

Hyannis Zoning Update

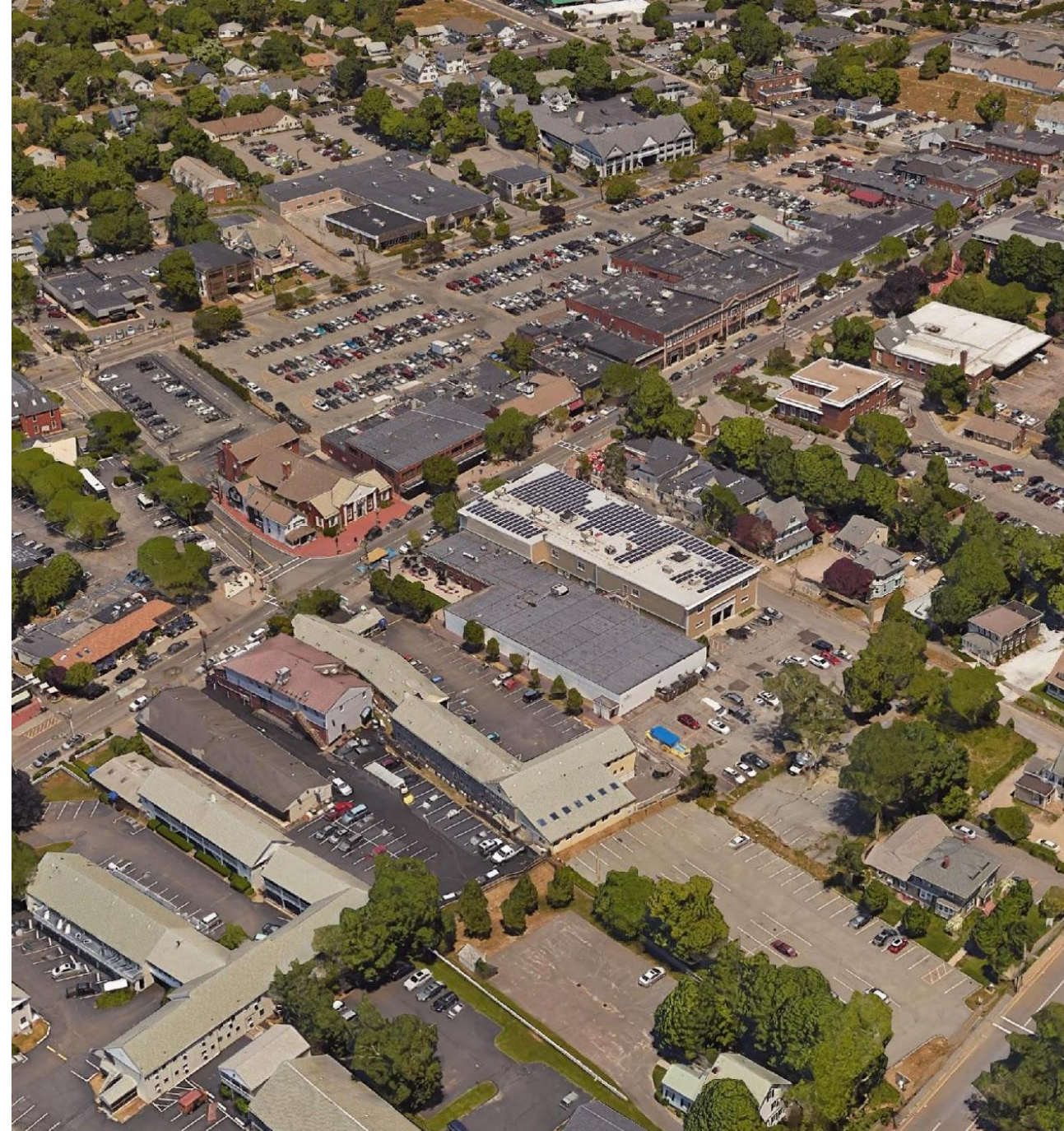
Agenda

- I. Why Update Zoning?
- II. Zoning Primer
- III. Downtown Hyannis Zoning
- IV. Document Overview

Introduction

Why Update Zoning?

1. Address housing goals including increasing housing density, equity, and diversity
2. Improve urban fabric of downtown Hyannis in a manner consistent with historic character and development patterns
3. Streamline zoning requirements and procedures and improve ease of use for businesses/developers, public, and staff
4. Encourage housing production and mixed use development at human-scale density, and create predictable outcomes in urban form

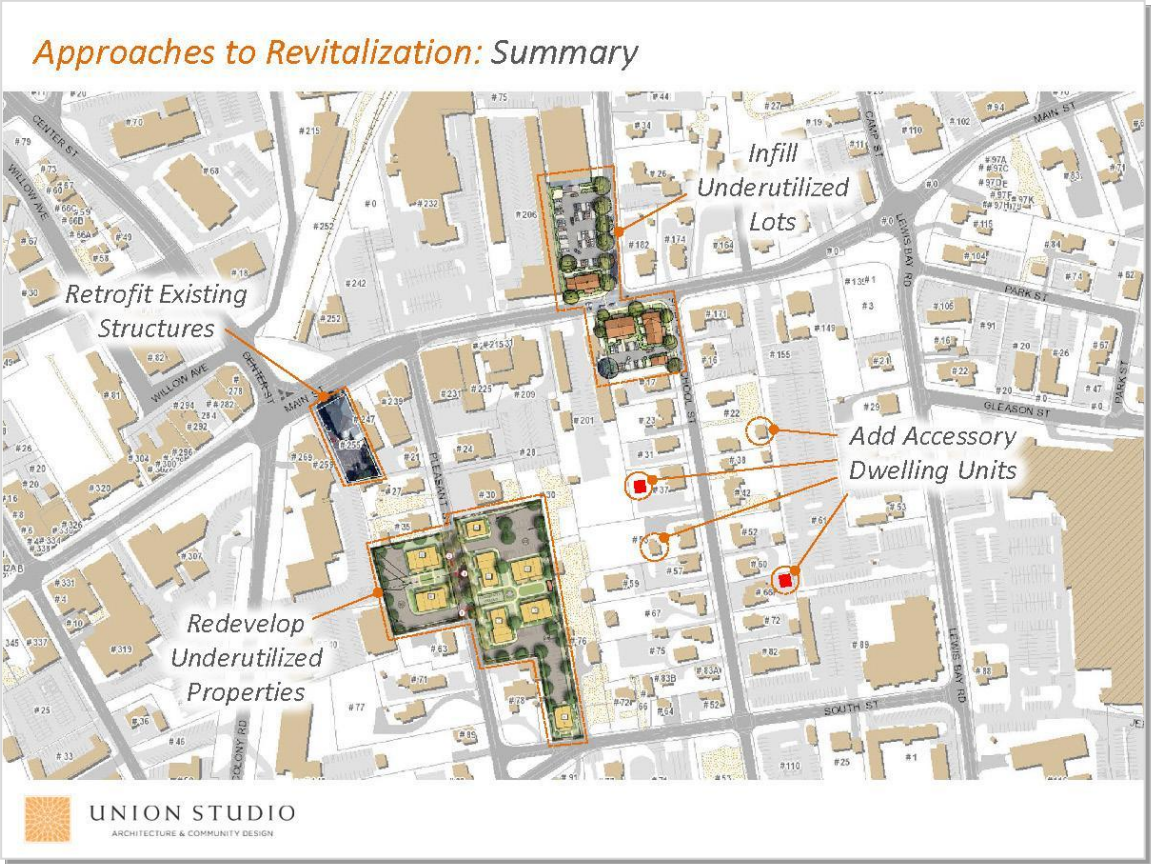
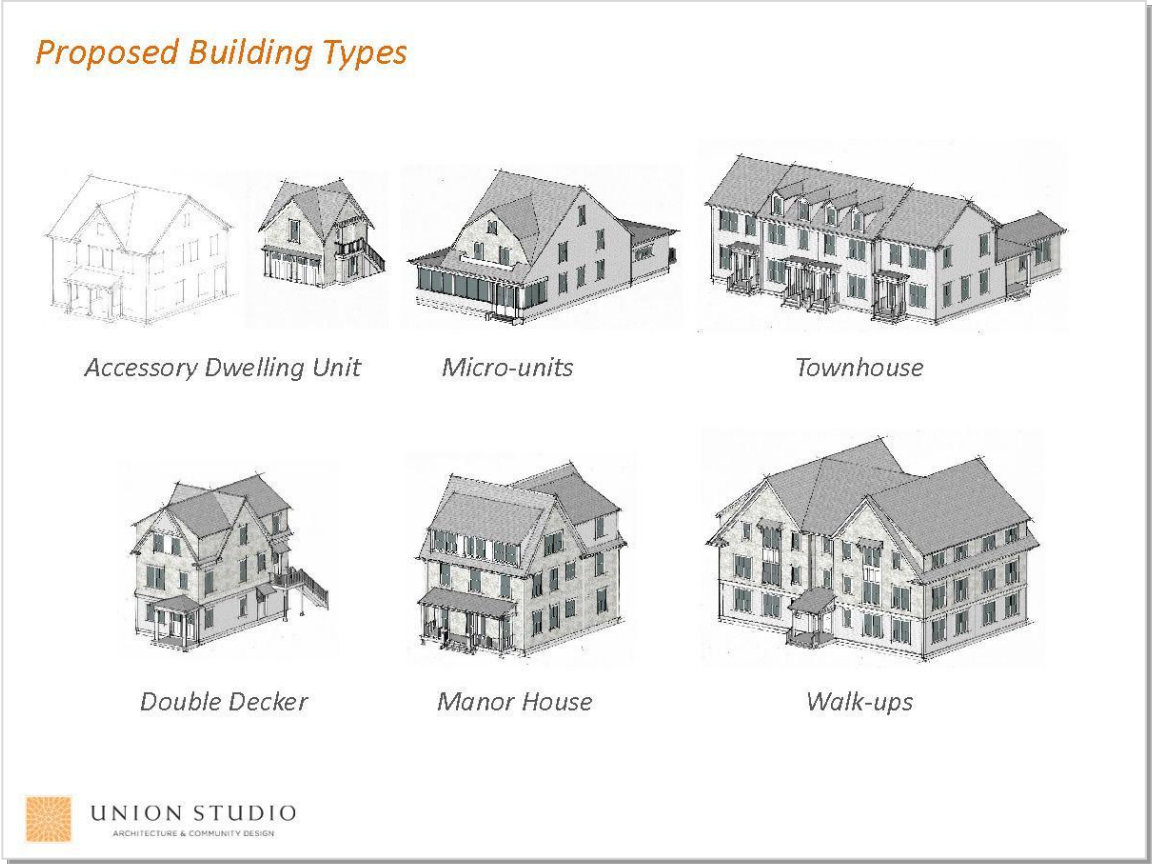


Housing Production Plan (2016)

1. Address local housing needs
2. Create year-round rental units for residents
3. Provide diverse housing options in Villages
4. Encourage village-scale mixed-use and multi-unit development and re-development in village centers
5. Allow increased density for mixed-use, multi-unit development in Hyannis GIZ
6. Amend zoning to achieve housing goals



Community Resilience by Design (2018)




Community Resilience by Design (2018)


*Do you think a building of this **scale** would be a good fit within the study area?*

Shortest ←-----→ Tallest


Single Family



Townhouse



Multi-Family




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*Do you think a building of this **style** would be a good fit within the study area?*

Traditional ←-----→ Contemporary


Single Family



Townhouse



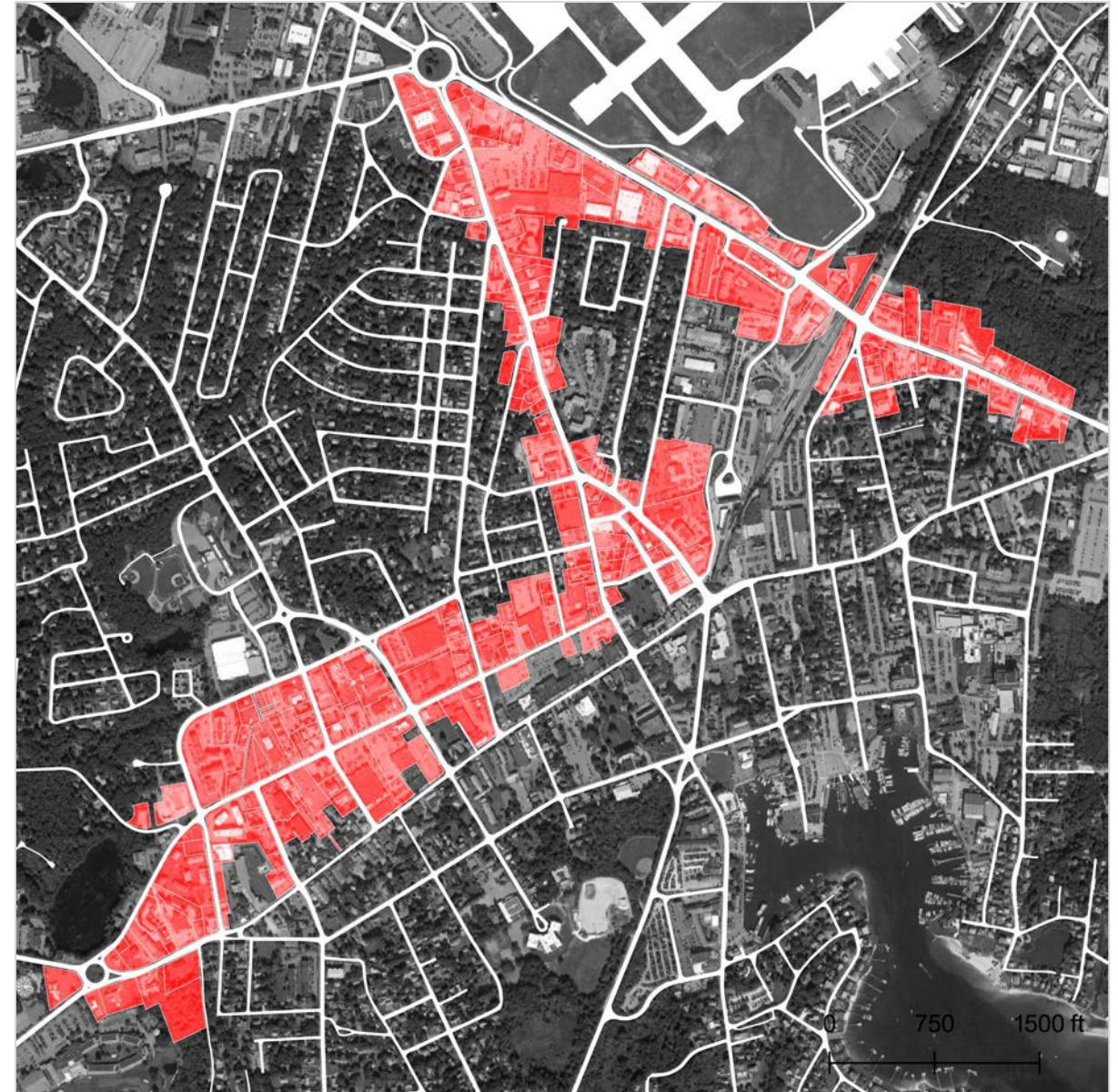
Multi-Family



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Challenges to Housing Production

Auto-dominant uses and underutilized parcels produce undesirable streetscapes with large setbacks and large surface parking lots



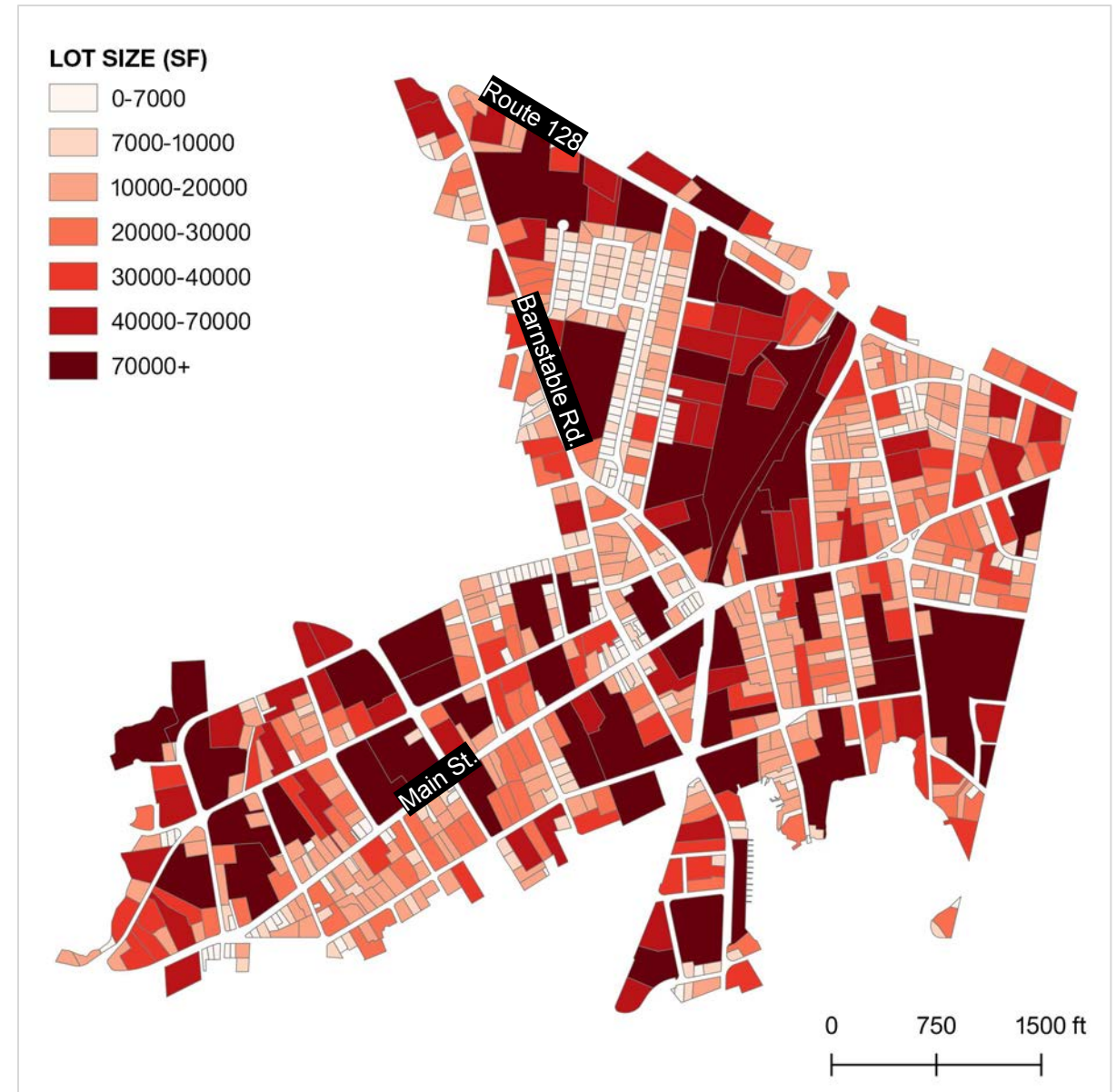
Challenges to Housing Production

Outdated zoning standards create unintended outcomes and do not align with housing goals.

