



DESIGN COMMISSION
MONDAY, JUNE 26, 2017 AT 6:00 PM
AUSTIN CITY HALL, BOARDS AND COMMISSIONS ROOM 1101
301 W. SECOND STREET, AUSTIN, TEXAS 78701

Commission Members

_____ David Carroll, Chair (District 1)	_____ Beau Frail (District 6)
_____ Martha Gonzalez, Vice-Chair (District 2)	_____ Katie Halloran (District 7)
_____ Samuel Franco (District 3)	_____ Aan Coleman (District 8)
_____ Conor Kenny (District 4)	_____ Bart Whatley (District 9)
_____ Melissa Henao-Robledo (District 5)	_____ Ben Luckens (District 10)
	_____ Evan Taniguchi (Mayor)

City of Austin Planning & Zoning Staff

_____ Katie Mulholland, Executive Liaison
_____ Nichole Koerth, Staff Liaison

AGENDA

Please note: Posted times are for time-keeping purposes only. The Commission may take any item(s) out of order and no express guarantee is given that any item(s) will be taken in order or at the time posted.

	Approx. time
CALL TO ORDER AND ROLL CALL	6:00 PM
1. CITIZEN COMMUNICATION: GENERAL a. The first five speakers signed up prior to the meeting being called to order will each be allowed a three-minute allotment to address their concerns regarding items <u>not</u> posted on the agenda.	6:05 PM
2. MEETING MINUTES a. Discussion and possible action on the May 22, 2017 meeting minutes; b. Discussion and possible action on the June 5, 2017 special-called meeting minutes; c. Discussion and possible action on the June 21, 2017 special-called meeting minutes;	6:20 PM
3. NEW BUSINESS (Discussion and Possible Action): a. Discussion and possible action on appointment of Downtown Commission Liaison	6:35 PM
4. OLD BUSINESS (Discussion and Possible Action): a. Discussion and possible action on CodeNEXT's draft code , maps , and processes (Chair Carroll) b. Discussion and possible action on the Infrastructure Design Guidelines as directed by	6:45 PM

City Council Resolution No. 20120816-060 (Chair Carroll)	
5. COMMITTEE AND LIAISON REPORTS (Discussion and Possible Action): <ul style="list-style-type: none"> a. Standing Committees Reports; b. Working Group Reports; c. Liaison Reports; d. Appointment of Committee/Working Group members by Chair. 	7:45 PM
6. STAFF BRIEFINGS: <ul style="list-style-type: none"> a. None 	7:50 PM
7. FUTURE AGENDA ITEMS: <ul style="list-style-type: none"> a. City of Austin's tree funding and standards (tentatively July 24) 	7:50 PM
8. ANNOUNCEMENTS: <ul style="list-style-type: none"> a. Chair Announcements; b. Items from Commission Members; c. Items from City Staff; 	8:00 PM
ADJOURNMENT	8:10 PM

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Design Commission: Committees, Working Groups, and Liaisons

Committees

1. Executive Committee: D. Carroll (Chair), M. Gonzalez (Vice Chair)

Working Groups

1. Planning and Urban Design Working Group: E. Taniguchi, B. Whatley, A. Coleman, D. Carroll
2. Architecture and Development Working Group: B. Whatley, M. Gonzalez, D. Carroll
3. Landscape and Infrastructure Working Group: S. Franco, M. Henao-Robledo, A. Coleman
4. Public Engagement Working Group: S. Franco, M. Henao-Robledo, C. Kenny
5. CodeNEXT Working Group: D. Carroll, M. Gonzalez

Liaisons

1. Downtown Commission Liaison / Downtown Austin Plan: TBD

Representatives

1. South Central Waterfront Advisory Board: S. Franco

Staff to Design Commission

City of Austin, Planning and Zoning Department, Urban Design Division
One Texas Center, 505 Barton Springs Rd., 5th floor, Austin, TX 78704

Executive Liaison: Katie.Mulholland@austintexas.gov (512) 974-3362

Staff Liaison: Nichole.Koerth@austintexas.gov (512) 974-2752

Downtown Density Bonus Liaison: Anne.Milne@austintexas.gov (512) 974-2868

Acting City Architect: Raymundo.Minjarez@austintexas.gov (512) 974-1618

Resources

1. Urban Design Guidelines for Austin:
http://www.austintexas.gov/sites/default/files/files/Boards_and_Commissions/Design_Commission_urban_design_guidelines_for_austin.pdf
2. Design Commission backup :
http://www.austintexas.gov/cityclerk/boards_commissions/meetings/22_1.htm
3. Downtown Density Bonus program
https://www.municode.com/library/tx/austin/codes/land_development_code?nodeId=TIT25_LADE_CH25-2ZO_SUBCHAPTER_CUSDERE_ART3ADRECEDI_SPAGERE_S25-2-586DODEBOP



**DESIGN COMMISSION
MONDAY, MAY 22, 2017 6:00 PM
AUSTIN CITY HALL, BOARDS AND COMMISSIONS ROOM 1101
301 W. SECOND STREET, AUSTIN, TEXAS 78701**

Meeting Minutes

Call to order by: **Vice-Chair Whatley at 6:10 PM.**

Roll Call: **C. Kenny arrived at 6:13 pm, D. Carroll not present.**

1. CITIZEN COMMUNICATION: **None.**
2. MEETING MINUTES (Discussion and Possible Action):
 - a. Discussion and possible action on the **April 24, 2017** meeting minutes.

The motion to approve the minutes as drafted made by E. Taniguchi; second by A. Coleman; was approved on a unanimous vote of [8-0]; D. Carroll and C. Kenny not present.

3. NEW BUSINESS (Discussion and Possible Action):
 - a. Discussion and possible action on the **Marriott at Cesar Chavez** design development submittal, located at 304 East Cesar Chavez Street, seeking review for substantial compliance with the [Urban Design Guidelines for Austin](#) in accordance with the Gatekeeper requirements of [LDC 25-2-586](#) for the Downtown Density Bonus Program ([Richard T. Suttle, Jr.](#), Armbrust & Brown, PLLC)

C. Kenny arrived at 6:13 pm.

Leah Bojo, (Drenner Group), representing the Town Lake residents who live across from the proposed project site, requested the item be postponed. Richard T. Suttle, Jr., (Armbrust & Brown, PLLC) on behalf of The Marriott, requested the project not be postponed.

The motion to view the presentation, but postpone the action to allow the community to voice their concerns was made by A. Coleman; second by C. Kenny; the motion failed on a vote of [5-4]; B. Whatley, K. Halloran, M. Henao-Robledo, A. Coleman and C. Kenny voted for; M. Gonzalez, S. Franco, B. Frail, and E. Taniguchi voted against; D. Carroll not present.

The motion to postpone the presentation and action to allow the community to voice their concerns at a special-called meeting made by S. Franco; second by M. Gonzalez; the motion passed on a vote of [7-2]; S. Franco, M. Gonzalez, B. Frail, C. Kenny, B. Whatley, E. Taniguchi, and K. Halloran voted for; M. Henao-Robledo, and A. Coleman opposed; D. Carroll not present.

- b. Discussion and possible action on the **Agent of Change/Entertainment License proposal** seeking a recommendation of support to City Council (Alex Lopez, Deputy Director, COA Economic Development Department).

Brian Block and Alyssa Zinsser (COA Economic Development Department) presented.
K. Halloran stepped off the dais at 7:29 pm and returned at 7:33 pm.

The motion not to support the proposal, as presented, was made by S. Franco; second by C. Kenny. Before a vote was taken, S. Franco retracted his motion.

A new motion to write a letter of support for the project with the condition that hotels are added to the Acknowledgement and Disclosure standards in the notification and application processes was made by A. Coleman; second by M. Henao-Robledo; the motion passed on a vote of [7-2]; M. Gonzalez, B. Frail, B. Whatley, E. Taniguchi, K. Halloran, A. Coleman, M. Henao-Robledo voted for; S. Franco and C. Kenny opposed; D. Carroll not present.

S. Franco will draft a letter of recommendation.
M. Henao-Robledo and A. Coleman left the dais after the vote was taken at 8:01 pm.
M. Henao-Robledo returned at 8:02 pm. A. Coleman returned at 8:04 pm.

4. OLD BUSINESS (Discussion and Possible Action):

- a. Discussion and possible action on the **4th Street Skybridge** project connecting the Austin Convention Center and the Hilton Hotel, located at 400 ½ Neches St., seeking a recommendation in support of the project to Planning Commission ([Nikelle Meade](#), Partner, Husch Blackwell LLP)

Nikelle Meade (Husch Blackwell LLP) presented on behalf of the applicant Austin Convention Enterprises (A.C.E.), along with Travis Albrecht (Gensler). John Roberts (A.C.E.), Robert Watson and Gene Del Monte (Hilton Austin Hotel), Mark Tester (Austin Convention Center), Lee Austin (Austin Transportation Department), and Marcus Guerrero (Capital Metro) answer questions.

The motion to support the working group letter, as written, was made by M. Henao-Robledo; second by E. Taniguchi; the motion passed on a vote of [8-1]; C. Kenny opposed; D. Carroll not present.

- b. Discussion and possible action on the **405 Colorado** design development submittal, located at 405 Colorado St., seeking review for substantial compliance with the [Urban Design Guidelines for Austin](#) in accordance with the Gatekeeper requirements of [LDC 25-2-586](#) for the Downtown Density Bonus Program ([Michele Haussmann](#), Principal, Land Use Solutions)

A. Coleman recused herself from this item and left the dais at 8:58 pm.

The motion to approve the working group letter, which states that the project does not substantially comply with the Urban Design Guidelines, was made by S. Franco; second by E. Taniguchi; the motion passed on a unanimous vote of [8-0]; A. Coleman recused; D. Carroll not present.

- c. Discussion and possible action on **Election of Officers**

A. Coleman returned to the dais at 9:00 pm.

M. Gonzalez nominated C. Kenny for Vice-Chair, but he declined. C. Kenny nominated M. Gonzalez for Vice-Chair, and she accepted. B. Frail nominated K. Halloran for Secretary, but she declined. A. Coleman volunteered to be Secretary.

The motion to appoint M. Gonzalez to Vice-Chair and A. Coleman to Secretary made by S. Franco; second by B. Frail; the motion passed on a unanimous vote of [9-0]; D. Carroll not present.

After the meeting, the appointment of A. Coleman to Secretary was determined to be void as the Commission's bylaws no longer include a Secretary position.

- d. Discussion and possible action on the [new draft code](#) and [map](#) from CodeNEXT ([Chair Carroll](#))

No action taken by the Commission; postponed until the June 26, 2017 Design Commission meeting by consensus.

- e. Discussion and possible action on the **Infrastructure Design Guidelines** as directed by City Council [Resolution No. 20120816-060](#) including discussion of [New York City guidelines](#) ([Chair Carroll](#))

No action taken by the Commission; postponed until the June 26, 2017 Design Commission meeting by consensus.

5. COMMITTEE AND WORKING GROUP REPORTS (Discussion and Possible Action)

- a. Standing Committees Reports: **None**

b. Working Group Reports: **None**

c. Liaison Reports:

S. Franco was unable to attend the Downtown Commission meeting and has officially stepped down as Liaison. **No action taken by the Commission; postponed until the June 26, 2017 Design Commission meeting by consensus.**

d. Appointment of Committee/Working Group members by Chair: **None**

6. STAFF BRIEFINGS: **None**

7. FUTURE AGENDA ITEMS:

- a. CodeNEXT presentation at joint meeting with Downtown Commission (Wed. June 21)
- b. City of Austin's Tree Funding program (tentatively Mon. June 26)
- c. Appoint Downtown Commission Liaison
- d. City of Austin Great Streets tree standards (TBD)

8. ANNOUNCEMENTS

- a. Chair Announcements: **None**
- b. Items from Commission Members: **None**
- c. Items from City Staff: **None**

ADJOURNMENT by consensus at: 9:44 pm



**DESIGN COMMISSION
SPECIAL-CALLED MEETING
MONDAY, JUNE 5, 2017 6:00 PM
ONE TEXAS CENTER, ROOM 500
505 BARTON SPRINGS ROAD, AUSTIN, TEXAS 78704**

Meeting Minutes

Call to order by: **Chair Carroll at 6:11 PM.**

Roll Call: **B. Frail arrived at 6:15 pm, E. Taniguchi arrived at 6:23 pm, B. Whatley arrived at 6:26 pm., and B. Luckens and C. Kenny not present.**

1. CITIZEN COMMUNICATION: **None.**
2. NEW BUSINESS (Discussion and Possible Action):
 - a. Discussion and possible action on the **Marriott at Cesar Chavez** design development submittal, located at 304 East Cesar Chavez Street, seeking review for substantial compliance with the [Urban Design Guidelines for Austin](#) in accordance with the Gatekeeper requirements of [LDC 25-2-586](#) for the Downtown Density Bonus Program ([Richard T. Suttle, Jr.](#), Armbrust & Brown, PLLC)

Richard Suttle of Armbrust & Brown presented the project.

Several residents and the General Manager of the Four Seasons Hotel, located across the street from the proposed project site, signed up to speak.

Steve Drenner (Drenner Group, representing the residents of the Four Seasons) was neutral on the project, but voiced concerns over mobility and access during and after construction.

Steve Hunt (resident at the Four Seasons) signed up as both neutral and against the project and was concerned about construction traffic and mobility.

Rob Hagelberg (General Manager at the Four Seasons) spoke as a neutral party but also expressed concern about shutting down a lane of traffic on Cesar Chavez for construction.

Frank Krasovec (resident at the Four Seasons), who stated no position on the project, spoke about his concern that each individual project is being looked at in isolation and not how it fits into the bigger picture.

Lorley Musiol (resident at the Four Seasons) signed up as both neutral and against the project but opted not to speak.

The motion to support the Working Groups' recommendation of finding the project in substantial compliance with the Urban Design Guidelines with the recommendation to study the preservation of the trees on Trinity Street, to look at smoothing the driveway on Cesar Chavez to make it easier to enter, and to clarify the function and safety of the alley was made by M. Henao-Robledo; second by A. Coleman; passed on a vote of [6-3]; Chair Carroll, A. Coleman, E. Taniguchi, B. Whatley, M. Henao-Robledo, and B. Frail voted for; Vice Chair M. Gonzalez, S. Franco, and K. Halloran voted against. C. Kenny and B. Luckens not present.

ADJOURNMENT by consensus at: 7:41 pm

DRAFT



**DOWNTOWN COMMISSION
DESIGN COMMISSION
SPECIAL-CALLED COMBINED MEETING
WEDNESDAY, JUNE 21, 2017 AT 5:30 PM
TOWN LAKE CENTER, 721 BARTON SPRINGS ROAD, ROOM 130
AUSTIN, TEXAS 78704**

Meeting Minutes

Call to order by: **Design Commission Chair Carroll at 5:50 PM.**

Roll Call:

Design Commission:

- Present: David Carroll (Chair), Martha Gonzalez (Vice-Chair), Aan Coleman, Samuel Franco, Katie Halloran, Melissa Henao-Robledo, Conor Kenny, Evan Taniguchi, Bart Whatley; B. Frail arrived at 7:10 pm.
- Not Present: B. Luckens.

Downtown Commission:

- Present: Joel Sher (Chair), Sunshine Mathon (Vice Chair), Jennifer Bristol, Chris Kanipe, Christopher Lehman, Timothy Moore, Sam Sargent, Bruce Willenzik, Richard DePalma.
- Not present: Mary Jo Galindo, David Gomez, August Harris, Andrew Harrison, Marshall Escamilla, Jonathon Gins.

1. CITIZEN COMMUNICATION: **None.**

2. NEW BUSINESS (Discussion and Possible Action):

- a. Briefing by CodeNEXT consultants and staff on draft code, maps, and processes as they relate to the Downtown and Design Commissions' work (30 minutes)

Greg Guernsey (director, City of Austin Planning and Zoning Dept.), John Miki (lead consultant, Opticos Design Inc.), Ian Carlton (subconsultant, EcoNorthwest), Kathryn Slama (subconsultant, Lisa Wise Consulting), and Peter Park (subconsultant, Peter Park Consulting) presented.

- b. Question and answer session between Commissioners and CodeNEXT team on draft code, maps, and processes as they relate to the Downtown and Design Commissions' work (120 minutes)

Greg Guernsey (director, City of Austin Planning and Zoning Dept.), John Miki (lead consultant, Opticos Design Inc.), Ian Carlton (subconsultant, EcoNorthwest), Kathryn Slama (subconsultant, Lisa Wise Consulting), Peter Park (subconsultant, Peter Park Consulting), Jorge Rousselin (CodeNEXT project manager, City of Austin Planning and Zoning Dept.), and Annick Beaudet (City of Austin, Transportation Dept.) answered questions.

**No action taken by the Downtown Commission.
No action taken by the Design Commission.**

ADJOURNMENT by consensus at: 8:35 pm.

DRAFT

June 2, 2017

City of Austin CodeNEXT Staff
CodeNEXT Consultants

Re: How will CodeNEXT affect the Design Commission

The Design Commission has requested a presentation from city staff, and the consultants, to better understand how CodeNEXT will affect the official duties of the Design Commission. Below is a list of items that we would like for you to include in your presentation.

1. Explain any proposed administrative changes that would alter the duties of the Design Commission
2. Describe the proposed changes to the Downtown Density Bonus program
 - a. Affordability Housing Incentive Program
3. Explain the differences between current Alternative Equivalent Compliance regulations and those being proposed in the draft code
 - a. Types of AEC
 - b. Modification Thresholds
4. Describe the differences between current Commercial Design Standards (SubChapter E) and the proposed 23-4D-4050
 - a. Building Placement
 - b. Off-Street Parking
 - c. Internal Circulation and Connectivity
 - d. Vehicular and Pedestrian Connections Between Sites
 - e. Private Common Open Space
5. Clarify the changes proposed for Transportation Impact Analysis regulations
 - a. Proposed thresholds for Trips/Day/Peak Hours
 - b. Neighborhood Transportation Analysis
 - c. Waiver requirements
6. What will new infrastructure and street design standards look like (rewrite of Transportation Criteria Manual)

Sincerely,



David Carroll, AIA
Chair, Design Commission

Downtown Commission CodeNEXT Working Group

CodeNEXT Questions

May 30, 2017

As stewards of the Downtown Austin Plan ("DAP"), the community's adopted vision and policy framework as adopted by the City Council on December 8, 2011, the Downtown Commission formed a working group to prepare questions to the latest CodeNEXT draft and map.

The following is a summary of our questions:

- Just as CBD zoning is not subject to compatibility standards, can the downtown categories CC and DMU not be subject to compatibility standards?
- Can all opportunity sights indicated in the DAP be zoned at recommended categories (i.e. identified DAP opportunity sights)?
- Can zoning for P properties (civic uses/not parks) obtain appropriate zoning to maximize future density and use (such as APD headquarters)?
- To maintain feasibility of high rise development on small sites, can stepback requirements be waived for any site less than 1/2 block?
- Please explain why CBD/DC parking exemptions are not included in the draft. Additionally, can accessory parking not be a conditional use? Small lots need parking and CBD/DC should also include DMU/CC.
- Can Euclidian zoning (non-transect) be applicable in CBD with sensitivity to the context and proximity to historic and other significant structures. This can be further clarified in district planning.
- Can you explain the reasoning behind form based zoning (transect) in the CBD. The working group believes that this type of zoning would minimize downtown density and that required stepbacks can have a significantly negative affect on density.
- Typical downtown projects have requested and routinely receive variances to reduce loading zone requirements. Can requirements for downtown be substantially less than suburban?
- Since CBD onsite detention/water quality is impractical, can consideration for regional participation for all CBD categories for detention/water quality be reviewed?

- Can you explain why CC and DC zoning have limited FAR? Unlimited FAR should be a right and not based on an arbitrary number; density should be encouraged.
- Can DMU category height limits be adjusted to reflect the increases in floor to floor heights dictated by current market conditions? Consideration should be given to the various DMU categories to be adjusted as follows:

DMU-40 - Increase to 50 feet

DMU-60 - Increase to 75 feet

DMU-80 - Increase to 100 feet

- Can assurance be given that the Affordable Housing Incentive Program is calibrated to actually provide an incentive? We do not want to discourage participation and the additional density/tax base.

SHAPING THE AUSTIN WE IMAGINE

AUSTIN LAND DEVELOPMENT CODE

Joint Board and Commission Meeting:
Downtown Commission and Design
Commission
June 21, 2017



CODENEXT
21-JUN-17



The imagine Austin Comprehensive Plan was adopted by Austin City Council in June 2012

Imagine Austin lays out our citizens' vision for a complete community that responds to the pressures and opportunities of our growing modern city.



2012

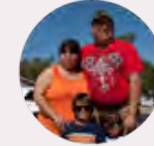
Core Principles for Action



Grow as a compact, connected city



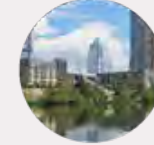
Integrate nature into the city



Provide paths to prosperity for all



Develop as an affordable and healthy community



Sustainably manage water, energy and other environmental resources



Endorse innovation and creativity throughout the city



In 2013, the City engaged the help of both national and local experts to work with elected officials, staff, appointed representatives, and the community at large on how best to align our land use standards and regulations with the goals of Imagine Austin.

Process To Date



2013 – 2014

**Listening
to the
Community**



2014

**Code
Diagnosis**



2014 – 2015

**Community
Character
Manual**



2015

**Alternative
Approaches
to the Code**



2016

**Code
Prescriptions**



2017

Draft Code

Past reports and documentation of the CodeNEXT process can be reviewed at austintexas.gov/codenext

Top 10 Issues



1

Ineffective Base Zoning Districts



2

Competing Layers of Regulations



3

Complicated "Opt-in, Opt-out" System



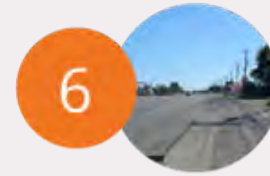
4

Lack of Household Affordability and Choice



5

Auto-Centric Code



6

Not Always In Line with Imagine Austin



7

Lack of Usability and Clarity



8

Ineffective Digital Code



9

Code Changes Adversely Affect Department Organization



10

Incomplete and Complicated Administration and Procedures

LIMITATIONS OF CONVENTIONAL ZONING

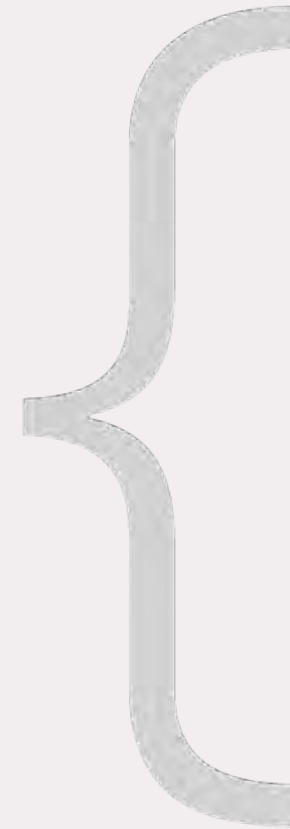
The conventional, use-based approach to zoning has been shown to be ineffective for regulating diverse, urban, mixed-use environments.

