

**CITY OF WEBSTER  
PLANNING AND ZONING COMMISSION  
REGULAR MEETING**

City of Webster Council Chambers  
101 Pennsylvania Avenue  
Webster, Texas 77598  
December 7, 2016  
6:00 P.M.

**AGENDA**

1. **Call to Order** and Certify Quorum.
2. **PUBLIC HEARING** to receive all comments regarding the proposed Planned Development Guidelines for the Destination Development, generally located 2,000 feet southeast from the southeast corner of Gulf Freeway (I-45) and Kobayashi Road (HCAD #'s 0410420000006 and 0410440010139).
3. **Consideration/Action** to recommend approval of the proposed Planned Development Guidelines for the Destination Development, generally located 2,000 feet southeast from the southeast corner of Gulf Freeway (I-45) and Kobayashi Road (HCAD #'s 0410420000006 and 0410440010139).

Applicant/Owner: Medistar Corporation  
Owner: City of Webster

4. **Consideration/Action** to approve the proposed Final Plat of the Odyssey Park, an eight lot subdivision with one reserve located at 1422 Farm to Market 528 Road (HCAD #0361680000007).

Applicant: PRO-SURV

5. **Consideration/Action** to approve the Minutes of the Planning and Zoning Commission Meeting of November 2, 2016.
6. **Agenda Requests from Commissioners.**
7. **Adjournment.**

**ALL AGENDA ITEMS ARE SUBJECT TO ACTION**

In compliance with the Americans with Disabilities Act, the City of Webster will provide for reasonable accommodations for persons attending Planning and Zoning Commission meetings. Requests should be received 48 hours prior to the meeting. Please contact the City Secretary's office at 281-332-1826.

I certify that a copy of this notice of the Planning and Zoning Commission Meeting for December 7, 2016, was posted at City Hall, 101 Pennsylvania Avenue, Webster, Texas by Friday, December 2, 2016 by 11:30 a.m.

  
Crystal Roan, TRMC, CMC  
City Secretary

# **AGENDA ITEM # 2**



## PLANNING COMMISSION MEETING

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**DATE:** December 7, 2016

**AGENDA ITEM:** PUBLIC HEARING to receive all comments regarding the proposed Planned Development Guidelines for the Destination Development, generally located 2,000 feet southeast from the southeast corner Gulf Freeway (I-45) and Kobayashi Road (HCAD #'s 0410420000006, and 0410440010139)

**PURPOSE STATEMENT:** This agenda item is the required Public Hearing as required by the City of Webster's Zoning Ordinance under Chapter 98; Zoning; Sec. 98-212.

**SUMMARY/BACKGROUND (WHY):** See action item.

**STAFF RECOMMENDATIONS:** See action item.

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**EXPENDITURE:** N/A

**FUNDING SOURCE:** N/A

**AMOUNT BUDGETED:** N/A

**FINANCE DEPT. APPROVAL:** N/A

**PRIORITY/CAPITAL IMPROVEMENT PROGRAM:** YES \_\_\_ NO X

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**PREPARED BY:** Evan DuVall, AICP, City Planner

**APPROVAL BY DEPT. DIRECTOR:** Derhyl Hebert, CFM

# **AGENDA ITEM # 3**



# PLANNING & ZONING COMMISSION MEETING

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**DATE:** December 7, 2016

**AGENDA ITEM: Consideration/Action** to recommend approval of the proposed Planned Development Guidelines for the Destination Development, generally located 2,000 feet southeast from the southeast corner Gulf Freeway (I-45) and Kobayashi Road (HCAD #'s 0410420000006, and 0410440010139)

Applicant/Owner: Medistar Corporation & Owner: City of Webster

**PURPOSE STATEMENT:** The City of Webster has received an application for the Development Guidelines for the Destination Development, a proposed Planned Development in the City. The purpose of this item is to review the proposed guidelines and then make a recommendation to the City Council. These development guidelines are intended to be an iconic attraction within the City and Clear Lake Region with retail, dining, entertainment, and hospitality, with a direct connection to Clear Creek.

**SUMMARY/BACKGROUND (WHY):** The City of Webster's Economic Development Corporation (WEDC) created an area designated a "Destination Development" within the City's southeast quadrant. The designation and planning for a unique entertainment district within the City began in 2010, and the WEDC has dutifully carried this project forward. The Top Golf project, was the first major catalyst for the ongoing efforts of the City's Destination Development. The WEDC has also purchased 17.4 acres of land which has been included in these Planned Development Guidelines. The submittal of these Planned Development Guidelines for the Destination Development is the next step in the goal of developing an entertainment center in Webster.

**SUMMARY OF PROPOSED DEVELOPMENT:** This development will have a variety of character districts which will promote an economically viable project within the City (See Figure 1). This planned development will have several major districts that are explained in the excerpts from the Planned Development Guidelines as follows:

## **A. DESTINATION RETAIL DISTRICT**

The Destination Retail District is intended to allow for a variety of low density, medium intensity larger retail uses. It will ultimately be one of the largest attractions to the development. This zone is located alongside the major interstate, Highway 45, which optimizes visibility and access. The Destination Retail District is intended to be a traffic driver for the balance of the development.

## **B. BOARDWALK ENTERTAINMENT DISTRICT**

The Boardwalk Entertainment District is located along the edge of the wetlands and allows for a variety of high intensity commercial uses. The boardwalk entertainment district is intended to foster an iconic, guest enhanced entertainment development. Ground floor uses include



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entertainment, restaurants, boutique retail shops, office, and personal/professional services while upper story uses are primarily office and professional services.

## **C. PARKING/FUTURE RETAIL & OFFICE EXPANSION DISTRICT**

The Parking/Future Retail & Office Expansion District allows buildings with storefronts on the ground floor which may be used for commercial uses including, but not limited to, retail, office, and personal/professional services. The floors above the ground level allow all of the same uses. The build out option in the Master Plan is within this district.

## **D. INNOVATION DISTRICT**

The Innovation District is intended to provide for a range of medium density commercial office uses. Incubator spaces for innovative uses and fostering startups, and other small businesses, will also be provided along with limited tenant oriented commercial shops.

## **E. HOTEL/ HOSPITALITY DISTRICT**

The Hotel/Hospitality District encompasses uses such as hotels, resorts, inns, and recreation. A limited number of guest oriented commercial shops and restaurants will also be allowed as a secondary use.

## **F. PARK DISTRICT**

The Park District is intended to provide open green space and support passive recreation uses.



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**NOTIFICATION:** The City of Webster has notified every property owner within 200 feet of the proposed Planned Development.

**STAFF RECOMMENDATION:** Staff recommends approval of the proposed Development Guidelines for the Destination Development as submitted by Medistar Corporation.

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**EXPENDITURE:** N/A      **FUNDING SOURCE:** N/A

**AMOUNT BUDGETED:** N/A      **FINANCE DEPT. APPROVAL:** N/A

**PRIORITY/CAPITAL IMPROVEMENT PROGRAM:**      YES \_\_\_      NO X

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**PREPARED BY:** Evan DuVall, AICP, City Planner

**APPROVAL BY DEPT. DIRECTOR:** Derhyl Hebert, CFM

**ATTACHMENTS:**

1. Proposed Development Guidelines for the Destination Development
2. Map Package (Destination State Area Map, Zoning, Future Land Use, and Vicinity)
3. 200-Foot Notification list

# PLANNING & ZONING COMMISSION MEETING

**FIGURE 1: Overall Site Plan**

**2.1 OVERALL SITE PLAN**

The Destination Development has all the elements of a successful super-regional commercial destination development - a walkable district with an entertainment venue, a destination retail store, boutique shopping, restaurants, office space, a resort hotel, an innovation campus, and future expansion parcels that will support a variety of uses. All of these elements are organized around a coherent open-space system, interconnected walkable streets, and a waterfront boardwalk and nature trail. (Fig 2.1)



Figure 2.1: Site Plan



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**SUMMARY OF PROPOSED USES:** The proposed uses in the special districts of this plan are compatible with the goals of creating an entertainment and destination project for the region (See Figure 2). Overall the Boardwalk Entertainment, and parking/future retail office expansion districts are similar in terms of permitted retail, office, and entertainment uses. The Hotel/Hospitality, Innovation and Destination Districts have uses that are exactly in line with their proposed uses of hotel, major retail, and office/retail development.

**FIGURE 2: Allowable Uses**

Table 2.3: Allowable Uses Per Land Use Zone

Allowable Uses	Destination Retail District	Parking/Future Retail Office Expansion District	Boardwalk Entertainment District	Innovation District	Hotel/Hospitality District
Adventure Sports Venue	✓	✓	✓	✓	✓
Art Gallery		✓	✓	✓	✓
Big Box Retail	✓	✓		✓	
Clothing Stores	✓	✓	✓		
Higher Education		✓		✓	
Convenience Stores (no gas)	✓	✓	✓		
Department Store	✓	✓	✓		
Farmers Market	✓	✓	✓		
General Merchandise Stores	✓	✓	✓	✓	
Gift Stores		✓	✓	✓	✓
Grocery Store	✓	✓	✓	✓	
Health Food Stores	✓	✓	✓	✓	✓
Health Spa/ Athletic Clubs/ Fitness Center	✓	✓	✓	✓	✓
Home Goods Retail Store	✓	✓	✓	✓	
Hotel / Motel / Inns & Resorts	✓	✓	✓	✓	✓
Indoor Amusement Venue	✓	✓	✓	✓	✓
Movie/ Entertainment Center	✓	✓	✓	✓	
Night Club		✓	✓	✓	✓
Offices, General Business, and Professional	✓	✓	✓	✓	
Outdoor Amusement (permanent)		✓	✓	✓	✓
Outdoor Amphitheatre		✓	✓	✓	✓
Parking Deck	✓	✓	✓	✓	✓
Parking Lots	✓	✓	✓	✓	✓
Performance Venue		✓	✓	✓	
Pharmacy		✓	✓	✓	✓
Pubs, Bars, Lounges		✓	✓	✓	✓
Research & Technology		✓	✓	✓	
Restaurants	✓	✓	✓	✓	✓
Specialty Shops		✓	✓	✓	✓
Sports Stadium/Arena		✓	✓	✓	✓
Water Park		✓	✓	✓	✓

# PLANNING & ZONING COMMISSION MEETING

**SUMMARY OF DEVELOPMENT GUIDELINES:** The proposed development guidelines for the Destination Development provides the necessary flexibility found in creative entertainment planned developments. Particularly, the building setbacks for the boardwalk district are going to create a nice streetscape with the buildings located close to the walkable boardwalk area (See Figure 3). This project also has a variety of massing guidelines, fenestration, architecture requirements, landscaping, and signage requirements that will promote an aesthetically pleasing development within the City.

**FIGURE 3: *Building Setback's***

Table 2.4 Building Setback, Building Heights, and Lot Coverage Requirements

	Destination Retail District	Parking/Future Retail Office Expansion District	Boardwalk Entertainment District	Innovation District	Hotel/Hospitality District
<b>Setbacks</b>					
Primary Street Front Minimum	15 ft	0 ft	0 ft	15 ft	15 ft
Primary Street Front Maximum	N/A	10 ft	10 ft	20 ft	N/A
Secondary Street Front Minimum	15 ft	0 ft	0 ft	15 ft	15 ft
Secondary Street Front Maximum	N/A	10 ft	10 ft	20 ft	N/A
Expressway Front Minimum	15	N/A	N/A	N/A	N/A
Expressway Front Maximum	N/A	N/A	N/A	N/A	N/A
Side Setback Minimum	0 ft	0 ft	0 ft	20 ft	20 ft
Side Setback Maximum	N/A	10 ft	10 ft	N/A	N/A
<b>Building Heights</b>					
Minimum number of stories	1	1	1	1	3
Maximum number of stories	4	6	5	6	10
<b>Lot Coverage</b>					
Maximum structure coverage	40%	80%	100%	40%	50%

\*Department Stores over 30,000 square feet and entertainment venues are exempt from building heights requirement.

**SUMMARY OF PARKING REQUIREMENTS:** This proposed development will incorporate shared parking throughout, and also a variety of street parking allowed in multiple districts (See Figure 4). The parking standards are similar to those of other projects of similar caliber within the country. Additionally, the parking lots will be designed as much as possible to limit their visual impact within the development, thereby creating a more pleasant shopping and entertainment atmosphere especially in the boardwalk area of this development.

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## **FIGURE 4: Parking Requirements**

Table 2.6: Minimum Parking Requirements

Parcel	Use	Parking Ratio	Notes
1	Destination Retail	4	4 spaces per 1000 SF of GFA
2	Performance Venue	0.25	1 space per 4 seats
3	Retail/Restaurant/Entertainment	7	7 spaces per 1000 SF of GFA
4	Office	3	3 spaces per 1000 SF of GFA
5	Hotel	1	1 Space per Room*
6	Educational/ Innovation Campus	3	3 spaces per 1000 SF of GFA
7	Flex-Use	3	3 spaces per 1000 SF of GFA

**SUMMARY OF ROADWAY NETWORK:** This development will have two entrances off the Gulf Freeway along with an entrance from the north off of Rice Creek Lane (See Figure 5). This access will be a combination of private streets, driveways, and public roadways. The largest roadway will occur off of the Gulf Freeway and will be a total of four lanes and have a width of 80 feet. Additionally, this project intends to utilize a “roundabout” to assist in efficient traffic control, as found in other areas of the Houston region.

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**FIGURE 5: *Private and Public Street Network***

**2.15 STREET OWNERSHIP**

The following diagram (Figure 2.15) shows which streets are privately owned and which streets are publicly owned.

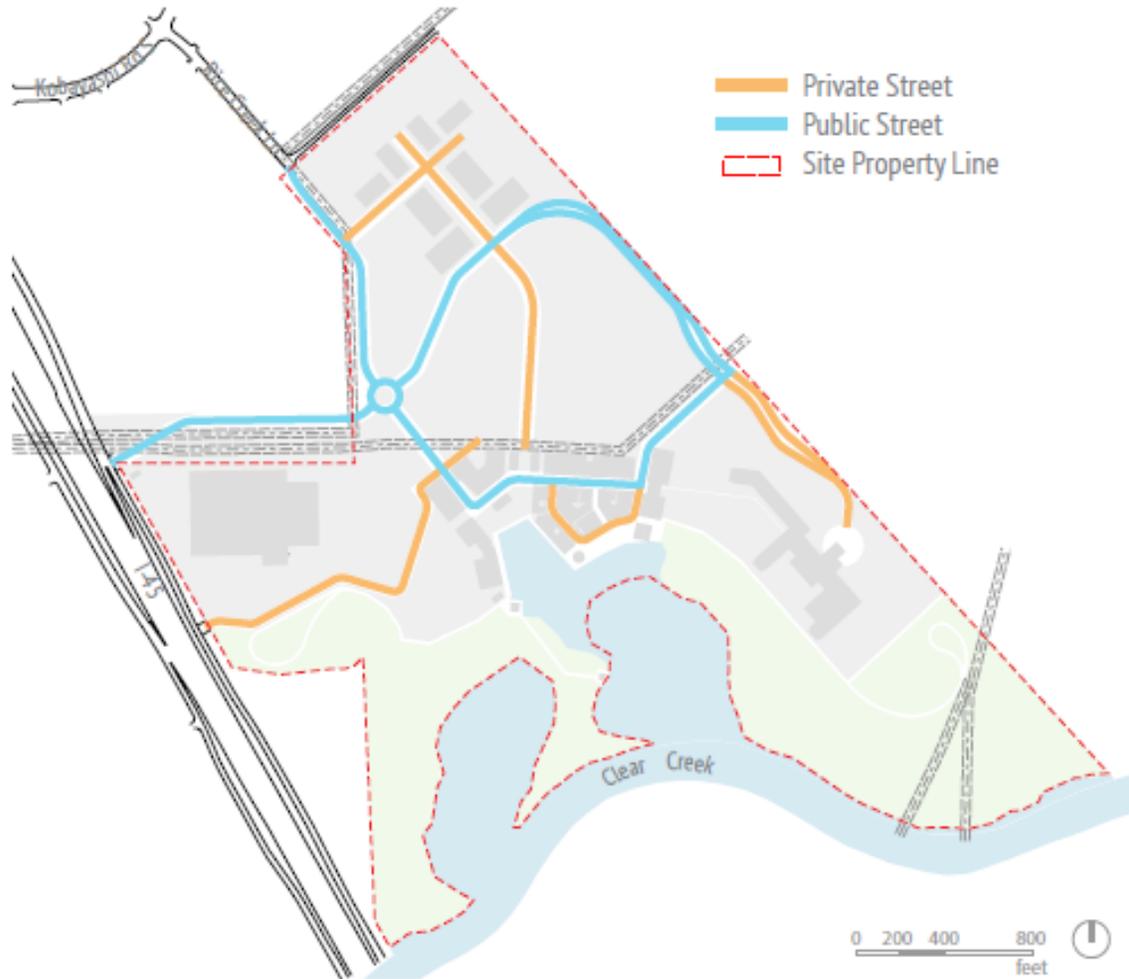


Figure 2.15: Street Ownership

**DESTINATION DEVELOPMENT**  
PLANNED DEVELOPMENT DOCUMENT  
01 DECEMBER 2016



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# 1.0 VISION

## 1.1 VISION STATEMENT

For over a decade, the creation of a destination development within the City's southeast quadrant has been a primary goal of the Webster Economic Development Corporation (WEDC), as its mission is to grow the City's commercial tax base and ensure its long-term viability. In response to both the WEDC's and Webster City Council's positive review of an economic development opportunity, as it was briefed by the WEDC in April and May 2010, along with the WEDC's acquisition of the 17.8 acre tract in November 2010 to foster the creation of the Destination Development Project, in June 2015, Medistar Corporation acquired approximately 154 acres of land from ExxonMobil Corporation to complete the land requirements for the Destination Development. As Medistar Corporation's role in the City of Webster has been that of its largest investor and highly supportive commercial partner, Medistar Corporation welcomed the opportunity to embark on this significant project with the WEDC.

Medistar's Corporation's vision is to masterplan the Destination Development, in concert with the WEDC, to establish an iconic, super-regional retail, dining, entertainment, and hospitality destination. The Destination Development, strategically located midway between downtown Houston and Galveston, on the east side of Interstate 45 with traffic counts of 250,000 vehicles daily, captures a vibrant market where 1,000,000 reside within a 15-mile radius and over 3,400,000 reside within a 30-mile radius. This high-exposure Destination Development that encompasses nearly 200 acres is anchored on its northern boundary by the premier sports entertainment destination, Top Golf, while the natural beauty of Clear Creek runs along its southern border.

The Destination Development will be an iconic attraction where "live" indoor and outdoor entertainment abounds, unique venues and adventure sports captivate young and old, and specialty retail and dining establishments flourish and incorporate water views. Hospitality offerings that capitalize on the Gulf Freeway's unsurpassed exposure, superb traffic counts, and strategic positioning, complement a boardwalk district along Clear Creek with exciting amusements, thrilling activities, and unique entertainment designed to capture daily visitors.

The Destination Development will be known as the region's epicenter for year-round, world-class retail, dining, entertainment, and hospitality, as it capitalizes on unique topography, attracting stellar businesses, and operating within a high-growth area.



### 1.3 REGIONAL CONTEXT

The Destination Development is strategically located on the east side of Interstate 45 and midway between downtown Houston and Galveston where approximately 1,000,000 reside within a 15-mile radius, and over 3,400,000 reside within a 30-mile radius. The site is within a 30 minute drive to downtown Houston (Fig 1.1) with approximately 250,000 cars passing the development entry daily. The Houston Space Center, Baybrook Mall and several other entertainment related developments all are within a 10-15 minute drive from the site. (Fig 1.1). The site is currently anchored to the north by the premier sports entertainment destination – Top Golf (Fig 1.2).

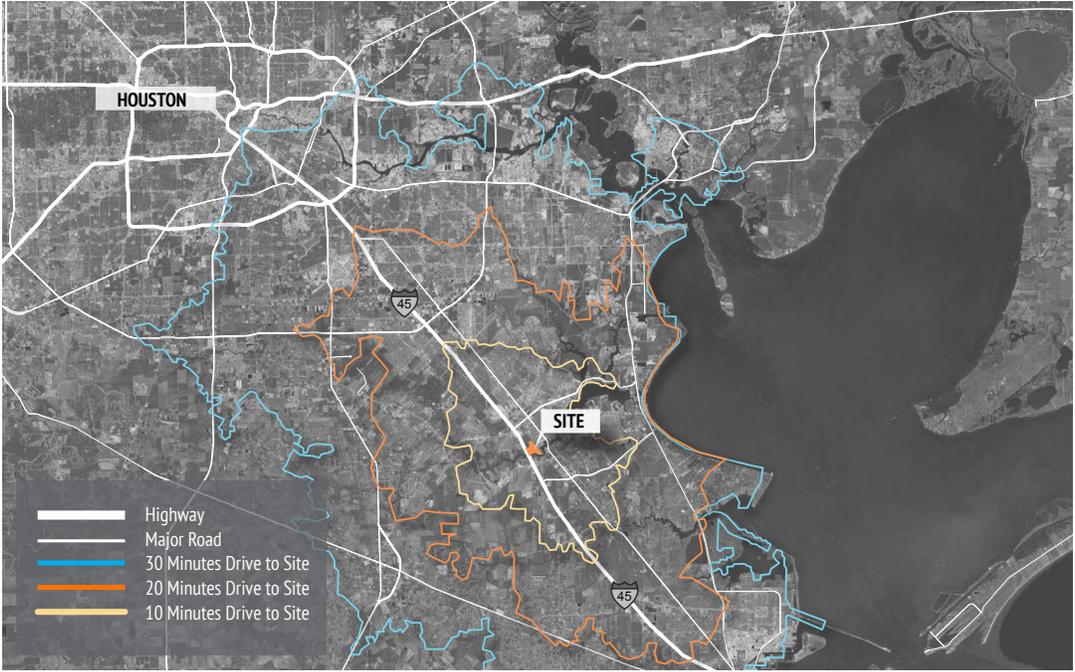


Figure 1.1: Regional Drive Time



Figure 1.2: Local Context

## 1.4 HIGH-LEVEL CHARACTER IMAGERY

The overall character of the Destination Development is driven by the unique location of the site. Strategically located along the banks of Clear Creek, the development celebrates its connection to the water. Proximity to the water attracts users looking for excitement, entertainment, adventure, recreation, relaxation, and high quality of life. The planning program responds to this by providing opportunities for entertainment venues, destination retail, boutique dining and shopping, adventure tourism, office space, water park, and a signature hotel. This is achieved utilizing a lush landscape framework, walkable blocks and pathways, and a contemporary interpretation of vernacular architecture.

The images below depict the overall character for this exciting, waterfront entertainment destination (Fig 1.3)

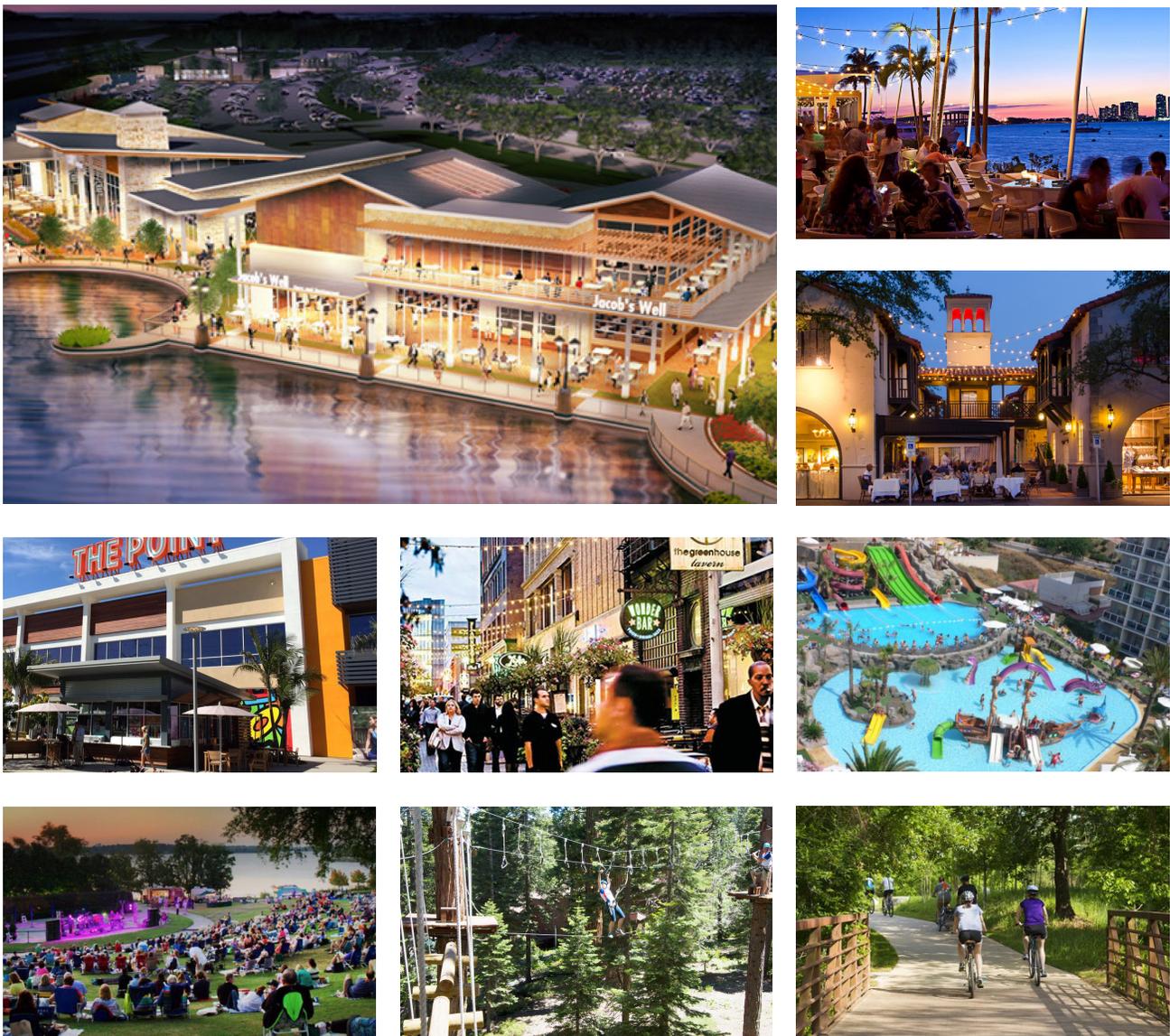


Figure 1.3: High-level character imagery

## 2.0 OVERALL SITE PLAN

### 2.1 OVERALL SITE PLAN

The Destination Development has all the elements of a successful super-regional commercial destination development - a walkable district with an entertainment venue, a destination retail store, boutique shopping, restaurants, office space, a resort hotel, an innovation campus, and future expansion parcels that will support a variety of uses. All of these elements are organized around a coherent open-space system, interconnected walkable streets, and a waterfront boardwalk and nature trail. (Fig 2.1)



Figure 2.1: Site Plan

## 2.2 LONG TERM BUILDOUT SITE PLAN

Long term build-out of the site includes a transition of the large central parking lots into new destination development opportunities. A test-fit concept shown in Figure 2.2 below demonstrates a potential build-out scenario. Additional street circulation through these parcels is planned and surface parking is replaced by buildings & structured parking.



