micro									■	■	■	■	■	■
Manufacturing – Limited											■		■	■
Manufacturing – General													■	■
Manufacturing – Heavy														S
Public Utility Facility	S							S			S		S	S
Storage and Warehousing – Indoor													■	■
Storage and Warehousing – Outdoor														■

October 2020 [Chapter 16] 4-6  
Fort Lupton CO Development Code

## Residential Development Standards

5.01 Intent & Applicability

5.02 Residential Building Types

5.03 Neighborhood Design Standards

5.04 Courtyard Pattern

5.05 Manufactured & Small Format

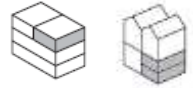
- Expand building type approach for residential district development standards
- Expand missing middle options
- Housing diversity - requirement based on scale or project and planning context.
- Simplify / refine residential design standards

# Building Type Approach

- Detached House (1 unit)
- Detached House w/ ADU (2 units)
- Duplex / Multi-unit House (2 - 4 units)
- Row House (3 - 12 units)
- Small Apartment (3 - 12 units)
- Medium Apartment (13 - 24 units)
- Large Apartment (24+ based on project / lot size)
- Garden Apartment / Complex (multi-units based on project / lot size)
- Mixed-use



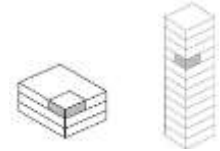
detached house



small apartment



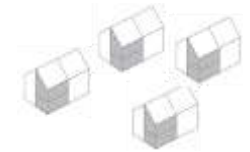
accessory unit



medium/large apartment



duplex



garden apartment (complex)