These three parcels have "CS – Commercial Services" as their base zone.





Creating a
framework to
help improve
quality of life.



- M** MOBILITY
- C** COMMUNITY
- E** ENVIRONMENT
- H** HOUSING
- P** PERMITTING

MOBILITY

PRIORITIES | 8



**Centers and
Corridors**



**Urban Trail
Connections**



**Human-scale
Street Design**



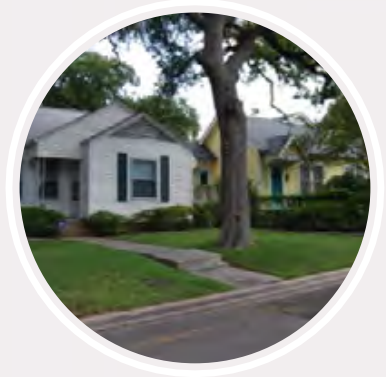
**Multi-modal
Transportation**



**Walk to Shops
and Services**

COMMUNITY

PRIORITIES | 9



**Strengthen
Neighborhoods**



**Right-size
Zoning**



**Anticipate
Future Growth**



**Enable Small
Enterprises**



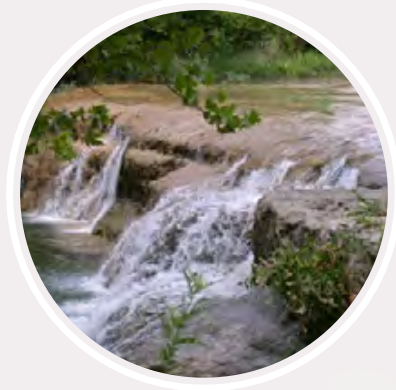
**Diverse Places
for People**

ENVIRONMENT

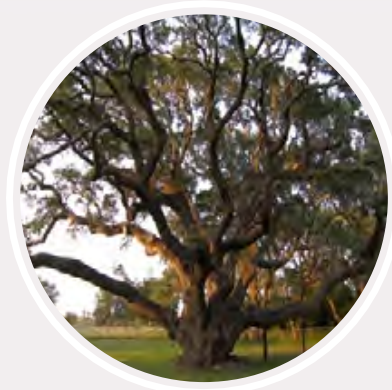
PRIORITIES | 10



**Water
Stewardship**



**Flood
Mitigation**



**Urban Forest
Preservation**



**Open Space
and Parks**



**Ecosystem
Services**

HOUSING

PRIORITIES | 11



**More Diverse
Housing Choice**



**Affordability
Incentives**



**Connected
Subdivisions**



**More Units
By Right**



**Flexible Live/
Work Places**

austintexas.gov/codenext/housing

PERMITTING

PRIORITIES | 12



Clearer Zoning Districts



Fine-Tuned Uses in Zones



Site Planning Process



Simplified Permitting

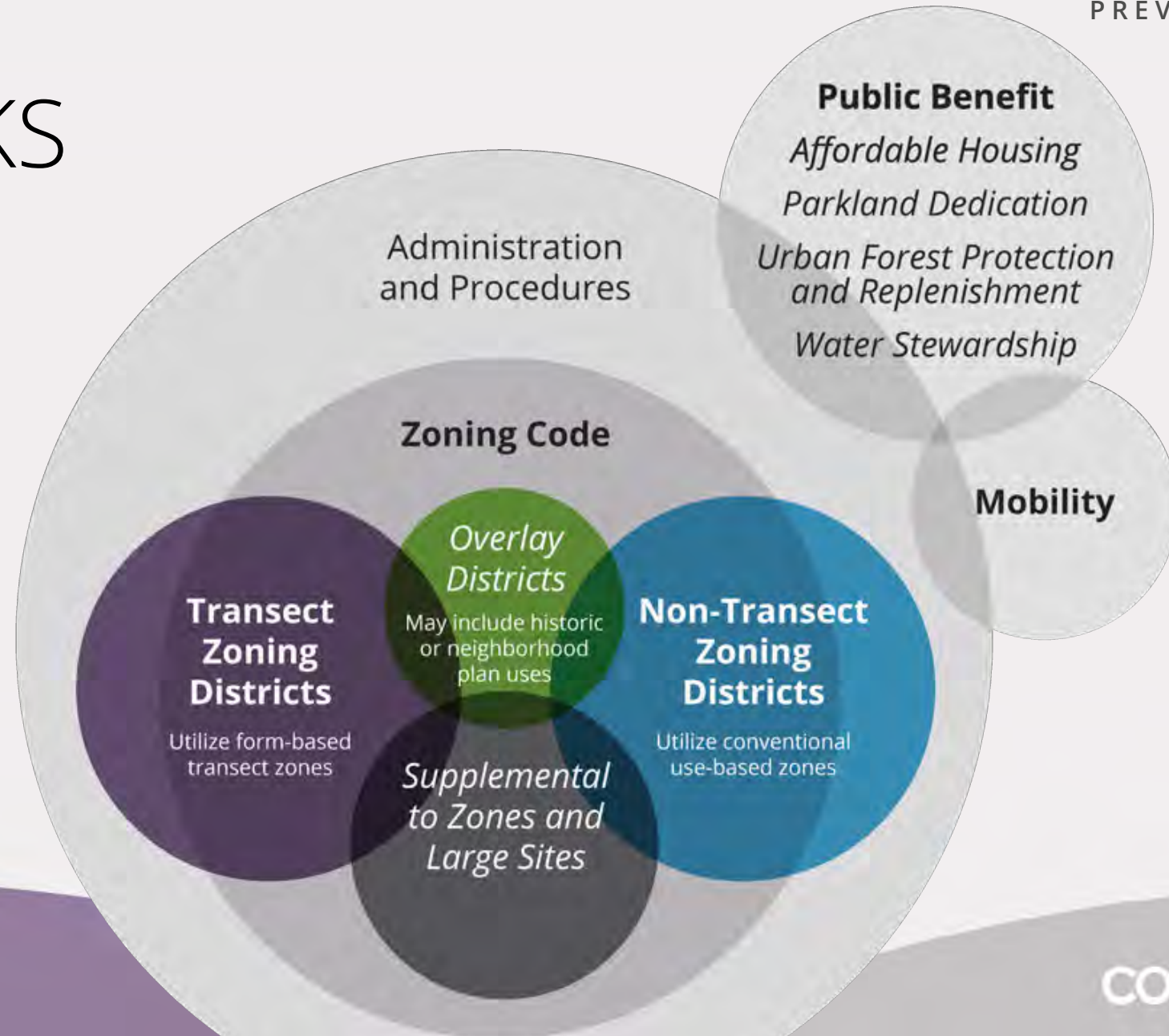


Organized Graphic Code

how the CODE WORKS

A hybrid approach

A hybrid zoning code brings together the operating systems of Form-Based zoning and conventional use-based zoning to address the unique qualities of the place types that make up our community.



how the CODE WORKS

2 Different Zoning Tools

Transect Zones

Form-Based

New zones based on the form and character of Austin

Most simply, transect zones establish a hierarchy of contexts from smallest/least intense or urban to largest/most intense or urban. Transect zoning standards have a primary focus on building form (width, depth, relationship between buildings, and how they engage the street) with a secondary focus on use.

Non-Transect Zones

Use-Based/Conventional/Euclidean

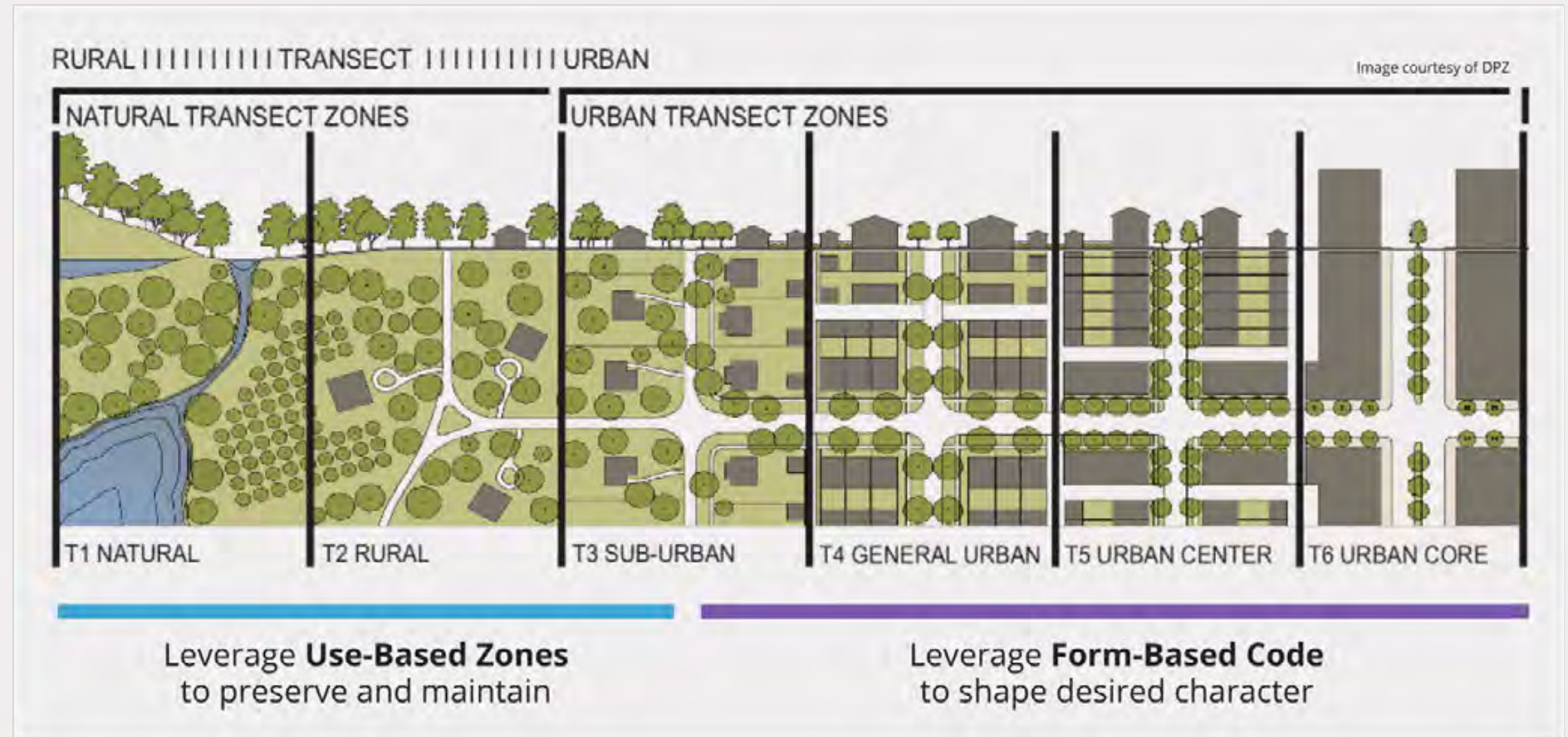
Based on existing Zoning Districts

Non-Transect zoning standards primarily focus on use separation and simple height/bulk standards. Euclidean zoning was designed to limit uses in undesirable locations rather than encourage uses in desired locations.

Note: Each Lot Will Be Mapped With One Type of Zone District

The Natural-to-Urban Transect: Framework for Form-Based Code

This diagram illustrates a continuum of place types from the most natural to the most urban from left to right.



transect zones AT-A-GLANCE

T3

T4

T5

T6

LESS URBAN ←

→ MORE URBAN

T3				T4			T5				T6	
												
T3NE.WL	T3NE	T3N.DS	T3N.IS	T4N.IS ⁺	T4N.SS ⁺	T4MS ⁺	T5N.SS ⁺	T5U.SS ⁺	T5U ⁺	T5MS ⁺	T6U	T6UC
Building Height Up to 2 Stories	Building Height Up to 2 Stories	Building Height Up to 2 Stories	Building Height Up to 2 Stories	Building Height Up to 2 Stories	Building Height Up to 2 Stories	Building Height Up to 3 Stories	Building Height Up to 3 Stories	Building Height Up to 6 Stories	Building Height Up to 6 Stories	Building Height Up to 6 Stories	Building Height Up to 16 Stories	Building Height Unlimited Stories
Building Types Wide House Long House Duplex: Side-by-side ADU	Building Types Wide House Duplex: Side-by-side ADU	Building Types Small House Wide House Duplex: Side-by-side Cottage Corner Cottage Court ADU	Building Types Cottage House Small House Duplex: Stacked Wide House Duplex: Side-by-side Cottage Corner Cottage Court ADU	Building Types Cottage House Small House Duplex: Stacked Wide House Duplex: Side-by-side Multiplex: Medium Cottage Court ADU	Building Types Cottage House Small House Duplex: Stacked Wide House Duplex: Front-and-back Wide House Duplex: Side-by-side Multiplex: Medium Cottage Court ADU	Building Types Rowhouse: Medium Live/Work Main Street ADU	Building Types Multiplex: Medium Multiplex: Large Rowhouse: Medium ADU	Building Types Rowhouse: Large Courtyard Building Low-Rise Mid-Rise ADU	Building Types Rowhouse: Large Courtyard Building Low-Rise Mid-Rise ADU	Building Types Main Street Live/Work Mid-Rise	Building Types Main Street Mid-Rise High-Rise/Tower	Building Types Mid-Rise High-Rise/Tower

* Zone may be designated with "Open" sub-zone having the same building form regulations but allowing for a more diverse mix of uses.

transect zones

FORM DESCRIPTORS



Neighborhood Edge

House building forms with residential uses in a neighborhood setting.



Neighborhood

House building forms with a mix of residential uses and limited non-residential in accessory structures in a neighborhood setting.



Main Street

Buildings that form a street of near continuous building frontage adjacent to a neighborhood.



Urban / Urban Core

Buildings that form a street of near continuous building frontage in a mixed-use urban setting.

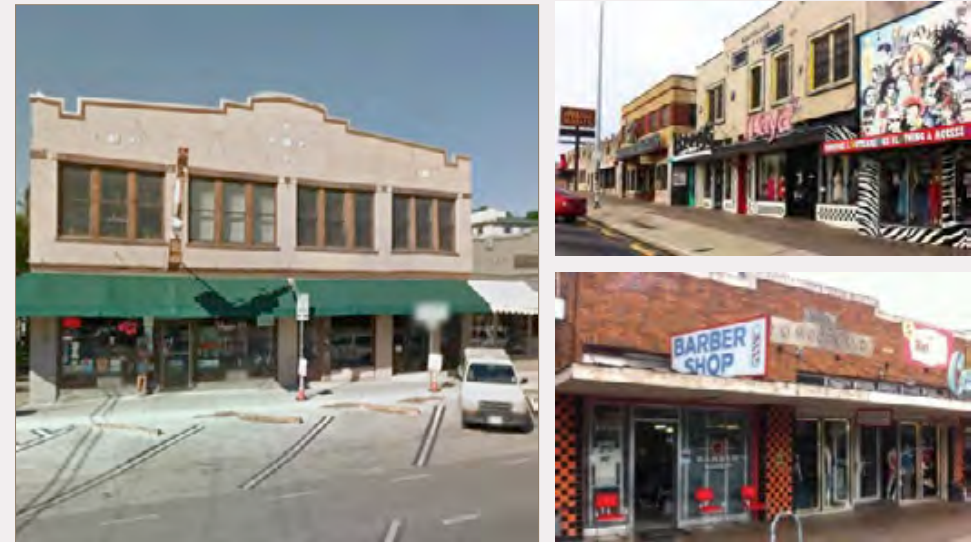
transect zones

FORM DESCRIPTORS



Neighborhood

House building forms with a mix of residential uses and limited non-residential in accessory structures in a neighborhood setting.



Main Street

Buildings that form a street of near continuous building frontage adjacent to a neighborhood.

transect zones NAMING CONVENTIONS

Transect zones have a four-part naming convention to identify intensity, form, setback, sub-zone and land use variations.

13

*Transect
Zones*

20

*total with
Sub-Zones*

T4N.SS-O

**Transect
Zone
Intensity**

T3

T4

T5

T6

**Form
Descriptor**

Neighborhood
Edge (NE)

Neighborhood (N)

Main Street (MS)

Urban (U)

Urban Core (UC)

**Lot Size /
Setback**

Wide Lot (WL)

Deep Setback
(DS)

Shallow
Setback (SS)

Intermediate
Setback (IS)

Sub-Zone

Open (O)
allows
additional
land uses

tran
AT-A

T3
LESS URBAN ←

T3
Neighborhood Edge - Wide Lot

T3NE.WL

Building Height
Up to 2 Stories

Building Types
Wide House
Long House
Duplex: Side-by-side
ADU

T3 Zones



T3
Neighborhood Edge -
Wide Lot

T3NE.WL

Building Height
Up to 2 Stories

Building Types
Wide House
Long House
Duplex: Side-by-side
ADU



T3
Neighborhood Edge

T3NE

Building Height
Up to 2 Stories

Building Types
Wide House
Duplex: Side-by-side
ADU



T3
Neighborhood -
Deep Setback

T3N.DS

Building Height
Up to 2 Stories

Building Types
Small House
Wide House
Duplex: Side-by-side
Cottage Corner
Cottage Court
ADU



T3
Neighborhood -
Intermediate Setback

T3N.IS

Building Height
Up to 2 Stories

Building Types
Cottage House
Small House
Duplex: Stacked
Wide House
Duplex: Side-by-side
Cottage Corner
Cottage Court
ADU

T6

→ MORE URBAN

<p>T5U⁺</p> <p>Building Height Up to 6 Stories</p> <p>Building Types Rowhouse: Large Courtyard Building Low-Rise Mid-Rise ADU</p>		<p>T5MS⁺</p> <p>Building Height Up to 6 Stories</p> <p>Building Types Main Street Live/Work Mid-Rise</p>	
<p>T6U</p> <p>Building Height Up to 16 Stories</p> <p>Building Types Main Street Mid-Rise High-Rise/Tower</p>		<p>T6UC</p> <p>Building Height Unlimited Stories</p> <p>Building Types Mid-Rise High-Rise/Tower</p>	

transect zones AT-A-GLANCE

T3

LESS URBAN ←



T3NE.WL **T3NE** **T3N.DS** **T3N.IS**

Building Height
Up to 2 Stories

Building Types
Wide House
Long House
Duplex: Side-by-side
ADU

Building Height
Up to 2 Stories

Building Types
Wide House
Duplex: Side-by-side
ADU

Building Height
Up to 2 Stories

Building Types
Small House
Wide House
Duplex: Side-by-side
Cottage Corner
Cottage Court
ADU

Building Height
Up to 2 Stories

Building Types
Cottage House
Small House
Duplex: Stacked
Wide House
Duplex: Side-by-side
Cottage Corner
Cottage Court
ADU

T4



T4N.IS*

Building Height
Up to 2 Stories

Building Types
Cottage House
Small House
Duplex: Stacked
Wide House
Duplex: Side-by-side
Multiplex: Medium
Cottage Court
ADU

T4 Zones



T4
Neighborhood -
Intermediate Setback

T4N.IS*

Building Height
Up to 2 Stories

Building Types
Cottage House
Small House
Duplex: Stacked
Wide House
Duplex: Side-by-side
Multiplex: Medium
Cottage Court
ADU



T4
Neighborhood -
Shallow Setback

T4N.SS*

Building Height
Up to 2 Stories

Building Types
Cottage House
Small House
Duplex: Stacked
Duplex: Front-and-back
Wide House
Duplex: Side-by-side
Multiplex: Medium
Cottage Court
ADU



T4
Main Street

T4MS*

Building Height
Up to 3 Stories

Building Types
Rowhouse: Medium
Live/Work
Main Street
ADU

* "Open" sub-zone

T6

← MORE URBAN



T6U **T6UC**

Building Height
Up to 16 Stories

Building Types
Main Street
Mid-Rise
High-Rise/Tower

Building Height
Unlimited Stories

Building Types
Mid-Rise
High-Rise/Tower

transse
AT-A-C

T3

LESS URBAN ←



T3
Neighborhood Edge -
Wide Lot

T3NE.WL

Building Height
Up to 2 Stories

Building Types
Wide House
Long House
Duplex: Side-by-side
ADU



T3
Neighborhood Edge -
Wide House

T3NE.WH

Building Height
Up to 2 Stories

Building Types
Wide House
Duplex: Side-by-side
ADU

T5 Zones



T5
Neighborhood -
Shallow Setback

T5N.SS*

Building Height
Up to 3 Stories

Building Types
Multiplex: Medium
Multiplex: Large
Rowhouse: Medium
ADU



T5
Urban -
Shallow Setback

T5U.SS*

Building Height
Up to 6 Stories

Building Types
Rowhouse: Large
Courtyard Building
Low-Rise
Mid-Rise
ADU



T5
Urban

T5U*

Building Height
Up to 6 Stories

Building Types
Rowhouse: Large
Courtyard Building
Low-Rise
Mid-Rise
ADU



T5
Main Street

T5MS*

Building Height
Up to 6 Stories

Building Types
Main Street
Live/Work
Mid-Rise

* "Open" sub-zone

T6

→ MORE URBAN



T5
Main Street

T5MS*

Building Height
Up to 6 Stories

Building Types
Main Street
Live/Work
Mid-Rise



T6
Urban

T6U

Building Height
Up to 16 Stories

Building Types
Main Street
Mid-Rise
High-Rise/Tower

T6
Urban Core

T6UC

Building Height
Unlimited Stories

Building Types
Mid-Rise
High-Rise/Tower

transect zones AT-A-GLANCE

T3

T4

T5

LESS URBAN ←

							
T3 Neighborhood Edge - Wide Lot				T4 Neighborhood - Intermediate Setback			T5 Neighborhood - Shallow Setback
T3NE.WL				T4N.IS ⁺			T5N.S
Building Height Up to 2 Stories Building Types Wide House Long House Duplex: Side-by-side ADU				Building Height Up to 2 Stories Building Types Cottage House Small House Duplex: Stacked Wide House Duplex: Side-by-side Multiplex: Medium Cottage Court ADU			Building Height Up to 3 Stories Building Types Rowhouse: Medium Live/Work Main Street ADU
							
