

Missing Middle Housing

Implementing Missing Middle Housing Symposium

Des Moines, IA April 20, 2023

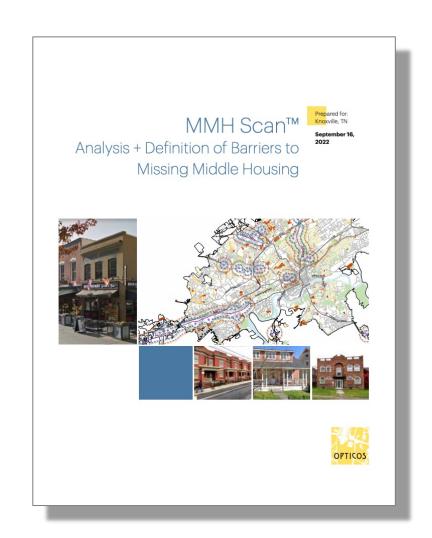
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Today's Presentation and Discussion

- 1. What is Missing Middle Housing?
- 2. Why is it Needed?
- 3. What are the barriers and key Best Practices?
- 4. Where/How to begin?
- 5. Your questions and discussion







What is Missing Middle Housing?



House-scale buildings with multiple units in walkable neighborhoods



SECTION

Why do we call it missing?









Over the last 75 years, two primary choices have been offered:

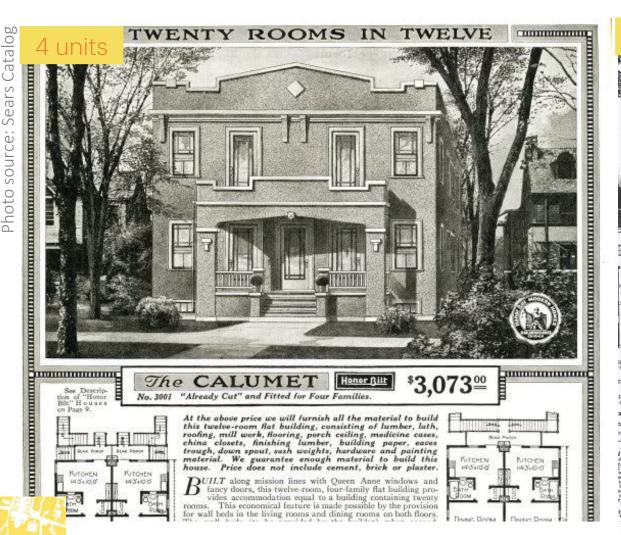
- Single-family houses,
- Mid-rise and high-rise apartments

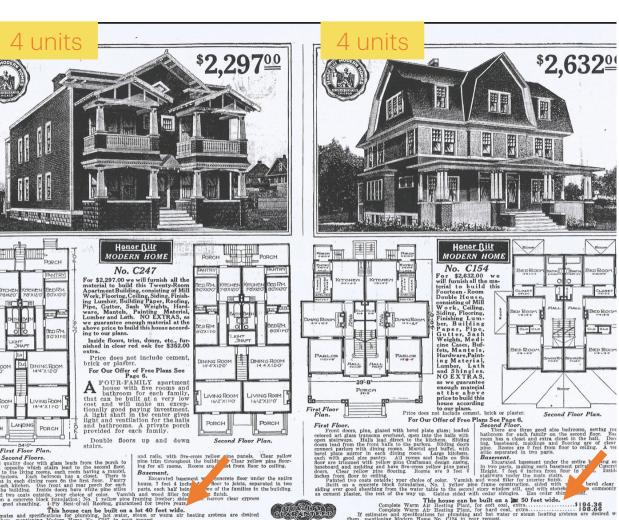
And more recently:

Townhouses



We once knew how to deliver these types





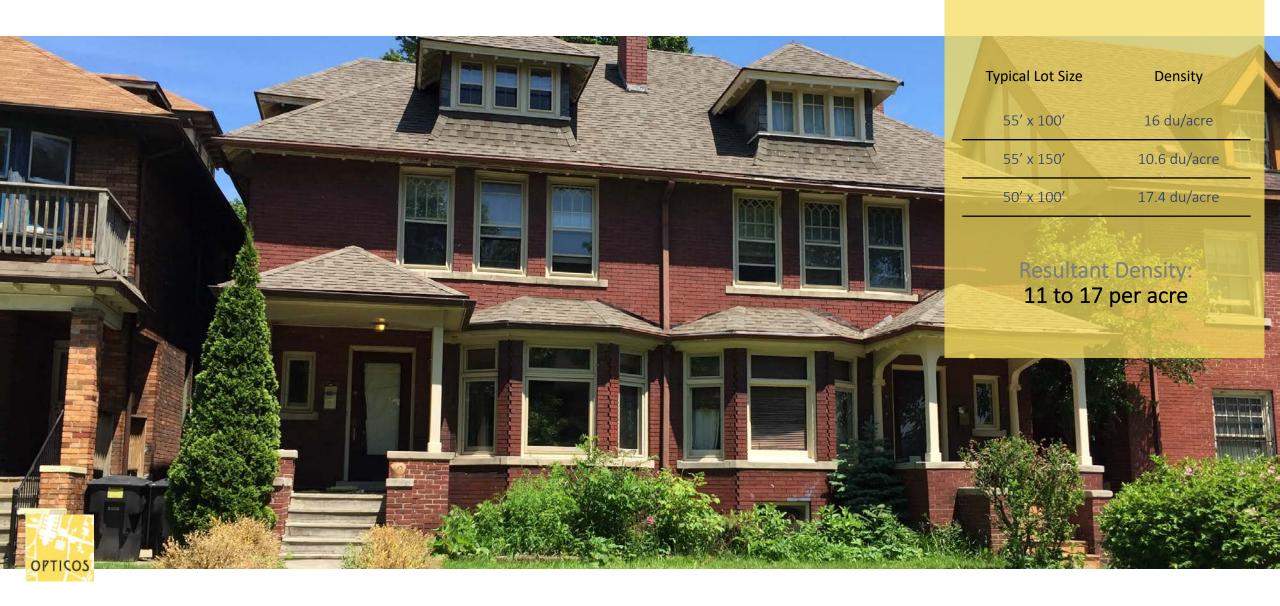
Each type was made to fit on existing lots

