

AUSTIN LAND DEVELOPMENT CODE

PC Mapping Working Group
February 2018

SHAPING THE AUSTIN WE IMAGINE



CODENEXT

CODENEXT MAPPING EVALUATION

MAPPING WORKING GROUP

POLICY PRIORITIES



PC MAPPING WORKING GROUP

COMISSIONERS:

- Stephen Oliver (*chair*)
- Faye Kazi
- Conor Kenny
- Trinity White
- Nuria Zaragoza (*outgoing*)
- Todd Shaw (*incoming*)
- 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.



WORKING GROUP GOALS

- To define a process by which the map would be easier to digest
- To create a gauge by which to test the map and our assumptions
- To take a more detailed look at the factors that could go into informing the map

It is **NOT**

- To create a map in secret
- To replace future planning efforts



HOW DID WE GET HERE

WHERE DID WE START?

- Nearest Equivalency Map; Scenarios

DIAL IT IN FURTHER

- Priority Levers
 - Individual strategies that would objectively begin to inform the mapping process
 - Based on the goals of Imagine Austin and the Envision Tomorrow's capabilities



WHAT WE HAVE LEARNED

FINE TUNING

- Adjusted the scale to see if the effect was direct or exponential
- Eliminated some factors that were far fetched
- Tested some of our assumptions
 - Some levers had effect we expected but not necessarily where we would have assumed
 - Some levers had way less or way more of an impact on the number of units then we expected
- More data to come as the levers are run through the different indicators



HOW WILL THIS BE USED

CHEAT SHEET

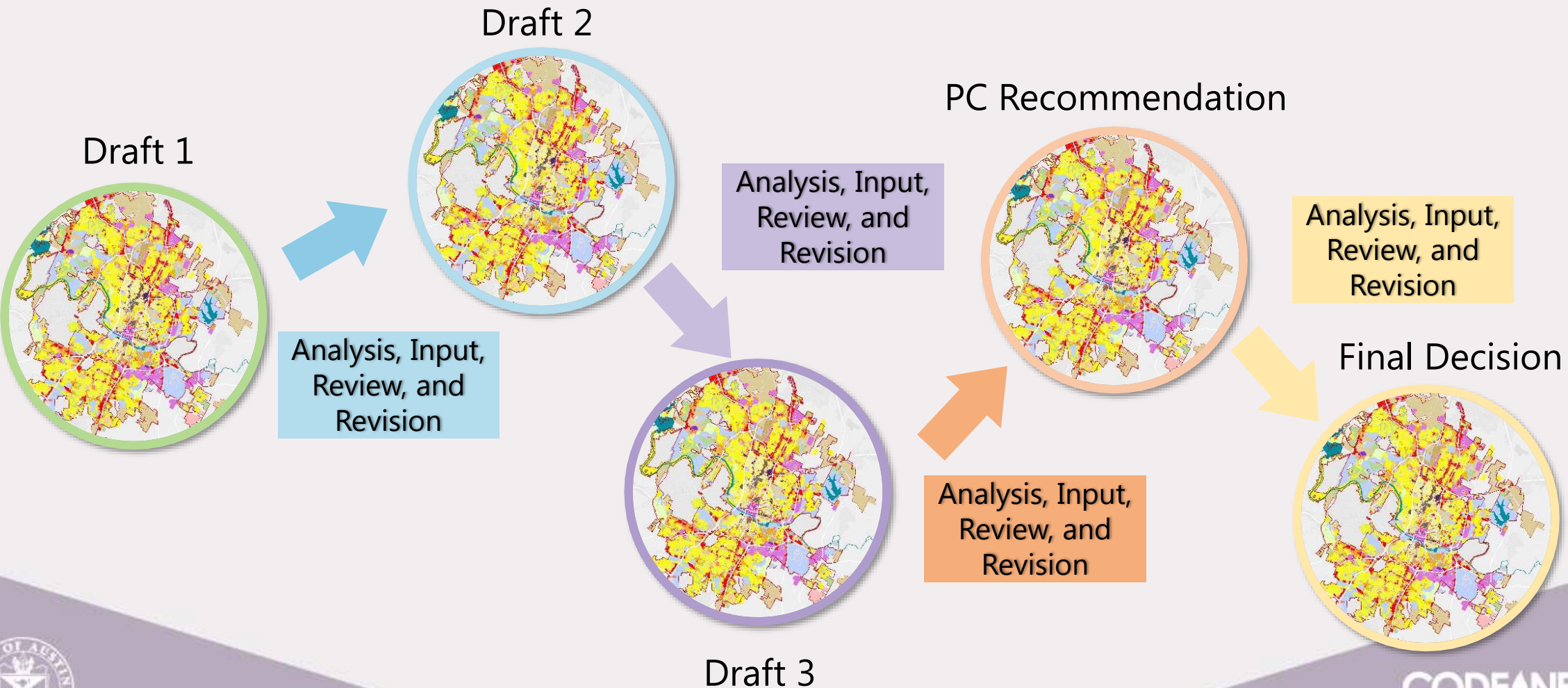
- Begin to grade the Levers based on the indicators and their feasibility
- A conversation aid to help us have a more nuanced, well informed conversation.

TONIGHT'S PRESENTATION

- Types of levers that could be used to help the commission to form a more sophisticated recommendation
- **NOT** necessarily what we would want to see implemented
 - Too blunt, need more nuance

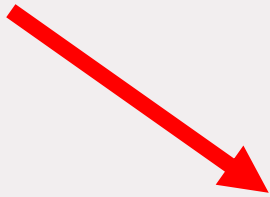


THE ITERATIVE APPROACH

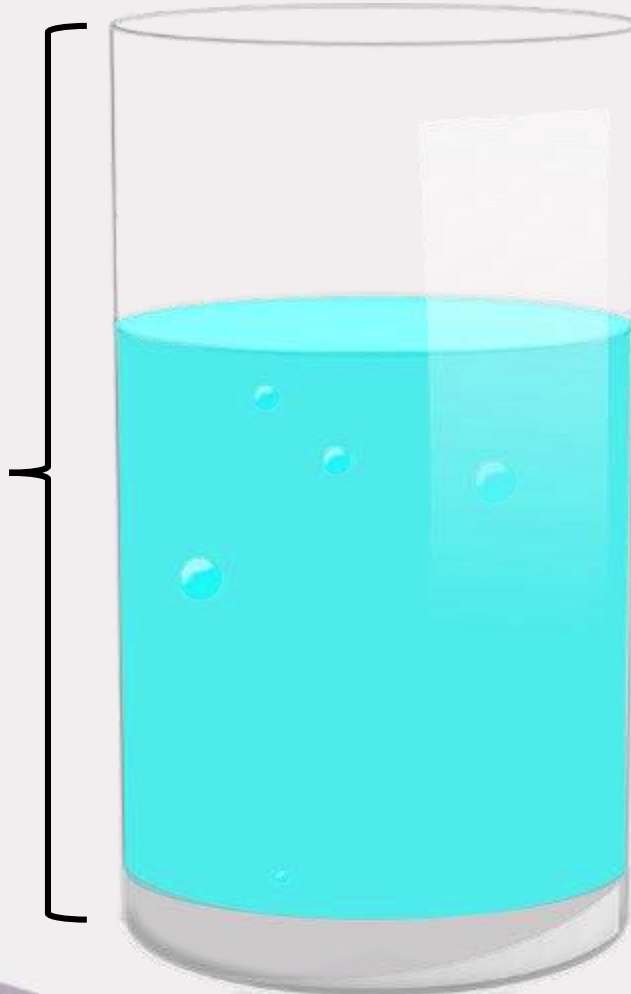


WHAT IS ZONING CAPACITY (VERSUS A FORECAST)

THIS ANALYSIS



CAPACITY

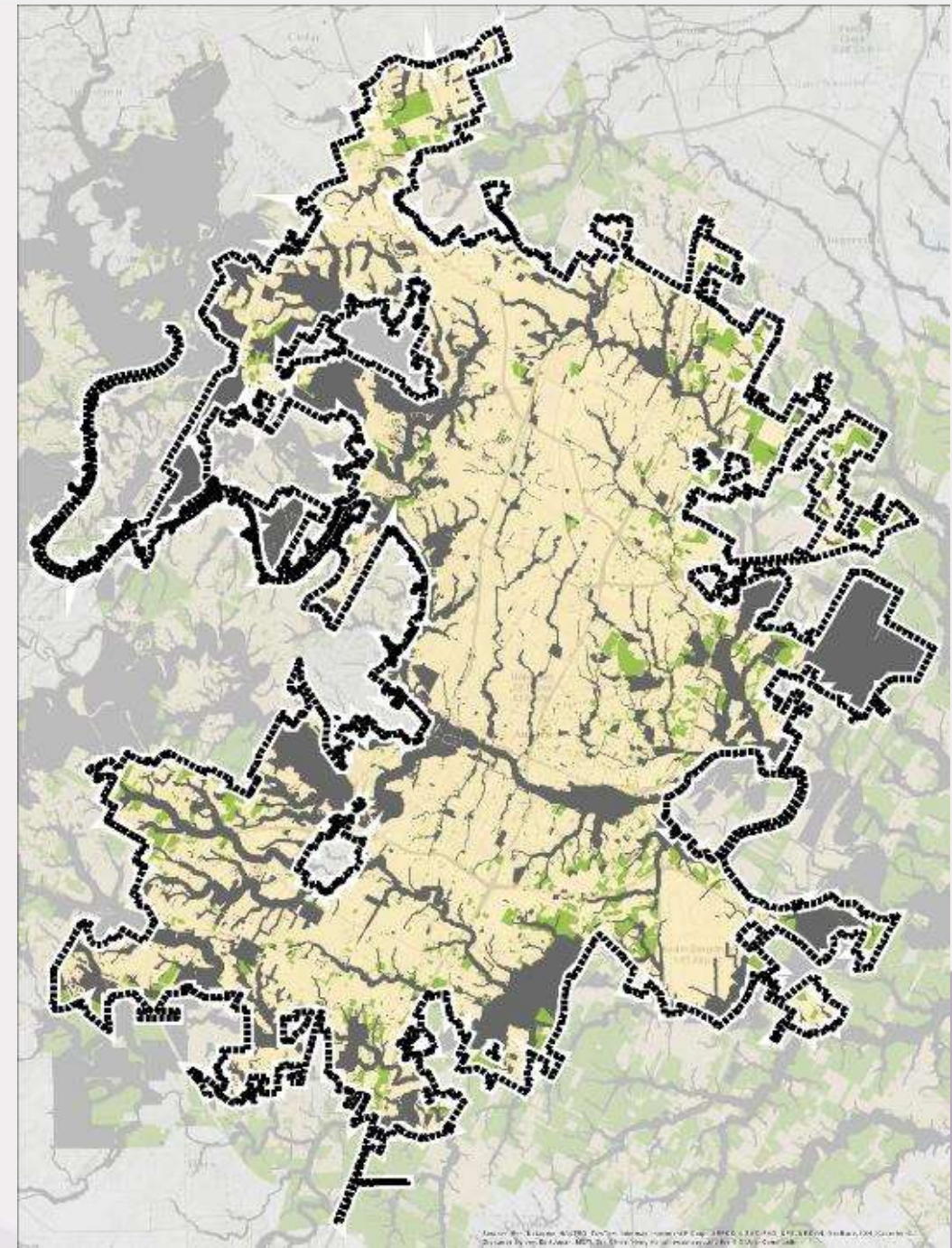
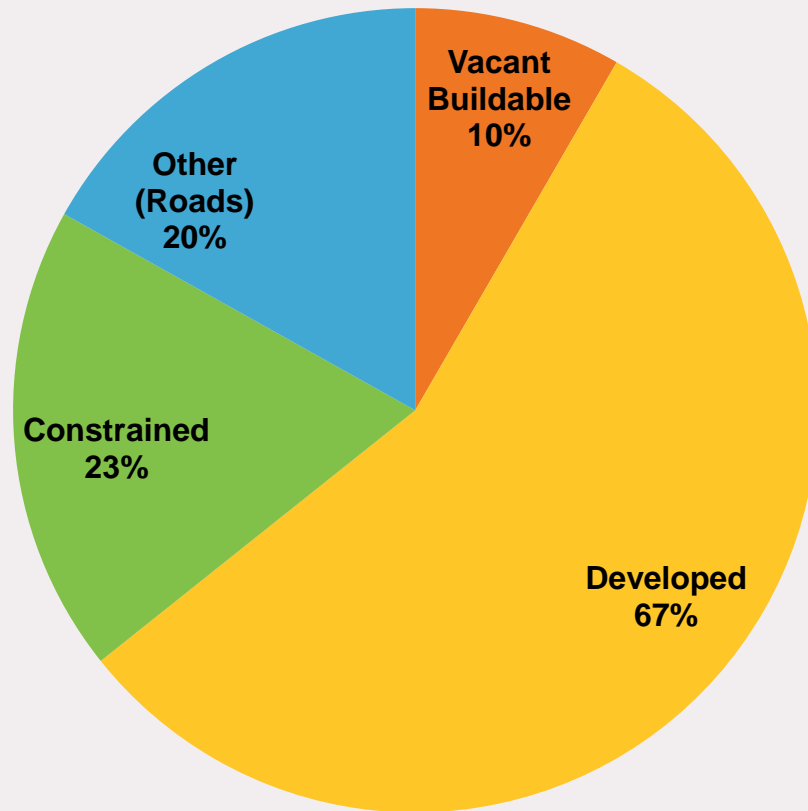


Capacity is the zoning entitlement on land that is vacant or feasible to redevelop

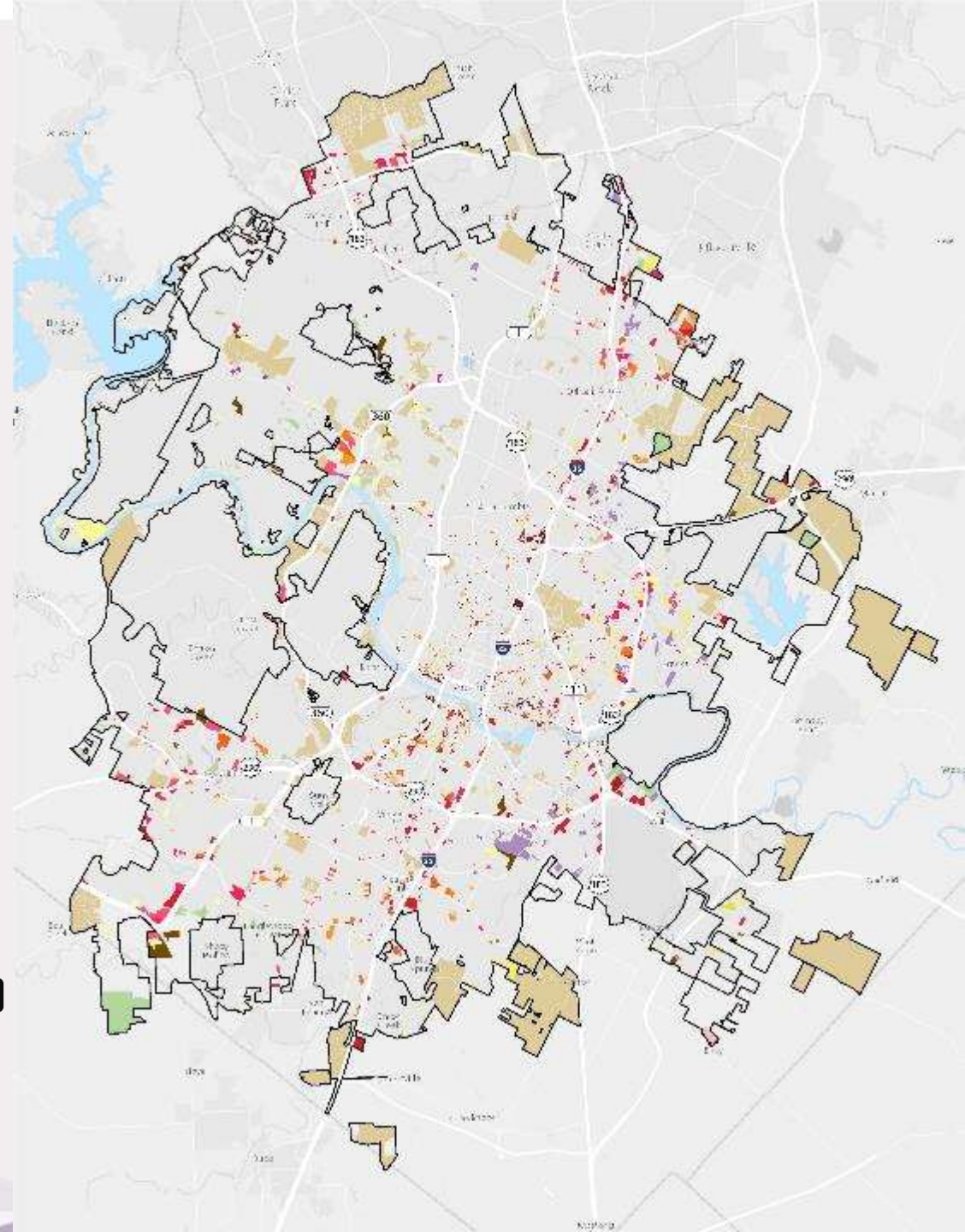
Capacity should be greater than forecast to prevent shortages in zoned land in a growing community

