

**NORTH LAS VEGAS CITY COUNCIL
AGENDA ITEM**

Number: **34**

SUBJECT: Ordinance 2437 (ZOA-02-08) an amendment initiated by the City of North Las Vegas to amend Title 17 by adding Section 17.24.225 implementing the criteria for developments using the Residential Design Incentive System.

REQUESTED BY: City of North Las Vegas

RECOMMENDATION OR RECOMMENDED MOTION: It is recommended that on March 19, 2008, Council introduce Ordinance No. 2437 and approve Ordinance No. 2437 on April 2, 2008.

FISCAL IMPACT:

Amount: \$

Explanation:

ACCOUNT NUMBER:

STAFF COMMENTS AND BACKGROUND INFORMATION:

At the meeting of February 27, 2008, the Planning Commission unanimously recommended approval (7-0 vote) of the proposed ordinance amendment. Commissioner Dean Leavitt made the motion to approve and Commissioner Ned Thomas seconded the motion.

With the proposed amendment, the city intends to create the Residential Design Incentive System (RDIS). The RDIS is intended to help implement some of the ideas expressed in the Comprehensive Plan. The Plan acknowledges the need for greater density and better integrated communities. The RDIS is a first step to provide an opportunity for a greater degree of flexibility in allowable densities in order to promote development that places a strong emphasis on high-quality site and building design, variety of housing types, and public amenities. The proposed amendment is intended to be an alternative to current development standards and does not replace any of the current regulations.

The Planning and Zoning Department recommended approval of the proposed amendment.

Attachments:

Ordinance Number 2437

Staff Report

Excerpt from the Planning Commission Minutes


LIST CITY COUNCIL GOAL(S):


Planned and Quality Growth.

PREPARED BY:

**RESPECTFULLY
SUBMITTED:**

**CITY COUNCIL
MEETING DATE:**


Frank A. Fiori, AICP
Acting Planning and Zoning Director


Gregory E. Rose
City Manager

March 19, 2008
April 2, 2008

ORDINANCE NO. 2437

AN ORDINANCE AMENDING TITLE 17 OF THE MUNICIPAL CODE OF THE CITY OF NORTH LAS VEGAS, RELATING TO ZONING (ZOA-02-08) BY ADDING SECTION 17.24.225 IMPLEMENTING THE CRITERIA FOR DEVELOPMENTS USING THE RESIDENTIAL DESIGN INCENTIVE SYSTEM AND PROVIDE FOR OTHER MATTERS PROPERLY RELATED THERETO.

THE CITY COUNCIL OF THE CITY OF NORTH LAS VEGAS DOES ORDAIN THAT TITLE 17 BE AMENDED AS FOLLOWS:

17.24.225 Residential Design Incentive System

A. Purpose

The purpose of the residential design incentive system is to provide an opportunity for a greater degree of flexibility in allowable densities in order to promote development that places a strong emphasis on high-quality site and building design, variety of housing types, and public amenities. More specifically, the system creates an incentive for developments to achieve the city's goals related to increasing amenities in neighborhoods such as open space and trails, a broader mix of housing prices to meet varying needs, improving pedestrian mobility and neighborhood connectivity, and fostering a greater sense of community cohesion.

B. Applicability

The residential design incentive system is applicable to development in the R-1 and R-2 Residential Districts.

C. Review Procedure

Residential density increases shall be awarded in accordance with the review procedures established in Section 17.28.067 Procedure for Residential Design Incentive System Development Approval.

D. Residential Design Incentive System Process

1. Step 1: Earning the Minimum Point Values

In order to qualify for the residential design incentive system, the development proposal must demonstrate that it has successfully achieved a minimum value within each category of criteria. The minimum values, listed in Table X1, vary accordingly to the applicable zoning district. A minimum number of criteria are required from each category to ensure developments achieve a range of quality design objectives in accordance with the goals and policies of the North Las Vegas Comprehensive Master Plan.