Hyannis' Growth Incentive Zone has a diversity of lot sizes that range from small residential lots around 4,000 SF to large commercial lots upwards of 70,000 SF

Ratio-based zoning metrics problematic:

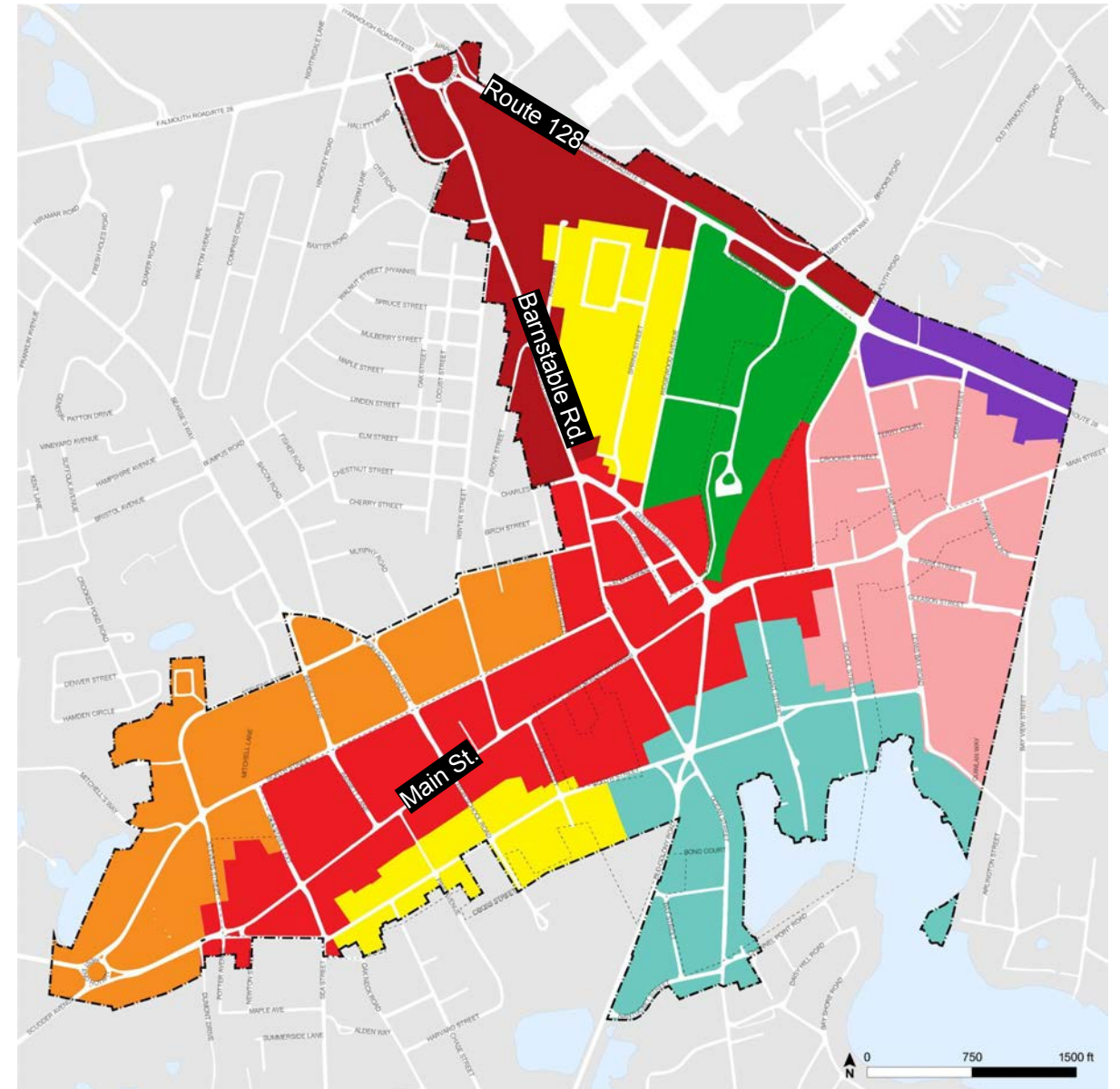
- DU/Acre
- BR/Acre
- Floor Area Ratio
- Parking



Challenges to Housing Production

Overlapping jurisdictions create complex permitting environment

- Harbor (HD)
- Single Family (SF)
- Hyannis Gateway (HG)
- Hyannis Village Business (HVB)
- Medical Services (MS)
- Office/Multifamily Residential (OM)
- Gateway Medical (GM)
- Transportation Hub (TD)
- Growth Incentive Zone
- Historic District



Zoning Primer

Zoning Technique: Use-Based

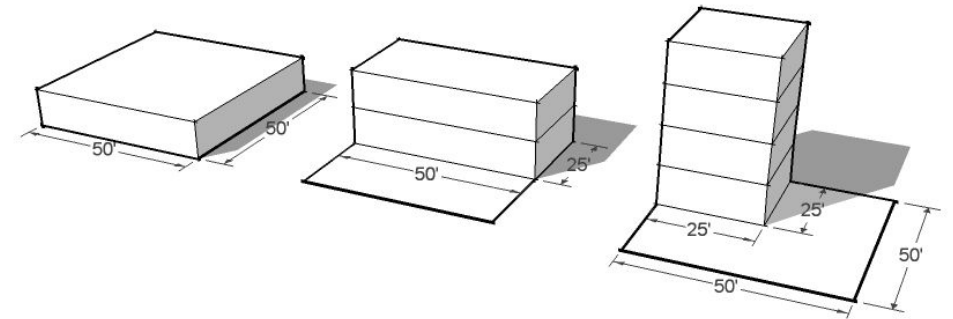
“Land Use” primary organizing principle

Similar uses sorted into distinct areas (zones)

- Single-family (Single-family)
- Multi-family (Office/Multifamily Residential)
- Retail/Commercial (Gateway, Medical Services)
- Industrial (Transportation Hub, Harbor)

Typically one set of dimensional standards per district

- Setbacks
- Building Height
- Floor Area Ratio
- Dwelling Units/Acre (Bedrooms/Acre)



Zoning Technique: Performance-Based

Regulates the effects or impact of land uses on surrounding properties

Performance measures:

- Traffic Impact (Vehicle Trips)
- Noise Levels
- Shadows, solar reflectivity, wind redirection
- Most Building Codes are performance-based



Zoning Technique: Negotiated

Allows landowners to vary uses and development standards in a zoning ordinance through a negotiated process.

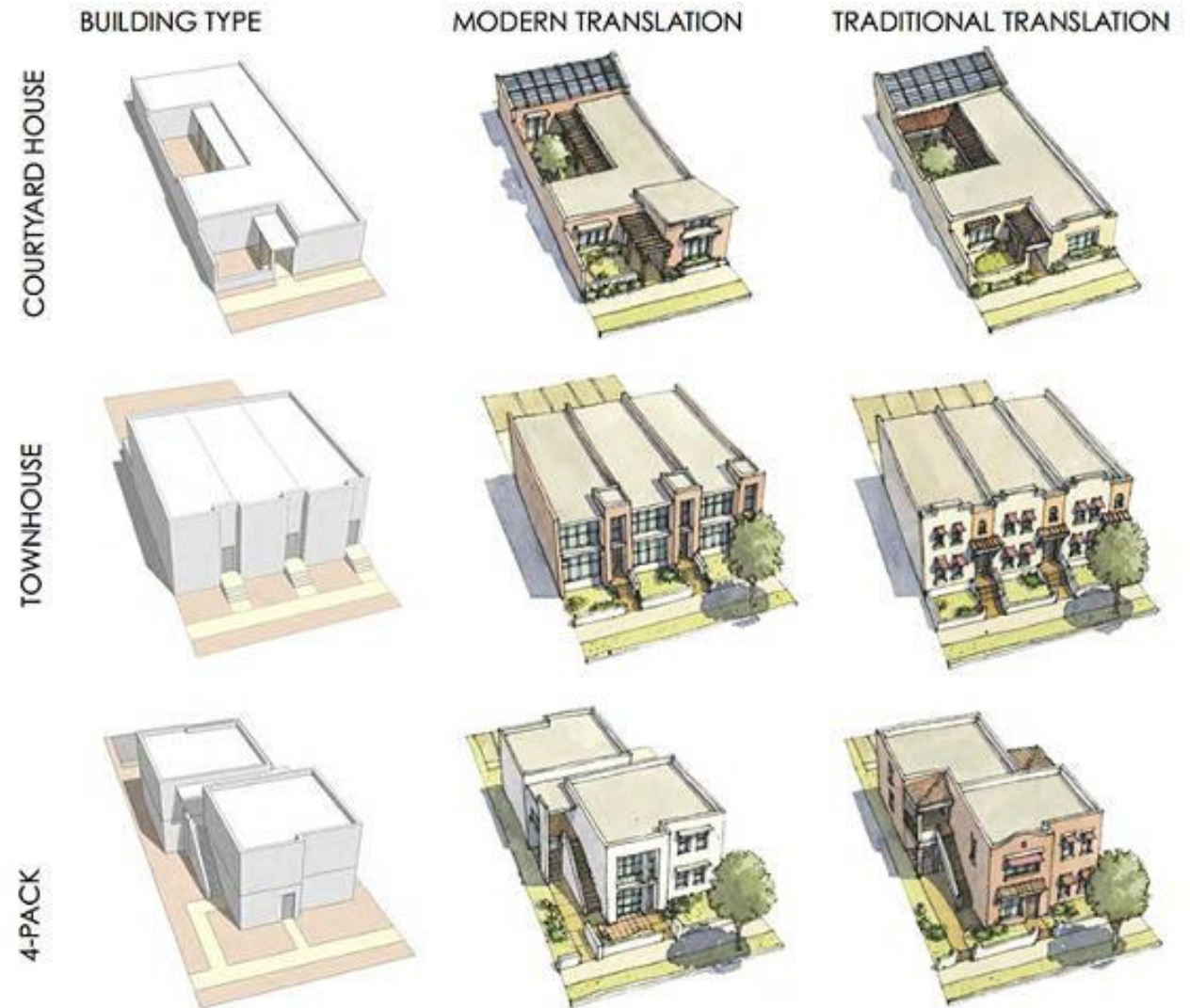
Local Example: Development Agreements

When approved, this type of zoning becomes a “mini-zoning ordinance” that regulates development of the site.



Zoning Technique: Form-Based

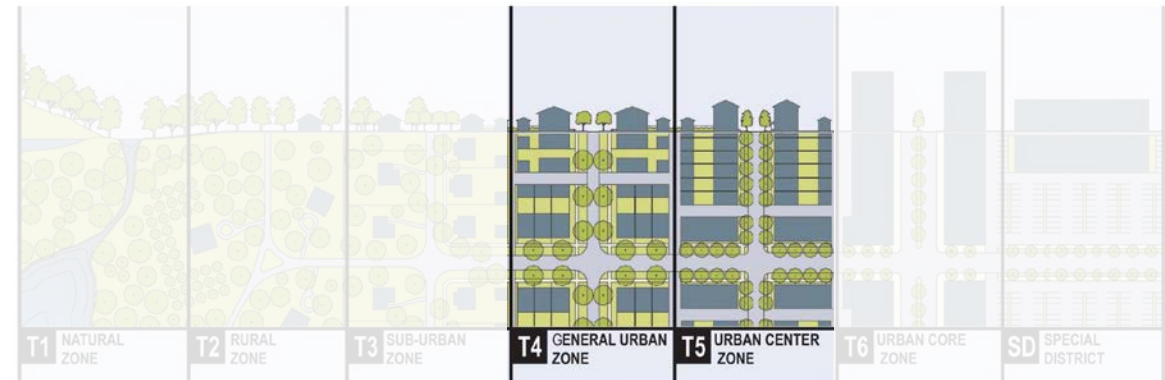
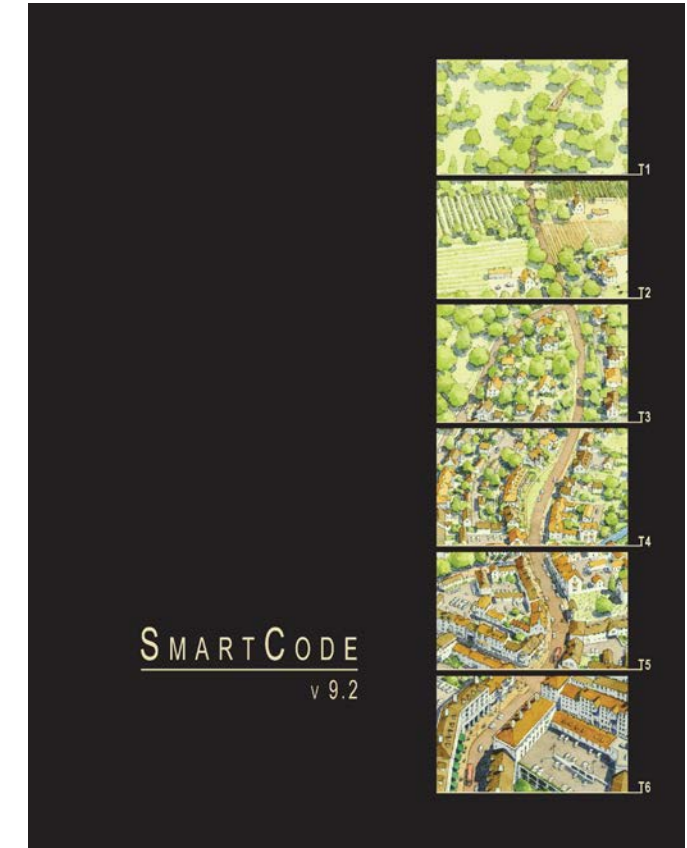
- Building “form” or “type” is the primary organizing principle
- Emphasis on dimensional standards
- Can de-prioritize land use regulation
- Predictable built results can allow for by right development
- Better at producing housing diversity (types, size, tenure, etc.)
- Regulate building underlying form, not architectural style



Approach: A “light-weight” Form-Based Code

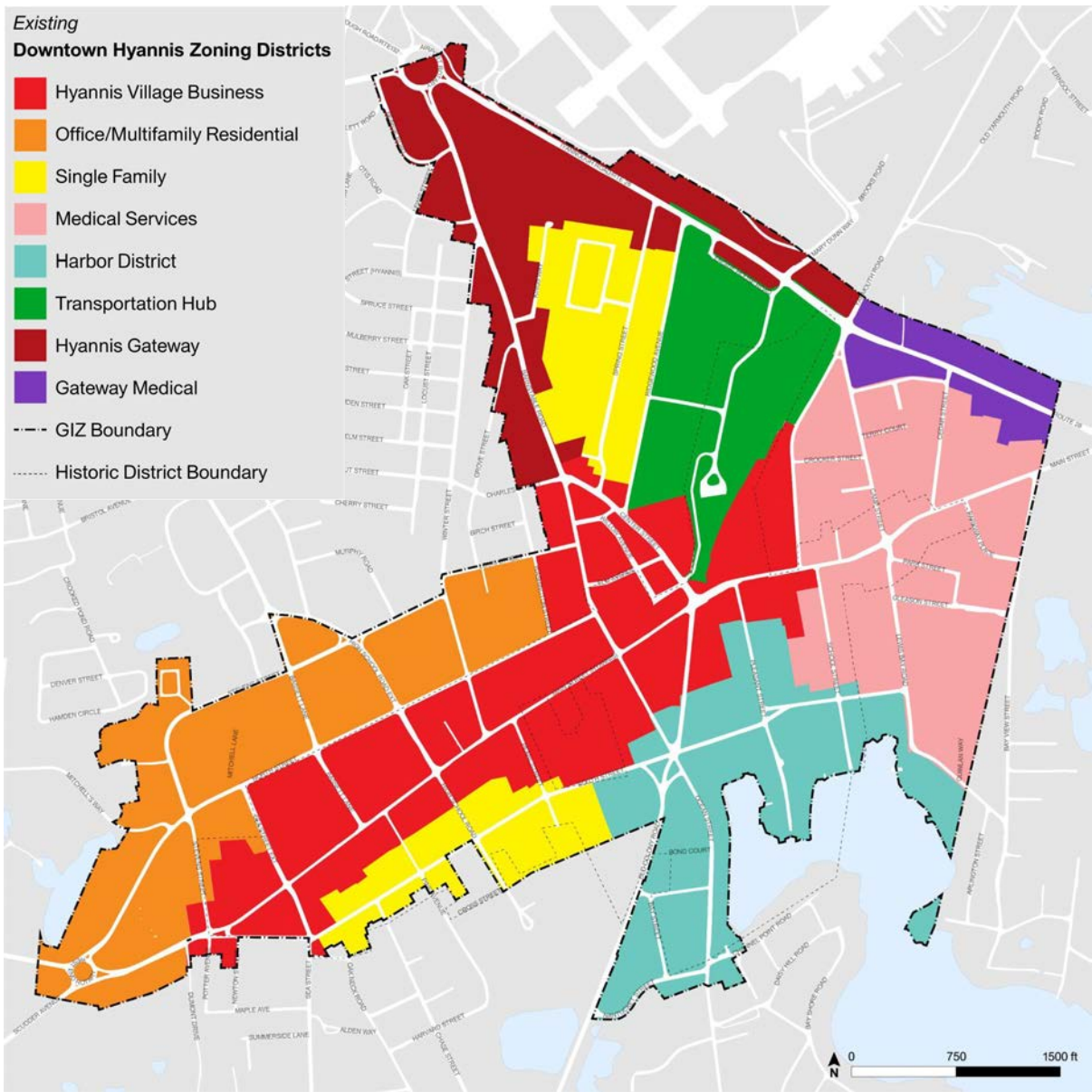
Smart Code Model Ordinance

1. Simplified Districts & Revised Map
2. Improved Dimensional Standards
3. Streamlined Permitting Process
4. Graphics & Clear Language



Downtown Hyannis Zoning

Existing Zoning Districts (8)



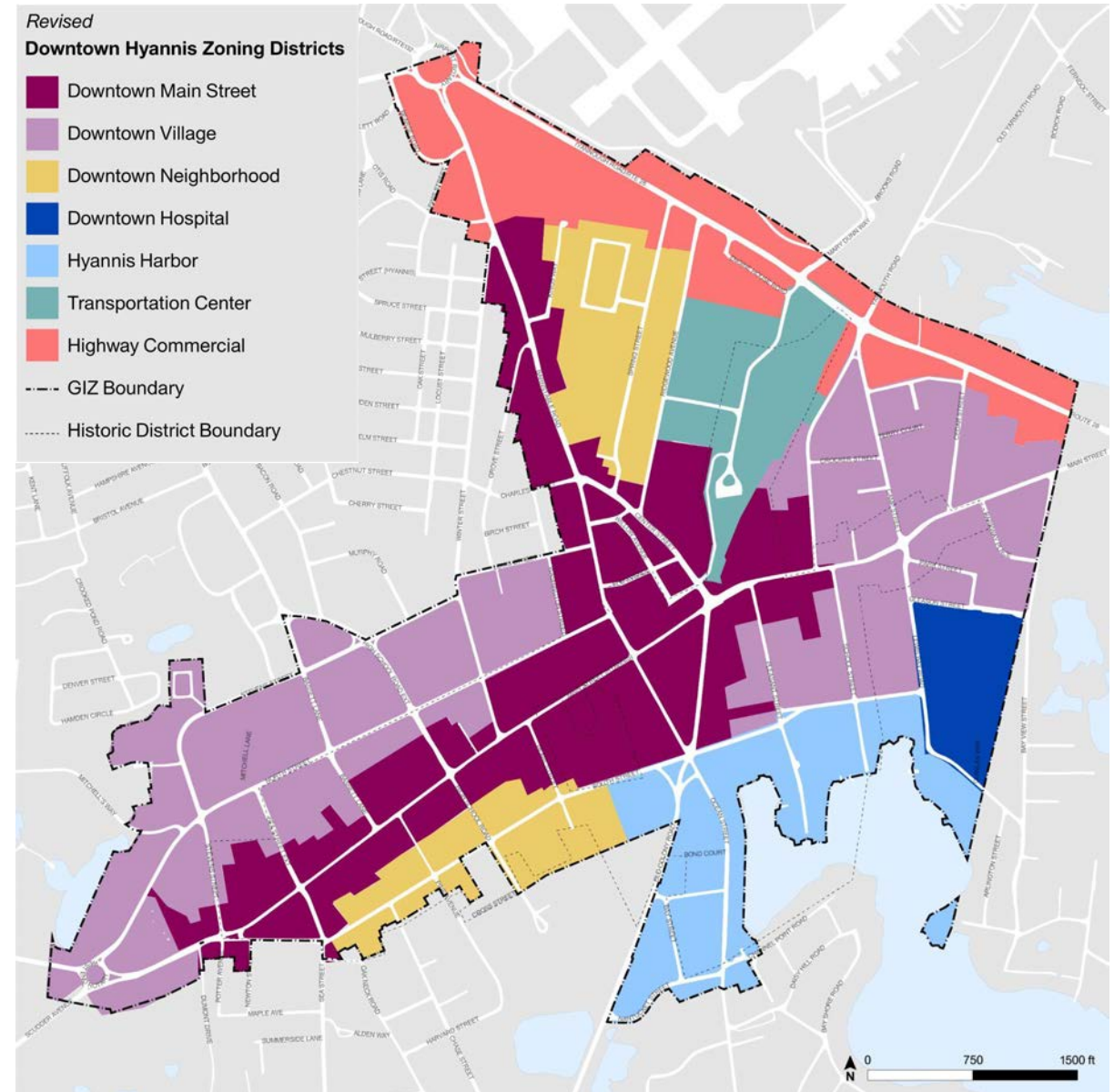
All New Zoning Districts (7)

Form-Based Zoning Districts

- Downtown Main Street
- Downtown Village

(Hybrid) Zoning Districts

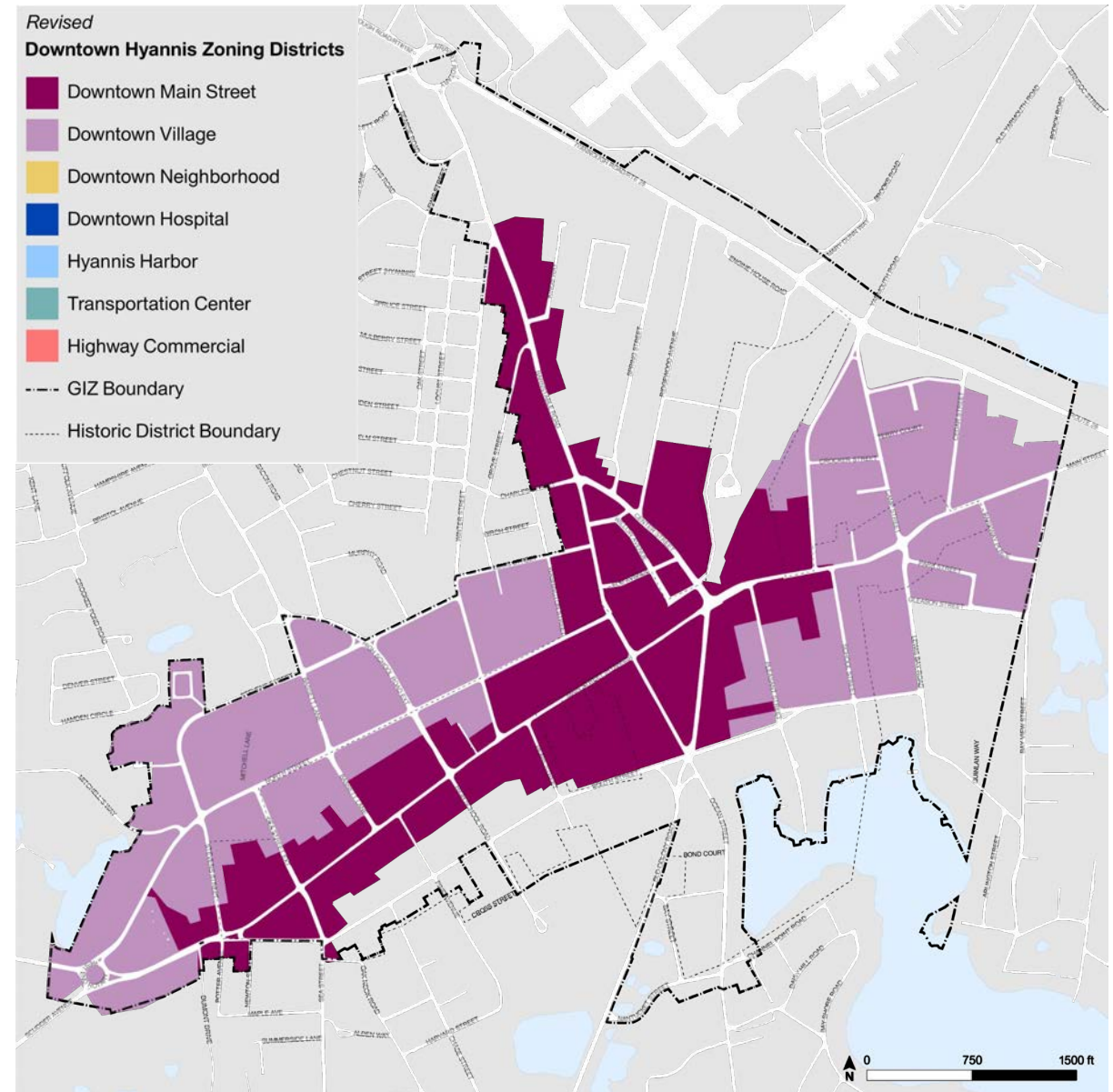
- Downtown Neighborhood
- Downtown Hospital
- Hyannis Harbor
- Transportation Center
- Highway Commercial



