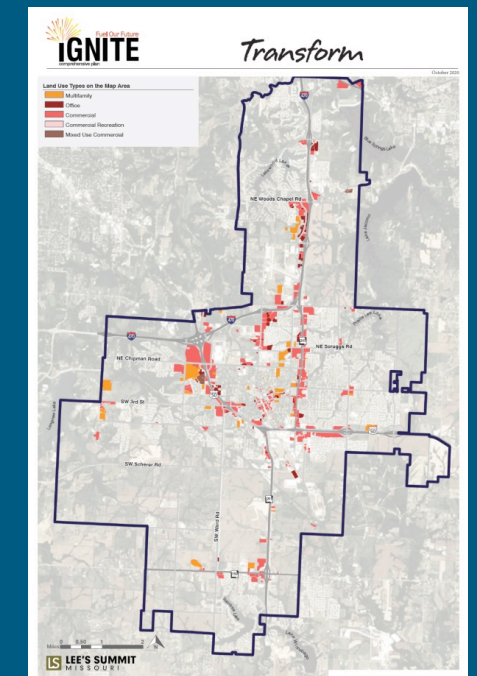
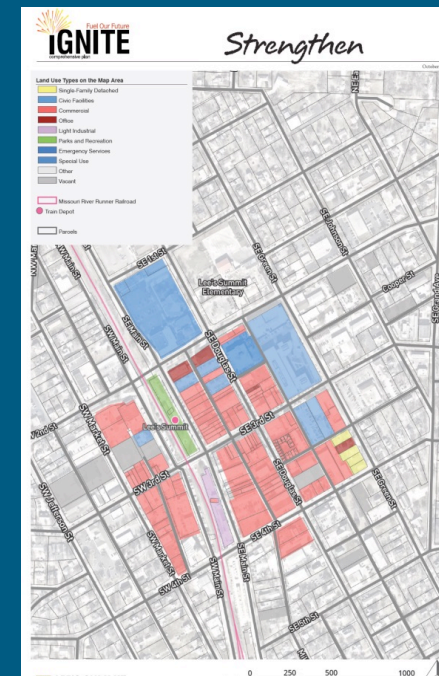
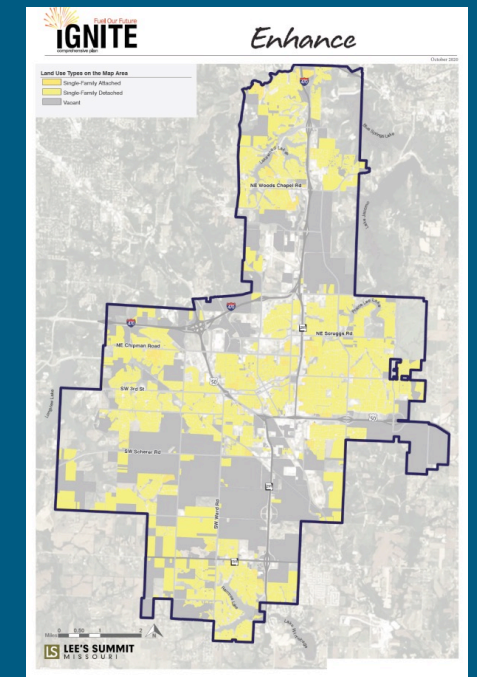
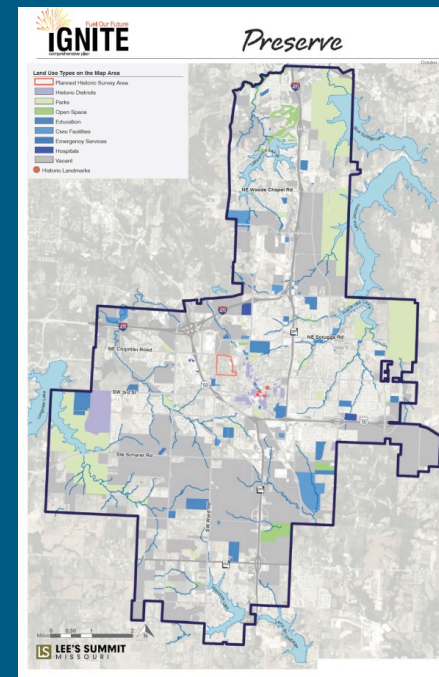


Land Use Element

Joint City Council & Planning Commission Workshop
February 9, 2021

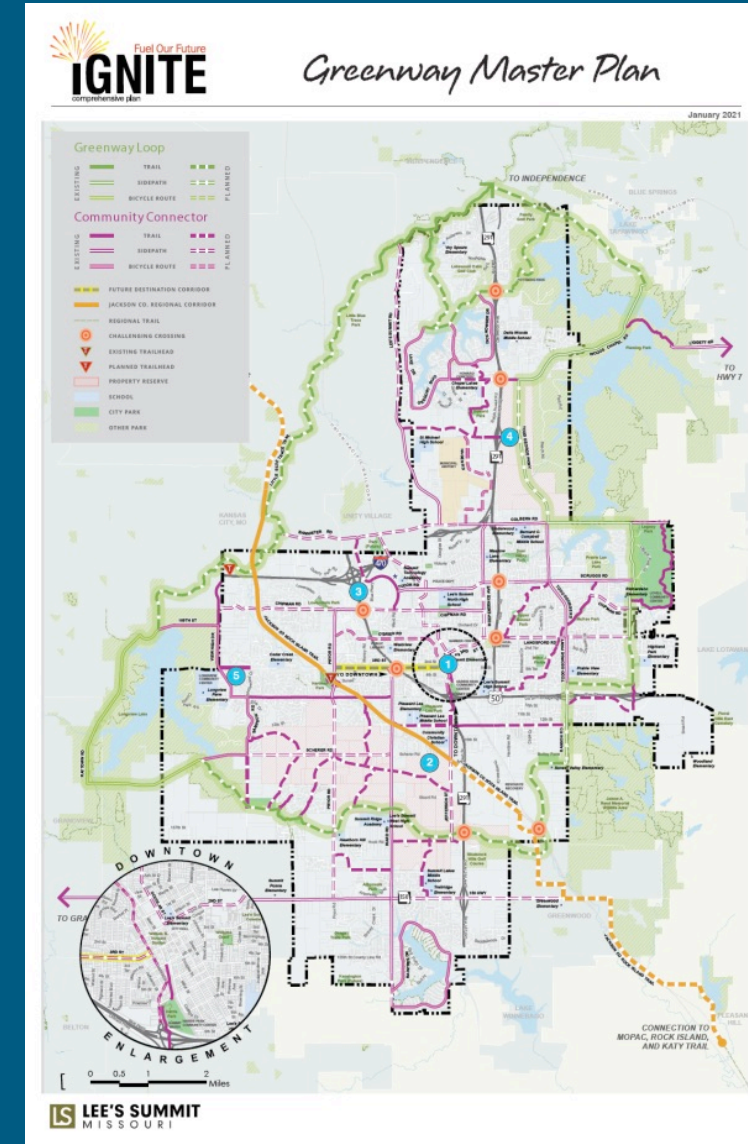
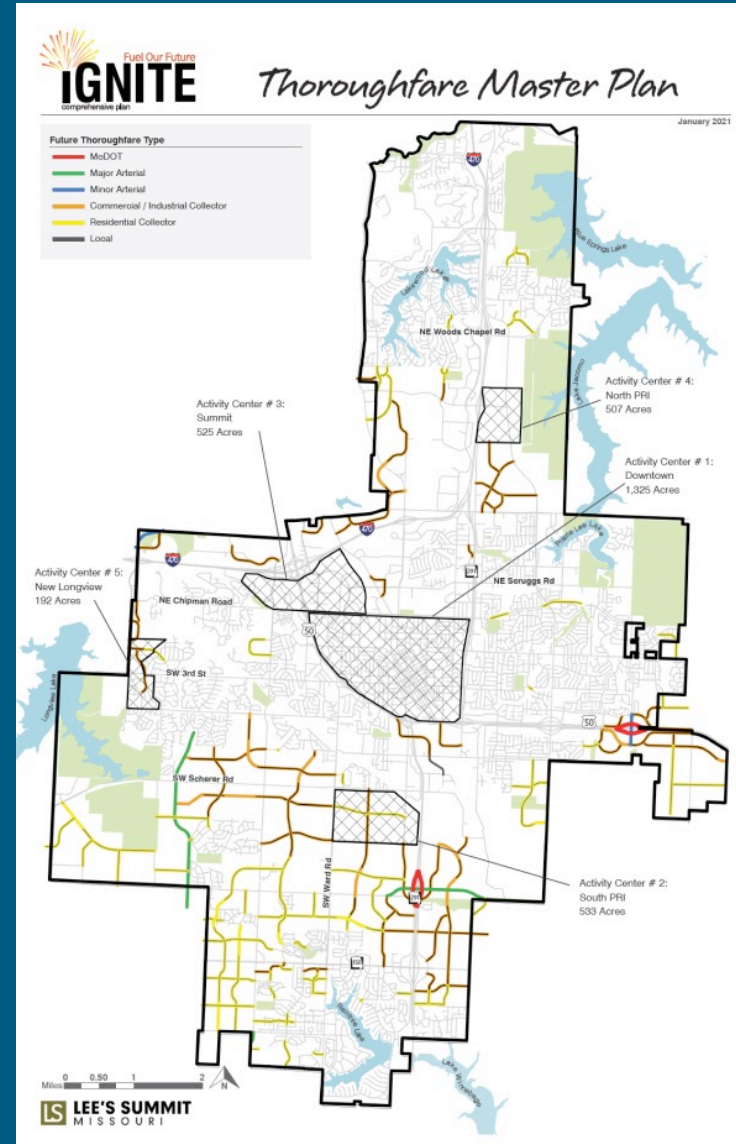
Framework Strategy

- Preserve: open space, parks, agriculture, water
- Enhance: SF, MF, industrial, civic facilities, schools, hospitals
- Strengthen: Downtown
- Transform: Commercial centers, office parks



