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ADOPTED by Ordinance 18-26, May 28, 2018 (P17-178)
AMENDED by Ordinance 19-___, July ___, 2019 (P18-143)
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PREAMBLE

Background
In 2017, the City of Port St. Lucie developed Neighborhood Action Plans for many of the original areas developed in the city. A Neighborhood Action Plan for Planning Area 4 South (PA-4S), which includes the Becker Road corridor, was created to guide City policy and decision-making over the next 10-15 years in order to establish a vision for the future and to advance the City’s strategic goals of having stable neighborhoods, quality housing, a diverse local economy, more mobility choices, and enhanced leisure opportunities for active lifestyles. In addition, the creation of an overlay district was recommended as a means to guide the appearance of future development of properties located along Becker Road. An overlay district is a specific geographic area in which additional zoning and design requirements are applied as a means to accomplish a desired land development pattern.

The Becker Road Overlay District (BROD) extends along Becker Road approximately 3.75 miles from Interstate 95 on the west to the Florida Turnpike on the east (Map 1). The framework for the BROD was identified through public input to accomplish the following:

- Create a sense of place and community;
- Address the current land use and zoning issues which are impeding redevelopment;
- Promote the development of mixed-use and commercial uses;
- Establish site and building design standards;
- Reduce driveway access conflicts along Becker Road; and
- Increase the number of parks, open spaces, and recreational facilities.

Map 1. Vicinity Map of Becker Road Overlay District (BROD) Boundary
The City of Port St. Lucie was awarded a Community Planning Technical Assistance Grant from the Florida Department of Economic Opportunity (DEO) to prepare form-based design standards for the Becker Road Overlay District (BROD) to address design issues such as the building articulation and the location of the building(s) on a site in relation to adjacent streets, setbacks, treatment of parking, and landscaping.

**Comprehensive Plan Amendments**
In late 2017, the City of Port St. Lucie initiated a Comprehensive Plan amendment to implement the recommendations of the neighborhood plan for Planning Area 4 South (PA-4S) located along Becker Road as follows: promote business and economic development opportunities; remove existing single-family residential zoning areas that abut Becker Road; and to protect single-family residential areas located to the north and south of Becker Road. The Comprehensive Plan amendment was approved by the City on November 13, 2018. The amendment changed the future land use of 783 lots from RL (Low Density Residential) to CL (Limited Commercial), ROI (Residential, Office, & Institutional), RM (Medium Density Residential), MU (Mixed-Use), or OSR (Open Space Recreational). In addition, the amendment created a new Office (O) future land use designation that is only compatible with the Professional (P) zoning district.

**Land Use Conversion Manual**
In the 1980s, the City of Port St. Lucie adopted a process for converting single-family platted lots located along major roadways into larger parcels for commercial, office, institutional, and multifamily uses. The City’s Land Use Conversion Manual was adopted in 1984 to modernize antiquated subdivisions and to protect stable single-family neighborhoods. On July __, 2019, the City’s Land Use Conversion Manual was revised and approved to promote the type of commercial, office, and multifamily development envisioned along the Becker Road corridor.

**What is Form-Based Code?**
Form-based codes are an alternative approach to zoning that promote pedestrian-oriented, mixed-use environments that are intended to foster a sense of a place. These codes, consisting of maps, diagrams, and narrative, are legal design regulations that delineate with more specificity than typical zoning codes the desired physical form, placement, size, architectural style, and other development features. These codes are only applicable to properties located within the BROD.
A principal objective of the form-based code in this document is to create an attractive, pedestrian-oriented environment by implementing the following practices:

- Place buildings along Becker Road or Port St. Lucie Boulevard with parking in the rear;
- Require open spaces in the form of greens, plazas, and courtyards with features such as benches, fountains, public art, gazebos or other garden furniture;
- Promote the development of buildings that have windows and building articulation as a means to foster more attractive architecture; and
- Create and inter-connected system of sidewalks to promote walkability and driveways to make access to nearby development more convenient.
1.0 ADMINISTRATION

1.1 Intent and Purposes
The intent of this document is to provide standards to implement the Becker Road Overlay District (BROD) Design Standards for the following purposes:

- Establish land development regulations applicable to underlying zoning districts within the BROD;
- Establish design standards for site and building development in the BROD that are pedestrian-friendly;
- Provide multifamily residential development options that are compatible in scale, design, and intensity with Becker Road and the surrounding neighborhoods;
- Foster economic activity that is compatible in use, scale, design, and intensity with Becker Road and the surrounding neighborhoods;

1.2 Applicability
The BROD Design Standards apply to the following land use and zoning districts as depicted in Compatible Land Use and Zoning Districts, Table 1-1 and as illustrated on the Regulating Plan, Map 2-1, page 10.

Table 1-1. Compatible Land Use and Zoning Districts

<table>
<thead>
<tr>
<th>Land Use</th>
<th>Zoning 1, 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Commercial (CG)</td>
<td>CG, CN, P, LMD, PUD³</td>
</tr>
<tr>
<td>Limited Commercial (CL)</td>
<td>CN, P, LMD</td>
</tr>
<tr>
<td>Residential Office Institutional (ROI)</td>
<td>LMD, P, RM-5, RM-8, PUD³, I</td>
</tr>
<tr>
<td>Mixed-Use (MU)</td>
<td>PUD³</td>
</tr>
<tr>
<td>Office (O)</td>
<td>P, PUD³</td>
</tr>
<tr>
<td>Medium Density Residential (RM)</td>
<td>RM-5, RM-8, PUD³, I</td>
</tr>
<tr>
<td>Open Space Recreational (OSR)</td>
<td>OSR (See Section 1.2.7)</td>
</tr>
</tbody>
</table>

1. Zoning Acronym Definitions: General Commercial (CG), Neighborhood Convenience Commercial (CN), Limited Mixed-Use (LMD), Professional (P), Multifamily Residential (RM-5, RM-8), Planned Unit Development (PUD), Institutional (I), Open Space Recreational (OSR), Dwelling Units Per Acre (DUPA).
2. Maximum number of dwelling units is 8 DUPA for all properties with an RM and ROI land use.
3. PUD zoning requires a minimum of 1.8 acres in the BROD.

1. Rezoned Properties - The BROD Design Standards shall apply to proposed new buildings and undeveloped properties located within the conversions areas that have obtained approval for the appropriate zoning. The BROD Design Standards will be implemented at the time a site plan application is submitted for approval by the City.
2. **Existing Single-Family Homes** - The conversion of a single-family home to a commercial or non-
single-family use is permitted provided the BROD Design Standards and other applicable
development regulations are met. The conversion may require significant renovation. The
removal of houses from conversion areas is preferred.

3. **Single-Family Residential Zoning** - Properties zoned single-family residential (RS-2) are exempt
from the BROD Design Standards.

4. **Rehabilitated or Remodeled Structures** - Design standards shall apply to all properties undergoing
redevelopment when the sum of all building costs is equal to or exceeds 50% of the appraised
value of the building. (See also City Zoning Code Section 158.282).

5. **Removal or Destruction of Non-conforming Structures** - When any non-conforming building or
structure is removed or otherwise destroyed to an extent equal to or exceeding 50% of the
replacement cost, both the property and any building or structure erected or maintained thereon
shall conform in all respects to the regulations and requirements of the BROD Design Standards.
(See also City Zoning Code Section 158.282).

6. **Conflict with Other City Codes** - Where conflict occurs with the BROD Design Standards and other
City land development regulations, the standards described in this document shall supersede.

7. **Open Space Recreation (OSR) Land Use or Zoning Limitations** - Chapter 3.0 (Subdistricts &
Building Types) does not apply to properties with OSR land uses or zoning.
1.3 Approval Process

Development review and approval shall follow adopted procedures for design review and site plan approval for all applicable development within the City of Port St. Lucie as established in Sections 158.235 to 158.246 of the City Zoning Code. After receipt of a complete application, City staff will review the drawings and documents and provide written comments to the applicant prior to the Site Plan Review Committee (SPRC) meeting.

Major and Minor Plans: After comments from the SPRC have been addressed by the applicant, the Planning and Zoning Department will make a recommendation to the Planning and Zoning Board and the City Council for major site plans or to the City Council for minor site plans as required by City ordinance.

Major site plans include any development involving 50 dwelling units or more, or 10,000 square feet or more of non-residential gross floor area. Minor site plans include any development involving fewer than 50 dwelling units or less than 10,000 square feet of non-residential gross floor area.

Site Plan Amendments: Subject to meeting the required criteria, the Zoning Administrator may refer requests for minor site plan revisions as defined in Section 158.237(C) to the SPRC for approval or for a recommendation to the or the City Council for final approval.

The site plan review process is graphically summarized below (Figure 1-1).

*Figure 1-1: Approval Process*
1.3.1 Submittal Requirements

Unless indicated otherwise in the BROD Design Standards, refer to City Code Section 158.238 for the Site Plan Submittal requirements.

1. A digital copy of the required drawings and documents shall be uploaded online for distribution to other Site Plan Review Committee departments at the City of Port St. Lucie Planning & Zoning Department website (https://www.cityofpsl.com) > Applications & Instructions > Online Submittals - Or - https://submit.cityofpsl.com/.

2. In addition, submit (1) hard-copy set of required drawings and documents to the Planning and Zoning Department.
   1. Site Plan or Concept Plan.
   2. Architectural Elevations / Floor Plan: The building elevations page shall list the selected design elements from Section 4.6.3 (Architectural Elements). Elevations shall show building and roof form, windows, doors, materials, colors, and any other architectural features. Include window and door transparency calculations on the building elevations page. Indicate Sherwin Williams paint color name and number on the building elevations page where applicable.
      Provide color elevations of all building facades that face a street on an 8.5 x 11 or an 11 x 17 sheet of paper. Development that is 2.5 acres or more in size shall provide a color rendering.
   3. Landscape Plan / Irrigation Plan / Construction Drawings: Landscape and Irrigation Plans may also be submitted with the Site Plan to the Site Plan Review Committee (SPRC) or they may be submitted to the SPRC with the Detail Construction Plans after the Site Plan has been recommended for approval by the SPRC.

1.3.2 Final Site Inspection Request

Requests to the Planning and Zoning Department for final inspection shall be accompanied by an Site Plan Inspection Request Form and the architect’s (or structural engineer’s, if applicable) and the landscape architect’s original signed and sealed letter of compliance indicating that the building and the landscaping have been built or installed as depicted on the Site Plan, Elevations, and Landscape Plan.

Certificate of Occupancy: Pursuant to Chapter 162, any requirement for Public Art shall be met, if applicable.
1.4 **Nonconformities**

Nonconforming lots, uses, and site conditions shall be subject to the provisions of Article XIV, Nonconforming Uses, of the City Zoning Code.

