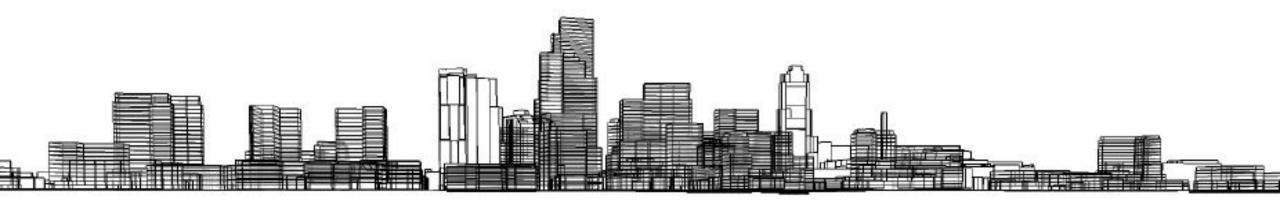
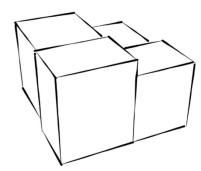
# Form Based Codes, Their Implementation, and Environmental Review





Gina D'Agrosa, AICP, Deputy Commissioner for Economic Development, City of New Rochelle

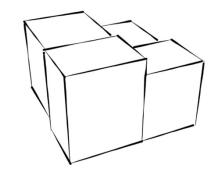
Kevin A. Kain, AICP, PP, Director of Planning & Sustainability, City of New Rochelle



## What kind of code do most municipalities have?

- Euclidean Based on separation of incompatible uses
- Standard State Zoning Enabling Act
- Regulates private property
- Components:
  - Zoning map
  - List of permitted uses
  - Table of area & bulk requirements

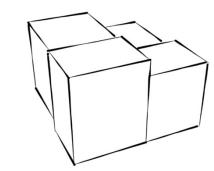




### Why Euclidean Zoning Can Be Problematic?

- Not good at achieving physical development goals
- No certainty in desired development pattern
- Creates auto-dependent communities
- Creates places that are not inviting to live, work or play

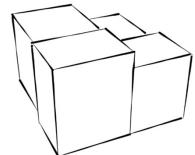




### **Example 1 – From Above**



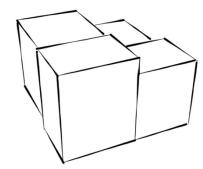
- Inconsistent building frontages
- Extensive curb cuts
- Parking
   between
   building &
   street



### **Example 1 - Street View**

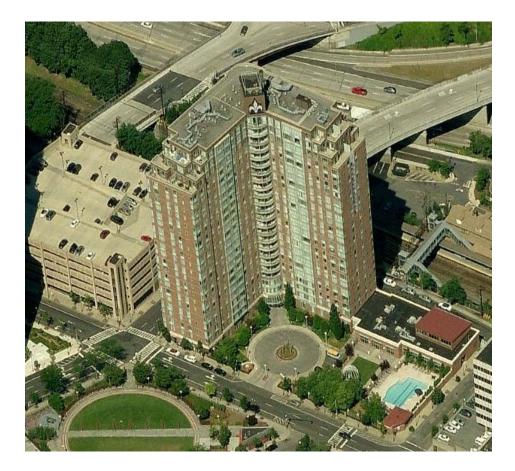




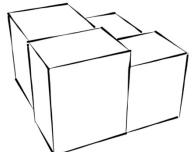


### **Example 2 – From Above**

Even when traditional zoning is well intended (mixed-use permitted, good density, near transit), it may not achieve a community's goal.