Table X1: Minimum Required Points by Category and Residential Zoning District

Zoning District	Base Density (du/ac)	Required Minimum Earned from Each Category (du/ac)			Minimum Qualifying Base Density
		Category 1	Category 2	Category 3	
R-1	4.5	0.5	0.5	0	5.5
R-2	6.01	0.5	0.75	0.75	8.0

2. Step 2: Increasing Density Towards the Maximum Allowable Density

Once the minimum value of criteria is earned for each respective category, additional increases up to the maximum allowable density within the given residential category, and how they are earned, is at the discretion of the developer. The developer may choose the number and combination of additional criteria (each with an associated du/ac density point value) to incorporate to further increase the density within the allowable range. Table X2 illustrates the remaining discretionary points for each category after the minimum qualifying density points are earned.

Table X2: Maximum Allowable Density Incentive by Residential Category

Zoning District	Base Density (du/ac)	Minimum Qualifying Base Density	Maximum Allowable Density	Discretionary Density After Minimum
R-1	4.5	5.5	6.0	0.5
R-2	6.01	8.0	13.0	5.0

3. Site Design Criteria and Design Incentive Point Values

- a. The residential design incentive system is designed to allow the developer flexibility in selecting the most appropriate design elements to incorporate in the development proposal. The design incentive criteria are organized into four general categories:
 - o Category 1: Building and Site Design,
 - o Category 2: Site Amenities, and
 - o Category 3: Mix of Housing Types.
- b. Each criterion within the four categories has an associated density point value expressed in dwelling units per acre (du/ac).
- c. The residential design incentive point values are earned based upon the successful incorporation of various criteria.
- d. The associated residential design incentive point value for any given criteria also varies by the base-zoning district.

Table X3: Category 1 Design Incentive Criteria - Building and Site Design

Category 1: Building and Site Design			Density Points du/ac	
			R-1	R-2
1	Quality of Building Materials	Building exteriors are constructed of materials with product warranties or an industry expected life of a 25-year minimum.	0.25	0.25
2	Architectural Variety	Housing incorporates architectural details and variations in the structure on all façades to offer visual interest and appeal. Architectural variety should be applied at a block level for maximum effect and is achieved through inclusion of at least two (2) of the following within the units on any given block of the development:	0.5	1.0
		a) Front porches or arcades (minimum of 8' x 10');		
		b) Distinct variations ¹ in all façades and accent materials including the location and proportion ² of windows and doors; and		
		c) Distinct difference in architectural styles (e.g., Mediterranean, Santa Barbara, Tuscan, Spanish).		
3	Variety of Housing Models	The development contains a minimum number of distinct home models on each block of the development. This number is scaled in proportion to the number of units contained within the development. Developments with 100 units or less must contain a minimum of three (3) distinct model types. Each additional 100 units or portion thereof shall contain an additional distinct model type up to a maximum of eight models. In either case, no single model type can exceed 40% of the total homes on any one block. Mirror images of the same home model do not count as two (2) distinctly different home models.	1.0	1.5

¹ "Distinct variations" is defined as units where there are at least two design features of the front façade that exhibit an obvious difference from other houses on the block. Design features include, but are not limited to, accent materials, window location and proportion, exterior color or material, and front and garage door placement. The intent is to create a visually diverse neighborhood. Mirror images of a façade do not achieve the intent of this criterion and do not qualify as a distinct façade variation.

² Proportion is here defined as the ratio of height to width as well as the overall size of all doors and all windows.

Category 1: Building and Site Design			Density Points du/ac	
			R-1	R-2
		To qualify for a bonus, individual housing models must have distinctly different floor plans and be further distinguished by variation achieved by the inclusion of at least two (2) of the following within the development:		
		a) Garage placement and design (front loaded, side loaded, or alley-accessed);		
		b) Mix of 1- and 2-story homes within each block, with no single type comprising more than 80% of the homes on any single block;		
		c) Width and the proportion of width to height of the front façade vary by at least 10% of the façade width from model to model on a block; and		
		d) Substantial variation in roof lines and/or pitch within each one- and two- story house type with no one pitch or roof line comprising more than 80% of all same-story home roofs on any single block. Generally, residences shall incorporate roof pitches of between 3:12 and 12:12; however, alternative roof forms or pitches may be allowed for small roof sections over porches, entryways, or similar features.		
4	Compatibility and Transitions	The height and massing of structures with frontage on residential streets bordering adjacent developments, or homes adjoining adjacent neighborhoods, should provide transitions. These transitions may be accomplished by:		
		a) Height Transitions. A step down in building height to adjacent development to the approximate height of adjacent structures or structures on the fronting block face.	0	0.5
		b) Use Intensity Transitions. Locate lower intensity residential uses along the outside perimeter of the development to provide a transition from single-family residential areas to higher intensity residential or non-residential uses. The lot sizes along the periphery of the development shall	0	0.5

