

ANACORTES PLANNING COMMISSION



February 22, 2017

Municipal Building Council Chambers

6th Street and "Q" Avenue

AGENDA

6 P.M.

1. **Roll Call**
2. **Minutes of February 8, 2017 will be provided at a later date**
3. **Correspondence**
 - a. Election of Chair and Vice Chair
4. **Old Business**
5. **New Business**
 - a. Development Regulations Update – Initial concepts review and discussion



Planning Commission Agenda Bill

Meeting Date: 2/22/2017 **Agenda Item:** 2a

Subject: Development regulations & design standards – Preliminary concepts discussion

Staff Contact: Don Measamer, Libby Grage

Approved for Submittal to Council by	
	Laurie Gere, Mayor
x	Don Measamer, PCED Director
	Darcy Swetnam, City Attorney

Action Type	
	Public Hearing
	Staff Report
x	Discussion

Summary Statement: The overall purpose of tonight's meeting is to:

- Update the Planning Commission (PC) and the public on the development regulations update process
- Present preliminary concepts/strategy for the first public workshop (scheduled for March 16, 2017 at 6 pm), and obtain feedback from PC
- Present preliminary code concepts for discussion, and obtain feedback from PC
- Identify key questions for PC members and issues to consider

Bob Bengford, AICP, MAKERS Urban Design & Architecture, will attend the meeting to walk us through the packet material and preliminary concepts. Based on PC input, updates will be made to the materials prior to the March 16 public workshop. The public will have the full opportunity to comment on the draft concepts at the March 16 public workshop.

The packet includes:

- *Attachment 1:* Proposed 3/16/17 workshop approach – which suggests workshop goals, agenda/format, approach to four workshop stations, concepts for the posters, (drafts for some of which are completed and included in the packet), suggested approach for community input, questions for the PC, and key concepts/issues for PC members to pay attention to.
- *Attachment 2:* Draft posters for workshop stations containing some of the initial key development code concepts (several completed drafts are included, others are in the works).

Background: The development regulations are one of the primary tools for implementing the 2016 Comprehensive Plan's goals and policies, which guide the City's future growth. Some of the policies are very specific (particularly on permitted housing types and densities) while other provide flexibility in how they can be carried out in the development regulations.

Previous Council/Committee/Commission Action: None.

Competing Viewpoints Considered: Full opportunity for public comment on the initial development regulation and design concepts will be provided at the scheduled March 16, 2017 public workshop, and additional opportunities (both informal and at a public hearing(s)) will be provided throughout the code update process.

Recommended Motion: N/A

Alternative Actions: N/A

Attachments (listed in order presented):

Attachment 1 - Proposed 3/16/17 Workshop approach & questions for the PC

Attachment 2 – Draft 3/16/17 Workshop posters

ATTACHMENT 1 –
Proposed 3/16/17 Workshop approach & PC questions

ANACORTES Development Regulations Update

For Planning Commission Review/Discussion - February 22, 2017



WORKSHOP I ISSUES/APPROACH

Purpose of February 22 Planning Commission Meeting:

- Update Planning Commission on development regulations update
- Present preliminary Workshop #1 concept/strategy; make changes as necessary
- Present preliminary code concepts for discussion; make changes as necessary
- Identify key questions for Planning Commission members

Overall Workshop #1 Goal:

- Present preliminary code update concepts for community review
- Answer questions about the proposed concepts
- Obtain community feedback on proposed concepts – to help confirm concepts and set the direction for updates, as necessary

Proposed Workshop Format:

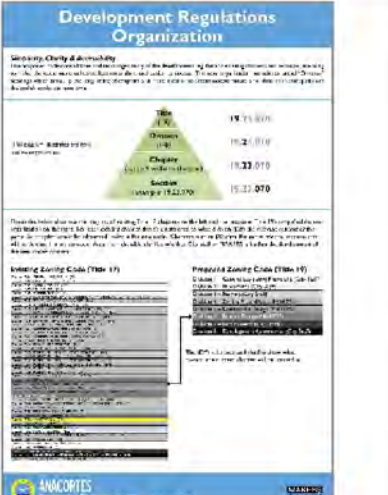
- Open house with stations followed by presentation.
- Feedback via individual survey and station comments.

Open House Stations & Information to Present

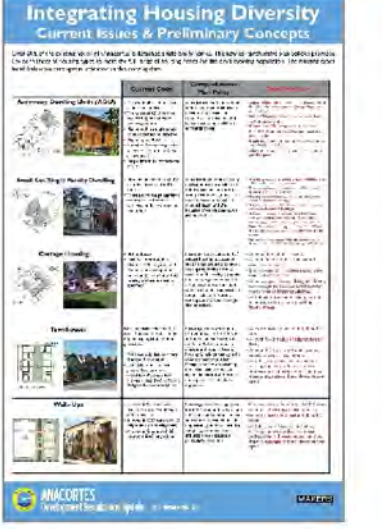
Below are suggestions open house stations and poster ideas. These would be set up around the room somewhat similar to how we conducted the final Comprehensive Plan workshop. Makers and/or City Staff members will be available at each of the stations help explain concepts, answer questions and try to get feedback from participants about the concepts. We'll have post-it notes for individuals to add comments on the posters – and we'll have at least one survey for individuals to fill out. We may also have other survey questions specific to a station or board.



I. Introduction Station.

Posters	Draft Posters or Examples (from elsewhere)
I.1 Welcome poster with overarching goals and schedule, and where we've been.	 <i>Example from elsewhere</i>
I.2 Poster clarifying the differences between the comprehensive plan and the development code.	
<i>This second poster compares the current and proposed code organization. The poster also clarifies what elements are led by City staff vs. MAKERS</i>	

2. Residential Development Station.

Posters	Draft Posters or Examples (from elsewhere)
2.1 Comprehensive plan residential policy guidance <i>A very important point to this update is that we're implementing the Comprehensive Plan – which sets clear policy direction on some elements, while offering some flexibility in how some elements are carried out in the code.</i>	Draw from: 
2.2 Comprehensive plan land use map updated to emphasize key zoning proposals.	
2.3 Housing type concepts. <i>Comprehensive plan emphasized encouraging a greater variety of housing types in the updated code. The chart here examines for each housing type (1) the current code provisions, (2) policy guidance, and (3) preliminary code concepts</i>	

Posters

This second poster concept comes at it from the zoning district standpoint and identifies what changes are proposed.

Note that we plan on providing supplemental information on the housing types and key residential standards within the presentation and free standing content at the station. This may include examples of:

- Small lot single family
- Cottage housing
- Townhouses

Draft Posters or Examples (from elsewhere)

Permitted Housing Types Proposed Concepts

Click on images to enlarge or download. For more information, visit [anacortes.gov](#).

Standard	R-1	R-2	R-3	R-4	C/CSD	Other
Single-Family Detached	Yes	Yes	Yes	Yes	Yes	Yes
Single-Family Attached	Yes	Yes	Yes	Yes	Yes	Yes
Multi-Family Detached	Yes	Yes	Yes	Yes	Yes	Yes
Multi-Family Attached	Yes	Yes	Yes	Yes	Yes	Yes
Mobile Home	Yes	Yes	Yes	Yes	Yes	Yes
Accessory Dwelling Unit (ADU)	Yes	Yes	Yes	Yes	Yes	Yes
Small Lot Single-Family	Yes	Yes	Yes	Yes	Yes	Yes
Cottage Housing	Yes	Yes	Yes	Yes	Yes	Yes
Townhouses	Yes	Yes	Yes	Yes	Yes	Yes

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This third poster focuses on density & key dimensional standards by zone (and what changes from current are proposed). This is where we're getting into some very important details.

Note that we plan on providing supplemental information on the key residential standards within the presentation and free standing content at the station. This may include examples of:

- Development examples at various density
- Clarification/examples on floor area ratio
- Supporting graphics/examples of applicable building heights
- Clarification and examples of proposed front and side yard provisions

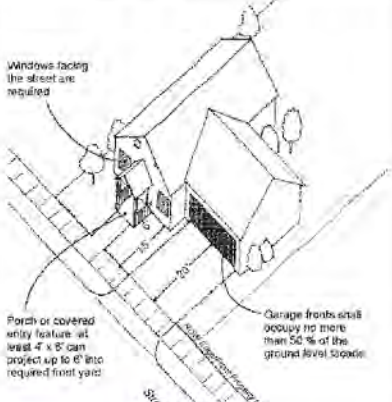
Also – we left Old Town out of the chart for space purposes – but we can address it in the slideshow and plan on including a sheet of information on Old Town concepts at the station (policy guidance emphasizes very little change)

Zoning Districts Proposed Concepts

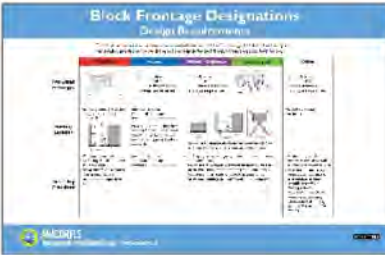
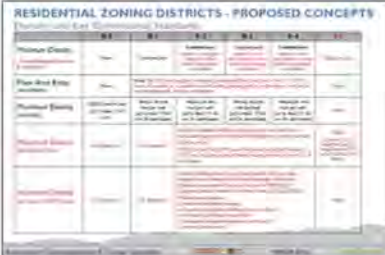
Click on images to enlarge or download. For more information, visit [anacortes.gov](#).

