

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

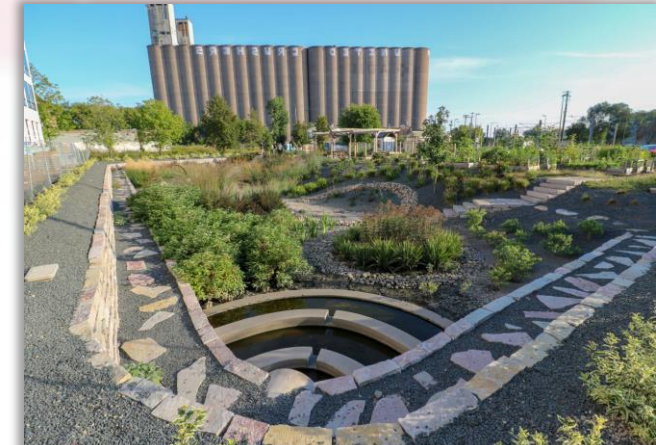
Stormwater Management and Amenities

★ 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

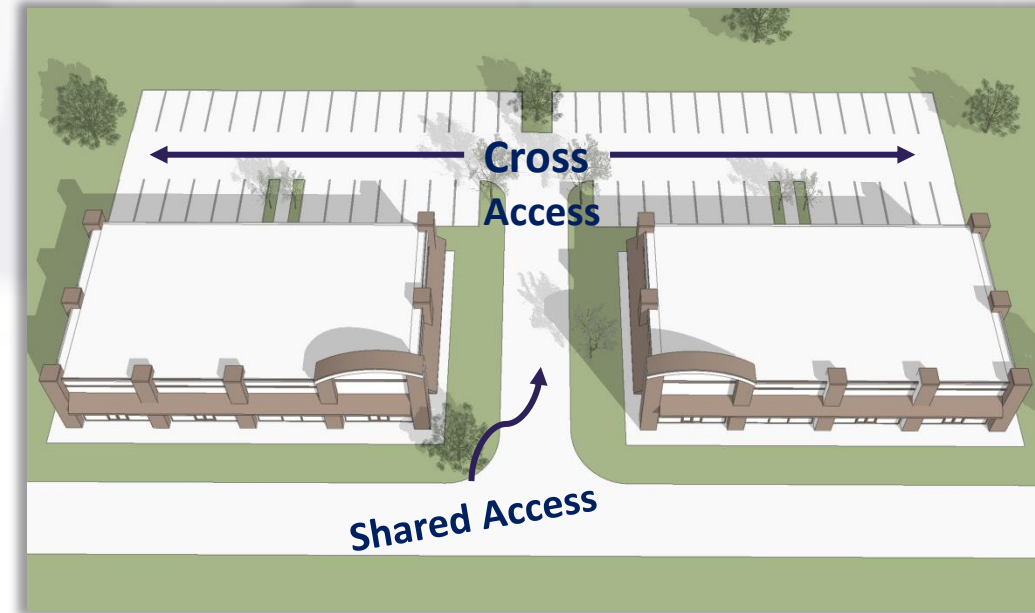
- Require new streets to follow mobility plan
- Require new streets into developments to align with any existing streets.

