Slot Home Task Force Meeting #5
Phase 2
June 8, 2017
MEETING OBJECTIVES

• Review Staff Recommended Strategy for Mixed Use and Main Street districts
• Confirm the Strategy for the Mixed Use and Main Street Districts
• Discuss the need for additional tools
AGENDA

• Staff Presentation:
  • Strategies to address Slot Homes

• Task Force:
  • Discussion

Break

• Staff Presentation:
  • Additional Tools

• Task Force:
  • Activity
  • Report Back

• Next Steps
PHASE 2 OVERVIEW

• **Task Force** 5 (June 8): Select initial strategy for MX/MS/RX Zone Districts

• **Task Force** 6 (July 8): Select initial strategy for MU/RH/TH Zone Districts

• **Public Meeting** (August): Confirm initial strategy for each zone district

• **Planning Board** informational item (August)
PHASE 3 OVERVIEW

• **Task Force** 7: Refine strategies through the application and testing of additional tools and standards
• **Task Force** 8: Continued strategy refinement
• **Testing** of proposed strategies with AIA, consultants and other stakeholders
• **Public Meeting**: Review and confirm overall strategy
• **Task Force** 9: Refinements and revisions to strategies based on testing and public comments
PHASE 4 OVERVIEW

- **Drafting** of Text Amendment
- **Task Force** 10: Review and refine proposed Text Amendment
- **Public Review Period + Public Outreach**
- **Public Adoption** process
  - Planning Board
  - Land Use Infrastructure and Transportation Committee (LUTI)
  - City Council
SCOPE OF TODAY’S DISCUSSION

• Strategies for MX and MS Districts
  • Focus on the strategies applying the primary tools (tools that have the greatest impact on the problem statement and implications on the site layout and building design for side-by-side units)

• Upcoming Topics
  • MU, RH, TH Zone Districts addressing the Apartment and Garden Court form
  • Tool selection and standard calibration
  • Additional Tool review
Problem Statement
Criteria for Successful Solutions
Bike Rack
PHOTOS OF CONTEXT

G-MS-3
17th & Franklin
Photos of Context

U-MX-3
22nd & Downing
PHOTOS OF CONTEXT

U-MX-3
32\textsuperscript{nd} & Vallejo
Photos of Context

U-MS-3
32nd & Zuni
PHOTOS OF CONTEXT

U-MX-3
32nd & Newton
PHOTOS OF CONTEXT

C-MX-5
24th & Washington
PHOTOS OF CONTEXT

U-MX-3
45th & Tennyson
MIXED USE DISTRICTS

• Promote safe, active, and pedestrian-scaled, diverse areas through the use of town house, row house, apartment, and general buildings that clearly define and activate the public street edge

• Standards ensure new development contributes positively to established residential neighborhoods and character

• Create mixed, diverse neighborhoods intended for broader application at the neighborhood scale

-Excerpts from the Denver Zoning Code
Main Street Districts

- Promote safe, active, and pedestrian-scaled, diverse areas through the use of commercial streets through the use of shopfront and row house buildings that clearly define and activate the public street edge.

- Standards are also intended to ensure new development contributes positively to established residential neighborhoods and character.

- Applied where a higher degree of walk ability and pedestrian activity is desired than required in a Corridor, Mixed Use, or Residential Mixed Use zone district.

-Excerpts from the Denver Zoning Code
REMEMBER THE PROBLEM STATEMENT

The problem is new multifamily slot home construction that does not promote neighborhood objectives in five key respects.

1. Public Realm Engagement
2. Neighborhood Design
3. Building Mass and Scale
4. Vehicle-Oriented Design
5. Impacts on Neighbors
## Criteria for Successful Solutions

### Effectiveness
- Directly addresses the problem statement

### Equity
- Meets the needs of all stakeholders
- Maintains housing options

### Flexibility
- Allows adaptation to market conditions
- Promotes creativity

### Predictability
- Supports common expectations
- Clearly ties intent to requirements
Additional (non DZC) tools to pursue:
• Entry Feature Requirement
• Units Facing the Street
• Articulation

Additional (DZC) Tools Added:
• Grading Standards
• Rooftop Deck Location

Additional Tools have been added to Section 3.0 Tools to address Slot Home Development.
Seattle Examples
REMINDER OF CONFIRMED PRIMARY TOOLS

• Increase Setback
• Require Entry Feature
• Reduce Height
  • Expand Garden Court Area*
  • Require Landscaping in Garden Court*

