



# STAFF REPORT

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**MEETING DATE:** March 11, 2025

**TITLE:**

Consider and act on the second reading of Ordinance No. 2025-24, amending the Bastrop Code of Ordinances Chapter 14, the Bastrop Building Block (B3) Code, by removing all references to the Mandatory Street Network and the Gridded Street Network; and establishing standards and procedures; as shown in Exhibit A.

**AGENDA ITEM SUBMITTED BY:**

Submitted by: Andres Rosales, Assistant City Manager

**BACKGROUND/HISTORY:**

The City Council held a public hearing on March 4, 2025, and made a motion to approve removing all references to the Mandatory Street Network and Gridded Street Network from the Bastrop Building Block (B3) Code. The motion passed unanimously.

The Planning and Zoning Commission held a public hearing on February 17, 2025, and February 24, 2025, and recommended approval for removing all references to the Mandatory Street Network and Gridded Street Network from the Bastrop Building Block (B3) Code. The motion passed 6-1.

The B3 Code was adopted in November 2019 and subsequently amended in April 2022. The intent of the Code was to establish the Standards that enable, encourage, and ensure the community achieves fiscal sustainability, geographically sensitive developments, and the perpetuation of authentic Bastrop.

A published notice was placed in the Elgin Courier on January 29<sup>th</sup> and sent mailed notices to all property owners within the City Limits and within 200 feet of City Limits, in accordance with the B3 Code Technical Manual.

As discussed in the prior amendments, the code related to gridded streets lies in many different areas.

The proposed amendments here lie within each place type, definitions, and executive summary pages. The intent is to create cohesion in other areas of the code that are also in line to be modified.

Further review shows additional future changes will need to be made to the sections related to Mandatory Street Network and the definition of the American Grid. Those changes will be forthcoming. More information is available at the end of this staff report.

The proposed amendments are as follows:

- 1) Amend 2 sections within the Executive Summary on page 12 and page 22;
  - Remove reference to grid from page 13: *“Facilitate development of Infill properties contiguous to an existing built environment in the pattern of Traditional Neighborhood Development (TND) or Village Center Development (VCD) and be integrated with the existing **grid** pattern;”* on page 13 of the B3 code.

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**THE CITY**

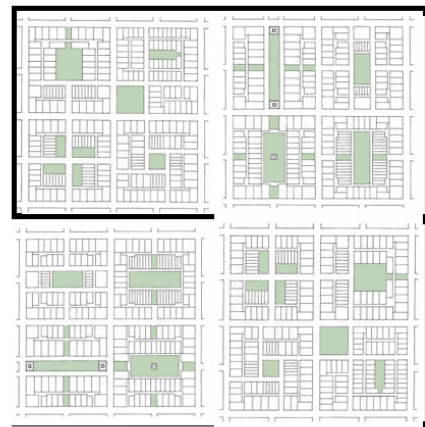
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**THE CITY OF BASTROP WILL:**

- Adopt Standards and processes that result in fiscally sustainable development and promote Incremental development with intentional character by focusing on the intersection of the Public and Private Realms;
  - Retain its natural infrastructure and visual character derived from topography, woodlands, farmlands and waterways;
  - Encourage Infill and redevelopment growth strategies along with new neighborhoods;
  - Facilitate development of Infill properties contiguous to an existing built environment in the pattern of Traditional Neighborhood Development (TND) or Village Center Development (VCD) and be integrated with the existing grid pattern;
  - Promote development of properties non-contiguous to an existing built environment organized in the pattern of Traditional Neighborhood Development (TND), Cluster Land Development (CLD), or Village Center Development (VCD);
  - Plan and reserve Transportation Corridors in coordination with land development;
  - Define and connect the built environment with trails and greenways; and
  - Create a framework of transit, Pedestrian, and bicycle systems that provide alternatives to the automobile.
- Remove reference to gridded from page 23: *“**Block Types** - Blocks are the foundation for development in Bastrop. The **gridded** network of Streets formed by the Bastrop Building Block has been proven to support each Place Type and all associated Standards in the Code.”* on page 23 of the B3 Code.

**Block Types** - Blocks are the foundation for development in Bastrop. The **gridded** network of Streets formed by the Bastrop Building Block has been proven to support each Place Type and all associated Standards in the Code. Block Types match the level of intensity of development they are serving. The Block Types will vary from rural to urban, becoming more formal as the urbanity increases. See the Pattern Book for more examples of Block Types.

