

Residential Development & Design Standards

Planning Commission – Work Session
June 18, 2020

PC WORK SESSION. 06.18.20



TOPICS FOR DISCUSSION

- Residential Site and Design Review Standards
 - Brief Overview of Document
 - Usable Side Yard Setback Standards
 - Development Standards by Housing Type:
 - Single Dwellings
 - Tiny Houses
 - Townhouses
 - Plexes (Duplex, Triplex & Quadplex)
 - ADUs

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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

- 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

- 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
- Universal Design Standards presented at last work session

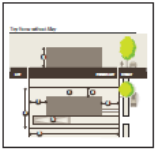
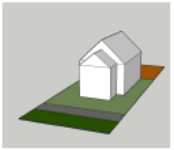
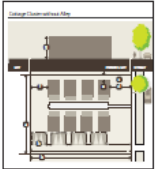
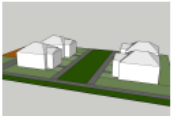
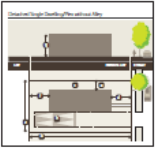

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HOUSING TYPES

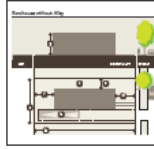
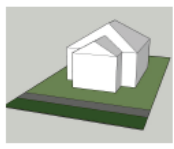
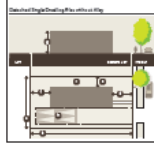
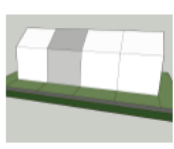
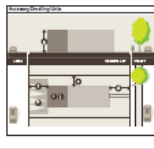
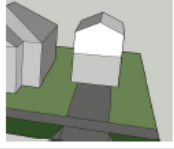
- Tiny Houses
- Cottage Clusters
- Plexes
- Townhouses
- Single Dwellings
- ADUs
- Apartments

Housing Type Summary

<p>Tiny House</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>Cottage Clusters</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>Plexes</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>Single Dwellings</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>Townhouses</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>Accessory Dwelling Unit (ADU)</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>Apartment Block</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>Walk-Up Apartment</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>Courtyard Apartment</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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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 ¹ or 15	Min. 15	Match existing ²
e Side setback (feet)	Interior: Min. 3 ³ or 7.5 Exterior: 10	Interior: Min. 3 ³ or 7.5 Exterior: 10	Interior: Min. 7.5 Exterior: Min. 15
f Rear setback (feet)	0 with garage, 20 without garage. ¹	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. 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 Front yard Alleys Private open space Compatibility Façade Parking Subdivision Standards: Usable Side Yard, Through Block, and Corner Common Greens		

¹ Must meet all requirements of Universal Design Standards: Front Yard (Type2) Urban Type
² Per McMinnville Municipal Code Section 17.54.050.
³ Must meet all requirements of Usable Side Yard Subdivision standards.
⁴ 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

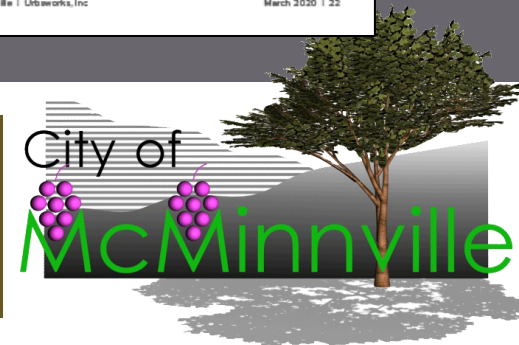
Plex Development Standards

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 ¹ or 15	Min. 15	Match existing ²
e Side setback (feet)	Interior: Min. 3 ³ or 7.5 Exterior: 10	Interior: Min. 3 ³ or 7.5 Exterior: 10	Interior: Min. 7.5 Exterior: Min. 15
f Rear setback (feet)	0 with garage, 20 without garage. ⁴	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. 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 Front yard Alleys Private open space Compatibility Façade Parking Subdivision Standards: Usable Side Yard, Through Block, and Corner Common Greens		

¹ Must meet all requirements of Universal Design Standards: Front Yard (Type2) Urban Type
² Per McMinnville Municipal Code Section 17.54.050.
³ Must meet all requirements of Usable Side Yard Subdivision standards.
⁴ 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
- Presented UDS at last work session

