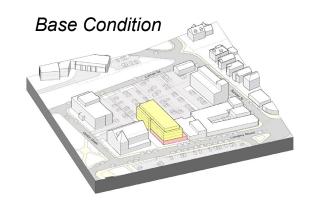
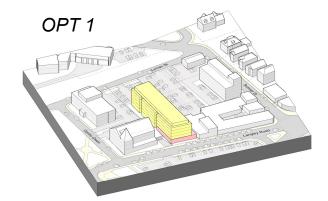
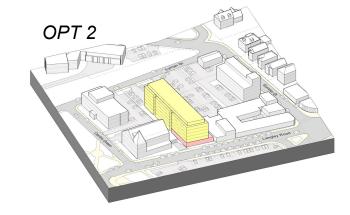
Three Options to Test – VC3

Lot Area (sf)	35,900			
	VC3			
	Base Condition: Retail & Housing (4.5 stories)	OPT 1: Retail & Housing (5.5 stories)	OPT 2: Retail & Housing (6.5 stories)	
Building Footprint (sf)	12,847	16,801	16,801	
Retail Area (sf)	7,370	7,370	7,370	
Housing Area (sf)	47,886	82,242	97,565	
Housing # of units	48	82	98	
Total Area (sf)	55,256	89,612	104,935	
FAR	1.54	2.50	2.92	
Rqd Parking: Retail Store (Exempt)	0	0	0	
Rqd Parking: Housing 0.75 per unit	36			
Rqd Parking: Housing 0.5 per unit		41	49	
Total Rqd Parking	36	41	49	
Actual # of Surface Parking Spaces	36	19	19	
Actual # of Underground Parking Spaces	0	22	30	
Actual # of Total Parking Spaces	36	41	49	







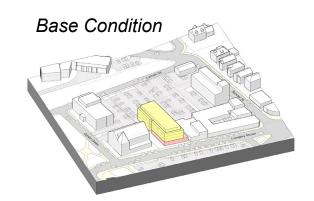
Zoning Redesign - Village Centers

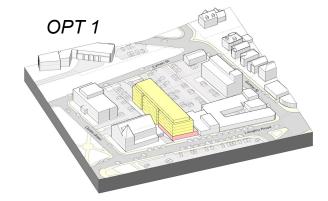
Initial Findings – VC3

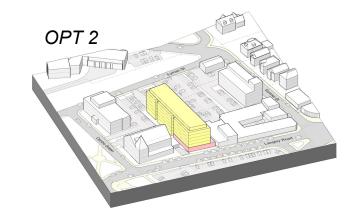
The following table was created by adding a floor of development to each scenario but keeping the "value created" for the developer constant, to determine how many additional affordable units could be supported above the base condition

	Base Condition	OPT 1	OPT 2
Floors	4.5	5.5	6.5
FAR	1.54	2.50	2.92
Square Feet	55,249	89,164	105,124
Total Units	48	82	98
Affordable Units	8_	24	33_
Affordable Percentage	17.5%	30.0%	34.0%
Increase in Affordable Units		16	25
Increase in Market Units		18	25
Affordable Percentage of Bonus Units		48%	50%

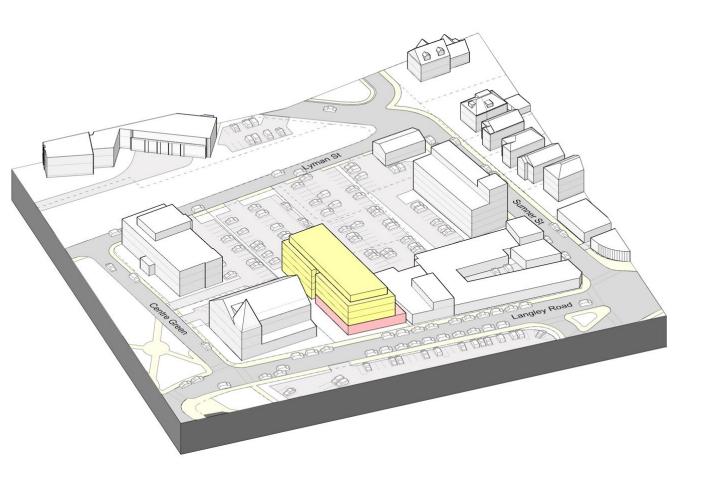
Return on Cost	6.12%	5.55%	5.39%
Net Operating Income	\$ 1,500,000	\$2,200,000	\$2,600,000
Value Created	\$ 9,100,000	\$9,500,000	\$9,400,000





