

Zoning Review Working Group Meeting Notes

February 13, 2019

Working Group Attendees: Brian Kulpa – Chair, Brian Andrzejewski, Jacqualine Berger, Mark Berke, Doug Gesel, Dal Giuliani, Dan Howard, Ellen Kost, Scott Marshall, Dave Mingoia, John Radens, Mark Rountree, Alissa Shields, Dan Ulatowski

Absent: Kelly Dixon

Staff Present: Kim Amplement, Laurie Stillwell

The meeting began at 4:15 pm.

Dan Howard asked the Working Group for any comments on or changes to the January 23, 2019 meeting notes. No comments or changes were suggested. Jacqualine Berger motioned to approve the minutes, John Radens seconded. The meeting notes from January 23, 2019 were approved.

Dan Howard discussed the future schedule and tasks of the Working Group. He stated that an extra meeting has been scheduled for March 6, 2019 but the room at Village Hall is unavailable. He asked the Group if either March 5th or March 7th would work for a meeting instead. It was the consensus that March 7th worked best for most members. Kim Amplement is to inquire to see if Village Hall is available on March 7th to hold the meeting. The Working Group will be made aware once the meeting date is set. Dan H. also stated that because the project will be wrapping up at the end of March, there will be a series of public meetings/briefings with various Town Boards to display and explain the project's outcomes. Dan H. asked whether the Zoning Board of Appeals members would like have a separate hearing at their meeting on March 19, 2019 or if they would rather attend the Planning Board public hearing. It was determined that it is more convenient and efficient for ZBA members to attend the Planning Board hearing. Dan H. also explained that there will also be training sessions with Town staff and members of the development/design community who will be using the new Code.

Brian Kulpa explained that there are two tasks to accomplish as this meeting: to go over possible changes to the Comprehensive Plan Map (Figure 6-A) and to go through the Village Code again to determine what still applies or what changes should be made to the provisions for the Traditional Corridors (T-COR-2.5).

First the Working Group went through the approved Figure 6-A. Brian Kulpa explained that likely the "type" categories will now just be "node" and "corridor" (dropping "center") and that the zoning districts associated with these will determine height and density (2.5, 4 and 8). He also explained that with the new information from the Opportunity Zone, the centers in that area will likely be more Traditional in nature and should be changed to reflect that. The Working Group went through various centers on the map and made the following changes:

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- #35 & #36 – split so that it is a Suburban Node 2.5 at the round-abouts and Traditional Corridor 2.5 up along Harlem Road.
- #37 – should be a Traditional Node 2.5
- #38 – combine with a portion of #40 (the north side of Main Street)
- #39 – combine with a portion of #40 (the south side of Main Street)
- #40 – split and combine with #38 & #39
- #47 – break out the property with the Rachel’s business on it to be Traditional Corridor 4
- #48 – leave Suburban Node but allow increased density (4 stories)
 - *Vote: 9 for, 4 against - keeping it Suburban*
- #32 – split and use just the northern portion west of Eggert Road
- #33 – include a portion of #33 (east of Eggert Road, north of Main)
- #30 – should be a Traditional Node 4 (could have incentives to ask for more height in return for public transit elements, etc.)
- #25 – should be Traditional Node 2.5
- #26 – should be Traditional Node 2.5

Brian Kulpa then turned to the table created by the Planning Department which listed the Village Code provisions and the decisions the Working Group made regarding Traditional Nodes. The Working Group went through all the Village Code provisions again for Traditional Corridors. Slight changes were made to a few of the provisions to apply to Traditional Corridors. The decisions made by the Working Group are reflected in the following table, with differences between Nodes and Corridors depicted by filled in blue squares.

Public Comment:

None

The meeting was adjourned at 6:34 p.m.

