Lowrise Multifamily Zoning Update

Effective Date: April 19th 2011
Purpose:
To strengthen the City’s overall growth strategy of Urban Centers, Villages, Station Areas and Transit Served Areas.
Purpose: To promote a variety of housing types
CONSOLIDATES ZONING DESIGNATIONS

Old Zoning                           New Zoning

LDT                                  LR1
L1  Non Growth Areas                 

L1  Growth Areas                    LR2
L2                                  

L3                                  LR3
L4*                                 

* Special considerations for SHA properties
Goal better townhouses:
Street facing, quality design
Goal: Rowhouses as an alternative to Townhouses
Goal: Cottage housing as an alternative to townhouses (LR1 zone)
Goal: More quality apartments in Centers and Villages. Parking requirement varies.
Goal: More flexibility for developers and designers.
Goal:
Better solutions for integration of parking into projects
Housing Types:

LR1

- Carriage Unit Over Garage
- ADU
- Cottage
- Rowhouse
- Townhouse

Alley access
Housing Types:

- LR1

- Alley access

- Cottage
- Carriage Unit
- ADU
- Rowhouse
- Townhouse
Housing Types:

LR2

Rowhouse  Townhouse  Townhouse  Townhouse  Apartment

No Parking Example

Street access

(Autocourt)
Housing Types:

LR2

Rowhouse  Townhouse  Townhouse (Autocourt)  Apartment

Street access
Housing Types: LR3

Within Growth Area. (Urban Village, Center or Station Area)

Alley Example

Apartment  Townhouse  Apartment  Apartment  Apartment
Housing Types:

LR3

Within Growth Area. (Urban Village, Center or Station Area)
Notable Changes

- Housing Types
- Height Limit Increased to a 30’ Base (Was 25’)
- New Height Measurement with Options
- Floor Area Ratio (FAR)
- Varied and Relaxed Density Limits
- More Flexible Setback and Amenity Area Standards
- Reduced Parking Requirement (In growth areas)
- Green Factor
- Design Standards (May waive if going through SDR)
HEIGHT LIMIT IN LR1 AND LR2 ZONES: 30 FEET
LR3 STRUCTURES WITH A 30’ HEIGHT LIMIT

**Pitched Roof**
- 10’ addition height for roof with minimum 6:12 slope
- No more than 3 full stories above grade

**Partially Below-Grade Story**
- 5’ for roof with minimum 6:12 pitch
- Partially below grade story
- Up to 4’0” of additional height to accommodate story partially below grade
LR3: APARTMENT STRUCTURES WITH A 40’ HEIGHT LIMIT IN DESIGNATED GROWTH AREAS

Option 1: 40’ + 4’ for partial below grade story

Option 2: 40’ + 5’ for pitched roof

5’ extra height for roof with minimum pitch of 6:12
PROVISIONS FOR TRANSITION WITH SINGLE FAMILY ZONES

additional 4' of height for partially below-grade story not allowed for apartments in LR-2 zones and all structures in LR-3 zones within 50' of SF zoned lot.

No separation by a street of zoned lot.

LR-2 or LR-3 zoned lot.
ADDITIONAL HEIGHT FOR SHED AND BUTTERFLY ROOFS
Height Measurement Technique

• 23.86.006.A establishes new height measurement method for all zones except Downtown and South Lake Union

• New Method: Similar to Shorelines

• Building Code Method

• Old Method
CALCULATING AVERAGE GRADE

FORMULA 1: EXTERIOR WALLS

Site Plan: not to scale

Formula: \[
\frac{(A \times a) + (B \times b) + (C \times c) + (D \times d)}{a + b + c + d}
\]

Example:

\[
\frac{(105.2 \times 12) + (104.8 \times 5) + (104.2 \times 15) + (104.0 \times 9) + (103.7 \times 27) + (109.1 \times 6) + (108.2 \times 28)}{12 + 5 + 15 + 9 + 6 + 30 + 9 + 12 + 18 + 27 + 6 + 28}
\]
CALCULATING AVERAGE GRADE
FORMULA 2: ENCLOSING RECTANGLE
STRUCTURE DIVIDED INTO SECTIONS AND ENCLOSED IN RECTANGLE

section 1, 2, and 3 are each at least 15' in length
AVERAGE GRADE CALCULATED FOR INDIVIDUAL SECTIONS OF THE SAME STRUCTURE
Floor Area Ratio (FAR)

