

Form-Based Code Circuit Training!

PAW Boot Camp

Mercer Island, November 15, 2019

Bob Bengford AICP
Scott Bonjukian AICP
Ian Crozier AICP



Training Exercises

1. Form-based codes calisthenics
2. **Code initiation sprints**
3. Land use reverse lunges
4. Housing diversity aerobics (including a VPS drill)
5. Community design jumping jacks
6. Block frontage bench dips
7. Site design sit-ups
8. Building design stair climb
9. Parking push-ups
10. Lessons learned stretches



Code Initiation Sprints

Assessment

- What's not working?
- Is it implementing the comprehensive plan?

Assessment

Implementing recently adopted comprehensive or subarea plan?

- Clark County Hwy 99
- Ellensburg
- Anacortes
- Mountlake Terrace

ANACORTES



Comprehensive Plan 2016



July, 2016

Title 18
LAND USE CODE*

Chapters:

- 18.01 General Provisions
- 18.02 Definitions
- 18.03 Administration
- 18.04 Procedures
- 18.05 Enforcement
- 18.06 Establishment of Zoning Districts
- 18.07 Required Development and Design Standards
- 18.08 Nonconforming Situations
- 18.09 Parking
- 18.10 Environmental Protection
- 18.11 Signs
- 18.12 Landscaping and Tree Preservation
- 18.13 Subdivisions
- 18.14 Annexations
- 18.15 Transportation Concurrency Management



2017 Elected Officials
 Mayor: Fred Butler
 Council:
 Stacy Goodman, Council President
 Mary Lou Pauly, Deputy Council President
 Eileen Barber
 Mariah Reiffen

Grand Ridge Urban Design Guidelines

Table of Contents

- Chapter 1: Introduction and Context of the Design Guidelines..... 2
- Introduction..... 2
- Context..... 2
- Organization of the Urban Design Guidelines Document 5
- Organization of Individual Design Guidelines 6
- Chapter 2: Circulation Guidelines 7
- Arterial Street Guidelines 8
- 11
- 14
- 17
- 18
- 25
- 31
- 35
- 36
- 42
- 45

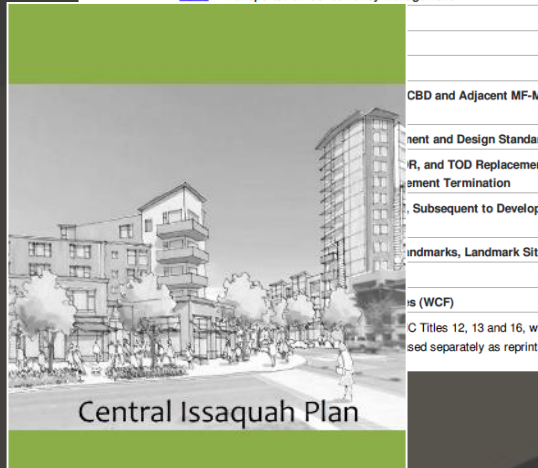
CENTRAL ISSAQUAH
Architecture & Urban Design Manual

City of Issaquah, Washington

Adopted by
Issaquah City Council
December 18, 2017

Goals for new Title 18

1. Clearer & more concise language, greater predictability
2. Enhanced code organization & usability
3. Improved consistency with adopted plans
4. Incorporate new code for Green Necklace implementation
5. Integrate CIDDS, Talus & Highlands into single land use code
6. Reduction of varying requirements by neighborhood



- 7.0 _____
- 8.0 _____
- 9.0 _____
- 10.0 _____

Introduction

Highlands

Introduction

Development Standards

Planning goals.

Commercial Association Architectural Review Committee (ARC) permitted land uses.

Standards.

Use standards.

Standards.

Standards including adjustments and modifications.

Chapter 18.19BC Talus

Introduction

- 18.19C.010 Purpose.
- 18.19C.020 Intent.
- 18.19C.030 Scope and applicability.
- 18.19C.040 Interpretations and conflicts.
- 18.19C.050 Definitions.

Goals, Guidelines, Development Standards

- 18.19C.100 Planning goals.
- 18.19C.110 Urban Village Design Guidelines.
- 18.19C.120 Homeowner's or Commercial Association Architectural Review Committee (ARC).
- 18.19C.130 Zoning districts and permitted land uses.
- 18.19C.140 District standards.
- 18.19C.200 Hillside sites.
- 18.19C.210 Site walls.
- 18.19C.220 Parks and plazas.
- 18.19C.230 Trails.
- 18.19C.240 Single family and townhouse standards.
- 18.19C.250 Woonerf standards.
- 18.19C.260 Home occupations standards.
- 18.19C.270 Processing of applications including adjustments and modifications of standards.
- 18.19C.280 Vesting of permits.

Figures and Attachments

- Figure 1: Talus Land Use Map
- Figure 2: Talus Zoning Map and Chart
- Figure 3: Talus Parks Location Map
- Figure 4: Talus Trails Plan
- Attachment 1: Talus Appendix A – Planning Goals
- Attachment 2: Talus Appendix B – Urban Village Design Guidelines

General Known Issues

- ✓ Changing community character from rural town to small city, many of the base standards were established in the 1970's with some updates since – need standards updated for changed conditions.
- ✓ Infill supportive provisions which respect community character of existing development, e.g. transitions between differing intensities such as edge conditions of B-3 and R districts. Consideration of how transitions happen within districts.
- ✓ Accessory buildings
- ✓ Accessory dwelling units – general applicability of standards
- ✓ Differentiating zoning districts for long standing developed area and new areas.
- ✓ Solar and other sustainability features including water conservation, stormwater management practices and LED lighting
- ✓ Arterials setback standards
- ✓ Update of design standards and integration into districts rather than as overlays
- ✓ Consider adjustments for site planning thresholds
- ✓ PUD – Overlay, separate district or use
- ✓ Open Space and park land clarity for code users
- ✓ Affordable Housing incentives
- ✓ No infill development regulations
- ✓ No mixed use infill zone district or infrastructure standards
- ✓ Interface between B-3 zone district and historic residential neighborhoods



Objectives

- What's most important?
- What's workable?
- Involve the code users
- Communicate

Keys to a Good Code

Easy to Use!