★ 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

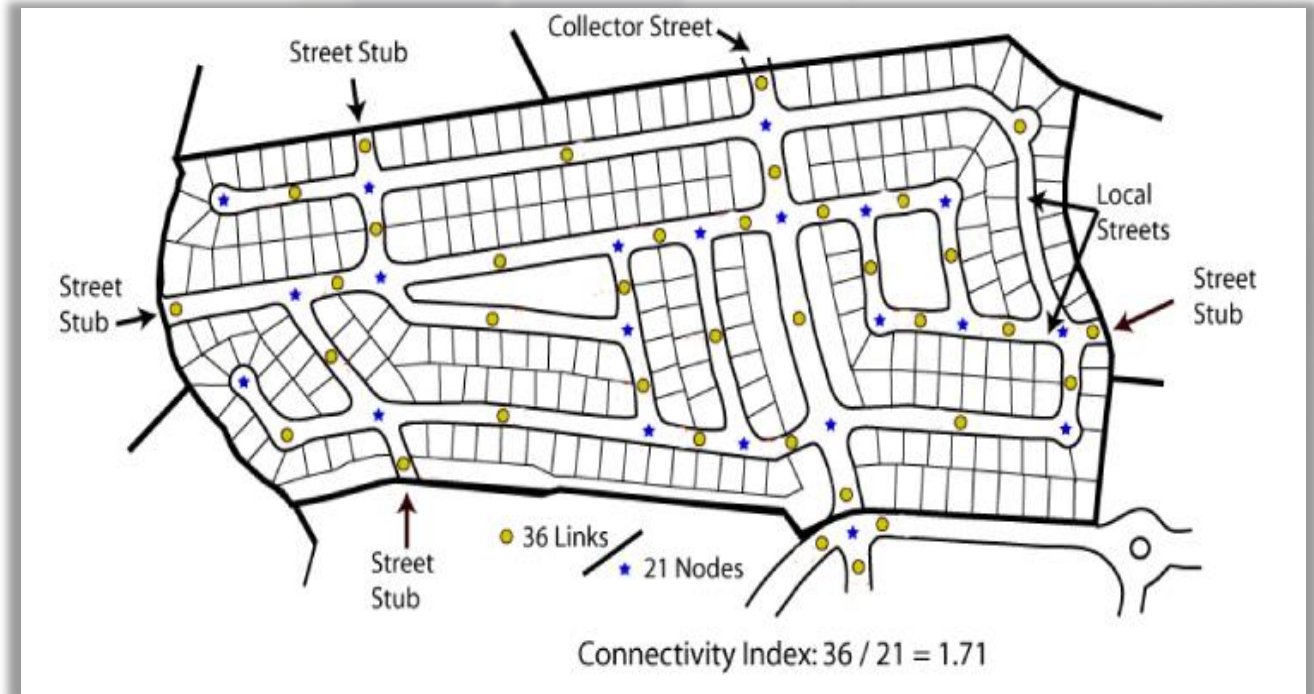
- Limit the length and widths of blocks within residential zoning districts and/or developments

★ 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

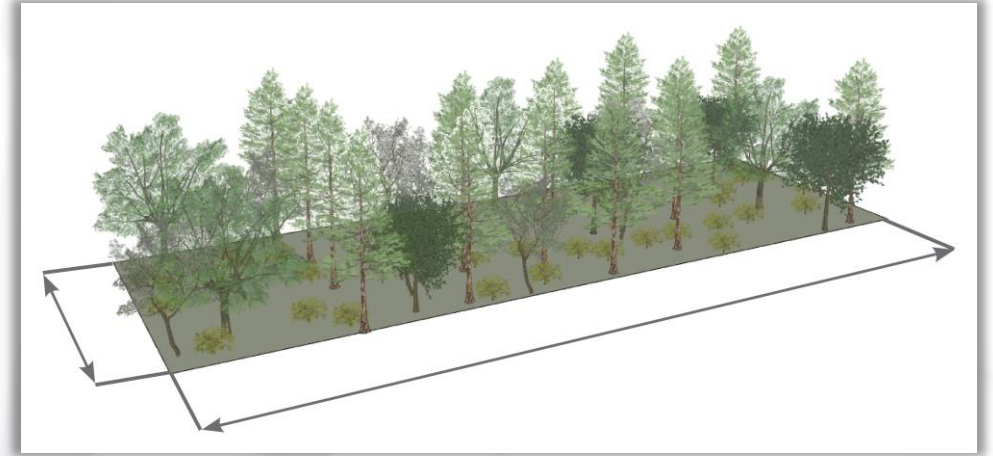
Landscaping and Buffering

★ 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

