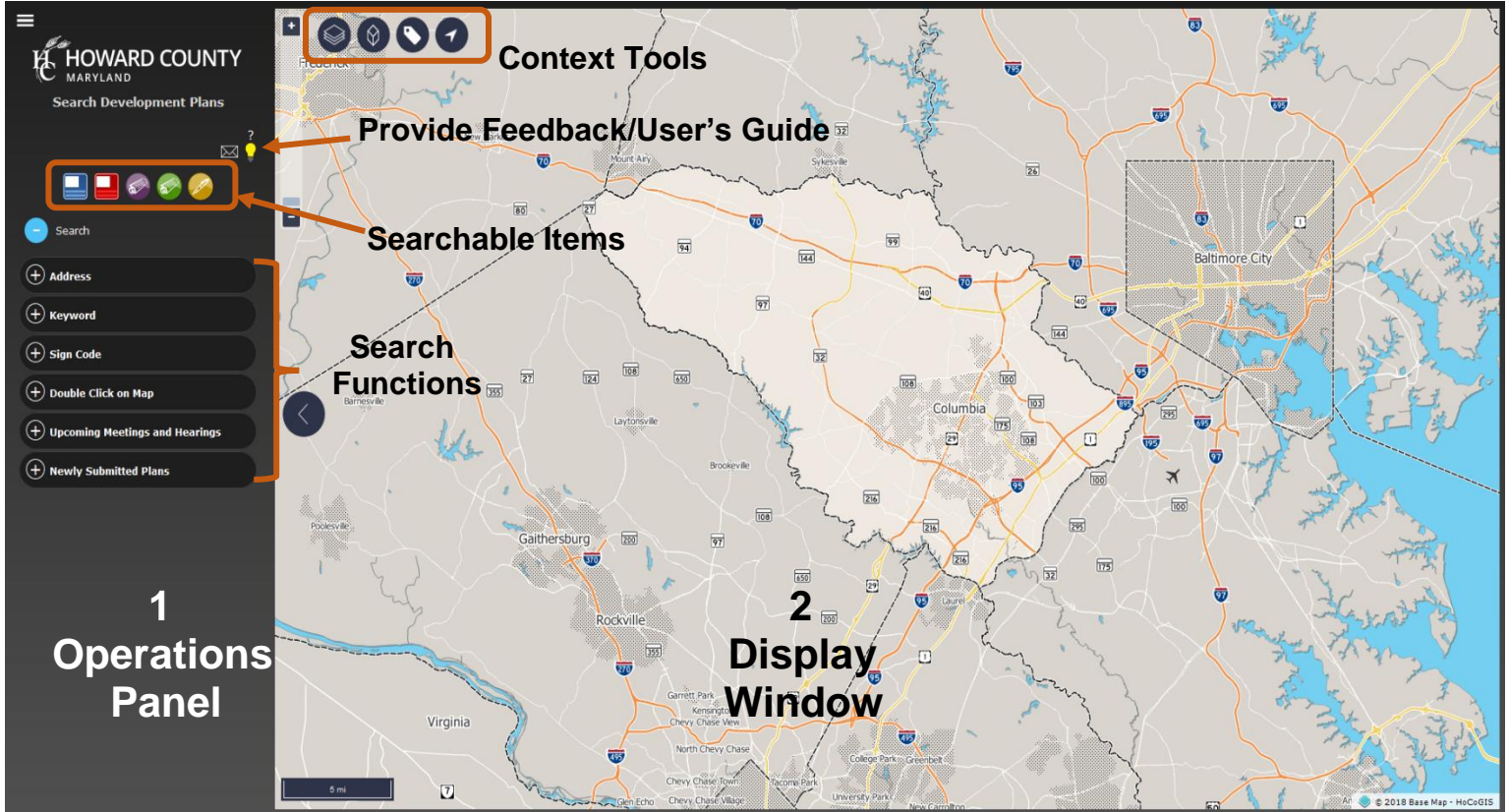


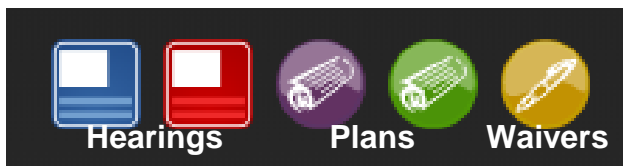
Introduction

The development activity tool provides an easy to use and informative means for citizens to stay informed. Be it identifying recent development activity within your own neighborhood or countywide, this tool provides users with access to important data and information. Through this tool citizens can stay informed of public hearings and community meetings, track development plans and petitions for waivers as they proceed through the planning review process.