Important Code Writing Style and Techniques



Courtesy of

Ryan Walters

Land Use Attorney

Anacortes City Council Member

Tribal Planner

Easy to Use

- Fewer words is better; say things only once

Easy to Use

- Fewer words is better; say things only once
- Be consistent
 - Adopt a naming convention
 - Use lists and tables

~~4.1 Intent~~

~~The intent of this Chapter is to establish building design standards that create a vibrant, Pedestrian Friendly, built environment through buildings designed to frame and engage the Public Realm. Through varied building styles, materials, colors and heights, buildings will contribute to a livable environment that attracts businesses and in particular residences to the valley floor. These design standards support and complement the other Chapters in this document.~~

5.4.1 Purpose

- A. To ensure that buildings portray a sense of high architectural integrity.
- B. To ensure that new buildings are appropriately designed for the site, address human scale, and become a positive element in the architectural character of the neighborhood.
- C. To ensure that new buildings use high-quality building materials and architectural finishes in a manner that exemplifies craftsman quality and durability.

Easy to Use

- Fewer words is better; say things only once
- Be consistent
 - Adopt a naming convention
 - Use lists and tables
- **Break up the code into manageable chunks**

Easy to Use

- Fewer words is better; say things only once
- Be consistent
 - Adopt a naming convention
 - Use lists and tables
- Break up the code into manageable chunks
- **Focus attention on substantive decision points**

Easy to Use

- Fewer words is better; say things only once
- Be consistent
 - Adopt a naming convention
 - Use lists and tables
- Break up the code into manageable chunks
- Focus attention on substantive decision points
- **Definitions**
 - Don't define obvious words
 - Don't define words to mean something other than their normal English definition
 - Always, always use the same words in the same way

Easy to Use

- **Use Plain Language**

Prefer normal English words over archaisms:

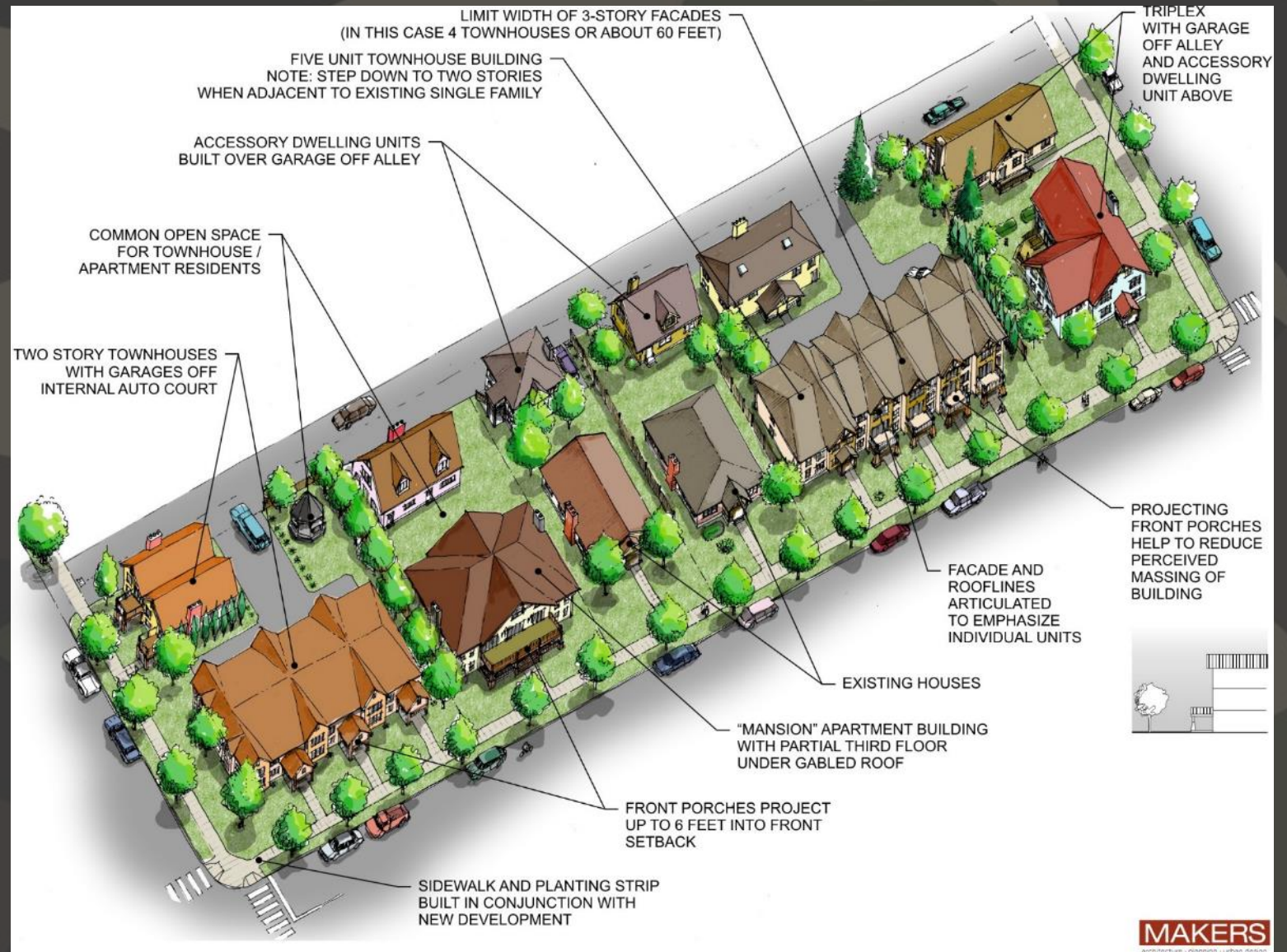
Shall, will → Must, may

Provided that → Except

Notwithstanding → Despite

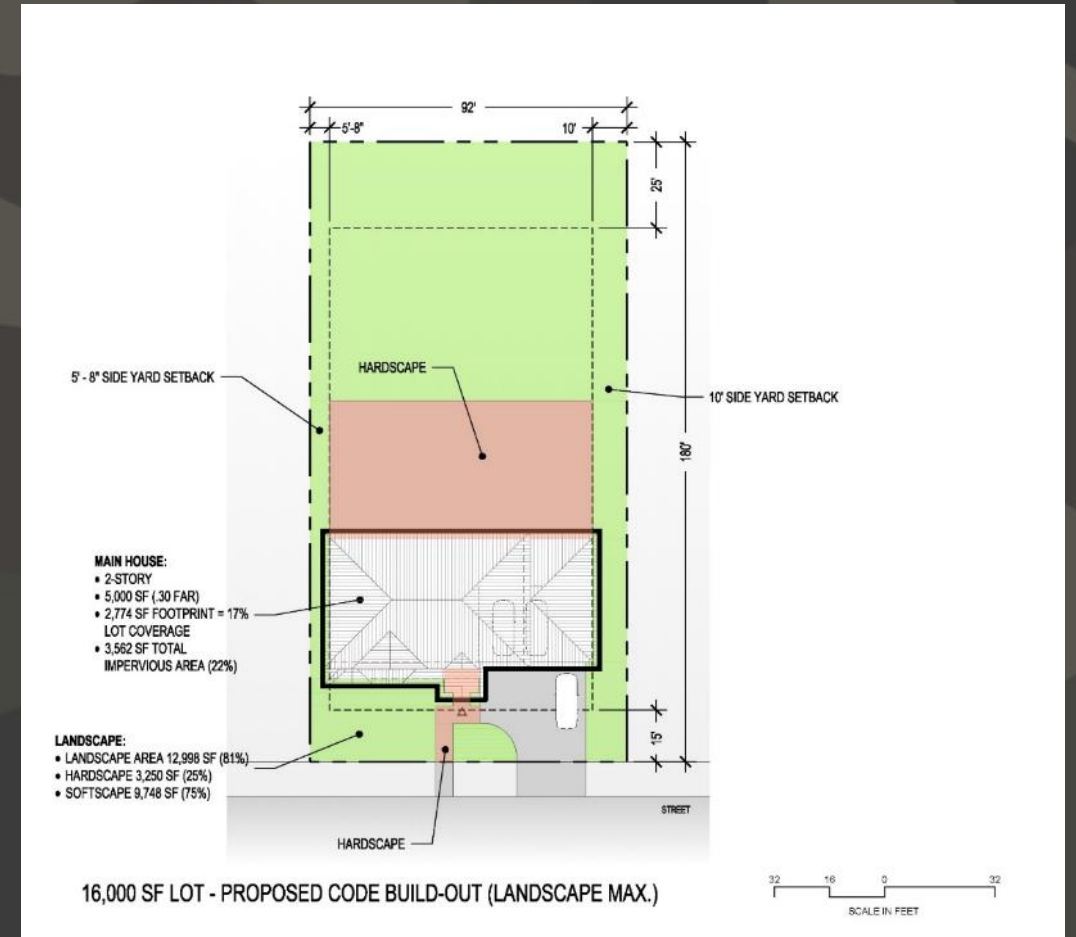
Assure/insure → Ensure

Test It!



Test It!

Mercer Island

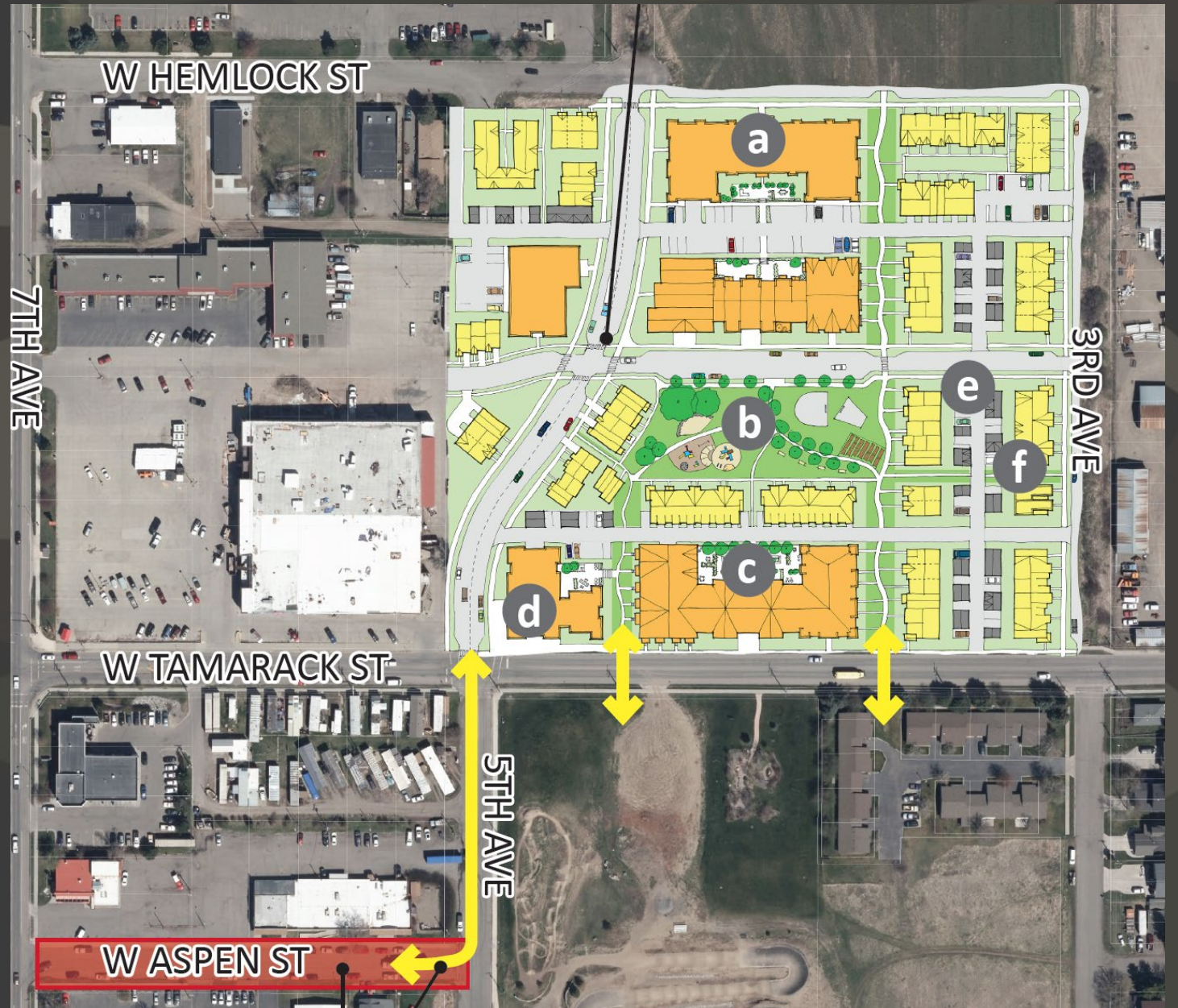


Test It!



Test It!

Bozeman



Test It!

