Development Forecast for the San Mateo County Comprehensive Transportation Management Plan

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Background

This report summarizes an assessment of potential development in the Study Area for the San Mateo County Comprehensive Transportation Management Plan (CTMP), as required by the San Mateo County Midcoast Update to the Local Coastal Program. The resulting Development Forecast is based on an analysis of potential development allowed under existing zoning; Local Coastal Program (LCP) regulatory constraints; development trends; and regional growth projections. The assumptions used for the Development Forecast are being prepared in consultation with County staff and in coordination with the City of Half Moon Bay.

Recommended Methodology

The recommended development forecast accounts for growth control under LCP regulations as well as the market analysis done for Half Moon Bay, and uses the most constraining of those factors as they apply to residential and non-residential development and to the unincorporated Midcoast and the City of Half Moon Bay. The Consultant Team recommends that this Constrained Development Forecast be used as a basis for planning for the CTMP. The Constrained Development Forecast will supplement the Zoning-based Buildout Analysis described below.

BACKGROUND

A zoning-based Buildout Analysis was completed in the fall of 2014. This analysis identified vacant and underutilized sites, and applied potential densities and intensities of future residential and non-residential development on those sites to estimate the amount of possible future development. Expected densities and intensities were based on the residential density allowed by zoning and the average density of development in the zoning district. Jobs were estimated using assumed ratios of square feet per job for various categories of development (e.g., retail commercial, visitor-serving commercial, industrial). For more detail on the identification of potential development sites and the assumptions used in projecting future development, please refer to Appendix A. The zoning-based Buildout Analysis has been modified to account for updated data and assumptions, including corrections to data on existing and proposed development, and reconsideration of employment density assumptions to more realistically match typical conditions. Modifications from Appendix B in the *Connect the Coastside Buildout Analysis and Traffic Projections Final Report* from November 2014 are shown in redline.

CONSTRAINED DEVELOPMENT FORECAST

The Constrained Development Forecast uses the updated Zoning-based Buildout Analysis as a starting point, and then takes into account the following potential constraints:

- The growth management limitations in the San Mateo County Midcoast Local Coastal Plan and the City of Half Moon Bay's Measure D;
- The market demand for new housing and non-residential development in Half Moon Bay based on the market analysis conducted in 2014 for the Half Moon Bay General Plan Update.

This Constrained Development Forecast is a 25-year forecast, consistent with other local and regional forecasts being produced. With regard to growth control measures, Policy 1.23 in the Midcoast LCP limits residential development in the unincorporated Midcoast to 40 units per year, while Measure D limits residential growth to 1 percent annually in Half Moon Bay, or 1.5 percent Downtown. For Half Moon Bay, the zoning-based forecast resulted in a lower level of residential development than would be allowed under Measure D. Thus, zoning would be the most limiting factor for residential development in Half Moon Bay, while the LCP's growth management protocol would be the most limiting growth factor in the unincorporated Midcoast.

The Constrained Development Forecast also takes into account projected growth rates for residential and non-residential development from the market study conducted in 2014 for the Half Moon Bay General Plan Update. These growth rates reflect our best understanding of the interaction between market demand and development constraints in Half Moon Bay. The market study indicates the least amount of non-residential development in Half Moon Bay.

POTENTIAL WATER AND SEWER CONSTRAINTS

In developing the Constrained Development Forecast, the County and Consultant Team also analyzed potential constraints related to water and sewer capacity under current public works and urban water management plans, and based on the Midcoast LCP. However, it was determined that this potential constraint may be adjusted over time, and may not be an appropriate basis on which to undertake long-term transportation and land use planning.

DEVELOPMENT TRENDS AND ABAG PROJECTIONS

Two other factors were also studied. These were:

- Development trends in the unincorporated Midcoast and Half Moon Bay between 1990 and 2015;
- Association of Bay Area Governments (ABAG) projections for growth in the unincorporated Midcoast and Half Moon Bay for the year 2040.

Analysis of growth trends over the past 25 years and understanding of regional growth forecasts provide good measuring sticks. The results of these analyses fell within a similar range as the Constrained Development Forecast.

For the purposes of the CTMP, it would be most appropriate to move forward with an analysis based on a forecast that accounts for growth control measures paired with the market study prepared for the City of Half Moon Bay in 2014. The regulatory limits on residential development created by the San Mateo County Midcoast LCP and Half Moon Bay's Measure D provide the best assessment of the potential future development because they are concrete and enforceable growth constraints. The recent market analysis represents the best available professional assessment of future development potential in Half Moon Bay.