**Building Types** - Building Types correspond to the Place Types and Street Types. Building Types are contained within each Place Type to confirm the intensity of development aligns with the infrastructure and building forms to support the wide variety of Building Types.



Block Examples for illustrative purposes

- 2) Amend Article 3.2 Place Type Standards, Section 3.2.001 ALLOCATION & SEQUENCE OF PLACE TYPE DETERMINATION, (a) (2)

- Remove reference to Mandatory Street Network from: “(2) *The existing Streets and Master Thoroughfare Plan* ~~Mandatory Street Network~~,” on page 73 of the B3 Code.

ARTICLE 3.2 PLACE TYPE STANDARDS

SEC 3.2.001 ALLOCATION & SEQUENCE OF PLACE TYPE DETERMINATION

(a) Determination of Place Type designations shall be made based on the ~~the~~ following factors considered in the following sequence:

- (1) Geographically ~~sensitive~~ Development ~~Patterns~~;
- (2) The existing Streets and Master Thoroughfare Plan ~~Mandatory Street Network~~;
- (3) Proximity to existing Place Types (built or entitled);
- (4) Size of new Development; and
- (5) Pedestrian Shed Distribution.

(b) The City of Bastrop shall have the following assigned percentages of each Pedestrian Shed allocated to the established Place Types. Before preparing a Neighborhood Concept Scheme the Applicant must review permitted Development Patterns and the associated Standards. Place Type percentage allocation per Pedestrian Shed as described in Article 3.3:

|                        |          |
|------------------------|----------|
| P1- Nature             | Varies   |
| P2- Rural              | Varies   |
| P3 - Neighborhood      | 10-35%   |
| P4 - Mix               | 25-75%   |
| P5 - Core              | 5 - 20%  |
| CS - Civic Space       | 10% min. |
| EC - Employment Center | No min.  |

3) Amend Article 3.2 Place Type Standards, Section 3.2.002 NEIGHBORHOOD REGULATING PLAN, (c)

- Replace the reference to Mandatory Street Network with Transportation Master Plan from: “(c) *Neighborhood Regulating Plans must provide the Street Types, location and sizes of proposed Streets consistent with the* ~~Mandatory Street Network~~ *Transportation Master Plan, and the Block requirements of this Code. It must contain Place Type allocation as defined in Section 3.2.001.b and be reflective of Section 4.2.001 Character District Descriptions & additional Standards.*” on page 74 of the B3 Code.

SEC 3.2.002 NEIGHBORHOOD REGULATING PLAN

- (a) All areas within the City of Bastrop more than 3.4 acres that do not require Place Type Zoning changes will require a Neighborhood Regulating Plan. Place Types shall be assigned through the creation of a Neighborhood Regulating Plan.
- (b) The process for creating a Neighborhood Regulating Plan is described in the B3 Technical Manual Article 2.3 - Neighborhood Regulating Plan.
- (c) Neighborhood Regulating Plans must provide the Street Types, location and sizes of proposed Streets consistent with the ~~Transportation Master Plan~~ ~~Mandatory Street Network~~, and the Block requirements of this Code. It must contain Place Type allocation as defined in Section 3.2.001.b and be reflective of Section 4.2.001 Character District Descriptions & additional Standards.
- (d) A Neighborhood Regulating Plan must adhere to the Pedestrian Shed Map, Sec. 3.3.001, and must be reviewed and comply with the percentages of 3.2.002(b).

SEC 3.2.003 NEIGHBORHOOD REGULATING PLAN EXEMPTIONS

- (a) All areas within the City of Bastrop over 3.4 acres on a platted Lot not seeking to develop.

ARTICLE 3.3 PEDESTRIAN SHED

- (a) In TND developments, every ~~1/4 mile~~ radius or “Pedestrian Shed,” i.e. approx. 80 acres or 6 Farm Lots, is to contain a mix/allocation of Place Types that reflect the Character District. Measuring Development by the Pedestrian Shed will ensure walkable neighborhoods are created.
- (b) The Pedestrian Shed is the area encompassed by the walking distance from a town or neighborhood center. They are often defined as the area covered by a 5-minute walk (about 0.25 miles or 1,320 feet) from the center.
- (c) Pedestrian Sheds in VCD or CLD Development Patterns vary in size and are prescribed in Article 5.2 Development Patterns Standards.