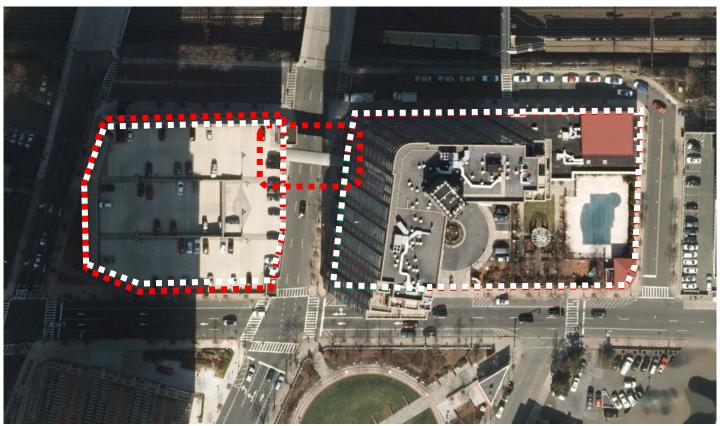




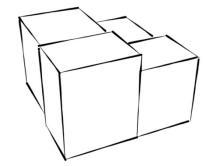


## Example 2 con't

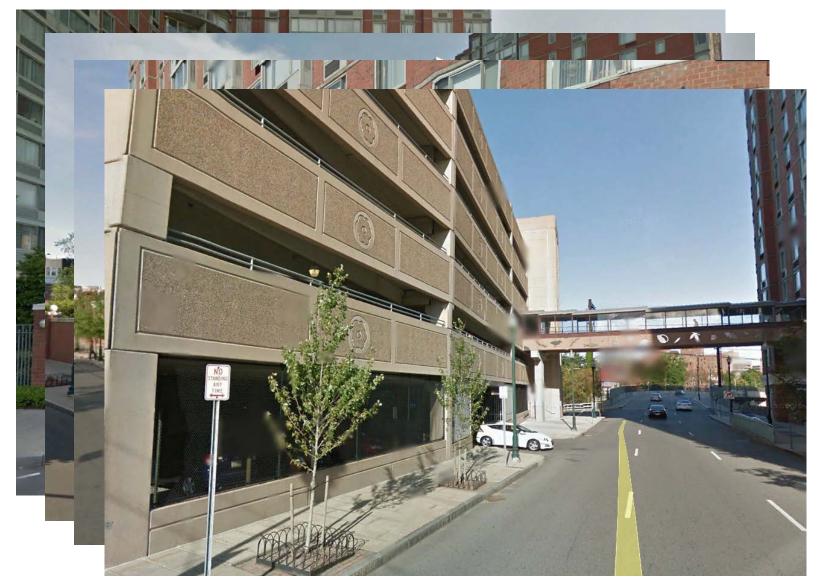
- 2 city blocks
- Skybridge reduces chances of tenants supporting at-grade commercial/street life
- Limited commercial frontage
- Remaining frontage pedestrian dead zones

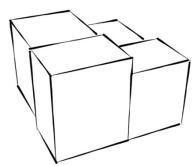






### Example 2 con't



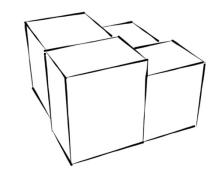




### What is a form based code?

- Based on *physical* aspect of development
- Use is typically still a component, but less of a concern
- Regulates private and public property
- Components (not all required):
  - Regulating Plan
     Building Type Standards
  - Public Space Standards
     O Civic Space Standards
  - Building Form Standards
     Block and Subdivision Controls
- Not design guidelines & not architecture

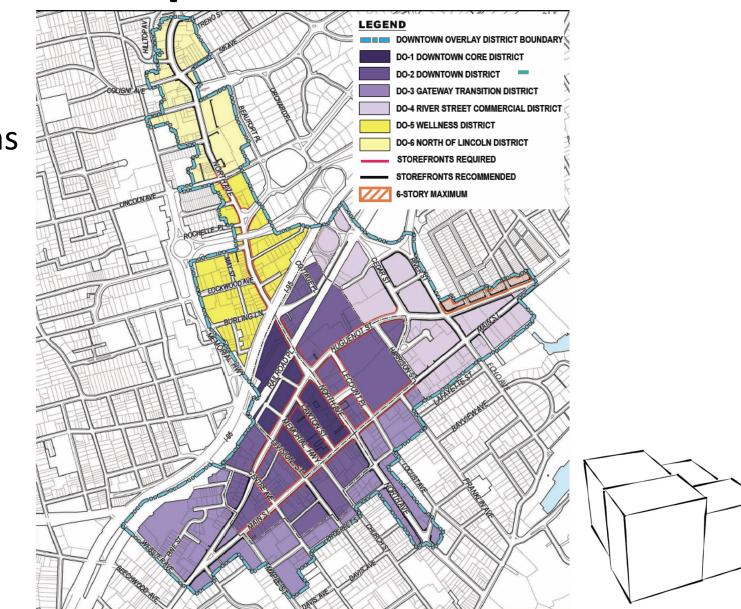




### Form based code components

#### **Regulating Plan:**

 Similar to a zoning map, but designations give clearer understanding of development