Summary of Expected Development

The amount of residential and non-residential development expected based on the Constrained Development Forecast is summarized below.

RESIDENTIAL DEVELOPMENT

As of 2014 there were 8,781 residential units in the Study Area, including 4,300 in the unincorporated Midcoast and 4,481 in Half Moon Bay. The Constrained Development Forecast finds an estimated capacity for 1,094 future units in the unincorporated Midcoast and 694 future units in Half Moon Bay. Together with units currently in the development pipeline, this would result in a total of 5,416 units in the unincorporated Midcoast and 5,335 units in Half Moon Bay, or 10,750 housing units in the Study Area by 2040. This represents a 26% increase in residential units in the unincorporated Midcoast - an average of 42.9 units per year. (The average increase in the unincorporated Midcoast includes new units in rural areas not subject the LCP limit of 40 units per year. The average increase in the area subject to the LCP policy is 40 units per year.) The forecast represents a 19% increase in Half Moon Bay - an average of 32.8 units per year, and a 22% increase overall in the Study Area – an average of 75.7 units per year. Existing housing, pipeline development, future development, and total residential development are summarized in Table 1, including the proportion of development in unincorporated San Mateo County and Half Moon Bay, and the proportion of single- and multifamily units.

The Study Area would be expected to have 1,980 fewer units in 2040 using the Constrained Development Forecast compared to the updated zoning-based buildout analysis. The Constrained Forecast results in 1,620 fewer units in the unincorporated Midcoast and 359 fewer units in Half Moon Bay compared to zoning-based buildout.

NON-RESIDENTIAL DEVELOPMENT

ABAG estimates that there are approximately 2,500 jobs in the urbanized unincorporated Midcoast and 5,330 in Half Moon Bay, as well as a small number in the remainder of unincorporated County. Applying ratios of jobs per square feet to the existing land use pattern, we estimate 2,551 jobs in the unincorporated Midcoast and 5,334 in Half Moon Bay. The Constrained Development Forecast finds a capacity for an increase of 2,443 jobs in the unincorporated Midcoast, from an estimated 2,551 jobs in 2015 to 4,994 jobs in 2040. This represents a 96% increase in jobs in the unincorporated Midcoast, or an average of 94 new jobs per year. In Half Moon Bay, this would translate to an increase of 370 jobs, from 5,334 in 2015 to 704 in 2040. This would be a 7% increase in jobs in Half Moon Bay, or an average of 14 per year. Overall, there would be a 36% increase in jobs for the Study Area, or an average of 108 per year. Existing, pipeline, future and total non-residential development are summarized in Table 2, including the proportion of development in unincorporated San Mateo County and Half Moon Bay.

The Study Area would be expected to have 2,837 fewer jobs in 2040 using the Constrained Development Forecast compared to the updated zoning-based buildout analysis. The Constrained Forecast results in 165 fewer jobs in the unincorporated Midcoast and 2,672 fewer jobs in Half Moon Bay compared to zoning-based buildout.

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Table 1: Constrained Residential Development Forecast for the CTMP (2040)

	Existing (2014)			*Pipeline*[4]			*CTMP Forecast (2040)*			*Total (2040)*			
Subarea	*Total Units*[1]	*Single-Family*[2]	*Multi-family*[3]	*Total Units*	*Single-Family*	*Multi-family*	*New Units*[5, 6]	*Single-Family*[7]	*Multi-family*[7]	*Total Units (2040)*	*Single-Family*	*Multi-family*	*Percent Change*
Unincorporated Midcoast	4,300	4,005	295	22	19	3	1,094	716	378	5,416	4,740	676	26%
Half Moon Bay	4,481	3,493	988	160	105	55	694	508	186	5,335	4,106	1,229	19%
Total	**8,781**	**7,498**	**1,283**	**182**	**124**	**58**	**1,787**	**1,224**	**564**	**10,750**	**8,846**	**1,905**	**22%**

Notes:

1 Existing development in Half Moon Bay has been corrected since November 2014 Existing Conditions Report. Existing mobile homes were not accounted for in that report; this results in increase of 409 single-family units.

2 Includes manufactured homes.

3 Includes housing in mixed-use buildings, and caretaker units.

4 Development projects under review as identified by San Mateo County in 2013-15 and the City of Half Moon Bay in 2014.

5 New residential development in unincorporated Midcoast limited to 40 units per year under Policy 1.23 of the San Mateo County Midcoast LCP (2014). In City of Half Moon Bay, Measure D limits residential growth to 1% per year, or 1.5% in downtown area. However, in Half Moon Bay, existing zoning is projected to result in less development than would be allowed under Measure D.

