



FBZ Scrub Overview and Update

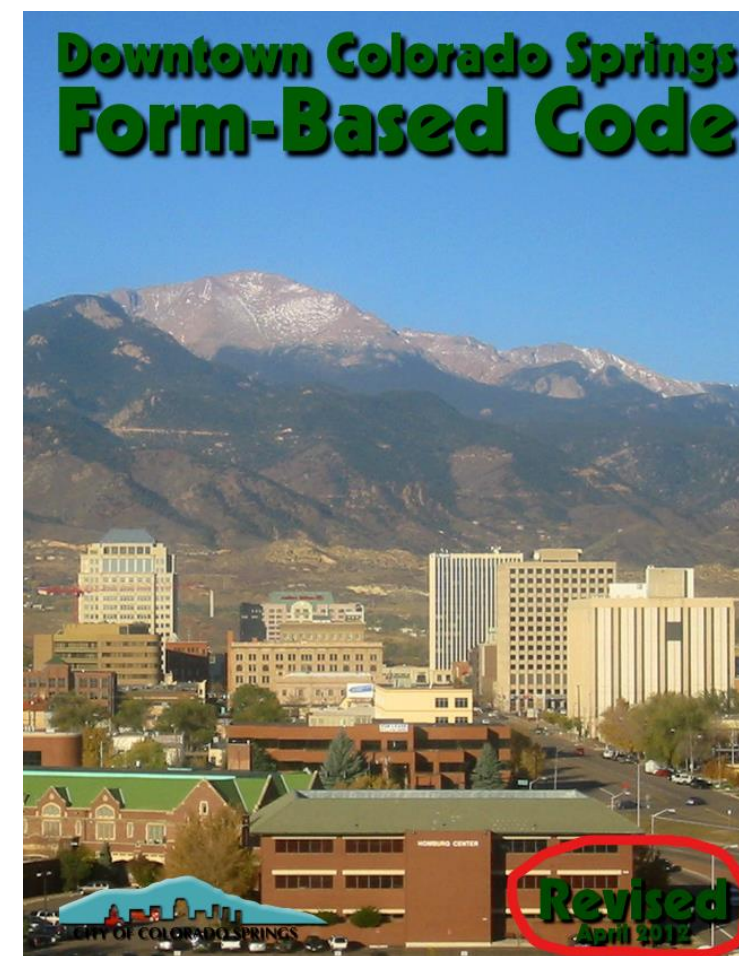
Downtown Review Board

Work Session – February 6, 2024



Early History

- Form-Based Code (FBC) adopted in 2009
 - Established the Form-Based Zone (FBZ)
 - Established development standards, guidelines, and procedures
 - Established the Downtown Review Board
- FBC was updated in 2012
 - Added MMJ considerations
 - Clarified sign standards
 - Clarified Minor Improvement Plan applicability
 - Clarified glazing calculation methodology
 - Added ability to use Administrative Relief application
 - Expanded parking exempt area
 - Other minor clarifications



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History



Since 2012:

- Successful implementation of code for many projects
- Staff has gained better understanding of issues needing clarification or improvement
- Better understanding of issues not currently addressed

Application Tracking:

- Staff has tracked application data throughout FBC implementation

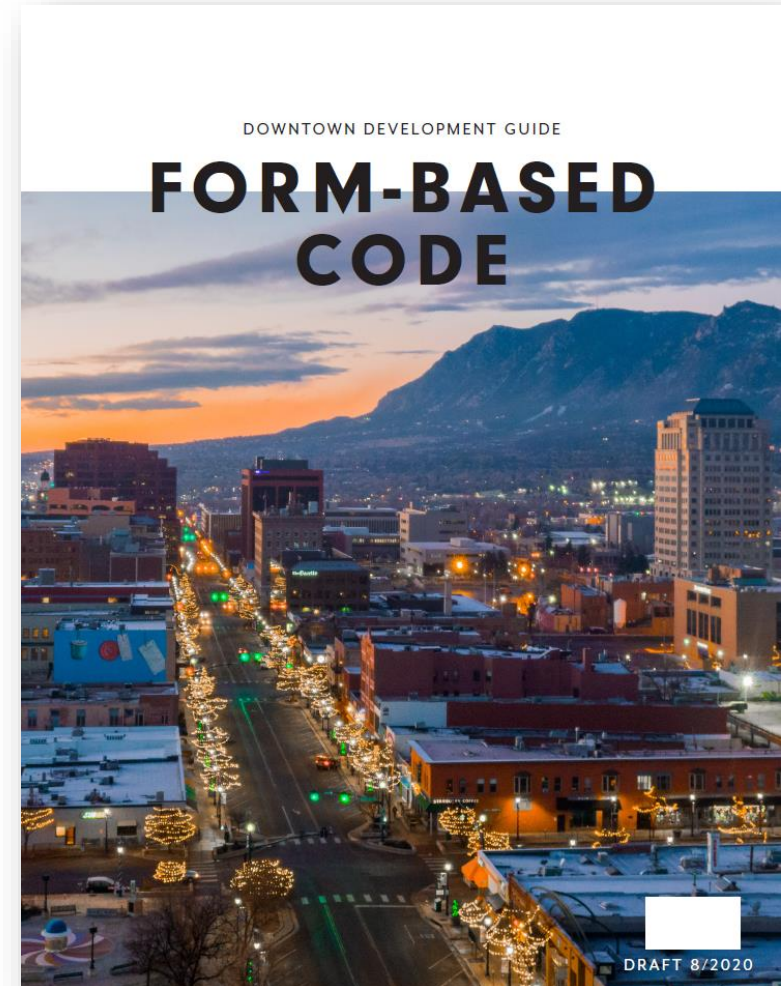
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Progress



Internal Staff Efforts

- Over the recent years, Staff has made significant progress in drafting updates to the FBC
- Address a wide range of code issues
- Also compiled updates into improved layout
- Improved maps, photos, and graphics
- Multiple work sessions with DRB



Major Topics



Section

Detail

2 - Standards, Building Height

Increase height allowances for Live/Work Buildings; Add height standards for Single-Family Homes

7 - Standards, Frontage

Update for Single-Family Homes; Add language for glazing relief

2 - Standards, Uses

Add "Artisan Manufacturing / Makerspace"; Update Use/Building Type table to address a number of use related issues; MMJ uses updated to reflect 2016 City-wide regs ; UDC use terms and refs.

2 - Standards, Parking

Clarify parking requirements for outdoor seating; add standard use parking reductions; update for consistency with City-wide adjust ratios in response to new UDC ratios (e.g. restaurant);

This is where we left off at the conclusion of the December 5th DRB Meeting

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Building Height



Existing

Proposed

Building Type	SECTORS							
	Central		Corridor		Transition 1		Transition 2	
	max	min	max	min	max	min	max	min
Mixed Use Building	unlimited	2	10	1	6	1	4	1
Live/Work Building	4	2	4	1	6	1	4	1
Civic Building	unlimited	2	10	1	6	1	4	1
Apartment Building	unlimited	2	10	1	6	1	4	1
Small Commercial Bldg.	N/A	N/A	1	1	1	1	1	1
Rowhouse	N/A	N/A	4	1	4	1	4	1
Accessory Unit	N/A	N/A	2	1	2	1	2	1

BUILDING TYPE	SECTORS							
	Central		Corridor		Transition 1		Transition 2 A & B	
	Max	Min	Max	Min	Max	Min	Max	Min
Mixed Use Building	No Restriction	2	10	1	6	1	4	1
Live/Work Building	6	2	6	1	6	1	4	1
Civic Building	No Restriction	2	10	1	6	1	4	1
Apartment Building	No Restriction	2	10	1	6	1	4	1
Small Commercial Building			1	1	1	1	1	1
Rowhouse			4	1	4	1	4	1
Single-Family/Two-Family Home					3	1	3	1
Accessory Structure			2	1	2	1	2	1

A blank cell means that the building type is prohibited.