Provisions for Traditional Districts

BLUE - Changes from District to District

PROVISIONS FROM VILLAGE CODE	DRAFT TRADITIONAL DISTRICTS			
	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
112-16B(2) Building Orientation and Setback				
(a) Buildings located on a primary street shall be oriented such that the façade facing the street be substantially parallel to said streets.	<ul style="list-style-type: none"> ● Building parallel to street ● Define "primary street" 	<ul style="list-style-type: none"> ● Building parallel to street ● Define "primary street" 		
(b) At least 75 percent of a building's primary façades, measured in linear feet of distance parallel to the right-of-way, shall meet the required setback distance.	<ul style="list-style-type: none"> ● 75% building meets setback 	<ul style="list-style-type: none"> ● 75% building meets setback 		
(c) Buildings on a primary street shall have a front setback within a range of 0 feet and 10 feet from the right-of-way line. The Planning/Architectural Review Board may allow an additional 10-foot setback to permit the construction of special use amenities such as outdoor seating/patios, greenspace, and other public realm amenities , or the construction of building overhangs.	<ul style="list-style-type: none"> ● 0 - 10 ft. front setback ● Additional 10 ft. allowed for outdoor seating/patios, greenspace & other public realm amenities 	<ul style="list-style-type: none"> ● 0 - 10 ft. front setback ● Additional 10 ft. allowed for outdoor seating/patios, greenspace & other public realm amenities 		
(d) In no instance shall the front plane of any principal structure on a primary street, not including overhangs, be greater than 20 feet from the right of way line.	<ul style="list-style-type: none"> ● Front plane of building no more than 20 ft. from ROW 	<ul style="list-style-type: none"> ● Front plane of building no more than 20 ft. from ROW 		
(e) Buildings on streets other than a primary street shall have a maximum setback of 20 feet from the right of way line, or the average setback of existing principal structures on adjacent parcels within 200 feet, whichever is lesser. The Planning/Architectural Review Board may allow an additional 10-foot setback to permit the construction of special use amenities such as outdoor seating/patios, greenspace, and other public realm amenities , or the construction of building overhangs.	<ul style="list-style-type: none"> ● Max 20 ft. setback on non-primary streets or average of adjacent parcels within 200 ft. or lesser (should not be lesser?) 	<ul style="list-style-type: none"> ● Max 20 ft. setback on non-primary streets or average of adjacent parcels within 200 ft. or lesser (should not be lesser?) 		
(f) Buildings fronting on two or more streets shall be determined to have an equal number of primary façades unless said street is classified as an alleyway.	<ul style="list-style-type: none"> ● Buildings fronting 2 or more streets have equal # of primary façades (except on alleys) 	<ul style="list-style-type: none"> ● Buildings fronting 2 or more streets have equal # of primary façades (except on alleys) 		
(g) Buildings on corner lots shall be setback from each street the minimum distance practical to afford adequate sight distances for motorists and pedestrians as determined by highway standards.	<ul style="list-style-type: none"> ● Corner lots will have adequate setbacks for "clear vision triangle" ● Utilize existing Town provisions? 	<ul style="list-style-type: none"> ● Corner lots will have adequate setbacks for "clear vision triangle" ● Utilize existing Town provisions? 		
(h) Side yards with parking and driveways shall not be more than 43 feet of total width.	<ul style="list-style-type: none"> ● Max 43 ft. wide side yard for parking & driveways 	<ul style="list-style-type: none"> ● Max 43 ft. wide side yard for parking & driveways 		
(i) Lots without driveways shall have a maximum side setback of 20 feet of combined width for both side yards. Side yard setbacks are encouraged to be zero feet where permitted by NYS Building Code.	<ul style="list-style-type: none"> ● Max side setback of 20 ft. (combined width for both side yards) for lots without driveways 	<ul style="list-style-type: none"> ● Max side setback of 20 ft. (combined width for both side yards) for lots without driveways 		
(j) No principal building shall be placed within 30 feet of any residential district boundary.	<ul style="list-style-type: none"> ● Not feasible? Should be less than 30 ft? 	<ul style="list-style-type: none"> ● No principal building shall be placed within 10 ft. of residential district 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(k) Accessory structures shall not be greater than 18 feet in height and shall be set back from any property line abutting a residential district boundary a distance at least equal to the height of the accessory structure.	<ul style="list-style-type: none"> • 18 ft. max height for accessory structures • Accessory structures are set back from a residential district either equal to or greater than the height of the accessory structure 	<ul style="list-style-type: none"> • 18 ft. max height for accessory structures • Accessory structures are set back no less than 10 ft. from a residential district 		
112-16B(3) Lots With Multiple Buildings				
(a) Lots with multiple buildings shall include pedestrian connections between adjacent uses, structures & parking areas.	<ul style="list-style-type: none"> • Ped connections/sidewalks between all uses, structures, and parking 	<ul style="list-style-type: none"> • Ped connections/sidewalks between all uses, structures, and parking 		
(b) Multiple buildings shall create a well organized, accessible and functional site. The layout should create a unique sense of place without large parking lots devoid of landscaping or pedestrian accommodations.	<ul style="list-style-type: none"> • Buildings to be organized and create a sense of place • Parking rooms with landscape islands and ped amenities required 	<ul style="list-style-type: none"> • Buildings to be organized and create a sense of place • Parking rooms with landscape islands and ped amenities required 		
(c) Common or shared parking facilities and access shall be required to the extent practical or feasible, as determined by the Planning/Architectural Review Board, to decrease the amount of impervious surface, increase open space and reduce curb cuts onto primary streets.	<ul style="list-style-type: none"> • Common/shared parking and access required as feasible • Need to determine standards? • How does this work with Unified Dev. in existing code? 	<ul style="list-style-type: none"> • Common/shared parking and access required as feasible • Need to determine standards? • How does this work with Unified Dev. in existing code? 		
112-16B(4) Building Entry				
(a) For buildings with frontage on a primary street, a primary entrance shall face that street. A side or rear entry shall also be permitted depending on the site layout.	<ul style="list-style-type: none"> • A primary entrance facing a primary street is required • A side or rear entry is also permitted 	<ul style="list-style-type: none"> • A primary entrance facing a primary street is required • A side or rear entry is also permitted 		
(b) The placement of building entrances shall be of a similar rhythm and spacing to existing structures on the same street.	<ul style="list-style-type: none"> • Entrances shall be of a similar rhythm and spacing to existing structures on the same street 	<ul style="list-style-type: none"> • Entrances shall be of a similar rhythm and spacing to existing structures on the same street 		
(c) Buildings fronting on streets other than a primary street shall have a primary entrance located facing such street.	<ul style="list-style-type: none"> • Buildings fronting on a non-primary street shall have a primary entrance located facing such street 	DO NOT NEED		
(d) Buildings fronting on a primary street and an intersecting street shall have a primary entry on that primary street or at the corner facing the intersecting streets.	<ul style="list-style-type: none"> • Buildings on a corner will have a primary entry on the primary street or on the corner of the 2 streets 	<ul style="list-style-type: none"> • Buildings on a corner will have a primary entry on the primary street or on the corner of the 2 streets 		
(e) Primary entries shall receive design considerations, details, and treatments consistent with primary facades.	<ul style="list-style-type: none"> • Primary entries shall be treated consistently with primary facades 	<ul style="list-style-type: none"> • Primary entries shall be treated consistently with primary facades 		
(f) Primary entrances shall be prominently designed and constructed to provide visual cues to pedestrians independent of site or building signage.	DO NOT NEED	DO NOT NEED		
112-16B(5) Sidewalks				
(a) Sidewalks shall have a minimum width of 5 feet, 6 feet for communicating sidewalks, or wider at the discretion of the Planning Board.	<ul style="list-style-type: none"> • Sidewalk width 5 ft. minimum • Sidewalk width 6 ft. minimum for communicating sidewalks 	<ul style="list-style-type: none"> • Sidewalk width 5 ft. minimum • Sidewalk width 6 ft. minimum for communicating sidewalks 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(b) Sidewalks shall be constructed to provide access from all principal building entrances to the sidewalk system and parking areas.	<ul style="list-style-type: none"> ● Sidewalks from all building entrances to other sidewalks and parking areas required ● What about sidewalks to residential/sub-surface egress? 	<ul style="list-style-type: none"> ● Sidewalks from all building entrances to other sidewalks and parking areas required ● What about sidewalks to residential/sub-surface egress? 		
(c) All sidewalks adjacent to streets, driveways and parking lots shall be curbed to separate pedestrians and vehicles.	<ul style="list-style-type: none"> ● All sidewalks required to be curbed 	<ul style="list-style-type: none"> ● All sidewalks required to be curbed 		
(d) As necessary, sidewalks shall traverse parking lot medians, end islands and between buildings to permit safe and efficient pedestrian travel.	<ul style="list-style-type: none"> ● Sidewalks in parking medians, islands, and between buildings as necessary 	<ul style="list-style-type: none"> ● Sidewalks in parking medians, islands, and between buildings as necessary 		
(e) Sidewalks abutting a public street shall be constructed of poured concrete. Other sidewalks may be constructed of poured concrete, brick, or concrete pavers. Asphalt walkways are not permitted.	<ul style="list-style-type: none"> ● Sidewalks to be either concrete, brick, or concrete pavers ● Asphalt walkways not permitted 	<ul style="list-style-type: none"> ● Sidewalks to be either concrete, brick, or concrete pavers ● Asphalt walkways not permitted 		
(f) An application subject to review under these Design Standards and approved hereunder need not obtain a separate sidewalk construction permit.	DO NOT NEED	DO NOT NEED		
112-16B(6) Pedestrian and Vehicular Circulation				
(a) Pedestrian and vehicular circulation patterns shall be designed to minimize potential conflicts between vehicles and pedestrians and to provide enhanced separation.	<ul style="list-style-type: none"> ● Design circulation patterns to separate vehicular and pedestrian movements 	<ul style="list-style-type: none"> ● Design circulation patterns to separate vehicular and pedestrian movements 		
(b) Safe, convenient and efficient pedestrian circulation patterns shall be provided between structures in a multiple structure development (see § 112-16B(3) and Figure 14).	<ul style="list-style-type: none"> ● Pedestrian connections provided between multiple structures 	<ul style="list-style-type: none"> ● Pedestrian connections provided between multiple structures 		
(c) Parking and vehicle circulation patterns shall be designed to reduce speeds and increase pedestrian safety, efficiency and convenience.	<ul style="list-style-type: none"> ● Design circulation patterns to reduce speed and enhance pedestrian movements 	<ul style="list-style-type: none"> ● Design circulation patterns to reduce speed and enhance pedestrian movements 		
112-16B(7) Drive-In Service Facilities				
(a) The operation of a Drive-In Service Facility on any portion of a property is prohibited.	<ul style="list-style-type: none"> ● Drive-thrus not allowed 	<ul style="list-style-type: none"> ● Drive-thrus are only allowed by obtaining a special use permit ● Come up with criteria they must meet 		
(b) A Drive-In Service Facility existing and operating at the time of the enactment of this amendment may continue to operate as a nonconforming use subject to Section 112-10 of this Chapter and Chapter 73-3H.	<ul style="list-style-type: none"> ● Existing drive-thrus may continue to operate ● Any other standards we want to include? 	<ul style="list-style-type: none"> ● Existing drive-thrus may continue to operate ● Any other standards we want to include? 		
112-16B(8) Driveways and Access				
(a) Shared entrances and exits shall be provided where determined appropriate and feasible by the Planning/ Architectural Review Board.	<ul style="list-style-type: none"> ● Shared entrances/exits shall be required unless proven infeasible 	<ul style="list-style-type: none"> ● Shared entrances/exits shall be required unless proven infeasible 		
(b) Absent a showing by the applicant of impracticality, the provision for cross access among adjacent properties shall be required to internalize traffic and reduce turning movements directly onto any street.	<ul style="list-style-type: none"> ● Cross-access among adjacent properties is required unless proven infeasible 	<ul style="list-style-type: none"> ● Cross-access among adjacent properties is required unless proven infeasible 		

