

603. **LANDSCAPING AND BUFFERING (PRIOR TO ORDINANCE NO. 02-04)**

NOTE: This section is to be applied to those developments submitted under the exemption listed in Ordinance No. 02-04, Section 6.A.

603.1 General Landscaping Requirements

A. All plant materials shall conform to the standards for Grade #1 or better as given in the latest "Grades and Standards for Nursery Plants, Parts I and II," State of Florida, Department of Agriculture, Tallahassee. Existing vegetation may be used to meet the buffering requirements of this Section provided that it meets all applicable standards as specified in this section and receives approval from the Development Review Committee.

B. All landscaping shall be installed according to sound nursery practices. All required landscaping shall be installed in accordance with an approved plan prior to the issuance of a Certificate of Occupancy.

C. All height requirements shall be based on the finished grade of the landscaped area.

D. Plant species used shall be appropriate for their designated use and environment.

E. All portions of an improved parcel not built on shall be landscaped or grassed, except for areas where future development is planned, which areas may be seeded.

F. Trees planted to meet the provisions of this Section may be used to meet tree replacement standards as required by this Code.

603.2 Specific Landscaping Requirements

A. Landscaping Material Standards

1. Trees shall be selected from the beneficial tree list set forth in this Code and shall be a minimum height of six (6) feet overall planted. Trees used to fulfill the landscaping requirements for interior parking areas shall have a minimum clear trunk of five (5) feet and shall be shade trees of a nature which mature to yield a tree canopy with a minimum diameter of fifteen (15) feet. Trees yielding a smaller tree canopy at maturity may be grouped together to form the required diameter of fifteen (15) feet.

2. Palms may be substituted for trees to meet all landscaping requirements. A grouping of palms will be allowed at a rate of three (3) palms to one (1) tree if all other landscaping requirements can be met.

3. Sod shall be of a grass suitable for Pasco County and shall be reasonably free of weeds, pests, and disease. If seed is used to stabilize a parcel of land, said seed shall be of a type or mixture that will produce adequate coverage within ninety (90) days from sowing.

4. Ground cover plants shall be of a type and properly spaced so as to present a finished appearance and have adequate coverage within one (1) year after planting. The use of any nonliving ground cover such as mulch, gravel, rocks, etc., shall be in conjunction with living plants so as to cover exposed soil.

B. Existing Developed Areas

1. All property with existing impervious surface areas or valid approved site plans on the effective date of this Code shall not be required to conform to the provisions of this Code unless renovation or expansion of improvements increasing the building area by twenty (20) percent of the existing site plan is undertaken. No existing structure shall be required to be altered or moved to meet the provisions of this Code. No parking area shall be required to lose more than one (1) out of every twenty (20) required parking spaces. It shall not be necessary for any parking area to be reduced below the minimum standards.

C. Buffers and Screening

1. Where development is proposed, a landscape buffer or screen shall be required along the perimeter of the property adjacent to incompatible zoning districts, uses, or activities except where a nonliving buffer or screen on or adjacent to the proposed development is approved as acceptable to meet the requirements of this Section. Specific buffer requirements are set forth in the Landscape Buffer Chart at the end of this Section.

2. Landscape buffers shall be designed to be seventy-five (75) percent or more opaque within one (1) year of installation and shall be a minimum six (6) feet high at installation.

3. Appropriate nonliving visual buffers or screens may include decorative masonry walls, pretreated wood fences, or berms installed at a minimum height of six (6) feet and shall be planted with vegetation located on the front side of the visual screen at the following rate: one (1) tree per forty (40) lineal feet and fifty (50) percent shall be shrubbed. The remainder shall be landscaped with other plantings and/or sod. This requirement may be reduced to one (1) tree per fifty (50) lineal feet and twenty-five (25) percent shrubbed if a combination of berming, nonliving visual screen, and plantings are used. Required trees may be located on the backside of the visual screen if it can be shown that the aesthetic quality of the site will be improved.

