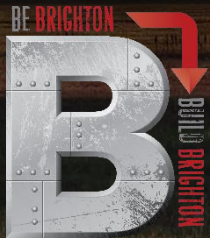


LAND USE and DEVELOPMENT CODE UPDATE

BRIGHTON, COLORADO

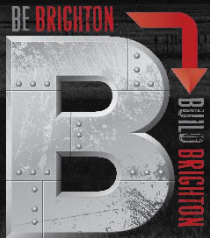


Planning Commission / City Council Study Session
March 27, 2018

- introduction & project background
- summary of analysis
- discussion issues
- next steps
- study session discussion

AGENDA

INTRODUCTION & PROJECT BACKGROUND





goulddevans

Architecture | Planning & Urban Design | Landscape Architecture | Interior Architecture | Graphic Design

goulddevans

planning & urban studio



REGULATION & PLANNING CONSULTANT

- planning
- urban design
- regulations
- on-call municipal planning

TEAM



LOCAL DEVELOPMENT ADVISORS

- planning
- urban design
- engineering

CLARIFY, SIMPLIFY, IMPROVE

- *implement the plan!*
- plain language
- graphics and tables
- purpose and intent statements
- flexibility...with criteria
- logical framework and structure
- standards – context, scale & form

APPROACH & PHILOSOPHY

BUILDING TYPE: Mixed-Use

GENERAL DESCRIPTION: The mixed-use building type is a building designed to accommodate a variety of uses, often connected to other mixed-use buildings in a party wall, and oriented along an adjacent street or pedestrian corridor. The building type is designed to accommodate the greatest amount of pedestrian traffic by allowing flexibility of useable space use both vertically and horizontally along the streetfront.

BUILDING USE & HEIGHT:

Typical Use:	Residential, Office, Retail, Restaurant, Bar, Service, Office
Typical Height:	3 to 10 stories
Typical Lot:	0.5 to 1.0 acre
Typical Density:	10 to 150 units per acre

LOT STANDARDS:

Lot Coverage: 30% - 100% (greater than 200' wide by 100' deep)

Depth: 30' - 100'

Front Setback: 5' - 10'

Side Setback: 5' - 10'

Height: 30' - 100'

SITE & BUILDING STANDARDS:

Building Footprint: 60% to 100%

Maximum Open Space: 10% of total building footprint

Minimum Lot Coverage: 30% of lot

(See Section 6.3 for other site and building standards applicable to all building types in this section.)

Zone A (Urban Core) - Front, Corner, Main Street, Side Street, Back Street, Alley, etc.

ARTICLE 6 DESIGN REGULATIONS 6.2 PARKING, LOT ACCESS AND CIRCULATION

Standards and Location Criteria of the City Open Space System in Section 4.4 of the Subdivision Standards, and shall be in addition to the minimum open space requirements for the site. Alternatively, the excess area may be designated as City Open Space, but the capacity of accommodating over-flow parking at limited peak times, such as in a clean surface or established green space which can accommodate cars on limited occasions.

6. Internal landscape requirements for the site shall be increased by 10% percent above the minimum amount required in the Landscape Design standards of Section 6.3, and shall be allocated to provide enhanced buffering of all on-site parking.

6.2.8 Parking Design

a. Location, Size and Landscape Requirements. All on-site parking shall be broken into smaller "parking blocks" and include landscape design according to the following Table 6.5. Specific zoning districts or design standards may further limit the general size and location of on-site parking spaces and parking blocks.

Figure 6-3 Internal Landscape Standards

Table 6-5: Parking Location, Size and Landscape Requirements

Zone	Front	Side	Rear
Zone A	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone B	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone C	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone D	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone E	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone F	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone G	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone H	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone I	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone J	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone K	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone L	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone M	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone N	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone O	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone P	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone Q	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone R	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone S	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone T	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone U	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone V	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone W	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone X	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone Y	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)
Zone Z	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)	10' to 15' (10' to 15' for 100' or less)

Table 17 - Cheyenne Unified Development Code Adoption Draft - OCT 2011 6-8

Shelley County Subdivision Regulations

Article 3.02 General Planning and Design Standards

Section 3.02 Street Design

3.02.1 General Planning and Design Standards

3.02.2 Street Design

3.02.3 Street Design

3.02.4 Street Design

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June 29, 2005 Draft Regulations - Revised 6-2

