MEETING AGENDA
The Town of Ridgeland
PLANNING COMMISSION
Tuesday, October 13, 2026, 5:30 P.M.
Town Hall, Council Chambers, 1 Town Hall, Ridgeland, SC 29936

STATEMENT OF MEDIA NOTIFICATION: "In accordance with South Carolina Code of Laws, 1976, Section 30-4-80(d), as amended, all local media were duly notified of the time, date, place, and agenda of this meeting."

I. Call to Order: Pledge of Allegiance and Invocation by Chairman Frankie Denmark

II. Roll Call

III. Approval of Minutes: September 14, 2026

IV. New Business:

Policy Item(s):

1. The applicant and property owner, Ashley Ingram (Sister Ferry LLC), applied to rezone five lots of record consisting of approximately 25 acres of real property located in the Town of Ridgeland, South Carolina's municipal limits, and identified as Jasper County TMS Nos.: 063-18A-00-001, 063-18A-00-002, 063-18A-00-003, 063-18A-00-004, and 063-18A-00-005. The request is to rezone said properties from T3 Neighborhood General to T4 Neighborhood Core.

Public Notice Comments: Ask for public comments
Planning Commissions role: Advisory to Council
Action needed: Recommendation to Council

V. Staff Comments:

1. Downtown Master Plan RFQ update
2. Architectural Guidance study and presentation

VI. Commissioner's Comments:

VII. Adjournment

TOWN OF RIDGELAND
MAP AMENDMENT (REZONING) APPLICATION

Planning & Community Development
P.O. Box 1119, or 1 Town Square
Ridgeland, South Carolina 29936
Phone: 843-726-7516 FAX: 843-726-7525
www.ridgelandsc.gov

APPLICATION FEE
DATE
FEE COLLECTED BY

OFFICE USE ONLY	DATE FILED:	APPLICATION NUMBER:	ZONING DISTRICT:

Submittal Instructions: Entries must be printed or typewritten. If the application is on behalf of the property owner(s), all owners must sign. If the applicant is not the owner, the owner(s) must sign the Designation of Agent (below).

Submittal Requirements: Requirements will be assessed on a case-by-case basis by planning staff, in all cases photos of the existing site must be submitted. Application fee $200 per lot plus $10 per acre.

Applicant MUST have a pre-application meeting with Town of Ridgeland Planning Staff prior to submittal [X] Yes [ ] No (ACR)

Pursuant to Section 6-29-1145 of the South Carolina Code of Laws, is this tract or parcel restricted by any recorded covenant that is contrary to, conflicts with, or prohibits the activity described in this application? [ ] Yes [✓] No

Applicant Information

Applicant Name: Sister Ferry LLC
Applicant email: admin@tetondd.com Applicant Phone number: (843) 227-1918
Applicant mailing Address: 11 Palmetto Bay Rd, STE 101 #1027; Hilton Head, SC (29928)
Applicant Title: [✓] Property Owner [ ] Developer [ ] Architect [ ] Engineer [ ] Contractor

Property owner information:

Property Owner Name: See Above
Property Owner email: See Above Property Owner Phone number: See Above
Property Owner mailing Address: See Above

Property Location:

Property Address(es): 505 Sisters Ferry Rd; 447 Sisters Ferry Rd; 407 Sisters Ferry Rd; 379 Sisters Ferry Rd; 319 Sisters Ferry Rd
Parcel ID(s): 063-18A-00-001; 063-18A-00-002; 063-18A-00-003; 063-18A-00-004; 063-18A-00-005 (Ridgeland, SC, 29936)

Acreage and number of lots included in map amendment request: 25 Total Acres; 5 Lots

Direction	Jurisdiction (circle one)	Parcel ID	Acreage	Zoning classification	Current use
North	Jasper County / (Town of Ridgeland)	063-18A-00-006	16.94	T3	Vacant
East	(Jasper County) / Town of Ridgeland	063-18-02-008	1.0	GC	Estill Gas of Hardeeville and non residential
South	Jasper County / (Town of Ridgeland)	063-18A-00-007	16.94	T3	Vacant
West	Jasper County / (Town of Ridgeland)	063-11-02-001	19.72	T3	Vacant Available filled out by ACR

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www.ridgelandsc.gov

Description of current use and proposed use: The subject properties, comprised of five adjacent parcels under common ownership, total 25 acres. The properties are currently undeveloped and zoned T3.

The applicant requests that the subject properties be rezoned from T3 to T4. The T4 designation will provide greater flexibility for residential development by allowing additional housing types, including apartments, townhomes, multi-family dwellings, and other compatible residential uses. It will also allow for the integration of commercial activity within neighborhood environments. The rezoning is intended to accomodate a broader range of housing and commercial options that are consistent with the Town's vision for growth and development.

Designation of Agent [complete only if owner is not applicant]

I (we) here by appoint the person named as Applicant as my (our) agent to represent me (us) in this application.

Owner's Signature SA FOR SISTERS FERRY *Date* 3 AUG 2026

I (We) certify that the following information in this application is correct.

