

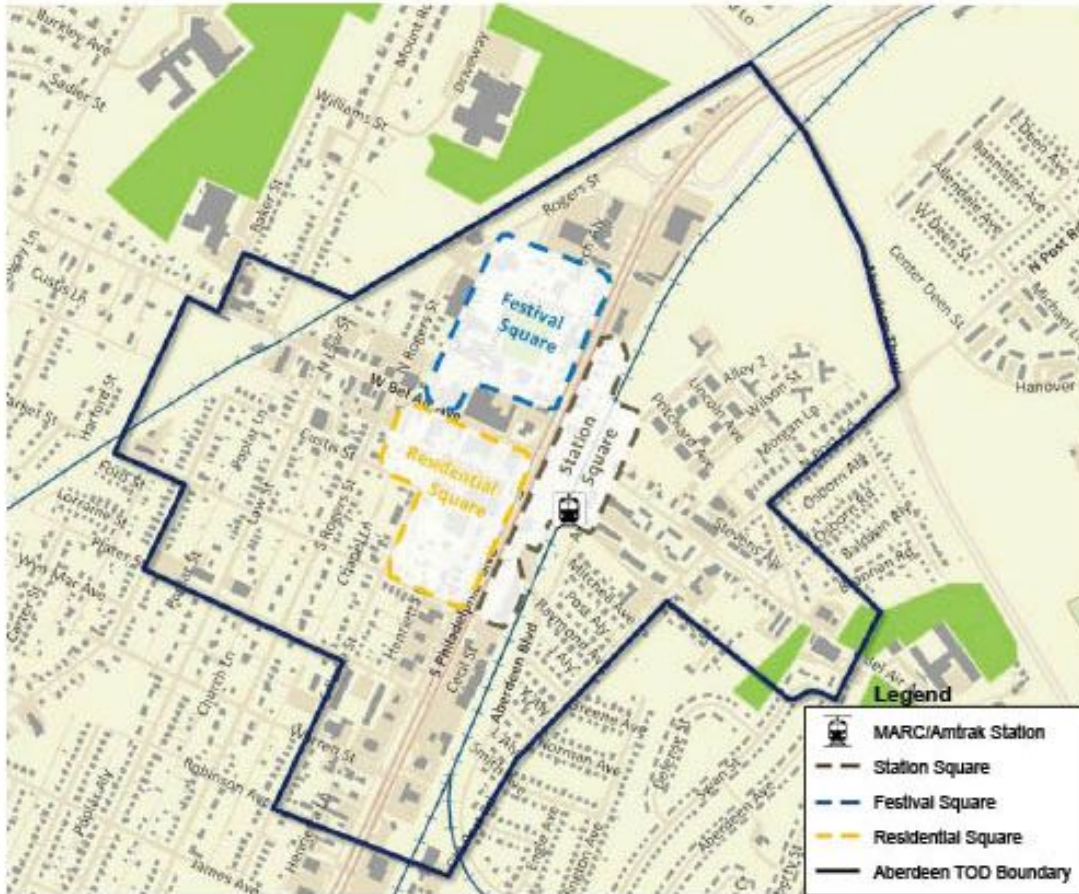
DEVELOPMENT CODE

235 Attachment 7

City of Aberdeen

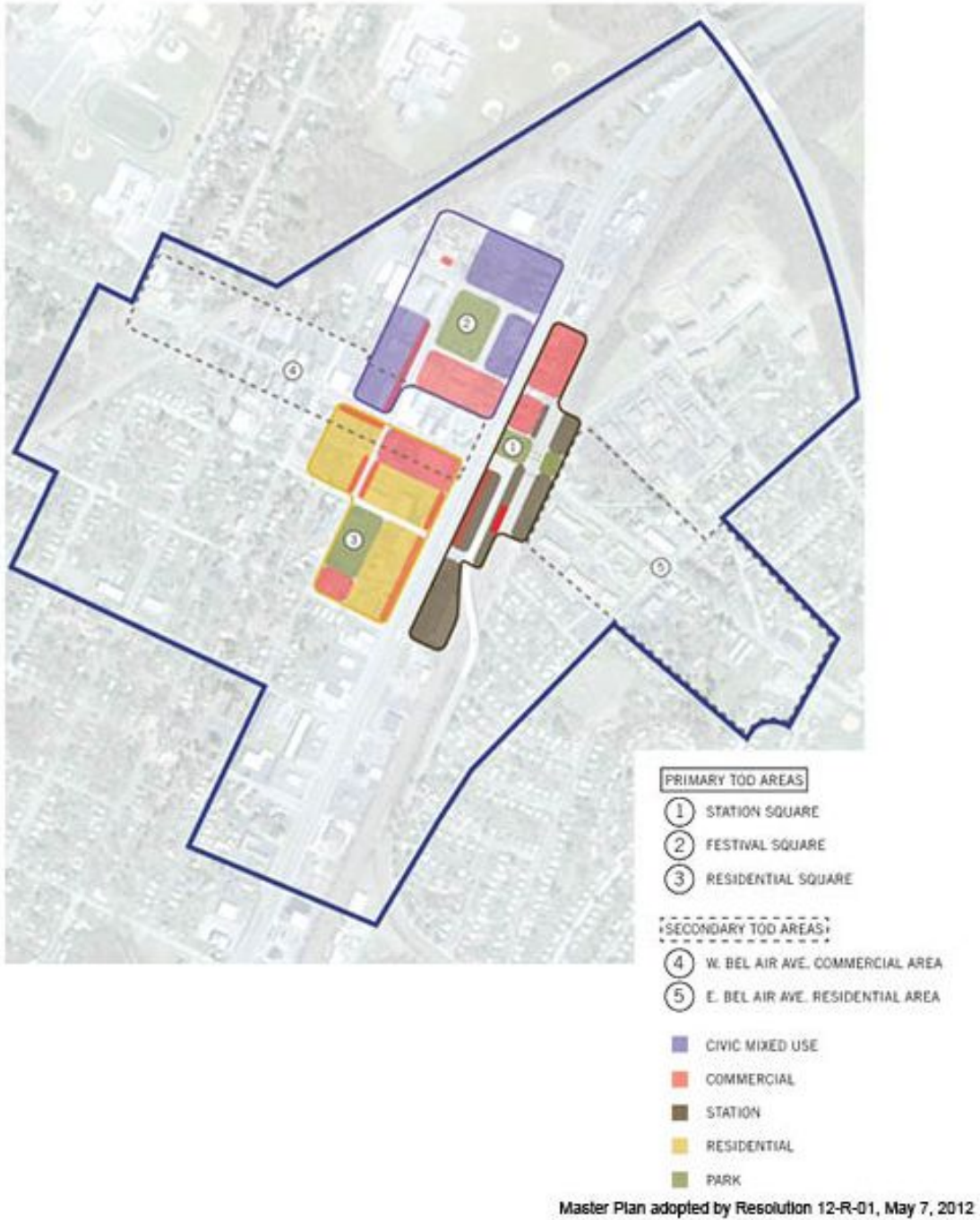
Maps and Graphics

**Aberdeen TOD
Designated Area**



Designation of Aberdeen TOD Area effective June 20, 2012

TOD Master Plan Land Use Concepts



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Aberdeen TOD Regulating Plan



Legend

- Special Buildings
- TOD Area
- - - TOD District
- TOD Neighborhood (T4)
- TOD Corridor (T5)
- TOD Downtown (T6)
- Special District (SD)
- Park

Latest Revision Date: September 27, 2013

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Illustration 1: Street Typologies



Legend

Village Center Mixed Use Arterial

- N. Philadelphia Blvd
- S. Philadelphia Blvd

Village Center Collector Streets

- Main Street**
- W. Bel Air/ Parallel Parking Both Sides
- Festival Square Streets**
- Angled Parking Front In
- Angled/ Parallel Parking One Side Only
- Local Streets**
- Local Street No Parking
- New Local Street No Parking

Neighborhood Principal Collector Streets

- Neighborhood Streets**
- Parallel Parking Both Sides
- New Parallel Parking Both Sides
- Parallel Parking One Side Only
- New Parallel Parking One Side Only
- No Parking

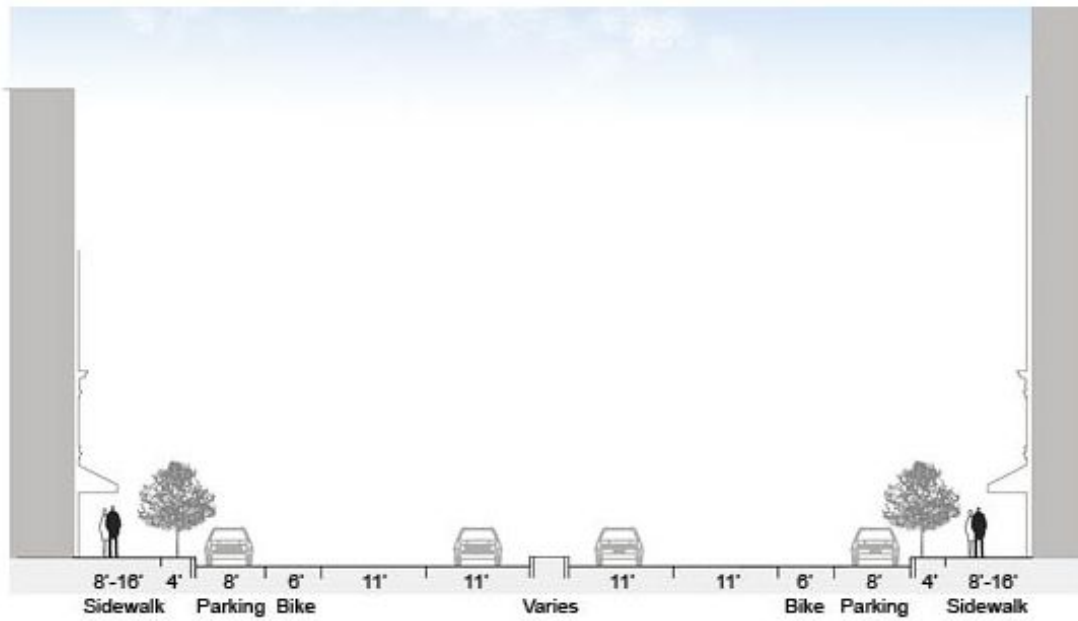
Neighborhood Minor Collector Streets


- Alley**
- Alleys No Sidewalks

For more detail see Illustrations 2-16

DEVELOPMENT CODE

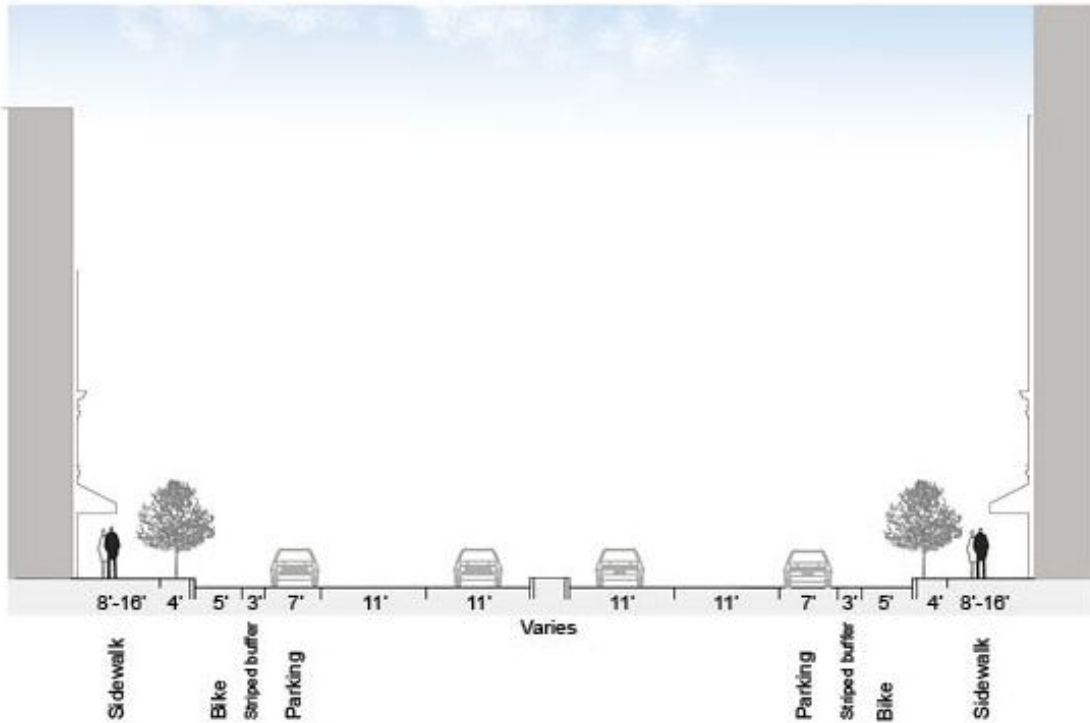
Illustration 2: Village Center Mixed Use Arterial



