



Form Districts

Unified Development Chapter of the City of Duluth Legislative Code (UDC)

What are Form Districts?

- Form-based districts focus on the **form** of development
- Regulations support **pedestrian-friendly** commercial centers
- Visual Preference Surveys were used to indicate **types of buildings** people like
- Located in traditional **shopping areas** of the city
- Buildings to be designed to fit into **existing context**
- Districts will allow for a **mix of residential and commercial uses**

Where will Duluth have Form Districts?



- Grand Ave & Central Ave in West Duluth
- West Superior St in Lincoln Park
- Downtown/Canal Park/Central Hillside
- London Rd (12th to 21st Ave East)
- East Superior St in Lakeside/ Lester Park

There are 9 Form Districts in Duluth

- Districts are named F1 through F9.

	Building Types									Areas	
	Main Street Building I	Main Street Building II	Main Street Building III	Corridor Building I	Corridor Building II	Lakefront Corridor Building	Corridor Building III	Cottage Commercial I	Cottage Commercial II		Iconic Building
F1: Low-Rise Neighborhood Shopping	●										East Superior
F2: Low-Rise Neighborhood Mix	●			●				●		●	East Superior, London Road
F3: Mid-Rise Community Shopping		●									West Duluth, Canal Park
F4: Mid-Rise Community Mix		●			●				●	●	West Duluth
F5: Mid-Rise Community Shopping/Office		●			●					●	West Superior, Canal Park
F6: Mid-Rise Neighborhood Shopping		●						●		●	Central Hillside
F7: Downtown Shopping			●								Downtown
F8: Downtown Mix			●				●			●	Downtown
F9: Canal Park						●					Canal Park

● Building Type permitted

Each District has a Mix of **Building Types**

- Main Street Buildings - *Allows for service, retail, and office uses on the ground floor, and office or residential above.*
- Corridor Buildings - *Can house a single category of uses, such as office or residential, or a mix of uses.*
- Cottage Commercial Buildings - *Residential in character but commercial in use. Meant to blend in with a surrounding residential neighborhood.*
- Iconic Buildings - *Meant to house community, cultural, civic, educational, or governmental uses.*

For example: The F4: Mid-Rise Community Mix District allows four Building Types: Main Street Building II, Corridor Building II, Cottage Commercial Building II, and Iconic Building.



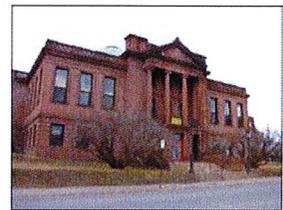
Main Street Building II



Corridor Building II



Cottage Commercial II

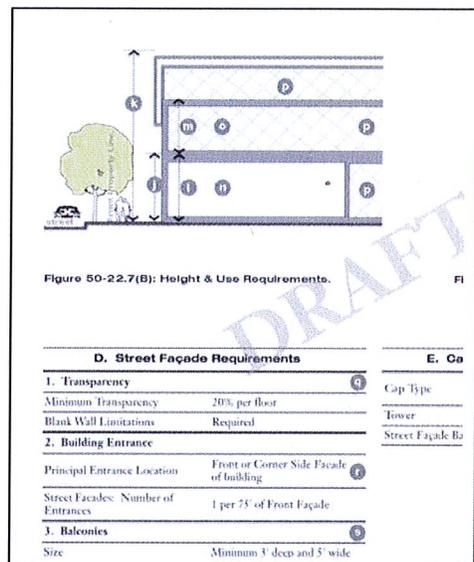


Iconic Building

Each Building Type has a Set of **Standards**

Standards focus on:

- Building Siting – *A Built-To Zone (BTZ) requires buildings be built close to the street, which is different than conventional zoning which specifies setbacks.*
- Height – *Ground stories are allowed to be taller than upper stories to accommodate retail/commercial business uses*
- Uses – *A mix of residential and commercial uses allowed.*
- Street Façade Requirements – *Minimum transparency percentages encourage windows provides visual interest for pedestrians*
- Cap & Base Type Requirements – *Design guidelines ensure appropriate, aesthetically pleasing buildings*



More information on Form-Based Districts is available at:

<http://www.duluthmn.gov/planning/udc/index.cfm>

50-22.2 Main Street Building II

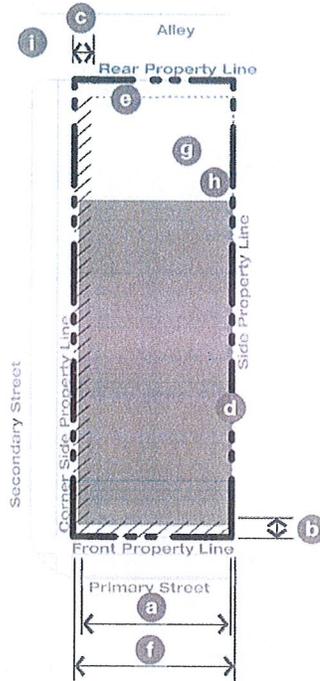


Figure 50-22.9(A): Building Siting.