multi-unit house



row house

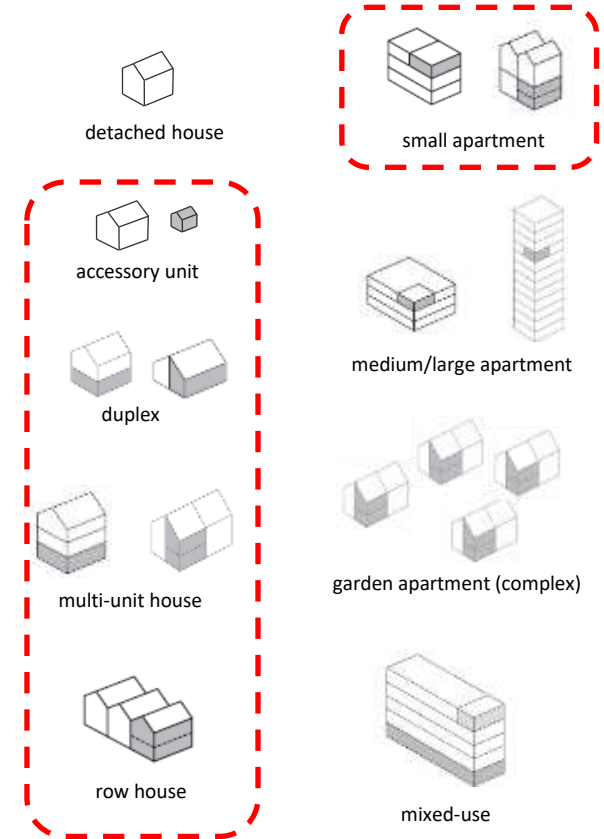


mixed-use

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## “Missing Middle” Housing



Building / Lot Type	# of Units	Lot Area	Lot Width	Zoning Districts										
				A	R-1	R-1A	R-2	R-3	M-H	R-O	C-1	C-2	DT	
Detached House – Rural Lot	1	5 ac. +	300' +	■										
Detached House – Estate Lot	1	40K +	80' +	■	■	■	■	■		■				
Detached House – Large Lot	1	8K +	65' +		■	■	■	■		■				
Detached House – Standard Lot	1	6.5K +	50' +			■	■	■		■				
Detached House – Small Lot	1	3K +	30' +				◇	■	■	■				
Detached House – Small Format	1	1.5K – 3K	24' – 30'					◇	■	◇				
Multi-unit House – Standard Lot	2 - 4	6.5K + 2.5K per unit	50'				■	■		■				
Row House – Standard Lot	3-8	1.5K – 4.5K / unit	18' – 36' / unit				■	■		■				
Apartment – Small Lot	3-12	5K – 14K	50' – 100'				□	■		■				
Apartment – Medium Lot	13-24	14K – 30K	100' – 200'					■		■				
Apartment – Large Lot / Complex	24+	30K+ 1.5K s.f. per unit	100'+					□						
Apartment – Mixed-Use Building	3 - 24	5K	50'							■	■		■	
Accessory Dwelling	1	50% of principle 400 – 1,200 s.f.		■	S	S	■	■		■				
Small Format Housing Project	7; 20 du/ac	3 ac.								■				

- Permitted
- S Special Use Permit
- Limited to locations on collector or arterial streets
- ◇ Limited to Courtyard Pattern only



Building / Lot Type	# of Units	Lot Area	Lot Width	Zoning Districts										
				A	R-1	R-1A	R-2	R-3	M-H	R-O	C-1	C-2	DT	
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Detached House – Estate Lot	1	40K +	80' +	■	■	■	■	■			■			
Detached House – Large Lot	1	8K +	65' +		■	■	■	■			■			
Detached House – Standard Lot	1	6.5K +	50' +			■	■	■			■			
Detached House – Small Lot	1	3K +	30' +				◇	■		■	■			
Detached House – Small Format	1	1.5K – 3K	24' – 30'					◇		■	◇			
Multi-unit House – Standard Lot	2 - 4	6.5K + 2.5K per unit	50'				■	■			■			
Row House – Standard Lot	3-8	1.5K – 4.5K / unit	18' – 36' / unit				■	■			■			
Apartment – Small Lot	3-12	5K – 14K	50' – 100'				□	■			■			
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Apartment – Large Lot / Complex	24+	30K+ 1.5K s.f. per unit	100'+					□						
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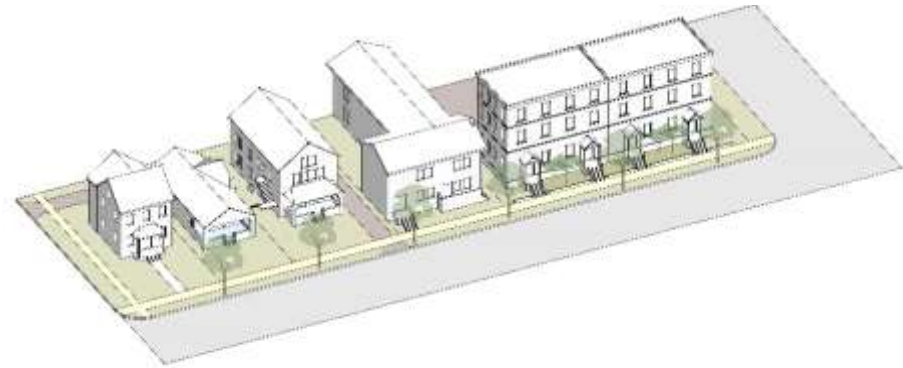


Refined  
by Scale

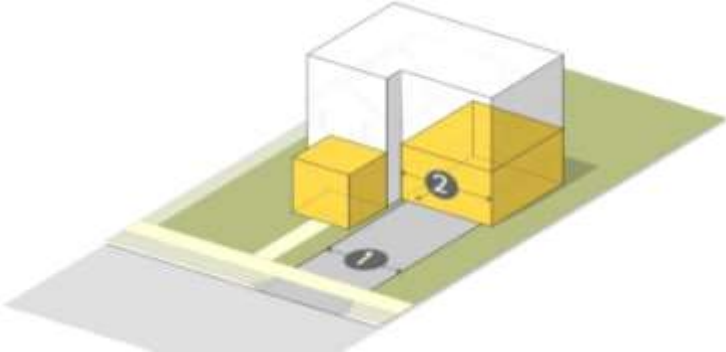
- Permitted
- S Special Use Permit
- Limited to locations on collector or arterial streets
- ◇ Limited to Courtyard Pattern only

