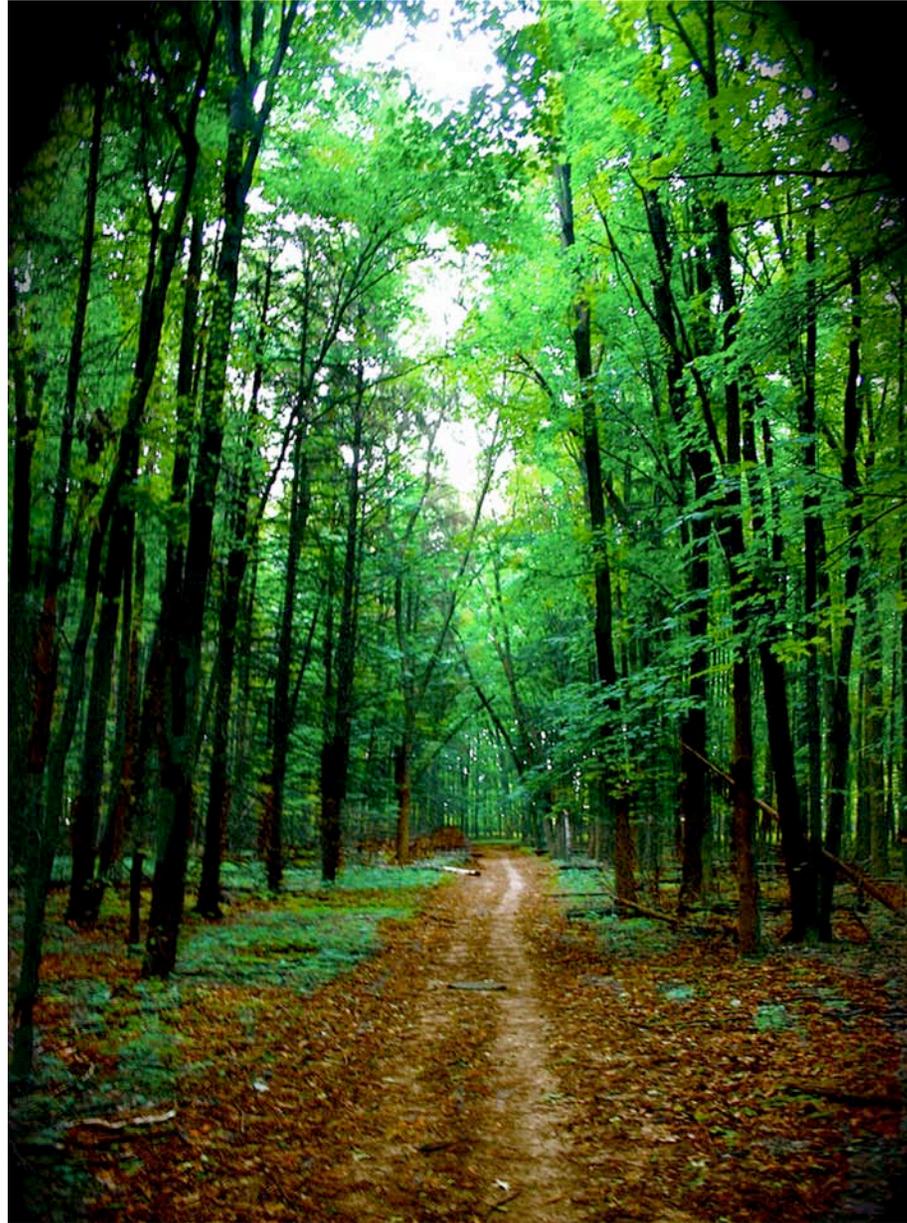




## T1: Natural

Lands approximating or reverting to a wilderness condition, including lands unsuitable for settlement due to topography, hydrology or vegetation.