 US 40 North (US40-N) Type 1

ABERDEEN CODE

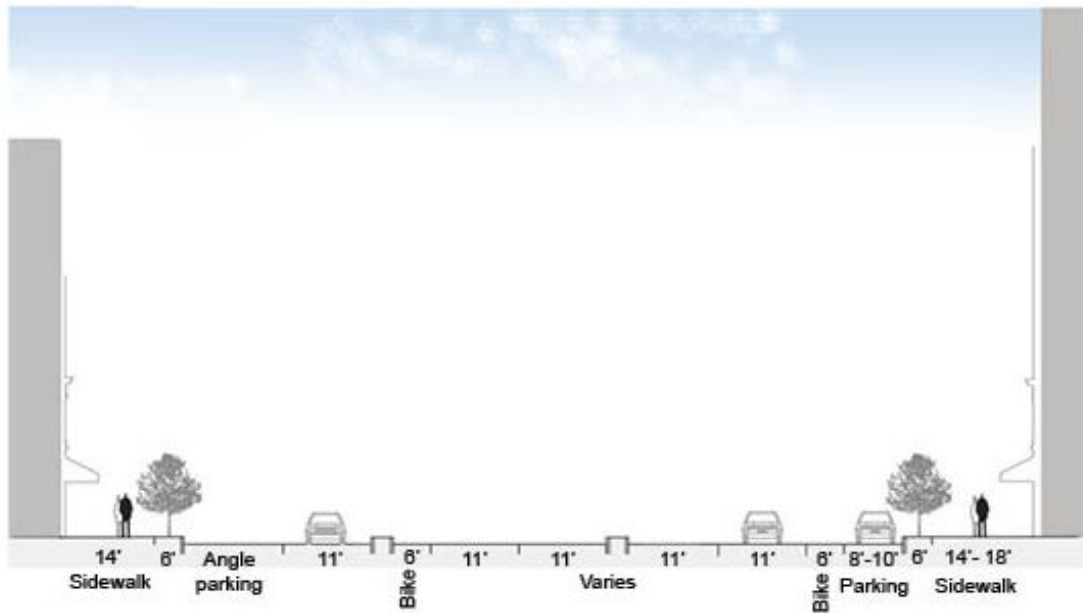
Illustration 3: Village Center Mixed Use Arterial



US 40 North (US40-N) Type 2

DEVELOPMENT CODE

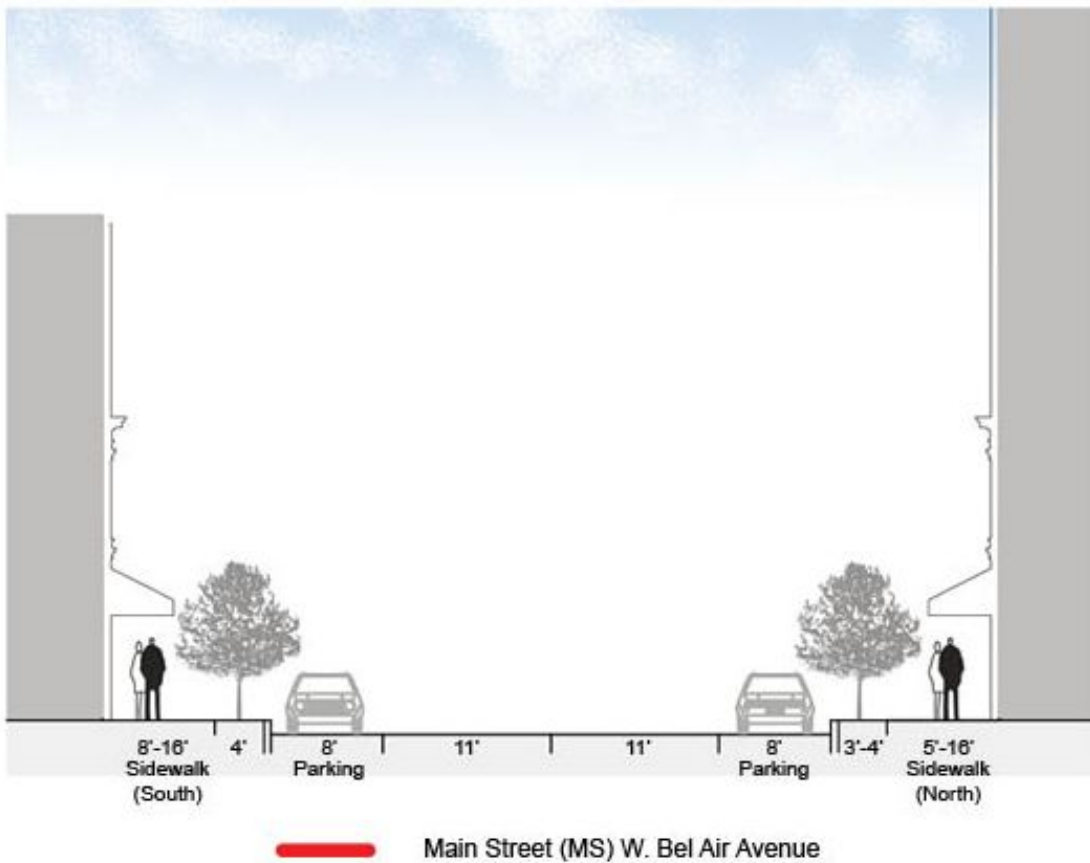
Illustration 4: Village Center Mixed Use Arterial



US 40 South (US40-S)

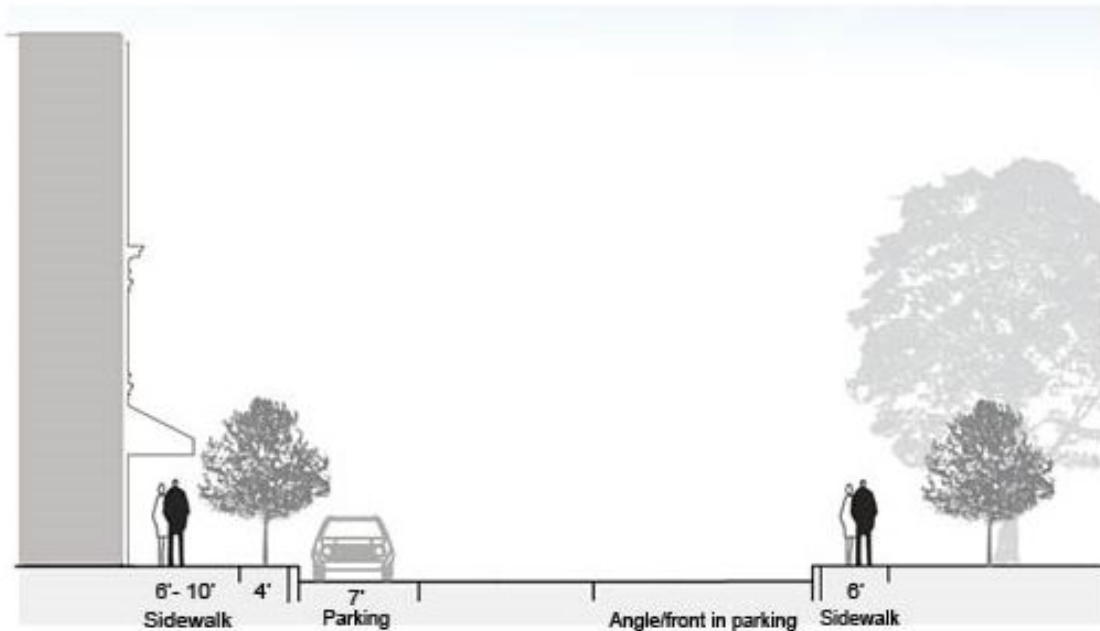
ABERDEEN CODE

Illustration 5: Village Center Collector Street



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Illustration 6: Village Center Collector Street




— Festival Square (FS) - Type 1

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Illustration 7: Village Center Collector Street



 Festival Square (FS) - Type 2

DEVELOPMENT CODE

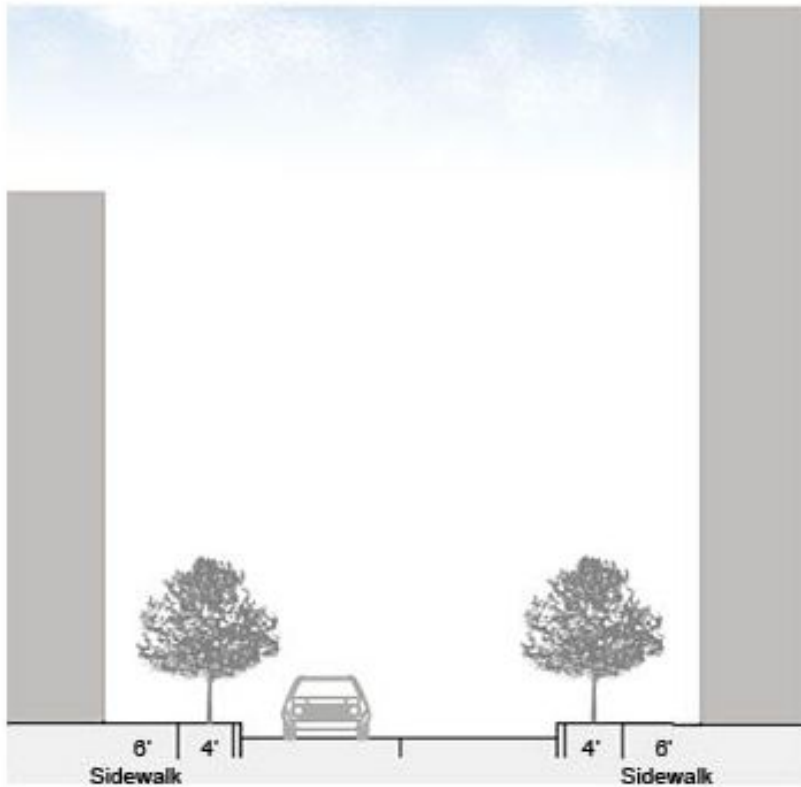
Illustration 8: Village Center Collector Street



