

UNIFIED PLAN

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I. INTRODUCTION

To best organize and insure the success of future developments, the City Planning Board is recommending a number of zoning updates, an incentive program to induce voluntary conformance to proposed land use features and capital improvement standards in the Downtown. Over the past five years, a generous amount of time and creativity has been devoted to courting new development and conceptual master planning in the downtown. The Unified Plan coordinates future development with design, capital improvement, and development incentives policies to create a single vision for the downtown.

GOALS AND VISION:

Unified Plan Goals

- 1) Unite all downtown developments into a single plan
- 2) Create a unified development standard for downtown
- 3) Protect the character of existing downtown residential neighborhoods
- 4) Provide guidance to the private market
- 5) Establish shared goals for future zoning downtown
- 6) Achieve unified and valuable design that is feasible and flexible for developers
- 7) Achieve unified and valuable development downtown that is feasible and flexible for the City of Springfield over time
- 8) Assist in future transportation, corridor planning, and transportation demand management downtown
- 9) Promote pedestrian activity downtown
- 10) Create incentives for downtown development
- 11) Motivate a vibrant and diverse downtown economy
- 12) Encourage the construction of a vibrant and diverse downtown activity center
- 13) Inspire the community to protect historically significant structures and reuse existing structures

The Unified Plan is intended to further and protect the public health, safety, convenience, comfort, prosperity, and general welfare of the Springfield community. The Unified Plan is further intended to enhance and protect property values in Downtown Springfield and prevent impairment and destruction of property values.

STRATEGIES AND POLICY:

The Unified Plan is a comprehensive approach to organizing and encouraging valuable physical and economic development downtown. This plan recognizes the physical, economic, aesthetic, and related factors of the downtown Springfield. The land use and zoning codes consolidate land development regulations into a comprehensive (and comprehensible) document that presents guidelines in a more seamless and systematic manner. Value-added developments and design are encouraged through an incentive-based land use regulation approach. The Plan is an official statement of the City Commission that sets forth (in words, maps, illustrations, and/or tables) goals, policies, and guidelines intended to direct the present and future physical, social, and economic development that occurs downtown. The document is organized by creating a clear and reasonable connection

between GOALS, OBJECTIVES, and REGULATORY POLICIES by proposing a unified physical design for the public and private development of land.

The proposed land development regulations are guided by a comprehensive overlay plan (ie. the Unified Plan). The Unified Plan recommends future land use objectives and applies zoning regulations as an overlay zone in accordance with the objectives and goals established by the plan. This land use district mapping approach provides clear and understandable design and development standards, capital improvements, and development incentives.

The Unified Plan recommends a uniform development standard approach to land use and zoning regulation. Uniform development standard land use regulations allow market demands to determine the mix of uses within the constraints of the building design standards of the community. The Unified Plan establishes zones of building type and allows building owners to determine the uses. The look and layout of a street is carefully planned to reflect neighborhood scale, parking standards, and pedestrian accessibility, but building owners and occupants are allowed maximum flexibility to determine how the buildings will be used. Consolidating various use and building standard development regulations into a single document helps provide full disclosure of the regulations that can affect a proposed development. This leads to better predictability for all—developers, citizens, and public officials.

INCENTIVE LAND USE REGULATION:

Springfield will grant additional development possibilities to developers that provide greater public benefit. Value-added development and design is encouraged with a land use regulation approach which reward landowners for complying with design recommendations. The zoning codes includes both required and recommend unified development standards. Applicants must comply with all required zoning regulations. Applicants are specifically encouraged to comply with recommended district uses, design standards, and economic development objectives. All plans will be reviewed for compliance and for eligibility for greater rewards based on level of compliance. The rewards included expedited plan review and approval, as well as possible financial incentives. Plans that seek to be eligible for incentives will require review by a Review Board.

Geographic Scope:

- Bound to the south: Jefferson/Mulberry
- Bound to the north: Buck Creek Ravine
- Bound to the west: Race Street
- Bound to the east: Spring Street

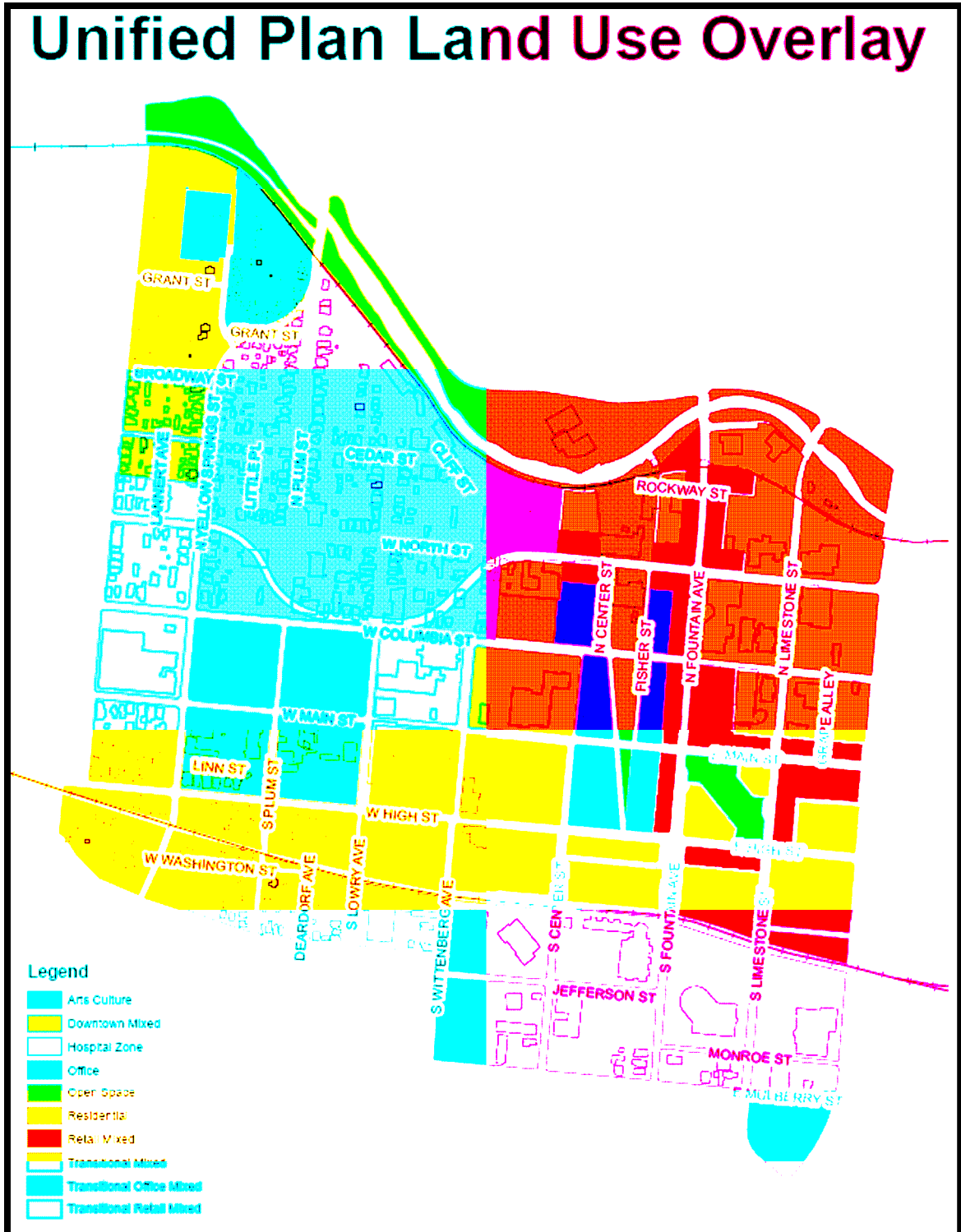
PUBLIC OUTREACH AND STAKEHOLDER INPUT HISTORY:

The Unified Planning Process included an intensive consensus-based stakeholder planning process, several public workshops, and a series of public meetings. The process began with a consultant led stakeholder process for staff information gathering. This consisted of three Stakeholder meetings to include the following stakeholders: The City of Springfield, Community Mercy Health Partners, Center City Association, Wittenberg University, National Trail Parks and Recreation District, Clark State Community College, Clark County Conservancy District, Private Developers and

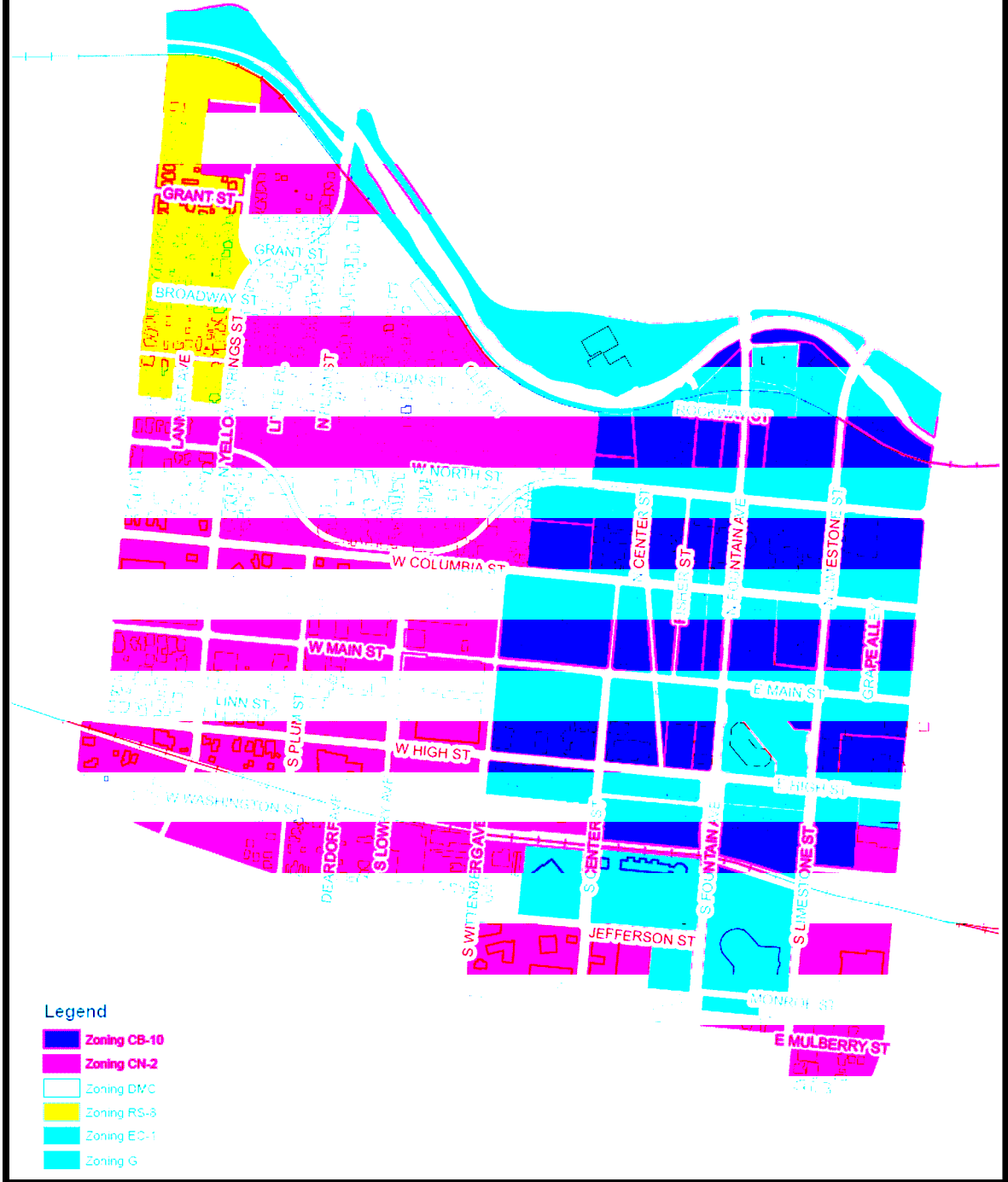
Private Interest, Springfield Preservation Alliance, Springfield Foundation, and The Harry M. and Violet Turner Charitable Trust.

Public planning workshops were held November 30, 2006 and December 12, 2006. These were open public workshop advertised in the local newspaper and posted on 11*17 posters located across the City. The public meeting process included two informal discussion sessions with the City Planning Board and two informal work sessions with the City Commission.

II. LAND USE AND ZONING OVERLAY



Unified Plan Zoning



A. GOALS:

1. Unite all downtown developments into a single plan
2. Create a unified development standard for downtown
3. Provide guidance to the private market
4. Establish shared goals for future zoning downtown

B. OBJECTIVES:

1. Present and future development projects downtown will have complementary land uses
2. Present and future downtown development projects will be clustered according to similar use types in order to promote the benefits of economies of scale

C. Regulatory Policies:

1. LAND USE OVERLAY:

- i. Use-based Zoning: CB-10, CN-2, DMC, and R-8
- ii. Form: Unified Plan District overlay

2. DOWNTOWN MIXED USE ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS

i. REQUIRED

a) Maximum Setback: 5'

Setback applies to all wall surfaces. Buildings can have varying "setbacks" that form entrances, atriums, urban parks, express structural elements, create special exhibit areas, planters, etc.

b) Floor Area Ratio: 10

c) Building Standards:

(1) Building facades facing public streets shall incorporate a main entrance door on the street. Building entrances may include doors to individual shops or businesses, lobby entrances, entrances to pedestrian-oriented plazas, or courtyard entrances to a cluster of shops or businesses.

(2) For commercial uses, at least sixty(60) percent of each building façade facing public streets shall be transparent window glass or open from a height of 3-9 feet.

(3) For all non-single family residential uses, at least thirty (30) percent of each building façade facing public streets shall be transparent window glass or open.

(4) Building façades shall be a minimum of two (2) stories [thirty (30) feet] in height from the nearest street grade. If the building does not actually have at least two (2) stories, then it shall have appropriate architectural detail to appear to have a second story. This may be accomplished by extending the façade to a height of thirty (30) feet.

(5) Structures more than fifty (50) feet wide shall incorporate vertical elements, such as, but not limited to, windows and columns, into their façade design (See Graphic: Vertical Element).

(6) Parking must be provided in rear of building. In locations where a "rear" yard fronts a street or is visible within 150 feet of a street, all parking must be screened using urban screening (See Graphic: Urban Screening). Urban screening shall consist of a natural stone or brick material and iron or similar material. Urban screening shall consist of a minimum of 10% opacity by including, at a minimum, one masonry post once every 10 feet. The materials for screening and their placement shall comply with the requirements of Subsection 1156.01 and 1161.02(h).

- (7) Shared parking must be used wherever possible.
- (8) Exterior Materials:
 - (a) Hard surfaced exterior wall materials are required for all nonresidential uses. This can include brick, parged block (at service areas, locations that might be used for wall murals), painted brick, stone and plaster/stucco.
 - (b) Materials used on exterior walls and roofs shall not be more than 30% highly reflective glass, such as tempered or mirrored glass. Highly tinted glass or glass tinted in unnatural colors or with a highly reflective finish should be avoided.
 - (c) Exterior materials may artificially simulate natural materials that they are not.
 - (d) Prohibited exterior materials for all nonresidential uses include corrugated metal panels, siding, and wood used as a finish material, shall be prohibited on visible elevations. Visible elevations are those elevation visual from a public street or parking area.

