

A. Molotch (1976) Coda

1. Are Molotch's observations relevant?
 - 1) Tocqueville?
 - a) Horrified because cities/politicians are focused on business/wealth instead of citizens
 - i) Tocqueville wanted citizens to participate in town spirit and engage in government
 - ii) Molotch says boosterism/business matters most
 - 2) Economic growth, zero sum game
 - a) Limited resources
 - i) If one city is growing, another city isn't growing
 - b) What if there was no zero sum game
2. Prediction on city politics
 - 1) People involved are big land owners
 - a) Does that change?
 - i) Some things are always tied to land value

B. Zoning

1. Zoning
 - 1) Any local government (cities) can exercise control over land use
 - a) Mostly cities/towns
 - b) Regulation of land use based on geography land use
 - 2) Fundamentally bizarre idea in liberal democratic republic
 - a) Zoning is a fundamental encroaching on private land
 - b) Restriction on private property
 - i) Encroachment on civil liberties
2. Euclidian Zoning
3. Village of Euclid v. Amber Realty Co (1926)
 - 1) Euclid, Ohio
 - a) First city to zone
 - i) Segregates land into districts
 - b) Characters
 - i) Single/multi family
 - ii) Commercial/industrial
 - c) Created rules
 - i) Defined definition of family
 - d) Cumulative
 - i) Development classified by intensity
 - Industrial (factory)
 - Commercial (stores)
 - Multi-family residential (large apartments and houses)
 - Single-family residential (apartments)
 - ii) You could build a SF residential in industry zones
 - This is cumulative
 - Most restricted is Sf

- iii) Euclid was protecting SF
 - Euclid was on outskirts
 - 2) Ambler Realty Co
 - a) Property taken without just compensation
 - i) Cumulative zoning was happening
 - ii) Wanted to build industrial and MF to make more money
 - 3) Ruling
 - a) SC sides with Euclid
 - b) Affirms cumulative zoning
 - i) Almost every city gets zoning laws
 - 4) Zoning changes
 - a) Rules set by city council
 - b) Variance
 - i) You want permission to violate zoning laws
 - Petition to city council
 - c) Historic districts have their own rules
- C. Growth Management policies: Feiock (2008)
 - 1. Building = development standards
 - 1) Infinite kind of standards
 - 2) Biggest
 - a) Building standards
 - i) Materials standards
 - Most cities require you to use particular standards to build
 - ii) Quality standard
 - Requirements for renewal
 - High efficiency water fixture
 - iii) Safety
 - b) Development standards
 - i) Set back requirements: require developers to build certain distance facing property
 - Buildings right next to side walk
 - Then cities required buildings to go back
 - The further they go back, the less intense
 - Fire safety
 - Later on they restricted site
 - ii) Minimum lot coverages
 - Rules that certain portions have to be open/undeveloped
 - c) Max building heights
 - i) Similar heights
 - Like in DC all buildings are similar in height
 - d) Urban service boundaries
 - i) Super zoning law
 - Only a few states (HI, OR and WA)
 - Zoning map for whole state to distinguish urban and rural

- 3) Urban enmities
 - a) Trains → high intensity housing benefit low class people
 - b) Roads → low intensity housing benefit upper class
 - c) Opposition for transit
 - i) Usually people in suburbs have it
 - d) Schools/parks
 - i) Can repel development
 - ii) Will want to control students access to schools
 - 4) Development charges
 - a) When you build a new building you pay development charges
 - i) Pay for some share of infrastructure
 - ii) You only want to pay for some growth/not building
 - b) Cities have discretion over what they want to charge
 - i) Legally, they don't have to
 - They're supposed to charge the same amount
 - Stop growth by raising development charges
 - c) Consequence of political decisions
 - i) City wanted to stop growth of mansions
- D. 3 towns in Florida (Tocqueville would've rejected)
1. The villages
 - 1) Developed in the 90s
 - a) Unincorporated area
 - b) Designated area
 - 2) Big retirement community
 - a) Max people 55+
 - 3) Started by Gary Morse
 - a) Today it's 52,000
 - b) 97% white
 - c) Every house is SF and build around golf areas
 - i) No sidewalks because transportation is golf carts
 - d) Kids not allowed to live there
 - i) Can't live there with kids
 - ii) Every kid that visits has to register
 - 4) Age segregated community
 - a) Housing cannot disallow it
 - b) Top destination for republican funding
 - 5) Has a lot of fake buildings
 - a) Fake history
 - b) Resemble historical districts
 - c) All commercial areas are private
 - 6) No formal government
 - a) Run like a condo development
 - b) Organized as a special district for low tax and free voting
 - i) No citizens, only have to be property owner