



Commissioner Bice  
Commissioner Milton  
Commissioner Bower  
Commissioner Rubar  
Commissioner Hourin  
Commissioner Torguson  
Commissioner Hector

## **AGENDA**

### **PLANNING AND ZONING COMMISSION**

**Wednesday, August 05, 2020**

**6:00 PM CST**

Council Chambers, City Hall  
and via teleconference, if necessary

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#### **Call to Order**

#### **Statement of Purpose**

May our decisions today be made with wisdom, careful deliberation and in the best interest of the City of Diamondhead. May we display patience and kindness in our dealings with each other and all who are in attendance and may any decisions made today promote the health, safety and welfare of the citizens of Diamondhead and the enhancement of the City as a whole.

#### **Pledge of Allegiance**

#### **Roll Call**

#### **Confirmation or Adjustments to Agenda**

#### **Approval of Minutes**

#### **New Business**

The City of Diamondhead represented by Ronald Jones, Building Official, has filed an application requesting a text amendment in accordance with the Zoning Ordinance Article 2.8 (Amendment (Rezoning Procedure)).

The proposed text amendments would create a Diamondhead Town Center District with related regulations. New language would be added to Article 4.1.1, 4.16, 4.19, Table 4.1 and Article 4.21.

#### **Unfinished Business**

#### **Open Public Comments to Non-Agenda Items**

#### **Commissioners' Comments**

#### **Communication / Announcements**

Next City Council meeting August 18, 2020

Next Planning Commission meeting August 25, 2020

#### **Adjourn or Recess**

# Amendments Required to Adopt the Diamondhead Town Center 7.30.20 – Draft

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## Amendment #1

### ARTICLE 4: ZONING DISTRICTS AND USE REGULATIONS

#### 4.1 ESTABLISHMENT OF ZONING DISTRICTS

4.1.1 For the purpose of this Ordinance, zoning districts are hereby established as follows:

- R-1 Low Density Single-Family Residential
- R-2 Medium Density Single-Family Residential
- R-3 High Density Single-Family Residential
- R-4 High Density Multi-Family Residential
- MH Manufactured Home Residential
- C-1 General Commercial
- C-2 Interstate Commercial / Gaming / Resort
- T Technology
- I Industrial
- PR Preservation
- PFR Public Facilities & Recreation
- Add "TC – Diamondhead Town Center District"

## Amendment #2

4.16 – Insert Diamondhead Town Center District as attached.

## Amendment #3

4.19. - CHART OF SETBACKS AND RELATED REQUIREMENTS.

Table 4.1: Zoning District Summary Setbacks and Related Requirements

Amend the table to state – Town Center District - 4.16.

## Amendment #4

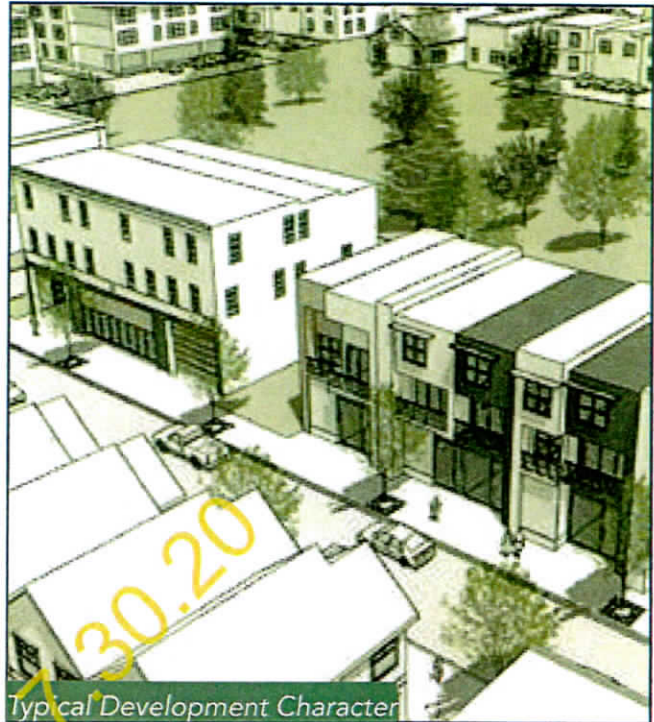
4.21. - CHART OF PERMITTED USES.

Amend the chart of uses as attached.

## 4.16 Town Center District (TC)

### 4.16.1 Purpose

The purpose of the Diamondhead Town Center District (TC) is to provide for and promote the development of a compact mixed use town center reflecting the timeless building patterns of traditional downtowns. These characteristics include design features that prioritize pedestrian activity, human scales outdoor environments, abundant landscape and natural features, and quality architecture. The district accommodates a range of commercial, residential, small scale production, open space and recreational activities. While land use is a very important element in the district, building form, lot placement, and streetscape take precedent in creating the desired environment.



### 4.1.1 Development Principles

The general development principles of the Town Center District are to:

1. Promote a pedestrian-oriented urban form. In contrast to conventional zoning standards that place a primary emphasis on the regulation of land uses, Form-Based mixed-use development standards and guidelines focus on promoting a walkable, urban form of development, consistent with traditional downtown and commercial centers. The focus on form promotes buildings that conform to tested urban design principles.
2. Require excellence in the design of the public realm and of buildings that front public spaces. The most successful and memorable urban environments are those in which walking down the street is appealing. Streets, plazas, parks, and other public spaces should be comfortable and inviting, and buildings fronting those spaces should be active and visually interesting at the pedestrian level.
3. Encourage creativity, architectural diversity, and exceptional design. The Form-Based District is

intended to promote high quality design, and the development review process for mixed-use projects is intended to promote flexibility. Standards and guidelines, as well as the development review process, are intended to support creativity and exceptional design while discouraging uniformity.

### 4.16.2 District Organization

The Town Center District's provisions are presented in an organizational pattern distinct from the standard districts in the Diamondhead Zoning Ordinance and are organized under the following headings:

- District regulating plan
- Building types and locations
- Building type arrays
- Land uses
- Site standards

# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

## 4.16.3 Regulating Plan

The Diamondhead Town Center District (TC) is illustrated on the following map. The district consists of that portion of Diamondhead identified as having strong potential for development consistent with the purposes of the district and its development principles. The overall district is divided into the following sub districts:

1. TCMU - Mixed Use Subdistrict
2. TCLM- Live-Make Subdistrict
3. TCTH - Townhome Subdistrict
4. TC WF- Waterfront Subdistrict


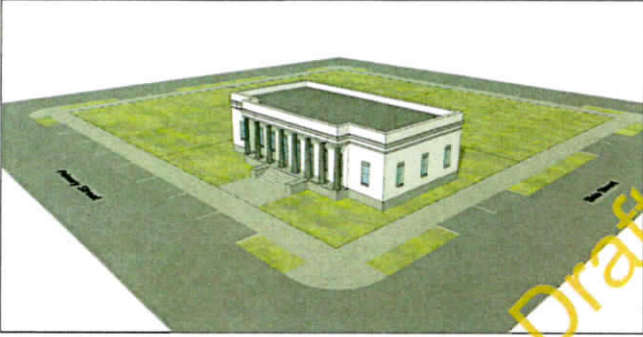
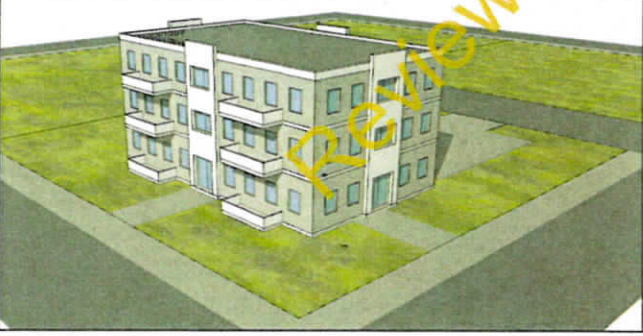

## 4.16.4 Building Types

While other districts in this ordinance do not define building types, this district requires that building types be defined to achieve the purposes of the district. The following building types are hereby established and defined in Table 1.


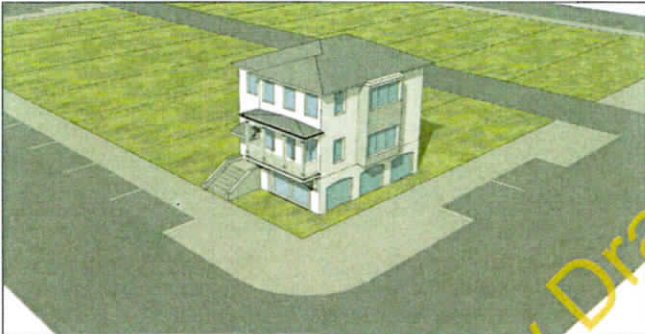

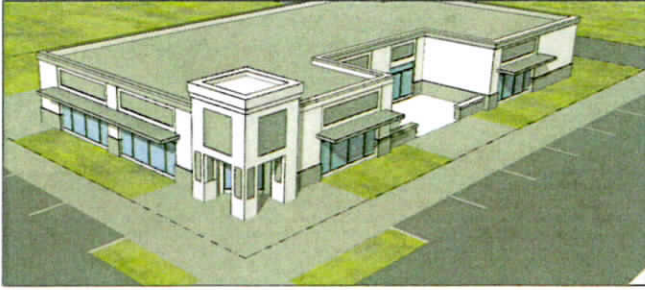
1. Mixed-Use Building
2. Civic Building
3. Low-Rise Dwelling
4. Mid-Rise Dwelling
5. Live-Work Attached
6. Townhome Dwelling-Attached
7. Live-Make Attached
8. Shop Front - Single Story
9. Office Showroom Warehouse
10. Water Based Recreation



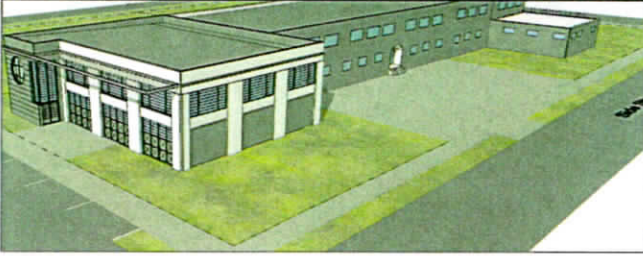
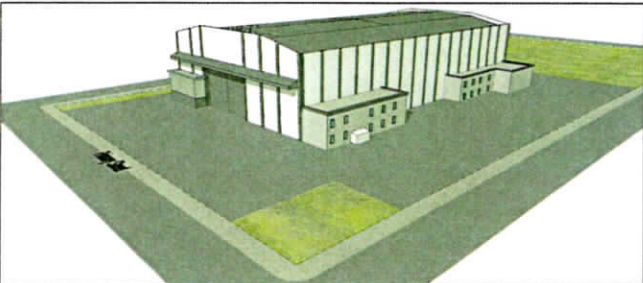
# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

4.16.4.2 Building Type by Subdistrict		■ - Permitted □ - Conditional · - Not Permitted				TCMU	TCLM	TCTH	TCWF
	<p><b>Mixed-Use Building</b>                      A multi-story building type that typically accommodates ground floor retail uses with upper-story residential or commercial use. Not intended for ground floor residential use.</p>	■	·	■	·				
	<p><b>Civic Building</b>                      A building constructed to accommodate civic uses such as libraries, town halls and government offices, landmarks, concert halls and performance venues.</p>	■	■	■	·				
	<p><b>Low-Rise Dwelling</b>                      A building that accommodates 5 or more dwelling units including condominiums and hotels vertically and horizontally integrated and are 3 stories tall or less.</p>	·	□	□	□				
	<p><b>Mid-Rise Dwelling</b>                      A building that accommodates multiple dwelling units including condominiums and hotels, vertically and horizontally integrated, typically 4-5 stories tall.</p>	■	·	□	□				

# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

4.16.4.2 Building Type by Subdistrict	■ - Permitted □ - Conditional · - Not Permitted	TCMU	TCLM	TCTH	TCWF
	<p><b>Live Work - Attached</b>                      A building comprised of attached studio or loft units consisting of both a commercial/office and a residential component that is occupied by the same resident. The live/work unit shall be the primary dwelling of the occupant. Multiple units are attached and share a common wall.</p>	□	■	□	□
	<p><b>Townhome Dwelling - Attached</b>                      A building type that accommodates 2 or more dwelling units where each unit is separated vertically by a common side wall. Units cannot be vertically mixed.</p>	□	■	■	■
	<p><b>Live Make - Attached</b>                      A building comprised of 4 or more attached units consisting of commercial, office, manufacturing or repair and a residential component that is occupied by the same resident. The live/make unit shall be the primary dwelling of the occupant. Multiple units are attached and share a common wall.</p>	·	■	□	□
	<p><b>Shopfront - Single-Story</b>                      A single-story building that typically accommodates retail or commercial uses.</p>	·	■	·	■

# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

4.16.4.2 Building Type by Subdistrict		■ - Permitted □ - Conditional · - Not Permitted			
		TCMU	TCLM	TCTH	TCWF
	<p><b>Office Showroom Warehouse</b>                      A commercial or industrial building that offers a multi-purpose work space, typically with separate manufacturing, warehouse and office areas.</p>	·	■	·	·
	<p><b>Water-Based Recreation</b>                      A building type that typically accommodates a range of uses commonly associated with water based recreation including boat launch, boat storage and bait and tackle shop.</p>	·	·	·	■

Review Draft - 1.30.20

# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

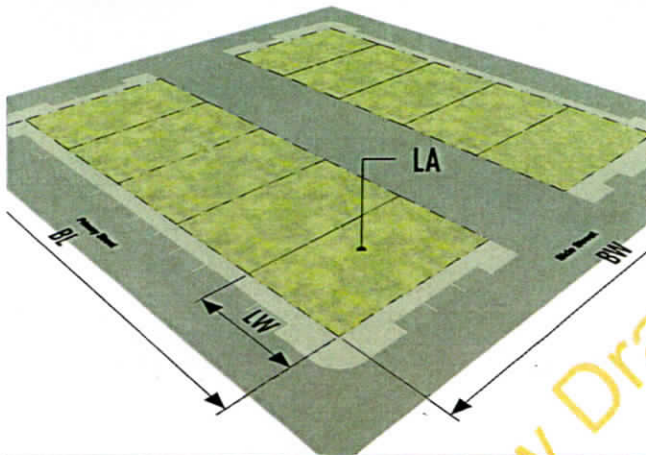
## 4.16.5 Mixed-Use Building



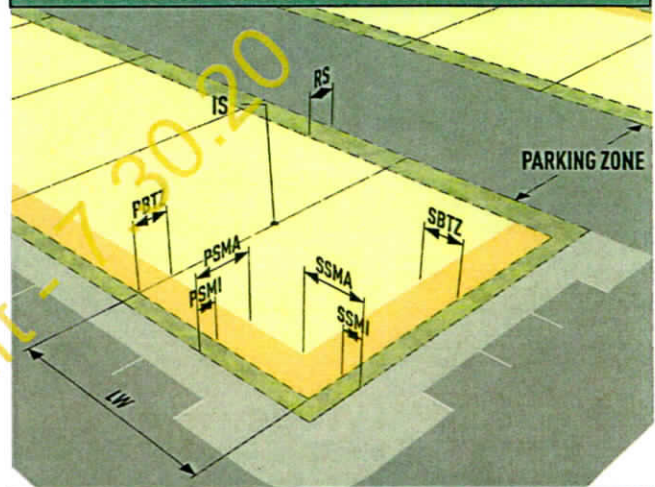
### Mixed-Use Building

A building type that typically accommodates ground floor retail or commercial uses with upper-story residential or office uses. Ground floor residential is permitted provided it does not front upon the main street.

### 4.16.5.1 Lot



### 4.16.5.2 Placement



#### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

#### b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	20'
<b>LW</b>	Lot Width (max)	40'

#### a. Building Setbacks

<b>PSMI,PSMA</b>	Primary Street (min/max)	5'/15'
<b>SSMI,SSMA</b>	Side street (min/max)	5'/10'
<b>RS</b>	Rear (min/max)	30'/36'

#### b. Build-to Zone (BTZ)

<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	70%
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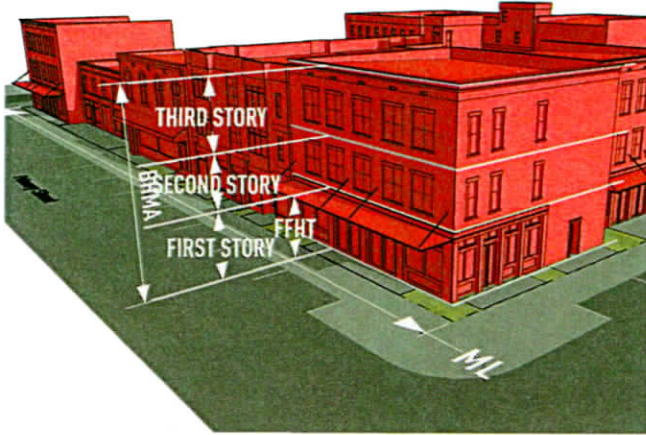
#### c. Parking Location

<b>PZ</b>	On site parking in rear of building
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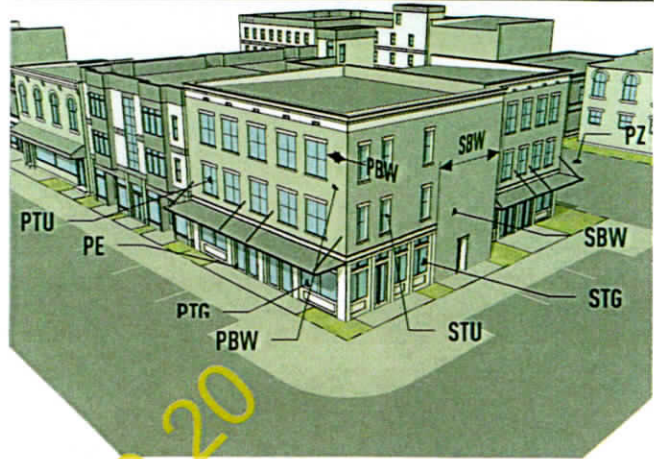


## 4.16.6 Mixed-Use Building

### 4.16.5.3 Height and Mass



### 4.16.5.4 Activation



#### a. Building Height

<b>BHMA</b>	Building Height (max)	3 stories / 40'
<b>A</b>	Accessory structure	None

**General Note** Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.

#### b. Story Height

<b>FFHT</b>	First Floor (min)	12'
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#### c. Massing Length

<b>ML</b>	Up To Entire Block
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#### a. Transparency

<b>PTG,STG</b>	Ground Story, primary/side (min)	70%
<b>PTU,STU</b>	Upper Story street facing facade (min)	50%

#### b. Pedestrian Access

<b>PE</b>	Entrance facing primary street (each ground floor unit)	Required
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#### c. Building Elements Required

Porch	No
Stoop	No
Balcony	Yes
Awning/Canopy	Yes
Forecourt	Optional

# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

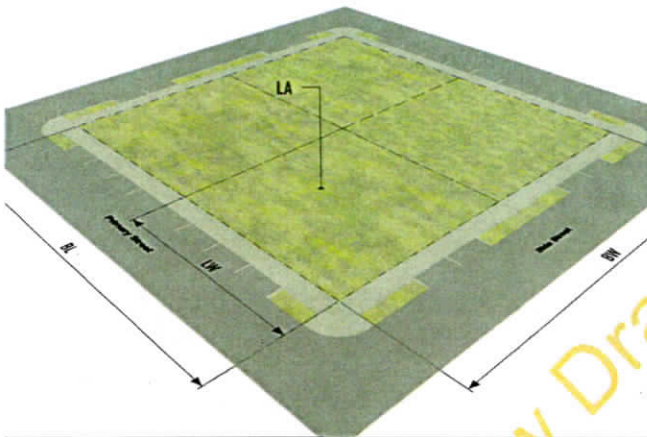
## 4.16.6 Civic Building



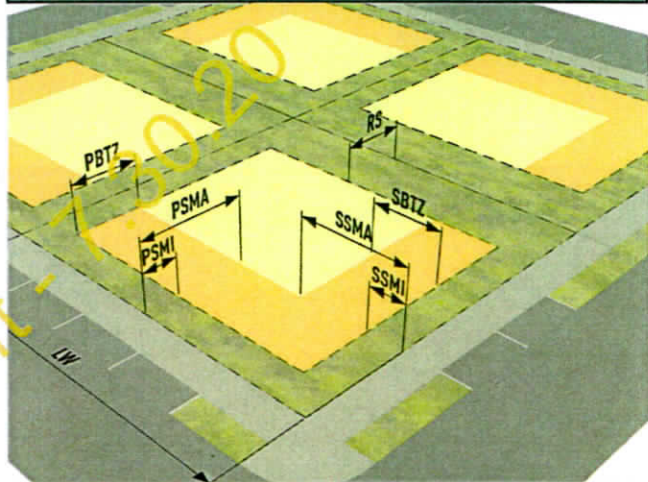
### Civic Building

A building constructed to accommodate civic uses such as libraries, town halls and government offices, landmarks, concert halls and performance venues.

### 4.16.6.1 Lot



### 4.16.6.2 Placement



#### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

#### b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	20'
<b>LW</b>	Lot Width (max)	40'

#### a. Building Setbacks

<b>PSMI,PSMA</b>	Primary Street (min/max)	5'/15'
<b>SSMI,SSMA</b>	Side street (min/max)	5'/10'
<b>RS</b>	Rear (min/max)	30'/36'

#### b. Build-to Zone (BTZ)

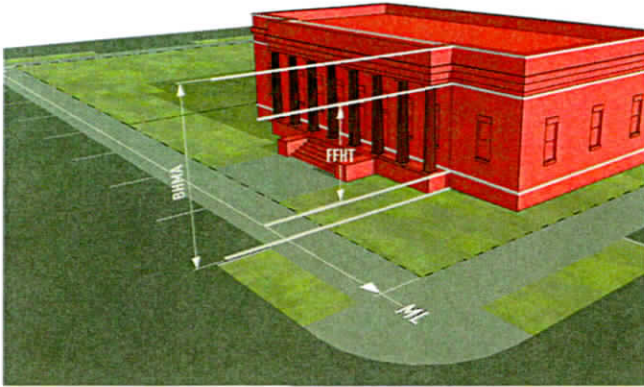
<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	70%
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#### c. Parking Location

<b>PZ</b>	On site parking in rear of building
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## 4.16.6 Civic Building

### 4.16.6.3 Height and Mass



#### a. Building Height

<b>BHMA</b>	Building Height (max)	3 stories / 40'
<b>A</b>	Accessory structure	None
<b>General Note</b>	Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.	

