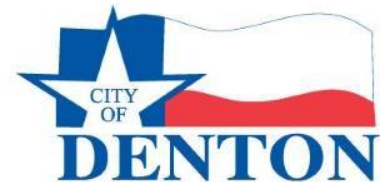


Hunter Ranch MPC & Cole Ranch MPC Amendments

City Council Work Session
December 17, 2019



Hunter & Cole Ranch MPCs – Follow Up

1. ESA Upland Habitat
2. Public Amenities
3. Tree Preservation & Landscape
4. Single Family Detached in Mixed-Use Regional (MR) District
 - Build Height Transition
5. Municipal Airport Overlay District
 - Airport Height Hazard Sub-District (AHHD)
 - Airport Compatibility Land Use Sub-District (ACLUUD)
6. Self Storage Use
7. Hunter Ranch – Reduction of Gas Well Sites



ESA Upland Habitat

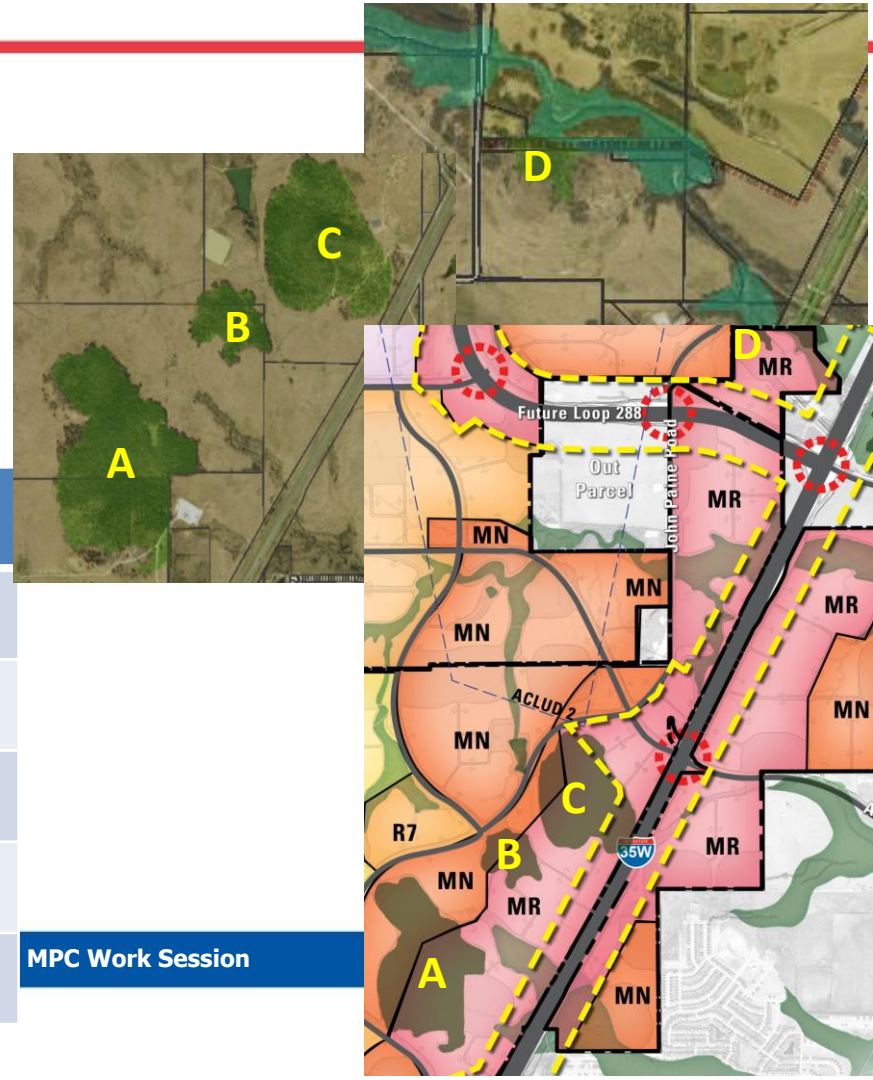
Identify Upland Habitat ESAs separate from zoning and specify amounts amount to be retained.

