Purpose

To assess the cumulative impact that new policy requirements could have on the cost and feasibility of Central City development.

New w/

CC2035

Policies Studied

- Low Carbon Buildings
- Ecoroof
- Bird safe glazing
- Parks SDC fee schedule changes
- Construction excise tax
- Inclusionary housing (w/ offsets)





What CC2035 would require:

- <u>Low Carbon buildings</u>: Buildings over 50,000 sq ft in net building area are required to register with a third party program.
- <u>Ecoroofs</u>: Buildings over 20,000 sq ft in net building area are required to have an ecoroof that covers 60% of the roof area (minus mechanical equipment and other exempt elements).
- <u>Bird-Safe glazing</u>: All new development or major remodels are required to use bird-safe glazing - films, etching, UV coatings, etc. – on the first four floors of building facades with greater than 30% glazing.



ureau of Planning and Sustainability Inovation Collaboration Practical Solutions.

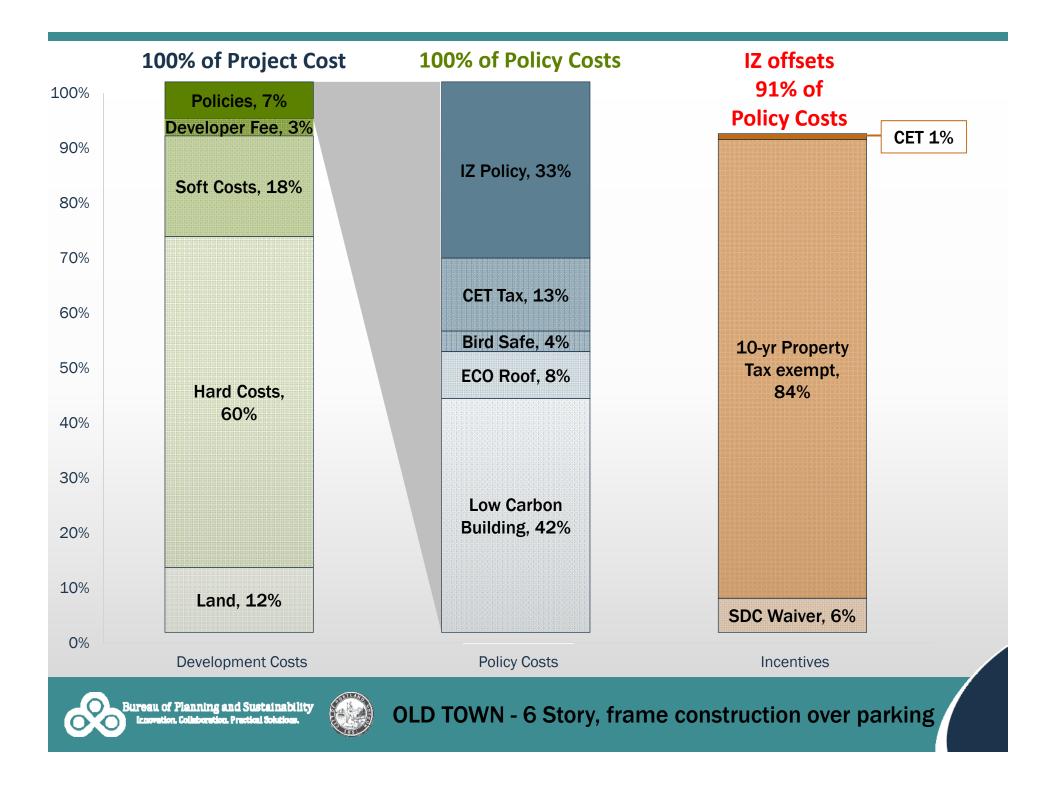


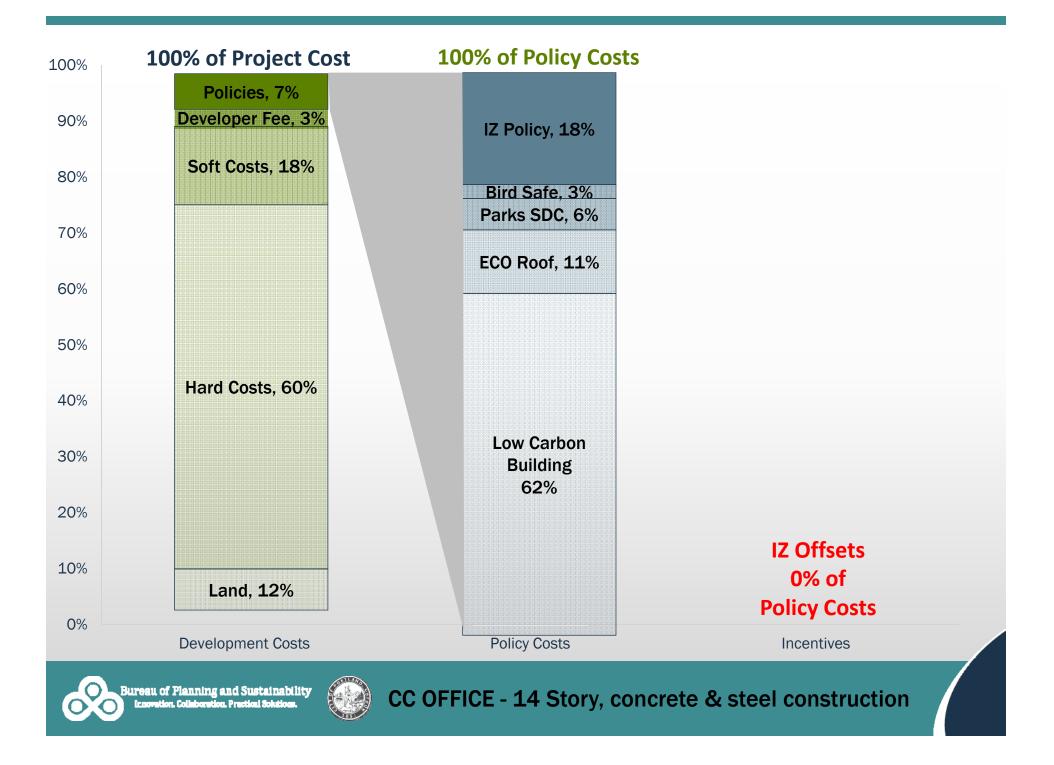
Cost Study Findings

- Under current conditions, the prototypes studied are not financially feasible.
 - Land costs, Construction costs, Tightening capital.
- Additional costs further reduce feasibility.
 - IHP includes offsets, other policies do not.
 - No IHP offsets for commercial & industrial.
- This may result in:
 - Fewer sites where development occurs.
 - Less density in projects developed.
 - Greater need for public subsidy on PDC projects.









Conclusions

- New policies add upfront costs w/o offsets
 - ~ 1% of Total Costs.
 - Low carbon adds ~\$2,500
 - Eco-roof adds up to .7% to Total Costs
 - Bird safe adds up to .3% to Total Costs
- Feasibility much more affected by construction costs, lease rates, land values and financial costs.
- PSC already supported low carbon building certification policy.
- Additional cost of bird safe glazing acceptable for Central City projects.
- Questions remain about ecoroof cost impacts especially for frame construction buildings and/or industrial space.







