

**ORDINANCE NO. 06-09**

**ORDINANCE OF THE BOARD OF COMMISSIONERS OF COLUMBIA COUNTY, GEORGIA AMENDING SECTION 90-100 OF THE CODE OF ORDINANCES OF COLUMBIA COUNTY, GEORGIA TO ADD THERETO SUBSECTION (f)(1) CREATING THE EVANS TO LOCKS/FURYS FERRY NODE PROTECTION OVERLAY DISTRICT, TO PROVIDE FOR AN EFFECTIVE DATE AND TO REPEAL ANY CONFLICTING ORDINANCES**

**THIS ORDINANCE** adopted by the Board of Commissioners of Columbia County, Georgia (the "Board").

**WHEREAS**, the Board desires to amend Sections 90-100 of the Code of Ordinances of Columbia County to create the Evans to Locks/Furys Ferry Node Protection Overlay District (the "EL/FF NPOD") in accordance with the provisions of Section 90-100;

**WHEREAS**, the Board finds that the area surrounding the intersection of Evans to Locks Road and Furys Ferry Road is developing into an area of concentration of commercial uses to the extent that it is in the best interests of the general welfare of the public that it be designed to be a concentrated activity center for the location of more intense land uses; and

**WHEREAS**, the Board finds that it would be in the best interest of the general welfare to establish design guidelines for the EL/FF NPOD to ensure compatibility of its development, to establish a unique style and character of the EL/FF NPOD, to improve pedestrian, bicycle and vehicular access and to preserve and enhance the aesthetics within the EL/FF NPOD.

**NOW, THEREFORE, BE IT ORDAINED** by the Board, and it is hereby ordained by authority of the same as follows:

**Section 1. Evans to Locks/Furys Ferry Node Protection Overlay District** There is hereby adopted a new subsection to Section 90-100 of the Code of Ordinances of Columbia County, Georgia which shall be designated subsection 90-100 (f) (1) and shall read as set forth in Exhibit "A" attached hereto and incorporated herein.

**Section 2. Effective Date.** This Ordinance shall become effective upon its adoption.

**Section 3. Conflicting Ordinances.** Any Ordinances or portions of Ordinances in conflict with this Ordinance are hereby repealed to the extent necessary to eliminate such conflict.

[Signatures on the Following Page]

**ADOPTED** \_\_\_\_\_, 2006, following approval on a first and second reading.

**BOARD OF COMMISSIONERS OF  
COLUMBIA COUNTY, GEORGIA**

By: \_\_\_\_\_  
Its Chairman

Attest: \_\_\_\_\_  
Its Clerk

[COUNTY SEAL]

## **Exhibit “A”**

Section 90-100(f)(1). There is established the Evans to Locks/Furys Ferry Node Protection Overlay District (“EL/FF NPOD”) which shall be subject to all of the provisions of this Section 90-100. The boundaries of the EL/FF NPOD and the land included therein shall be as shown on a map of the Evans to Locks/Furys Ferry Node Protection Overlay District prepared by the Columbia County Planning and Development Services Division dated October \_\_\_\_, 2006, which is incorporated herein by reference and which shall be incorporated into the then current Official Zoning Map of Columbia County, which is also incorporated herein by reference. If a tract of land which is in the EL/FF NPOD is combined with a tract of land which is not in the EL/FF NPOD, the entire combined tract shall automatically be included in the EL/FF NPOD except for any portion of such combined tract which is located in any of the single-family residential zoning districts. Any buildings, structures, signs or uses in the EL/FF NPOD which existed on \_\_\_\_\_, 2006 which are not in conformance with the requirements for the EL/FF NPOD shall be treated as nonconforming buildings, structures, signs or uses pursuant to section 90-132 of this chapter. The properties within the EL/FF NPOD shall be subject to the following requirements, restrictions and limitations:

A) Architectural Style

The architectural style for the EL/FF NPOD is neoclassical. Neoclassical architecture reflects a style widely appreciated in Columbia County, and is compatible with many of the residential designs nearby. Neoclassical architecture reflects a diverse range of styles that were popular in America in the early 19<sup>th</sup> century and based on classical models. Some key characteristics of neoclassical architecture are symmetry and ample, proportionate detailing.

Some features of neoclassical architecture are:

- I. Symmetrically placed windows
- II. Small windows (“lights”) as details over doors and at other places on the facade
- III. Columns or pilasters with capitals
- IV. Human-scaled windows and doors
- V. Gabled or pedimented roofs

B) Materials

Materials must be traditional construction materials such as brick, stone, stucco, or natural wood. Materials that are not permitted include metal, composites, plastics, and vinyl or aluminum siding. Metal may be used for roofing materials.

