



City of Norwalk, Connecticut
BUILDING ZONE REGULATIONS UPDATE
CHARRETTE OPENING PRESENTATION

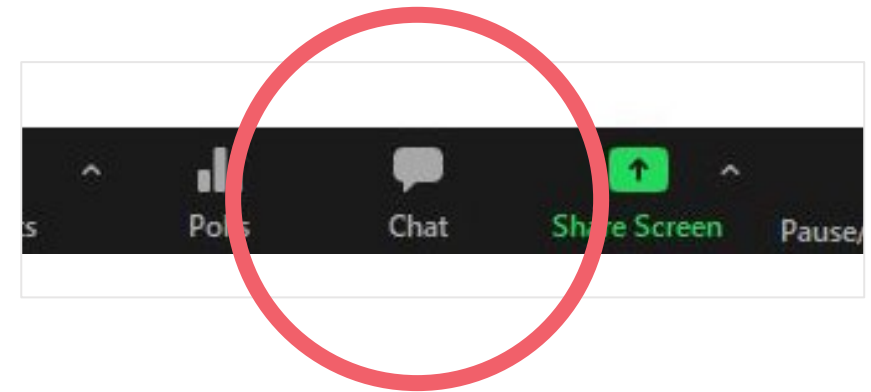
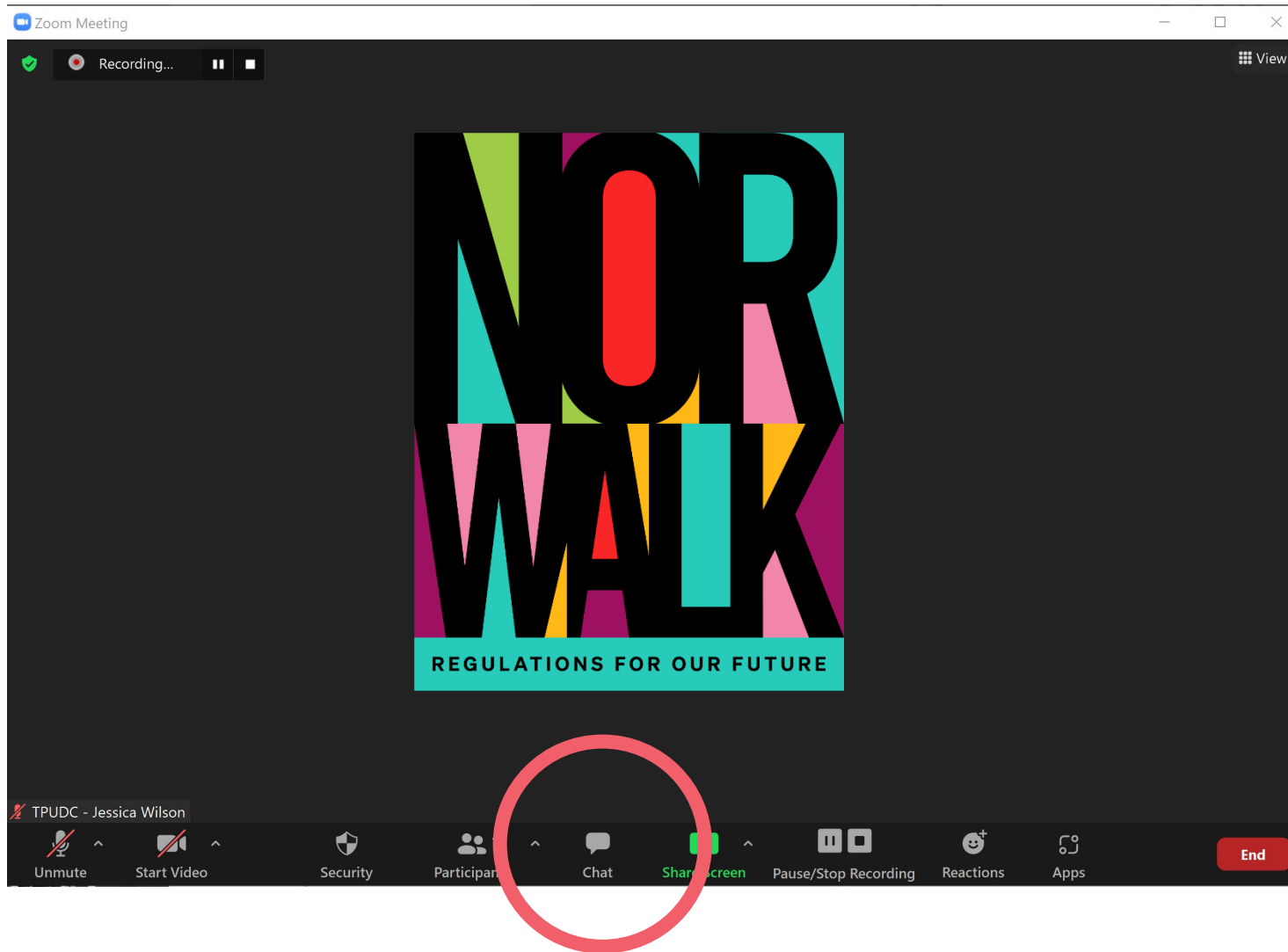
SEPTEMBER 17, 2021



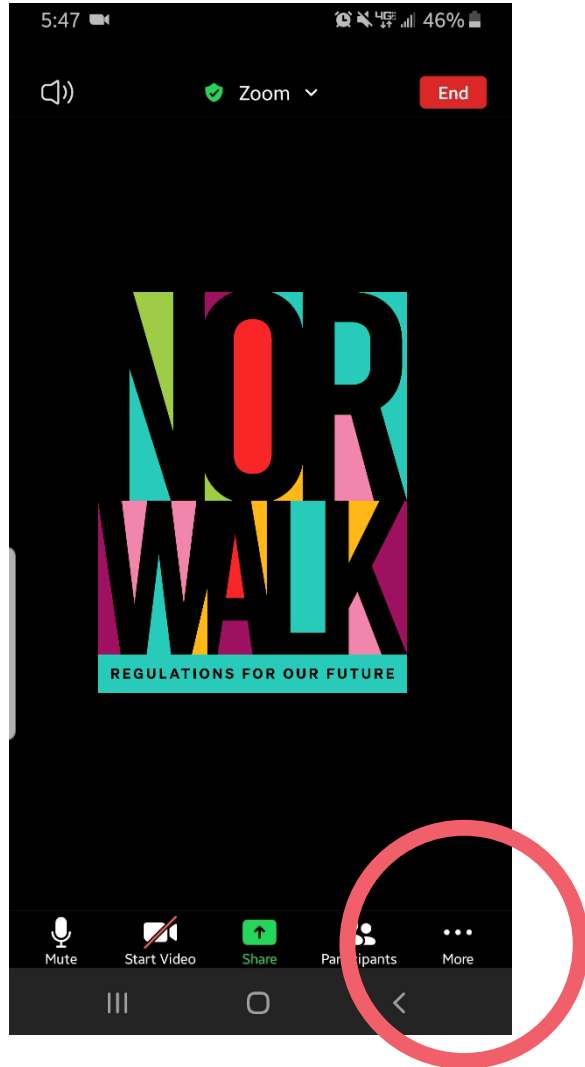
A few things before we begin...

- Thank you for joining!
- All participants except for the presenters are **MUTED** during the presentation.
- Please use the “CHAT” option at the bottom of your screen
- During the Q&A, please raise your hand and we will allow you to unmute

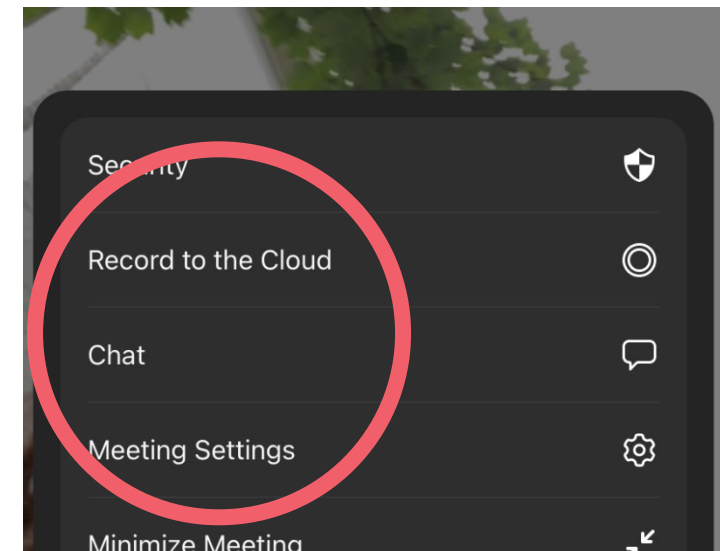
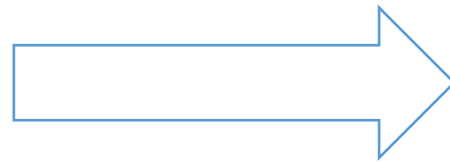
How to “Chat” on the computer



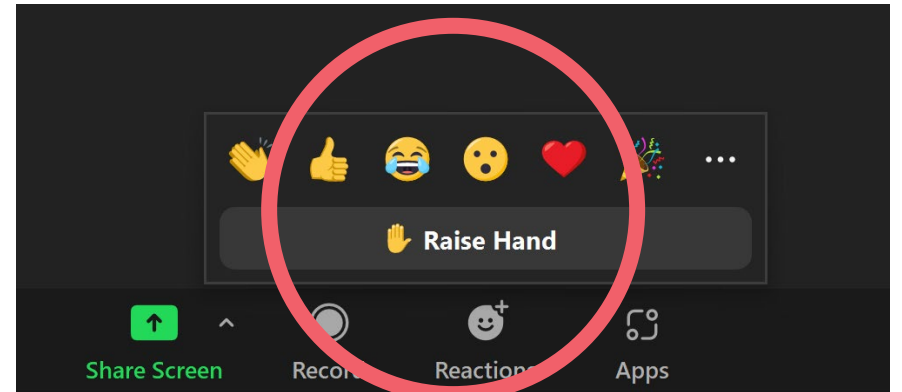
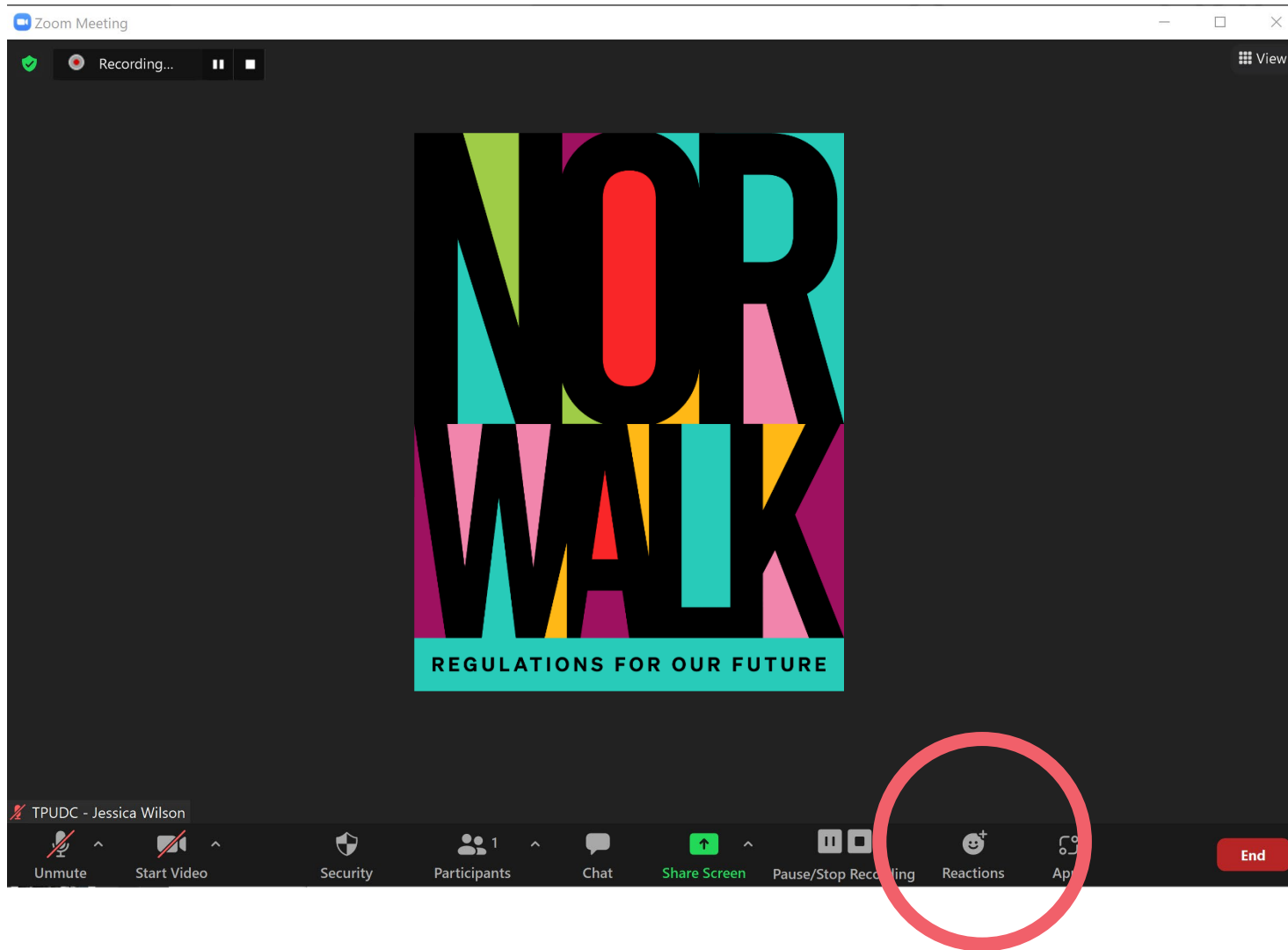
How to “Chat” on the phone



