



**Town Council Work Session**  
November 13, 2023



# Zoning Districts

Building & Site Design

Affordable Housing



Zoning Districts

# Building & Site Design

Affordable Housing

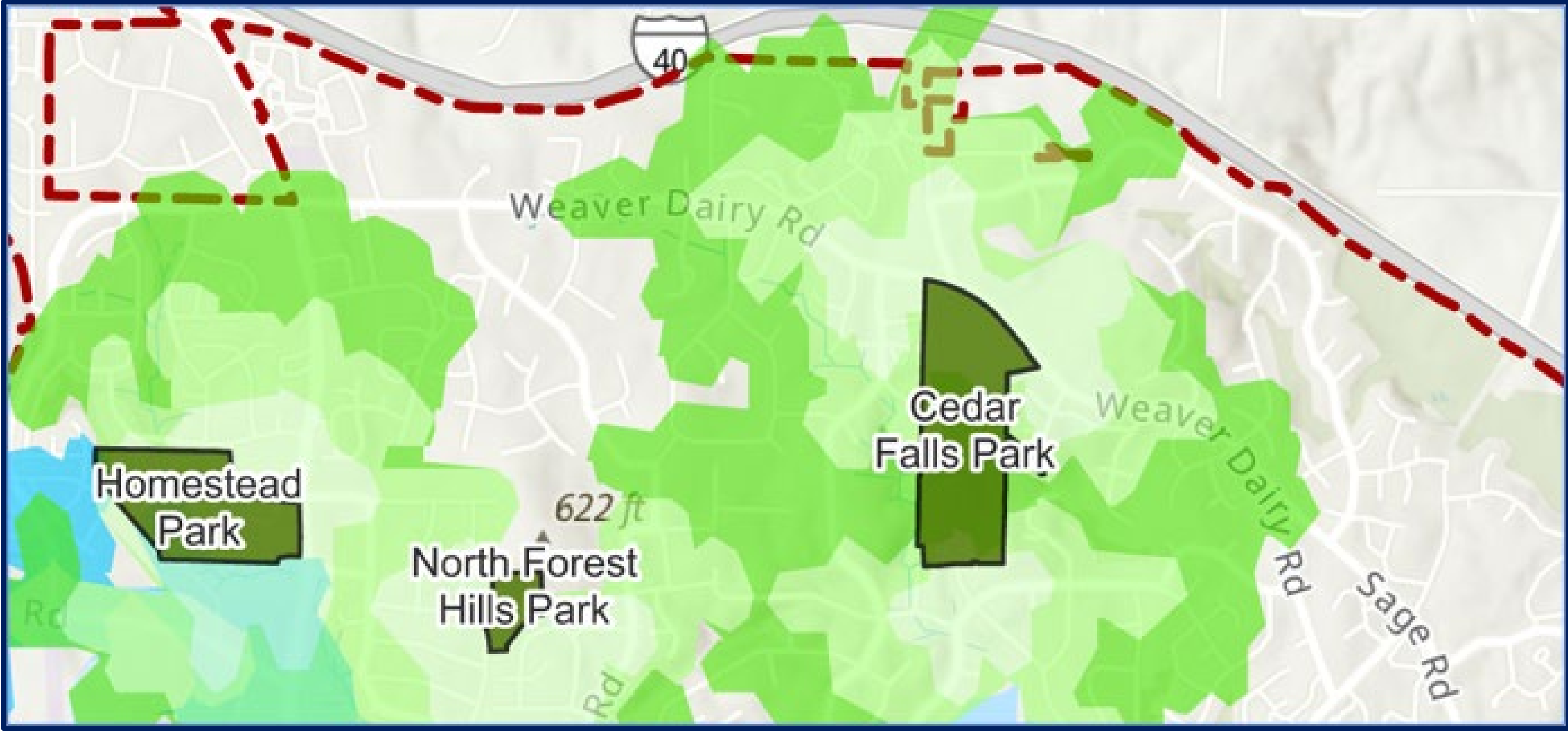


Zoning Districts

Building & Site Design

**Affordable Housing**

# Understanding Community Assets





# LUMO Update

## The Re-Envisioned District Palette

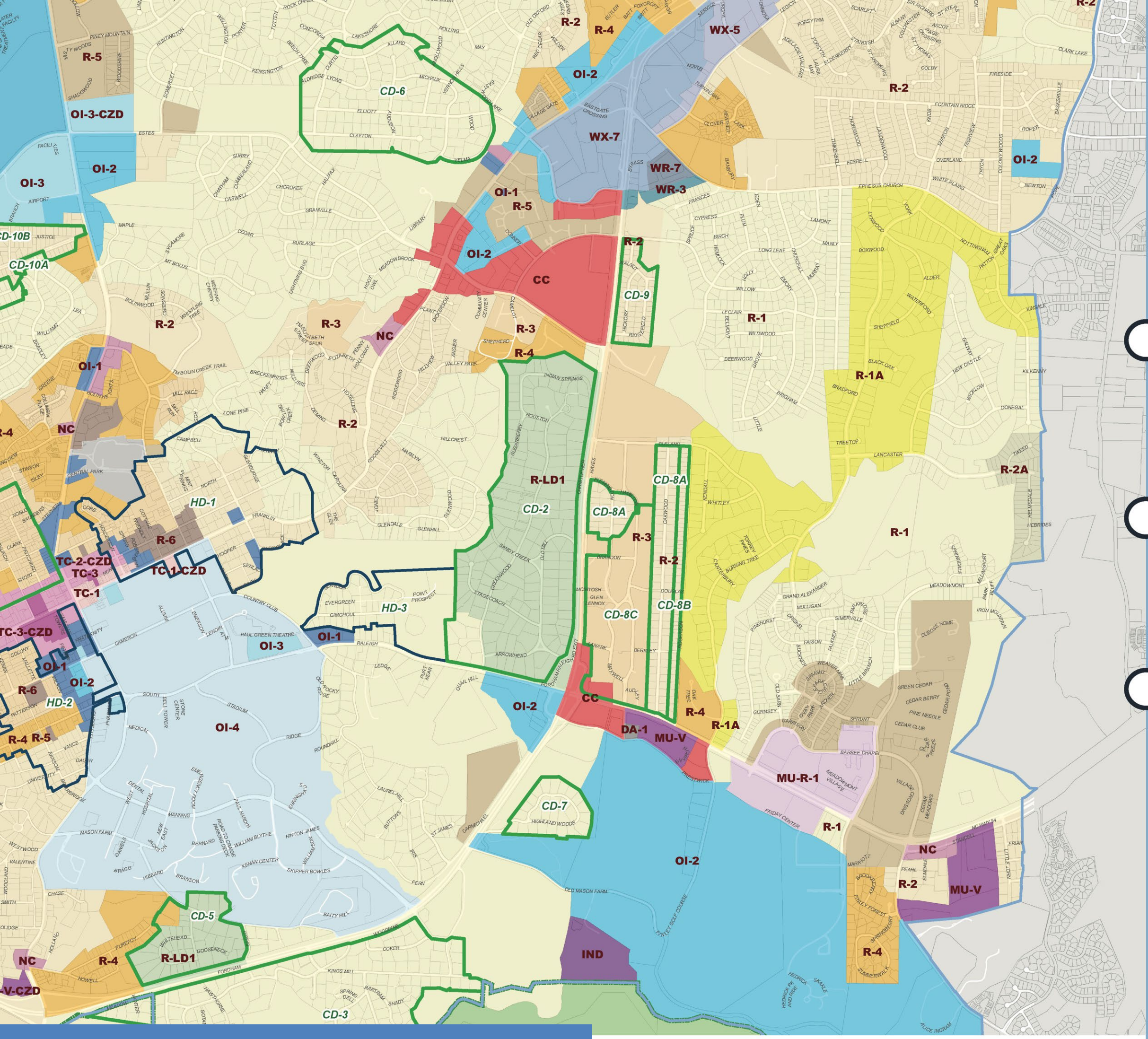
### An Introduction

Zoning

Design

Housing





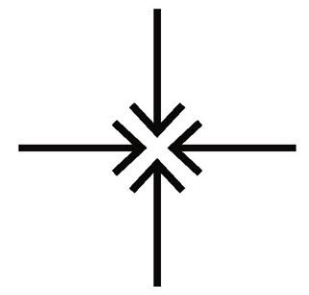
# PURPOSE

- 
- 
- 

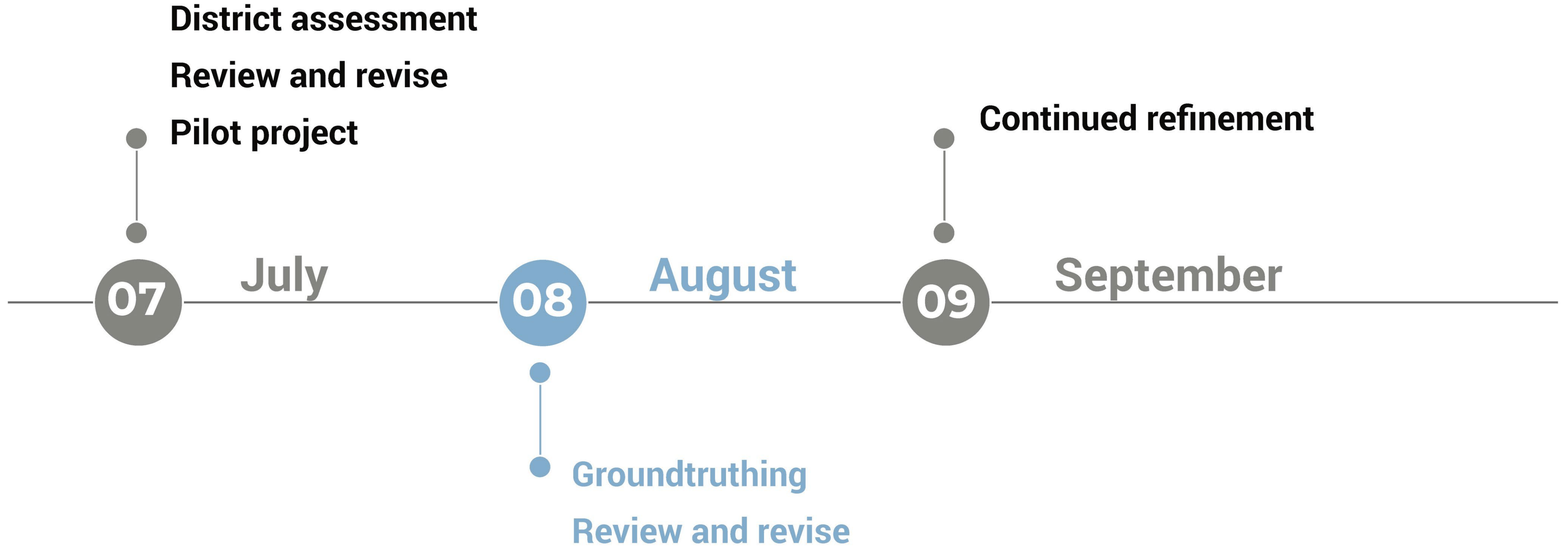
Implement plans and policy

Improve user experience

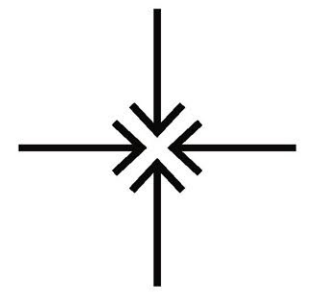
Align with local best practice



# PHASE TIMELINE



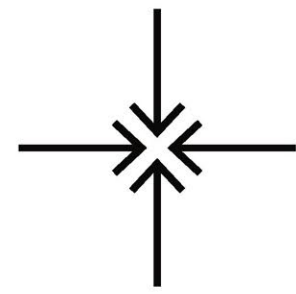




# PLAN / CODE ALIGNMENT

- Alignment between Complete Community and Charting Our Future
- Districts reinforce plan goals
- Design elements to accomplish desired outcomes
- Best practice furthers policy objectives



