

# Residential Development & Design Standards

Planning Commission – Work Session  
May 21, 2020

**PC WORK SESSION. 05.21.20**



# TOPICS FOR DISCUSSION

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- Brief Overview
  - House Bill 2001
  - Other City Initiatives – Great Neighborhood Principles and DRAFT Housing Strategy
- Residential Site and Design Review Standards
  - Summarize Draft Document
  - Universal Design Standards

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# HOUSE BILL 2001

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- Commonly referred to as HB 2001 or Missing Middle housing bill
- Requires cities of certain sizes to allow “middle housing” in areas and properties that allow for the development of detached single-family dwellings

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# HOUSE BILL 2001

- “Middle housing” includes:
  - Duplexes
  - Triplexes
  - Quadplexes
  - Cottage clusters
  - Townhouses



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# ALIGNMENT WITH McMINNVILLE WORK

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- Draft Housing Strategy with recommendations to address some issues related to middle housing
- Great Neighborhood Principles
  - *Policy 46.00: The City shall develop development codes that allow for a variety of housing types and forms, and shall develop site and design requirements for those housing types and form.*

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# PLANNING COMMISSION WORK PLAN

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- Emphasis on housing work:
  - Multi-Family Site Design Review
  - Residential Housing Types Site and Design Review Standards
  - Evaluation of Residential Zones
  - Parking Standards for Housing
  - Lighting Standards for Housing
  - Townhomes in C3 Zones
  - Single Room Occupancies

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# RESIDENTIAL SITE & DESIGN REVIEW

## Great Neighborhood Principles

- 1. Natural Feature Preservation.** Great Neighborhoods are sensitive to the natural conditions and features of the land.
  - Neighborhoods shall be designed to preserve significant natural features including, but not limited to, watercourses, sensitive lands, steep slopes, wetlands, wooded areas, and landmark trees.
- 2. Scenic Views.** Great Neighborhoods preserve scenic views in areas that everyone can access.
  - Public and private open spaces and streets shall be located and oriented to capture and preserve scenic views, including, but not limited to, views of significant natural features, landscapes, vistas, skyline, and other important features.
- 3. Parks and Open Spaces.** Great Neighborhoods have open and recreational spaces to walk, play, gather, and commune as a neighborhood.
  - Parks, trails, and open spaces shall be provided at a size and scale that is suitable based on the size of the proposed development and the number of dwelling units.
  - Central parks and plazas shall be used to create public gathering spaces where appropriate.
  - Neighborhood and community parks shall be developed in appropriate locations consistent with the policies in the Parks Master Plan.
- 4. Pedestrian Friendly.** Great Neighborhoods are pedestrian friendly for people of all ages and abilities.
  - Neighborhoods shall include a pedestrian network that provides for a safe and enjoyable pedestrian experience, and that encourages walking for a variety of reasons including, but not limited to, health, transportation, recreation, and social interaction.
  - Pedestrian connections shall be provided to commercial areas, schools, community facilities, parks, trails, and open spaces, and shall also be provided between streets that are disconnected (such as cul-de-sacs or blocks with lengths greater than 400 feet).

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- 5. Bike Friendly.** Great Neighborhoods are bike friendly for people of all ages and abilities.
  - Neighborhoods shall include a bike network that provides for a safe and enjoyable biking experience, and that encourages an increased use of bikes by people of all abilities for a variety of reasons, including, but not limited to, health, transportation, and recreation.
  - Bike connections shall be provided to commercial areas, schools, community facilities, parks, trails, and open spaces.

- 8. Human Scale Design.** Great Neighborhoods have buildings and spaces that are designed to be comfortable at a human scale and that foster human interaction within the built environment.

- The size, form, and proportionality of development is designed to function and be balanced with the existing built environment.
- Buildings include design elements that promote inclusion and interaction with the right-of-way and public spaces, including, but not limited to, building orientation towards the street or a public space and placement of vehicle-oriented uses in less prominent locations.
- Public spaces include design elements that promote comfortability and ease of use at a human scale, including, but not limited to, street trees, landscaping, lighted public areas, and principles of Crime Prevention through Environmental Design (CPTED).

- 9. Mix of Activities.** Great Neighborhoods provide easy and convenient access to many of the destinations, activities, and local services that residents use on a daily basis.

- Neighborhood destinations including, but not limited to, neighborhood-serving commercial uses, schools, parks, and other community services, shall be provided in locations that are easily accessible to surrounding residential uses.
- Neighborhood-serving commercial uses are integrated into the built environment at a scale that is appropriate with the surrounding area.
- Neighborhoods are designed such that owning a vehicle can be optional.

- 10. Urban-Rural Interface.** Great Neighborhoods complement adjacent rural areas and transition between urban and rural uses.

- Buffers or transitions in the scale of uses, buildings, or lots shall be provided on urban lands adjacent to rural lands

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- Focus on:
  - Great Neighborhood Principles
  - Compatibility with existing neighborhoods
  - Building form
  - Format that is user friendly (not just zoning code language)

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# CONSIDERATIONS

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- Planning Commission to evaluate residential zones (2020 work plan item). Explore potential:
  - Diverse housing zone
  - Flexibility in existing zones for infill housing
  - Higher density residential zone
  - Subdivision standards to require lot/housing variety
- That work will need to be coordinated with the implementation of the Development and Design Standards for housing types

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# CONSIDERATIONS

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- Integrated development and design standards
  - Base development standards (lot size, width, setbacks) will be impacted by design standards – housing type and design will drive lot size
- Staff to begin with presentation on Universal Design Standards
- Consider materials over multiple work sessions

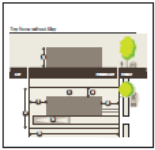
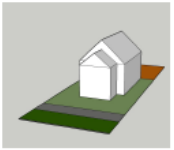
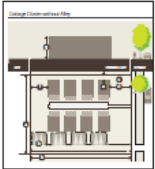
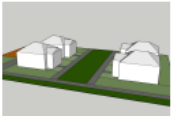
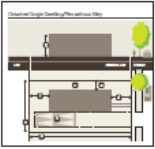

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# HOUSING TYPES

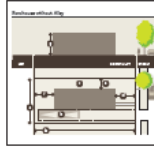
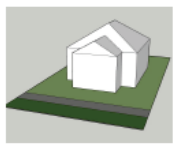
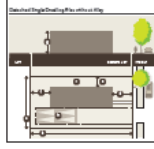
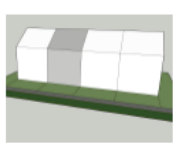
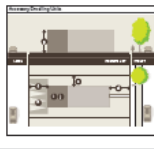
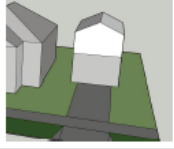
- Tiny Houses
- Cottage Clusters
- Plexes
- Townhouses
- Single Dwellings
- ADUs
- Apartments