DRB member homework:

- Consider building height limits
- Dec. 11th Council Work Session
- Design Guideline (not standard) for tall buildings

Will discuss in more detail during Design Guideline review

Major Topics



Section

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2 – Standards, Building Height

Increase height allowances for Live/Work Buildings; Add height standards for Single-Family Homes

2 – Standards, Frontage

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2 – Standards, Uses

Add "Artisan Manufacturing / Makerspace"; Update Use/Building Type table to address a number of use related issues; MMJ uses updated to reflect 2016 City-wide regs; UDC use terms and refs.

2 – Standards, Parking

Clarify parking requirements for outdoor seating; add standard for new uses; update mixed use parking reductions; update for consistency with City-wide parking reduction factors; adjust ratios in response to new UDC ratios (e.g. restaurant); exemption expansion

FBC Scrubs

Frontages



Existing

Proposed

2.4.6 Frontage Table

The following table describes which frontages are permitted for the building types.

Frontage Types					
Building Type	Common Lawn	Forecourt	Stoop	Shopfront	Gallery
Mixed Use Building				P	P
Live/Work Building		P		P	P
Civic Building	P	P	P	P	P
Apartment Building	P	P	P		
Small Commercial Building				P	P
Rowhouse	P		P		
Accessory Unit	Frontage constraints apply to principal structures				

An "P" indicates that the Frontage Type is permitted for the building type

2.4.2 FRONTAGE TABLE

The following table describes which frontages are permitted for the building types.

BUILDING TYPE	FRONTAGE TYPE				
	Common Lawn	Forecourt	Stoop	Shopfront	Gallery
Mixed Use Building				P	P
Live/Work Building		P		P	P
Civic Building	P	P	P	P	P
Apartment Building	P	P	P		
Small Commercial Bldg.				P	P
Rowhouse	P		P		
Single-Family/Two-Family Home	P		P		
Accessory Structure	Frontage constraints apply to principal structures				

P = Permitted; A blank cell means that the building type is prohibited

New language regarding glazing relief:

4. Relief - When necessary, relief may be granted for percent glazing if utility infrastructure, fire suppression, subgrade parking vents, or similar building elements preclude full compliance with glazing standards. An application for administrative relief or a warrant is necessary to allow less glazing than required above.

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Use Standards



New Defined Use added to Section 6 and Use Standards tables

Artisan Manufacturing / Makerspace –

Establishments engaged in on site production of goods, arts, or crafts using hand tools, non-industrial power tools, or high tech equipment (e.g. 3D printer). These establishments may be collaborative or operate as a cooperative, or they may be comprised of individual users. Products created on site are typically sold directly to consumers.

USE TYPE	SECTOR				
	Central	Corridor	Transition 1	Transition 2A	Transition 2B
Residential Uses					
All Residential Use Types	P	P	P	P	P
Office Uses					
All Office Use Types	P	P	P	P	P
Commercial Uses					
Retail	P	P	P	P	P
Service	P	P	P	P	P
Restaurant	P	P	P	P	P
Entertainment	P	P	P	P	P
Industrial					
Light Industrial		C	C		P
Manufacturing		C	C		P
Warehousing/Wholesale		C	C		P
Artisan Manufacturing/ Makerspace	P	P	P	P	P
Other					
Civic	P	P	P	P	P
Communication	P	P	P	P	P
Lodging	P	P	P	P	P

P = Permitted; C = Conditional Use; A blank cell means that the use type is prohibited

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Use Standards

Uses / Building Type Table Updates:

- Added Artisan Manufacturing
- Added Single-Fam/Two-Fam Building Type to table
- Civic uses to be permitted in upper floors of Mixed Use buildings
- Removed ability to have retail in upper floors of Live/Work buildings
- Lodging permitted more broadly
- Allowed many more uses in Accessory Structures

