

*CITY OF
BASTROP*

*DEVELOPMENT
CODE RODEO*

November 14, 2023

Sylvia Carrillo, ICMA-
CM, CPM, City Manager



AGENDA


Day 1

- A. How did we get here? Unintended Consequences
- B. Introduction to Development
 1. Federal & State Law
 2. The Comprehensive Plan
 3. The Master Plans
- C. The Development Process
 1. Land Use - Zoning
 2. Subdivision – Plat
 3. Building Permit
- D. Hands on Exercises
- E. Adjourn

Day 2

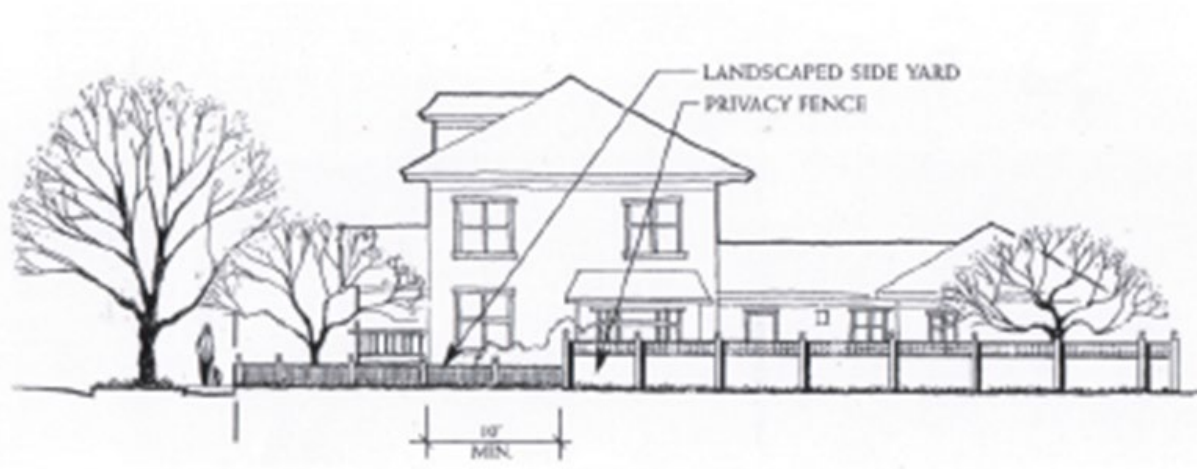
Put it all together!





B3

Unintended Consequences



Setting the privacy fence a minimum distance from the front building wall allows for a better landscape area between homes.

FENCE HEIGHT

Front yard fence should be no more than 36 inches high.

Transition fence is 12" to 18" higher than the front yard fence.

Privacy fence is usually 72" high.

A variety of fence design is encouraged and extended runs of similar fence design is discouraged.

MATERIALS

Picket fence shall be made of painted wood. A 20% transparency rate is required for front yard picket fences.

Transition fence is typically stone or masonry or material appropriate to the principal building materials.

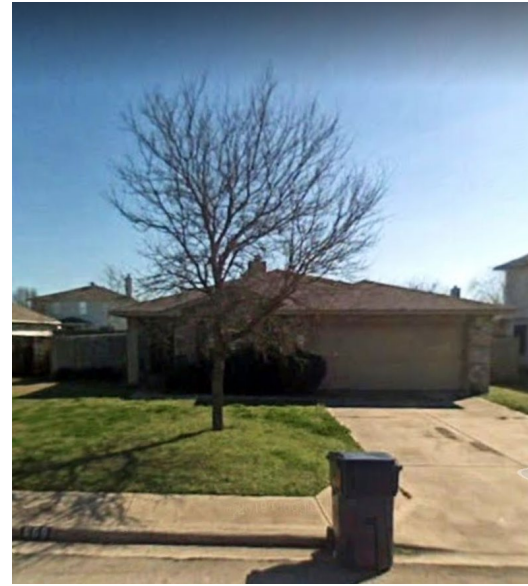
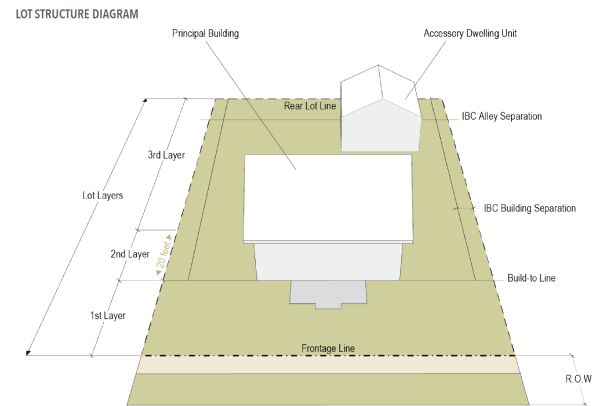


- Variances for Fence Height in the Front Layer
- Required COA – Iredell District
- Code Enforcement
- Conflict in the Building Code
- HLC Review
- Application Fee

2110 Pecan – Fence in the Front Layer

SEC. 6.3.006 PARKING

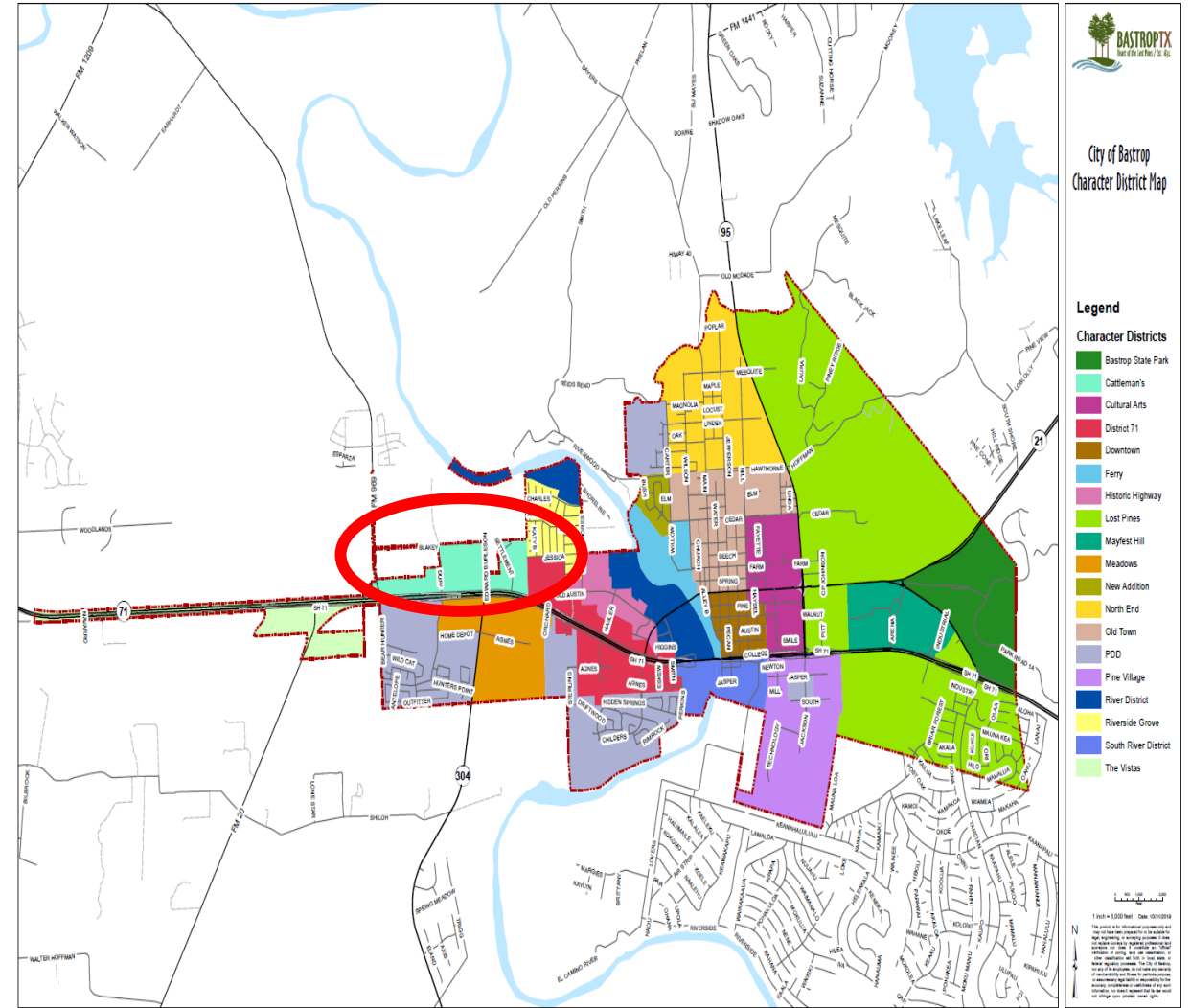
(a) Intent: Parking shall not be the driver of Site planning. The Standards in the Code support this notion through limited and eliminating parking. The intent of building a walkable, bikeable, and an easily navigable City means all mode of transportation are available to reduce the reliance on the car.



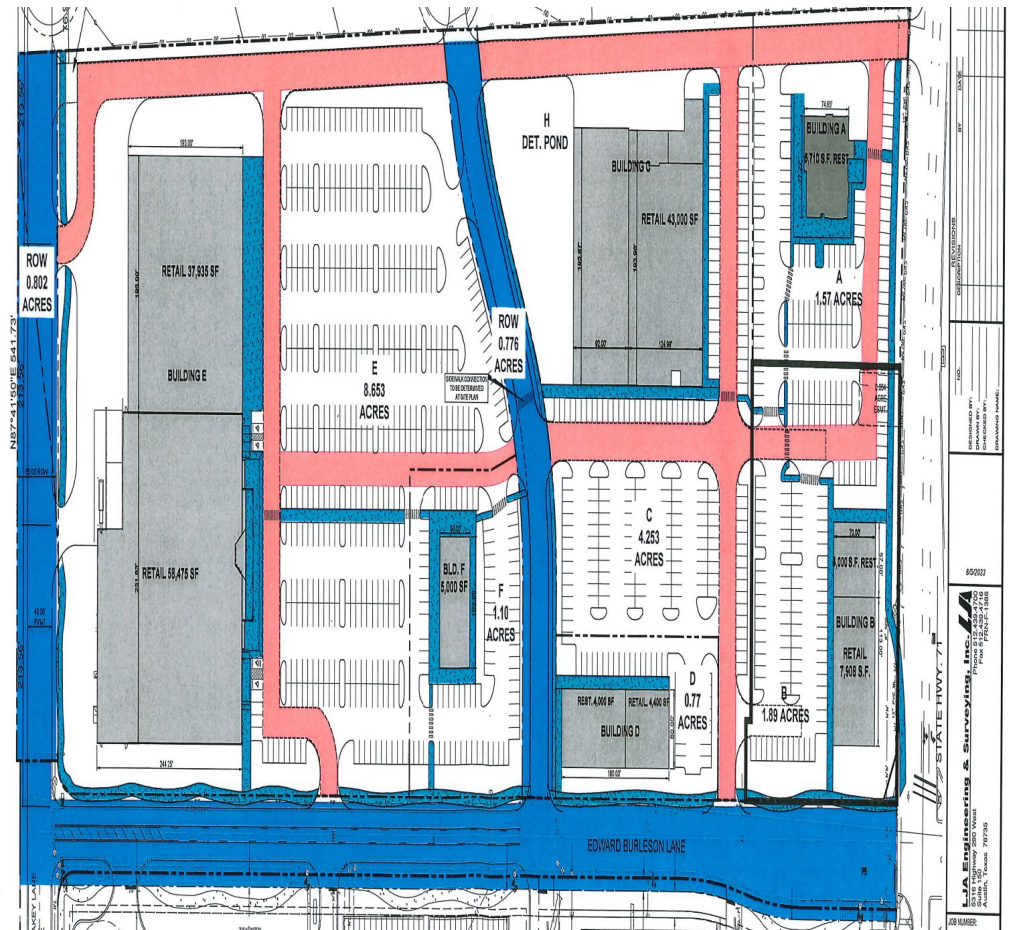
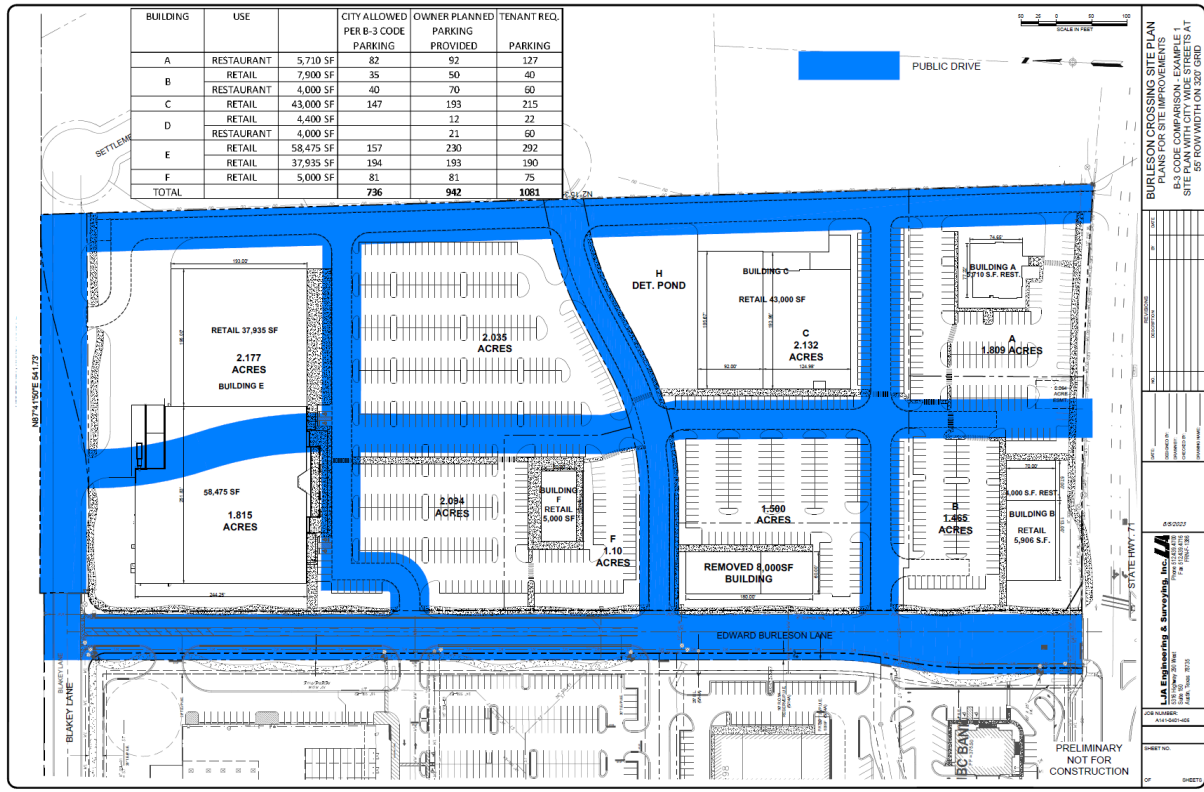
609 Barbara Way – More than 50% - Up to Current Code

ARTICLE 4.3 CHARACTER DISTRICT MAP

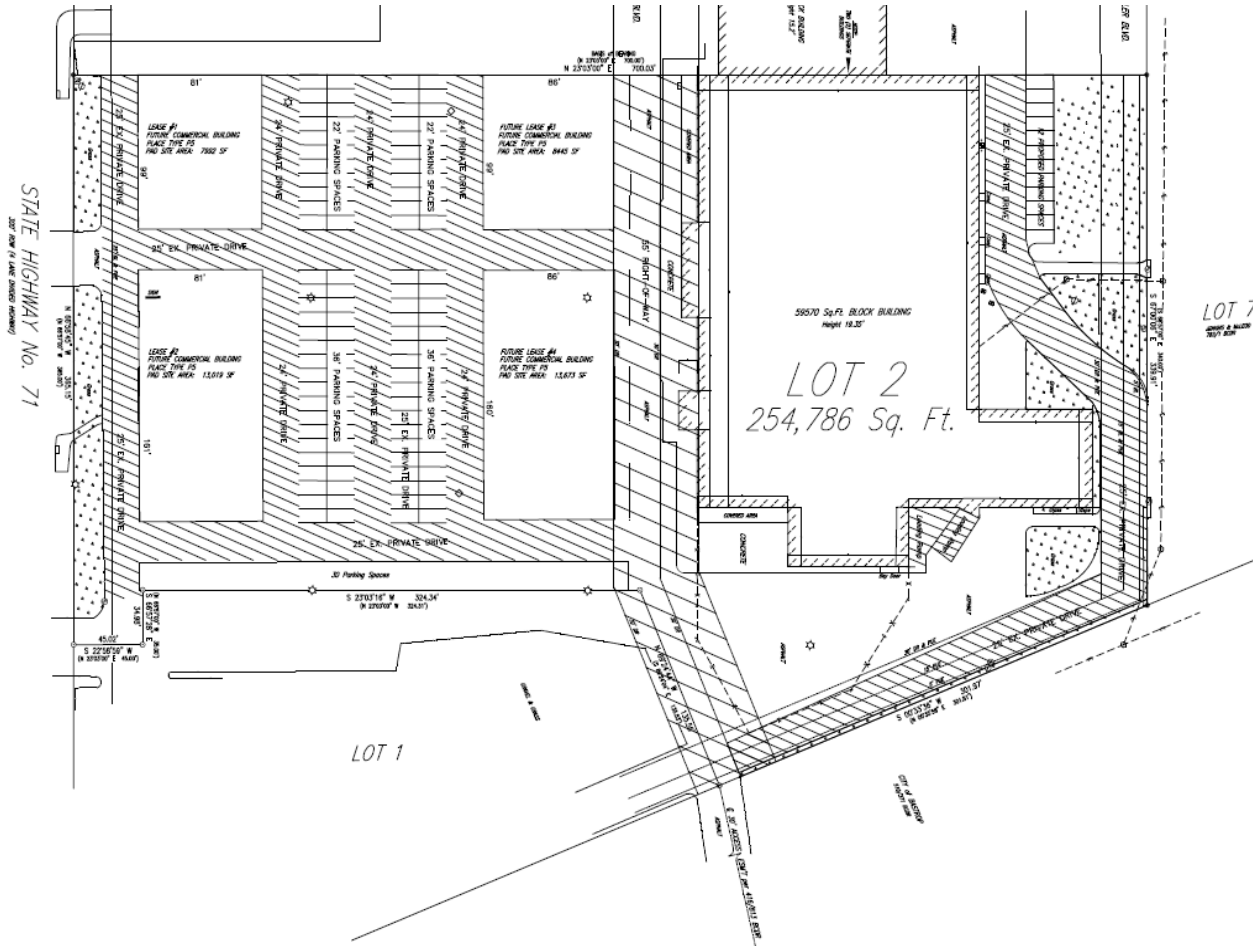
(2) **Cattleman’s District** - Ranching has been a cornerstone of the Texas economy for the last 300 years. The northwestern edge of the City and beyond continues to honor the long tradition of the cattle industry. The open range of the Cattleman’s District lends itself to village centers. A mix of retail, restaurant and office Buildings, that incorporate Residential around community agriculture, open fields, and water features being reminiscent of meandering streams and stock tanks that once served livestock.