— Festival Square (FS) - Type 3

ABERDEEN CODE

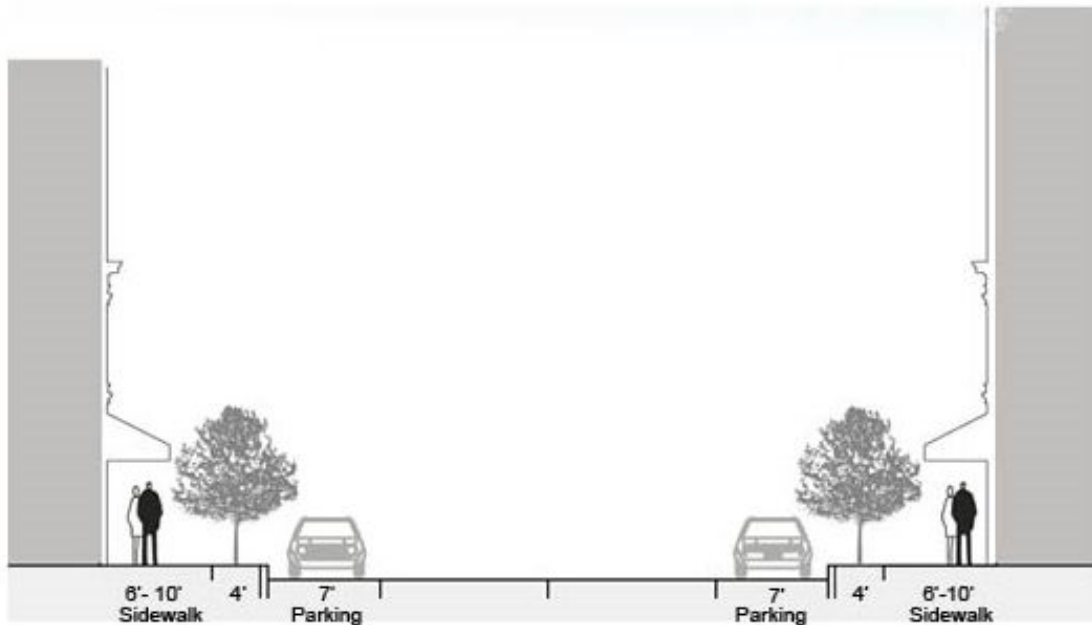
Illustration 9: Village Center Collector Street



- Local Street No Parking
- New Local Street No Parking

DEVELOPMENT CODE

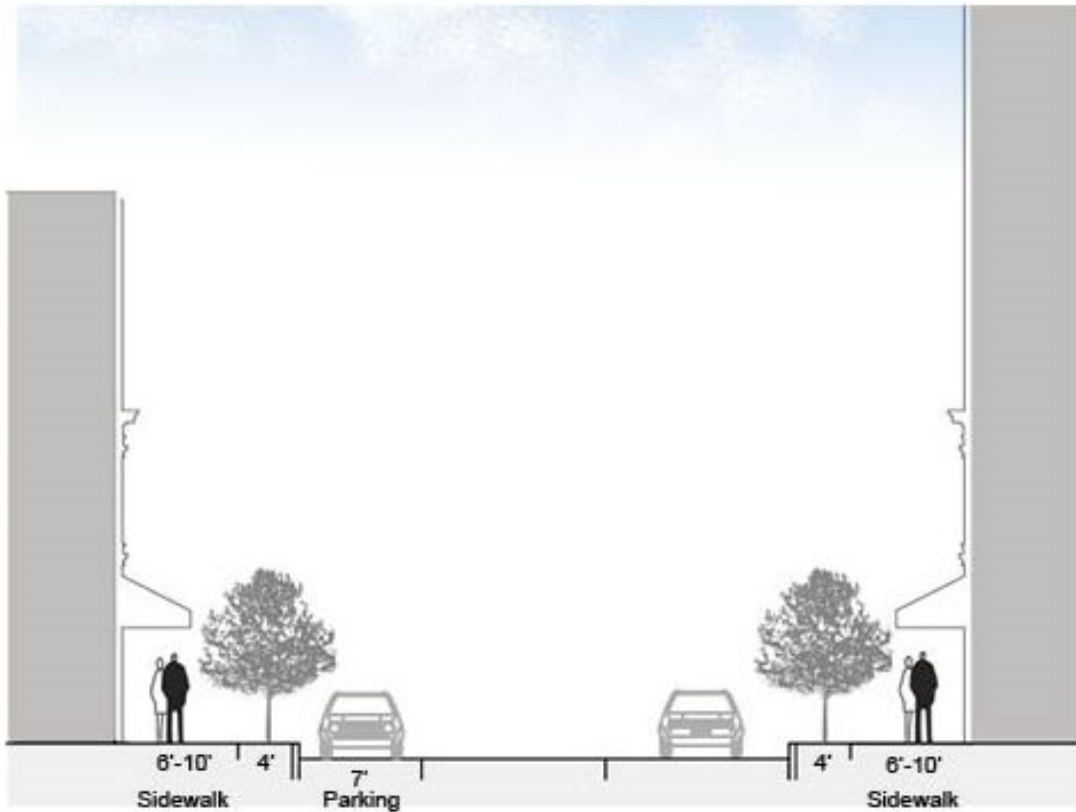
Illustration 10: Neighborhood Principal Collector Street




- Neighborhood Street (NS)
- New Neighborhood Streets (NS)

ABERDEEN CODE

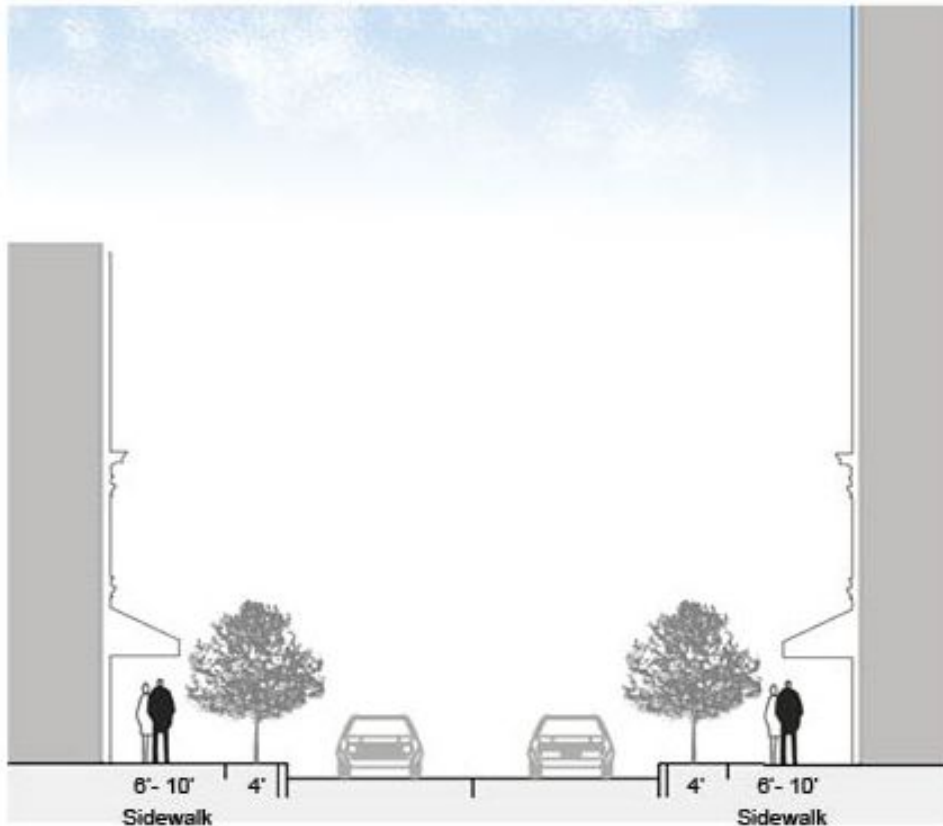
Illustration 11: Neighborhood Principal Collector Street




 Neighborhood Street Limited Parking (NSLP)

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Illustration 12: Village Center Collector Street



 Neighborhood Street No Parking (NSNP) Type 1

ABERDEEN CODE

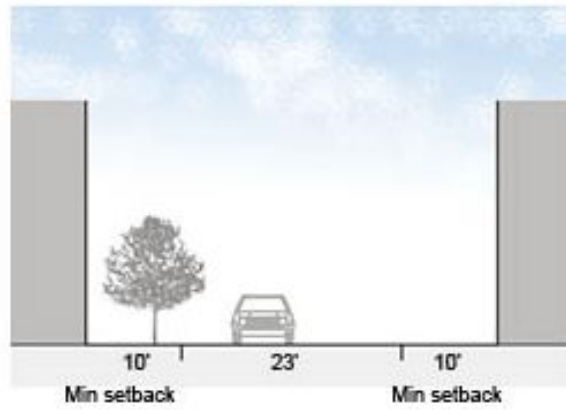
Illustration 13: Neighborhood Principal Collector Street



 Neighborhood Street No Parking (NSNP) Type 2

DEVELOPMENT CODE

Illustration 14: Neighborhood Minor Collector Street

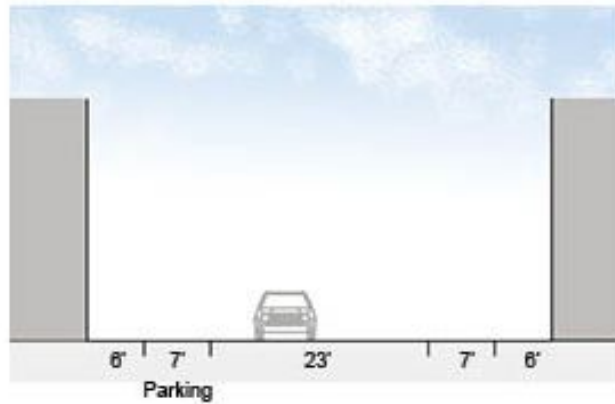


— Alley with No Parking Type 1*

* Proposed uses adjacent to Residential Districts must comply with § 235-30, Buffer yards.

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Illustration 15: Neighborhood Minor Collector Street

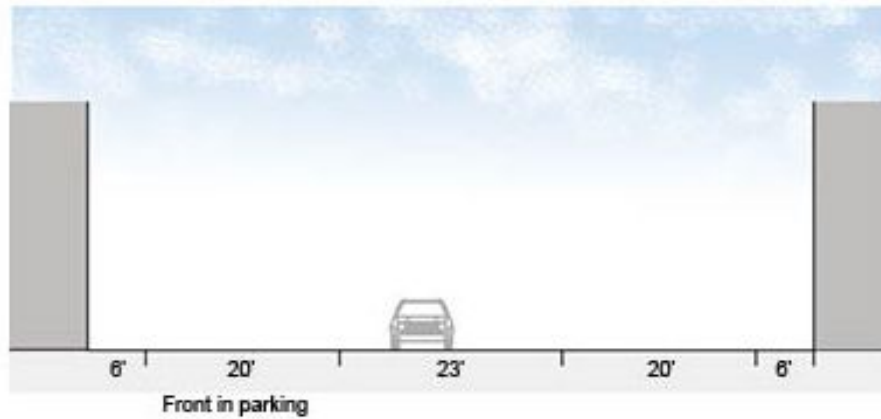


— Alley with Parallel Parking Type 2*

* Proposed uses adjacent to Residential Districts must comply with § 235-30, Buffer yards.

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Illustration 16: Neighborhood Minor Collector Street

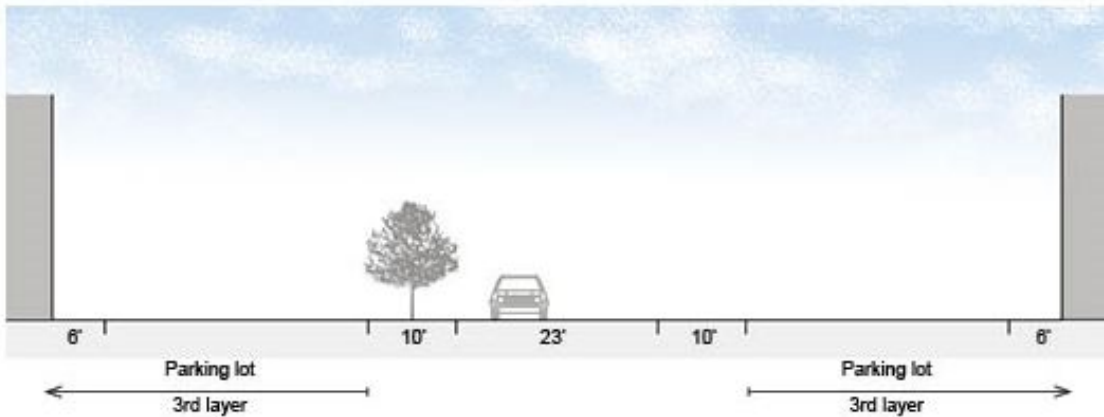


— Alley with Front in Parking Type 3*

* Proposed uses adjacent to Residential Districts must comply with § 235-30, Buffer yards.

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Illustration 17: Neighborhood Minor Collector Street



Alley with Parking Lot Type 4*

* Proposed uses adjacent to Residential Districts must comply with § 235-30, Buffer yards.

