AGENDA

• Welcome (2:45pm)
• Introductions (2:50pm)
• How the Group Will Operate (3:25pm)
• Staff Presentation (3:40pm)
  • Project Scope
  • Project Schedule
  • Urban Design and the Public Realm
  • Existing Conditions
  • Problem Identification Statement
• Break (4:10pm)
• Problem Identification Activities (4:30pm)
  • Activity 1
  • Activity 2
• Wrap Up (5:20pm)
  • Preferred Meeting Days/Times
  • Next Steps
The Department of Community Planning & Development (CPD) initiated this project to address ‘slot home’ development citywide

• We continue to hear about issues with ‘slot home’ development
• We will more clearly identify the problem and then propose solutions
• City Council makes the final decision regarding proposed solutions
Task Force Purpose

- Assist City Staff With Evaluation
- Recommend Specific Zoning Code Text Amendments
- Provide a Connection to the Wider Community
  - Task Force is the primary stakeholder forum
  - Test concepts for community review
INTRODUCTIONS

• Briefly introduce yourself
  • What is your favorite multi-unit residential building in Denver, and what feature makes it great? (see building separate image slides)

• What do you hope to achieve?
  What are your two most important aspirations for this project; what are two things you hope for the city as a result of your work?
HOW THE GROUP WILL OPERATE

• Ground Rules
• Consensus-based
• Task Force Communications
• Public Comments at Meetings
Process Outline

• Problem Statement

• Criteria for Evaluating Options

• Options and Ideas for Change
  – Staff and Task Force

• Applying Criteria to the Options

• Advancing the Promising Options

• Building Consensus
  Recommendation
Staff Presentation
**Slot Homes**

- **Are:** Any multi-unit residential developments that turn it side to the street
  - Perpendicular orientation to the street
  - Unit entrances and/or individual garage doors face neighboring properties or an interior court/driveway*

- **Are Not:** Other multi-unit developments
  - Row homes with only street-facing units
  - Typical apartment or condo buildings without exterior unit entrances (regardless of scale or density)

*Includes development built under the Garden Court form
**PROJECT SCOPE**

- Address slot home development throughout Denver
  - Site Design
  - Building Design
  - Design Elements

- Not part of the project scope
  - Addressing architectural style (traditional vs. modern, etc.)
  - Determining appropriate density of development
  - Resolving other issues with neighborhood planning or zoning
1. Problem Identification
   • 2 Meetings: Jan. & Feb., 2017

2. Evaluate Alternative Designs
   • 3 Meetings: March, April & June, 2017

3. Select Strategy
   • 3 Meetings: July, August & October, 2017
   (additional meeting Dec. 2017?)

4. Adopt Text Amendment
   • 1 Meeting: Feb., 2018
Urban Design & the Public Realm
Public Realm = Roadway + Pedestrian Realm

ROADWAY
The area between the curbs.

PEDESTRIAN REALM
The area between private property and the curb or roadway.

PRIVATE REALM
The private development that lines a street. This area includes buildings and off-street parking.
URBAN DESIGN
THE PUBLIC & PRIVATE REALMS

PEDESTRIAN REALM

DENVER LIVING STREETS

SLOT HOME EVALUATION & TEXT AMENDMENT

01.10.17 | 15
Typical Components of the Private Realm

- Traditional Residential Neighborhood
URBAN DESIGN

THE ROLE OF SEMI-PUBLIC & SEMI-PRIVATE SPACE

Amenity Zone + Sidewalk = Pedestrian Realm

Semi-Private Space

Semi-Public Space
THE ROLE OF SEMI-PUBLIC & SEMI-PRIVATE SPACE

- Semi-Public Space
- Semi-Private Space

URBAN DESIGN

Amenity Zone + Sidewalk = Pedestrian Realm
THE ROLE OF SEMI-PUBLIC & SEMI-PRIVATE SPACE

URBAN DESIGN

Semi-Private Space

Semi-Public Space

Amenity Zone + Sidewalk = Pedestrian Realm
• Traditional Residential vs. Slot Home Development
COMPONENTS OF THE PUBLIC/PRIVATE REALM

