

Development Defined

Development: The continual reconfiguration of the built environment to meet society's needs

- ☐ A necessity for society
 - Needs for shelter
 - Needs for working space
- □ Constant social change implies constant alteration of built environment

Occasions for Development

- A use in search of a site
- ☐ New locations for expanding franchise
- ☐ Need for a new school
- A site in search of a use
 - ☐ Raw land in path of urban growth
 - ☐ Land adjacent to new freeway intersection
- Resources in search of an opportunity
 - ☐ Pension fund with money to invest
 - ☐ Private investor looking for high-yield investment

Process of Development

- 1. Establishing site control
- 2. Feasibility analysis, refinement, and testing
- 3. Obtaining permits
- 4. Design: Architect and other professionals
- 5. Financing
- 6. Construction
- 7. Marketing and leasing
- 8. Operation

1. Establishing Site Control

- Land is the entry ticket: No site? No development
- Wide differences in access to land
 - ☐ Land already owned: Farms on edge of development; ranches near large cities (e.g., Irvine Ranch south of Los Angeles); railroad and timber company land
 - ☐ Land assembled for specific purpose:
 - Difficulty of land assembly often justifies government involvement in urban renewal
 - Assembly of land for Walt Disney World

1. Establishing Site Control (continued)

- Options an important tool for land acquisition
- ☐ Option: Right (not obligation) to purchase in future by a certain date, at a predetermined price
 ☐ Terms depend on relative bargaining strength of buyer and seller
- ☐ Contract for deed: An implicit option
- Joint venture: Landowner puts land into development in return for share of profits
 - ☐ Joint venture with future tenant
 - ☐ "Build-to-suit" on buyer's or tenant's land
- Ground lease eliminates land cost (e.g., Rockefeller Center)

- 2. Feasibility Analysis, Refinement, and Testing
- Financial feasibility question: Does the value, when built, exceed the cost?
 - ☐ An application of net present value
- Three possible feasibility outcomes
 - ☐ "Slam dunk": Go ahead
 - ☐ No go: Move on, don't look back
 - ☐ In between: Obtain more information and refine analysis
 - More cost analysis
 - Market research

2. Feasibility Analysis, Refinement, and Testing (continued) *This diagram borrows from one that addresses a broader perspective on development; see David Gether, N Jim Clayton, and Piet Eichholtz, Commercial Real Estate Analysis and Investments, Thomson Southw

- 2. Feasibility Analysis, Refinement, and Testing (continued)
- Tests and surveys that may be necessary:
 - ☐ Soil tests (loadbearing capacity, drainage)
 - Environmental tests
 - ☐ Critical habitats (Endangered Species Act)
 - ☐ Hydrological tests (runoff and water flows)
 - ☐ Seismic tests (earthquake vulnerability)
 - ☐ Archaeological (prehistoric ruins)

- 3. Obtaining Permits
 - Multiple layers of permits may be needed
 - ☐ Site plan review

Environmental impact Regional impact review

- review ☐ Zoning change
- Land use plan revision
- Site plan review: An inevitable hurdle
 - ☐ Complex set of issues
 - ☐ Rules and criteria involve interpretation by authorities
 - ☐ Neighbors usually resist change
 - □ Negotiation is critical skill: Important to building support of authorities and citizens in advance
 - ☐ Negative decision can kill a project in one meeting

4. Design: The Architect

Range of possible roles

- ☐ Represent developer in hearings for permits
- ☐ Provide predesign schematics of user functions and resulting spatial interactions
- ☐ Provide complete design: Detailed design of structure and its systems; detailed working drawings for contractors; procedures and rules for subcontractor bidding
- ☐ Serve as project manager

4. Design: The Architect (continued) ■ Method of compensation

- - ☐ Hourly fee (for predesign services)
 - ☐ Percentage of construction cost
 - ☐ Fixed fee
- Criteria for selecting architect
 - ☐ Relevant experience
 - □ Reputation
 - ☐ Goals compatible with developer
 - ☐ Able to communicate with developer
- Natural stress between architect and developer
 - ☐ Developer is cost and time oriented
 - ☐ Architect is aesthetics oriented

4. Design: Other Professionals

- Land planner: Creates development layout or "man"
 - ☐ Many objectives and constraints
 - Must coordinate inputs from others: Hydrologists, marketing consultants, soil engineers, archaeologists
- Landscape architect: Shapes topography, soils, vegetation, and other objects around a structure to harmonize with and enhance it

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4. Design: Other Professionals (continued)

■ Engineers

- ☐ Soil engineer: Determines specifications to achieve safety and stability for structure's foundation
- ☐ Structural engineer: Determines the requisite supporting "skeleton" for a structure
- ☐ Mechanical engineer: Determines specifications for HVAC and other building systems
- □ Electrical engineer: Designs power source and distribution system
- ☐ Civil engineer: Designs on-site utilities, streets, parking, and site grading

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5. Financing

Development has a sequence of financing needs

- A. Land acquisition and preconstruction
- B. Construction
- C. Gap or "mezzanine" financing
- D. Postconstruction

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5. Financing (continued)

- A. Land acquisition and preconstruction costs
 - ☐ Cost of the land
 - Preconstruction costs ("soft costs"): Title examination; feasibility analysis, market research and testing, permitting process (legal and architectural fees)
 - Typical dilemma: Developer faces capital constraint, but banks and other institutions are reluctant to lend on asset with no cash flow
 - Solutions
 - Use of option, contract for deed, joint venture with landowner or future tenant, build-to-suit arrangements
 - Use of equity partners

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5. Financing (continued)

