



Reduced parking footprint

Possible 2 points

Intent

To minimize the environmental harms associated with parking facilities, including automobile dependence, land consumption, and rainwater runoff.

Requirements

Do not exceed the minimum local code requirements for parking capacity.

Provide parking capacity that is a percentage reduction below the base ratios recommended by the Parking Consultants Council, as shown in the Institute of Transportation Engineers' Transportation Planning Handbook, 3rd edition, Tables 18-2 through 18-4.

Case 1. Baseline location

Projects that have not earned points under LT Credit Surrounding Density and Diverse Uses or LT Credit Access to Quality Transit must achieve a 20% (1 point) or 40% (2 points) reduction from the base ratios.

Case 2. Dense and/or transit-served location

Projects earning 1 or more points under either LT Credit Surrounding Density and Diverse Uses or LT Credit Access to Quality Transit must achieve a 40% (1 point) or 60% (2 points) reduction from the base ratios.

For all projects

The credit calculations must include all existing and new off-street parking spaces that are leased or owned by the project, including parking that is outside the project boundary but is used by the project. On-street parking in public rights-of-way is excluded from these calculations.

For projects that use pooled parking, calculate compliance using the project's share of the pooled parking.

Provide preferred parking for carpools for 5% of the total parking spaces after reductions are made from the base ratios. Preferred parking is not required if no off-street parking is provided.

Mixed-use projects should determine the percentage reduction by first aggregating the parking amount of each use (as specified by the base ratios) and then determining the percentage reduction from the aggregated parking amount..

Do not count parking spaces for fleet and inventory vehicles unless these vehicles are regularly used by employees for commuting as well as business purposes.