Applicant's Signature SA *Date* 3 AUG 2026


Historic Downtown`
Carters Mill Estates
Patrician Acres
Location

1


Historic Downtown`
Carters Mill Estates
Patrician Acres
Wetlands

2



Location

3



Location

4



Location

5



Location

6



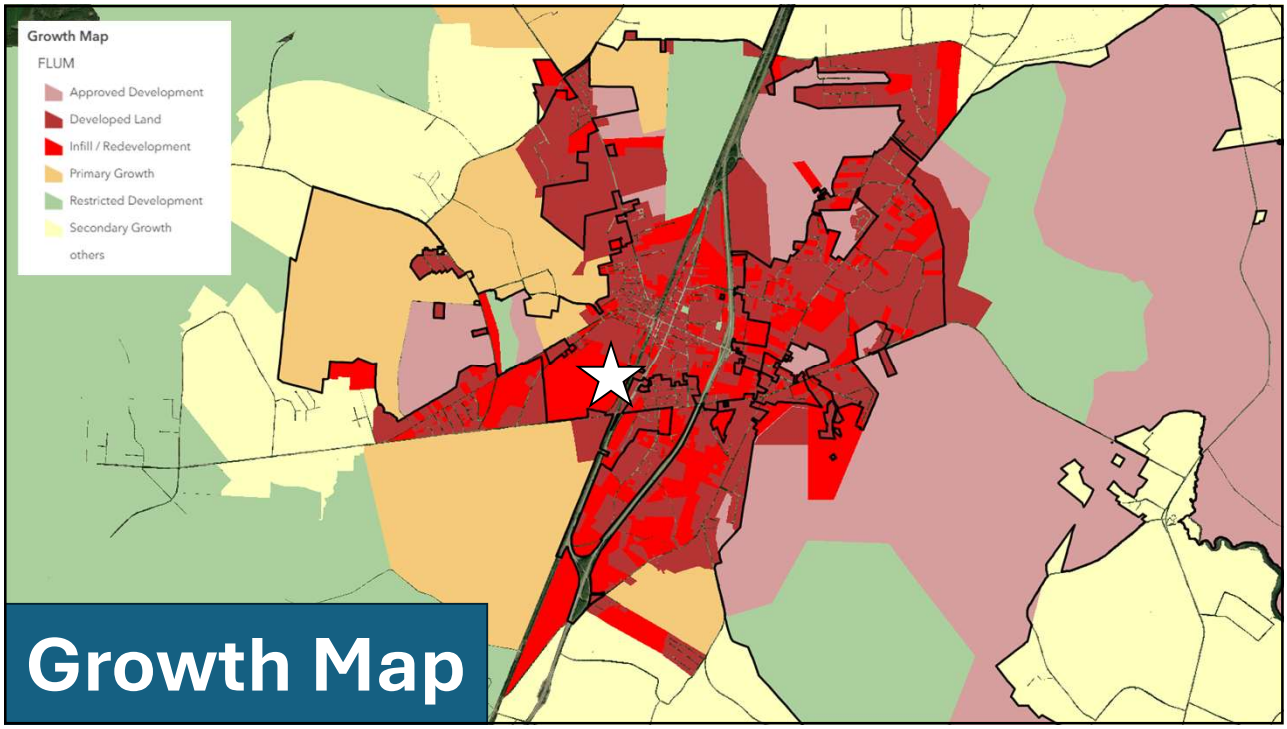
Location

7



Location

8



9

INFILL / REDEVELOPMENT

Overview:
Infill / Redevelopment areas are generally concentrated toward the center of the City. These areas are either currently undeveloped or developed at a lower density / intensity than could be supported in these prime locations.

Given their proximity to existing development, particularly in and around downtown, these areas should be targeted for infill development and redevelopment opportunities. The new development should be consistent with surrounding properties, blending seamlessly into the existing footprint. Given the scattered locations of this category, future transect / zoning classifications should be determined based on surrounding zoning classifications.

