



Town of
Munster, IN
**PLANAPALOOZA
OPENING NIGHT**

JULY 25, 2018

LIVABLE
MUNSTER



◆ CHARACTER-BASED CODE ◆

INTRODUCTIONS

MEET THE TEAM



BRIAN WRIGHT



BECKY TIMMONS



BILL WRIGHT



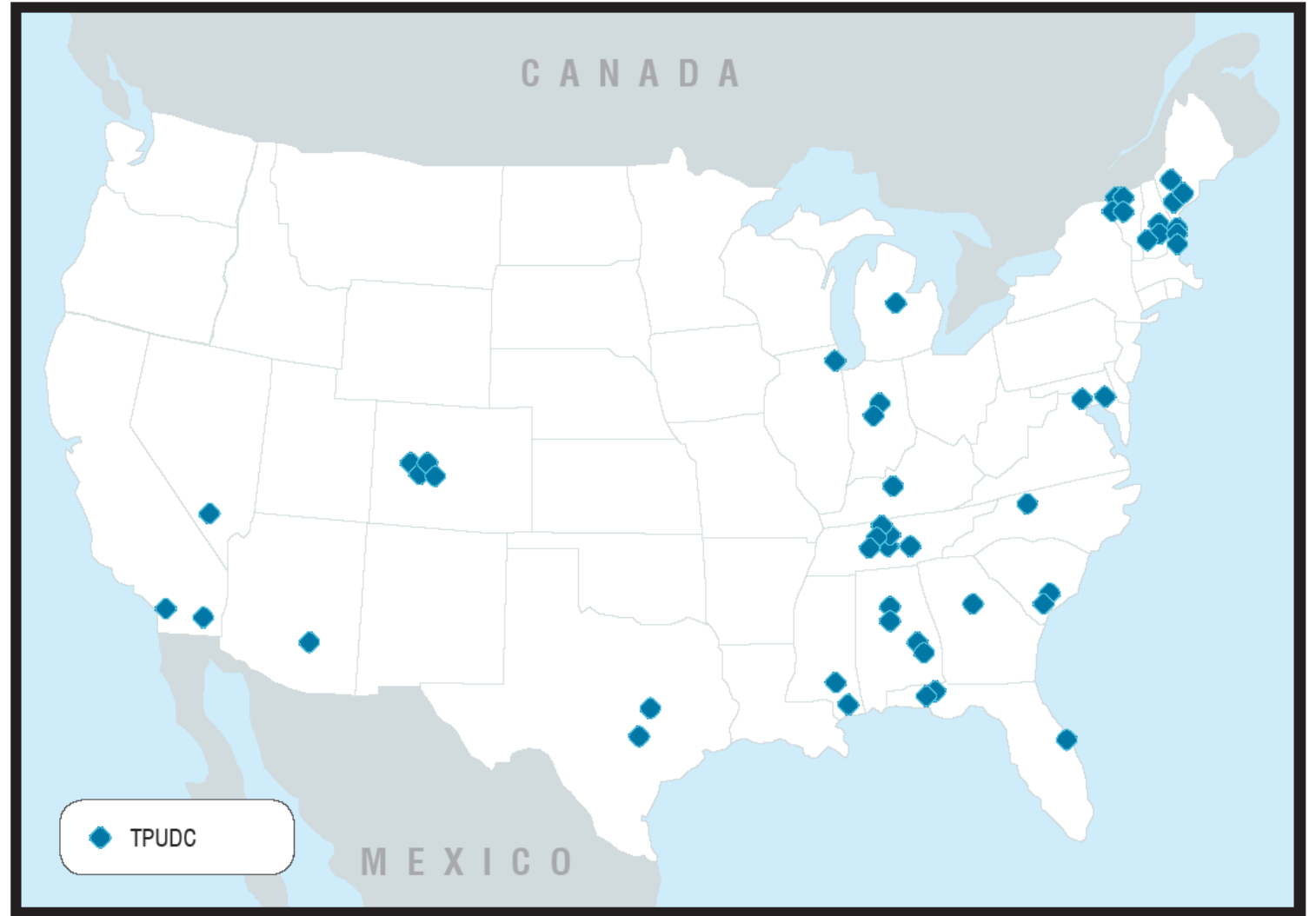
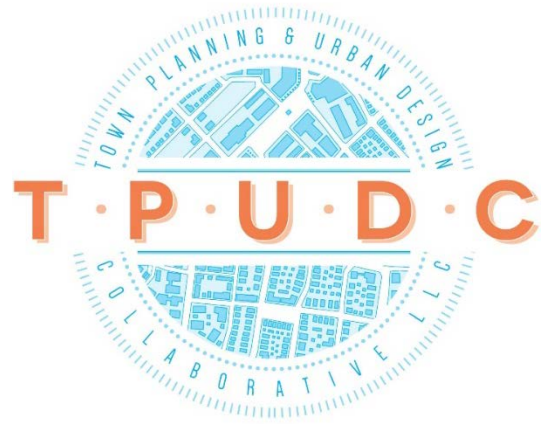
SANDRINE THIBAUT



GORICA ZIVAK



EMILY WRIGHT



WHERE WE WORK

PARTNERING WITH THE COMMUNITY

National Experience & LOCAL EXPERTISE

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





- **HIGH QUALITY DEVELOPMENT**
- **WALKABLE PEDESTRIAN ENVIRONMENT**
- **NEIGHBORHOOD CONNECTIVITY**
- **MIXED USE CENTERS**
- **VARIETY OF HOUSING TYPES**
- **CIVIC SPACE & COMMUNITY AMENITIES**

HOW CAN WE IMPROVE **LIVABILITY?**

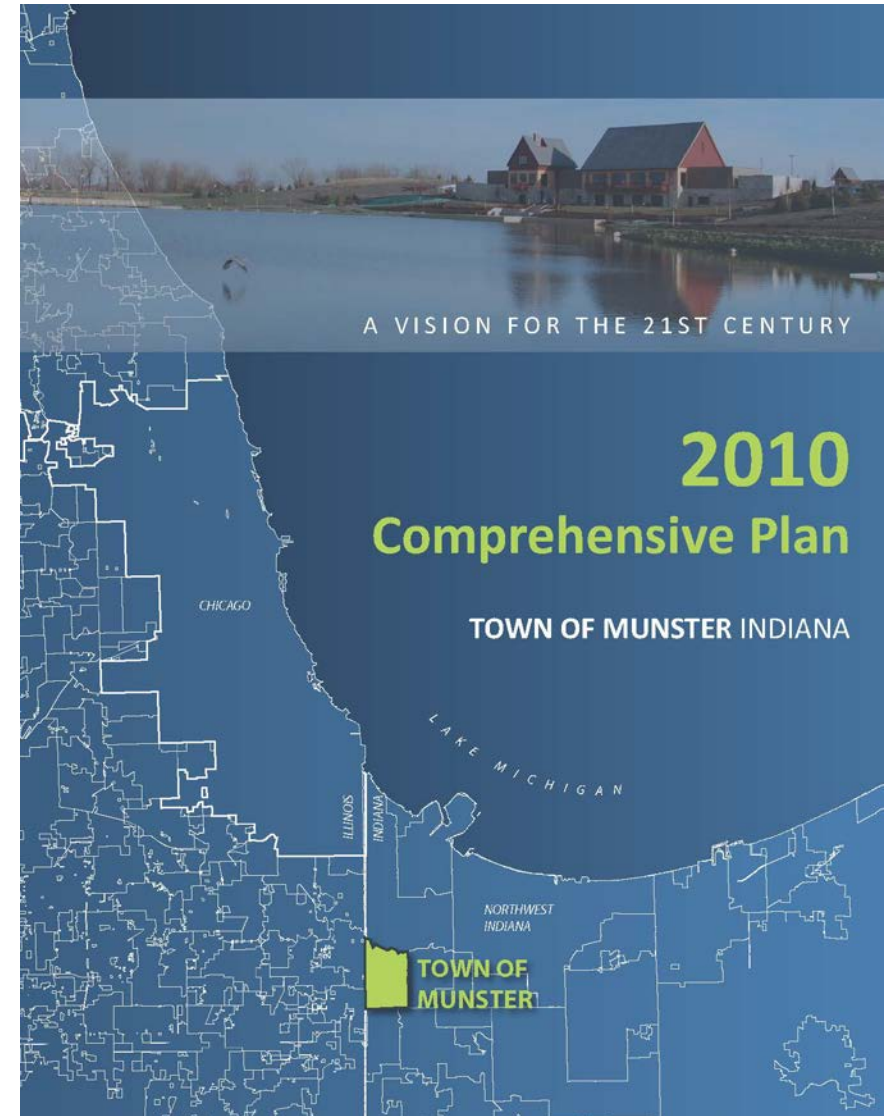
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1. WHERE ARE YOU TRYING TO GO?
 2. WHAT TIME IS YOUR FLIGHT?
 3. WHAT SEAT ARE YOU SITTING IN?
 4. WHERE IS THE BATHROOM?