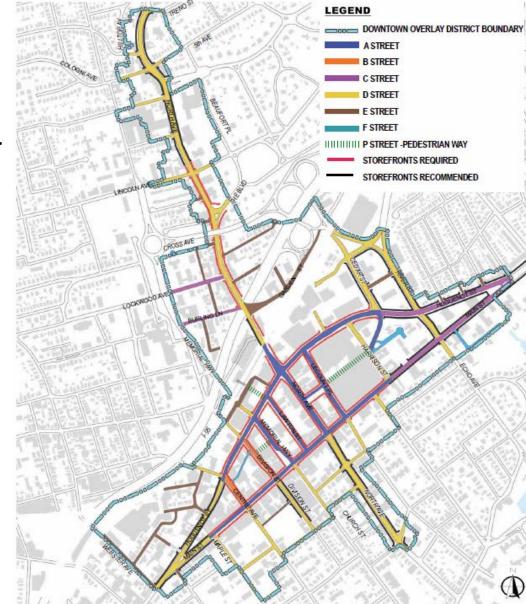


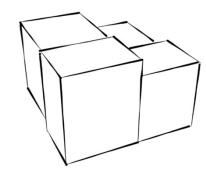


#### Street Type:

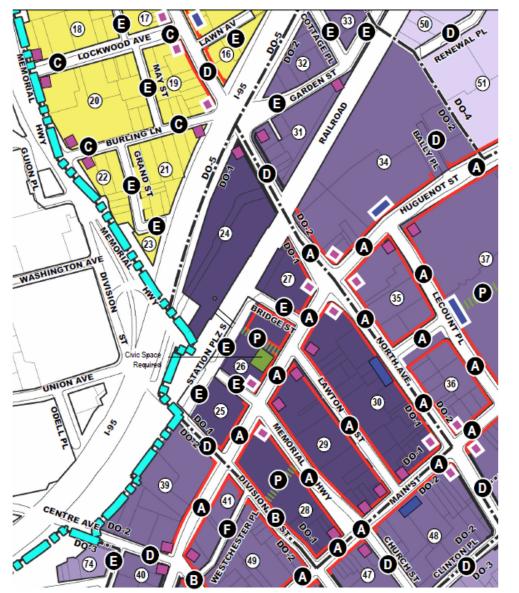
- Establishes width

   of pubic frontage &
   types of permitted
   private frontages
- Certain streets require storefront frontage









 STOREFRONT REQUIRED1

 FREQUENT ENTRYWAYS REQUIRED2

 PEDESTRIAN WAY REQUIRED

 STREET TYPE

 HIGH PRIORITY SIGNIFICANT CORNER

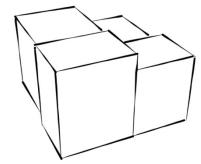
 SIGNIFICANT CORNER

 HIGH PRIORITY TERMINATING VISTA

 TERMINATING VISTA

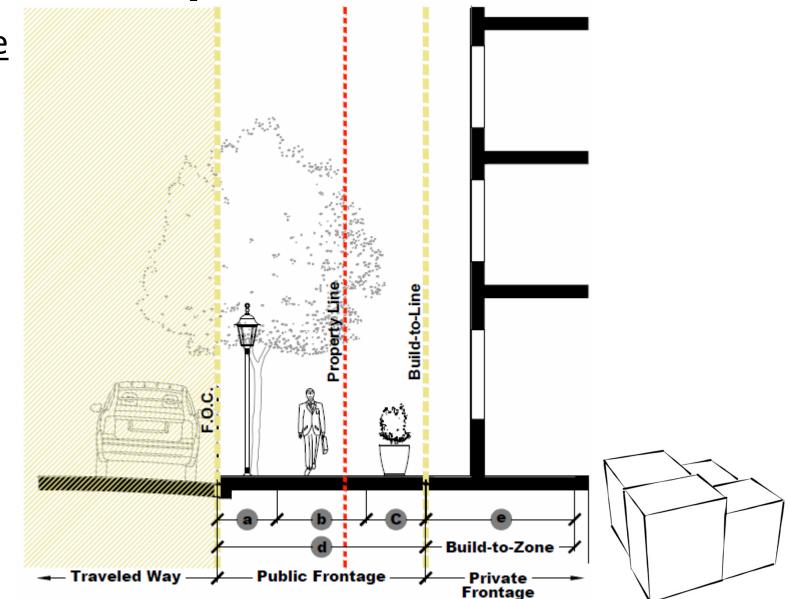
 CIVIC SPACE REQUIRED

ZONING STANDARDS REQUIREMENTS



Public/Private Frontage Standards:

- Applicant's responsibility
- See diagram

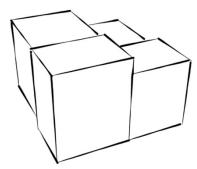




#### **Building Standards**

- Expression
   Lines
- Stepbacks





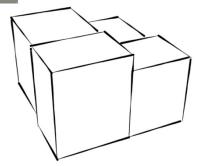


#### **Other Elements:**

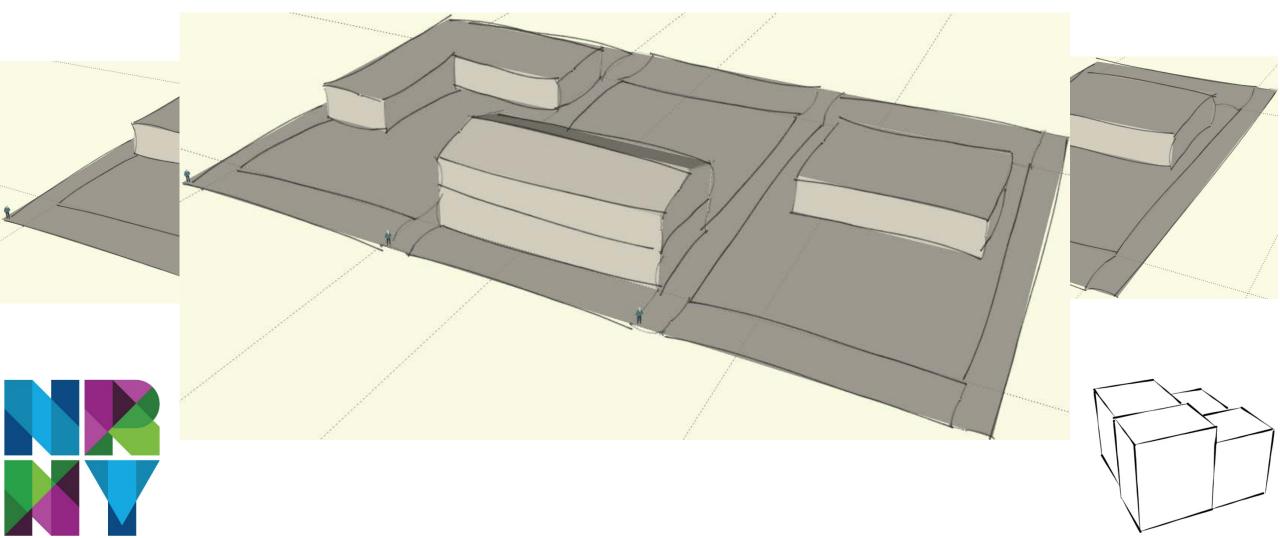
- Significant corners
- Terminating vistas
- Civic spaces



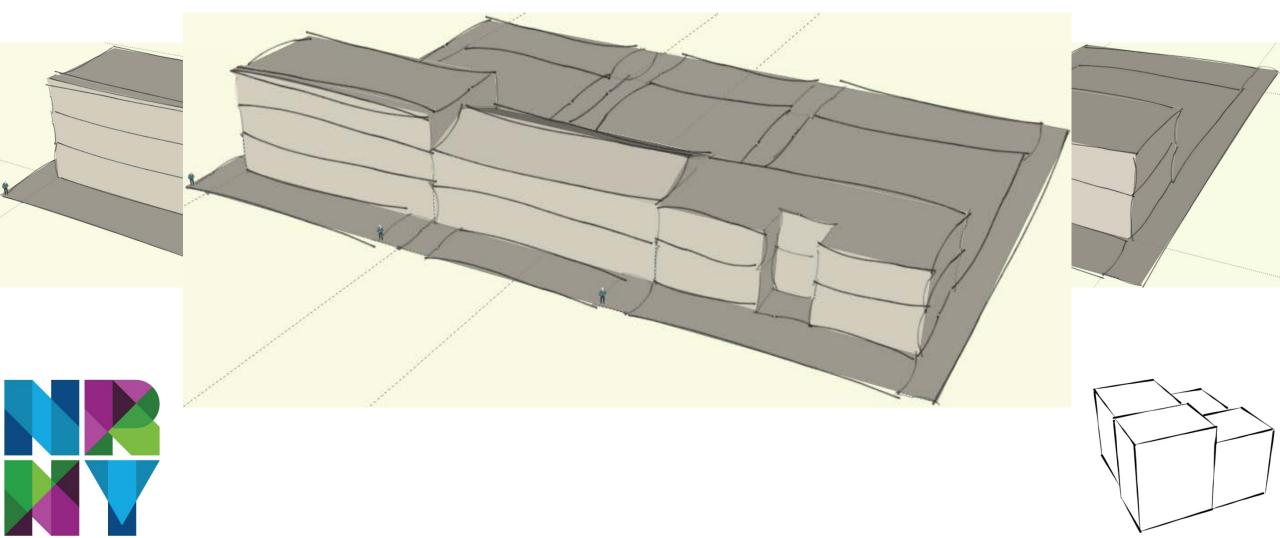




## Comparison of Traditional Zoning and Form Based Code



## Comparison of Traditional Zoning and Form Based Code



### **Form Based Codes - Examples**

- Seaside
- Miami
- Denver
- Cincinnati
- Flagstaff
- In New York:
  - Hempstead
  - Yonkers
  - Beacon