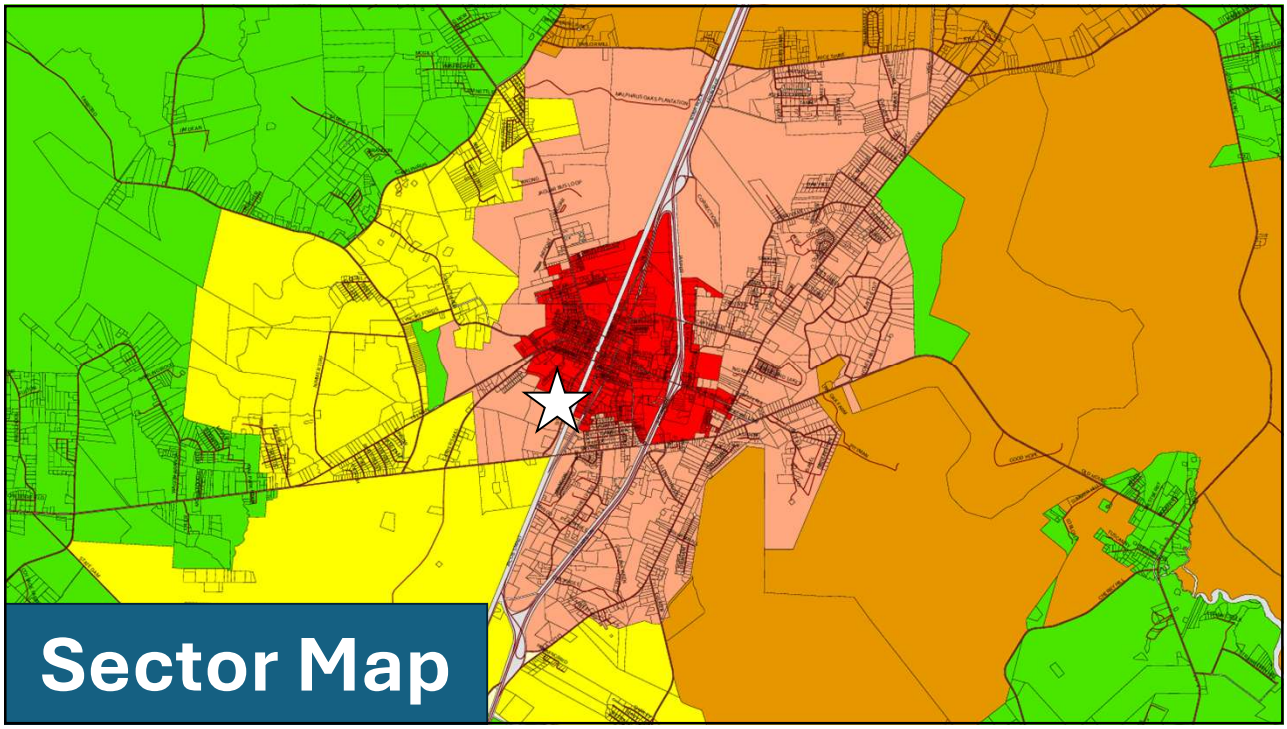
Transect / Zoning Classification:
- T3 - Neighborhood General
- T4 - Neighborhood Core
- T5 - Town Center / Main Street

Land Use and Context:
- Residential (medium to high density)
- Commercial and Mixed Use
- Light Industrial

Character:
While these properties are currently undeveloped or under-developed, they are surrounded by existing development of suburban to urban scale.

Growth Map

10



Sector Map

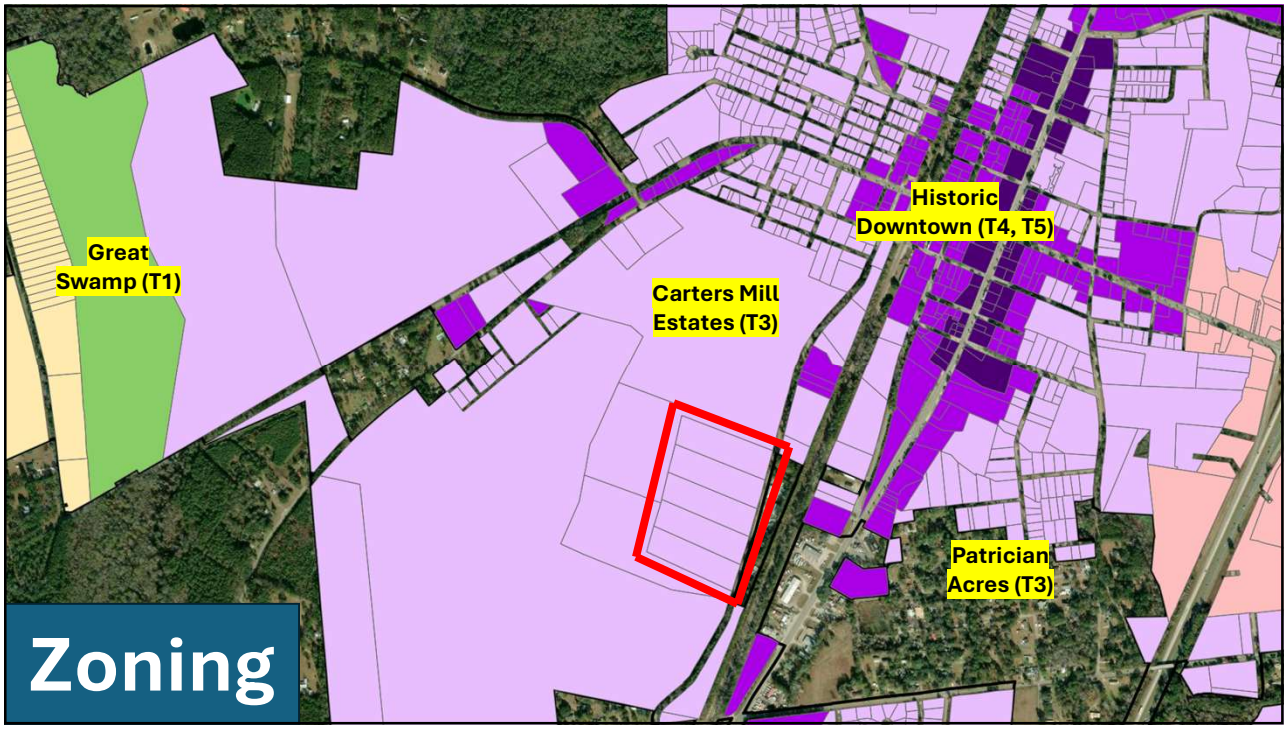
11

(G-3) INTENDED GROWTH SECTOR.

