

Commonly Asked Questions

Why is the development code important?

- Braselton's Development Code determines what can be built (residential, commercial, warehouses, etc.), where in the town it can be built, and how dense development can be.
- The Development Code also controls how development looks and works, including such elements as building materials, parking, and landscaping.
- The Development Code includes zoning and subdivision regulations.

What are the goals of the code update?

- Raise the bar on the quality of development
- Simplify regulations and the development process
- Refine the comp plan's vision to limit inappropriate development
- Make sure the code matches the vision for the future
- Balance property rights with community vision
- Protect open space

Who is conducting the update?

- The Town of Braselton has hired local planning and zoning consultant TSW to facilitate the process. TSW also facilitated the Comprehensive Plan process.
- Any zoning changes recommended by this process will require approval by Town Council. Any future rezonings or other zoning changes will also continue to be under local control.

How does this effort relate to the Comprehensive Plan?

- The Development Code is the tool that the Town uses to make sure that private development follows the intent of the Comprehensive Plan, which was adopted in 2019.

Is my property being rezoned?

- The goal of this process is to improve the text of the development code, but no property is expected to be rezoned.
- Individual homeowners association rules related to aesthetics and other matters will continue to remain in force.

Are you redeveloping any properties?

- No. Neither the Town nor the consultant TSW is redeveloping any properties as a part of this effort. This process only establishes the regulations that future private development must follow.

Where can I find the existing code?

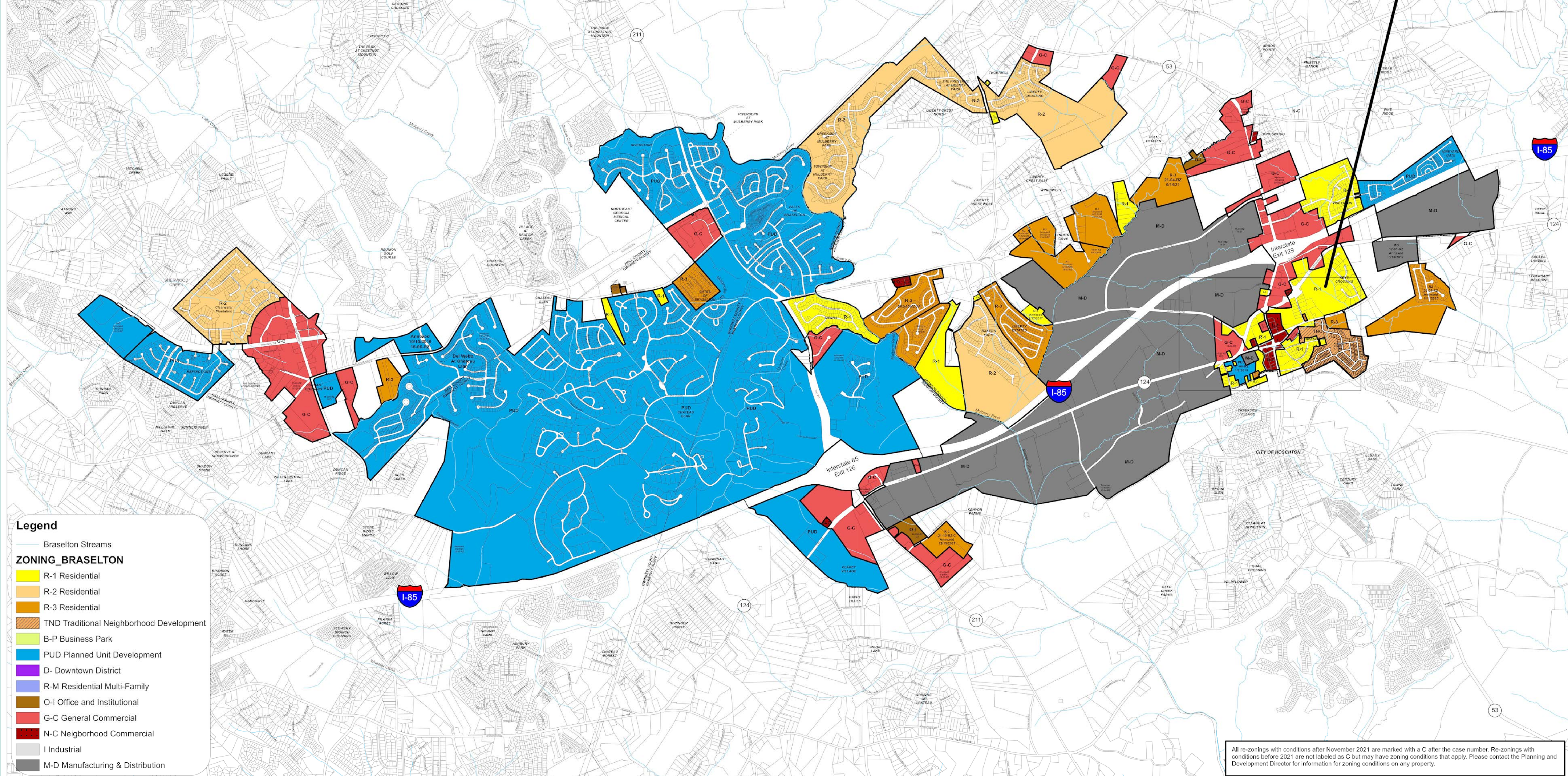
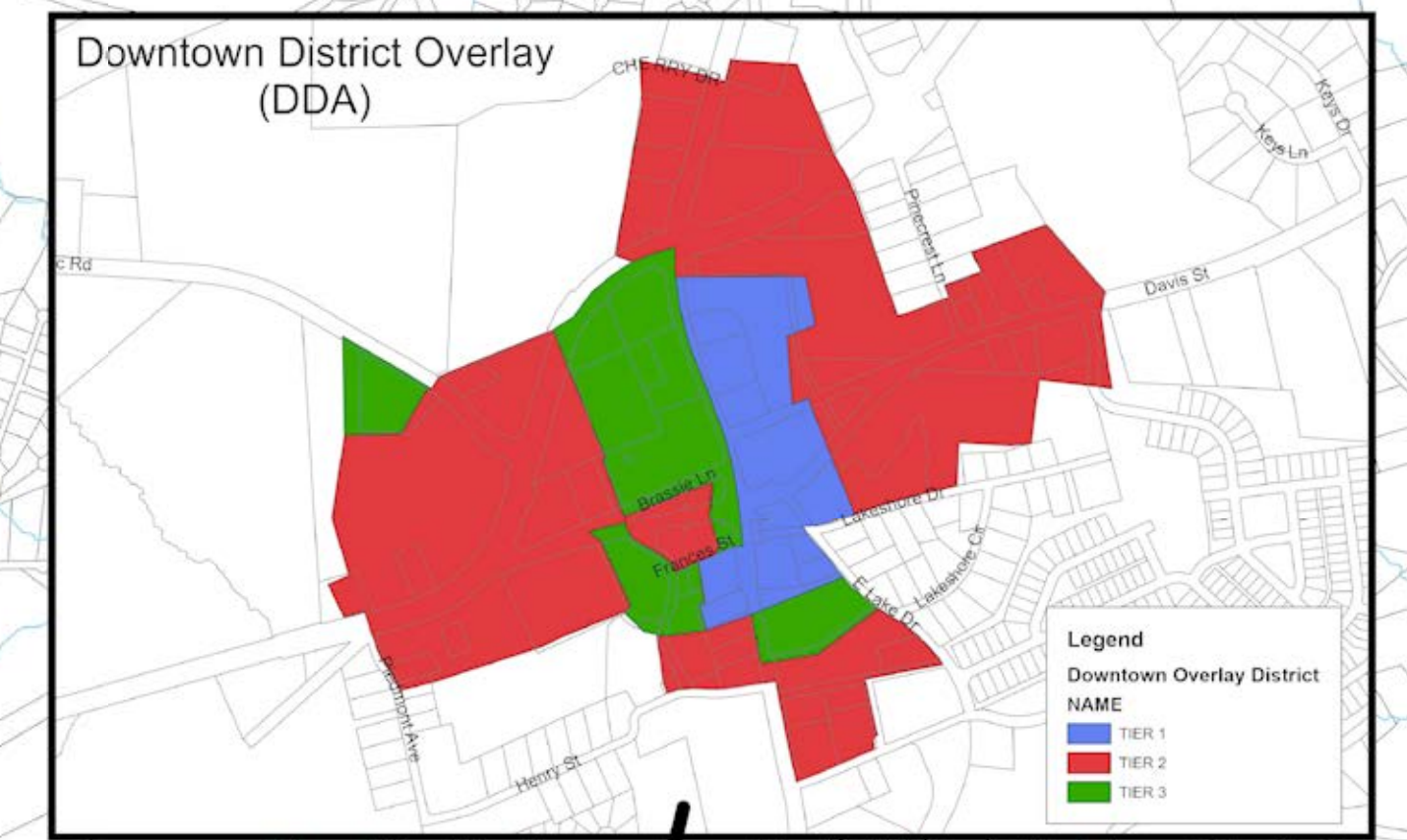
- Please visit www.braseltondevelopmentcodeupdate.com to read the existing regulations and learn more!

Official Zoning Map of the Town of Braselton, Georgia

Date of Adoption: September 12th, 2016
 Date of Last Amendment: February 13th, 2023

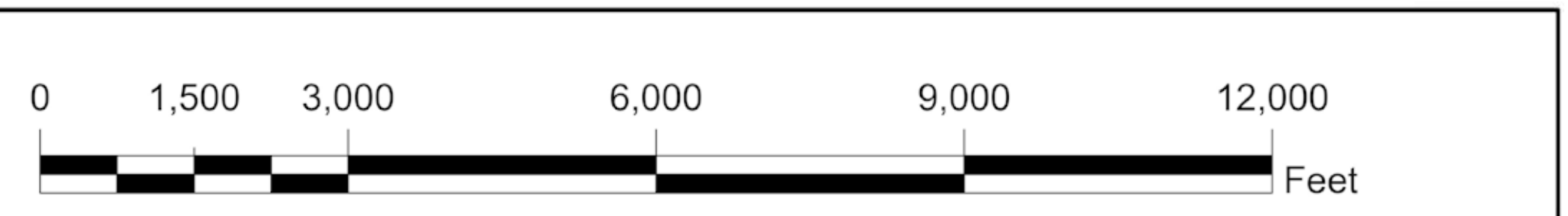
This is to certify that this is the Official Zoning Map of Braselton, Georgia referred to in Section 4.2 of the Town of Braselton Development Code.

_____, Mayor, Town of Braselton _____, City Clerk, Town of Braselton

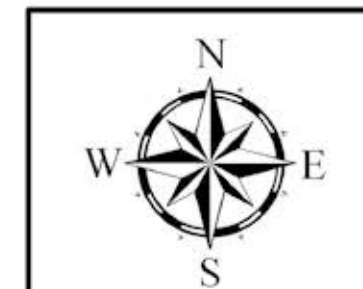


- Legend**
- Braselton Streams
 - ZONING_BRASELTON**
 - R-1 Residential
 - R-2 Residential
 - R-3 Residential
 - TND Traditional Neighborhood Development
 - B-P Business Park
 - PUD Planned Unit Development
 - D- Downtown District
 - R-M Residential Multi-Family
 - O-I Office and Institutional
 - G-C General Commercial
 - N-C Neighborhood Commercial
 - I Industrial
 - M-D Manufacturing & Distribution

All re-zonings with conditions after November 2021 are marked with a C after the case number. Re-zonings with conditions before 2021 are not labeled as C but may have zoning conditions that apply. Please contact the Planning and Development Director for information for zoning conditions on any property.