T3 Neighborhood Edge - Deep Setback				T4 Neighborhood - Shallow Setback			
T3N.DS				T4N.SS ⁺			
Building Height Up to 2 Stories Building Types Small House Wide House Duplex: Side-by-side Cottage Corner Cottage Court ADU				Building Height Up to 2 Stories Building Types Cottage House Small House Duplex: Stacked Wide House Duplex: Side-by-side Cottage Corner Cottage Court ADU			
							
T3 Neighborhood - Intermediate Setback				T4 Main Street			
T3N.IS				T4MS ⁺			
Building Height Up to 2 Stories Building Types Cottage House Small House Duplex: Stacked Wide House Duplex: Side-by-side Cottage Corner Cottage Court ADU				Building Height Up to 3 Stories Building Types Rowhouse: Medium Live/Work Main Street ADU			

T6 Zones



T6
Urban

T6
Urban Core

T6U

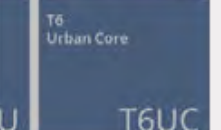
T6UC

Building Height
Up to 16 Stories

Building Height
Unlimited Stories

Building Types
Main Street
Mid-Rise
High-Rise/Tower

Building Types
Mid-Rise
High-Rise/Tower



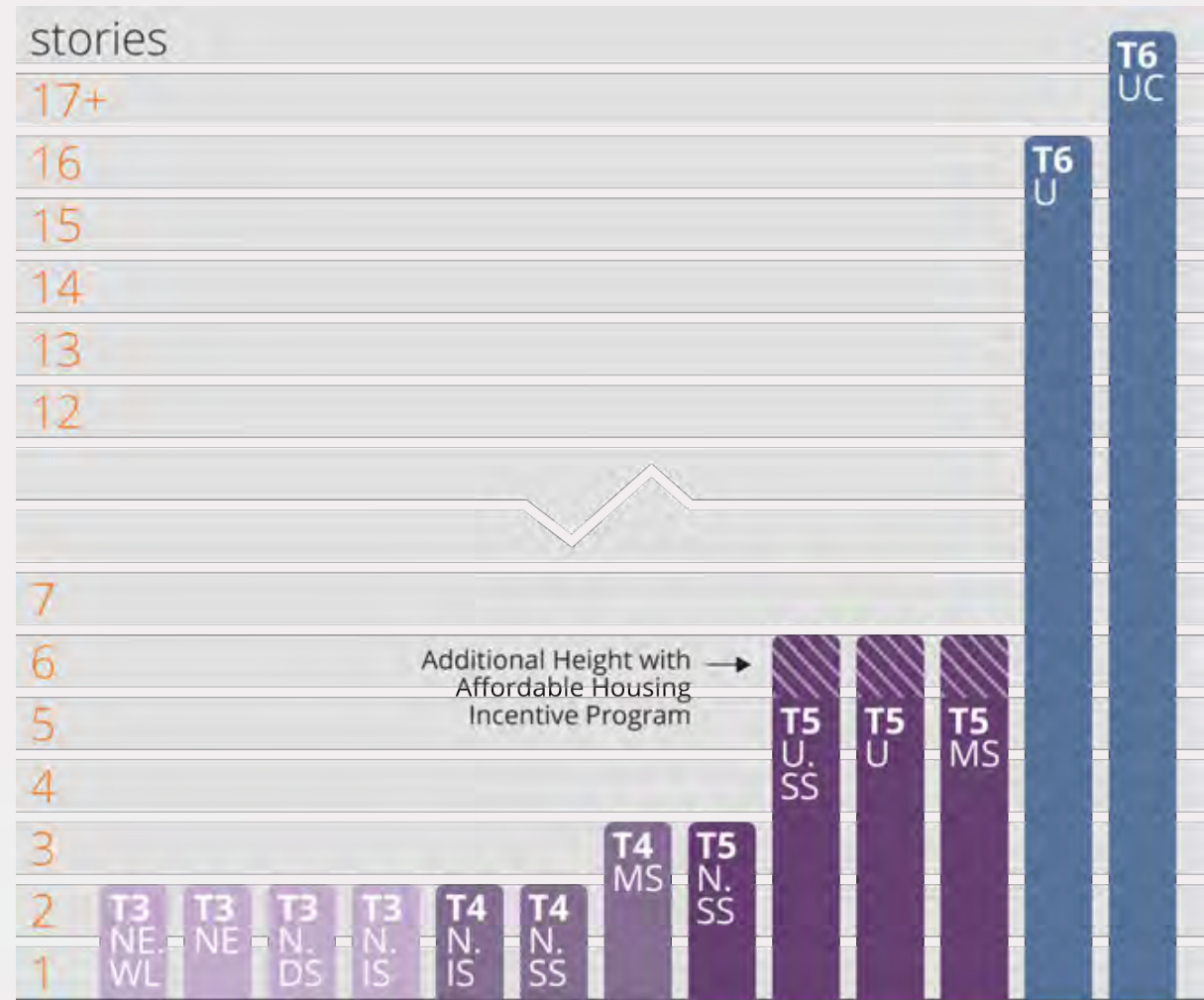
Building Height
Unlimited Stories

 Building Types
Mid-Rise
High-Rise/Tower

transect zone COMPARISONS

Building Height

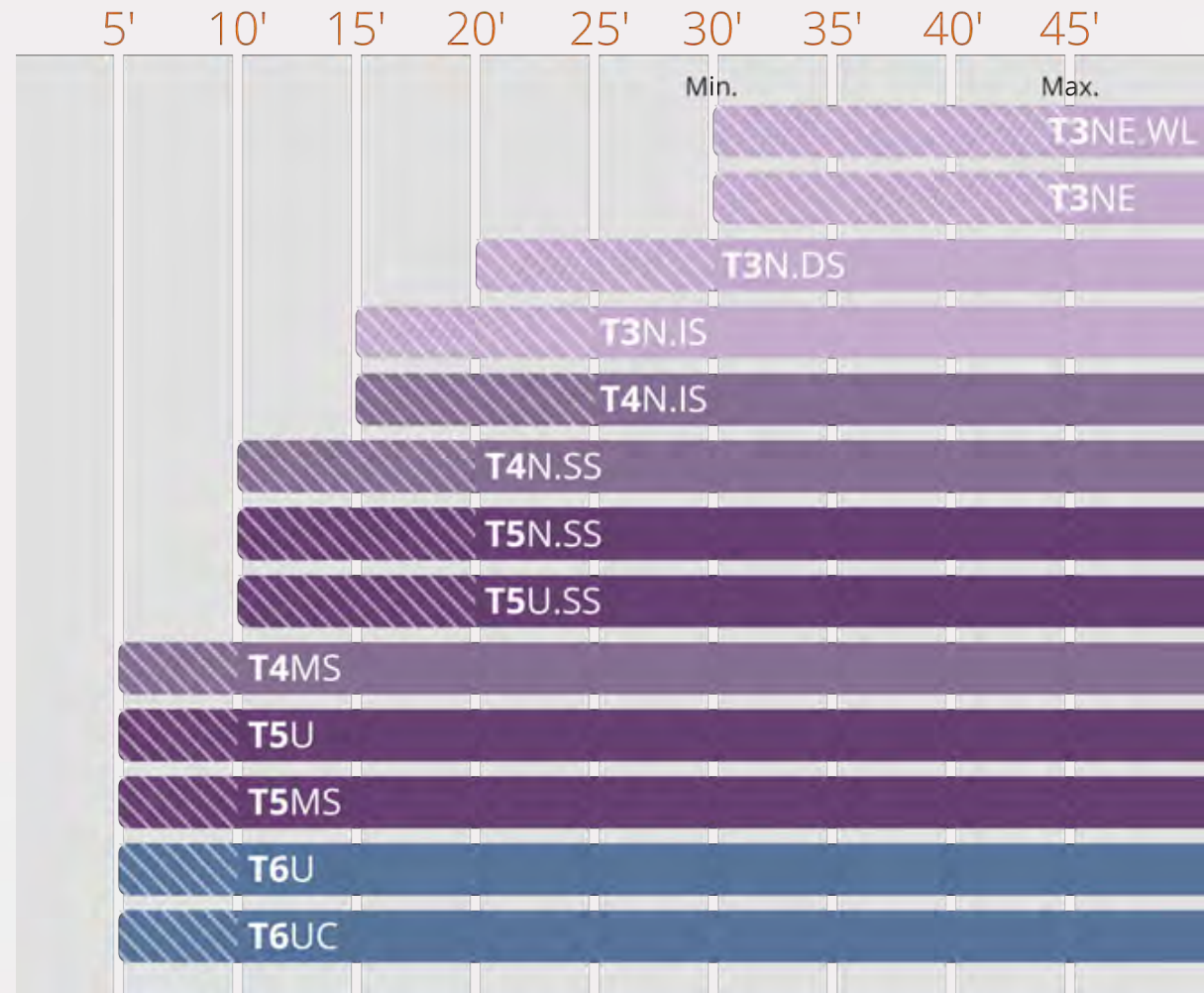
Building height limits preserve community character and ensure smooth transitions between zones to protect neighborhoods and encourage walkability, while focusing high-density development in urban cores.



transect zone COMPARISONS

Front Setback

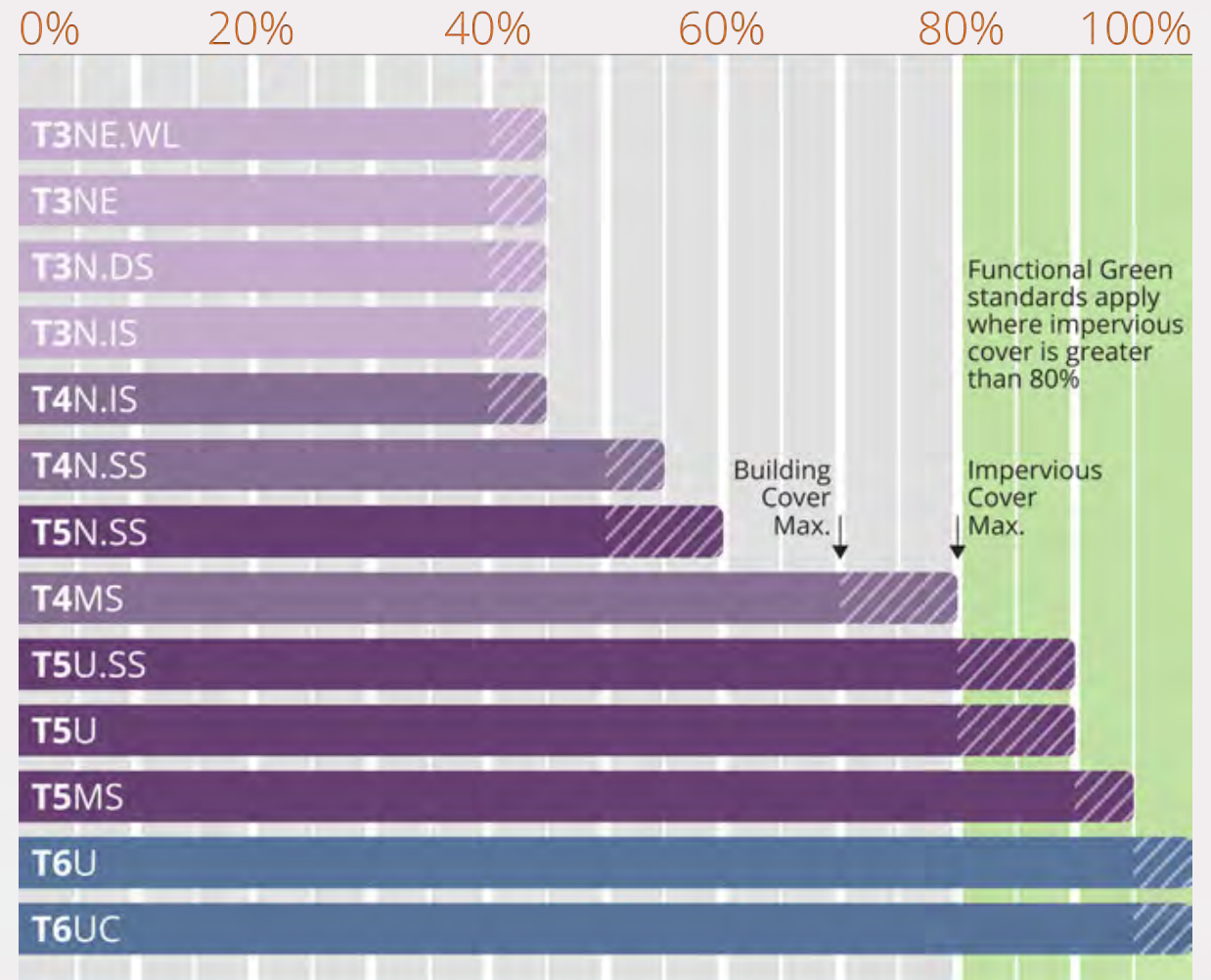
Setbacks are defined as the mandatory clear distance between a lot line and a building. In addition to side and rear setbacks detailed in the code, front setbacks shape the character of a street, neighborhood or district.



transect zone COMPARISONS

Building Cover / Impervious Cover

Building cover and impervious cover maximums protect watersheds and allow for trees and open space within neighborhoods. Impervious cover includes buildings, paving, driveways, walkways and other surfaces that prevent absorption of water into the ground.



non-transect ZONES

Goal:

Update and roll forward
existing Use-Based Zones
(Title 25)

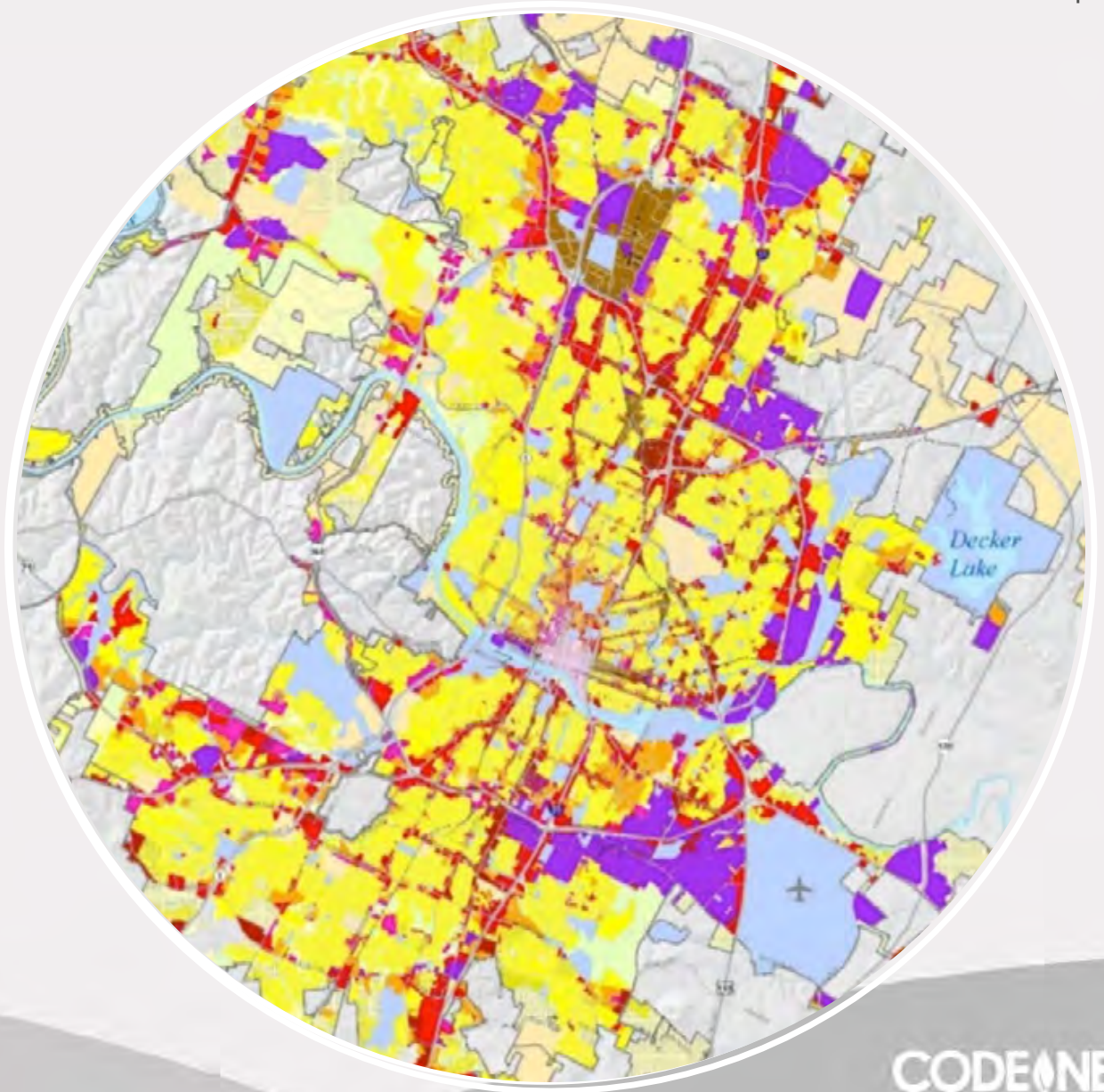
42

*Base Zoning
Districts
(Title 25)*



32

*Non-Transect
Zones
(Title 23)*



non-transect ZONES

Approach:

Simplify the number of zones by combining zones with similar development standards and use regulations.

Example	NO	LO	LR	NC
			existing	Proposed
Intensity (FAR)	0.35	0.70	0.5	0.5
Lot Size (min) Area	5,750 sf	5,750 sf	5,750 sf	5,750 sf
Lot Size (min) Width	50 ft	50 ft	50 ft	n/a
Impervious Coverage (max)	60%	70%	80%	60%
Building Coverage (max)	35%	50%	50%	40%
Setbacks (min) front	25	25	25	20
Setbacks (min) side street	15	15	15	15
Setbacks (min) side interior	5	5	-	5
Setbacks (min) back	5	5	-	5
Height (max) feet	35	40	40	35

non-transect ZONES

Approach:
Provide better tools to
regulate by creating new
base zones.

Intensity
of the CS District

+

Use
Restrictions
of the GR District

=

New
RC Zone

Commercial Non-Transect Zones

23-4D-4090

Regional Commercial Core (RC) Zone

23-4D-4090 Regional Commercial Core (RC) Zone

(A) Development Standards

Table 23-4D-4090 (A) below describes the development standards in the RC Zone.

Lot Requirements					Landscaping					
Lot Size	5,750 sf min.				Perimeter Planting Area when adjacent to any (one to					
Impervious Coverage	95% max.				Medium Intensity Residential Zone:					
Building Coverage	90% max.				Front or Side Street:					
See Section 23-4E-4080 (Functional Green) for developments with impervious coverage greater than 75%.					Lots < 75' wide	None required				
The maximum impervious coverage may not be attainable due to unique site characteristics, such as trees, waterways, and steep slopes. Where necessary, the project shall reduce the impervious cover to comply with other requirements of this Title.					Lots > 75' wide	Quantity and location of planting within front or side street setback must meet the standards established in Division 73-4E-4 (Landscapes).				
Building Placement					Side or Rear:	Depth (min.)				
Setback Minimum (Distance from ROW / lot line)					Lots < 75' wide	First 10' of building setback.				
Minimum, except where:					Lots > 75' wide	First 20' of building setback.				
Adjacent to Any Low to Medium Intensity Residential Zone and/or T3 Transect Zone					Building and Parking Lot Landscaping					
Lots < 75' wide	15'	15'	10'	30'	For Lots > 75' wide: Foundation Planting Area for 75% of parking lot or parking aisle frontage					
Lots > 75' wide	15'	15'	20'	30'	One-story structure: 10' min.					
					Greater than one story: 20' min.					
Intensity					Planting Requirements and Additional Standards					
Floor Area Ratio	2.0				See Division 23-3E-4 (Landscaping and Screening)					
Building Form					Additional Requirements					
Building Height	60' max.				Affordable Housing					
Height					See Article 23-3E					
Building Height Stepback					Outdoor Lighting					
Building height stepback required for portions of building adjacent to or across an alley from Low to Medium Intensity Residential Zone and/or T3 Transect Zone.					See Division 23-4E-4					
Distance from Lot Line of Triggering Property					Parking and Loading					
Within 50'	Less than or equal to 30'				See Division 23-4E-4					
50'-100'	Less than or equal to 40'				Signage					
Greater than 100'	Set by Zone Standards				See Chapter 23-8					

City of Austin Land Development Code | Public Review Draft January 2017



4D-4 pg. 37

non-transect ZONES

Non-transect zones are consolidated and refined, and will continue to be utilized primarily in suburban areas.





Low to Medium Intensity Residential

Zone	Similar to
 Rural Residential	RR
 Very Low Density Residential	SF1
 Low Density Residential	SF2
 Low to Medium Density Residential	SF3, SF4B
 Low to Medium Density Residential - Small Lot	SF4A



Medium to High Intensity Residential

Zone	Similar to
 Medium Density Residential	SF5, SF6
 Medium to High Density Residential	MF1, MF2
 High Density Residential	MF3, MF4
 Very High Density Residential	MF5, MF6
 Manufactured Home Park	MH

Restricted Commercial

Zone	Similar to
 Neighborhood Commercial Sub-Zone Limited, Open	NO, LO, LR
 Local Commercial Sub-Zone Limited, Open	GO




Retail and Office Commercial

 General Commercial Sub-Zone Limited, Open	GR
 Regional Commercial	new


Mixed-Use Commercial

 Commercial Core	DMU
 Downtown Core	CBD

Service and Highway Commercial

 Warehouse Commercial	W/LO
 Service Commercial Sub-Zone Limited, Open	CS, CS-1
 Highway Commercial	CH









Special Commercial

 Commercial Recreation	CR
---	----

Industrial Zones

Zone	Similar to
 Flex Industrial	LI
 General Industrial	IP
 Heavy Industrial	MI
 R&D	R&D

Other Zones

Zone
 Agricultural
 Aviation Services
 Development Reserve
 East Riverside Corridor
 North Burnet/Gateway
 Open Space
 Public
 Planned Unit Development

non-transect zones NAMING CONVENTIONS

RESIDENTIAL

Non-Transect zones have a two-part naming convention to identify intensity/character and base zone category.