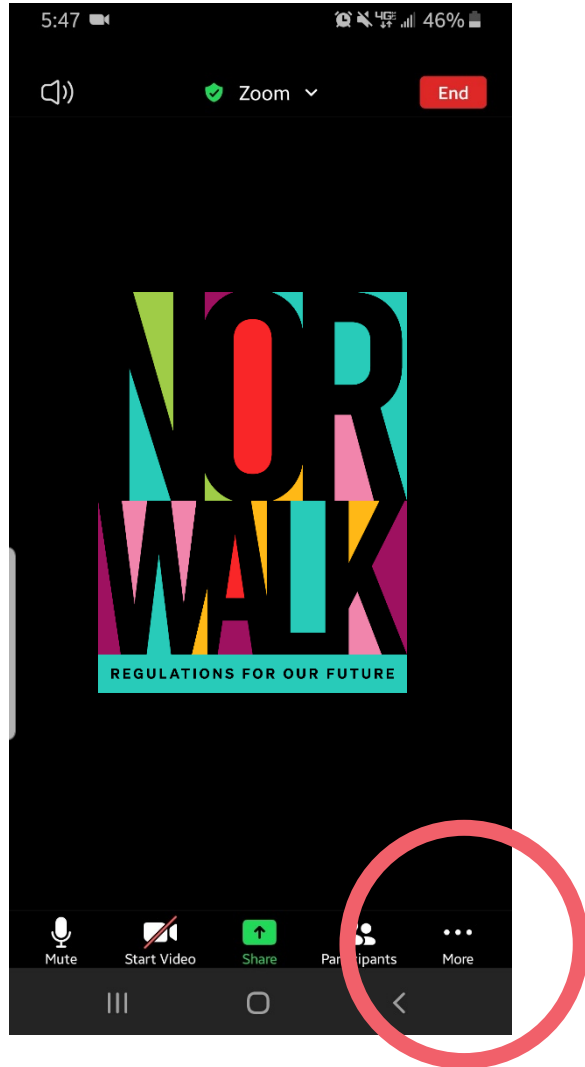
- Click on the three dots in the lower right corner of the screen
- Select “CHAT”



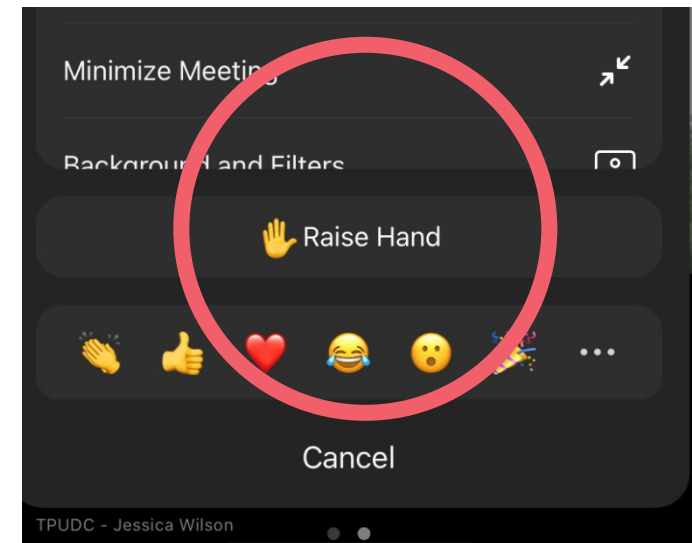
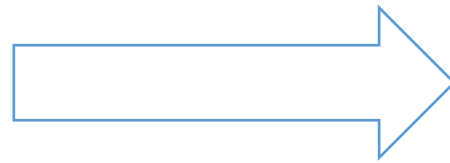
How to “Raise Hand” on the computer



How to “Raise Hand” on the phone



- Click on the three dots in the lower right corner of the screen
- Select “Raise Hand”





City of Norwalk, Connecticut
BUILDING ZONE REGULATIONS UPDATE
CHARRETTE OPENING PRESENTATION

SEPTEMBER 17, 2021



INTRODUCTIONS



BRIAN WRIGHT:
TEAM LEADER



BILL WRIGHT:
CODING



JESSICA WILSON:
PROJECT DIRECTOR



CLAIRE MORRIS:
URBAN DESIGN



GORICA ZIVAK:
GRAPHIC DESIGNER



JJ ZANETTA:
ILLUSTRATOR



ANNA UNDERWOOD:
PLANNER

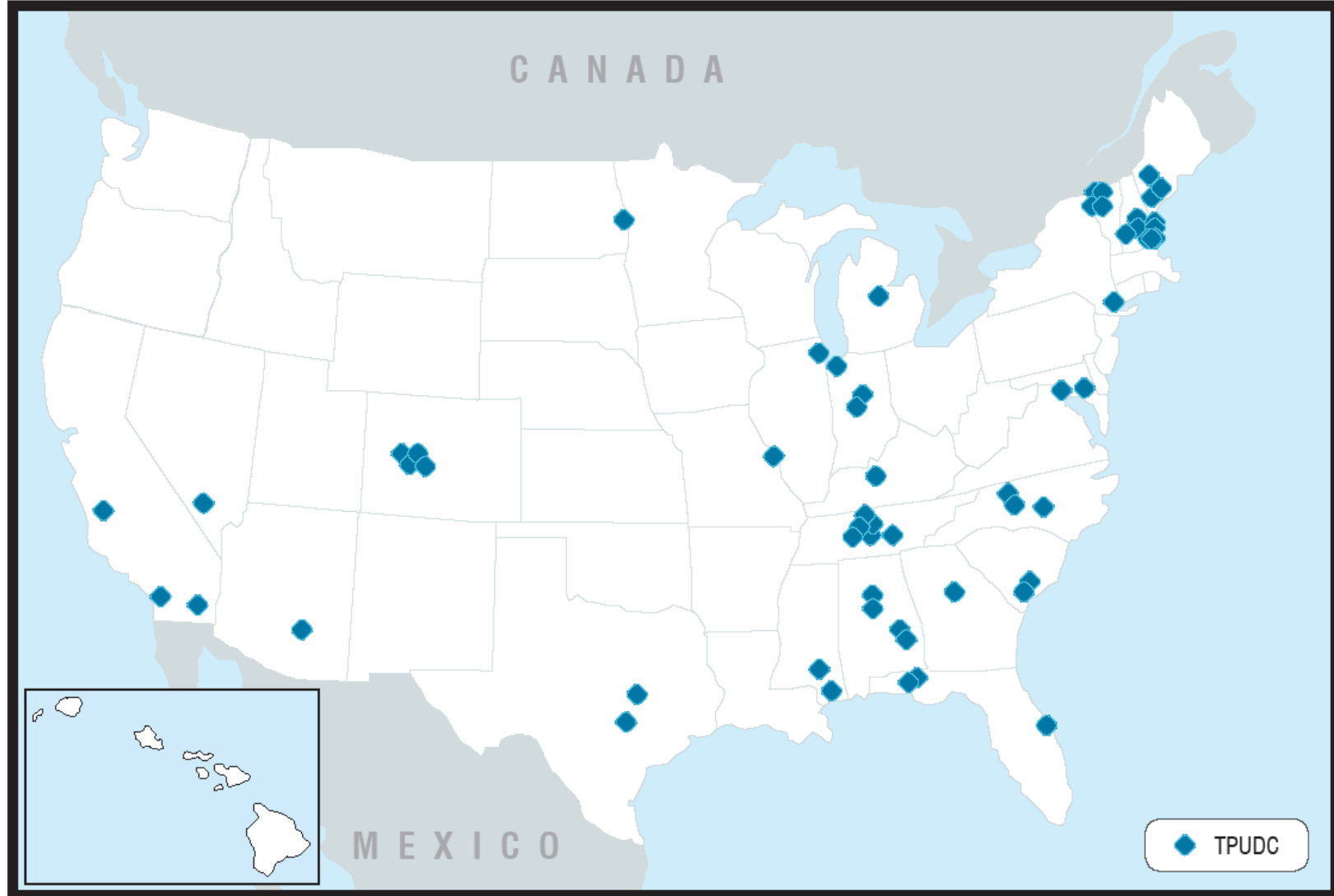


JARET SHAFFER:
PLANNER



EMILY WRIGHT
COORDINATOR

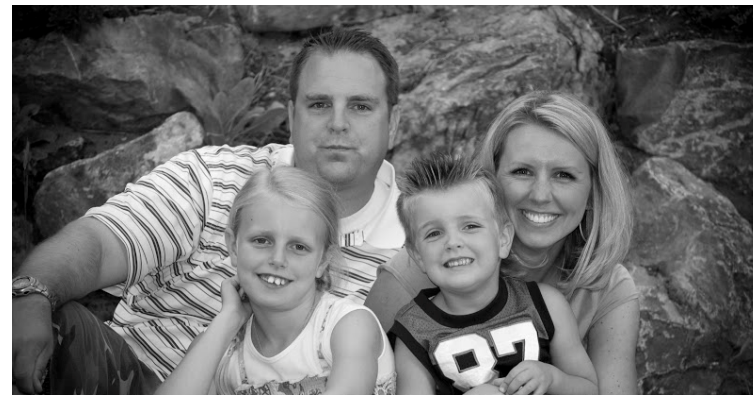
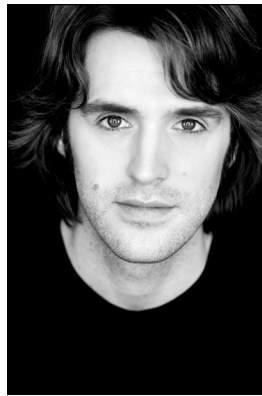
OUR TEAM



WHERE WE WORK

National Experience & LOCAL EXPERTISE

- CITIZENS ARE THE EXPERTS
- IMPARTIAL THIRD PARTY
- NO PRECONCEIVED NOTIONS



PARTNERING WITH THE COMMUNITY

- 
1. WHERE ARE YOU TRYING TO GO?
 2. WHAT TIME IS YOUR FLIGHT?
 3. WHAT SEAT ARE YOU SITTING IN?
 4. WHERE IS THE BATHROOM?

ZONING 101

A COMPREHENSIVE CITYWIDE PLAN IS:

- A LONG-RANGE POLICY DOCUMENT
- ESTABLISHES A VISION FOR THE CITY
- PROVIDES POLICY GUIDANCE FOR GROWTH & DEVELOPMENT
- CONTAINS ACTION ITEMS DIRECTED AT IMPLEMENTING THE VISION



Norwalk Citywide Plan: 2019-2029
Plan of Conservation & Development



COMPREHENSIVE CITYWIDE PLAN

NORWALK CITYWIDE PLAN: PLAN OF CONSERVATION & DEVELOPMENT 2019-2029 (POCD) GOALS:

- **REWRITE AND MODERNIZE THE ZONING ORDINANCE WITH BEST PRACTICES AND USER FRIENDLINESS**
- **HOUSING - PROMOTE DIVERSE HOUSING TYPES IN THE URBAN CORE, AT TRANSIT-ORIENTED LOCATIONS**
- **MOBILITY – MAKE LAND USE DECISIONS THAT SUPPORT WALKING, BICYCLING, AND TRANSIT USE**
- **ECONOMIC PROSPERITY - SEEK TO RETAIN, GROW AND ATTRACT A WIDE RANGE OF BUSINESSES**
- **SUSTAINABILITY / RESILIENCE – BALANCE ENVIRONMENTAL PROTECTION, WATER DEPENDENT USES, AND PUBLIC ACCESS & RECREATION**



Norwalk Citywide Plan: 2019-2029
Plan of Conservation & Development



NORWALK PLAN OF CONSERVATION & DEVELOPMENT (POCD)

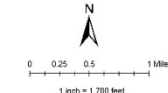
ZONING...

- IMPLEMENTS THE VISION OF THE COMP PLAN;
- GROUPS LAND INTO DIFFERENT AREAS, OR ZONES;
- CONTAINS RULES ABOUT WHAT YOU CAN BUILD AND DO IN EACH ZONE;
- DOES NOT CAUSE ANYTHING TO BE BUILT; IT JUST PERMITS AND LIMITS WHAT CAN BE BUILT IN EACH ZONE.

City of Norwalk
Building Zone Map

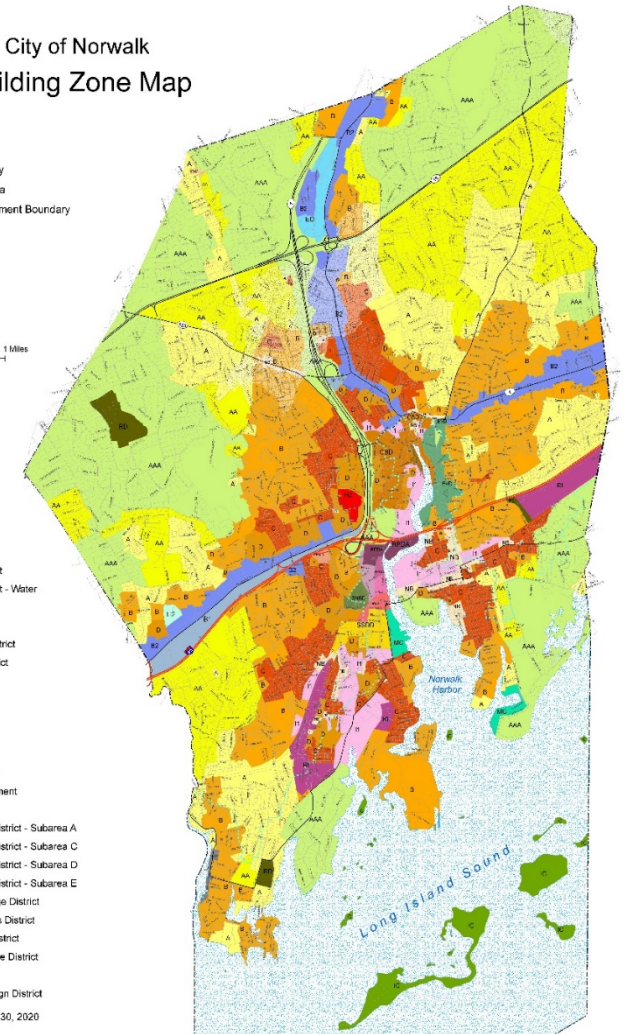
Legend
--- Norwalk City Boundary
Aquifer Protection Area
Coastal Area Management Boundary