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Illustration 18: Principal Street Frontages





— Principal Frontages

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Illustration 19: Retail/Commercial Shopfronts



-  Primary Frontages
-  Secondary Frontages

DEVELOPMENT CODE

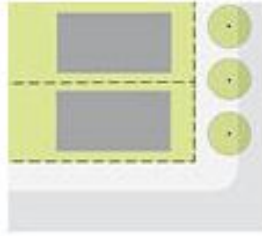
Illustration 20: Opacity/Windows



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Illustration 21: Building Disposition

Edgeyard
TOD-N (T4)



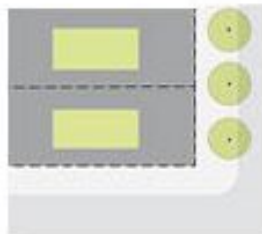
Sideyard
TOD-D (T4)
TOD-C (T5)
TOD-N (T6)



Rearyard
TOD-D (T4)
TOD-C (T5)
TOD-N (T6)



Courtyard
TOD-D (T4)
TOD-C (T5)
TOD-N (T6)

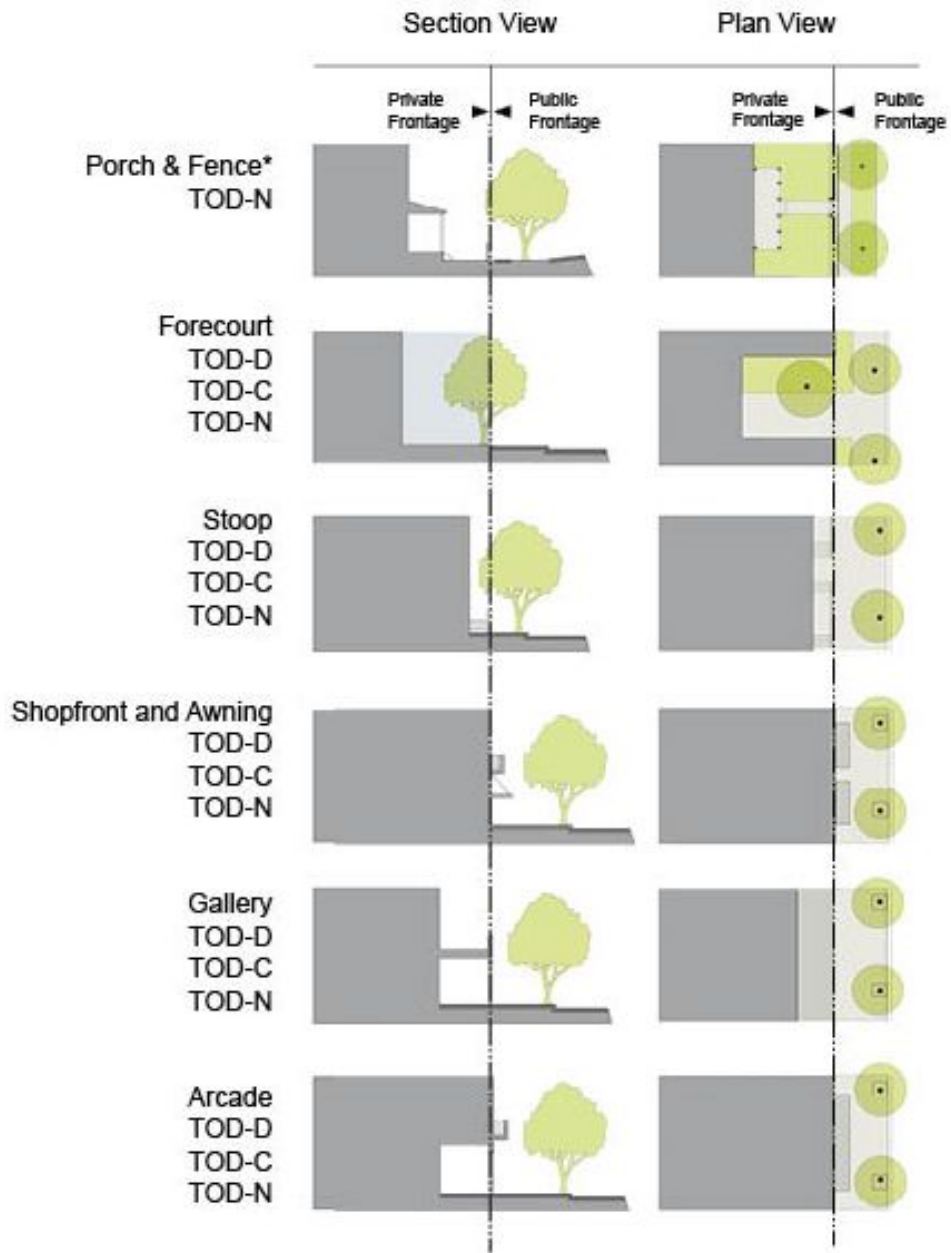


Legend

The legend diagram shows a simplified version of the building disposition diagrams. It includes a light green 'Yard' area, a grey 'Building' area, a dashed line, a sidewalk with three circular trees, a grey 'Secondary Roadway' area, and a light grey 'Primary Roadway' area.

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Illustration 22: Building Frontages



Legend

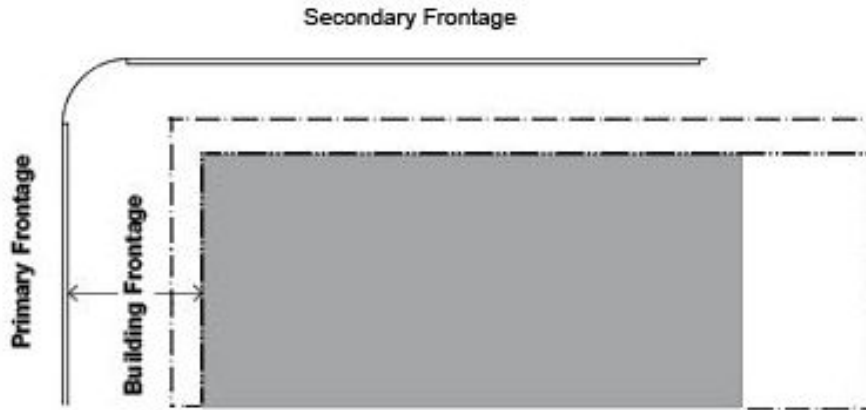
----- Build To Line (BTL)

**Only permitted on properties with primary frontage on a local streets.*

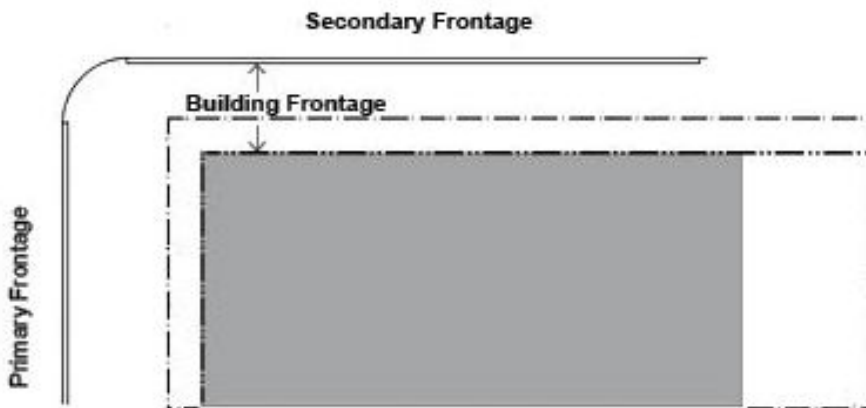
ABERDEEN CODE

Illustration 23: Frontage Build to Line

Primary Frontage Build to Line



Secondary Frontage Build to Line



Legend

- Build To Line (BTL)
- - - - - Lot Line

DEVELOPMENT CODE

Illustration 24: Sideyard Setback

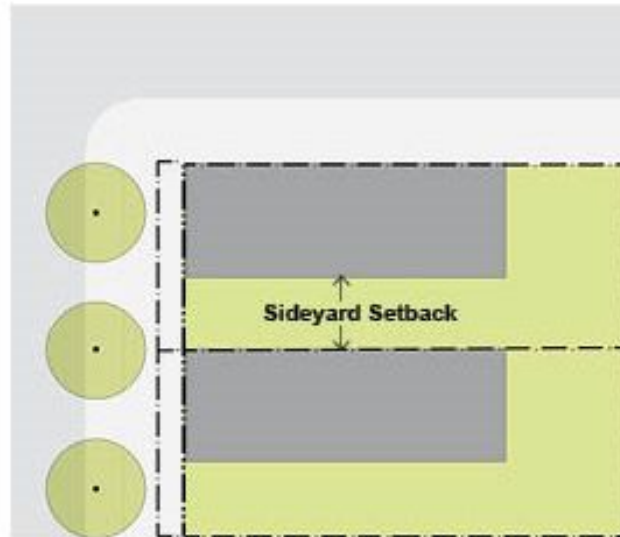
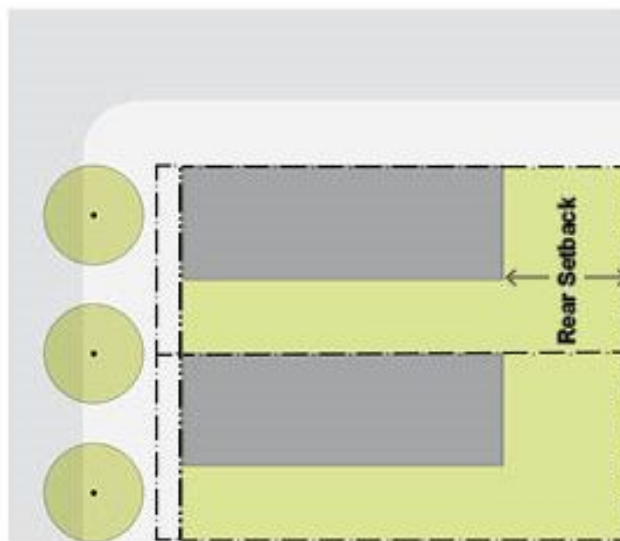




