



Mikaela  
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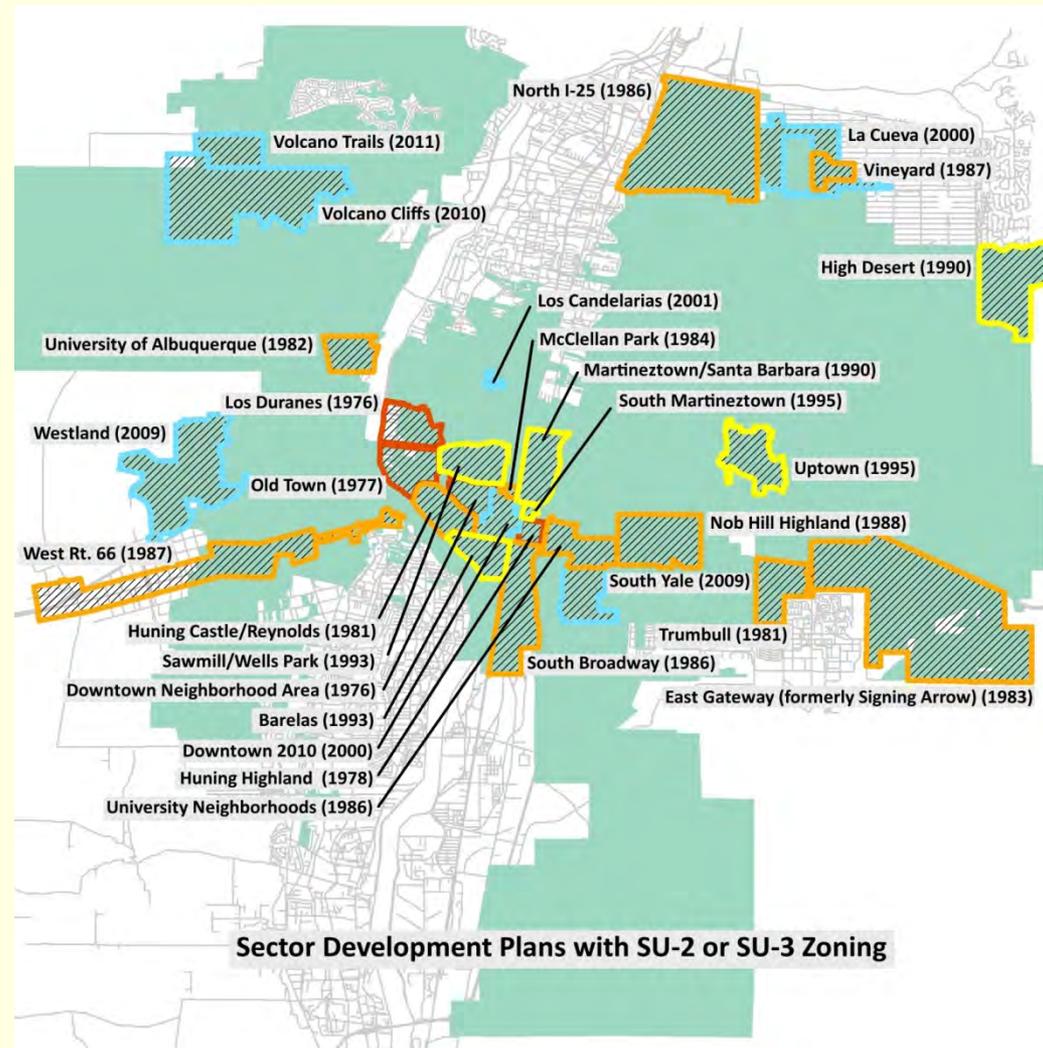
# Volcano Heights Sector Development Plan

**Placemaking in Suburbia:  
Form-based Zoning & Open Space Incentives**  
NMAPA 2013

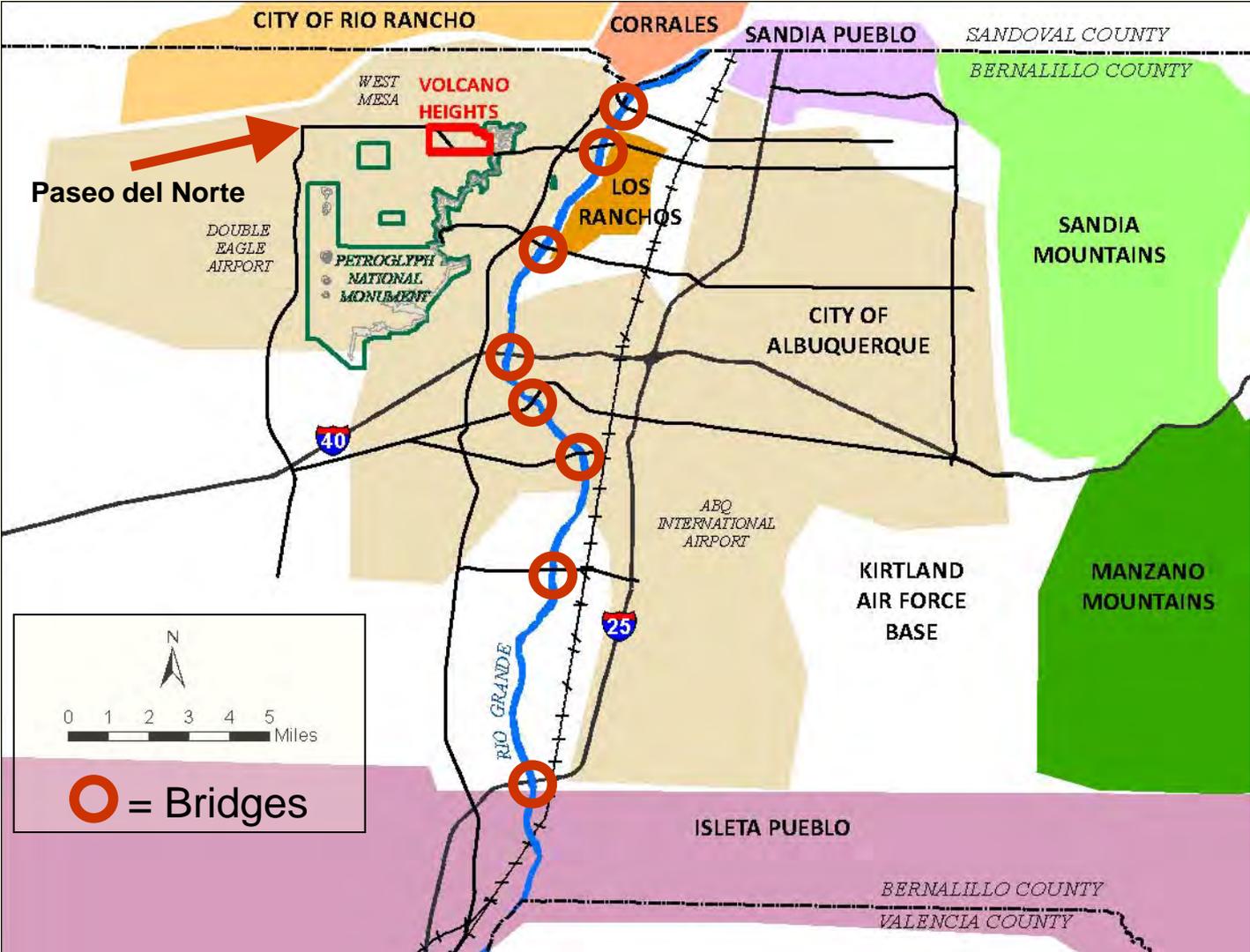
# City of Albuquerque

## Sector Development Plans

- Plans for small areas
- Purpose:
  - Protect and enhance special character of development
  - Set zoning, regulations, and policy



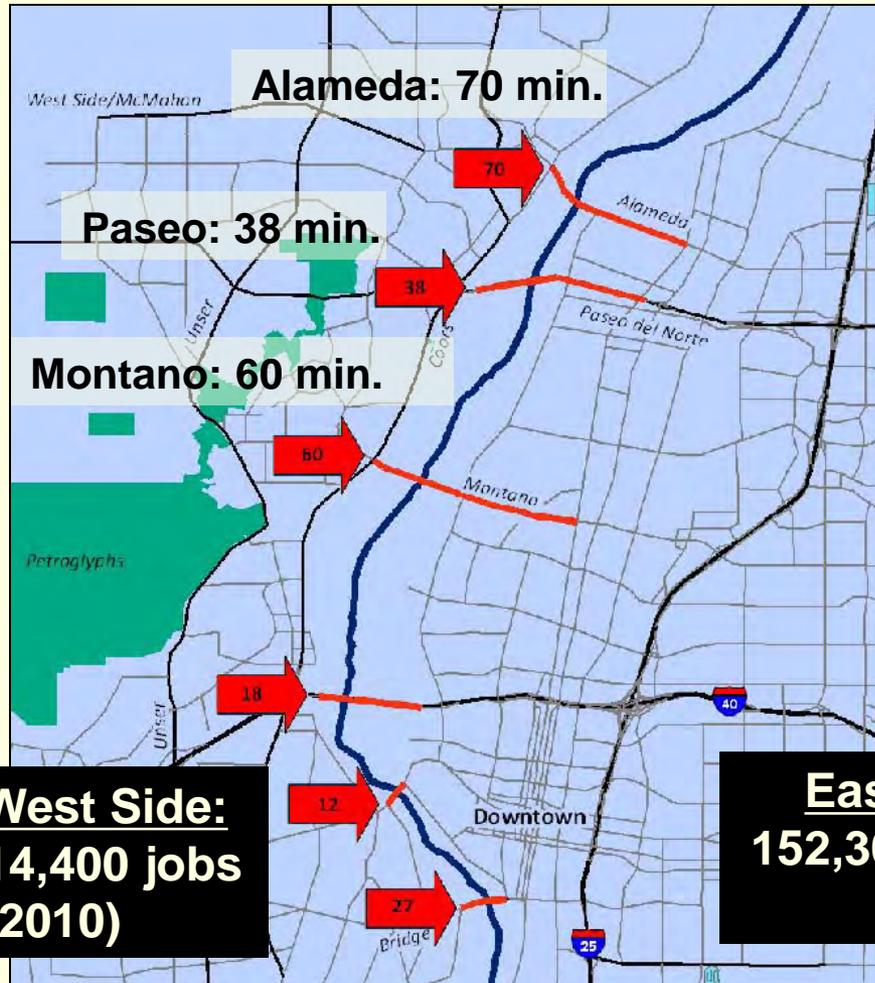
# Challenge 1: West Side Growth & Traffic Growth Limits



