Coeur Housing

City of
Coeur d'Alene
IDAHO

October 1, 2020

Workshop 5 – Coeur Housing Committee

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Infill Housing Discussion Items - Overview:

1. Naming/Branding of the new infill Code - Completed
2. Where? Protect some existing single family residential neighborhoods? - Completed
3. Transect Planning Area - Completed
4. Livability and Walkability Infill Housing Best Practices - Completed
5. Housing Types & Unit Counts? - Completed
6. What is the appropriate Building height? - Completed
7. 2nd / 3rd Story Stepback? - Completed
8. Lot Size to allow for Infill Housing: Minimum and Maximums? - Completed
9. Parking Requirements and Size of Parking Spaces? - Completed
10. Design Standards / Form Based Codes? – In process / (Follow-Up: Today)
11. What are the appropriate Setbacks? - Completed
12. Lot Coverage / Open Space? - Completed

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Infill Housing Discussion Items - Overview*:* *…Continued*

13. Coeur Housing Unit Size: *Square foot Minimum? – Maximum?* - Today
14. Number of Units Allowed: *Should there be a minimum and maximum number of units allowed per Coeur Housing type?* - Today
15. Lot sizes per Coeur Housing type: *Minimum? – Maximum?* - Today
16. Should a Survey be required? – Today

Questions and Answers with City Staff:

(Building, Water, Wastewater, Planning, Fire, and Engineering)

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Coeur Housing

Mission Statement

To create a new Infill Housing code to allow additional housing units that are quality in design in areas of the city that are appropriate.

Discussion Item – 10:

Design Elements: Follow-Up

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Discussion Item – 10: Design Elements

Where We Are Going:

- Recap previous workshop discussions
- Show examples of pocket housing projects
- Discuss possible design elements used by other jurisdictions
- Finish with a conversation on the direction of the design elements portion of the Coeur Housing code

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Discussion Item – 10: Design Elements

Recap of previous discussion:

- Design of units is very important (Good Quality of Design)
- No vinyl or T1-11 siding on Coeur Housing projects
- Directed staff to provide design element examples
- Directed staff to provide an example of how the process will work for both the city to review a Coeur Housing project, and the process for an architect to design and submit for permit

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Discussion Item – 10: Design Elements

Previous examples under pocket housing:

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Discussion Item – 10: Design Elements

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Discussion Item – 10: Design Elements

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Discussion Item – 10: Design Elements

Discussion:

What design elements should Coeur Housing incorporate into the code?

**Each Coeur Housing type will most likely have differing design elements to match appropriate intensity of development*

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Discussion Item – 10: Design Elements

Design Element Examples:

- ❑ Change/Mix of Materials
- ❑ Roof Pitch Modulation
- ❑ Scale
- ❑ Massing/Modulation
- ❑ Landscaping
- ❑ Lighting
- ❑ Garbage/Trash Screening
- ❑ Garage Door Design
- ❑ Street Frontage Façade
- ❑ Dispersion Requirement
- ❑ Ground Level/Rooftop Equipment
- ❑ Town Home/Cottage Home Variation
- ❑ Ground Level Entrance/Front Porch
- ❑ Blank Wall Treatments

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Discussion Item – 10: Design Elements

Change/Mix of Materials

Example Code:

A change of materials, colors, or textures on building elements is encouraged to provide further articulation and additional variety and craftsmanship

—City of Bellingham

This building is a good departure example. Its two clear articulation features are the window patterns and the entry/building modulation feature (3 minimum are required). However, the overall effectiveness of these articulation features combined with the high quality of materials and detailing and the relatively small width of the building help it meet the intent of the standards.

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Discussion Item – 10: Design Elements

Roof Pitch Modulation

Example Code:

Roofline modulation. In order to qualify as a façade articulation feature, rooflines must employ one or more of the following:

1. For flat roofs an extension of the parapet or a break in the parapet of at least one foot measured from the adjacent roof or adjacent parapet. If no parapet is present a horizontal roof edge/eave extension of at least two feet.

2. A pitched roofline segment(s) scaled appropriately to the façade.

3. A combination of the above.

Departures will be considered provided the roofline modulation design effectively reduces the perceived scale of the building and adds visual interest

—City of Bozeman

The left building illustrates a pitched roof example and the right building includes a combination of flat and gabled rooflines.

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Discussion Item – 10: Design Elements

Scale Example Code:

Create a human scale streetscape by including vertical and horizontal patterns as expressed by bays, belt lines, doors, and windows—City of Spokane

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Discussion Item – 10: Design Elements

***Massing/Modulation* Example**

Code:

Buildings must be modulated along the public street at least every 30 feet. Building modulations must step the building wall back or forward at least four feet

—City of Bellingham

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Discussion Item – 10: Design Elements

***Landscaping* Example Code:**

A certain % of the area between the front lot line and the front building line must be landscaped. At a minimum, the required landscaped area must be planted with living ground cover

—City of Spokane

**Most likely would vary between Coeur Housing types*

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Discussion Item – 10: Design Elements

Lighting Example Code:

To diminish the amount of glare and spillover from lighting, the following standards shall apply:

i. Intensity: Exterior lighting fixtures shall not exceed one foot-candle in intensity

*ii. Cutoffs required: Lighting fixtures shall comply with the standards of *Insert other muni. code here**

—City of Spokane

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Discussion Item – 10: Design Elements

Garbage/Trash Screening

Example Code:

Each dwelling unit must provide an enclosure area for trash and recycling or a common receptacle area must be provided. Common receptacles must be screened on at least three sides with a solid fence or wall of not less than 6’ in height and must be located for easy access by trash pick-up vehicles

