

Code Reform: A to Z

The “How” of Code Reform

Paul Crawford, FAICP, CNU
Crawford Multari & Clark Associates

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Code Reform: A to Z Key Code Update Issues

- Effectiveness – Does the Code produce the desired character and quality of development? (Do the standards work?)
- Usability – Does the Code clearly communicate community requirements and expectations? (Intuitively organized, understandable, easy to use?)

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Code Reform: A to Z Components of Place Making

- Streets, blocks, lots – Intersection spacing, block dimensions, lot sizes
- Streetscape – R.O.W. width, component widths, landscape, street furniture
- Buildings – Placement, height, form, mass, style

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Code Reform: A to Z Planning Tools for Addressing Urban Design

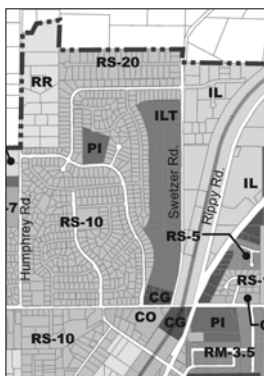
- Comprehensive Plan
- Conventional zoning and subdivision regulations
- Design guidelines and discretionary review
- Specific plans
- Planned developments (PDs, PUDs)
- Form based development codes

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Code Reform: A to Z The Trouble with (Conventional) Zoning

- Emphasis on regulation by use, within limited use or single use zoning districts

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Code Reform: A to Z
The Trouble with (Conventional) Zoning

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Code Reform: A to Z
The Trouble with (Conventional) Zoning

- Emphasis on regulation by use, within limited use or single use zoning districts
- Disconnect between land use and urban form and design, one size fits all standards

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Code Reform: A to Z

The Trouble with (Conventional) Zoning

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Code Reform: A to Z
The Trouble with (Conventional) Zoning

- Emphasis on regulation by use, within limited use or single use zoning districts
- Disconnect between land use and urban form and design, one size fits all standards
- Exceptions become the rule

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Code Reform: A to Z
The Trouble with (Conventional) Zoning

- Emphasis on regulation by use, within limited use or single use zoning districts
- Disconnect between land use and urban form and design, one size fits all standards
- Exceptions become the rule
- Mostly reactive

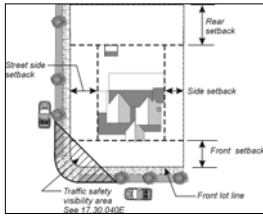
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Code Reform: A to Z
Conventional Zoning Features

- Use based zoning classifications
- Regulation of land use types
- Zone based development standards
- Density
- Standards for parking, landscaping, signs, etc.

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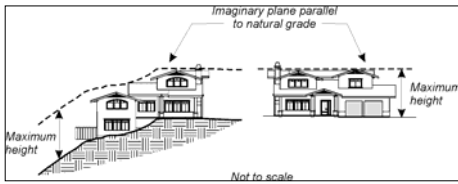
Code Reform: A to Z Conventional Form-Controlling Tools



Setback Requirements

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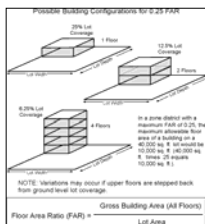
Code Reform: A to Z Conventional Form-Controlling Tools



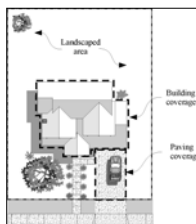
Height Limits

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Code Reform: A to Z Conventional Form-Controlling Tools



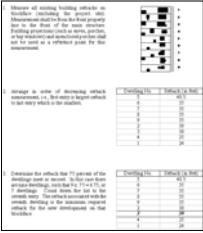
Floor Area Ratio



Maximum Lot Coverage

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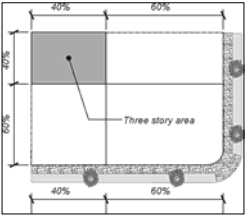
Code Reform: A to Z Extended Form-Controlling Tools