Illustration: Rear Setback

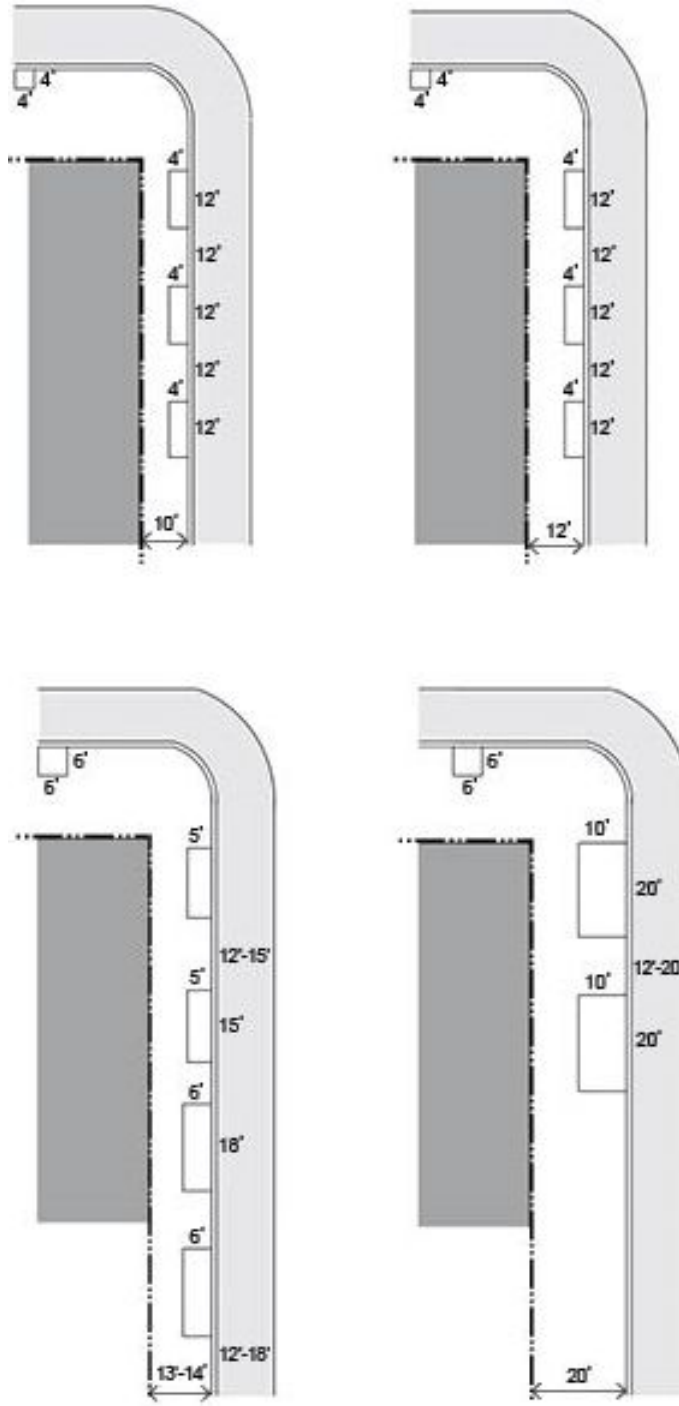


Legend

-  Build To Line (BTL)
-  Lot Line

ABERDEEN CODE

Illustration 25: Sidewalk Widths, Planters and ESD



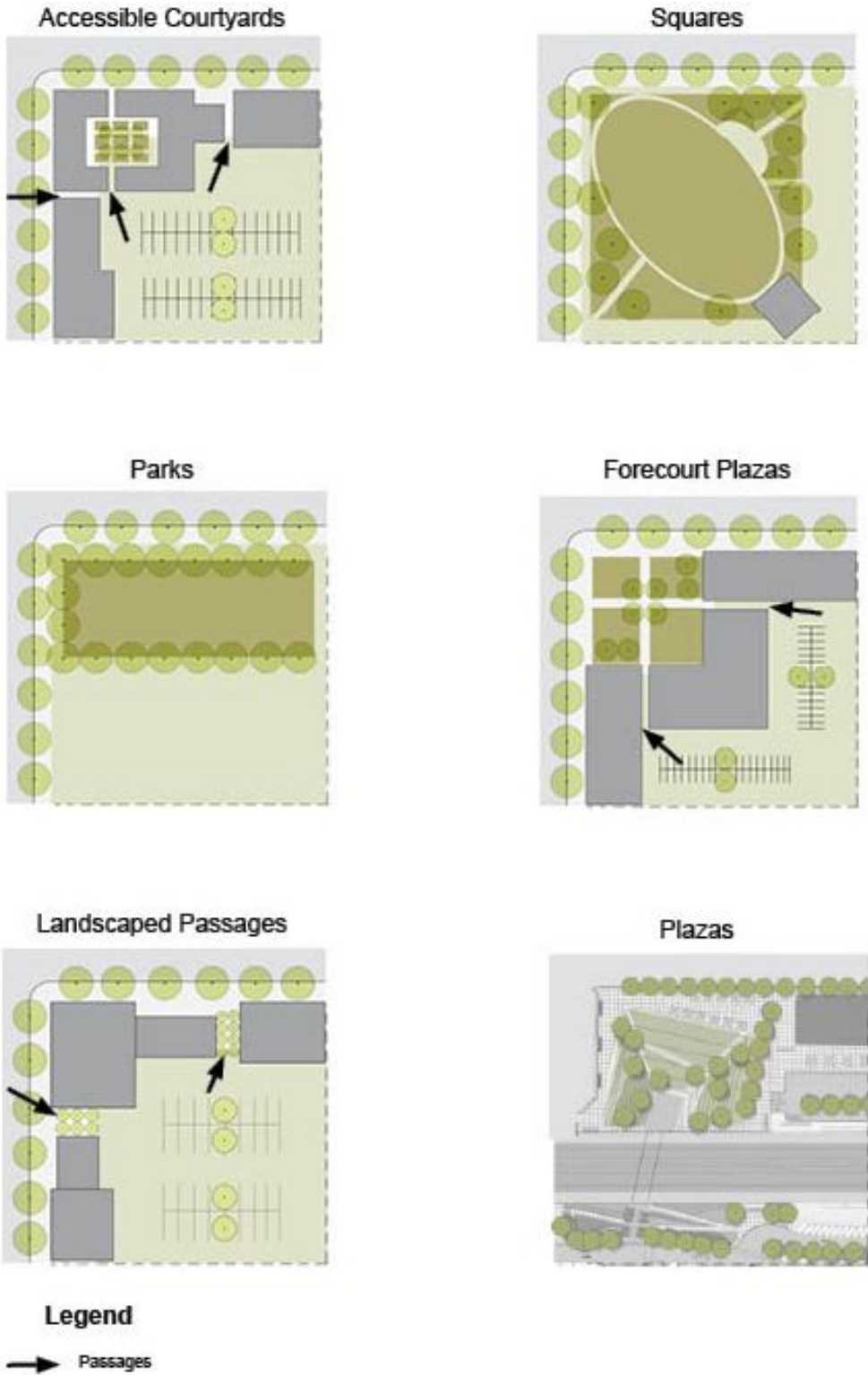
Legend



Build To Line (BTL)

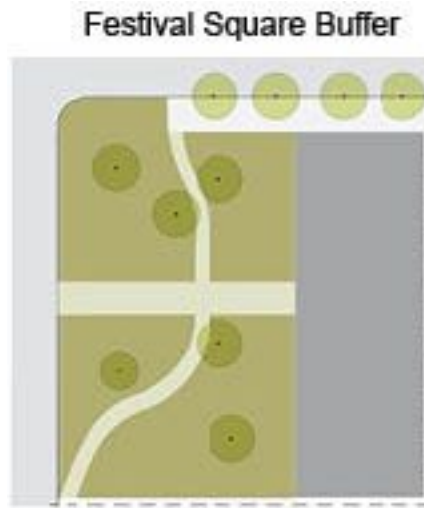
ABERDEEN CODE

Illustration 27: Open Space Types



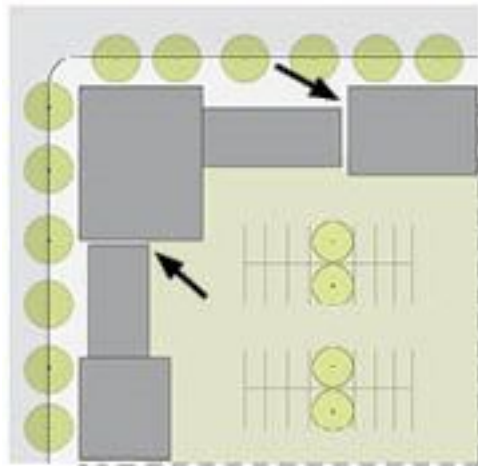
DEVELOPMENT CODE

Illustration 28: Open Types



ABERDEEN CODE

Illustration 29: Passage

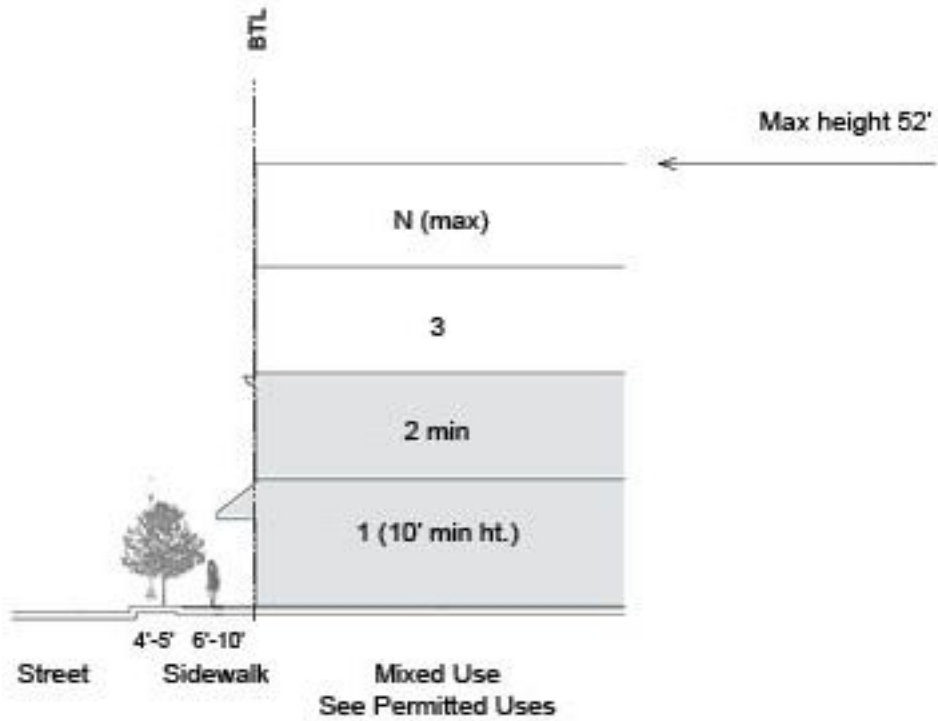


Legend

→ Passages

DEVELOPMENT CODE

Illustration 30: Height



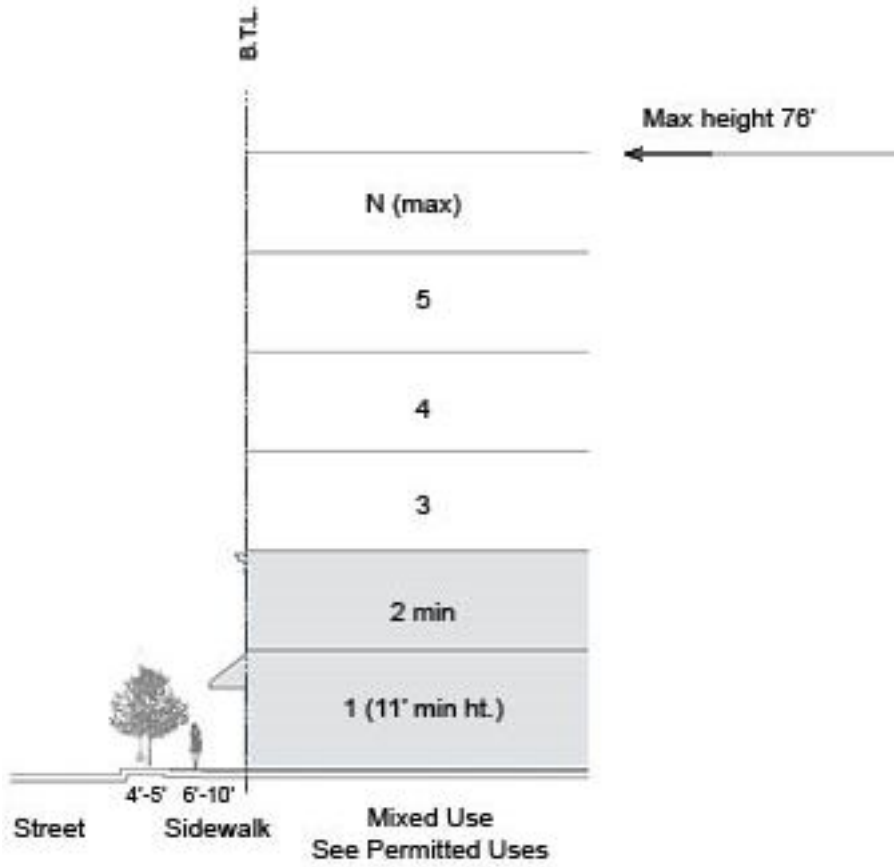
Legend

----- Build To Line (BTL)