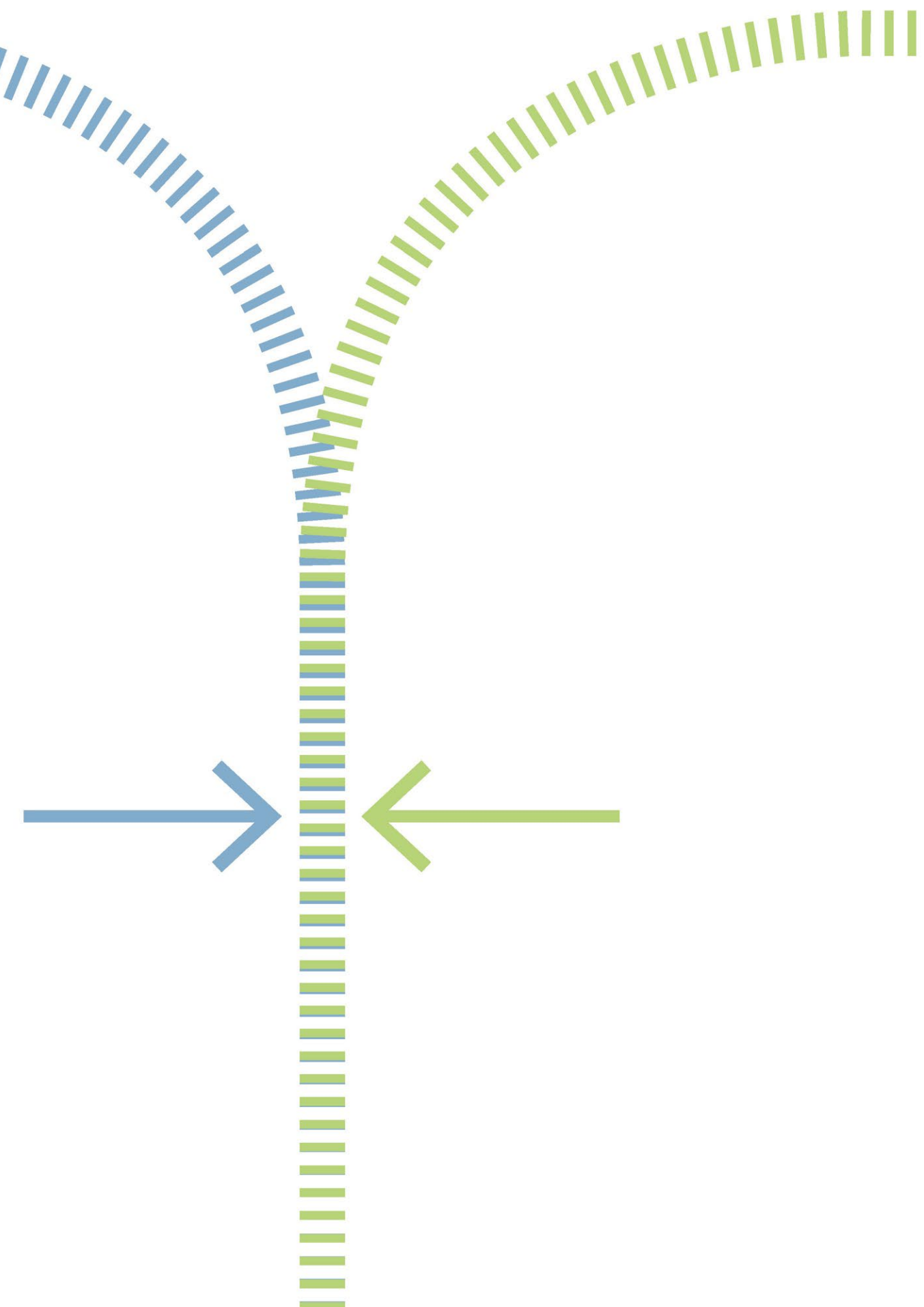


# COMPLETE COMMUNITY



# DISTRICT CONSIDERATIONS

- **Common purpose**
- **Intended outcome**
- **Use overlap**
- **Bulk and dimensional similarities**
- **Context and relevance**



# RE-ENVISIONED LUMO DISTRICTS

## Residential Districts

- **Rural Residential**
- **Ex-urban Residential**
- **Suburban Residential**
- **Compact Residential**
- **Urban Residential**
- **Mixed Residential**

## Non-Residential Districts

- **Neighborhood Mixed Use**
- **Town Center Small Scale Mixed Use**
- **Town Center Large Scale Mixed Use**
- **Corridor Mixed Use**
- **Office/Institution**
- **University**
- **Light Industrial**
- **Transit Oriented Development**

# RE-ENVISIONED LUMO DISTRICTS

## Overlay Districts

- **Watershed Protection Overlay**
- **Resource Conservation Overlay**
- **Historic Districts (Franklin-Rosemary, Cameron-McCauley, Gimghoul)**
- **Neighborhood Conservation Districts**

## Legacy Districts

- **All existing CZDs**
- **Blue Hill Districts**
- **Historic Rogers Road Districts**
- **Industrial**

# RE-ENVISIONED LUMO DISTRICTS

## Sunset Districts

- **Airport Hazard**
- **Materials Handling Districts**

## Process Districts

- **Development Agreement 1**
- **Traditional Neighborhood Development**

# A Complete Community....

....has a diversity of housing types (both rental and ownership opportunities).



# A Complete Community....

....has abundant active transportation and transit connections.





**A Complete Community....**

**..is designed for walking and cycling.**



**Zoning**

Design

Housing

**A Complete Community....**

**...features pedestrian-oriented design.**



**Zoning**

Design

Housing



## A Complete Community....

...has mixed-use buildings and places including housing, community, office, and retail uses.



# DISTRICT ELEMENTS TO GUIDE INTENT



Uses



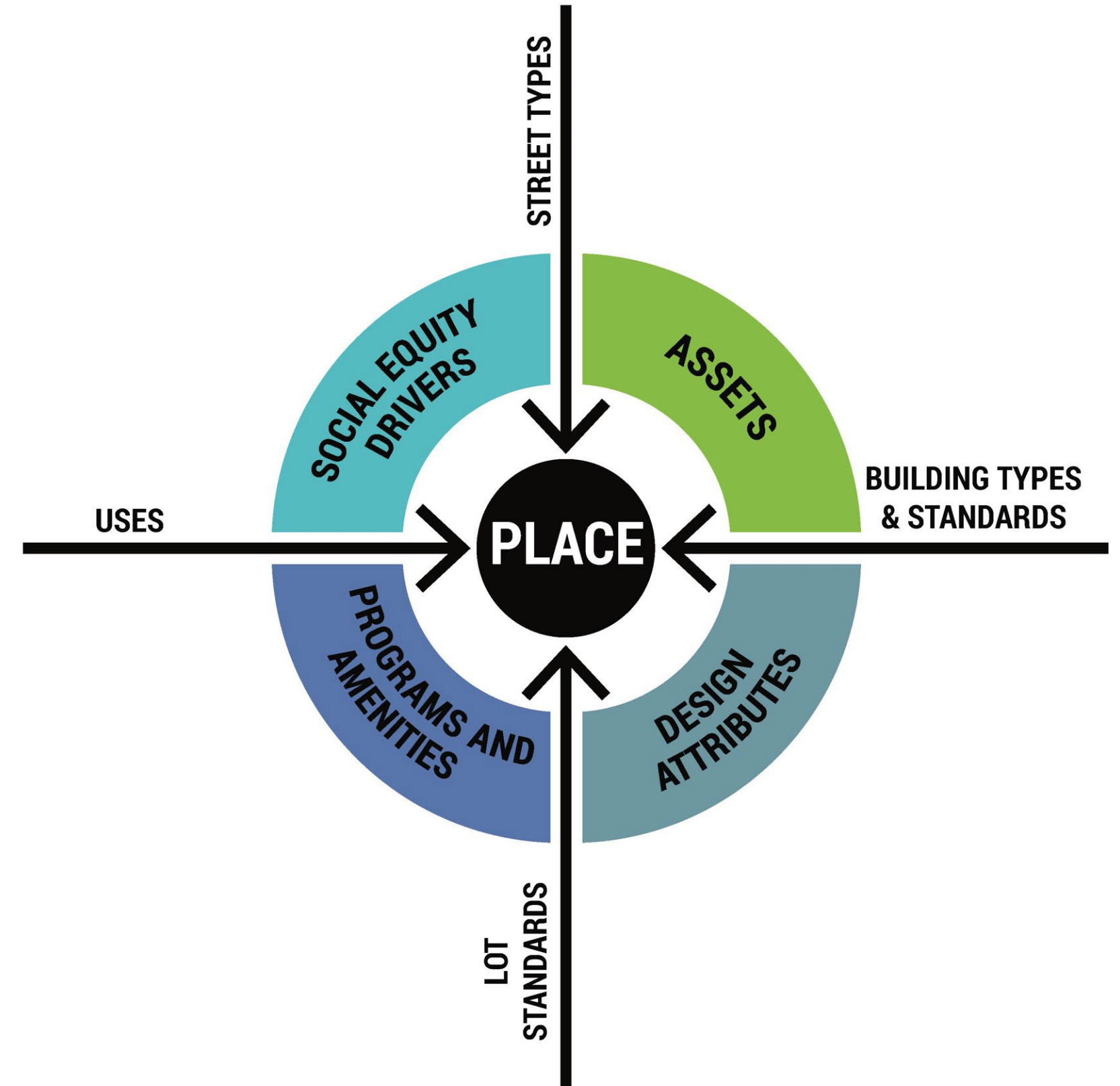
Building Types & Standards



Lot Standards



Street Types



DISTRICT ELEMENTS TO GUIDE INTENT

# USES:

- Consolidated use categories
- Mixed use by district, by site, and by building
- Design emphasis
- Transit and active