Category 1: Building and Site Design			Density Points du/ac	
			R-1	R-2
		maintain a minimum lot area of 75% of the average lot area of lots in developments adjacent to the perimeter or on the opposite side of the street or streets from the proposed development.		
5	Access and Connectivity	At least 25% of each perimeter wall must be transparent. Transparent shall mean a complete vertical break in the wall plane for the purpose of creating points of access and circulation to facilitate pedestrian and bicycle movement between neighborhoods and surrounding development. The transparency requirement is therefore not met if wall breaks are closed off through the use of gates, doorways, vegetative barriers or other means. Breaks in perimeter wall planes should be not less than eight feet in length and should be provided at least once on each side of a wall surrounding a subdivision. It is not the intent that the 25% transparency be provided in a single large break or as a variation in wall height. Where neighborhoods contain a mix of housing types and/or price points, access points should be created on the perimeter walls of each housing type area.	1.0	1.5
6	Green Building Practices	At least 75% of all buildings within the proposed development plan comply with the following green building practices or their equivalent:		
		a) Energy Star Certification	0.5	0.5
		b) Southern Nevada Home Builders Green Building Initiative Certification	0.75	0.75
		c) LEED – H Certification	1.0	1.0

Table X4: Category 2 Design Incentive Criteria - Site Amenities

Category 2 : Site Amenities			Density Points du/ac	
			R-1	R-2
1	Amenities in Landscaped Areas of Perimeter Streets	The development provides one (1) of the following amenities within the required landscape buffer and perimeter landscape area: a. Regularly spaced benches w/ shade	0.5	0.75

Category 2 : Site Amenities			Density Points du/ac	
			R-1	R-2
		structures b. Corner plazas c. Regularly spaced public art that conveys a united theme d. Shade structure		
2	Landscaped Interior Streets	All streets within the development provide separated sidewalks with shade trees on both sides of the street in a planted area that is a minimum of five (5) feet in width.	0.5	0.75
3	Neighborhood Centers/ Access to Commercial Areas	The development contains a neighborhood center as defined in the City of North Las Vegas Comprehensive Master Plan consisting of two or more neighborhood-serving non-residential uses that is accessible through a well-connected trails system and compatible in use and design with the adjacent neighborhood(s).	0.5	1.0
4	Park Amenities	Each pocket park provides at least four (4) of Group 1 amenities. Each private neighborhood/community park provides at least four (4) of Group 1 and two (2) of Group 2 amenities. <u>Group 1</u> a) Shade structure or awning b) Park benches (regularly spaced) c) Picnic area d) Trash receptacles e) Landscaping with shade trees <u>Group 2</u> a) Playground equipment b) Playing fields c) 30' covered and lighted gazebo with picnic tables	0.25	0.75
5	Connected Trails and Open Space	A. The site plan utilizes undevelopable areas including utility and drainage easements as the basis of a connected system of trails and open space. Swale and drainage areas are constructed of natural materials not concrete, as described in Title 17. This system of connected	0.25	0.75

Category 2 : Site Amenities			Density Points du/ac	
			R-1	R-2
		off-street trails accommodates both bicycle and pedestrian traffic and provides access to schools, parks, adjacent neighborhoods and commercial activity, and the neighborhood center (if applicable).		
		B. In addition to A , the on-site open space connects into a larger city or regional open space network via a trail connection.	0.25	0.75
		C. In addition to A and B , The connected system of trails provide at least three (3) of the following regularly-spaced amenities: a) Lighting b) Benches c) Shade structures d) Landscaping with shade trees	0.25	0.25
		D. In addition to A and C , the open space is restored to its natural condition.	0.25	0.25

