



**Notice of Special Joint Public Meeting:
City Council, Planning & Zoning, and
Montgomery Economic Development Corporation
December 09, 2024 at 6:00 PM**

NOTICE IS HEREBY GIVEN that a **Special Joint Public Meeting: City Council, Planning & Zoning, and Montgomery Economic Development Corporation** will be held on **Monday, December 09, 2024, at 6:00 PM** at the City of Montgomery City Hall, 101 Old Plantersville Road, Montgomery, Texas.

THIS MEETING WAS POSTED PURSUANT TO THE TEXAS OPEN MEETING ACT
V.T.C.A. GOVERNMENT CODE CHAPTER 551.

Members of the public may view the meeting live on the City's website under Agenda/Minutes and then select **Live Stream Page (located at the top of the page)**. The meeting will be recorded and uploaded to the City's website.

CALL TO ORDER

INVOCATION

PLEDGES OF ALLEGIANCE

PUBLIC FORUM

The Special Joint Meeting will receive comments from the public on any matters within the jurisdiction of the City of Montgomery, Texas. Speakers will be limited to three (3) minutes each. Persons wishing to participate (speak) during the Public Forum portion of the meeting must sign-in to participate prior to the meeting being called to order. Please note that discussion, if any, or subjects for which public notice has not been given, are limited to statements of specific factual responses and recitation of existing policy.

SPECIAL AGENDA

All items on the Special Agenda are for discussion and/or action. The City Council for the City of Montgomery reserves the right to adjourn into executive session at any time during the course of this meeting to discuss any of the matters listed below, as authorized by the Texas Government Code Sections 551.071 (Consultation with Attorney), 551.072 (Deliberations about Real Property), 551.073 (Deliberation Regarding Prospective Gifts), 551.074 (Personnel Matters), 551.076 (Deliberations regarding Security Devices), and 551.087 (Deliberation regarding Economic Development Negotiations).

- 1.** Presentation by Kendig Keast Collaborative on the Unified Development Ordinance.
- 2.** Presentation by Kendig Keast Collaborative on the Montgomery, TX Concept Design Principles.

ADJOURNMENT

I, Ruby Beaven, City Secretary, the Undersigned Authority, do hereby certify that this notice of meeting was posted on the website and bulletin board at City Hall of the City of Montgomery, Texas, a place convenient and readily accessible to the general public at all times. This notice was posted at said locations on the following date and time: November 26, 2024 by 4:00 p.m. and remained so posted continuously for at least 72 hours preceding the scheduled time of said meeting.

/s/ Ruby Beaven

City Secretary

This facility is wheelchair accessible and accessible parking spaces are available. Please contact the City Secretary's office at 936-597-6434 for further information or for special accommodation.

Unified Development Ordinance

*Interim Ordinance Workshop
November 19, 2024*



Today's Agenda

★ Project Overview

★ Interim Ordinance Updates

- Overview
- Scope
- Content Explanation
 - Downtown Zoning District; and
 - Building Design Standards

★ Questions & Discussions

Project Overview

This project is made up of 4 main components:

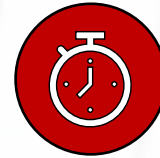
Future Land Use,
Thoroughfare, and
Open Space Plans



Illustrated Master
Plan



This will be the focus of today's workshop!



**Interim Ordinance
Updates**



**Unified Development
Ordinance (UDO)**

Interim Ordinance Updates | Overview

- ★ As part of creating the UDO, several chapters of the Code of Ordinances will be overhauled and combined into one document to guide development in Montgomery.
 - This is currently scheduled to wrap up fall/winter 2025.
- ★ The interim ordinances are more targeted updates to Chapter 78, Subdivisions and Chapter 98, Zoning in order to get high priority changes done quickly.
- ★ Updates have been guided by conversations with staff and the public input from KKC's trip in May.
- ★ Once the interim ordinances are adopted, that doesn't mean they cannot and/or will not change during the creation of the UDO.

★ Issues addressed in the interim ordinances:

1. **Uses in R-2 Zoning District** – Make all uses require a special use permit.
2. **Building Design** – Create new building design standards for multi-family and commercial developments;
3. **Downtown Zoning District** – Establish a new Downtown zoning district;
4. **Historic Preservation** – Update the language of the current guidelines (optional) so they are standards (mandatory);
5. **Planned District (PD)** – Add more perimeters for when they can be used and what is required;
6. **Sidewalks** – Require sidewalks when development occurs;
7. **Street Improvements** – Require developers to improve existing streets they are fronting to meet the standards required for the development; and
8. **Tree Preservation** – Strengthen standards and penalties when violations occur and make standards apply when property is developed, not just when it is subdivided.