- (9) Exterior lighting:
 - (a) Exterior building lighting shall be required for new buildings.

ii. RECOMMENDED

- a) Recommended Uses: Mixed use of consumer, restaurant, and service retail, office, institutional, medical, recreational, and residential
- b) Building Standards:

- (1) Transparent, or even open, first floor encouraged.
- (2) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged as protection to pedestrians.
- (3) Rooftops should include architectural rooflines, such as cornices or exterior molding (See Graphic: Roofline).
- (4) Residential uses should include outdoor balconies.
- (5) Outdoor seating is recommended for food service uses.
- (6) Exterior lighting:

- (a) Ornamental or decorative lights mounted with brackets is recommended.
- (b) Exterior lighting and site furniture should be architecturally integrated with the building's style, material, and color.
- (c) Down lighting should be used to reinforce circulation corridors.

- (7) Signage:
 - (a) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged to serve as backdrops for signage, graphics or other features that would change with time. Signs should fit the character of downtown but also encourage creativity.
 - (C) Externally illuminated emblem signs should be used.
 - (D) Projecting signs are encouraged.
 - (E) Internally illuminated signs are discouraged.

3. RETAIL MIXED Use ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS

i. REQUIRED

- a) Maximum Setback: 5'
Setback applies to all wall surfaces. Buildings can have varying "setbacks" that form entrances, atriums, urban parks, express structural elements, create special exhibit areas, planters, etc.

b) Floor Area Ratio: 10

c) Building Standards:

(1) Building facades facing public streets shall incorporate a main entrance door on the street. Building entrances may include doors to individual shops or businesses, lobby entrances, entrances to pedestrian-oriented plazas, or courtyard entrances to a cluster of shops or businesses.

(2) For commercial uses, at least sixty (60) percent of each building façade facing public streets shall be transparent window glass or open from a height of 3-9 feet.

(3) For all non-single family residential uses, at least thirty (30) percent of each building façade facing public streets shall be transparent window glass or open.

(4) Building façades shall be a minimum of two (2) stories [thirty (30) feet] in height from the nearest street grade. If the building does not actually have at least two (2) stories, then it shall have appropriate architectural detail to appear to have a second story. This may be accomplished by extending the façade to a height of thirty (30) feet.

(5) Canopies, awnings, roof and floor overhangs, and colonnades are required for retail, services, and food uses as protection to pedestrians.

(6) Structures more than fifty (50) feet wide shall incorporate vertical elements, such as, but not limited to, windows and columns, into their façade design (See Graphic: Vertical Element).

(7) Parking must be provided in rear of building. In locations where a "rear" yard fronts a street or is visible within 150 feet of a street, all parking must be screened using urban screening (See Graphic: Urban Screening). Urban screening shall consist of a natural stone or brick material and iron or similar material. Urban screening shall consist of a minimum of 10% opacity by including, at a minimum, one masonry post once every 10 feet. The materials for screening and their placement shall comply with the requirements of Subsection 1156.01 and 1161.02(h).

(8) Shared parking must be used wherever possible.

(9) Outdoor seating is required for food service uses.

(10) Exterior Materials:

(a) Hard surfaced exterior wall materials are required for all nonresidential uses. This can include brick, parged block (at service areas, locations that might be used for wall murals), painted brick, stone and plaster/stucco.

(b) Materials used on exterior walls and roofs shall not be more than 30% highly reflective glass, such as tempered or mirrored glass. Highly tinted glass or glass tinted in unnatural colors or with a highly reflective finish should be avoided.

(c) Exterior materials may artificially simulate natural materials that they are not.

(d) Prohibited exterior materials for all nonresidential uses include corrugated metal panels, siding, and wood used as a finish material, shall be prohibited on visible elevations. Visible elevations are those elevation visual from a public street or parking area.

(11) Exterior lighting:

- (a) Exterior building lighting shall be required for new buildings.
 - (b) Ornamental or decorative lights mounted with brackets and emblem sign lights shall be used.
 - (c) Down lighting shall be used every 50 ft to reinforce circulation corridors.
 - ii. RECOMMENDED
 - a) Recommended Uses: Consumer, restaurant, and service retail
 - b) Building Standards:
 - (1) Transparent, or even open, first floor encouraged.
 - (2) Rooftops should include architectural rooflines, such as cornices or exterior molding (See Graphic: Roofline).
 - (3) Residential uses should include outdoor balconies.
 - (4) Exterior lighting:
 - (a) Exterior lighting and site furniture should be architecturally integrated with the building's style, material, and color.
 - (5) Signage:
 - (A) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged to serve as backdrops for signage, graphics or other features that would change with time.
 - (B) Signs should fit the character of downtown but also encourage creativity.
 - (c) Projecting signs are encouraged.
 - (d) Externally illuminated emblem signs are encouraged.
 - (e) Internally illuminated are permitted.
4. OPEN SPACE ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS
- i. REQUIRED
 - a) Allowable Uses
 - (1) Green Space
 - (2) Public Art
 - (3) Public Recreation
 - (4) Temporary structures with conditional use permit
5. RESIDENTIAL ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS
- i. REQUIRED
 - a) See RS-8
6. DMC: HOSPITAL ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS
- i. REQUIRED
 - ii. See DMC
7. OFFICE MIXED USE ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS
- i. REQUIRED
 - a) Maximum Setback: 5'
Setback applies to all wall surfaces. Buildings can have varying "setbacks" that form entrances, atriums, urban parks, express structural elements, create special exhibit areas, planters, etc.
 - b) Floor Area Ratio: 10
 - c) Building Standards:
 - (1) Building facades facing public streets shall incorporate a main entrance door on the street. Building entrances may include doors to individual shops or businesses, lobby entrances, entrances to

pedestrian-oriented plazas, or courtyard entrances to a cluster of shops or businesses.

(2) For commercial uses, at least sixty (60) percent of each building façade facing public streets shall be transparent window glass or open from a height of 3-9 feet.

(3) For all non-single family residential uses, at least thirty (30) percent of each building façade facing public streets shall be transparent window glass or open.

(4) Building façades shall be a minimum of two (2) stories [thirty (30) feet] in height from the nearest street grade. If the building does not actually have at least two (2) stories, then it shall have appropriate architectural detail to appear to have a second story. This may be accomplished by extending the façade to a height of thirty (30) feet.

(5) Structures more than fifty (50) feet wide shall incorporate vertical elements, such as, but not limited to, windows and columns, into their façade design (See Graphic: Vertical Element).

(6) Parking must be provided in rear of building. In locations where a "rear" yard fronts a street or is visible within 150 feet of a street, all parking must be screened using urban screening (See Graphic: Urban Screening). Urban screening shall consist of a natural stone or brick material and iron or similar material. Urban screening shall consist of a minimum of 10% opacity by including, at a minimum, one masonry post once every 10 feet. The materials for screening and their placement shall comply with the requirements of Subsection 1156.01 and 1161.02(h).

(7) Shared parking must be used wherever possible.

(8) Outdoor seating is required for food service uses.

(9) Exterior Materials:

(a) Hard surfaced exterior wall materials are required for all nonresidential uses. This can include brick, parged block (at service areas, locations that might be used for wall murals), painted brick, stone and plaster/stucco.

(b) Materials used on exterior walls and roofs shall not be more than 30% highly reflective glass, such as tempered or mirrored glass. Highly tinted glass or glass tinted in unnatural colors or with a highly reflective finish should be avoided.

(c) Exterior materials may artificially simulate natural materials that they are not.

(d) Prohibited exterior materials for all nonresidential uses include corrugated metal panels, siding, and wood used as a finish material, shall be prohibited on visible elevations. Visible elevations are those elevation visual from a public street or parking area.

(10) Exterior lighting:

(a) Exterior building lighting shall be required for new buildings.

