

Goal 10 Planning “in the Trenches”

Matt Hastie, AICP

Project Manager, Angelo Planning Group



LAND USE PLANNING
TRANSPORTATION PLANNING
PROJECT MANAGEMENT

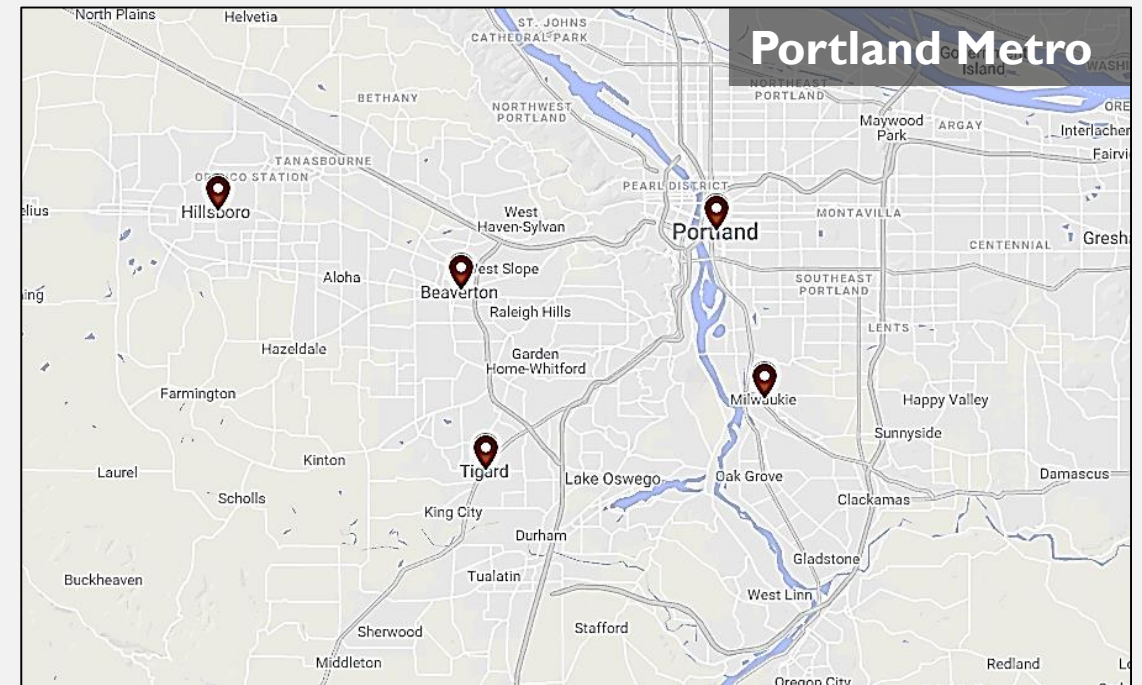
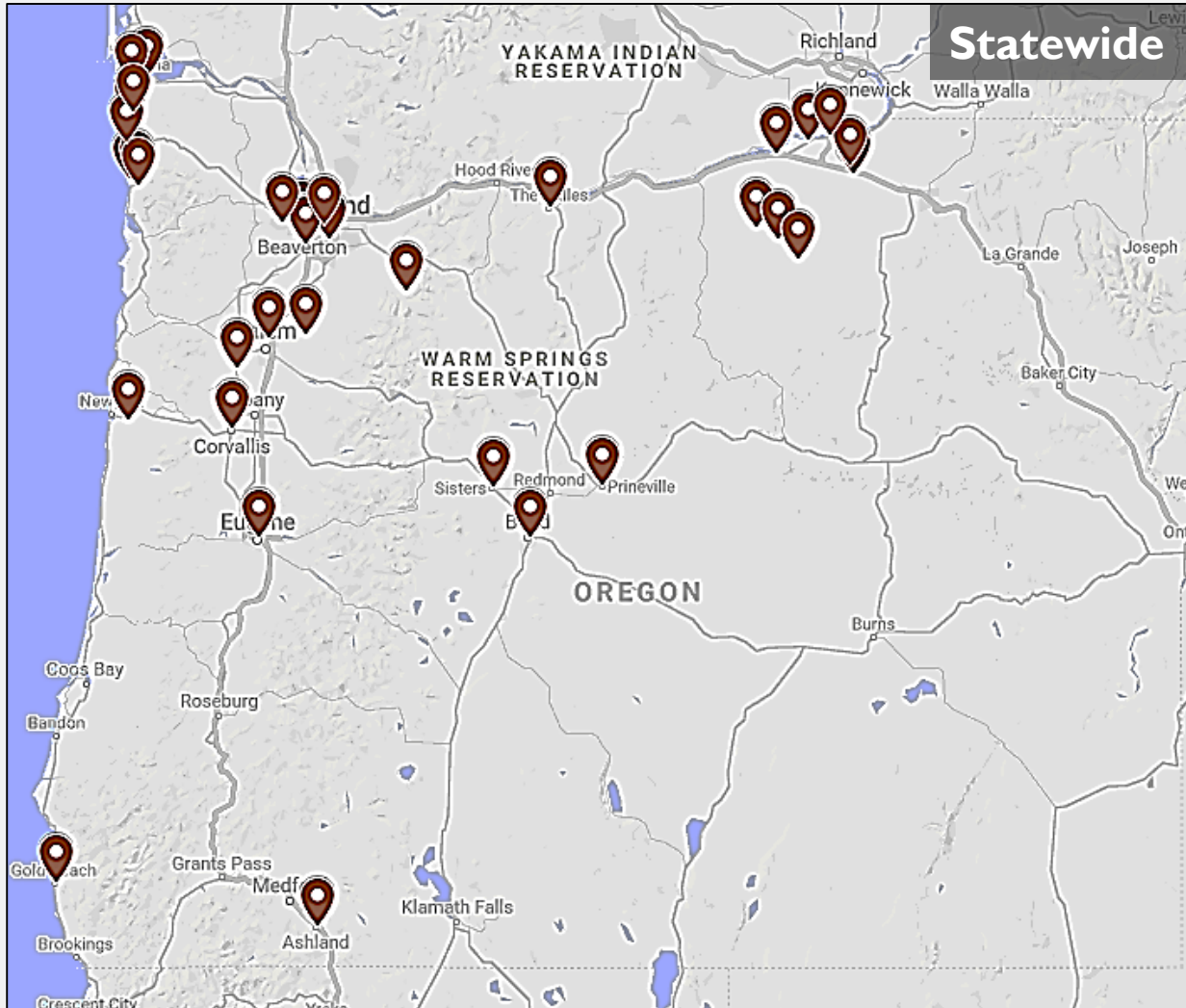
About APG