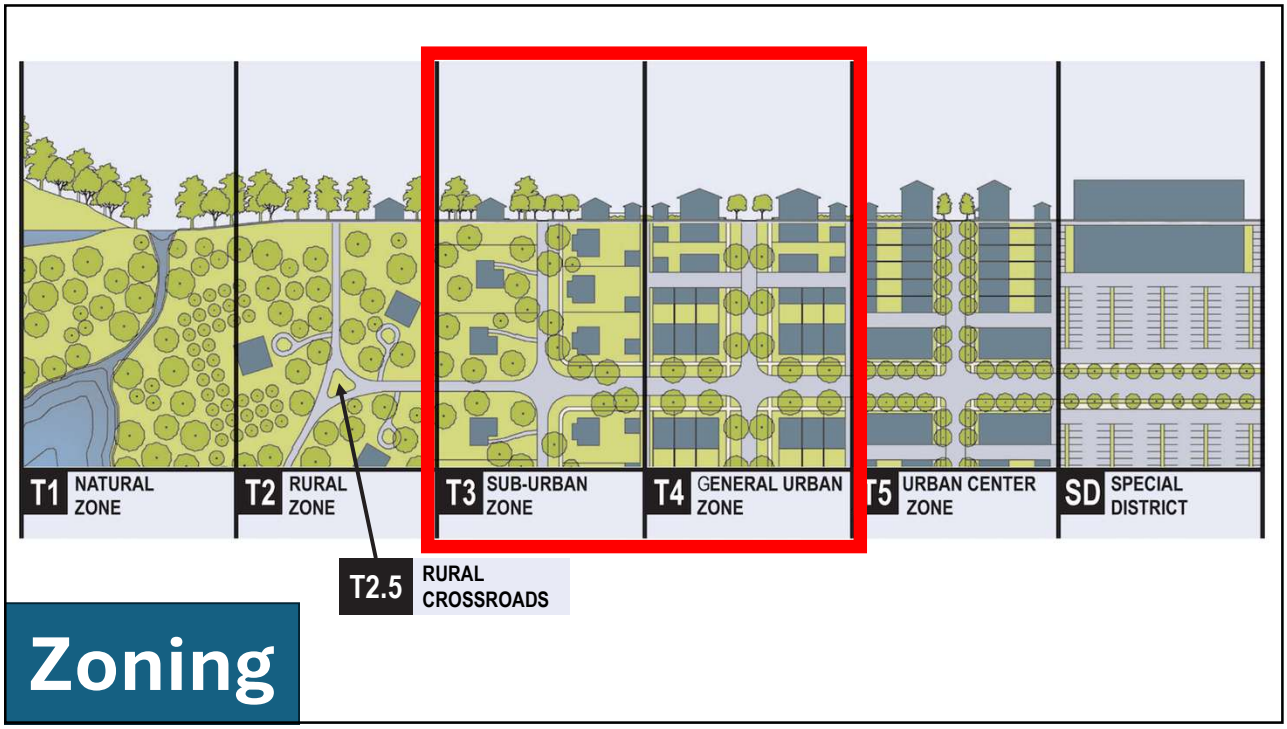
The Intended Growth Sector shall be assigned to those locations that can support substantial mixed use by virtue of proximity to an existing or planned regional thoroughfare and/or transit.

Sector Map

12


Great Swamp (T1)
Carters Mill Estates (T3)
Historic Downtown (T4, T5)
Patrician Acres (T3)
Zoning

13


T1 NATURAL ZONE
T2 RURAL ZONE
T3 SUB-URBAN ZONE
T4 GENERAL URBAN ZONE
T5 URBAN CENTER ZONE
SD SPECIAL DISTRICT
T2.5 RURAL CROSSROADS
Zoning

14



Zoning

15

T3 (Neighborhood General)

- T3, Neighborhood General, consists of a medium density residential area, adjacent to Neighborhood Core (T4) areas that contain some mixed use. Home occupations and accessory buildings are permitted. T3 contains a wide array of building types and is characterized by its dappled sunlight and shade illuminating its thoroughfares with soft edges. Medium-sized blocks define neighborhood general and are typically serviced by rear lanes/alleys similar to the originally platted lots of Ridgeland.
- **Permitted uses:**
  By right: Live/work unit, bungalow, sideyard house, cottage, bed & breakfast (up to 5 rooms), house, accessory unit, openmarket building, bus shelter, fountain or public art, outdoor auditorium, playground, library, religious assembly, childcare center, fire station, funeral home.
- **By warrant:** Greenhouse, kennel, stable, electric substation, cemetery, elementary school.