FORECAST

CAPACITY IS BASED ON VACANT AND UNCONSTRAINED LAND



- Also on Parcels feasible to Redevelop
- Redevelopment feasibility changes based on the zoning entitlement
- We are using a pro forma economic feasibility test



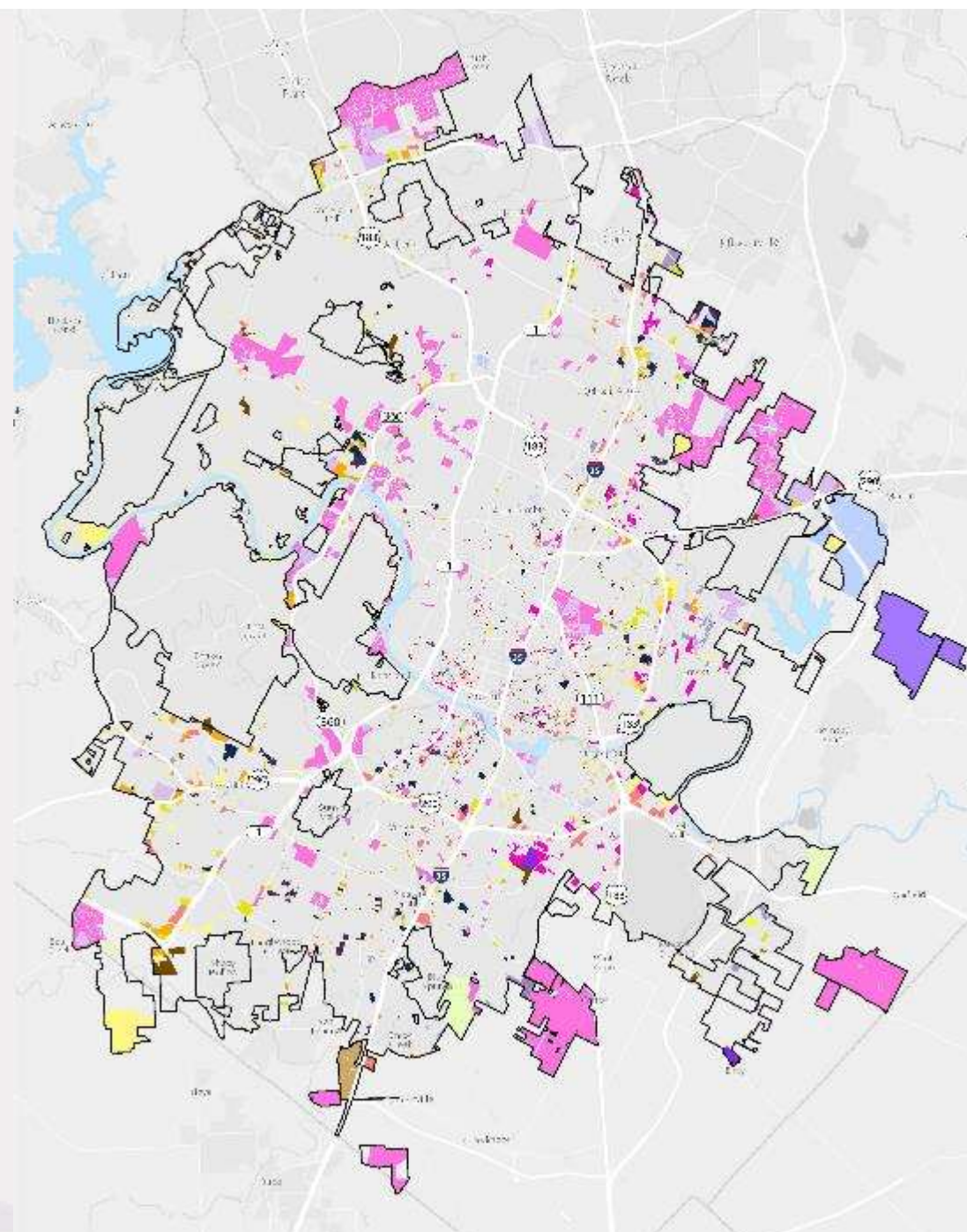
HOUSING CAPACITY

“Nearest Equivalency” Map

Zoning Map with the CodeNEXT **closest equivalent zone** to current code entitlements

Capacity based on new zones

- Calibrated Envision Tomorrow to calculate based on new zoning standards and map



HOUSING

COMPARATIVE ASSESSMENT

UPDATED BASED ON STATED SOLUTIONS

CURRENT CODE

141,215 HOUSING UNITS

CODENEXT EQUIVALENCY
SHAPING THE AUSTIN WE IMAGINE

139,420 HOUSING UNITS

1,795 Unit Delta

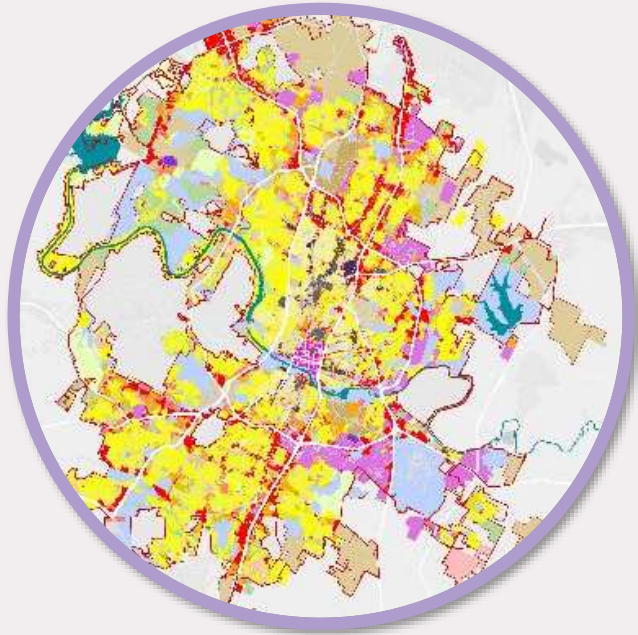


austintexas.gov/CodeNEXT/housing

CODENEXT

TEST ZONING SCENARIOS TO LEARN THE EFFECTS OF PRIORITIES

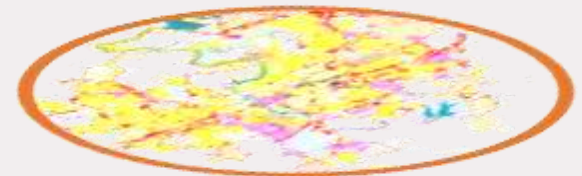
"No Change" Zoning Map (Nearest
Equivalency or Neutral Priority)



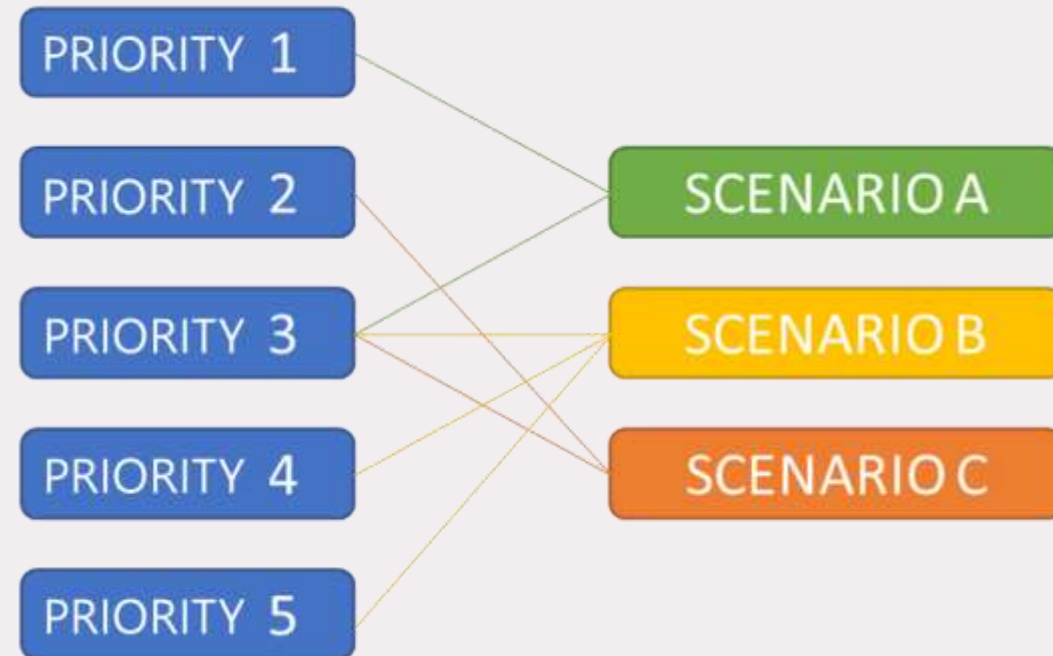
FOCUSED HOUSING

MAX HOUSING

MAX AFFORDABILITY



SCENARIOS MADE OF PRIORITIES THAT WE CAN TURN OFF AND ON



SCENARIOS ARE CRASH TEST DUMMIES

16

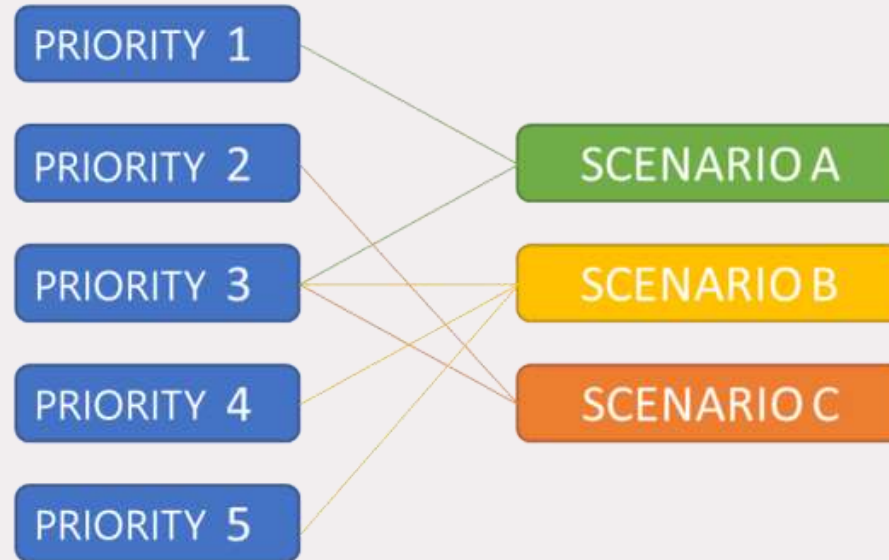


IMPORTANT DISTINCTIONS

- 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



GETTING TO A LIST OF PRIORITIES



Step 1:
Test priorities
independently



Step 2:
Test priority
interactions

Step 3:
Evaluate priority
performance

SCENARIO COMPARISON

	NEAREST EQUIVALENCY: Current Code With Draft 2 Language	SCENARIO A: Vacant Land and Non-Residential Infill	SCENARIO B: Increase Overall Housing Capacity	SCENARIO C: Maximize Income- Restricted Affordable Housing
Priority LEVERS:	N/A	3 – 5 – 7 – 8 - 9	1-2-3-4-6-9-10-11	1-3-4-6-9-10-12-14-15-16
HOUSING UNIT CAPACITY:	146,246	173,399	296,098	479,053
<i>RELATIVE TO nearest equivalency:</i>	N/A	1.2X (+27,093)	2.0X (+149,852)	3.3X (+332,807)
AFFORDABLE UNIT CAPACITY:	N/A	N/A	N/A	17,972
<i>RELATIVE TO nearest equivalency:</i>	N/A	+0	+0	+17,023



SCENARIO A:

VACANT LAND AND NON-RESIDENTIAL INFILL

Baseline nearest equivalency: **146,246**

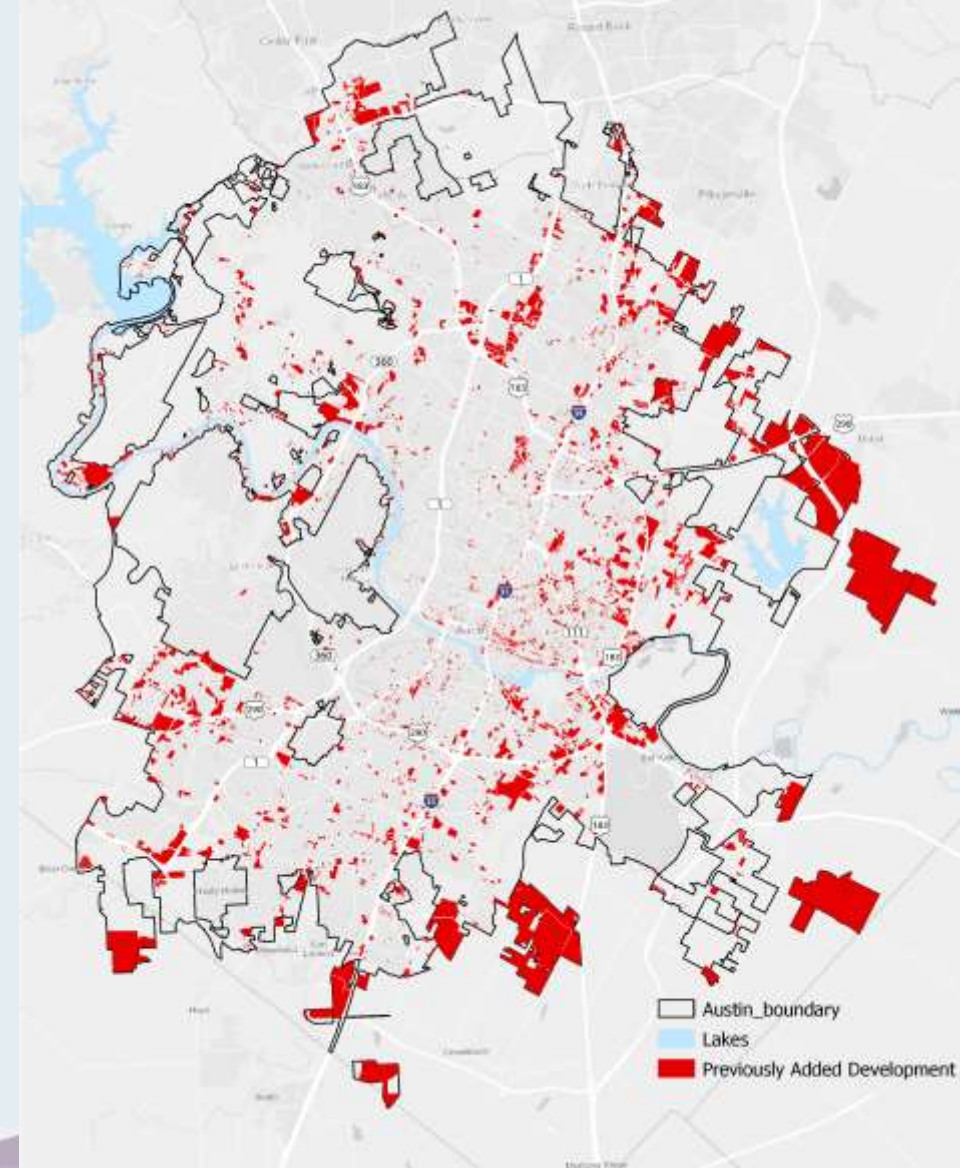
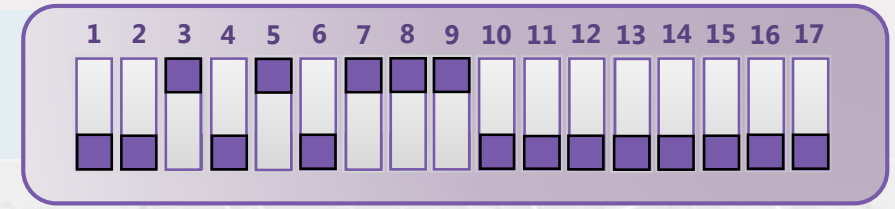
Priority 3: Density in IA Centers: **157,086 (+10,841)**