# Flexibility & Certainty

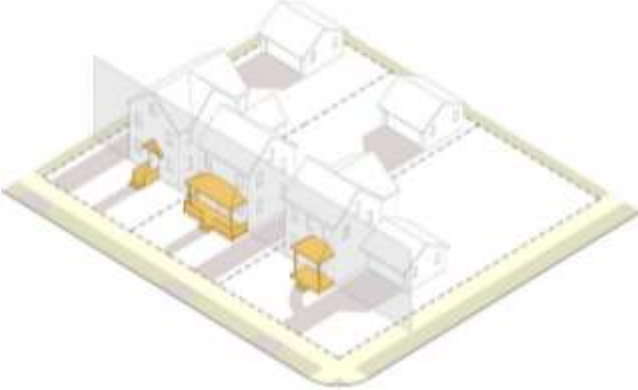
- Frontage Design
  - Building Design
  - Block & Lot Open Space
  - ... and coordination with
    - Streets, 3.01
    - Open Space, 3.02
    - Access & Parking, Art. 7
    - Landscape & Site Design, Art. 8
    - Signs, Art. 9
- Intent + Design Objectives  
*(desired outcome)*
  - Context  
*(refine applicability)*
  - Standard  
*(objective / measurable)*
  - Design Strategies & Techniques  
*(options)*
  - Alternative Compliance  
*(criteria for exceptions)*



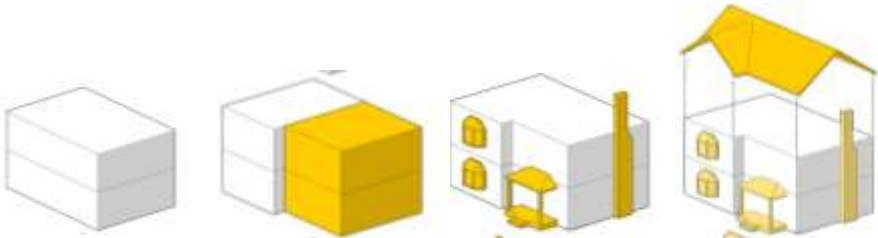
*Frontage: Distinct Types by Context*



*Understated Garages & Driveways: by Context/District; Street Type; Lot Width*



*Entry Features: Multiple Types + Variety*



*Scale & Massing: Based on Building Types (two categories - S & L)*

**DESIGN STANDARDS**

# Frontage Design

- Building Placement
- Driveway Width
- Garage Extent & Location
- Entry Feature (Type / Location)
- Landscape
- Alternative Compliance



