

## VERY BRIEF SYNOPSIS OF THE DRAFT LAND DEVELOPMENT CODE (LDC)

### **PURPOSE**

To replace the current outdated and scattered land development code with a new land development code which:

- Utilizes current best planning practices
- Corrects inconsistencies in processes and requirements
- Implements the Comprehensive Plan
- Is user friendly for both locating information and outlining the processes and requirements
- Provides more flexible development options with a clearer vision of what the end product should be and with some departure options from the standards
- Provides clear guidance on both community and project specific design

### **KEY CHANGES FROM CURRENT LAND DEVELOPMENT CODE**

The new LDC consolidates all land development regulations in a single Code - Chapter 15 - and groups the processes and requirements together in several separate Articles.

#### Article 1 General Provisions

- User Guide to assist the public in finding the necessary Code sections that relate to their particular situation (Chapter 15.10)
- General purpose, authority, roles and responsibilities and interpretation provisions
- Comprehensive Plan amendment process (Chapter 15.12)
- Definitions (Chapter 15.13) - each definition will be identified in the LDC as being reviewable either with a direct link or a "pop-up" when you click the word

#### Article 2 Permits and Procedures

- Creates a new system that groups types of permits by the level of required review and processing, and creates standard review timelines and decision processes for each type of permit application (Chapter 15.21)

#### Article 3 Zoning Districts and Land Uses

- Keeps current zoning districts but uses a new series of Tables to identify the uses permitted in each zone and expands the uses
- Establishes new form and intensity standards (setbacks, heights, densities, etc.)
- Creates new density bonus incentives

#### Article 4 Community Design

Provides new community design standards intended to result in a more uniform and desired development pattern along city streets.

- New streetscape design standards for arterial streets, collector streets, local streets including right-of-ways width, street surface width, bicycle lane options, sidewalks, and planting strips (Chapter 15.40)
- New subdivision and block design standards (Chapter 15.41)
  - enhance connectivity between developments and adjoining lands
  - integrate new development into existing developed areas
  - new lot design options including reduced square footage and zero lot line

## Article 5 Project Design

Provides new project specific design standards. Applies primarily to new development and to major remodel work. Allows for some departure from the standards.

- New site orientation standards (Chapter 15.51)
  - Creates 5 Street Frontage Types based on type of uses along the street frontage. Each has unique requirements for frontage setbacks, parking location, storefront transparency, and heights.
    - strictness of the requirements is reduced as the intensity of the surrounding use reduces. Flows from:
      - ❖ Storefront Frontage Type - emphasize "Main Street" setting with storefronts adjacent to sidewalk (downtown core)
      - ❖ Secondary Street Frontage Type 1 adjacent to Storefront Type and have Storefront design or a landscaped setback from sidewalk (example: 3<sup>rd</sup> Avenue east of Pine St. or CC-II zoned area south of 3rd)
      - ❖ Secondary Street Frontage Type 2 not adjacent to Storefront Type but similar intensity of development as Secondary Street Frontage Type 1 with more flexibility for off-street parking location (area on S. Umptanum west of the railroad and all industrial zoned areas not specifically identified by another Frontage Type)
      - ❖ Gateway Corridor Frontage I-90 west interchange along University Way to Wenas Street and Canyon Road south from Mountain View Avenue
      - ❖ Landscape Streets reinforce a pattern of landscaped frontages (all other areas in City)
- New Site Planning and Design Elements (Chapter 15.52). Applies primarily to new multi-family and to new non-residential developments or major remodels.
  - establishes direction and standards for:
    - building layout on the lot, open spaces, and circulation elements
    - building design such as architectural character, scale, articulation features, roofline, building elements and materials, energy efficiency
    - housing type design standards (garage placement/design, driveways, open space) for single family, duplexes/triplex, accessory dwelling units, cottage housing, townhouse
    - 4 Types of landscaping to serve various functions: full screening and visual barrier, filtered screening, see-through screening and general landscaping
  - incorporates
    - current off-street parking requirements with some reduction in the required number of spaces
    - current signage requirements with some updates and greater emphasis on design that results in less visual clutter
    - current Outdoor Lighting regulations

Article 6 Critical Areas - Incorporates the current Critical Area Code without changes

except to update the processing requirements to be consistent with the new processes in Article 2.

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