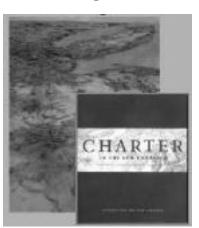
# Tax Thaterroomy: Necessarian Development Case Story Ratio - I case a Case o more or one to see

Developing New
Urbanist Land
Development
Regulations in a
Conventional World

# The Codes Project



#### **Panel**

- Ellen Greenberg, Moderator
- Rick Bernhardt
- Gianni Longo
- Suzanne Rhees
- Dan Sloan



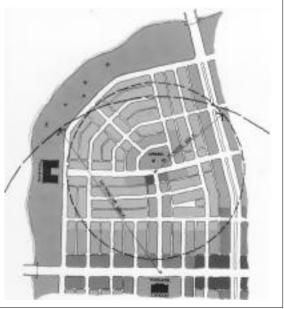
#### **Project One**

Primer
Intended for
general audience
Format

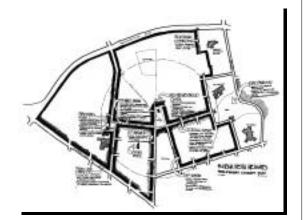


### **Codes Project**

Product One Preface



Product One
PART 1
Setting the
Stage



### **Codes Project**

Product One
PART 2
Experience
and Practice



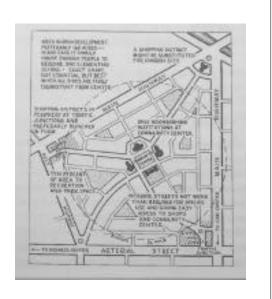
Codes Project

Small-Lot Single-Family

The same displayed in the same of the

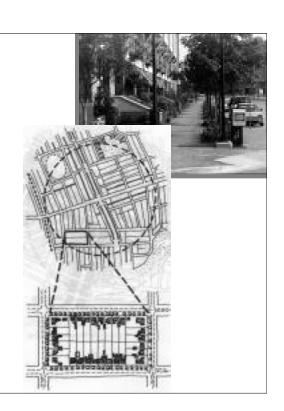
### **Codes Project**

Product One
Part 4
Conclusion



•4

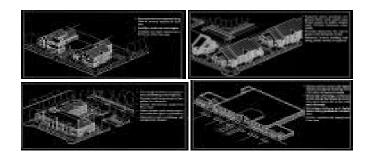
Product Two
Comprehensive
Resource
Intended for
Practioneers
Format



**Codes Project** 

Product Two
PART 1
Setting the
Stage



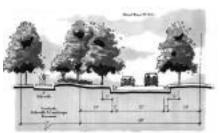


Product Two
PART 2 Approaches to NU Regulation

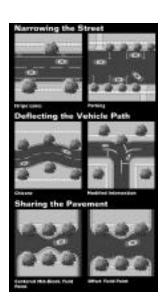
#### **Codes Project**

Product Two
PART 3
Anatomy
of a Code





Product Two
PART 4
Topical
"how to...."



#### **Codes Project**





Product Three
Project Based Codes

•7

#### Consistency

How much do we need contextual elements: State enabling legislation; regional consensus; and/or effective general plans to write a good code?

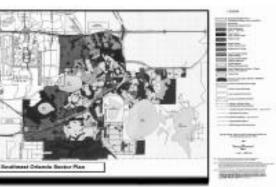




#### Consistency

What are the implications when the contextual elements are not in place or represent impediments to a good code?





#### Consistency

What help do you need to deal effectively with contextual elements?





#### Intervention



At what scale will we intervene to alter the code?

•9

#### The scale of intervention:

Political will and degree of preparation

- -Has planning been accomplished?
- –Are decision-makers ready to accept change?
- -Broad changes or "pilot project" approach?

#### The scale of intervention:

Staff capabilities and time frame

- -Time needed to completely overhaul codes.
- -How usable are existing codes?

New or parallel code... New classes of districts... Remove impediments