- Staff of 13 professional planners with over 100 years of combined experience with planning in the Pacific Northwest.
- Wide range of planning services, ranging from comprehensive plans to development permitting.
- Worked with jurisdictions across the state on Goal 10 and housing-related planning work for over a decade.



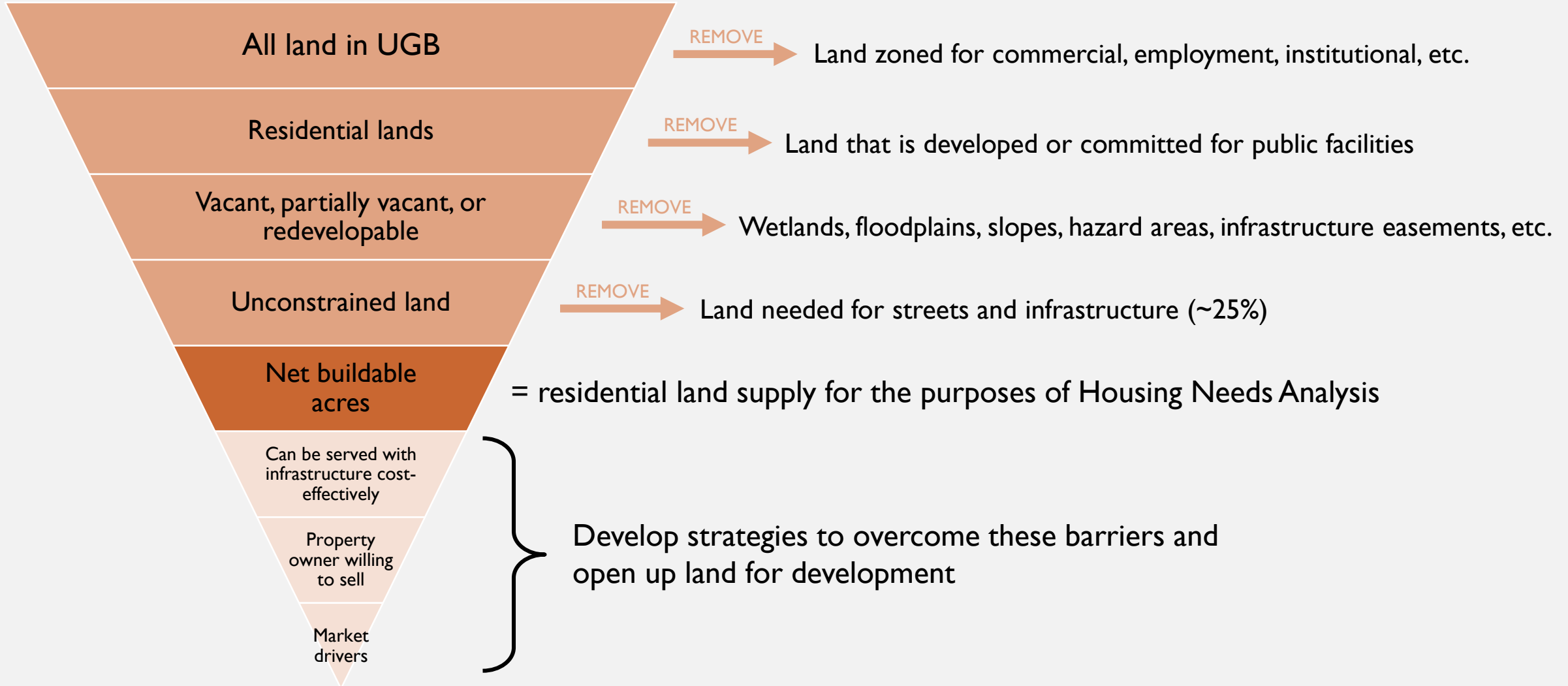
Goal 10 and other housing planning projects



