

CITYWIDE DESIGN GUIDELINES



Introduction

PURPOSE OF THE GUIDELINES

To encourage the design and construction of projects which:

- harmonize with their surroundings,
- demonstrate a high standard of quality and
- promote superior designs in the City of Margate.

Objectives of the Guidelines

- Establish a community design vision for new developments
- Foster the integration of good urban design principals
- Promote compatible development, stability of property values, and to raise the level of community expectations for the quality of its environment.
- Encourage sustainable building practices
- Provide certainty to the development review process by clearly stating the City's expectations



Guidelines

PURPOSE AND INTENT OF GUIDELINES

- The purpose of Architectural Design Guidelines is to encourage the design and construction of projects which harmonize with their surroundings, which demonstrate a high standard of quality and promote superior designs.
- The integration of good urban design principals, including planning, architecture and landscape architecture initiatives, will help to promote healthy, attractive, livable communities with a positive identity and make a positive statement to developers, merchants, visitors and owners.
- Established to promote compatible development, to promote stability of property values, to foster the attractiveness and functional utility of the community as a place to live and work, to protect public investments in the area, and to raise the level of community expectations for the quality of its environment.

GUIDELINES

- CITY OF MARGATE ARCHITECTURAL STYLE & DESIGN ELEMENTS
- STREET-LEVEL INTERACTION
- ARCHITECTURAL FENESTRATION
- FAÇADE DESIGN
- CONNECTIVITY – COMMERCIAL DISTRICTS
- STOREFRONT SIGNAGE
- OUTDOOR DINING ZONES

EXHIBIT A

Building Articulation



EXHIBIT B

Pedestrian Amenities & Use of Landscaping Materials



EXHIBIT C

Outdoor Dining



EXHIBIT D

Variation of Materials





Implementation

Why

- To create a consistent image for the City
- Promote corporate/franchises designs that are consistent with the design guidelines
- Harmonize projects with their surroundings
- Promote diversity of design within a shopping center

Where

Generally, these guidelines apply to commercial, industrial, and multi-family projects in the following zoning districts:

B-1, B-2, B-3,
TOC-C, TOC-G, TOC-CC,
M-1, M1-A,
PUD, and
R-3, R-3A.

Who

- Commercial development including accessory buildings
- Residential buildings, common area buildings, accessory buildings and structures, or any combination thereof within multi-family developments
- Additions to and/or exterior remodeling of existing commercial building

Exempt

- New single-family homes and additions to or remodeling of existing single-family homes
- Additions to or remodeling of existing buildings including accessory structures when improvements are not visible from a public right-of-way or internal circulation route
- Interior improvements.
- Temporary structures as defined in the Municipal Code.
- Routine maintenance of structures, signs, and landscaping.

When

- New commercial development and buildings including accessory buildings
- New residential buildings, common area buildings, accessory buildings and structures, or any combination thereof within existing or new multi-family developments
- New industrial development and buildings including accessory buildings
- New City owned buildings
- Additions to and/or exterior remodeling of existing commercial, industrial, residential, or City owned buildings