6 Future development in Half Moon Bay is based on 0.7% average annual growth rate projected in the Economic and Real Estate Conditions and Trends report (2014) prepared by EPS for the Half Moon Bay General Plan Update.

7 Assumes single-family/multifamily split found for zoning-based buildout analysis: 67% single-family and 33% multifamily in the Unincorporated Midcoast, and 75% single-family and 25% multifamily in Half Moon Bay.

Sources: San Mateo County Assessor, 2014; San Mateo County, 2014; City of Half Moon Bay, 2014; EPS, 2014; Dyett & Bhatia, 2015.

Table 2: Constrained Non-Residential Development Forecast for the CTMP (2040)

	Existing (2014)	*Pipeline*[3]		*CTMP Forecast (2040)*		*Total (2040)*	
Subarea	*Existing Jobs*[2]	*Pipeline Non-Residential Sq. Ft.*	*Pipeline Jobs*[2]	*Potential Non-Residential Sq. Ft.*[4, 5]	*Potential Jobs*	*Total Jobs*	*Percent Change*
Unincorporated Midcoast	2,551	303,000	439	851,800	2,003	4,994	96%
Half Moon Bay	5,334	37,500	94	294,000	276	5,704	7%
Total	**7,885**	**340,500**	**533**	**1,145,800**	**2,279**	**10,698**	**36%**

Notes:

1 Combines the total "known" square footage from County Assessor data with estimated square footage of other parcels with non-residential development. Estimated intensity of existing development is based on that of "known" development.

2 Estimated based on assumed ratio of jobs per square foot of non-residential development in different categories (e.g., visitor-serving commercial, retail commercial, industrial).

3 Development projects under review as identified by San Mateo County in 2013-15 and the City of Half Moon Bay in 2014.

4 Future development in Unincorporated Midcoast based on analysis of vacant and underutilized land; average FAR of existing development in each zoning district, and other factors. Development in Neighborhood Commercial and comparable zones is adjusted downward in proportion to reduction in residential units, to account for lower demand.

5 Future development in Half Moon Bay is based on average annual growth rates by employment sector as projected in the Economic and Real Estate Conditions and Trends report (2014) prepared by EPS for the Half Moon Bay General Plan Update. Square footage estimated based on assumed ratio of jobs per square foot of non-residential development in different categories (e.g., visitor-serving commercial, retail commercial, industrial), using same assumptions as in zoning-based buildout analysis.

Sources: San Mateo County Assessor, 2014; San Mateo County, 2014; City of Half Moon Bay, 2014; EPS, 2014; Dyett & Bhatia, 2015.

Appendix A:
Development Assumptions by Subarea

Table A-1: Development Assumptions for Half Moon Bay Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
Non-Residential Districts			
C-R	Minimum lot size of 5,000 sq. ft. and minimum width of 50'; minimum 20' front yard, 5' rear and side setbacks; maximum height of 28'; maximum 50 percent site coverage for single-story and 35 percent coverage for multi-story	FAR of 0.5with 75% "flex factor" to account for required easements or land set-asides; 50 percent residential at 8.71 du/ac (30 percent of R-3 maximum density, ratio based on existing development)	1 job per 400 sq. ft.
C-G	Minimum lot size of 10,000 sq. ft. with minimum width of 100'; minimum 25' front yard, 10' rear and side setbacks; maximum 3 stories	FAR of 0.3 with 75% "flex factor" to account for required easements or land set-asides.	1 job per 600 sq. ft.
C-VS	Minimum lot size of 10,000 sq. ft. with minimum width of 100'; minimum 20' front yard, 10' rear and side setbacks; maximum 2 stories; maximum FAR of 0.5	FAR of 0.5 with 75% "flex factor" to account for required easements or land set-asides.	1 job per 450 sq. ft.
C-D	Minimum lot size of 5,000 sq. ft. with minimum width of 50'; setbacks (minimum 5') required only when abutting a residential R-district parcel; maximum 3 stories	FAR of 0.5 with 75% "flex factor" to account for required easements or land set-asides; 50 percent residential at 8.71 du/ac (30 percent of R-3 maximum density, ratio based on existing development)	1 job per 325 sq. ft.
IND	Maximum height 40'; minimum building site of 10,000 sq. ft.; minimum 0' front yard, 5' side yard (20' when bordering R district), 0' rear yard (20' when bordering R district) setbacks	FAR of 0.4with 75% "flex factor" to account for required easements or land set-asides.	1 job per 400 sq. ft.
P-S	Maximum 4 stories (maximum height 50'); minimum lot size of 5,000 sq. ft.; minimum 20' front yard, 0' side yard (5' when bordering R district), 0' side yard (5' when bordering R district) setbacks	FAR of 0.2with 75% "flex factor" to account for required easements or land set-asides.	1 job per 800 sq. ft.
Residential Districts			
R-1	Maximum 8.71 du/ac	6.53 du/ac (75 percent of maximum density, ratio based on existing development)	NA
R-1-B-1	Maxiumum 7.26 du/ac	6.53 du/ac (90 percent of maximum density, ratio based on	NA