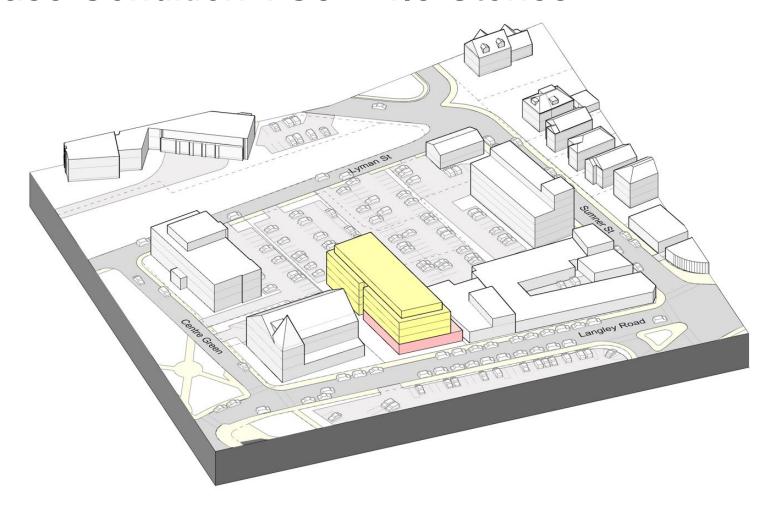


Base Condition VC3 – 4.5 Stories



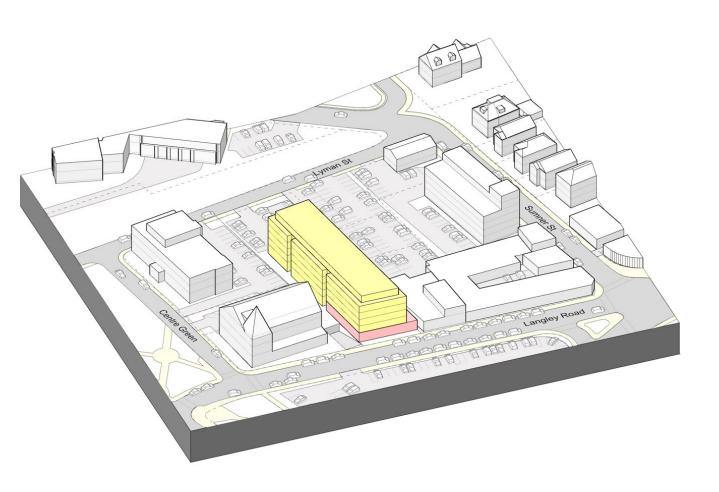
	Base Condition: Retail & Housing (4.5 stories)
Building Footprint (sf)	12,847
Retail Area (sf)	7,370
Housing Area (sf)	47,886
Housing # of units	48
Total Area (sf)	55,256
FAR	1.54
Rqd Parking: Retail Store (Exempt) Rqd Parking: Housing 0.75 per unit	36
Rqd Parking: Housing 0.5 per unit	
Total Rqd Parking	36
Actual # of Surface Parking Spaces	36
Actual # of Underground Parking Spaces	0
Actual # of Total Parking Spaces	36

