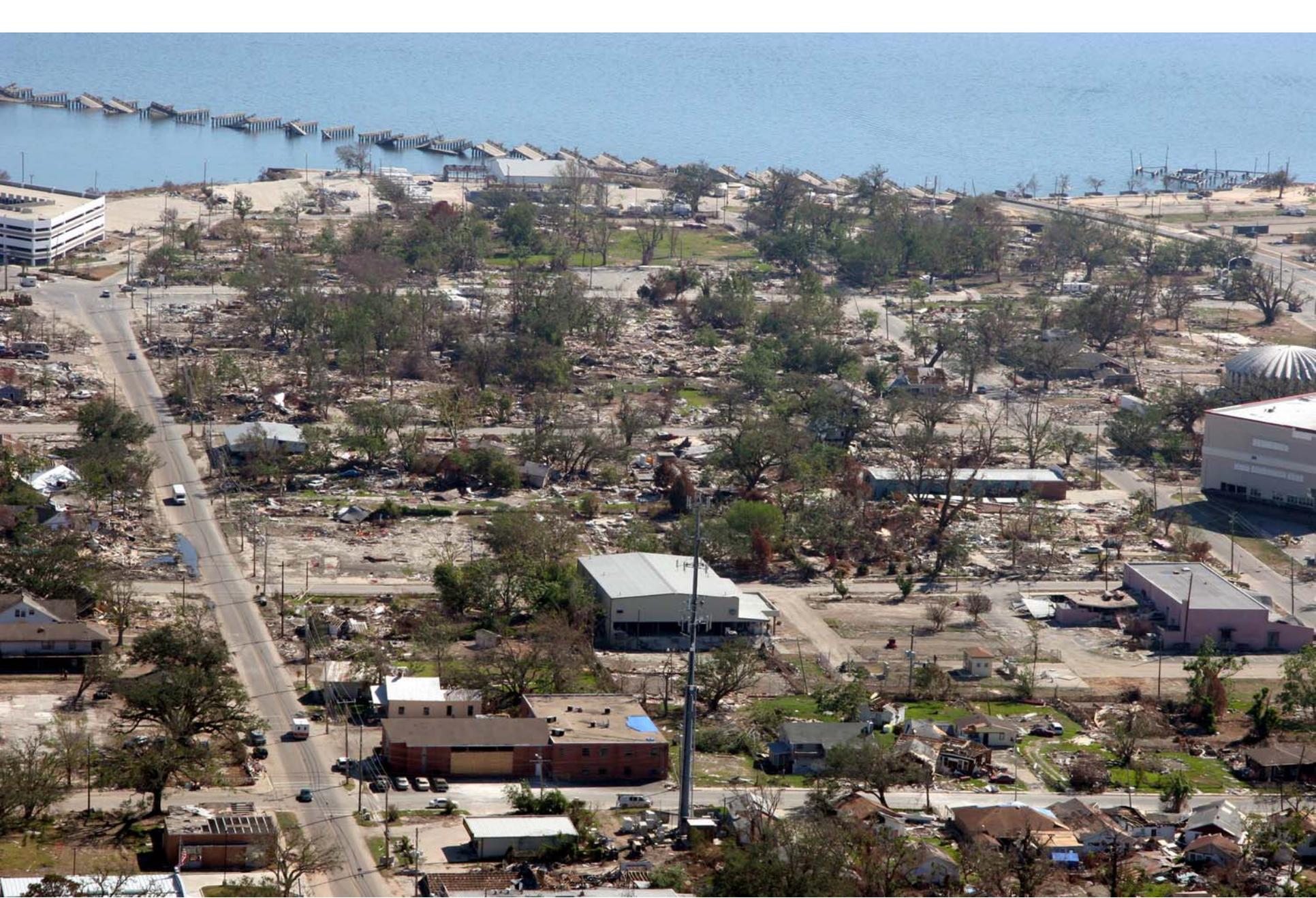




# Biloxi

Stefanos Polyzoides	Liz Moule
Orlando Gonzales	Xiaojian He
John Anderson	Andre Brumfield
Galina Tahchieva	Paul Crawford
David Hardy	Doug Dale
Ron Hartley	Daria Pizzetta
Walter Bolton	Mike Lebatard
John Stolarski	Joseph Echols
Mike Watkins	Christine Franck
Lolly Barnes	Ed Shambra
Jennifer Seymour	Johnny Olsen





## **Eight Strategic Issues**

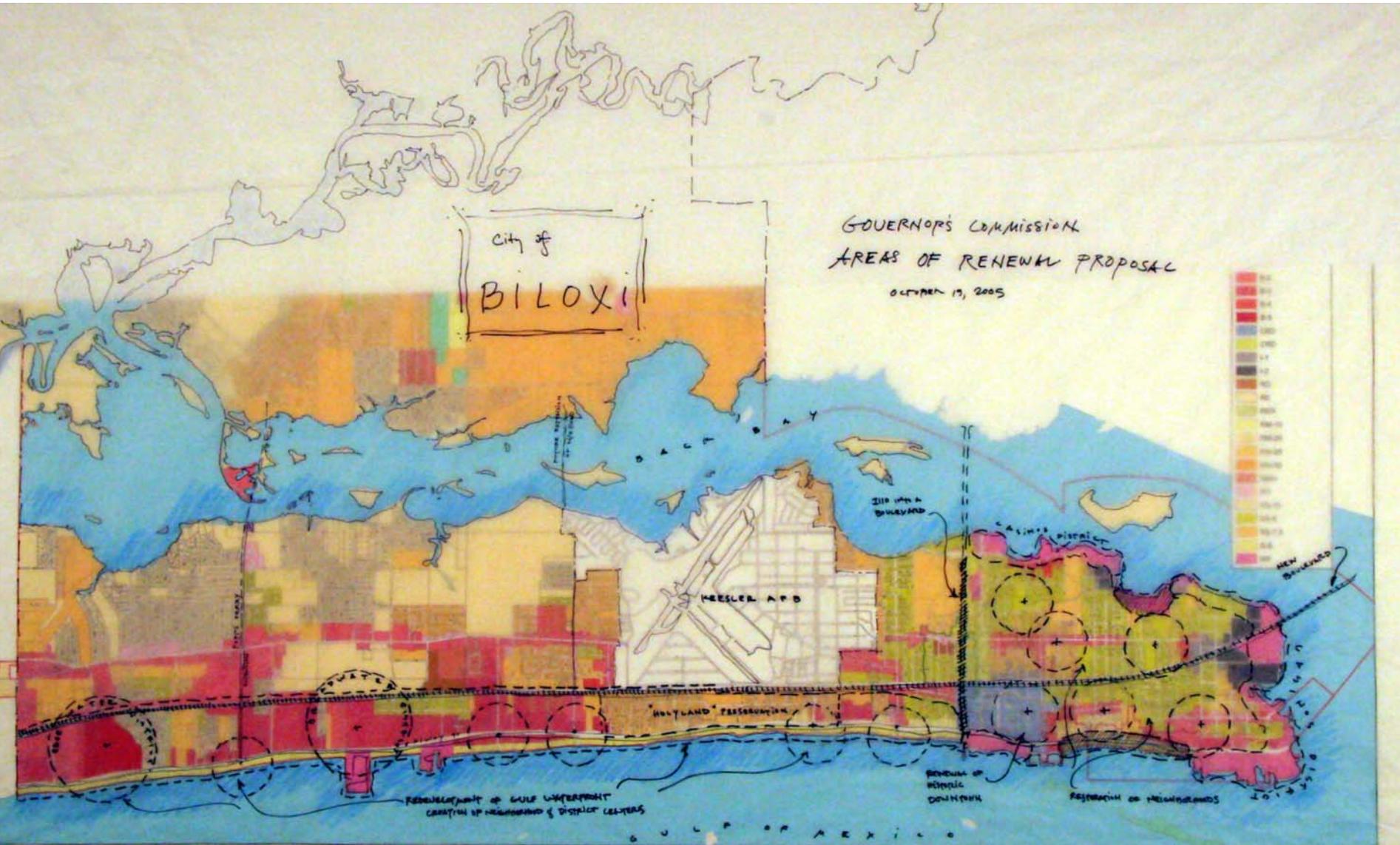
- 1. Historic Downtown**
- 2. Casino Edge/East Biloxi**
- 3. Traditional Neighborhoods/East Biloxi**
- 4. West and East Biloxi Beachfront**
- 5. Keesler Air Force Base**
- 6. Connectivity and Walkability**
- 7. Preservation Emergency**
- 8. Codes and Administration**



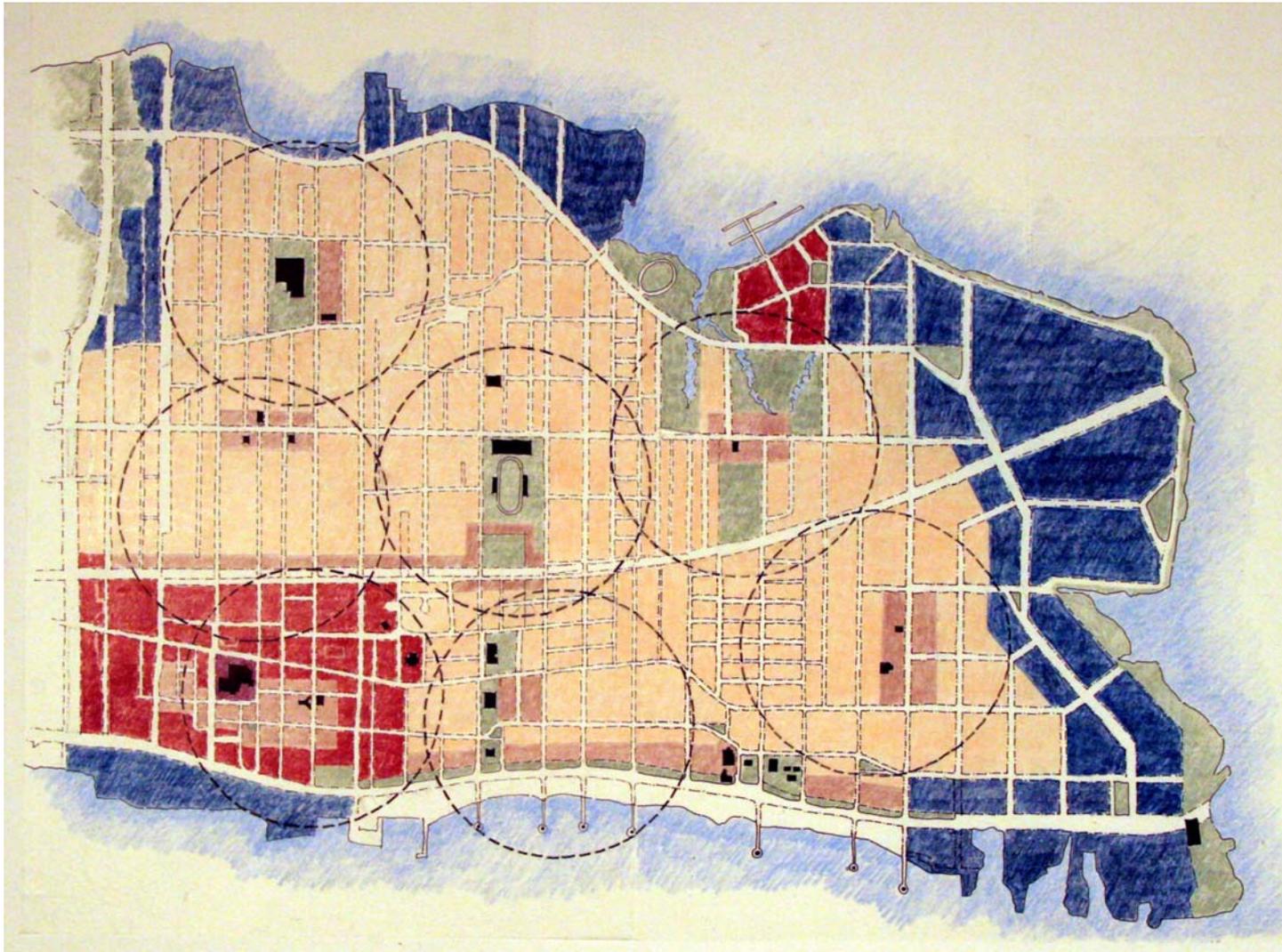


GOVERNOR'S COMMISSION  
AREAS OF RENEWAL PROPOSAL  
OCTOBER 19, 2005

City of  
**BILOXI**



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## Overall Strategy

Place or Topic

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### DRAWING TYPE

- Analytical
  - Proposal
- 

### TIMING

- Immediate
  - Medium Term
  - Long Term
- 

### URBAN SCALE

- Street, Blocks, Building
  - Neighborhood, District, Corridor
  - Region
- 

### IMPLEMENTATION THROUGH

- Design
  - Policy
  - Management
- 

Drawing Title

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Date

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Name of Contact for Additional Information

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E-mail address

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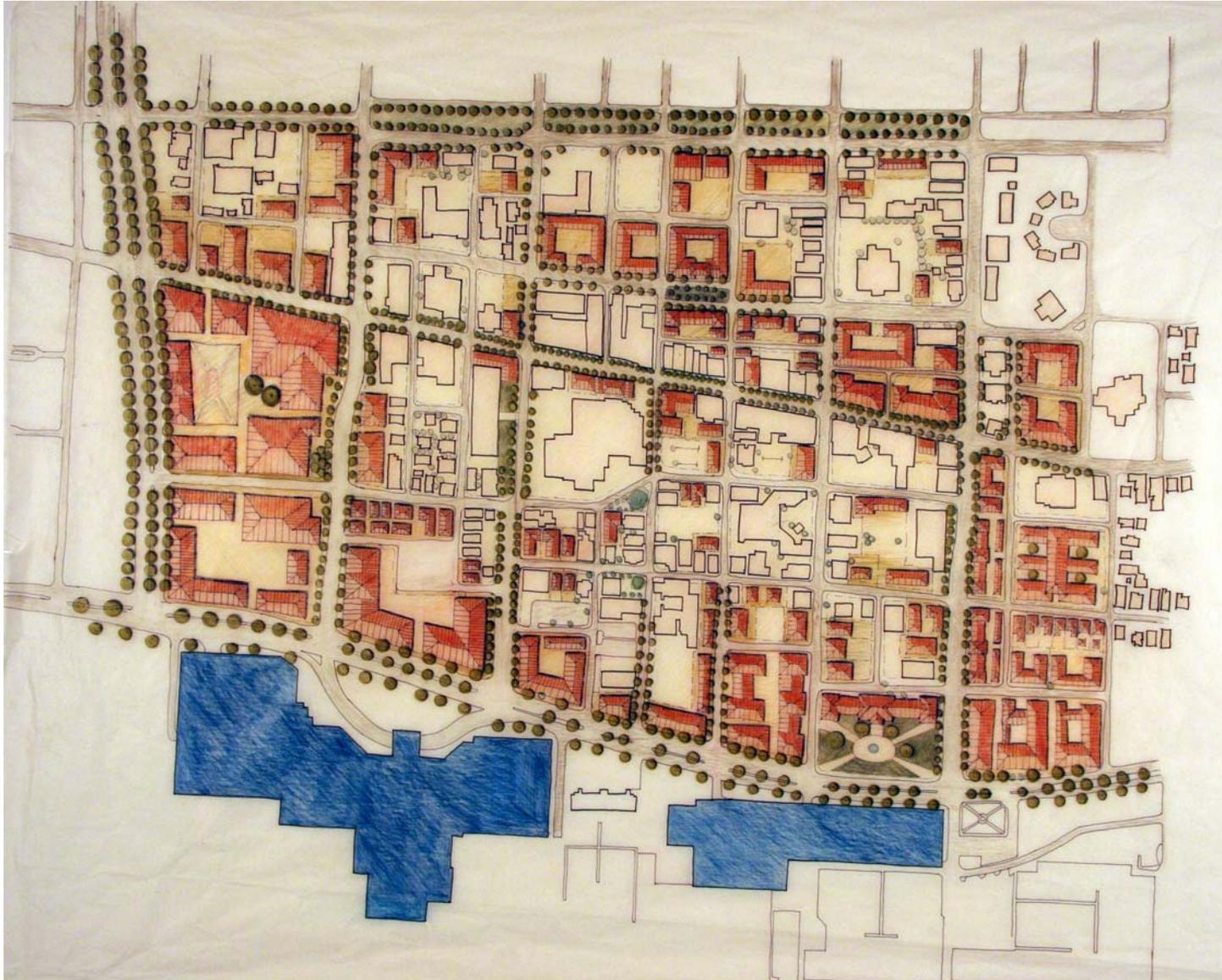
NARRATIVE:

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## Historic Downtown

- a. Remove the urban renewal loop road and replace with a traditional pattern of blocks and streets. Preserve the small scale of the 18th and 19th century downtown.
- b. Introduce a mix of uses into the 15 block area that serve the neighborhoods of Biloxi and visitors with shops, restaurants and movie entertainment.
- c. Create a firmer connection between the Beau Rivage and the Hard Rock Casino and across highway 90 to activate the downtown core.
- d. **Establish a Park Once Network.**
- e. **Build 500 units of housing in the next 24 months.**
- f. **Introduce 200k of retail into the historic downtown and 250k in a life style center adjacent to 90 and across from the Beau Rivage casino in the next 36 months.**
- g. Retain the civic buildings of downtown and introduce as many new ones as possible.