Burleson East – 27 Warrants (Variances)



Burleson East – 27 Warrants (Variances)



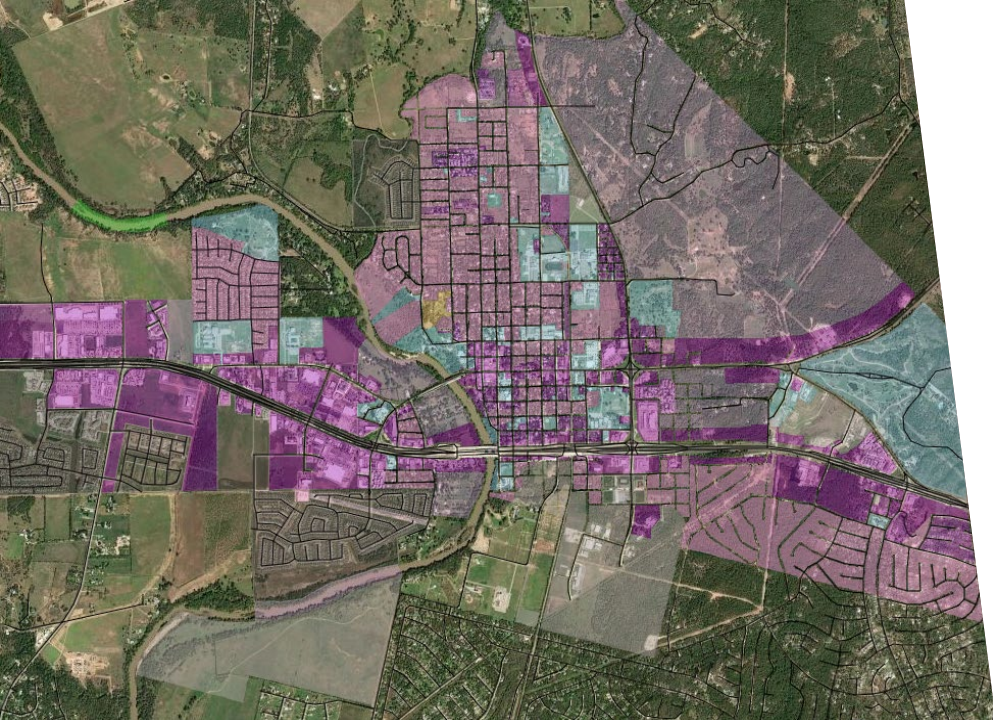
(4) **District 71** - District 71 promotes regional trade and easy vehicular access from major Thoroughfares. Developments become destinations unto themselves, with parking areas nearby for visitor access. Elements within the Public Realm encourage walk- or bike-ability bringing large developed areas back to the human scale.

- (d) Buildings are located directly to the Street edge at the Frontage Line and occupy 80% to 100% of the Lot Frontage; and
- (e) Parking shall be located in the Third Layer of the Lot.
- (f) Vehicle access shall be kept in the rear of the property served by alleys or the rear lanes.

Tractor Supply - Micro-restaurant Site – “District 71” Character District

System Assessment Focus

- **Core Business Processes** (steps for accessing information & interpretations, processing applications, and constructing projects)
- **People Interactions** (how people work together to carry out the process steps, communicate and resolve issues)
- **Regulatory Framework** (City policies, codes, criteria, interpretations, and support publications)
- **Technology** (tracking project progress, storing/retrieving information and communication support for the process)
- **Physical Space** (where walk-in and appointment-based customer services are performed)
- **Organizational Structure** (authority, funding and accountability for system performance)



INTRODUCTION TO DEVELOPMENT

US Constitution

State Law

Chapter 210, 211, 212, 380, 501, 504, 505,
of the Local Government Code

Water Code

International Fire Code

International Building Codes – Residential and
Commercial

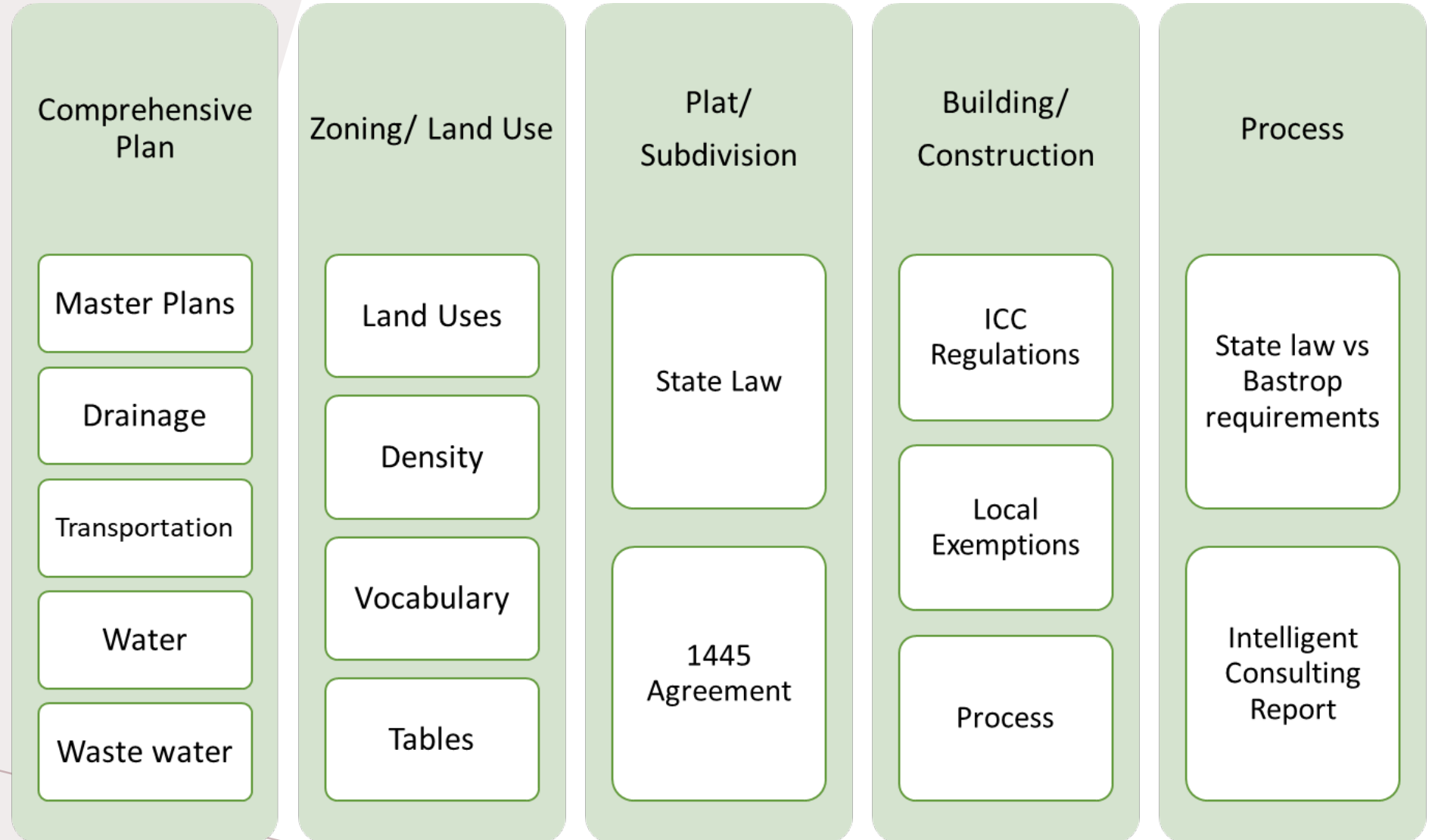
National Electric Code

International Plumbing Code

International Electrical Code



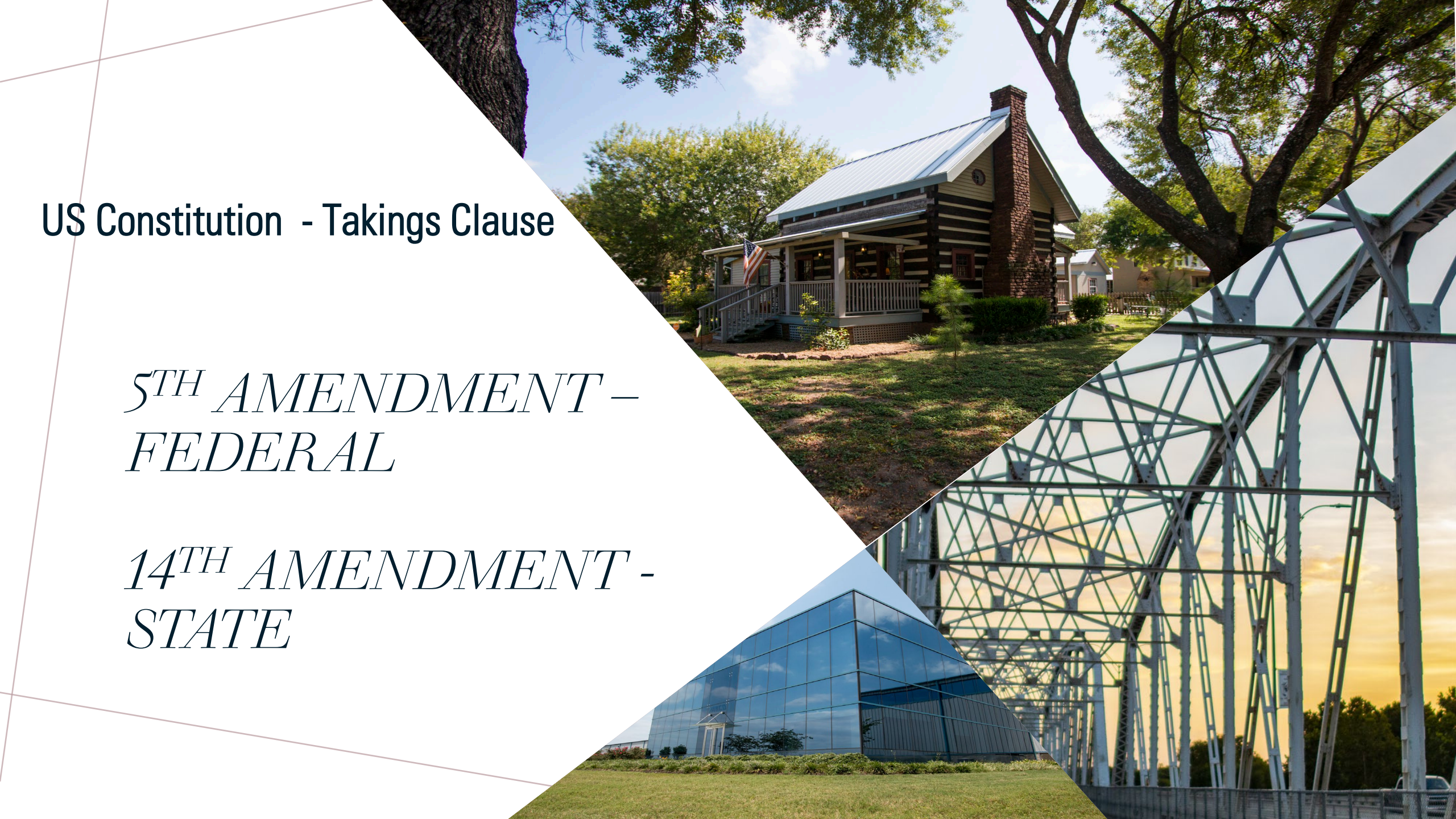
DEVELOPMENT SEQUENCE



US Constitution - Takings Clause

*5TH AMENDMENT –
FEDERAL*

*14TH AMENDMENT –
STATE*



CASE HISTORY – FUNDAMENTALS

2004 – Stafford Estates vs City of Flowermound, TX – Rough proportionality test

2005 -Kelo vs City of New London – Use of Emminent Domain upheld for the City's Comprehensive Plan

Texas Responds –

Texas Government Code, § 2206.001 - This statute prohibits a governmental entity from acquiring property by eminent domain if the taking (1) confers a private benefit on a particular private party through the use of the property, (2) is for a public use that is a pretext for conferring such a private benefit, or (3) is for economic development purposes. The prohibitions do not apply to the acquisition of property by eminent domain for certain specified exceptions, namely blight.



STATE STATUTES

Chapters

210 – Property Code

211 – Municipal Zoning Authority – Land Use

212 – Municipal Regulation of Subdivisions – Platting

213 – Municipal Comprehensive Plans

380 – Development Agreements

501, 504, 505, - Economic Development Corporations

Water Code

(NOT AT ALL INCLUSIVE LIST)



DEVELOPMENT

Platting

Permitting

Incentives

Zoning (Land Use)

Master
Plans

Comprehensive Plan

COMPREHENSIVE PLAN

BASTROP 2036



1. PLANNING CONTEXT AND VISION



2. GROWTH, ANNEXATION, AND INFRASTRUCTURE



3. PUBLIC FACILITIES



4. HOUSING AND NEIGHBORHOODS



5. LAND USE AND URBAN DESIGN



6. TRANSPORTATION



7. PARKS AND RECREATION

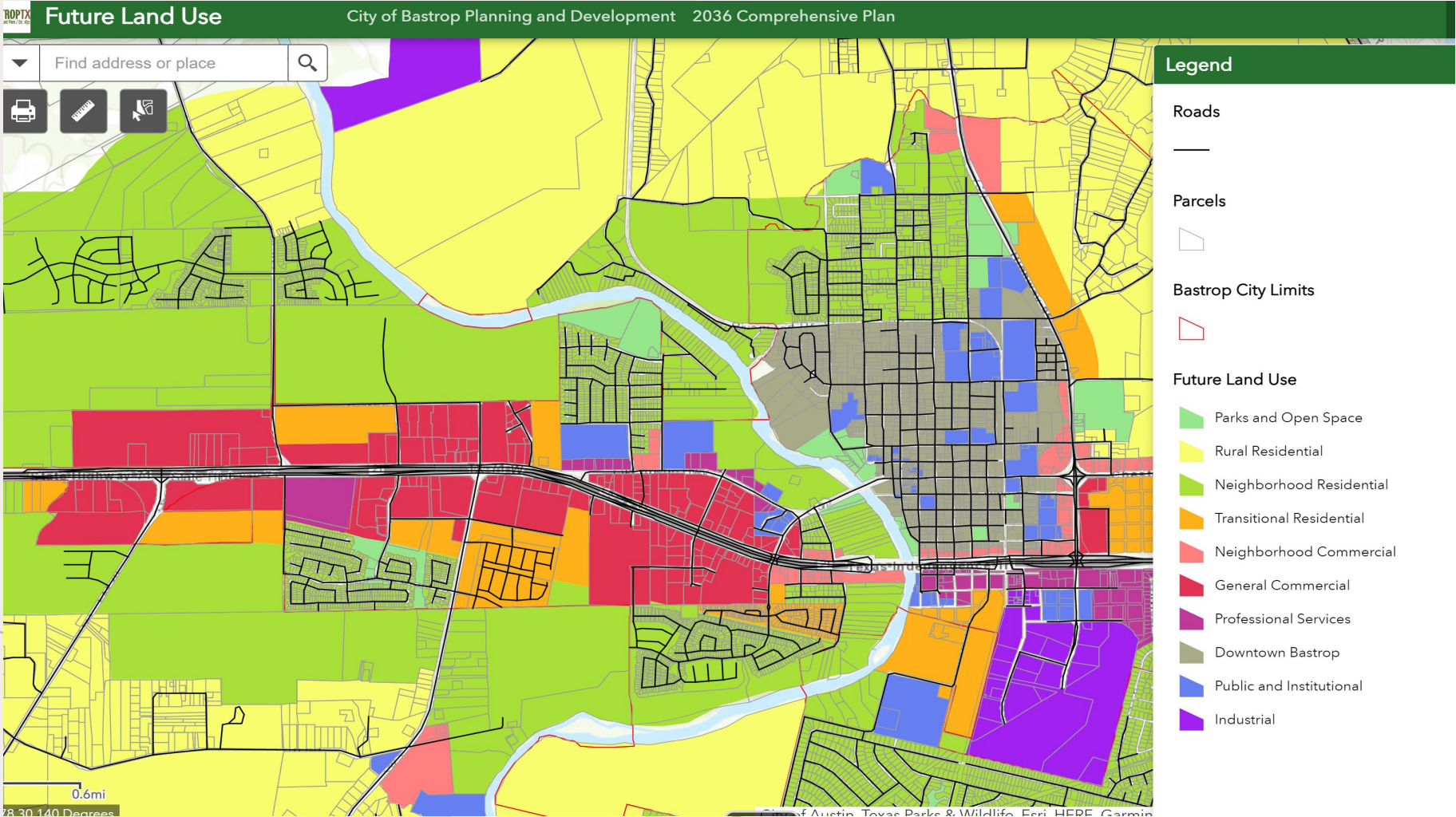


8. CULTURAL ARTS AND TOURISM



9. IMPLEMENTATION

FUTURE LAND USE MAP



- Public Hearing
- Planning Commission Recommendation
- City Council Action

THE MASTER PLANS



Water

Source

Acquisition

Size

Location



Wastewater

Treatment

Size

Location

Discharge

Reuse



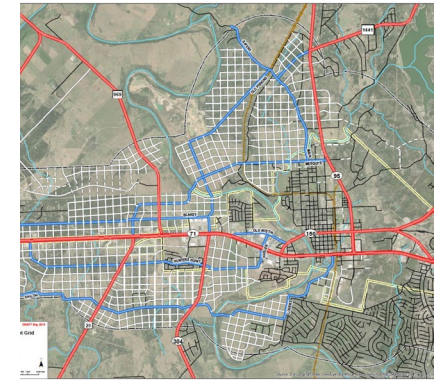
Drainage

Location

Type

Size

Offsite/Onsite



Transportation

Types

Modalities

Alternatives

THE MASTER PLANS



Parks

Acquisition

Size

Location



Electric

Size

Location



Internet

Size

Location



Historic

Location



PLAT – SUBDIVISION OF LAND

- Must meet the Zoning Requirements in relation to Size
- Must be served by infrastructure in accordance with the Master Plans
- Must install infrastructure, then dedicate to the City
- Preliminary
- Final