Shelley County Subdivision Regulations

Article 3.02 General Planning and Design Standards

Section 3.02 Street Design

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3.02.3 Street Design

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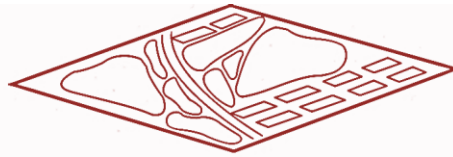
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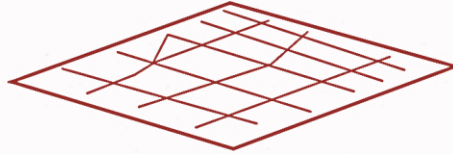
June 29, 2005 Draft Regulations - Revised 6-2

COMPREHENSIVE PLAN



VISION AND POLICY

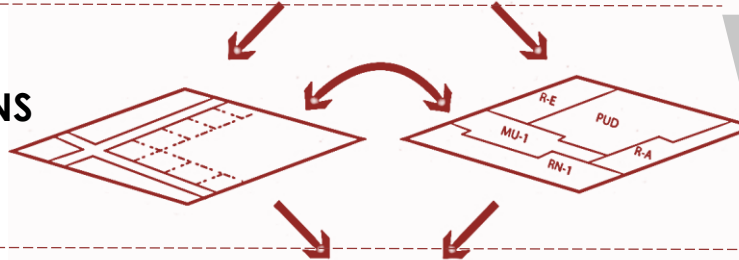
SUBDIVISION REGULATIONS



DEVELOPMENT PATTERNS

- Transportation Network
- Open & Civic Space Systems

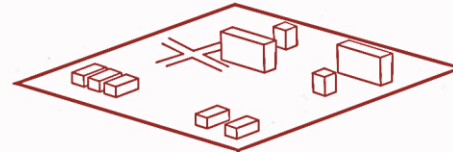
SUBDIVISION REGULATIONS & ZONING ORDINANCE



PLACES

- Block and Lot Layout
- Street Designs
- Zoning Districts

ZONING ORDINANCE



PROJECTS

- Building Types
- Use Standards
- Site & Building Design

PLANNING & REGULATIONS -
GENERALLY

	2017			2018												2019			
	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR
PHASE 1: DIAGNOSE		1.1 1.2	1.3	1.4															
PHASE 2: ALIGN						2.1	2.2	2.3	2.4										
PHASE 3: LAUNCH											3.1	3.2	3.3	3.4	3.5 3.6	3.7	3.8		

phase 1: diagnose

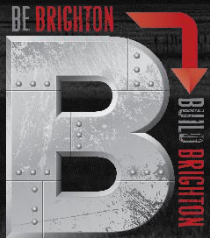
- 1.1 public engagement strategy
- 1.2 plan & regulation review
- 1.3 kick-off meeting
- 1.4 plan conformance report

phase 2: align

- 2.1 critical issues summaries
- 2.2 public open house
- 2.3 critical issues workshop / "metro innovations tour"
- 2.4 draft regulation framework

SCHEDULE & STATUS

SUMMARY OF ANALYSIS



VISION

Our vision is to create a star community in which to live, work and play, where small town values meet the city of tomorrow

CONTEXT AND VALUES

- Heritage
- Agricultural Assets
- Residents & Housing Options
- Workforce + Job Opportunities
- Development Pattern