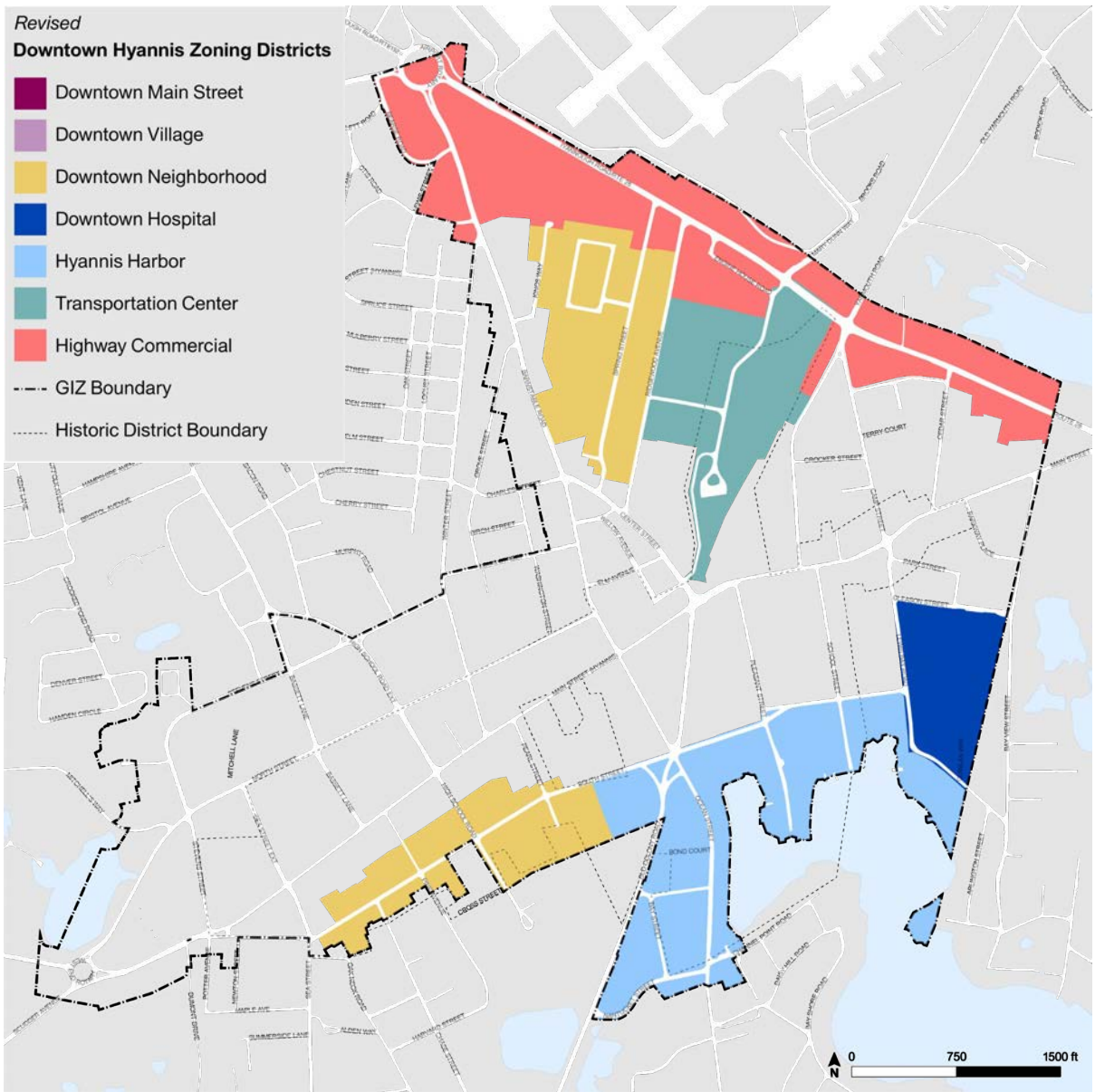
New Form-Based Zoning Districts

Downtown Main Street District extends the character and mixed-use commercial corridor of the current main street

Downtown Village District promotes mixed land uses that support the downtown core and preserves traditional neighborhood forms and pedestrian orientation

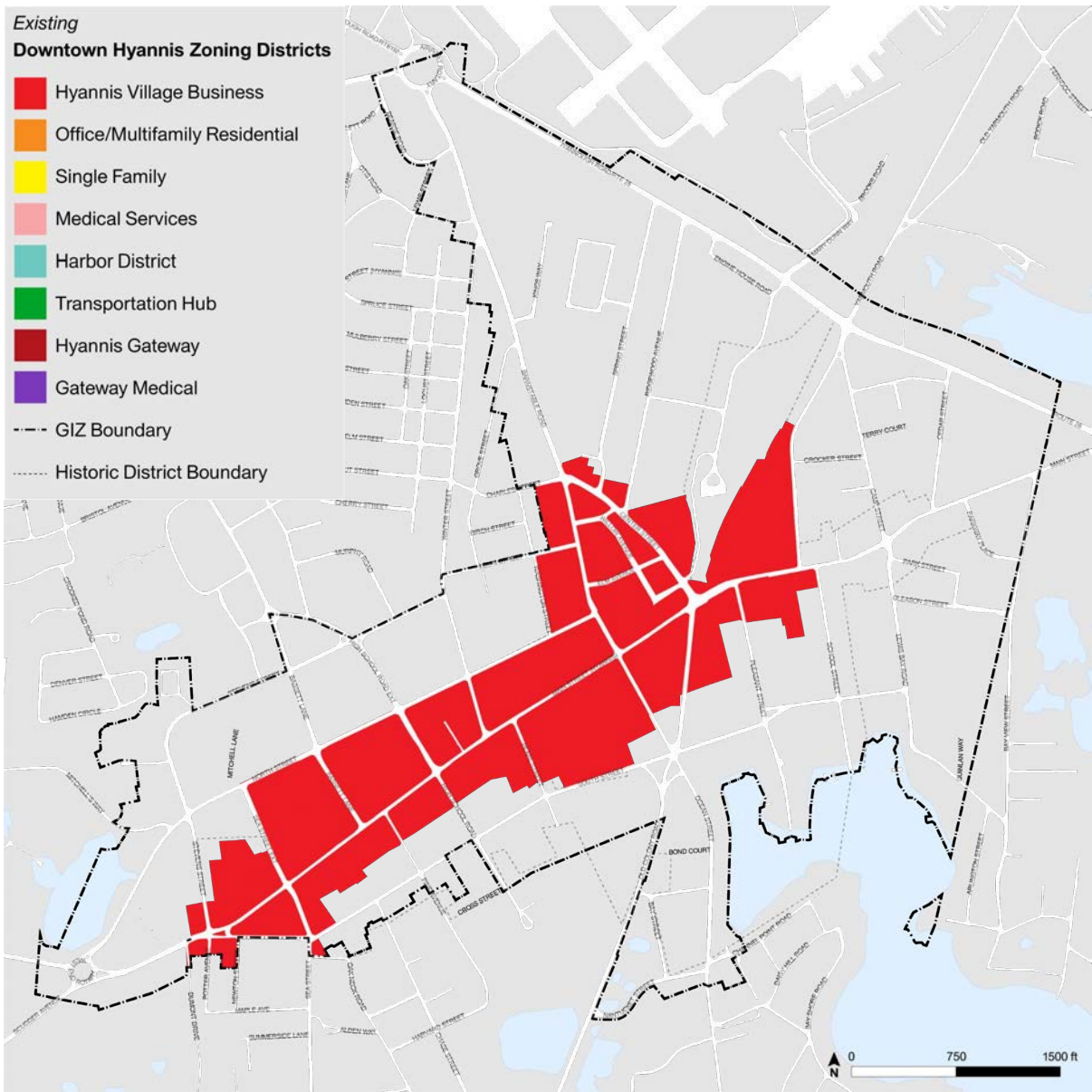


New Zoning Districts



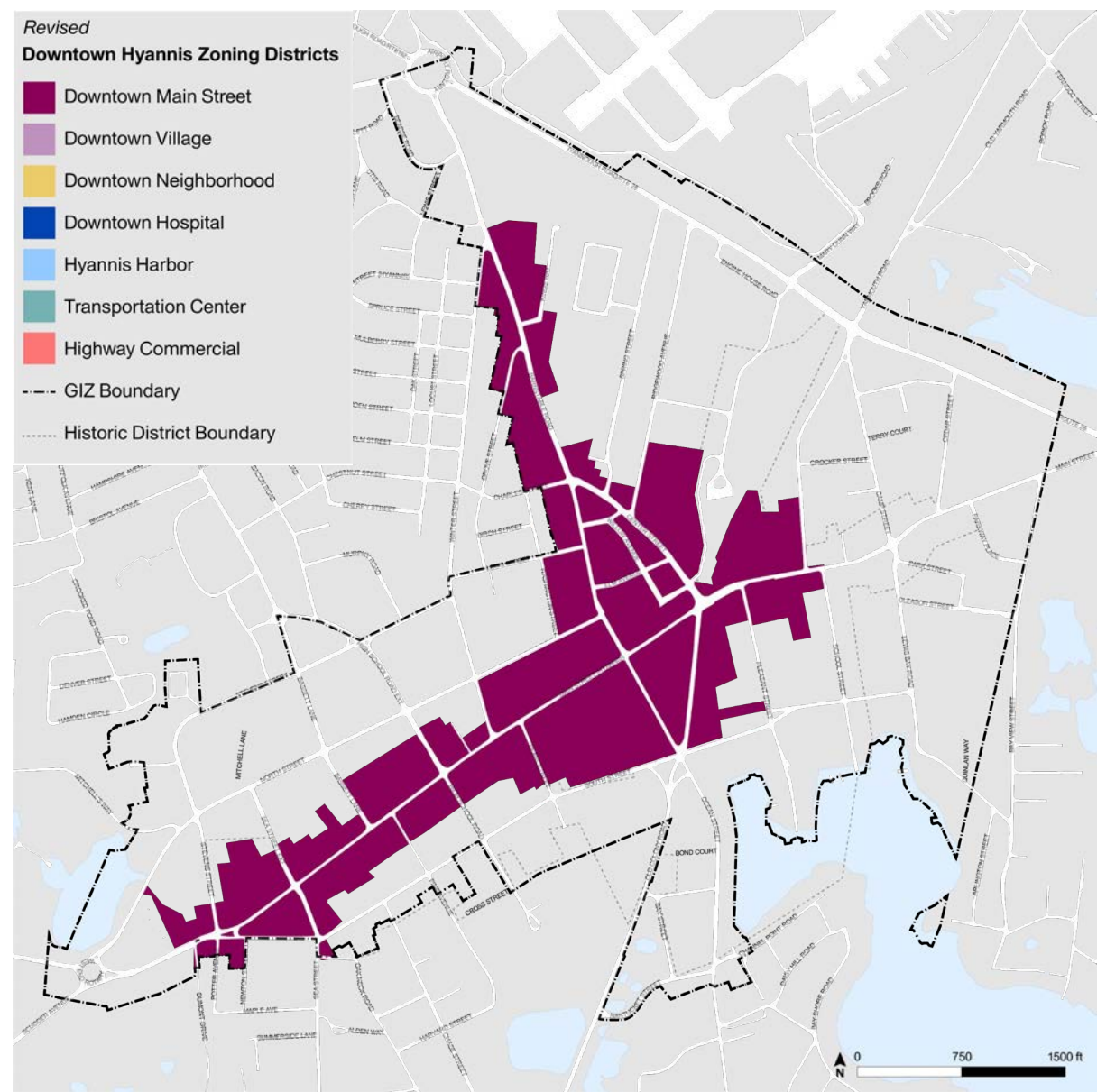
Existing Zoning District

Hyannis Village Business



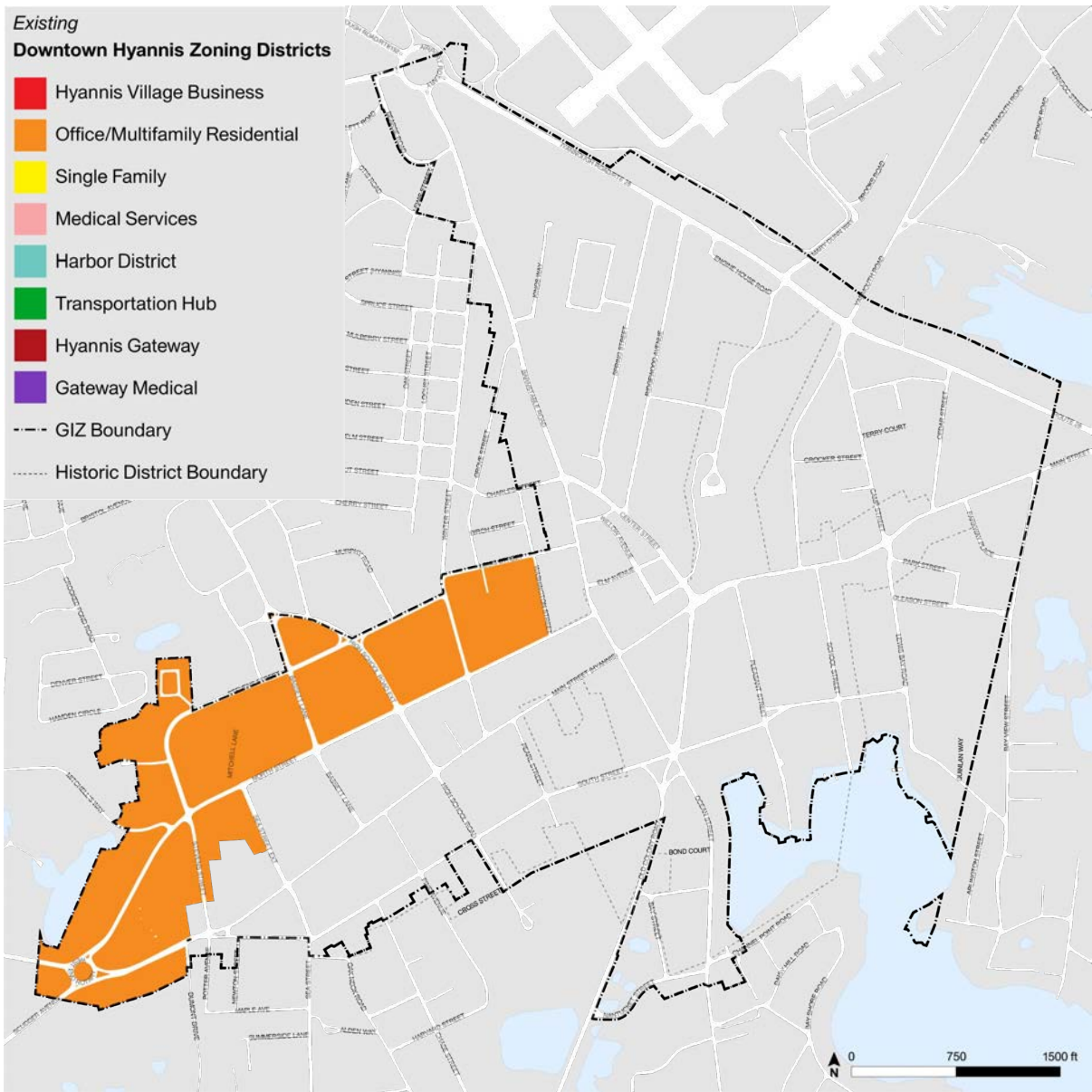
New Form-Based District

Downtown Main Street District extends the character and mixed-use commercial corridor of the current main street



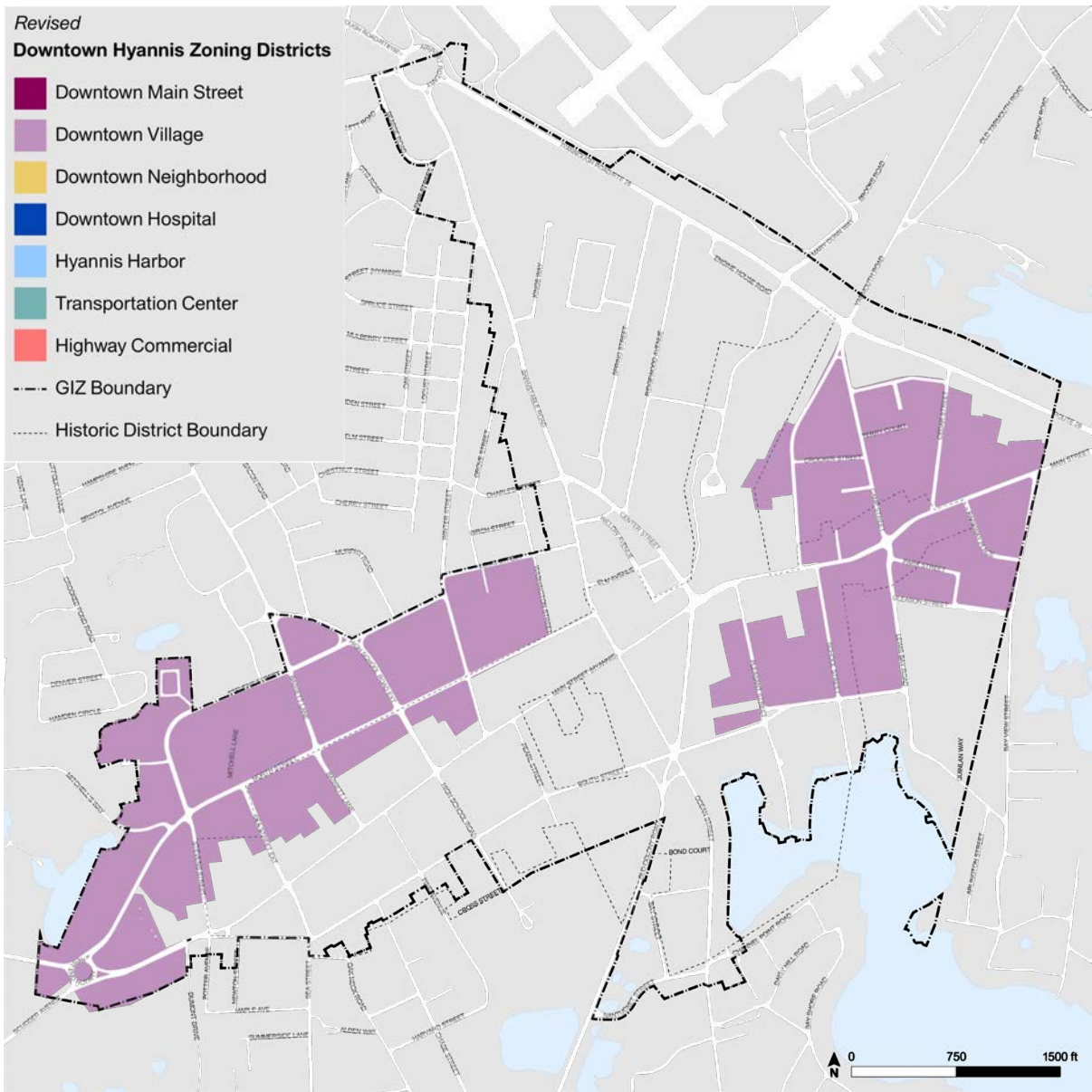
Existing Zoning District

Office/Multifamily Residential



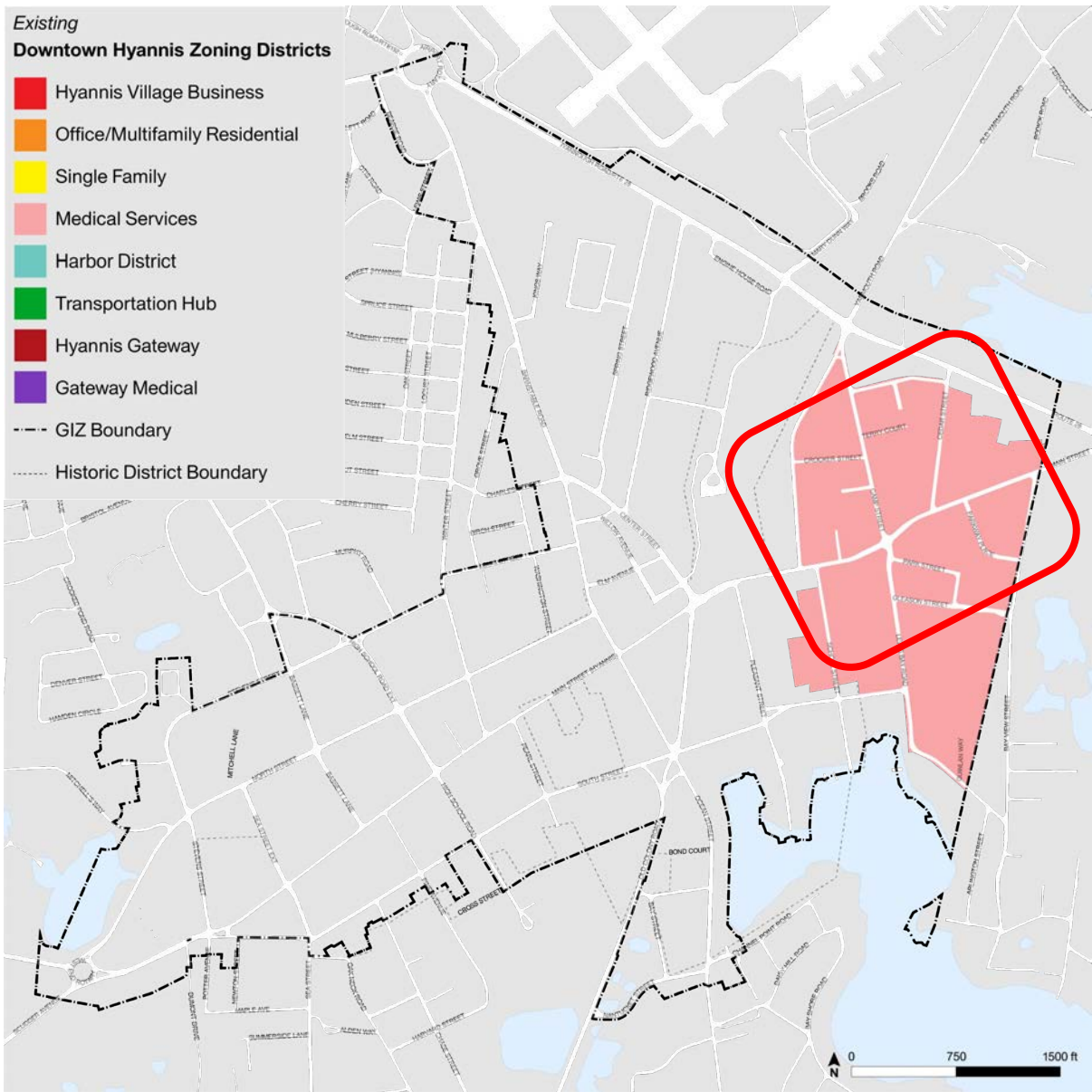
New Form-Based District

Downtown Village District promotes mixed land uses that support the downtown core and preserves traditional neighborhood forms and pedestrian orientation



