



Town of
Munster, IN

PLANAPALOOZA CLOSING NIGHT

JULY 30, 2018

LIVABLE
MUNSTER



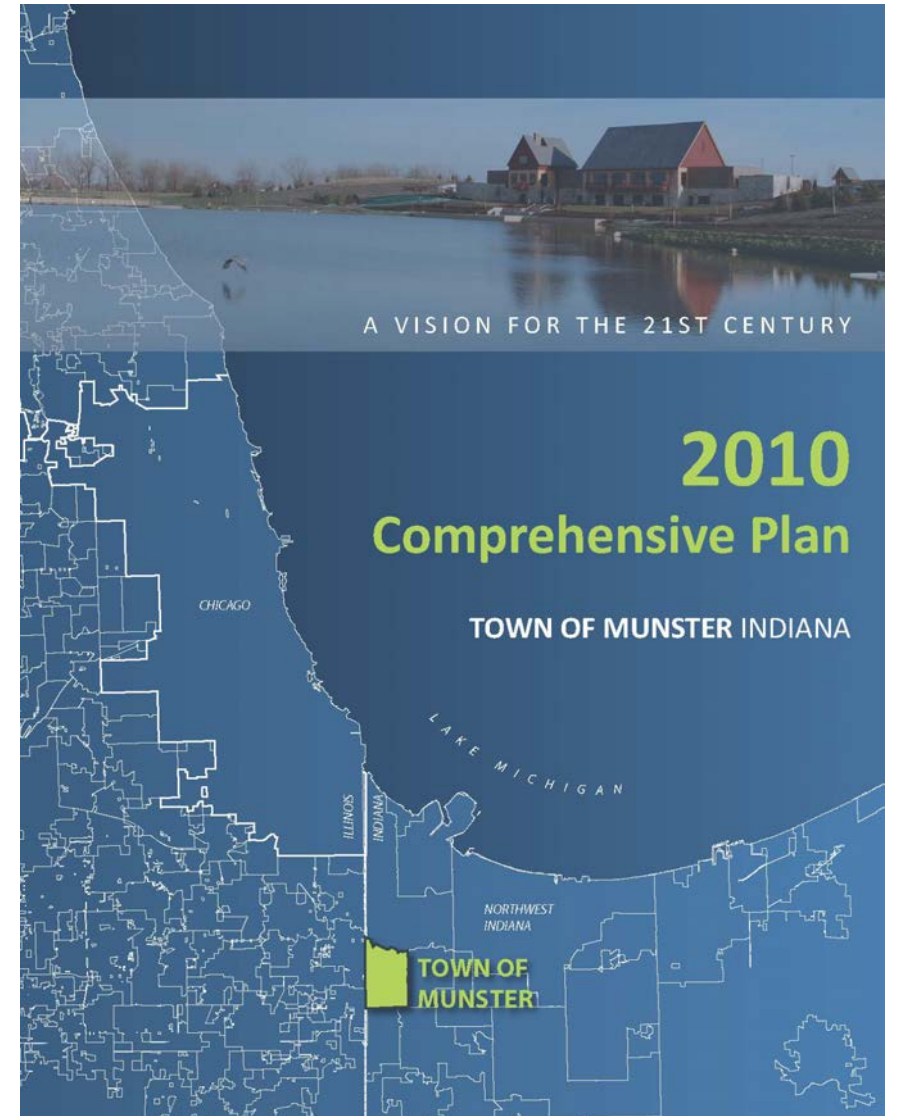
◆ CHARACTER-BASED CODE ◆

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

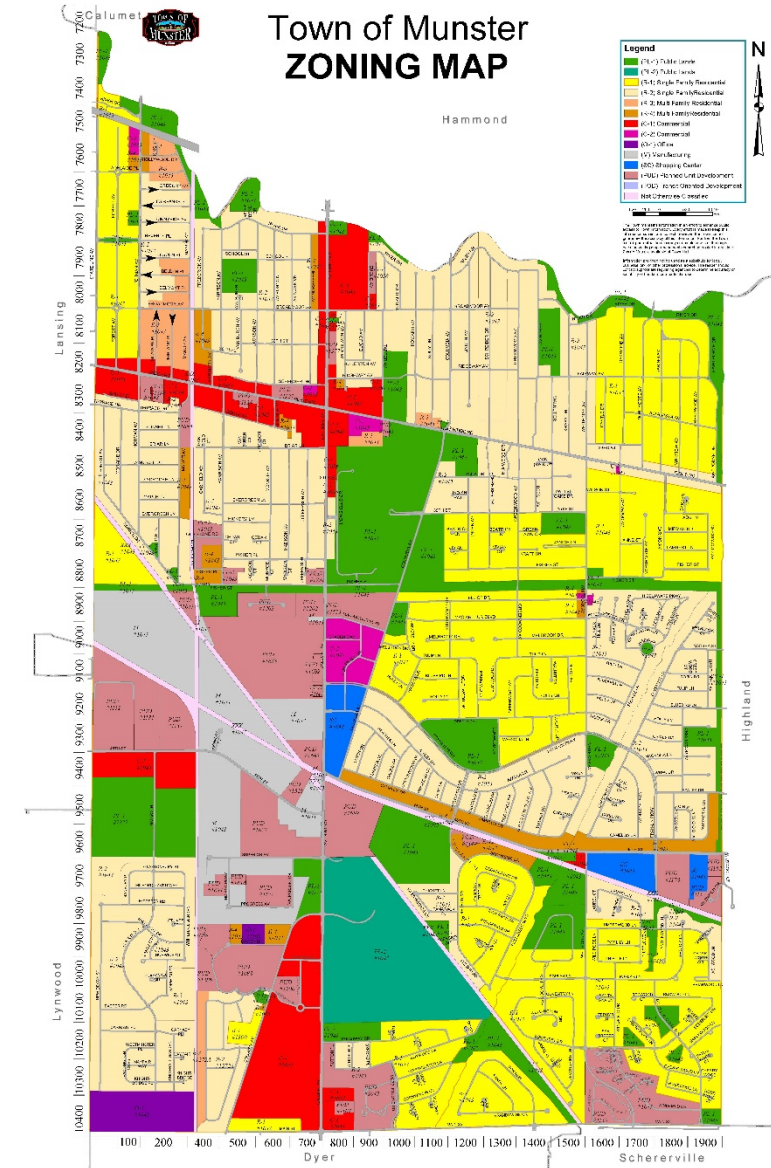
Town Staff

Thomas DeGiullo, 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**

- **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.**



PROJECT KICK-OFF

**OVER
100**

**PARTICIPANTS AT
THE PROJECT KICK-OFF**



PLANAPALOOZA WEEK

OPENING WORKSHOP



OPENING WORKSHOP



**OVER
40
PARTICIPANTS AT
THE OPENING PRESENTATION &
PUBLIC WORKSHOP...**



TECHNICAL MEETINGS



TECHNICAL MEETINGS



**...OVER
40
PARTICIPANTS IN
ROUNDTABLE MEETINGS...**

SUNDAY MARKET



SUNDAY MARKET

...OVER

60

RESIDENTS AT THE FARMER'S
MARKET



SUNDAY MARKET

WHAT KIND OF BUILDINGS BELONG IN MUNSTER?

LIVABLE
MUNSTER
CHARACTER-BASED CODE



WHAT KIND OF BUILDINGS BELONG IN MUNSTER?

LIVABLE
MUNSTER
CHARACTER-BASED CODE



SUNDAY MARKET

WHAT KIND OF BUILDINGS BELONG IN MUNSTER?

LIVABLE MUNSTER
CHARACTER-BASED CODE





BIG BOX RETAIL

LIVE WORK

SINGLE-FAMILY HOMES

WHAT KIND OF BUILDINGS BELONG IN MUNSTER?