Figure 2.2: Long Term Build-Out Plan

### 2.3 BOARDWALK ENTERTAINMENT DISTRICT & HOTEL/HOSPITALITY

The Boardwalk Entertainment District provides a vibrant entertainment experience organized around a series of unique open space and water front opportunities. The buildings and streets are positioned to enhance visibility of unique architecture, exciting attractions, and the outdoor environment.



Figure 2.3: Boardwalk Entertainment District & Hotel/Hospitality District Plan



Waterfront Experience



Walkable Retail Street



Flexible Green Space

Figure 2.4: Boardwalk Entertainment District Imagery

## 2.4 GENERAL LAND USE PROGRAM

Table 2.1: General Land Use Program

Parcel	Use	Building Area	Parking Ratio	Parking Required	Parking Shown	Notes
A	Destination Retail	350,000 sf	4	1400	1010	Parking shared between parcels A and C
B	Indoor Entertainment Venue	22,000 sf	7	154	185	7/spaces 1000 SF is a blended retail/restaurant rate
	Outdoor Entertainment Venue	2,500 seating capacity	0.25	625	0	Outdoor venue parked in Parcel C.
	Subtotals:			779	185	Parking shared between parcels B and C
B,C	Retail/Rest/Entertainment	120,000 sf	7	840	1229	7/1000 uses blended retail/restaurant rate
	Office	120,000 sf	3	360	524	Outdoor venue parked in Parcel C
	Office	90,000 sf	3	270	524	
	R/R/E + Office Subtotals:			1470	2277	
E	Innovation Campus	50,000 sf	3	150	451	50K SF per Medistar Program
	Innovation Campus	125,000 sf	3	375		Potential expansion based on parcel land area
				525	451	
E	Innovation Office	225,000 sf	3	675	698	Additional future office program
	On Street Parallel Parking				228	On Street parking 114 Innovation District + 114 Boardwalk Ent. District
		1,104,500 SF	Totals:	4,849	4,849	

Parcel	Use	Building Area	Parking Ratio	Parking Required	Parking Shown	Notes
D	Hotel/ Hospitality	20.3 Parcel Area (in Acres)		884	885	Include some shared parking for City Park + Boardwalk

\*\*Refer to Section 2.11 Parking Requirements and Table 2.5 & 2.6 for detailed parking requirements

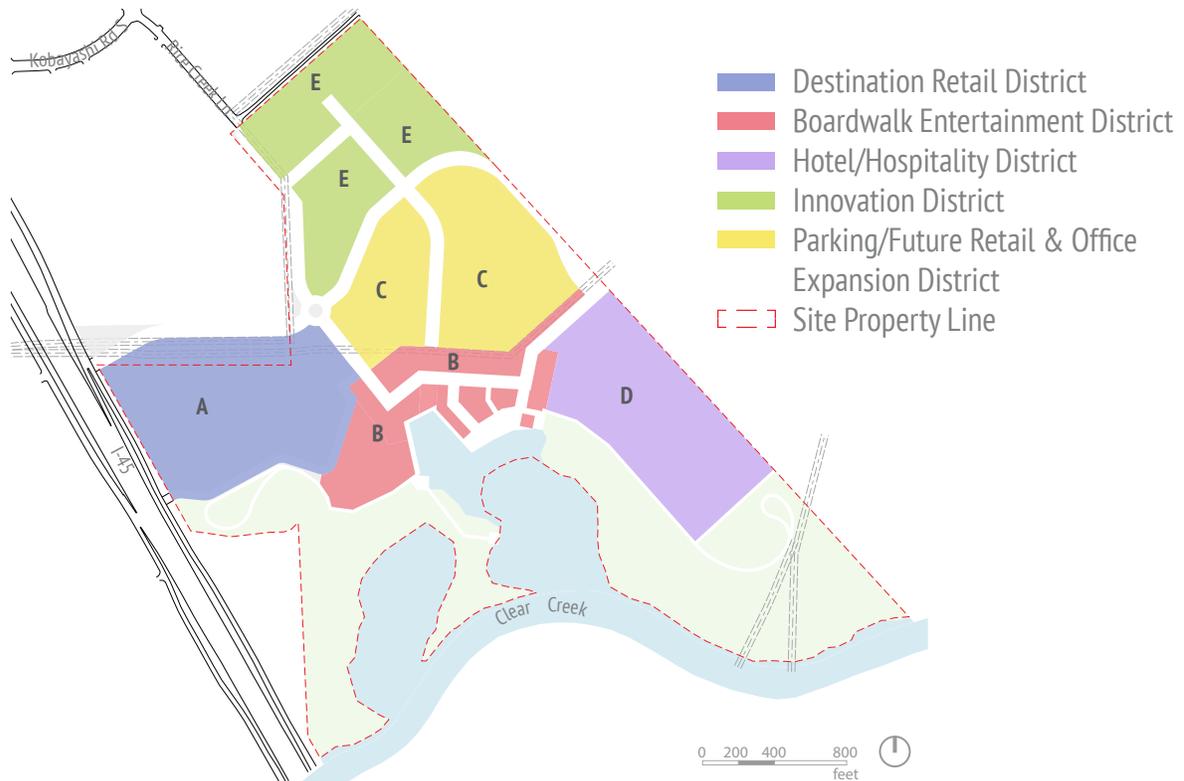


Figure 2.5: Land Use Program Diagram

## 2.5 PARCEL DIAGRAM

Table 2.2: Parcel Area

Parcel	Use	Land SF	Acres
1	Innovation District	164,572	3.78
2	Innovation District	182,466	4.19
3	Innovation District	281,505	6.46
4	Innovation District	196,132	4.50
5	Destination Retail District	1,062,768	24.40
6	Parking/Future Retail & Office Expansion	347,919	7.99
7	Parking/Future Retail & Office Expansion	660,793	15.17
8	Boardwalk Entertainment District	160,340	3.68
9	Boardwalk Entertainment District	39,635	0.91
10	Boardwalk Entertainment District	189,100	4.34
11	Boardwalk Entertainment District	21,139	0.49
12	Boardwalk Entertainment District	33,035	0.76
13	Boardwalk Entertainment District	28,195	0.65
14	Boardwalk Entertainment District	16,614	0.38
15	Boardwalk Entertainment District	5,625	0.13
16	Boardwalk Entertainment District	41,451	0.95
17	Hotel/ Hospitality District	838,770	19.26
Totals:		4,270,059	98.03



Figure 2.6: Parcel Diagram

## 2.6 LAND USE ZONE DESCRIPTIONS

The following Land Use Zones (Table 2.3) are found throughout the Destination Development. The land-use program diagram, Figure 2.5, shall identify the land use proposed on each parcel. The land use zones are designed to facilitate the greatest flexibility, while maintaining quality development standards and criteria within the impacted area.

### A. DESTINATION RETAIL DISTRICT

The Destination Retail District is intended to allow for a variety of low density, medium intensity larger retail uses. It will ultimately be one of the largest attractions to the development. This zone is located alongside the major interstate, Highway 45, which optimizes visibility and access. The Destination Retail District is intended to be a traffic driver for the balance of the development.

### B. BOARDWALK ENTERTAINMENT DISTRICT

The Boardwalk Entertainment District is located along the edge of the wetlands and allows for a variety of high intensity commercial uses. The boardwalk entertainment district is intended to foster an iconic, guest enhanced entertainment development. Ground floor uses include entertainment, restaurants, boutique retail shops, office, and personal/professional services while upper story uses are primarily office and professional services.

### C. PARKING/FUTURE RETAIL & OFFICE EXPANSION DISTRICT

The Parking/Future Retail & Office Expansion District allows buildings with storefronts on the ground floor which may be used for commercial uses including, but not limited to, retail, office, and personal/professional services. The floors above the ground level allow all of the same uses. The build out option in the masterplan is within this district.

### D. INNOVATION DISTRICT

The Innovation District is intended to provide for a range of medium density commercial office uses. Incubator spaces for innovative uses and fostering startups and other small businesses should also be provided. Limited tenant oriented commercial shops will also be allowed.

### E. HOTEL/ HOSPITALITY DISTRICT

The Hotel/Hospitality District encompasses uses such as hotels, resorts, inns, and recreation. A limited number of guest oriented commercial shops and restaurants will also be allowed as a secondary use.

### F. PARK DISTRICT

The Park District is intended to provide open green space and support passive recreation.

## 2.7 PERMITTED USES

**A. Permitted Uses:** This section indicates which uses are permitted in each Land Use District. Table 2.3 identifies those uses that are permitted by right.

**B. Unlisted Uses:** Uses are defined in section 2.6: Land Use Zone Descriptions. If a proposed use is not listed in the Land Use Zone Descriptions, the Zoning Administrator shall determine if the proposed use is substantially similar or complimentary to a permitted use; in that event, the Zoning Administrator shall assign the proposed use to a permitted use definition.

**C. Prohibited Uses:** Uses not listed in the table below (Table 2.3) or assigned a use pursuant to section 2.6 are prohibited. Unlisted Uses shall be prohibited.

Table 2.3: Allowable Uses Per Land Use Zone

Allowable Uses	Destination Retail District	Parking/Future Retail Office Expansion District	Boardwalk Entertainment District	Innovation District	Hotel/Hospitality District
Adventure Sports Venue	✓	✓	✓	✓	✓
Art Gallery		✓	✓	✓	✓
Big Box Retail	✓	✓		✓	
Clothing Stores	✓	✓	✓		
Higher Education		✓		✓	
Convenience Stores (no gas)	✓	✓	✓		
Department Store	✓	✓	✓		
Farmers Market	✓	✓	✓		
General Merchandise Stores	✓	✓	✓	✓	
Gift Stores		✓	✓	✓	✓
Grocery Store	✓	✓	✓	✓	
Health Food Stores	✓	✓	✓	✓	✓
Health Spa/ Athletic Clubs/ Fitness Center	✓	✓	✓	✓	✓
Home Goods Retail Store	✓	✓	✓	✓	
Hotel / Motel / Inns & Resorts	✓	✓	✓	✓	✓
Indoor Amusement Venue	✓	✓	✓	✓	✓
Movie/ Entertainment Center	✓	✓	✓	✓	
Night Club		✓	✓	✓	✓
Offices, General Business, and Professional	✓	✓	✓	✓	
Outdoor Amusement (permanent)		✓	✓	✓	✓
Outdoor Amphitheatre		✓	✓	✓	✓
Parking Deck	✓	✓	✓	✓	✓
Parking Lots	✓	✓	✓	✓	✓
Performance Venue		✓	✓	✓	
Pharmacy		✓	✓	✓	✓
Pubs, Bars, Lounges		✓	✓	✓	✓
Research & Technology		✓	✓	✓	
Restaurants	✓	✓	✓	✓	✓
Specialty Shops		✓	✓	✓	✓
Sports Stadium/Arena		✓	✓	✓	✓
Water Park		✓	✓	✓	✓

## 2.8 BUILDING SETBACKS, BUILDING HEIGHTS, & LOT COVERAGE

### SETBACKS

The Destination Development establishes building setbacks for 5 districts (Table 2.4). Minimum setbacks are the distance from the property line within which no vertical improvements may be built. Setbacks are defined by the type of street which they front which includes primary, secondary, or expressway streets (See figure 2.8). The minimum setback line creates a consistent setback zone that may become an extension of the public realm or be treated with landscaping. Maximum setback lines are utilized to control building orientation on the lot. The area between the minimum and maximum setback line is the zone where the building facade must be constructed. The purpose of the maximum setback is to keep certain building uses close to the street and pedestrian oriented (See diagram 2.7)

### BUILDING HEIGHTS

Building heights are defined as number of building stories, with any story not to exceed 15'. (Table 2.4)

### LOT COVERAGE

Lot Coverage is defined as the percentage of the building structure footprint on the entire parcel. For example: A 100,000 square foot parcel with a 40% lot coverage can potentially have a 40,000 SF building footprint -- as long as all other ordinances are met. (Table 2.4).

Table 2.4 Building Setback, Building Heights, and Lot Coverage Requirements

	Destination Retail District	Parking/Future Retail Office Expansion District	Boardwalk Entertainment District	Innovation District	Hotel/Hospitality District
<b>Setbacks</b>					
Primary Street Front Minimum	15 ft	0 ft	0 ft	15 ft	15 ft
Primary Street Front Maximum	N/A	10 ft	10 ft	20 ft	N/A
Secondary Street Front Minimum	15 ft	0 ft	0 ft	15 ft	15 ft
Secondary Street Front Maximum	N/A	10 ft	10 ft	20 ft	N/A
Expressway Front Minimum	15	N/A	N/A	N/A	N/A
Expressway Front Maximum	N/A	N/A	N/A	N/A	N/A
Side Setback Minimum	0 ft	0 ft	0 ft	20 ft	20 ft
Side Setback Maximum	N/A	10 ft	10 ft	N/A	N/A
<b>Building Heights</b>					
Minimum number of stories	1	1	1	1	3
Maximum number of stories	4	6	5	6	10
<b>Lot Coverage</b>					
Maximum structure coverage	40%	80%	100%	40%	50%

\*Department Stores over 30,000 square feet and entertainment venues are exempt from building heights requirement.

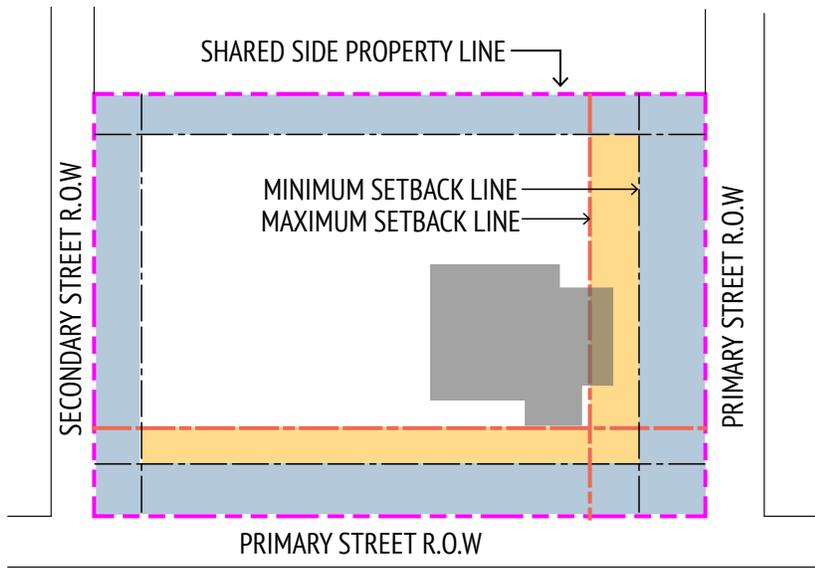


Figure 2.7 Setback Typology Diagram

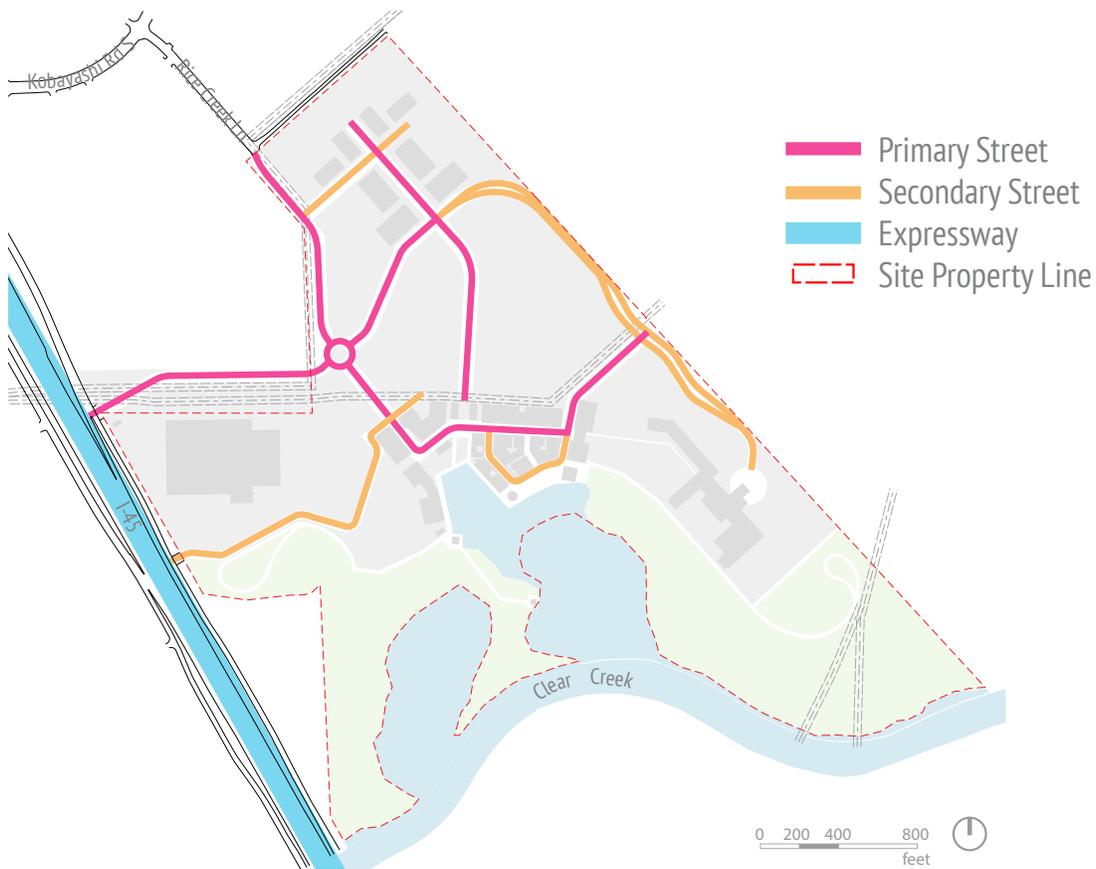


Figure 2.8: Setback Street Classification Diagram

## 2.9 PHASING

Infrastructure Phase 1 includes the construction of the Grand Entrance and the Rice Creek Lane Entrance, as well as the roundabout and the street segment leading to the gateway of the Boardwalk Entertainment District. Infrastructure Phase 2 includes the Boardwalk Entertainment District Entrance, Boardwalk Entertainment District streets, the street through the Parking/Future Expansion District, and the street segment from the roundabout to the Southeast end of the Innovation District. Infrastructure Phase 3 is to construct the green boulevard leading to the Hotel/Hospitality District and Infrastructure Phase 4 includes the two street segments within the Innovation District.

Construction Phase 1 includes construction of the destination retail district. Construction Phase 2 includes construction of the Boardwalk Entertainment, and Parking/Future Retail & Office Expansion District. Construction Phase 3 includes the construction of the Hotel/Hospitality District. Construction Phase 4 includes the build out of the innovation campus and the development of the potential expansion of the innovation district.

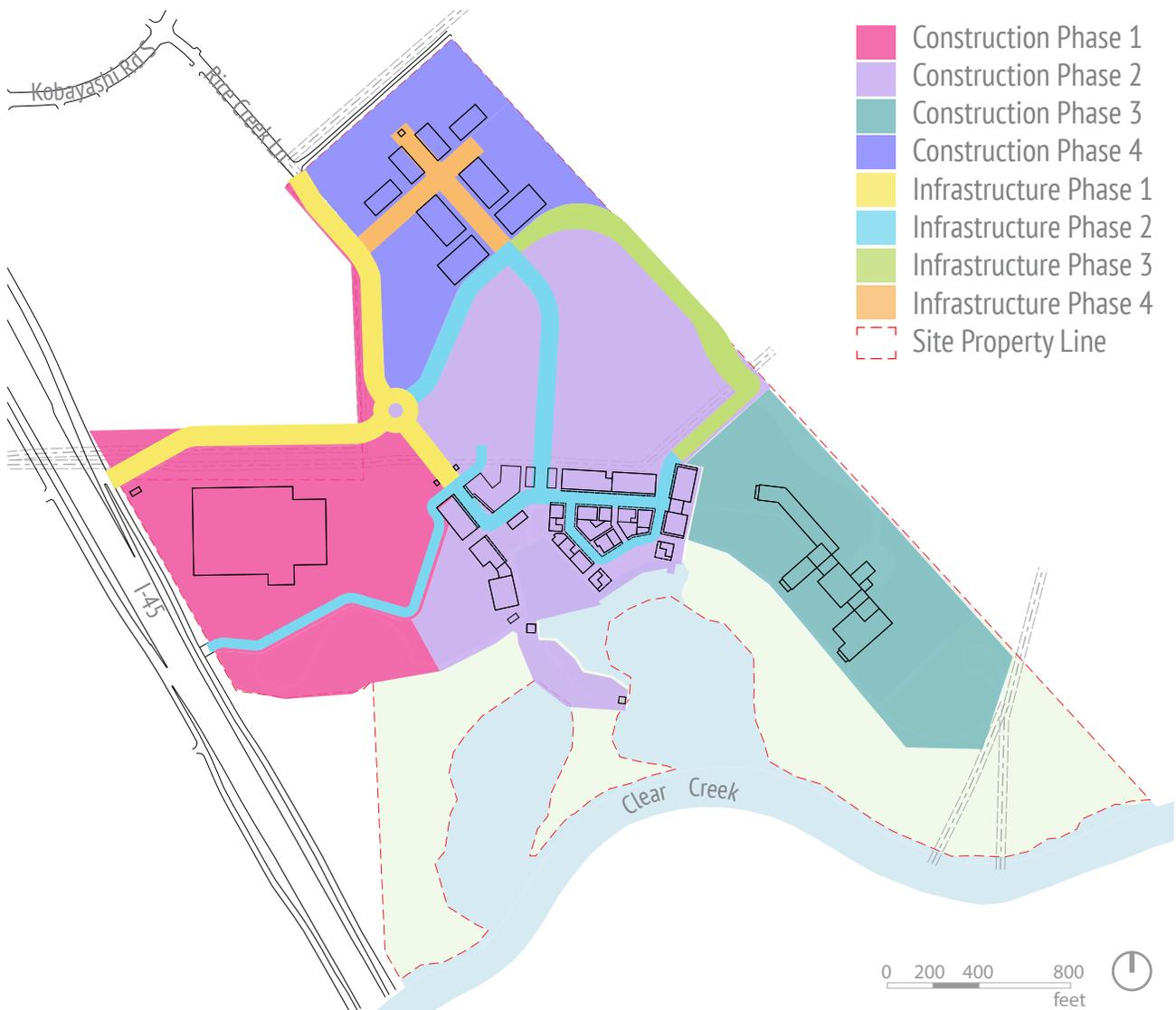


Figure 2.9: Phasing Diagram

## 2.10 DRIVEWAY LOCATIONS

There is a Grand Entrance and Boardwalk Entertainment District Entrance into the development off of Highway 45/ Gulf Freeway Access Road. Planned road alignments allow for connections at the North of the development at Rice Creek Lane and Myrtle Ave. (See figure 2.10)

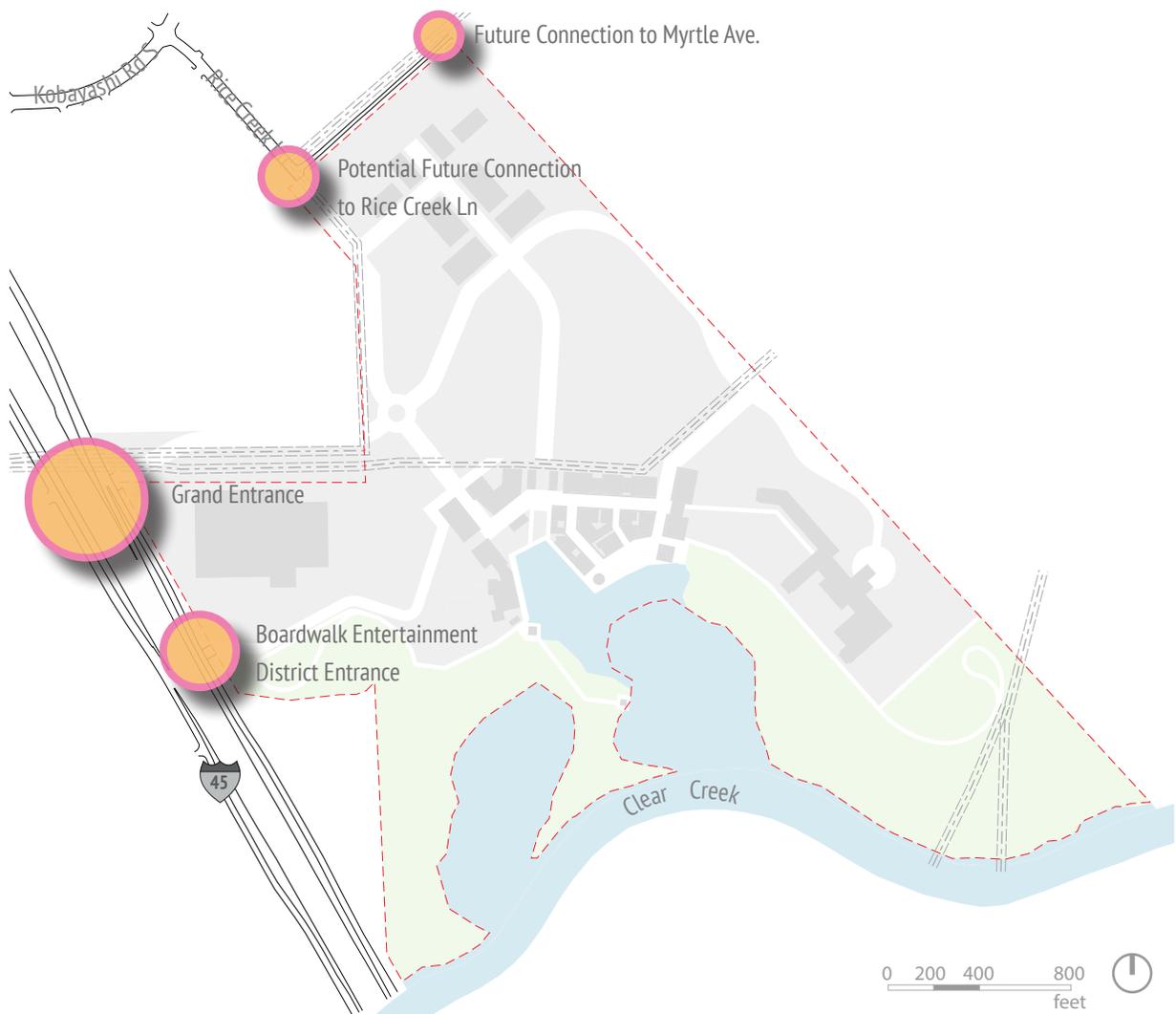


Figure 2.10: Driveway Diagram

## 2.11 PARKING REQUIREMENTS

### PURPOSE

These regulations are intended to achieve the following:

1. Provide appropriately designed parking facilities in proportion to the needs generated by different land use areas.
2. Encourage uses that accommodate shared parking opportunities.
3. Provide safe, functional, attractive, well-lit, and well maintained parking facilities.
4. Maximize parking efficiency
5. Reduce traffic congestion and potential hazards.
6. Guarantee access and maneuverability of emergency vehicles.
7. Manage parking lot stormwater as close to the source as possible through Green Stormwater Infrastructure (GSI)
8. Utilize tree canopy coverage to reduce heat-island effect.