Unresolved:

- Applicant proposes to retain 55% of Upland Habitat
- Zoning needed for encroachment area

Upland Area	Existing Acreage*	2008 MPC Acreage (%)	2019 MPC Acreage (%)	2019 DDC Required
A	136.3	56.0 (41%)	74.96 (55%)	40.89 (30%) or 68.15 (50%)
B	25.2	18.3 (70%)	13.86 (55%)	7.56 (30%) or 12.6 (50%)
C (Pilot Knob)	98.7	73.0 (74%)	54.29 (55%)	29.61 (30%) or 49.35 (50%)
D	3.0	3.0 (100%)	1.65 (55%)	0.9 (30%) or 1.5 (50%)
Total	264.2	150.3 (58%)	145.32 (55%)	78.96 (30%) or 131.6 (50%)

*Acreage amounts are estimates



Pilot Knob ESA Detail

The ESA Upland Habitat are required to maintain at least 55% of the approved ESA Upland Habitat area

A public access trail will be provided to the top of Pilot Knob.

Preserved Upland Habitat ESA shall be deed restricted to allow only trail and passive trail improvements such as benches

 Public Access Trail

 ESA Upland & Habitat



Pilot Knob
Public
access trail

Amenities Open to the Public



City Parks



Neighborhood Parks



Dog Parks



Pocket Parks



Lake and ESA
Stream Buffer /
ESA Floodplain



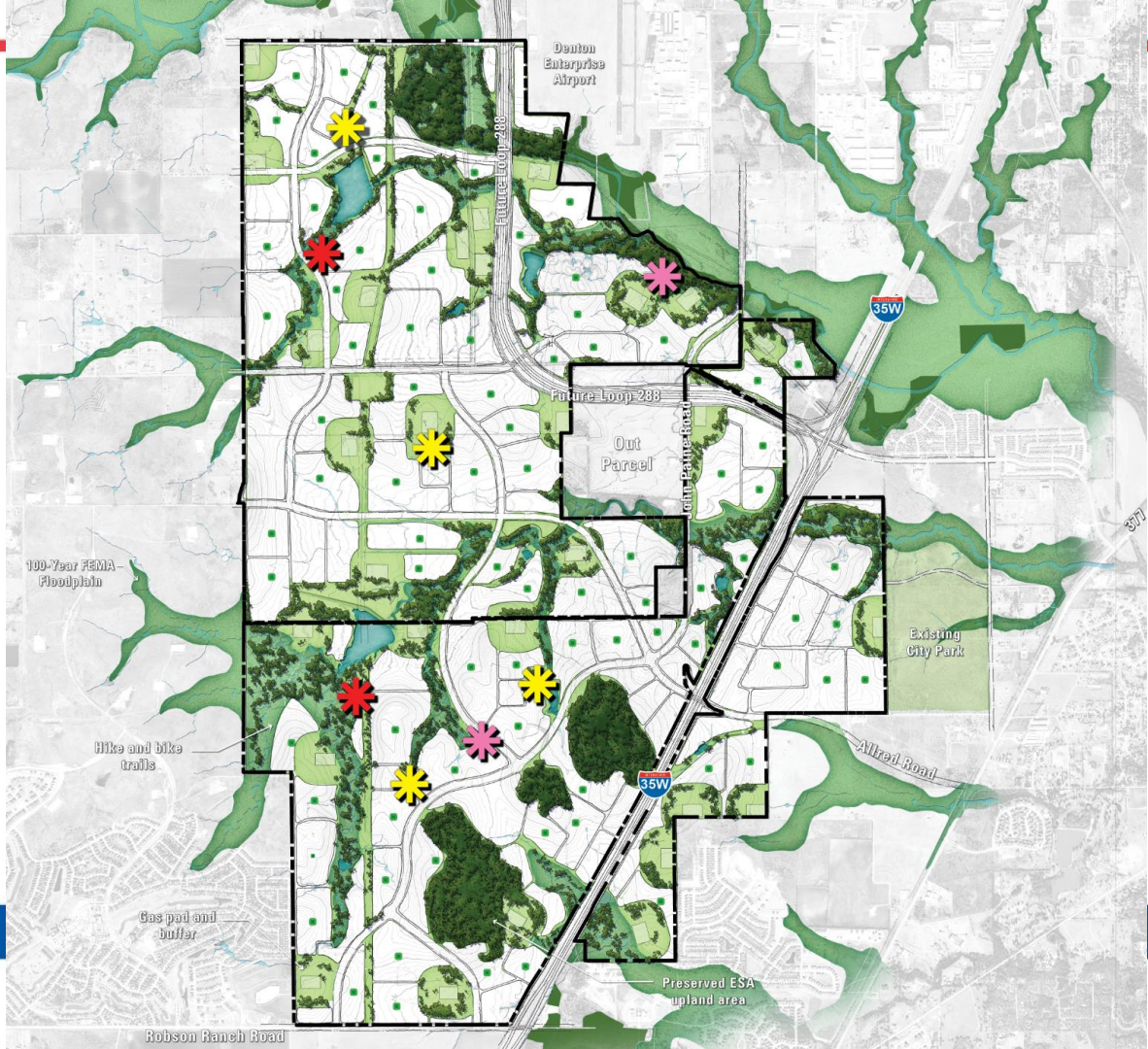
ESA Upland
& Habitat

Open to the Public



Private Amenity Centers

Not Public



District Responsibilities

The Improvement District for each Property will provide several functions that would ordinarily be provided and funded by the City as follows:

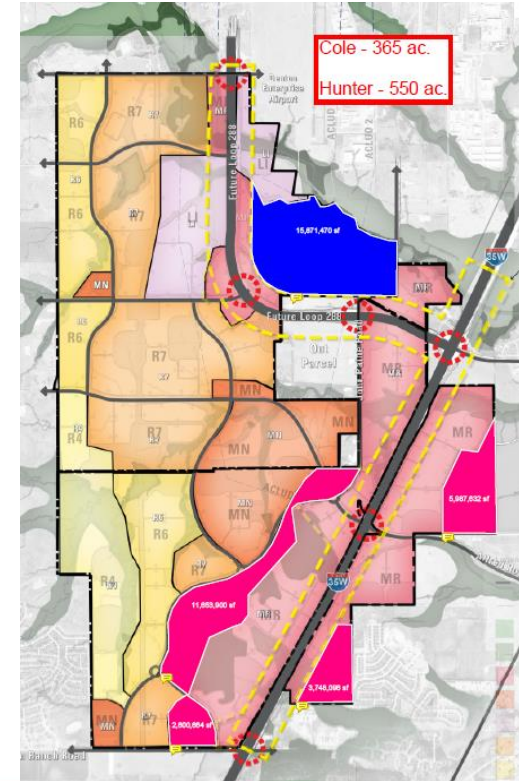
- **City Parks and Neighborhood Parks** – Development of developer donated parks sites will be utilizing the required park development fees for the construction of the amenities as designed in cooperation with the city based on the current parkland acquisition and development ordinance. The District will provide the maintenance of all park improvements constructed by the developer.
- **Roadway and Median Landscaping** – these landscaped areas of Regional and Major roadways will be maintained by the District.

