



CITY OF LABELLE, FLORIDA
Planning Staff Report
for
Fence Ordinance

TYPE OF CASE: Land Development Code Amendment

STAFF REVIEWER: Patty Kulak

DATE: September 12, 2024

APPLICANT: City of LaBelle City Commission

AGENT: City of LaBelle City Commission

REQUEST: Amend the City of LaBelle Land Development Code to provide standards for architecture within the Downtown Business District.

LOCATION: Downtown Business District

PROPERTY SIZE: N/A

STAFF NARRATIVE:

The City of LaBelle City Commission requested that the staff prepare amendments to the Downtown Business District Comprehensive Plan and Land Development Code standards. Due to impending development and redevelopment, Staff has prepared an interim LDC amendment to amend the architectural standards within the Downtown Business District. The current regulations are not comprehensive and lack examples of the architectural styles desired in our Downtown Business District. Staff prepared this amendment with input and guidance from the Downtown Review Committee during their August meeting.

The following are the key changes proposed by this amendment:

- Add language to establish architectural standards within the Downtown Business District.
- Include additional language addressing specific architectural styles with suggested key design elements.
- Provide example images for each vernacular.

STAFF RECOMMENDATION:

Staff finds that the proposed ordinance is consistent with the Comprehensive Plan and Land Development Code and recommends **APPROVAL**.

SUGGESTED MOTION(S)

APPROVAL:

I make a motion to approve the proposed Downtown Business District Architectural Guidelines Ordinance.

APPROVAL WITH MODIFICATION(S):

I make a motion to approve the proposed Downtown Business District Architectural Guidelines Ordinance with the following changes:

- 1)

DENIAL:

I make a motion to deny the proposed Downtown Business District Architectural Guidelines Ordinance.

The request does not meet the intent of the Comprehensive Plan and Land Development Code.

- 1)