

Summary Comparison of Proposed Changes: Existing LDT Zones and L1 Zones Outside Designated Growth Areas¹ to LR1

Zones	Existing Lowrise Duplex Triplex (LDT)	Existing Lowrise 1	Proposed Lowrise1 (LR1)			
FAR+Density	FAR: n/a Density limit: 1 unit/2000 sf of lot area Structures may not contain more than 3 units	FAR: n/a Density limit: 1 unit/1600 sf of lot area Only ground related housing permitted (townhouses and cottages)	Housing Type:	FAR*	Density*	* additional measures regarding parking location, amenity area and sustainable development required to permit added FAR and density
			Cottage Housing	1.1	1/1600	
			Rowhouse	1.0 or 1.2	no limit	
			Townhouse	.9 or 1.1	1/2200 or 1/1600	
			Apartment	1.0	1/2000 duplex/triplex only	
Building Height	25' + 10' with 6:12 pitched roof		Cottage housing: 18' + 7' for roof with minimum 6:12 pitch Rowhouses, Townhouses and Duplexes/Triplexes: 30'+5' for roof with minimum 6:12 pitch and +4' for partially below-grade floor, or 30'+10' for roof with minimum 6:12 pitch only.			
Building Setbacks	Front: Average of neighboring properties up to 20', minimum 5'	Front: average of neighboring properties up to 15', minimum 5'	HOUSING TYPE	SETBACK		
	Side: Minimum 5' Rear: 20% of lot depth up to 20', minimum 15' In addition, modulation of facades is required: Generally modulation must be 5' wide with a depth of 4' <u>Projections:</u> <ul style="list-style-type: none"> Eaves, gutters, etc. may extend 18' into setbacks Baywindows may extend within 5' of any lot line and individually may make up no more than 30% of facade 		Cottage Housing	FRONT	REAR	SIDE
			Rowhouse	7' average 5' minimum	0' with alley 7' no alley	5' minimum
			Townhouse	5' minimum	0' with alley 7' average 5' minimum	0'
			Apartment (in LR1, only duplexes or triplexes)	7' average 5' minimum	7' average 5' minimum	7' average 5' minimum
				5' minimum	10' minimum with alley 15' minimum no alley	7' average 5' minimum
	<u>Projections:</u> <ul style="list-style-type: none"> Eaves, gutters, etc. may extend within 3' of any lot line Baywindows may extend within 5' of any lot line and individually may make up no more than 30% of facade The first steps (30" in height) of a stoop may extend to street 					
Building Width and Depth Limits	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: 45' Maximum Depth: 60% of lot up to maximum 65' 	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: 60' Maximum Depth: 50% of lot depth 	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: 50' except for 45' duplex and triplex apartments Maximum Depth: applies only along side lot lines abutting another lot in which case the portion of a structure more than 4' above grade and less than 15' from the lot line is limited to 65% of the lot line depth. 			
Lot Coverage	<u>Applies to all lots</u> Apartments: 35% Townhouses: 45%	<u>Applies to all lots</u> Apartments 40% Townhouses 50%	n/a			
Amenities	400 sf/unit, private space or 600 sf shared space accessible to one unit	Apartments: 25% of lot area or 30% if 1/3 is above ground Townhouses: average 300 sf/unit, ground level and directly accessible minimum 200 sf/unit	Cottage housing: 150 square feet of private amenity area and 150 square feet of common amenity area per cottage, except for carriage house units subject only to 150 square feet of common amenity area per unit. Rowhouses, Townhouses and apartments: an area equal to 25% of lot area required as amenity area, a minimum of 50% of required amenity area must be provided at ground level. May be provided at grade on the roof or as balconies and shared space must be accessible to all residents, with a minimum area of 250 square feet and a minimum dimension of 10'			
Green Factor/Landscaping	Equivalent to 3 times the perimeter of the property line. May or may not count towards open space requirement		Must be landscaped to satisfy a Green Area Factor of .6 Green roofs, planters, green walls, landscaping and plantings in the adjacent ROW are eligible			
Parking	Apartments: up to 1.5 space/unit (depends on number of units, bedrooms and size of units) Townhouses: 1 space/unit Alki and portions of the University of Washington District: 1.5 spaces/unit Required on side, rear or under a structure Access from alley required, if present. Parking must be screened		<ul style="list-style-type: none"> None required in urban centers, urban villages and station areas All others: 1 space per unit Alki and portions of the University District: 1.5 spaces/unit Required on side, rear or under a structure Access from alley required, if present, with some allowances for access from street under special conditions even if alley is present. Parking must be screened 			

¹ Designated growth areas include: urban centers, urban villages and land within the light rail Station Area Overlay District.