Major Roads
State
US



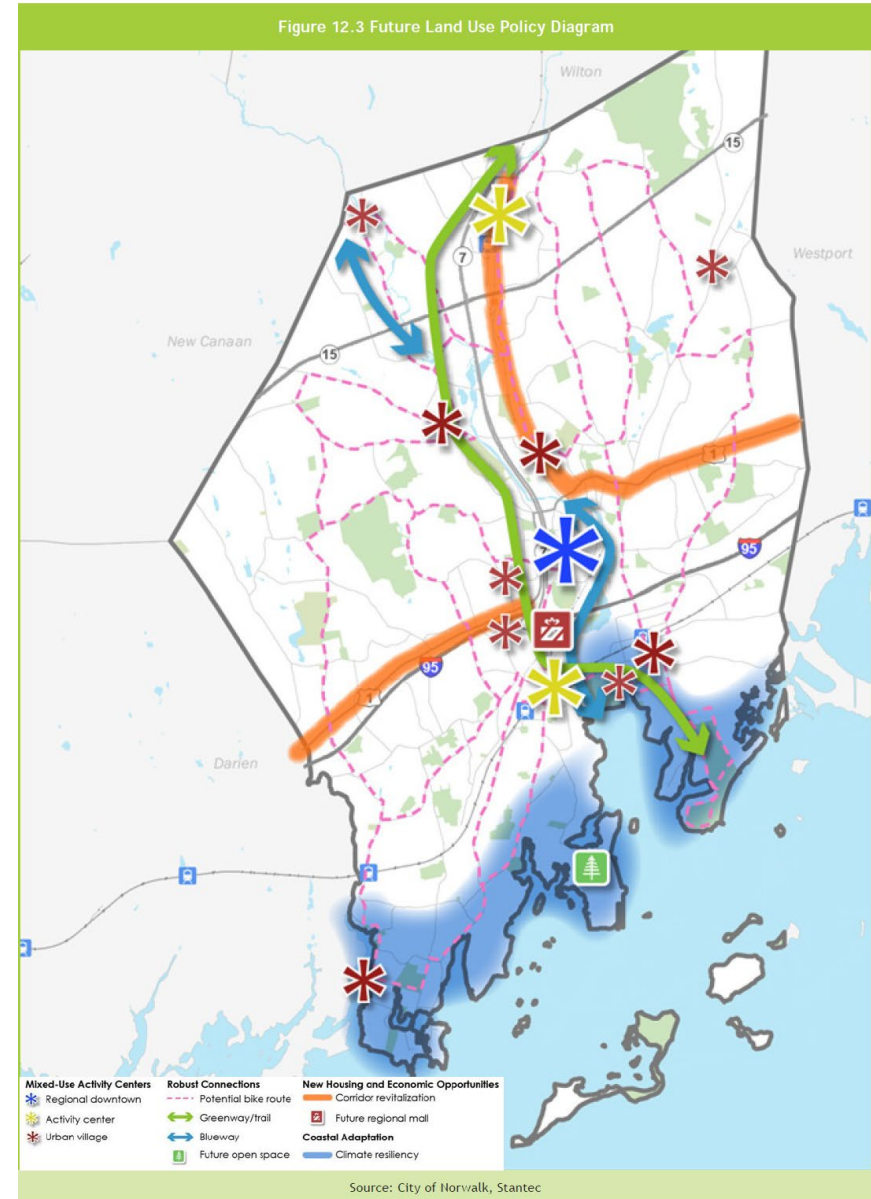
Legend
Zoning Codes
A Residence
AA Residence
AAA Residence
B Residence
Business No. 1
Business No. 2
C Residence
Central Business District
Central Business District - Water
D Residence
Executive Office
East Avenue Village District
Golden Hill Village District
Hospital Zone
Industrial No. 1
Island Conservation
Light Industrial No. 2
Marine Conservation
Neighborhood Business
Research and Development
Restricted Industrial
Reed Putnam Design District - Subarea A
Reed Putnam Design District - Subarea C
Reed Putnam Design District - Subarea D
Reed Putnam Design District - Subarea E
Rowayton Avenue Village District
South Norwalk Business District
SoNo Station Design District
Silvermine Tavern Village District
Water
Washington Street Design District

Zoning Line Revisions: October 30, 2020



WHAT IS ZONING?

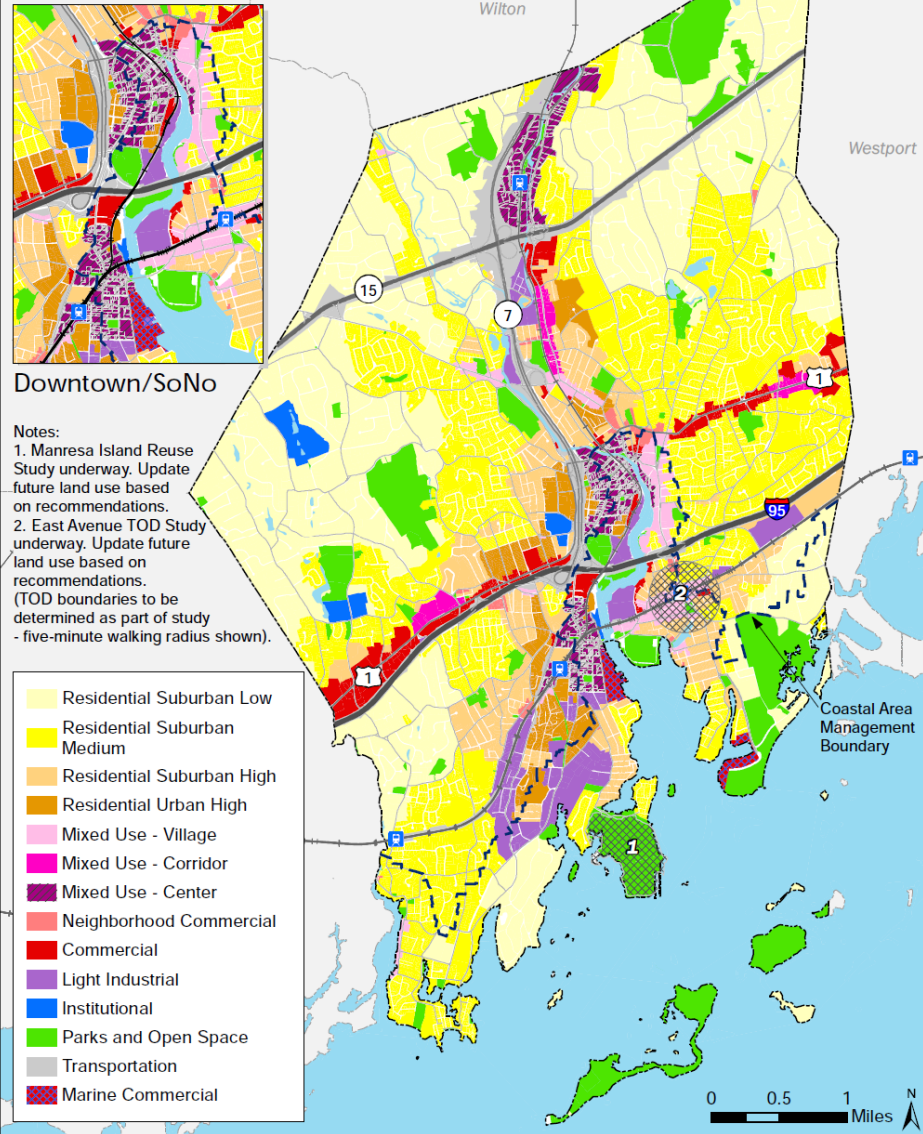
Figure 12.3 Future Land Use Policy Diagram



CONNECT NORWALK FUTURE LAND USE POLICY

- Residential Suburban Low
- Residential Suburban Medium
- Residential Suburban High
- Residential Urban High
- Mixed Use - Village
- Mixed Use - Corridor
- Mixed Use - Center
- Neighborhood Commercial
- Commercial
- Light Industrial
- Institutional
- Parks and Open Space
- Transportation
- Marine Commercial

Future Land Use



CONNECT NORWALK FUTURE LAND USE



WHAT IS ZONING?



WHAT IS ZONING?

Charlotte Observer

TUESDAY, APRIL 18, 2000

METRO/6PM

50c

A sign on Fairview Road contains information relating to the proposed changes to SouthPark mall. A judge ruled Monday that Charlotte's process for approving most development projects violates state law.



Stop sign for development

Judge's ruling says Charlotte process violates N.C. law

By SCOTT DODD and LAUREN MARKOE
Staff Writers

A court decision handed down Monday temporarily slams the brakes on Charlotte's development boom. N.C. Superior Court Judge Ben

Tennille ruled in a lawsuit filed by a group of city residents that Charlotte's process for approving most development projects violates state law. The ruling forces the city to revamp the way it makes about 80 percent of its zoning decisions.

City attorneys pledged to have the zoning process up and running again in 90 days. Until then, hotly awaited decisions like the SouthPark mall expansion, Carnegie Town Center and Phillips Place addition are on hold until at least this summer.

"The cases that are in the pipeline

today will be stopped," City Attorney Mac McCauley said.

Mecklenburg County, which uses the same zoning process, may also impose a delay.

The ruling could have a major effect on the business climate in one of the nation's fastest-growing metropolitan areas.

"As long as I can recall, (Charlotte) has been viewed as a community that's looking for quality development," said attorney Bailey Patrick,

Please see DECISION / page 12A

The Miami Herald

108 PAGES

MONDAY, OCTOBER 2, 1989

25 CENTS

Builders fear law will put skids on growth

By CHRISTOPHER ROYD and DON VAN BATTEN

Though new building codes are being rolled out, Florida's growth and urban planners are a bit more cautious about the future. Builders, who were a major force in the state's economic recovery in the 1980s, are now looking for ways to avoid state restrictions on new housing, business development and other forms of economic activity.

What has been worked on the state's economic development law, which forces Florida cities and counties to face a new development burden, the law says.

At the same time, Florida's economic growth is being slowed by a new law that will force cities and counties to face a new development burden, the law says.

Some S. Florida areas already off limits

Development in some areas is being restricted by a new law that will force cities and counties to face a new development burden, the law says.

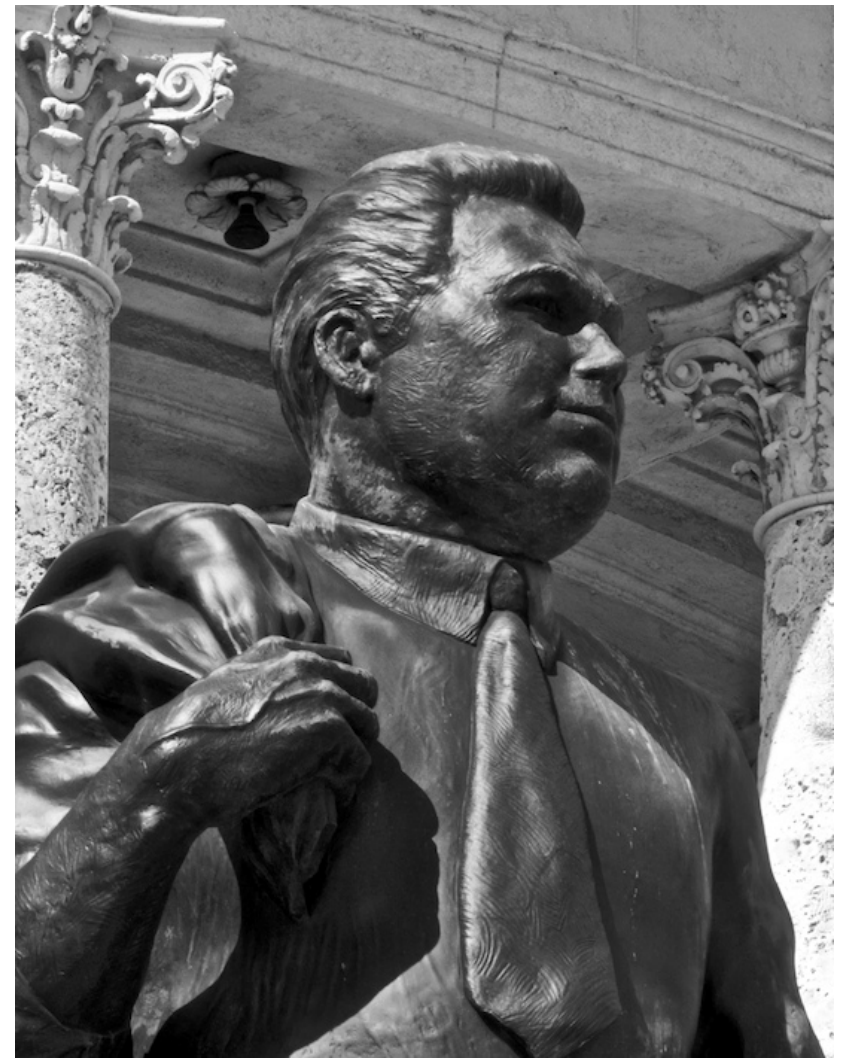
At the same time, Florida's economic growth is being slowed by a new law that will force cities and counties to face a new development burden, the law says.

The impact of the new law is being felt in some areas of South Florida.

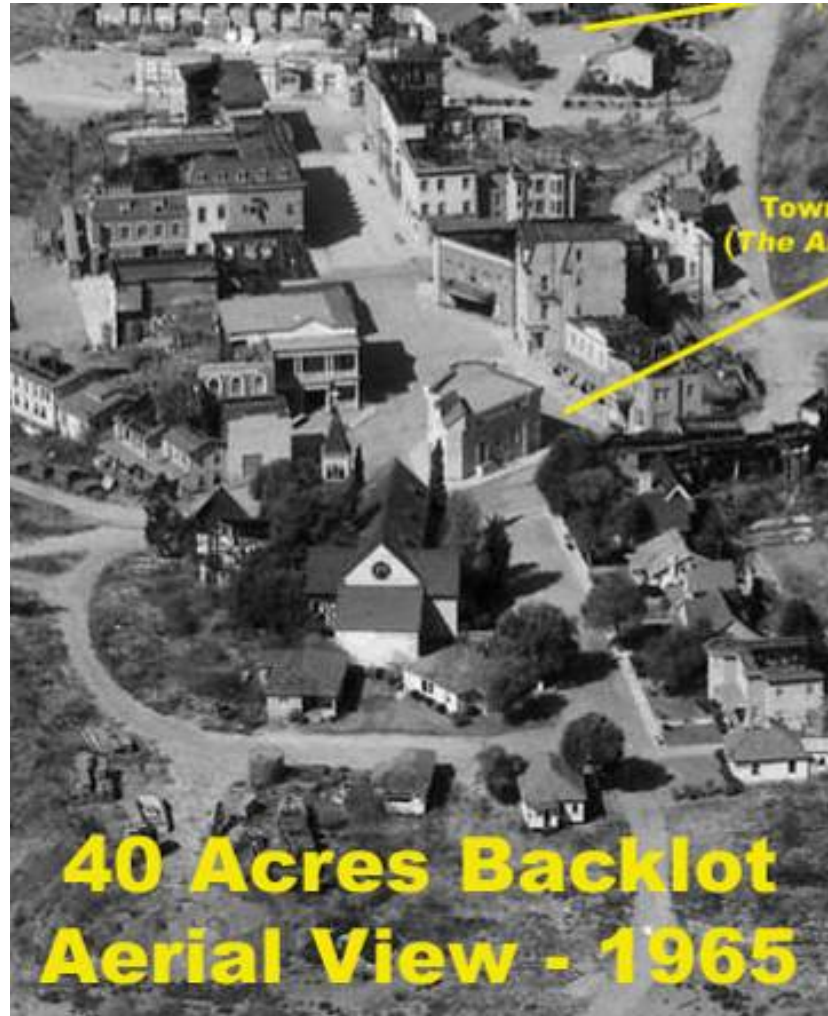
At the same time, Florida's economic growth is being slowed by a new law that will force cities and counties to face a new development burden, the law says.



