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## Articles 1 & 2: Administration, Applications & Procedures

**Current Standards**

- Redundant procedures; confusing format
- Mix of permits, development applications, and public decision processes
- Inconsistent administration; interpretation (BDS lead vs P&D lead)
- Reliance on discretionary decisions and hearings

**Forward SGF**

- Update development code
- Improve usability
- Raise expectations; simplify + clear criteria
- Streamline procedures; effective + efficient
- Provide flexibility

**Proposed Approach**

- Shift administration and interpretation; BDS to P&D.
- Update administrative plats
- Administrative flexibility; site plan (minor/major modifications)
- Consolidate discretionary decisions (CUP, rezoning, planned zoning)

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## Article 2: Applications & Procedures

Summary of Procedures														
Application	Eligible Applicant				Notice			Pre-development		Review & Decision				
	Owner	Staff	P&Z	CC	Pub	Mail	Post	Staff Hearing	Neighborhood Meeting	Staff	P&Z	CC	BOA	Protest
Administrative Subdivision (2.02.8)	✓							■		D	A			
Major Subdivision - Preliminary Plat (2.02.2)	✓				■			■		D	R/PH	Ac/JA		
Major Subdivision - Final Plat (2.02.2)	✓									D	A			
Site Plan (2.03)	✓							○		D	A			
Conditional Use Permit (2.04)	✓				■	■	■	■	■	R	D/PH	A		
Recurring Major Amendments (2.05)	✓				■	■	■	■	■	D	R/PH	D/PH		x
Planned Zoning + Regulating Plan (2.06)	✓				■	■	■	■	■	D	R/PH	D/PH		x
Variance (2.07)	✓				■	■	■	○						PH/D
Appeal of Administrative Decision (2.08)	✓	✓	✓	✓	■	■								PH/D
Text Amendment (2.09)	✓	✓	✓	✓						R	R/PH	D/PH		

■ = Eligible to initiate application  
○ = Required  
□ = Applicant's option  
◻ = Optional at PD Director's Discretion  
■ = Review and recommendation  
D = Decision  
A = Appeal of Prior Decision  
Ac = Acceptance of Improvements/Dedications  
PH = Public Hearing

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## Article 3: Subdivision & Community Design

**Current Standards**

- Technical / procedural standards;
- Lack of community design
- Streets - ROW and street width; no streetscape design standards
- Sidewalk standards minimal; generic city-wide application
- Required improvements timing inflexible

**Forward SGF**

- Quality of Place
- Community physical image
- Street design types
- Complete streets policy
- Beautify multimodal corridors
- Context sensitive design
- Transit- or trial-oriented development
- Promote active, healthy lifestyles
- Vision zero principles

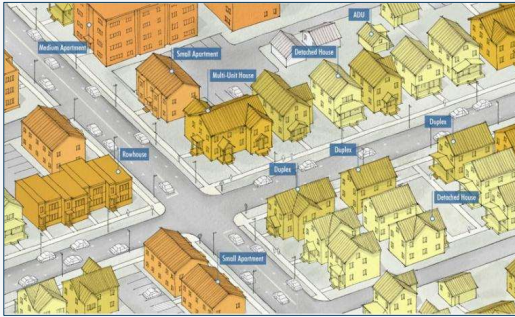
**Proposed Approach**

- Promote broad application of Street Design Types
- Specify connectivity standards by context / Place Type
- Coordinate access and streetscape design standards with PW specifications & standards
- Adjust timing of required improvements with development schedules

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## Article 5: Residential Development & Design



- Housing Types
- Frontage Design / Entry Features
- Scale & Massing
- Building Design

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## Article 6: Nonresidential Development & Design

### Current Standards

- Lack of development distinctions between nonresidential districts (16)
- Few design standards; primarily general performance criteria
- Inconsistent approaches to "mixed use" among districts

### Forward SGF

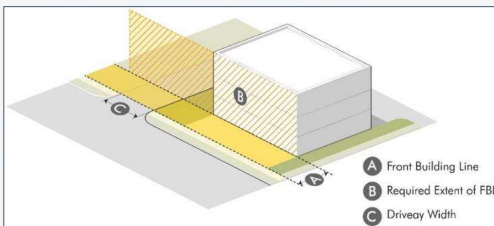
- Quality of Place
- Distinct Place Types; Community Design
- Mixed use corridors and districts
- Walkable neighborhood hubs
- Diverse special purpose districts

### Proposed Approach

- Emphasize distinctions in uses (scale/format) and development standards (intensity)
- Promote mixed use in some districts
- Increase emphasis on design – streetscape; frontage design; building + site design
- Tie districts and design standards to Place Type

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## Article 6: Nonresidential Development & Design



### Frontage Design

- Front Building Line
- Required Front Building Line
- Access Spacing and Width
- Parking Location & Extent
- Landscape (or streetscape)

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## Article 7: Access & Parking

### Current Standards

- Limited flexibility / exempt districts (CC / COM)
- Lack pedestrian access standards
- Required parking rates are typical, but rigid
- Shared parking is complicated
- Design standards are minimal

### Forward SGF

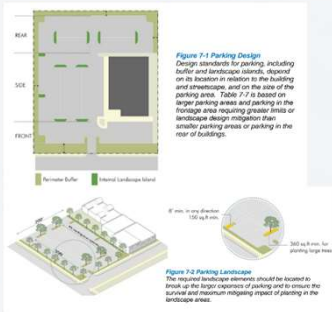
- Vary parking by Place Type
- Reduce visual and environmental impacts
- Promote walkability and multi-modal access.

### Proposed Approach

- Optimize parking / add flexibility
- Improve parking design / location + landscape
- Coordinate access standards with PW specifications

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## Article 7: Access & Parking



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## Article 8: Landscape & Site Design

### Current Standards

- Highly administrative / focus on submittals and process
- Low plant requirements; except buffers
- Complicated and impractical point system alternative
- Limited tree protection through existing tree credit

### Forward SGF

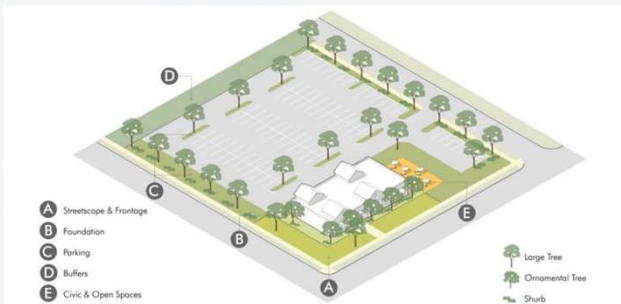
- Connect to Nature / "Basecamp of the Ozarks"
- Protect / strengthen urban tree canopy
- Tree preservation, reforestation
- Neighborhood and corridor beautification
- Sustainable landscape / site design (stormwater + energy efficiency)

### Proposed Approach

- Improve civic image
- Elevate natural elements in design
- Emphasize street trees and buffers
- Promote flexibility (design objectives and performance outcomes)

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## Article 8: Landscape & Site Design



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## Article 9: Signs, Article 10: Supplemental Districts & Standards, Article 11: Definitions

### Current Standards

- Complicated and difficult to interpret
- Cumbersome procedures & organization
- Lenient to the quantity & types of signs
- Some "content neutrality" issues

### Forward SGF

- Place based approach
- Neighborhood and corridor beautification
- Comprehensive city code update

### Proposed Approach

- Simplify / Organize by Fewer Sign Types
- Clarify / Base allowance on scale of site and buildings
- Content neutral
- Implement comparable sign allowances

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