LIVABLE MUNSTER
CHARACTER-BASED CODE





DUPLEXES



MIXED-USE BUILDINGS



INDUSTRIAL BUILDINGS



TINY HOUSES



ROWHOUSES





SINGLE USE COMMERCIAL BLDGS



SINGLE-USE APARTMENT BLDGS

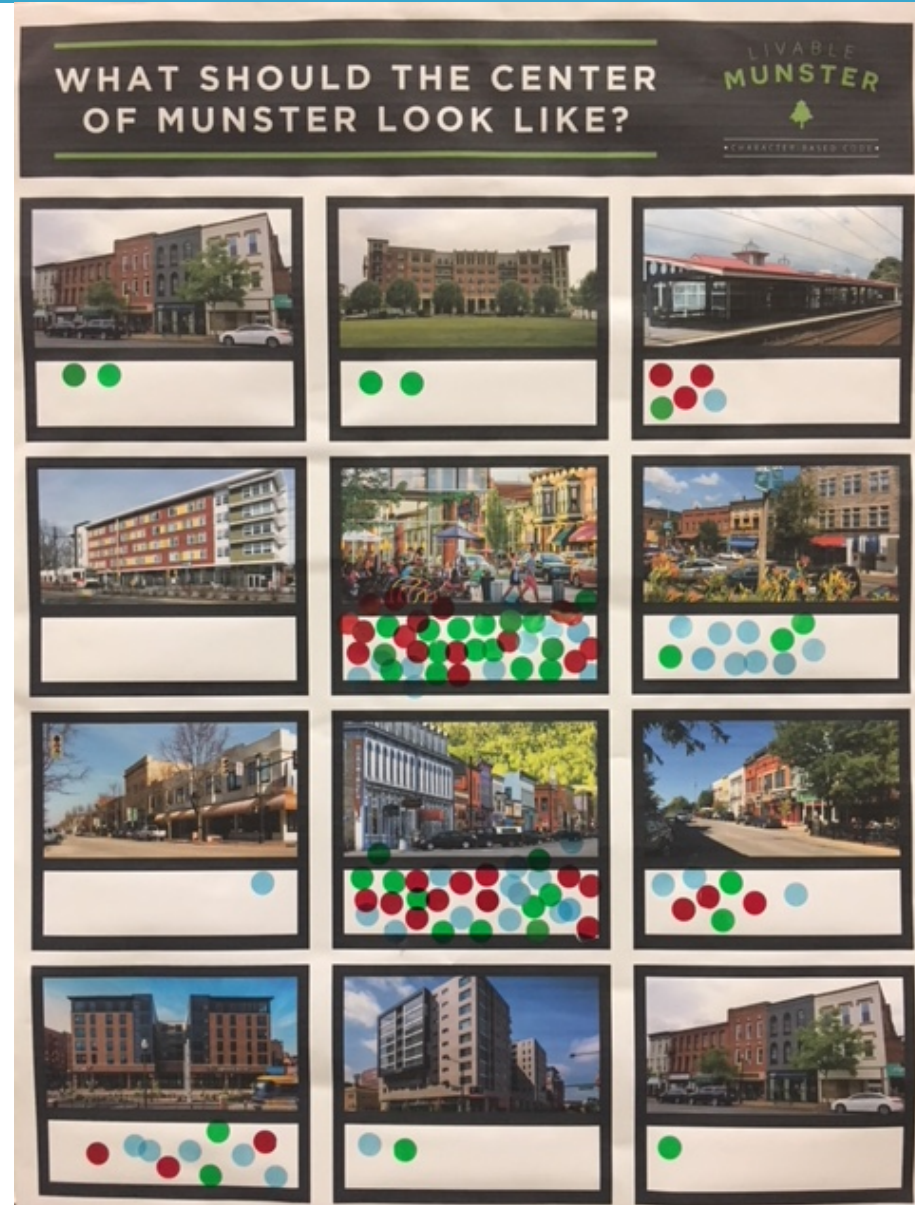
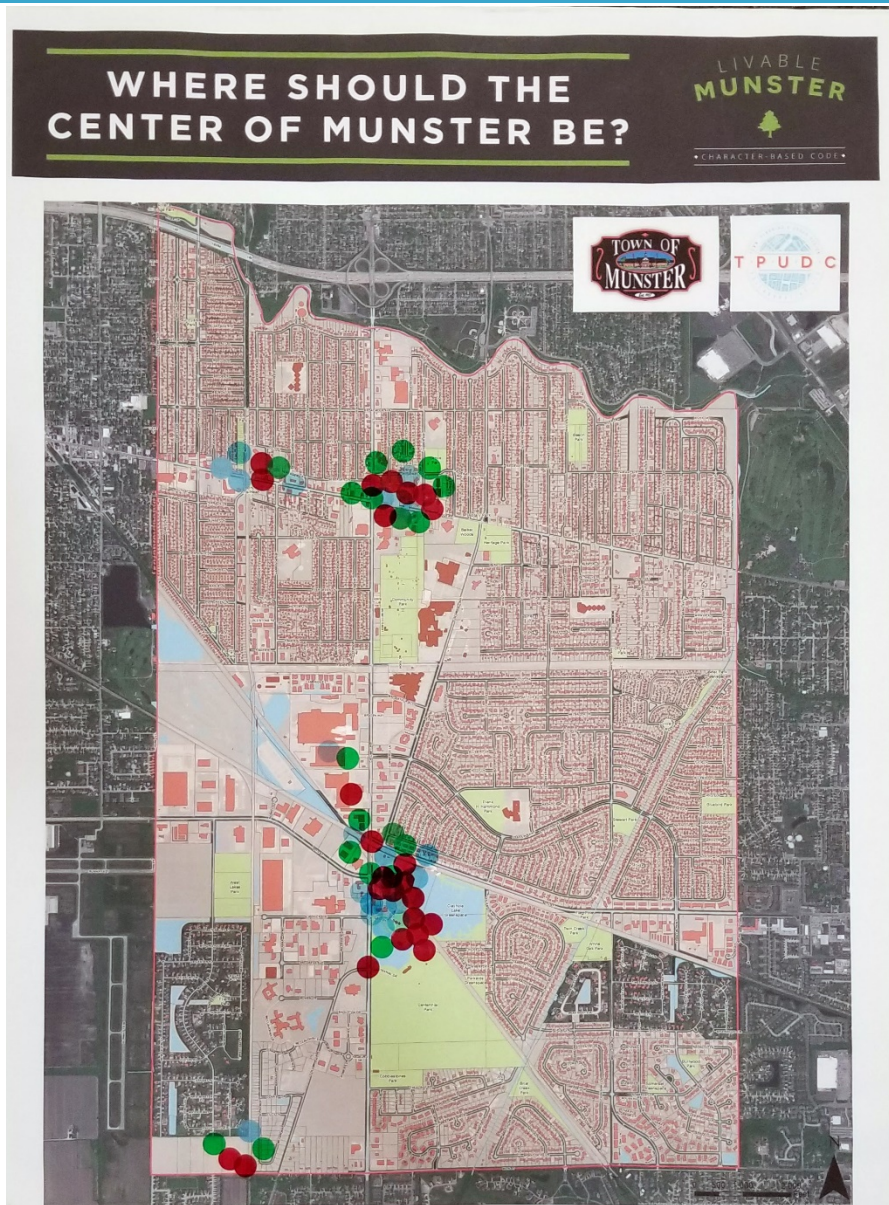


APARTMENT HOUSES

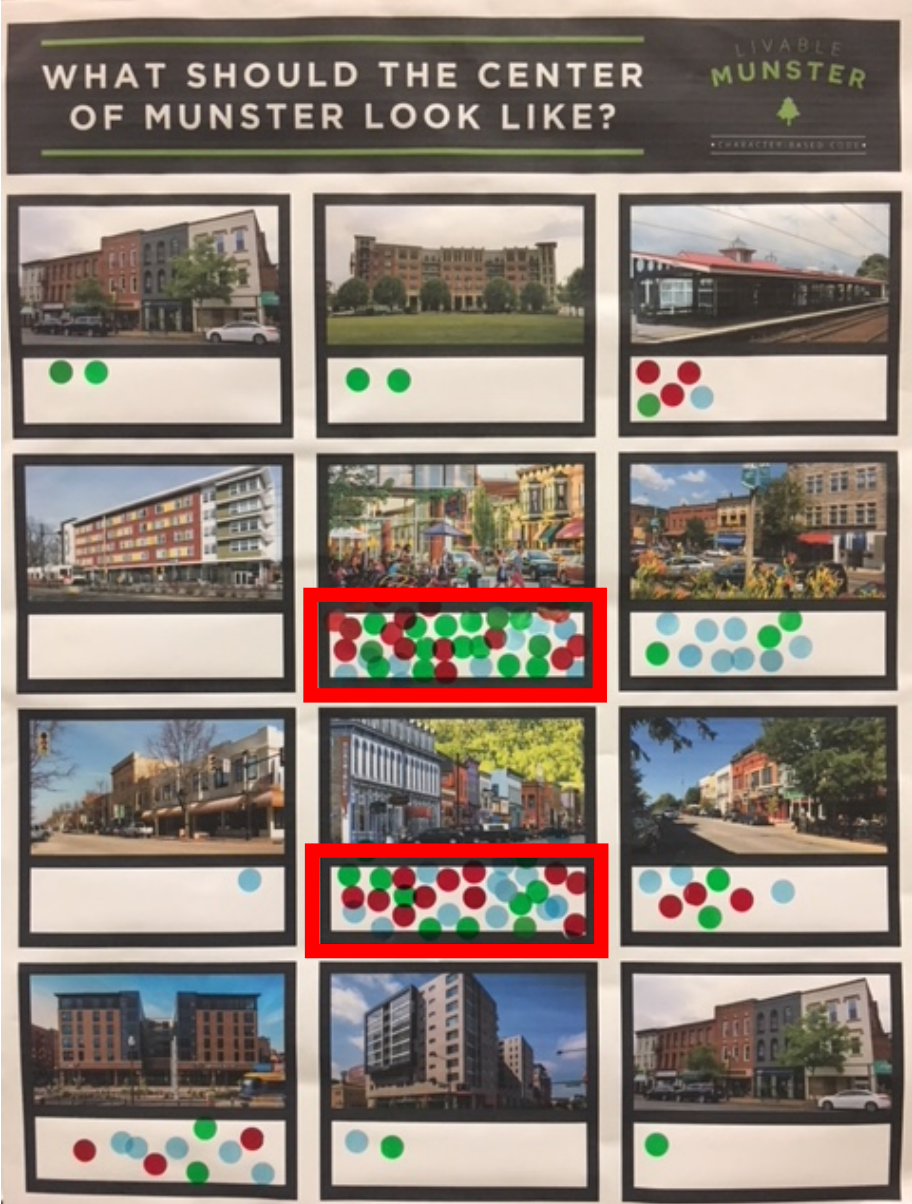
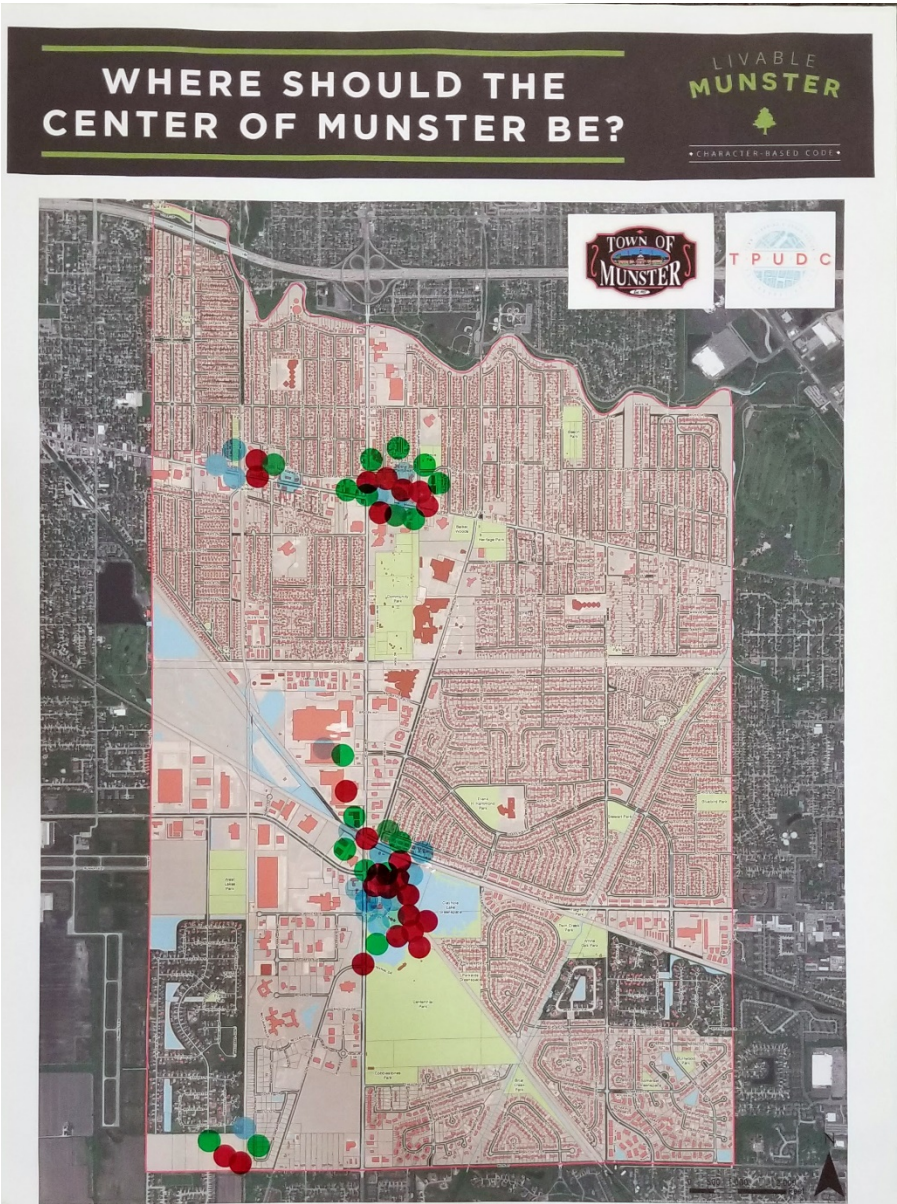
CORNER STORES