WHO WANTS NEW DEVELOPMENT ANYWAY?



WHO WANTS NEW DEVELOPMENT ANYWAY?



I WANT MAYBERRY



NOT MAYBERRY



ANYWHERE, USA



ANYWHERE, USA



SEPARATING USES - SHOPPING POD



SEPARATING USES – OFFICE POD



SEPARATING USES – SCHOOL POD



SEPARATING USES – RESIDENTIAL (SINGLE-FAMILY) POD



SEPARATING USES – RESIDENTIAL (MULTI-FAMILY) POD



SEPARATING USES – BUFFERS



INTERMINGLED USES



SEPARATED BY INCOME



INTERMINGLED INCOMES

INCOME – SEPARATED PODS



TRADITIONAL WORK ENVIRONMENT



SUBURBAN WORK ENVIRONMENT

WORK ENVIRONMENT



CHERISHED OPEN SPACE



LEFT OVER OPEN SPACE

OPEN SPACE



STREETS FOR PEOPLE FIRST



STREETS FOR CARS FIRST

PUBLIC WORKS



STREETS FOR PEOPLE



STREETS FOR CARS

PUBLIC WORKS



PUBLIC INFRASTRUCTURE

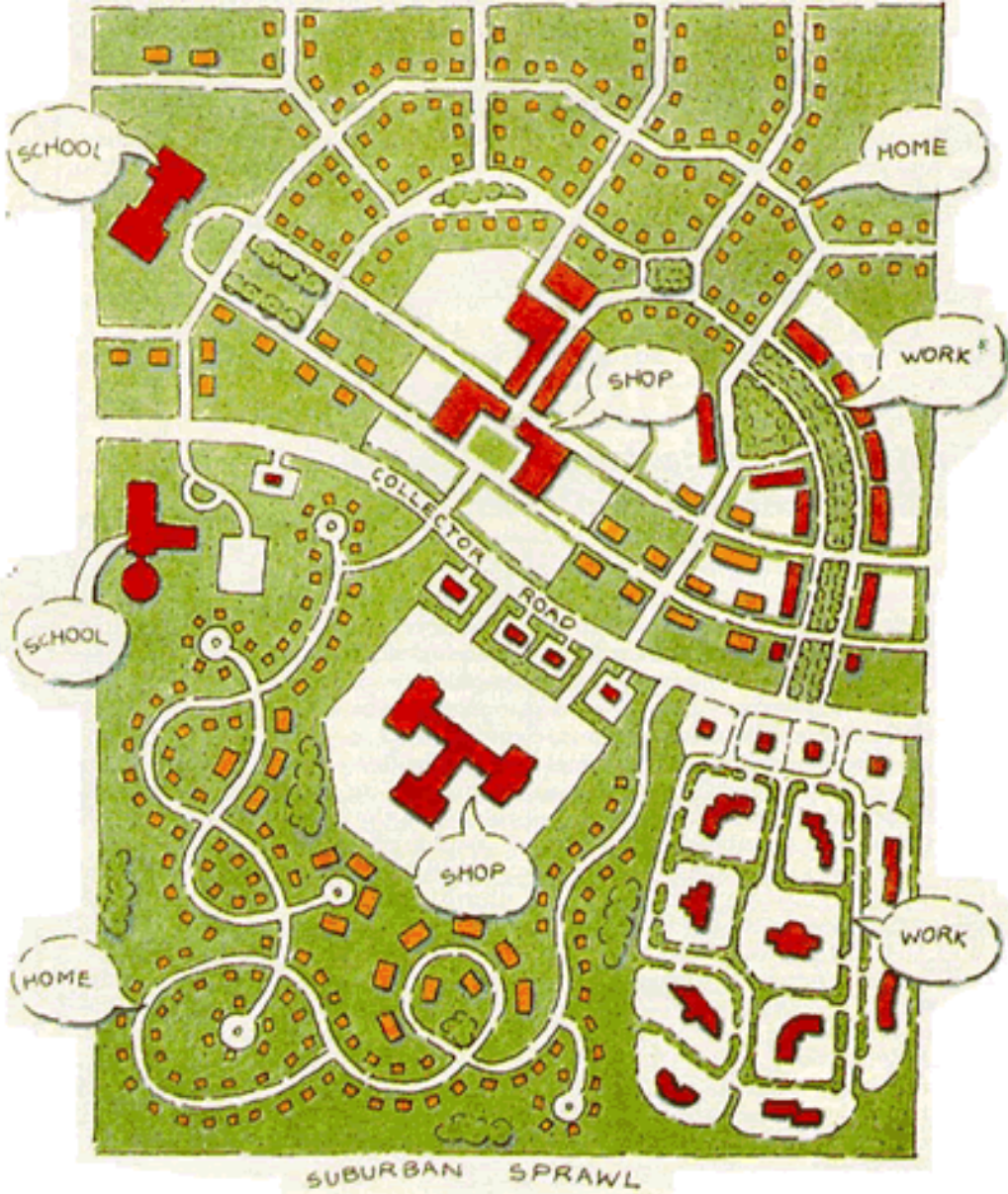


CARS LIVE HERE



PEOPLE LIVE HERE

BUILDINGS CAN COMMUNITCATE



WALKABLE

(THE AVERAGE AMERICAN WILL WALK APPROXIMATELY 5 MIN OR A ¼ MILE.)

MIXED-USE

(DAILY NEEDS, LIGHT RETAIL, CORNER STORE, OFFICE)

COMPACT

(PRESERVING THE MOST SCENIC AND NATURAL AREAS AND DEVELOPING OTHER AREAS MORE DENSELY.)

DIVERSE

(BECAUSE OF THE MIX OF HOUSING TYPES, THERE IS DIVERSITY OF INCOMES, AGES AND TYPES OF PEOPLE.)

COMPLETE COMMUNITIES

CHANGING PREFERENCES



CHANGING PREFERENCES



CHANGING PREFERENCES



Pecan Ave 1200

COMING SOON TO PLAZA MIDWOOD

LIVE LIFE TO THE MAX

THE LOMAX

CHANGING PREFERENCES



CHANGING PREFERENCES



CHANGING PREFERENCES: DINING



CHANGING PREFERENCES: DINING



CHANGING PREFERENCES: RETAIL

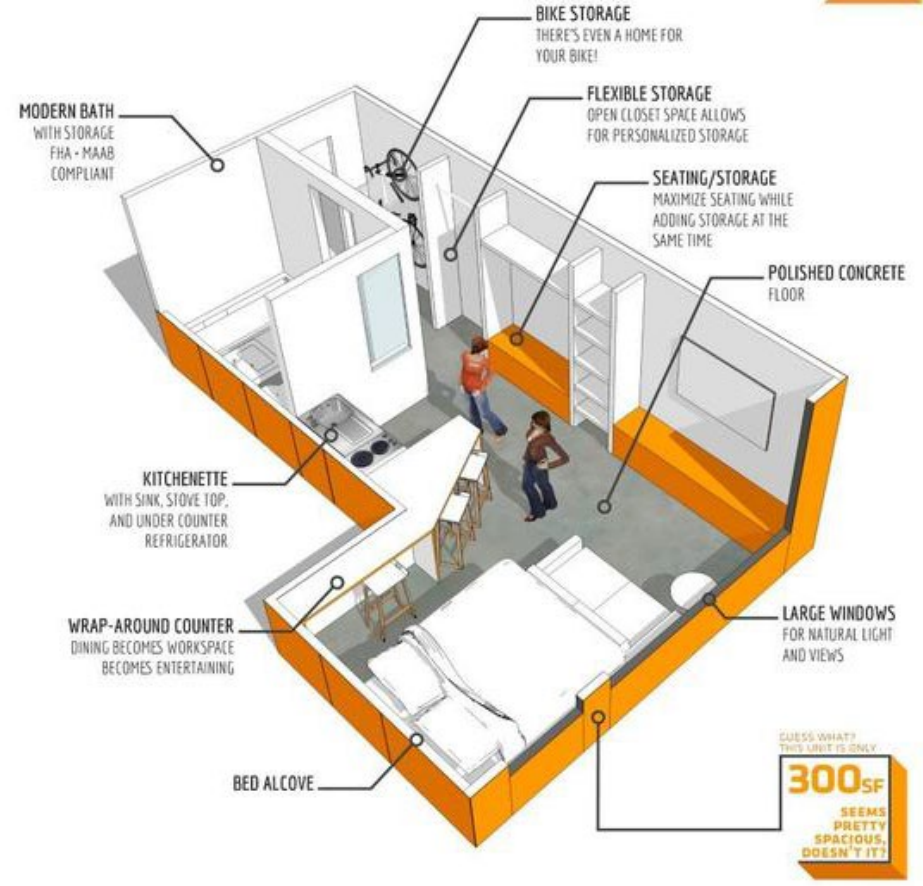


CHANGING PREFERENCES: RETAIL



CHANGING PREFERENCES: RETAIL

OK, WHAT'S A MICRO-UNIT?



Micro-Units



Tiny Houses



Accessory Dwelling Units



Lofts

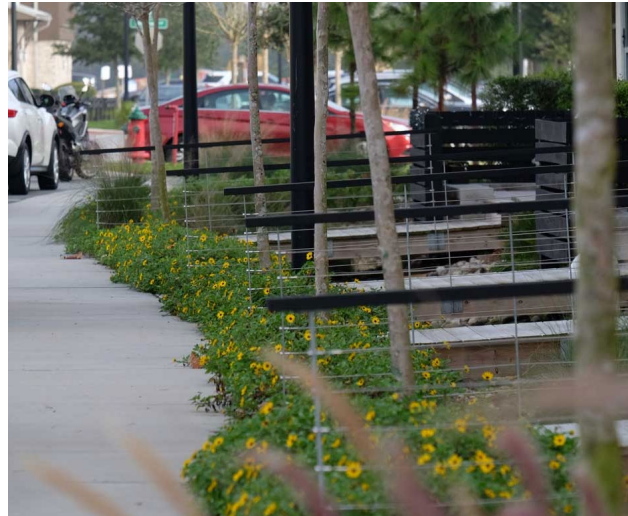
CHANGING PREFERENCES: HOUSING



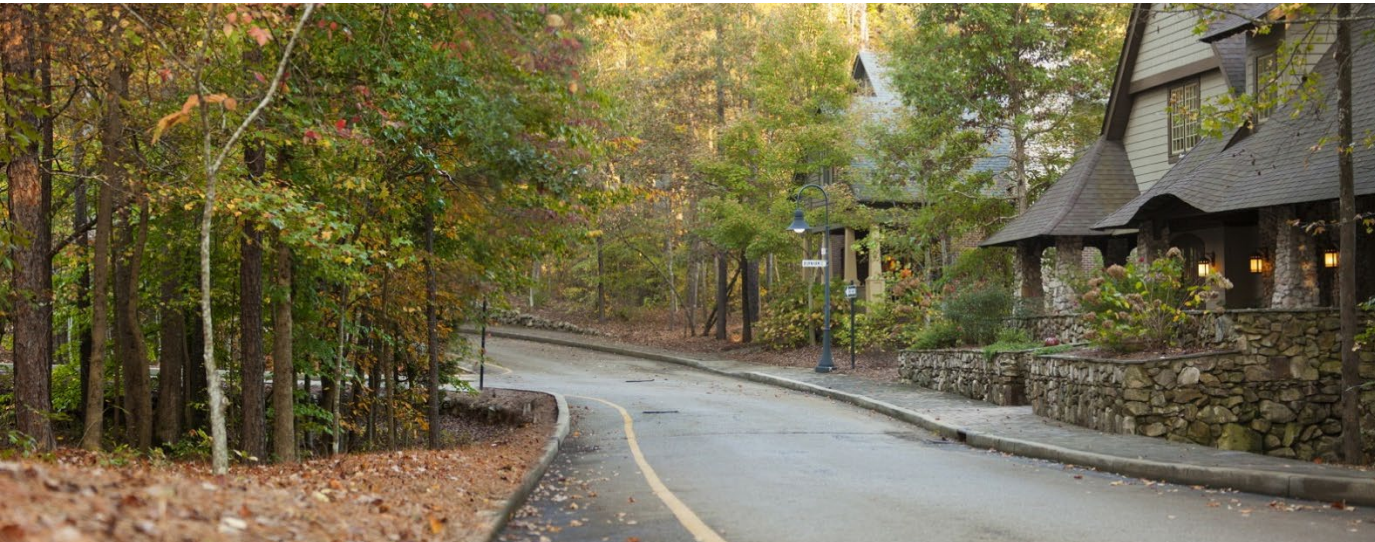
CHANGING PREFERENCES: HOUSING



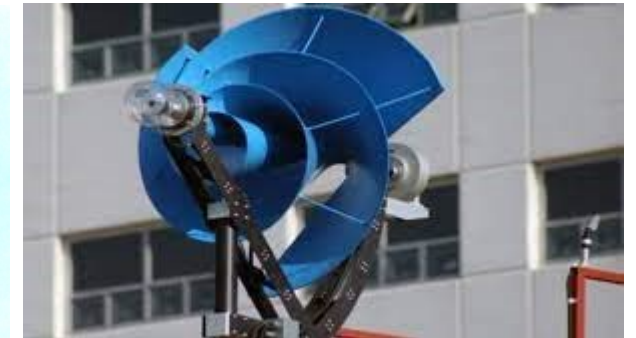
CHANGING PREFERENCES: WORKING



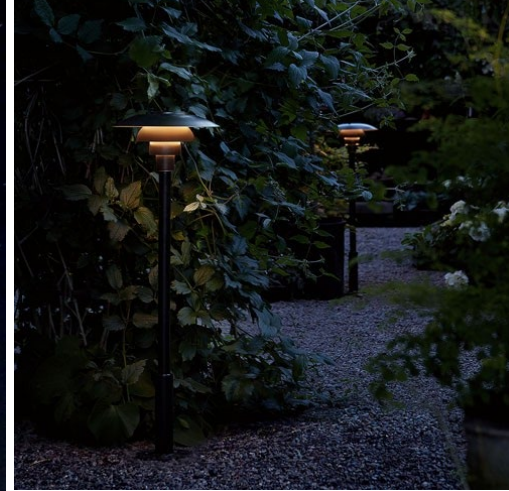
CHANGING PREFERENCES: SUSTAINABILITY (STORMWATER)



CHANGING PREFERENCES: SUSTAINABILITY (TREE SAVE)



CHANGING PREFERENCES: SUSTAINABILITY (ENERGY)



CHANGING PREFERENCES: DARK SKY LIGHTING



CHANGING PREFERENCES

MODERNIZING THE CODE

- **PROTECTS MOST-LOVED PARTS OF THE CITY**
- **ENHANCES AREAS THAT NEED IMPROVEMENT**
- **CREATES MORE PREDICTABLE OUTCOMES**
- **CREATES SOMETHING FOR EVERYONE & THE RIGHT PLACE FOR EVERYTHING**
- **BALANCES ALL MODES OF TRANSPORTATION**
- **ENHANCES ECONOMIC VIABILITY OF THE AREA**
- **EASIER TO USE & ADMINISTER**



WHAT WILL A MODERNIZED CODE DO?