T4 (Neighborhood Core)

- T4, neighborhood core, represents a low intensity mixed-use district primarily in the form of secessional residential fabric. A wide range of building types exist in T4, including, but not limited to, rowhouses, corner stores, and single family attached and detached housing. Single-family detached housing is typically set back from the front property line to allow for porch and fence frontage, while attached housing maintains a front stoop frontage.
- **Permitted uses:**
  By right: Flex building, apartment building, row house, duplex house, courtyard house, live/work unit, bungalow, sideyard house, cottage, bed & breakfast (up to 5 rooms), inn (up to 12 rooms), office building, retail building, display gallery, house, accessory unit, open-market building, bus shelter, fountain or public art, playground, library, religious assembly, childcare center, fire station, elementary school, police station, funeral home.
- **By warrant:** Restaurant, movie theater, live theater, museum, surface parking lot, greenhouse, kennel, electric substation, cemetery, medical clinic, high school, mixed use block.

Zoning

16

T3 (Neighborhood General)





T4 (Neighborhood Core)





Zoning

17



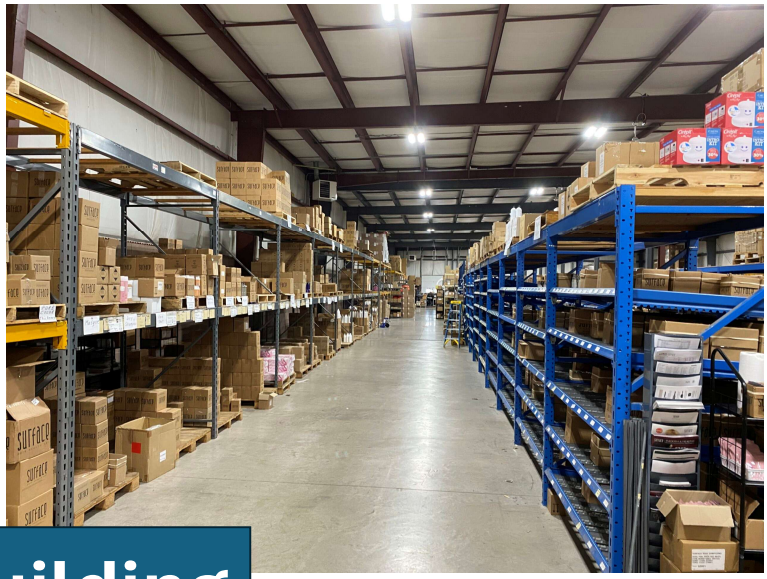
Flex Building

18



Flex Building

19



Flex Building

20



Flex Building

21

Town of Ridgeland Architectural Guidance

1







Architecture matters because it crafts the Town's identity.

2







Poor architecture can turn the Town into a 'non-place'.

3

Planning staff:

- Conducted an **architectural survey** of the Town,
- Studied our **current and proposed architecture regulations**,
- Studied architecture and regulations in **other communities**,
- Created a set of rules **fine-tuned to Ridgeland**.

4



5

Contents

- The **First Glance Test**
- Treatment of **Parking**
- Traditional **Styles of Architecture**
- **Building Materials**
- Building **Size and Scale**

6

The First Glance Test.

The massing of a house should clearly show, at a glance:
1. The **main body of the house**,
2. The **entry location for the pedestrian**.

7



Almost all buildings in Ridgeland pass the First Glance Test.

8



Old house in Ridgeland



Brand new house in Ridgeland

Even the simplest house can pass the **First Glance Test**…
Many brand new homes **fail this test**.

9

How can a house be **designed for the First Glance Test**?

- Design the house to be **symmetrical around the front door**;
- **Frame the front door** with a stoop, porch, awning, roof covering, roofline, or windows;
- **Elevate the front door** so it is slightly raised off the ground, making it more prominent.



10



Door placed in center, building symmetrical around door, framed by windows and porch, elevated with porch.

11



Door placed in center, building symmetrical around door, framed by porch and roofline, elevated with porch, contrasting red color.

12



Door placed near center, framed by roofline and ornamental arch, elevated with stoop.

13



Door placed in center, symmetrical building, symmetrical plantings, awning above door, sidelights around door, contrasting green color.

14



Door placed near center, roofline roughly symmetrical around door, door framed with windows and decorations.

15

Policy recommendation…

- **State and justify the first glance test in code**
- Evaluate buildings based on **objective pass/fail criteria** for the first glance test
- **Flexible code which allows for creativity** in building, while keeping a **consistent architectural language**…

First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	
Building is symmetrical around door	
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	
Pass or fail?	

16



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	☑
Building is symmetrical around door	☑
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	☑
Roofline responds to, or is symmetrical with, door	☑
Pass or fail?	**Pass**

17



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	☑
Building is symmetrical around door	☑
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	☑
Roofline responds to, or is symmetrical with, door	☑
Pass or fail?	**Pass**

18



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	☑
Building is symmetrical around door	
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	☑
Roofline responds to, or is symmetrical with, door	☑
Pass or fail?	**Pass**

19



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	
Building is symmetrical around door	
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	☑
Roofline responds to, or is symmetrical with, door	
Pass or fail?	**Pass**

20



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	☑
Building is symmetrical around door	☑
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	☑
Roofline responds to, or is symmetrical with, door	☑
Pass or fail?	**Pass**

The test works with buildings of all scales and uses.