• Comparison of Components Across Various Development Types

- Vehicular
- Private Open Space
- Semi-Private
- Semi-Public
- Private
COMPONENTS OF THE PUBLIC/PRIVATE REALM

- Comparison of Components Across Various Development Types

- Vehicular
- Private Open Space
- Semi-Private
- Semi-Public
- Private
EXISTING CONDITIONS

- Existing Zoning
- Slot Home Trends
DENVER ZONING CODE

• Zoning
  • Land use regulations that apply to private property
    • Does not regulate the public right-of-way (streets, sidewalks, on-street parking)

• Context/Form Based Approach
  • Sample DZC Zone District Where Slot Homes Can be Built: **G-MU-3**

  General Urban Neighborhood Context
  3 Story Maximum Height
  Multi Unit District

• Sample Building Forms Allowing for Slot Homes: Apartment, General, Shopfront
• Sometimes: Garden Court, Row House, Duplex
  • The standards for each building form create a 3-D “envelope” in which construction may occur

Report pages 6-13
# Existing Conditions

## Denver Zoning Code

### General Urban (G-) Neighborhood Context Zone districts

<table>
<thead>
<tr>
<th>Zone Districts</th>
<th>Max Number of Primary Structures per Zone Lot</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suburban House</td>
<td>Urban House</td>
</tr>
<tr>
<td>Town House</td>
<td></td>
</tr>
<tr>
<td>Garden Court</td>
<td></td>
</tr>
<tr>
<td>Apartment</td>
<td></td>
</tr>
<tr>
<td>Drive Thru Services</td>
<td></td>
</tr>
<tr>
<td>Drive Thru Restaurant</td>
<td></td>
</tr>
<tr>
<td>General</td>
<td></td>
</tr>
<tr>
<td>Shopfront</td>
<td></td>
</tr>
</tbody>
</table>

### Residential Zone Districts

<table>
<thead>
<tr>
<th>Zone Districts</th>
<th>Type</th>
<th>Max Number of Primary Structures per Zone Lot</th>
</tr>
</thead>
<tbody>
<tr>
<td>Row House (RH)</td>
<td>G-RH-3</td>
<td>no max</td>
</tr>
<tr>
<td>Multi Unit (MU)</td>
<td>G-MU-3, -5</td>
<td>no max</td>
</tr>
<tr>
<td>Residential Office (RO)</td>
<td>G-RO-3, -5</td>
<td>no max</td>
</tr>
</tbody>
</table>

### Commercial Mixed Use Zone Districts

<table>
<thead>
<tr>
<th>Zone Districts</th>
<th>Type</th>
<th>Max Number of Primary Structures per Zone Lot</th>
</tr>
</thead>
<tbody>
<tr>
<td>Residential Mixed Use (RX)</td>
<td>G-RX-5</td>
<td>no max</td>
</tr>
<tr>
<td>Mixed Use (MX)</td>
<td>G-MX-3</td>
<td>no max</td>
</tr>
<tr>
<td>Main Street (MS)</td>
<td>G-MS-3, -5</td>
<td>no max</td>
</tr>
</tbody>
</table>

- ■ = Allowed
- □ = Allowed subject to limitations
EXISTING CONDITIONS
DENVER ZONING CODE