Zoning

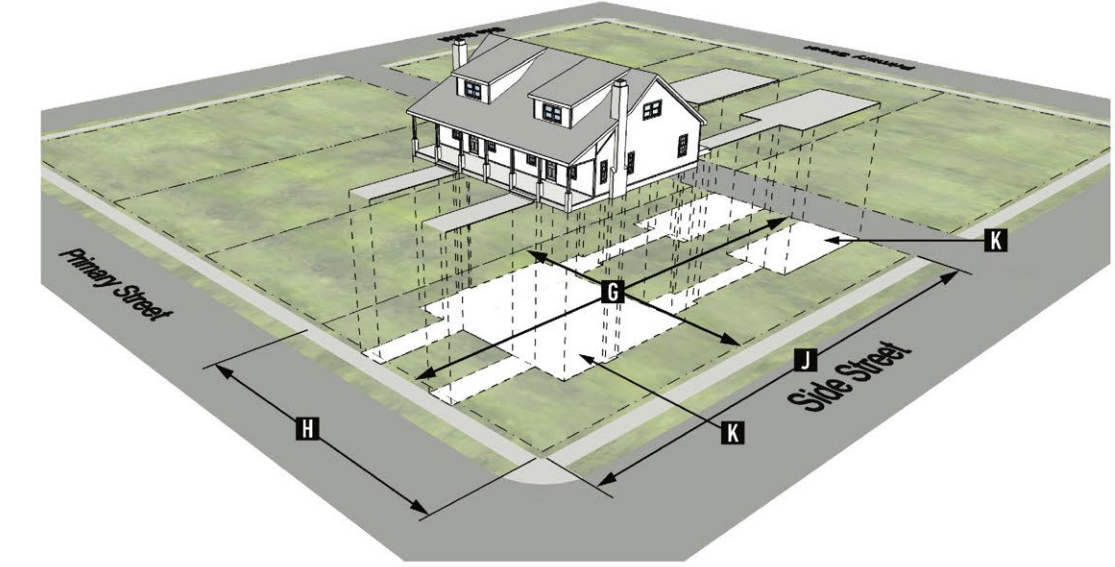
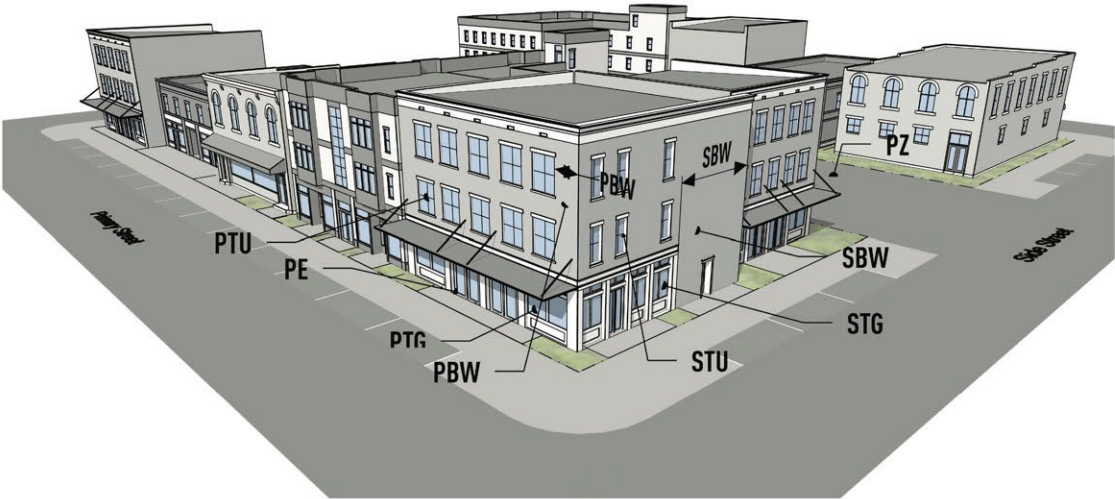
Design

Housing



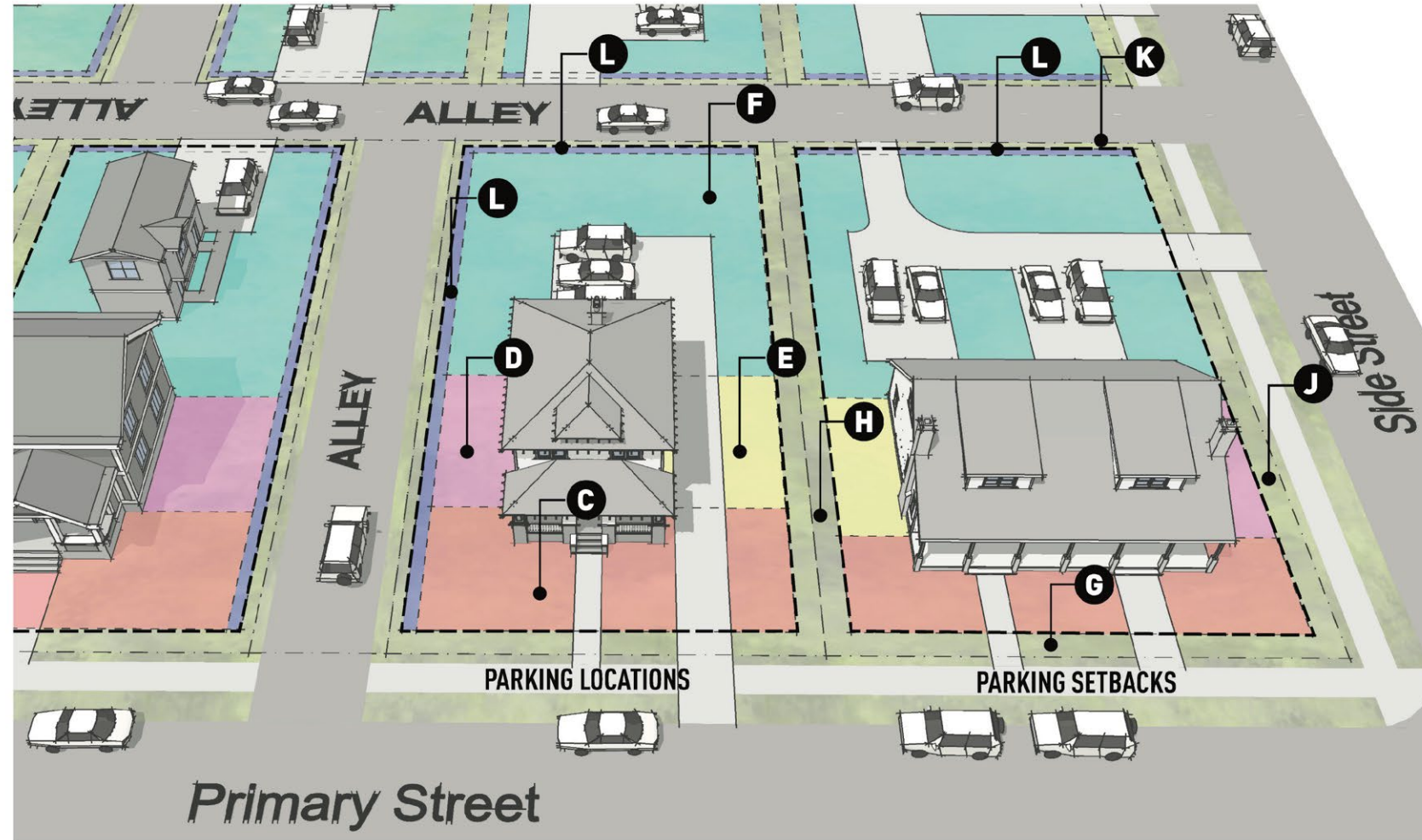
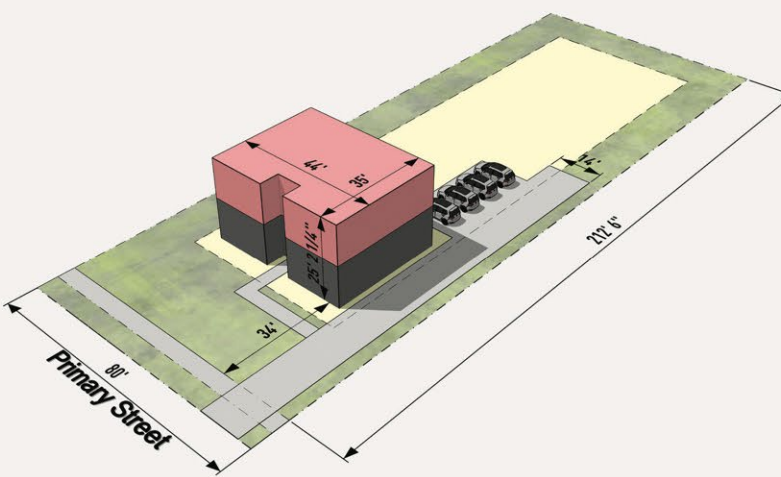
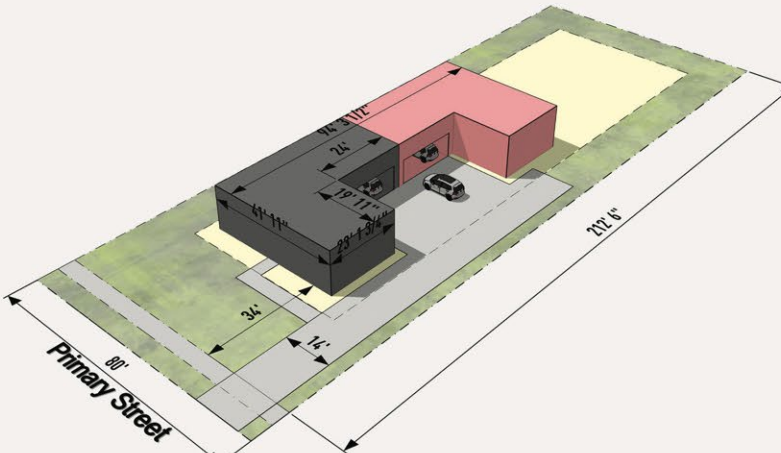
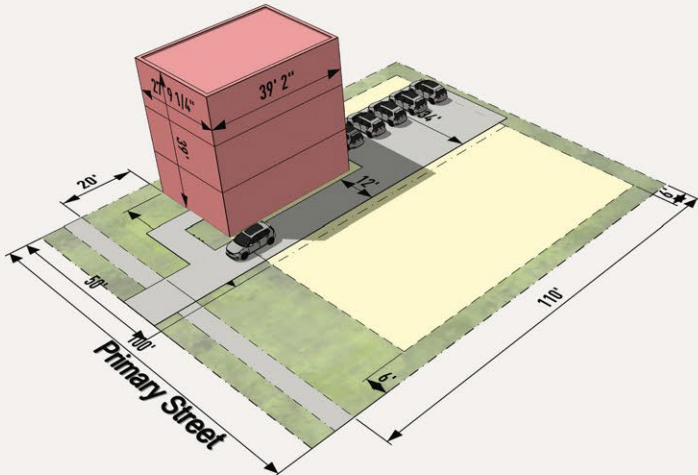
DISTRICT ELEMENTS TO GUIDE INTENT