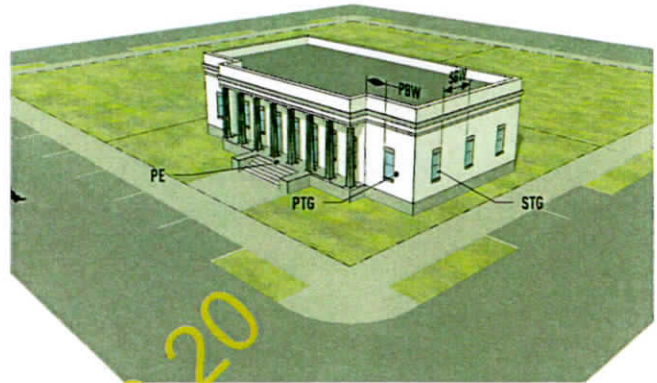
#### b. Story Height

<b>FFHT</b>	First Floor (min)	12'
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#### c. Massing Length

<b>ML</b>	Number of buildings permitted in any one row (max)	Entire Block
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### 4.16.6.4 Activation



#### a. Transparency

<b>PTG,STG</b>	Ground Story, primary/side (min)	30%
<b>PTU,STU</b>	Upper Story street facing facade (min)	20%

#### b. Pedestrian Access

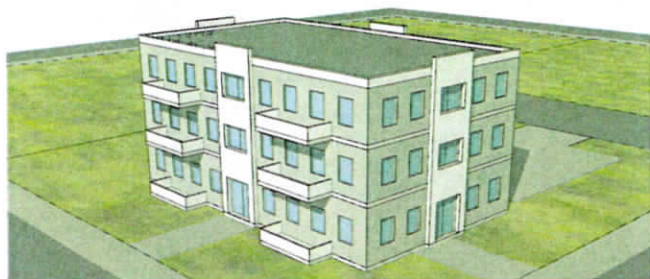
<b>PE</b>	Entrance facing primary street	Required
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#### c. Building Elements Required

Porch	No
Stoop	No
Balcony	Optional
Awning/Canopy	Optional
Forecourt	Optional

# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

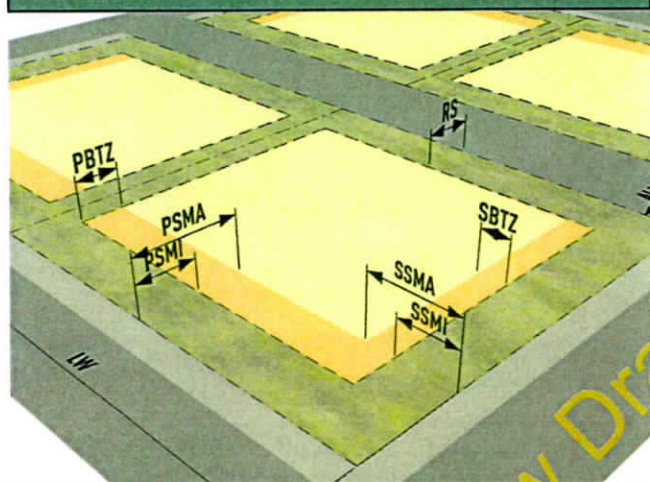
## 4.16.7 Low-Rise Dwelling



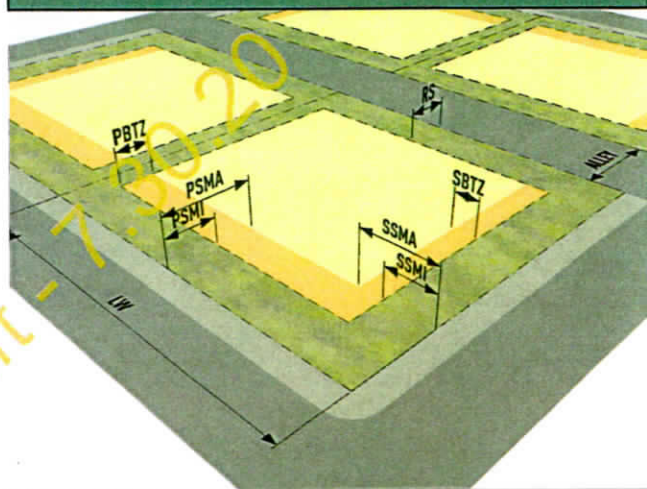
### Low-Rise Dwelling

A building that accommodates 5 or more dwelling units vertically and horizontally integrated and are 3 stories tall or less.

### 4.16.7.1 Lot



### 4.16.7.2 Placement



#### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

#### b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	20'
<b>LW</b>	Lot Width (max)	40'

#### a. Building Setbacks

<b>PSMI, PSMA</b>	Primary Street (min/max)	5'/15'
<b>SSMI, SSMA</b>	Side street (min/max)	5'/10'
<b>RS</b>	Rear (min/max)	30'/36'

#### b. Build-to Zone (BTZ)

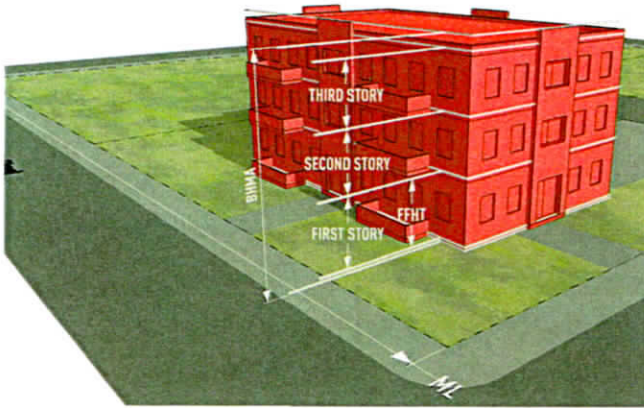
<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	70%
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#### c. Parking Location

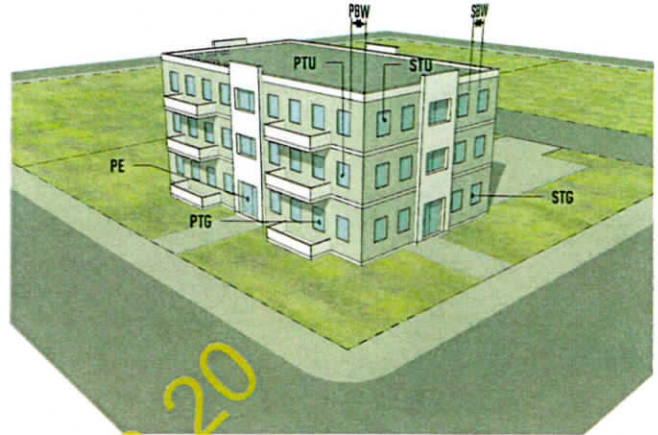
<b>PZ</b>	On site parking in rear of building
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4.16.6 Low-Rise Dwelling

4.16.7.3 Height and Mass



4.16.7.4 Activation



a. Building Height

<b>BHMA</b>	Building Height (max)	3 stories / 40'
<b>A</b>	Accessory structure	None
<b>General Note</b>	Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.	

b. Story Height

<b>FFHT</b>	First Floor (min)	12'
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c. Massing Length

<b>ML</b>	Number of buildings permitted in any one row (max)	Entire Block
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a. Transparency

<b>PTG,STG</b>	Ground Story, primary/side (min)	70%
<b>PTU,STU</b>	Upper Story street facing facade (min)	20%

b. Pedestrian Access

<b>PE</b>	Entrance facing primary street (each ground floor unit)	Required
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c. Building Elements Required

Porch	No
Stoop	No
Balcony	Optional
Awning/Canopy	Yes
Forecourt	Optional

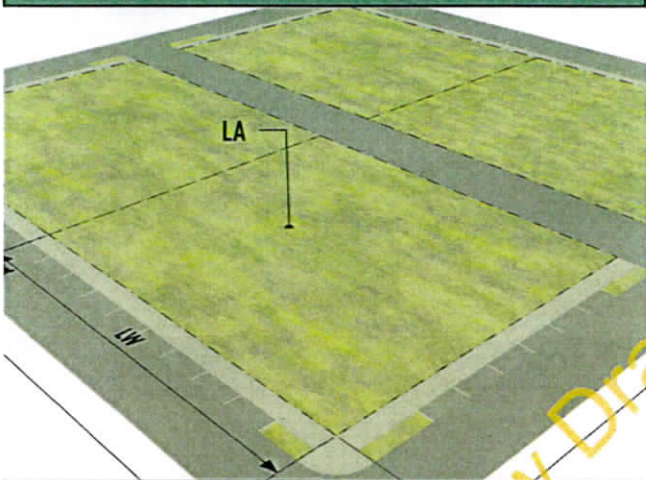
## 4.16.8 Mid-Rise Dwelling



### Mid-Rise Dwelling

A building that accommodates multiple dwelling units including condominiums and hotels, vertically and horizontally integrated, typically 4-5 stories tall.

## 4.16.7.5 Lot



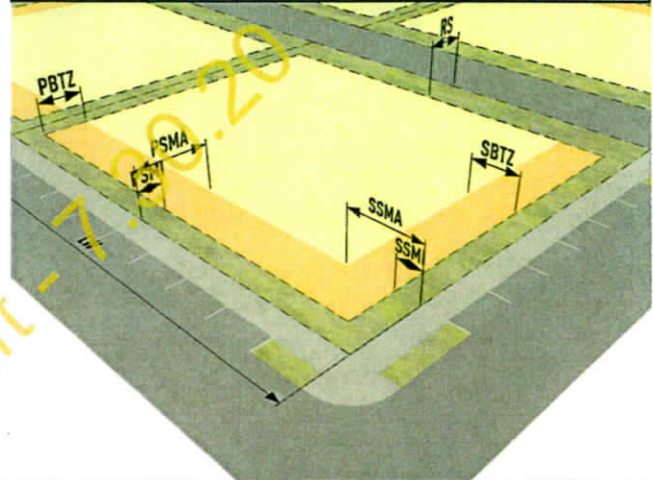
### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	200'/240'

### b. Lot Dimensions

<b>LA</b>	Lot area (min)	n/a
<b>LW</b>	Lot Width (min)	50'
<b>LW</b>	Lot Width (max)	120'

## 4.16.7.6 Placement



### a. Building Setbacks

<b>PSMI,PSMA</b>	Primary Street (min/max)	20'/30'
<b>SSMI,SSMA</b>	Side street (min/max)	15'/20'
<b>RS</b>	Rear (min/max)	30'/36'

### b. Build-to Zone (BTZ)

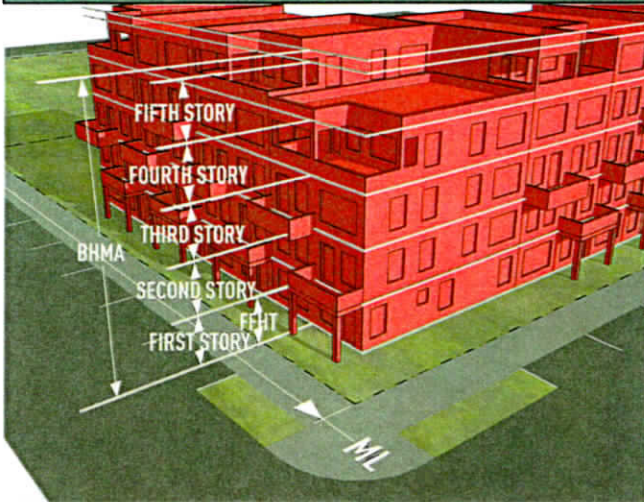
<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	50%
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### c. Parking Location

<b>PZ</b>	On site parking in rear of building
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4.16.6 Mid-Rise Dwelling

4.16.8.1 Height and Mass



a. Building Height

BHMA	Building Height (max)	5 stories / 65'
A	Accessory structure	None

**General Note** Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.

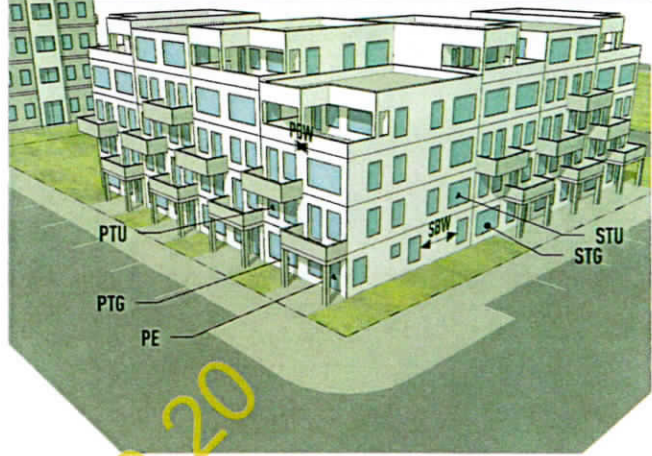
b. Story Height

FFHT	First Floor (min)	12'
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c. Massing Length