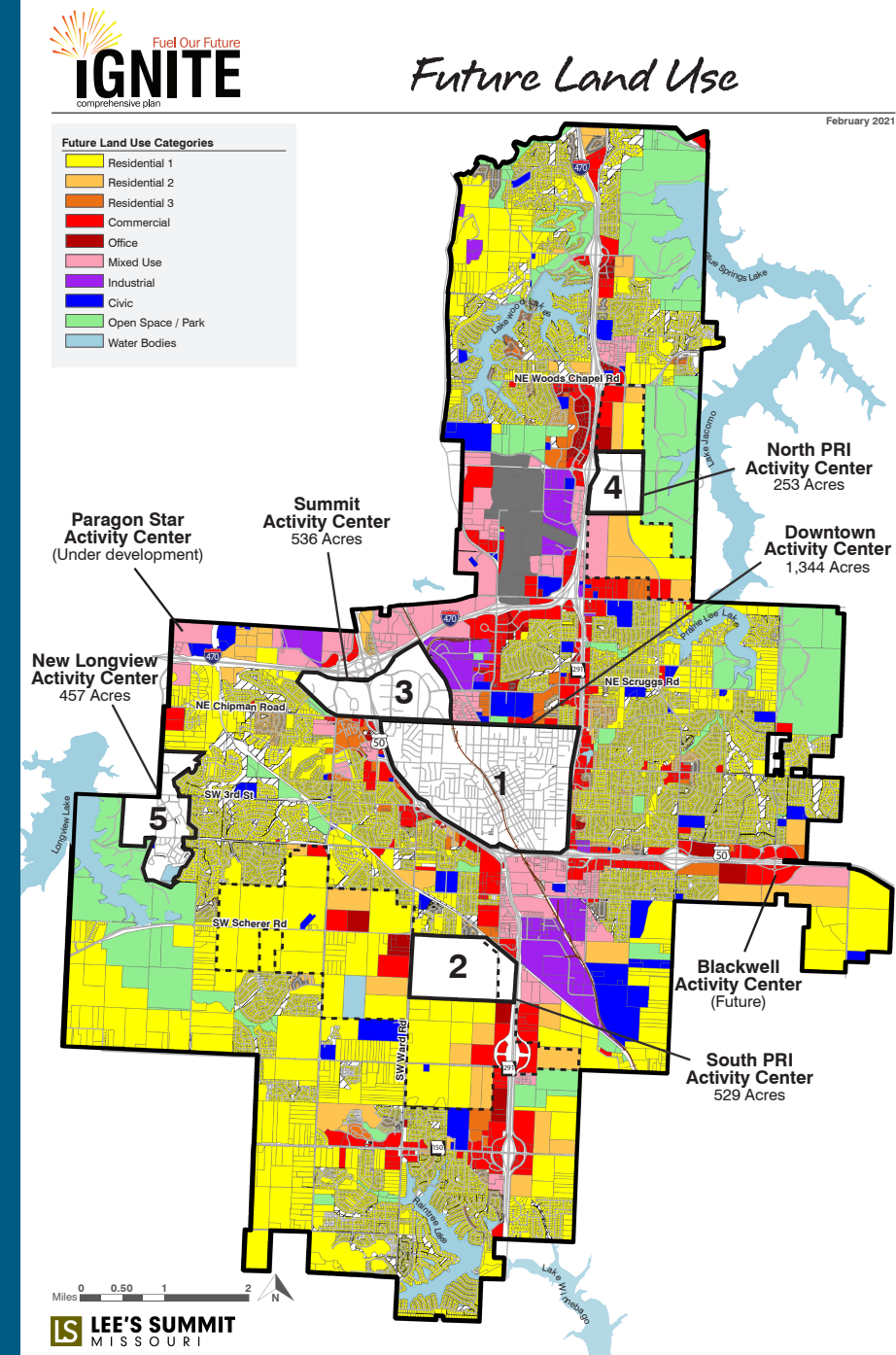
Land Use Alignment

- Thoroughfare Master Plan
- Greenway Master Plan



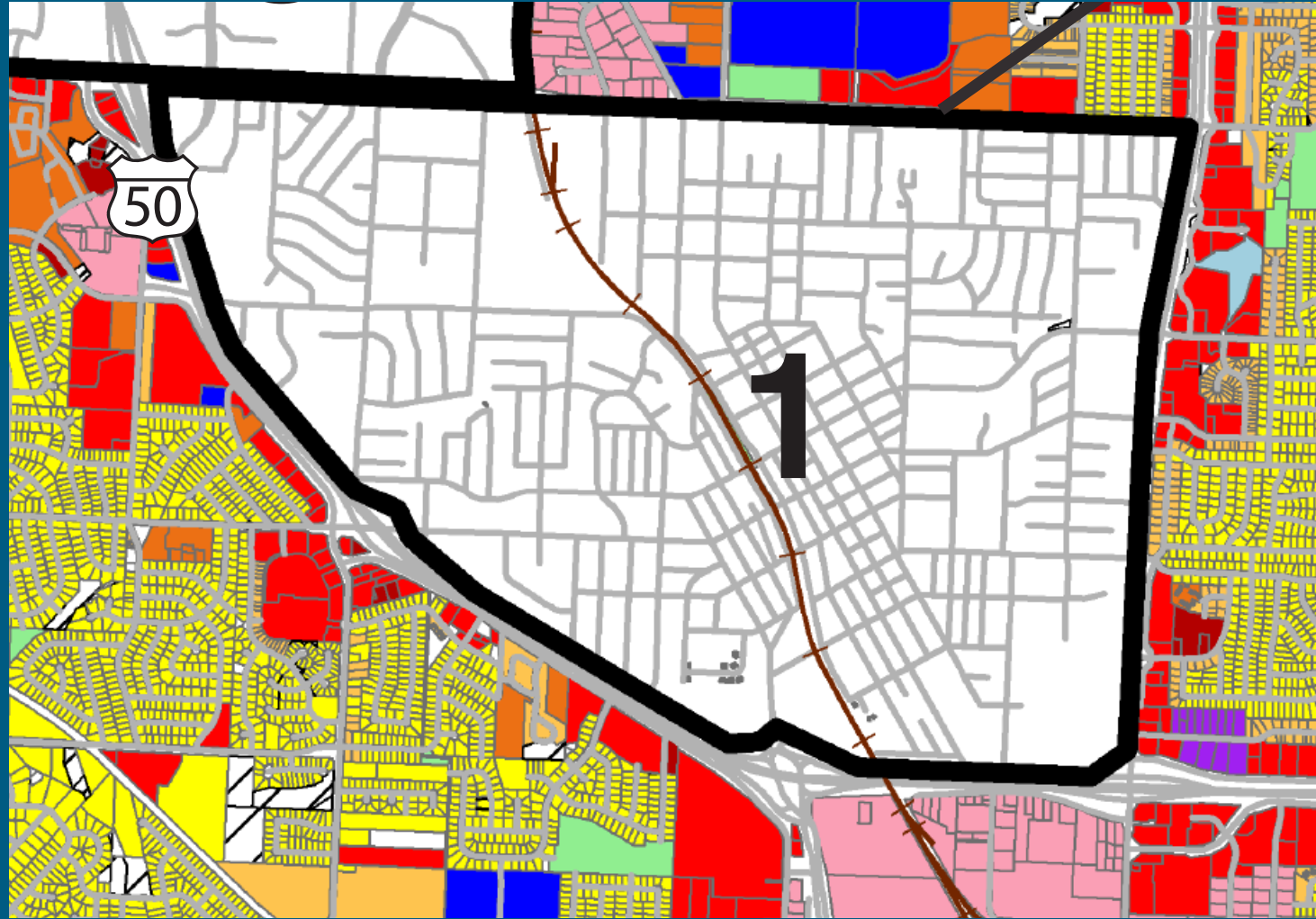
Activity Centers

- #1 - Downtown
- #2 - South PRI
- #3 - Summit
- #4 - North PRI
- #5 - New Longview
- Paragon Star (under development)
- Blackwell (future)



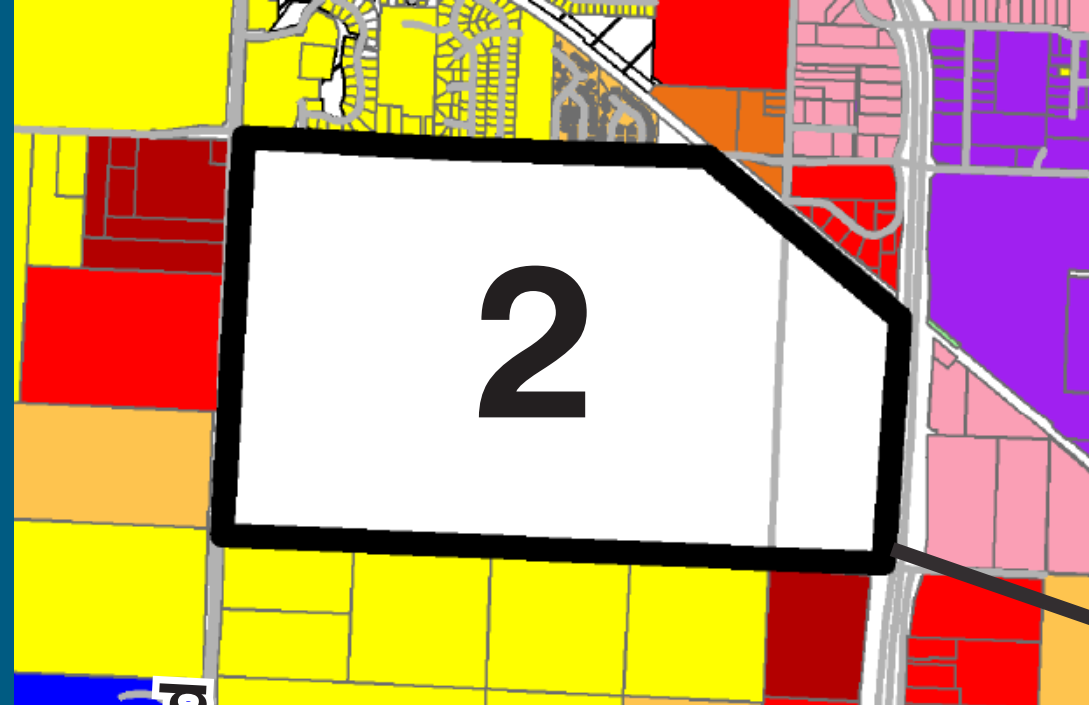
Activity Center #1: Downtown

- Traditional Character
- Small, local businesses
- Civic heart
- New housing options
- Mobility hub



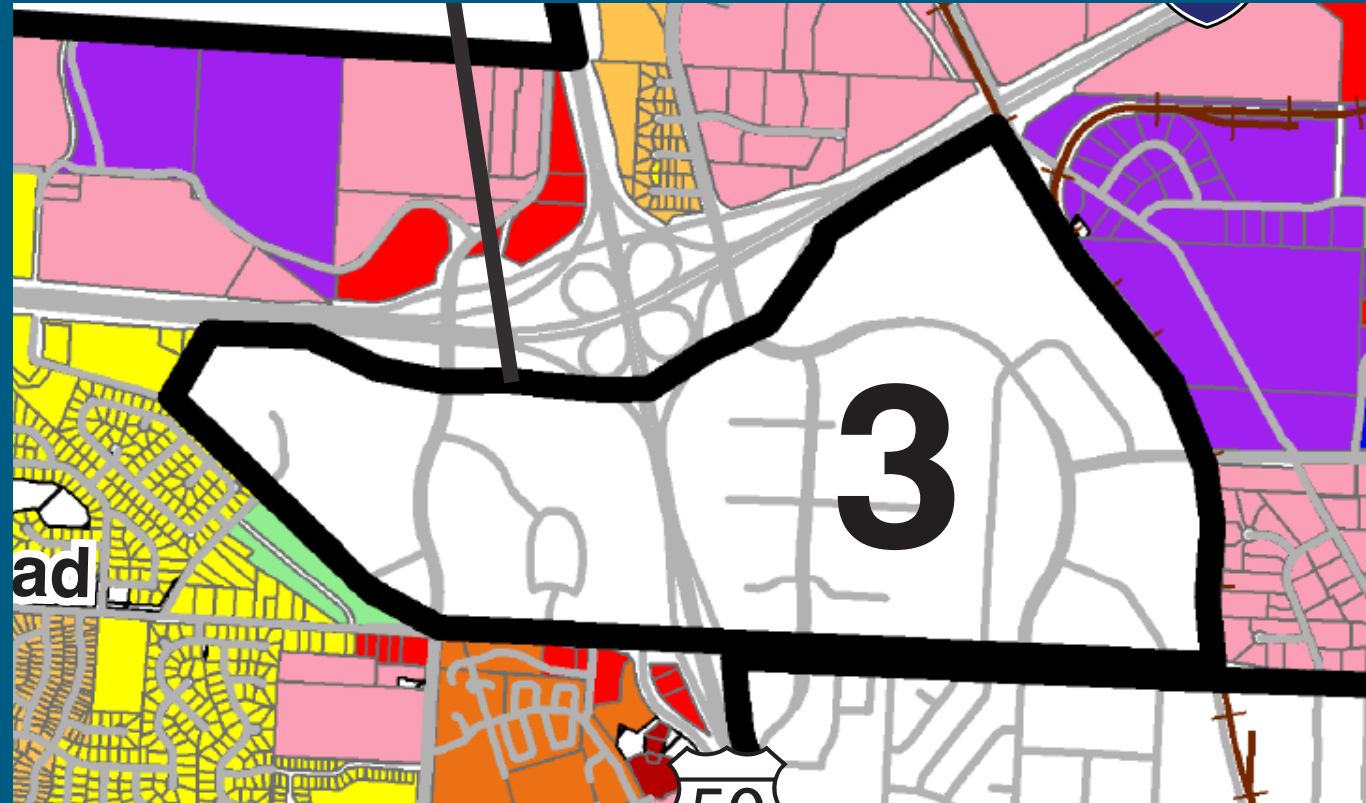
Activity Center #2: South PRI

- Innovation and Tech focus
- Emphasis on connectivity
- Transit-oriented development potential
- Commuter hub – connection to 291
- Highest level of density



