



PRINCE WILLIAM
COUNTY

ZTA #DPA 2016-00020

Mixed Use Zoning District

MUZD Development Process

DORAC/CDC Presentation

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6/21/2019

Background

- On June 21, 2016, the Board of County Supervisors initiated a Zoning Text Amendment (ZTA) to allow flexibility in the mix of uses and development standards for mixed-use developments
- Planning staff applied for and was awarded a grant from the Metropolitan Washington Council of Governments (MWCOC) Transportation Land-Use Connection (TLC) Program and procured (Renaissance Planning Group) to assist with the development of a report
- February 1 & March 15, 2019: Held DORAC Work Sessions
- April 24, 2019: Held a public meeting
- May 15, 2019: Conducted a Planning Commission Work Session
- May 31, 2019: MUZD Recommendation Report completed by Renaissance Planning Group
- June 6, 2019: Submitted to DORAC/CDC via email

Overview of the MUZD Draft Language

The Draft MUZD consists of the following sections:

- Purpose & Intent
- Components of MUZD
- Three Densities
- Development Standards

Purpose and Intent of MUZD



MIXED USE ZONING DISTRICT (MUZD)

Sec. 32-352.01. - Purpose and intent.

The Mixed Use Zoning District (MUZD) is a family of mixed-use zones intended to encourage a mix of residential and commercial development in a single structure or multiple, integrated and related structures. The MUZD is implemented in Small Area Plans adopted as a part of the Comprehensive Plan.

MUZD Applied Countywide

- Currently proposed being implemented in Small Area Plans
- This precludes applications outside of the SAP from applying for a MUZD
- If the County were to allow MUZD outside of the SAP, what LRLU and Zoning Districts could be considered.
 - MTN, Mass Transit Node
 - CEC, Community Employment Center
 - RCC, Regional Commercial Center
 - REC, Regional Employment Center
- If the County allows MUZD applications outside the SAP, it would require a higher level of review along with a CPA.

Components of MUZD

- Uses that Mix
- Pedestrian friendly form
- Density Incentives

Three Densities

1. MUZD-Neighborhood (MUZD-N)

This mixed use zone is intended for smaller mixed use nodes surrounded by lower density residential areas, as well as on neighborhood corridors, and at the edges of neighborhood centers, town centers and regional centers.

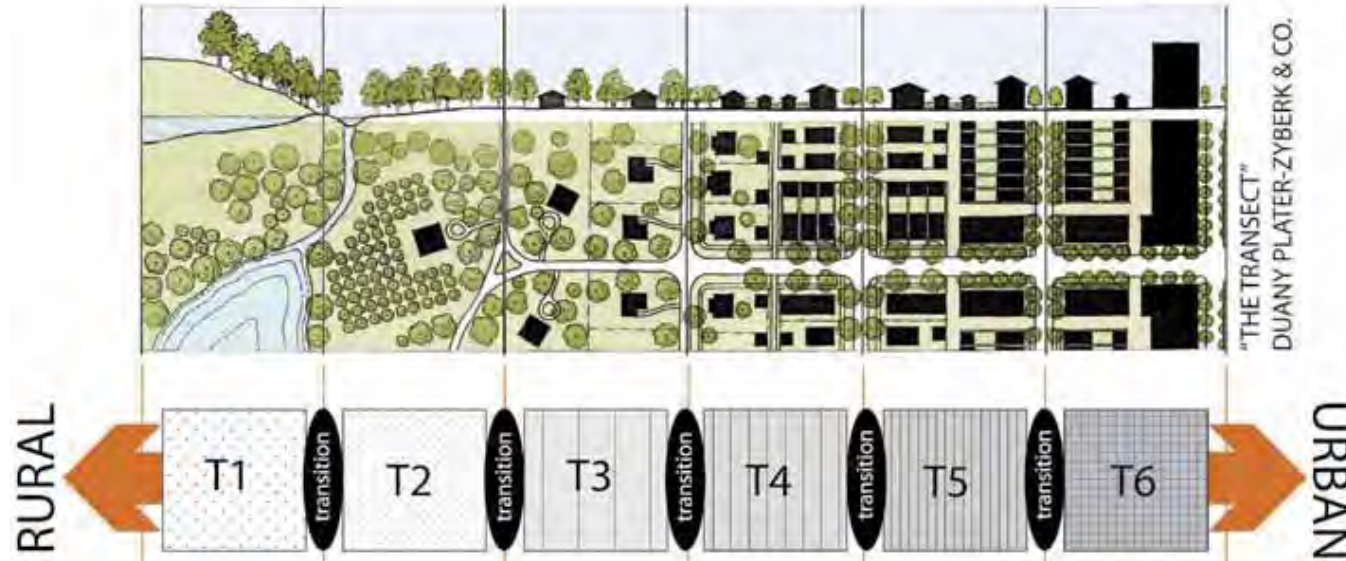
2. MUZD-Town (MUZD-T)

This mixed use zone is intended for sites in a variety of centers and corridors, and in smaller mixed use areas that are well served by frequent transit.