**Building Height
TOD-N (T-4)**

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Illustration 31: Height



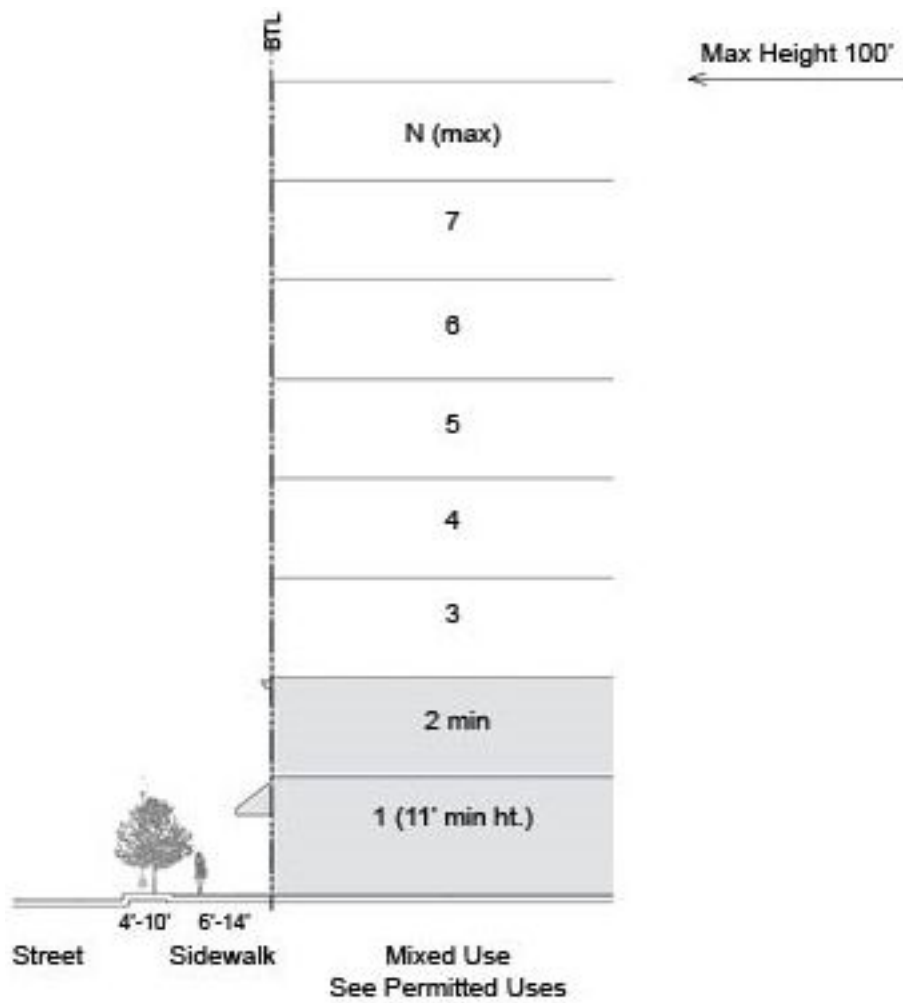
Legend

----- Build To Line (BTL)

**Building Height
TOD-C (T-5)**

DEVELOPMENT CODE

Illustration 32: Height



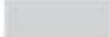
**Building Height
TOD-D (T-6)**

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Illustration 33: Open Space and Parking Bonus Height



Legend

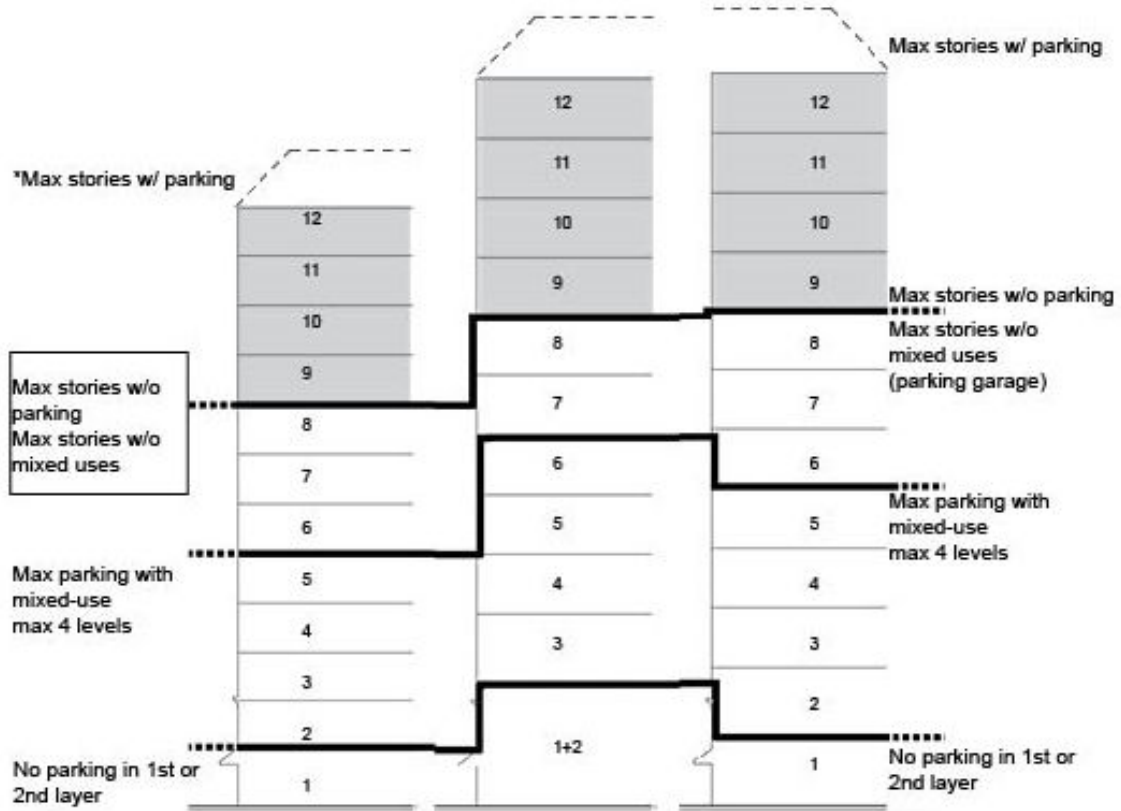
 Open Space and Parking Bonus Heights

*Max stories for mixed use for parking

Height Bonus
TOD-C (T5)

DEVELOPMENT CODE

Illustration 34: Open Space and Parking Bonus Height



Legend

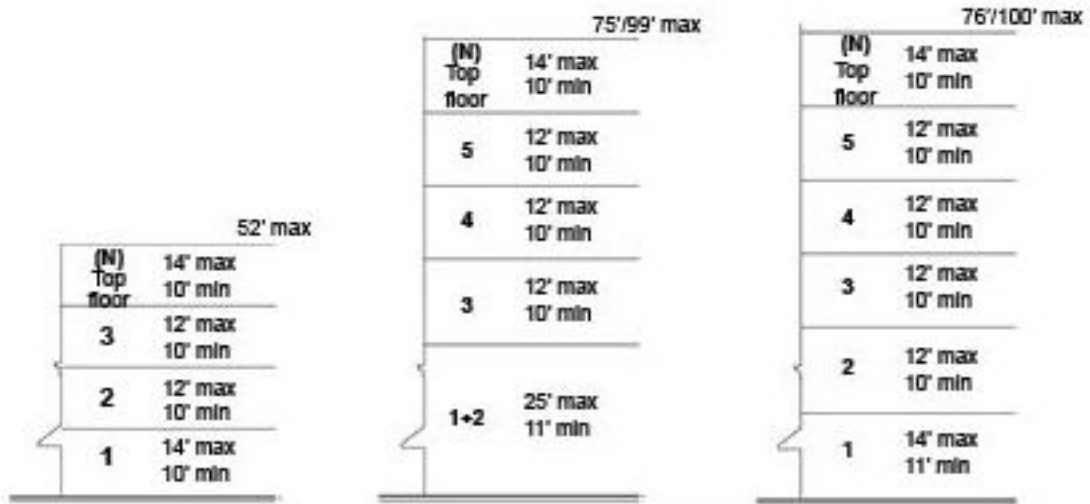


Open Space and Parking Bonus Heights

Height Bonus
TOD-D (T6)

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Illustration 35: Floor Heights by Story



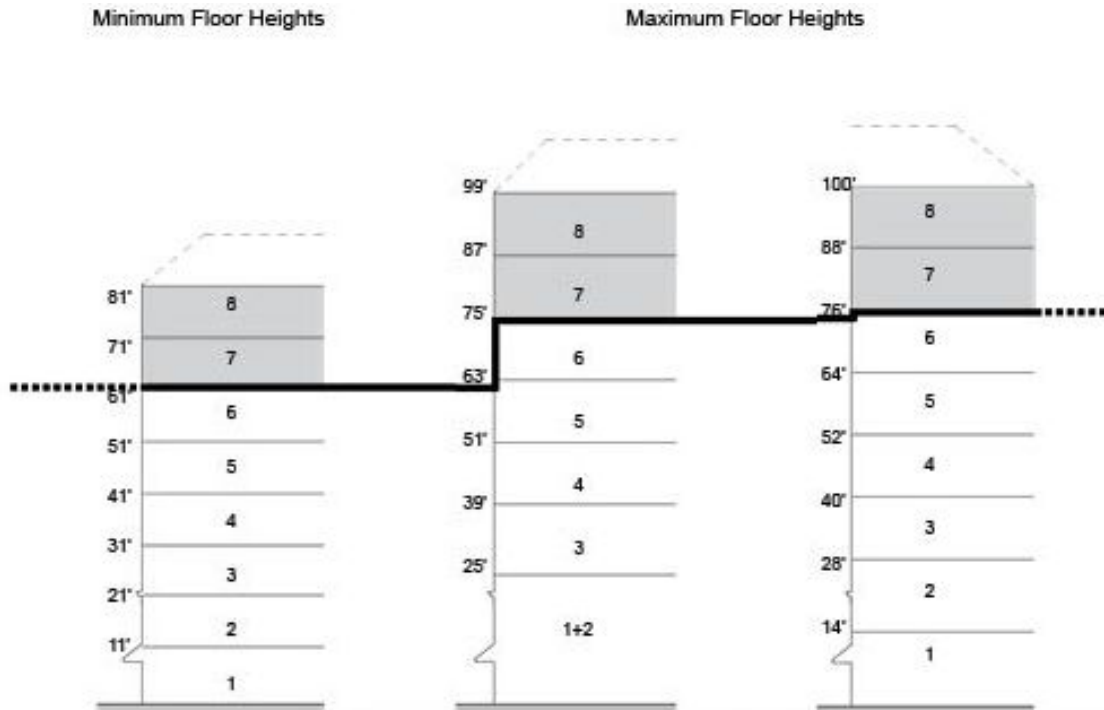
TOD-N (T4)

TOD-C (T5)
TOD-D (T6)

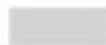
TOD-C (T5)
TOD-D (T6)

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Illustration 36: Floor To Ceiling Heights