# Challenge 1: West Side Growth & Traffic

## Growth vs. Bridges, Jobs vs. Houses

### Bridge Crossing Times



### By 2035, West Side ABQ:

- 46% of new development (36,000 acres) in 4 counties
- 257,000 new residents
- Only 20% of City's jobs

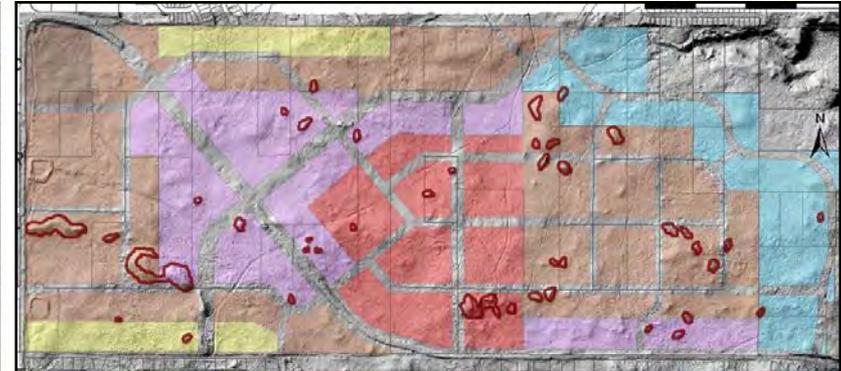
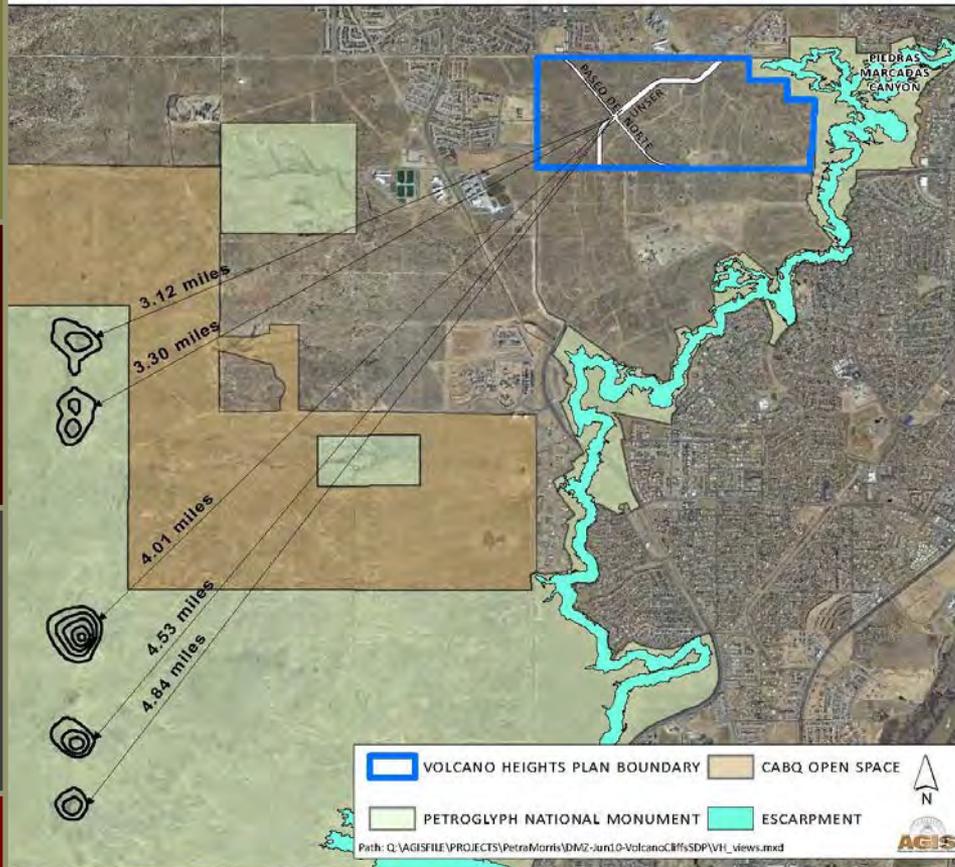


# Challenge 2: Open Space

## Rock Outcroppings, Monument, & Views



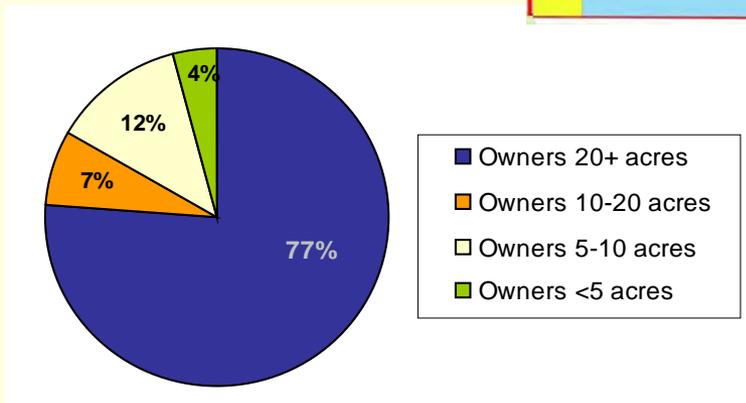
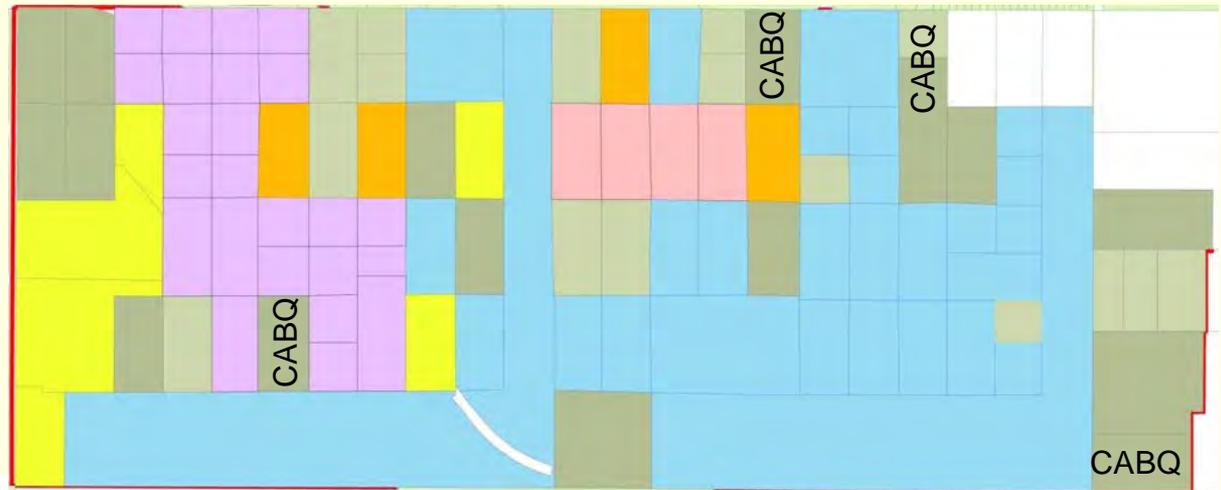
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# Challenge 3: Coordinating across Properties

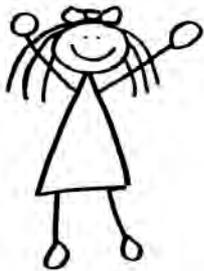
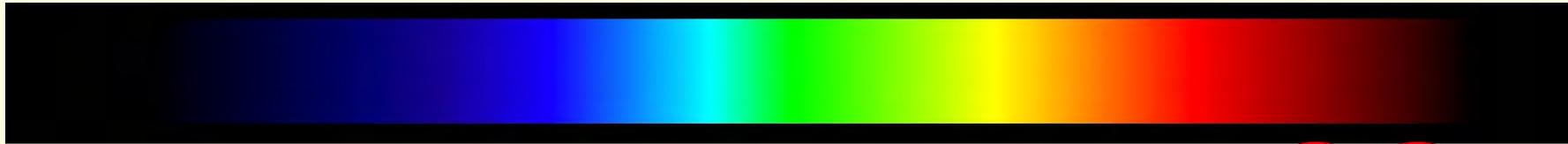
## Undeveloped Area with Checkerboard Ownership

- 560 acres
- ~ 5-acre lots
- 34 owners
- 99 properties
- 5 owners = 413 acres

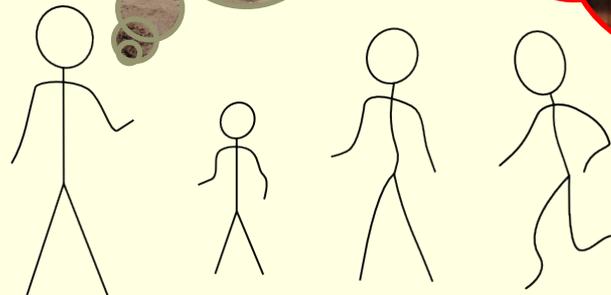


# Where we started...

## The Full Spectrum of Ideas



Neighbors &  
Open Space  
Advocates



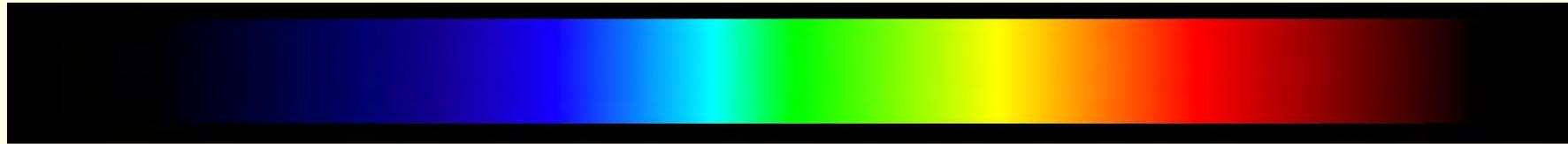
Developers



Property  
Owners

# Where we ended up...

## Consensus!



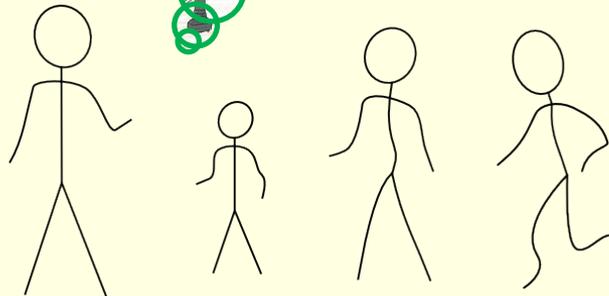
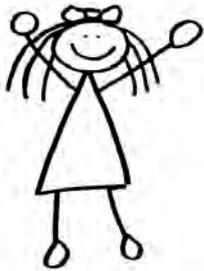
Escarpment Transition