Setback Averaging

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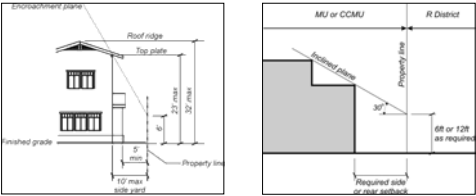
Code Reform: A to Z Extended Form-Controlling Tools



Upper Floor Placement Controls

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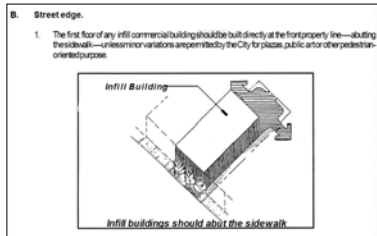
Code Reform: A to Z Extended Form-Controlling Tools



Encroachment or Daylight Planes

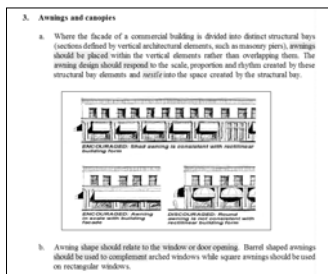
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Code Reform: A to Z Design Guidelines



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Code Reform: A to Z Design Guidelines



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Code Reform: A to Z Approaches to Code Revision

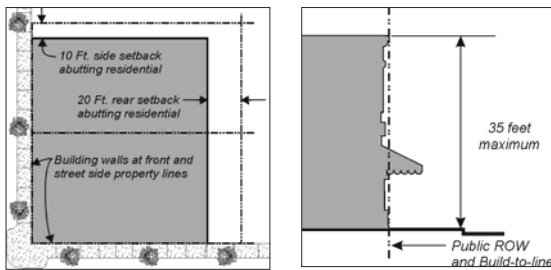
- Adjust standards in existing code (quick fixes)
- Special purpose zones or overlays
- Optional TND ordinances
- Comprehensive code and/or plan updates

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Code Reform: A to Z The Quick Fix

- Revise building regulations to effectively shape the public realm of the street
- Revise parking location requirements
- Allow a variety of uses to create vitality, synergy, and enhance the pedestrian experience

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Code Reform: A to Z A Practical Code Outline

- 1 – Purpose and Applicability
- 2 – Zones, Allowed Uses, Zone Standards
- 3 – Site Planning & General Development Standards
- 4 – Standards for Specific Land Uses
- 5 – Resource Management
- 6 – Planning Permit Procedures
- 7 – Administration & Enforcement
- 8 – Glossary

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Code Reform: A to Z Form-Based Code Concepts

- Rules for building form as important as land use regulation
- Emphasis on mixed-use and mixed housing types
- Greater attention to streetscape and design of public realm; and the role of individual buildings in shaping the public realm
- Standards for building form and mass consciously based on context and/or desired changes
- Design-focused public participation process and existing conditions analysis

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Code Reform: A to Z
Form-Based Code Standards

- FBCs include key conventional code standards
 - Building placement (setbacks, coverage)
 - Building height and profile (height limit, projections, encroachments)
 - Parking, landscaping, signs

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Code Reform: A to Z
Form-Based Code Standards