★ These topics are interwoven throughout the pertinent Chapters so multiple sections and articles will have some text changed, added, or removed. Definitions were added as needed.

Content Explanation | Downtown Zoning District

★ Created new Downtown (DT) zoning district

★ Permitted Uses

- Townhouses, Upper-Story Residential Units, and various nonresidential uses such as retail, restaurants, micromanufacturing, and event venues (subject to additional standards)

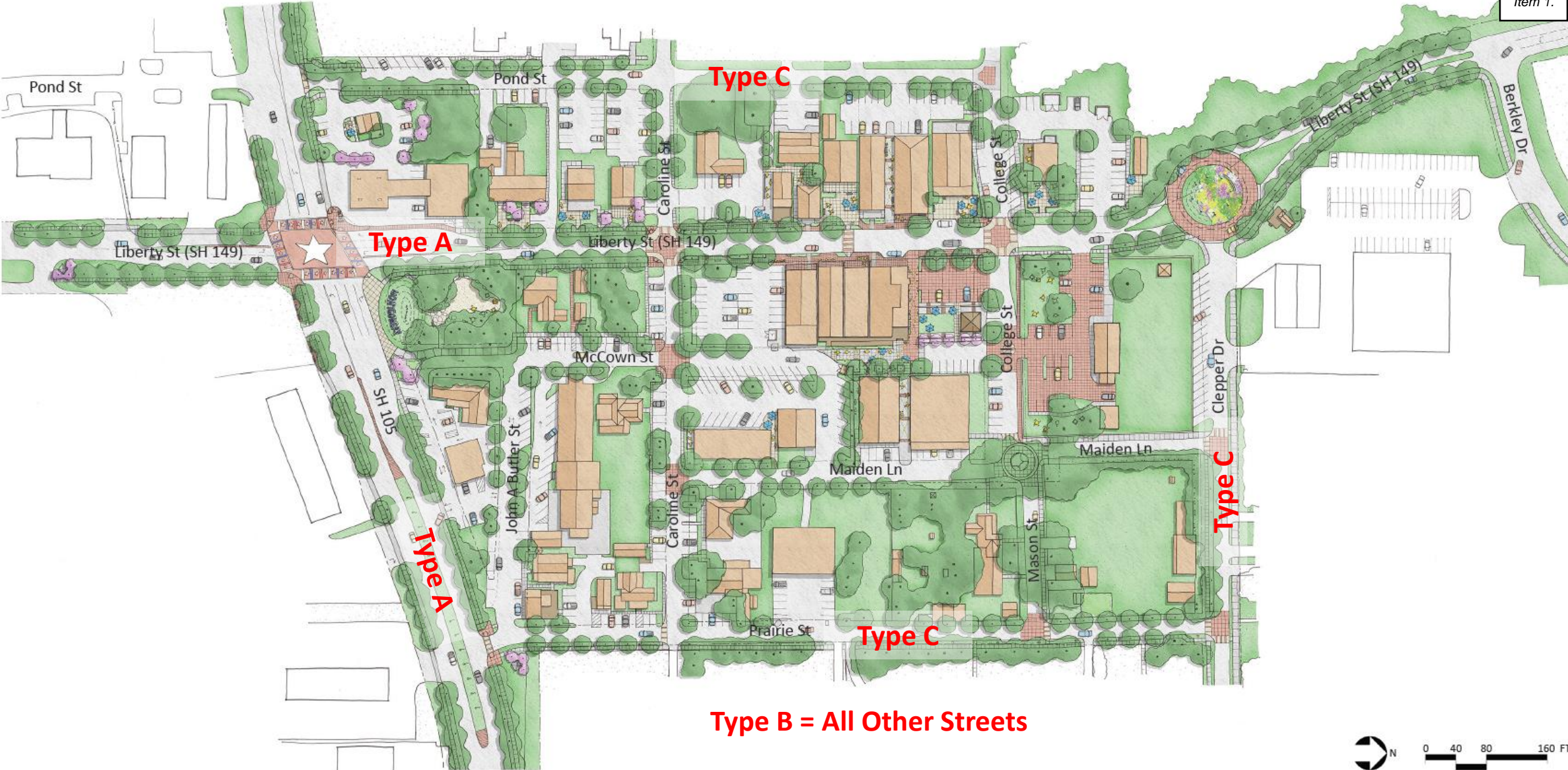
★ Use Regulation Examples

▪ Townhouses

- Townhouses are permitted along Type B and C streets, as established in Subsection 98--286(c), Street Designations.
- A maximum of four consecutive townhouse units are permitted. End units shall have a minimum side setback of ten feet.