1.5 **Variances**

Proposed variances to the provisions of the Becker Road Overlay District (BROD) Design Standards shall be subject to the rules and procedures established in Article XV, Variances, of the City Zoning Code.

1.6 **Design Relief to Design Standards**

1.6.1 **Design Relief Criteria**

Design relief to the BROD Design Standards may be considered for approval by the Zoning Administrator if the administrator finds that the proposed design changes will accomplish the intent of the BROD as effectively or better as strict compliance with the adopted standards as follows:

- Promotes the development of a traditional urban form that is pedestrian-friendly;
- Provides compatibility with surrounding properties;
- Provides safety and convenience for pedestrians, cyclists, and transit riders;
- Provides safety for vehicular circulation.

1.6.2 **Design Relief Changes Subject to Approval by Zoning Administrator**

The Zoning Administrator may consider for approval the following proposed design relief changes subject to review under Section 1.6.1 above. Proposed design relief changes to the BROD Design Standards not listed below require a Variance.

1. **Setbacks** - Allow a 10% reduction to the setback dimensions or allow a 10% reduction or increase to the build-to zone dimensions, not including setbacks abutting properties with single-family land uses.

2. **Transparency** - Allow up to a 5% reduction in the window transparency area required, provided that no less than 15% transparency is required. The Zoning Administrator may require other design elements as a substitution for reduced transparency.

3. **Activity Center Building Height** - Allow an increase of up to 5 feet in height in the Activity Center upon finding that the portion of the building exceeding 35 feet is located at least 75 feet from the nearest single-family residential lot outside of the BROD area.

4. **Building Color** - Allow the use of light to medium shades of pastel colors not specified in the Citywide Design Standards. Allow up to 20% of the building and trim colors to be more intense and saturated, including black, including colors not in the Citywide Design Standards. See Section 4.5 (Building Color).

5. **Building Frontage Length** - Allow a decrease to the required minimum building frontage length by 5%.

6. **Corner Entrances** - Allow a required corner entrance to be located in another location where a corner entrance is not functional to the use of the building. The building corner shall be enhanced with other architectural features and/or open space. See Section 3.4.6 (Corner Entrances).
1.7 Alternative Design Standards

Alternative design standards may be considered based on exceptional design. The intent is to allow and encourage innovative and creative design. Proposals will only be considered in conjunction with a Planned Unit Development (PUD) zoning or PUD amendment application. To qualify for PUD zoning, a parcel must be at least 1.8 acres in size. The following criteria shall be addressed:

- Logic of design;
- Exterior space utilization;
- Attractiveness;
- Materials selection;
- Compatibility with surrounding properties;
- Circulation and parking - vehicular and pedestrian;
- Accepted architectural principles;
- Design minimizes environmental impact;
- Walkability and Livability.

The PUD may not alter the following features of the Becker Road Overlay District (BROD) Design Standards: 1) Parking may not be located in front of buildings located along Becker Road, Port St. Lucie Boulevard, or the side streets. 2) The minimum depth of the building frontage landscape buffer shall be maintained. 3) The requirement for a building frontage sidewalk shall be maintained. See Section 5.4.2 (Landscaping).

1.7.1 Application Requirements:

- Letter addressing all of the above criteria;
- Fee (includes the sum of the PUD rezoning or amendment and architectural design fees);
- PUD rezoning or amendment application;
- Color elevations; and
- Perspective color drawing/s.

In the PUD document, one section shall be dedicated to the Alternate Design Standards which shall include architectural design standards. The Alternative Design Standards will be reviewed in conjunction with Sections 158.170-183, of the City PUD Zoning Code, except as otherwise required in the BROD Design Standards. See Section 6.4 (Parking).
1.8 Definitions

Accessory Use or Structure: A use or structure of a nature customarily incidental and subordinate to the principal use or structure and, unless otherwise provided, on the same lot.

Arcade or Colonnade - An attached linear hallway that is open and flanked with columns or pillars. The arcade or colonnade shall be consistent with the style and proportions of the building to which it is attached and have support columns spaced no greater than 1.5 the height of the column. A pitched roof or a flat roof (with optional open-air deck and railing) is permitted above the arcade or colonnade. A sidewalk that passes through an arcade or colonnade shall have a minimum clear width of 5 feet. See Section 3.5 (Encroachments).

Architectural Wall - A wall designed to complement adjacent development consisting of masonry block with stucco, fluted block, a finished designer block, poured concrete, or pre-cast concrete with a treatment on top such as a cornice, tile band, or similar accent. A pre-cast concrete wall shall be comparable in visual quality to a block wall.

Awning - A fixed or moveable building accessory that projects from a wall and consists of canvas, wood, metal, or other material that is used to keep the sun or rain off of a storefront, window, or doorway. The awning may also be used primarily as a decorative element.

Bahama Shutter - A single exterior window covering or awning that is hinged at top, made from framed horizontal louvers.

Balcony - A platform enclosed by a wall or balustrade on the outside of a building with access from an upper-floor door typically. Balconies shall be a minimum of three feet deep and five feet wide.

Becker Road Corridor - Refers to development located within the Becker Road Overlay District as depicted on Map 2-1.

BROD - Becker Road Overlay District

Building Coverage - Building coverage applies to all buildings including accessory structures. The total of areas taken on a horizontal plane at the main grade of the principal building and all accessory buildings, exclusive of uncovered patios, decks, walkways, terraces, and other similar features. All dimensions shall be measured from the outside face of the exterior wall, slab, or supporting columns.

Building Entrance - An entrance that is accessible to customers, patrons, members, visitors, clients, or residents. Does not include entrances intended for service use or employees only.

Building Façade - The exterior wall, face, or columns of a building. See Façade.

Building Frontage - The cumulative width of a building(s) on a lot measured in a straight line parallel with the adjacent street. Building frontage is measured as a percentage as follows: width of building(s) / width of lot minus the access driveway, landscaping, and sidewalk width. The minimum access driveway width shall be 40 feet including sidewalks and landscaping. See Chapter 3.0 (Subdivisions & Buildings), Section 3.4.5 (Frontage), and Section 6.3.1 (Parking).

Building Frontage Landscape Buffer - A landscape buffer that abuts a street right-of-way and is located in front of a building facing a street. See Section 5.4.2 (Landscape).
Building Frontage Sidewalk Zone - The area between the building frontage landscape buffer and the building where a building frontage sidewalk is required. The building frontage sidewalk shall be located within 0-2 feet of the building frontage landscape buffer and shall have a clear width of at least 5 feet. See Section 5.4 (Frontage Buffer and Sidewalks).

Building Height (Overall Height) - Buildings must comply with maximum height regulations, as measured in both feet and by the number of stories. Overall building height is measured as set forth in 153.01(C) of the City Zoning Code. Except as indicated in Section 1.6.2.3 (Design Relief), buildings with a maximum of two stories are permitted in the BROD.

Building Type - A structure defined by the combination of configuration, form, and function. Refer to Chapter 3.0 (Building Types) for the required features of the various permitted building types.

Build-to Zone - The distance from the property line in which the building façade must be located, thus ensuring a uniform, or more or less even, building facade alignment along the street. All buildings facing a street are subject to the build-to zone as described in Chapter 3.0 (Subdistricts & Building Types). See also Building Façade definition and Section 3.5 (Encroachments).

Canopy - A roof-like cover, including an awning, that projects from the wall of a building over a door, entrance, or window. Or, a free-standing structure that projects over an outdoor service area, such as an ATM kiosk, serving the purpose of protecting pedestrians or vehicles from rain and sun, covered with fabric, metal, or other material.

Common Open Space - A shared open space amenity for occupants of a development or the public such as, but not limited to, plazas, courtyards, terraces, patios, and greens. See Section 5.5 (Common Open Space).

Corbel - A projection jutting out from a wall to support a structure above it. Corbels may be non-structural and decorative.

Courtyard - An unroofed area that is completely or mostly enclosed by the walls of a building. Typically, a small-scale living space for property tenants, such as an outdoor gathering area, playground, tot lot, barbeque, pavilion, playing field, or garden. Often, internal to a development and may be privately owned and access controlled.

Cupola - Small tower on roof.

Design Relief - Flexibility to modify site or building design standards subject to specific findings.

DUPA - dwelling units per acre.

Façade - See Building Façade.

Façade Depth Variation - Recesses and projections on a wall that break up the monotony of the building wall.

Finished Floor - The floor height of the first story that may be set against a benchmark elevation.

Form-Based Code - A means of regulating land development to achieve a specific urban form. Form-based codes foster the development of a predictable urban form and a defined public realm by specifying characteristics of physical form such as building location, height, and building frontage width.

Front Build-to Zone - See Build-to Zone.

Frontage - See Building Frontage.
**Frontage Landscape Buffer** - See Building Frontage Landscape Buffer.

**Frontage Sidewalk** - A sidewalk located within the building frontage landscape zone. See also Building Frontage Sidewalk Zone.

**Green** - Exterior lawn space typically designated for passive uses with formally or informally arranged landscaping.

**Landscaped Area** - The area within a parcel containing landscaping, excluding building footprints, paved driveways, parking areas, decks, patios, walkways, and undisturbed natural areas.

**Liner Building** - A shallow structure between 25-30 feet deep, usually placed close to the street frontage. It is typically used to conceal large-scale commercial buildings that do not contribute to a pedestrian-oriented streetscape because the large-scale buildings lack wall articulation, window transparency, and/or multiple points of access. The liner buildings may contain a variety of uses; commercial, office, or residential (on second floor).

**Live-Work Unit** - A dwelling unit within a building combining residential uses on the upper floor with commercial, office, or institutional uses on the ground floor as permitted by the subject zoning district. See Section 3.4.7 (General).

**Long Side Block** - The longer side of a block that fronts along a primary street. See also “short end block”.

**Lot Area/Width** - Sets the minimum or maximum lot area and width for each building type. Lot width is measured at or parallel to the front property line.

**Mixed-use** - Multiple uses vertically super-imposed within the same building or horizontally super-imposed across the same development site or same general area through adjacency.

**Mullion** - A vertical element that forms a division between window units.

**Muntin** - A decorative pattern on a window or door consisting of horizontal and/or vertical bars that divide the larger sheet of glass into smaller panes. Sometimes referred to as a grille or grid.

**Outriggers** - An extension of a roof rafter beyond the wall line. Usually a smaller member nailed to a larger rafter to form a roof overhang on a gable end roof. Outriggers may be non-structural and decorative.

**Overall Height** - See Building Height.

**Plaza** - An open area usually located near buildings and often featuring walkways, patios, trees, and shrubs, places to sit, and sometimes shop. Outdoor space for civic, social, and commercial purposes. Activities may include meeting, relaxing, performing, outdoor dining, and special events.