Standard	R-1	R-2	R-3	R-4	C/CSD	Other
Minimum Density	10 units/acre	15 units/acre	20 units/acre	25 units/acre	30 units/acre	35 units/acre
Maximum Density	10 units/acre	15 units/acre	20 units/acre	25 units/acre	30 units/acre	35 units/acre
Minimum Height	8 feet	10 feet	12 feet	14 feet	16 feet	18 feet
Maximum Height	8 feet	10 feet	12 feet	14 feet	16 feet	18 feet
Minimum Lot Size	1/4 acre	1/2 acre	1/2 acre	1/2 acre	1/2 acre	1/2 acre
Maximum Lot Size	1/4 acre	1/2 acre	1/2 acre	1/2 acre	1/2 acre	1/2 acre
Minimum Front Yard	5 feet	5 feet	5 feet	5 feet	5 feet	5 feet
Maximum Front Yard	5 feet	5 feet	5 feet	5 feet	5 feet	5 feet
Minimum Side Yard	5 feet	5 feet	5 feet	5 feet	5 feet	5 feet
Maximum Side Yard	5 feet	5 feet	5 feet	5 feet	5 feet	5 feet
Minimum Rear Yard	5 feet	5 feet	5 feet	5 feet	5 feet	5 feet
Maximum Rear Yard	5 feet	5 feet	5 feet	5 feet	5 feet	5 feet

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Posters	Draft Posters or Examples (from elsewhere)
2.4 Small lot single family & duplex development standards We will be adding a poster focused on design standards for small lot single family development (on lots less than 5,000sf) and duplexes. The proposed concept emphasizes access off of alley, minimizing impacts of garages/driveways on streetscape (where lots are front loaded), requiring a covered entry, and requiring a minimum amount and size of usable open space. The image to the right is one element intended for the poster. Additional text and graphics will be included.	
2.5 Design standards for townhouses and multifamily development While the standards will address the full range of site and building design issues, this poster will likely focus on building orientation and massing elements and examples. To the right – a somewhat related example from elsewhere. Scott and I will craft a reworked version for Anacortes.	 Example from elsewhere

3. Commercial/Mixed-Use Development Station.

Posters	Draft Posters or Examples (from elsewhere)
3.1 Community Design Framework Maps & Block Frontage Approach <i>We might actually need two posters – one that introduces and rationalizes the block frontage approach (showing good/bad examples) and the other showing the chart that explains what the different colors on the maps mean.</i>	
3.2 Community Design Framework Maps (4) <i>This includes four total maps – one for downtown, one for central Commercial Ave and waterfront, one for southern Commercial Ave, and one collage addressing the other areas (this last poster is forthcoming). For each of these, we'll try to add photo examples with captions on the posters that help to clarify maps (details forthcoming).</i>	
3.3 Commercial/Mixed-Use Zoning Districts – Proposed Concepts <i>We plan to create a chart similar to the one for residential districts – but include the issues most relevant to uses and development types in these zones. Key issues are height, design, permitted uses, and maybe parking.</i>	 Example from elsewhere
3.4 Commercial/Mixed-Use Development Design Standards – Key Concepts <i>Notes: This may be more than one poster – as there may be a number of issues to address: (1) design character – thoughts, examples and maybe questions, (2) façade articulation, (3) integrating façade details, and (4) façade material considerations</i>	 Example from elsewhere

Posters	Draft Posters or Examples (from elsewhere)
<i>Here's an example on how we communicated the architectural design character elsewhere. We could take a similar approach here and get community thoughts on the proposed direction.</i>	 <i>Example from elsewhere</i>

4. Other Code Issues.

Posters	Draft Posters or Examples (from elsewhere)
4.1 Grab Bag <i>This could be a good way to address the other notable code issues that will be addressed. This version is somewhat general – we can add some more specifics depending on how far we get (for some elements).</i> <i>Key elements we might address:</i> • <i>Parking – key proposed updates</i> • <i>Streetscape design</i> • <i>Subdivision design</i> • <i>Landscaping standards</i> • <i>Sign standards</i> <i>We will probably stay at a higher level of detail – and largely indicate general direction on these issues (particularly signs – which may warrant a special workshop)</i>	 <i>Example from elsewhere</i>

Posters	Draft Posters or Examples (from elsewhere)
4.2 Central Waterfront - Preliminary Concepts While waterfront concepts are noted in some of the other zoning posters (MMU district), we envision a consolidated poster that summarizing the key zoning, site layout and design concepts. Key elements to bring up: • Reiterate policy guidance (Goal LU-8, Policy LU-8.4) • Internal circulation (auto and pedestrian) • Reiterate block frontage approach • Building height/affordable housing bonus provision • Building massing & orientation • Other design issues/objectives and vision examples.	Poster Forthcoming

Presentation

We'll prepare a slideshow that will run through many of the elements on the posters. The slideshow format will allow us to provide more context and background information that should be helpful to participants. We also suggest that the slideshow be coordinated with participant surveys (where we can explain survey questions and issues – and participants can fill out the survey during the presentation). We might want to allow 10-15 minutes with the whole group for questions and answers. We suggest another 30-45 minutes of additional open house following the presentation to allow participants more time to review the posters, finish their surveys, ask more questions, and provide other comments at the various stations.

Community Input

Again, we plan on creating individual surveys that participants can fill out before, during and after the presentation. We'll also have opportunities for participants to comment on concepts at the stations (we will have flipcharts and post-it paper for comments on elements).



Concept/Issue	Bad Idea	Ummm/Neutral	Good Idea	Great Idea	Comments
COMMERCIAL & MULTIFAMILY ZONES					
1. Approach for Downtown Core:					
• Property ground plane commercial use designated: Business District					
• Allow small scale light commercial use designated: Business District					
• Encourage flexible block design/landscape architectural features and maintain street wall/curb lines. (see model)					
2. Transit Commercial (C-T) zone:					
• Encourage commercial district uses?					
3. Highway Commercial (C-H) zone:					
• Encourage through-traffic commercial?					
4. Light commercial zone (C-L):					
• Provide for ground floor use allowing office use (commercial retail use)?					
• Add design elements for landscaping, pedestrian access, and building design elements?					
5. Height limits for Downtown (C-C) zone:					
• Currently no height limits - encourage?					
• Provide 10-15 story height limit for the downtown core and 15-20 story limit for other areas of the city?					
6. Residential/Office (R-O) zone:					
• Allow ground floor use for restaurants, commercial, service, professional, retail, parking, etc. (see model)?					
• Allow small scale commercial use designated: Business District					

Questions for the Planning Commission

- Are we on the right track?
- Suggestions on the format of the workshop (open house with presentation, survey)?
- Any questions, red flags, and/or suggested updates to any of the proposed posters or concepts?
- Any questions or suggestions on obtaining community feedback at this meeting?
- Additional code elements that should be addressed at this stage (or next stage)?
- Questions on next steps or the final code product?

Key Concepts or Issues to Pay Close Attention to:

We will include supplementary slides on most of these issues at the coming February 22 Planning Commission meeting.

- Are we on the right track?
- Proposed accessory dwelling unit concepts (ADU)
- Proposed minimum density concepts for key districts
- Maximum floor area ratio concepts
- Maximum density (though note that all of these were directed by comprehensive plan policies)
- Proposed change to building height measurement (to not penalize pitched roofs)
- Proposed height limit changes (again, all of these came out of the comprehensive plan process)
- Height bonus provision (emphasis on affordable housing)
- Side setback concepts