ROWHOUSES

SUNDAY MARKET



SUNDAY MARKET



SUNDAY MARKET



SUNDAY MARKET

Name 3 things you love about living in Munster, Indiana:

(1) I have great friends

(2) A great school

(3) good restaurants

LIVABLE
MUNSTER

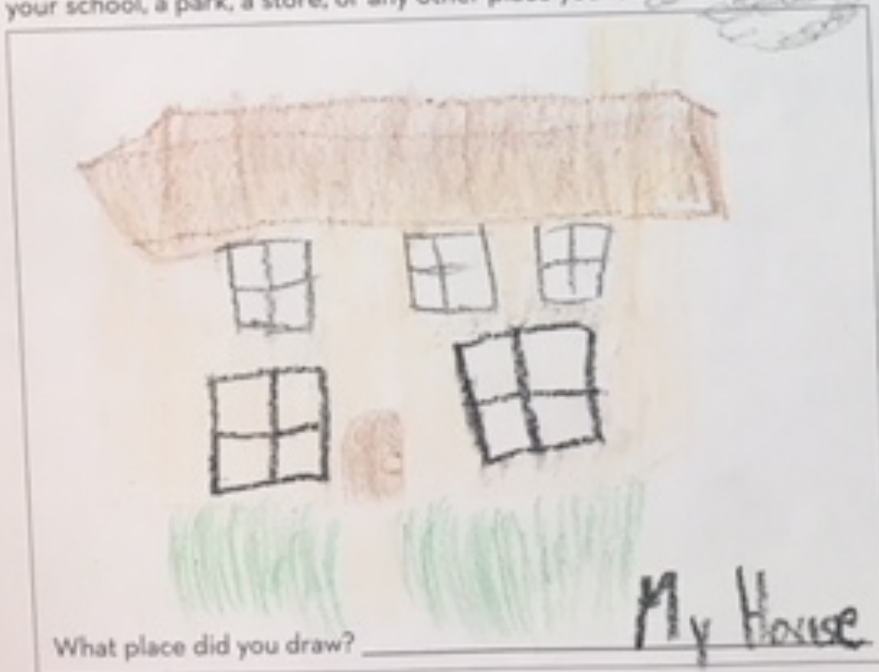


CHARACTER-BASED CODE

Child's Name & Age (optional):

Rachel (8½)

Draw a picture of your favorite place in Munster (it can be your house, your school, a park, a store, or any other place you love to be!)



What place did you draw? _____

Name 3 things you love about living in Munster, Indiana:

(1) Stores

(2) Food

(3) My Neighborhood

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MUNSTER

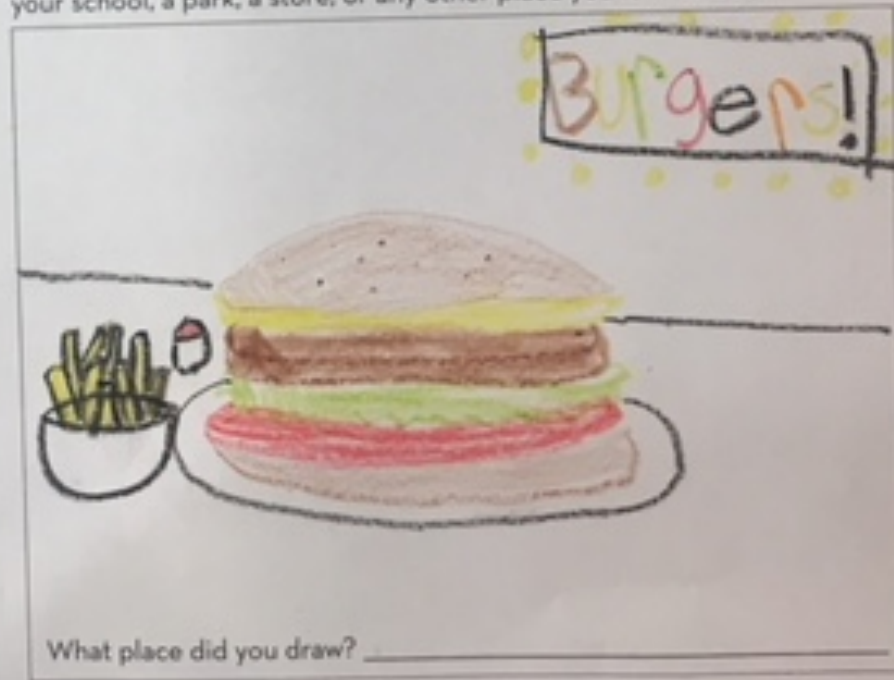


CHARACTER-BASED CODE

Child's Name & Age (optional):

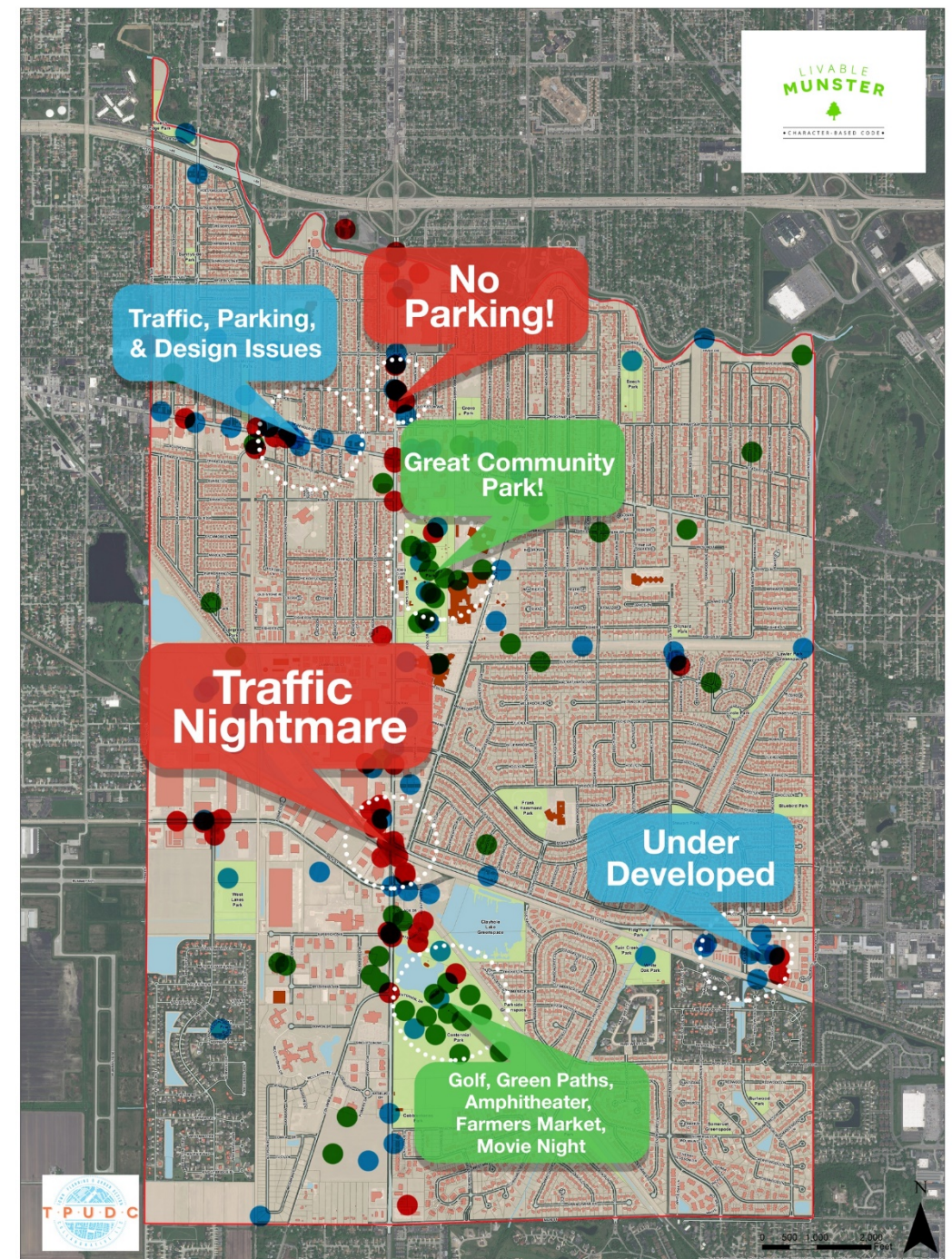
Millie (10)