(b) Ornamental or decorative lights mounted with brackets and emblem sign lights shall be used.

ii. **RECOMMENDED**

a) Recommended Uses: Office, institutional, medical and employment activity center mixed uses to include consumer, restaurant, and service retail

b) Building Standards:

- (1) Transparent, or even open, first floor encouraged.
- (2) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged as protection to pedestrians.
- (3) Rooftops should include architectural rooflines, such as cornices or exterior molding (See Graphic: Roofline).
- (4) Residential uses should include outdoor balconies.
- (5) Exterior lighting:
 - (a) Exterior lighting and site furniture should be architecturally integrated with the building's style, material, and color.
 - (b) Down lighting should be used to reinforce circulation corridors.
- (6) Signage:
 - (a) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged to serve as backdrops for signage, graphics or other features that would change with time.
 - (b) Signs should fit the character of downtown but also encourage creativity.
 - (c) Externally illuminated emblem signs should be used.
 - (D) Projecting signs are encouraged.
 - (e) Internally illuminated signs are discouraged.

8. ARTS AND CULTURAL MIXED USE DISTRICT ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS

i. REQUIRED

- a) Maximum Setback: 10'
Setback applies to all wall surfaces. Buildings can have varying "setbacks" that form entrances, atriums, urban parks, express structural elements, create special exhibit areas, planters, etc.
- b) Floor Area Ratio: 10
- c) Building Standards:
 - (1) Building facades facing public streets shall incorporate a main entrance door on the street. Building entrances may include doors to individual shops or businesses, lobby entrances, entrances to pedestrian-oriented plazas, or courtyard entrances to a cluster of shops or businesses.
 - (2) For commercial uses, at least sixty(60) percent of each building façade facing public streets shall be transparent window glass or open from a height of 3-9 feet.
 - (3) For all non-single family residential uses, at least thirty (30) percent of each building façade facing public streets shall be transparent window glass or open.
 - (4) Building façades shall be a minimum of two (2) stories [thirty (30) feet] in height from the nearest street grade. If the building does not actually have at least two (2) stories, then it shall have appropriate architectural detail to appear to have a second story. This may be accomplished by extending the façade to a height of thirty (30) feet.
 - (5) Parking must be provided in rear of building. In locations where a "rear" yard fronts a street or is visible within 150 feet of a street, all parking must be screened using urban screening (See Graphic: Urban Screening). Urban screening shall consist of a natural stone or brick material and iron or similar material. Urban screening shall consist of a minimum of 10% opacity by including, at a minimum, one masonry post once every 10 feet. The materials for screening

and their placement shall comply with the requirements of Subsection 1156.01 and 1161.02(h).

(6) Shared parking must be used wherever possible.

(7) Outdoor seating is required for food service uses as a primary use.

(8) Residential uses shall include outdoor balconies.

(9) Exterior Materials:

(a) Hard surfaced exterior wall materials are required for all nonresidential uses. This can include brick, parged block (at service areas, locations that might be used for wall murals), painted brick, stone and plaster/stucco.

(b) Materials used on exterior walls and roofs shall not be more than 30% highly reflective glass, such as tempered or mirrored glass. Highly tinted glass or glass tinted in unnatural colors or with a highly reflective finish should be avoided.

(c) Exterior materials may artificially simulate natural materials that they are not.

(d) Prohibited exterior materials for all nonresidential uses include corrugated metal panels, siding, and wood used as a finish material, shall be prohibited on visible elevations. Visible elevations are those elevation visual from a public street or parking area.

(10) Exterior lighting:

(a) Exterior building lighting shall be required for new buildings.

(B) Ornamental or decorative lights mounted with brackets and emblem sign lights shall be used.

ii. RECOMMENDED

a) Recommended Uses: Mixed use of cultural, recreational, consumer, restaurant, and service retail, institutional, and residential

b) Building Standards:

(1) Transparent, or even open, first floor encouraged.

(2) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged as protection to pedestrians.

(3) Rooftops should include architectural rooflines, such as cornices or exterior molding (See Graphic: Roofline). The materials for screening and their placement shall comply with the requirements of Subsection 1156.01 and 1161.02(h).

(4) Exterior lighting:

(a) Exterior lighting and site furniture should be architecturally integrated with the building's style, material, and color.

(b) Down lighting should be used to reinforce circulation corridors.

(5) Signage:

(a) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged to serve as backdrops for signage, graphics or other features that would change with time.

(b) Signs should fit the character of downtown but also encourage creativity.

(C) Externally illuminated emblem signs are encouraged.

(d) Internally illuminated signs are discouraged.

9. TRANSITIONAL DOWNTOWN MIXED USE ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS

i. REQUIRED

a) Maximum Setback: 10'

Setback applies to all wall surfaces. Buildings can have varying "setbacks" that form entrances, atriums, urban parks, express structural elements, create special exhibit areas, planters, etc.

b) Floor Area Ratio: 3

c) Building Standards:

(1) Building facades facing public streets shall incorporate a main entrance door on the street. Building entrances may include doors to individual shops or businesses, lobby entrances, entrances to pedestrian-oriented plazas, or courtyard entrances to a cluster of shops or businesses.

(2) For commercial uses, at least sixty (60) percent of each building façade facing public streets shall be transparent window glass or open from a height of 3-9 feet.

(3) For all non-single family residential uses, at least thirty (30) percent of each building façade facing public streets shall be transparent window glass or open.

(4) (4) Building façades shall be a minimum of two (2) stories [twenty (20) feet] in height from the nearest street grade. If the building does not actually have at least two (2) stories, then it shall have appropriate architectural detail to appear to have a second story. This may be accomplished by extending the façade to a height of twenty (20) feet. Structures more than fifty (50) feet wide shall incorporate vertical elements, such as, but not limited to, windows and columns, into their façade design (See Graphic: Vertical Element).

(5) Parking must be provided in rear of building. In locations where a "rear" yard fronts a street or is visible within 150 feet of a street, all parking must be screened using urban screening or if 1/4 mile from core block evergreen is screening permitted (See Graphic: Urban Screening). Urban screening shall consist of a natural stone or brick material and iron or similar material. Urban screening shall consist of a minimum of 10% opacity by including, at a minimum, one masonry post once every 10 feet. The materials for screening and their placement shall comply with the requirements of Subsection 1156.01 and 1161.02(h).

(6) Shared parking must be used wherever possible.

(7) No off-street parking is required for nonresidential uses unless such uses exceed [3,000] square feet of gross floor area, in which case off-street parking must be provided for the floor area in excess of [3,000] square feet.

(8) Exterior Materials:

(a) Hard surfaced exterior wall materials are required for all nonresidential uses. This can include brick, parged block (at service areas, locations that might be used for wall murals), painted brick, stone and plaster/stucco.

(b) Materials used on exterior walls and roofs shall not be more than 30% highly reflective glass, such as tempered or mirrored glass. Highly tinted glass or glass tinted in unnatural colors or with a highly reflective finish should be avoided.

(c) Exterior materials may artificially simulate natural materials that they are not.

(d) Prohibited exterior materials for all nonresidential uses include corrugated metal panels, siding, and wood used as a finish material, shall be prohibited on visible elevations. Visible elevations are those elevation visual from a public street or parking area.

(9) Exterior lighting:

- (a) Exterior building lighting shall be required for new buildings.
- (b) Ornamental or decorative lights mounted with brackets and emblem sign lights shall be used.

ii. RECOMMENDED

a) Recommended Uses: Mixed use of consumer, restaurant, and service retail, office, institutional, medical, recreational, and residential

b) Building Standards:

- (1) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged as protection to pedestrians.
- (2) Outdoor seating is encouraged for food service uses.
- (3) Residential uses should include outdoor balconies.
- (4) Exterior lighting:
 - (a) Exterior lighting and site furniture should be architecturally integrated with the building's style, material, and color.
 - (b) Down lighting should be used to reinforce circulation corridors.
- (5) Signage:
 - (a) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged to serve as backdrops for signage, graphics or other features that would change with time.
 - (b) Signs should fit the character of downtown but also encourage creativity.
 - (c) Projecting signs are encouraged.
 - (d) Externally illuminated emblem signs are encouraged.
 - (e) Internally illuminated signs are discouraged.