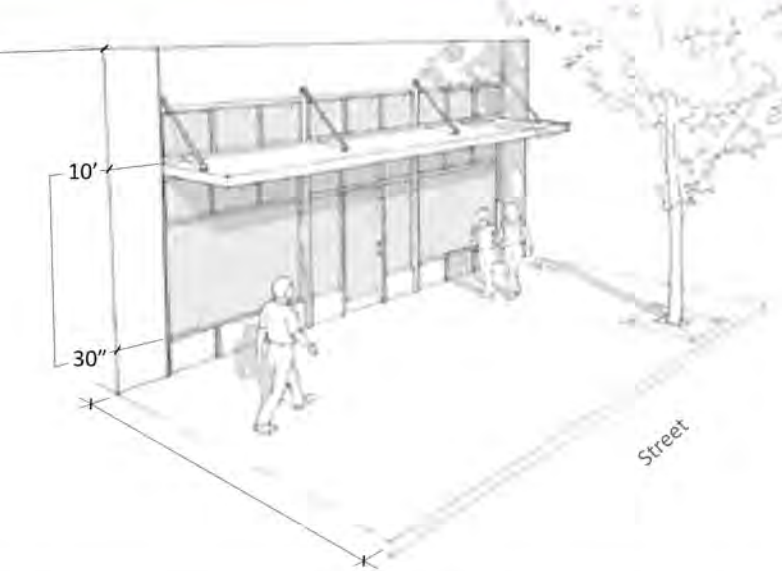
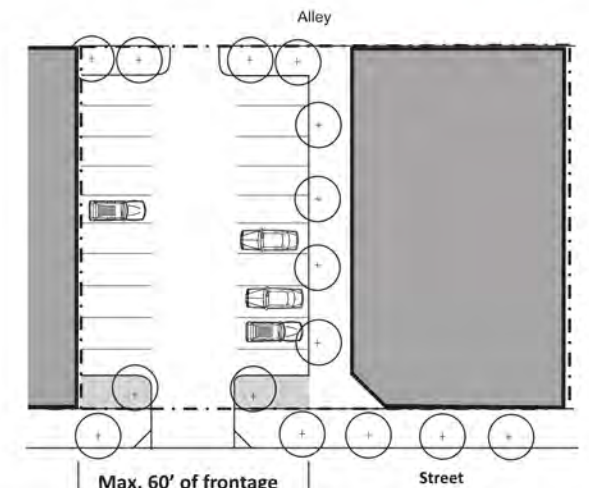
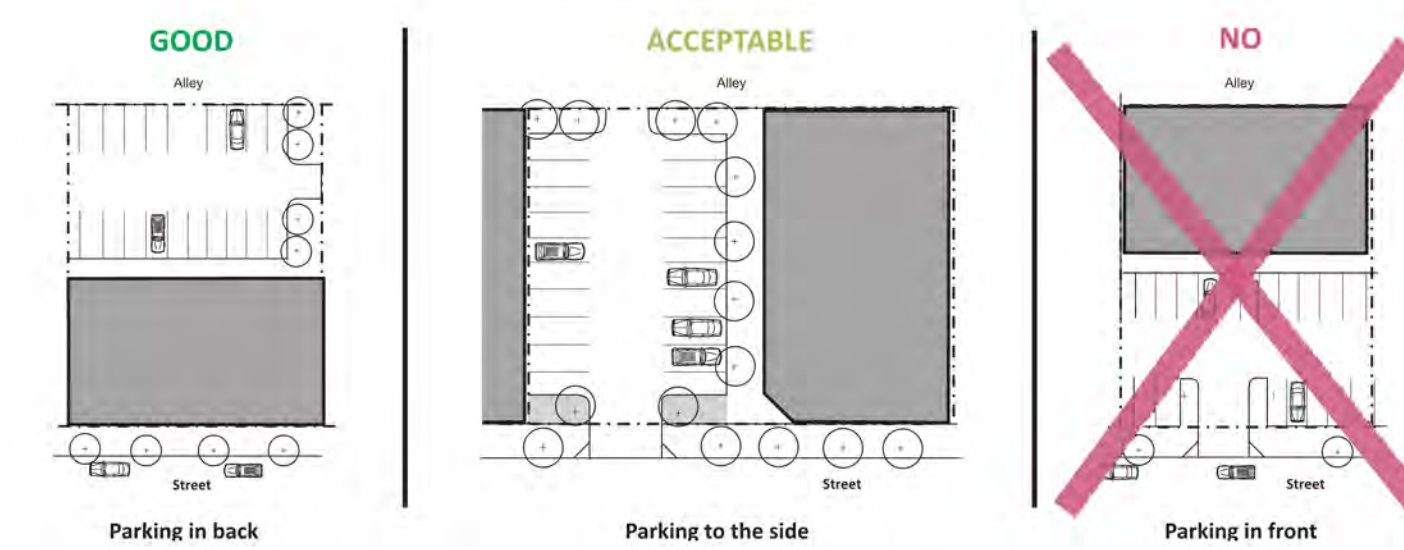
We will likely come up with more questions as we develop concepts for more of the commercial/industrial zones and the “grab bag” of other code issues.

ATTACHMENT 2 –
Draft 3/16/17 Workshop posters

Block Frontage Designations

Design Requirements

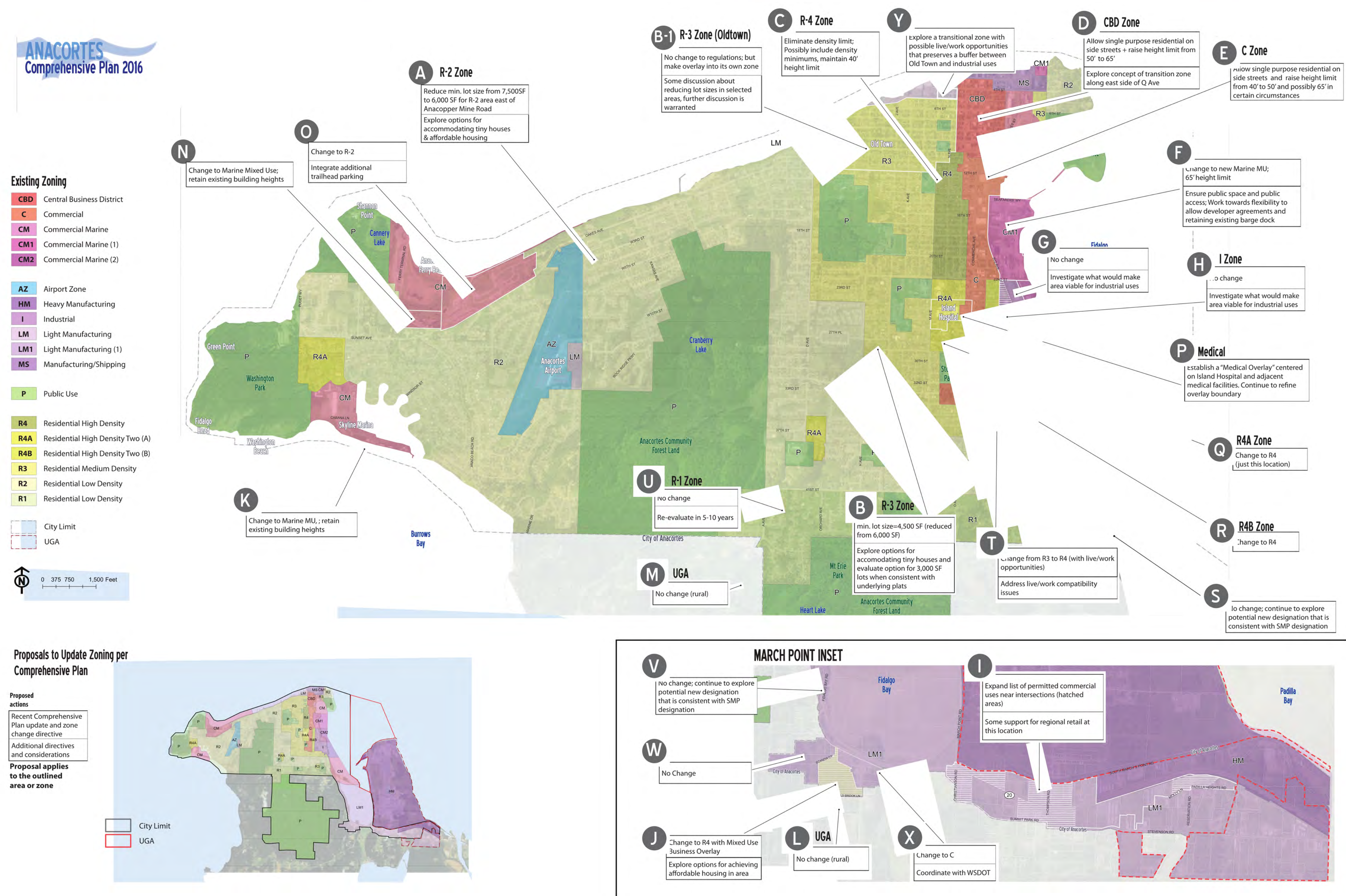
The chart below summarizes some key standards for each of the four designated block frontage types. For detailed provisions, review the specific standards for each block frontage type set forth below.

