CODE REVIEW
CODE REVIEW

1. Regulatory Strategies should serve the WD Goals and Long Term Recommendations

- The Vision Goals (2000) and the Refresh recommendations (2011) describe a desired form and character for the Woodland District
- The desired form is low to mid-rise, with building and site designs oriented to serving streets, transit, regional and local pedestrian networks
- The desired character is a walkable district with a strong identity, sense of place, attractive buildings, 24/7 life, and vibrant mix of employment, shopping, civic, and housing opportunities
- *It will be important to devise code changes that are simple and serve Lacey’s approach and service-orientation to development review*
CODE REVIEW

2. Existing Woodland District Zone regulations are not designed to achieve the desired form and character

- Dimensional rules (height, setback, lot coverage) paint with an overly broad, generic brush for the entire district rather than with targeted rules for the very different sub-areas.
- Code lacks finer-grained form-based criteria like street wall requirements, carve-outs or step-backs to create scale and public/private spaces.
- Code does not give explicit direction about placement of building on lot, location of parking, or façade treatments to reflect the different roles of serving streets.
- The categories of uses (permitted, prohibited, conditional) are somewhat vague in some cases, overly restrictive in others.
CODE REVIEW

2. continued. Existing Woodland District Zone regulations are not designed to achieve the desired form and character

- Design standards scattered in different chapters of Code & in free-standing “Woodland District Guidelines”
- Mixes soft, aspirational “should” statements with directive “shall” statements.
- Sign regulations appear to be city-wide standards; little place-specific variation with monument signs & have low visibility.
- Parking requirements appear to be generic city-wide ratios, resulting in some over-parked sites (e.g., SSC).
- Text-intensive code; some elements can be more easily conveyed with graphics.
- Maximum building heights (up to 120’) seem to out of scale with the desired form (generally low to mid-rise).
CODE REVIEW

• Hybrid form-based code (HFBC) to regulate the configuration of buildings and relationship to the street.
• Categorize the role, function and character of serving streets and write appropriate standards for the sites and buildings that front on them
• Utilize overlay designations on all or parts of the WD zone to implement selected HFBC standards while avoiding a wholesale code re-write
• Identify and eliminate gaps, ambiguities or bottlenecks in the permit process.
CODE REVIEW
4. How Form-based Code Differs from Existing Zoning

Key Differences

Traditional Zoning
- USE
- Focused on use

Form Based Codes
- FORM
- More focus on design & form

Operations
4. How Form-based Code Differs from Existing Zoning, continued

- In conventional zoning, the primary differences between zones are the different land uses they allow, with form regulated only by height, setback, and lot coverage.

- A “pure” form based code (FBC) establishes zones based on differences in building intensity and form (e.g., type, placement, height, and relationship to the public realm). The “public realm” is everything not privately owned: the sidewalk, the street, parks and semi-private/public spaces.

- A hybrid FBC (or HFBC) incorporates some, but not all, of the elements of a FBC, especially the emphasis on the placement and orientation of the buildings to the public realm and the differing role of serving streets. The HFBC pays less, but careful, attention to specific uses, leaving most use and density decisions to the market.
5. The Important Role of Streets in Form-Based Zoning

- Most traditional codes are disconnected from the traditional street designations of “arterial, collector, and local” which focus primarily on traffic volumes, traffic speed, lane widths and intersection design.

- In HFBC, streets have additional designations and design features to integrate with the fronting private uses. The role of streets in a HFBC system is:
  - To provide a safe, attractive pedestrian network
  - To shape a “public realm” of spaces and amenities which, in concert with private development, “creates place”
  - To provide access appropriate to the facades, form and uses of abutting private properties
CODE REVIEW

6. Recommended Approach to Defining Building/Street Relationship

- Define the full street system of complete streets for the Woodland District
- Identify development character and form for each street type beginning with building/street relationship
- Define other standards for areas not adjacent to the street
- Use diagrams & graphics to describe desired urban form and building/street relationships
### CODE REVIEW

**FBC Potential Standards for Structure & Façade Design**

<table>
<thead>
<tr>
<th>Exterior Walls</th>
<th>Require projections and recesses to create human scale and visual interest</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roofs</td>
<td>Pitched rooflines where practical</td>
</tr>
<tr>
<td>Entryways</td>
<td>Well-marked and connected to the public realm</td>
</tr>
<tr>
<td>Windows</td>
<td>Large and numerous for “eyes on the street”</td>
</tr>
<tr>
<td>Signs</td>
<td>Size, form and location set by serving street role and desired prominence</td>
</tr>
<tr>
<td>Materials</td>
<td>Stone, wood, brick, masonry OK. Minimize % of mirrored glass or bare concrete</td>
</tr>
<tr>
<td>Building Identification</td>
<td>Prominently display address numerals, encourage names for buildings or complexes</td>
</tr>
</tbody>
</table>
# CODE REVIEW

## 8. Potential Standards for Site Design & Configuration

<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entrances</td>
<td>Connections to primary street and parking</td>
</tr>
<tr>
<td>Access</td>
<td>Wide sidewalks, pedestrian entrances and connectivity to other areas</td>
</tr>
<tr>
<td>Parking</td>
<td>Screened, but well-marked and connected to the public realm</td>
</tr>
<tr>
<td>Community Space</td>
<td>Provide lighting, benches, shelters, street furniture, green spaces adjacent to public realm</td>
</tr>
<tr>
<td>Frontage</td>
<td>Limit front setback to maintain street wall</td>
</tr>
<tr>
<td>Wayfinding</td>
<td>Develop signage to orient pedestrians to transit, parking areas and destinations in the district</td>
</tr>
<tr>
<td>Landscaping</td>
<td>Screen parking and service areas with landscape materials, including trees, shrubs, walls</td>
</tr>
</tbody>
</table>