ZONING 101

COMPREHENSIVE PLAN

A COMPREHENSIVE PLAN IS:

- A LONG RANGE POLICY DOCUMENT
- ESTABLISHES A VISION FOR THE TOWN
- PROVIDES POLICY GUIDANCE FOR GROWTH & DEVELOPMENT
- CONTAINS ACTION ITEMS DIRECTED AT THE TOWN TO IMPLEMENT THE VISION.



COMPREHENSIVE PLAN

1

VISION

In the next 20 years, Munster will remain strong as one of the most livable, attractive and prosperous towns in Northwest Indiana and the larger Chicagoland region for residents, businesses and visitors.

A Vision for the 21st Century

The 2010 Comprehensive Plan for the Town of Munster lays out a Vision and a framework for the sustainable growth of the Town into the 21st Century.

The Planning Law of the State of Indiana requires municipalities to develop and regularly update a "Comprehensive Plan," a long term plan that serves as a framework for the zoning and planning decisions for years to come. The Town of Munster developed the first Comprehensive Plan in 1938, with later updates in 1989 and 1994.

Since its incorporation in 1907, the Town of Munster has evolved into an established, livable, and prosperous community, serving as a cultural and medical hub for greater Northwest Indiana. Today, the Town of Munster is almost completely developed, and exists as a stable, auto-oriented community of primarily mid to late 20th century neighborhoods.

As the overall region continues to see significant population growth to the south, the Town today is poised to ask a critical question:

"How can Munster continue to be one of Northwest Indiana's premier communities in the 21st Century?"

This 2010 Comprehensive Plan Update is a great opportunity to address this question, and strengthen the Town's identity as a unique livable community in the region.

ACKNOWLEDGEMENTS

Town Council

Helen Brown
John W. Edington
Robert H. Mangus
Michael Mellon
David B. Nellans

Plan Commission

Jill Hasiak
Roland Raffin
William Baker
Stuart Friedman
Helen Brown (also Town Council)
David Nellans (also Town Council)
Michael Mellon (also Town Council)

Town Staff

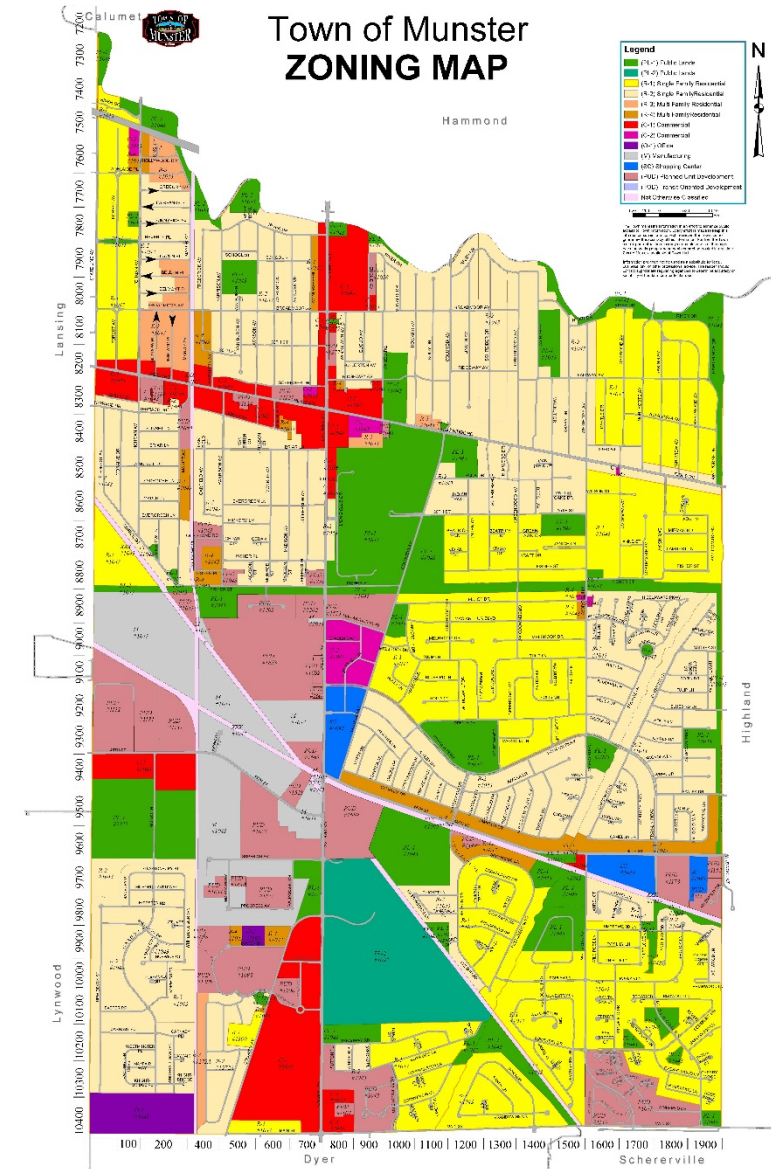
Thomas DeGiulio, Town Manager
Jim Knesek, Director of Operations
David Shofer, Clerk-Treasurer
Robert O'Shaughnessy, Director of Parks & Recreation
James Mandon, Town Engineer
Steve Scheckel, Chief of Police

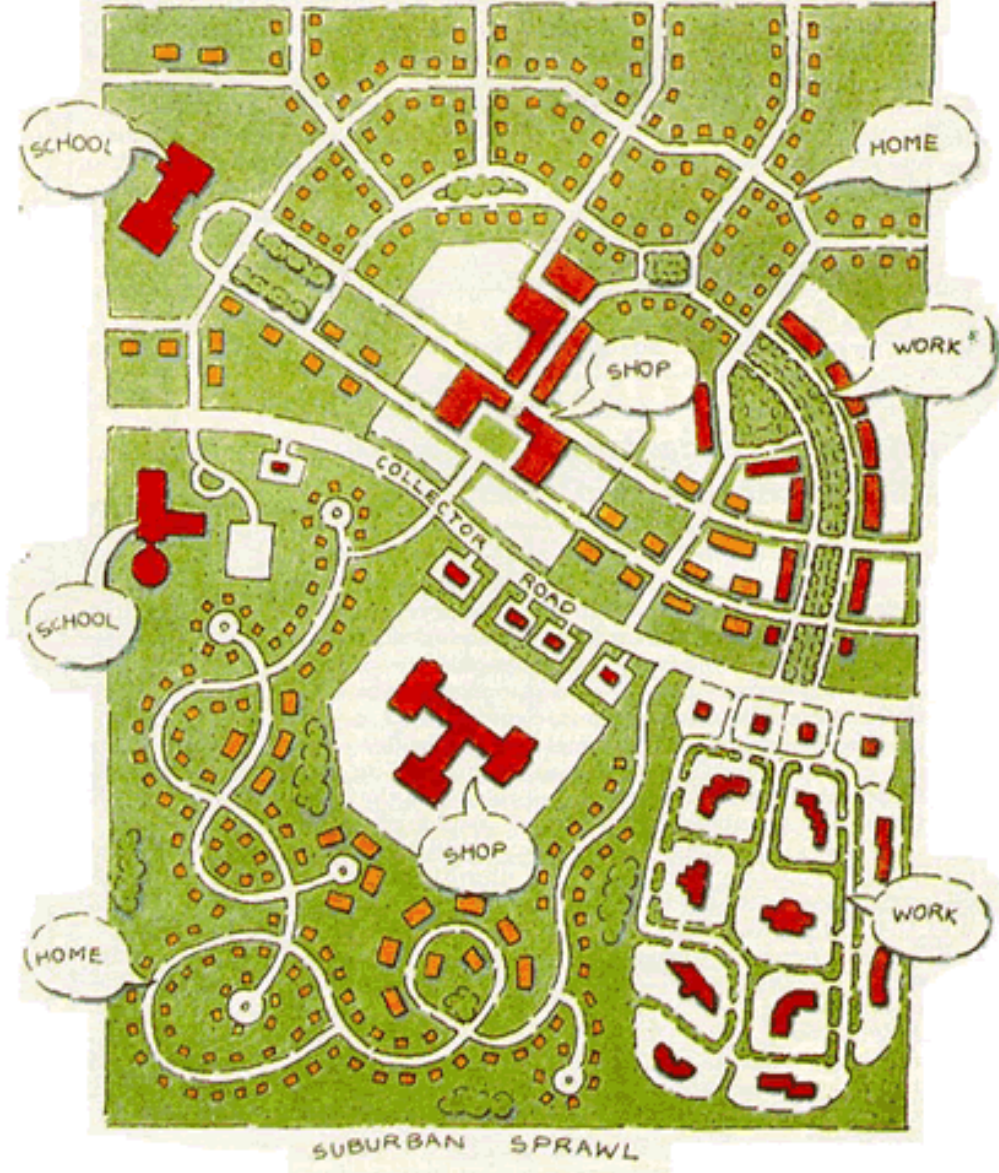
MUNSTER'S COMPREHENSIVE PLAN GOALS

- **PROMOTE SUSTAINABLE GROWTH**
- **SUPPORT TRANSIT AS CRITICAL TO A PROSPEROUS TOWN**
- **CREATE A LEGACY OF UNIQUE PARKS AND OPEN SPACES**
- **GROW AS A HUB OF THE REGIONAL TRAIL SYSTEM**
- **STRENGTHEN INFRASTRUCTURE TO MEET FUTURE NEEDS**
- **REDEVELOP OLD AREAS AS WALKABLE, MIXED USE CENTERS**

WHAT IS ZONING?