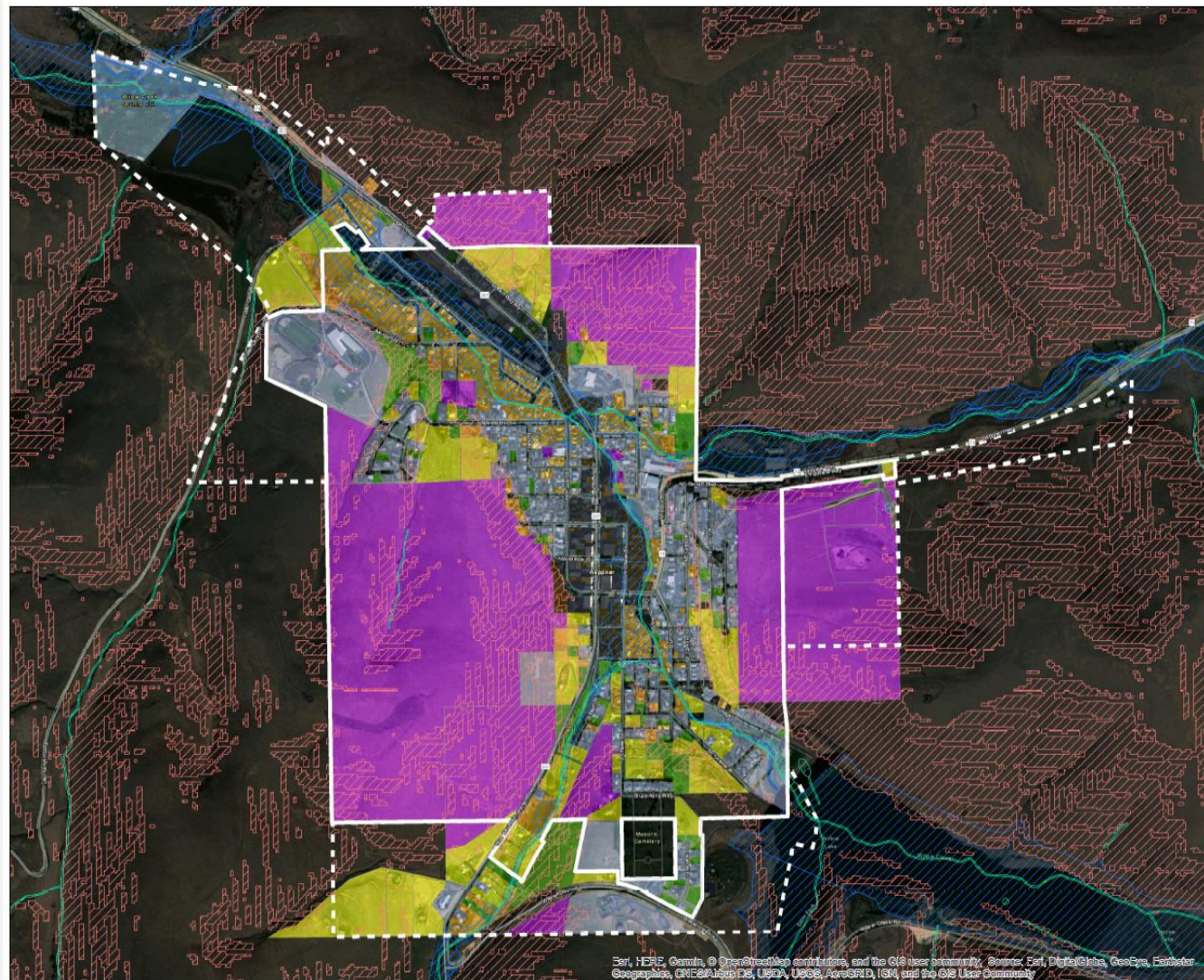
Types of housing planning projects

1. Buildable Land Inventory and Housing Needs Analysis (BLI/HNA)
2. Code Audits and Updates
3. Housing Strategy Implementation Plans

BLI/HNA: The Land Supply Funnel

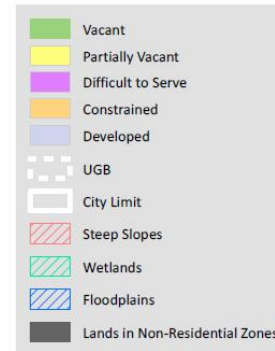


BLI/HNA: Difficult-to-Serve Lands

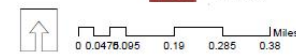


Morrow County
Buildable Land Inventory

City of Heppner
Development Status



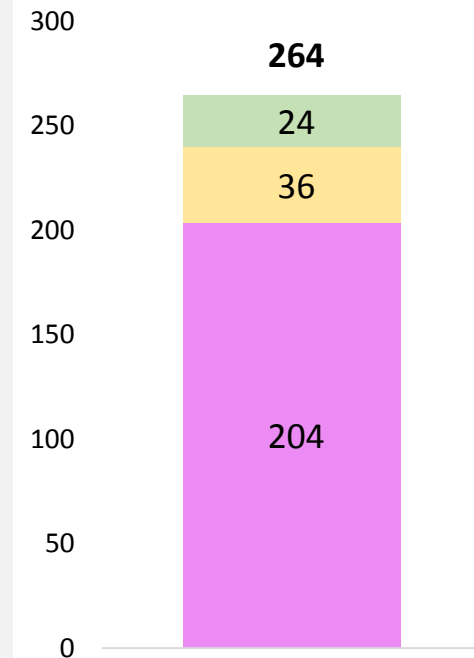
Prepared by:
Angelo Planning Group
Date: 2/11/19



Coordinate System:
NAD 1983 HARN StatePlane Oregon North FIPS 3601 Feet Intl

This map is intended for informational purposes only. While this map represents the best data available at the time of publication, APG makes no claims, representations, or warranties as to its accuracy or completeness. Metadata available upon request.