Exceptions:

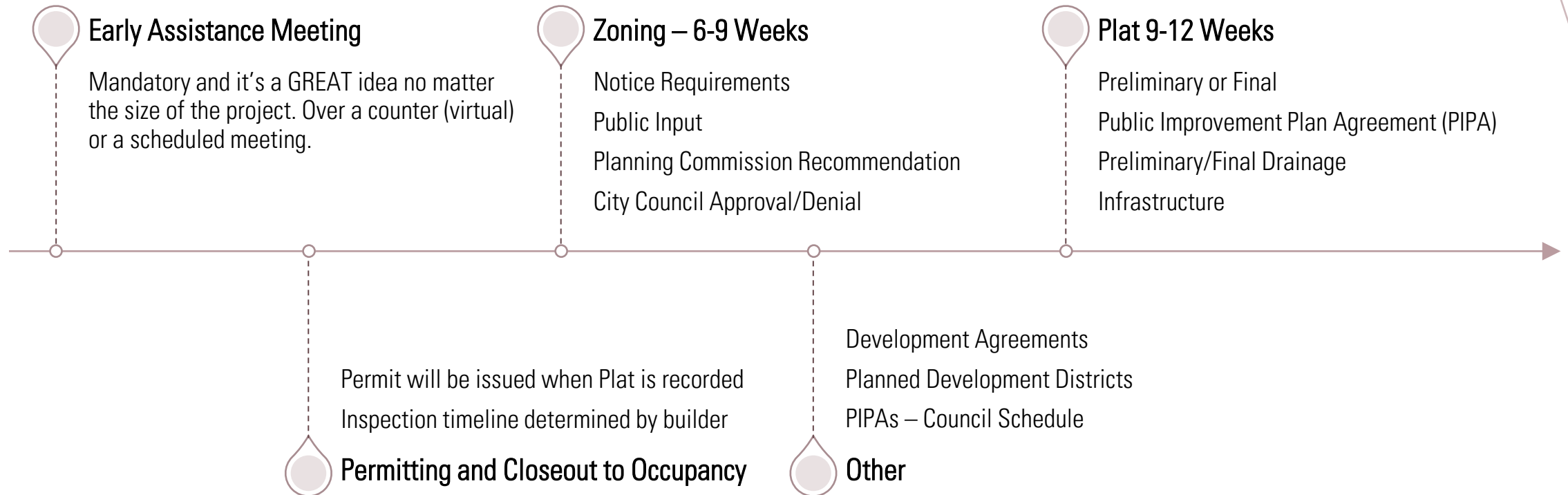
- Residential of 4 lots or less, NOT adding additional infrastructure
- Lots of Record prior to 1981

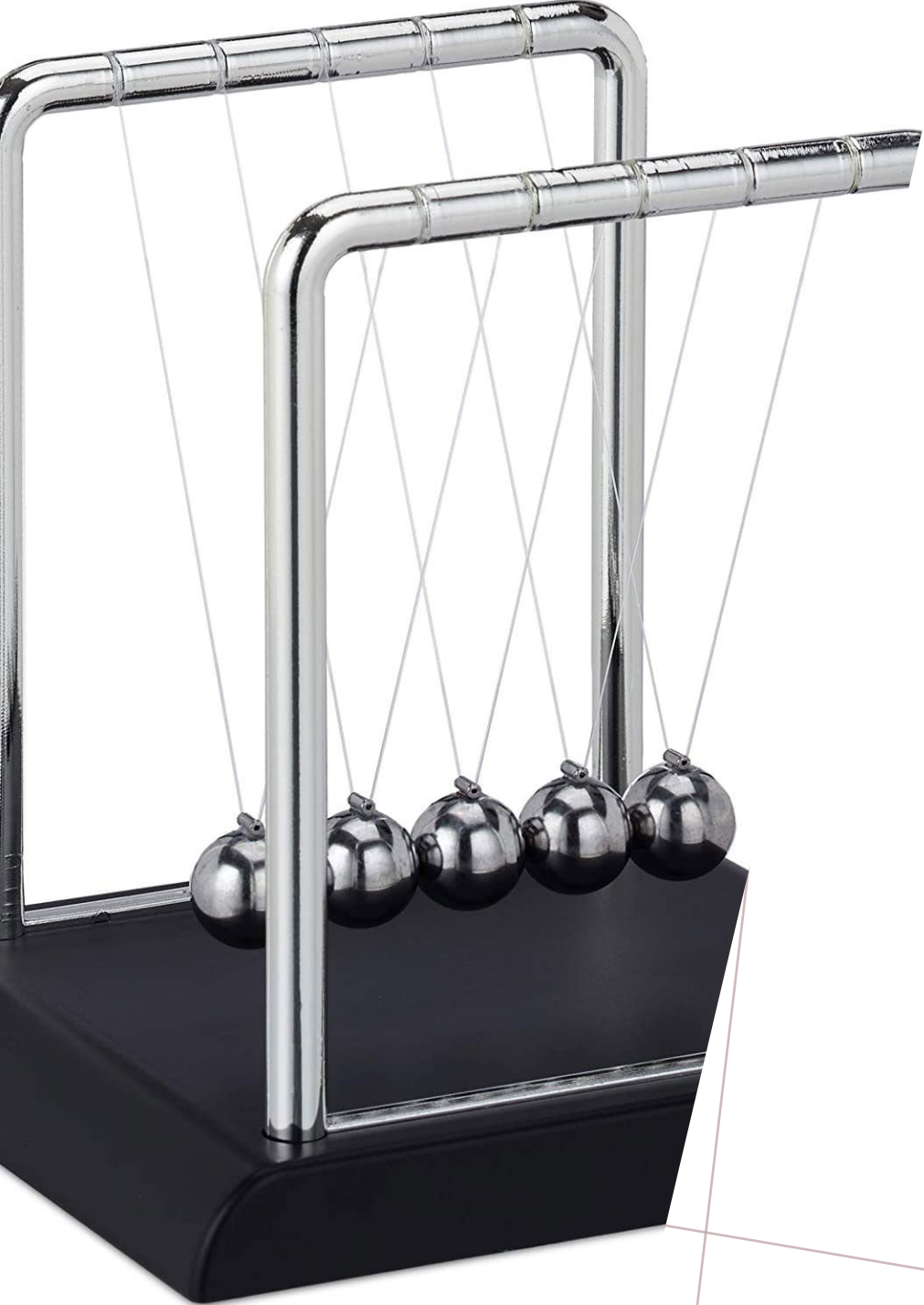
A yellow tracked excavator is shown in the foreground, partially obscured by a white geometric overlay. The excavator is positioned on a dirt surface, and its arm and bucket are visible. In the background, there is a line of green trees under a clear sky.

PERMITTING AND CONSTRUCTION

- Only allowed if a property is zoned AND platted (minor exceptions)
- International Building Codes
- In-house Inspection Staff
- Over the Counter Permitting
- Submittal Timelines
- Close out and Occupancy

PROCESS AND TIMELINE





CURRENT PAIN POINTS

- Comprehensive Plan – Outsourced, under review
- Master Plans – All in Draft Form – Expensive Issues ahead
- Zoning – Form Based vs Euclidian Zoning
- No minimum lot size – Unknown Density
- Platting Process – Lengthy/Confusing
- Vocabulary – Not Standard
- Requirements – Parking, Setbacks, etc



*THE WAY TO GET
STARTED IS TO QUIT
TALKING AND BEGIN
DOING.*

Walt Disney



LET'S GET STARTED

*DISCUSSION
AND
WORK ITEMS*



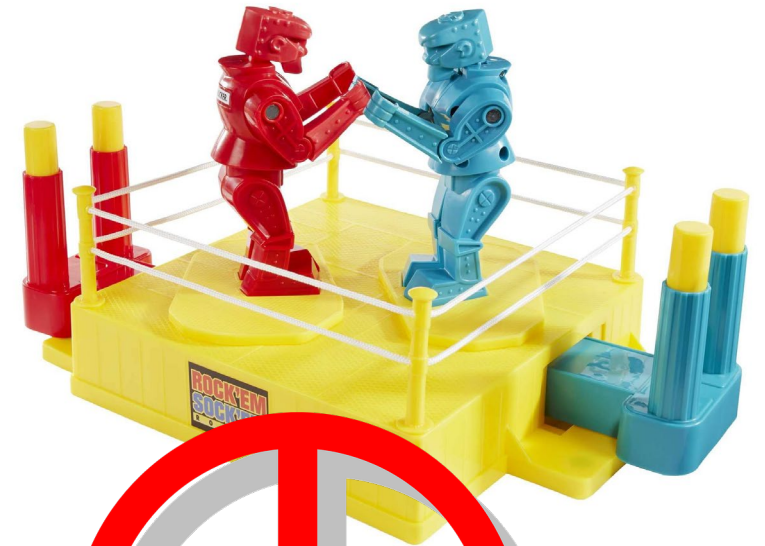
WORK GROUPS

- Staff Members
 - Administrative Assistance
 - Technical Assistance
- Open Discussion
 - Summarize the Pros and Cons
- Consensus



RULES OF ENGAGEMENT

1. Respect each other.
2. Allow communication without interruption.
3. Dissention is OK; Disruption is NOT.
4. Majority rules; minority - include.
5. Be creative! Think about the little guy/gal too!



GROUP DISCUSSION QUESTION #1

THE COMPREHENSIVE PLAN

A photograph of a silver and gold telescope mounted on a tripod, positioned in front of a large window. The window looks out onto a cityscape with buildings and greenery under a clear sky. The telescope is the central focus of the left side of the slide.

COMPREHENSIVE PLAN

- What should the Bastrop of 2036 look like?
- Where should we focus our growth?
- What should our park and open space system look like?
- Where should major connection points exist?
(sidewalks, trails, hike/bike)
- What does affordable housing look like?
- What does our road system look like?
- Do we have adequate broadband access?
- Are we helping support healthy communities?

GROUP DISCUSSION QUESTION #2

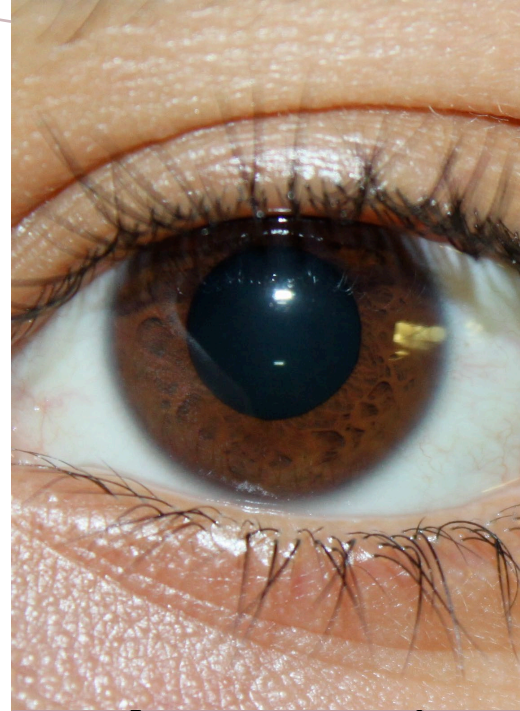
LAND USES - ZONING

FUTURE & CURRENT LAND USE

Form Based or Traditional Euclidian Zoning

Is there room for both?

If so, where?



GROUP DISCUSSION QUESTION #3

REVIEW THE FUTURE LAND USE
MAP & THE PLACE TYPE MAP
ARE THOSE AREAS CORRECT?
DRAW ANY CHANGES ON THE
MAP

GROUP DISCUSSION QUESTION #4

DENSITY



DENSITY & LOT SIZES

How many units should be allowed on one lot?

*State allows 1 ADU by right

Should lot sizes be required?

What is the minimum lot size?

Density will inform all of the master plans

PLACE TYPES

SEC 3.1.005 PLACE TYPE ZONING DISTRICTS TABLE



PLACE TYPES

P1 - NATURE

- Lands in a natural state or reverting to a wilderness condition, including lands unsuitable for settlement due to topography, hydrology or vegetation. P1 is intended to preserve areas that contain sensitive habitats, active or passive Open Spaces, parks and limited agriculture uses.

P2- RURAL

- Rural living and sparsely settled lands to be located in a manner that does not cause a nuisance to a more intensely inhabited areas. P2 consists of sparsely settled lands in open or cultivated states that may include food production.

P3- NEIGHBORHOOD

- Low density Residential areas. P3 is adjacent to higher Place Types that have some mixed-use buildings. Planting is naturalistic and setbacks vary from relatively deep to shallow. The roads and blocks may be irregular to accommodate natural conditions.

PLACE TYPES

P4 - MIX

- More intense Building Types that provide more lifestyle choices. It provides for a mix of Residential Building Types. Commercial and Office uses are allowed in this District only in House form Structures. Because P4 is a transition area, the Street Types consists of multimodal Streets, but are primarily Residential urban fabric.

P5 - CORE

- Higher density mixture of Building Types that accommodate commercial, retail, offices, row houses, and apartments. It has a tight network of Streets, with wide sidewalks, steady Street Tree plantings, and buildings set close to the sidewalks. P5 is a highly walkable area. A continuous line of buildings is critical to define the Public Frontage and allow for visible activity along the Street edge.

CIVIC SPACE

- Civic Spaces and/or Civic Buildings serve as community features appropriate to their Place Types. Civic Spaces provide relief from the urban environment inside each neighborhood.

PLACE TYPES

EC- EMPLOYMENT CENTER

- Areas that by their function, deposition, or configuration cannot, or should not, conform to one or more of the Place Types. EC shall be used for job creation centers and Building forms that do not fit within the character of the Place Types.



GROUP DISCUSSION QUESTION #5

**PLACE TYPES – IS THIS CONSISTENT
WITH BASTROP?**

GROUP DISCUSSION QUESTION #6

MASTER PLAN #1 - TRANSPORTATION



MASTER PLANS

TRANSPORTATION

Do we still want a grid street pattern?

How wide should streets be?

Should sidewalks exist in all residential neighborhoods?

Where should sidewalks NOT be located?

What other modes of transportation should we consider?

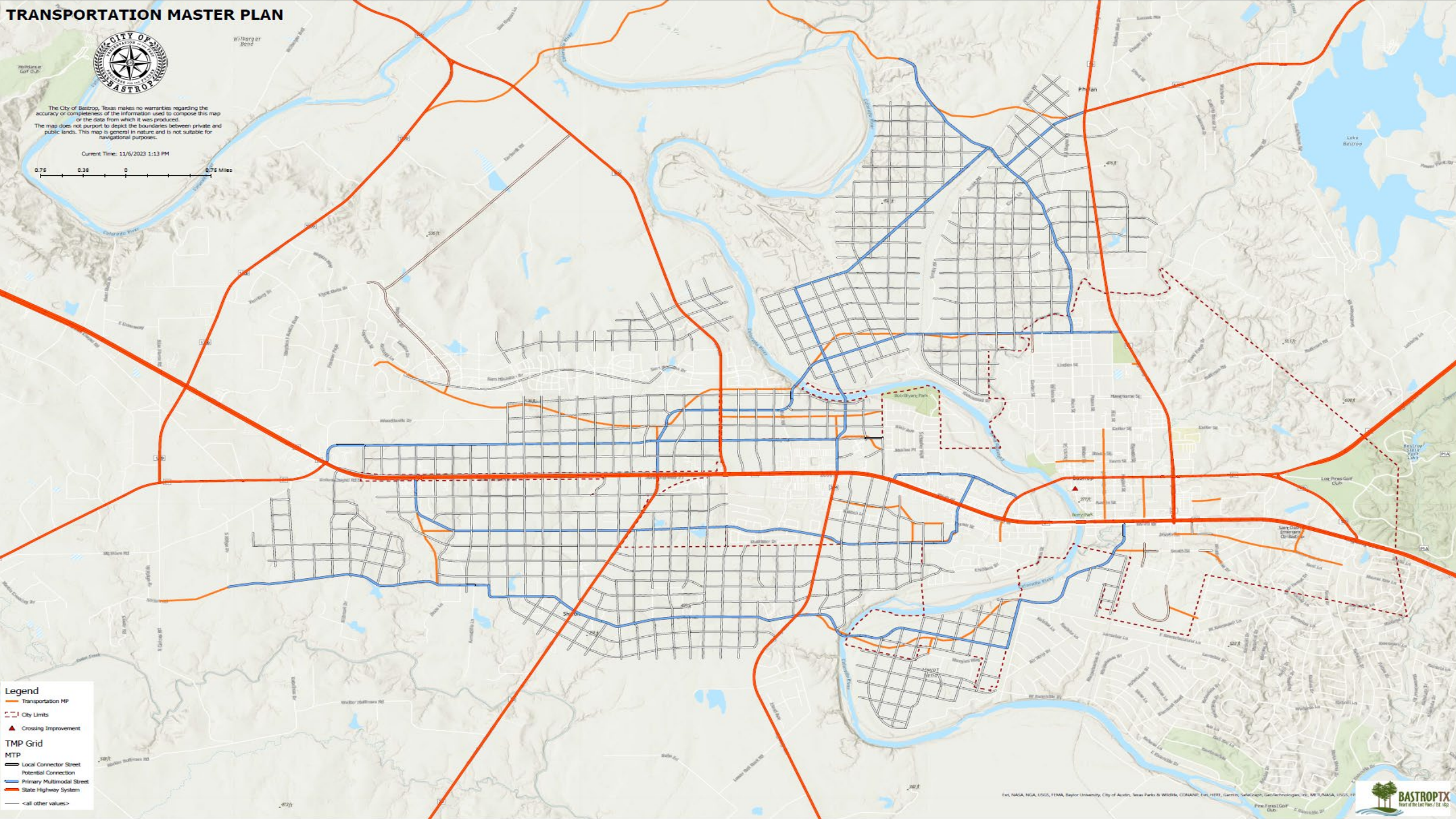
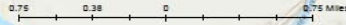
Impact Fees?

TRANSPORTATION MASTER PLAN



The City of Bastrop, Texas makes no warranties regarding the accuracy or completeness of the information used to compose this map or the data from which it was produced. The map does not purport to depict the boundaries between private and public lands. This map is general in nature and is not suitable for navigational purposes.

