

# Workshop 1

Mountain View  
R3 Standards

**October 26, 2020**





# Introduction

- **Introductions and Overview of the R3 project – 5 minutes**

- Interpretación en Español disponible.

*Cuando haga clic en el icono que aparece en su pantalla, seleccione Español para escuchar la reunion de esta noche en Español.*

*Tambien puede silenciar el audio original cuando haga clic en el icono.*



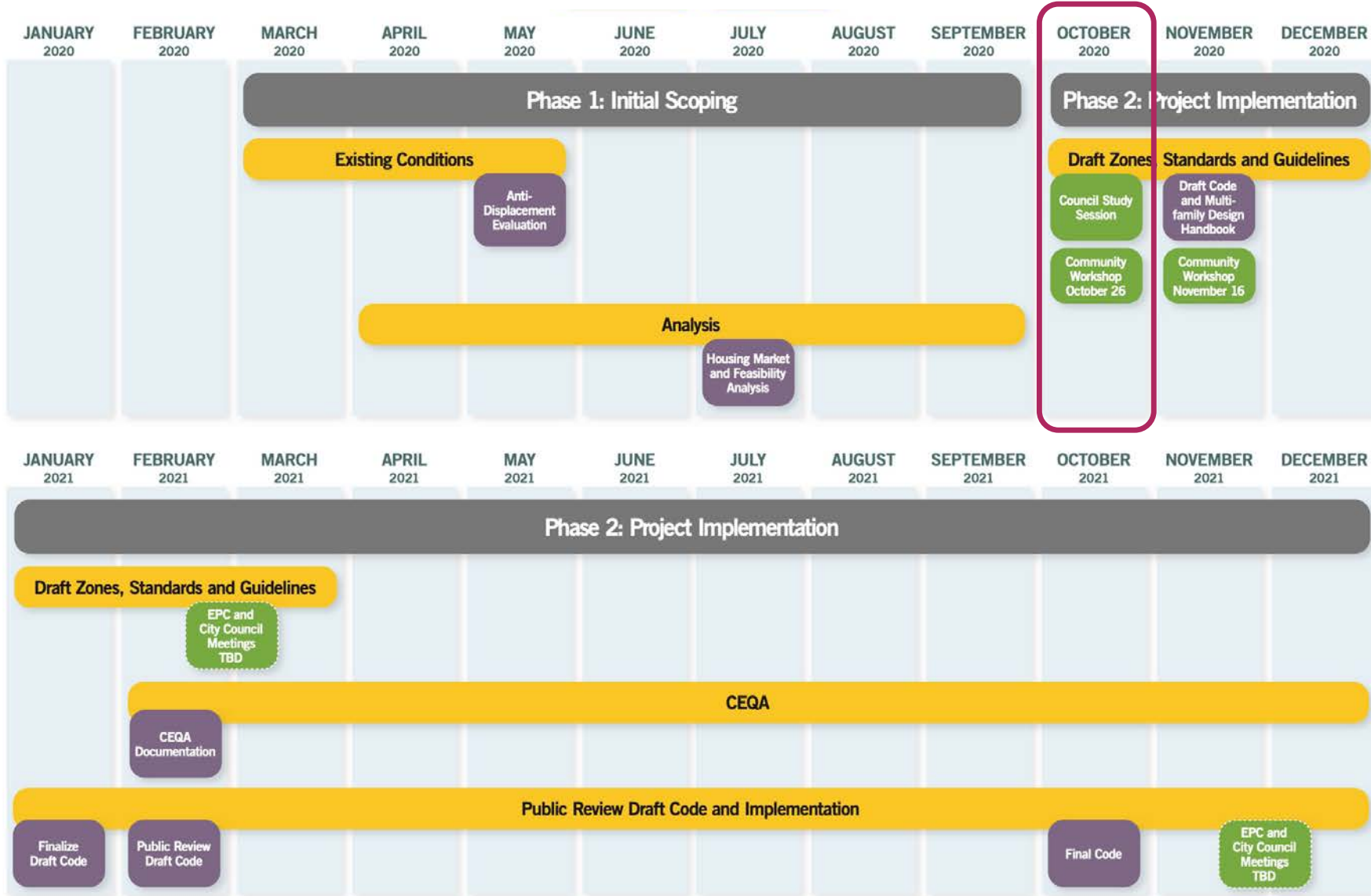
# Workshop 1 Agenda

- **What is the R3 project about?**
- **Where we are in the process**
- **Facilitated Discussion and Feedback – 15 minutes**
- **The R3 zone's different contexts and character areas – 15 minutes**
- **Live polling – 10 minutes**
- **Breakout rooms for further discussion – 20 minutes**
- **Next Steps – 10 minutes**

# What is the R3 Project about?

- **City Council goal to increase housing choices**
- **2 key issues to address to accomplish the Council's goal**
  - Numerical standards in R3
  - Better Multi-Family design
- **This is why the City has chosen to go with a Form-Based approach**

# Where we are in the process?





# Getting Started



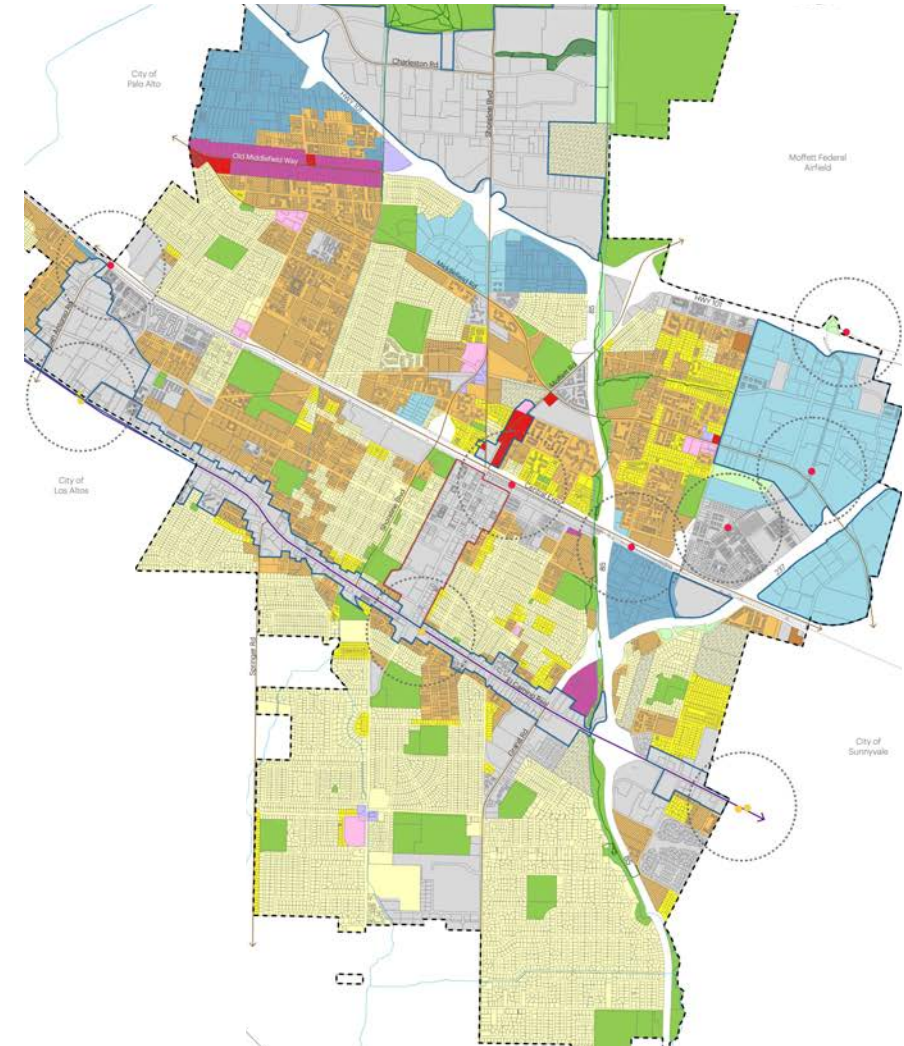
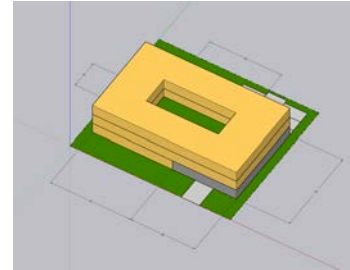
# Questions