▪ Event Venues

- Food and beverage preparation is limited to on-site consumption for guests.
- The use shall comply with noise regulations set forth in Chapter 34, Article III, Noise, of the Code of Ordinances.
- Events shall not be conducted between 11:00 p.m. and 7:00 a.m.
- The business is conducted so that it does not create parking or traffic congestion

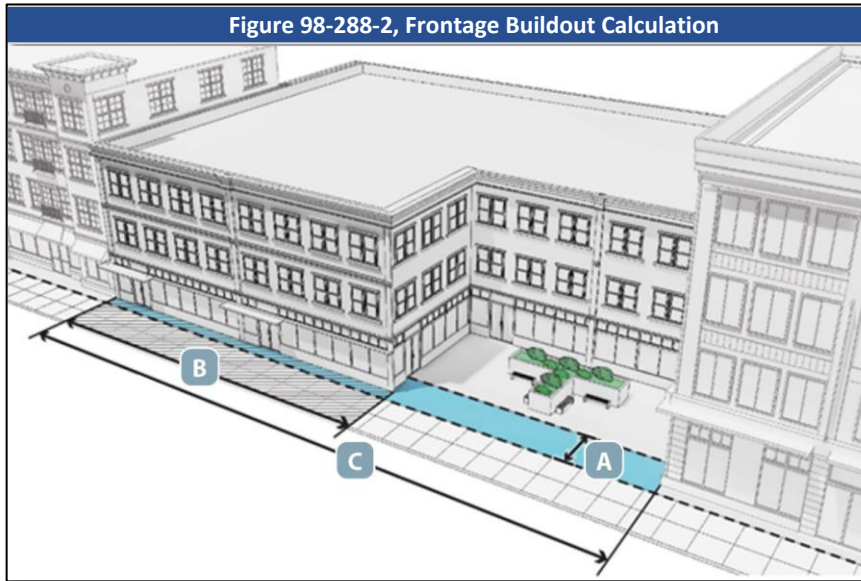


Type B = All Other Streets



★ Dimensional Standards

- Based on fronting street



- Frontage buildout means the portion of the building ("B" in the graphic below) that is within the range of the minimum and maximum front or side street setbacks ("A" in the diagram below), represented as a percentage of the width of the lot.
- For example, on a 60-foot wide lot, if 50 linear feet of the building lies within the range of the minimum and maximum setbacks, then the frontage buildout is 83% ($50 / 60 = .83$).

Table 98-288-1, Height and Area Requirements

Standards	Fronting Street			
	Type A - State Highway 105 / Eva Street	Type A - State Highway 149 / Liberty Street	Type B Streets	Type C Streets
Lot Area, Minimum				
A Townhouse	Not Permitted	Not Permitted	1,500 square feet	1,500 square feet
All Other Uses	NA	NA	2,000 square feet	2,000 square feet
Lot Width, Minimum				
B Townhouse	Not Permitted	Not Permitted	15 feet	15 feet
All Other Uses	25 feet	25 feet	40 feet	40 feet
C Bldg Height, Minimum/Maximum	30 feet / 60 feet	30 feet / 45 feet	NA / 45 feet	NA / 45 feet
D, E Front and Side Street Setback, Minimum/Maximum	5 feet / 10 feet	0 feet / 5 feet	5 feet / 10 feet	10 feet ¹ / NA
Frontage Buildout, Minimum ²	80%	80%	60%	0%
F Side Setback, Minimum	0 feet	0 feet	0 feet	5 feet ³
G Rear Setback, Minimum	10 feet	10 feet	10 feet	10 feet
Lot Coverage, Maximum ⁴	95%	95%	85%	70%

Table Notes:


1. A front loaded garage shall be set back a minimum of 20 feet from the front or side street property line.
2. Refer to Figure 98-288-2, below, for a graphic depiction of this measurement.
3. Townhouses shall have a 0' side setback.
4. Refer to Figure 98-288-3, below, for a graphic depiction of this measurement.