Table 2.5: Parking Lot Space Counts

Zone	Space Count	%
1 Destination Retail District	1010	17.61
2 Boardwalk Entertainment District SW	185	3.23
3 Parking/Future Expansion District East	1142	19.92
4 Parking/Future Expansion District West	1135	19.79
5 Innovation District NW	232	4.05
6 Innovation District NE	219	3.82
7 Innovation District SW	401	6.99
8 Innovation District SE	297	5.18
9 Hotel/Hospitality District SE	438	7.64
10 Hotel/Hospitality District NW	447	7.80
11 On-Street Parallel Parking**	228	3.98
<b>TOTAL:</b>	<b>5734</b>	<b>100.00%</b>

\*\* Total Parallel Parking Spaces include: 114 Spaces in the Innovation District + 114 Spaces in the Boardwalk Entertainment District

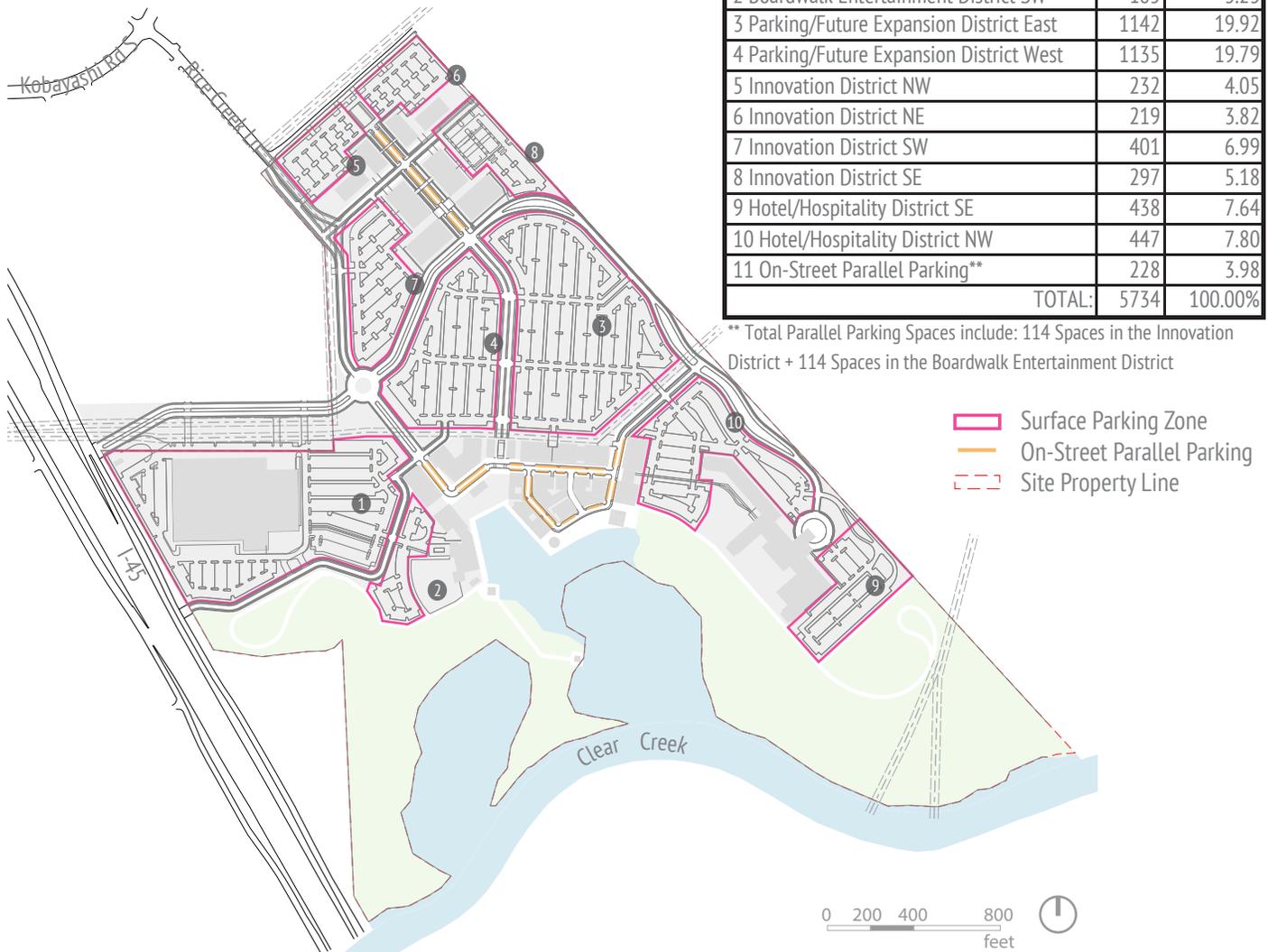


Figure 2.11: Parking Zones Diagram

**GENERAL STANDARDS**

1. These parking standards are a supplement to City of Webster’s existing zoning ordinances (including but not limited to Chapter 98 zoning, Article VIII). Where a conflict occurs between the guidelines and the ordinance, these Planned Development Guidelines shall prevail.
2. The parking requirements for each land-use area in the development are shown in Table 3.1. They are indicated as a ratio of spaces required per 1000 square feet of gross floor area (GFA) unless otherwise noted.

Table 2.6: Minimum Parking Requirements

Parcel	Use	Parking Ratio	Notes
1	Destination Retail	4	4 spaces per 1000 SF of GFA
2	Performance Venue	0.25	1 space per 4 seats
3	Retail/Restaurant/Entertainment	7	7 spaces per 1000 SF of GFA
4	Office	3	3 spaces per 1000 SF of GFA
5	Hotel	1	1 Space per Room*
6	Educational/ Innovation Campus	3	3 spaces per 1000 SF of GFA
7	Flex-Use	3	3 spaces per 1000 SF of GFA

3. Shared Parking may be necessary for the Destination Development and will be considered for achieving parking requirements when an individual block or lot within its boundaries shares more than one use. (See Chapter 98 zoning, Article VIII, g (1) for guidance)
4. Where feasible, larger parking areas should be organized into smaller “parking rooms” in order to minimize their visual imp

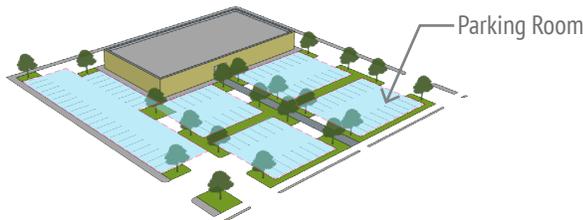


Figure 2.12: Parking Rooms Diagram

5. All parking areas should be designed with screening from public streets with shrubbery no less that 3’ in height. Where appropriate, at least a 15’ perimeter landscaped buffer must be maintained along any parking lot perimeter that does not abut a building. See Section 4.0 Landscape Strategy for further requirements.
6. Large canopy trees or other shading structures should be used to provide shade cover for parking areas.
7. \*Hotel/Hospitality Uses can reduce their parking requirement if tenant representative can provide historical data showing a reduced need for parking based on a similar precedent development.
8. Valet service as a strategy to maximize parking efficiency may also be used to reduce parking requirement.

## 2.12 PEDESTRIAN NETWORK

The following diagram shows planned pedestrian routes that safely and pleasantly connect users to all areas of the site. Interior streets utilize wide sidewalks separated by plantings to encourage safe pedestrian movement (See 2.15 Street sections).

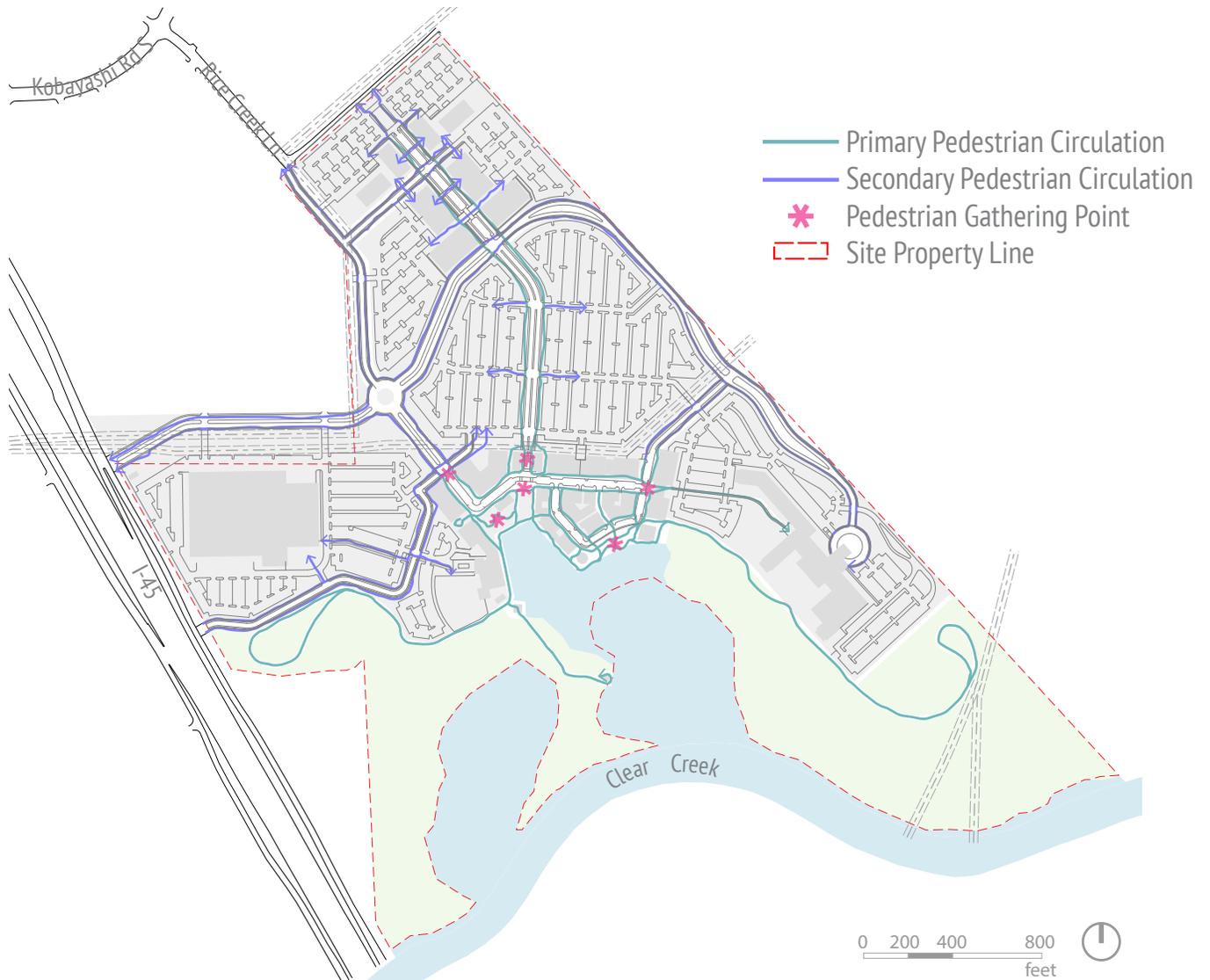


Figure 2.12: Pedestrian Circulation Diagram

### 2.13 BIKE & HIKE CONNECTIVITY DIAGRAM

The following diagram shows planned bicycle connectivity on-site. Cyclists will share wide pedestrian sidewalks and the boardwalk area.



Figure 2.13: Bike & Hike Circulation Diagram

## 2.14 ROADWAY NETWORK

The following diagram shows planned vehicular circulation on-site. Primary circulation streets direct and distribute traffic to different character districts throughout the site. Secondary circulation streets connect between districts are designed with a lower traffic speed and narrower lane width. Boardwalk Entertainment District streets are more pedestrian-oriented, with wide sidewalks and on-street parking. The Hotel Entrance Blvd is a well landscaped green boulevard, creating a pleasant experience to the Hotel/Hospitality District. (See street sections).

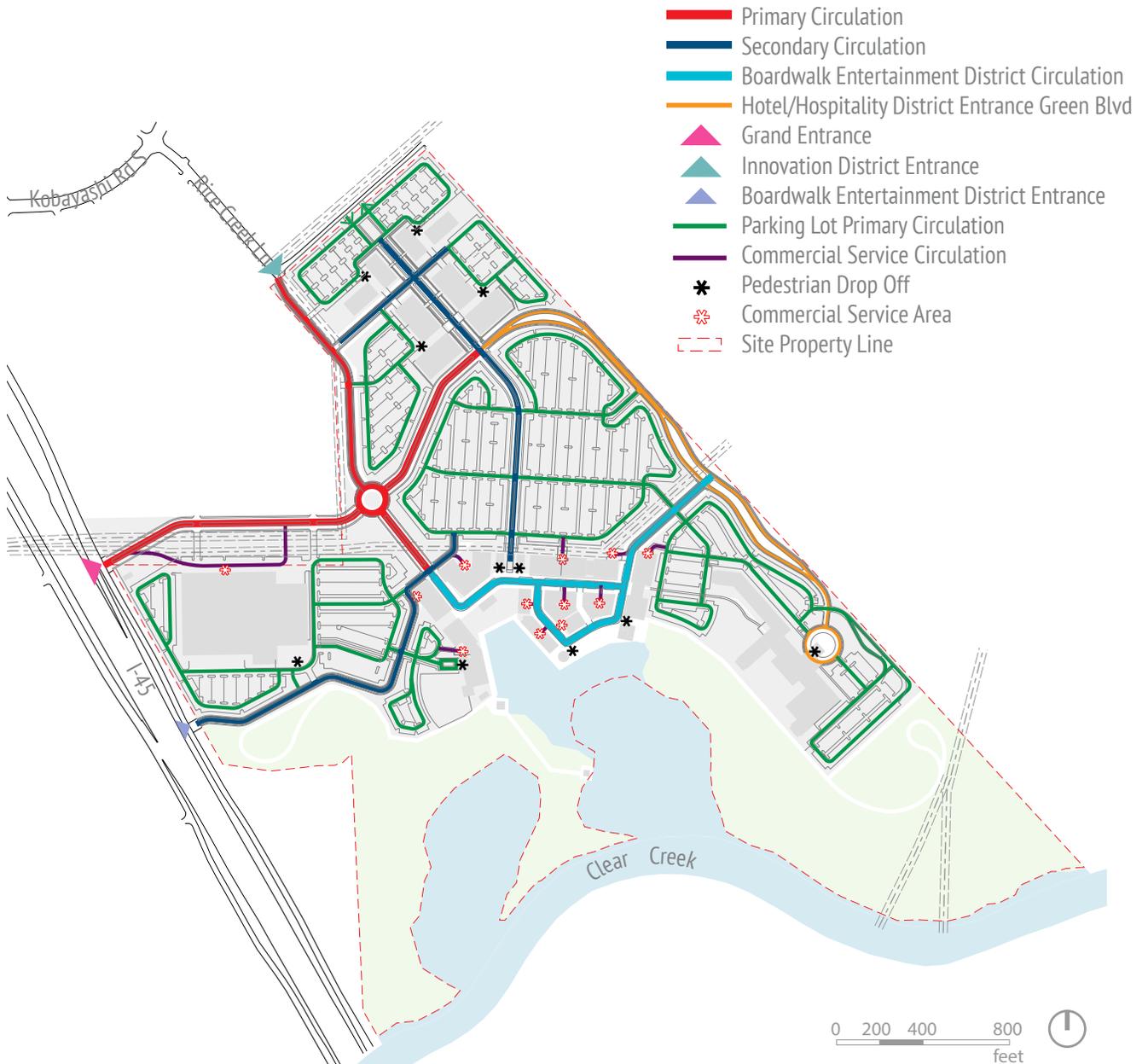


Figure 2.14: Roadway Network Diagram

## 2.15 STREET OWNERSHIP

The following diagram (Figure 2.15) shows which streets are privately owned and which streets are publicly owned.



Figure 2.15: Street Ownership

## 2.16 STREET SECTIONS

The Destination Development has a network of streets designed to efficiently and safely circulate vehicles and pedestrians throughout the site. A variety of street sections are utilized and can be identified using the key below and corresponding section.

Principles of street design include:

- Strong & Easily Identifiable Vehicular Access to the varying districts
- Efficiency and Safety: streets and intersections designed to move vehicles and people efficiently and safely
- Quality Landscaping: create strong arrival experience
- Pedestrian oriented: sidewalks, crosswalks, planted buffer
- Low-Speed Roads: more narrow lanes and tighter turning radii