The palette of Missing Middle Housing types





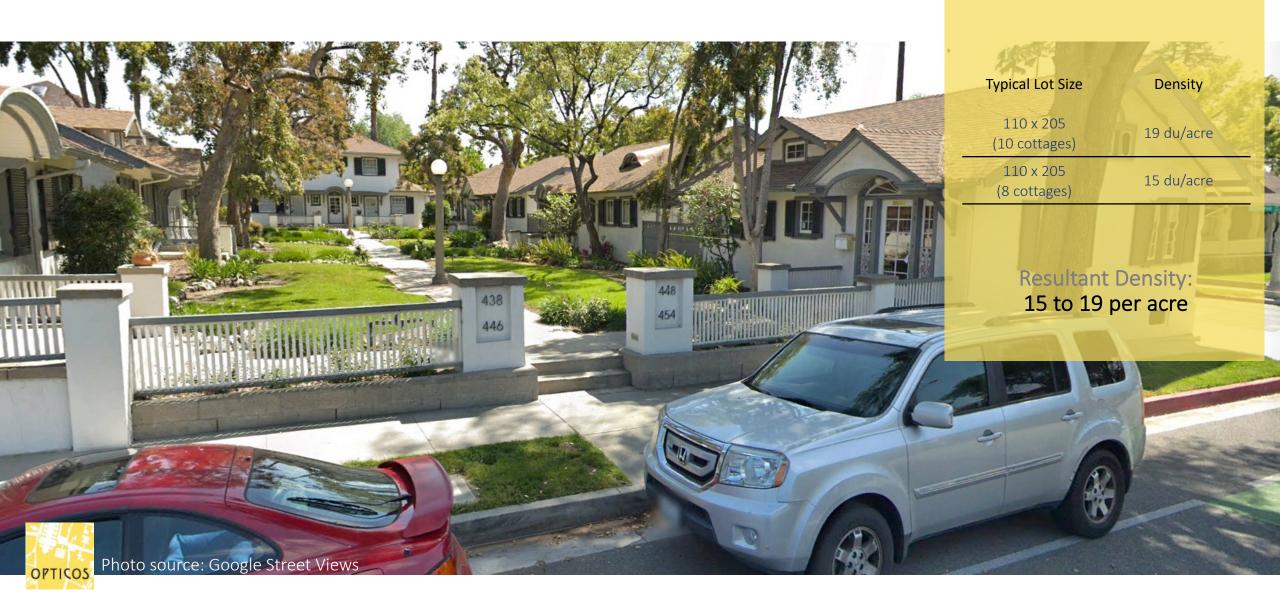
Duplex: Side-by-Side



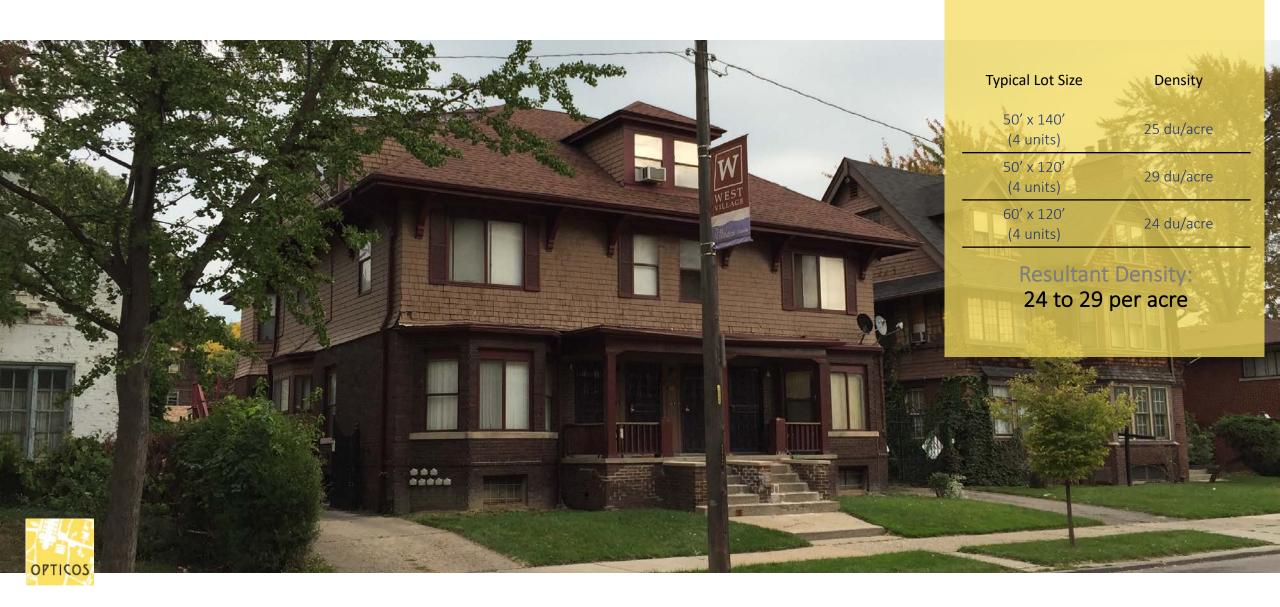
Duplex: Stacked



Cottage Court (Bungalow Court)



Triplex / Fourplex



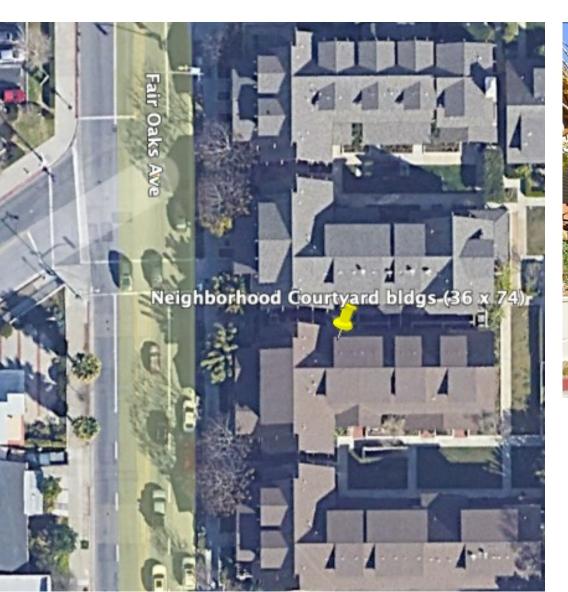
Multiplex Medium (Mansion)



