
MIXSON



MIXSON TOWN PLAN AND ARCHITECTURE

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Introduction

The Mixson Town Plan includes more than the neighborhood layout. The Town Plan takes advantage of its Planned Development District status to provide several different types of residential and commercial buildings and several different ways that these buildings relate to the streets that service them. Information pertaining to lot types, lot sizes, setbacks, build-to lines, building heights, and other design elements are included, and these attributes help define the characteristics of the various neighborhoods of Mixson. Taken together, the rules that govern these conditions of the Town Plan are referred to as the Regulating Code, and are the subject of this document.

The first section of this document explains the Town Plan. By following the steps outlined here, specific information on many lot characteristics can be determined that will shape how each lot can be developed.

The second section of this document explains the Architectural Code of Mixson. Information pertaining to building style and minimum construction quality can be found in this section.

This document and the included drawings serve as a conceptual plan for the future build-out of Mixson. The Master Developer retains the right to modify the mix of building types and uses. All development in Mixson must comply with the requirements in the Regulating Code. All final design approvals will be made by the Architectural Review Board.

Town Plan

The town plan for Mixson is unique for many reasons. Its most obvious quality centers around its strong community-based design. This quality is created by its focus on pocket neighborhoods, pedestrian-friendly design, and tree-centered spaces.

Pocket Neighborhoods

Recent professional practice in the realm of fostering active and dynamic communities suggests that smaller “next-door neighborhoods,” with fewer than a handful of residences, have greater neighbor cohesion than larger communities with hundreds of houses. The notion of “my street,” and “my block,” has a strong pull on the people that live in quality places. The urban design of Mixson seeks to reinforce the idea of a collection of smaller neighborhoods by designing the town as a collection of interlocking pocket neighborhoods. Each of these neighborhoods serves two purposes: each seeks to create a clearly defined space intended to foster community within the handful of houses that directly relate to it, and each neighborhood also aids adjacent neighborhoods by providing urban structure to the entire collection of residential pockets. At Mixson, several pockets are linked together in a long central green street that serves as the main spine of the town.

Each pocket neighborhood has a different personality that caters to different tastes of potential homeowners. Some are smaller and more enclosed; others are organized along pedestrian-friendly streets, intent on recalling the small town streets of yesteryear.

Pedestrian-friendly Design

The qualities of pedestrian-focused neighborhood design are well studied. At Mixson, these qualities are carefully cultured and amplified to the greatest extent possible. In scale, the entire town is designed around the human, not the automobile. Streets are narrow with sidewalks wide enough for a pair of people to walk abreast. The sidewalks are insulated from traffic by landscape strips with street trees and in many cases, on-street parking.

In many cases the plan has dispensed with the automobile street altogether. By creating pocket neighborhoods fronted by pedestrian streets or parks, the various neighborhoods can be scaled to humans. Walkways, garden walls, fences, and shared open spaces all function to serve humans at comfortable walking speeds—not large cars at dangerous driving speeds.

Tree-Centered Spaces

The green streets and pocket neighborhoods of Mixson are designed around the existing grand trees on the site. Where conventional development usually ignores existing conditions, especially in terms of mass grading that necessitates the removal of existing trees, the Mixson site plan does the reverse. The placement and shape of the of the various streets, green streets and pocket neighborhoods are dictated by the location of large, existing trees. This will not only give the greater community a strong conservation perspective, but also give it a sense of timelessness and a sense of place.

MIXSON



General:

This Town Plan is intended to guide the building of Mixson. The scope of this document comprises the bulk of the Mixson development, but not all of the Mixson development, as indicated on the Regulating Town Plan. Consult documents prepared by others for information concerning components of the Mixson development not included in this document.

This document is intended to substantially conform to the Mixson Avenue Planned Development District, Second Amendment, dated August 2, 2012. This document is also intended to substantially conform with the Amended and Restated Declaration of Covenants, Conditions, Easements and Restrictions for Mixson Residential Property, dated March 3, 2013.

