



Statement of Vision

Lafayette's panoramic view of the Rocky Mountains inspires our view into the future. We value our heritage, our unique neighborhoods, a vibrant economy and active lifestyles. We envision a future that mixes small-town livability with balanced growth and superior city services.

NOTICE OF PLANNING COMMISSION WORKSHOP

This meeting will be conducted by electronic and telephonic means in order to protect the public health and safety according to a Declaration of Local Disaster Emergency issued by the Mayor of the City of Lafayette on March 17, 2020; and City of Lafayette Resolution No. 2020-23, extending the Mayor's declaration until terminated by Council.

SEE BELOW THE AGENDA FOR MEETING ACCESS AND PARTICIPATION OPTIONS

APRIL 8, 2021

JOINT WORKSHOP AGENDA

6:00 PM PLANNING COMMISSION/ COMMUNITY ADVISORY COMMITTEE (CAC) WORKSHOP

- I. OPENING OF MEETING
 - Call to Order
 - Pledge of Allegiance
 - Roll Call
- II. ADJOURNMENT OF PLANNING COMMISSION TO JOINT WORKSHOP WITH COMMUNITY ADVISORY COMMITTEE (CAC)
 - Introductions
 - Discussion of Availability of Land to Meet Comprehensive Plan Goals and Gaps (in terms of Housing, Multi-Modal Transportation, and Economic Development)
 - Discussion of Urban Design Guidance for Chapter 6 of the Comprehensive Plan
 - Key Takeaways, Preview of Next Workshop (Tentative Date: April 28^h)
- III. ADJOURN WORKSHOP

OPTIONS FOR ACCESSING THE MEETING

- Tune to Comcast Channel 8 or HD Channel 881.
- View the meeting on your computer at <https://www.lafayetteco.gov/627/Streaming-Video>. To provide comments during the meeting please connect <https://lafayetteco.gov.zoom.us/j/89172056394> or [via videoconference](#).
- Listen to the meeting by calling 253-215-8782. Once connected, you will be asked for the meeting number. The meeting number for April 8, 2021 workshop is 891 7205 6394. Then press # after entering the number.

OPTIONS FOR PARTICIPATING IN THE MEETING

- Submit written comments to [Planning Commission Secretary](#). If your remarks are received by 3:00 p.m. on April 8, 2021 they will be read into the record at the meeting.
- Participate on your computer [via videoconference](#).
- Use the “Raise Hand” icon during Public Input to request to speak. When it is your turn to speak, we will unmute your microphone.
- When listening over the phone, press *9 during Public Input to raise your hand to request to speak. When it is your turn, we will unmute your microphone.

MEMORANDUM

TO: Planning Commission and Community Advisory Committee Members

FROM: Jeff Brasel, Planning and Building Director
Britt Palmberg, Comprehensive Plan Consultant

DATE: For April 8, 2021 Joint Workshop

SUBJECT: April 8th Meeting Agenda Background Information

This memo is meant to provide background and context for the April 8, 2021 joint Planning Commission/Community Advisory Committee (CAC) workshop. We will present additional materials at the meeting, but the purpose of this memo is to provide the workgroup with some information ahead of the meeting so you are prepared to discuss the topics.

Availability of Land

This discussion item will focus on an analysis that will be shared with the workgroup detailing various growth scenarios for population and employment that the City could expect based upon vacant land within the City limits and the City's Urban Growth Boundary. This information will help guide discussion on housing and economic development policies and the relationship of these policies to land use and urban design policies to be articulated in the plan.

Some key questions associated with the analysis of the availability of land may include:

Is the range of potential housing opportunities in Lafayette constrained due to the lack of available land? If so, does this affect the types of housing products that the City desires to be built? Does it affect our policies with regards to the preservation of existing housing?

Is the ability to provide opportunities for new employment constrained by a lack of available land? If so, does this affect our goals in the Comprehensive Plan for employment and economic development? Does a lack of land affect the types of non-residential development that may be desired? Does it affect how we encourage (or not encourage) redevelopment and what redevelopment may look like?