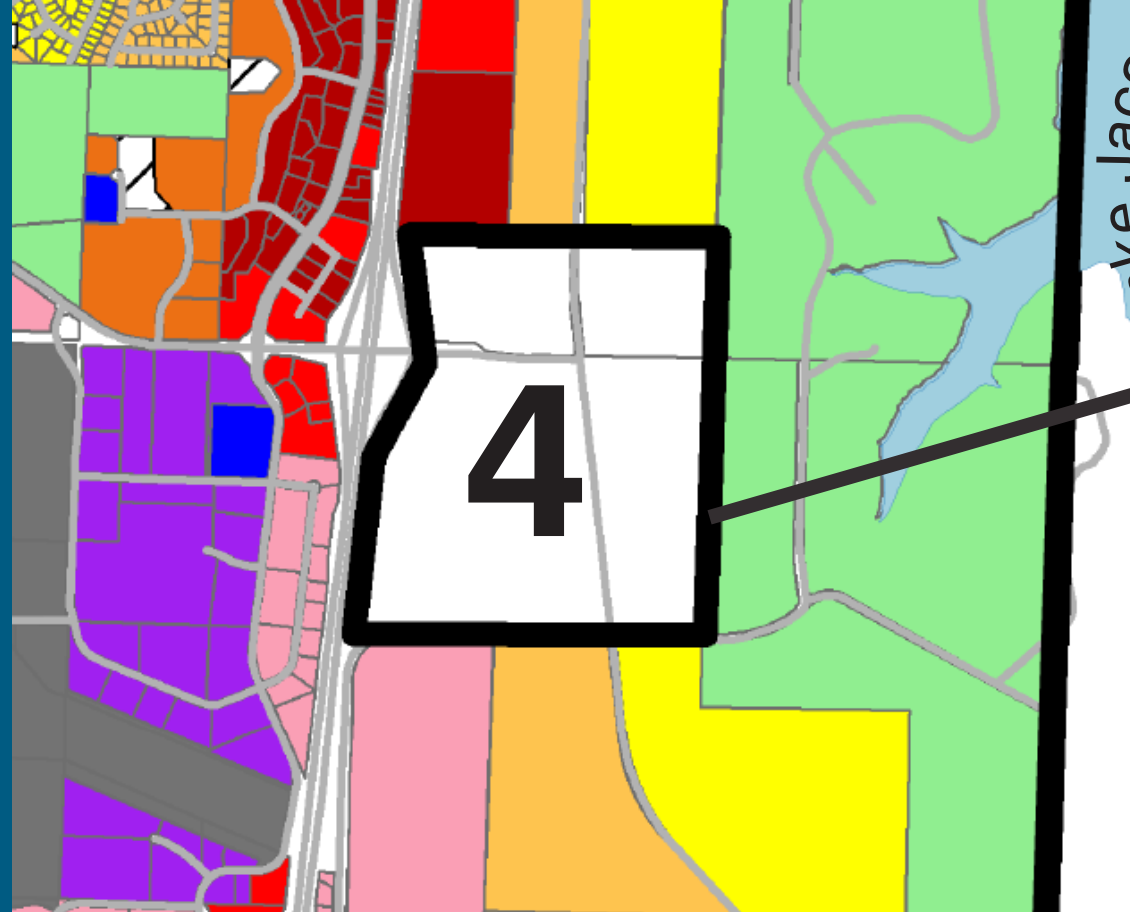
Activity Center #3: Summit

- Regional retail and mixed-use
- Mobility hub
- Additional residential density



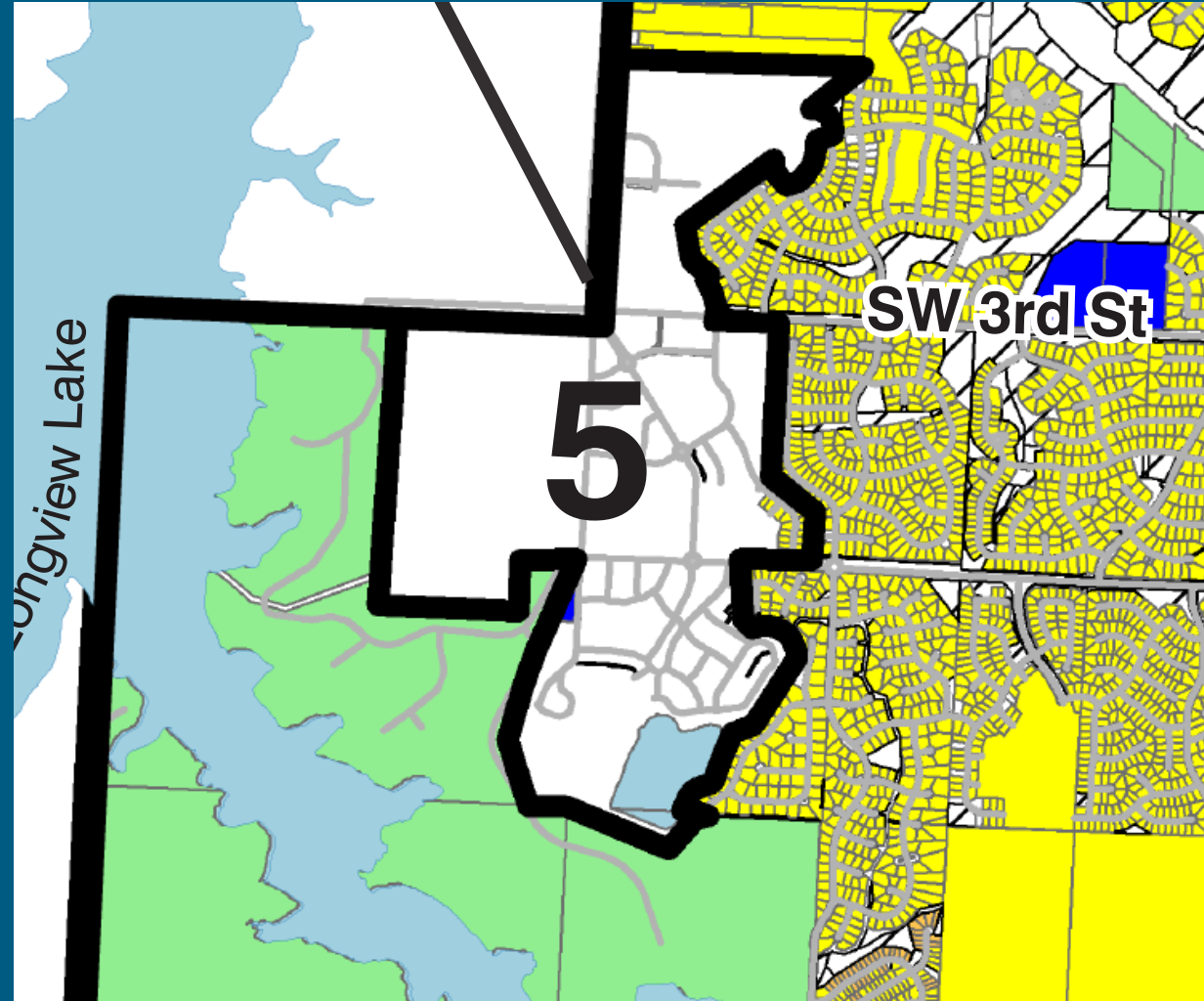
Activity Center #4: North PRI

- Environmental focus: trees, open space, park
- Connectivity to I-470 and airport
- Mixed-use

