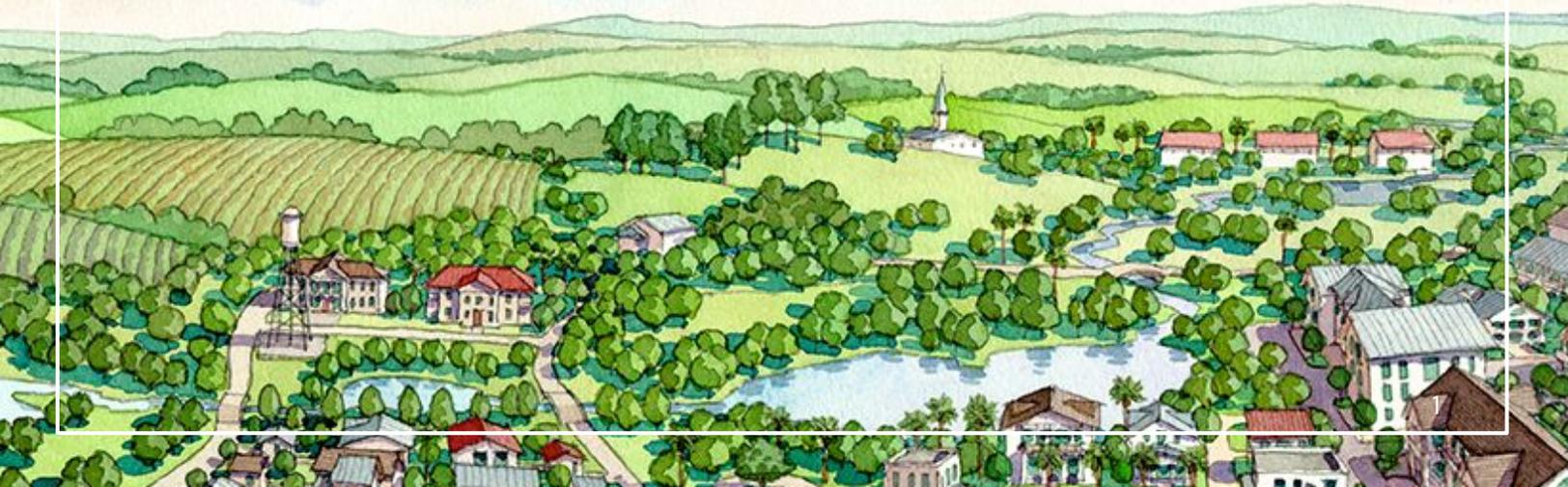




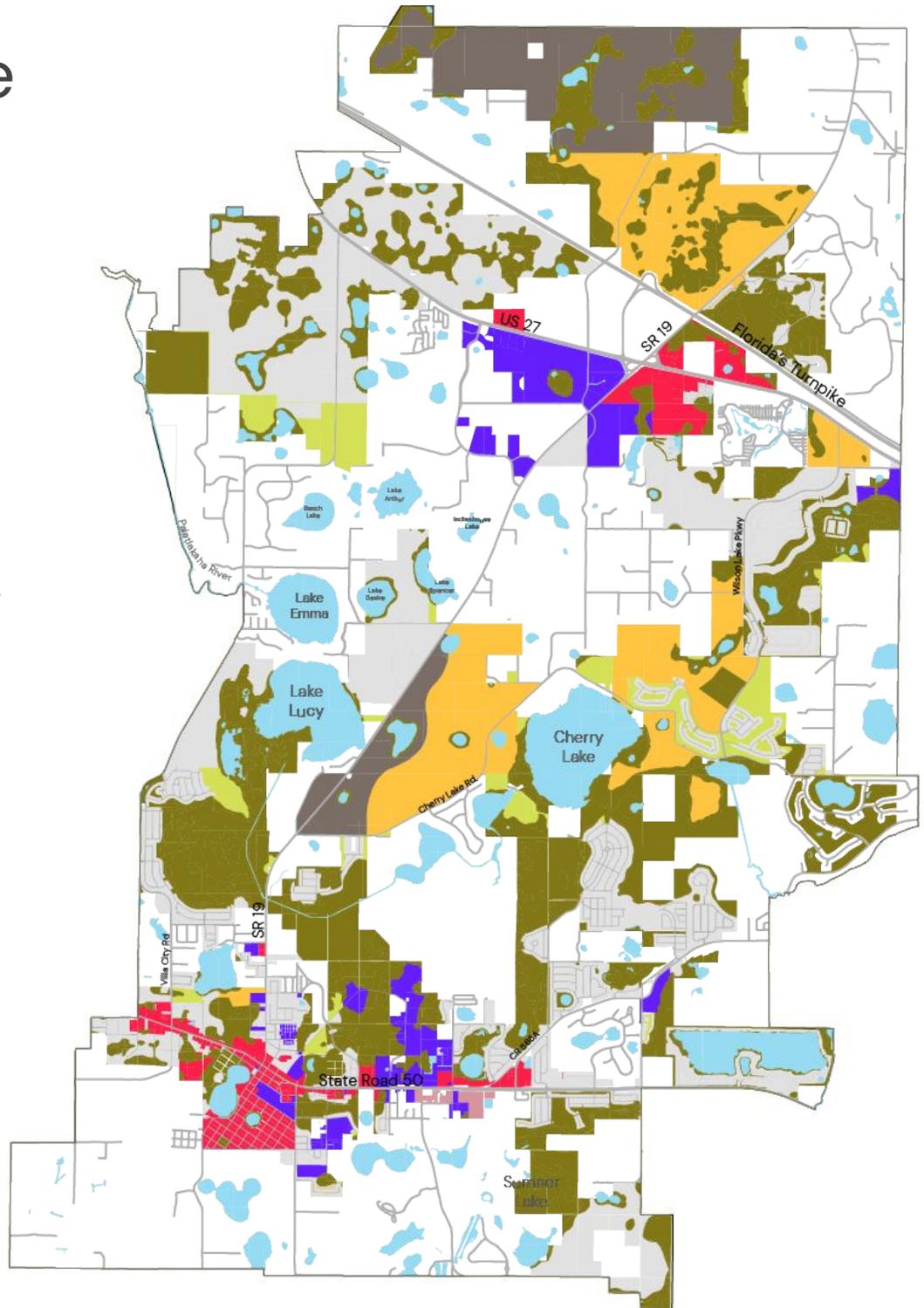
Community Development Code Workshop

08/12/2020



future land use map

- Town
- Village
- Hamlet
- Established Neighborhood
- Employment Center
- Agriculture
- Conservation
- Green Swamp Town
- Green Swamp Rural



planning principles

The Future Land Use Element is intended to advance the following principles.

Conservation

Retain a significant portion of land within the City of Groveland/Lake County Interlocal Service Boundary Area (ISBA) as conservation and agricultural lands.

Strategic Growth

Identify areas for growth including planned development and targeted infill and redevelopment within close proximity to existing infrastructure.

Complete Communities

Foster the development of complete communities that allow residents to meet their daily needs within walking distance.

Process Simplification

Make development decisions predictable, fair and cost effective.

Architectural Diversity

Ensure that a variety of housing types and sizes can be developed to meet the needs of the entire community.

Connectivity

Connect all communities by providing a variety of safe and comfortable transportation options for residents and visitors including pedestrian and bicycle trails, transit, and vehicular roads.

Economic Vitality

Attract and retain industry and employment while minimizing barriers to entry.

Natural Charm

Celebrate a sense of natural charm by integrating nature into communities.

Natural Charm Along the Transect



	T1	T2	T3	T4	T5	T6
COMMUNITY						
Town				Edge	Center	Core
Village			Edge	Center	Core	
Hamlet		Edge	Center	Core		
HOUSING						
Farm House		✓				
Cottage and ADU			✓	✓		
Duplex - Fourplex			✓	✓		
Townhome				✓		
Live/Work				✓	✓	✓
Garden Apartments				✓	✓	
Mid-rise Apartments						✓
OPEN SPACE						
Conservation	✓					
Agriculture		✓				
Greens/ Mid- Block Passages			✓	✓	✓	✓
Pocket Park			✓	✓		
Squares and Plazas				✓	✓	✓
Greenway Trail	✓	✓	✓	✓	✓	✓
THOROUGHFARES						
Boulevard					✓	✓
Avenue/ Street			✓	✓	✓	✓
Road		✓	✓	✓	✓	✓
Alley/ Lane			✓	✓	✓	✓
LIGHT IMPRINT						
Clay/ Gravel Paving	✓	✓	✓			
Brick Paving				✓	✓	✓
Natural Creek	✓	✓				
Bio-swale/ Rain Garden			✓	✓		
Curb and Gutter				✓	✓	✓
FLORIDA VERNACULAR						
Front Porch		✓	✓	✓		
Arcades, colonnades, stoops				✓	✓	✓
Florida Friendly Landscaping	✓	✓	✓	✓		
Dark Sky Lighting	✓	✓	✓	✓	✓	✓
AGRARIAN						
Forageable Wilderness	✓					
Farm		✓				
Yard Garden			✓			
Rooftop Garden				✓	✓	✓

contents

Article 1	Administrative	7
1.1	General	8
1.2	Public Notice Requirement	9
1.3	Variances	11
1.4	Nonconforming Uses & Structures	12
Article 2	Process	12
2.1	Subdivision and Plats	13
2.2	Preliminary Plat Checklist	19
2.3	Construction Plan Checklist	20
2.4	Final Plat Checklist	22
Article 3	Community Types	23
3.1	General Requirements	24
3.2	New Community Plan Checklist	25
3.3	Town Community Type	26
3.4	Village Community Type	29
3.5	Hamlet Community Type	32
Article 4	Community Infrastructure	35
4.1	Blocks	36
4.2	Thoroughfares	37
4.3	Thoroughfare Type Requirements	40
4.4	Open Space	42
4.5	Open Space Type Requirements	43
Article 5	Zoning	45
5.1	General	46
5.2	Community Type Standards per Zone	48
5.3	Uses	51
5.4	Special Districts	55
5.5	Established Neighborhoods	57
Article 6	Florida Vernacular Requirements	59
6.1	Sitework & Landscaping	60
6.2	Architectural — Walls	61
6.3	Architectural — Doors & Windows	61
6.4	Architectural — Porches & Balconies	62
6.5	Architectural — Roofs	63
6.6	Architectural — Patterns	64
6.6	Lighting	70
6.7	Signage	70
Article 7	Glossary	72

ARTICLE 3

Community Types



Town

Article 3 Community Types

Section 3.3: Town

A. Description and Intent

The most dense community type, made up of several neighborhoods connected by a street grid proximate to regional thoroughfares.