Current Time: 11/6/2023 1:13 PM



Legend

- Transportation MP
- City Limits
- ▲ Crossing Improvement

TMP Grid

MTP

- Local Connector Street
- Potential Connection
- Primary Multimodal Street
- State Highway System
- <all other values>

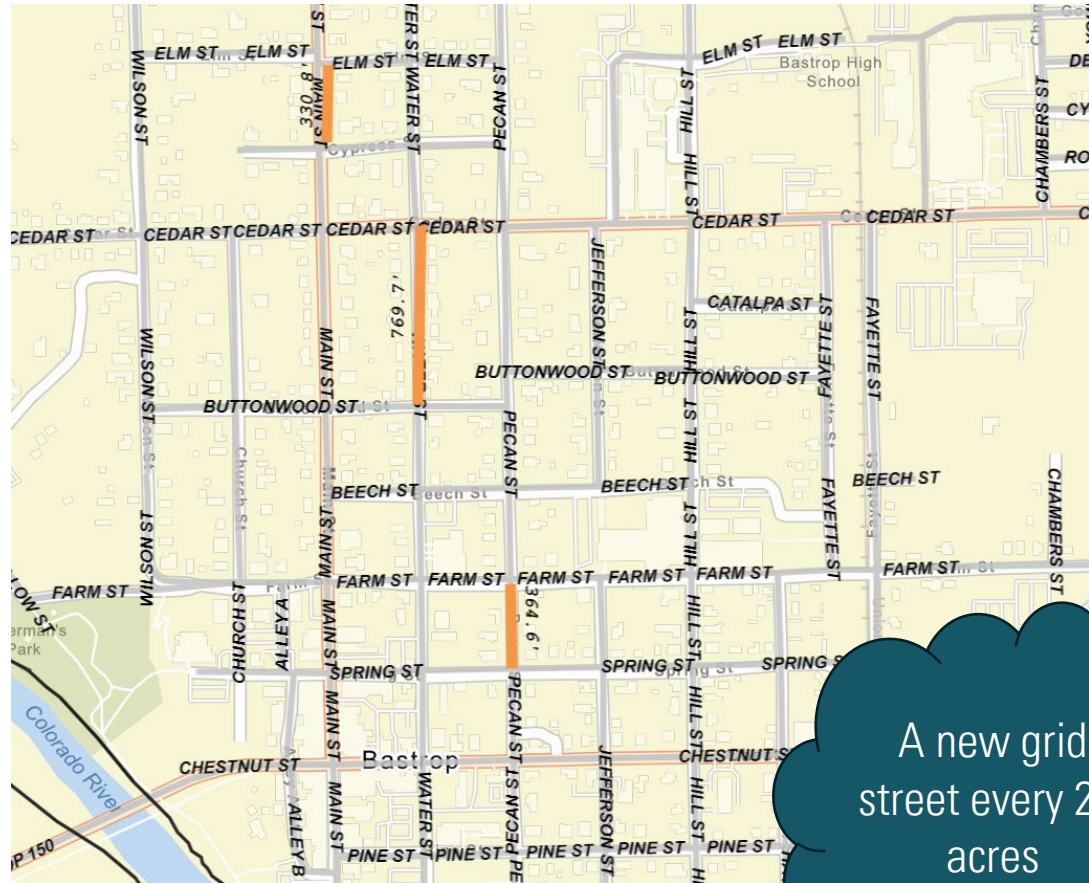
BLOCK GRID PATTERNS

SEC. 7.4.002 BLOCKS

(a)

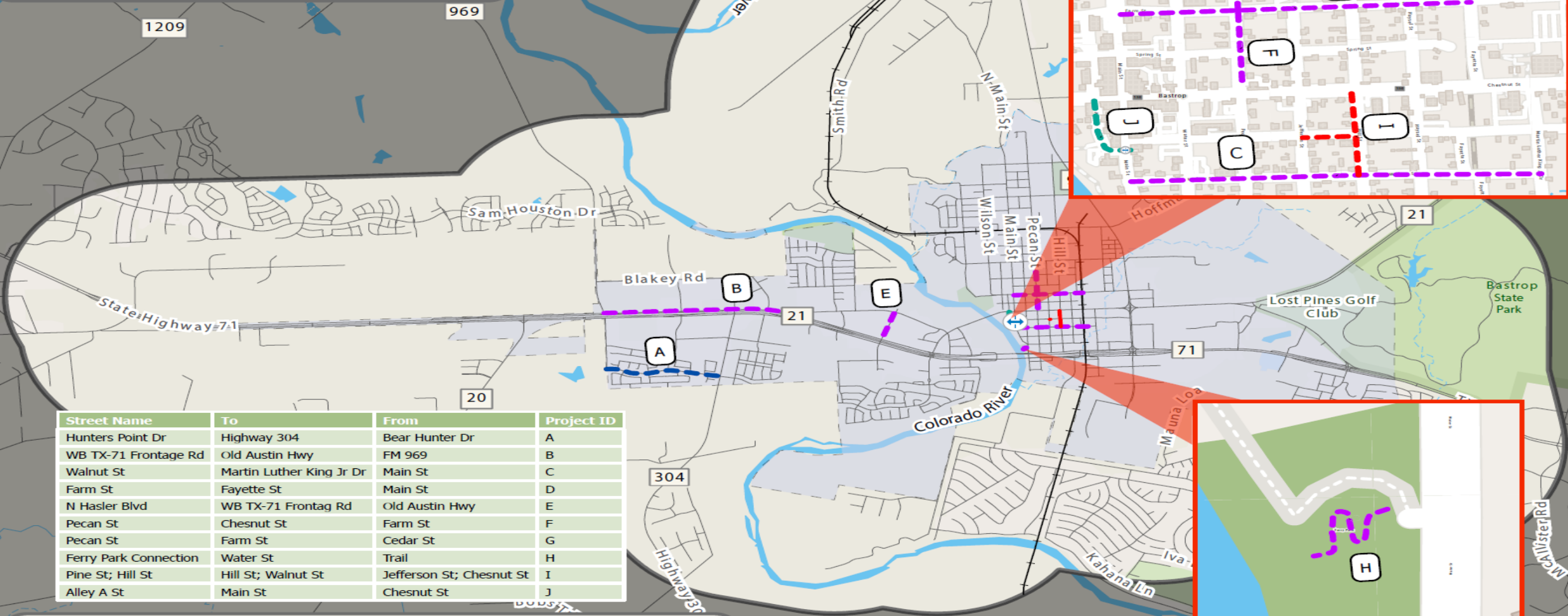
The Master Thoroughfare Plan provides the basic framework for the Block at a Farm Lot scale.

- P1 unlimited / unlimited
- P2 740 ft. max / 2,960 ft. perimeter
- P3 330 ft. max / 1,320 ft. perimeter
- P4 330 ft max / 1,320 ft. perimeter
- P5. 330 ft max / 1,320 ft. perimeter
- EC 740 ft. max / n/a



A new grid street every 2.5 acres

- Proposed Shared Use Path
- Proposed Buffered Bike Lane
- Proposed Sidewalk Gap Connection
- Proposed Sharrow Wayfinding
- Proposed Crossing Improvement
- City Limits
- Extraterritorial Jurisdiction



Street Name	To	From	Project ID
Hunters Point Dr	Highway 304	Bear Hunter Dr	A
WB TX-71 Frontage Rd	Old Austin Hwy	FM 969	B
Walnut St	Martin Luther King Jr Dr	Main St	C
Farm St	Fayette St	Main St	D
N Hasler Blvd	WB TX-71 Frontage Rd	Old Austin Hwy	E
Pecan St	Chesnut St	Farm St	F
Pecan St	Farm St	Cedar St	G
Ferry Park Connection	Water St	Trail	H
Pine St; Hill St	Hill St; Walnut St	Jefferson St; Chesnut St	I
Alley A St	Main St	Chesnut St	J

Top 10 Active Transportation Projects

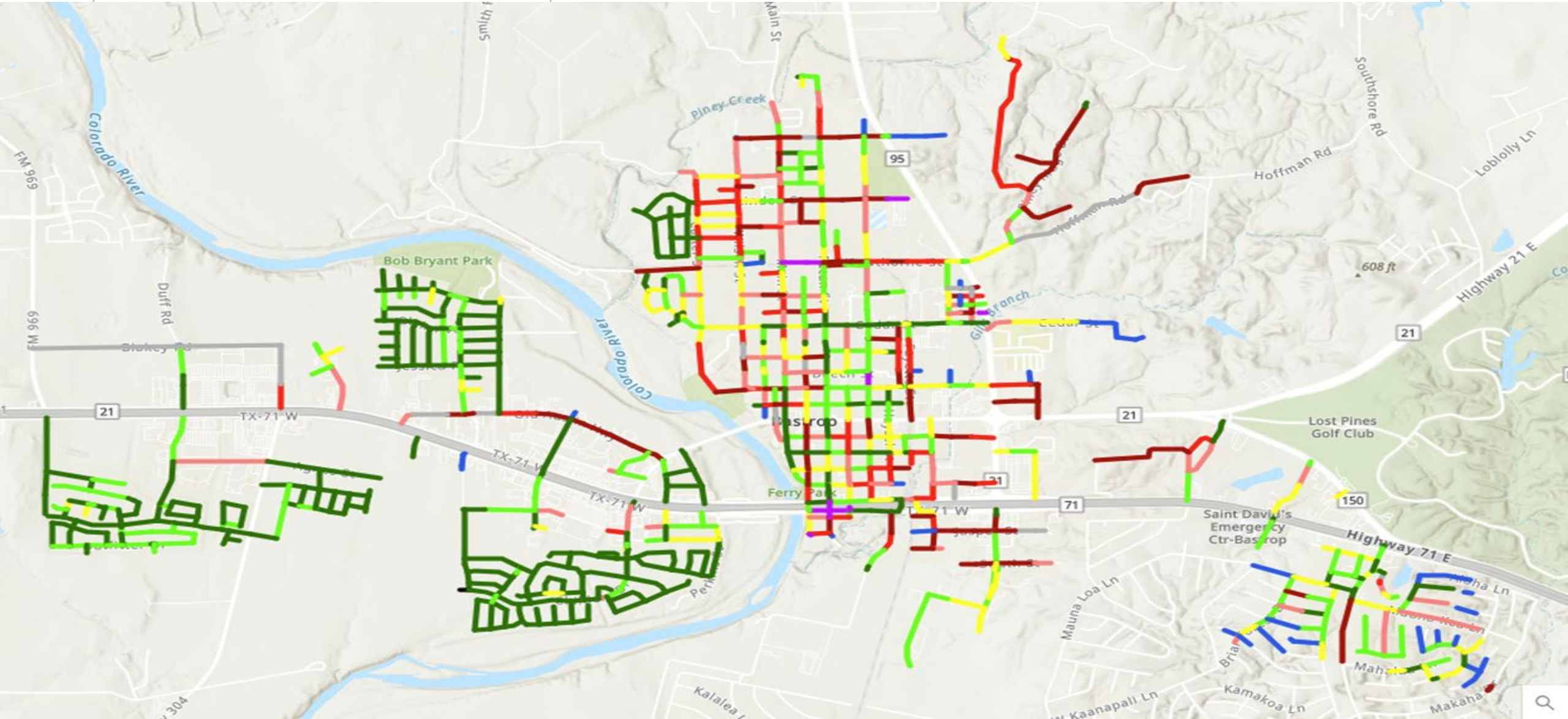
N

0 0.75 1.5 3 Miles

GROUP DISCUSSION QUESTION #7

**USING THE MAP PROVIDED -
DRAW CONNECTION POINTS FOR
SIDEWALKS OR OTHER
MULTIMODAL OPPORTUNITIES**

PAVEMENT CONDITION INDEX





Serious



Very Poor



Poor



Failed

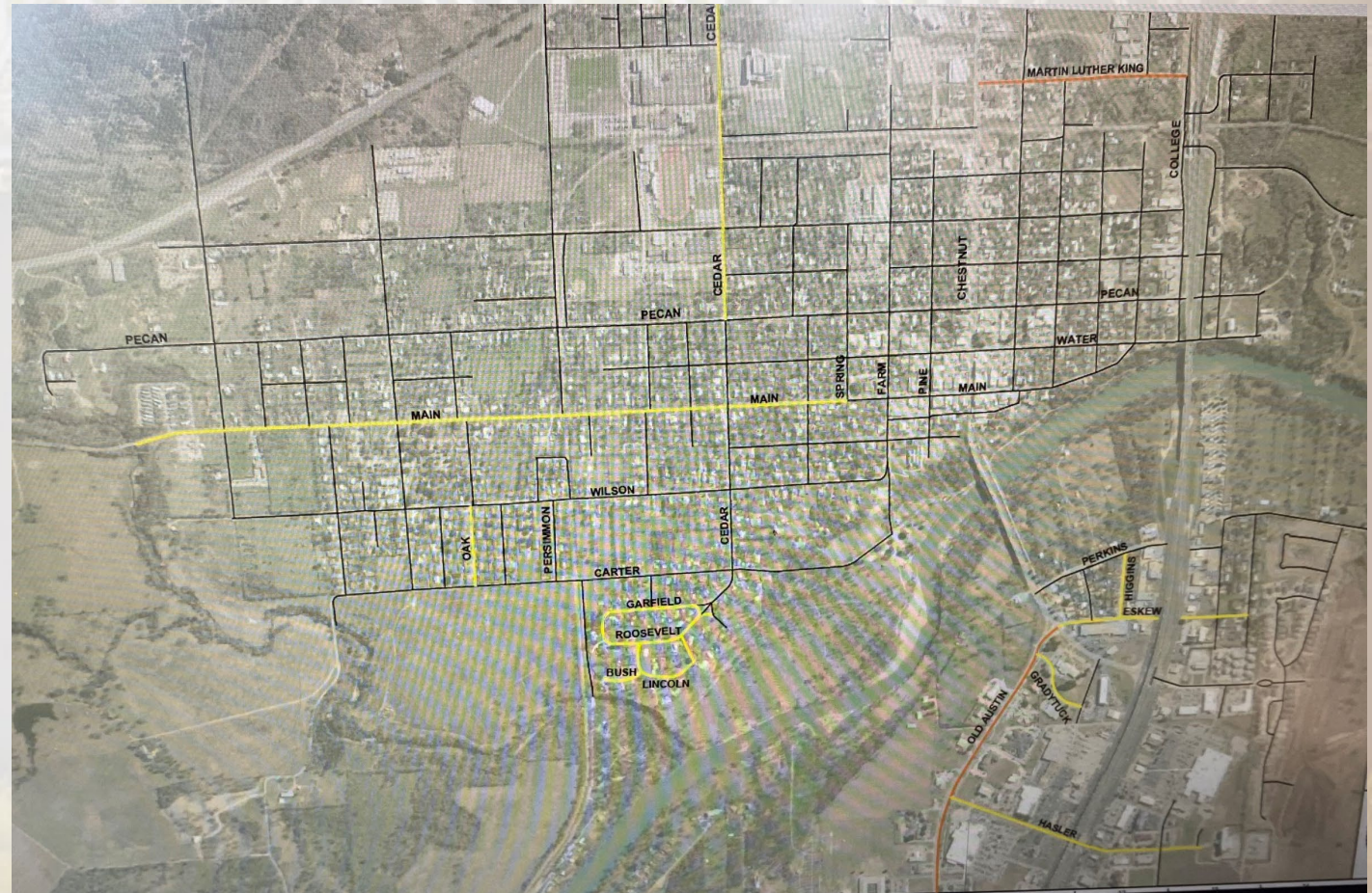
Asphalt Pavement Condition Examples

5 Year HISTORY

2018 - \$1,189,140

Focused on

- Hunter's Crossing
- Riverside Grove



5 Year HISTORY

2021 - \$408,684

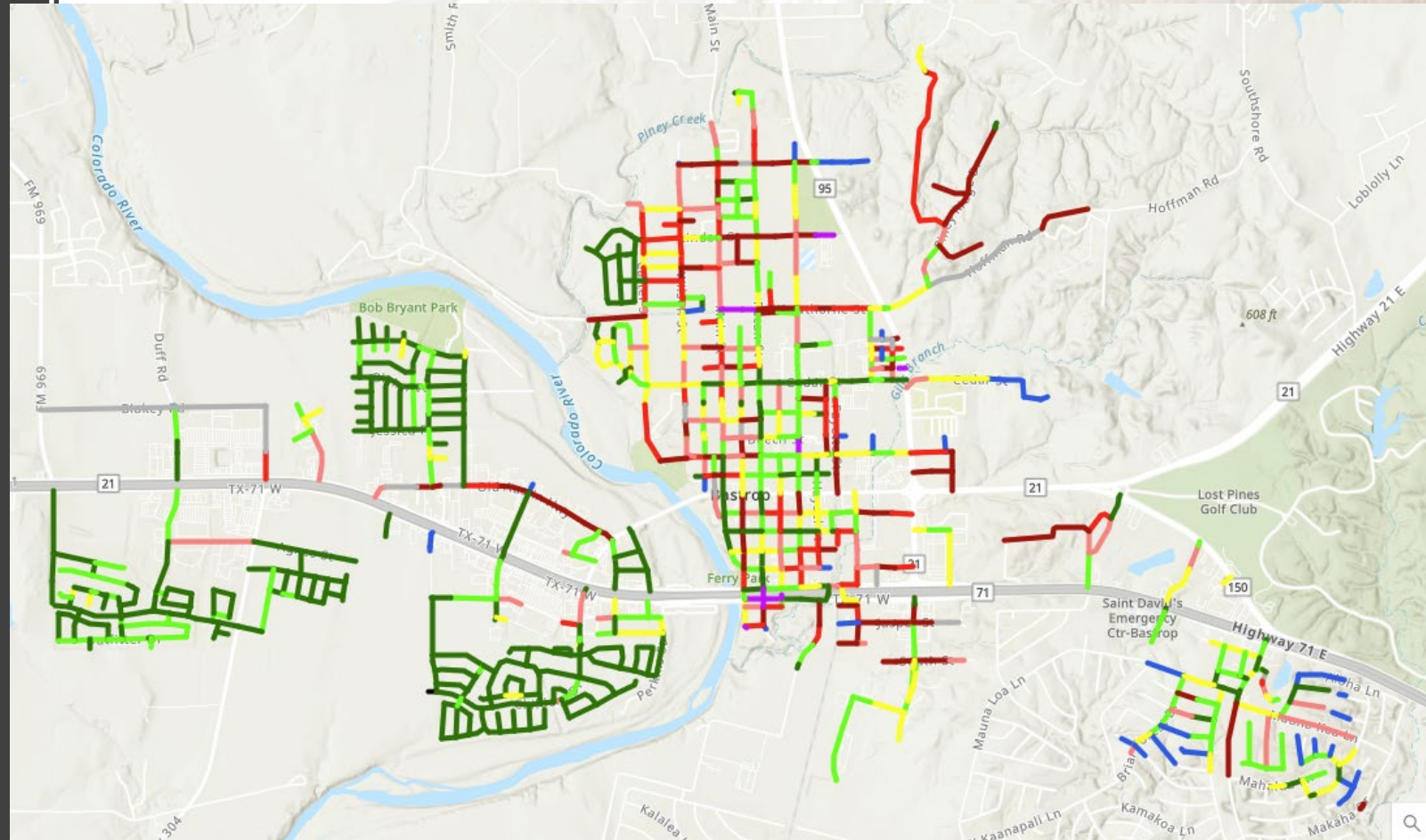
Focused on

- Hunter's Crossing
- Riverside Grove

STREETS MAINTENANCE - CRACK SEAL AND FLEXIBLE PAVEMENT REPAIR			
ROAD NAME	FROM	TO	LENGTH OF PAY - CRACK SEAL (L-MI)
Map A3			
Allbright	Cedar	End of Curb	0.10
Alley A	Farm	Chestnut	0.27
Alley B	Chestnut	Main	0.21
Beech	Main	Water	0.17
Beech	Water	Pecan	0.17
Beech	Pecan	Hill	0.28
Elm	Garfield	Carter	0.11
Elm	Wilson	Main	0.28
Elm	Main	Water	0.14
Elm	Water	Pecan	0.14
Austin	Main	Jefferson	0.39
Austin	Jefferson	Hill	0.14
Austin	Hill	Haysel	0.14
Austin	Haysel	RR	0.11
Church	Farm	Cedar	0.56
Church	Spring	Farm	0.14
Hill	Mesquite	Elm	1.45
Hill	Elm	Cedar	0.26
Hill	Cedar	Beech	0.42
Hill	Beech	Farm	0.14
Hill	Farm	Chestnut	0.29
Hill	Chestnut	Hwy 71	0.73
Hill	Eskew	Perkins	0.19
Jones	LP 150	Hwy 71	0.50
Perkins	Hasler	Maynard	0.11
Perkins	Maynard	Dead End	0.46
Sub Total Sheet A3			7.90

5 Year HISTORY

2022 - \$55,000 Pavement
Condition Index
(PCI Study)



What's it
Going to
Cost?