Courtyard (Neighborhood Courtyard)



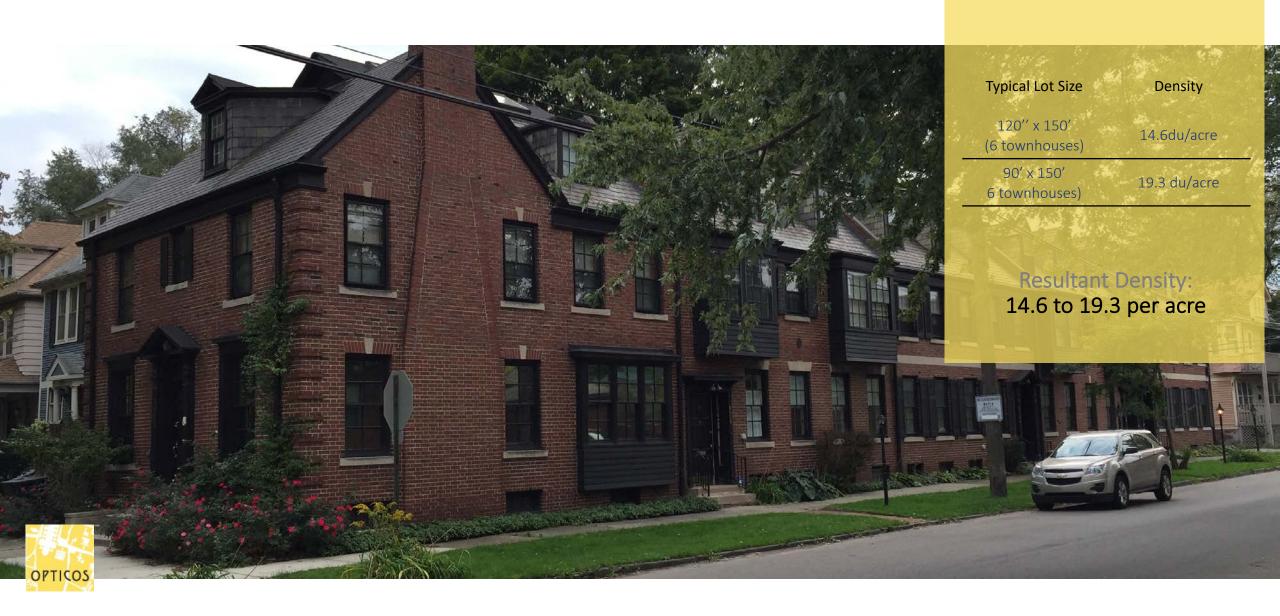
Courtyard (Neighborhood Courtyard)





Moule & Polyzoides Architects and Urbanists

Townhouse



Multiplex Large (Mansion)



Riverhouse Cottage Court

Location: Healdsburg, California









Pocket Neighborhood: A group of detached, House-Scale Buildings each containing one to four units, arranged to define a shared open space.

Cloverdale Cottages Location: Seattle, WA







West Village Location: Florence, AL







Opticos Design 2022

Daybreak Mews Homes TM Location: South Jordan, UT







Extra Small footprint. Simple building form





Delivered at price points that builders could not hit with previous homes

New Neighborhoods Location: Papillion, Nebraska











Why is MMH needed?



2

Shifting household demographics

Today, 30% of US households are single persons

By 2030

1 in 5 Americans will

be 65+

By 2025 **75-85%** of American households will not have children

Sources: US Census, 2020, www.brookings.edu

Communities are exploring other housing types to match these demographic shifts

Promoting housing attainability and homeownership opportunities

In 2017, 31% of US households were housing cost-burdened

~American Housing Survey

A household is considered house-burdened if spending more than 30% of its household income on housing.