4. Residential

a. Rear lot lines of residential developments shall be screened from collector or arterial rights-of-way and shall provide a minimum buffer of five (5) feet in width measured at a right angle from the property line. Said buffer shall include a planted hedge, nonliving visual screen with decorative plantings, or a combination of berming in addition to the above.

5. Clear Site Triangle

a. Where a vehicular accessway intersects a public road right-of-way or where two (2) public road rights-of-way intersect, vegetation, structures, or nonliving visual screens shall not be located so as to interfere with the clear site triangle, as defined in this Code.

6. Road Right-of-Way

a. Landscaping within public rights-of-way must be approved by the County Administrator or his designee where landscaping other than sod is proposed. A Pasco County Right-of-Way Use Permit shall be required.

7. Refuse Collection Areas

a. Refuse collection areas for nonresidential development must be screened from view by a nonliving visual screen at least six (6) feet in height.

8. Retention/Detention Areas

a. Landscaping of retention/detention areas. In all districts where drainage areas abut road rights-of-way, excluding the A-C (Agricultural), AC-1 (Agricultural), A-R (Agricultural-Residential), AR-1 (Agricultural-Residential), AR-5 (Agricultural-Residential) Districts, and E-R (Estate-Residential), said drainage areas shall be planted with trees selected from the tree list at the following rate to reduce soil erosion and to visually soften the edge of the drainage pond: one (1) tree per fifty (50) lineal feet of pond bank. Trees shall be planted on the banks of the ponds. Further, all banks shall be sodded to the pond bottom if the drainage area is a holding pond.

D. Landscaping of Parking and Vehicular Use Areas

1. Perimeter Requirements

Parking areas or vehicular use areas shall be screened from public rights-of-way by a landscape buffer a minimum of five (5) feet in width measured at a right angle from the public right-of-way line.

2. Interior Requirements

a. Impervious areas provided for parking in nonresidential and multifamily districts must be landscaped pursuant to the following requirements:

<u>Impervious Area Required for Parking and Access (ft<sup>2</sup>)</u>	<u>Landscaped Area Required (% of Impervious Area)</u>
< 15,000	4
15,000 - 50,000	6
50,000 - 100,000	8
> 100,000	10

b. Placement of islands within rows of parking spaces shall be flexible.

Further, for every 180 square feet of landscape area required, the following shall be met:

- (1) One, six (6) foot clear trunk tree.
- (2) Five (5) or more trees or shrubs (three [3] feet total height each).

(3) Six (6) or more shrubs of no more than two (2) feet in height.

Size and shape of trees and vegetation shall be taken into consideration for eventual growth of landscaping. Perimeter buffers required in 1. above shall not be considered in determining compliance with these interior landscaping requirements.

#### LANDSCAPE BUFFER CHART

<u>Zoning District</u>	<u>Adjacent District</u>	<u>Buffer Area Adjacent to All Common Boundaries</u>	<u>Landscape Requirements</u>
I-1	A-R, AR-1, AR-5, E-R, ER-1, R-MH, R-1MH, R-1, R-2, R-3, R-4, MF-1, MF-2		6' visual screen
I-2	A-R, AR-1, AR-5, E-R, ER-1, R-MH, R-1MH, R-1, R-2, R-3, R-4, MF-1, MF-2		6' visual screen
I-1, I-2	A-C, AC-1, C-1, C-2, C-2, I-1, I-2	5' buffer strip	Landscape buffer
C-1, C-2, C-3	A-R, AR-1, AR-5, E-R, ER-1, R-MH, R-1MH, R-1, R-2, R-3, R-4, MF-1, MF-2	10' buffer strip	6' visual screen
MF-1, MF-2	A-R, AR-1, AR-5, E-R, ER-1, R-1, R-2, R-3, R-4	10' buffer strip	Landscape buffer
MF-1, MF-2	R-MH, R-1MH	10' buffer strip	Landscape buffer