

March 30, 2022

Department of Planning & Community Development 124 10<sup>th</sup> Street Steamboat Springs, CO 80477-5088 Attn: Kelly Douglas

#### RE: Variance Request and Conditional Use standard modification for Townhome Unit size

Dear Kelly,

The Applicant is requesting a Variance to the maximum dwelling unit size of 1,400 sf as indicated in sections 224 and section 301.B.2.e of the City of Steamboat Springs (City) Community Development Code (Code) for the Steamboat Basecamp Residential and Outdoor Amenity Space (the Project).

CS Zone, Maximum Dwelling Size

Criteria per Sections 224 and 301.B.2.e: Maximum Dwelling Unit Size – 1,400 Sq. Ft.

Proposed: Townhomes that will be between 1,814 and 2,253 Sq. Ft.

Variance Criteria: The following addressed criteria is from Section 719.D of the Code.

The development of a Residential multiple-family building on this site requires a variance to CDC Section 224 and 301.B.2.e, which indicate a maximum dwelling unit size of 1,400 in a CS Zone. Below are our responses to the Development Plan Variance Criteria:

### 1. The Variance will not injure or adversely impact legal conforming uses of adjacentproperty, or the applicant has accurately assessed the impacts of the proposed Variance and has agreed to mitigate those impacts.

Providing townhomes that are larger than the max dwelling size of 1,400 Sq. Ft. will not adversely impact legal conforming uses of adjacent property.

# 2. The Variance is compatible with the preferred direction and policies outlined in the Community Plan and other applicable adopted plans.

This variance would be compatible with and help promote the following policies outlined in the Community Plan:

- Policy CD-1.4: Encouraging high quality site planning and building design (maximizing efficiency)
- Policy CD-2.2: Create a functional mix of uses in new neighborhoods and development areas. New neighborhoods should contain a mix of uses and residential densities, so that residents are able to choose from a variety of housing types.
- Policy H-1.3: Integrate housing in mixed-use areas.
- Policy LU-2: Supporting infill development and redevelopment.
- Policy LU-3: Supporting and planning for cohesive and mixed-use neighborhoods that serve year-round residents and visitors.
- Policy H-3.1: New Development will incorporate a Mixture of Housing Types the City shall encourage, through its land use regulations and incentive programs, the private sector to provide a mixture of housing types with varied price ranges and densities, that attempt to meet the needs of all elements of the community's population.

This variance would allow the Applicant to offer a wider range of housing options to the community. By providing townhome dwelling units that are larger in size, the Applicant can offer for-sale housing opportunities to a broader range of people, including larger families with multiple children, a demographic for which there is a massive shortage of attainable housing in Steamboat Springs. This will also help create a more diverse neighborhood, and ensure the community is as inclusive as possible.

# 3. The Variance application meets either the criteria for unnecessary hardship or practical difficulty, as applicable, or the criteria for an acceptablealternative:

#### Acceptable Alternative:

The proposed development provides the following acceptable alternatives to the standard: The application of other code standards, purposes, or intents will be improved by varying the standard.

The application of the code standard for parking (as required per table 300-1) is be improved by varying the max. dwelling size standard. Townhomes represent an efficient way to meet the CDC parking requirements for multiple-family residential, which require 2 parking spaces for 2–3-bedroom units and 3 parking spaces for >3-bedroom units. Since the townhomes are essentially "self-sufficient" from a parking standpoint, due to the garages on the ground floor level and tandem space behind (in most cases), less site area is needed for a surface parking lot, which is often unsightly and not preferred. In turn, the implementation of less surface parking helps immensely in meeting or improving various other code standards, namely snow storage requirements as required per section 409-1 (less paved area = less snow storage requirement), storm water management requirements (less impervious area requires less stormwater management mitigation), and allows for more site area to be allocated to open space (as required per section 421-1) and landscaping (as required per section 402).

Furthermore, the intent of the CDC requirement for a maximum dwelling size of 1,400 SF in a CS zone is to create higher residential density in this zone district, particularly given there is no maximum number of units per lot stipulated. We feel the Basecamp project meets this intent. When evaluated holistically across both parcels, the Project is providing 75 apartment units (average unit size of 564 SF) along with the 28 townhomes currently proposed. The blended average of the 103 new dwelling units offered is 893 SF, well below the maximum of 1,400 SF. Thus, holistically, this project is still very much meeting the intent of the code standard to offer high residential density by providing a blended average dwelling unit size that is 500+ SF less than the code standard for which we are seeking a variance.

The only way to meet the CDC standard in this scenario would be to eliminate the top floor of both unit types as well as the ground floor bedroom of the 20' wide unit, which seems unnecessary and arbitrary in order to simply "check the box" on the CDC standard, not to mention this would prevent the Applicant from furthering Community Plan policies such as CD-2.2 and H-3.1. Approval of this variance would allow for a much more practical and appealing 4-story townhome, which increases the variety of unit types being offered to the community and helps provide much-needed housing supply for local Steamboat Springs families.

Thank you for your consideration regarding this Variance request.

Sincerely,

Gabriela Riegler