



MEMO I revised

DATE: January 13, 2016

TO: Planning and Sustainability Commission

FROM: Rachael Hoy, Senior Planner

CC: Susan Anderson, Director; Joe Zehnder, Chief Planner; Sallie Edmunds, Central City Planning Manager

SUBJECT: Attachment for Decision Table I: Miscellaneous Code and Map Amendments, Part 2

This memorandum contains BPS staff-recommended revisions to various Zoning Code sections in the Proposed Draft Central City 2035 Plan. Items I4 and I5 are carried over from Decision Packet I, Part 1.

Changes from the proposed draft are highlighted:

I4: 33.510.220.B: The ground floor windows regulations are amended to exclude display windows as elements that meet the window requirements and to clarify that windows into parking, mechanical and utility areas do not qualify.

33.510.220 Ground Floor Windows

- A. [no change]
- B. **Ground floor windows. Major remodeling projects.** In the RX, CX, and EX zones, all major remodeling projects must also meet the ground floor window standard of the base zone, or the option below. The following ground floor window standards apply to new development and major remodels in the RX, CX and EX zones. To meet the standards, ground floor windows must be windows that allow views into work areas or lobbies, or be windows in pedestrian entrances, or be display windows set into the wall. Windows into storage, vehicle or bicycle parking, garbage and recycling, mechanical and utility areas, and display cases attached to outside walls, do not qualify. The bottom of the windows of nonresidential spaces must be no more than 4 feet above the finished grade: [...]

IS: 33.510.225: The ground floor active use area regulations are amended to: 1) clarify that storage, vehicle and bicycle parking, garbage and recycling, and mechanical and utility areas do not qualify as active use areas and, 2) state that the active use areas need to be developed at the time of construction.

33.510.225 Ground Floor Active Uses

- A. Purpose.** The ground floor active use standards are intended to reinforce the continuity of pedestrian-active ground-level building uses. The standards are also intended to help maintain a healthy urban district through the interrelationship of ground-floor building occupancy and street level accessible public uses and activities. The standards are also intended to encourage a transit-supportive and pedestrian-oriented environment that is safe, active with uses, and comfortable for residents, visitors, and others. Active uses include but are not limited to: lobbies, retail, ~~residential~~, commercial, and office, but do not include storage, vehicle and bicycle parking, garbage and recycling, or mechanical and utility areas.
- B. Sites and development subject to the ground floor active use standards.** The ground floor active use standards apply to new development and major remodels on sites with frontage on a street areas are shown on Map 510-9.7 at the end of this chapter. On identified sites, all new development and all major remodeling projects must meet the standard below.
- C. Ground floor active use standards.**
1. Dwelling units are prohibited on the ground floor.
 2. Buildings must be designed and constructed to accommodate uses such as those listed in Subsection A., above. Areas designed to accommodate these uses ~~may~~ must be developed at the time of construction, or may be designed for later conversion to active uses. This standard must be met along at least 50 percent of the ground floor of walls that front onto a sidewalk, plaza, or other public open space.

Areas designed to accommodate active uses must meet the following standards:

- ~~1~~a. The distance from the finished floor to the bottom of the structure above must be at least 12 feet. The bottom of the structure above includes supporting beams;
- ~~2~~b. The area must be at least 25 feet deep, measured from the street-facing facade;
- ~~3~~c. The area may be designed to accommodate a single tenant or multiple tenants. In either case, the area must meet the standards of the Accessibility Chapter of the State of Oregon Structural Specialty Code. This code is administered by BDS; and
- ~~4~~d. The street-facing facade must include windows and doors, or be structurally designed so doors and windows can be added when the space is converted to active building uses.

Decision Table I. Miscellaneous Code and Map Amendments – Carryover from January 10, 2017

The topics in this table are regarding ground floor active uses.

Contents of Decision Packet I:

- Decision Table I
- Memo I

Items Marked for Discussion:

Items I4 and I5

Ref #	Comment #	Commenter(s)	Topic	Proposed draft	Request(s)	Staff recommendation	Staff rationale	Discuss?	PSC decision
I4 and Memo I (Jan 10 PSC Packet)	20324	BDS Staff	Ground Floor Windows	<p>Ground floor windows are required in the Central City. Generally, 40% to 60% of the ground level wall area on street-facing facades must be glazed.</p> <p>Reference: Volume 2A: Part 1 Central City Plan District, 33.510.220.B, p. 139</p>	<ol style="list-style-type: none"> 1. Remove display window as acceptable elements to meet Ground Floor Window standard. An applicant may still request a display case and it could be considered through a Modification but should not be allowed outright. 2. Add mechanical rooms and bicycle parking to list of uses that do not qualify behind Ground Floor Windows. 	<p>Proposed Amendment:</p> <ol style="list-style-type: none"> 1. Remove “display windows set into the wall” from the first paragraph. 2. Add mechanical rooms and bicycle parking to the list of items that do not qualify behind ground floor windows. <p>See Memo I: Miscellaneous Code and Map Amendments, Part 2, for code language.</p>	<ol style="list-style-type: none"> 1. The ground floor window standard currently states that windows must allow views into work areas or lobbies, be windows in pedestrian entrances, or be display windows set into the wall. Staff believes that display windows often result in minimal activation of the ground floor. To ensure that they activate the ground floor, staff would prefer that these situations be reviewed through a modification. 2. Staff believes the list of elements that do not qualify for uses behind a window should be expanded to include mechanical and utility areas and bike and vehicle parking. These are not truly active spaces and BDS has indicated that these elements are often requested. 	<input checked="" type="checkbox"/>	<input type="checkbox"/> Support staff rec. <input type="checkbox"/> Other
I5 and Memo I (Jan 10 PSC Packet)	20324	BDS Staff	Ground Floor Active Uses	<p>New development and major remodels are required to have ground floors of buildings constructed such that they can accommodate active uses, e.g. lobbies, retail, and offices.</p> <p>Reference: Volume 2A: Part 1 Central City Plan District, 33.510.225, p. 147.</p>	<ol style="list-style-type: none"> 1. Add language from ground floor windows standard clarifying which uses are NOT allowed in these active use areas [e.g. storage, utility room, parking, etc.] 2. Ground Floor Active Use requirement must be built now, not designed for later. Strike “or may be designed for later conversation to active uses” in section 33.510.225 C2. 	<p>Proposed Amendment:</p> <ol style="list-style-type: none"> 1. Amend the purpose statement to clarify that storage, vehicle and bicycle parking, garbage and recycling, and mechanical and utility areas do not qualify as active use areas. 2. Require active use areas to be developed at the time of construction. <p>See Memo I: Miscellaneous Code and Map Amendments, Part 2, for code language</p>	<ol style="list-style-type: none"> 1. Staff proposes to amend the purpose statement of the ground floor active use standard because the statement talks about allowed uses. The active use standard itself provides the required dimensions for the space. 2. In the standard, BPS staff agrees that spaces must be built to meet specifications at the time of development. See attached memo for proposed code edits. 	<input checked="" type="checkbox"/>	<input type="checkbox"/> Support staff rec. <input type="checkbox"/> Other