21



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	
Building is symmetrical around door	
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	☑
Pass or fail?	**Pass**

The test works with buildings of all scales and uses.

22



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	☑
Building is symmetrical around door	☑
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	
Pass or fail?	**Pass**

Multi-unit buildings to be evaluated by each unit's door.

23



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	☑
Building is symmetrical around door	☑
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	☑
Pass or fail?	**Pass**

Multi-unit buildings to be evaluated by each unit's door.

24



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	
Building is symmetrical around door	
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	
Pass or fail?	**Fail**

Single-family home which does not pass the test.

25



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	
Building is symmetrical around door	
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	
Pass or fail?	**Fail**

Multi-unit building which does not pass the test.

26



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	
Building is symmetrical around door	
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	
Pass or fail?	**Fail**

Multi-unit building which does not pass the test.

27



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	☑
Building is symmetrical around door	☑
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	
Pass or fail?	**Pass**

Potential failure point: suburban strip malls.

28



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	
Building is symmetrical around door	
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	☑
Door is elevated via stoop or porch	
Roofline responds to, or is symmetrical with, door	
Pass or fail?	**Fail**

Potential failure point: tiny commercial buildings.

29



First Glance Test checklist	Meets checklist? (Pass at 2/5 met)
Door roughly in center of building	?
Building is symmetrical around door	?
Door is framed with stoop, porch, awning, roof covering, roofline, or top/side windows	?
Door is elevated via stoop or porch	?
Roofline responds to, or is symmetrical with, door	?
Pass or fail?	**Varies by unit**

Potential failure point: upper-floor units and false doors.

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The **First Glance Test**

Treatment of **Parking**

Traditional **Styles of Architecture**

Building Materials

Building **Size and Scale**

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Treatment of Parking.

Garages are strongly discouraged. They are not common in Ridgeland, there are many alternatives to garages, and they often distort and overwhelm the massing of the rest of the building.

32

How can a house be **designed to treat garages**? There are several options, ordered from best to worst:

- Garages should be **removed from the design** entirely,
- Substituted with **carports**,
- Hidden along the **side or back of the building**,
- In the worst case, garages can be placed in the front as a **small portion of the building**.



33



On-street parking, or a portion of the yard is dedicated.

34



On-street parking, or a portion of the yard is dedicated.

35



A carport tucked under the roofline.

36



A carport tucked under the roofline.

37



A carport tucked under the roofline.

38



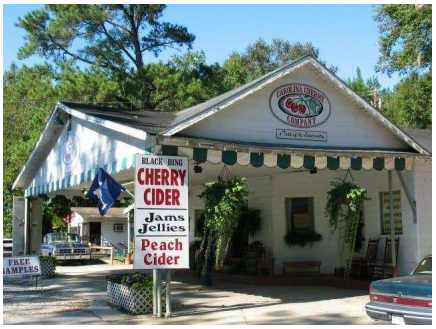
A carport tucked under the roofline.

39





Floyd Brothers General Merchandise Store





Carports have an important place in Southern architecture…

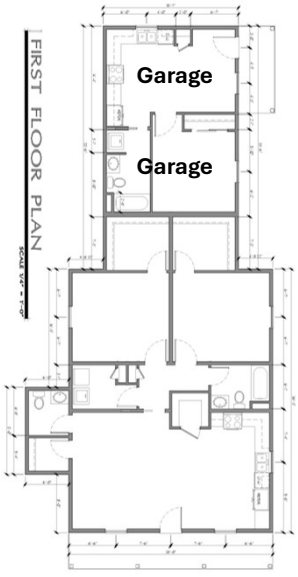
40



A small one-car garage, slightly setback and with a shorter roof, not the main massing, and painted to blend in.

41





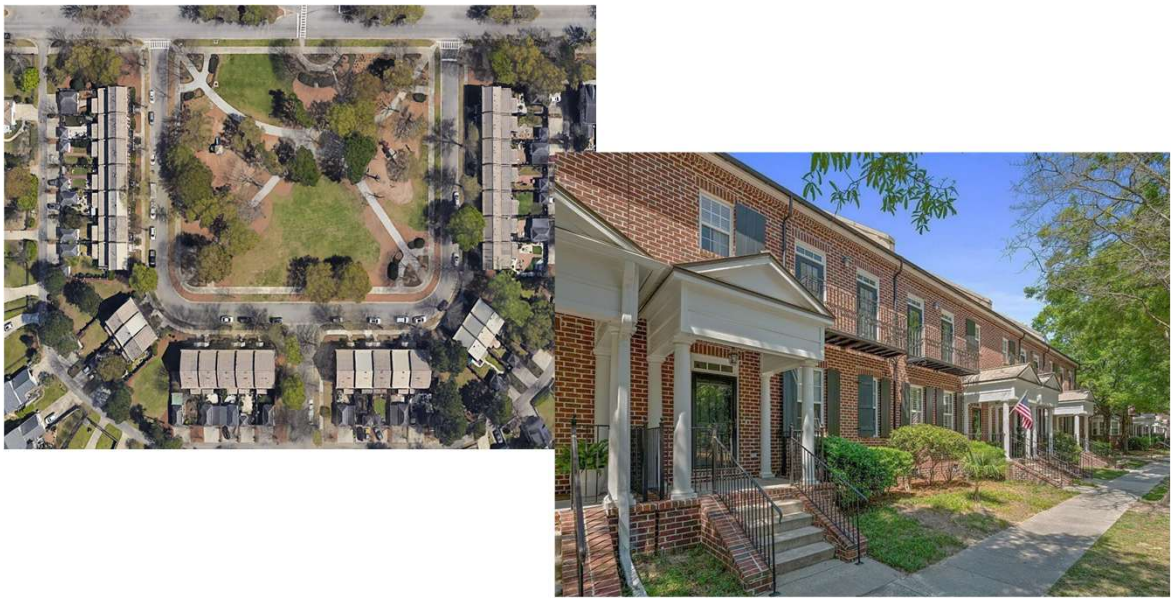
A side-loaded two-car garage, hidden from view at the front of the street.