Cottage Cluster Development Standards

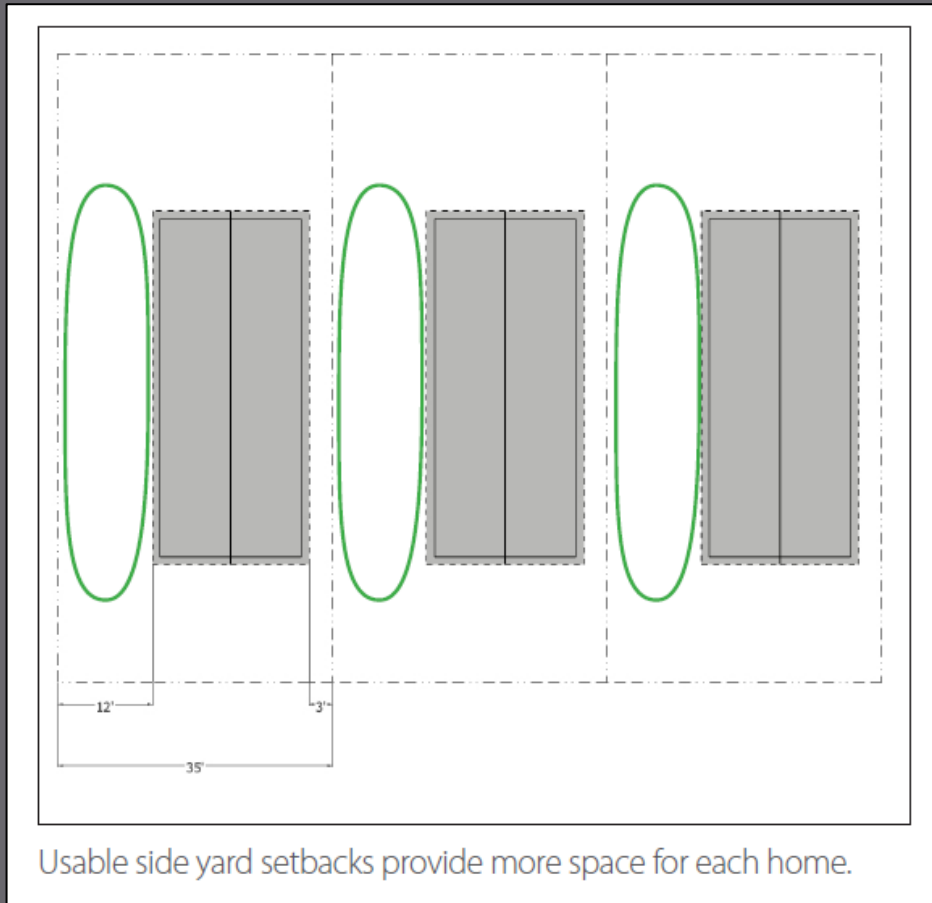
COTTAGE CLUSTER DEVELOPMENT STANDARDS			
	WITH ALLEY	WITHOUT ALLEY	INFILL
a Lot width (feet)	Min. 100	Min. 100	Min. 100
b Lot depth (feet)	Min. 80	Min. 60	Min. 100
c Lot size (square feet)	Min. 10,000	9,000	Min. 14,000
d Front setback (feet)	Min. 15	Min. 15	Match existing
e Side setback (feet)	Min. 7.5 Min. 15 exterior	Min. 7.5 Min. 15 exterior	Min. 7.5 Min. 15 exterior
f Rear setback (feet)	0 with garage, 20 without garage. ¹	Min. 20	Min. 20
g Building height (feet)	Max. 25	Max. 25	Max. 25
h 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		
i Minimum number of units	4	4	4
i Universal Design Standards and Subdivision Standards that apply	Street frontage Front yard Alleys Private open space Common open space Compatibility Façade Parking Subdivision Standards: Zero Lot Line, Through Block and Corner Common Greens		

¹ From alley property or easement line.

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USABLE SIDE YARD STANDARDS



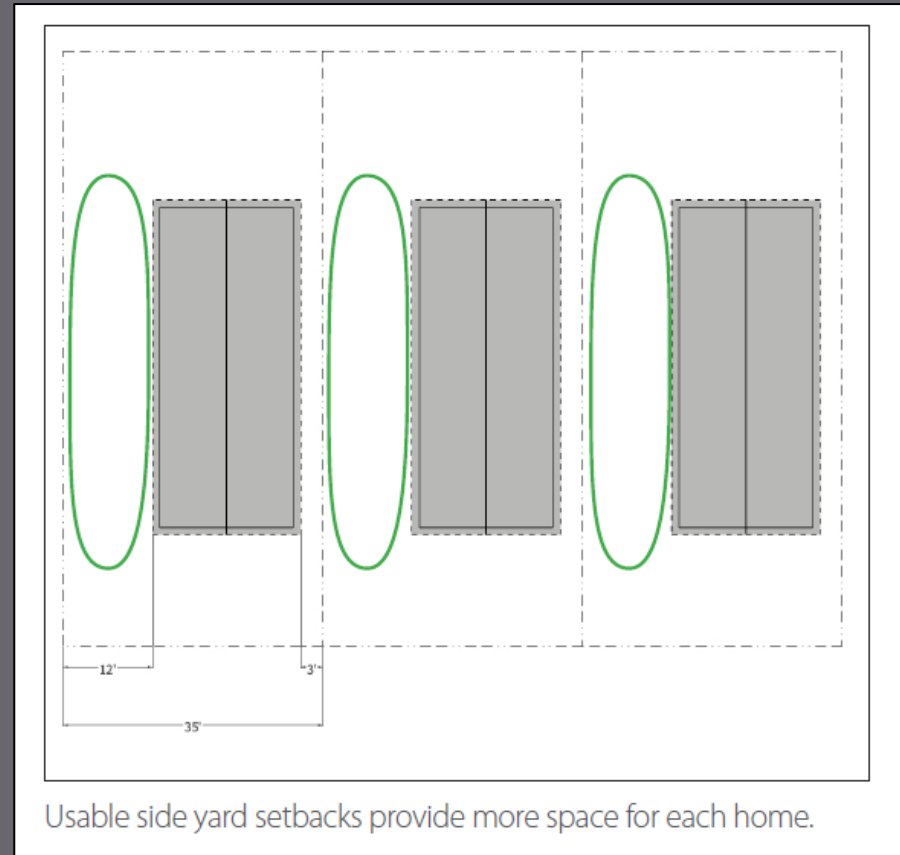
- Option for Tiny Houses, Single Dwellings, Plexes
- Allows one side yard to have 3' setback
- Other side yard required to have larger setback
- 3' setback not allowed adjacent to typical lots or on corners

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USABLE SIDE YARD STANDARDS

- Requires planning for these setbacks on groups of lots at time of recording (platting)
- Current proposal requires recording “house locations”
- Staff to suggest:
 - Changing to just show setbacks on plat
 - Different size: Is 12’ enough for usable yard?



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SINGLE DWELLINGS

Single Dwelling

Concept

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.

Single dwellings are the most common housing type in McMinnville today.

Guiding Principle

Avoid cookie-cutter appearance across multiple single dwellings in the same neighborhood by creating variety of color, form, and façade details.

Space driveways to allow for street trees and on-street parking.

Garages facing the front should be recessed to reduce their prominence on the front façade.



Single dwellings with similar porch elements provide consistency to the public realm, while still offering opportunity for variety in details.