- **THE TOWN USES ZONING TO GROUP LAND INTO DIFFERENT AREAS, OR ZONES, WITH DIFFERENT RULES ABOUT WHAT YOU BUILD OR DO IN EACH ONE.**
- **ZONING DOESN'T ACTUALLY BUILD ANYTHING, IT JUST GUIDES AND LIMITS WHAT PEOPLE CAN BUILD IN DIFFERENT ZONES.**





WALKABLE

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

COMPACT

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

MIXED-USE

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

DIVERSE

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

CREATING COMPLETE COMMUNITIES

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?

STREET: Main Street
CROSS-STREETS: Adee St - Westchester Avenue

MEASUREMENTS & OBSERVATIONS			CALCULATIONS		
NEIGHBORHOOD PATTERNS	Block Width (feet)	580	Block Perimeter (feet)	1,520	
	Block Depth (feet)	180	Block Area (sq. feet)	104,400	
			Block Area (acres)	2.4	
	Parked cars in block (count)	9	Parked cars per acre	2	
	Trees in block (count)	15	Trees per acre	2	
	Dwelling Units in Block		Dwelling Units per acre	15	
	Building Type(s)	Multi-Use Buildings			
	Private Frontage Type(s)	Shopfront			
	Ground Level Function(s)	Retail/Restaurants			
	Upper Level Function(s)	Office			
PRIVATE REALM	Principal Building Height (stories)	2.5			
	Outbuilding Height (stories)	0			
	First Floor Above Grade (feet or inches)	0			
	Lot Width (feet)	50	Lot Size (sq. feet)	3,750	
	Lot Depth (feet)	75	Lot Size (acres)	0.08	
	Primary Building Width (feet)	50	Frontage Buildout at Setback (%)	100	
	Primary Building Depth (feet)	65	Primary Building Area (sq. feet)	3,250	
	Primary Building Front Setback (feet)	0			
	Primary Building Side Setback (feet)	0			
	Primary Building Rear Setback (feet)	10			
	Outbuilding Width (feet)	0	Outbuilding Area (sq. feet)	0	
	Outbuilding Depth (feet)	0			
	Outbuilding Rear Setback (feet)	0			
	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)	3,250	
			Total Building Coverage (%)	86.60%	

Number of Travel Lanes/Medians/Bikeways/Planters/Sidewalks					
PUBLIC REALM	Travel Lane(s) Width (feet)	15	2	Total Travel Lane Width (feet)	30
	Parking Lane(s) Width (feet)	7	2	Total Travel Lane Width (feet)	14
	Median Width (feet)	0	0	Total Median Width (feet)	0
	Bikeway(s) Width (feet)	None	0	Total Bikeway Width (feet)	0
	Planter(s) Width (feet)	None	0	Total Planter Width (feet)	0
	Sidewalk(s) Width (feet)	8	2	Total Sidewalk Width (feet)	16
	Public Frontage Type	Street		Total Pavement Width (feet)	44
	Posted Design Speed (mph)	25		Total Right-of-Way (ROW) Width (feet)	60
	Type of Vehicular Movement	two way		Spatial Width (feet)	44
	Type of On-Street Parking	Parallel			
	Type of Bikeway	None			
	Type of Planter	Tree Well			
	Street Tree Planting Pattern	Regular			
	Type of Street Trees	Cherry, Locust			
	Average Street Tree Spacing (feet)	15			
	Type of Sidewalk	Paved			
	Curb Radius (feet)	50			
	Type of Curb	Raised			

Measure ☐
Count ☐
Calculate ☐
Observe ☐

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



- DETERMINE WHICH NEIGHBORHOODS EXEMPLIFY EACH TRANSECT/ CHARACTER ZONE
- 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 ZONES

FORM-BASED DISTRICTS

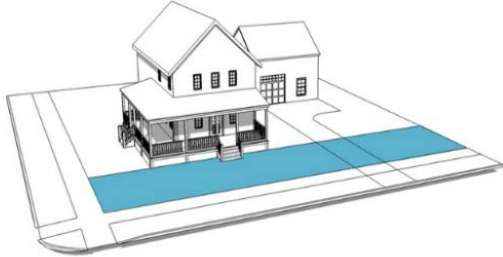
RESIDENTIAL DISTRICTS		HEIGHT (STORIES)	HEIGHT (FEET)	MINIMUM FRONTAGE	MINIMUM FRONT YARD SETBACK	MINIMUM REAR YARD SETBACK	MINIMUM SIDE YARD SETBACK	AREA IN SF OR ACRES	LOT COVERAGE	CIVIC	CD-3	CD-4	CD-5	SD
R-1	Single Family Residential	2.5 stories	35/39/50ft	75 ft	35 ft	15/20ft	25% lot width total	12,000 sf	30%		R-1			
R-2	Single Family Residential	2.5 stories	35/39/50ft	60 ft	35 ft	15/20ft	25% lot width total	9,000 sf	30%		R-1			
R-3	Multi Family Residential	2.5 stories	35/39/50ft	60 ft	35 ft	15/20ft	25% lot width total	7,500 sf	30%			R-3		
R-4	Apartment House District	4 stories	50 ft	100 ft	40 ft	40 ft	25% lot width total	7,500 sf	30%			R-4		
PUD	Planned Unit Development	N/A												
BUSINESS DISTRICTS														
C-1	Commercial	4 stories	50 ft	75 ft	variable	15 ft	not required	N/A	70%			C-1	C-1	
C-2	Commercial	2.5 stories	35/39/50ft	75 ft	30 ft	same as adj	same as adj/12 ft	same as adj	same as adj		C-2			
O-1	Office	N/A	50 ft	120 ft	20 ft	20 ft	20 ft each side	40,000 sf	25%		O-1			
SC	Shopping Center	4 stories	50 ft	75 ft	variable	15 ft	not required	N/A	70%		SC			
OTHER SPECIFIC DISTRICTS														
PL-1	Public Lands	N/A	50 ft	N/A	35 ft	20 ft	20 ft each side	N/A	30%	PL-1				M
PL-2	Public Lands	N/A	50 ft	N/A	35 ft	20 ft	20 ft each side	N/A	30%	PL-2				
M	Manufacturing	4 stories	50 ft	75 ft	35 ft	20 ft	20 ft each side	20,000 sf	N/A					
TOD	Transit Oriented Development	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD					

ZONING TRANSLATION

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.

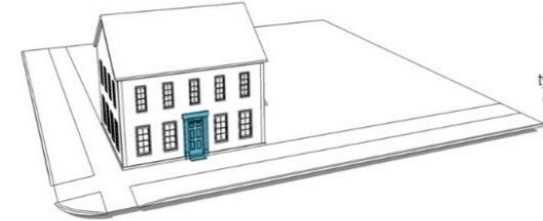
Step

Permitted Districts:

CD4—L*

CD4

CD5



A Frontage wherein the Facade is aligned close to the Frontage Line. The entrance is usually an exterior single step without a landing. This type is recommended for ground-floor Residential Office or Retail use. This frontage type is only allowed outside the Downtown Overlay District.

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

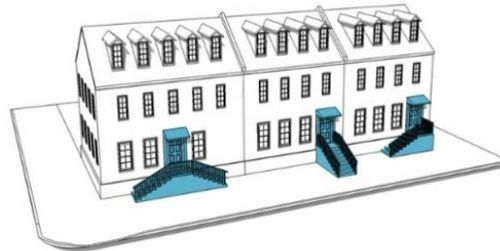
Stoop

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.

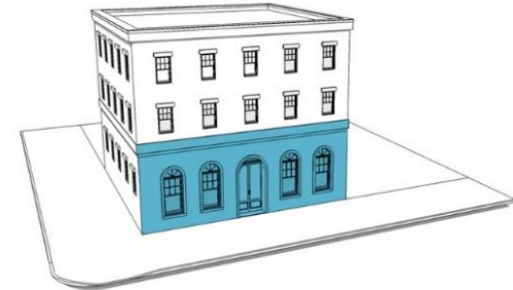
Officefront

Permitted Districts:

CD4—L*

CD4

CD5




A Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at or above Sidewalk grade. This type is conventional for Office use. It may have substantial glazing on the Facade.

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


INCORPORATING PATTERNS: FRONTAGE TYPES

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.

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



wherein the signed close Frontage Line. This is usually single step landing. This is intended for Residential use. This type is used outside the Downtown Overlay District.


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.

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



A Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at or above Sidewalk grade. This type is conventional for Office use. It may have substantial glazing on the Facade.