ML	Number of buildings permitted in any one row (max)	n/a
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4.16.8.2 Activation



a. Transparency

PTG, STG	Ground Story, primary/side (min)	70%
PTU, STU	Upper Story street facing facade (min)	70%

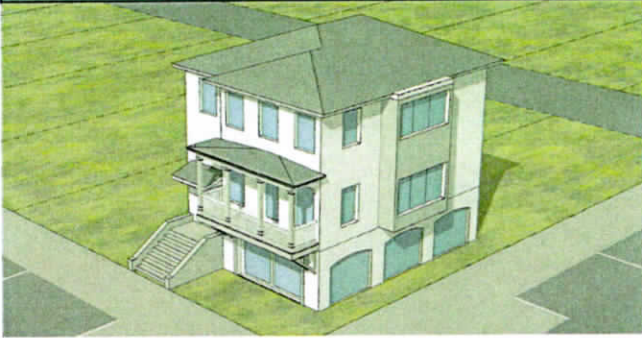
b. Pedestrian Access

PE	Entrance facing primary street (each ground floor unit)	Required
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c. Building Elements Required

Porch	No
Stoop	No
Balcony	Optional
Awning/Canopy=	Yes
Forecourt	Yes

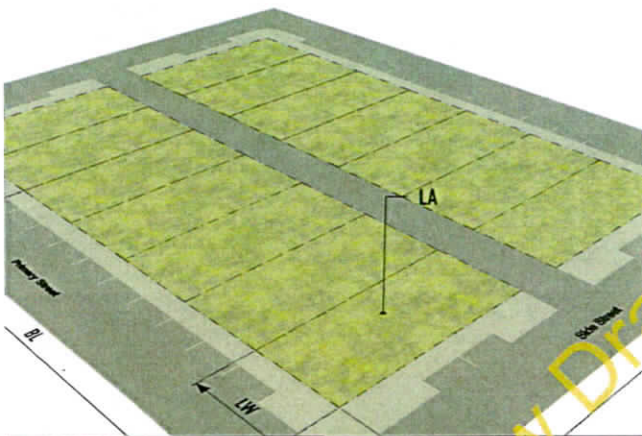
## 4.16.9 Townhome



### Townhome Dwelling

A building type that accommodates 2 or more dwelling units where each unit is separated vertically by a common side wall. Units cannot be vertically mixed.

## 4.16.8.4 Lot



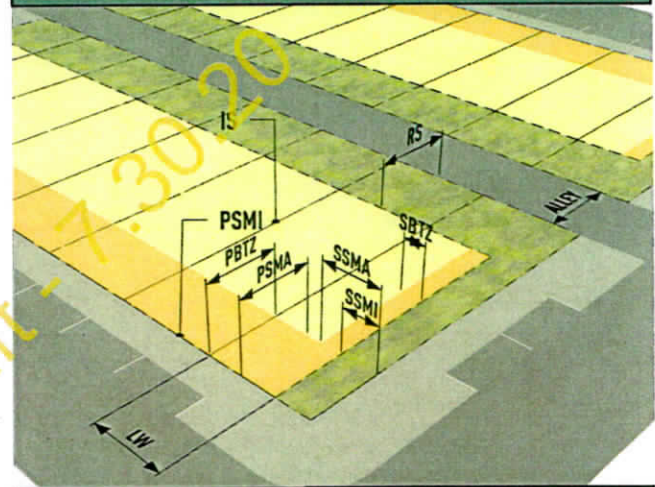
### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

### b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	25'
<b>LW</b>	Lot Width (max)	35'

## 4.16.8.3 Placement



### a. Building Setbacks

<b>PSMI,PSMA</b>	Primary Street (min/max)	5'/10'
<b>SSMI,SSMA</b>	Side street (min/max)	5'/8'
<b>RS</b>	Rear (min/max)	25'/35'

### b. Build-to Zone (BTZ)

<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	0%
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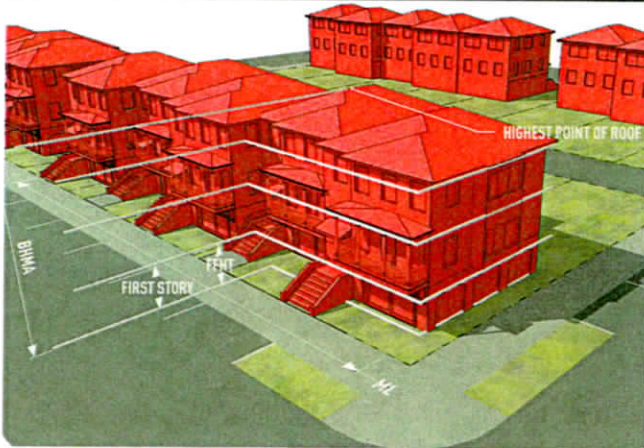
### c. Parking Location

<b>PZ</b>	On site parking in rear of building
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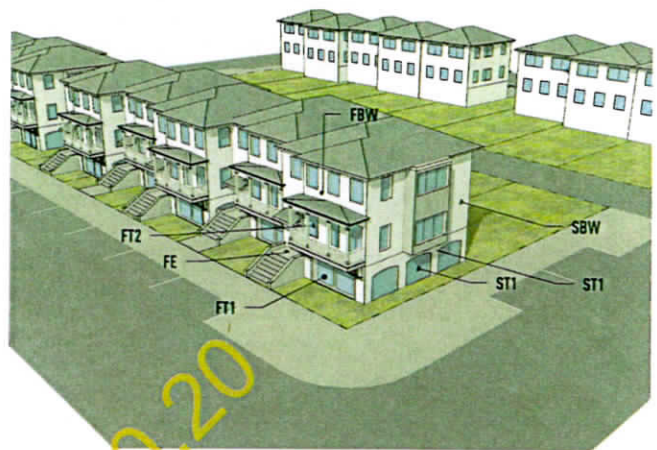


4.16.6 Townhome

4.16.9.2 Height and Mass



4.16.9.1 Activation



a. Building Height

BHMA	Building Height (max)	3 stories / 40'
A	Accessory structure	None
General Note	Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.	

b. Story Height

FFHT	First Floor (min)	12'
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c. Massing Length

ML	Number of buildings permitted in any one row (max)	6
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a. Transparency

PTG,STG	Ground Story, primary/side (min)	50%
PTU,STU	Upper Story street facing facade (min)	50%

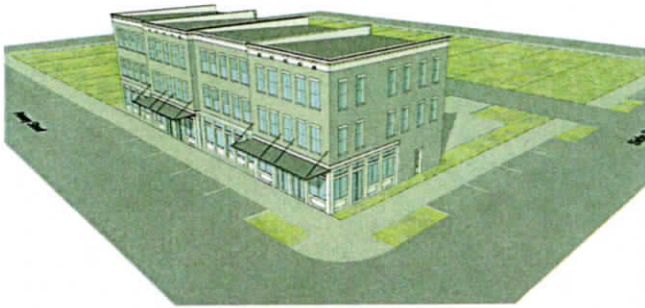
b. Pedestrian Access

PE	Entrance facing primary street (each ground floor unit)	Required
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c. Building Elements Required

Porch	Yes
Stoop	Yes
Balcony	No
Awning/Canopy	No
Forecourt	No

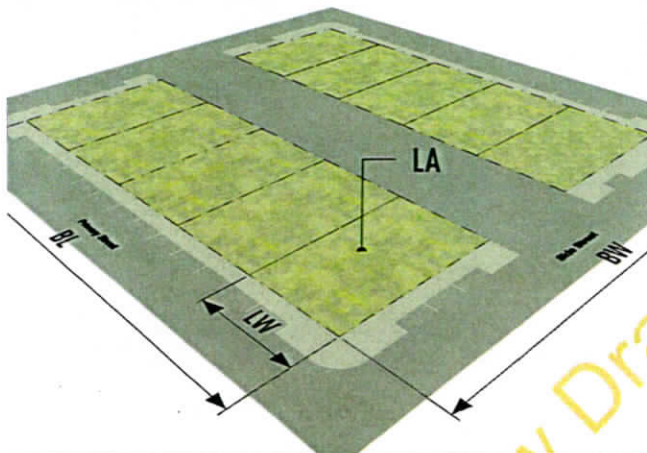
## 4.16.10 Live-Work Attached Building



### Live Work - Attached

A building comprised of attached studio or loft units consisting of both a commercial/office and a residential component that is occupied by the same resident. The live/work unit shall be the primary dwelling of the occupant. Multiple units are attached and share a common wall.

## 4.16.9.3 Lot



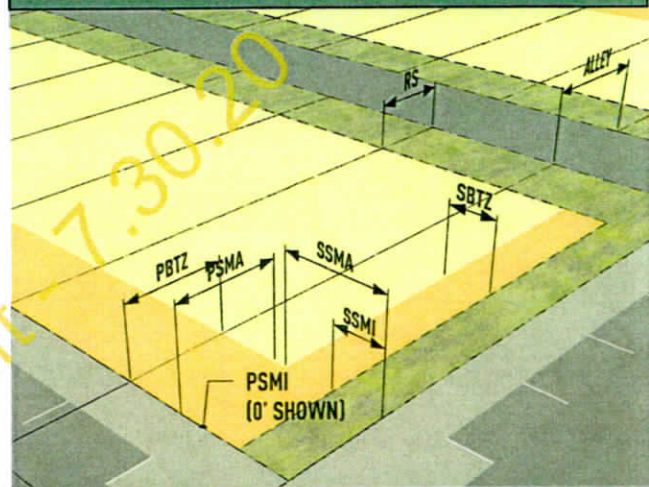
### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

### b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	25'
<b>LW</b>	Lot Width (max)	35'

## 4.16.9.4 Placement



### a. Building Setbacks

<b>PSMI, PSMA</b>	Primary Street (min/max)	5'/10'
<b>SSMI, SSMA</b>	Side street (min/max)	5'/8'
<b>RS</b>	Rear (min/max)	25'/35'

### b. Build-to Zone (BTZ)

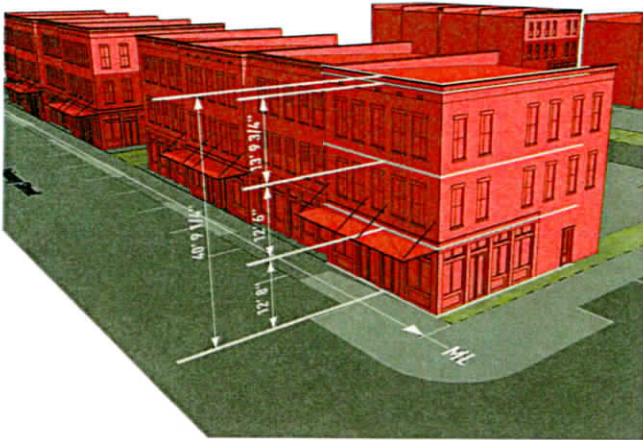
<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	0%
------------	---	----