• New in Lowrise Zones.
• Allows more variety in building form.
• Sets a Floor Area limit as a percentage of the lot area...

\[
\text{5,000 SF Lot} \times \text{FAR 1.2} \rightarrow \text{6,000 SF Building Allowed}
\]
## Floor Area Ratios (FAR)

<table>
<thead>
<tr>
<th>Zone</th>
<th>Location in/out of a growth area</th>
<th>Type of Housing</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>1.1</td>
</tr>
<tr>
<td>LR1</td>
<td>All locations</td>
<td>1.1</td>
</tr>
<tr>
<td>LR2</td>
<td>All locations</td>
<td>1.1</td>
</tr>
<tr>
<td>LR3</td>
<td>Outside</td>
<td>1.1</td>
</tr>
<tr>
<td></td>
<td>Inside</td>
<td>1.1</td>
</tr>
</tbody>
</table>

growth areas = urban centers, urban villages and Station Area Overlay

Higher FARs apply for meeting green and design standards
EXEMPTIONS FROM GROSS FAR LIMITS

- Underground stories
- Landmark structures
- Single-family dwelling units built prior to January 1, 1982
- Apartments in LR zones, portions of structures that extend no higher than 4’ above existing or finished grade, whichever is lower
Exhibit B for 23.86.007:
Floor Area for Partially Below Grade Stories for Certain Structures in Multifamily Zones

Exempt floor area of portions of a story that extend no more than 4 feet above existing or finished grade, whichever is lower.
Partially Below Grade Story

Exhibit A for 23.45.510: Area Exempt from FAR

- Height limit
- Property line
- Required setback
- 4' max
  - Floor area occupied by parking or other permitted uses.
- Floor area exempt from FAR

Legend:
- Property line
- Floor area exempt from FAR
Extra FAR (and Density) Incentive

• LEED Silver, Built Green 4-star rating, Washington Evergreen Sustainable Development Standards.

• Alley must be paved if used for access to parking.

• Parking in a structure below grade or no higher than 4’ above finished grade or in a shared parking area or structure at the rear of the lot.

• Access to parking from an alley if one is present.

• If no alley access:
  • Corner lots: One driveway that runs parallel to the rear or side lot line
  • Non corner lots: No more than one driveway per 160’ of street frontage.

* Access to barrier-free parking may be from a street or alley
## Density Limits

<table>
<thead>
<tr>
<th>Setback</th>
<th>Cottage</th>
<th>Rowhouse</th>
<th>Townhouse</th>
<th>Apartments</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>LR1</strong></td>
<td>1:1600 sf</td>
<td>No Limit</td>
<td>1:2200 or 1:1600</td>
<td>1:2000</td>
</tr>
<tr>
<td><strong>LR2</strong></td>
<td>1:1600 sf</td>
<td>No Limit</td>
<td>1:1600 or No Limit</td>
<td>1:1200 or No Limit</td>
</tr>
<tr>
<td><strong>LR3 (Non-Growth Area)</strong></td>
<td>1:1600 sf</td>
<td>No Limit</td>
<td>1:1600 or No Limit</td>
<td>1:1600 or No Limit</td>
</tr>
<tr>
<td><strong>LR3 (Growth Area)</strong></td>
<td>1:1600 sf</td>
<td>No Limit</td>
<td>1:1600 or No Limit</td>
<td>1:800 or No Limit</td>
</tr>
</tbody>
</table>
# Setbacks