Table X5: Category 3 Design Incentive Criteria - Mix of Housing Types

Category 3: Mix of Housing Types			Density Points du/ac	
			R-1	R-2
1	Mix of Housing Types (1 of 2)	Projects that include 2 or more distinct housing types (each housing type should comprise no less than 30 percent of the total units). Distinct housing types shall mean a combination of attached or detached single-family, townhomes, and multifamily units.	0	1.5
		Projects that include 3 or more distinct housing types (e.g. each housing type should comprise no less than 20 percent of the total units).	0	2.0
2	Mixed-Income Development	The development incorporates a range of home pricing ³ in a well-integrated neighborhood that intermixes homes at different price-points throughout the development, not segregated by area or block.	0.5	0.75

Using the Design Incentive System: An Example

Situation:

A developer owns property in the R-1 District and desires to develop the property at a density higher than the base density of 4.5 du/ac. He would like to be able to develop the property at 6.0 du/ac.

How the Additional Density is Earned:

The developer opts to participate in the residential design incentive system. Because the property is in the R-1 District, he must earn 0.5 du points each from Category 1 and Category 2 (See Table X1, above.) to meet the design incentive system's minimum qualifying density for R-1 of 5.5 du/ac. He selects the following criteria from each category to earn his minimum points:

	Criteria Selected by Developer	Points Earned
Category 1	1.2 Architectural Variety	0.5
Category 2	2.5.A Connected trails and open space	0.25
	2.5.B Trails and open space connect into the regional trail network.	0.25

Having met the minimum requirements from each category for the R-1 District by incorporating the selected elements into his development plan, the developer is now able to develop his property at 5.5 du/ac. He may also now select additional criteria from any category to earn his final 0.5 du/ac. (His discretionary points).

The developer selects 2.7 Trail Amenities (0.5 du/ac.). He has now earned enough density points to develop at his desired density of 6.0 du/ac.

SECTION 2: NON-INFRINGEMENT OF RIGHTS. The City Council of the City of North Las Vegas has been informed by the City Attorney as to the constitutionality of this ordinance and based upon such information we are adopting this ordinance in good faith with a reasonable belief that the actions taken by the City of North Las Vegas are not in violation of any rights, privileges, or immunities secured by the laws providing for equal rights of citizens or persons.

SECTION 3: SEVERABILITY. If any section, paragraph, clause or provision of this Ordinance shall for any reason be held to be invalid or unenforceable, the invalidity or unenforceability of such section, paragraph, clause, or provision shall in no way affect the validity and enforceability of the remaining provisions of this Ordinance.

SECTION 4: EFFECTIVE DATE. This Ordinance shall become effective after its passage by the City Council of the City of North Las Vegas and, after such passage by the City Council, publication once by title in a newspaper qualified pursuant to the provisions of Chapter 238 of NRS, as amended from time to time.

SECTION 5: PUBLICATION. The City Clerk shall cause this Ordinance, immediately following its adoption, to be published once by title, together with the names of the Councilmen voting for or against passage, in a newspaper qualified pursuant to the provisions of Chapter 238 of NRS, as amended from time to time.

PASSED AND ADOPTED THIS _____ day of _____, 2008.

AYES:

NAYS:

ABSTAIN:

ABSENT:

APPROVED:

MICHAEL L. MONTANDON, MAYOR

ATTEST:

KAREN L. STORMS, CMC, CITY CLERK

CITY OF NORTH LAS VEGAS
MEMORANDUM

TO: PLANNING COMMISSION

FROM: PLANNING & ZONING DEPARTMENT

SUBJECT: **# 8) ZOA-02-08; ZONING ORDINANCE AMENDMENT**

DATE: February 27, 2008

This application has been tabled from the February 13, 2008 Planning Commission meeting due to power outage during meeting.