### c. Parking Location

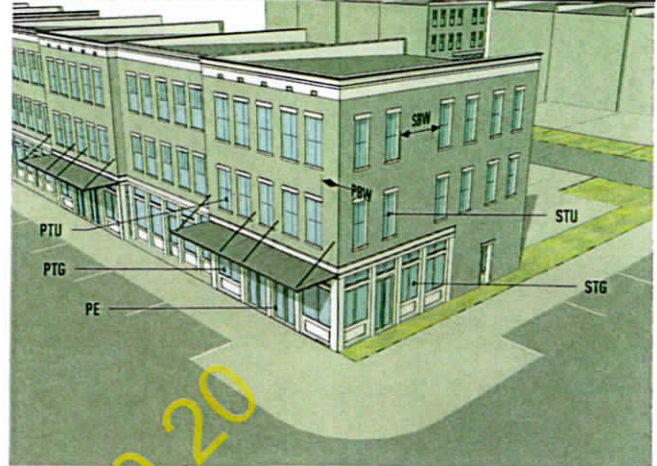
<b>PZ</b>	On site parking in rear of building
-----------	-------------------------------------

4.16.6 Live-Work Attached Building

4.16.10.1 Height and Mass



4.16.10.2 Activation



a. Building Height

BHMA	Building Height (max)	3 stories / 40'
A	Accessory structure	None
General Note	Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.	

b. Story Height

FFHT	First Floor (min)	n/a
------	-------------------	-----

c. Massing Length

ML	Number of buildings permitted in any one row (max)	6
----	--	---

a. Transparency

PTG,STG	Ground Story, primary/side (min)	50%
PTU,STU	Upper Story street facing facade (min)	50%

b. Pedestrian Access

PE	Entrance facing primary street (each ground floor unit)	Required
----	---	----------

c. Building Elements Required

Porch	Yes
Stoop	Yes
Balcony	Optional
Awning/Canopy	Required
Forecourt	No

# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

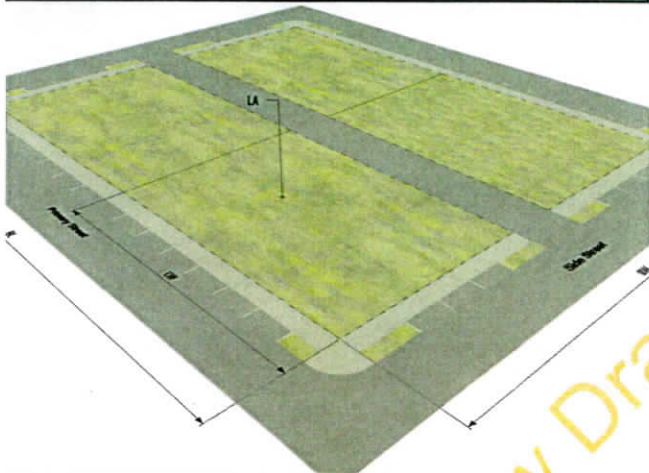
## 4.16.11 Live-Make Attached Building



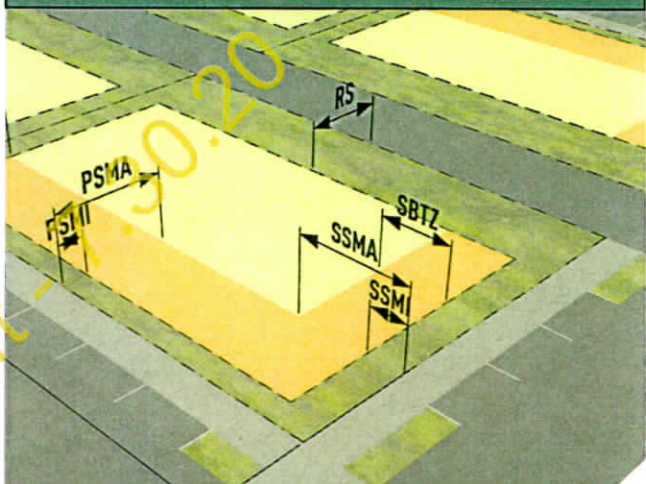
### Live Make - Attached

A building comprised of 4 or more attached units consisting of commercial, office, manufacturing or repair and a residential component that is occupied by the same resident. The live/make unit shall be the primary dwelling of the occupant. Multiple units are attached and share a common wall.

### 4.16.11.1 Lot



### 4.16.11.2 Placement



#### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

#### b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	25'
<b>LW</b>	Lot Width (max)	35'

#### a. Building Setbacks

<b>PSMI,PSMA</b>	Primary Street (min/max)	5'/10'
<b>SSMI,SSMA</b>	Side street (min/max)	5'/8'
<b>RS</b>	Rear (min/max)	25'/35'

#### b. Build-to Zone (BTZ)

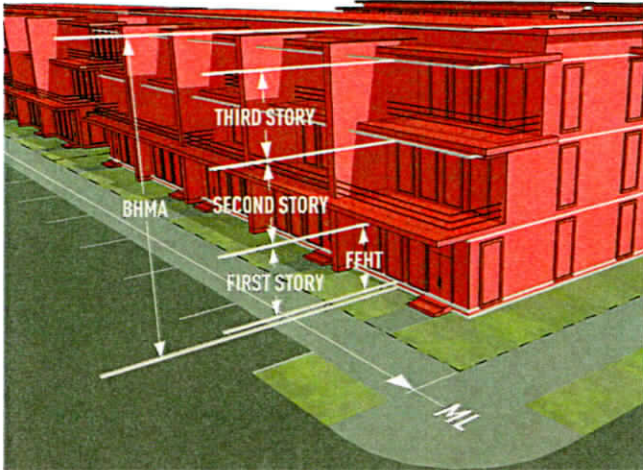
<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	0%
------------	---	----

#### c. Parking Location

<b>PZ</b>	On site parking in rear of building
-----------	-------------------------------------

4.16.6 Live-Make Attached Building

4.16.11.3 Height and Mass



a. Building Height

BHMA	Building Height (max)	3 stories / 40'
A	Accessory structure	None

**General Note** Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.

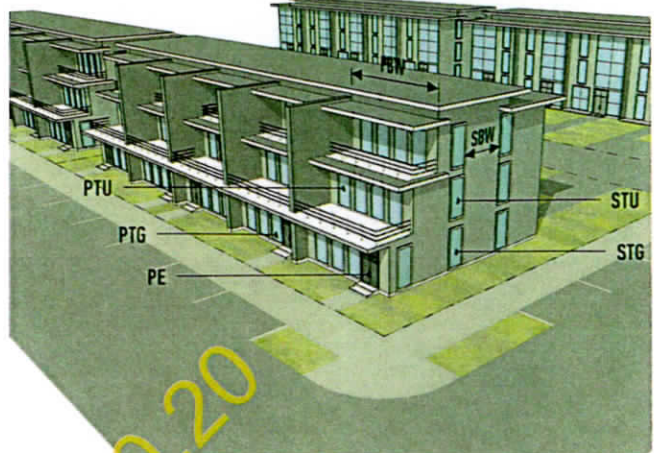
b. Story Height

FFHT	First Floor (min)	n/a
------	-------------------	-----

c. Massing Length

ML	Number of buildings permitted in any one row (max)	6
----	--	---

4.16.11.4 Activation



a. Transparency

PTG,STG	Ground Story, primary/side (min)	50%
PTU,STU	Upper Story street facing facade (min)	50%

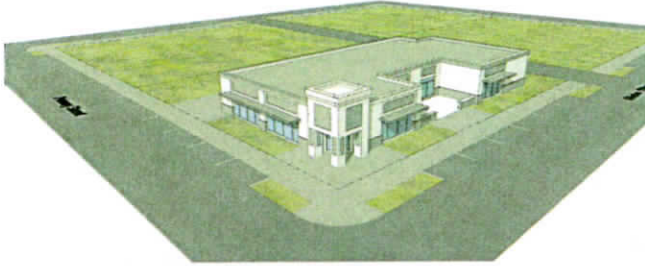
b. Pedestrian Access

PE	Entrance facing primary street (each ground floor unit)	Required
----	---	----------

c. Building Elements Required

Porch	Yes
Stoop	Yes
Balcony	No
Awning/Canopy	No
Forecourt	No

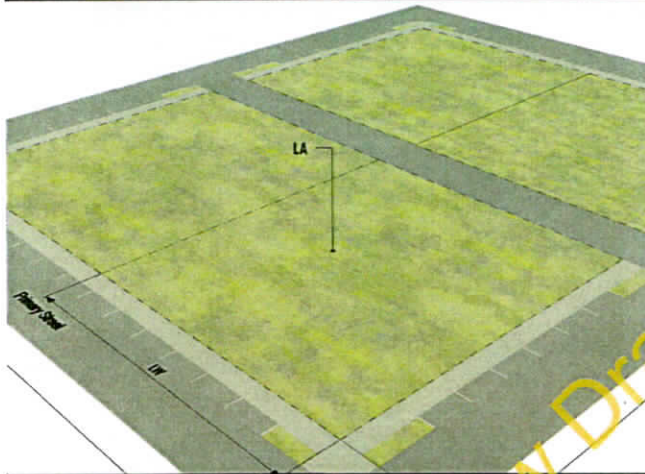
## 4.16.12 Single Story Shopfront



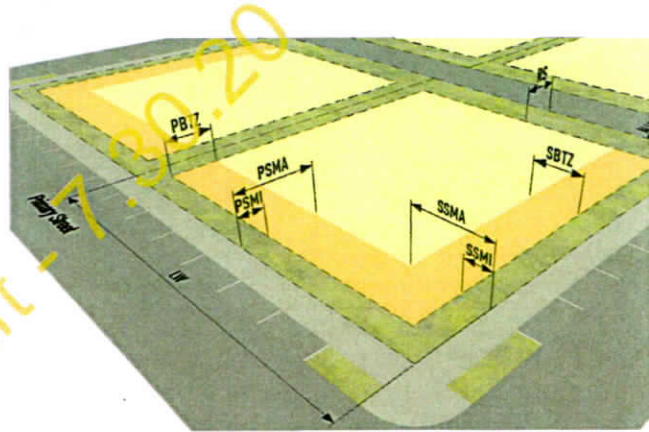
### Shopfront - Single-Story

A single-story building that typically accommodates retail, restaurant or commercial uses.

### 4.16.12.1 Lot



### 4.16.12.2 Placement



#### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

#### b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	25'
<b>LW</b>	Lot Width (max)	35'

#### a. Building Setbacks

<b>PSMI,PSMA</b>	Primary Street (min/max)	5'/10'
<b>SSMI,SSMA</b>	Side street (min/max)	5'/8'
<b>RS</b>	Rear (min/max)	25'/35'

#### b. Build-to Zone (BTZ)

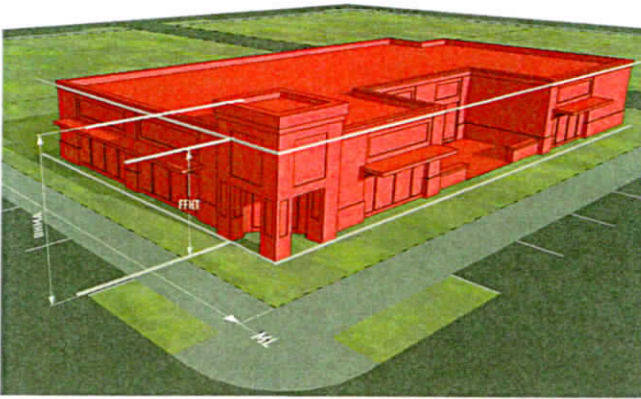
<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	0%
------------	---	----

#### c. Parking Location

<b>PZ</b>	On site parking in rear of building
-----------	-------------------------------------