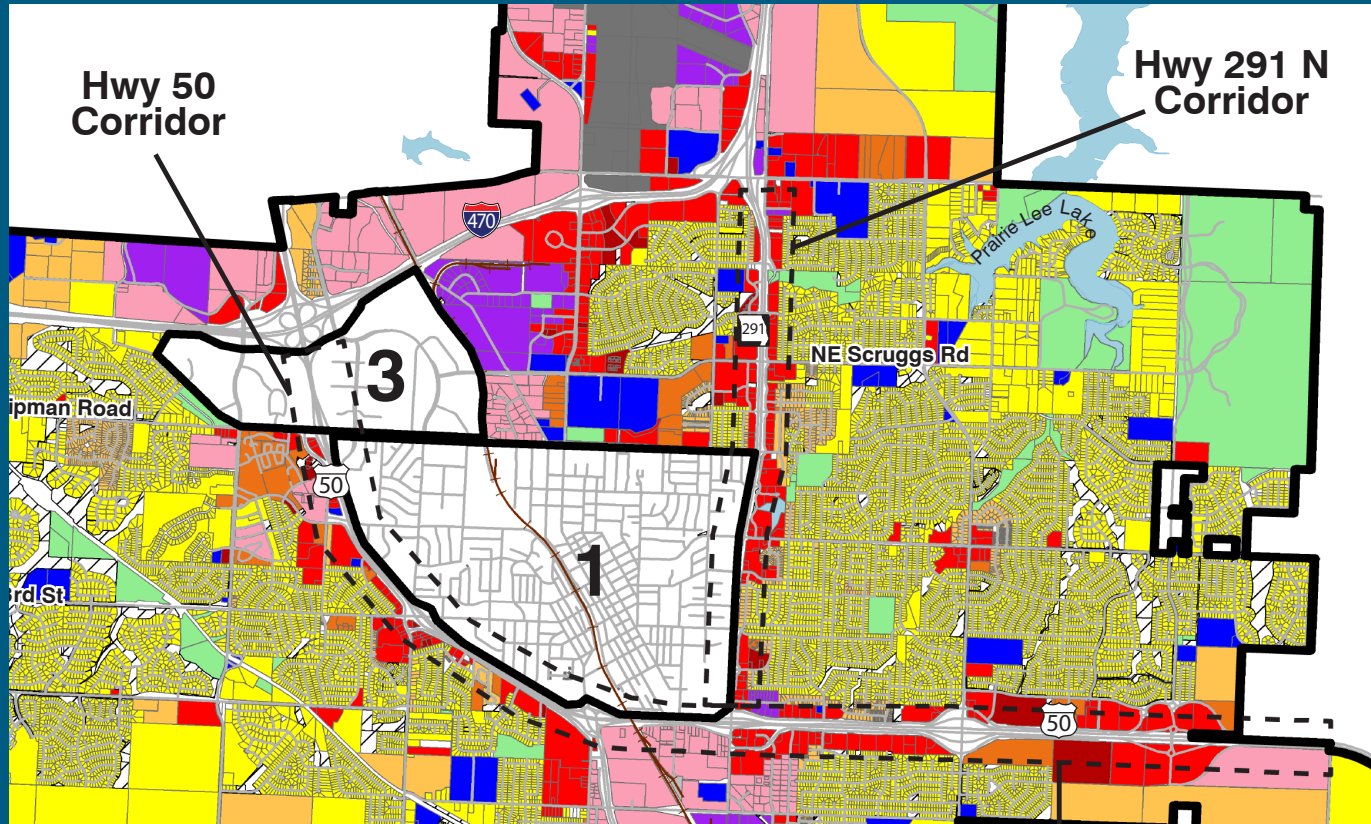


Activity Center #5: New Longview

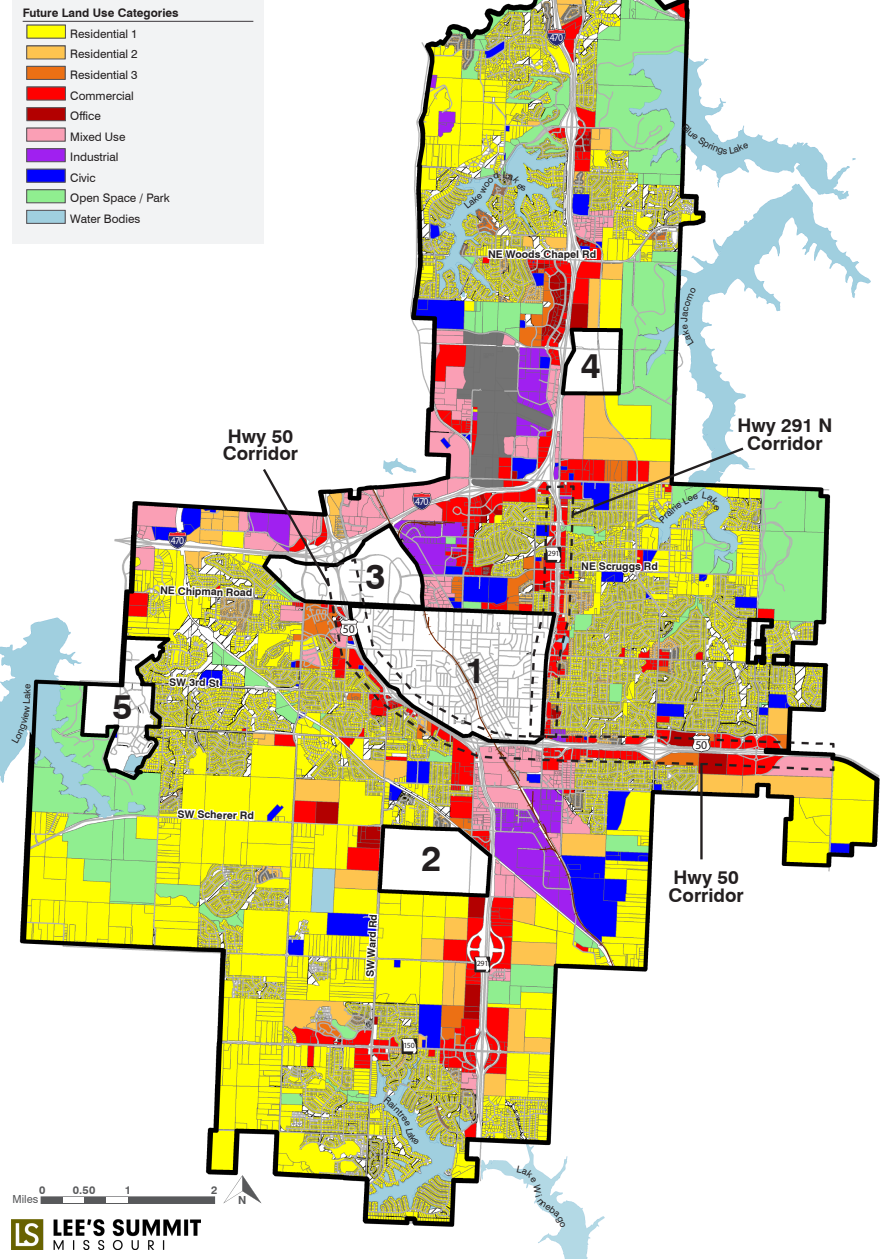
- Historic preservation component with the Historic Longview Farm
- Gateway
- Western mobility hub potential



Corridors



Corridors



Place Types

- Activity Centers
 - Urban Mixed-Use
 - Neighborhood Mixed-Use
 - Neighborhood Commercial
 - Neighborhood Residential
- Corridors
 - Corridor Mixed-Use
 - Corridor Residential

NEIGHBORHOOD RESIDENTIAL

Neighborhood Residential

Neighborhood Residential provides opportunities for a mix of housing types including multifamily residences, townhomes, duplexes, and detached homes. A small portion of retail provides for basic daily needs of residents and may be located near neighborhood public space to create destination locations. Residential setbacks vary to allow door yards or forecourts for medium density uses and front lawns for detached residential uses.



Land Use Mix




3 Story Max

Building Height	Preferred Use Mix	Land Uses			Density		Open Space	Typical Block Length	Parking	Setbacks
		Primary	Complementary	Conditional	FAR	DU/Acre				
3 Stories, 35 feet	95% Res./5% Non-Res.	Detached Residential, Townhomes	Multifamily	Hotel	N/A	12 to 18	15%	400' to 800'	Surface, on-street	5' to 20'


URBAN MIXED-USE

Urban Mixed-Use

Urban Mixed-Use place types are pedestrian-oriented and within easy walking distance to serve surrounding neighborhoods. In addition to offering a range of residential options, they provide locations for people to shop, eat, socialize and take care of daily activities. Urban Mixed-Use areas will develop as medium- to high-density walkable urban neighborhoods that encourage social connections because their mix of uses, multimodal infrastructure, and public spaces create a vibrant public realm. Vertically mixed-use buildings that frame the sidewalk and the public realm include retailers and restaurants primarily located on the first floor (with higher 1st floor heights to support active uses). Multifamily, office, or hotel uses are located above the first floor.



Land Use Mix



5 Story Max

Building Height	Preferred Use Mix	Land Uses / Building Types			Density		Open Space	Preferred Block Length	Parking	Setbacks
		Primary	Complementary	Conditional	FAR	DU/Acre				
5 Stories, 60 feet	75% Res./20% Non-Res./5% Civic	Multifamily	Hotel, Live/Work	Institutional	2.0	24 to 36	15%	400'	Structured, on-street, surface	0' - 15'

NEIGHBORHOOD MIXED-USE

Neighborhood Mixed-Use

Neighborhood Mixed-Use offers residents the ability to live, shop, work, and play in one community. These neighborhoods include a mixture of housing types and residential densities integrated with goods and services in a walkable community that residents visit on a daily basis. The design and scale of the development encourages active living through a comprehensive and interconnected network of walkable streets. For mixed-use buildings, retailers and restaurants are located on the first floor. Office uses may be located on the first or second floor of mixed-use buildings.



Land Use Mix



4 Story Max

Building Height	Preferred Use Mix	Land Uses			Density		Open Space	Typical Block Length	Parking	Setbacks
		Primary	Complementary	Conditional	FAR	DU/Acre				
4 Stories, 50 feet	90% Res./10% Non-Res.	Multifamily, Townhomes	Detached Residential	Institutional	1.5	18 to 24	15%	400' - 600'	Structured, on-street, surface	0' - 15'

NEIGHBORHOOD COMMERCIAL

Neighborhood Commercial

Neighborhood Commercial contains various neighborhood serving retail and service uses and a mix of medium- to high-density residential uses, generally in a shopping center format. These centers typically include grocery stores, drug stores or other small to medium sized anchors oriented to surrounding neighborhoods. Residential uses support clustered retail development with an emphasis on adjacent public spaces—including plazas and pocket parks—to create vibrant neighborhood gathering places.



Land Use Mix



4 Story Max

Building Height	Preferred Use Mix	Land Uses			Density		Open Space	Typical Block Length	Parking	Setbacks
		Primary	Complementary	Conditional	FAR	DU/Acre				
4 Stories, 50 feet	60% Res./40% Non-Res.	Multifamily	Townhomes	Hotel	1.5	18 to 24	15%	400' - 600'	Surface, on-street, structured	0' - 15'

CORRIDOR RESIDENTIAL

Corridor Residential

Corridor Residential provides opportunities for the integration of multifamily residential uses along Lee's Summit's corridors. The inclusion of housing types—including townhomes, apartments and condominiums, and duplexes—should be coordinated with and complement existing, adjacent residential uses. Retail uses should be considered at key intersections as part of mixed-use developments to provide for the daily needs of residents. Public space should be integrated into developments to provide an opportunity for recreation, outdoor dining, or leisure space.



Land Use Mix



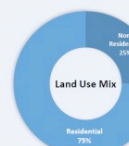
3 Story Max

Building Height	Preferred Use Mix	Land Uses			Density		Open Space	Typical Block Length	Parking	Setbacks
		Primary	Complementary	Conditional	FAR	DU/Acre				
3 Stories, 35 feet	95% Res./5% Non-Res.	Townhomes	Multifamily	Ret. Commercial, Office	N/A	8 to 12	20%	Varies	Surface, on-street	Vary


CORRIDOR MIXED-USE

Corridor Mixed-Use

Corridor Mixed-Use place types are dedicated to auto-oriented corridors and provide a mix of medium- to high-density residential uses and various neighborhood serving retail and service uses. Standards should ensure harmonious development adjacent to existing residential neighborhoods and building types should take into consideration shallow lots and proximity to heavily-travelled streets. Buildings along corridors should generally be 2 - 3 stories with setbacks that vary along street edges and open spaces. Connections and transitions to adjacent uses should be considered.



Land Use Mix



3 Story Max

Building Height	Preferred Use Mix	Land Uses			Density		Open Space	Typical Block Length	Parking	Setbacks
		Primary	Complementary	Conditional	FAR	DU/Acre				
3 Stories, 40 feet	75% Res./25% Non-Res.	Multifamily	Townhomes, Hotel	Institutional	1.0	18 to 24	15%	Varies	Surface, on-street	Vary

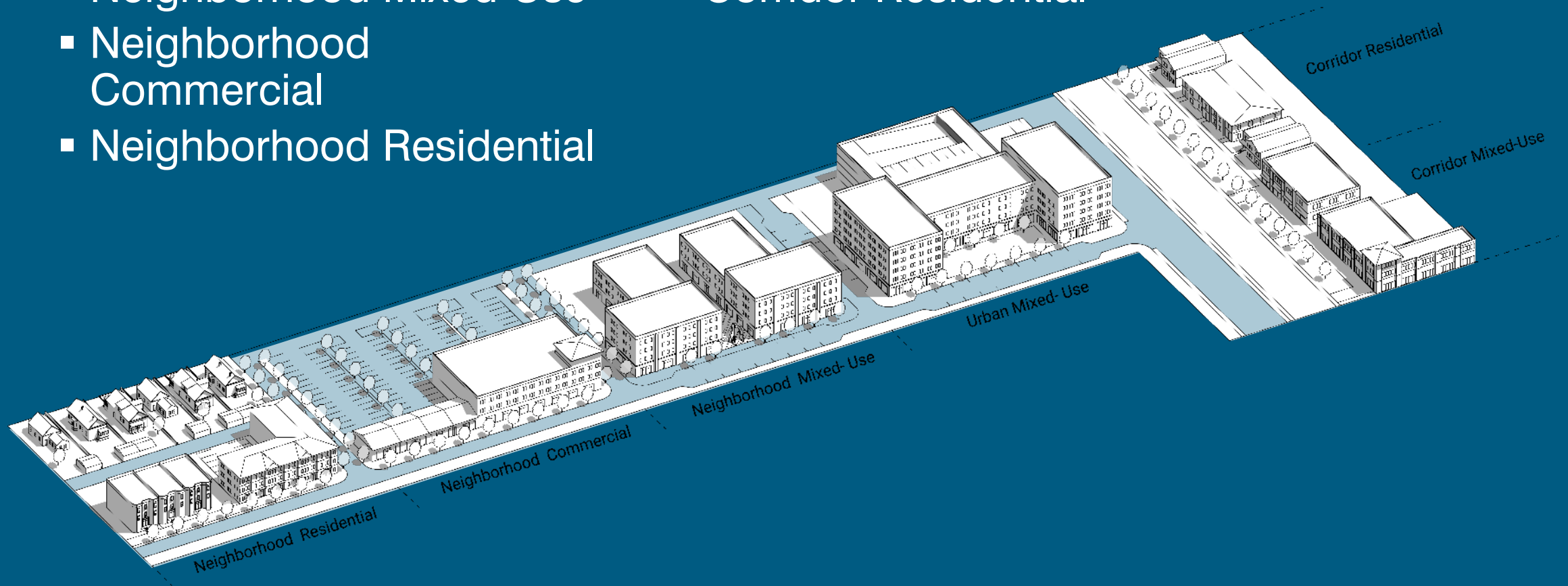
Place Types

- Activity Centers

- Urban Mixed-Use
- Neighborhood Mixed-Use
- Neighborhood Commercial
- Neighborhood Residential