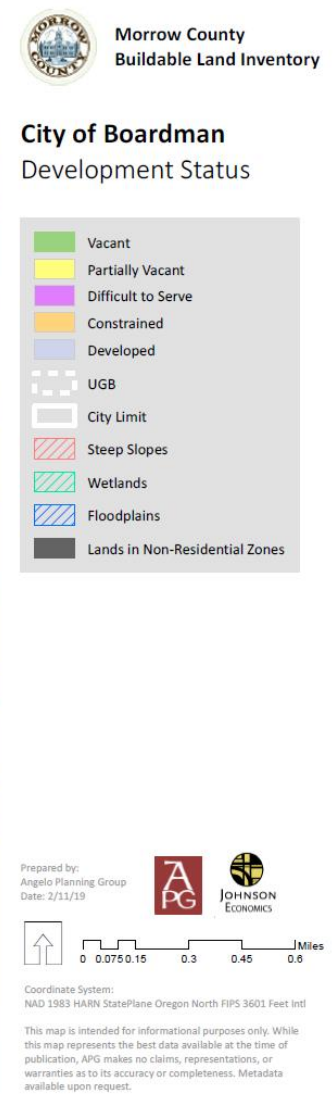
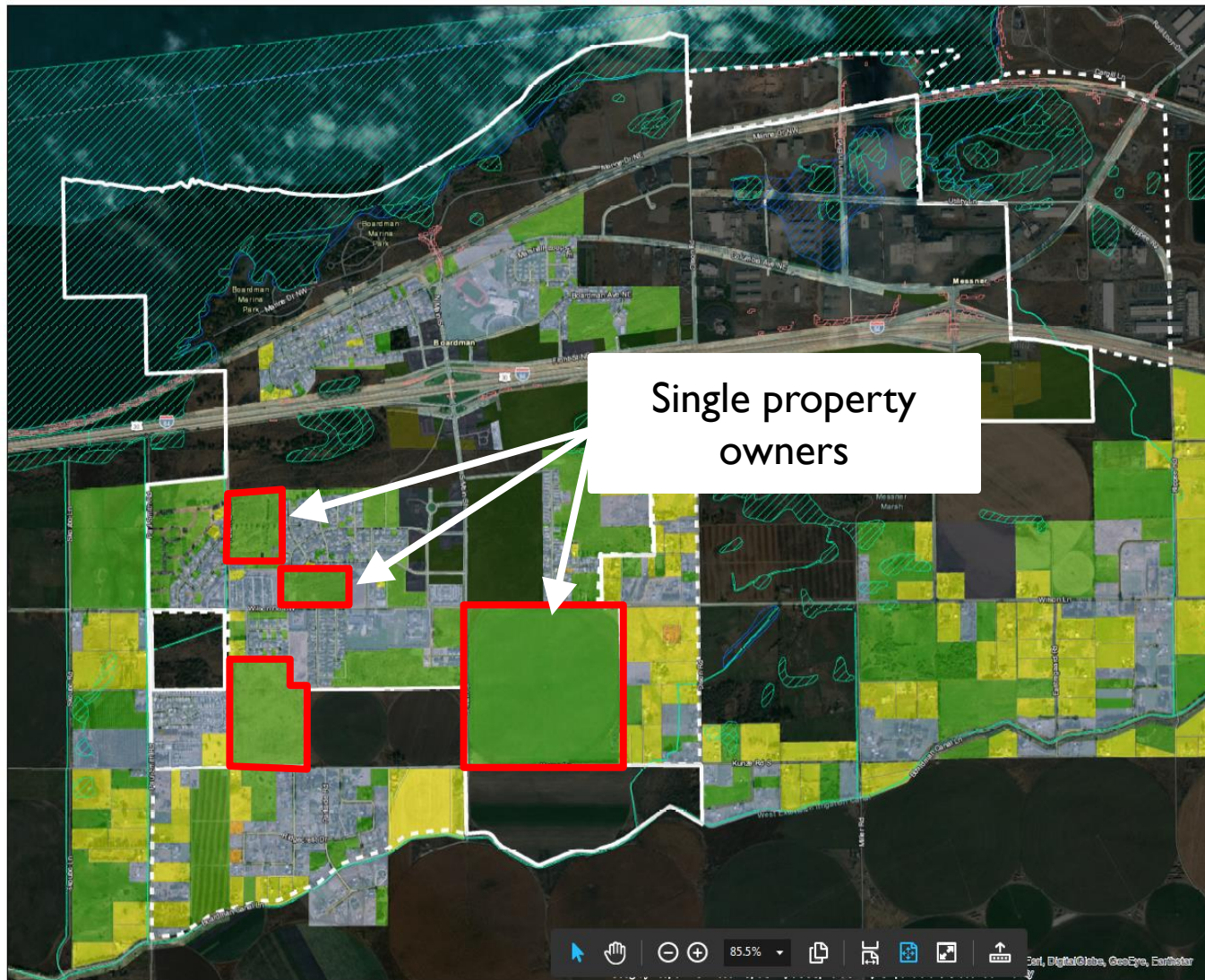
Unconstrained Acres