A. Building Siting	
1. Street Frontage	
Multiple Principal Buildings	Not permitted
Front Build-to Zone Coverage	95% (a)
Occupation of Corner	Required
Front BTZ	0' to 5' (b)
Corner BTZ	0' to 5' (c)
2. Buildable Area	
Side Yard Setback	0' (d)
Rear Yard Setback	5' (e)
Minimum Lot Width	20' (f)
Minimum Landscape Area	0%
3. Parking Lot, Loading & Access	
Parking Lot Location	Rear yard (g)
Loading Facility Location	Rear building façade (h)
Access	No driveway permitted if alley access is available; If no alley exists, 1 driveway permitted per frontage; 2 driveways may be permitted through [special exception] if frontage exceeds 200' (i)

B. Height	
Minimum Overall Height	1 story (j)
Maximum Overall Height	4 stories/55'; 6 stories/80' on Lake Ave. (k)
Ground Story: Minimum Height	15' (l)
Maximum Height	24'
Upper Stories: Minimum Height	9' (m)
Maximum Height	14'

Notes:
 1 If 20' or more in height, ground story shall count as 2 stories towards maximum building height.

C. Uses	
Ground Story	Refer to Article 3. Permitted Uses (n)
Upper Story	Refer to Article 3. Permitted Uses (o)
Parking within Building	Permitted in the rear of the ground floor and fully in any other floor (p)
Occupied Space	30' depth space required on ground floor facing Primary Street

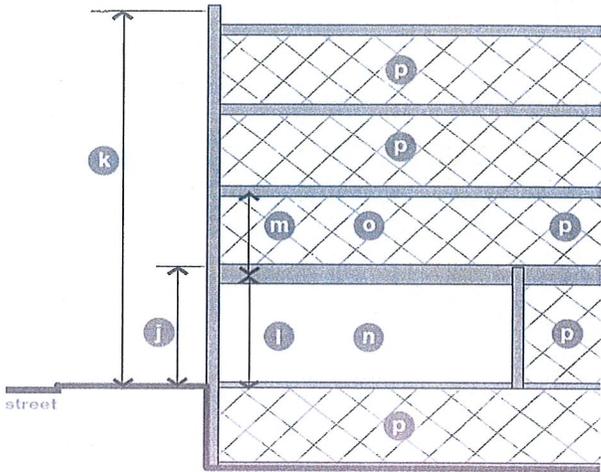


Figure 50-22.9(B): Height & Use Requirements.

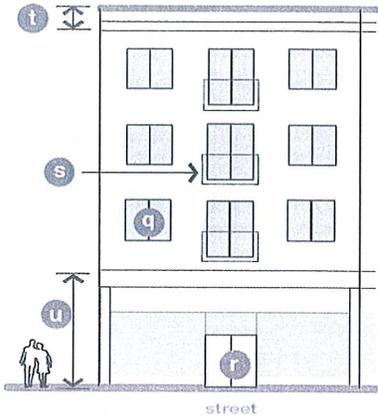


Figure 50-22.9(C): Facade Requirements.

D. Street Façade Requirements	
1. Transparency (q)	
Minimum Transparency	20% per floor
Blank Wall Limitations	Required
2. Building Entrance	
Principal Entrance Location	Front or Corner Side Façade of building (r)
Street Façades: Number of Entrances	1 per 75' of Front Façade
3. Balconies (if provided) (s)	
Size	Minimum 3' deep and 5' wide
Façade Coverage	Maximum 30% of front & corner side façades, calculated separately
Access to Balcony	Maximum one (1) dwelling unit
Structure	Independently secured and unconnected to other balconies; or integral to the façade

E. Cap & Base Type Requirements	
Cap Type	Parapet, Flat Roof, Pitched Roof (t)
Tower	Permitted
Street Façade Base Type	Arcade, Storefront (u)

F. Façade Materials Requirements ^a	
Permitted Façade Materials	Durable, natural materials, such as stone, brick, stucco, metal, and concrete
Permitted Upper Story Façade Materials	Painted or Stained Wood
Required Materials	Minimum 60% masonry on each façade, red brick preferred
Materials to Avoid	Imitation materials intended to look like natural materials; Residential grade windows and doors on the ground story; painted brick or stone
Prohibited Materials on Façades	Concrete masonry units, utility or economy bricks more than 3" in height, untreated wood, and exterior insulation & finishing systems (EIFS)
Façade Colors	Historic Paint Palettes by any major brand, also on file at City Hall