PRINCIPAL USE TYPE	BUILDING TYPE																	
	Mixed Use		Live/Work		Civic		Apartment		Small Commercial		Rowhouse		Single-Fam./wo-Fam Home		Accessory Structure			
	GF	UF	GF	UF	GF	UF	GF	UF	GF	UF	GF	UF	GF	UF	GF	UF		
Residential Uses																		
All Residential Use Types	P*	P	P*	P			P	P	P				P	P			P	P
Office Uses																		
All Office Use Types	P	P	P	P	P	P					P						P	P
Commercial Uses																		
Retail	P	P	P								P						P	P
Service	P	P	P								P						P	P
Restaurant	P	P	P								P						P	P
Entertainment	P	P	P								P						P	P
Industrial																		
Light Industrial	P	P	P								P						P	
Manufacturing	P	P	P								P						P	
Warehousing/Wholesale	P	P	P								P						P	
Artisan Manufacturing/Makerspace	P	P	P	P							P						P	
Other																		
Civic	P	P					P	P									P	P
Communication	P	P	P								P						P	
Lodging	P	P	P				P				P						P	P

GF= Ground Floor

UF= Upper Floors

P = Permitted; A blank cell means that the use type is prohibited

P* = Ground floor residential uses in the Mixed Use and Live/Work buildings should be located to permit non-residential uses along the frontage of the building.

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Use Standards



Additional Use Standard Updates:

- Section 2.5.4.1. changes “Sexually Oriented Businesses” to “Adult Entertainment” requiring a CU permit
- Section 2.5.5. change CMRS to WCF
- Section 2.5.6. of the FBC describes Medical Marijuana provisions. Language was updated by ordinance in 2016 but never incorporated in the published Regulating Plan
- Update use-specific code references for UDC numbering:
 - Human Service Parking
 - Adult Entertainment
 - Cell Facilities

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Parking

Parking Table Updates:

- Added Artisan Manufacturing
- Changed rate for restaurant
- Added a rate for outdoor restaurant space

USE TYPE	MINIMUM PARKING REQUIREMENT
Residential Uses	
All residential use types	One Stall per Unit
Office Uses	
All office use types	One Stall per 500 sq. ft.
Commercial Uses	
Retail	One Stall per 500 sq. ft.
Service	One Stall per 500 sq. ft.
Restaurant	One Stall per 500 sq. ft.*
Entertainment	One Stall per 750 sq. ft.
Industrial	
Light Industrial	One Stall per 1000 sq. ft.
Manufacturing	One Stall per 1000 sq. ft.
Warehousing/ Wholesale	One Stall per 1000 sq. ft.
Artisan Manufacturing/ Makerspace	One Stall per 1000 sq. ft.
Other	
Civic	One Stall per 750 sq. ft.
Communication	One Stall per 1000 sq. ft.
Lodging	One Stall per Unit

*Outdoor restaurant seating is parking at One Stall per **750** sq. ft.



Clarity and UDC-Consistency Improvements:

- New introduction to reductions: *“The following conditions may be evaluated administratively through review of a development plan, conditional use plan, warrant plan, minor improvement plan or building permit to determine if adequate parking is provided prior to establishing a new use.”*
- Changes to Mixed Use Table
 - Added “or Service” to reductions for retail
 - Changed “office and retail” to “office and restaurant or entertainment”

USE COMBINATION	REQUIRED PARKING
Residential and Office	75% combined total
Residential and Retail or Service	90% combined total
Office and Restaurant or Entertainment	75% combined total
Lodging and Residential	90% combined total
Lodging and Office	80% combined total
Lodging and Retail or Service	90% combined total

Parking Reductions



New Conditions Supporting Reductions:

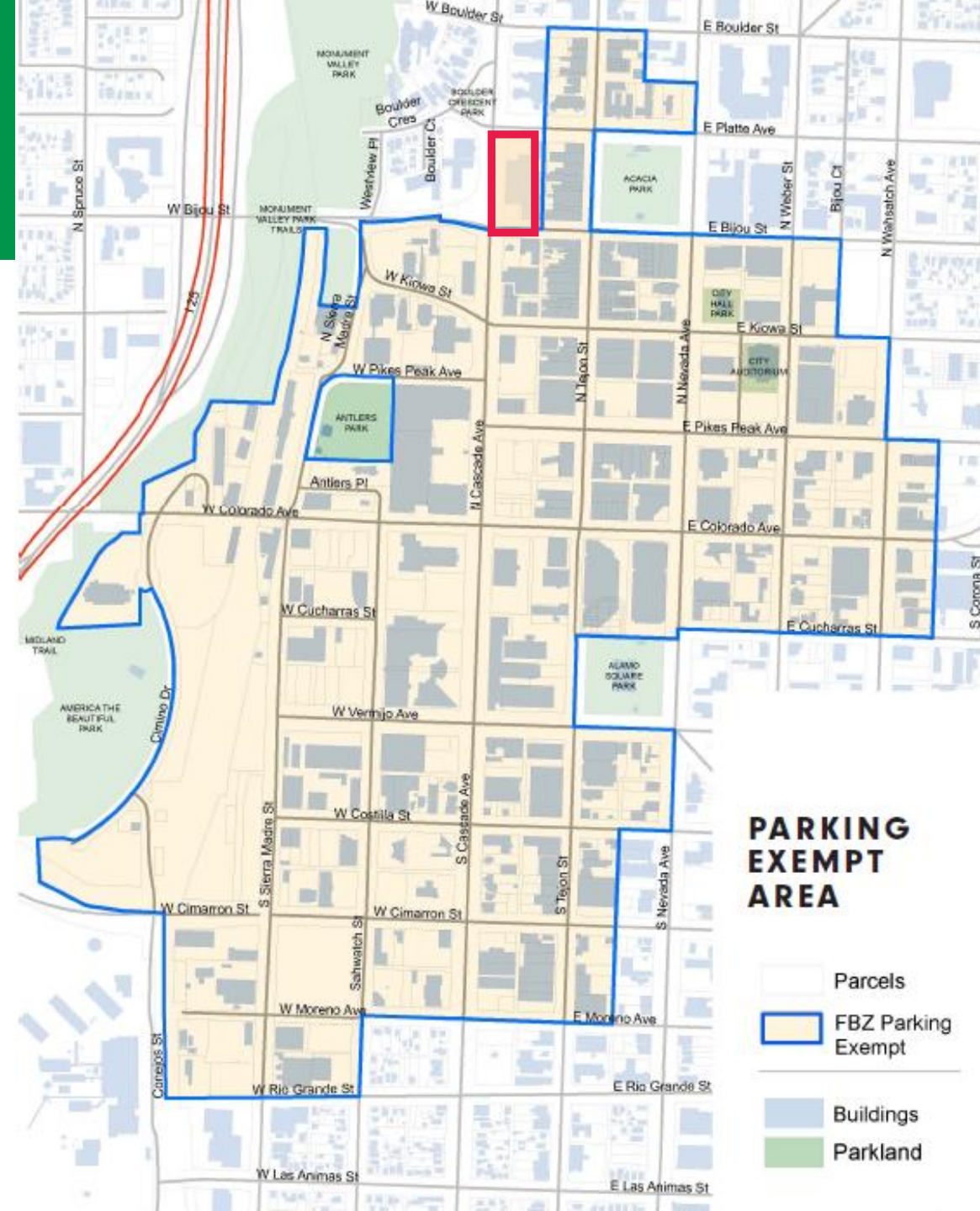
- New language regarding use of adjacent on-street parking. Project can count each adjacent public stall as 0.5 of an on-site stall
- New language regarding off-site parking opportunities (consistent with UDC)
 - 5% reduction if within 660' of public structure or surface lot
 - 20% reduction if within 660' of private off-street lot with formal parking agreement
- 5% reduction if within 660' of transit stop