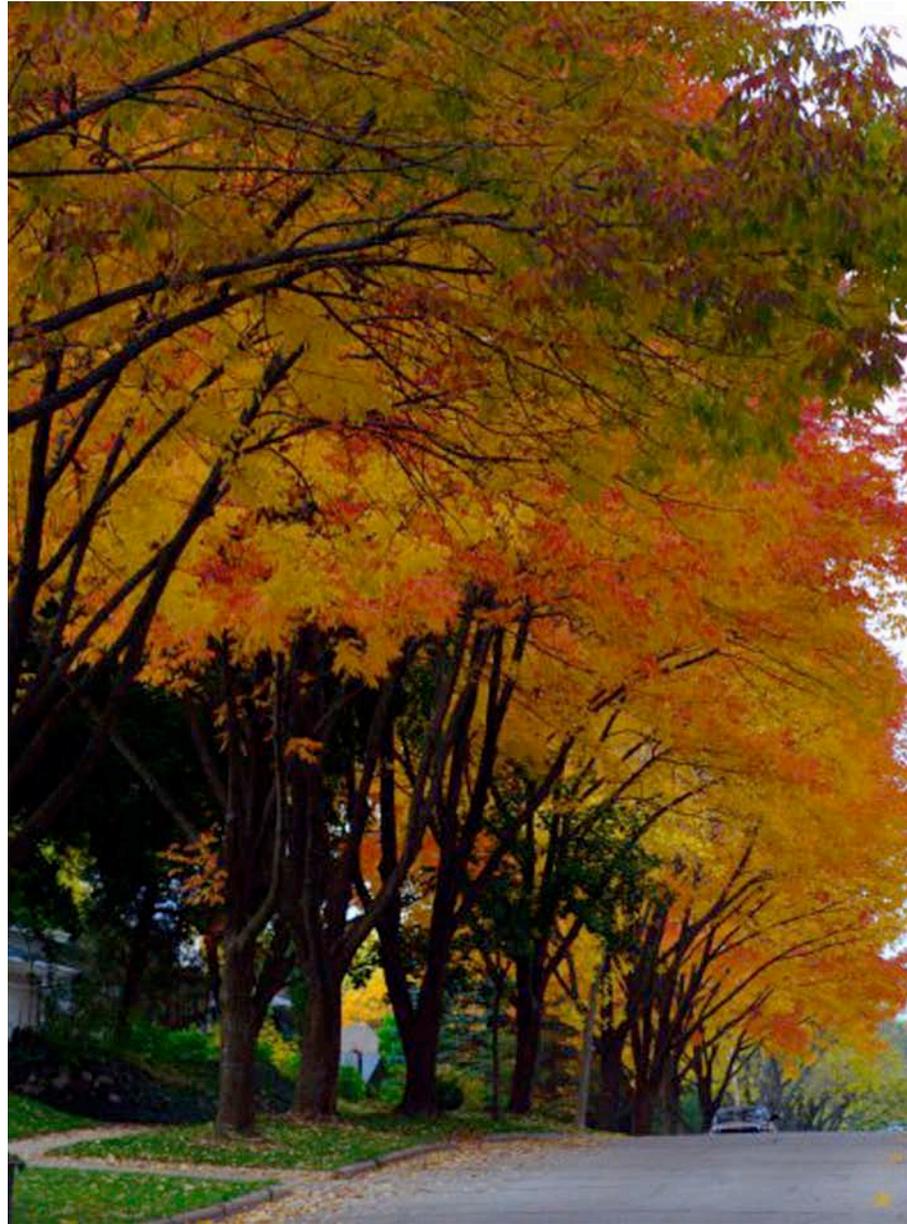
## T2: Rural

Sparsely settled lands in open or cultivated states. These include woodland, agricultural land, and grassland. Typical buildings are farmhouses, agricultural buildings, cabins, and villas. Cluster development is possible with open space.