Draw a picture of your favorite place in Munster (it can be your house, your school, a park, a store, or any other place you love to be!)



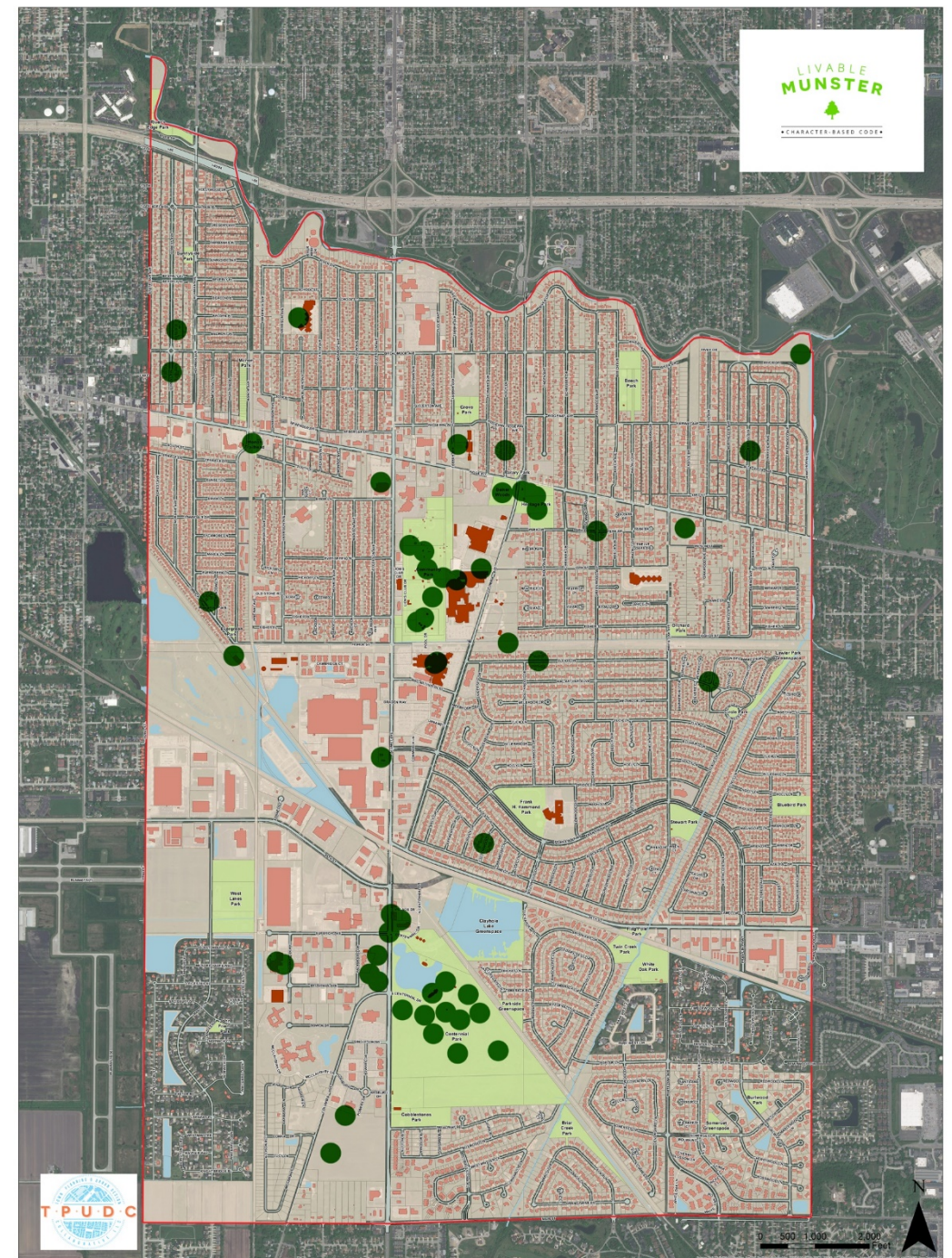
What place did you draw? _____

CONSOLIDATED MAP



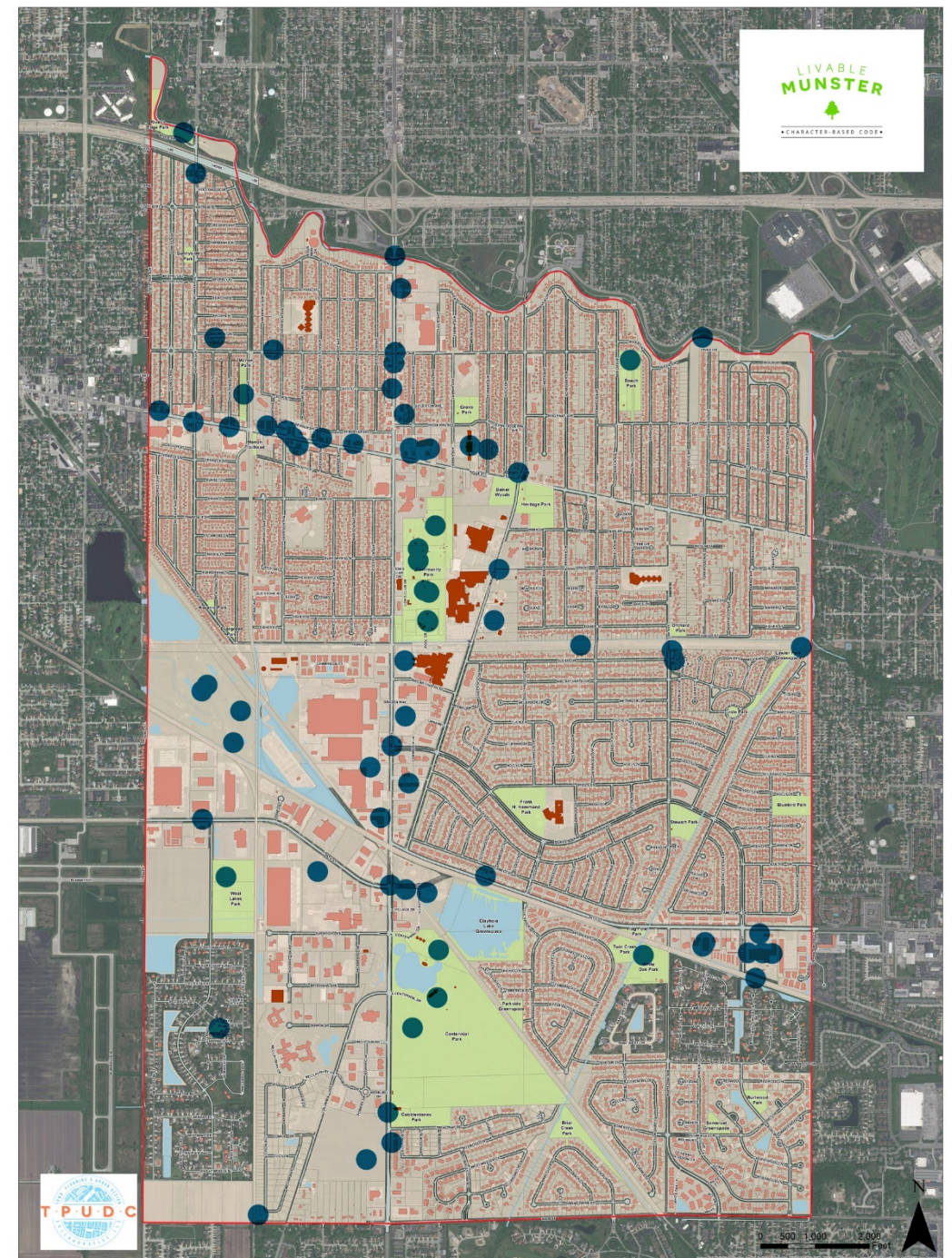
CONSOLIDATED MAP

- COMMUNITY PARK IS GREAT
- NICE DOG PARK AT CENTENNIAL PARK
- GREAT SCHOOLS
- FITNESS POINT — NICE CAMPUS FACILITY
- PLEASANT NEIGHBORHOODS
- GREAT MEDICAL FACILITIES
- LIBRARY IS SUPER



