

Welcome to Form-Based Code!

FBC Timeline:

July 2019:

Code Studio selected to lead FBC project

Oct. 21, 2019:

Detroit Shoreway public bike tour and workshop

Oct. 23, 2019:

Lunch and Learns held for community members

Nov 2020–May 2021:

Hough engagement moves online due to COVID

May 2021–May 2023:

Internal revisions made to prepare for public launch

June 2023:

Draft of FBC is made available to the public

August 2023:

Public meetings begin to explore FBC draft

February 2024:

Second round of public meetings begin

April 2024:

FBC draft is approved by the Planning Commission

July 2024:

FBC passes City Council, goes into effect in pilot areas

What is a Form-Based Code (FBC)?

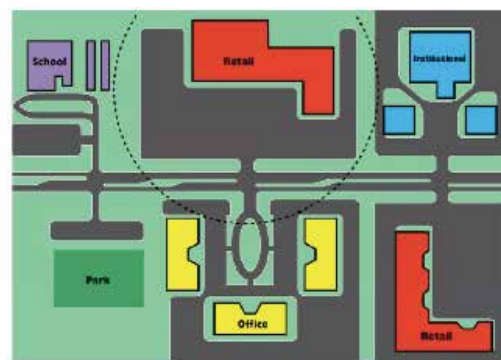
A form-based code is a way to translate the ideals of a plan into laws and regulations (rules) in order to create the physical “place” envisioned by the community. Form-based codes address the relationship between:

- building exteriors and sidewalks & streets
- the form and mass of buildings
- the scale and types of streets and blocks

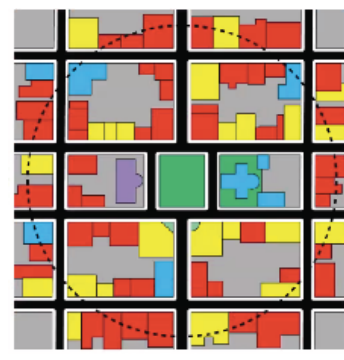
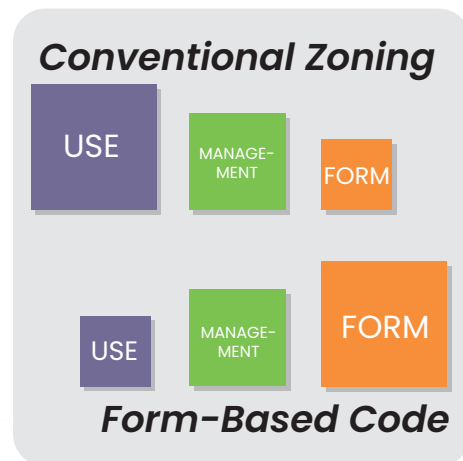


Existing Zoning vs. Form-Based Code: What’s the Difference?

Cleveland’s current zoning code regulates land according to use. Regulations are the same for each district, regardless of neighborhood context. FBCs allow for **mixing of uses**, **less reliance on cars** to get around, and offers more **equitable options in housing & transportation**.



CURRENT ZONING CODE
SEPARATING USES = LOTS OF DRIVING



FORM-BASED CODE
MIX OF USES = WALKABILITY

Current Neighborhood Challenges & FBC Solutions

1. Walkability & Safety

Separate land uses encourages sprawl, which requires a vehicle to access amenities & jobs.

FBC allows mix of uses along corridors, creating opportunities to walk to amenities & jobs.

Current code discourages small neighborhood shops found historically in urban areas.

FBC allows more diverse neighborhood shops (grocery, restaurants, etc.) to be provided within walking distance.

2. Affordability & Inclusivity

Housing supply has declined and is out of sync with demand due to cumbersome regulations.

FBC allows more types of housing for all economic needs, ensuring local context is observed.

Existing code discriminates against blue-collar, home-based small business owner.

FBC encourages a broad range of building types/uses, allowing small business owners to thrive.