Priority 5: Increased Entitlements around Schools (R3C): **160,425 (+3,338)**

Priority 7: Limit Redevelopment of Single Family: **155,757 (-4,667)**

Priority 8: Limit Redevelopment of Multifamily: **150,508 (-5,249)**

Priority 9: Encourage Infill in R Zones: **176,453 (+25,944)**



TOTAL HOUSING UNIT CAPACITY

NEGATIVE CHANGE IN TOTAL CAPACITY

POSITIVE CHANGE IN TOTAL CAPACITY

SCENARIO B:

INCREASE OVERALL HOUSING CAPACITY

Baseline nearest equivalency: **146,246**

Priority 1: Mixed Use in Commercial: **196,595 (+50,349)**

Priority 2: ADUs Possible in More Locations: **206,563 (14,311)**

Priority 3: Density in IA Centers: **221,624 (+10,679)**

Priority 4: Density Along Major Corridors: **258,692 (+37,089)**

Priority 6: Increased Entitlements around Schools (R4A): **263,799 (+5,107)**

Priority 9: Encourage Infill in R Zones: **291,460 (+27,661)**

Priority 10: Encourage Missing Middle Redevelopment: **296,098 (+4,638)**

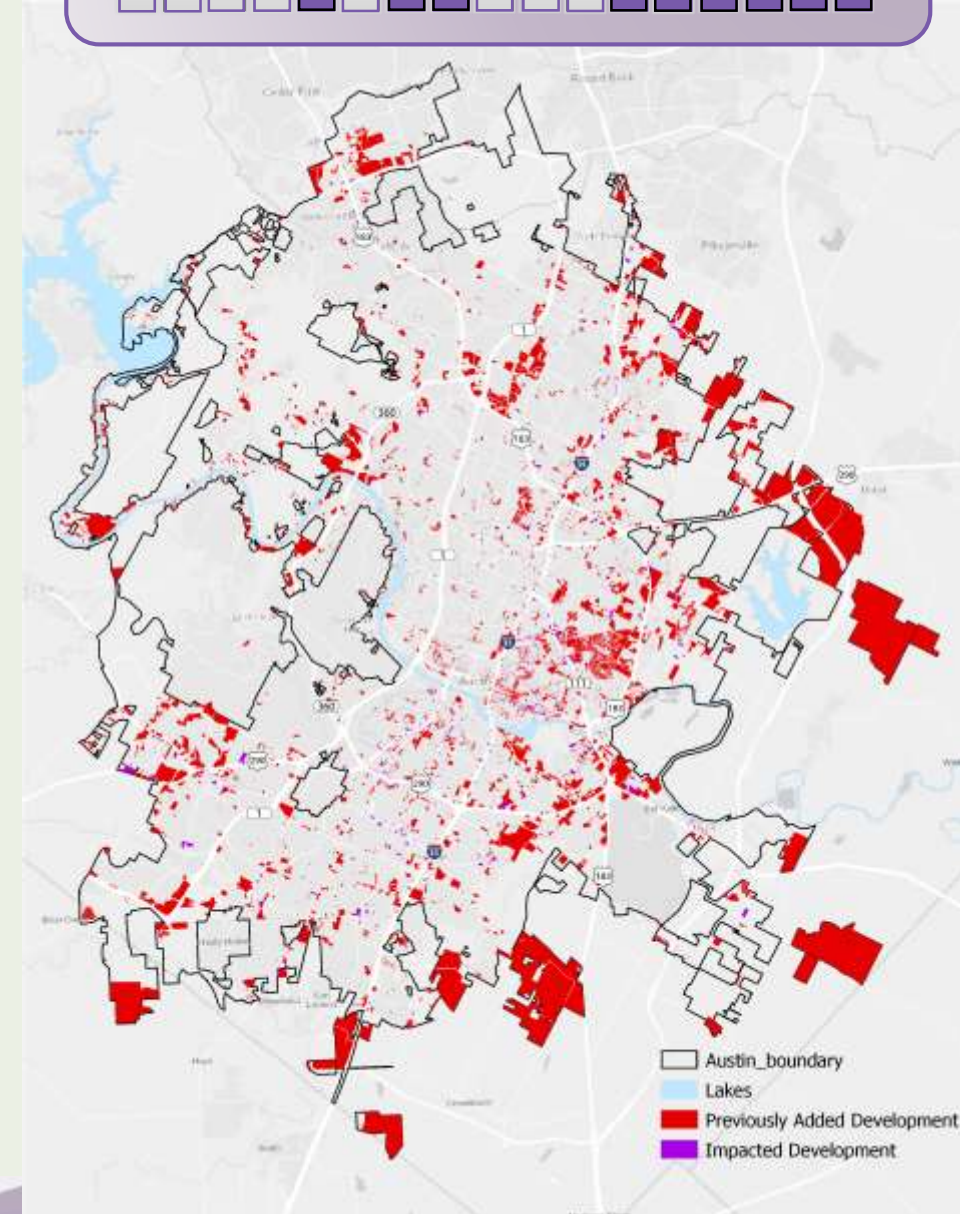
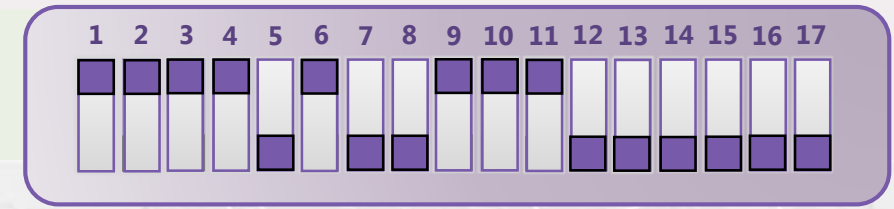
Apply Title 23 Compatibility: **290,605 (-5,493)**

Priority 11: Remove Title 23 Compatibility: **296,098 (+5,493)**

TOTAL HOUSING UNIT CAPACITY

NEGATIVE CHANGE IN TOTAL CAPACITY

POSITIVE CHANGE IN TOTAL CAPACITY



SCENARIO C:

MAXIMIZE INCOME-RESTRICTED AFFORDABLE HOUSING

Baseline nearest equivalency: **146,246**

Priority 1: Mixed Use in Commercial: **196,595** | 0 (+50,349 | +0)

Priority 3: Density in IA Centers: **206,563** | 0 (+9,968 | +0)

Priority 4: Density Along Major Corridors: **241,123** | 0 (+34,560 | +0)

Priority 6: Increased Entitlements around Schools (R4A): **245,881** | 0 (+4,758 | +0)

Priority 9: Encourage Infill in R Zones: **271,656** | 0 (+25,775 | +0)

Priority 10: Encourage Missing Middle Redevelopment: **275,978** | 0 (+4,322 | +0)

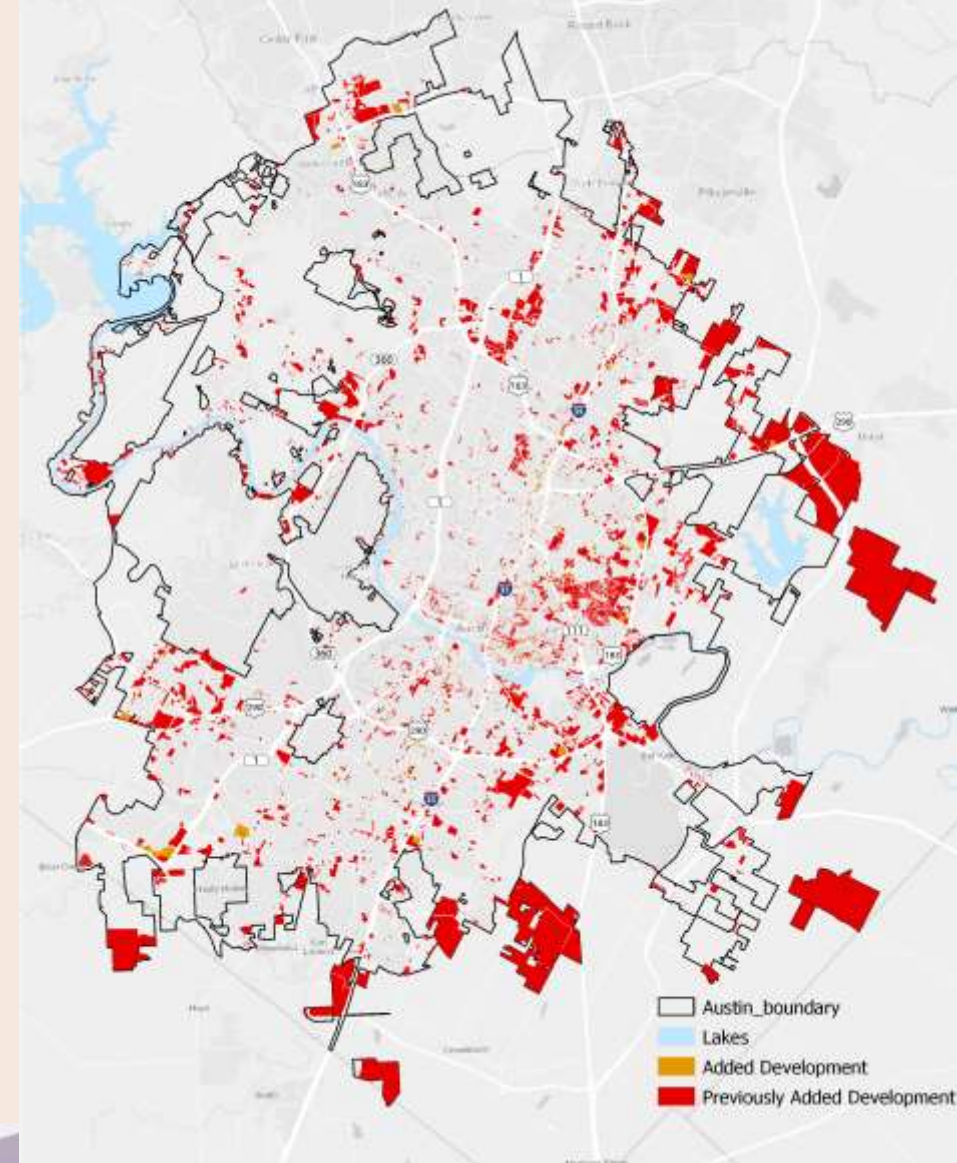
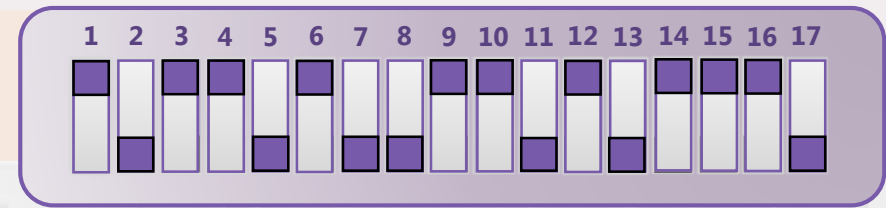
Priority 12: Apply Bonuses in Draft 2: **369,371** | 8,328 (+93,393 | +8,328)

Priority 14: Upzone + Bigger Bonuses: **489,566** | 8,837 (+120,195 | +509)

Priority 15: Match Existing Base Entitlements: **467,525** | 17,542 (-22,041 | +8,705)

Priority 16: Mimic VMU: **479,053** | 17,972 (+11,528 | +430)

TOTAL HOUSING UNIT CAPACITY
TOTAL AFFORDABLE UNIT CAPACITY
NEGATIVE CHANGE IN TOTAL CAPACITY
POSITIVE CHANGE IN TOTAL CAPACITY
CHANGE IN AFFORDABLE UNIT CAPACITY



EVALUATED PRIORITY LIST

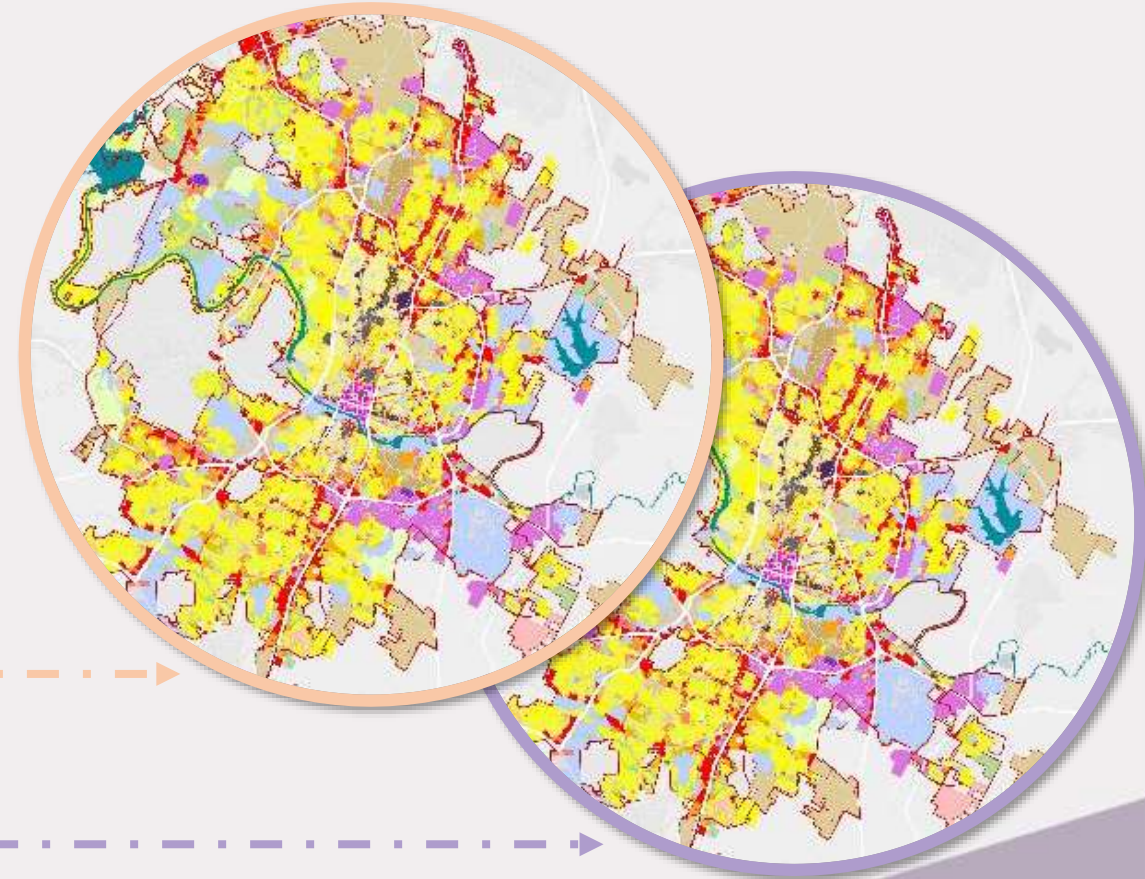
POLICY ID	DESCRIPTION	CAPACITY	MAPPING WORKING GROUP EVAL
P1	Permit Mixed Use in Commercial Zones	46,324	●●●●●●●
P2	ADUs in More Locations	10,525	●●●●●○
P3a	Increase density on non-residential land in IA Centers (1/8 mile)	11,679	●●●●●●●
P3b	Increase density on non-residential land in IA Centers (1/4 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