10. TRANSITIONAL RETAIL MIXED USE ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS

i. REQUIRED

a) Maximum Setback: 10'

Setback applies to all wall surfaces. Buildings can have varying "setbacks" that form entrances, atriums, urban parks, express structural elements, create special exhibit areas, planters, etc.

b) Floor Area Ratio: 3

c) Building Standards:

- (1) Building facades facing public streets shall incorporate a main entrance door on the street. Building entrances may include doors to individual shops or businesses, lobby entrances, entrances to pedestrian-oriented plazas, or courtyard entrances to a cluster of shops or businesses.
- (2) For commercial uses, at least sixty (60) percent of each building façade facing public streets shall be transparent window glass or open from a height of 3-9 feet.
- (3) Building façades shall be a minimum of two (2) stories [twenty (20) feet] in height from the nearest street grade. If the building does not actually have at least two (2) stories, then it shall have appropriate architectural detail to appear to have a second story.

This may be accomplished by extending the façade to a height of twenty (20) feet.

(4) Parking must be provided in rear of building. In locations where a "rear" yard fronts a street or is visible within 150 feet of a street, all parking must be screened using urban screening or if 1/4 mile from core block evergreen is screening permitted (See Graphic: Urban Screening). Urban screening shall consist of a natural stone or brick material and iron or similar material. Urban screening shall consist of a minimum of 10% opacity by including, at a minimum, one masonry post once every 10 feet. The materials for screening and their placement shall comply with the requirements of Subsection 1156.01 and 1161.02(h).

(5) Shared parking must be used wherever possible.

(6) No off-street parking is required for nonresidential uses unless such uses exceed [3,000] square feet of gross floor area, in which case off-street parking must be provided for the floor area in excess of [3,000] square feet.

(7) Exterior Materials:

(a) Hard surfaced exterior wall materials are required for all nonresidential uses. This can include brick, parged block (at service areas, locations that might be used for wall murals), painted brick, stone and plaster/stucco.

(b) Materials used on exterior walls and roofs shall not be more than 30% highly reflective glass, such as tempered or mirrored glass. Highly tinted glass or glass tinted in unnatural colors or with a highly reflective finish should be avoided.

(c) Exterior materials may artificially simulate natural materials that they are not.

(d) Prohibited exterior materials for all nonresidential uses include corrugated metal panels, siding, and wood used as a finish material, shall be prohibited on visible elevations. Visible elevations are those elevation visual from a public street or parking area.

(8) Exterior lighting:

(a) Exterior building lighting shall be required for new buildings.

ii. RECOMMENDED

a) Recommended Uses: Consumer, restaurant, and service retail

b) Building Standards:

(1) For all non-single family residential uses, at least thirty (30) percent of each building façade facing public streets shall be transparent window glass or open.

(2) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged as protection to pedestrians.

(3) Structures more than fifty (50) feet wide shall incorporate vertical elements, such as, but not limited to, windows and columns, into their façade design (See Graphic: Vertical Element).

(4) Rooftops should include architectural rooflines, such as cornices or exterior molding (See Graphic: Roofline).

(5) Outdoor seating is encouraged for food service uses.

(6) Residential uses should include outdoor balconies.

(7) Exterior lighting:

(a) Ornamental or decorative lights mounted with brackets and emblem sign lights should be used.

(b) Exterior lighting and site furniture should be architecturally integrated with the building's style, material, and color.

(c) Down lighting should be used to reinforce circulation corridors.

(8) Signage:

(a) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged to serve as backdrops for signage, graphics or other features that would change with time.

(b) Signs should fit the character of downtown but also encourage creativity.

(C) Projecting signs are encouraged.

(d) Externally illuminated emblem signs are encouraged.

(e) Internally illuminated signs are allowed

11. TRANSITIONAL OFFICE MIXED USE ZONING OVERLAY: DESIGN AND DEVELOPMENT STANDARDS

i. REQUIRED

a) Maximum Setback: 10'

Setback applies to all wall surfaces. Buildings can have varying "setbacks" that form entrances, atriums, urban parks, express structural elements, create special exhibit areas, planters, etc.

b) Floor Area Ratio: 3

c) Building Standards:

(1) Building facades facing public streets shall incorporate a main entrance door on the street. Building entrances may include doors to individual shops or businesses, lobby entrances, entrances to pedestrian-oriented plazas, or courtyard entrances to a cluster of shops or businesses.

(2) For commercial uses, at least sixty (60) percent of each building façade facing public streets shall be transparent window glass or open from a height of 3-9 feet.

(3) For all non-single family residential uses, at least thirty (30) percent of each building façade facing public streets shall be transparent window glass or open.

(4) (4) Building façades shall be a minimum of two (2) stories [twenty (20) feet] in height from the nearest street grade. If the building does not actually have at least two (2) stories, then it shall have appropriate architectural detail to appear to have a second story. This may be accomplished by extending the façade to a height of twenty (20) feet.

(5) Parking must be provided in rear of building. In locations where a "rear" yard fronts a street or is visible within 150 feet of a street, all parking must be screened using urban screening or if 1/4 mile from core block evergreen is screening permitted (See Graphic: Urban Screening). Urban screening shall consist of a natural stone or brick material and iron or similar material. Urban screening shall consist of a minimum of 10% opacity by including, at a minimum, one masonry post once every 10 feet. The materials for screening and their placement shall comply with the requirements of Subsection 1156.01 and 1161.02(h).

(6) Shared parking must be used wherever possible.

(7) No off-street parking is required for nonresidential uses unless such uses exceed [3,000] square feet of gross floor area, in which

case off-street parking must be provided for the floor area in excess of [3,000] square feet.

(8) Exterior Materials:

(a) Hard surfaced exterior wall materials are required for all nonresidential uses. This can include brick, parged block (at service areas, locations that might be used for wall murals), painted brick, stone and plaster/stucco.

(b) Materials used on exterior walls and roofs shall not be more than 30% highly reflective glass, such as tempered or mirrored glass. Highly tinted glass or glass tinted in unnatural colors or with a highly reflective finish should be avoided.

(c) Exterior materials may artificially simulate natural materials that they are not.

(9) Prohibited exterior materials for all nonresidential uses include corrugated metal panels, siding, and wood used as a finish material, shall be prohibited on visible elevations. Visible elevations are those elevation visual from a public street or parking area.

(a) Exterior building lighting shall be required for new buildings.

(b) Ornamental or decorative lights mounted with brackets and emblem sign lights shall be used.

ii. RECOMMENDED

a) Recommended Uses: Office, institutional, and medical

b) Building Standards:

(1) Transparent, or even open, first floor encouraged.

(2) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged as protection to pedestrians.

(3) Structures more than fifty (50) feet wide shall incorporate vertical elements, such as, but not limited to, windows and columns, into their façade design (See Graphic: Vertical Element).

(4) Outdoor seating is encouraged for food service uses.

(5) Residential uses should include outdoor balconies.

(6) Exterior lighting:

(a) Exterior lighting and site furniture should be architecturally integrated with the building's style, material, and color.

(b) Down lighting should be used to reinforce circulation corridors.

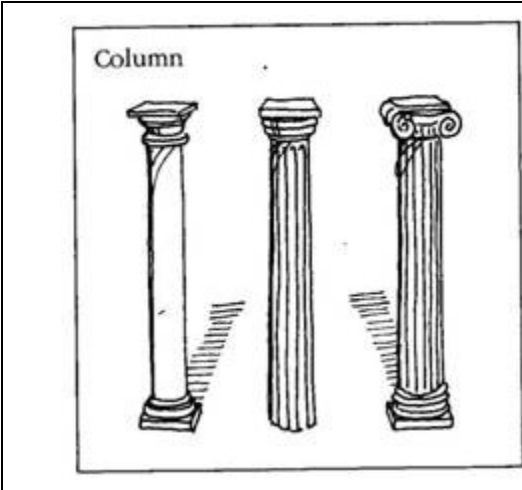
(7) Signage:

(a) Canopies, awnings, roof and floor overhangs, and colonnades are encouraged to serve as backdrops for signage, graphics or other features that would change with time.