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SINGLE DWELLINGS

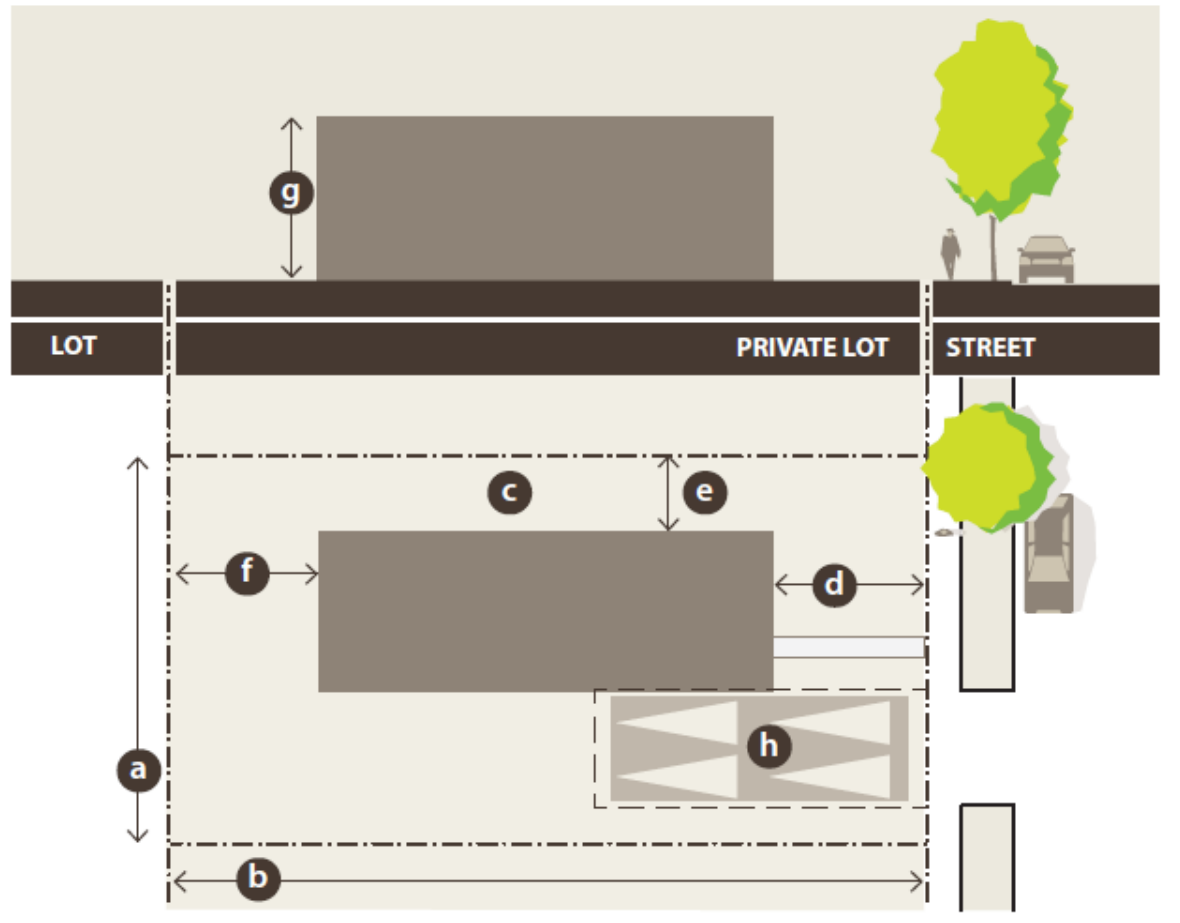
SINGLE DWELLING DEVELOPMENT STANDARDS			
	WITH ALLEY	WITHOUT ALLEY	INFILL
a	Lot width (feet)	Min. 35	Min. 45
b	Lot depth (feet)	Min. 65	Min. 65
c	Lot size (square feet)	Min. 2,300	Min. 3,000
d	Front setback (feet)	Min. 15	Min. 15
e	Side setback (feet)	Interior: Min. 3 ² or 7.5 Exterior: 10	Interior: Min. 3 ³ or 7.5 Exterior: 10
f	Rear setback (feet)	0 with garage, 20 without garage. ¹	Min. 20
g	Building height (feet)	Max. 35	Max. 35
h	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.</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 is specified in Parking Development and Design Standards, Garage Setback.</p>	
	Driveways	Driveway spacing and width requirements are specified in Street Frontage, Frontage Types.	
	Off-street Parking	See McMinnville Municipal Code Chapter 17.60	