Anacortes

Floor Area Ratio (FAR)

How It Works

NEW

The maximum Floor Area Ratio (FAR) standard limits the amount of building floor area that can be built proportional to the size of the lot. FAR has been removed from the mixed-use and industrial zones and added to the residential zones as an effective way to manage bulk and massing of Anacortes's neighborhoods.

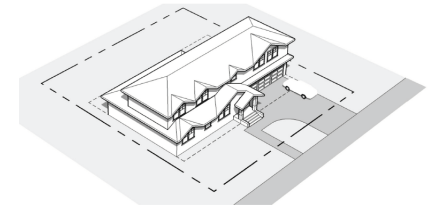
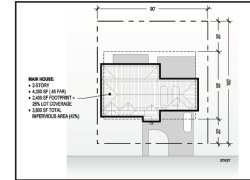
The definition from the draft code is:
 "Floor area ratio (FAR)" refers to the floor area of all buildings on a lot divided by the area of that lot. See AMC 19.42.060 for details on certain floor areas that are excluded from FAR calculations.

Proposed FAR Standards by Zone

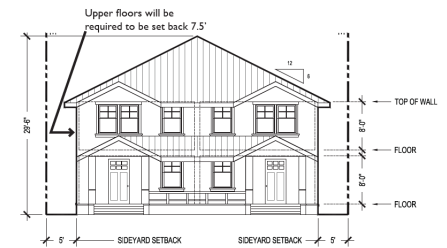
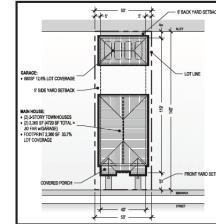
R1	R2	R2A	R3	R3A	R4	R4A	OT
0.40	0.45	0.45	0.80	0.80	1.20	1.0	0.50

What does FAR look like?

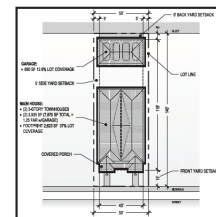
0.45 (R2 zone maximum)



0.80 (R3 zone maximum)

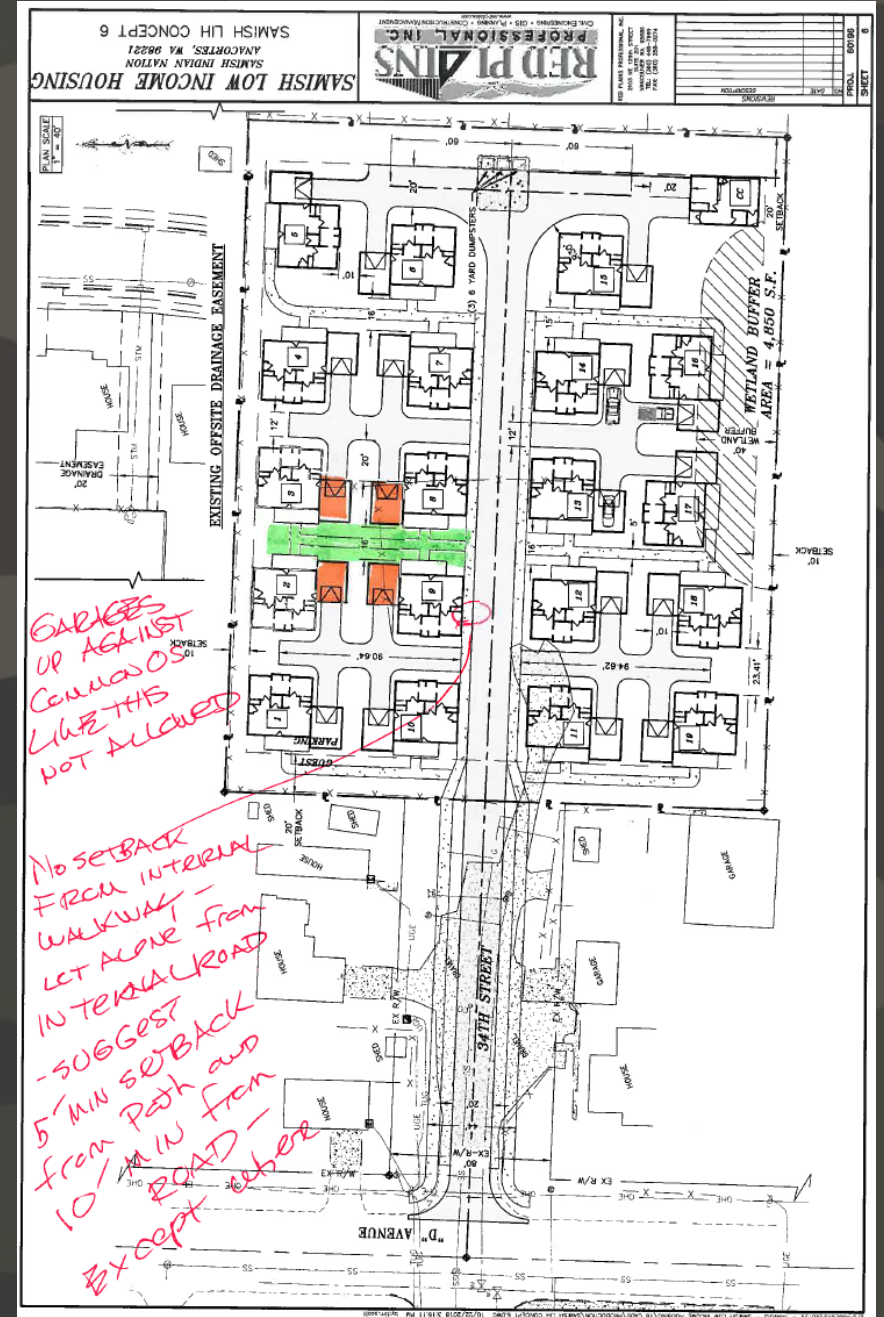
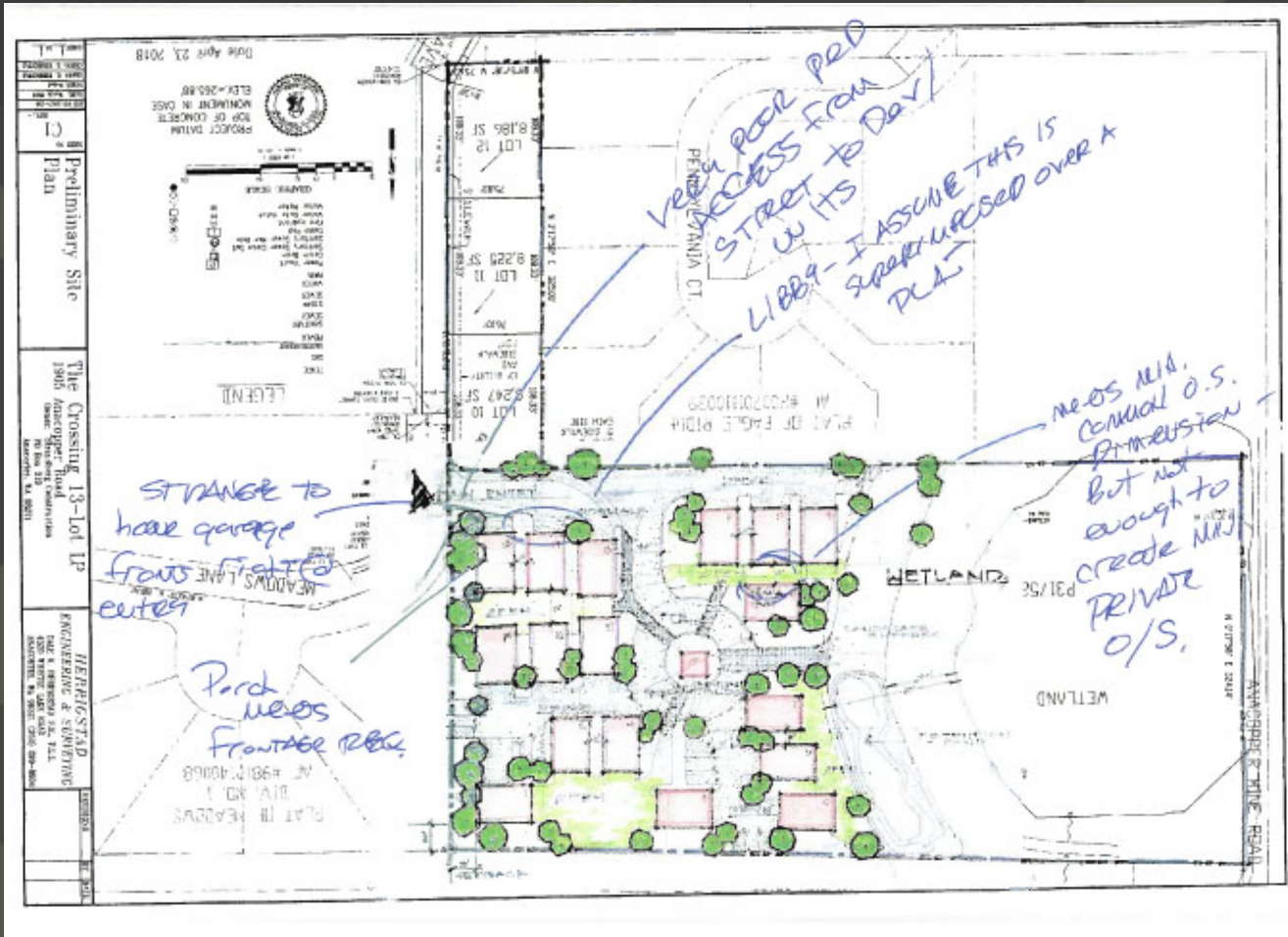