Regional Center



Town Center



# Volcano Heights SDP

## Challenges



Views to Sandia Peak



Rock Outcropping



Single-family homes to the north



Paseo/Unser Intersection

1. Growth & Traffic
2. Open Space Preservation
3. Property Ownership
4. Land Use/Transportation Coordination
5. Putting It All Together

# VHSDP Goal:

## Create Job Center & Walkable Mixed-Use District

### ■ Major Activity Center

- ~ 2 million square feet of retail + office uses = ~ 5,500 jobs

### ■ High-density Residential

- <5,000 dwelling units = ~13,000 residents
- ~350 Single-family
- ~300 Townhouse
- ~4,000 Multifamily

Volcano Heights  
Major Activity Center  
(570 acres)



Uptown Major Activity Center  
(595 acres)

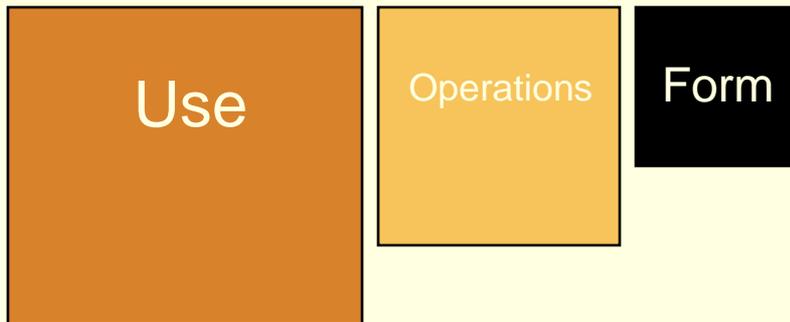


# Choosing a Zoning Strategy:

## Euclidean vs. Form-based Zones

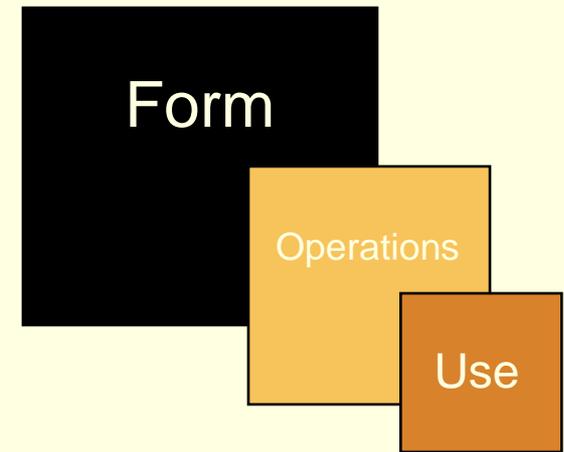
### “Straight” Zoning

- Uses segregated
  - Ex: R-1 vs. C-1, etc.
- Intensity segregated
  - Ex: R-1 vs. R-2, etc.
- Form secondary
- Typically suburban



### Form-based Zoning

- Uses mixed
  - Ex: Residential and commercial, etc.
- Intensity segregated
  - Ex: Transition Zones vs. Center zones
- Form primary (placemaking / visually predictable)
- Tailored for desired character
  - Urban vs. suburban, etc.

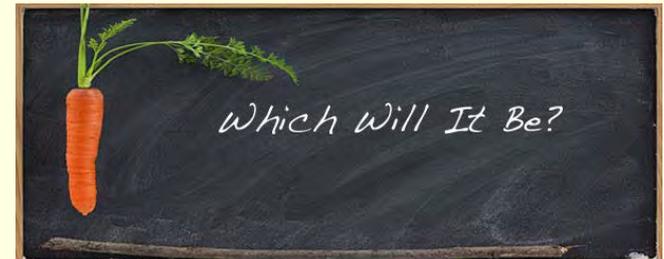


# Creating a Successful Plan:

## Important Considerations

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- Key development outcomes to regulate (i.e. fewest sticks)
  - Easiest to understand
  - Easiest to enforce
- Key incentives for desired development character (i.e. lots of carrots)
  - What neighbors & city want
  - What developers want

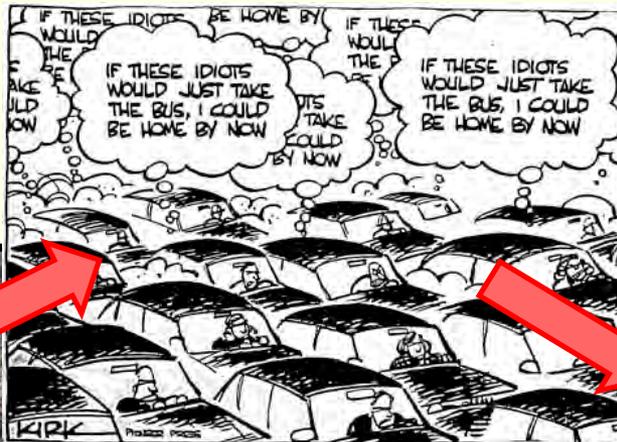


# Choosing a Zoning Strategy:

## Euclidean vs. Form-based Zones (cont'd)

### “Straight” Zoning

- Conflicting land-use vs. transportation
  - Auto-dependent
  - Auto-exclusive
  - Driving age only



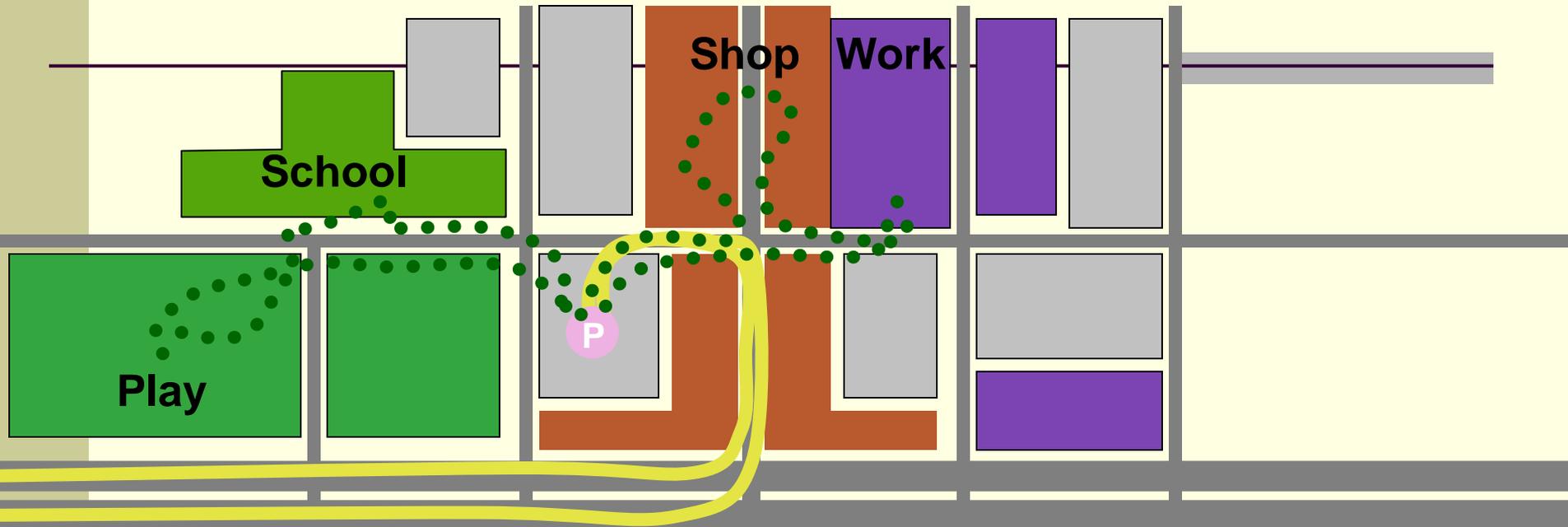
### Form-based Zoning

- Coordinated land-use and transportation
  - Multi-modal
  - Transit-supportive
  - Multi-age



# Coordinated Land Use & Transportation

## Mixed Use (“Park Once”) District

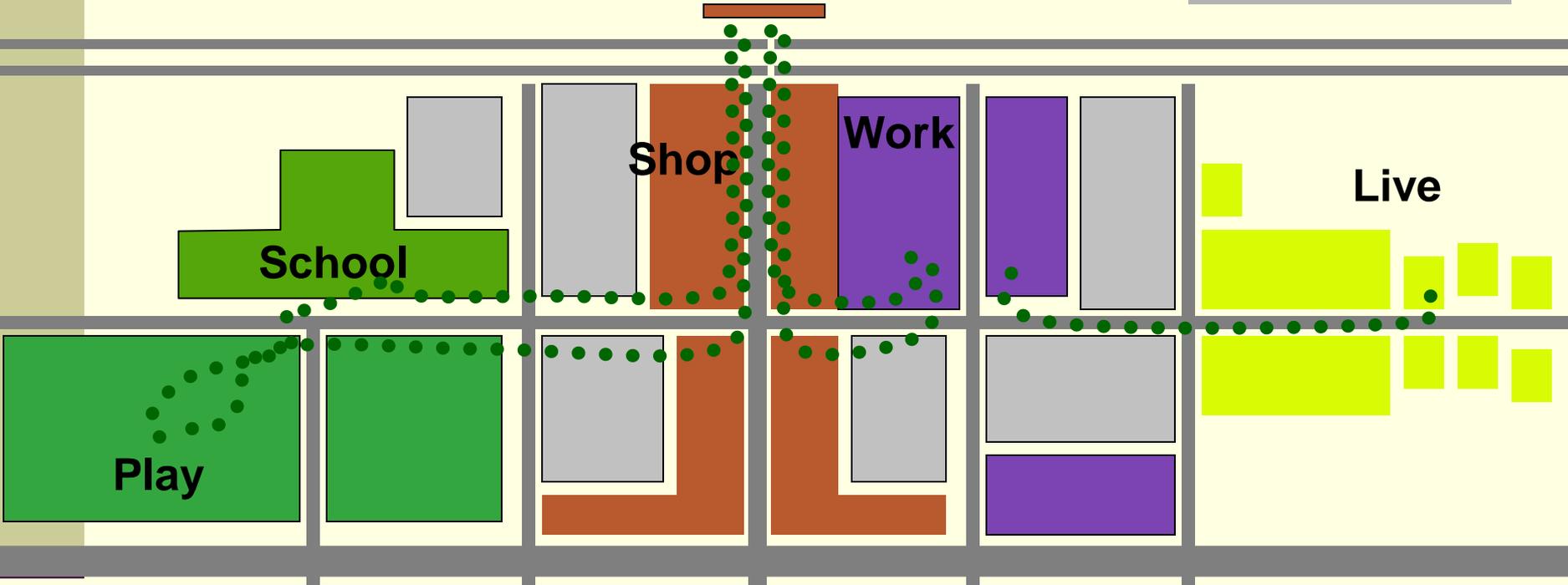


### Typical Results:

- $< \frac{1}{2}$  the parking needed
- $< \frac{1}{2}$  the land area for same development
- $\frac{1}{4}$  the arterial trips
- $\frac{1}{6}$ <sup>th</sup> the arterial turning movements
- $< \frac{1}{4}$  the vehicle miles traveled