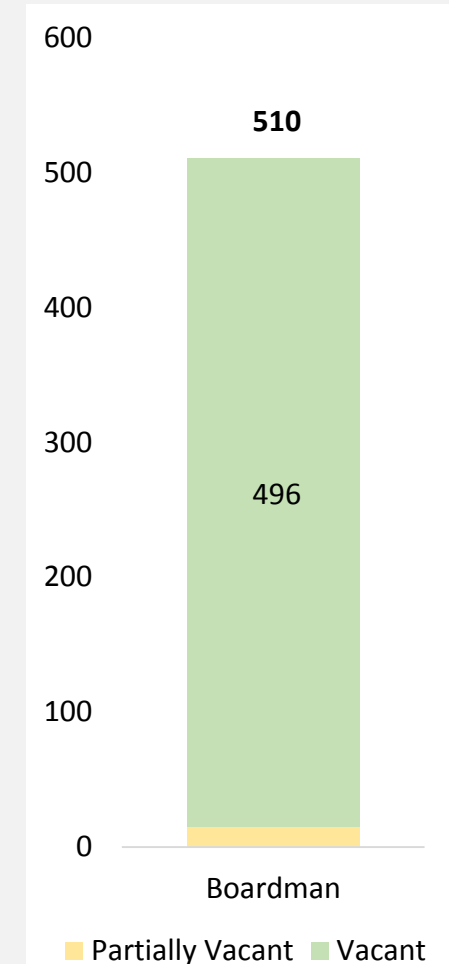
Heppner

- Vacant
- Partially Vacant
- Difficult to Serve

BLI/HNA: Property Ownership Issues



Unconstrained Acres



BLI/HNA: Land Supply Strategies



Land Supply Conditions	Potential Strategies
Deficit of residential land and efficiency measures have been adopted to encourage infill/redevelopment.	UGB expansion
Residential land in the UGB in the wrong locations, and other lands outside of the UGB are more suitable for residential.	UGB swap
<ul style="list-style-type: none">• Deficit of residential land, surplus of commercial/employment land• Mix of residential zones does not match housing needs	Rezoning
Sufficient residential land, but code barriers to development	Code audit and update
Sufficient residential land, but non-code barriers to development	<ul style="list-style-type: none">• Infrastructure funding• Build developer capacity• Work with property owners