**1) How familiar are you with the R3 zone standards and the development patterns they have been encouraging ?** Select only one

- a) Very familiar
- b) Somewhat familiar
- c) Not at all

# Overview of the Approach

- **Building Prototype Testing on wide range of Lot Sizes**
- **Existing Adjacencies**
- **Market Feasibility Analysis**





# Key Discussion Points

- **R3 is used to regulate diverse development types in many contexts**
- **R3 has Several Limiting Factors**
- **Park Impact Fee**
- **Preliminary Yield Estimate on Potential Housing Production**

# R3 is used to regulate diverse development types in many contexts: 5 Different Contexts

- 1) **Behind or across from a Single-Family Neighborhood**
- 2) **Along busy corridor**
- 3) **Behind a corridor near low intensity neighborhood**
- 4) **Within short walking distance of transit**
- 5) **Area lacks clear physical context**



# R3 is used to regulate diverse development types in many contexts

Category	Lots Criteria	Lots	Acres
Small	< 65' wide; < 300' deep 65'-99' wide; < 90' deep	1076 (61%)	131.7 (23%)
Medium	65'-99' wide; 90'-300' deep 100'-199' wide; 90'-154' deep	433 (24%)	114.0 (20%)
Large	100'-199' wide; 155'-300' deep	151 (9%)	92.7 (16%)
Extra Large	100'-199' wide; >300' deep > 200' wide	93 (5%)	215.9 (38%)
Outlier	< 100' wide; > 300' deep	22 (1%)	18.8 (3%)
Total		1775*	573.2

\* Many of the 5,648 R3 parcels are part of a condominium and for the purposes of this analysis are not expected to redevelop.

# R3 has Several Limiting Factors

## 1) Allowed Density too low

Allowed Density too low						
Lot Category	Scenario	Lot Area	Units		Units per Acre	
			R3	Feasible	R3	Feasible
Small	S2	9,000	5 max.	8 min. <sup>1</sup>	24 max.	39 min. <sup>1</sup>
Medium	M2	12,500	9 max.	44 min.	31 max.	153 min.
	M5	13,700	10 max.	44 min.	31 max.	140 min.
Large	L2	19,000	16 max.	64 min.	36 max.	147 min.
Extra Large	XL2	118,125	139 max.	315 min.	51 max.	116 min.
	XL3	74,760	85 max.	183 min.	49 max.	107 min.

<sup>1</sup> Feasibility analysis used a conservative 20% non-leasable/rentable percentage. Projects with more aggressive non-leasable rentable percentage (lower) can increase financial feasibility. Scenario S2 is listed to show that small lots did not achieve feasibility even with 0% non-leasable/rentable percentage.

### **Leasable**

*The interior of dwelling units and their associated private exterior areas.*

### **Non-Leasable**

*The space in a building that is not attributable to or leasable to a dwelling.*

# R3 has Several Limiting Factors

## 2) Allowed Height too low

Allowed Height too low			
Lot Category	Scenario	Feasible for New Housing	Minimum Height Required
Medium	M2, M5	Yes	4 Stories
Large	L1	Marginal	3 Stories
	L2, L3	Yes	5 Stories
Extra Large	XL2, XL3	Yes	5 Stories

The Small category did not achieve marginal market feasibility with the 3 stories currently allowed, nor with: a) significant changes to other standards (e.g., parking, open space), and b) very high percentage of leasable space (above 95%). While additional height may contribute to achieving feasibility, that is not advisable on the small lots primarily because of the inability to provide the required parking and on-site open space.

### R3 Standards

**Height:** 45 ft. maximum building height;  
36 ft. maximum to top of wall plate

Ref: SEC. 36.10.60. - R3 zoning district standards.

# R3 has Several Limiting Factors

## 3) Setbacks, Lot Coverage, and FAR Limit Development

- 7 of 17 testing scenarios achieved or marginally achieved market feasibility.
- All 7 were over 1.5 FAR and up to 2.80 FAR (Current max. 1.05)

Setbacks and Lot Coverage		
Lot Category	Requires Change to	
	Setbacks	Lot Coverage
Small	Side	No
Medium	All	Yes
Large	Side and Rear	Yes
Extra Large	Side and Rear	Yes

FAR Required for Feasibility	
Parking System Used	Gross FAR
Surface Parking	1.25 min.
Garage Parking	1.25 min.
Tuck-under Parking	1.25 min.
Podium Parking	2.0 min.
Subterranean Parking	2.5 min.
Lift System Parking	2.5 min.

Summary of feasible testing scenarios and the type of parking system along with the associated gross FAR.

Minimum assumes a maximum of 20% of non-leasable space (e.g., circulation, mechanical rooms). If less than 20 percent of the floor area is non-leasable then the minimum Gross FAR can be decreased.

### R3 Standards

**Setbacks (Front, Sides and Rear):** 15 ft. but not less than the height of the adjacent building wall of the subject parcel, as measured to the top of the wall plate.

**Site Coverage:** 35% of site, maximum area covered by structures

**Pavement Coverage:** 20% of site, maximum outdoor area dedicated to auto use

**Floor Area Ratio:** 1.05 maximum

Ref: SEC. 36.10.60. - R3 zoning district standards.

# R3 has Several Limiting Factors

## 4) Parking Requirements are too high

- Small lots cannot accommodate more than 1 space per unit
- Medium and Large lots with 1 space per unit and podiums or lift parking achieved market feasibility
- Extra Large lots with 1 space per unit and podiums or lift parking achieved market feasibility. These sites allow for a combination of parking solutions

Comparison of Parking Approaches			
Approach	Cost per Space	Characteristics	Typical Application
Surface	\$ 2,500	Asphalt lot	3 stories or less
Garage	\$ 8,500	Individual simple wood frame construction	3 stories or less
Tuck-under	\$ 11,500	Simple construction	3 stories or less
Podium	\$ 45,000	Concrete construction	4 stories or more
Subterranean	\$ 59,000 <sup>a</sup>	Concrete construction	4 stories or more
Lift System	\$ 65,000 to \$79,000 <sup>a</sup>	Mechanical system, multiple cars stack on top of each other	4 stories or more

<sup>a</sup> Plus excavation cost

### R3 Standards

#### Multi-family dwellings:

1-Bedroom unit less than or equal to 650 square feet = 1.5 spaces per unit

1-Bedroom unit greater than 650 square feet = 2 spaces per unit

2-Bedrooms or more = 2 spaces per unit

Guest = 15 percent of the parking spaces required for the project shall be conveniently located for guest parking. The zoning administrator may increase the parking requirement to 2.3 spaces per unit if needed to ensure adequate guest spaces

\*The City has been using a 'model parking' approach for recent higher density residential projects. This requires one parking space per bedroom.