Legend

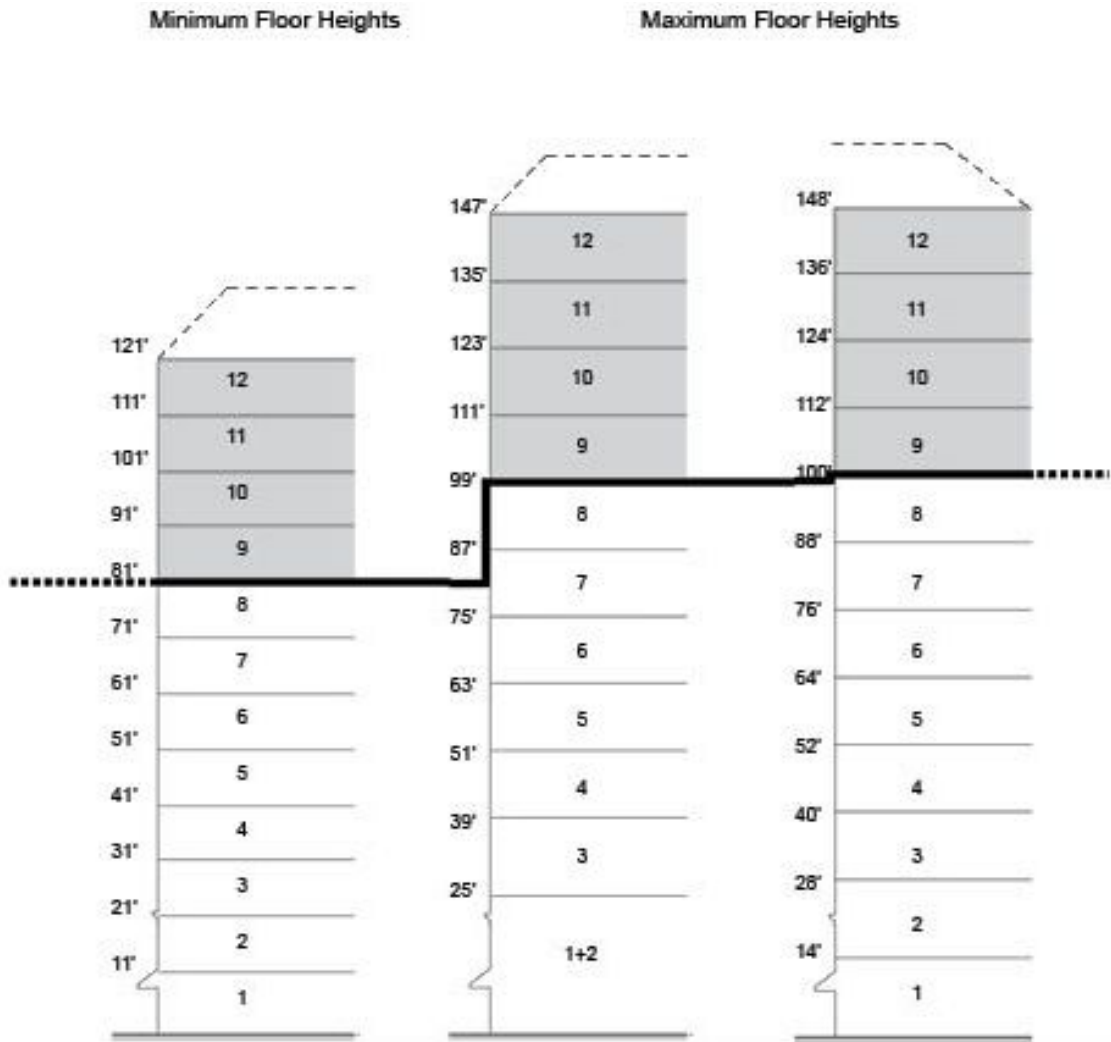


Open Space and Parking Bonus Heights

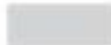
Floor Heights
TOD-C (T5)

ABERDEEN CODE

Illustration 37: Floor To Ceiling Heights



Legend

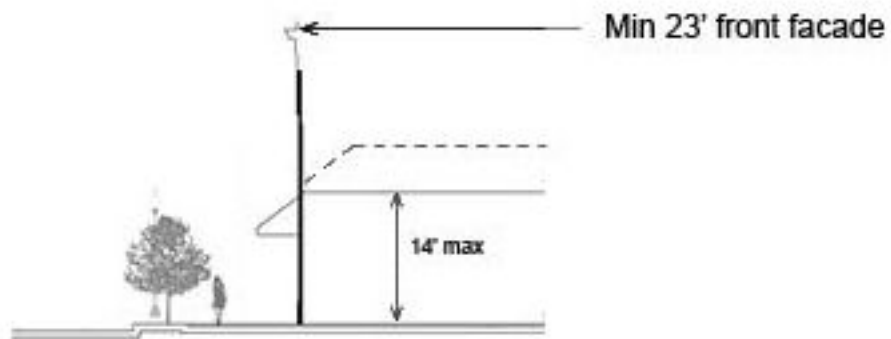
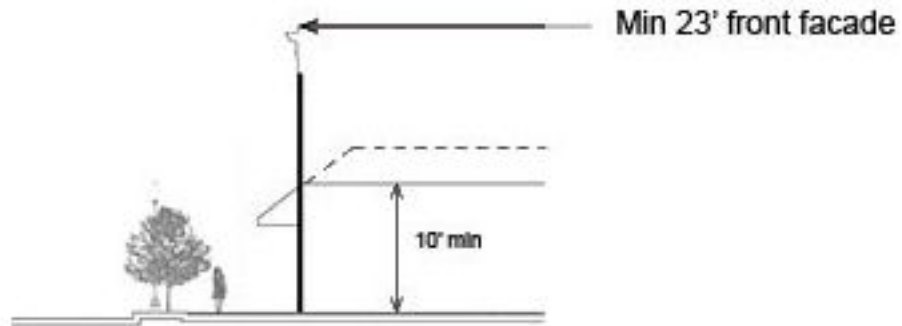


Open Space and Parking Bonus Heights

Floor Heights
TOD-D (T6)

DEVELOPMENT CODE

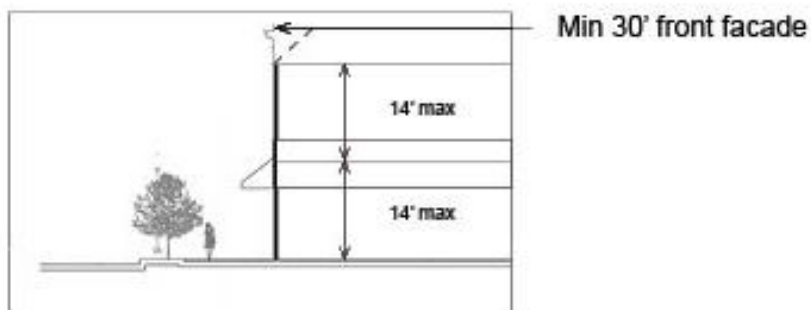
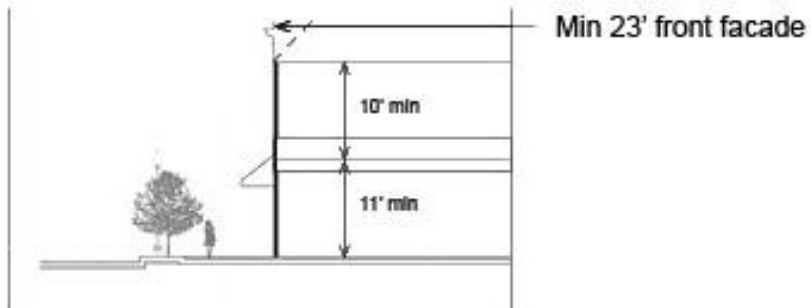
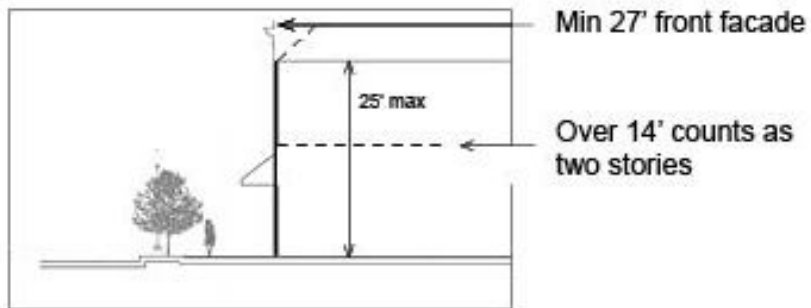
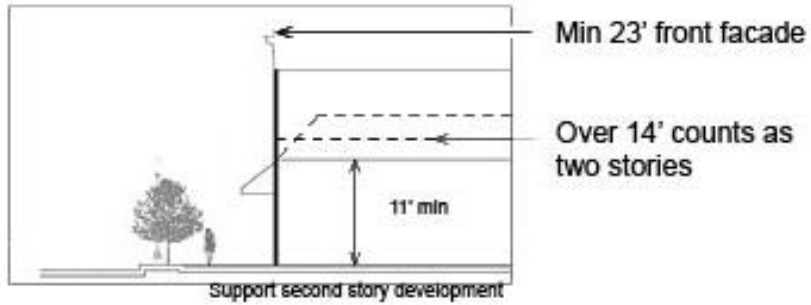
Illustration 38: Height Variations With Two Story Building



**Minimum Heights (Ground Floor)
TOD-N (T4)**

ABERDEEN CODE

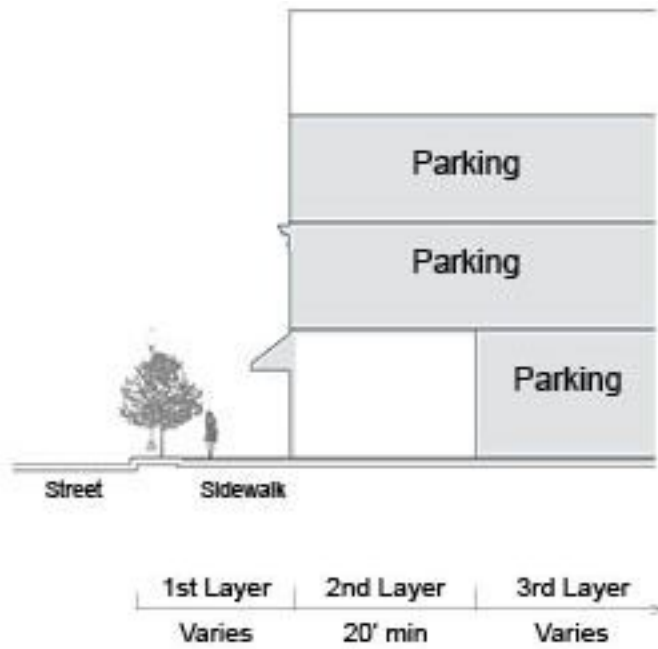
Illustration 39: Height Variations with Two-Story Buildings



Minimum Heights
TOD-C (T5)
TOD-D (T6)

DEVELOPMENT CODE

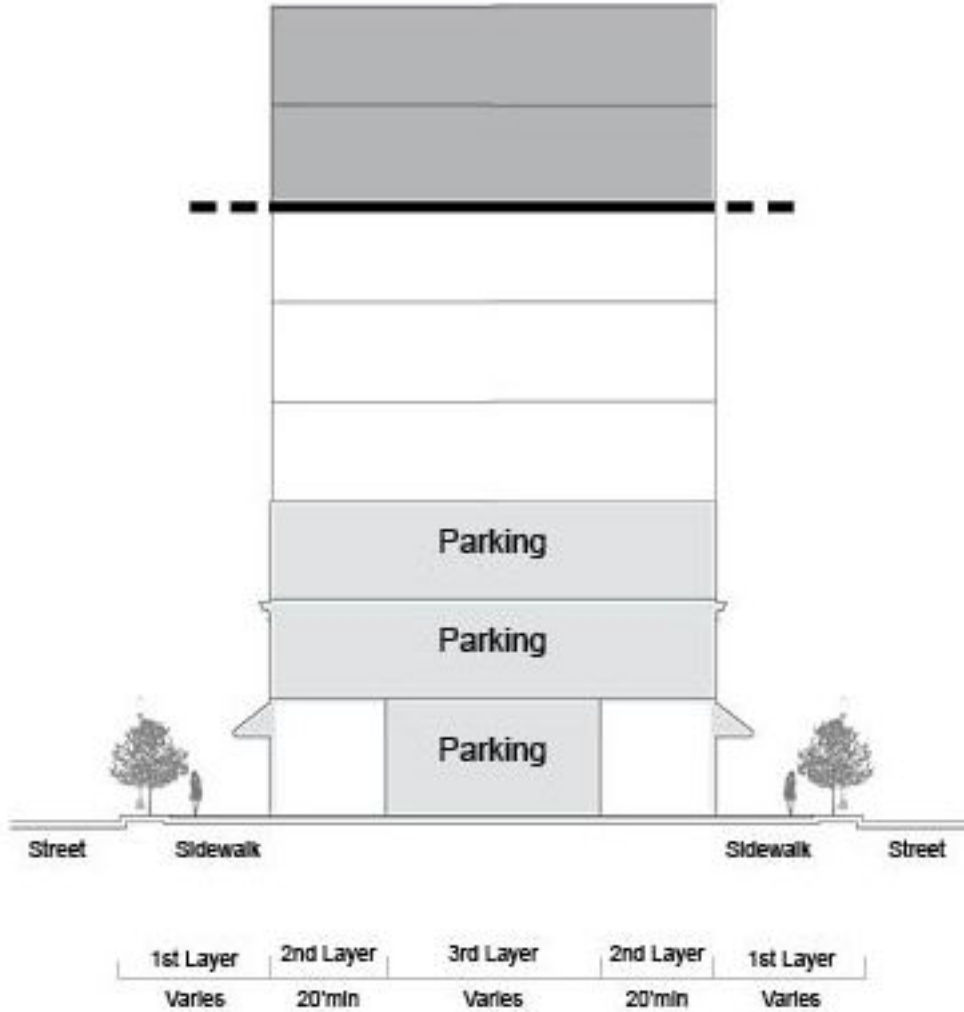
Illustration 40: Lot Layers and Parking



**Layers and Parking
TOD-N (T-4)**

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Illustration 41: Lot Layers and Parking