	Storefront	Marine	Mixed + Esplanade	Landscaped	Other
Permitted Frontages		← Storefront OR Landscaped frontages are permitted. →	← Storefront OR Landscaped frontages are permitted. →		← Storefront OR Landscaped frontages are permitted. →
Parking Location	No new ground level parking along street frontage is permitted. 	Same standards as Mixed and Landscaped frontages. → However, marina parking, boat docking facilities, and ship and boat building/repair uses are exempt from parking location standards.	 For multi-building developments, no more than 50% of frontage shall be parking or vehicular access areas.	No parking location restrictions.	
Other Key Provisions	- Minimum commercial space depth = 20 feet (new buildings only) - No ground floor residential uses except lobbies/entrances for upper level units	Same standards as Mixed and Landscaped frontages. →	- Landscaping to soften façades, screen blank wall surfaces, and screen parking - Provide minimum façade windows/transparency for non-residential uses (<i>variable depending on building setback</i>) - Provide minimum facade windows/transparency for residential buildings (<i>at least 15% of the entire façade</i>)	- Landscaping to soften façades, screen blank wall surfaces, and screen parking - Provide minimum façade windows/transparency for non-residential uses (<i>variable depending on building setback</i>) - Provide minimum facade windows/transparency for residential buildings (<i>at least 15% of the entire façade</i>)	



Proposed Zoning Changes

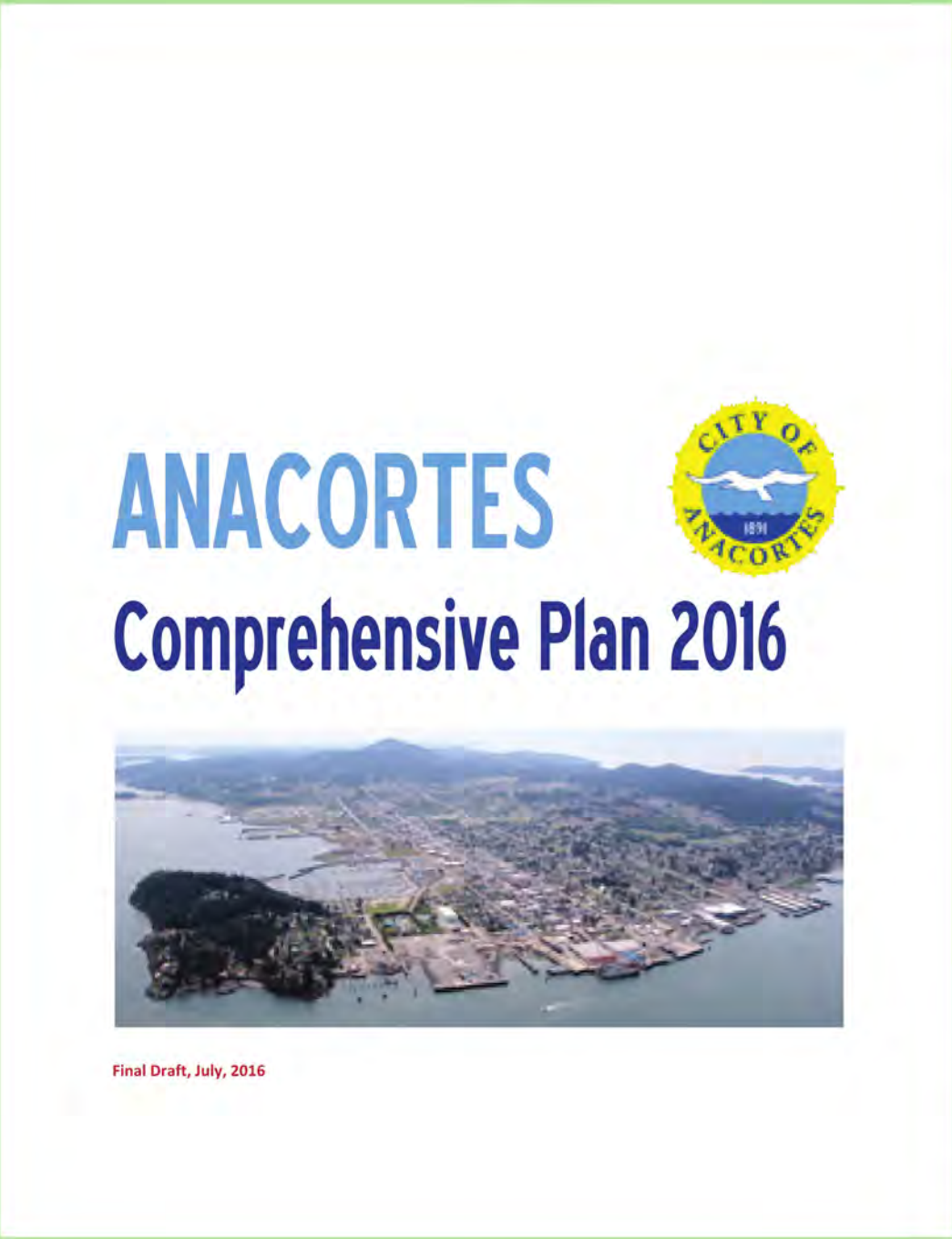
As Directed by Recent Comprehensive Plan Update



Comprehensive Plan vs. the Development Code

How the development code is different from the Comprehensive Plan

The Comprehensive Plan



A comprehensive plan is a long-range policy guide, setting out community goals and objectives related to land use, transportation, public services and other topics. Some consider a comprehensive plan to be a local agency’s constitution, establishing the overarching principles that will direct how communities invest in infrastructure, establish land use patterns, pursue economic development opportunities and otherwise manage local quality of life.

It’s an important document, and it focuses on a distant horizon, describing what Anacortes SHOULD be in the next 20 years. There’s an implication that things will change, that the community has the power and wherewithal to achieve its collective vision - even if it means some things tomorrow will be different than they are today.

By investing in Anacortes’s Comprehensive Plan, the City has made a commitment to adopt public policy that is informed by the community’s priorities.

Comprehensive Plan Content:

- Land Use
- Housing
- Economic Development
- Environment & Conservation
- Parks, Recreation & Open Space
- Transportation
- Capital Facilities
- Utilities

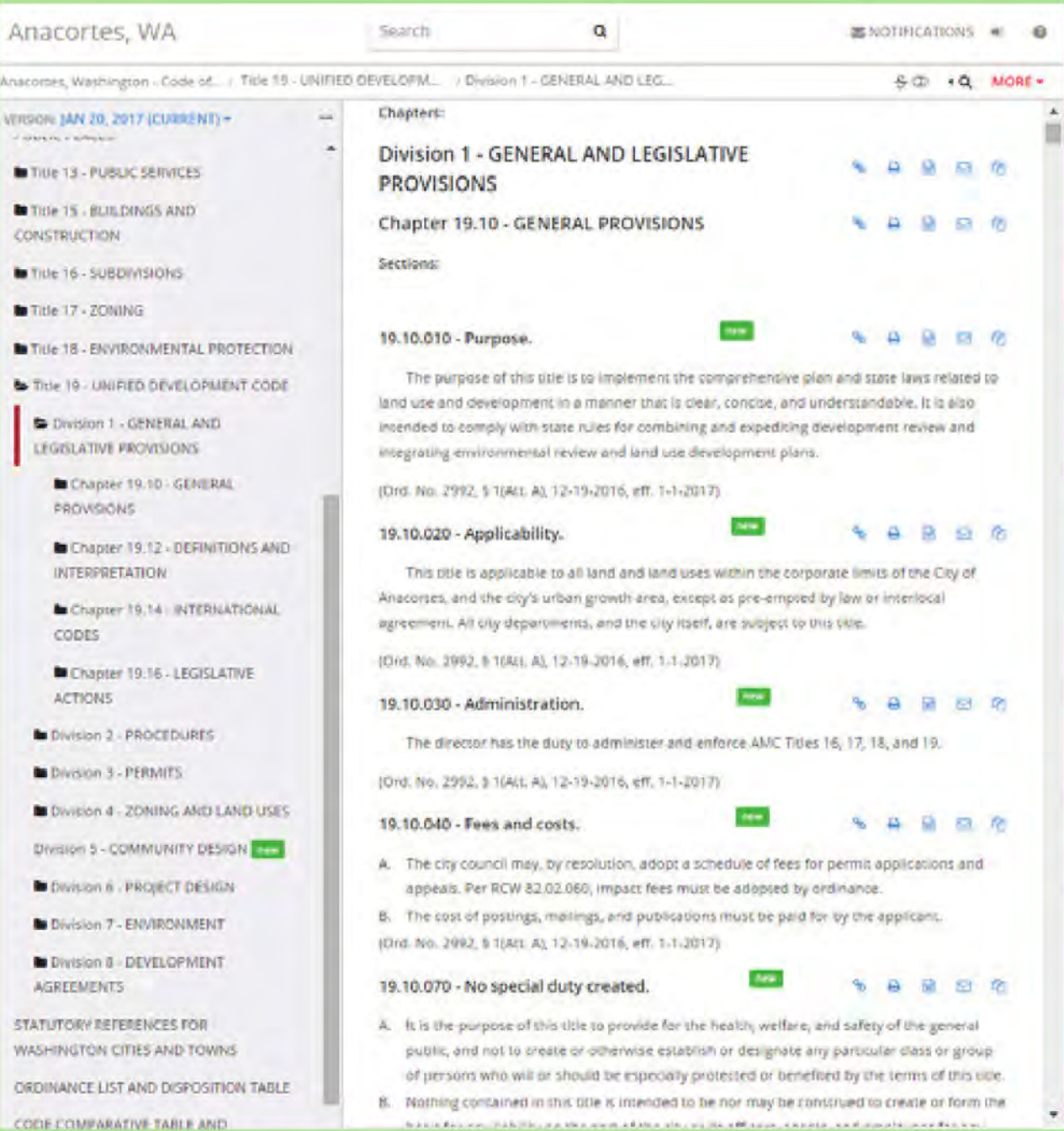
Key Principles:

Long term focus, goal based, general policy direction

Scope:

Land use, housing, economic development, environment & conservation, parks, recreation & open space, transportation, capital facilities, utilities

The Development Code



The development or “zoning” code is perhaps the most important tool a city has in implementing the goals and policies of the comprehensive plan. Zoning and other related regulations apply rules to land development to ensure that public and private investment are consistent with the community’s long range policy guidance.