This Town Plan is legally binding by contract with the Master Developer as a condition for purchase of land within the community. It is administered by the Mixson Architectural Review Committee or its duly appointed representative, and the Architectural Review Committee is charged with reviewing all improvements to Mixson for adherence to the Town Plan.

As allowed by the Mixson Avenue Planned Development District document, this Town Plan takes precedence over local zoning codes or ordinances for the purposes of aesthetics and urban design. In matters of public health and safety, local ordinances take precedence over this Town Plan.

A waiver may be granted by the Architectural Review Committee or its duly appointed representative, on any basis, including hardship or design merit. Waivers to the provisions of this Town Plan are given under the assumption that they are unique and not binding as precedents on future waivers.

Alley:

A service right-of-way, public or private, that allows access to the buildings that it serves, usually from the rear. At Mixson there are two types of Alleys: *Standard Alleys* and *Fire Access Alleys*:

A Standard Alley is a service right-of-way.

A Fire Access Alley is an alley that also conforms to emergency vehicle access standards. This is usually necessary when a building fronts a green street or other right-of-way that is otherwise inaccessible to emergency vehicles. Fire Access Alleys must provide an unobstructed path for emergency vehicles at all times and shall be marked as Fire Lanes as required by the local Fire Marshall.

Ancillary Structure [Auxiliary Building, Outbuilding]:

A building with an auxiliary use that is located on the same lot or property of a building that houses the primary use.
Example: A detached garage.

Bridging:

Private structures may bridge or span over public rights-of-way, provided all setback and minimum clearances are satisfied as well as all local jurisdiction laws and ordinances are met.

Build-to Lines:

Build-to Lines represent a requirement that the primary mass of a building be constructed along the build-to line. Build-to Lines typically exist only along a building's Principal Frontage or both Principal and Secondary Frontage in a corner lot condition.

A building facade may be built non-parallel to the Build-to Line so long as the maximum deviation is less than 5 degrees. Curved Build-to Lines may be satisfied by construction of a building that follows the average path of the Build-to Line.

Architectural features that are secondary to the Principal Building Mass such as porches, balconies, chimneys, awnings, eaves and trim, and open shutters are permitted to encroach beyond the Build-to Line up to a distance indicated on a per building type basis.

Construction that exists typically only at ground level such as stoops, walkways, sidewalks, driveways, fences, and garden and retaining walls are exempt from Build-to Line requirements.

Building Disposition:

Building Disposition indicates how a building is situated on a lot taking into consideration all the Setbacks, Build-to Lines, Encroachments, Heights, Floor-to-area Ratios, Minimum and Maximum Frontage build-out standards, and other considerations that may be required by the Town Plan.

Building Frontage and Front Yards:

The Principal Building on a lot shall be placed relative to the property line in such a manner that the front of the building addresses the front of the lot. The front of the building need not be parallel nor have any formal relationship to the front property line. The building shall conform to any Build-to Line requirements.

The front door need not face the principal building frontage.

Frontage:

Frontage indicates the façade of a building that faces a public right-of-way or open space. All buildings have at least one Frontage in addition to an alley, if present. Corner lots have two: a Primary Frontage that faces the right-of-way that is most closely associated with the front of the house, and a Secondary Frontage which is associated with the other right-of-way. Houses with two frontages shall conform to the setbacks of both rights-of-way or be separated from the other houses on the secondary right-of-way by an alley or other natural break. In such a case, side yard setbacks will suffice.

Green Street:

A pedestrian only right-of-way that serves as the primary right-of-way access to the buildings that front to it. As opposed to a pedestrian path that generally does not serve as the primary right-of-way for buildings that front to it.

Lot Line:

Lot Lines demark the extents of property and indicate the legal ownership of property. Encroachments shall not extend past a property line.