COMPREHENSIVE PLAN THEMES



EACH OF THE TEN PRINCIPLES IN THIS CHAPTER ARE BASED ON THE COMMUNITY VISION



The Regional Leader for the Northeast Metro Area



Inclusive Community Where We Collaborate & Share

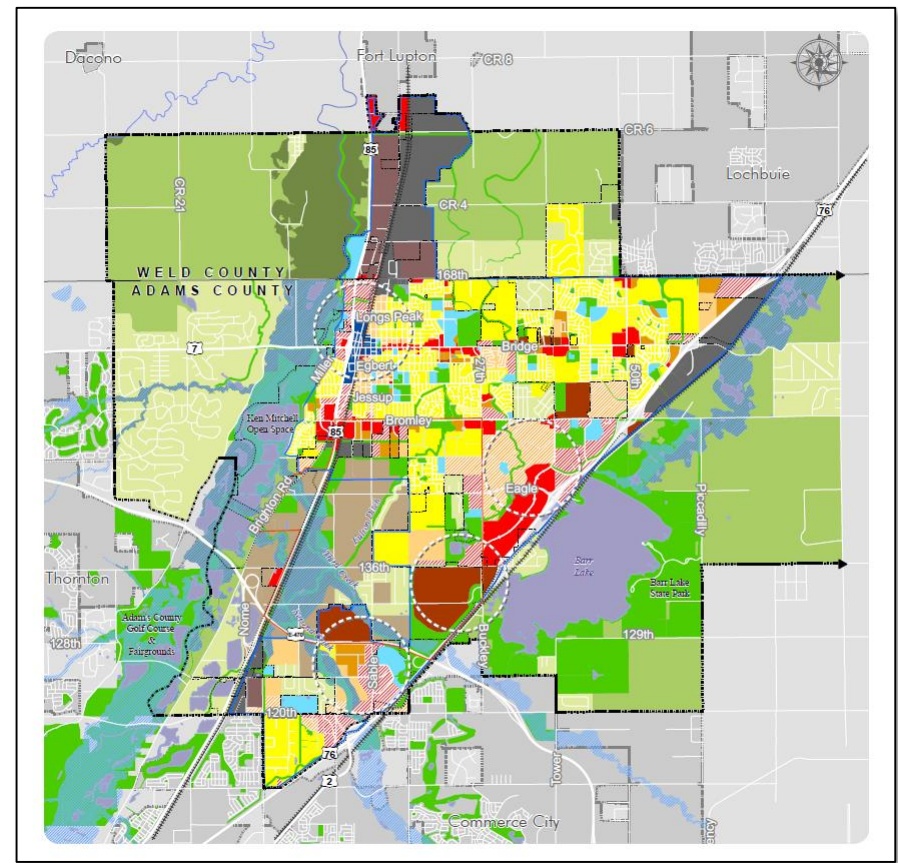


A Sustainable & Complete Community



A Future Rooted & Growing in a Farming Heritage and Small Town Feel

- Manage Growth
- The Freestanding City
- Open Space and Natural Environment
- Multimodal Development
- Economically Vibrant Community
- Distinctive Neighborhoods
- Community Design
- Redevelopment
- Recreation and Tourism
- Historic Resources



CITY-WIDE PRINCIPLES & POLICIES

CODE REVIEW THEMES

Active & Multi-Modal Transportation

- Connectivity
- Streetscapes
- Transit & Bicycle Networks

Heritage & Identity

- Vibrant Downtown
- Gateways and Focal Points
- Historic Preservation
- Productive Agriculture Lands

Sustainability

- Open Space and Natural Environment
- Resilient Infrastructure
- Housing Options & Walkable Neighborhoods
- Mixed-use Employment & Retail Centers