(c) New construction or improvements shall plan for, accommodate, and/or reserve land for future connections with adjacent properties to facilitate cross access.	<ul style="list-style-type: none"> Land must be reserved for future connections with adjacent properties for cross access 	<ul style="list-style-type: none"> Land must be reserved for future connections with adjacent properties for cross access 		
DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(d) Driveways outside the public right-of-way shall be no more than 24 feet in width.	<ul style="list-style-type: none"> 24 ft. max driveway width 	<ul style="list-style-type: none"> 24 ft. max driveway width 		
(e) A designated 5-foot wide curbed sidewalk shall be provided between the edge of entry drives and the principal building.	<ul style="list-style-type: none"> 5 ft. wide sidewalk to be provided between driveways and buildings 	<ul style="list-style-type: none"> 5 ft. wide sidewalk to be provided between driveways and buildings 		
(f) Driveways shall be set back from the side lot line a distance of 5 feet, and from principal buildings a distance of no less than 5 feet, or as required for safe sight distances. Shared drives are not required to provide the 5-foot side yard setback.	<ul style="list-style-type: none"> Driveways to have 5 ft. or greater setback from side yard and principal building(s) Shared drives not required to have 5 ft. side yard setback 	<ul style="list-style-type: none"> Driveways to have 5 ft. or greater setback from side yard and principal building(s) Shared drives not required to have 5 ft. side yard setback 		
112-16C(2) Loading, Service, Maintenance & Refuse Facilities				
(a) Loading docks, bays, and staging and service areas shall be located to the rear of the structure. Side loading areas may be approved at the discretion of the Planning/ Architectural Review Board with approved screening.	<ul style="list-style-type: none"> Loading docks, bays, and staging and service areas located to the rear 	DO NOT NEED		
(b) When the rear of a structure abuts a street or residential zone, loading areas shall receive appropriate screening.	<ul style="list-style-type: none"> Loading areas receive appropriate screening from a street or residential district 	<ul style="list-style-type: none"> Loading areas receive appropriate screening from a street or residential district 		
(c) Vehicle maintenance and service bays shall not be located facing a street and shall be screened from view	DO NOT NEED	DO NOT NEED		
(d) The staging, storage and parking of vehicles, equipment, or materials as part of a commercial enterprise such as, but not limited to, vehicle/equipment rentals, automotive repair and construction, shall not occur in front yards and shall be screened from view from all streets and surrounding properties.	<ul style="list-style-type: none"> Staging, storage, maintenance, and parking of vehicles, equipment, or materials not allowed in front yards and is screened from streets and surrounding properties 	<ul style="list-style-type: none"> Staging, storage, maintenance, and parking of vehicles, equipment, or materials not allowed in front yards and is screened from streets and surrounding properties 		
(e) The storage and/or staging of refuse shall take place in the rear yard and shall be buffered or screened from view from parking facilities, adjacent properties and all streets.	<ul style="list-style-type: none"> Dumpsters are only allowed in rear yard and shall be screened from streets and adjacent properties 	<ul style="list-style-type: none"> Dumpsters shall be set back from the front street-facing façade of a building and shall be screened from streets and adjacent properties 		
(f) All refuse appurtenances, equipment and containers shall be located within a four-sided enclosure constructed of the same or complementary materials found in the principal structure. Such enclosure shall be constructed to a height not less than one foot above the height of all elements within the enclosure.	<ul style="list-style-type: none"> Dumpsters are in enclosure constructed of similar materials to principal structure Dumpster enclosure height shall be 1 ft. above all elements stored inside 	<ul style="list-style-type: none"> Dumpsters are in enclosure constructed of similar materials to principal structure Dumpster enclosure height shall be 1 ft. above all elements stored inside 		
(g) Gate access to the enclosure shall be located out of direct view from principal building entrances and adjacent residences. Gates shall remain in a closed position at all times other than during refuse pickup or delivery.	<ul style="list-style-type: none"> Dumpster gates do not face building entrances and adjacent residences Dumpster gates remain closed unless refuse pickup or delivery 	<ul style="list-style-type: none"> Dumpster gates do not face building entrances and adjacent residences Dumpster gates remain closed unless refuse pickup or delivery 		
112-16C(3) Storm Water & Green Infrastructure Facilities				

(a) Storm water detention or retention ponds are not permitted in front yards.	• Storm water ponds not permitted in front yards	• Storm water ponds not permitted in front yards		
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DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(b) No storm water detention facility shall have a permanent pool, and the use of rip-rap and stone fill is not permitted.	<ul style="list-style-type: none"> No storm water detention shall have a permanent pool, and use of rip-rap and stone fill is not permitted 	<ul style="list-style-type: none"> No storm water detention shall have a permanent pool, and use of rip-rap and stone fill is not permitted 		
(c) Storm water management facilities shall be integrated into the overall site design	<ul style="list-style-type: none"> Storm water management facilities integrated into the overall site design 	<ul style="list-style-type: none"> Storm water management facilities integrated into the overall site design 		
(d) The use of subterranean storage for storm water runoff is encouraged where practicable.	<ul style="list-style-type: none"> Use of subterranean storage for storm water runoff is encouraged where practicable 	<ul style="list-style-type: none"> Use of subterranean storage for storm water runoff is encouraged where practicable 		
(e) The provision of fencing around storm water facilities is prohibited, unless the Planning Board determines that such fencing provides a positive design element.	<ul style="list-style-type: none"> Fencing around storm water facilities must match primary building materials 	<ul style="list-style-type: none"> May not be necessary? 		
(f) Where practicable, the use of green infrastructure design elements, such as, but not limited to, bioswales, rain gardens, bioretention areas, porous pavements, green roofs, and other measures which promote the infiltration, transpiration, and evaporation of storm water runoff shall be encouraged (Figures 24 & 25).	<ul style="list-style-type: none"> Use of green infrastructure design elements are encouraged where practicable 	<ul style="list-style-type: none"> Use of green infrastructure design elements are encouraged where practicable 		
(g) All storm water management facilities and green infrastructure facilities shall provide a pleasing aesthetic complementary to the character of the primary street corridor.	<ul style="list-style-type: none"> Storm water and green infrastructure facilities shall complement the character of the primary street corridor 	<ul style="list-style-type: none"> Storm water and green infrastructure facilities shall complement the character of the primary street corridor 		
(h) All green infrastructure design elements, including plantings and pavements, shall be regularly maintained to promote their proper and intended function.	<ul style="list-style-type: none"> All green infrastructure design elements regularly maintained 	<ul style="list-style-type: none"> All green infrastructure design elements regularly maintained 		
112-16C(4) Utilities				
(a) Where feasible, utility service connections from rights-of-way or easements shall provide subterranean connections to site structures and appurtenances, including, but not limited to, principal structures, garages, storage buildings, and site lighting.	<ul style="list-style-type: none"> Utility connections in ROW provide connections to site structures and appurtenances where feasible 	<ul style="list-style-type: none"> Utility connections in ROW provide connections to site structures and appurtenances where feasible 		
(b) Above ground utility service connections, appurtenances and fuel pumps shall be located in side yards or rear yards and screened from view from the street as necessary. This includes, but is not limited to, generators, transformers, vaults, 'hot-boxes,' switchgear, meters, valves, compressors, pumps, control or service panels, or any heating, ventilation and cooling equipment.	<ul style="list-style-type: none"> Utilities to be located in side or rear yards and screened from view Underground utilities should be utilized when practicable and feasible Need more standards like painting and landscaping? 	<ul style="list-style-type: none"> Utilities to be located in side or rear yards and screened from view Underground utilities should be utilized when practicable and feasible Need more standards like painting and landscaping? 		
112-16D(1) Parking Overview and Applicability				
....For purposes of this section, substantial modification shall mean any change in the number or configuration of parking spaces, traffic flow patterns, or manner of ingress or egress...	<ul style="list-style-type: none"> Substantial modification = 20% or more? 	<ul style="list-style-type: none"> Substantial modification = 20% or more? 		
112-16D(2) Parking Location				