42



Rear-loaded garages in Daniel Island, Charleston area.

43



Rear-loaded garages in Daniel Island, Charleston area.

44



A small one-car garage, slightly setback and with a shorter roof, not the main massing, and painted to blend in.

45



Two small one-car garages, slightly setback and with a shorter roof, painted to blend in, separated doors.

46



Two small one-car garages, slightly setback and with a shorter roof, painted to blend in, separated doors, detached structure.

47



Large two-car garage, at the front of the building, has its own roofline, majority of the street frontage.

48



Large two-car garage, at the front of the building, has its own roofline, majority of the street frontage.

49



The model house in Weathersbee. No garage, served instead by a driveway on the side.

50





The difference with and without a garage, in the same neighborhood and with the same builder.

51



Auto-oriented uses that require garages should have special exemption.

52

Policy recommendation…

- Different parking treatments are **listed in code** and **treated differently**
- Driveways, street parking, carports, and hidden garages given **minimal restrictions**
- One-car garages, or small garage doors, **are allowed under condition of good design**
- Two-car garage doors (one door for two cars) **banned outright**



53

Parking treatment	Regulations
Street parking	Allowed
Driveway/yard parking	Allowed
Carports	Allowed for **commercial buildings**; **Must be placed on the side** for **residential buildings**
Rear-alley garage	Allowed
Side-loaded garage	Allowed
Front-loaded one-car garage	Must be **setback** further than the pedestrian entrance, **smaller** in scale, garage door **painted to blend in** with the walls, cannot take more than **33% of the building's street frontage**, and **placed to the side** instead of the building center.
Front-loaded two-car garage (two doors)	Must be **setback** further than the pedestrian entrance, **smaller** in scale, garage door **painted to blend in** with the walls, cannot take more than **33% of the building's street frontage**, and **placed to the side** instead of the building center.
Front-loaded two-car garage (one door)	**Banned outright** unless made into a separate, detached structure.
Garages required for auto-oriented uses	Allowed provided **other architectural requirements are met**.

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The **First Glance Test**

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Traditional **Styles of Architecture**

Building Materials

Building **Size and Scale**

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Traditional Styles of Architecture.

Most of Ridgeland's buildings were built in traditional styles of architecture that were popular from the 1900s to 1930s. These are quintessential to Ridgeland's small town charm.

56



57



Craftsman-style house, characterized by its low-slope roof, deep porch that frames the house, and exposed rafters.

58



The Craftsman style is everywhere in Ridgeland.

59



A common adaptation is the **Craftsman-style bungalow**, a small, compact house built for affordability.

60



The small scale of a Craftsman Bungalow…

61



Craftsman Bungalows are everywhere in Ridgeland.

62



Lowcountry vernacular, characterized by porches, piazzas, pastel colors, window shutters, and gable roofs.

63



Lowcountry vernacular is found in many neighboring cities.

64





Tudor-style house, characterized by its chimney, asymmetry, and round front door.

65





Ranch-style house, characterized by its long horizontal shape, use of bricks, and shallow angle roofline.

66



Colonial Revival style, most common in civic and institutional buildings.

67



Early 20th Century, a collection of different styles representing commercial and institutional buildings.

68

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The **First Glance Test**

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Traditional **Styles of Architecture**

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Building **Size and Scale**

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Building Materials.

Most of Ridgeland's homes were built using the same set of widely available building materials, like wood, bricks, and stucco. New developments often use different, cheaper materials which make them stand out instead of fitting into the town.

70

Current & proposed code:

Walls shall be finished in wood clapboard (sealed with paint or stain), board and batten, cedar shingles, fiber cement siding "hardie plank," stucco, or brick. **Walls for residential dwelling units may be finished in vinyl siding using a minimum thickness of 0.52" for all new structures. Existing structures wishing to use lower-grade** vinyl siding options may be determined on a case-by-case basis as approved by the CRC.

71



Bricks

72



Painted bricks

73



Stucco/Painted masonry

74



Wood or fiber cement (various kinds)

75



Sheet metal

76

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The **First Glance Test**

Treatment of **Parking**

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Building **Size and Scale**

77

Building Size and Scale.