—City of Bend

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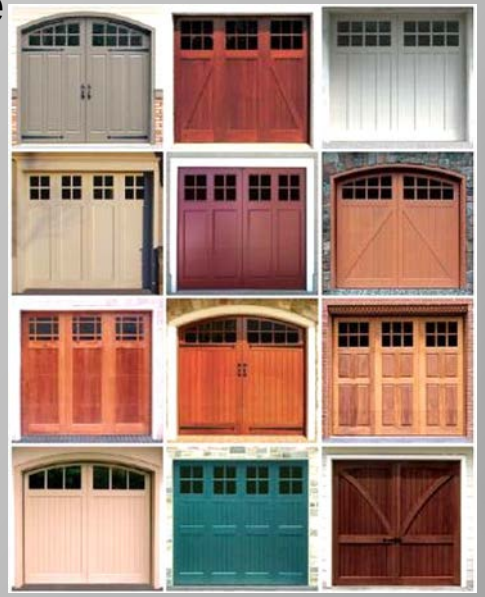
Discussion Item – 10: Design Elements

***Garage Door Design* Example**

Code:

Buildings should minimize the impact of garages on the streetscape by utilizing garage doors with windows or other architectural features

—City of Bellingham



**Would apply to garages fronting a street*

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Discussion Item – 10: Design Elements

Street Frontage Façade

Design Example Code:

Building Orientation; All building elevations adjacent to a street right-of-way shall provide doors, porches, balconies, and/or windows. A minimum of 40 percent of front (i.e., street-facing) elevations, and a minimum of 30 percent of side and rear building elevations, shall meet this standard. ***Percent of elevation*** *is measured as the horizontal plane (lineal feet) containing doors, porches, balconies, terraces and/or windows. The standard applies to each full and partial building story.*

—City of Bend

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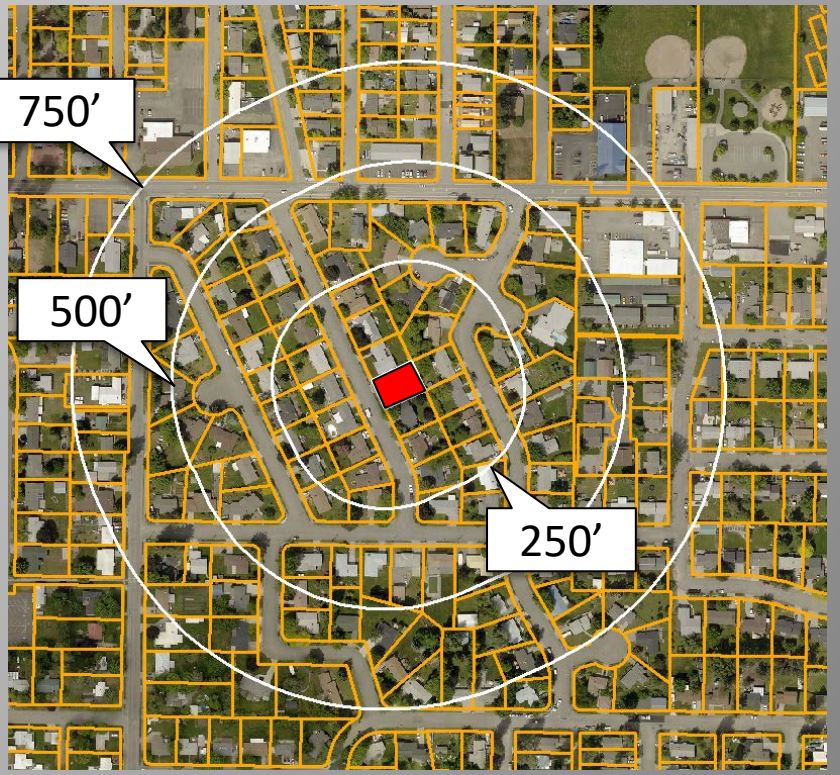
Discussion Item – 10: Design Elements

Dispersion **Example Code:**

The dispersion requirement is designed to disallow cottage developments from clustering in any one area so that housing diversity is retained. In the RS zone, developments containing cottage/carriage homes may not be located closer than seven hundred fifty feet (750') to another development approved under the provisions of this section.

—City of Sandpoint



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Discussion Item – 10: Design Elements

Ground Level Equipment

***Screening* Example Code:**

Service areas (loading docks, trash dumpsters, compactors, recycling areas, electrical panels, and mechanical equipment areas) must be located for convenient service access while avoiding negative visual, auditory, olfactory, or physical impacts on the streetscape environment and adjacent residentially zoned properties. Service areas must be sited for alley access if available.

—City of Bozeman

Place utility meters in less visible locations. The upper and lower left examples are successfully tucked away in a less visible location and/or screened by vegetation. The right images are poorly executed and would not be permitted in such visible locations. Such meters must be coordinated and better integrated with the architecture of the building.

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Discussion Item – 10: Design Elements

Roof-top Equipment Screening

Example Code:

All rooftop mechanical equipment, including air conditioners, heaters, vents, and similar equipment must be fully screened from public view both at grade and from higher buildings with the exception of solar panels and roof-mounted wind turbines. Screening must be located so as not to interfere with operation of the equipment.

—City of Bozeman

The top illustration and the East Main Street building aerial and street view illustrate examples of rootop mechanical equipment that has been screened by walls (top illustration) or parapets (East Main Street building).

