Module 2: DEVELOPMENT STANDARDS
Agenda

• Overview of ReZone Syracuse Project
• Overview of Module 2: Development Standards
• Questions and Discussion
PROJECT OVERVIEW
Project Overview

- Project Initiation
- Research and Analysis
- Technical Review and Assessment Report
- Annotated Outline
- Content Drafting
- Final Review and Adoption of Z.O. and Map
ReZone Syracuse Drafting Process

FALL 2016

Module 1: Districts and Uses
Staff Draft
Public Draft

Module 2: Development Standards
Staff Draft
Public Draft

Module 3: Administration and Procedures
Staff Draft
Public Draft

NOW

JUNE 2017

Consolidated Draft

SUMMER/FALL 2017

Adoption Draft
Assessment Report

1. Create a User-Friendly Ordinance
2. Update the Zoning Districts to Implement the LUDP
3. Modernize the Land Uses
4. Streamline the Development Review Procedures
5. Introduce Uniform Standards to Improve the Quality of Development
Current Zoning Ordinance

• Few development quality standards

• The few that do exist...
  – Only applied to limited areas (lack of citywide standards)
  – Or are scattered throughout the zoning ordinance

• Heavy reliance on Project Site Review and Special Use Permits to address quality
  – Lack of predictability and consistency
Article 4: Development Standards

4.1 Purpose
4.2 Applicability
4.3 Residential Compatibility
4.4 Off-Street Parking and Loading
4.5 Landscaping, Buffering, and Screening
4.6 Site and Building Design
4.7 Exterior Lighting
4.8 Signs
Key Considerations in Regulating Development Quality

• Staff resources for review?
• Point on the regulatory spectrum?
  – Light touch?
  – More detailed approach?
• Opportunities for flexibility?
• Enforceability?
Overall Applicability

• New development

• Existing structures
  – All exterior renovations
  – External additions: sliding scale
    • < 10% of existing structure: limited number of standards
    • 10-30% of existing structure: more standards
    • ≥ 30% of existing structure: all

• Site Plan Review
  – New tool to replace Project Site Review
  – Major (Planning Commission) versus Minor (Staff)
4.4: OFF-STREET PARKING AND LOADING
On-Street & Structured Parking for Multifamily/Commercial
Parking Area Buffering and Landscaping
4.4: Off-Street Parking and Loading

Why in Syracuse?

• Ensure development has sufficient parking to meet demand
• Allow flexibility in how parking is provided
• Encourage multi-modal transportation
• Avoid expanses of unused parking
• Reduce stormwater runoff and improve water quality
Applicability

- New development
- Expansions 20% or larger
- Change in use
- Exempt: MX-5; small lots; small retail/office
4.4: Off-Street Parking and Loading

Standards

• Parking maximum – 125 percent of required parking

• Parking alternatives
  – Shared parking
  – On-street parking
  – Proximity to transit

• Minimum bicycle parking requirements
Draft Development Standards

4.8: SIGNS
Corner Store Signage (Windows, Wall, Awning)
Roof Signs, Monument Signs
4.8: Signs

Why in Syracuse?

• Reduce sign clutter
• Improve enforceability
• Address First Amendment protections
• Current format is not user friendly
4.8: Signs

Applicability

New, replaced, relocated, altered, modified, or repaired signs

Exempt:

– Official government signs
– Signs located inside buildings (and not visible outside)
4.8: Signs

Standards

• **New sign types** (to remove content-based regulations)

• **Additional prohibited signs**

• **Table of sign standards**

• **Electronic changeable message signs**
4.6: SITE AND BUILDING DESIGN
Site and Building Design

- Mixed-use and commercial
- Block pattern
- Building placement and orientation
- Massing and horizontal articulation
- Transparency (windows/doors/openings)
- Required mix of uses
- Additional contextual standards for MX-1

Wall Articulation
Mixed-Use Building Design (Articulation and Roof Form)
Multi-Family Building Design (Articulation)
Mixed-Use Building Design (Ground Floor)
Multi-Family Building Design (Entry and Materials)
Mixed-Use Building Design (Compatibility with Existing Buildings)
Multi-Family Building Design (Compatibility with Adjacent Buildings)
Additions to Historic Structures/Building Step-Backs
Why in Syracuse?

• Apply design standards citywide (not only James Street and Lakefront area)
• Promote high-quality design
• Prevent poor design
• Minimize impacts of large buildings
• Encourage pedestrian-friendly development
4.6: Site and Building Design

• Applicability
  – New multifamily, mixed-use, and commercial in R4, R5, MX, and CM districts
  – Redevelopment and enlargements (30 percent or larger)
4.6: Site and Building Design

Generally

• Building placement and orientation
• Building entrances
• Materials
• Façade colors
• 360-degree architecture
• Roof form
• Vertical articulation
• Mechanical equipment screening
• Design for security
• Underground utilities
4.6: Site and Building Design

Multifamily

- Primary entrance orientation
- Height step-backs
- Massing and horizontal articulation
- Transparency (windows/doors/openings)
4.6: Site and Building Design

Commercial and Mixed-Use

- Block pattern
- Building placement
- Massing and horizontal articulation
- Transparency (windows, doors, openings)
- Mix of uses (encouraged)
- MX-1: additional standards to protect existing building forms
4.3: RESIDENTIAL COMPATIBILITY
Single-Family Adjacent to Multi-Family/Parking
Residential Adjacent to Service/Loading Areas
Residential Adjacent to Drive-Through Restaurant
Nonresidential Infill in a Residential Neighborhood
4.3: Residential Compatibility

Why in Syracuse?

• Ensure respectful transitions from mixed-use and commercial corridors to residential districts
• Encourage infill and redevelopment but not at the expense of single- and two-family neighborhoods
4.3: Residential Compatibility

Applicability

When nonresidential or mixed-use abuts single- or two-family residential in R1, R2, R3, or PD
4.3: Residential Compatibility

Standards

• **Use limitations** (storage, service areas, drive-through uses)
• **Building organization and design** (multi-building development, massing, height)
• **Parking location** (priority list, connections)
• **Lighting** (maximum height, minimize glare)
• **Operation** (outdoor/loading hours)
4.5: LANDSCAPING, BUFFERING, AND SCREENING
Parking Area Surfacing/Landscaping
Rear and Side Landscape Buffers
Parking Area Landscaping and Buffering
Service Area Loading and Screening
4.5: Landscaping, Buffering, and Screening

Why in Syracuse?

- Provide better transitions between uses
- Reduce runoff and stabilize soil
- Preserve visual quality
4.5: Landscaping, Buffering, and Screening

Applicability

– New development
– Renovations requiring a building permit
– New parking lots of 4 or more spaces
– **Exempt**: single- or two-family
4.5: Landscaping, Buffering, and Screening

Standards

• Side and rear lot buffers
  – Multifamily or nonresidential / residential
  – Four stories or taller / two stories or residential
  – Multifamily or nonresidential / open space district

• Administrative manual: specific reqts.

• Alternative landscape plans
  – Offer added flexibility
  – Must be justified by site or development conditions
Next Steps

• Zoning Ordinance
  – Next: Module 3, administration and procedures
  – Summer/Fall: Full consolidated ordinance

• Zoning Map
  – Continue collaborating with staff
  – Site visits to collect additional data
  – Neighborhood discussions continue
  – Draft 2 (May/June)

• Adoption Process (Fall 2017)
Feedback and Discussion

Please provide feedback on Module 2 by: Wednesday, May 31, 2017

Ways to provide feedback:

• Project email: ReZoneSyracuse@syrgov.net
• Project website: http://www.syrgov.net/ReZoneSyracuse.aspx
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