# Coordinated Land Use & Transportation

## TOWN CENTER: Transit-oriented Development



# VHSDP Strategy:

## Mixed-use Zones

### Center Zones

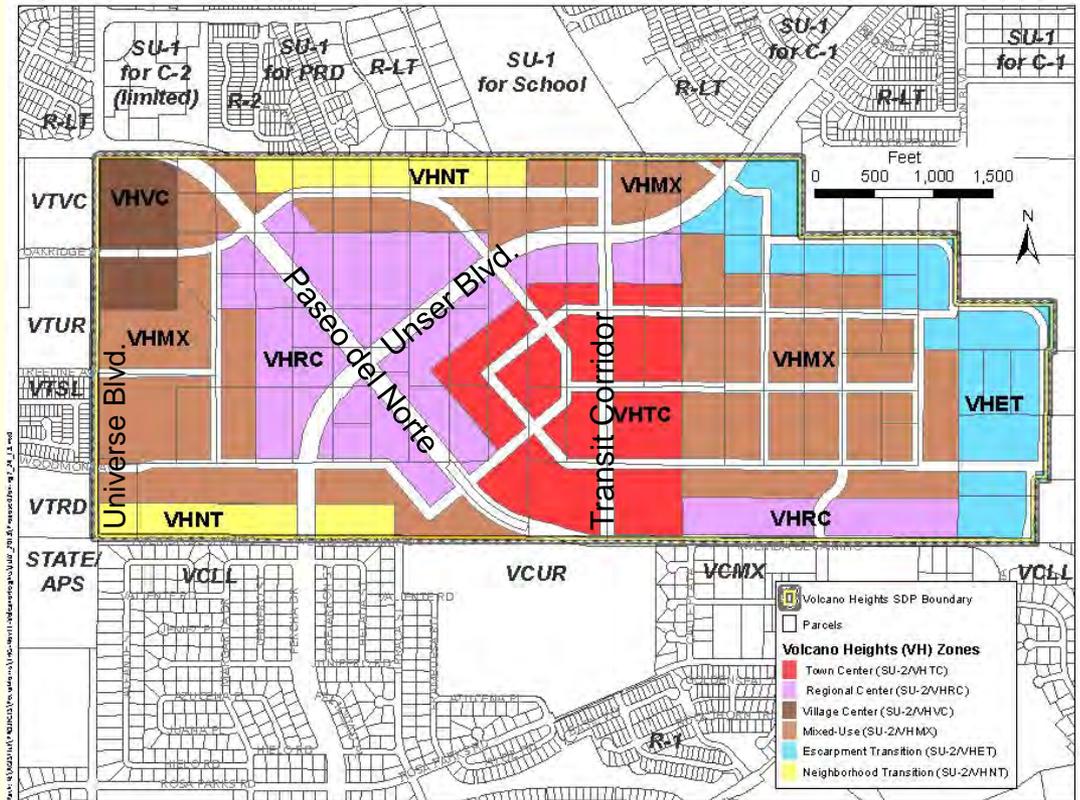
- **Town Center** along Transit Corridor
- **Regional Center** along Paseo del Norte/Unser Blvd.
- **Village Center** across Universe Blvd. from Village Center in Volcano Trails

### Mixed Use Zone

### Transition Zones

protect existing neighborhoods & Petroglyph National Monument

- **Escarpment Transition**
- **Neighborhood Transition**



# VHSDP Strategy: Mixed Use Zones

## Land Use Table

- Use categories:
  - Residential
  - Commercial
  - Arts, Entertainment, Recreation
  - Educational, Public Admin, Healthcare, Institutional
  - Manufacturing, Transportation, Communication, Utility
  - Other (Miscellaneous)

### CHAPTER II: REGULATIONS

#### 4.0 Zoning

R

4

TABLE 4.4 - LAND USE TABLE BY CHARACTER ZONE

Land Use	Character Zone	Town Center	Regional Center	Village Center	Mixed-Use	Escarpment Transition	Neighborhood Transition	
<b>Residential Uses</b>								
RU-1	Home Occupations	P	P	P	P	P	P	
RU-2	Multi-family residential							
RU-2 G		Ground floor	C	P	C	P	P	C
RU-2 U		Upper floors	P	P	P	P	P	C
RU-3	Residential Lofts	P	P	P	P	P	P	
RU-4	Single-family residential attached dwelling unit (Townhomes)	P	NP	P	P	P	P	
RU-5	Single-family residential detached	NP	NP	NP	NP	P	P	
RU-6	Secondary dwelling unit	P	NP	P	P	P	P	
RU-7	Live-work unit	P	NP	P	P	P	P	
RU-8	Senior housing facility	C	C	P	P	C	C	

October 2, 2013

P= Permitted by right NP= Not Permitted C = Permitted with specific criteria as established in **Table 4.5** (i.e. conditional) A = **Accessory Use**, not to exceed 25% of the primary use building square footage NA= Not applicable

# VHSDP Strategy: Mixed Use Zones

## Land Use Table

### Use categories:

- Residential
- **Commercial**
- Arts, Entertainment, Recreation
- Educational, Public Admin, Healthcare, Institutional
- Manufacturing, Transportation, Communication, Utility
- Other (Miscellaneous)

TABLE 4.4 – LAND USE TABLE BY CHARACTER ZONE (Cont'd)

		Town Center	Regional Center	Village Center	Mixed-Use	Escarpment Transition	Neighborhood Transition
Character Zone							
Land Use							
Commercial Uses (Office, Retail, Sales, and Service Uses)							
CU-1	Retail Sales or Service with no drive through facility (includes alcohol sales). <i>Excluded from this category are retail sales and service establishments geared toward the automobile.</i>	P	P	P	P	C	NP
CU-2	Auto-related Sales or Service establishments	C	P	C	C	NP	NP
CU-3	Finance and Real Estate establishments including banks, credit unions, real estate, and property management services, with no drive through facility	P	P	P	P	C	NP
CU-4	Offices for business, professional, administrative, and technical services such as, but not limited to, accountants, architects, lawyers, doctors, insurance sales/services, etc.	P	P	P	P	C	C
CU-5	Research laboratory headquarters, laboratories and associated facilities	P	P	P	P	NP	NP
CU-6	Food Service Uses such as full-service restaurants, cafeterias, bakeries and snack bars with no drive-through facilities*	P	P	P	P	C	NP
CU-7	Pet and animal sales or service (including vet clinic)	P	P	P	P	C	NP
CU-8	Any permitted use with a drive through facility	C	P	C	C	NP	NP

P= Permitted by right NP= Not Permitted C = Permitted with specific criteria as established in Table 4.5 (i.e. conditional) A = Accessory Use, not to exceed 25% of the primary use building square footage NA= Not applicable

\* Note for CU-6: Included in this category is café seating within a public or private sidewalk area with no obstruction of pedestrian circulation. Also included in this category is the sale of alcoholic beverages for consumption on and off-premise.

# VHSDP Strategy: Mixed Use Zones

## Land Use Table 4.4 (pgs. 64-70)

### Use categories:

- Residential
- Commercial
- Arts, Entertainment, Recreation
- Educational, Public Admin, Healthcare, Institutional
- **Manufacturing, Transportation, Communication, Utility**
- Other (Miscellaneous)

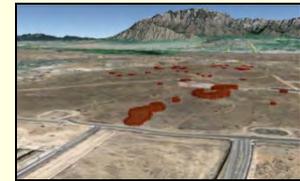
TABLE 4.4 – LAND USE TABLE BY CHARACTER ZONE (Cont'd)

	Character Zone	Town Center	Regional Center	Village Center	Mixed-Use	Escarpment Transition	Neighborhood Transition
	<b>Land Use</b>						
	<b>Manufacturing, Transportation, Communication, and Utility Uses</b>						
MU-1	Food, beverage, and textile product manufacturing	C	P	NP	P	NP	NP
MU-2	Wood, paper, and printing products manufacturing	NP	P	NP	NP	NP	NP
MU-3	Machinery, electronics, and transportation equipment manufacturing	NP	P	NP	P	NP	NP
MU-4	Miscellaneous <b>light manufacturing</b> (included in this category are jewelry, silverware, personal metal goods, flatware, dolls, toys, games, musical instruments, office supplies, and signs.)	NP	P	NP	C	NP	NP
MU-5	Wholesale trade establishment	NP	P	NP	P	NP	NP
MU-6	Warehouse and storage services	NP	P	NP	P	NP	NP
MU-7-A	Transit Facilities*	P	P	P	P	P	C
MU-7-B	Transportation services (air, rail, road, truck and freight)	NP	P	NP	NP	NP	NP
MU-8	Publishing (newspaper, books, periodicals, software)	P	P	P	P	NP	NP
MU-9	Motion picture and sound recording	P	P	P	P	C	NP
MU-10	Telecommunications and broadcasting (radio, TV, cable, wireless communications, telephone, etc)	P	P	P	P	NP	NP
MU-11	Information services and data processing	P	P	P	P	NP	NP

P= Permitted by right NP= Not Permitted C = Permitted with specific criteria as established in **Table 4.5** (i.e. conditional) A = **Accessory Use**, not to exceed 25% of the primary use building square footage NA= Not applicable

\* Note for MU-7-A: Bus maintenance facilities shall only be permitted in Regional Center.