Attachments:

Original staff report dated February 13, 2008

#14) ZOA-02-08
ZONING ORDINANCE AMENDMENT
PUBLIC HEARING

STAFF REPORT

To: Planning Commission
Item: ZOA-02-08

Meeting Date: February 13, 2008
Prepared By: Robert Eastman

GENERAL INFORMATION:

Applicant: City of North Las Vegas
Requested Action: To amend the Zoning Ordinance (§17)

BACKGROUND INFORMATION:

An ordinance amendment initiated by the City of North Las Vegas to amend Title 17 by adding Section 17.24.225 implementing the criteria for developments using the Residential Design Incentive System. The RDIS is the first step towards the complete revision of Title 17. The city intends to introduce concepts with the RDIS that can be transferred to the new code and into the residential and commercial design standards. The proposed amendment is intended to complement ZOA -01-08 and ZOA-03-08, which are also submitted for your consideration.

With the proposed amendment, the city intends to create the Residential Design Incentive System (RDIS). The RDIS is intended to help implement some of the ideas expressed in the Comprehensive Plan. The Plan acknowledges the need for greater density and better integrated communities. The RDIS is a first step to provide an opportunity for a greater degree of flexibility in allowable densities in order to promote development that places a strong emphasis on high-quality site and building design, variety of housing types, and public amenities. The proposed amendment is intended to be an alternative to current development standards and does not replace any of the current regulations.

ANALYSIS:

The proposed RDIS provides a method to allow a slight increase in density without fully implementing the small-lot design standards or zoning a parcel to a Planned Unit Development. The proposed system creates a series of trades. Architectural design and site amenities give an allowable increase in density for a proposed development.

The intent of the RDIS is to allow densities up to 6 du/ac in the R-1 District and 13 du/ac in the R-2 District. The maximum allowed density would be created using predominately multi-family buildings, however, the system encourages a range of housing types that could include single-family detached homes within a 13 du/a development. The system builds

upon the small-lot design standards and adds incentives to some of the more desirable features of quality residential development.

RECOMMENDATION:

The Planning & Zoning Department recommends that ZOA-02-08 be considered and Title 17 be amended to include Section 17.24.225.

17.24.225 Residential Design Incentive System

A. Purpose

The purpose of the residential design incentive system is to provide an opportunity for a greater degree of flexibility in allowable densities in order to promote development that places a strong emphasis on high-quality site and building design, variety of housing types, and public amenities. More specifically, the system creates an incentive for developments to achieve the city's goals related to increasing amenities in neighborhoods such as open space and trails, a broader mix of housing prices to meet varying needs, improving pedestrian mobility and neighborhood connectivity, and fostering a greater sense of community cohesion.

B. Applicability

The residential design incentive system is applicable to development in the R-1 and R-2 Residential Districts.

C. Review Procedure

Residential density increases shall be awarded in accordance with the review procedures established in Section 17.28.067 Procedure for Residential Design Incentive System Development Approval.

D. Residential Design Incentive System Process

1. Step 1: Earning the Minimum Point Values

In order to qualify for the residential design incentive system, the development proposal must demonstrate that it has successfully achieved a minimum value within each category of criteria. The minimum values, listed in Table X1, vary accordingly to the applicable zoning district. A minimum number of criteria are required from each category to ensure developments achieve a range of quality design objectives in accordance with the goals and policies of the North Las Vegas Comprehensive Master Plan.

Table X1: Minimum Required Points by Category and Residential Zoning District

Zoning District	Base Density (du/ac)	Required Minimum Earned from Each Category (du/ac)			Minimum Qualifying Base Density
		Category	Category	Category	
		1	2	3	
R-1	4.5	0.5	0.5	0	5.5
R-2	6.01	0.5	0.75	0.75	8.0

2. Step 2: Increasing Density Towards the Maximum Allowable Density

Once the minimum value of criteria is earned for each respective category, additional increases up to the maximum allowable density within the given residential category, and how they are earned, is at the discretion of the developer. The developer may choose the number and combination of additional criteria (each with an associated du/ac density point value) to incorporate to further increase the density within the allowable range. Table X2 illustrates the

remaining discretionary points for each category after the minimum qualifying density points are earned.