This analysis of available land will also provide key data points for other City plans (such as the multi-modal transportation plan) and continue to be used by staff going forward.

Urban Design Guidance

This part of the meeting will focus on establishing basic urban design parameters for the future land use areas/typologies that are envisioned with the Comprehensive Plan. These parameters are meant to provide high level guidance on various components and elements of urban design in order to set forth expectations for the physical development and character of the various areas outlined on the

Comprehensive Plan Framework Map. The urban design parameters will also help provide the policy framework, within the Comprehensive Plan, for the eventual rewriting of the City's zoning and land development code (following the Comprehensive Plan effort).

During the meeting, we will be discussing exhibits that begin to outline preferences for various urban design elements and high-level urban design principles associated with each land use category outlined on the Framework Map.

We expect the group will have a robust discussion around this topic. The April 8th workshop is meant to serve as an initial discussion on these topics. While Staff and the Consultant are still working on refining these exhibits for the workshop, we will update the exhibits based upon feedback at the workshop and distribute the revised exhibits to the working group as a follow up to the meeting, for your continued review and input over the next month.

An example urban design matrix is attached for the Old Town area to assist you with understanding the exercise and help you prepare your thoughts on the topic.

What is Urban Design?

Before we begin the discussion as it pertains to the exercise above, Staff and the Consultant will provide a primer on the topic of urban design at the meeting to help inform the discussion and establish a common vocabulary. The following provides a high level summary of an "urban design primer".

Urban design is the process and resulting outcomes of designing and arranging our streets, infrastructure, buildings, groups of buildings, public and open spaces, and parking in such a way that creates a particular character or sense of place. The resulting sense of place in turn affects how people interact and experience their surrounding environment.

The main elements of urban design include:

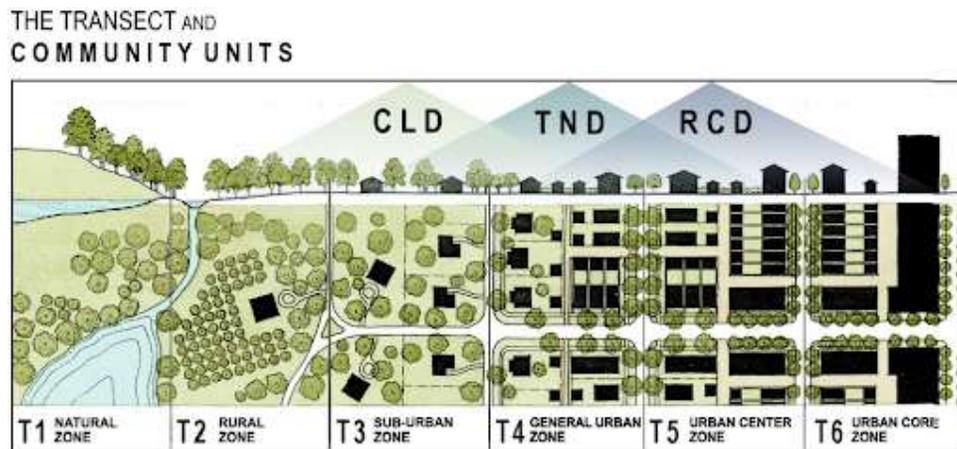
- Mobility Network – the location and interconnectedness of streets, sidewalks, and trails, resulting in blocks, and the community's overall system of connectivity
- Street Design – the function and design of a street including connected movement for all modes of travel, facilities provided for each mode, areas of activity within the public right of way, and landscaping and amenities (or lack of) within and adjacent to the street.
- Lot Size – the size and number of lots on a particular block
- Building Disposition/Siting – where the building sits on a lot relative to the boundaries of the lot and the street.
- Building Orientation – the direction the building is oriented in relation to the street, other buildings, open spaces, and other features of a lot.
- Building function/use – the general land use category of anticipated uses in buildings (residential, office, retail, civic, and mixtures of land uses, etc.)
- Building Height/Massing – The height of a building in stories and how buildings are shaped or transition to respond to other buildings, streets, open spaces, and other areas of the public realm
- Parking Location – location of vehicular parking on a lot and its relationship to nearby building(s) and the street

- Public and Open Spaces – natural and man-made landscapes where people can assemble, recreate and enjoy their surroundings. This category also includes natural areas intended to be left undisturbed, and corridors for wildlife.