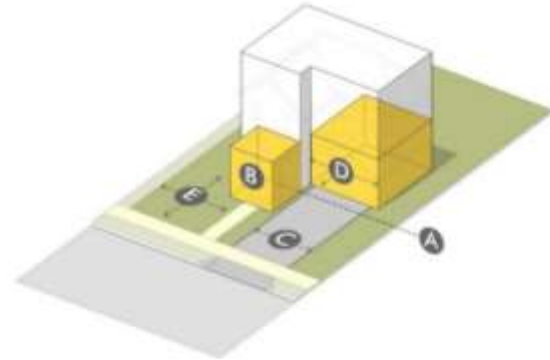
Terrace Frontage



Suburban Frontage



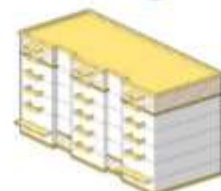
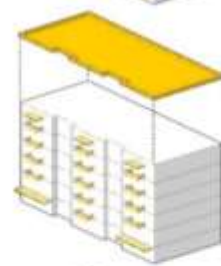
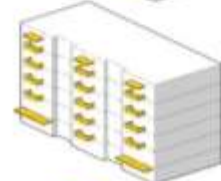
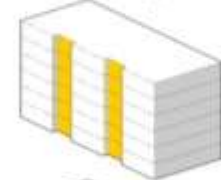
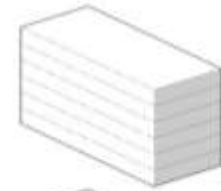
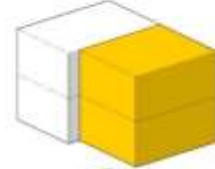
Neighborhood Frontage



DESIGN STANDARDS

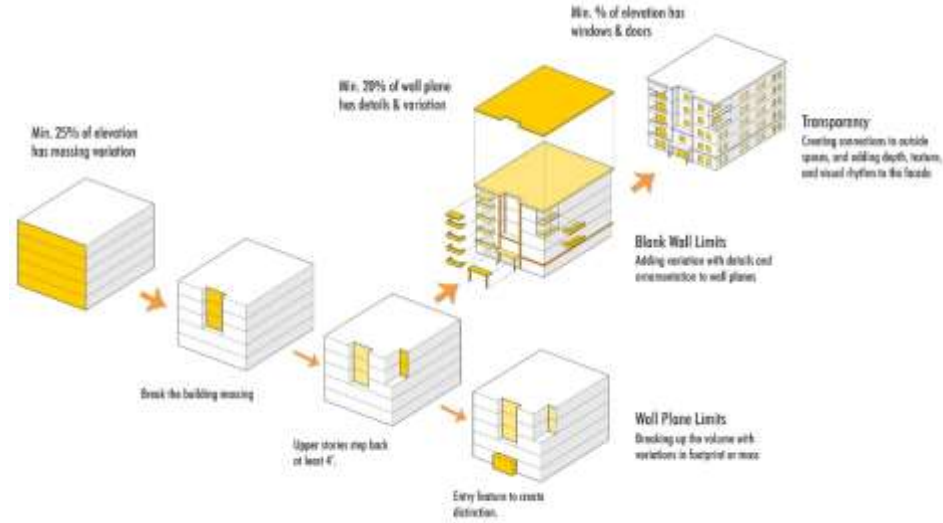
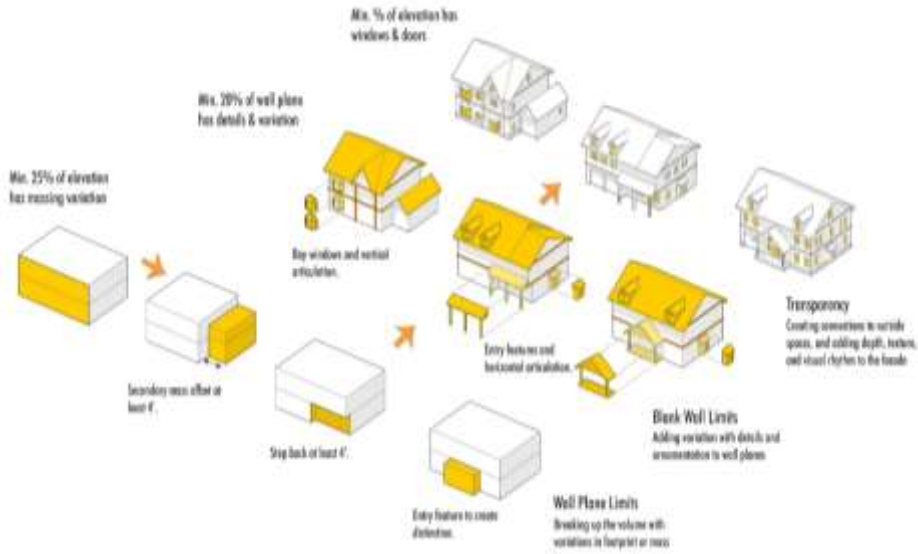
# Building Design