LDR



Non-Transect Zone Intensity

Very Low (VLD)

Low (LD)

Low-Medium (LMD)

Medium (MD)

Medium-High (MHD)

High (HD)

Very High (VHD)



Zone Category

Residential (R)

non-transect zones

NAMING CONVENTIONS

COMMERCIAL

Non-Transect zones have a two-part naming convention to identify intensity/character and base zone category with an optional Sub-zone that allows additional uses.

S C - O

Zone Character

Neighborhood (N)
Local (L)
General (G)
Regional (R)
Downtown (D)
Service (S)
Warehouse (W)
Highway (H)

Zone Category

Commercial (C)

Sub-Zone

Open (O)
allows
additional
land uses

non-transect zones

NAMING CONVENTIONS

Industrial

Non-Transect zones have a two-part naming convention to identify intensity/character and base zone category.

FI

**Non-Transect
Zone Intensity**

Flex (F)

General (G)

Heavy (H)

Zone Category

Industrial (I)

anatomy of THE CODE

How it's organized:

Relocated under a different title number, an extensive reorganization of the Land Development Code elevates community priorities, consolidates procedures, and introduces a hybrid zoning code with new form-based standards.



Title 23



Introduction



Administration and Procedures



General Planning Standards for All



Zoning Code



Subdivision



Site Plan



Building, Demolition and Relocation Permits and Special Requirements for Historic Structures



Signage



Transportation (Mobility)



Infrastructure



Technical Codes

anatomy of THE CODE

Each number and letter has significance,
improving the usability and accessibility of
the Land Development Code

23-3C-3010

Title	Chapter/Article	Division/Section
-------	-----------------	------------------

New Land Development Code
has a unified organizational system
that is consistent through out,
providing clarity and usability.

Title "23"

↳ Chapter "3"

↳ Article "C"

↳ Division "3"

↳ Section "010"

anatomy of THE CODE

23-3C-3010

In this example:
Section 23-3C-3010 (Removal Prohibited)
is located in:
Title 23 (Land Development Code)
Chapter 3 (General Standards to All Planning)
Article C (Urban Forest Protection and Replenishment)
Division 3 (Heritage Trees)

Division 23-3C-3: Heritage Trees	
Contents	
23-3C-3010	Removal Prohibited 1
23-3C-3020	Administrative Variance 1
23-3C-3030	Land Use Commission Variance 2
23-3C-3040	Appeal 3
23-3C-3050	Application for Variance 3
23-3C-3060	Variance Prerequisite 3
23-3C-3070	Action on Application 4
23-3C-3080	Variance Effective Date and Expiration 4
23-3C-3010 Removal Prohibited	
For an application that proposes the removal of a heritage tree, the applicant must file a request for a variance to remove the heritage tree under this Division before the application may be administratively approved or presented to the Land Use Commission.	

anatomy of THE CODE

Foundational Regulations Maintained and Strengthened

Austin's foundational regulations on watershed, tree preservation, parkland dedication have been brought to the front of the code in a prominent location. Affordable Housing Incentives Program, when completed will join these regulations.

- **Save Our Springs (SOS)**
 - pulled forward
- **Watershed**
 - pulled forward
- **Urban Forest Protection and Replenishment**
 - pulled forward
- **Parkland Dedication**
 - pulled forward

anatomy of THE CODE

Standards Pulled Forward with Clarification and New Organization

Portions of the code that were buried have been clarified and move to a new location in the new Land Development Code in an easier to use and better organized code.

- **Hill Country Roadways**
- **Historic Districts**
- **Administration and Procedures**

anatomy of THE CODE

Integrated

These layers of design related standards have been integrated into the zoning districts and other standards, reducing the number of layers of regulations while maintaining intent.

- **Compatibility**
(Chapter 25-2 Subchapter C Article 10)
- **Design Standards and Mixed Use (Commercial)**
(Chapter 25-2 Subchapter E)
- **Residential Design and Compatibility Standards**
(Chapter 25-2 Subchapter F)
- **Conditional Overlays**
(Conditional Overlay (CO) Combining District)

Subchapter E

Design Standards and Mixed-Use

purpose: Better Design...

Article 1 - General Provisions – *provides flexibility in standards*

Article 2 - Site Development – *improve connectivity and site development for commercial developments*

Article 3 - Building Design – *Glazing and facades, entryways, articulation*

Subchapter E

Design Standards and Mixed-Use

purpose: Mix of Uses, Affordable Housing

Article 4 - Mixed Use

– Mix of uses and design standards for vertical mixed use, affordable housing incentives.

Article 5 - Definitions

– Definitions for this Subchapter

Subchapter F

PREVIEW | 42

Residential Design and Compatibility Standards

purpose: compatibility within neighborhoods

Height – *overall building height standards*

Height on Sloping Sites – *nuanced height standards for sites with slope*

Building Setbacks – front, rear and side yard setbacks

Setback Planes – standards for building mass that refine building height

Side Wall Articulation – standards for side wall length

Overlay Districts

Conditional Overlays

purpose: adjusts what can be done

Frequently used CO restrictions informed the creation of new zones, informed use tables, and informed new review processes.

Overlay Districts

Conditional Overlays

purpose: adjusts what can be done

Integrated into Base Zones. Where possible COs will be replaced with new base zones (either Transect or Non-Transect) that implement same intent.

Refined Land Use Tables. COs typically limited or prohibited auto uses from the base zone. Now, there are base zones at different intensities that prohibit auto uses.

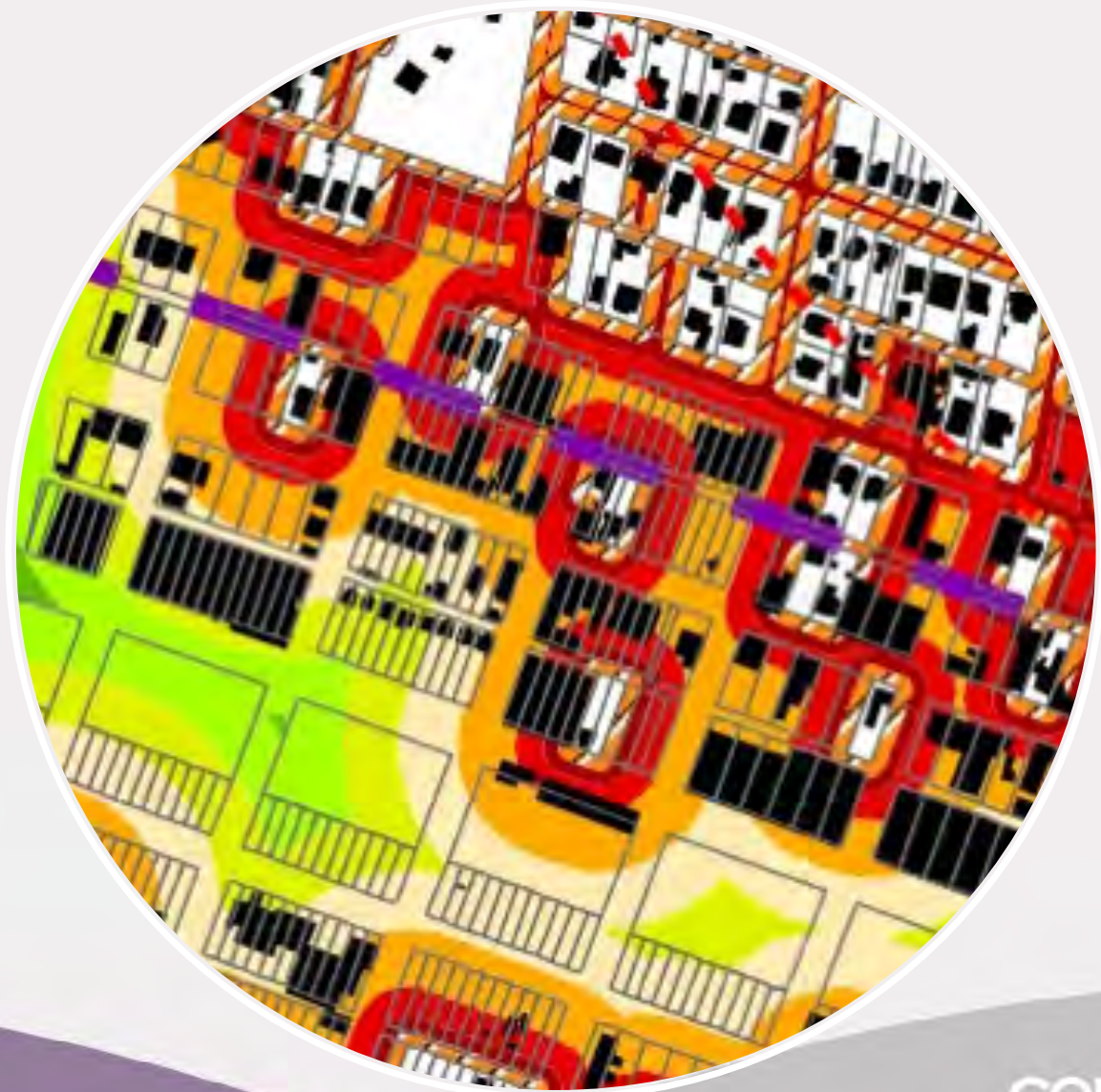
Additional Levels of Permits. COs added during re-zoning created a public process for which community and policy makers to mitigate potential impacts of new development. Now, an administrative Minor Use Permit (MUP) and discretionary Conditional Use Permit (CUP) allow for similar discretion and an opportunity to impose conditions of approval during land use permitting.

Article 10

Compatibility

PREVIEW | 45

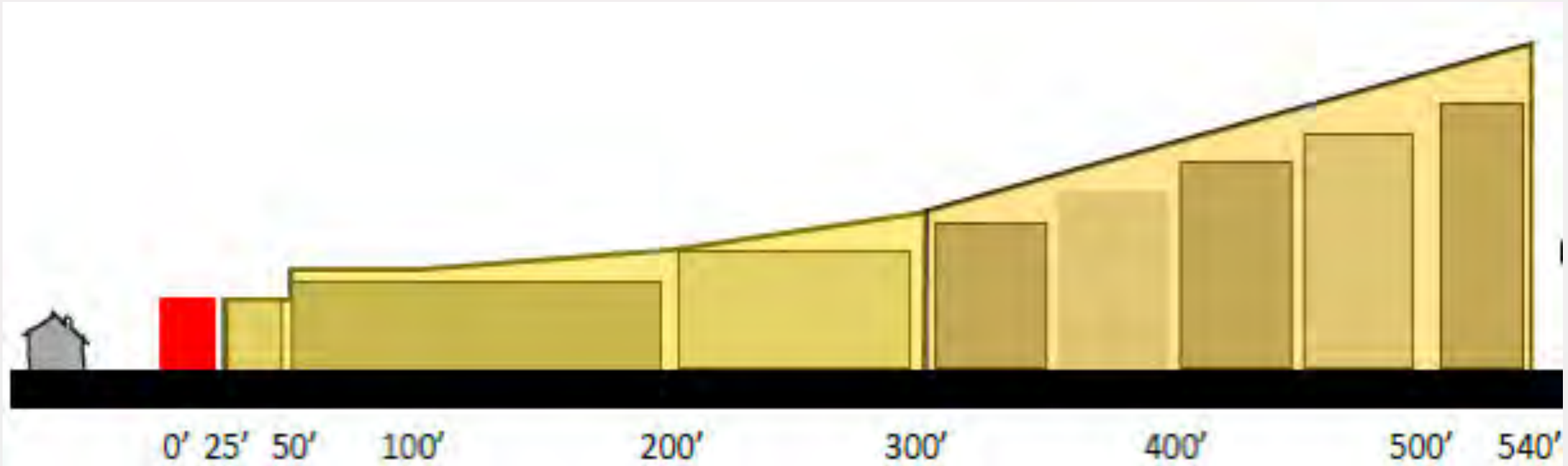
Height
Building Setbacks
Screening
Building Design
Scale & Clustering



Article 10

Existing Compatibility

PREVIEW | 46



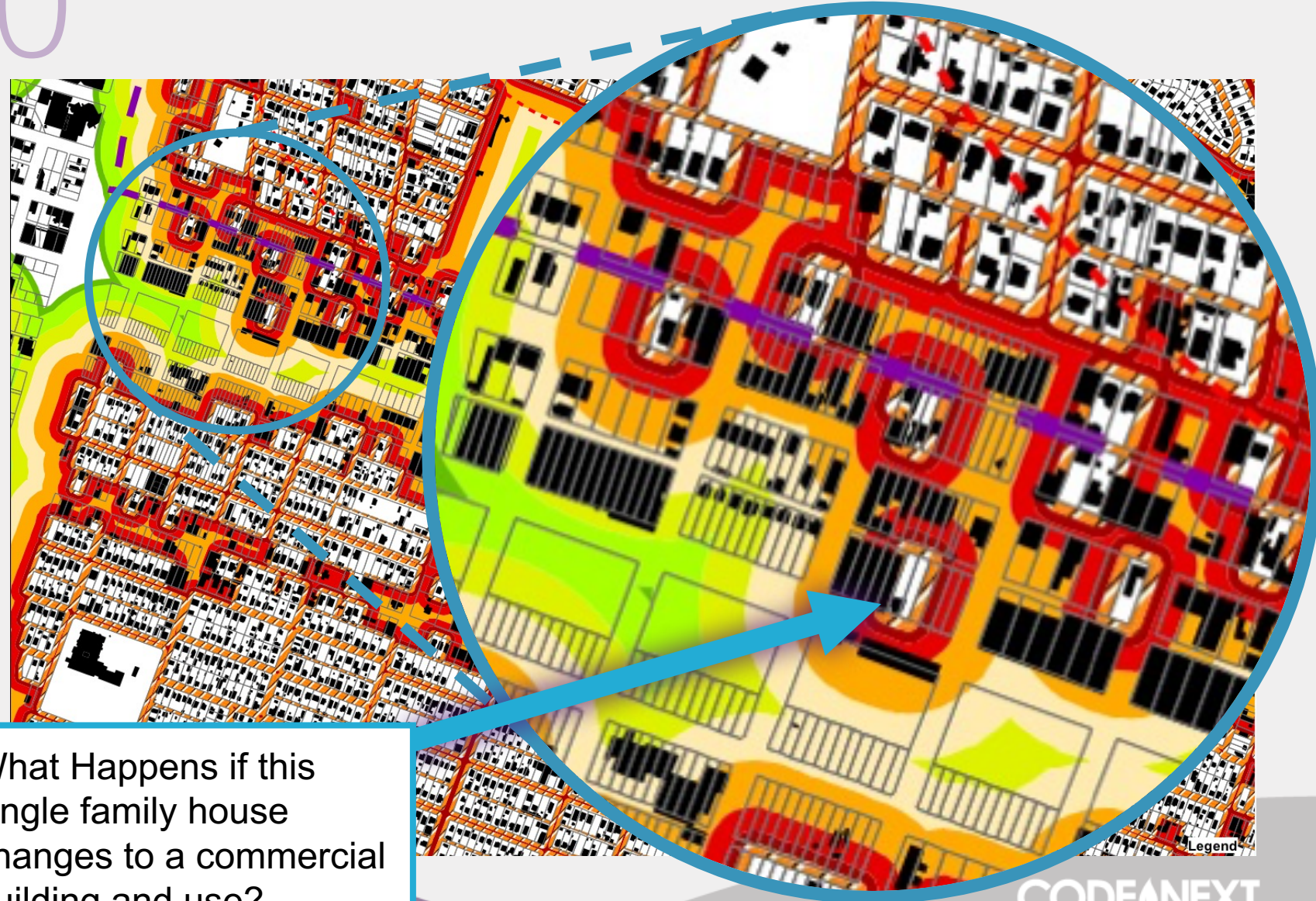
Article 10

Compatibility

Allowed Heights

	No Structure Allowed
	30' or 2 Stories
	40' or 3 Stories
	Up to 50'
	Up to 60'
	Up to 85'
	Up to 110'
	Up to 120'

What Happens if this single family house changes to a commercial building and use?



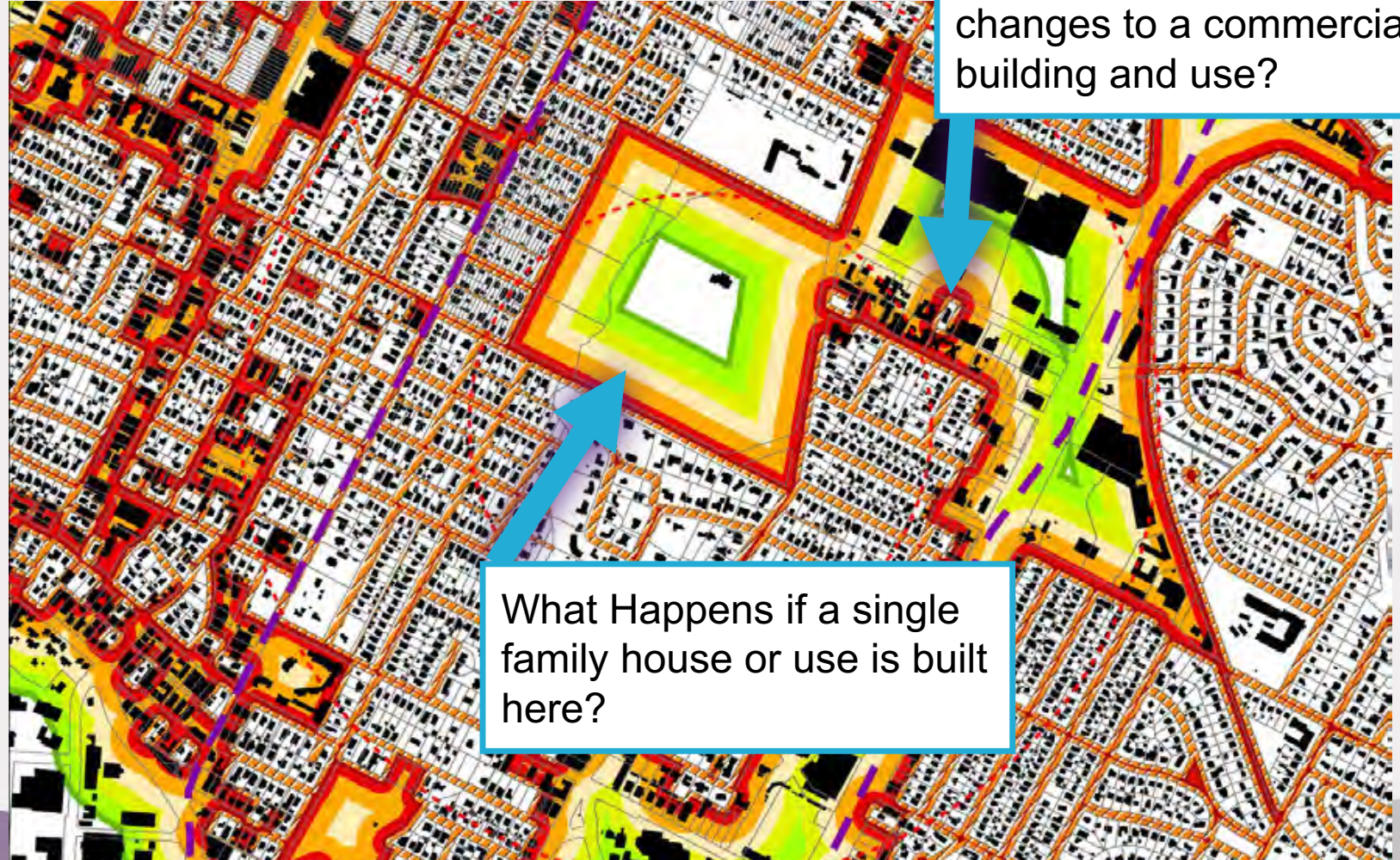
Article 10

Compatibility

PREVIEW | 48

Allowed Heights

	No Structure Allowed
	30' or 2 Stories
	40' or 3 Stories
	Up to 50'
	Up to 60'
	Up to 85'
	Up to 110'
	Up to 120'



Article 10

Compatibility

Applicability

Medium to High Intensity Residential Zone, Commercial Non-Transect Zone, T5 Main Street and T5 Urban located *directly adjacent to or across an alley from* a Low to Medium Intensity Residential Zone or T3 Neighborhood Transect Zone

(considering adding T4 Neighborhood)

Trigger Zones

- Rural Residential
- Very Low Density
- Low Density
- Low Medium Density
- Low Medium Density- Small Lot
- T3NE and T3N zones
- **T4N zones**
- **Properties with Title 25 zoning that currently trigger compatibility**

Article 10

Compatibility

Setbacks

Increase building setback.

SPECIFIC TO ZONES | 50

Impervious Cover may not be
due to unique site characteristics, such as
highways, and steep slopes. Where necessary,
the project shall reduce the impervious cover to
comply with other requirements of this Title.

Building Placement

Setback Minimum (Distance from ROW / Lot Line)	Front	Side St.	Side	Rear
Minimum, except when adjacent to:	10'	15'	5'	10'
Low to Medium Intensity Residential Zone	15'	15'	50'	50'
Medium to High Intensity Residential Zone and/or T3 Transect Zone	15'	15'	25'	25'
Commercial Zone	15'	15'	15'	15'

Density

Dwelling Units per Acre

54

Ratio (max)

1.0

Affordable Units. Developments

may qualify for a density bonus

if the development meets the

Within

50'-100'

Greater than 100'

Landscaping

Perimeter Planting Area

Front or Side Street

Quantity and location of
street setback must meet
Division 23-4E-4 (Landscaping)

Side or Rear

Any Residential Zone or
Transect Zone

Commercial Zone

Building and Parking Lot

Foundation Planting
parking aisle front

1 story structure

Greater than 100'

Planting P

See

CODENEXT

21-JUN-17

Article 10

Compatibility

Height – Non-transect Zones

Distance from trigger property	Height
0-50'	30' max
50'-100'	40' max
> 100'	Base zone max

are not included in the

g FAR. Residential units are allowed
n to maximum FAR.

ing Form

Building Height	Stories (max.)	Overall (max.)
Height	3	40'

Building Height Stepback

Building height stepback required for portions of building adjacent to or across an alley from Low to Medium Intensity Residential Zone and/or T3 Transect Zone.