POLICY PRIORITIES 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

COMPARE DRAFTS BASED ON REPORT CARD INDICATORS



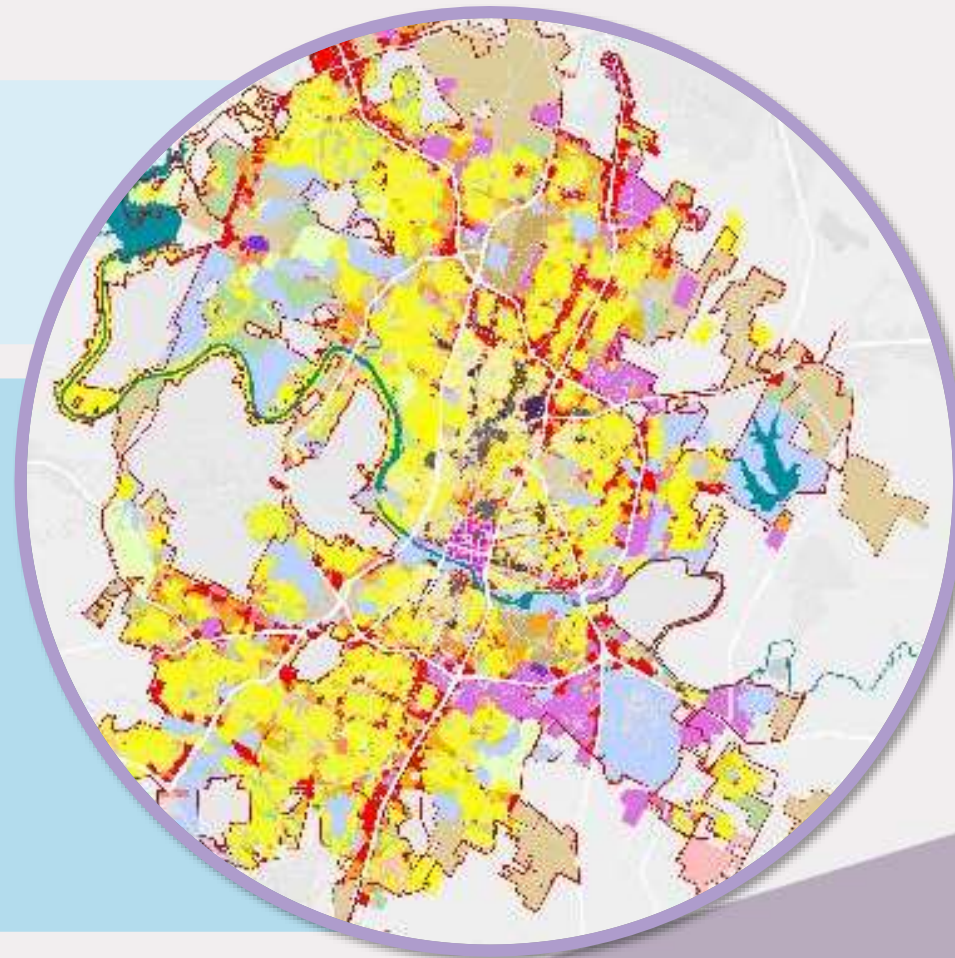
NEAREST EQUIVALENCY

Priority 0: “Nearest Equivalency” Scenario

- Current code translated to “Draft 2” code
- Redevelopment based on feasibility in current code

What is “Nearest Equivalency?”

- This Zoning scenario would use the new Draft 2 language, but with proposed AHBP bonuses turned off
- Does not include MU zones in the Draft 2 code
- Priorities and scenarios are added to it to show how it would affect the city
- Both the Nearest Equivalency Map and Current Code have an estimated capacity of about **140,000 units**



P1

EXPAND MIXED USE

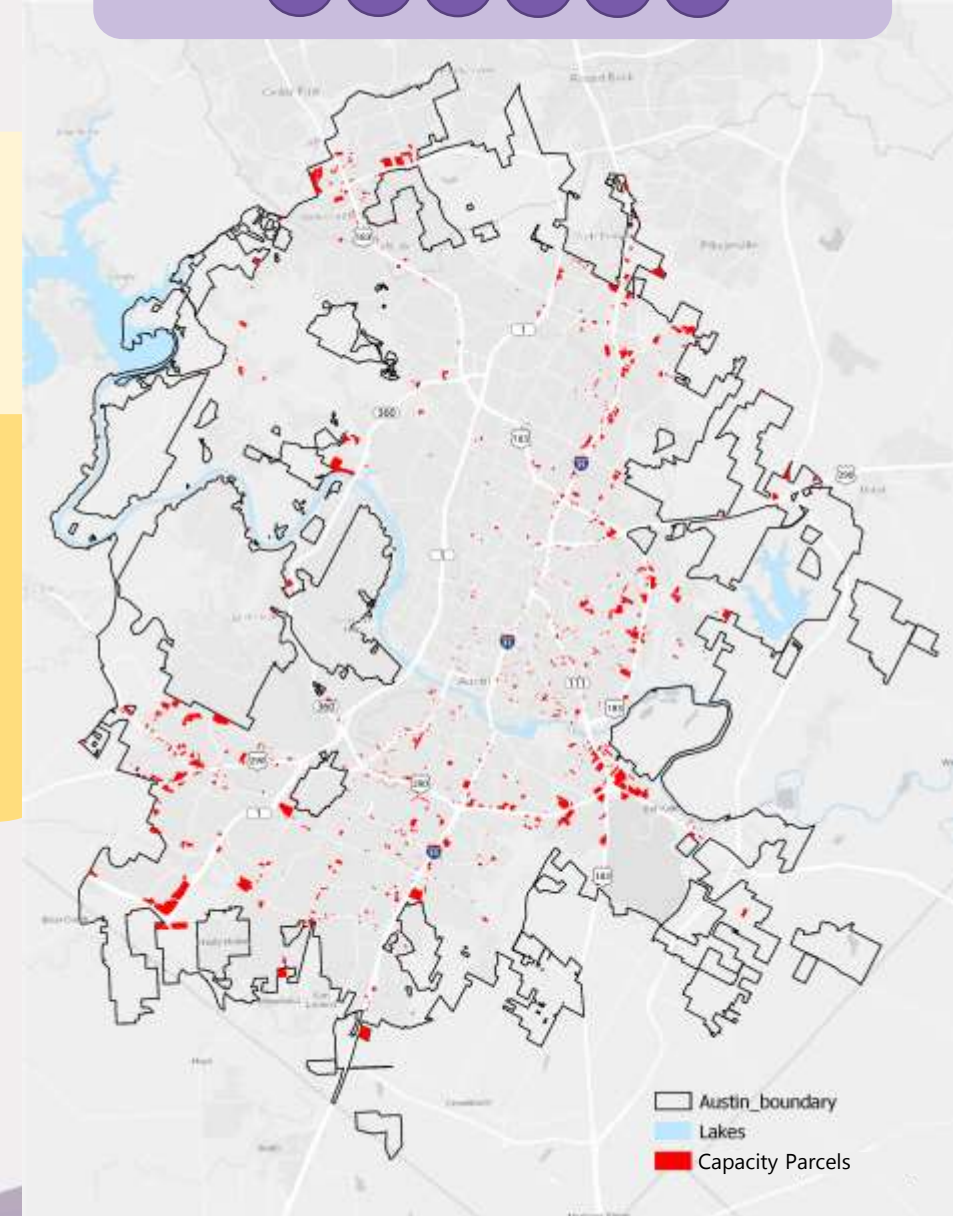
Priority 1: Mixed Use in Commercial Zones

- MU zones applied to areas zoned commercial in current code without "v" or "mu" in their zoning string

CAPACITY CHANGE
(RELATIVE TO NEAREST EQUIVALENCY)

+46,324
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



ADUs EVERYWHERE

Priority 2: Encourage ADUs and Increase Land Capacity

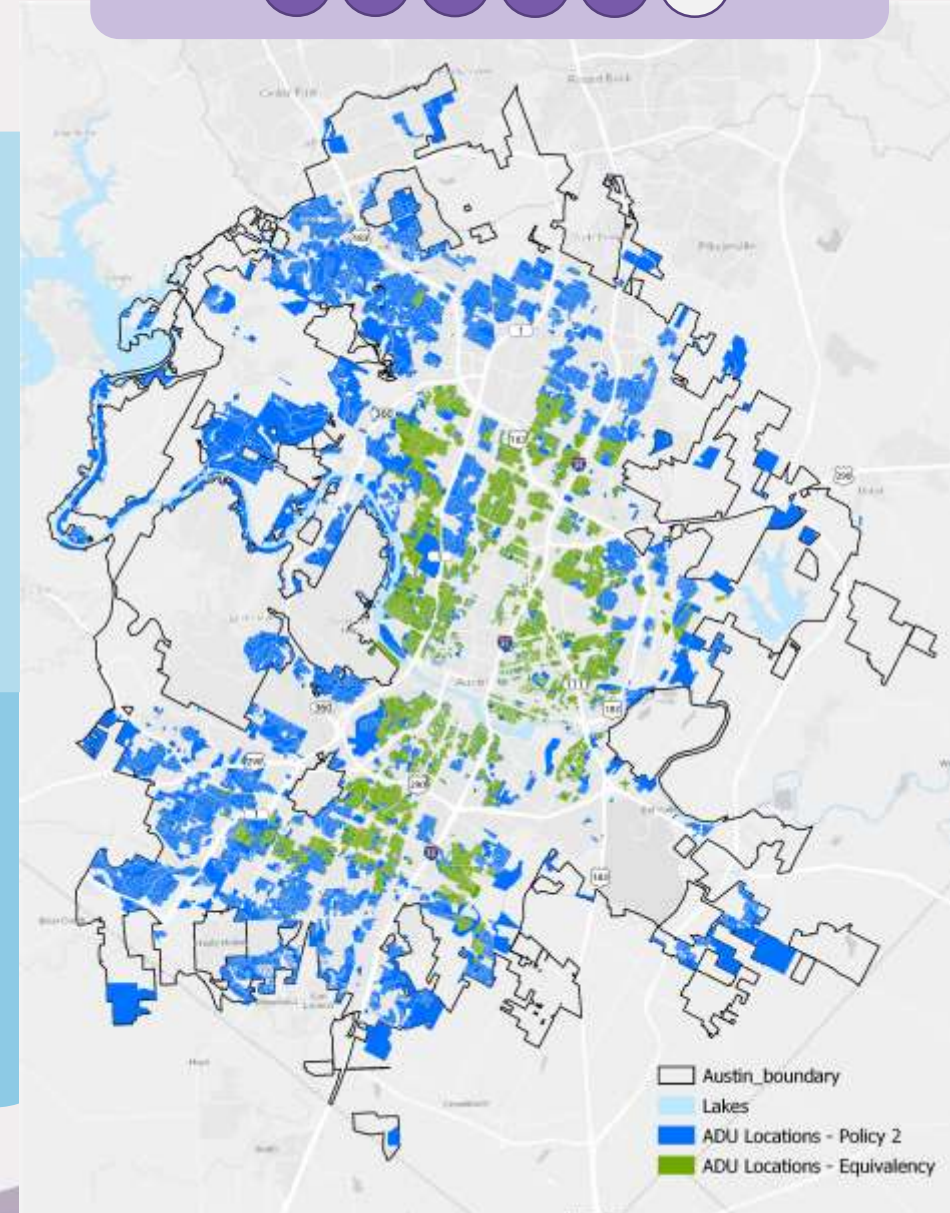
- ADUs possible on 148,922 parcels (94% of single-family zoned lots) up from 68,760 in “nearest equivalency” (43%)
- Package of incentives such as fee waivers, parking reductions, and internal ADUs encourage development
- Assume ADU production rises from 2.5% of annual permits to 10% (similar to Portland, OR)

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

+10,525
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



P3

IA CENTERS

Priority 3: Increase Density in IA Centers

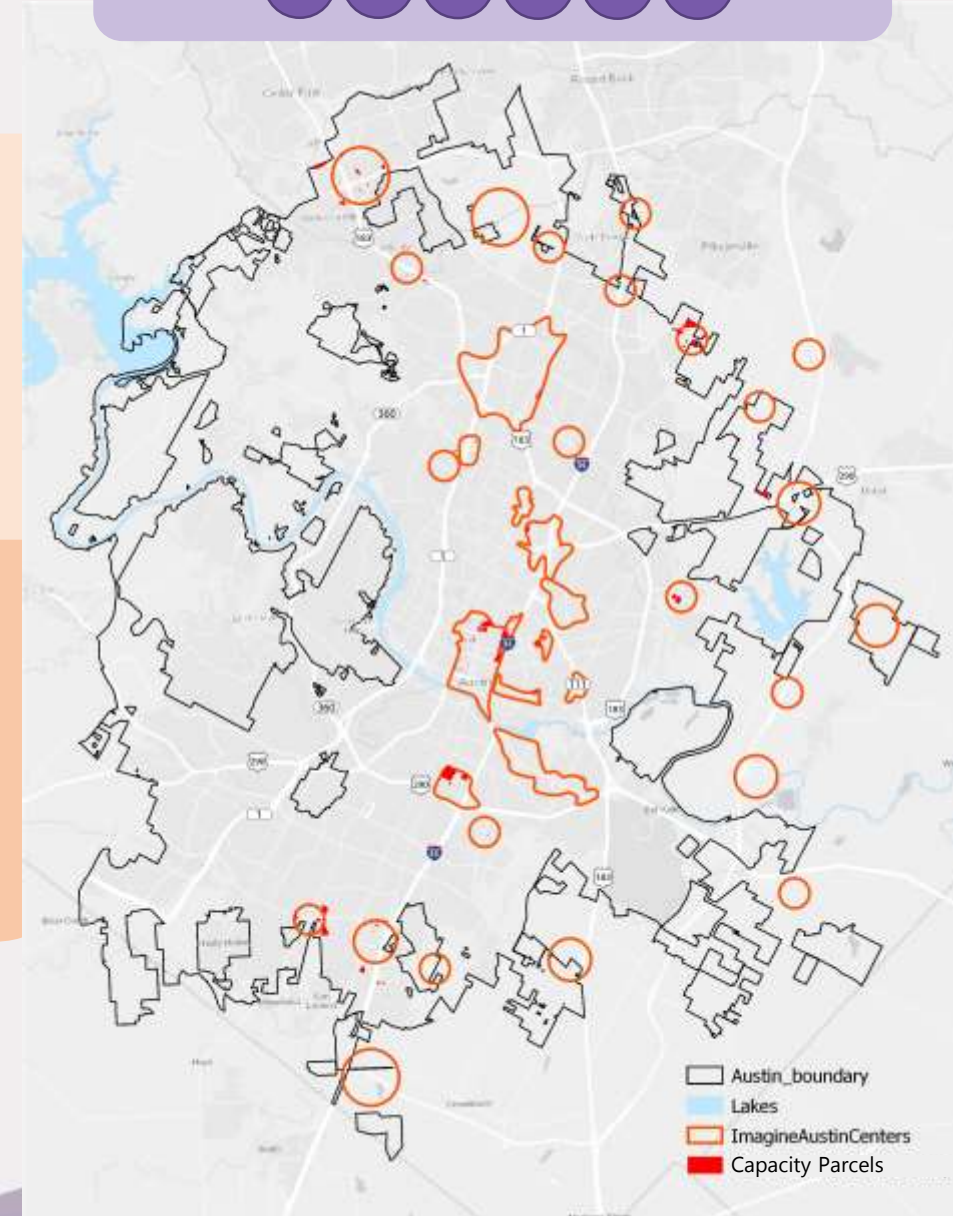
- Upzone parcels up to 1/8 mile away from Imagine Austin Centers to MS2B
- Exclude residential parcels
- Feasibility test is done to assess where redevelopment might occur