Base Condition VC3 – 4.5 Stories



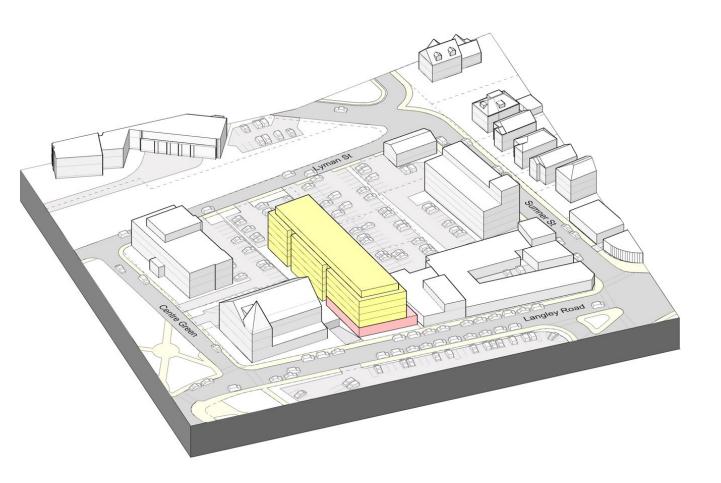
Scenario	4.5 Stories	
	Retail & Housing	
	Surface Parking	
Site (Acres)	0.82	
FAR	1.54	
Total Units	48	
Affordability %	17.5%	
Affordable Units	8.40	
Average Unit Size	798	
Residential Efficiency	80%	
Total GSF (building only)	55,249	
Parking Ratio	0.75	
Parking Cost	\$ 5,000	
Residential Rent/SF	\$ 4.60	
AMI %	65%	
Affordable Rent/SF	\$ 1.76	
Commercial Rent	\$ 42.00	
Hard Cost (Includes Fit ou	\$ 315.00	
Soft Cost/Site	25%	
Land Cost (per land foot)	\$ 85.00	
Total Cost/GSF	\$ 452	
Parking fee (per space per	\$ -	
Cap Rate	4.50%	
Return on Cost	6.12%	
Surplus/Shortfall	\$ 9,100,000	

Bonus Option #1 VC3 – 5.5 Stories



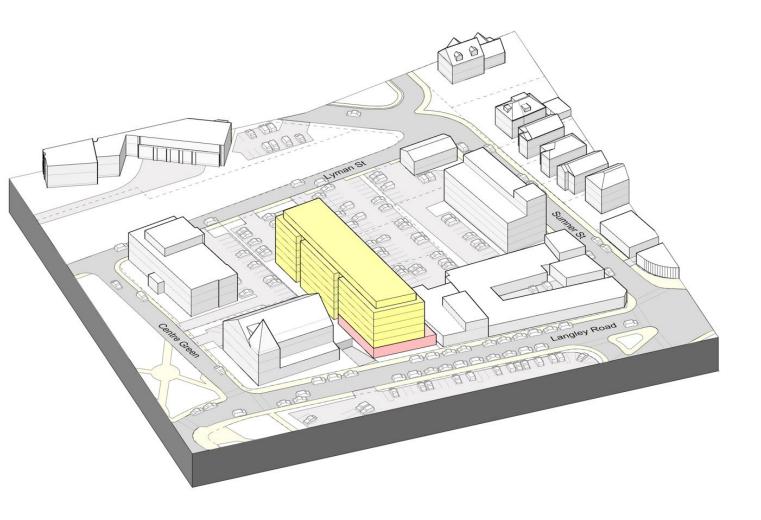
	OPT 1: Retail & Housing (5.5 stories)
Building Footprint (sf)	16,801
Retail Area (sf)	7,370
Housing Area (sf)	82,242
Housing # of units	82
Total Area (sf)	89,612
FAR	2.50
Rqd Parking: Retail Store (Exempt) Rqd Parking: Housing 0.75 per unit	0
Rqd Parking: Housing 0.5 per unit	41
Total Rqd Parking	41
Actual # of Surface Parking Spaces	19
Actual # of Underground Parking Spaces	22
Actual # of Total Parking Spaces	41