### Housing Type Summary

|  |   |   |
|--|---|---|
| <p><b>Tiny House</b></p> <p>A Tiny House is a small permanent detached unit no more than 400 square feet. Tiny houses must meet building code requirements for a permanent dwelling unit. Because tiny houses are substantially smaller than a typical single dwelling, they may provide a less expensive home ownership product than a larger single family house.</p>  |  |  |
| <p><b>Cottage Clusters</b></p> <p>Cottage clusters are groupings of no fewer than four detached housing units with a footprint of less than 900 square feet each and that include a common courtyard. Parking and common areas are co-owned and managed. Given their small footprint and low profile, cottages may provide an alternative housing option that fits seamlessly into detached single family neighborhoods.</p> |  |  |
| <p><b>Plexes</b></p> <p>A Plex is multiple dwellings on one lot (limited to four) stacked and/or side-by-side in a single structure, or detached in separate structures. Plexes include duplexes (two units), triplexes (three units), and quadplexes (four units) on a single lot.</p>  |  |  |

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### Housing Type Summary

|   |  |  |
|---|--|--|
| <p><b>Single Dwellings</b></p> <p>Single dwellings are one home on a single lot, separated from adjacent dwellings by private open space in the form of side yards and backyards, and often set back from the public street with a front yard. Single dwelling standards apply to units that are larger than 400 square feet.</p>   |    |   |
| <p><b>Townhouses</b></p> <p>Townhouses are attached units with common wall construction, each on a separate lot, and each with its own entry from a public or shared street or common area. Townhouse variation includes live/work units, typically with the "work" portion on the ground floor.</p>  |    |   |
| <p><b>Accessory Dwelling Unit (ADU)</b></p> <p>An ADU is a secondary, self-contained single-family dwelling that may be allowed only in conjunction with a detached single-family dwelling. An accessory dwelling unit is subordinate in size, location, and appearance to the primary detached single-family dwelling. An accessory dwelling may be located within, attached to or detached from the primary single-family dwelling.</p> |    |   |
| <p><b>Apartment Block</b></p> <p>Stacked flats in a single building or groups of buildings on a single lot. Parking is shared, and entrance to units is typically accessed through a shared lobby.</p>  | <p><b>Walk-Up Apartment</b></p> <p>Buildings are limited to three stories, and consist of about four to 12 units each, accessible from a single open air stair. Individual apartment buildings are arranged around common open space and shared parking areas.</p> | <p><b>Courtyard Apartment</b></p> <p>Attached housing units arranged around a courtyard, each with its own entry or other access off of the courtyard.</p> |

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# HOUSING TYPES

- Apartments to include multiple forms:
  - Apartment Block
  - Walk-Up Apartment
  - Courtyard Apartment



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# STRUCTURE OF DOCUMENT/CODE


- Each housing type has:
  - Overview with:
    - Definition/Concept
    - Guiding principles
    - Photo examples

**Plex**


**Concept**  
A Plex is multiple dwellings on one lot (limited to four) stacked and/or side-by-side in a single structure, or detached in separate structures. Plexes include duplexes (two units), triplexes (three units), and quadplexes (four units) on a single lot.

*Plexes include duplexes, triplexes and quadplexes.*

**Guiding Principle**  
Plex designs should be similar in size, scale and appearance when integrated into an existing single dwelling neighborhood. When situated on a corner lot, orient each entrance to a different street for privacy and neighborhood compatibility.



Single dwelling converted into a duplex.



A porch railing separates entries and provides privacy to each unit, while creating a cohesive porch across the front.

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# STRUCTURE OF DOCUMENT/CODE

- Each housing type has:
  - Basic Development Standards table
  - Lot dimensions
  - Lot sizes
  - Setbacks
  - Building Height
  - Parking

## Plex Development Standards

| PLEX DEVELOPMENT STANDARDS                                      |   |  |  |
|---|---|--|--|
|   | WITH ALLEY  | WITHOUT ALLEY  | INFILL   |
| a Lot width (feet)  | Min. 35   | Min. 50  | Match existing zone, subdivision, or Planned Development overlay district. |
| b Lot depth (feet)  | Min. 65   | Min. 65  |  |
| c Lot size (square feet)  | Min. 2,300  | Min. 3,300   |  |
| d Front setback (feet)  | Min. 10 <sup>1</sup> or 15  | Min. 15  | Match existing <sup>2</sup>  |
| e Side setback (feet)   | Interior: Min. 3 <sup>3</sup> or 7.5<br>Exterior: 10  | Interior: Min. 3 <sup>3</sup> or 7.5<br>Exterior: 10 | Interior: Min. 7.5<br>Exterior: Min. 15                                    |
| f Rear setback (feet)   | 0 with garage, 20 without garage. <sup>1</sup>  | Min. 20  | Min. 20  |
| g Building height (feet)  | Max. 35   | Max. 35  | Max. 35  |
| h Parking Zone  | For lots with an alley: Parking is required to be located adjacent to the alley. Parking is permitted to be located on the surface or in a garage.<br>For lots without an alley: Parking is permitted to be located on the surface or in a garage. The front setback for garages is specified in Parking Development and Design Standards Garage Setback. |  |  |
| Driveways   | Driveway spacing and width requirements are specified in Street Frontage, Frontage Types.   |  |  |
| Off-street Parking  | See McMinnville Municipal Code Chapter 17.60  |  |  |
| Universal Design Standards and Subdivision Standards that apply | Street frontage<br>Front yard<br>Alleys<br>Private open space<br>Compatibility<br>Façade<br>Parking<br>Subdivision Standards: Usable Side Yard, Through Block, and Corner Common Greens   |  |  |

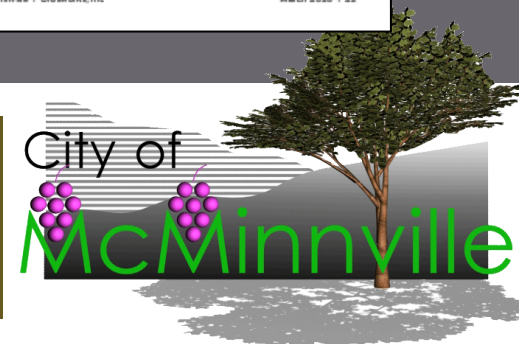
<sup>1</sup> Must meet all requirements of Universal Design Standards: Front Yard (Type2) Urban Type

<sup>2</sup> Per McMinnville Municipal Code Section 17.54.050.

<sup>3</sup> Must meet all requirements of Usable Side Yard Subdivision standards.

<sup>4</sup> From alley property or easement line.