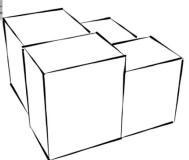




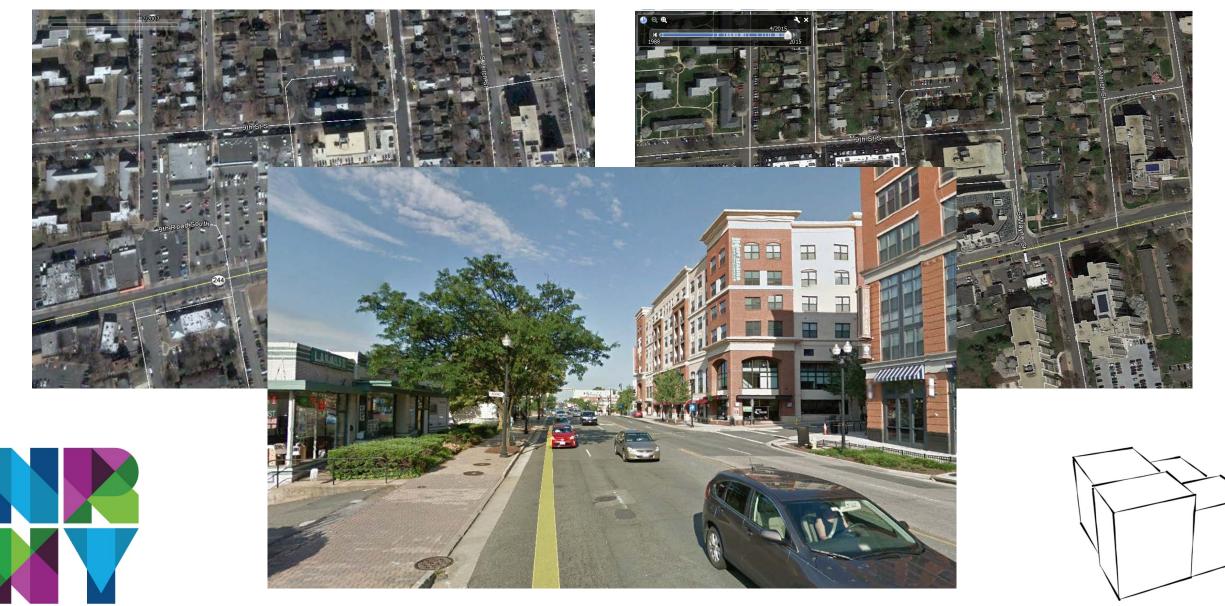




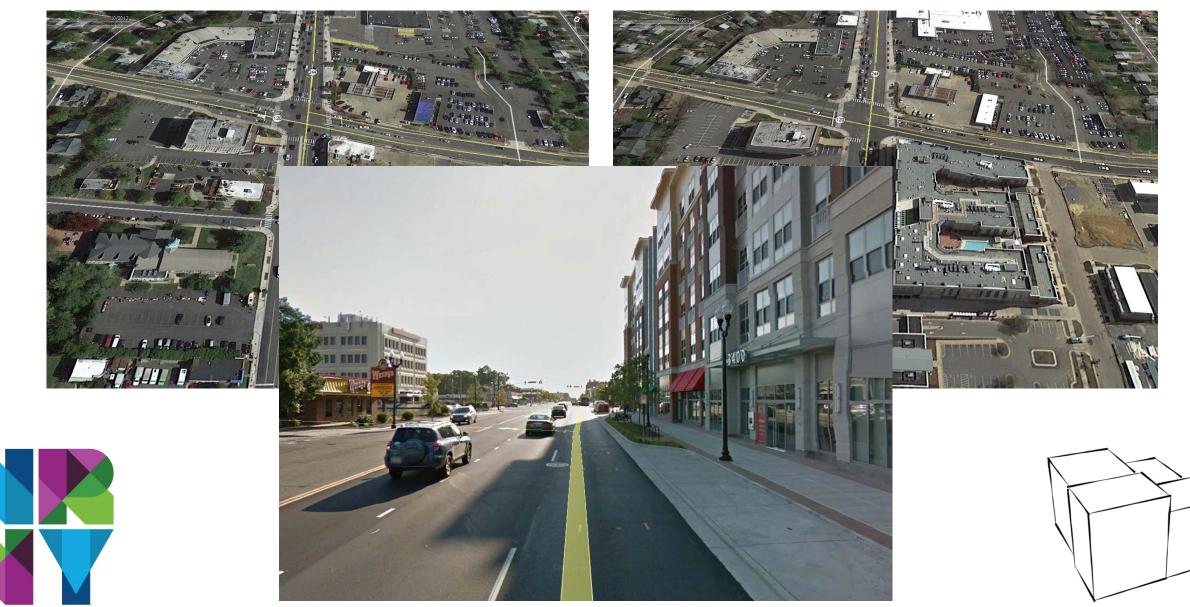




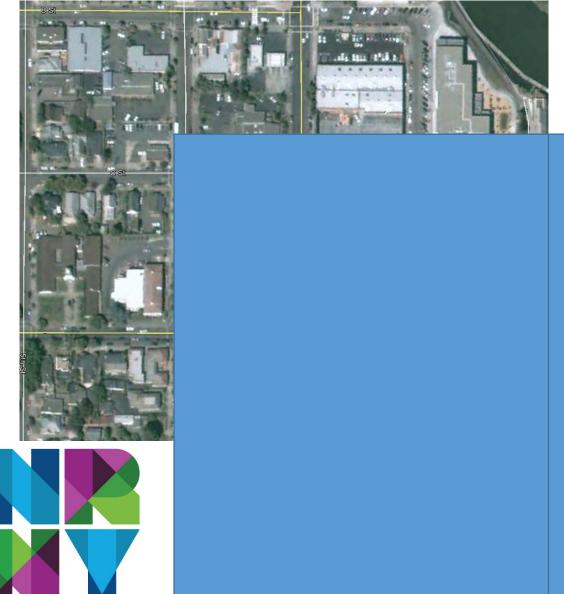
### Columbia Pike, VA

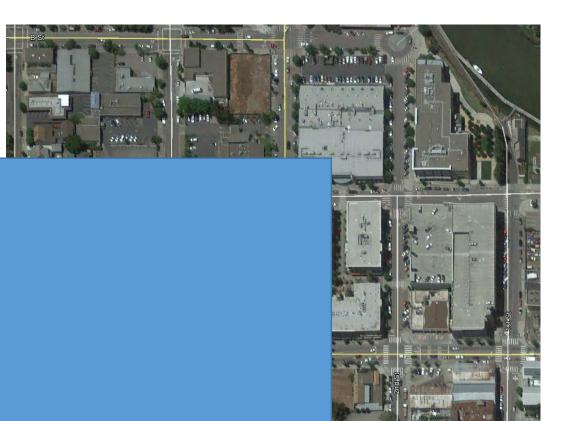


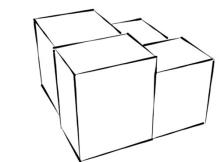
### Columbia Pike, VA



### Petaluma, CA



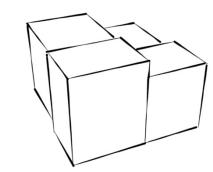




### **SEQR – New Rochelle Code**

- City prepared GEIS
- Based on Theoretical Development Scenario
- Requires:
  - Payment into Fair Share Mitigation Fund to cover impacts to community facilities & services
  - Site-specific analysis of shadow impacts for certain sites
  - Site specific trip generation/distribution analysis
  - Enhanced architectural review
  - Affordable housing

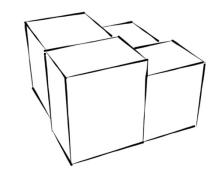




### **SEQR - New Rochelle Code**

- Requires:
  - Efforts to combat residential and business displacement
  - Development of job training programs