- Wall Plane Limits: Massing
- Blank Wall Limits: Modulation
- Windows & Doors
- Materials
- Variation
- Alternative Compliance

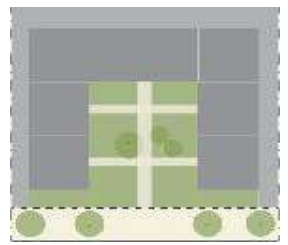


DESIGN STANDARDS

# Building Design



DESIGN STANDARDS



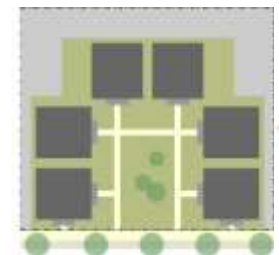
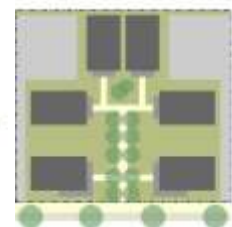
*Courtyard*



*Detached House*



# COURTYARD PATTERN



Duplex, or Detached House, up to 8 buildings



Small Apartments, up to 5 buildings or 36 units, whichever is less.

# COURTYARD PATTERN





SMALL FORMAT HOUSING

Building / Lot Type	# of Units	Lot Area	Lot Width	Zoning Districts										
				A	R-1	R-1A	R-2	R-3	M-H	R-O	C-1	C-2	DT	
Detached House – Rural Lot	1	5 ac. +	300' +	■										
Detached House – Estate Lot	1	40K +	80' +	■	■	■	■	■			■			
Detached House – Large Lot	1	8K +	65' +		■	■	■	■			■			
Detached House – Standard Lot	1	6.5K +	50' +			■	■	■			■			
Detached House – Small Lot	1	3K +	30' +				◇	■		■	■			
Detached House – Small Format	1	1.5K – 3K	24' – 30'					◇		■	◇			
Multi-unit House – Standard Lot	2 - 4	6.5K + 2.5K per unit	50'				■	■			■			
Row House – Standard Lot	3-8	1.5K – 4.5K / unit	18' – 36' / unit				■	■			■			
Apartment – Small Lot	3-12	5K – 14K	50' – 100'				□	■			■			
Apartment – Medium Lot	13-24	14K – 30K	100' – 200'					■			■			
Apartment – Large Lot / Complex	24+	30K+ 1.5K s.f. per unit	100'+					□						
Apartment – Mixed-Use Building	3 - 24	5K	50'								■	■		■
Accessory Dwelling	1	50% of principle 400 – 1,200 s.f.		■	S	S	■	■			■			
Small Format Housing Project	7; 20 du/ac	3 ac.								■				



Refined  
by Scale

- Permitted
- S Special Use Permit
- Limited to locations on collector or arterial streets
- ◇ Limited to Courtyard Pattern only

## Access & Parking

7.01 *Intent & Applicability*

7.02 *Access & Circulation*

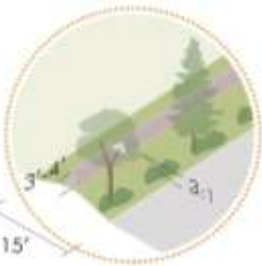
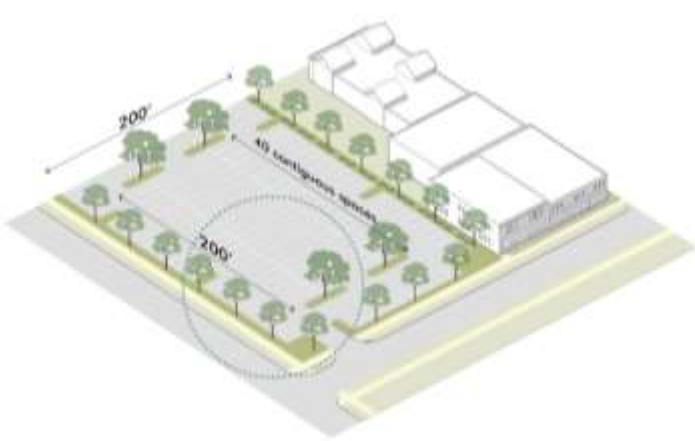
7.03 *Required Parking*