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# STRUCTURE OF DOCUMENT/CODE

- Each housing type has:
  - Basic Development Standards for three scenarios:
    - Infill Development
    - New Development with Alley
    - New Development without alley

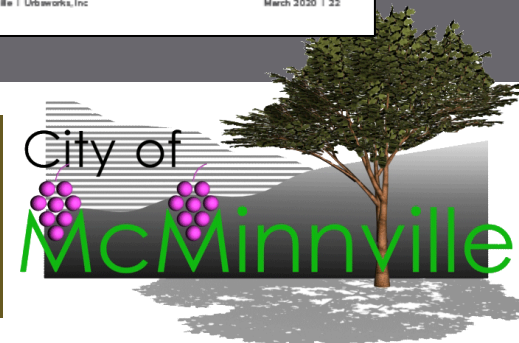
Plex Development Standards

| PLEX DEVELOPMENT STANDARDS                                      | WITH ALLEY  | WITHOUT ALLEY  | INFILL   |
|---|---|--|--|
| a Lot width (feet)  | Min. 35   | Min. 50  | Match existing zone, subdivision, or Planned Development overlay district. |
| b Lot depth (feet)  | Min. 65   | Min. 65  |  |
| c Lot size (square feet)  | Min. 2,300  | Min. 3,300   |  |
| d Front setback (feet)  | Min. 10 <sup>1</sup> or 15  | Min. 15  | Match existing <sup>2</sup>  |
| e Side setback (feet)   | Interior: Min. 3 <sup>3</sup> or 7.5<br>Exterior: 10  | Interior: Min. 3 <sup>3</sup> or 7.5<br>Exterior: 10 | Interior: Min. 7.5<br>Exterior: Min. 15                                    |
| f Rear setback (feet)   | 0 with garage, 20 without garage. <sup>4</sup>  | Min. 20  | Min. 20  |
| g Building height (feet)  | Max. 35   | Max. 35  | Max. 35  |
| h Parking Zone  | For lots with an alley: Parking is required to be located adjacent to the alley. Parking is permitted to be located on the surface or in a garage.<br>For lots without an alley: Parking is permitted to be located on the surface or in a garage. The front setback for garages is specified in Parking Development and Design Standards Garage Setback. |  |  |
| Driveways   | Driveway spacing and width requirements are specified in Street Frontage, Frontage Types.   |  |  |
| Off-street Parking  | See McMinnville Municipal Code Chapter 17.60  |  |  |
| Universal Design Standards and Subdivision Standards that apply | Street frontage<br>Front yard<br>Alleys<br>Private open space<br>Compatibility<br>Façade<br>Parking<br>Subdivision Standards: Usable Side Yard, Through Block, and Corner Common Greens   |  |  |

<sup>1</sup> Must meet all requirements of Universal Design Standards: Front Yard (Type2) Urban Type  
<sup>2</sup> Per McMinnville Municipal Code Section 17.54.050.  
<sup>3</sup> Must meet all requirements of Usable Side Yard Subdivision standards.  
<sup>4</sup> From alley property or easement line.

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# STRUCTURE OF DOCUMENT/CODE

- Each housing type will be subject to applicable Universal Design Standards

## Cottage Cluster Development Standards

| COTTAGE CLUSTER DEVELOPMENT STANDARDS                                    |  |                              |                              |
|--|--|------------------------------|------------------------------|
|  | WITH ALLEY   | WITHOUT ALLEY                | INFILL                       |
| <b>a</b> Lot width (feet)  | Min. 100   | Min. 100                     | Min. 100                     |
| <b>b</b> Lot depth (feet)  | Min. 80  | Min. 60                      | Min. 100                     |
| <b>c</b> Lot size (square feet)  | Min. 10,000  | 9,000                        | Min. 14,000                  |
| <b>d</b> Front setback (feet)  | Min. 15  | Min. 15                      | Match existing               |
| <b>e</b> Side setback (feet)   | Min. 7.5<br>Min. 15 exterior   | Min. 7.5<br>Min. 15 exterior | Min. 7.5<br>Min. 15 exterior |
| <b>f</b> Rear setback (feet)   | 0 with garage, 20 without garage. <sup>1</sup>   | Min. 20                      | Min. 20                      |
| <b>g</b> Building height (feet)  | Max. 25  | Max. 25                      | Max. 25                      |
| <b>h</b> Parking Zone  | <p>For lots with an alley: Parking is required to be located adjacent to the alley. Parking is permitted to be located on the surface or in a garage. The front setback for garages and surface parking areas is specified in Parking Development and Design Standards, Garage Setback. Side yard setback for parking zone: minimum 3 feet except for infill then the minimum side yard setback is 7.5 feet.</p> <p>For lots without an alley: Parking is permitted to be located on the surface or in a garage. The front setback for garages and surface parking areas is specified in Parking Development and Design Standards, Garage Setback. Side yard setback for parking zone: minimum 3 feet, except for infill then the minimum side yard setback is 7.5 feet.</p> |                              |                              |
| Driveways  | Driveway width excluding apron: maximum 20 feet for single, 18 feet for double. Required distance between driveways: 24 feet, except when driveways are paired, then zero distance permitted.  |                              |                              |
| Off-street Parking   | 1 per unit   |                              |                              |
| <b>i</b> Minimum number of units   | 4  | 4                            | 4                            |
| <b>j</b> Universal Design Standards and Subdivision Standards that apply | Street frontage<br>Front yard<br>Alleys<br>Private open space<br>Common open space<br>Compatibility<br>Façade<br>Parking<br>Subdivision Standards: Zero Lot Line, Through Block and Corner Common Greens   |                              |                              |

<sup>1</sup> From alley property or easement line.

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# UNIVERSAL DESIGN STANDARDS

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- Façade
- Street Frontage
- Front Yard
- Alleys
- Parking
- Common Open Space
- Private Open Space
- Compatibility
- Subdivisions (New Subdivision Standard Components)

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# UNIVERSAL DESIGN STANDARDS

- Each UDS has overview:
  - Concept
  - GNPs
  - Design Guidelines or Guiding Principles
  - Photo Examples
  - Applicability
  - Fundamental Reqts

## Private Open Space

### Concept

Every dwelling needs private open space for relief from indoors and to provide access to fresh air, light, and nature. Private open space may take many forms based on the size of unit.

### Design Guidelines

Private open spaces should respond to the needs of residents. While they may take a variety of forms and configurations based on the scale of the building and its context, private open spaces should be usable and provide an opportunity for personalization and ownership by residents. Open spaces should provide health and well-being benefits including access to fresh air and sunlight, ability to grow food or shade their dwelling with plants. They should translate into a perception of an increase in living space and the ability to invite the outdoors in. Additionally, these open spaces can provide environmental benefits with plants that consume carbon dioxide and help reduce stormwater runoff. Spaces should be adequate to be usable, allowing space for a chair to sit in, a place to barbecue or hang clothes to dry, or for a pet to curl up. Private open space should enhance the residential function of the building while also improving the appearance of the building. They should be integrated into the overall architectural form and add detail to the façade. Placement can vary based on privacy concerns. It can be combined across multiple floors.