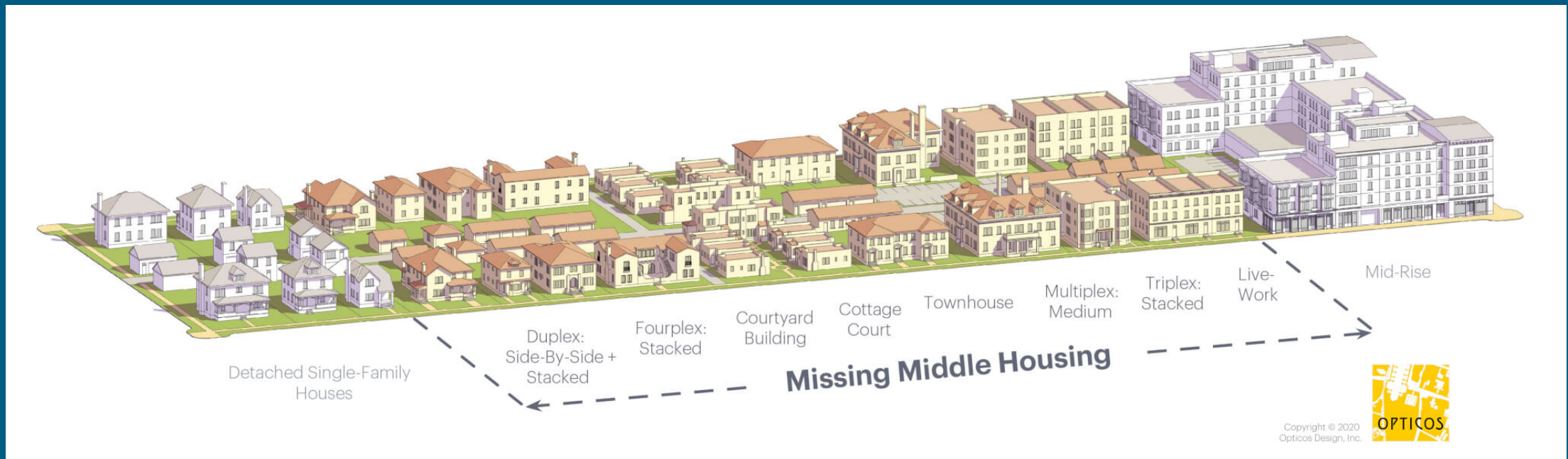
- Corridors

- Corridor Mixed-Use
- Corridor Residential



"Missing Middle" Housing

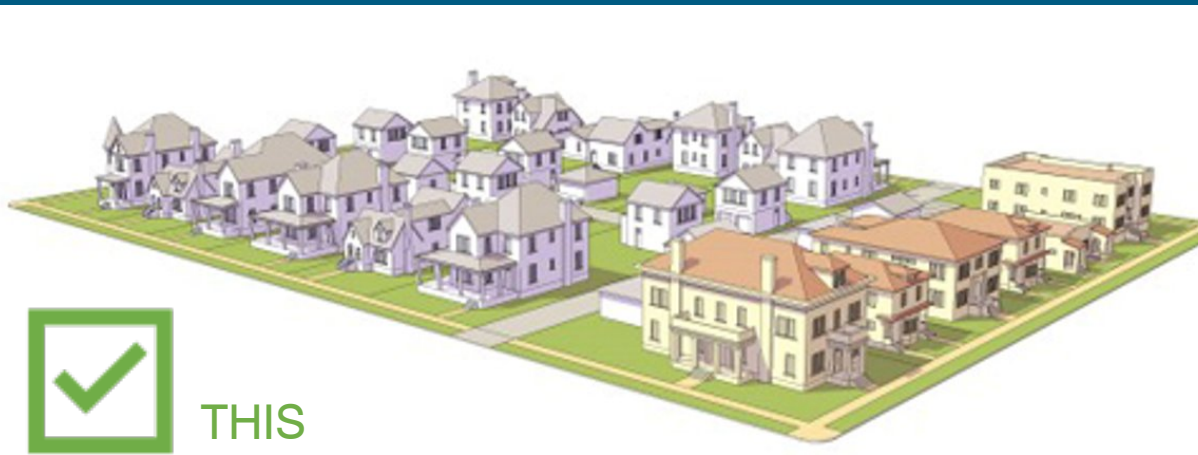
- Fills gap between traditional detached single-family housing and larger multi-unit apartment buildings
- Provides increased housing options and affordability
- Supports context of existing neighborhoods as infill option



"Missing Middle" Housing

- Common characteristics to “missing middle” housing types:
 - Walkability
 - Density / Critical Mass
 - Small Building Footprints
 - Livability
 - Ownership
 - Parking
 - Construction
 - Sense of Community

"Missing Middle" Housing



Design Principles: Mobility & Connectivity

MOBILITY & CONNECTIVITY PRINCIPLES

1 Drive Through

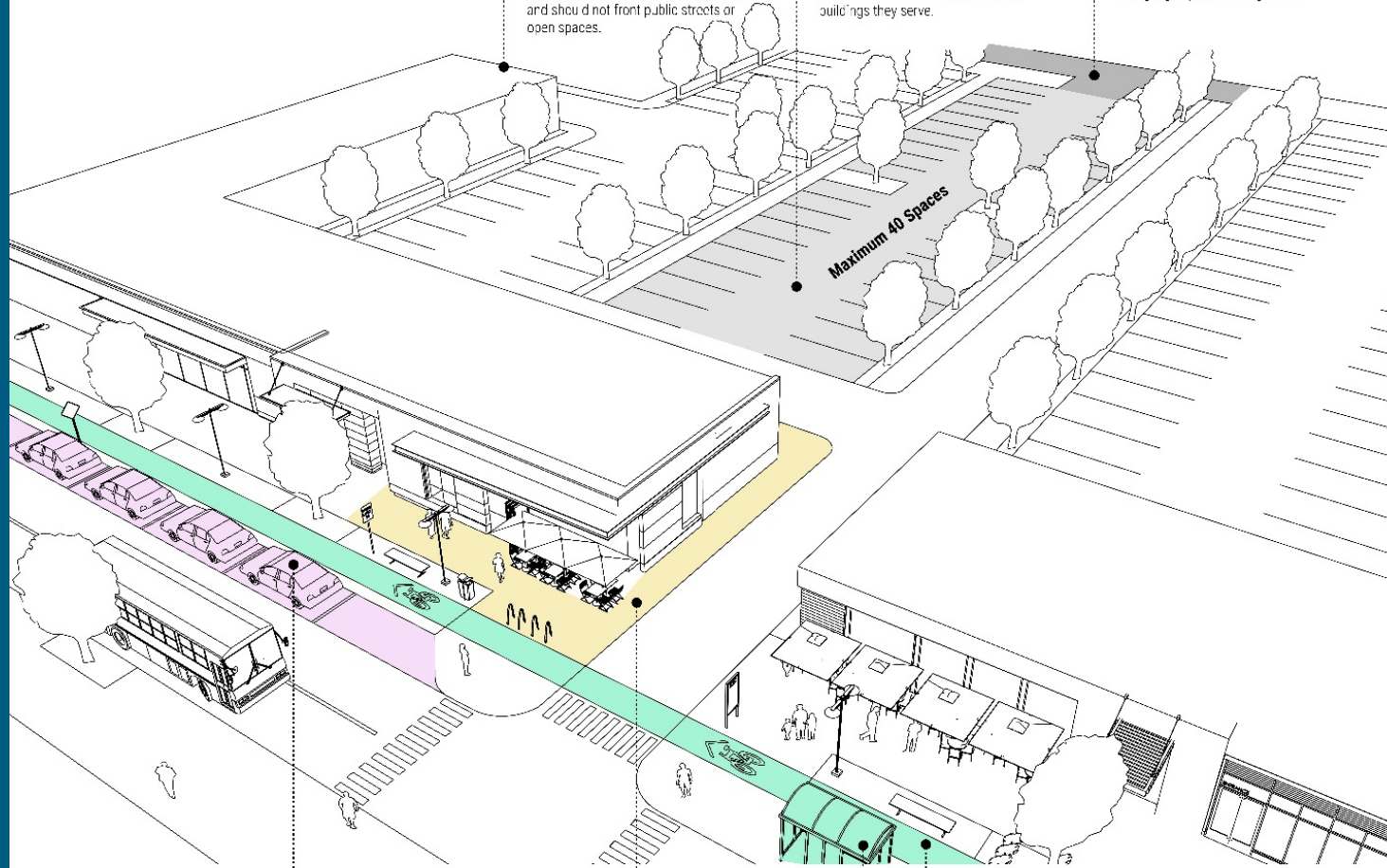
The inclusion of drive-throughs should be limited along the corridors and in activity centers to help maintain a focus on pedestrians. If included, drive-throughs should be in the rear of development sites and should not front public streets or open spaces.

2 Parking Lot

Parking should be broken up into parking blocks that contain no more than 40 parking spaces. Parking blocks should be separated by landscape medians with street trees and oriented toward the buildings they serve.

3 Vehicle Entry Drives

The number and width of vehicle entry areas into parking lots and driveways should be minimized to prioritize pedestrian traffic and safety, particularly along high-speed thoroughfares.



4 On-Street Parking

On-street parking should be included on new and existing street sections; consideration should be given to new streets in activity centers.

5 Building Walkways

An on-site pedestrian walkway system should be developed for all development and redevelopment. Walkways should provide a clearly delineated and safe path from parking areas to buildings, as well as between buildings.

6 Connectivity

There are numerous opportunities to better connect activity centers and corridors to existing parks, neighborhoods, and amenities. Priority connections, including accurate sidewalks, trails, wayfinding, and bike lanes should be given to connecting to environmental assets, parks, public transit, and key community amenities.

Design Principles: Parks & Open Space

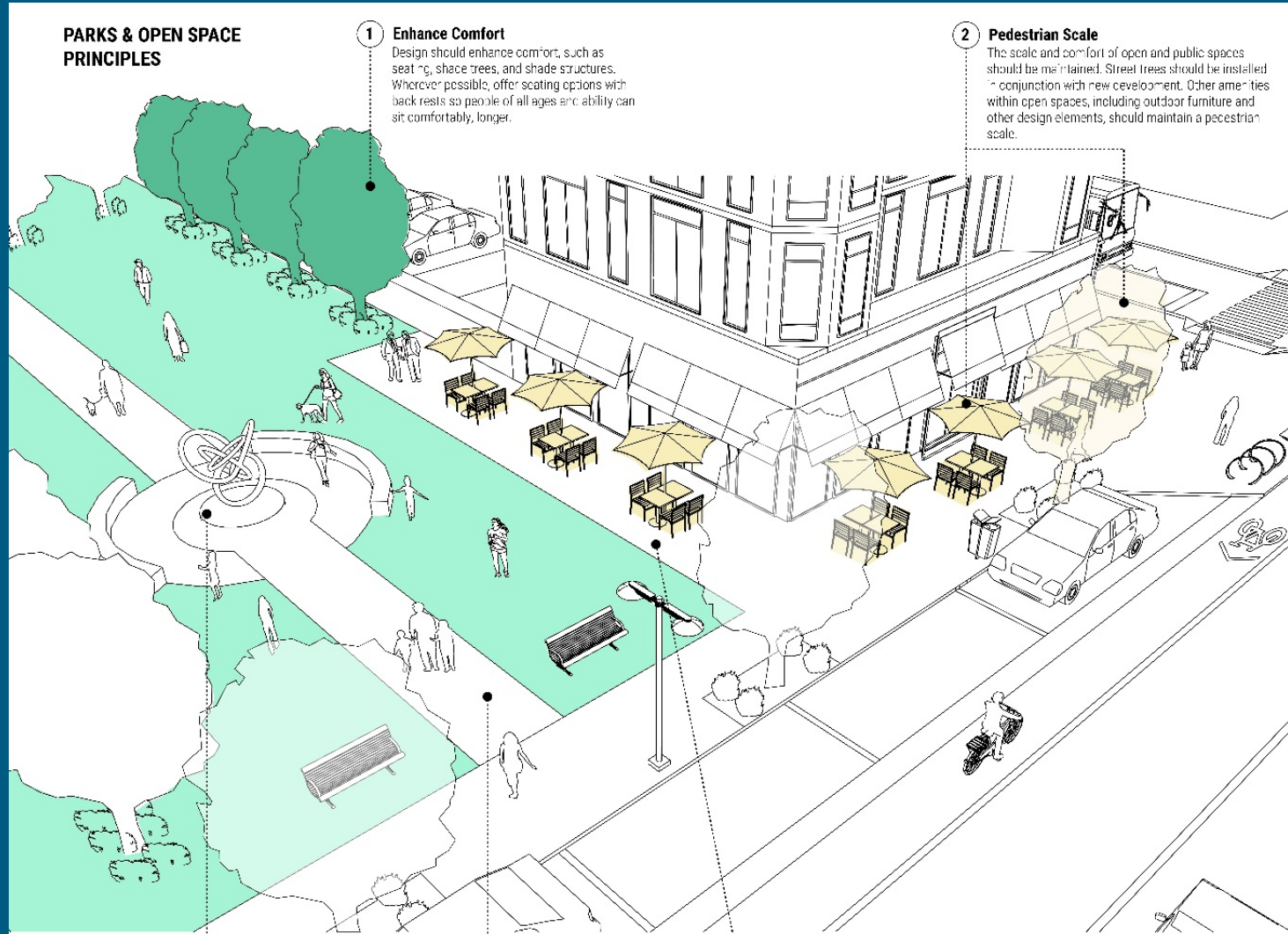
PARKS & OPEN SPACE PRINCIPLES

1 Enhance Comfort

Design should enhance comfort, such as seating, shade trees, and shade structures. Whenever possible, offer seating options with back rests so people of all ages and ability can sit comfortably, longer.