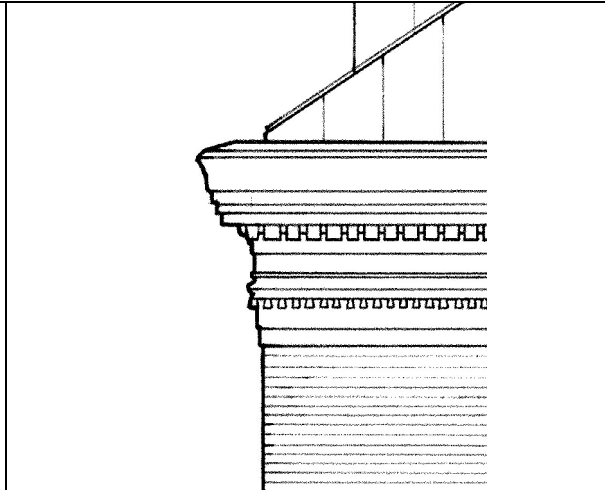
(b) Signs should fit the character of downtown but also encourage creativity.

(c) Externally illuminated emblem signs are encouraged.

(d) Internally illuminated signs are discouraged.



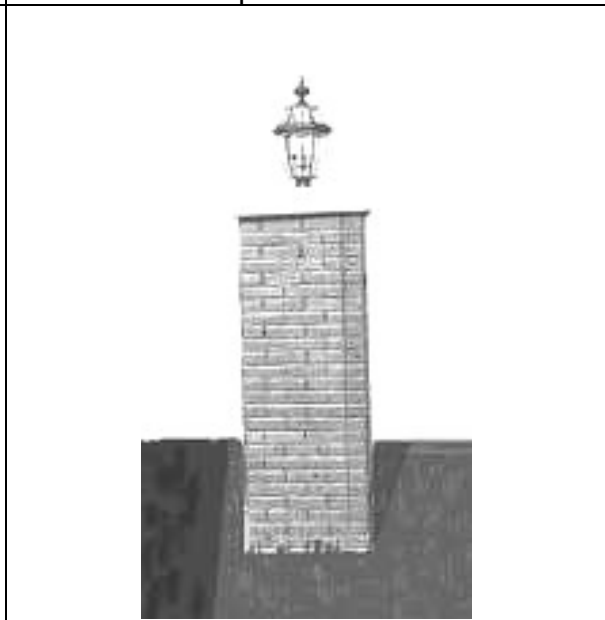
Graphic: Vertical Element



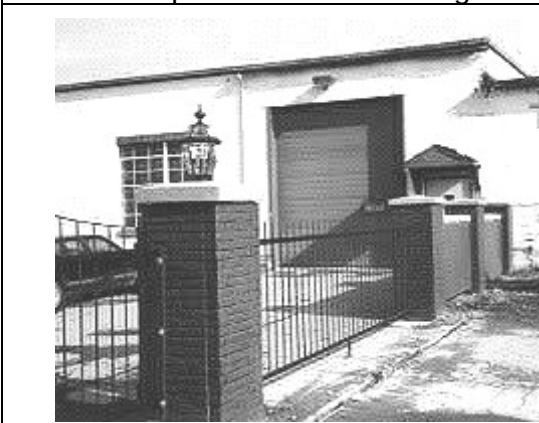
Graphic: Roofline



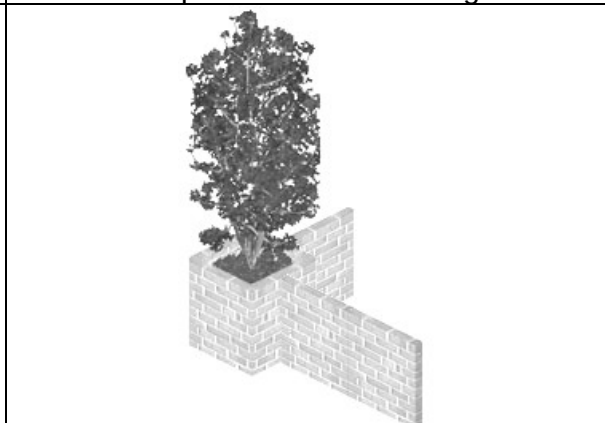
Graphic: Urban Screening



Graphic: Urban Screening



Graphic: Urban Screening



Graphic: Urban Screening

III. ECONOMIC DEVELOPMENT

A. GOALS:

1. Create incentives for creating and preserving employment opportunities in the downtown and for implementing recommended building standards
2. Create and maintain amenities in the downtown that will be unique to Springfield and add value to the cultural amenities necessary in the attraction of new businesses, employees, and families
3. Provide greater opportunity for new commercial development to concentrate in the downtown

B. OBJECTIVES:

1. Existing businesses will be retained and will expand
2. New businesses and developments will be attached to downtown's value-added benefits
3. Downtown businesses and parking will be highly visible and attractive
4. Downtown and citywide business organizations will promote the benefits of downtown locations
5. New employment will be created in the Downtown and current employment in the Downtown will be retained
6. Implementation of recommended architectural building standards will be induced in the Downtown

C. DIRECTIVES:

1. Project evaluation:

- i. Economic Development staff will prepare and recommend to the City Commission a Downtown Incentive Package designed to induce projects that fulfill economic development goals as well as urban design goals (i.e. the recommended building standards).
- ii. Planning and Zoning and Economic Development staff will review each new Downtown development for compliance with urban design and economic development goals to determine eligibility for financial benefits under a program to be adopted by the City Commission.
- iii. The greater the compliance with urban design and economic development goals, the more eligible the project will be for financial benefits.
- iv. City staff, with the assistance of the mentioned Review Board, will negotiate inducement contracts on a case-by-case basis to induce landowner/developer commitments to create or preserve employment and implement urban design goals and recommend the negotiated contract to the City Commission.
- v. Developments seeking financial benefits scoring 80% or more in the Planning and Zoning Administrator's review process (see below) will receive priority in processing their proposal from the Planning and Zoning staff (i.e. the proposal will go to the top of the stack of pending developments)

2. Leveraging Resources in Partnerships:

- i. Staff: City staff will continue to partner with downtown and citywide business organizations to support downtown development
- ii. Downtown business partners:
 - a) Center City Association and the Downtown Business Alliance may provide downtown businesses and developments with façade improvement grants and design compliance assistance.

- b) Small Business Development Center may provide downtown businesses and developments with business development and growth support.
- c) Chamber of Commerce/CIC may provide downtown businesses and developments with business promotion and advocacy assistance.
- 3. Staff will coordinate a way finding program downtown to include:
 - i. Uniform, creative, and attractive gateways signage
 - ii. Uniform, creative, and attractive street signs
 - iii. Uniform and attractive parking signage
- 4. Staff will continue outreach and engagement of downtown community, including:
 - i. Businesses
 - ii. Landowners
 - iii. Non-profit organizations
 - iv. Realtors and developers

IV. PLAN REVIEW PROCESS

A. GOALS:

- 1. Create a unified development standard for downtown
- 2. Provide guidance to the private market
- 3. Achieve unified and valuable design that is feasible and flexible for developers
- 4. Create incentives for downtown development

B. OBJECTIVES:

- 1. Present and future development projects downtown will achieve the highest design and development value that is financially feasible to the developer
- 2. Developers will be encouraged to comply with urban design standards that are optional