1.25 (R4 zone maximum is 1.20)



Test It!

Anacortes



Illustrate It!

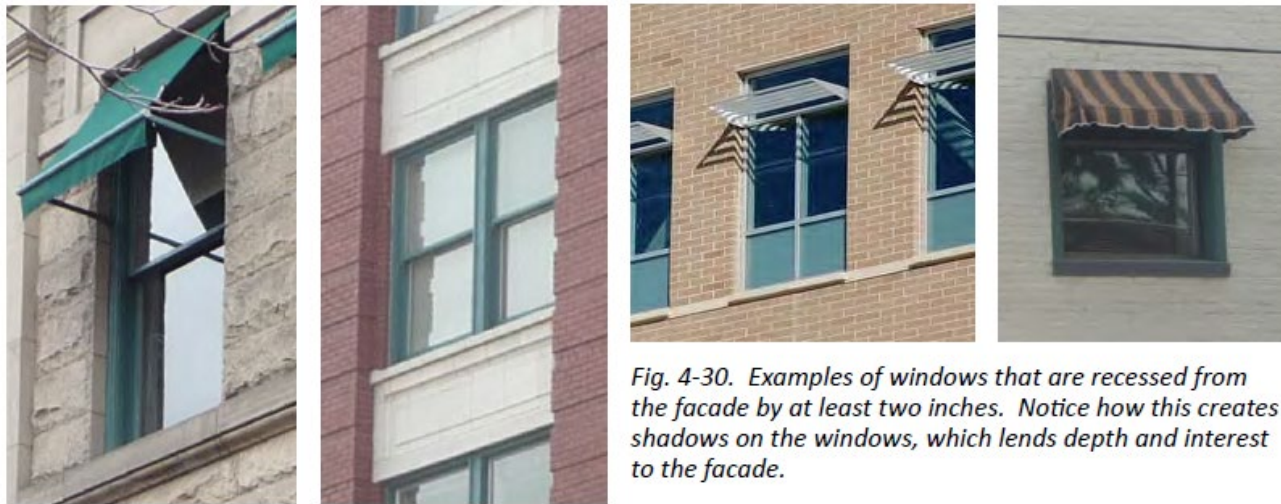


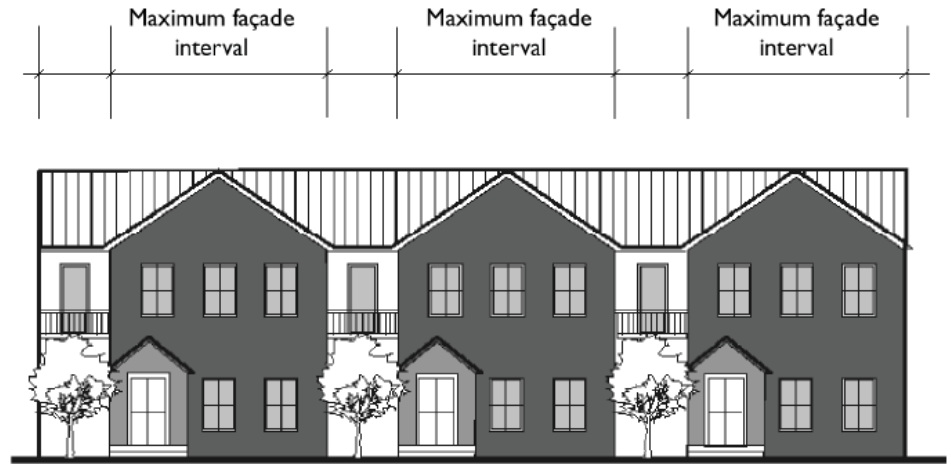
Fig. 4-30. Examples of windows that are recessed from the facade by at least two inches. Notice how this creates shadows on the windows, which lends depth and interest to the facade.