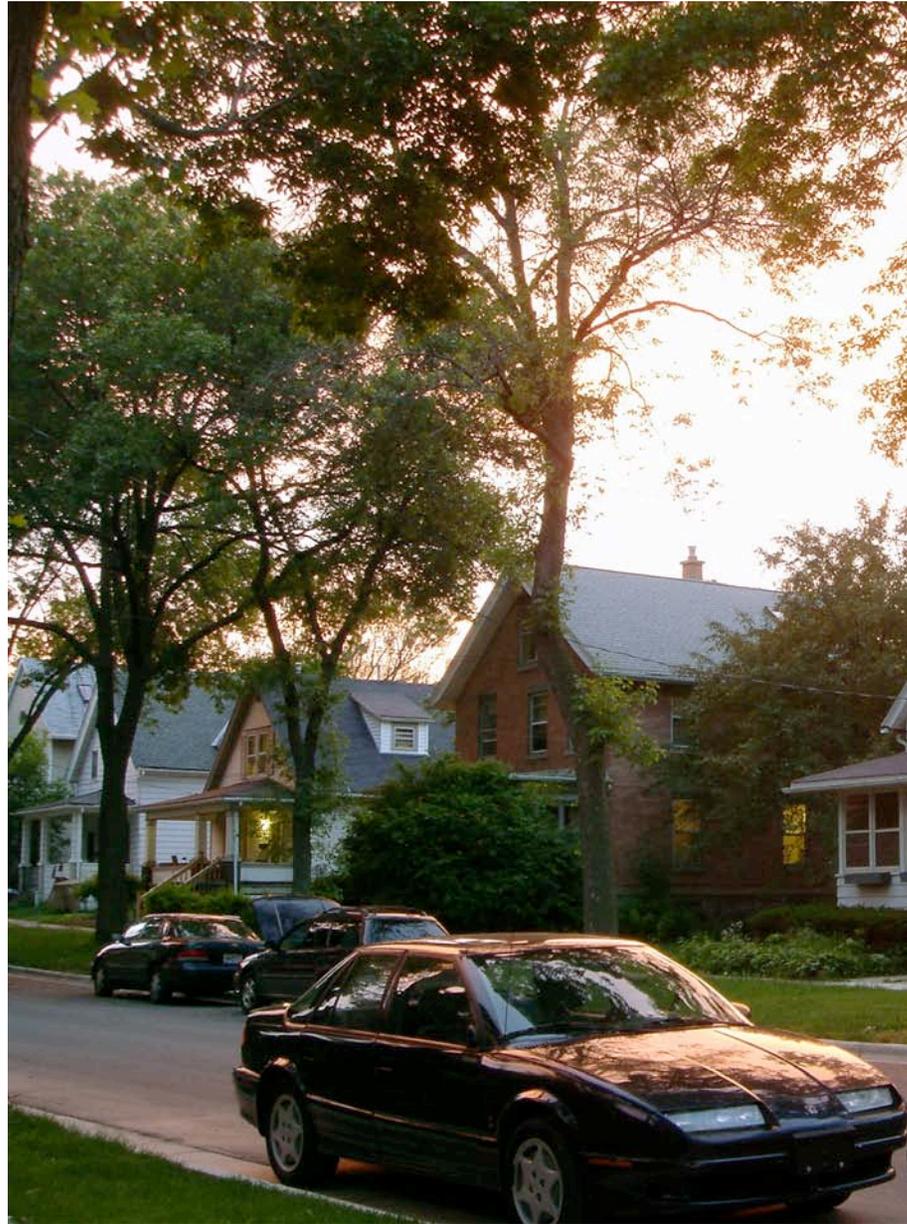
### T3: Sub-Urban

Low density residential areas, adjacent to higher zones. Home occupations and outbuildings are allowed. Planting is naturalistic and setbacks are relatively deep. Blocks may be large and the roads irregular to accommodate natural conditions.



## T4: General Neighborhood

Mixed use but primarily residential urban fabric. It may have a wide range of building types: single-family detached, sideyards, rowhouses, and small apartments. Setbacks and landscaping are variable. Streets with curbs and sidewalks define medium-sized blocks.