# R3 has Several Limiting Factors

## 5) Open Space too high

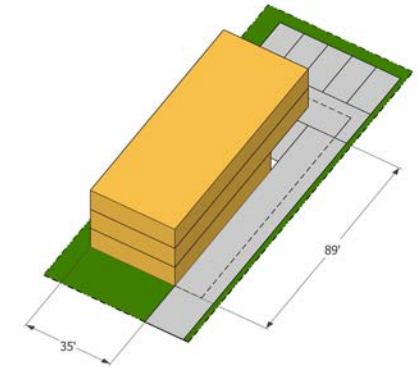
- Small and Medium lots cannot accommodate requirement
- Large lots can accommodate up to 44% but not 55% required outside R3D
- Extra Large lots can accommodate up to 15%

### R3 Standards

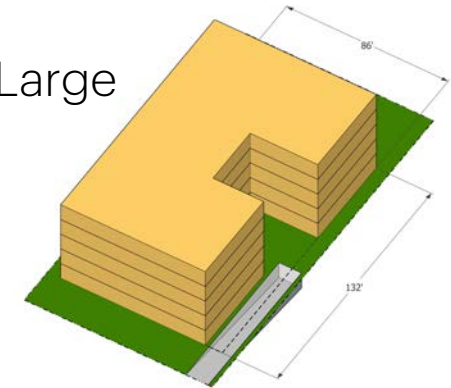
**Open Area:** 55%, which shall include a min. of 40 sq. ft. of private open space per unit.

Ref: SEC. 36.10.60. - R3 zoning district standards.

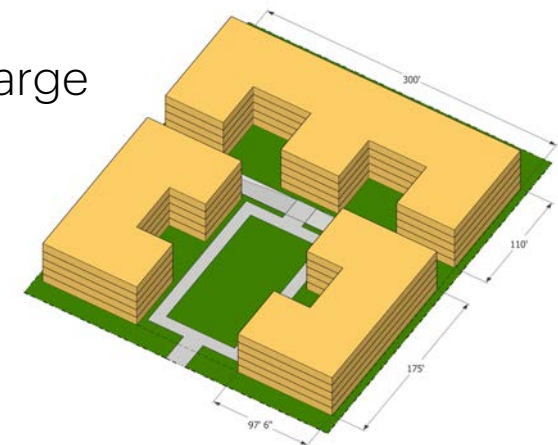
Small



Medium to Large



Extra Large



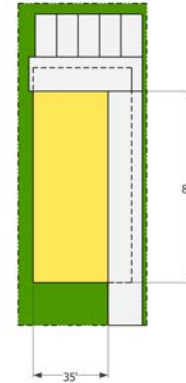


# R3 Lot Testing (Small)



## Existing R3 Standards

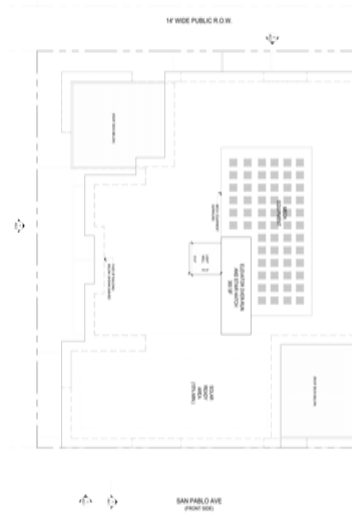
- Units: 2
- Stories: 2
- Density: 10 du/acre
- F.A.R.: 0.30



## Lot Feasibility Test

- Units: 8
- Stories: 3
- Density: 39 du/acre (max 24 du/acre)
- F.A.R.: 0.77

# R3 Lot Testing (Medium)



## Existing R3 Standards

- Units: 3
- Stories: 1
- Density: 11 du/acre
- F.A.R.: 0.24

## Lot Feasibility Test

- Units: 44
- Stories: 5 (max 3 stories)
- Density: 153 du/acre (max 31 du/acre)
- F.A.R.: 2.23 (max 1.05)

# R3 Lot Testing (Large)



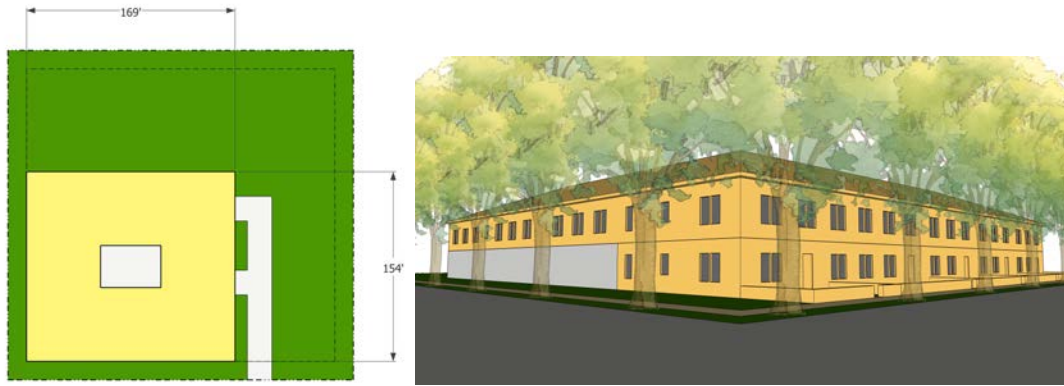
## Existing R3 Standards

- Units: 5
- Stories: 2
- Density: 11 du/acre
- F.A.R.: 0.81

## Lot Feasibility Test

- Units: 64
- Stories: 5 (max 3 stories)
- Density: 147 du/acre (max 36 du/acre)
- F.A.R.: 2.05 (max 1.05)

# R3 Lot Testing (Extra Large)



## Existing R3 Standards

- Units: 27
- Stories: 2
- Density: 16 du/acre
- F.A.R.: 0.41

## Lot Feasibility Test

- Units: 183
- Stories: 5\* (max 3 stories) \*5<sup>th</sup> behind large setback)
- Density: 107 du/acre (max 49 du/acre)
- F.A.R.: 1.99 (max 1.05)



# Park Impact Fee

- 1) Fee is nearly half of all soft costs for new development.**
- 2) Fee currently tied to land costs which especially burdens smaller projects.**
- 3) Tying park impact fees to Mountain View's escalating land costs creates a negative feedback loop complicating production of housing.**
- 4) Developers face uncertainty with this fee due to the fluctuating nature of land value.**

# Preliminary Yield Estimate on Potential Housing Production

Lot Category	Podium or Non-Podium Construction	Potential for New Units	Example
Small Lot	Non-Podium	Very Low	
Medium Lot		Low	
Large Lot		Very Low	
Medium Lot	Podium	Moderate	
Large Lot		High	
Extra Large Lot		High	
Approx. Total		~12,000 units	