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Discussion Item – 10: Design Elements

Townhome/Cottage Home

***Variation* Example Code:**

Buildings should employ a variety in orientation, design, and layout between cottages while maintaining a similar character to help distinguish units and support a neighborhood feel. Changes in materials, colors, or textures and colors to add visual interest and character to the development are encouraged.

—City of Bellingham

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Discussion Item – 10: Design Elements

Visible Ground-Level

Entrance/Front Porch

***Requirement* Example Code:**

Each dwelling unit must have a separate, ground-related entrance. Units that front the public street shall have entrances facing the public street.

Each dwelling unit shall have a covered front porch no less than 50 SQ FT with no dimension less than five feet.

—City of Bellingham

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Discussion Item – 10: Design Elements

Blank Wall Treatment

Example Code:

Untreated blank walls visible from a public street, pedestrian-oriented space, common usable open space, or pedestrian pathway are prohibited.

—City of Bozeman

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Discussion Item – 10: Design Elements

Consensus Discussion:

- ❑ Change/Mix of Materials
- ❑ Roof Pitch Modulation
- ❑ Scale
- ❑ Massing/Modulation
- ❑ Landscaping
- ❑ Lighting
- ❑ Garbage/Trash Screening
- ❑ Garage Door Design
- ❑ Street Frontage Façade
- ❑ Dispersion Requirement
- ❑ Ground Level/Rooftop Equipment
- ❑ Town Home/Cottage Home Variation
- ❑ Visible Ground Level Entrance/Front Porch
- ❑ Blank Wall Treatments

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Discussion Item – 10: Design Elements

Consensus Discussion:

- What other design elements should we explore?
- What should Coeur Housing look to avoid within its design elements?
- Design departure process as a part of the Coeur Housing Code?

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Discussion Item – 10: Design Elements

Next Steps:

** Staff will be directed to developed code language that incorporates form and design standards for each of the Coeur Housing types.*

Future Workshop: After staff develops draft code language, Infill Housing Committee will review and make recommendations/changes to the draft "Coeur Housing" code.

Discussion Item – 13:

Unit Size: *Square Feet*

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Discussion Item – 13: Unit Size (Square Feet)

What do we mean by unit size.

Housing Type:

There are 8 different Coeur Housing types.

- *Tri-plex*
- *Four-plex*
- *Cottage Court*
- *Tiny House Court*
- *Courtyard Apartment*
- *Townhouse*
- *Live/Work*
- *Multi-Plex: Small*
- *Multi-Plex: Large*

Unit Size:

The size of each unit within each of the Coeur Housing types.

Example: *Tri-Plex = 3 Units*

Should there be a requirement on the maximum square footage that would be allowed for each unit within the tri-plex?

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Discussion Item – 13: Unit Size (Square Feet)

Should Coeur Housing have a Maximum Unit Size?

- *850SF 1,000SF 1,250SF 1,400SF*
- *Other SF?*
- *No requirement – Let the developer decide the size of each unit.*

  (Lot size and parking requirements will also be a factor)
- *Should only be required for the "Tiny House Court and Cottage Court" Coeur Housing types.*

(Tiny House: = A dwelling Unit that is 400 square feet or less in floor area excluding lofts.)

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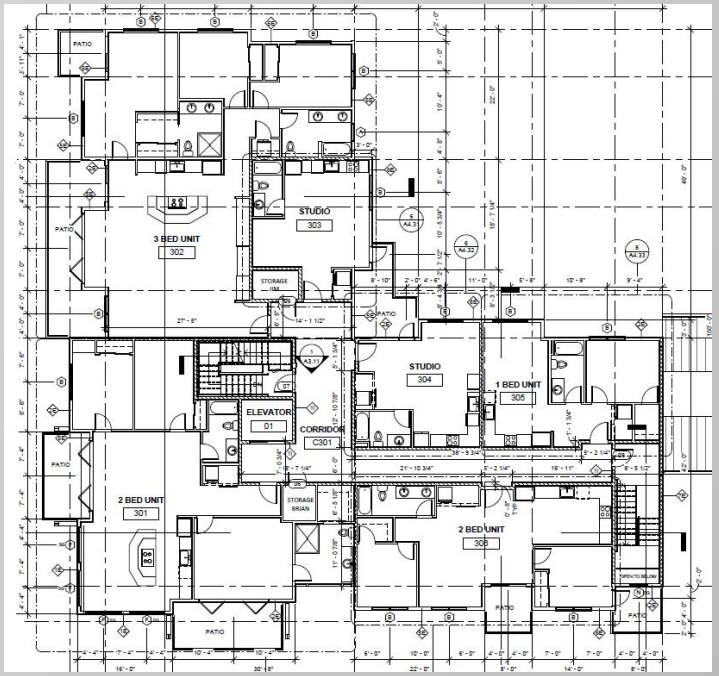
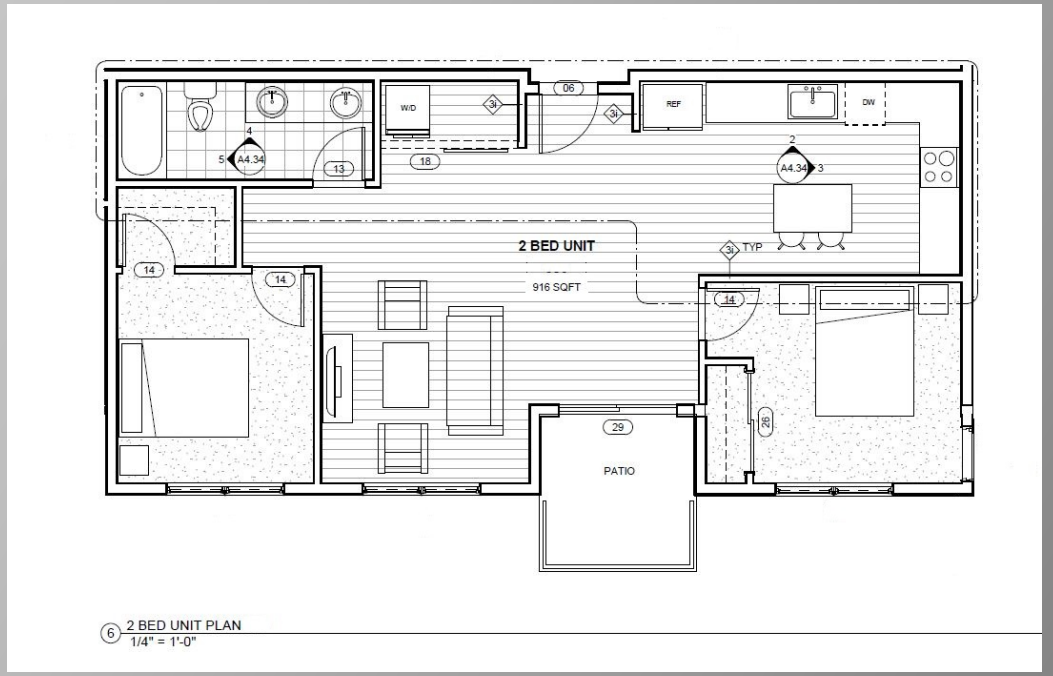
Discussion Item – 13: Unit Size (Square Feet)