Table X2: Maximum Allowable Density Incentive by Residential Category

Zoning District	Base Density (du/ac)	Minimum Qualifying Base Density	Maximum Allowable Density	Discretionary Density After Minimum
R-1	4.5	5.5	6.0	0.5
R-2	6.01	8.0	13.0	5.0

3. Site Design Criteria and Design Incentive Point Values

- a. The residential design incentive system is designed to allow the developer flexibility in selecting the most appropriate design elements to incorporate in the development proposal. The design incentive criteria are organized into four general categories:
 - o Category 1: Building and Site Design,
 - o Category 2: Site Amenities, and
 - o Category 3: Mix of Housing Types.
- b. Each criterion within the four categories has an associated density point value expressed in dwelling units per acre (du/ac).
- c. The residential design incentive point values are earned based upon the successful incorporation of various criteria.
- d. The associated residential design incentive point value for any given criteria also varies by the base-zoning district.

Table X3: Category 1 Design Incentive Criteria - Building and Site Design

Category 1: Building and Site Design			Density Points du/ac	
			R-1	R-2
1	Quality of Building Materials	Building exteriors are constructed of materials with product warranties or an industry expected life of a 25-year minimum.	0.25	0.25
2	Architectural Variety	Housing incorporates architectural details and variations in the structure on all façades to offer visual interest and appeal. Architectural variety should be applied at a block level for maximum effect and is achieved through inclusion of at least two (2) of the following within the units on any given block of the development:	0.5	1.0
		a) Front porches or arcades (minimum of 8' x 10');		

Category 1: Building and Site Design			Density Points du/ac	
			R-1	R-2
		b) Distinct variations ¹ in all façades and accent materials including the location and proportion ² of windows and doors; and		
		c) Distinct difference in architectural styles (e.g., Mediterranean, Santa Barbara, Tuscan, Spanish).		
3	Variety of Housing Models	<p>The development contains a minimum number of distinct home models on each block of the development. This number is scaled in proportion to the number of units contained within the development. Developments with 100 units or less must contain a minimum of three (3) distinct model types. Each additional 100 units or portion thereof shall contain an additional distinct model type up to a maximum of eight models. In either case, no single model type can exceed 40% of the total homes on any one block.</p> <p>Mirror images of the same home model do not count as two (2) distinctly different home models. To qualify for a bonus, individual housing models must have distinctly different floor plans and be further distinguished by variation achieved by the inclusion of at least two (2) of the following within the development:</p>	1.0	1.5
		a) Garage placement and design (front loaded, side loaded, or alley-accessed);		
		b) Mix of 1- 2- and/or 3-story homes within each block, with no single type comprising more than 80% of the homes on any single block;		
		c) Width and the proportion of width to height of the front façade vary by at least 10% of the façade width from model to model on a block; and		
		d) Substantial variation in roof lines and/or pitch within each one- and two- story house type with no one pitch or roof line comprising more than 80% of all same-story home roofs on any single block. Generally, residences shall incorporate roof pitches of between 3:12 and 12:12; however, alternative roof forms or pitches may be allowed for small roof sections		

¹ "Distinct variations" is defined as units where there are at least two design features of the front façade that exhibit an obvious difference from other houses on the block. Design features include, but are not limited to, accent materials, window location and proportion, exterior color or material, and front and garage door placement. The intent is to create a visually diverse neighborhood. Mirror images of a façade do not achieve the intent of this criterion and do not qualify as a distinct façade variation.

² Proportion is here defined as the ratio of height to width as well as the overall size of all doors and all windows.