Fig. 4-32. Example of window without sufficient depth or trim.

Figure 19.63.030(C-2)

Residential façade articulation examples.

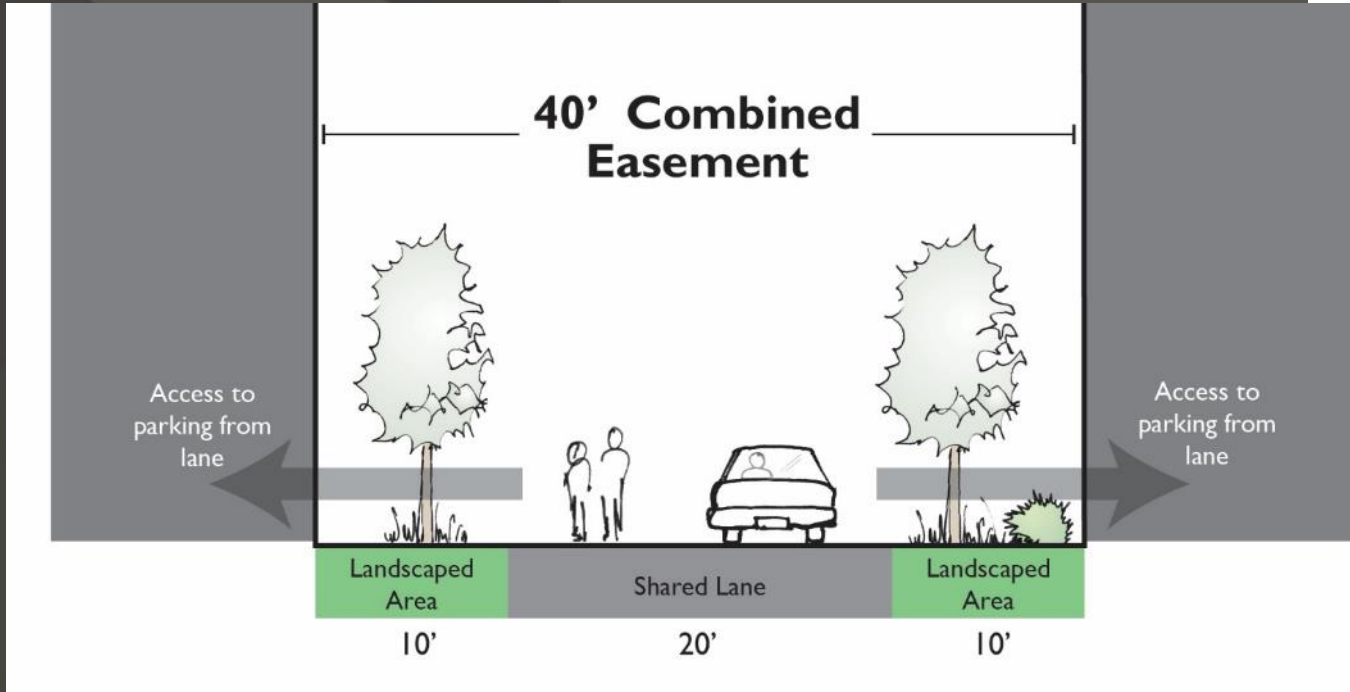


Below examples (except bottom right image) use a combination of vertical building modulation, window patterns, material changes, and roofline modulation.

