

## ITEM 9

DATE: August 25, 2016  
TO: Aviation Advisory Board  
FROM: Rufus A. James, Airport Manager  
BY: Eric Engmann, Planner III Urban Design and Development  
SUBJECT: Revision to the AIP and GAA Zoning Code Section

The City is proposing to create a new section of the Unified Land Development Regulations (ULDR) (47-14.12) to allow additional accessory uses in the General Aviation Airport (GAA) and Airport Industrial Park (AIP) zoning districts that will service the primary uses related to the Fort Lauderdale Executive Airport (FXE).

This amendment lists the proposed accessory uses for the two zoning districts. These accessory uses are intended to service the customers and employees of businesses that directly support the Airport. The proposed amendments have been reviewed and supported by Airport staff.

The majority of the uses are limited to a maximum of 2,500 square feet to ensure that the permitted uses listed in 47-14.10 and 47-14.11, remain the primary uses of the properties. The proposed amendment would only allow for larger uses if approved by the Planning and Zoning Board as a site plan, level III project. Medical uses are also proposed as a principal use in the GAA zoning district. City staff representing the Airport can provide recommendations and comments to any proposed site plans as members of the Development Review Committee.

The proposed amendment includes minor changes to the list of permitted and conditional uses in the GAA and AIP Districts (attached as Exhibit 1). Proposed additions are underlined and proposed deletions are struck through.

The item was presented to the City's Planning and Zoning Board on July 20, 2016. The Board recommended approval of the amendment. The amendment is anticipated to be presented to the City Commission in October.

### **Staff Recommendation**

The staff recommends that the City amend the General Aviation Airport (GAA) and Airport Industrial Park (AIP) zoning districts of the Unified Land Development Code to incorporate the recommended uses.