### Applicability

- For the following housing types: Flexes, Townhouses, Apartments
- For infill and new subdivisions
- In the following zones: (to be determined)

All developments shall meet the fundamental requirement for Private Open Space.

In addition, projects may provide private open space in the form of one of the options listed under Menu of Options.

### Principle 3 - Parks and Open Spaces.

*Parks, trails, and open spaces shall be provided at a size and scale that is variable based on the size of the proposed development and the number of dwelling units.*



Individual back deck or front porch provides small seating area under cover from the elements.

### Fundamental requirement

- All units shall have shall have a minimum of 36 square feet of private open space that allows for personalization and ownership of the space and contributes to the livability and function of the dwelling. Any exterior private open spaces shall be supplemented with operable windows to allow for cross-ventilation, increase air flow and provide the ability to control access to the outdoors.
- 50% of upper units shall have a balcony that is accessible from the interior of unit that is a minimum of 60 square feet with no dimension less than 6 feet. These balconies can be designed to be up to the full width of the apartment in order to provide adequate space for use and allow greater indoor/outdoor flow. Balconies can be cantilevered, semi-recessed, or fully recessed. They should be located based on privacy and environmental concerns. If balconies are transparent, adequate storage should be provided within the unit or the larger building so that balconies do not become informal storage spaces.
- Private outdoor space at the ground-level must meet the requirements of Universal Standards: Front Yard regardless of whether the private outdoor space is in the front, side, or rear of a building.

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# FAÇADE

- Overarching UDS related to building relationship to public space
  - Entrances front the street
  - Garages do not dominate
  - Attractive and welcoming façades promote safety and human-scale environment
- No specific required design standards – Intent captured in other UDS



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# STREET FRONTAGE



GNP #4 – Pedestrian Friendly  
GNP #7 – Accessibility

- Maximize planter for street trees & landscaping to:
  - Maintain pedestrian space
  - Maximize on-street parking space
- Best Practices promote:
  - Alleys for access
  - Spacing of driveways to allow street tree planting
  - Pairing of driveways

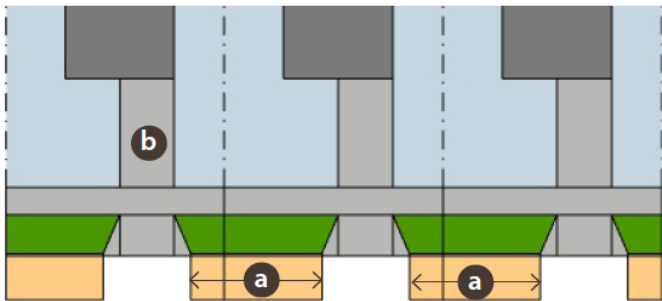
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# FRONTAGE TYPE 1

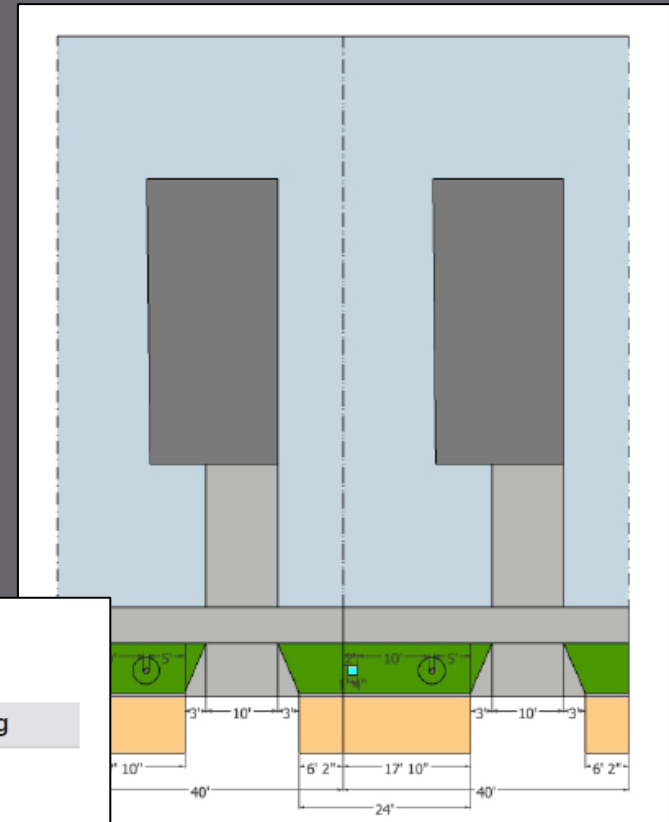
- Min. 24' between driveways (based on planting standards)
- Maximum driveway width of 40% of frontage

Frontage Type 1: Front-Loaded Parking



Frontage Type 1: Front-Loaded Parking

|          |                                    |                        |
|----------|------------------------------------|------------------------|
| <b>a</b> | Minimum distance between driveways | 24 feet                |
| <b>b</b> | Maximum driveway width             | 40 percent of frontage |



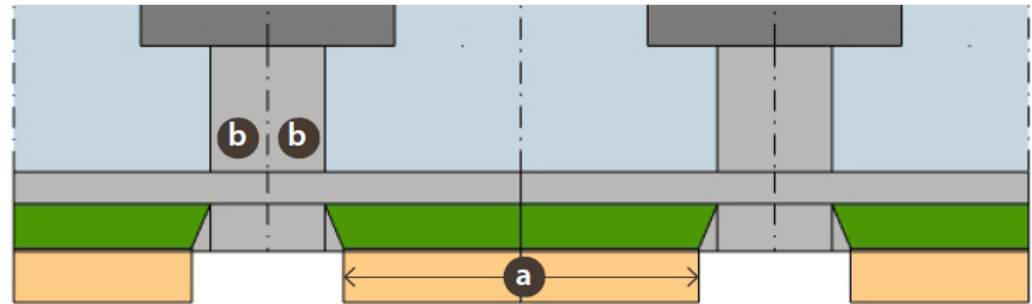
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# FRONTAGE TYPE 2

- Min. 30' between driveways (based on planting standards)
- Maximum driveway width TBD
- Must determine maximum width of paved space appropriate for combined two driveways