<table>
<thead>
<tr>
<th>Setback</th>
<th>Cottage</th>
<th>Rowhouse</th>
<th>Townhouse</th>
<th>Apartments</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Front</strong></td>
<td>$7'$ avg.</td>
<td>$5'$ min.</td>
<td>$7'$ avg.</td>
<td>$5'$</td>
</tr>
<tr>
<td></td>
<td>$5'$ min.</td>
<td></td>
<td>$5'$ min.</td>
<td></td>
</tr>
<tr>
<td><strong>Rear</strong></td>
<td>$0'$ w/ alley</td>
<td>$0'$ alley</td>
<td>$7'$ avg.</td>
<td>$10'$ min.</td>
</tr>
<tr>
<td></td>
<td>$7'$ no alley</td>
<td>No alley:</td>
<td>$5'$ min.</td>
<td>w/ alley</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$7'$ avg.</td>
<td></td>
<td>15’ min. no</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>alley</td>
</tr>
<tr>
<td><strong>Side (facades &lt; 40’)</strong></td>
<td>$5'$</td>
<td>$0'$, except sides</td>
<td>$5'$</td>
<td>$5'$</td>
</tr>
<tr>
<td></td>
<td></td>
<td>that abut SF zone:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>$5'$</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Side (facades &gt; 40’)</strong></td>
<td>$5'$</td>
<td>$0'$, except sides</td>
<td>$7'$ avg.</td>
<td>$7'$ avg.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>that abut SF zone:</td>
<td>$5$ min.</td>
<td>$5'$ min.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$7'$ avg.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>$5$ min.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
# Façade Width Limits

<table>
<thead>
<tr>
<th>Zone</th>
<th>Cottages &amp; Rowhouses</th>
<th>Townhouses</th>
<th>Apartments</th>
</tr>
</thead>
<tbody>
<tr>
<td>LR1</td>
<td>No limit</td>
<td>60’</td>
<td>45’</td>
</tr>
<tr>
<td>LR2</td>
<td>No limit</td>
<td>90’</td>
<td>90’</td>
</tr>
<tr>
<td>LR3 – outside growth areas</td>
<td>No limit</td>
<td>120’</td>
<td>120’</td>
</tr>
<tr>
<td>LR3 – inside growth areas</td>
<td>No limit</td>
<td>150’</td>
<td>150’</td>
</tr>
</tbody>
</table>

growth areas: urban villages, urban centers & SAOD
Façade Length Limits

Max. combined length of all portions of facades within 15’ of a lot line that is neither a rear lot line nor a street or alley shall not exceed 65% of the length of the lot line.

Exception: Rowhouses within 15’ of a SF zone, max. is 40’
Façade Length Limits

Includes:
Attached garages & carports;
Certain accessory structures closer than 3’

Excludes:
Eaves, etc;
Portions of structure exempt from FAR
# Amenity Area

<table>
<thead>
<tr>
<th>Housing Types</th>
<th>Cottages</th>
<th>Rowhouses &amp; Townhouses</th>
<th>Apartments</th>
</tr>
</thead>
<tbody>
<tr>
<td>300 sqft/cottage</td>
<td>25% of lot area</td>
<td>25% of lot area</td>
<td></td>
</tr>
<tr>
<td>150 sqft/carriage house</td>
<td>50% at ground level, except that amenity area provided on a lid over parking counts as ground level</td>
<td>50% at ground level, except that amenity area provided on a lid over parking counts as ground level</td>
<td></td>
</tr>
<tr>
<td>Mix of private &amp; common</td>
<td>May be private or common</td>
<td>Ground level area shall be common</td>
<td></td>
</tr>
</tbody>
</table>

Pedestrian access does not break the contiguity of amenity area (drives and access easements do, except *woonerfs*)
Shared Amenity Area

Example: common amenity area for rowhouses and townhouses
How does the Green Factor work?

• Provides weighted menu of options, sets minimum score

• Includes green roofs and walls, bioretention, and permeable paving

• Favors layered plantings and right-of-way improvements

• Compliance required for permit approval
Score sheet multiplies each feature by a factor (from 0.1 to 1.0).

- Same score sheet for all GF zones, 0.50 for midrise & highrise residential, 0.60 for lowrise, 0.30 required for commercial zones.

Score sheet translates to % or Green Factor score divided by parcel size, translates to % or Green Factor score.