C) Colors

Colors must reflect traditional materials and colors used in Neoclassical architecture. Predominantly neutral and earth tones are recommended, with trim colors usually in a white or black. Generally three colors are adequate for each facade.

D) Unique Element

Each development must have a unique architectural element that serves as the defining feature for the entire development, such as a clock tower.

E) Massing, Scale, and Height

To create a human scale, large buildings must be broken into smaller masses. Each larger building must look like a collection of adjacent smaller buildings of different types.

I. For smaller store sizes:

- a. The facade must have a change in setback every 40 feet minimum. This means that some storefronts will project further than others.
- b. The storefront must also have a change in material, color, fenestration, or height along with each change in setback.

II. For larger store sizes:

- a. The preferred arrangement is to have several smaller scale stores in front, hiding the large-scale facade.
- b. As an alternative, larger stores must have a tall architectural element with a horizontal forward setback either in the center, at a major entrance or at the corner of the building.
- c. Large-scale stores over 150 feet in length must have additional variations in massing as well.

III. The recommended height for most structures is two stories. The two story height creates a better sense of enclosure than one story without creating an overwhelming sense of scale.

- a. Variations between two and three stories are encouraged.
- b. One story buildings are permitted, but must have dormers or a similar architectural feature to create the illusion of a taller building.
- c. The maximum allowable building height in the EL/FF NPOD is 45 feet.

F) Recommended uses for upper floors:

- I. Residential uses are permitted on the upper floors. These may be in live-work arrangements in combination with the first floor or as separate spaces.
- II. Office uses are permitted on upper floors.
- III. Generally a mixed-use arrangement works well when the grade on the back side is higher than the grade on the front, allowing for separate ground level entrances for the various uses.

## G) Windows and Doors

Facades must have regular windows and doors to increase the architectural detail and create a human scale environment. Windows and doors create visual detail and are channels for interaction between indoor and outdoor space. Windows and doors must be framed by detailing elements such as lintels, shutters, and pediments.

### I. Window Regulations:

- a. At least 50 percent of the storefront between three and eight feet above ground level must be transparent glass.
- b. Upper floor windows and dormers must be evenly spaced and vertically oriented (taller than they are wide).
- c. Upper floor windows must be double-hung and have multiple, small panes.
- d. Shutters or balcony rails outside windows are encouraged.
- e. Lintels and/or brick variations above and below windows are required.

### II. Door Regulations:

- a. Doors must be recessed a minimum of eight inches to create an appearance of thick walls.
- b. Doorways must be made of wood or glass materials.
- c. Doorways must be traditional sizes.
- d. Lights above doors and thick door surrounds are strongly encouraged.

## H) Related Regulations:

- I. Top of the facade must be marked by a detailed cornice.
- II. Dentils or other similar types of ornamentation are encouraged.
- III. Small arcades and awnings are encouraged.
- IV. If awnings are used, they must be rectangular, canvas awnings and must be maintained in good condition.

## I) Roofs

Roofs are defining architectural features. Sloped roofs for commercial buildings will help to reinforce the neoclassical architectural theme and will help commercial development mesh with nearby residential areas.

### (i) Roof Regulations:

- a. All roofs must be sloped.
- b. Roofs may be hipped or gabled, and a front facing pediment is encouraged.
- c. For smaller storefront types, the minimum pitch is 4:12.
- d. For larger storefronts, each massing element must have a distinct sloped roof.
- e. Roofs may be made of various materials, including traditional asphalt as well as standing seam metal.

- (ii) Sloped roofs are required for large buildings and storefronts as well:
  - a. Instead of a single, large sloped roof, the building shall have a series of smaller roofs, with the roofs corresponding to the building massing.
  - b. The sloped roof must be the only part of the roof visible from the front and the sides of the building. No equipment stored on the roof may be visible from the front or the sides of the building.
  - c. The sloped roof must rise to a height of at least eight feet from its lowest to its highest point for the tallest roof segment.

(J) Site Design

Site design can help create a human-scaled, pedestrian-oriented experience. The site design must emphasize the interaction of indoor and outdoor space. Outdoor spaces should encourage leisurely shopping, browsing, and gathering. It is the character of outdoor gathering spaces that creates the sense of neighborhood-friendly shopping areas.

One of two site designs is required:

I. Small Setback Site Design

Small setback site design balances having a street-friendly presence with enough of a setback to buffer the noise from nearby street traffic. This site design places the building fairly close to the public sidewalk. As a result, pedestrian and bicycle access is easier and shoppers are encouraged to park once and walk between shopping destinations.