Towns include three zoning districts: a Town Core with retail, office, and attached housing, Town Center with smaller lot housing, and Town Edge with larger lot housing. Most homes are sited within a half mile from the Core. Public elementary, middle, and high schools are also permitted within the Town’s Center and Edge zone.

B. Requirements

Refer to Table T1 for requirements for the Town Community Type. Refer to 3.1 General Community Type Requirements for further definition of these requirements.

Table T1 Town Requirements

Town Community Type	
Minimum Size	80 Acres
Pedestrian Shed	¼ Mile
Minimum Open Space	15%
Transportation Adjacency	2 Arterials, Limited Access Adjacency Preferred
Minimum Connectivity	1 External Connection Every ¼ Mile of Perimeter
Maximum Block Perimeter	1,800 LF
Minimum Community Perimeter Buffer	N/A

Figure T2 Town Community Type Inspiration

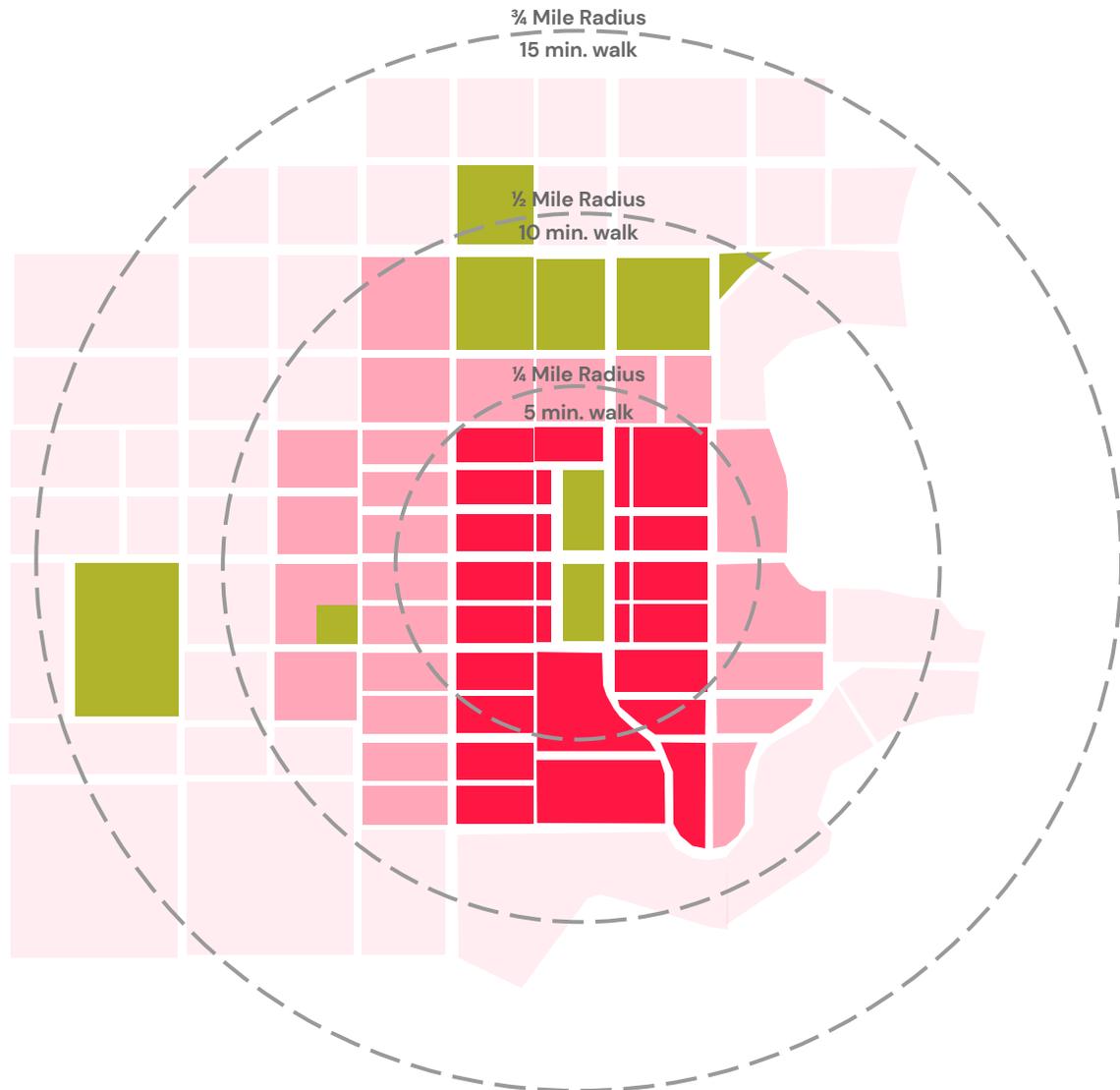


Article 3 Community Types

Section 3.3: Town

Figure T3. Sample Illustration of the Town Community Type

The following map illustrates the required blocks and streets, and the distribution of the zoning districts.



Key:

- Core Zone
- Center Zone
- Edge Zone
- Open Space
- Streets
- Walk Shed

Article 3 Community Types

Section 3.4: Village

A. Description and Intent

A medium sized community made up of several neighborhoods connected by a street grid and surrounded by Conservation and/or Agriculture.

Villages include three zoning districts: a Village Core with retail, office, and attached housing, Village Center with smaller lot housing, and Village Edge with larger lot housing. Most homes are sited within a quarter mile from the Core. Public elementary and middle schools are permitted in all zoning districts in this future land use category.

B. Requirements

Refer to Table V1 for requirements for the Village Community Type. Refer to 3.1 General Community Type Requirements for further definition of these requirements.

Table V1 Village Requirements

Village Community Type	
Minimum Size	40 Acres
Pedestrian Shed	¼ Mile
Minimum Open Space	30%
Transportation Adjacency	1 Arterial
Minimum Connectivity	1 External Connection Every ¼ Mile of Perimeter
Maximum Block Perimeter	2,000 LF
Minimum Community Perimeter Buffer	25' Ft.

Figure V2 Village Community Type Inspiration

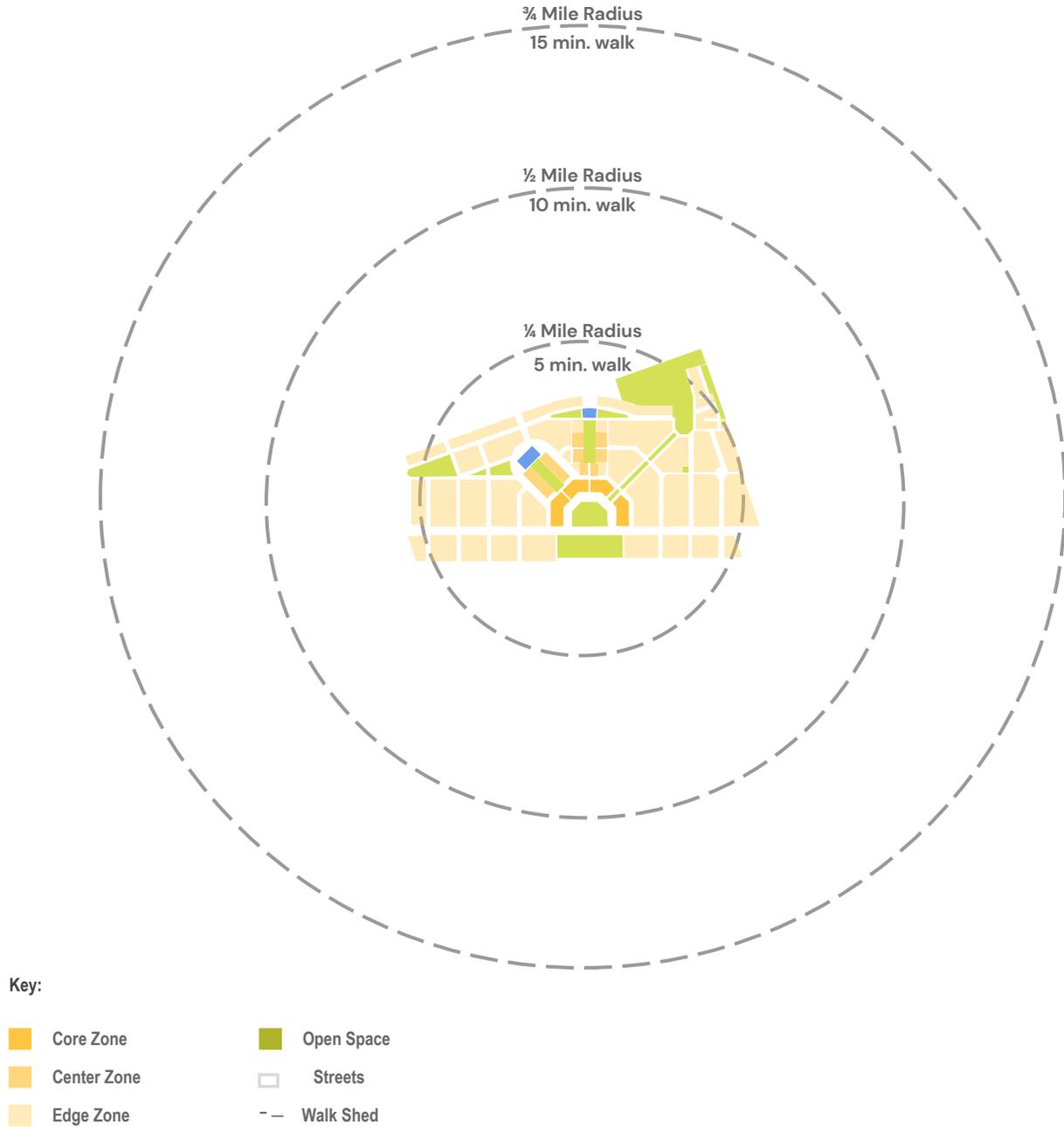


Article 3 Community Types

Section 3.4: Village

Figure V3. Sample Illustration of the Village Community Type

The following map illustrates the required blocks and streets, and the distribution of the zoning districts.



Hamlet

Article 3 Community Types

Section 3.5: Hamlet

A. Description and Intent

The Hamlet Community Type is a defined settlement within an agricultural or natural setting featuring homes clustered along one or more curvilinear roads.

Hamlets include three zoning districts: a small Hamlet Core with retail, office, and attached housing, Hamlet Center with smaller lot housing, and Hamlet Edge with larger lot housing. Most homes are sited within an eighth mile from the Core. Public elementary schools are permitted in all zoning districts in this future land use category.

The Hamlet is intended for use in agricultural and/or natural settings featuring homes clustered along one or more curvilinear roads, a small mixed use core with neighborhood shops, townhomes, live/works, all surrounded by open space.

