



## Legislation Text

---

**File #:** 16-0371, **Version:** 1

---

**ITEM: ORDINANCE NO. 2016-20 (BUILDING HEIGHT ZONING TEXT AMENDMENT [ZTA])**

**AN ORDINANCE OF WELLINGTON, FLORIDA'S COUNCIL AMENDING SECTION 6.10.6-TABLE B OF THE WELLINGTON LAND DEVELOPMENT REGULATIONS RELATED TO THE DEVELOPMENT STANDARDS IN THE EQUESTRIAN OVERLAY ZONING DISTRICT; PROVIDING A CONFLICTS CAUSE; PROVIDING A SEVERABILITY CLAUSE AND PROVIDING AN EFFECTIVE DATE.**

**REQUEST:** To approve Ordinance No. 2016-20, a Zoning Text Amendment to 6.10.6-Table B of Wellington's Land Development Regulations related to building height limitations.

**EXPLANATION:** A proposed zoning text amendment, initiated by staff, in response to an interpretation and pending appeal, to amend the Land Development Regulations related to building height limitations for a portion of a structure on residential properties within the Equestrian Preserve Area. This amendment would permit a portion of a principal or accessory structure to exceed the maximum building height of the structure. The amendment is proposed to accommodate those properties that may want to include a tower, ornamental or focal point feature to a principal or accessory structure whereas the current regulations do not provide for such opportunity.

At the August 3, 2016 Equestrian Preserve Committee meeting, the Committee recommended approval with a unanimous (7-0) vote. At the August 10, 2016 Planning, Zoning and Adjustment Board (PZAB) meeting, the Board made a motion to recommend approval of Ordinance No. 2016-20. The motion was approved unanimously (6-0).

**BUDGET AMENDMENT REQUIRED:** NO

**PUBLIC HEARING:** YES                      **QUASI-JUDICIAL:** NO

**FIRST READING:** YES                      **SECOND READING:**

**LEGAL SUFFICIENCY:** YES

**FISCAL IMPACT:** N/A

**WELLINGTON FUNDAMENTAL:** Responsive Government

**RECOMMENDATION:** Approval of Ordinance No. 2016-20, a Zoning Text Amendment to 6.10.6-Table B of Wellington's Land Development Regulations related to building height limitations.