- a. No more than one bay of parking (about 60 feet of pavement) can be placed between the retail promenade and the streetscape.
- b. Additional parking areas can be provided in the rear and on the edges of the site.
- c. Sidewalks of minimum 5-foot width must be provided connecting any parking areas with the retail promenade area in front.

II. Internal Main Street Site Design

Internal main street designs are also permitted. These designs incorporate a ‘main street’ internal to the site, with building facades and retail promenades lining both sides of the main street. The goal of the main street design is to create a quiet, pedestrian friendly outdoor area internal to the site.

- a. No more than three bays of parking are permitted between the building facades.
- b. Usually the main street avenues have one-way lanes with diagonal parking, to slow down traffic and encourage convenient parking.
- c. Overflow parking is permitted on the periphery of the site, including between the public roads and the site.

III. The backs of the buildings that face the public right-of-way must be carefully addressed:

- a. Facade materials and some treatments must be continued to the side or rear of buildings that face the right-of-way. For example, window and roof patterns must continue in a similar pattern on the side or rear.
- b. Dumpsters and utilities must not be visible from rights-of-way or from residential properties.
- c. A 6-foot masonry wall is recommended between the streetscape and the rear of buildings.
- d. Loading at grade level in the rear is encouraged when possible.

For both types of site design, all parking areas must have at least one shade tree per every 10 parking spaces.

K) Retail Promenade

The promenade consists of the pedestrian area immediately in front of the building facade. A well-designed promenade is essential to creating inviting, pedestrian friendly common spaces. The promenade is made inviting by its width, by the use of a variety of quality materials, and by providing amenities such as lighting, planters, and seating. The promenade serves the functions of both an outdoor place for activity and for pedestrian transportation.

- I. The retail promenade must be a minimum of 10 feet in width, with an average width of 14 feet.
- II. Landscaping and/or street furniture is required on at least 10 percent of the retail promenade.
- III. All-brick promenades are encouraged, and the promenade must consist of at least 50 percent brick or stone.
- IV. Paved surfaces shall be of materials that blend with nearby building materials and landscaping materials. Asphalt may not be used for any part of the promenade.
- V. Continuous pedestrian access must be available from the street sidewalk and from parking lots to the retail promenade along a minimum 5-foot width sidewalk.
- VI. If the pedestrian path leading to the promenade runs along the edge of a parking area, a minimum 3-foot grass or planted buffer must be provided in addition to the 5-foot walkway. This ensures that cars do not infringe upon the walkway area.

(L) Parks and Plazas

In addition to the retail promenade, large sites (over 10 acres) must also incorporate parks and/or plazas as gathering places. Inviting gathering places help build a sense of community for nearby residents and encourage shoppers to linger. Parks and plazas must be integrated into shopping areas so that they are visible from actively used areas such as promenades or storefronts, and not placed in a hidden part of the site. In fact, a well-placed plaza may be an extension or expansion of the promenade area. A plaza can serve as an outdoor waiting area for a busy restaurant. Plazas and parks do not need 'play' equipment - all that is needed is seating areas, trees and plants, shade, and perhaps a fountain or monument as a central element.

- I. The minimum size for a park or plaza is 5 percent of the disturbed area for sites over 10 acres in size.
- II. As an alternative to a park or plaza, the developer may choose to leave at least 5 percent of the site land undisturbed. The undisturbed area must be forested and is subject to the approval of the planning department.

(M) Streetscapes

Streetscapes serve to improve the public appearance of a EL/FF NPOD and to enable pedestrian and bicycle access. A consistent streetscape across different properties ties together a unified design theme for the EL/FF NPOD.

I. The streetscape consists of three parts:

- a. A landscape buffer to set the pedestrian area back from the road (Street Buffer)
- b. The sidewalk
- c. A second landscape buffer to shield the view of parking areas (Parking Buffer)

II. Streetscape Regulations:

- a. The Street Buffer must be a minimum of 5 feet in width.
- b. The Street Buffer must have street trees planted every 40 feet on center, minimum.
- c. Lights must be placed at least every 40 feet in the Street Buffer.
- d. Two out of every three lights in the Street Buffer must be a pedestrian-style light, which are shorter, and of a design that matches the street lights.
- e. The Parking Buffer must be a minimum of 5 feet in width.
- f. The Parking Buffer must be planted with continuous shrubs or hedges a maximum of 30 inches in height.
- g. The Parking Buffer must have street trees planted every 40 feet on center minimum.
- h. The sidewalk area must be a minimum of 8 feet in width and must be clear of any obstacles.
- i. All trees planted for streetscape requirements must be 4-inch caliper minimum at time of planting.
- j. All street trees along Fury's Ferry must be Nuttall Oaks.
- k. All street trees along Evans to Locks Road must be Allee Elms.
- l. Street and pedestrian lights must be historic and decorative in character.