C. REGULATORY POLICIES:

- 1. Project evaluation:
 - i. The Planning and Zoning Administrator shall review each new development for compliance with design and development standards to determine potential eligibility for financial benefits.
 - ii. The greater the compliance with urban design and economic development goals the more eligible the project is for financial benefits.
- 2. Required Review, Voluntary Compliance:
 - i. Applicants for building permits in the Unified Plan area must have a pre-application conference with the Planning and Zoning Administrator to review the site plan and building elevation for conformance with the district development standards.
 - ii. The Planning and Zoning Administrator will review the plans with the applicant and score them based on level of conformity.
 - iii. Plans must comply with all required zoning regulations and will be reviewed for conformity to recommended regulations.
 - iv. Plans that score 80% or more will receive priority regulatory processing:
 - a) Immediate zoning approval for the building permit
 - b) Expedited Engineering Department plan review
 - c) Expedited Building Department plan review

- v. The Design Review Board shall review plans that score 79% or less to determine whether the proposed development should be considered for financial benefits based upon implementing recommended building standards.
 - vi. The Design Review Board shall review the building elevation and site plan at the next regularly scheduled meeting Board of Zoning Appeals Public Meeting and shall make recommendation to the applicant to improve the plan's score to become eligible for financial benefits based upon implementing recommended building standards.
3. Design Review Board:
 - i. The Board of Zoning Appeals will act as the Design Review Board
 - ii. The Board of Zoning Appeals may seek the advice of staff and other persons.
 4. District Scoring Sheet:
 - i. Each district shall have a unique scoring sheet used to judge projects in that district.
 - ii. The scoring sheet will be directly connected to objective standards set-forth in the District development standards.
 - iii. Available scoring points assigned to each development standard or economic measurement should be based on the degree to which that development standard contributes to the goals set forth by the Unified Plan.
 - iv. Scoring points assigned to each scoring interval of the development standards or economic measurement should be based on the level of compliance presented in the development plan.

V. TRANSPORTATION AND PARKING

- A. GOALS:
 1. Assist in future transportation, corridor planning, and transportation demand management downtown
 2. Promote pedestrian activity downtown
- B. OBJECTIVES:
 1. Present and future development projects downtown will require minimal off-street, on-site parking
 2. Pedestrian activity will increase
 3. Developments will utilize shared parking
 4. Satellite lots will be created surrounding downtown
 5. The construction of additional structured parking facilities
 6. All parking spaces will be clearly marked
- C. REGULATORY POLICIES:
 1. Shared parking must be used wherever possible.
 2. Parking spaces shall be registered with the Department of Engineering and Planning, Planning Division, and shall be issued one of three types of free permits
 - I. Private space devoted to an identified single user
 - II. Shared private space devoted to a identified number of users
 - III. Public and private for pay spaces:
 - A) For pay parking spaces and lots shall receive annual permits
 - B) For pay parking spaces and lots shall have a City of Springfield issued uniform sign.
 3. Bus Loop will be utilized

4. Structured parking shall be located at approved locations and conform to development standards.

VI. HISTORIC PRESERVATION

A. GOALS:

1. Inspire the community to protect historically significant structures and reuse existing structures

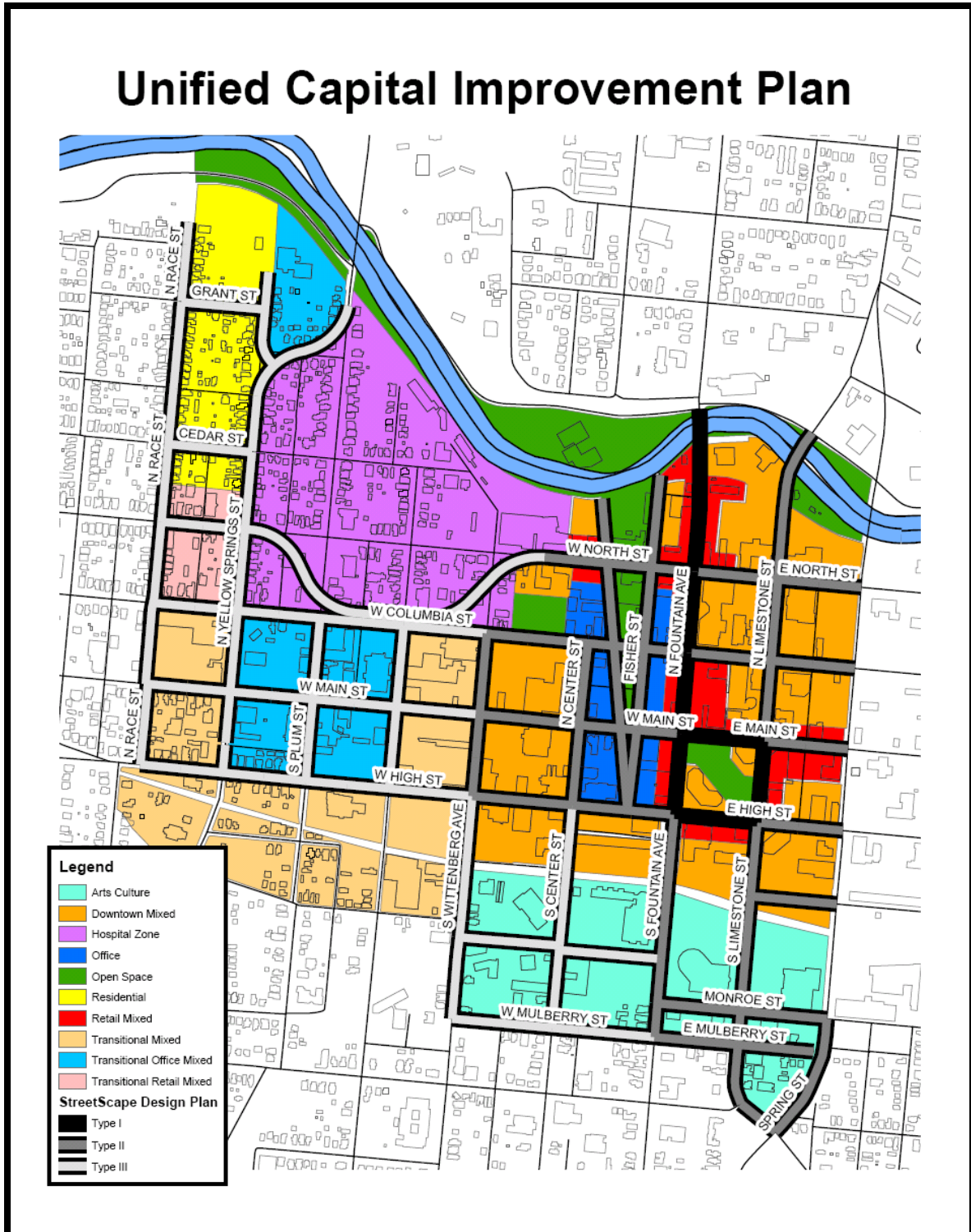
B. OBJECTIVES:

1. Retain nationally historic buildings
2. Retain locally historic buildings
3. Incorporate locally significant architectural and design features into downtown development and designs standards

C. REGULATORY POLICIES:

1. Nationally Historic Properties shall be recognizes and protected
2. Staff will assist in the coordination of an inventory of locally historic structures
3. Staff will assists in the coordination of an inventory of locally significant architectural and design features
4. Staff will encourage adaptive reuse of existing structures

Unified Capital Improvement Plan



A. GOALS:

1. Create a unified development standard for downtown
2. Promote pedestrian activity downtown
3. Create incentives for downtown development
4. Motivate a vibrant and diverse downtown economy

5. Encourage the construction of a vibrant and diverse downtown activity center

B. OBJECTIVES:

1. Improve quality and design of ROW
2. Encourage quality redevelopment in Unified Plan Area
3. Encourage/require privately funded quality ROW improvements in Unified Plan Area
4. Create design uniformity in Unified Plan Area
5. Enhance pedestrian appeal