CITY OF COLUMBIA FORM-BASED CODE SYNOPTIC SURVEY

NEIGHBORHOOD: **Downtown**

CHARACTER/TRANSECT DISTRICT (CIRCLE): **T3 T4 T5**

STREET: **W 7th St**

CROSS-STREETS: **Westchester Ave and UNKNOWN (not labeled)**

MEASUREMENTS & OBSERVATIONS		CALCULATIONS		
NEIGHBORHOOD PATTERNS	Block Width (feet)	450	Block Perimeter (feet)	1,800
	Block Depth (feet)	450	Block Area (sq. feet)	202,500
			Block Area (acres)	4.6
	Parked cars in block (count)		Parked cars per acre	40
	Trees in block (count)		Trees per acre	10
	Dwelling Units in Block		Dwelling Units per acre	0.0
	Building Type(s)	mixed-use		
	Private Frontage Type(s)	storefront		
	Ground Level Function(s)	commercial		
	Upper Level Function(s)	office/residential		
Principal Building Height (stories)	3			
Outbuilding Height (stories)	1			
First Floor Above Grade (feet or inches)	1.5-2ft			

PRIVATE REALM	Lot Width (feet)	50	34-70	Lot Size (sq. feet)	12,500
	Lot Depth (feet)	250	200-3	Lot Size (acres)	0.3
	Primary Building Width (feet)	50		Frontage Buildout at Setback (%)	100%
	Primary Building Depth (feet)	225		Primary Building Area (sq. feet)	11,250
	Primary Building Front Setback (feet)	0			
	Primary Building Side Setback (feet)	0			
	Primary Building Rear Setback (feet)	0			
	Outbuilding Width (feet)			Outbuilding Area (sq. feet)	0
	Outbuilding Depth (feet)				
	Outbuilding Rear Setback (feet)	6			
	Front Encroachment (feet)	0		Front Encroachment Area (sq. feet)	0
	Front Encroachment Width (feet)	0		Side Encroachment Area (sq. feet)	0
	Side Encroachment (feet)	0		Total Encroachment Area (sq. feet)	0
Side Encroachment Width (feet)	0		Total Building Coverage Area (sq. feet)	11,250	
			Total Building Coverage (%)	90%	

Number of Travel Lanes (Medians/Bikeways/Planters/Sidewalks) ↓

PUBLIC REALM	Travel Lane(s) Width (feet)	10	2	Total Travel Lane Width (feet)	20
	Parking Lane(s) Width (feet)	13	2	Total Parking Lane Width (feet)	26
	Median Width (feet)	0		Total Median Width (feet)	0
	Bikeway(s) Width (feet)	0		Total Bikeway Width (feet)	0
	Planter(s) Width (feet)	5	2	Total Planter Width (feet)	10
	Sidewalk(s) Width (feet)	6	2	Total Sidewalk Width (feet)	12
	Public Frontage Type	street		Total Pavement Width (feet)	46
	Posted Design Speed (mph)	25		Total Right-of-Way (ROW) Width (feet)	68
	Type of Vehicular Movement	two-way		Spatial Width (feet)	68
	Type of On-Street Parking	angled			
	Type of Bikeway	n/a			
	Type of Planter	tree well			
	Street Tree Planting Pattern	regular			
	Type of Street Trees	mediate, 30 ft canopy			
	Average Street Tree Spacing (feet)	50			
Type of Sidewalk	with brick inlay pattern				
Curb Radius (feet)	10				
Type of Curb	bulb out				

Measure Count Calculate Observe

* Remember to photograph neighborhood character and to record the location for future reference / aerial imagery



- DETERMINE WHICH AREAS EXEMPLIFY THE MOST-LOVED CHARACTER
- MEASURE
- CALCULATE
- ANALYZE
- RECALIBRATE
- SURVEY MULTIPLE EXAMPLES OF EACH ZONE TO CALCULATE AVERAGES
- SURVEY MULTIPLE ZONES AT ONCE TO SEE DIFFERENCES & VARIATIONS

SYNOPTIC SURVEYS

EXISTING ZONING DISTRICTS												FUTURE ZONES												
RESIDENTIAL DISTRICTS		DESCRIPTION	HEIGHT STORIES (MAX)	HEIGHT FEET (MAX)	MAX BLDG AREA	MIN. LOT AREA	MIN. LOT WIDTH	MIN. FRONT SETBACK	MIN. SIDE SETBACK	MINIMUM AGG SIDE YARD SETBACK	MIN. REAR SETBACK	CD-1	CD-2	CD-3L	CD-3	CD-4	CD-4C	CD-4W	CD-5	CD-5W	C			
BUSINESS ZONES																								
WSDD	Washington Street Design District	Preserve and enhance the character of the Historic district. Encourage mixed-use and compatibility. Off street parking will be met by public parking facilities.	4, with bonus 5 (min 2)	50, with bonus 72 (min 25)	90%	none	none	none	none	none	10													
RPDA	Reed-Putnam Design District	Encourage redevelopment and rehabilitation of district in accordance with urban renewal plan. Intensive commercial and residential development.	A	15 office, 8 mixed use, 18 residential/hotel, 6 parking garage	200, 72 parking garage	85% building and parking	1/2 acre	none	none	none	none													
RPDB			B	10, 5 parking garage	120, 45 parking garage	75% building and parking	1/2 acre	none	none	none	none	none												
RPDC			C	6 residential, 8 mixed use, 12 hotel, 4 parking garage	72 res, 110 mu, 150 hotel, 36 parking	80% building and parking	2 acres	none	none	none	none	none	none											
RPDD			D	6	72	90% building and parking	1 acre	7500 for multifamily/elderly housing; other none	none	mf/elderly 30	mf/elderly 20% need not exceed 30	mf/elderly 40% need not exceed 60	mf/elderly 30											
RPDE			E	4 (min 2)	50 (min 25)	50% building, 80% parking garage	50% building and parking, 30% open space	1/2 acre	100	50 from centerline	none	none	10											
CBD	Central Business District	Wide range of uses. Pedestrian oriented streets	4-10 (see schedule for specific heights for streets) (min 2 within 200ft of street)	45-120 (see schedule for specific heights for streets) (min 25 within 200ft of street)	90%, 15% open space, 20% mixed use	10,890	50	none (max 10)	none	none	10													
CBD-W	Central Business District - Water	Maintain River and harbor as focal point. Water dependent uses for properties abutting the River. Compatible uses elsewhere.																						
MC	Marine Commercial	Preserve and enhance existing water dependent uses and encourage development that is compatible with an active harbor.	4.5	52 above base flood elev	35%, 80% for buildings and parking	none	none	none	none	20% lot width, not to exceed 20	30ft from mean high water, 15 if not abutting navigable waters													
SSDD	SoNo Station Design District	Enhance transit utilization with higher density mix of uses surrounding South Norwalk Train Station.	6, 7 for commuter parking garage (min 2 if within 200ft of street)	72, 76 if ground floor retail, 80 for commuter parking garage (min 25 if within 200ft of street)	90%, 15% min open space, 20% open space for mixed use	1/2 acre	none	none	none	none	10													

ZONING TRANSLATION

THE NEW BUILDING ZONE REGULATIONS SHOULD...

- REFLECT CITY LAND USE POLICIES
- IMPROVE CONSISTENCY WITH POCD, GENERAL STATUTES & COURT DECISIONS
- REFLECT “BEST PRACTICES” IN LAND USE REGULATION
- ADDRESS PROVISIONS WHICH ARE PROBLEMATIC
- BE LOGICALLY ORGANIZED, CLEARLY WRITTEN
- USE GRAPHICS TO EXPLAIN CONCEPTS
- BE EASILY MAINTAINABLE

Norwalk

BUILDING ZONE REGULATIONS UPDATE
Evaluation & Recommendations



DECEMBER 2019



EVALUATION & RECOMMENDATIONS REPORT (2019)

ARTICLE 4: BUILDING AND LOT PLANS & STANDARDS

TABLE 345.405.L-1 BUILDING AND LOT PRINCIPAL USE

PRINCIPAL USE	CD-3	CD-3 R20	CD-3 R7	CD-3 R5	CD-4	CD-5	CD-5 W	CD-6	SD-PMU	SD-PRD	CZ
Animal (Small) Boarding or Grooming or Kennel without Outside Boarding	NP	NP	NP	NP	SE	SE	SE	SE			NP
Appliance Retail Sales and/or Service	NP	NP	NP	NP	P	P	P	P			NP
Artisan Establishment, with or without Retail Sales	NP	NP	NP	NP	P	P	P	P			NP
Art or Photography Studio	NP	NP	NP	NP	P	P	P	P			NP
Bakery – Retail	NP	NP	NP	NP	P	P	P	P			NP
Brewpub	NP	NP	NP	NP	SE	SE	SE	SE			NP
Boat Retail Parts Sales	NP	NP	NP	NP	P	P	P	P			NP
Drive-Through Establishment	NP	NP	NP	NP	SE	SE	SE	SE			NP
Dry Cleaning / Laundry Pick Up Shop	NP	NP	NP	NP	P	P	P	P			NP
Entertainment Facility (non-Civic)	NP	NP	NP	NP	P	P	P	P			NP
Financial Services	NP	NP	NP	NP	P	P	P	P			NP
Hair / Skin / Nail Care	NP	NP	NP	NP	P	P	P	P			NP
Health Club or Day Spa	NP	NP	NP	NP	P	P	P	P			NP
Laundromat	NP	NP	NP	NP	P	P	P	P			NP
Massage Studio	NP	NP	NP	NP	P	P	P	P			NP
Motor Vehicle Retail Parts Sales	NP	NP	NP	NP	P	P	P	P			NP
Non – Boat Goods Maintenance / Cleaning / Repair / Service	NP	NP	NP	NP	P	P	P	P			NP
Non-Boat Goods Retail Sale	NP	NP	NP	NP	P	P	P	P			NP
Non-Motor Vehicle Maintenance / Cleaning / Repair / Service	NP	NP	NP	NP	P	P	P	P			NP

LEGEND
The following notations are utilized in this table. **P** Permitted **SE** Special Exception **NP** Not Permitted

ARTICLE 4: BUILDING AND LOT PLANS & STANDARDS

TABLE 345.405.L-1 BUILDING AND LOT PRINCIPAL USE

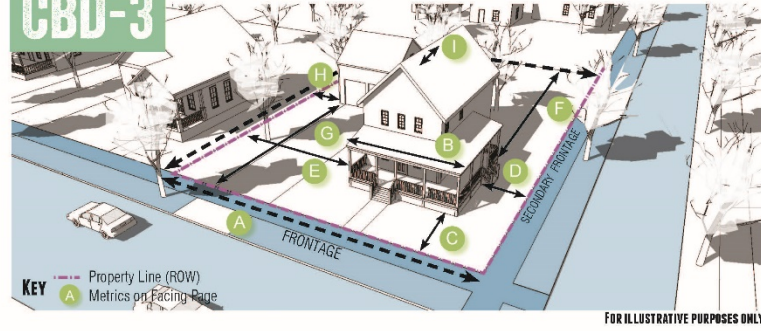
PRINCIPAL USE	CD-3	CD-3 R20	CD-3 R7	CD-3 R5	CD-4	CD-5	CD-5 W	CD-6	SD-PMU	SD-PRD	CZ
Non-Motor Vehicle Goods Retail Sale	NP	NP	NP	NP	P	P	P	P			NP
Open Air Market	NP	NP	NP	NP	P	P	P	P			NP
Parcel Services	NP	NP	NP	NP	P	P	P	P			NP
Pawnshop	NP	NP	NP	NP	SE	SE	SE	SE			NP
Performing Arts Studio	NP	NP	NP	NP	P	P	P	P			NP
Personal Improvement Services	NP	NP	NP	NP	P	P	P	P			NP
Pharmacy	NP	NP	NP	NP	P	P	P	P			NP
Photo-Finishing Retail Shop	NP	NP	NP	NP	P	P	P	P			NP
Printing Services Retail Shop	NP	NP	NP	NP	P	P	P	P			NP
Recreation Facility (non-Civic)	NP	NP	NP	NP	P	P	P	P			NP
Restaurant	NP	NP	NP	NP	P	P	P	P			NP
Retail Food Sales, with or without on-premises preparation or processing	NP	NP	NP	NP	P	P	P	P			NP
Retail Membership Club	NP	NP	NP	NP	P	P	P	P			NP
Short-Term Lender	NP	NP	NP	NP	SE	SE	SE	SE			NP
Tailor or Seamstress Shop	NP	NP	NP	NP	P	P	P	P			NP
Tasting Room	NP	NP	NP	NP	SE	SE	SE	SE			NP
Tattoo Studio	NP	NP	NP	NP	P	P	P	P			NP
Theater or Performing Arts Venue (non-Civic)	NP	NP	NP	NP	P	P	P	P			NP
Veterinary Office, Clinic, or Hospital, without Outside Boarding	NP	NP	NP	NP	P	P	P	P			NP
Warehouse Retail	NP	NP	NP	NP	SE	SE	SE	SE			NP

LEGEND
The following notations are utilized in this table. **P** Permitted **SE** Special Exception **NP** Not Permitted

ARTICLE 4

REGULATIONS UPDATES: USE STANDARDS

TABLE 5.2.8.5D CHARACTER BASED DISTRICT STANDARDS - CBD-3 - SUB-URBAN



(a) General Description

The CBD-3 Sub-Urban Character Based District consists of low density walkable residential areas. Adjacent to higher zones that have some Mixed Use. Home occupations and outbuildings are allowed. Planting is naturalistic and Setbacks are relatively deep. Blocks may be large and Thoroughfares irregular to accommodate natural conditions, but designed for slow movement.