1 inch = 1,091 ft



For More Information Please Contact the Braselton Planning and Development Department
 4985 Hwy 53
 Braselton, Georgia 30517
 Phone: 706-654-3915
 Fax: 706-654-9237
 Email: kokeler@braselton.net

Layout & Mapping By Jackson County GIS Department
 67 Athens St
 Jefferson, GA 30549
 Phone: (706)-367-1877 Fax: (706)-367-2578
 Email: jlogan@jacksoncountygov.com



Design Standards

FACADE MATERIALS



RESIDENTIAL

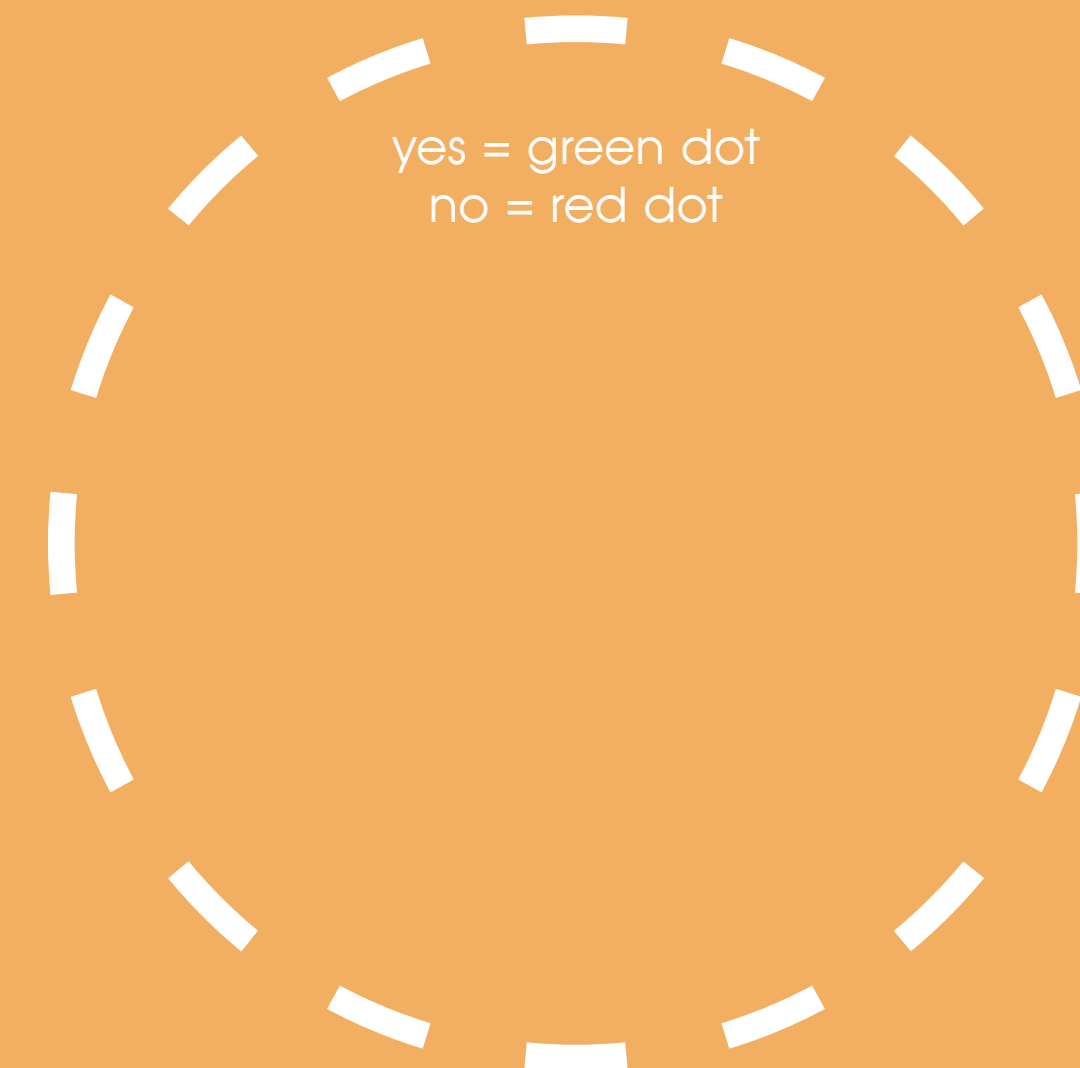
WHAT IS ALLOWED TODAY?

- Any facade material is allowed on new houses

PROPOSED CODE CHANGE

- Facades are limited to brick, stone, true stucco, wood, shingles, or Hardie Board
- No more than 2 materials or colors per house
- No more than 2 identical house designs on same block face

IS THIS CHANGE APPROPRIATE?



yes = green dot
no = red dot

COMMENTS



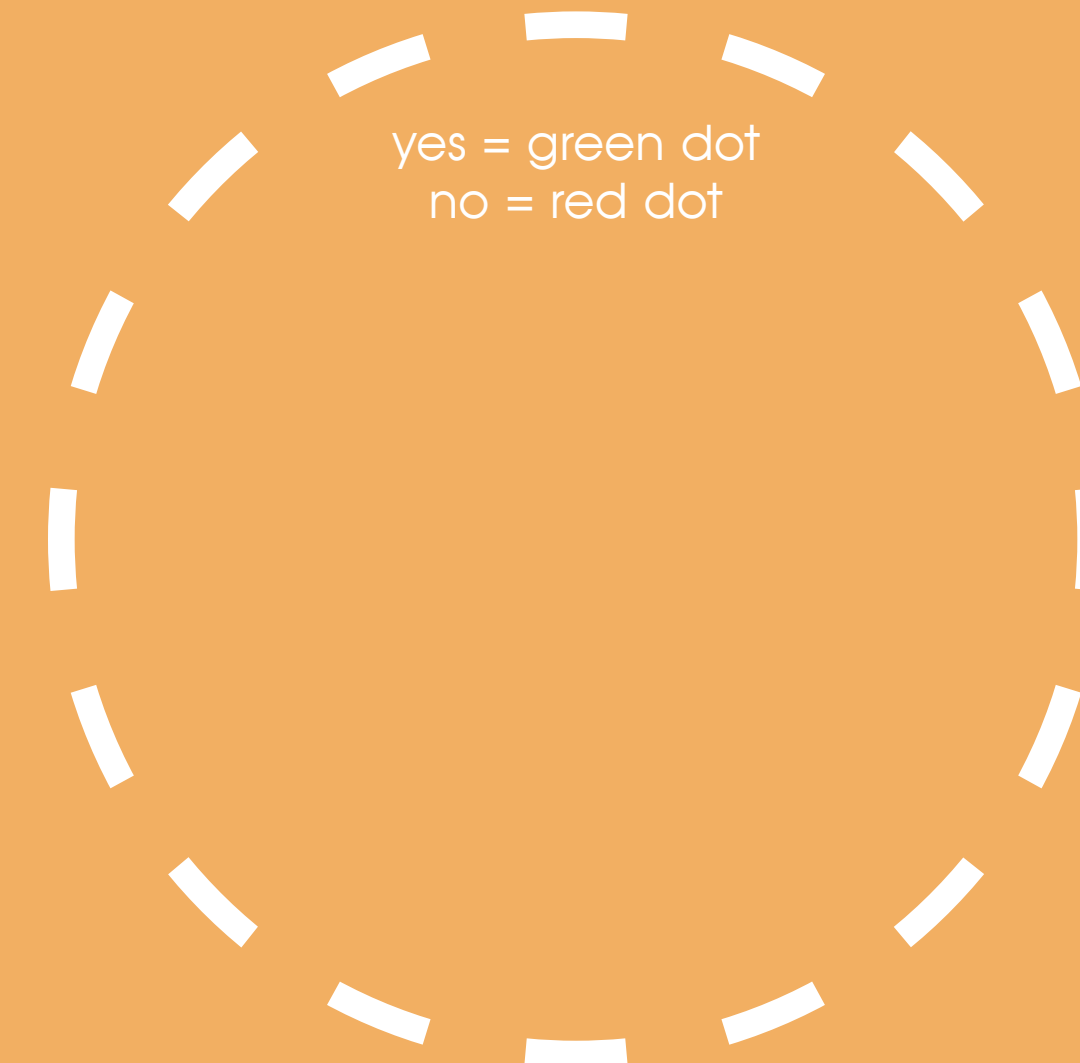
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COMMERCIAL

- Same as proposed except concrete block allowed in rear, siding allowed up to 25%, stucco limited to 50%, and metal not allowed
- Requirements vary based on whether they are in an overlay

- Facades are limited to brick, stone, stucco, EIFS (artificial stucco - 50% of facade only), glass, metal
- No more than 2 materials or colors per building
- Change of materials or colors required every 75 feet
- Same standards town-wide



yes = green dot
no = red dot



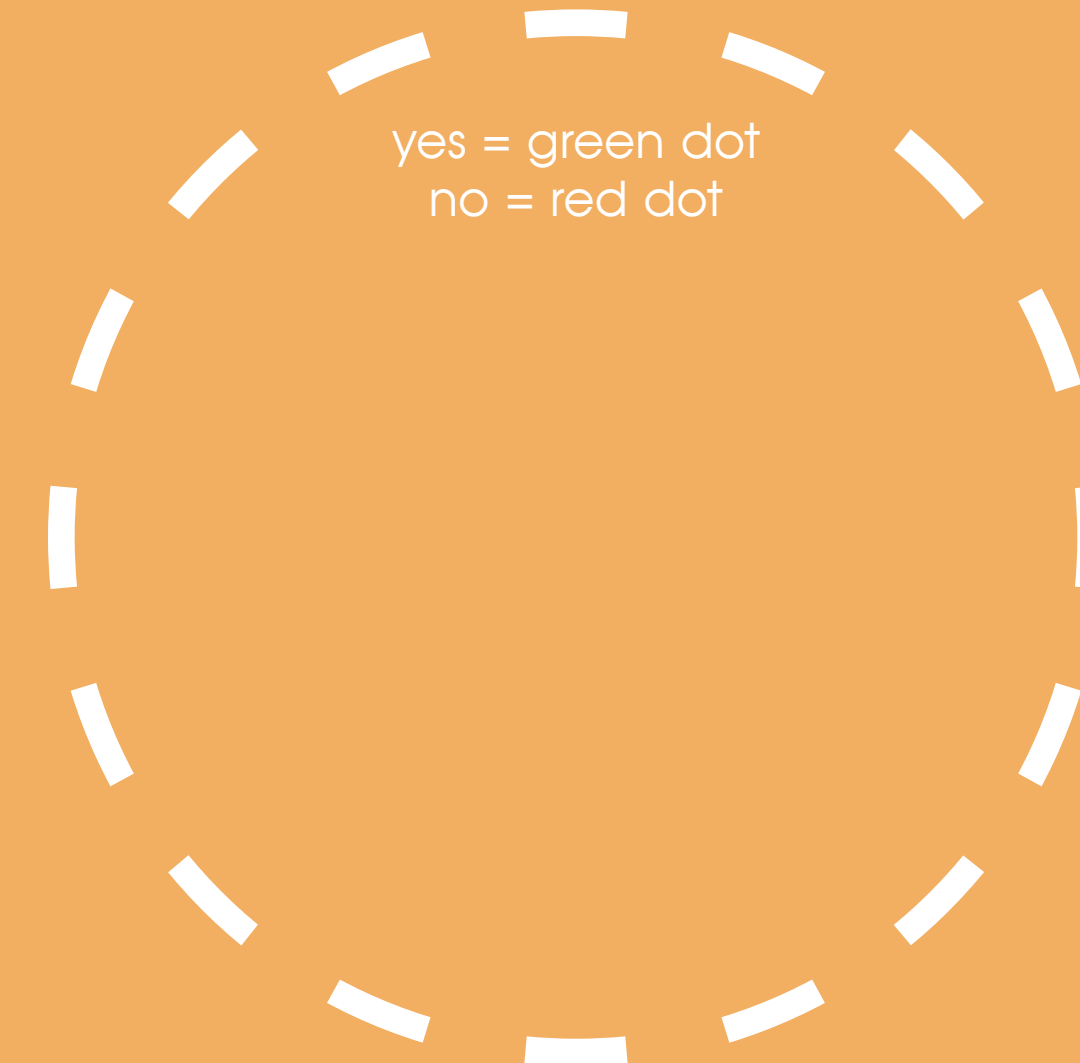
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RESIDENTIAL GARAGES



- Townhouse garages must face alley
- Some garage requirements in TND zoning district and downtown
- No door width requirements