2 Pedestrian Scale

The scale and comfort of open and public spaces should be maintained. Street trees should be installed in conjunction with new development. Other amenities within open spaces, including outdoor furniture and other design elements, should maintain a pedestrian scale.



3 Public Art

Public art and water elements make spaces inviting. Streetscapes and open spaces should incorporate public art, including state-of-the-art interactive digital public art that engages passersby, promotes informal interaction, and draws the creativity of the local arts community into the corridor.

4 Visible from the Street

Parks and green spaces/plazas intended to be publicly accessible need to be visible from the street, not enclosed by or behind buildings.

5 Flexible Use

Public spaces must be designed to allow flexible use, including seating, lighting, and ideally a connection to retail or food close by. Incorporate programmable space in parks, with flexibility to provide 4 season experiences.

Design Principles: Building & Site Development

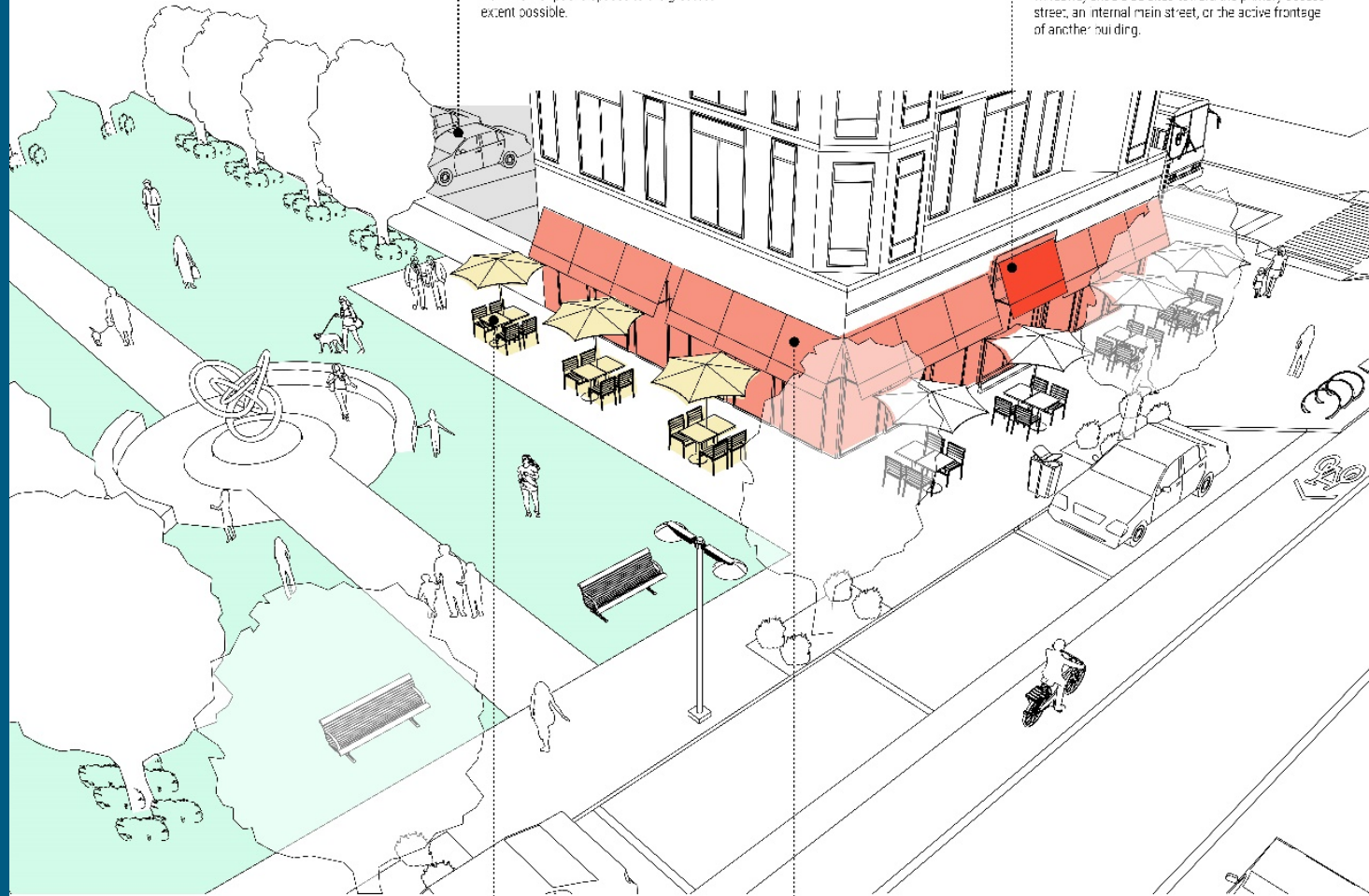
BUILDING & SITE DEVELOPMENT PRINCIPLES

1 Surface Parking

Site design should minimize the amount of surface parking and screen any surface parking from view of public spaces to the greatest extent possible.

2 Building Orientation

The active wall of buildings (those frontages with a majority of storefronts, public entrances, and windows) should be sited toward the primary access street, an internal main street, or the active frontage of another building.



3 Seating

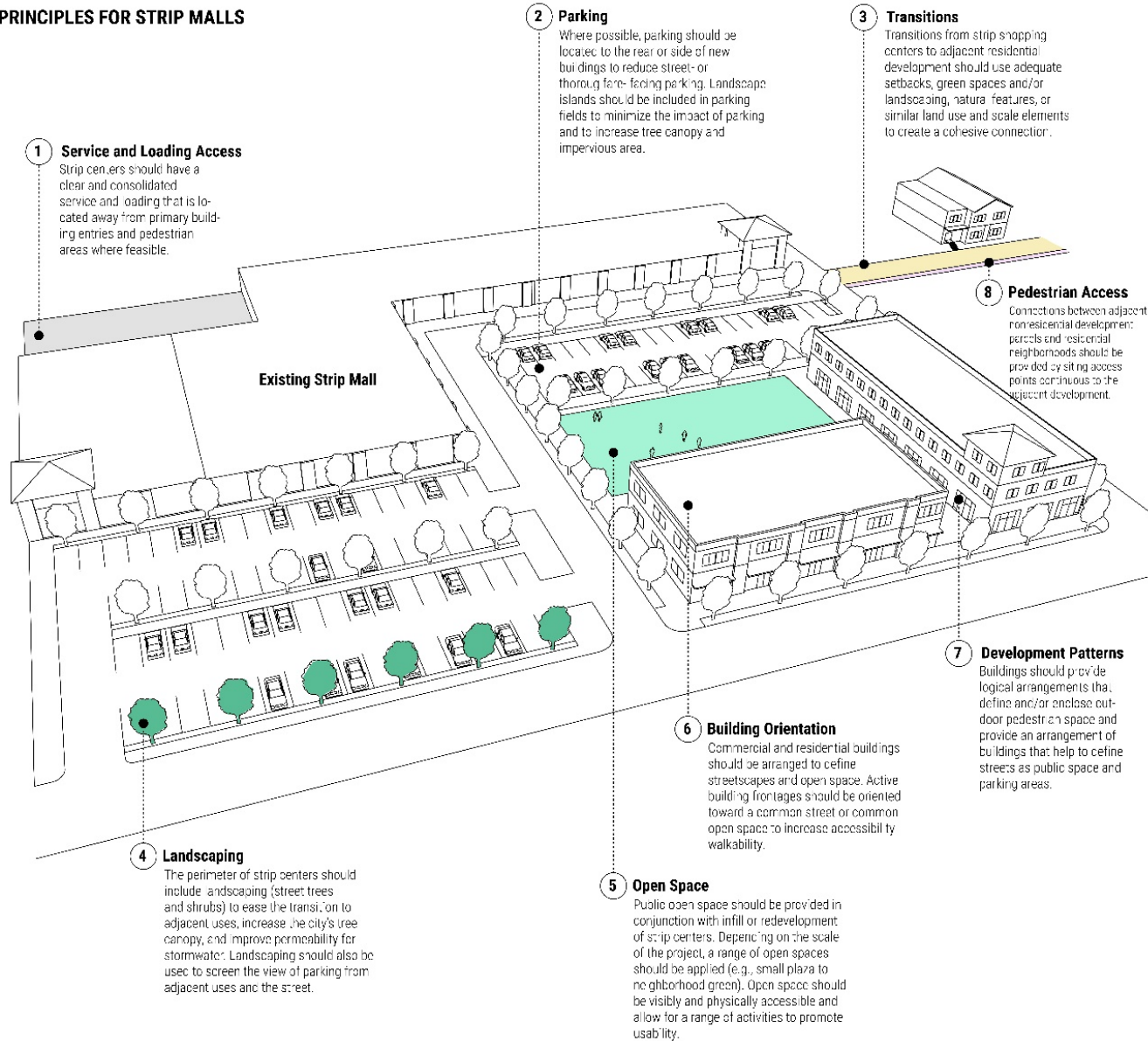
Outdoor seating areas should be included along walkways and adjacent to restaurant/retail buildings. A cluster of buildings may include a pedestrian plaza or delineated outdoor pedestrian area.

4 Ground-floor Retail

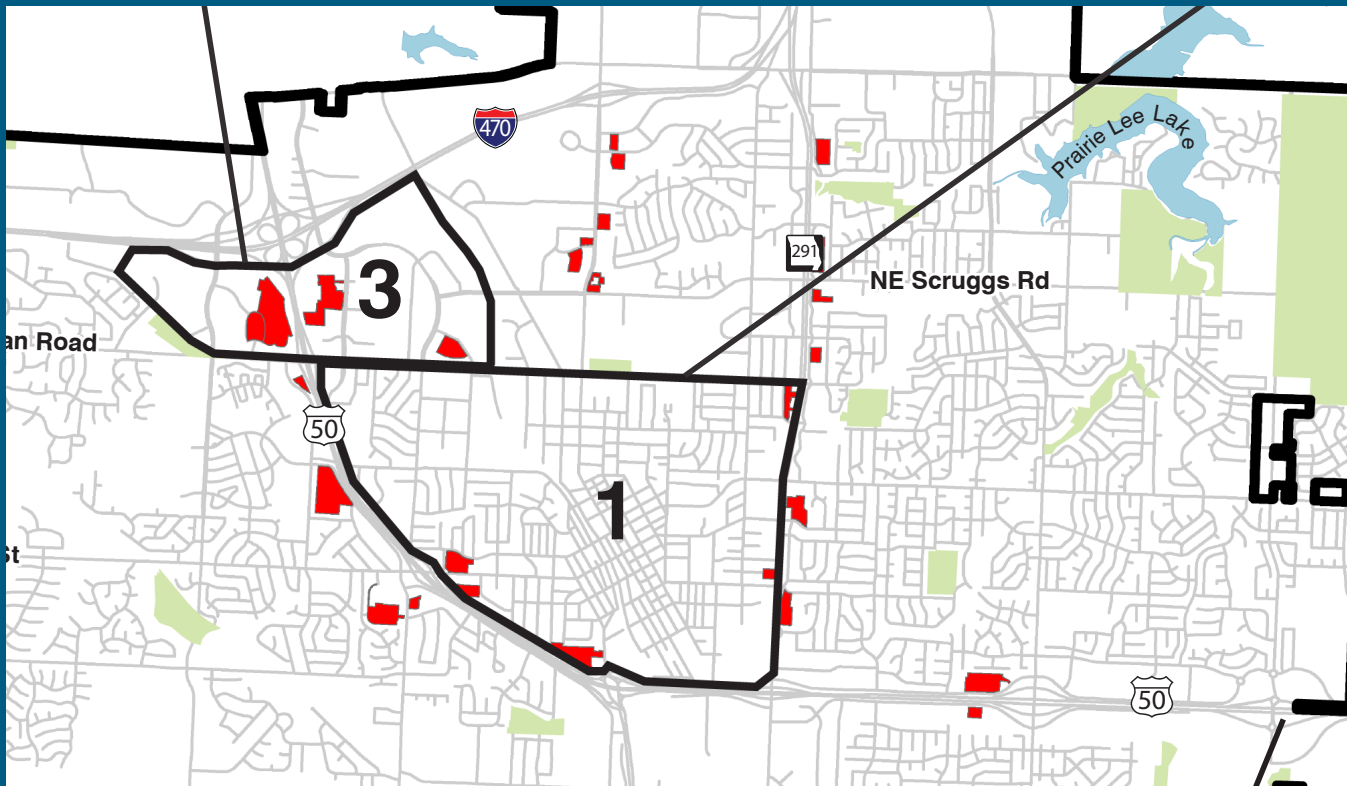
Along primary street frontages, ground floors should be dedicated to retail (including restaurants, cafés, etc.) and/or other activities that animate the public realm (including arts, culture (including museum), entertainment, and civic uses such as a library or other community-serving activities that animate streets and public spaces. Ground floor uses that spill out into the public realm (e.g., restaurants, cafés) should front actively use public spaces.