Sec. #	Comment	SUSTAINABILITY					HERITAGE				IDENTITY		
		Multi-modal Transportation	Resilient Infrastructure Strategies	Targeted Commercial Growth	Housing Options	Retail-Supportive Residential Density	Open Space & Natural Environment	Historic Preservation	Preservation of Agricultural Land	Neighborhood Character	Downtown	Commercial Design Standards	Walkable Mixed-Use Neighborhoods
	Rating Key: 5 Directly supports the best practices and prohibits other practices that could undermine theme and topic. 4 Somewhat supports best practices and/or limits other practices that could indirectly undermine theme and topic. 3 Neither directly supports nor directly conflicts with theme and topic, but may miss an opportunity where these topics typically would be regulated. 2 Creates indirect conflicts, somewhat undermines theme and topic. 1 Creates direct conflicts that likely prohibit best practices that meet theme and topic. [Blank means no significant relationship to the theme/topic. Sections with no rating in any category may contain general comments pertaining to the update of the regulations, but not any specific policy issues, or theme/topic in particular.]												
	may put the emphasis too heavily on the lower-scale buildings in some contexts. As stand-alone or larger-scale projects for targeted density, either improving context and relationships standards to retail or mixed use areas and/or raising the density limit should be considered.				3	3				2			2
17-16-80	MH - Mobile Home District. This provides a more conventional approach to mobile home residents through a planned and buffered project.				3	3				2			2
17-16-90	DT - Downtown District. The intent statement seems to assume "historic preservation" as the unique element as opposed to human-scale building and urban design and a fine-grained development pattern. Since these elements are different from conventional development, the development standards of other districts, but are very worthy of protecting and replicating, the district relies exclusively on a planned development and review process. This can undermine investment and lower expectations in this area, and may not ensure that all projects are focused on the crucial design, scale and form issues for this district. Using C-3 as the default district for things not in a plan is bad - this is the most out-of-scale and anti-downtown commercial district of them all. The planned approach does build in options for administrative plan; however the performance criteria to review this are somewhat vague and may put staff in difficult positions.			1				2			1		2
17-16-100 (a) (b)	MU - Mixed Use Zone Districts. Introduction & Purpose - This zoning district is categorized into 3 types of sub-districts, differing in scale and intent. They do not relate to one another and should be setting up 3 very distinct contexts. The only real similarity is that they "mix" uses, but this is done on such a large and master planned scale that it does not result in comparable approaches to development or development standards. Consider 3 distinct districts with very specific purpose statements on the context, scale of development, patterns, and targeted mix of uses			2		3							2
(c) (d)	MU - Mixed Use Zone Districts. Application Procedure & Processing and Approval Standards -. These districts are entirely reliant on discretionary review processes. The processes need to be simplified (and addressed in one section). In addition this can undermine investment and lower expectations in these area, and may not ensure that all projects are focused on the crucial design, scale and form issues for this district. The process do mix in some substantive development standards for topics the rest of the development code does not address well (streets, integrating target ranges for different uses and scale of uses), however these should have more explicit default standards in the code so you don't rely on a process to accomplish these goals	2		1	2	2							1
(e)	MU - Mixed Use Zone Districts. MU Zone District Designations: These sections begin to establish more concrete planning parameters and refine the different contexts and types of places. However, this is buried by the intensive procedures and also further emphasizes these are 3 completely distinct districts, rather than a suite of related "mixed-use" districts. Overall the scale and parameters of these should be revisited in light of the comp plan and peer communities / case studies in the Discussion phase.			2	2	2							2
(f)	MU - Mixed Use Zone Districts. Dimensional Standards for MU Districts. In general the table is not a bad concept and numbers not too far off (though minimum district size could be counter-productive, especially if the purpose of mixing uses is better integration of multiple uses, fine-grained development pattern, and compact walkability. The FAR concept is very abstract - especially on a district-wide basis and likely has unintended consequences. A building-type approach in the code as a whole can eliminate the need to rely on this abstraction to regulate scale, form, or open space. The minimum residential density is a good concept, but may still be too low for a substantial impact. Development standards in relation to streets begins to emphasize public realm / development relationships, however relying solely on functional classifications is too blunt (i.e. a minor arterial could be completely un-walkable and car-oriented where no building will relate well to it; or it could be a very slow-speed, social, and walkable place that drives a lot of value for the abutting property and development around it.) Emphasizing a wide range of street types can enhance options for determining how buildings and lots should front on different streets. The last table and footnote 2 to that table begin to introduce good concepts of scale of uses and pattern and relationships that can begin to break these districts out into smaller components for more incremental growth and better transitions to different development / district, and perhaps a way to implement this without such heavy reliance on discretionary planned processes.	2		2	2	4				3		3	3
17-16-110	PUD - Planned Unit Development Overlay Zoning District. This district is intended to give flexibility to address some of the impediments and limiting factors of all of the previous districts regarding implementing the plan, as well as to promote walkable mixed-use neighborhoods, increased housing options, and better arrangement of large sites that incorporates public space. Open space standards seem arbitrary, although they do start to address the topic. The density bonus seems a bit generic, and should be more targeted to specific types of places. Some of the sections seem to be very arbitrary specific standards that may or may not be appropriate depending on the context and the specific plan for a zone, or perhaps a way to implement this without such heavy reliance on discretionary planned processes. Overall the use of PUDs should be multiple the	3		1	2	2	2			2		2	3
	lot, low standards referral		4	3						4		4	3

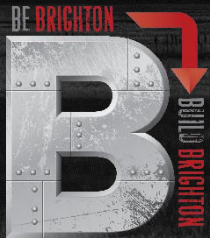
SUMMARY

- Reorganize / align common topics.
- Consolidate procedures.
- Revise design standards based on scale (site/building vs. district/area).
- Consider a “building type” approach to development standards.
- Develop specific downtown building standards (not “planned district”).
- Create a more refined mix of housing formats among residential districts.
- Emphasize urban design aspects of the “public realm” - particularly in subdivisions standards (streetscapes and open space).
- Develop a broader range of open spaces for different contexts.
- Review / reorganize the use table - emphasize *scale* of uses.
- Improve standards for urban agriculture / District Plan vision.
- Improve planned district procedures / flexibility (site plan v. master plan).
- Codify infrastructure design standards for typical projects.

PLAN CONFORMANCE REPORT



DISCUSSION ISSUES



PUBLIC REALM DESIGN

- Connectivity - Large Scale & Area / Project Scale
- Streetscape Design - Types
- Open Space Design - Types