Notes:
² Façade materials requirements apply only to the Canal Park area

50-22.8 Cottage Commercial I

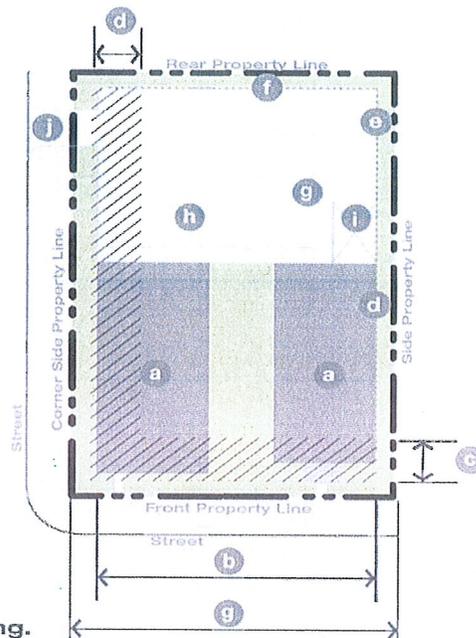


Figure 50-22.15(A): Building Siting.

A. Building Siting	
1. Street Frontage	
Multiple Principal Buildings	Permitted ¹ (a)
Front Build-to Zone Coverage	60% (b)
Occupation of Corner	Required (c)
Front BTZ	5' to 20' (d)
Corner BTZ	5' to 20' (e)
2. Buildable Area	
Side Yard Setback	5' (f)
Rear Yard Setback	5' (g)
Minimum Lot Width	50' (h)
Minimum Landscape Area	20% (i)
3. Parking Lot, Loading & Access	
Parking Lot Location	Rear Yard; Single side aisle permitted (j)
Loading Facility Location	Rear Building Façade (k)
Access	1 driveway permitted per frontage; 2 driveways may be permitted through [special exception] if frontage exceeds 200' (l)
Notes:	
¹ Each principal building shall have a width of less than 75' and meet the applicable requirements for the Building Type included in this Section.	

B. Height	
Minimum Overall Height	1 story (m)
Maximum Overall Height	2.5 stories / 33' (n)
Ground Story: Minimum Height 15' (o)	
Maximum Height 24' (p)	
Upper Stories: Minimum Height 9' (q)	
Maximum Height 14' (r)	
Notes:	
² If 20' or more in height, Ground Story shall count as 2 Stories towards maximum building height.	

C. Uses	
Ground Story	Refer to Article 3. Permitted Uses (s)
Upper Story	Refer to Article 3. Permitted Uses (t)
Parking within Building	Permitted in the Rear of all Floors and fully in any Basement (u)
Occupied Space	30' depth space facing Primary Street or space on front façade (v)

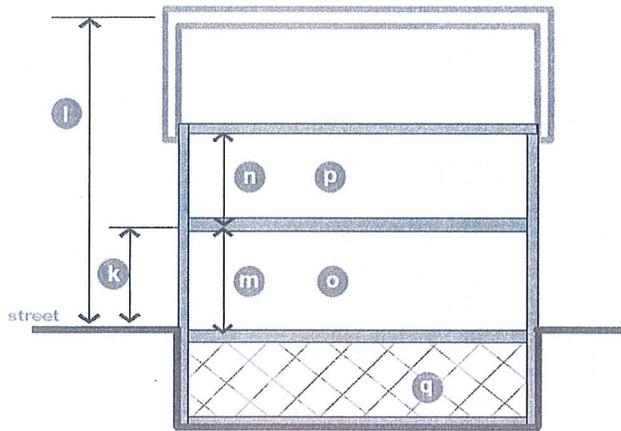


Figure 50-20.15(B): Height & Use Requirements.

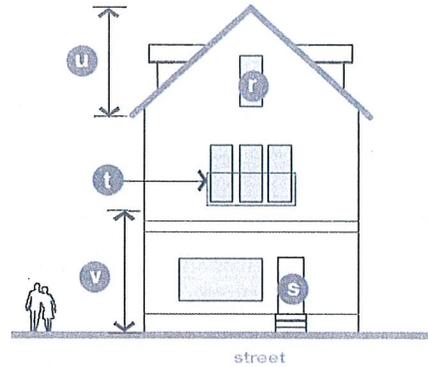


Figure 50-22.15(C): Façade Requirements.