If spending more than 50%, it is considered "severely cost-burdened".





What are the barriers to MMH?

SECTION

and Key Best Practices

Primary Barriers to MMH



- Lack of clarity on intended building scale; lack of dimensional regulations
- Allowed density ranges are too low
- Housing types stated as allowed but prevented by other standards
- Min. parking too high for smaller infill lots
- Min. lot area requirement prevents infill on smaller, existing lots



Be clear what scale of multi-family housing is intended

6 units in this building



House-Scale buildings?

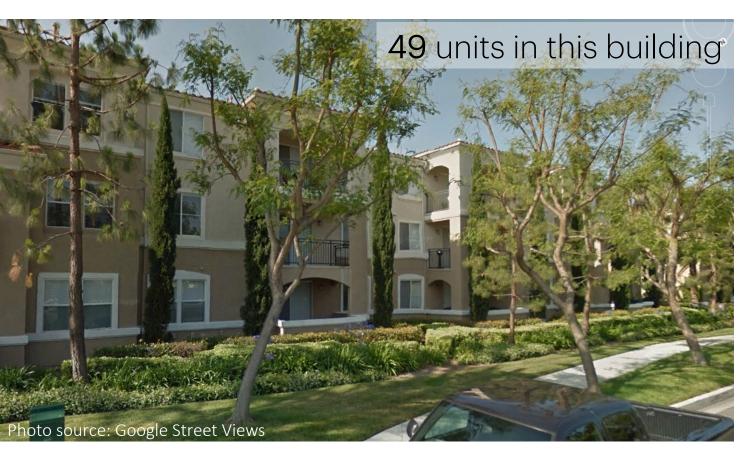
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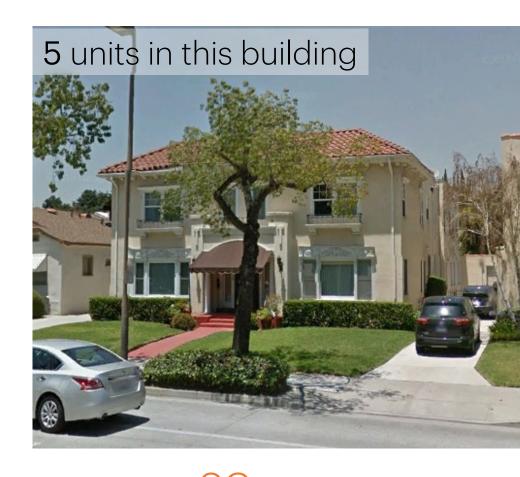


Block-Scale buildings?