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Parking Exemption

Exemption Map Update:

- Adding the west half of the block just east of Cascade between Platte and Bijou.
- Most of that block is occupied by an underutilized public parking garage



Major Topics



Section	Detail
2 – Standards, Public Space	Many changes needed to add clarity and document direction away from pavers
2 – Standards, Signs	Allow wall-mounted EMSs, specific standards for A-Frame signs, adjust separation requirements for projecting signs
3 – Density Bonus	Administrative authority to grant points; adjust threshold for affordable units; remove points for market rate residential
4 – Design Guidelines, Multiple issues	Design Guidelines updates and improvements; including: <ul style="list-style-type: none">• Tall building design• Street level activation• Building design relative to City-wide code• Other?
5 – Process	Multiple updates and clarifications

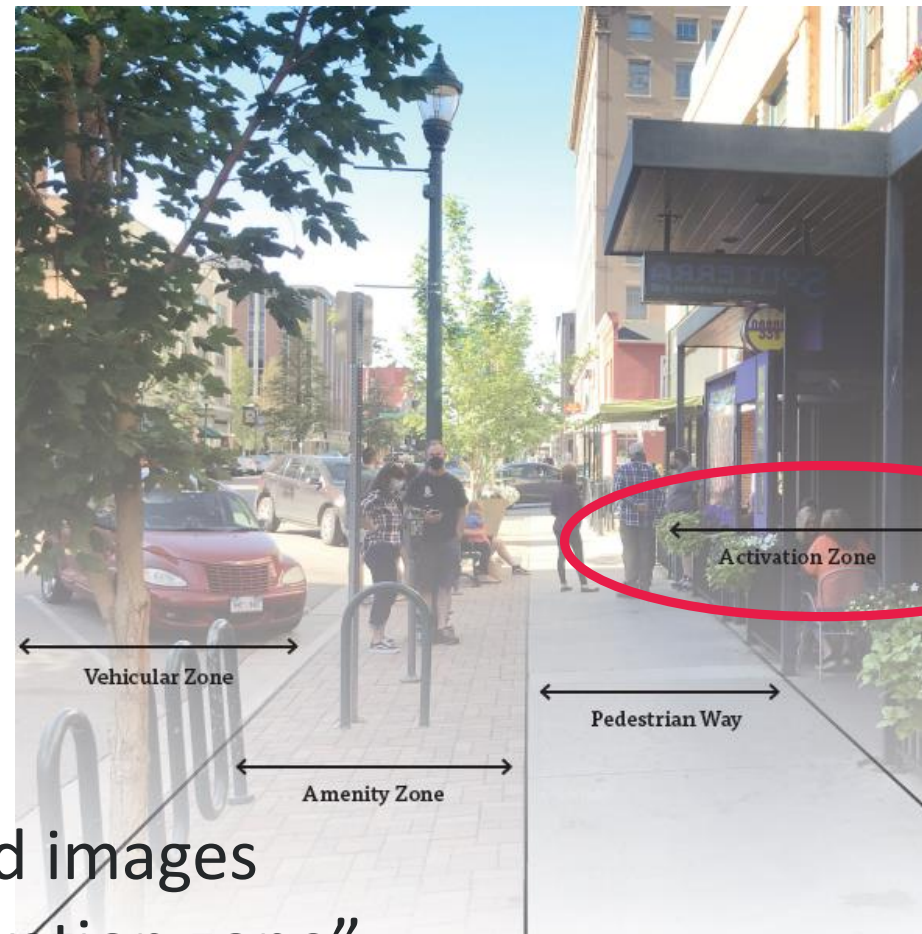
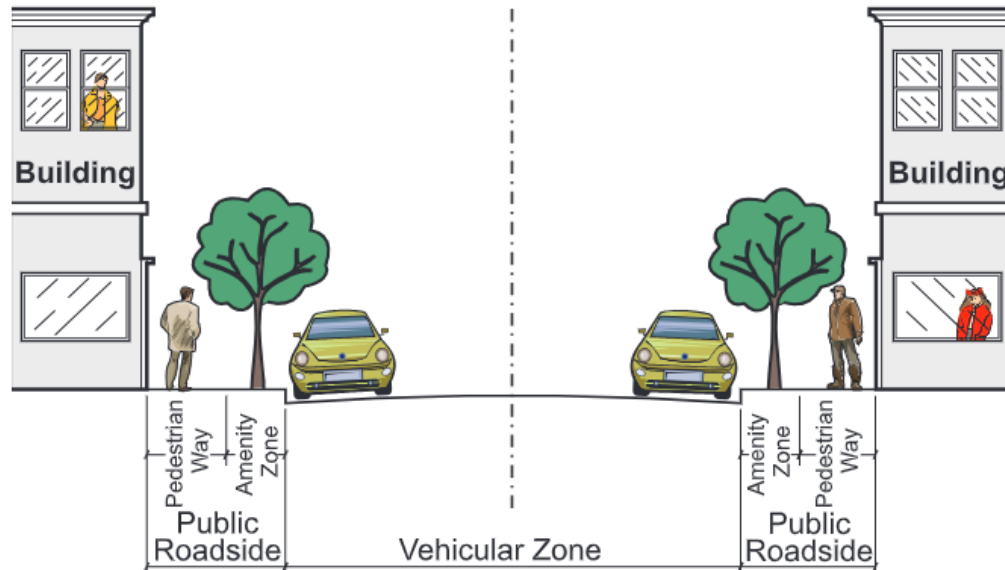
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Public Space