## T5: Urban Center

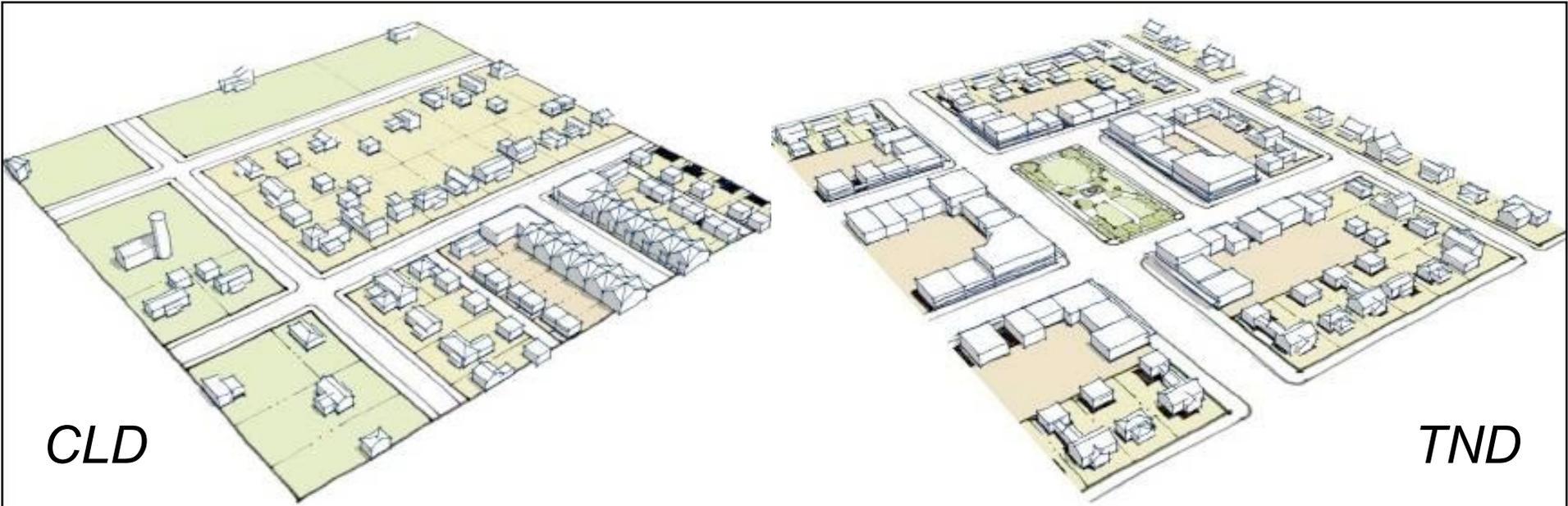
Higher density mixed use building that accommodate retail, offices, rowhouses and apartments. It has a tight network of streets, with wide sidewalks, steady street tree planting and buildings set close to the sidewalks.



## T6: Urban Core

Highest density and height, with the greatest variety of uses, and civic buildings of regional importance. It may have larger blocks; streets have steady street tree planting and buildings are set close to wide sidewalks. Typically only large towns and cities have an Urban Core Zone.