Regulating maximum allowed density isn't helpful



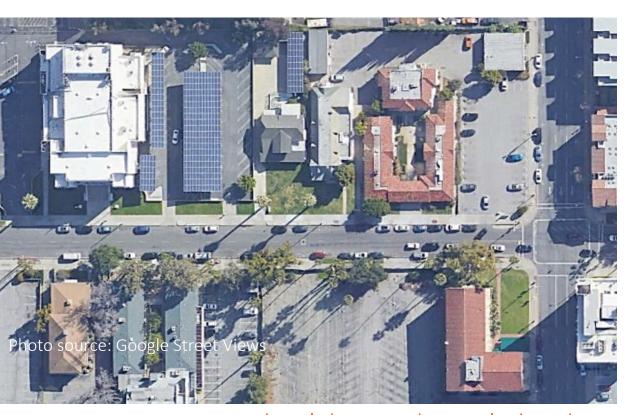




Density = 30 units per acre

Density = 29 units per acre

Coordinate parking with existing lot sizes and context



Existing buildings demolished to meet parking requirement

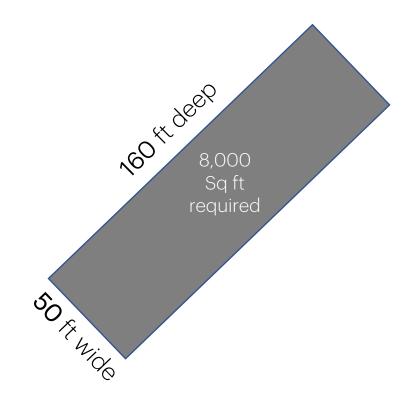


Required parking fits on same lot as building

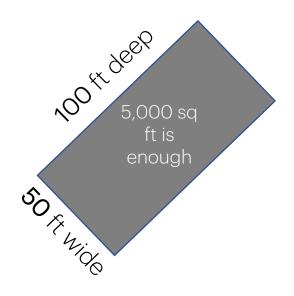


Focus on Minimum Lot Width, not Lot Area

Typical Approach: Lot Area



MMH Approach: Lot Width





Distinguish between standards for MMH and larger developments



Conventional Apartment Project



Missing Middle Housing



Distinguish between typical apartment development and 3 to 4 story/Large MMH







Conventional Apartment Project

Large Missing Middle



Where/How to Begin?



4



It's part of walkable environments

Build community group alliances

AARP is a leading proponent of MMH

Other local non-profits (United Way, AIA, APA)



Advocacy and Feedback

What is the need?

Who is it serving?

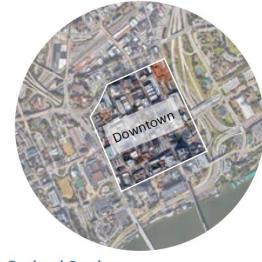
Reducing the fear = Reducing the pushback



What can I walk or bike to?

Two general areas:

- Walkable Places: Ideally, the parcels within short walking distance of services, food, shopping, or transit
- 2) Alternatively, areas within short walking distance of other amenities: parks and schools



Regional-Serving



Community-Serving







Lot testing of existing zoning vs MMH

Compliant w Existing Zoning



Non-Compliant w Existing Zoning



Test potential changes through Test Fits

Building Type Test Fits: Program Information



Single Family Lot Prototype

Description

Single family building with carriage house ADU on 50 $\ensuremath{\mathrm{X}}$ 160 lot.

Site Info	50 x 160 ¹	
Width	50 ft	
Depth	160 ft	
Area	8,000 sf	(0.18 ac)
Density	10.9 du/ac	
Building Coverage	39%	
Impervious Coverage	6%	
Building Info	SF Building	ADU
O: .	^	A



Duplex Lot Prototype

Description

Side-by-side duplex with carriage house ADU on 50 x 160 lot.

Site Info	50 x 160 ¹	
Width	50 ft	
Depth	160 ft	
Area	8,000 sf	(0.18 ac)
Density	16.3 du/ac	
Building Coverage	40%	
Impervious Coverage	7%	
Building Info	Duplex	ADU
0	4 -	4



Fourplex Lot Prototype

Description

Fourplex with carriage house ADU on 50 x 160 lot.

Site Info	50 x 160 ¹	
Width	50 ft	
Depth	160 ft	
Area	8,000 sf	(0.18 ac)
Density	27.2 du/ac	
Building Coverage	41%	
Impervious Coverage	24%	
Building Info	Fourplex	ADU
01	0	0

Key Code Barriers in R5 Zone

- 1 No more than 2 units allowed
- Limited site area per unit (3,000 square feet minimum)
- High setback minimums
 (Front = 25 ft, Side = 5 to 10 ft, Rear = 25 ft)
- Restrictive parking requirements
 (Duplex = 1.5 sp/du and Multifamily = 1 to 2 sp/du)
- 5 60' minimum lot width

Potential Solutions

- 1 Expand R-WRM zone to include this neighborhood given the the present walkabilty, access to commercial uses, and proximity to bus lines.
- Modify R5 development standards.

Pilot projects

Tests for future zoning changes

Partner with incentivized land owner

Conover Commons: Redmond, WA





Corridors with too much commercial

10th Street/11th Street Opportunity Site

Opportunity Site Overview Downtown Transition Surface parking lot 140 ft deep x 200 ft wide along 10th Street) and 40 deep x 400 ft wide

Illustrative Example Of Development Potential

Near-Term Yield: 24 units



- Existing buildings
- B Townhouses up to three stories in height
- Four story Multiplex on the
- Parking is located behind the buildings and accessed from

Long-Term Yield: 80 units



- An additional half block develops with taller Multiplexes on the corners. Fourplexes on 11th Street, and
- Flexible maker spaces provide affordable work space and activate the alley. Accessory Dwelling Units (ADUs) could also be built as an alternative





These rendering are illustrative only. They represent hypothetical build-outs used to calculate potential new housing and do not represent actual design intent.