Note: Increasing distance to 1/4 mile adds an additional 5,558 units

CAPACITY CHANGE
(RELATIVE TO NEAREST EQUIVALENCY)

+11,679
HOUSING UNITS

MAPPING WORKING GROUP INTEREST





Priority 4: Increase Density Along Major Thoroughfares

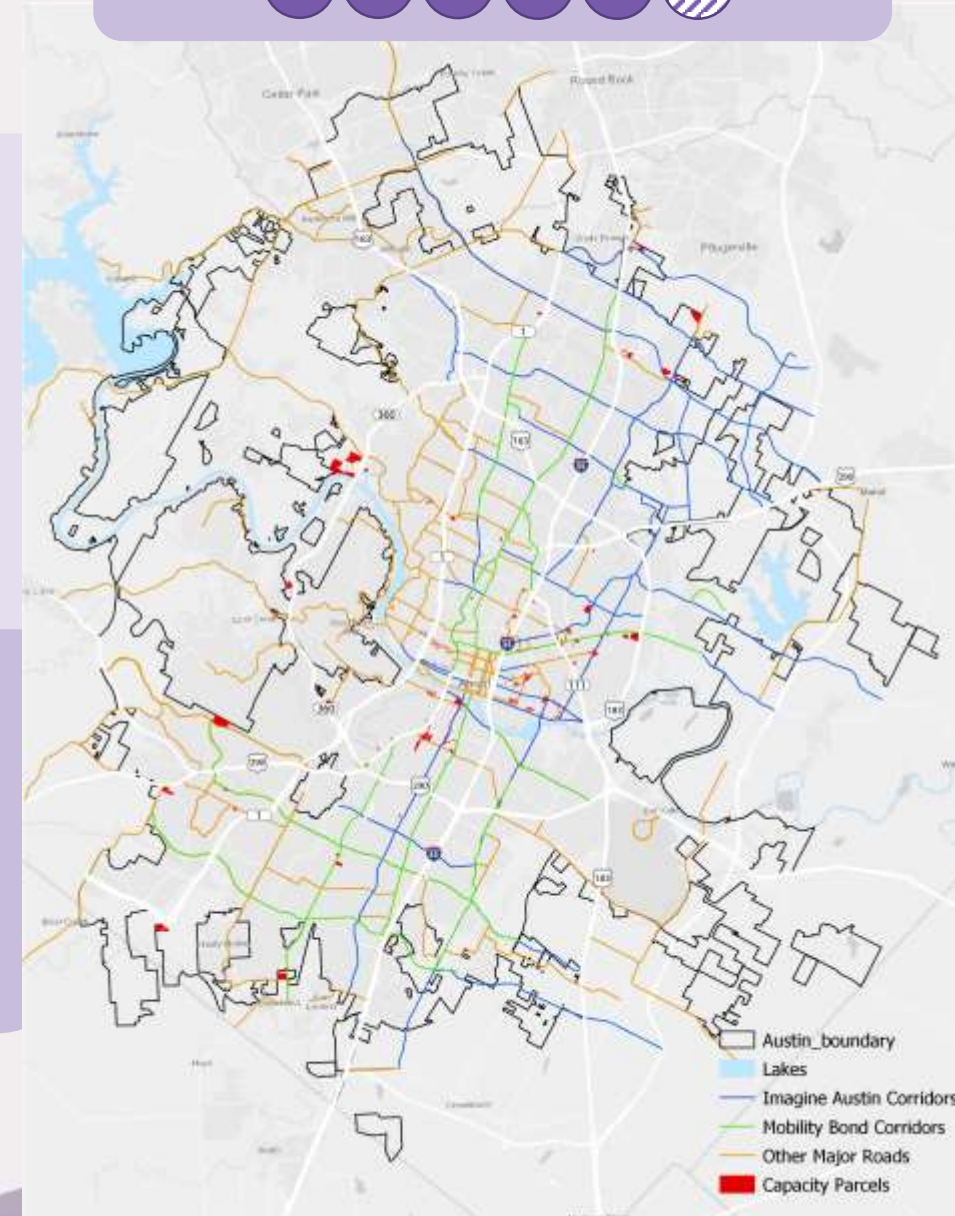
- Commercial land within 1/8 mile of Imagine Austin Corridors, Mobility Bond Corridors, and all other major thoroughfares.
- Exclude residential parcels
- Upzone parcels to MS2B
- Feasibility test is done to assess where redevelopment might occur

Note: Increasing distance to ¼ mile adds an additional 13,800 units

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

+39,894
HOUSING UNITS



P5

AISD SCHOOLS (R3C)

Priority 5: Increase Density Around AISD Schools to R3C

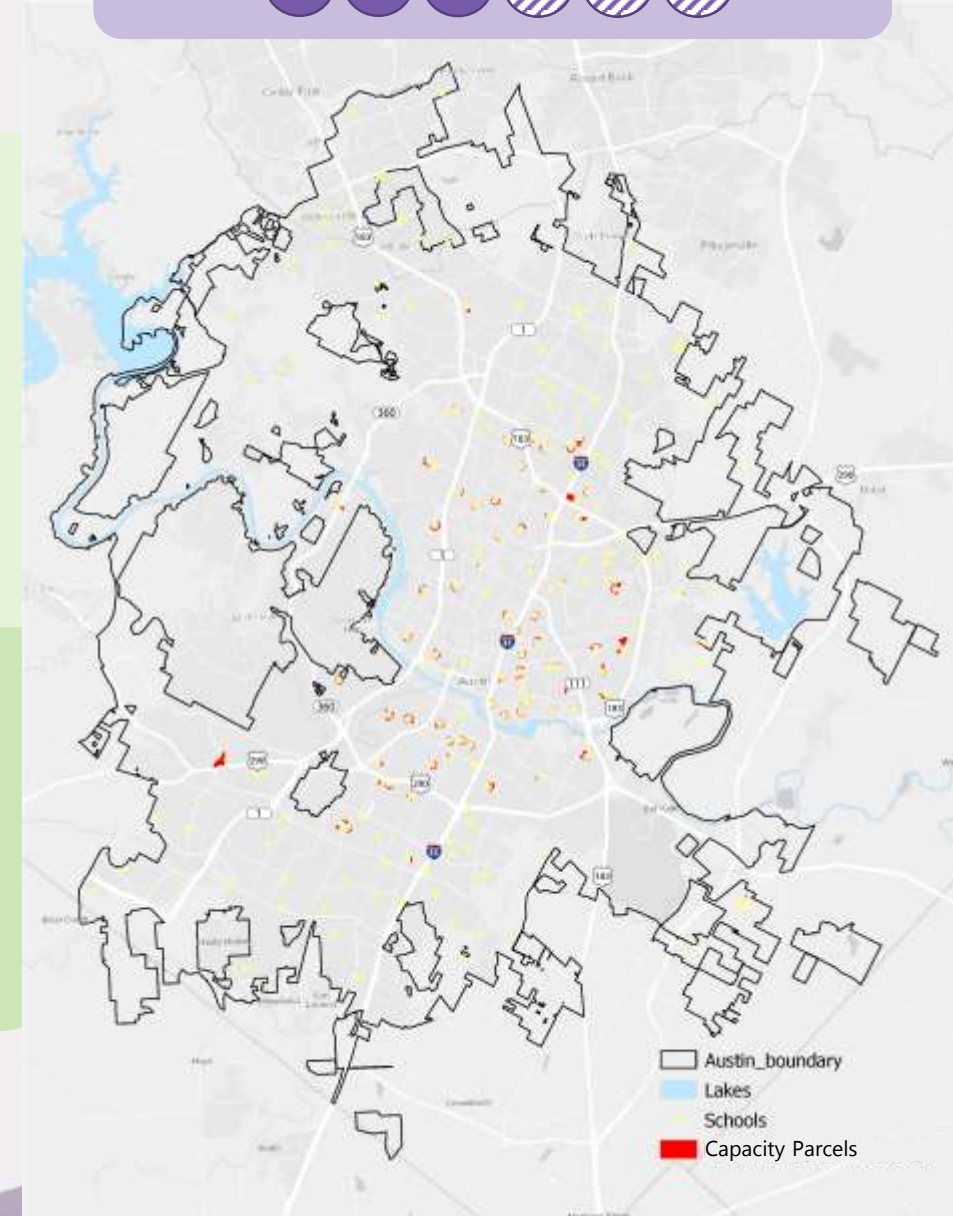
- Increase entitlements on parcels within 1/8 mile of public schools
- Parcels zoned R1 or lower upzoned to R2B
- Parcels zoned R2 upzoned to R3C
- Feasibility test is done to assess where redevelopment might occur

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

+2,927
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



P6

AISD SCHOOLS (R4A)

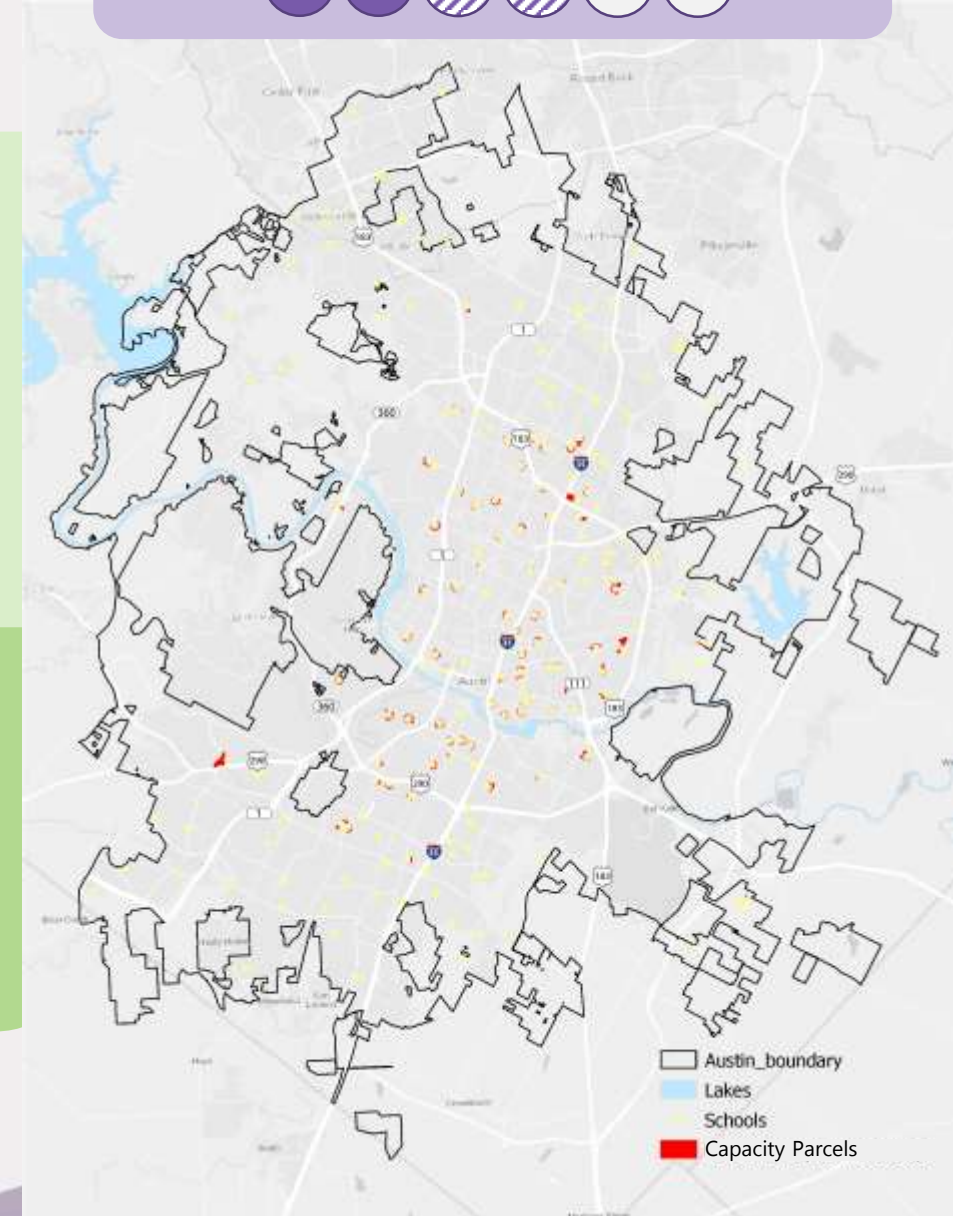
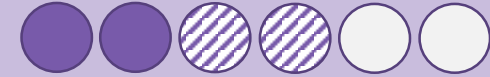
Priority 6: Increase Density Around AISD Schools to R4A

- Increase entitlements on parcels within 1/8 mile of public schools
- Parcels zoned R1 or lower upzoned to R2B
- Parcels zoned R2 upzoned to R4A
- Feasibility test is done to assess where redevelopment might occur

CAPACITY CHANGE
(RELATIVE TO NEAREST EQUIVALENCY)

+4,313
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



P7

LIMIT SINGLE FAMILY REDEVELOPMENT

Priority 7: Limit Redevelopment on Existing Single Family Parcels in R Zones

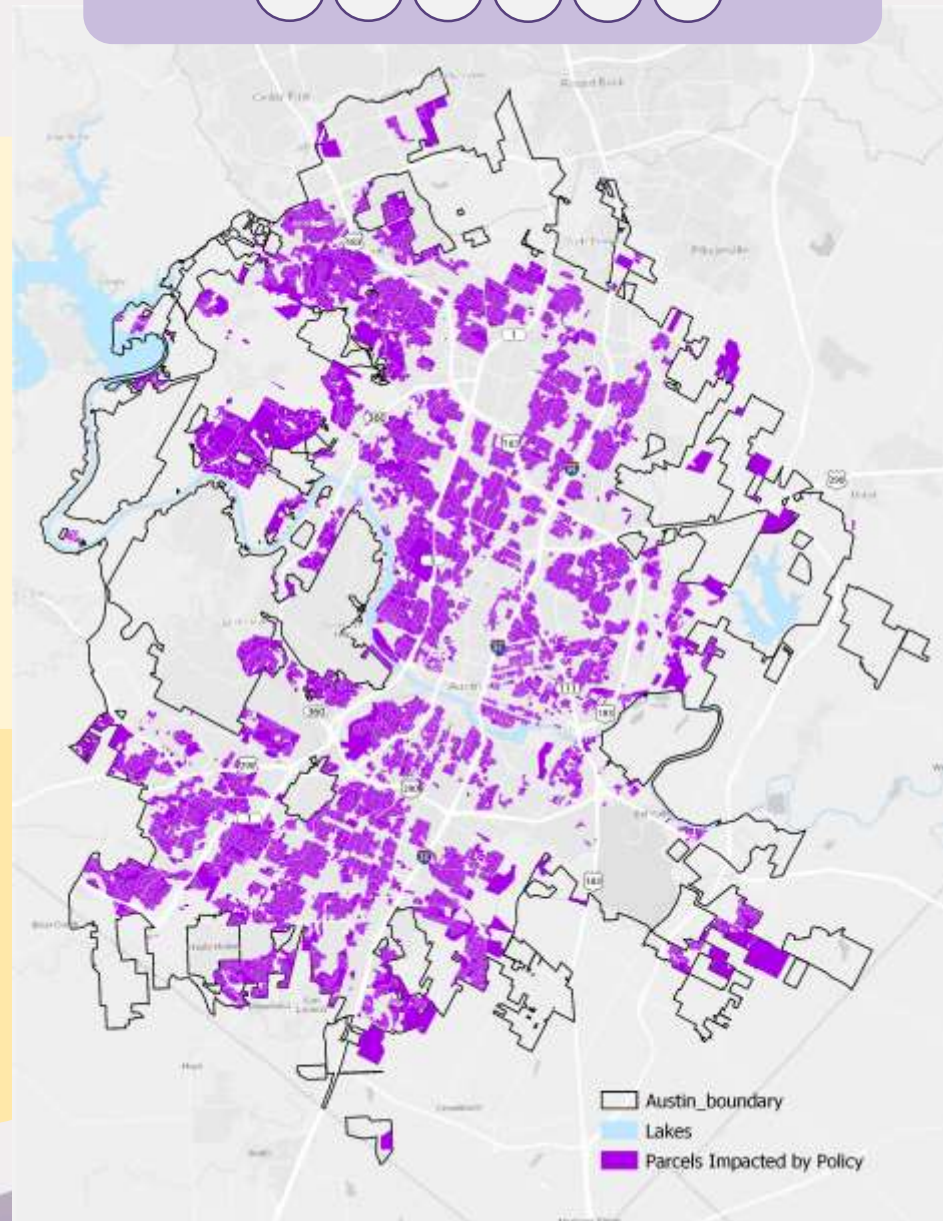
- Any R zoned parcel with an existing single family home is excluded from any future development
- In “nearest equivalency” this only blocks SF demolitions at the rate at which they already occur in Austin (~465 per year)
- When combined with other priorities, this Priority has a much larger impact