B. Requirements

Refer to Table H1 for requirements for the Hamlet Community Type. Refer to 3.1 General Community Type Requirements for further definition of these requirements.

Table H1 Hamlet Requirements

Hamlet Community Type	
Size	40 Acres
Pedestrian Shed	1/4 Mile
Minimum Open Space	50%
Transportation Adjacency	Within 1 Mile of Arterial
Minimum Connectivity	2 External Connections per Perimeter
Maximum Block Perimeter	N/A
Minimum Community Perimeter Buffer	50' Ft.

Figure H2 Hamlet Community Type Inspiration



Article 3 Community Types

Section 3.5: Hamlet

Figure H3. Sample Illustration of the Hamlet Community Type

The following map illustrates the required blocks and streets, and the distribution of the zoning districts.



Article 3 Community Types

Section 3.2: New Community Plan Checklist

This checklist enumerates the many qualities that distinguish Traditional Neighborhood Development (TND) from conventional suburban sprawl. While there may be exceptions, TNDs embody the majority of the principles that follow. All of these principles have a significant impact on the quality of a development. This list was compiled for the development of greenfield sites. The principles do not apply to smaller projects or to infill projects. Those marked with an asterisk (*) are essential and non-negotiable.

✓ Regional Context

- Is the new community aligned with the Future Land Use Map?*
- Is the new community connected to adjacent developments and thoroughfares?
- Do highways approaching the new community either pass to its side, or take on low-speed geometries when passing through it?*

✓ Site Context

- Are all wetlands, lakes, streams, and other water amenities retained?*
- Are significant natural amenities mostly fronted by thoroughfares rather than hidden behind back yards?*
- Is the site developed in such a way as to preserve as many trees as possible, with emphasis on saving specimen trees?*
- Does the plan work with the topography to minimize the amount of grading necessary?*
- Does the plan develop civic spaces such as greens, squares, and parks, located at significant tree preservation areas and other natural amenities?*
- Are significant high points reserved for civic open spaces and/or civic buildings?

✓ Plan Structure

- Is the plan broken into neighborhoods?
- Is each neighborhood roughly a ten minute walk from edge to edge? (one half mile)*
- Is the greatest density of housing toward the Core?*
- Is the Core the location of retail space (a corner store is required) and, ideally, employment, located in mixed use buildings?* (Cores can be peripherally located in response to site conditions.)
- Is a public space such as a square, plaza, or green at the Core of the neighborhood?*
- Is a dry, dignified place to wait for transit, including school buses, located at the Core?*
- Are buildings zoned, not by use, but by compatibility of building type?*
- Do zoning changes occur at mid-block rather than mid-street so that streets are coherent on both sides?

- Are small playgrounds distributed evenly through the neighborhood, roughly within one-eighth of a mile of every dwelling?*
- Is an elementary school located within two miles of the new community, sized accordingly and accessible via a neighborhood streets, bike paths and sidewalks?
- Does each neighborhood reserve at least one prominent site for a meeting space?
- Are large areas of open space between neighborhoods connected into continuous corridors that also serve as amenitized stormwater features?
- Are mailboxes clustered and in an open space?

✓ Thoroughfare Network

- Are cul-de-sacs avoided except where absolutely necessary due to natural conditions?*
- Are streets organized in a network, where the perimeter block size is appropriate to the Community Type?*
- Does the network vary in the character of the streetscape to support the urban-to-rural transect structure of the community?*
- Are most street vistas terminated either by a building carefully sited, or deflected by an angle in the street?

✓ Streetscape

- Do the thoroughfares conform to the Transect Zones?
- Does every street have a sidewalk on at least one side, 5 ft in width, and at least 10 ft wide on the Main Street?* (Roads do not need sidewalks.)
- Does every thoroughfare have a tree planter, 4 to 10 ft in width, of indigenous shade trees planted on average at approximately 40 ft on center?*
- Are curb radii at intersections a maximum of 15 ft, with a typical measurement of 10 ft at Main Streets?*
- Are buildings placed relatively close to the street, such that they are generally set back the equivalent of one-quarter the width of the lot?
- Do the building setbacks permit the encroachment of semi-public attachments, such as galleries, porches, bay windows, stoops, awnings, arcades, and balconies?

✓ Housing and Buildings

- Is there a wide range of housing types located within close proximity to one another?
- Are most lots smaller than 70 ft wide served by a rear alley to access garages?*
- Is there at least a minimum of 5% representation from each of the following categories:
 - 1. live-work buildings
 - 2. multi-family buildings
 - 3. townhomes / bungalows (20 ft- 32 ft wide)
 - 4. sideyard houses
 - 5. cottages on small lots (30 ft- 40 ft wide)
 - 6. houses on standard lots (40 ft-70 ft wide)
 - 7. houses on large lots (70 ft and above)
- Are garages are either alley loaded or when front loaded located at the rear of the lot, behind the primary structure?*
- Are parking lots located behind street walls or buildings, such that only their access is visible from streets?*
- Do townhouses have privacy fences on shared side property lines?*
- Do all commercial buildings front directly on the sidewalk, with parking lots to the side or the rear?*
- Is each house permitted to have a small accessory dwelling unit in the rear?
- Do commercial buildings have a second story (or more) for other uses like office or residential?
- Is all subsidized housing:
 - 1. distributed in ratios of no more than one unit in five?
 - 2. similar in architecture to the other units?
- Do all buildings meet the height requirements?*

✓ Architecture

- Is a regional architecture provided as a source of ecological responsibility, such as Florida Vernacular?*
- Are all windows and other openings either square or vertically proportioned?
- Are pitches within a harmonious range for the principal roofs?
- Are colors and materials limited to a harmonious range?

ARTICLE 4

Community Infrastructure



Article 4 Community Infrastructure

Section 4.1: Blocks

This section outlines the Block and Lot requirements for all developments within the City of Groveland.

A. Interconnected Street Pattern

The network of streets within the community shall form an interconnected pattern with multiple intersections and resulting block sizes as designated in the requirements for each Community Type.

1. The arrangement of streets shall provide for the continuation of existing streets from adjoining areas into new developments.
2. Dead end streets are prohibited. Cul-de-sacs with Pocket Parks are permitted in exceptional circumstances required by natural features.
3. Streets shall follow natural features rather than interrupting or dead-ending at the feature.
4. The arrangement of lots and blocks shall make the most advantageous use of topography and preserve mature trees and other natural features wherever possible.
5. Streets shall terminate at either an open space or a building facade.
6. Streets shall be designed as described in the Thoroughfare Types section.

B. Block Configuration

Refer to **Figure B1** for an illustration of Typical Block Elements.

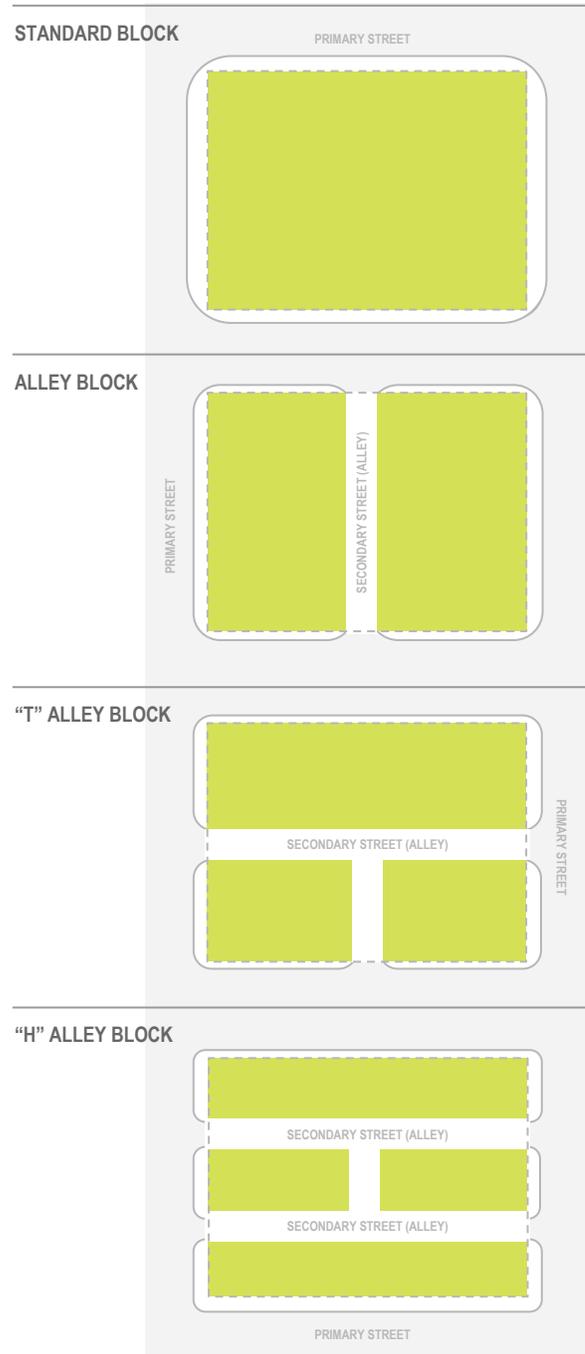
1. The shape of a block shall be generally rectangular, but may vary due to natural features or site constraints.
2. Blocks shall typically be two lots deep with the exception of blocks containing open space. Blocks may also include an alley.
3. Blocks shall typically be fronted with lots on at least two faces, preferably on the longest street faces.
4. For increased energy efficiency, block orientation shall be along an east-west longitudinal axis to the maximum extent feasible. For long, central corridor buildings, this block orientation will encourage development of buildings oriented along an east-west axis, with smaller east and west facing facades, resulting in taking advantage of passive solar design.

C. Maximum Block Size

Maximum block sizes shall meet the requirements for each Community Type. A network of streets, as described in the Thoroughfare Types section, are required to meet the maximum block size requirements. Deviations may be permitted where connections cannot be made because of physical obstacles, such as wetlands and water bodies, railroad and existing highway rights of-way.

Figure B1

 BLOCK PERIMETER (MAX. 1,800 LF)



Article 4 Community Infrastructure

2. Where abutting property is not subdivided, street stubs shall be provided at intervals no greater than the maximum block length specified for the community type.
3. Existing street stubs adjacent to a proposed development shall be connected to the new development.