III. Alternative to Streetscape Development:

- a. As an alternative to a streetscape, the developer may leave an area equal to the size of the required streetscape undisturbed. The undisturbed area must be located along the street edge of the development, must be forested, and is subject to the approval of the Columbia County Department of Planning and Development department.

(N) Street Furniture

The use of high-quality street furniture throughout the EL/FF NPOD will create a sense of long-term investment and enhance property values. Consistent street furniture will help to unify the design character of the EL/FF NPOD. Developers must select street furniture that is similar in design, materials, and color.

Specified street furniture includes:

- I. Street lights
- II. Pedestrian lights
- III. Planters
- IV. Fencing
- V. Bollards
- VI. Benches
- VII. Garbage cans

(O) Lighting

Lighting must be designed to minimize light intrusion onto neighboring properties and to preserve dark night skies. Lighting Regulations:

- I. Full cut-off light fixtures are required for all street and pedestrian lights.
- II. Parking lot light fixtures must be no more than 26 feet in height.
- III. Pedestrian light fixtures must be no more than 14 feet in height.
- IV. Taller lighting is permitted along public roadways where required by the Department of Transportation.
- V. White spectrum lighting that preserves true color perception is required.
- VI. Accent lighting to highlight architectural and landscape elements is encouraged.

(P) Sign Guidelines

Signs, while important, should be subordinate to architectural and landscape features. Signs must integrate with architectural features by matching in scale and materials with surrounding buildings.

- I. All signs must be made of quality, durable materials.
- II. Signs must coordinate with architecture in terms of materials and scale.
- III. Development signs mark the entrances to commercial complexes.
  - a. Monument style signs are required with a maximum height of 20 feet.
  - b. The total size of the sign face or message area shall be no more than 200 square feet, and the entire sign structure shall be no more than 300 square feet.

- c. Listing of individual tenants is discouraged. If a list is provided, consistent foreground and background color must be used throughout the sign and must coordinate with the colors used in the commercial development.

IV. Wall-mounted signs are signs posted on buildings to advertise specific stores.

- a. The maximum letter height may be no more than 15 percent of the facade height or 36 inches, whichever is smaller.
- b. Wall-mounted signs must align with other facade elements, such as doorways and windows.

V. Other Sign Regulations:

- a. Each business may have no more than three signs total.
- b. Signs that are not permitted include billboards, pole signs, banners, neon signs, balloon signs, flashing signs, moveable-type signs, and search lights.
- c. Perpendicular signs are encouraged. Generally perpendicular signs are made of wood, and may project no more than 4 feet from the building facade.
- d. Glass-etched signs are also encouraged. Signs on awnings are also permitted, but the size of the lettering must not be any larger than the size permitted on the building facade.
- e. Temporary signs are prohibited.

Small-scale signs can actually enhance the quality of the pedestrian environment. The key to quality signs is proper scale, quality materials, and quality craftsmanship. Colors must generally be muted and natural.

(Q) Buffers and Fences

Landscaped Buffers are required between any single family use and any non-single family use as well as between multifamily and commercial or industrial uses.

- I. A 30-foot landscaped Buffer is required between any single family use and any non-single family use.
- II. A 20-foot Buffer is required between multifamily residential uses and commercial uses.
- III. The landscaped Buffer shall consist of a continuous wall of mature evergreen shrubs.
- IV. Parking, storage, or other similar uses are prohibited in the Buffer area.
- V. A solid wooden fence 6 feet in height must also be used for screening at the edge of the Buffer.
- VI. Barriers and Buffers between commercial properties are not encouraged except where necessary for security. Provisions must be made to promote pedestrian and vehicular access between adjacent commercial developments.

(R) Fencing Regulations:

- I. Fencing must be opaque.
- II. Preferred fence material is pressure treated natural wood. Brick and stone walls may be used instead of fencing.
- III. Fences must be no more than 6 feet tall except when they are used to screen dumpsters and utilities, in which case they can be a maximum of 8 feet in height.

(S) Other Requirements

Commercial developments in the Evans to Locks/Fury's Ferry EL/FF NPOD must not present visual blight to any public right-of-way or any residential property. Preventing visual blight can best be done primarily by proper site design and secondarily by screening.