Bonus Option #1 VC3 – 5.5 Stories



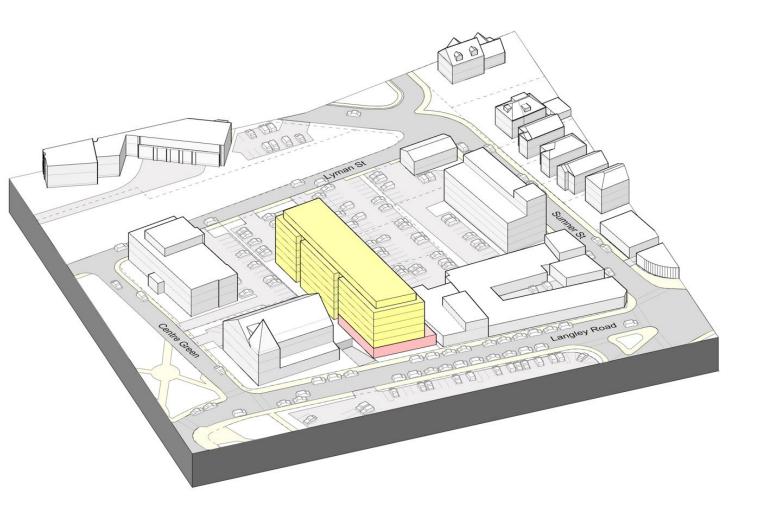
Scenario	5.5 Stories		
	Retail & Housing		
	Surface/l	Jndergrouna	
Site (Acres)		0.82	
FAR		2.50	
Total Units		82	
Affordability %		30.0%	
Affordable Units		24.60	
Average Unit Size		798	
Residential Efficiency		80%	
Total GSF (building only)		89,164	
Parking Ratio		0.50	
Parking Cost (podium)	\$	57,250	
Residential Rent/SF		4.60	
AMI %		65%	
Affordable Rent/SF	\$	1.76	
Commercial Rent	\$	42.00	
Hard Cost (Includes Fit ou		315.00	
Soft Cost/Site		25%	
Land Cost (per land foot)		85.00	
Total Cost/GSF	\$	454	
Parking fee (per space pe		50.00	
Cap Rate		4.50%	
NOI/Cost		5.55%	
Surplus/Shortfall	\$	9,500,000	

Bonus Option #2 VC3 – 6.5 Stories



	OPT 2: Retail & Housing (6.5 stories)
Building Footprint (sf)	16,801
Retail Area (sf)	7,370
Housing Area (sf)	97,565
Housing # of units	98
Total Area (sf)	104,935
FAR	2.92
Rqd Parking: Retail Store (Exempt) Rqd Parking: Housing 0.75 per unit	0
Rqd Parking: Housing 0.5 per unit	49
Total Rqd Parking	49
Actual # of Surface Parking Spaces	19
Actual # of Underground Parking Spaces	30
Actual # of Total Parking Spaces	49

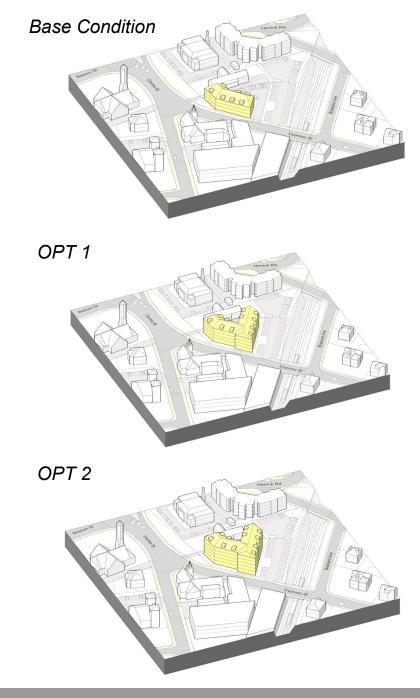
Bonus Option #2 VC3 – 6.5 Stories



Scenario	6.5 Stories
	Retail & Housing
	Surface/Undergroun
Site (Acres)	0.83
FAR	2.92
Total Units	98
Affordability %	34.0%
Affordable Units	33.32
Average Unit Size	798
Residential Efficiency	80%
Total GSF (building only)	105,124
Parking Ratio	0.50
Parking Cost (podium)	\$ 63,900
Residential Rent/SF	4.60
AMI %	65%
Affordable Rent/SF	\$ 1.76
Commercial Rent	\$ 42.00
Hard Cost (Includes Fit ou	315.00
Soft Cost/Site	25%
Land Cost (per land foot)	85.00
Total Cost/GSF	\$ 453
Parking fee (per space pe	50.00
Cap Rate	4.50%
NOI/Cost	5.39%
Surplus/Shortfall	\$ 9,400,000

Three Options to Test – VC2

Lot Area (sf)	18,035			
	VC2			
	Base Condition: Housing (3.5 stories)	OPT 1: Housing (4.5 stories)	OPT 2: Housing (5.5 stories)	
Building Footprint (sf)	6,544	11,043	11,043	
Housing Area (sf)	23,995	51,534	62,577	
Housing # of units	24	52	63	
Total Area (sf)	23,995	51,534	62,577	
FAR	1.33	2.86	3.47	
Rqd Parking: Housing 0.75 per unit	18			
Rqd Parking: Housing 0.5 per unit		26	31	
Total Rqd Parking	18	26	31	
Actual # of Surface Parking Spaces	16	0	0	
Actual # of Underground Parking Spaces	0	26	27	
Actual # of Total Parking Spaces	16	26	27	