H. Intersections

1. **Curb Radii.** The following curb radii shall be utilized unless otherwise authorized by the Public Works Director or his or her designee.
 - a. Intersections should be designed for the actual turning radius of the typical design vehicle as opposed to the maximum design vehicle. Small curb radii at intersections shorten pedestrian crossing distances and reduce vehicle turning speeds, thereby balancing the ease of travel of the vehicles and pedestrians.
 - b. New Streets. For curb radii, refer to Movement Type, as detailed on each Thoroughfare Type.
2. **Crosswalks.** Crosswalks shall be required at all stop-controlled intersections with an ADT of 3,000 or greater. Any proposed crosswalks at uncontrolled locations require a study submitted to Public Works.
 - a. **Dimensions.** Crosswalks shall be a minimum 10 feet in width, measured from stripe to stripe.
 - b. **Markings.** Crosswalks shall be appropriately indicated on the finished street surface with thermoplastic markings, or textured/colored pavement such as brick.
 - c. **Crossing Distances.** To encourage pedestrian activity, typical crosswalks shall not extend over 38 feet without a landscape median and/or other pedestrian refuge island to mitigate the effects of vehicular traffic on crossing and to increase pedestrian safety and comfort. Bulb-outs may be used to reduce pedestrian crossing distances.
 - d. **Accessible ramps** and warning panels, in accordance with the Americans with Disabilities Act, are required where all sidewalks or shared use paths terminate at a crosswalk or curb.
 - e. **Ramp Orientation.** Ramps shall be oriented perpendicular to traffic, requiring two ramps per corner at intersecting streets.
3. **Bulb-outs.** To shorten pedestrian crossing distances, bulb-outs shall be utilized at intersections when on-street parking is provided and may include rain gardens.
 - a. The depth of the bulb-out shall match the utilized on-street parking, either the width of the parallel space or the depth of the diagonal space.
 - b. The radius of the bulb-out shall match the requirements for the intersection.

4. Roundabouts. A roundabout alternative shall be evaluated when (a) a new signalization is proposed; (b) major reconstruction of an existing signalized intersection is proposed; (c) a change in an unsignalized intersection is required; (d) an existing intersection experiences a high frequency of severe crashes; (e) a road widening is proposed that could be avoided with one or more roundabouts.

5. Traffic Calming. Raised crosswalks, raised intersections and chicanes shall be incorporated to lower vehicle speed.

Figure S1 Thoroughfare Types Inspiration



Article 4 Community Infrastructure

Section 4.4: Thoroughfare Type Requirements (1 of 2)

Table S2 Thoroughfare Type Requirements

The following table illustrates the Thoroughfare Types and design requirements for all developments within the City of Groveland.

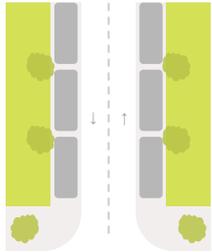
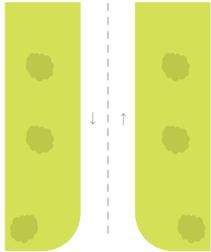
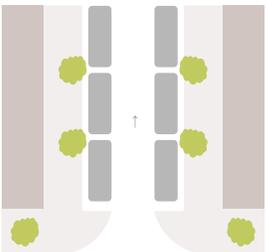
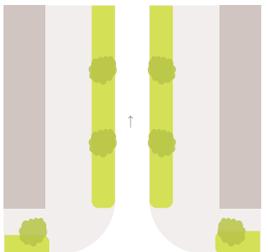
<p>BOULEVARD</p> <p>A long-distance, vehicular corridor that traverses an urbanized area. It is usually lined by parallel parking, wide sidewalks, and medians planted with trees.</p> <p>ROW Width: 88'-104' Curb Radius: 10' - 20'</p> <p>Lanes: 4 (10'-12' wide) Median: Required (12')</p> <p>Sidewalk: Required, 10' wide.</p> <p>Lighting: required</p> <p>Street Trees: Required every 40' with 6' planter.</p> <p>Pavement Types: Pavers, Asphalt</p> <p>Design Speed: 35 - 45 MPH</p>	
<p>AVENUE</p> <p>A short-distance connector that traverses an urban area. Unlike a boulevard, its axis is terminated by a civic building, greenspace or monument.</p> <p>ROW Width: 56'-72' Curb Radius: 10' - 20'</p> <p>Lanes: 2 (10'-12' wide) Median: Required (12')</p> <p>Sidewalk: Required, 5' wide.</p> <p>Lighting: Required</p> <p>Street Trees: Required every 40' with 6' planter.</p> <p>Pavement Types: Pavers, Asphalt</p> <p>Design Speed: 25 -35 MPH</p>	
<p>STREET</p> <p>A small-scale connector. A street is urban in character, with raised curbs, closed drainage, wide sidewalks, parallel parking, trees in individual planting areas, and buildings aligned on short setbacks.</p> <p>ROW Width: 66'-82' Curb Radius: 5' - 15'</p> <p>Lanes: 2 (10'-12' wide) Median: Optional</p> <p>Sidewalk: Required, 10' wide.</p> <p>Lighting: Required</p> <p>Street Trees: Required every 40' with 6' planter.</p> <p>Pavement Types: Pavers, Asphalt</p> <p>Design Speed: 15 -25 MPH</p>	

Article 4 Community Infrastructure

Section 4.4: Thoroughfare Type Requirements (2 of 2)

Table S2 Thoroughfare Type Requirements

Continued from previous page.

<p>ROAD</p> <p>Roads provide frontage for low-density buildings such as houses, with open curbs, optional parking, continuous planting, narrow sidewalks, and buildings well set back. A rural road has no curbs and is lined with pathways, irregular tree planting and uncoordinated building setbacks.</p> <p>ROW Width: 40'-60' Curb Radius: 5' - 15'</p> <p>Lanes: 2 (11'-12') Median: Optional</p> <p>Sidewalk: Required, 5' Lighting: Required</p> <p>Street Trees: Required every 40' with 6' planter.</p> <p>Pavement Types: Brick/Pavers, Gravel, Asphalt</p> <p>Design Speed: 15 -25 MPH</p>	<div style="text-align: center;">WITH PARKING</div>  <div style="text-align: center;">WITHOUT PARKING</div> 
<p>LANE</p> <p>Lanes are a narrow one-way thoroughfare. While lanes may not be necessary with front loading garages, they are still useful for accommodating utility runs, enhancing the privacy of rear yards and serving as frontage roads along major corridors.</p> <p>ROW Width: 32'-50' Curb Radius: 5' - 15'</p> <p>Lanes: 1 (10'-15') Median: None</p> <p>Sidewalk: Required, 5' Lighting: Required</p> <p>Street Trees: Required every 40' with 6' planter.</p> <p>Pavement Types: Pavers, Gravel, Asphalt</p> <p>Design Speed: 15 -20 MPH</p>	<div style="text-align: center;">WITH PARKING</div>  <div style="text-align: center;">WITHOUT PARKING</div> 
<p>ALLEY</p> <p>A narrow access route servicing the rear of buildings on a street. Alleys have no sidewalks, landscaping, or building setbacks. Alleys are used by garbage trucks and must accommodate dumpsters. Alleys are usually paved to their edges, with center drainage via an inverted crown.</p> <p>ROW Width: 20' Curb Radius: 5' - 15'</p> <p>Lanes: 1 (10'- 15') Median: None</p> <p>Sidewalk: Not required. Lighting: Not required.</p> <p>Street Trees: Not required.</p> <p>Pavement Types: Pavers, Gravel, Asphalt</p> <p>Design Speed: 10-15 MPH</p>	<div style="text-align: center;">WITHOUT PARKING</div> 

Article 4 Community Infrastructure

Section 4.5: Open Space Type Requirements

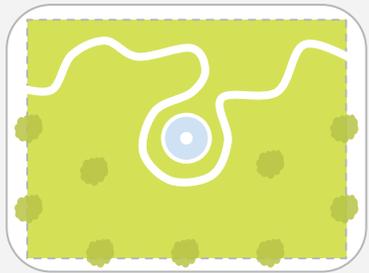
Table O1 Open Space Type Requirements

The following graphics illustrate the open space types and design requirements for all new communities within the City of Groveland.

 OPEN SPACE PERIMETER

GREEN

PRIMARY STREET



PRIMARY STREET

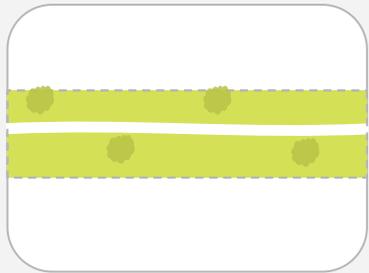
Width: 200' min.
Coverage: 35% max.
Size: 1-10 Acres
Street Frontage: 50% min.
Open Water: 50% max.
Fixtures:

- 1 canopy tree per 1500 sf
- 1 bench per 2,500 sf
- Decorative Lighting
- Walking Paths

The "GREEN" is partially bordered by building frontages with a landscape consisting of grassy lawns, trees, and walking paths for relaxation and recreational purposes.

GREENWAY TRAIL

PRIMARY STREET



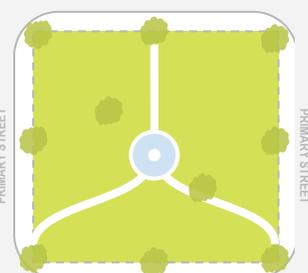
Width: 30' min. with 10' pavement width
Coverage: 60% max.
Size: 1-10 Acres
Street Frontage: Two access points required.
Open Water: 30% max.
Fixtures:

- 1 canopy tree per 1500 sf
- 1 bench per 2,500 sf
- Decorative Lighting
- Walking Paths

The "GREENWAY TRAIL" is a linear open space that often follows a natural feature, such as a river, stream, or ravine, and connects to other open space types.

SQUARE

PRIMARY STREET



PRIMARY STREET

PRIMARY STREET

PRIMARY STREET

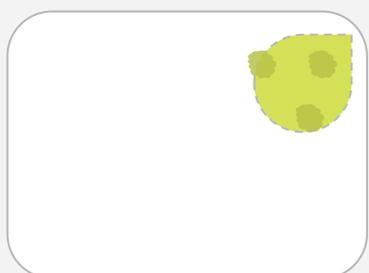
Width: 80' min.
Coverage: 60% max.
Size: .25-3 Acres
Street Frontage: 100% min.
Open Water: 30% max.
Fixtures:

- 1 canopy tree per 1500 sf
- 1 bench per 2,500 sf
- Decorative Lighting
- Walking Paths

The "SQUARE" is spatially defined by building frontages and consists of walking paths, lawns, and trees for civic, social, and commercial purposes.