**Porch** - An open-air structure attached to the ground floor of a building forming a covered entrance for residential uses typically.

**Portico** - A structure consisting of a roof supported by columns at regular intervals. Similar to a porch, but typically used for non-residential uses. A pitched roof or a flat roof (with optional open-air deck and railing) is permitted above the portico. Sidewalks that pass through a portico shall have a minimum clear width of 5 feet. See Section 3.5 (Encroachments).

**Primary Building Entrance** - A building entrance that faces a street that is used by customers, patrons, or residents to access to a building or a unit within a building.
**Primary Street or Road** - Becker Road or Port St. Lucie Boulevard.

**Regulating Plan** - Includes written and/or graphic documents to enable or preserve the development of a specific urban form. A plan or map of the regulated area designates the locations where various development standards apply.

**ROW** – right-of-way.

**Sash** - A frame holding and encircling the glass in a window.

**Setback** - Indicates the minimum distance that a building or structure may be located from a front, side, or rear yard property line.

**Short End Block** - The shorter side of a block that fronts along a primary street. See also “long side block”.

**Stoop** - Small staircase leading to the entrance of a building that may be covered. Stoops shall have a landing that is at least 3 feet deep and 5 feet wide.

**Storefront** - Features a display window and typically a door with glass on the ground floor of the building with interior uses visible from a street, sidewalk, or other pedestrian way and has an entrance that is accessible to the public.

**Story Height** - The height of story is measured from the floor to the lowest structural member supporting the story above.

**Streetscape** - The visual elements of a street, including the road, adjoining buildings, sidewalks, street furniture, trees and open spaces, etc., that combine to form the street’s character.

**Townhouse** - A multifamily dwelling unit constructed in a series or group of attached units.

**Transparency** - A measure of the percentage of glass associated with the windows and/or doors of a building facade. The calculation for the glass area of a window or door includes the vertical and horizontal members (sash, typically) that encircle the glass of the window or door. Transparency requirements apply to a facade that faces a street or public open space. For additional detail, see Section 4.4.2 (Transparency).

**Zoning Acronyms** - General Commercial (CG), Neighborhood Convenience Commercial (CN), Limited Mixed-Use (LMD), Professional (P), Multifamily Residential (RM-5, RM-8), Planned Unit Development (PUD), Open Space Recreational (OSR), Institutional (I), Open Space Recreation (OSR), Dwelling Units Per Acre (DUPA).
2.0 REGULATING PLAN

2.1 Purpose
The regulating plan is a means to establish regulations controlling the configuration, features, and functions of buildings and a site that defines and shapes the public realm along the Becker Road Corridor.

New development and redevelopment located in the Becker Road Corridor is subject to the site design and architectural design standards contained within this document, the "Becker Road Overlay District Design Standards".

2.2 Becker Road Subdistricts

The BROD Regulating Plan is divided into four (4) Subdistricts: Residential, Professional, Village, and Activity Center. The boundary and subdistricts for the BROD are identified in Map 2-1. This map provides the organizing framework for the design standards herein.

Map 2-1: Becker Road Overlay District Subdistrict Map
### 2.3 Prohibited and Allowed Uses

Refer to the City Zoning Code to obtain a complete list of permitted and conditional uses allowed in a subject zoning district.

This section identifies a subset of prohibited and allowed uses as related to the City zoning districts within the Becker Road Overlay District (BROD) that are different than the prohibited and allowed uses listed in the City Zoning Code (Chapter 158). These standards also apply to Planned Unit Development (PUD) zoning districts located within the BROD.

#### 2.3.1 Prohibited Uses

1. **CN (Neighborhood Convenience Commercial)**
   - Service Stations (as a separate use or in conjunction with a permitted use);
   - Retail convenience stores with fuel service station;
   - Bars, lounges, and night clubs.

2. **CG (General Commercial)**
   - Car wash (full or self-service);
   - Bars, lounges, and night clubs;
   - Automobile, boat, farm equipment or truck sales and repairs;
   - Automobile fuel sales, services or repairs, including oil lubrication businesses.

3. **P (Professional)**
   - Assisted living facilities;

4. **LMD (Limited Mixed-Use)**
   - All zoning districts associated with LMD zoning such as I (Institutional), P (Office), RM-11 (Multiple-Family Residential) are subject to the restrictions of Section 2.3 (Prohibited and Allowed Uses).
   - Model home centers

5. **RM-8, RM-5, RM-11 (Multiple-Family Residential) or PUD with RM (Medium Density Residential) land use**
   - Single-family dwelling;

6. **I (Institutional)**
   - Cemetery, including mausoleum;
   - Assisted Living facility as set forth in Chapter 429, Florida Statutes;
   - Community residential home, group care home as set forth in Zoning Code Section 158.224;
   - Water pumping plant, electrical substation, sewage treatment plant.

#### 2.3.2 Allowed Uses

7. **LMD (Limited Mixed-Use) or PUD in MU (Mixed-Use) land use**
   - Live-Work Units with residential uses on the second floor.

8. **CG (General Commercial), CN (Neighborhood Commercial), P (Office), LMD (Limited Mixed-Use), PUD (Planned Unit Development):**
   - Drive-through facilities (banks only).
3.0 SUBDISTRICTS & BUILDINGS TYPES

3.1 Purpose
Together, the subdistricts and building types are intended to establish a development pattern that will create an attractive, pedestrian-oriented community by specifying the characteristics of physical form such as building location, height, width, transparency, and other features.

3.2 Applicability
The subdistrict and building type requirements apply to all proposed development and redevelopment located within the BROD. Each building type may house a variety of uses in accordance with the BROD Design Standards and the City land development regulations. See Chapter 158 of the City Zoning Code and Section 2.3 (Prohibited and Allowed Uses) for specific uses for the subject zoning district.

3.3 Building Type Overview
Allowable building types for the Becker Road Overlay District (BROD) are described and illustrated in this section. Regulations for lot criteria, building placement, building height, building elements, and parking location are set forth within the text, tables, and diagrams provided for each subdistrict and building type:

- Townhouse
- Multifamily
- Commercial/Office/Mixed Use

3.4 General Requirements
All subdistricts and building types shall comply with the following requirements:

1. Conversion Areas: Prior to requesting approval of commercial, office, institutional, or multifamily development located along the Becker Road corridor, single-family lots shall be consolidated and rezoned in accordance with the City Land Use Conversion Manual requirements.

2. Accessory Structures:
   1. Attached accessory structures are considered part of the principal structure.
   2. Detached accessory structures are permitted per each building type and shall comply with all setbacks and built-to zones with the following restrictions:
      a. Detached accessory structures shall be located behind the principal structure in the rear yard.
      b. Detached accessory structures shall not exceed the height of the principal structure.

3. Building Frontage and Orientation on Street: Buildings shall front along a primary street right-of-way and have a building entrance/s that faces a street right-of-way. Front facades shall be built parallel to the street right-of-way and shall extend a minimum frontage distance based on the lot width and the minimum building frontage requirements as described in Chapter 3.0 (Subdistricts & Building Types). Frontage requirements do not apply to side streets. Build-to zones apply to all buildings facing a primary or side street. Buildings may or may not be located along a side street, depending on the building area desired and the parking area required. Buildings located along the side streets shall conform in style to buildings located along the primary street.
4. **Building Frontage Width Requirement:** The cumulative width of a building(s) on a lot measured in a straight line parallel with the adjacent street. The Minimum Building Frontage required is measured as follows:

\[
\text{Width of building(s)} = \text{Width of Lot} - \text{Width of the access driveway, landscaping, and sidewalk (40 ft. min.)}
\]

Buildings located in the Professional/Village/Activity Center Subdistricts shall be at least as wide as the minimum building frontage width required along a primary street. Buildings located in the Residential Subdistricts may have building widths that are less that the minimum building frontage width per each building provided the cumulative width is equal to or greater than the minimum building frontage requirement width. See Chapter 3.0 (Subdivisions & Buildings), Section 3.4.5 (Frontage), and Section 6.3.1 (Parking).

5. **Building/Parking Location:** Parking lots shall be located to the rear of a building facing a primary street, except as indicated in Section 6.3.1 (Parking) when a property is less than 150 feet in depth. Parking lots shall be located to the rear or side of a building facing a side street.

6. **Frontage Requirements for Properties Less Than 150 Feet in Depth:** Where the depth of a lot facing a primary street is 150 feet or less and the parking lot is located to the side of a building, the minimum required street frontage shall be measured from the edge of the landscape buffer that abuts the parking lot located to the side of a building to the property line in the area where the building is to be located.

7. **Corner Buildings Entrances - Commercial / Office / Mixed-Use Building Types:** A primary building entrance to a building located at the corner of a major street intersection shall be oriented toward the corner as a way to give the corner more prominence. The corner entrance shall be further enhanced by architectural design features and/or open space. Major street intersections include Becker Road and Port St. Lucie Boulevard, Savona Boulevard, and Darwin Boulevard. See Section 1.6.2.6 (Design Relief). Corner building entrances oriented toward the intersection of primary and local streets are also encouraged. The maximum width for a common open space plaza that encroaches into the building frontage sidewalk zone and the frontage landscape buffer is 50 feet. See Section 3.5 (Encroachments) and Section 5.1 (Common Open Space).

8. **Live-Work Units:** The main entrance to commercial or office space in live-work units shall be located at the front of the building facing a street. The entrance to the residential space may be located on the side or rear of building. Residential uses shall be located above the ground floor. See Section 2.3.2.7 (Allowed Uses).

9. **Liner Buildings:** Where a building or structure over 30,000 square feet fronts along a street right-of-way or civic/common open space and does not meet the BROD Design Standards due to lack of building articulation, liner buildings shall be required.

10. **Pedestrian and Vehicular Connections and Cross-Access Easements:** Pedestrian and vehicular cross-access to adjacent parcels shall be provided or made possible by the property owner to existing or future development. Cross-access easement(s) shall be granted to abutting property owner(s) for vehicular and pedestrian connections. See Section 6.3 (Parking).

11. **Drive-Throughs:** Drive-throughs shall be located on the rear side of a building. See Section 2.3.2.8 (Allowed Uses).
11. **Mailboxes:** Mailboxes and mailbox kiosks shall be located in the rear parking lot or driveway area, unless otherwise required by the U.S. Post Office.

12. **Mass Transit Accommodations:** Non-residential/mixed-use buildings greater than 75,000 square feet and residential developments greater than 100 units shall provide at least one bus shelter per development subject to approval by the Public Works Department. The bus shelter design shall compliment the architectural style of the buildings. Mass transit accommodations shall be provided on properties located in the northeast and the northwest quadrants at the intersection of Becker Road and Port St. Lucie Boulevard subject to approval by the Public Works Department.