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(a) Vehicular parking, standing, loading and drop-off facilities shall be located in rear yards whenever possible and not less than 5 feet from the rear property boundary or 5 feet from a side property boundary. Existing parking lots located in the front of a building may not be expanded.	<ul style="list-style-type: none"> ● Parking in rear or side yards whenever possible ● 5 ft. or greater rear and side yard parking setback ● Existing parking in front yard not to be expanded 	<ul style="list-style-type: none"> ● Parking in rear or side yards whenever possible ● 5 ft. or greater rear and side yard parking setback ● Existing parking in front yard not to be expanded 		
(b) Upon demonstration of significant site limitations by the applicant, the Planning/Architectural Review Board may allow side yard parking behind a line extending from the primary building façade parallel to the street. In no instance shall side yard parking lots be less than 10 feet from a street right-of-way or 5 feet from a side lot line.	<ul style="list-style-type: none"> ● 10 ft. or greater side yard parking setback from ROW ● 5 ft. or greater side yard parking setback from side lot line 	<ul style="list-style-type: none"> ● 10 ft. or greater side yard parking setback from ROW ● 5 ft. or greater side yard parking setback from side lot line 		
(c) For corner lots, side yard parking shall be allowed subject to all other applicable regulations governing side yard parking. For corner lots fronting on a primary street, side yard parking must be located on the side yard fronting the street intersecting the primary street.	<ul style="list-style-type: none"> ● Side yard parking allowed on corner lots ● Side yard parking on corner lot on primary street must front the non-primary street 	<ul style="list-style-type: none"> ● Side yard parking allowed on corner lots ● Side yard parking on corner lot on primary street must front the non-primary street 		
(d) Side yard parking shall require the installation of appropriate screening between the parking lot and street, as determined by the Planning/Architectural Review Board.	<ul style="list-style-type: none"> ● Side yard parking screened from street 	<ul style="list-style-type: none"> ● Side yard parking screened from street 		
(e) Parking lot screens shall be composed of a structural screen and vegetation. Screen materials shall be similar or complementary to those found on the primary building.	<ul style="list-style-type: none"> ● Parking screening includes a structural screen complimentary to primary building along with landscaping 	<ul style="list-style-type: none"> ● Parking screening includes a structural screen complimentary to primary building along with landscaping 		
(f) For lots with side yard parking, the linear distance of parking at the front lot line of shall not exceed 30 percent of the total lot width.	<ul style="list-style-type: none"> ● Side yard parking may not be more than 30% of total lot width 	<ul style="list-style-type: none"> ● REVISIT, may need to be higher than 30%? (Bailey Ave used as example) 		
(g) For sites proposed with multiple structures, parking shall be centralized and shared in parking rooms of no more than 50 cars each.	<ul style="list-style-type: none"> ● Parking is centralized and shared in parking rooms no more than 50 cars each 	<ul style="list-style-type: none"> ● Parking is centralized and shared in parking rooms no more than 50 cars each 		
112-16D(3) Shared Parking				
(a) Where feasible, the provision for shared access and parking among adjacent properties along primary streets shall be required to internalize traffic circulation and reduce turning movements onto the corridor.	<ul style="list-style-type: none"> ● Shared access and parking among adjacent properties on primary streets required to internalize traffic circulation 	<ul style="list-style-type: none"> ● Shared access and parking among adjacent properties on primary streets required to internalize traffic circulation 		
(b) Applicants shall investigate common or shared parking opportunities between adjacent businesses with differing peak hours.	<ul style="list-style-type: none"> ● Shall investigate shared parking and access between adjacent properties 	<ul style="list-style-type: none"> ● Shall investigate shared parking and access between adjacent properties 		
(c) All parking included under a shared parking agreement shall count towards the numerical requirements for off -street parking.	<ul style="list-style-type: none"> ● All shared parking counts towards off-street parking requirements 	<ul style="list-style-type: none"> ● All shared parking counts towards off-street parking requirements 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(d) An applicant proposing to use a shared parking arrangement to satisfy off-street parking requirements shall submit a shared parking analysis as part of its application that demonstrates the feasibility of shared parking. The analysis shall address, at a minimum, the size and type of the proposed development, the anticipated use(s) of the property, the anticipated rate of parking turnover and the anticipated peak parking and traffic load, for all uses that will be sharing off-street parking spaces.	<ul style="list-style-type: none"> Shared parking analysis required for shared parking to demonstrate feasibility Use existing Alternative Parking Plan and Code language 	<ul style="list-style-type: none"> Shared parking analysis required for shared parking to demonstrate feasibility Use existing Alternative Parking Plan and Code language 		
(e) The Applicant shall furnish sufficient evidence of a viable and legally binding shared parking agreement on behalf of all involved facilities to the Planning/Architectural Review Board prior to approval of a shared parking program.	<ul style="list-style-type: none"> Must submit legally binding shared parking agreement between parties Use existing Code language 	<ul style="list-style-type: none"> Must submit legally binding shared parking agreement between parties Use existing Code language 		
(f) Applicants approved for the use of shared parking within combined parking lots shall not be required to provide the 5-foot side setback and buffer requirement along the shared property boundary as otherwise required.	<ul style="list-style-type: none"> Shared parking does not require 5 ft. side setback and buffer requirements along shared boundary Use existing Code language 	<ul style="list-style-type: none"> Shared parking does not require 5 ft. side setback and buffer requirements along shared boundary Use existing Code language 		
112-16D(4) Massing and Orientation of Parking				
(a) Parking lots shall be arranged such that long uninterrupted views across large areas of parking are not visible from any street or adjacent properties. To achieve this, parking lots shall be designed in 'rooms' containing no more than 50 vehicles each.	<ul style="list-style-type: none"> Parking in 'rooms' no more than 50 cars each 	<ul style="list-style-type: none"> Parking in 'rooms' no more than 50 cars each 		
(b) Multiple rooms shall be broken up by vegetated medians 6 to 10 feet in width, and shall be planted to provide visual buffering between 'rooms' to a density and arrangement deemed appropriate by the Planning/Architectural Review Board.	<ul style="list-style-type: none"> Parking 'rooms' to have 6 to 10 ft. wide landscaped medians Use existing Code language 	<ul style="list-style-type: none"> Parking 'rooms' to have 6 to 10 ft. wide landscaped medians Use existing Code language 		
(c) Pedestrian walkways within the vegetative medians are encouraged.	<ul style="list-style-type: none"> Pedestrian walkways in the vegetative medians 	<ul style="list-style-type: none"> Pedestrian walkways in the vegetative medians 		
(d) Parking facilities shall be oriented such that drive aisles traverse perpendicular to the adjacent plane of the building.	<ul style="list-style-type: none"> Drive aisles traverse perpendicular to adjacent plane of building 	DO NOT NEED		
(e) Parking lots shall be designed and oriented to allow for cross lot access and internal access management to adjacent properties.	<ul style="list-style-type: none"> Parking designed for cross access and internal access management with adjacent properties 	<ul style="list-style-type: none"> Parking designed for cross access and internal access management with adjacent properties 		
(f) Curbed end islands between 6 and 10 feet in width shall be required for all parking configurations entirely surrounded by drive aisles, provided such configurations contain more than 15 spaces in a single row and 10 spaces in a double row.	<ul style="list-style-type: none"> 6 to 10 ft. wide landscaped islands required for parking rows with more than 15 spaces in single row and 10 spaces in double row 	<ul style="list-style-type: none"> 6 to 10 ft. wide landscaped islands required for parking rows with more than 15 spaces in single row and 10 spaces in double row 		