## Down Town Biloxi

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Illustrative Plan

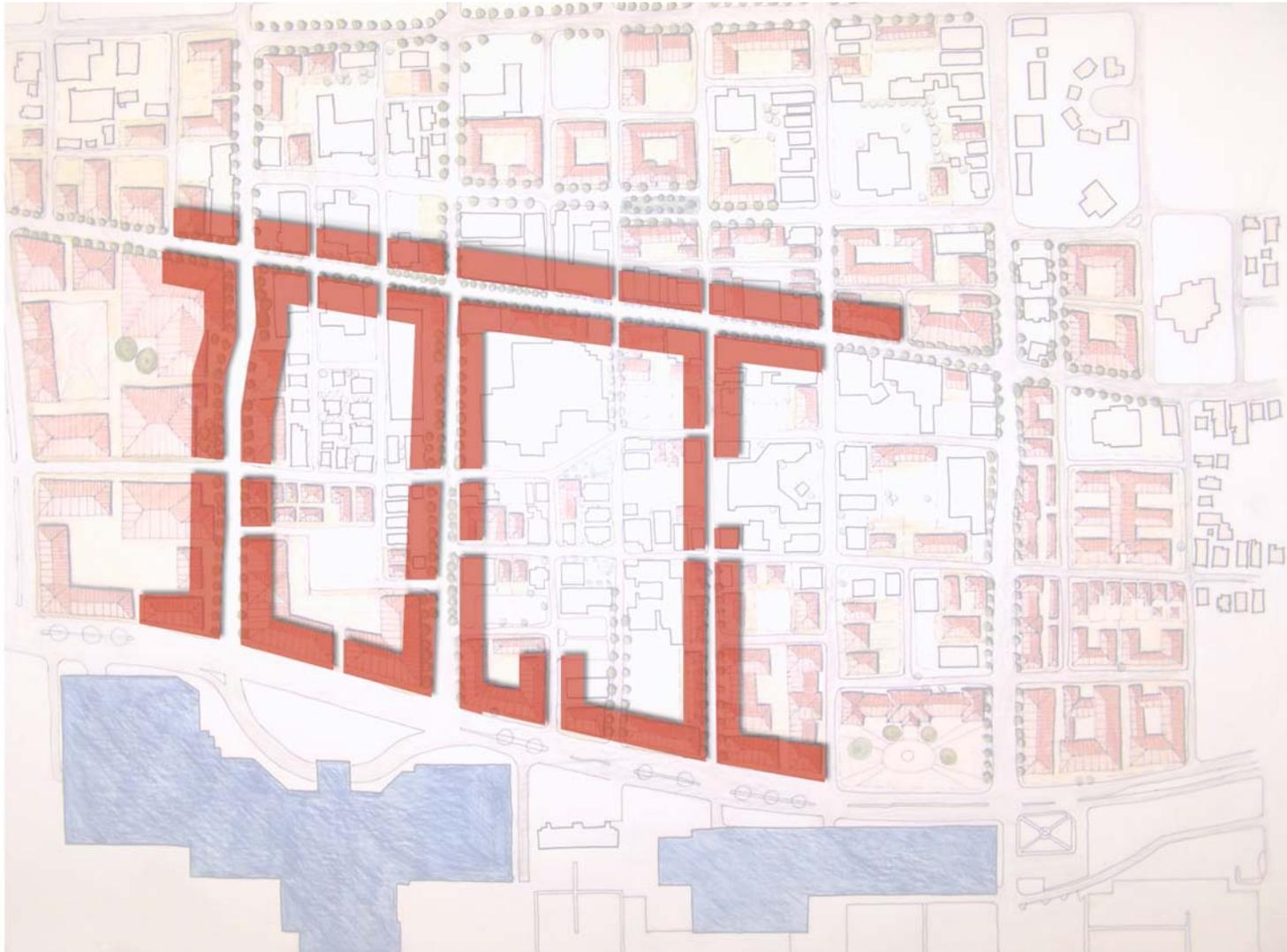
Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



**Down Town Biloxi**

Place or Topic

**DRAWING TYPE**

- Analytical
- Proposal

**TIMING**

- Immediate
- Medium Term
- Long Term

**URBAN SCALE**

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

**IMPLEMENTATION THROUGH**

- Design
- Policy
- Management

**Retail Diagram**

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

**NARRATIVE:**



**Down Town Biloxi**

Place or Topic

**DRAWING TYPE**

- Analytical
- Proposal

**TIMING**

- Immediate
- Medium Term
- Long Term

**URBAN SCALE**

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

**IMPLEMENTATION THROUGH**

- Design
- Policy
- Management

**Housing Diagram**

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

**NARRATIVE:**



**Down Town Biloxi**

Place or Topic

**DRAWING TYPE**

- Analytical
- Proposal

**TIMING**

- Immediate
- Medium Term
- Long Term

**URBAN SCALE**

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

**IMPLEMENTATION THROUGH**

- Design
- Policy
- Management

**Parking Diagram**

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

**NARRATIVE:**

## Town Green

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Perspective

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:





## Lameuse Street

Place or Topic

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### DRAWING TYPE

- Analytical
  - Proposal
- 

### TIMING

- Immediate
  - Medium Term
  - Long Term
- 

### URBAN SCALE

- Street, Blocks, Building
  - Neighborhood, District, Corridor
  - Region
- 

### IMPLEMENTATION THROUGH

- Design
  - Policy
  - Management
- 

## Streetscape

Drawing Title

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Date

---

Name of Contact for Additional Information

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E-mail address

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NARRATIVE:

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Howard Avenue

Place or Topic

DRAWING TYPE

- Analytical
- Proposal

TIMING

- Immediate
- Medium Term
- Long Term

URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

IMPLEMENTATION THROUGH

- Design
- Policy
- Management

Streetscape

Drawing Title

Date

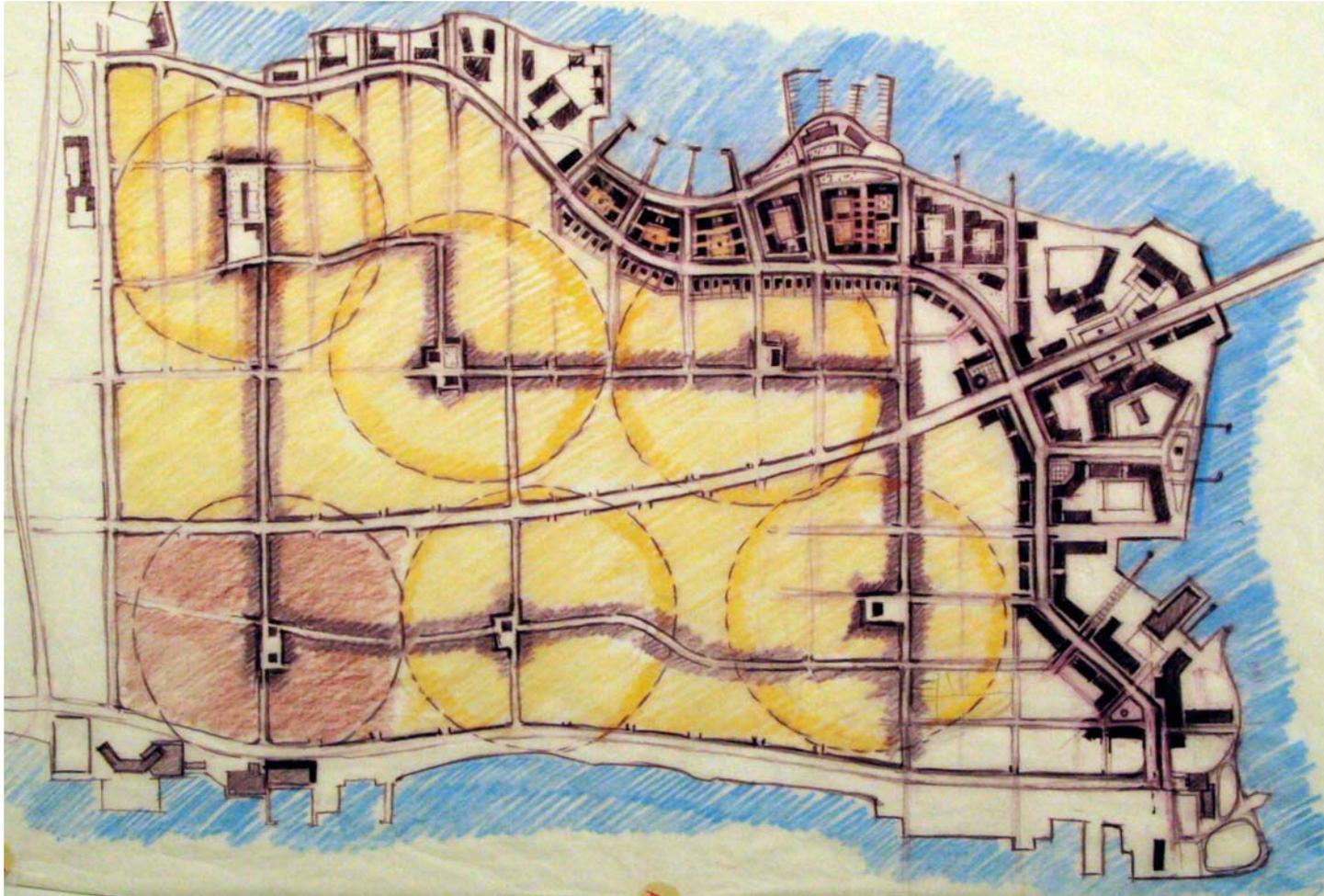
Name of Contact for Additional Information

E-mail address

NARRATIVE:

## Casino Edge/East Side

- a. **Delineate the Casino District in three distinct areas: Across from the historic core, at the eastern point and to the north.**
- b. **Provide a high-end retail/entertainment district of about 200k that is pedestrian friendly in connection with hotels, waterfront activities, and continuous beach access.**
- c. Casinos will occupy the inland side of Hwy 90 with gambling floors, retail, parking and hotel rooms. The gulf side of 90 will house high density condominiums and retail along a boardwalk promenade.
- d. Provide a civic/ Cultural/ Arts presence in this district.



## East Biloxi District Plan

Place or Topic

---

### DRAWING TYPE

- Analytical
  - Proposal
- 

### TIMING

- Immediate
  - Medium Term
  - Long Term
- 

### URBAN SCALE

- Street, Blocks, Building
  - Neighborhood, District, Corridor
  - Region
- 

### IMPLEMENTATION THROUGH

- Design
  - Policy
  - Management
- 

## Illustrative Plan

Drawing Title

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Date

---

Name of Contact for Additional Information

---

E-mail address

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NARRATIVE:

---



## Casino Square

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Illustrative Plan

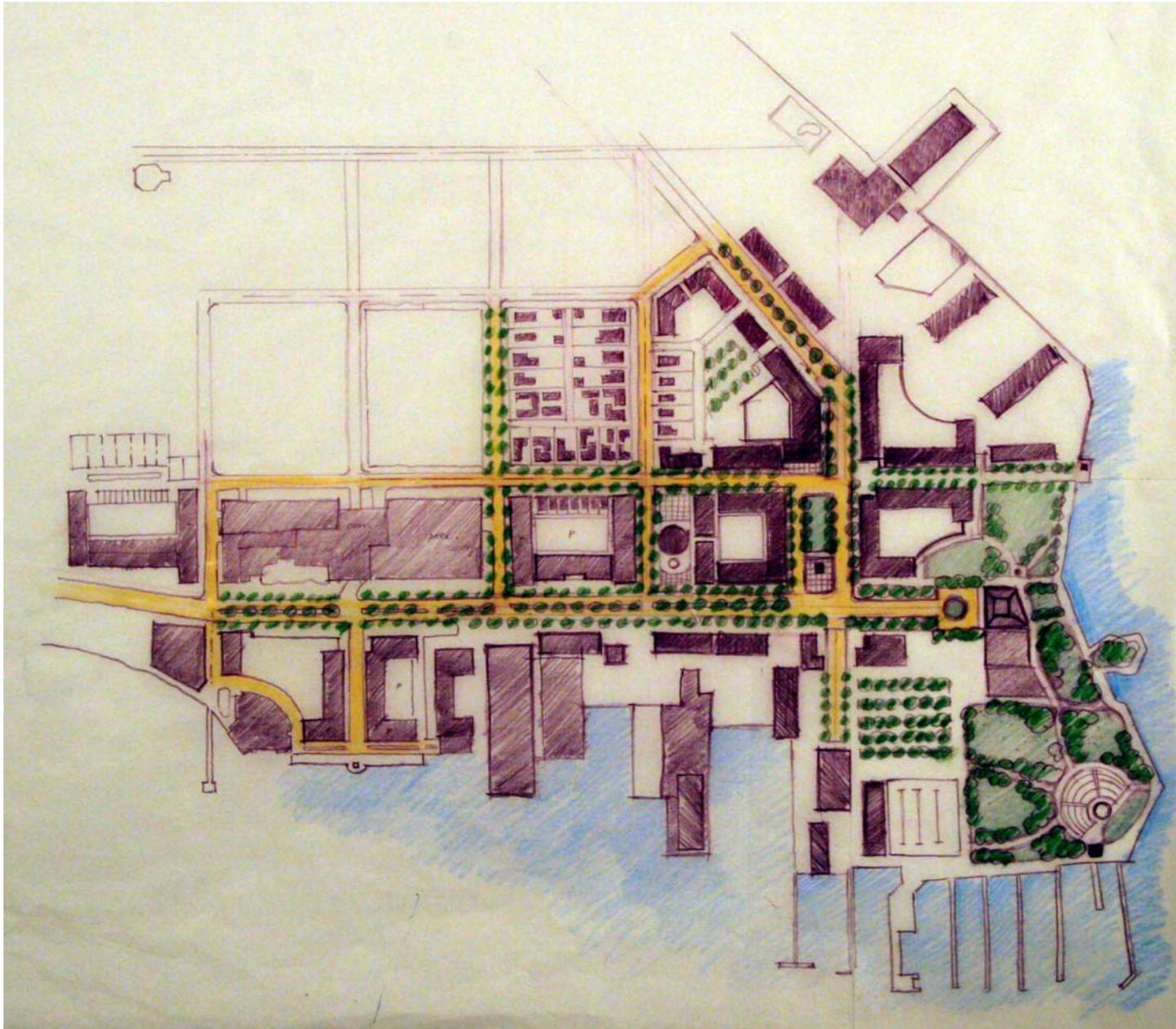
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Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:





## Casino Square

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Streetscape

Drawing Title

Date

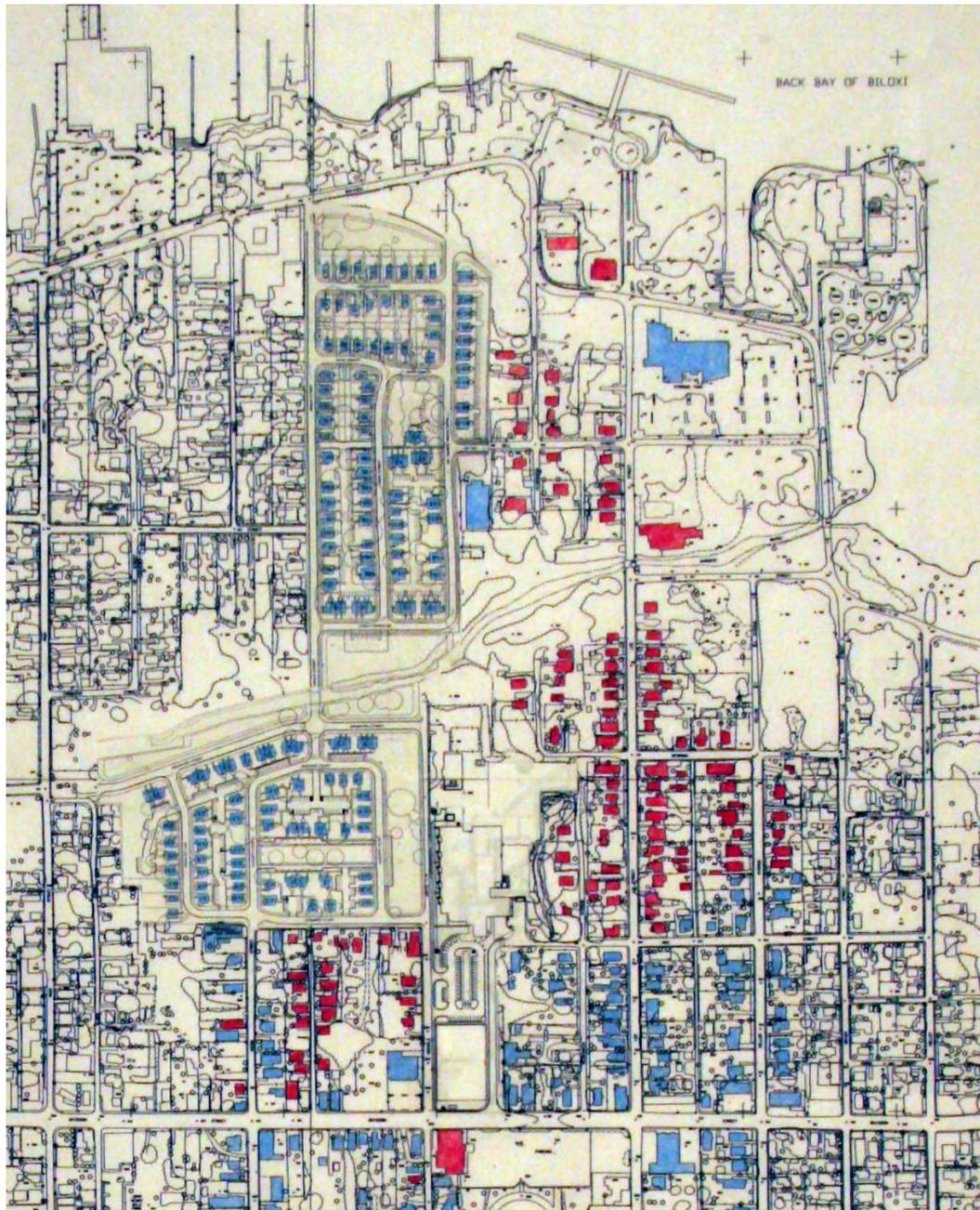
Name of Contact for Additional Information

E-mail address

NARRATIVE:

## Traditional Neighborhoods/East Biloxi

- a. **Restore the fabric of single-family houses anchored by small neighborhood retail within walking distance for low and middle low-income families.**
- b. **Provide housing a range of traditional Mississippi housing types (i.e. the shotgun house and others) on existing lots. Accommodate temporary trailers on site in front yards; semi permanent structures in the rear as accessory structures.**
- c. Establish neighborhood centers in places appropriate to existing conditions. Allow for two and three lot, single family house compatible , multi house buildings around neighborhood centers.
- d. Create middle density housing that frames a small fishing village along the Back Bay that features shrimp boats and small seafood restaurants and shops in the cove that the shrimping industry has traditionally occupied.



East Biloxi Damage Assessment

Place or Topic

- DRAWING TYPE
- Analytical
  - Proposal

- TIMING
- Immediate
  - Medium Term
  - Long Term

- URBAN SCALE
- Street, Blocks, Building
  - Neighborhood, District, Corridor
  - Region

- IMPLEMENTATION THROUGH
- Design
  - Policy
  - Management

Neighborhood Renewal Diagram

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



## Keller Avenue Reconstruction

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

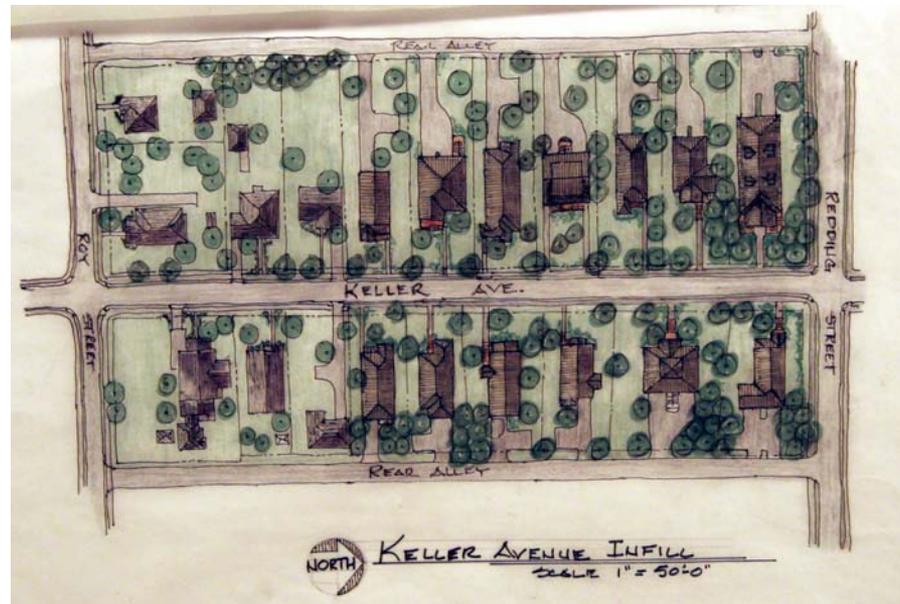
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Date

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E-mail address

NARRATIVE:



## Keller Avenue Reconstruction

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Street Elevation

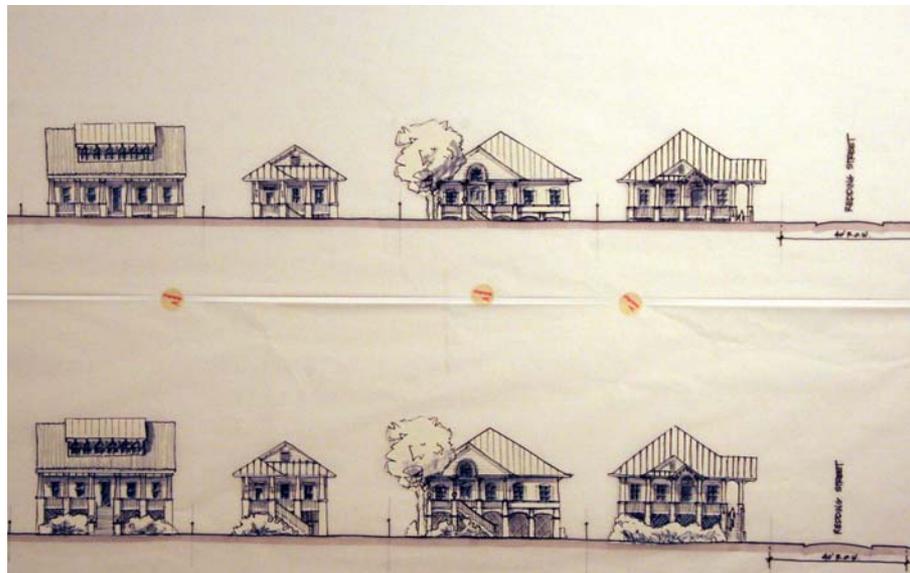
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Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



## Keller Avenue Reconstruction

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Street Elevations

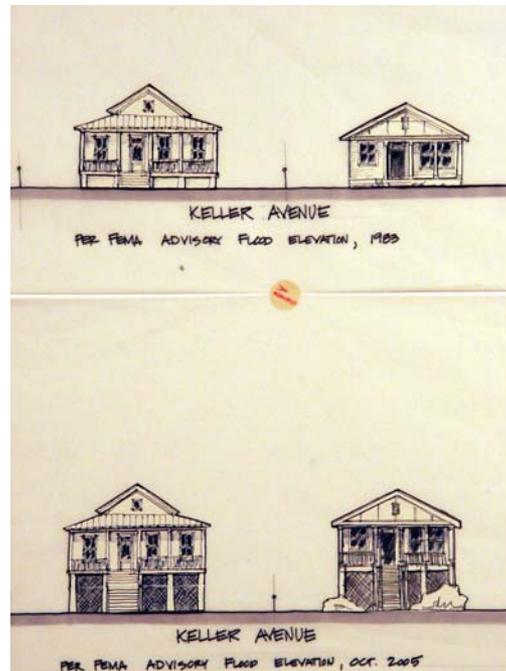
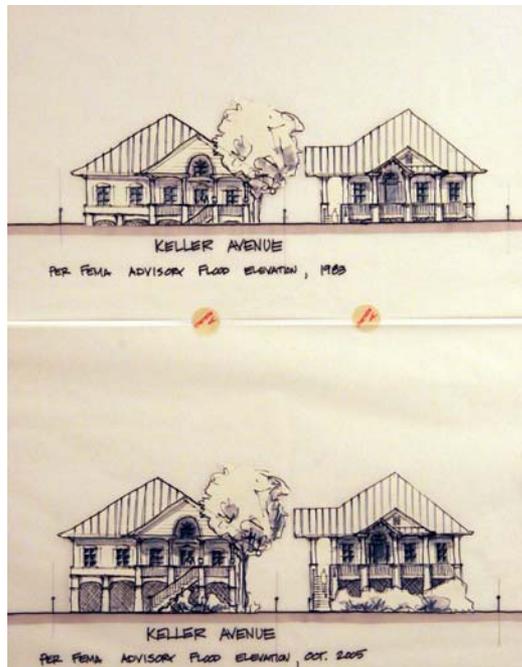
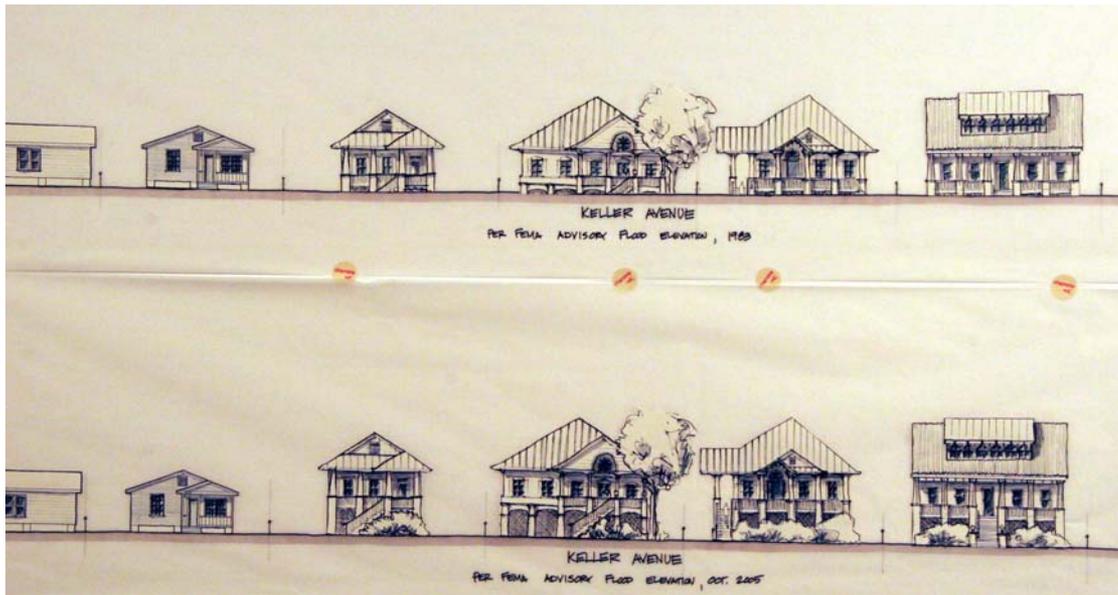
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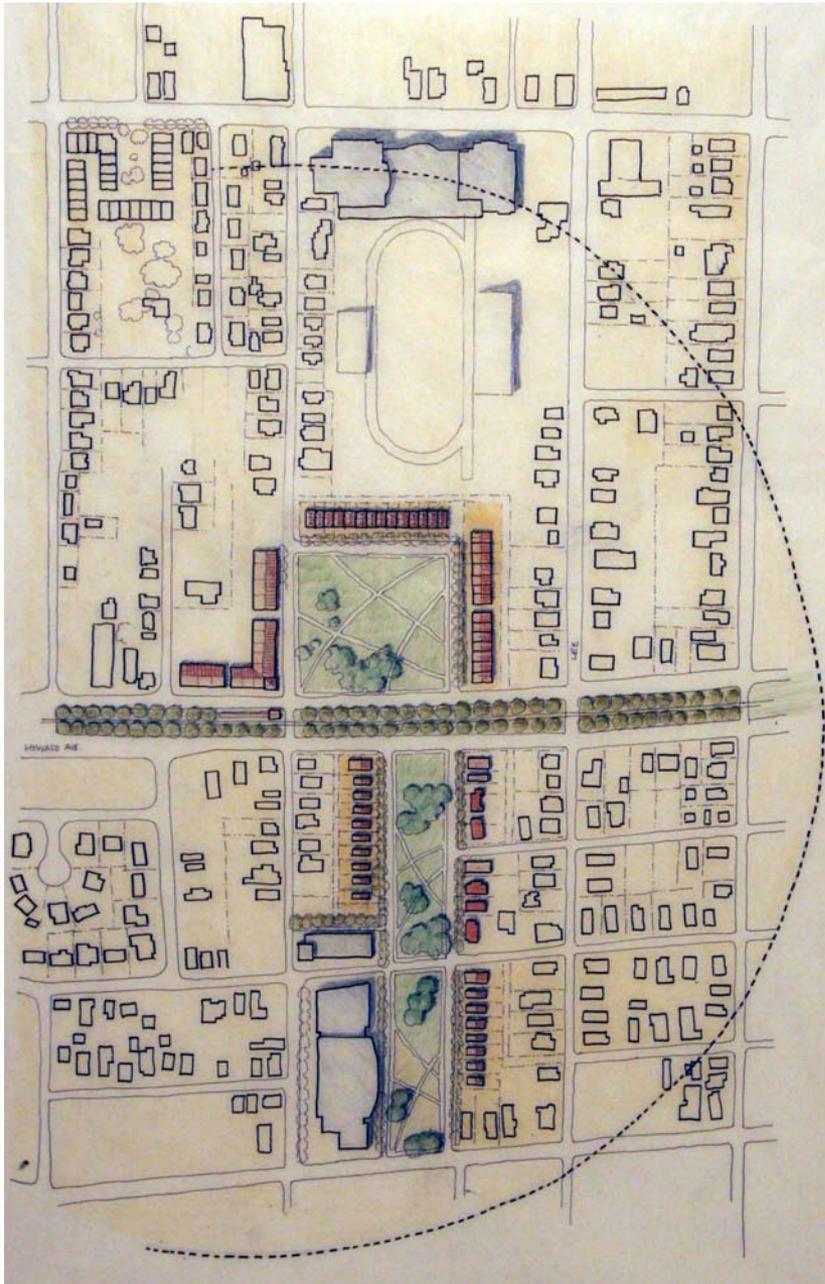
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Name of Contact for Additional Information