- Street-facing garages must be set back 5 feet from facade
- Garages may also face side or alley
- Single doors must be 9 feet wide



yes = green dot
no = red dot



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Design Standards

HOME SIZE



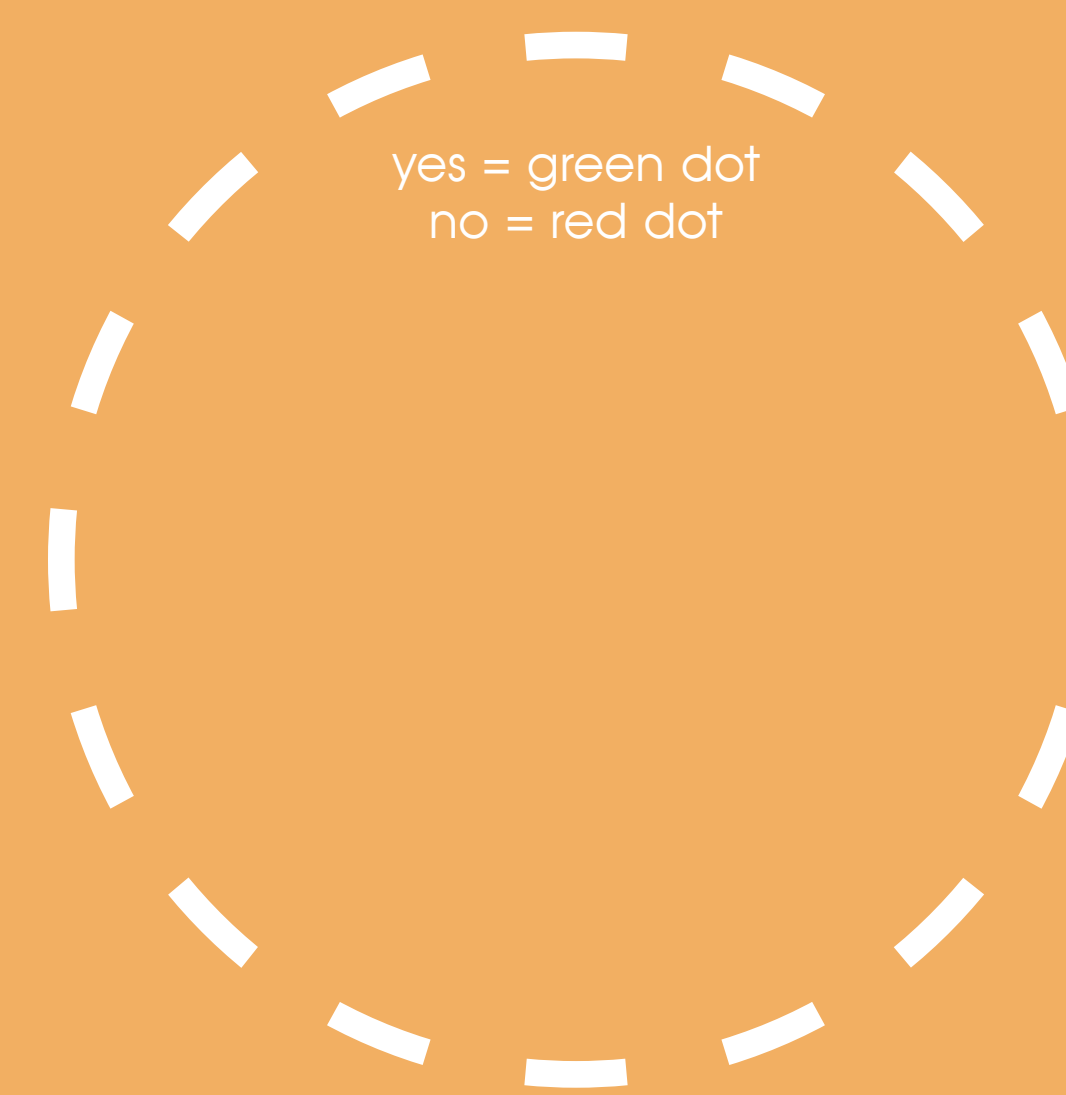
WHAT IS ALLOWED TODAY?

- Minimum house size:
 - 1-story: 1,200 - 1,800 sq. ft. (varies by zoning district)
 - 2+ stories: 1,600 - 2,000 sq. ft. (varies by zoning district)
- Minimum apartment or condo size:
 - 750 square feet

PROPOSED CODE CHANGE

- Minimum house size:
 - 1-story: 1,800 sq. ft.
 - 2+ stories: 2,200 sq. ft.
- Minimum apartment or condo size:
 - 800 square feet (studio or 1-bedroom)
 - 1,200 square feet (2+ bedroom)

IS THIS CHANGE APPROPRIATE?



COMMENTS

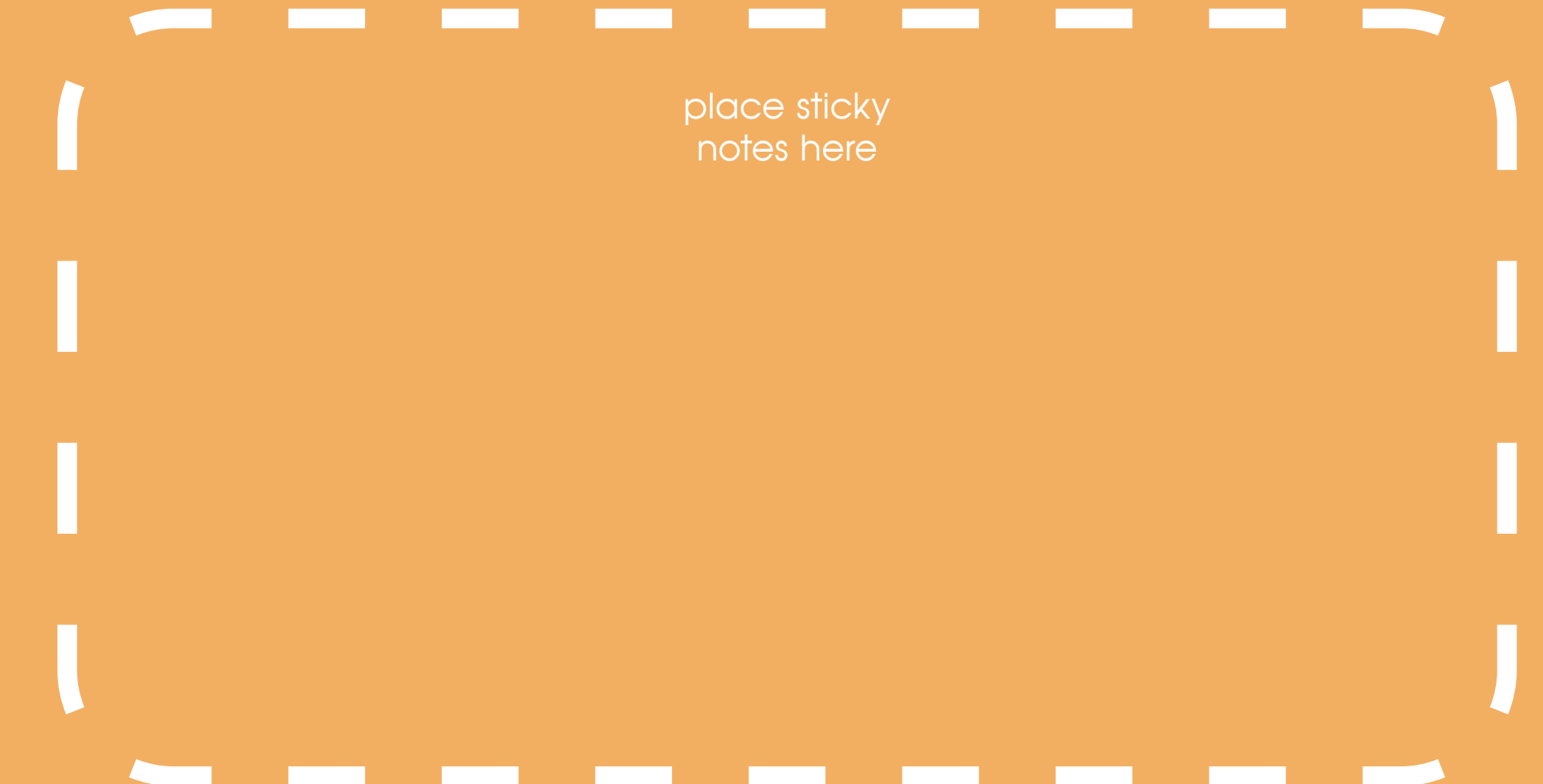
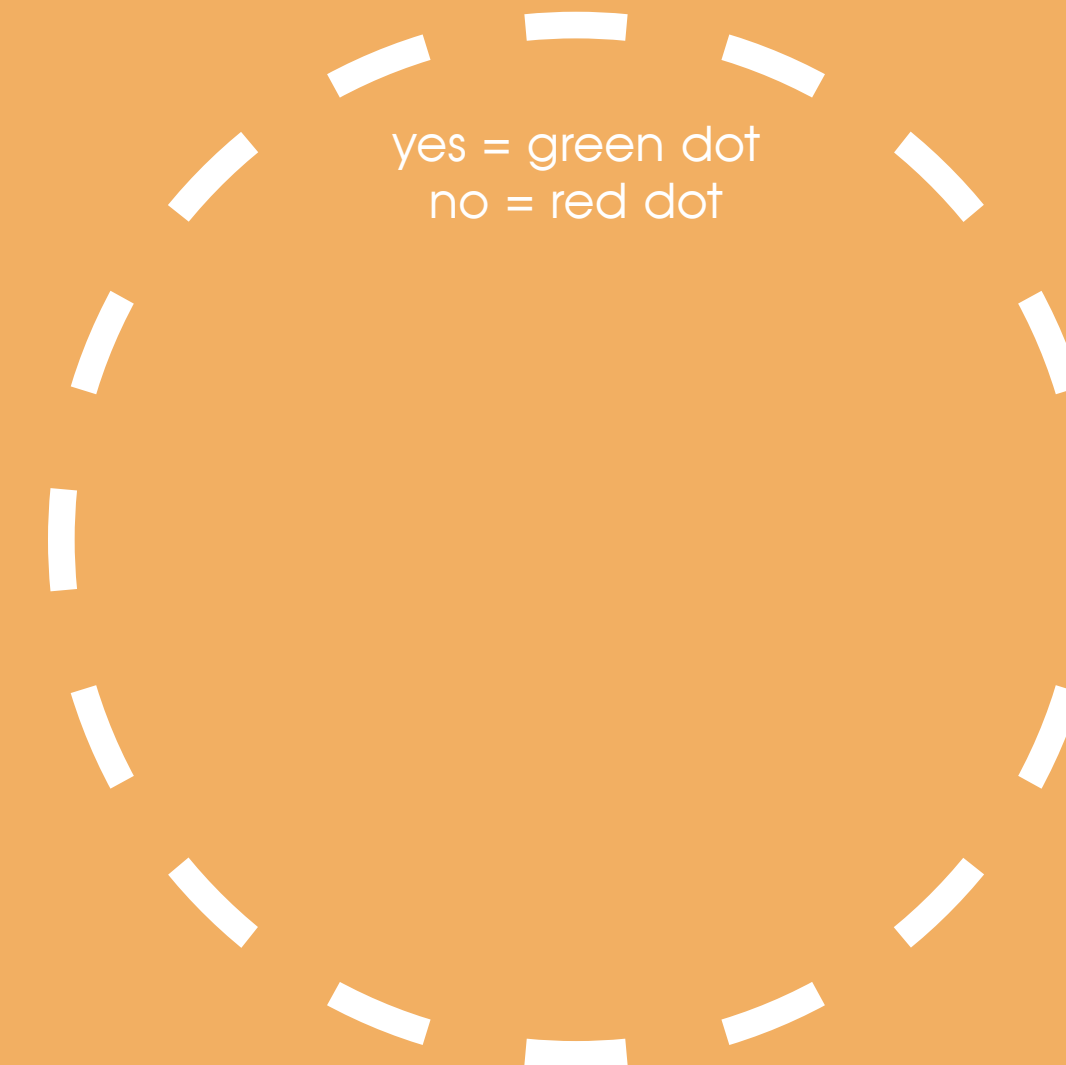


