

CODENEXT MAPPING EVALUATION

FROM "NEAREST EQUIVALENCY" TO "DRAFT 3"



NEAREST EQUIVALENCY AND DRAFT 3

NEAREST EQUIVALENCY

- A rough equivalent based on current zoning
- Designed to provide a baseline against which to compare zoning maps
- A tool used to compare different policy ideas

DRAFT 3

- Reflects **manual** work done by staff in reviewing temporary zoning, conditional overlay, current context and uses
- Uses refined zones in the draft code that do not equate one-to-one with current zones



HOW WERE THE TWO MAPS CREATED?

NEAREST EQUIVALENCY

- Primarily a translation of existing zoning using GIS
- Focused on equivalency in regards to density and intensity instead of uses, compatibility, and other elements of zoning

DRAFT 3

- Detailed review of on-the-ground conditions
- Considered impacts of compatibility
- Staff consulted existing adopted neighborhood and small area plans



HOW WAS NEAREST EQUIVALENCY USED?

- Used as a starting point for map proposals (drafts)
- Helped staff formulate recommendations for Draft 3.
- Used by the Planning Commission Mapping Working Group (MWG) to test a range of “priority levers”



PC MAPPING WORKING GROUP

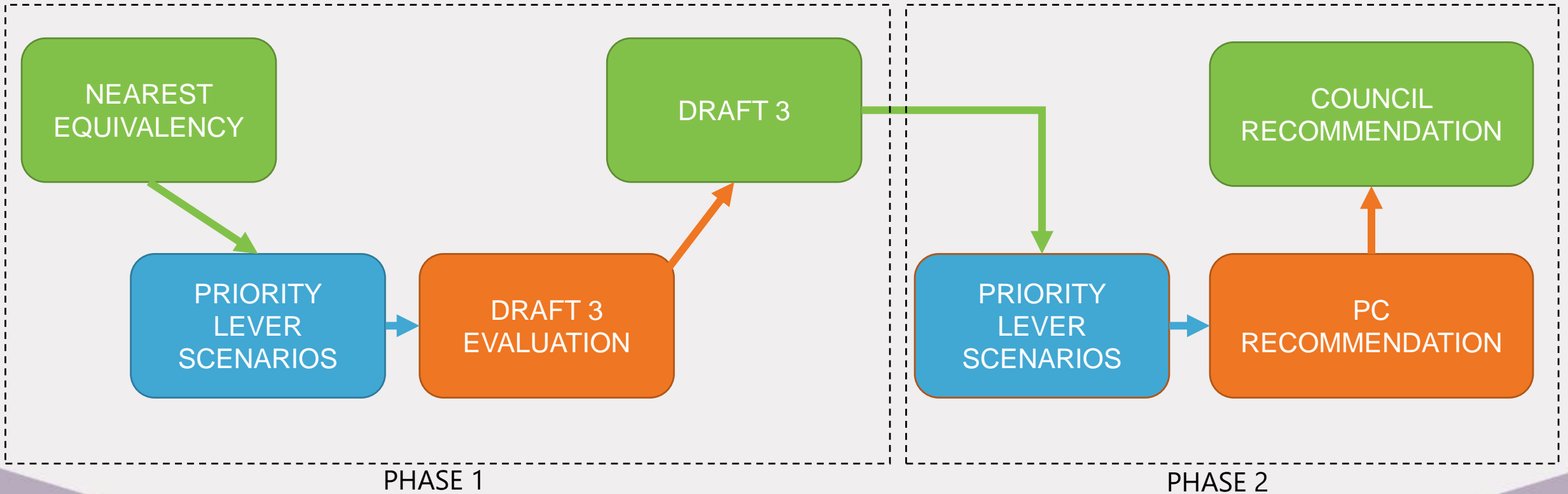
COMISSIONERS:

- Stephen Oliver (*chair*)
- Fayez Kazi
- Conor Kenny
- Trinity White
- Todd Shaw
- William Burkhardt (*ex-officio*)