Tree Preservation & Landscape

- Increased minimum preservation from 30% to 35%
- Allowable reduction from 20% to 25%
- Increased “multiplier” for Heritage Trees from 2.5” per inch to 3” per inch
- Increased min dbh of replacement trees from 2” to 3”
- Increased minimum number of large shade trees for single-family lots in R4 and R6 from 1 per lot to 2 per lot
- Increase in overall minimum canopy requirement
 - Current MPCs: 39%
 - Proposed MPCs: 57%

Permitting Single-Family Detached in MR

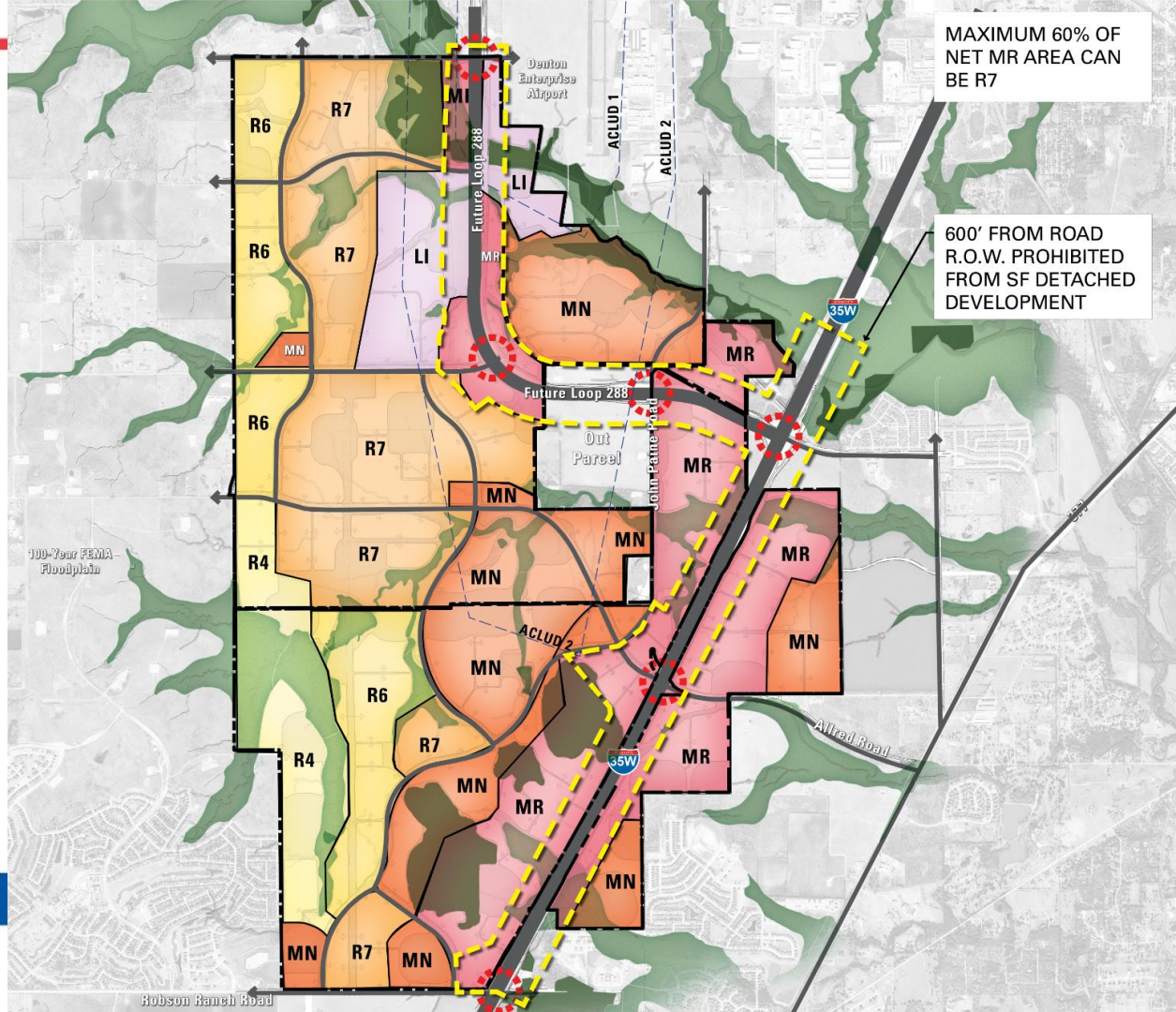
- **Reduced MR acreage:**
 - 915 acres converted to MN
- **Highway Buffer Zone:**
 - 600' separation (1 block) from I-35, Future 288, and expanded at Major Nodes
- **Provide increased landscape buffer**
- **Revised Building Height Transition to be more restrictive**
- Limitation to 60% of Net Developable Acreage remained (Highway Buffer Zone Excluded)
- Restriction of new residential uses within the ACLUD 1 (included Highway Buffer Zone)