(g) Circulatory drive aisles, medians, and/or curbed end islands shall be installed such that no more than 10 parking stalls along the perimeter shall go uninterrupted.	<ul style="list-style-type: none"> No more than 10 spaces in perimeter aisle without break 	<ul style="list-style-type: none"> No more than 10 spaces in perimeter aisle without break 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(h) Upon the satisfactory presentation of significant site limitations by the Applicant, the Planning/Architectural Review Board may approve deviations from parking lot median and end island requirements.	<ul style="list-style-type: none"> ● Planning/Arch. Review Board may approve deviations of medians and islands 	<ul style="list-style-type: none"> ● Planning/Arch. Review Board may approve deviations of medians and islands 		
(i) Off-street parking spaces shall be provided at a minimum of 1.5 spaces per 1,000 square feet for non-residential leasable area.	<ul style="list-style-type: none"> ● Minimum 1.5 off-street spaces per 1,000 sq. ft. of non-residential space ● Need to look at other standards (ITE or ULI) and studies to determine a minimum 	<ul style="list-style-type: none"> ● Minimum 1.5 off-street spaces per 1,000 sq. ft. of non-residential space ● Need to look at other standards (ITE or ULI) and studies to determine a minimum 		
(j) A minimum of 1.5 off-street parking spaces per dwelling unit shall be provided for residential uses rounded upwards to the nearest whole number.	<ul style="list-style-type: none"> ● Minimum 1.5 off-street spaces per dwelling unit, rounded up ● Need to reduce for senior housing? or for all? 	<ul style="list-style-type: none"> ● Minimum 1.5 off-street spaces per dwelling unit, rounded up ● Need to reduce for senior housing? or for all? 		
(k) Parking spaces shall be no smaller than 19 feet in length and 9 feet in width.	<ul style="list-style-type: none"> ● 19 ft. by 9 ft. parking space minimum 	<ul style="list-style-type: none"> ● 19 ft. by 9 ft. parking space minimum 		
(l) The design of parking garages shall be governed by...	<ul style="list-style-type: none"> ● Use existing Code language 	<ul style="list-style-type: none"> ● Use existing Code language 		
112-16D(5) Other Parking Considerations				
(a) Parking areas, pedestrian walks, landscaped islands and medians, and building foundations shall be bounded by concrete or stone curbing to delineate vehicular and pedestrian zones and to control drainage, as needed (Figure 40).	<ul style="list-style-type: none"> ● Concrete or stone curbing for parking areas, sidewalks, landscape islands and medians, and buildings ● May not need curbing regarding certain stormwater needs? 	<ul style="list-style-type: none"> ● Concrete or stone curbing for parking areas, sidewalks, landscape islands and medians, and buildings ● May not need curbing regarding certain stormwater needs? 		
(b) Asphalt curbing is not permitted.	<ul style="list-style-type: none"> ● Asphalt curbing is not permitted 	<ul style="list-style-type: none"> ● Asphalt curbing is not permitted 		
(c) Pedestrian and foundation areas shall be protected to prevent errant vehicles from injuring persons or property.	<ul style="list-style-type: none"> ● Protect pedestrian and foundation areas from vehicles 	<ul style="list-style-type: none"> ● Protect pedestrian and foundation areas from vehicles 		
(d) Adequate provisions shall be made within the project site to accommodate the removal and storage of snow. Applicants must be required to provide a plan for the location and removal of snow during snowfall events (Figure 41).	<ul style="list-style-type: none"> ● The Town may ask for plans for snow removal 	<ul style="list-style-type: none"> ● The Town may ask for plans for snow removal 		
112-16E(1) Landscaping Overview	<ul style="list-style-type: none"> ● Utilize existing Town code 	<ul style="list-style-type: none"> ● Utilize existing Town code 		
(a) One planting unit equals 1 mature shade tree, 2 minor deciduous trees, 2 evergreen trees, 5 shrubs, 10 perennials, 250 square feet of groundcover or 15 linear feet of decorative planters	<ul style="list-style-type: none"> ● Use existing Town code Chapter 7-2-3(A)(1)(g) and revise with some of these Village provisions to better define vegetation types & sizes 	<ul style="list-style-type: none"> ● Use existing Town code Chapter 7-2-3(A)(1)(g) and revise with some of these Village provisions to better define vegetation types & sizes 		
(b) A minimum of 1 planting unit shall be required for each (i) 30 linear feet, or fraction thereof, of lot frontage along a street; and (ii) for each 500 square feet, or fraction thereof, of building coverage.	<ul style="list-style-type: none"> ● Minimum of 1 planting unit required for each 30 linear ft. of lot frontage along street and for each 500 sq. ft of building coverage 	<ul style="list-style-type: none"> ● Minimum of 1 planting unit required for each 30 linear ft. of lot frontage along street and for each 500 sq. ft of building coverage 		
(c) At the discretion of the Planning/Architectural Review Board, the retention of existing vegetation on site may be utilized to satisfy the up to 50 percent of required planting units.	<ul style="list-style-type: none"> ● Use existing Town code and suggest adding a post construction review 	<ul style="list-style-type: none"> ● Use existing Town code and suggest adding a post construction review 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(d) Each existing mature shade tree with a trunk diameter of 6 inches or greater when measured at breast height (dbh) may satisfy the requirement for up to 2 planting units. Other existing trees on site with a trunk diameter between 2 and 6 inches dbh may satisfy requirements for up to 1 planting unit each.	<ul style="list-style-type: none"> Use existing Town code with revisions 	<ul style="list-style-type: none"> Use existing Town code with revisions 		
(e) Existing vegetation must be adequately protected during and after construction, and must survive a minimum of 2 years beyond the completion of construction activities to qualify as required planting units.	<ul style="list-style-type: none"> Use existing Town Code with revisions to better protect existing trees during construction 	<ul style="list-style-type: none"> Use existing Town Code with revisions to better protect existing trees during construction 		
112-16E(2) Site Landscaping				
(a) Site landscaping shall be required along all property boundaries, except: (i) where side yards are less than 3 feet; (ii) where front yards are less than 6 feet; or (iii), where approved shared-parking lots adjoin abutting properties (See § 112-16E(4)(a) and (b)).	<ul style="list-style-type: none"> Use existing Town code with revisions 	<ul style="list-style-type: none"> Use existing Town code with revisions 		
(b) Plantings shall be limited to species native, hardy, salttolerant, known to be noninvasive to the area, and deerresistant. Significant deviations from this criteria must by supported by ample evidence by the applicant.	<ul style="list-style-type: none"> Add to Town code: Plantings shall be native, hardy and known to be non-invasive 	<ul style="list-style-type: none"> Add to Town code: Plantings shall be native, hardy and known to be non-invasive 		
(c) Where a tree lawn is provided, major shade trees shall be planted along the lot frontage, parallel to the street with a spacing not to exceed 50 feet or consistent with existing tree spacing	<ul style="list-style-type: none"> Add to Town code: Where there is tree lawn, shade trees shall be planted along the lot frontage with spacing not to exceed 50 ft. or consistent with existing spacing 	<ul style="list-style-type: none"> Add to Town code: Where there is tree lawn, shade trees shall be planted along the lot frontage with spacing not to exceed 50 ft. or consistent with existing spacing 		
(d) Consideration shall be given during species selection to the mature form, habit, and size of vegetation to ensure plantings do not create safety hazards within the corridor (Figure 44).	<ul style="list-style-type: none"> Add to/combine with Town code Vehicle Use Area Screening 	<ul style="list-style-type: none"> Add to/combine with Town code Vehicle Use Area Screening 		
(e) Properties with 80 percent or greater building coverage shall be excluded from providing site landscaping.	DO NOT NEED	DO NOT NEED		
112-16E(3) Parking Lot Landscaping				
(a) All parking lot medians, end islands and perimeters shall be attractively landscaped, and such landscaping shall count towards satisfying the planting unit requirements of § 112-16E (1).	<ul style="list-style-type: none"> Use existing Town code 	<ul style="list-style-type: none"> Use existing Town code 		
(b) Major and/or minor deciduous trees, the quantity of which is determined utilizing § 112-16E (1)(b), shall be utilized in all end islands, medians and parking lot perimeters to a density similar to that shown in Figures 45 and 46.	<ul style="list-style-type: none"> Use existing Town code with revisions 	<ul style="list-style-type: none"> Use existing Town code with revisions 		
(c) The Planning/Architectural Review Board may require additional major and/or minor tree plantings within parking areas beyond amounts determined in § 112-16E(1)(b) to ensure adequate landscaping is provided.	DO NOT NEED	DO NOT NEED		
112-16E(4) Foundation Landscape Treatments				