Frontage Type 2: Front-Loaded Parking with Paired Driveways



Frontage Type 2: Front-Loaded Paired Parking

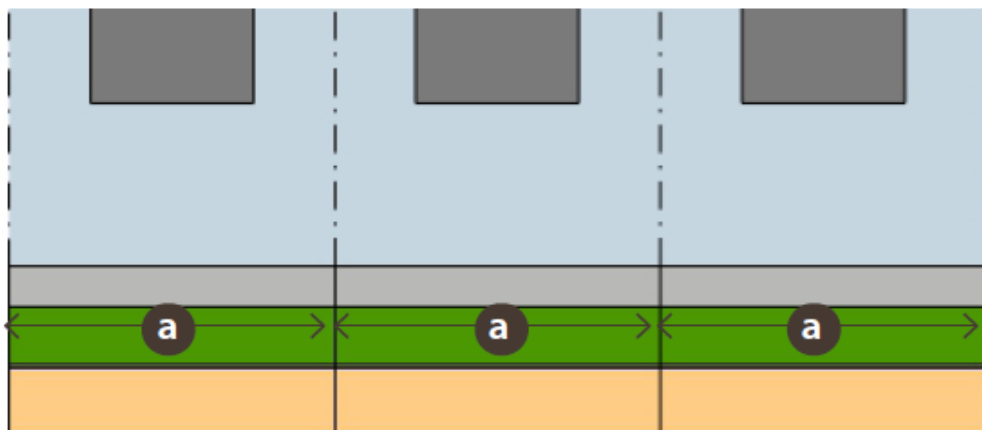
|          |                                    |         |
|----------|------------------------------------|---------|
| <b>a</b> | Minimum distance between driveways | 30 feet |
| <b>b</b> | Maximum driveway width             | TBD*    |

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# FRONTAGE TYPE 3

## Frontage Type 3: Alley-Loaded Parking



### Frontage Type 3: Alley-Loaded Parking

**a**

Minimum street  
frontage width

Refer to  
development  
standards by  
housing type

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# FRONT YARD



- Provide transition between public & private space
- Emphasizing layering between public space or sidewalk and entrances to dwellings

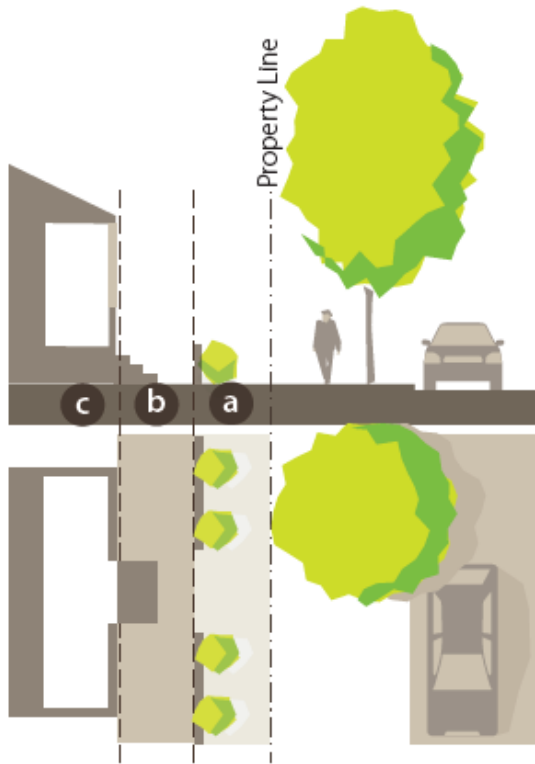


GNP #4 – Pedestrian Friendly  
GNP #8 – Human Scale Design

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# FRONT YARD TYPE 1



## Type 1 Front Yard (Neighborhood Type)

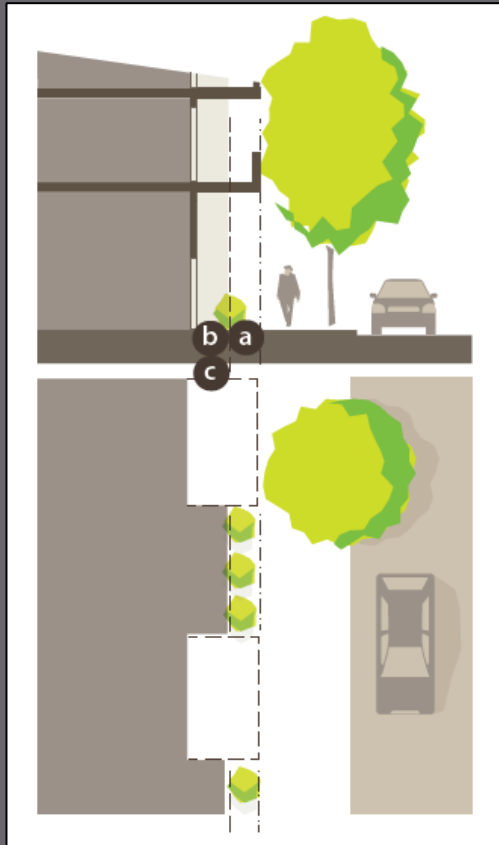
| Zone | Requirement                       | Intent and purpose   | Ways to meet the requirement  |
|------|-----------------------------------|--|---|
| a    | Gateway                           | <p>Marks the threshold between the public zone of the sidewalk and the private dwelling zone.</p> <p>May provide a location for address identification.</p>  | <p>Must provide one of the following:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Low fence</li> <li><input type="checkbox"/> Low planting—shrubs, grasses</li> </ul>   |
| b    | Front Yard, Forecourt or Dooryard | <p>Provides habitable and personalize-able outdoor space for the resident.</p>   | <p>Fundamental requirements:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> A minimum of 5-feet distance between inside edge of Gateway and edge of Porch-Stoop-Terrace</li> <li><input type="checkbox"/> A paved walkway between sidewalk and entrance, which may be combined with a driveway</li> </ul> <p>Must provide one of the following or a combination:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Pedestrian-oriented hardscaped outdoor space</li> <li><input type="checkbox"/> Lawn or planted area</li> <li><input type="checkbox"/> Alternative option that meets the intent and purpose</li> </ul> |
| c    | Porch, Stoop or Terrace           | <p>Provides an outdoor living area that is physically and visually connected to the public realm of the street. Provides opportunities for community interaction. May provide a location for address identification.</p> | <p>Fundamental requirements: The porch, stoop, or terrace must be at least 36 square feet in area and have minimum dimensions of 6 feet by 6 feet; and the porch must have a solid roof. In addition, must provide one of the following:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Ornamental fencing or balustrade</li> <li><input type="checkbox"/> Columns demarcating perimeter or supporting the roof</li> </ul>   |