Development Plan Map (combined)

Legend

-  Site boundary
-  ACLUD
-  ESA Floodplain
-  ESA Upland
-  MR - Mixed-use Regional
-  MN - Mixed-use Neighborhood
-  LI - Light Industry
-  R7 - High Density Residential
-  R6 - Medium Density Residential
-  R4 - Low Density Residential
-  Highway Interchange - by TxDOT
-  600' Buffer



Build Height Transition

7.10.6 BUILDING HEIGHT IN TRANSITION AREAS

- A. Any portion of a building within 50 feet of a single-family detached development or property zoned in a Residential District, as provided in Table 3.1-A: Zoning District Designations, shall not exceed the a maximum building height of 40 feet allowed in the abutting Residential District. Portions of buildings within 50 feet are not eligible for additional building height that may otherwise be allowed with a specific use permit.
- B. Any portion of a building between 50 feet and 100 feet of a single-family detached development or property zoned in a Residential District, as provided in Table 3.1-A: Zoning District Designations, shall not exceed the a maximum building height of 65 feet allowed in the abutting Residential District, plus 15 feet. Portions of buildings between 50 feet and 100 feet are not eligible for additional building height that may otherwise be allowed with a specific use permit.

Build Height Transition

7.10.6 BUILDING HEIGHT IN TRANSITION AREAS

- C. Any portion of a building ~~beyond~~ between 100 feet and 150 feet from a single-family detached development or ~~property zoned in a~~ Residential District, as provided in Table 3.1-A: Zoning District Designations, shall not exceed ~~the~~ a allowed maximum building height of 100 feet ~~the zoning district~~ where the building is located. Portions of buildings ~~beyond 100~~ 150 feet shall be setback ~~are eligible for an~~ additional 25 feet for every 50 feet of building height. Any portion of a building that is 200 feet in height, shall be 200 feet from a single family detached development or Residential District ~~that may otherwise be allowed with a specific use permit.~~
- D. Building features referenced in Table 3.7-B: Authorized Exceptions to Height Standards, shall be designed to minimize visibility from adjacent single-family detached residential development or Residential Districts, as provided in Table 3.1-A: Zoning District Designations and fit within the allowed building height of the zoning district where the building is located, to the maximum extent practicable.

Building Height Transition

Figure 7.10-F: Building Height in Transition Areas

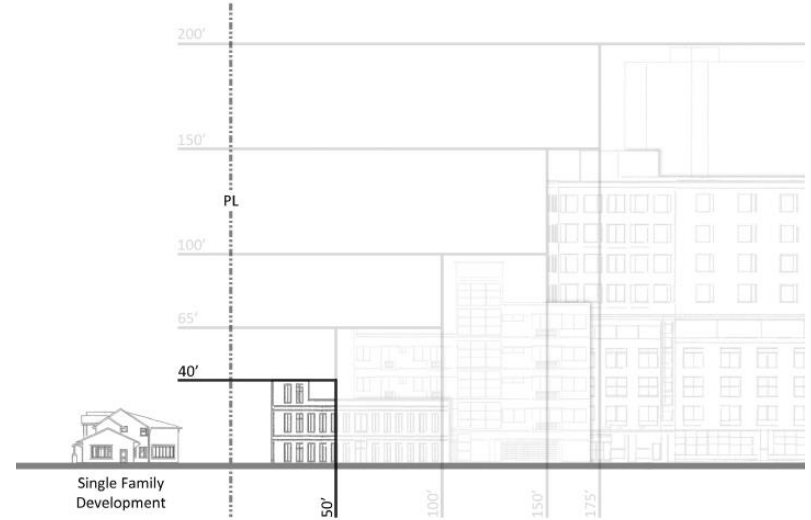
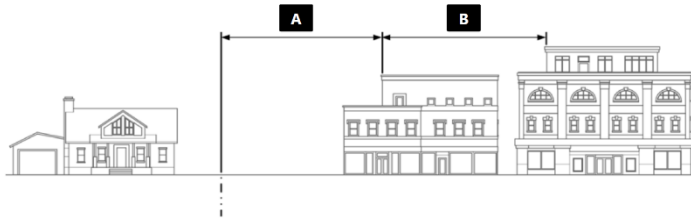