The following regulations apply:

- I. Utility wires must be buried for any new commercial development
- II. Outdoor storage of merchandise or materials is not permitted.
- III. Utilities and dumpsters must be out of view.
- IV. Loading and service areas must be out of view from public rights of way.

(T) Definitions: The terms used in this Section shall have the meanings as follows:

- I. Bay of Parking - Two rows of parking, facing opposite directions and accessed by a single aisle.
- II. Column - In classical architecture, a cylindrical support consisting of a base, shaft, and capital.
- III. Cornice - The exterior trim of a structure at the meeting of the roof and wall; any molded projection which crowns or finishes the part to which it is affixed.
- IV. Dentil - One of a band of small, square, tooth like blocks forming part of the characteristic ornamentation of the Ionic, Corinthian, and Composite orders.
- V. Development Sign - Free-standing sign that indicates an entire development.
- VI. Dormers - A structure projecting above a sloping roof, usually housing a vertical window.
- VII. Facade - The exterior face of a building which is the architectural front, sometimes distinguished from the other faces by elaboration of architectural or ornamental details.
- VIII. Fenestration - The arrangement and design of windows in a building.
- IX. Full Cut-Off Light Fixture - A light fixture where no light is shed above the horizontal line of the head of the light fixture.

- X. Gable - A roof having a single slope on each side of a central ridge; also, a vertical surface commonly situated at the end of a building, usually adjoining a pitched roof.
- XI. Hipped - A roof comprising adjacent flat surfaces that slope upward from all sides of the perimeter of the building, requiring a hip rafter along each intersection of the inclined surfaces.
- XII. Human Scale - The arrangement of structures, spaces, and details in a way that relates well to the proportions of the human body and its normal operations.
- XIII. Lights - An aperture through which daylight is admitted to the interior of a building; a pane of glass, a window, or a compartment of a window.
- XIV. Lintels - A horizontal structural member (such as a beam) over an opening which carries the weight of the wall above it; usually of steel, stone, or wood.
- XV. Massing - The visual appearance of distinct, discrete solid spaces occupied by a structure.
- XVI. Neoclassical - An architectural style based primarily on the use of forms of Classical antiquity used in both public buildings and opulent homes; aspects of this style are imitative of the
- XVII. Classical Revival style or the Greek Revival style.
- XVIII. Pediment - In Classical architecture, a triangular gable usually having a horizontal cornice, with raked cornices on each side, surmounting or crowning a portico or another major division of a facade, end wall, or colonnade.
- XIX. Perpendicular Sign - A sign that is oriented at a perpendicular angle to the facade and so encroaches into the space in front of the facade.
- XX. Pilaster - An engaged pier or pillar, often with a capital and base; or decorative features that imitate engaged piers but are not supporting structures, as a rectangular or semicircular member used as a simulated pillar in entrances or other door openings and fireplace mantels.
- XXI. Promenade - A suitable place for walking for pleasure, as a mall.
- XXII. Scale - A system of proportion by which a building and its various parts relate to each other in size or extent.
- XXIII. Setback - The minimum distance between a reference line (usually a property line) and a building or portion thereof as required by ordinance or code.
- XXIV. Site Design - The arrangement of building and landscape materials on a site to achieve desired purposes, such as access or pleasing views.

XXV. Streetscape - The treatment of landscape immediately adjacent to a public street, usually involving a sidewalk, street furniture, trees and usually for the benefit of pedestrian use.

**CLERK'S CERTIFICATE**

I, Phebe Dent, Clerk of the Board of Commissioners of Columbia County, Georgia, (the "Board") DO HEREBY CERTIFY that the foregoing pages of typewritten matter constitute a true and correct copy of an Ordinance, adopted by the Board of Commissioners on its second and final reading at a regular meeting of the Board of Commissioners duly held on \_\_\_\_\_, 2006 at 6:30 p.m., the first reading having been at a regular meeting of the Board of Commissioners duly held on \_\_\_\_\_, 2006 at 6:30 p.m. both of which meetings were open to the public and in which a quorum was present and acting throughout, and that the original of said Ordinance appears of record in the Ordinance Book of the Board and has been placed onto a CD Rom, which is in my custody and control. It will also be microfilmed as part of the Board of Commissioners minutes.

Given under my hand and seal of the Board, this \_\_\_\_\_ day of \_\_\_\_\_, 2006.

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**Phebe J. Dent**  
**CLERK, BOARD OF COMMISSIONERS**  
**OF COLUMBIA COUNTY, GEORGIA**

**[County Seal]**