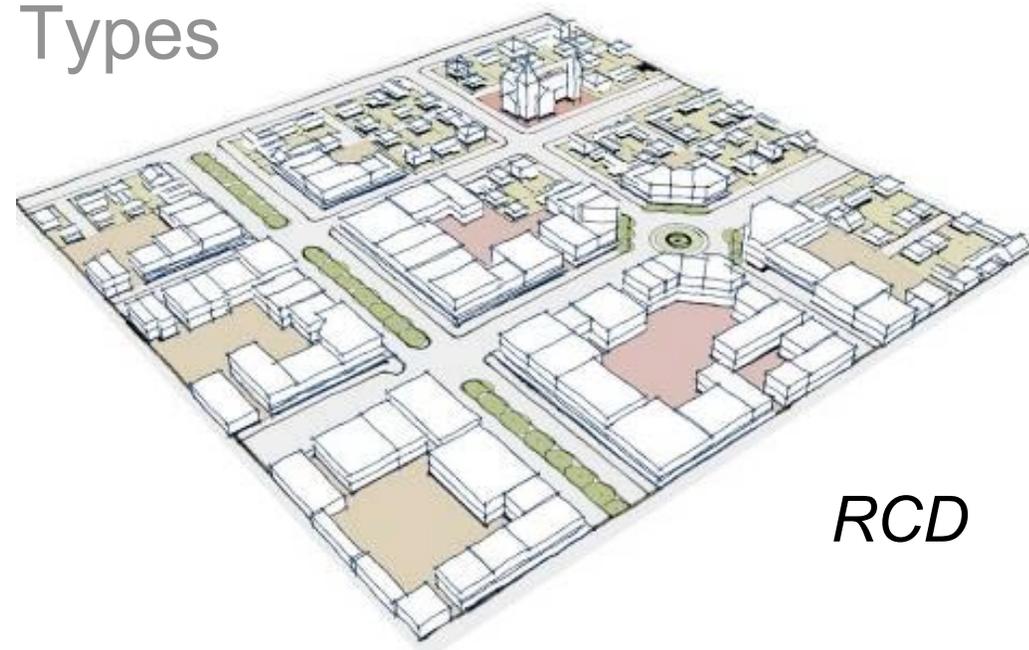




*CLD*

*TND*

Community Types



*RCD*



A Neighborhood is a 5 minute walk from center to edge and has a mix of Transect zones.



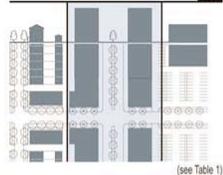
# BUILDING FORM STANDARDS

**SMARTCODE**  
Lauderhill, FL

**ARTICLE 6. TABLES & STANDARDS**

TABLE 15C: Form-based Code Graphics - T6

**T6**



**BUILDING FUNCTION** (see Table 10 & Table 12)

a. Residential	open use
b. Lodging	open use
c. Office	open use
d. Retail	open use

**BUILDING CONFIGURATION** (see Table 8)

a. Principal Building	20 stories max. 3 min.
b. Outbuilding	N/A

**LOT OCCUPATION**

a. Lot Width	18 ft. min 700 ft. max
b. Lot Coverage	90% max

**BUILDING DISPOSITION** (see Table 9)

a. Edgeyard	not permitted
b. Sideyard	not permitted
c. Rearyard	permitted
d. Courtyard	permitted

**SETBACKS - PRINCIPAL BUILDING**

a. Front Setback (P)	0 ft. min. 12 ft. max.
a. Front Setback (S)	0 ft. min. 12 ft. max.
b. Side Setback	0 ft. min. 24 ft. max.
c. Rear Setback	0 ft. min.
d. Frontage Buildout	80% min. at setback

**SETBACKS - OUTBUILDING**

a. Front	N/A
b. Side	N/A
c. Rear	N/A

**PRIVATE FRONTAGES** (see Table 7)

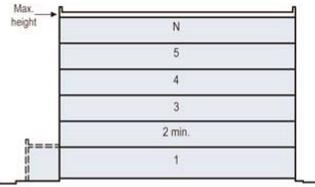
a. Common Lawn	not permitted
b. Porch & Fence	not permitted
c. Terrace or L.C.	not permitted
d. Forecourt	permitted
e. Stoop	permitted
f. Shopfront & Awning	permitted
g. Gallery	permitted
h. Arcade	permitted

Refer to Summary Table 14

**PARKING PROVISIONS**  
See Table 10 & Table 11

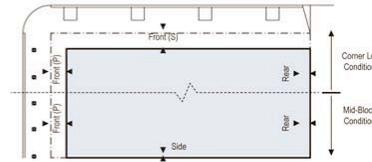
**BUILDING CONFIGURATION**

1. Building height shall be measured in number of Stories, excluding Attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor Commercial Function which must be a minimum of 11 ft with a maximum of 25 ft.
3. Height shall be measured to the eave or roof deck as specified on Table 8.
4. Stepbacks and Recess Lines shall be as shown on Table 8.



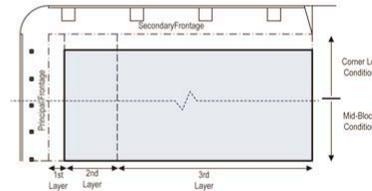
**SETBACKS - PRINCIPAL BLDG.**

1. The Facades and Elevations of Principal Buildings shall be setback from the Lot lines as shown.
2. Facades shall be built along the Principal Frontage to the minimum specified width in the table.