- Condominium lots not included
- Yield estimate is limited to parcels where redevelopment would result in a net increase in units of at least 300% and limited to buildings built before 1985



# Facilitated Discussion

# Character Areas in R3

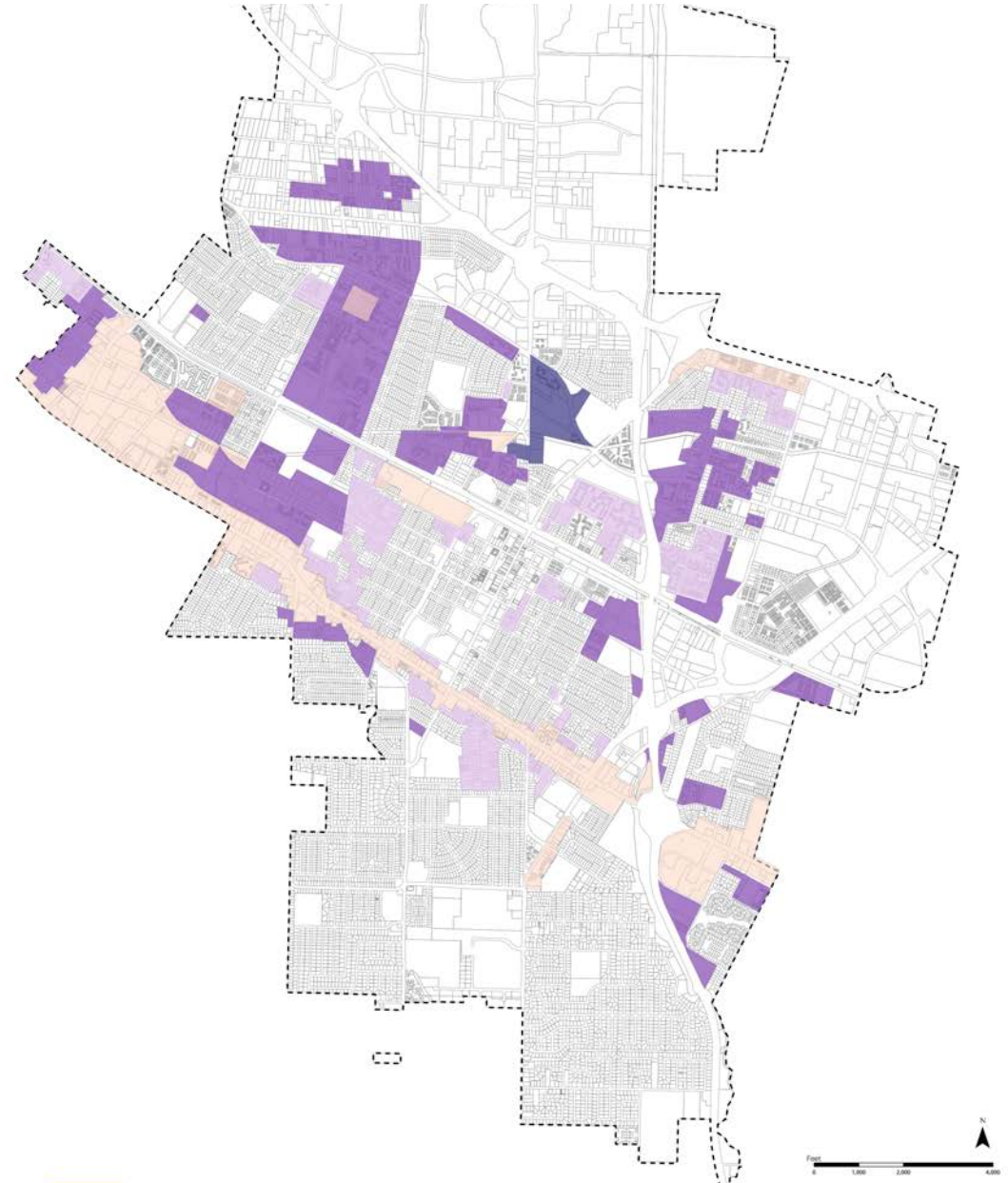
## 1) Multifamily Neighborhoods

- a) Mostly House-Scale Buildings
- b) Mostly Block-Scale Buildings

## 2) Mix Residential/Civic

- a) Mostly Block-Scale Buildings

Precise Plan Areas





# House-Scale & Block-Scale Buildings

## 1) House-Scale

Buildings that are the size of a house, typically ranging in footprint from as small as 25 feet up to 80 feet overall



## 2) Block-Scale

Buildings that are individually as large as most or all of a block or, when arranged together along a street, appear as long as most or all of a block.