For example, Goal LU-6 in the new comprehensive plan states: “Preserve and enhance the quality, character, and function of Anacortes’s residential neighborhoods.” Updated permitted use and density and dimensional standards are envisioned within this code update to help implement this goal. New design standards for the full variety of housing types are also envisioned.

Through this code update process, we will draft, review, refine, and adopt the development regulations that effectively implement the new comprehensive plan.

Development Code Content:

- General Legislative Provisions
- Procedures
- Permits
- Zoning & Land Uses
- Community Design
- Project Design
- Environment
- Development Agreements

Key Principles:

Consistency, legal compliance, constitutionality, fairness, clarity

Scope:

Land use, housing, community design, public safety, transportation, environment, administration, procedures

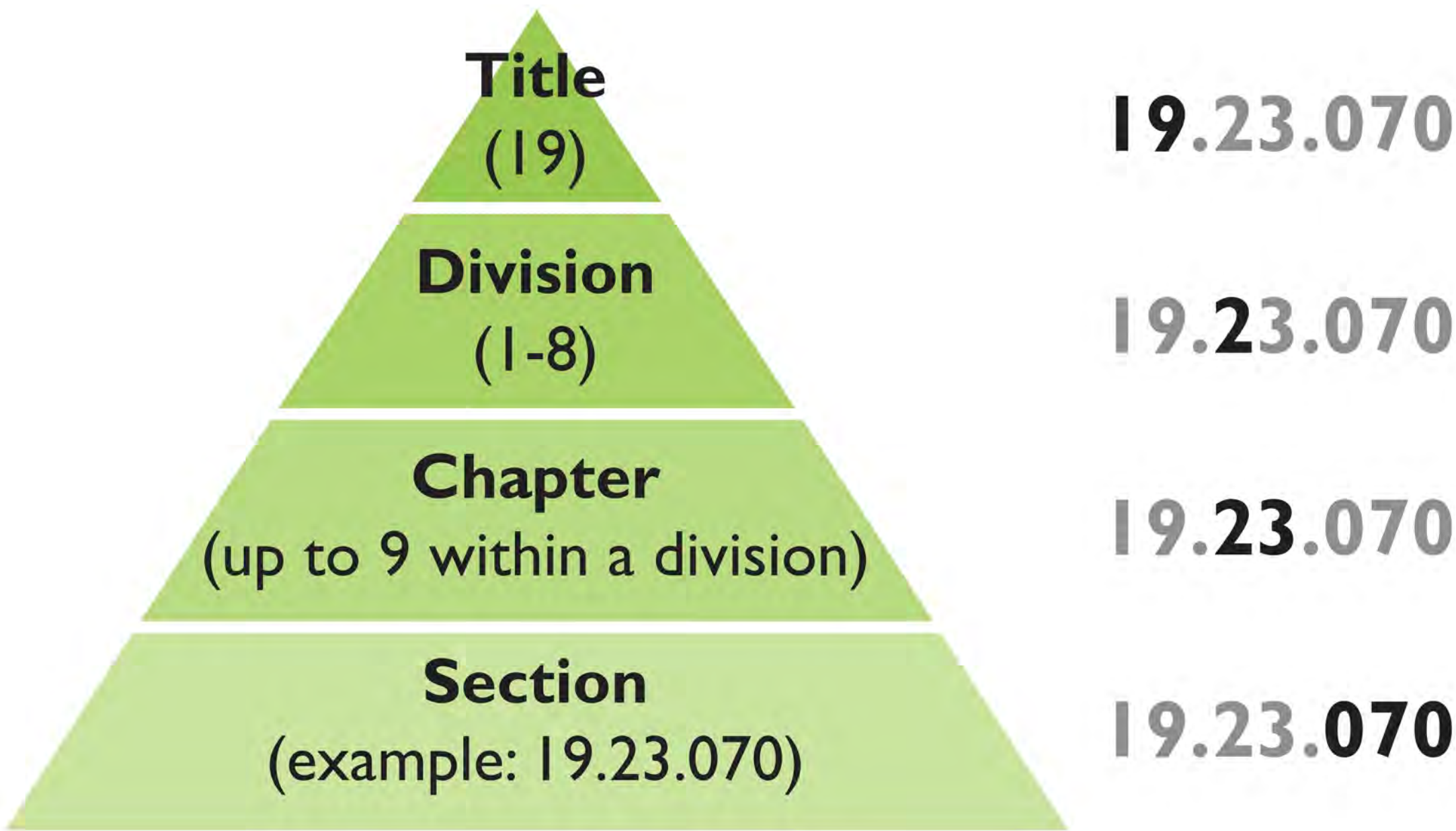


Development Regulations Organization

Simplicity, Clarity & Accessibility

The proposed code consolidates and rearranges many of the development regulation’s existing chapters and sections, intending to make the code more cohesive, less redundant, and easier to access. The new organization introduces broad “Division” headings, which break up the long listing of chapters and make it easier to accommodate future amendments in anticipation of the code’s evolution over time.

This diagram illustrates the new code’s organization.



The tables below illustrate the long list of existing Title 17 chapters on the left and the proposed Title 19’s simplified division organization on the right. For each existing chapter, there’s a reference to what division (D#) the relevant content of the particular chapter would be addressed under in the new code. Chapters with an (X) after the name refer to sections that will be deleted in the new code. Also, the right table clarifies whether City staff or MAKERS is leading the development of the new code’s content.

Existing Zoning Code (Title 17)

Chapter 17.04 - GENERAL PROVISIONS - (D1)
Chapter 17.04 - GENERAL PROVISIONS - (D1)
Chapter 17.05 - CONCURRENCY - (D2)
Chapter 17.06 - DEFINITIONS - (D1)
Chapter 17.08 - ADMINISTRATION - (D1)
Chapter 17.10 - BOARD OF ADJUSTMENT, PLANNING COMMISSION, AND CONDITIONAL USES - (D1 & D3)
Chapter 17.12 - ZONES, MAPS, AND BOUNDARIES - (D4)
Chapter 17.14 - AMENDMENTS AND REZONES - (D1)
Chapter 17.15 - HEAVY MANUFACTURING USE DISTRICT (HM) - (D4)
Chapter 17.17 - MANUFACTURING AND SHIPPING DISTRICT (MS) - (D4)
Chapter 17.18 - LIGHT MANUFACTURING USE DISTRICT (LM) - (D4)
Chapter 17.19 - LIGHT MANUFACTURING 1 USE DISTRICT (LM1) - (D4)
Chapter 17.20 - CENTRAL BUSINESS USE DISTRICT (CBD) - (D4)
Chapter 17.21 - COMMERCIAL MARINE DISTRICT (CM) - (D4)
Chapter 17.22 - COMMERCIAL MARINE 1 DISTRICT (CM1) - (D4)
Chapter 17.23 - COMMERCIAL MARINE 2 DISTRICT (CM2) - (D4)
Chapter 17.24 - COMMERCIAL DISTRICT (C) - (D4)
Chapter 17.26 - PUBLIC USE DISTRICT (P) - (D4)
Chapter 17.27 - OLD TOWN OVERLAY DISTRICT - (D4)
Chapter 17.28 - RESIDENTIAL HIGH DENSITY DISTRICT (R4) - (D4)
Chapter 17.30 - RESIDENTIAL HIGH DENSITY A DISTRICT (R4A) - (D4)
Chapter 17.32 - RESIDENTIAL HIGH DENSITY B DISTRICT (R4B) - (D4)
Chapter 17.34 - RESIDENTIAL MEDIUM DENSITY DISTRICT (R3) - (D4)
Chapter 17.36 - RESIDENTIAL DISTRICT (R2) - (D4)
Chapter 17.38 - RESIDENTIAL DISTRICT (R1) - (D4)
Chapter 17.39 - AERONAUTICAL ZONE DISTRICT (AZ) - (D4)
Chapter 17.40 - SIGNS - (D6)
Chapter 17.41 - LANDSCAPING REQUIREMENTS - (D6)
Chapter 17.42 - SUBDIVISIONS AND REPLATS - (D2 and D5)
Chapter 17.44 - PLANNED UNIT DEVELOPMENT (X) AND COTTAGE HOUSING - (D6)
Chapter 17.46 - PARKING - (D6)
Chapter 17.48 - ACCESSORY BUILDINGS, STORAGE, AND DOCKS - (D4)
Chapter 17.49 - HAZARDOUS WASTE TREATMENT AND STORAGE FACILITIES - (D4)
Chapter 17.50 - EXCAVATIONS - (D4)
Chapter 17.52 - FENCES, WALLS, AND HEDGES - (D4)
Chapter 17.54 - STANDARDS—GENERALLY - (D6)
Chapter 17.56 - ANNEXATION - (?)
Chapter 17.58 - UNZONED LAND - (D4)
Chapter 17.60 - NONCONFORMING USES - (D4)
Chapter 17.62 - PUBLIC HEARINGS - (D2)
Chapter 17.63 - WIRELESS TELECOMMUNICATIONS TOWERS AND ANTENNAS - (D4)
Chapter 17.64 - SPECIAL USES - (D4)
Chapter 17.66 - PENALTIES FOR VIOLATION - (X)
Chapter 17.67 - APPENDICES - (X)
Chapter 17.70 - CRITICAL AREA REGULATIONS - (D7)
Chapter 17.74 - DEVELOPMENT AGREEMENT FOR PORT-OWNED PROPERTY - (D8)
Chapter 17.75 - ESSENTIAL PUBLIC FACILITIES - (D4)