3. MUZD-Urban (MUZD-U)






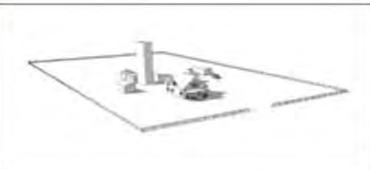
This mixed use zone is intended for high-capacity transit station areas and town centers. Development is intended to be pedestrian-oriented, and urban in both form and density.

Transect Zones & Intensity Measures

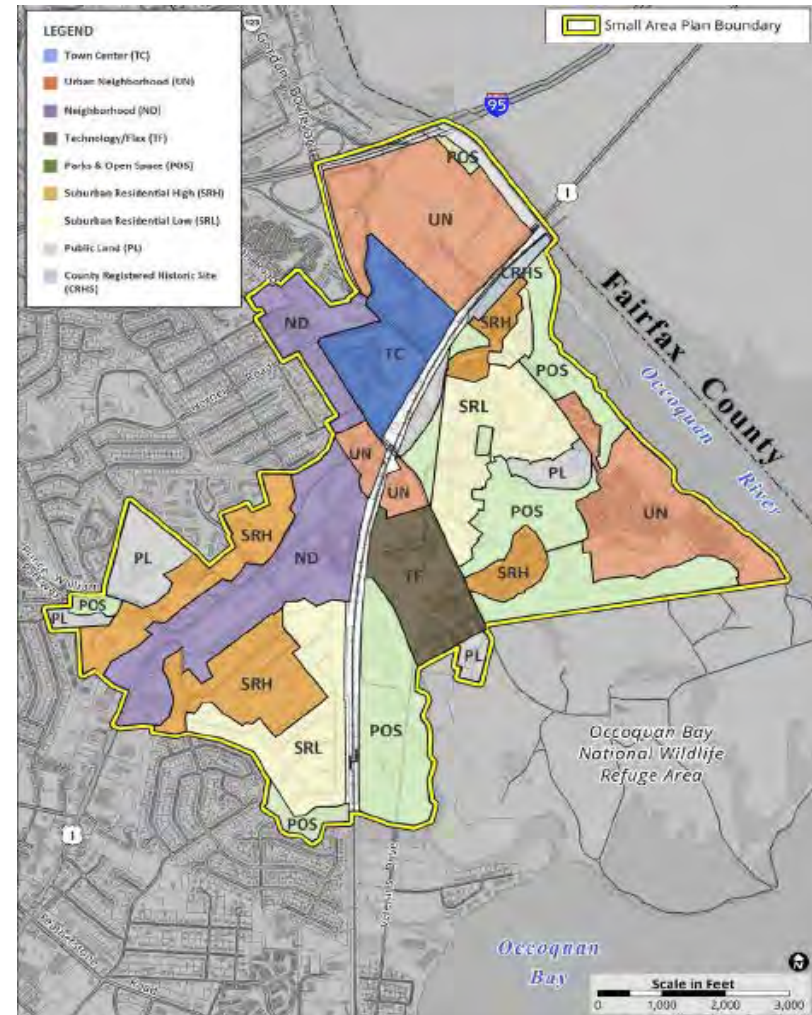
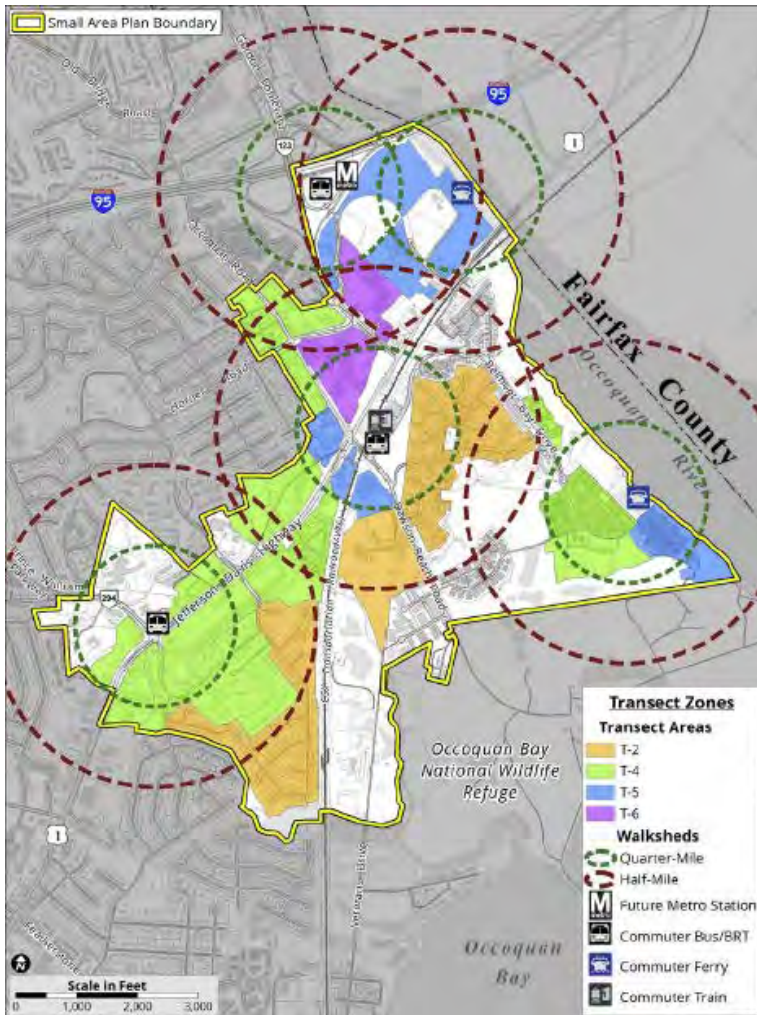