McHenry Avenue Opportunity Site



Illustrative Example Of Development Potential

Near-Term Yield: 99 units



- Buildings face new street perpendicular to McHenry
- New public green for neighborhood
- Fourplexes and other Missing Middle Housing types could be built by individual developers
- Live/Work buildings face McHenry providing opportunities for small and local businesses

Long-Term Yield: 359 units



calculate potential new housing and do not represent actual design intent.

- Larger Courtyard Buildings front onto McHenry
- Townhouses and Fourplexes are shown facing new streets perpendicular to McHenry
- Small public green









Corridors with too much commercial

McHenry Avenue Opportunity Site

Illustrative Rendering of Capacity Study





Above: Buildings lining the corridor

As a first step, Courtyard Buildings and Live/Work buildings line McHenry, while the existing parking lot and retail buildings remain in place. The Live/Work units depicted here provide small-scale commercial spaces that can help incubate local businesses.





Coordinate existing lots with buildings

Results of the Policy Scenarios helped shape Modesto's Key **Housing Production Strategies**

Residential

Key Housing Production Strategies

Bring New Energy to Downtown

Strategically allowing new housing development. opportunities in transition areas between Modesto's Downtown Core and established residential neighborhoods will add more options for living close to downtown and meeting demand : from young professionals, families, and empty nesters in search of an urban neighborhood experience where they can be less dependent on driving.

Providing more flexible options for property owners and housing developers in Modesto's newer neighborhoods creates additional opportunities for infill development that is less expensive to build, buy, and rent. It also provides choices for multigenerational living, downsizing, and aging in place that appeal to many of Modesto's growing demographics and their consumer preferences

Make Housing Cheaper to Build

The price of housing is a direct reflection of land and development costs. Making housing cheaper to build by reducing up-front development costs passes on the benefits directly to the consumer in the form of reduced rent and sales prices.

Providing more flexibility for property owners and housing developers in Modesto's established downtown-adjacent neighborhoods has the power to create more housing choices benefitting homeowners and renters seeking to live in these areas that are well served by amenities and services

Transform Major Commercial Corridors Into Neighborhoods

Allowing housing along Modesto's commercial corridors creates new possibilities for developing mixed-use neighborhoods throughout the city and transforming Modesto's major streets. This transformation will unlock new and exciting opportunities to locate housing, jobs, shopping, and entertainment close to each other and to revitalize vacant and underused commercial areas in the process

Let the Downtown Core Reach its Full

Tall buildings are already allowed in Modesto's Downtown Core, but they aren't financially feasible. Changing certain downtown zoning requirements, such as parking, could enable downtown Modesto to become what it was always envisioned to be: the heart of the city, where people work, play, and live in walkable areas with great access to desirable urban

Potential

Corridor

Transition

At-A-Glance Building Types by Context Type



Single-Family

Carriage

House

Multi-Generational

House



Make tweaks or big changes to your zoning to fully enable MMH

T4 Neighborhood.Medium (T4N.M)



General note: the illustration above is intended to provide a brief overview of the zone and are descriptive in nature

Courtyards, Pocket Neighborhoods,

Porch Projecting, Porch Engaged,

Dooryard, Stoop, and Common Entry

and Large Multiplexes

Frontage Types

A walkable neighborhood environment with medium footprint, moderate-intensity housing choices, supporting and within short walking distance of neighborhoodserving retail and services.

