



# Welcome

Please feel free to take a slip of paper and identify current development challenges and/or your ideas for improving the City's development codes and processes



**Development Code Update**  
**Stakeholder Listening Sessions**  
**10.5.2015**



# Project Consultant Team

## » **HKGI** (Hoisington Koegler Group Inc.)

- Minneapolis-based planning, landscape architecture, and urban design firm
- Experience with Minnesota historic river towns



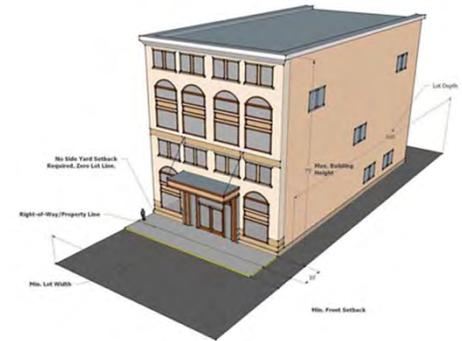
## » **MDC** (McBride Dale Clarion)

- Cincinnati-based planning, land use regulation, and development services firm
- National experience updating development codes



# Purpose of the Development Code Update

- » Make the Development Code easier to understand and use
- » Create a Unified Development Code with zoning, subdivision, and site planning all together
- » Develop mixed-use and form-based standards for downtown
- » Streamline the development application processes
- » Eliminate discrepancies between the different codes and the Comprehensive Plan
- » Guide development as envisioned in the Comprehensive Plan
- » Provide more predictability



#### (1) Purpose

The Residential Single-Family 7.2 (RS-7.2) district is created for the purpose of maintaining and protecting low-density single-family residential areas with a minimum lot size of 7,200 sq. ft.

#### (2) Example



#### (4) Dimensions

Dimension	Requirement
Min. Lot Area	7,200 sq. ft.
Min. Lot Area per Family	7,200 sq. ft.
Min. Lot Width	60 ft.
Min. Front Yard Setback from Right of Way Line	35 ft.
Min. Side Yard [1]	10 ft. or 10% of lot width, whichever is less
Min. Rear Yard [2]	25 ft.
Max. Height	35 ft.

[1] If lot is 50 ft. wide or less, reduced to 5 ft.  
 [2] Rear yard requirement for detached accessory structures is the same as side yard requirement. See Sec. 1104.01 for more dimensional requirements.

#### (3) Illustration



# What will be included in the Unified Development Code?

## » Zoning

- Controls how land is used
- Guides location and types of structures built
- Identifies parking minimums
- Provides shoreland protection and prevents construction in floodplain

## » Subdivision

- Controls how land divided into lots
- Specifies standards for streets and trails
- Regulates the installation of water, sewer, stormwater and other utilities

## » Site Planning

- Requires site plan review for all multi-family, commercial, industrial and institutional development
- Guides site design features including landscaping, drainage, lighting, parking lots, etc.

# Current Code Sections (partial listing)

## » Zoning

- Administration
- Districts
  - Residential
  - Non-Residential
  - Overlay
- Parking & Loading
- Conditional Uses
- Non-Conformities
- Performance Standards (noise, odor, etc.)
- Cluster Developments
- Flood Plain Management
- Bluffland Protection
- Campus Overlays

## » Subdivision

- Platting of streets, blocks, and lots
- Improvements required (streets, utilities, sidewalks, etc.)

# Project Process



# Community Engagement



## Issue Identification

Stakeholder Sessions



## Review & Diagnosis

Community Meeting about Preferences



## Drafting in Modules

Stakeholder Sessions & Community Meeting



## Web Engagement Throughout

# For Discussion

- 1) What concerns do you have about building/development in:
  - Downtown
  - Residential Neighborhoods
  - Campus Neighborhoods
  - Commercial Areas
  - Industrial Areas
  - Natural Areas
- 2) What works or doesn't work in the City's application and review process?
- 3) Are there code requirements that are not up to date with today's building practices?
- 4) What discrepancies are there between various code sections and/or the codes and the Comprehensive Plan?
- 5) Are there changes to the codes that would make them easier to use?

# Please Stay Involved!

- » Send additional thoughts
  - Email the City at either [mmoeller@ci.winona.mn.us](mailto:mmoeller@ci.winona.mn.us) or [cespinosa@ci.winona.mn.us](mailto:cespinosa@ci.winona.mn.us)
  - Email Jeff Miller at HKGi at [jmiller@hkgi.com](mailto:jmiller@hkgi.com)
- » Check out the project website starting next week
- » Join us in December for our Community Meeting