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

-2,108
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



P8

PRESERVE EXISTING MULTIFAMILY

Priority 8: Limit Redevelopment of Existing Older Multifamily Housing Stock

- Entitlements on existing multifamily use (in any zone) are kept static
- Threshold for age is built before 1985
- Relatively small impact even when combined with other priorities

Note: P8 blocks ~7,800 units of capacity in Nearest Equivalency, but preserves ~4,300 existing multifamily units.

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

-3,512
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



P9

MISSING MIDDLE INFILL

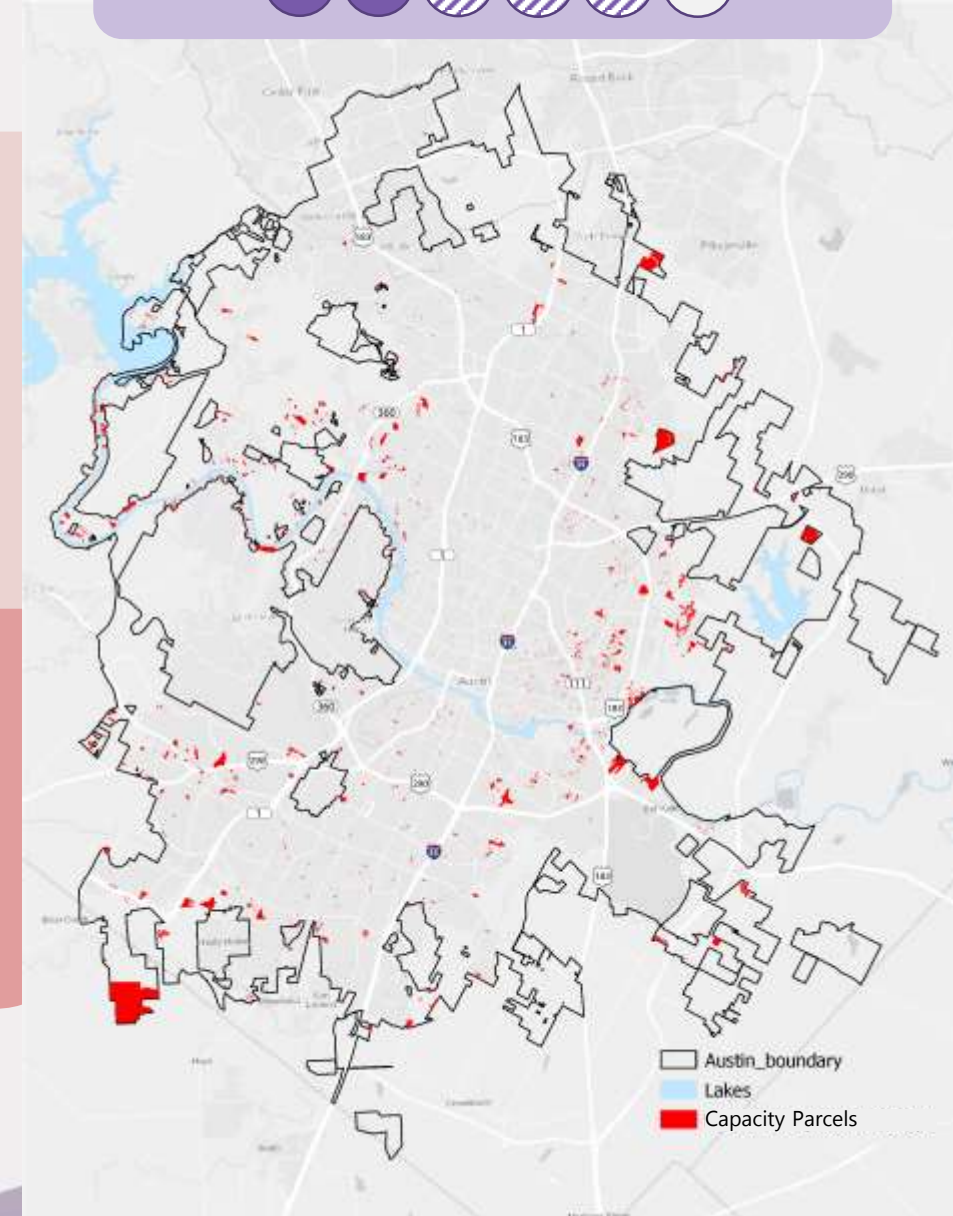
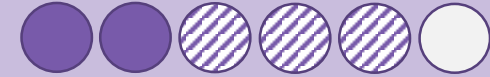
Priority 9: Encourage Missing Middle Housing on Vacant Land in R Zones

- R4A is applied to all vacant land zoned RR, LA, R1, R2, or R3 in “nearest equivalency”
- R4A allows a range of missing middle housing types including cottage courts, duplexes, and multiplexes

CAPACITY CHANGE
(RELATIVE TO NEAREST EQUIVALENCY)

+25,620
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



P10

MISSING MIDDLE REDEV

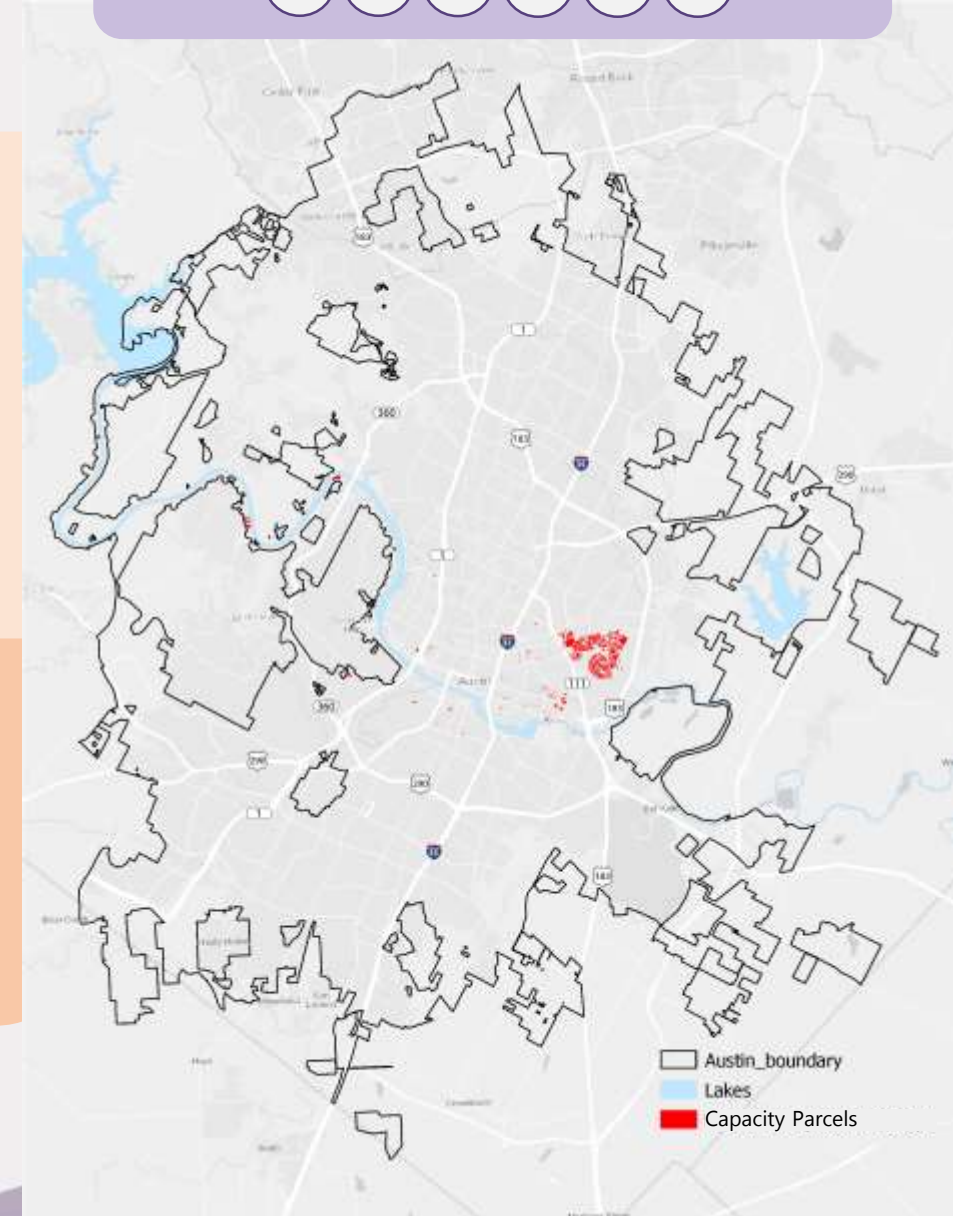
Priority 10: Encourage Redevelopment of Existing Single Family in R Zones to Missing Middle

- R4A is applied to developed land zoned RR, LA, R1, R2, or R3 in “nearest equivalency” based on a feasibility test
- R4A allows a range of missing middle housing types including cottage courts, duplexes, and multiplexes
- Impacted land area is disproportionately in East Austin

CAPACITY CHANGE
(RELATIVE TO NEAREST EQUIVALENCY)

+4,323
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



P11

TURN OFF COMPATIBILITY

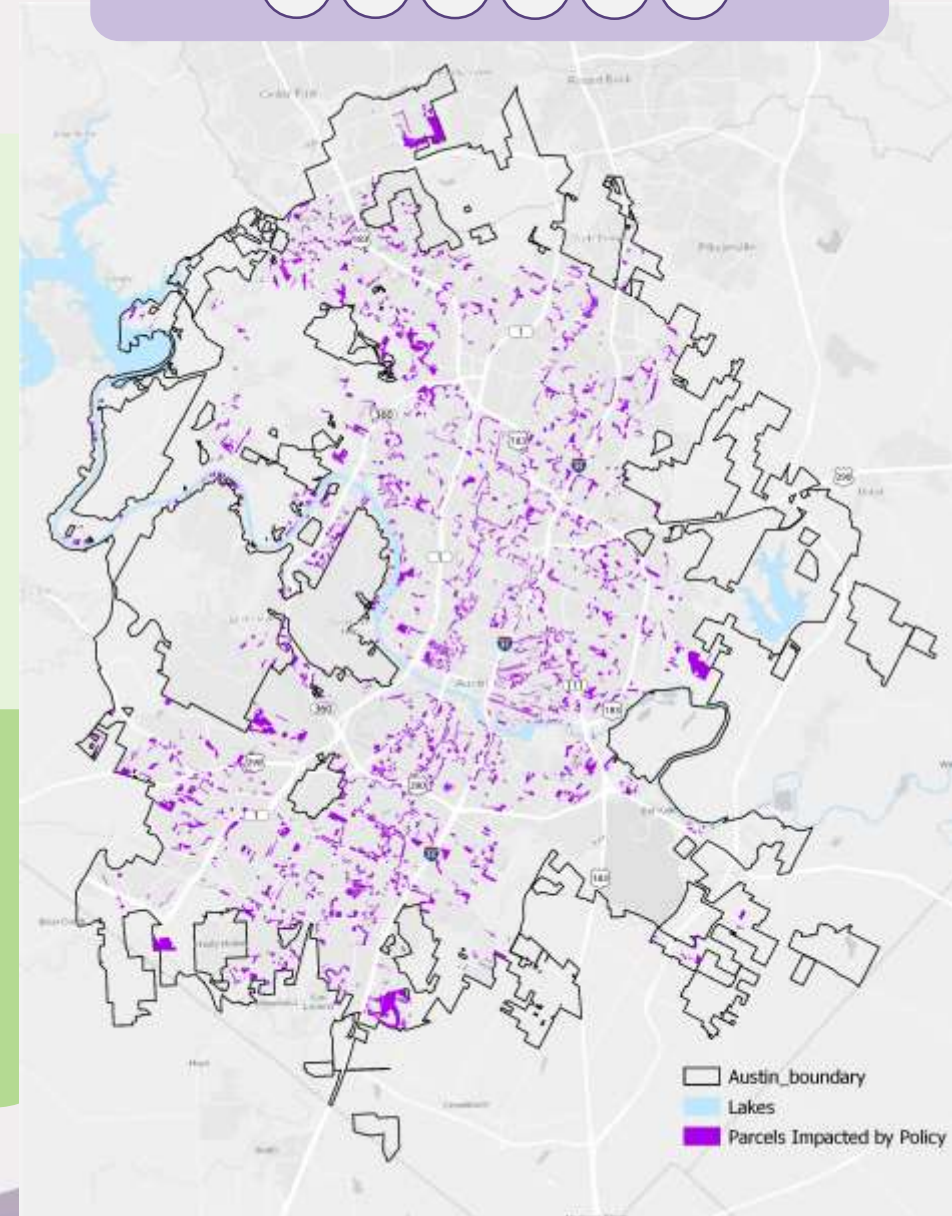
Priority 11: Remove Single Family Compatibility Requirements (Title 23 Compatibility)

- Any redevelopment potentially impacted by compatibility is allowed to reach typical densities
- Relatively minor impact to "nearest equivalency" map
- When combined with other priorities such as #1, #3, or #4, impact of this Priority is much more pronounced

CAPACITY CHANGE
(RELATIVE TO NEAREST EQUIVALENCY)

+1,360
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



DRAFT 2 BONUSES

Priority 12: Apply Bonuses in Draft 2 Code

- Any modeled development that has a bonus option, takes it. Represents bonus opportunity, not a forecast of bonus uptake.
- Bonuses are calculated relative to maximum base entitlements. For example, a bonus of 1 floor with a 4 floor base entitlement receives a 25% bonus.