The following are allowed form elemen
House-Scale Buildings
Primarily Detached Buildings
Small-to-Medium Building Footprint
Small-to-Medium Front Setbacks

Up to 3 Stories

T4N.M-Open. The open sub-zone allows additional building and frontage tynes within the same form and

character of the T4N M zone



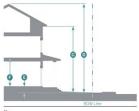
---- ROW/ Design Site Line

Allowed Building	Design Site ¹		Standards
Types	Width 🙆	Depth ² (3)	
House	50' min.	100' min.	5.040
Duplex Side-by-Side	55' min.	110' min.	5.050
Duplex Stacked	50' min.	110' min.	5.060
Cottage Court	125' min.	130' min.	5.070
Multiplex Small	50'min.	110' min.	5.080
Townhouse	24" min.3	100' min.	5.090
Side Court	65' min.;	150' min.	5.100
	100 max		
Pocket	170' min.;	260' min.;	5.110
Maighborhood	2001 may	EOO! may	

Except for the Cottage Court and Pocket Neighborhood building types, each design site shall have only one primary

See Table 3.020.B, Applicability of Design Site Requirements. ² Minimum depth of design sites adjoining a rear alley at least 20' wide may be reduced by 20'.

Represents one townhouse



---- ROW Line

Height		
Primary Building		
Stories	2.5 max.	
To Eave/Parapet	22' max.	G
Overall	35' max.5	0
Ground Floor Finish Level	6" min."	0
Floor-to-Floor (Ground Floor)	10' min.	G
See Chapter 5 (Specific to Bu massing and height standard		inements to

measured from adjacent natural grade

Common entries may be set at grade in compliance with local and federal accessibility standards.



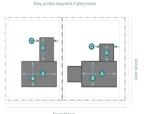




A medium-to-large-sized, detached building that consists of multiple stacked units, typically with one shared entry. he type is scaled to fit within moderate- to high-intensity

2. Number of Units	
	T4N.L
Units per Building	In compliance with Section 5.130.3 (Building Size and Massing)
Buildings per Design Site	1 max.

General Note: Photos on this page are illustrative, not regulatory.



Alley access required if alley exists

Key ROW/ Design Site Line	Building		
···· Building Setback Line			
3. Building Size and Massing	3		
Height	T4N.M	T4N.L	
Stories	3 max.	4 max.	
Main Body ¹			

Stories	.₃ max.	4 max.	
Main Body			
Width	60' max.	70' max.	0
Depth	85' max.	100' max.	0
Wing(s)1,2			
Width	25' max.	30' max.	Ø
Depth	40'	max.	0
Separation between Wings on	151	min:	
Same Façade			
Massing Types			
Side Gable	Section 5.	170.1.B	
Gable L	Section 5.	170.1.C	
Center Gable	Section 5.	170.1.D	
Twin Gable	Section 5.	170.1.E	

Façades shall be designed in compliance with Chapter 7 (Architectural Standards).

1 In compliance with Subsection 5 of the zone ² For 4-story buildings, height is limited to 1 story less than main body and 10' less to eave.

Key ROW/ Design Site Line Building Setback Line	Frontage
4. Pedestrian Access	
Main Entrance Location	Front Street

Units located in the main body shall be accessed by a common entry along the front street. On corner design sites, units in a wing may enter from the

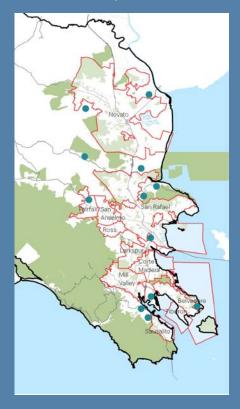
5. Vehicle Access and Parking
Driveway and parking location shall comply with
standards in Subsection 7 of the zone.
Parking may be covered, uncovered, or in a garage.
6. Open Space

Common or private open space is not required.

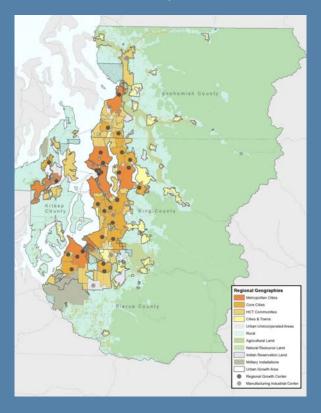


Regional Toolkit of Objective Standards

Marin County, CA: 1 County, 11 cities



Puget Sound, WA: 3 Counties, 82 cities



San Francisco Bay Area, CA: 9 Counties, 107 cities





Discussion