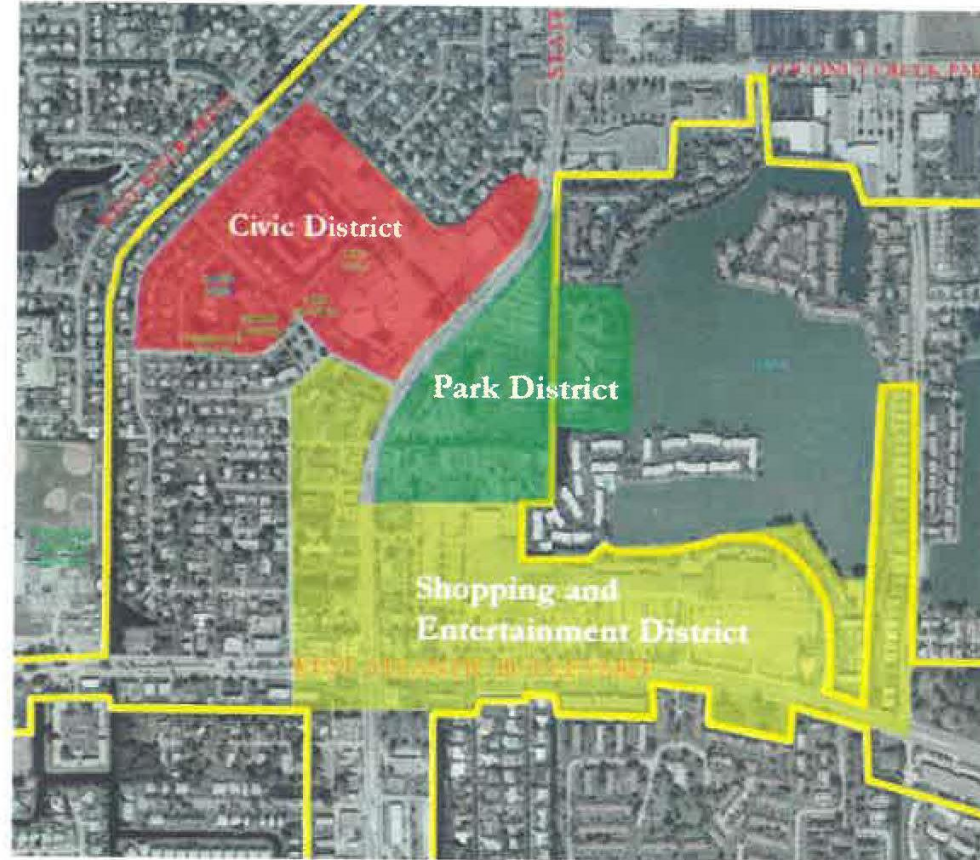
What

Mandatory

Within the “Town Center” and “Downtown” area:

- New commercial and multi-family development including accessory buildings
- New City owned buildings
- Additions to and/or exterior remodeling of existing commercial, multi-family, and City owned buildings

Mandatory



Location of the proposed Margate Town Center and Downtown

Mandatory

Within the “Town Center” and “Downtown” area:

- New commercial and multi-family development including accessory buildings
- New City owned buildings
- Additions to and/or exterior remodeling of existing commercial, multi-family, and City owned buildings

Within new PUDs:

- New commercial and multi-family development including accessory buildings
- New stand-alone or single-tenant commercial buildings including accessory buildings
- Additions to and/or exterior remodeling of existing commercial and multifamily buildings

Encouraged

All applicable zoning districts outside the “Town Center” and “Downtown” area:

- New commercial and multi-family development including accessory buildings
- New City owned buildings
- New industrial park and light industrial development throughout the City including accessory buildings
- Additions to and/or exterior remodeling of existing commercial, industrial, multi-family or City owned building when the length of the area where the improvements are made are more than 51% of the total area of the building or length of the building frontage

How

- City of Margate Economic Development Vision. Objective #5.

Business Friendly: The City services will continue to integrate permit-related activities into a “one-stop” permitting shop. The City’s codes and procedures will be continually reviewed to provide consistency, clarity, and predictability in the permitting process. Every effort will be made to streamline the process.

How

Time is Money

A streamlined permitting process is an economic development incentive.

How

How

DRC

How

DRC

DRC/Architect Peer Review (APR)

How

DRC

DRC/Architect Peer Review (APR)

DRC/Planning and Zoning Board (P&Z)

How

DRC

DRC/Architect Peer Review (APR)

DRC/Planning and Zoning Board (P&Z)

DRC/P&Z/Architectural Review Board

How

DRC

DRC/Architect Peer Review (APR)

DRC/Planning and Zoning Board (P&Z)

DRC/P&Z/Architectural Review Board

DRC/APR/City Commission

How

DRC

DRC/Architect Peer Review (APR)

DRC/Planning and Zoning Board (P&Z)

DRC/P&Z/Architectural Review Board

DRC/APR/City Commission

Classification Based

Classification
Based

Classification Based

Minor Renovations

- Staff

Classification Based

Minor Renovations

- Staff

Change of Use or Site
Plan Modification

- DRC

Classification Based

Minor Renovations

- Staff

Change of Use or Site Plan Modification

- DRC

Major Renovation

- DRC
- Architect Peer Review

Classification Based

Minor Renovations

- Staff

Change of Use or Site Plan Modification

- DRC

Major Renovation

- DRC
- Architect Peer Review

Site Plan with New Building

- DRC
- Architect Peer Review
- City Commission

Classification Based

Minor Renovations

- Staff

Change of Use or Site Plan Modification

- DRC

Major Renovation

- DRC
- Architect Peer Review

Site Plan with New Building

- DRC
- Architect Peer Review
- City Commission

Special Exception

- DRC
- Architect Peer Review
- City Commission

Site Plan Review and Approval Process Comparison

West Park						
Tamarac						
Sunrise						
Southwest Ranch						
Sea Ranch Lakes						
Pompano Beach	Minor					Major
Plantation						
Pembroke Pines						
Parkland						
Oakland Park						
North Lauderdale						
Miramar						
Margate						
Lighthouse Point						
Lauderhill						
Lauderdale-by-the-sea						
Lauderdale Lakes						
Hollywood						
Hillsboro Beach						
Hallandale	Minor					Major
Fort Lauderdale	Level II					Level III
Deerfield						Level IV
Davie						
Dania Beach						
Coral Springs						
Cooper City						
Coconut Creek						
DRC						
Site Plan Commission						
Community Sustainability Commission						
Technical Review Committee						
Architectural Committee						
Planning and Zoning Board						
City Commission						

Staff Comments

- Clear statements of intent
- One size fits all
- Activity center oriented
- Crime Prevention Through Environmental Design
- Duplication or inconsistencies with current code
- Lack of graphics

Requested Guidance

- Do the Design Guidelines, as presented, accomplish your objectives?
- Should the Design Guidelines be voluntary, mandatory, or a combination of both?
- Six alternative ways on how to implement the guidelines were presented. Which one is the preferred method?

Path Forward