Distance from Lot Line of Triggering Property

Allowed Height

Within 50'	Less than or equal to 30'
50'-100'	Less than or equal to 40'
More than 100'	Set by Zone Standards

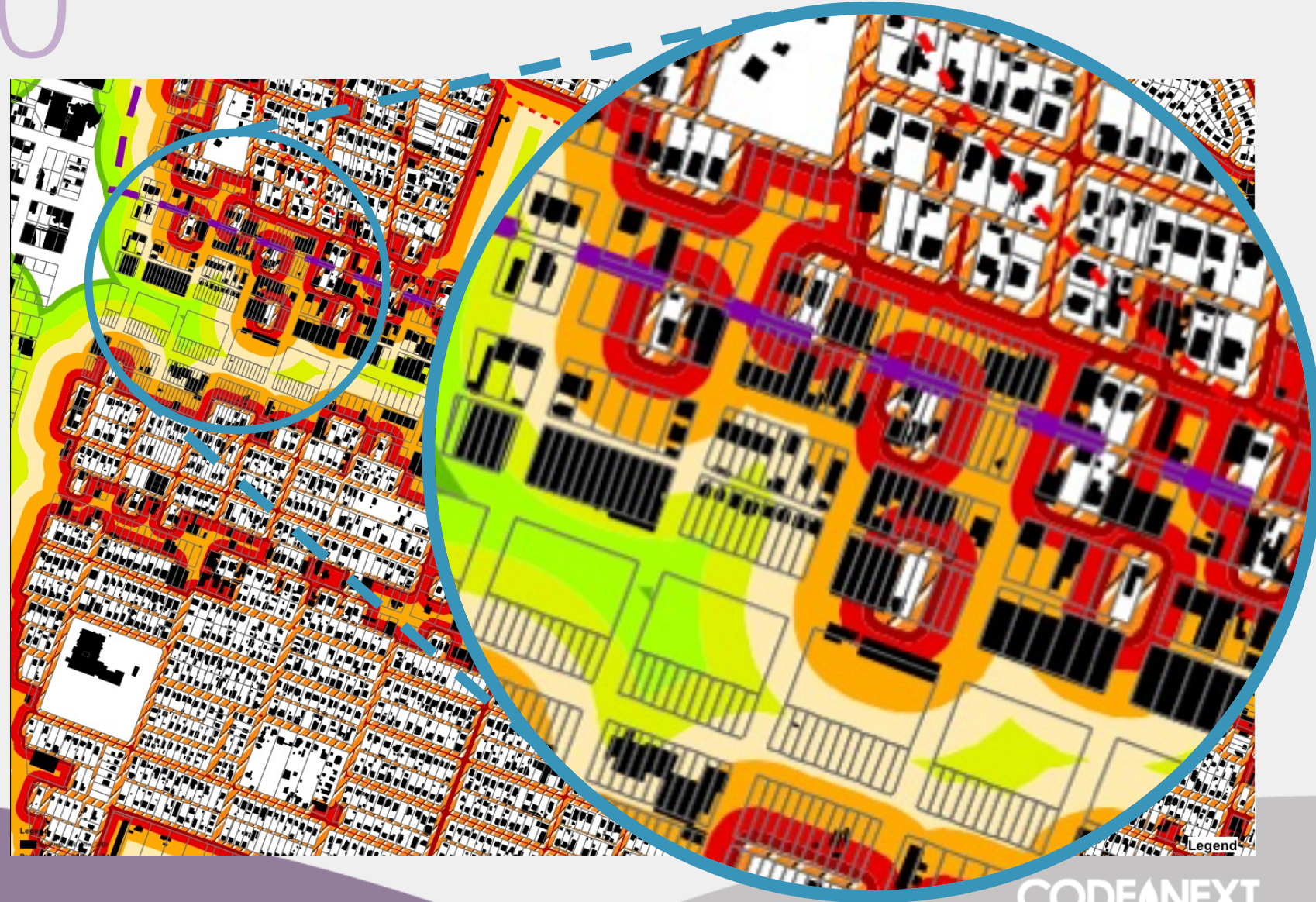
Article 10

Compatibility

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Allowed Heights

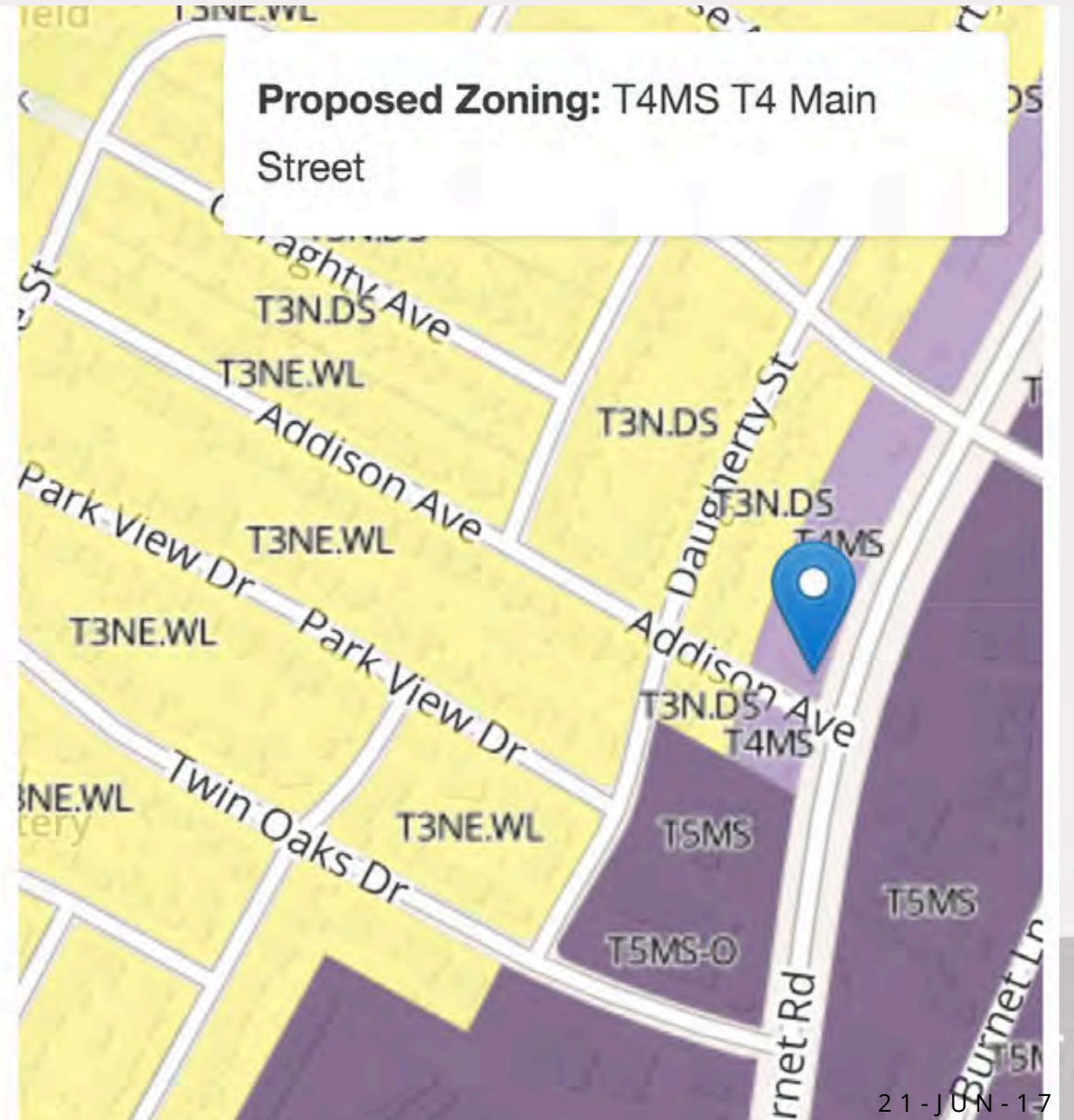
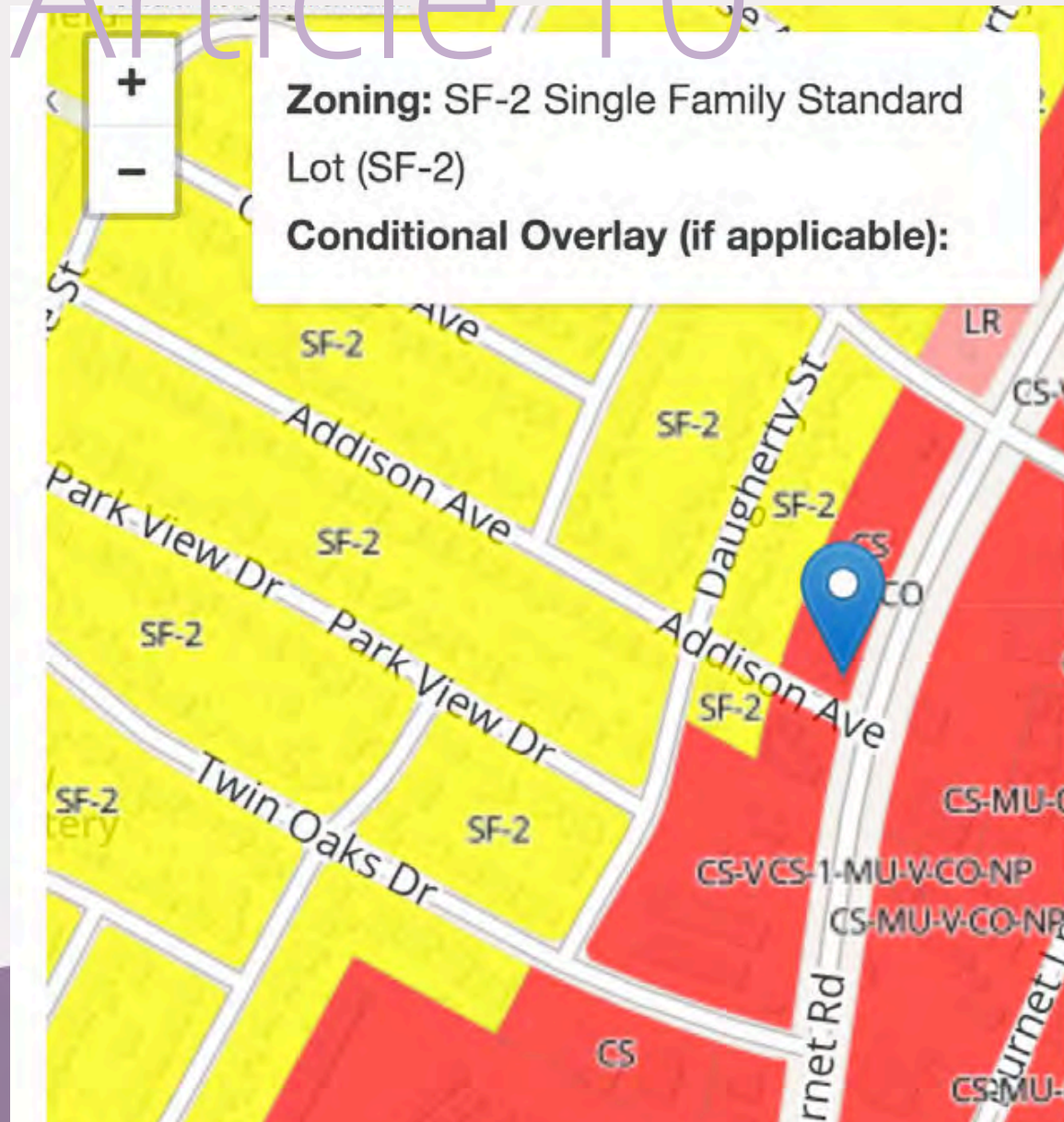
	No Structure Allowed
	30' or 2 Stories
	40' or 3 Stories
	Up to 50'
	Up to 60'
	Up to 85'
	Up to 110'
	Up to 120'



CODENEXT

21-JUN-17

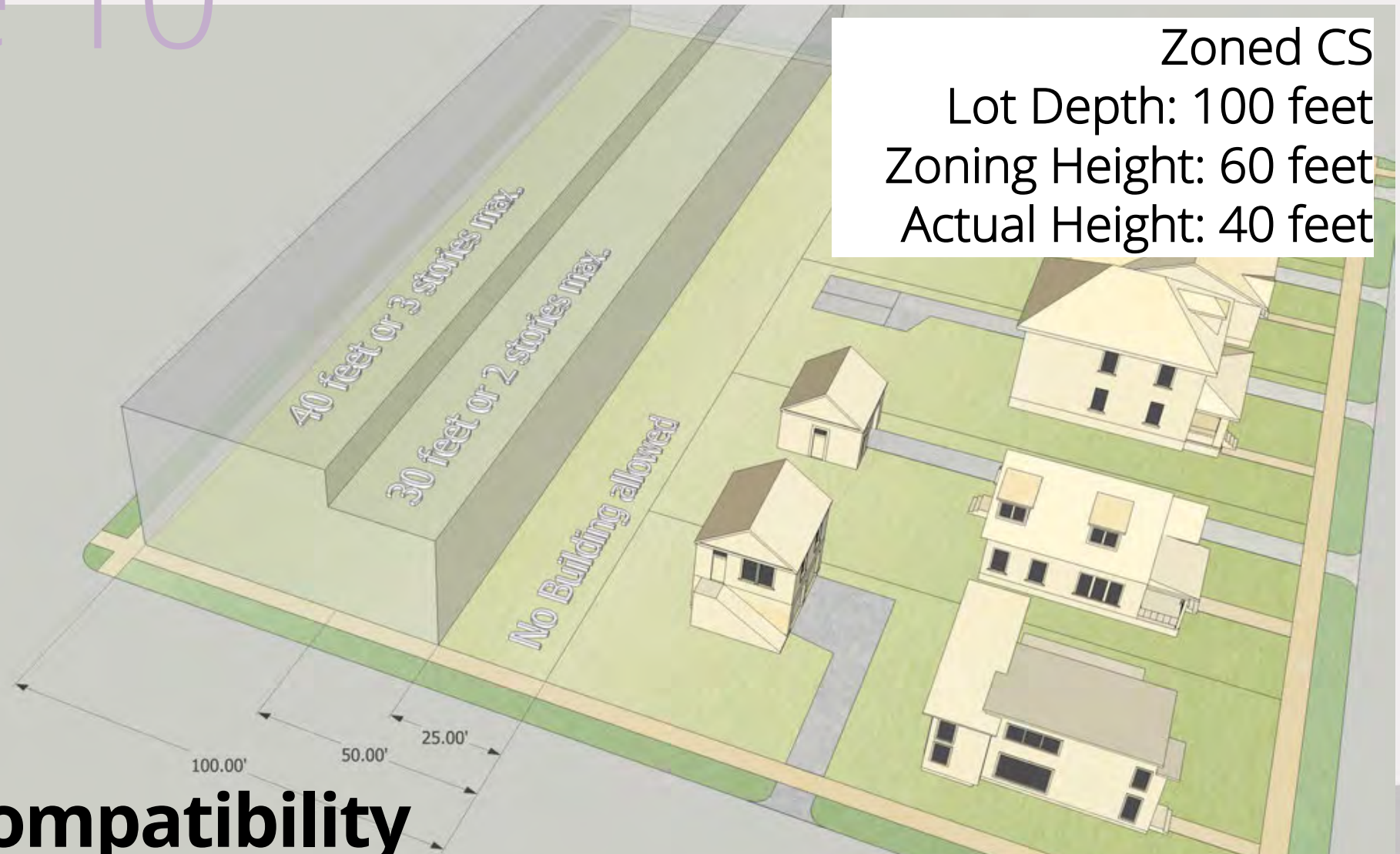
Article 10



Article 10

| 54

Zoned CS
Lot Depth: 100 feet
Zoning Height: 60 feet
Actual Height: 40 feet

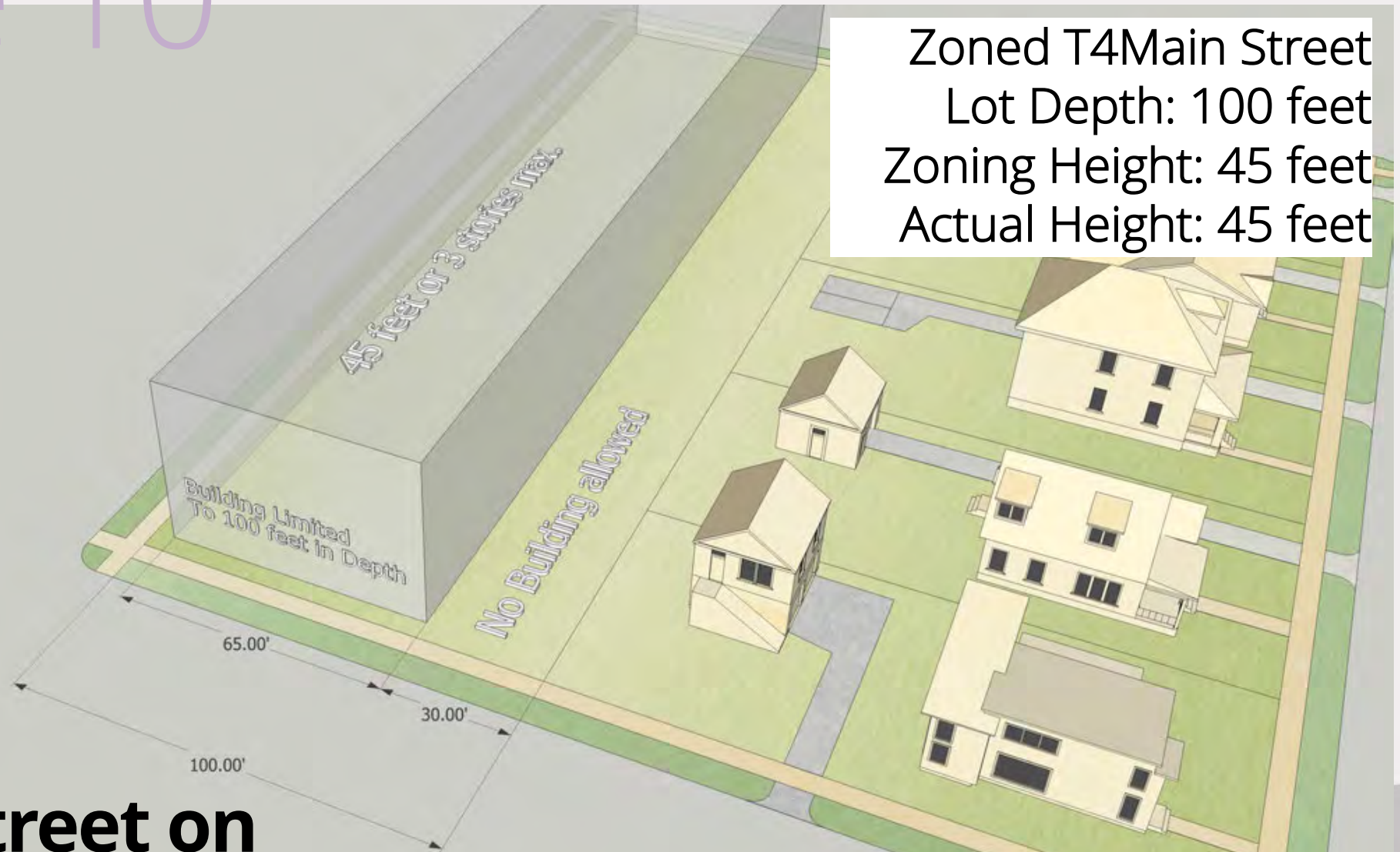


**Existing Compatibility
on 100 foot deep Lot**

Article 10

| 55

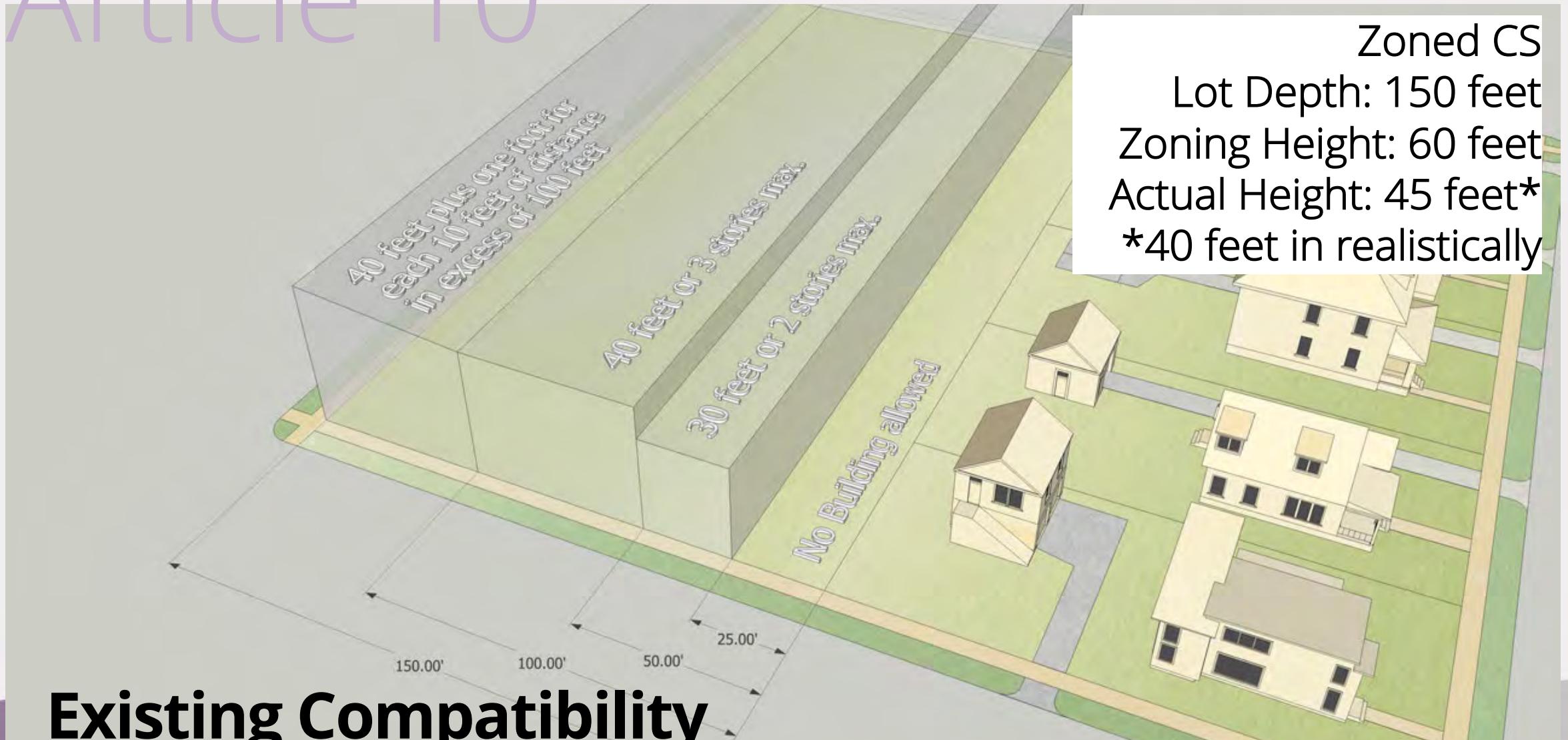
Zoned T4Main Street
Lot Depth: 100 feet
Zoning Height: 45 feet
Actual Height: 45 feet