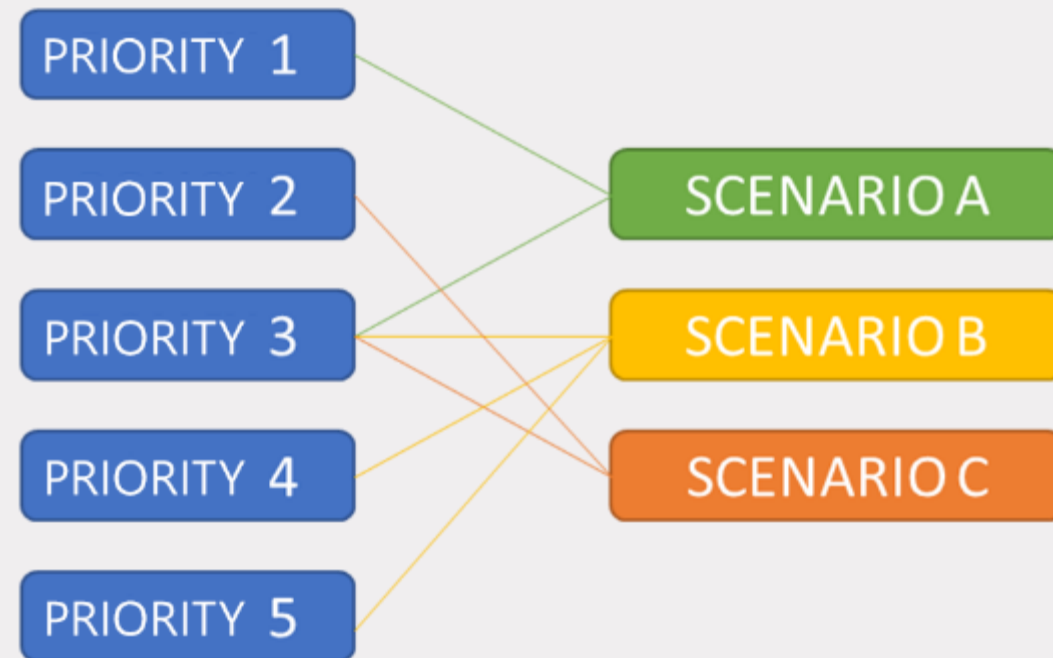
The City of Austin Planning Commission (PC) established a working group to provide a venue for collaboration between PC and City staff/CodeNEXT consultants involved in the creation of the CodeNEXT zoning map. Working group appointees take on the responsibility of representing PC goals and objectives in the mapping process, and will work closely with staff and consultants to ensure feedback and recommendations from the Planning Commission as a whole are integrated into the map prior to City Council review.



MAPPING WORKING GROUP PROCESS



SCENARIOS MADE OF PRIORITIES THAT WE CAN TURN OFF AND ON



IMPORTANT DISTINCTIONS

- Priority Levers and Scenarios are “crash test dummies” – **NOT Zoning Map Proposals**
- Designed to be distinctive – **NOT subtle or refined**
- Illustrate and quantify directional impacts – **NOT accurate or representative the nuance** if applied in practice