Figure A: Building Height in Transition Areas

Building Height Transition

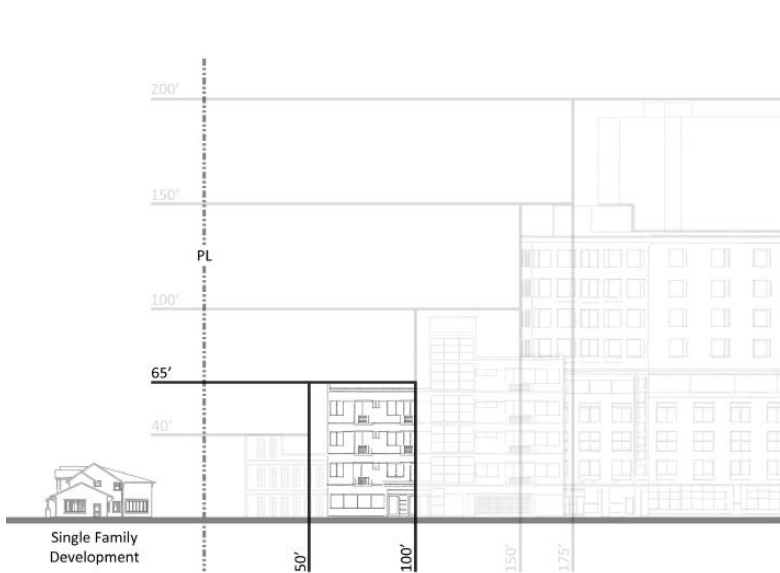


Figure B: Building Height in Transition Areas

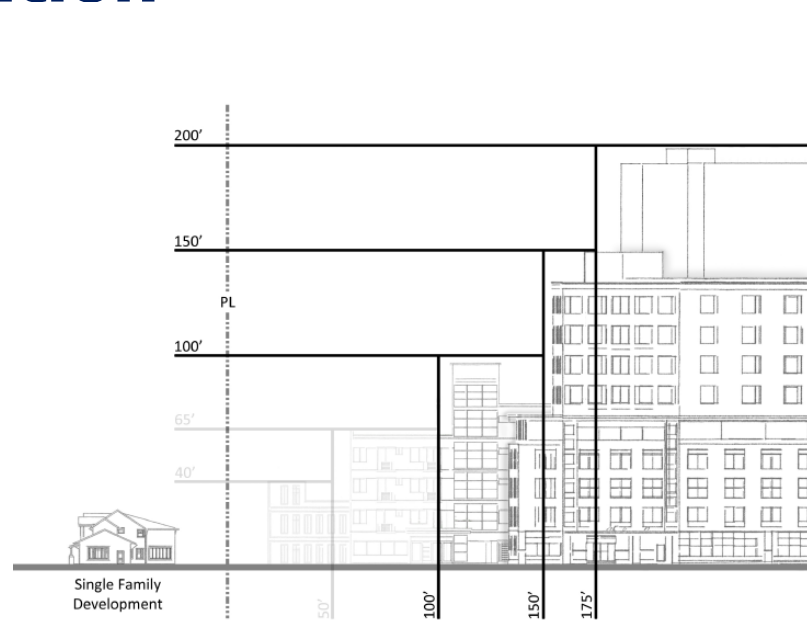
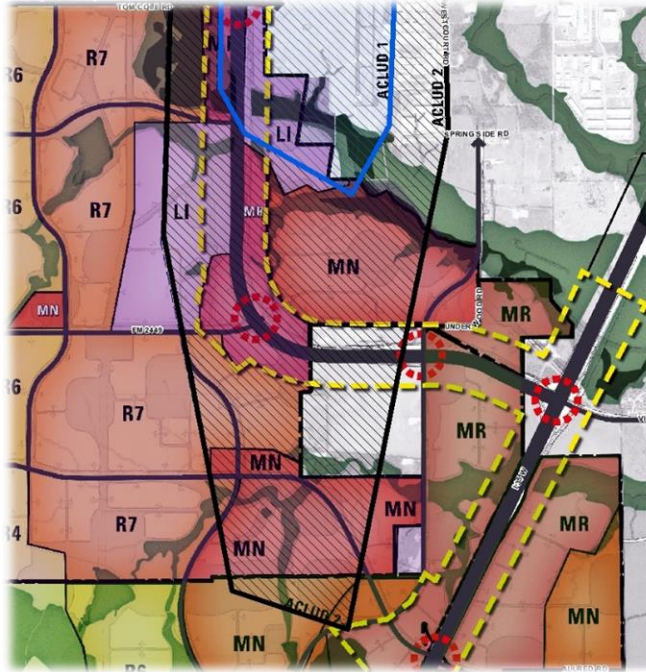