LOT SIZE

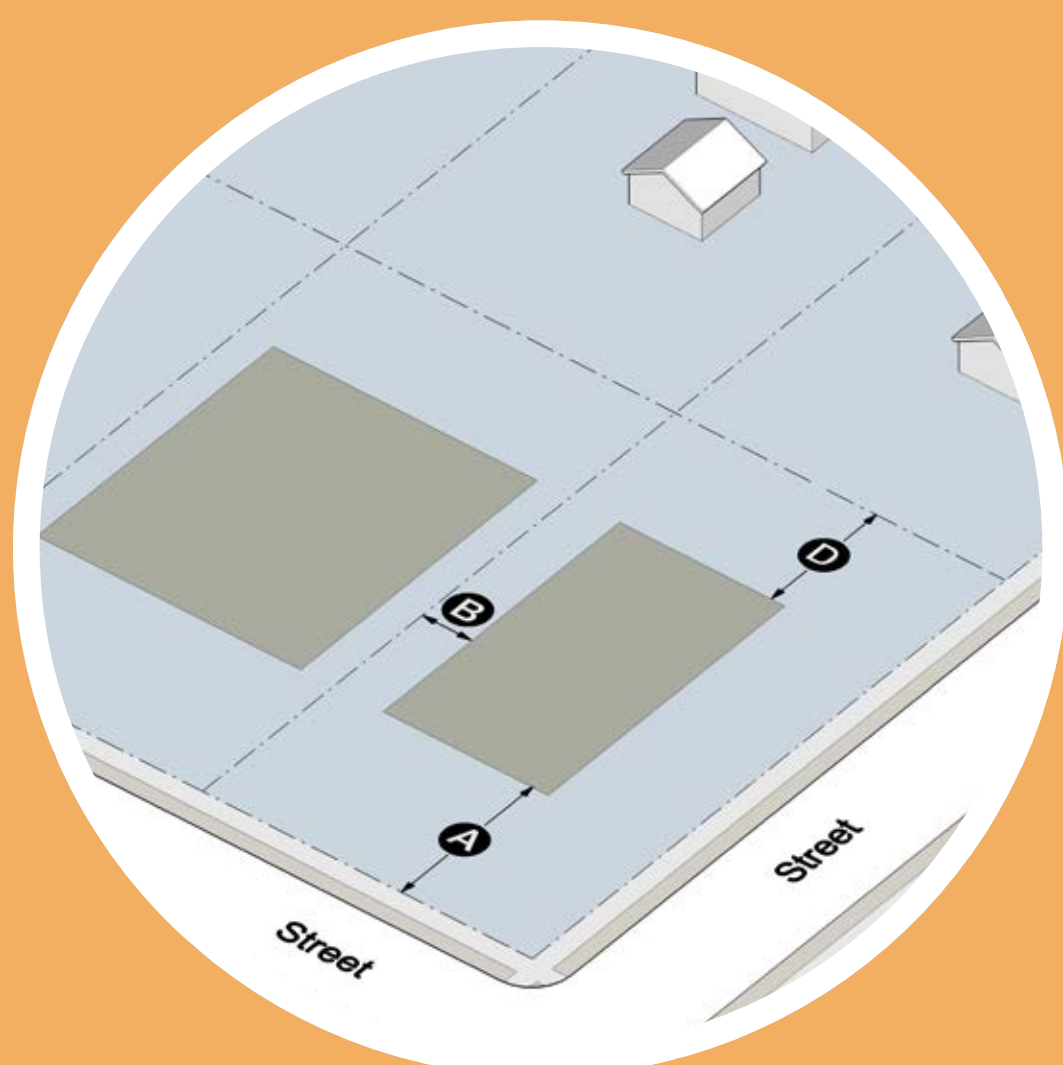


- New single-family residential lots in R-3 zoning districts must be at least 10,000 square feet

- New single-family residential lots in R-3 zoning districts must be at least 7,500 square feet but overall density may not increase

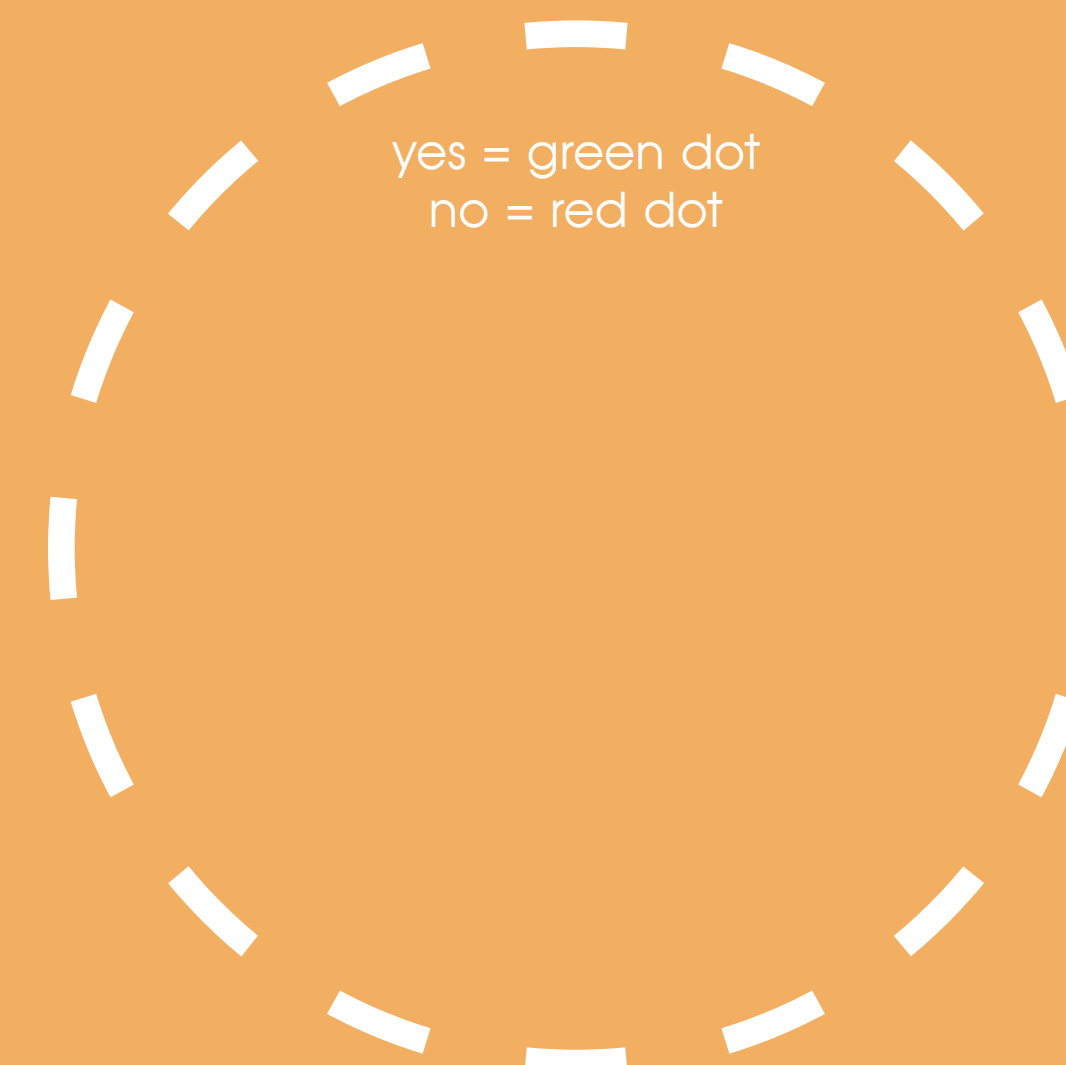


SETBACKS



- Setbacks in R-3 zoning districts are not appropriate for smaller lots:
 - 25 foot front setback
 - 10 foot side setback
 - 20 foot rear setback

- Setbacks in R-3 zoning districts reduced to allow for smaller lots:
 - 10 foot front setback
 - 5 foot side setback
 - 5 foot rear setback



Open Space & Trees

OPEN SPACE



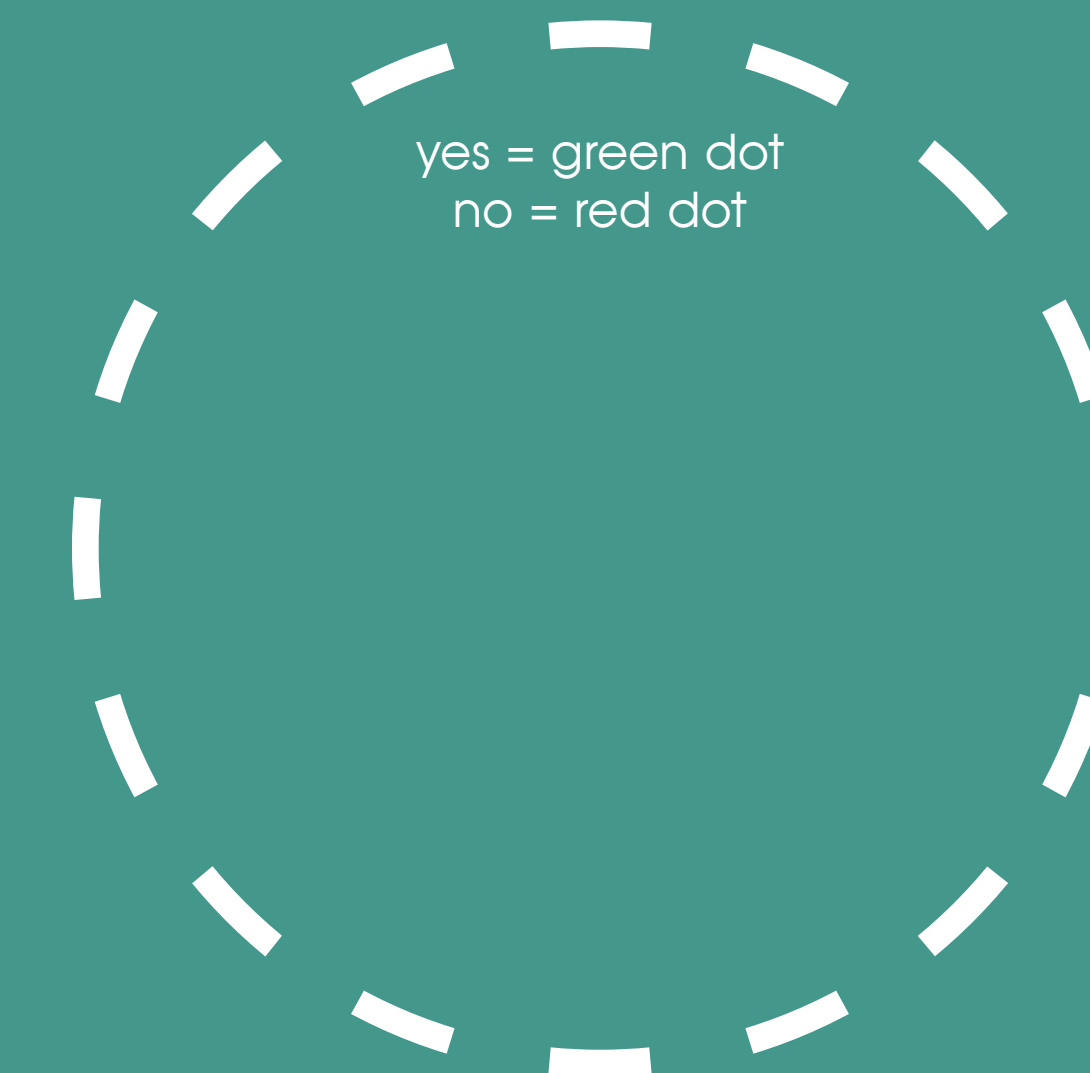
WHAT IS ALLOWED TODAY?

- 20% open space required in PUD zoning district and for multi-family developments
- Any undeveloped areas count as open space

PROPOSED CODE CHANGE

- 20-30% open space required for all new residential developments (40% for multifamily)
- All open space must be designed as a type
- Standards for each type of open space
- Every house must be within 800 feet of a Commons

IS THIS CHANGE APPROPRIATE?