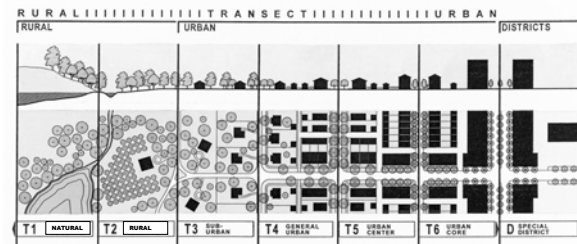
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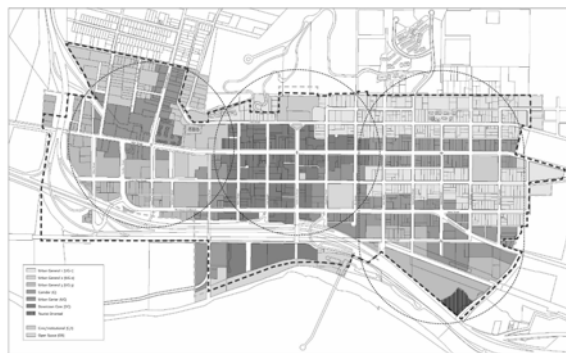
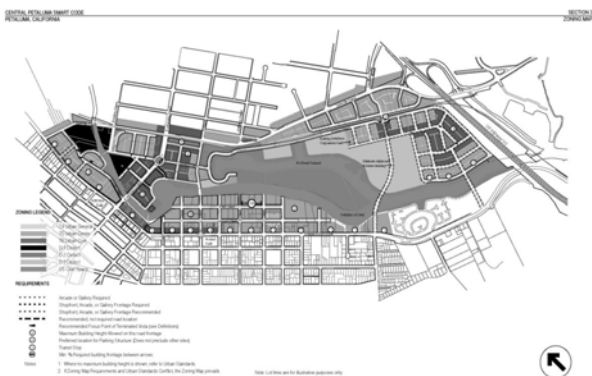
Code Reform: A to Z
Form-Based Code Standards

- FBCs include key conventional code standards
- Regulating plan maps intensity, form and character rather than simply land uses

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The Rural/Urban Transect



Code Reform: A to Z
Form-Based Code Standards

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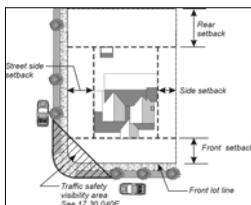
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Code Reform: A to Z
Form-Based Code Standards

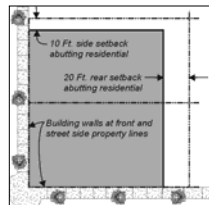
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- Build to lines may replace setbacks

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Code Reform: A to Z
Form-Based Code Standards



Setbacks



Build-to-Lines

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Code Reform: A to Z Form-Based Code Standards

- FBCs include key conventional code standards
- Regulating plan maps intensity, form and character rather than simply land uses
- Build to lines may replace setbacks
- Frontage type requirements shape public realm

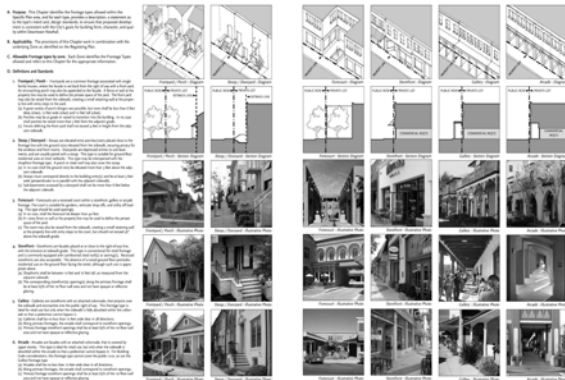
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4.65 - Frontage Types

The abutting facade features of each proposed building shall be designed in one of the building frontage types defined by Section 4.13 (Urban Standards Table). Allowed frontage types shall be designed in compliance with the following standards:

Common Yard - a frontage wherein the facade is set back substantially from the frontage line. The front yard setback remains uniform and is usually combined in landscaping with adjacent yards, supporting a common yard landscape. Common yards are common along higher speed thoroughfares, as the deep setback provides a buffer.	
Porch and Fence - a frontage wherein the facade is set back from the frontage line with an attached porch overhanging. The porch should be within a conventional setback of the sidewalk. A fence at the frontage line indicates the termination of the porch. Porches shall be no less than 5 feet wide.	
Screen or Light Court - a frontage wherein the facade is set back from the frontage line by an elevated garden or terrace, or a fence, screen or light court. This type buffers residential use from urban sidewalks, screening the private yard from public environment. The screen is suitable for outdoor dining.	
Forecourt - a frontage wherein a portion of the facade is close to the frontage line with a substantial portion of it set back. The facade is made of a screen for gardens and drop-offs. This type should be situated adjacent to a transportation and other frontage types. Trees within the forecourt help overhang the sidewalk.	
Stage - a frontage wherein the facade is aligned close to the frontage line with the lower story elevated from the sidewalk sufficient to secure privacy for the windows. The access is usually an exterior ramp and landing. This type is recommended for ground floor residential uses.	
Shedrow and Awning - a frontage wherein the facade is aligned close to the frontage line with the building entrance at sidewalk grade. This type is appropriate for retail use with a substantial portion of the facade close to the sidewalk and a canopy placed so as to overhang the sidewalk to the maximum possible.	
Galley - a frontage wherein the facade is aligned close to the sidewalk overhanging the sidewalk. This type is appropriate for retail use. The galley shall be no less than 12 feet wide and overhang the sidewalk with a depth of at least 2 feet of the width. The galley shall be no less than 12 feet clear in height.	
Awake - a frontage wherein the facade is shown a colonnade that overhangs the sidewalk, while the sidewalk and remains at the frontage line. This type is appropriate for retail use. The colonnade shall be no less than 12 feet wide and overhang the sidewalk with a depth of at least 2 feet of the width. The colonnade shall be no less than 12 feet clear in height.	

2.2.1 Form-Based Code Standards



Code Reform: A to Z

Form-Based Code Standards

- FBCs include key conventional code standards
- Regulating plan maps intensity, form and character rather than simply land uses
- Build to lines may replace setbacks
- Frontage type requirements shape public realm

Code Reform: A to Z

Form-Based Code Standards

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- Build to lines may replace setbacks
- Frontage type requirements shape public realm
- Building type requirements relate buildings to one another



Single Dwelling

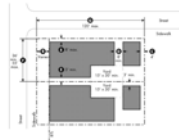


Duplex



Rowhouse/Townhouse

Type II: Neighborhood Homes



Building Placement	Notes
Build to line	
Neighborhood setback	25 feet, 40 feet
Neighborhood front setback	10 feet, 15 feet
Neighborhood side setback	10 feet
Neighborhood edge	10 feet
Setbacks	
Front	25 feet
Side	10 feet
Back	40 feet
Neighborhood front setback	10 feet
Lot Width	
Minimum	30'
Maximum	120'
Lot Depth	
Minimum	120'
Maximum	250'

4-3



1. The main entrance to each unit shall be accessed directly from and face the street.
2. Garages and service areas shall be accessed from an alley. This type is not allowed on a lot without an alley.

rate a front yard from front yards or adjacent parcels. Front yard trees, if provided, shall be of growth scale (no more than 1.5 times the height of the parcel at maturity) except at the margins of the lot, where they may be of greater scale (no more than 1.5 times

the same for allowed encroachment into required setbacks.

- 1. Any lot deeper than one foot is eligible for one accessory building, that may be a second dwelling with a footprint of no more than two square feet.
- 2. One parking space shall be provided.

- ii. Required parking shall be in a garage, which may be attached to or detached from the dwelling.
- iii. Services, including all utility access, aboveground equipment, and trash containers, shall be located on an alley.

1. Each residence shall be designed so that living areas (e.g., living room, family room, dining room, etc.),

3. In a 3-story building, a southwesterly dwelling may be attached over a ground floor flat. In this case, the flat shall be accessed by its own front door at the frontage, and the southwesterly dwelling shall be

- ii. Each accessory dwelling shall be provided a private patio or balcony of at least 60 square feet.

- ii. **OPEN SPACE:**
 1. Front yards are defined by the setback and frontage type requirements of the applicable zone.
 2. Rear yards shall be no less than 25% of the area of each lot and of a regular geometry (e.g., rectangular).