7.04 *Parking Design*

7.05 *Loading Areas*

7.06 *Alternative Compliance*

- ❑ Coordinate with streetscape / frontage standards
- ❑ Improve flexibility (optimal parking, not minimum)
- ❑ Multi-modal access (bicycles and pedestrian)
- ❑ Design standards based on scale of parking areas



- Access - coordinated with street types, frontage types Improved pedestrian access & circulation
- Flexibility for vehicle parking
  - DT exempt
  - On-street credit
  - Bicycle parking credit; required in some situations
  - Sharing
  - Exceptions / Alternative Compliance
- Maximums and design mitigation
- Design / landscape standards based on size and relation to streets.

## Landscape & Site Design

8.01 *Intent & Applicability*

8.02 *Landscape Design*

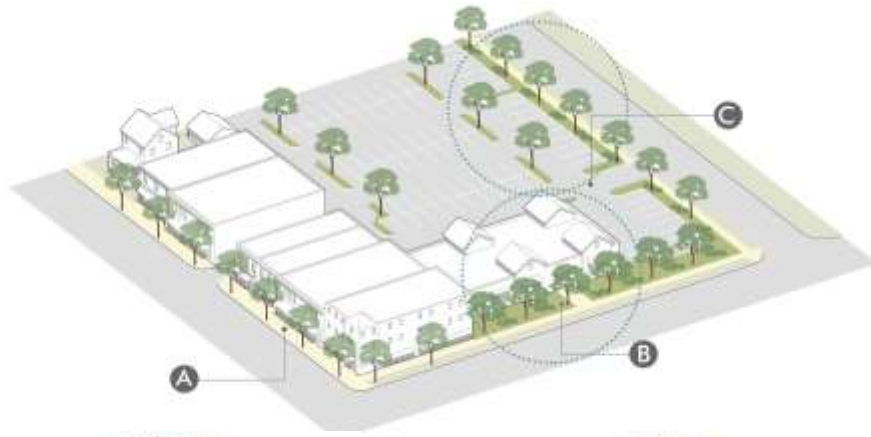
8.03 *Buffer & Screening*

8.04 *Plant Specifications*

8.05 *Fences & Walls*

8.06 *Alternative Compliance*

- ❑ Value design of space, *not* just the amount
- ❑ Coordinate with other spaces (private, common, public - streets, parks, trails)
- ❑ Landscape requirements keyed to components of the site. (gathering space, green space, screen / buffer)



*Frontages & Foundations*



*Parking & Buffers / Screens*

- Derived from current Commercial / Industrial Design Standards
- Emphasize xeric standards
- Plant requirements tied to site element
  - Frontage (streetscape) Foundation
  - Parking lots
  - Buffers
  - Open & Civic Space System
- **3 Buffer Types based on intensity**
- **Flexibility:**
  - Design specifications & performance criteria
  - Alternative Compliance

Article 1 - General Provisions

Article 2 - Procedures

Article 3 - Subdivision Standards

Article 4 - Zoning Districts & Uses

Article 5 - Residential Development Standards

Article 6 - Non-residential Development Standards

Article 7 - Access & Parking

Article 8 - Landscape & Site Design

Article 9 - Signs

Article 10 - Supplemental Standards

Article 11 - Definitions & Terms

DISCUSSION



- Staff Review & Comment (Continuing)
- AC / CC Introductions
- Revisions & Adoption Drafts
- Public Review & Adoption

March - August

June - August

August - September

September - November

NEXT STEPS