C. REGULATORY POLICIES:

RECOMMENDED ROW IMPROVEMENTS DEVELOPMENT STANDARDS

1. Design Package Type I

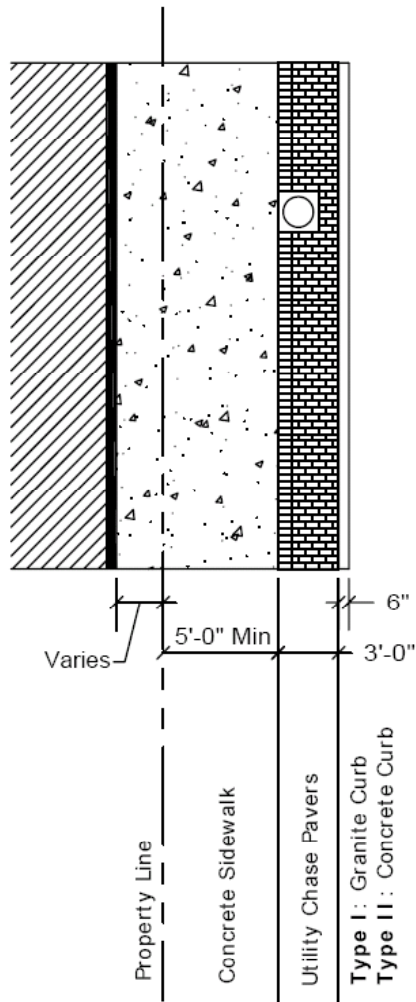
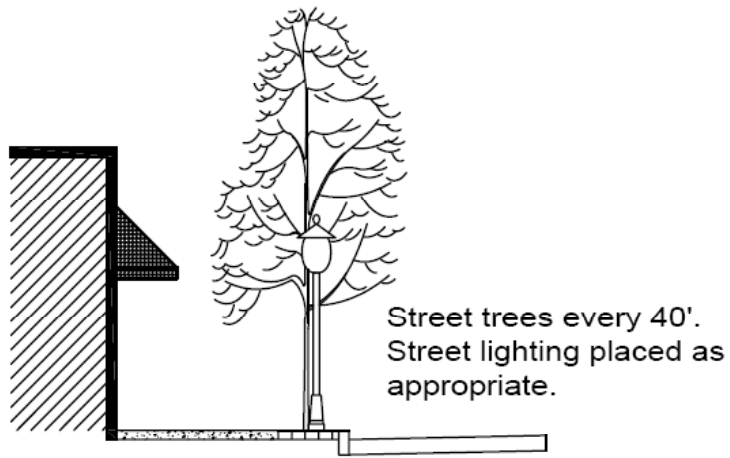
- I. Curb/Gutter - Required Material type: Granite
- II. Mastarm - Required Material type: Black
- III. Utility Strip - Required Material type: Clay Brick Paving
- IV. Street trees – Required: every 40 feet Golden Rain Tree, or other approved tree from approved listed street tree.
- V. Street Lights -Required Material type: Strenberg 14’ Richmond Poles w/hanging planters and banner arm
- VI. Benches – Required Material type: as appropriate, per request of property owner or City DuMor 140 Seris
- VII. Trash receptacles- Required: as appropriate, per request of property owner or City DuMor 157-32-25BT

2. Design Package Type II

- I. Curb/Gutter - Required Material type: Concrete
- II. Mastarm - Required Material type: Black
- III. Utility Strip - Required Material type: Clay Brick Paving
- VIII. Street trees – Required: every 40 feet Golden Rain Tree, or other approved tree from approved listed street tree.
- IV. Street Lights -Required Material type: Strenberg 14’ Richmond Poles w/hanging planters and banner arm
- IX. Benches – Required Material type: as appropriate, per request of property owner or City DuMor 140 Seris
- V. Trash receptacles- Required: as appropriate, per request of property owner or City DuMor 157-32-25BT
- VI. Pedestrian walk shall conform to Design Package type II standards, also to include brick paved wearing surface).\

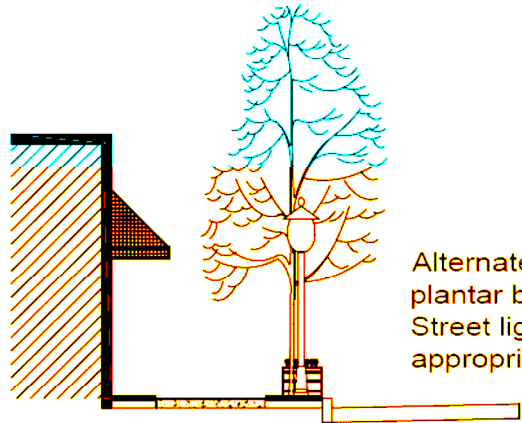
3. Design Package Type III

- I. Curb/Gutter -Required Material type: Concrete
- II. Mastarm - Required Material type: Black
- III. Utility Strip - Required Material type: Grass
- X. Street trees – Required: every 80 feet Golden Rain Tree, or other approved tree from approved listed street tree, alternating with elevated planters
- IV. Elevated Planters– Required: every 80 feet, alternating with trees
- V. Street Lights -Required Material type: Strenberg 14’ Richmond Poles no hanging planters and banner arm
- XI. Benches – Required Material type: as appropriate, per request of property owner or City DuMor 140 Seris
- VI. Trash receptacles- Required: as appropriate, per request of property owner or City DuMor 157-32-25BT
- vii. Elevated Planters to be used in medians.

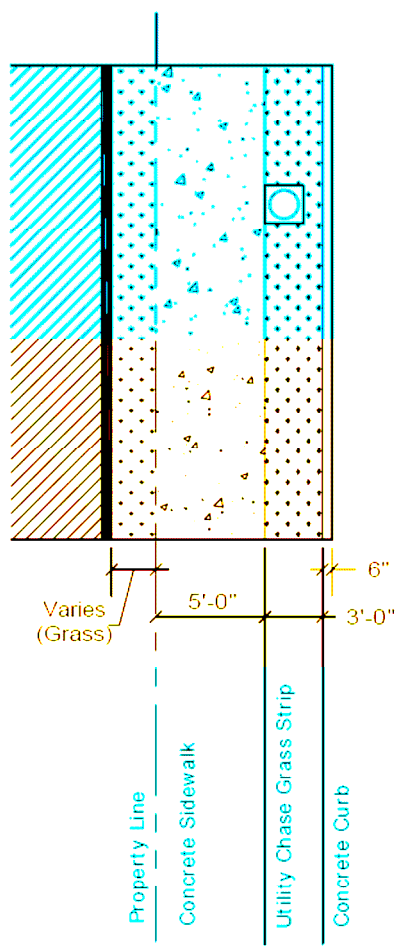


**City Streetscape
Capital
Improvement Plan
Design Package
I & II**

Graphic: Design Package Type I&II



Alternate street trees with planter boxes every 40'. Street lighting placed as appropriate.



**City Streetscape
Capital
Improvement Plan
Design Package
III**

Graphic: Design Package Type III

VIII. IMPLEMENTATION AND PHASING PLAN

- A. GOALS:
 - 1. Achieve unified and valuable development downtown that is feasible and flexible for the City of Springfield over time
- B. OBJECTIVES:
 - 1. The Unified Plan will be reviewed annually and as needed to accommodate development
- C. REGULATORY POLICIES:
 - 1. The Unified Plan will be reviewed and amended according to the following schedule
 - I. Year 1-3: Once annually
 - II. Year 3-5: Once at year 5
 - III. Year 5-10: As needed and at year 10
 - 2. Annual Review Year 1-3, 5, and 10:
 - I. Staff will generate an annual Evaluation and Appraisal Report on the performance of the Unified Plan
 - II. Applications for text revisions will be accepted Dec 1- March 1
 - III. Staff will review applications and make recommendation to the Planning and Board and City Commission for textual revisions.
 - iv. The City Commission will consider revisions to the Unified Plan at first meeting in May
 - v. The City Commission will adopt revisions to the Unified Plan at last meeting in May