Figure C: Building Height in Transition Areas

ACLUUD Prohibited Uses

ACLUUD 1

- Educational Facilities
- Healthcare Facilities
- New Residential Uses



ACLUUD 2

- Educational Facilities
- Healthcare Facilities
- Residential Performance Standards
 - Noise Mitigation; or
 - Avigation Easement

AHHD Height Limitation

Maximum Structure Height Above Airport Elevation

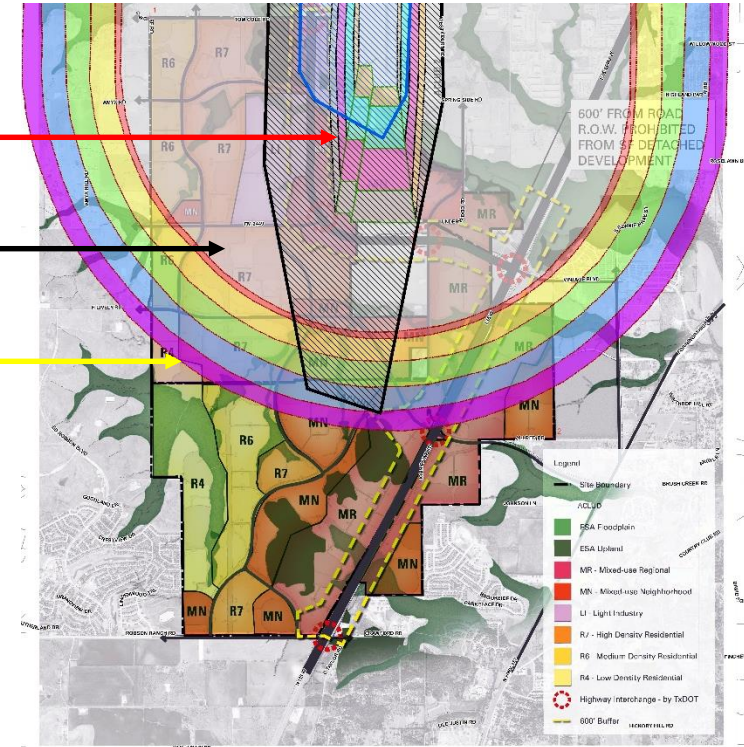
Approach & Transition Zones: 0' / 40' / 90' / 129'

Horizontal Zone: 150'

Conical Zone: Between 150' and 329'