13. **Handicapped Ramps:** Ramps for handicap accessibility and fire escapes that are required by the “Accessibility Code”, ADA, 42 USC Chapter 126 shall not be located in front of a building facing a street if it is possible to accommodate ramps in a side or rear yard.

### 3.5 Encroachments

The features listed below shall be permitted to encroach into the frontage sidewalk zone, building frontage landscape buffer, building perimeter buffer, or setback area as indicated:

1. **Building Encroachments:** Balconies, canopies, marquees, stoops, and overhead wall trellises, overhead shutters, awnings may encroach a maximum of 5 feet into the building frontage sidewalk zone or building perimeter landscape buffer, except where a building perimeter landscape buffer occurs within a setback area. Refer to City Code Section 158.214 (Yard Encroachments) regarding setbacks.

**Arcade, Colonnade, or Portico:** In the Activity Center, Village, and Professional Subdistricts, an arcade, colonnade, or portico may encroach into the frontage sidewalk zone. Pedestrian access along the frontage sidewalk shall be maintained.

**Build-to Zone - Common Open Space at Corners and Front Entrances:** A building façade may extend up to 30 feet outside of a build-to zone and into the site for the purpose of creating a corner common open space or up to 10 feet for a front entrance common open space for a maximum of 20% of the building façade width or 30 feet, whichever is greater.

For the encroachment of other building elements, refer to City Code Section 158.214 (Yard Encroachments), except as otherwise indicated in this document. These permitted encroachments apply to the frontage sidewalk zone, building perimeter landscape buffer, and setback area.

2. **Common Open Space Plazas:** Plazas or paved surfaces may encroach into the building frontage sidewalk zone or the building perimeter landscape buffer to meet the “common open space” requirement. See Section 5.7.1 (Common Open Space).

3. **Walkways and Driveways:** Walkways and driveways may extend into a landscape buffer or frontage sidewalk zone as required for access. Sidewalks and driveways may not encroach into a landscape buffer that abuts a Low-Density Residential land use.
3.6 Building Types by Subdistrict

Table 3-1: Building Types by Subdistricts

<table>
<thead>
<tr>
<th>Building Types ¹</th>
<th>Subdistricts ²</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Residential</td>
</tr>
<tr>
<td>Townhouse</td>
<td>P</td>
</tr>
<tr>
<td>Multifamily</td>
<td>P</td>
</tr>
<tr>
<td>Commercial/Office</td>
<td>P</td>
</tr>
<tr>
<td>Mixed-Use</td>
<td>P</td>
</tr>
</tbody>
</table>

Note: P - Permitted

1. **Building Types** - See Sections 3.7 through 3.10 (Subdistricts & Building Types)

2. **Subdistricts** - See Map 2.1 (Subdistrict Map) and Section 2.3 (Subdistrict Zoning).
3.6.1 Townhouse Building Type

<table>
<thead>
<tr>
<th>Subdistrict</th>
<th>Zoning¹</th>
<th>Density</th>
</tr>
</thead>
<tbody>
<tr>
<td>Residential</td>
<td>RM-5</td>
<td>Max. density 5 DUPA</td>
</tr>
<tr>
<td></td>
<td>RM-8, PUD</td>
<td>Max. density 8 DUPA</td>
</tr>
</tbody>
</table>

1. **Zoning Acronym Definitions**: Multiple Family Residential (RM-5, RM-8) or Planned Unit Development (PUD, 5-8 DUPA)

The Townhouse Building Type is a structure consisting of three or more townhouses placed side-by-side and sharing a common party wall, each with its own entrance to the street.

A property for townhouse development may be subdivided and platted into individual residential lots after parcels have been assembled as required by the Land Use Conversion Manual and as required per the City Subdivision regulations, Chapter 156 (Subdivisions Regulations).

*Figure 3-1: Examples of Townhouse Building Type*

Winter Garden, FL  
Orlando, FL  
Miami, FL  
Sarasota, FL
### 3.6.2 Multifamily Building Type

<table>
<thead>
<tr>
<th>Subdistrict</th>
<th>Zoning¹</th>
<th>Density</th>
</tr>
</thead>
<tbody>
<tr>
<td>Residential</td>
<td>RM-5</td>
<td>Max. density 5 DUPA</td>
</tr>
<tr>
<td></td>
<td>RM-8, PUD</td>
<td>Max. density 8 DUPA</td>
</tr>
</tbody>
</table>

1. **Zoning Acronym Definitions**: Multiple Family Residential (RM-5, RM-8) or Planned Unit Development (PUD, 5-8 DUPA)

The Multifamily Building type consists of two or more dwelling units with one shared entry typically.

*Figure 3-2: Examples of Multifamily Building Type.*

Tampa, FL  
Orlando, FL  
Miami, FL
### 3.6.3 Commercial / Office / Mixed-Use Building Type

<table>
<thead>
<tr>
<th>Subdistrict</th>
<th>Zoning</th>
<th>Density</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activity Center</td>
<td>CG, CN, P</td>
<td>N/A</td>
</tr>
<tr>
<td>Activity Center</td>
<td>LMD, PUD</td>
<td>Max. density 8 DUPA</td>
</tr>
<tr>
<td>Activity Center</td>
<td>RM-5, RM-8, PUD</td>
<td>Max. density 5 DUPA, 8</td>
</tr>
<tr>
<td>Village</td>
<td>CN, CG, P</td>
<td>N/A</td>
</tr>
<tr>
<td>Village</td>
<td>LMD, PUD</td>
<td>Max. density 8 DUPA</td>
</tr>
<tr>
<td>Professional</td>
<td>P, I, CG, CN</td>
<td>N/A</td>
</tr>
<tr>
<td>Professional</td>
<td>LMD, PUD</td>
<td>Max. density 8 DUPA</td>
</tr>
<tr>
<td>Professional</td>
<td>RM-5, RM-8, PUD</td>
<td>Max. density 5 DUPA, 8</td>
</tr>
</tbody>
</table>

1. **Zoning Acronym Definitions**: General Commercial (CG), Neighborhood Convenience Commercial (CN), Limited Mixed-Use (LMD), Professional (P), Planned Unit Development (PUD), Institutional (I)

The Commercial / Office Building / Mixed Use Building Types includes a mix of potential uses located in the Activity Center, Village, and Professional Subdistricts. A Commercial or Office Building Type consists of a single use and the Mixed-Use Building Type includes at least two different types of uses such as commercial/office, commercial/residential, office/residential.

**Figure 3-3: Commercial/Office Building Type**

- Port St. Lucie, FL
- Seaside, FL
- Winter Park, FL
- Fort Pierce, FL
### 3.7 Residential Subdistrict – Townhouse Building Type

#### Townhouse Building Type

##### 3.7.1 - Lot Criteria

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Overall Lot Area (min.)</td>
<td>As required per Land Use Conversion Manual</td>
</tr>
<tr>
<td>B</td>
<td>Overall Lot Width (min.)</td>
<td>As required per Land Use Conversion Manual</td>
</tr>
<tr>
<td></td>
<td>Overall Bldg. Coverage (max.)</td>
<td>40%</td>
</tr>
<tr>
<td></td>
<td>Overall Impervious Surface (max.)</td>
<td>80%</td>
</tr>
</tbody>
</table>

##### 3.7.2 - Building Placement

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>Primary Street Build-to Zone (min. - max.) Side Street Built-to Zone (min. - max.)</td>
<td>25 ft. - 30 ft. or 32 ft. if porch located at front Side Street Built-to Zone (min.) - 20 ft. - 30 ft.</td>
</tr>
<tr>
<td>D</td>
<td>Side Yard Setback (min.) - abutting properties</td>
<td>10 ft.</td>
</tr>
<tr>
<td>E</td>
<td>Side Setback between Bldg. (min.)</td>
<td>20 ft. between each townhouse grouping</td>
</tr>
<tr>
<td>F</td>
<td>Rear Yard Setback (min.)</td>
<td>25 ft.</td>
</tr>
<tr>
<td>G</td>
<td>Driveway/Parking Lot Setback from Bldg. (min.)</td>
<td>10 ft.</td>
</tr>
<tr>
<td></td>
<td>Building Length (min. - max.) Becker Road</td>
<td>70 ft. - 150 ft.</td>
</tr>
<tr>
<td></td>
<td>Building Length (min. - max.) Side Street</td>
<td>54 ft. - 150 ft.</td>
</tr>
<tr>
<td>H</td>
<td>Detached Garage / Accessory Structure Separation from Building (min.)</td>
<td>10 ft.</td>
</tr>
<tr>
<td>I</td>
<td>Garage Door Setback from Driveway (min.)</td>
<td>25 ft.</td>
</tr>
<tr>
<td>J</td>
<td>Building Frontage (min.)</td>
<td>70% on Becker Road</td>
</tr>
<tr>
<td></td>
<td>Min. building frontage requirement not applicable to buildings facing side streets. Refer to Section 3.4.5.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Townhouse Unit Dwelling Area (min.)</td>
<td>800 sq. ft.</td>
</tr>
<tr>
<td></td>
<td>Townhouse Dwelling Width (min.)</td>
<td>18 ft.</td>
</tr>
<tr>
<td></td>
<td>Townhouses Units Number (min.)</td>
<td>3 units (See Building Length above)</td>
</tr>
<tr>
<td></td>
<td>Detached Garage (max.)</td>
<td>450 sq. ft./unit</td>
</tr>
<tr>
<td></td>
<td>Accessory Structure (max.)</td>
<td>50 sq. ft/unit- excludes screen enclosure/pool</td>
</tr>
</tbody>
</table>

##### 3.7.3 - Building Height

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>K</td>
<td>Overall Height (max.)</td>
<td>35 ft. (2 story)</td>
</tr>
<tr>
<td></td>
<td>Overall Height (min.)</td>
<td>22 ft.</td>
</tr>
<tr>
<td></td>
<td>Accessory Structures (max.)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Buildings fronting Becker Road shall have 2 floors.</td>
<td>Shall not exceed height of the principal structure. See Section 3.4.2.</td>
</tr>
<tr>
<td>L</td>
<td>Finished Floor (min.)</td>
<td>Finish floor elevation shall be at least 20” above grade at entrance wall location for façade facing a street with a stoop or porch with steps to front entrance. The rear entrance shall not require 20” floor elevation, steps, stoop, or porch.</td>
</tr>
<tr>
<td>M</td>
<td>Ground Floor (min.)</td>
<td>8 ft. (floor to ceiling)</td>
</tr>
<tr>
<td>N</td>
<td>Second Floor (min.)</td>
<td>8 ft. (floor to ceiling)</td>
</tr>
<tr>
<td>O</td>
<td>Detached Garage (max.)</td>
<td>16 ft. (1 story)</td>
</tr>
</tbody>
</table>
1 **Subdivided Lots** - Lots may be subdivided for individual townhouses as specified in City Code, Section 158.218 (Townhouse Requirements).