Summary Comparison of Proposed Changes: L1 Zones Inside Designated Growth Areas¹ and All Existing L2 Zones to LR2

Zones	Existing Lowrise 1	Existing Lowrise 2	Proposed Lowrise 2 (LR2)			
FAR+Density	FAR: n/a Density limit: 1 unit/1600 sf of lot area Only ground related housing permitted (townhouses and cottages)	FAR: n/a Density limit: 1 unit/1,200 sf of lot area	Housing Type: Cottage Housing Rowhouse Townhouse Apartment	FAR* 1.1 1.1 or 1.3 1.0 or 1.2 1.1 or 1.3	Density* 1/1600 no limit 1/1600 or no limit 1/1200 or no limit	*additional measures regarding parking locations, amenity area and sustainable development required to permit added FAR and density
Building Height	25' + 10' with 6:12 pitched roof		Cottage Housing, Rowhouses and Townhouses: Same as LR1 Apartments: 40' + 5' for roof with minimum 6:12 pitch, or 40' + 4' for partially below-grade floor			
Building Setbacks	Front: average of neighboring properties up to 15', minimum 5' Side: minimum 5' increasing with height and depth Rear: 20% of lot depth up to 20'; minimum 15' In addition, modulation of facades is required. Generally modulation must be 5' wide with a depth of 4'	Front: average of neighboring properties up to 15', minimum 5' Side: minimum 5', increasing with height and depth. Rear: 15% of lot depth up to 25', minimum 15' In addition, modulation of faces is required; generally modulation must be 5' wide with a depth of 4'	Same as LR1			
Building Width and Depth Limits	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: 60' Maximum Depth: 60% of lot depth 	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: Apartments 50', townhouses 90' Maximum Depth: Apartments 60% of lot depth, Townhouse 65% of lot depth 	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: Rowhouses no limit, Townhouse and apartments 90' Maximum Depth: applies only along side lot lines, abutting another lot, in which case the portion of a structure more than 4' above a grade and less than 15' from the lot line is limited to 65% of the lot line depth. 			
Lot Coverage	<u>Applies to all lots</u> Apartments 40% Townhouses 50%	<u>Applies to all lots</u> Apartments 40% Townhouses 50%	n/a			
Amenities	Apartments: 25% of lot area or 30% if 1/3 is above ground Townhouses: average 3000 sf/unit, ground level and directly accessible; minimum 200 sf/unit	Apartments: 30% of lot area Townhouses: average 300 sf/unit at ground level and directly accessible; minimum 200 sf/unit	same as LR1			
Green Factor/Landscaping	Equivalent to 3 times the perimeter of the property line. May or may not count towards open space requirement.		Same as LR1			
Parking	Same as Existing LDT		Same as LR1			

¹ Designated growth areas include: urban centers, urban villages and land within the light rail Station Area Overlay District.