<table>
<thead>
<tr>
<th>Zone Type</th>
<th>Factor Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commercial</td>
<td>0.30</td>
</tr>
<tr>
<td>Midrise</td>
<td>0.50</td>
</tr>
<tr>
<td>Highrise Residential</td>
<td>0.60</td>
</tr>
<tr>
<td>Lowrise</td>
<td>0.30</td>
</tr>
</tbody>
</table>

Do not count public rights-of-way in parcel size calculations. Credit is based on the parcel, not including areas of the property that are considered public rights-of-way. Public rights-of-way may not be divided, credit will be given for the total area of the parcel.
LR3 Apartments
Green Factor score = 0.63
5,000 sq ft parcel

- Minimum score can be met through at-grade landscaping (on site and in ROW), permeable paving
- Green Factor landscaping can also count toward amenity space requirement, Stormwater Code compliance
- Green roofs likely a popular choice, esp. for flat roof structures
Trends in built Green Factor projects

- Higher quality, better-integrated landscape design
- More landscaping provided in/adjacent to rights-of-way
- Increased use of permeable paving, green roofs, and green walls
Parking Quantity

• Urban centers & SAOD – None required
• Urban villages - lots within ¼ mile of a street with frequent transit service – None required
• All other areas – One space/unit, except:
  – UW parking impact area – 1 to 1.5 spaces/unit & additional for units w/ 3 or more bedrooms
  – Alki – 1.5 spaces/unit
  – Low-income residential – reduced
• Other areas – 20% reduction for frequent transit service
DESIGN STANDARDS
1. Enhance Street-facing Facades:
   - To provide visual interest
   - To avoid blank walls
   - To contribute to an attractive streetscape

2. Foster community:
   - To provide eyes on the street
3. Promote Livability:
   - To provide openness and access to light and air

4. Encourage Compatibility of Housing types:
   - With scale and character of existing neighborhoods.
CHARACTERISTICS
(of non-SDR projects)

Treatment of Street Facing Facades
Treatment of Street Facing Facades

- 20% of area – windows and doors
- Only transparent windows count.
- Over 750 s.f. façade requires division into separate planes---100-500 s.f.
Treatment of Street Facing Facades

- Trim: a minimum .75” deep & 3.5” wide.
- Exceptions allowed: variations & incorporation of interesting architectural features.
Special Standards for Cottages, Rowhouses, Townhouses & Apartments.

**Cottages:**
Prominent pedestrian entry & details to reduce visual scale of the units. Think covered porch, dormers, bays.
**Rowhouses:**
Prominent street facing pedestrian entry with covered stoops, porches. Individuation of units.
Townhouses*: Visually prominent entry on street facing façade. Architectural detail.

* SDR used for 3 or more units.
**Apartments:** A principal shared pedestrian entry may face either a street or a common amenity area (courtyard) with direct access to street.
ADJUSTMENTS
Similar to Departures but Focused on SDR.

Difference: Limited in Scope.
Better meets the intent of the adopted design guidelines.
Provides a better response to environmental and/or site conditions.
- Setbacks & separations
  Maximum 50% Reduction

- Amenity areas
  Maximum 10% Reduction

- Landscaping & screening
  Maximum 25% Reduction

- Structure width & depth
  Maximum 10% Façade length increase

- Screening of Parking
  Maximum 10% Reduction
Streamlined Design Review (SDR)

- Required for townhouses (3 to 8 units)
- Optional for other types
- Reporting to City Council required for first 10
SDR Efficiencies

- Fewer Steps  (One Design Guidance Step)
- Pre-Submittal Guidance
- Simplified Application  (Focus on one scheme)
- Assigned Staffing Team
- 1 Assigned Planner - (Land Use & Zoning)
- Early Public Notice and Comment
- Integration of Permits - (Combined BP / MUP)
- Design Flexibility (Type I ‘Adjustments’ Allowable)
- No Appeal  (Type I Decision)
Streamlined Design Review Timeline

- Activity Before Intake: Addressing etc., Pre-application Site Visit
- Design Guidance: Step 1 - Presubmittal Conference, Departures
- Design Guidance: Step 2 - Notice Published, SIP Submittal, 30% with SDOT
- DPD Design Guidance Report
- Applicant Design Time: Respond to Design Guidance
- Combined Building Permit / MUP
- Intake Appointment
- DPD Review
- Permit Issuance

Day 1 ~22 ~52 ~66 7.5 - 9 months total
Thank you!

Clean-up ordinance (CB 117117) under review by Council. Expected to have same 4/19 effective date.