3. Streamlined Administrative Process & User Friendly

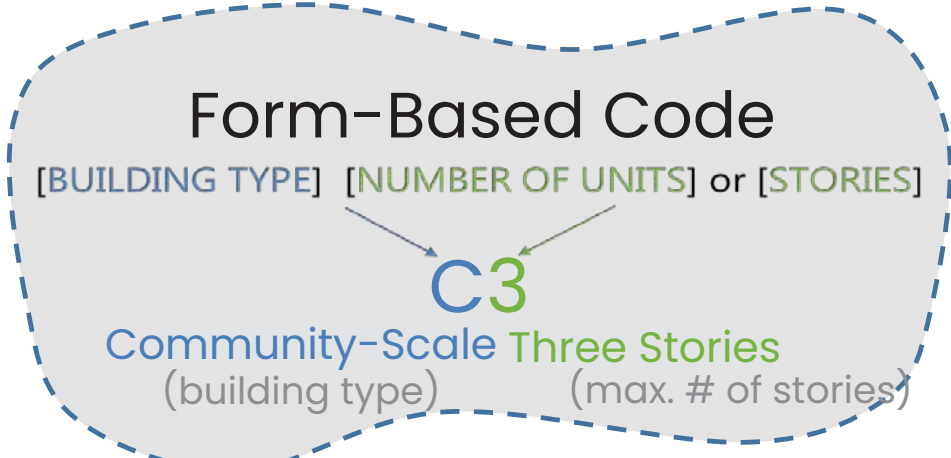
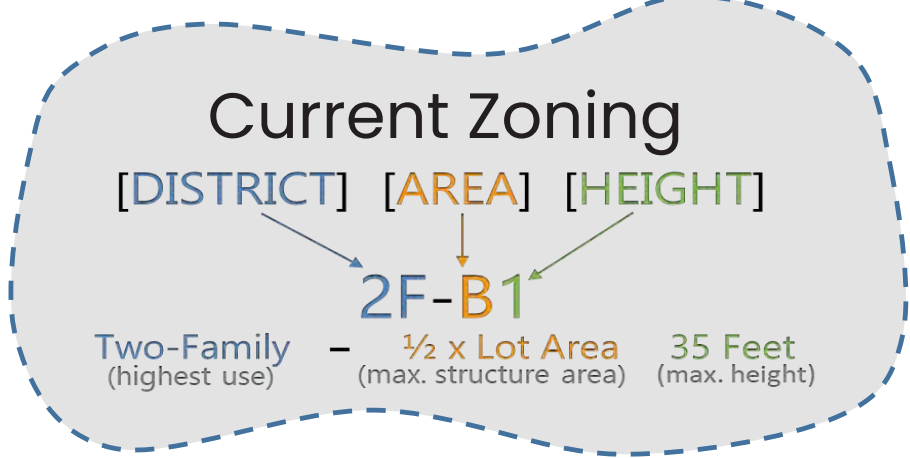
Current code has no clear permit process, making application difficult for staff & public.

Application process is clearly defined & permitting processes will reflect current trends.

Existing code is text-heavy & lacking graphics, making regulations hard to understand.

New regulations are more direct & arranged graphically, making code easier to understand and use.





Form-Based Code: Updating Uses in Cleveland Zoning*

Current Zoning

2F: Two-Family

MF: Multi-Family

LR: Local Retail

GR: General Retail

SI: Semi-Industry

IR: Institutional Research

OSR: Open Space and Recreation

Form-Based Code

House-Scale ■

H4: House 4 → Four units maximum, max. height = 32', residential & does not allow retail

Neighborhood-Scale ■ ■ ■

N2.5: Neighborhood 2.5 → max. height = 32'/2.5 stories, residential & limited public amenities

NX3: Neighborhood Flex 3 → max. height = 42'/3 stories, residential & allows limited public amenities, limited small-scale commercial

Urban Flex ■ ■

UX3: Urban Flex 3 → max. height = 42'/3 stories, mixed use, retail / service / commercial / residential

Urban Node ■

UN5: Urban Node 5 → max. height = 68'/5 stories, 175' max. building width, mixed use: retail / service / commercial / residential

Industrial Flex ■

IX3: Industrial Flex 3 → max. height = 42'/3 stories, mixed use; tall ground floors, accommodates light industrial/manufacturing

IX7: Industrial Flex 7 → max. height = 94'/7 stories, mixed use; tall ground floors, accommodates light industrial/manufacturing