Code Audits and Updates: ADUs



**Owner
occupancy**

**Minimum
Parking**



**Prescriptive
Design
Standards**

SDCs

A. Occupancy. The owner of the lot must occupy either the principal residence or the accessory unit unless otherwise exempted by the Director.

15. Parking. For the primary dwelling, there shall be a minimum of one and a maximum of two parking spaces on the lot. There shall be one additional parking space on the lot for the exclusive use for the occupants and guests of the accessory dwelling.

9. The exterior finish materials of the proposal is the same as the detached dwelling in terms of type, size, placement, and finish.

10. The roof pitch of the proposal matches the roof pitch of the detached dwelling.

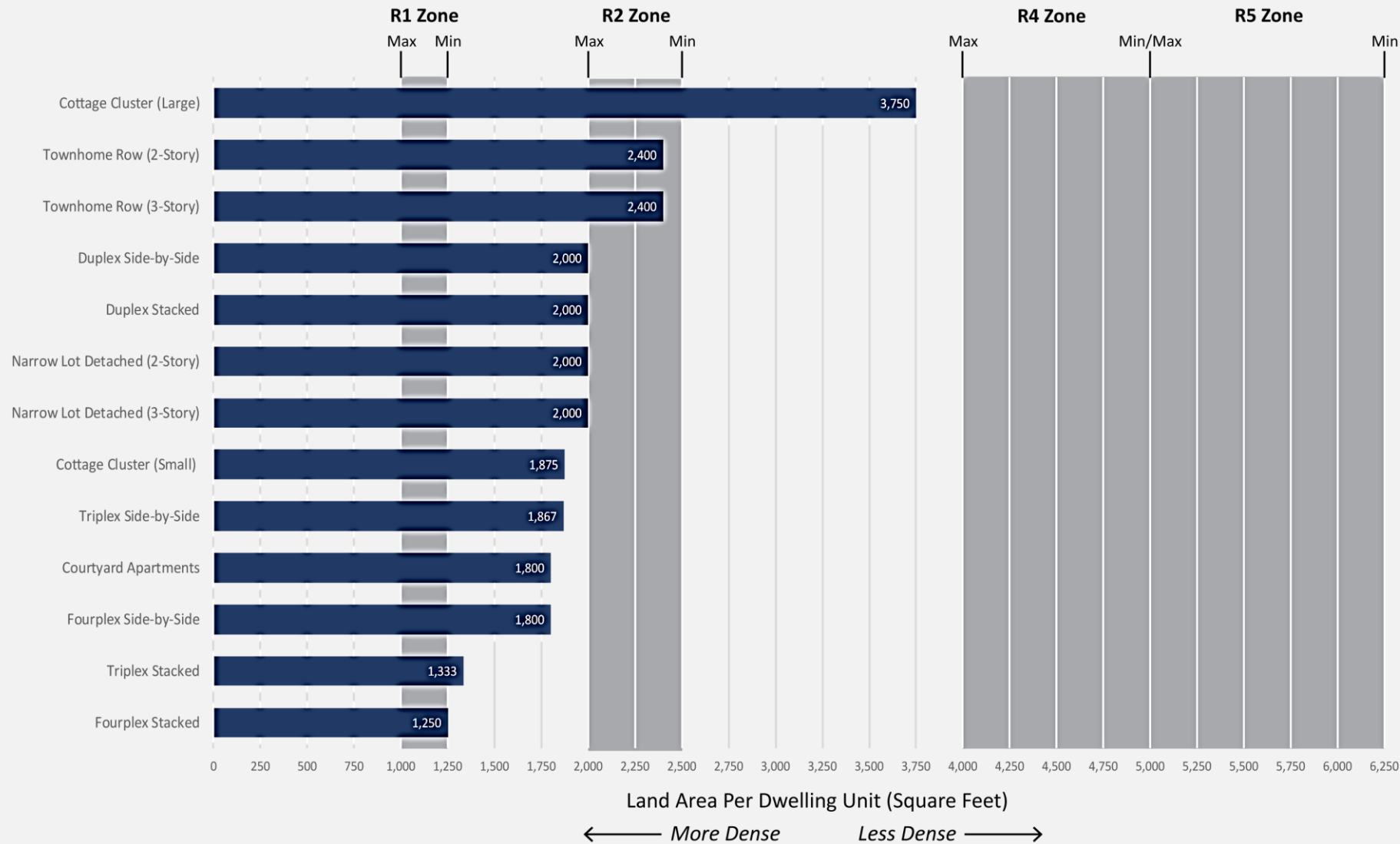
11. The trim of the proposal is the same as the detached dwelling in type, size, location, and finish.