POCKET PARK

PRIMARY STREET



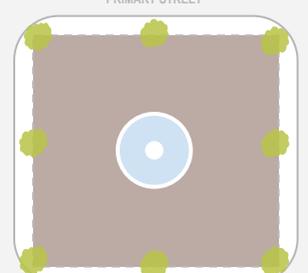
Width: 40' min.
Coverage: 90% max.
Size: .1 Acres
Street Frontage: 25% min.
Open Water: 30% max.
Fixtures:

- 1 canopy tree per 1500 sf
- 1 bench per 2,500 sf
- Decorative Lighting

The "POCKET PARK" or mew provides small scale open space for recreation and gathering for neighborhood residents within walking distance.

PLAZA

PRIMARY STREET



PRIMARY STREET

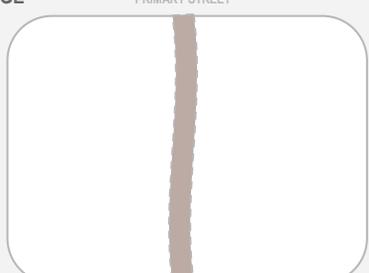
Width: 80' min.
Coverage: 90% max.
Size: .25-1 Acres
Street Frontage: 30% min.
Open Water: 50% max.
Fixtures:

- 1 canopy tree per 3,000 sf
- 1 bench per 2,500 sf
- Decorative Lighting

The "PLAZA" is spatially defined by building frontages and consists of mostly paved surfaces and trees for civic, social, and commercial purposes.

MID-BLOCK PASSAGE

PRIMARY STREET



Width: 4' min.
Coverage: 90% max.
Size: .N/A
Street Frontage: Two access points required.
Open Water: 0% max.
Fixtures:

- Decorative Lighting
- Walking Paths

The "MID-BLOCK PASSAGE" provides mid-block pedestrian access and activates courtyards, cafes and seating areas not fronting a Thoroughfare Type.

Article 4 Community Infrastructure

Section 4.4: Open Space

Figure O2 Open Space Types Inspiration

The following photos illustrate the the City of Groveland's Open Space Types.



- 1. Plaza
- 2. Mid-block Passage
- 3. Green
- 4. Square
- 5. Pocket Park
- 6. Community Garden

ARTICLE 5

Zoning

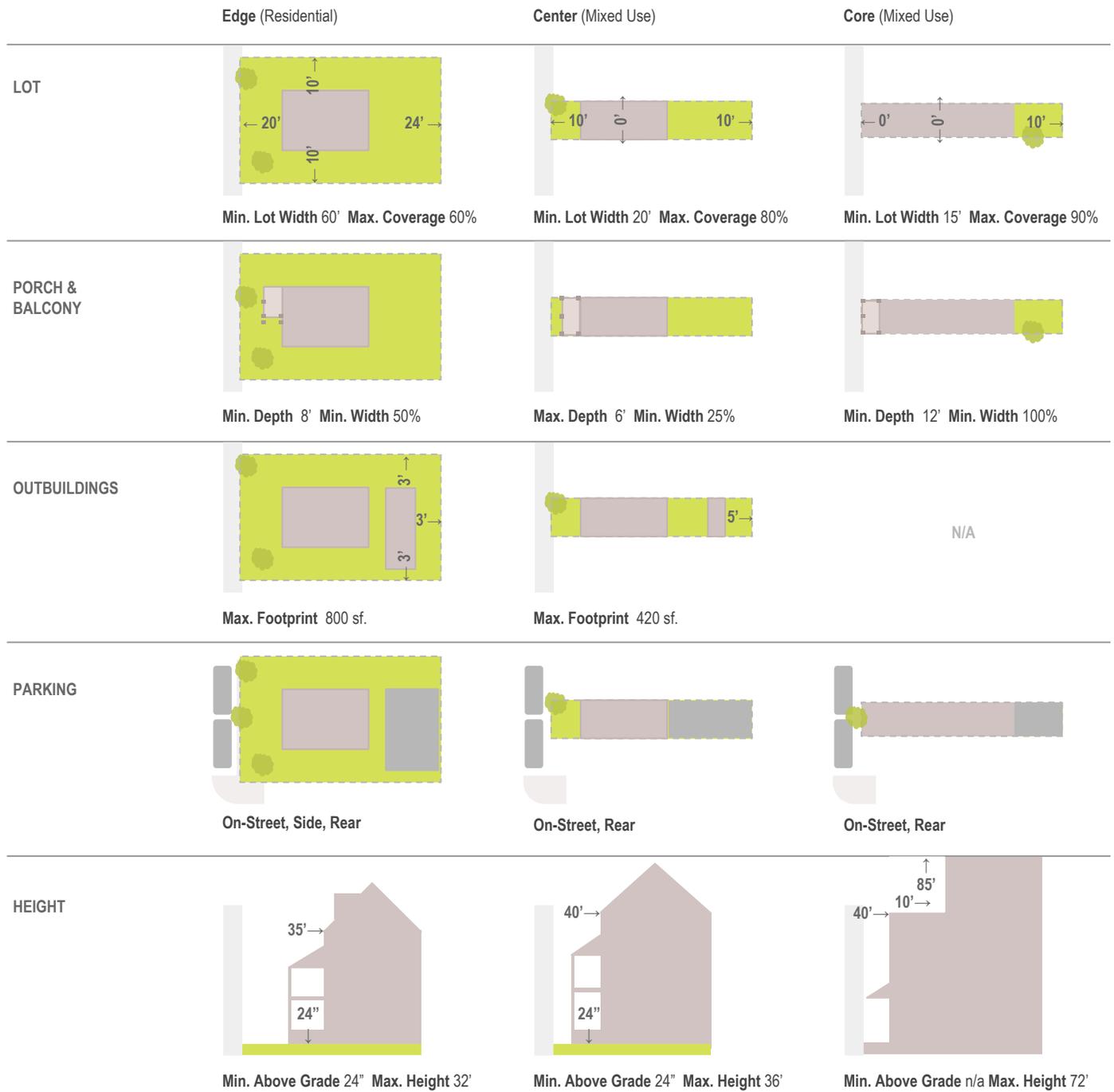


Article 5 Zoning

Section 5.2: Community Type Standards per Zone

Figure T4 Town Site and Building Requirements

These graphics illustrate the required building design standards per the Edge, Center, Core zones within the Town Community Type.

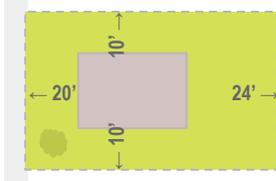
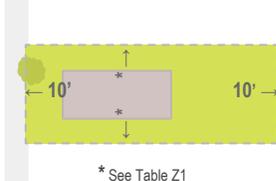
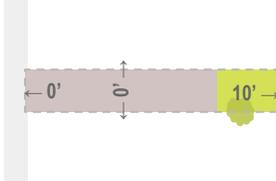
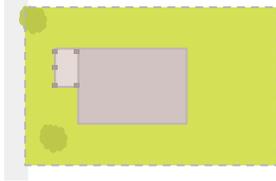
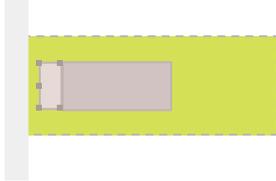
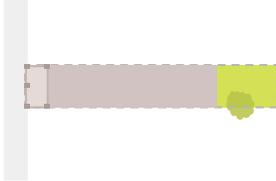
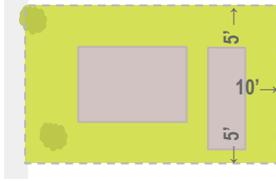
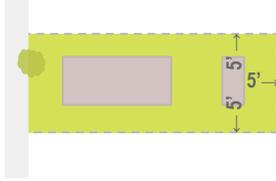
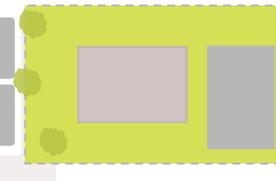
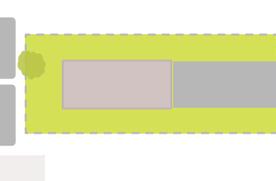
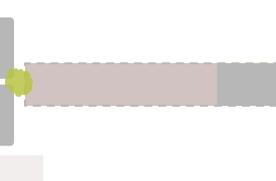
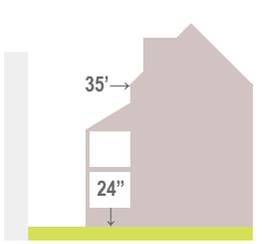
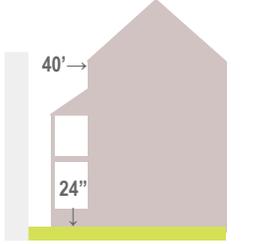
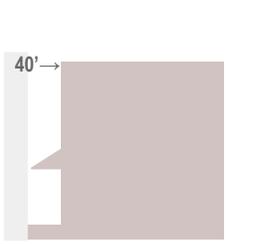


Article 5 Zoning Districts

Section 5.1: Community Type Standards per Zone

Figure V4 Village Site and Building Requirements

These graphics illustrate the required building design standards per the Edge, Center, Core zones within the Village Community Type.

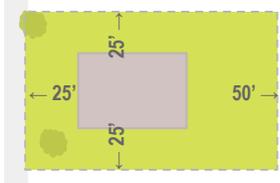
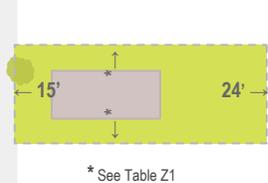
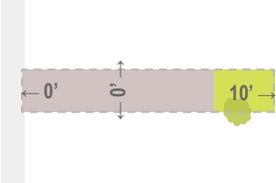
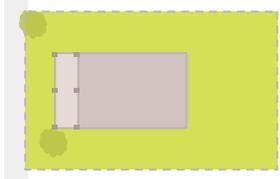
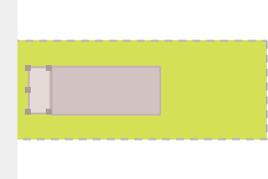
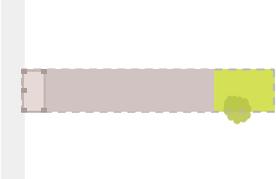
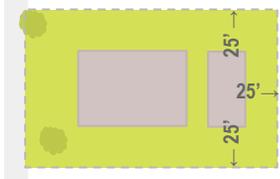
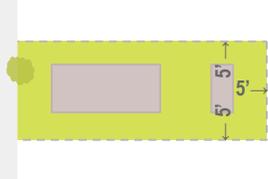
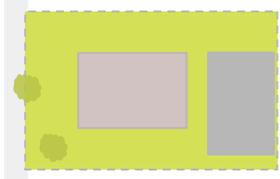
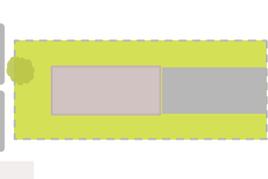
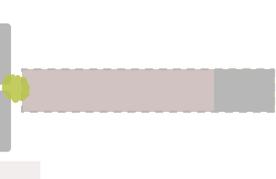
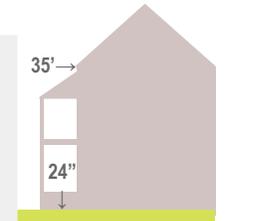
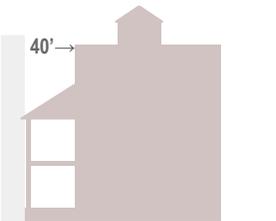
	Edge (Residential)	Center (Residential)	Core (Mixed Use)
LOT	 <p>Min. Lot Width 70' Max. Coverage 60%</p>	 <p>Min. Lot Width 40' Max. Coverage 70%</p>	 <p>Min. Lot Width 20' Max. Coverage 90%</p>
PORCH & BALCONY	 <p>Min. Depth 8' Min. Width 50%</p>	 <p>Max. Depth 6' Min. Width 25%</p>	 <p>Min. Depth 12' Min. Width 100%</p>
OUTBUILDINGS	 <p>Max. Footprint 800 sf.</p>	 <p>Max. Footprint 420 sf.</p>	N/A
PARKING	 <p>On-Street, Side, Rear</p>	 <p>On-Street, Rear</p>	 <p>On-Street, Rear</p>
HEIGHT	 <p>Min. Above Grade 24" Max. Height 32'</p>	 <p>Min. Above Grade 24" Max. Height 36'</p>	 <p>Min. Above Grade n/a Max. Height 36'</p>