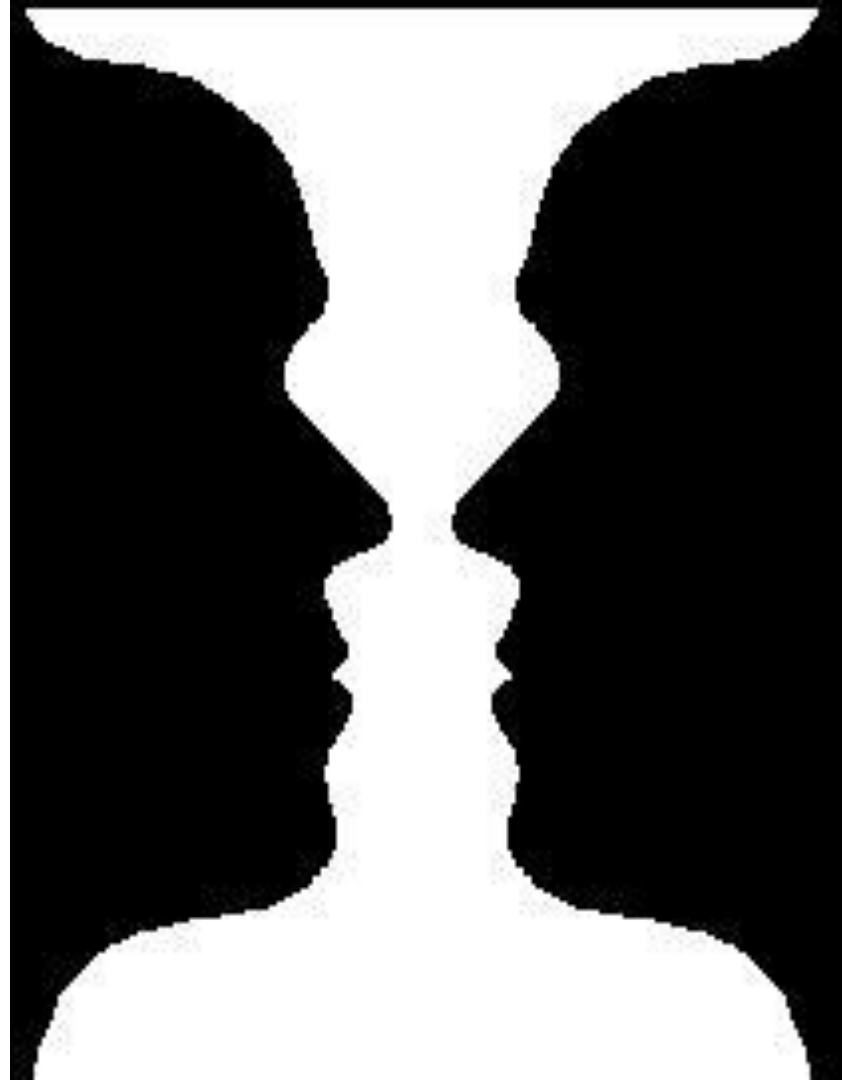
HOUSING & NEIGHBORHOODS

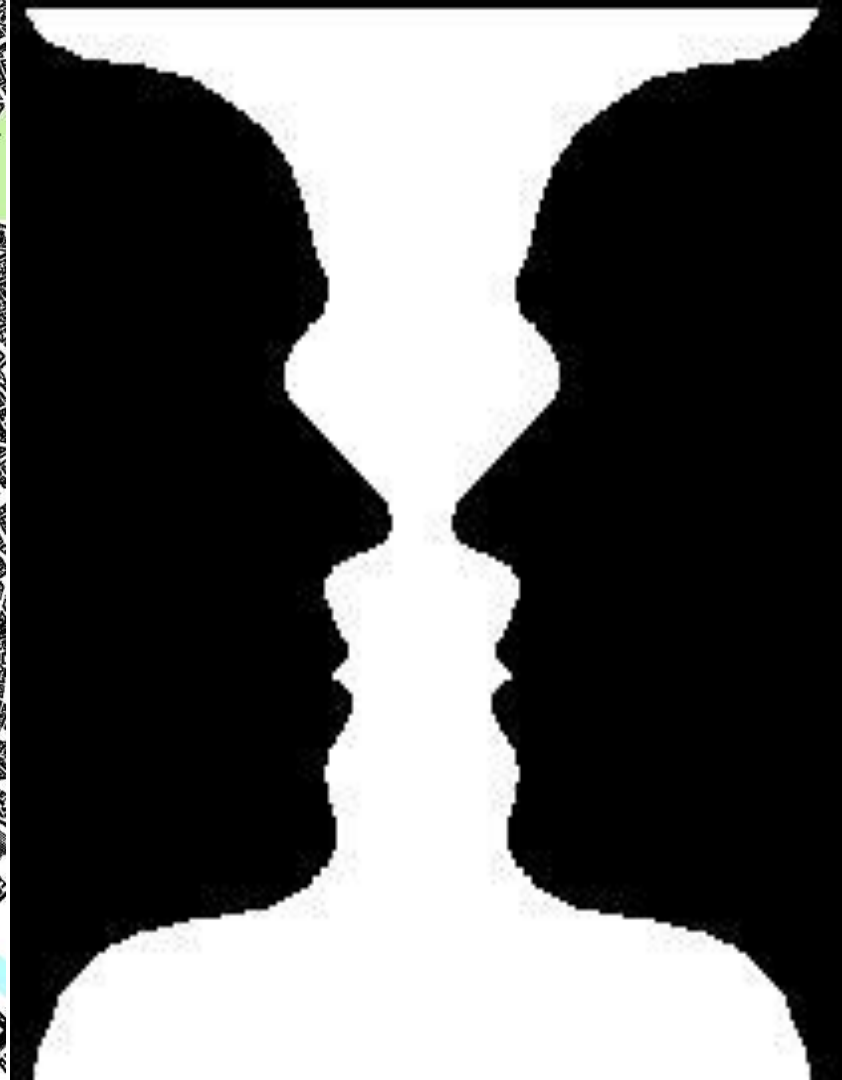
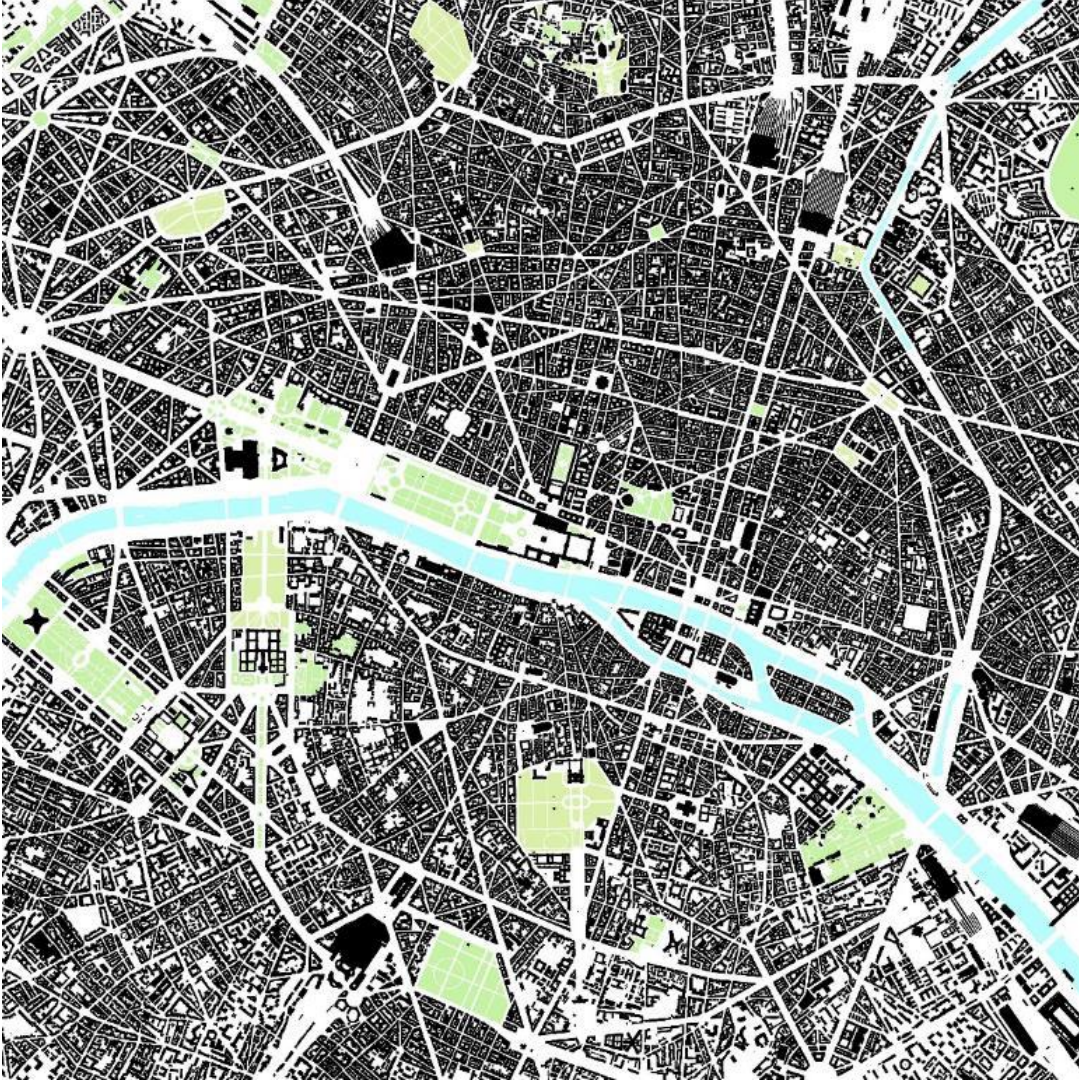
- Missing Middle Housing - small-scale / multiple units buildings
- Accessory Dwellings
- Neighborhood Design - what range of types, where, why?