Parking:

As allowed under the Mixson Avenue Planned Development District document, parking exists in three forms: Open Parking, Deeded Parking, and Reserved Parking.

Open Parking that is Off-Street shall be constructed of pervious materials, concrete, brick pavers, and conform to the Landscape Standards of the Mixson Avenue Planned Development District document.

Deeded Parking shall be located within the Primary Structure or an Ancillary Structure. However, uncovered parking pads, designed for parking, may be allowed. Parking pads and Ancillary structures used for parking will be accessible by an Alley and shall conform to the Outbuilding or Parking Pad Front Setback. Parking Pads shall be constructed of pervious paving materials, concrete, or brick pavers.

Pocket Neighborhood [Pocket, Muse, Court, etc]:

A small neighborhood that is typically served by a Green Street, a court or other pedestrian-only right-of-way.

Primary Building Mass:

A building form that is architecturally more significant than other secondary building masses, usually larger as well. It houses the Primary Structure programming.

Primary Structure [Principal Structure]:

The Primary structure on a lot is the building that houses the fundamental use of the lot. It can, however, also house other uses. Example: A house on a residential lot as opposed to a detached garage on the same lot.

Secondary Building Mass [Secondary Wing]:

A building form that is complementary to the Primary Building Mass. It may house any of the Primary Structure programming, but it is architecturally delineated as an adjunct form.

Setback:

Setback Lines represent a minimum standard that the primary mass of a building be constructed no closer to the Property Line than the Setback Line. Setbacks typically occur from all property lines of a lot be they front, sides, or rear, although they may have different values for these conditions.

Architectural features that are secondary to the Principal Building Mass such as porches, balconies, chimneys, awnings, eaves and trim, and open shutters are permitted to extend beyond the Setback Line.

Construction that exists typically only at ground level such as stoops, walkways, sidewalks, driveways, fences, and garden and retaining walls are exempt from Setback requirements.

Street:

Streets, public or private, are rights-of-way that provide access to the buildings that are served by it. They typically, but not always, include the carriageways, planter strips, sidewalks, on-street parking, and certain services such as street lighting, and fire hydrants.

Architectural Criteria

Roofs

Roofs are not only one of the critical functions of a building, they are also an important component of the building expression. All roofs are to be considered in terms of the intended architectural style and designed accordingly. Roofs shall be simple gables or hips with symmetrical pitches about their ridges. Flat roofs are allowed in contemporary styles or styles reflect a modern or historical industrial character. Roof slopes must be appropriate to the building style. Nested gables shall only be used when the smaller gable is part of a porch or balcony. Roof penetrations and equipment shall be located in a manner that minimizes their visual impact. In all cases their color should match the surrounding roof. Metal Gutters must be half-round with round downspouts or custom designed to be appropriate to the style and must be made of copper or galvanized metal. Rooftop solar panels are allowed. Size and placement must be approved by the Mixson Architectural Review Committee.

Materials

Historically appropriate asphalt shingles must be single-tab or three-tab. Asphalt shingles with a fluid color and texture are encouraged for traditional styles. "Architectural" shingles are allowed by specific approval from the Mixson Architectural Review Committee. Standing-seam metal roofs are allowed but must be painted galvanized metal or copper. "Pre-finished metal roofs and seamless prefab metal roofs are allowed as approved by the Mixson Architectural Review Committee. Gutters shall be half-round metal or aluminum and downspouts shall be round.