Content Explanation | Downtown Zoning District (cont'd.)

Item 1.

★ Signs

- Includes signs types that are allowed in the DT zoning district and standards specific to the sign type.
- Permitted Sign Types:
 - Awning Signs
 - Canopy Signs
 - Hanging Signs
 - Marquee Signs
 - Projecting Signs
 - Wall Signs
- Prohibited Sign Types:
 - Roof Signs
 - Cabinet Signs
 - Pole or Pylon Signs
 - Electronic Message Boards

Table 98-289-2 Allowed Attached Permanent Signs	
	
Awning Signs	
Maximum Number Allowed	1 per building front or per storefront
Maximum Area	5 square feet per linear foot of awning or canopy length
Minimum / Maximum Distance from Building Wall to Farthest Part of Sign (Projection)	4 feet / No more than half the distance from the building facade into the public right-of-way
Maximum Height	8 feet above grade
Illumination	External
Other Standards	N/A



Example of an electronic message board



Example of a channel sign



Example of a cabinet sign

Content Explanation | Downtown Zoning District (cont'd.)

Item 1.

★ Parking

- Minimum parking spaces required only applies to properties fronting onto Type A Streets
- Maximum parking is 125% of minimum parking required
- Location of parking based on street type.
- Can receive credit and/or reductions for providing things like:
 - Shared parking agreements;
 - Off-site parking spaces within DT;
 - Dedicated spaces for ride-sharing drop-off/pick-up; and
 - A study or professional's recommendation demonstrating a reduction would be appropriate and decided by the Planning and Zoning Commission

Figure 98-291-1, Vehicle Surface Parking Location¹



A = Rear Parking | B = Front Parking | C = Street Side Parking | D = Interior Side Parking

Parking Locations	Fronting Street			
	Type A - State Highway 105 / Eva Street	Type A - State Highway 149 / Liberty Street	Type B Streets	Type C Streets
Rear Parking	P	P	P	P
Front Parking	--	--	--	P
Street Side Parking ²	--	P	P	P
Interior Side Parking ³	P	P	P	P

★ Parking

- Structured parking (parking garages) are permitted in the DT district, subject to standards for each type.




★ Shared and Cross Access

- Shared and cross access to travel between adjacent sites is required to limit the amount of entrances off the primary road.

★ Driveways







- Limits the amount of driveways on different street types.

Table 98-291-2, Parking Structure Type Descriptions and Standards

Description	Standards	Image
Stand-alone parking structures are freestanding structures located in the center of a larger block.	Stand-alone structures shall be separated from adjacent buildings by a minimum of 20 feet to provide sufficient light and privacy for adjacent structures. This separation may accommodate an alley and/or rear yards. Stand-alone parking structures are not permitted on properties with frontage on Type A streets.	
Activated structures are parking structures with retail uses at the base that are oriented solely toward the street.	Liner buildings associated with activated structures may be directly attached or detached by a minimal fire separation distance.	
Integrated structures are parking structures located within an occupied building.	Integrated structures may be fully or partially integrated with the surrounding building.	

★ Landscaping and Amenity Space

- All nonresidential development in DT required to provide amenity space – 4 sq. ft. for every 100 sq. ft. of gross floor area.
- Permitted types of amenity areas:
 - Plaza
 - Square
 - Courtyard
 - Community Garden
 - Town Green
 - Paseo



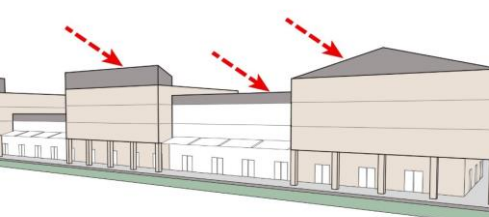
Table 98-292-1, Amenity Space Standards		Table 98-292-1, Amenity Space Standards	
Amenity Space Type	Description	Amenity Space Type	Description
Plaza	 <p>Plazas are open areas that are enclosed or partially enclosed on two or three sides by buildings, with seating that is adjacent to, or part of, a building. Plazas function as gathering places and may incorporate a variety of non-permanent activities such as vendors and display stands.</p>	Community Garden	 <p>Community gardens are sites operated and maintained by a property owners association or other private entity that are open to the public to cultivate herbs, fruits, vegetables, flowers, ornamental foliage for personal use, consumption, or off-site sale of items grown on the site.</p>
Square	 <p>Squares are areas enclosed or partially enclosed on four sides by buildings, improved with a combination of landscape area and hardscape.</p>	Town Green	 <p>Town greens are sites that are much like plazas but are mostly of green space, rather than hardscape. They are appropriate for public activities such as festivals, community events, informal play, and other similar events.</p>
Courtyard	 <p>Courtyards are unroofed open areas, that are completely or mostly enclosed within the walls of a building.</p>	Paseo	 <p>Paseos are linear shaded amenity spaces that occur along the sides of buildings and allow for social and commercial activities to take place into the public realm.</p>

