

Project Size

Existing Code

- “Multifamily development” = 3+ dwelling units on a lot
- Small projects must meet same standards as large projects

Proposal

- Exclude three- and four-family from “multifamily development”
- Three- and four-family must meet same standards as single- and two-family development
- Limited design standards for 5-12 unit multifamily

Three-Family



Four-Family



5-12 Units



Setbacks and Compatibility

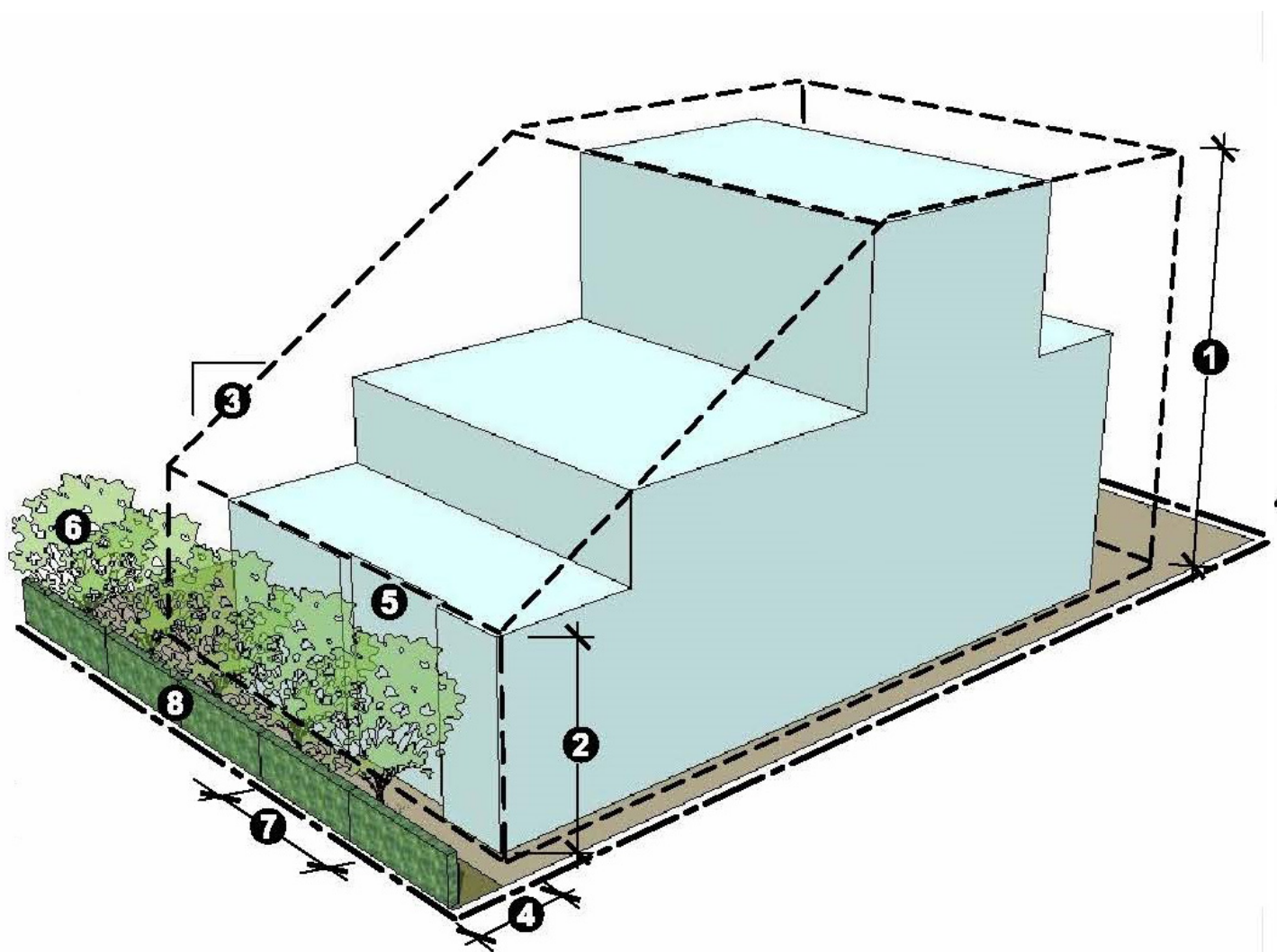
Existing Code

- 1:1 ratio setback to building height adjacent to RA (residential agriculture) and RS (residential single family)
- 1-story minimum: 14 feet
- 2-story minimum: 20 feet
- Setbacks must be landscaped and have a 6-ft fence or wall