Techniques

	Trim, Millwork, and Shutters	Architectural Features	Sitework
Materials	<p>All trim may be of wood, composite, cementitious, or synthetic solid stock materials. Non-wood materials should be of dimensioned material in standard wood profiles so that they may be worked as though wood. Shutters may be constructed of wood or solid polymers. Vinyl shutters are prohibited.</p> <p>Nailed-on or screw-on shutters are prohibited</p>	<p>Dormers shall be constructed of the same materials as walls, windows, and roofs.</p> <p>Siding or other materials that are, or appear to be, flammable are prohibited on chimney masses.</p> <p>Prefabricated chimney caps typically manufactured of stamped aluminum are allowed.</p> <p>Window boxes shall be made of wood or composite.</p>	<p>Fences shall be of wood construction</p> <p>Walls shall be of masonry construction and shall relate to the foundation material of the associated house.</p> <p>Walkways must be surfaced in decorative pavers, brick, stone, concrete and pervious materials are acceptable.</p> <p>Masonry banding and edging is acceptable for patios, porches, walkway, etc.</p>
Techniques	<p>Trim and millwork is an important element within a building's architectural expression.</p> <p>A poorly detailed building is understood to be of low quality regardless of its expense. Expertise in millwork detailing and construction is a hallmark of well-made buildings.</p> <p>Trim and millwork must be appropriate to the style of the building.</p> <p>Trim should be consistent throughout any given mass of a building. Secondary massing may have simplified trim as appropriate to the style, but in all cases, each building mass should receive an appropriate degree of trim based on the building's style.</p> <p>Molding design should reflect the style of the building. Common trim profiles may be used to compliment styles intended to have a degree of Sophistication.</p> <p>Corner boards, band boards, and skirt boards should be made of 5/4" materials to receive the profile of lap siding.</p> <p>Door and window casing should be appropriate to the style and constructed of 5/4" materials. Picture framed window trim is not allowed.</p> <p>Shutters must be functional in nature. They must appear operable. Shutter design must be appropriate to the style of the building.</p>	<p>In most traditional styles, dormer construction shall be such that the window casing is the entire face of the dormer. Wall cladding is allowed on the front dormer face, only on the dormer sides.</p> <p>Chimneys are to be proportioned and detailed authentically according to the style.</p> <p>Spark arresters must be specified and installed with care not to mar the aesthetic appearance of the building or appear to be out of style.</p> <p>Light fixtures should direct light downwards. Landscape lighting is encouraged.</p>	<p>Fences, walls, and hedges are encouraged on street frontages and must be appropriate to the style of house. Fences, walls, and hedges, as dictated by the Mixson Architectural Review Committee.</p> <p>Fences, walls, and hedges should provide an enclosure. They should engage with building walls, other fences, hedges, or garden walls. Fences should provide an opening with a gate styled appropriately to the building.</p> <p>Trash and recycling areas shall be located in a permanent location enclosed by a fence, wall or hedge. HVAC Condensers and utility meters shall be likewise enclosed.</p>

Submission Requirements

Pre-design Meeting

Before design work begins, the designer must meet with the Mixson Architectural Review Committee or its designated representative. This meeting will acquaint the designer with the overall design objectives of Mixson. This meeting will also review all the design requirements and submission requirements. In addition, lot specific issues may be reviewed. Guild members may submit master plans for a bulk approval.

Conceptual Design Package

Conceptual Drawings

A Conceptual Design Package shall be submitted to the Mixson Architectural Review Committee. Conceptual Design Drawings must be submitted electronically and must print to scale on standard sized paper.

Site Plan at 1" = 20'

Indicate property lines and all setbacks, build-to lines, and easements. Indicate significant spot grades.

Show building footprints. Include building overhangs and fire separation distances.

Show all site improvements including sidewalks, leader walks, driveways, walls, fences, important hedge locations, mechanical yards, and waste enclosures.

Indicate all legacy trees.

Floor Plans at 1/8" = 1' 0"

Critical Exterior Elevations at 1/8" = 1' 0"

All drawings must have a date and lot number. They should be accurate, drawn to scale, and drawn as hard-line drawings either by hand or by CAD.

Builders participating in the Mixson guild will be excluded from paying any review fees. Builders will be required to pay a \$1,000 construction deposit per lot but not to exceed \$5,000.