EVALUATED PRIORITY LIST

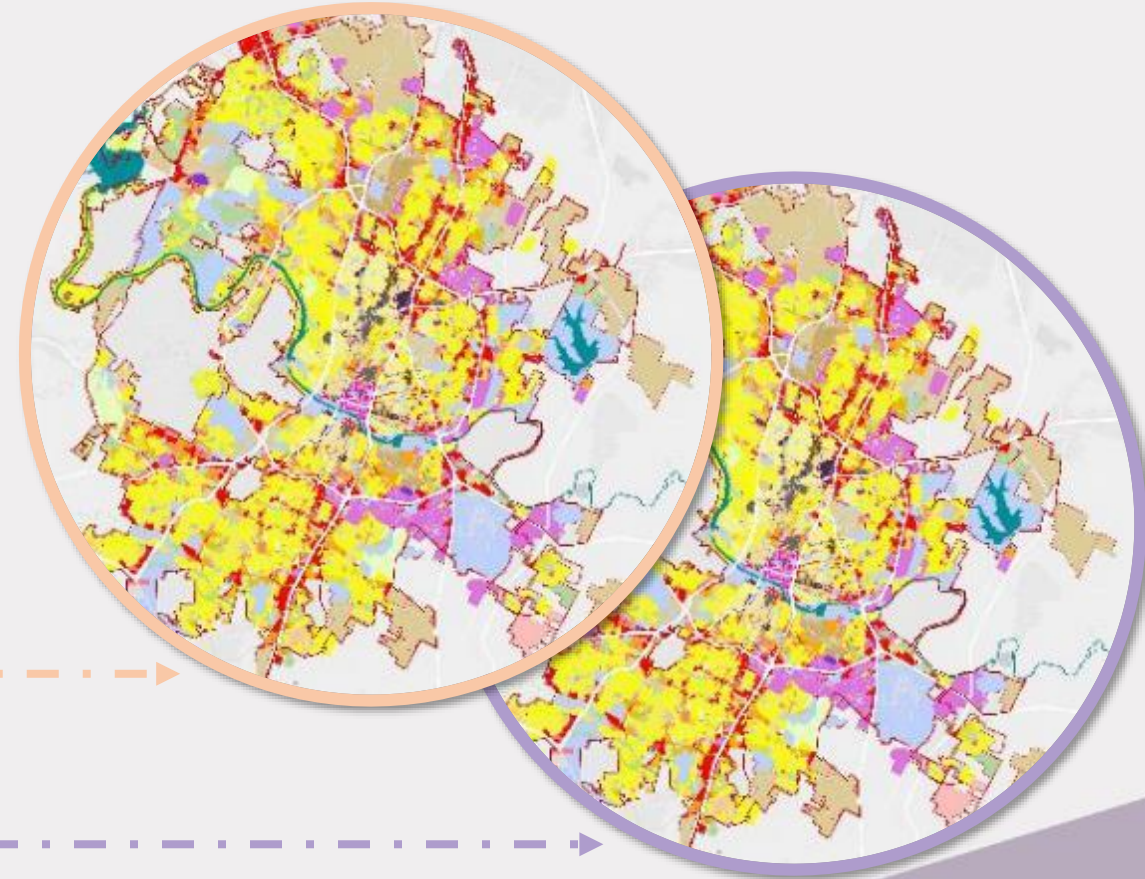
POLICY ID	DESCRIPTION	CAPACITY	MAPPING WORKING GROUP EVAL
P1	Permit Mixed Use in Commercial Zones	46,324	●●●●●●
P2	ADUs in More Locations	10,525	●●●●●○
P3a	Increase density on non-residential land in IA Centers (1/8 mile)	11,679	●●●●●●
P3b	Increase density on non-residential land in IA Centers (1/4 mile)	17,238	-----
P4	Increase density on non-residential land within 1/8 mile of major thoroughfares	39,894	●●●●●●
P5	Increase density within 1/8 mile of schools (R3C)	2,927	●●●●●●
P6	Increase density within 1/8 mile of schools (R4A)	4,313	●●●●●○
P7	Limit redevelopment of existing single family in R zones	(2,108)	○●●●●○
P8	Limit redevelopment of older multifamily properties	(3,512)	●●●●●●
P9	Encourage infill development of missing middle housing on vacant land	25,620	●●●●●○
P10	Encourage redevelopment of detached single family housing into missing middle housing	4,323	○●●●●○
P11	Remove title 23 compatibility requirements	1,360	○●●●●○
P12	Apply Draft 2 bonuses	76,848	●●●●●●
P14	Upzone to more intense zones, particularly zones with larger bonuses	73,664	●●●●●○
P15	Create new versions of some Draft 2 zones (MU/MS) so that the zones allow residential only as a bonus	89,640	●●●●●●
P16	Create new versions of some Draft 2 zones (MU/MS) to mimic the base entitlements of current VMU zones	16,380	●●●●●●
P17	Create new versions of Draft 2 small-scale zones (R1, R2, R3, R4, MU1 zones) that incorporate bonuses	10,525	●●●●●○
P18a	Missing Middle in IA Centers (R3C)	7,049	●●●●●●
P18b	Missing Middle in IA Centers (R4A)	8,805	-----
P19a	Missing Middle within 1/8 mile of major thoroughfares (R3C)	23,344	●●●●●○
P19b	Missing Middle within 1/8 mile of major thoroughfares (R4A)	28,266	-----

- Lack of interest in further discussion
- Interest with caveats
- Interest in discussing further
- Not evaluated as of 2/1/18



PRIORITY LEVERS ALLOW US TO EVALUATE THE DRAFT MAP

	Nearest Equivalency	"Draft 3"
POLICY 1: ALLOW MIXED USE IN COMMERCIAL ZONES	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
POLICY 2: ADUs EVERYWHERE	<input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/>
POLICY 3: INCREASE ENTITLEMENTS IN IA CENTERS	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/>
POLICY 4: INCREASE ENTITLEMENTS ON CORRIDORS	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>