# Multifamily Neighborhoods

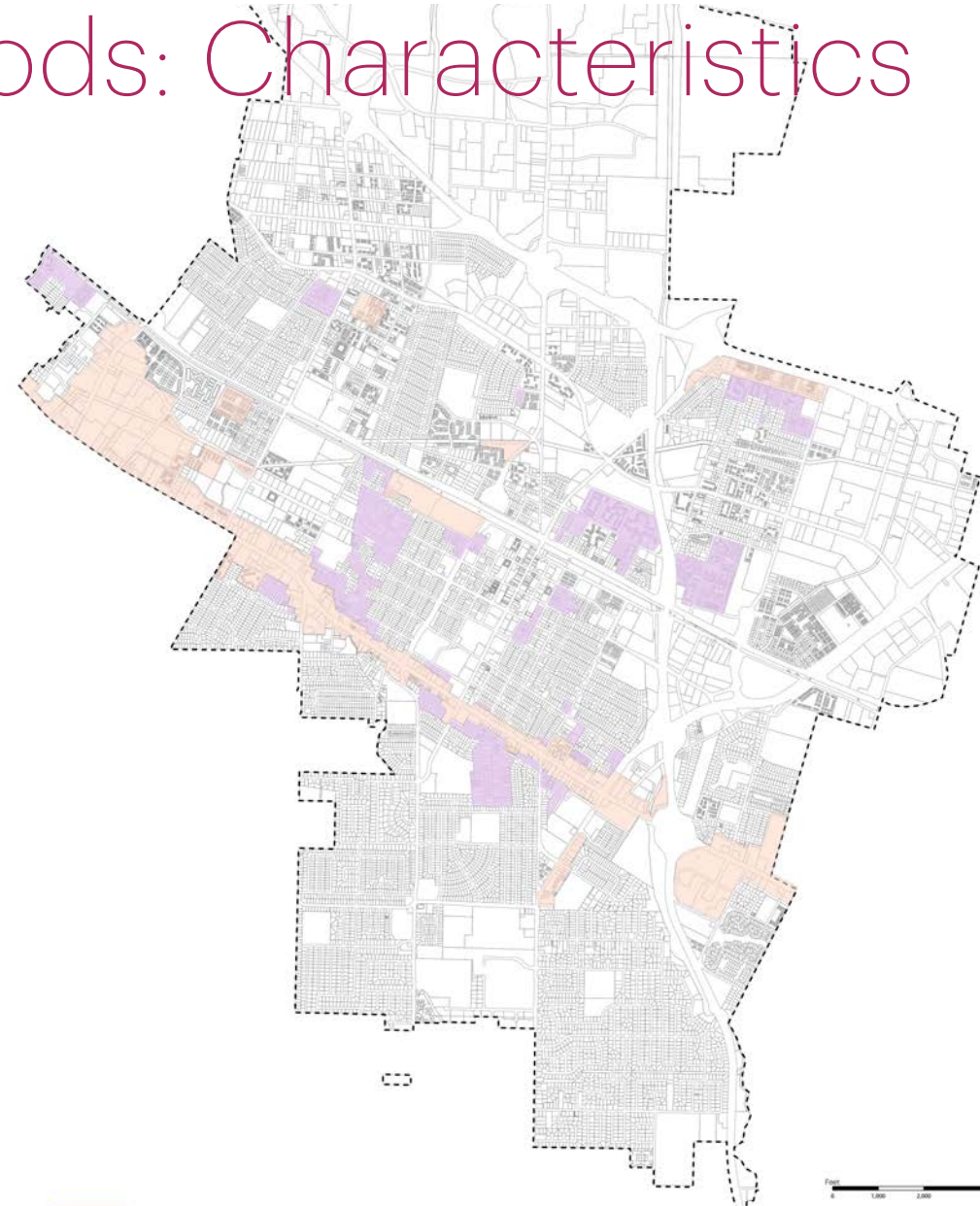
## a) Mostly House-Scale Buildings



# Multifamily Neighborhoods: Characteristics

## a) Mostly House-Scale Buildings

- Mostly Detached Buildings
- Number of Stories: 1 to 3
- Building Types:  
House, Townhouse
- Lot Width: Small to Large
- Setbacks: Medium to Large

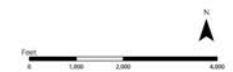
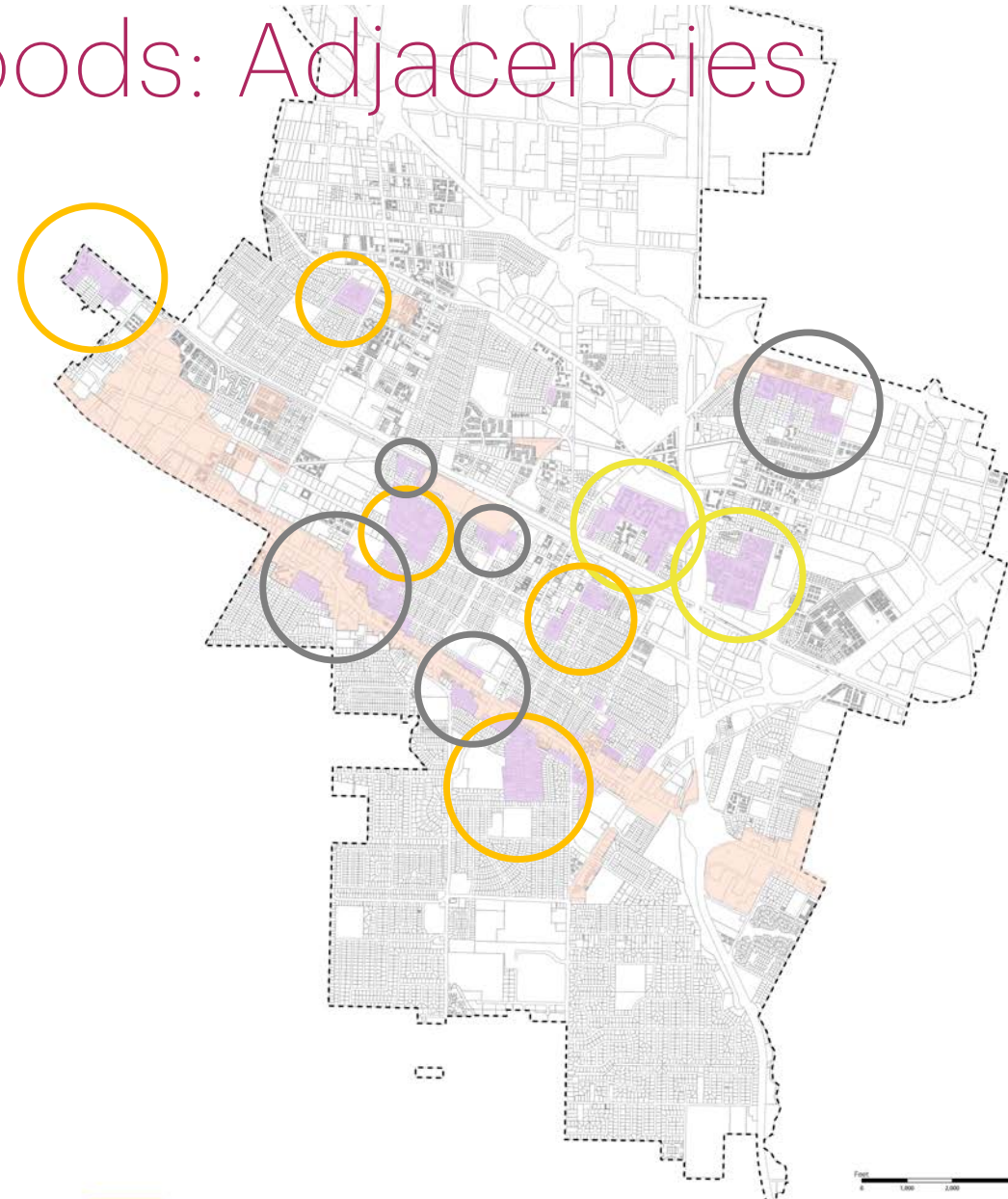


Precise Plan Areas

# Multifamily Neighborhoods: Adjacencies

## a) Mostly House-Scale Buildings

- Adjacent to Single-Family
- Adjacent to One and Two Family
- Adjacent to Precise Plan