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# FRONT YARD TYPE 2 (URBAN)



| Type 2 Front Yard (Urban Type) |                                   |  |   |
|--------------------------------|-----------------------------------|--|---|
| Zone                           | Requirement                       | Intent and purpose   | Ways to meet the requirement  |
| a                              | Gateway                           | Marks the threshold between the public zone of the sidewalk and the private dwelling zone. May provide a location for address identification.  | Must provide one of the following: <ul style="list-style-type: none"> <li><input type="checkbox"/> Low wall or fence</li> <li><input type="checkbox"/> Change in paving material</li> <li><input type="checkbox"/> Low fence</li> <li><input type="checkbox"/> Low planting—shrubs, grasses</li> </ul>  |
| b                              | Front Yard, Forecourt or Dooryard | At a minimum, provides a transitional zone between the domestic realm of the dwelling and the public realm of the street. If larger, it provides a habitable and personalize-able outdoor space for the resident.  | Fundamental requirements: Minimum of ten feet in depth.* Must provide one of the following: <ul style="list-style-type: none"> <li><input type="checkbox"/> Ornamental fencing or balustrade</li> <li><input type="checkbox"/> Columns demarcating perimeter or supporting the roof</li> <li><input type="checkbox"/> Planted area</li> <li><input type="checkbox"/> Wood decking</li> </ul>  |
| c                              | Porch, Stoop or Terrace           | At a minimum, provides an outdoor entry vestibule. If larger, it provides an outdoor living area that is physically and visually connected to the public realm of the street. Provides opportunities for community interaction. May provide a location for address identification. | Fundamental requirements: Minimum of ten feet in depth.* Must provide one of the following: <ul style="list-style-type: none"> <li><input type="checkbox"/> Ornamental fencing or balustrade</li> <li><input type="checkbox"/> Columns demarcating perimeter or supporting the roof</li> <li><input type="checkbox"/> Recessed area</li> <li><input type="checkbox"/> Overhanging balcony</li> <li><input type="checkbox"/> Canopy</li> </ul> |

\*TBD – Applicability of Front Yard Type 2 – By location or housing type (apartments)?

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# ALLEYS

- Encourage alleys for rear access
- Allow flexibility in housing types & sizes
- Housing variety better accommodated with alley

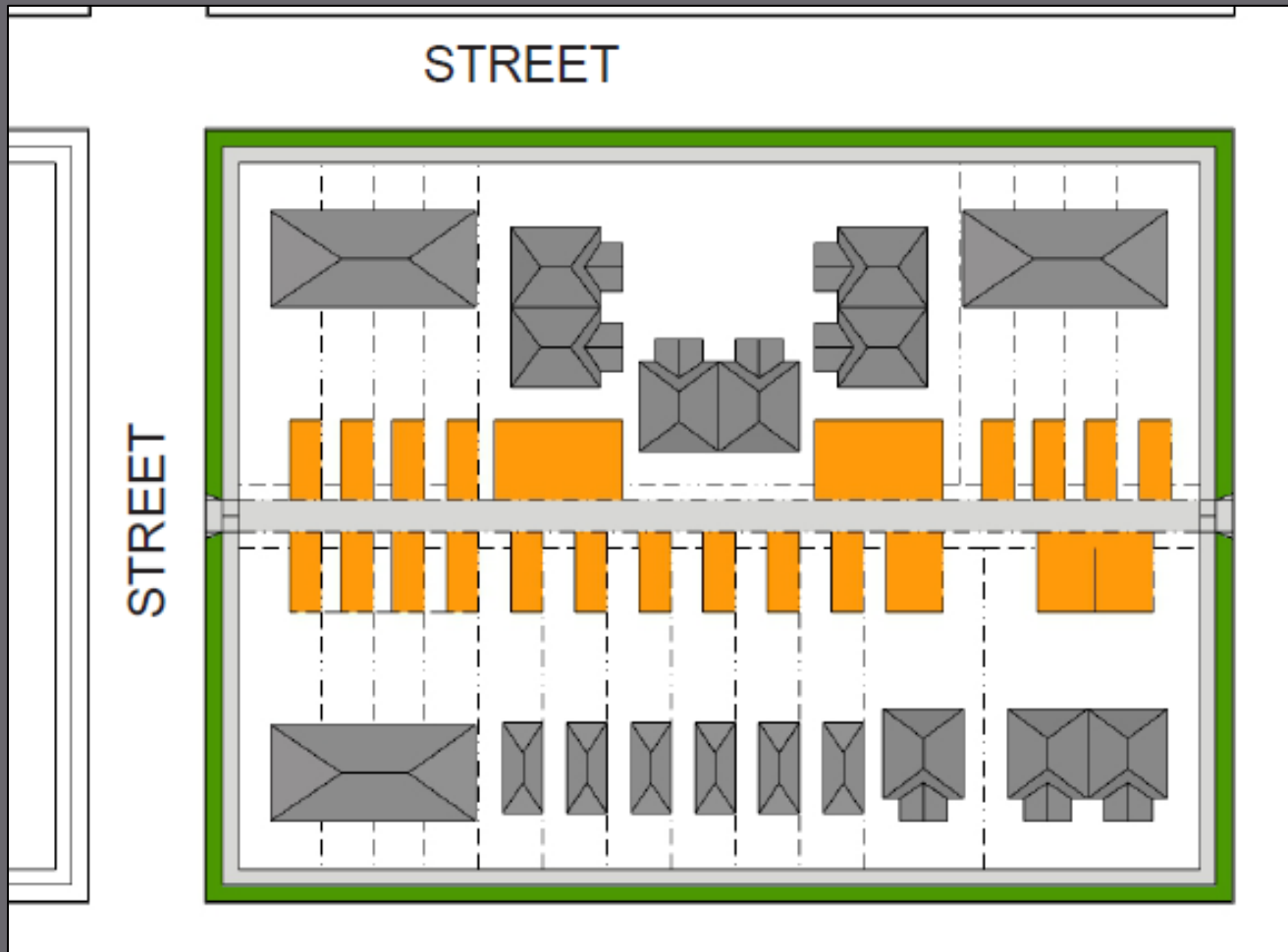


GNP #4 – Pedestrian Friendly  
GNP #11 – Housing for Diverse  
Incomes & Generations  
GNP #12 – Housing Variety

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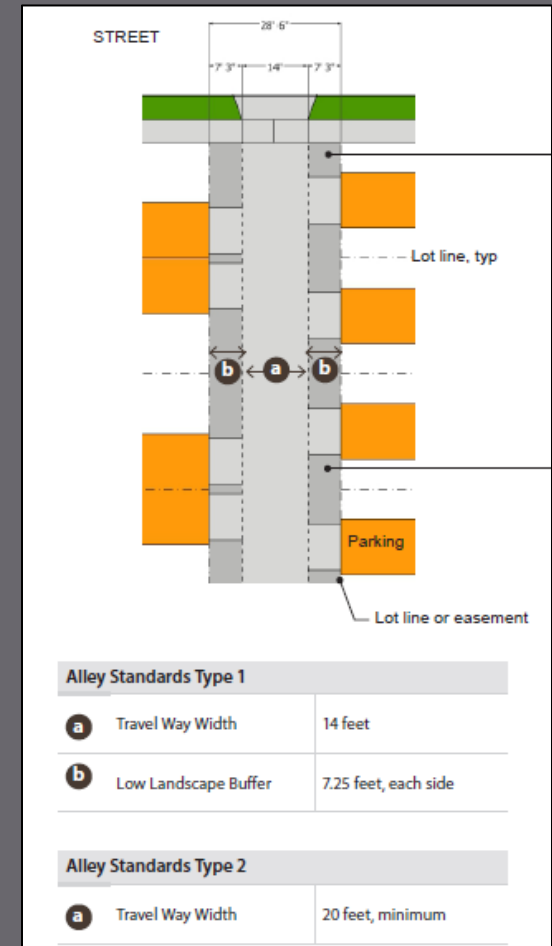
# ALLEYS