COMMENTS

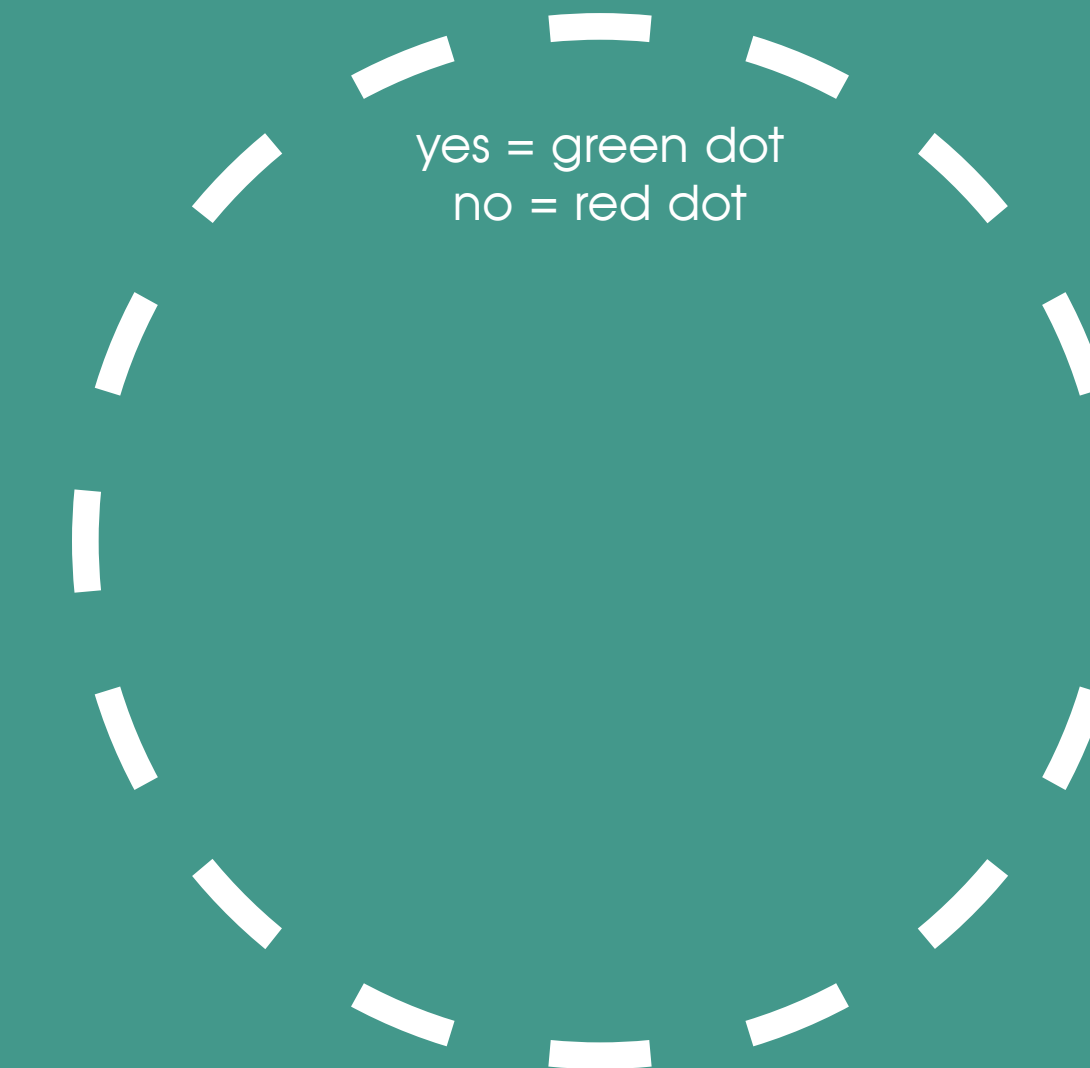


TREES



- No tree preservation required
- 2 existing or new trees required on every new residential lot
- Trees required in parking lots
- Street trees required

- No tree preservation required (no change)
- 1 large or 2 small existing or new trees required on every new residential lot
- Minimal updates to tree requirements for parking lots (one tree between every 7-9 spaces) and street trees (one every 20-40 feet)
- Street trees required



Signs

ALLOWED SIGNS



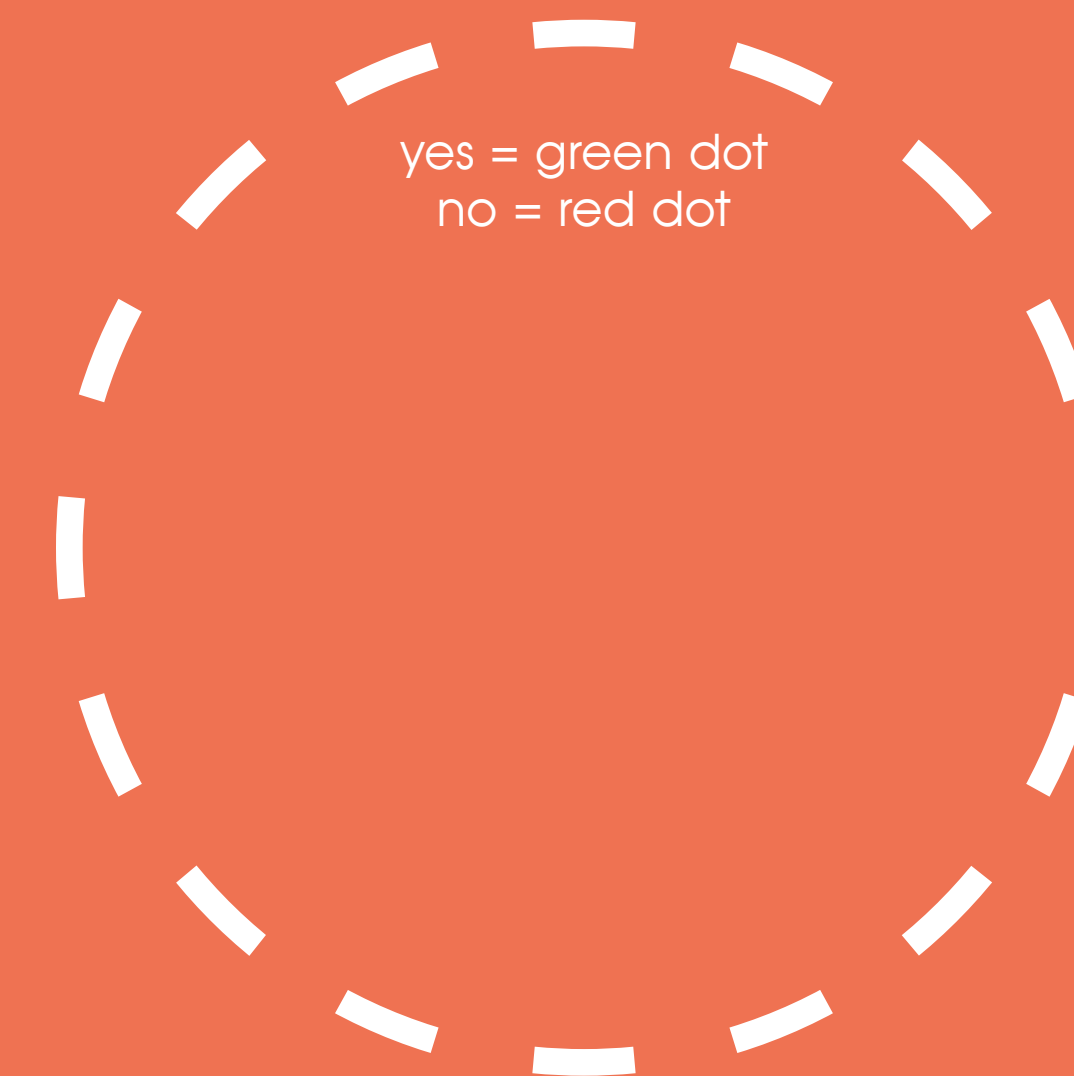
WHAT IS ALLOWED TODAY?

- Electronic signs prohibited
- Internally illuminated signs are allowed
- Neon signs allowed only in windows
- 1 small front yard allowed for garage sale, home for sale/rent

PROPOSED CODE CHANGE

- Electronic signs prohibited (no change)
- Internally illuminated signs prohibited
- Neon signs prohibited
- 1 small front yard sign allowed with any message

IS THIS CHANGE APPROPRIATE?

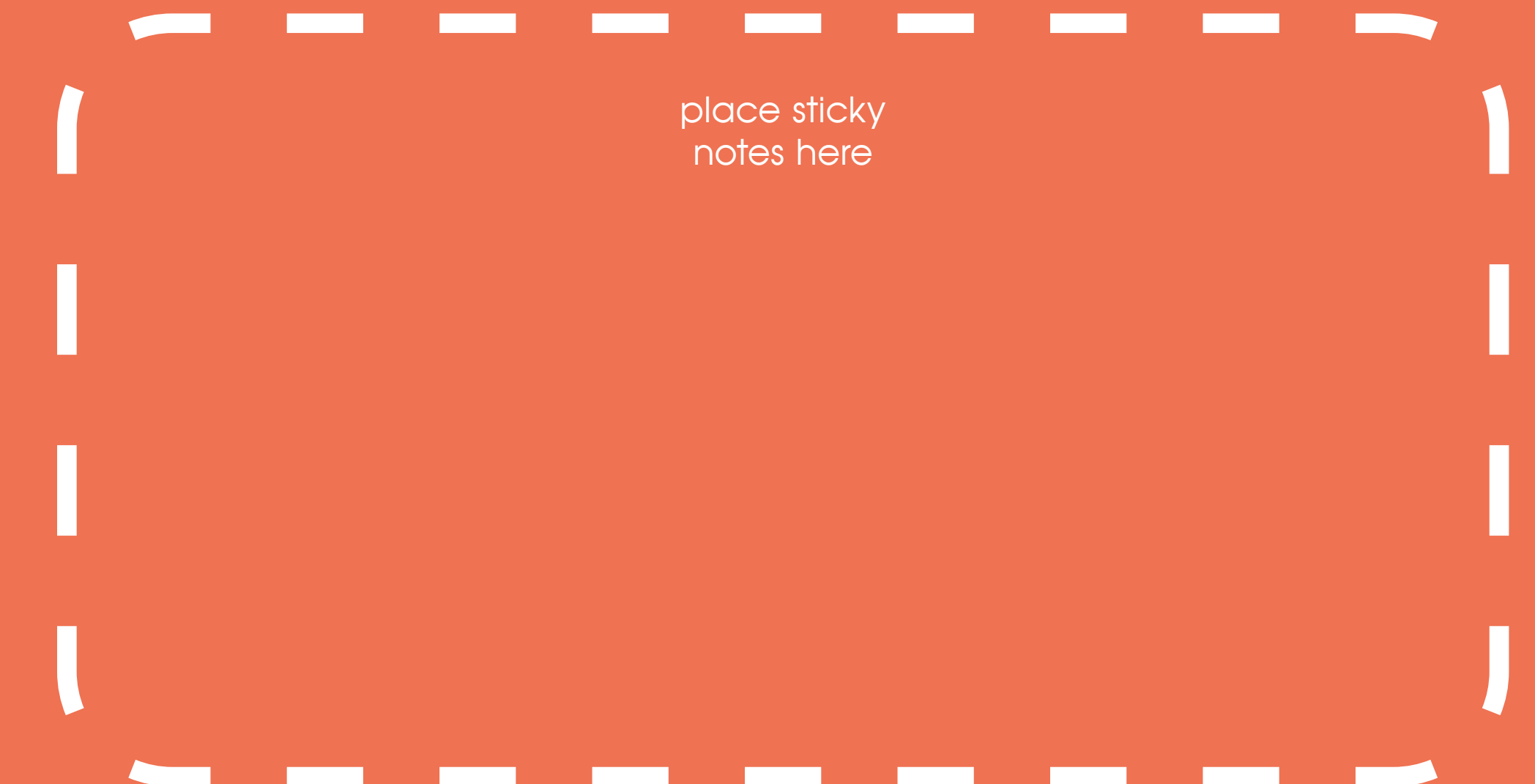
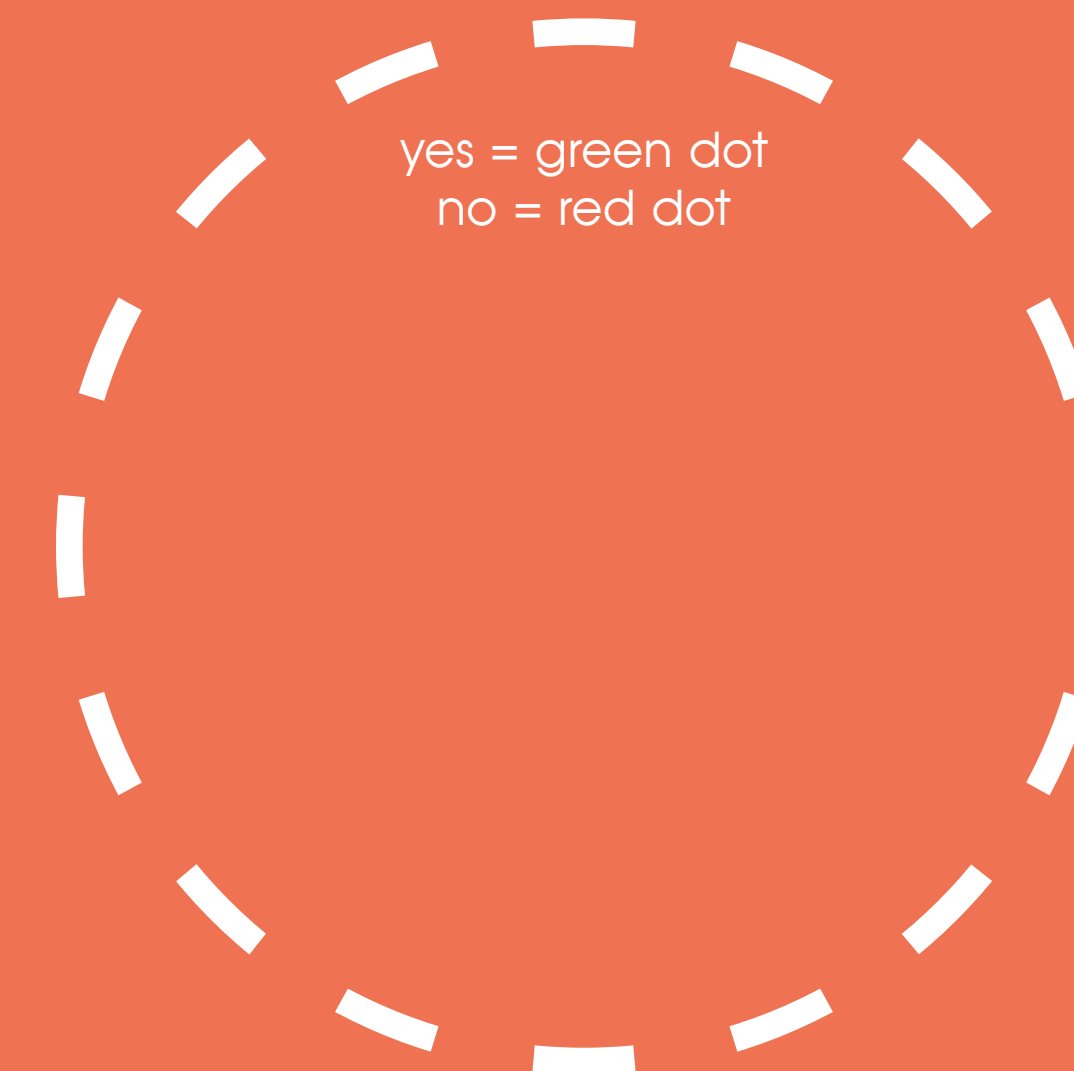