Design Principles: Strip Commercial Development

DESIGN PRINCIPLES FOR STRIP MALLS



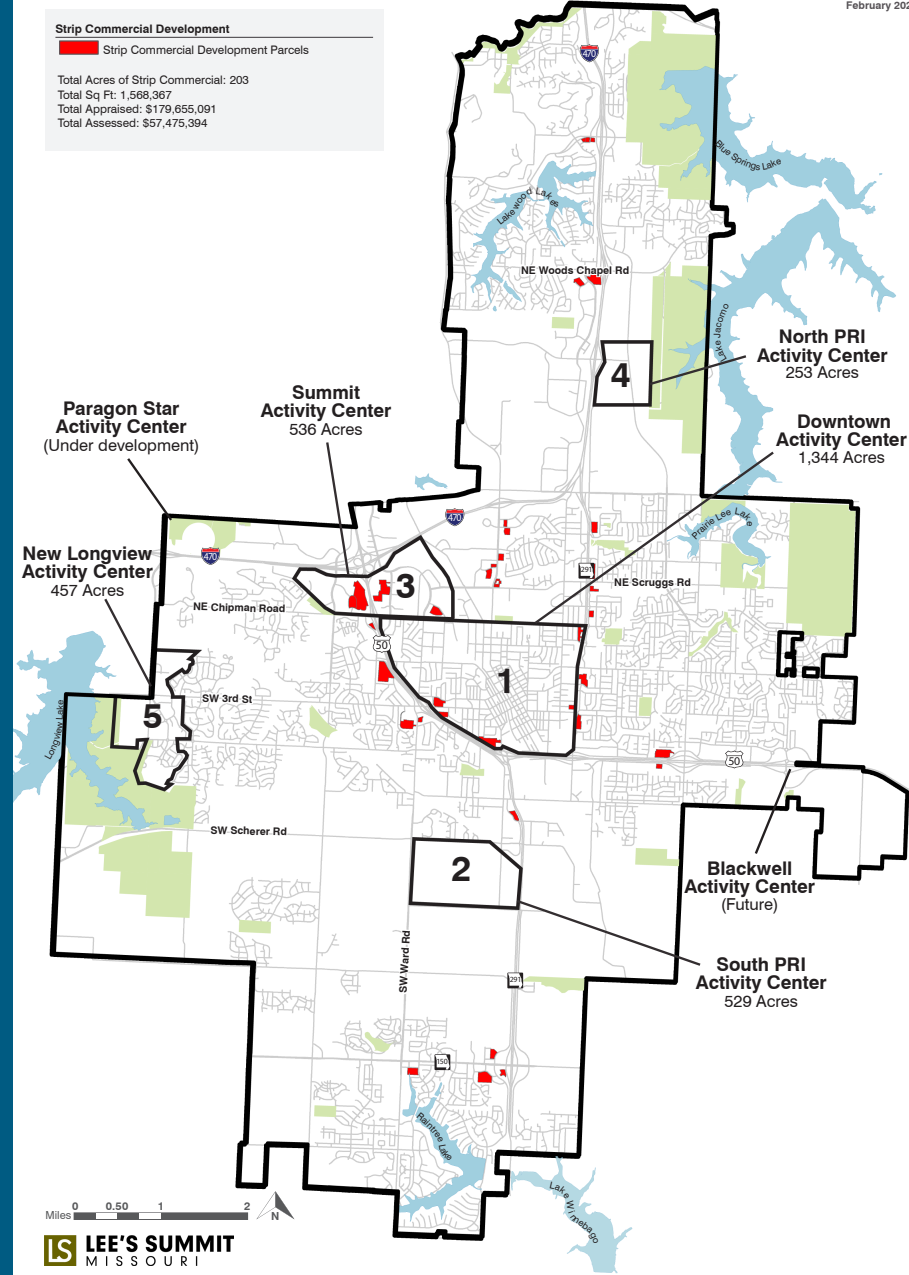
Strip Commercial Development



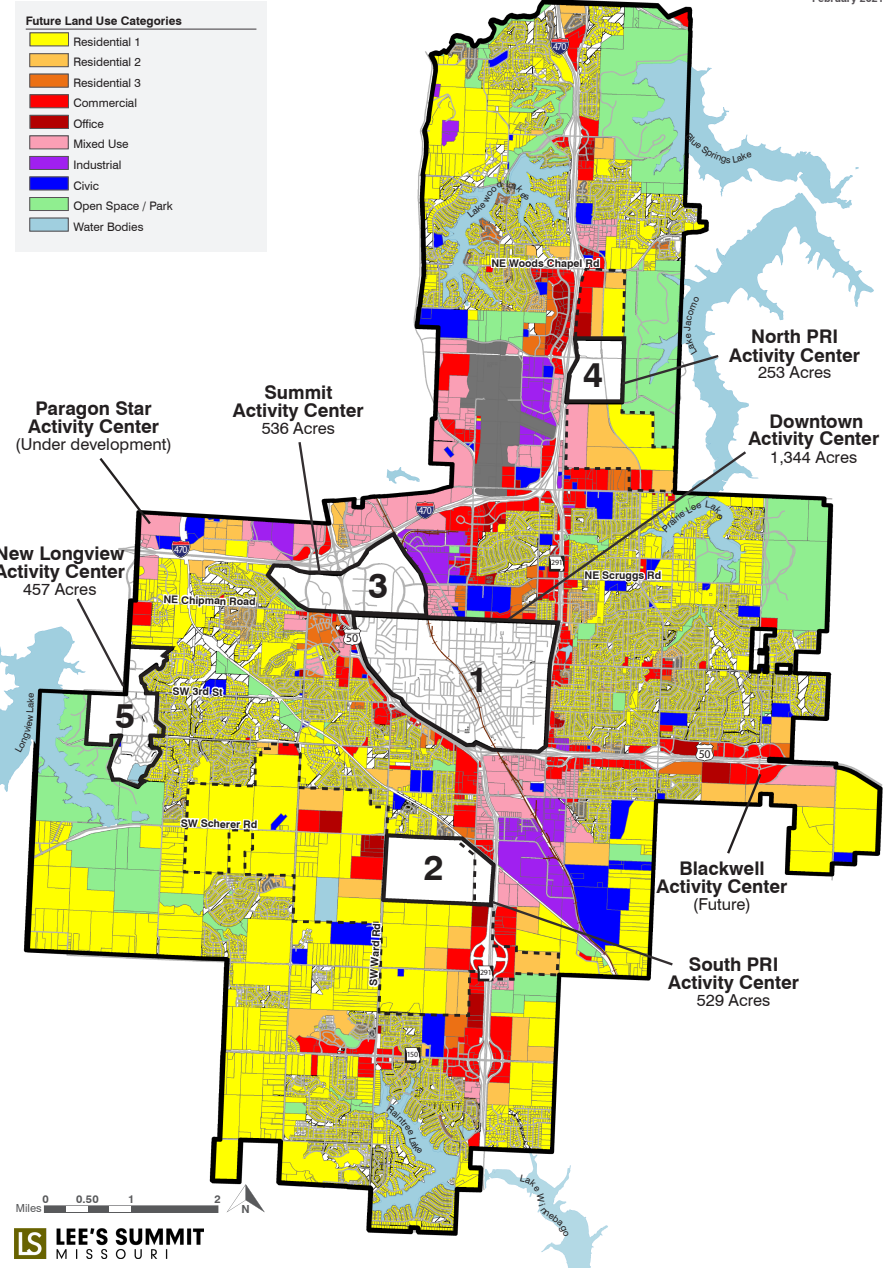
Strip Commercial Development

Strip Commercial Development Parcels

Total Acres of Strip Commercial: 203
 Total Sq Ft: 1,588,367
 Total Appraised: \$179,655,091
 Total Assessed: \$57,475,394