***Unit Size* – Example:**





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Discussion Item – 13: Unit Size (Square Feet)

Current Code: No Unit Size requirement.

For Single Family

or

For Multi Family

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Discussion Item – 13: Unit Size (Square Feet)

Sandpoint: ***9-4-7-4: HOUSING TYPES DEFINED:***

CARRIAGE UNIT: A dwelling unit, not to exceed eight hundred (800) square feet in gross floor area, located above a garage structure in a cottage housing development.

COTTAGE HOUSING: A tract of land under single ownership or unified control developed with four (4) to twenty four (24) detached dwelling units (each unit no larger than 1,000 square feet) arranged on at least two (2) sides of a commonly owned courtyard/common area. Parking space is also commonly owned. Cottage housing development may or may not be condominiums.

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Discussion Item – 13: Unit Size (Square Feet)

Bellingham: ***20.28.080*** ***Cottage housing.***

"No structure shall be larger than 1,000 square feet and no single floor area shall be larger than 600 square feet."

Spokane: ***Section 17C.110.350*** ***Cottage Housing***

"The total floor area of each cottage unit shall not exceed one thousand two hundred square feet and the footprint shall not exceed one thousand square feet."

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Discussion Item – 13: Unit Size (Square Feet)

Current Code: No Unit Size Maximums.

Other city's infill code regarding maximum size of infill unit.

- Spokane, WA – Yes (*in Cottage Housing only*): **1,200SF**
- Sandpoint, ID – Yes (*in Cottage Housing only*) : **1,000SF**
- Bellingham, WA - Yes (*in Cottage Housing only*) : **1,000SF**
- Bend, OR - No maximum size requirement

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Discussion Item – 13: Unit Size (Square Feet)

Consensus Discussion

Should Coeur Housing require a Maximum SF allowed per housing type?

- *850SF 1,000SF 1,250SF 1,400SF*
- *Other SF?*
- *No requirement – Let the developer decide the size of each unit.*

(Lot size and parking requirements will also be a factor)

Or

- *Should be required only for the "Tiny House Court and Cottage Court" Coeur Housing types.*

(Tiny House: = A dwelling Unit that is 400 square feet or less in floor area excluding lofts.)

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Discussion Item – 13: Unit Size (Square Feet)

Consensus Discussion

Should Coeur Housing require a Maximum SF required per unit per housing type?

- ❑ Yes
- ❑ No

** If Yes, Staff will be directed to developed code language that incorporates a maximum Square footage requirements for each of the different housing types.*

Future Workshop: After staff develops draft code language, Infill Housing Committee will review and make recommendations/changes to the draft "Coeur Housing" code.

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Discussion Item – 14:

Number of Units per Housing Type

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Discussion Item – 14: Number of Units per Coeur Housing Type

Should Coeur Housing have regulations on each housing type have a minimum and maximum number units allowed per each Coeur Housing type?

Examples:

- *Cottage House development: Min 4 - Max 12 units?*
- *Tiny House development: Min 5 - Max 10 units ?*
- *Multi Family-Small: Min 6 - Max 10 units ?*
- *Multi Family-Large: Min 11 - Max 18 units ?*