Precise Plan Areas

# Multifamily Neighborhoods

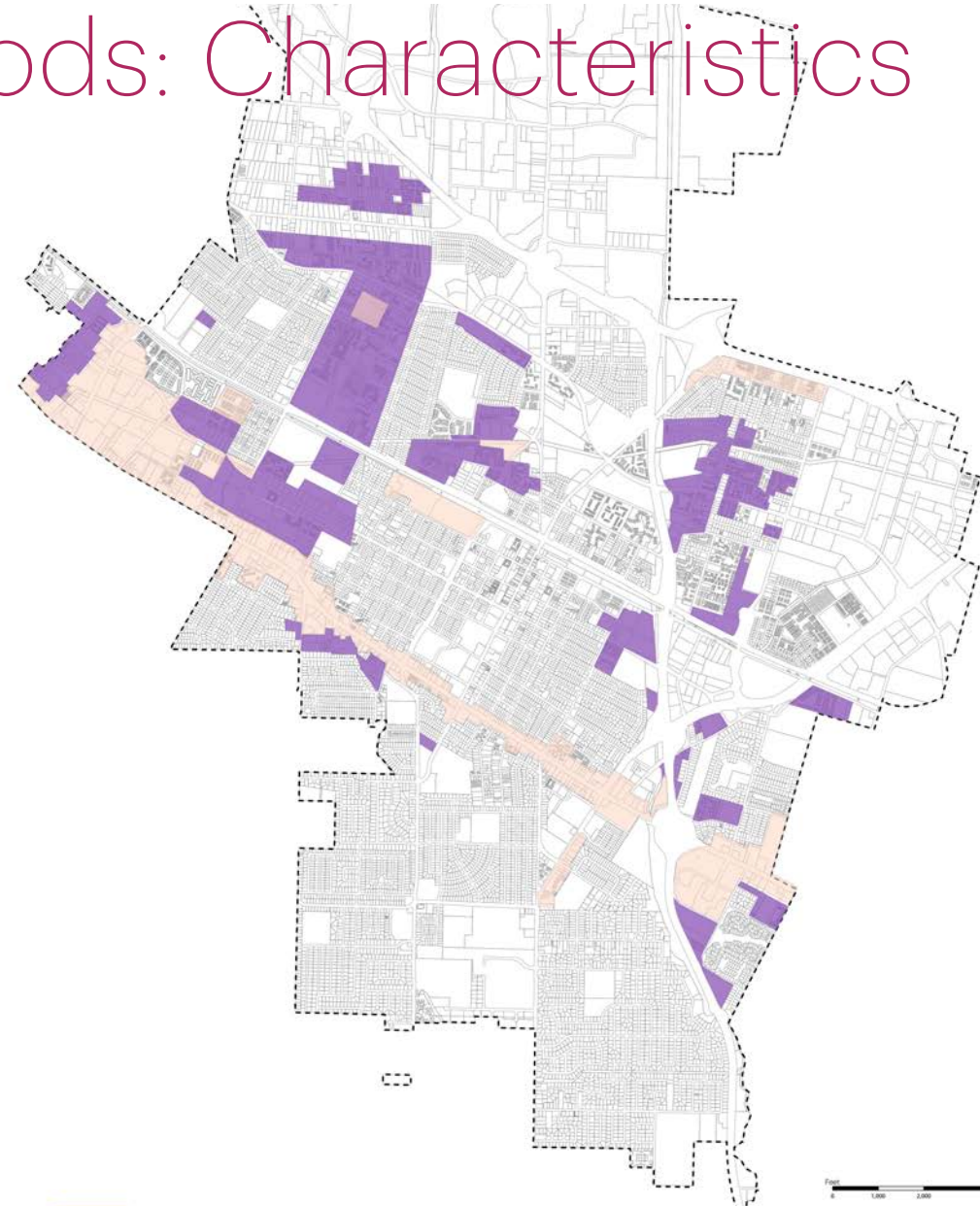
## b) Mostly Block-Scale Buildings



# Multifamily Neighborhoods: Characteristics

## b) Mostly Block-Scale Buildings

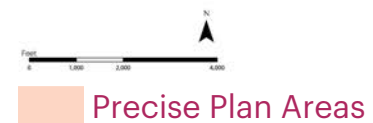
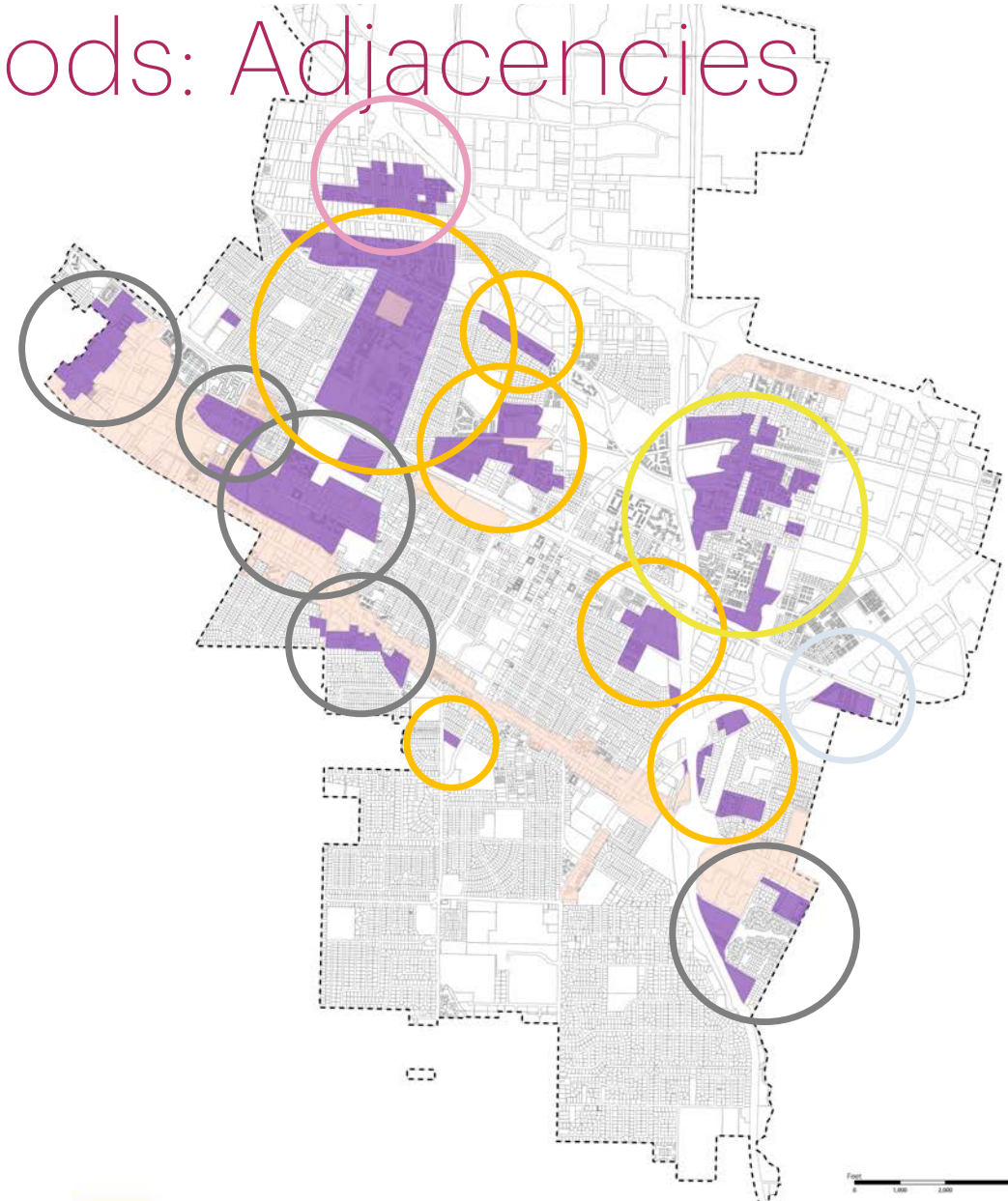
- Mostly Detached Buildings
- Number of Stories: 2 to 4
- Building Types: Townhouse, Apartment Building
- Lot Width: Medium to Outlier
- Setbacks: Medium