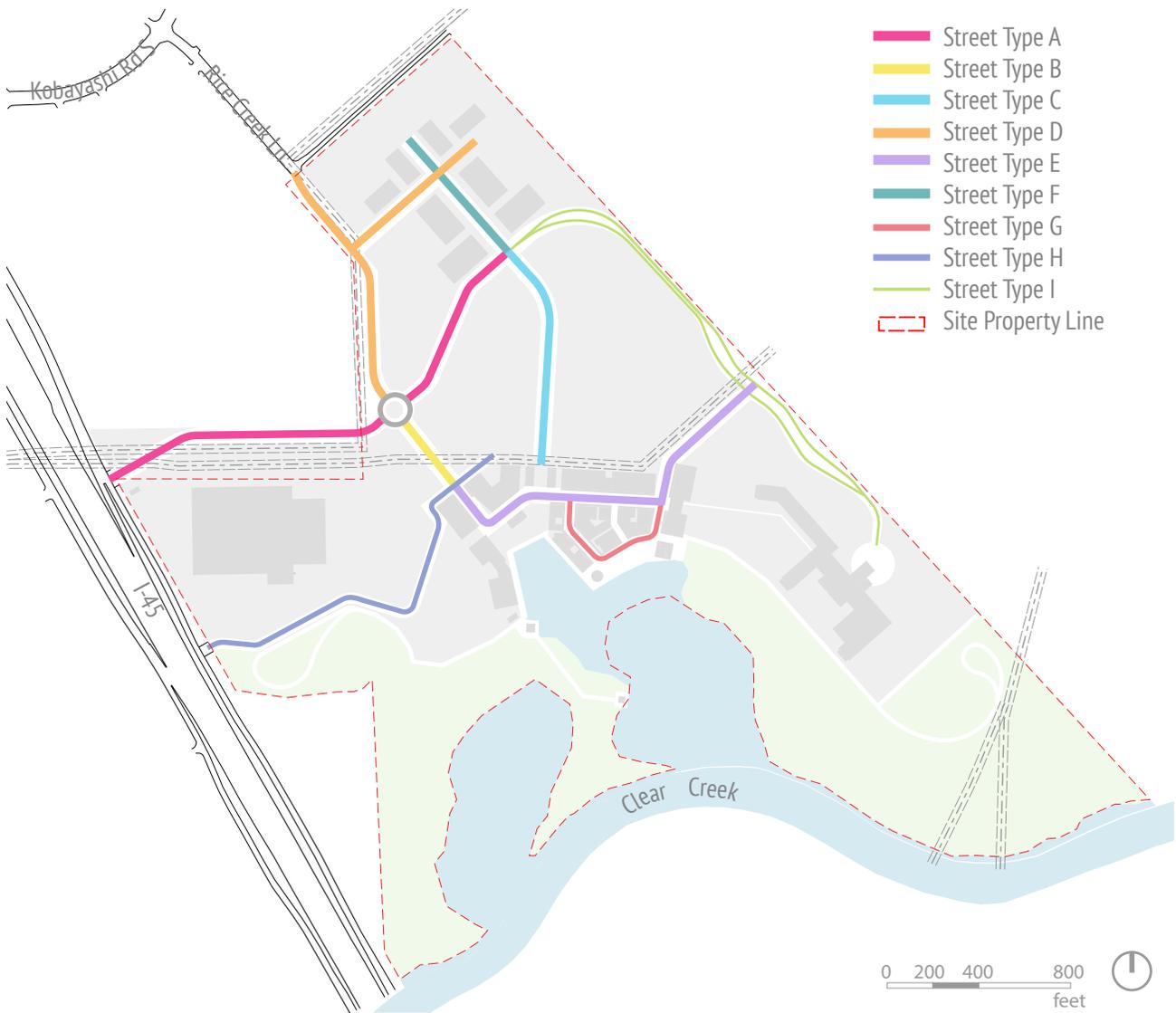


Figure 2.15: Street Section Key

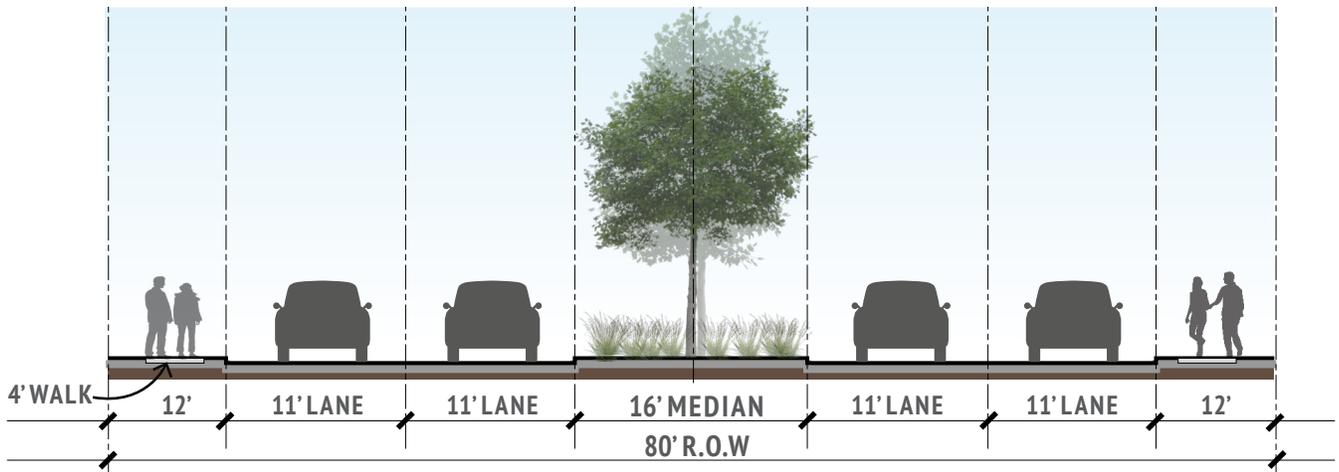


Figure 2.17: ■ TYPICAL SECTION - STREET TYPE A

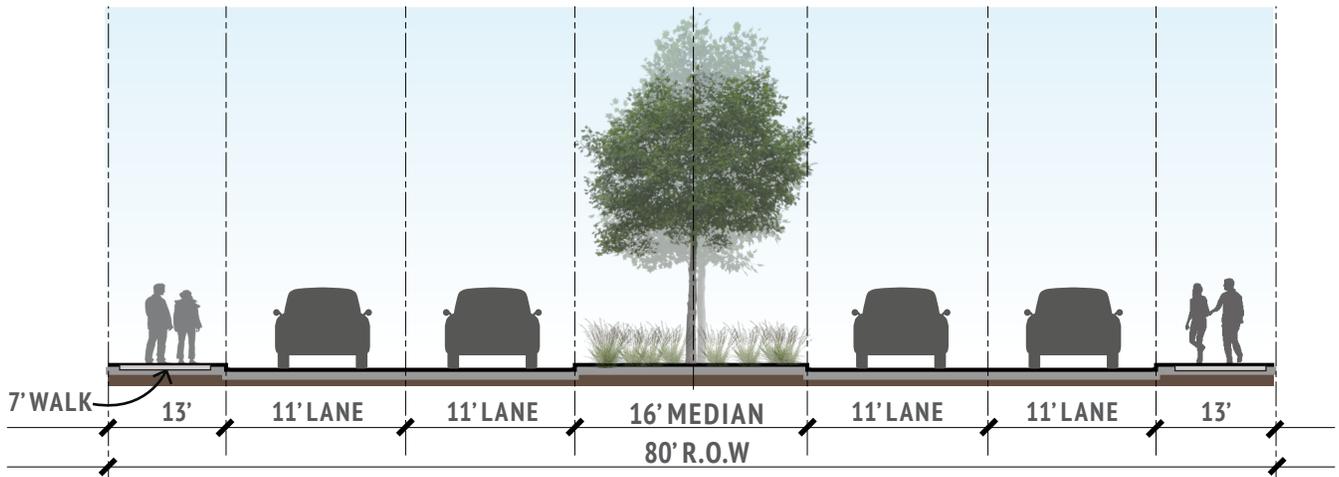


Figure 2.18: ■ TYPICAL SECTION - STREET TYPE B

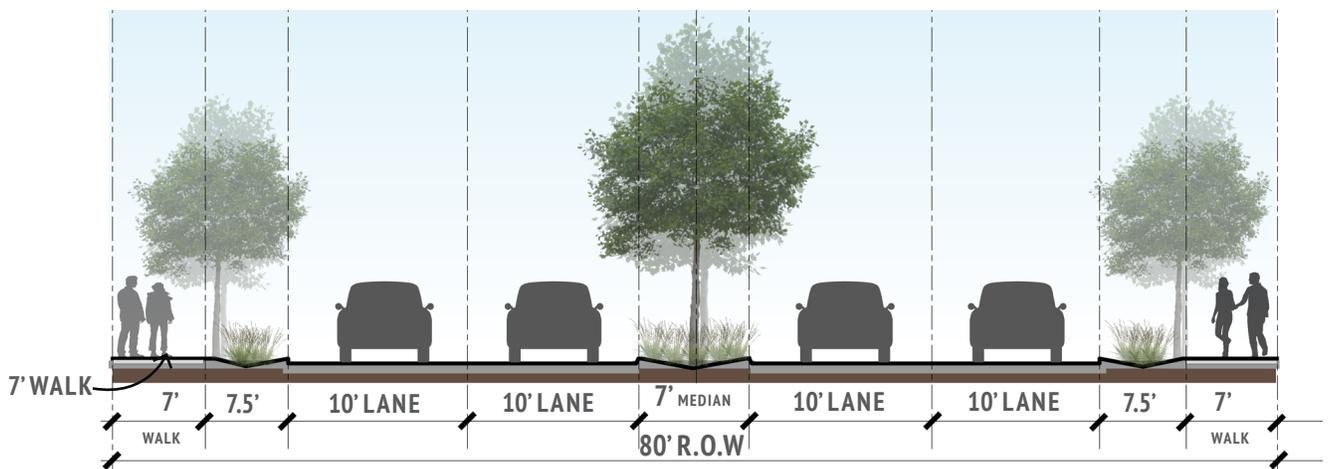


Figure 2.19: ■ TYPICAL SECTION - STREET TYPE C

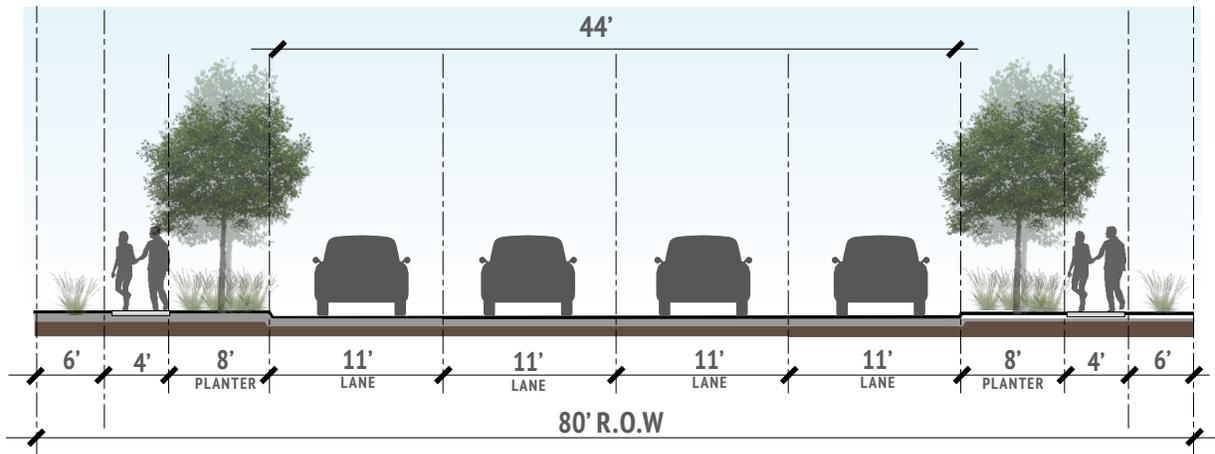


Figure 2.20: SECTION - STREET D

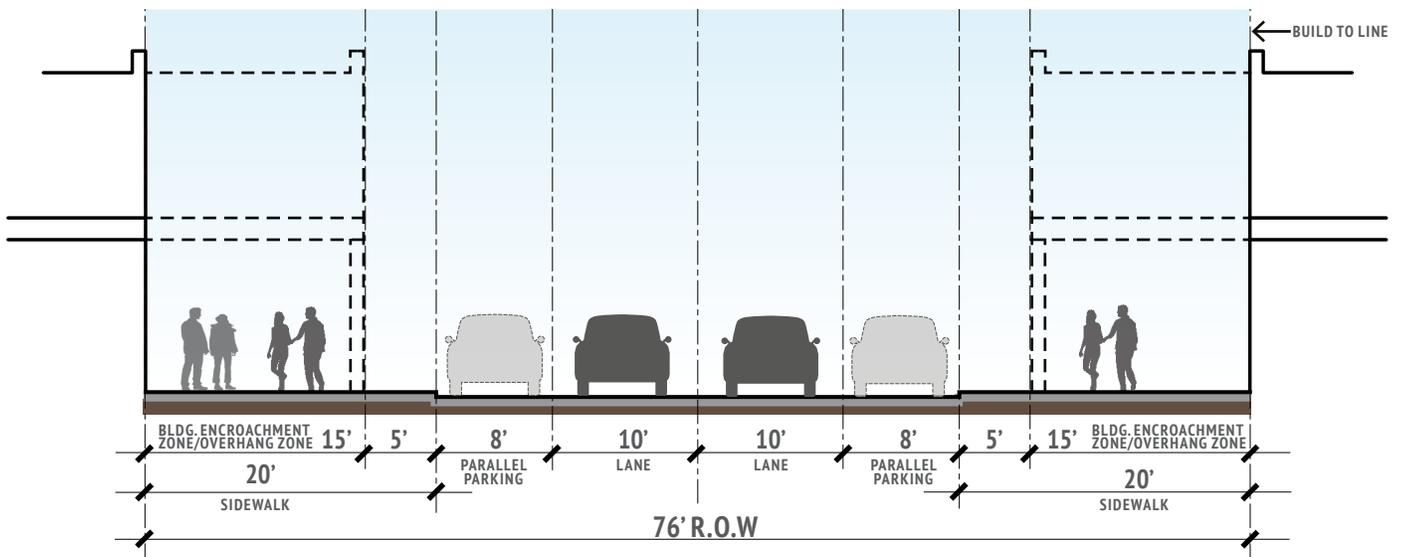


Figure 2.21: SECTION - STREET E

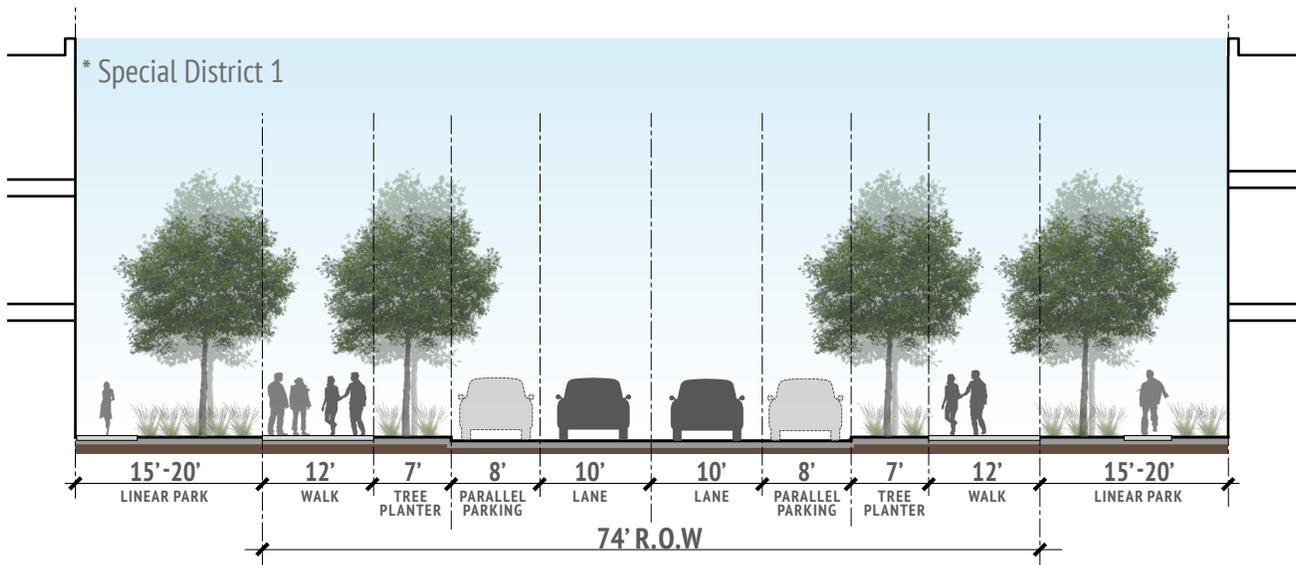


Figure 2.22: SECTION - STREET F

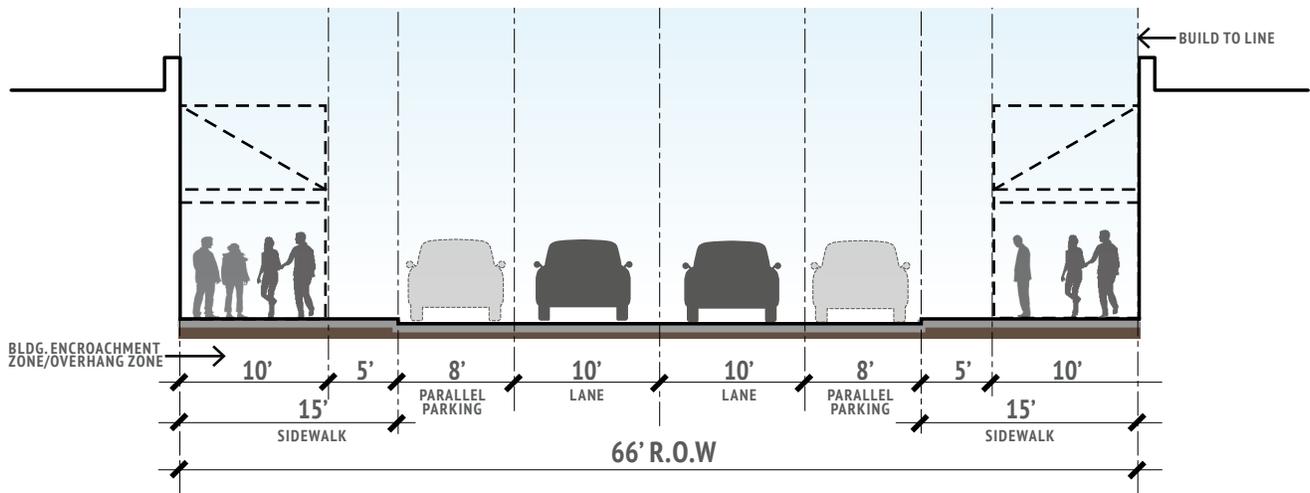


Figure 2.23: SECTION - STREET G

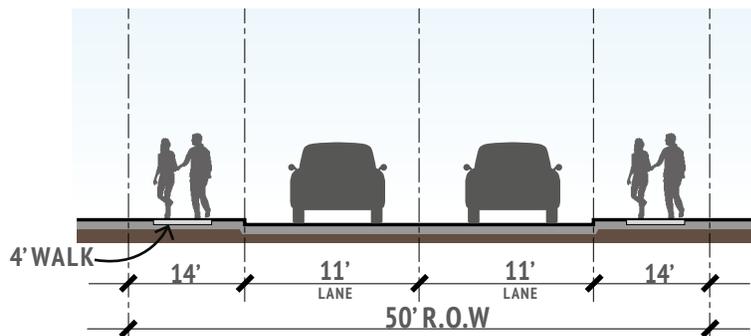


Figure 2.24: SECTION - STREET H

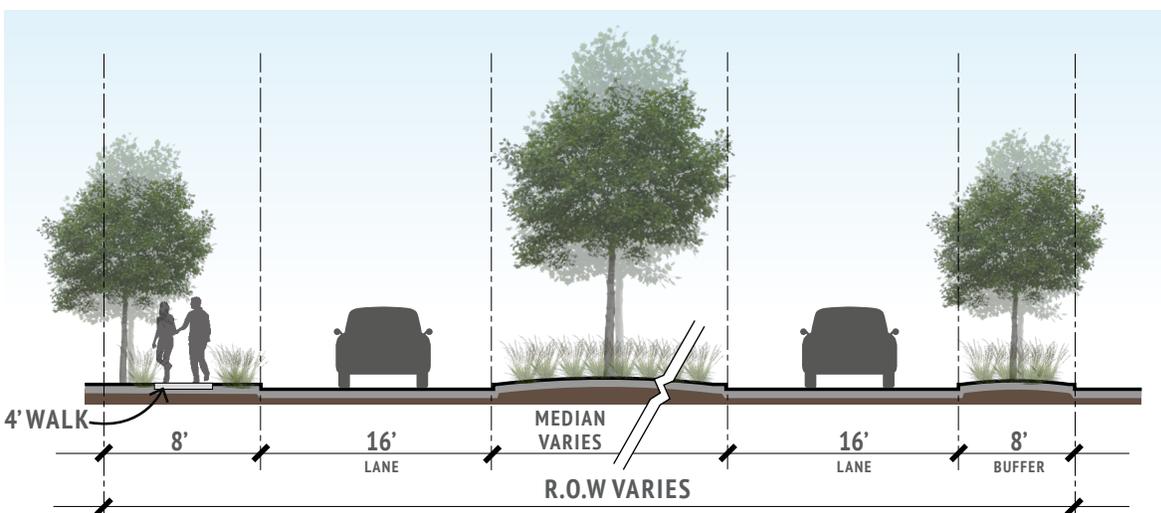


Figure 2.25: SECTION - STREET I

## 3.0 BUILDING DESIGN CRITERIA

### GENERAL STANDARDS

This section provides guidelines and standards for all work relating to the exterior design of new buildings. The vision is to respect the architectural heritage of Texas and its individualistic responses to place, climate and natural settings, while at the same time encouraging forward looking and purposeful building designs that incorporate new and innovative building materials, systems, technologies and architectural expressions.

Embedded in the design philosophy are the following principles:

- Exciting & fun built form that balances the need for appropriate building massing, window proportion, and use of materials.
- Learn from local precedents and how the architecture adapts to the climate and place.
- Challenges (climate, site conditions, etc.) should be translated into opportunities.
- Materials of varying types should be employed in innovative, thoughtful, or perhaps unexpected ways.
- Architectural character should be a reflection of the region not a replication of it.
- Contemporary approaches can be used to generate form and detail.
- Limit doing anything for a purely decorative reason.
- Color should largely be an expression of the material.
- Use clean, simple shapes in both massing and details.
- Emphasize the relationship and flow between indoor and the outdoor environments.

### 3.1 GENERAL ARCHITECTURAL CHARACTER

This section provides imagery and descriptions of the overall character for each district.

#### DESTINATION RETAIL

Destination retails are usually big scale, low density. The architectural massing, materials and general forms should be in accordance with the architectural guidelines from Section 3.2 to 3.6. Single big box massing should be prohibited. Large expanses of blank wall on the front facade is discouraged.

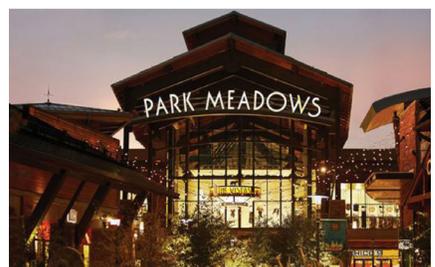


Figure 3.1: Destination Retail Character Imagery

## BOARDWALK ENTERTAINMENT DISTRICT

Retail, restaurant and office buildings should combine materials thoughtfully and offer an opportunity to explore and blur between discrete inside and outside experiences. Colonnades or arcade spaces should be utilized as refuge from the humid, subtropical climate. Forms and architectural devices should be developed to emphasize the human scale of these shopping and work places. Retail storefronts are to be designed to enrich the street level experience by providing imaginative design and details that distinguish the pedestrian level from upper floors.

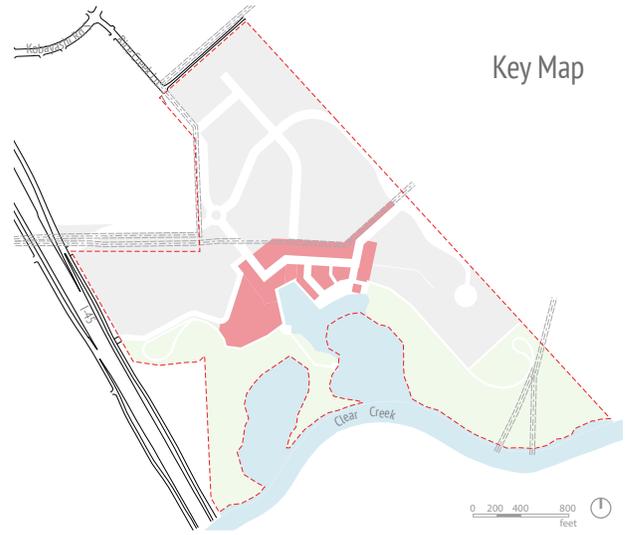


Figure 3.2: Boardwalk Entertainment District Character Imagery

## HOTEL/HOSPITALITY

The resort hotel design should take advantage of the waterfront view and work to integrate within the natural setting. This building and its landscape experience should tie into the existing landscape and create a harmonious integration within the natural setting.



Figure 3.3: Hotel/Hospitality Character Imagery

## INNOVATION DISTRICT

Innovation campus buildings should be inviting, forward-looking design statements and should function as visual landmarks within the development. They should provide a touchstone example of contemporary design and technological innovation.

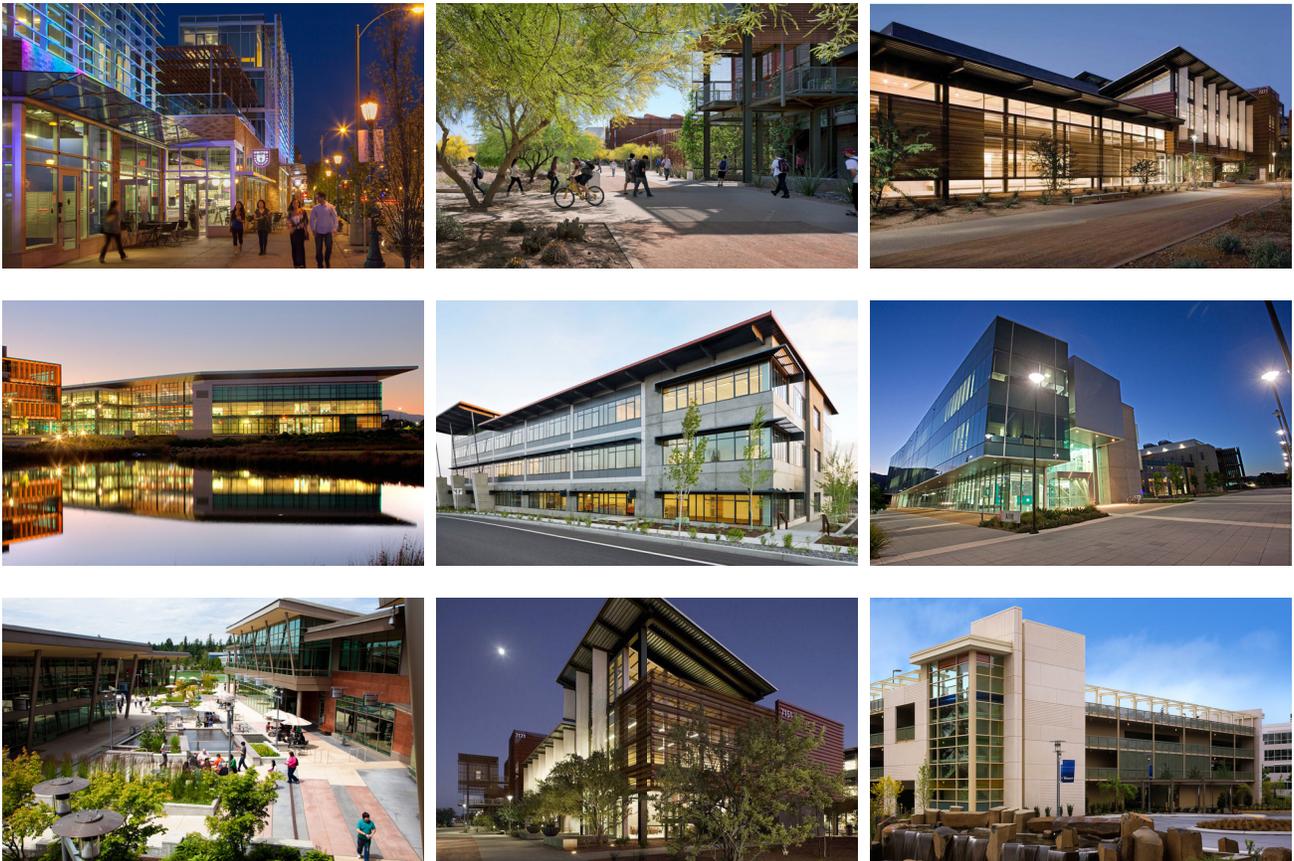


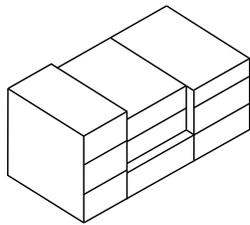
Figure 3.4: Innovation District Character Imagery

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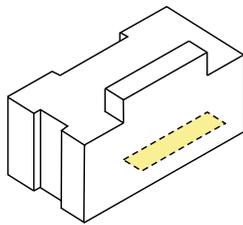
## 3.2 MASSING GUIDELINES

### GENERAL GUIDELINES

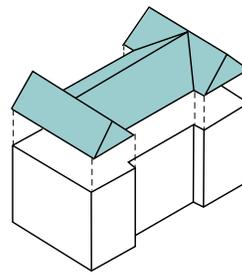
- A maximum structure footage coverage is designated per lot. Refer to Table 2.5 Setback, Building Heights, and Lot Coverage Requirements for detailed information.
- In general, building massing should be simple, clean and utilize bold forms
- Building massing should create a consistent and rhythmic street front.
- Large buildings masses should be broken down by vertical and horizontal massing breaks. Windows, structural columns, canopies, change of materials and colors, and other architectural elements should be utilized to reduce the perceived facade scale.
- A “signature” vertical massing should be applied to building corners at street intersections. Contrasting colors, change of textures or materials as well as bold signage can be utilized to emphasis this visual focal point.



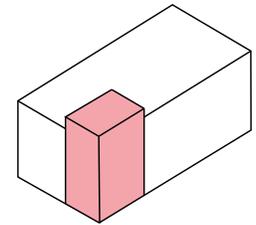
Consistent Street Front  
Continuous Floor Lines; Similar Massing,  
Front Facade Setbacks, Materials and Colors;  
Similar Storefront Opening Dimensions



Massing Breaks  
Utilize Shade Structures; Create Depth  
Within the Facade; Recess Portions;  
Extrude Certain Portions



Roof  
Flat Roof; Sloped Roof Responding to  
Massing; Roof volume Breaking Up to  
Reduce the Perceived Scale



Signature Expression  
Lantern Effect; Signage; Massing  
Breaks; Change of Materials, Texture,  
Colors

Figure 3.5: Massing Diagrams



Figure 3.6: Massing Imagery Imagery

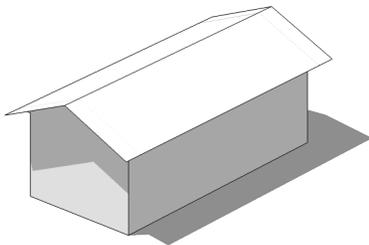
### 3.3 HEIGHT

- A maximum and a minimum number of buildings stories is designated for each type of land uses, refer to section 2.8 for detailed requirements.
- For retail use, the minimum ground floor height should be 15' from finished floor to finished floor. Upper floor heights are not regulated, but taller ceiling heights are highly encouraged.