FOR ILLUSTRATIVE PURPOSES ONLY



CODENEXT

DRAFT 3 – PRIORITY PERFORMANCE

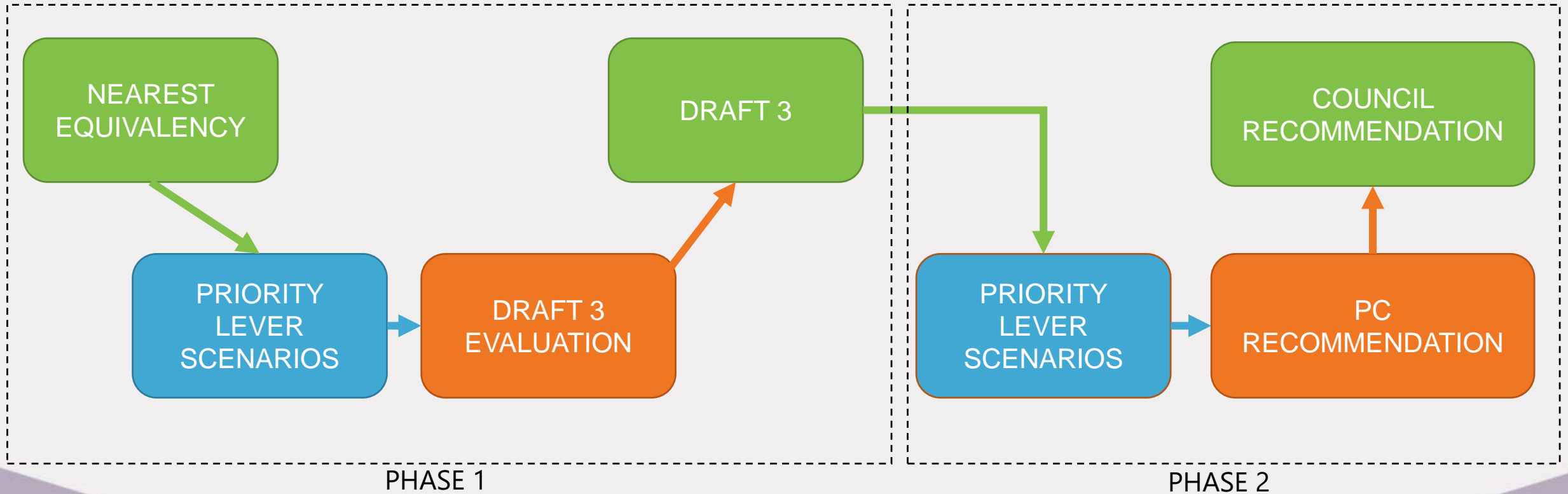
| 11

Priority	Nearest Equiv	Draft 3	Priority	Nearest Equiv	Draft 3
Mixed-Use in Commercial	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	Draft 2 Bonuses	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/>
ADUs Everywhere	<input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	Bonuses Without Residential Base	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
Density on Commercial in IA Centers	<input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	Mimic VMU Bonuses	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>
Density on Commercial Along Corridors	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Small Scale Bonuses (R1, R2, etc.)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Increase Density Around Schools	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Missing Middle in IA Centers	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Limit Redevelopment of Older Multifamily	<input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Missing Middle Along Corridors	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>



MAPPING WORKING GROUP PROCESS

| 12



WHY DRAFT 3 AS A STARTING POINT?

1. After Staff's presentation on April 18th the MWG decided to use **D3 as the basis for the MWG's map.**
2. During that meeting it became clear that **D3 takes more of the on the ground realities of today's zoning into consideration** than the nearest equivalency did.
3. The additional aspects of D3 were **policies taken from Imagine Austin** and recent Council directives.
4. These policies aligned with the policy recommendations from PC:
 - Park and conservation zoning
 - Affordability in new mixed use (-A)
 - Density along corridors
 - More permissive of ADUs



D3 - HOW IT'S CLOSER TO WHAT IS ON THE GROUND TODAY?

- Reflects **manual** work done by staff in reviewing temporary zoning, conditional overlay, current context and uses
- Uses refined zones in the draft code that do not equate one-to-one with current zones
- Therefore, the staff recommendation is closer to “**equivalency**” with existing entitlements and conditions than “nearest equivalency”