Proposed Zoning Code (Title 19)

Division 1 – General Legislative Provisions (City Staff)
Division 2 – Procedures (City Staff)
Division 3 – Permits (City Staff)
Division 4 – Zoning & Land Uses (MAKERS)
Division 5 – Community Design (MAKERS)
Division 6 – Project Design (MAKERS)
Division 7 – Environment (City Staff)
Division 8 – Development Agreements (City Staff)

The (D#) reference and shading show what division the current chapter will be located in.

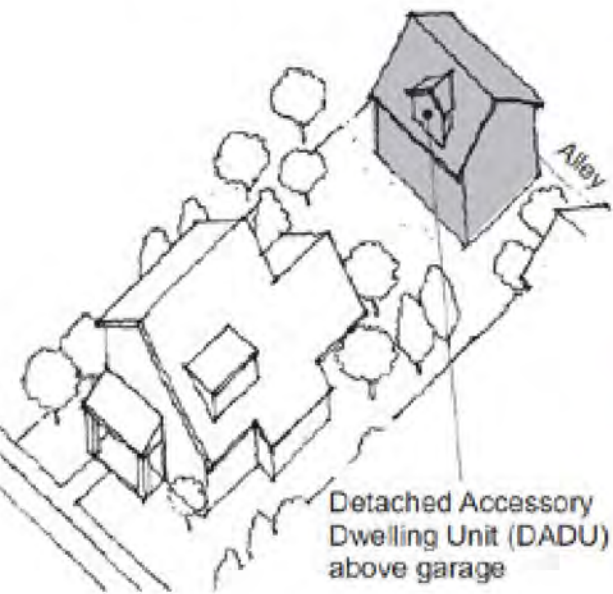
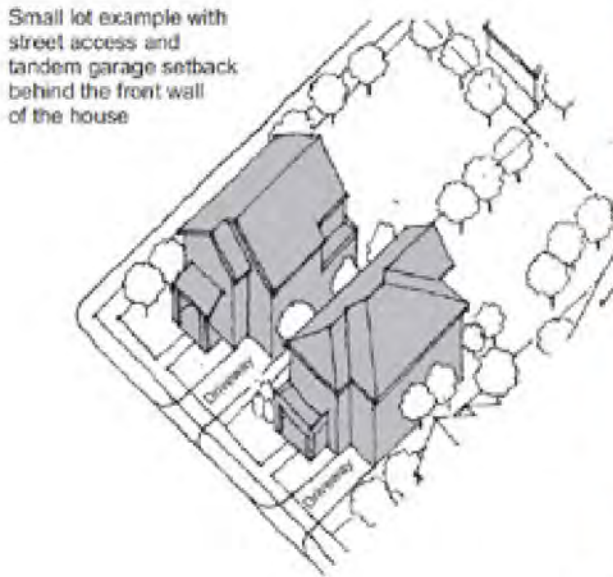
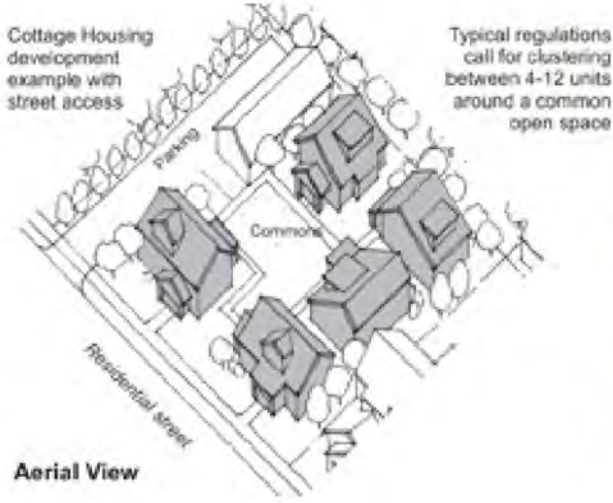
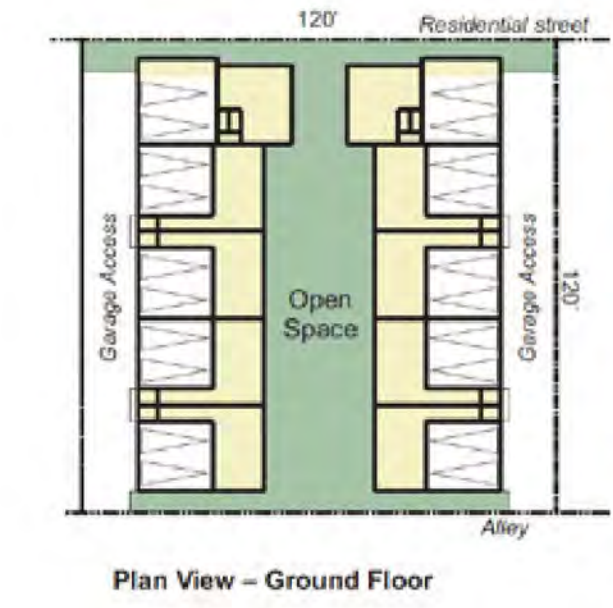
New location is pending



Integrating Housing Diversity

Current Issues & Preliminary Concepts

Over 80% of the existing housing in Anacortes is detached single family homes. The new comprehensive plan policies promote a wider variety of housing types to meet the full range of housing needs for the city’s evolving population. The housing types listed below warrant special attention in this code update.

	Current Code	Comprehensive Plan Policy	Considerations
Accessory Dwelling Units (ADU) 	• Allowed in all residential zones subject to standards • The home or ADU must be occupied by one or more property owners • May be within a single family home (attached) or detached • May be up to 900sf in area • A total of 3 off street parking spaces for the home & ADU are required • Height limit is 16’ for detached ADUs	Allow for attached and detached ADU’s in all residential districts provided size, design, and other provisions are included to promote compatibility with surrounding uses.	• Adjust height limit to allow a gabled second floor for ADU’s built over garages (but perhaps not a full 2nd floor) • Limit ADU/garage structure to no more than 75% of the lot width • Require that ADU/garage take up no more than 40% of the rear yard between house and property line • Require minimum 15’ separation between house and detached ADU • Allow on-street parking to count for required parking space
Small Lot Single Family Dwelling 	• New lots smaller than 5,000sf are only allowed in the R4 zone • There are no design standards for homes – other than setbacks and lot coverage and height limits	Allow for small lot single family development (lots smaller than 5,000 square feet) in the R3 zone provided design provisions that emphasize a pedestrian-oriented design and the inclusion of usable open space are included.	• Limit garage faces to no more than 50% of house façade and set back garage entries behind front wall (to deemphasize garage) • Require a covered entry for home visible from the street (character & livability) • Require that at least 10% of the façade be transparent windows (character & livability) • Require minimum usable open space = 10% min. of lot area with no dimension less than 15’ (livability) • Provide upper limit on the size (total floor area) of buildings – no more than 50% of the lot size (help address compatibility & affordability issues) • Increase side yard setbacks for the second floor of homes from 5 to 10 feet (compatibility/privacy issue)
Cottage Housing 	• Not addressed • Term was mentioned in Chapter 17.44 together with planned unit developments, but recently removed (cottage housing provisions weren’t specified)	Encourage the development of cottage housing (a cluster of small homes around a common open space) in single family zones as an increasingly popular housing type, provided special design provisions are included to ensure a pedestrian-oriented design, inclusion of common open space, and strict cottage size limitations.	• Allow in all residential districts • Allow in clusters of 4-12 units around common open space • Limit cottages to 1½ stories and no more than 1,200sf floor area • Since cottages are so small, suggest allowing two cottages for each standard house for the purpose of density calculations. • Add detailed design standards for cottage orientation, open space, and parking location/design
Townhouses 	Not specifically referenced in code, but could be built under duplex, triplex, or apartment provisions) • R-4 is the only district where they could now be built • C & CBD zones required ground floor commercial – thus townhouses aren’t allowed unless the first floor is designed for commercial use	Encourage the development of townhouses in the R-3, R-4 and on certain side streets in the C and CBD zones as an efficient and popular form of housing for a large demographic of Anacortes’s population. Design standards emphasizing pedestrian-oriented design, façade articulation, and usable open space are particularly important.	• Allow on most side streets in CBD and C zones • Allow in R-4 and add flexibility on density limits • Allow in R-3 with up to 4 units attached subject to size lot requirements • Add design standards to limit building massing, improve the design character, address side yard privacy issues, minimize impacts of garages, and provide usable open space
Walk-Ups 	• Allowed in R-4 zone with density of up to 28 units/acre & 40’ height limit • Allowed in CBD zone with 50’ height limit (no density limit) • Allowed in C zone with 28 units/acre & 40’ height limit	Encourage these housing types in the R-4 zone and in the C and CBD zones above shops and on side streets. Design standards emphasizing pedestrian-oriented design, façade articulation, and usable open space are particularly important.	• Eliminate density limits in the R-4 & C zones to be paired with new design standards • Allow on most side streets in CBD and C zones • Add design standards to limit building massing, improve the design character, address side yard privacy issues, minimize impacts of garages, and provide usable open space