Article 5 Zoning Districts

Section 5.1: Community Type Standards per Zone

Figure H4 Hamlet Site and Building Requirements

These graphics illustrate the required building design standards per the Edge, Center, Core zones within the Hamlet Community Type.

	Edge (Residential)	Center (Residential)	Core (Mixed Use)
LOT	 <p>Min. Lot Width 100' Max. Coverage 50%</p>	 <p>Min. Lot Width 50' Max. Coverage 70%</p>	 <p>Min. Lot Width 20' Max. Coverage 90%</p>
PORCH & BALCONY	 <p>Min. Depth 8' Min. Width 100%</p>	 <p>Max. Depth 6' Min. Width 25%</p>	 <p>Min. Depth 12' Min. Width 100%</p>
OUTBUILDINGS	 <p>Max. Footprint 1200 sf.</p>	 <p>Max. Footprint 800 sf.</p>	N/A
PARKING	 <p>On-Street, Side, Rear</p>	 <p>On-Street, Rear</p>	 <p>On-Street, Rear</p>
HEIGHT	 <p>Min. Above Grade 24" Max. Height 32'</p>	 <p>Min. Above Grade 24" Max. Height 32'</p>	 <p>Min. Above Grade 24" Max. Height 36'</p>

Article 5 Zoning

Section 5.1: General

A. Establishment of Zones

1. **Zoning Map.** The City of Groveland hereby adopts the Zoning Map which is on file with the Community Development Department.
2. **Zones Established.** The City of Groveland shall be divided into Transect Zones and Special Districts that implement the Comprehensive Plan. The zones in this article are hereby established, and shall be shown on the Zoning Map.
3. **Transect Zones.** The following Transect Zones are hereby established.
 - a. Town Core
 - b. Town Center
 - c. Town Edge
 - d. Village Core
 - e. Village Center
 - f. Village Edge
 - g. Hamlet Core
 - h. Hamlet Center
 - i. Hamlet Edge
4. **Special Districts.** The following Special Districts are hereby established.
 - a. Agriculture
 - b. Heavy Industrial
 - c. Light Industrial
 - d. Civic / Institutional
 - e. Utilities
 - f. Parks and Recreation
5. **Established Neighborhoods.** The following established neighborhood zoning districts are hereby established.
 - a. Single Family Residential (R1-A)
 - b. Single Family Residential (R1)
 - c. Low Density Residential (R2)
 - d. Moderate Density Residential (R3)
 - e. Planned Unit Development (PUD)
 - f. Green Swamp Residential (GS1)

B. Zoning Standards

The following explains and further defines the standards outlined for each Zone.

1. **Lot.** An area free of building structures. Includes minimum and maximum lot width, maximum building width, setbacks, and lot coverage. Additional standards below apply to all zones.

- a. **Lot coverage.** The maximum percentage of a lot permitted to be covered by principal structures, accessory structures, pavement, and other impervious surfaces. Post and beam structures along with permeable surfaces, such as gravel, do not count toward the maximum lot coverage percentage.
- b. **Side & Corner Side Setbacks.** Refer to Table Z1 for minimum side setbacks based on lot size. HVAC and other mechanical and structural components shall not encroach the side setbacks. Corner Side Setbacks shall be a minimum of 10' in Edge and Center Zones.

Table Z1 Side Setback Requirements

LOT SIZE	SIDE SETBACKS
15' - 25' Wide (Attached)	0'
30' - 45' Wide	5'
46' - 59' Wide (Option 1)	7.5'
46' - 59' Wide (Option 2)	5'/10'
60' Wide and up	10'

2. **Porch.** An unglazed roofed structure. The front porch shall meet the designated minimum depth and width. Porches and balconies shall not be screened or enclosed for non-residential uses. Arcades, colonnades, stoops, and awnings may serve as alternatives to porches for the Core and Center zones.
3. **Balcony.** An unglazed cantilevered structure.
4. **Outbuilding.** An accessory structure located within the lot but separate from the primary structure. Outbuildings shall not exceed 22' height. Outbuildings shall use similar materials and architectural details to the principal building.
5. **Parking.** An open area no less than 9 feet by 18 feet with a minimum 10 feet wide continuous access from the street. On-site parking shall be accessed from an alley in the Core and Center zones. A garage is considered an outbuilding and shall follow the specifications for outbuildings. Garages are either alley loaded or, when front loaded, located at the rear of the lot, behind the primary structure.
6. **Height.** The vertical distance between the average enfronting street elevation and a specified point on a structure. Buildings or other structures shall not exceed the maximum height depicted in the graphic. Towers or chimneys with less than a 200 SF footprint may exceed the building height by 10'.

Article 5 Zoning

Section 5.1: General (cont.)

- 6. **Parking Requirement.** Parking shall be provided as required in Table Z2.
- 7. **Shared Parking.** Where a development proposes more than one use and those uses share parking facilities, Table Z3 shall be used to calculate the minimum required parking.
- 8. **Parking Reductions.** The Community Development Director or his/her designee may administratively reduce the parking requirement for a development by up to 10% without the need for a public hearing.

Table Z2 Parking Requirements

USE	PARKING SPACES REQUIRED
Residential	2 spaces per unit, studio or one-bedroom apartments shall be 1 space per unit
Hospitality	1 space per bed or 2 spaces per 1,000 SF, whichever is less
Retail, Service & Amusement	2 spaces per 1,000 SF
Office & Industrial	2 spaces per 1,000 SF used for offices, 10 per 25,000 SF for equipment areas, storage spaces or similar.

Table Z3 Shared Parking Table

USE	Peak Hour REQUIRED PARKING BY USE	Mon - Fri	Mon - Fri	Mon - Fri	Sat & Sun	Sat & Sun	Sat & Sun
		8AM - 6PM	6PM - 12AM	12AM - 8AM	8AM - 6PM	6PM - 12AM	12AM - 8AM
Residential	Spaces req. =	60%	100%	100%	80%	100%	100%
Hospitality	Spaces req. =	70%	100%	100%	70%	100%	100%
Retail, Service & Amusement	Spaces req. =	90%	80%	5%	100%	70%	5%
Office & Industrial	Spaces req. =	100%	20%	5%	5%	5%	5%
Shared Parking Requirement	Total =	Total =	Total =	Total =	Total =	Total =	Total =
Adjusted Parking Requirement	The highest required parking based on share parking =						

Article 5 Zoning

Section 5.3: Uses

Table U1 Permitted Uses per Zone

The following use table outlines permitted uses for the Edge, Center, and Core zoning districts within the Town Community Type.

USES	EDGE	CENTER	CORE	EDGE	CENTER	CORE	EDGE	CENTER	CORE
	Town			Village			Hamlet		
RESIDENTIAL & HOSPITALITY									
Multifamily Residential	P	P	P	P	P	P	P	P	P
Single Family Attached (Townhomes)		P	P		P	P			P
Single Family Detached	P	P		P	P		P	P	
Live/Work Units		P	P		P	P		P	P
Accessory Dwelling Unit	P	P		P	P		P	P	P
Short Term Rental	P	P	P	P	P	P	P	P	P
Hotel, Resort & Inn		P	P		P	P	P	P	P
Residential Care	P	P	P		P	P		P	P
CIVIC									
Assembly		P	P		P	P		P	P
Hospital & Clinic		P	P			P			P
Library/Museum		P	P		P	P			P
Law Enforcement & Fire		P	P		P	P			P
School	P	P	P	P	P	P	P	P	P
Post Office			P			P			P
RETAIL & SERVICE									
Neighborhood Retail		P	P			P			P
General Retail			P			P			
Craftsman Retail		P	P			P			P
Neighborhood Service		P	P			P			P
General Service			P			P			
OFFICE									
Office	S	P	P		S	P		P	P
Home Occupation	P	P	P	P	P	P	P	P	P
AMUSEMENT									
Recreation Indoor		P	P			P			P
Recreation Outdoor									
INDUSTRIAL									
Light Industrial			P						
Heavy Industrial									

Key: P Permitted S Special Exception

Article 6 Florida Vernacular Requirements

Section 6.1: Sitework & Landscaping

A. Introduction

The following requirements enhance the environment through reduced stormwater runoff, reduced urban heat island effect, increased water conservation, and increased natural charm.

B. Materials

1. Walk paths within Open Space may be sand, gravel or clay. Paths within wetlands may be raised wood or composite boardwalk with approval. Recycled concrete is not permitted.
2. Driveways should be pervious. Approved materials are permeable brick pavers, compacted clay, gravel, crushed oyster shells, or concrete. Other surfaces require approval. Compacted clay, gravel, or crushed oyster shells are not permitted in the Town Core.
3. All sod shall be zoysia, where feasible. Other alternatives include St. Augustine varieties. Seed and sod is limited on private lots to 50% or less of the net square footage of the lot minus the lot coverage by structures. Open space tracts are exempt.
4. Pine straw, pine bark, and uncolored cypress mulch are permitted.
5. All plants shall be selected from the Florida-friendly Plant Database found at Floridayards.org. All plants listed by the Florida Exotic Pest Plant Council are prohibited. Other invasive species, those whose mature size has potential to overgrow spaces or to block protected view corridors, those susceptible to disease and insect infestation, those with offensive odors when blooming and those that are poisonous to humans and animals may be prohibited as determined by the Community Development Director.
6. Each lot within the Town, Village, or Hamlet Edge zone shall have two trees within the frontage within ten feet of the property line, one tree shall be a live oak no less than 6 inch caliper. Center lots require one canopy tree. Tree limbs shall be pruned up to 6 foot clear.
7. Natural vegetation shall be protected, and existing vegetation shall remain undisturbed during construction, except for an area within five feet of the perimeter of the building to be constructed plus or proposed hardscape or driveways..
8. Fences shall be wood or an approved composite material.
9. Patios shall be made of permeable pavers.