TRANSECT ZONE INTENSITY			
Transect Zone	Activity Density (Jobs + people/acre)	Gross Development FAR (residential + non-residential)	Net Development FAR (residential + non-residential)
T-1	1 or less	0.01 or less	0.02 or less
T-2	1 to 10	0.01 to 0.15	0.02 to 0.23
T-3	10 to 25	0.15 to 0.37	0.23 to 0.57
T-4	25 to 60	0.37 to 0.9	0.57 to 1.38
T-5	60 to 100	0.9 to 1.49	1.38 to 2.3
T-6	100 or more	1.49 or more	2.3 or more









Transects for Future Planned Land Uses

T6		MIXED USE INTENSITY	High
		ACTIVITY DENSITY (jobs + people/ac)	100+ /ac.
		AVG. BLDG. HEIGHT	8+ Stories
		TYPICAL MAX BLDG. HEIGHT	20+ Stories
		TYPICAL NET FAR	2.30+
		SUPPORTED TRANSIT TECHNOLOGY	LRT /Rail
T5		MIXED USE INTENSITY	High
		ACTIVITY DENSITY (jobs + people/ac)	60-100 /ac
		AVG. BLDG. HEIGHT	6 Stories
		TYPICAL MAX BLDG. HEIGHT	12 Stories
		TYPICAL NET FAR	1.38-2.30
		SUPPORTED TRANSIT TECHNOLOGY	BRT /LRT
T4		MIXED USE INTENSITY	Moderate
		ACTIVITY DENSITY (jobs + people/ac)	25-60 /ac
		AVG. BLDG. HEIGHT	4 Stories
		TYPICAL MAX BLDG. HEIGHT	8 Stories
		TYPICAL NET FAR	0.57-1.38
		SUPPORTED TRANSIT TECHNOLOGY	Express Bus
T3		MIXED USE INTENSITY	Moderate
		ACTIVITY DENSITY (jobs + people/ac)	10-25 /ac
		AVG. BLDG. HEIGHT	3 Stories
		TYPICAL MAX BLDG. HEIGHT	5 Stories
		TYPICAL NET FAR	0.23-0.57
		SUPPORTED TRANSIT TECHNOLOGY	Fixed Route Bus
T2		MIXED USE INTENSITY	Low
		ACTIVITY DENSITY (jobs + people/ac)	1-10 /ac
		AVG. BLDG. HEIGHT	1.5 Stories
		TYPICAL MAX BLDG. HEIGHT	3 Stories
		TYPICAL NET FAR	0.02-0.23
		SUPPORTED TRANSIT TECHNOLOGY	Demand Response
T1		MIXED USE INTENSITY	Very Low
		ACTIVITY DENSITY (jobs + people/ac)	0-1 /ac
		AVG. BLDG. HEIGHT	1 Stories
		TYPICAL MAX BLDG. HEIGHT	2 Stories
		TYPICAL NET FAR	0-0.02
		SUPPORTED TRANSIT TECHNOLOGY	Demand Response

Transect Zones / Proposed Long Range Land Use (North Woodbridge)