- i. Footage types that provide a transition from public to private, subject to scrutiny at the main entrance to each dwelling are required. Porches, doorways and stoops are preferred.

- i. Each residential building shall maintain sidewalks from property lines on at least 2 sides, with as much direct access to parks as possible.

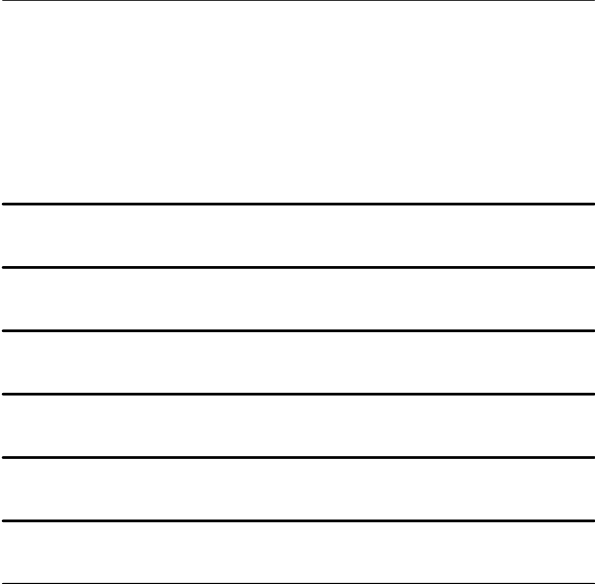
g. Landscape shall not be used to support



Crawford Muller & Clark Associates
Moore & Polytechnic Architects and Interiors
October 2009

- FBCs include key conventional code standards
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- Frontage type requirements shape public realm
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Code Reform: A to Z
Form-Based Code Alternatives

- Template based or custom local code
- Regulating plan approach
- Specific regulating components
- Method of deployment

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Code Reform: A to Z
Necessary Expertise in an Update

- Planning- Plan making and implementation
- Urban design and landscape architecture
- Circulation and parking
- Economic and fiscal issues
- Legal

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Code Reform: A to Z
Principles for Effective Codes

1. Place based

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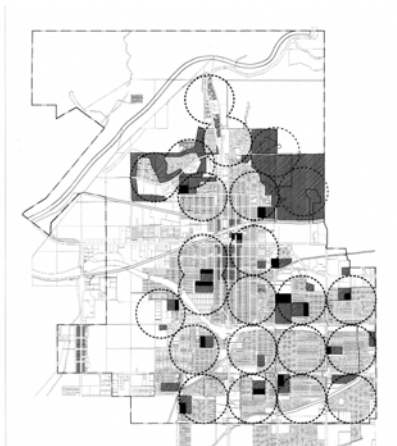
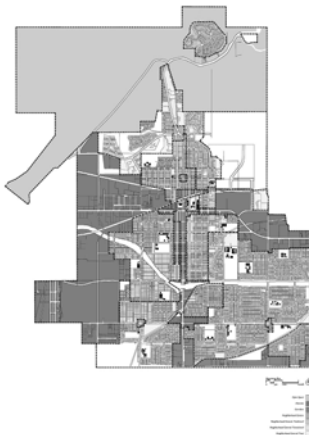
Code Reform: A to Z
Principles for Effective Codes

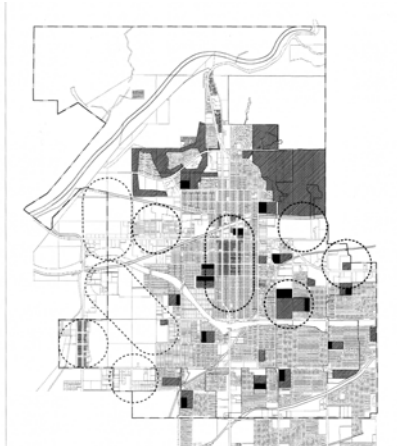
1. Place based

Code Reform: A to Z Principles for Effective Codes

1. Place based
2. Ecological regulatory geography

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Code Reform: A to Z

Principles for Effective Codes

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Code Reform: A to Z Principles for Effective Codes