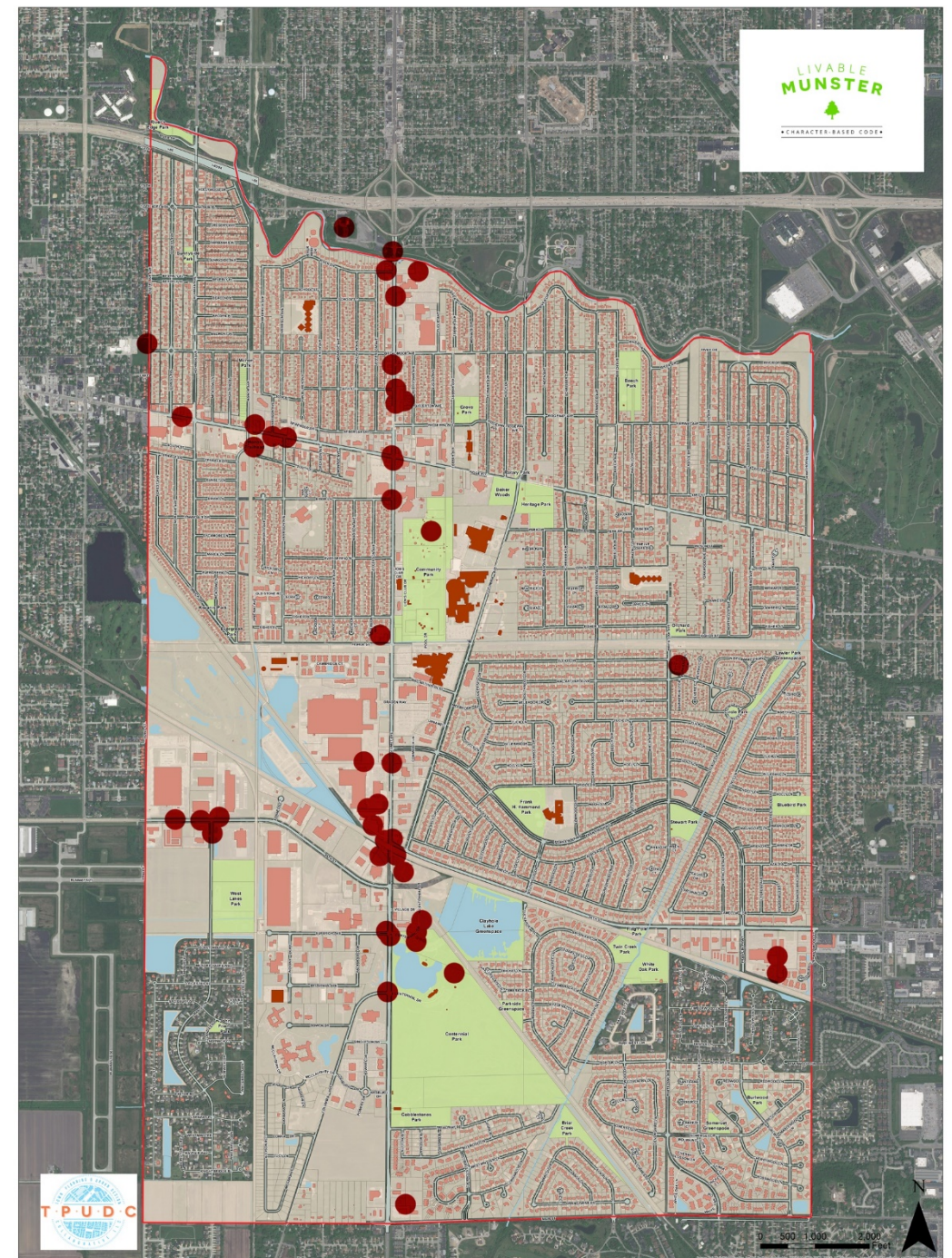
CONSOLIDATED MAP

- TURNING LANE NEEDED ON CALUMET AVENUE
- MORE GROCERY SHOPPING NEEDED
- NEW BUSINESS TECH
- BETTER DESIGN OF BUILDINGS IN SEVERAL LOCATIONS
- EXPAND PARKS AND GREEN SPACES
- NEW PARK EQUIPMENT NEEDED
- TRANSIT LINE WOULD BE HELPFUL
- UNDEVELOPED AREAS HAVE POTENTIAL
- SIDEWALKS NEEDED IN VARIOUS LOCATIONS
- NEW BUILDINGS SHOULD HAVE COHESIVE LOOK
- SUSTAINABILITY MEASURES: SOLAR PANELS, ENERGY EFFICIENCY IN BUILDINGS, ETC.



CONSOLIDATED MAP

- TRAFFIC ISSUES ALONG CALUMET
- LACK OF SIDEWALKS THAT CONNECT TO BIKE PATHS IN SOME LOCATIONS (SAFE ROUTES TO SCHOOL)
- DEVELOP TOWN HALL AREA
- COMMUNITY PARK — TOO MANY BALL PARKS
- CROWDED NEIGHBORHOODS — CALUMET & 30TH
- SOME INTERSECTIONS ARE DIFFICULT FOR PEDESTRIAN
- TOO MUCH PARKING IN CERTAIN AREAS
- VISUAL IMPROVEMENTS IN SEVERAL AREAS
- IMPROVE WALKABILITY
- CREATE A WALKABLE DOWNTOWN



MODERNIZING THE CODE



CD-1 NATURAL
ZONE

CD-2 RURAL
ZONE

CD-3 SUB-URBAN
ZONE

CD-4 GENERAL URBAN
ZONE

CD-5 URBAN CENTER
ZONE

ESTABLISHING CHARACTER DISTRICTS

EXISTING ZONES

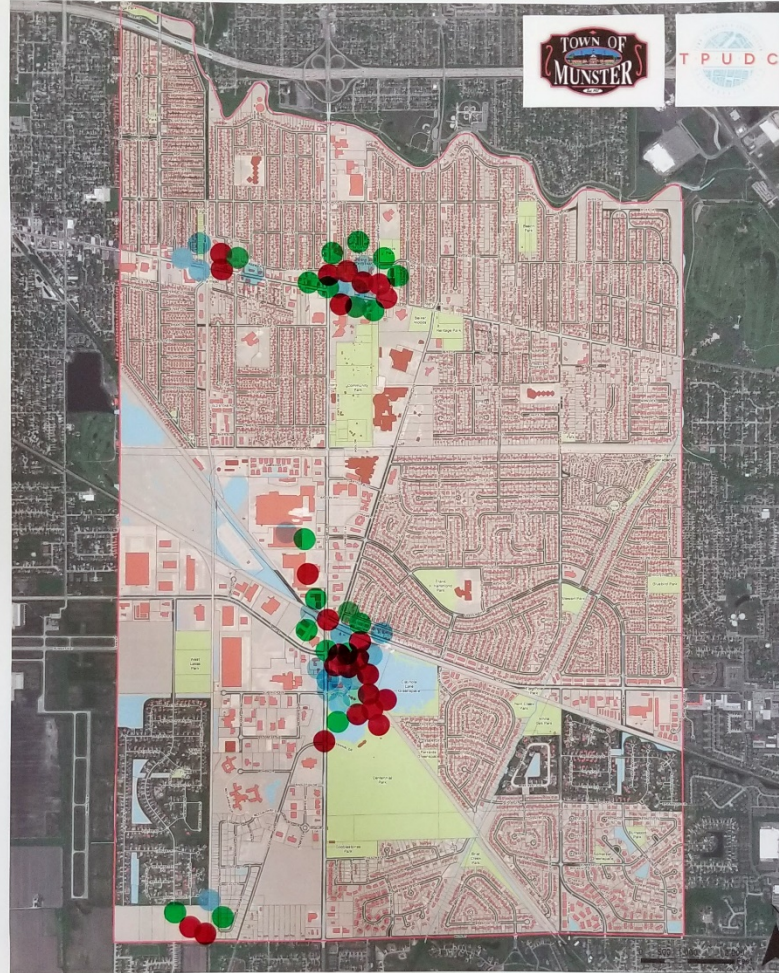
FORM-BASED DISTRICTS

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

WHERE SHOULD THE CENTER OF MUNSTER BE?

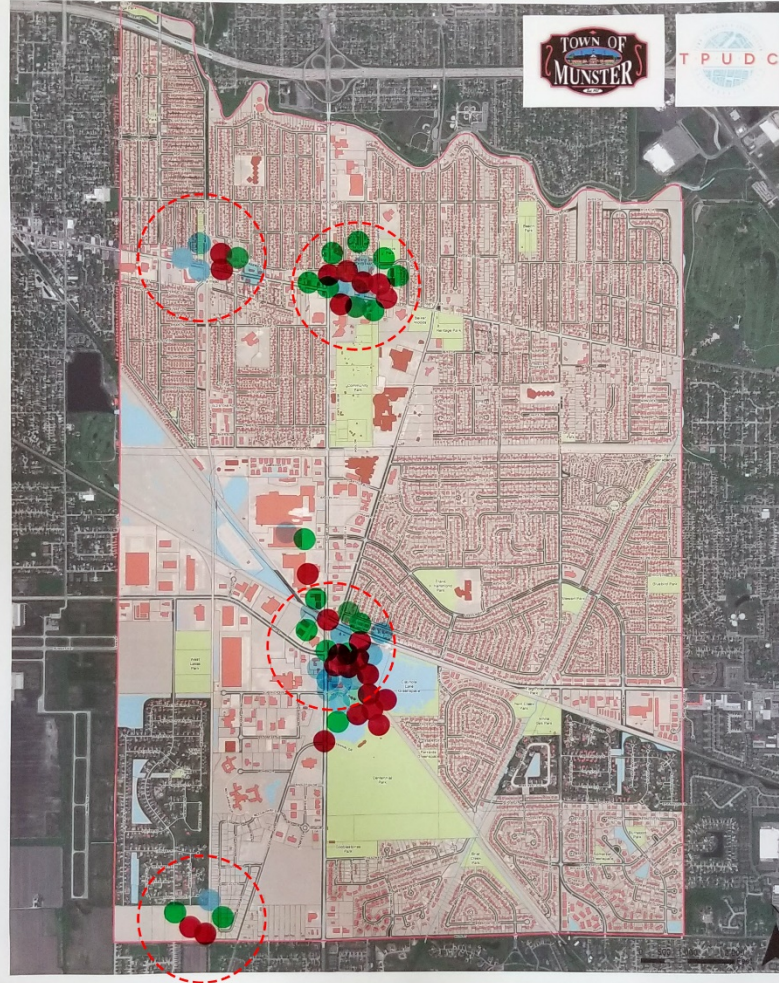
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ACTIVITY NODES

WHERE SHOULD THE CENTER OF MUNSTER BE?