# BUILDING TYPES:



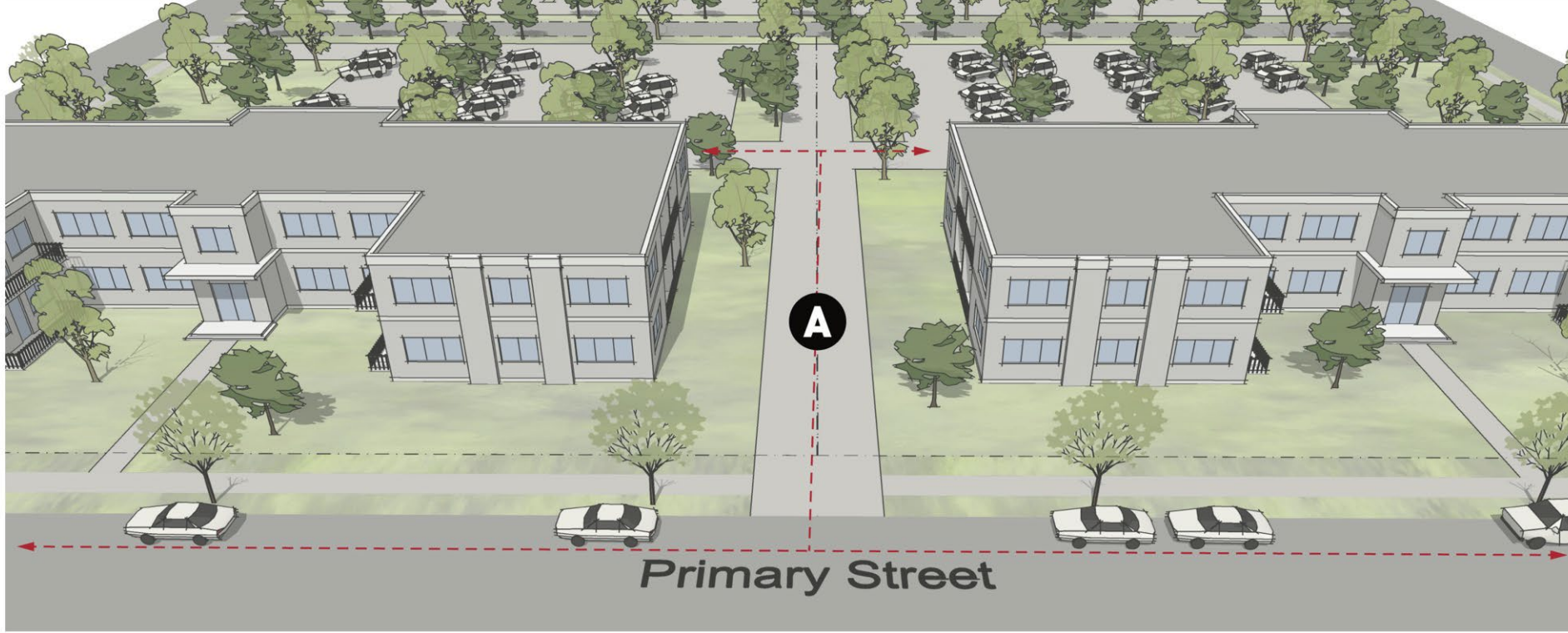
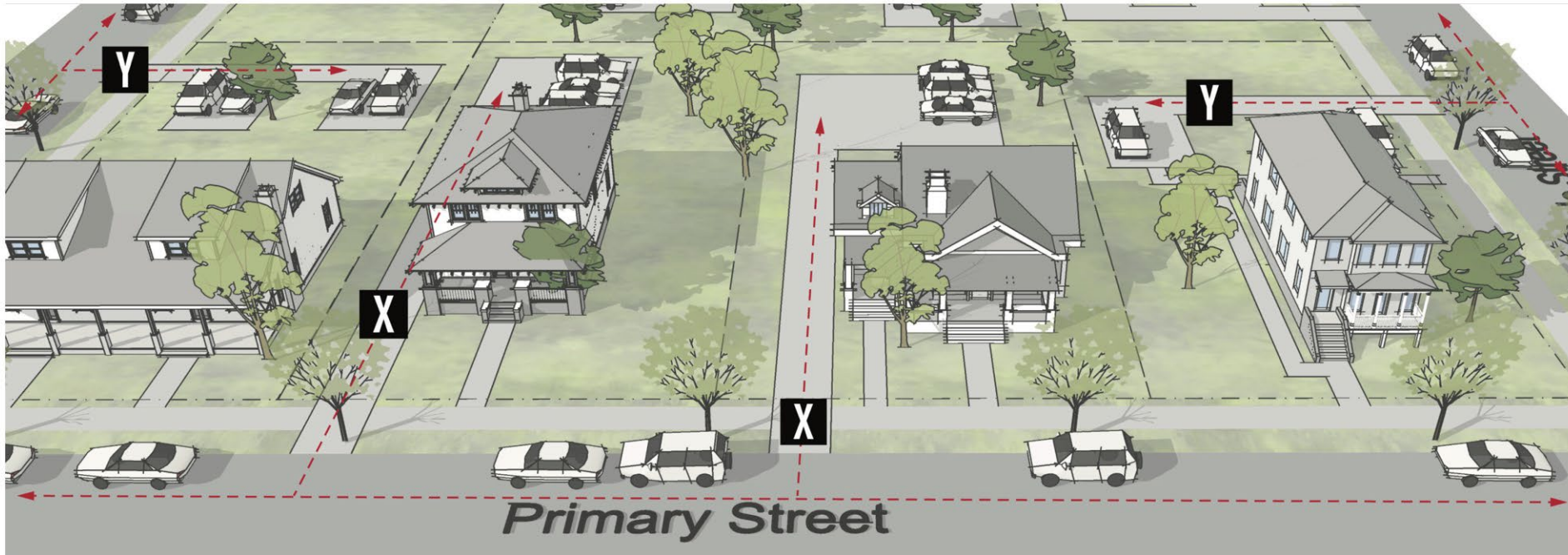
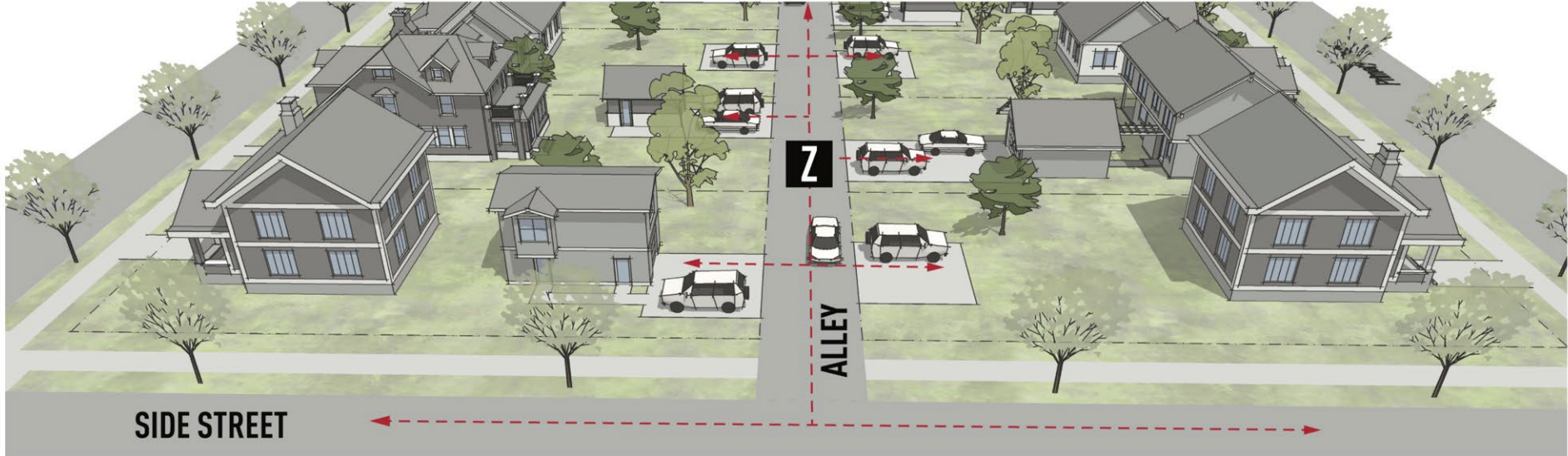
DISTRICT ELEMENTS TO GUIDE INTENT