Content Explanation | Building Design

★ Building design standards for residential developments (only applies to townhouses and apartments) and mixed-use and nonresidential developments.

- 2 parts of the building design standards
 1. General standards that always apply; and
 2. Menu of options with varying development elements to choose from. Each element is assigned a point value.
 - Applicants can select from design menu to reach the required number of points based on the number of dwelling units of the development.
 - If applicants choose elements that exceed the required points amount and it hits certain threshold, they are eligible for a height bonus

★ Include descriptions of building design elements with illustrated images.

Table 98-394.-5, Varied Massing Techniques		
Description	Image	Stand
Vertical Variation		
Vertical variation is a change in the height of at least one floor for a portion of the building.		A change in height shall count as a massing variation technique when the vertical element extends back a minimum of the depth of the building.
Building Corner or Focal Point		
Building corner elements or focal points are achieved using the techniques in this table or can be achieved by adding a strong visual element.		Visual elements shall extend 15 feet or more from the maximum building corner.
Roof Variation		
Roof variations add visual interest to the building.		A roof variation shall count as a massing technique when the minimum roof pitch of one roof is: 2:12 or steeper at least 80% frontage.

Content Explanation

Building Design (cont'd.)

Item 1.

Table 98-393-4, Residential Building Design Options Menu

Key: -- = Not Applicable

Building Design Element	Design Standard	Points Earned (+) or Deducted (-)
Building Design Features		
<i>Façade Width Before Articulation (max.)</i>	15 ft.	+5
<i>Façade Height Before Articulation (max.)</i>	15 ft.	+5
<i>Varied Design Features (min.)</i>	2 of the following: <ul style="list-style-type: none"> ▪ Dormer windows or cupolas; ▪ Pillars, posts, or pilasters; or ▪ Bay windows with a min. 12-in projection 	+10
<i>Masonry, Concrete, Stucco, Structural Clay Tile, or Glass¹ as the Primary Material²</i>	--	+15
<i>Metal, Vinyl, Siding, Wood, Composites, or Other Material as the Primary Material²</i>	--	-5
<i>Percentage of Ground Floor as Windows (min.)</i>	40% / 60%	+5 / +10
<i>Percentage of Upper Floor(s) as Windows (min.)</i>	40% / 60%	+5 / +10
<i>Neutral Building Colors</i>	--	+10
<i>Any Other Building Color</i>	--	-5
Roof Design Features		
<i>Standing Seam Metal or Shingles (Asphalt, Metal, Slate, or Wood)</i>	--	+15
<i>Asphalt, Concrete, Solar Shingles, and Vinyl Membrane</i>	--	-5
<i>Pitched Roof Over Principal Structure (min.)</i>	5/12 pitched roof design (including the roof area located over the garage)	+10
<i>Pitched Roof Over Porch and Entrances (min.)</i>	4/12 pitched roof design	+5
<i>Eave (min.)</i>	12" over all faces of the exterior walls	+5