12. The windows of the proposal match those on the detached dwelling in terms of proportion (height to width ratio) and orientation (vertical vs. horizontal).

TOTAL CITY SYSTEM DEVELOPMENT CHARGES (per unit)

\$ 16,191

Code Audits and Updates: Missing Middle Housing



Density standards are key barrier and often not tailored to missing middle types

Code Audits and Updates: Missing Middle Housing

At lower levels, density is a poor measure of compatibility



Duplex

Density: **17** units per acre
Floor-Area-Ratio: **0.55**
Lot Coverage: **42%**

Single-Family House

Density: **8** units per acre
Floor-Area-Ratio: **0.53**
Lot Coverage: **41%**

Code Audits and Updates: Missing Middle Housing

At lower levels, density is a poor measure of compatibility



Single-Family House
Density: **17** units per acre
Floor-Area-Ratio: **1.05**
Lot Coverage: **75%**

Single-Family House
Density: **17** units per acre
Floor-Area-Ratio: **0.53**
Lot Coverage: **43%**

Code Audits and Updates: Missing Middle Housing

There is a tradeoff between parking, design, and development feasibility



Code Audits and Updates: Multi-Family Standards



I. Be specific, clear, and objective, yet provide options

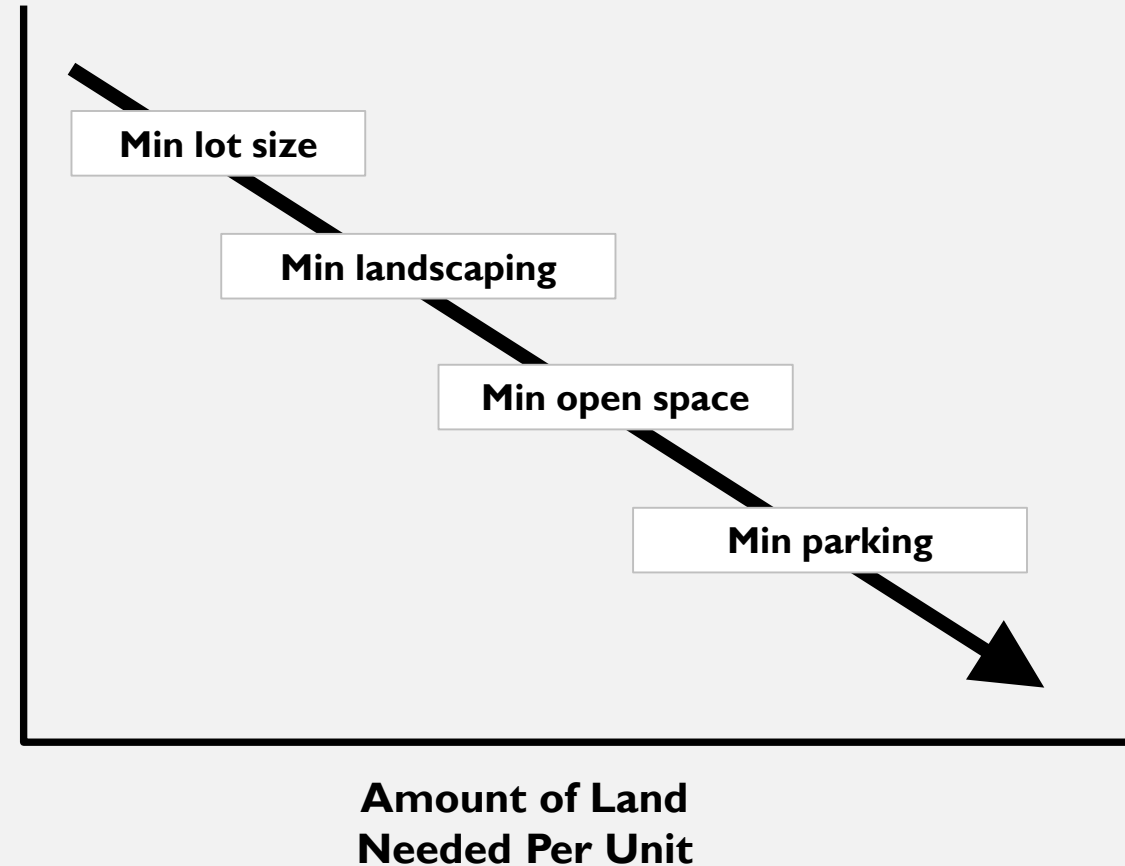
- Provide x from list of x features
- Points systems
- Quantify desired outcome