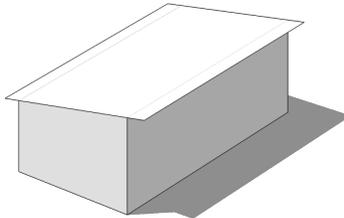
### 3.4 ROOFS

#### GENERAL GUIDELINES

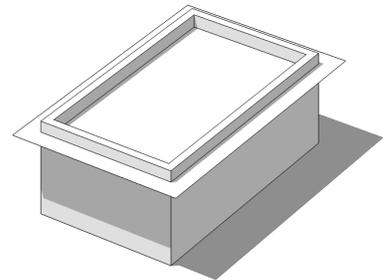
- Roof shapes should be generally simple and bold.
- Roof shapes should respond to building massing.
- Landscaped green roofs are highly encouraged.
- For larger sloped roof buildings, long ridge line should be broken up to reduce the perceived scale of the building. Elements such as dormers, chimneys, cupola are encouraged to be used on sloped roof to reduce a monolithic roof appearance.
- Roof materials are to complement the materials used on the facades, and include:
  - » Standing seam metal tiles, corrugated metal, or 5 v-crimp galvanized or galvalume metal.
  - » Approved asphalt composition shingles
  - » Copper and wood shake/ shingle may be used on accent elements
  - » Naturally landscaped green roof
  - » Approved roofs with a higher level of reflectivity or albedo
- Roof penetration should not be visually distracting from the street and should be integrated into the overall architectural design.
- Approved roof shapes include:



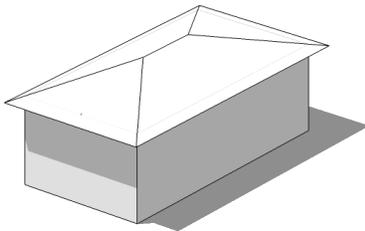
Gabled Roof



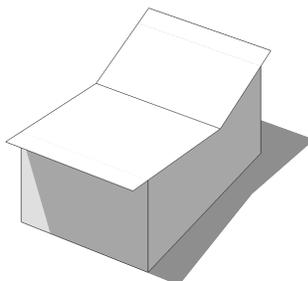
Shed Roof



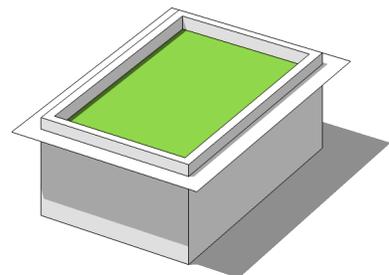
Flat Roof w/ parapets



Hipped Roof



Butterfly Roof



Green Roof w/ landscape

Figure 3.7: Approved Roof Types

### 3.5 FACADE COMPOSITION

#### GENERAL GUIDELINES

- Facades are to incorporate visually interesting details at the pedestrian level.
- Building facades and the primary building entry are to face the primary street.
- Medium to large scale buildings should articulate a “Base-Middle-Top” visual appearance. The Ground Level of buildings should be designed with large openings facing the street. The Middle Levels should express the individual units and interior spaces on the exterior of the building. Small buildings should at minimum articulate a visual base.
- Large scale buildings should also incorporate vertical facade breaks, utilizing massing breaks, change of materials, colors, and/or structural elements.
- Storefronts, windows and doors are typically organized in an orderly fashion that reinforce the primary volumes of the building and coordinate with structural patterns, such as arcades and internal space partitions.
- Shade structures are highly encouraged. The appearance of shade structures should be consistent with the overall appearance of the building and appear appropriately supported.



Figure 3.8: Typical Medium Scale Building Facade Composition



Figure 3.9: Typical Medium/Large Scale Building Facade Composition

### 3.6 GALLERIES, ARCADES AND COLONNADES

#### GENERAL GUIDELINES

- Galleries, arcades and colonnade are highly encouraged along retail storefront in the Boardwalk Entertainment District and at building entrance areas in other land use districts.
- Galleries, arcades and colonnade should have a minimum 10 feet interior width and should overlap the whole width of sidewalk to within maximum 5 feet of the curb.
- Galleries, arcades and colonnade should run the full length of a facade or building volume and appear to be in consistency with adjacent galleries, arcades and colonnade.
- The materials and colors of galleries, arcades and colonnade should follow the guidelines of architectural materials and colors in section 3.4 Preferred Materials and Colors.



Figure 3.10: Gallery/Arcade/Colonnade Examples

### 3.7 STOREFRONT

#### GENERAL GUIDELINES

- Storefront should appear more transparent and should incorporate more glazing than upper floors.
- Changes of materials, colors, and/or fenestration design should be applied on storefront to create a distinguishing street level view.
- Window designs for storefronts are to provide indirect light for sidewalks and adjacent pedestrian areas at night to create a subtle “glow”.
- Furnishings such as mounted lighting, signage, planters, benches, doormats, etc. should be utilized to create an inviting and lively pedestrian level experience.
- Main floor storefront windows may be shaded with projecting roof overhangs, awnings, balconies or second story porches to minimize glare and decrease heat gain. Any projecting elements must maintain a minimum clear height above sidewalks of 8 feet.
- Pedestrian level retail should utilize alcove and/or offsets to set back building entries from the main structural facade line.
- Outdoor seats are allowed and encouraged to be located at the storefront of restaurants. Where outdoor seatings are located, fence or planters should be utilized as spacial divider between the outdoor dining zone and the sidewalk. The minimum sidewalk width should be 8 feet.



Recess Entry



Change of fenestration



Outdoor Dining



Fabric Awnings at Storefront Entry to Provide shade



Large Area of Windows with Awnings



Cantilevered Awnings

Figure 3.11: Storefront Typologies

### 3.8 AWNINGS

#### GENERAL GUIDELINES

- Where architectural shade structures are not present, awnings should be utilized on south and west facing windows where they reduce glare and heat gain the most.
- Awnings can also be located at building entries to provide shades for the entry ways.
- Awnings should fit the length of the associated storefront opening so that it reinforces and emphasizes these proportions.
- Signs are allowed to be printed or installed on awnings.
- Awning colors are to complement the overall color scheme of the associated building but may be more vivid and lively.
- Lighting installed in awnings so that the awning is effectively an internally lit sign is not appropriate. Lighting to illuminate the sidewalk below an awning may be approved on a case-by-case basis.
- Operable awnings are encouraged, awning with open sides are preferred.

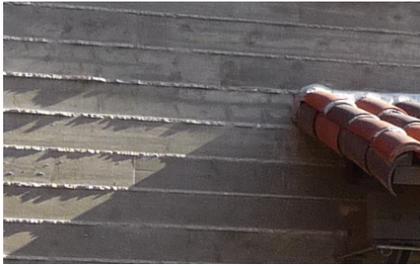
### 3.9 PREFERRED MATERIALS

#### PURPOSE

- Utilize contrasting textures and colors for different components to bring a richness and diversity to exterior walls.
- Materials are to be applied consistently on all wall surfaces.

#### GUIDELINES

- Appropriate materials for exterior walls include the following:
  - » Brick and painted brick
  - » Stucco - large stucco surfaces should be broken up by architectural elements such as windows, arcades, structural lines, etc.
  - » Corrugated metal, standing seam metal and metal panels
  - » Terra cotta panels
  - » Painted or stained wood in clapboard, lap, butt joined, board and batten or shingle applications are appropriate. Smooth cement fiber siding that resembles wood is also permissible.
  - » Full-height glass panels and curtain walls may be used on all floors of commercial office and institutional buildings. Curtain wall panels systems may also be used on the ground floor of retail buildings.
  - » Board-formed concrete, precast, and tilt-up panels may be used in limited applications.
  - » Indigenous natural stone and select limestone, bluestone, and granite in earth and dark tones are acceptable.
  - » Other materials may be considered on a case-by-case basis by City Manager or designee.
  - » Inappropriate materials for exterior walls includes glass block, field stone, simulated stone, and simulated wood grain.
  - » The exterior walls of commercial buildings are generally limited to a maximum of three materials, excluding those used for shade structures or arcades. If more than one material is used, the secondary material should emphasize specific building volumes.
  - » Materials that appear to be visually heavy, such as brick, stucco, stone, should occur below visually lighter ones, such as siding, and should appear structurally sound and able to support itself and the roof above.
  - » Materials changes to occur only at the break in plane of a surface or at a designed reveal line. Material changes at exterior corners are discouraged yet may be approved on a case-by-case basis by City Manager or designee.
  - » Horizontal changes in materials should relate to specific building datums, such as at floor plate heights, sill heights, header heights, and eave heights. On buildings over three stories, there should be a material change and/or a lighter color at the upper levels to reduce the apparent height of the building.
  - » Vertical changes in materials should relate to specific building volumes.
  - » Materials are to be consistently applied to all elevations of the building. Changes in materials from elevation to elevation may be approved on a case-by-case basis by City Manager or designee.
  - » Design and detailing of materials are to result in an authentic appearing structure, with dimensions and spans congruent with a material's structural properties.
  - » Anti-monotony: individual business facades must vary in materiality and design to prevent visual monotony. No business facades may be directly adjacent to or across the street from a facade of the same materiality or design. The intent of this guideline is to limit visual monotony along an entire street facade. It is not intended to encourage an overly diverse use of architectural styles or materials. All other guidelines in this document still apply. Monotony is subject to review and may be approved on a case-by-case basis by owner and City Manager or designee.
- The judicious use of materials in unexpected ways is encouraged.



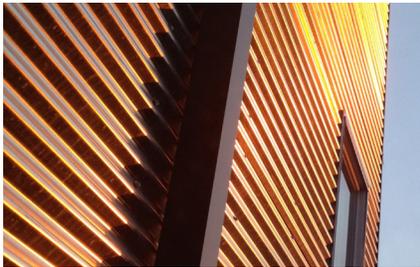
Board Formed Concrete (limited use)



Steel



Natural Stone



Corrugated Metal



Standing Seam Metal



Glass Panel



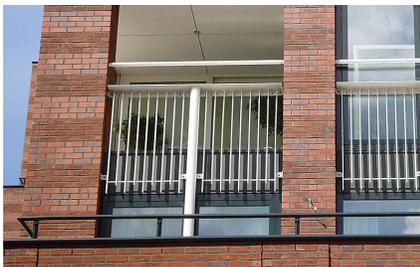
Board and Batten



Stucco



Tilt Up Concrete (limited use)



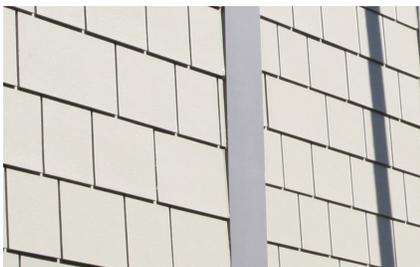
Brick



Painted Brick



Terra Cotta



Hardie Plank Style Shake Siding



Wood Shingle



Wood Lap

Figure 3.12: Preferred Materials Imagery

## 4.0 LANDSCAPE STRATEGY

### PURPOSE

The landscape framework is integral to the form, function, and aesthetics of the Destination Development. From delineating streets, demarcating entry's and exits, shading sidewalks, absorbing rainwater, and providing open space for recreation opportunities, the landscape serves many functions. Primary objectives of the landscape are to 1) Enhance structure and legibility of space 2) Reinforce, enhance, and foreground the unique character of the site and its proposed uses 3) Serve as green infrastructure for managing stormwater, clean air, and microclimate. The landscape character diagram below indicates landscape character treatments for the site.

Landscape is prescribed by landscape character areas (Fig 4.1) and requirements per land use district (Table 4.1)



Figure 4.1: Landscape Zone Concept Diagram

## 4.1 LANDSCAPE ZONE DESCRIPTIONS

The following descriptions refer to the areas shown in Figure 4.1: Landscape Zone Concept Diagram.

**1. Live Oak Street** -A live oak street marks the main entrance and primary thoroughfares on the site. While live oaks may be used in other planting areas around the site, a live oak street should have a symmetrical allee planting of live oak trees planted every 40 linear feet and may include a third row in a planted central median. Trees at installation should be of substantial size - no less than 14' height, 8' spread, 3.5" caliper. \*\*See street sections for planting widths and walkway widths\*\*

**2. Parkway**-The parkway is an interior street type with a planted central median. The parkway has Shumard Oaks and/or Willow Oaks planted as street trees every 40' linear feet of road frontage. The planting areas are wide and provide a safe experience for pedestrians. Plantings may range from manicured lawns and hedges to more a more natural wildflower meadow. This may also include stormwater swale plantings. Median ends at intersections will contain perennial and/or annual color. Trees at installation should be of substantial size - no less than 14' height, 8' spread, 3.5" caliper. \*\*See street sections for planting widths\*\*

**3. Boulevard Street**- The boulevard street has a median that varies in width. \*\*See street sections for planting widths and walkway widths\*\* The key element to this landscape character is the **layering** of plantings. Field grown live oak trees and natural groupings of palms create the overstory layer. Tree-formed Yaupon Holly and Wax Myrtles, as well as Oleander and azaleas create a understory layer. A ground cover layer is created by smaller palms, ferns, sedges, grasses, and shade perennials, Overall this landscape should be fully planted and lush and will be the dominant landscape character of the site. Trees at installation should be of substantial size - no less than 14' height, 8' spread, 3.5" caliper. Palms should range in height from 12-18' at installation and should be a mix of slicked and booted trunks. Plantings should not be linear in nature but instead be planted in natural massing's. At a minimum there must be 1 canopy tree, 2 understory trees, and 3 palms every 2000sf.

**3. Boardwalk Entertainment District Street**- This area is the primary entertainment district for the development. 18-20' tall slicked palms should be utilized as architectural street trees-- they should be located every 40' linear feet of road and on the development side of the boardwalk. Palms should utilize tree grates or decomposed gravel to base of trunk. Trimmed hedges with groundcover plantings should be utilized for articulation. Annual color should be include throughout in the form of hanging baskets, containers, and seating wall planters. Vines can be utilized on pergolas to provide shade for store fronts. \*\*See street sections for planting widths and walkway widths\*\*

**4. Parking Lot**- Where possible the parking lot buffers are suggested to be at least 15' in width. The parking lot buffer should have overstory/canopy tree plantings every 40' to provide shade. A 3' minimum height planting is required to provide visual screening.

**5. Wetland Edge Enhancement** - Along the edges of the boardwalk the wetland edge should be enhanced. Plantings should include native grasses and wetland plants present on the site preconstruction. These can be accented with native aquatic plants that add color to this area. Bald cypress trees can be used along this edge to frame views. These planting should be advised by a local ecologist.

**6. Entryway and Roundabout**-Entryways and roundabouts are opportunities for wayfinding signage, water features, and sculptures. The landscape should complement any signage and not obstruct viewing of the sign. These landscape areas should have large annual/perennial color displays that cover at least 20% of gateway planting area Evergreen shrubs should be included where appropriate to give plantings structure and seasonality -- not to exceed 4' in height/ Other ground covers can be used to create the border for color areas.

## 4.2 LANDSCAPE CHARACTER GUIDELINES PER LAND USE DISTRICT

As shown in figure 4.2, lots are separated into 3 layers or zones regulated by the property line, the minimum setback line, and the maximum setback line. Each layer has specific criteria for landscape improvements.

- **Layer 1** comprises the public frontage of a lot and includes the area between the property line and the primary and secondary minimum front setback line. Along with the landscape within the adjacent public right of way it helps create, complement and reinforce the intended character of the public streetscape. This layer has the most impact in the shaping of the public realm. The specific depth of layer 1 can be found in Table 2.4.
- **Layer 2** includes the area between the minimum setback line and the maximum setback line. Layer 2 is situated immediately behind Layer 1, also contributes to the overall character of the public realm through the placement and design of architectural and landscape improvements.
- **Layer 3** is the remaining space portion of the lot, exclusive of Layers 1&2. Parking, service areas, and secondary structures are typically located within this layer.

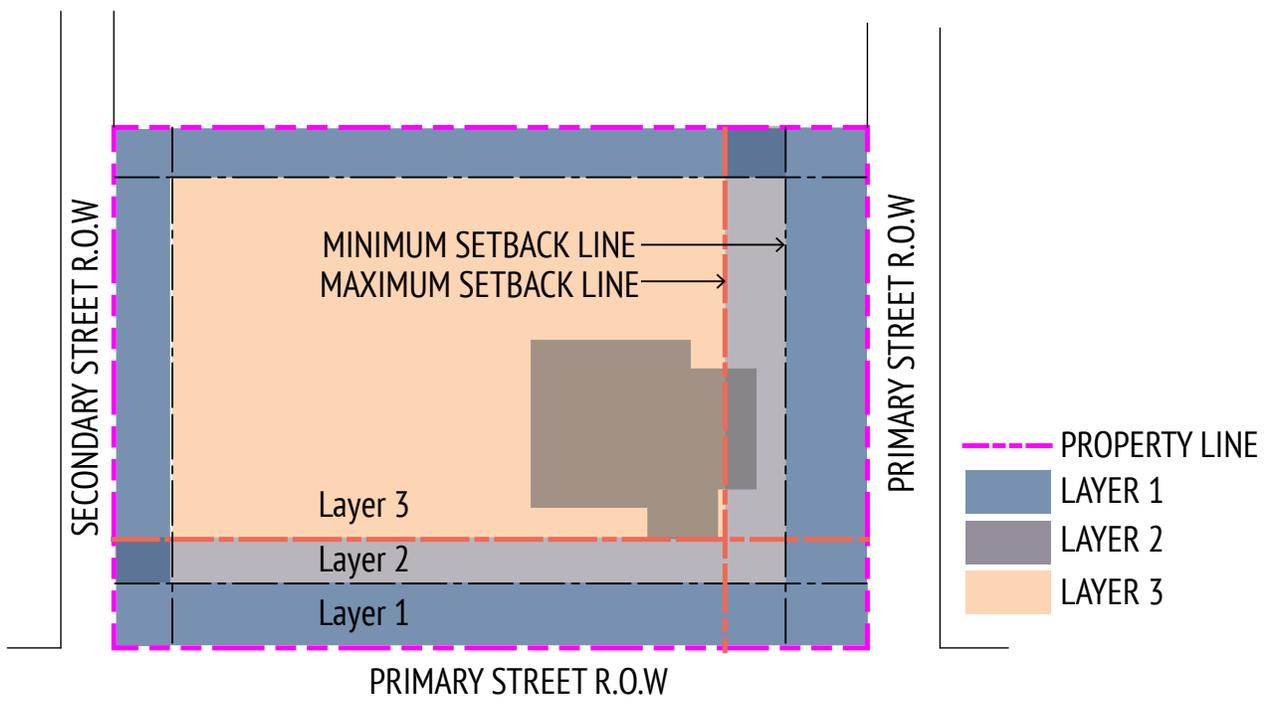


Figure 4.2: Landscape Requirement Layers Diagram

Table 4.1: Landscape Requirements per Land-Use District

COMMERCIAL DESTINATION RETAIL DISTRICT LANDSCAPE CHARACTER		
LAYER 1	LAYER 2	LAYER 3
<p>1. Site walls and planter walls are allowed with a 3.5' maximum height.</p> <p>2. Fencing is not allowed</p> <p>3. Understory plantings should be complimentary massings of appropriate low shrubs, groundcover, and ornamental grasses.</p> <p>4. Parking is not permitted.</p>	<p>1. Parking is allowed and should be screened from view of the street by a combination of massed screen shrubs, trees, walls, and/or streetscreens.</p> <p>2. Approved streetscreens, walls, or fencing are allowed, but should be heavily vegetated with vines and shrubs. Maximum allowed height is 8'.</p> <p>3. Ornamental shrubs and hedges should be maintained at 4' maximum height.</p> <p>4. A minimum of 1 canopy tree per 2000 sf of plantable space</p> <p>5. Understory plantings should be complimentary massings of appropriate low shrubs, ground cover, and ornamental grasses.</p>	<p>1. Parking lots are not allowed in the main street entertainment district. Onstreet parking and shared adjacent parking is available.</p>
BOARDWALK ENTERTAINMENT DISTRICT LANDSCAPE CHARACTER		
LAYER 1	LAYER 2	LAYER 3
<p>**No minimum setback in Main Street Entertainment District refer to Layer 2**</p>	<p>1. Parking is not permitted.</p> <p>2. Low fencing is allowed around streetfacing dining pation Maximum allowed height is 3.5'.</p> <p>3. Extend sidewalk hardscape to the building facade.</p> <p>4. Every individual store or office front must have atleast 2 large moveable landscape planters (24" across) to be planted with a mix of annuals, perennials and where appropriate a structural plant.</p>	<p>1. Ornamental shrubs and hedges should be maintained at 4' maximum height.</p> <p>2. When feasible informal islands of native planting are encouraged within parking areas.</p>
INNOVATION DISTRICT/ FUTURE RETAIL & OFFICE EXPANSION DISTRICT LANDSCAPE CHARACTER		
LAYER 1	LAYER 2	LAYER 3
<p>1. Site walls and planter walls are allowed with a 3.5' maximum height.</p> <p>2. Fencing is not allowed</p> <p>3. Understory plantings should be complimentary massings of appropriate low shrubs, groundcover, and ornamental grasses.</p> <p>4. Parking is not permitted.</p> <p>5. Where ground floor is retail, extend sidewalk hardscape to the building facade.</p>	<p>1. Parking is allowed and should be screened from view of the street by a combination of massed screen shrubs, trees, walls, and/or streetscreens.</p> <p>2. Approved streetscreens, walls, or fencing are allowed, but should be heavily vegetated with vines and shrubs. Maximum allowed height is 8'.</p> <p>3. Ornamental shrubs and hedges should be maintained at 4' maximum height.</p> <p>4. A minimum of 1 canopy tree per 2000 sf of plantable space</p> <p>5. Understory plantings should be complimentary massings of appropriate low shrubs, ground cover, and ornamental grasses.</p>	<p>1. Ornamental shrubs and hedges should be maintained at 4' maximum height.</p> <p>2. When feasible informal islands of native planting are encouraged within parking areas.</p>
HOTEL/HOSPITALITY DISTRICT LANDSCAPE CHARACTER		
LAYER 1	LAYER 2	LAYER 3
<p>1. Site walls and planter walls are allowed with a 3.5' maximum height.</p> <p>2. Garden and privacy walls are allowed, with a maximum wall or fence height of 8' and a maximum opacity of 50% over 6'.</p> <p>3. Understory plantings should be complimentary massings of appropriate low shrubs, groundcover, and ornamental grasses.</p> <p>4. Parking is not permitted.</p>	<p>1. Parking is allowed and should be screened from view of the street by a combination of massed screen shrubs, trees, walls, and/or streetscreens.</p> <p>2. Approved streetscreens, walls, or fencing are allowed, but should be heavily vegetated with vines and shrubs. Maximum allowed height is 8'.</p> <p>3. Ornamental shrubs and hedges should be maintained at 4' maximum height.</p> <p>4. A minimum of 1 canopy tree per 2000 sf of plantable space</p> <p>5. Understory plantings should be complimentary massings of appropriate low shrubs, ground cover, and ornamental grasses.</p>	<p>1. Ornamental shrubs and hedges should be maintained at 4' maximum height.</p> <p>2. When feasible informal islands of native planting are encouraged within parking areas.</p>

### 4.3 PREFERRED PLANT LIST

While not all encompassing, the following plant list includes the predominant preferred plant palette. Substitutions will be considered pending review by the owner.