2 Different Height Measurements:

- Building - Base Elevation
- Building in AHHD - Airport Elevation



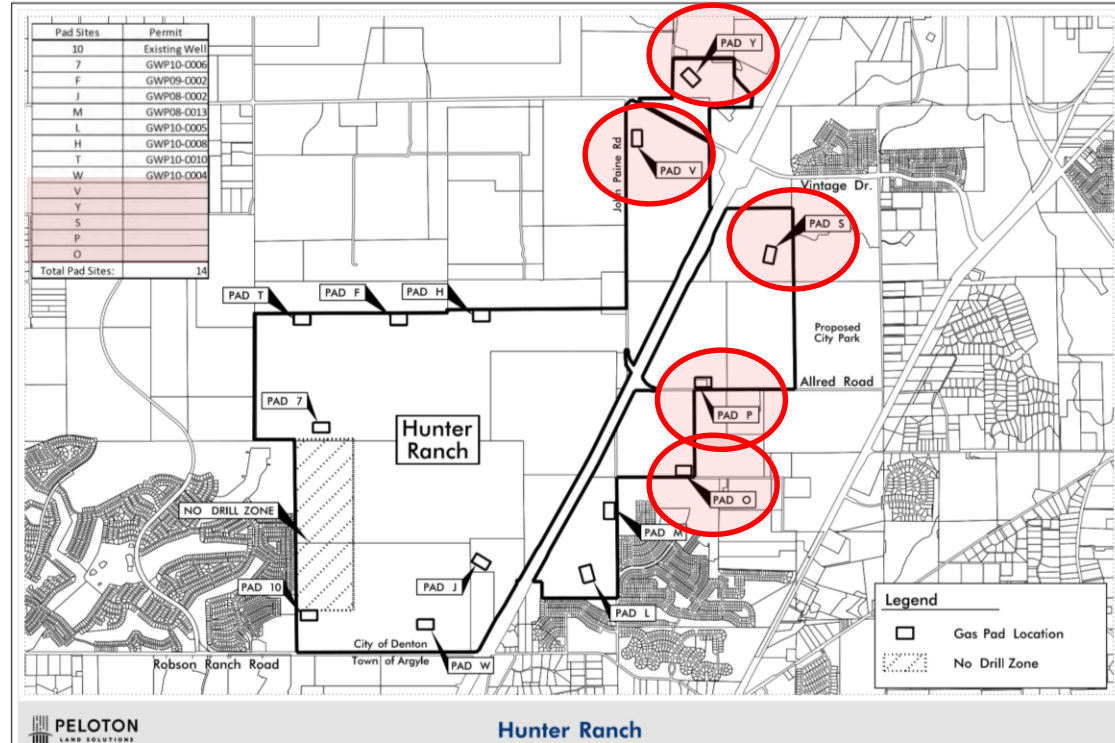
Height Measurement



Hunter Ranch - Reduction of Gas Well Sites

Reduction & Location of Well Sites

- Reduced allowed well sites from 19 to 14
 - 9 Existing
 - 5 New
- Identified all well site locations.
- Moved well site (Pad 5) further away from SW Park



Self Storage Permitted in MR

Self-Storage Facilities now permitted in MN and MR?

2019 DDC:

MN & MR - SUP w/ Site Specific Standards

MPC Amendment:

MN - SUP w/ Site Specific Standards

MR - Permitted w/ Site Specific Standards

Site Specific Standards

Self-Service Storage

1. Building Materials
 - a. Except for fenestrations, as noted in (1)(b) below, each elevation shall be constructed of 100 percent masonry, stone, architectural concrete block with integrated color (split-face CMU), stucco, or concrete tilt-wall (colored or stamped).
 - b. The materials in subsection (1)(a) above shall not apply to fenestrations such as doors, windows, glass, and entryway treatments.
 - c. Glass shall not account for more than 70 percent of the exterior wall area.

Public Notification – Posting of Property

Council policy of 1 sign per 500' of frontage

- Requires 204 Signs (yellow dots)

Proposed Alternative:

- Install at key locations and intersections
 - Increased Size and Font
- Cole: 7 Signs
- Hunter 11 Signs

Mailings: 200' and 500' required