**T4 Main Street on
100 foot deep lot**

Article 10

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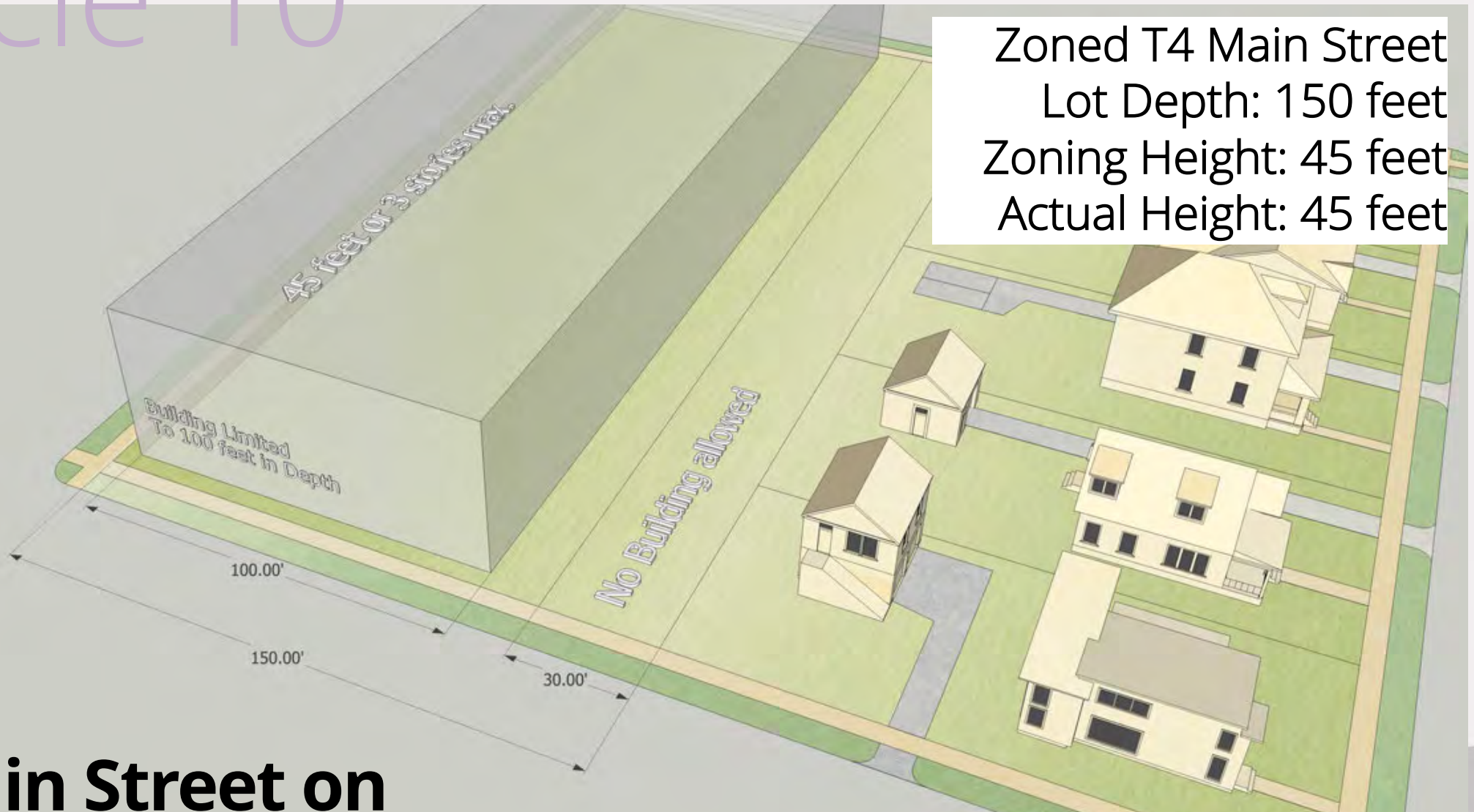


**Existing Compatibility
on 150 foot deep Lot**

Article 10

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Zoned T4 Main Street
Lot Depth: 150 feet
Zoning Height: 45 feet
Actual Height: 45 feet

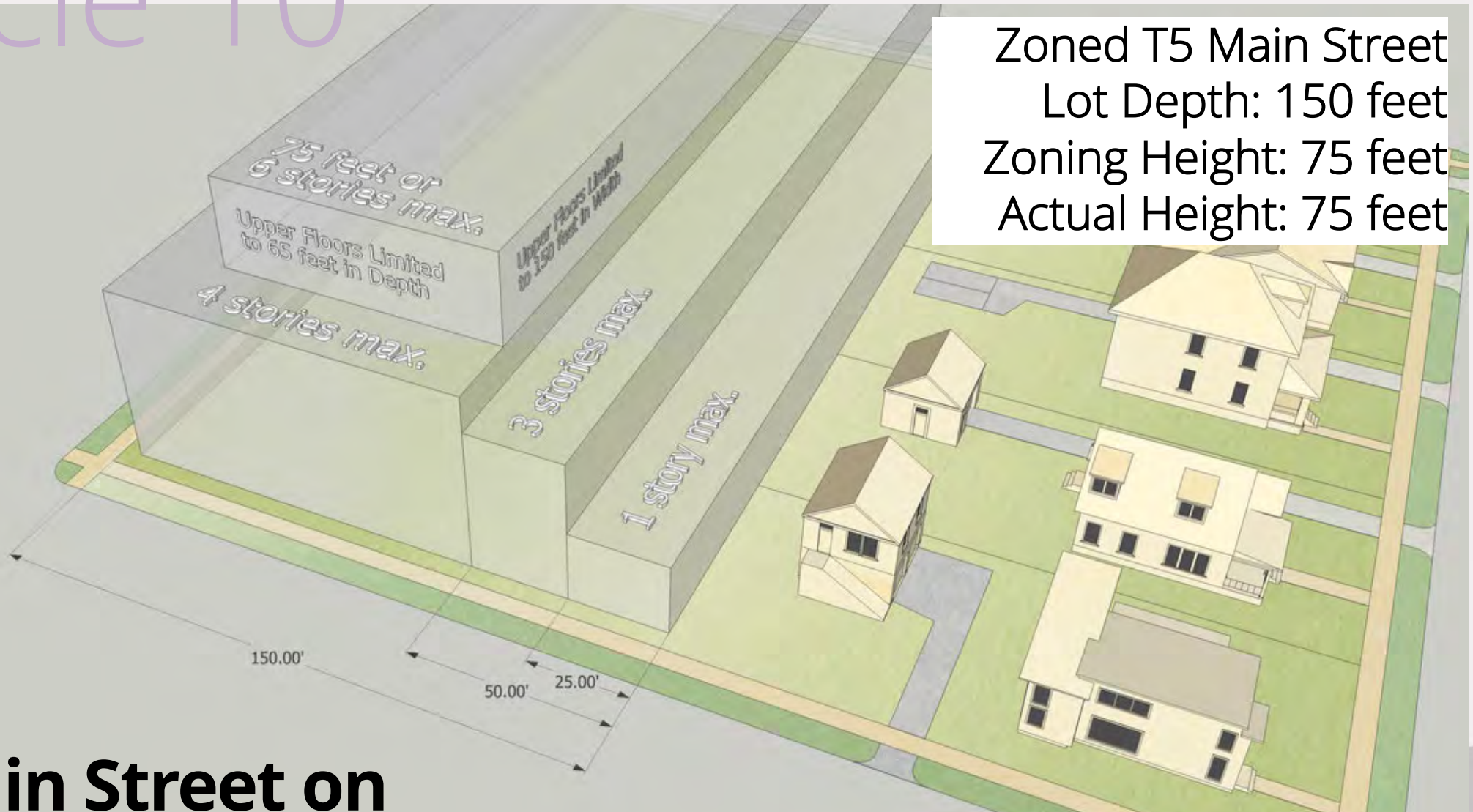


**T4 Main Street on
150 foot deep lot**

Article 10

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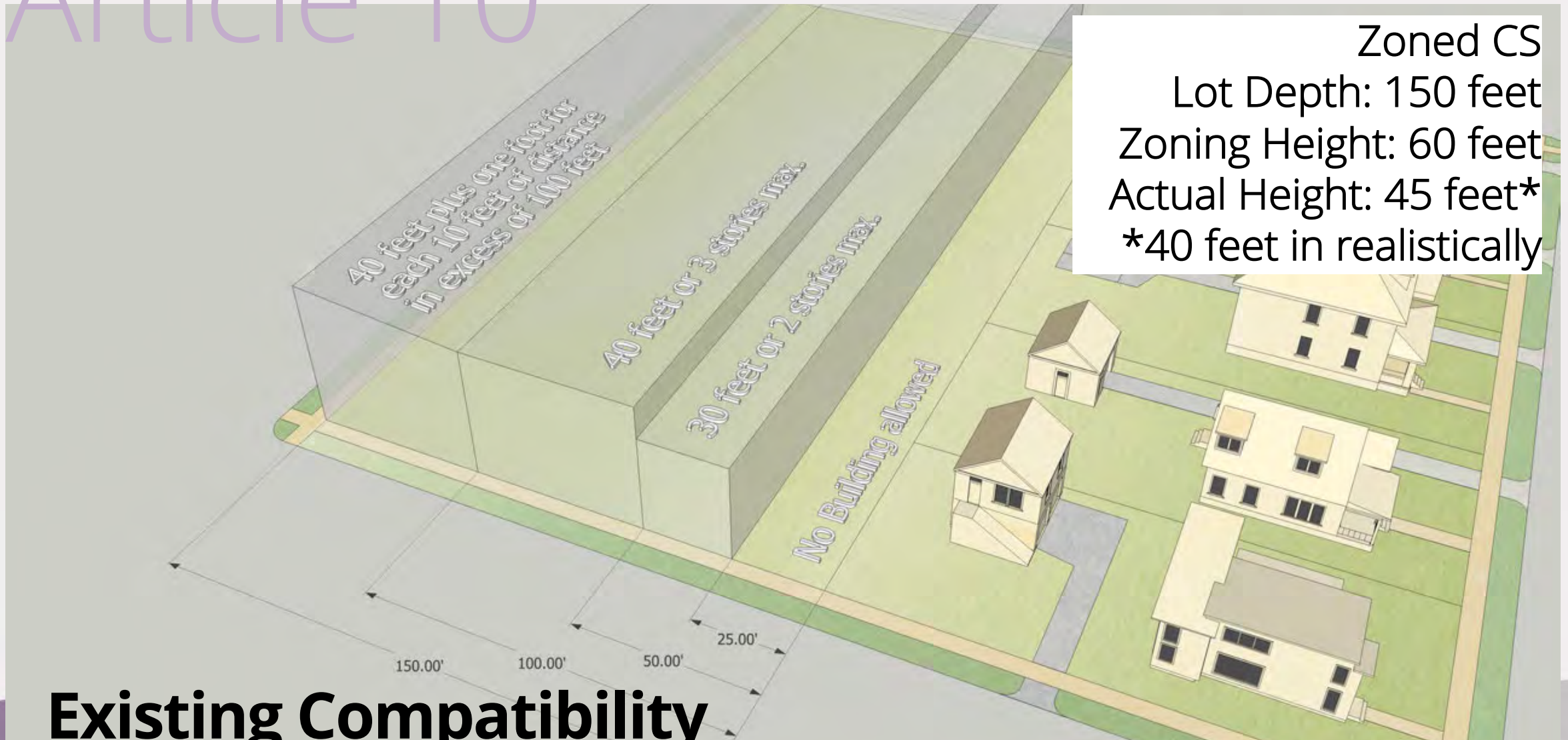
Zoned T5 Main Street
Lot Depth: 150 feet
Zoning Height: 75 feet
Actual Height: 75 feet



**T5 Main Street on
150 foot deep lot**

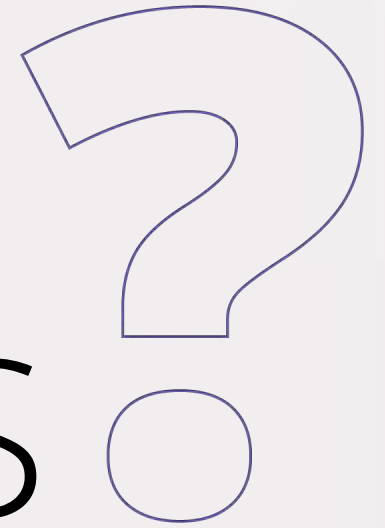
Article 10

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**Existing Compatibility
on 150 foot deep Lot**

questions + ANSWERS



SHAPING THE AUSTIN WE IMAGINE

Help us get it right.

We invite you to review and comment on the draft code document, ask questions, and stay connected.

www.austintexas.gov/codenext
codenext@austintexas.gov



CODENEXT
21-JUN-17

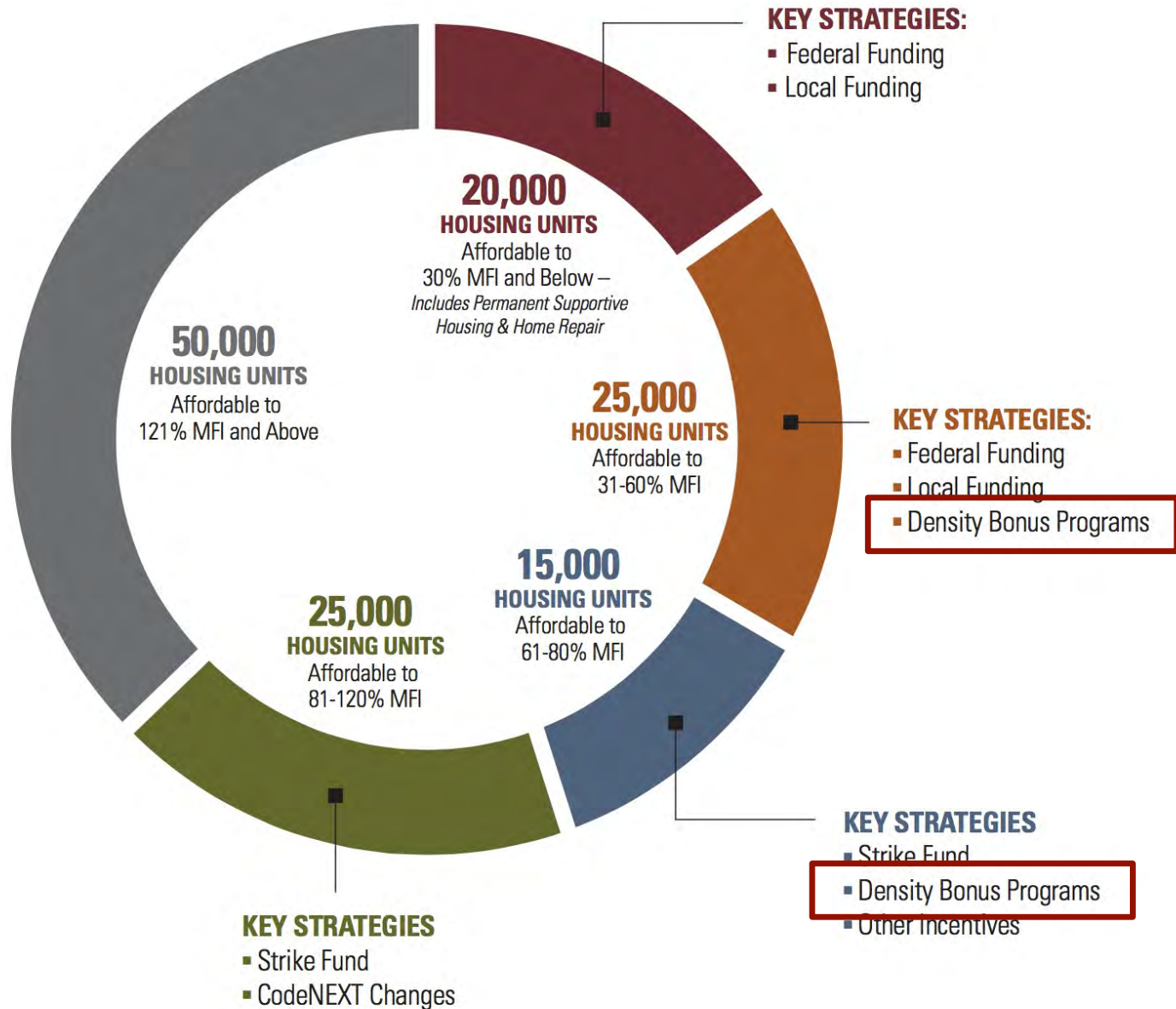
Proposal for a Citywide Affordable Housing Density Bonus Program

City of Austin Council Work Session
June 21, 2017

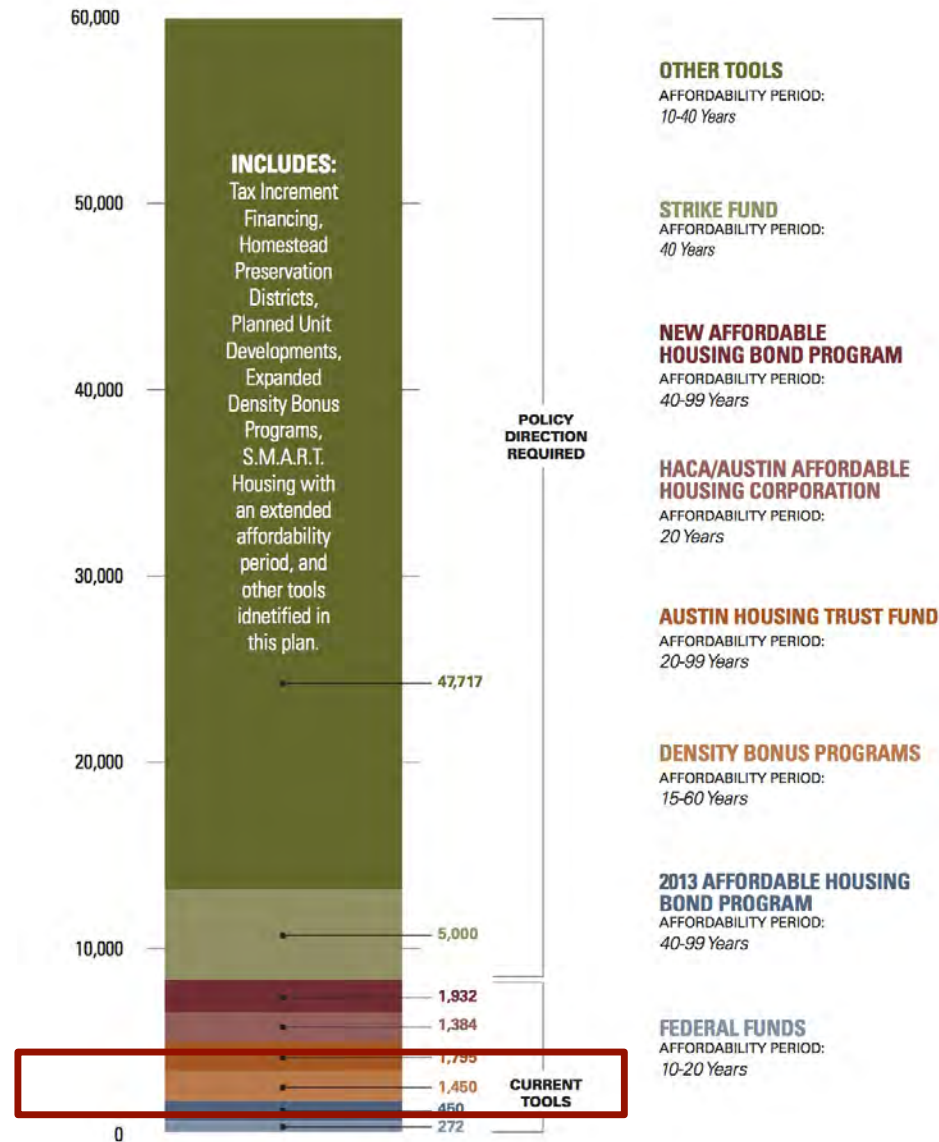
Proposed Citywide Affordable Housing Density Bonus Program

- Focused on providing density bonuses in proposed CodeNEXT zones
- Targets 60%-80% MFI households per Housing Blueprint
- Downtown Density Bonus and UNO to be retained
- Future of bonuses in TODs, East Riverside, and North Burnett areas under additional evaluation

Great Need For Affordable Housing



Density Bonus Program Is One Tool



Benefits of Affordable Housing Density Bonuses

- Can leverage higher-end markets where development is already happening
- Bonus entitlements can offset developer cost of providing affordable housing without City funding
- Promotes mixed-income buildings and communities



Density bonus programs can provide limited numbers of affordable housing units in high-opportunity locations

Benefits of Affordable Housing Density Bonuses

- Can leverage higher-end markets where development is already happening
- Bonus entitlements can offset developer cost of providing affordable housing without City funding
- Promotes mixed-income buildings and communities



Density bonus programs offer an opportunity to discuss affordable housing options with developers

Options Considered for Affordability Toolkit

Private/ Nonprofit	Development- Derived	Regulatory	Tax Exemptions/GO	Federal	Other
Community Land Trust expansion	Existing Density Bonus Programs	Streamline City Codes and Permitting Processes	Multifamily tax exemption program	HUD 202 supportive housing for the elderly	Land Banking, Assembly, Property Price Buy Down
Austin Affordable Housing Corporation	Expanded Density Bonus Programs	Allow development on smaller houses on smaller lots	Targeted Preservation Property Tax Exemption	CDBG and HOME funds	Austin Housing Trust Fund
New Market Tax Credits	Tax Increment Financing	Relax regulations for ADUs	Homestead Property Tax Exemption for communities at risk of displacement	Leverage LIHTC	NHCD Housing Developer Assistance
Strike Fund	Transfer of Development Rights	Relax regulations on more affordable products and cooperatives	2013/16 Affordable Housing Bond	National Housing Trust Fund	Restructured SMART housing with longer affordability periods
Private Sector Fund for Affordable/ Workforce Housing	Planned Unit Developments		General Fund Appropriations		
Philanthropy	Impact Fees				
Public Improvement District	Construction Excise Tax				
Real Estate Transfer Tax	Inclusionary Zoning				
Real Estate Investment Trust	Homestead Preservation District (+Homestead Preservation Reinvestment Zones)				

South Central Waterfront District Toolkit



Stephanie Bower | Architectural Illustration

Layered Funding Tools in SCW Funding Toolkit

	Transportation Infrastructure	Parks & Open Spaces	Affordable Housing
Privately Funded			
Public Improvement District	✓	✓	✓
Transfer of Development Rights		✓	✓
Philanthropy		✓	✓
Publicly Funded			
Tax Increment Financing	✓	✓	✓
CIP Funds	✓	✓	
Parking Fund	✓		✓
Affordable Housing (tax abatements/credits, Strike Fund)			✓

Proposed CodeNEXT Bonuses

Where are density bonuses available?