## 4.16.6 Single Story Shopfront

### 4.16.12.3 Height and Mass



#### a. Building Height

<b>BHMA</b>	Building Height (max)	35'
<b>A</b>	Accessory structure	None

**General Note** Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.

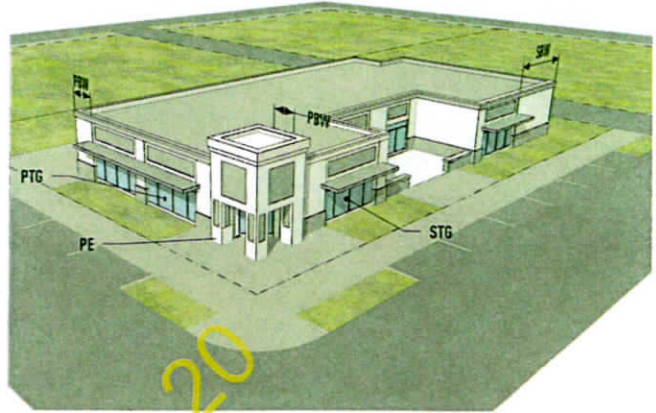
#### b. Story Height

<b>FFHT</b>	First Floor (min)	12'
-------------	-------------------	-----

#### c. Massing Length

<b>ML</b>	Number of buildings permitted in any one row (max)	n/a
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### 4.16.12.4 Activation



#### a. Transparency

<b>PTG,STG</b>	Ground Story, primary/side (min)	50%
<b>PTU,STU</b>	Upper Story street facing facade (min)	50%

#### b. Pedestrian Access

<b>PE</b>	Entrance facing primary street	Required
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#### c. Building Elements Required

Porch	No
Stoop	Yes
Balcony	No
Awning/Canopy	Yes
Forecourt	Optional

# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

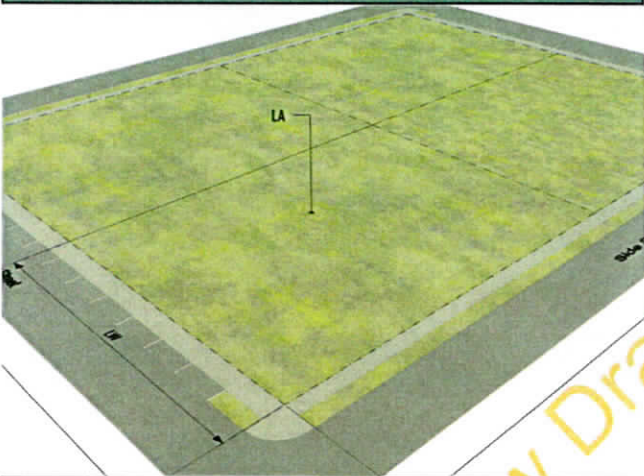
## 4.16.13 Office Showroom Warehouse Building



### Office Showroom Warehouse

A commercial or industrial building that offers a multi-purpose work space, typically with separate manufacturing, warehouse

### 4.16.13.1 Lot



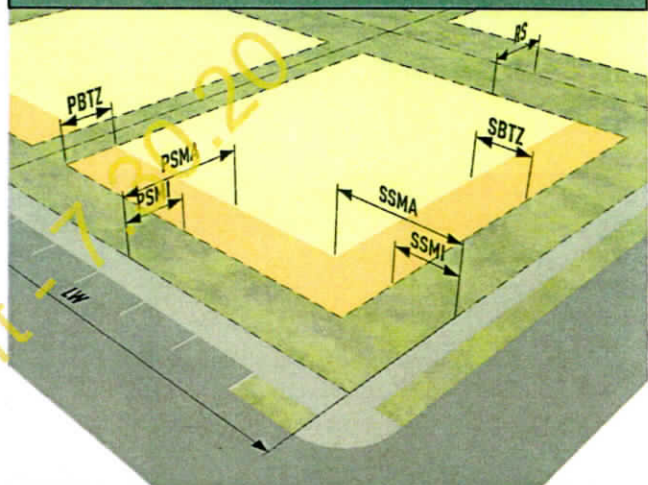
#### a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

#### b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	25'
<b>LW</b>	Lot Width (max)	35'

### 4.16.13.2 Placement



#### a. Building Setbacks

<b>PSMI,PSMA</b>	Primary Street (min/max)	5'/10'
<b>SSMI,SSMA</b>	Side street (min/max)	5'/8'
<b>RS</b>	Rear (min/max)	25'/35'

#### b. Build-to Zone (BTZ)

<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	0%
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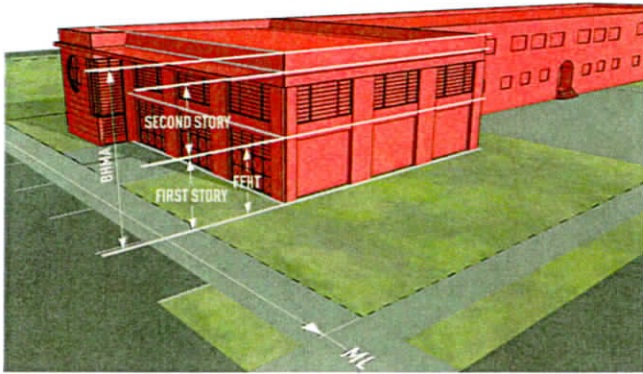
#### c. Parking Location

<b>PZ</b>	On site parking in rear of building
-----------	-------------------------------------

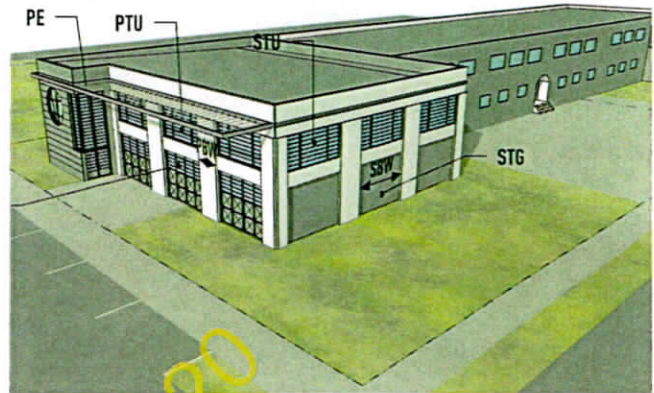


4.16.6 Office Showroom Warehouse Building

4.16.13.3 Height and Mass



4.16.13.4 Activation



a. Building Height

BHMA	Building Height (max)	40'
A	Accessory structure	None

**General Note** Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.

b. Story Height

FFHT	First Floor (min)	n/a
------	-------------------	-----

c. Massing Length

ML	Number of buildings permitted in any one row (max)	n/a
----	--	-----

a. Transparency

PTG,STG	Ground Story, primary/side (min)	50%
PTU,STU	Upper Story street facing facade (min)	50%

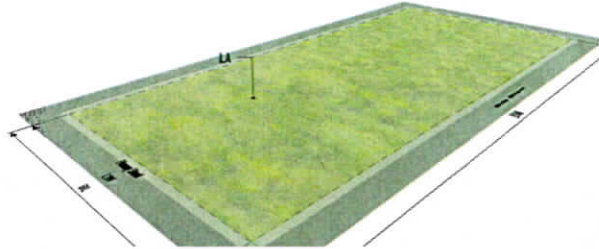
b. Pedestrian Access

PE	Entrance facing primary street	Required
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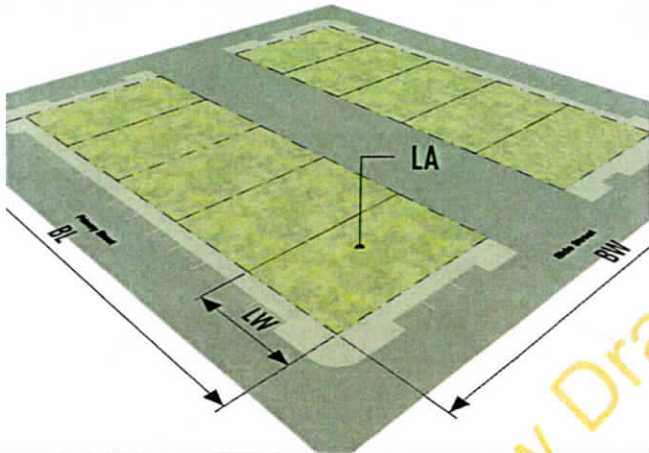
c. Building Elements Required

Porch	No
Stoop	No
Balcony	No
Awning/Canopy	Yes
Forecourt	No

4.16.14 Water-Based Recreation Building



4.16.14.1 Lot



a. Block Dimensions

<b>BL</b>	Block Length (min/max)	400'/600'
<b>BW</b>	Block Width (min/max)	160'/180'

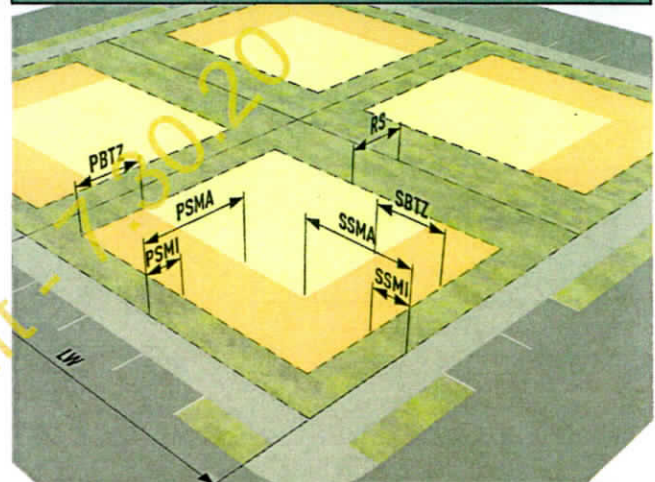
b. Lot Dimensions

<b>LA</b>	Lot area (min)	3000 sf
<b>LW</b>	Lot Width (min)	25'
<b>LW</b>	Lot Width (max)	35'

Water-Based Recreation

A building type that typically accommodates a range of uses commonly associated with water based recreation including boat launch, boat storage and bait and tackle shop

4.16.14.2 Placement



a. Building Setbacks

<b>PSMI,PSMA</b>	Primary Street (min/max)	5'/10'
<b>SSMI,SSMA</b>	Side street (min/max)	5'/8'
<b>RS</b>	Rear (min/max)	25'/35'

b. Build-to Zone (BTZ)

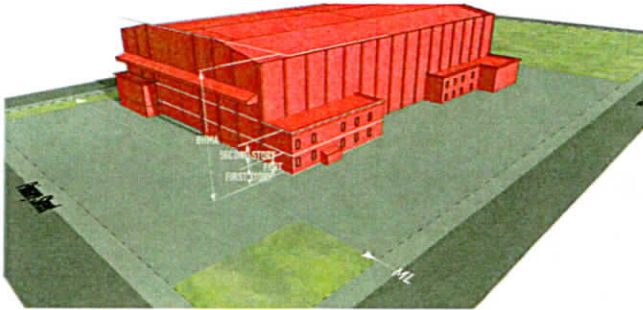
<b>BTZ</b>	Facade required in front BTZ (min % of lot width)	0%
------------	---	----

c. Parking Location

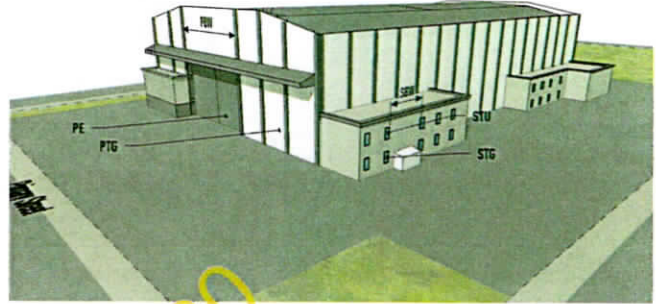
<b>PZ</b>	On site parking
-----------	-----------------

4.16.6 Water-Based Recreation Building

4.16.14.3 Height and Mass



4.16.14.4 Activation



a. Building Height

<b>BHMA</b>	Building Height (max)	3 stories / 40'
<b>A</b>	Accessory structure	None

**General Note** Where impacted by the flood zone, number of stories and building height shall be measured from finished floor elevation of the lowest floor above the 100 year flood elevation.

b. Story Height

<b>FFHT</b>	First Floor (min)	n/a
-------------	-------------------	-----

c. Massing Length

<b>ML</b>	Number of buildings permitted in any one row (max)	n/a
-----------	--	-----

a. Transparency

<b>PTG,STG</b>	Ground Story, primary/side (min)	50%
<b>PTU,STU</b>	Upper Story street facing facade (min)	50%

b. Pedestrian Access

<b>PE</b>	Entrance facing primary street	n/a
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c. Building Elements Required

Porch	No
Stoop	No
Balcony	No
Awning/Canopy	No
Forecourt	No

## 4.16.15 Building and Land Use

1. Building and land use for the Town Center is indicated on the Table of Uses in Section 4.21.
2. Apartment units are limited to 25 percent of the maximum unit density permitted in the Town-home Subdistrict.