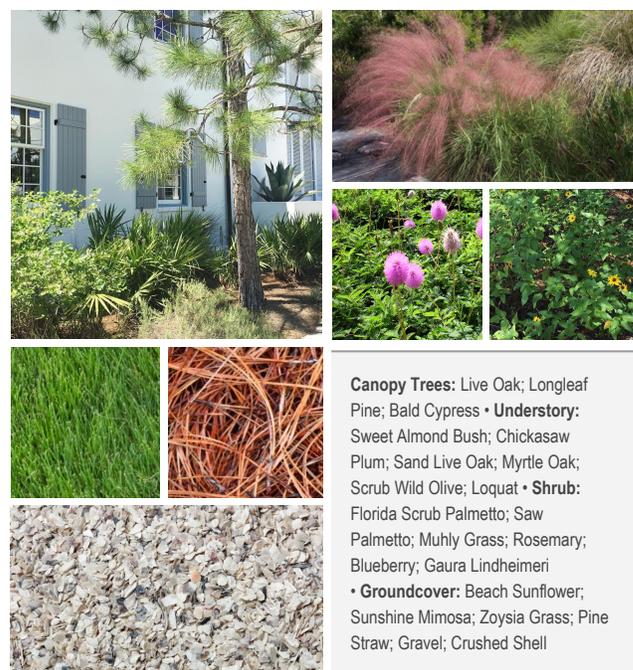
C. Configuration & Techniques

1. Fences should provide closure by connecting with other fences, hedges, walls or buildings and by being equipped with gates wherever openings greater than 4' in width occur.
2. The maximum height for fences is 6' when behind building

frontage and 3' when in front of building frontage.

3. Openings for driveways at the thoroughfare shall not exceed 12' in width. Openings for driveways may include gates.
4. Decks are permitted in rear yards only and shall not be easily visible from frontages. Decks may not be permitted in the rear yard of a corner lot, if easily visible from a frontage. Decks shall be of a scale compatible with the building and the lot and shall not be located in side setbacks or within 5' of the rear property line.
5. Walks paths shall be flush with the ground. Boardwalks may be raised.
6. A landscape island with one canopy tree shall installed after every 10 consecutive parking spaces. Landscape islands shall be no less than 6' by 20' for single parking rows and 6' by 40' for double parking rows.
7. Trash and recycling containers shall be located within permanent enclosures and not visible from frontages.
8. In-ground pools are permitted and shall not be located in side setbacks or within 5' of the rear property line. Above ground pools are prohibited, other than small, moveable pools for children, which do not need approval and which may be placed anywhere in the rear yard on a temporary basis. In-ground pools count toward lot coverage.

Figure FV1 Landscaping Material Palette



Article 6 Florida Vernacular Requirements

Section 6.6: Architectural Patterns

A. Introduction

The following architectural styles are required in all Towns, Villages, and Hamlets. Any additional types require approval through the Planning & Zoning Board.

B. Florida Vernacular

1. The Florida Vernacular style is an adaptation of the national style known for its practical details and construction. This style is the best suited for our warm sub-tropic climate with its broad overhangs and deep porches allowing for shade and accepting of slight breezes. The typical condition for an Groveland Florida Vernacular will be a street facing gable end no more than 30 feet wide with a front porch extending across the front façade. Other less common versions will be a side gable main body no more than 40 feet wide with a full façade front porch that may be one or two story in height, or an asymmetrical form where a porch terminates into a street facing gable end protruding from the main body. All of these main body forms are defined by the following details that are specific to Florida Vernacular.
2. Features include:
 - a. Simple rectangular volumes are combined to create a main body and side wings.
 - b. Roofs are simple gables and hips with pitches ranging from 2:12 or porches to 6:12 through 10:12 pitch for main body and wings.
 - c. The eave is simply detailed. Most have no fascia with plumb or square cut rafter tails. Other eaves will still have exposed rafters with a simple plumb or square fascia.
 - d. Porches and entries are detailed to the same level as the main body. Porch foundations, square columns, simple railings, eaves, and ceiling treatment are all elements that define the style.
 - e. Windows are double hung and are vertical in proportion. Typical windows have muntin patterns of 3 over 1. Other options include 2 over 1, and 1 over 1 (no mutins).
 - f. Fascias, if any, shall not completely cover rafter tails.

Figure FV2 Florida Vernacular Examples



Article 6 Florida Vernacular Requirements

C. Spanish Colonial

1. As the popularity of the Colonial Revival style increased during the early part of the century, the Spanish Colonial style became an attractive alternative in Florida. Central Florida has many examples of this robust style ranging from small bungalows to lakefront estates. In some cases, the buildings would utilize elements from Mission and more formal European (Mediterranean) styles establishing architecture unique to our area.
2. Features include:
 - a. Simple symmetrical rectangular volumes and asymmetrical vertical volumes are typical of the Spanish Colonial style. Spanish Colonial homes either have a large mass for a main body with loggias integral with the mass or have narrow volumes forming an asymmetrical composition.
 - b. Roofs are low pitch (4:12 to 5:12), clay barrel tile in natural tones of red, orange, and brown. Gables, when used, do not span more than 16'-0" in width. Wider volumes utilize hip roofs.
 - c. Very little or no eaves are utilized and the gable end consists only of one barrel tile on edge. Exceptions are open rafter tails with 1'-4" to 2'-0" overhang.
 - d. Porches or Loggias can be incorporated with an entry or almost anywhere a view may be taken of an outside place of interest. Loggias are additive elements as well as being integral with the home. Most examples utilize classical columns (Doric, Ionic, and Corinthian) with full arches.
 - e. Windows are a crucial element in these homes. A minimum 3" recess from face of stucco to window frame is required to show the mass of this minimally detailed facade. Casement windows are used in the Spanish Colonial style home.

Figure FV3 Spanish Colonial Examples



Article 6 Florida Vernacular Requirements

D. Colonial Revival

1. Colonial Revival is one of the most predominant styles in Central Florida. The strong presence of the Colonial Revival home is defined by the homes main body symmetrical façade, a well detailed entry portico or full façade porch, and side wings that buttress the main body of the home. The typical condition for a Groveland Colonial Revival will be a street facing gable end no more than 30 feet wide with a front porch extending across the front façade. Other less common versions will be a side gable main body no more than 42 feet wide with an entry portico or full façade front porch that may be one or two story in height, or an asymmetrical form where a porch terminates into a street facing gable end protruding from the main body.
2. Features include:
 - a. Simple rectangular volumes are combined to create a main body and side wings.
 - b. Roofs are simple gables and hips with pitches ranging from 2:12 for porches to 6:12 through 10:12 pitch for main body and wings.
 - c. The eave or cornice is finished with elements such as a frieze, bedmold at the intersection of the frieze and soffit, and fascia with crown molding.
 - d. Porches and entries are detailed to the same level or at a higher level than the main body. Porch foundations, columns, railings, eaves, and ceiling treatment are all elements that define the style.
 - e. Windows are double hung and are vertical in proportion. Typical windows have muntin patterns of 6 over 1. Other options include 3 and 4 over 1.

Figure FV4 Colonial Revival Examples



Article 6 Florida Vernacular Requirements

E. Craftsman

1. The Craftsman style's finish framing, unique massing, and colorful palette provide diversity and character. A typical condition for a Groveland Craftsman home will be a foursquare home where the front facade width and depth are proportional. The square volume of the main body may be capped with a simple hip roof, dormer windows, gable, or a four sided gable. A front porch with tapered or rectangular extends across the front façade. Other versions will be a bungalow with a full façade front porch that is incorporated with the main body roof. All of these forms are defined by the following details that are specific to Craftsman style.
2. Features include:
 - a. Simple square and rectangular volumes are combined to create a main body and side wings.
 - b. Roofs are simple gables and hips with pitches ranging from 2:12 for porches to 6:12 through 9:12 pitch for main body and wings.
 - c. The eave is simply detailed. Most have no fascia with plumb or square cut rafter tails. Other eaves will still have exposed rafters with a simple plumb or square fascia.
 - d. Porches and entries are detailed to the same level as the main body. Porch foundations, square columns, tapered columns with tall column bases, unique railings, eaves, and ceiling treatment are all elements that define the style.
 - e. Windows are double hung and are vertical in proportion. Typical windows have muntin patterns of 3 over 1. Other options include 2 over 1, and 1 over 1 (No mutins).
 - f. Fascias, if any, shall not completely cover rafter tails.

Figure FV5 Craftsman Examples



Article 6 Florida Vernacular Requirements

F. Folk Victorian

1. In Central Florida the Folk Victorian style is a refinement of the Florida Vernacular style. This style utilizes the same massing and forms as Florida Vernacular with additional detail and or ornamentation. The typical condition for a Groveland Folk Victorian will be a street facing gable end no more than 30 feet wide with a front porch extending across the front façade. Other common version will be a side gable main body no more than 30 feet wide with a full façade front porch that may be one or two story in height, or an asymmetrical form where a porch terminates into a street facing gable end more than 18 feet wide protruding from the main body. All of these main body forms are defined by the following details that are specific to Folk Victorian.
 - a. Simple rectangular volumes are combined to create a main body and side wings.
 - b. Roofs are simple gables and hips with pitches ranging from 2:12 for porches to 8:12 through 14:12 pitch for main body and wings.
 - c. The eaves are either simply detailed with no fascia with plumb or square cut rafter tails or have a closed soffit with a frieze and modillions or brackets.
 - d. Porches and entries are detailed to the same level as the main body. Porch foundations, square or turned columns, simple or ornate railings, eaves, and ceiling treatment are all elements that define the style.
 - e. Windows are double hung and are vertical in proportion. Typical windows have muntin patterns of 3 over 1. Other options include 2 over 1, and 1 over 1 (no mutins).
 - f. Fascias, if any, shall not completely cover rafter tails.
2. Features include:
 - a. Simple rectangular volumes are combined to create a main body and side wings.
 - b. Roofs are simple gables and hips with pitches ranging from 2:12 for porches to 8:12 through 14:12 pitch for main body and wings.
 - c. The eaves are either simply detailed with no fascia with plumb or square cut rafter tails or have a closed soffit with a frieze and modillions or brackets.
 - d. Porches and entries are detailed to the same level as the main body. Porch foundations, square or turned columns, simple or ornate railings, eaves, and ceiling treatment are all elements that define the style.
 - e. Windows are double hung and are vertical in proportion. Typical windows have muntin patterns of 3 over 1. Other options include 2 over 1, and 1 over 1 (no mutins).
 - f. Fascias, if any, shall not completely cover rafter tails.