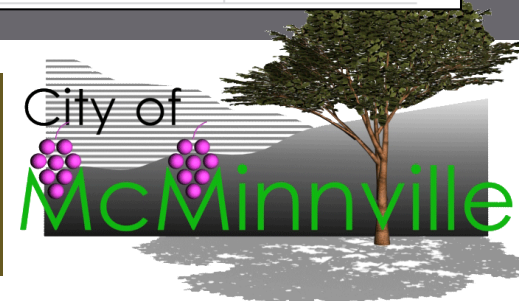
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# ALLEYS

- Type 1: Provide option for alley with buffering space between travel way & property line
  - Staff to further investigate minimum dimensions
  - Alleys usually meant for space efficiency – don't want to require inefficient alley standard
- Type 2: Existing alley standard of minimum 20' width



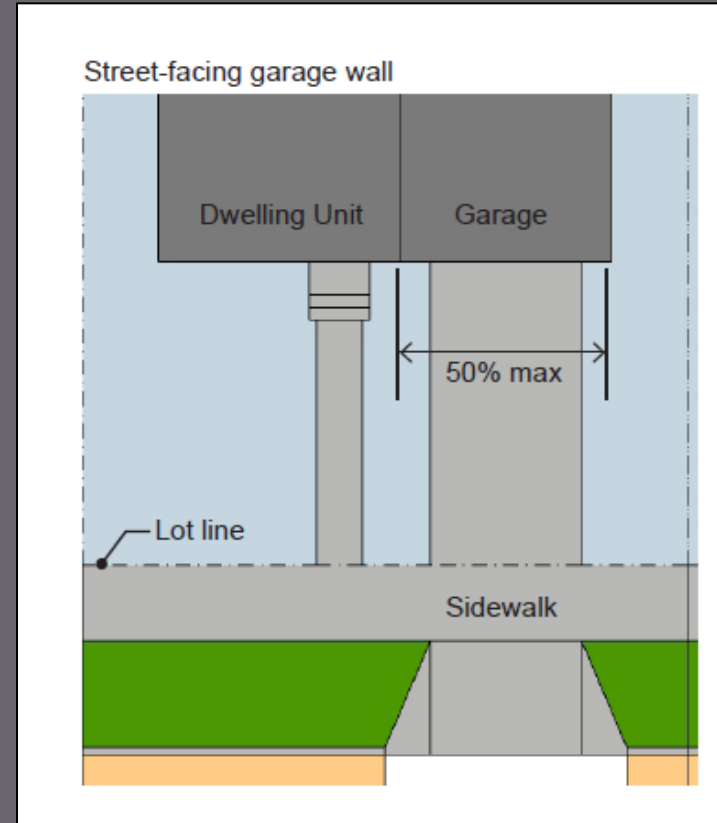
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# PARKING

- Garages that don't dominate the façade
- Focus on other building & architectural features
- Standard: The length of the garage wall facing the street may be up to 50 percent of the length of the street-facing building façade.

## GNP #8 – Human Scale Design



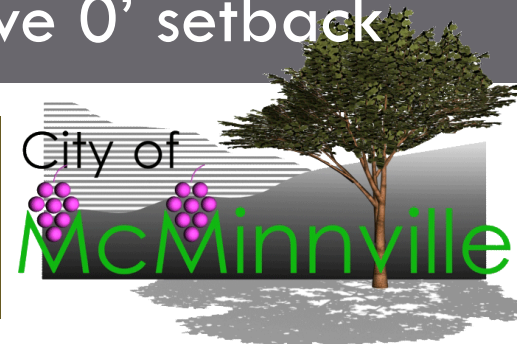
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# GARAGE SETBACKS

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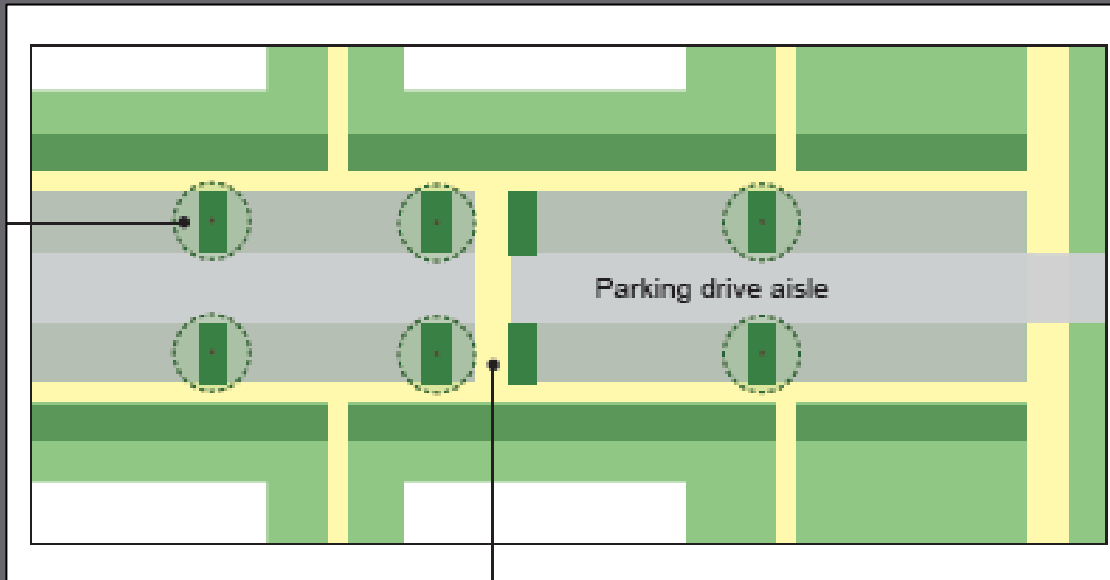
- Standard: A garage wall that faces a street may be no closer to the street lot line than the longest street-facing wall of the dwelling unit
- Standard: Setback of 20' between garage opening and property line adjacent to street
- Exceptions for:
  - Garage less than 50% of façade and flush with front porch façade
  - Sideways-facing garages – side wall to meet UDS
  - Garages adjacent to alleys – can have 0' setback