Land Use Description

		Town Center	Urban Neighborhood	Neighborhood	Technology/Flex
DESCRIPTION					
					
		<p>Town Centers provide a mix of uses arranged in a pedestrian-friendly urban form. These centers are locations for regional commercial and entertainment destinations as well as access to amenities for adjacent residential and employment centers. Streets are interconnected and multi-modal with parking located behind buildings. Short blocks with shallow setbacks and on-street parking are appropriate.</p>	<p>Urban Neighborhoods are an opportunity to develop higher density, mixed-use residential close to transit (VRE) or town centers. They mix housing types that meet the needs of all ages and economic groups. Small-scale office, retail and service uses are integrated into the neighborhood. Neighborhood design is based on traditional neighborhood principles, emphasizing pedestrian activity. Development should be in short blocks with homes oriented to the front of the lot with shallow setbacks. Parking is on-street or in alleys.</p>	<p>Neighborhoods provide a focus on local employment uses within an urban, mixed-use environment. First-floor retail and commercial establishments and/or the inclusion of multi-family housing can support developments. The intent is to create vibrant, diverse places to accommodate a variety of business and housing development needs. Buildings have short to medium setbacks and varying block sizes. Parking is predominantly structured with accommodations for on-street and limited surface parking.</p>	<p>Technology/Flex Industrial areas provide opportunities for production, flex office/warehouse space, and warehousing uses that do not require large outdoor storage or produce nuisances such as noise, dust or vibration. They are less hazardous and limited impacts on surrounding areas compared to heavy manufacturing. Buildings in this area have medium to deep setbacks and larger block sizes. Surface parking is acceptable.</p>
USES	Primary Uses	<ul style="list-style-type: none"> • Retail & Service Commercial • Office • Entertainment Commercial • Multi-Family Residential • Government Contracting 	<ul style="list-style-type: none"> • Multi-Family Residential • High-Density Townhouses • Retail & Service Commercial 	<ul style="list-style-type: none"> • Multi-Family Residential • Retail & Service Commercial • Civic, Cultural, Community Institutional 	<ul style="list-style-type: none"> • Healthcare • Federal Government Contracting • Research & Development • Flex Space • Light Industrial • Warehousing & Logistics • Advanced Manufacturing
	Secondary Uses	<ul style="list-style-type: none"> • Civic, Cultural, Community Institutional • Hotel 	<ul style="list-style-type: none"> • Active Adult Retirement Communities • Office 	<ul style="list-style-type: none"> • Office • Institutional • Hotel • Healthcare • Local Government Contracting 	<ul style="list-style-type: none"> • Retail & Service Commercial • Office • Institutional • Retail & Service Commercial

Form & Character of Land Use

		Town Center	Urban Neighborhood	Neighborhood	Technology/Flex
FORM & CHARACTER	Use Pattern	Based on Street Typology	Based on Street Typology	Based on Street Typology	Based on Street Typology
	Target Residential Density	50-100 du/acre	12-50 du/acre	8-24 du/acre	n/a
	Target Non-Residential FAR	2.3-3.0	1-2.3	0.57-1.38	Up to 0.6
	Target Land Use Mix	Residential: 40-80% Non-Residential: 10-50% Civic: 5%+	Residential: 80-90% Non-Residential: 0-20% Civic: 5%+	Residential: 80-90% Non-Residential: 10-50% Civic: 5%+	Residential: 0% Non-Residential 100% Civic: 0%+
	Target Building Height	8-20+ stories	6-12 stories	Up to 8 stories	4 to 8 stories
	Minimum Open Space	10% of site	10% of site	10% of site	20% of site

Mixed-Use Development Standards

1. Buffer Areas: DCSM Buffer areas shall be required on a case by case basis and not subject to DCSM buffer standards.
2. All Setbacks;
 - A. Building setbacks: Through lots shall be treated as if they have two frontages for setback purposes, but not for signage purposes
 - B. Parking Setbacks: Parking shall not be permitted within any front setback area or within the provided side setback area on a corner lot.
3. Compatibility of nonresidential and residential uses.
4. Floor Area Ratio & Building Heights:

	MUZD-N	MUZD-T	MUZD-U
Max Res. FAR	0.00	0.10	0.25
Max Comm. FAR	0.00	0.10	0.25
Max Overall FAR	0.00	0.10	0.25
Max Overall Far w/ Form Based Proffers	1.0	2.0	4.0
Max Building Height	35 feet	60 Feet	300 Feet

5. Open Space, landscaping, screening:
6. Signage.

How do Form-Based Design Proffers Work?

The Form-Based Design Proffer is designed to ensure a private sector commitment for certain elements of development form at the time of zoning.