General Character:	Lawns, and landscaped yards surrounding detached single-Family houses; occasional pedestrian Use.
Building Placement:	Medium to deep front Setbacks; narrow to medium side Setbacks
Frontage Types:	Common yards, porches, fences, naturalistic Tree planting
Typical Building Height:	1- to 2-Story
Type of Civic Space:	Parks, Greens, Playgrounds

(b) Maximum Character Based District Density

By Right 10 Density Units/Net Site Area Acres, max

(c) Block Size

Block Perimeter 2,400 ft. max
 Block size further regulated under Chapter 3 (Subdivision)

LEGEND

P	Permitted	NA	Not Applicable
NP	Not Permitted	R	Required
C	Permitted Conditional Use		

TABLE 5.2.8.5D CBD-3 - SUB-URBAN

(d) Private Frontages

PRIVATE FRONTAGE TYPE/	
Common Yard	P
Porch	P
Terrace/Lightwell	NP
Forecourt	NP
Stoop	NP
Shopfront & Awning	NP
Gallery	NP
Arcade	NP
Dooryard	NP
Doorway	P
Officefront	NP

ENTRANCES/ACTIVE FUNCTIONS

Main Entrance in Front Building Facade

(e) Thoroughfare Types

Highway	P
Boulevard	P
Avenue	P
Commercial Street	NP
Drive	P
Street	P
Road	P
Rear Lane	P
Rear Alley	NP
Path	P
Passage	NP
Bicycle Trail	P
Bicycle Lane	P
Bicycle Route	P

See Tables 5.2.8.6A-5.2.8.6 (Thoroughfare Assemblies & Standards) for specific standards.

(f) Civic Space Types

Park	P
Green	P
Square	NP
Plaza	NP
Playground	P
Community Garden	P

(g) Lot Occupation

Lot Width	60 ft. min; 120 ft. max	A
Lot Coverage	60% max	
Frontage Buildout	40% min at Front Setback	B

NUMBER OF BUILDINGS

Principal Building	1 max
Outbuildings	1 max
Lots must comply with applicable Chapter 3 (Subdivision) standards	

(h) Setbacks - Principal Building

Front Setback, Principal Frontage	24 ft. min	C
Front Setback, Secondary Frontage	12 ft. min	D
Side Setback	12 ft. min	E
Rear Setback	12 ft. min*	F

*or 15 ft from center line of rear lane or Alley

Lots must comply with applicable Chapter 3 (Subdivision) standards

(i) Setbacks - Outbuilding

Front Setback:	20 ft. min + Principal bldg. Setback	G
Side Setback	6 ft.	H
Rear Setback	3 ft. min	I

Lots must comply with applicable Chapter 3 (Subdivision) standards

CHARACTER-BASED RESIDENTIAL STANDARDS

TABLE 5.5.1.A:SD-1- ECONOMIC DEVELOPMENT & BUSINESS SPECIAL DISTRICT

This Table contains certain Development standards for the Special District indicated. Additional standards applicable to this Special District are contained in other portions of these Master Plan Regulations. Development in this Special District must comply with both the standards in this Table and all other such standards.



The above illustrations and photographs are provided only for a general indication of the character of the applicable Special District and shall have no regulatory force or effect.

5.5.1.A-1: INTENT

SD-1 Economic Development & Business Special District is for economic development light industrial businesses that are primarily truck-and/or rail-based, warehouse and storage businesses, construction businesses and office facilities, with no Residential Principal Functions.

GENERAL CHARACTER:	Conventional light industrial/warehouse development.
BUILDING PLACEMENT:	Variable
FRONTAGE TYPE:	Variable
TYPICAL BUILDING HEIGHT:	1 to 3 stories
TYPE OF CIVIC SPACE:	All Types
GENERAL LAND USE MIX:	Light Industrial, Warehouse, Contracting, Office

TABLE 5.5.1.A:SD-1- ECONOMIC DEVELOPMENT & BUSINESS SPECIAL DISTRICT

5.5.1.A- 2: SIZE

10 gross acres min.

5.5.1.A- 3: LOCATION

G-3 Intended Growth Sector; not within a Settlement, Community Unit or another Special District, as mapped or located per Sections 3.4.2.a & 5.5.4.a.ii

5.5.1.A- 4: MAXIMUM SPECIAL DISTRICT DENSITY

Density Units/Acre 20

5.5.1.A-5 : BLOCK SIZE

Feet Maximum Block Perimeter No min, no max

5.5.1.A-6 : BUFFERS

Existing Road ROW Buffer	See Table 5.9.4.a
Special District Thoroughfare Buffer	See Table 5.9.4.c
ROW & Special District Thoroughfare Buffer Depth/Planting Standards	See Table 5.9.5
Special District/T-Zone Buffer	See Table 5.9.6.b.ii
OCRM Critical Line Areas Buffer	See Table 5.9.6.b.iii.A
Jurisdictional Freshwater Wetlands Buffer	See Table 5.9.6.b.iii.B
Principal Function/Special District Edge Buffer	See Table 5.9.6.g
Principal Function/Special District Edge Buffer Depth/Planting Standards	See Table 5.9.6.h

LEGEND: P-Permitted, NP-Not Permitted, n/a-Not Applicable, R-Required

5.5.1.A-7: THOROUGHFARE TYPES & ASSEMBLIES

As in T-Zone T4, T5 or T5-R, with 12' travel lanes & 55' Effective Turning Radius if labeled for trucks. See Section 5.6 and Tables 5.6.4.A-5.6.4.J.

5.5.1.A-8: CIVIC SPACE TYPES

(See Table 5.4.4.c)

Sports Complex	P
Park	P
Greenway	P
Green	P
Square	P
Plaza	P
Pocket Park	P
Playground	P

CONVENTIONAL NON-RESIDENTIAL STANDARDS

TABLE 5.3.4.H: T5-R-URBAN CENTER-RETAIL TRANSECT ZONE

This Table contains certain Development standards for the Transect Zone indicated. Additional standards applicable to this Transect Zone are contained in other portions of these Master Plan Regulations. Development in this Transect Zone must comply with both the standards in this Table and all other such standards.



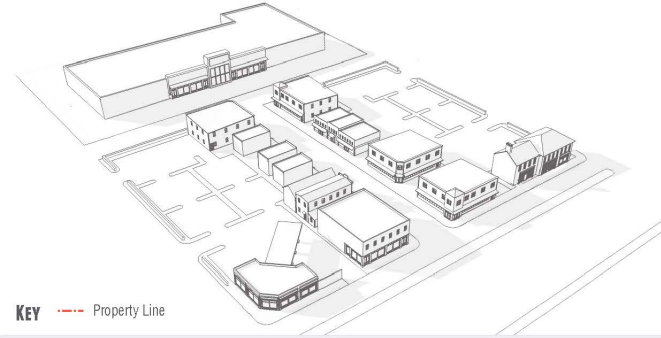
The above illustrations and photographs are provided only for a general indication of the character of the applicable Transect Zone and shall have no regulatory force or effect.

5.3.4.H-1: INTENT

T5-R Urban Center Zone is a sub-zone of T5 Urban Center located along a major regional Thoroughfare and includes a mix of higher density mixed-use buildings that accommodate residential, retail, office and other commercial activities, as well as townhouse and apartment buildings. In addition, T5-R allows the more automobile-oriented Large Retail Building. As such, it allows for Building and Lot Types that are both pedestrian-oriented and car-friendly. T5-R is located in such a way that it is seamlessly adjacent to and directly accessible by foot from the community fabric as well as easily approachable by car from a major regional Thoroughfare. It has a tight network of Thoroughfares, with wide sidewalks, steady Street Tree Planting and buildings set close to the sidewalks when possible.

GENERAL CHARACTER:	Car-friendly larger retail buildings possibly mixed with townhouses, larger Apartment houses, Offices, workplace, and Civic Buildings; predominantly attached Buildings; trees within the public right-of-way; substantial pedestrian activity.
BUILDING PLACEMENT:	Edgeyard, Sideyard, Rearyard or Courtyard with variable Setbacks or none, Buildings or Streetscreens oriented to street or drive aisle defining a street wall.
FRONTAGE TYPE:	Terrace or Lightwell, Forecourt, Sloop, Shopfront, Gallery & Arcade
TYPICAL BUILDING HEIGHT:	1- to 4-Story with some variation
TYPE OF CIVIC SPACE:	Greens, Squares, Plazas, Playgrounds
GENERAL LAND USE MIX:	Commercial, Residential, and civic/institutional uses

T5R - URBAN CENTER TRANSECT ZONE



KEY --- Property Line

The above illustrations and photographs are provided only for a general indication of the character of the applicable Transect Zone and shall have no regulatory force or effect.

5.3.4.H-13: BUILDING CONFIGURATION

HEIGHT	
Principal Building	1-4 Stories
Outbuilding	1-2 Stories

5.3.4.H-14: LOT OCCUPATION

Lot Width	18' min.; 500' max
Lot Coverage	90% max

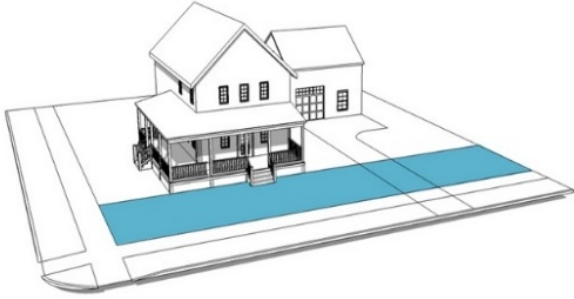
5.3.4.H-15: SETBACKS

(See Section 6.8.3)

Front Principal Building-Principal Frontage	0' min, 24' max
Principal Building-Secondary Frontage	0' min, 24' max
Outbuilding	20' min + Principal Building Setbacks
Side Principal Building	0' min, 24' max
Outbuilding	0' min
Rear Principal Building	3' min or 14' from centerline of alley
Outbuilding	3' min or 14' from centerline of alley; 25' max

HYBRID NON-RESIDENTIAL STANDARDS

Common Yard Permitted Districts: **CD4—L**



A planted Frontage wherein the Facade is set back substantially from the Frontage Line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. The deep Setback provides a buffer from the higher speed Thoroughfares.

Porch Permitted Districts: **CD4—L** **CD4**



A planted Frontage wherein the Facade is set back from the Frontage Line with an attached porch or stoop permitted to Encroach. This may be used with or without a fence to maintain street spatial definition. Porches shall be no less than 8 feet deep.

Shopfront Permitted Districts: **CD4—L*** **CD4** **CD5**



A Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. This type is conventional for Retail use. It has a substantial glazing on the Sidewalk level and may have an awning that may overlap the Sidewalk to within 2 feet of the Curb. Syn: Retail Frontage.

* Only as shown on Illustration 10.6A20.1.2C
Special Requirements:
Required Shopfront & Stoop Private Frontages


Stoop Permitted Districts: **CD4—L** **CD4** **CD5**



A Frontage wherein the Facade is aligned close to the Frontage Line with the first Story elevated from the Sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor Residential use. This frontage type is only allowed outside the Downtown Overlay District.


REGULATIONS UPDATES: FRONTAGE TYPE STANDARDS

Common Yard Permitted Districts: **CD4—L**




A planted Frontage wherein the Facade is set back substantially from the Frontage Line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. The deep Setback provides a buffer from the higher speed Thoroughfares.

Porch Permitted Districts: **CD4—L** **CD4**



A planted Frontage wherein the Facade is set back from the Frontage Line with an attached porch or stoop permitted to Encroach. This may be used with or without a fence to maintain street spatial definition. Porches shall be no less than 8 feet deep.


Shopfront Permitted Districts: **CD4—L*** **CD4** **CD5**



A Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. This type is conventional for Retail use. It has a substantial glazing on the Sidewalk level and may have an awning that may overlap the Sidewalk to within 2 feet of the Curb. Syn: Retail Frontage.

* Only as shown on Illustration 10.6A20.1.2C
Special Requirements:
Required Shopfront & Stoop Private Frontages

Stoop Permitted Districts: **CD4—L** **CD4** **CD5**



A Frontage wherein the Facade is aligned close to the Frontage Line with the first Story elevated from the Sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor Residential use. This frontage type is only allowed outside the Downtown Overlay District.

REGULATIONS UPDATES: FRONTAGE TYPE STANDARDS

House

Permitted Districts:

CD4—L

CD4

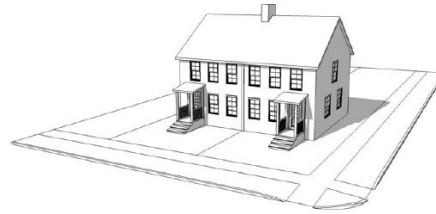


House: Building having an Edgeward yard type, initially intended as a single-family dwelling on a medium to large Lot, often shared with an Accessory Building in the back yard. This building type is only allowed outside the Downtown Overlay District.

Duplex

Permitted Districts:

CD4



Duplex: a Building having an Edgeward yard type, initially intended as a single-family dwelling, usually on a small Lot that may be shared with an Accessory Building in the back yard. This building type is only allowed outside the Downtown Overlay District.

Live / Work

Permitted Districts:

CD4

CD5



Live-Work: a Mixed Use unit designed to accommodate a ground floor commercial use and a Residential use above. The commercial Function may be anywhere in the unit (Syn.: flexhouse.)

Rowhouse

Permitted Districts:

CD4

CD5



Rowhouse: a Building Type having a Rearyard Yard Type, initially intended for single-family dwelling, that shares a party wall with another of the same type and occupies the full Frontage Line. See Rearyard Building. (Syn: Townhouse). This building type is only allowed outside the Downtown Overlay District.

Apartment

Permitted Districts:

CD4—L



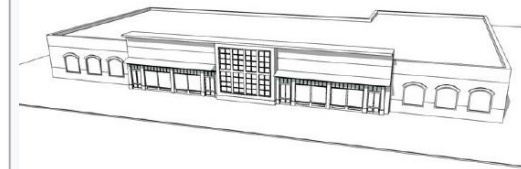
Apartment: a Building with an Edgeward yard type, initially intended for a Residential Principal Use, including multiple attached single-family Dwelling Units. This building type is only allowed outside the Downtown Overlay District. This building type may be designed from the exterior to complement detached single-family houses in certain Character Districts while containing actually several flats on the interior; may be for rent, or for sale as a condominium.

