



## Legislation Details (With Text)

<b>File #:</b>	20-0371	<b>Version:</b>	1	<b>Name:</b>	ORD - Unified Development Code
<b>Type:</b>	Agenda Item	<b>Status:</b>		<b>Status:</b>	Approved
<b>File created:</b>	8/27/2020	<b>In control:</b>		<b>In control:</b>	Development Services
<b>On agenda:</b>	9/8/2020	<b>Final action:</b>		<b>Final action:</b>	9/8/2020

**Title:** Consider and take action on an ordinance amending Chapter 125, entitled "Zoning," Chapter 90, entitled "Signs," and Chapter 102, entitled "Subdivisions," of the Code of Ordinances of the City of League City to create a Unified Development Code (Executive Director of Development Services)

Planning and Zoning Commission recommended approval, 7-0-0 with one absent on August 17, 2020.

### Sponsors:

### Indexes:

### Code sections:

**Attachments:** 1. Data Sheet, 2. Proposed Ordinance, 3. Exhibit A - Chapter 125

Date	Ver.	Action By	Action	Result
9/8/2020	1	City Council	Approved	Pass

Consider and take action on an ordinance amending Chapter 125, entitled "Zoning," Chapter 90, entitled "Signs," and Chapter 102, entitled "Subdivisions," of the Code of Ordinances of the City of League City to create a Unified Development Code (Executive Director of Development Services)

Planning and Zoning Commission recommended approval, 7-0-0 with one absent on August 17, 2020.

The City of League City currently has development regulations in multiple chapters throughout the Code of Ordinances. The purpose of the UDC is to combine all development regulations into a single document so the public can easily access all development related ordinances.

### Project Summary:

The Unified Development Code (UDC) will be divided into eight chapters with five appendixes. The proposed layout of the ordinance is listed below.

- Chapter 1: General Provisions
- Chapter 2: Administration
- Chapter 3: Zoning Regulations
- Chapter 4: Site Development Standards
- Chapter 5: Subdivision Regulations
- Chapter 6: Provisions of Parkland
- Chapter 7: Tree Protection
- Chapter 8: Signs

- Appendix A: Definitions
- Appendix B: Development Handbook
- Appendix C: Historic District Design Guidelines
- Appendix D: General Design and Construction Standards

## Appendix E: Reference to Other Development Ordinances, Codes and Agencies

Most of the changes proposed within the UDC are not substantive and are clarifications of existing regulations. Some examples of changes being proposed with the adoption of the UDC are listed below.

- The public hearing requirements for zoning cases, Special Use Permits, Historic Commission, Zoning Board of Adjustments, have been modified to be consistent with the zoning notification requirements from state law.
- The table of permitted uses has been modified and combined into a single table. It was previously separated into multiple sections of the ordinance based on the zoning classification.
- Minor plat regulations were clarified to add minor replats.
- Provided the purpose of each type of plat.
- Moved details required for applications to the Development Handbook.
- Created appendixes for easy reference that provide guidelines and standards required with development.
- A consolidated definition section was created to define terms within the UDC and remove inconsistent definitions from the individual sections of the ordinance.

On August 17, 2020, the Planning and Zoning Commission held a public hearing and recommended approval by a vote of 7-0-0 with one member absent.

Staff recommends approval of the proposed amendments to the Historic District Ordinance and Design Guidelines.

### Attachments:

1. Data Sheet
2. Proposed Ordinance
3. Exhibit A - Chapter 125 (Unified Development Code)

### CONTRACT ORIGINATION:

Development Services

Applicant: City of League City

### FUNDING

{ } Funds are available from Account # \_\_\_\_\_  
{ } Requires Budget Amendment to transfer from Account # \_\_\_\_\_ to Account # \_\_\_\_\_  
{ x } NOT APPLICABLE

### STRATEGIC PLANNING

{ } Addresses Strategic Planning Critical Success Factor # \_\_\_\_\_ and Initiative # \_\_\_\_\_  
{ x } NOT APPLICABLE