DOWNTOWN (AND OTHER “MIXED USE AREAS”)

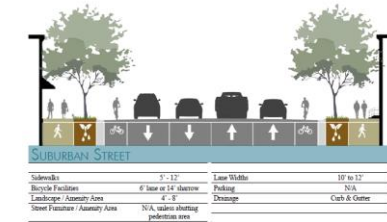
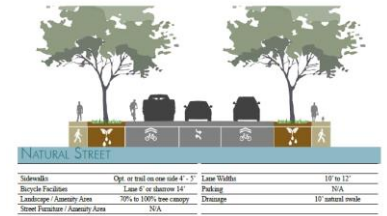
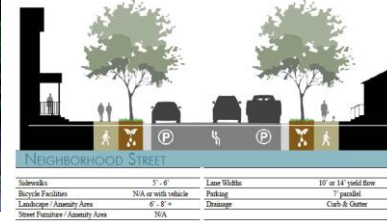
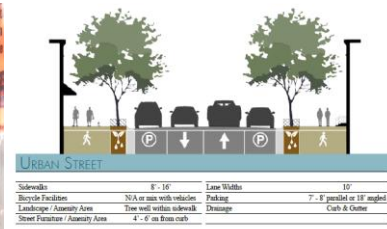
- Public realm framework
- Districts, sub-districts and transitions
- Building scale and form
- Uses

ALIGN - DISCUSSION ISSUES





STREET NETWORKS AND STREETScape DESIGN TYPES



PUBLIC REALM DESIGN



Arterial - Activity



Arterial - Neighborhood



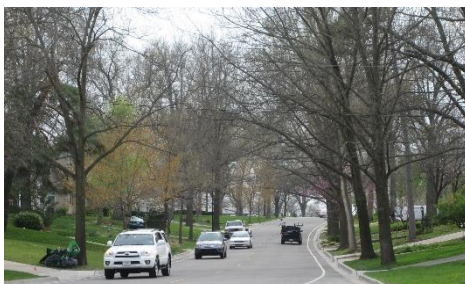
Arterial - Standard



Arterial - Natural



Collector - Activity



Collector - Neighborhood



Collector - Standard



Collector - Natural



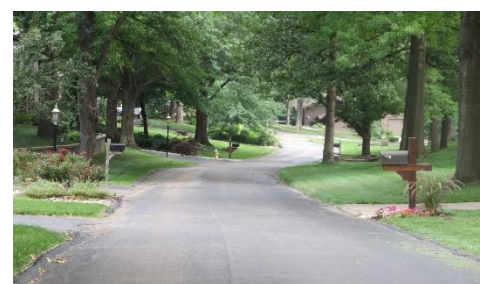
Local - Activity



Local - Neighborhood



Local - Standard



Local - Natural

PUBLIC REALM DESIGN



- Open areas for active or passive recreation and located to be a focal point and for a neighborhood or community.
- Size:
 - 2 – 5 acres (Neighborhood Park)
 - 5 – 10 acres (Community Park)
- Design Characteristics 50% - 75% passive recreation and natural landscape; 25% - 50% structured recreation.



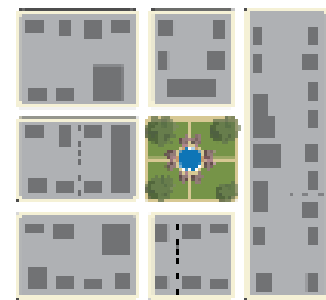
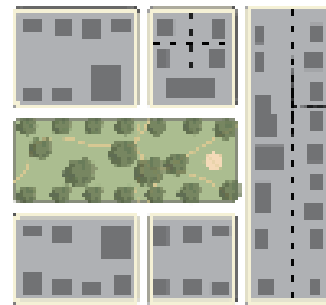
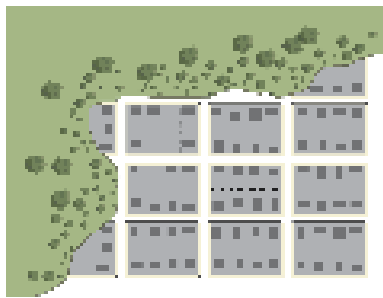
- Natural areas are areas of existing or restored natural features such as riparian corridors, flood hazard areas, unique topographic or geologic features, woodlands, wetlands or important plant or animal habitat.
- Size: Typically 10 – 50+ contiguous acres across several development projects [Dependent on context]
- Design Characteristics: Largely unbuilt although trails, shelters or other similar amenities can be incorporated provided that don't disrupt the primarily ecological and aesthetic function of the space.



- Open area to serve as a civic amenity public gathering space for abutting sites on a block, including elements of public art, setting, or other amenities to support informal gathering.
- Size: 400 s.f. to 1,000 s.f.
- Design Characteristics: At least 75% hardscape; up to 25% formal landscape. Buildings should front directly on the plaza to create enclosure of the space and activate it with frequent doors and windows.