**PARKING PLACEMENT**

1. Uncovered parking spaces may be provided within the 3rd Layer as shown in the diagram (see Table 17d).
2. Covered parking shall be provided within the 3rd Layer as shown in the diagram (see Table 17d).
3. Trash containers shall be stored within the 3rd Layer.



# LAND USE: LIMITED

## ARTICLE 6. TABLES & STANDARDS

## SMARTCODE

Lauderhill, FL

**TABLE 12: Specific Function & Use.** This table expands the categories of Table 10 to delegate specific Functions and uses within Transect Zones.

	T4	T5	T6	SD
<b>a. RESIDENTIAL</b>				
Mixed Use Block	■	■	■	□
Flex Building	■	■	■	□
Apartment Building	■	■	■	■
Live/Work Unit	■	■	■	□
Row House	■	■	■	■
Duplex House	■	■	■	■
Courtyard House	■	■	■	■
Sideyard House	■	■	■	■
Family Day Care	□	■	■	■
Special Residential Facility	□	■	■	■
House	■	■	■	■
Accessory Unit	■	■	■	■
<b>b. LODGING</b>				
Hotel (no room limit)*	■	■	■	□
School Dormitory	■	■	■	■
<b>c. OFFICE</b>				
Office Building	■	■	■	□
Live-Work Unit	■	■	■	□
<b>d. RETAIL</b>				
Open-Market Building	■	■	■	■
Retail Building**	■	■	■	□
Display Gallery	■	■	■	□
Restaurant	■	■	■	□
Kiosk	■	■	■	□
Push Cart	■	□	□	□
Alcoholic Beverage Selling Establishment	■	□	□	□

	T4	T5	T6	SD
<b>f. OTHER: AGRICULTURE</b>				
Greenhouse	■	■	■	□
Kennel	□	□	□	□
<b>f. OTHER: AUTOMOTIVE</b>				
Gasoline	■	□	□	□
Automobile Service	■	■	■	□
Truck Maintenance	■	■	■	□
Drive -Through Facility	■	□	□	□
Rest Stop	■	■	■	□
Roadside Stand	■	■	■	□
Shopping Center	■	■	■	□
Shopping Mall	■	■	■	□
<b>f. OTHER: CIVIL SUPPORT</b>				
Fire Station	■	■	■	■
Police Station	■	■	■	■
Hospital	■	□	□	□
Medical Clinic	□	■	■	□
<b>f. OTHER: EDUCATION</b>				
College	■	□	□	□
High School	□	□	□	□
Trade School	■	□	□	□
Elementary School	■	■	■	■
Other- Childcare Center	■	■	■	□
<b>f. OTHER: INDUSTRIAL</b>				
Light Industrial Facility	■	■	□	□
Truck Depot	■	■	■	□
Laboratory Facility	■	■	□	□