# LOTS:



DISTRICT ELEMENTS TO GUIDE INTENT

# STREET TYPES:







# PURPOSE

Implement plans and policy

Improve user experience

Align with local best practice

Zoning

Design

Housing

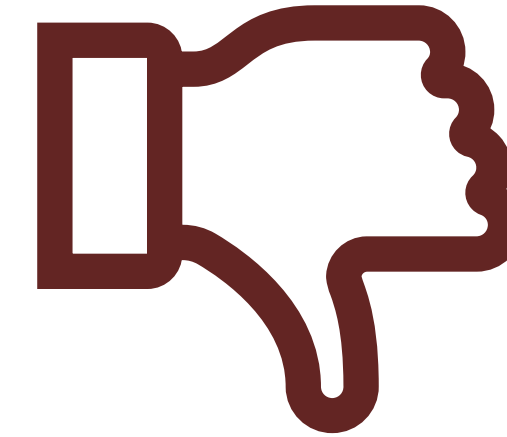
# Zoning Districts

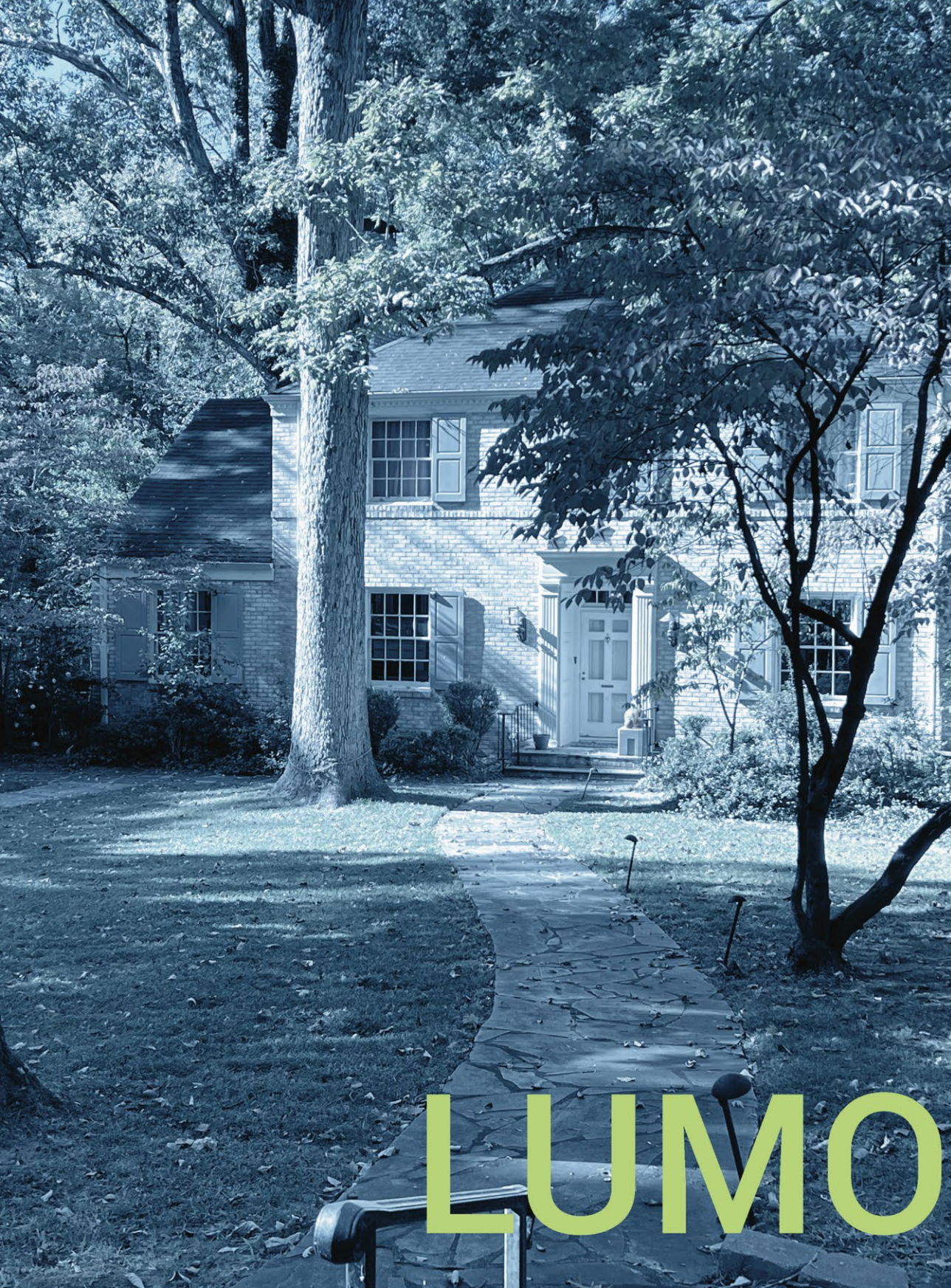
---

Building & Site Design

Affordable Housing

## Discussion





# LUMO Update

## Design Coordination

# Purpose of Design Integration

---

- **Advance Complete Community goal:**  
*Excellence in the Public Realm*
- **Outputs:**
  - Regulation
  - Financial Assessment
  - Education

# Exploring Development Types: Site and Street Contexts



Mixed-Use



Apartments

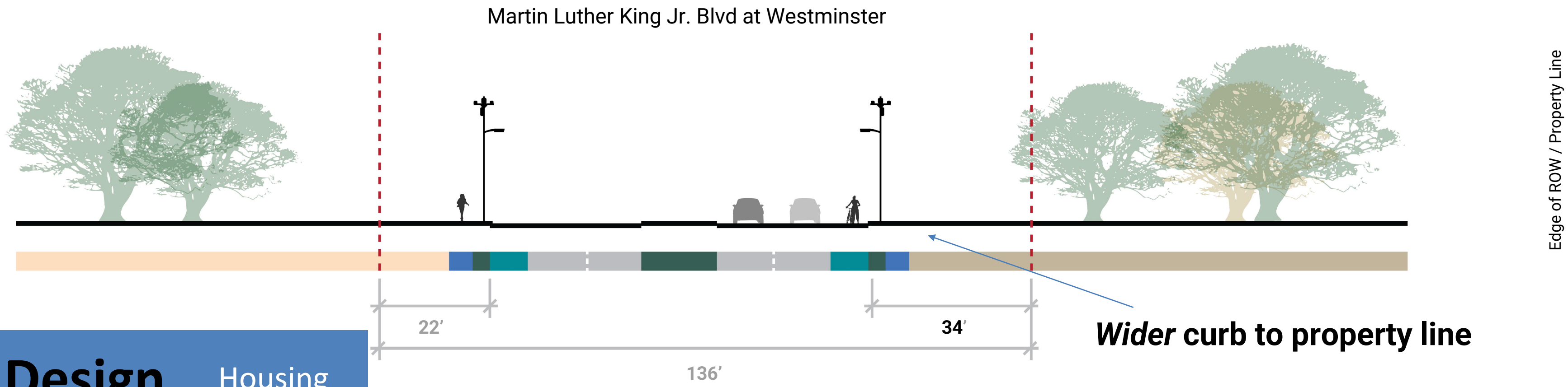
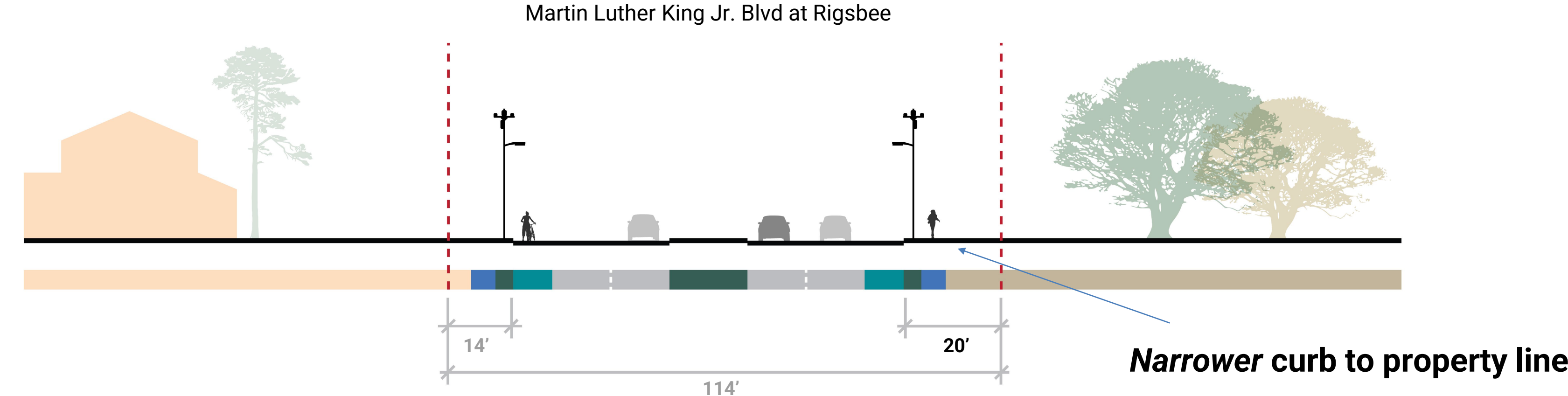


Townhomes



Single-Family

# Example Exploration: Creating a Pedestrian Oriented Public Realm Responding to different Right of Way and sidewalk dimensions



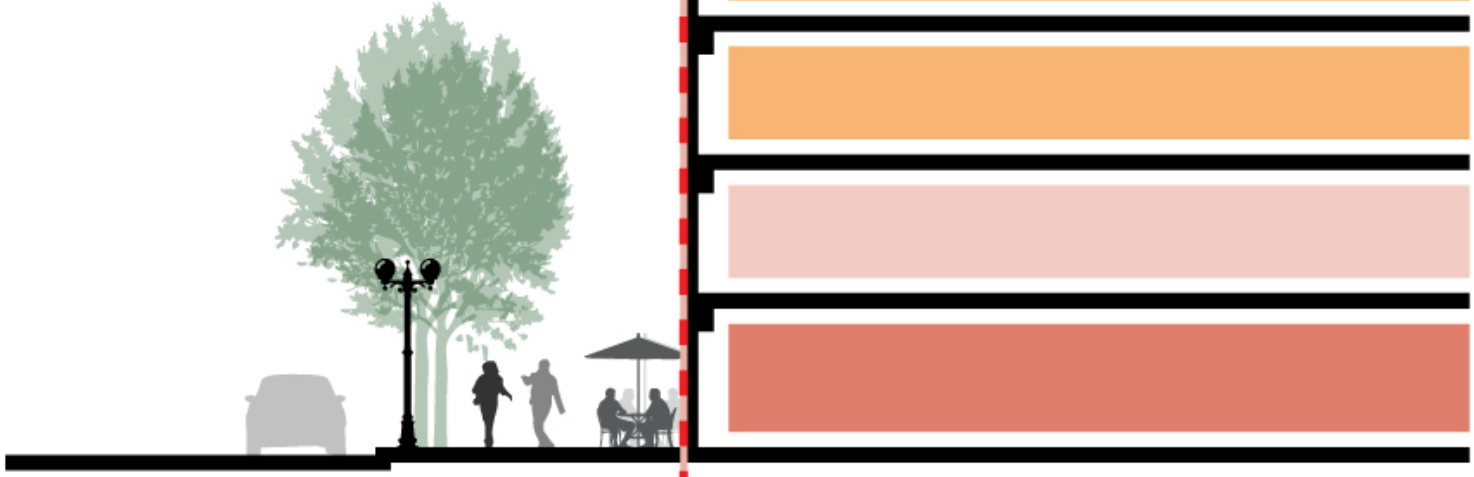
# Example Exploration: Creating a Pedestrian Oriented Public Realm