Legend

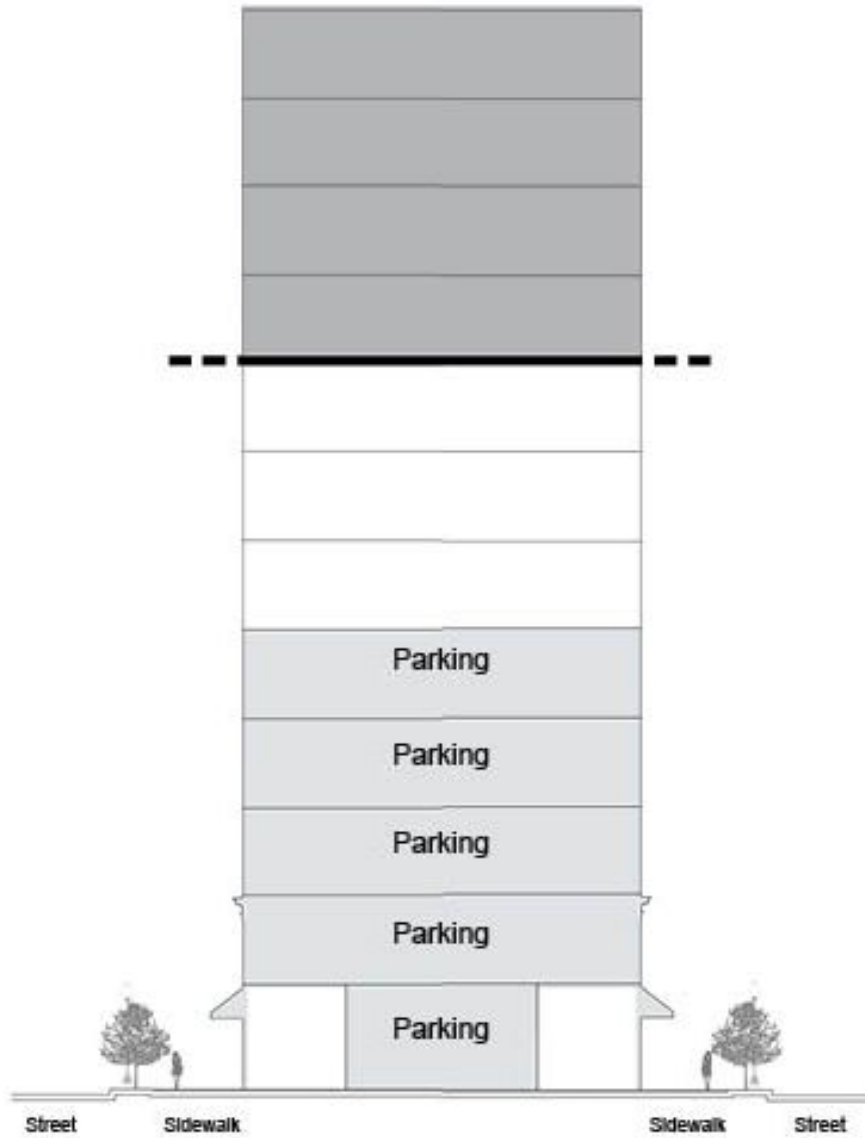


Open Space and Parking Bonus Heights

Layers and Parking
TOD-C (T5)


DEVELOPMENT CODE

Illustration 42: Lot Layers and Parking



1st Layer	2nd Layer	3rd Layer	2nd Layer	1st Layer
Varies	20'min	Varies	20'min	Varies

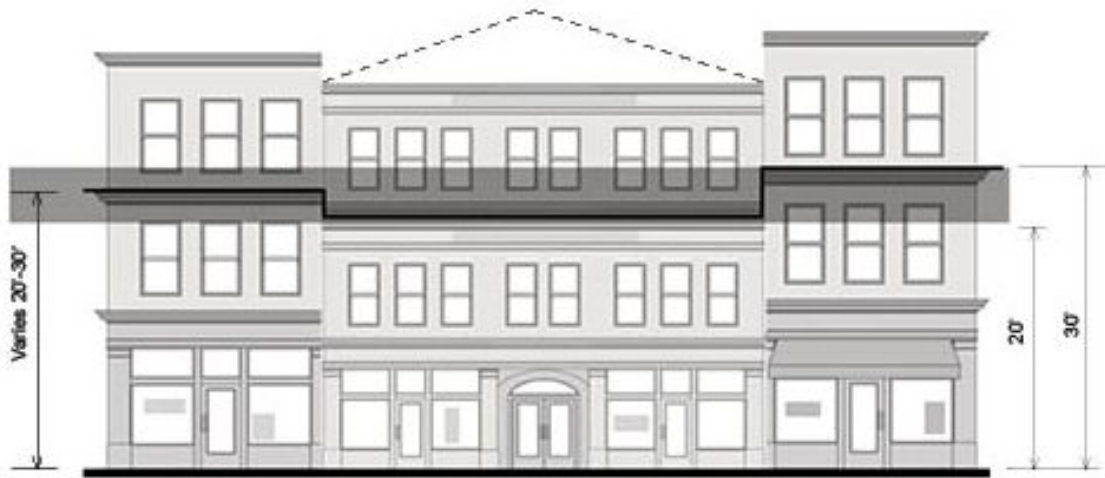
Legend

 Open Space and Parking Bonus Heights

Layers and Parking
TOD-D (T-6)

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Illustration 43: Expression Line

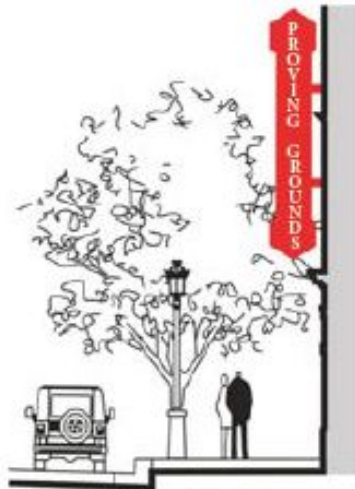


Legend

 Expression Line

DEVELOPMENT CODE

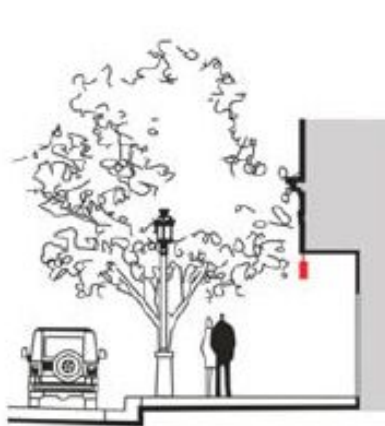
Illustration 44: Signage



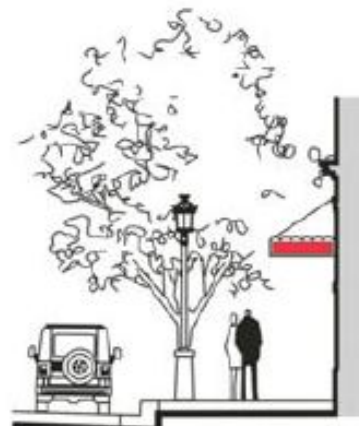
Grand Projecting Sign



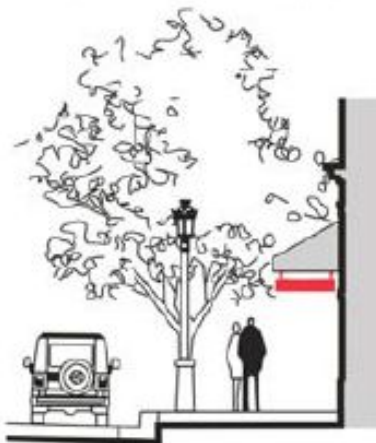
Blade Sign



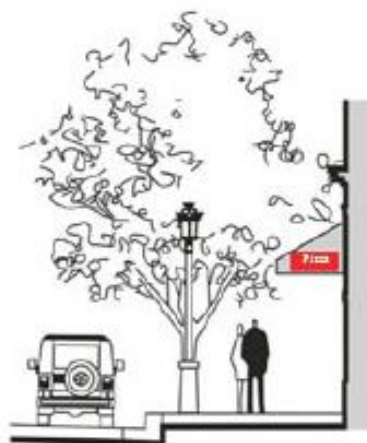
Marquee Under Canopy Sign



Canopy Fascia Sign



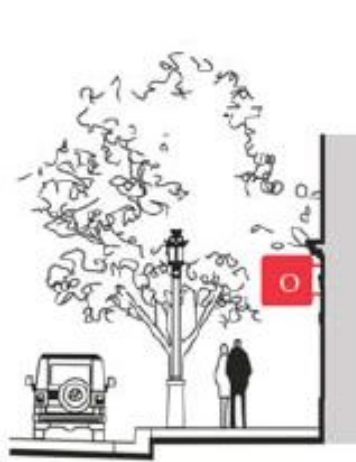
Under Awning Sign



Awning Side Sign

ABERDEEN CODE

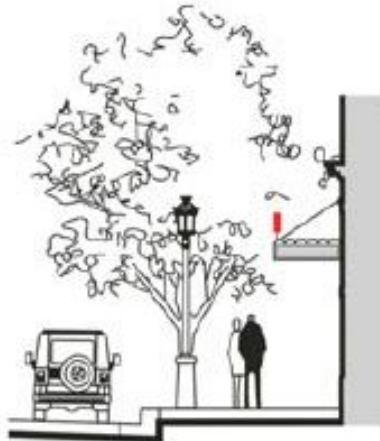
Illustration 44: Signage



Projecting Sign



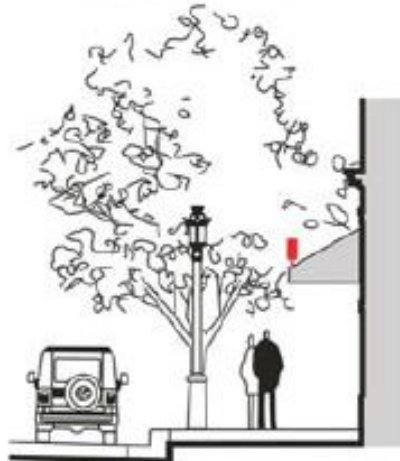
Building Identification Canopy Fascia Sign



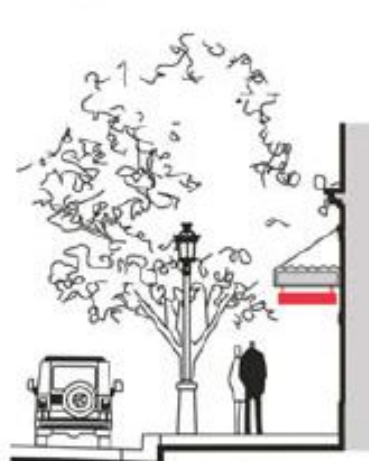
Above Canopy Sign



Marquee Sign



Above Awning Sign



Under Awning Sign

DEVELOPMENT CODE

Illustration 44: Signage



Awning Valance Sign



Wall Signs



Temporary Window Signs



Awning Face Sign



Window Signs



Temporary Wall Sign

ABERDEEN CODE

Illustration 44: Signage



Building Identification Window Sign



Building Identification Wall Sign



Grand Wall Sign