4) Amend ARTICLE 4.1 GENERAL, Section .4.2.001 CHARACTER DISTRICTS DESCRIPTIONS & ADDITIONAL STANDARDS, (b) 5,13,17 and 19

- Replace the reference of gridded with downtown in section: *“(b) (5) Downtown District - Downtown Bastrop is laid out in an almost perfect series of small, gridded blocks. The ~~gridded~~ downtown network of Streets is a fundamental element that creates the most effective and efficient structure for cities to be walkable, flexible and timeless. It contains human scale Streets and buildings organized in a uniform manner. Parks and Civic Spaces integrated into the built form of the City. The shopfronts and ground floor characteristics at the Street edge are made up of glass and directly relate to the Street. The Residential Lot sizes, House sizes, housing types, and setbacks vary throughout the district.”* on page 81 of the B3 Code.

lends itself to village centers. A mix of retail, restaurant and office Buildings, that incorporate Residential around community agriculture, open fields, and water features being reminiscent of meandering streams and stock tanks that once served livestock.

- (3) **Cultural Arts District** - Arts and culture are the centerpiece of this district. Located in one of the oldest parts of the City, this district will pay homage to the rich culture of Bastrop by providing a physical landscape to share the human experience. A sophisticated mix of theater, music, and art will blend with a mix of housing, while also providing shopping and dining opportunities. Situated along two state highways, this district will be a destination for tourists and locals alike sharing a cultural experience.
- (4) **District 71** - District 71 promotes regional trade and easy vehicular access from major Thoroughfares. Developments become destinations unto themselves, with parking areas nearby for visitor access. Elements within the Public Realm encourage walk- or bike-ability bringing large developed areas back to the human scale.
- (5) **Downtown District** - Downtown Bastrop is laid out in an almost perfect series of small gridded blocks. The

~~gridded~~ downtown network of Streets is a fundamental element that creates the most effective and efficient structure for cities to be walkable, flexible and timeless. It contains human scale Streets and buildings organized in a uniform manner. Parks and Civic Spaces integrated into the built form of the City. The shopfronts and ground floor characteristics at the Street edge are made up of glass and directly relate to the Street. The Residential Lot sizes, House sizes, housing types, and setbacks vary throughout the district.

- (6) **Ferry District** - This district follows the east side of the Colorado River north of SH 71. People may seamlessly access both riverine resources and shopfronts. Shopfronts directly interact with the Street where topography allows or are clustered into accessible destinations along the river providing entertainment in scenic setting. Walkable trail connections to other districts, with shade from mature trees and structural features of the Public Realm, are key elements of Development.
- (7) **Historic Highway District** - As one of the oldest towns in Texas, Bastrop has served travelers going from Austin to Houston for over 100 years. The Historic

- Add the word downtown after gridded in section *“(b) (13) Old Town District - Old Town has a rich history based on the Building Block and Farm Lot configuration of the 1920 Iredell Map. The gridded ~~downtown~~ Street network is well connected, and a variety of Lot types, setbacks, and Building Types are present. Human scale and tree shaded Streets encourage comfortable multimodal connectivity to the surrounding neighborhoods, while discrete and rural-style infrastructure functions steadily.”* on page 82 of the B3 Code.

Railroad, State Highway 95, and Piney Creek. Originally laid out in the pattern of Farm Lots, Residential growth has happened incrementally, creating a diverse mix of Lot sizes and housing styles. The addition of neighborhood Commercial along established Streets and the inclusion of housing type variation will add to the vitality and timeless nature of the community. Continued Development should focus on establishing additional east/west connectivity to continue the Building Block pattern originally established in Downtown Bastrop.

(13) **Old Town District** - Old Town has a rich history based on the Building Block and Farm Lot configuration of the 1920 Iredell Map. The **gridded downtown** Street network is well connected, and a variety of Lot types, setbacks, and Building Types are present. Human scale and tree shaded Streets encourage comfortable multimodal connectivity to the surrounding neighborhoods, while discrete and rural-style infrastructure functions steadily.

(14) **PDD District** - Planned Development Districts are existing master planned developments created under previous Codes that allow a mix of land uses and design Standards. Each area has specific concept and

Development plans that determine Street connectivity, Lot layout, and Building design.

(15) **Pine Village District** - Characterized by scenic vistas of the Colorado River, this district is positioned along the rolling hills of the Lost Pines. The natural geography in the district provides both opportunity for commerce and Residential neighborhoods. The built environment will harmoniously integrate with the natural environment, creating inviting Open Spaces with storefronts and residences.

(16) **River District** - The Colorado River serves as the focal point of this district. Ample Commercial and Residential opportunities are present, interacting with the natural environment, giving an uptown feel along the banks of the river. Open space, Civic Spaces, and trails will bring people to the district while they enjoy dining, retail, and entertainment opportunities. The natural geography will inform the Building pattern blending the urban and natural form.