* Will be further discussed in July meeting
**STRATEGY DEVELOPMENT PROCESS**

1. **Problem Identification Report**
2. **Existing DZC tools review with Task Force**
3. **Review Peer City tools with Task Force**
4. **Continued Discussion on tools and Photo Activity with Task Force**
5. **Staff Design Workshop to develop initial design outcomes**
6. **Staff workshops to develop and refine design outcomes**

**Strategy Outcomes**

*Section 4.0 Strategies to address Slot Home Development*
ASSUMPTIONS FOR STRATEGY OPTIONS

• Focused on Mixed Use Districts
• 50’x125’ lots with alley*
• Attached vehicle parking
• Side-by-side units

*Additional testing on different lot configurations will continue to occur.
Primary Tools:
• Previously discussed and confirmed tools by the task force.

New Tools:
• Tools that have not been specifically discussed with the task force.
EXISTING OUTCOME

U-MX-3 on a 50’ wide lot
- 0’ Setback
- 3 Stories, 45’
- 70% Build-To *
- Entrance
- 30% Transparency*
- 40% Active Use
- 1-2 Parking Spaces per Unit

*Reduced through alternatives
**STRATEGY A**

Primary Tools:
- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet
STRATEGY A – ALTERNATE DESIGN

Primary Tools:
• Minimum primary street setback
• Required entry feature for street-facing pedestrian entry
• Decreased maximum building height in feet
STRATEGY A – STAFF EVALUATION

• Minimum primary street setback
  • Creates a positive transition between street & residential uses
  • Enables space for entry feature & landscaping
• Required entry feature for street-facing pedestrian entry
  • Provides opportunity for public realm engagement
  • Creates human scale consistent with neighborhood character
• Decreased maximum building height in feet
  • Promotes compatible building mass & scale
  • Minimizes solar impacts to neighbors

Does not clearly address:
Vehicle-oriented design
**Strategy B**

**Primary Tools:**
- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet

**New Tool:**
- Increase Build-To percentage
- Increase Active Use percentage*

*Would not apply to MS as requirement is currently 100%
STRATEGY B – ALTERNATE DESIGN

Primary Tools:
- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet

New Tool:
- Increase Build-To
- Increase Active Use
• Minimum primary street setback
  • Creates a positive transition between street & residential uses
  • Enables space for entry feature & landscaping
• Required entry feature for street-facing pedestrian entry
  • Provides opportunity for public realm engagement
  • Creates human scale consistent with neighborhood character
• Decreased maximum building height in feet
  • Promotes compatible building mass & scale
  • Minimizes solar impacts to neighbors
• Increased minimum build-to percentages
  • Promotes a more street edge consistent with neighborhood character
  • Minimizes the visibility of vehicle use areas
• Increased active use percentage
  • Reduces the location of vehicles where adjacent to the primary street
  • Requires active uses that promote neighbor interaction and ownership
Primary Tools:
- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet

New Tool:
- Requirement for units oriented to the street
**Strategy C: Alternate Layout**

**Primary Tools:**
- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet

**New Tool:**
- Requirement for units oriented to the street
STRATEGY C – STAFF EVALUATION

- Minimum primary street setback
  - Creates a positive transition between street & residential uses
  - Enables space for entry feature & landscaping
- Required entry feature for street-facing pedestrian entry
  - Provides opportunity for public realm engagement
  - Creates human scale consistent with neighborhood character
- Decreased maximum building height in feet
  - Promotes compatible building mass & scale
  - Minimizes solar impacts to neighbors

- Requirement for units at the street to be oriented to the street
  - Eliminates the “side-ways” orientation at the street while promoting a row house type rhythm that is consistent with the character of the street, block and neighborhood
  - Orients active uses and entries to the street promoting public realm engagement
  - Eliminates appearance of vehicle use area at the street

Criteria: Significantly improves predictability of development outcomes
**Primary Tools:**
- Minimum primary street setback
- Required entry feature for street-facing pedestrian entry
- Decreased maximum building height in feet

**New Tool:**
- Prohibit side facing entries/units
STRATEGY D – STAFF EVALUATION

- Minimum primary street setback
  - Creates a positive transition between street & residential uses
  - Enables space for entry feature & landscaping
- Required entry feature for street-facing pedestrian entry
  - Provides opportunity for public realm engagement
  - Creates human scale consistent with neighborhood character
- Decreased maximum building height in feet
  - Promotes compatible building mass & scale
  - Minimizes solar impacts to neighbors
- Prohibit side facing entries/units
  - Eliminates the “side-ways” orientation across the site
  - Clearly orients active uses and entries to the street promoting public realm engagement
  - Eliminates appearance of vehicle use area at the street