Table A-1: Development Assumptions for Half Moon Bay Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
		existing development)	
R-1-B-2	Maximum 5.81 du/ac	5.52du/ac (95 percent of maximum density, ratio based on existing development)	NA
R-1-B-3	Maximum 4.36 du/ac	1.74 du/ac (40 percent of maximum density, ratio based on existing development)	NA
R-2	Maximum 16.13 du/ac	8.07 du/ac (50 percent of maximum density, ratio based on existing development)	NA
R-3	Maximum 29.04 du/ac	23.23 du/ac (80 percent of maximum density, ratio based on existing development)	NA
MHP	Maximum 21.78 du/ac; site area minimum of 5 acres, maximum of 20 acres.	No potential development sites designated MHP	NA
Agriculture and Resource Management Districts			
A-1	Maximum height of 2.5 stories not exceeding 35'; minimum building site of 0.5 acres and average width of 100' for single-family dwellings (two dwellings allowed on minimum 5 acres and 1 additional dwelling for every 3 additional acres); maximum 4 dwellings per parcel; minimum 50' front yard, 20' side yard, 25' rear yard setbacks; minimum 25' distance between dwellings on the same parcel	0.02 du/ac based on existing development	1 job per 2 acres
OS-A	No new or additional dwellings; maximum structure height of 16'; setbacks required by use and proximity to sensitive features	FAR of 0; 0 du/ac	NA
OS-P	No new or additional dwellings; maximum structure height of 16'; setbacks required by use and proximity to sensitive features	FAR of 0; 0 du/ac	NA
OS-C	No new or additional dwellings; maximum structure height of 16'; setbacks required by use and proximity to sensitive features	FAR of 0; 0 du/ac	NA
OS-R	Maximum 0.02 du/ac with use permit; minimum new subdivision	FAR of 0; 0.01 du/ac (50 percent of maximum density, ratio based	NA

Table A-1: Development Assumptions for Half Moon Bay Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
	lot area of 50 acres; minimum lot area of 50 acres per dwelling; minimum 25' front, side, rear setbacks (50' from residential district); maximum height of 2 stories (28').	on existing development)	
U-R	Dwelling units allowed for single-family or employee housing by use permit; minimum new subdivision lot area of 50 acres; minimum lot area of 15 acres per dwelling; minimum 25' front, side, rear setbacks (50' from residential district); maximum height of 2 stories (28').	FAR of 0; 0 du/ac	1 job per 2 acres
PAD		FAR of 0; 0 du/ac	1 job per 10 acres
Planned Development Districts (PUDs)			
Miramar Beach	LCP allows for maximum 15 dwelling units	FAR of 0; 0 du/ac (PUD is built out)	NA
Guerrero Avenue	LCP allows for maximum 46 dwelling units	FAR of 0; 0 du/ac (PUD is mostly built out, remaining vacant area may face constraints and lack of access)	NA
Surf Beach/Dunes Beach	LCP allows for maximum 150 dwelling units; at least 20 acres for commercial recreation or visitor serving uses	92 du (92 vacant lots remaining north of Young Ave.); 8,713 sq. ft. for C-VS development (75 percent of 8.89-acre site south of Young Ave. using typical 0.3 FAR)	See C-VS
Venice Beach	LCP allows for maximum 75 dwelling units	71 du (maximum minus 4 existing single-family dwellings)	NA
Nurserymen's Exchange	LCP allows for maximum 80 dwelling units at 1 du/7,500 sq. ft.	FAR of 0; 0 du/ac (PUD is built out)0	NA
Dykstra Ranch (Pacific Ridge)	LCP allows for maximum 228 dwelling units	FAR of 0; 0 du/ac (63 planned units included as part of expected development)	NA
Carter Hill	LCP allows for maximum 50 dwelling units	25 du (assuming environmental constraints)	NA
Pilarcitos West Urban Reserve	LCP limits future development to agriculture and agriculture-related uses	FAR of 0; 0 du/ac	NA
Matteucci	LCP allows for maximum 42 dwelling units	2 du (PUD is mostly built out)	NA