## Mixed Use Buildings: 6 Stories

Accommodating shared sidewalk and Retail / Café areas



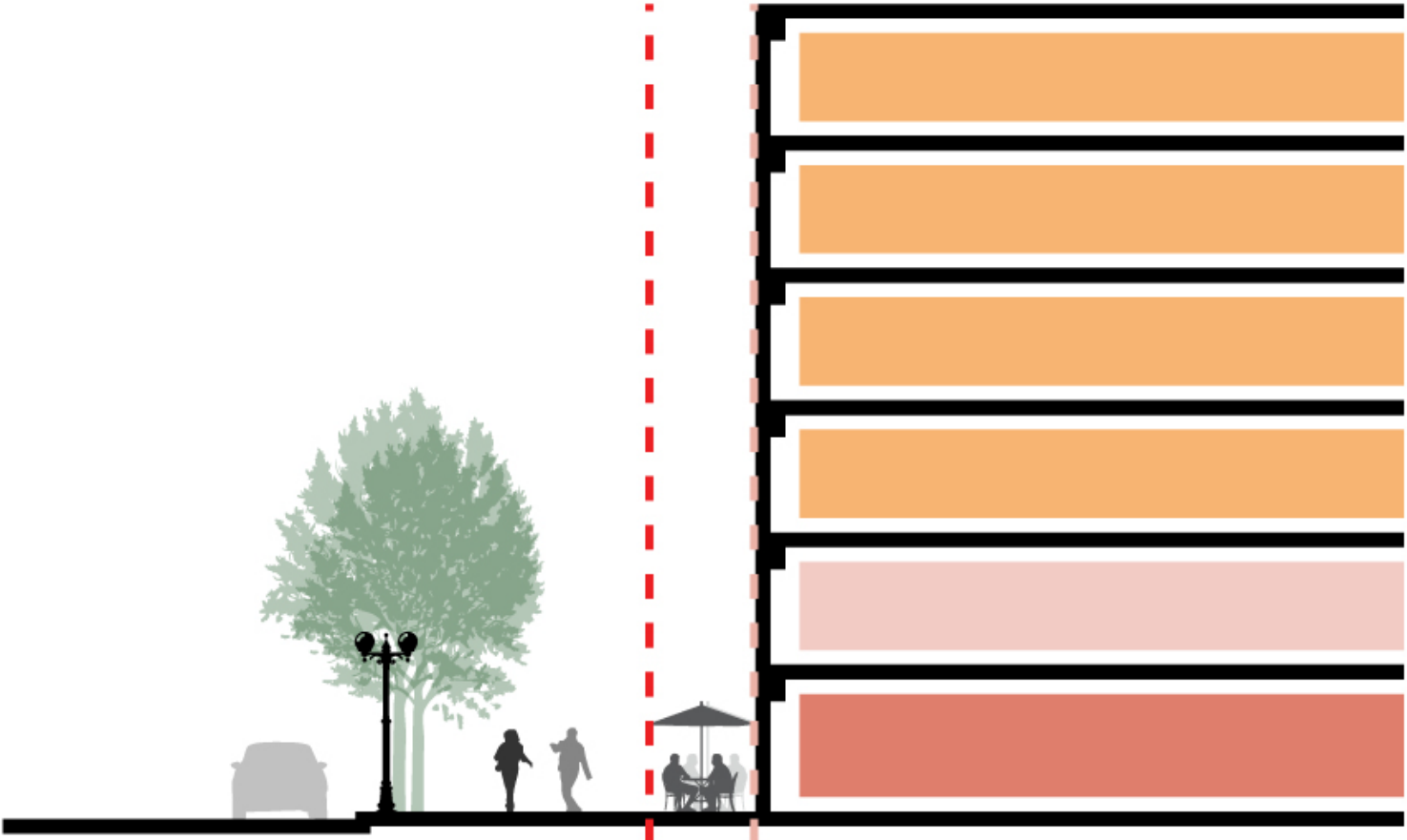
Edge of ROW



**Narrower curb to edge of R.O.W.**

Edge of ROW

Retail/Cafe Setback

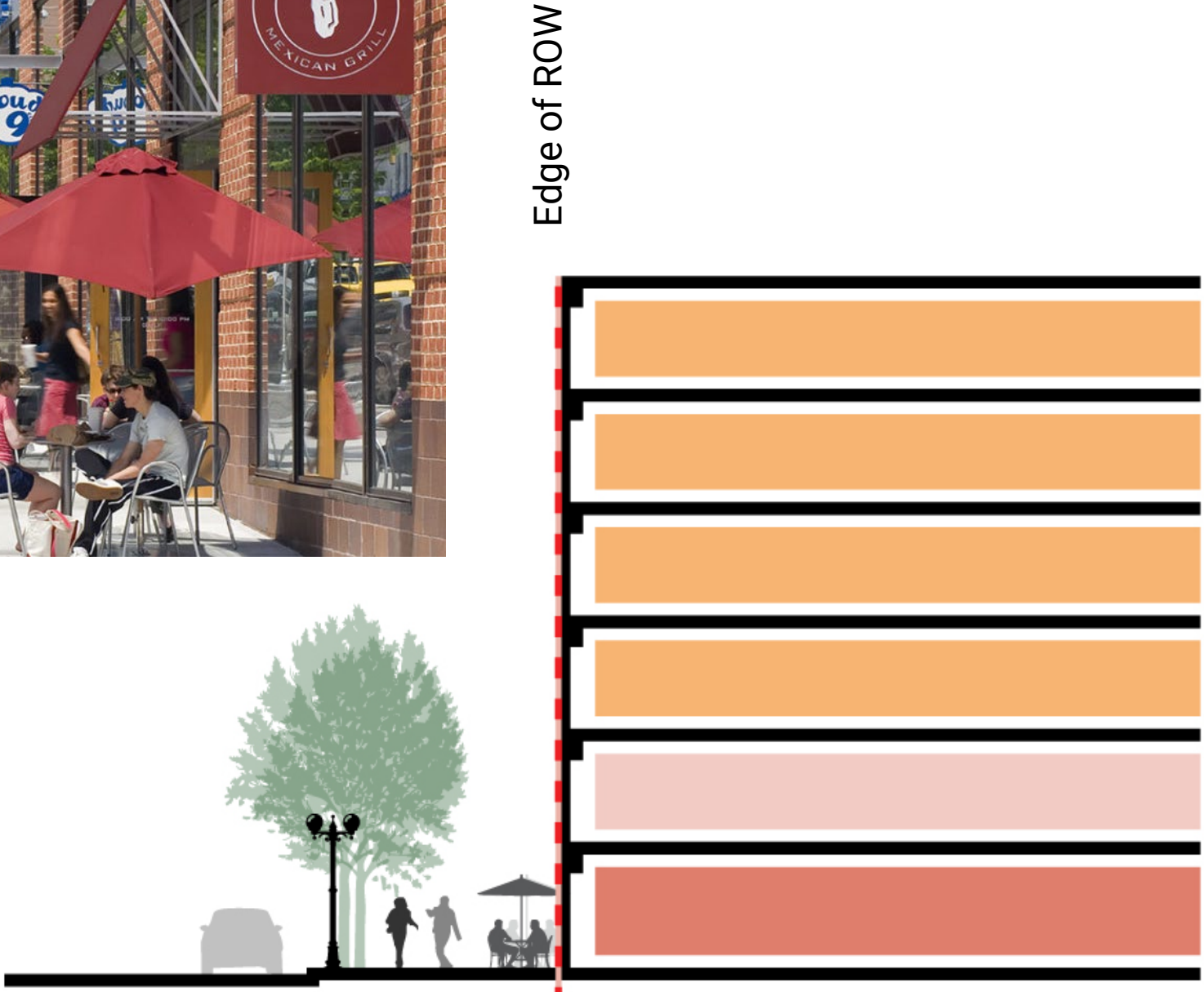


**Extended public use area**

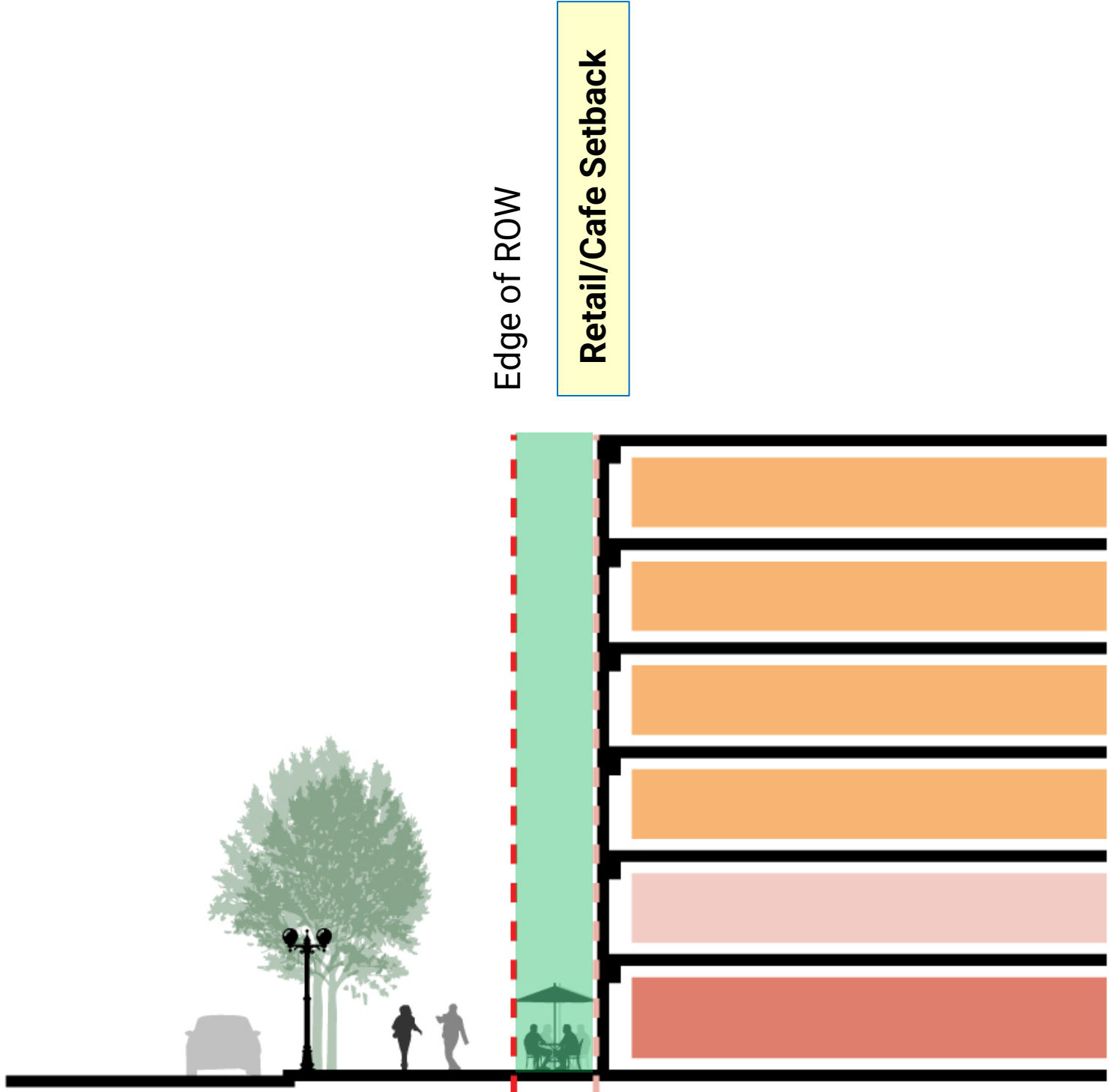
# Example Exploration: Creating a Pedestrian Oriented Public Realm