I. **Detailed Design.** Dwelling designs shall incorporate not fewer than [four] architectural features per dwelling unit from a-k below. Applicants are encouraged to use those elements that best suit the proposed building style and design.

- Covered front porch: not less than [six] feet in depth and not less than [30] percent of the width of dwelling, excluding the landing for dwelling entrance.
- Dormers: minimum of [two] required for each single-family dwelling and [one] each for other dwellings; must be a functional part of the structure, for example, providing light into a living space.
- Recessed entrance: not less than [three] feet deep.
- Windows: not less than [30] percent of surface area of all street-facing elevation(s).
- Window trim: minimum [four]-inch width (all elevations).
- Eaves: overhang of not less than [12] inches.
- Offset: offset in facade or roof (see subsection 2, "Articulation").
- Bay window: projects from front elevation by [12] inches.
- Balcony: one per dwelling unit facing street.
- Decorative top: e.g., cornice or pediment with flat roof or brackets with pitched roof.
- Other: feature not listed but providing visual relief or contextually appropriate design similar to options a-j, as approved by the [Planning Official] through a Type II procedure.

2. Be careful of cumulative impacts

Development Feasibility



Housing Strategy Implementation Plans



Strategy	Primary goal	Potential City Role(s)
GOAL 1: DEVELOP NEW AFFORDABLE UNITS		
Strategies under Goal 1 are geared toward increasing the number of affordable units, as well as increasing the total amount of housing to better meet market demand.		
Incentivizing and Removing Barriers for New Affordable Units		
Incentive strategies offset some of the costs or burdens associated with development of affordable units, thereby making development more feasible and increasing its likelihood. Removing barriers—whether regulatory or financial—can also facilitate development of new housing units and address equity goals.		
1. Incentive Zoning		
Creates incentives to developers to provide a community benefit (such as affordable housing), in exchange for ability to build a project that would not otherwise be allowed by the development code	Increase development flexibility / reduce housing costs	Program lead
2. Development Fee Reductions		
Reduce, waive, or defer development fees, such as permit application fees, to promote the development of affordable housing or desired housing types.	Reduce development costs	Program lead
3. Tax Exemptions		
Reductions in property taxes in exchange for developing affordable housing, rehabilitated housing, or housing in distressed areas.	Reduce operating costs	Program lead
4. Pre-approved Base Development plans		
Building and site plans that have been reviewed in advance for conformance with zoning and building codes. Pre-approved plans can reduce housing development costs by reducing design and permit process times and fees.	Reduce development costs / remove process barriers	Program lead
5. Code Amendments for Small Housing Types		
Zoning code and other regulatory amendments to increase housing choices and reduce barriers to development for accessory dwelling units (ADUs), tiny homes, cottage clusters, townhomes, and other “missing middle” housing types.	Remove regulatory barriers	Develop and implement new standards
6. System Development Charge (SDC) Reductions or Exemptions		
Deferral, reduction or exemption of SDCs for affordable housing. Can be applied to regulated affordable housing and/or specific housing types (such as ADUs).	Reduce development costs	Develop and implement policy

EQUITY RATINGS:

★ = limited

★★ = fair

★★★ = good

★★★★ = excellent