Table A-1: Development Assumptions for Half Moon Bay Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
Podesta	LCP allows for maximum 125 dwelling units on 40 percent of the site area; industrial development on 60 percent of site area; 25 percent of project area must be open space	125 du (maximum allowed by LCP); 102,688 sq. ft. for IND development on 60 percent of the site (minus 60 percent of the 25-percent open space requirement) with 0.2 FAR and 75 percent flex factor to account for infrastructure and easements	See IND
Andreotti (Cypress Cove)	LCP allows for maximum 130 dwelling units on 40 percent of the site area; commercial development on 60 percent of site area; 25 percent of project area must be open space	FAR of 0.3 for potential commercial development on parcels fronting SR 92	NA
West of Railroad	LCP allows for maximum 65 dwelling units	FAR of 0; 0 du/ac (LCP-preferred alternative is public acquisition)	NA
Amesport Landing	NA	FAR of 0; 0 du/ac (PUD is built out)	NA
Cassinelli & South Main Street	LCP allows for maximum 35 dwelling units or light industrial or commercial development	FAR of 0; 0 du/ac (PUD is built out)	NA
North Wavecrest	LCP allows for maximum 1,000 dwelling units; 15 acres may be reserved for community recreation; at least 30% of the site reserved for open space; at least 10 acres reserved for RV park	153 single-family du; 38 multi-family du; no additional visitor-serving commercial development. 19 percent of original Wavecrest PUD remains vacant and privately owned, the same proportion of original 1,000 units allowed is 191 units, 38 must be affordable and are assumed to be multi-family; 88 acres remain for commercial development, multiplied by 80 percent for infrastructure and easements	See C-VS
LC Smith	LCP allows for development at density of surrounding land uses (14.8-18.3 du/ac, 2-3 stories); 5,000 sq. ft. reserved for public facility; 20 percent reserved as open space	FAR of 0; 0 du/ac (8 potential du and 37,480 sq. ft. of non-residential space included as part of expected development)	NA
Carnoustie	NA	FAR of 0; 0 du/ac (32 planned units included as part of existing and expected development)	NA
Ocean Colony	NA	FAR of 0; 0 du/ac (PUD is built out)	NA

Table A-1: Development Assumptions for Half Moon Bay Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
South Wavecrest	NA	FAR of 0; 0 du/ac (PUD is built out)	NA
Note: Projections for residential development are consistent with the Measure D Growth Allocation program (residential growth corresponds to no more than 1.5 % population growth annually). For PUD areas, actual density and intensities are defined at the time of development, and may be affected by complex factors such as environmental constraints and the presence of sensitive features. Therefore, actual densities and intensities may be higher or lower than those assumed here.			

Table A-2: Development Assumptions for Princeton Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
Non-Residential Districts			
CCR	Maximum 50% lot coverage; a combined 15' setback required; maximum building height of 36'.	FAR of 0.5 0.5 du/ac.	1 job per 450 sq. ft. building area 75% service, 25% retail jobs
M-1	Maximum building height of 75'; side and rear yards (3' and 6' respectively) required when abutting an "R" District.	FAR of 0.4	1 job per 400 sq. ft. building area. 50% mfg, 25% wholesale, 25% service jobs
M-1/AO	Same as above	FAR of 0.2 (because of AO restrictions on persons per acre).	Same as above
W	Maximum 60% lot coverage; maximum building height of 36'. Caretaker units allowed as accessory use on up to 25% of developed parcels	FAR of 0.4	1 job per 400 sq. ft. building area. 50% mfg, 25% wholesale, 25% service jobs
W/AO		FAR of 0.2 (because of AO restrictions on persons per acre)	Same as above
Residential Districts			
R-1/S-17	1 du/5,000 sf	1 du/parcel Second unit assumed on standard lots, up to a total maximum of 466 in the Midcoast LCP area, as set forth in LCP.	NA
R-1/S-17/AO	Same as above	Same as above	NA
R-1/S-13	1 du/5 acres	Same as above	NA
H-1	5' side yard and 20' rear yard required.	Pillar Ridge Manufactured Home Community	NA
Agriculture and Resource Management Districts			
PAD		FAR of 0; 0 du/ac	1 job per 10 acres
RM-CZ	Maximum height of 3 stories or 36'. Minimum 50' front yard, 20' side and rear setbacks.	FAR of 0; 0 du/ac	0
RM-CZ/AO	Same as above	FAR of 0; 0 du/ac	0