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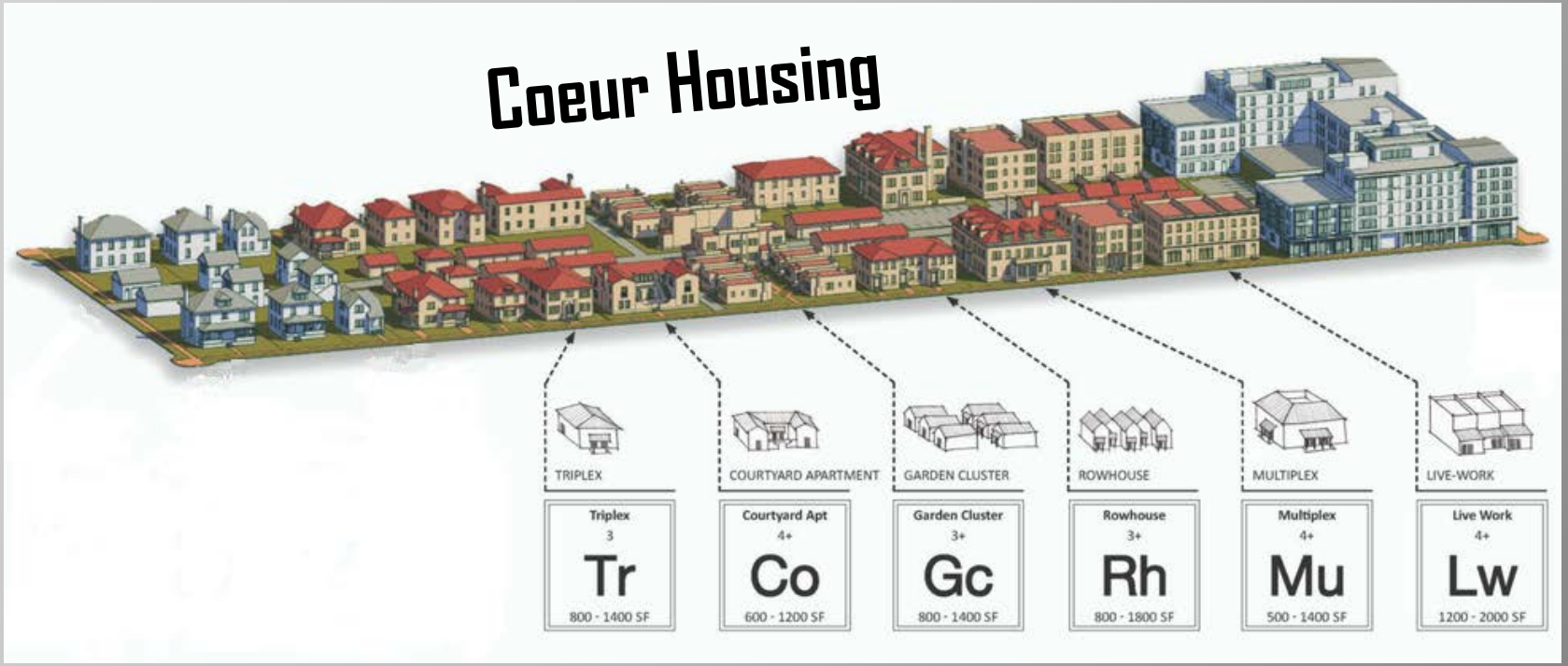
Discussion Item – 14: Number of Units per Coeur Housing Type



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Discussion Item – 14: Number of Units per Coeur Housing Type

***Housing Type*:**

There are 8 different Coeur Housing types.

- *Tri-plex*
- *Four-plex*
- *Cottage Court*
- *Tiny House Court*
- *Courtyard Apartment*
- *Townhouse*
- *Live/Work*
- *Multi-Plex: Small*
- *Multi-Plex: Large*

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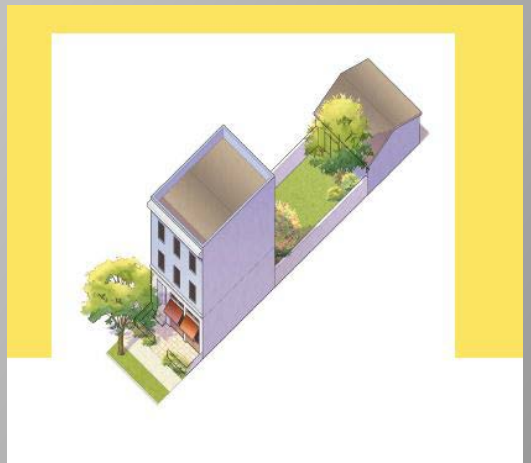
Discussion Item – 14: Number of Units per Coeur Housing Type

Tri-Plex & Four Plex

3-4 units



Live/Work

1 unit

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Discussion Item – 14: Number of Units per Coeur Housing Type

Cottage Court

Units: 4-12

Courtyard Building

Units: 7-20

Tiny House Court

Units: 4-10

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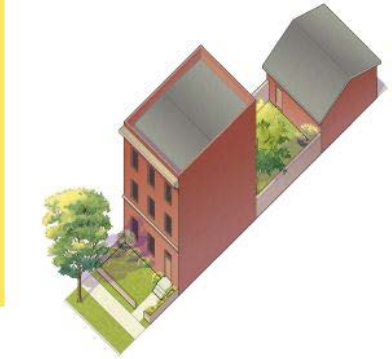
Discussion Item – 14: Number of Units per Coeur Housing Type



Townhouse

1 unit

Multiplex Large

Units: 11-20

Multiplex Small

6-10 units

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Discussion Item – 14: Number of Units per Coeur Housing Type

Consensus Discussion

***Housing Type*:**

- *(3) Tri-plex*
- *(4) Four-plex*
- *(4-12) Cottage Court*
- *(4-10) Tiny House Court*
- *(7-20) Courtyard Apartment*
- *(1) Townhouse*
- *(1) Live/Work*
- *(6-10) Multi-Plex: Small*
- *(11-20) Multi-Plex: Large*

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Discussion Item – 14: Number of Units per Coeur Housing Type

Should Coeur Housing have regulations on each housing type have a minimum and maximum number units allowed per each Coeur Housing type?

- ❑ Yes
- ❑ No

** If Yes, Staff will be directed to developed code language that incorporates number of units for each of the Coeur Housing types.*

Future Workshop: After staff develops draft code language, Infill Housing Committee will review and make recommendations/changes to the draft "Coeur Housing" code.