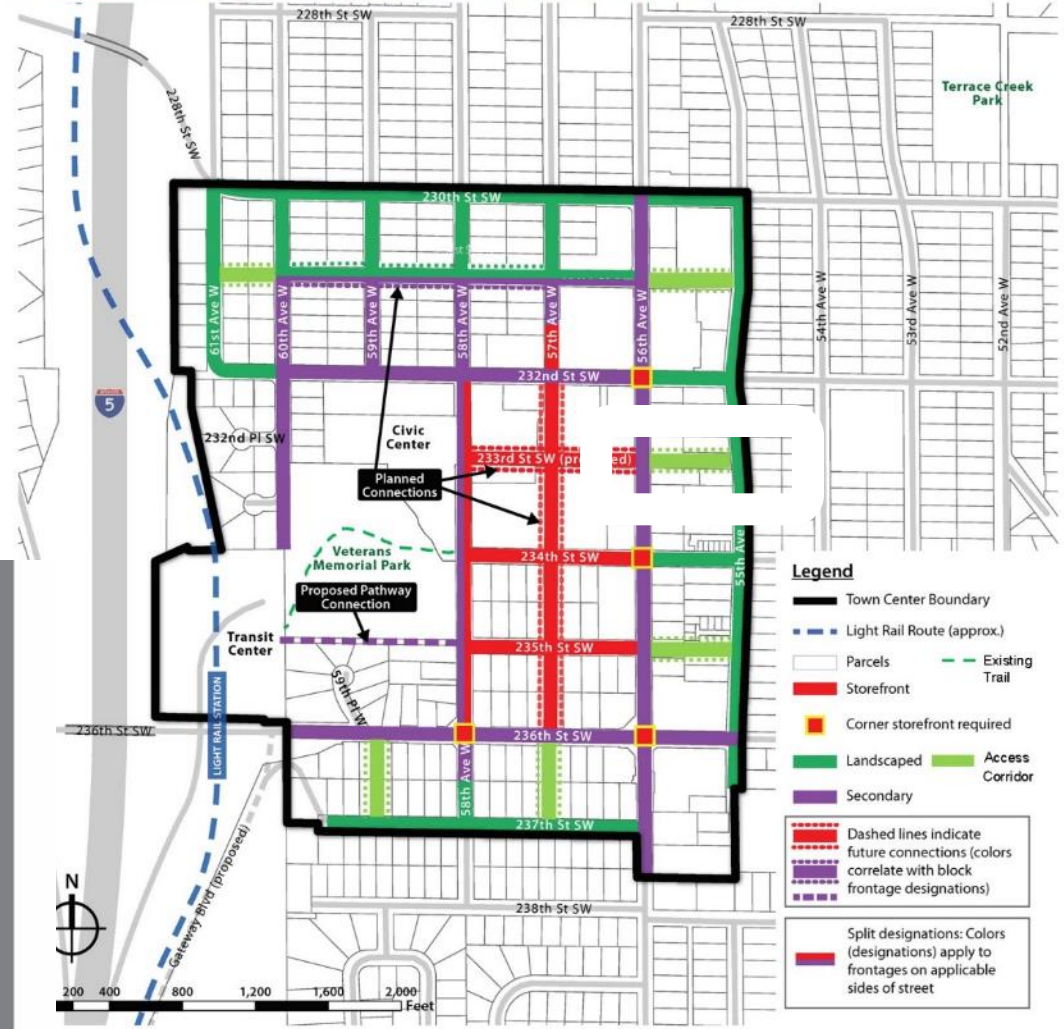


Illustrate It!

Mountlake Terrace



PROPOSED BLOCK FRONTAGE DESIGNATIONS



re 5.9 Proposed Town Center block frontage designations.

Illustrate It!

South Tukwila

Figure 2.1.C.2

Additional examples of ground-level residential frontages close to sidewalks, internal pathways, and open spaces.



Good examples: Image A includes a stoop design with brick terraced planters and low wrought iron fences. Images B and C includes low wrought iron fences that separate the common open space from the private open space/sidewalk. Images D and E include stoop designs with sidewalk level planters and concrete terrace planters.



Bad examples: Despite the raised ground level, the shallow setback design in Image F is insufficient to meet the intent of the standards. In Image G, the upper level building cantilever doesn't meet the standards and creates a cold "cave stoop" like form. The large areas of unscreened concrete walls in both examples are undesirable.



Anacortes

Integrating user-friendly tables WITH graphics!

Table 19.67.040(C)(2) Permitted signs illumination types.			
Illumination Type		Permitted zones	Other requirements
Neon.		All mixed-use and industrial zones	May be incorporated into a permitted wall, projecting, window, pole, or monument sign
Internally-illuminated cabinet signs. Sign face is illuminated through translucent casing. This includes internally illuminated changeable copy signs.		LM, LMI, MS, I & HM	May be incorporated into a permitted wall, pole, pylon, or monument sign
Digital message signage.		All mixed-use and industrial zones, except CBD	Only allowed to be integrated on permitted monument and pole signs per AMC 19.67.080(D)
Internally-illuminated awning signs. Awning face is illuminated through awning material.		Not allowed in any zone	
Externally-illuminated sign.		All zones	Illumination techniques must focus the light on the sign and avoid glare to the sky, streets, sidewalks, and other public spaces, and adjacent uses.

Wenatchee

Integrating user-friendly tables WITH graphics!

Table 19.67.060(A)				
Freestanding sign types and standards.				
Sign type	Location and street setback	Maximum quantity	Maximum height above existing grade	Maximum sign area
<p>Monument sign A sign which is attached to the ground by means of a wide base of solid appearance.</p> <p>See AMC 19.67.080(B) for supplemental design standards.</p> 	5' minimum street setback	<p>1 monument, pylon, or post & arm sign/ lot frontage, except:</p> <p>1 such freestanding sign per 150' of lot frontage where speed limit less than 35 mph</p> <p>1 such freestanding sign per 200' of lot frontage where speed limit 35 mph or greater</p>	<p>See Table 19.67.080(B)(4)</p> <p>In LMI and HM zones within 100' of SR-20 right-of-way, maximum height is 30'</p>	<p>See Table 19.67.080(B)(4)</p> <p>In LMI and HM zones within 100' of SR-20 right-of-way, 1 sq. ft. per linear foot of SR-20 frontage, up to a maximum of 160 sq. ft.</p>
<p>Pylon sign A sign mounted on two posts.</p> 	5' minimum street setback	<p>1 monument, pylon, or post & arm sign/ lot frontage, except:</p> <p>1 such freestanding sign per 150' of lot frontage where speed limit less than 35 mph</p> <p>1 freestanding sign per 200' of lot frontage where speed limit 35 mph or greater</p>	<p>Monument sign standards apply per Table 19.67.080(B)(4) except pylon signs are limited to 8' in height</p> <p>In LMI and HM zones within 100' of SR-20 right-of-way, maximum height is 30'</p>	<p>Monument sign standards apply per Table 19.67.080(B)(4)</p> <p>In LMI and HM zones within 100' of SR-20 right-of-way, 1sf per linear foot of SR-20 frontage, up to a maximum of 160sf</p>