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# MED & LARGE SURFACE PARKING

- Standard: Required through connection with planted buffer



- Standards related to:
  - Min. landscaping area
  - Interior landscaping & tree planting
  - Perimeter landscaping
  - Setbacks from buildings

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# COMMON OPEN SPACE



- Required for Cottage Clusters and Apartments
- Provide open space for social and health benefits of residents
- Connectivity and orientation to buildings critical

GNP #3 – Parks & Open Space  
GNP #4 – Pedestrian Friendly  
GNP #7 – Accessibility

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# COMMON OPEN SPACE

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Standard: A common open space shall be provided that is centrally located and designed with a clear function that enhances the livability of residents. These functions shall include passive and active uses. The open space shall be accessible to all residents and if possible be fronted by clearly defined unit entrances. The common open space shall serve as the focus of surrounding buildings. Entries and windows shall face the common open space to provide informal surveillance. Common open space shall be accessible to all residents.

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# COMMON OPEN SPACE

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- Standard: Min. of 12.5% of the site. Passive open space shall not be more than *[TBD]*% of the site.
- Standard: Require pathway differentiation when vehicular areas between dwellings and open space
- Standard: Min. width/depth of 20'
- Standard: Walkways required between dwellings and open space

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# COMMON OPEN SPACE

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- Menu of Options: Requires that at least 4 (four)\* features from list of options also be included
  - \*Specific number TBD
- Options include:
  - Recreational facility (sport field, play structure, court, swimming pool, etc.)
  - Tall deciduous trees or preservation of existing trees
  - Seating, shade structures, etc.
  - Community garden
  - Rooftop decks
  - Courtyard or pedestrian-oriented street

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# PRIVATE OPEN SPACE

- Required for Plexes, Townhouses, and Apartments
- Provide open space for dwellings that may have limited private yard space

GNP #3 – Parks & Open Space



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# PRIVATE OPEN SPACE

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- Standard: All units shall have shall have a minimum of 36 square feet of private open space that allows for personalization and ownership of the space and contributes to the livability and function of the dwelling. [...]
- Standard: 50% of upper units shall have a balcony that is accessible from the interior of unit that is a minimum of 60 square feet with no dimension less than 6 feet. [...] Balconies can be cantilevered, semi-recessed, or fully recessed.
- Standard: Private outdoor space at the ground-level must meet the requirements of Universal Standards: Front Yard regardless of whether the private outdoor space is in the front, side, or rear of a building.

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# COMPATIBILITY

- Design components to allow housing types to blend into existing neighborhoods
- But still allow variety and new shapes, sizes, and details
- Standards related to siting, massing, & human-scale details

GNP #8 – Human Scale Design  
GNP #12 – Housing Variety



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# COMPATIBILITY - SITING

- Standard: Single dwellings, duplexes, triplexes, quadplexes, tiny houses, and dwellings within cottage clusters that are of the same or very similar design must be separated by at least two lots and may not be directly across from one another. Similar design consists of exterior elevations that utilize the same or similar rooflines, projections, garage doors, paint colors, building materials, window sizes and orientation.



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# COMPATIBILITY - SITING

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- Standard: On a site with multiple buildings of varying scales (or that vary from the surrounding context), provide a gradual transition between scales.
- Standard: Arrange building volumes and setbacks in a way that reflects neighborhood patterns along street frontages and contributes to the desired character.
- Standard: Arrange courtyard apartments so that end units reflect a neighborhood context of detached units along the street frontage.

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# COMPATIBILITY - MASSING



- Menu of Options: Project must meet at least 3 options:
  - Roof forms variation
  - Pairing of units in larger roof form
  - Vertical wall offsets
  - Upper floor setbacks
  - Transition between floors
  - Horizontal elements
  - Limitation of ridgelines
  - Step downs on separated buildings

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# COMPATIBILITY – HUMAN SCALE



- Apply to front and public-facing building facades
- Standard: Facades shall provide vertical offsets, projections, or recesses to break up the building façade. Vertical projections may encroach into exterior side yard setbacks by up to 20 percent of the required setback distance.

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# COMPATIBILITY – HUMAN SCALE



- Standard: Elevations shall include horizontal elements the width of the façade. The horizontal elements shall mark the break between floors or be located along rooflines, and may include fascia, band course, band molding, bellyband, or belt course.
- Standard: A minimum of two types of building materials shall be used on the front elevations.
- Standard: Trim with a minimum size of 3 inches on all windows.

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# COMPATIBILITY – HUMAN SCALE

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- Menu of Options: All front and public-facing building facades provide at least 4 (four) of the following:
  - Windows
  - Gables
  - Dormers
  - Architectural bays
  - Awnings made of fabric, metal or wood-framed
  - Change in wall planes
  - Ground floor wall lights/sconces
  - Transom windows
  - Balconies or decks
  - Columns or pilasters – not decorative

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# NEXT STEPS


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- Future Planning Commission Work Session review:
  - Subdivision Standards
  - Development Standard by Housing Type
- Staff to determine calendar for review process
  - May request additional work session meetings based on scheduling

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# QUESTIONS?



## Residential Site and Design Review: Design & Development Standards

City of McMinnville, Oregon

Final Draft | March 2020

u r b s w o r k s

### Front Yard



Landscaping, trees, and partially-open wall provide a transition with layers of privacy from the sidewalk edge to the apartment building.



Open porches are set back to a depth that provides usable space for residents.



In a more urban context where entrances to residences could be close to the sidewalk, a partially open fence and landscaping creates layers of private to public space.

Residential Site and Design Review Code Amendments | City of McMinnville | Urbsworks, Inc

March 2020 | iii

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City of  
McMinnville

# HOUSE BILL 2001

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- Cities with population over 25,000 (includes McMinnville) “shall allow the development of”:
  - “*All middle housing types in areas zoned for residential use* that allow for the development of detached single-family dwellings” and
  - “*A duplex on each lot or parcel zoned for residential use* that allows for the development of detached single-family dwellings.”

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# HOUSE BILL 2001 - TIMEFRAME

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- Cities required to adopt land use regulations and Comprehensive Plan amendments to address HB 2001 by June 30, 2022
- Infrastructure Deficiency: Process to allow cities to identify infrastructure issues and request extension to address issues
  - Extension requests due by June 30, 2021

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# HOUSE BILL 2001 - TIMEFRAME

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- Rulemaking Process: State Department of Land Conservation and Development (DLCD) leading rulemaking process that may clarify HB 2001 language and more specifically prescribe requirements
  - Will also create “model code”
- If city does not implement code/plan amendments prior to deadline, model code applies directly

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