### 3.7.3 RESIDENTIAL SUBDISTRICT- Townhouse Building Type

**Figure 3-5: Lot Criteria (Townhouse)**

**Figure 3-6: Building Placement (Townhouse)**

**Figure 3-7. Building Height (Townhouse)**
### 3.7.4 Building Elements – See Also, Section 3.4.4 (General) Chapter 4.0 (Architecture)

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>P - Street Entrances (min)</td>
<td>One street-facing entrance per unit.</td>
</tr>
<tr>
<td>Q - Transparency (min.)¹</td>
<td>15% (ground and upper stories) for all facades facing a street or open space.</td>
</tr>
<tr>
<td>R - Façade Depth Variation (min.)</td>
<td>1 ft. variation of the front building façade for every 3 townhouses.</td>
</tr>
<tr>
<td>- Façade Articulation</td>
<td>See Chapter 4.0 (Architecture).</td>
</tr>
<tr>
<td>S - Porch Depth (min.)</td>
<td>6 ft.</td>
</tr>
<tr>
<td>- Encroachments</td>
<td>See Section 3.5 (Encroachments).</td>
</tr>
</tbody>
</table>

¹ Long Side Blocks: Where an architectural wall along the rear of property obscures the view of the ground floor, minimum transparency is not required for ground floor facing rear street.

**Figure 3-8: Building Elements (Townhouse)**
### 3.8 Residential Subdistrict – Multifamily Building Type

#### Multifamily Building Type

<table>
<thead>
<tr>
<th><strong>3.8.1 - Lot Criteria</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>A - Overall Lot Area (min.)</td>
<td>As per Land Use Conversion Manual</td>
</tr>
<tr>
<td>B - Overall Lot Width (min.)</td>
<td>As per Land Use Conversion Manual</td>
</tr>
<tr>
<td>Overall Bldg. Coverage (max.)</td>
<td>40%</td>
</tr>
<tr>
<td>Overall Impervious (max.)</td>
<td>80%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>3.8.2 - Building Placement</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>C - Primary Street Build-to Zone (min. - max.)</td>
<td>25 ft. - 30 ft. or 32 ft. if porch located at front</td>
</tr>
<tr>
<td>Side Street Build-to Zone (min. - max.)</td>
<td>20 ft. - 30 ft.</td>
</tr>
<tr>
<td>D - Side Yard Setback (min.) - abutting properties</td>
<td>10 ft.</td>
</tr>
<tr>
<td>E - Side Setback between Bldg. (min.)</td>
<td>20 ft. between each multifamily grouping</td>
</tr>
<tr>
<td>F - Rear Yard Setback (min.)</td>
<td>25 ft.</td>
</tr>
<tr>
<td>G - Detached Garage / Accessory Structure Separation from Building (min.)</td>
<td>10 ft. from building</td>
</tr>
<tr>
<td>H - Garage Door Setback from Driveway</td>
<td>25 ft.</td>
</tr>
<tr>
<td>I - Driveway / Parking Lot Setback (min.) from Bldg.</td>
<td>10 ft.</td>
</tr>
<tr>
<td>J - Building Frontage (min.)</td>
<td>70% on Becker Road / Port St. Lucie Blvd.</td>
</tr>
<tr>
<td>Min. building frontage requirement not applicable to buildings facing side streets. Refer to Section 3.4.5.</td>
<td></td>
</tr>
<tr>
<td>K - Building Length (min. - max.) Becker Road Building Length (min. - max.) Side Street</td>
<td>70 ft. - 150 ft.</td>
</tr>
<tr>
<td>50 ft. - 150 ft.</td>
<td></td>
</tr>
<tr>
<td>Multifamily Unit Size (min.)</td>
<td>As per City Zoning Code Section 158.078.</td>
</tr>
<tr>
<td>Number of Units (min.)</td>
<td>2 units (duplex). See “K” Building Length above.</td>
</tr>
<tr>
<td>Detached Garage (max.)</td>
<td>450 sq. ft./unit</td>
</tr>
<tr>
<td>Accessory Structure (max.)</td>
<td>50 sq. ft/unit- excludes screen enclosure/pool</td>
</tr>
</tbody>
</table>

**Figure 3-9: Lot Criteria (Multifamily)**

**Figure 3-10: Building Placement (Multifamily)**
### RESIDENTIAL SUBDISTRICT - Multifamily Building Type

#### 3.8.3 - Building Height

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>L - Overall Height (max.)</td>
<td>35 ft. (2 story)</td>
</tr>
<tr>
<td>- Overall Height (min.)</td>
<td>22 ft.</td>
</tr>
<tr>
<td>- Accessory Structures</td>
<td>Buildings fronting Becker Road shall have 2 floors.</td>
</tr>
<tr>
<td></td>
<td>Shall not exceed height of principal structure. See Section 3.4.2.</td>
</tr>
<tr>
<td>M - Finished Floor (min.)</td>
<td>Finish floor elevation shall be at least 20” above grade at entrance wall for façade facing street with a stoop or porch with steps to front entrance. The rear entrance shall not require 20” floor elevation, steps, stoop, or porch.</td>
</tr>
<tr>
<td>N - Ground Floor (min.)</td>
<td>8 ft. (floor to ceiling)</td>
</tr>
<tr>
<td>O - Second Floor (min.)</td>
<td>8 ft. (floor to ceiling)</td>
</tr>
<tr>
<td>P - Detached Garage (max.)</td>
<td>16 ft. (1 story)</td>
</tr>
</tbody>
</table>

*Figure 3-11. Building Height (Multifamily)*

![Diagram of Building Height (Multifamily)](image)
1. Long Side Blocks: Where an architectural wall along the rear of property obscures the view of the ground floor, minimum transparency is not required for the ground floor facing rear street.

**Figure 3-12: Building Elements**

<table>
<thead>
<tr>
<th>Q - Street Entrances (min.)</th>
<th>One street-facing entrance for each building.</th>
</tr>
</thead>
<tbody>
<tr>
<td>R - Transparency (min.)²</td>
<td>15% (ground and upper stories) for all façades facing a street or open space. See Figure 4.2 (Transparency).</td>
</tr>
<tr>
<td>S - Façade Depth Variation (min.)</td>
<td>1 ft. depth every 60 ft.</td>
</tr>
<tr>
<td>- Façade Articulation</td>
<td>See Chapter 4.0 (Architecture).</td>
</tr>
<tr>
<td>T - Porch Depth (min.)</td>
<td>6 ft.</td>
</tr>
<tr>
<td>- Encroachment</td>
<td>See Section 3.5 (Encroachments).</td>
</tr>
</tbody>
</table>
3.9 Professional Subdistrict – Commercial/Office/Mixed Use Building Types

### Commercial/Office/Mixed-Use Building Types

#### 3.9.1 - Lot Criteria

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>A - Overall Lot Area (min.)</td>
<td>As required per Land Use Conversion Manual</td>
</tr>
<tr>
<td>B - Overall Lot Width (min.)</td>
<td>As required per Land Use Conversion Manual</td>
</tr>
<tr>
<td>Overall Bldg. Coverage (max.)</td>
<td>40%</td>
</tr>
<tr>
<td>Overall Impervious Surface (max.)</td>
<td>80%</td>
</tr>
</tbody>
</table>

#### 3.9.2 - Building Placement

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Requirement</th>
</tr>
</thead>
</table>
| C - Build-to Zone                            | 22-25 ft. - primary streets  
20-23 ft. - side streets                     |
| D - Setback between Buildings (min.)         | 10 ft.  
20 ft.                                     |
| E - Rear Yard Setback (min.)                 | Properties located in an Office (O) land use are subject to setbacks as per Conversion Manual requirements.  
15 ft. (properties less than 150 ft. deep unless subject to Conversion Manual requirements)  
25 ft. (except as indicated above).          |
| F - Driveway / Parking Lot Setback from Bldg. (min.) | 10 ft. - excluding access to drive-throughs and service areas. |
| G - Building Frontage (min.)                 | 75% (primary streets)  
Min. building frontage requirement not applicable to buildings facing side streets.  
Refer to Section 3.4.5 for properties that are 150 feet or less in depth located along a primary street. |
| H - Building Length (min. - max.) Primary Street Building Length (min. - max.) Side Street | Minimum building frontage width (min).  
- 800 ft. (max.) No more than one building.  
40 ft. - 300 ft. |
PROFESSIONAL SUBDISTRICT
Commercial/Office/Mixed-Use Building Types

3.9.3 - Building Height

<table>
<thead>
<tr>
<th>Description</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>J - Overall Height (max.)</td>
<td>35 ft. (limited to 2 stories)</td>
</tr>
<tr>
<td>- Overall Height (min.)</td>
<td>22 ft.</td>
</tr>
<tr>
<td>- Accessory Structure Height (max.)</td>
<td>Shall not exceed height of principal structure. See Section 3.4.4 (Accessory Structures).</td>
</tr>
<tr>
<td>K - Ground Story Height (min.)</td>
<td>14 ft. (1st floor to 2nd floor)</td>
</tr>
<tr>
<td>L - Second Floor (min.)</td>
<td>9 ft. (floor to ceiling) non-residential</td>
</tr>
<tr>
<td></td>
<td>8 ft. (floor to ceiling) residential</td>
</tr>
</tbody>
</table>

Figure 3-15: Building Height (Professional)
Long Side Blocks: Where an architectural wall along the rear of property obscures the view of the ground floor, minimum transparency is not required for ground floor facing rear street.