## Mixed Use Buildings: 6 Stories

Accommodating shared sidewalk and Retail / Café areas



**Narrower curb to edge of R.O.W.**



**Extended public use area**



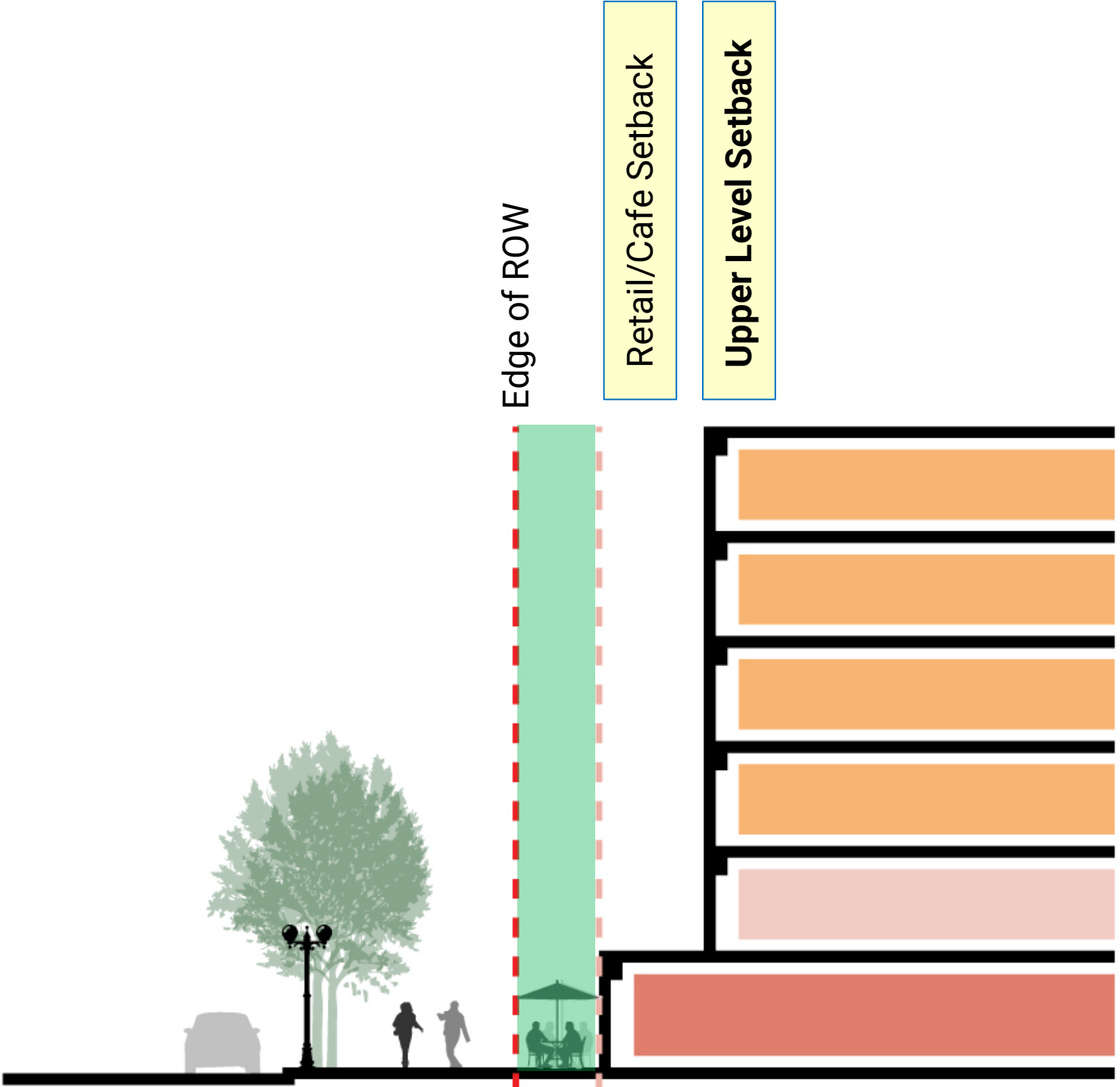
# Example Exploration: Creating a Pedestrian Oriented Public Realm

## Mixed Use Buildings: 6 Stories

Potential upper-level setbacks could also be applied



*Narrower curb to edge of R.O.W.  
+ upper level setback*



*Extended public use area  
+ upper level setback*

# Example Exploration: Creating a Pedestrian Oriented Public Realm

## Multifamily Apartments: 4 Stories

**Raised Ground Floor Units**

**Parallel Stoops or Direct Stair entry**

**Entry Recessed or Flush with Facade**



Parallel Stoop



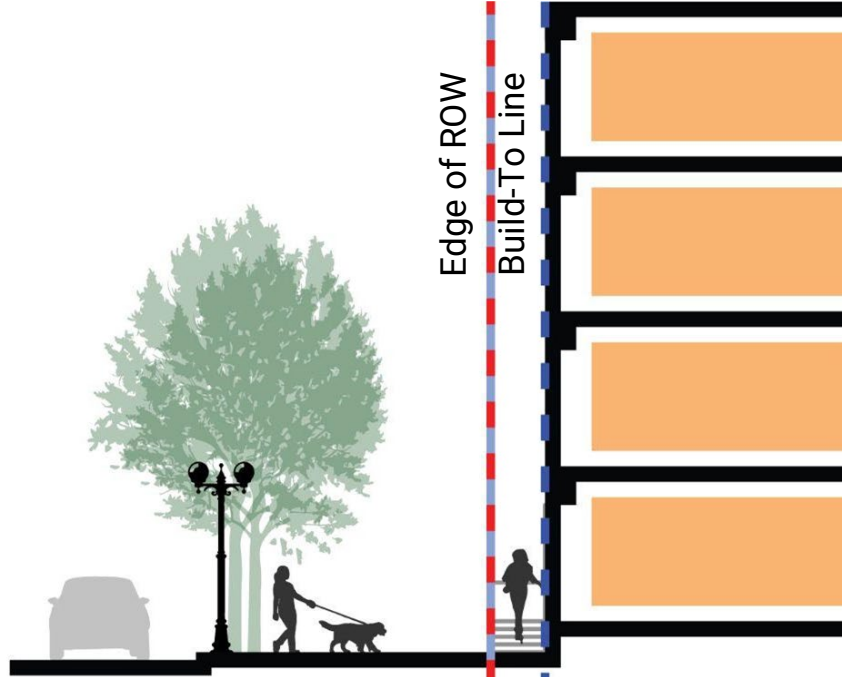
Direct Stair



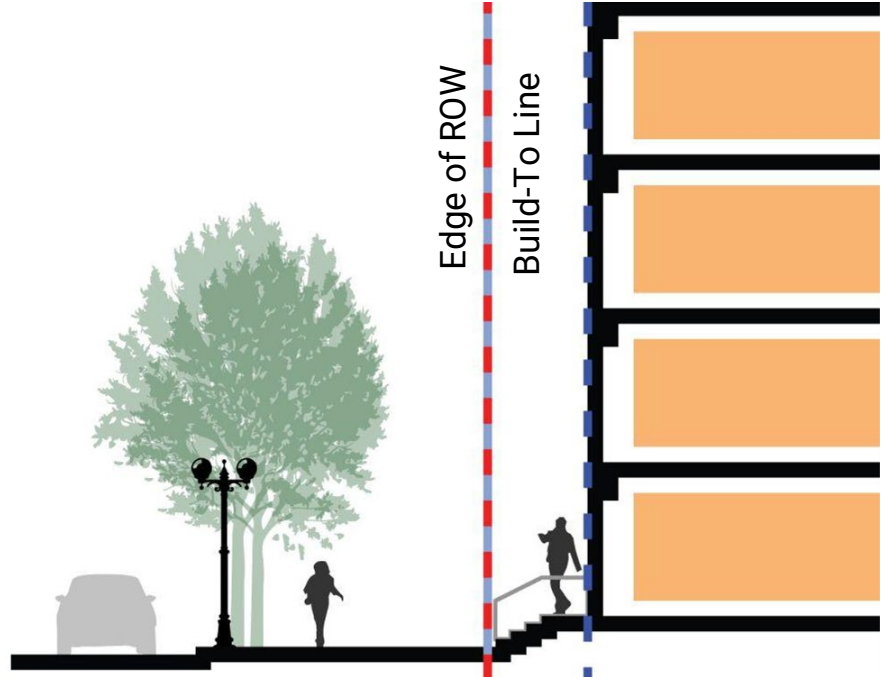
Parallel Stoop: *Recessed*



Direct Stair: *Recessed*



Parallel Stoop: *Flush*



Direct Stair: *Flush*

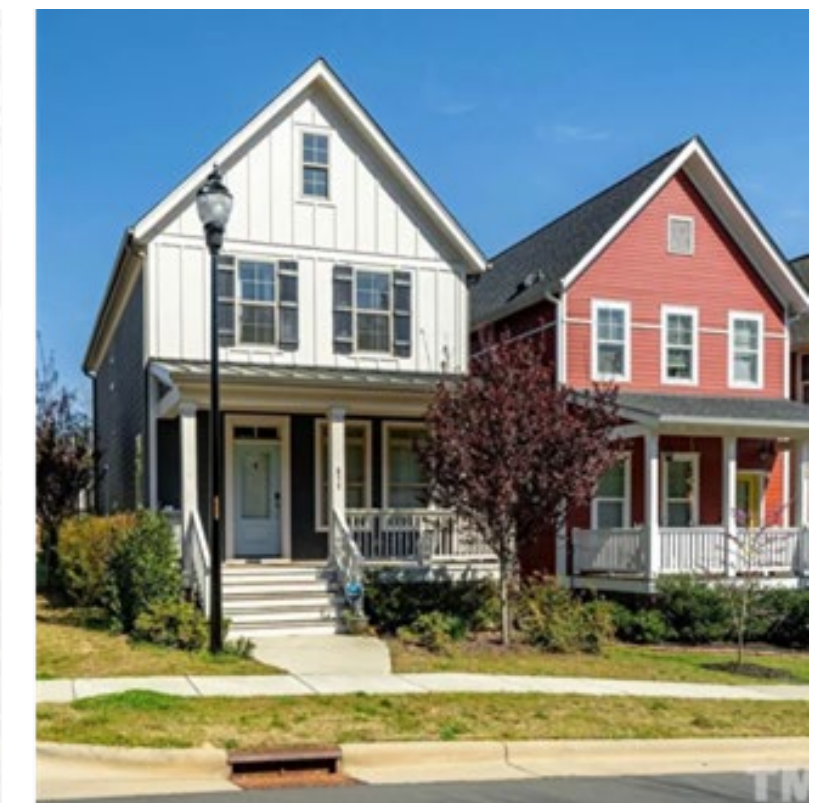
# Incorporating Complete Community Themes