Existing Zoning District

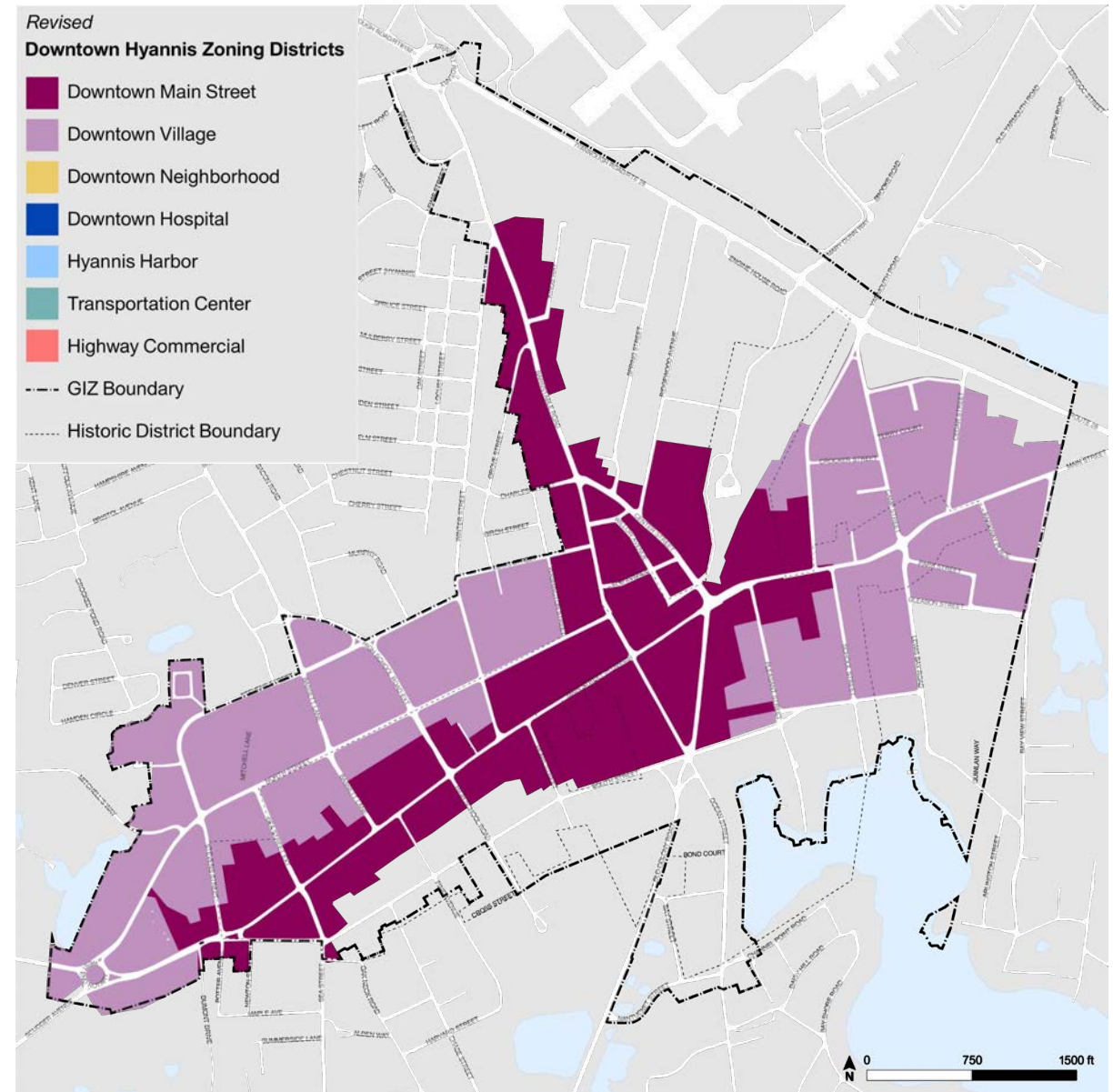
Medical Services



New Form-Based Zoning Districts

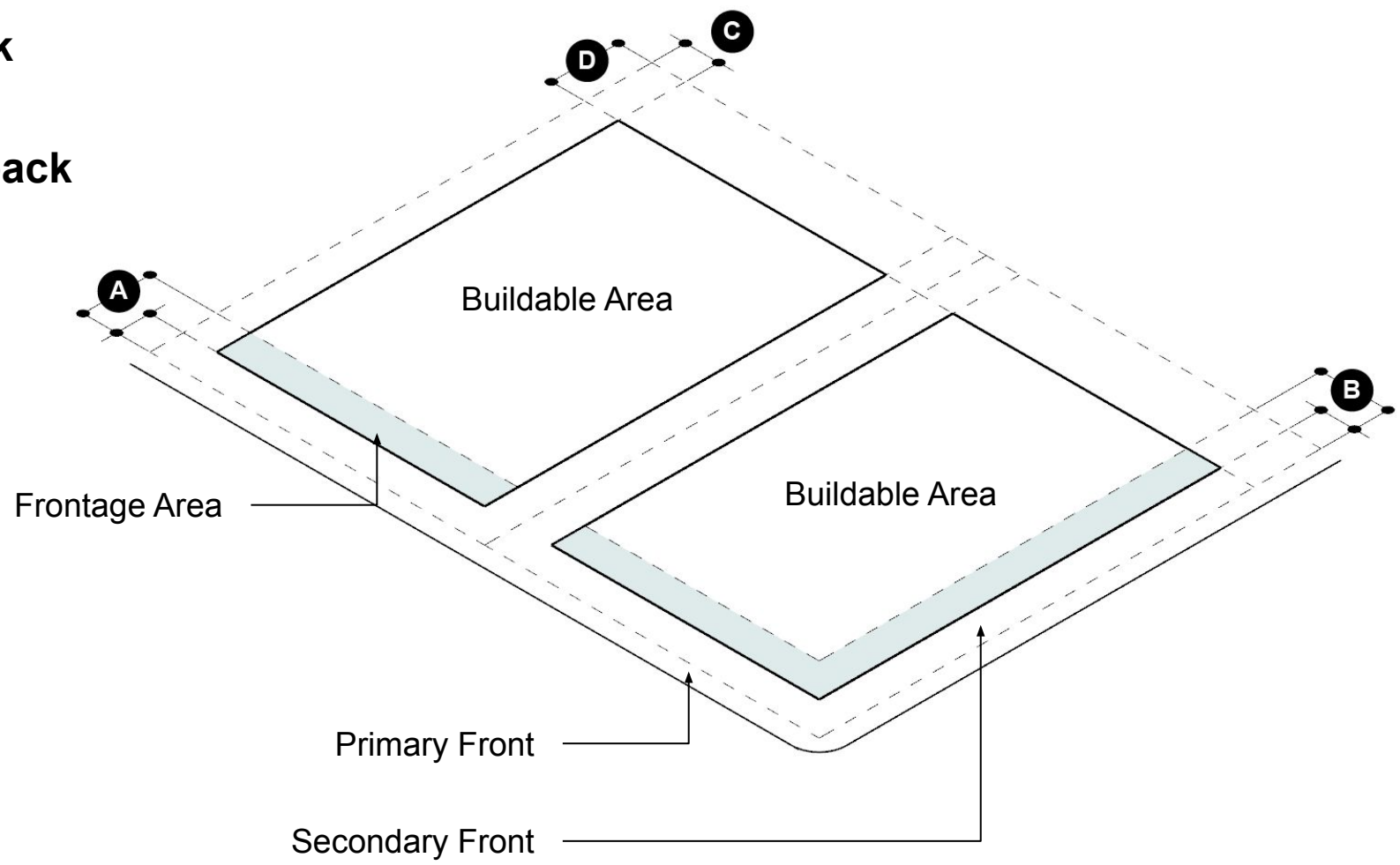
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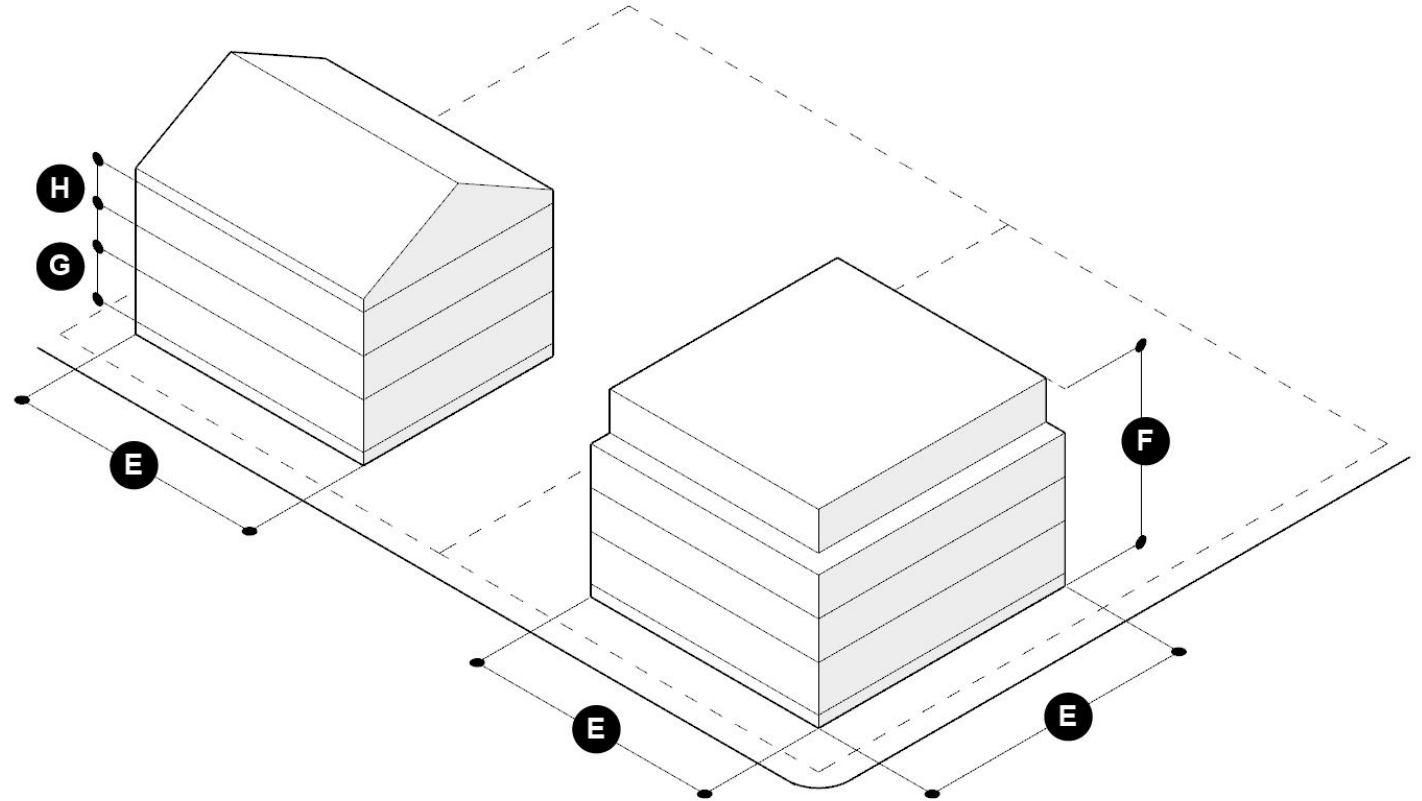
Lot Standards

- A** Min/Max. Primary Front Setback
- B** Min/Max. Secondary Front Setback
- C** Side Setback
- D** Rear Setback



Building Standards

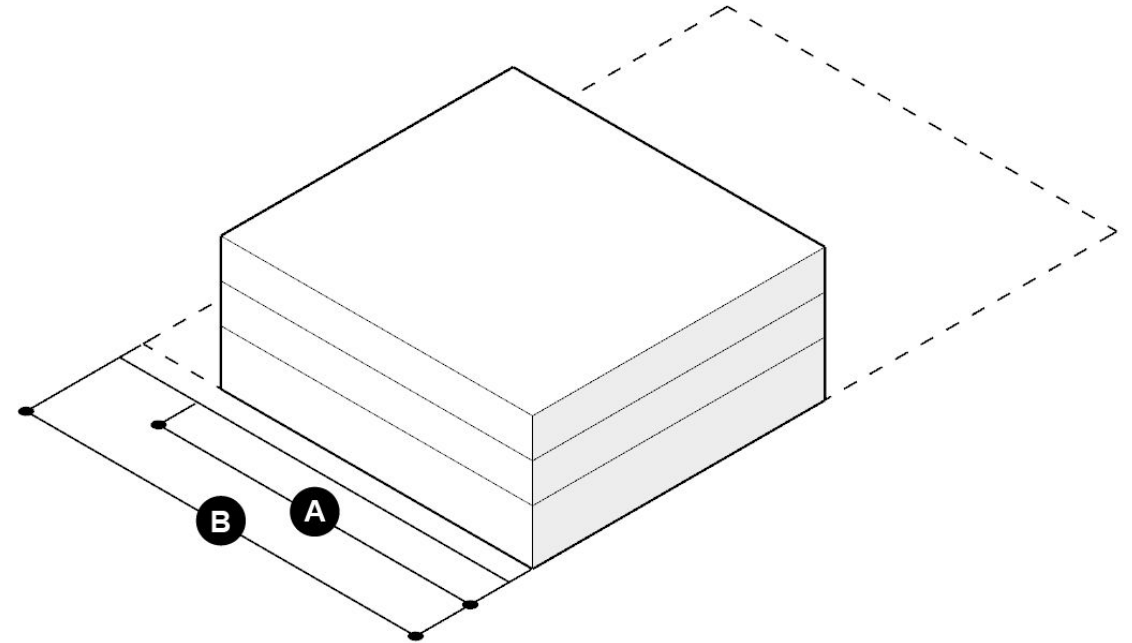
- E** Facade Build-out (min.)
- F** Number of Stories
- G** Ground Story Height
- H** Upper Story Height



New FBC Dimensional Standard

Facade Build-Out

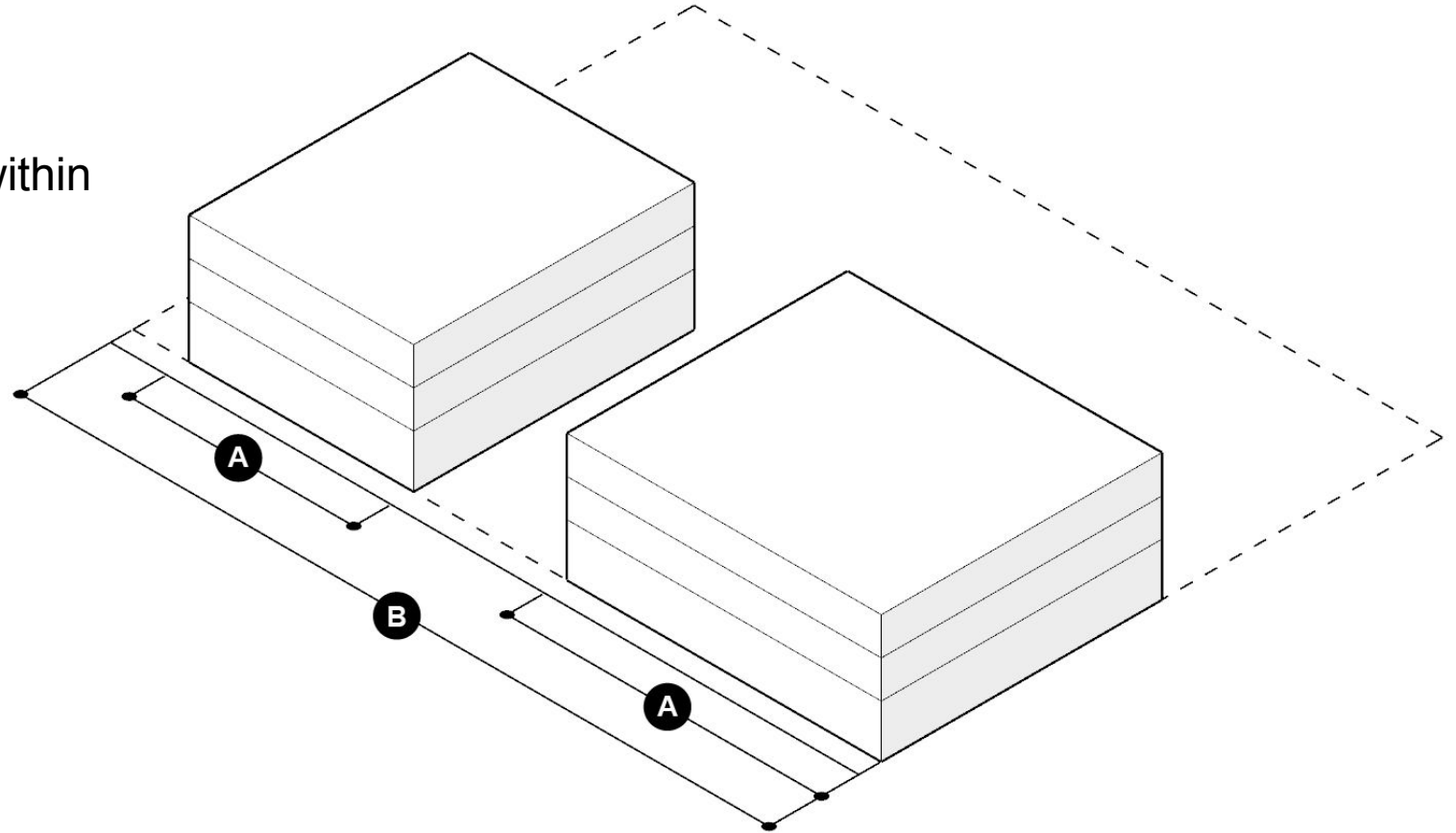
A parallel facade must be provided within the min & max setbacks for a min percentage of total lot width



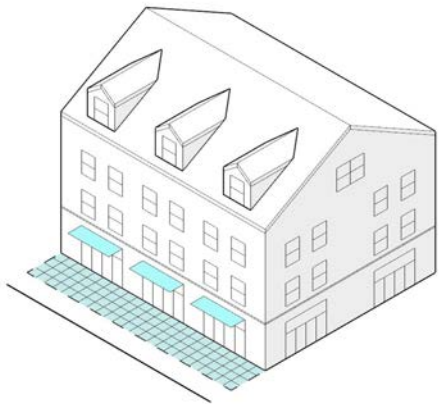
New FBC Dimensional Standard

Facade Build-Out

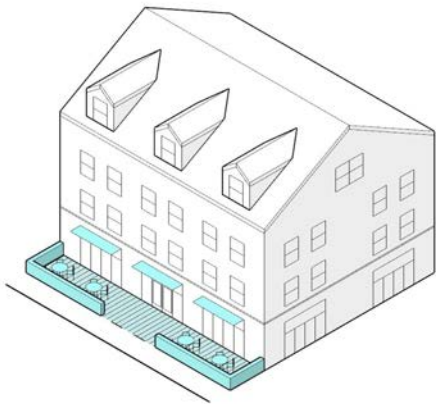
A parallel facade must be provided within the min & max setbacks for a min percentage of total lot width



