Board Name: Joint Meeting of the Neighborhood Council and the Planning and Zoning

Board of New Smyrna Beach, Florida

Meeting Date: February 6, 2017

Reason for Meeting: Workshop called by Planning Director, Amye King, for an open discussion of several topics including:

Minimum Standards for residential Planned Unit Developments.

Staff recommended the following:

- Maximum building coverage for single-family homes 40%
- Maximum impervious coverage for single-family homes 60%
- Minimum exterior parking for vehicles = 2 for single-family home or townhouse
- Minimum side and rear yard building setback for single-family houses at 7 1/2 feet
- Minimum side yard setback for roof eaves for single-family house at 5 feet
- Minimum side and rear swimming pool setback for single-family house at 7 1/2 feet
 The required 20-foot-wide subdivision landscape buffer must be located within
 common area

Objections voiced to the above requirements:

4 out of 5 real estate developers present spoke against regulations and one P& Z member was opposed. Reasons for opposition included additional building costs for the developer translating into higher home pricing.

Neighborhood Council comments reflected that these requirements were needed to avoid the typical urban sprawl with houses built almost on top of one another.

Design Standards

A general introduction was presented to this required project and included the following principles developed by staff.

Design Standards: What They Do

- Assure that buildings, structures, signs or other developments are in good design, harmonious with surrounding developments, and preserve the city's unique character
- They focus on scale, integration with the pedestrian element and are in harmony with the natural element and functional site design
- Prevent big-box design and "cookie cutter" developments

Design Standards: What They Are Not

- · Focused on one architectural style
- Intended to restrict expression
- Intended for single-family residences
- Overly restrictive or impractical