- Available in many residential, commercial, and mixed-use CodeNEXT zones
- Offered in T-zones and traditional zones
- Bonuses offered across more land area than current bonuses
- Bonuses proposed in all locations that currently have bonuses

Bonuses in New CodeNEXT Zones

Bonuses Available 		Bonuses Not Available 
MDR MHDR HDR VHDR RC CC DC GC L/O SC L/O T6U/R T6UC	NC L/O LC L/O T4N.DS/O T4N.IS/O T4N.SS/O T4N/O T5N.SS/O T5U.SS/O T5U/O T5MS	RR VLDR, LDR LMDR, LMDR-SL MHP HC, WC CR FI, GI, HI, R&D P, AV AG, OS, DR T3NE.WL T3NE T3N.DS T3N.IS T3MS/O T4MS/O

What Bonus Levers Apply?

	Transect Zones	Traditional Zones
Max Units in Main Building	X	
Max DUA	TBD for T6	X
Max FAR		X
Max Height (ft)	Eave height only	X
Max Height (stories)	X	

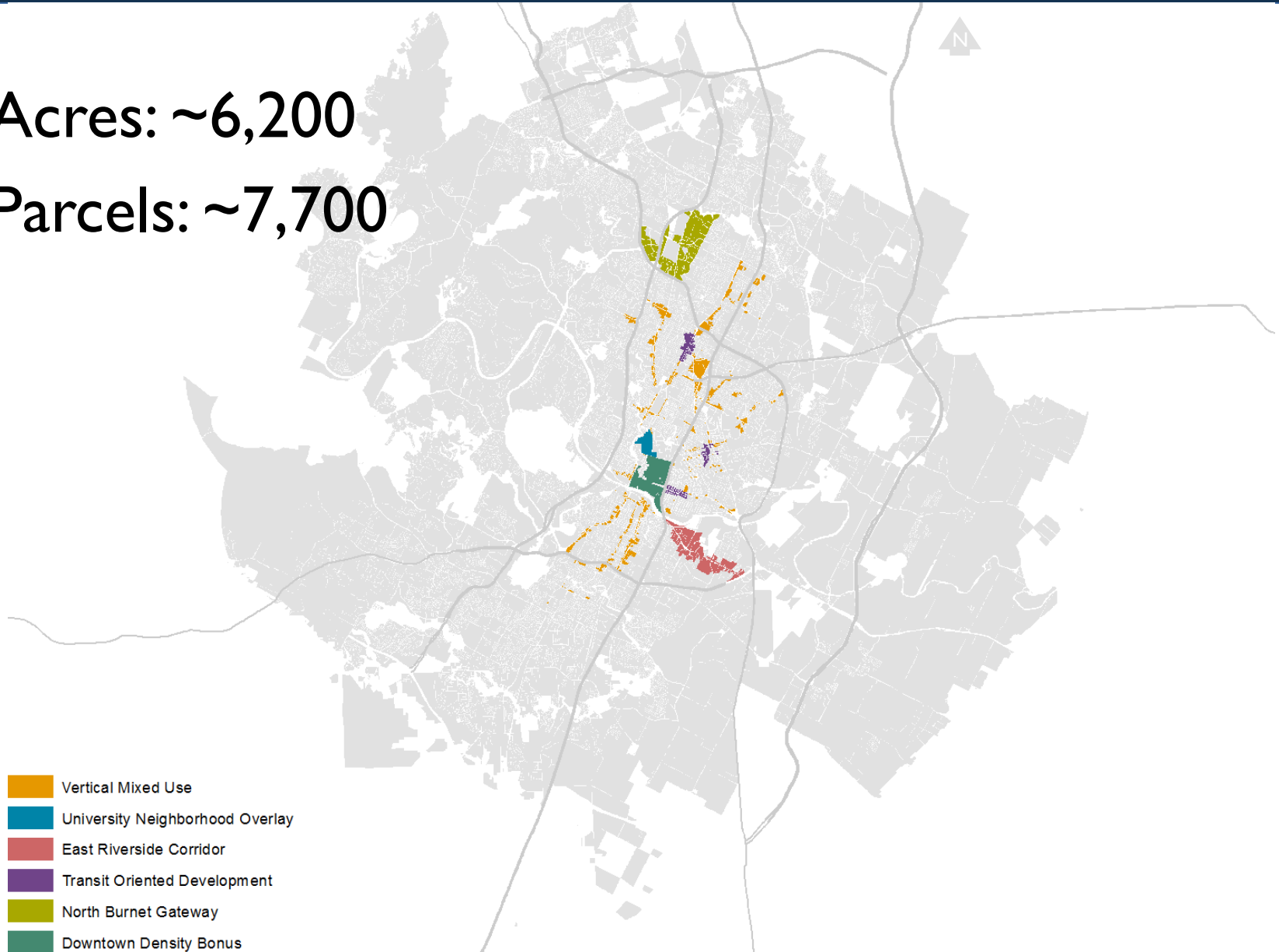
Density Bonus Levers by Zone Intensity

	Residential				Commercial			
	T4 - Multiplex	T5	T6	Res Non Transect Zone	N'hood Comm (NC)	General & Service Comm (GC)	Regional Comm (RC)	Comm Core (CC, DC)
Max Units	X	X						
Max DUA			TBD	X	X	X		
Max FAR						X		X
Max Height (Feet)		Eave height	TBD				X	X
Max Height (Stories)	X	X						

Existing Bonus Areas

Acres: ~6,200

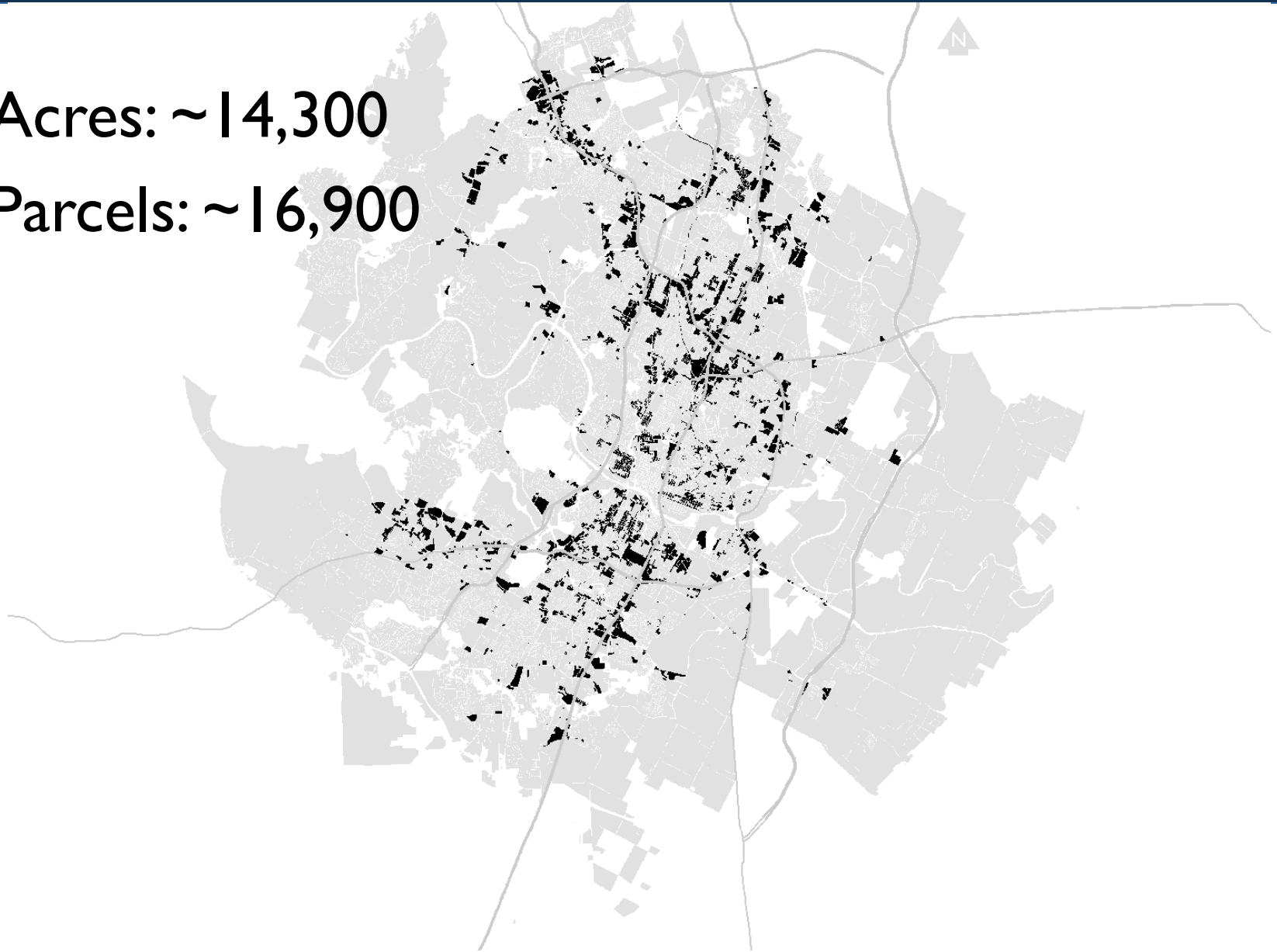
Parcels: ~7,700



Proposed Bonus Areas

Acres: ~14,300

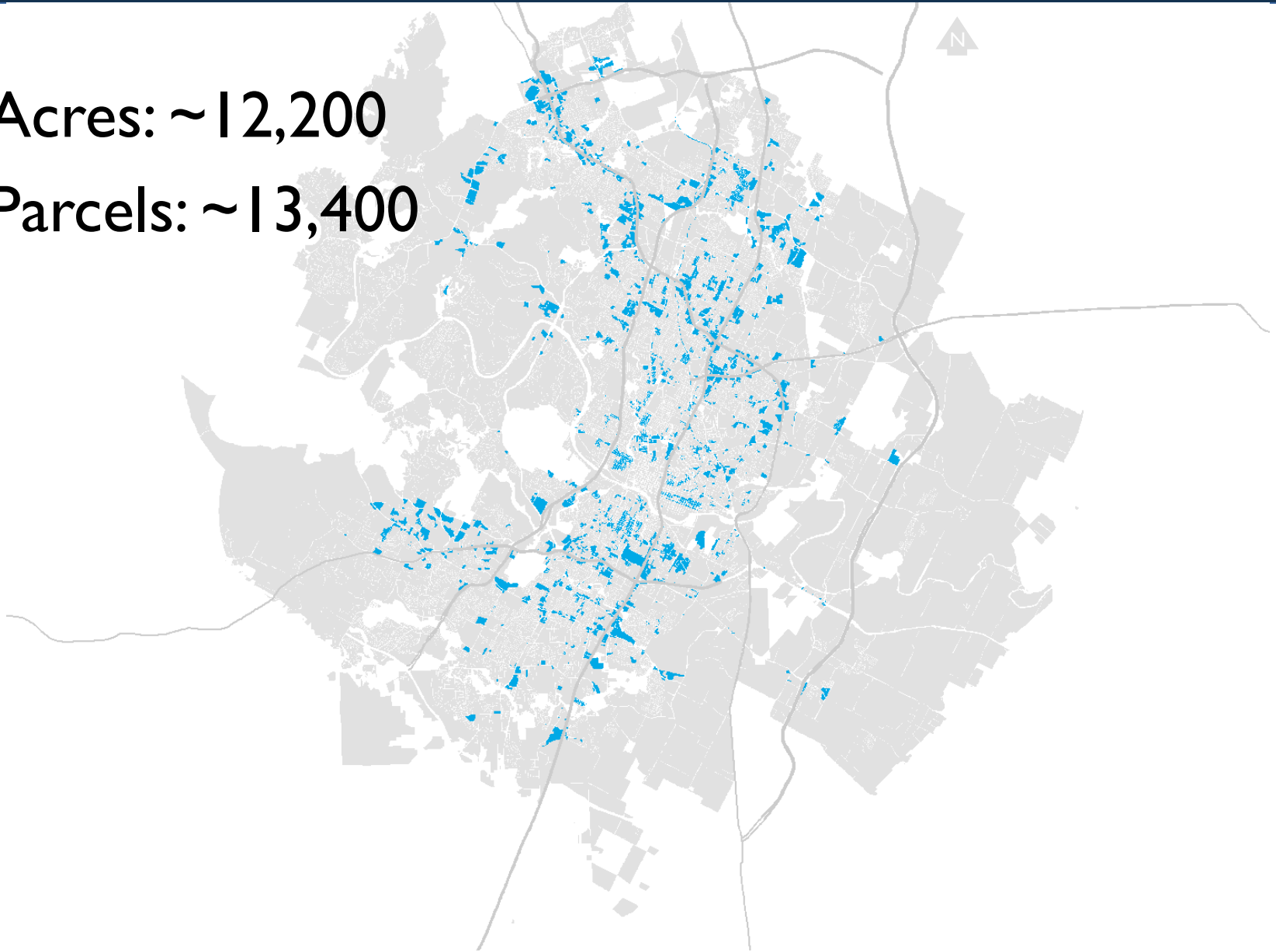
Parcels: ~16,900



Proposed Bonus Areas - Units

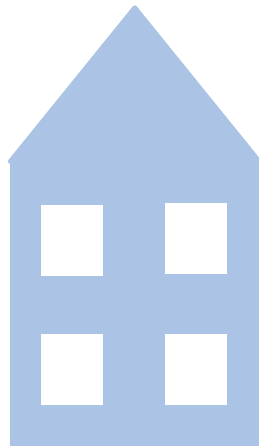
Acres: ~12,200

Parcels: ~13,400



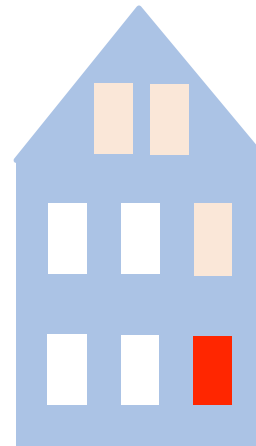
Transect Zone: T4 – Deep Setback, Multiplex M

Base



4 units max
2 stories max

Bonus



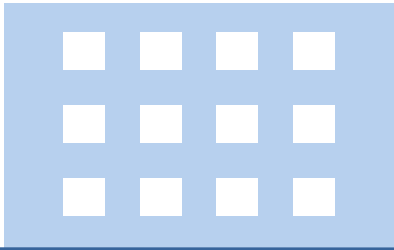
8 units
2.5 stories max
5-20% affordable units

Any development must conform to all other building envelope and site restrictions

Example Dwelling Units/Acre Bonus

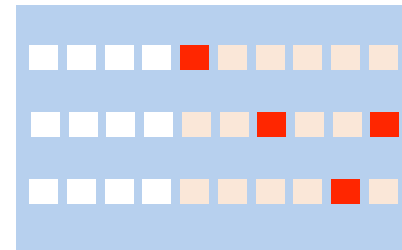
Traditional Zone: Medium Density Residential (MDR)

Base



12 dwelling units/acre

Bonus



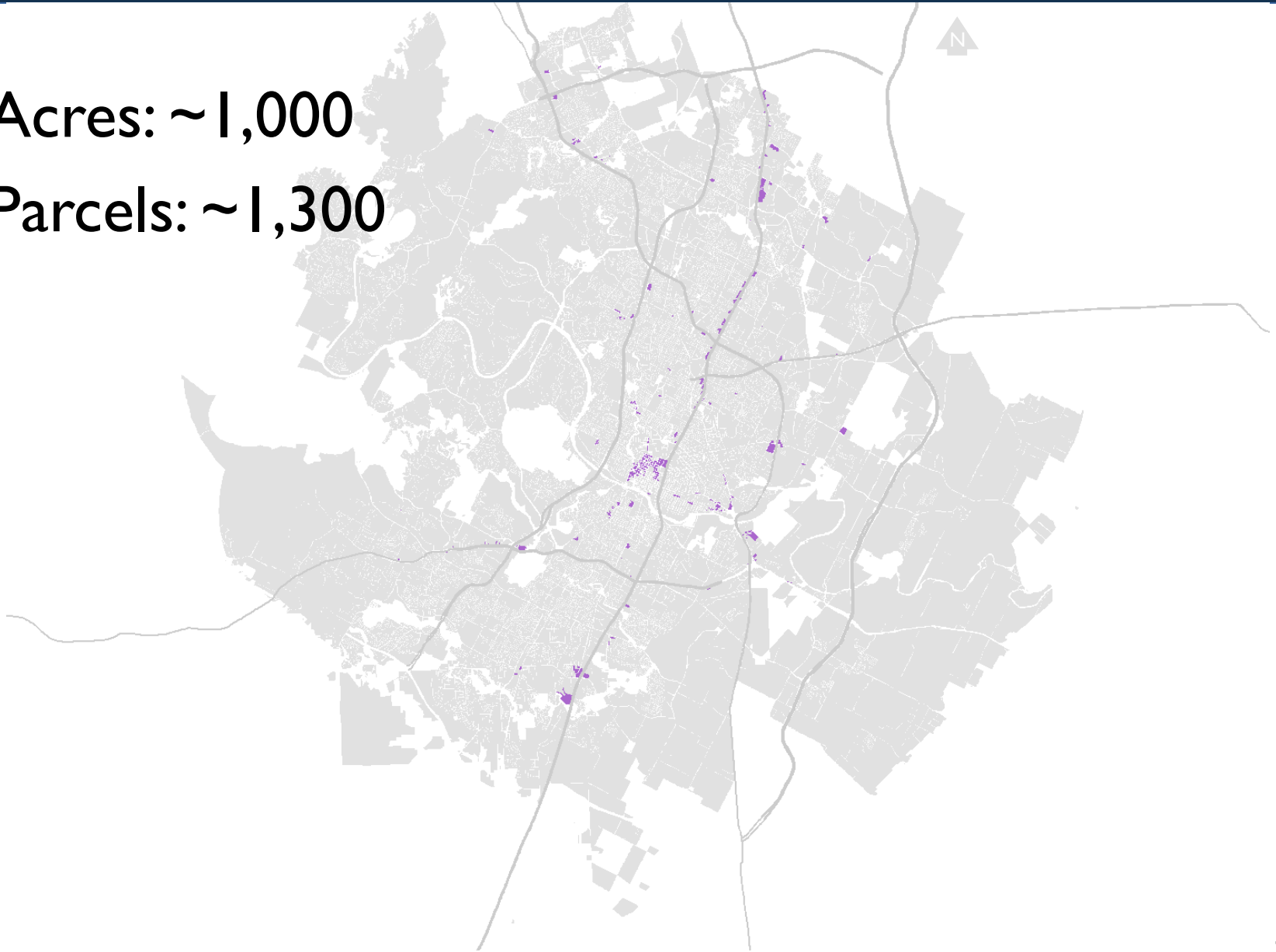
30 dwelling units/acre
5-10% of bonus units =
affordable units

*Any development must conform to all other building
envelope and site restrictions*

