

ZONING REGULATIONS

415 Attachment 1

City of Wildwood

**PUBLIC SPACE LOCATION, DESIGN AND TYPES CHART
[R.O. 1997]**

TYPE OF PARK	APPROXIMATE SIZE	POPULATION SERVED	DISTANCE FROM EACH DWELLING	PREFERRED LOCATION	TYPICAL FACILITIES	ACCESS
TOWN CENTER DISTRICT						
Mini-park	¼ to ½ acre	Residential development; up to 1,000 persons	Up to 1,000 feet	Densely populated residential areas	Playground, benches, lighting, landscaping, potable water fountain	Walking, bicycle; no on-site parking
Neighborhood park	1 — 5 acres	Residential development; up to 2,500 persons	Up to ½ mile	Adjacent to elementary schools when feasible	Playground, benches, lighting, picnic tables, landscaping, potable water fountain, small athletic fields or courts	Walking, bicycle (trail network); limited on-site parking or on-street parking on at least 2 boundaries
Community park	5 — 10 acres	Residential development; up to 5,000 persons	Up to 3 miles	Adjacent to middle and high schools when feasible	Playground(s), benches, lighting, picnic tables, picnic shelter, landscaping, potable water fountain, athletic fields, courts, water features, modern restroom facilities	Walking, bicycle (trail network); limited on-site parking
Urban center park	40+ acres	City-wide; residential and commercial and institutional development	City-wide	Within Town Center District	Playground(s), benches, lighting, picnic tables, picnic shelter(s), athletic fields, courts, master gardens, bandstand or central gathering place, focal features, swimming pool, potable water fountain, modern restroom facilities, concession building	Walking, bicycle (trail network); on-site parking

WILDWOOD CITY CODE

TYPE OF PARK	APPROXIMATE SIZE	POPULATION SERVED	DISTANCE FROM EACH DWELLING	PREFERRED LOCATION	TYPICAL FACILITIES	ACCESS
Commercial plaza	2,000 sq. ft +	Commercial patrons and employees and institutional users of adjacent commercial and institutional uses	Up to 1,000 feet from commercial or institutional use	Adjacent to commercial or institutional uses	Benches and/or picnic tables, lighting, landscaping, focal features (murals, statues, historical markers, water features, etc.)	Walking, bicycle; parking available at adjacent commercial or institutional uses
SUBURBAN DISTRICTS						
Mini-park	¼ to ½ acre	Residential developments; up to 1,000 persons	Within residential subdivision	Location easily accessible to all dwelling units in subdivision	Playground or focal feature, benches, landscaping	Walking, bicycle; no on-site parking
Neighborhood park	1 — 5 acres	Residential developments; up to 2,500 persons	Up to 1 mile	Adjacent to elementary schools when feasible	Playground, benches, lighting, picnic tables, landscaping, potable water fountain, small athletic fields or courts	Walking, bicycle (trail network); limited on-site parking
Community park	5 — 25 acres	Residential developments; up to 10,000 persons	Up to 5 miles	Adjacent to middle and high schools when feasible	Playground(s), benches, lighting, picnic tables, picnic shelter, landscaping, potable water fountain, athletic fields, courts, water features, modern restroom facilities, wilderness area including hiking and equestrian trails	Walking, bicycle (trail network); on-site parking
ALL DISTRICTS, INCLUDING NON-URBAN						
Multi-use trail network	20 feet wide land area; built to City specifications	City-wide; residential and commercial, institutional and industrial developments	City-wide; generally applicable to all new developments	Trail network shall connect all parks, commercial centers, institutional uses and residential subdivisions	Multi-use trails, trail head and directional signage; equestrian amenities	Pedestrian and bicycle access at several points, including all parks

ZONING REGULATIONS

TYPE OF PARK	APPROXIMATE SIZE	POPULATION SERVED	DISTANCE FROM EACH DWELLING	PREFERRED LOCATION	TYPICAL FACILITIES	ACCESS
Street space (separate areas within road corridor in excess of street specifications)	Where feasible	Residential and commercial, institutional and industrial development	City-wide	Abutting a street	Landscaping, benches, level open space	Pedestrian