(17) **Riverside Grove District** - Situated between a City Park and a Commercial corridor, Riverside Grove provides a classic opportunity to connect people to places. Mobility is promoted via the tree-lined Streets in a semi-grid pattern that allow multiple modes of

- No change to reference (b) (17) on page 82 and 83 of the B3 Code.
- No change to reference (b) (18) on page 83 of B3 Code.

5) Amend ARTICLE 5.2 DEVELOPMENT PATTERN STANDARDS, SEC. 5.2.001 TRADITIONAL NEIGHBORHOOD DEVELOPMENT (TND) (b)

- Replace the reference to grid with street network in section: *“(b) TND characteristics may include the continuation of the ~~Grid Street Network~~ as the basic platform of arrangement of the Neighborhood Regulating Plans and Zoning Concept Schemes. They contain a range of housing types, a network of well-connected Streets and blocks, well defined public spaces, and have amenities such as stores, schools, and Third Places within walking distance of residences.”* on page 87 of the B3 Code.

6) Amend ARTICLE 5.2 DEVELOPMENT PATTERN STANDARDS, SEC. 5.2.002 TND STANDARDS, (b) (c) (d) and (e)

- Replace the reference in section *“(c) 330’ x 330’ ~~preferred suggested~~ Block size.”* on page 87 of the B3 Code.
- Replace the reference in section *“(b) 1,320’ ~~preferred suggested~~ max Block perimeter.”*
- No change to sections (d) and (e) on page 87 of the B3 Code.

ARTICLE 5.2 DEVELOPMENT PATTERN STANDARDS

SEC. 5.2.001 TRADITIONAL NEIGHBORHOOD DEVELOPMENT (TND)

(a) Intent:

TND may occur in Infill areas and involve adaptive reuse of existing buildings, or can be created as new Construction on previously undeveloped land.

(b) TND characteristics may include the continuation of the ~~Grid~~ Street Network as the basic platform of arrangement of the Neighborhood Regulating Plans and Zoning Concept Schemes. They contain a range of housing types, a network of well-connected Streets and blocks, well defined public spaces, and have amenities such as stores, schools, and Third Places within walking distance of residences.

(c) TND is the preferred and default Development Pattern in the City of Bastrop.

SEC. 5.2.002 TND STANDARDS

(a) Location: The TND is located within a Character District that allows for the Development Pattern.

(b) 1,320' suggested preferred max Block perimeter.

(c) 330' x 330' suggested preferred Block size.

(d) If Block dimensions exceed the preferred Block perimeter and size, a 20' Pedestrian Walkway shall be included at mid-Block.

(e) Smaller blocks are allowed By Right.

(f) In the P4 Mix, a minimum Residential mix of three Building Types (not less than 20%) shall be required.

(g) A TND shall be structured by one standard or Linear Pedestrian Shed (see Article 3.2.2 Place Types by Pedestrian Shed) and shall be no fewer than 13.6 acres and no more than 160 acres.

(h) A TND shall include Place Types as allocated in Section 3.2.002.b.

(i) Sites larger than 80 circular acres or 160 linear acres shall be designed and developed as multiple Neighborhood Regulating Plans. Each Neighborhood Regulating Plan is subject to the individual Place Type requirements for its Development Pattern as allocated Section 3.2.002.b or associated Standards.

7) Amend ARTICLE 5.2 DEVELOPMENT PATTERN STANDARDS, Section 5.2.005 VILLAGE CENTER DEVELOPMENT (VCD), (b)

- Replace the reference in section (b) referenced the Village Center Development (VCD) street types "Description: VCD consists of a small dense grouping of predominately P4 and P5 Building serving as Residential, live/ work and Commercial and office buildings organized in a vernacular, curvilinear grid, or potential for a grid network of blocks and Streets. The Streets are small and serve as shared Streets. Vehicles are kept on the exterior of the developments. Buildings are located directly to the Street edge." (Page 89 of the B3 Code)

**SEC. 5.2.005 VILLAGE CENTER DEVELOPMENT (VCD)**

- (a) Intent: A VCD is a series of small Streets lined with buildings at the Street edge creating a unique village style community.
- (b) Description: VCD consists of a small dense grouping of predominately P4 and P5 Building serving as Residential, live/ work and Commercial and office buildings organized in a vernacular, curvilinear grid, or **potential for a** grid network of blocks and Streets. The Streets are small and serve as shared Streets. Vehicles are kept on the exterior of the developments. Buildings are located directly to the Street edge.