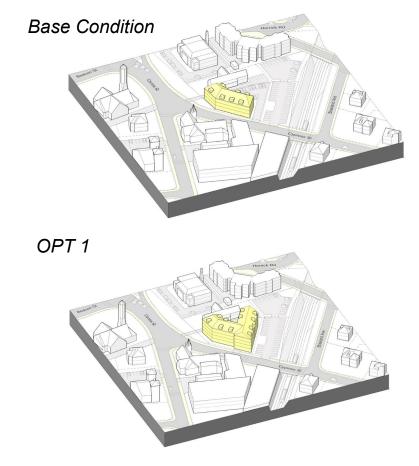


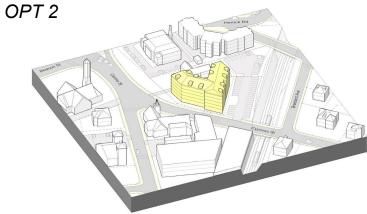
Initial Findings - VC2

The following table was created by adding a floor of development to each scenario but keeping the "value created" for the developer constant, to determine how many additional affordable units could be supported above the base condition

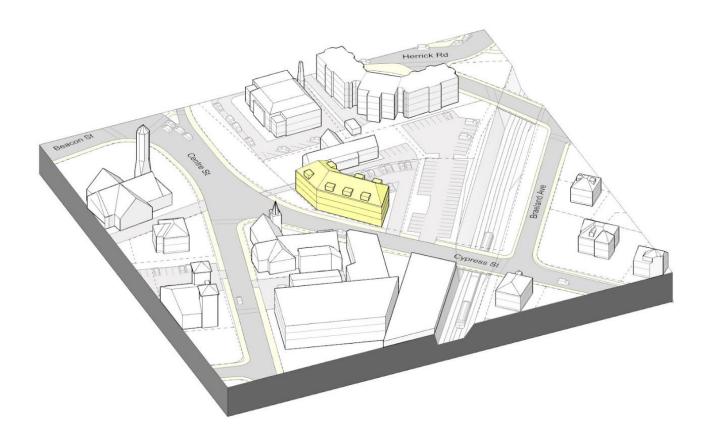
	Base Condition	OPT 1	OPT 2
Floors	3.5	4.5	5.5
FAR	1.33	2.86	3.47
Square Feet	23,940	51,870	62,843
Total Units	24	52	63
Affordable Units	4	15	22
Affordable Percentage	17.5%	30.0%	35.0%
Increase in Affordable Units			<u></u>
Increase in Market Units		17	21
Affordable Percentage of Bonus Units		41%	46%

Return on Cost	5.86%	5.18%	5.04%
Net Operating Income	\$ 700,000	\$1,300,000	\$1,500,000
Value Created	\$ 3,400,000	\$3,700,000	\$3,500,000