# Multifamily Neighborhoods: Adjacencies

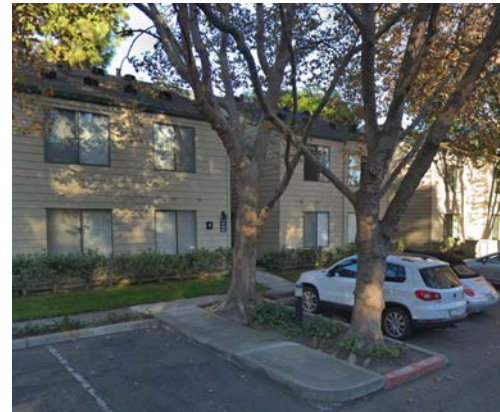
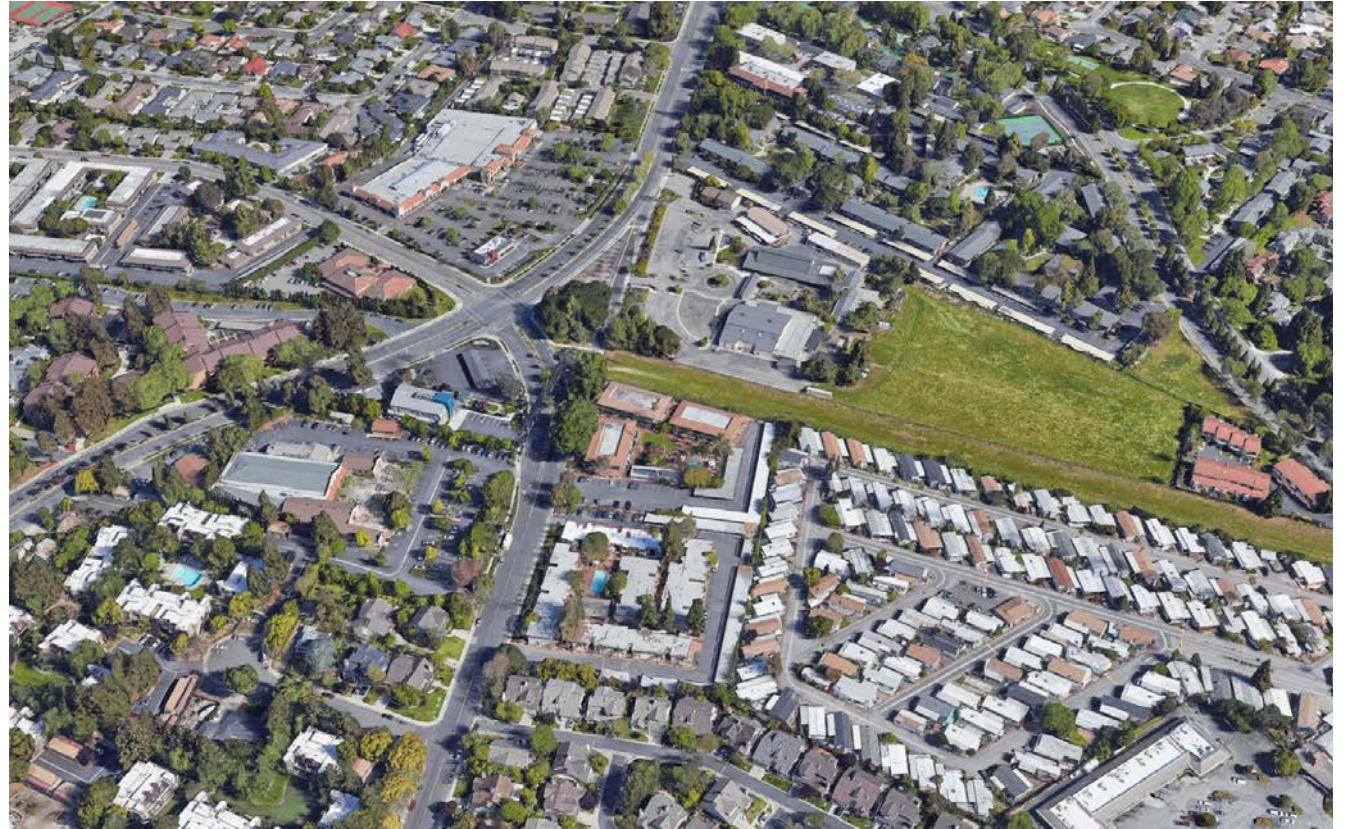
## b) Mostly Block-Scale Buildings

- Adjacent to Single-Family
- Adjacent to One and Two Family
- Adjacent to Precise Plan
- Adjacent to General Industrial/Commercial
- Adjacent to Mobile Home



# Mix Residential/Civic

## a) Mostly Block-Scale Buildings

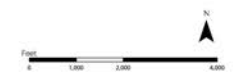
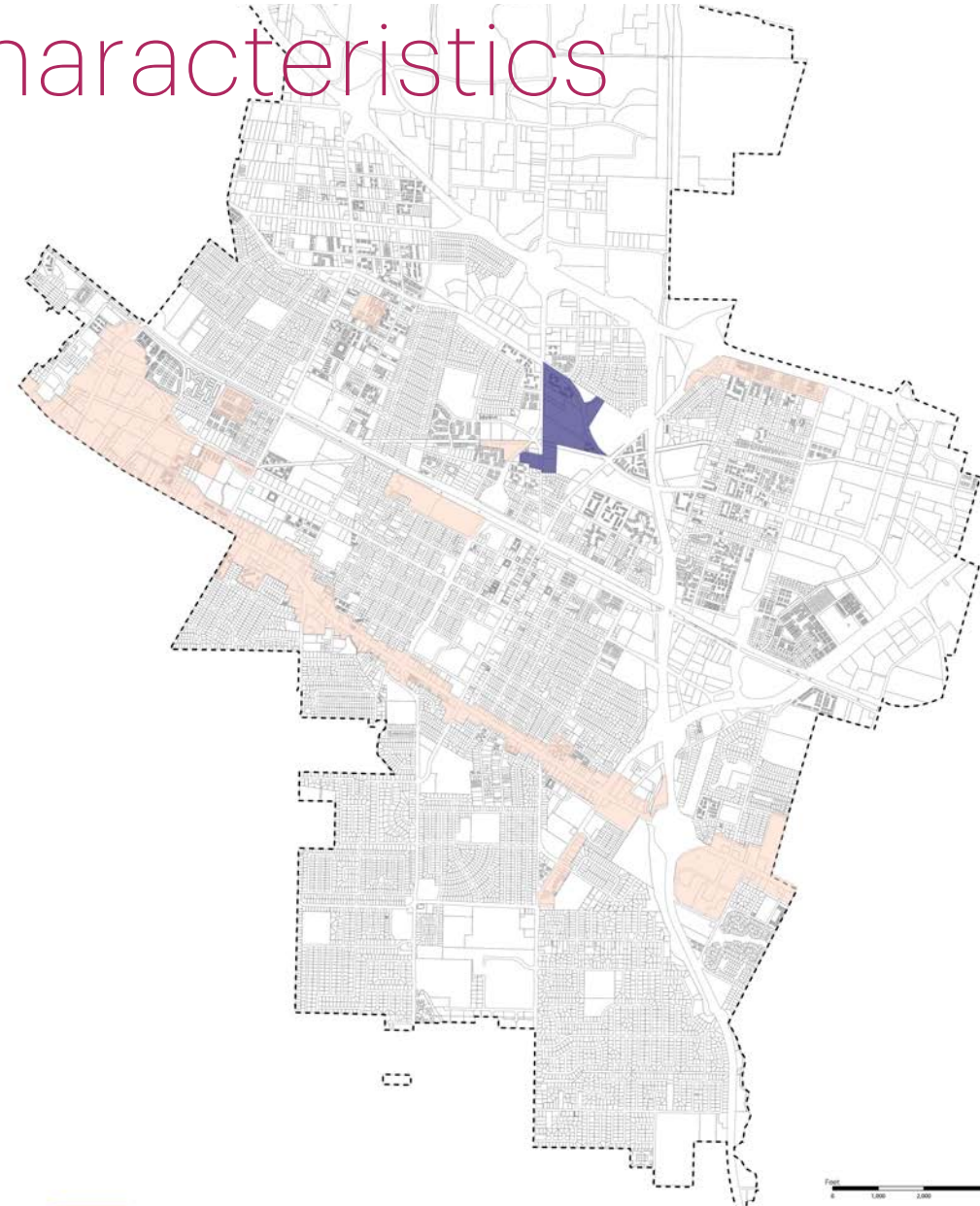