Figure 3-16: Building Elements (Professional)
### 3.10 Activity Center & Village Subdistricts - Commercial / Office / Mixed-Use Building Types

#### Commercial/Office/Mixed-Use Building Types

##### 3.10.1 - Lot Criteria

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>A - Overall Lot Area (min.)</td>
<td>As required per Land Use Conversion Manual</td>
</tr>
<tr>
<td>B - Overall Lot Width (min.)</td>
<td>As required per Land Use Conversion Manual</td>
</tr>
<tr>
<td>Overall Building Coverage (max.)</td>
<td>40%</td>
</tr>
<tr>
<td>Overall Impervious Surface (max.)</td>
<td>80%</td>
</tr>
</tbody>
</table>

##### 3.10.2 - Building Placement

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>C - Build-to Zone (min. - max.)</td>
<td>22 ft. - 25 ft. - primary and side streets</td>
</tr>
</tbody>
</table>
| D - Side Yard Setback (min.) - abutting properties | 10 ft.  
                                      | 20 ft.                                           |
| E - Setback between Building (min.)           | Properties located in a Limited Commercial (CL)   |
                                      | land use are subject to setbacks as per Conversion Manual requirements. |
                                      | 15 ft. (properties less than 150 ft. deep unless subject to Conversion Manual requirements) |
                                      | 25 ft. (except as indicated above).               |
| F - Rear Yard Setback (min.)                  | Accessory Structure Offset from Bldg.             |
                                      | 10 ft.                                           |
| G - Driveway / Parking Setback from Bldg. (min.) | 10 ft. - excluding access to service areas and drive-throughs. |
| H - Building Length (min. - max.) Primary Street | Minimum building frontage width (min). |
| Building Length (min. - max.) Side Street     | - 800 ft. (max.) No more than one building.      |
| I - Building Frontage (min.)                  | 40 ft. - 300 ft.                                  |
| Min. building frontage requirement are not applicable to buildings facing side streets. | 70% (primary streets) |
|                                              | Refer to Section 3.4.5 for properties that are 150 feet or less in depth located along a primary street. |
### ACTIVITY CENTER & VILLAGE SUBDISTRICT
Commercial/Office/Mixed-Use Building Types

#### 3.10.3 - Building Height

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>J - Overall Height (max.)</td>
<td>35 ft. (limited to 2 stories, except as indicated in Section 1.6.2.3 (Design Relief).</td>
</tr>
<tr>
<td>- Overall Height (min.)</td>
<td>22 ft.</td>
</tr>
<tr>
<td>- Accessory Structure Height (max.)</td>
<td>Shall not exceed height of principal structure. See Section 3.4.4 (Accessory Structures).</td>
</tr>
<tr>
<td>K - Ground Story Height (min.)</td>
<td>14 ft. (1st floor to 2nd floor)</td>
</tr>
<tr>
<td>L - Upper Floor (min.)</td>
<td>9 ft. (floor to ceiling) non-residential</td>
</tr>
<tr>
<td></td>
<td>8 ft. (floor to ceiling) residential</td>
</tr>
</tbody>
</table>

*Figure 3-19: Building Height (Activity Center & Village)*
3.10.4 - Building Elements – See Also, Section 3.4.4 (General), Chapter 4.0 (Architecture)

| **M - Street Entrances on Ground Floor (min.)** | **Office or Institutional Uses:** One street-facing entrance (min.) for each building.  
**Commercial Uses:** At least one street-facing entrance (min.) for each unit in a multi-tenant building. At least one street-facing entrance for single tenant building. |
|-------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| **N - Transparency (min.)**  
(All street facing facades) | 40% (ground story)  
15% min. (upper story) |
| **O - Façade Depth Variation (min.)** | 1 ft. offset depth at least every 100 ft. |
| **- Façade Articulation** | See Chapter 4.0 (Architecture). |
| **- Canopies, Marquee**  
- **Height (min)**  
- **Depth (min.)** | 8 ft. clear height above ground level;  
5 ft. deep when located over frontage sidewalk to protect pedestrians from rain. |
| **- Encroachments** | See Section 3.5 (Encroachments). |

1 Long Side Blocks: Where an architectural wall along the rear of property obscures the view of the ground floor, transparency is not required for ground floor facing rear street.

Figure 3-20: Building Elements (Activity Center & Village)
4.0 ARCHITECTURAL DESIGN STANDARDS

4.1 Purpose

The following architectural design standards are intended to improve the physical quality of buildings, enhance the pedestrian experience, and protect the character of the neighborhood.

4.2 Subdistrict Architectural Styles

In the 2017 and 2018 meetings that the City held with neighbors from the Becker Road vicinity, the most preferred architectural styles identified were Florida Vernacular and Mediterranean. These design standards promote the Florida Vernacular architectural style for the Becker Road Overlay District (BROD). The images illustrated in this chapter are to provide examples and guidance regarding the Florida Vernacular architectural style. See Figure 4-3 and Figure 4-4.

4.3 Prohibited Façade Features & Materials

- large, blank, unarticulated walls that are visible from the street or to patrons or residents
- square, box-like buildings without articulation of windows or façade
- corrugated metal siding/buter buildings
- plastic siding, plastic laminates, unless indicated otherwise
- unpainted concrete block/plain concrete walls
- plywood (board & batten permitted)
- corrugated fiberglass
- brightly colored glazed tile
- mansard roofs
- backlit awnings

4.4 General Building Articulation

1. Façade Articulation - Building facades shall provide articulation and maintain a pedestrian scale by integrating the following architectural elements:
   
   1. Street façades shall not exceed 20 horizontal feet without including at least one of the following elements. The sides and rear of buildings shall not exceed 30 horizontal feet without including at least one of the following elements:
      
      a. A window or door;
      b. Awning, shutter, canopy, wall trellis, or marquee;
      c. A wall offset (min. 1 ft.) or column, void, projecting vertical rib, pilaster with a minimum depth of four inches;
      d. Arcade, balcony, porch, portico, or bay window;
      e. Complementary changes in façade materials or texture.
2. Architectural treatments on the façade, such as cornices or wall bands / string courses, shall be continued around the sides of the building visible from a street.

3. All building elevations (including side and back façades) shall use similar materials and appearance as the street facade.

2. Transparency - Transparency is a measure of the percentage of glass associated with the windows and/or doors of a building facade. Refer to Chapter 3.0 (Subdistricts & Building Types) for transparency percentage requirements for specific subdistricts. See also the definition of transparency in Section 1.8 (Definitions).

1. Calculating Transparency - Figure 4-2 indicates how to calculate transparency for the upper and ground floors for Commercial/Office/Mixed-Use Building types.

   a. For the upper floor, transparency shall be measured as follows: area of glass window/door (including sash) divided by total wall and glass window/door area of upper floor that is between the second story floor height and top of wall.

   b. For the ground floor, transparency shall be measured as follows: area of glass window/door (including sash) that is between 2 and 8 feet from the finished floor divided by the total wall and glass window/door area that is between 2 and 8 feet from the finished floor.

   For Townhouse and Multifamily Building Types, the lower floor transparency is calculated in a similar manner as the upper floor: area of window/door (including sash) divided by total wall and window/door area of lower floor that is between the first floor finished floor and second story floor height.

2. Transparency requirements apply to a facade facing a primary street, side street, or public open space.

3. Windows and glass doors shall be glazed in clear glass with 80 percent minimum transmittance. The use of reflective glass and reflective film is prohibited on the ground floor of all buildings.

3. Windows - Commercial/Office/Mixed-Use Building Types: At least 80% of the window area for the overall building shall be vertical in orientation, excluding commercial storefront windows located on the ground floor which may be horizontal in orientation. Two vertical windows with a mullion separating the windows may be combined and included within the 80% allowance. Storefronts are encouraged to be unique in some manner to other storefronts along a street to give the streetscape more visual interest.

4. Windows - Townhouse and Multifamily Building Types: At least 80% of the window area shall be vertical in orientation on all sides of a building. Two vertical windows with a mullion may be combined and be included within the 80% allowance.
5. **Corner Building Entrances at Major Street Intersections** - Refer to Section 3.4.7 (Corner Building Entrances).

### 4.5 Building Color

1. **Color Selection** - Exterior colors shall be light to medium pastel shades or white; earth tone colors are not permitted except for brick or stone. Refer to the Citywide Design Standards, Chapter IX, Approved Colors for color selection.
   
   1. As per Section 1.6 (Design Relief), the Zoning Administrator may allow the use of a light to medium pastel shades of color not specified in the Citywide Design Standards and may allow a limited use of more saturated colors.
   
   2. Sherwin Williams paint color numbers shall be indicated on the elevations. The applicant may use any manufacturer’s paint, as long as the color matches the permitted colors listed in the Citywide Design Standards.

2. **Prohibited Wall and Colors** - All DayGlo (fluorescent) type paint colors are prohibited on any part of a building.

3. **Color Patterns** - Patterns or graphics such as, but not limited to, checkerboard, stripe, floral, shall be limited to 25% of a building façade, inclusive of awnings.

### 4.6 Florida Vernacular Style

Florida Vernacular is an architectural style that was prevalent during the 19th century in Florida. It is a product of many distinct influences from the “Cracker”, “Folk Victorian” and “Key West” styles that feature wide porches, large roof overhangs, and elevated floors. The following requirements shall be incorporated into buildings located in the BROD.

#### 4.6.1 Building Materials

1. Exterior finish material on all facades shall be horizontal lapped board siding, vertical board and batten siding, or smooth stucco. Stem walls or foundation piers shall be brick, stone (simulated stone), or stucco.

2. Chimneys shall be brick or stucco;

3. Railings shall be wood or have appearance of wood with square or turned balustrades or flat boards with scroll-cut pattern;

#### 4.6.2 Architectural Details

1. **Window Shapes** - The predominate window shape shall be rectangular. A semi-circular arch window shape (segmental arch) is permitted. A round arch window shape is not permitted. Round, square, octagonal, oval, and polygon shape windows may be used for accent for up to 5% of the area of a building façade.

2. Windows with one vertical muntin in the top and/or bottom sash is preferred, or no muntins at all.

3. **Colonnades, Arcades**: The span between columns shall be flat or semi-arched (segmental arch). No round arch shape is permitted.
4. Bahama shutters that cover 100% a window are not permitted. Bahama shutters may be used as awnings that cover no more than 25% of a window opening or as decorative elements on other parts of the building.

5. Vertical board panel or louvered side-swinging shutters shall be proportional in size with the window opening.

4.6.3 Architectural Elements

Choose at least three of the following elements for each façade facing a street: (different elements from the same paragraph may count as more than one, unless indicated otherwise):

1. Gable End: Corbels or brackets, outriggers, decorative truss (one element only);
2. Gable End: Decorative shingles - such as, but not limited to, split-face or fish scale wood or simulated wood shingles (one element only);
3. Exposed rafter tails;
4. Dormers and/or cupolas to break up the roofline;
5. Window and door trim at top, bottom, or all sides, window or door cornices (one element only);
6. Decorative trellis above doors or windows or offset from wall;
7. Square columns or turned columns with capital or brackets at top (one element only);
8. Wall band, string course, recessed groove pattern or horizontal band in stucco, wall cornice with a minimum depth of 4 inches and minimum height of 16” for stucco at top of parapet wall (one element only), or wall cornice under roof eave;
9. Complementary changes in façade materials or texture. Example, wood siding on first floor and stucco on second floor;
10. Arcade, portico, porch, bay window, marquee, chimney, or balcony;
11. Shutters, Bahama shutters, or awnings (one element only);
12. Corner entrance.