Eight different measures of site form are incentivized:

1. Minimum site density
2. Maximum parcel size
3. Maximum building footprint
4. Maximum setback
5. Enclosure ratio (minimum and maximum)
6. Building facade permeability (windows / doors)
7. Connectivity index
8. Proximity to uses

Design Incentivizing:

- Compact Development
- Walkability
- Connectivity
- Facade Permeability

1. Minimum Site Density considers the percent of maximum allowable FAR to incent compact development.



Potomac William Parkway and Telegraph Road, Woodbridge, VA
Credit: Google Earth

2. Maximum Parcel Size considers the footprint of the largest building on site to support a fine-grained walkable site.



Occoquan Village, Occoquan, VA

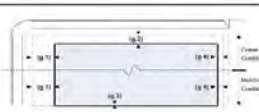
3. Maximum Building Size considers the footprint of the largest building on site to support a fine-grained walkable site.



Arden Walk, Calverton, VA
Credit: Google Earth

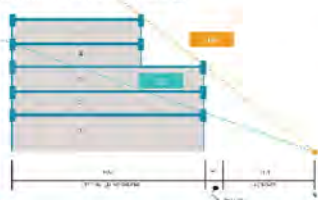
4. Maximum Setback considers the relationship of the building to the street to incent sidewalk activity.

SETBACKS - PRINCIPAL BLDG
1. The setbacks and location of principal building shall be determined from the lot lines as shown.
2. Facades shall be built along the principal frontage to the minimum specified width in the table.



How do Form-Based Design Proffers Work?

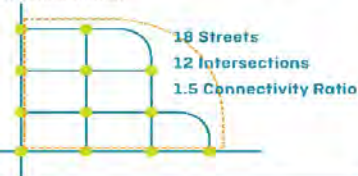
5. Enclosure ratios consider the relationship between building height and street width to incent suitable street framing.



6. Building facade permeability considers the percentage of ground floor frontage covered by windows and doors to incent sidewalk activity.



7. Connectivity Index considers the ratio of intersections to street segments to incent short, walkable blocks on dedicated rights of way for streets, alleys, or sidewalks providing through-block connections.



8. Proximity to uses considers uses either provided on site or within ½ mile to incent short trips; similar to the Land Use score applied in the state's Smart Scale scoring system.

Table 112 Local Non-Work Access Value

Category	Definition (typical residential uses)	Weight per destination
Work	Work	0.75 (per 10 destinations)
Day care	Day care	0.50 (per 10 destinations)
Convenience	Convenience (e.g., Grocery, Bookstore, Office, Laundry, Dry Cleaning, Post Office, Bank, etc.)	0.50 (per 10 destinations)
Food & Drink	Restaurants, Coffee shops, Pizzerias, Bars, etc.	0.25 (per 10 destinations)
Recreation	Recreation (e.g., Parks, Playgrounds, etc.)	0.25 (per 10 destinations)
Public Services	Public Services (e.g., Fire Station, Police Station, etc.)	0.25 (per 10 destinations)
Education	Education (e.g., Schools, etc.)	0.25 (per 10 destinations)
Healthcare	Healthcare (e.g., Hospitals, Clinics, etc.)	0.25 (per 10 destinations)
Other	Other (e.g., etc.)	0.25 (per 10 destinations)

For each of these form-based element, each site must proffer means to address each element so that the site achieves a composite balance allowing some Low elements to be offset by other High elements.

Form-Based Element	Low	High
1. Minimum density	> 25% Max FAR	> 75% Max FAR
2. Maximum parcel size	< 1 acre	< 0.5 acre
3. Maximum building footprint	< 10000 GSF	< 5000 GSF
4. Front setbacks	< 25' setback	< 5' setback
5a. Minimum Enclosure Ratio		> 1:1
5b. Maximum Enclosure Ratio		< 2:1
6. Facade permeability	> 30%	> 60%
7. Connectivity index	> 1.2	> 2.0
8. Proximity to uses	> 2	> 7

REDUCING BARRIERS TO MIXED USE

- Within an MUZD, all allowed land uses are defined as compatible, so that use-separating buffers such as specified in the Design and Construction Standards Manual (DCSM) Table 8-1 are not the appropriate standard of measurement. Each site's needs will be evaluated on a case by case basis.