Category 1: Building and Site Design			Density Points du/ac	
			R-1	R-2
		over porches, entryways, or similar features.		
4	Compatibility and Transitions	The height and massing of structures with frontage on residential streets bordering adjacent developments, or homes adjoining adjacent neighborhoods, should provide transitions. These transitions may be accomplished by:		
		a) Height Transitions. A step down in building height to adjacent development to the approximate height of adjacent structures or structures on the fronting block face.	0	0.5
		b) Use Intensity Transitions. Locate lower intensity residential uses along the outside perimeter of the development to provide a transition from single-family residential areas to higher intensity residential or non-residential uses. The lot sizes along the periphery of the development shall maintain a minimum lot area of 75% of the average lot area of lots in developments adjacent to the perimeter or on the opposite side of the street or streets from the proposed development.	0	0.5
5	Access and Connectivity	At least 25% of each perimeter wall must be transparent. Transparent shall mean a complete vertical break in the wall plane for the purpose of creating points of access and circulation to facilitate pedestrian and bicycle movement between neighborhoods and surrounding development. The transparency requirement is therefore not met if wall breaks are closed off through the use of gates, doorways, vegetative barriers or other means. Breaks in perimeter wall planes should be not less than eight feet in length and should be provided at least once on each side of a wall surrounding a subdivision. It is not the intent that the 25% transparency be provided in a single large break or as a variation in wall height. Where neighborhoods contain a mix of housing types and/or price points, access points should be created on the perimeter walls of each housing type area.	1.0	1.5
6	Green Building Practices	At least 75% of all buildings within the proposed development plan comply with the following green building practices or their equivalent:		
		a) Energy Star Certification	0.5	0.5
		b) Southern Nevada Home Builders Green Building Initiative Certification	0.75	0.75
		c) LEED – H Certification	1.0	1.0

TABLE X4: CATEGORY 2 DESIGN INCENTIVE CRITERIA - SITE AMENITIES

Category 2 : Site Amenities			Density Points du/ac	
			R-1	R-2
1	Amenities in Landscaped Areas of Perimeter Streets	The development provides one (1) of the following amenities within the required landscape buffer and perimeter landscape area: <ul style="list-style-type: none"> a. Regularly spaced benches w/ shade structures b. Corner plazas c. Regularly spaced public art that conveys a united theme d. Shade structure 	0.5	0.75
2	Landscaped Interior Streets	All streets within the development provide separated sidewalks with shade trees on both sides of the street in a planted area that is a minimum of five (5) feet in width.	0.5	0.75
3	Neighborhood Centers/ Access to Commercial Areas	The development contains a neighborhood center as defined in the City of North Las Vegas Comprehensive Master Plan consisting of two or more neighborhood-serving non-residential uses that is accessible through a well-connected trails system and compatible in use and design with the adjacent neighborhood(s).	0.5	1.0
4	Park Amenities	Each pocket park provides at least four (4) of Group 1 amenities. Each private neighborhood/community park provides at least four (4) of Group 1 and two (2) of Group 2 amenities. <u>Group 1</u> <ul style="list-style-type: none"> a) Shade structure or awning b) Park benches (regularly spaced) c) Picnic area d) Trash receptacles e) Landscaping with shade trees <u>Group 2</u> <ul style="list-style-type: none"> a) Playground equipment b) Playing fields c) 30' covered and lighted gazebo with picnic tables 	0.25	0.75
5	Connected Trails and Open Space	A. The site plan utilizes undevelopable areas including utility and drainage easements as the basis of a connected system of trails and open space. Swale and drainage areas are constructed of natural	0.25	0.75

Category 2 : Site Amenities			Density Points du/ac	
			R-1	R-2
		materials not concrete, as described in Title 17. This system of connected off-street trails accommodates both bicycle and pedestrian traffic and provides access to schools, parks, adjacent neighborhoods and commercial activity, and the neighborhood center (if applicable).		
		B. In addition to A , the on-site open space connects into a larger city or regional open space network via a trail connection.	0.25	0.75
		C. In addition to A and B , The connected system of trails provide at least three (3) of the following regularly-spaced amenities: a) Lighting b) Benches c) Shade structures d) Landscaping with shade trees	0.25	0.25
		D. In addition to A and C , the open space is restored to its natural condition.	0.25	0.25