4.6.4 Roof Shapes, Materials, and Colors

1. Roofs shall be gable or hip style with a roof slope that is between 4:12 to 12:12. Flat roofs or a combination of pitched and flat roofs may be permitted for structures greater than 5,000 square feet gross building area. Green (organic) roofs may be incorporated on flat roofs.

2. The roof pitch for a porch, bay window, cupola, or dormer shall be a minimum of 2:12 and a maximum of 12:12. There shall be no maximum roof pitch for a steeple or spire.

3. Roof height shall not exceed the average height of the supporting walls.

4. Pitched roofs shall have eaves that overhang a minimum of 2 feet.

5. Roof Materials: Roofing shall consist of one of the following: 1) Architectural grade laminated shingles 320 lb. 30-year, 2) standing seam metal roofing, 3) concrete/stone flat shingles, or 4) wood shingles
(composite polymer shingles may be considered on case by case basis depending on quality of imitation). The use of standing seam roofs that use 5-V panels or 16 inch pattern narrow standing seam are encouraged.

6. **Roof Colors Permitted**: Silver, gray (light to medium), white, cream, pale taupe, beige.

7. **Exposed Roof Equipment**: Equipment located on a flat roof shall not be visible from an elevation that is horizontal to the location of the roof equipment. Parapet walls are required on buildings with flat roofs to hide air conditioning units, large fans, and similar items. Smaller pipes and vents shall be painted the same color as the roof to minimize visibility.

8. **Faux or Incomplete Hip and Gable Roof Accent Features on Buildings with Flat Roofs**: Hip roof accent features located above the top of a parapet wall and along the perimeter of a building with a flat roof shall be complete in form: A hip roof shall be angled on all sides. A gable roof shall extend at least 6 feet behind the face of the building wall and at least 1 foot in front of the building wall on all sides of a building to give the building a greater sense of dimension. The façade shall incorporate vertical and horizontal articulation architectural features so that the hip or gable roof features appear integrated with the overall building design.
Figure 4-3: Examples of Florida Vernacular Style
Figure 4-4: Examples of Florida Vernacular Style (continued)
5.0 LANDSCAPING

5.1 Purpose
The landscape regulations are designed to improve the appearance of development located along Becker Road, create a more comfortable environment, enhance property values, and increase the compatibility of adjacent uses.

5.2 Applicability
These landscaping provisions shall be considered in combination with the BROD regulations and Chapter 154, the City Landscape Code.

5.3 General

Landscape Material: Appropriately sized trees and other types of vegetation may be selected from the City Landscape Code Appendix C, Landscape Code Section 154.03(I) Landscaping and Utilities, the Waterwise South Florida Landscapes plant guide published by South Florida Water Management District, and/or the latest edition of Plant the Right Tree in the Right Place by Florida Power & Light (FPL).

Additional tree species may be considered based upon certification from a Florida registered landscape architect. For proposed trees not listed in Chapter 154, Landscape Code, the applicant shall provide documentation indicating the tree characteristics, applicable hardiness zone, and appropriate ecological setting for review and approval by the Zoning Administrator, (City Landscape Code Section 154.04(C)2).

Administrative Reviews of a Landscape Plan: Minor revisions to a Landscape Plan may be reviewed and considered for approval by the Zoning Administrator as indicated in the City Landscape Code, Section 154.11.

5.4 Building Frontage Landscape Buffers and Sidewalks

A continuous building frontage landscape buffer that abuts the Becker Road and Port St. Lucie Boulevard rights-of-way shall be provided to facilitate the creation of a pedestrian-friendly, aesthetically pleasing, corridor. For the side streets, a frontage landscape buffer shall be required where a building front faces a side street. The frontage buffer shall be 15 feet wide for the Activity Center, Village, and Professional Subdistricts and 10 feet wide for the Residential Subdistricts. (Figures 5-1, 5-2, 5-3 and Sections 5.4.1, 5.4.2, and 5.4.3).

Figure 5-1. Building Frontage Landscape Buffers
Overhead Power Lines: Overhead power lines stretch along significant portions of Becker Road and Port St. Lucie Boulevard. Smaller trees are required as compared to areas with no overhead power lines. See the latest edition of *Plant the Right Tree in the Right Place* by Florida Power & Light (FPL) or to the City Landscape Code, Appendix C.

5.4.1 Building Frontage Sidewalk Requirements

The building frontage sidewalk shall be at least 5 feet wide and shall be located between the building frontage landscape buffer and the building. The building frontage sidewalk may abut or be offset from the adjacent building. The building frontage sidewalk shall be located within 0 feet to 3 feet from the building frontage landscape buffer. The building frontage sidewalk may not encroach into the building frontage landscape buffer.

Primary Streets: A continuous building frontage sidewalk shall be required along the entire length of properties located along Becker Road and Port St. Lucie Boulevard and shall interconnect with sidewalks located in the street right-of-way and any side street frontage sidewalks where applicable.

Side Streets: For the side streets located in an Activity Center, Village, or Professional Subdistrict, an interconnected and continuous frontage buffer and sidewalk shall be required where a building front faces a side street. For side streets located in a Residential Subdistrict, no frontage sidewalk, only a frontage buffer, is required where a building front faces a side street. See Section 5.4.2 (Frontage Buffers & Sidewalks).

Sidewalk Location: Buildings with commercial or mixed-uses typically provide a sidewalk that abuts a building to allow pedestrians visibility into the storefront. Buildings with office, institutional, or residential uses typically provide a sidewalk that is offset from the building to allow greater privacy for individuals located inside the building.

*Figure 5-2 - Building Frontage Landscape Buffer with Abutting Sidewalk*

*Figure 5-3 - Building Frontage Landscape Buffer with Offset Sidewalk*
5.4.2 Frontage Buffer and Sidewalk Requirements

<table>
<thead>
<tr>
<th>Subdistrict</th>
<th>Build-to Zone Depth From Street Right-of Way</th>
<th>Building Frontage Landscape Buffer Depth</th>
<th>Frontage Sidewalk Zone(^1) Depth</th>
<th>Min. Frontage Sidewalk Width</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activity Center / Village</td>
<td>22-25 ft. (all streets)</td>
<td>15 ft.</td>
<td>7 ft. - 10 ft.</td>
<td>5 ft.</td>
</tr>
<tr>
<td>Professional</td>
<td>22-25 ft. (primary street)</td>
<td>15 ft.</td>
<td>7 ft. - 10 ft.</td>
<td>5 ft.</td>
</tr>
<tr>
<td></td>
<td>20-23 ft. (side streets)</td>
<td>10 ft.</td>
<td>10 ft. - 13 ft.</td>
<td></td>
</tr>
<tr>
<td>Residential</td>
<td>25-30 ft. or 32 ft. if porch located at front (primary street)</td>
<td>10 ft.</td>
<td>15 ft. - 20 ft.</td>
<td>5 ft.</td>
</tr>
<tr>
<td></td>
<td>20-30 ft. (side streets)</td>
<td>10 ft.</td>
<td>10 ft. - 20 ft.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Side Streets - No frontage sidewalk required</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. Frontage Sidewalk Zone is the area between the building frontage landscape buffer and the building. The frontage sidewalk shall be located within 0-2 feet of the building frontage landscape buffer.

5.4.3 Building Frontage Landscape Buffer - Landscaping

<table>
<thead>
<tr>
<th>Trees (^1) All Subdistricts</th>
<th>Provide at least 1 Type A tree for every 35 feet linear feet of frontage. Two 2) Type B trees may be substituted for one 1) Type A tree. Trees may be spaced no greater than 50 feet apart.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shrubs</td>
<td>Provide at least 1 shrub for every 4 square feet of landscape area located in the building frontage landscape buffer.</td>
</tr>
<tr>
<td></td>
<td>Shrubs shall be at least 1.5 feet in height at time of planting. Grasses of similar size may be substituted for up to 40% of the shrubs. Shrub and grass height shall be maintained between 1.5 and 2.5 feet in height at maturity.</td>
</tr>
<tr>
<td></td>
<td>Shrubs and grasses shall enhance the design of the building and not obscure windows or other significant architectural features.</td>
</tr>
<tr>
<td>Groundcover</td>
<td>Groundcover may be substituted for up to 30% of the required shrub area.</td>
</tr>
<tr>
<td></td>
<td>Sod may be utilized for up to 50% of the square footage of groundcover required.</td>
</tr>
<tr>
<td>Planter Area Border Wall, Fence, Edging</td>
<td>The building frontage buffer area may have a low border wall, fence, or edging that is up to 18 inches in height. If seating is located on top of the wall, the seating may not encroach into the minimum frontage sidewalk width.</td>
</tr>
</tbody>
</table>

Type A (large) and Type B (small) trees refers to trees identified in the City Landscape Code, Appendix C.
5.5 Building Perimeter Landscape Strips - Front, Sides, and Back

A landscape strip shall be located around all sides of a building that are visible to the general public, patrons, or residents, unless indicated otherwise below. Landscaping shall be designed to be complementary to the design of the building. See Section 5.4.2 (Building Frontage Landscape Buffers).

### 5.5.1 Building Perimeter Landscape Strips - Front, Sides, and Rear

<table>
<thead>
<tr>
<th>Buffer Depth</th>
<th>Activity Center, Village, Professional Subdistricts:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Building Sides and Rear - 3 feet (min.)</td>
</tr>
<tr>
<td></td>
<td>Building Front - Varies, the unpaved distance between a building facade and the frontage sidewalk.</td>
</tr>
<tr>
<td></td>
<td>Building All Sides - 15 feet (max.)</td>
</tr>
<tr>
<td>Residential Subdistrict:</td>
<td>Building All Sides - 5 ft. (min.) - 15 ft. (max.)</td>
</tr>
<tr>
<td>Sides and Rear (all subdistricts) - The building perimeter landscape strip shall be offset from a building where a sidewalk abuts a building, unless indicated otherwise.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Trees</th>
<th>Provide 1) Type B tree, palm tree, or other small type tree appropriate to the depth of the buffer for every 30 linear foot of wall. Trees shall be at least 8 ft. in height at time of planting.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Trees Not Required:</strong></td>
</tr>
<tr>
<td></td>
<td>• For building sides with ground floor transparency of 40% or more.</td>
</tr>
<tr>
<td></td>
<td>• In perimeter strips 3 feet or less in depth that abut a building.</td>
</tr>
<tr>
<td></td>
<td>• In front of an arcade or colonnade.</td>
</tr>
</tbody>
</table>

| Shrubs and Groundcover | Provide at least 1 shrub every 2 feet of building perimeter that is at least 2 feet (min.) in height at time of planting. |
|                       | Trees planted tree wells may be substituted for shrubs in areas that are hardscaped at 1 tree for every 30 linear foot of wall. |

**Activity Center, Village, Professional Subdistricts - Front of Building:** If there is a non-paved area that is 3 feet wide or more located between the building façade and the frontage sidewalk, the area shall be planted with shrubs as indicated above and if there is a non-paved area less 3 feet, shrubs and groundcover shall be provided to cover the area.