Application Overview



Searchable Items



There are five types of searchable items: **Presubmission Community Meetings**, **Public Hearings**, **Site Development Plans**, **Subdivision Plans** and **Waiver Petitions**. Clicking on any button will reveal a more detailed description.



Presubmission Community Meetings

The pre-submission community meeting is for the developer/petitioner to provide information to the community regarding the proposed initial plan submittal and to allow community residents to ask questions and make comments before the initial plan submittal for the subject property. The following alpha numeric codes are used for *Pre-submission Community Meetings* signs which are posted outside adjacent to the proposed development site:

Pre-submission Community Meeting

- C 01-99: Conditional Use
 - M 01-99: Zoning Map Amendment Request
 - N 01-99: Non-Residential Development
 - R 01-99: Residential Development
 - T 01-99: Downtown Columbia
 - V 01-99: Columbia Village Redevelopment
- Codes are found in the top left corner box of the sign

Pre-Submission Meeting	
<input type="checkbox"/>	Conditional Use
<input type="checkbox"/>	Zoning Map Amendment
<input type="checkbox"/>	Residential Project
<input type="checkbox"/>	Non-Residential Project
Property:	
Date/Time:	
Meeting Location:	
Contact:	
Information (Need ID #): 410-313-2350	
www.howardcountymd.gov/planning.htm	



Public Hearings

Hearings open to the public provide opportunities for citizens to voice their support and concerns and to provide input to developers and county officials prior to a decision being made to approve or deny a development project. The following alpha numeric codes are used for Public Hearing signs which are posted outside adjacent to the proposed development site:

Public Hearing Notice

- B 01-99: Board of Appeals
 - D 01-99: Administrative Adjustments, Temporary Uses, Non-Conforming Uses
 - E01-99: Emergency Historic District Commission
 - H 01-99: Hearing Examiner
 - P 01-99: Planning Board
 - Z 01-99: Zoning Board
- Codes are found in the top left corner box of the sign

PUBLIC HEARING	
<input type="checkbox"/>	Board of Appeals
<input type="checkbox"/>	Hearing Examiner
<input type="checkbox"/>	Planning & Zoning
<input type="checkbox"/>	Planning Board
<input type="checkbox"/>	Zoning Board
Case #:	
Date/Time:	
Proposal:	
3430 Courthouse Drive, Ellicott City, MD	
Information (Need ID or Case #):	
410-313-2350	
www.howardcountymd.gov/planning.htm	



Site Development Plans

A site development plan (SDP) is a detailed set of drawings indicating the location and construction specifications for buildings, structures, paved areas, grading, drainage, on-site utilities, sidewalks, trails, required forest conservation area, landscaping and other improvements within a site proposed for development. The following alpha numeric codes are used for SDP signs which are posted outside adjacent to the proposed development site:

Site Development Plan

- S 01-99: Site Development Plan (SDP)
- Codes are found in the top left corner box of the sign

PUBLIC NOTICE	
File No.:	
Name:	
Address:	
No. of Lots/Units:	
A new development is proposed at this location.	
Plans are available for review at:	
Department of Planning and Zoning	
3430 Court House Drive	
Ellicott City, MD 21043	
410-313-2350	
www.howardcountymd.gov/sign	



Subdivision Plans

A subdivision plan is a detailed set of drawings that depicts the proposed layout and functioning of new building lots, roads, utilities, and other requirements of the subdivision and land development regulations. The following alpha numeric code is used for newly submitted subdivision plans:

Subdivision Plan

F 01-99: Sketch (S), Preliminary Equivalent Sketch (SP), Preliminary (P), and Final (F)