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SINGLE DWELLINGS

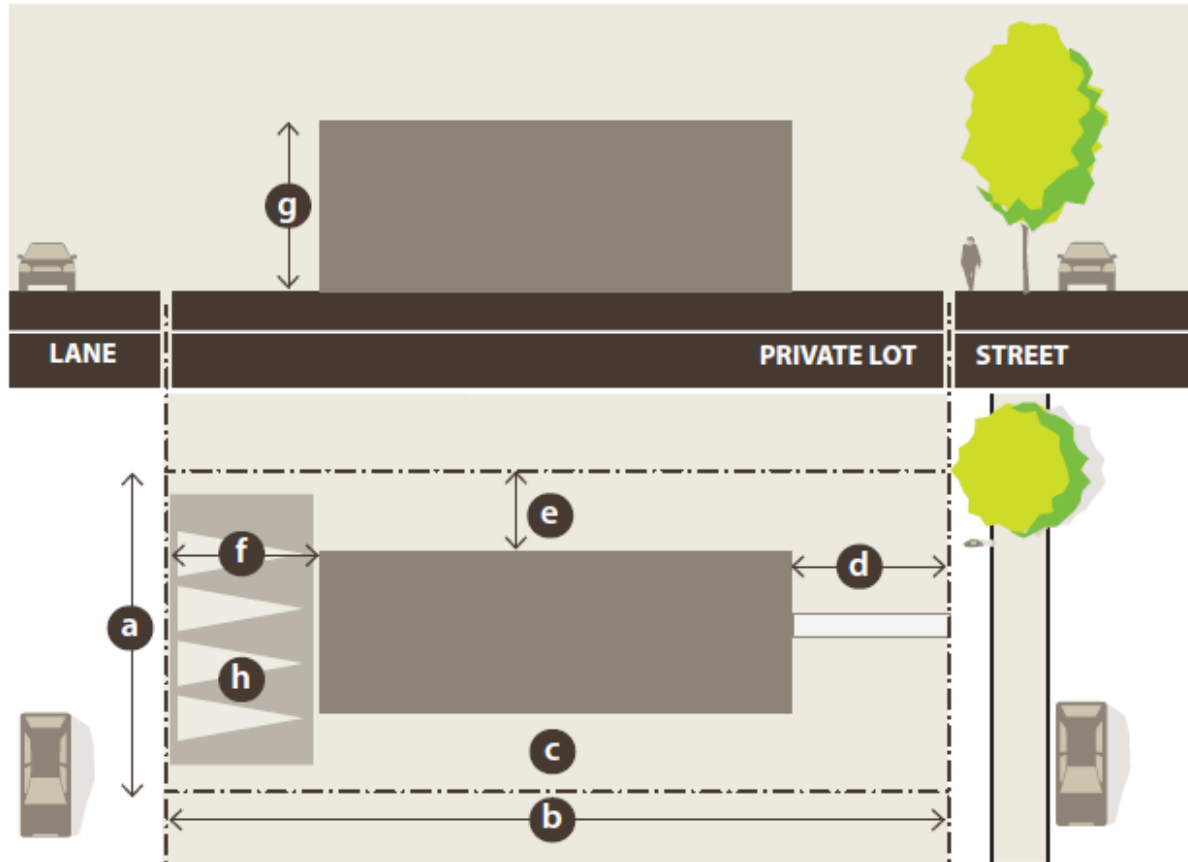
Detached Single Dwelling without Alley



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SINGLE DWELLINGS

Detached Single Dwelling with Alley



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TINY HOUSES

Tiny House

Concept

A Tiny House is a small permanent detached unit no more than 400 square feet. 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.

Tiny houses may provide a less expensive home ownership product than a larger single family house.

Guiding Principle

Tiny houses should each have their own private open space and be situated similarly to single dwellings by facing the primary adjacent street. Tiny houses grouped in a cluster on a single lot should follow the standards and guidelines of a Cottage Cluster.



Landscaping and front stoop provide transition between public and private space.

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TINY HOUSES

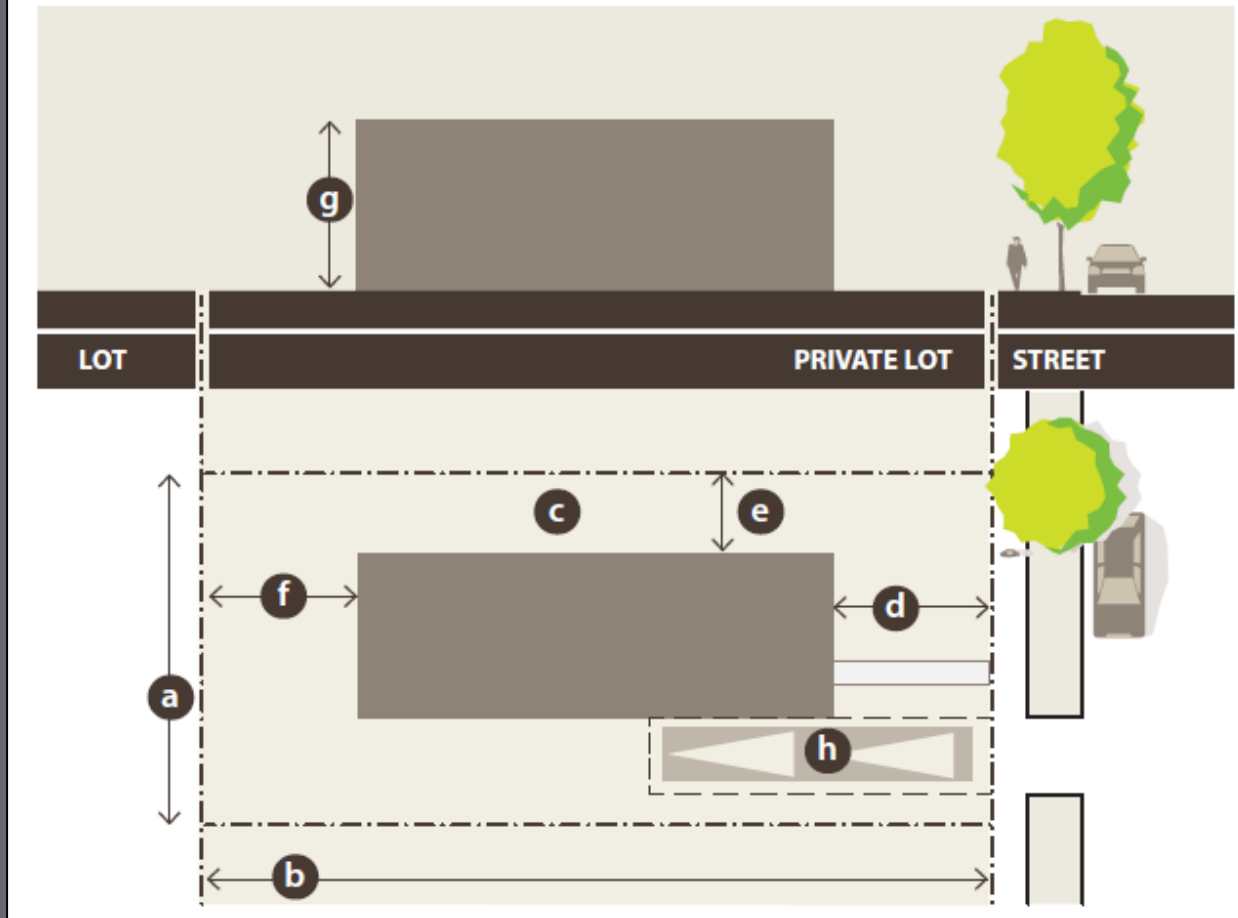
TINY HOUSE DEVELOPMENT STANDARDS			
	TINY HOUSE WITH ALLEY	TINY HOUSE WITHOUT ALLEY	INFILL
a Lot width (feet)	Min. 25	Min. 35	Match existing zone, subdivision, or Planned Development overlay district
b Lot depth (feet)	Min. 55	Min. 60	
c Lot size (square feet)	Min. 1,400	Min. 2,100	
d Front setback (feet)	Min. 10 ¹ or 15	Min. 15	Match existing ²
e Side setback (feet)	Interior: Min. 3 ³ or 5 Exterior: 10	Interior: Min. 3 ³ or 5 Exterior: 10	Interior: Min. 7.5 Exterior: Min. 15
f Rear setback (feet)	0 with garage, 20 without garage. ⁴	Min. 20	Min. 20
g Building height (feet)	Max. 25	Max. 25	Max. 25
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.		
	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		