Proposed Bonus Areas - Height

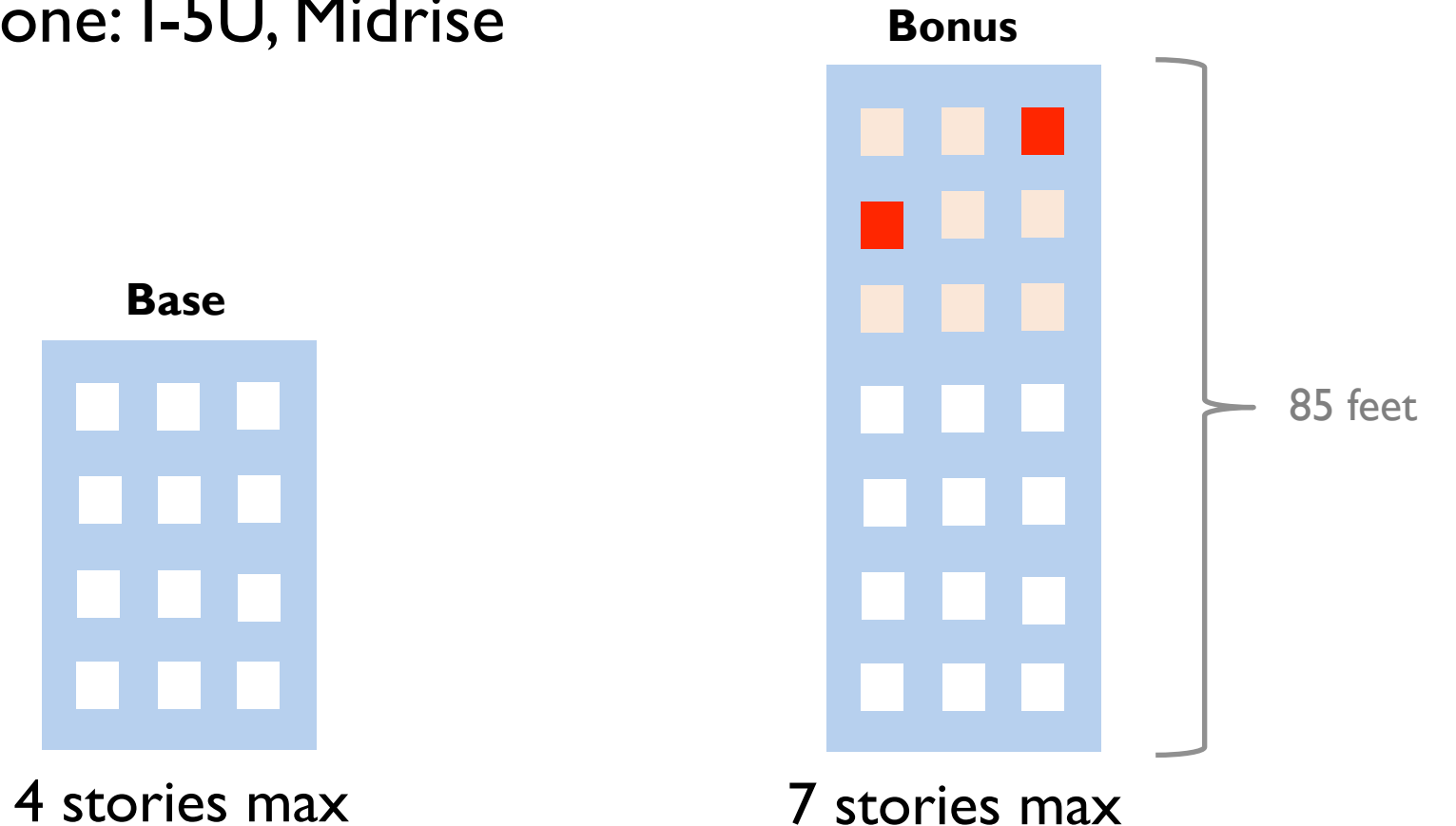
Acres: ~1,000

Parcels: ~1,300



Example Height Bonus

Transect Zone: T-5U, Midrise

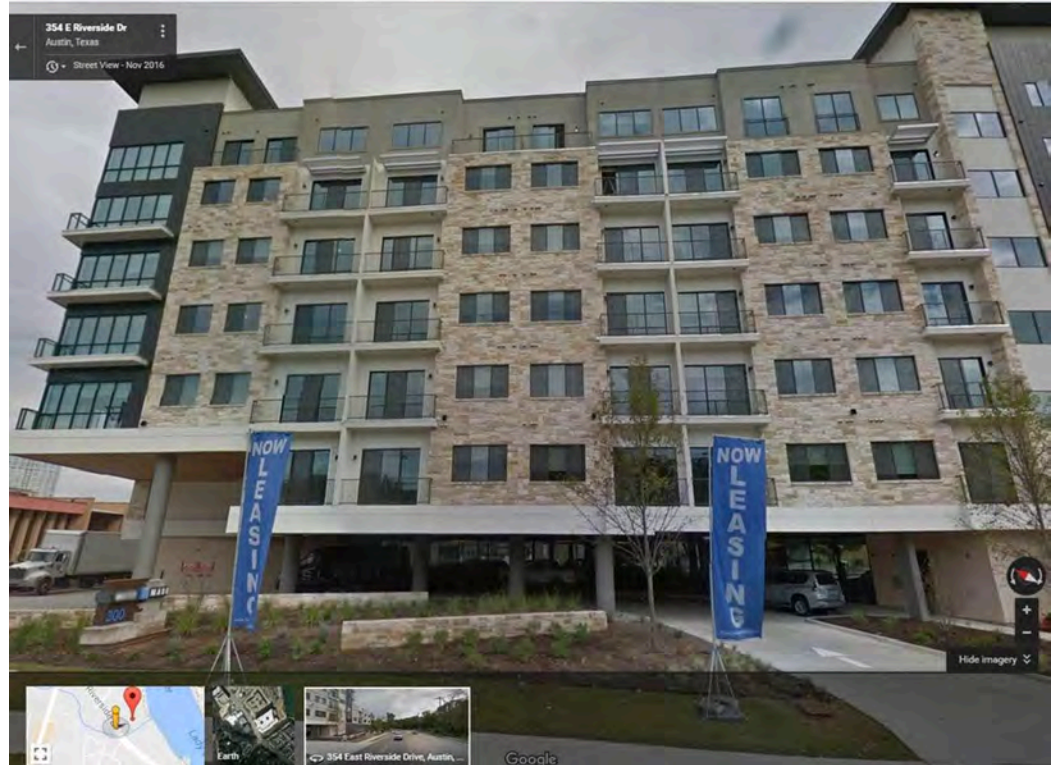


5-10% of bonus units = affordable units

Any development must conform to all other building envelope and site restrictions

Proposal Includes Seven Story Buildings

- Proposed increase from 6-story to 7-story maximum for T5 zones
- International Building Code 2015 allows five-stories of wood construction over multiple stories of concrete podium
- In advance of new building code adoption, 7-story buildings already allowed on a case by case basis in Austin



300 East Riverside

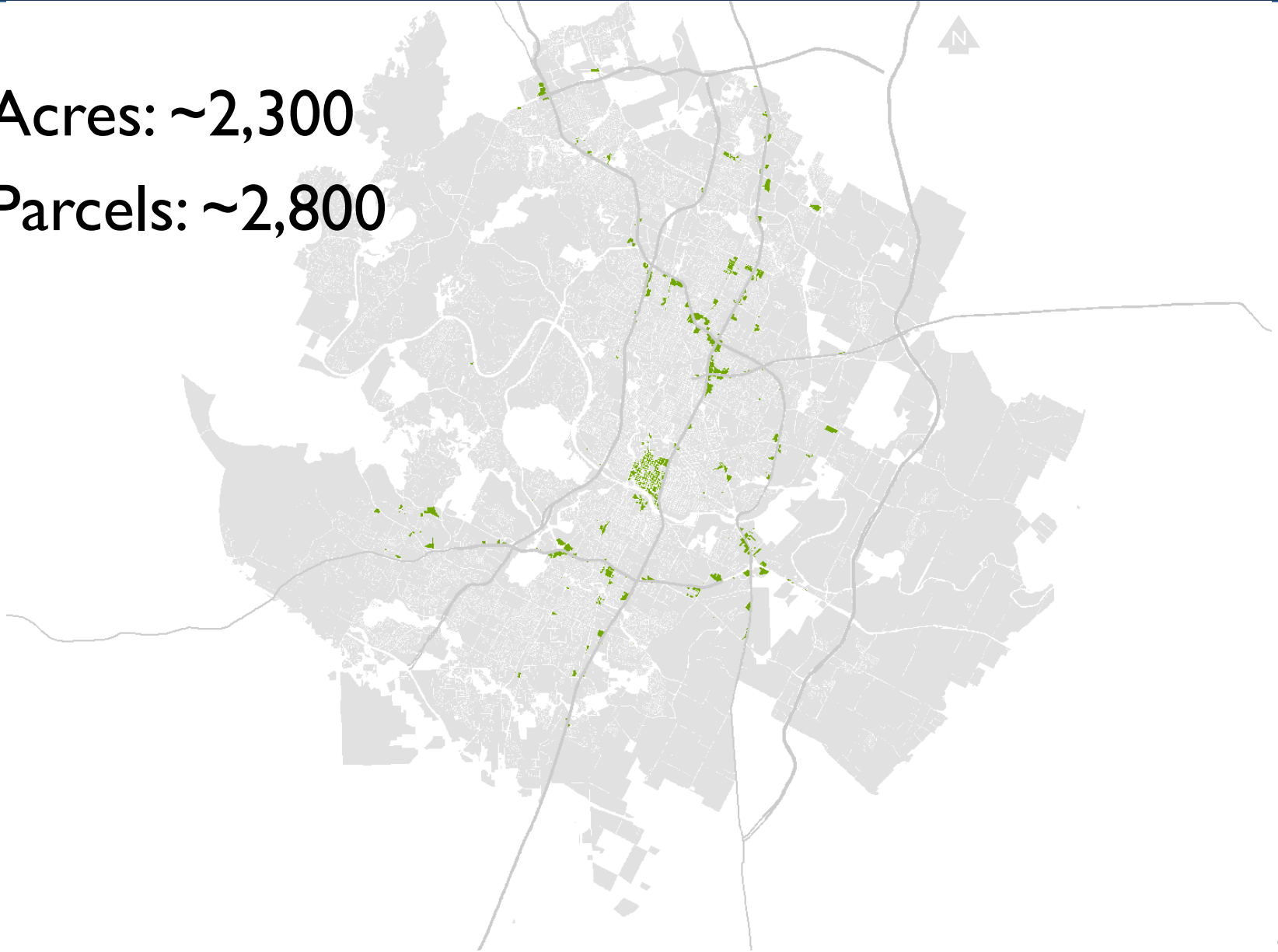
Image: Google Maps 2017

Provided by City of Austin Development Services Department

Proposed Bonus Areas - Bulk

Acres: ~2,300

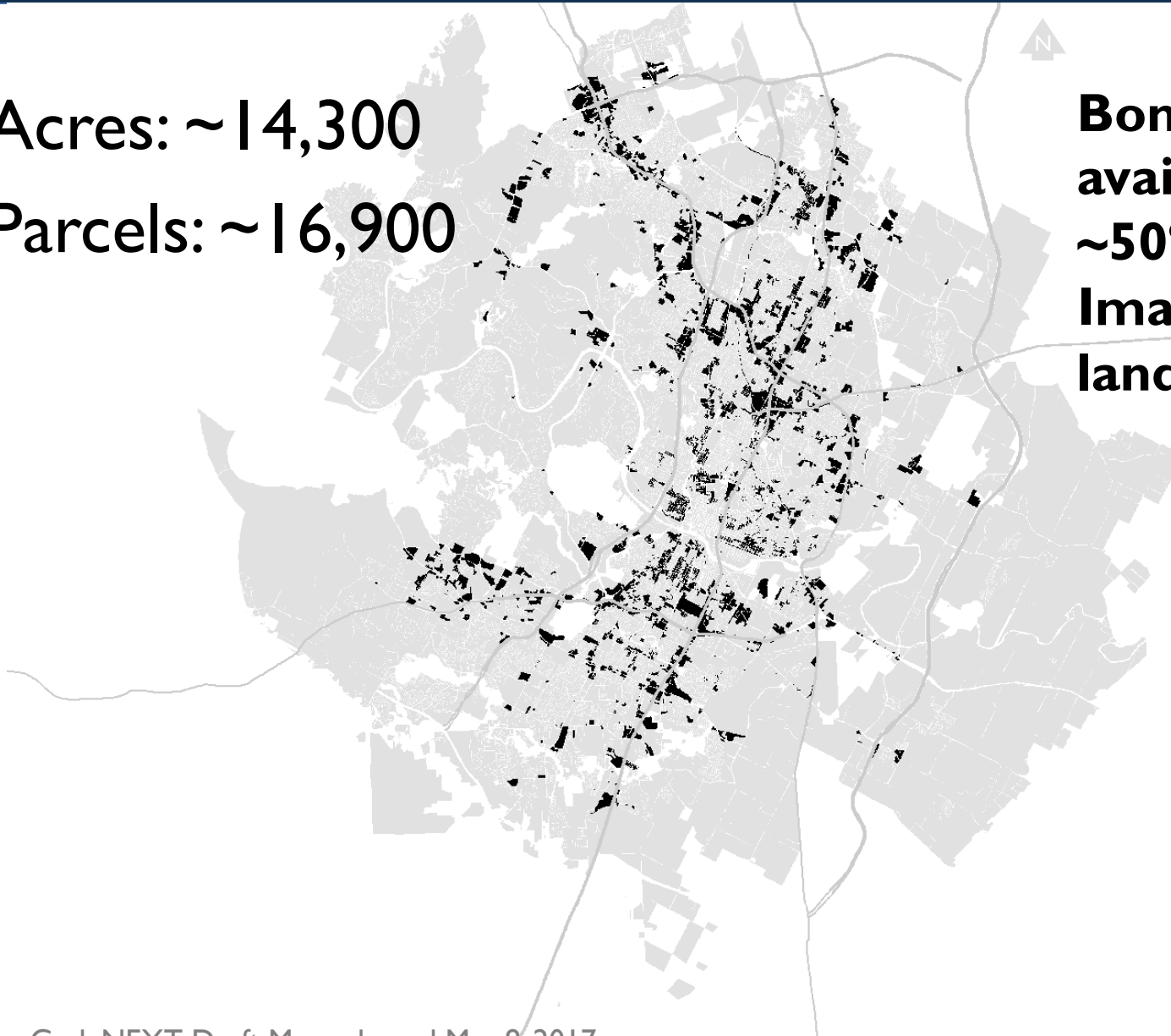
Parcels: ~2,800



Proposed Bonus Areas

Acres: ~14,300
Parcels: ~16,900

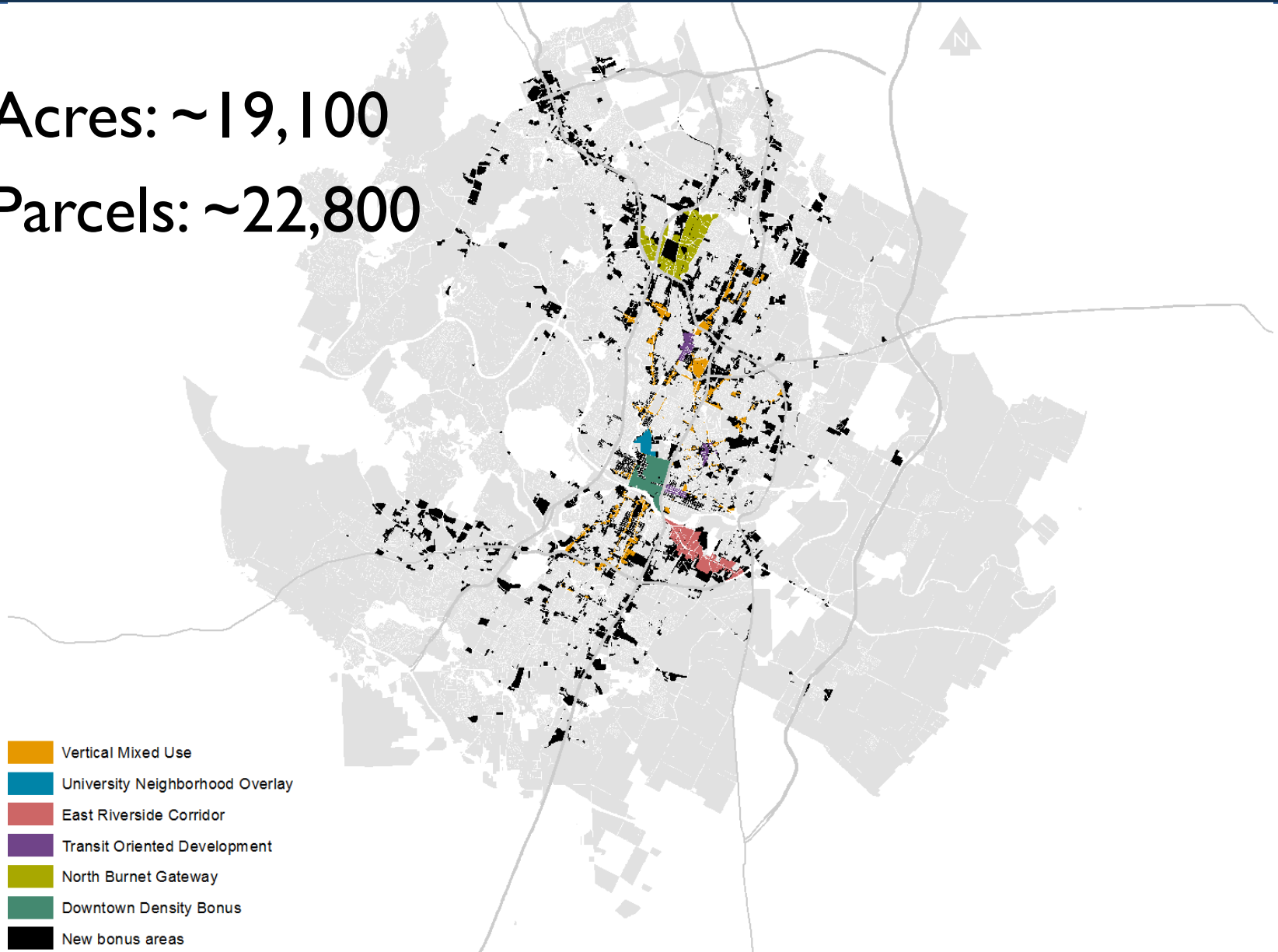
**Bonuses
available over
~50% more
Imagine Austin
land area***



Net Future Bonus Areas

Acres: ~19,100

Parcels: ~22,800



Bonus Requirements

How can developers get the bonus?

To build bonus area on a site:

- **Housing developers:**

1. Provide rental units at 60% MFI for 40 years, OR
2. Provide ownership units at 80% MFI for 99, OR
3. Provide at least an equal number of affordable units offsite within one (1) mile of the subject development, OR
4. Pay the Housing Trust Fund a fee-in-lieu of providing affordable units, OR
5. Dedicate land suitable for affordable housing development.

- **Commercial developers (hotel/office/retail):** Pay a fee-in-lieu into the Housing Trust Fund

How affordable should affordable units be?

Rental units (60% AMI)

Household Size	Unit Size	Max Annual Income	Max Monthly Rent
1-person	Studio	\$34,200	\$855
2-person	1 BR	\$39,060	\$977
3-person	2 BR	\$43,950	\$1,099
4-person	3 BR	\$48,840	\$1,221

Notes: Based on 2017 HUD Affordability figures (\$81,400 4-Person Household Income)

How affordable should affordable units be?

Ownership units (80% AMI)

Household Size	Unit Size	Max Annual Income*	Max Purchase Price**
1-person	Studio	\$45,600	\$171,000
2-person	1 BR	\$52,080	\$195,300
3-person	2 BR	\$58,600	\$219,750
4-person	3 BR	\$65,120	\$244,200

Notes: (*) Based on 2017 HUD Affordability figures (\$81,400 4-Person Household Income);

(**) Estimated purchase price based on typical first-time buyer mortgage finance criteria

Required proportion of affordable units

To build bonus area on a site,
developers can provide affordable
units onsite:

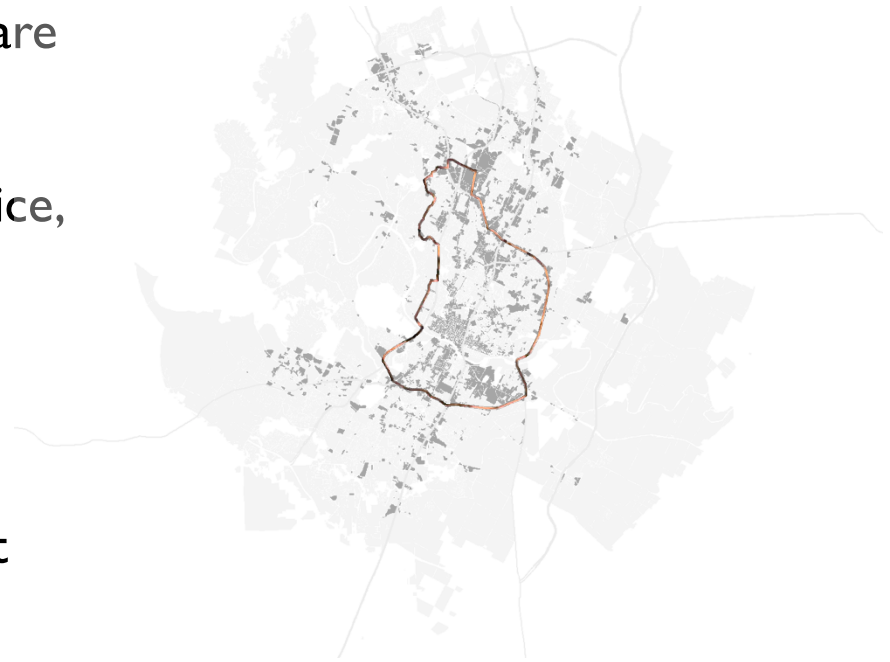
	Multiplex Building Type (T4 Zones)		All Other Zones and Building Types	
	Inner	Outer	Inner	Outer
Own	10% of units at 80% MFI	5% of units at 80% MFI	5% of units at 80% MFI	5% of units at 80% MFI
Rent	20% of units at 60% MFI	10% of units at 60% MFI	10% of units at 60% MFI	10% of units at 60% MFI



Note: Bonus unit and affordable unit calculations round UP to the nearest whole number of units

To build bonus area on a site, developers can pay an in-lieu fee:

- Fees would be defined as a fee per square foot of bonus area
- Fees will be defined for commercial/office, hotel, and residential bonus area
- These fees would be defined and recalibrated administratively
- Fees will be calibrated based on market factors
- Fees may vary by geography
- In-lieu fee payment would have to be approved by NHCD



Are there alternatives to on-site production?

Developers could deliver offsite housing or dedicate land in limited, NHCD-approved circumstances:

Off-site housing units

- Approved by NHCD
- Off-site production of affordable units must produce as many affordable units or a greater community benefit
- Include the same number of units and same bedroom count mix as would be required onsite
- Built within one (1) mile of the subject development
- Must include payment of a fee, which is held in escrow, until a final certificate of occupancy is issued for the off-site units.

Land dedication

- Approved by NHCD
- The applicant may donate land that the housing director determines is suitable for the construction of affordable units
- The land must be of equivalent or greater value than the value produced by applying the housing in-lieu fees