**SEC. 5.2.006 VCD STANDARDS**

- (a) See Section 5.2.007 Development Patterns by Character District to determine if Village Center Development is an allowed Development Pattern.
- (b) Streets Types are narrow and serve as shared Streets in the Development.
- (c) Vehicles are kept on the exterior of the key areas of developments to create plazas and Civic Spaces throughout the Development.

- (d) Buildings are located directly to the Street edge at the Frontage Line and occupy 80% to 100% of the Lot Frontage; and
- (e) Parking shall be located in the Third Layer of the Lot.
- (f) Vehicle access shall be kept in the rear of the property served by alleys or the rear lanes.
- (g) P3 shall be limited to 10% of the Development.
- (h) P1 and CS shall be more than 40% of the Development.
- (i) P4 and P5 shall make up the remaining 50% of the Development.
- (j) A VCD shall be structured by one Long Pedestrian Shed or Linear Pedestrian Shed and shall consist of no fewer than 13.6 acres and no more than 80 acres.

- 8) Amend ARTICLE 7.1 STREETS & PUBLIC REALM, Section 7.1.002 GENERAL, (d)
- The section (d) referenced Mandatory Street Network. There will be no change to this section as it is necessary to reference the Mandatory Street Network found in the Transportation Master Plan. (Page 127 of the B3 Code)
- 9) Amend ARTICLE 7.3 STREET TYPES, (b) (1)
- Remove both references to the grid and add street before network in this section: *(1) Primary Multimodal Streets (80' R.O.W.) - provide a higher degree of mobility than most of the **grid street** network by serving travel between major destinations or activity centers, as well as providing local cross-City route alternatives to the major highway routes. These Streets should be designed as walkable, low-to-moderate speed Thoroughfares that carry both through and local traffic, pedestrians, and bicyclists. These Streets are also important connections for primary goods movement and emergency response routes. These Streets will often require additional right-of-way than a typical **grid** connector, either for additional through travel lanes or for dedicated Pedestrian and bicycle facilities (Bastrop Master Transportation Plan).*" on page 131 of the B3 Code.

- (c) Applicants must dedicate sufficient right-of-way to the City for Streets and sidewalks, in accordance with the Master Transportation Plan. Typical Street right-of way widths are illustrated in this Section.
- (d) The City may require turn lanes and additional right-of-way beyond that shown in the applicable Street typical cross-section to accommodate turn lanes when warranted.

**SEC. 7.2.004 MEASUREMENT OF STREETS & PUBLIC REALM**

- (a) Face of Curb. All measurements of parking spaces and lane widths are taken from the Face of Curb and are inclusive of the gutter.
- (b) Pavement Markings. All measurements of parking spaces and lane widths are made to the center of pavement markings.

**ARTICLE 7.3 STREET TYPES**

- (a) A range of Streets Types have been provided which correspond back to the built environment they serve. Street Types were created in conjunction with all other B<sup>3</sup> Code sections to promote long-term fiscal sustainability and a walkable environment. Each Street Type contains

characteristics which correspond with the Place Types and Building Types in the B<sup>3</sup> Code.

- (b) The following Street illustrations are to be used as a guide when designing Streets for Neighborhood Regulating Plans or Zoning Concept Schemes and Infill Street designs. The Streets types are separated into two categories:

(1) Primary Multimodal Streets (80' R.O.W.) - provide a higher degree of mobility than most of the ~~grid~~ street network by serving travel between major destinations or activity centers, as well as providing local cross-City route alternatives to the major highway routes. These Streets should be designed as walkable, low-to-moderate speed Thoroughfares that carry both through and local traffic, pedestrians, and bicyclists. These Streets are also important connections for primary goods movement and emergency response routes. These Streets will often require additional right-of-way than a typical ~~grid~~-connector, either for additional through travel lanes or for dedicated Pedestrian and bicycle facilities (Bastrop Master Transportation Plan).

(2) Local Connector Streets (55.5' R.O.W.) - provide a higher degree of direct access to abutting property.

10) Amend Chapter 10, Section 10.1.002 DEFINITIONS, American Grid, and Mandatory Street Network

- ***No changes proposed to the definitions of American Grid and Mandatory Street Network. It is necessary to keep the references. (Pages 223 and 236 of the B3 Code)***

**FISCAL IMPACT:**

None

**RECOMMENDATION:**

Recommend the amendments as proposed by staff.

**ATTACHMENTS:**

1. Ordinance No. 2025-24
2. Exhibit A – Redline Bastrop Building Block B3 Code Book