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

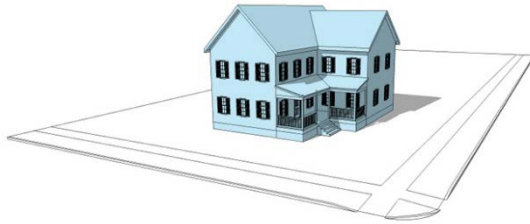
INCORPORATING PATTERNS: FRONTAGE TYPES

House

Permitted Districts:

CD4—L

CD4

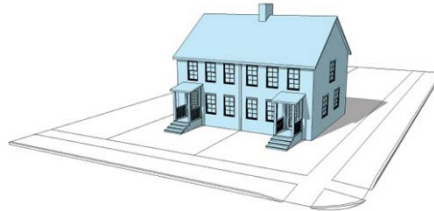


House: Building having an Edgeyard yard type, initially intended as a single-family dwelling on a medium to large Lot, often shared with an Accessory Building in the back yard. This building type is only allowed outside the Downtown Overlay District.

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



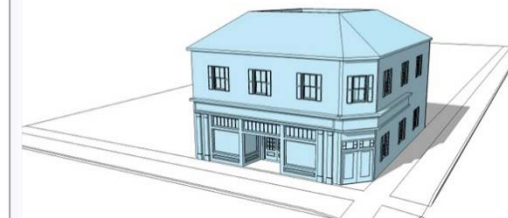
Apartment: a Building with an Edgeyard yard type, initially intended for a Residential Principal Use, including multiple attached single-family Dwelling Units. This building type is only allowed outside the Downtown Overlay District. This building type may be designed from the exterior to complement 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.

Small 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.

INCORPORATING PATTERNS: BUILDING TYPES

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.

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INCORPORATING PATTERNS: BUILDING TYPES

TABLE ____ SUMMARY OF SIGN TYPES ALLOWED IN CHARACTER BASED DISTRICTS

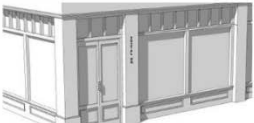



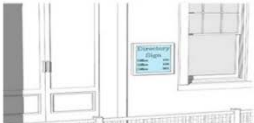


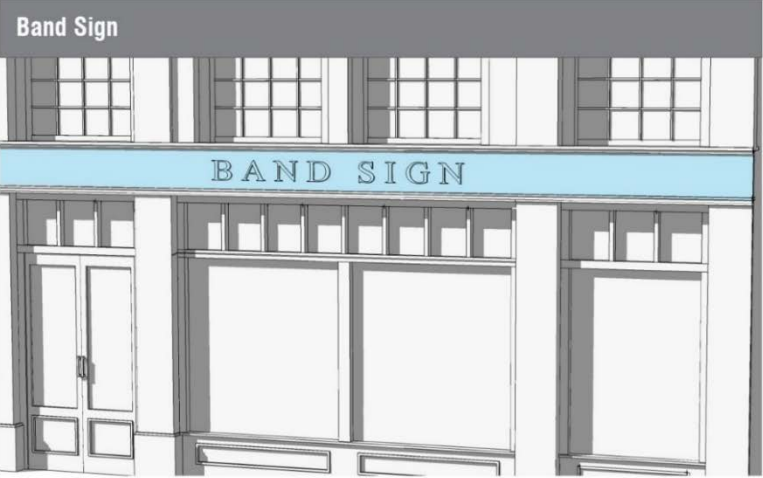
Specific Sign Type	Illustration	Districts
ADDRESS/POSTAL SIGN: A Sign that consists of a numeric reference to a Structure or Thoroughfare, mounted onto the Wall of the Building.		CB4 CB5 CB6
AWNING SIGN: An Awning that contains a Retail tenant Sign which may be painted, screen printed, or appliqueed on the Awning. This Sign type is a traditional Shopfront fitting and can be used to protect merchants' wares and keep Shopfront interiors shaded and cooled, and provide temporary cover for pedestrians.		CB4 CB5 CB6
BAND SIGN: A Sign that is flat against the Facade consisting of individual cut letters applied directly to the Building, or painted directly on the surface of the Building. These Signs are placed directly above the main entrance and often run horizontally along the entablature of traditional Buildings. Band Signs are typically intended to be seen from a distance and are often accompanied by additional pedestrian-scaled Signage. May also be referred to as a Wall Sign or Facade Sign.		CB4 CB5 CB6
BLADE SIGN: A Sign mounted perpendicular to a Building Facade Wall, 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.		CB4 CB5 CB6
DIRECTORY SIGN: A Sign that displays the tenant name and location for a Building containing multiple tenants.		CB4 CB5 CB6
MARQUEE SIGN: A vertical Sign that is located either along the Building Facade where it projects perpendicular to the 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 provides both cover to pedestrians and Sign space. These Signs may extend beyond the parapet of the Building where it 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.		CB4 CB5 CB6
MONUMENT SIGN: A Sign that is Erected on a solid base directly on the ground, and that is itself Constructed of a solid material.		CB4 CB5 CB6

TABLE ____ SIGN TYPES - SPECIFIC STANDARDS FOR SIGN TYPES ALLOWED IN CHARACTER BASED DISTRICTS



Description

A Sign that is flat against the Facade consisting of individual cut letters applied directly to the Building, or painted directly on the surface of the Building. These Signs are placed directly above the main entrance and often run horizontally along the entablature of traditional Buildings. Band Signs are typically intended to be seen from a distance and are often accompanied by additional pedestrian-scaled Signage. May also be referred to as a Wall Sign or Facade Sign.

Dimensions




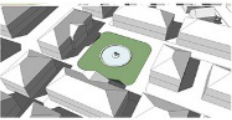


Quantity (max)	1 per address per Frontage
Area	1.5 sf per linear ft Facade
Width / Height	max 90% width of Facade / max 3 ft
Depth / Projection	max 7 in
Clearance	min 7 ft
Letter Height	max 18 in

Standards

In addition to all other applicable standards, each Band Sign allowed under this Chapter 7 Article 1 shall:


- a. be applied to the first story Facade and not project vertically above the roof line;
- b. include only letters, background, lighting, and an optional logo, with such information shall consist only of the name and/or logo of the businesses located in such Building;
- c. not list products, sales, or other promotional messages, or contact information;
- d. have letters individually attached to the wall, on a separate background panel affixed to the wall, or printed or etched on the same surface as the background;
- e. be externally illuminated by lights shielded from direct view to reduce glare;
- f. not have exposed electrical raceways, conduits or wiring;
- g. should be placed in consideration of the Building architecture and in vertical alignment with the center of an architectural element such as a storefront window or entrance, or centered over the bay or overall space occupied by the business, all without interruption or obscuring an architectural element or causing visual disharmony; and
- h. be coordinated in terms of scale, placement, colors and materials with any other Band Sign on the Façade of the Building.

TABLE ____ CIVIC SPACE TYPES SUMMARY

Civic Space Type	Illustration	Permitted in Character Based Districts
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.		CB4 CB5 CB6
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.		CB4 CB5
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.		CB4 CB5 CB6
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.		CB5 CB6
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.		CB4 CB5 CB6
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.		CB4 CB5 CB6

Square

Permitted Districts:
CB4CB5CB6



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

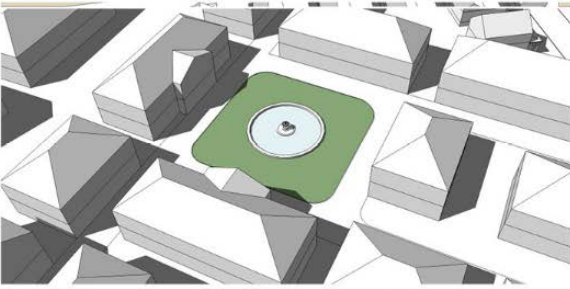
- Passive recreation
- Paths
- Accessory structures

Parking

No on-site parking is required.

Plaza

Permitted Districts:
CB5CB6



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

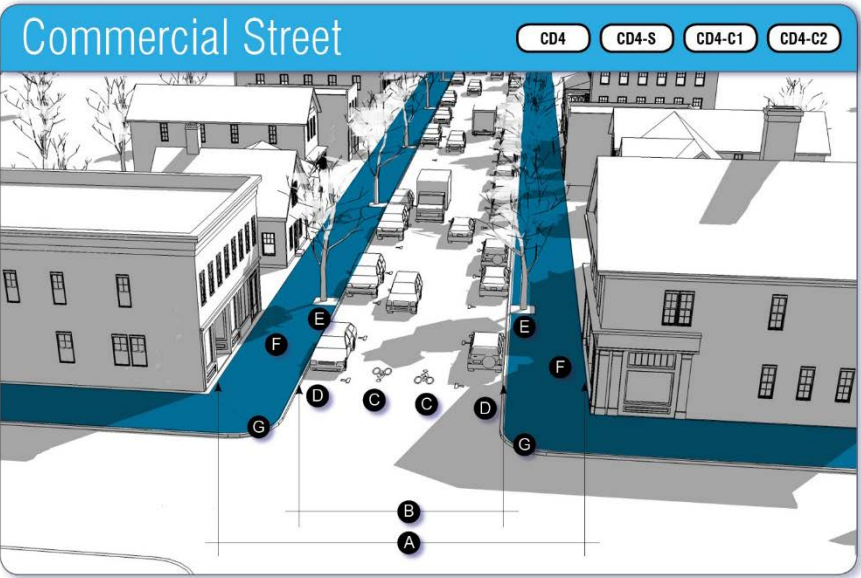
- Passive recreation
- Paths
- Accessory structures
- Water features

Parking

No on-site parking is required.