Code Organization

1950's CODE

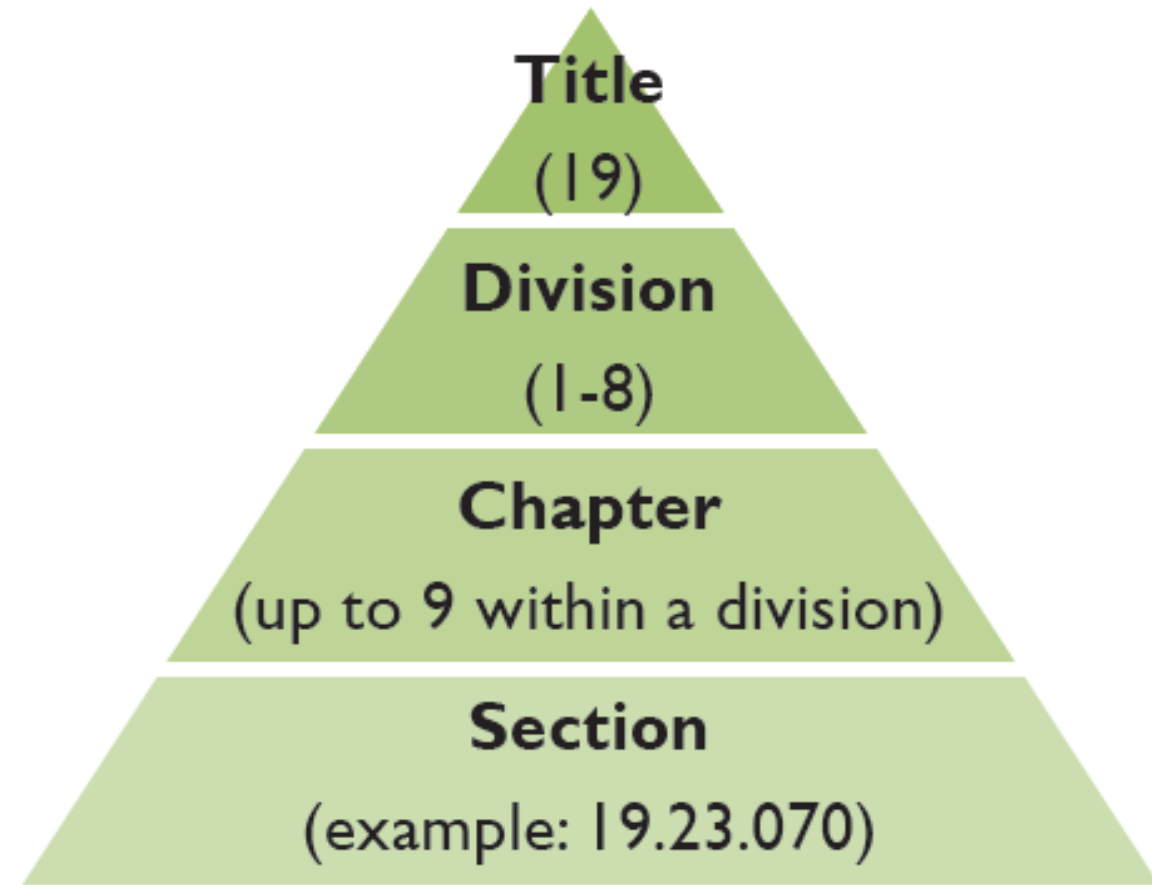


FRESH CODE



Zoning Code Organization

- For complete code overhauls:
- Create a code logical & adaptable organization/numbering hierarchy



Existing Zoning Code (Title 17)

Chapter 17.04 - GENERAL PROVISIONS - (D1)
Chapter 17.04 - GENERAL PROVISIONS - (D1)
Chapter 17.05 - CONCURRENCY - (D2)
Chapter 17.06 - DEFINITIONS - (D1)
Chapter 17.08 - ADMINISTRATION - (D1)
Chapter 17.10 - BOARD OF ADJUSTMENT, PLANNING COMMISSION, AND CONDITIONAL USES - (D1 & D3)
Chapter 17.12 - ZONES, MAPS, AND BOUNDARIES - (D4)
Chapter 17.14 - AMENDMENTS AND REZONES - (D1)
Chapter 17.15 - HEAVY MANUFACTURING USE DISTRICT (HM) - (D4)
Chapter 17.17 - MANUFACTURING AND SHIPPING DISTRICT (MS) - (D4)
Chapter 17.18 - LIGHT MANUFACTURING USE DISTRICT (LM) - (D4)
Chapter 17.19 - LIGHT MANUFACTURING I USE DISTRICT (LM1) - (D4)
Chapter 17.20 - CENTRAL BUSINESS USE DISTRICT (CBD) - (D4)
Chapter 17.21 - COMMERCIAL MARINE DISTRICT (CM) - (D4)
Chapter 17.22 - COMMERCIAL MARINE I DISTRICT (CM1) - (D4)
Chapter 17.23 - COMMERCIAL MARINE 2 DISTRICT (CM2) - (D4)
Chapter 17.24 - COMMERCIAL DISTRICT (C) - (D4)
Chapter 17.26 - PUBLIC USE DISTRICT (P) - (D4)
Chapter 17.27 - OLD TOWN OVERLAY DISTRICT - (D4)
Chapter 17.28 - RESIDENTIAL HIGH DENSITY DISTRICT (R4) - (D4)
Chapter 17.30 - RESIDENTIAL HIGH DENSITY A DISTRICT (R4A) - (D4)
Chapter 17.32 - RESIDENTIAL HIGH DENSITY B DISTRICT (R4B) - (D4)
Chapter 17.34 - RESIDENTIAL MEDIUM DENSITY DISTRICT (R3) - (D4)
Chapter 17.36 - RESIDENTIAL DISTRICT (R2) - (D4)
Chapter 17.38 - RESIDENTIAL DISTRICT (R1) - (D4)
Chapter 17.39 - AERONAUTICAL ZONE DISTRICT (AZ) - (D4)
Chapter 17.40 - SIGNS - (D6)
Chapter 17.41 - LANDSCAPING REQUIREMENTS - (D6)
Chapter 17.42 - SUBDIVISIONS AND REPLATS - (D2 and D5)
Chapter 17.44 - PLANNED UNIT DEVELOPMENT (X) AND COTTAGE HOUSING - (D6)
Chapter 17.46 - PARKING - (D6)
Chapter 17.48 - ACCESSORY BUILDINGS, STORAGE, AND DOCKS - (D4)
Chapter 17.49 - HAZARDOUS WASTE TREATMENT AND STORAGE FACILITIES - (D4)
Chapter 17.50 - EXCAVATIONS - (D4)
Chapter 17.52 - FENCES, WALLS, AND HEDGES - (D4)
Chapter 17.54 - STANDARDS—GENERALLY - (D6)
Chapter 17.56 - ANNEXATION - (D1)
Chapter 17.58 - UNZONED LAND - (D4)
Chapter 17.60 - NONCONFORMING USES - (D4)
Chapter 17.62 - PUBLIC HEARINGS - (D2)
Chapter 17.63 - WIRELESS TELECOMMUNICATIONS TOWERS AND ANTENNAS - (D4)
Chapter 17.64 - SPECIAL USES - (D4)
Chapter 17.66 - PENALTIES FOR VIOLATION - (X)
Chapter 17.67 - APPENDICES - (X)
Chapter 17.70 - CRITICAL AREA REGULATIONS - (D7)
Chapter 17.74 - DEVELOPMENT AGREEMENT FOR PORT-OWNED PROPERTY - (D8)
Chapter 17.75 - ESSENTIAL PUBLIC FACILITIES - (D4)

Proposed Zoning Code (Title 19)

Division 1 – General Legislative Provisions (City Staff)
Division 2 – Procedures (City Staff)
Division 3 – Permits (City Staff)
Division 4 – Zoning & Land Uses (MAKERS)
Division 5 – Community Design (MAKERS)
Division 6 – Project Design (MAKERS)
Division 7 – Environment (City Staff)
Division 8 – Development Agreements (City Staff)

The (D#) reference and shading show what division the current chapter will be located in.