Table 4.2: Preferred Plant List

PLANT LIST						
		Destination Retail	Main Street Entertainment	Retail/ Office Mixed-Use	Hotel/ Hospitality	Innovation Campus
TREES						
COMMON NAME	BOTANICAL NAME					
Catalpa	Catalpa bignonioides	✓		✓	✓	✓
Little Gem Magnolia	Magnolia grandiflora 'Little Gem'			✓	✓	✓
Sweetbay Magnolia	Magnolia virginiana	✓	✓	✓	✓	✓
Live Oak	Quercus virginiana	✓		✓	✓	✓
Willow Oak	Quercus phellos	✓		✓	✓	✓
Shumard Oak	Quercus shumardii	✓		✓	✓	✓
Bald Cypress	Taxodium distichum		✓		✓	
Mexican Buckeye	Ungnadia speciosa	✓		✓	✓	✓
PALM TREES						
COMMON NAME	BOTANICAL NAME					
Piru Queen Palm	Arecastrum romanzoffianum	✓	✓	✓	✓	✓
Diamond Cut Date Palm	Phoenix dactylifera	✓	✓	✓	✓	✓
Palmetto Pam	Sabal major				✓	✓
Dwarf palmetto Palm	Sabal minor				✓	✓
Windmill Palm	Trachycarpus fortunei	✓	✓	✓	✓	✓
SHRUBS						
COMMON NAME	BOTANICAL NAME					
Azalea (various cultivars)	Azalea spp.	✓	✓	✓	✓	✓
Pineapple guava	Feijoa sellowiana	✓	✓	✓	✓	✓
Dwarf Yaupon Holly	Ilex vomitoria 'Nana'	✓	✓	✓	✓	✓
Yaupon Holly	Ilex vomitoria	✓	✓	✓	✓	✓
Oleander	Nerium oleander	✓	✓	✓	✓	✓
Wax Myrtle	Morella cerifera	✓	✓	✓	✓	✓
Dwarf Wax Myrtle	Morella cerifera 'Don's Dwarf'	✓	✓	✓	✓	✓
Podocarpus	Podocarpus macrophylla 'Maki'	✓	✓	✓	✓	✓
Pittosporum	Pittosporum tobira	✓	✓	✓	✓	✓
Yucca	Yucca aloifolia			✓	✓	✓
GROUNDCOVERS & GRASSES						
COMMON NAME	BOTANICAL NAME					
Sedges	Carex spp.	✓	✓	✓	✓	✓
Inland Sea Oats	Chasmanthium latifolia	✓		✓	✓	✓
Autumn Fern	Dryopteris erythrosora 'Brilliance'	✓	✓	✓	✓	✓
Texas Lantana	Lantana horrida	✓	✓	✓	✓	✓
Muhly grass	Muhlenbergia capillaris	✓		✓	✓	✓
Switchgrass Cultivars	Panicum virgatum	✓		✓	✓	✓
Pickerel Weed	Pontederia cordata		✓		✓	
Paspalum spp.	Seashore Paspalum Turfgrass	✓	✓	✓	✓	✓
Prairie dropseed	Sporobolus heterolepis	✓		✓	✓	✓
Asiatic Jasmine	Trachelospermum asiaticum	✓	✓	✓	✓	✓
Zoysia spp.	Zoysia Turfgrass	✓	✓	✓	✓	✓

#### 4.4 PLANT PHOTOS



Shumard Oak *Quercus shumardii*



Live Oak *Quercus virginiana*



*Taxodium distichum* Bald Cypress



Little Gem Magnolia *Magnolia 'Little Gem'*



Lady Cigar Tree *Catalpa bignonioides*



Piru Queen Palm *Arecastrum romanzoffianum*



Oleander *Nerium oleander*



Pineapple guava *Feijoa sellowiana*



Dwarf Yaupon Holly *Ilex vomitoria 'Nana'*



Carex - Multiple varieties



Wax Myrtle (tree form shown) *Morella cerifera*



Dwarf palmetto *Sabal minor*



Texas Lantana *Lantana horrida*



Inland Sea Oats *Chasmanthium latifolia*



Pickerel Weed *Pontederia cordata*

Figure 4.3: Preferred Plant Imagery

## 4.5 LANDSCAPE CHARACTER IMAGES

The imagery below is intended to supplement the landscape guidelines in terms of establishing an 'overall feel' or character for the landscape.



Live Oak Allee Street



Parkway



Maritime Forest



Entertainment



Hotel



Innovation Campus



Plaza



Entryway Roundabout



Retail Street



Parking Lot Buffer



Parking Lot Planting



Wetland Edge Enhancement

Figure 4.4: Landscape Character Imagery

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## 5.0 SITE FURNISHING

### 5.1 STREET FURNITURE

Street furniture items include, but are not limited to, the following: benches, miscellaneous seating, planters, trash receptacles, bicycle racks, and tree grates.

#### PURPOSE

- Create a unified streetscape image with appropriate and standardized street furniture.
- Street furniture should be correctly located so as not to be a detriment to the streetscape, as physical or visual clutter.
- Street furniture should make the public space more enjoyable for pedestrians, adding functionality and aesthetic enhancement.
- Within a given block, street furniture should be complementary; a combination of unique details that complement individual buildings, as well as civic street elements which unify the streetscape, such as trash receptacles and bicycle racks.

#### GUIDELINES

- Bench locations: Generally, but not always, oriented toward the street or plaza.
- Miscellaneous seating: Tables and chairs, in conjunction with cafes are encouraged to activate the streets. Well-placed low walls may provide alternative seating and should complement the context of each individual establishment.
- Planters: Small ornamental trees, shrubs and flowers are attractive streetscape additions where in-ground trees are not feasible. Planter styles and colors should complement the surrounding architecture. Planters should be located to avoid congestion and promote easy pedestrian circulation. Plantings should include an evergreen component for year-round interest, and seasonal plantings to add color and unify the streetscape.



Planters in a Plaza as Bollards



Planters as Space Divider



Planters as Space Divider



Tables and Chairs in a Plaza



Custom Designed Benches in a Plaza



Bench in a Retail Street



Creative bench design



Planters and Benches in a Plaza



Furnitures in Uniformed Styles



Figure 5.1: Street Furniture Imagery

## 5.2 LANDSCAPE STRUCTURE AND SITE FURNISHINGS

Landscape structures, including, but not limited to gazebos, pavilions, follies, arbors, and trellises.

### PURPOSE

Landscape structures and site furnishings should enhance the unique character of the individual character zones. Streetscape furnishings that reinforce a sense of place and complement the architecture should be used.

### GUIDELINES

- Landscape structures should be designed to appear as extensions and /or additional building components related to the architecture to help define outdoor rooms. In general, landscape elements and furnishings should be used to link and/or connect collections of buildings or to create focal points in the landscape and to add texture and color.
- Landscape structures may be used to create shade, shadow, and texture for climatic comfort and aesthetic purposes.
- Structures are to be designed with plantings to soften and integrate the structure with outdoor areas.
- The height, color, materials, and style used for outdoor structures should be the same, similar to, or compatible with the architecture. In general, the same guidelines that apply to architecture apply to the design of landscape structures.



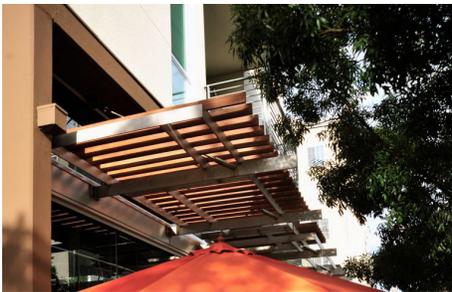
Decorative Trellis As Shade Structure



Wood Trellis



Decorative Metal and Wood Trellis with Lighting



Trellis as Extension of Architecture



Trellis With Vegetation Cover



Public Art on Sidewalk



Public Art on Sidewalk Shaping Unique Space



Bicycle racks as Public Art



Public Art in Civic Space

Figure 5.2: Structure & Site Furnishings Imagery

### 5.3 WATER FEATURES - FOUNTAINS, PONDS, AND SPLASHPADS

#### PURPOSE

- Design water features as focal points of outdoor rooms.
- Utilize water features to create cooling settings in public spaces for both young and old.

#### GUIDELINES

- Fountains and water features should be designed to complement the architecture and to enrich landscape areas. Clean, contemporary designs of an appropriate scale in keeping with the architecture and landscape setting are encouraged.
- Pumps and other equipment are to be screened from view and housed to minimized any noise emission.
- Fountains, ponds, and splash pads are to be consistent with clean, contemporary designs.



Pond and Fountain Examples

Figure 5.3: Water Feature Imagery

### 5.4 SCREENING FOR EXTERIOR SERVICE AREAS

#### PURPOSE

- Service areas should be designed, located and/or screened so that they are not visible from off-site, and do not create nuisance noise or odors to adjacent properties where feasible.
- Service access should be from the interior of the parcel wherever practicable, and not from adjacent streets.
- Service and utility areas should be designed so that vehicle service requirements.

#### GUIDELINES

- Service area should be located within the development area of the parcel, and should be entirely enclosed with walls or fencing and screened with densely planted vegetation including shrubs and vines. Densely planted evergreen hedges may also be utilized.
- Spacing and size of shrubs should be sufficient to screen all mechanical units at the time of planting installation.



Service Area Screened with Fencing and Vegetation

Figure 5.4: Service Area & Trash Screening Imagery

# 6.0 LIGHTING

## 6.1 GENERAL LIGHTING GUIDELINES

### PURPOSE

- To allow limited night-time recreational uses in parks and public spaces and enabling walkable districts within the Boardwalk Entertainment District core areas, in a manner that is unobtrusive and subtly enhances the physical setting.
- Producing accurate and comfortable visibility at night for roadway lighting.
- Providing sufficient illumination at pedestrian ways and sidewalks within core areas that encourages walkability.
- Utilizing energy efficient lighting technology to reduce energy use.
- Meeting all required jurisdictional requirements and IES industry standards for recommended light levels.

### GUIDELINES

- Lighting should use fully shielded light sources and full cut-off fixtures designed to shield the source of light and prevent light spill or glare traveling onto other properties.
- The use of energy - efficient, long life LED, with light color rendered as a warm white (not cool white), is encouraged. Light colors may be approved by owner on a case-by-case basis.
- Fluorescent lighting is prohibited from use in exterior light fixtures or landscape lighting.
- Lighting of a driveway entrance is allowed, however lighting along the length of a driveway in a repetitive way (“runway lighting”) is discouraged yet may be approved by the owner on a case-by-case basis.
- Lamp post lights, gas street lights, traditional lanterns mounted to buildings or monuments, tiki torches and traditional or historic decorative fixtures and poles may be approved by the owner on a case-by-case basis and are subject to governing regulations.
- Contemporary gas or gel fuel garden torches, contemporary gas lanterns and fire planter elements may be utilized to as an amenity to outdoor settings and hospitality environments and are subject to the governing regulations and owner approval.
- Gas lighting should be provided with devices to allow shutoff, as continuous operation is strongly discouraged.
- Sign lighting should typically be integrated into the sign or monument as shielded down lighting or concealed back lighting. Small, external low-level landscape lights may be utilized, but should be concealed within landscape, properly shielded and aimed to avoid glare.
- In retail environments, and important civic architecture, building owners are encouraged to explore lighting of buildings by using up-lighting, internal illumination and special materials and techniques to accent special architectural details as strong visual elements.
- In parking lots, energy-efficient, full-cutoff pole fixtures are to be utilized to provide adequate light levels for safety. Pole heights are to be 20'-25' maximum height, and spaced to achieve recommended light levels. For energy efficiency, either LED or metal halide fixture should be utilized.
- Small pathway lights may be utilized, provided they are fully shielded and do not create a “runway” lighting effect. In public areas such as parks, plazas and wide sidewalks, pedestrian pole lights, commercial grade bollards, and path lights that are 3-12' in height are preferred. These fixtures may be approved by the owner on a case-by-case basis.
- Lighting Operations: In general, street lights will operate from Dusk to Dawn with possible reduced light levels during non-peak hours. Commercial sign lighting, commercial landscape lighting, parking lots and pedestrian pathway lighting may be allowed from Dusk to Dawn.

## 6.2 LIGHTING CHARACTER IMAGES



Lamp Post



Wall Sconce



Typical Parking Lot Lighting Fixture



Double Fixture



Commercial Grade String Light



Path Light

Figure 6.1: Lighting Fixture Examples



Lighting Shapes and Enhances the Urban Realm



Festival Lighting



Landscape Down lighting



Lighting to Enhance Unique Architectural Feature



Adequately Lit Retail Signage



Lighting to Accent Architecture

Figure 6.2: Lighting Application Examples

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# 7.0 SIGNAGE REQUIREMENTS

## 7.1 GENERAL SIGNAGE GUIDELINES

### PURPOSE

- All civic, institutional and commercial signage should complement the architecture, creating a lively and provocative atmosphere, and visually enrich the fabric of the overall community.
- Signs should work with the other street amenities in establishing the character of the street on which they front, while clearly identifying businesses and encouraging window shopping while enhancing the pedestrian experience.
- Provide connectivity and relevance to the public spaces.

### GUIDELINES

- A cohesive family of civic signs should be used throughout the site contrasting the varying spectrum of commercial signage.
- Maximum gross area of signs on a given building frontage (outer wall to outer wall in linear feet) is calculated by converting linear feet of building frontage to square feet and multiplying by 2. Signs are not to exceed 500 square feet in total area.
- Signs mounted on the roof or extending above the roof parapet are generally not allowed but may be approved by owner on a case-by-case basis.
- Signs projecting above sidewalks should maintain a minimum clear height above sidewalks of eight feet.
- Signs should not extend beyond the curb line.
- No sign should be constructed as to obstruct any window, door, fire escape or other emergency exit of any building.
- Specialty, atypical, and/or creative sign proposals otherwise prohibited within these regulations will be reviewed on a case-by-case basis by the owner.
- Pylon signs may be approved by owner on a case-by-case basis. Design should adhere to local regulations.
- No building facade shall possess more than two of the Acceptable Sign Typologies shown in Figure 7.1, attached to the building.
- Gateway/Entry signage should be of a ground sign type (see Table 7.1) and should demarcate primary and secondary points of ingress and egress for the development.
- Primary gateway entry signage is exempt from maximum sign area requirements for ground signs (see Table 7.1). Entry signage over 200 SF will be approved on a case by case basis by City Manager or designee.
- Gateway/Entry signage should be monumental and memorable (See section 7.4 for character precedents).
- All sign proposals are subject to a discretionary aesthetic review by the owner. The owner reserves the right to review the design, placement, materials, colors, and number of all signs on a property. Final approval of all signage will be by the City of Webster during the permit approval process

## 7.2 SIGNAGE MATERIAL AND DESIGN

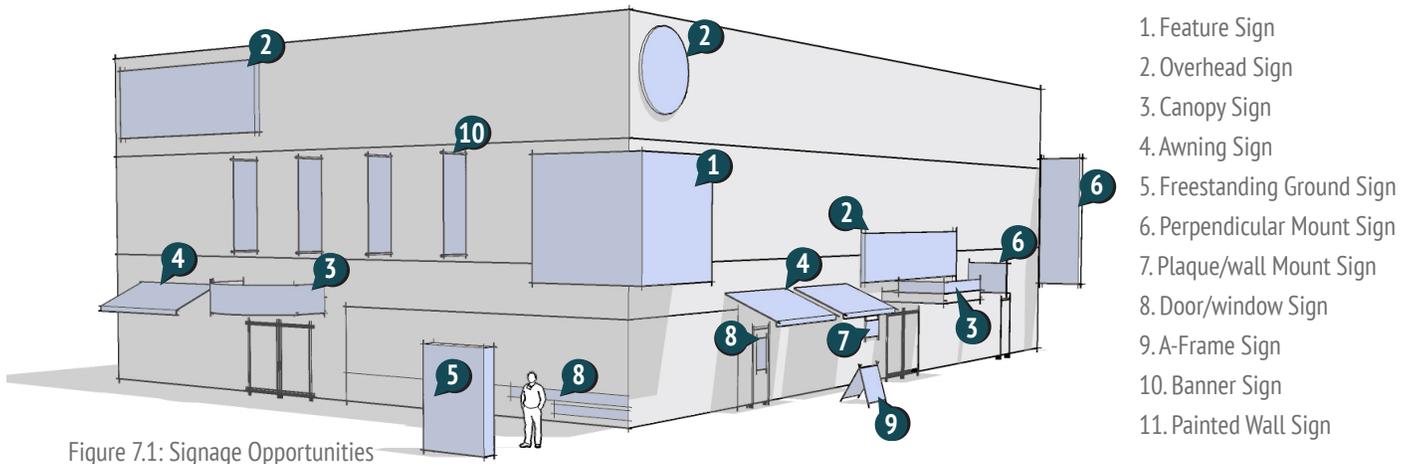
Sign design should consider but not restricted to the following suggested materials and methods:

- Material possibilities:
  - » Metal finishes, polished, brushed, patterned, weathered, and painted (natural or applied); Cast/stone concrete; Glass; Tile/terra cotta
- Signage finish materials that are considered to be appropriate:
  - » Wood: painted or natural hardwood (small hanging signs only)

- » Metal: copper, bronze, brass, galvanized steel, raw steel, brushed aluminum
- » Painted or engraved directly on facade surface or glazing
- » Etched glass
- Acrylic with matte finish, combined with other materials

### 7.3 ACCEPTABLE SIGN TYPOLOGIES

The following diagram (fig 7.1) represents the variety of opportunities for commercial tenant signage allowed. Table 7.1 provides further guidance on sign standards including what is allowed in each character zone.



1. Feature Sign
2. Overhead Sign
3. Canopy Sign
4. Awning Sign
5. Freestanding Ground Sign
6. Perpendicular Mount Sign
7. Plaque/wall Mount Sign
8. Door/window Sign
9. A-Frame Sign
10. Banner Sign
11. Painted Wall Sign

Figure 7.1: Signage Opportunities

Table 7.1: Signage Guidelines

	Sign Type	Maximum Height Limit	Maximum Area for Sign	Lighting	Destination Retail District	Boardwalk Entertainment District	Parking/Future Retail & Office Expansion District	Hotel/Hospitality District	Innovation District
1	Feature Signs *	Varies	LF of building frontage in square feet multiplied by 2. Not to exceed 500 SF.	Internal or External**	✓	✓	✓	✓	✓
2	Overhead Wall Signs *	Varies	LF of business frontage in square feet multiplied by 2. Not to exceed 500 SF.	Internal or External**	✓	✓	✓	✓	✓
3	Canopy Signs	5'	Maximum width: 10% larger than the width of the opening below	Internal or External**	✓	✓	✓	✓	✓
4	Awning Signs	Valence height 12" maximum	1 per window; Maximum Width: Width of Opening Below	External only	✓	✓	✓	✓	✓
5	Ground Signs	12'	50 SF excluding plinth	Internal or External**	✓	✓	✓	✓	✓
6	Perpendicular Mount Signs	8'	20 SF excluding bracket	Internal or External**		✓	✓		✓
7	Plaque/Wall Mount Signs	2'	4 SF	Internal or External**		✓	✓	✓	✓
8	Door/Window Signs	Varies	25% of door/window glazed area	Internal Only**	✓	✓	✓	✓	✓
9	A-Frame Signs	42"	8 SF	Not allowed		✓	✓	✓	
10	Banner Signs	10'	30 SF; 4' maximum projection	External only	✓	✓	✓	✓	✓
11	Painted Wall Signs	Varies	Varies	External only		✓	✓		

\*Feature & Ground Signs may exceed 500 sf maximum on a case by case basis pending review and approval by owner and the City of Webster.

\*\* Internally lit signage may only be considered with individually lit letters and should utilize LED technology. All internally lit signage may be approved on a case-by-case basis by owner.

Notes: 1) Painted Wall Signs must relate with a specific business accommodated within the building on which they are painted.

2) Atypical/Specialty sign types may be reviewed on a case by case basis

## 7.4 SIGN FAMILY PRECEDENT PHOTOS



Specialty Signs are reviewed on a case by case basis by owner. Signs similar in nature to the image to the left are encouraged.



Feature Sign



Canopy Sign



Painted Wall Sign



Banner Sign



Painted Wall Sign



Canopy Sign



Canopy Sign



Wall Sign



A Frame Sign



Plaque/Wall Mount Sign



Window Vinyl Sign



Outdoor Directory

Figure 7.2: Sign Family Precedent Imagery



Oversized monument signage for primary gateway/entry signage is reviewed on a case by case basis by City Manager or designer.