## Anatomy of a Complete Community



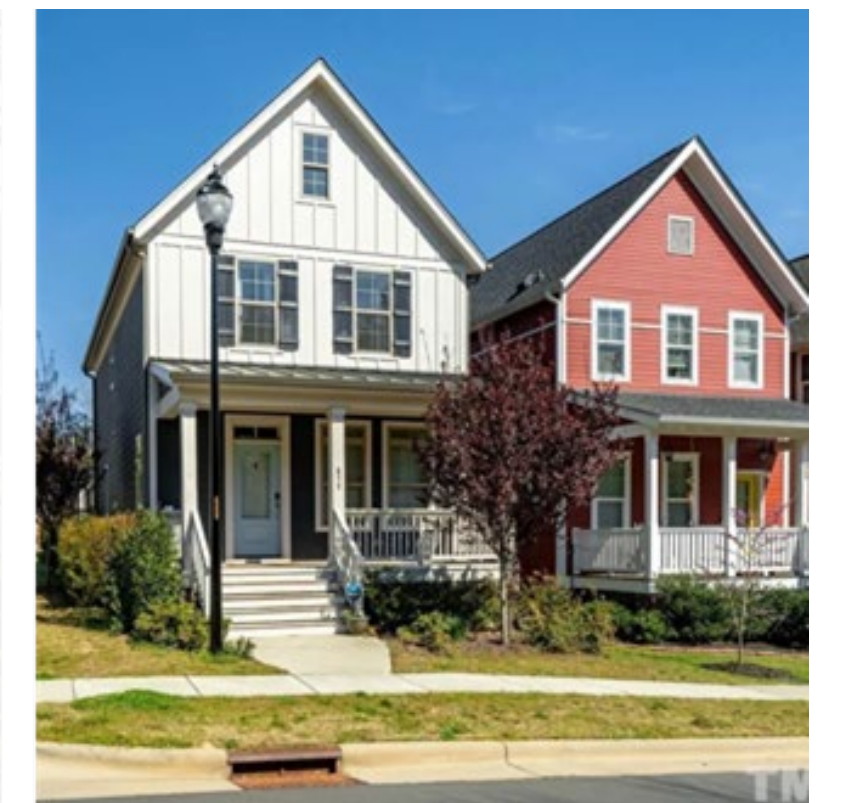
# Other Factors Being Explored

- Retail, business placement within mixed-use
- Density and height
- On site open and public space
- Parking access, location and screening
- Street type / character context



# Next Steps

- Continue design explorations
- Inform district code writing

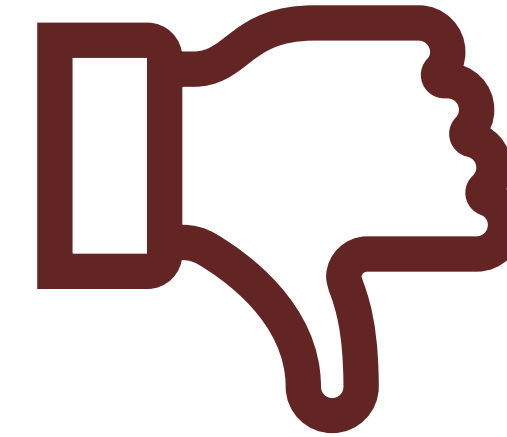


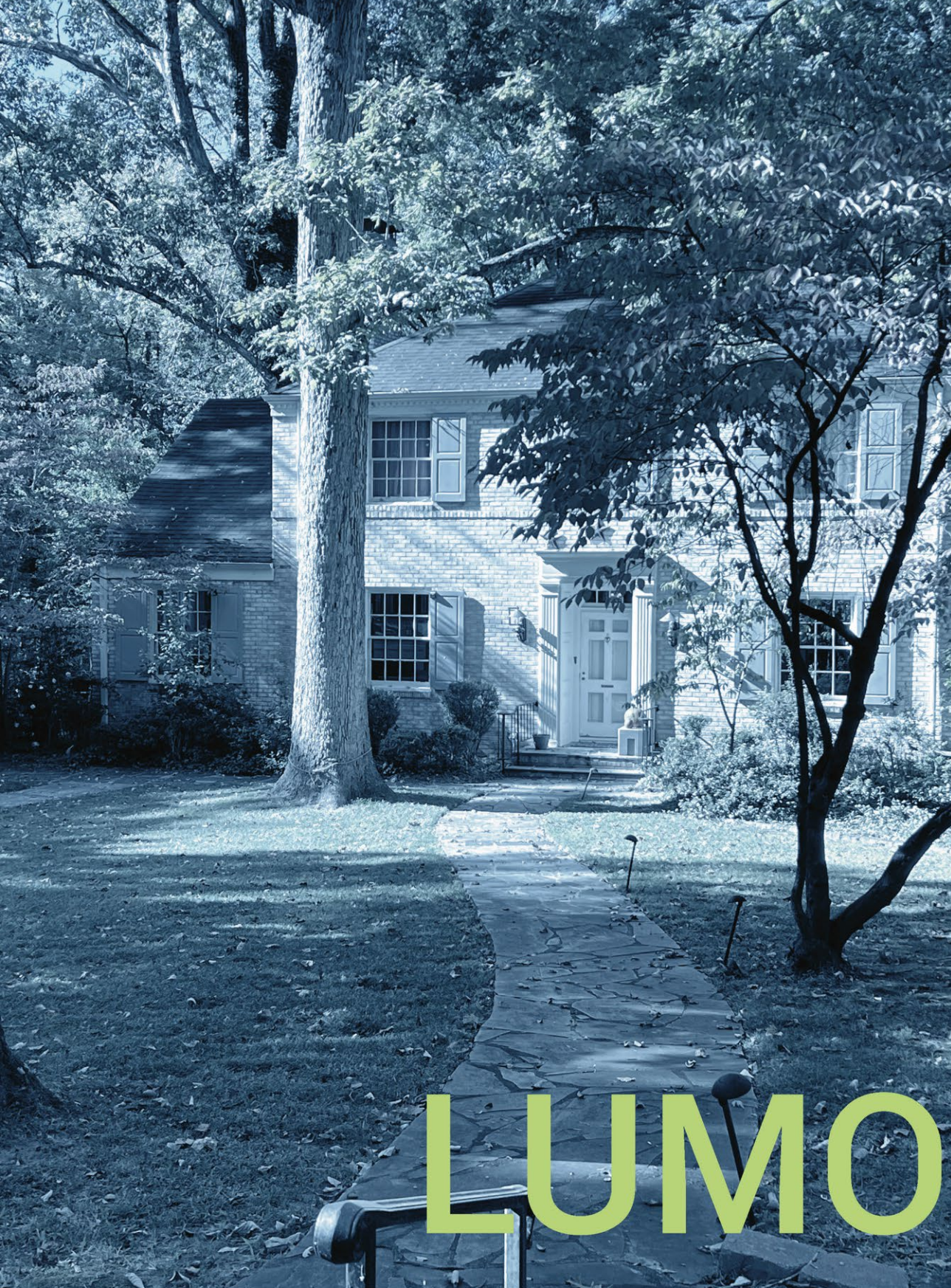
Zoning Districts

**Building & Site Design**

Affordable Housing

## Discussion





# LUMO Update

## Density Bonus Assessment

# DENSITY BONUS ASSESSMENT

Assessing the feasibility of density bonuses to support community benefits

## Common Zoning Code-Based Approaches to Support Community Benefits

Process

Enacted for projects with 25%+ affordable set-aside

Density

Allowances for additional height/floor area

Site Utilization

Relief from setback and buffer requirements

Design

Modifications to design/articulation, step-back requirements, materials, and/or other building requirements

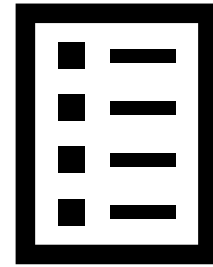


# DENSITY BONUS ASSESSMENT

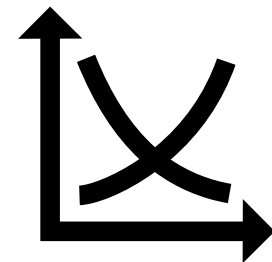
Assessing the feasibility of density bonuses to support community benefits

Voluntary density bonuses and code-based incentives need to be **carefully calibrated to be effective**

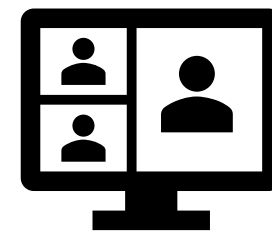
Approach:



Alignment with Affordable Housing Plan



Detailed Financial Analysis



Development Community Outreach

# DENSITY BONUS ASSESSMENT

Assessing the feasibility of density bonuses to support community benefits

## 50% density bonus

needed for a project with a  
15% affordability set aside

- Significantly higher returns required
- More expensive construction techniques
- Exceeds achievable rent premiums
- Additional development incentives are needed

# ADDITIONAL CODE-BASED INCENTIVES

Calibrating code-based and development incentives in exchange for community benefits

Other code-based incentives should **improve site & building efficiency:**

- Modifications to setback, step-back, and buffer requirements
- Modifications to building design requirements

Zoning Districts

Building & Site Design

**Affordable Housing**

**Discussion**