## 4.16.16 Parking Standards

Uses within the Town Center District shall be exempt from the parking standards set out in Section 8.2. However, a parking plan shall be submitted demonstrating parking sufficient to accommodate the needs of the proposed development and conforming to parking standards set out in each building type specification.

## 4.16.17 Landscaping and Screening

Landscaping and screening shall conform to the landscape design standards in the Diamondhead Zoning Ordinance.

## 4.16.18 Signage

A common sign plan shall be submitted for all proposed developments within the Town Center District and upon approval, signs shall conform to that plan.

The applicant must propose standards of consistency of all signs in the district related to the following elements:

1. Letter/graphics style
2. Location of each sign
3. Materials used in sign construction; and
4. Maximum dimensions and proportion.

Signs shall conform to the overall dimensional and placement requirements of the Diamondhead sign ordinance.

## 4.16.19 Street Types in the TCFB District

Street frontage conditions are integral to the overall

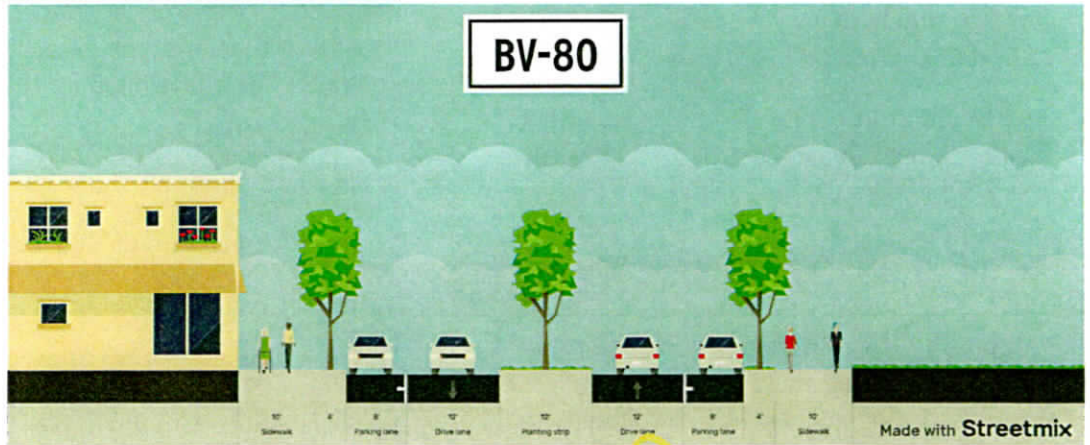
purposes of the Diamondhead Town Center District. Street types with specific design standards have been identified to help achieve, support and reinforce the intended character of the district. Six specific street types have been developed for this purpose. These street types are:

1. Boulevard with 80' ROW (BV-80)
2. Town Center with 60' ROW (TC-60)
3. Town Center with 55' ROW (TC-55)
4. Town Center with 50' ROW (TC-50)
5. Social Street with 50' ROW (SS-50)
6. Local Street with 50' ROW (LS-50)

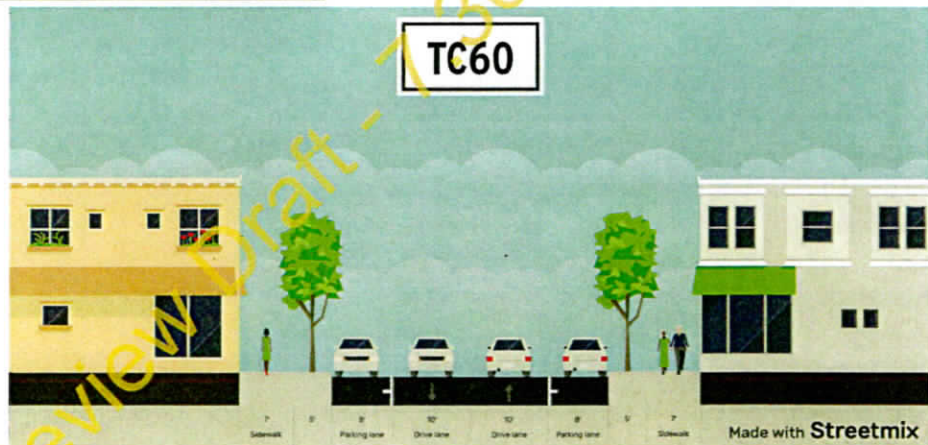
## 4.16.20 Application of Street Types

Street types shall be constructed as indicated on the Town Center District Regulating Plan (see section 4.16.4.1).

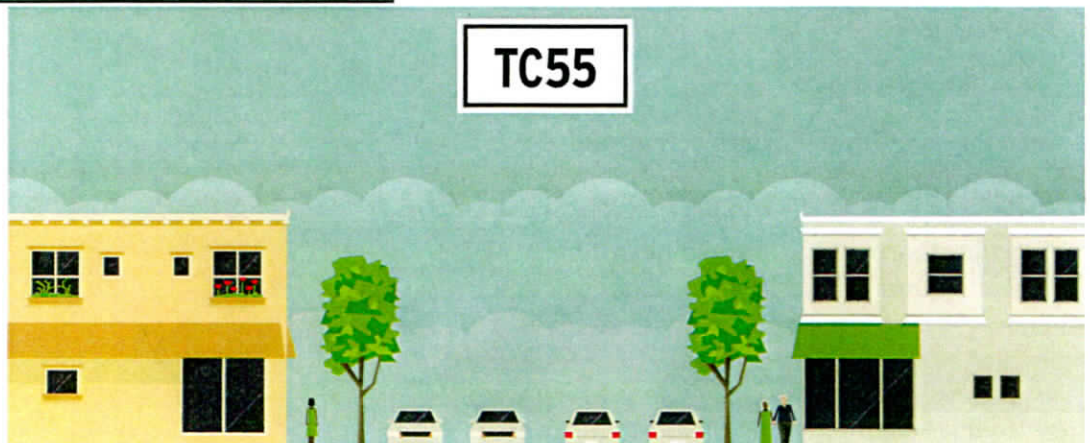
4.16.20.3 BV - 80 Street Type



4.16.20.2 TC - 60 Street Type



4.16.20.1 TC - 55 Street Type

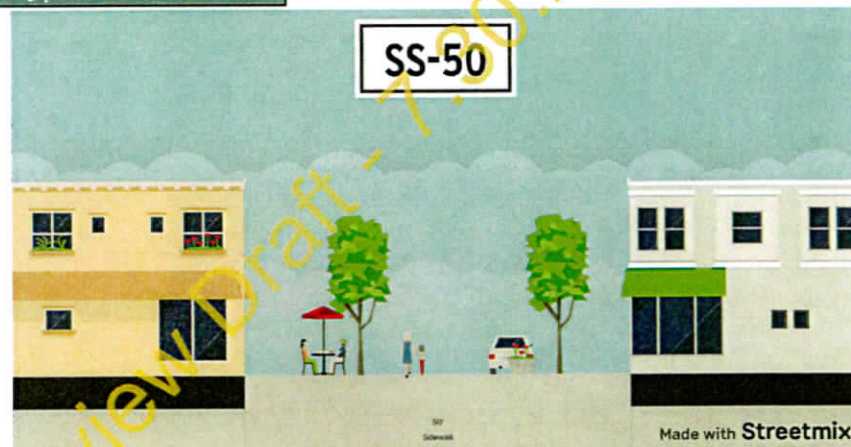


# DIAMONDHEAD TOWN CENTER DISTRICT - DRAFT

## 4.16.20.6 TC - 50 Street Type



## 4.16.20.4 SS-50 Street Type



## 4.16.20.5 LS - 50 Street Type

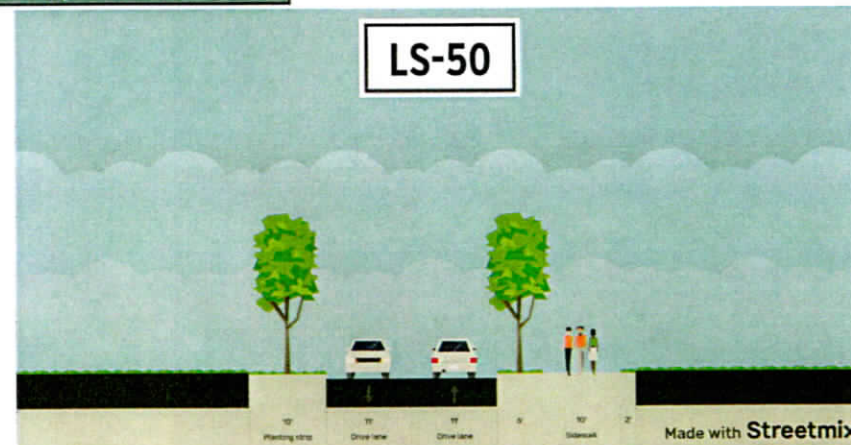


Table 4.21 Proposed Uses for the Town Center District

	Uses	Town Center District			
		TGMU	TCLM	TCTH	TCWF
	■ By Right; □ Conditional Use; ○ Planning Commission Review				
1	Agricultural Use (General)	-	-	-	-
2	Residential Uses				
3	Single-family unit				
4	Two-family units (duplex)				
5	Multi-family units (apartment)				
6	Condominium units				
7	Townhouse unit				
8	Zero lot line unit (patio homes)				
9	Manufactured homes				
10	(single wide)				
11	(double wide)				
12	Manufactured home park or subdivision				
13	Modular home				
14	Accessory structure	-	-	-	-
15	Other Non-Residential uses	-	-	-	-
16	Adult bookstores 1,2, 3, 4	-	-	-	-
17	Adult live entertainment 1,2, 3, 4, 5	-	-	-	-
18	Adult theaters 1,2, 3, 4	-	-	-	-
19	Adult novelty stores 1,2, 3, 4	-	-	-	-
20	Adult video stores 1,2, 3, 4	-	-	-	-
21	Air products/sales and storage	-	-	-	-
22	Ambulance facility	○	-	-	-
23	Ambulance service	○	-	-	-
24	Amusement center (indoors)	○	-	-	-
25	Amusement facilities (outdoors)	-	-	-	-
26	(water parks)	-	-	-	-
27	Animal clinics/hospital	□	-	-	-
28	Antique shops	■	-	-	-
29	Appliance stores	■	-	-	-
30	Art studios, galleries, and museums	■	■	-	-
31	Arts crafts and hobby shops	■	■	-	-
32	Assisted living facility	□	-	-	-
33	Auction business/yard	-	-	-	-
34	Auditorium/civic center	■	-	-	-
35	Automated teller machine	-	-	-	-
36	Automobile and truck laundry (including steam cleaning)	-	-	-	-
37	Auto body shop	-	-	-	-
38	Auto dealership (new car)	-	-	-	-
39	Auto dealership (used car)	-	-	-	-
40	Auto filling station 11	-	-	-	-
41	Auto parts stores	□	-	-	-
42	Auto repair garages	-	-	-	-
43	Auto storage (parking and rental, etc.)	-	-	-	-
44	Bakery (retail)	■	-	-	-
45	Bank	■	-	-	-
46	Baseball park and stadium	-	-	-	-
47	Beauty and barber shops	■	■	-	-
48	Beauty supply	■	■	-	-
49	Bed and breakfast	□	-	□	-
50	Bicycle shops/sales	■	-	-	-
51	Bingo parlors (commercial, not churches)	-	-	-	-
52	Blueprint shop or similar	■	-	-	-
53	Boarding houses, rooming, or group home. (not hotels or motels)	-	-	-	-
54	Boat building company	-	-	-	-
55	Boat sales/service	-	-	-	-
56	Book stores	■	-	-	-
57	Bowling alley	□	-	-	-
58	Bowling alley w/lounge 1,2,3,4,5	□	-	-	-
59	Brewery	■	-	-	-
60	Building material products and supplies	-	-	-	-
61	Business machine sales/service	■	-	-	-
62	Business schools, other schools	□	-	-	-
63	Butane, propane storage/sales	-	-	-	-
64	Cabinet shop, including furniture refinishing	-	-	-	-
65	Camera and photo shops (not including photography studio)	■	-	-	-
66	Candy store w/w.o. manufacturing	■	-	-	-