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(a) Front yards along primary Street with building setbacks of less than 6 feet shall be paved with hardscape materials to provide an extension of the sidewalk and pedestrian zone to the building façade. Such front yard treatments may be required of other properties along primary Street at the discretion of the Planning/ Architectural Review Board.	<ul style="list-style-type: none"> ● Merge with (b) below ● Use existing Town Code Chapter 5-7-9 (TNB) and Chapter 7-2-3(A)(2) and better define hardscape materials ● 3 ft. foundation plantings may be considered as alternatives during site plan review 	<ul style="list-style-type: none"> ● Merge with (b) below ● Use existing Town Code Chapter 5-7-9 (TNB) and Chapter 7-2-3(A)(2) and better define hardscape materials ● 3 ft. foundation plantings may be considered as alternatives during site plan review 		
(b) Durable containers and permanent landscape planters shall be used in front yards less than 6 feet in depth or in other instances where appropriate landscaping cannot otherwise be obtained given site constraints.	<ul style="list-style-type: none"> ● Merge with (a) above ● Use existing Town Code and revise to identify constraints and define structures or planters adjacent to buildings 	<ul style="list-style-type: none"> ● Merge with (a) above ● Use existing Town Code and revise to identify constraints and define structures or planters adjacent to buildings 		
(c) The design and material selection for containers and landscape planters shall be complementary to the architectural style of the principal building. The use of plastic planters is not permitted.	<ul style="list-style-type: none"> ● Use existing Town Code and revise to identify constraints and define structures or planters adjacent to buildings ● Plastic planters are prohibited 	<ul style="list-style-type: none"> ● Use existing Town Code and revise to identify constraints and define structures or planters adjacent to buildings ● Plastic planters are prohibited 		
(d) At the discretion of the Planning Board, plantings and mulches may be required to be installed along the foundation of the proposed structure in side or rear yards.	<ul style="list-style-type: none"> ● Use existing Town Code and revise to define landscape materials 	<ul style="list-style-type: none"> ● Use existing Town Code and revise to define landscape materials 		
112-16E(5) Buffers and Screens				
(a) Buffer plantings of coniferous/ deciduous trees and shrubs, with fencing where appropriate, shall be provided along property boundaries adjacent to properties zoned or exclusively use for residential purposes to a density and height deemed appropriate by the Planning Board (Figures 47 & 48).	<ul style="list-style-type: none"> ● Use existing Town code with revisions 	<ul style="list-style-type: none"> ● Use existing Town code with revisions 		
(b) Parking in side or rear yards (see § 112-16E(2)) shall be screened from streets or adjacent residential properties with attractive landscaping and fencing (see D(2)(d), D(2)(e)).	<ul style="list-style-type: none"> ● Use existing Town code with revisions to allow for movement between commercial uses / providing a break in the screen to allow for pedestrians 	<ul style="list-style-type: none"> ● Use existing Town code with revisions to allow for movement between commercial uses / providing a break in the screen to allow for pedestrians 		
(c) All side yard parking lots that abut the front yard setback shall be screened from streets or adjacent residential properties with attractive landscaping and fencing (see § 112-16D(2)(b), D (2)(d), D(2)(e) and Figure 48).	<ul style="list-style-type: none"> ● Use existing Town code 	<ul style="list-style-type: none"> ● Use existing Town code 		
(d) Existing parking lots along front yard setbacks shall be screened from streets or adjacent residential properties with landscaping and or attractive fencing (see Figure 47).	<ul style="list-style-type: none"> ● Use existing Town code but also use the graphics/images from the Village 	<ul style="list-style-type: none"> ● Use existing Town code but also use the graphics/images from the Village 		
(e) Fencing shall be consistent with primary building materials and no more than 4 feet in height (see Chapter 25).	<ul style="list-style-type: none"> ● Use existing Town code - 6 ft height ● Define walls and fences in Town code 	<ul style="list-style-type: none"> ● Use existing Town code - 6 ft height ● Define walls and fences in Town code 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(f) The use of individual coniferous trees without associated shrub plantings is not an approved buffer strategy.	<ul style="list-style-type: none"> Use existing Town code with revisions to the Medium Impact Screen 	<ul style="list-style-type: none"> Use existing Town code with revisions to the Medium Impact Screen 		
(g) All shrub plantings shall be contained within a defined and edged planting bed with mulch no less than 3 inches in depth.	<ul style="list-style-type: none"> Add to existing Town code: all shrubs to be contained in a defined and edged planting bed 	<ul style="list-style-type: none"> Add to existing Town code: all shrubs to be contained in a defined and edged planting bed 		
112-16F(2) Architectural Consistency Building Form and Massing				
(a) New construction must relate to the proportion, massing, and scale of surrounding valued historic forms (Figure 50).	<ul style="list-style-type: none"> New buildings must relate to the proportion, massing and scale of surrounding valued historic forms 	DO NOT NEED		
(b) These standards do not require the precise re-creation of historic styles. Contemporary interpretations in correct proportion, character and style can be utilized to strengthen the identity of new buildings.	<ul style="list-style-type: none"> Contemporary interpretations of historic character/forms can be utilized for new buildings 	DO NOT NEED		
(c) The maximum gross building area for each story of a single building shall be 15,000 square feet.	<ul style="list-style-type: none"> Revisit this? 	<ul style="list-style-type: none"> Revisit this? 		
(d) In instances where the front façade is greater than 50 feet in width, delineations and treatments, such as a recess or projection that varies the depth of the building wall, shall be used to break up its appearance (Figure 51).	<ul style="list-style-type: none"> Buildings with front facades longer than 50 ft. shall be broken up by delineations and treatments 	<ul style="list-style-type: none"> Buildings with front facades longer than 50 ft. shall be broken up by delineations and treatments 		
(e) Structures shall incorporate fascias, canopies, arcades, setbacks, recesses, projections or other design features to compose wall surfaces of 600 square feet or less to avoid large, undifferentiated walls (Figure 51).	<ul style="list-style-type: none"> To avoid blank walls, buildings shall incorporate fascias, canopies, arcades, setbacks, recesses, projections or other design features on wall surfaces of 600 sq. ft. or less 	<ul style="list-style-type: none"> To avoid blank walls, buildings shall incorporate fascias, canopies, arcades, setbacks, recesses, projections or other design features on wall surfaces of 600 sq. ft. or less 		
(f) New building construction, and additions fronting along a primary Street or any intersecting street, shall be a maximum of 2 1/2 usable stories , with an overall maximum height of 36 feet (Figures 53 & 54). One story additions not fronting on Main Street or any intersecting street may be approved at the discretion of the Planning and Architectural Review Board if it finds that such addition is architecturally appropriate and consistent with the overall intent of these standards.	<ul style="list-style-type: none"> 2 1/2 stories max and 36 ft. max height (to mid-rise of pitched roof) 	<ul style="list-style-type: none"> 2 1/2 stories max and 36 ft. max height (to mid-rise of pitched roof) 		
(g) The height of building first floors shall not be less than 15 feet where § 112-16G(4)(h) does not apply (Figure 52).	<ul style="list-style-type: none"> First floor height not less than 15 ft. (to encourage commercial) 	<ul style="list-style-type: none"> First floor height not less than 15 ft. (to encourage commercial) 		
(h) The minimum rear yard setback from an adjacent residential district is 70 feet and the maximum building height at the minimum building rear yard setback abutting residential zones is 30 feet (See § 112-16B(2)(j) and Figure 55).	<ul style="list-style-type: none"> 70 ft. minimum rear yard setback from residential districts 	<ul style="list-style-type: none"> 10 ft. minimum rear yard setback from residential districts 		
(i) Buildings taller than 30 feet must include an additional setback from the minimum rear yard building setback, such that each 10-foot portion of the structure above 30 feet in height is stepped away from the rear property boundary by a minimum of 5 feet (Figure 55).	DO NOT NEED	DO NOT NEED		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(j) For buildings with multiple storefronts, there shall be a direct correlation between the delineations of interior tenant spaces and exterior Figure 55 façade treatments.	DO NOT NEED	DO NOT NEED		
112-16F(3) Architectural Consistency Commercial Building Character				
(a) New construction, building renovations, and building additions shall complement the traditional architecture of Western New York State (Figures 56-59, 64-66).	DO NOT NEED	DO NOT NEED		
(b) Buildings shall have a solid to void ratio created by window openings and wall surfaces that is consistent with the valued historic forms found in the Traditional Districts Village . A similar or complementary ratio shall be provided or maintained on existing structures upon renovations or changes in building use (Figures 56, 59, 62 & 63).	<ul style="list-style-type: none"> ● Get guidance from Lee ● Have 25% min for upper stories in the existing code now - do we want numbers for upper stories? 	<ul style="list-style-type: none"> ● Get guidance from Lee ● Have 25% min for upper stories in the existing code now - do we want numbers for upper stories? 		
(c) All new or renovated commercial buildings with frontage on a primary street public streets shall provide areas of transparent glazing equal to or greater than 70 percent of the wall area between the height of 3 feet and 10 feet from the ground and buildings with frontage on a side street shall provide transparent glazing equal to or greater than 30 percent of the wall area between the height of 3 feet and 10 feet from the ground (Figures 58, 63 & 65). Tinted glazings that reduce transparency of 1st floors shall not count towards the minimum transparency requirement (See also §112-16 G(3)). Low thermal emissivity coatings do not constitute tinting.	<ul style="list-style-type: none"> ● Primary street - 70% of wall area is transparent between 3 ft. and 10 ft. from the ground ● Side street - 30% of wall area is transparent between 3 ft. and 10 ft. from the ground 	<ul style="list-style-type: none"> ● Primary street - 70% of wall area is transparent between 3 ft. and 10 ft. from the ground ● Side street - 30% of wall area is transparent between 3 ft. and 10 ft. from the ground 		
(d) Commercial buildings shall provide visual distinction between the 1st floor and upper floors through the use of appropriate architectural elements, details, materials and/or color (Figures 58, 59, 65 & 66).	<ul style="list-style-type: none"> ● Visual distinction between 1st floor and upper floors on commercial buildings using architectural elements 	<ul style="list-style-type: none"> ● Visual distinction between 1st floor and upper floors on commercial buildings using architectural elements 		
112-16F(4) Architectural Consistency Residential Building Character				
(a) The standards set forth in §112-16F(3) (a) and (b) and §112-16F(2)(g) shall apply to residential use buildings (Figure 67).	<ul style="list-style-type: none"> ● Solid to void ratio and 15 ft. minimum ground floor height applies to residential buildings as well 	<ul style="list-style-type: none"> ● Solid to void ratio and 15 ft. minimum ground floor height applies to residential buildings as well 		
(b) Fire escapes shall be located on side and rear yards only.	DO NOT NEED	DO NOT NEED		
(c) The enclosure of existing front porches, other than through the use of transparent glazing, is not permitted. Window and door openings shall not be filled in such that the resulting façade lacks a consistent solid to void ratio.	DO NOT NEED	DO NOT NEED		
(d) New construction shall not create large, undifferentiated walls with few to no windows or door openings facing a street, drive or parking area (Figure 68).	<ul style="list-style-type: none"> ● No large blank walls facing a street, drive, or parking area 	<ul style="list-style-type: none"> ● No large blank walls facing a street, drive, or parking area 		