CODIFYING PATTERNS: CIVIC SPACES

TABLE ____ THOROUGHFARE ASSEMBLIES AND STANDARDS



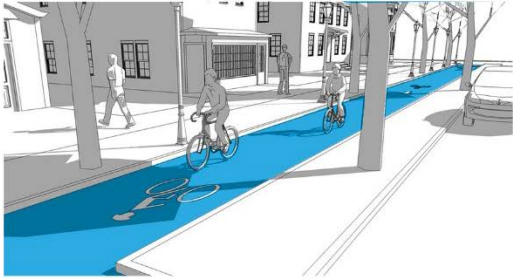
THOROUGHFARE TYPE	COMMERCIAL STREET
Right of Way Width	58 - 76 ft A
Pavement Width	34 - 36 ft B
Movement	Slow
ASSEMBLIES	
Traffic Lanes	2 lanes
Traffic Lane Width	9 - 10 ft C
Parking Lanes	Parallel, 2 sides D
Parking Lane Width	8 ft, marked
Bikeway Type	Sharrow, Buffered Bike Lane, Protected Bike Lane. See Table 6.E.3 . *

* Bikeways are optional. If bikeways are accommodated, right of way and pavement width may be increased by the aggregate width of bikeways provided, in accordance with **Table 6.E.3**.

PLANTER	
Planter Type	Tree Well E
Planter Width	4 - 6 ft
Landscape Type	Trees at 30" o.c. average
Species	See Table 6.E.4
WALKWAY	
Walkway Type	Sidewalk, both sides F
Walkway Width	12 - 20 ft
CURB	
Curb Radius	5 - 20 ft G
Curb Type	Raised Curb
LIGHTING	See Table 6.E.5

TABLE ____ BIKEWAY TYPES

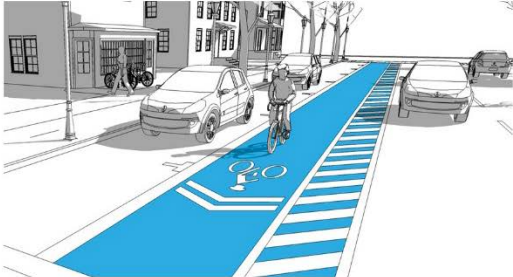
Protected Bicycle Lane



Permitted Districts:

CB3	CB4	CB5
Riding Surface Width	5 ft min	
Buffer	3 ft min, painted buffer, curb, or planter strip	
Movement	With traffic or dual direction	
Intersection Detailing	Signalized, Peg-a-Track, colored, Bicycle Box	
Bicycle Parking	Rack, bicycle shelter, bicycle station	

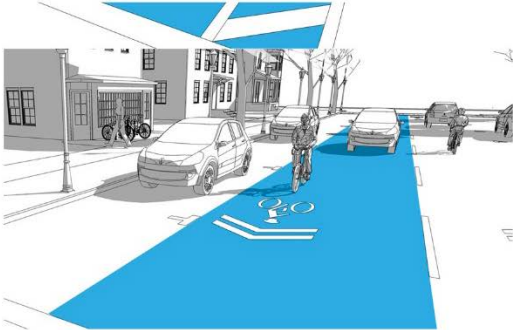
Buffered Bicycle Lane



Permitted Districts:

CB3	CB4	CB5
Riding Surface Width	5 ft min each way	
Buffer	2 ft min, painted buffer	
Movement	With traffic or Contra-flow	
Intersection Detailing	Signalized, Peg-a-Track, colored, Bicycle Box	
Bicycle Parking	Rack, bicycle shelter, bicycle station	

Shared Use Lane



Permitted Districts:

CB3	CB4	CB5
Riding Surface Width	Same as vehicular lane	
Buffer	n/a	
Movement	With Traffic	
Intersection Detailing	Signed, signalized,	
Bicycle Parking	Opportunistic, rack, Bicycle Shelter	

CODIFYING PATTERNS: THOROUGHFARES

TABLE __ PERMITTED USES

				SPECIAL DISTRICTS
Zoning District	CB4	CB5	CB6	SD-R
Home Improvement Center	P	P	P	X
Hotel	P	P	P	X
Market, Farmer's	P	P	P	X
Market, Flea	X	X	X	X
Market, Public	P	P	P	X
Mini-Storage Warehouse	X	X	X	X
Nursery	X	X	X	X
Office	P	P	P	PAC
Office, Leasing / Sales	P	P	P	X
Payday Loan	X	P	P	X
Personal Care Services	P	P	P	X
Recreation Equipment Sales / Service	X	X	X	X
Restaurant Drive-In / Drive Through	X	X	X	X
Restaurant	P	P	P	PAC
Retail	P	P	P	PAC
Shopping Center	P	P	P	X
Title Loan / Pawnshop	X	P	P	X
Upholstery Shop	P	P	P	X
COMMUNICATION USES:				
Printing and Publishing	P	P	P	X
Studio, Radio / TV	P	P	P	X
Wireless Communication:				
Broadcast Satellite	X	X	X	X
Broadcast Tower	X	X	X	X
Cellular, Microwave or Two-Way Antennas	AR	AR	AR	X
Cellular, Microwave or Two-Way Towers	AR	AR	AR	X
INDUSTRIAL USES:				
Brew Pub	P	P	P	X
Brewery	X	X	X	X
Brewery, Micro	X	X	X	X
Contractor Yard	X	X	X	X
Dairy, Factory	X	X	X	X
Dairy, Farm	X	X	X	X
Distillery	X	X	X	X
Distillery, Artisanal	P	P	P	X
Heavy Equipment, Sales and Service	X	X	X	X
Junk Yard, General	X	X	X	X
Junk Yard, Vehicular	X	X	X	X
Manufacturing, Heavy	X	X	X	X

TABLE __ PERMITTED USES

				SPECIAL DISTRICTS
Zoning District	CB4	CB5	CB6	SD-R
Home Improvement Center	P	P	P	X
Hotel	P	P	P	X
Market, Farmer's	P	P	P	X
Market, Flea	X	X	X	X
Market, Public	P	P	P	X
Mini-Storage Warehouse	X	X	X	X
Nursery	X	X	X	X
Office	P	P	P	PAC
Office, Leasing / Sales	P	P	P	X
Payday Loan	X	P	P	X
Personal Care Services	P	P	P	X
Recreation Equipment Sales / Service	X	X	X	X
Restaurant Drive-In / Drive Through	X	X	X	X
Restaurant	P	P	P	PAC
Retail	P	P	P	PAC
Shopping Center	P	P	P	X
Title Loan / Pawnshop	X	P	P	X
Upholstery Shop	P	P	P	X
COMMUNICATION USES:				
Printing and Publishing	P	P	P	X
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Wireless Communication:				
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Cellular, Microwave or Two-Way Antennas	AR	AR	AR	X
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INDUSTRIAL USES:				
Brew Pub	P	P	P	X
Brewery	X	X	X	X
Brewery, Micro	X	X	X	X
Contractor Yard	X	X	X	X
Dairy, Factory	X	X	X	X
Dairy, Farm	X	X	X	X
Distillery	X	X	X	X
Distillery, Artisanal	P	P	P	X
Heavy Equipment, Sales and Service	X	X	X	X
Junk Yard, General	X	X	X	X
Junk Yard, Vehicular	X	X	X	X
Manufacturing, Heavy	X	X	X	X

TABLE __ PERMITTED USES

				SPECIAL DISTRICTS
Zoning District	CB4	CB5	CB6	SD-R
Water / Sewage Pumping Station	SE ¹⁰⁰	SE ¹⁰⁰	SE ¹⁰⁰	SE ¹⁰⁰
WASTE MANAGEMENT USES:				
Composting Facility	X	X	X	X
Landfill	X	X	X	X
Landfill, Sanitary (Private)	X	X	X	X
Landfill, Sanitary (Public)	X	X	X	X
Recycling Collection Center	X	P	P	X
Recycling Facility	X	X	X	X
Solid Waste Transfer Facility	X	X	X	X
RECREATION / ENTERTAINMENT USES:				
Adult Establishment	X	P	P	X
Amphitheater	PAC	P	P	P
Arena	X	X	X	P
Amusement, Indoor	P	P	P	X
Amusement, Outdoor	X	X	X	X
Convention Center	X	PC	PC	X
Country Club Golf / Swim	P	P	P	X
Drive-In Movie	X	X	X	X
Driving Range Free-Standing	X	X	X	X
Greenway / Park	P	P	P	P
Fitness Center	PAC	P	P	P
Stadium	PAC	PC	PC	X
Zoo	X	X	X	X

LEGEND

The following notations are utilized in the following district land use table. Lack of one of the following notations in a cell of the district land use table indicates that the specific land use category is NOT permitted within that corresponding zoning district.

P	Permitted as of right
PC	Permitted with conditions as described in Chapter 4, Article II
SE	Permitted by special exception with conditions as described in Chapter 4, Article III
PAC	Permitted as accessory to another principal use as described in Chapter 4, Article IV
AR	Administrative Review
X	Not Permitted

Several notes at the end of the Permitted Use Table 1.02.201 indicate other land use development standards that may apply to development within the City.