Table 98-394-4, Mixed-Use and Nonresidential Building Design Options Menu

Key: -- = Not Applicable

Building Design Element	Design Standard	Points Earned (+) or Deducted (-)
Building Design Features		
<i>Façade Width Before Articulation (max.)</i>	35 ft.	+5
<i>Façade Height Before Articulation (max.)</i>	15 ft.	+5
<i>Varied Design Features (min.)</i>	3 of the following: <ul style="list-style-type: none"> ▪ Canopies; ▪ Roof overhangs; ▪ Entry recesses; ▪ Arcades; ▪ Raised corniced parapets; ▪ Outdoor plaza; or ▪ Integral planters 	+10
<i>Varied Massing Techniques (min.)</i>	2 complying with Table 98-394-5, <i>Varied Massing Techniques</i> , below	+10
<i>Natural Stone, Masonry, Concrete, Stucco, Structural Clay Tile, or Glass¹ as the Primary Material²</i>	--	+15
<i>Metal, Vinyl, Siding, Wood, Composites, or Other Material as the Primary Material²</i>	--	-5
<i>Percentage of Ground Floor as Windows (min.)</i>	55% / 65%	+5 / +10
<i>Percentage of Upper Floor as Windows (min.)</i>	55% / 65%	+5 / +10
<i>Neutral Building Colors</i>	--	+10
<i>Any Other Building Color</i>	--	-5
Roof Design Features		
<i>Standing Seam Metal or Shingles (Asphalt, Metal, Slate, or Wood)</i>	--	+15
<i>Asphalt, Concrete, Solar Shingles, or Vinyl Membrane</i>	--	-5
<i>Eave (min.)</i>	12" over all faces of the exterior walls	+5

Thank you!

Questions & Discussion

Montgomery, TX Concept Design Principles

December 2, 2024



Overview and Connection to the UDO

- ★ Design principles have been derived from the work done developing the concept design plans, mobility plan, and land use plan.
- ★ These design principles will inform much of the drafting of the UDO. These are examples of how each principle will be addressed in the UDO.

Woodland/Open Space Preservation

★ Woodland/Open Space Preservation

- Require tree preservation standards to be applicable when land is developed, not just if the land is subdivided
- Allow option to create cluster subdivisions where more land is preserved in exchange for smaller lot and small increase in density



Graphic example of a conventional residential development



Graphic example of a cluster residential development



Example of a cluster residential development

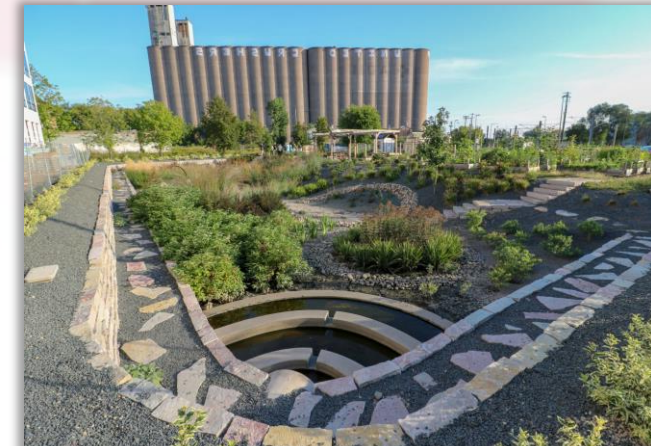
Stormwater Management and Amenities

★ Distributed, Amenitized Stormwater Management

- Require or incentivize in some way (such as density or height bonus) for larger developments to provide stormwater management in a way that can be used as amenity space for residents, employees, or the general public so it adds value in other ways outside of the stormwater management.

★ Amenity Spaces

- Require or incentivize developments based on size to provide a minimum size or type of amenity.
- Include standards for amenities so it ensures amenities are usable or otherwise add value to the development.



Examples of amenitized stormwater management facilities

External Access

★ External Street Alignment

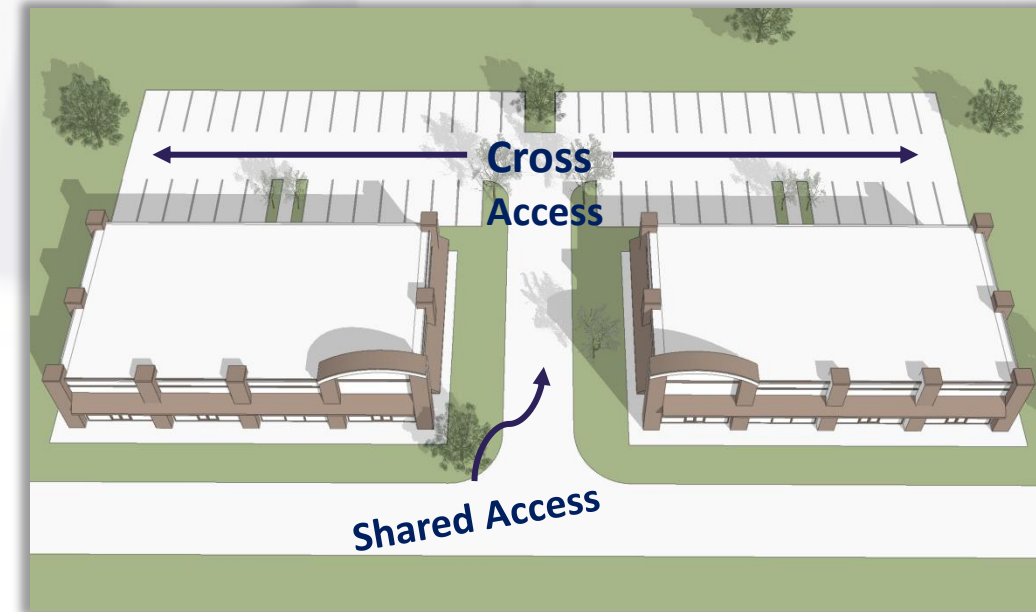
- Require new streets to follow mobility plan
- Require new streets into developments to align with any existing streets.