COMMENTS



- Subdivision entrance signs up to 12 feet tall and 32 square feet of sign area
- Pole signs allowed only near I-85

- Subdivision entrance signs up to 12 feet tall and 32 square feet of sign area (no change)
- Pole signs allowed only near I-85 (no change)

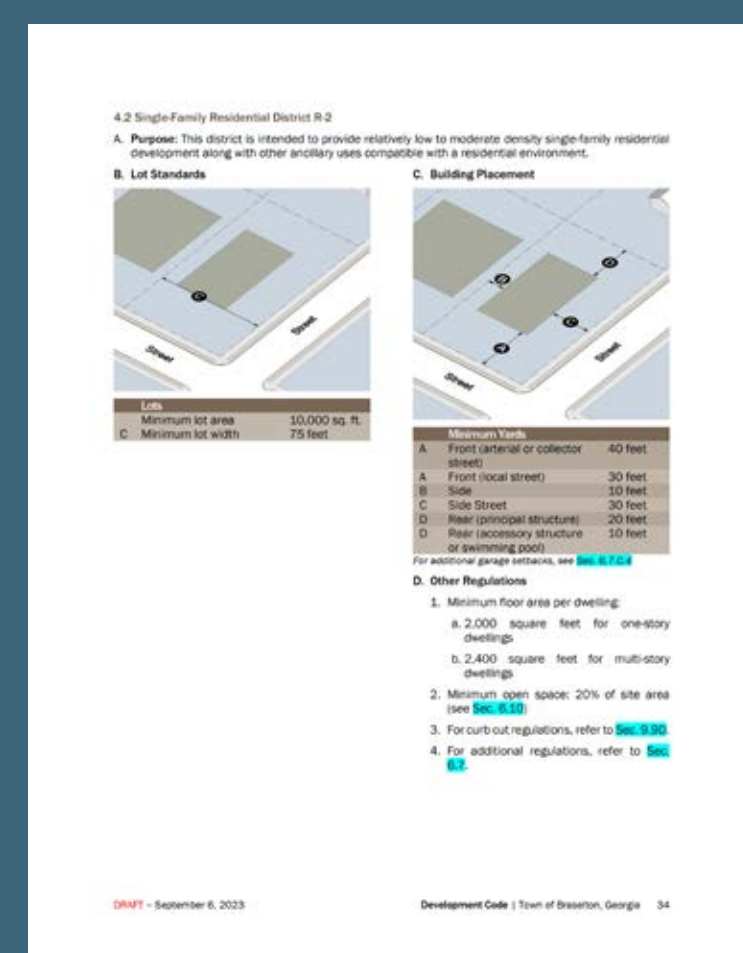


👍 Usability Updates

PROPOSED USABILITY UPDATE

ILLUSTRATIONS

- New colorful diagrams provided to illustrate building types, setbacks, design standards, parking lot trees, berms, and more
- These would replace existing text descriptions and black & white diagrams



TABLES

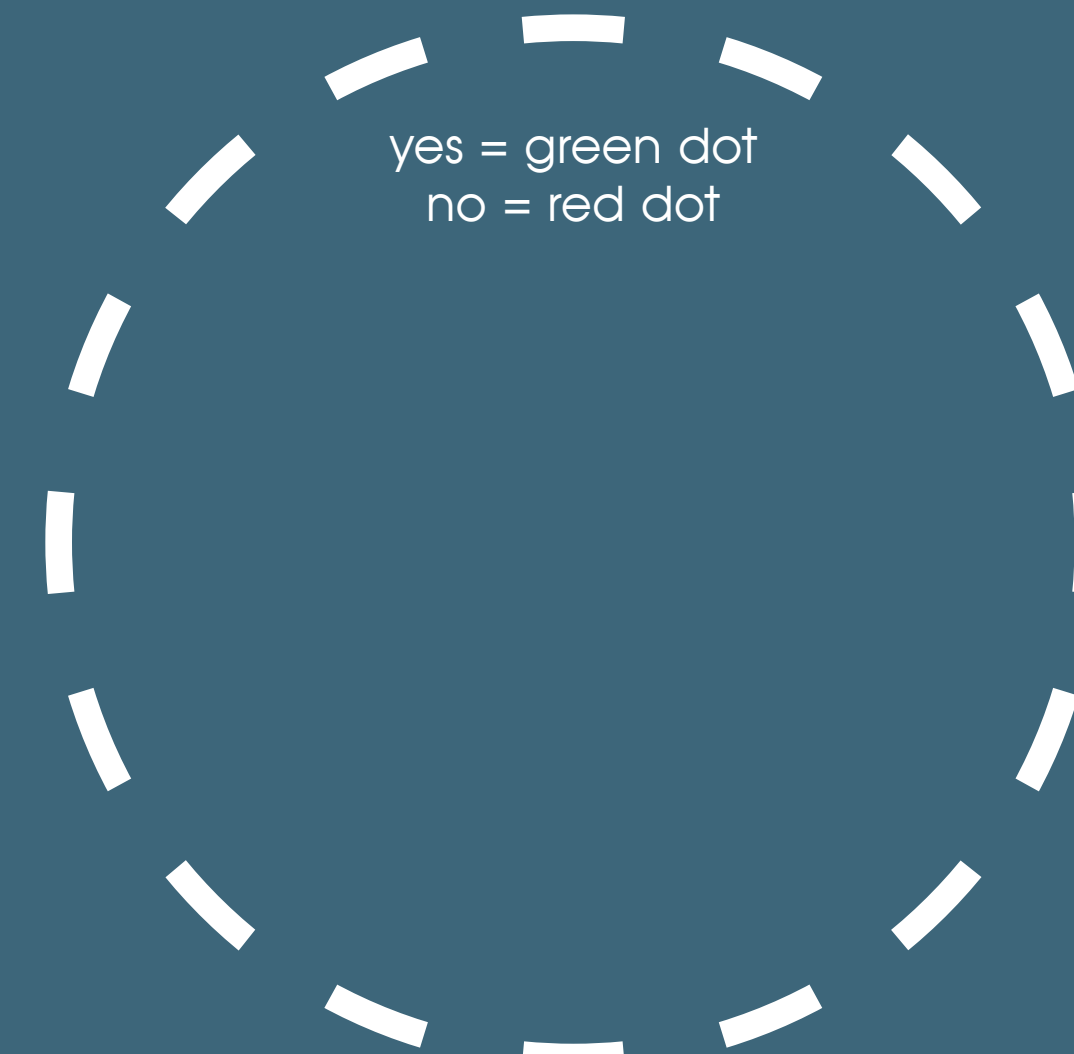
- New tables allow quick reference for setbacks, lot standards, sign height and size, applicability thresholds, and more
- These would replace existing text in paragraph form

RE-ORGANIZATION

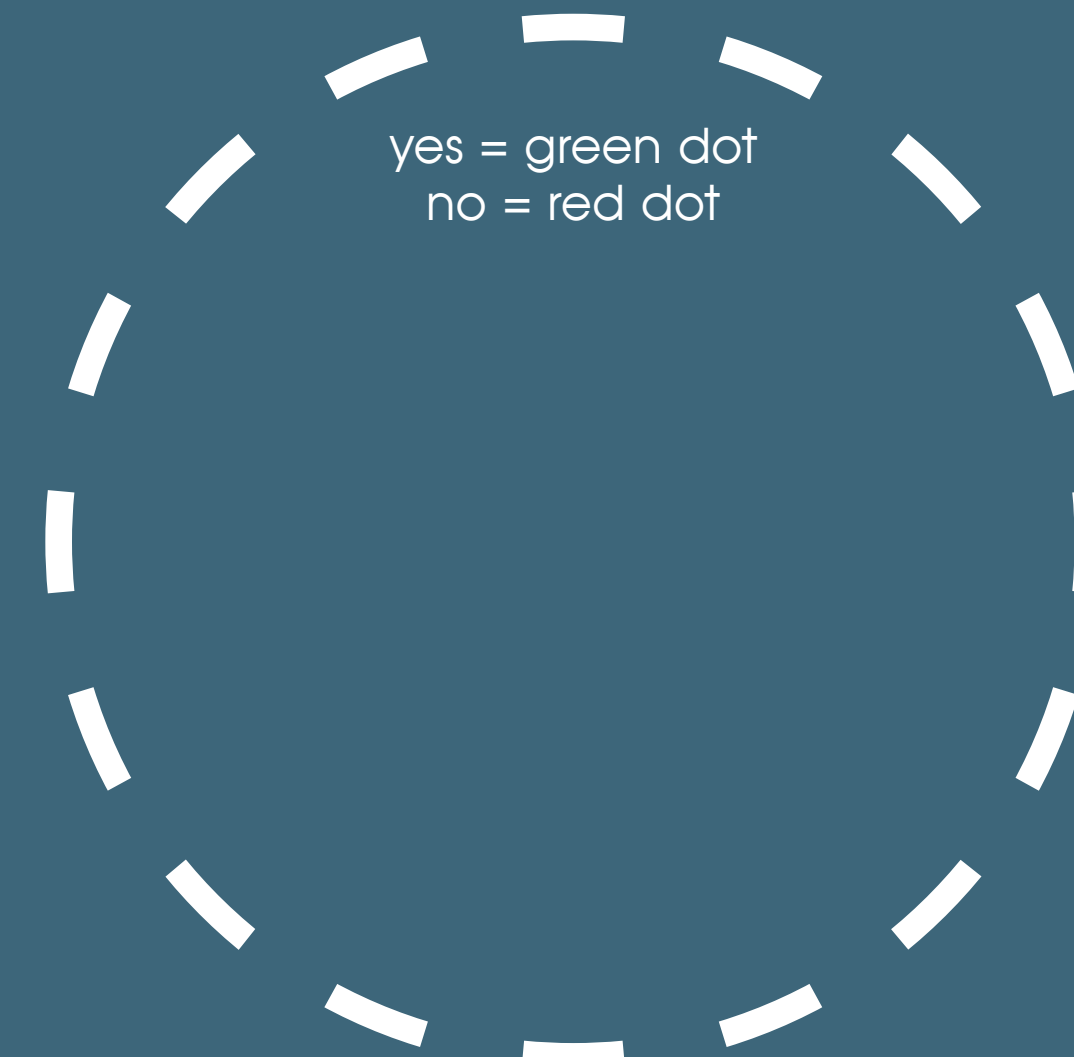
- Duplicate code sections removed
- Some material relocated into more logical articles
- Hyperlinked cross references and table of contents allow easier navigation
- Development-related regulations are proposed to be moved from Code of Ordinances to the Development Code

IS THIS CHANGE APPROPRIATE?