Final Approval Package

Construction Drawings

Construction Drawings shall be submitted to the Mixson Architectural Review Committee. Construction Drawings must be submitted electronically and must print to scale on standard sized paper. Construction Drawings submitted for Final Approval must to be the same as submitted to the local building authorities for review.

- Site Plan at 1/8" = 1' 0"
- Floor Plans at 1/8" = 1' 0"
- Exterior Elevations at 1/8" = 1' 0"
- Exterior Wall Sections
- Trim Details
- Window and door casings details.
- Additional significant details including columns, handrails, porch beams, gable vents, foundation vents, and exterior paint colors, etc.

Builder Responsibilities

Grading, Site Planning, and Utilities

- Builder shall ensure that no portion of the home (roof, porch, etc.) shall extend over the property line or into the public rights-of-way.
- Excess grading materials shall not prohibit access by adjacent land owner/builders. Excess grading materials at the end of construction shall be removed at the Builder's expense.
- Grading of each lot shall be coordinated with adjacent builders in order to ensure aesthetic and functional transition between lots.
- Builder is responsible for controlling storm water leaving Builder's lot. Care shall be provided to avoid excess water flow and erosion onto adjoining properties. Alleys are for vehicular access and are not designed as a storm water conveyance system.
- Exposed utility appurtenances shall be landscaped to minimize visual clutter when visible to public or community areas. Any unconnected utility stubs shall be properly terminated before or after sale of the home to eliminate unsightly wire, pipes, and conduits left after construction.
- Builder is responsible for acquiring all temporary utilities Builder needs during construction.

Roads and Alleys

- Damage to fronting roads and curb shall be avoided and will be responsibility of Builder to correct.
- Because Builder is acquiring property in as-is condition, some damage to curbs and frontage road may have already occurred and will be responsibility of Builder to repair.

Landscape and Hardscape

- Builder is responsible for protecting street trees during construction.
 - Builder is responsible for completing landscape plan (Tree Protection Plan) as approved (or revised) by the City of North Charleston under the current permit.
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- Builder is responsible for completing sidewalk located on an individual lot.
- Current landscape plans are approved by the Developer. Any revisions must be approved by the Developer.

Soil, Sedimentation, and Erosion Control

- Each lot shall be protected from soil and wind erosion during construction. Builder shall coordinated control measures with all other builders and Developer in order to achieve maximum cost effective benefits. A single contractor handling all silt fencing, repairs, and regularly scheduled clean- up employing best management practices is preferred and may be implemented by Developer and charged to Builder in the event Builder does not provide for adequate controls.
- Builder is responsible for erosion control measures on the lot(s). Any silt, sand or mud washed or tracked onto adjacent streets or property shall be the responsibility of Builder and shall be cleaned up by Builder immediately.

Site & Street Clean-up

- Each Builder is responsible for maintaining a clean job site at all times. Dumping concrete waste or other construction waste or materials is not permitted on any streets or lots not owned by Builder. Any materials staged in streets or on land not owned by Builder must be approved by Developer. Developer may fine Builder for any supplemental cleanup or removal required including, but not limited to:

Street Cleaning

- • Trash Pickup on any areas within development caused by **Builder or Sub-contractor**
- Materials, equipment, or vehicles blocking bike lanes or streets
- Infrastructure maintenance during construction
- Construction materials and debris shall be contained within the Builder's lot(s) and not in any of the streets, common areas or adjacent lots not owned by Builder. Debris shall be cleaned from the lot(s) each Friday. Any debris or material found outside the limits of the lot(s) may be removed from the site by Developer at Builder's expense. Builder shall reimburse Developer within fifteen (15) days of receipt of any invoice for such expense.
- Concrete truck wash-out/waste shall be contained within the Builder's lot(s).

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- Any damage to infrastructure improvements by Builder or Builder's contractors may be repaired by Developer at Builder's expense.
 - Builder shall cooperate with Developer in the completion of any infrastructure work including alleys.