Permitted Housing Types

Proposed Concepts

- ☒ Permitted use
- ☐ Allowed in limited cases
- ☐ Not allowed

Black text indicates no changes from current code.
Red text indicates proposed concepts.

Standard	R-1	R-2	R-3	R-4	C/CBD	MMU
Single Household Family - Standard Lot 	☒	☒	☒	☒	☒	☒
Single Family Dwelling - Small Lot (lots <5,000sf) 			☐	☒	☒	☒
Accessory Dwelling Unit (ADU) 	☐	☐	☒	☒	☒	☒
Cottage Housing 			☒	☒	☒	☒
Duplex 			☒	☒	☒	☒
Townhouse 			☐	☐	☒	☒
Apartments 					☒	☒
Apartments in Mixed-Use Structures 					☐	☐



Zoning Districts

Proposed Concepts

Black text indicates no changes from current code.
Red text indicates proposed concepts.

Planned new zone
for some former
CM & CMI zones

Standard	R-1	R-2	R-3	R-4	C/CBD	MMU
DENSITY & KEY DIMENSIONAL STANDARDS						
Minimum Density Gross lots or dwelling units prt acre (includes half of adjacent street right-of-way) * Excludes floodplains, wetlands, and steep slopes	None	None	None Update to 4 lots or du/acre	None Update to 9 lots or du/acre	None Update to 18 du/acre (applies to single purpose reidential buildings and not mixed-use buildings	18 du/acre Update to 18 du/acre (applies to single purpose residential buildings and not mixed- use buildings
Maximum Floor Area Ratio Floor area of building/lot area	None Add 0.50 FAR max to prohibit incompatible house sizes		None Add 0.65 FAR max to prohibit incompatible house sizes	None Maintain flexibility provided the building, site, and open space standards are met		None Maintain flexibility provided the building, site, and open space standards are met
Maximum Density Minimum lot size and/or gross dwelling units/acre	15,000sf min lot size (= roughly 2 gross du/acre)	7,500 6,000sf min lot size (= roughly 5 gross du/acre)	6,000 4,500sf min lot size (= roughly 7 gross du/acre)	3,000sf min lot size and up to 28 gross du/acre Remove density limit and let height, parking, design standards, and market conditions dictate density	None	None
BUILDING HEIGHT Current: Measured to the top of the building Proposed: Measure from the midpoint of a pitched roof						
Maximum Base Building Height	35 feet 30 feet	35 feet 30 feet	35 feet 30 feet	40 feet 35 feet	40/50 feet	35 feet
Maximum Base Building Height with Bonus Subject to proposed affordable housing provisions and special design standards	N/A	N/A	N/A	N/A	55/65 feet	65 feet
BUILDING SETBACKS						
Front * Allow covered entries and porches to project up to 6 feet into front setback	20 feet *	20 feet *	20 feet *	10 feet	None 0 to 10 feet Subject to proposed block frontage standards	0 to 20 feet 0 to 10 feet Subject to proposed block frontage standards
Side ** Consider daylight plane provisions that increases side setback for upper floors	10 feet	5 feet **	5 feet **	5 feet ** Proposed multifamily design standards for side yards may increase setback depending on building design	None Proposed multifamily design standards for side yards may increase setback depending on building design	None Proposed multifamily design standards for side yards may increase setback depending on building design
Rear	20 feet	20 feet	20 feet	10 feet See proposal note above	None See proposal note above	None See proposal note above

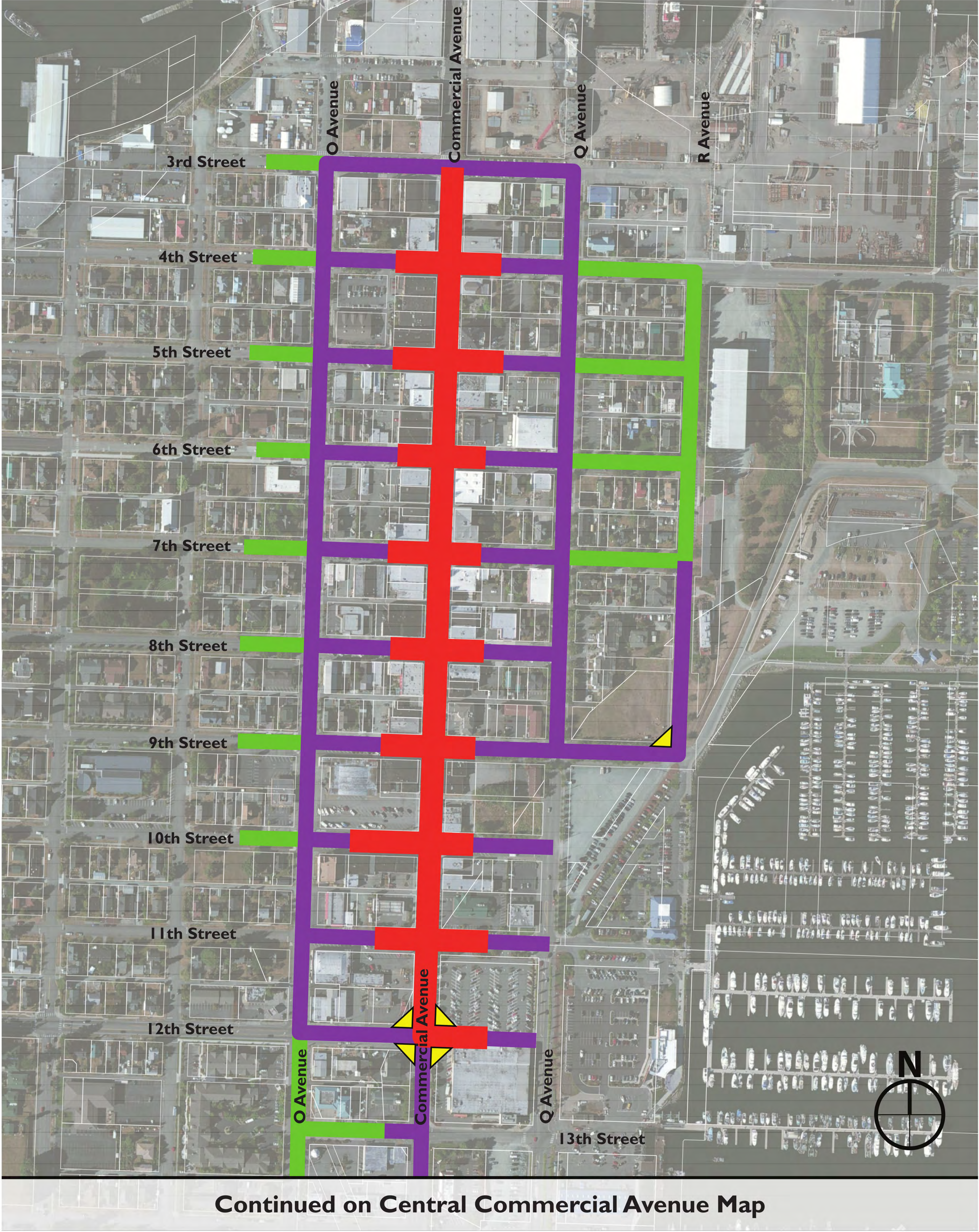
Note: The Current R-3 Old Town Overlay will become its own zone simply called “Old Town”. No changes to current provisions are proposed, except:

- Consider conversions of pre-existing homes to triplexes, provided they meet strict design review and parking provisions to maintain historic/neighborhood compatibility.