Existing

Proposed



New language and images establishing "activation zone"

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Public Spaces



Need to update existing and proposed code regarding pavers:

- Current code requires specific paver treatment in the amenity zone for “planter” amenity zone areas
- Recent Public Works decision to no longer allow pavers in the ROW
- New treatments will include use of colored, stamped concrete.



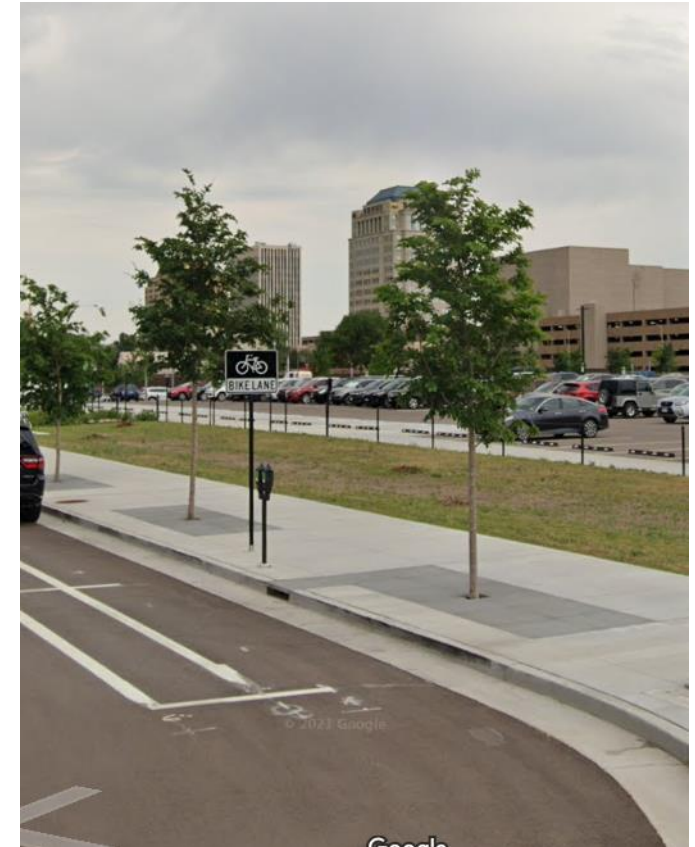
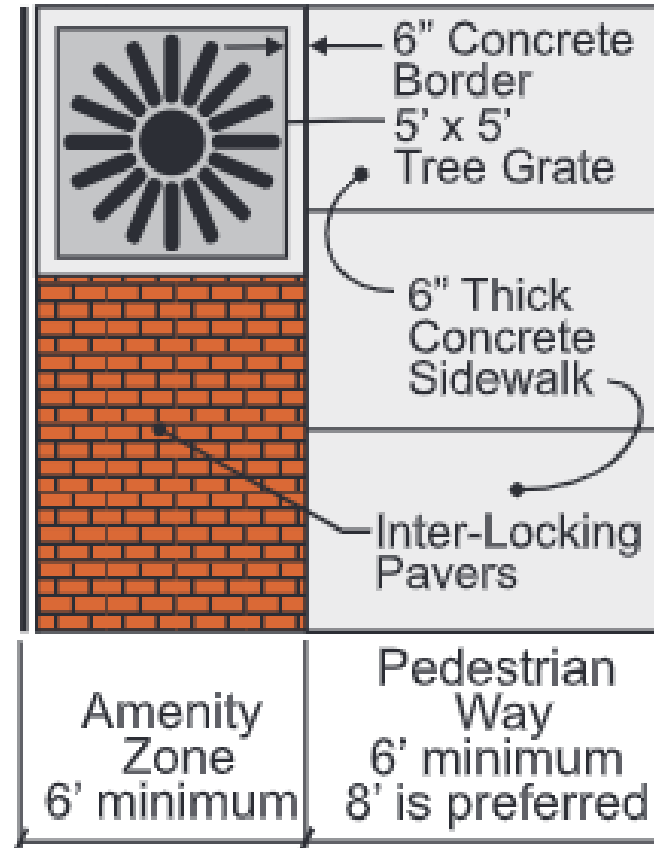
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Public Spaces



Need to update existing and proposed code regarding trees:

- Current code supports use of 5' x 5' tree wells with grates
- Tree sustainability has been an on-going problem
- Need to updated draft to encourage/require more sustainable tree well design



Major Topics



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Detail

2 - Standards, Public Space

Many changes needed to add clarity and document direction away from pavers

2 - Standards, Signs

Allow wall-mounted EMGs; specific standards for A-Frame signs; adjust separation requirements for projecting signs

3 - Density Bonus

Administrative authority to grant points; adjust threshold for affordable units; remove points for market rate residential

4 - Design Guidelines, Multiple issues

Design Guidelines updates and improvements; including:

- Tall building design
- Street level activation
- Building design relative to City-wide code
- Other?

5 - Process

Multiple updates and clarifications

For next time



Next Steps



Future Actions

- Details for remaining Standards
- Additional Work Sessions to DRB
 - Signs Standards
 - Design Guidelines
 - UDC driven updates
 - Map changes?
 - Others, as needed
- Stakeholder outreach and coordination
- Legal review
- Public hearing at DRB
- Possible hearing at CPC (if enlarging FBZ)
- City Council hearing



Questions?



Major Topics



Section

Detail

2 – Standards, Public Space

Many changes needed to add clarity and document direction away from pavers; separate presentation needed on this issue

2 – Standards, Signs

Allow wall-mounted EMCs; specific standards for A-Frame signs; adjust separation requirements for projecting signs

3 – Density Bonus

Administrative authority to grant points; adjust threshold for affordable units; remove points for market rate residential

4 – Design Guidelines, Multiple issues

A separate session will be necessary for Design Guidelines updates and improvements; issues for consideration:

- Tall building design
- Street level activation
- Building design relative to City-wide code
- Other?

5 – Process, DRB

5 – Process, Warrants

Add Near North End as possible neighborhood representative