\$70,000,000
to
\$100,000,000

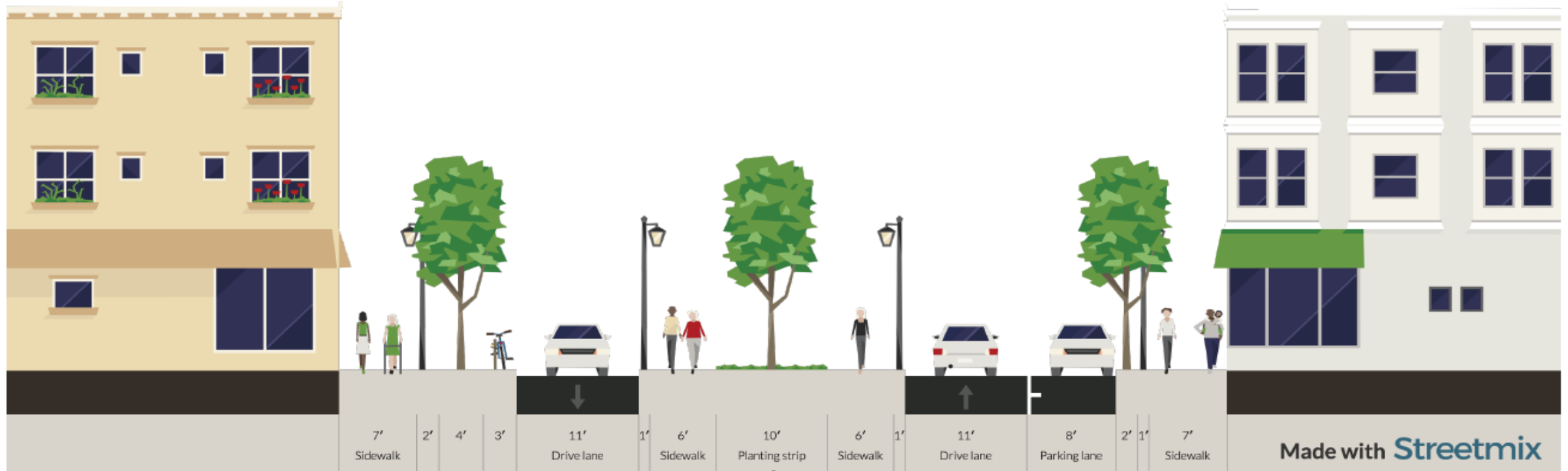
STREET COSTS

			Linden Street		Water Street		Farm Street	
Description	Unit	Unit Cos	Quantity	Cost	Quantity	Cost	Quantity	Cost
Street Reconstruction	LF	800	3175	\$ 2,540,000	1500	\$ 1,200,000	2060	\$ 1,648,000
Wastewater Replaceme	LF	300	820	\$ 246,000	1450	\$ 435,000	350	\$ 105,000
Storm Main and Inlets	LF	300	2700	\$ 810,000	0	\$ -	2060	\$ 618,000
Subtotal				\$ 3,596,000		\$ 1,635,000		\$ 2,371,000
Soft Costs (20%)				\$ 719,200		\$ 327,000		\$ 474,200
Contingency (30%)				\$ 1,078,800		\$ 490,500		\$ 711,300
TOTAL				\$ 5,394,000		\$ 2,452,500		\$ 3,556,500
Alternative Option								
Mill and Overlay	SY	35	12700	\$ 444,500	6000	\$ 210,000	8240	\$ 288,400
Soft Costs (15%)				\$ 66,675.0		\$ 31,500.0		\$ 43,260.0
Contingency (30%)				\$ 133,350.0		\$ 63,000.0		\$ 86,520.0
TOTAL				\$ 644,525		\$ 304,500		\$ 418,180

GROUP DISCUSSION QUESTION #8

**ARE THE STREET TYPES IN THE B3
CODE WHAT WE WANT TO SEE IN
BASTROP?**

SEC. 7.3.001 PRIMARY MULTIMODAL STREET: BOULEVARD



Street Type: Boulevard is a two-way Street with a median, non-continuous parking on both sides, and multi-modal driving lanes

Right-of-Way Width: 80 feet

Pavement Width: 30 feet

Design Speed: 30 MPH

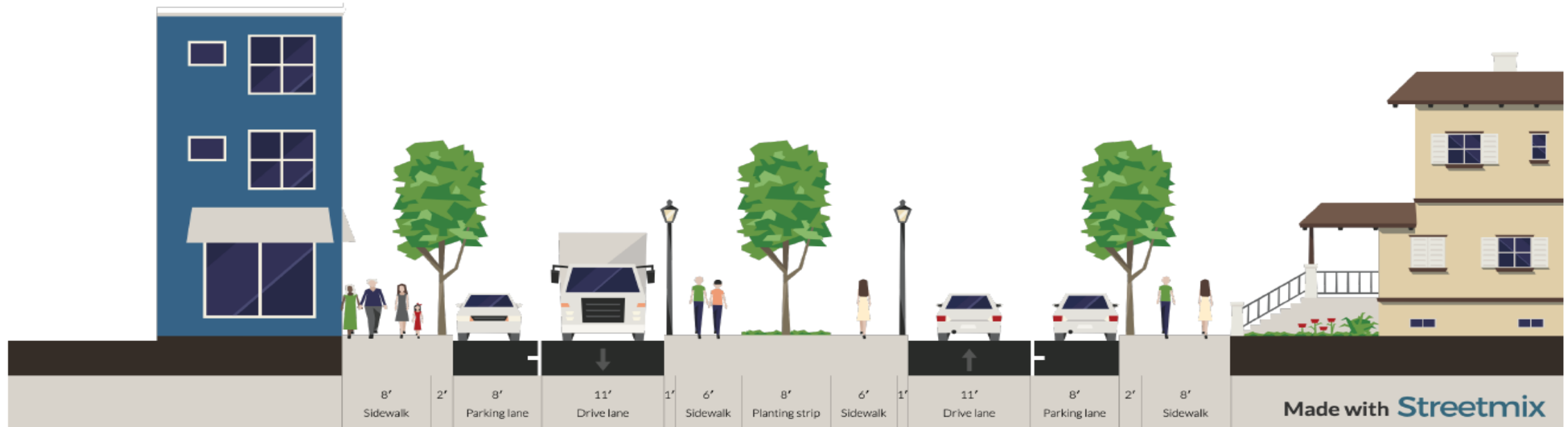
Planter Type: Continuous planter

Curb Type: Standard 6-inch Curb

Landscape Type: Trees at 30 feet O.C. average

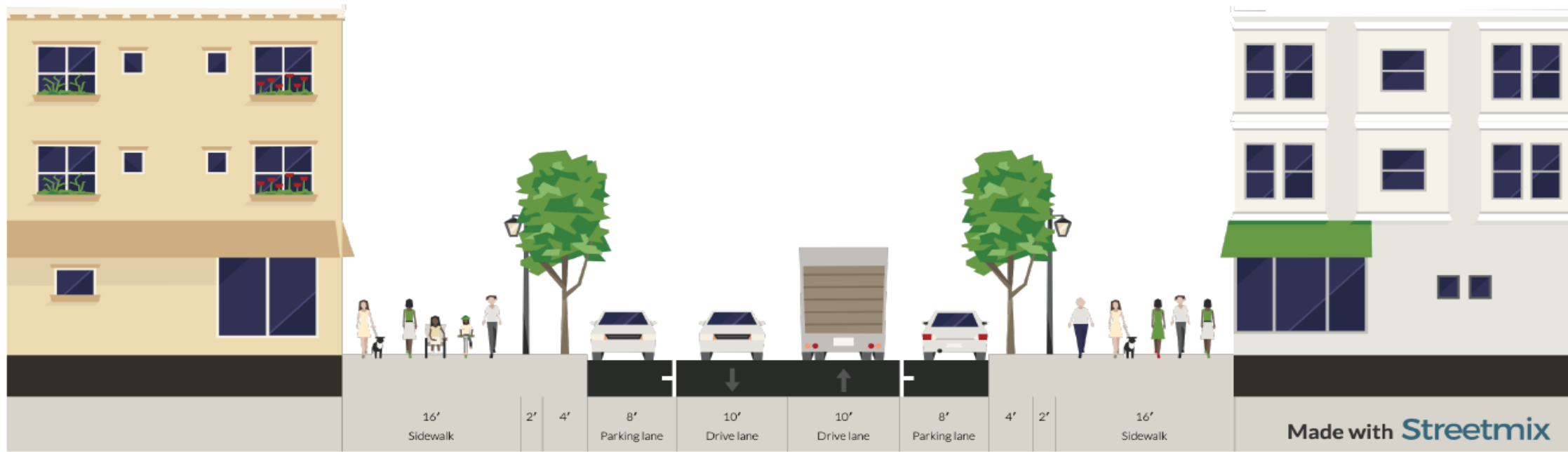
Building Types Allowed: See B³ Code Sec. 6.5

SEC. 7.3.002 PRIMARY MULTIMODAL STREET: AVENUE



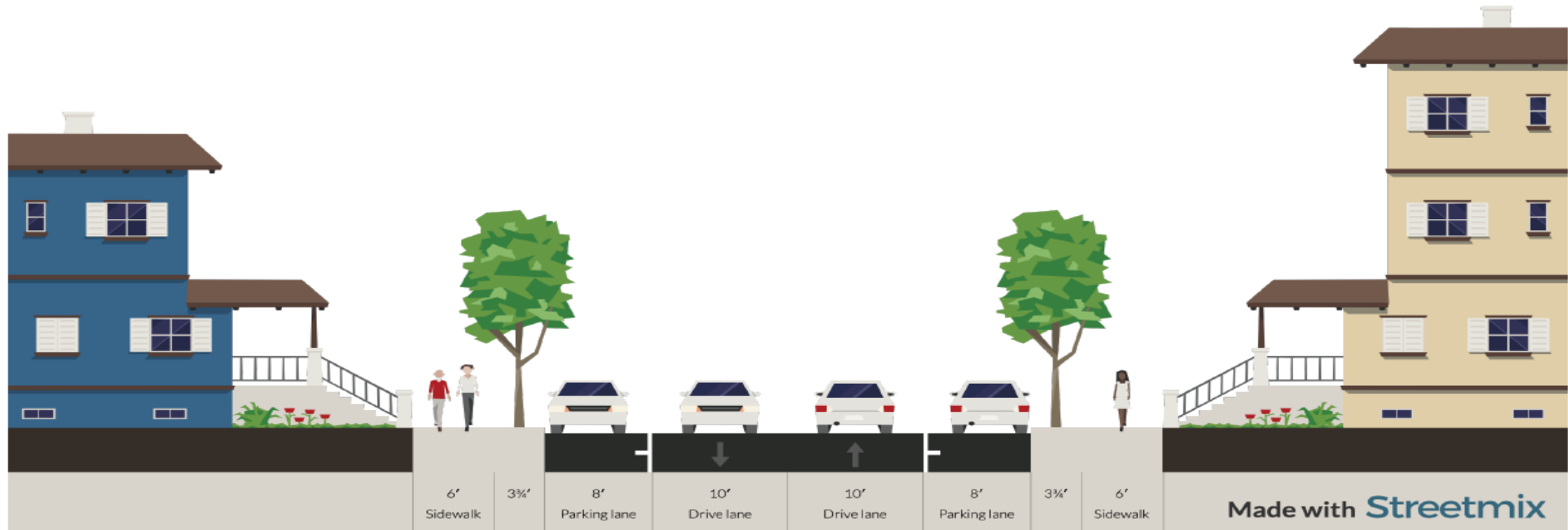
Street Type:	Two-way Street with Parking	Planter Type:	Continuous planter
Right-of-Way Width:	80 feet	Curb Type:	Standard 6-inch Curb
Pavement Width:	36 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	30 MPH	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Traffic Lanes:	Two lanes at 11 feet each	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Parking Lanes:	Both sides parallel at 8 feet, marked	Street Lights:	Shielded Post and Column type
Curb Radius:	10 feet	Place Type:	P3, P4, P5
Walkway Type:	6-15 feet Sidewalk	Building Types Allowed:	See B ³ Code Article 6.5

SEC. 7.3.003 PRIMARY MULTIMODAL STREET: REGIONAL COMMERCIAL



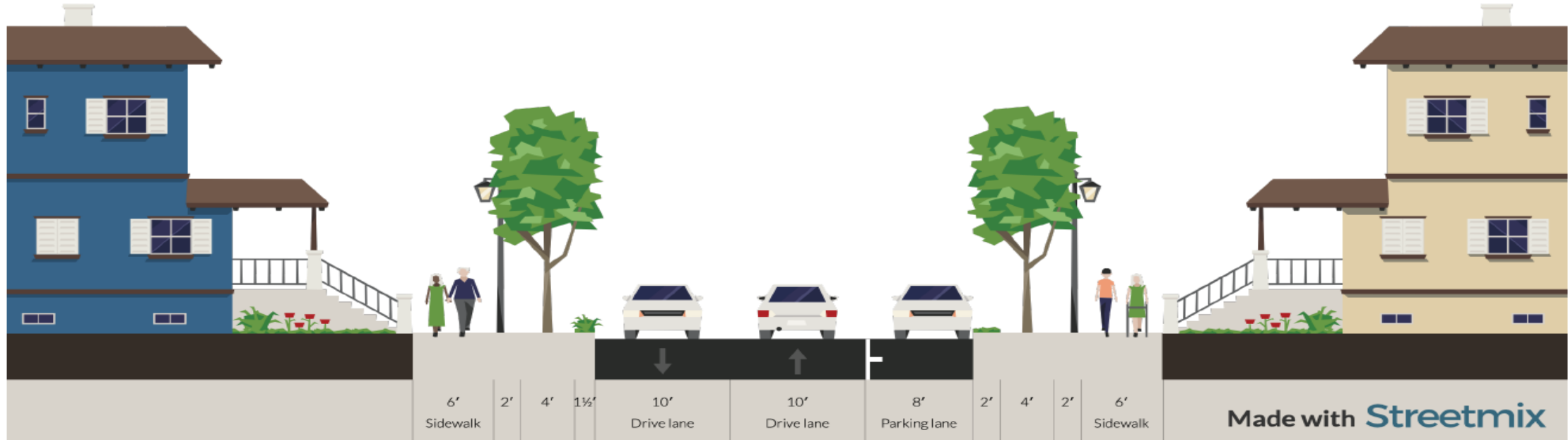
Street Type:	Two-way Street with parking	Planter Type:	Tree Well
Right-of-Way Width:	80 feet	Curb Type:	Standard 6-inch Curb
Pavement Width	36 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	25 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	Two lanes at 10 feet each	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes	Both sides parallel at 8 feet, marked	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius	15 feet	Street Lights:	Shielded Post and Column type
Walkway Type	16-foot Sidewalk	Place Types:	P5