Special (no max. height/stories) ■ ■

CV: Civic → civic & institutional structures (libraries, open space, public)

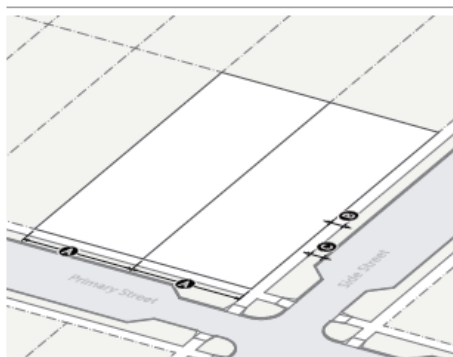
PK: Park → improved & unimproved greenspace (playgrounds, rec. fields, sport courts, dog parks, & accessory facilities)

*This is not a comprehensive review of either zoning code. To explore all possible uses/designations, read the entire zoning code.

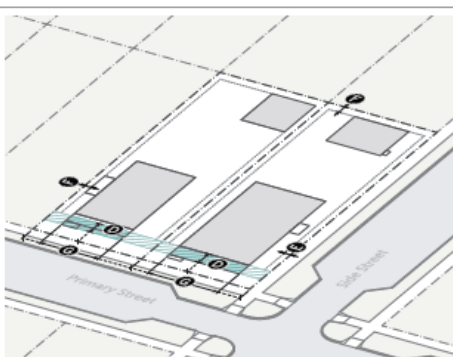
2.3.3. H4 HOUSE 4

FBC CODE EXAMPLE: 2.3.3 H4

A. SITE

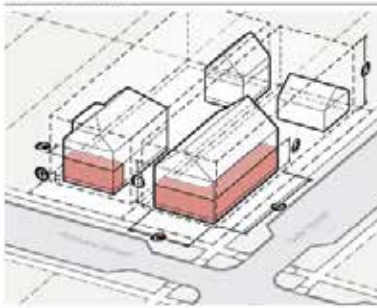


1. Size	Sec. 2.2.2
A Width (min)	
Front access	35'
Side/rear access	20'
2. Dwelling Units	Sec. 2.2.3
Max per site	4
3. Amenity	Sec. 2.2.4
Outdoor amenity space (min)	n/a
4. Walls & Fences	Sec. 2.2.5
Front yard height (max)	Type C2 4'
Side street yard height (max)	
Within 3' of boundary line	Type C2 4'
More than 3' from boundary line	Type C3 6'
Side/rear yard height (max)	Type C5 6'
5. Streetscape	Sec. 2.2.6
B Pedestrian zone (min)	6'
C Furniture zone (min)	6'
Planting strip type	Tree lawn
Trees in planting strip	30' avg. on center



6. Setbacks	Sec. 2.2.7
D Primary street boundary line (min/max)	Established setback range or 10'/20'
E Side street boundary line (min)	3'
F Rear/side boundary line (min)	
Up to 15' in height	1.5'
15' or more in height	3'
Alley boundary line	3' or 20' min
7. Transitions	Sec. 2.2.8
Setback from transition boundary line	n/a
8. Street Build-Out	Sec. 2.2.9
G Primary street (min)	50%
Side street (min)	n/a
9. Parking Location	Sec. 2.2.10
Front yard	Not allowed
Side street yard	Allowed
Side yard	Allowed
Rear yard	Allowed

B. BUILDING



1. Massing	Sec. 2.2.11
Height (max)	
A Stories/feet	2.5/32'
B Top plate	25'
Width (max)	
C Primary street	35'
D Side street	70'
E Active depth (min)	9'
Dwelling units per building (max)	4
2. Story Height	Sec. 2.2.12
F Ground story height (min)	9'
G Ground floor elevation (min/max)	2'/5.5'



3. Windows	Sec. 2.2.13	
H Ground story (min)	35%	30%
I Upper story (min)	15%	15%
J Blank wall width (max)	10'	20'
4. Doors	Sec. 2.2.14	
K Street-facing entry spacing (max)	30'	50'

Window coverage requirements

maximum structure height & stories

Parking locations

maximum units per site