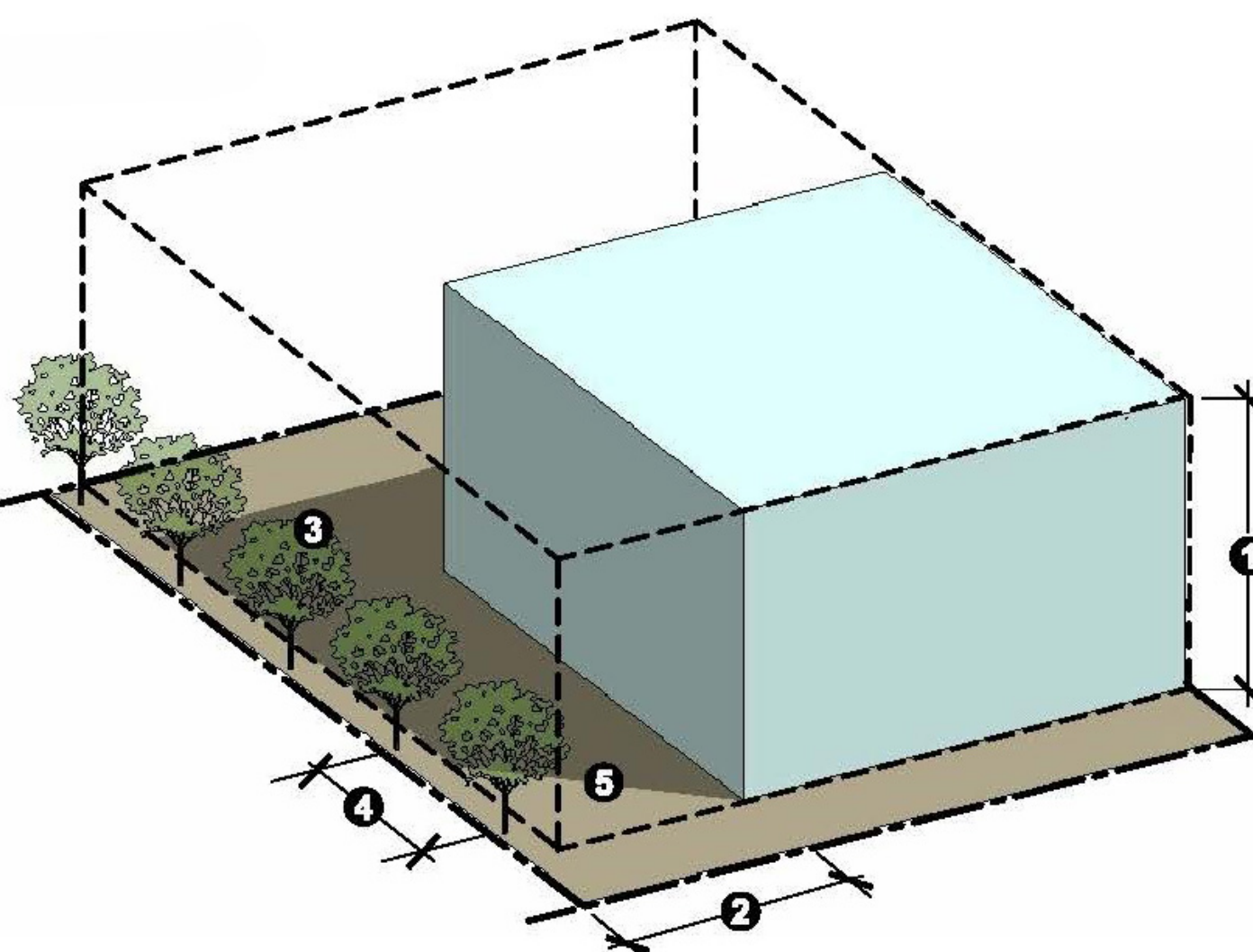
Proposal

- Setback standards and building height requirements remain the same
- Setback reductions may be earned through additional buffering, including a mixture of trees, shrubs, groundcover, and a minimum 6-ft fence or wall
- Balconies are not permitted overlooking property zoned RA/RS