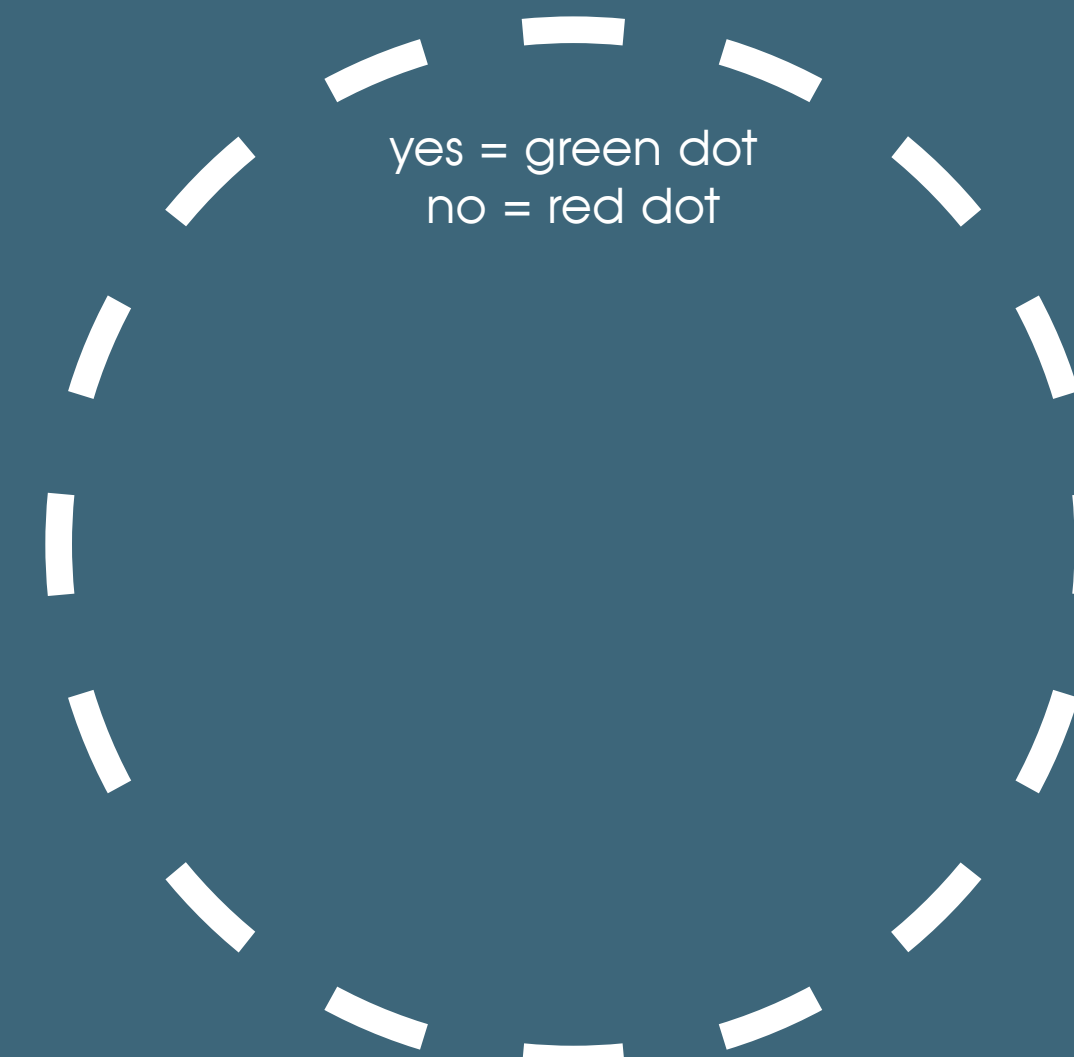
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no = red dot



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no = red dot



COMMENTS

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Other Standards

STREET DESIGN



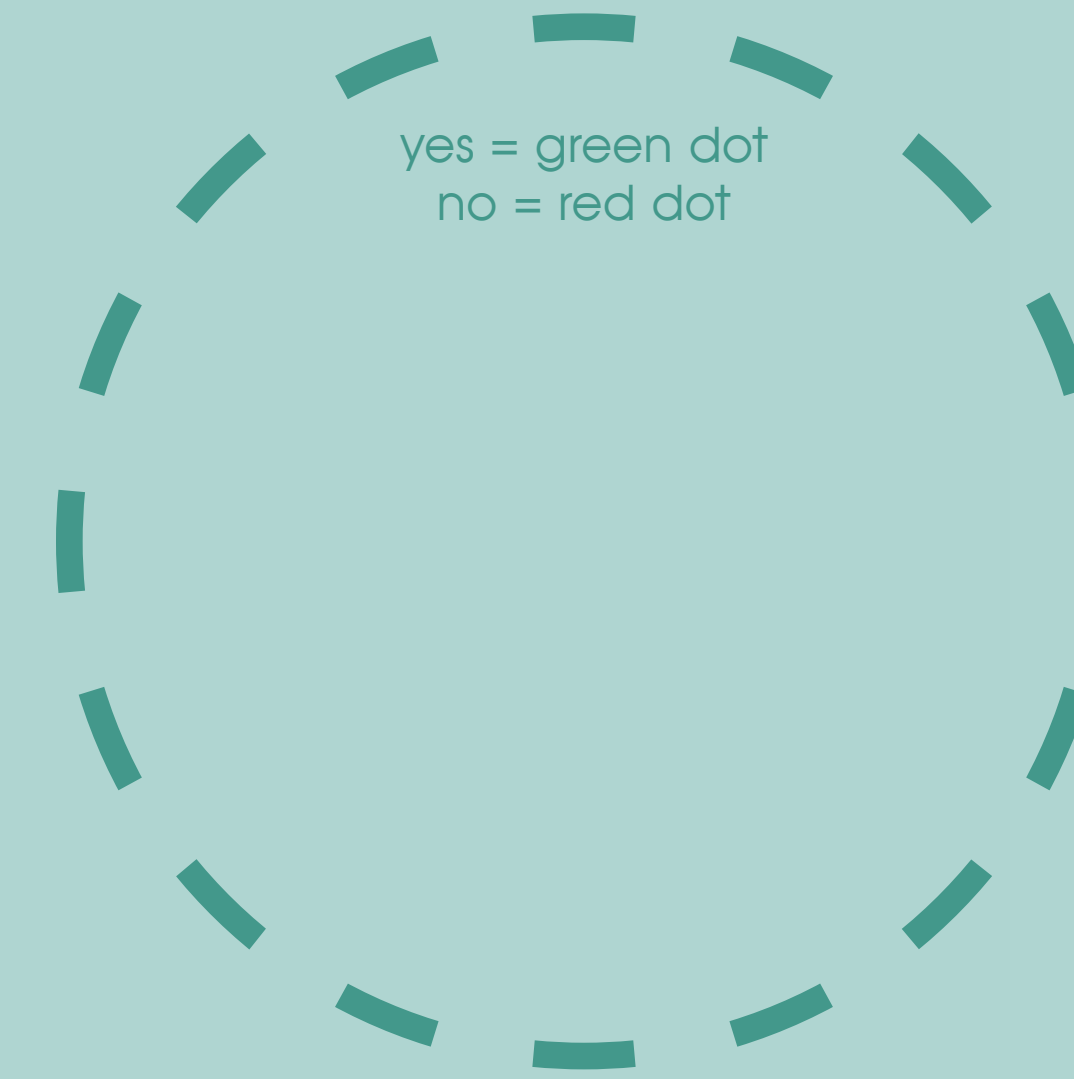
WHAT IS ALLOWED TODAY?

- Wide residential streets are required
- Residential streets have a 25 mph speed limit but are required to be designed for higher speeds
- Sidewalks on new residential streets must be 4 feet wide

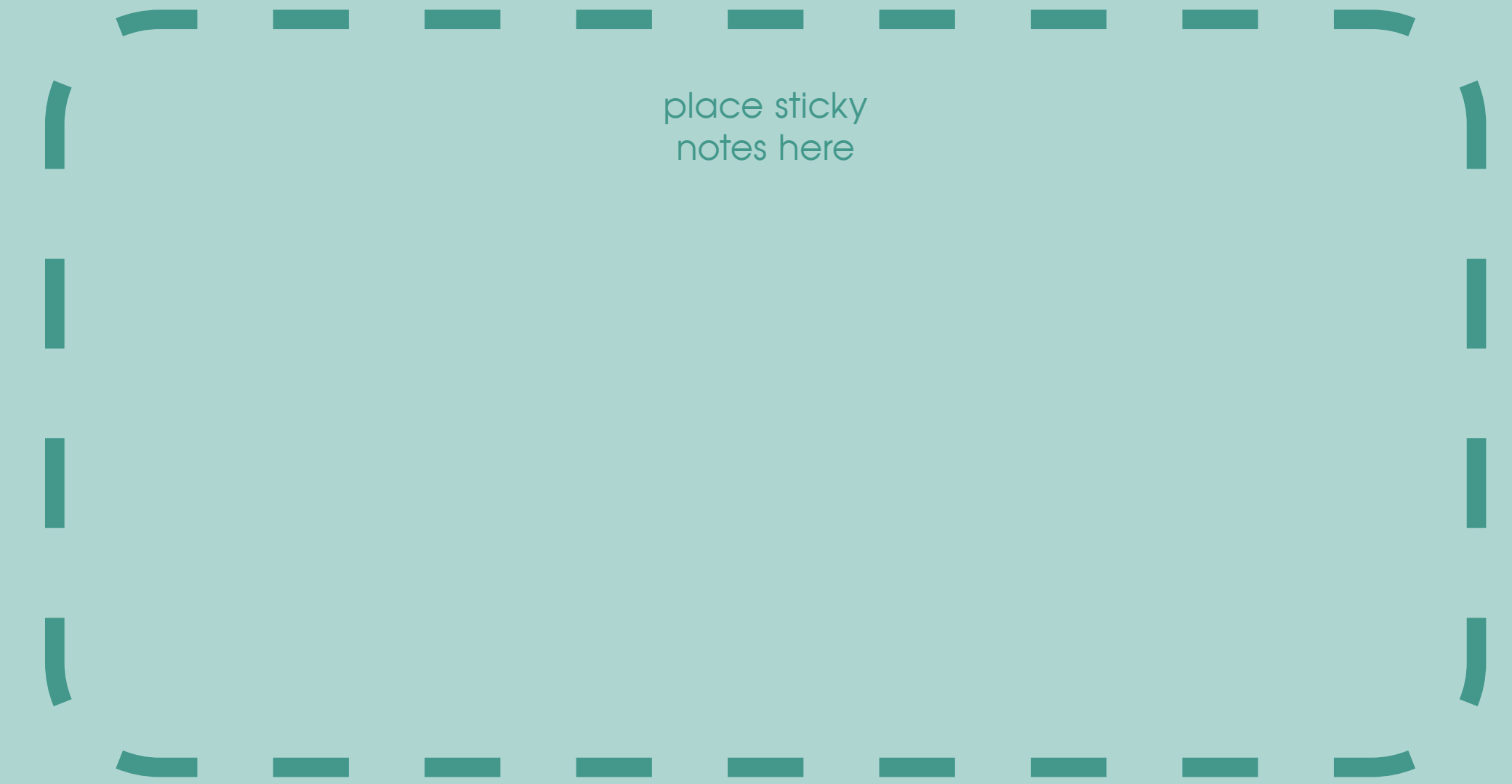
PROPOSED CODE CHANGE

- Wide residential streets are required
- Traffic calming is required to slow traffic for safety
- Sidewalks on new residential streets must be 5 feet wide
- Wider right-of-way requirements with more utilities within right-of-way

IS THIS CHANGE APPROPRIATE?