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Discussion Item – 15:

Lot Sizes per Coeur Housing Type

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Should Coeur Housing have regulations regarding Lot Sizes per Housing Type?

Examples:

- Cottage House development: *Min 6,250 SF - Max 11,500 SF?*
- Tiny House development: *Min 6,250 SF - Max 9,500 SF?*
- Four-plex: *Min 6,250 SF - Max 8,500 SF?*
- Multi Family-Small: *Min 6,250 SF - Max 12,500 SF?*
- Multi Family-Large: *Min 9,250 SF - Max 18,500 SF?*

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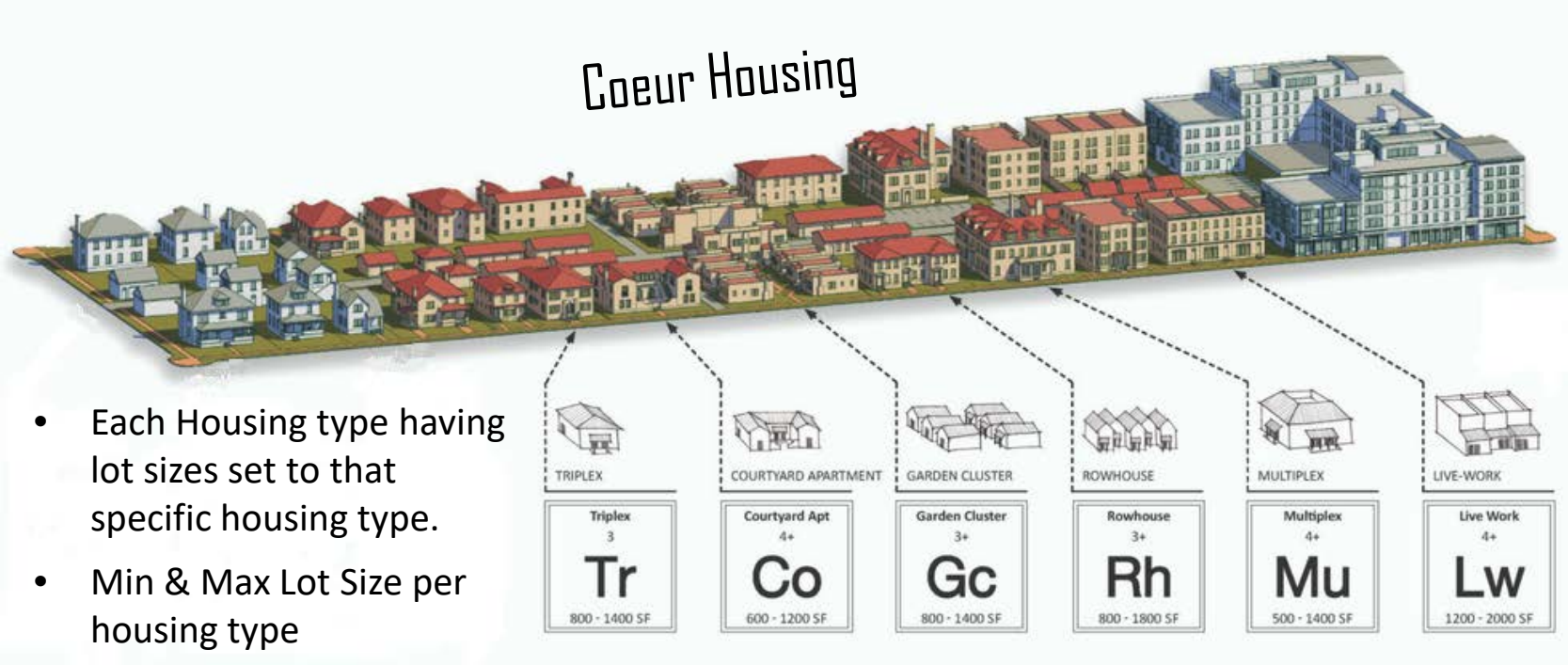
Discussion Item – 15: Lot Sizes per Coeur Housing type



- Each Housing type having lot sizes set to that specific housing type.
- Min & Max Lot Size per housing type

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Cottage Court

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Cottage Court

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Cottage Court

Ideal Specifications

Lot	
Width	110 feet
Depth	150 feet
Area	16,500 sq. ft.
	0.4 acres
Units	
Number of Units	8 units
Typical Unit Size	840 sq. ft.
Density	
Net Density	21 du/acre
Gross Density	16 du/acre
Parking	
Parking Ratio	1.625 per unit
On-street Spaces	5
Off-street Spaces	1 per unit max.
Setbacks	
Front	15 feet
Side	5 feet
Building	
Building Size	
Width	24 feet
Depth	35 feet
Height (to eave)	15 feet
Floors	1 story

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Four-plex

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Four-plex

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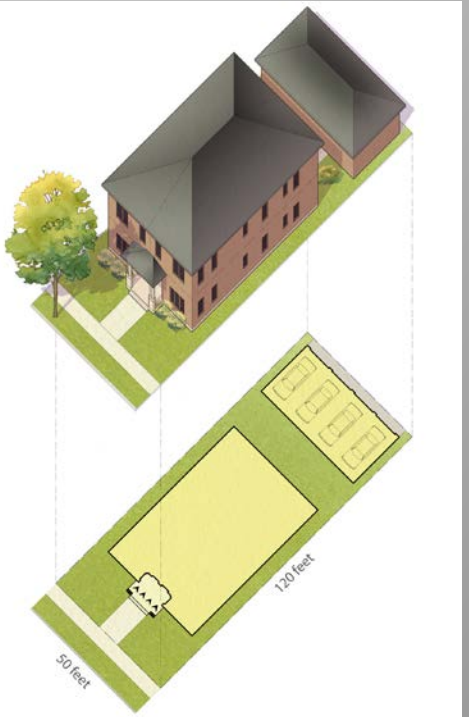
Discussion Item – 15: Lot Sizes per Coeur Housing type