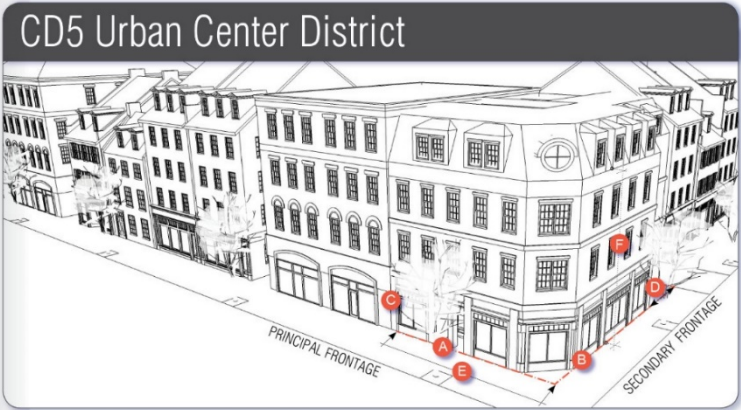
REVISED EXISTING CODE
+
NEW CHARACTER-BASED ELEMENTS
=
NEW MUNSTER CODE

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
** 70% min shopfront

CLEAR & COMPELLING CODE DOCUMENTS

WHAT WE'VE LEARNED

- THE COMMUNITY
- QUANTITY & QUALITY OF PARKS & OPEN SPACES
- GREAT SCHOOLS
- FAMILY-FRIENDLY NEIGHBORHOODS
- SAFE COMMUNITY, LOW CRIME RATE
- AFFORDABLE PLACE TO LIVE COMPARED TO THE REGION
- CLOSE TO CHICAGO



WHAT DO YOU LIKE MOST ABOUT **MUNSTER**?

- NOT EASY TO ADMINISTER
- TOO MUCH SUBJECTIVITY IN REVIEW AND APPROVAL PROCESS
- COMPLICATED DEVELOPMENT REVIEW PROCESS
- DISCOURAGES DEVELOPMENT
- NOT USER-FRIENDLY
- NOT ENOUGH REGULATION OF BUILDING APPEARANCE/MATERIALS
- TOO MANY PUDS AND VARIANCES
- LOTS OF NONCONFORMANCES
- TRAFFIC ISSUES, ESPECIALLY ON CALUMET
- LACK OF PROPER “GATEWAYS” TO MUNSTER



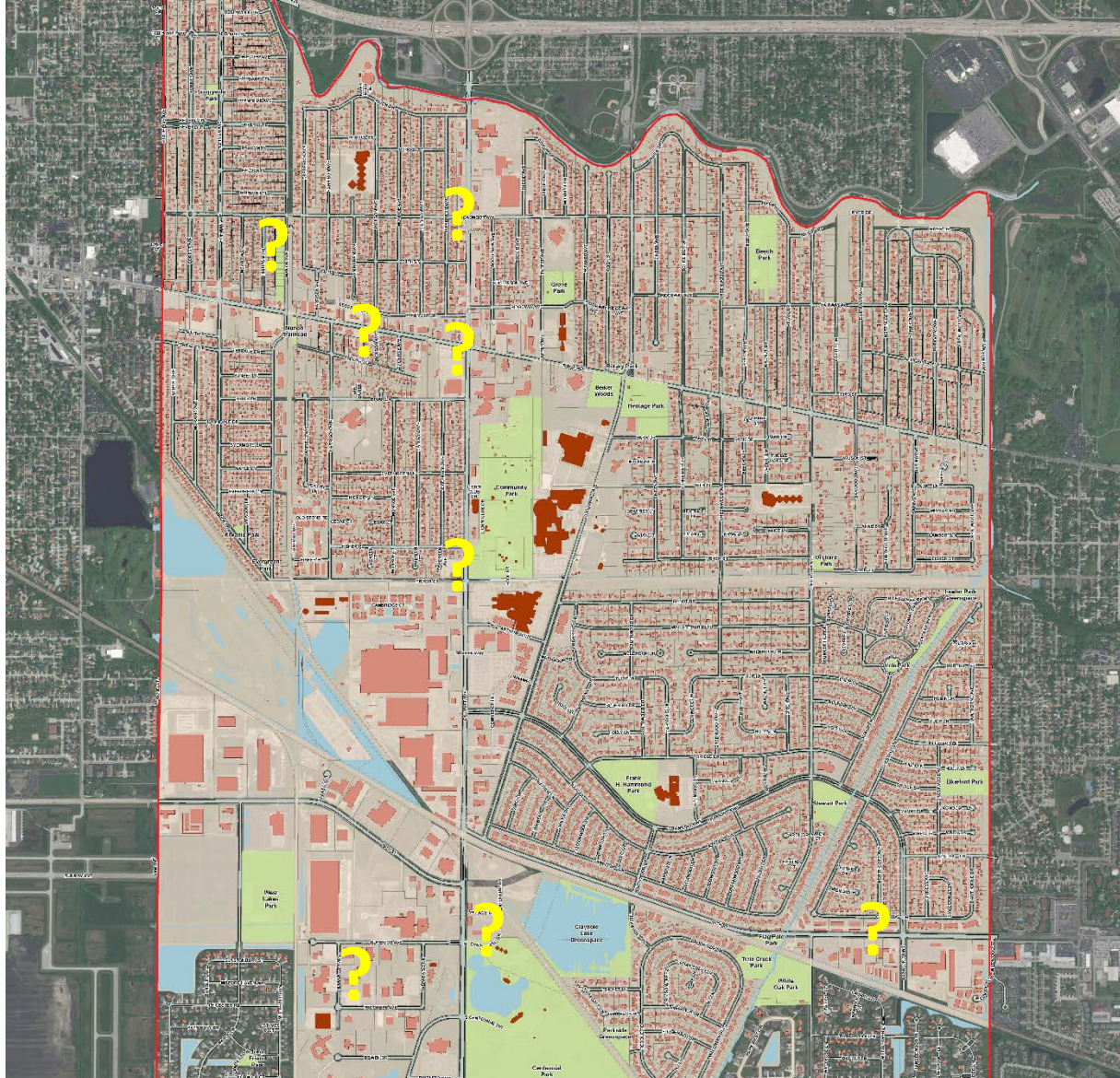
WHAT ARE PERCEIVED CHALLENGES OF THE **CURRENT ZONING?**

- **BE CONSISTENT WITH THE GOALS OF THE COMPREHENSIVE PLAN**
- **ENSURE HIGH QUALITY DEVELOPMENT**
- **DISTINGUISH MUNSTER FROM NEIGHBORING COMMUNITIES**
- **ACCOMMODATE TRANSIT-ORIENTED DEVELOPMENT IF TRAIN STATIONS ARE BUILT**
- **ENABLE HIGH-QUALITY MIXED USE DEVELOPMENT**
- **BE CLEAR, PREDICTABLE AND USER-FRIENDLY**
- **BE EASY TO ADMINISTER**
- **REDUCE SUBJECTIVITY IN REVIEW AND APPROVAL PROCESS**
- **ATTRACT YOUNGER RESIDENTS**
- **ENCOURAGE A WIDER VARIETY OF HOUSING OPTIONS AND BUILDING TYPES**
- **IMPROVED CONNECTIVITY FOR WALKING AND BIKING**

WHAT SHOULD BE THE GOALS OF THE **NEW ZONING ORDINANCE?**

- NO NEW DEVELOPMENT
- NO NEW PEOPLE

WHAT SHOULD BE THE GOALS OF THE **NEW ZONING ORDINANCE?**



DISCUSSION TOPICS: **WHERE IS THE CENTER OF MUNSTER?**



DISCUSSION TOPICS: **CHARACTER OF DEVELOPMENT**



DISCUSSION TOPICS: **GROWTH**



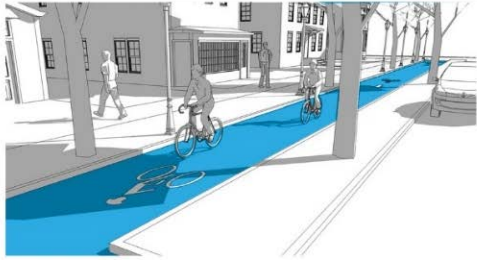
DISCUSSION TOPICS: **GROWTH**



DISCUSSION TOPICS: **GROWTH**

TABLE ____ BIKEWAY TYPES

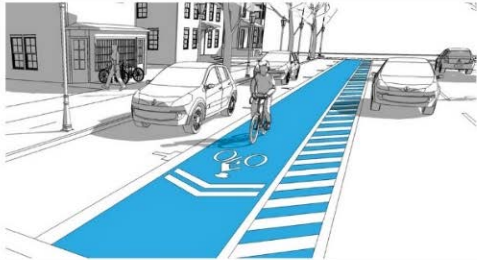
Protected Bicycle Lane



Permitted Districts:

CB3	CB4	CB5
Riding Surface Width	5 ft min	
Buffer	3 ft min, painted buffer, curb, or planter strip	
Movement	With traffic or dual direction	
Intersection Detailing	Signalized, Peg-a-Track, colored, Bicycle Box	
Bicycle Parking	Rack, bicycle shelter, bicycle station	

Buffered Bicycle Lane



Permitted Districts:

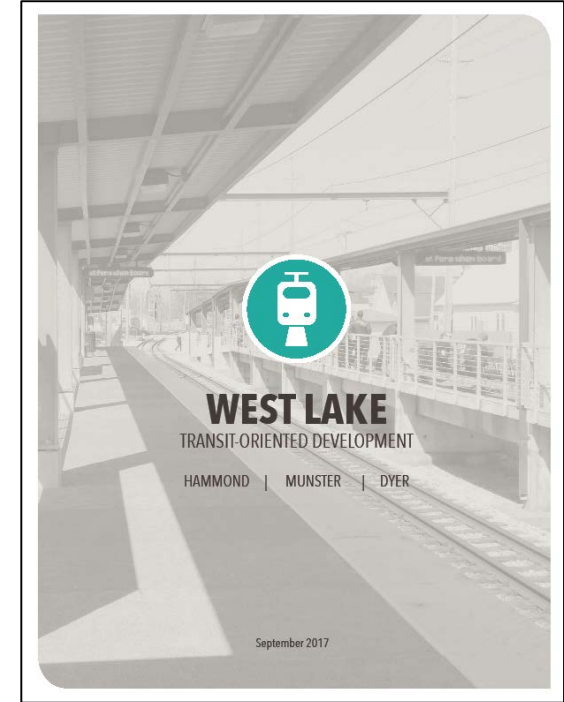
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Shared Use Lane



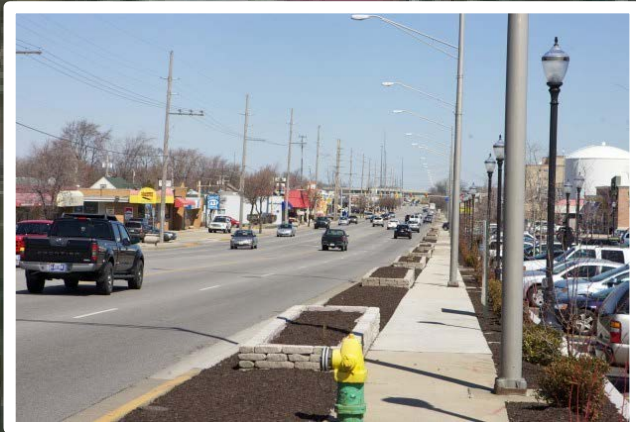
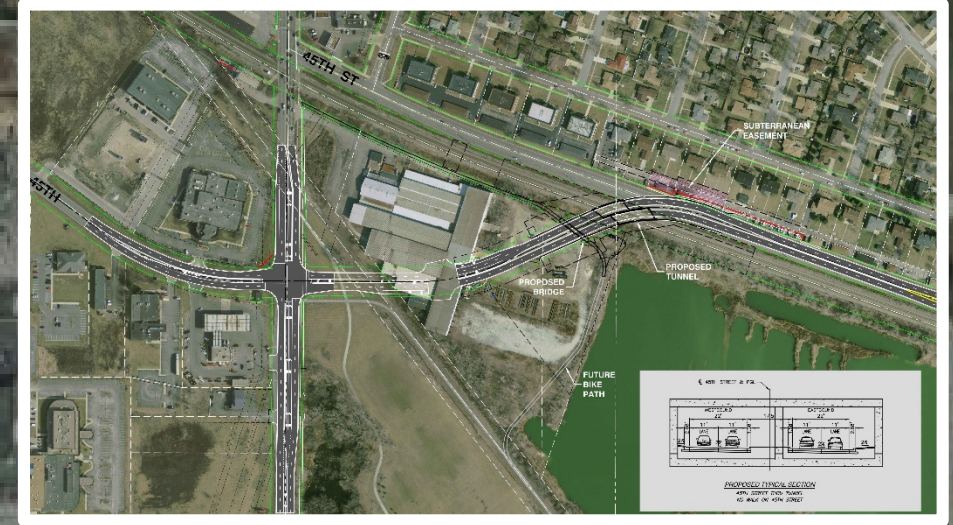
Permitted Districts:

CB3	CB4	CB5
Riding Surface Width	Same as vehicular lane	
Buffer	n/a	
Movement	With Traffic	
Intersection Detailing	Signed, signalized,	
Bicycle Parking	Opportunistic, rack, Bicycle Shelter	



TOMORROW
9:00AM-10:00AM
TOWN HALL

MEETINGS: MULTI-MODAL TRANSPORTATION & TOD



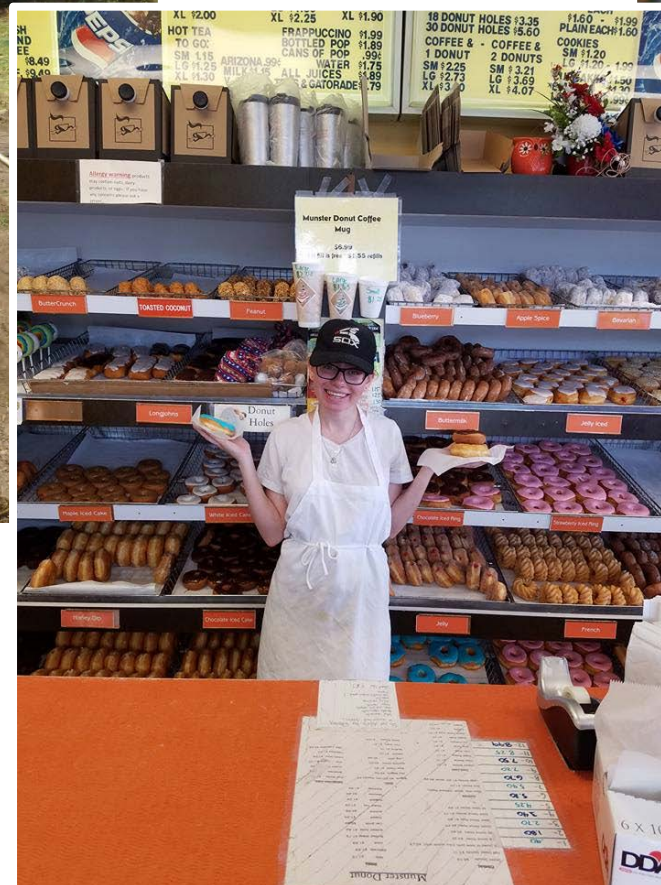
**TOMORROW
10:30AM-11:30AM
TOWN HALL**

MEETINGS: CORRIDORS AND STREETS (RIDGE/CALUMET)