Ground Entry Sign



Free Standing Ground Entry Sign



Ground Entryway Sign



Banner Sign

Sculptural Entry Sign



Ground Entry Sign



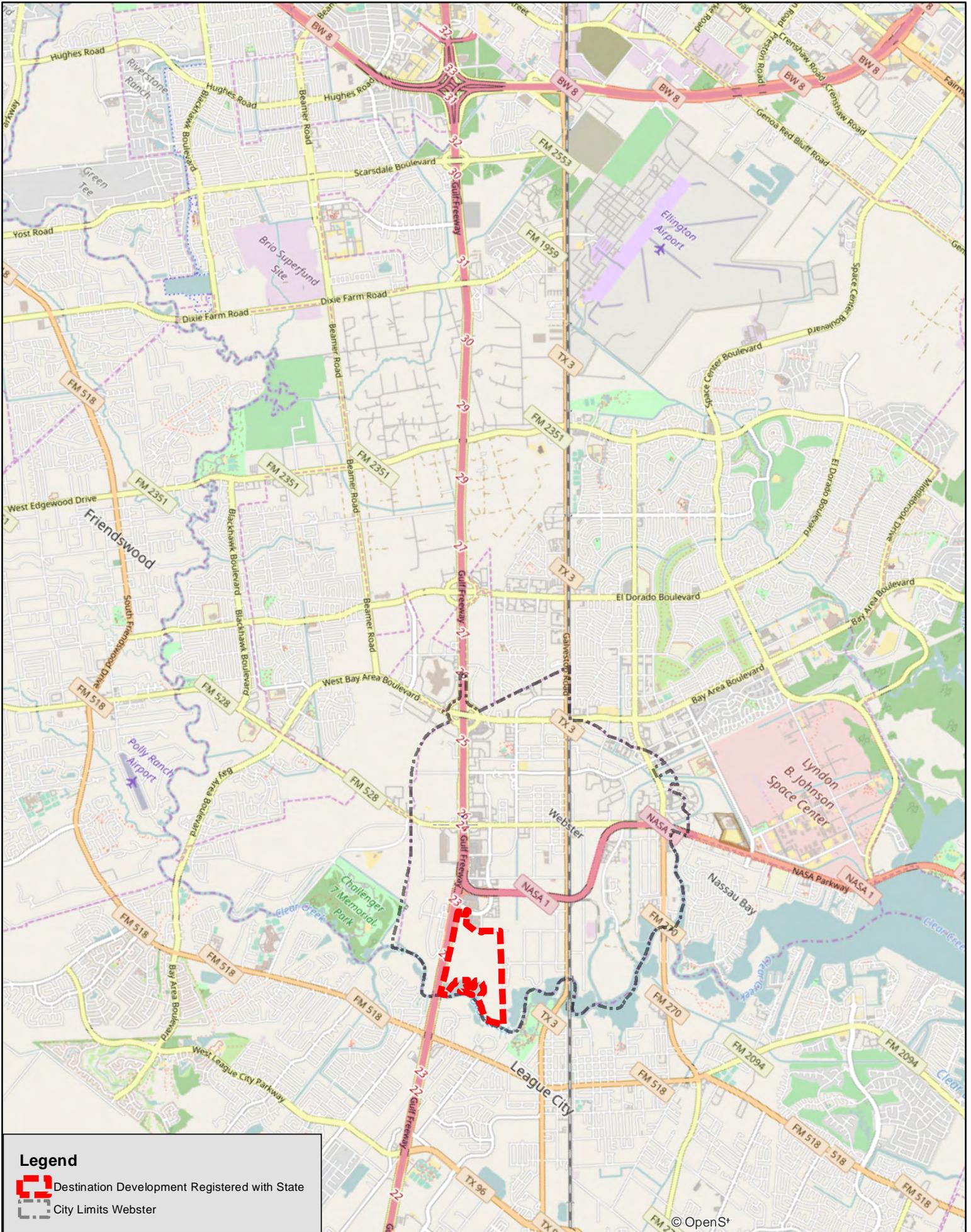
Free Standing Landmark Entry Sign



Ground Entry Sign

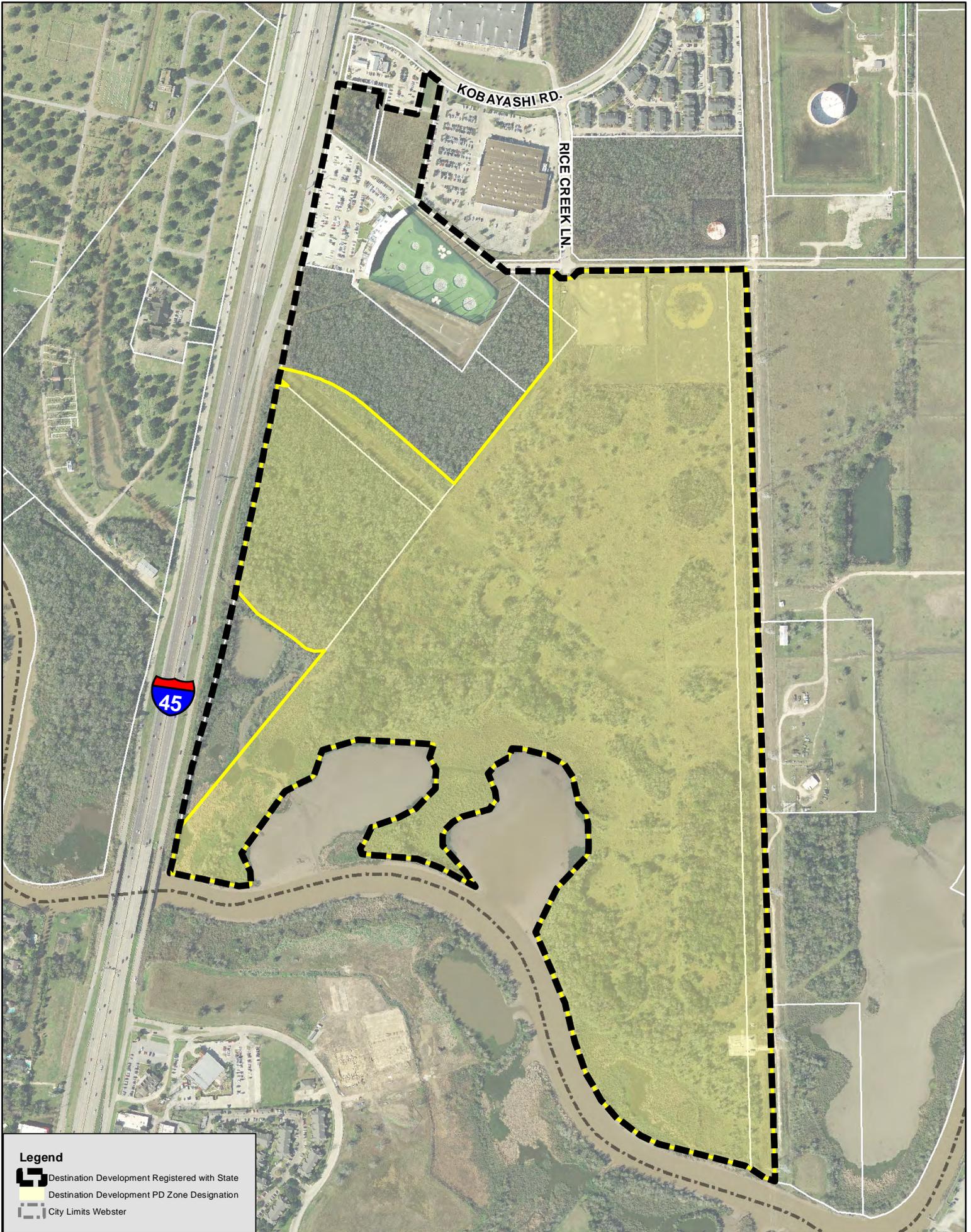


45



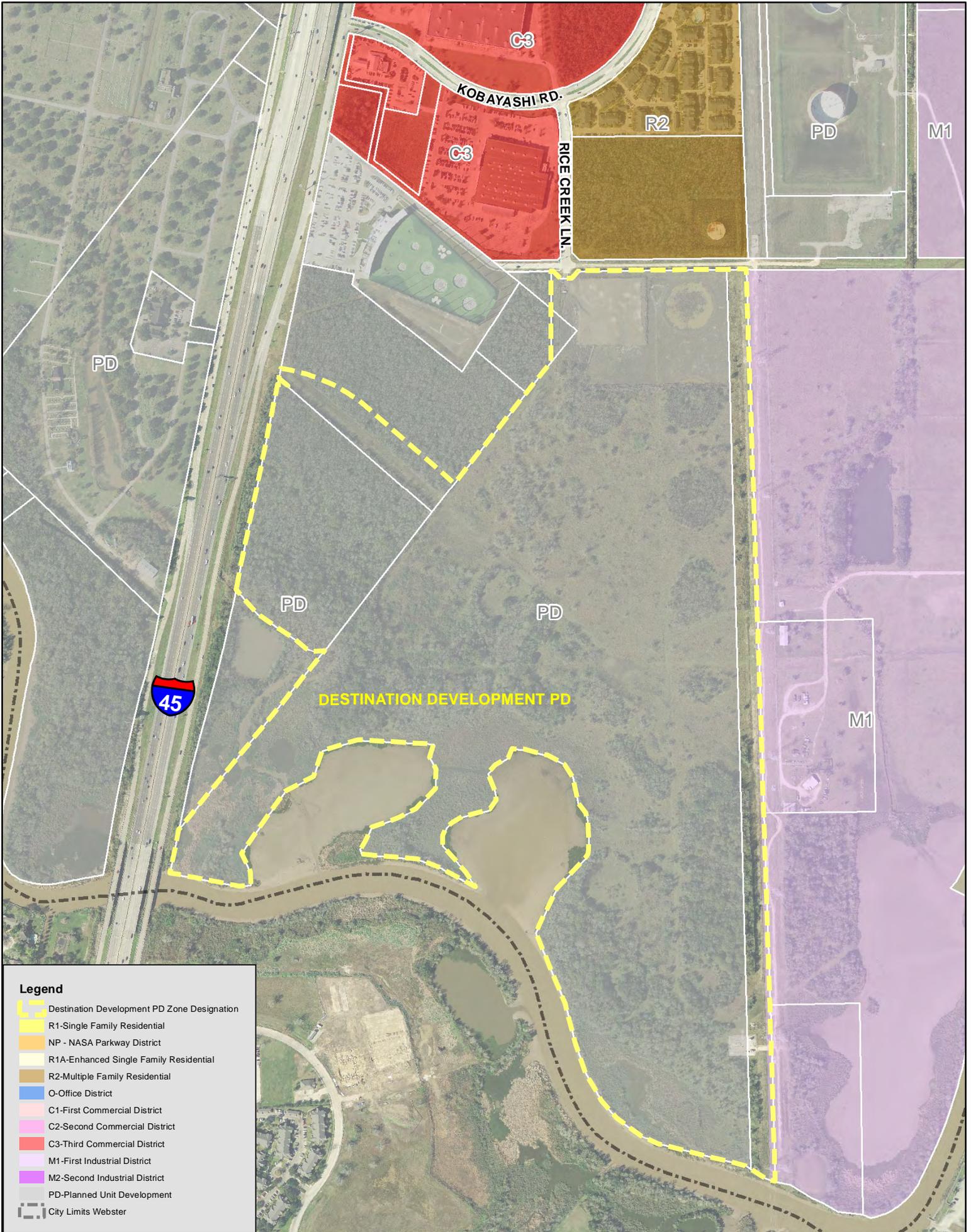
### Legend

-  Destination Development Registered with State
-  City Limits Webster



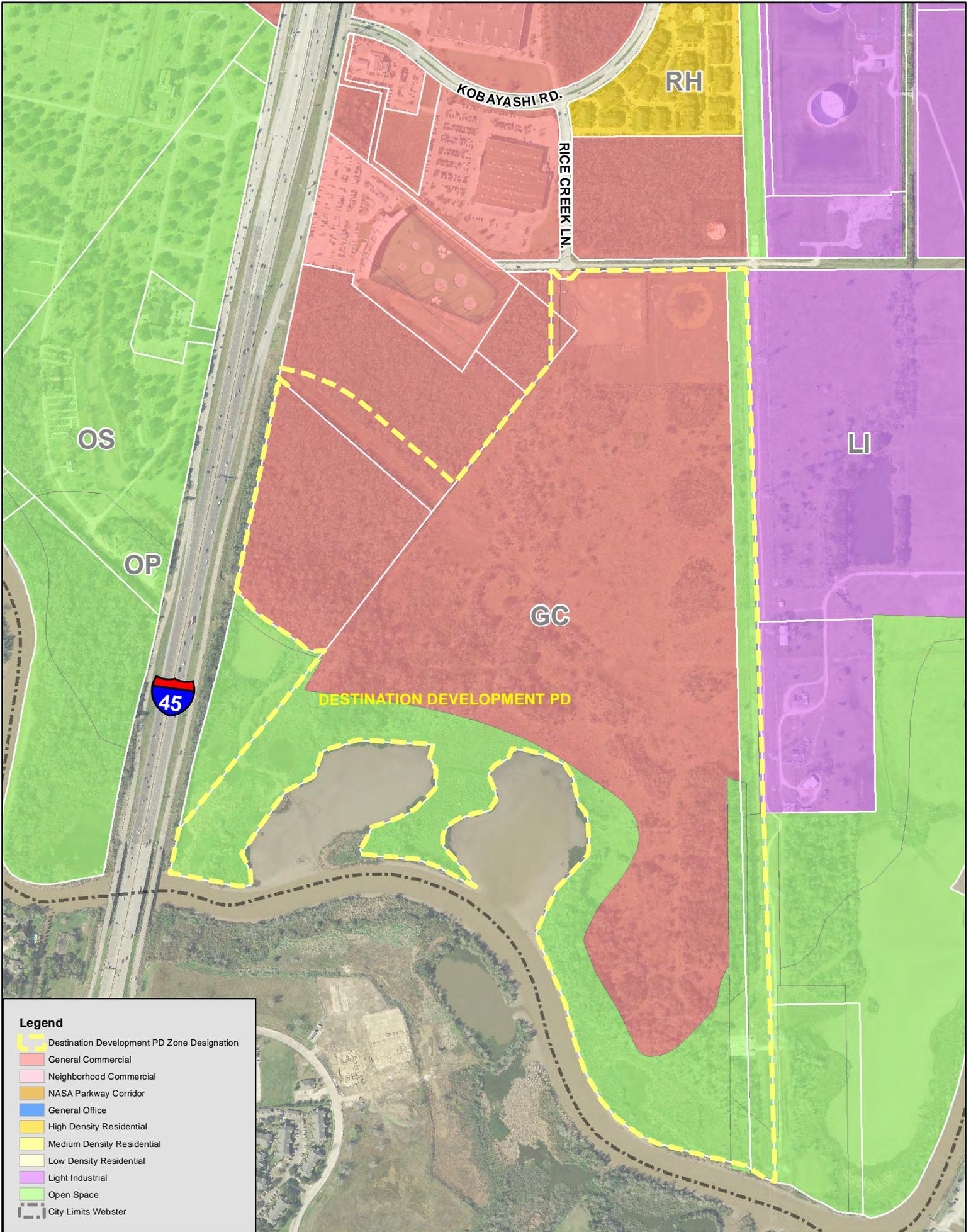
### Legend

- Destination Development Registered with State
- Destination Development PD Zone Designation
- City Limits Webster



### Legend

- Destination Development PD Zone Designation
- R1-Single Family Residential
- NP - NASA Parkway District
- R1A-Enhanced Single Family Residential
- R2-Multiple Family Residential
- O-Office District
- C1-First Commercial District
- C2-Second Commercial District
- C3-Third Commercial District
- M1-First Industrial District
- M2-Second Industrial District
- PD-Planned Unit Development
- City Limits Webster



### Legend

- Destination Development PD Zone Designation
- General Commercial
- Neighborhood Commercial
- NASA Parkway Corridor
- General Office
- High Density Residential
- Medium Density Residential
- Low Density Residential
- Light Industrial
- Open Space
- City Limits Webster

0410420000002  
HUNNICUTT JENNETTE  
807 S POST OAK LN OFC 214  
HOUSTON , TX 77056-2200

0410440010085  
HUNNICUTT JENNETTE  
5655 BRIAR DR  
HOUSTON , TX 77056-1003

0361720000019  
CENTERPOINT ENERGY HOU ELE  
PROPERTY TAX DEPT 38TH FLR  
PO BOX 1475  
HOUSTON , TX 77251-1475

0410420000006  
WEBSTER ECONOMIC DEVELOPMENT  
CORP  
101 PENNSYLVANIA ST  
WEBSTER , TX 77598-5226

0410440010139  
MEDISTAR 528 / NASA 1 LLC  
7670 WOODWAY DR STE 160  
HOUSTON , TX 77063-1593

0410420000004  
HUNNICUTT JENNETTE  
807 S POST OAK LN OFC 214  
HOUSTON , TX 77056-2200

1166900000009  
WEBSTER MAGNOLIA ONE LP  
5410 PIPING ROCK LN  
HOUSTON , TX 77056-4916

1292370000001  
FAR REALTY LLC  
4016 149TH PL  
FLUSHING , NY 11354-4953

0410420000002  
HUNNICUTT JENNETTE  
807 S POST OAK LN OFC 214  
HOUSTON , TX 77056-2200

0410440010139  
MEDISTAR 528 / NASA 1 LLC  
7670 WOODWAY DR STE 160  
HOUSTON , TX 77063-1593

0410440010080  
EXXON CORP 04010  
PO BOX 53  
HOUSTON , TX 77001-0053

0410440010100  
EXXON CORP 04410  
PO BOX 53  
HOUSTON , TX 77001-0053

0410420000005  
HUNNICUTT JENNETTE  
807 S POST OAK LN OFC 214  
HOUSTON , TX 77056-2200

0410440010132  
EXXON PIPELINE 00018  
PO BOX 53  
HOUSTON , TX 77001-0053

0410440010120  
CENTERPOINT ENERGY HOU ELE  
PROPERTY TAX DEPT 38TH FLR  
PO BOX 1475  
HOUSTON , TX 77251-1475

# **AGENDA ITEM # 4**



# PLANNING & ZONING COMMISSION MEETING

---

**DATE:** December 7, 2016

**AGENDA ITEM: Consideration/Action** to approve the proposed Final Plat of the Odyssey Park, an eight lot subdivision with one reserve located at 1422 Farm to Market 528 Road (HCAD# 0361680000007).

**Applicant:** Pro-Surv, LLC

**PURPOSE STATEMENT:** The purpose of this final plat is to officially plat a new subdivision within the City of Webster.

**SUMMARY/BACKGROUND (WHY):** This property has been utilized for farming and other types or agricultural uses for many years prior to Wycoff Development purchasing the land. This plat will be a dual approval of the “Preliminary” and “Final” Plat for the Odyssey Park subdivision which includes eight lots and one reserve.

**Figure 1: Future Lot and Reserve Sizes**

Block	Lot	Size in Acres	Size in Square Feet
1	1	2.053	89,429
1	2	0.933	40,641
1	3	3.826	166,661
1	4	3.084	134,339
1	5	0.475	20,691
1	6	1.496	65,166
1	7	1.414	61,594
1	8	2.025	88,209
Reserve	A	7.159	311,846

**SUMMARY:** The developer has submitted a plat for eight lots, and one reserve for business, office and retail development within the City. This development will start with Phase I, and include developed sites for these planned lots. The access for the majority of lots will be from Farm to Market Road 528, and also a future roadway commonly referred to as Genesis Boulevard. This new roadway will be the future connection to this subdivision as well as undeveloped land to the north. Internally, this subdivision will be served by a Private Access Easement and Private Utility easements. This is very similar to the existing Magnolia Court Subdivision that this developer has previously constructed in the City.

**AVAILABILITY OF UTILITIES:** The developable lots of this subdivision are adequately served by the City of Webster’s water and sewer infrastructure. The developer has decided to utilize the letter of credit option for portions of the development’s public infrastructure that have not been completed. This letter of credit will assure the completion of public infrastructure, if the developer is somehow unable to complete this project.



# PLANNING & ZONING COMMISSION MEETING

---

**OUTSTANDING ITEMS:** The City of Webster has a few minor items to complete prior to recording this Final Plat of Odyssey Park. The applicant and the City will continue to resolve all of these remaining items as soon as possible. The engineering department is in the process of resolving a minor issue this plat, and feels confident in this conditional approval of this subdivision.

**STAFF RECOMMENDATION:** Staff recommends conditional approval of the Final Plat of Odyssey Park.

**Recommended Conditions:**

1. Signed Mylar with required owner signatures for recordation
2. One paper copy.
3. Tax Certificates
4. Recordation Fees for the Harris County Clerk.
5. Final Engineering Approval

---

<b>EXPENDITURE:</b>	N/A	<b>FUNDING SOURCE:</b>	N/A
<b>AMOUNT BUDGETED:</b>	N/A	<b>FINANCE DEPT. APPROVAL:</b>	N/A
<b>PRIORITY/CAPITAL IMPROVEMENT PROGRAM:</b>		<b>YES</b> <input type="checkbox"/>	<b>NO</b> <input checked="" type="checkbox"/>

---

**PREPARED BY:** Evan DuVall, AICP, City Planner *Evan DuVall*

**APPROVAL BY DEPT. DIRECTOR:** Derhyl Hebert, CFM

- ATTACHMENTS:**
1. Final Plat of Odyssey Park
  2. Vicinity Map
  3. Zoning Map
  4. Future Land Use Map

STATE OF TEXAS  
COUNTY OF HARRIS

WE, R.W. WYCOFF, LLC., ACTING BY AND THROUGH ROSS WYCOFF, VICE PRESIDENT, OWNERS OF THE PROPERTY SUBDIVIDED IN THE ABOVE AND FOREGOING MAP OF ODYSSEY PARK, DO HEREBY MAKE SUBDIVISION OF SAID PROPERTY ACCORDING TO THE LINES, STREETS, ALLEYS, PARKS AND EASEMENTS THEREIN SHOWN AND DESIGNATE SAID SUBDIVISION AS ODYSSEY PARK IN THE R. WILSON LEAGUE SURVEY, GALVESTON COUNTY, TEXAS ON BEHALF OF SAID SAID R.W. WYCOFF, LLC; AND DEDICATE TO THE PUBLIC USE, AS SUCH, THE STREETS, ALLEYS, PARKS, AND EASEMENTS SHOWN THEREON FOREVER; AND DO HEREBY WAIVE ANY CLAIMS FOR DAMAGES OCCASIONED BY THE ESTABLISHING OF GRADES AS APPROVED FOR THE STREETS AND ALLEYS DEDICATED OR OCCASIONED BY THE ALTERATION OF THE SURFACE OF ANY PORTION OF STREETS OR ALLEYS TO CONFORM TO SUCH GRADES; AND DO HEREBY BIND OURSELVES, OUR SUCCESSORS AND ASSIGNS TO WARRANT AND FOREVER DEFEND THE TITLE TO THE LAND SO DEDICATED.

IN TESTIMONY WHEREOF, THE R.W. WYCOFF, LLC HAS CAUSED THESE PRESENTS TO BE SIGNED BY ROSS WYCOFF, ITS VICE-PRESIDENT, THEREUNTO AUTHORIZED, THIS DAY OF \_\_\_\_\_, 2016.

THE R.W. WYCOFF, LLC  
BY: ROSS WYCOFF, VICE PRESIDENT

STATE OF TEXAS  
COUNTY OF HARRIS

BEFORE ME, THE UNDERSIGNED AUTHORITY, ON THIS DAY PERSONALLY APPEARED ROSS WYCOFF, VICE-PRESIDENT OF R.W. WYCOFF, LLC., KNOWN TO ME TO BE THE PERSON WHOSE NAME IS SUBSCRIBED TO THE FOREGOING INSTRUMENT AND ACKNOWLEDGED TO ME THAT ONE EXECUTED THE SAME FOR THE PURPOSES AND CONSIDERATION THEREIN EXPRESSED AND IN THE CAPACITY THEREIN AND HEREIN, AND AS THE ACT AND DEED OF SAID CORPORATION.

GIVEN UNDER MY HAND AND SEAL OF OFFICE, THIS \_\_\_\_\_ DAY OF \_\_\_\_\_, 2016.

NOTARY PUBLIC IN AND FOR THE STATE OF TEXAS

NAME \_\_\_\_\_

MY COMMISSION EXPIRES: \_\_\_\_\_

WE, MOODY NATIONAL BANK, ACTING BY AND THROUGH T. CRAIG BARKER, EXECUTIVE VICE PRESIDENT, OWNER AND HOLDER OF A LIEN AGAINST THE PROPERTY DESCRIBED IN THE PLAT KNOWN AS ODYSSEY PARK, SAID LIEN BEING EVIDENCED BY INSTRUMENT OF RECORD IN THE CLERK'S FILE NO. RP-2016-293154 OF THE O.P.R.O.R.P. OF HARRIS COUNTY, TEXAS, DO HEREBY CERTIFY IN ALL THINGS SUBORDINATE OUR INTEREST IN SAID PROPERTY TO THE PURPOSES AND EFFECTS OF SAID PLAT AND THE DEDICATIONS AND RESTRICTIONS SHOWN HEREIN TO SAID SUBDIVISION PLAT AND WE HEREBY CONFIRM THAT WE ARE THE PRESENT OWNER OF SAID LIEN AND HAVE NOT ASSIGNED THE SAME NOR ANY PART THEREOF.

STATE OF TEXAS  
COUNTY OF HARRIS  
BY: MOODY NATIONAL BANK

BEFORE ME, THE UNDERSIGNED AUTHORITY, ON THIS DAY PERSONALLY APPEARED T. CRAIG BARKER KNOWN TO ME TO BE THE PERSON WHOSE NAME IS SUBSCRIBED TO THE FOREGOING INSTRUMENT AND ACKNOWLEDGED TO ME THAT ONE EXECUTED THE SAME FOR THE PURPOSES AND CONSIDERATIONS THEREIN EXPRESSED AND IN THE CAPACITY THEREIN AND HEREIN STATED AS THE ACT AND DEED OF SAID CORPORATION.

GIVEN UNDER MY HAND AND SEAL OF OFFICE, THIS \_\_\_\_\_ DAY OF \_\_\_\_\_, 2016.

NOTARY PUBLIC IN AND FOR THE STATE OF TEXAS

NAME \_\_\_\_\_

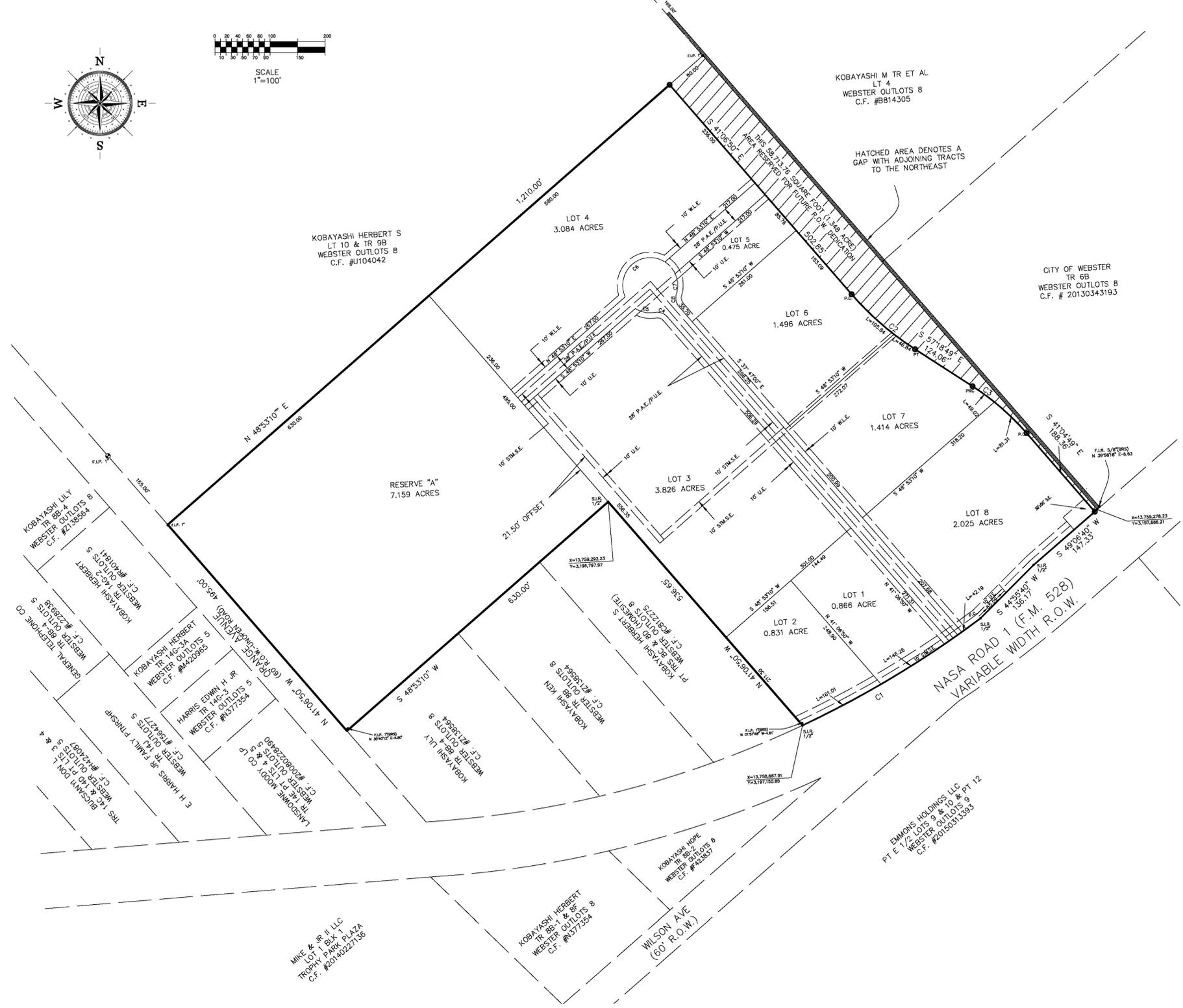
MY COMMISSION EXPIRES: \_\_\_\_\_

THE CITY ENGINEER OF THE CITY OF WEBSTER, TEXAS, HEREBY CERTIFIES THAT THIS SUBDIVISION PLAT CONFORMS TO THE REQUIREMENTS OF THE SUBDIVISION REGULATIONS AS TO WHICH MY APPROVAL IS REQUIRED.

SHANNON HICKS, P.E.  
CITY ENGINEER

THE DIRECTOR OF COMMUNITY DEVELOPMENT OF THE CITY OF WEBSTER, TEXAS, HEREBY CERTIFIES THAT THIS SUBDIVISION PLAT OF ODYSSEY PARK CONFORMS TO REQUIREMENTS OF THE SUBDIVISION REGULATIONS AS TO WHICH HIS APPROVAL IS REQUIRED.

DERHYL HEBERT, DIRECTOR OF COMMUNITY DEVELOPMENT  
CITY OF WEBSTER, TEXAS



THIS IS TO CERTIFY THAT THE PLANNING AND ZONING COMMISSION OF THE CITY OF WEBSTER, TEXAS, HAS APPROVED THIS PLAT AND SUBDIVISION OF ODYSSEY PARK, AS SHOWN HEREON.

IN TESTIMONY WHEREOF, WITNESS THE OFFICIAL SIGNATURE OF THE CHAIRMAN OF PLANNING AND ZONING COMMISSION OF THE CITY OF WEBSTER, TEXAS, THIS \_\_\_\_\_ DAY OF \_\_\_\_\_, 2016

BY: LEO WALTZ, CHAIRMAN

ATTEST:

CRYSTAL ROAN, CITY SECRETARY

I, STAN STANART, CLERK OF THE COUNTY COURT OF HARRIS COUNTY, TEXAS, DO HEREBY CERTIFY THAT THE WITHIN INSTRUMENT WITH ITS CERTIFICATE OF AUTHENTICATION WAS FILED FOR REGISTRATION IN MY OFFICE ON \_\_\_\_\_, 2016, AT \_\_\_\_\_ O'CLOCK \_\_\_\_\_ M., AND DULY RECORDED ON \_\_\_\_\_, 2016, AT \_\_\_\_\_ O'CLOCK \_\_\_\_\_ M., AND AT FILM CODE NUMBER NO. \_\_\_\_\_ OF THE MAP RECORDS OF HARRIS COUNTY FOR SAID COUNTY.

WITNESS MY HAND AND SEAL OF OFFICE, AT HOUSTON, THE DAY AND DATE LAST ABOVE WRITTEN.