★ Restricted Access to Arterial Roads

- Limit the number of site entrances/exits off of arterial roads
- Require shared and/or cross access where feasible
- Require sites to only have access from local streets, not arterials

★ Consolidate Driveway Openings

- Require shared and/or cross access where feasible
- Require sites to only have access from local streets, not arterials



Graphic example of shared and cross access

Street Network and Connectivity

★ Narrower, Shorter Residential Blocks

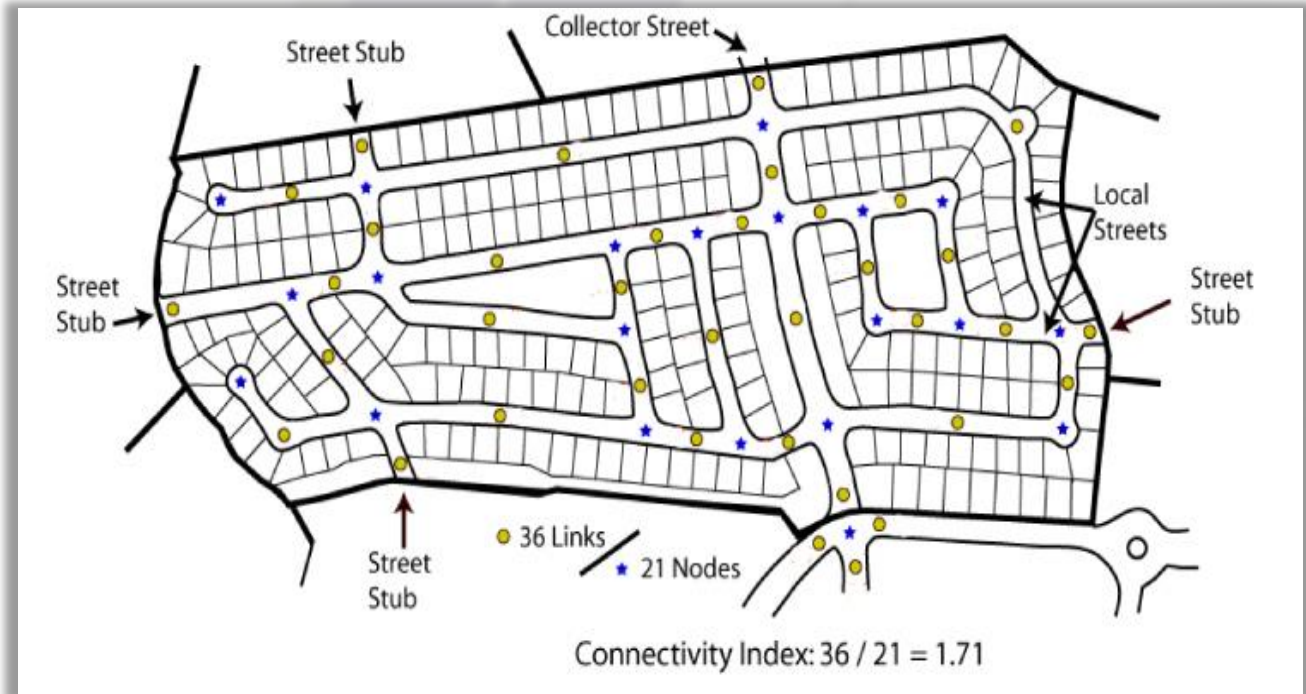
- Limit the length and widths of blocks within residential zoning districts and/or developments