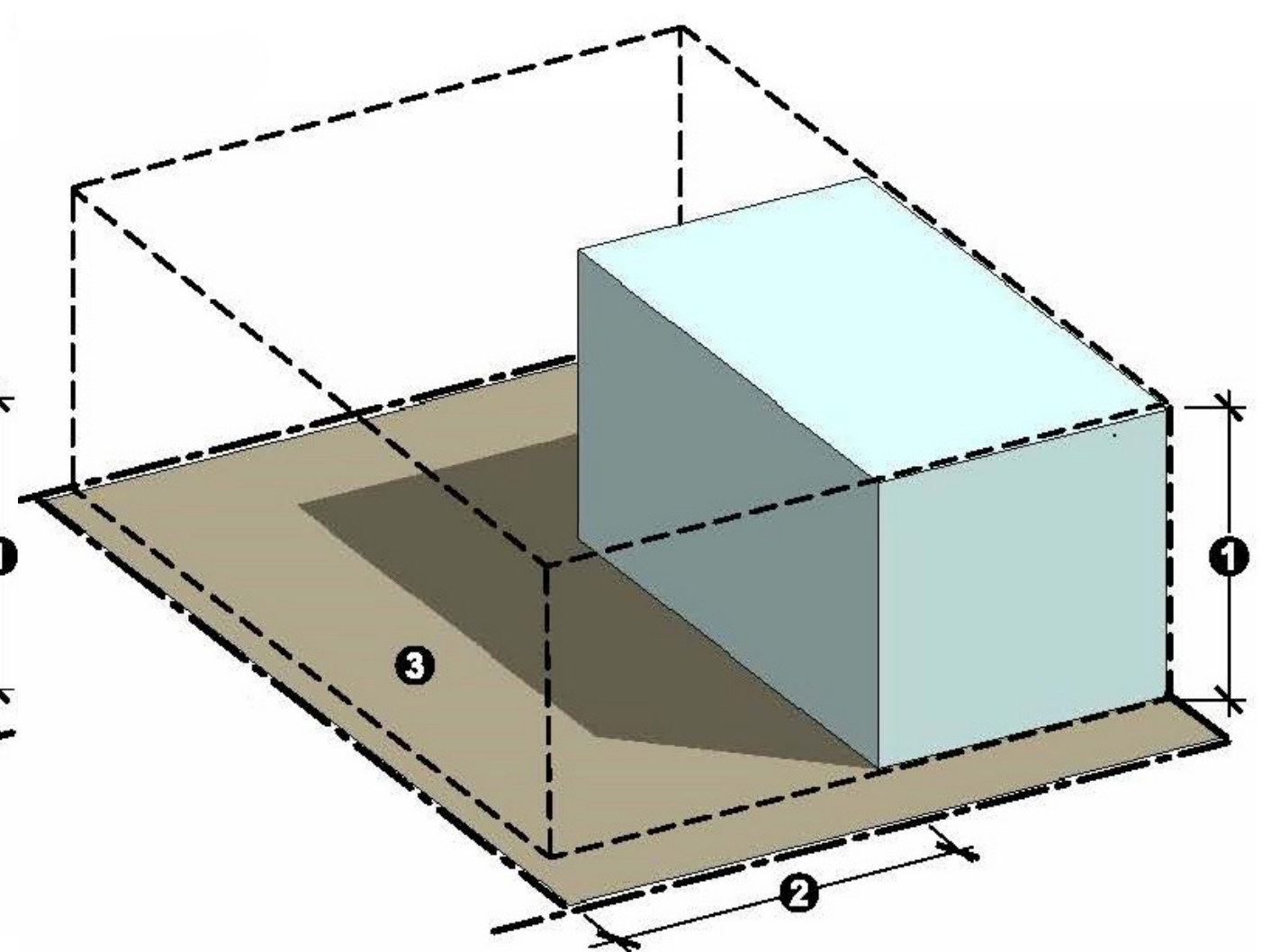
High Buffering



Medium Buffering



No Buffering



Open Space

Existing Code

- 5+ unit developments must provide common and private open-space on-site
- 20+ unit developments must provide children's play area/adult recreation area

Proposal

- Allow common and private open space to be calculated together to meet a minimum of 30% of the gross site area
- Reduce open space requirement by 50% for developments within a 1/4-mile radius of a public park
- Require developments with 20+ dwelling units to provide a minimum of 20% of the residential units with private open space

Private and common open spaces and play areas



Parking

Existing Code

- Three-family minimum: 2 spaces per unit
- 4+ units: 1.5 spaces per unit (generally)

Proposal

- 3-12 units: 1 space per unit
- 13+ units: 1 space for studio and 1-bedroom and 1.5 spaces for 2+ bedroom units
- Allow credits for on-street parking, proximity to transit core network, and developments with car share or shuttle service on-site

Off-street parking currently required by code



Review

Existing Code

Two existing processes for reviewing proposal against all 60+ design standards

- Type I Administrative Review - staff review, no public notice or hearing
- Type III Quasi-Judicial Review - Planning Commission review, public notice and hearing required

If a proposal cannot meet just one of the standards, it must undergo a Type III review. Type II Administrative Review (public notice but no public hearing) is **not an option**.

Proposal

- Remove design review guidelines
- Allow City's adjustment process to apply to design review standards (Type II)
- Public notice will be mailed to neighboring property owners