(e) Principal and shared pedestrian entrances for ground floor residential units shall face the primary street and have a direct connection to the sidewalk system (Figure 67).	<ul style="list-style-type: none"> ● Entrances for residential units face primary streets and have a direct sidewalk connection 	<ul style="list-style-type: none"> ● Entrances for residential units face primary streets and have a direct sidewalk connection 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(f) Individual residential units with principal entrances at ground level shall may have front porches or entryways that are covered, elevated above grade, or otherwise distinguished to provide visual separation from the street (see Figure 67).	<ul style="list-style-type: none"> Residential units at ground level can have front porches that are covered or distinguished to provide visual separation from the street 	<ul style="list-style-type: none"> Residential units at ground level can have front porches that are covered or distinguished to provide visual separation from the street 		
112-16G(2) Architectural Details Building Base and Foundations				
(a) A formal building base shall be distinguished from the upper portions of the structure through a change of materials, color, texture and/or projection (Figures 71, 72 & 73).	<ul style="list-style-type: none"> Formal building base to distinguish ground floor from upper stories 	<ul style="list-style-type: none"> Formal building base to distinguish ground floor from upper stories 		
(b) The base treatment shall be continuous along facades facing streets and parking areas (Figure 71).	<ul style="list-style-type: none"> Continuous base treatment along facades facing streets and parking areas 	<ul style="list-style-type: none"> Continuous base treatment along facades facing streets and parking areas 		
(c) The building base shall be included on all primary facades, and shall complement the architectural style and window and door fenestrations.	<ul style="list-style-type: none"> Base on all primary facades and complements the architectural style of building 	<ul style="list-style-type: none"> Base on all primary facades and complements the architectural style of building 		
(d) Foundations of masonry block or poured concrete shall not be left exposed, and shall be adorned with appropriate finishing materials in character with the structure base and vernacular to the region.	<ul style="list-style-type: none"> Masonry block foundations shall not be exposed, and will be adorned with finishing materials in character with base and architectural style of building 	<ul style="list-style-type: none"> Masonry block foundations shall not be exposed, and will be adorned with finishing materials in character with base and architectural style of building 		
112-16G(3) Architectural Details Windows				
(a) Windows shall be of a scale, proportion and extent appropriate to the overall architectural style of the building (Figure 73).	<ul style="list-style-type: none"> Windows are scaled and proportionate to overall architectural style of building 	<ul style="list-style-type: none"> Windows are scaled and proportionate to overall architectural style of building 		
(b) Window openings shall be trimmed with an appropriate material (brick, stone, wood, wood-like, cementitious board) to provide added definition to the overall façade.	<ul style="list-style-type: none"> Windows trimmed with appropriate material to add definition 	<ul style="list-style-type: none"> Windows trimmed with appropriate material to add definition 		
(c) The rhythm and ratio of solids to voids for building additions and expansions shall be similar to those of the region's valued historic forms.	<ul style="list-style-type: none"> Building additions receive same rhythm and ratio of solids to voids as existing 	DO NOT NEED		
(d) At street corners, public spaces and along pedestrian walks, commercial building storefront windows shall wrap the building corner and provide enhanced transparency and added architectural interest to the 1st floor (Figure 74).	<ul style="list-style-type: none"> Windows should wrap building corners 	<ul style="list-style-type: none"> Windows should wrap building corners 		
112-16G(4) Architectural Details Roofs, Cornices, Eaves, Overhangs, and Parapets				
(a) Elements that define the roof and the upper quartile of the façade shall incorporate design details that provide an added level of detail and articulation to the architectural expression of the building (Figures 75 & 76).	<ul style="list-style-type: none"> Roofs should have design details for added level of detail 	<ul style="list-style-type: none"> Roofs should have design details for added level of detail 		
(b) The choice of design elements and their scale, height, proportion and mass should draw from design cues provided by the historical character of the Village.	DO NOT NEED	DO NOT NEED		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(c) Rooflines shall be in character with the overall architectural style of the building and those vernacular to Western New York State. For example, gable, gambrel, mansard, shed, and hip roofs are common within the region.	DO NOT NEED	DO NOT NEED		
(d) Cornices shall be used to differentiate and enhance the vertical composition of the building façade for building with flat roofs (Figure 75).	<ul style="list-style-type: none"> • Cornices on buildings with flat roofs 	<ul style="list-style-type: none"> • Cornices on buildings with flat roofs 		
(e) The use of awnings, canopies, recessed entries and other design elements is encouraged to define the 1st floor and provide shelter to entryways (Figure 77).	<ul style="list-style-type: none"> • Use existing Code language 	<ul style="list-style-type: none"> • Use existing Code language 		
(f) Overhangs and canopies should be architecturally consistent with or complementary to the remainder of the building.	<ul style="list-style-type: none"> • Overhangs and canopies should be consistent with the building 	<ul style="list-style-type: none"> • Overhangs and canopies should be consistent with the building 		
(g) Parapets and false roofs shall be utilized to obscure the view of rooftop mechanical equipment when viewed at ground level from the opposite side of a primary street corridor or adjacent districts. The use of fencing, lattice and similar materials to screen rooftop mechanical equipment is not permitted.	<ul style="list-style-type: none"> • Use existing Code language 	<ul style="list-style-type: none"> • Use existing Code language 		
(h) To the extent practicable, building stories, cornice lines and other horizontal trimlines for infill development shall have continuity with adjacent buildings (Figure 78).	DO NOT NEED	DO NOT NEED		
112-16G(5) Architectural Details Building Doors and Entries				
(a) All entries shall be designed as an important feature and visual cue of the building façade (Figure 79).	<ul style="list-style-type: none"> • Entries act as important visual features and cues 	<ul style="list-style-type: none"> • Entries act as important visual features and cues 		
(b) Doors and entryways shall be of a scale, proportion and coverage appropriate to the overall style of architecture of the building.	<ul style="list-style-type: none"> • Doors and entries at scale and proportion of building 	<ul style="list-style-type: none"> • Doors and entries at scale and proportion of building 		
(c) Commercial buildings shall have a transparent primary entry that will be considered as part of the overall transparency requirement for the building frontage (See § 112-16F(3)(c)).	DO NOT NEED	DO NOT NEED		
(d) Primary entries shall be detailed and highlighted through the use of trim, moldings, overhangs and/or other defining architectural features such that its purpose as the primary entrance is evident from the street. Similar treatment is encouraged for all entryways near parking locations (Figures 79 & 80).	<ul style="list-style-type: none"> • Primary entries shall be detailed and highlighted with architectural features so it is evident from the street - encouraged for all other entries as well 	<ul style="list-style-type: none"> • Primary entries shall be detailed and highlighted with architectural features so it is evident from the street - encouraged for all other entries as well 		
112-16G(6) Architectural Details Building Materials				
(a) Along street frontages, all exterior building walls and structures shall be constructed with durable materials such as masonry, stone, metal, brick, and finishing wood.	<ul style="list-style-type: none"> • Buildings and structures constructed with durable materials 	<ul style="list-style-type: none"> • Buildings and structures constructed with durable materials 		
(b) Changes in materials shall occur at inside corners. Material or color changes at the outside corners or within a plane is not permitted.	<ul style="list-style-type: none"> • Changes in materials at inside corners 	<ul style="list-style-type: none"> • Changes in materials at inside corners 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(c) Primary façade materials shall be wrapped onto secondary facades for a distance of no less than 10 feet or that which is architecturally consistent with building fenestration.	<ul style="list-style-type: none"> Primary façade materials shall be wrapped onto secondary facades no less than 10 ft. or what is architecturally consistent 	<ul style="list-style-type: none"> Primary façade materials shall be wrapped onto secondary facades no less than 10 ft. or what is architecturally consistent 		
(d) Standard masonry block walls are prohibited on any primary façade.	<ul style="list-style-type: none"> Masonry block walls are prohibited 	<ul style="list-style-type: none"> Masonry block walls are prohibited 		
(e) Decorative masonry materials such as split face and textured finish blocks are discouraged, but may be considered an acceptable façade material at the discretion of the Planning Architectural Review Board .	<ul style="list-style-type: none"> Decorative masonry materials can be considered at discretion of Arch Review Board 	<ul style="list-style-type: none"> Decorative masonry materials can be considered at discretion of Arch Review Board 		
(f) Exterior finishing materials for renovations, additions, and rehabilitations shall be consistent with those being retained on existing and adjacent traditional structures (Figure 81).	<ul style="list-style-type: none"> Exterior materials for addtions/rehabs shall be consistent with the existing and adjacent structures 	DO NOT NEED		
(g) The following materials or systems shall not be utilized on finished building or signage exteriors: Direct-Applied Finish Systems (DAFS); Vertical aluminum or metal siding; Vinyl siding; T111 siding; Glass block; Spandrel glass or glass curtain walls.	<ul style="list-style-type: none"> The following materials/systems shall not be utilized (see materials to left) 	<ul style="list-style-type: none"> The following materials/systems shall not be utilized (see materials to left) 		
(h) Exterior Insulation Finish Systems (EIFS) shall not be utilized as a primary building material, but may be utilized, at the discretion of the Planning Architectural Review Board, as a decorative or complementary material on upper stories only.	<ul style="list-style-type: none"> EIFS shall not be utilized as primary building material but at discretion of Arch Review Board may be used for decorative details on upper stories 	<ul style="list-style-type: none"> EIFS shall not be utilized as primary building material but at discretion of Arch Review Board may be used for decorative details on upper stories 		
112-16H(1) & (2) Signage	<ul style="list-style-type: none"> Use existing Code language Add something about appropriate spacing/placement of sign boards 	<ul style="list-style-type: none"> Use existing Code language Add something about appropriate spacing/placement of sign boards 		
112-16I(2) Site Lighting	<ul style="list-style-type: none"> Use existing Code language 	<ul style="list-style-type: none"> Use existing Code language 		
(a) Lighting shall be designed such that poles, fixtures, ornamentation and materials are of a pedestrian scale and height, and provide for a safe pedestrian experience.	<ul style="list-style-type: none"> Lighting designed at a pedestrian scale 	<ul style="list-style-type: none"> Lighting designed at a pedestrian scale 		
(b) Fixture heights shall be between 8 and 20 feet in height, with shorter poles along sidewalks and pedestrian zones, and taller poles within parking areas.	<ul style="list-style-type: none"> Fixture heights between 8 & 20 ft - shorter along sidewalks and taller in parking lots Use existing Code language 	<ul style="list-style-type: none"> Fixture heights between 8 & 20 ft - shorter along sidewalks and taller in parking lots Use existing Code language 		
(c) Fixtures shall be "Dark Sky" compliant. Light trespass into adjacent non-commercial areas shall not exceed 0.1 foot candles in intensity.	<ul style="list-style-type: none"> Fixtures shall be "Dark Sky" compliant and shall not exceed 0.1 foot candles onto adjacent non-commercial properties Use existing Code language 	<ul style="list-style-type: none"> Fixtures shall be "Dark Sky" compliant and shall not exceed 0.1 foot candles onto adjacent non-commercial properties Use existing Code language 		
(d) Amber hue lighting, such as high pressure sodium fixtures and others of equivalent performance, is not permitted.	<ul style="list-style-type: none"> Amber hue lighting is not permitted 	<ul style="list-style-type: none"> Amber hue lighting is not permitted 		
(e) Lighting fixtures shall be directed away from adjacent structures and property boundaries.	<ul style="list-style-type: none"> Lighting directed away from adjacent structures and property lines Use existing Code language 	<ul style="list-style-type: none"> Lighting directed away from adjacent structures and property lines Use existing Code language 		