★ Interconnected (Meshed) Street Network

- Require minimum number of connections via techniques like a connectivity index or a minimum number of entrances/exits to a development based on size

★ Through-Street Boulevard

- Require streets to comply with street cross-sections in the mobility plan



Graphic example demonstrating connectivity index

Pedestrian Connections and Trails

★ Continuous Sidewalks

- Require sidewalks to be built as development occurs based on street cross-sections in mobility plan

★ Through Block Pedestrian Passageways

- Require pedestrian connections if blocks exceed certain length
- Require connection to sidewalk and/or existing or planned trail network based on trails plan

★ Interconnected Open Spaces/Trails

- Require public opens to connect to the trails network



Example of open space connected to a trail in a residential setting



View of the start of above connection from street within the subdivision



Example of a through block pedestrian pathway

Housing and Mixed-Use

★ Mixed Housing

- Allow for multiple housing types and sizes to be built within the same development

★ Variable Lot Sizes and Housing Types

- Instead of a blanket minimum lot size, allow for an average lot size in appropriate zoning districts

★ Mixed-Use

- Allow for mixed use developments to be built in appropriate zoning districts



Example of a mixed housing development



Example of a mixed housing development

Building Design

★ Architecturally Framed Commercial Blocks

- Require building to be built at or close to the sidewalk or have a maximum setbacks and continue around corners

★ Architectural Variety

- Have menu of architectural elements developers can choose from to achieve high quality design while avoiding monotony

★ Prime Corner Streetscape Accents

- Require special architectural features for corner buildings and entrances



Example of corner streetscape accents



Example of architecturally framed commercial

Parking Areas

★ Rear Parking

- Require parking lots to be located behind buildings for commercial and mixed-use developments

★ Shared Parking Lot

- Allow and encourage land uses with differing peak traffic to share parking spaces via cross-access easements and shared parking agreements
- Businesses who meet criteria for shared parking can receive credit for shared spaces to reduce the amount of parking required

★ Landscaped Parking Lots

- Require landscaping islands and minimum of plantings based on numbers of spaces
- Require landscaping and minimum number of plantings around perimeter of parking lots



Graphic example of rear parking



Graphic example of shared parking



Examples of parking lot landscaping

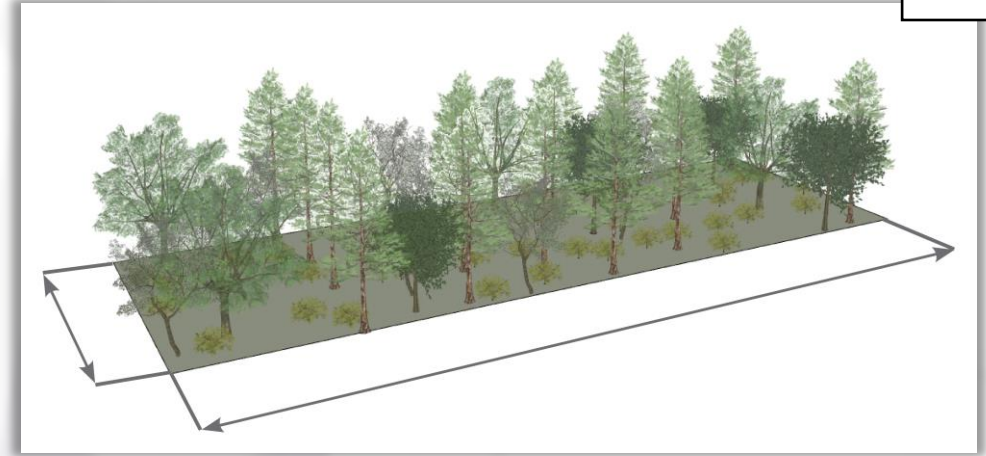
Landscaping and Buffering

★ Landscape Buffers and Landscape Medians

- Require bufferyards between differing zoning districts and incompatible uses
- Include standards for bufferyards including minimum width and number of plantings
- Include landscaped median as part of the street cross sections in the mobility plan

★ Landscaped Cul-de-sac Islands

- Require any cul-de-sac to include islands with a minimum number of plantings.



Graphic example of a required bufferyard



Example of a landscaped cul-de-sac island

Thank you!

Questions & Discussion