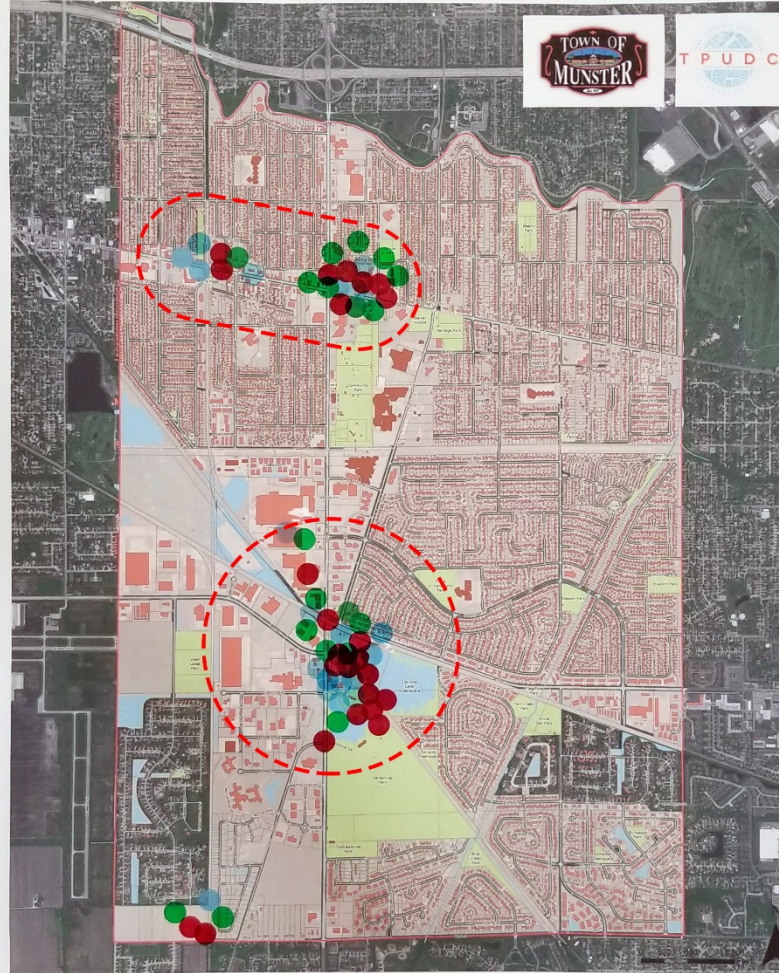
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ACTIVITY NODES

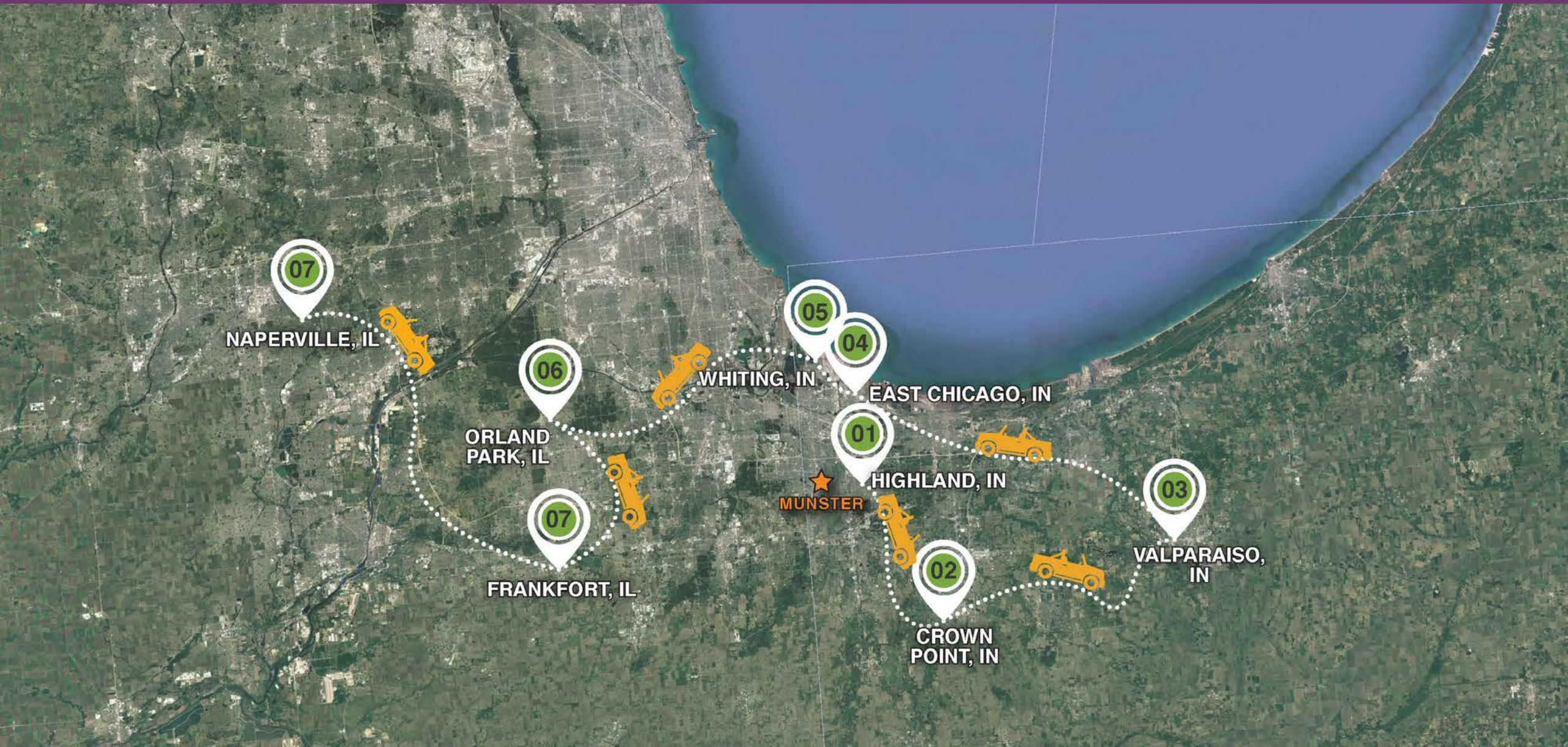
WHERE SHOULD THE CENTER OF MUNSTER BE?