DRAFT TRADITIONAL DISTRICTS				
PROVISIONS FROM VILLAGE CODE	Traditional Node 2.5	Traditional Corridor 2.5	Traditional Node 4	Traditional Node 8
(f) Fixture mounting height, direction and intensity shall be determined based on the minimum requirements necessary to efficiently and safely illuminate the area.	<ul style="list-style-type: none"> ● Fixtures mounting aspects determined based on min requirements necessary to light the area ● Use existing Code language 	<ul style="list-style-type: none"> ● Fixtures mounting aspects determined based on min requirements necessary to light the area ● Use existing Code language 		
112-16I(3) Building Lighting	<ul style="list-style-type: none"> ● Use existing Code language 	<ul style="list-style-type: none"> ● Use existing Code language 		
(a) Building-mounted lighting shall be of a style complementary to the architectural character of the building and surroundings.	<ul style="list-style-type: none"> ● Building-mounted lighting shall be complementary to character of building/area 	<ul style="list-style-type: none"> ● Building-mounted lighting shall be complementary to character of building/area 		
(b) Building-mounted lighting shall not be utilized as area lighting in place of polemounted lighting along private rights-of-way, sidewalk and pedestrian zones, and parking areas.	<ul style="list-style-type: none"> ● Building-mounted lighting shall not be used in place of polemounted lighting along sidewalks, pedestrian zones, and parking areas 	DO NOT NEED		
(c) Building-mounted lighting shall be utilized primarily for safety and security lighting at entryways, utility and loading areas, and other areas approved by the Planning Board.	<ul style="list-style-type: none"> ● Building-mounted lighting used for safety and security for entrys, loading areas, etc. 	DO NOT NEED		
(d) Standards I(2)(c), (d) and (e) shall also apply for buildingmounted lighting.	<ul style="list-style-type: none"> ● Standards I(2)(c), (d) and (e) shall also apply for buildingmounted lighting 	<ul style="list-style-type: none"> ● Standards I(2)(c), (d) and (e) shall also apply for buildingmounted lighting 		
(e) Building-mounted lighting shall not be mounted higher than 15 feet above grade.	<ul style="list-style-type: none"> ● Building-mounted lighting shall not be mounted higher than 15 feet above grade 	<ul style="list-style-type: none"> ● Building-mounted lighting shall not be mounted higher than 15 feet above grade 		
(f) Wall-pack style lighting fixtures shall not be placed upon primary facades facing a primary street.	<ul style="list-style-type: none"> ● Wall-pack lighting shall not be placed upon primary facades facing primary streets 	<ul style="list-style-type: none"> ● Wall-pack lighting shall not be placed upon primary facades facing primary streets 		
112-16I(4) Accent Lighting	<ul style="list-style-type: none"> ● Use existing Code language 	<ul style="list-style-type: none"> ● Use existing Code language 		
(a) Standards I(2)(d) and (e) shall also apply for accent lighting, including both ground- and building-mounted fixtures.	<ul style="list-style-type: none"> ● Standards I(2)(d) and (e) also apply for accent lighting, both ground- and building-mounted 	<ul style="list-style-type: none"> ● Standards I(2)(d) and (e) also apply for accent lighting, both ground- and building-mounted 		
(b) The use of neon accent lighting is not permitted.	<ul style="list-style-type: none"> ● Neon accent lighting is not permitted 	<ul style="list-style-type: none"> ● Neon accent lighting is not permitted 		
(c) Building accent lighting shall be discrete in nature and of the same color and a lesser intensity than other building mounted lighting.	<ul style="list-style-type: none"> ● Building accent lighting shall be discrete and consisten with other building mounted lighting 	<ul style="list-style-type: none"> ● Building accent lighting shall be discrete and consisten with other building mounted lighting 		
(d) Accent lighting shall focus on highlighting architectural details or elements rather than the illumination of entire facades or walls.	<ul style="list-style-type: none"> ● Accent lighting shall highlight architectural details rather than illuminate entire facades/walls 	<ul style="list-style-type: none"> ● Accent lighting shall highlight architectural details rather than illuminate entire facades/walls 		
112-16I(5) Lighting Gallery	<ul style="list-style-type: none"> ● Use these images 	<ul style="list-style-type: none"> ● Use these images 		
112-16J Seasonal Outdoor Seating	<ul style="list-style-type: none"> ● Have Scott/Brian A. compare the Village and Town codes - will likely have a mix of both 	<ul style="list-style-type: none"> ● Have Scott/Brian A. compare the Village and Town codes - will likely have a mix of both 		