SEC. 7.3.004 LOCAL CONNECTOR STREET: CONNECTOR



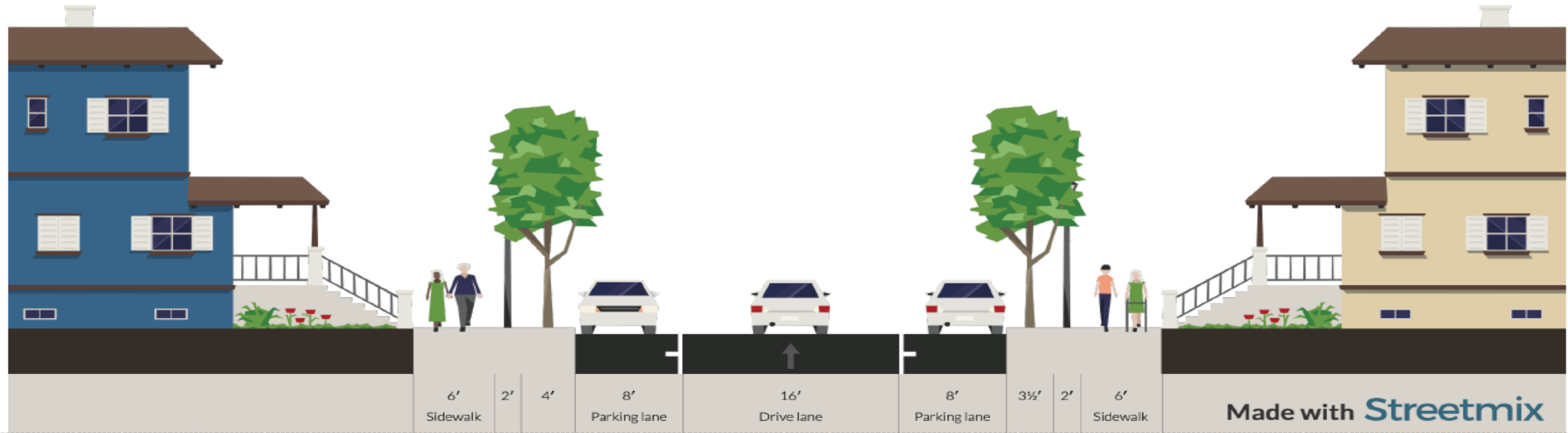
Street Type:	Two-way Street with parking	Planter Type:	Continuous planter
Right-of-Way Width:	55.5 feet	Curb Type:	Standard 6-inch Curb
Pavement Width:	36 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	25 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	Two lanes at 10 feet each	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes:	Both sides parallel at 8 feet, marked	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius:	15 feet	Street Lights:	Shielded Post and Column type
Walkway Type:	6-foot Sidewalk	Place Types:	P3, P4, P5

SEC. 7.3.005 LOCAL CONNECTOR STREET: NEIGHBORHOOD STREET A



Street Type:	Two-way Street with parking	Planter Type:	Continuous planter
Right-of-Way Width:	55.5 feet	Curb Type:	Standard 6-inch Curb
Pavement Width	28 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	20 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	Two lanes	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes	One side at 8 feet, marked	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius	15 feet	Street Lights:	Shielded Post and Column type
Walkway Type	6-foot Sidewalk	Place Types:	P3, P4

SEC. 7.3.006 LOCAL CONNECTOR STREET: NEIGHBORHOOD STREET B

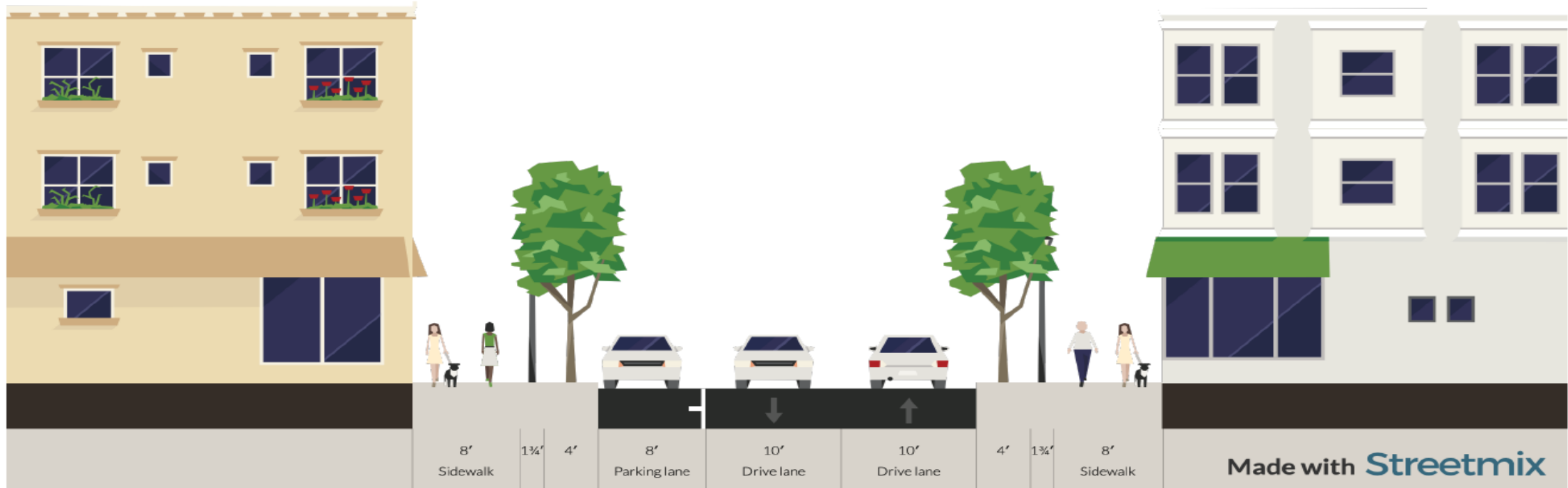


Street Type:	Two-way Street with parking	Planter Type:	Continuous planter
Right-of-Way Width:	55.5 feet	Curb Type:	Standard 6-inch Curb
Pavement Width	28 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	20 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	Two-way Yield Street	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes	Both sides parallel at 8 feet, marked	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius	15 feet	Street Lights:	Shielded Post and Column type
Walkway Type	6-foot Sidewalk	Place Types:	P3, P4

Two Way Yield Street

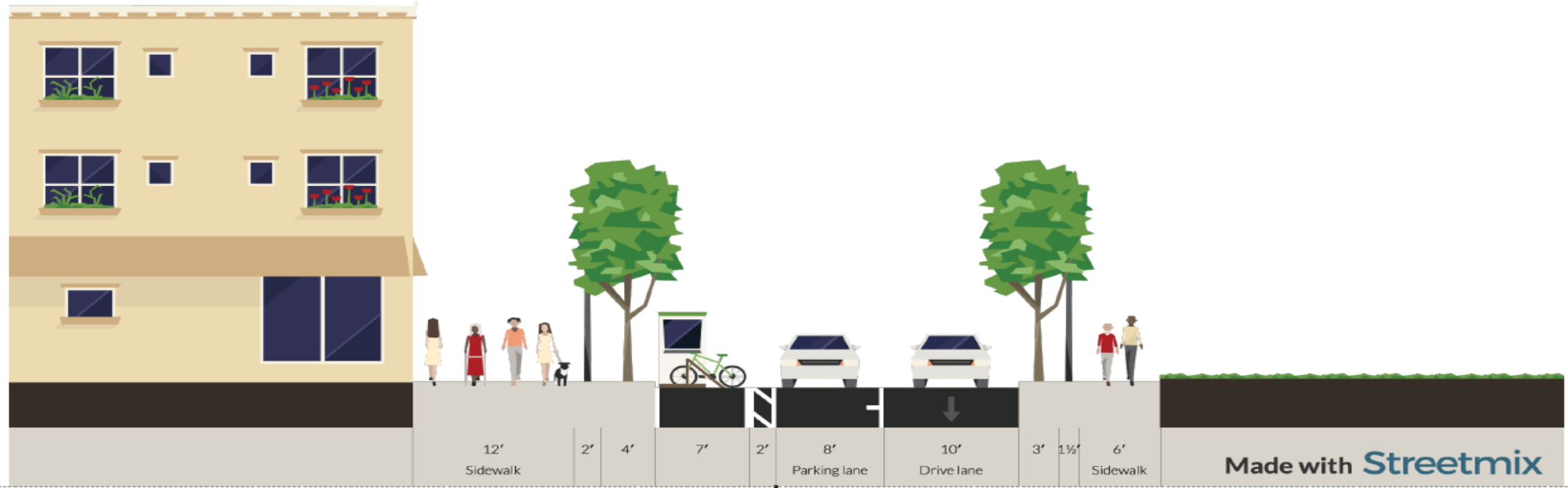


SEC. 7.3.007 LOCAL CONNECTOR STREET: LOCAL COMMERCIAL



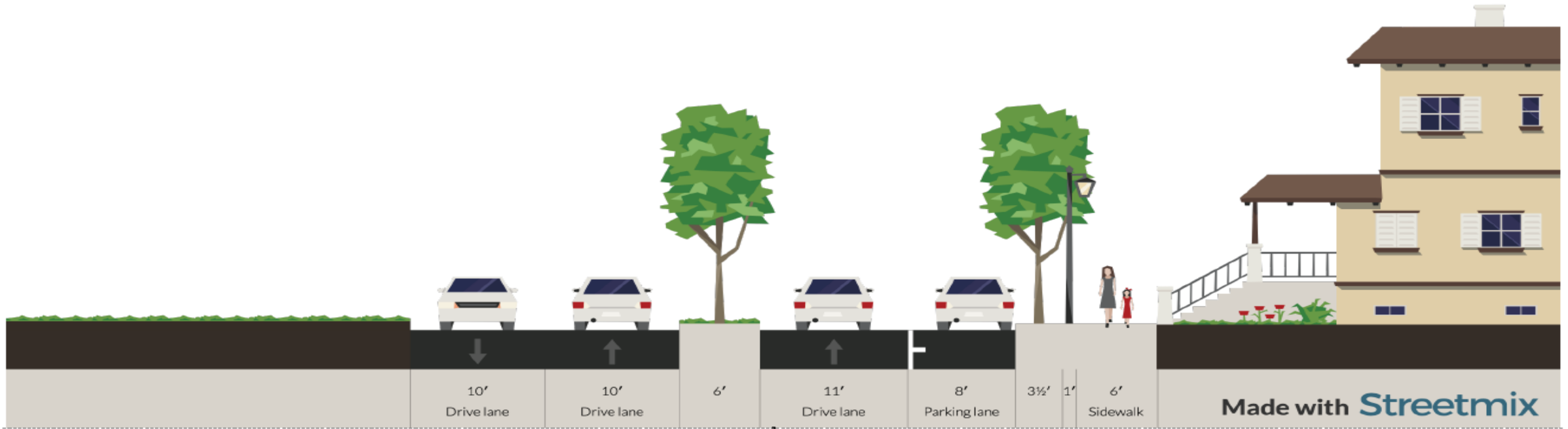
Street Type:	Two-way Commercial Street	Planter Type:	Tree Well
Right-of-Way Width:	55.5 feet	Curb Type:	Standard 6-inch Curb
Pavement Width	28 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	25 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	Two lanes at 10 feet each	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes	Parallel on one side at 8 feet, marked	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius	15 feet	Street Lights:	Shielded Post and Column type
Walkway Type	8 to 12-foot sidewalk	Place Types:	P4, P5

SEC. 7.3.008 LOCAL CONNECTOR STREET: COURT STREET



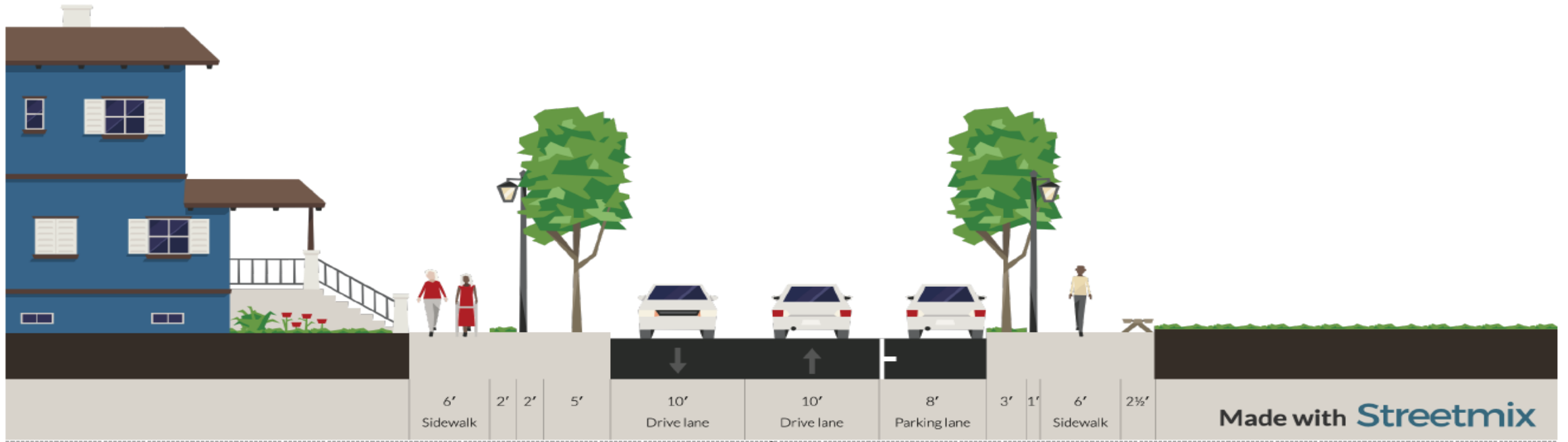
Street Type:	One-way with parking	Planter Type:	Continuous planter
Right-of-Way Width:	55.5 feet	Curb Type:	Standard 6-inch Curb
Pavement Width	27 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	20 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	One lane 10 feet wide	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes	8 feet, Building side only	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius	20 feet	Street Lights:	Shielded Post and Column type
Walkway Type	8 to 16-foot Sidewalk along buildings and 6 feet long Park edge (optional)	Place Types:	P3,P4, P5

SEC. 7.3.009 LOCAL CONNECTOR STREET: SLIP STREET



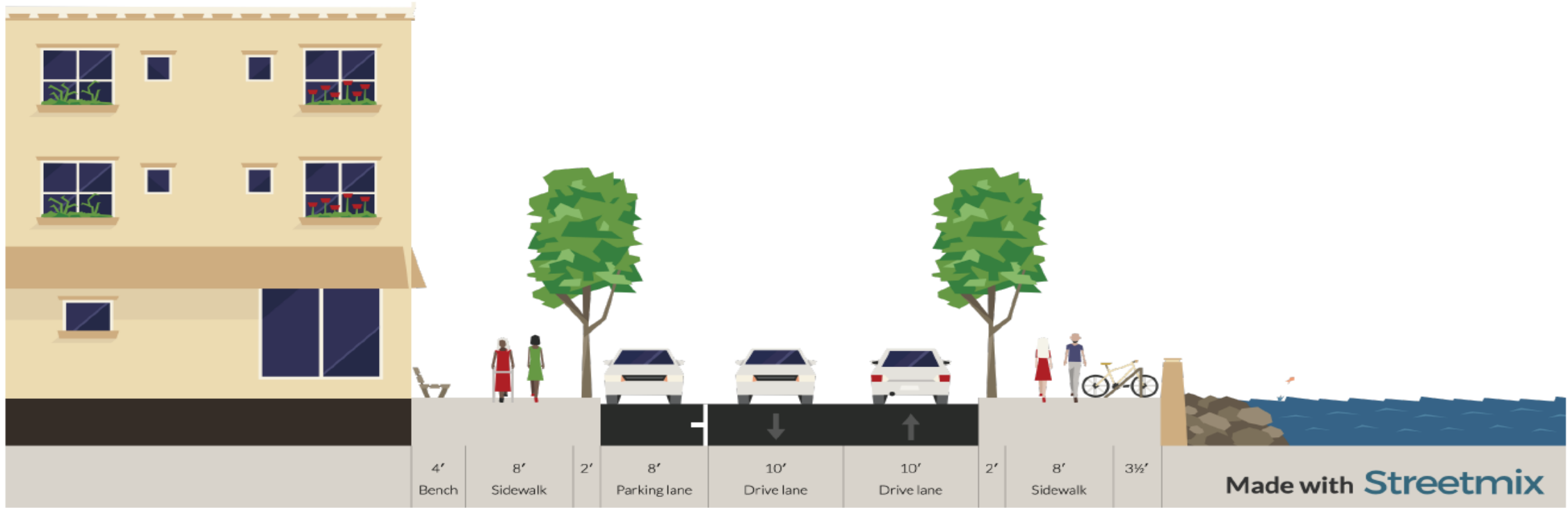
Street Type:	One-way with parking	Planter Type:	Continuous planter
Right-of-Way Width:	55.5 feet	Curb Type:	Standard 6-inch Curb
Pavement Width	19 feet (slip Street)	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	20 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	One lane 11 feet wide	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes	8 feet, Building side only	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius	20 feet	Street Lights:	Post and Column type
Walkway Type	6-feet Sidewalk	Place Types:	P3,P4, P5

SEC. 7.3.010 LOCAL CONNECTOR STREET: PARK DRIVE



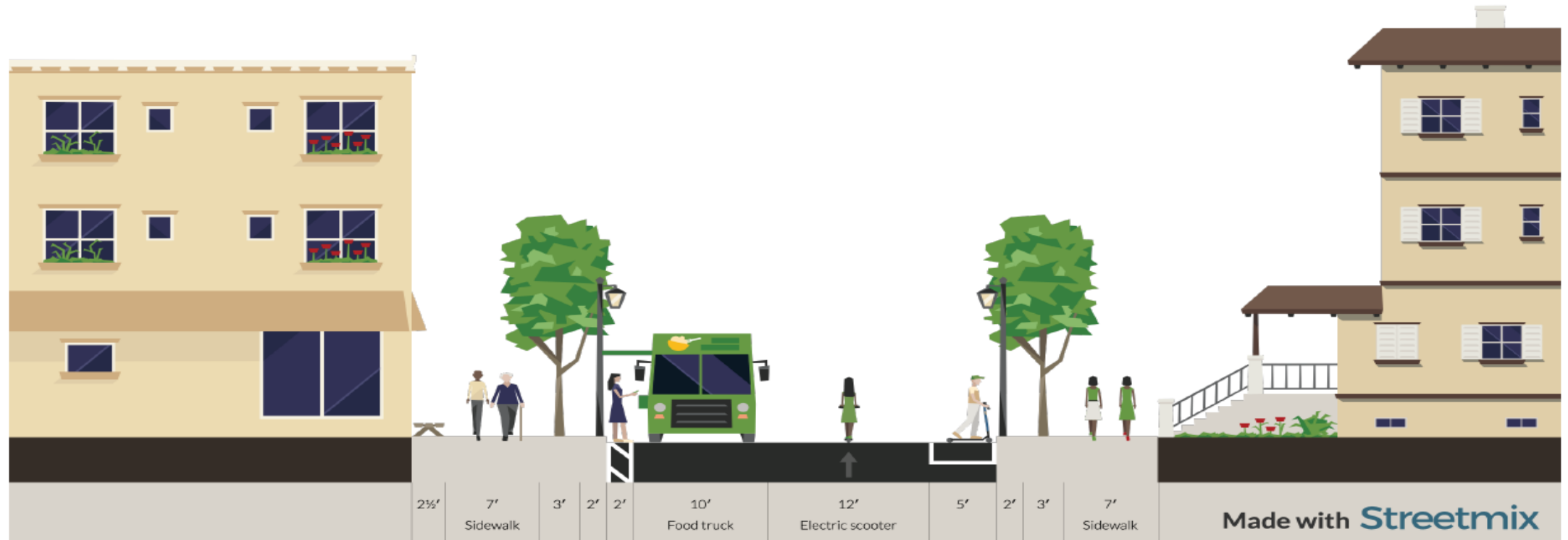
Street Type:	Two-way with parking on Park side	Planter Type:	Continuous planter
Right-of-Way Width:	55.5 feet	Curb Type:	Standard 6-inch Curb
Pavement Width:	28 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	25 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	Two Lanes - 10 feet wide	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes:	8 feet, park side only	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius:	10 feet	Street Lights:	Post and Column type
Walkway Type:	6 feet sidewalk	Place Types:	P3, P4