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

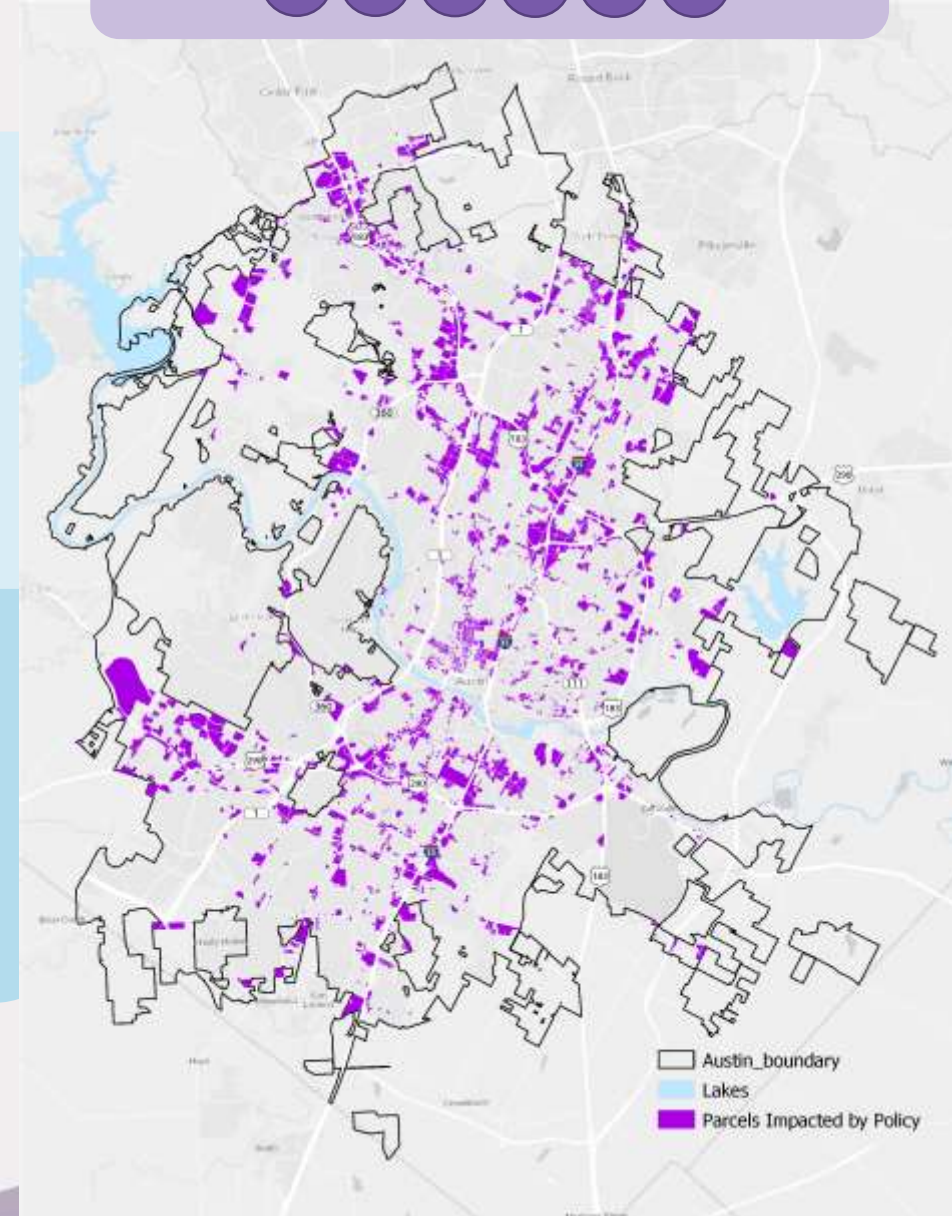
+76,848

TOTAL UNITS

+949

AFFORDABLE UNITS

MAPPING WORKING GROUP INTEREST



P14

MORE INTENSE BONUS ZONES

Priority 14: Replace Less Intense Bonus Zones With More Intense Bonus Zones

- Specific RM and MU zones are upzoned to the next level of intensity
- Feasibility tests are run to estimate change in redevelopment potential
- Where bonuses apply, they are re-applied

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

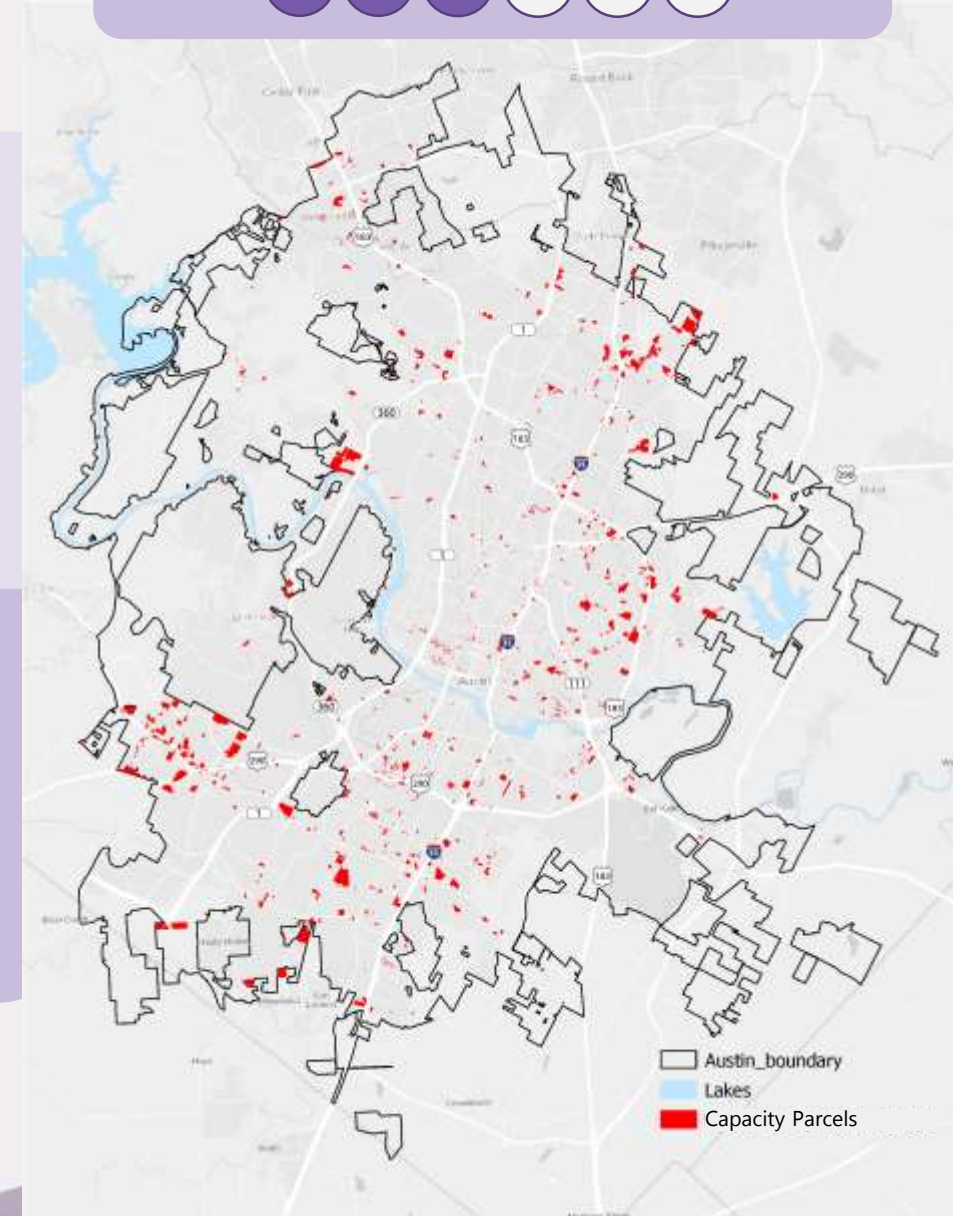
+73,664

TOTAL UNITS

+1,903

AFFORDABLE UNITS

MAPPING WORKING GROUP INTEREST



P15

RESIDENTIAL ONLY AS A BONUS

Priority 15: Apply Versions of MU That Mimic Existing Base Entitlements

- Applied to parcels where MU zones were painted in existing commercial zones and the parcels did not have a "v" or an "mu" in their zone string
- Assume full participation in the affordable housing bonus
- Some parcels will drop out due to relative increase in commercial feasibility compared to base and bonus residential entitlements

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

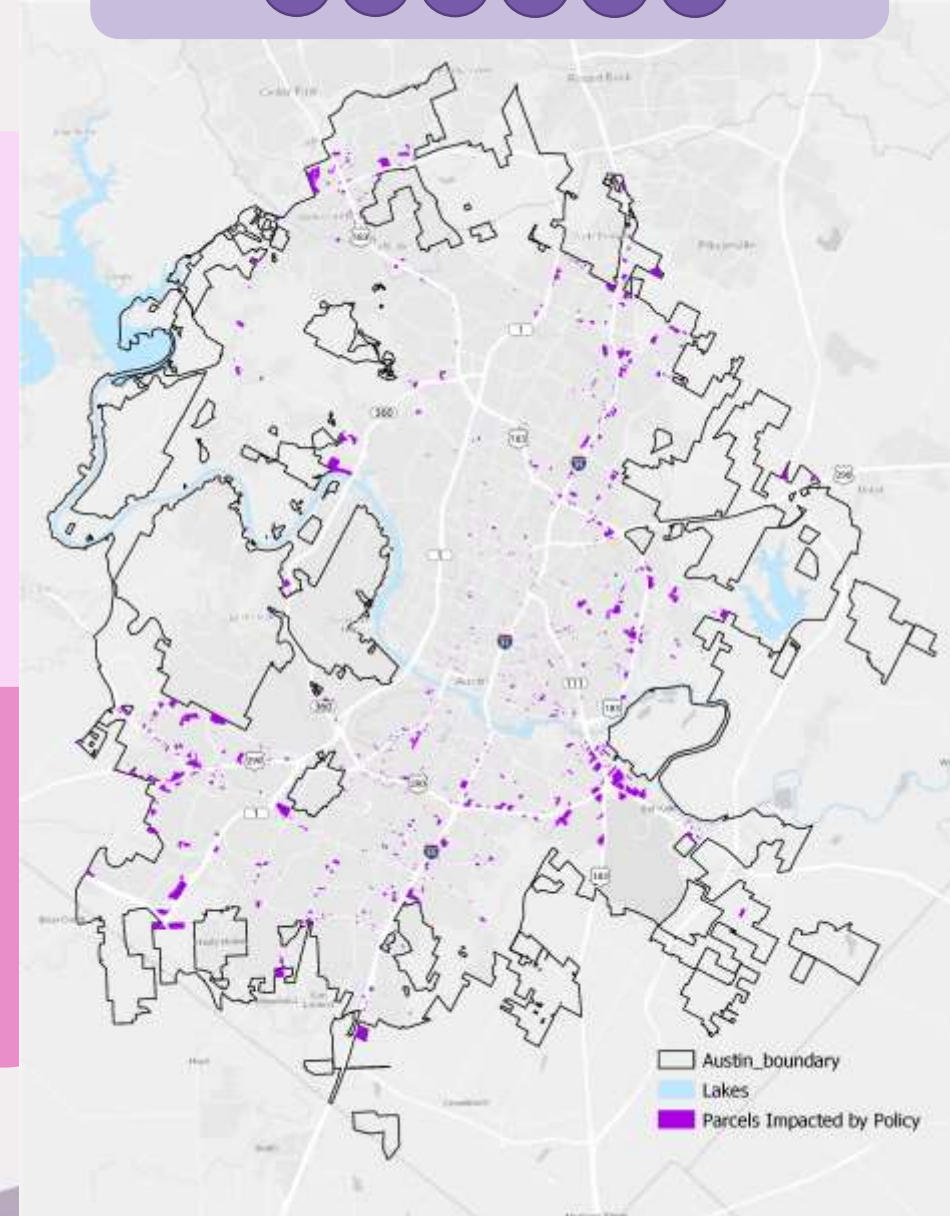
+89,518

TOTAL UNITS

+13,951

AFFORDABLE UNITS

MAPPING WORKING GROUP INTEREST



P16

RESIDENTIAL BASE AND BONUS

Priority 16: Apply Versions of MU That Mimic Base Entitlements of VMU

- Applied to parcels where MU zones were painted in existing commercial zones and the parcels have a "v" or an "mu" in their zone string
- Assume full participation in the affordable housing bonus
- Some parcels will drop out due to relative increase in commercial feasibility compared to base and bonus residential entitlements

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

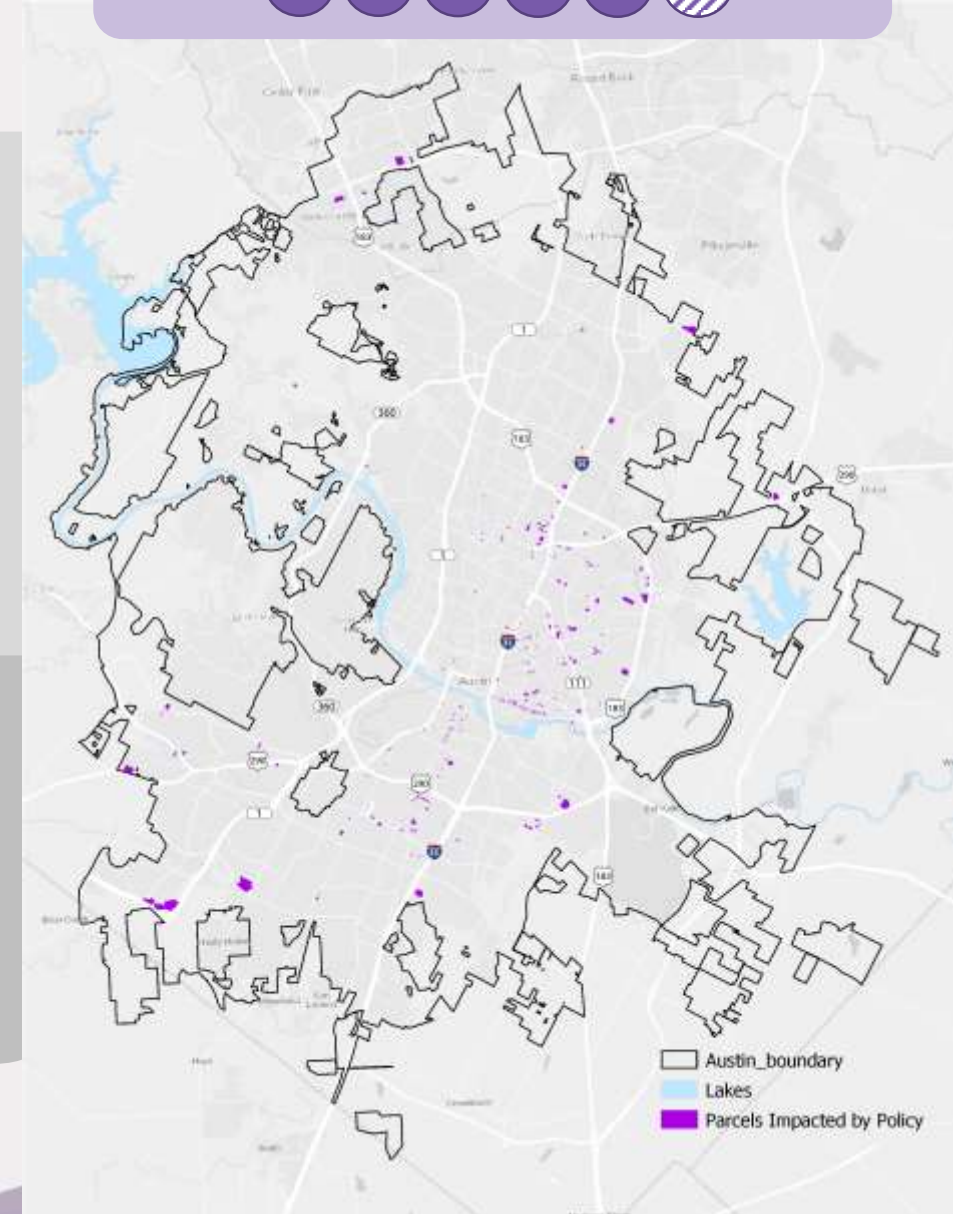
+16,380

TOTAL UNITS

+2,231

AFFORDABLE UNITS

MAPPING WORKING GROUP INTEREST



P17

SMALL SCALE BONUS ZONES

Priority 17: Create Bonuses for Residential Zones and Small Scale Mixed Use Zones