Table X5: Category 3 Design incentive Criteria - Mix of Housing Types

Category 3: Mix of Housing Types			Density Points du/ac	
			R-1	R-2
1	Mix of Housing Types (1 of 2)	Projects that include 2 or more distinct housing types (each housing type should comprise no less than 30 percent of the total units). Distinct housing types shall mean a combination of attached or detached single-family, townhomes, and multifamily units.	0	1.5
		Projects that include 3 or more distinct housing types (e.g. each housing type should comprise no less than 20 percent of the total units).	0	2.0
2	Mixed-Income Development	The development incorporates a range of home pricing ³ in a well-integrated neighborhood that intermixes homes at different price-points throughout the development, not segregated by area or block.	0.5	0.75

³ Range of home pricing shall include housing for first-time homebuyers, move-up homebuyers, upgrade buyers, and/or estate living/executive housing. No one type shall constitute more than 50% of the residential units within the development but a minimum of three types shall be provided.

Using the Design Incentive System: An Example

Situation:

A developer owns property in the R-1 District and desires to develop the property at a density higher than the base density of 4.5 du/ac. He would like to be able to develop the property at 6.0 du/ac.

How the Additional Density is Earned:

The developer opts to participate in the residential design incentive system. Because the property is in the R-1 District, he must earn 0.5 du points each from Category 1 and Category 2 (See Table X1, above.) to meet the design incentive system's minimum qualifying density for R-1 of 5.5 du/ac. He selects the following criteria from each category to earn his minimum points:

	Criteria Selected by Developer	Points Earned
Category 1	1.2 Architectural Variety	0.5
Category 2	2.5.A Connected trails and open space	0.25
	2.5.B Trails and open space connect into the regional trail network.	0.25

Having met the minimum requirements from each category for the R-1 District by incorporating the selected elements into his development plan, the developer is now able to develop his property at 5.5 du/ac. He may also now select additional criteria from any category to earn his final 0.5 du/ac. (His discretionary points).

The developer selects 2.7 Trail Amenities (0.5 du/ac.). He has now earned enough density points to develop at his desired density of 6.0 du/ac.

8. **ZOA-02-08 (33774) CNLV (PUBLIC HEARING). AN ORDINANCE AMENDMENT INITIATED BY THE CITY OF NORTH LAS VEGAS TO AMEND TITLE 17 BY ADDING SECTION 17.24.225 IMPLEMENTING THE CRITERIA FOR DEVELOPMENTS USING THE RESIDENTIAL DESIGN INCENTIVE SYSTEM AND PROVIDE FOR OTHER MATTERS PROPERLY RELATED THERETO. (TABLED FEBRUARY 13, 2008)**

DRAFT

The application was presented by Robert Eastman, Principal Planner who explained ZOA-02-08 was the actual point system used for the Residential Design Incentive System (RDIS) and with this system, there are three categories for both the R-1 and the R-2. The points are directly the amount of dwelling units per acre that would be granted and with the system, the way it is designed, a development in either the R-1 or R-2 would need to get a certain minimum number of points from each category and those were traditionally either architectural amenities, site amenities for the individual lots and another criteria would be site amenities for the whole development, additional park space, more amenities in the parks, better connectivity and the other was to provide more of a mix of housing types and architectural standards. This was the main portion of the RDIS and the language was new and included some language to accept green buildings, especially using criteria submitted by the Southern Nevada Home Builder's Association, that would get certain points and allowed an increase in density. With the revised language, the ordinance adopts the Southern Nevada Home Builder's and the Leed standards for green buildings. Staff was recommending that ZOA-02-08 be approved.

Chairman Steve Brown opened the Public Hearing. There was no public participation.

Chairman Brown closed the Public Hearing.

Commissioner Ned Thomas commented the proposed changes with ZN-02-08 were excellent and felt many issues with small lots that had come up over the years would be solved. It would be taking development in a different direction and was happy to see green building practices incorporated into Title 17, along with the mix of housing types and felt it would be very usable.

ACTION: APPROVED; FORWARDED TO CITY COUNCIL FOR FINAL CONSIDERATION

MOTION: Commissioner Leavitt

SECOND: Commissioner Thomas

AYES: Chairman Brown, Vice-Chairman Trivedi, Commissioners Leavitt, Aston, Shull, Cato, and Thomas

NAYS: None

ABSTAIN: None