SEC. 7.3.011 LOCAL CONNECTOR STREET: BOARDWALK

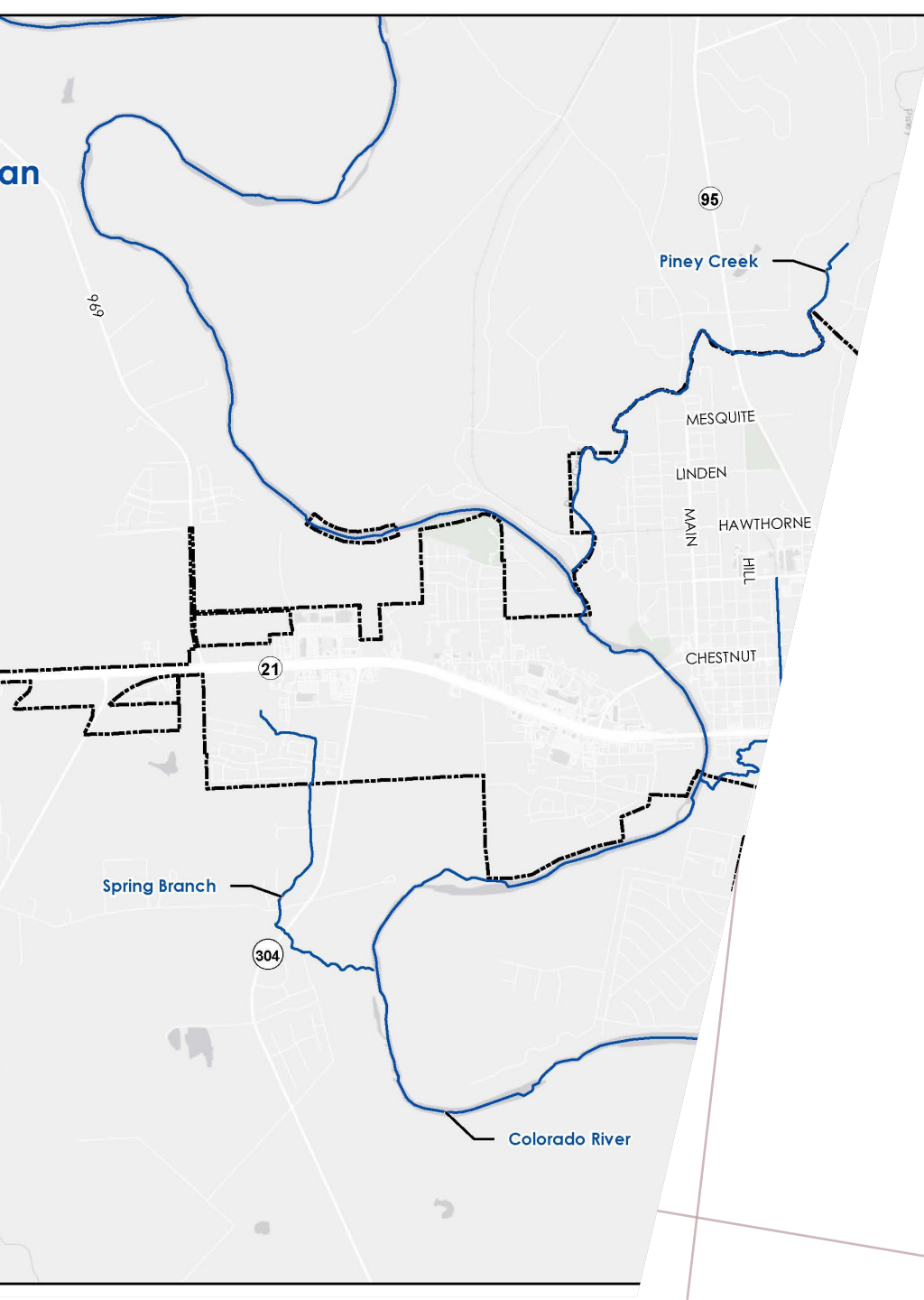


Street Type:	Two-way, Commercial	Planter Type:	Tree Well
Right-of-Way Width:	55.5 feet	Curb Type:	Standard 6-inch Curb
Pavement Width:	28 feet	Landscape Type:	Trees at 30 feet O.C. average
Design Speed:	25 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	Two lanes; 10 feet wide	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes:	8 feet, parallel parking on one side	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius:	15 feet	Street Lights:	Post and Column type
Walkway Type:	12 foot Sidewalk	Place Types:	P5

SEC. 7.3.012 LOCAL CONNECTOR STREET: PEDESTRIAN STREET



Street Type:	Shared/ Ped Street	Planter Type:	Tree Well
Right-of-Way Width:	55.5 feet	Curb Type:	No Curb, Mountable
Pavement Width	22 feet	Landscape Type:	Smaller Trees at 20 feet O.C. average
Design Speed:	10 MPH	Building Types Allowed:	See B ³ Code Article 6.5
Traffic Lanes:	One lane; 12 feet wide	Frontage Line Setback:	See B ³ Code Sec. 6.5.003
Parking Lanes	Interspersed, marked	Private Frontage Allowed:	See B ³ Code Sec. 6.5.002
Curb Radius	10 feet at entrance	Street Lights:	Column type
Walkway Type	10 - foot Sidewalk	Place Types:	P4 & P5



MASTER PLANS

DRAINAGE

Current drainage – all handled onsite

Should we look at more holistic ways to address drainage?

Gills Branch and Atlas 14 Implications

Drainage Basins – Master Ditch System – Paid via impact fees

Credit for water reuse?

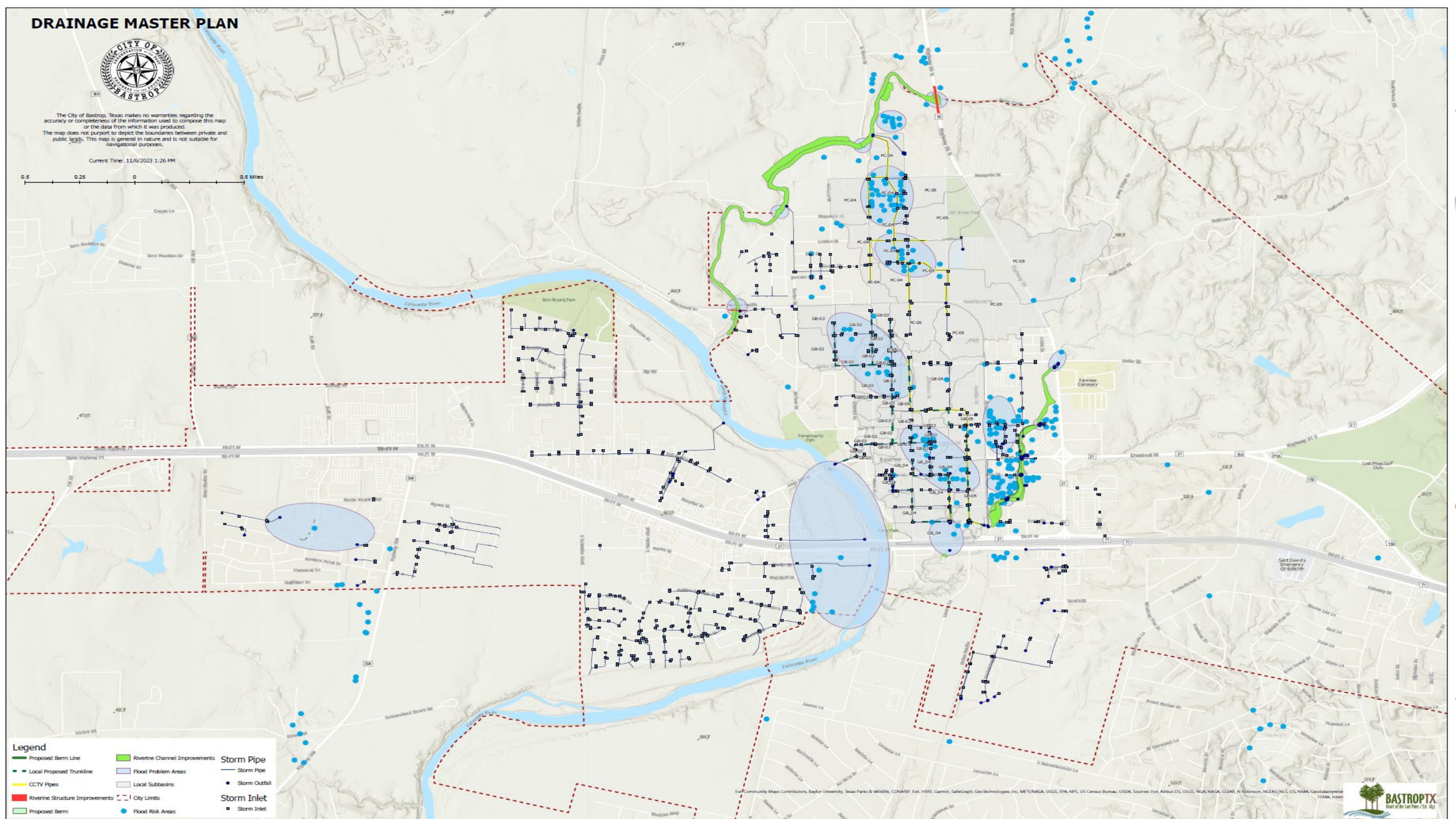
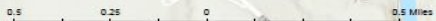
Other?

DRAINAGE MASTER PLAN



The City of Bastrop, Texas makes no warranties regarding the accuracy or completeness of the information used to compose this map or the data from which it was produced. The map does not purport to depict the boundaries between private and public lands. This map is general in nature and is not suitable for navigational purposes.

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Legend

- Proposed Berm Line
- Local Proposed Trunkline
- CCTV Pipes
- Riverine Structure Improvements
- Proposed Berm
- Riverine Channel Improvements
- Flood Problem Areas
- Local Subbasins
- - - City Limits
- Flood Risk Areas

Storm Pipe

- Storm Pipe
- Storm Outfall

Storm Inlet

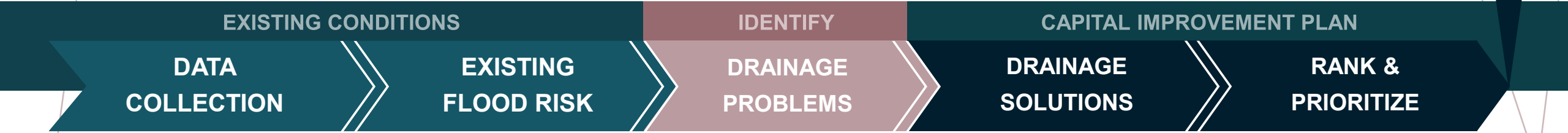
- Storm Inlet

STEPS TO CREATE DMP

GOALS

Identify + Prioritize
Drainage Capital
Improvement Plan
Projects

DRAINAGE
MASTER PLAN 



Austin American-Statesman



PROJECT SCORING MATRIX

Ranking	Project ID	Project Name	Estimated Project Cost	Ranking Value
Mitigation Projects				
1	SB-01	Detention Pond at Hunters Crossing	\$709,000	83.3
2	GB-02	Gills Branch Flood Mitigation Improvements	\$14,050,000	73.3
3	GB-01	SH-95 at Gills Branch	\$688,000	71.7
4	PC-02	Riverwood Dr. at Piney Creek	\$2,290,000	68.3
5	GB-03	Water, Spring, & Cedar St. Drainage	\$25,660,000	66.7
6	PC-04	Local Storm Drain Improvements Near Piney Creek	\$5,140,000	63.3
6	PC-05	Pecan St. Bypass & Pond Diversion	\$23,730,000	63.3
6	GB-04	Hill, Pecan, & Pine St. Drainage	\$8,700,000	63.3
9	GB-05	Pecan, Beech, & Haysel to Gills Branch	\$20,560,000	61.7
10	PC-01	SH-95 at Piney Creek (2% ACE LOS)	\$6,720,000	60.0
11	PC-01	SH-95 at Piney Creek (1% ACE LOS)	\$13,610,000	58.3
Operations and Maintenance				
	COB-01	Creek Maintenance Plan	\$20,000	-
	COB-02	Storm Drain Evaluation	\$350,000	-
	COB-03	Drainage Criteria Review	\$30,000	-
Voluntary Buyouts				
	CR-01	Basin RV Resort at the Colorado River	\$2,250,000	-
	PC-03	Mercedes Cove at Piney Creek	\$4,340,000	-

SCORING MATRIX

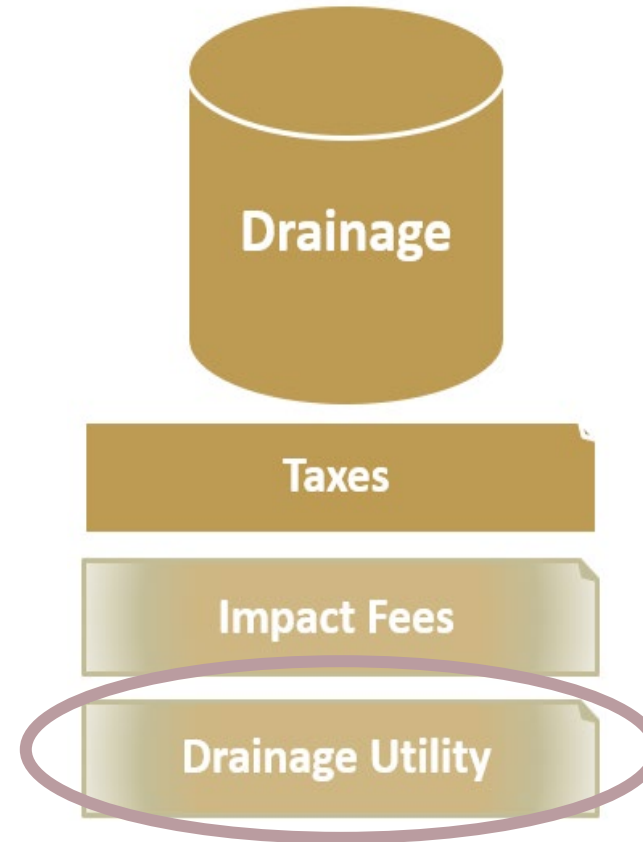
A systematic scoring matrix was used to prioritize future projects using weighted scores per category.

CATEGORIES

- ➔ Public Safety
- ➔ Economic
- ➔ Environmental
- ➔ Project Timing
- ➔ Social

DRAINAGE FUNDING SOURCES

- General Tax Revenue
 - Already in place but also in used for other City needs
- Impact Fees
 - Allowed per LGC 395
 - not currently in place
 - Only from new development and only for growth projects
- Drainage Utility
 - Allowed per LGC 552
 - not currently in place
 - Drainage specific uses and equitably funded



DRAINAGE UTILITY FEE DEFINED

Funding based on a user fee and dedicated for drainage-related needs:

- Operations and maintenance
- Drainage improvements
- Issues that arise

As a fee per statute, the fee is distinct from a tax in as much as the eligible costs are strictly defined and fees are to be set equitably

Typically charged on the water bill

GROUP DISCUSSION QUESTION #9

REVIEW THE DRAINAGE MAP. WHAT AREAS SHOULD THE CITY BE MOST CONCERNED ABOUT?

SHOULD THE CITY CONSIDER A DRAINAGE UTILITY TO BE INCLUDED ON THE WATER BILL?



MASTER PLANS

PARKS

Where should our parks be located?

Regional or Neighborhood Parks (Pros and Cons to each)

Park Connectivity?

Trail System?

How does this play a role in community health?

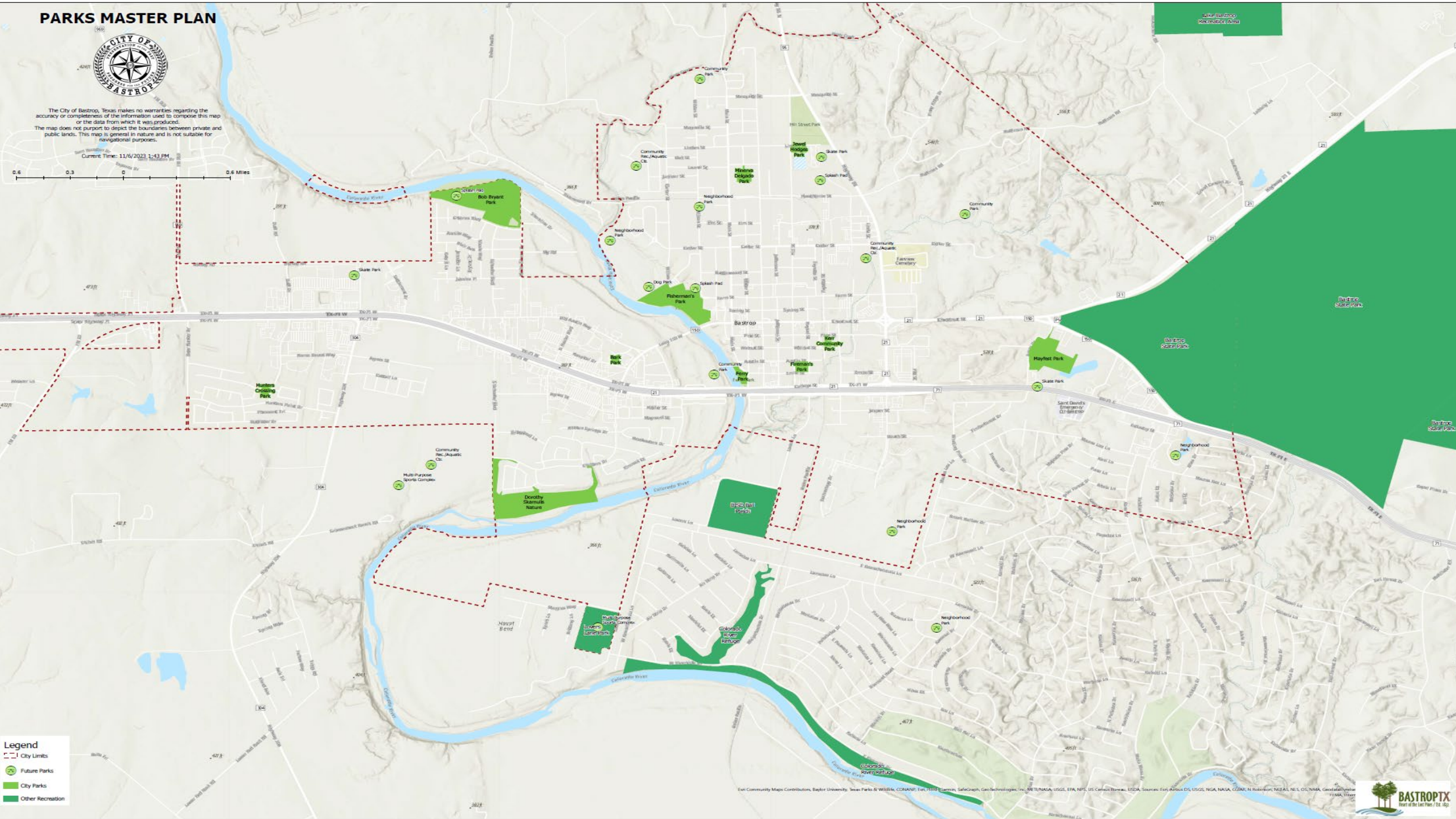
PARKS MASTER PLAN



The City of Bastrop, Texas makes no warranties regarding the accuracy or completeness of the information used to compose this map or the data from which it was produced. The map does not purport to depict the boundaries between private and public lands. This map is general in nature and is not suitable for navigational purposes.