Block Frontage Designations

Downtown



Legend

Storefront

Mixed

Landscaped

No line

No requirement

Esplanade

Marine

Trail

High Visibility
Street Corners

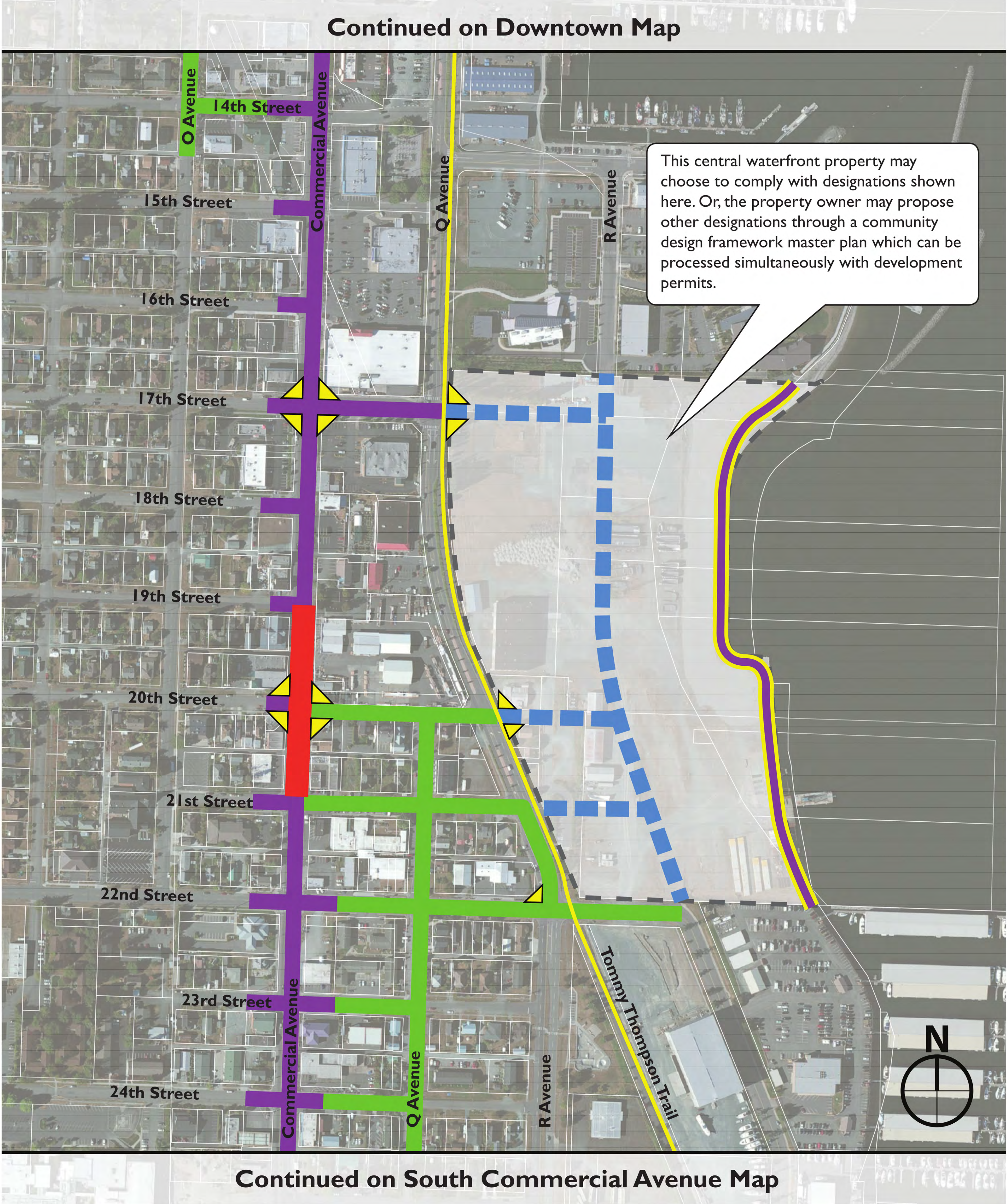
Site subject to optional community design
framework master plan approval

NOTE: Dashed lines indicate planned streets or trails (locations are conceptual)



Block Frontage Designations

Central Commercial Avenue & Waterfront



Legend

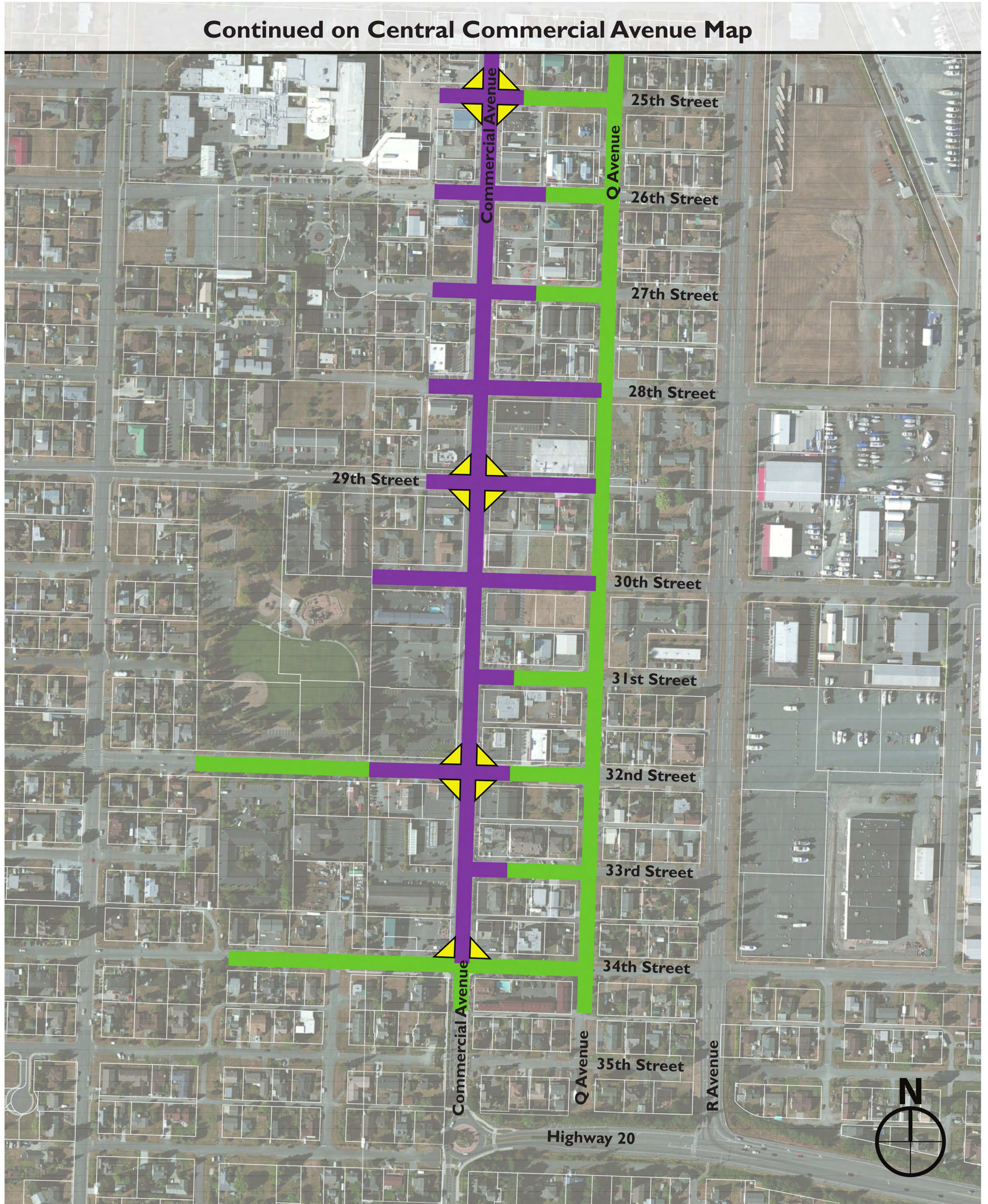
- | | | | |
|------------|----------------|--|--|
| Storefront | Esplanade | High Visibility Street Corners | Site subject to optional community design framework master plan approval |
| Mixed | Marine | | |
| Landscaped | Trail | | |
| No line | No requirement | NOTE: Dashed lines indicate planned streets or trails (locations are conceptual) | |



Block Frontage Designations

South Commercial Avenue

Continued on Central Commercial Avenue Map



Legend

- | | | | |
|--|---|--|--|
|  Storefront |  Esplanade |  High Visibility Street Corners |  Site subject to optional community design framework master plan approval |
|  Mixed |  Marine | | |
|  Landscaped |  Trail | | |
| No line | No requirement | NOTE: Dashed lines indicate planned streets or trails (locations are conceptual) | |