Large Commercial Building

Permitted Districts:

CD4

CD5



Small Commercial Building: a Building having a Shopfront at the ground floor that may be used for Retail, Office, Medical, Commercial, Artisan Light Industrial, Workshop, Service, Personal Service, Civic, Education, or other Functions permitted in the applicable Character District. Only non-residential Functions are allowed on the ground floor in the Downtown Overlay District. The floors above may be used for a Residential Principal Function or for any other Function permitted in the applicable Character District.

REGULATIONS UPDATES: BUILDING TYPE STANDARDS

House

Permitted Districts:

CD4—L

CD4



House: Building having an Edgeyard yard type, initially intended as a single-family dwelling on a medium to large Lot, often shared with an Accessory Building in the back yard. This building type is only allowed outside the Downtown Overlay District.

Duplex

Permitted Districts:

CD4



Duplex: a Building having an Edgeyard yard type, initially intended as a single-family dwelling, usually on a small Lot that may be shared with an Accessory Building in the back yard. This building type is only allowed outside the Downtown Overlay District.

Live / Work

Permitted Districts:

CD4

CD5



Live-Work: a Mixed Use unit designed to accommodate a ground floor commercial use and a Residential use above. The commercial Function may be anywhere in the unit (Syn.: flexhouse.)

Rowhouse

Permitted Districts:

CD4

CD5



Rowhouse: a Building Type having a Rearyard Yard Type, initially intended for single-family dwelling, that shares a party wall with another of the same type and occupies the full Frontage Line. See Rearyard Building. (Syn: Townhouse). This building type is only allowed outside the Downtown Overlay District.

Apartment

Permitted Districts:

CD4—L



Apartment: a Building with an Edgeyard yard type, initially intended for a Residential Principal Use, including multiple attached single-family Dwelling Units. This building type is only allowed outside the Downtown Overlay District. This building type may be designed from the exterior to complement detached single-family houses in certain Character Districts while containing actually several flats on the interior; may be for rent, or for sale as a condominium.

Large Commercial Building

Permitted Districts:

CD4




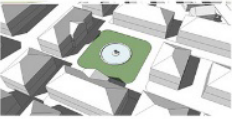


CD5



Small Commercial Building: a Building having a Shopfront at the ground floor that may be used for Retail, Office, Medical, Commercial, Artisan Light Industrial, Workshop, Service, Personal Service, Civic, Education, or other Functions permitted in the applicable Character District. Only non-residential Functions are allowed on the ground floor in the Downtown Overlay District. The floors above may be used for a Residential Principal Function or for any other Function permitted in the applicable Character District.

REGULATIONS UPDATES: BUILDING TYPE STANDARDS

TABLE _____ CIVIC SPACE TYPES SUMMARY

Civic Space Type	Illustration	Permitted in Character Based Districts
<p>PARK: A natural preserve available for unstructured recreation. A park may be independent of surrounding building Frontages. Its landscape shall consist of Paths and trails, meadows, waterbodies, woodland and open shelters, all naturalistically disposed. Parks may be lineal, following the trajectories of natural corridors. The minimum size shall be 8 acres.</p>		CB4 CB5 CB6
<p>GREEN: An open space, available for unstructured recreation. A Green may be spatially defined by landscaping rather than building Frontages. Its landscape shall consist of lawn and Trees, naturalistically disposed. The minimum size shall be 1/2 acre and the maximum shall be 8 acres.</p>		CB4 CB5
<p>SQUARE: An open space available for unstructured recreation and Civic purposes. A Square is spatially defined by building Frontages. Its landscape shall consist of paths, lawns and Trees, formally disposed. Squares shall be located at the intersection of important Thoroughfares. The minimum size shall be 1/2 acre and the maximum shall be 5 acres.</p>		CB4 CB5 CB6
<p>PLAZA: An open space available for Civic purposes and Commercial activities. A Plaza shall be spatially defined by building Frontages. Its landscape shall consist primarily of pavement. Trees are optional. Plazas should be located at the intersection of important Streets. The minimum size shall be 1/2 acre and the maximum shall be 2 acres.</p>		CB5 CB6
<p>PLAYGROUND: An open space designed and equipped for the recreation of children. A Playground should be fenced and may include an open shelter. Playgrounds shall be interspersed within Residential areas and may be placed within a Block. Playgrounds may be included within parks and greens. There shall be no minimum or maximum size.</p>		CB4 CB5 CB6
<p>COMMUNITY GARDEN: A grouping of garden plots available for small-scale cultivation, generally to residents without private gardens. Community gardens should be fenced and accommodate individual storage sheds. Running water is required. Community Gardens shall be interspersed within Residential areas and may be placed within a Block or included within Parks and Greens. There shall be no minimum or maximum size.</p>		CB4 CB5 CB6

Square Permitted Districts: CB4 CB5 CB6



For illustrative purposes only

Intent

An open space often located at the intersection of important Thoroughfares available for unstructured recreation.

Specifications

Size	0.5 acres min. 5 acres max.
Frontage	Buildings
Character	Formal

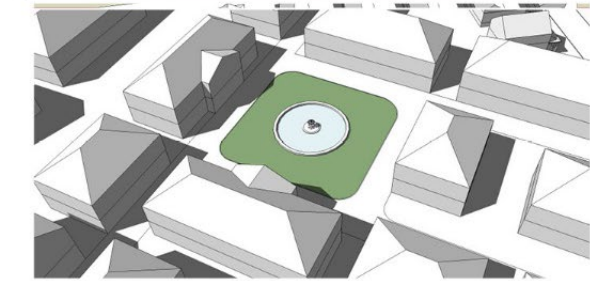
Typical Facilities

- Passive recreation
- Paths
- Accessory structures

Parking

No on-site parking is required.

Plaza Permitted Districts: CB5 CB6



For illustrative purposes only

Intent

A predominantly hardscaped open space often located at the intersection of important Thoroughfares available for Civic purposes and limited licensed Commercial concessions.

Specifications

Size	0.5 ac min. 2 ac max.
Frontage	Buildings
Character	Formal

Typical Facilities

- Passive recreation
- Paths
- Accessory structures
- Water features

Parking

No on-site parking is required.

REGULATIONS UPDATES: OPEN SPACE TYPE STANDARDS

TABLE V.14B SIGN TYPES - SPECIFIC STANDARDS

Marquee Sign

Permitted Districts:

CD-4 | CD-5 | CD-6



For illustrative purposes only

Description

An Attached Sign that is located either along the Building Facade where it projects perpendicular to the Frontage Facade, or at the corner of the Building where it projects at a 45 degree angle. Marquee Signs are a structural feature of a Building that provide both cover to pedestrians and Sign space. These Signs may extend beyond the parapet of the Building if the sign projects at a 45 degree angle, but may also terminate below the cornice or eave. Marquee Signs often have neon lettering used in conjunction with removable or painted lettering.

Dimensions

Quantity (max)	1 per Frontage Facade, per Principal Frontage per business; Subject to Table V.14C (Signage Limitations) If an attached or detached sign is placed at the Building corner where it can be viewed from 2 adjacent Frontage Facades, it counts toward both Frontage Facades.
Width / Height	no more than 4 ft wider than Principal Entrance
Depth / Projection	min 4 ft, max 10 ft
Clearance	min 10 ft from sidewalk
Letter Height	removable letter height max 6 in, business name and logo height max 36 in
Distance from Frontage Line	min 3 ft

Standards

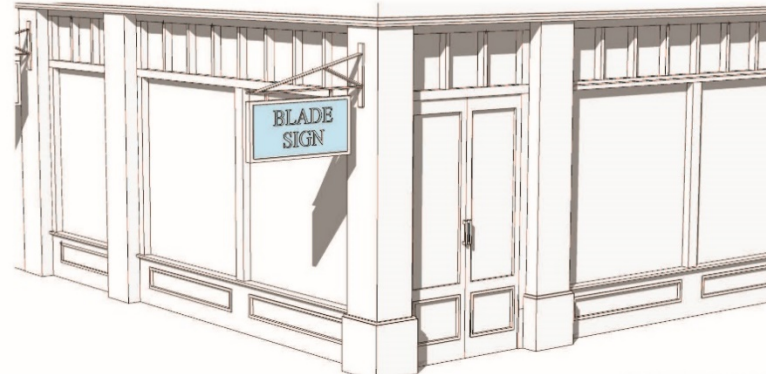
- In addition to all other applicable standards, each Marquee Sign shall:
- not be internally lighted or backlit except behind the panels from which removable letters are hung and shall be lighted with neon tubing or other external means;
 - be located only above the Principal Entrance of a Building and attached parallel to the Frontage Facade, or if such Building is located on a corner, then such Sign may be located at and attached perpendicular to the corner of the Building;
 - not have any supports more than eight (8) feet deep and all anchors and bolts must be concealed within its interior;
 - together with all anchors, bolts, supporting rods and braces, be constructed of high quality non-combustible components and materials, be designed by a structural engineer, and be subject to approval by the Building Inspector;
 - may be in addition to a Band Sign above.
 - shall not be animated;
 - shall not contain flashing, chasing, pulsating, or rotating lights; and
 - shall not contain video displays.

TABLE V.14B SIGN TYPES - SPECIFIC STANDARDS

Blade Sign

Permitted Districts:

CD-4 | CD-5 | CD-6



For illustrative purposes only

Description

An Attached Sign mounted perpendicular to a Building Frontage Facade, projecting at a 90-degree angle, made of metal or other material more than 1/2 inch in thickness, and typically hung from decorative cast or wrought iron brackets in a manner that permits it to swing slightly. These Signs are small, pedestrian-scaled, and easily read from both sides. May also be referred to as a Projecting Sign.

Dimensions

Quantity (max)	1 per Frontage Facade, per Business; Subject to Table V.14C (Signage Limitations) If an attached or detached sign is placed at the Building corner where it can be viewed from 2 adjacent Frontage Facades, it counts toward both Frontage Facades.
Area	8 sq ft
Width / Height	max 4 ft / max 4 ft
Depth / Projection	max 4 sq ft
Clearance	min 8 ft clear above the sidewalk
Letter Height	max 8 in

Standards

- In addition to all other applicable standards, each Blade Sign:
- shall be permanently installed perpendicular to the Frontage Façade;
 - shall be the only Blade Sign for the subject business operating on the Lot.

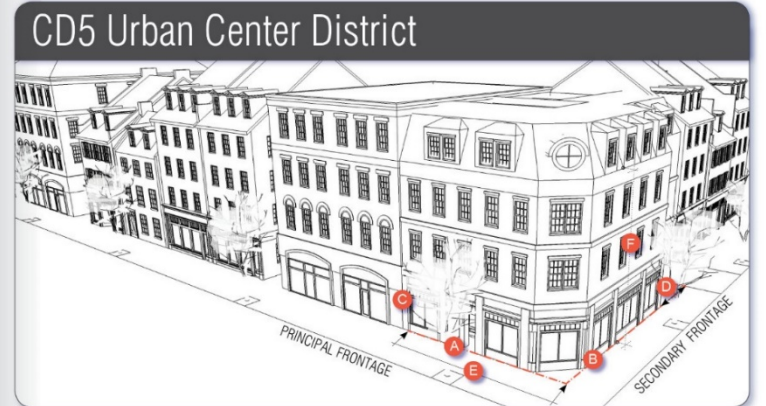
Revised Existing Code
 +
 Some New CharacterBased
 Elements
 =
 New Code

**ILLUSTRATION 10.6A40.6.2C CHARACTER DISTRICT STANDARDS
 URBAN CENTER DISTRICT CD5**

CD5 Urban Center District. CD5 Urban Center District. This District consists of a high density development center with a mix of building types and residential, retail and other commercial uses; there are no front Setbacks and no side Setbacks; it has limited landscaping; and it has Streets with curbs, sidewalks and street trees that define small to medium blocks.



**TABLE 10.6A40.6.2C CHARACTER DISTRICT STANDARDS
 URBAN CENTER DISTRICT CD5**



KEY --- Property Line (ROW)

BUILDING PLACEMENT — PRINCIPAL BLDG

Front Setback, Principal Frontage	0 ft	A
Front Setback, Secondary Frontage	0 ft	B
Side Setback	0 ft	C
Rear Setback	greater of 3 ft min or 15 ft from center line of alley	D
Frontage Buildout	100% at front setback	

YARD TYPES (see [Table 10.6A40.8.2](#))

Edgeyard	not permitted
Sidyard	not permitted
Rearyard	permitted

BUILDING & LOT USE

See [Section 10.6A40.11](#)

LOT OCCUPATION

Lot Width	18 ft min, 60 ft max	E
Lot Coverage	100% max	

BUILDING FORM — PRINCIPAL BUILDING

Building Height	4 stories max *	F
Ground Floor Height	12 ft min, 25 ft max	
Upper Floor Height	6' min	
Facade Glazing	20% min - 50% max **	
Roof Type	flat, hip, gable, mansard	
Roof Pitch, if any	gable: 6:12 min, 12:12 max hip: 3:12 min mansard: 6:12 min, 30:12 max	

* See [Illustration 10.6A20.1.2B](#) Special Requirements: Height
 ** 70% min shopfront

CLEAR & COMPELLING CODE DOCUMENTS

REGULATIONS THAT WORK FOR NORWALK



Harry Rilling



George Tsirani...



Greg Burnett



Lisa Shanahan



Darlene Young



David Heuvelm...



Mario Coppola



Tom Keegan



Kadeem Rober...



Tom Livingston



Barbara Smyth



Manny Langella



Nick Sacchinelli



Dominique Joh...



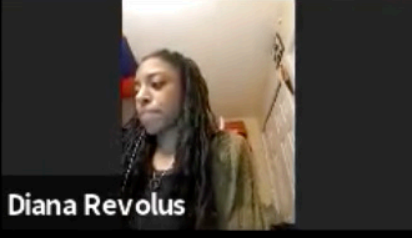
Donna King



Ray Burney



Christine Bradl...



Diana Revolus



Henry Dachowi...



SOMETHING FOR EVERYONE: POLICY-MAKERS



SOMETHING FOR EVERYONE: THE COMMUNITY



SOMETHING FOR EVERYONE: BUSINESSES



SOMETHING FOR EVERYONE: ALL AGES



SOMETHING FOR EVERYONE: VISITORS



SOMETHING FOR EVERYONE: DEVELOPERS



ESSENCE OF NORWALK

TIMELINE & NEXT STEPS

Zone Norwalk VIRTUAL CHARRETTE

FRIDAY SEPT. 17TH &
MONDAY - THURSDAY SEPT. 20TH - 23RD



What's a **VIRTUAL** Charrette?

A virtual Charrette is an intense, online participatory design and public input process where you are invited to work directly with your friends, family, neighbors, City staff and officials, and a team of talented planners. The entire process is being made available virtually so the community can participate safely during these times. Please join us as we work together to update the Building Zone Regulations – a regulating document that will protect and enhance the City by guiding future development and redevelopment for years to come.