# VHSDP Goal: Preserve Views



## Strategies:

- East-west **Primary Streets**
- Stepped down **building heights** toward Petroglyph Monument edge
- Optional **bonus height incentives**

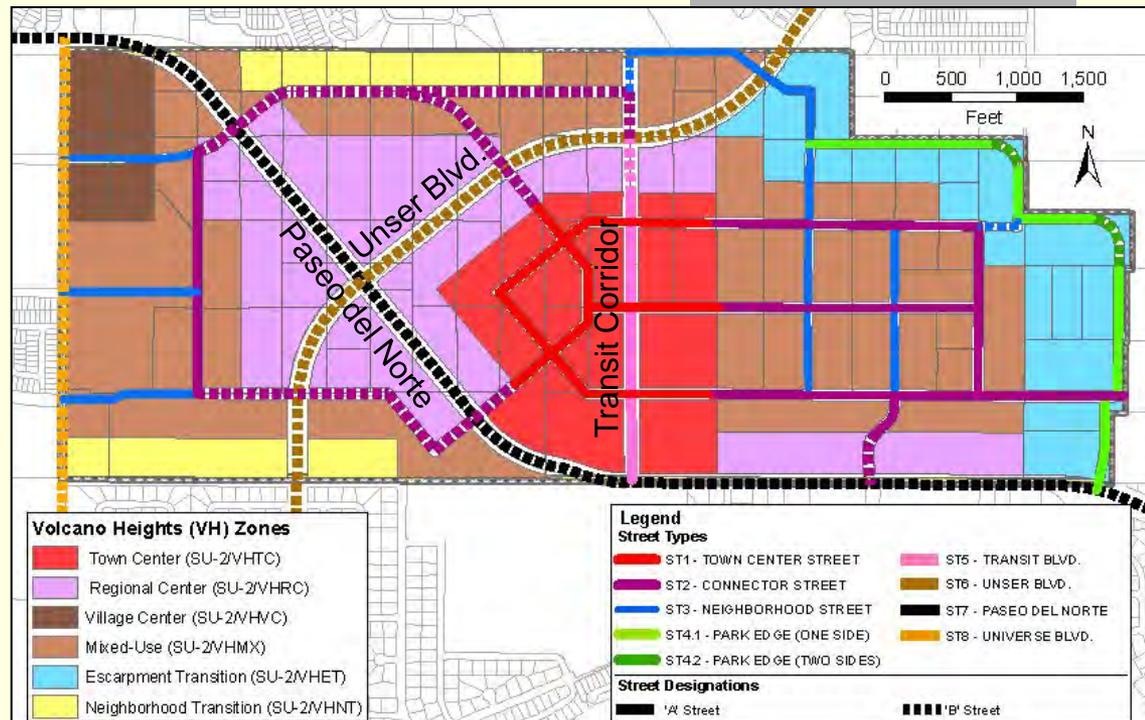


TABLE 6.1 – TOTAL POINTS FOR BUILDING HEIGHT BONUS BY CHARACTER ZONE\*

Building Height Bonus Criteria	Height Bonus			
	VHTC	VHRC	VHVC	VHMX
Maximum Structure Height Allowed by Zone	40 ft.	40 ft.	40 ft.	26 ft.
Maximum Building Height with Bonus	75 ft.	60 ft.	60 ft.	40 ft.
I. Natural Environment Bonus Criteria	50 pts.	35 pts.	25 pts.	50 pts.
II. Built Environment Bonus Criteria	50 pts.	40 pts.	25 pts.	50 pts.
<b>Total Points Required to Receive Height Bonus</b>	<b>100 pts.</b>	<b>75 pts.</b>	<b>50 pts.</b>	<b>100 pts.</b>

# VHSDP Goal: Balance Open Space

## Strategy: Optional Bonus Height Incentives

TABLE 6.2 – BONUS HEIGHT POINTS PER CRITERION

Criteria for Optional Height Bonuses	Points
<b>I. Natural Environment Bonus Criteria</b>	
a. Rock outcropping dedications	25
b. Rock outcropping private preservation*	20
Public Access Easement ( <i>Optional Bonus</i> )	5
c. Open space dedications	20
For dedications <b>abutting</b> rock outcroppings or other features deemed significant by the City Open Space Division ( <i>Optional Bonus</i> )	5
d. Private park construction	20
e. Public park land dedication of at least 2 acres	15
f. Pedestrian walkway connection to rock outcropping, parks, trails, rock outcroppings, or other features deemed significant by the City Open Space Division	10
Up to 2 additional connections to features deemed significant by the City Open Space Division ( <i>Optional Bonus</i> )	5 each
g. Landscaping / natural buffers in addition to what's required by Zone	10
h. Shared drainage/swales on <b>adjacent</b> developments / Low Impact Design (LID)	10
i. View preservation	10
j. Community garden	10
k. Interpretive signage	5
l. Preservation of native vegetation	5
m. Other benefits to the natural environment	5

TABLE 6.1 – TOTAL POINTS FOR BUILDING HEIGHT BONUS BY CHARACTER ZONE\*

Building Height Bonus Criteria	Height Bonus			
	VHTC	VHRC	VHVC	VHMX
Maximum Structure Height Allowed by Zone	40 ft.	40 ft.	40 ft.	26 ft.
Maximum Building Height with Bonus	75 ft.	60 ft.	60 ft.	40 ft.
I. Natural Environment Bonus Criteria	50 pts.	35 pts.	25 pts.	50 pts.
II. Built Environment Bonus Criteria	50 pts.	40 pts.	25 pts.	50 pts.
<b>Total Points Required to Receive Height Bonus</b>	<b>100 pts.</b>	<b>75 pts.</b>	<b>50 pts.</b>	<b>100 pts.</b>

Criteria for Optional Height Bonuses	Points
<b>II. Built Environment Bonus Criteria</b>	
a. Publicly accessible plazas / courtyards in addition to what's required by <b>Section 9.5.4 starting on page 143.</b>	25
b. Living roof or accessible roof garden	25
c. Grey water retention system	25
d. Transit shelters on transit corridors	20
e. LEED certification	20
f. Transit Center within 500 feet of proposed project	15
g. Public art	15
h. Solar panels	15
i. Permeable paving	10
j. Permanent streetscape/plaza furniture and/or features	10
k. Gateway feature at key intersections	10
l. Rooftop water harvesting / cisterns	5
m. Other sustainable building practices	5

# VHSDP Goal: Preserve Rock Outcroppings



- Not Required! (**voluntary**)
- Strategies:
  - **Deviations** to move Primary Streets and buildings to avoid rock outcroppings
  - Required **usable open space** and **detached open space**
- Incentives
  - Usable open space **transferable** across properties
  - **Bonus building height** in the bonus system
  - **Double credit** for requirements and bonus system
  - **Double square footage** toward landscape requirement

TABLE 9.2 – DETACHED OPEN SPACE: RESIDENTIAL USES

	VHTC	VHRC	VHVC	VHMX	VHNT	VHET	Total
Available Acreage*	61.2	89.1	10.8	162	28.8	54.9	406.8
Detached OS Requirement (square feet/dwelling unit)	400	400	400	400	400	400	—
Detached OS Requirement Cap (dwelling unit/acre)	40	20	30	30	6	6	—
Intended Resulting Detached Open Space Acreage**	22	16	3	45	2	3	91

\* Total acreage minus **Primary Streets** minus 10% for usable open space

\*\* For purposes of analysis only

TABLE 9.3 – DETACHED OPEN SPACE: NON-RESIDENTIAL USES

	VHTC	VHRC	VHVC	VHMX	VHNT	VHET	Total
Available Acreage*	61.2	89.1	10.8	162	28.8	54.9	406.8
Detached OS Requirement (square feet/30,000 SF building area)	2,400	2,400	2,400	2,400	NA	NA	—
Maximum Stories with Height Bonus	5	4	4	3	NA	NA	—
Intended Total Detached Open Space Acreage**	17	20	3	27	0	0	66

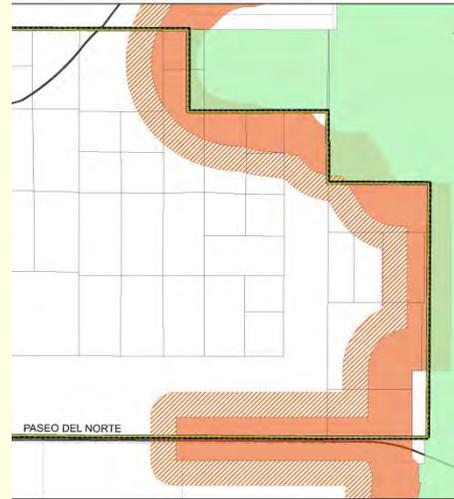
\* Total acreage minus **Primary Streets** minus 10% for usable open space

\*\* For purposes of analysis only

# VHSDP Goal: Protect Petroglyph National Monument

## Strategies:

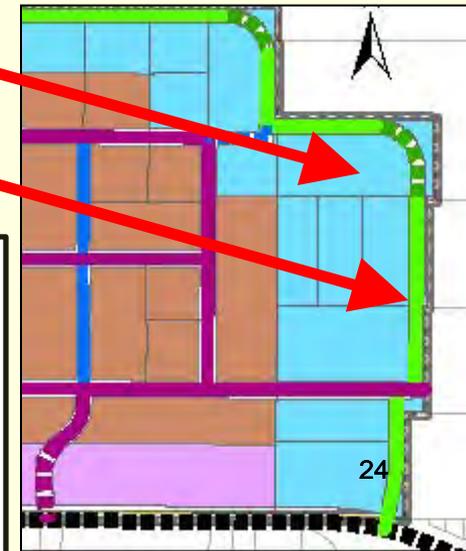
- Height Limit:
  - Northwest Mesa Escarpment Plan (NWMEP) Impact Area: **15-ft. height limit**
  - **200-ft Buffer: 18-ft. height**
- Density/intensity limit:
  - Escarpment Transition Zone
- Public access & views:
  - Single-loaded Park Edge Road



- PETROGLYPH NATIONAL MONUMENT
- NWMEP IMPACT AREA
- NWMEP 200 FOOT BUFFER

*Escarpment Transition Zone*

*Single-loaded  
Park Edge Road*



**Street Types Legend**

- ST2 - CONNECTOR STREET
- ST3 - NEIGHBORHOOD STREET
- ST4.1 - PARK EDGE (ONE SIDE)
- ST4.2 - PARK EDGE (TWO SIDES)

VHSDP - NMAPA 2013

— 'A' Street      ■■■■ 'B' Street

# VHSDP Goal: Coordinating Properties

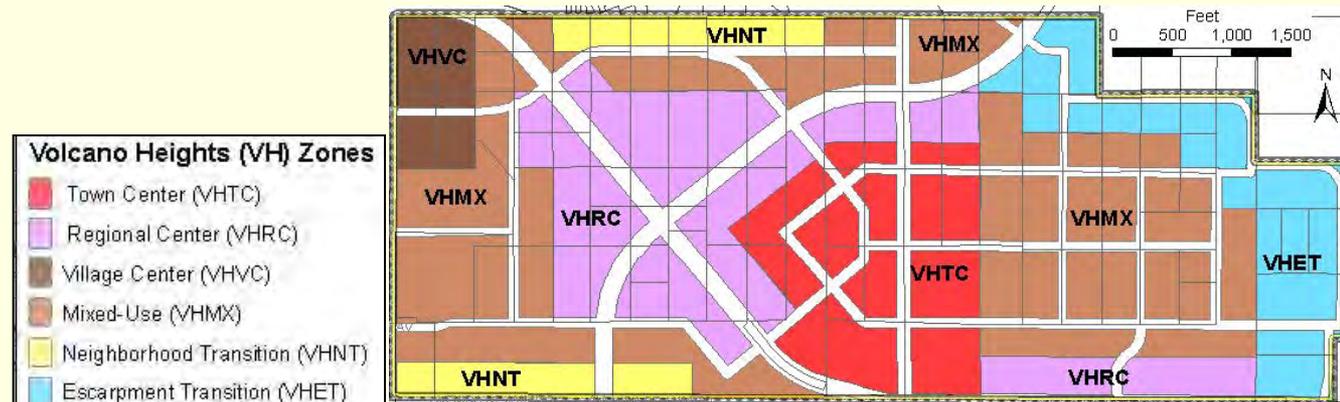
## Strategy: Flexible, Predictable Development Pattern

