

# **BUFFERING BETWEEN DISSIMILAR RESIDENTIAL USES**

TOWN COUNCIL  
JULY 2, 2019



# WHAT IS DISSIMILAR?

- “Dissimilar Residential Interface” is:
  - The area between a single family detached neighborhood next to a neighborhood of duplex, triplex, quardraplexes or multifamily housing, and/or
  - The area between a neighborhood of duplex, triplex, or quardraplexes next to a multifamily housing development



# PURPOSE

- Promote compatible interface between uses:
  - Minimize the visibility of adjacent dissimilar residential uses and activities through building orientation and screening.
  - Create a visually attractive transition between dissimilar residential properties with the use of walls, fences, berms and/or landscaping.

# APPLICABILITY

- Buffering requirements apply at time of Site Development Plan
  - If both properties are undeveloped, buffering is shared
  - If one property is developed already, then undeveloped property provides the full buffer
- Applicable when properties are adjacent or separated by an open space parcel of less than 100 feet
  - Not applicable when properties are separated by a Railroad right-of-way, or 50 ft or greater road right-of-way



# EXCEPTIONS

- Some areas of Town are planned to be a mix of these residential uses, such as:
  - Downtown Overlay,
  - R1 next to R-2 and R-3 zoning,
  - and areas such as master planned developments that intentionally place these uses areas next to each other
- Proposed code would most likely impact edges of PDs with dissimilar residential uses

# BUFFER AREA

1. Minimize the visibility of adjacent property and activities through building orientation and screening.
2. Consider the topography, native vegetation, and scale of the adjacent property and mitigate adverse visual impacts.
3. Create a visually attractive transitional screening area with strategic placement of walls, fences, berms and/or landscaping. Not all of these elements are required in every buffer or transition zone. The use of site features and the design of the transitional screening is intended to mitigate the visibility of adjacent development and provide an interesting visually pleasing landscaped transition.



# BUFFER AREA

4. Minimize view of site elements such as trash enclosures, utility boxes, play fields, play structures, pocket parks, gazebos, playgrounds, trails or gathering areas. Such uses shall be screened so they are not highly visible from adjacent dissimilar residential property, and when possible, located to the interior of a site.
5. Include a landscape design that promotes the long-term health and maintenance of the plant materials.

# BUFFER AREA

6. Provide varied plant spacing, clustering, and height.
  7. Provide visual interest by incorporating shrubs, berms, ornamental grasses, a variety of plant materials, and decorative walls.
  8. Provide comprehensive water-efficient plant materials and design standards with installation procedures and maintenance standards.
- Similar to existing code regulating buffer between Residential/Nonresidential, except does not prescribe the buffer width





# QUESTIONS & DISCUSSION