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TINY HOUSES

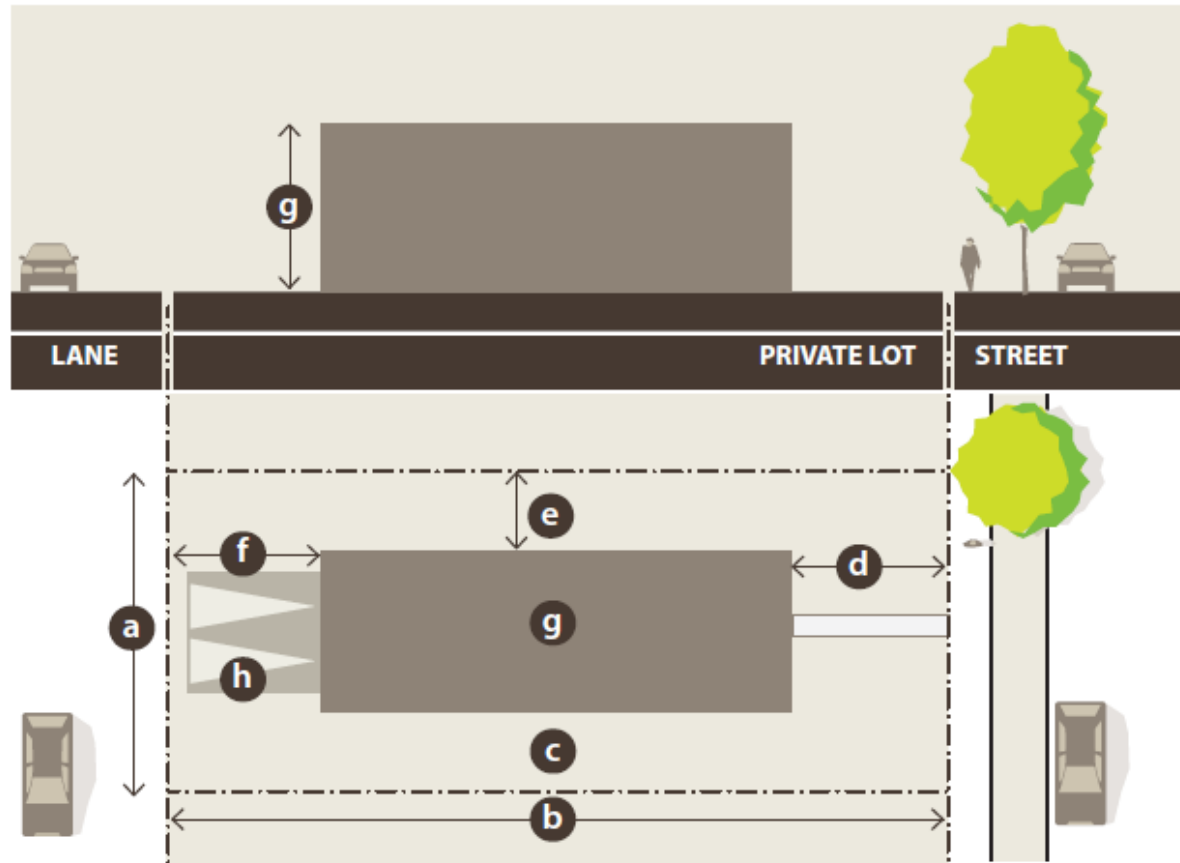
Tiny House without Alley



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TINY HOUSES

Tiny House with Alley



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TOWNHOUSES

Townhouse

Concept

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.

Townhouses can be compatible in single dwelling neighborhoods, commercial centers and along corridors.

Guiding Principle

When fitting into existing single dwelling neighborhoods, group townhouses in smaller clusters, so that they are a compatible scale with surrounding development.

Design townhouses with a shared roof form, rather than a sawtooth shape with each unit having its own roof ridge. A shared roof form is more compatible with existing single dwelling neighborhoods.

Provide alley-accessed parking, when possible, to minimize driveways and preserve the tree-lined street frontage.



Townhouses fronting a shared green space.



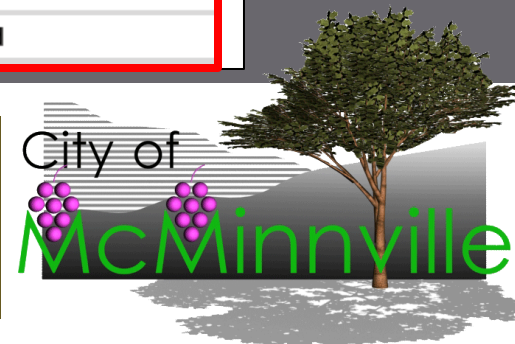
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TOWNHOUSES