### 5.5.2 Frontage Hedge Buffer – Residential Subdistricts

| Frontage Hedge | A continuous hedge may be located behind the frontage sidewalk (toward the building) in Residential Subdistricts except where pedestrian access occurs as a way to create additional privacy for residents. The hedge shall be maintained between 2.5 ft. (min.) and 4 ft. (max.) in height. |

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5.6 Site Perimeter Landscape Buffers

Unless indicated otherwise in this document, refer to City Landscape Code Section 154.03(C)1 for perimeter landscape buffer requirements.

<table>
<thead>
<tr>
<th>5.6.1 Site Perimeter Landscape Buffer</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Buffer Depth</strong></td>
</tr>
<tr>
<td>10 feet (min.) - all parcel sizes, except as indicated below.</td>
</tr>
<tr>
<td>20 feet (min.) for a property abutting a Low Density Residential (RL) land use that is 150 feet or more in depth from primary street. A detention or retention area may be located within 10 feet of the RL land use provided that there is at least a 10 foot wide landscape buffer located around the perimeter of the detention or retention area measured from top of bank.</td>
</tr>
<tr>
<td><strong>Side Street Trees and Shrubs</strong></td>
</tr>
<tr>
<td><strong>Side Street Landscaping</strong> - A site perimeter landscape buffer shall be provided along the entire length of the side streets, excluding areas where a frontage landscape buffer is located.</td>
</tr>
<tr>
<td><strong>Trees:</strong> One tree shall be provided for each 30 linear feet of the right-of-way. Spacing between tree trunks may be no greater than 50 feet. Trees shall be placed in front of the hedge located in the buffer (see below).</td>
</tr>
<tr>
<td><strong>3-4 Foot High Hedge:</strong> Provide at least 1 shrub for every 2 linear feet of the site perimeter that is at least 2 feet (min.) in height at time of planting to create a continuous hedge to screen parking and stormwater areas visible from the street and to give the streetscape greater spatial definition. The hedge shall be maintained at a height between 3-4 feet.</td>
</tr>
<tr>
<td><strong>Shrubs:</strong> Additional shrubs shall be planted in front of the hedge. These shrubs may be planted as curvilinear and non-continuous planting beds and they shall be lower in height than the hedge. Provide at least 1.25 shrubs for every 2 linear feet of the site perimeter that are at least 1.5 feet (min.) in height at time of planting. Shrubs shall be maintained at a height between 2-3 feet.</td>
</tr>
<tr>
<td><strong>Groundcover:</strong> Provide at least 2.5 sq. ft. of groundcover for every linear foot of the perimeter landscape buffer.</td>
</tr>
<tr>
<td><strong>Buffer With Architectural Wall</strong></td>
</tr>
<tr>
<td><strong>Properties Adjacent to or Abutting RL (Low Density Residential) and Open Space Land Uses:</strong> Refer to Section 154.03(C) of the City Landscape Code for wall and landscape requirements.</td>
</tr>
<tr>
<td><strong>No Perimeter Buffer Abutting Sides Parcels</strong></td>
</tr>
<tr>
<td><strong>Detention / Retention Area Landscaping</strong></td>
</tr>
</tbody>
</table>
### 5.7 Common Open Space

**Purpose** - Provide common open spaces that offer places for people to gather, give a focal area to a development, and enhance the attractiveness of the Becker Road Overlay District (BROD). These requirements apply to all subdivisions in the BROD.

#### 5.7.1 Common Open Space – All Subdistricts

1. Each site shall provide a percentage of the total site area as common open space in the form of plazas, terraces, greens, patios, decks, or squares that are integral to the overall design of the site.

2. Properties located at the intersections of Becker Road and Port. St Lucie Boulevard, Savona Boulevard, and Darwin Boulevard shall provide at least 1% (.01) of the total site area for common open space. Other properties shall provide at least .5% (.005) of the total site area for common open space.

3. Common open space shall be defined by the use of pedestrian amenities such as benches, public art, fountains, water features, gazebos, pergolas, and/or picnic tables, inclusive of landscaping. Other accessory features may include drinking fountains, decorative lighting, garden statuary and accents, and garbage receptacles.

4. The common open space shall function as a place for recreation or leisure time enjoyment and shall include landscaping such as trees, shrubs, and pedestrian amenities in addition to paved areas.

5. The required common open space may be divided into smaller spaces that are at least 100 sq. ft. in size at the front, back, or sides of buildings or site.

6. **Primary Street Frontage Plazas** - A corner plaza located at a street intersection or a plaza/s located at the front of a building are typically preferable locations for common open space. At least 50% of the paved area shall include decorative pavers or material other than a concrete slab. Stamped concrete is not permitted. Access along the frontage sidewalk shall not be obstructed. See Section 3.5 (Encroachments) for allowed common open space encroachments into the build-to zone or frontage sidewalk buffer.
   
   a. **Building Front Plaza** - Common open space for a plaza located in front of a building may include the frontage sidewalk buffer area provided the entire area has a unified paving and landscaping design.
   
   b. **Corner Plaza** - The area within a building frontage sidewalk zone and the building frontage landscape buffer may be counted toward meeting the common open space requirement for a corner plaza located along a primary street. The decorative paving shall extend to the street curb within the street ROW, with approval of the Public Works Department.
6.0 PARKING & ACCESSIBILITY

6.1 Purpose
This section establishes the requirements for parking, sidewalks, and bicycles in the BROD to ensure that adequate accessibility is provided to safely and conveniently accommodate anticipated needs while being compatible with adjacent development.

6.2 Applicability
Off-street automobile parking and loading shall be provided for all new development in accordance with the City Zoning Code, Section 158.221 and the provisions of this section. Refer to the City Land Use Conversion Manual for distance requirements for curb-cuts.

6.3 Parking Location
All on-street parking spaces and loading areas shall be located to the back of buildings located along a primary street and to the back or side of buildings located along a side street, except as otherwise indicated in Section 6.3.1 below.

6.3.1 Parking Location for Properties Less Than 150 Feet Deep
Properties that are less than 150 feet deep may locate off-street parking to the side or back of a building that fronts any street.

6.3.2 Parking and Driveway Access from Street
Angled or parallel parking may be located along the entrance area of the driveway access area located to the side of a building facing a street provided approval is obtained from Public Works. Refer to City Land Use Conversion Manual and Zoning Code Section 158.222(B) for minimum curb-cut distances along streets from intersections and driveways.

6.3.3 On-street Parking on Side Streets
On-street parking may be installed on the side streets provided that the right-of-way area is not needed for turning lanes or other improvements and the on-street parking is approved by the Public Works Department. On-street parking spaces may be counted toward the number of parking spaces required for site plan approval. Where possible, on-street parking is encouraged in areas where a building fronts along a side street as a way to provide easy access to the front entrance of a business, office, or residence.
6.3.4. Vehicular Parking Located Under Second Floor for Office Building

In areas designated with Office (O) land use and Office (P) zoning, up to 40% of the total length of the first floor of the building may be used for parking. This is to encourage the development of office buildings that are two or more floors in height. The following conditions apply:

1. The building/s shall consist of 2 floors and the second floor shall extend at least 75% of the length of total first floor length;

2. The parking area under the second floor shall be enclosed with walls that are constructed with the same material and finish as the enclosed office area so that the façade for the parking area looks similar to the façade for the office area. Window openings for the enclosed parking area shall be similar in size, shape, and placement to those for the office use area. Decorative grates or screens in the window openings for the parking area shall be complementary in style with the windows of the office building.

6.4 Planned Unit Development (PUD) Zoning District Parking Adjustments

Off-street parking and off-street loading facilities shall be provided as set forth within Section 158.221 of the City Zoning Code and Chapter 6.0 of the BROD, unless otherwise set forth within a PUD document. Proposed modifications to the parking requirements of the City Zoning Code Section 158.221 or the BROD Chapter 6.0 shall be accompanied with an analysis justifying such modifications. Compact parking spaces shall not be permitted by right for a PUD as indicated in Section 158.174(G) of the City Zoning Code.

6.5 Block Configuration and Cross-Access

The Becker Road corridor is lined by two different block configurations: the short end of a block ("Short End Block") and the long side of a block ("Long Side Block"). The Short End Block has two lots that front along Becker Road and the short end block is typically 250 feet in width. The Long Side Block has multiple lots that front along Becker Road and the side block is typically between 500 - 1,200 feet in length (Figure 6-2).
Figure 6-2: Short End and Long Side Blocks

Parcel Assimilation: Prior to requesting approval for development located on lots zoned single-family residential (RS-2), a specified number of lots must be assembled and rezoned as indicated in the City Land Use Conversion Manual.

6.5.1 Blocks and Cross-Access

Development shall provide an inter-connected pedestrian circulation system that links to sidewalks located along street rights-of-way and to adjacent parcels. Refer to the City Land Use Conversion Manual and City Zoning Code Section 158.222(B) for minimum curb-cut distances along streets from intersections and driveways.

1. Short-End Blocks and Cross Access

   a. The Short-End Block is too narrow to allow direct vehicular access from Becker Road. No curb cuts are permitted. Access to a site shall occur from the side streets.

   b. A driveway from each of the side streets is required that connects the two streets associated with the block.

2. Long-Side Blocks and Cross Access

   a. For Long-Side Blocks, the developer shall grant a cross-access easement to each abutting property for vehicular and pedestrian ingress and egress. Stub-outs for vehicular and pedestrian accessways shall extend to the property line so that any future connection may be easily completed.

   b. When the adjacent property is under development review, the owner of the adjacent property will be required to reciprocate with a similar cross-access easement and complete the physical connection.
6.6 Bicycle Parking

Purpose - Provide safe and convenient areas for the circulation and parking of bicycles that encourage the use of this alternative mode of transportation.

<table>
<thead>
<tr>
<th>6.6.1 - Number of Bicycle Parking Spaces</th>
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</thead>
<tbody>
<tr>
<td><strong>Non-residential Uses (min.)</strong></td>
</tr>
<tr>
<td><strong>Residential Uses (min.)</strong></td>
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</tbody>
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<thead>
<tr>
<th>6.6.2 - Location and Design of Bicycle Parking Spaces</th>
</tr>
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<tbody>
<tr>
<td><strong>Non-Residential Uses (min.)</strong></td>
</tr>
<tr>
<td><strong>Residential Uses (min.)</strong></td>
</tr>
</tbody>
</table>

Figure 6-3: Custom Design Bicycle Racks

(Source: CycleSafe, Inc.) (Source: Anova)