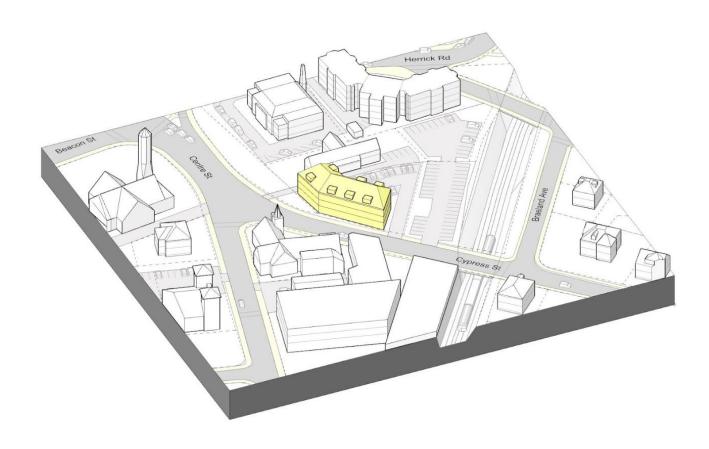


Base Condition VC2 – 3.5 Stories



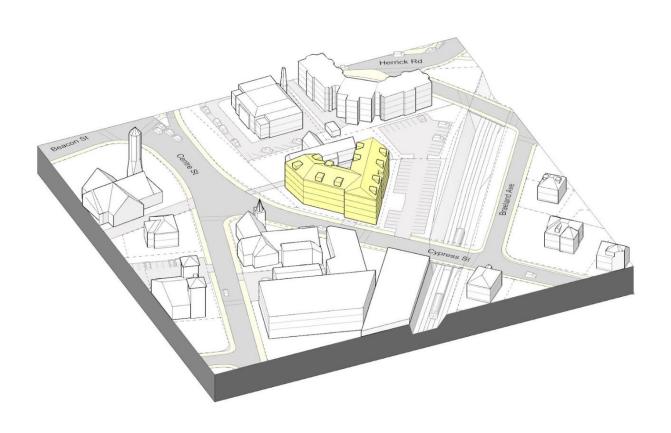
	Base Condition: Housing (3.5 stories)
Building Footprint (sf)	6,544
Housing Area (sf)	23,995
Housing # of units	24
Total Area (sf)	23,995
FAR	1.33
Rqd Parking: Housing 0.75 per unit	18
Rqd Parking: Housing 0.5 per unit	
Total Rqd Parking	18
Actual # of Surface Parking Spaces	16
Actual # of Underground Parking Spaces	0
Actual # of Total Parking Spaces	16

Base Condition VC2 – 3.5 Stories



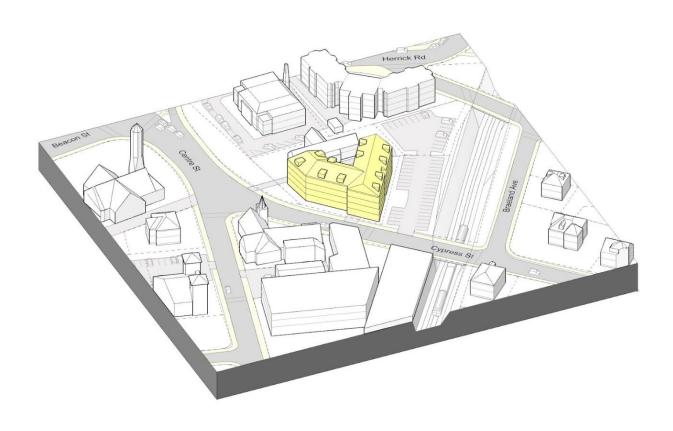
Scenario	3.5 Stories
	Housing
	Surface Parking
Site (Acres)	0.41
FAR	1.33
Total Units	24
Affordability %	17.5%
Affordable Units	4.20
Average Unit Size	798
Residential Efficiency	80%
Total GSF (building only)	23,940
Parking Ratio	0.75
Parking Cost	\$ 5,000
Residential Rent/SF	\$ 4.60
AMI %	65%
Affordable Rent/SF	\$ 1.76
Commercial Rent	\$ 42.00
Hard Cost (Includes Fit ou	\$ 315.00
Soft Cost/Site	25%
Land Cost (per land foot)	\$ 85.00
Total Cost/GSF	\$ 461
Parking fee (per space per	\$ -
Cap Rate	4.50%
Return on Cost	5.86%
Surplus/Shortfall	\$ 3,400,000

Bonus Option #1 VC2 – 4.5 Stories



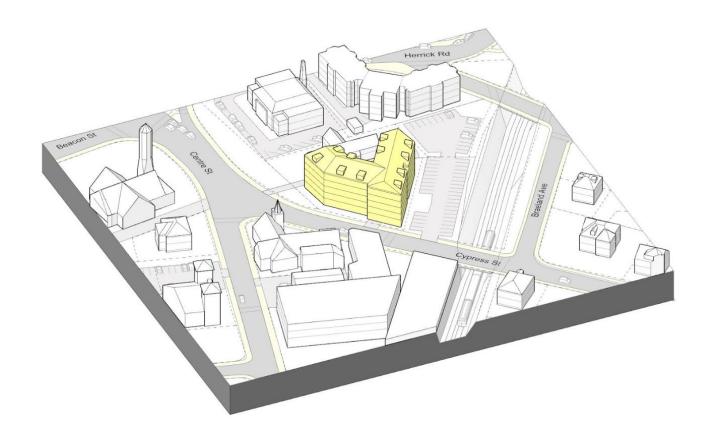
	OPT 1: Housing (4.5 stories)
Building Footprint (sf)	11,043
Housing Area (sf)	51,534
Housing # of units	52
Total Area (sf)	51,534
FAR	2.86
Rqd Parking: Housing 0.75 per unit	
Rqd Parking: Housing 0.5 per unit	26
Total Rqd Parking	26
Actual # of Surface Parking Spaces	0
Actual # of Underground Parking Spaces	26
Actual # of Total Parking Spaces	26