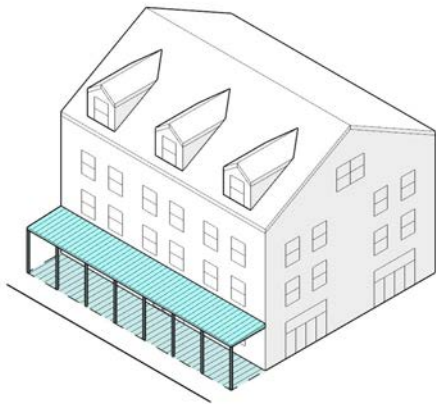
Frontage Types



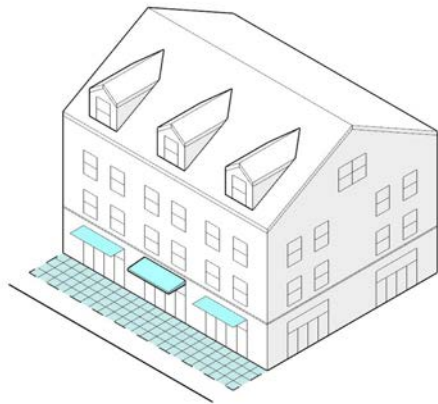
Storefront



Dining Patio

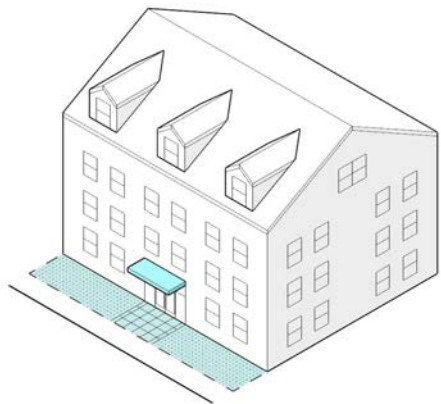


Gallery

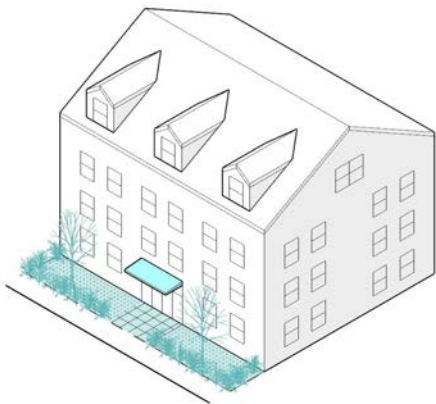


Common Lobby

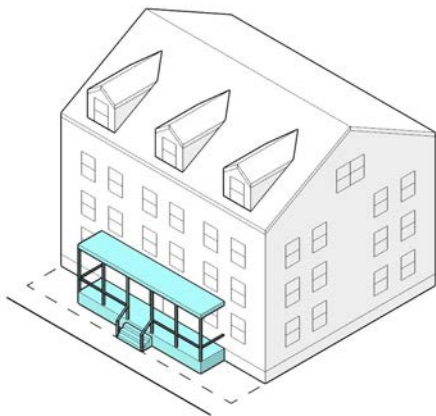
Frontage Types



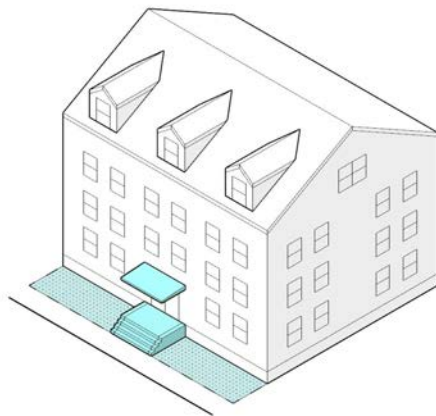
Entry Plaza



Front Garden

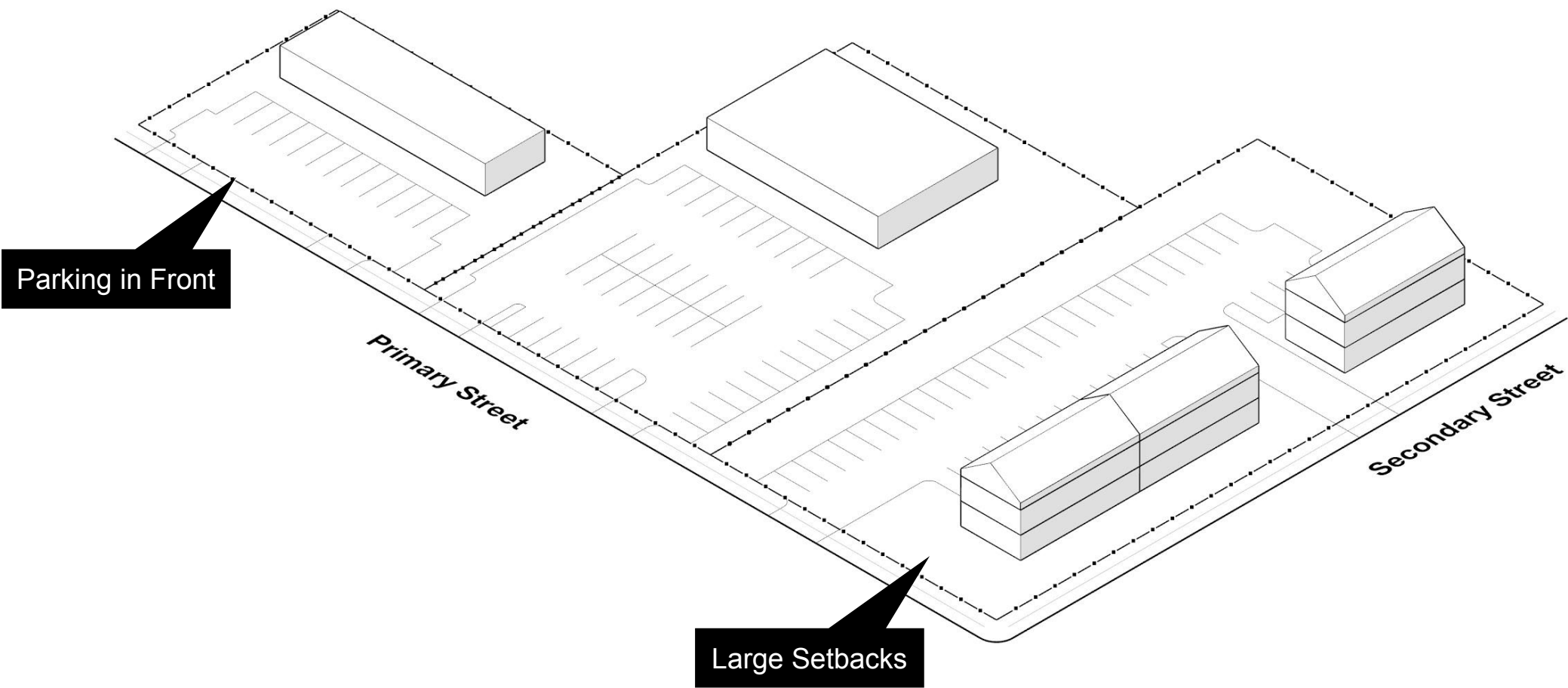


Front Porch

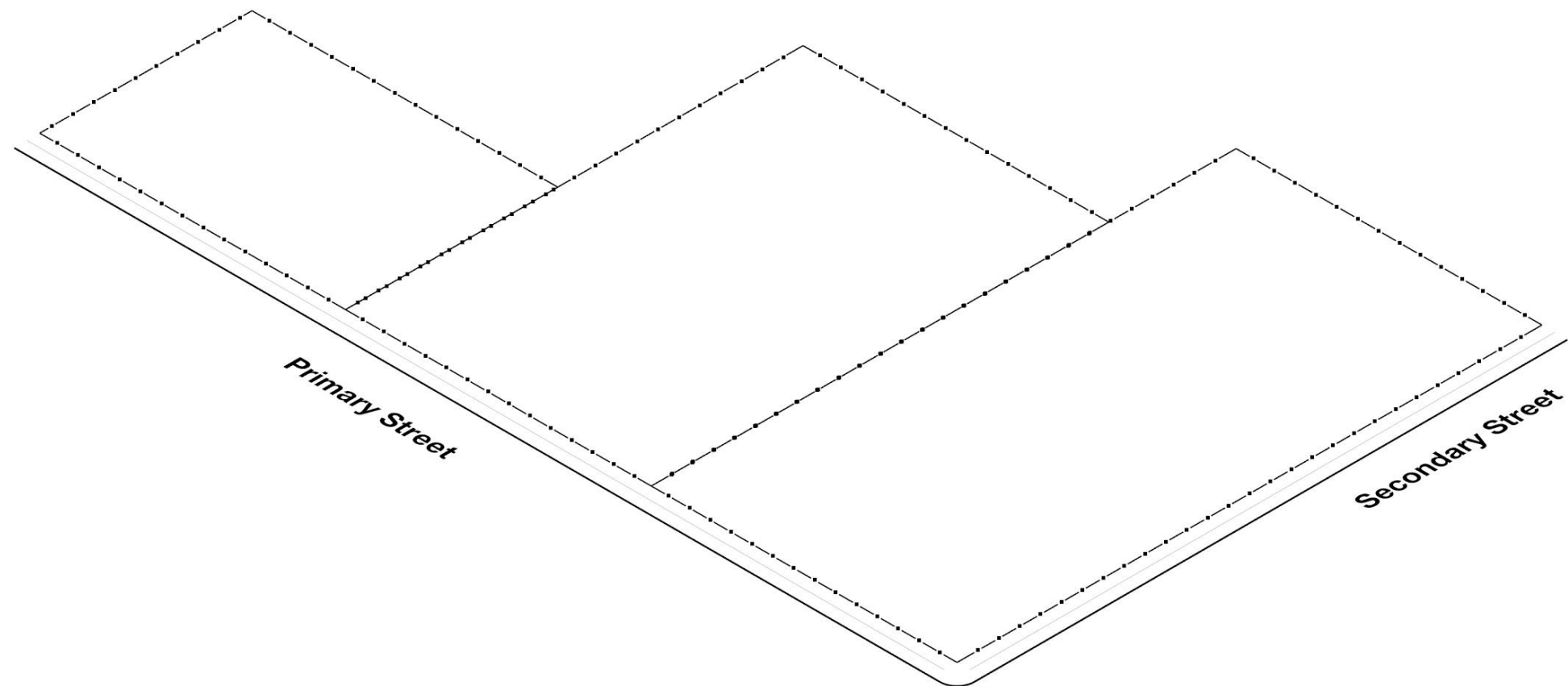


Dooryard Stoop

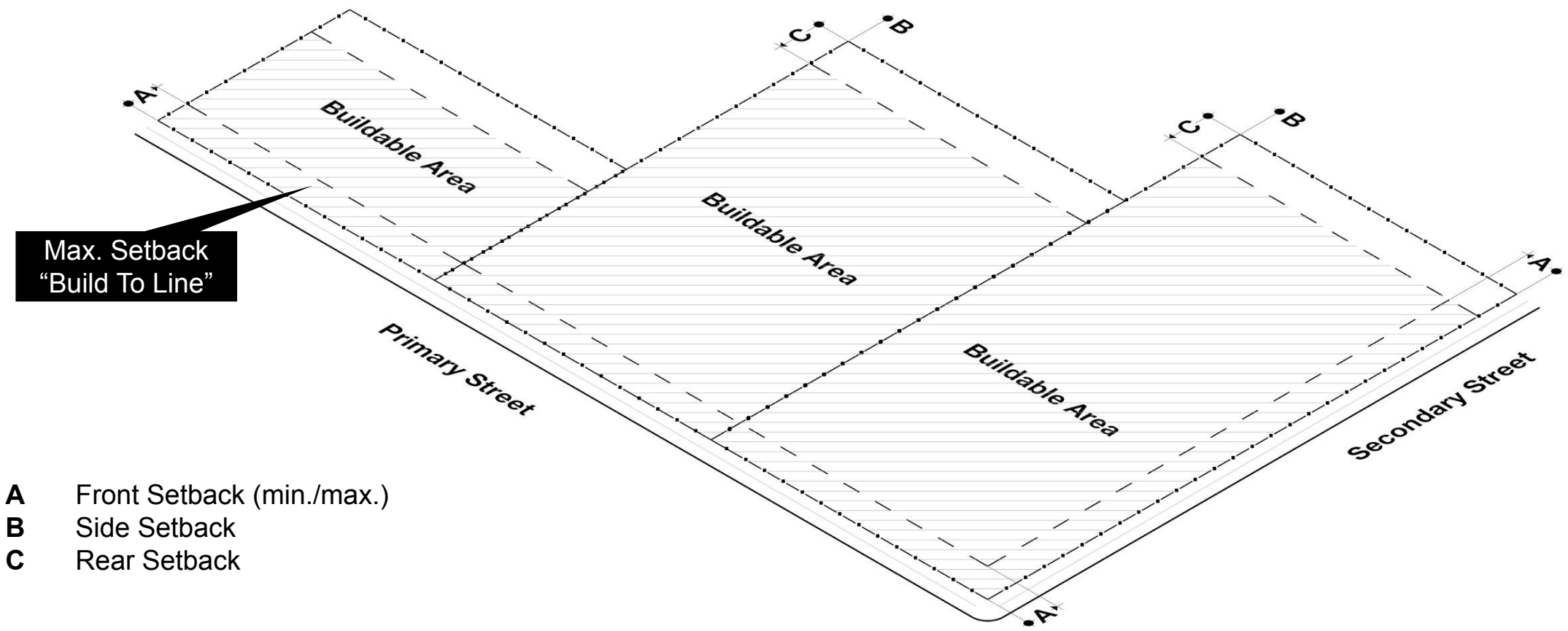
Existing Condition



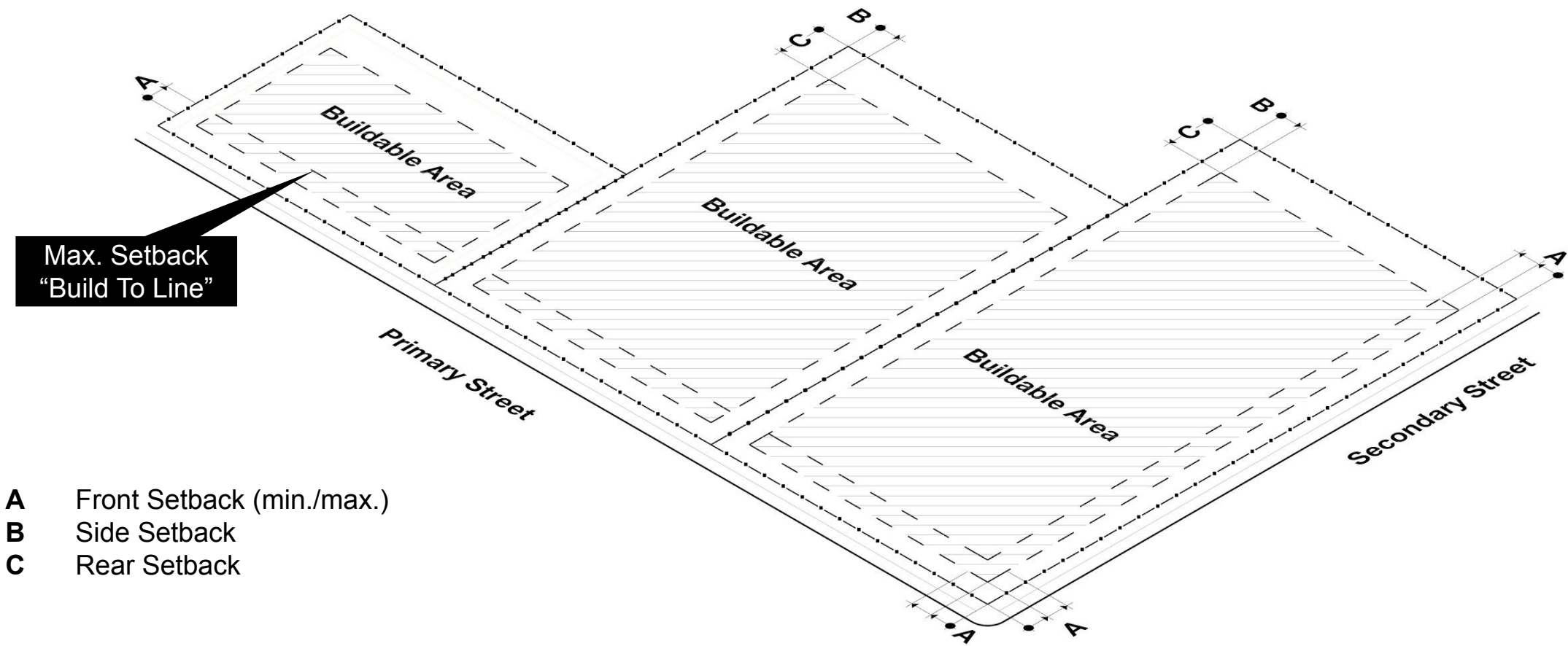
Base Lots



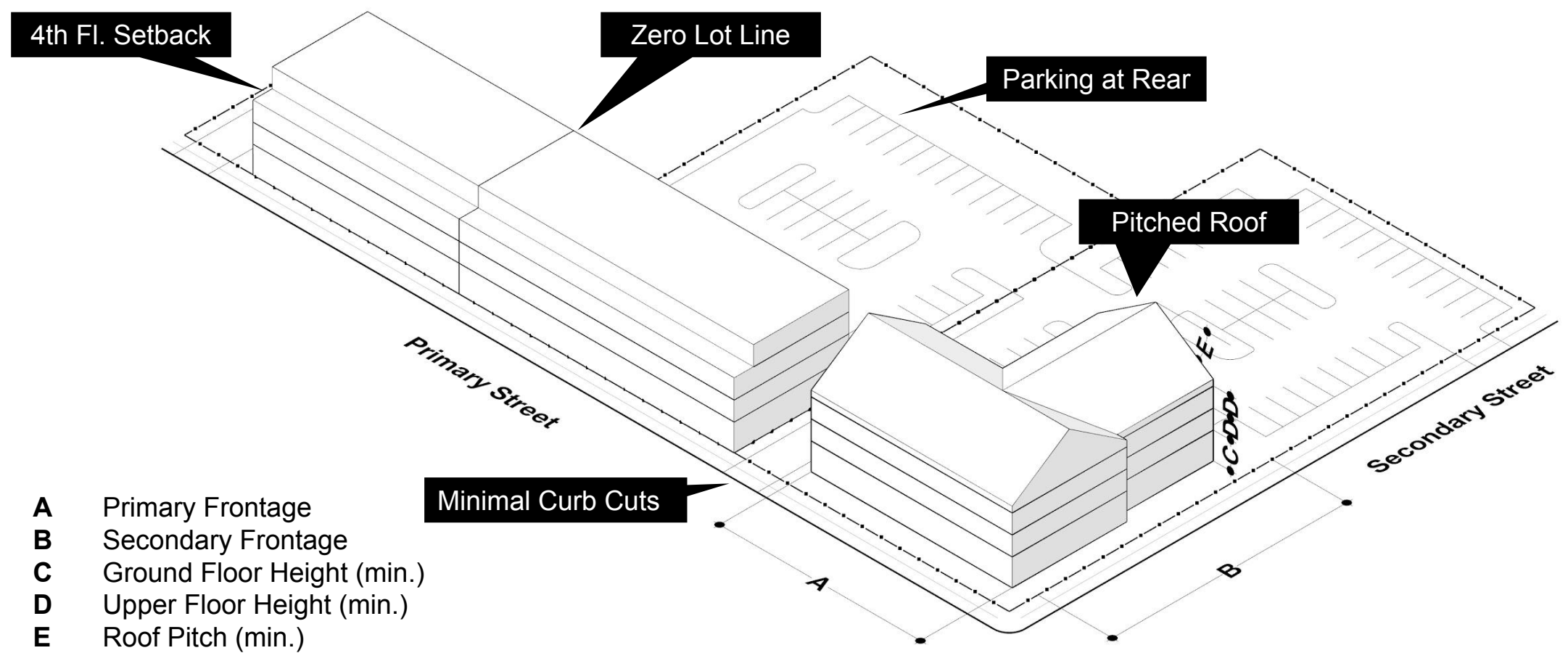
Downtown Main Street - Setbacks



Downtown Village - Setbacks

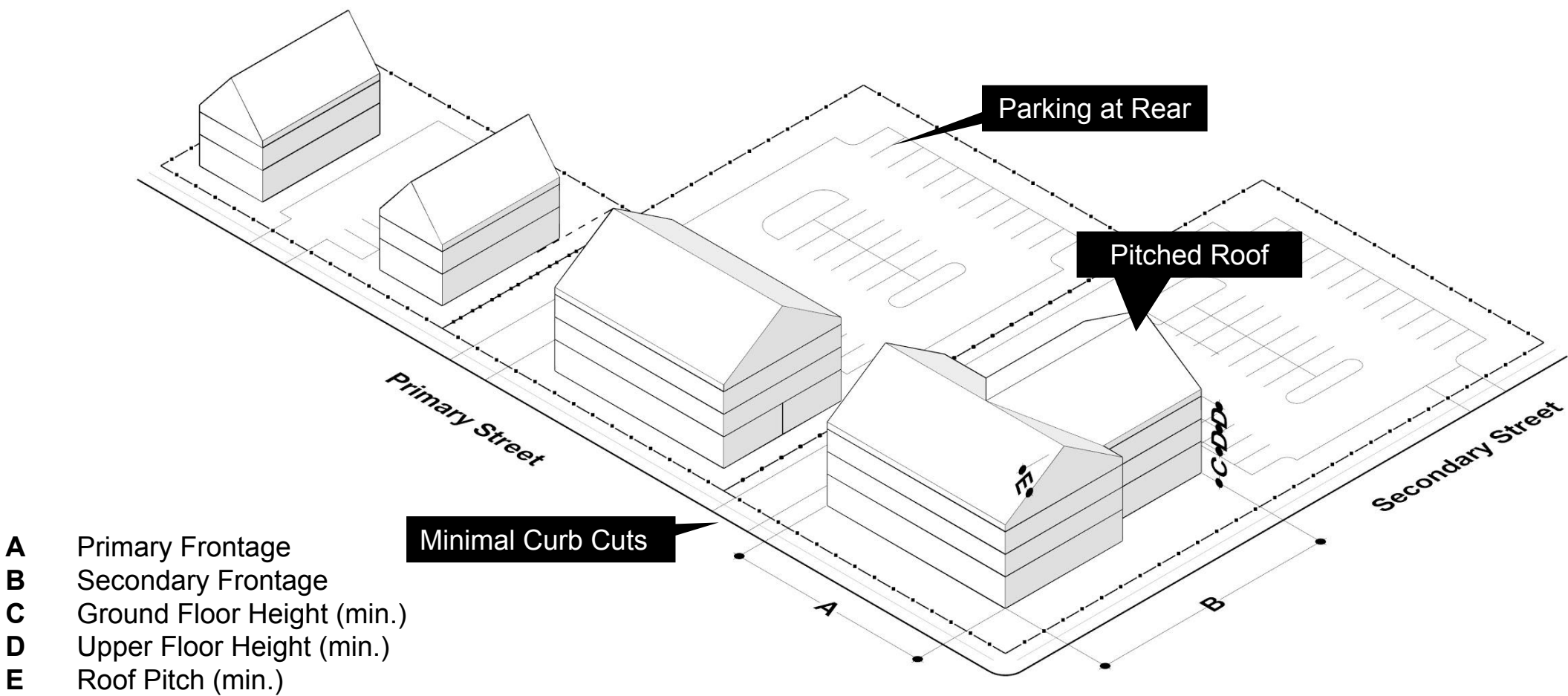


Downtown Main Street - Building Massing