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ACTIVITY NODES

PRECEDENT EXPLORATION



PRECEDENT EXPLORATION: VALPARAISO



PRECEDENT EXPLORATION: VALPARAISO



PRECEDENT EXPLORATION: **ORLAND PARK**



PRECEDENT EXPLORATION: FRANKFORT



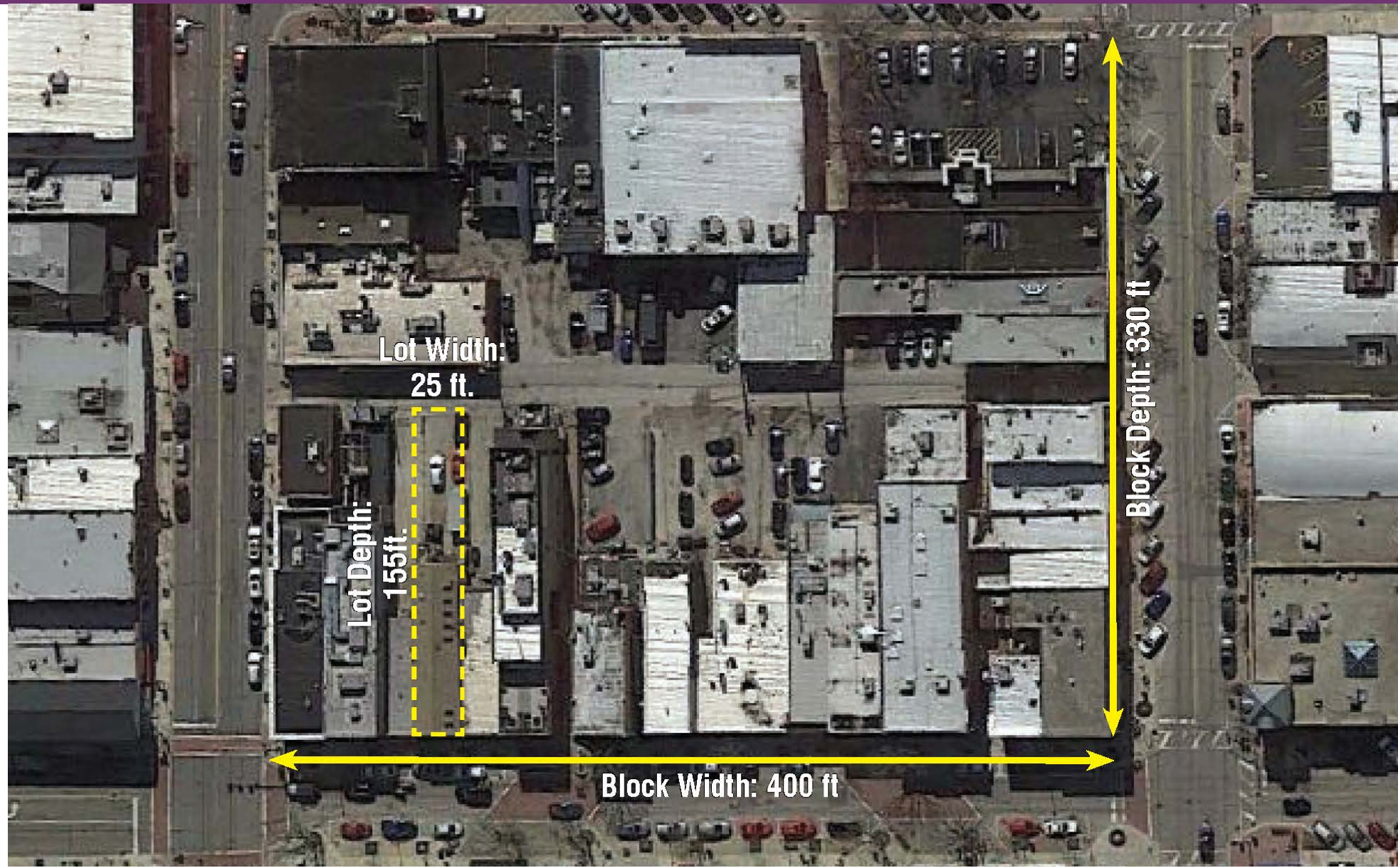
PRECEDENT EXPLORATION: **FRANKFORT**



PRECEDENT EXPLORATION: NAPERVILLE



PRECEDENT EXPLORATION: **NAPERVILLE**



PRECEDENT EXPLORATION: SARATOGA SPRINGS



PRECEDENT EXPLORATION : SARATOGA SPRINGS





CD-3: NEIGHBORHOOD



CD-3 R-1: NEIGHBORHOOD — 70' LOT ONE FAMILY RESIDENCE



CD-3 R-2: NEIGHBORHOOD — 60' LOT ONE FAMILY RESIDENCE



CD-3 R-3: NEIGHBORHOOD — 60' LOT ONE AND TWO FAMILY RESIDENCE



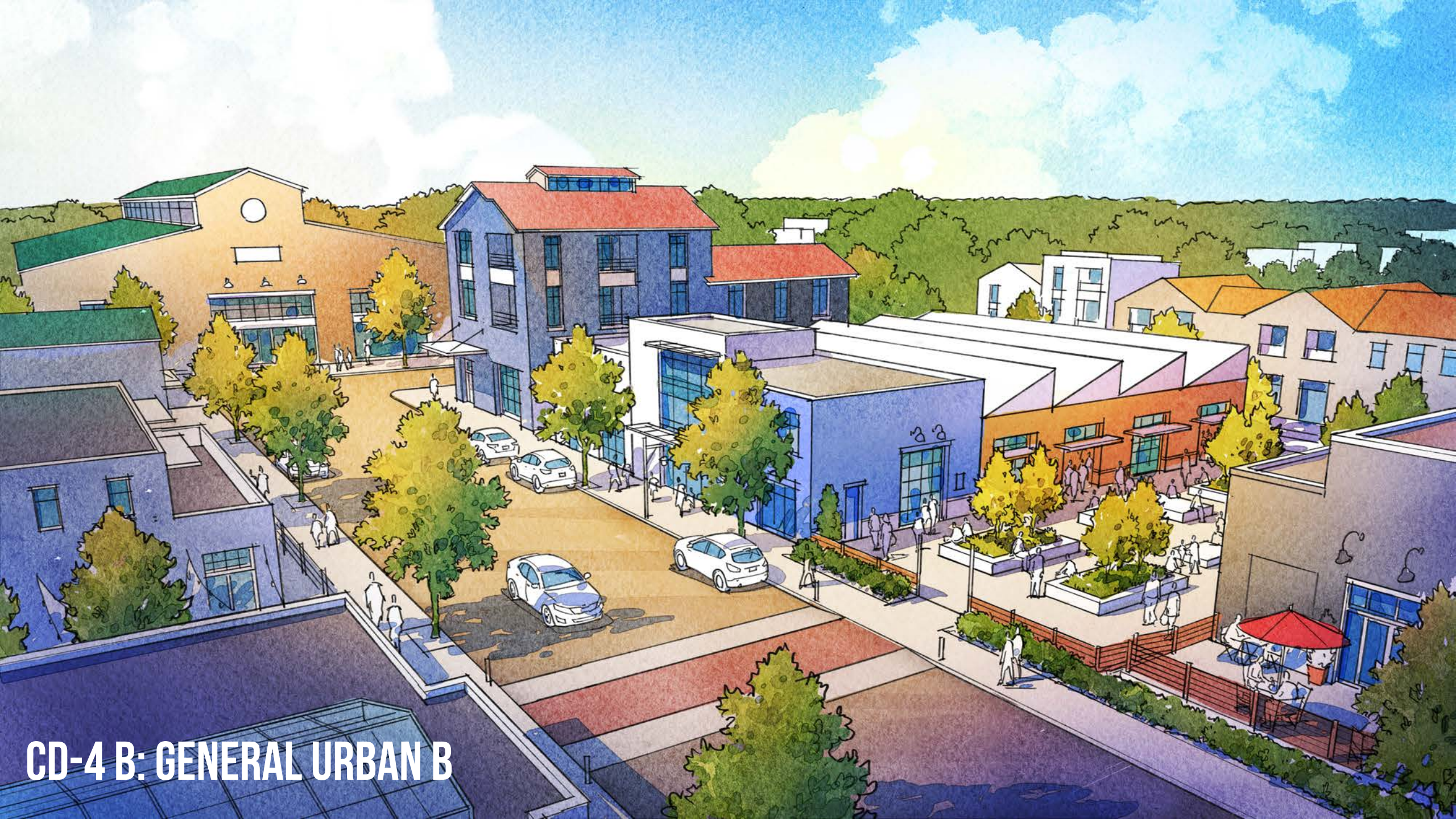
CD-4 A: GENERAL URBAN A



CD-4 A: GENERAL URBAN A



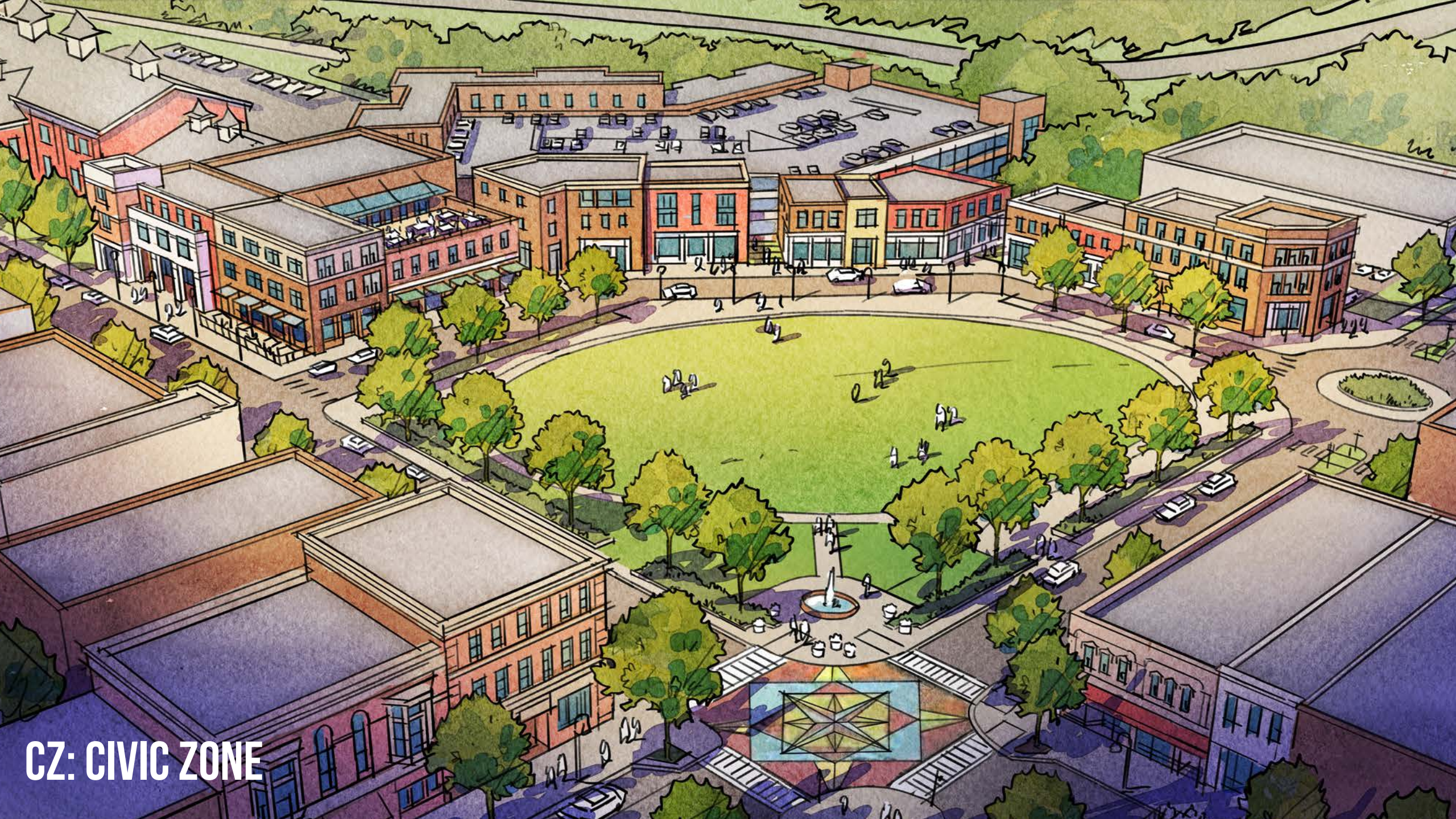
CD-4 R-4: GENERAL URBAN — MULTIFAMILY RESIDENCE