Table 4.21 Proposed Uses for the Town Center District

	Uses	Town Center District			
		TCMU	TCLM	TCTH	TCWF
67	Car wash (all types)	-	-	-	-
68	Carnival/circus locations (temporary)	-	-	-	-
69	Casino gaming	-	-	-	-
70	Catering establishments	○	-	-	-
71	Cemeteries, mausoleums	-	-	-	-
72	Churches and facilities 8	■	-	-	-
73	City municipal building and facilities	■	-	-	-
74	Civic, cultural or community center	■	-	-	-
75	Commercial laundry facilities (including linen supply)	-	-	-	-
76	Computer store and services	■	-	-	-
77	Construction business office (no storage or equipment or materials)	■	-	-	-
78	Contractors yard (storage and warehouse)	-	-	-	-
79	Convenience stores (w/w.o. gas)	-	-	-	-
80	Convention center or similar	□	-	-	-
81	Correctional facilities	-	-	-	-
82	Dance studio and similar	■	■	-	-
83	Data processing	■	-	-	-
84	Day care centers or similar 16	□	-	-	-
85	Delicatessens	■	-	-	-
86	Department or discount stores	□	-	-	-
87	Diesel engine repair, etc.	-	-	-	-
88	Dog pound/kennel	-	-	-	-
89	Dress making, tailor shops	■	■	-	-
90	Drive-in banks and similar	-	-	-	-
91	Drive-in restaurants	-	-	-	-
92	Drug store, pharmacies	■	-	-	-
93	Dry cleaning facilities (drop off/pick up)	■	-	-	-
94	Dry goods store	-	-	-	-
95	Electric substations	-	-	-	-
96	Equipment & miscellaneous rental shop	-	-	-	-
97	Fairgrounds and rec. facilities	-	-	-	-
98	Farm supply stores (including equipment)	-	-	-	-
99	Farmers market	■	■	-	-
100	Feed and seed store or similar (no outside storage)	-	-	-	-
101	Financial institutions	■	-	-	-
102	Fire and police stations	-	-	-	-
103	Fix it shops	□	-	-	-
104	Fixture stores	■	□	-	-
105	Floor covering showrooms/sales	■	□	-	-
106	Floor covering w/warehouse	-	□	-	-
107	Florist shops (no greenhouses or nurseries)	■	-	-	-
108	Fraternal club	-	-	-	-
109	Freight depot	-	-	-	-
110	Frozen food plant	-	-	-	-
111	Fruit and vegetable sales (fruit stand)	○	-	-	-
112	Funeral homes, mortuary, undertaking establishment	■	-	-	-
113	Furniture store	■	□	-	-
114	Gas regulator stations	-	-	-	-
115	General business office	■	-	-	-
116	Gift shops	■	-	-	-
117	Glass sales/service	-	□	-	-
118	Golf course and driving range (excluding miniature golf)	-	-	-	-
119	Greenhouse and plant nurseries	-	□	-	-
120	Grocery stores/supermarket	■	-	-	-
121	Grocery stores/supermarket (including the sale of gasoline)	-	-	-	-
122	Hardware store (no outside storage)	■	-	-	-
123	Hardware store w/outside storage	-	-	-	-
124	Health clubs & fitness salons	■	-	-	-
125	Heavy machinery sales	-	-	-	-
126	Hospitals, sanitariums	-	-	-	-
127	Hotel, motel with accessory uses such as lounges and restaurants 1,2, 3, 4, 5	■	-	-	-
128	Ice cream, yogurt shop	■	-	-	-
129	Ice plant, including storage	-	-	-	-
130	Interior decorating	■	-	-	-
131	Jewelry stores (including repair of jewelry, watches, and clocks)	■	-	-	-

Review Draft 7/30/20



Table 4.21 Proposed Uses for the Town Center District

	Uses	Town Center District			
		TCMU	TCLM	TCTH	TCWF
132	Laboratory	□	□	-	-
133	Landscape garden sales and service	-	□	-	-
134	Laundromats	-	-	-	-
135	Laundry, linen supply, or diaper service	-	-	-	-
136	Lawnmower sales/service	-	-	-	-
137	Libraries	■	-	-	-
138	Liquor store 5	■	-	-	-
139	Locksmith	■	-	-	-
140	Lodge or assembly hall 10	○	-	-	-
141	Lumber sales (screened from public view)	-	-	-	-
142	Lumber yard, building materials	-	-	-	-
143	Machine shop	-	-	-	-
144	Machinery sales (new) 14	-	-	-	-
145	Machinery sales (used) 14	-	-	-	-
146	Machinery, tools, and construction equipment sales and service	-	-	-	-
147	Marble and stone sales	-	□	-	-
148	Marina w/accessory uses	-	-	-	■
149	Marine sales and services 14	-	-	-	■
150	Massage parlors or similar 1,2,3,4, 15	■	-	-	-
151	Meat processing	-	-	-	-
152	Medical and dental clinics	■	-	-	-
153	Medical and dental laboratories	□	-	-	-
154	Membership clubs	-	-	-	-
155	Metal sharpening, etc.	-	-	-	-
156	Millwork company	-	-	-	-
157	Miniature golf course	-	-	-	-
158	Mini warehouse or similar	-	-	-	-
159	Mobile food vendor	○	-	-	○
160	Mobile home sales and service 14	-	-	-	-
161	Moving and storage company	-	-	-	-
162	Music stores	-	-	-	-
163	Newspaper company or similar	□	-	-	-
164	Nightclub, bar or similar 1,2, 3, 4, 5	□	-	-	-
165	Nursing or personal care homes	-	-	-	-
166	Office supply stores	■	-	-	-
167	Optician	■	-	-	-
168	Paint and decorator store	■	-	-	-
169	Parking garage	■	-	-	-
170	Pawnshops	■	-	-	-
171	Personnel agencies	■	-	-	-
172	Pest control/exterminators	-	-	-	-
173	Pet stores	■	-	-	-
174	Picture and frame shop	■	-	-	-
175	Pier, dock, boat livery, boat launch area, and related recreational facilities	-	-	-	■
176	Plumbing shop	■	-	-	-
177	Pool halls 1,2,3,4,5	-	-	-	-
178	Printing, duplicating shop	■	■	-	-
179	Private parks and playgrounds (incidental to the immediate area)	■	■	■	■
180	Private pier, boathouse, slip, dock, wharf, boat launch and airplane hangar (accessory uses)	-	-	-	■
181	Professional offices	■	-	-	-
182	Public parking lots	□	-	-	-
183	Public parks/recreation facilities	■	■	■	■
184	Radio, TV, electronic repairs	○	○	-	-
185	Radio, cellular, TV towers, or similar	○	○	○	○
186	Recreational vehicle park	-	-	-	□
187	Rental, leasing, or subletting of properties for 30 days or less	○	○	○	○
188	Restaurant suppliers	-	-	-	-
189	Restaurant (no lounges)	■	□	-	■
190	Restaurant w/lounge 1,2,3,4,5	■	□	-	■
191	Riding academy	-	-	-	-
192	Rug cleaning	-	-	-	-
193	Schools (public)	□	□	-	-
194	School (private) 9	□	□	-	-
195	Seafood shops (retail)	■	-	-	-
196	Service station (no major repairs)	-	-	-	-

Review Draft 7.30.20

Table 4.21 Proposed Uses for the Town Center District

	Uses	Town Center District			
		TCMU	TCLM	TCTH	TCWF
197	Sewage disposal plant	-	-	-	-
198	Shoe repairs	■	-	-	-
199	Shoe shops (retail)	■	-	-	-
200	Shopping center or mall	-	-	-	-
201	Sign construction sales/service	-	-	-	-
202	Snowball stand	-	-	-	-
203	Sporting goods (including outside storage)	-	-	-	■
204	Sporting goods store, gun shop (no outside storage)	■	-	-	■
205	Studio 12	■	■	-	-
206	Sub-contracting business (electric, plumbing, head & air)	□	□	-	-
207	Tattoo parlor or shop 1,2, 3, 4	■	□	-	-
208	Telephone exchange 7	-	-	-	-
209	Theaters (indoors)	■	-	-	-
210	Tire sales/service	-	-	-	-
211	Toy store	■	-	-	-
212	Trade school	-	-	-	-
213	Trailer sales	-	-	-	-
214	Transit vehicle storage and servicing	-	-	-	-
215	Tree cutting service or similar	-	-	-	-
216	Upholstery shops	-	-	-	-
217	Urban bank (without outside storage)	-	-	-	-
218	Urban bank (with outside storage)	-	-	-	-
219	Utility structures	-	-	-	-
220	Variety stores	■	-	-	-
221	Vehicle storage lot (not salvage)	-	-	-	-
222	Vending machine business	-	-	-	-
223	Venetian blind and metal awning Fabricating and cleaning	-	-	-	-
224	Video stores	□	-	-	-
225	Warehouse/commercial use	-	□	-	-
226	Water distillation	-	-	-	-
227	Water or sewage pumping station	-	○	○	○
228	Water (elevated) storage facilities	○	-	-	○
229	Welding shops	-	-	-	-
230	Well drilling company	-	-	-	-
231	Wildlife sanctuary	-	-	-	-
232	Yacht club, w/w/o marina	-	-	-	-
233	YMCA, YWCA, and similar institutions	■	-	-	-
234	Technology Uses	-	-	-	-
235	Research, development and assembly of electronics related to aerospace, aviation, security or communication	■	■	-	-
236	Geospatial and other data collection, analysis and processes	■	■	-	-
237	Computer software development and simulation	■	■	-	-
238	Industrial Uses	-	-	-	-
239	Airports, heliports	-	-	-	-
240	Auto salvage business, including yard	-	-	-	-
241	Carting, express, crating, hauling, and storage	-	-	-	-
242	Gravel and similar, bulk storage	-	-	-	-
243	Industrial park (planned)	-	-	-	-
244	Landfill	-	-	-	-
245	Manufacturing and processing of goods and materials conducted indoors or outdoors or with outside storage. Limited to non-hazardous and non-explosive goods or materials	-	-	-	-
246	Manufacturing and processing of goods and materials conducted indoors with no outside storage. Limited to non-hazardous and non-explosive goods or materials	-	□	-	-
247	Mineral extraction, including oil drilling	-	-	-	-
248	Roofing and sheet metal shop	-	-	-	-
249	Truck fleet maintenance etc.	-	-	-	-
250	Truck terminals	-	-	-	-
251	Warehouse storage and sales	-	□	-	-
252	Wholesale distribution center	-	-	-	-

Review Draft 7.30.20