



CITY OF BELLE ISLE, FL

Planning and Zoning Meeting

August 11, 2023

To: Planning and Zoning Board

From: Planning Department

Subject: Request to Consider Maximum Hedge Height Requirement per Section 50-102 (B)

Background:

During the July 18, 2023, City Council meeting, Robbie Ford at 1533 Conway Isle Circle requested the Council consider adopting a maximum height requirement for hedges on lake lot properties. Mrs. Ford explained that a fellow neighbor has a hedge that affects the view of the lake. The code does not define a maximum height requirement for hedges along property lines of lake lot properties.

Under section 50-102 (B) (1), the code states that landscape features are not considered a fence or a privacy screen. See definitions of fence and privacy screen below:

Fence means a barrier erected upon, or immediately adjacent to, a property line for the purpose of separating properties, or for screening, enclosing and/or protecting the property within its perimeter. A fence may be constructed of materials including, but not limited to, metal, wood, plastic, or other synthetic material. A fence shall not include construction site barriers, landscape treatments or privacy screens as defined herein.

Privacy screen means a barrier erected within the interior of a parcel of property and not upon, or immediately adjacent to, a property line for the purpose of obscuring patios, decks, courtyards, swimming pools and other similar outdoor features, from observation by persons outside the perimeter of the property. Privacy screens shall not include landscape treatments.

The only height restriction for hedges is under section 50-76 (3) (A) (2), for Landscapes Requirements adjacent to the public right-of-way, which states a hedge, berm, wall, or other durable landscape screen cannot block the sight distance of an abutting public street, walk, and other right-of-ways.

Staff Recommendation: None

Alternatives: Recommendation to maintain the code.

Attachments: Belle Isle City Council Meeting Minutes, July 18, 2023.



CITY OF BELLE ISLE, FL

Planning and Zoning Meeting

August 11, 2023

To: Planning and Zoning Board
From: Planning Department
Subject: CS/SB 102 - Building, Zoning, and Land Development

Background: On July 1, 2023, the Live Local Act became state law, affecting the permitting process for cities and counties to review and approve affordable housing developments for ten years. During the City Council meeting on July 18, 2023, Commissioner Randy Holihan requested that the Planning and Zoning Board and City Staff review the current land development code regarding the Act.

City staff has begun researching the new law by following local planning discussions held by the Florida American Planning Association and the East Central Florida Regional Council and reviewing any new policy and code developments by local municipalities. The City's website, under the Planning and Zoning webpage, references the LLA statute and a brief overview of the permitting process for affordable housing development applications.

Staff Recommendation: For city staff to research potential code and policy updates for the Board to consider as they affect the new Act. This includes, but is not limited to:

1. Create definitions for mixed-use residential, urban infill, major transit stop, manufactured homes, tiny homes, and accessory dwelling units.
2. Enact policy to ensure that affordable housing development(s) maintain its "affordability" status yearly for at least 30 years.
3. Review the Housing Element of the City's Comprehensive Plan, and update it as needed.

Alternatives: None

Attachments:

1. City Council Agenda Item Cover Sheet (July 18th, 2023) –

Update Florida League of Cities CS/SB 102 - Building, Zoning, and Land Development

2. East Central Florida Regional Planning Council –

Live Local Act Breakdown

3. The Florida Senate – CS/SB 102 – Housing (Summary)

<https://www.flsenate.gov/Committees/BillSummaries/2023/html/3068>

4. CS/SB 102 – Bill Text

<https://www.flsenate.gov/Session/Bill/2023/102/BillText/er/PDF>