E-mail address

NARRATIVE:





East Biloxi Neighborhood  
Center

Place or Topic

DRAWING TYPE

- Analytical
- Proposal

TIMING

- Immediate
- Medium Term
- Long Term

URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

IMPLEMENTATION THROUGH

- Design
- Policy
- Management

Neighborhood Plan

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



Neighborhood Reconstruction

Place or Topic

DRAWING TYPE

- Analytical
- Proposal

TIMING

- Immediate
- Medium Term
- Long Term

URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

IMPLEMENTATION THROUGH

- Design
- Policy
- Management

Streetscape

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:

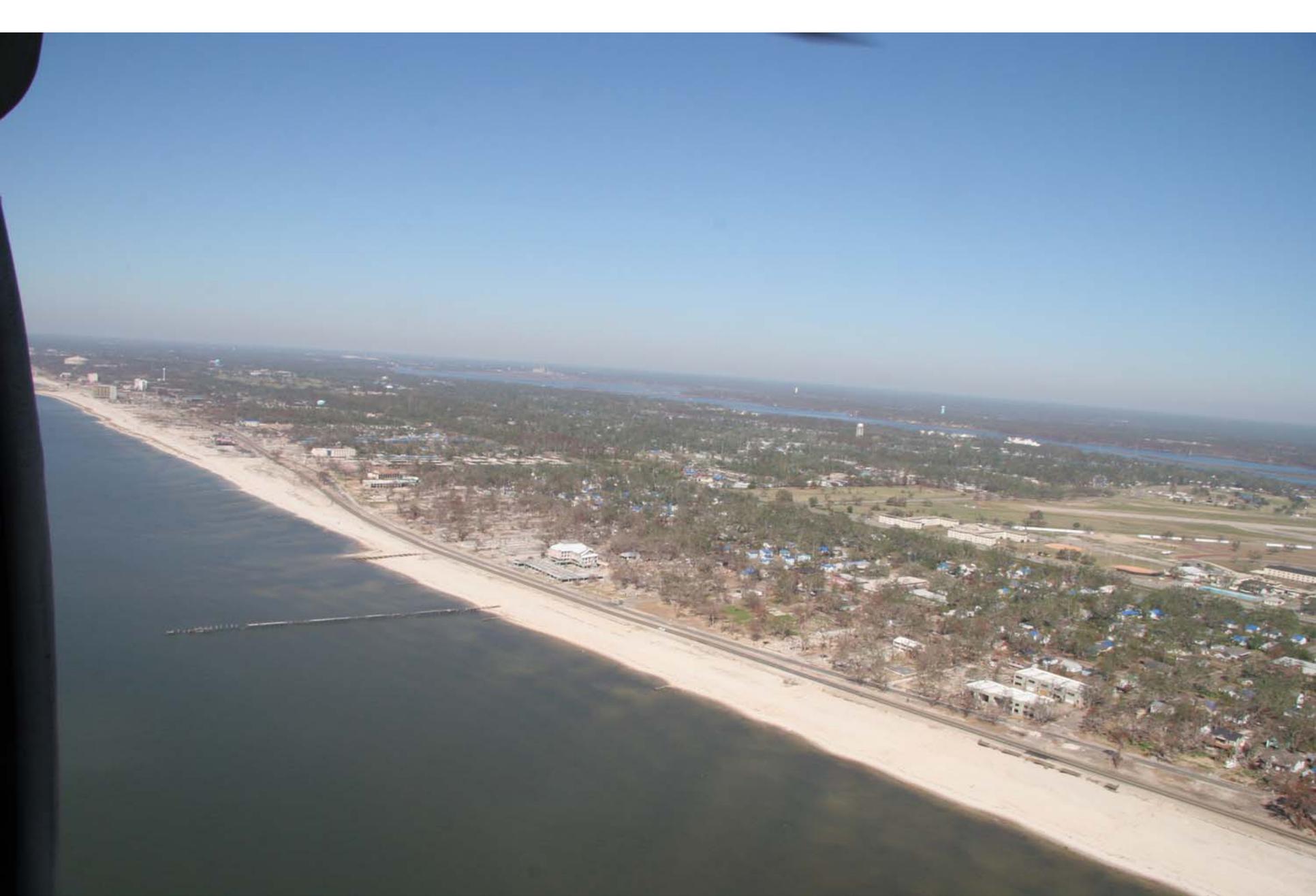
## Keesler Air Force Base

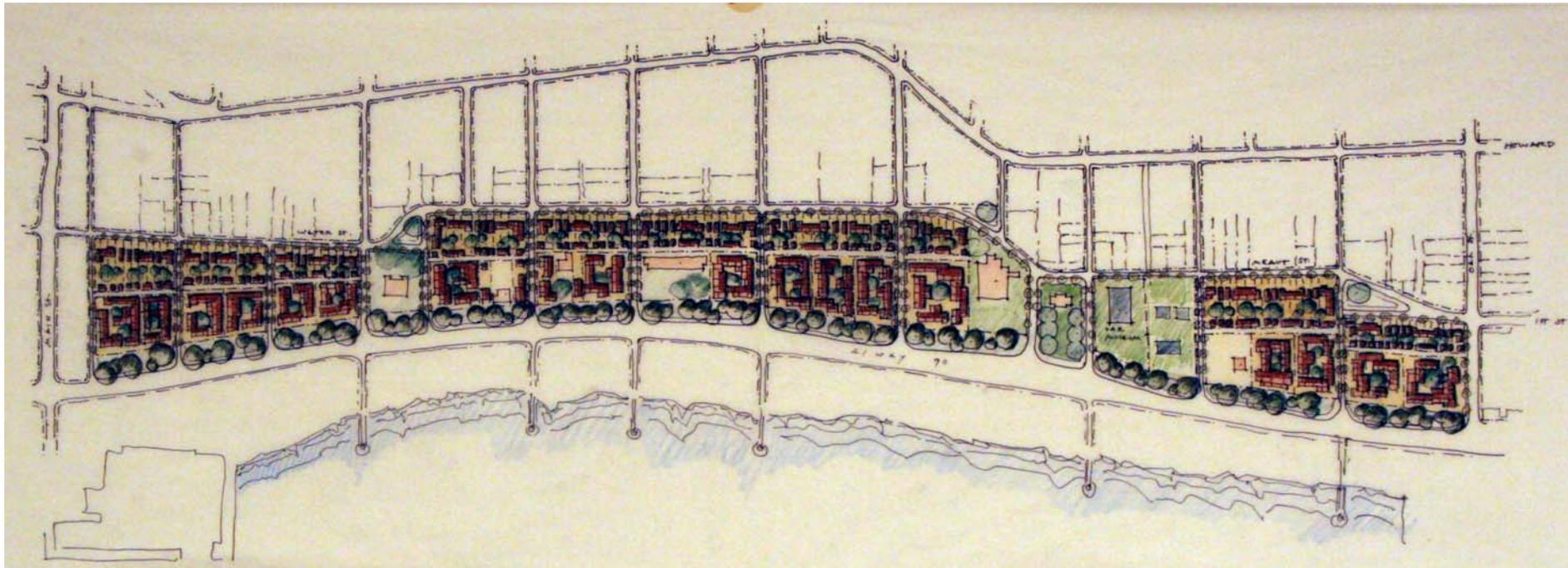
- a. Connect the Base to the city by relocating its three principal entrances.
- b. Encourage the rebuilding of base housing into TND's by helping frame project- specific RFP's

## West and East Biloxi Beachfront

- a. Make a world-class water boulevard from Gulfport to the end of the Eastern point.
- b. In West Biloxi, alternate mid and high-density condominium housing with neighborhood and regional serving retail every half-mile.
- c. Line the regional mall, Edgewater, with pedestrian- oriented retail along the water that conceals and makes better use of the excessive parking.
- d. **Develop a Town Center project and two new traditional neighborhoods at Treasure Bay, that includes 200k of commercial, 4000 units of housing and various civic buildings and Marina.**
- e. In East Biloxi, restore the smaller scaled grid of streets and blocks to accommodate higher density condominium housing. Connect Water Street to Meaut Street.
- f. **Create mid-rise condominium housing between the casino districts that respect the deep 100' oak tree setback and the small two story scale of single family historic homes. Housing will occur in aggregates of two and three lots with building types of 2, 4 and 6 stories in height (front to rear).**
- g. Accommodate the existing museums and introduce new cultural venues among the new housing projects.
- h. **Preserve the character of “Holyland” neighborhood.**









## Biloxi Beach Boulevard

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Perspective

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



## Biloxi Fishing Harbor

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Illustrative Plan

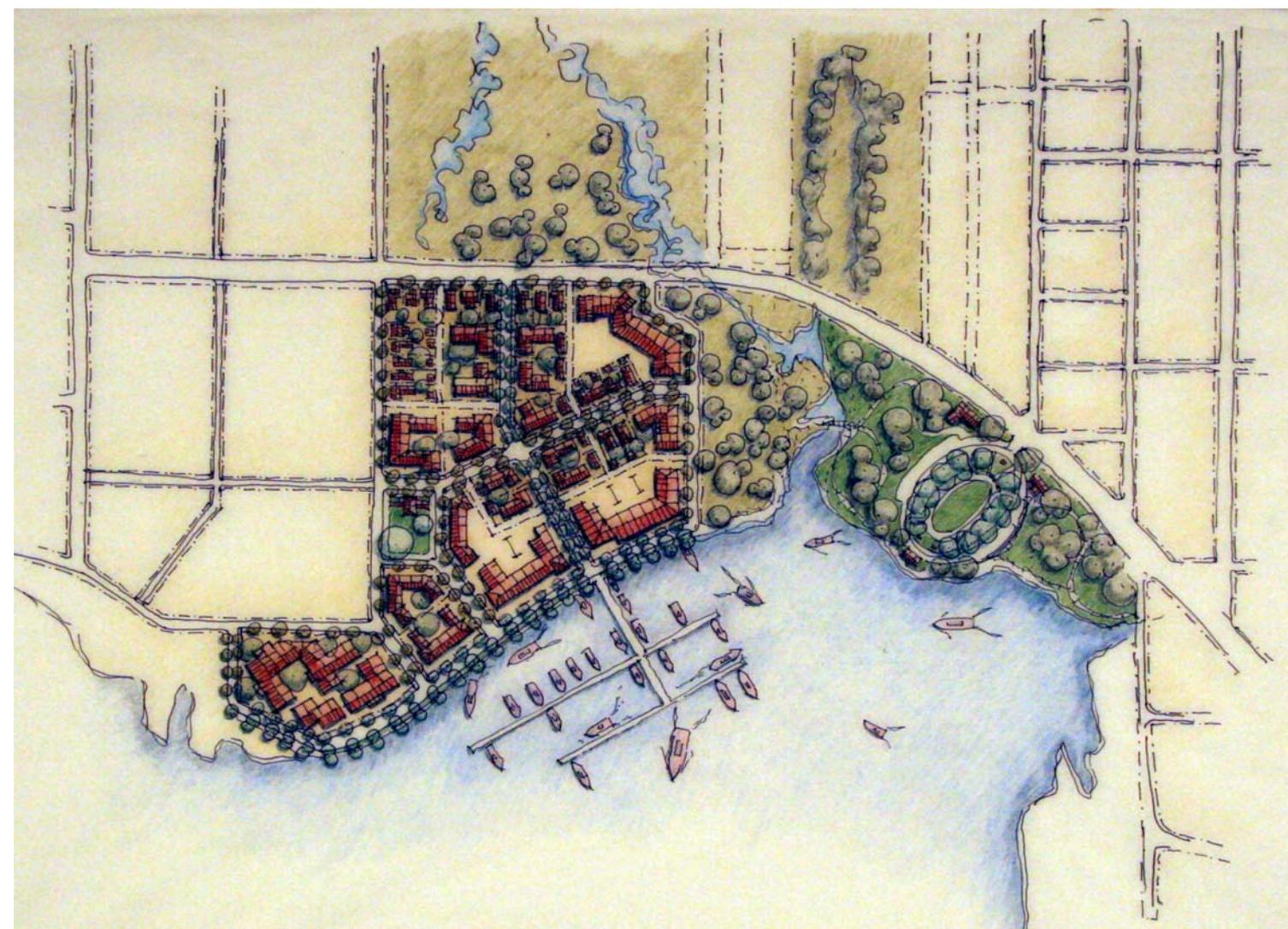
Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