Ridgeland is composed of many small buildings which come together to create a fine-grain urban fabric. Newer, larger buildings have the potential to disrupt this fine-grain pattern.

78


The small scale of buildings in Ridgeland…

79


The only large buildings are **civic buildings** and
intentionally designed to be prominent.

80

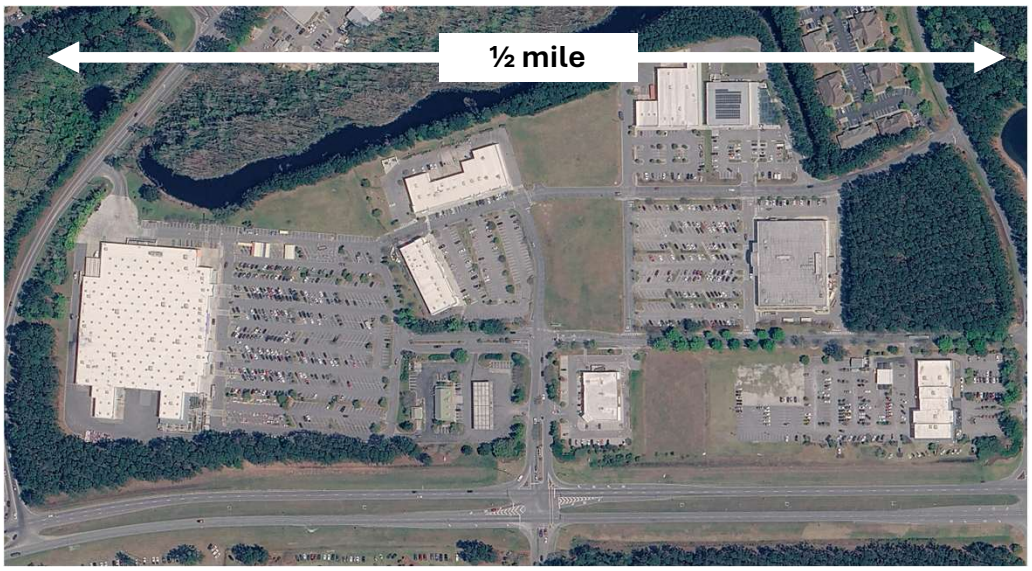






Modern buildings are larger in scale, which makes it hard for them to fit into Ridgeland.

81



The scale of modern buildings in Hardeeville…

82



Ridgeland at the same scale.

83



84



← 240 ft wide →

The scale of new buildings in Hardeeville…

85



← 280 ft wide →

The scale of new buildings in Hardeeville…

86



← 150 ft wide →



← 145 ft wide →

Large buildings in Ridgeland are a fraction of the size…

87

<u>Width Maximums</u>

- **Buildings over 150 ft long** have 2 options:
  - Pass **4/5 of the First Glance Test.**
  - **Break the building up into multiple parts**, each with their own entrance that passes **3/5 of the First Glance Test**.
- The length/width of a building can be **no longer than 200 ft.**

88



The scale of a large building can be ‘broken up’ into many different parts.

89



The scale of a large building can be ‘broken up’ into many different parts.

90



The scale of a large building can be ‘broken up’ into many different parts.

91



The scale of a large building can be ‘broken up’ into many different parts.

92

Block perimeters…

- Limits the size of a city block
- **We already have block perimeters in code**
- Buildings can only be as large as the block allows



1800 ft block perimeter.

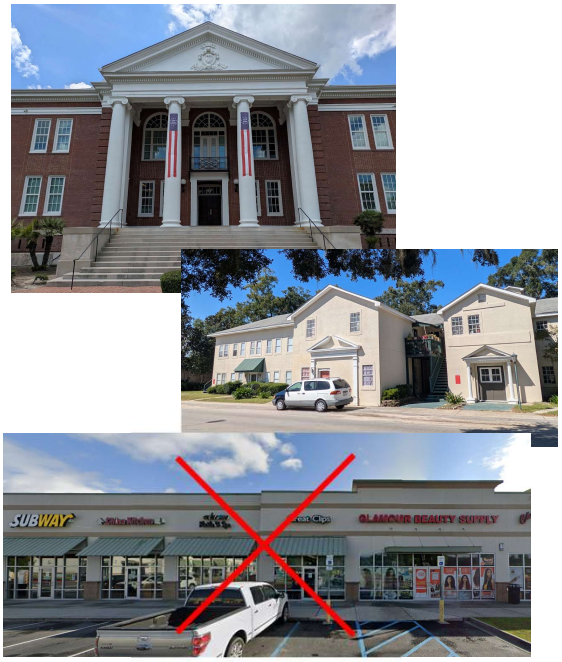
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Policy recommendation…

- **We already have block perimeters in code**

<u>Width Maximums</u>

- **Buildings over 150 ft long** have 2 options:
  - Pass **4/5 of the First Glance Test.**
  - **Break the building up into multiple parts**, each with their own entrance that passes **3/5 of the First Glance Test**.
- The length/width of a building can be **no longer than 200 ft.**



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