  - Parking management plan & utilization study

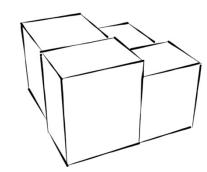




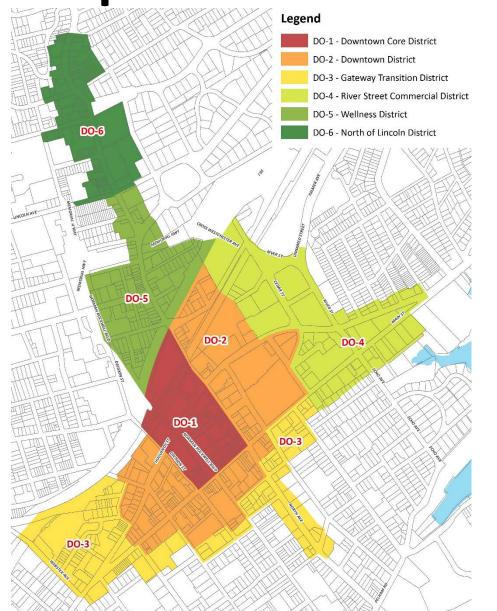
### **SEQR Development Parameters**

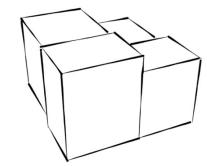
	DOZ – AMENDED THEORETICAL DEVELOPMENT SCENARIO										
District Overlay	Retail (SF)	Restaurant (SF)	Office Nonmedical (SF)	Medical Office (SF)	Hotel (rooms)	Residential U	Jnits (DU)	Student Housing (beds)	Adult Care (SF)	Independent Units (DU)	Institutional (SF)
DO-1	375,000	54,000	853,000	105,000	500	1,500		-	-	-	155,000
DO-2	430,000	32,400	364,000	157,500	500	2,900		500	192,000	375	200,000
DO-3	54,000	5,400	229,000	26,000	100	550	+800	500	128,000	-	225,000
DO-4	162,000	21,400	208,000	26,000	-	200		-	-	-	-
DO-5	21,500	5,400	192,000	105,000	100	250		500	192,000	-	140,000
DO-6	21,500	5,400	31,000	21,000	-	100	+70	-	128,000	-	55,000
Totals	1,064,000	124,000	1,877,000	440,500	1,200		6,370	1,500	640,000	375	775,000