## Biloxi Fishing Harbor

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Perspective

Drawing Title

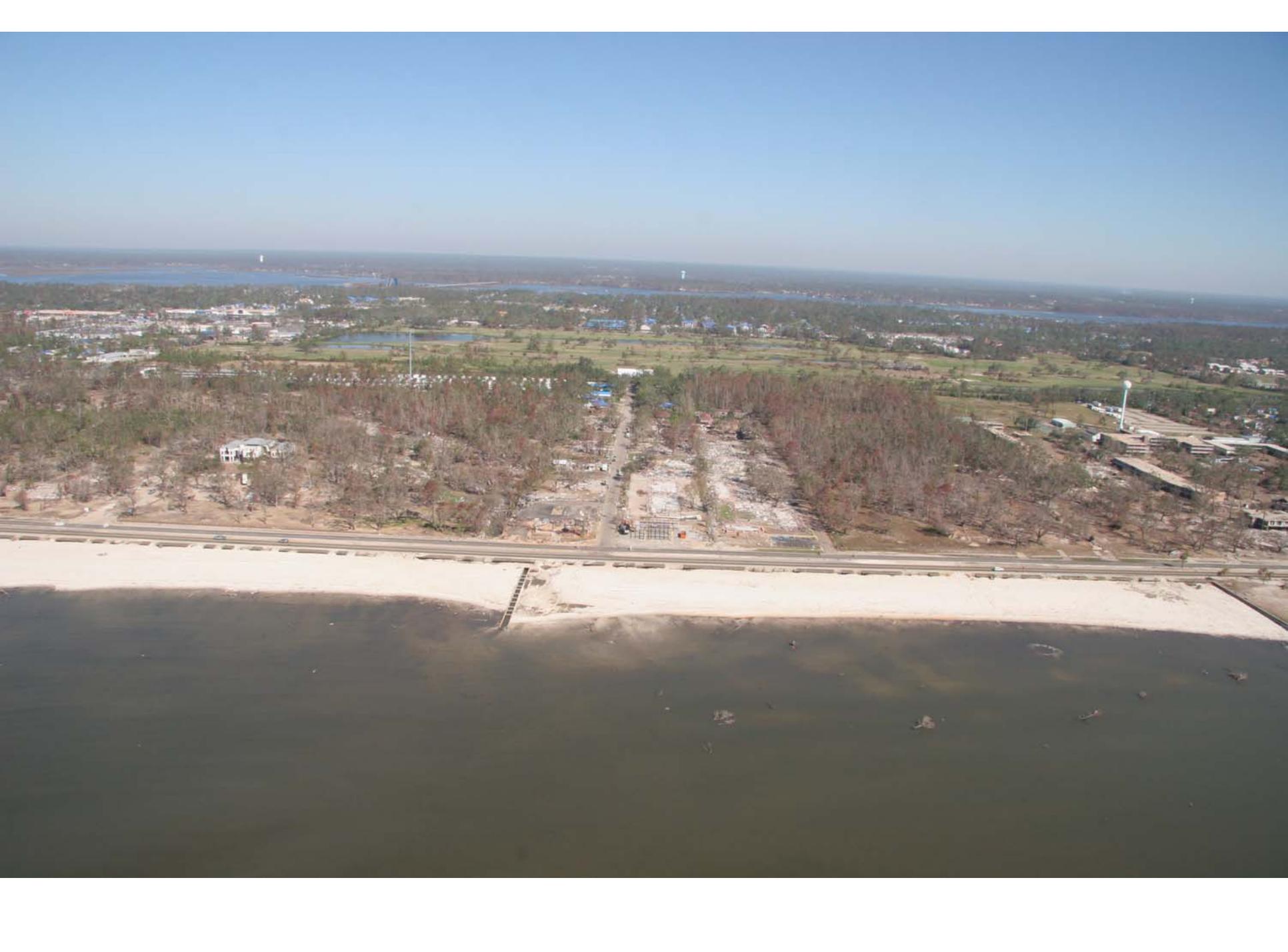
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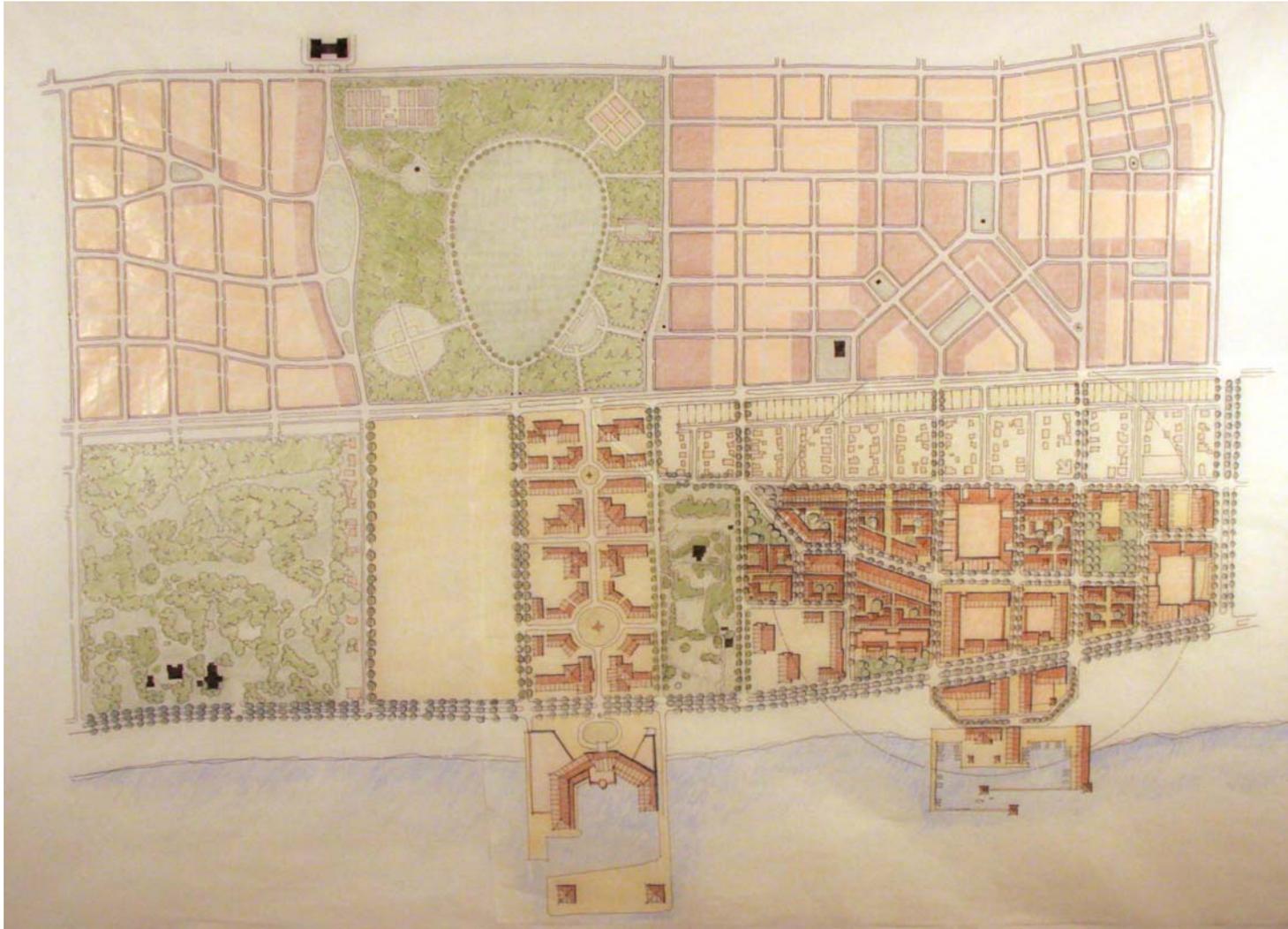
Name of Contact for Additional Information

E-mail address

NARRATIVE:







## Broadwater Plan

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

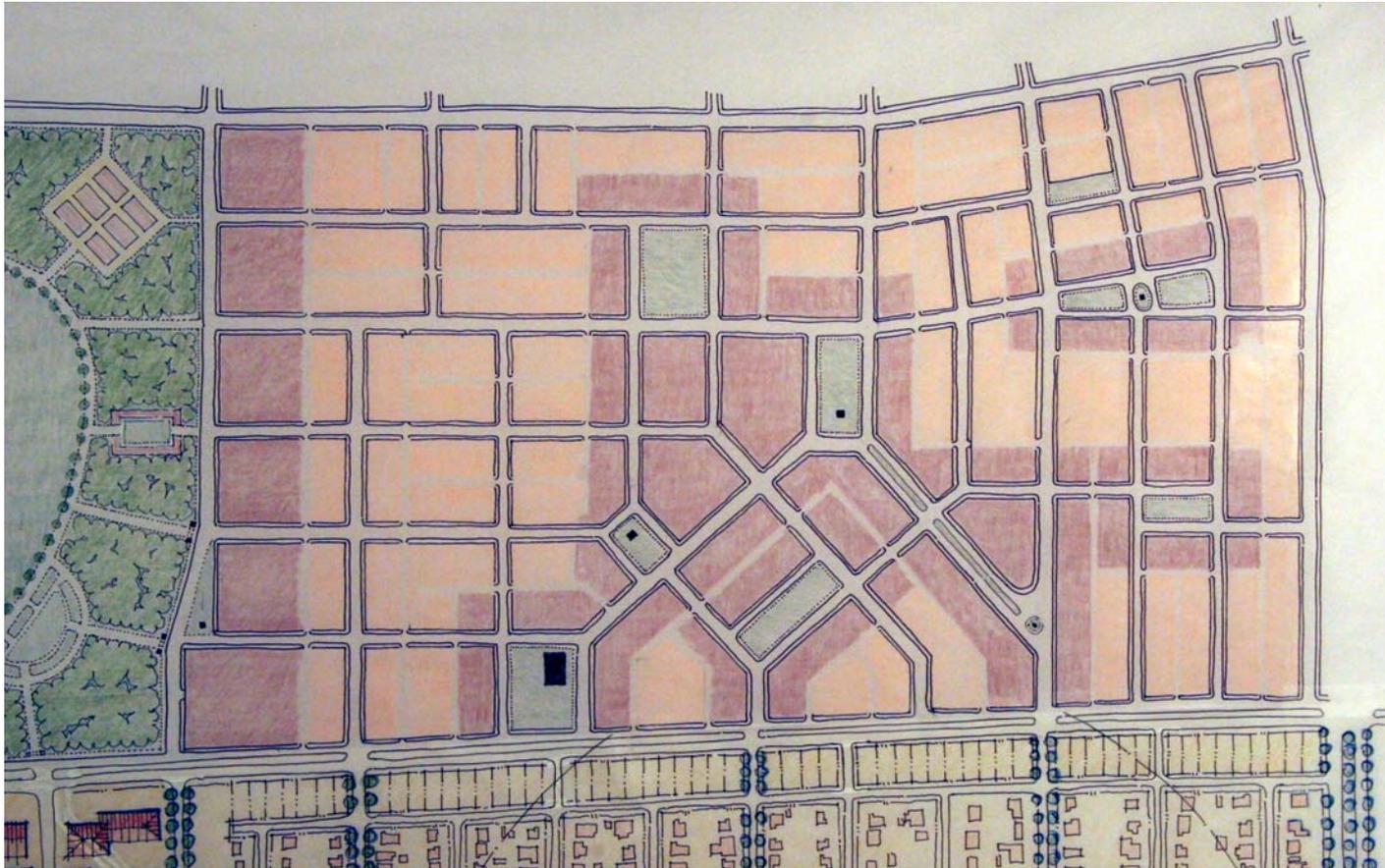
Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



## New TND Plan

Place or Topic

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### DRAWING TYPE

- Analytical
  - Proposal
- 

### TIMING

- Immediate
  - Medium Term
  - Long Term
- 

### URBAN SCALE

- Street, Blocks, Building
  - Neighborhood, District, Corridor
  - Region
- 

### IMPLEMENTATION THROUGH

- Design
  - Policy
  - Management
- 

Drawing Title

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Date

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Name of Contact for Additional Information

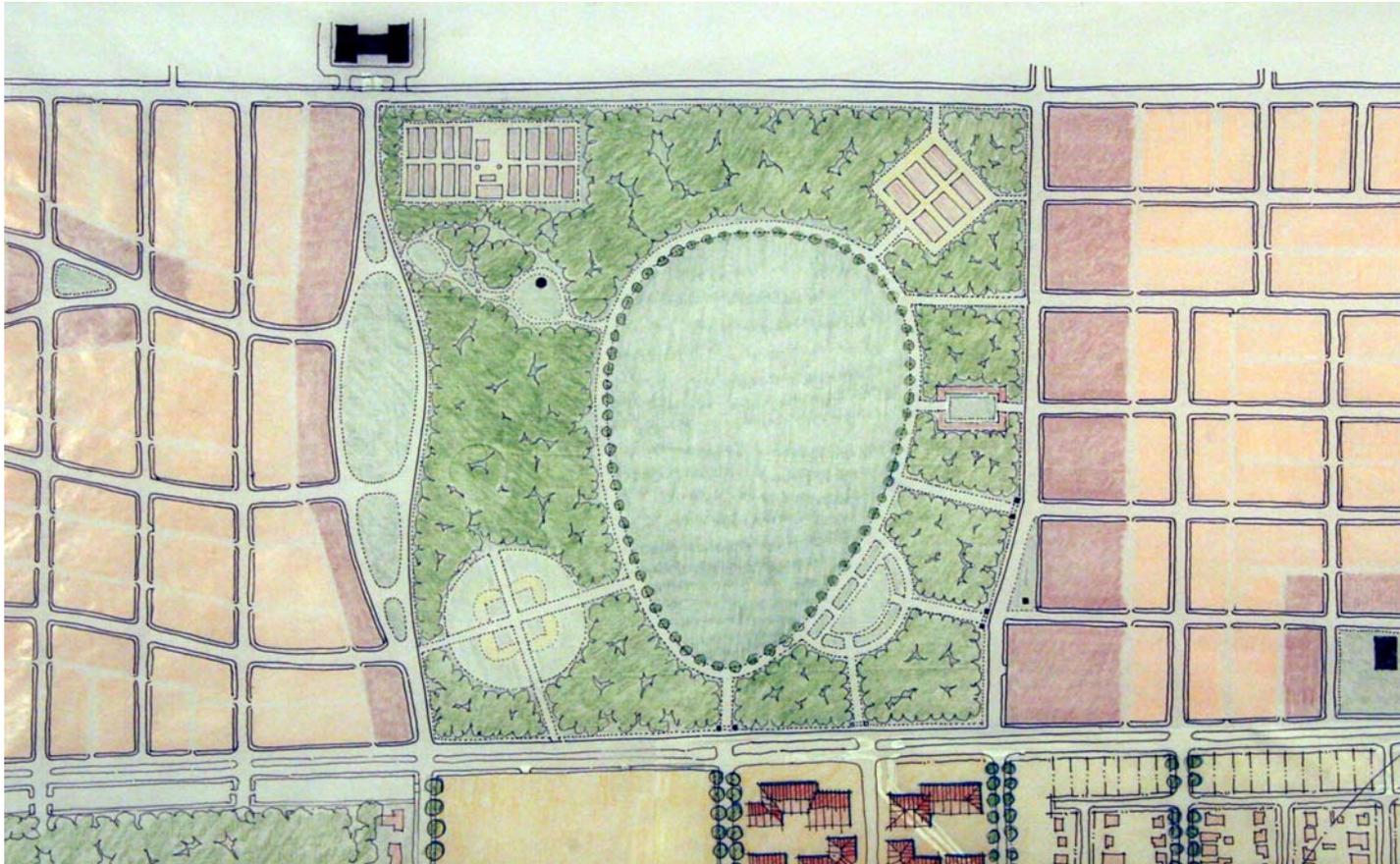
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NARRATIVE:

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## New Central Park

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



Town Center at Broadwater

Place or Topic

DRAWING TYPE

- Analytical
- Proposal

TIMING

- Immediate
- Medium Term
- Long Term

URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

IMPLEMENTATION THROUGH

- Design
- Policy
- Management

Drawing Title

Date

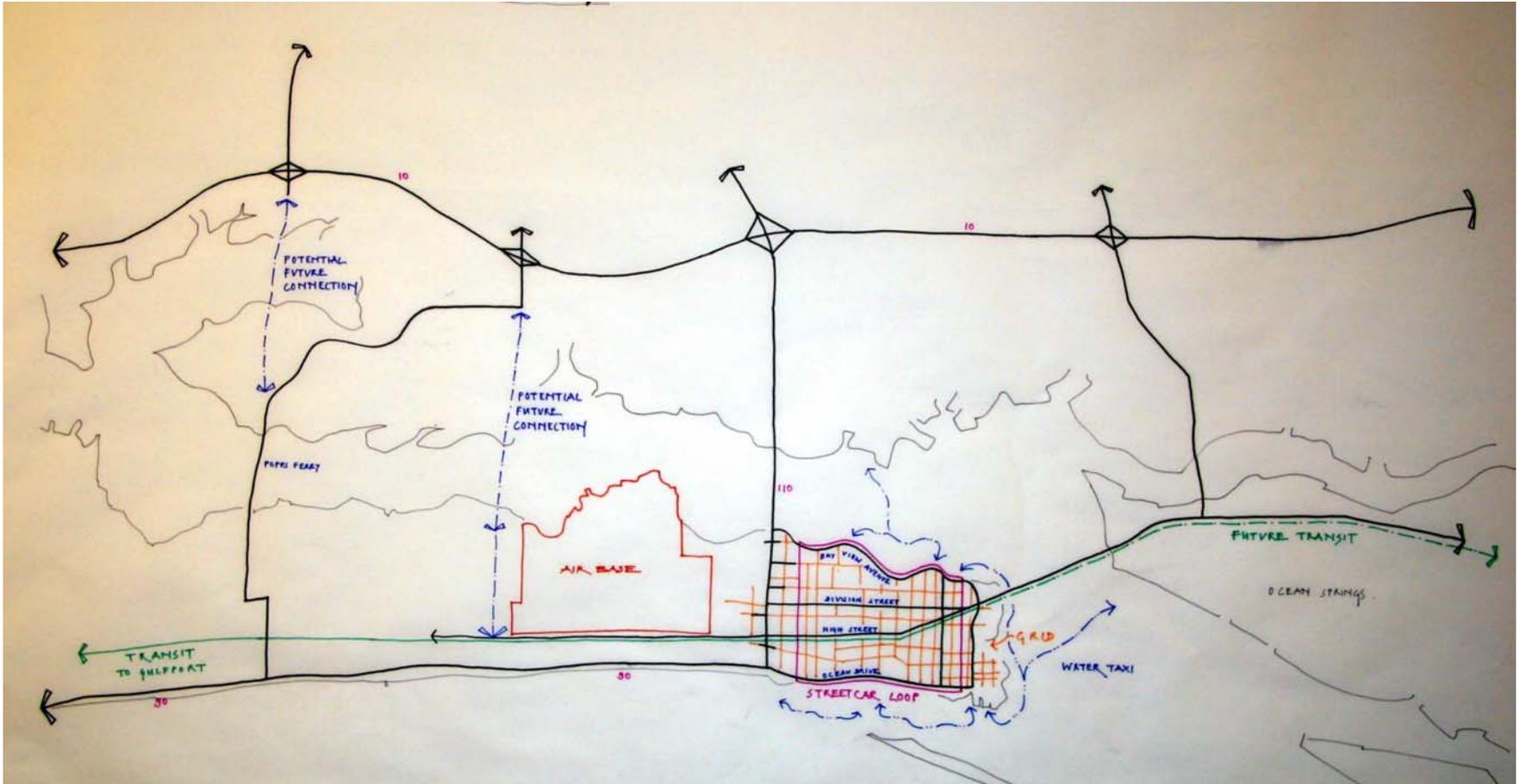
Name of Contact for Additional Information

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NARRATIVE:

## Connectivity and Walkability

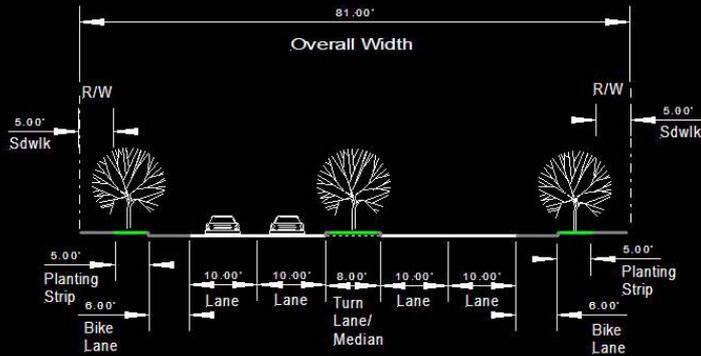
- a. **Establish a parkway system through out Biloxi**
- b. Demolish the I-110 extension over the peninsula and reconnect the grid by turning it into a boulevard.
- c. Build a boulevard on the CSX train line and relocate the Route 90 bridge on this alignment.
- d. Establish a tram along the beach, connecting all the commercial centers of the city and the casinos.
- e. Establish a water taxi connecting the casinos.
- f. **Complete the Shore Line street loop across the Point.**



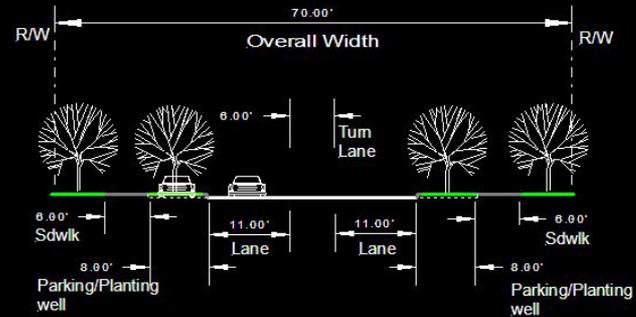




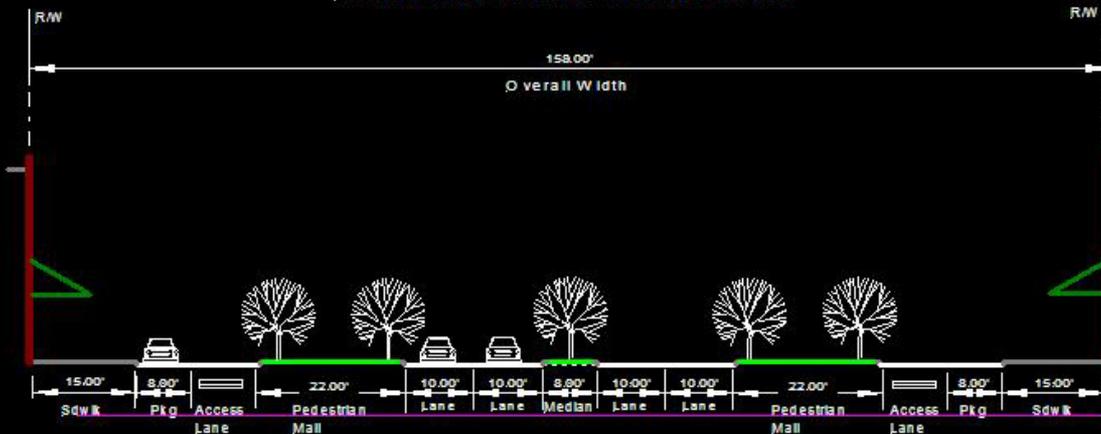
Bayview from Main Street to



Bayview from Ocean Blvd to Main Street



Ocean Blvd. from Beach Street to North of Division



Biloxi Street Cross Sections

Place or Topic

DRAWING TYPE

- Analytical
- Proposal

TIMING

- Immediate
- Medium Term
- Long Term

URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

IMPLEMENTATION THROUGH

- Design
- Policy
- Management

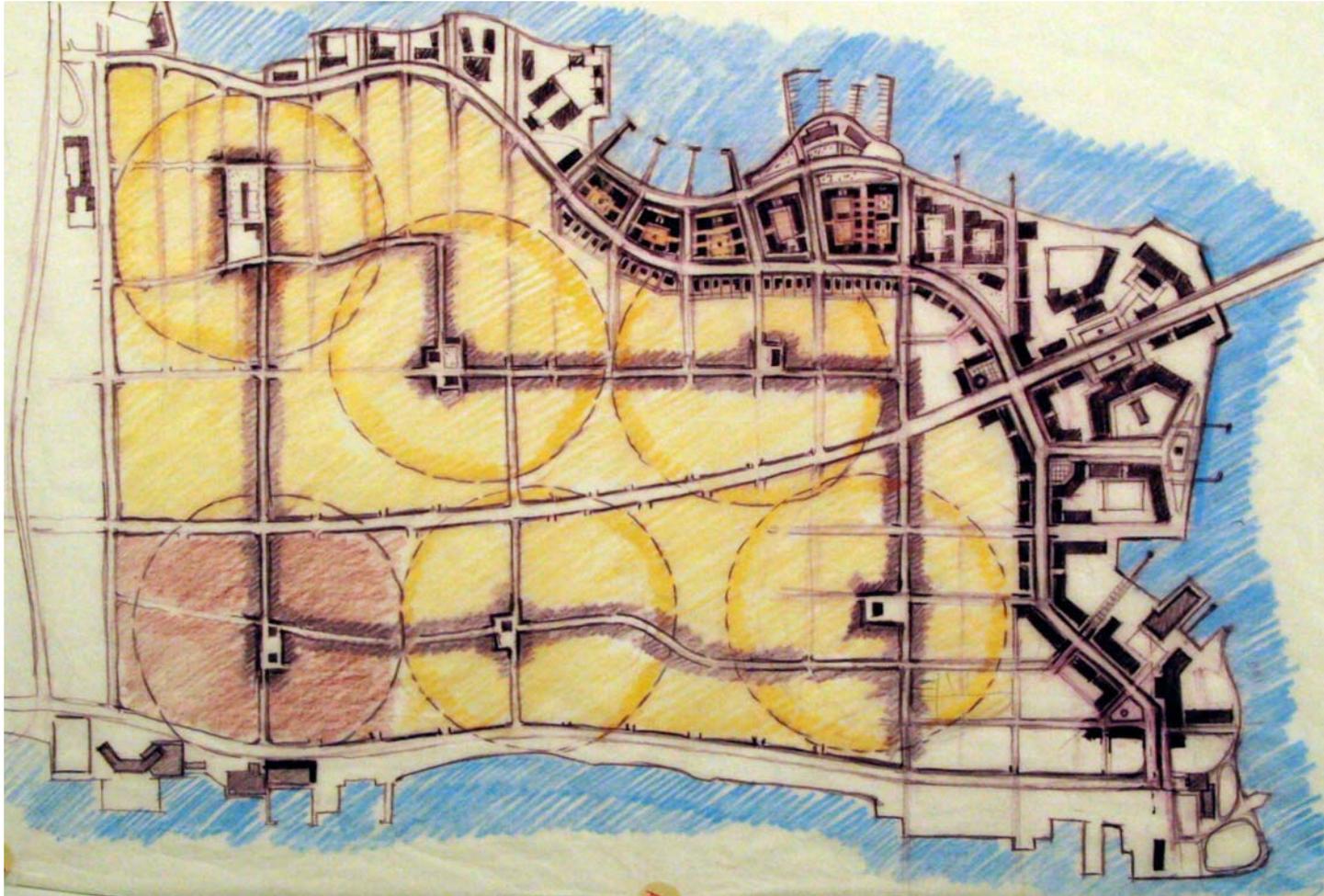
Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



## East Biloxi District Plan

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Illustrative Plan

Drawing Title

Date

Name of Contact for Additional Information

E-mail address

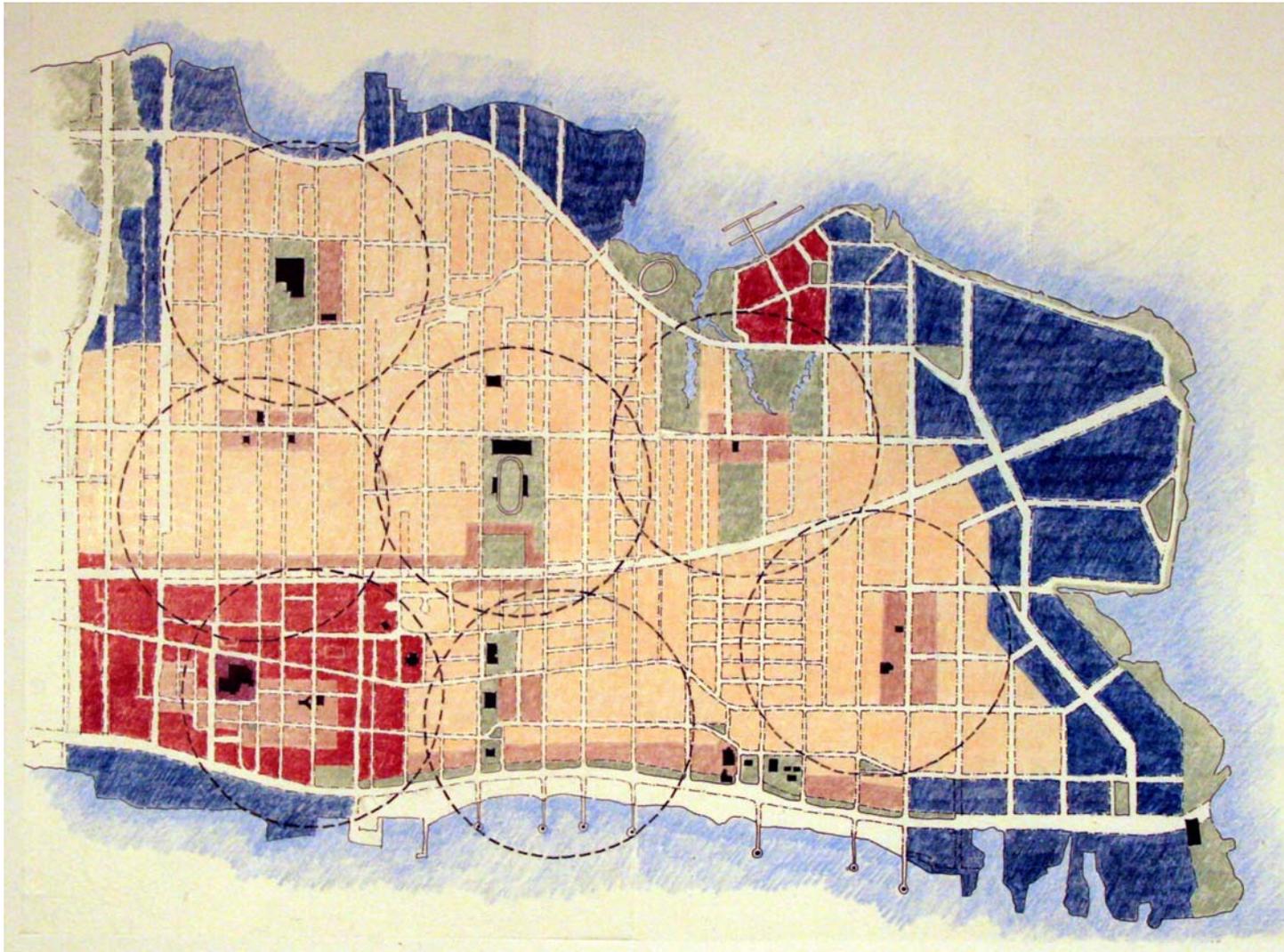
NARRATIVE:

## Preservation Emergency

- a. **Establish a set of criteria to assess damaged buildings that favors their preservation and considers demolition to be a matter of last resort.**
- b. **Halt all arbitrary demolition. Resist the Berlin Syndrome. (After the war the planners there caused more damage than the aerial bombings.)**
- c. **Conduct an immediate survey of damaged buildings and begin the process of reconstruction and replacement promptly.**
- d. **Preserve all doubtful buildings by supporting owners to structurally stabilize and secure their buildings from the weather as soon as possible.**

## **Codes and Administration**

- a. Introduce a form-based code into East Biloxi and an optional TND code throughout.**
- b. Name a Master Developer for the Downtown to coordinate retail and mixed use development.**
- c. Support the Planning and Building Department with a Town Architect and Staff to help administer a reconstruction code.**
- d. Set up a Design Center staffed by architects partial to traditional design, to advise citizens and neighborhoods of their lot by lot/ house by house reconstruction.**



## East Biloxi Regulating Plan

Place or Topic

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### DRAWING TYPE

- Analytical
  - Proposal
- 

### TIMING

- Immediate
  - Medium Term
  - Long Term
- 

### URBAN SCALE

- Street, Blocks, Building
  - Neighborhood, District, Corridor
  - Region
- 

### IMPLEMENTATION THROUGH

- Design
  - Policy
  - Management
- 

Drawing Title

---

Date

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Name of Contact for Additional Information

