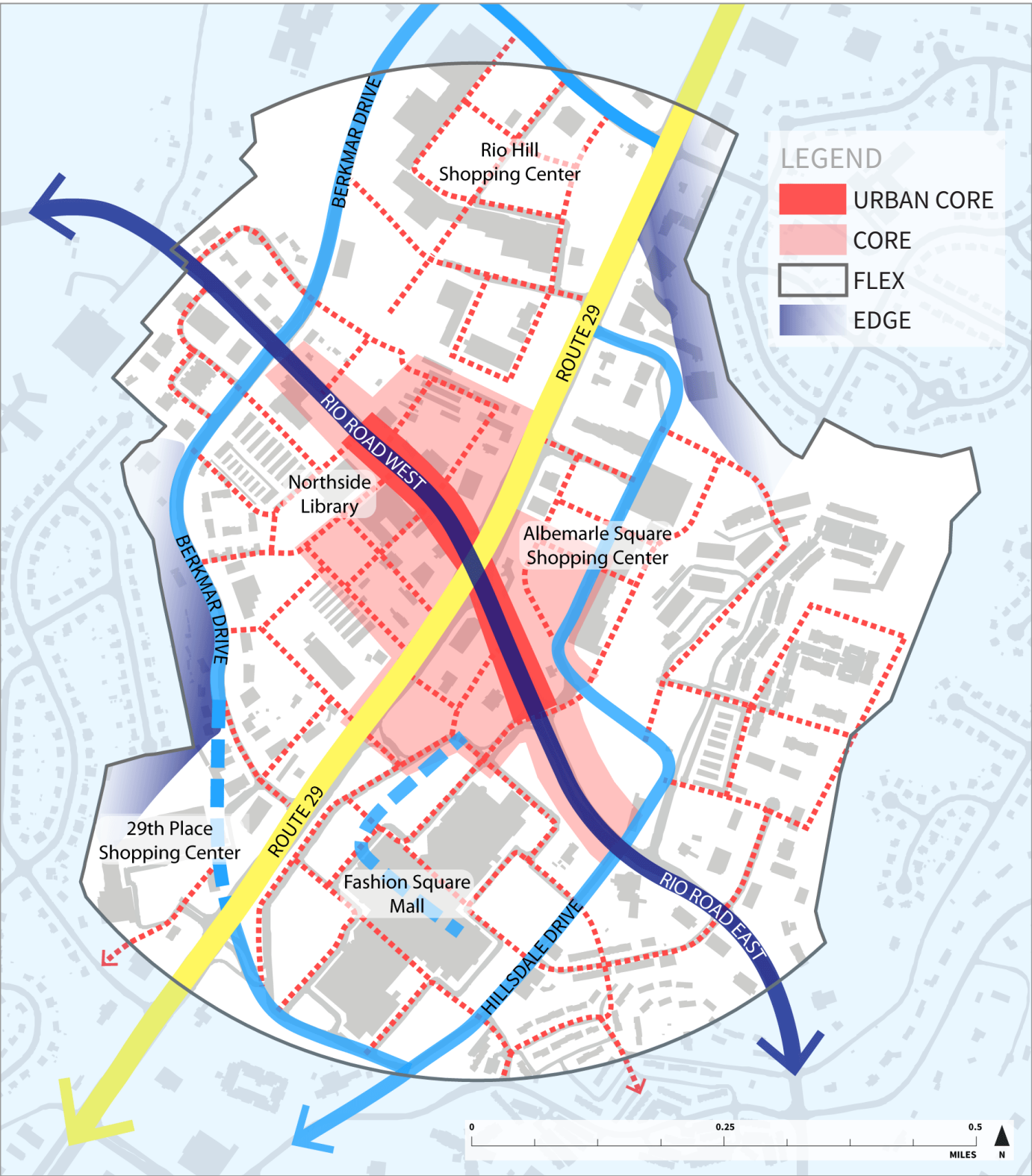


# RIO29 SMALL AREA PLAN

CHARACTER TYPES PLAN | STUDIO USE ONLY | **DRAFT 8/30/2018**

To facilitate the creation of different, better places, the Small Area Plan recommends prioritizing the form of development over the use. The Place Types/Character plan designates parts of Rio29 as Urban Core, Core, Flex, and Edge areas and recommends form guidelines for each place type, in addition to general use categories. These guidelines will also encourage the development of vibrant communities with a mixture of living, working, and entertainment spaces while continuing to give landowners flexibility in how they develop and use their property.



## URBAN CORE + CORE



The **Core Zones** are intended to have the highest intensity of development and the tallest buildings. Buildings fronting the streets in the **Urban Core Zone** should have “active” first floor uses.

## FLEX



The **Flex Zone** is intended to have the highest amount of flexibility. Buildings can have a range of heights and uses but should be built in a form that is designed for people spatially and conducive to walkability.

## EDGE



**Edges** are areas of less intense development next to existing neighborhoods. Buildings within the **Edge Zone** are expected to have lower heights and smaller footprints.

### Block Size

### Massing & Parking

### Examples

#### URBAN CORE + CORE

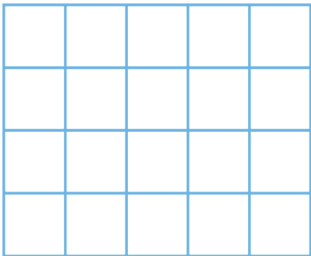


200 - 300 feet  
Charlottesville Downtown Mall

3 - 6 stories  
Building stepback when close to intersections  
Parking garages are by right, with first floor buildings 14 - 20 feet deep  
Architectural standards requiring first floor windows and “active” first floor uses  
Built close to roads and walkways



#### FLEX

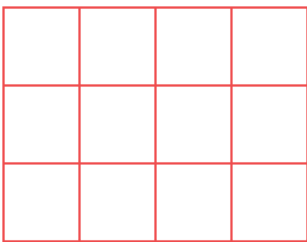


300 - 400 feet

2 - 5 stories (6 with special exception)  
Parking garages are by right and are consistent with design of surrounding buildings  
Architectural standards prohibiting large blank walls  
Street type determines how close building is to road



#### EDGE



400-600 feet

1 - 3 stories  
Smaller scale parking garages are by right  
Can be set back farthest from road  
Surface parking should be relegated to the side and behind buildings  
Little to no architectural requirements except when adjacent to an entrance corridor