1. Place based
2. Ecological regulatory geography
3. More purposeful, less reactive

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19.18—NORTHEAST PLANNING AREA

Sections

19.18.010 – Existing Conditions, Desired Future, Potential Changes
19.18.020 – Project Planning and Design

19.18.010 – Existing Conditions, Desired Future, Potential Changes

A. Existing Conditions. The Northeast planning area lies immediately to the north and east of the Plaza and downtown, and extends to the northeast city boundary. The planning area, which encompasses 250 acres, includes many historical structures and diverse land uses. Some parts of the surrounding hillsides along line of the major north-south street and a portion of the City's lake park are also important attributes of this area. Existing development is characterized by wide variety in architectural styles, the planning techniques, and street layout patterns, which reflect different periods in the City's history. Important natural features include Scholten Hill, which extends into the planning area from the north, and Salsadero Creek, which runs through the southeast edge of the area. Visually, this area is marked by the contrast of rural and urban elements.

Existing land uses include:

- A gathering of commercial uses, including a restaurant, a small office building, the Yella Cheese company and a light industrial facility;
- Medium density residences, including a few small lot subdivisions and ranch-style dwellings;
- Dupont Park and a complex of County-owned recreational facilities including the Nature Building and Botanical Field;
- Suburban Vineyard and a small amount of vineyard land;
- Ranch-style residential areas;
- Low-density single-family residences;
- Agricultural land, and
- Underdeveloped open space areas zoned for other land uses.

The bicycle/walking path which runs east and west through the center of the Planning Area is an important recreational and social element of the NE planning area.

B. Desired Future. The general objective for this area, as expressed in Section 19.18.010 (Project Planning and Design), is to preserve the quality and context of land uses and buildings, maintaining an addition to existing structures and earth development, including interconnection in structural, artistic, and regional context, including the quality of development in the NE planning area. The synthesis of structure development



Page 3-6

ARTICLE 8 – URBAN STANDARDS

CHAPTER 8.01 – SUBDIVISION DESIGN
8.01.010 – EXISTING CONDITIONS AND DESIRED FUTURE

A. General Notes

1. Proposed Design: Introduction

Subdivision design is a complex task that involves many factors, including the physical characteristics of the site, the needs of the community, and the requirements of the local government. This chapter provides a general overview of the design process and the standards that must be followed.

The primary purpose of subdivision design is to create a safe, healthy, and efficient community. This involves a number of factors, including the physical characteristics of the site, the needs of the community, and the requirements of the local government. The design process should be guided by the following principles:

- The design should be based on the physical characteristics of the site.
- The design should be based on the needs of the community.
- The design should be based on the requirements of the local government.

The City shall encourage the use of the design standards for the purpose of public health, safety, and the general welfare of the community. The design standards shall be based on the physical characteristics of the site, the needs of the community, and the requirements of the local government.

ARTICLE 8 – URBAN STANDARDS

CHAPTER 8.01 – SUBDIVISION DESIGN
8.01.010 – EXISTING CONDITIONS AND DESIRED FUTURE

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Code Reform: A to Z Principles for Effective Codes

1. Place based
2. Ecological regulatory geography
3. More purposeful, less reactive

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Code Reform: A to Z
Principles for Effective Codes

1. Place based
2. Ecological regulatory geography
3. More purposeful, less reactive
4. Connect urban form and land use
5. Provide for development that is compact, mixed use, pedestrian oriented

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Code Reform: A to Z
Principles for Effective Codes

1. Place based
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5. Provide for development that is compact, mixed use, pedestrian oriented
6. Graphic, easy to use, and understand

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Code Reform: A to Z
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4. Connect urban form and land use
5. Provide for development that is compact, mixed use, pedestrian oriented
6. Graphic, easy to use, and understand
7. Make it easy to do the right thing

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Code Reform: A to Z
Form-Based Code Resources

www.formbasedcodes.org

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