Proposed Use/Development	Adjoining Existing Use/Development												
	1	2	3	4	5	6	7	8	9	10	11	12	13
RESIDENTIAL													
1. Single-Family Detached		A	B	B	B	D	D	B	C	B	C	C	C
2. Single-Family Weak-Link (used only for previously approved weak-link developments that are still valid)	A		A	B	B	D	D	B	C	B	C	C	C
3. Single-Family Attached	B	A		B	B	D	D	B	C	B	C	C	C
4. Multifamily	B	B	B		B	D	D	A	C	B	C	C	C
PUBLIC/SEMIPUBLIC													
5. Institutional (e.g., schools, church, library)	B	B	B	B		A	D	A	A	A	B	C	C
6. Public Recreational Use - Passive	D	D	D	D	D		D	B	B	B	B	B	C
7. Public Recreational Use - Active	D	D	D	D	D	D		D	D	D	D	D	D
8. Care Facilities (e.g., nursing home)	B	B	B	A	C	B	D		C	A	B	C	C
9. Public Facilities (e.g., pump station, treatment plant)	C	C	C	C	A	B	D	C		B	B	A	A
10. OFFICE	B	B	B	B	A	B	D	A	B		A	B	B
11. COMMERCIAL/RETAIL	C	C	C	C	B	B	D	B	B	A		A	B
INDUSTRIAL													
12. Light	C	C	C	C	C	B	D	C	A	B	A		A
13. Heavy	C	C	C	C	C	D	D	C	A	B	B	A	

A, B, C – Buffer width in accordance with Table 8-2.

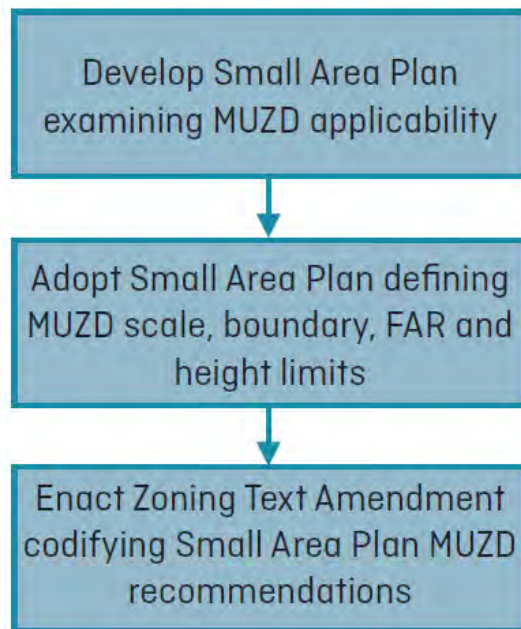
D – Determined on a case-by-case basis, depending on the activity.

Land Development Processing Steps:

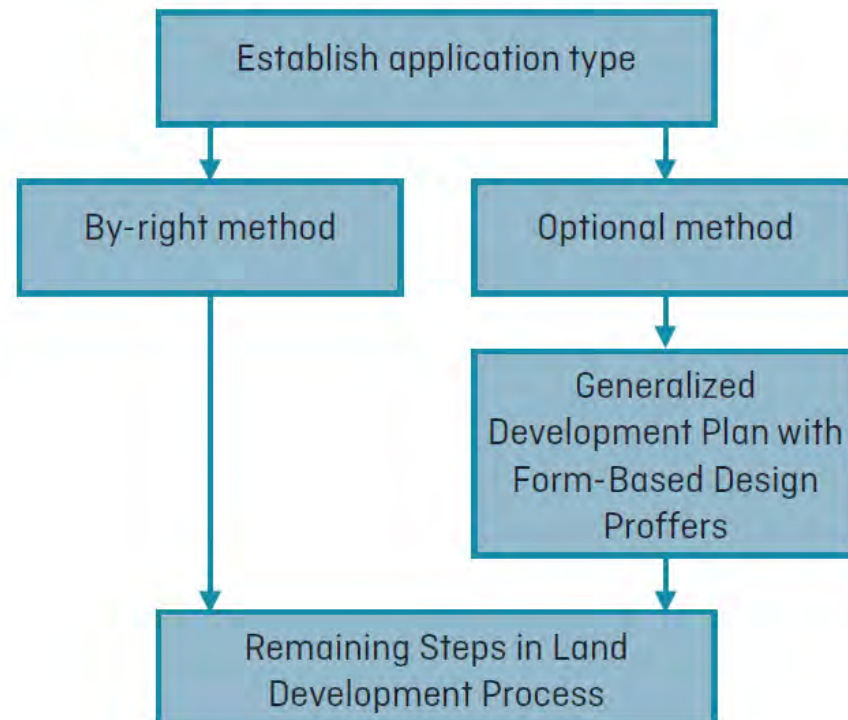
1. Comprehensive Plan Amendment
2. Rezoning and Special Use Permits
3. Sketch Plans and Preliminary Residential Subdivision Plans
4. Final Site and Final Subdivision Development Plans
5. Performance Bonds / Escrow
6. Site Development / Site Preparation Permits
7. Site Inspections
8. Zoning Approvals / Permits
9. Building Plan Review / Building Permits / Building Inspections
10. Certificate of Occupancy

HOW WOULD MUZD BE APPLIED?