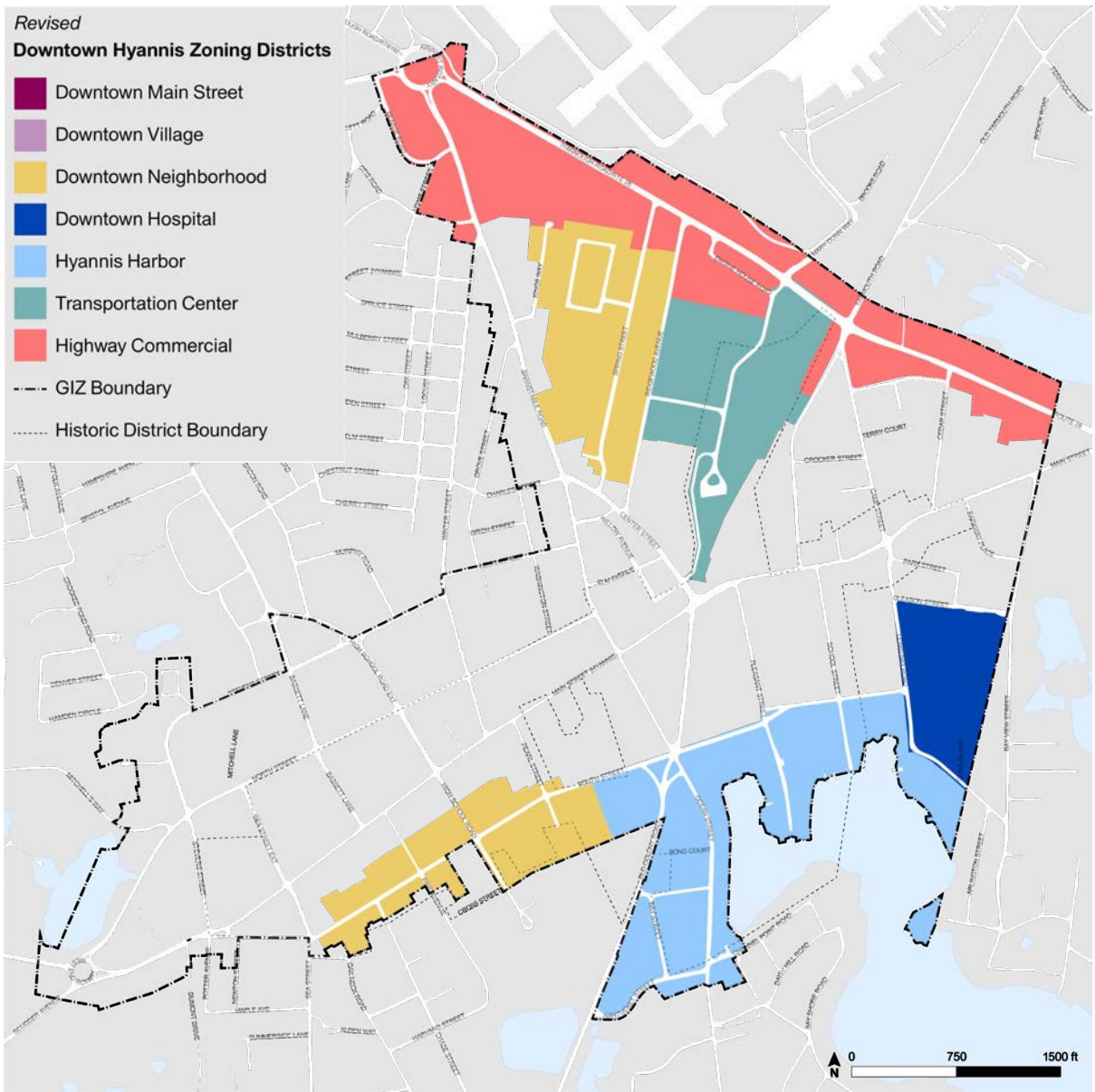
No. of Stories
% Facade Build Out

Downtown Village - Building Massing



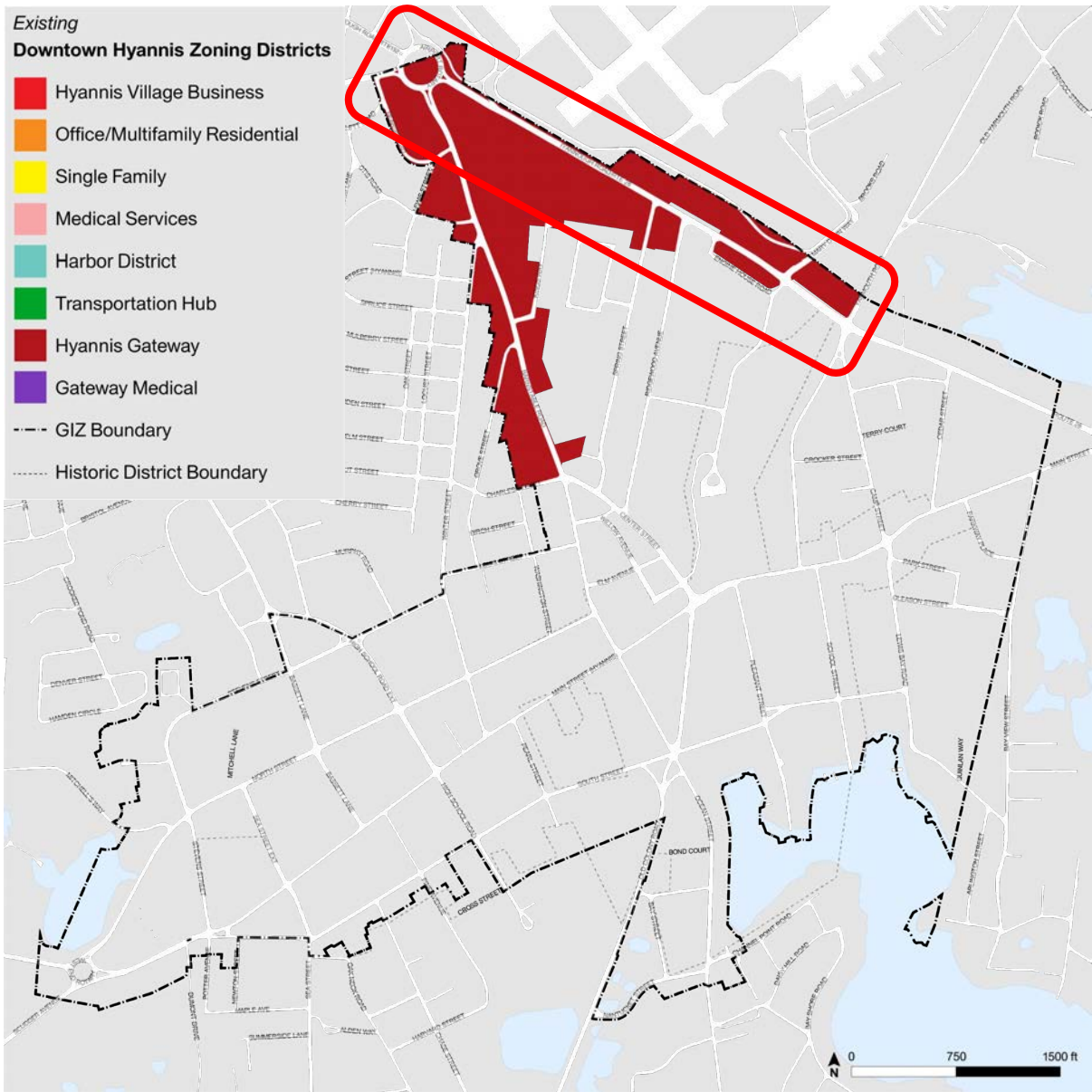
No. of Stories
% Facade Build Out

New Zoning Districts



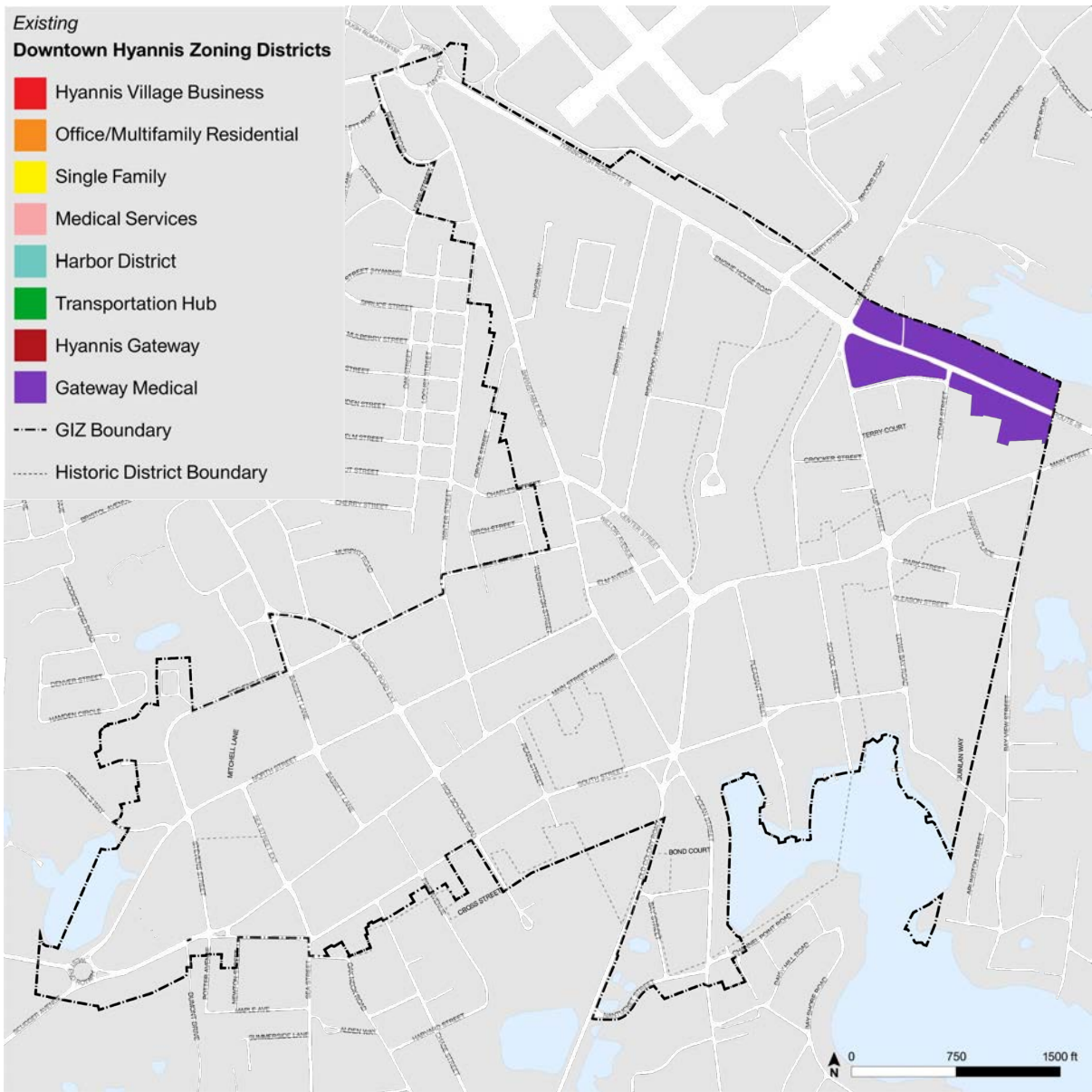
Existing Zoning District

Hyannis Gateway



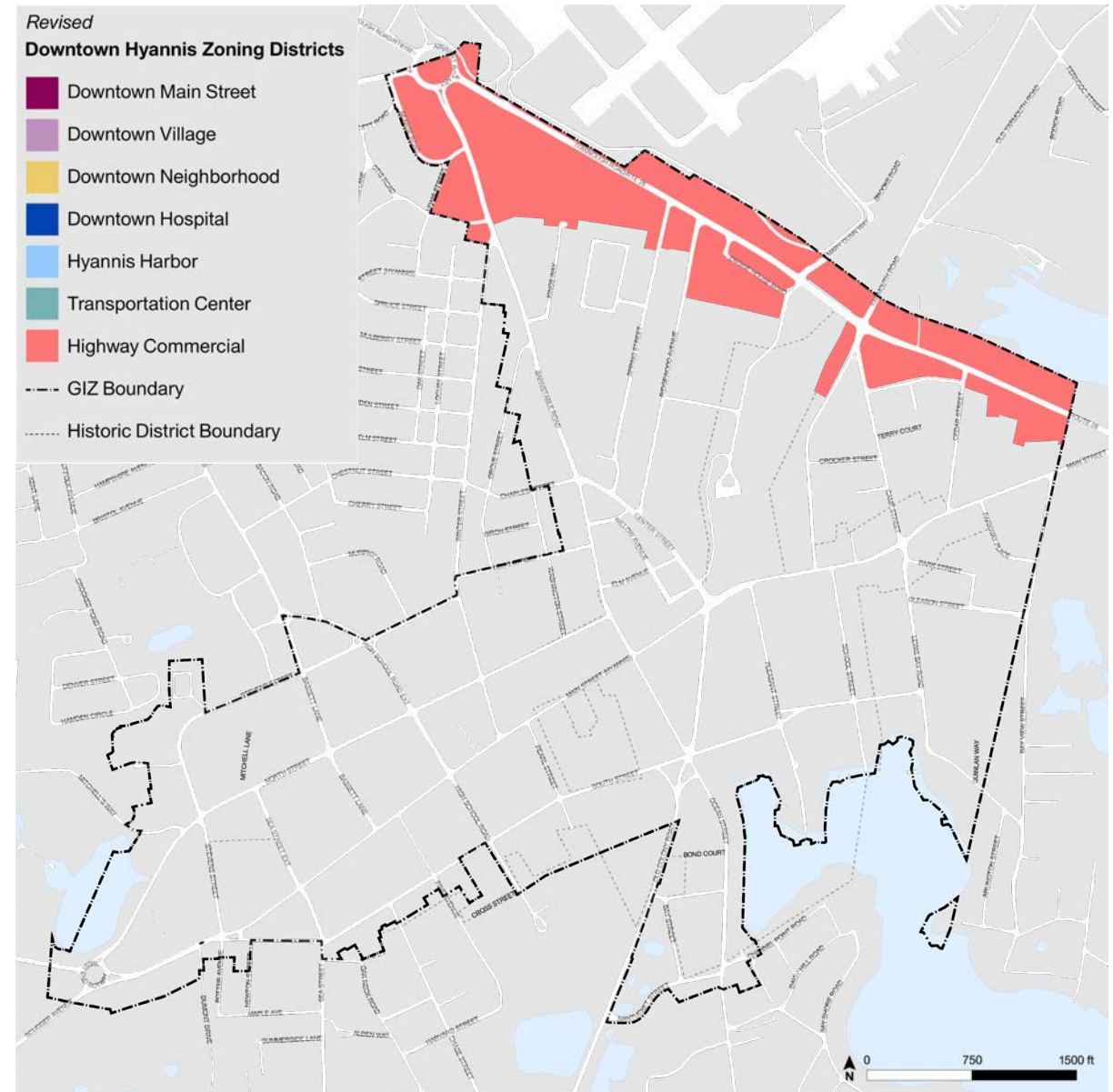
Existing Zoning District

Gateway Medical



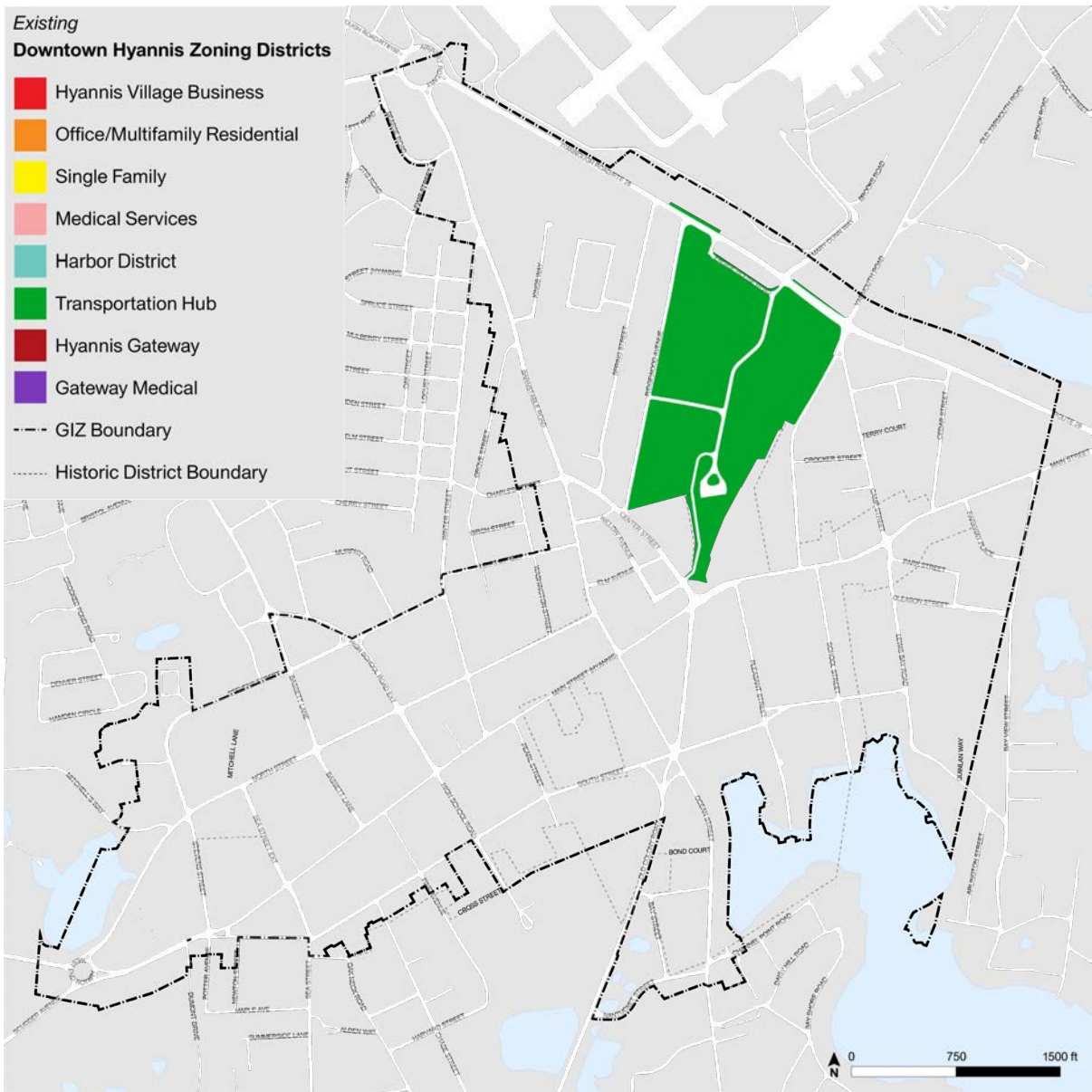
New Zoning District

Highway Commercial to maintain an area for larger-scale commercial land uses, with private parking appropriately screened, on a regional roadway and promote in the long-term transformation of the area into a cohesive gateway corridor into Hyannis. The area is characterized by detached low- and mid-rise commercial structures.