Example of G-MU-3, Apartment Building Form

ZONE LOT SIZE & WIDTH
Example of G-MU-3, Apartment Building Form

MAXIMUM HEIGHT IN FEET AND STORIES
EXISTING CONDITIONS

DENVER ZONING CODE

Example of G-MU-3, Apartment Building Form
EXISTING CONDITIONS

DENVER ZONING CODE

Example of G-MU-3, Apartment Building Form

TRANSPARENCY

PEDESTRIAN ACCESS
EXISTING CONDITIONS
DENVER ZONING CODE

Example of G-MU-3, Apartment Building Form

TRANSPARENCY
PEDESTRIAN ACCESS

USE: Dwelling Multi-Unit

VEHICULAR ACCESS
## EXISTING CONDITIONS

### DENVER ZONING CODE

**Table: Urban (U-) Neighborhood Context Zone Districts**

<table>
<thead>
<tr>
<th>Urban (U-) Neighborhood Context Zone Districts</th>
<th>Max Number of Primary Structures per Zone Lot</th>
<th>Building Forms</th>
<th>Drive Thru Services</th>
<th>Drive Thru Restaurant</th>
<th>General</th>
<th>Shopfront</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single Unit (SU)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-SU-A, -B, -C, -E, -H</td>
<td>1*</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-SU-A1, B1, C1, E1, H1</td>
<td>1*</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>U-SU-A2, -B2, -C2</td>
<td>1*</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Two Unit (TU)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-TU-B, -C</td>
<td>1*</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>U-TU-B2</td>
<td>1*</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Rowhouse (RH)</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>U-RH-2.5</td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-RH-3A</td>
<td>no max</td>
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<td></td>
<td></td>
</tr>
<tr>
<td><strong>COMMERCIAL MIXED USE ZONE DISTRICTS</strong></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Residential Mixed Use (RX)</td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-RX-5</td>
<td>no max</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mixed Use (MX)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-MX-2x</td>
<td>no max</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-MX-2, -3</td>
<td>no max</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Main Street (MS)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-MS-2x</td>
<td>no max</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U-MS-2, -3, -5</td>
<td>no max</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- ■ = Allowed
- □ = Allowed subject to limitations
- *See Section 1.2.3.5 for exceptions*
EXISTING CONDITIONS

DENVER ZONING CODE

Example of U-MS-3, Shopfront Building Form

ZONE
LOT SIZE
& WIDTH
EXISTING CONDITIONS

DENVER ZONING CODE

Example of U-MS-3, Shopfront Building Form

MAXIMUM HEIGHT IN FEET AND STORIES
EXISTING CONDITIONS
DENVER ZONING CODE

Example of U-MS-3, Shopfront Building Form
EXISTING CONDITIONS
DENVER ZONING CODE

Example of U-MS-3, Shopfront Building Form

TRANSPARENCY

PEDESTRIAN ACCESS
Example of U-MS-3, Shopfront Building Form
EXISTING CONDITIONS

DENVER ZONING CODE

Example of U-MS-3, Shopfront Building Form

- VEHICULAR ACCESS
- TRANSPARENCY
- PEDESTRIAN ACCESS
- USE: Dwelling Multi-Unit

SLOT HOME EVALUATION & TEXT AMENDMENT
**DENVER ZONING CODE**

- Zone Districts Where Slot Homes Can be Built
  - Mixed Use (MX)
  - Multi Unit (MU)
  - Row House (RH)
  - Residential Office (RO)
  - Residential Mixed Use (RX)
DENVER ZONING CODE

- Development standards related to slot homes
  - A: Stories
  - B: Height Exceptions
  - C: Build-To
  - D: Zone Lot Width
  - E-H: Setbacks
  - I: Vehicle Access
  - K-M: Transparency
  - N-O: Pedestrian Access

Details on report pages 12-13
**EXISTING CONDITIONS**

**SLOT HOME TRENDS**

- How did we get here?
  - 1925: Denver's First zoning ordinance
  - 1956: Former Chapter 59 Zoning
  - 1960s-2000s: Neighborhood infill development
  - 2010: Denver Zoning Code adopted
  - Construction Defects impacts for-sale development
  - Rise in slot home construction
  - 2014: Denver Zoning Code text amendment
  - 2016: Garden Court moratorium
  - 2016: City initiates slot home evaluation project