Four-plex

Ideal Specifications

Lot	
Width	50 feet
Depth	120 feet
Area	6,000 sq. ft.
	0.138 acres
Units	
Number of Units	4 units
Typical Unit Size	1,200 sq. ft
Density	
Net Density	29 du/acre
Gross Density	22 du/acre
Parking	
Parking Ratio	1.5 per unit
On-street Spaces	2
Off-street Spaces	4
Setbacks	
Front	15 feet
Side	5 feet
Building	
Width	40 feet
Depth	60 feet
Height (to eave)	21 feet
Floors	2 stories



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Discussion Item – 15: Lot Sizes per Coeur Housing type

Live-Work

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Live-Work

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Live-Work

Ideal Specifications

Lot	
Width	25 feet
Depth	120 feet
Area	3,000 sq. ft.
	0.069 acres
Units	
Number of Units	1 unit
Typical Unit Size	1,750 sq. ft
Density	
Net Density	15 du/acre
Gross Density	11 du/acre
Parking	
Parking Ratio	3.0 per unit
On-street Spaces	1
Off-street Spaces	2
Setbacks	
Front	10 feet
Side	0 feet
Building	
Width	25 feet
Depth	35 feet
Height (to eave)	38 feet

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Multi Plex

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Multi Plex

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Multi Plex

Ideal Specifications

Lot	
Width	95 feet
Depth	115 feet
Area	10,925 sq. ft.
	0.251 acres
Units	
Number of Units	12 units
Typical Unit Size	765 sq. ft
Density	
Net Density	48 du/acre
Gross Density	35 du/acre
Parking	
Parking Ratio	1.08 per unit
On-street Spaces	4
Off-street Spaces	9
Setbacks	
Front	15 feet
Side	5 feet
Building	
Width	75 feet
Depth	65 feet
Height (to eave)	28 feet
Floors	2.5 stories

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Townhouse

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Discussion Item – 15: Lot Sizes per Coeur Housing type

Townhouse

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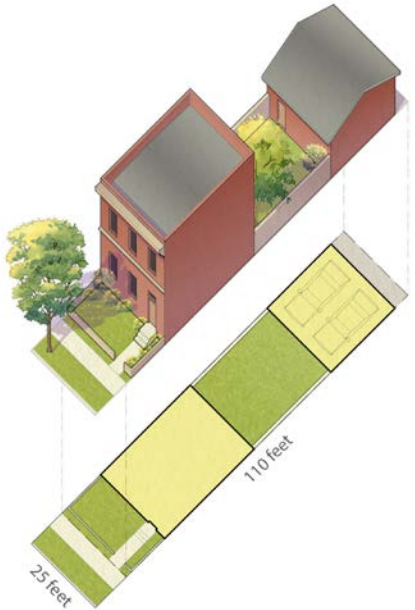
Discussion Item – 15: Lot Sizes per Coeur Housing type

Townhouse

Ideal Specifications

Lot	
Width	25 feet
Depth	110 feet
Area	2,750 sq. ft.
	0.063 acres
Units	
Number of Units	1 unit
Typical Unit Size	1,750 sq. ft
Density	
Net Density	16 du/acre
Gross Density	12 du/acre
Parking	
Parking Ratio	3.0 per unit
On-street Spaces	1
Off-street Spaces	2
Setbacks	
Front	10 feet
Side	0 feet
Building	
Width	25 feet
Depth	35 feet
Height (to eave)	28 feet
Floors	2 stories



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Discussion Item – 15: Lot Sizes per Coeur Housing type

Tri-Plex

Ideal Specifications

Lot	
Width	40 feet
Depth	105 feet
Area	4,200 sq. ft.
	0.096 acres
Units	
Number of Units	3 units
Typical Unit Size	1,008 sq. ft
Density	
Net Density	31 du/acre
Gross Density	23 du/acre
Parking	
Parking Ratio	1.67 per unit
On-street Spaces	2
Off-street Spaces	3
Setbacks	
Front	15 feet
Side	5 feet
Building	
Width	24 feet
Depth	42 feet
Height (to eave)	30 feet
Floors	3 stories

Workshop 5 – Coeur Housing Committee

Discussion Item – 15: Lot Sizes per Coeur Housing type

Consensus Discussion

Should Coeur Housing have regulations regarding Lot Sizes per Housing Type?

- ❑ Yes
- ❑ No

** If Yes, Staff will be directed to developed code language that incorporates lot sizes per Coeur Housing type.*

Future Workshop: After staff develops draft code language, Infill Housing Committee will review and make recommendations/changes to the draft "Coeur Housing" code.