Table A-3: Development Assumptions for Midcoast Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
Non-Residential Districts			
C-1/S-3	2 stories, 20' front and rear yards, 5' side yards 50% lot coverage and 3 stories for buildings that include residential, with 20' front and rear yard, 5' side yards	0.5. 8.7 du/ac	1 job per 400 sf building area 50% service, 50% retail jobs
CCR	3 stories, 50% lot coverage, 15' side yards (combined),	0.5 FAR. 8.7 du/ac	1 job per 450 sf building area 75% service, 25% retail jobs
EG	1 story, 10% lot coverage, 50' front, 20' side, 20' rear setbacks	0.30 FAR	1 job per 400 sf building area 75% service, 25% retail jobs
PUD-120	Determined individually	0.3 FAR, 8.7 du/ac, based on adjacent C-1/S-3	1 job per 400 sf building area 50% service, 50% retail jobs
PUD-121	Determined individually	0.3 FAR, 8.7 du/ac, based on adjacent C-1/S-3	1 job per 400 sf building area 50% service, 50% retail jobs
PUD-124	Determined individually	17.4 du/ac, based on LCP policy for affordable housing sites	1 job per 400 sf building area 50% service, 50% retail jobs
Residential Districts			
R-3/S-3	1 du/1,250 sf	1 du/1,250 sf (34.8 du/ac)	NA
R-3-A/S-5	1 du/2,500 sf	1 du/2,500 sf (17.4 du/ac)	NA
R-1/S-17	1 du/5,000 sf. Second unit allowed on standard lots	1 unit per lot for lots smaller than 0.5 ac 1 du/5,000 sf (8.7 du/ac) for larger lots Second unit assumed on standard lots, up to a total maximum of 466 in the Midcoast LCP area, as set forth in LCP. Contiguously owned substandard lots assumed to be merged	NA
R-1/S-94	1 du/10,000 sf Second unit allowed on standard	1 unit per lot for lots smaller than 0.5 ac	NA

Table A-3: Development Assumptions for Midcoast Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
	lots	1 du/10,000 sf (4.4 du/ac) for larger lots Second unit assumed on standard lots, up to a total maximum of 466 in the Midcoast LCP area, as set forth in LCP. Contiguously owned substandard lots assumed to be merged	
R-1/S-105	1 du/20,000 sf Second unit allowed on standard lots	1 unit per lot for lots smaller than 0.5 ac 1 du/20,000 sf (2.2 du/ac) for larger lots Second unit assumed on standard lots, up to a total maximum of 466 in the Midcoast LCP area, as set forth in LCP. Contiguously owned substandard lots assumed to be merged	NA
Agriculture and Resource Management Districts			
PAD	1 du/160 ac for prime ag 1 du/160 ac for landslide susc. 1 du/160 ac for slope 50% + 1 du/160 ac for remote lands 1 du/80 ac for slope 30-50% 1 du/80 ac for rift zone or active fault 1 du/60 ac for flood hazard areas 1 du/60 ac for slope 15-30% 1 du/60 ac for ag preserves or exclusive ag districts	1 du/110 ac	1 job per 10 acres
RM-CZ	Same as above	Same as above	NA

Table A-4: Development Assumptions for Rural Lands Subarea

Zoning District	*Permitted Density or Intensity*	*Projected Density or Intensity*	*Job Intensity and Job Mix*
Residential Districts			
R-1/S-17	1 du/5,000 sf	1 du/5,000 sf	NA
R-E/S-11	1 du per 1 to 5 acres depending on slope	1 du/3 ac	NA
Agriculture and Resource Management Districts			
PAD	1 du/160 ac for prime ag 1 du/160 ac for landslide susc. 1 du/160 ac for slope 50% + 1 du/160 ac for remote lands 1 du/80 ac for slope 30-50% 1 du/80 ac for rift zone or active fault 1 du/60 ac for flood hazard areas 1 du/60 ac for slope 15-30% 1 du/60 ac for ag preserves or exclusive ag districts	1 du/110 ac	1 job per 150 acres 100% agricultural and natural resource jobs
RM	Same as above	Same as above	NA
RM-CZ	Same as above	Same as above	NA