The combination, inclusion, exclusion, and relationship of these elements to themselves and each other can result in wildly different types of places that people experience. The arrangement and design of these elements is urban design.

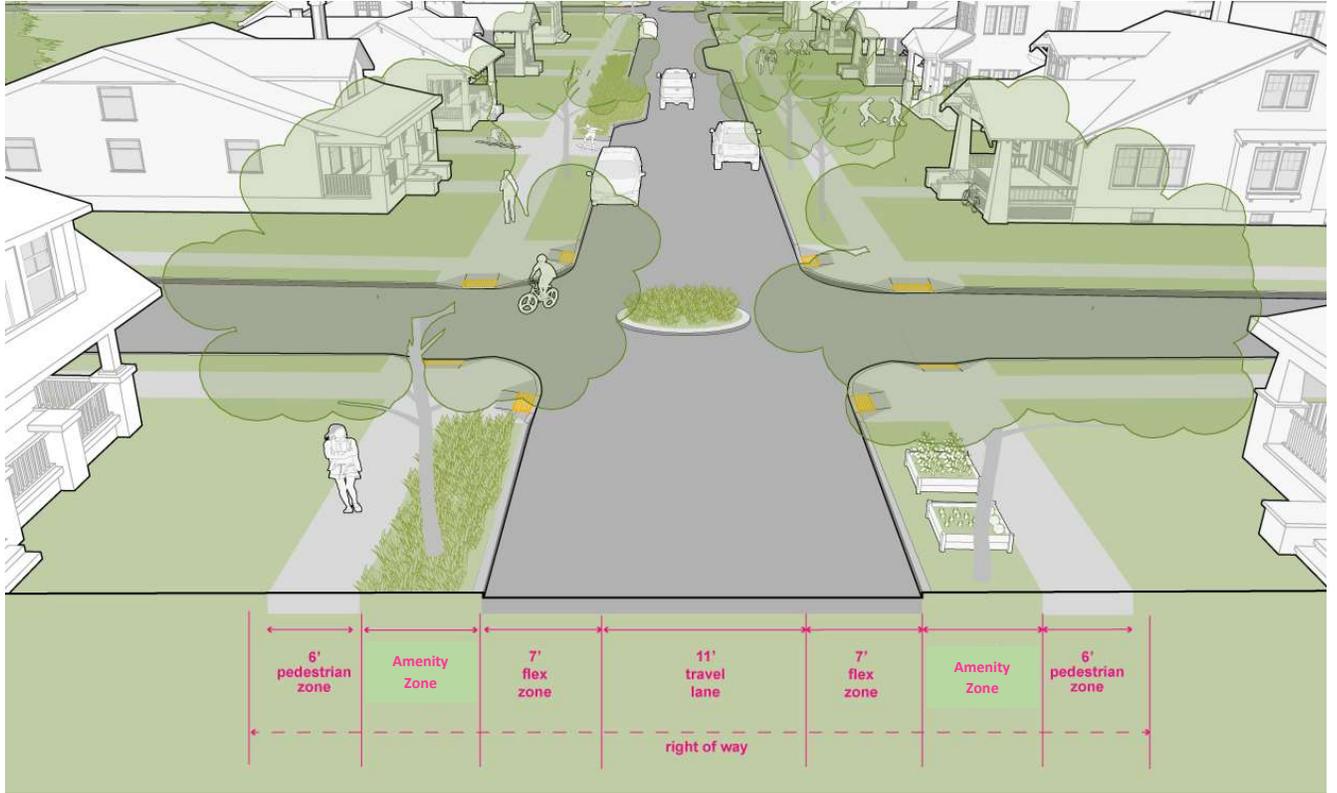
Categorization of Place Types

When discussing urban design of large areas, it is helpful to categorize place types that describe typical environments. This is sometimes done through the concept of a continuum of environments from natural to downtown called a transect. For example, in many communities, the range of transects often includes the following transects: Natural, Rural, Suburban, General Urban, Urban Center, and Urban Core. The types of transects can, of course, vary depending on the orientation of the community and the special character of a community. The notion of “transects” just provide a potential tool to use, when talking about place types as an outcome of typical arrangements of urban design elements and not something specifically being proposed in Lafayette.