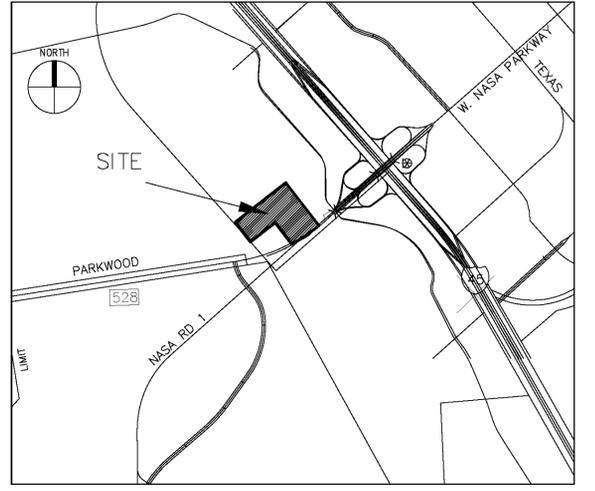
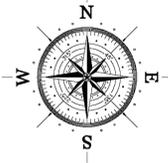
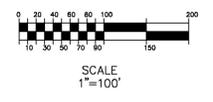
BY: STAN STANART  
COUNTY CLERK  
OF HARRIS COUNTY, TEXAS

BY: EDWINA V. MACK, DEPUTY

I, TIMOTHY A LESAK, AM AUTHORIZED (OR REGISTERED) UNDER THE LAWS OF THE STATE OF TEXAS TO PRACTICE THE PROFESSION OF SURVEYING AND HEREBY CERTIFY THAT THE ABOVE SUBDIVISION IS TRUE AND ACCURATE; WAS PREPARED FROM AN ACTUAL SURVEY OF THE PROPERTY MADE UNDER MY SUPERVISION ON THE GROUND; THAT, EXCEPT AS SHOWN ALL BOUNDARY CORNERS, ANGLE POINTS, POINTS OF CURVATURE AND OTHER POINTS OF REFERENCE HAVE BEEN MARKED WITH IRON (OR OTHER OBJECTS OF A PERMANENT NATURE) PIPES OR RODS HAVE AN OUTSIDE DIAMETER OF NOT LESS THAN FIVE EIGHTHS (5/8) INCH AND A LENGTH OF NOT LESS THAN THREE (3) FEET; AND THAT THE PLAT BOUNDARY CORNERS HAVE BEEN TIED TO THE TEXAS COORDINATE SYSTEM OF 1983, SOUTH CENTRAL ZONE

PURPOSE OF DOCUMENT: PLAT REVIEW  
SURVEYOR OF RECORD: TIM LESAK  
REGISTRATION #6052  
RELEASE DATE: 11-18-16  
\*PRELIMINARY. THIS DOCUMENT SHALL NOT BE RECORDED FOR ANY PURPOSE AND SHALL NOT BE USED OR RELIED UPON AS A FINAL SURVEY DOCUMENT\*

TIMOTHY A LESAK, RPLS # 6052



GENERAL NOTES:  
1: SURFACE COORDINATES SHOWN HEREON ARE BASED ON TEXAS SOUTH CENTRAL ZONE NO. 4204 STATE PLANE GRID COORDINATES (NAD83); AND MAY BE BROUGHT TO SURFACE BY APPLYING THE FOLLOWING COMBINED SCALE: 0.99988247075 AS NEEDED.  
2: ABSENT WRITTEN AUTHORIZATION BY THE AFFECTED UTILITIES, ALL UTILITY AND AERIAL EASEMENTS MUST BE KEPT UNOBSTRUCTED FROM ANY NON-UTILITY IMPROVEMENTS OR OBSTRUCTIONS BY THE PROPERTY OWNER. ANY UNAUTHORIZED IMPROVEMENTS OR OBSTRUCTIONS MAY BE REMOVED BY ANY PUBLIC UTILITY AT THE PROPERTY OWNER'S EXPENSE. WHILE WOODEN POSTS AND paneled rear lot lines ARE PERMITTED, THEY TOO MAY BE REMOVED BY PUBLIC UTILITIES AT THE PROPERTY OWNER'S EXPENSE SHOULD THEY BE AN OBSTRUCTION. PUBLIC UTILITIES MAY PUT SAID WOODEN POSTS AND paneled WOODEN FENCES BACK UP, BUT GENERALLY WILL NOT REPLACE WITH NEW FENCING.  
3: SUBJECT TO BLANKET PIPELINE RIGHT-OF-WAY AS SET FORTH IN INSTRUMENT RECORDED IN VOLUME 1139, PAGE 107 OF THE DEED RECORDS OF HARRIS COUNTY, TEXAS. NO VISIBLE EVIDENCE FOUND.

CURVE CHART table with columns: CURVE, RADIUS, LENGTH, DELTA, CHORD BEARING, CHORD. Contains 8 rows of curve data.

LEGEND table defining symbols for control monuments, iron rods, film codes, and various easements like R.O.W., S.I.R., and P.U.E.

FINAL PLAT  
ODYSSEY PARK

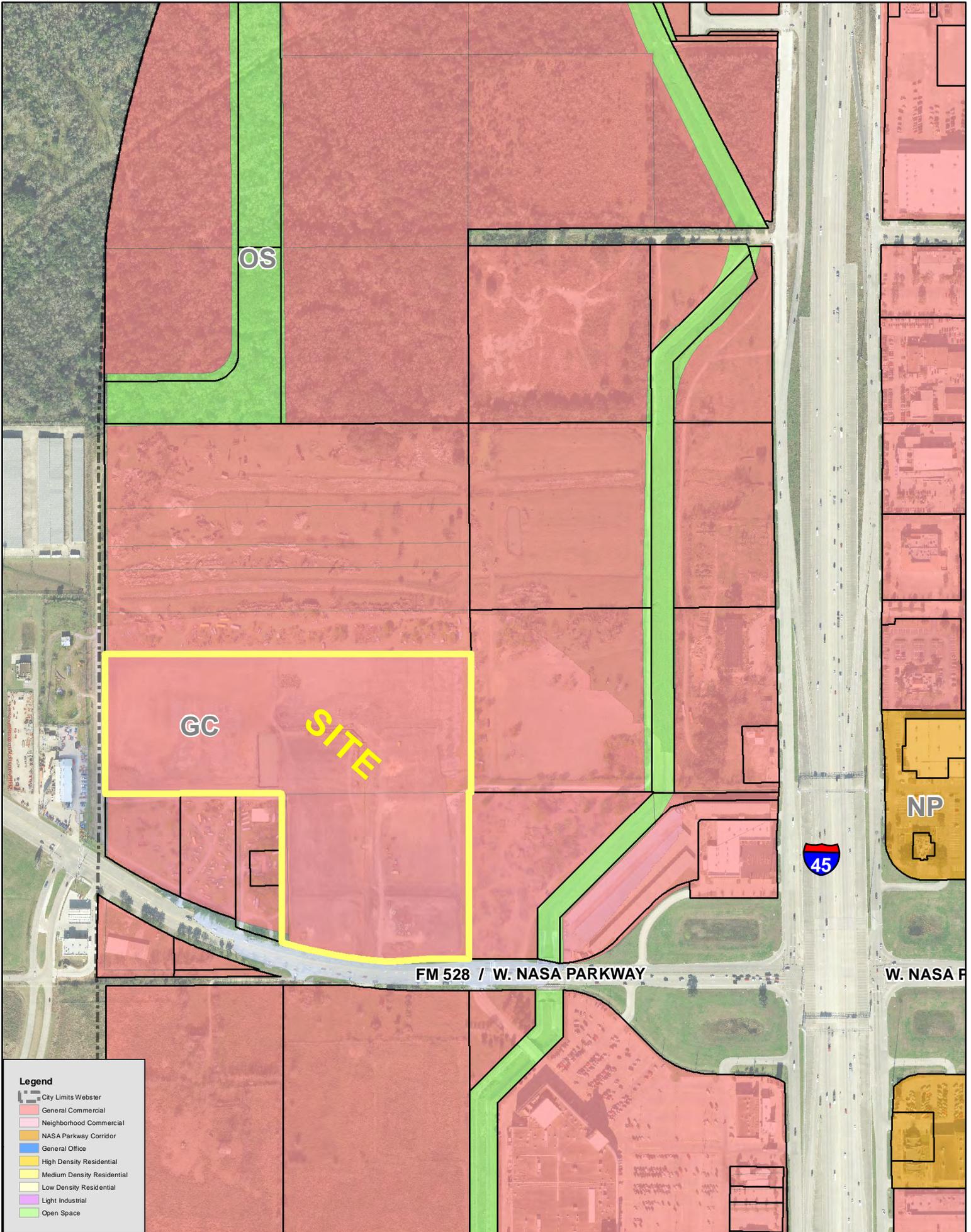
23.526 ACRES OF LAND, BEING LOT 7 AND THE SOUTHEAST 3/4THS OF LOT 9, IN BLOCK 8 IN THE WEBSTER PLAT AND SURVEY OF THE R. WILSON LEAGUE ON THE NORTH SIDE OF CLEAR CREEK, IN HARRIS COUNTY, TEXAS, ACCORDING TO THE MAP OR PLAT THEREOF RECORDED IN VOLUME 67, PAGE 197 OF THE DEED RECORDS OF HARRIS COUNTY, TEXAS SAVE AND EXCEPT THOSE PORTIONS OF LOT 7 CONVEYED TO THE STATE OF TEXAS BY THE DEEDS RECORDED IN VOLUME 3460, PAGE 522 AND VOLUME 3900, PAGE 578 OF THE DEED RECORDS OF HARRIS COUNTY, TEXAS.

8 LOTS AND 1 RESERVE, 1 BLOCK

OCTOBER 2016

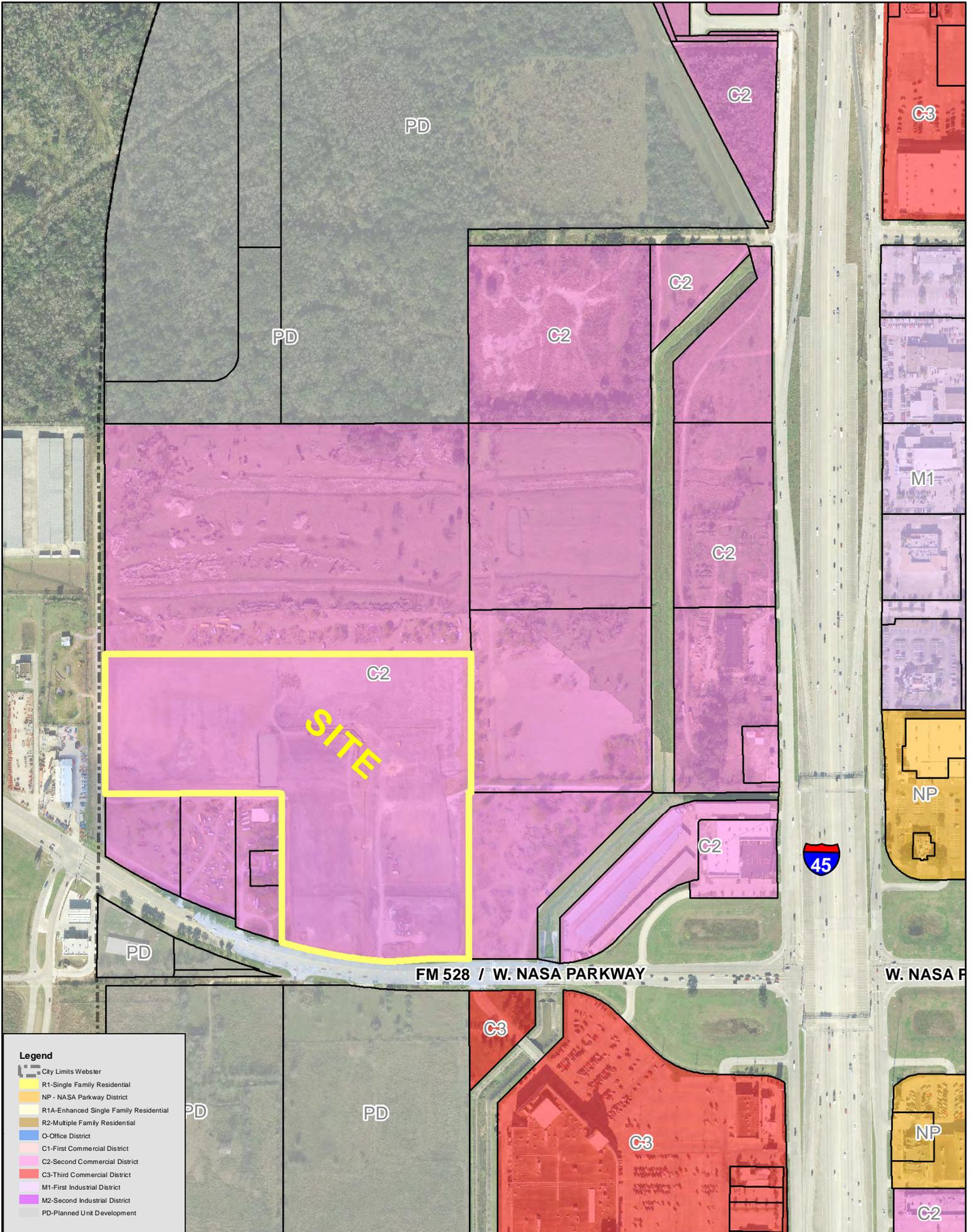
PRO-SURV  
SURVEYING & MAPPING SERVICES  
EMAIL: orders@prosurv.net  
T.B.P.L.S. FIRM #10119300  
P.O. BOX 1366  
FRIENDSWOOD, TX 77549  
PH.281.996.1113  
CONTACT: TIM LESAK, RPLS

OWNER  
R.W. WYCOFF, L.L.C.  
145 MAGELLAN CIRCLE  
SUITE A  
WEBSTER, TX 77598  
PH.281.332.0260

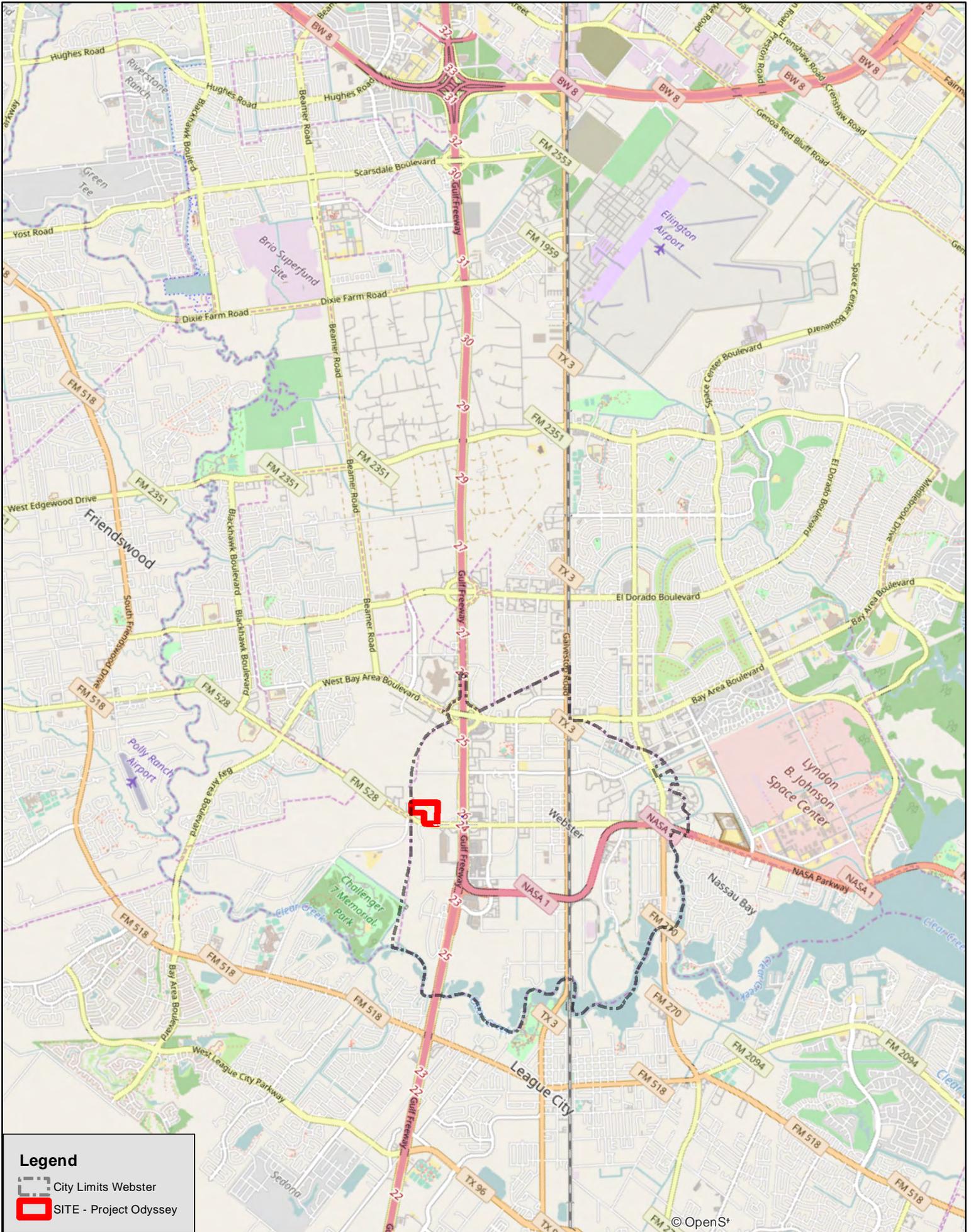


### Legend

- City Limits Webster
- General Commercial
- Neighborhood Commercial
- NASA Parkway Corridor
- General Office
- High Density Residential
- Medium Density Residential
- Low Density Residential
- Light Industrial
- Open Space

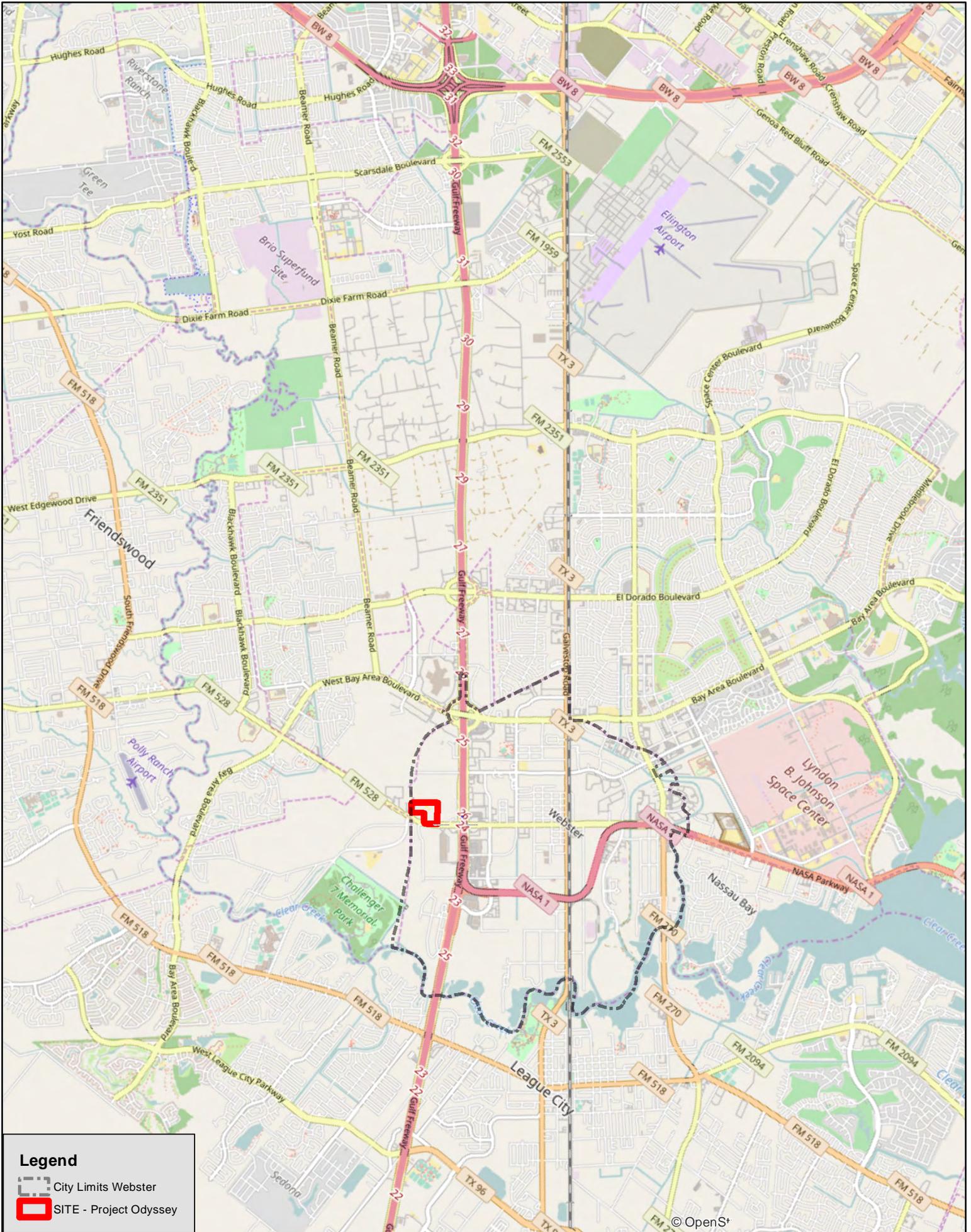


- Legend**
- City Limits Webster
  - R1-Single Family Residential
  - NP - NASA Parkway District
  - R1A-Enhanced Single Family Residential
  - R2-Multiple Family Residential
  - O-Office District
  - C1-First Commercial District
  - C2-Second Commercial District
  - C3-Third Commercial District
  - M1-First Industrial District
  - M2-Second Industrial District
  - PD-Planned Unit Development



### Legend

- City Limits Webster
- SITE - Project Odyssey



### Legend

- City Limits Webster
- SITE - Project Odyssey

# **AGENDA ITEM # 5**

**CITY OF WEBSTER  
PLANNING AND ZONING COMMISSION**

**REGULAR MEETING**

City of Webster Council Chambers  
101 Pennsylvania Avenue  
Webster, Texas 77598

**NOVEMBER 2, 2016**

**MINUTES**

1. Call to Order and Certify Quorum

Leo Waltz, Chairman, called the meeting to order at 6:00 p.m.

Mary Fox, Administrative Coordinator, called the roll and certified a quorum present.

Commissioners Present: Marlene Eakman-Herbst, Frank Moreno, Troy Stewart, Keith Tucker, Leo Waltz; Alternate Fran Gordon, Dr. Tim Hughes

Absent: Dr. Tim Hughes, Alternate

Staff: Evan DuVall, City Planner, Derhyl Hebert, Director of Community Development, and Mary Fox, Administrative Coordinator

2. Public Hearing to receive all comments regarding the proposed Rezoning of property within the City of Webster located at 200 feet southwest from the southwest corner of El Camino Real and Oakgrove Drive (HCAD #0402110000139) from R-1 (Single-Family Residential District) to C-3 (Third Commercial District).

Applicant: LOMA Interests, LLC

Mr. DuVall, City Planner, stated that the procedure for public hearings. The property was formerly dedicated right of way for a power plant canal and recently purchased by LOMA Interests LLC. Since the property was not zoned, according to our zoning ordinance, it becomes R-1 (single-family residential. LOMA Interests already owns the adjacent property, therefore, the new site will have access since it is landlocked.

No one spoke for or against the proposed rezoning.

There being no further comments, Chairman Waltz closed the public hearing at 6:05 pm.

3. Consideration/Action to recommend approval of the proposed rezoning of property within the City of Webster located 200 feet southwest from the southwest corner of El Camino Real and Oakgrove Drive (HCAD #0402110000139) from R-1 (Single-Family Residential District) to C-3 (Third Commercial District).

Applicant: LOMA Interests, LLC

Commissioner Tucker moved to recommend approval of rezoning the property within the City of Webster generally located 200 feet southwest from the southwest corner of El

Camino Real and Oakgrove Drive (HCAD #0402110000139) from R-1 (Single-Family Residential) to C-3 (Third Commercial District).

Commissioner Stewart seconded the motion.

Commissioner Tucker asked about an easement for water and sewer. Staff advised that Clear Lake Water Authority provides these services. The owner will also be required to meet the Clear Creek Community Association's requirements as well as the City's building requirements.

Mr. Zuhair Hillail, owner, stated he owned the Tiger's Den and the day care. Offices across the street are vacant or occupied for short durations.

There being no further discussion, Chairman Waltz called for the vote.

Ayes: 4 (Eakman-Herbst, Moreno, Stewart, Waltz)

Noes: 1 (Tucker)

The motion carried.

4. Consideration/Action to approve the Minutes of the Planning and Zoning Commission Regular Meeting of September 7, 2016

Commissioner Tucker moved to approve the Minutes of the Planning and Zoning Commission Meeting of August 3, 2016.

Commissioner Stewart seconded the motion.

Chairman Waltz noted the misspelling of acclamation.

The motion carried unanimously with correction.

5. Agenda Requests from Commissioners.

There were none.

6. Adjournment

There being no further business, Chairman Waltz adjourned the meeting at 6:19 PM.

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LEO WALTZ, CHAIRMAN

ATTEST:

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Mary Fox, Administrative Coordinator

# **AGENDA ITEM # 6**

**AGENDA REQUESTS**

**FROM**

**COMMISSION MEMBERS**

# **AGENDA ITEM # 7**

# **ADJOURNMENT**