Bonus Option #1 VC2 – 4.5 Stories



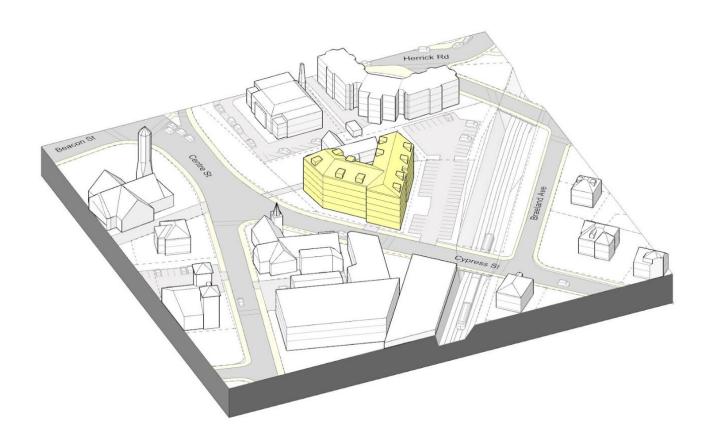
Scenario	4.5 Stories
	Housing
	UndergroundParking
Site (Acres)	0.42
FAR	2.86
Total Units	52
Affordability %	30.0%
Affordable Units	15.60
Average Unit Size	798
Residential Efficiency	80%
Total GSF (building only)	51,870
Parking Ratio	0.50
Parking Cost	\$ 100,000
Residential Rent/SF	\$ 4.60
AMI %	65%
Affordable Rent/SF	\$ 1.76
Commercial Rent	\$ 42.00
Hard Cost (Includes Fit ou	\$ 315.00
Soft Cost/Site	25%
Land Cost (per land foot)	\$ 85.00
Total Cost/GSF	\$ 474
Parking fee (per space per	\$ 50.00
Cap Rate	4.50%
Return on Cost	5.18%
Surplus/Shortfall	\$ 3,700,000

Bonus Option #2 VC2 – 5.5 Stories



	OPT 2: Housing (5.5 stories)
Building Footprint (sf)	11,043
Housing Area (sf)	62,577
Housing # of units	63
Total Area (sf)	62,577
FAR	3.47
Rqd Parking: Housing 0.75 per unit	
Rqd Parking: Housing 0.5 per unit	31
Total Rqd Parking	31
Actual # of Surface Parking Spaces	0
Actual # of Underground Parking Spaces	27
Actual # of Total Parking Spaces	27

Bonus Option #2 VC2 – 5.5 Stories



Scenario	5.5 Stories
	Housing
	UndergroundParking
Site (Acres)	0.42
FAR	3.47
Total Units	63
Affordability %	35.0%
Affordable Units	22.05
Average Unit Size	798
Residential Efficiency	80%
Total GSF (building only)	62,843
Parking Ratio	0.50
Parking Cost	\$ 100,000
Residential Rent/SF	\$ 4.60
AMI %	65%
Affordable Rent/SF	\$ 1.76
Commercial Rent	\$ 42.00
Hard Cost (Includes Fit ou	\$ 315.00
Soft Cost/Site	25%
Land Cost (per land foot)	\$ 85.00
Total Cost/GSF	\$ 469
Parking fee (per space pe	\$ 50.00
Cap Rate	4.50%
Return on Cost	5.04%
Surplus/Shortfall	\$ 3,500,000

Initial Pro Forma Input Ranges



Attachment A - ZAP (3/27 Meeting)

Zoning Redesign - Village Centers