Elements of a Street

Similar to describing urban design as an arrangement of various elements to design a place, the street can be viewed the same way. There are various elements of a typical street that can be arranged and dimensioned in various combinations and amenities which result in different functionality and appearance, as outlined in the exhibit below. A typical street section, as depicted for a fairly typical residential area, can include a pedestrian zone, an amenity zone that can include items such as street trees, landscaping, and other enhancements, the travel lanes (for vehicles), a flex zone (that can be used for parking, or for features such as bicycle travel).



Old Town:

Urban Design Guidance Category		Public Road (as well as Simpson Street, within Historic District)	Perpendicular Streets (Within One Block of Public Road)
Building Setbacks (from ROW)			
	Front	Minimal	Moderate
	Rear	Minimal	Moderate
Land Uses Allowed			
	Ground Floor	Civic, retail, service	Civic, retail, service, residential
	Upper Floors	Residential, lodging, civic, office	Residential, lodging, civic, office
Building Siting			
	Street corners	Require buildings to orient to street and street corners	Require buildings to orient to street and street corners
	Parking & Loading	Rear of buildings	Rear of buildings
Building Height			
	Principal Building Minimum	2 stories	1 story
	Principal Building Maximum	3 Stories (half of building facing Public Rd), 2 Stories (half of building facing away from Public Rd)	3 Stories (half of block closest to Public Rd), 2 Stories (half of block farther from Public Rd)
	Accessory Structure	Not permitted	Not permitted
Building Façade			
	Ground Floor Transparency	High	Moderate - High
	Upper Floor(s) Transparency	High	Moderate - High
	Frontage Coverage - Primary Street Façade	High	Moderate - High
	Frontage Coverage - Side Street Façade	High	Moderate - High
	Frontage Coverage - Rear Street Façade	No minimum	No minimum
Streetscape			
	Pedestrian Sidewalk	Significant Width, to Provide for Outdoor Dining, Entertainment	Moderate Width, to Facilitate Walking and Biking
	Landscape / Amenity Zone	High	Moderate
	Landscape & Amenities	Street trees, planters, public art, public seating, parklets, outdoor dining areas	Street trees, planters, public art, public seating, parklets, outdoor dining areas
	Bulbouts	At street corners and mid-block crossings	At street corners and mid-block crossings

Old Town, Overall Urban Design Principles

- Preservation of designated historic properties (both residential and commercial)
- Allow for integration of different housing types within existing residential fabric, including accessory dwelling units, tiny homes, casitas, and other housing types.
- Integration of additional housing types within existing residential lots should complement the architecture and character of existing residential units and the overall character of the neighborhood.
- Building heights should transition from potentially taller buildings along Public Road and Simpson Street, in a "staircase" manner, down to the prevailing height of surrounding residential land uses.
- The design of the Old Town area will encourage high quality transitions between public and private areas.
- Integration of additional open space areas, such as plazas and pocket parks, is encouraged along Public Rd, Simpson Street, and elsewhere in Old Town.

- Ground floor uses along Public Road and Simpson Street should provide for greater activity, including retail, entertainment, lodging, or civic uses.
- The City encourages the integration of residential and office uses above active uses, along and near Public Road and Simpson Street.
- As outlined in the urban design guidance for Public Road, the revitalization of Public Road toward South Boulder Road should encourage the creation of a "Main Street" character.
- Developments along Public Road and Simpson Street should provide for an attractive streetscape that provides for active uses and encourages greater visitation to the Old Town area.