City of Coeur d'Alene IDAHO

Discussion Item – 16:

Survey

City of Coeur d'Alene IDAHO

Workshop 5 – Coeur Housing Committee

Discussion Item – 16: Survey

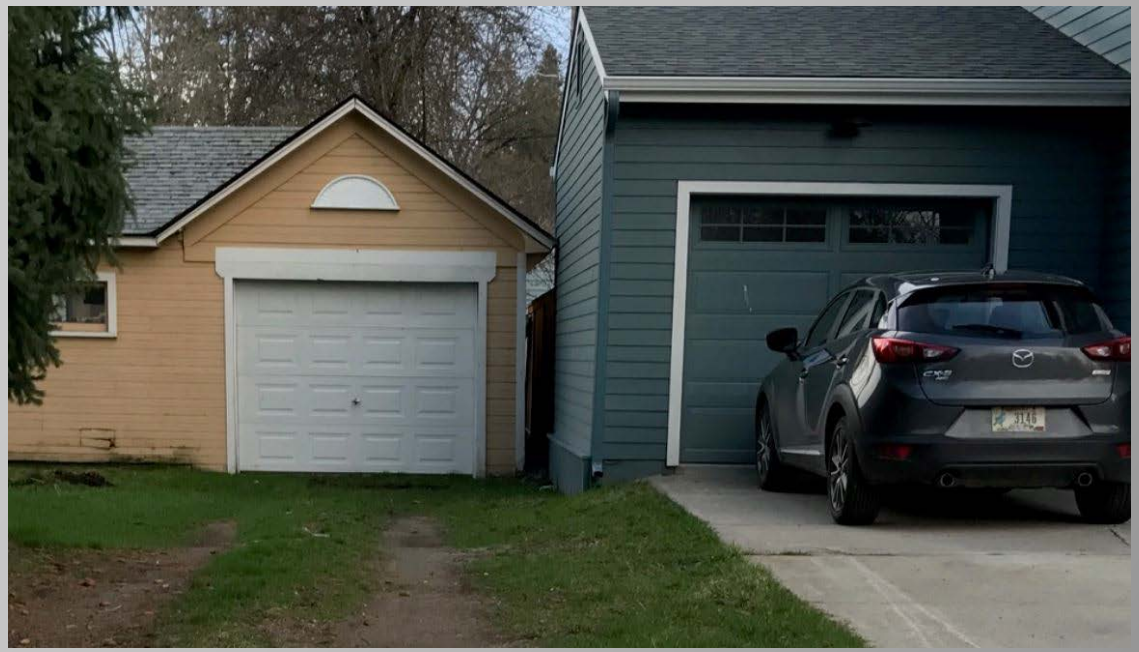
Should Coeur Housing have regulations that require a Survey of the lot to ensure proper setbacks?

City of Coeur d'Alene IDAHO

Workshop 5 – Coeur Housing Committee

Discussion Item – 16: Survey

To ensure proper setbacks from neighboring property



City of Coeur d'Alene IDAHO

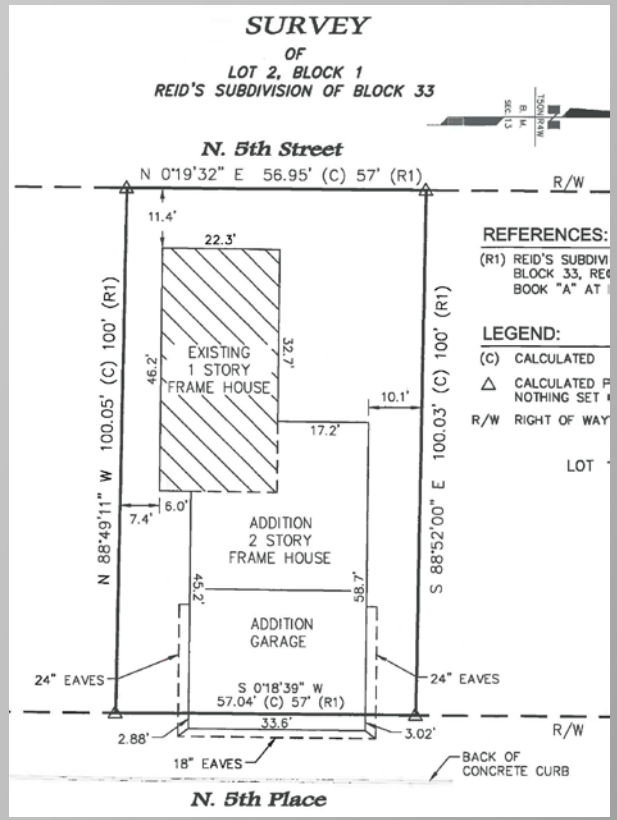
Workshop 5 – Coeur Housing Committee

Discussion Item – 16: Survey

To ensure proper setbacks from Alley and Street ROW

Workshop 5 – Coeur Housing Committee

Discussion Item – 16: Survey



Workshop 5 – Coeur Housing Committee

Discussion Item – 16: Survey

Consensus Discussion

Should Coeur Housing have regulations that specify a survey be required?

- ❑ Yes
- ❑ No

City of Coeur d'Alene IDAHO

Workshop 5 – Coeur Housing Committee

Questions and Answers
with City Staff.

City of Coeur d'Alene IDAHO

Workshop 5 – Coeur Housing Committee

Where have we been:

1. Infill Housing Committee Workshop -1: February
2. Infill Housing Committee Workshop -2: June
3. Infill Housing Committee Workshop -3: July
4. Infill Housing Committee Workshop -4: August
5. Infill Housing Committee Workshop -5: October

Workshop 5 – Coeur Housing Committee

Where are we going: Tentative Schedule

1. Staff Update City Council on Progress: October

   Staff begins to draft Coeur Housing Code: October

2. Public Workshop - 6: November
   (Public Workshop with Coeur Housing Committee and Development Community)
3. Coeur Housing Committee Workshop – 7 December
   (Coeur Housing Draft Code Review)
5. Joint Workshop – 8 January
   (Joint Workshop with Coeur Housing Committee, Planning Commission, and City Council)
6. Planning Commission Hearing: February
7. City Council Hearing: March "**Coeur Housing" Code Adoption**