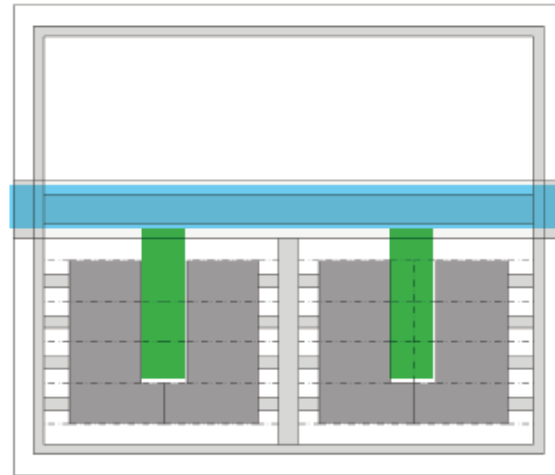
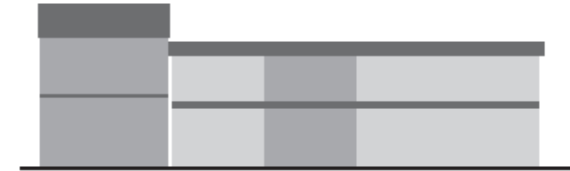
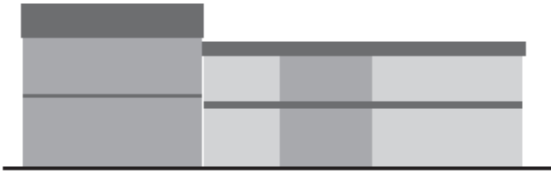
TOWNHOUSE DEVELOPMENT STANDARDS			
	WITH ALLEY	WITHOUT ALLEY	INFILL
a Lot width (feet)	Min. 20	Min. 22	Match existing zone, subdivision, or Planned Development overlay district.
b Lot depth (feet)	Min. 60	Min. 60	
c Lot size (square feet)	Min. 1,200	Min. 1,400	
d Front setback (feet)	Min. 15	Min. 15	Match existing ¹
e Side setback (feet) ²	Interior: Min. 0 or 7.5 Exterior: Min. 10	Interior: Min. 0 or 7.5 Exterior: Min. 10	Interior: Min. 0 or 7.5 Exterior: Min. 15
f Rear setback (feet)	0 with garage, 20 without garage.	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.		
	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		
Number of adjoining units and arrangement	Max. 8	Max. 4	Max. 3
Shared Roof Form	Required	Required	Required

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TOWNHOUSES

Large Townhouse



Large Townhouse

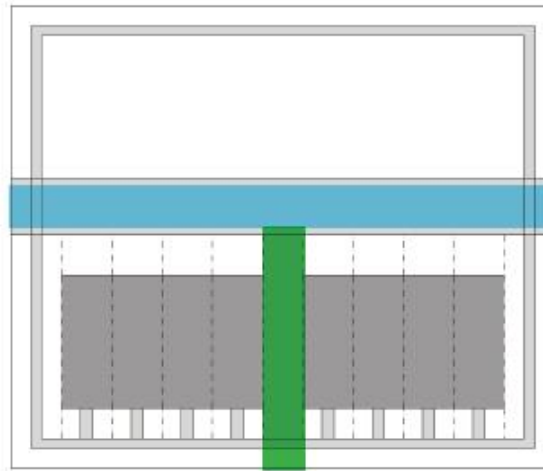
- » Arrangement suitable for new neighborhoods, along corridors and in the Downtown Design Guidelines Area.
- » Maximum number of adjoining units: 8

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TOWNHOUSES

Medium Townhouse



Medium Townhouse

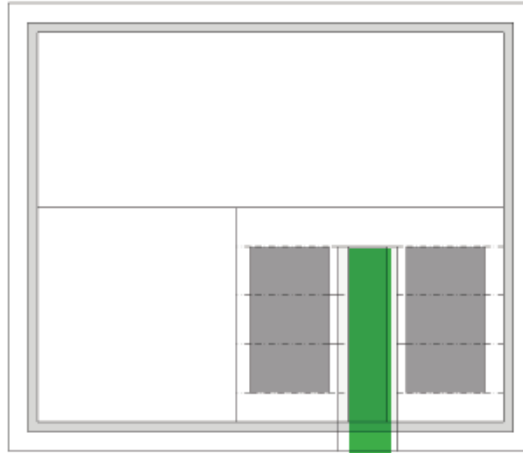
- » Arrangement suitable for new neighborhoods, along corridors and in the Downtown Design Guidelines Area.
- » Maximum number of adjoining units: 4

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TOWNHOUSES

Small Townhouse



Small Townhouse

- » Arrangement suitable for new neighborhoods, along corridors and in the Downtown Design Guidelines Area. Also permitted within selected neighborhoods as an infill housing type.
- » Maximum number of adjoining units: 3

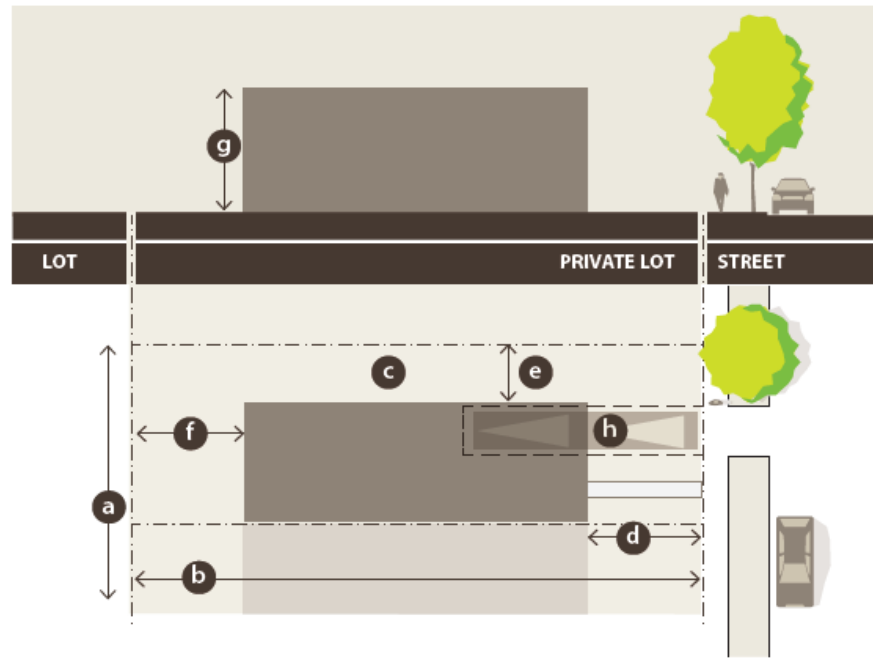
Alley type permitted (see Universal Standards Alleys):  Type 1  Type 1 or 2