To register for the online Presentations, Focus Meetings, and Open Studio please visit ZoneNorwalk.com

Schedule for the Virtual Charrette

All meetings will be recorded and posted on the website so that you can participate on your own schedule if you are unable to attend at the specified time.

Friday, September 17, 2021 - Presentation
12:00pm - 2:00pm or 6:00pm - 8:00pm

Opening Presentation & Workshop
Join us for a brief presentation followed by an online workshop. The same meeting is offered at the two times. This workshop will be available on the website.

Monday, September 20, 2021 - Meetings

11:00am - 12:00pm
Focus Meeting #1
Streets & Connectivity

6:00pm - 7:00pm
Focus Meeting #2
Character & Development

Tuesday, September 21, 2021 - Meetings

6:00pm - 7:00pm
Focus Meeting #3
Sustainability & Green Infrastructure

Thursday, September 23, 2021 - Presentation

6:00pm - 7:30pm
Work-In-Progress Presentation
Come see all the great work done during the Charrette and provide your input and feedback!

Monday, September 20 - Thursday, September 23, 2021

- Virtual Open Studio
9:00am - 7:00pm (Studio closes at 12:00pm on September 23)

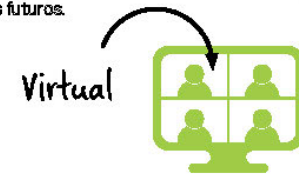
Zone Norwalk CHARRETTE VIRTUAL

VIERNES 17 DE SEPTIEMBRE, Y
DEL LUNES 20 AL JUEVES 23 DE SEPTIEMBRE



¿Qué es Charrette **VIRTUAL** ?

Un Charrette Virtual es un proceso de diseño participativo, con participación del público, en el que se le invita a trabajar directamente con sus amigos, familiares, vecinos, funcionarios de la Ciudad, y un equipo de planificadores talentosos. Todo el proceso está abierto al público y se llevará a cabo en línea. Únase a nosotros mientras trabajamos juntos para actualizar las Regulaciones de Zonificación de la construcción, un documento regulador que protegerá y mejorará la Ciudad al guiar el desarrollo y la remodelación de la ciudad para años futuros.



Para registrarse para las presentaciones en línea, las reuniones de enfoque y el estudio abierto, visite ZoneNorwalk.com

Calendario del Charrette Virtual

Todas las reuniones se grabarán y publicarán en el sitio web para que pueda participar en su propio horario si no puede asistir a la hora especificada.

Viernes 17 de Septiembre de 2021 - Presentación
12:00pm A 2:00pm Y de 6:00pm A 8:00pm

Taller de presentación y apertura
Únase a nosotros para una breve presentación seguida de un taller práctico. La misma reunión se ofrece en los dos horarios. Este taller estará disponible en el sitio web.

Lunes 20 de Septiembre de 2021 - Reuniones

11:00am - 12:00pm
Reunión de enfoque #1:
Calles y Conectividad

6:00pm - 7:00pm
Reunión de enfoque #2:
carácter y desarrollo

Martes 21 de Septiembre de 2021 - Reuniones

6:00pm - 7:00pm
Reunión de enfoque #3:
Sustentabilidad e infraestructura verde

Martes 21 de Septiembre de 2021 - Presentación

6:00pm - 7:30pm
Presentación del trabajo en curso
Venga a ver todo el gran trabajo realizado durante el Charrette y brinde sus comentarios y sugerencias.

Sábado 18 de Septiembre - Martes 21 de septiembre - Estudio abierto

9:00am - 7:00pm (el estudio cierra a las 12:00pm el 23 de Septiembre)

Discussion Topics:

- Streets & Connectivity – Monday at 11am
- Character & Development – Monday 6pm
- Sustainability & Green Infrastructure – Tuesday 6pm

NO specific knowledge or experience in any of these topics is necessary to attend a meeting! Participation is optional, so if you just want to listen & learn, please register!

VIRTUAL CHARRETTE

The virtual Charrette is completely open to the public, and all events are online so everyone can safely and conveniently participate! To register for the online Zoom meetings please visit ZoneNorwalk.com.

All meetings will be recorded and posted on the website so that you can participate on your own schedule if you are unable to attend at the specified time.

Friday
SEPTEMBER
17TH

12:00PM - 2:00PM
OR
6:00PM - 8:00PM
Opening Presentation & Workshop (same meeting offered at two times)
On Zoom!

Monday
SEPTEMBER
20TH

9:00AM - 7:00PM
Virtual Open Studio
On Zoom!

11:00AM - 12:00PM
Focus Meeting #1
Streets & Connectivity
On Zoom!

6:00PM - 7:00PM
Focus Meeting #2
Character & Development
On Zoom!

Tuesday
SEPTEMBER
21ST

9:00AM - 7:00PM
Virtual Open Studio
On Zoom!

6:00PM - 7:00PM
Focus Meeting #3
Sustainability & Green Infrastructure
On Zoom!

Wednesday
SEPTEMBER
22ND

9:00AM - 7:00PM
Virtual Open Studio
On Zoom!

Thursday
SEPTEMBER
23RD

9:00AM - 12:00PM
Virtual Open Studio
On Zoom!

6:00PM - 7:30PM
Work-In-Progress Presentation
On Zoom!

All online Zoom meetings require registration, so stop by the project website soon to sign up and learn more! While you're there, make sure to check out all of the online tools and share your thoughts.



CHARRETTE: FOCUS MEETINGS



Virtual Open Studio Times:

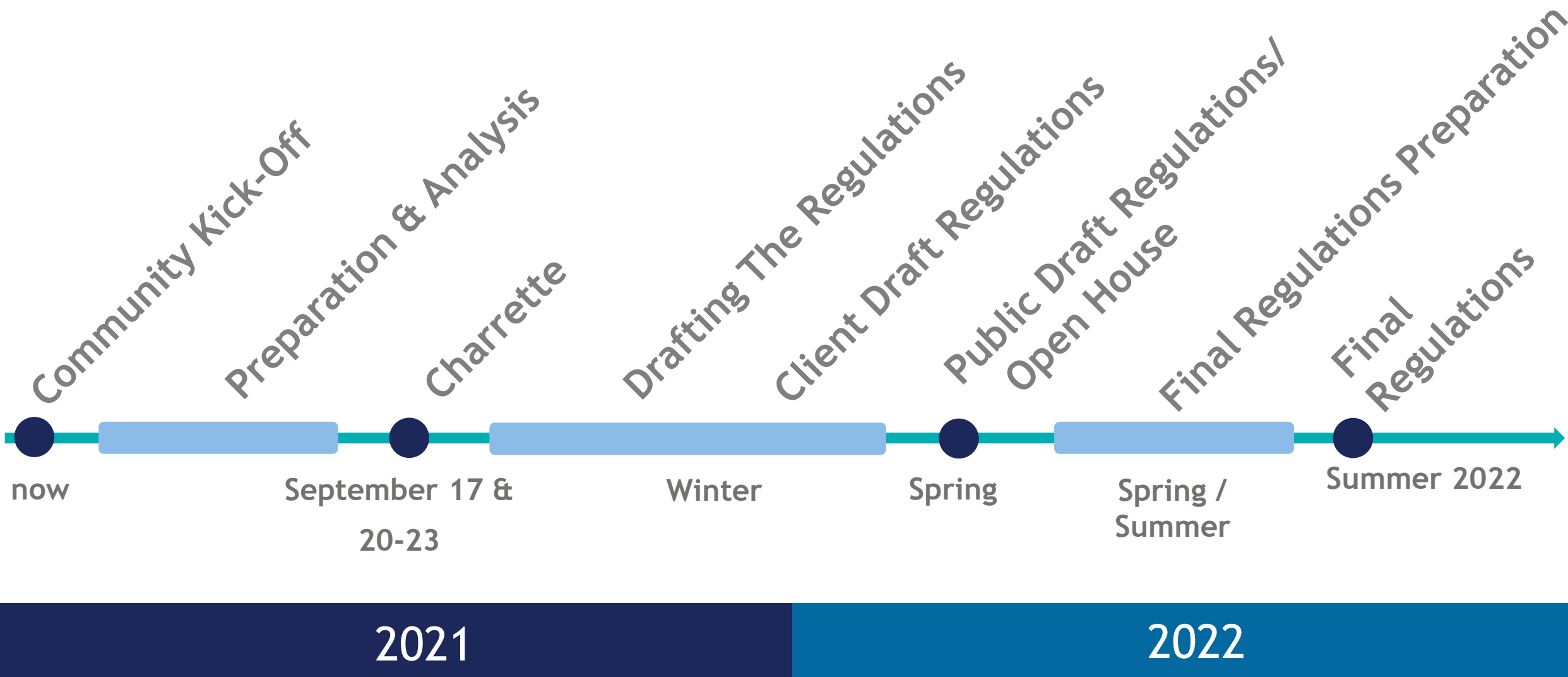
- Monday – Wednesday from 9am to 7pm
- Thursday from 9am to 12pm

Virtual Focus Meeting Times:


- Streets & Connectivity – Monday at 11am
- Character & Development – Monday 6pm
- Sustainability & Green Infrastructure – Tuesday 6pm

Register to attend via Zoom! Visitors to the Virtual Open Studio will be able to share their ideas and ask questions of team members.

REGISTER FOR MEETINGS ONLINE



PROJECT SCHEDULE

- 
- A vintage, silver-colored microphone stands on a stage. The background is dark with several bright, out-of-focus lights, creating a bokeh effect. The microphone is positioned on the right side of the frame, facing left.
- **WHAT ARE GOOD EXAMPLES OF DEVELOPMENT IN THE REGION?**
 - **IS NEW DEVELOPMENT ACCOMPLISHING THE COMMUNITY'S VISION?**
 - **HOPES, DREAMS, FEARS, ASPIRATIONS?**

LET'S CHAT!

VIRTUAL MAPPING WORKSHOP

Mapping Workshop

Add your markers to the map to tell us what you love about the character of Norwalk and what opportunities you think there are for improvement! You will need to be registered and signed into the site in order to place your markers!

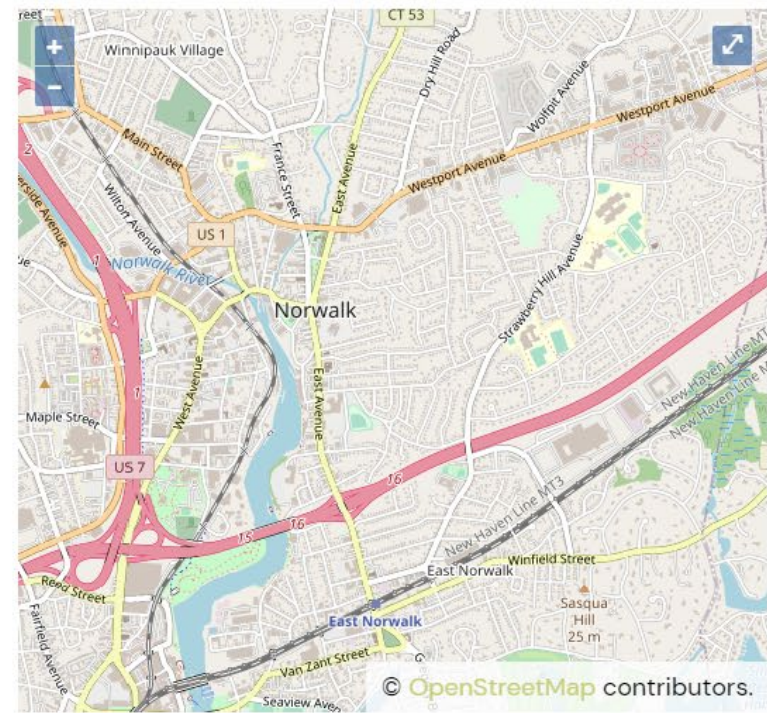
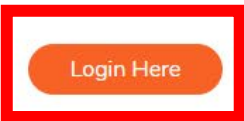
Just zoom in to find a location you are looking for, right click to place your marker and then you can use your mouse to drag it to the correct location. Choose the category that represents your marker:

- Places of Opportunity (blue)
- Character that Needs Improvement (red)
- Character You Love (green)
- Something We Should See (anywhere in the world)

Be sure to tell us WHY you placed markers in each location using the marker description.

Repeat as many times as you'd like!

Note: If you have an idea about a neighborhood or a larger area, just put your marker near the area, and let us know in the comment. If your idea isn't location-specific, you can still put it on the map, just note that it's "Not Location-Specific."



VIRTUAL MAPPING WORKSHOP INSTRUCTIONS

Mapping Workshop

Add your markers to the map to tell us what you love about the character of Norwalk and what opportunities you think there are for improvement! You will need to be registered and signed into the site in order to place your markers!

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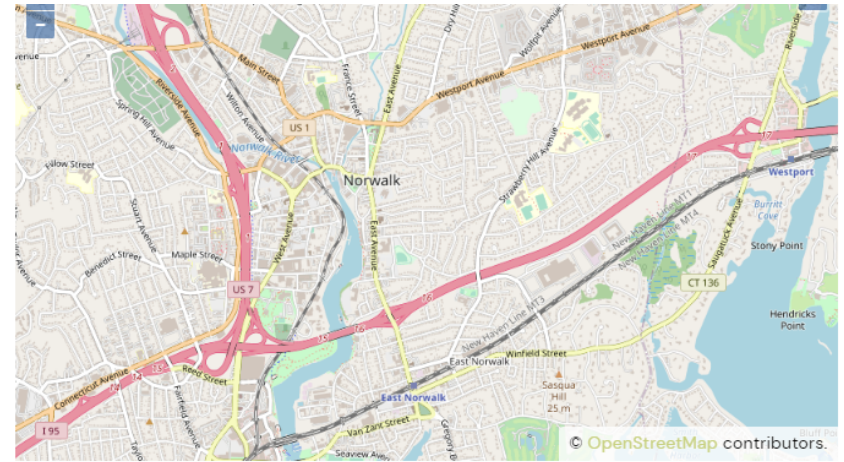
- Places of Opportunity (blue)
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[Login Here](#)



Add your own marker

Marker Title

Marker Address or GPS Location

Or right-click on the map and drag to add a marker

Marker Description

Marker Category

Character that Needs Improvement

Character You Love

Places of Opportunity

Please tick this box to prove you are human

Add marker

VIRTUAL MAPPING WORKSHOP INSTRUCTIONS



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VIRTUAL MAPPING WORKSHOP INSTRUCTIONS