COMMENTS

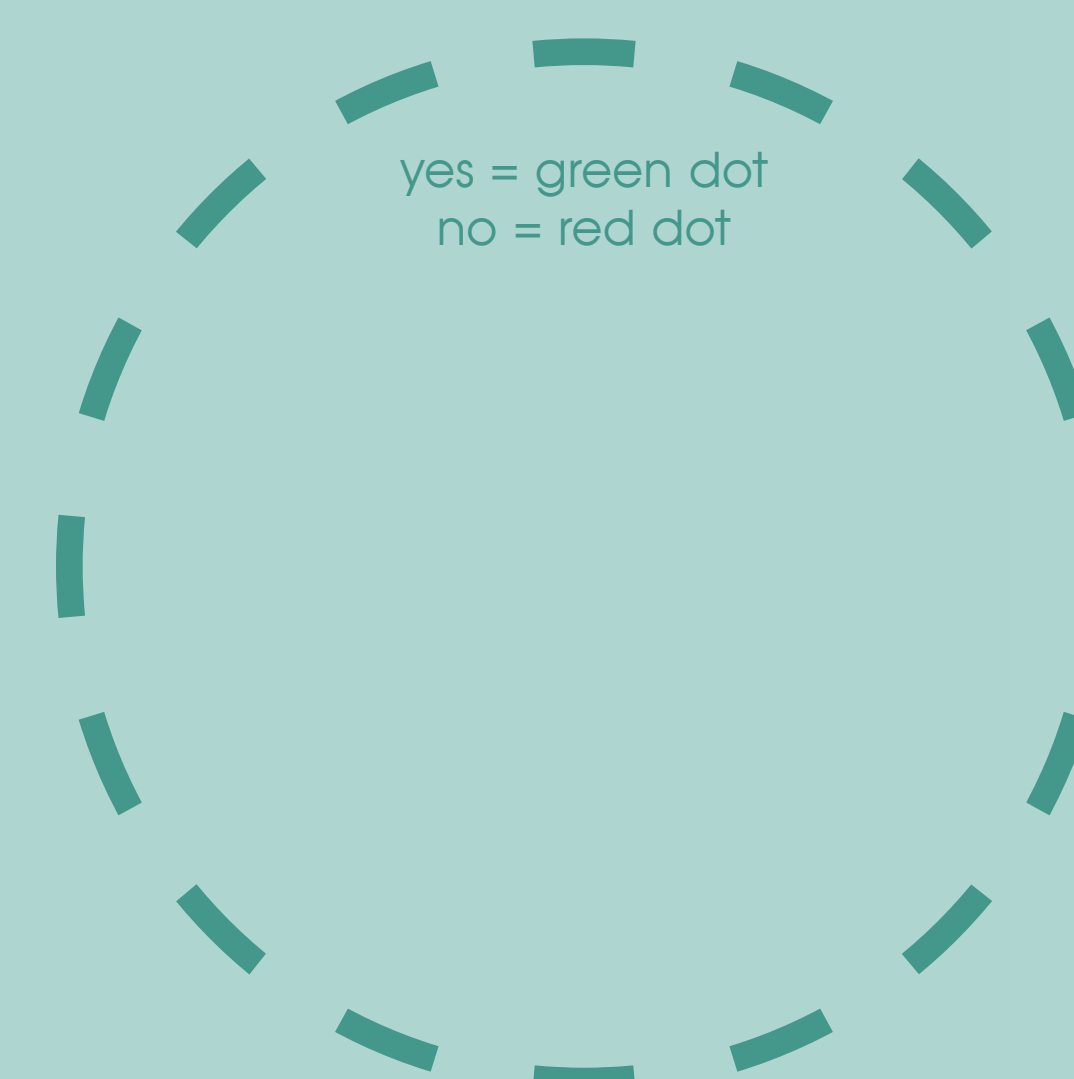


PUD (PLANNED UNIT DEVELOPMENTS)



- More than half of Braselton is zoned PUD
- PUD allows developers more flexibility but requires approval by the Town

- Existing PUDs remain as is
- New PUDs may be created but must be mixed-use
- Minor revisions to PUDs can be approved by Planning Director, major revisions must be approved by Council
- Maximum density and other standards created

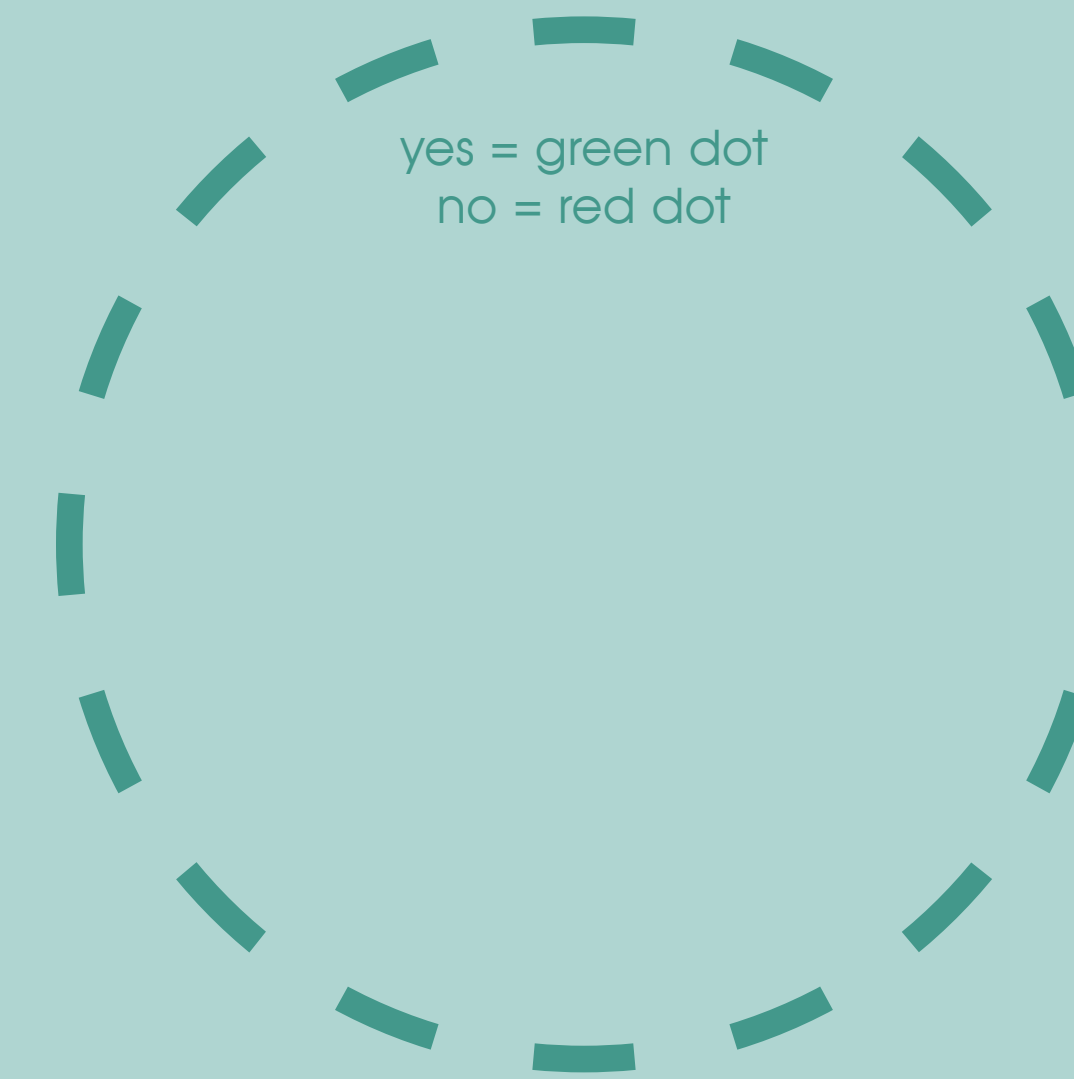


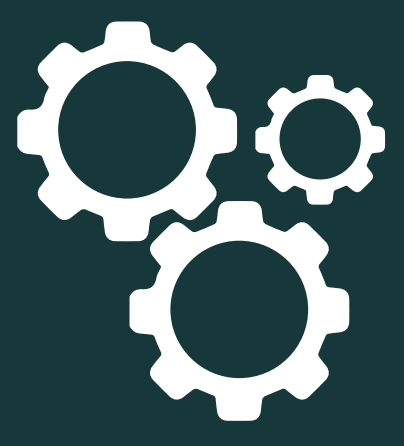
MULTIFAMILY RESIDENTIAL



- Allowed by-right in RM zoning district
- Maximum density 8 units per acre
- Maximum height is not specified

- Allowed as a special use only in RM and PUD districts
- Maximum density 8 units per acre (no change)
- Maximum height 4 stories
- Minimum 10 acre parcel
- Required 40% open space





Technical Code Edits

MOST OF THE PROPOSED EDITS TO THE DEVELOPMENT CODE ARE RELATED TO TECHNICAL CLEAN UP. WE DON'T NEED SPECIFIC INPUT ON THESE ITEMS BUT WANTED TO LET YOU KNOW WHAT IS GOING ON BEHIND THE SCENES!

- Remove the Traditional Neighborhood (TND) zoning district (it has never been used for a development, but many of its requirements have been moved to the Planned Unit Development (PUD) zoning district)
- Update definitions for clarity and specificity, including adding new use and other definitions, and consolidating most definitions into one article
- Group related regulations into the same sections
- Correct broken or missing cross references
- Consolidate or remove duplicate and contradictory material
- Update language to avoid legalese where possible, while still ensuring legally defensible regulations
- Make vague language more clear
- Correct typos, misspelled words, and other mistakes throughout the code
- Where text recommends or encourages certain things, rephrase as requirements or remove from the code
- Consolidate regulations that apply town-wide into the general standards in Article IX
- Remove engineering details from the Code, but make sure the Town has all necessary engineering drawings
- Replace references to specific fee amounts with references to an official fee schedule outside of the code
- Reference a GDOT map of road classifications (local, arterial, collector, etc.)
- Rename conditional and special uses as special uses throughout for consistency and clarity
- Review all articles for conformity with the State Zoning Procedures Act
- Update the purpose statements of the code to be consistent with the Comprehensive Plan
- Update sign, cell tower, and other regulations to be consistent with recent legal precedent
- Update environmental regulations to be more clear as well as consistent with model ordinances where applicable
- Clarify grandfathering provisions and the transition between the existing and proposed code
- Update procedures and decision criteria for variances, special uses, and rezonings
- Require HOAs for all new developments with 30+ dwellings
- Require traffic impact study for all new developments with more than 200 dwellings or 200,000 square feet of non-residential space
- Rename Downtown zoning "tiers" as sub-districts to avoid confusion, make requirements for Downtown Core (D-1) and Downtown Mixed-Use (D-3) the same, but recommend ongoing discussion to determine the character of development downtown
- Provided standards for how to decide whether uses not listed in the use table are allowed
- Provided criteria for administrative variances and converted "modification of standards" to variances
- Updated parking requirements to be consistent with industry standards
- Updated subdivision and engineering requirements to match best practices and Town Engineer input
- Strengthen street network and interparcel access requirements
- Updated the Construction Code