Current Time: 11/6/2023 1:43 PM

0.6 0.3 0 0.3 0.6 Miles



- Legend**
- City Limits
 - Future Parks
 - City Parks
 - Other Recreation

Esri Community Maps Contributors, Baylor University, Texas Parks & Wildlife, CDANHS, Esri, 11/11/2023, Garmin, GeoInformation, GeoTechnologies, Inc., METROPOLIS USGS, EPA, NPS, US Census Bureau, USDA, Sources: Esri, DeLorme, USGS, NOAA, NASA, CGAAR, N Hydrograph, NCEM, NGS, CA, NMA, Generalist, 11/06/2023



GROUP DISCUSSION QUESTION #10

**REVIEW THE PARKS MASTER
PLAN.**

**IS THIS CONSISTENT WITH
BASTROP?**



MASTER PLANS

HISTORIC or Other Overlay

Historic Landmark Commission

Iredell District – should residents have a right to choose their own materials?

What is Authentic Bastrop?

Should we rely on a Materials/“Pattern Book”?

How do we protect Authentic Bastrop”?

GROUP DISCUSSION QUESTION #11

**SHOULD THE CITY HAVE AN
OVERLAY DISTRICT?**

**HOW SHOULD WE DEAL WITH
SPECIAL AREAS IN TOWN?**

MASTER PLANS

INTERNET/BROADBAND

Should this be a City of Bastrop Utility?

Can it partner with BP&L? LCRA? Other?



GROUP DISCUSSION QUESTION #12

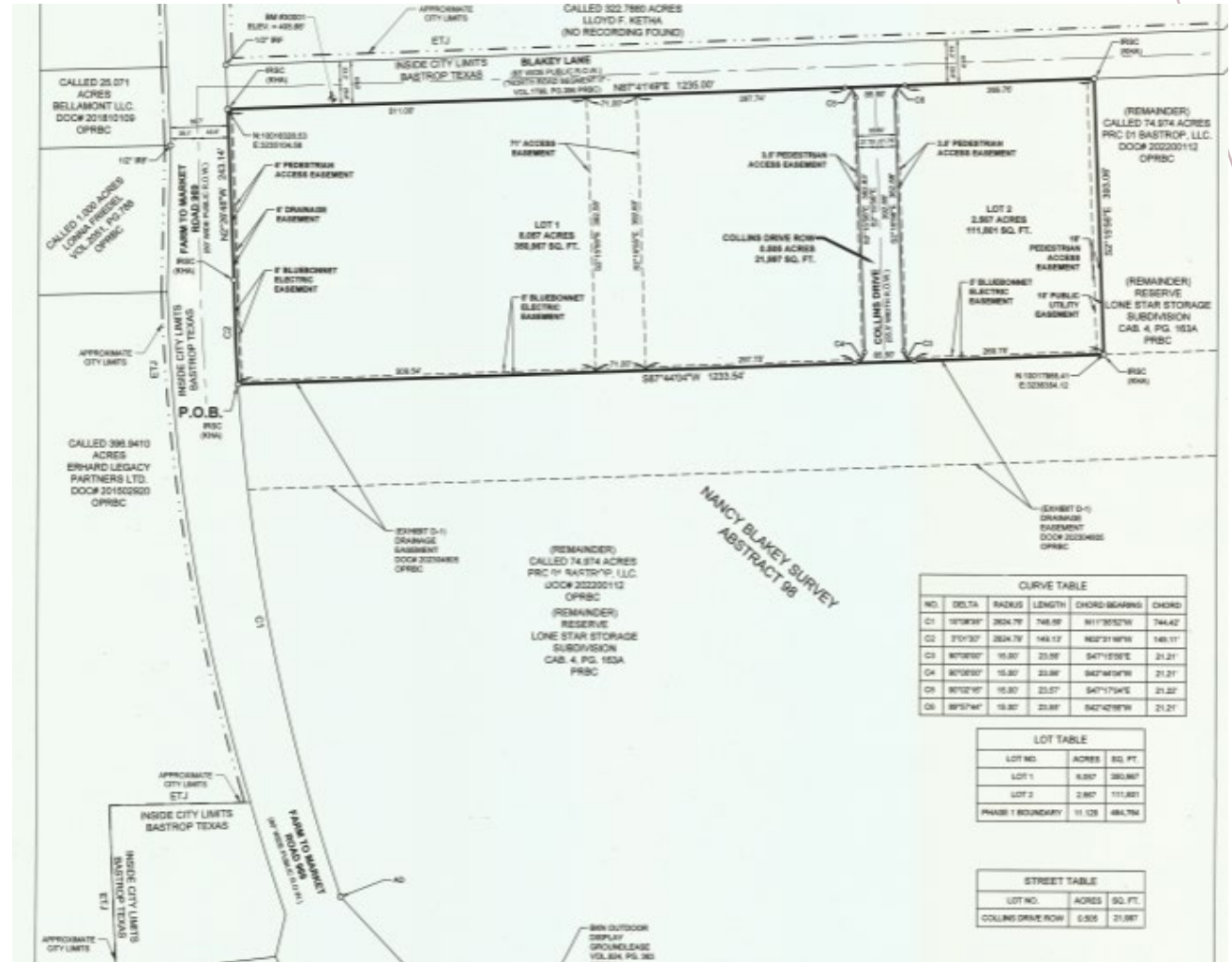
**SHOULD THE CITY BE A
BROADBAND PROVIDER?**

SUBDIVISION OF LAND

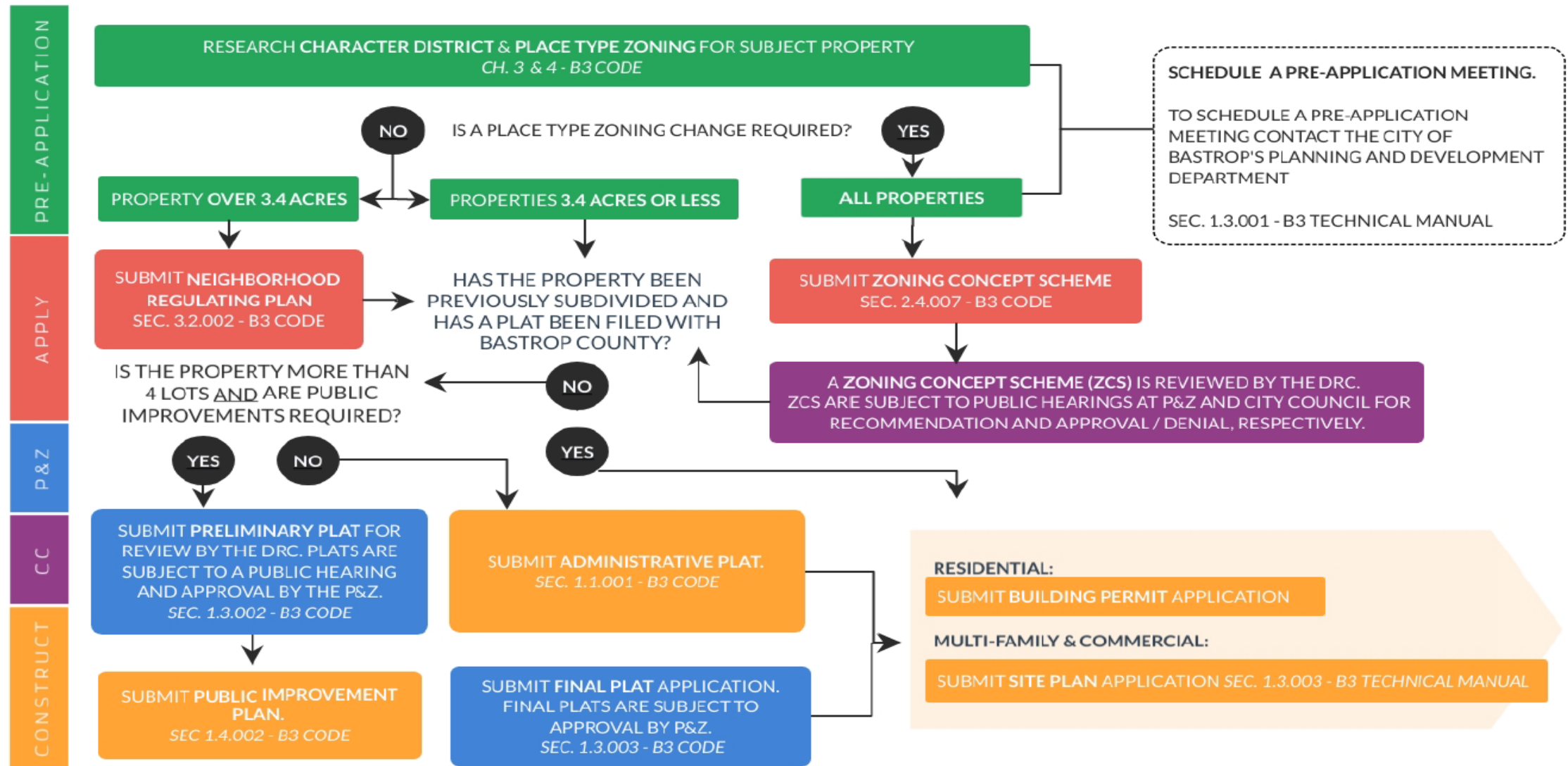
- Plat or Platting
- Governed by Chapter 212 of the Local Government Code

PLAT

- Minimum vs Maximum Requirements
- Process Issue
 - 1445 Agreement with Bastrop County
- Shot Clock
 - 30 days – Action or Considered Approved
 - Uniform Submittal Dates



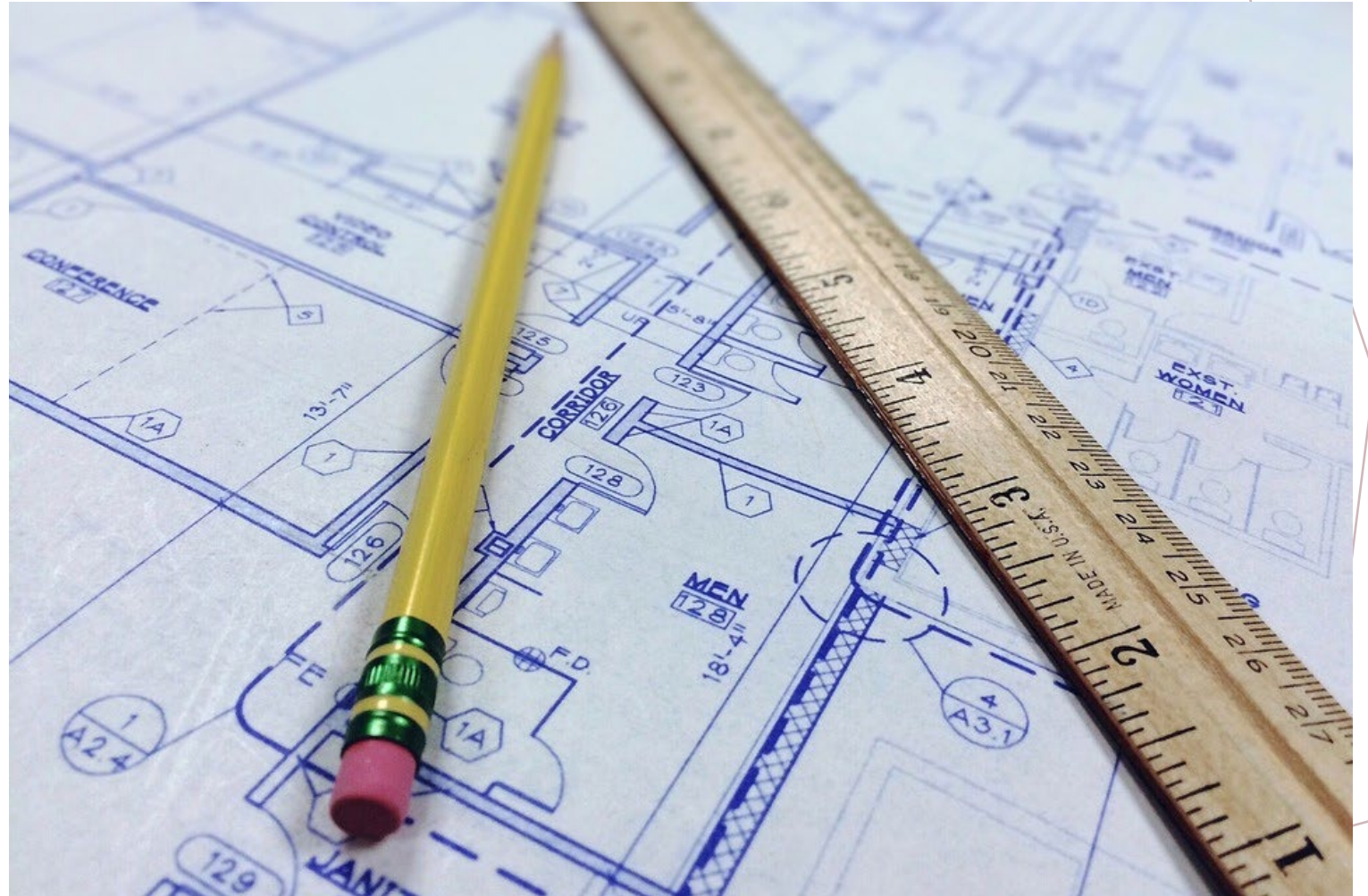
B³ CODE FLOWCHART



DRC - DEVELOPMENT REVIEW COMMITTEE CC - CITY COUNCIL P&Z - PLANNING & ZONING COMMISSION

PERMITTING

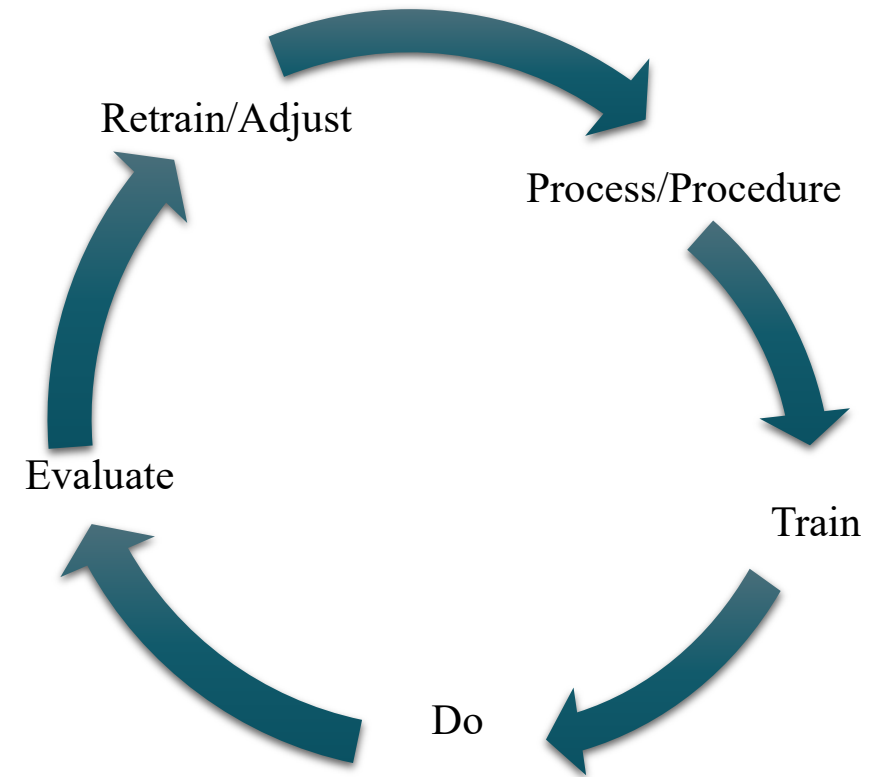
- Process
 - Over the Counter
 - Submittal Based
 - Master Permits
- Technology
 - MyGov
 - MyPermitNow
 - Other
- People/Culture



HOW DO WE GET THERE?

▪ Processes/Procedures/Systems

- Assess current processes/procedures
- Build onto what we currently have – incorporate what is needed to meet goals and objectives (with iNTELLIGENT Road Map as our guide).
- Train – Skills, outcomes, technical, processes, procedures, tools
- Execute – Do!
- Evaluate
- Adjust/Retrain (as needed)



INCENTIVIZING DEVELOPMENT

Tools of the Trade

Public Improvement District

380 & 381 Agreements

Development Agreements

Municipal Utility Districts

Final Group Question- Should we continue to incentivize development?

FINAL THOUGHTS...

QUESTIONS?