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E-mail address

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NARRATIVE:

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BILOXI PRELIMINARY TRANSECT ZONE STANDARDS				
Development Feature				
	T3 Sub-Urban	T4 General Urban	T5 Urban Center	SD Casino Corridor
<b>Building placement</b>	<i>Minimum setbacks required and, where noted, maximum setbacks allowed; except where the standards for frontage types or architectural types allow exceptions or establish different requirements.</i>			
Front setback	10 ft min., 25 ft max.	0 ft min., 15 ft max.	0 ft min., 10 ft max.	0 ft min., 25 ft max.
Side setback	5 ft	0 ft, or 5 ft where provided	0 ft, or 5 ft where provided	0 ft, or 25 ft where provided
Rear setback	20 ft	20 ft	5 ft	25 ft
Alley setback	2 ft	2 ft	2 ft	2 ft
<b>Building height</b>	<i>Maximum allowed and minimum required height of structures; except where modified by architectural type standards.</i>			
	2 stories max.	2.5 stories max.	4 stories max., 2 min.	15 stories max, 4 min.
<b>Frontage type</b>	<i>Only the following frontage types are allowed within each zone.</i>			
Allowed types	Common Yard Porch & Fence Stoop	Porch & Fence Terrace Forecourt Stoop Shopfront Gallery Arcade	Terrace Forecourt Stoop Shopfront Gallery Arcade	Forecourt Shopfront Gallery Arcade
<b>Architectural type</b>	<i>Only the following architectural types are allowed within each zone.</i>			
Allowed types	House Accessory Unit Duplex, Triplex, <del>Quadplex</del> Bungalow Court	House Accessory Unit Duplex, Triplex, <del>Quadplex</del> <del>Rowhouse</del> Live/Work Courtyard Housing	House <del>Rowhouse</del> Courtyard Housing Live/Work Commercial Block Liner	Courtyard Housing Commercial Block Liner High Rise Building
<b>Residential Density</b>	<i>Maximum gross allowable densities for residential development.</i>			
Maximum density	12 units per acre	20 units per acre	45 units per acre	As limited by building placement and height standards

5.3.020 - Frontage Type Standards

**A. Purpose.** This Chapter identifies the frontage types allowed within the Specific Plan area, and for each type, provides a description, a statement as to the type's intent and, design standards, to ensure that proposed development is consistent with the City's goals for building form, character, and quality within Downtown Newhall.

**B. Applicability.** The provisions of this Chapter work in combination with the underlying Zone as identified on the Regulating Plan.

**C. Allowable Frontage types by zone.** Each Zone identifies the Frontage Types allowed and refers to this Chapter for the appropriate information.

**D. Definitions and Standards**

- 1. Frontyard / Porch** - Frontyards are a common frontage associated with single family houses, where the facade is set back from the right of way with a front yard. An encroaching porch may also be appended to the facade. A fence or wall at the property line may be used to define the private space of the yard. The front yard may also be raised from the sidewalk, creating a small retaining wall at the property line with entry steps to the yard.

  - A great variety of porch designs are possible, but none shall be less than 6 feet deep (clear), 12 feet wide (clear) and 10 feet tall (clear).
  - Porches may be at grade or raised to transition into the building. In no case shall porches be raised more than 3 feet from the adjacent grade.
  - Fences defining the front yard shall not exceed 4 feet in height from the adjacent sidewalk.
- 2. Stoop / Dooryard** - Stoops are elevated entry porches/stairs placed close to the frontage line with the ground story elevated from the sidewalk, securing privacy for the windows and front rooms. Dooryards are depressed entries to sub-basements, and are usually paired with a stoop. This type is suitable for ground-floor residential uses at short setbacks. This type may be interspersed with the shopfront frontage type. A porch or shed roof may also cover the stoop.

  - In no case shall the ground story be elevated more than 3 feet above the adjacent sidewalk.
  - Stoops must correspond directly to the building entry(s) and be at least 3 feet wide (perpendicular to or parallel with the adjacent sidewalk).
  - Sub-basements accessed by a dooryard shall not be more than 6 feet below the adjacent sidewalk.
- 3. Forecourt** - Forecourts are a recessed court within a storefront, gallery or arcade frontage. The court is suitable for gardens, vehicular drop offs, and utility off loading. This type should be used sparingly.

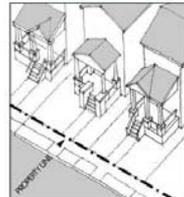
  - In no case, shall the forecourt be deeper than 40 feet.
  - A 1-story fence or wall at the property line may be used to define the private space of the yard.
  - The court may also be raised from the sidewalk, creating a small retaining wall at the property line with entry steps to the court, but should not exceed 36" above the sidewalk grade.
- 4. Storefront** - Storefronts are facades placed at or close to the right-of-way line, with the entrance at sidewalk grade. This type is conventional for retail frontage and is commonly equipped with cantilevered shed roof(s) or awning(s). Recessed storefronts are also acceptable. The absence of a raised ground floor precludes residential use on the ground floor facing the street, although such use is appropriate above.

  - Stoopfronts shall be no less than 10 feet and 16 feet tall, as measured from the adjacent sidewalk.
  - The corresponding storefront(s) opening(s) along the primary frontage shall be at least 65% of the 1st floor wall area and not have opaque or reflective glazing.
- 5. Gallery** - Galleries are storefronts with an attached colonnade, that projects over the sidewalk and encroaches into the public right of way. This frontage type is ideal for retail use but only when the sidewalk is fully absorbed within the colonnade so that a pedestrian cannot bypass it.

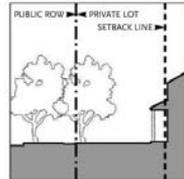
  - Galleries shall be no less than 10 feet wide clear in all directions.
  - Along primary frontages, the arcade shall correspond to storefront openings.
  - Primary frontage storefront openings shall be at least 65% of the 1st floor wall area and not have opaque or reflective glazing.
- 6. Arcade** - Arcades are facades with an attached colonnade, that is covered by upper stories. This type is ideal for retail use, but only when the sidewalk is absorbed within the arcade so that a pedestrian cannot bypass it. For Building Code considerations, this frontage type cannot cover the public R.O.W. as can the Gallery frontage type.

  - Arcades shall be no less than 10 feet wide clear in all directions.
  - Along primary frontages, the arcade shall correspond to storefront openings.
  - Primary frontage storefront openings shall be at least 65% of the 1st floor wall area and not have opaque or reflective glazing.

**Frontyard / Porch**



Frontyard / Porch : Diagram



Frontyard / Porch : Section Diagram



Frontyard / Porch : Illustrative Photo

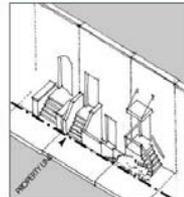


Frontyard / Porch : Illustrative Photo

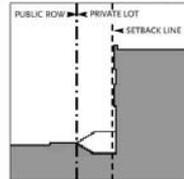


Frontyard / Porch : Illustrative Photo

**Stoop / Dooryard**



Stoop / Dooryard : Diagram



Stoop / Dooryard : Section Diagram



Stoop / Dooryard : Illustrative Photo

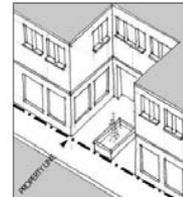


Stoop / Dooryard : Illustrative Photo

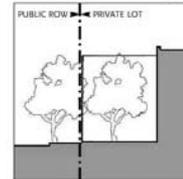


Stoop / Dooryard : Illustrative Photo

**Forecourt**



Forecourt : Diagram



Forecourt : Section Diagram



Forecourt : Illustrative Photo



Forecourt : Illustrative Photo

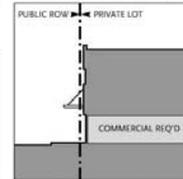


Forecourt : Illustrative Photo

**Storefront**



Storefront : Diagram



Storefront : Section Diagram



Storefront : Illustrative Photo

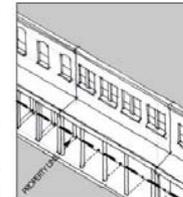


Storefront : Illustrative Photo

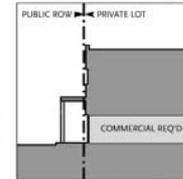


Storefront : Illustrative Photo

**Gallery**



Gallery : Diagram



Gallery : Section Diagram



Gallery : Illustrative Photo

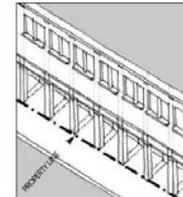


Gallery : Illustrative Photo

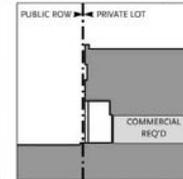


Gallery : Illustrative Photo

**Arcade**



Arcade : Diagram



Arcade : Section Diagram



Arcade : Illustrative Photo



Arcade : Illustrative Photo



Arcade : Illustrative Photo

### C. Single Family House

A structure occupied by one primary residence.

#### 1: Lot Width

- (a) Minimum: 50 ft

#### 2: Access

- (a) Standards
  - i. The main entrance to the house shall be accessed directly from and face the street.
  - ii. Where an alley is present, parking and services shall be accessed through the alley.
  - iii. Where an alley is not present, parking and services shall be accessed by a driveway 7 to 10 feet wide, and with 2-foot planters on each side.
  - iv. On a corner lot without access to an alley, parking and services shall be accessed by a driveway of 16 feet maximum width, and with 2-foot planters on each side.
- (b) Guidelines
  - i. N.A.

#### 3: Parking

- (a) Standards
  - i. Required parking shall be within a garage.
  - ii. A non-alley-accessed garage may accommodate no more than 2 cars. A side street facing garage shall have 1-car garage doors.
  - iii. Where an alley is present, services, including all utility access and above ground equipment and trash container areas shall be located on the alley.
  - iv. Where an alley is not present, utility access, above ground equipment and trash container areas shall be located at least 10 feet behind the front of the house and be screened from view from the street with a hedge or fence.
- (b) Guidelines
  - i. An alley accessed garage may accommodate up to three cars.

#### 4: Open Space

- (a) Standards
  - i. At least one side yard shall be designed to provide an open area no less than 10 by 10 feet.
  - ii. Rear yards shall be no less than 15% of the area of each lot and of a regular geometry (e.g., rectangular).
- (b) Guidelines
  - i. Front yards are defined by the setback and frontage type requirements of the applicable zone.

#### 5: Landscape

- (a) Standards
  - i. Landscape shall not be used to separate a front yard from front yards on adjacent parcels. Front yard trees shall be of porch scale (no more than 1.5 times the height of the porch at maturity) except at the margins of the lot, where they may be of house scale (no more than 1.5 times the height of the house at maturity).
  - ii. At least one large tree shall be provided in each rear yard for shade and privacy.
- (b) Guidelines
  - i. Side yard trees may be placed to protect the privacy of neighbors.

#### 6: Frontage

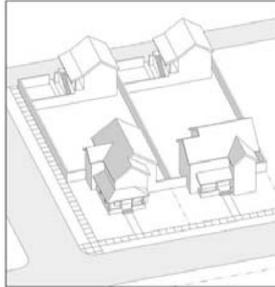
- (a) Standards
  - i. A house shall be designed so that living areas (e.g., living room, family room, dining room, etc.), rather than sleeping and service rooms, are oriented toward the fronting street.
- (b) Guidelines
  - i. Frontage types that provide a transition from public to private, indoor to outdoor at the entrance to the house are required. Porches, towers, loggias, dooryards and stoops are preferred types.

#### 7: Building Size and Massing

- (a) Standards
  - i. Building elevations abutting side yards shall be designed to provide at least one horizontal plane break of at least three feet, and one vertical break.
  - ii. Houses on corner lots shall be designed with two front facades.
  - iii. Buildings shall be composed of one and/or two story volumes, each designed to house scale.
- (b) Guidelines
  - i. Attic space may be occupied and not count as a story when applying the height limits of the applicable zone.

#### 8: Accessory Dwellings

See Section 5.3.010.B 'Carriage House'



### E. Duplexes, Triplexes, and Quadplexes

Duplexes, triplexes, and quadplexes are multiple dwelling forms that are architecturally presented as large single-family houses in their typical neighborhood setting.

#### 1: Lot Width

- (a) Minimum: 50 ft

#### 2: Access

- (a) Standards
  - i. The main entrance to each dwelling shall be accessed directly from and face the street. Access to second floor dwellings shall be by a stair, which may be open or enclosed.
  - ii. Where an alley is present, parking and services shall be accessed through the alley.
  - iii. Where an alley is not present, parking and services shall be accessed by a driveway 7 to 10 feet wide, and with 2-foot planters on each side.
  - iv. On a corner lot without access to an alley, parking and services shall be accessed by drive-ways of 7 to 8 feet maximum width, and with 2-foot planters on each side.
- (b) Guidelines
  - i. N.A.

#### 3: Parking

- (a) Standards
  - i. Required parking shall be within garages, which may contain up to four cars.
  - ii. Garages on corner lots without alleys may front onto the side street only if provided with 1-car garage doors, and with driveways no more than 8 feet wide that are separated by planters at least 2 feet wide.
  - iii. Where an alley is present, services, including all utility access and above ground equipment and trash container areas shall be located on the alley.
  - iv. Where an alley is not present, utility access, above ground equipment and trash container areas shall be located at least 10 feet behind the front of the house, and be screened from view from the street with a hedge or fence.
- (b) Guidelines
  - i. N.A.

#### 4: Open Space

- (a) Standards
  - i. Each ground floor dwelling shall have a private or semi-private required yard of at least 150 square feet
  - ii. Required yards shall be at least 8 feet wide, and enclosed by a fence, wall or hedge.
- (b) Guidelines
  - i. Front yards are defined by the setback and frontage type requirements of the applicable zone.
  - ii. Porches, stoops and dooryards may encroach into a required yard. See Frontages, below.

#### 5: Landscape

- (a) Standards
  - i. Landscape shall not be used to separate a front yard from front yards on adjacent parcels. Front yard trees shall be of porch scale (no more than 1.5 times the height of the porch at maturity) except at the margins of the lot, where they may be of house scale (no more than 1.5 times the height of the house at maturity).
  - ii. At least one large tree shall be provided in each rear yard for shade and privacy.
- (b) Guidelines
  - i. Side yard trees may be placed to protect the privacy of neighbors.

#### 6: Frontage

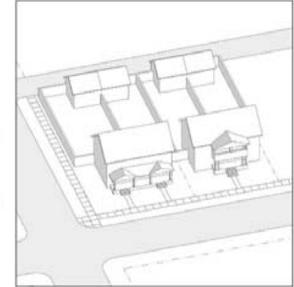
- (a) Standards
  - i. Dwellings abutting front yards shall be designed so that living areas (e.g., living room, family room, dining room, etc.), rather than sleeping and service rooms, are oriented toward the fronting street.
- (b) Guidelines
  - i. Frontage types that provide a transition from public to private, indoor to outdoor at the entrance to the house are required. These may be determined through the Design Review process to serve also as the required yard for some or all of the dwellings. Porches, towers, loggias, dooryards and stoops are preferred types.
  - ii. On corner lots, entrances to dwellings on both frontages are encouraged, particularly in triplexes and quadplexes.
  - iii. See the requirements of the applicable zone for allowed encroachments into required set-backs.