Summary Comparison of Proposed Changes: Existing L3 Zones and L4 Zones to LR3

Zones	Existing Lowrise 3	Existing Lowrise 4	Proposed Lowrise 3																							
FAR + Density	FAR: n/a Density limit: 1 unit/800 sf of lot area	FAR: n/a Density limit: 1 unit/600 sf of lot area	OUTSIDE Designated Growth Areas'																							
			INSIDE Designated Growth Areas'																							
			<table border="1"> <thead> <tr> <th>Housing Type:</th> <th>FAR*</th> <th>Density*</th> </tr> </thead> <tbody> <tr> <td>Cottage Housing</td> <td>1.1</td> <td>1/1600</td> </tr> <tr> <td>Rowhouse</td> <td>1.2 or 1.4</td> <td>no limit</td> </tr> <tr> <td>Townhouse</td> <td>1.1 or 1.3</td> <td>1/1600 or not limit</td> </tr> <tr> <td>Apartment</td> <td>1.3 or 1.5</td> <td>1/800 or no limit</td> </tr> </tbody> </table>	Housing Type:	FAR*	Density*	Cottage Housing	1.1	1/1600	Rowhouse	1.2 or 1.4	no limit	Townhouse	1.1 or 1.3	1/1600 or not limit	Apartment	1.3 or 1.5	1/800 or no limit	<table border="1"> <thead> <tr> <th>FAR*</th> <th>Density*</th> </tr> </thead> <tbody> <tr> <td>1.1</td> <td>1/1600</td> </tr> <tr> <td>1.2 or 1.4</td> <td>no limit</td> </tr> <tr> <td>1.1 or 1.3</td> <td>1/1600 or no limit</td> </tr> <tr> <td>1.5 or 2.0</td> <td>1/800 or no limit</td> </tr> </tbody> </table>	FAR*	Density*	1.1	1/1600	1.2 or 1.4	no limit	1.1 or 1.3
Housing Type:	FAR*	Density*																								
Cottage Housing	1.1	1/1600																								
Rowhouse	1.2 or 1.4	no limit																								
Townhouse	1.1 or 1.3	1/1600 or not limit																								
Apartment	1.3 or 1.5	1/800 or no limit																								
FAR*	Density*																									
1.1	1/1600																									
1.2 or 1.4	no limit																									
1.1 or 1.3	1/1600 or no limit																									
1.5 or 2.0	1/800 or no limit																									
* additional measures regarding parking locations, amenity area and sustainable development required to permit added FAR and density																										
Building Height	30' + 5" with 4:12 pitched roof	37' + 5' with 4:12 pitched roof	Cottage Housing: same as LR1 Rowhouses, Townhouses and Apartments: 30'+5' for roof with minimum 6:12 pitch and +4' for partially below-grade floor, or 30'+10' for roof with minimum pitch of 6:12 and no added height for partially below-grade floor																							
Building Setbacks	Front: Average of neighboring properties up to 15', minimum 5' Side: Minimum 6', increasing with height and depth Rear: 15% of lot depth up to 25', minimum 15' In addition, modulation of facades is required. Generally, modulation must be 5' wide with a depth of 4'	Front: Average of neighboring properties up to 20', minimum 5' Side: Minimum 7', increasing with height and depth Rear: 15% of lot depth, minimum 5' up to 25' maximum In addition, modulation of facades is required. Generally, modulation must be 5' wide with a depth of 4'	Same as LR1																							
Building Width and Depth Limits	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: Apartments 75', Townhouses 120' Maximum Depth: 65% of lot depth 	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: Apartments 90', Townhouses 150' Maximum Depth: 65% of lot depth 	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: 120' Maximum Depth: applies only along side lot lines abutting another lot, in which case the portion of a structure more than 4' above grade and less than 15' from the lot line is limited to 65% of lot depth 	<u>Applies to all lots</u> <ul style="list-style-type: none"> Maximum Width: 150' Maximum Depth: applies only along side lot lines abutting another lot, in which case the portion of a structure more than 4' above grade and less than 15' from the lot line is limited to 65% of lot depth 																						
Lot Coverage	<u>Applies to all lots</u> Apartments 45% Townhouses 50%	<u>Applies to all lots</u> Apartments 50%	n/a																							
Amenities	Apartments: 25% of lot area or 30% if 1/3 is above ground Townhouses: average 300 sf/unit, ground level and directly accessible. Minimum 200 sf/unit	Apartments: 25% of lot area or 30% if 1/3 is above ground. Townhouses: minimum 200 sf/unit plus 15% of lot area, ground level and directly accessible	Same as LR1																							
Green Factor/Landscaping	Same as Existing LDT	Same as Existing LDT	Same as LR1																							
Parking	Same as Existing LDT	Same as Existing LDT	Same as LR1																							