Criteria: Significantly reduces flexibility in districts intended to accommodate growth & development
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Required entry feature for street-facing pedestrian entry  
Decreased maximum building height in feet | | |
| B Minimum primary street setback  
Required entry feature for street-facing pedestrian entry  
Decreased maximum building height in feet | Increase Build-To  
Increase Active-Use | |
| C Minimum primary street setback  
Required entry feature for street-facing pedestrian entry  
Decreased maximum building height in feet | Requirement for units oriented to the street | |
| D Minimum primary street setback  
Required entry feature for street-facing pedestrian entry  
Decreased maximum building height in feet | Prohibit side facing entries/units | |
CONFIRMATION OF STAFF RECOMMENDATION

- If confirmed, staff will pursue the following tools for the MX, RX, MS districts:
  - Minimum primary street setback
  - Required entry feature for street-facing pedestrian entry
  - Decreased maximum building height in feet
  - Requirement for units oriented to the street

Note: Each tool (numerical standard) will be further calibrated by neighborhood context and building form.
AFTER THE BREAK

• Review additional design outcomes to explore the details of the following tools:
  • Entry Feature
  • Primary Street Setback
  • Units at the Street

• Review additional tools to determine the need for:
  • Active Use/Parking Setback
  • Build-To
BREAK
TASK FORCE ACTIVITY

Refine & Explore additional tools
How effectively does this design outcome address the problem statement elements?

Public Realm Engagement
(mark with an X)
- Neutral  - Good  - Very Good

Neutral  - Good  - Very Good

Neutral  - Good  - Very Good

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How effectively does this design outcome address the problem statement elements?

**Public Realm Engagement**
- Neutral
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**Neighborhood Context**
- Neutral
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- Very Good

**Building Mass and Scale**
- Neutral
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- Very Good

**Vehicle Oriented Design**
- Neutral
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- Very Good

**Impacts on Neighbors**
- Neutral
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- Very Good

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Public Realm Engagement
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Neighborhood Context
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Building Mass and Scale
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Vehicle Oriented Design
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Impacts on Neighbors
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Public Realm Engagement

Neutral                          Good                          Very Good

Neighborhood Context

Neutral                        Good                          Very Good

Building Mass and Scale

Neutral                        Good                          Very Good

Vehicle Oriented Design

Neutral                        Good                          Very Good

Impacts on Neighbors

Neutral                        Good                          Very Good

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Impacts on Neighbors
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How effectively does this design outcome address the problem statement elements?

Public Realm Engagement

Neutral                          Good                          Very Good

Neighborhood Context

Neutral                        Good                          Very Good

Building Mass and Scale

Neutral                        Good                          Very Good

Vehicle Oriented Design

Neutral                        Good                          Very Good

Impacts on Neighbors

Neutral                        Good                          Very Good

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SLOT HOME  ACTIVE USE

PLAN

STREET-VIEW PERSPECTIVE

BLOCK ISOMETRIC
How effectively does this design outcome address the problem statement elements?

Public Realm Engagement
(mark with an X)

Neutral                          Good                          Very Good

Neighborhood Context
(mark with an X)

Neutral                        Good                          Very Good

Building Mass and Scale
(mark with an X)

Neutral                        Good                          Very Good

Vehicle Oriented Design
(mark with an X)

Neutral                        Good                          Very Good

Impacts on Neighbors
(mark with an X)

Neutral                        Good                          Very Good

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Public Realm Engagement
Neutral                          Good                          Very Good

Neighborhood Context
Neutral                        Good                          Very Good

Building Mass and Scale
Neutral                        Good                          Very Good

Vehicle Oriented Design
Neutral                        Good                          Very Good

Impacts on Neighbors
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- **Neighborhood Context**
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  - Good
  - Very Good

- **Building Mass and Scale**
  - Neutral
  - Good
  - Very Good

- **Vehicle Oriented Design**
  - Neutral
  - Good
  - Very Good

- **Impacts on Neighbors**
  - Neutral
  - Good
  - Very Good

**Notes:**

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Each group should highlight main themes for each of the 4 topics:

Entry Feature
Build-To
Active Use
Units at the Street
**Next Steps**

• Task Force Meeting #6 July 20, 3-5pm
  • Select initial strategy for MU/RH/TH Zone Districts