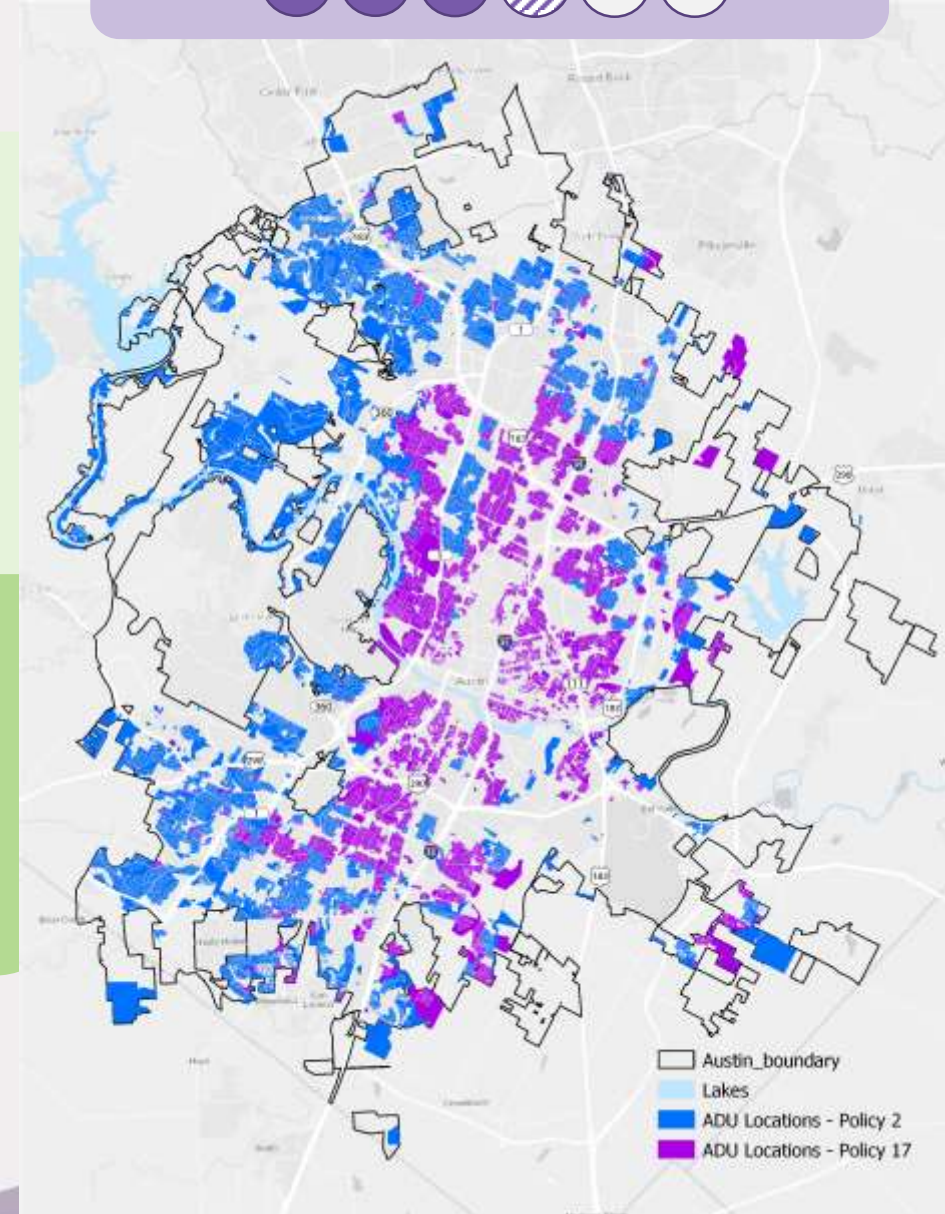
- Allow additional affordable units to be built in R1, R2, R3, R4, and MU1 zones
- Typically allows an internal and external ADU if one of the ADUs is registered as part of the CodeNEXT Citywide Affordable Housing Bonus Program

CAPACITY CHANGE

(RELATIVE TO NEAREST EQUIVALENCY)

*Included in higher Policy 2
ADU Production Rate*

MAPPING WORKING GROUP INTEREST



P18

MISSING MIDDLE IN IA CENTERS

Priority 18: Upzone to Missing Middle Densities in Imagine Austin Centers

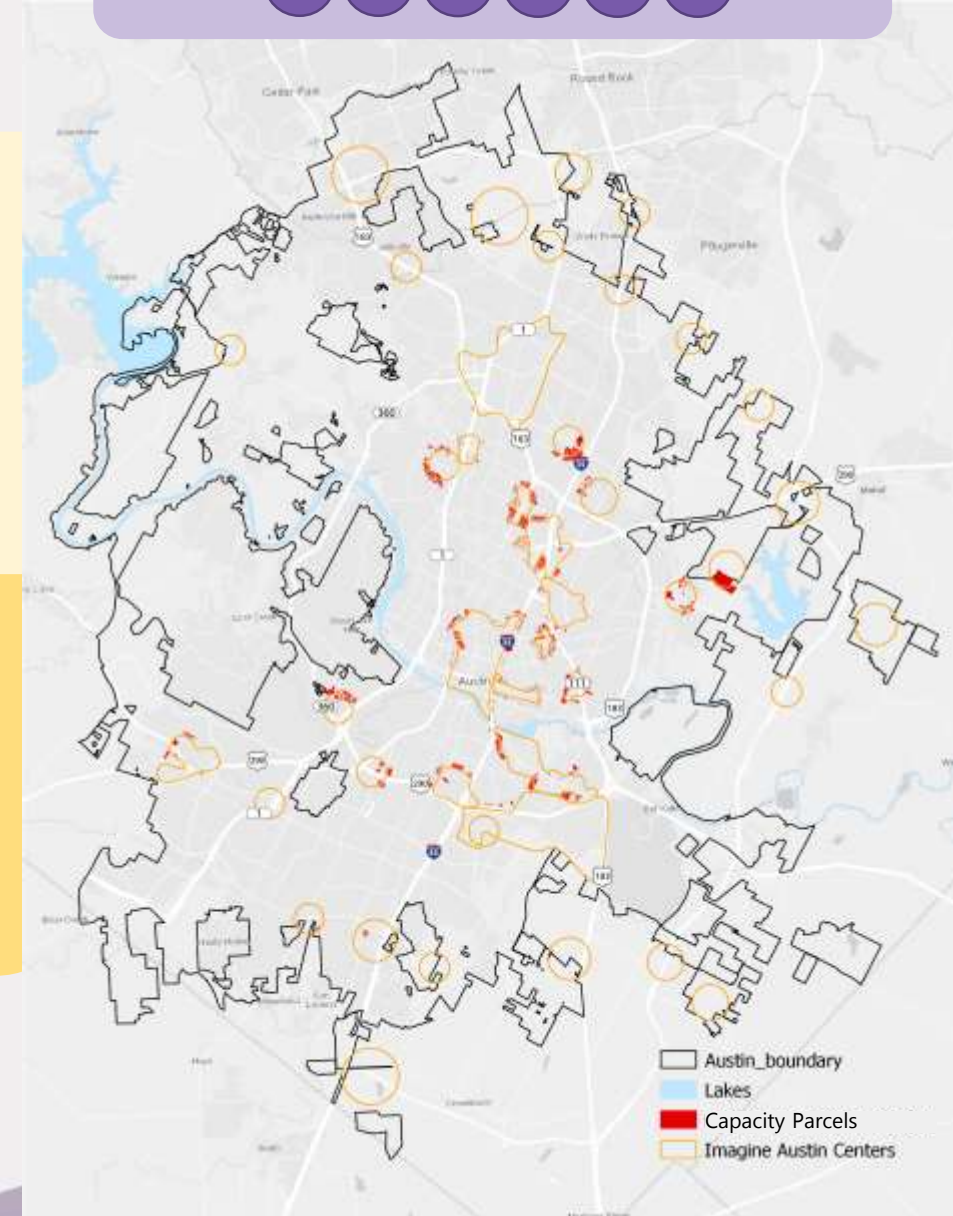
- Within 1/8 of a mile of centers, upzone R zones to R3C
- Would allow missing middle along in areas identified by Imagine Austin as priorities for growth and investment.

Note: Upzoning to R4A adds an additional 1,800 units.

CAPACITY CHANGE
(RELATIVE TO NEAREST EQUIVALENCY)

+7,049
HOUSING UNITS

MAPPING WORKING GROUP INTEREST



P19

MISSING MIDDLE ALONG CORRIDORS

Priority 19: Upzone to Missing Middle Densities in Along Major Corridors

- Within 1/8 of a mile of corridors, upzone R zones to R3C
- Would allow missing middle along in areas identified by Imagine Austin as priorities for growth and investment.

Note: Upzoning to R4A adds an additional 5,000 units.

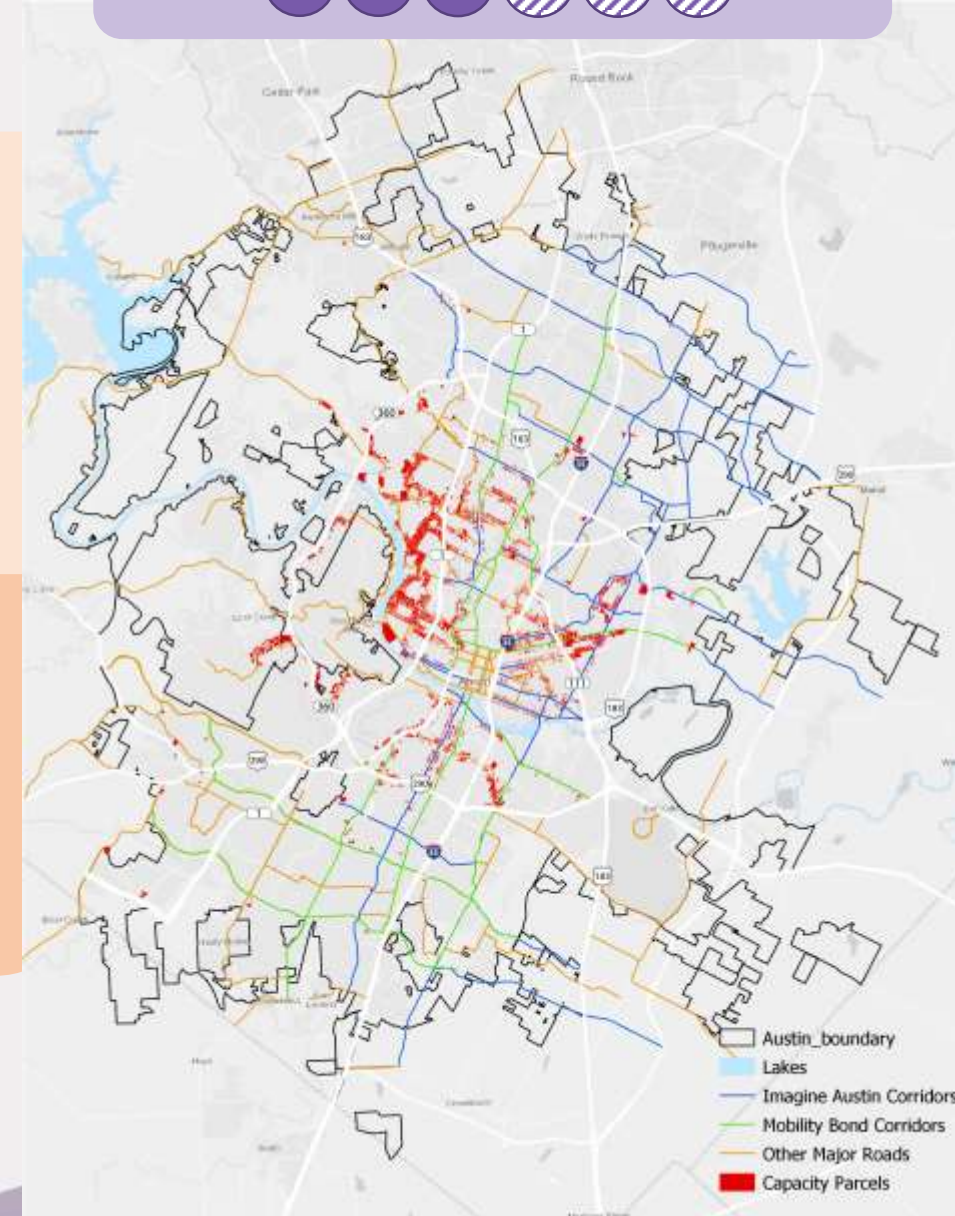
CAPACITY CHANGE
(RELATIVE TO NEAREST EQUIVALENCY)

+23,344
HOUSING UNITS

P18 AND P19 PROVIDE
MORE CAPACITY THAN
P9 AND P10 COMBINED



MAPPING WORKING GROUP INTEREST



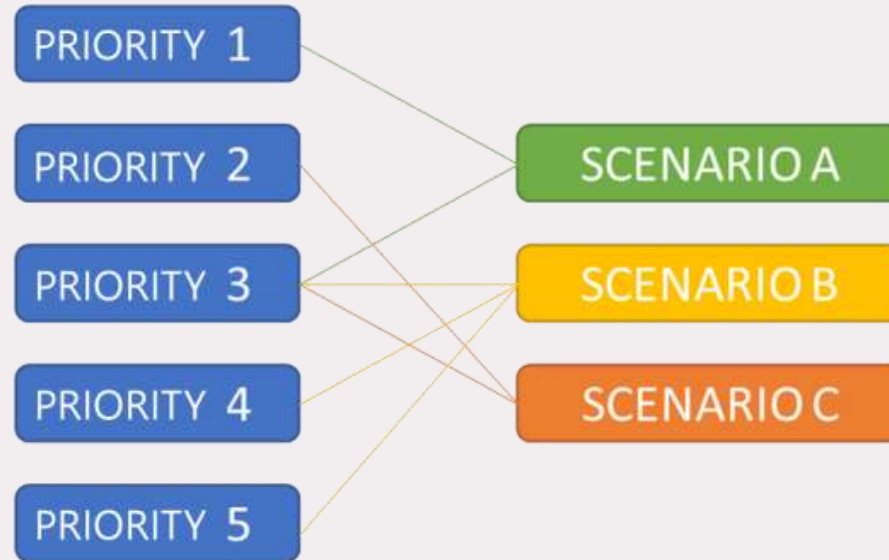
EVALUATED PRIORITY LIST

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



GETTING TO A LIST OF PRIORITIES



Step 1:
Test priorities
independently



Step 2:
Test priority
interactions

Step 3:
Evaluate priority
performance

DRAFT 3 – A HIGH LEVEL LOOK

	NEAREST EQUIVALENCY: Current Code With Draft 2 Language	DRAFT 2	DRAFT 3: Preview Version (2/12 release)
BASE UNIT CAPACITY:	139,420	189,499	200,621
BONUS UNIT CAPACITY:	5,174	85,646	83,220
AFFORDABLE UNIT CAPACITY:	1,500	5,000	COMING SOON
TOTAL UNIT CAPACITY:	144,594	275,145	283,841



DRAFT 3 – PRIORITY PERFORMANCE

Policy	Nearest Equiv	Draft 3	Policy	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"/>



NEXT STEPS

1. Draft 3 is due to be released on February 12th
2. Consultant team will produce Envision Tomorrow indicators for Draft 3.
3. PC priority evaluation can evolve as Draft 3 is studied.
4. The next round of map or text changes should address PC evaluation.
5. Mapping working group to schedule Draft 3 work sessions.