- Open area for passive recreation or gathering place located to be a focal point for adjacent and abutting blocks. Blocks, sites and adjacent building should orient to the green.
- Size: 5 – 2 acres
- Design Characteristics: At least 75% formal landscape; up to 25% hardscape.





HOUSING & NEIGHBORHOODS



SUBURBAN

0.18 acres minimum
1 Housing Unit
5.5 or less Dwelling Units / Acre



NEIGHBORHOOD

0.14 acres minimum
1 Housing Unit
7.1 or less Dwelling Units / Acre



COMPACT DUPLEX

0.14 - 0.23 acres
2 Housing Units
8.7 - 14 Dwelling Units / Acre



WALK-UP APARTMENT

0.14 - 0.23 acres
4 - 6 Housing Units
17 - 42 Dwelling Units / Acre



Detached House - Estate Lot



Detached House - Neighborhood Lot



Detached House - Compact Lot



Accessory Dwelling Unit



Row House



Apartment – Small

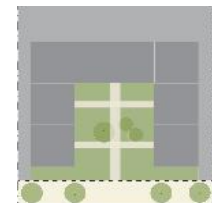
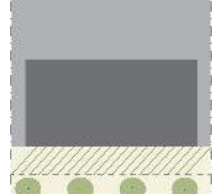
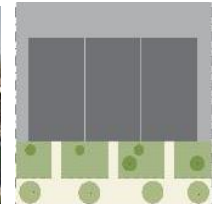
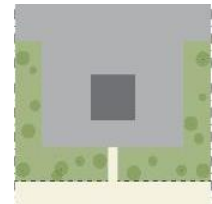


Apartment - Large / Complex

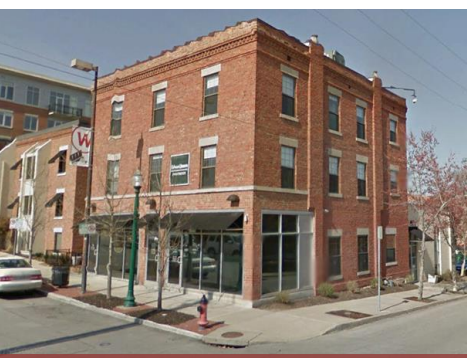


Live / Work

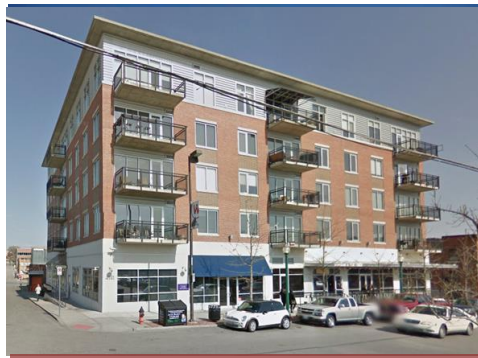
HOUSING & NEIGHBORHOODS



MIXED USE CENTERS



Small Mixed Use



Large Mixed Use



Sm Com / Storefront



Sm Com / Pad Site



Large Commercial



Civic

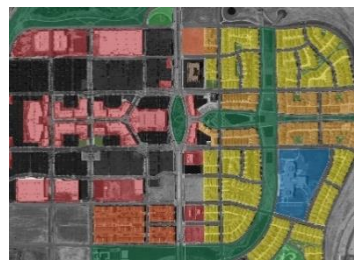
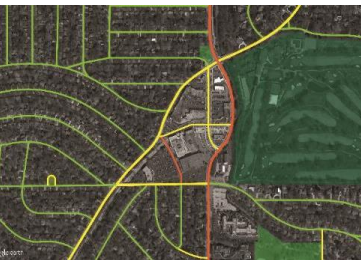


Small Industrial / Shop



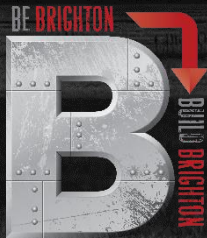
General Industrial

MIXED USE CENTERS



CASE STUDIES

NEXT STEPS



	2017			2018												2019			
	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR
PHASE 1: DIAGNOSE		1.1 1.2	1.3		1.4														
PHASE 2: ALIGN						2.1	2.2	2.3		2.4									
PHASE 3: LAUNCH												3.1	3.2	3.3	3.4	3.5 3.6		3.7	3.8

phase 2: align

- 2.1 critical issues summaries
- 2.2 public open house
- 2.3 critical issues workshop / "metro innovations tour"
- 2.4 draft regulation framework

NEXT STEPS

DISCUSSION