**TOMORROW
12:00PM-1:00PM
TOWN HALL**

MEETINGS: ARCHITECTS/ENGINEERS/PLANNERS/DESIGNERS



**TOMORROW
2:00PM-3:00PM
TOWN HALL**

MEETINGS: LAND OWNERS/DEVELOPERS/BUSINESS OWNERS



**TOMORROW
3:30PM-4:30PM
TOWN HALL**

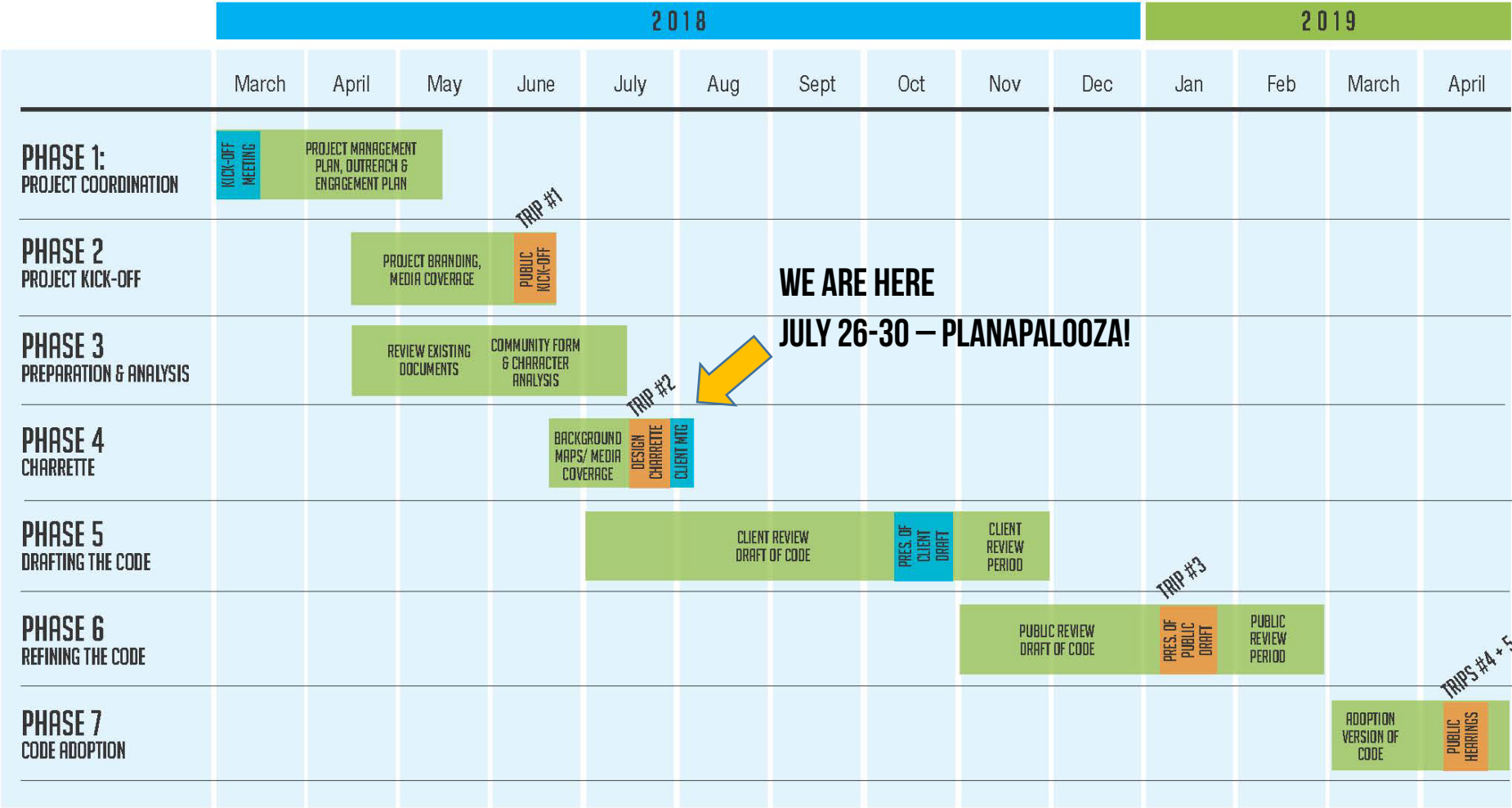
MEETINGS: NEIGHBORHOODS



ESSENCE OF MUNSTER

TIMELINE & NEXT STEPS

TOWN OF MUNSTER CODE PROJECT TIMELINE



- MAJOR MILESTONE W/SITE VISIT
- MAJOR MILESTONE

PROJECT SCHEDULE

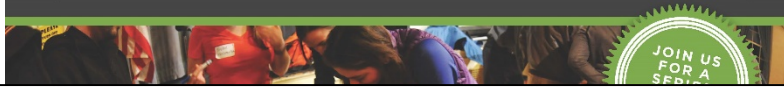


The
TPUDC
PLANAPALOOZA!™



OPEN STUDIO FRIDAY TO MONDAY

LIVABLE MUNSTER
PLANAPALOOZA™



FRIDAY, JULY 27TH

9:00AM - 10:00AM - Meeting #1

Multi-Modal Transportation & Transit-Oriented Development

10:30AM - 11:30AM - Meeting #2

Corridors & Streets (Including Ridge Road & Calumet)

12:00PM - 1:00PM - Meeting #3

Architects, Engineers, Planners & Designers

2:00PM - 3:00PM - Meeting #4

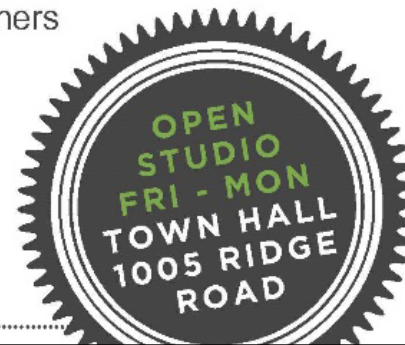
Land Owners, Developers & Business Owners

3:30PM - 4:30PM - Meeting #5

Neighborhoods

Location for Meetings:

Munster Town Hall
1005 Ridge Road, Munster, IN 46321



Twitter: @TownofMunsterIN Facebook: @MunsterIN

PRESENTED BY:



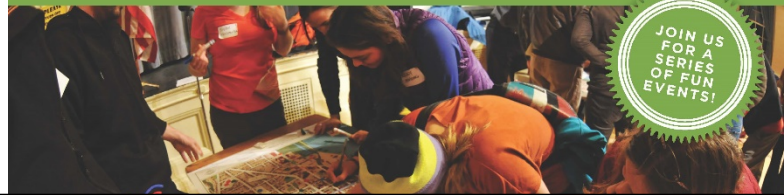
MONDAY, JULY 30TH

7:00PM - 8:30PM - Work-In-Progress Presentation:
Come see all the great work done during Planapalooza and provide your input and feedback!

Location for Work-In-Progress Presentation:
Centennial Park Clubhouse
11005 S. Centennial Drive, Munster, IN 46321

TECHNICAL MEETINGS: ALL DAY FRIDAY

LIVABLE MUNSTER
PLANAPALOOZA™



SUNDAY, JULY 29TH

**8:00AM - 2:00PM - Planapalooza™ Booth at the
Farmer's Market in Centennial Park**

Interactive planning activities for all! A great opportunity to give us your ideas, especially for those who may be unable to attend the Thursday night workshop.

Location for Farmer's Market

900 N. Centennial Drive, Munster IN 46321

directly with your neighbors, fellow business owners and a multidisciplinary consulting team. **The entire process is open to the public.** So please join us as we work together to prepare a Character-Based Code that will protect and enhance Munster and set a clear vision for the future.

Visit the project website at
<https://tinyurl.com/ZoneMunster>

@TownofMunsterIN @MunsterIN

PRESENTED BY:



Location for Meetings:
Munster Town Hall
1005 Ridge Road, Munster, IN 46321

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1005 S. Centennial Drive, Munster, IN 46321

FARMERS MARKET – SUNDAY 8AM-2PM

LIVABLE MUNSTER
PLANAPALOOZA™



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Centennial Park Clubhouse

1005 S. Centennial Drive, Munster, IN 46321

A Planapalooza™ is an intense, participatory design, and public input process where you are invited to work directly with your neighbors, fellow business owners and a multidisciplinary consulting team. **The entire process is open to the public.** So please join us as we work together to prepare a Character-Based Code that will protect and enhance Munster and set a clear vision for the future.

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@TownofMunsterIN @MunsterIN

PRESENTED BY:



Over 100 in-person meetings to
Neighborhoods

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Centennial Park Clubhouse
1005 S. Centennial Drive, Munster, IN 46321



WORK-IN-PROGRESS PRESENTATION: MONDAY 7PM-8:30PM



[HOME](#)
[TOWN OFFICIALS](#)
[DEPARTMENTS](#)
[COMMUNITY](#)
[RECREATION](#)
[CURRENT PROJECTS](#)

You are here: [Home](#) > [Current Projects](#) > [Livable Munster: Character-Based Code Project](#)

Livable Munster: Character-Based Code Project



The **Livable Munster Character-Based Code** is a project of the Town of Munster with the goal of improving the economic vibrancy, aesthetic appearance and overall livability of the Town by modernizing the current zoning regulations. A character- or form-based code is one that emphasizes building massing and scale and the relationship between the building facade and the public realm, rather than focusing on separation of uses. These types of codes ensure more predictable built results and high-quality development and have been successfully implemented in cities and towns across the country. Munster's current zoning ordinance has been identified as a barrier to the type of high-quality development that the residents of Munster envisioned for their future when they created and adopted the 2010 Comprehensive Plan. The Town intends to utilize the modernized code as a tool to help it reorient from an auto-oriented bedroom community to a community of walkable, mixed-use centers linked together by complete streets.

It is hoped that the project will promote sustainable growth, support transit, create a legacy of unique parks and open spaces, facilitate growth as a hub of the regional trail system, strengthen infrastructure and allow the redevelopment of older, underutilized areas as walkable, mixed-use centers. A successful Character-Based Code will spur high-quality development and redevelopment, help attract and retain young professionals and families, and improve pedestrian, bicycle and transit facilities.

[News](#)
[More Info](#)

News

Community Kick-Off: Livable Munster - Character Based Code [2](#)

Join the Town of Munster and planning consultant, Town Planning & Urban Design Collaborative LLC, to find out more about Munster Livability Code project - the modernization of the Town's zoning ordinance! Learn about the goals of the project, p...

Upcoming Events

Community Kick-Off - Livable Munster - Character Based Code
Thursday, June 07 7:00 PM

Contact Us

1005 Ridge Road
Munster, IN 46321
[Get Directions](#)

[Phone: 219-836-6900](#)
[Email Us](#)
[Staff Directory](#)

In this Category

[Character-Based Code Project](#)
[45th Street Grade Separation Project](#)
[NICTD West Lake](#)
[Centennial Village](#)
[West Lake TOD](#)

Stay Connected: [f](#) [t](#) [x](#)

LIVABLE
MUNSTER



◆ CHARACTER-BASED CODE ◆

Visit the project website at
<https://tinyurl.com/ZoneMunster>



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@Munsterin

STAY INVOLVED AND CONNECTED

LET'S CHAT!





Town of
Munster, IN
**PLANAPALOOZA
OPENING NIGHT**

JULY 25, 2018

LIVABLE
MUNSTER



◆ CHARACTER-BASED CODE ◆