### Flexibility

- Mixed-use zones
- Building design
  - No regulations on architectural style
  - Menu of options for regulations
- Built-in administrative deviations
- Built-in exceptions
- Optional bonus height incentives

### Predictability

- Administrative development review
- Development pattern along corridors
- High-quality building materials
- Coordinated land-use & transportation



# VHSDP Goal: Coordinating Properties

## Strategy: Site Development Standards

- Building placement
- Height standards
- Frontage requirements
- Parking and service areas
- Façade elements

### 5.0 Site Development Standards SU-2 VHTC

5.1.2 Building Placement	(i) Build-To Zone (BTZ) [measured from setback]	Notes
<p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Type 'A' Street / Civic Space</li> <li>Property Line</li> <li>Setback Line</li> <li>Landscape</li> <li>Building Area</li> <li>Landscape Zone</li> <li>Build-to Zone</li> <li>Sidewalk</li> </ul> <p>* Not to scale</p>	Front (if 'A' Street and/or Civic Space) 0 - 10 feet (see #1) Front (if 'B' Street) 0 - 15 feet <b>(ii) Setback [measured from property line]</b> Front (if 'A' Street and/or Civic Space) 5 feet (max. .) Front (if 'B' Street) 10 feet (max.) Side or Rear (distance from property line) 0 feet (min.) (See #2) <b>(iii) Building Frontage Required</b> % of building built to 'A' Street/Civic Space BTZ 80% (min.) (see #3 and #6) % of building built to 'B' Street BTZ 30% (min.) (See #3 and #6)	#1 - Area between the building and the edge of the BTZ at the sidewalk shall be paved flush with the public sidewalk. Where topography poses challenges, a majority of the sidewalk shall be provided at the level of the building, with appropriate approved transitions to the changed topography level. #2 - Side and rear setbacks shall be based on minimum fire separation required between buildings, if applicable. #3 - Corner building street façades shall be built to the BTZ for a minimum of 30 feet from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the BTZ standards. #4 - Floor to floor heights shall not apply to parking structures. #5 - Attics and mezzanines less than 7 feet (avg.) in height shall not be counted as a story. #6 - Civic open space within the BTZ shall count toward the frontage requirement. #7 - Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade.
	<b>5.1.3 Block Standards</b> <i>[for development/redevelopment &gt; 50% of the block]</i> Block Face Dimensions 225 feet (min.) 500 feet (max.) Block Perimeter 2000 feet (max.)	
	<b>5.1.4 Height Standards</b> <b>Height Standards</b> Maximum structure height 3 stories or 40 feet (max.) (See #7 and Sections 6.3 and 6.4) First floor-to-floor height 12 feet (min.) (See #4 and Section 5.1.5) Ground floor finish level 12 inches max. above sidewalk (for ground floor commercial-ready buildings) Upper floor-to-floor height 10 feet (min.) (See #4)	#8 - Maximum structure height (K) #9 - First floor-to-floor height (M) #10 - Ground floor finish level (L) #11 - Upper floor-to-floor height (N)
	<b>5.1.5 Commercial-ready Requirements</b> Ground floors of all buildings fronting the Transit Boulevard shall be built to commercial-ready standards for a minimum of the first 30 feet of the building's depth, as measured from the front façade, including 15-foot minimum first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk.	

VHSDP - NMAPA 2013

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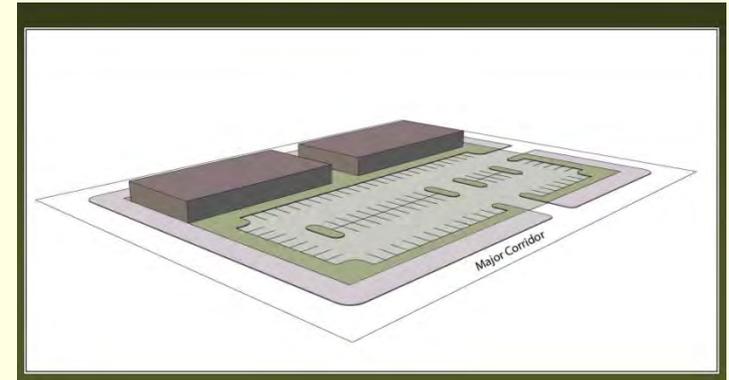
# VHSDP Goal: Coordinating Properties

## Strategy: Predictable, Flexible Development Pattern

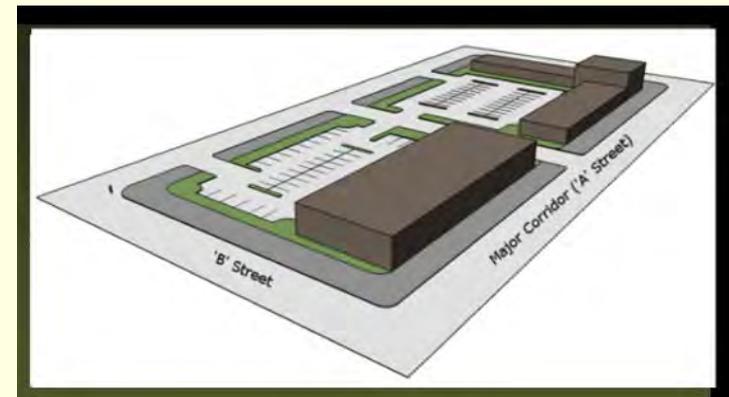
1. **No required phasing** of development in zones or along corridors.
2. **Site development standards** to encourage density over time.
3. **Commercial-ready ground floors** required along Transit Blvd. in Town Center zone.
4. **Minimum ground floor heights** in other zones that could accommodate retail uses in the future.

Section 5.0  
p. 79

### Suburban Development Model

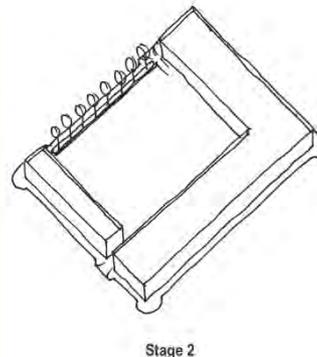
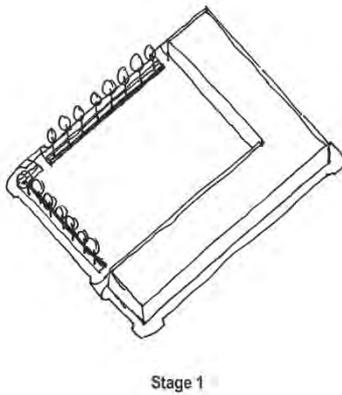
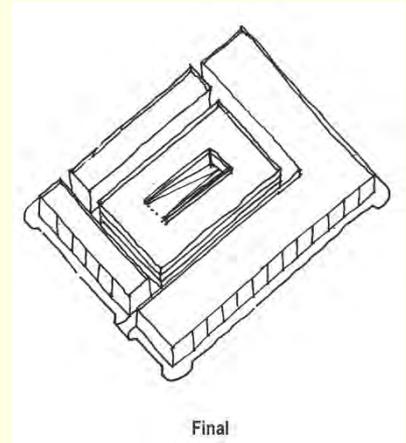
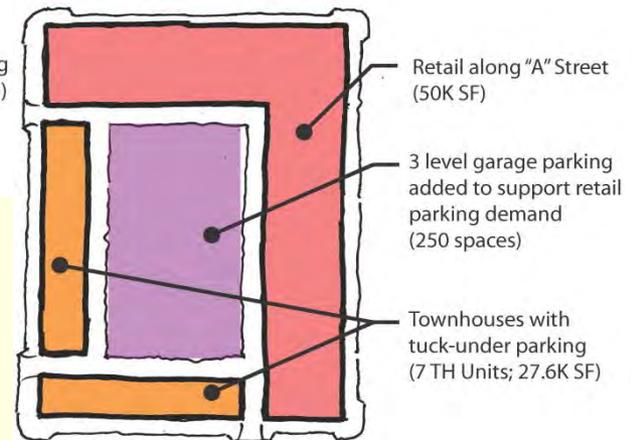
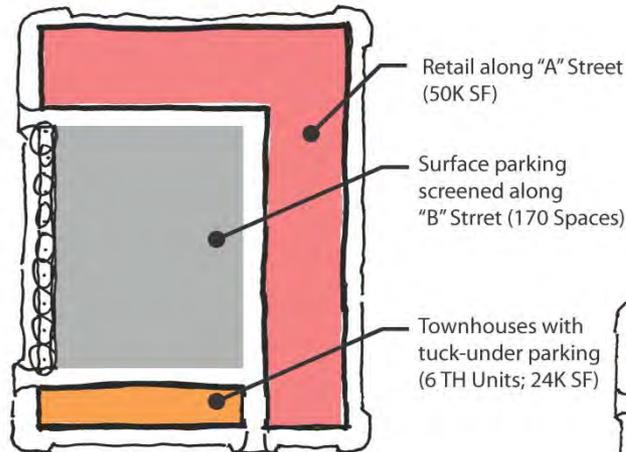
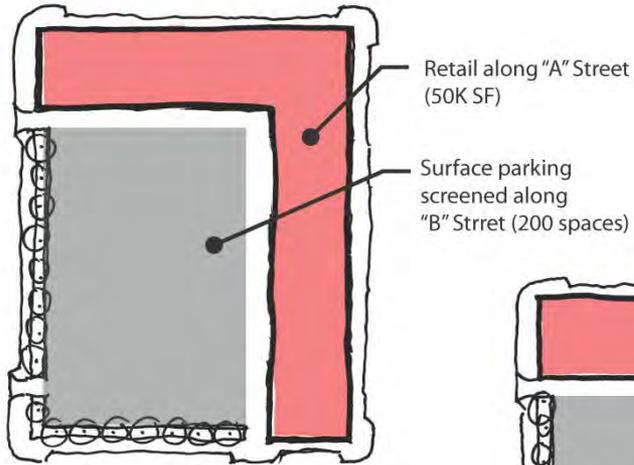