Codes are found in the top left corner box of the sign

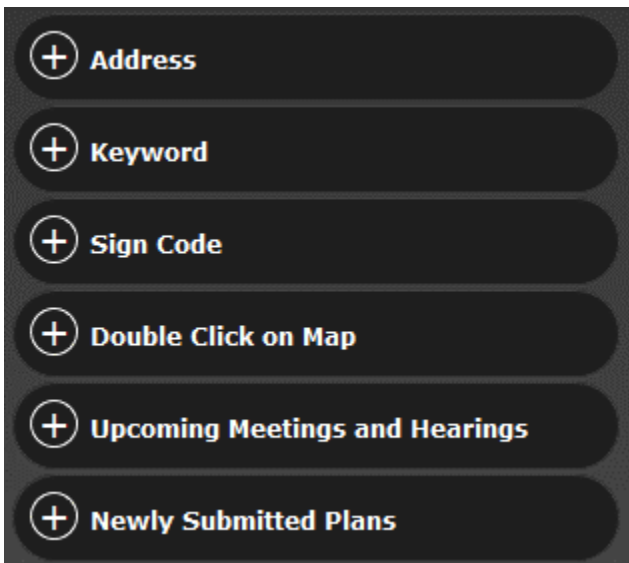
PUBLIC NOTICE
File No.: _____
Name: _____
Address: _____
No. of Lots/Units: _____
<p>A new development is proposed at this location. Plans are available for review at: Department of Planning and Zoning 3430 Court House Drive Ellicott City, MD 21043 410-313-2350 www.howardcountymd.gov/sign</p>



Waiver Petitions

Waiver petitions are requests for alternative compliance to a portion of the subdivision and land development regulations.

Search Functions



- **Address** (ex. 3430 Court House Dr.)
Enter a street address here to locate all searchable items at or near the address. The advanced options allow for filtering by distance, year, and search item.
- **Keyword** (ex. The Bluffs at Ellicott Mills)
Enter keywords here for project name, number, or location. As the words are entered, a list of searchable items is shown below, which can be selected.
- **Sign Code** (ex. D, 1, 2, 2009)
Enter the 3-digit sign code from the sign posted on the subject property.

- **Double Click on Map**

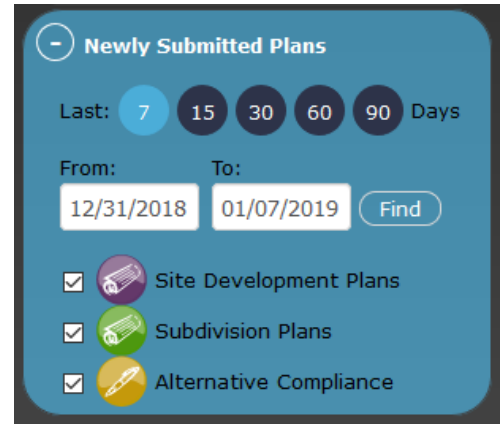
This function allows users to freedom to browse the map and research development activities by simply pointing and double clicking at a location. Similar to the Address search, *Double Click on Map* allows for advanced search filtering.

- **Upcoming Meetings and Hearings**

This lists all upcoming presubmission community meetings and public hearings.

- **Newly Submitted Plans**

Use this function to find newly submitted subdivision plans, and site plans, as well as alternative compliance submissions. The searchable items can be filtered and date range customized. By default, all searchable items from the last seven days are shown.



Context Tools



Located at the top left of the display window, these tools add additional information to the map including zoning, property lines, aerial imagery, addresses, and Pictometry.



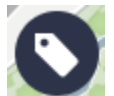
Layers Overlay

Provides users with the ability to display aerial imagery, zoning, and parcel boundaries. Aerial imagery and zoning layers can be adjusted for transparency.



Pictometry

Enhanced aerial imagery that provides high-resolution three-dimensional views of buildings, structures, and features.



House Number

Displays the street address number for each building. Users must be zoomed in to a specific level before numbers will display.



Current Location

Users with location detection enabled on their device will be able to automatically set the main display to focus on their location. This tool can be used in conjunction with the double-click on map search function to quickly locate nearby development activities.



Common Use Scenarios

The following examples provide a walkthrough of the application to demonstrate how it is most commonly used for researching development activity in Howard County

Scenario: I saw a notification sign posted on a property but do not know the sign number.

Solutions

- If you generally know the location of the property, locate it on the map and use the *Double Click on Map* search function
- If you cannot recall the location visually, but know the road you were on, use either the *Address* or *Keyword* functions to identify all activity along or associated with that road
- Finally, if still unable to locate, use the *Upcoming Meetings and Hearings* function to pull up a list and location for all projects with impending meetings and hearings.

Scenario: I want to know what development activity is taking place near my home/business

Solutions

- Use the *Address* search function and input your address
- If searching from home, use the *Current Location* tool followed by the *Double Click on Map* function
- Pan to your home on the map and use the *Double Click on Map* function
(Remember, you can adjust the distance threshold by using *Advances Search* for *Address* and *Double Click on Map* functions)