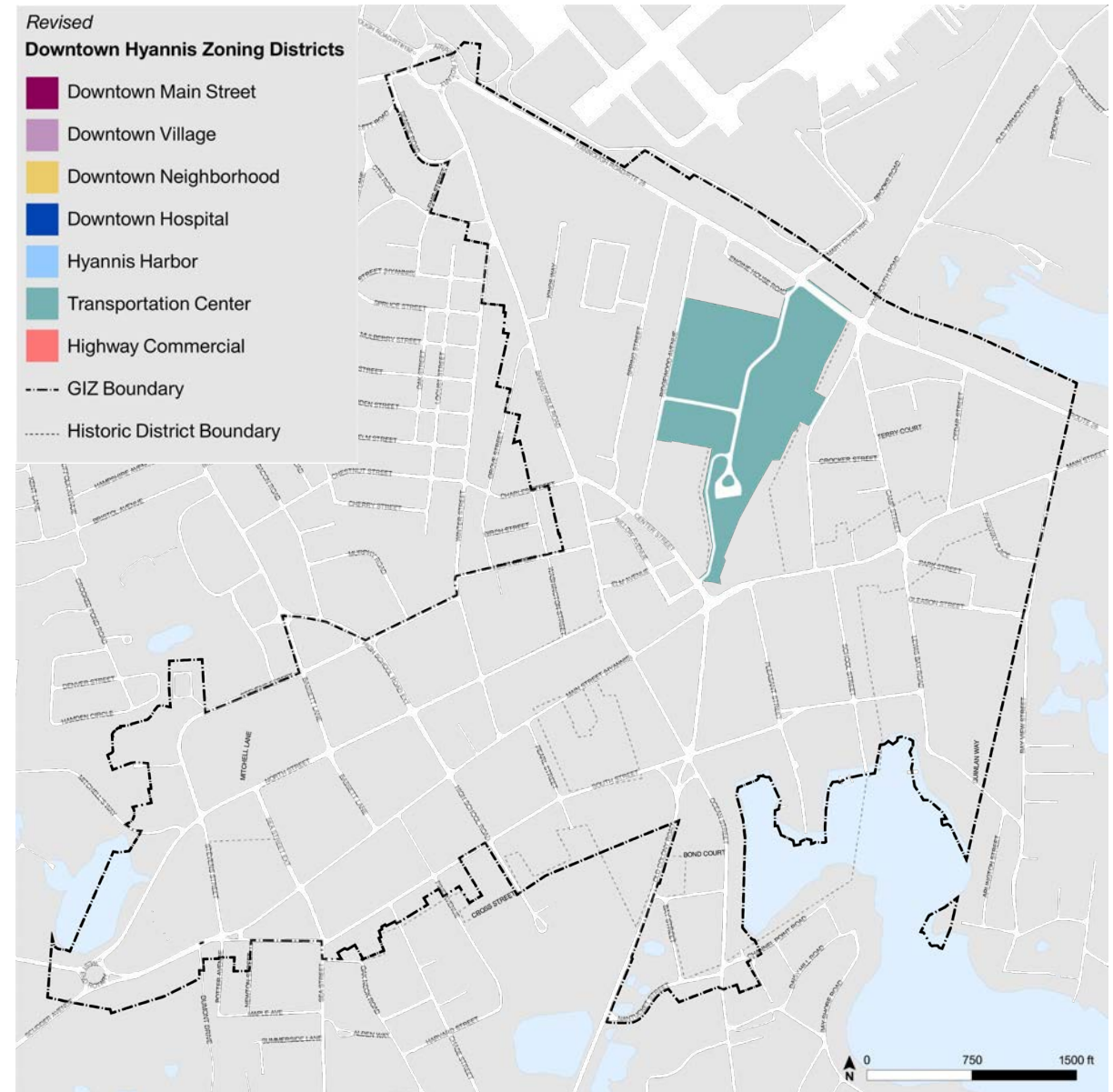
Existing Zoning District

Transportation Hub



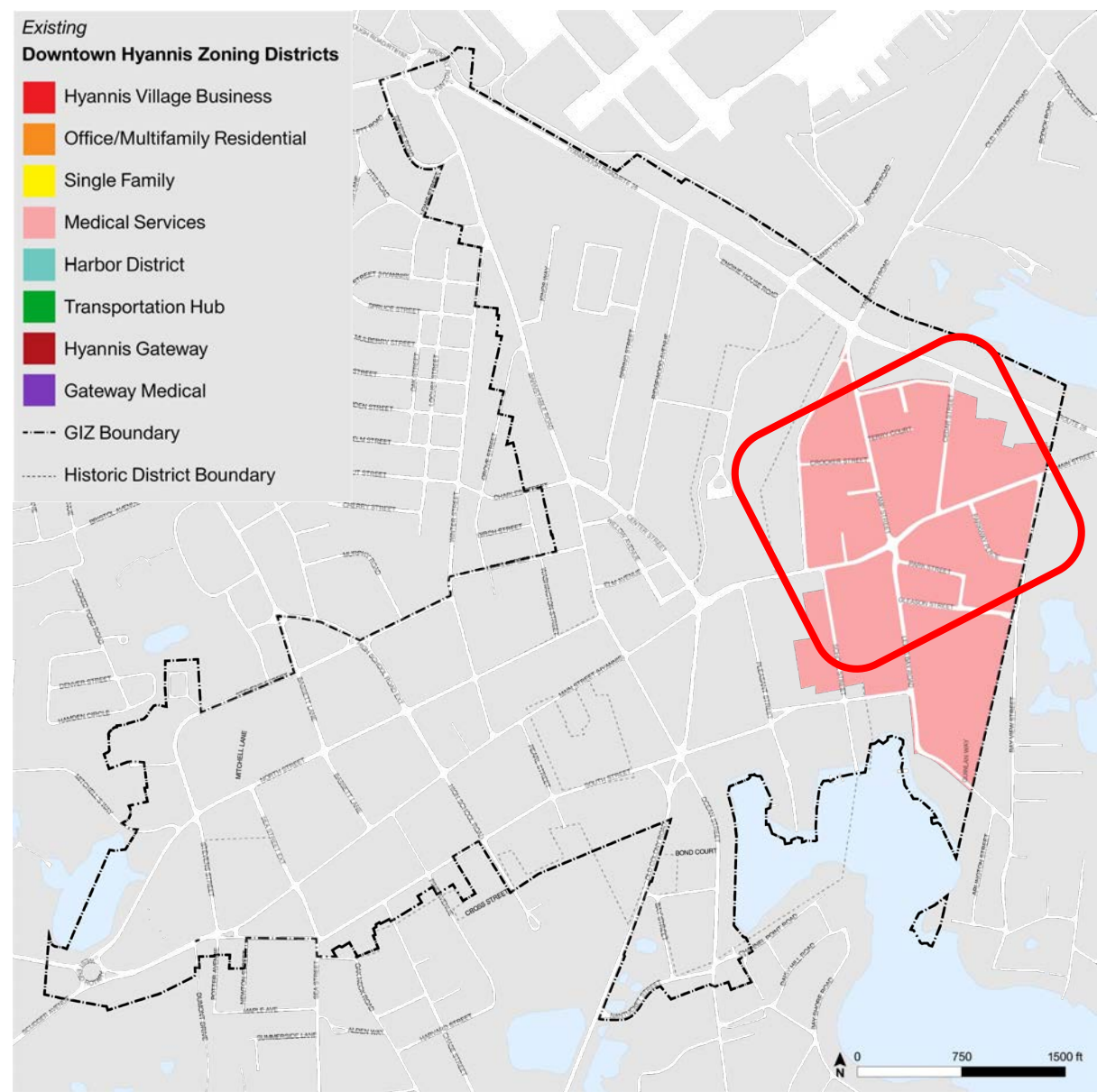
New Zoning District

Transportation Center to accommodate transportation related-uses serving the downtown, harbor and the region and is characterized by functional buildings and parking areas screened and not highly visible from surrounding roadways.



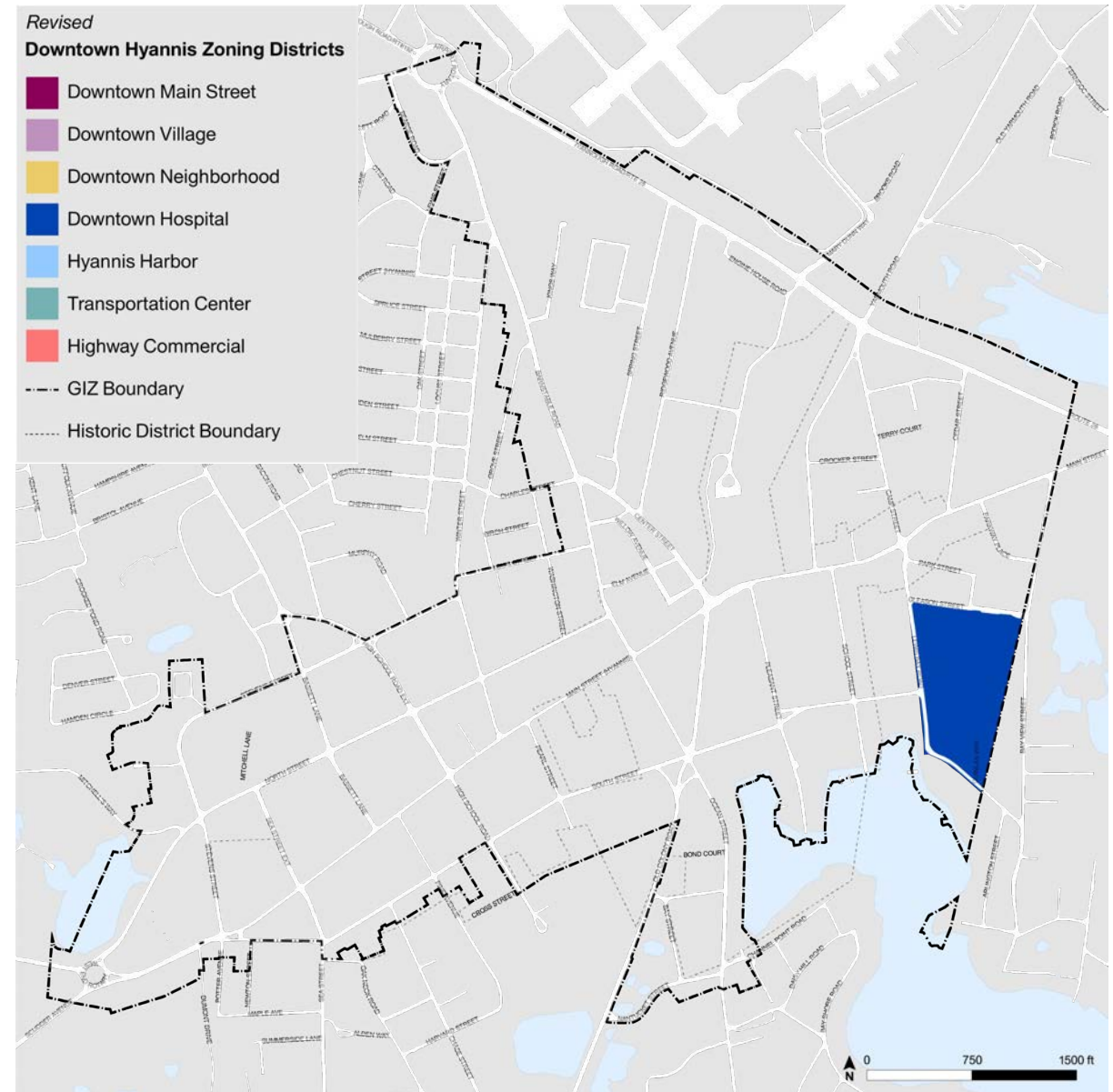
Existing Zoning District

Medical Services



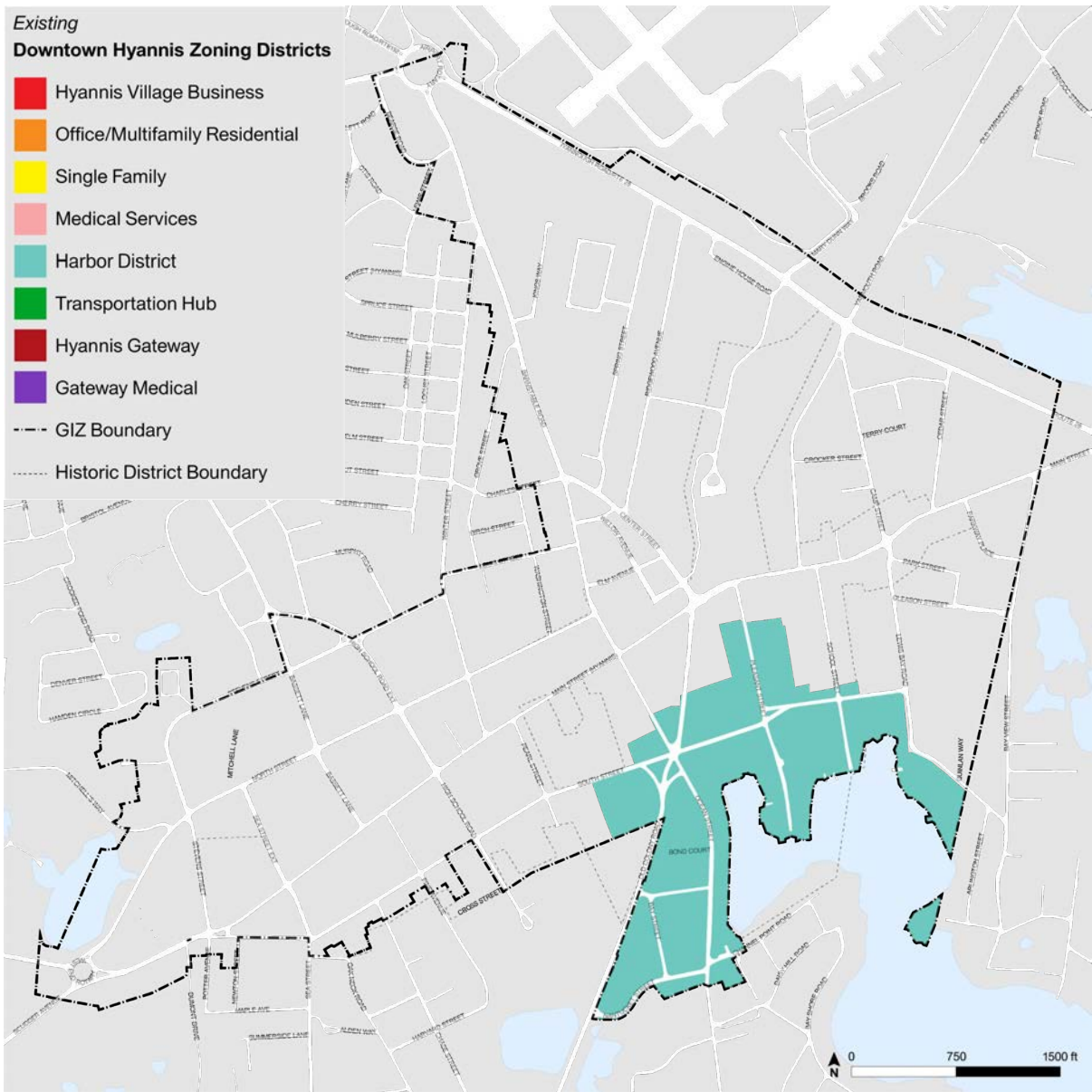
New Zoning District

Downtown Hospital to maintain an area of Hyannis for a large-scale Health Care Services institution and is characterized by moderate to large floor plate, multi-story buildings arranged in a campus-like setting, with clear pedestrian and vehicular connections to downtown and the region.



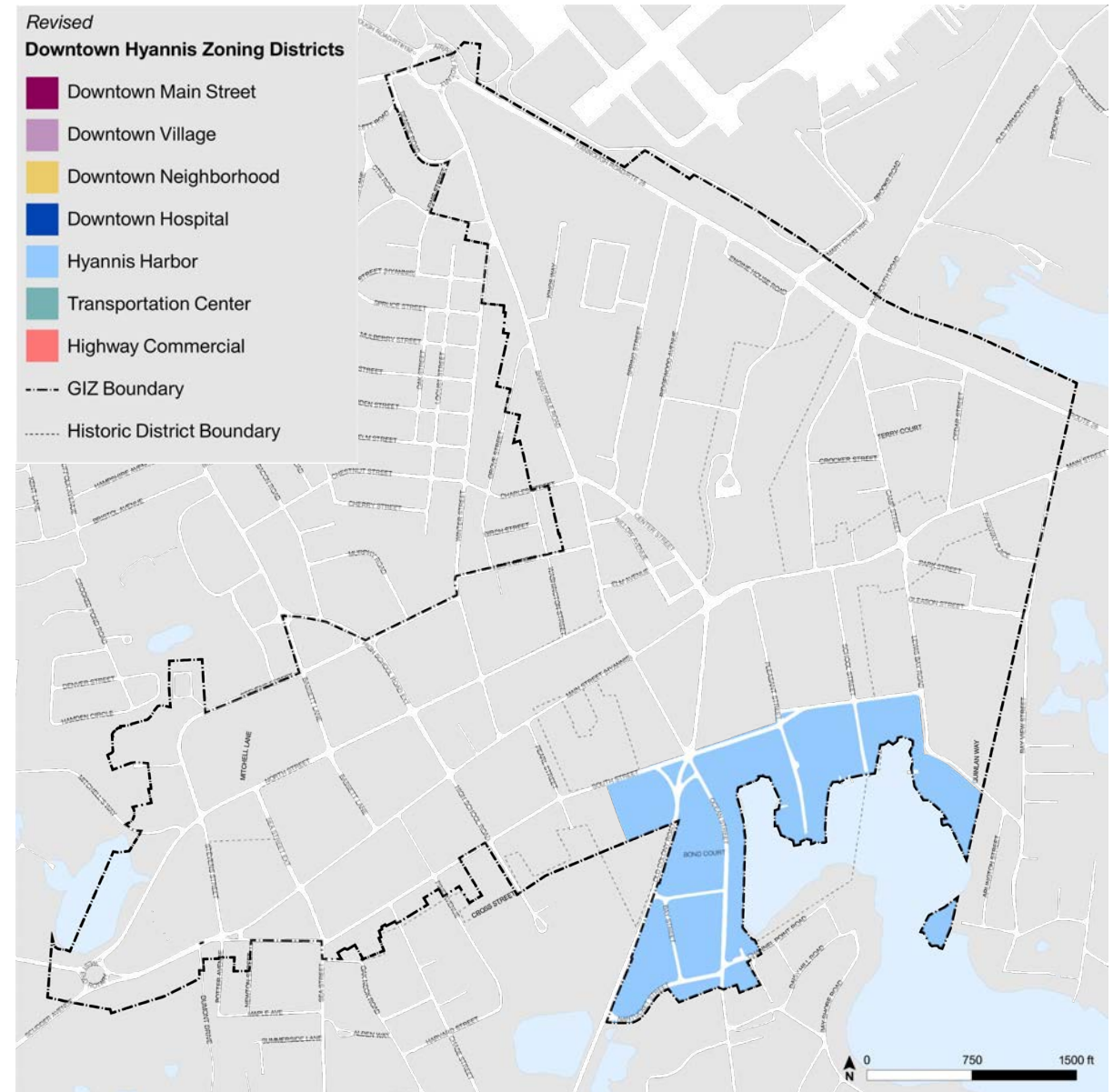
Existing Zoning District

Harbor District



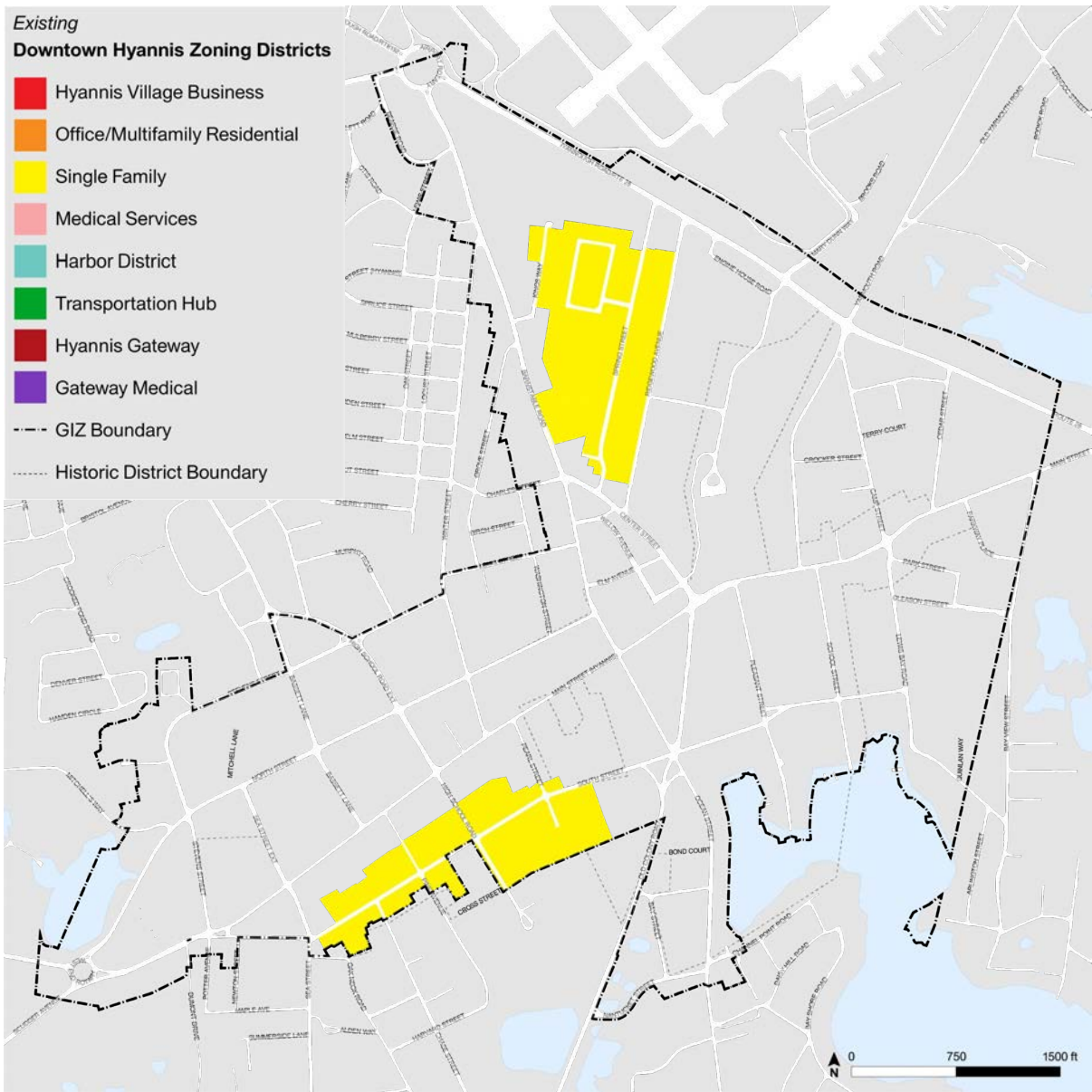
New Zoning District

Hyannis Harbor to maintain an area in close proximity to Hyannis Inner Harbor for maritime activities and water-related uses, and is characterized by a mix of commercial, maritime industrial, and residential development and the presence of the commercial ferry service_s