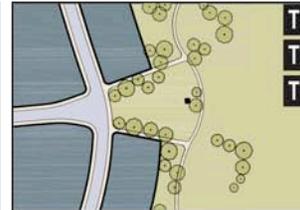
# FRONTAGE STANDARDS

	SECTION	PLAN
	LOT PRIVATE FRONTAGE ▶ ◀ R.O.W. PUBLIC FRONTAGE	LOT PRIVATE FRONTAGE ▶ ◀ R.O.W. PUBLIC FRONTAGE
<p>a. <b>Common Yard:</b> a planted Frontage wherein the Facade is set back substantially from the Frontage Line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. The deep Setback provides a buffer from the higher speed Thoroughfares.</p>		 T2 T3
<p>b. <b>Porch &amp; Fence:</b> a planted Frontage wherein the Facade is set back from the Frontage Line with an attached porch permitted to Encroach. A fence at the Frontage Line maintains street spatial definition. Porches shall be no less than 8 feet deep.</p>		 T3 T4
<p>c. <b>Terrace or Lightwell:</b> a Frontage wherein the Facade is set back from the Frontage line by an elevated terrace or a sunken Lightwell. This type buffers Residential use from urban Sidewalks and removes the private yard from public Encroachment. Terraces are suitable for conversion to outdoor cafes. Syn: <b>Dooryard.</b></p>		 T4 T5
<p>d. <b>Forecourt:</b> a Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. The Forecourt created is suitable for vehicular drop-offs. This type should be allocated in conjunction with other Frontage types. Large trees within the Forecourts may overhang the Sidewalks.</p>		 T4 T5 T6
<p>e. <b>Stoop:</b> a Frontage wherein the Facade is aligned close to the Frontage Line with the first Story elevated from the Sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor Residential use.</p>		 T4 T5 T6
<p>f. <b>Shopfront:</b> a Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. This type is conventional for Retail use. It has a substantial glazing on the Sidewalk level and an awning that should overlap the Sidewalk to within 2 feet of the Curb. Syn: Retail Frontage.</p>		 T4 T5 T6
<p>g. <b>Gallery:</b> a Frontage wherein the Facade is aligned close to the Frontage line with an attached cantilevered shed or a lightweight colonnade overlapping the Sidewalk. This type is conventional for Retail use. The Gallery shall be no less than 10 feet wide and should overlap the Sidewalk to within 2 feet of the Curb.</p>		 T4 T5 T6
<p>h. <b>Arcade:</b> a colonnade supporting habitable space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at or behind the Frontage Line. This type is conventional for Retail use. The Arcade shall be no less than 12 feet wide and should overlap the Sidewalk to within 2 feet of the Curb. See Table 8.</p>		 T5 T6

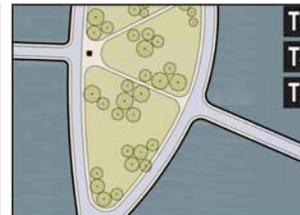


# CIVIC STANDARDS

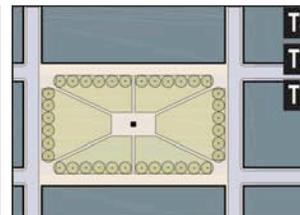
**a. Park:** A natural preserve available for unstructured recreation. A park may be independent of surrounding building Frontages. Its landscape shall consist of Paths and trails, meadows, waterbodies, woodland and open shelters, all naturalistically disposed. Parks may be lineal, following the trajectories of natural corridors. The minimum size shall be 8 acres. Larger parks may be approved by Warrant as Special Districts in all zones.



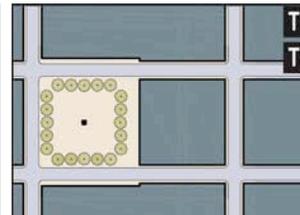
**b. Green:** An Open Space, available for unstructured recreation. A Green may be spatially defined by landscaping rather than building Frontages. Its landscape shall consist of lawn and trees, naturalistically disposed. The minimum size shall be 1/2 acre and the maximum shall be 8 acres.



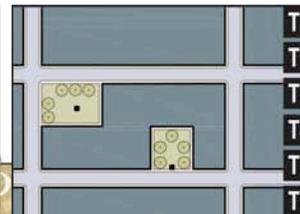
**c. Square:** An Open Space available for unstructured recreation and Civic purposes. A Square is spatially defined by building Frontages. Its landscape shall consist of paths, lawns and trees, formally disposed. Squares shall be located at the intersection of important Thoroughfares. The minimum size shall be 1/2 acre and the maximum shall be 5 acres.



**d. Plaza:** An Open Space available for Civic purposes and Commercial activities. A Plaza shall be spatially defined by building Frontages. Its landscape shall consist primarily of pavement. Trees are optional. Plazas *should* be located at the intersection of important streets. The minimum size shall be 1/2 acre and the maximum shall be 2 acres.



**e. Playground:** An Open Space designed and equipped for the recreation of children. A playground *should* be fenced and may include an open shelter. Playgrounds shall be interspersed within Residential areas and may be placed within a Block. Playgrounds may be included within parks and greens. There shall be no minimum or maximum size.



Planning Update

MAKERS



# REGULATING PLAN



Fitchburg Zoning Update



# ILLUSTRATIONS



Fitchburg Zoning Update