Report page 15
EXISTING CONDITIONS

SLOT HOME TRENDS

2 BUILDINGS
are contained within the average slot home development

10 DWELLING UNITS
for an average development (with some as small as 3 units and others as large as 28 units)

38% of slot homes were subject to a BLOCK SENSITIVE SETBACK

60% of slot homes did not provide any sort of front porch on the development

77% ALLEY ACCESS
provided vehicular access from the alley

83% ROOF DECK
provided a roof deck, which often required a height encroachment

FORM CHARACTERISTICS

80% of Slot Homes are built in 3 story districts

91% are built within 1-foot of the side setbacks

ZONE LOT CHARACTERISTICS

12,500SF (MEDIAN)
ranging from as small as 5,900 SF to 28,150SF

128' DEEP (MEDIAN)
90' WIDE

Provide twice the parking required

Report page 16
EXISTING CONDITIONS

SLOT HOME TRENDS

BUILDING FORM
- GENERAL
- APARTMENT
- ROW HOUSE
- GARDEN COURT
- SHOP FRONT
- TOWN HOUSE
- DUPLEX

ZONE DISTRICTS
- G-MU-3
- U-MX-3
- G-RH-3
- G-RO-3; G-RO-5; U-MS-2;
- U-RH-3A; U-RH-2.5; C-MX-3;
- C-MX-5; I-MX-3; E-MU-2.5

NEIGHBORHOODS
- WEST COLFAX
- JEFFERSON PARK
- HIGHLANDS
- FIVE POINTS
- CHERRY CREEK; SUNNYSIDE;
- BERKELEY; UNIVERSITY; HALE;
- CITY PARK WEST; NORTH
- CAPITOL HILL; REGIS

Report page 16
Typical Configuration: A SINGLE ROW
Typical Configuration:
CENTER DRIVE
Typical Configuration:

CENTER COURT/MEWS

Report page 19
Typical Configuration: DETACHED PARKING
SLOT HOME PROBLEM IDENTIFICATION

- Problem Identification Approach
- Problem Statement
PROBLEM IDENTIFICATION

PROBLEM ID APPROACH

• City Staff Evaluation
  • Review previous community comments
  • Survey existing slot home development

Task Force Review
  • Evaluate issues and tour slot home development
  • Revise problem statement

• Community Review
  • Present problem statement to community
  • Finalize problem statement

Report page 21
The problem is new multifamily slot home construction that is incompatible with the street frontage, adjacent properties and neighborhoods in five key respects:

1. Street Engagement
2. Contextual Design
3. Vehicle Oriented Design
4. Building Placement
5. Impacts on Neighbors
1. STREET ENGAGEMENT: Many slot homes do not engage the street with building activities, entrances, transparency (windows) or other façade design elements.
PROBLEM IDENTIFICATION

PROBLEM STATEMENT

Report page 23

2. CONTEXTUAL DESIGN: The scale, proportions, massing and façade design of slot homes are often out of character with the design of surrounding structures or typical design characteristics of the neighborhood.
3. VEHICLE-ORIENTED DESIGN: Slot homes often incorporate visible driveways, parking areas and garage doors that negatively impact the pedestrian-oriented character of the street and neighborhood.
4. BUILDING PLACEMENT: Slot homes may disrupt the existing rhythm of building placement on residential frontages by incorporating unusual front or side building setbacks.
5. IMPACTS ON NEIGHBORS: Slot homes often orient their most active façade areas toward adjacent properties rather than the street, which may have negative visual or privacy impacts on neighbors.
BREAK

10m
DISCUSSION ACTIVITY

TYPICAL SLOT HOME ATTRIBUTES

• Note any positive attributes of the slot home configurations illustrated on the posters
  • Green post-its

• Note any negative attributes of the slot home configurations illustrated on the posters
  • Yellow post-its

• Discussion
**DISCUSSION ACTIVITY**

**PROBLEM STATEMENT**

- Use post-its to comment on each aspect of the draft problem statement (post-it color doesn’t matter)
  - What can be refined, strengthened or added?
  - Use post-its to list any issues we may have missed on the “Additional Issues” poster
  - Issues that don’t fit within the draft problem statement

- Discussion
Next Steps
• Preparation for Meeting #2
  • As you begin to tackle this problem - what matters most to you?
  • What’s most at stake for Denver?
  • What needs should your recommendation serve?
  • What’s the most important criteria you would use to judge the quality of the options you will consider here?
  • What additional information and data would be helpful?
NEXT STEPS

SCHEDULING FUTURE MEETINGS

• Our next meeting (meeting #3) will be
  • Wednesday 2/8/17 at 2:00pm
  • Meeting locations TBD for separate tour groups

• Days and times that work best for remaining meetings
  • Staff will send date options for Meeting #3
  • Staff will send calendar placeholders for meetings #3-10

PROJECT TIMELINE

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