### **SEQR Development Parameters**

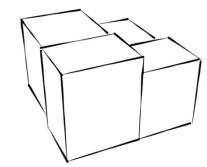






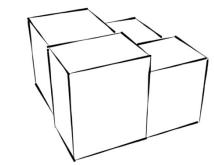
		Street Type A	Street Type B	Street Type C	Street Type D	Street Type E	Street Type F	Street Type P-Pedestrian Way
넁	Distance from Face of Curb to Build-To-Line	15'-0"	12'-0"	15'-0"	12'-0"	9'-0"	6'-0"	16'-0"
FRONTAGE	Landscape and Furnishing Zone Minimum	2'-0"	2'-0"	2'-0"	2'-0"	no min.	no min.	2'-0"
PUBLIC F	Pedestrian Clearway Minimum	6'-0"	5'-6"	6'-0"	5'-6"	4'-6"	4'-6"	8'-0"
Ы	Transition Zone Minimum	2'-0"	2'-0"	2'-0"	2'-0"	no min.	no min.	2'-0"





			Street	Туре А	Street	Type B	Street	Туре С	Street	Type D	Street 7	Гуре Е	Street	Гуре F	St	reet Type	P
	Private Frontage Types	Min. Clear Glazing Area Required	Build-To-Zone (BTZ) Width	Min Frontage Occupancy	Build-To-Zone (BTZ) Width	Min Frontage Oc- cupancy	Build-To-Zone (BTZ) Width	Min Frontage Occu- pancy for Option 1	Min Frontage Occu- pancy for Option 2								
	Storefront Frontage <sup>1</sup>	65% <sup>5</sup>	5'-0"	80%	5'-0"	80%	5'-0"	60%	5'-0"	60%	5'-0"	50%	5'-0"	0%	5'-0"	<b>80%</b> .7	60% <sup>,®</sup>
1	Arcade Frontage¹	65%⁵	15'-0"4	80%	15'-0"4	80%	15'-0"4	60%	15'-0"4	60% <sup>3</sup>	15'-0"4	50%	15'-0"4	0%	15'-0"4	80%7	60% <sup>3,8</sup>
	Urban Frontage	50% <sup>5</sup>	5'-0"	80%	5'-0"	80%	5'-0"	60%	5'-0"	60% <sup>3</sup>	5'-0"	50%	5'-0"	0%	5'-0"	80%?	60% <sup>3,8</sup>
	Stoop Frontage	20%	5'-0"	80%	5'-0"	80%	5'-0"	60%	5'-0"	60% <sup>3</sup>	5'-0"	50%	5'-0"	0%	х	Х	Х
FRONTAGE	Porch Frontage	20%	10'-0"	80%	10'-0"	80%	10'-0"	60%	10'-0"	60% <sup>3</sup>	10'-0"	50%	10'-0"	0%	х	Х	Х
IE FROI	Lightwell Frontage	20%	10'-0"	80%	10'-0"	80%	10'-0"	60%	10'-0"	60% <sup>3</sup>	10'-0"	50%	10'-0"	0%	х	Х	х
PRIVATE	Forecourt Frontage	20%	10'-0"	50%	10'-0"	50%	10'-0"	50%	10'-0"	50%	10'-0"	50%	10'-0"	0%	х	х	х
	Mid-Block Frontage	10%	х	Х	Х	х	х	х	х	х	10'-0"	0%	10'-0"	0%	х	Х	Х

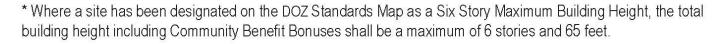
		Development Standard 1	Development Standard 2	Development Standard 3					
		Site and Building Height Requirements							
Total Site Frontage Min. <sup>1</sup>	tricts	50 feet	100 feet	150 feet					
Site Area Minimum	All Districts	5,000 SF	10,000 SF	30,000 SF ⁴ (40,000 SF in DO-1 only)					
	D0-1	2 stories min 8 stories max	2 stories min 24 stories max	2 stories min 40 stories max and 605 feet max					
	D0-2	2 stories min 4 stories max	2 stories min 12 stories max	2 stories min 24 stories max and 245 feet max					
Building Height	DO-3	2 stories min, 2 stories max 4 stories max		2 stories min 8 stories max and 85 feet max					
2,3	D0-4	2 stories min, 2 stories max	2 stories min 4 stories max	2 stories min 8 stories max and 85 feet max					
	DO-5	2 stories min, 2 stories max	2 stories min 4 stories max	2 stories min 8 stories max and 85 feet max					
	DO-6	2 stories min, 2 stories max	2 stories min 4 stories max, and 55 feet max	Not available					
Street Wall Height & Stepback		See Street Wall Height at Sec 186.11E(3) and Stepbacks at Sec 186.11E(4)							
Parking	S	Standards - See Article XIV - Off-Street Parking and Loading							
Faiking	strict	Placement - See DOZ minimum requirements in Sec 186.11I							
Min side yard from residential districts	All Districts	No building may be constructed within 20 feet of a side yard adjoining a parcel in the R2-7.0 or RMF- 0.4 Districts.							
Rear yard setback at residential districts		Where any parcel is contiguous be a minimum of 30 feet.	to a parcel within the R2-7.0 or R	MF-0.4 district, the rear yard shall					