D. Street Façade Requirements	
1. Transparency (l)	
Minimum Transparency	20% per floor
Blank Wall Limitations	Required
2. Building Entrance	
Principal Entrance Location	Front or Corner Side Façade of building (s)
Street Façades: Number of Entrances	Not required
3. Balconies (if provided) (t)	
Size	Minimum 3' deep and 5' wide
Façade Coverage	Maximum 30% of Front & Corner Side Façades, calculated separately
Access to Balcony	Maximum one (1) dwelling unit
Structure	Independently secured and unconnected to other balconies; or integral to the Façade

E. Cap & Base Type Requirements	
Cap Type	Pitched Roof (u)
Tower	Permitted
Street Façade Base Type	Shopfront, Porch, Stoop ³ (v)
Notes:	
³ Porch, Stoop, or stairs may encroach to within 2' of the property line	

50-22.10 Iconic Building

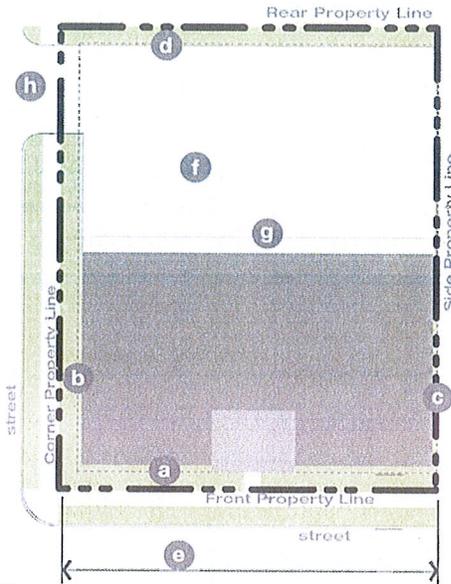


Figure 50-22.17(A): Building Siting.

A. Building Siting	
1. Street Frontage	
Multiple Principal Buildings	Permitted
Front Build-to Zone Coverage	Not Applicable
Occupation of Corner	Not required
Front Setback	5' (a)
Corner Setback	5' (b)
2. Buildable Area	
Side Yard Setback	5' (c)
Rear Yard Setback	5' (d)
Minimum Lot Width	50' (e)
Minimum Landscape Area	20%
3. Parking Lot, Loading & Access	
Parking Lot Location	Rear Yard; Single aisle permitted in Side Yard (f)
Loading Facility Location	Rear Building Façade (g)
Access	1 driveway permitted per frontage; 2 driveways may be permitted through [special exception] if frontage exceeds 200' (h)

B. Height	
Minimum Overall Height	1 story (i)
Maximum Overall Height	4 stories / 55' (j)
Ground Story: Minimum Height	9'
Maximum Height ¹	30' (k)
Upper Stories: Minimum Height	9' (l)
Maximum Height	14'

Notes:

¹ If 20' or more in height, Ground Story shall count as 2 Stories towards maximum building height.

C. Uses	
Ground & Upper Stories	Only Civic, Institutional, Utility, and Recreation uses are permitted in the Iconic Building Type (see Article 3. Permitted Uses). (m)
Parking within Building	Permitted in the Rear of all Floors and fully in any Basement
Occupied Space	30' depth space facing Primary Street or space on front façade

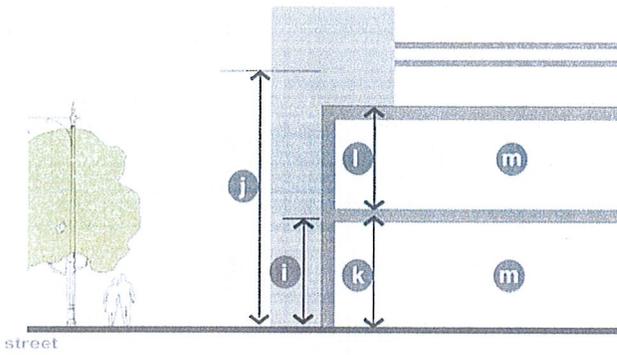


Figure 50-22.17(B): Height & Use Requirements.

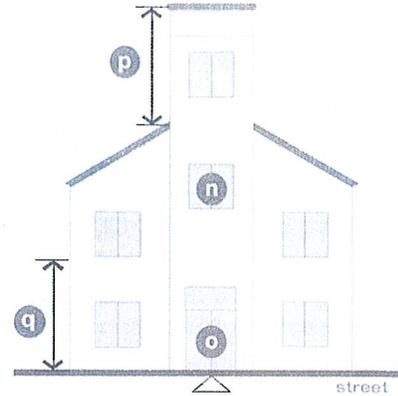


Figure 50-22.17(C): Façade Requirements.

D. Street Façade Requirements	
1. Transparency (n)	
Minimum Transparency	10% per floor
Blank Wall Limitations	Not required
2. Building Entrance	
Principal Entrance Location	Front or Corner Side Façade of Building (o)
Street Façades: Number of Entrances	Not required

E. Cap & Base Type Requirements	
Cap Type ²	Parapet, Pitched Roof, Flat Roof (p)
Tower	Permitted
Street Façade Base Type	Stoop (q)
Notes:	
² Other cap types not listed here may be approved through a [special exception] (see Section XX)	