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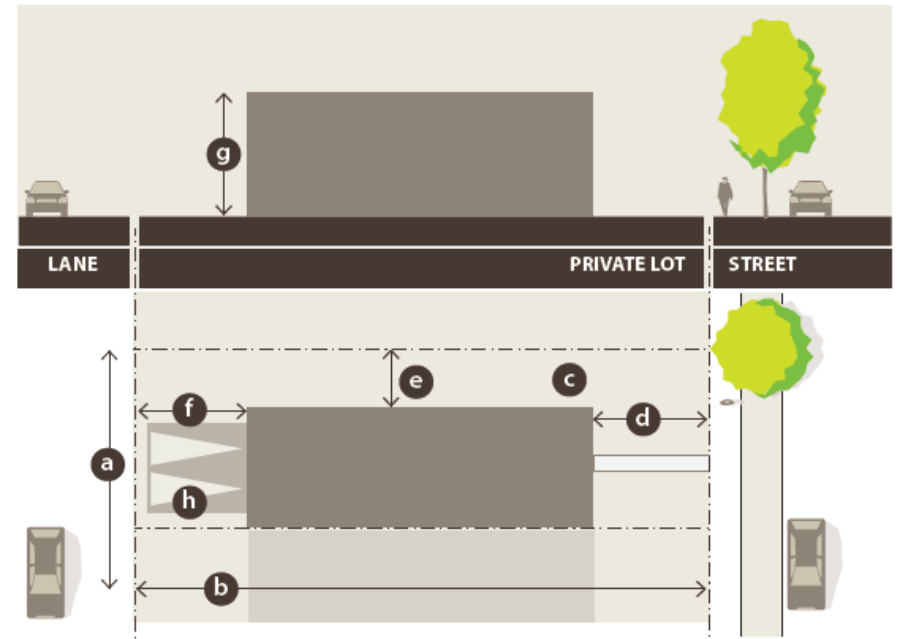


TOWNHOUSES

Townhouse without Alley



Townhouse with Alley



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PLEXES

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.



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PLEXES

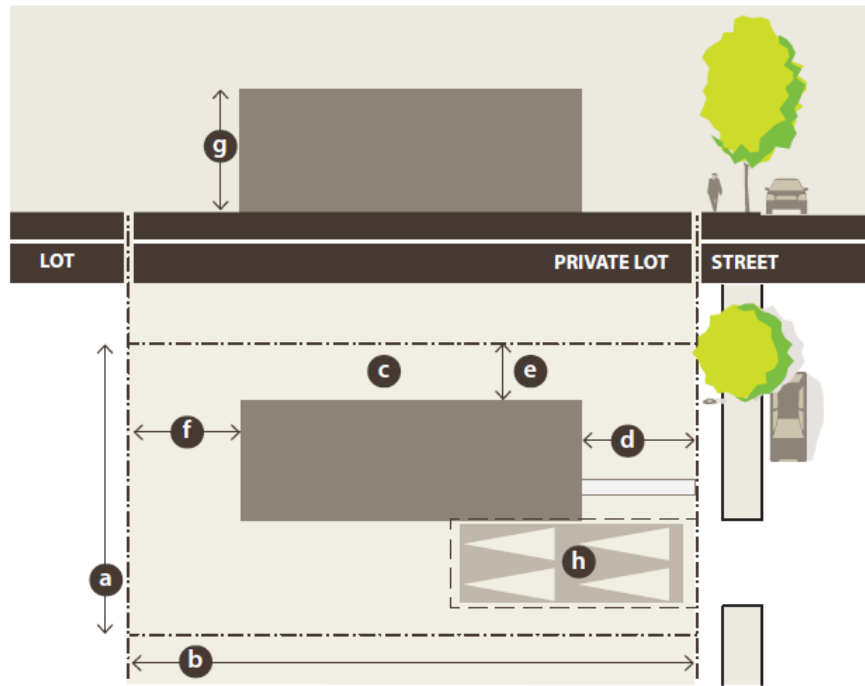
PLEX DEVELOPMENT STANDARDS			
	WITH ALLEY	WITHOUT ALLEY	INFILL
a Lot width (feet)	Min. 35	Min. 50	Match existing zone, subdivision, or Planned Development overlay district.
b Lot depth (feet)	Min. 65	Min. 65	
c Lot size (square feet)	Min. 2,300	Min. 3,300	
d Front setback (feet)	Min. 10 ¹ or 15	Min. 15	Match existing ²
e Side setback (feet)	Interior: Min. 3 ³ or 7.5 Exterior: 10	Interior: Min. 3 ³ or 7.5 Exterior: 10	Interior: Min. 7.5 Exterior: Min. 15
f Rear setback (feet)	0 with garage, 20 without garage. ³	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. 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		