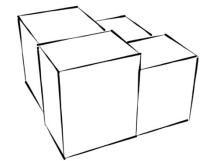




#### 186.11C(3). TABLE OF COMMUNITY BENEFIT BONUSES (CBB)

			fy all of the requirements of a 186.11B(2), the following sta	
		Development Standard 1 Bonus*	Development Standard 2 Bonus*	Development Standard 3 Bonus*
D0-1	The total building height with Com- munity Benefit Bonuses shall be a maximum of 605 feet	up to 2 Bonus stories	up to 4 Bonus stories	up to 8 Bonus stories
D0-2	The total building height with Com- munity Benefit Bonuses shall be a maximum of 285 feet	up to 1 Bonus story	up to 2 Bonus stories	up to 4 Bonus stories
DO-3	The total building height with Com- munity Benefit Bonuses shall be a maximum of 125 feet	No Bonus Available	up to 2 Bonus stories	up to 4 Bonus stories
D0-4	The total building height with Com- munity Benefit Bonuses shall be a maximum of 125 feet	No Bonus Available	up to 2 Bonus stories	up to 4 Bonus stories
DO-5	The total building height with Com- munity Benefit Bonuses shall be a maximum of 125 feet	No Bonus Available	up to 2 Bonus stories	up to 4 Bonus stories
9-0Q	The total building height with Com- munity Benefit Bonuses shall be a maximum of 65 feet	No Bonus Available	up to 2 Bonus stories	No Bonus Available



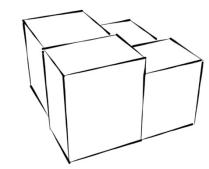




# Implementation – Walking Through the New Rochelle Process







### Case Study: RXR 587 Main Street

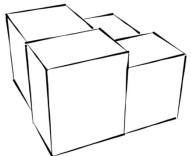
- DOZ Eligibility:
  - In DOZ?
  - Min. site frontage? ✓ Yes, 369 feet

  - Within scope of 🛛 🖌 Yes **GEIS**?

- ✓ Yes, DO-2
- Min. site area? Yes, 39,317 sq. ft.Standard 3

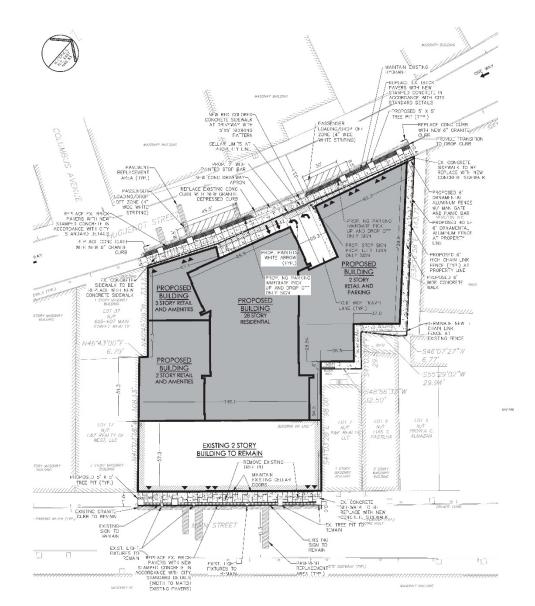
Meets Development

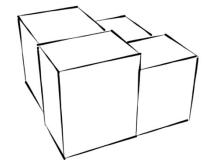
- Under Development Standard 3, 24-stories permitted as of right.
- Additional four stories allowed if Community Benefit Bonus attained.





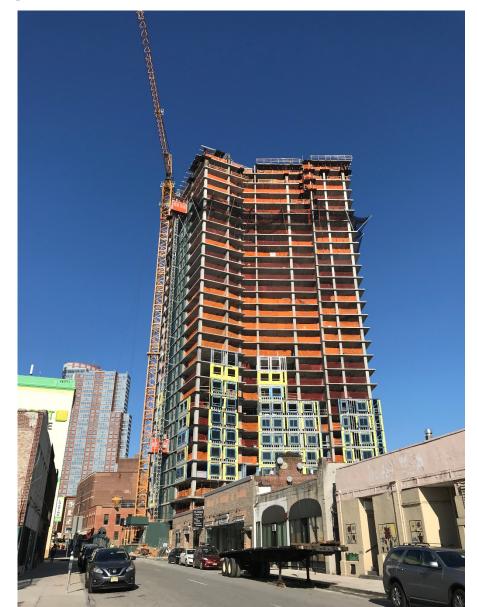
### Case Study: RXR 587 Main Street

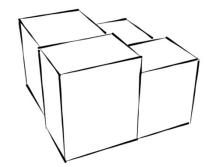






### Case Study: RXR 587 Main Street







Gina D'Agrosa: (914) 654-2083, gdagrosa@newrochelleny.com Kevin A. Kain: (914) 654-2191, kkain@newrochelleny.com http://newrochelleny.com/1015/TOD-Downtown-Cluster