### VH Development Model



# VHSDP Goal: Coordinating Properties

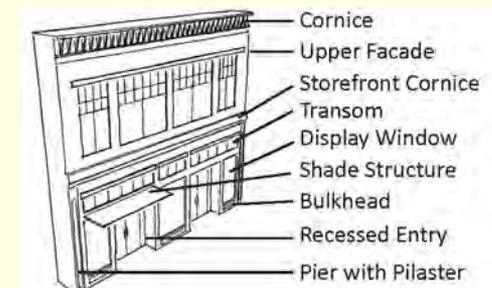
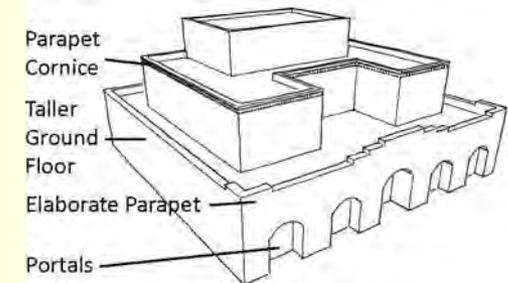
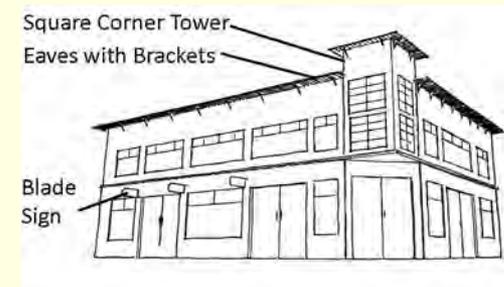
## Strategy: Predictable Density over Time



# VHSDP Goal: Coordinating Properties

## Strategy: Building Design Standards

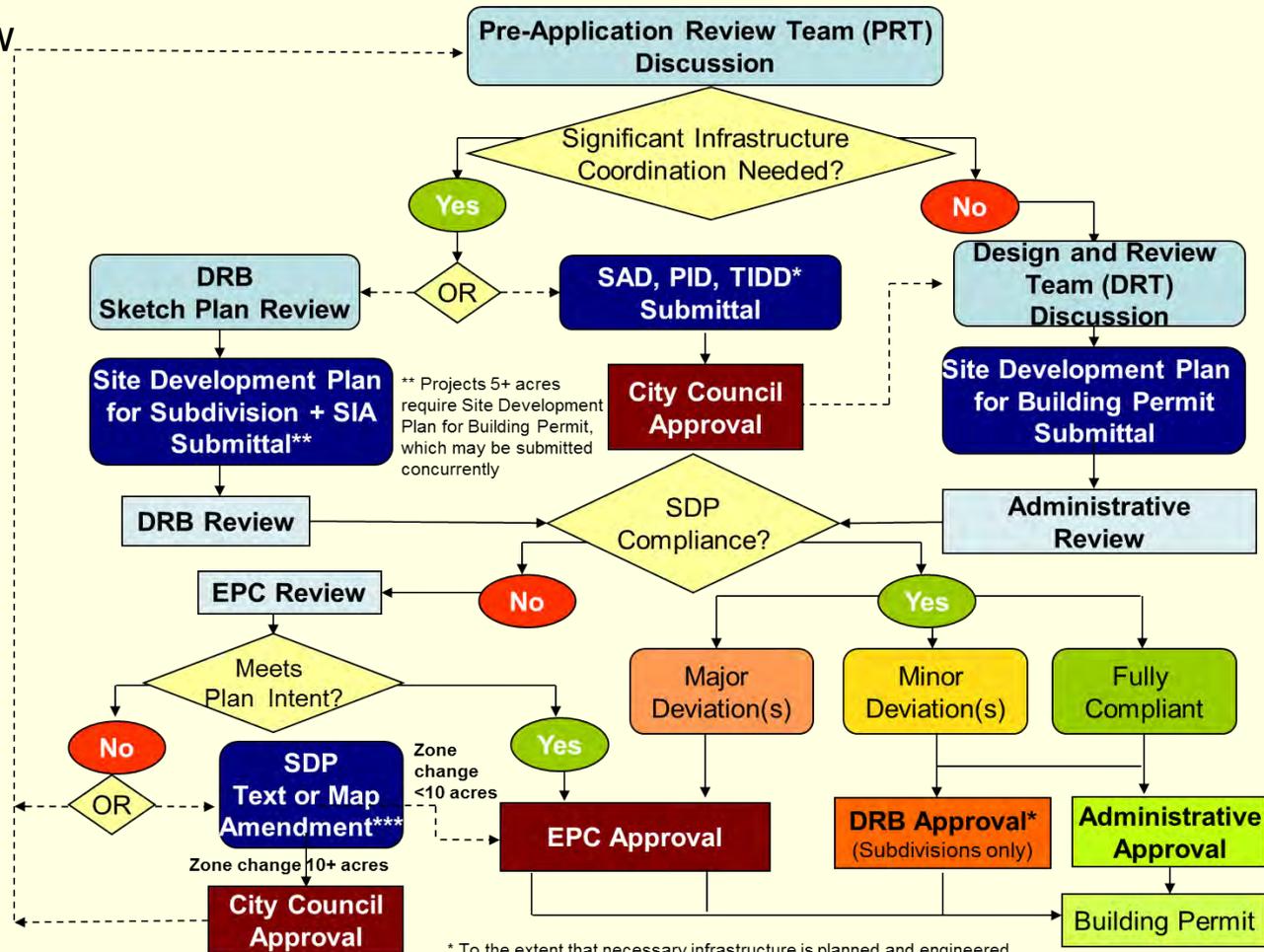
- Massing and façade composition
- Building materials
  - Vocabulary for development character
  - High-quality materials
  - Tailored to zone
  - Administrative approval for “other”
- Architectural Details
  - Tailored to zone
  - Choice of 12 features



# VHSDP Goal: Coordinating Properties

## Strategy: Administrative Development Review Process

- Administrative review
- Streamlined process
- Review teams
- Emphasis on coordinating infrastructure
- Regulations + incentives
- Outside public hearing format to encourage collaboration



# VHSDP Goal: Land Use & Transportation

## Strategy: Zoning Regulations

- **Mix of uses**
- **Site development standards:** Balance pedestrian & auto needs
  - Block Size
  - A vs. B Street Requirements
- **Frontage standards:** Coordinate land use and transportation
  - Build-to Zones (BTZ)
  - Percent (%) Frontage Requirements

Character Zone	Secondary Streets		Building Frontage Required	
	'A' Street (min.)	'B' Street (max.)	'A' Street (min.)	'B' Street (min.)
Town Center	50%	50%	80%	30%
Regional Center	25%	75%	60%	20%
Village Center	25%	75%	60%	30%
Mixed Use	25%	75%	50%	25%
Escarpment Transition	25%	75%	60%	30%
Neighborhood Transition	0%	100%	60%	30%

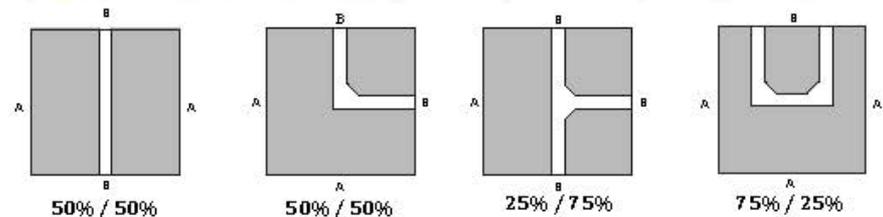


Exhibit 10.19 – Example Diagrams: Alley Configurations with 'A' vs. 'B' Street Percentages

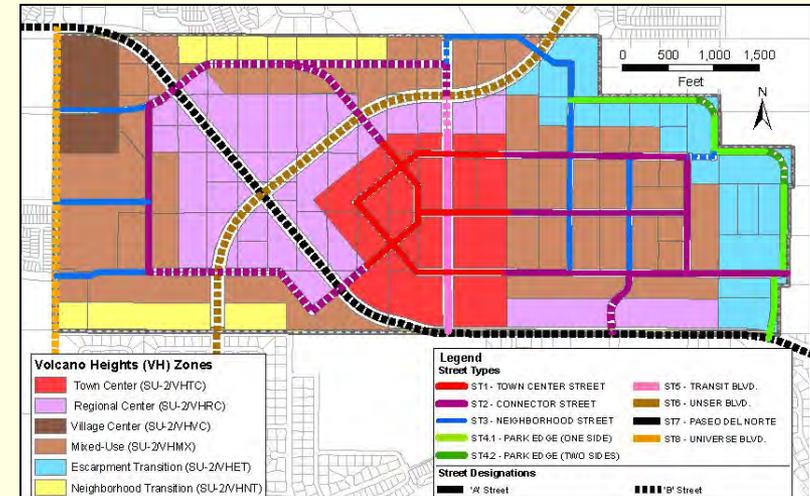
Character Zone	Total Acreage	Max. Height	Bonus Height	Block Length	Block Perimeter	Setbacks (feet)		Built-to Zone (feet)	
	(in acres)	(in feet)	(in feet)	(in feet)	(max. in feet)	Front 'A' Streets	Front 'B' Streets	'A' Street	'B' Street'
Town Center	83	40	75	300 - 500	2,000	5	10	0-10	5 - 0-15
Regional Center	109	40	60	300-800	2,200	5	10	0-15	0-15
Village Center	12	40	60	300-800	2,000	5	10	0-10	0-20
Mixed Use	219	26	40	300-1200	3,600	5	10	0-15	0-20
Escarpment Transition	68	26*	NA	250-600	2,000	5	10	0-10	0-20
Neighborhood Transition	33	26	NA	200-600	2,000	5	10	0-10	0-20

# VHSDP Goal: Land Use & Transportation

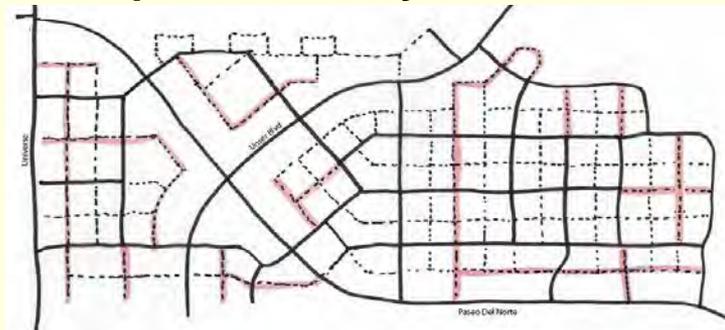
## Strategy: Street Standards

- **Primary Streets:** Minimal number of streets to serve all properties
  - Detailed Cross Sections
  - Multimodal accommodations
- **Secondary Streets:** Local streets to serve development projects
  - Cross section options
  - A vs. B Street Requirements
    - 'A' Street = Pedestrian-oriented
    - 'B' Street = Auto-oriented