CD-4 B: GENERAL URBAN B



CD-5: URBAN CENTER



CZ: CIVIC ZONE

TRANSFORMATIONS



SUBURBAN RETROFIT: GAS STATION



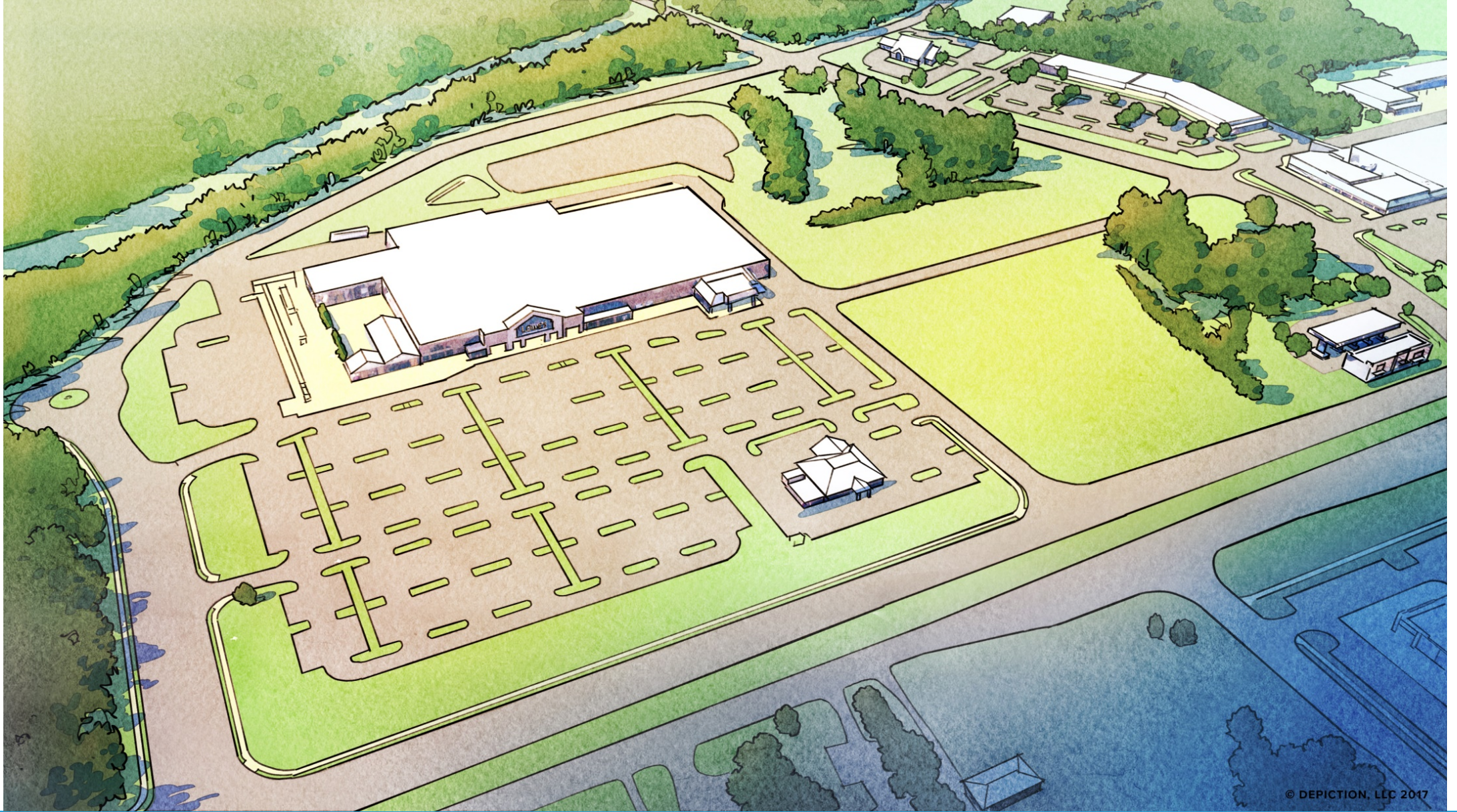
SUBURBAN RETROFIT: BANK



SUBURBAN RETROFIT: PHARMACY



SUBURBAN RETROFIT: RESTAURANT



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SPECIFIC PLANNING IN SMALL AREA PLANS



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SPECIFIC PLANNING IN SMALL AREA PLANS



SPECIFIC PLANNING IN SMALL AREA PLANS

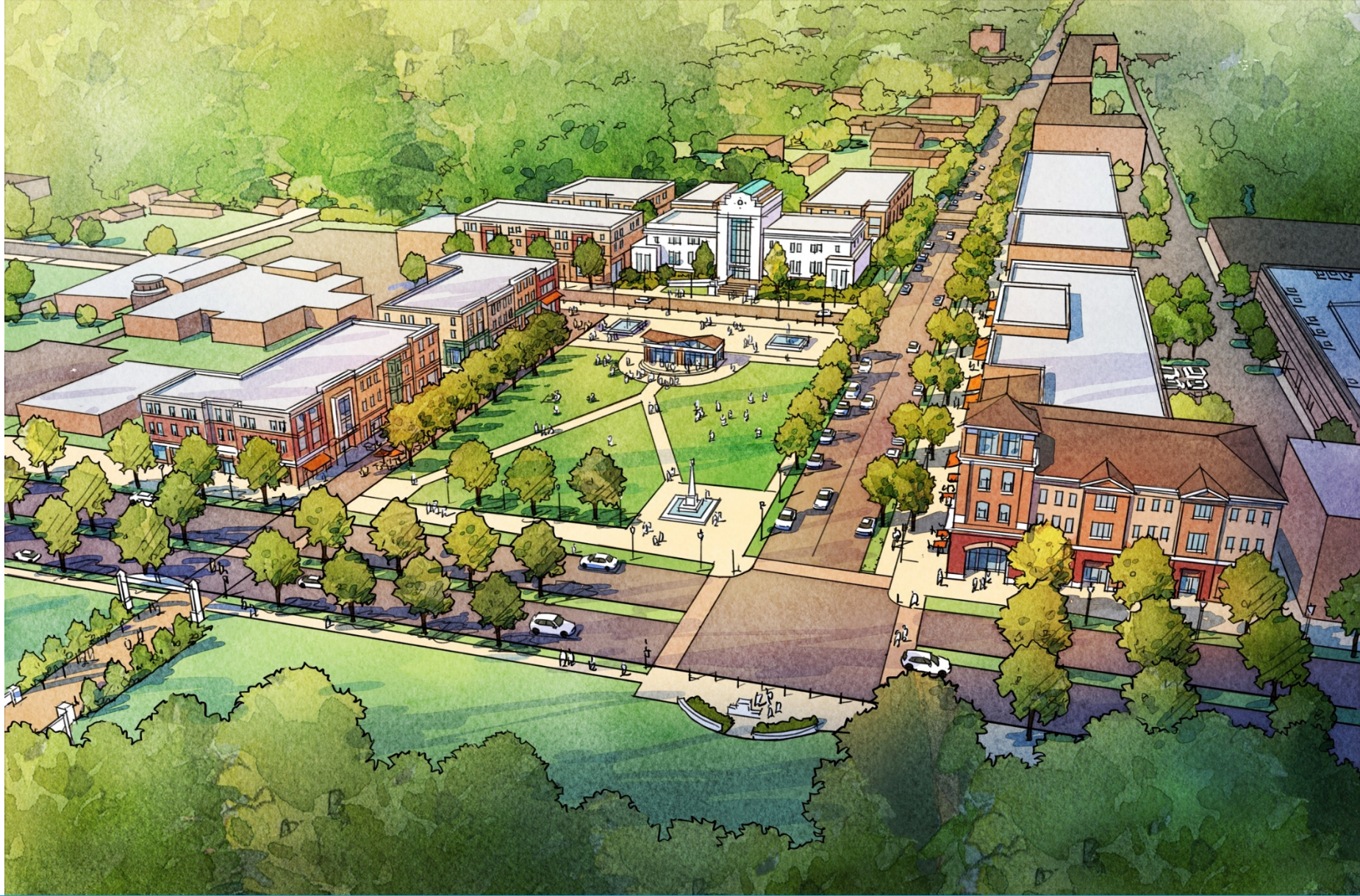


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SPECIFIC PLANNING IN SMALL AREA PLANS



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SPECIFIC PLANNING IN SMALL AREA PLANS

TIMELINE & NEXT STEPS

TOWN OF MUNSTER CODE PROJECT TIMELINE



- MAJOR MILESTONE W/SITE VISIT
- MAJOR MILESTONE

PROJECT SCHEDULE

- ZONING MAP
- CHARACTER DISTRICT METRICS + STANDARDS
- BUILDING TYPES
- FRONTAGE TYPES
- CLIENT DRAFT OF THE CODE — FALL 2018
- PUBLIC DRAFT OF THE CODE — EARLY 2019
- ADOPTION OF THE CODE — SPRING 2019



NEXT STEPS



[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 perks 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](#)

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](#)

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◆ CHARACTER-BASED CODE ◆

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



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@Munsterin

STAY INVOLVED AND CONNECTED

A vintage, silver-colored microphone with a ribbed grille is positioned on the right side of the frame. The background is dark with several out-of-focus, warm-toned lights creating a bokeh effect. The text "LET'S CHAT!" is overlaid in the lower-left quadrant.

LET'S CHAT!



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