Step 1. Designating MUZD in the Comprehensive Plan



Step 2. MUZD Rezoning Process



How Would MUZD be Applied? (Scenario 1)

Rezoning Initiated by Applicant

(County Process)

Adopt Small Area Plan defining MUZD scale, boundary, FAR & height limits

(Applicant Process)

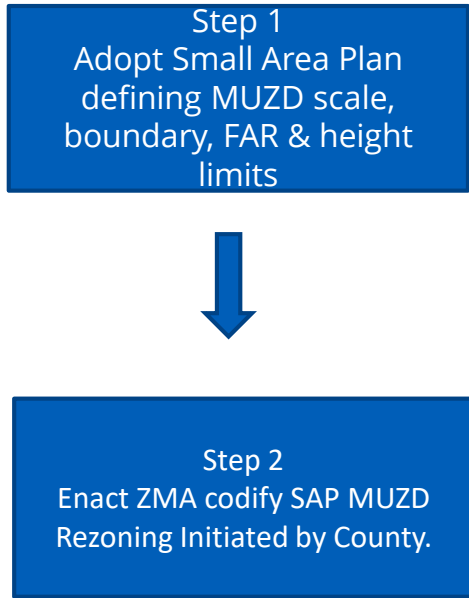
(Applicant provides Rezoning Application with proffers to address impacts and Form Based Proffers)



Finish remaining steps of the Land Use Development Process

How Would MUZD be Applied? (Scenario 2) FAR Incentive

(County Process)



(Applicant Process)

Minimum Far Application complies with ZMA & SAP MUZD requirements



By-right method
No Rezoning
No Mitigating Proffers



	MUZD-N	MUZD-T	MUZD-U
Max Residential FAR.	0.00	0.10	0.25
Max Commercial FAR	0.00	0.10	0.25
Max Overall FAR	0.00	0.10	0.25
Max overall FAR w/ Form Based Proffers	1.0	2.0	4.0

Bonus FAR Large Intense Application or does not meet all the ZMA & SAP MUZD requirements



Applicant provides Generalized Development Plan with proffers to address impacts and Form Based Proffers



Finish remaining steps of the Land Use Development Process

How Would MUZD be Applied? (Scenario 3) Development Standards Incentive

(County Process)

Step 1
Adopt Small Area Plan
defining MUZD scale,
boundary, FAR & height
limits



Step 2
Enact ZMA codify SAP MUZD



Step 3
Establish CDA to pay for
infrastructure and facilities.

(Applicant Process)

Application
complies with SAP
MUZD
requirements



By-right method



	MUZD-N	MUZD-T	MUZD-U
Max Residential FAR.	0.00	0.10	0.25
Max Commercial FAR	0.00	0.10	0.25
Max Overall FAR	0.00	0.10	0.25
Max overall FAR w/ Form Based Proffers	1.0	2.0	4.0

Large Intense
Application or does
not meet all the SAP
MUZD requirements



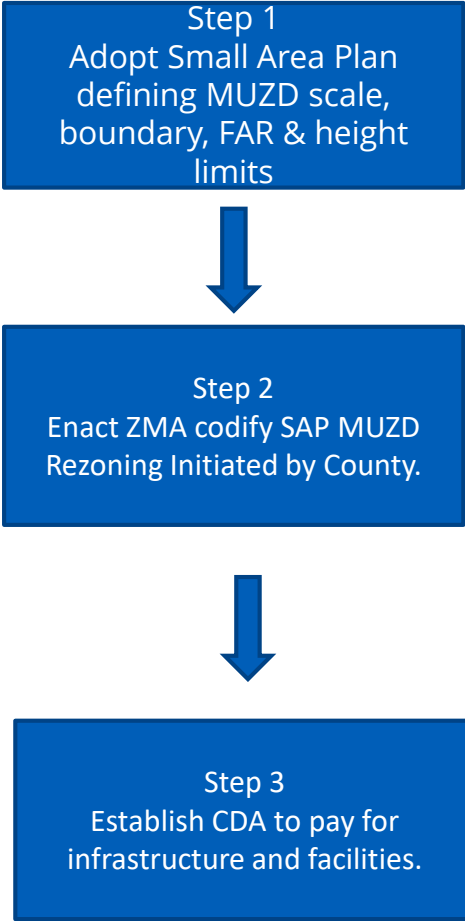
Applicant provides
Generalized
Development Plan
with Form Based
Proffers