B. Construction Financing

- ☐ Covers cost of land; soft costs; hard costs
- ☐ Typically from a bank
- ☐ Floating rate (over prime rate or LIBOR)
- Less risky than acquisition financing: No title, environmental or ecological risks; permits all in hand
- ☐ May require "takeout commitment" for riskier
- Repaid in stages as construction progresses on basis of invoices for construction costs or by degree of completion

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5. Financing (continued)

C. Mezzanine debt

- □ Problem: Banks usually lend only 70 80% of construction costs
- Developer may seek high-interest-rate debt to fill gan
- Can be second mortgage debt
- Often secured instead by pledge of ownership shares
- ☐ More expensive that first mortgage construction debt, but cheaper than equity financing

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5. Financing (continued)

- D. Postconstruction financing
 - ☐ Usually pays off construction debt shortly after issue of certificate of occupancy
 - ☐ Funding may be in stages:
 - "Floor loan" for part of full amount until a certain occupancy or other conditions are achieved
 - "Gap" or mezzanine financing may be used until requirements for full loan are reached

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5. Financing (continued)

- D. Postconstruction financing (continued)
 - Miniperm loan
 - Combines construction loan and short-term postconstruction financing
 - Allows project to achieve a "track record" of operations
 - May extend for two or three years beyond completion of construction
 - Enables developer to seek better terms for the final ("permanent") financing

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Risk Stages of an Income-Producing Property and Four Alternative Financing Sequences

Construction Period	Lease-up Period	Stable Operations
Construction Loan with Take-out	Risky Perma	anent Loan
Commitment		55
Construction Loan	Mezzanine Loan	Safe Permanent Loan
with Take-out Commitment	Floor Loan	-
Open-Ended Co	nstruction Loan	Safe Permanent Loan
Miniperm	Loan	Safe Permanent Loan

6. Construction

Construction is a complex organizational problem with dozens of subcontractors and hundreds of steps

- General contractor: Oversees, controls project
 - ☐ Selects subcontractors (often subject to requirements of developer or architect)
 - ☐ Establishes schedule and sequence
 - ☐ Compensation by fixed-price bidding, cost plus fee, or maximum cost plus fee (cost overruns shared with developer)

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6. Construction (continued)

- Construction manager. Liaison and representative of developer during construction
 - ☐ Monitors project
 - ☐ Stands in for developer in discussions between general contractor and architect
 - Stands in for developer for decisions about "change orders"

6. Construction (continued)

- Design-build: A construction arrangement where architect and general contractor are the same
 - ☐ Aims to reduce needed changes
 - ☐ Makes changes less costly and time consuming since they are within one firm
- Fast-track construction: Actual construction begins before design is complete
 - ☐ Speeds up completion
 - ☐ Can be very costly if early design steps are flawed

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- 7. Marketing and Leasing
 - Marketing normally is carried out by an "outside" broker
 - Choice is important:
 - ☐ Must have presence in relevant markets
 - ☐ Must not be marketing competitive properties
 - ☐ Must be genuinely enthusiastic about the property
 - ☐ Must have relevant expertise
 - ☐ Should be involved in original design to offer advice and establish "buy-in"

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- 7. Marketing and Leasing (continued)
 - Advertising and public relations for the property is important
 - ☐ Draw attention to the property with events:
 - ☐ "No surprise" policy: Be first to inform officials of problems and proposed solutions
 - Timing of marketing depends on property type
 - ☐ Preselling important for condominiums and commercial property
 - ☐ No marketing of apartments until ready for use

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8. Operation

- Begins when property is substantially occupied
- Effective management is important to maintain and increase value

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Typical Development Sequence Construction Period Lease-up Period Stable Operations Construction Loan with Take-out Commitment Risky Permanent Loan Construction Loan Safe Permanent Loan Mezzanine Loan with Take-out Floor Loan Open-Ended Construction Loan Safe Permanent Loan Safe Miniperm Loan Permanent Loan

The "Numbers" of Development

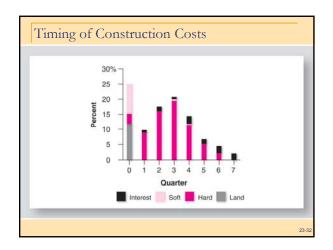
- From the start, the project must "pencil out," that is, have a positive estimated *NPV*
- The developer explicitly or implicitly watches estimated *NPV* at every decision point
 - ☐ Must understand costs
 - ☐ Must have good sense of future cash flows

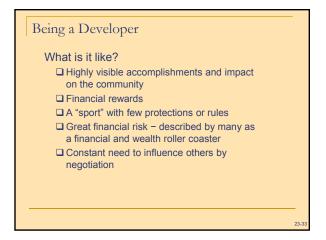
Components of a Construction Budget

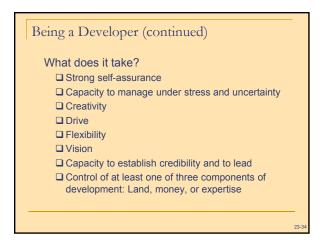
- Land costs: Purchase price, interest carrying cost, real estate taxes
- Hard costs: Materials, labor, subcontracts, permits, security, contingency, other
- Soft costs
 - ☐ Construction: Architect, engineering, insurance, testing, utility fees, permitting costs
 - ☐ Marketing: Marketing and feasibility studies, title insurance, furnishings for show units, advertising and public relations
- Construction interest
- Developer's fee

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	: 500-U	Jnit Quality Suburban
Apartment Project		
Land costs		11.9
Hard costs		66.3
Soft costs		11.0
Construction	9.4	
Marketing	1.6	
Construction interest		10.2
Developer's fee		1.7
Cash flow from operations		-1.0
Total		100.0%







End of Chapter 23