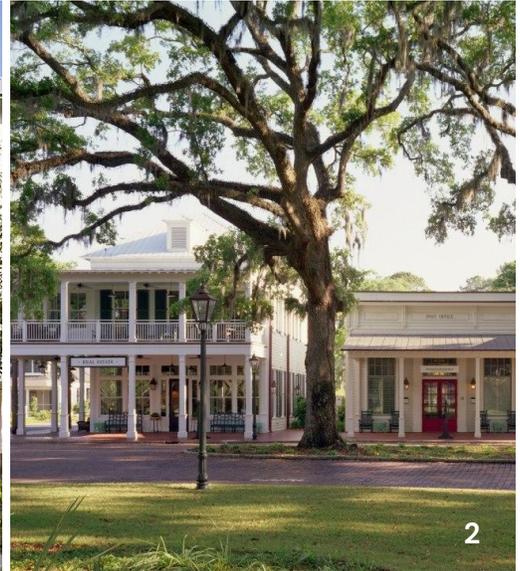
Figure FV6 Folk Victorian Examples



Article 6 Florida Vernacular Requirements

Figure FV2 Architectural Palette

The following images illustrate the City of Groveland's preferred architectural palette.



Roofs:
Corrugated metal, exposed rafters (1,2,7,4); Parapet (3)

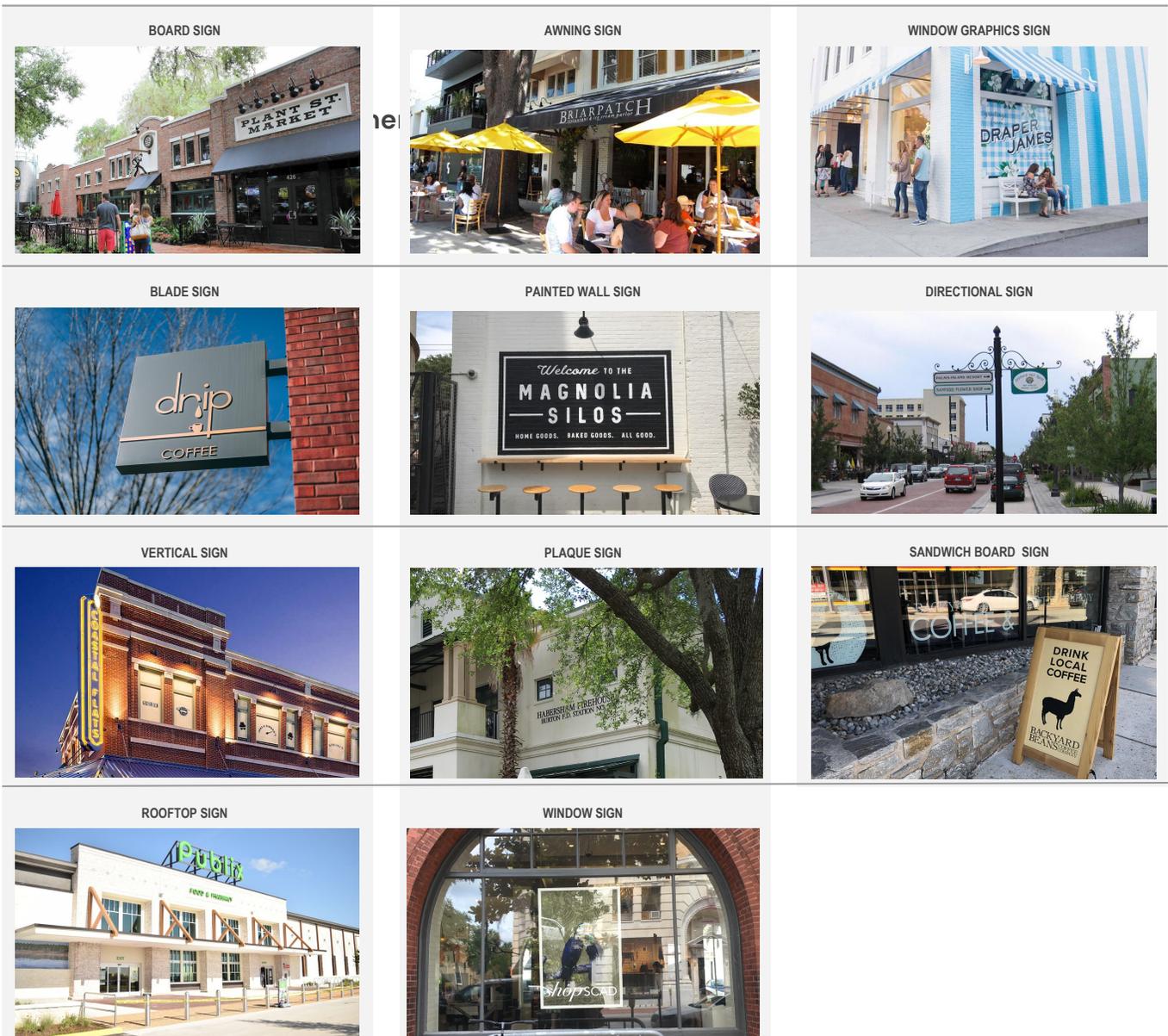
Walls:
Board and Batten (1,2); Brick (3); Smooth Stucco (4)

Porches and Balconies:
Wood or composite (1,4)

Article 6 Florida Vernacular Requirements

they may be 1.5 times the size and may be in addition to the tenant sign.

12. Construction signs are limited to a single permit box no larger than 30" by 30".
13. **Sandwich Board Signs** directed to pedestrians, may be temporarily placed outside a business while the business is operating. A five foot clear path for pedestrian movement shall not be impeded. The signs must be removed during inclement weather. Frame dimensions shall not exceed 25" wide by 45" tall.



upcoming modules

Agrarian Uses

Bicycle Roadway Design

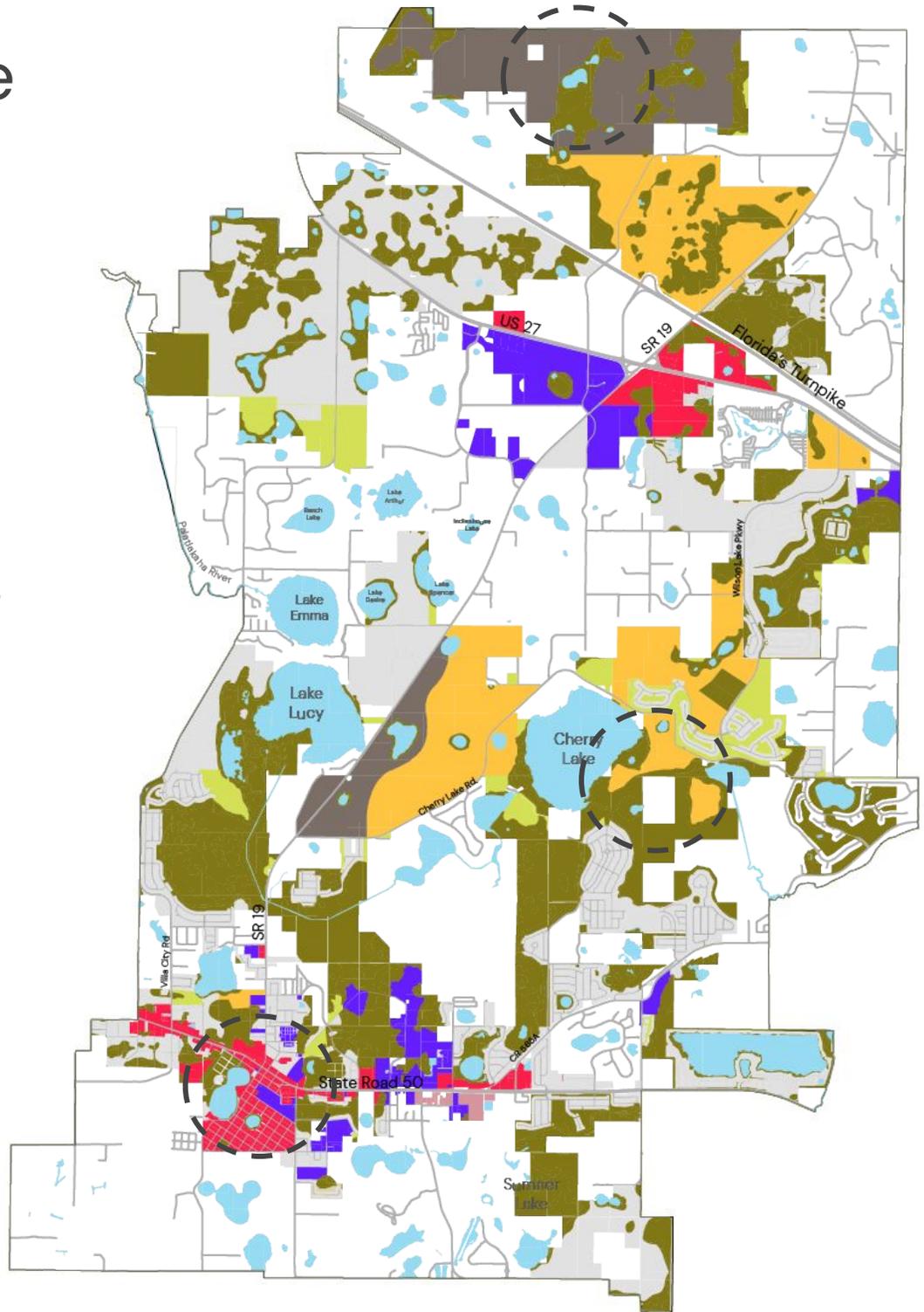
Light Imprint Stormwater
Design

Pre-permitted Missing Middle
Housing Types



future land use map

- Town
- Village
- Hamlet
- Established Neighborhood
- Employment Center
- Agriculture
- Conservation
- Green Swamp Town
- Green Swamp Rural





PLEASE JOIN US

P & Z

09/3/2020

City Council
SEPTEMBER 2020