#### 7: Building Size and Massing

- (a) Standards
  - i. Building elevations abutting side yards shall be designed to provide at least one horizontal plane break of at least three feet, and one vertical break.
  - ii. Buildings on corner lots shall be designed with two front facades.
  - iii. Buildings shall be massed as large houses, composed principally of two story volumes, each designed to house scale.
- (b) Guidelines
  - i. Dwellings within buildings may be flats and/or townhouses.
  - ii. Attic space may be occupied and not count as a story when applying the height limits of the applicable zone.

#### 8: Accessory Dwellings

See Section 5.3.010.B 'Carriage House'



**G. Rowhouses**

An individual structure occupied by one primary residence or a structure of multiple townhouse unit types arrayed side by side.

**1: Lot Width**

- (a) Minimum: 25 ft

**2: Access**

- (a) Standards
  - i. The main entrance to each unit shall be accessed directly from and face the street.
  - ii. Garages and services shall be accessed from an alley. This type is not allowed on a lot without an alley.
- (b) Guidelines
  - N.A.

**3: Parking**

- (a) Standards
  - i. Required parking shall be in a garage, which may be attached to or detached from the dwelling.
  - ii. Services, including all utility access, aboveground equipment, and trash containers, shall be located on an alley.
- (b) Guidelines
  - N.A.

**4: Open Space**

- (a) Standards
  - i. Rear yards shall be no less than 15% of the area of each lot and of a regular geometry (e.g., rectangular).
- (b) Guidelines
  - i. Front yards are defined by the setback and frontage type requirements of the applicable zone.

**5: Landscape**

- (a) Standards
  - i. Landscape shall not be used to separate a front yard from front yards on adjacent parcels. Front yard trees, if provided, shall be of porch scale (no more than 1.5 times the height of the porch at maturity) except at the margins of the lot, where they may be of house scale (no more than 1.5 times the height of the house at maturity).
  - ii. At least one large tree shall be provided in each rear yard for shade and privacy.
- (b) Guidelines
  - N.A.

**6: Frontage**

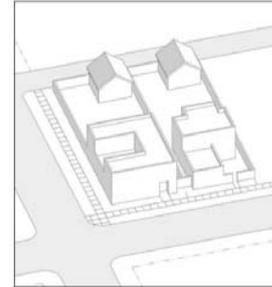
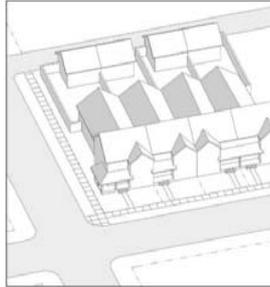
- (a) Standards
  - i. Each rowhouse shall be designed so that living areas (e.g., living room, family room, dining room, etc.), rather than sleeping and service rooms, are oriented toward the fronting street and/or to the courtyard.
  - ii. Frontage types that provide a transition from public to private, indoor to outdoor at the main entrance to each dwelling are required. Porches, dooryards and stoops are preferred types.
- (b) Guidelines
  - i. See the requirements of the applicable zone for allowed encroachments into required setbacks.

**7: Building Size and Massing**

- (a) Standards
  - i. Buildings shall be composed of 2- and/or 3-story volumes in compliance with the regulations for the applicable zone.
  - ii. Buildings on corner lots shall be designed with two front facades.
  - iii. Each rowhouse building shall maintain setbacks from property lines on at least 2 sides, with as much direct access to yards as possible.
- (b) Guidelines
  - i. In a 3-story building, a townhouse dwelling may be stacked over a ground floor flat. In this case, the flat shall be accessed by its own front door at the frontage, and the townhouse dwelling shall be accessed by a separate front door and a stair.

**8: Accessory Dwellings**

See Section 5.3.010.B 'Carriage House'



**K. Live/Work**

An integrated residence and working space, occupied and utilized by a single household in a structure, either single-family or multi-family, that has been designed or structurally modified to accommodate joint residential occupancy and work activity.

**1: Lot Width**

- (a) Minimum: 25 ft

**2: Access**

- (a) Standards
  - i. The main entrance to the ground floor flex space shall be accessed directly from and face the street.
  - ii. The upstairs dwelling shall be accessed by a separate entrance, and by a stair.
  - iii. Garages and services shall be accessed from an alley. This type is not allowed on a lot without an alley.
- (b) Guidelines
  - N.A.

**3: Parking**

- (a) Standards
  - i. At least one required parking space shall be in a garage, which may be attached to or detached from the dwelling.
  - ii. Services, including all utility access, aboveground equipment, and trash containers, shall be located on an alley.
- (b) Guidelines
  - i. Additional required parking spaces may be enclosed, covered or open.

**4: Open Space**

- (a) Standards
  - i. Rear yards shall be no less than 15% of the area of each lot and of a regular geometry (e.g., rectangular).
- (b) Guidelines
  - i. Front yards are defined by the setback and frontage type requirements of the applicable zone.

**5: Landscape**

- (a) Standards
  - i. Landscape shall not obscure front yards on adjacent lots or the shopfront of the ground floor flex space. Front yard trees, if provided, shall be of porch scale (no more than 1.5 times the height of the porch at maturity) except at the margins of the lot, where they may be of house scale (no more than 1.5 times the height of the house at maturity).
  - ii. At least one large tree shall be provided in each rear yard for shade and privacy.
- (b) Guidelines
  - N.A.

**6: Frontage**

- (a) Standards
  - i. Each livework unit shall be designed so that living areas (e.g., living room, family room, dining room, etc.), rather than sleeping and service rooms, are oriented toward the fronting street and/or to the courtyard.
- (b) Guidelines
  - i. Frontage types that provide a transition from public to private, indoor to outdoor at the main entrance to each dwelling are required. Shopfronts, dooryards and stoops are preferred types.
  - ii. See the requirements of the applicable zone for allowed encroachments into required setbacks.

**7: Building Size and Massing**

- (a) Standards
  - i. Buildings shall be composed of 2- and/or 3-story volumes in compliance with the regulations for the applicable zone.
  - ii. Buildings on corner lots shall be designed with two front facades.
- (b) Guidelines
  - N.A.

**8: Accessory Dwellings**

Not allowed

**L. Stacked Dwellings**

A structure of single-floor residences of similar configuration either above or below.

- 1: **Lot Width**
  - (a) Minimum: 125 ft

**2: Access**

- (a) **Standards**
  - i. Entrance to the building is through a street level lobby, or through a combination of street/podium lobby directly accessible from the street.
  - ii. The main entrance to each ground floor dwelling is directly from the street. Secondary access is through an elevator and corridor.
  - iii. Interior circulation to each dwelling is through a corridor.
  - iv. Where an alley is present, parking may be accessed through the alley.
  - v. For corner lots without access to an alley, parking is accessed from the side street through the building.
  - vi. Where an alley is not present, parking is accessed from the street through the building.

(b) **Guidelines**

- i. Elevator access should be provided between the garage, and every one of the levels of the building.

**3: Parking**

(a) **Standards**

- i. Required parking is accommodated in an underground garage, surface parking, tuck under parking, or a combination of any of the above.
- ii. Dwellings have indirect access to their parking stall(s).
- iii. Services, including all utility access and above ground equipment and trash are located on alleys.
- iv. Where alleys don't exist, utility access, above ground equipment and trash are located as provided under the urban regulations for each zone.

(b) **Guidelines**

- i. Parking entrances to subterranean garages and/or driveways are located as close as possible to the side or rear of each lot.

**4: Open Space**

(a) **Standards**

- i. The primary shared open space is the rear yard designed as a courtyard. Courtyards can be located on the ground or on a podium. Side yards may also be formed to provide common use gardens.
- ii. Minimum courtyard dimension shall be 40 feet when the long axis of the courtyard is oriented EW and 30 feet for a NS orientation. Under no circumstances will a courtyard be of a proportion of less than 1:1 between its width and height.
- iii. In 40 foot wide courtyards, frontages and architectural projections allowed within each urban zone are permitted on two sides of the courtyard. They are permitted on one side of 30 foot wide courtyards.

(b) **Guidelines**

- i. Private patios may be provided at side yards and rear yards.

**5: Landscape**

(a) **Standards**

- i. In the front yard, trees shall be of a size lesser than the height of the buildings, except at the margins of the lot, where they can be used to frame and separate the building from its neighbors.
- ii. At least one large tree planted directly in the ground shall be provided in the rear yard.

(b) **Guidelines**

- i. Sideyard trees may be placed to create a particular sense of place.
- ii. Courtyards located over garages should be designed to avoid the sensation of forced podium landscape.

**6: Frontage**

(a) **Standards**

- i. Living rooms, dining rooms and bedrooms are oriented fronting toward the courtyard(s) and street. Service rooms are oriented to the degree possible backing to corridors.

(b) **Guidelines**

- i. Frontage types that provide a transition from public to private, indoor to outdoor at the side-walk are allowed. Stoops and porches are preferred.

**7: Building Size and Massing**

(a) **Standards**

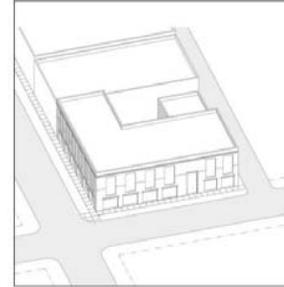
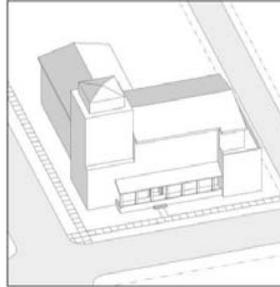
- i. The target height ratio for this type is as follows:
  - 20% 3 stories, 65% 4 stories and 15% 5 stories.

(b) **Guidelines**

- i. Buildings may contain any of three types of dwellings: flats, town houses and lofts.
- ii. Dwellings may be as repetitive or unique as deemed by individual designs.
- iii. Buildings may be composed of one dominant volume, flanked by secondary ones.

**8: Accessory Dwellings**

Not Allowed



**M. Commercial Block**

A building designed for occupancy by retail, service, and/or office uses on the ground floor, with upper floors also configured for those uses or for residences.

- 1: **Lot Width**
  - (a) Minimum: 25 ft

**2: Access**

(a) **Standards**

- i. The main entrance to each ground floor commercial or residential storefront is directly from the street.
- ii. Entrance to the residential portions of the building is through a street level lobby, or through a podium lobby accessible from the street or through a side yard.
- iii. Interior circulation to each dwelling is through a corridor.
- iv. Where an alley is present, parking may be accessed through the alley.
- v. For corner lots without access to an alley, parking is accessed from the side street through the building.
- vi. Where an alley is not present, parking is accessed from the street through the building.

(b) **Guidelines**

- i. Elevator access should be provided between the garage, and every one of the levels of the building.

**3: Parking**

(a) **Standards**

- i. Required parking is accommodated in an underground garage, surface parking, tuck under parking, or a combination of any of the above.
- ii. Dwellings have indirect access to their parking stall(s).
- iii. Services, including all utility access and above ground equipment and trash are located on alleys.
- iv. Where alleys don't exist, utility access, above ground equipment and trash are located as provided under the urban regulations for each zone.

(b) **Guidelines**

- i. Parking entrances to subterranean garages and/or driveways are located as close as possible to the side or rear of each lot.

**4: Open Space**

(a) **Standards**

- i. The primary shared open space is the rear yard designed as a courtyard. Courtyards can be located on the ground or on a podium. Side yards may also be formed to provide outdoor patios connected to ground floor commercial uses.
- ii. Minimum courtyard dimension shall be 40 feet when the long axis of the courtyard is oriented EW and 30 feet for a NS orientation. Under no circumstances will a courtyard be of a proportion of less than 1:1 between its width and height.
- iii. In 40 foot wide courtyards, frontages and architectural projections allowed within each urban zone are permitted on two sides of the courtyard. They are permitted on one side of 30 foot wide courtyards.

(b) **Guidelines**

- i. Private patios may be provided at side yards and rear yards.

**5: Landscape**

(a) **Standards**

- i. In the front yard, there is no landscape, but the streetscape.
- ii. At least one large tree planted directly in the ground shall be provided in the rear yard.
- iii. Courtyards located over garages should be designed to avoid the sensation of forced podium landscape.

(b) **Guidelines**

- i. Sideyard trees may be placed to create a particular sense of place.

**6: Frontage**

(a) **Standards**

- i. Entrance doors, public rooms, such as living rooms and dining rooms are oriented to the degree possible fronting toward the courtyard(s) and street. Service rooms are oriented to the degree possible backing to corridors.

(b) **Guidelines**

- i. Frontage types that provide a transition from public to private, indoor to outdoor at the entrance to commercial ground floor spaces are allowed. Store fronts, arcades and galleries are preferred.

**7: Building Size and Massing**

(a) **Standards**

- i. Target height ratios for various commercial blocks are as follows:
  - 1.0 story: 100% 1 story
  - 2.0 stories: 85% 2 stories, 15% 3 stories
- ii. Each dwelling may have only one side exposed to the outdoors with direct access to at least a dooryard, patio, terrace or balcony.

(b) **Guidelines**

- i. Buildings may contain any of three types of dwellings: flats, town houses and lofts.
- ii. Dwellings may be as repetitive or unique as deemed by individual designs.
- iii. Buildings may be composed of one dominant volume.

**8: Accessory Dwellings**

Not Allowed

## Biloxi Building Typologies

Place or Topic

### DRAWING TYPE

- Analytical
- Proposal

### TIMING

- Immediate
- Medium Term
- Long Term

### URBAN SCALE

- Street, Blocks, Building
- Neighborhood, District, Corridor
- Region

### IMPLEMENTATION THROUGH

- Design
- Policy
- Management

## Axonometric

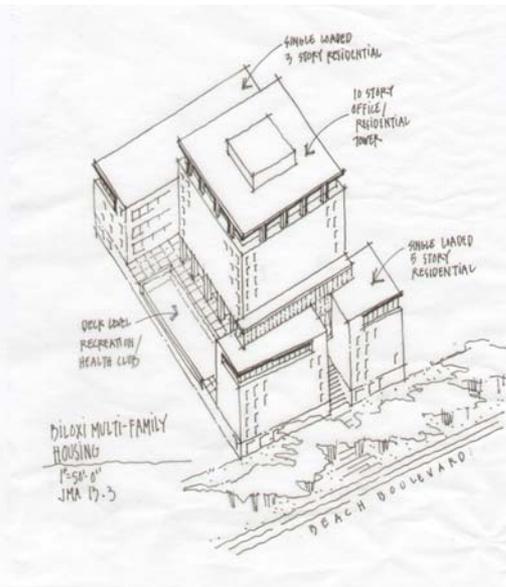
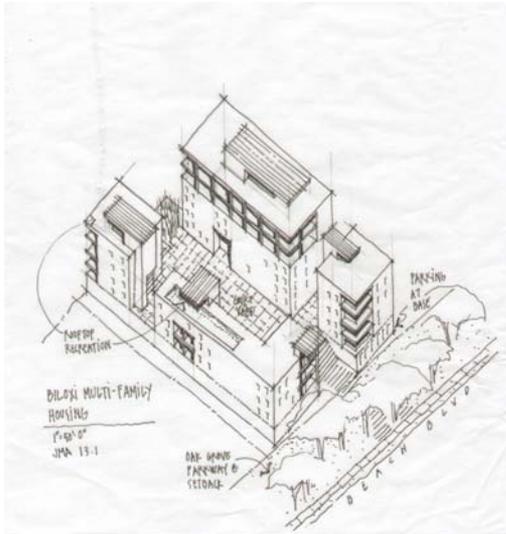
Drawing Title

Date

Name of Contact for Additional Information

E-mail address

NARRATIVE:



## Biloxi Building Types

Place or Topic

### DRAWING TYPE

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- Proposal

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## Elevations

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