### Primary Streets



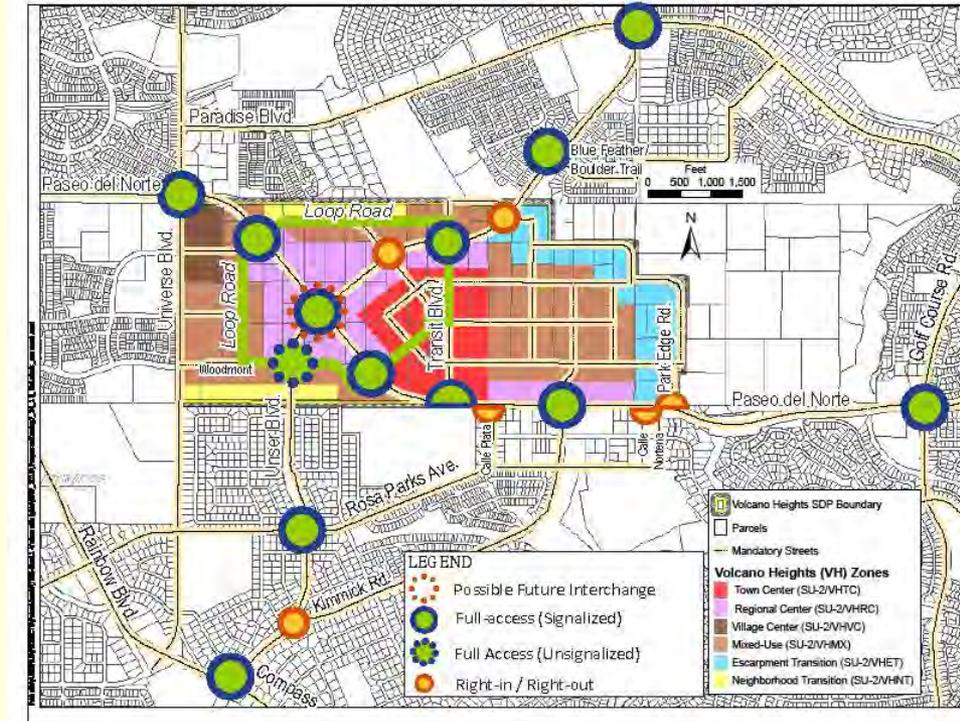
### Sample Secondary Streets



# VHSDP Goal: Protect Traffic Function of Arterials

## Strategies:

- Street grid to disperse regional traffic and serve local development
- New “Loop road” around busy intersection
- Transit-oriented development
- Multimodal cross sections



# VHSDP Goal:

## Create Transit-oriented Development (TOD)

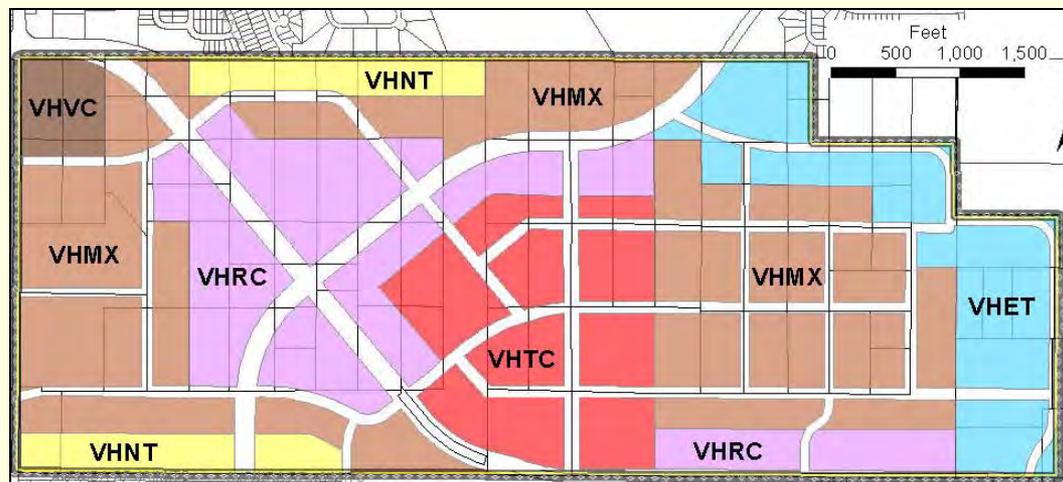
- Mid-Region Council of Governments (MRCOG)
  - High-capacity Transit Study for Paseo del Norte - Rio Rancho to Journal Center/I-25
- VHSDP Strategies
  - Mixed Use zones
  - Center zones
  - Multimodal cross sections
  - Development pattern to encourage more density over time



# Challenge 5: Putting It All Together

## Vision

- 1. Major Activity Center** focused on employment and regional and local goods and services in walkable distance.
- 2. Protections for natural environment** including rock outcroppings, Petroglyph National Monument, views, and other sensitive lands.
- 3. Street network grid** to coordinate development, ensure access, & ease congestion.
- 4. Pedestrian & bike-friendly, transit-ready streets & development pattern** to support viable alternative transportation choices over time.



# Challenge 5: Putting It All Together

## Approach

### Innovations

1. Coordinated land-use and transportation
2. Land use table with broad categories
3. Mix of regulations & incentives to protect natural resources

### Strategies:

- **Primary street network** with required cross sections to coordinate development across properties.
- **Mixed-use zones with design standards** to balance flexibility of land use with predictability of built form
- **Transition zones** to protect existing neighborhoods & Petroglyph National Monument
- **Optional height bonus system** to balance density with benefits to natural and built environments.



# Challenge 5: Putting It All Together

## What the Plan Does and Doesn't Do

### ■ Does:

- Regulate zoning & allow mix of land uses
- Coordinate land use & transportation at a high-level of planning
- Set predictable development pattern
- Allow density to be phased in over time
- Provide incentives for open space amenities

### ■ Doesn't

- Plan specific projects
- Master-plan infrastructure
- Force collaboration among property owners
- Require density from day one
- Require preservation of rock outcroppings or new parks or trails

# Lessons Learned

*If it ain't baroque...*



# Choosing a Zoning Strategy:

## Weigh the Trade-offs

### “Straight” Zoning

1. Permissive
2. Streamlined development approval
3. Predictable
4. Understood



### Form-based Zoning

1. Permissive uses
  - More layers for approval to check form of development?
  - Seen as “more restrictive”?
2. Streamlined development approval
  - May take time to train staff
  - May need ‘how-to’ info for development community
  - Important to incorporate informal processes
3. Predictable form
  - Unpredictable mix of uses
  - Unpredictable development timing

# Choosing a Zoning Strategy:

## Weigh the Trade-offs

### “Straight” Zoning

1. Permissive
2. Streamlined development approval
3. Predictable
4. Understood

### Form-based Zoning

1. Permissive uses
2. Streamlined development approval
3. Predictable form
4. Clear but complex
  - Uses illustrations & tables
  - Takes education
  - May take time



# Selling Form-based Codes:

## Why a Community Should Want Form-based Codes



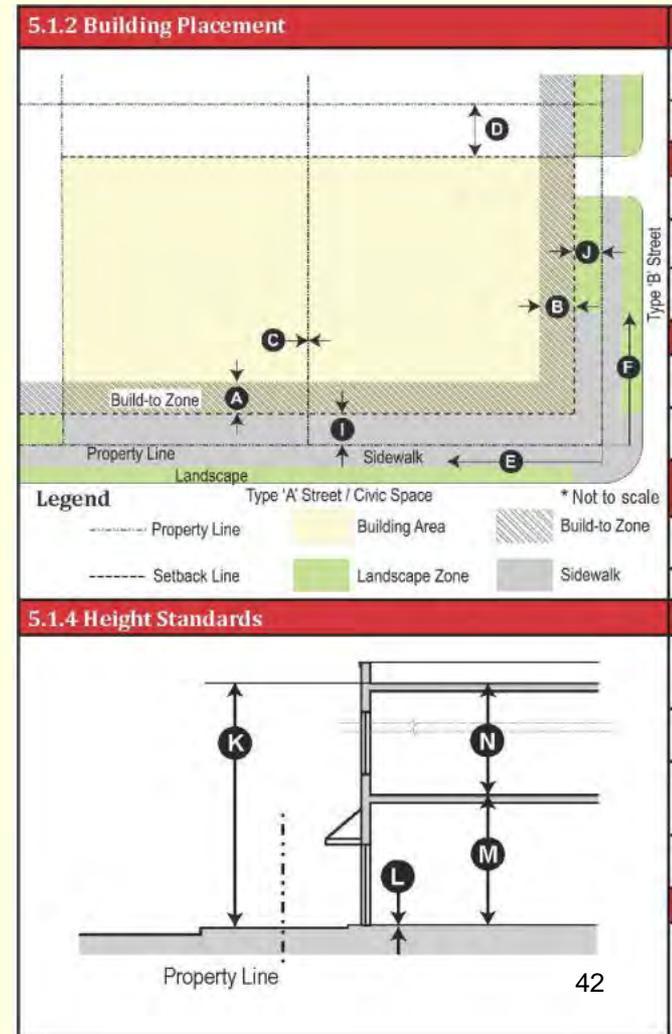
- Promote **streets as public spaces**
- Tailors regulations to achieve a **community's vision**
- Shows developers what the **community wants**
- Catalyzes **desirable changes**, rather than merely adding red tape on what you don't want (i.e. permit-processing procedures)
- Codifies public input (fewer hearings later!)



# Selling Form-based Codes:

## Why Owners Should Want Form-based Codes

- **Graphics** instead of words – shows what development will look like
- Focus on **administrative** review – streamlined process, no fights with NIMBY neighbors or inconsistent staff
- Mix of uses **by right** – increases marketability and potential development value
- Standards for the **public realm** – protects investment and raises property values
- Emphasis on placemaking – raises property values and rents
- Predictable development pattern & high-quality development



# Creating a Successful Plan: Important Considerations

- Administration, Review, & Approvals
  - Negotiations now about character of desired development, not fight over specific development project later
  - Predictable & Streamlined
    - Follow the rules = administrative approval
    - Plan = public input
      - Set a vision
      - Set the rules
      - Set conditions for development success



# Creating a Successful Plan: Important Considerations

- Balance of Predictability & Flexibility
  - Tailored deviations
  - Guidance on “exceptions”
- Policies:
  - Vision
  - Intent
  - Wish list



# Volcano Heights Sector Development Plan

## Contact



Plan and additional materials available here:

[www.tinyurl.com/volcanoheights](http://www.tinyurl.com/volcanoheights)