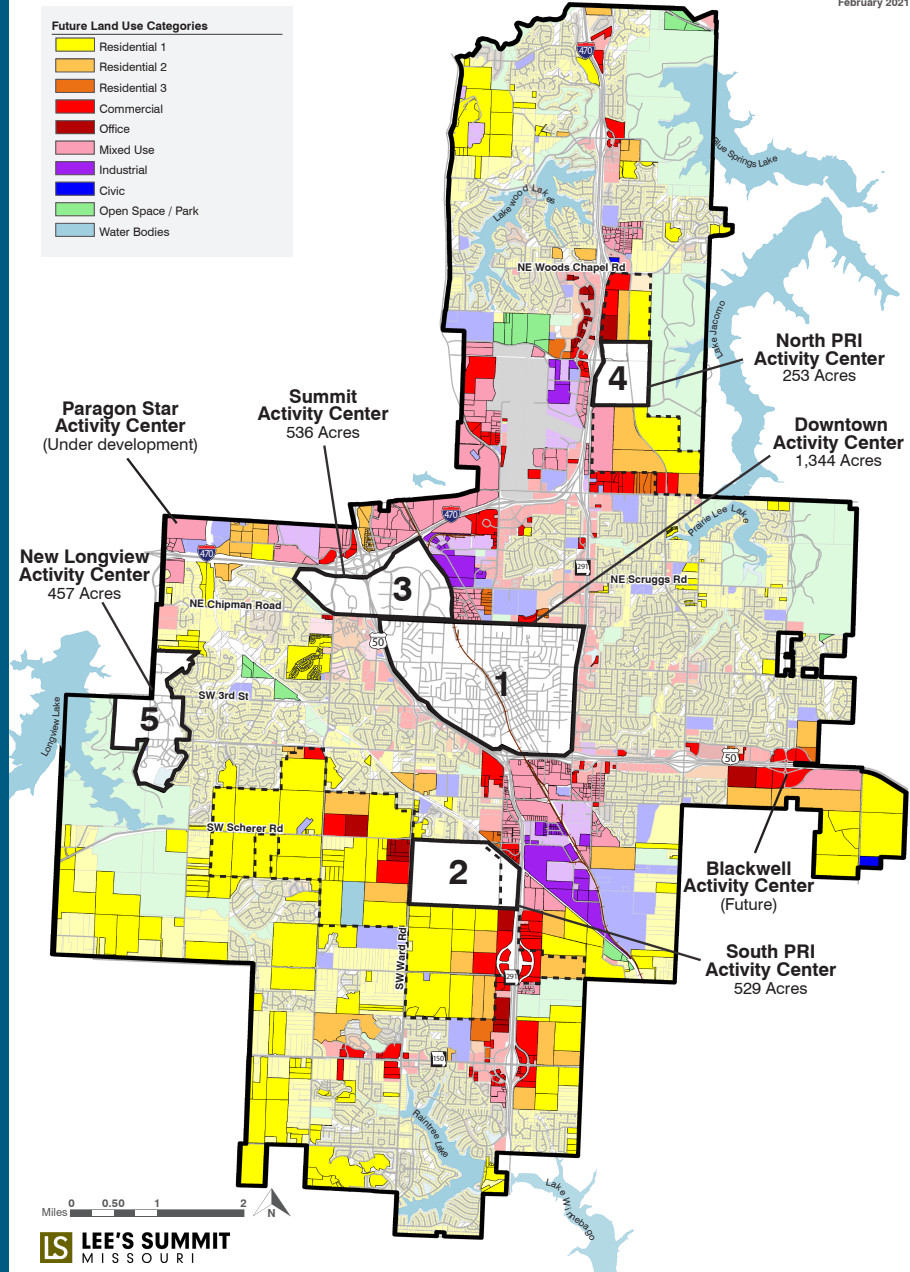
Future Land Use Plan



Areas of Change

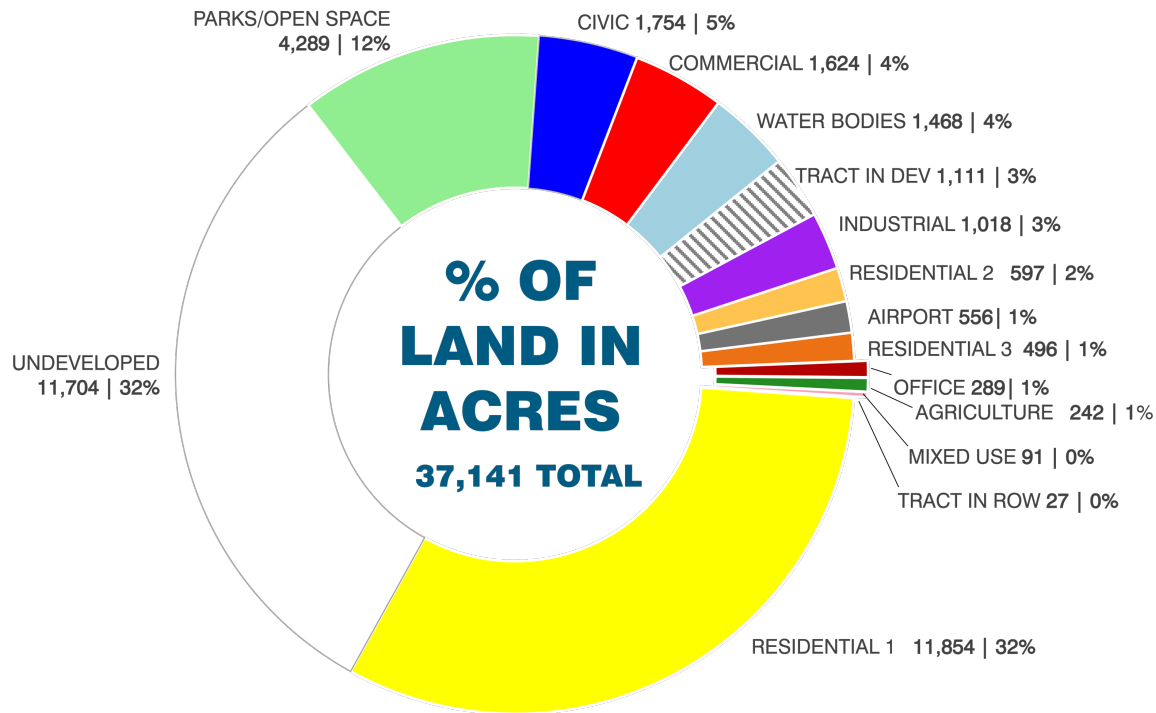
Future Land Use Categories

	Residential 1
	Residential 2
	Residential 3
	Commercial
	Office
	Mixed Use
	Industrial
	Civic
	Open Space / Park
	Water Bodies

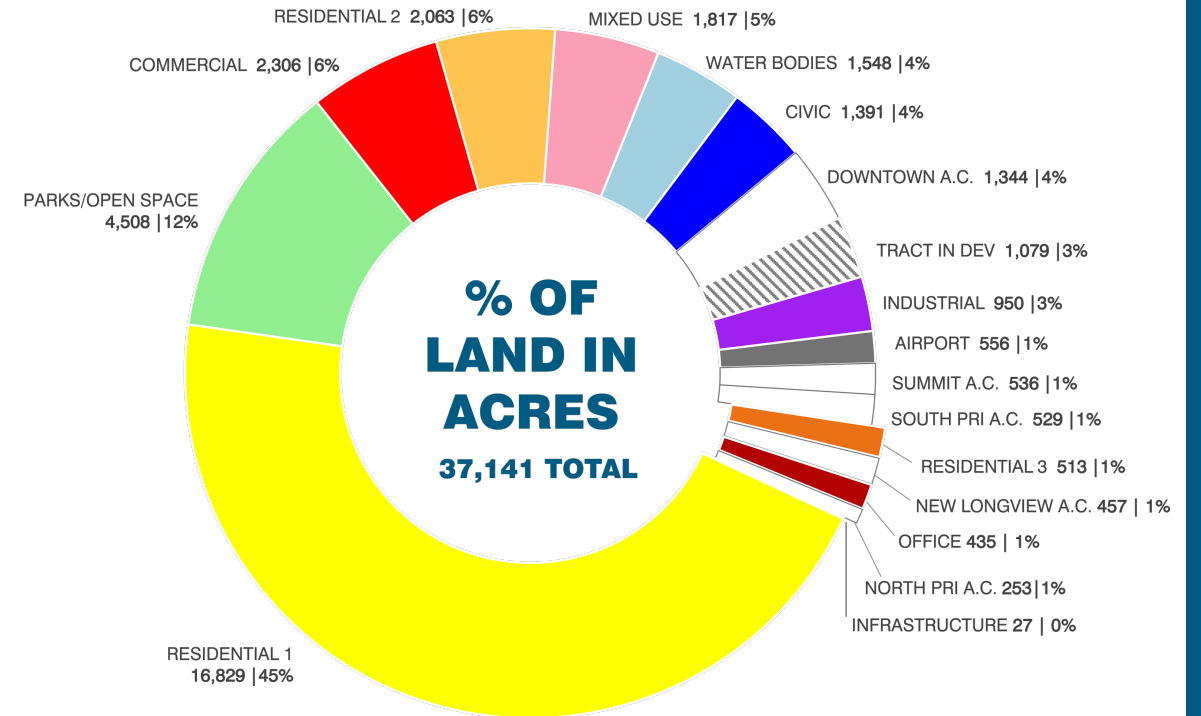


Current vs. Future Land Use

Current Land Use



Future Land Use



Current vs. Future Land Use

Current Land Use

	Acres
Residential 1	11,854
Residential 2	597
Residential 3	496
Commercial	1,624
Office	289
Mixed Use	91
Industrial	1,018
Civic	1,754
Airport	556
Infrastructure	-
Agriculture	242
Parks/Open Space	4,289
Water Bodies	1,468
Tract in DEV	1,111
Undeveloped	11,724
Tract in ROW	27

Future Land Use w/ Activity Centers

	Acres
Residential 1	16,829
Residential 2	2,063
Residential 3	513
Commercial	2,306
Office	435
Mixed Use	1,817
Industrial	950
Civic	1,391
Airport	556
Infrastructure	27
Agriculture	-
Parks/Open Space	4,508
Water Bodies	1,548
Tract in DEV	1,079
Undeveloped	-
Tract in ROW	-

Difference

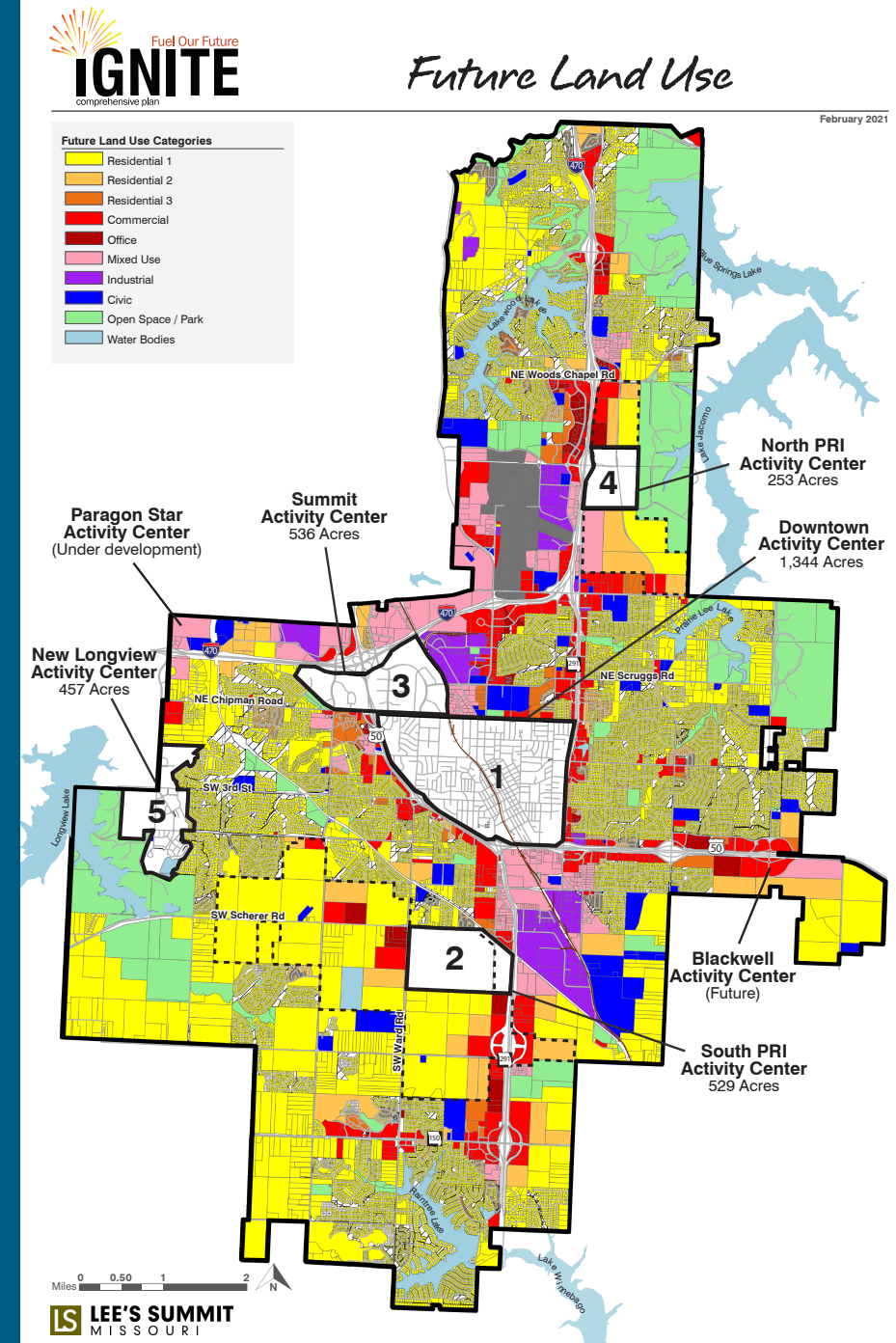
	Difference
Residential 1	4,975
Residential 2	1,466
Residential 3	17
Commercial	682
Office	146
Mixed Use	1,726
Industrial	-68
Civic	-363
Airport	0
Infrastructure	27
Agriculture	-242
Parks/Open Space	219
Water Bodies	80
Tract in DEV	-32
Undeveloped	-11,724
Tract in ROW	-27

	Acres
Downtown A.C.	1,344
South PRI A.C.	529
Summit A.C.	536
North PRI A.C.	253
New Longview A.C.	457

Total Land Use Acres
37,141

Land Use Actions

- Education and Outreach
- Plan Development
- Inventory, Assessment, or Survey
- Practice Improvements
- Policy and Code Adjustment



Discussion