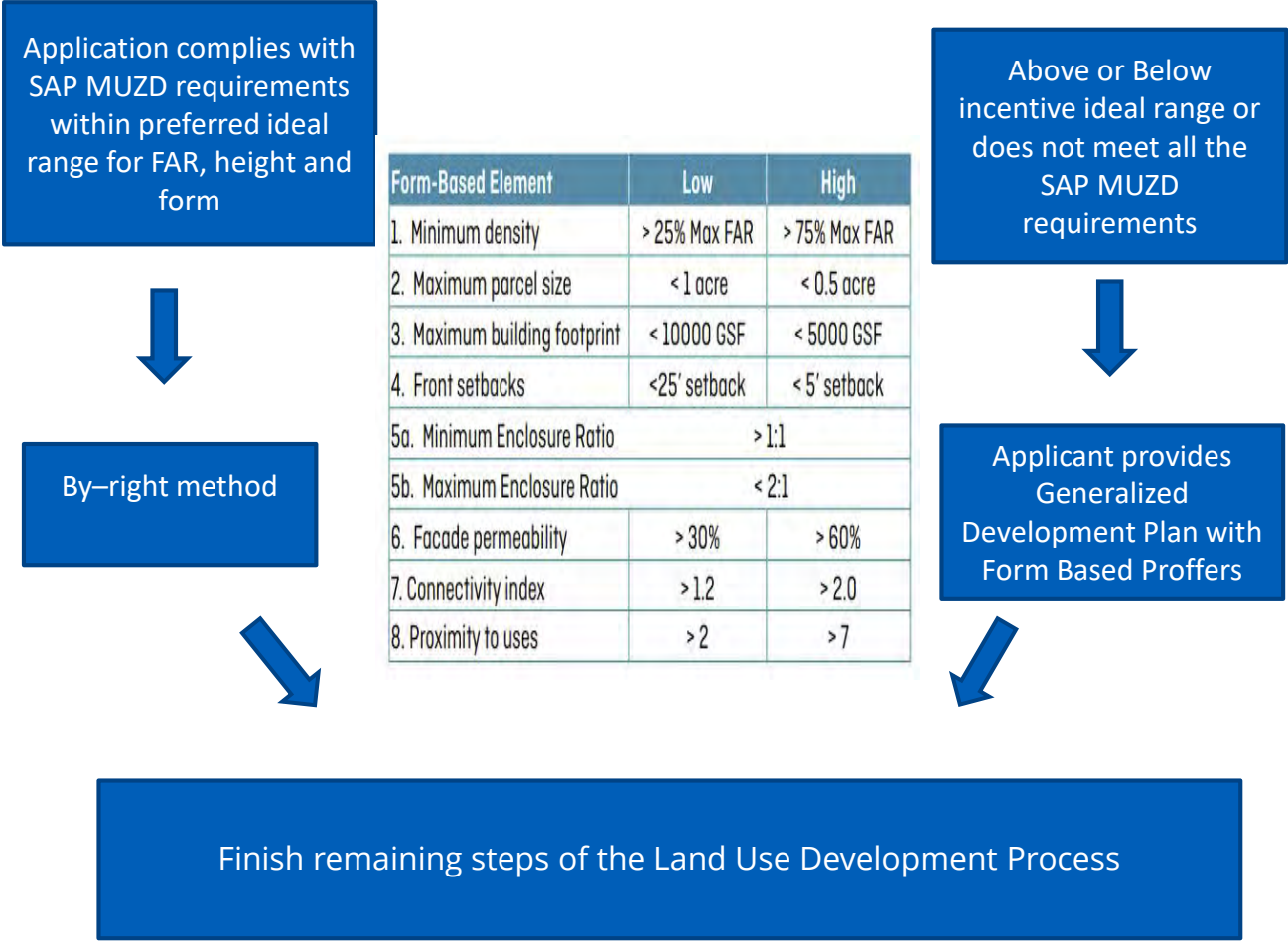
Finish remaining steps of the Land Use Development Process

How Would MUZD be Applied? (Scenario 4) Range Incentive Driven

(County Process)



(Applicant Process)



Comparison Matrix of MUZD Application Process

	Scenario 1	Scenario 2	Scenario 3	Scenario 4
Infrastructure Timing	Piecemeal	Piecemeal	Consistent	Consistent
Ensure Infrastructure Funding	Low	Low	High	High
Avoids Non-Conforming Use	High	High	Low	Low
Appearance of Down Zoning	Low	High	High	Medium
Process Time	High	High	Medium	Low
Achieves Mixed Use Goals	Low	Low	Medium	High
Attains County's Smart Growth Principles	Low	Low	Medium	High