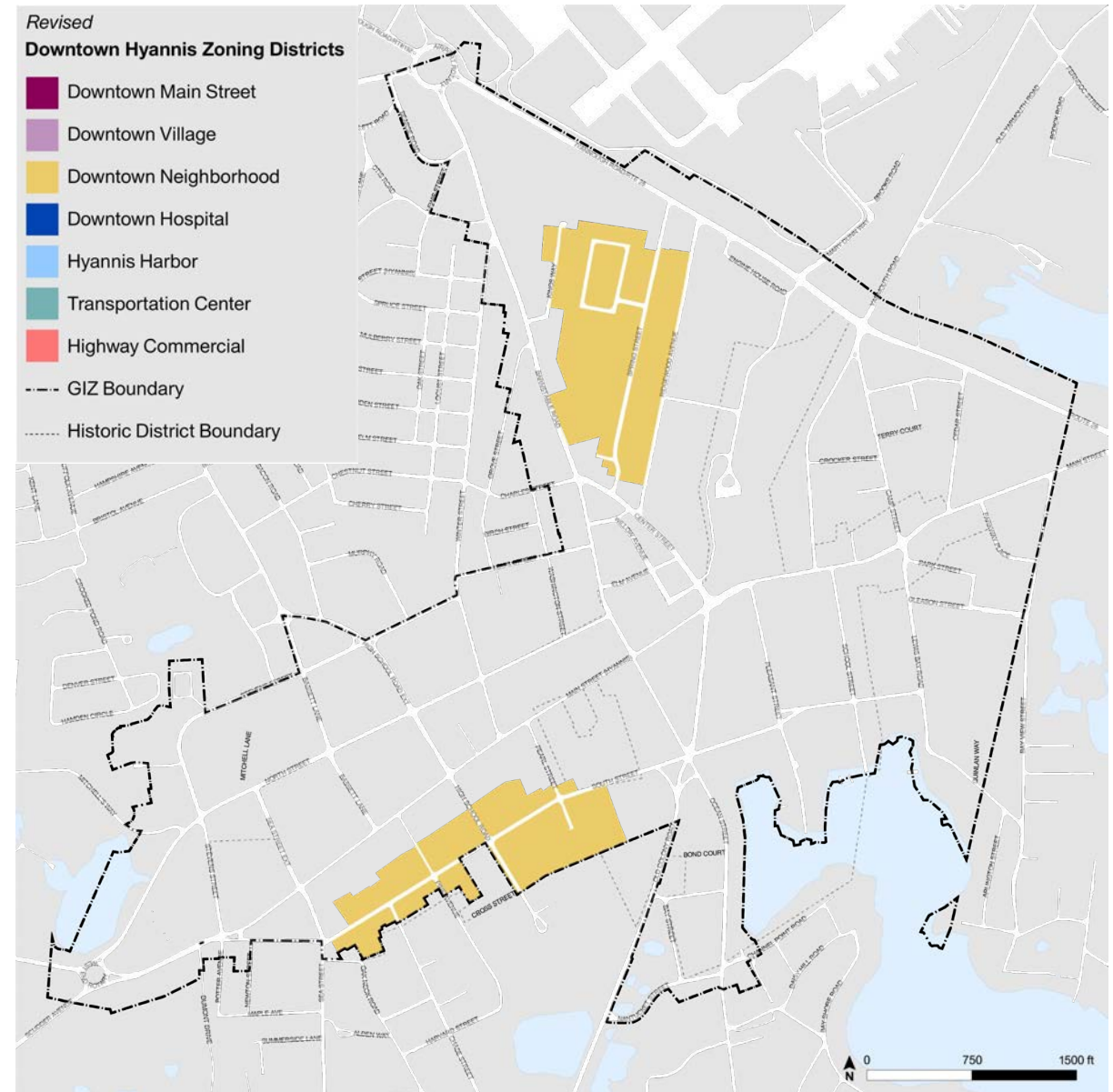
Existing Zoning Districts

Single Family



New Zoning District

Downtown Neighborhood District promotes traditional uses and form of neighborhoods adjacent to downtown and is characterized by 19th and 20th cen. detached and semi-detached residential buildings



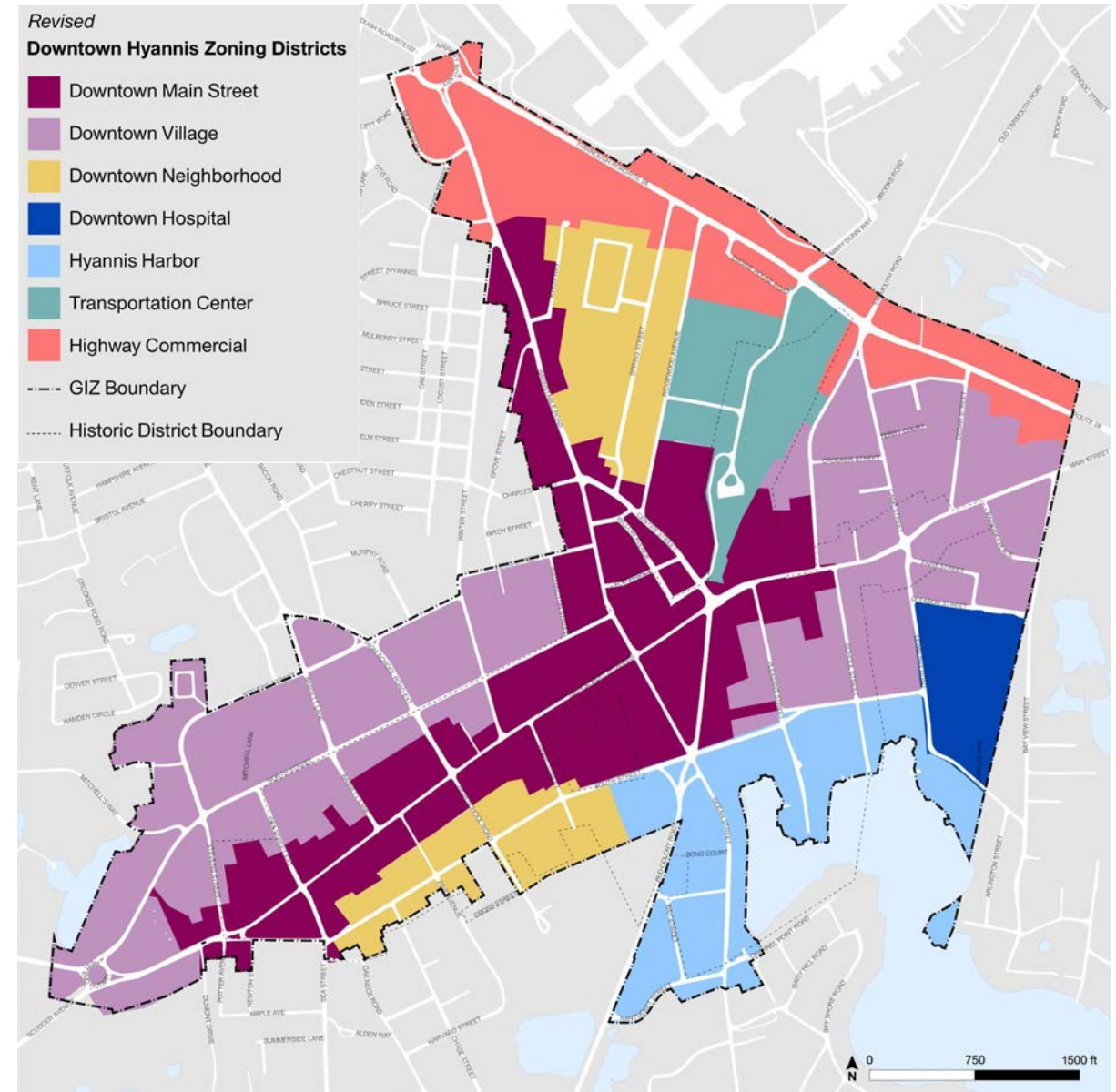
All New Zoning Districts

Form-Based Districts

- Downtown Main Street
- Downtown Village

Zoning Districts

- Downtown Neighborhood
- Downtown Hospital
- Hyannis Harbor
- Transportation Center
- Highway Commercial



Document Highlights

Table of Contents

1. Title
2. General Provisions
3. Definitions
4. Standards for all Districts
 - a. Building Standards
 - b. Use Provisions
 - c. Site Standards
5. Standards for Specific Districts (7)
 - a. Lot Standards
 - b. Building Standards
 - c. Design Guidelines
 - d. Use Provisions
 - e. Site Standards
6. Tables

Standards for All Districts

A. Building Standards

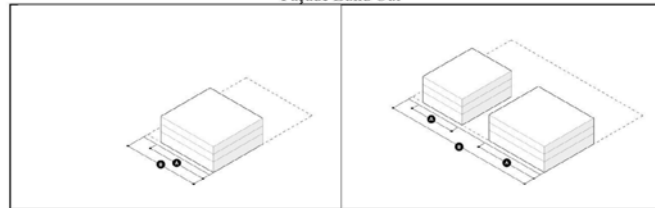
1. Frontage types
2. Facade build out
3. Front doors
4. Number of stories
5. Components
6. Fenestration

§240-24.1.5 Standards for all Districts

A. Building Standards

1. Frontage types are permitted as specified by Table 11.
 - (a) Buildings must have at least one (1) frontage type. Buildings on corner lots must have two (2) frontage types, one (1) for each frontage.
 - (b) Multiple frontage types may exist for buildings that have more than one (1) principal entrance.
2. Facades must be built parallel to any primary front lot line, at or between the minimum and maximum front setbacks, for a minimum percentage of a lot's width and is specified as the minimum façade build out required for each district.

Façade Build Out



- (a) The open space of a forecourt is considered part of the building for the purpose of measuring façade width and façade build out.
3. Buildings must have at least one (1) principal entrance located on the façade.
 - (a) Multi-story buildings with ground floor commercial space(s) must have one (1) principal entrance for each commercial space in addition to any principal entrance(s) necessary for any upper stories.
 4. Buildings may not exceed the maximum number of stories specified for each district.
 - (a) Each individual story of a building must comply with the minimum and maximum story height specified for each district.
 - (b) The ground story is always counted as one (1) story, except that a single ground story over eighteen (18) feet in height is counted as two (2) stories.
 - (c) Each upper story is counted as one (1) additional story, except that any upper story over sixteen (16) feet is counted as two (2) stories.
 - (d) Basements are not counted as one (1) story unless the finished floor of the ground story is five (5) feet or more above the average ground level of the lot.
 - (e) Habitable space located directly under a pitched roof is counted as a half (0.5) story.
 - (i) The roof rafters of a half story must intersect the wall plate or top of wall frame of the exterior walls at a height no more than (2) feet above the finished floor of the half story.
 - (f) Non-habitable attic space located under a pitched roof is not counted a half story.
 - (g) Pitched roofs with a slope greater than 12:12 require a Special Permit.

Permitted Use Table

Table 1. Permitted Uses

Use Category Specific Use	DMS	DV	DN	DH	HH	TC	HC
Commercial Services (except as follows)	P	L	L	P	P	P	P
Automobile Maintenance & Repair	N	N	N	N	N	N	N
Boat Storage	N	N	N	N	N	N	N
Contractor Services	N	N	N	N	N	N	N
Funeral Services	N	N	N	N	N	N	N
Marina	N	N	N	N	SP	N	N
Outdoor Recreation	SP	SP	N	SP	SP	SP	SP
Parking Facility	N	N	N	N	N	P	SP
Public Transportation Maintenance	N	N	N	N	N	SP	N
Veterinary Services	N	N	N	N	N	N	P
Cultural Services (as specified below)	--	--	--	--	--	--	--
Arts & Culture Establishments	P	P	N	P	N	P	P
Fraternal & Social Organizations	P	P	N	P	N	P	P
Performing Arts & Theaters	P	P	N	P	N	P	P
Artist Live/Work	P	P	P	P	N	P	N
Food & Beverage Services	P	P	N	P	P	P	P
Visitor Accommodations (as specified below)	--	--	--	--	--	--	--
Hotel/Motel	P	N	N	N	P	N	P
Bed & Breakfast	N	P	P	N	P	N	N
Office	P	P	L	P	P	P	P
Residential	--	--	--	--	--	--	--
Multi-Unit Dwelling	L	P	N	N	P	SP	N
Two-Unit Dwelling	L	P	L	N	N	N	N
Single Unit Dwelling	N	P	P	N	N	N	N
Retail Sales (except as specified below)	P	P	N	P	P	P	P
Boat Sales	N	N	N	N	SP	N	N
Gasoline Sales	N	N	N	N	N	N	N
Motor Vehicle Sales	N	N	N	N	N	N	N

P – Permitted By-Right SP – Special Permit
 N – Not Permitted L – Permitted with Limitations (see district)

P Permitted by Right
SP Special Permit
N Not Permitted
L Permitted with Limitations

Minimum Required Accessory Parking

Table 2. Minimum Required Accessory Parking Spaces

Intended Use	DMS	DV	DN	DH	HH	TC	HC	On Site Shared Parking Adjustment ¹
Commercial Services (per 1,000 sf)	0	4	4	4	4	4	4	Subtract 80% of any spaces provided for any Residential uses on the same lot from the total required for all uses
Cultural Services (per 1,000 sf)	0	4	4	4	N/A	4	4	Subtract 20% of any spaces provided for any Residential uses on the same lot from the total required for all uses
Food & Beverage Services (per 1,000 sf)	0	4	4	4	4	4	4	--
Lodging (per room)	1.25	1.25	1.25	1.25	1.25	1.25	1.25	--
Office (per 1,000 sf)	3	3	3	3	3	3	3	Subtract 80% of any spaces provided for any Residential uses on the same lot from the total required for all uses
Residential (per DU)	1	1	1	1	1	1	1	--
Retail Sales (per 1,000 sf)	0	4	4	4	4	4	4	Subtract 20% of any spaces provided for any Residential uses on the same lot from the total required for all uses

¹ Rounded up to the nearest whole number

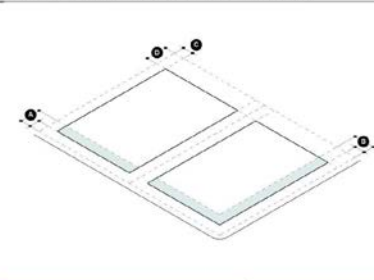
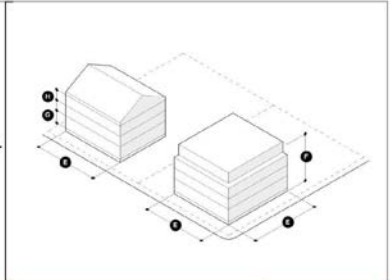
Existing Parking Requirements

Commercial Services	1/ business + 5/ 1,000 sf
Cultural Services	1/ 3 person of capacity
Food & Beverage Services	1/ 3 seats + 1/ 2 employees + 5/take out counter
Lodging	0.5/ room + 1/ 2 employees
Office	1/ business + 3.33/1,000 sf
Residential	1.5/ DU + 1/ 10 DU
Retail Sales	1/ business + 5/ 1,000 sf

Standards for Specific Districts

Dimensional Standards

Table 4. DV Dimensional Standards

			
LOT		BUILDING FORM	
Lot Width	30' min	E - Building Width	180' max
Lot Coverage	80%	F - Number of Stories	3.5 or 4 max
BUILDING PLACEMENT		G - Ground Story Height	--
A - Primary Front Setback	10' min 20' max	Commercial	14' min
B - Secondary Front Setback	10' min 20' max	Residential	10' min
C - Side Setback	10' min	H - Upper Story Height	10' min
D - Rear Setback	20' min	BUILDING FEATURES	
Façade Build Out (min)	--	Ground Story Fenestration	--
Primary Frontage	80%	Primary Frontage	15% min 60% max
Secondary Frontage	40%	Secondary Frontage	15% min 25% max
		Upper Stories	15% min 25% max
		Blank Wall	20' max
		Commercial Space Depth	20' min

Summary Tables

1. All District Standards

§240-24.1.13 Tables

Table 10. Dimensional Standards Summary Table

	DMS	DV	DN	DH	HH	TC	HC
A. Lot							
Lot Width	30' min	30' min	20' min	50' min	20' min	50' min	50' min
Lot Coverage	100% max	70% max	50% max	80% max	90% max	65% max	80% max
B. Placement – Principal Building							
Primary Front Setback	0' min 15' max	10' min 20' max	10' min 20' max	20' min	20' min	20' min	50' max
Lots fronting Route 28	--	--	--	--	--	50' min	--
Secondary Front Setback	0' min 15' max	10' min 20' max	10' min 20' max	20' min	20' min	20' min	20' min
Side Setback	0' min	10' min	10' min	10' min	10' min	10' min	10' min
Rear Setback	0' min	20' min	20' min	10' min	10' min	10' min	10' min
Façade Build Out	--	--	--	--	--	--	--
Primary Frontage	80% min	80% min	--	--	--	--	--
Secondary Frontage	40% min	40% min	--	--	--	--	--
C. Placement - Outbuilding							
Primary Front Setback	--	--	60' min	--	--	--	--
Secondary Front Setback	--	--	--	--	--	--	--
Side Setback	--	--	3' min	--	--	--	--
Rear Setback	--	--	3' min	--	--	--	--
D. Building Form							
Building Width	180' max	120' max	--	--	--	--	--
Number of Stories	--	--	--	--	--	--	--
Principal Building	3.5 or 4 max	2.5 max	2.5 max	6 max	2.5 max	3 max	3 max
Outbuilding	--	--	--	--	--	--	--
Ground Story Height	10' min	10' min	10' min	--	--	--	--
Upper Story Height	14' min	10' min	10' min	--	--	--	--
Upper Story Step-back	--	--	--	--	--	--	--
4 th Story	10' min	--	--	--	--	--	--
Building Height	--	--	--	85' max	35' max	4- ² max	40' max
E. Fenestration							
Ground Story	--	--	15% min 25% max	--	--	--	--
Primary Frontage	60% min	15% min 60% max	--	--	--	--	--
Secondary Frontage	15% min	15% min 25% max	--	--	--	--	--
Upper Story	15% min	15% min 25% max	15% min 25% max	--	--	--	--
Blank Wall	20' max	--	--	--	--	--	--

Summary Tables

- 1. All District Standards
- 2. Frontage Types

Table 11. Frontage Types

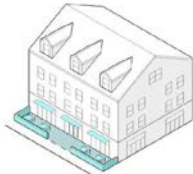
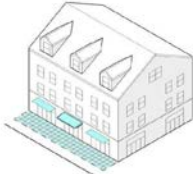
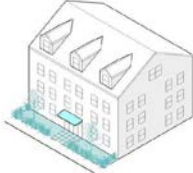
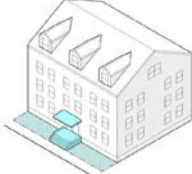
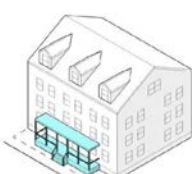
P – Permitted N – Not Permitted		DMS	DY	DN	DH	HH	TC	HC
Dining Patio		P	P	N	P	P	P	P
A frontage type consisting of a storefront(s) and outdoor café seating in the frontage area.								
Entry Plaza		P	P	N	P	P	P	P
A frontage type consisting of a storefront(s) and a highly paved frontage area. An entry plaza may be combined with a common lobby frontage type.								
Front Garden		N	P	P	P	N	N	N
A frontage type consisting of a highly landscaped frontage area. A front garden may be combined with a common lobby, dooryard or stoop, or porch frontage type.								

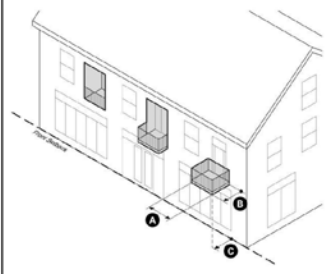
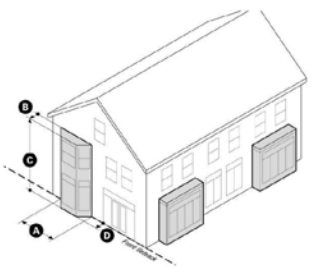
Table 11. Frontage Types

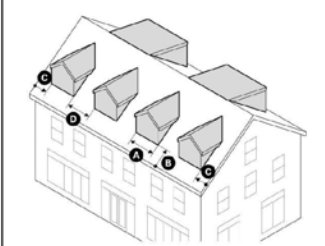
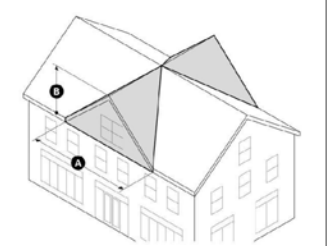
P – Permitted N – Not Permitted		DMS	DY	DN	DH	HH	TC	HC
Dooryard or Stoop		N	P	P	N	N	N	N
A frontage type consisting of a zero-step entrance or a set of stairs with a landing that provides access to the entrance of a building. A dooryard or stoop may be combined with a front garden frontage type.								
Porch		N	P	P	N	N	N	N
A frontage type consisting of a raised platform with a roof supported by columns, piers, or posts; an area for seating; and an optional set of stairs with a landing that provides access to the entrance of a building. A porch may be combined with a front garden frontage type.								

Summary Tables

- 1. All District Standards
- 2. Frontage Types
- 3. Building Components

Table 12. Building Components

A. Balcony		B. Bay or Oriel Window	
			
A	Width (min)	5 ft	
B	Depth (min)	4 ft	
	Area (min)	25 sf	
C	Front Setback Encroachment (max)	5 ft	
Design Standards:		Design Standards:	
Balconies may attach to any exterior wall of a principal building.		Bays may attach to any exterior wall of a principal building.	
Balconies may be recessed, projecting, a combination of the two, or terraced as part of the roof of a permitted building component.		A bay window may have a flat roof.	

C. Dormer		D. Cross Gable	
			
A	Cumulative Width of all Dormers (max)	50% of the roof eave	
B	Exterior Wall Setback (min)	--	
	Roof with Eave	0 ft	
	Roof without Eave	1 ft	
C	Setback from Gable (min)	3 ft	
D	Separation from another Dormer (min)	50% of dormer width	
Design Standards:		Design Standards:	
The face wall of a dormer window may not project beyond the exterior wall of the building and may not interrupt the eave of the roof.		The roof ridge of a cross gable must be perpendicular to the main roof ridge of the principal building.	
		The rakes and ridge of the roof of the cross gable must be structurally integrated into the eave and ridge of roof of the attached primary massing.	

Feedback

- 1. Comments?
- 2. Questions?
- 3. Concerns?

§240-24.1.1 Downtown Hyannis Zoning Districts

§240-24.1.2 Title

These districts shall be collectively known as the "Downtown Hyannis Zoning Districts."

§240-24.1.3 General Provisions

- A. Applicability
 - 1. Where the provisions of this Section conflict with those found elsewhere in the Barnstable Zoning Ordinance, the provisions of this Section apply.
 - 2. The provisions of the Barnstable Zoning Ordinance § 240-6.C(3) do not apply within the Downtown Hyannis Zoning Districts.
- B. Development Review
 - 1. The Planning Board is the Special Permit Granting Authority (SPGA) for all development within the Downtown Hyannis Zoning Districts.
 - 2. Unless otherwise specified by the provisions for each district, the construction or modification of a principal building or outbuilding requires Site Plan Approval, as required by §240-100.
 - 3. The use of land or occupancy of floor space is permitted as specified by §240-24.1.5.B Use Provisions.
- C. Compliance
 - 1. Any modification to an existing structure that results in greater conformance to this Ordinance is permitted.
 - 2. Any modification to an existing structure that increases an existing nonconformity or creates a new nonconformity is prohibited.