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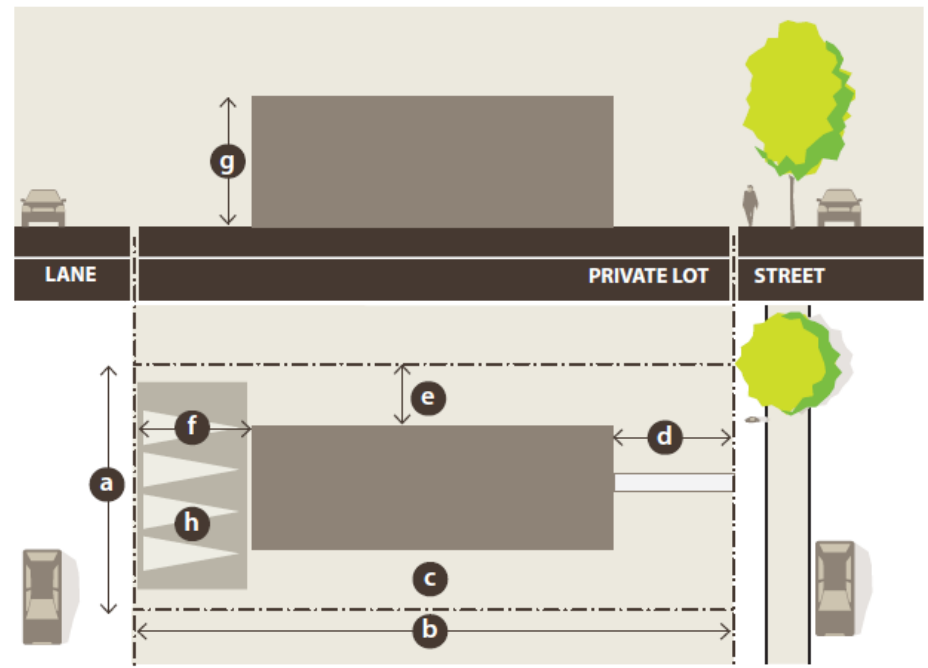


PLEXES

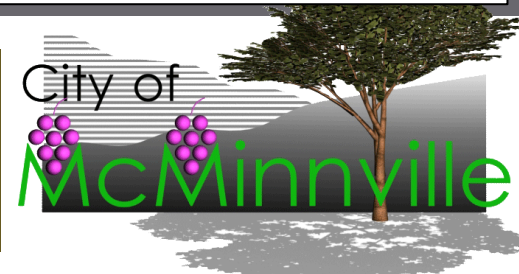
Plex without Alley



Plex with Alley



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ACCESSORY DWELLING UNITS

Accessory Dwelling Unit (ADU)

Concept

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 unit generally has its own outside entrance and always has a separate kitchen, bathroom and sleeping area. An accessory dwelling may be located within, attached to or detached from the primary single-family dwelling.

An ADU may be located within, attached to or detached from the primary dwelling.



A corner lot permits each home to have a different street frontage.

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ACCESSORY DWELLING UNITS

Fundamental Requirements

Accessory dwelling unit (ADU) subject to the following standards:

1. The accessory dwelling unit may be established by:
 - b. Conversion of an attic, basement, or garage or any other portion of the primary dwelling;
 - c. Adding floor area to the primary dwelling, including a second story;
 - d. Construction of a detached accessory dwelling unit on a lot with a primary single-family dwelling; or
 - e. Construction of a new primary dwelling with the existing dwelling being designated the ADU and found in compliance with all requirements of this Section.
2. The square footage of the accessory dwelling shall not exceed 50 percent of the primary dwelling exclusive of the garage, or 1,000 square feet, whichever is less. The minimum area shall be as determined by the State of Oregon Building Codes Division.
3. The building coverage of a detached ADU may not be larger than the building coverage of the primary dwelling.
4. The accessory dwelling shall meet all applicable standards for this zone including, but not limited to, setbacks, height, and building codes in effect at the time of construction. The maximum height allowed for a detached ADU is the lesser of 25 feet or the height of the primary dwelling.
5. The structure's appearance, including siding, roofing, materials, and color shall coincide with that used on the primary dwelling unit, including roof pitch, eaves, window fenestration patterns, etc.
6. Not more than one accessory dwelling unit shall be allowed per lot or parcel.
7. The accessory dwelling unit shall contain a kitchen, bathroom, living, and sleeping area that completely independent from the primary dwelling.
8. Manufactured homes, recreational vehicles, motor vehicles, travel trailers and all other forms of towable or manufactured structures, not to include modular structures, shall not be used as an accessory dwelling unit.
9. ADUs are exempt from the residential density standards of this code.
10. Occupancy and use standards for an ADU shall be the same as those applicable to a primary dwelling on the same site.
11. That a legally non-conforming accessory structure located on residentially zoned land may be converted to an accessory dwelling unit in accordance with the requirements of Chapter 17.63 (Nonconforming Uses).

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ACCESSORY DWELLING UNITS

Accessory Dwelling Unit (ADU)



ADU accessible from the driveway of main home. Photo credit: Shelter Solutions.



2nd story ADU above multi-car garage.



ACCESSORY DWELLING UNITS DEVELOPMENT STANDARDS

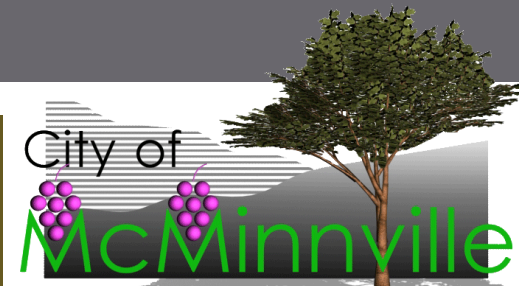
ADU

Lot width (feet)	NA
Lot depth (feet)	NA
Lot size (square feet)	NA
d Front setback (feet)	Match existing zone, subdivision, or Planned Development overlay district.
e Side setback (feet)	Match existing zone, subdivision, or Planned Development overlay district.
f Rear setback (feet)	Match existing zone, subdivision, or Planned Development overlay district.
g Building height (feet)	Height of primary building or 25 feet, whichever is less. ¹
i Building size	Not more than 50% of main dwelling or not more than 1,000 sf (whichever is smaller).
j Lot coverage	Not larger than the coverage of the primary dwelling.

Universal Design Standards and Subdivision Standards that apply

Universal Design Standards that apply to the main dwelling apply to the accessory dwelling unit. Refer to Universal Design Standards Summary Table for applicable standards.

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NEXT STEPS

- Future Planning Commission Work Session review:
 - Subdivision Standards
 - Development Standard by Housing Type
 - Cottage Clusters
 - Apartments

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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