# Mix Residential/Civic: Characteristics

## a) Mostly Block-Scale Buildings

- Mostly Detached Buildings
- Number of Stories: 2
- Building Types: Apartment Building, Institutional Building
- Uses: Residential, Temple, Community Center
- Lot Width: Large to Outlier
- Setbacks: Medium to Large

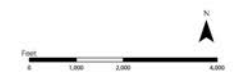
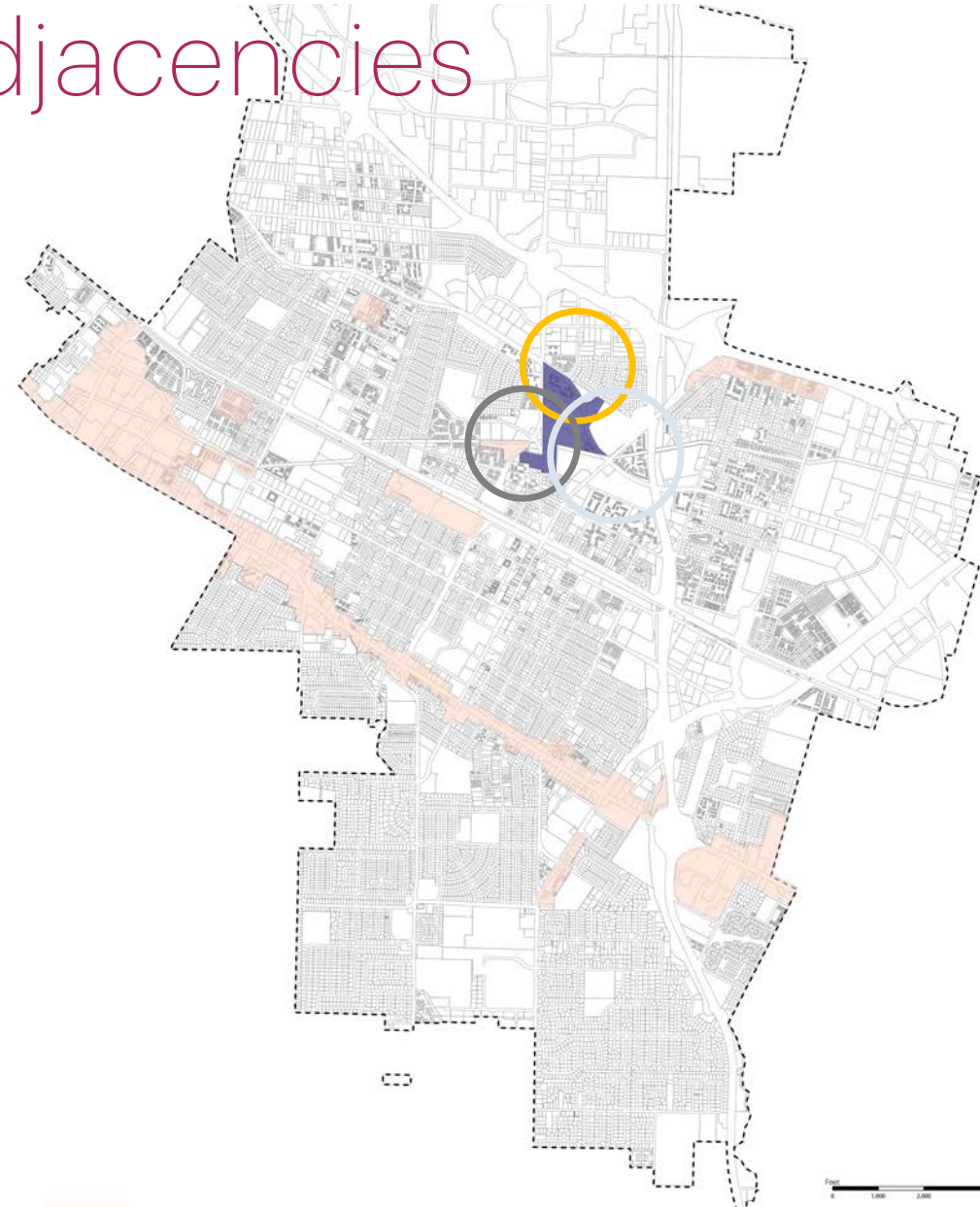


Precise Plan Areas

# Mix Residential/Civic: Adjacencies

## a) Mostly Block-Scale Buildings

- Adjacent to Single-Family
- Adjacent to Precise Plan
- Adjacent to Mobile Home



Precise Plan Areas



# Questions

**1) What do you think about the type of change needed in the R3 standards to achieve market feasibility?** Select only one

- a) Acceptable with context-sensitive design
- b) Only acceptable if it produces more and varied housing choices
- c) Only acceptable in certain locations
- d) Not acceptable



# Questions

**2) In addition to the key standards that need to be addressed in this update of the R3, are there any that weren't mentioned but need to be included?**

Pick all that apply

- a) New trees along streetscape
- b) Tree preservation
- c) Carshare
- d) Architectural style (e.g., Art Deco, Mid-Century Modern)
- e) Better sidewalks/walkability/streetscapes
- f) More/better transit options



# Questions

**3) Changes to parking standards are going to be necessary. Which of the following best describes your outlook on parking?** Select only one

- a) Support less parking for all developments along with unbundling of parking from each unit
- b) Support less parking for all developments (1 space per unit) and less within short walking distance of transit
- c) Support less parking (<1 space per unit) only when within short walking distance of transit
- d) Do not support less parking than what is currently required



# Questions

**4) There are several different character areas and adjacencies in the R3. How aware were you of this prior to this workshop?** Select only one

- a) Highly aware
- b) Somewhat aware
- c) Not aware



# Questions

**5) What areas of the R3 would you prioritize for change?** Select only one

- a) House-Scale Multi-Family
- b) Block-Scale Multi-Family
- c) Mixed Residential/Civic



# Questions

**6) In addition to needing more housing choices, what should the R3 prioritize?** Select all that apply

- a) Better streetscape
- b) Better massing/scale
- c) Better ground floor design along sidewalk
- d) Better architecture





# Breakout Room Activity

**[www.mountainview.gov/r3](http://www.mountainview.gov/r3)**

# Summary of Workshop 1

Thank you!

- **Discussion and Feedback from each breakout room**
- **Overview of Workshop 2 on Nov 16**