

**RP-2 (Neighborhood Design) - Summary of Topic Area and Positions**  
**(DRAFT 05.20.21) - Views to be verified**

<u>Lot types and development</u>	BCA	Development Community	Public/Land Owners others	What is the solution?
<b>1.) Lot sizes and incentives</b>	A minimum of ½ acre, not including space for infrastructure, incentivize larger lots	Maximize development potential including smaller lots (i.e. 40')	Don't like 40' lots, 1 acre lots or 1/2 acre lots	Generally Agreement on varying lot sizes/homes - not cookie cutter homes. 40' lots are not desired.
<b>2.) Buildable area and clustering</b>	Max # of homes allowed in buildable area, No Clustering allowed	Do not favor removing wetland density, Clustering of 3.5/4 du/acre is in the comp plan - following the comp plan	Do not favor removing wetland density, Don't like clustering	Not an agreement - some prefer 1/2 to 1 acre lots others want clustering for the infrastructure and units
<b>3.) Increase in homes due to credits from a transfer from another property (TDR)</b>	Number of houses cannot be increased (no transfer of credits)	Generally too complicated, not using this tool	Generally not in favor	Do not like having a receiving area.
<b>Open Space and Buffering</b>				
<b>4.) Green, natural spaces and undevelopable land (what % of open space)</b>	Incentivize larger lots (view open space as private lots), Provide opportunities for ag, Green spaces should be designated undevelopable, Provide parking	Some feel 40% is too much?	Some feel 40% is too much, Want open space for ag and to maintain rural feel	40% is too high. Retain rural character.
<b>5.) Buffering/Screening (250' buffers, sliding scale with smaller buffering/ more intense screening and berm requirements)</b>	250' buffer with zero revision	Like Flexibility of sliding scale	Some drainage concerns on berms	Not an agreement - some prefer the larger lots, some prefer the screening.
<b>Support Infrastructure and Uses</b>				
<b>6.) Lighting</b>	Minimize light pollution (alt. lighting)			Agreement on dark sky community
<b>7.) Supporting infrastructure (schools, water, sewer, community uses)</b>	Supporting infrastructure items must be either in place or already approved (See Balm Concept for more detail)	Providing internal to site	Want supporting infrastructure	Agreement on better infrastructure
<b>8.) Amount of commercial space required (none, some on site, off site)</b>	Minimum of commercial space to provide opportunities for local business to be developed	Commercial regs don't work and don't make sense to include.	Like commercial options	Agreement on commercial focused areas
<b>Community Benefits</b>				
<b>9.) Thoughts on community benefits</b>	Lukewarm	Too complicated, too expensive. Do like some of the planning principles and flexibility	Too expensive	
<b>Approval Processes</b>				
<b>10.) Design exceptions (absolutely none, design exceptions necessary)</b>	None at any time	Needed flexibility based on site	Generally not in favor	
<b>11.) Create a checklist</b>	Generally supportive	Generally supportive		
<b>Anything we've missed? - Rural design standards?</b>				Some agreement on different looking homes