

CHAPTER 4: DEVELOPMENT CODE

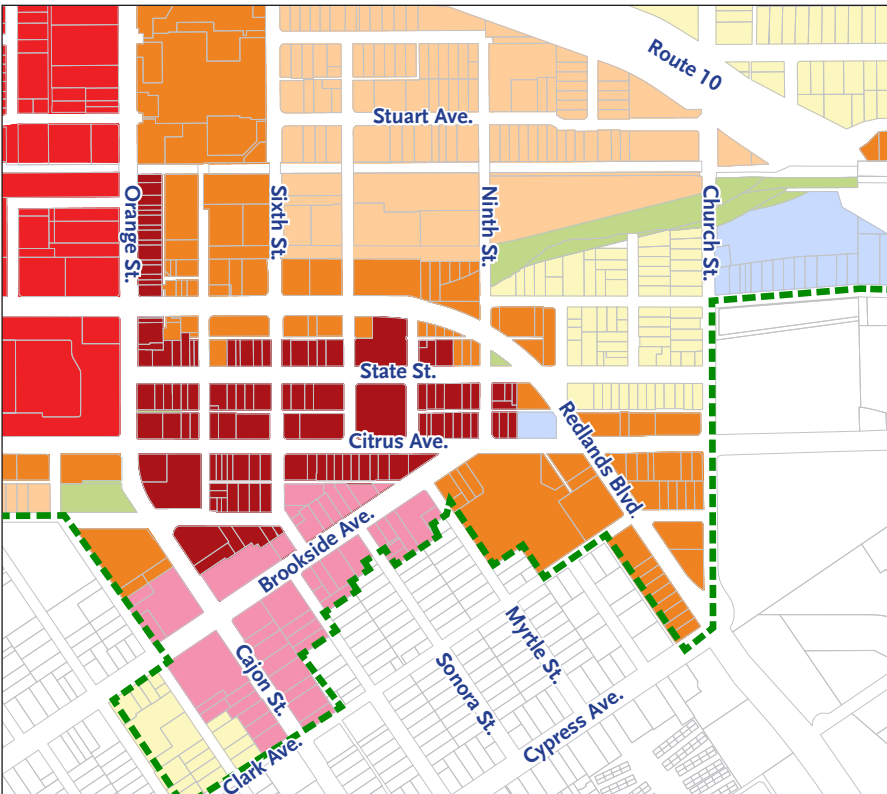
4.0. INTRODUCTION

The Development Code provides standards for implementing the City's goals of meeting State of California mandates to increase housing supply, especially near transit stations, and of creating walkable, mixed-use districts and neighborhoods comprised of beautiful streets and open spaces that are fronted by buildings that accommodate a variety of housing, office, and retail opportunities within walking and biking distance of the three proposed Redlands Passenger Rail stations, the Downtown commercial district, Smiley and Sylvan Parks, and the Esri and University of Redlands campuses.

To this end, the Development Code provides land use and design standards for the development of buildings on private property that face and are accessed from the street through appropriate frontage types; locate parking either subterranean or at the center of the block; have massing and articulation that resembles a series of smaller scale buildings in keeping with Redlands' small town character; and that provide on-site open spaces conceived as outdoor rooms, not just leftover space to be landscaped. The Development Code also provides street and block standards designed to break up the automobile-oriented megablocks surrounding each station through the introduction of pedestrian-scaled streets and blocks that are consistent in scale with

the those of Downtown and the surrounding pre-World War II residential neighborhoods. Development Code Sections are:

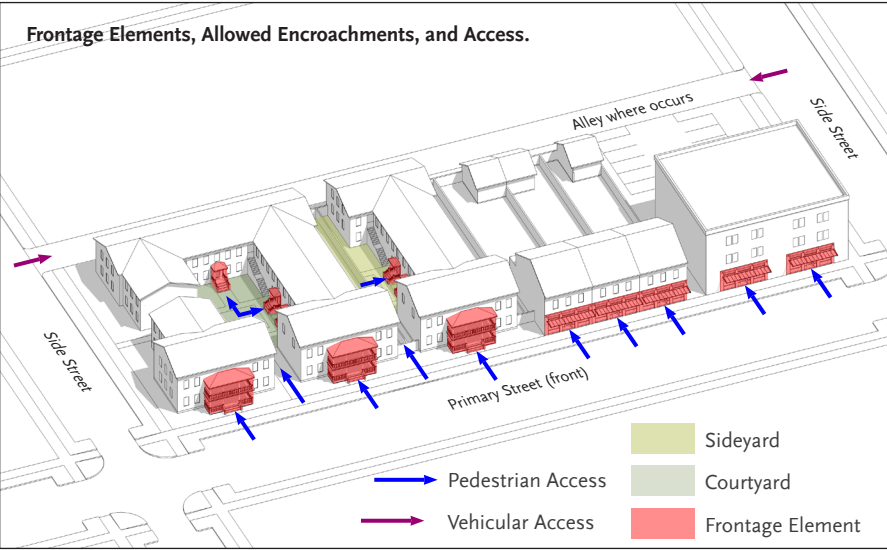
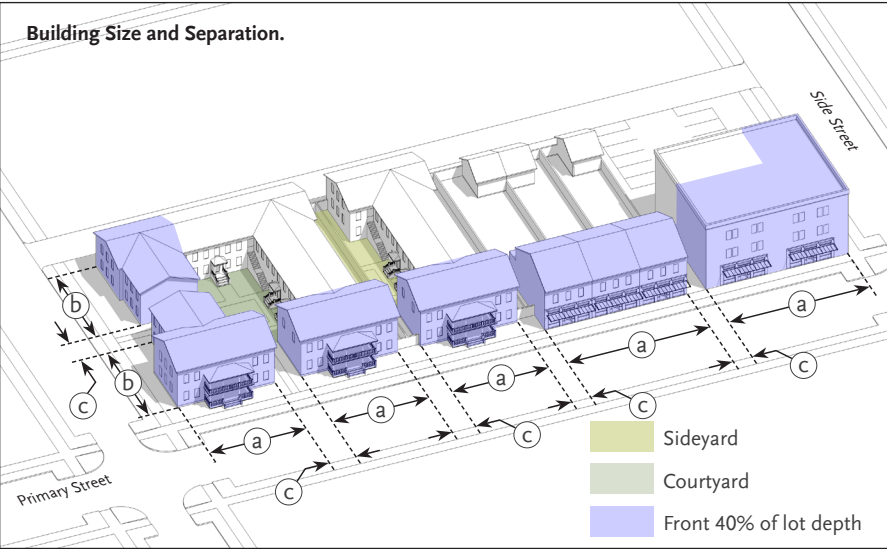
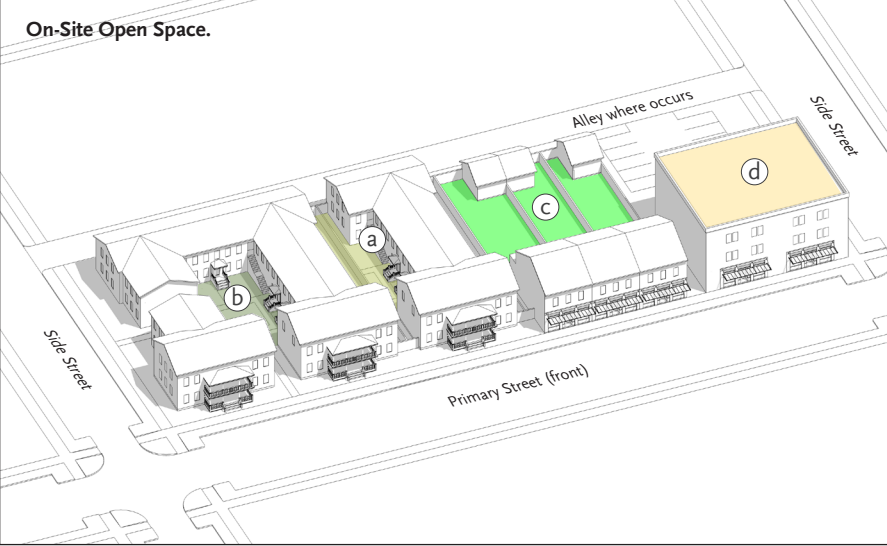
4.1.	Purpose and Applicability	4:2
4.2.	Regulating Plan, Zones, and Land Use Standards	4:4
4.3.	Development Standards	4:15
4.4.	On-Site Open Space and Fence/Wall Standards	4:28
4.5.	Building Articulation and Massing Standards	4:34
4.6.	Frontage Standards	4:37
4.7.	Building Design Standards	4:44
4.8.	Emergency Shelter Standards	4:52
4.9.	Signage Standards	4:53
4.10.	Service and Utility Placement Standards	4:62
4.11.	On-Site Landscape, Outdoor Lighting, and Public Art Standards	4:63
4.12.	Parking Design Standards	4:64
4.13.	Sustainable Stormwater Management Guidelines	4:67
4.14.	Block and Special Lot Design Standards	4:68
4.15.	Street and Streetscape Design Standards	4:72
4.16.	Park, Plaza, and Open Space Design Standards	4:74
4.17.	Definitions	4:75



Regulating Plan.



Building Massing and Articulation Standards



Development Standards

4. DEVELOPMENT CODE

4.1. PURPOSE AND APPLICABILITY

4.1.1. PURPOSE AND APPLICABILITY

A. Purpose. This Chapter of the Transit Villages Specific Plan (TVSP) provides detailed regulations for development and new land uses within the specific plan area, and describes how these regulations will be used as part of the City's development review process. These provisions supersede and replace regulations in the Redlands Zoning Code (Title 18 of the *Redlands Municipal Code*) as noted in Section 4.1.2.G (Relationship to Zoning Code). This Development Code is intended to provide for the continuing evolution of the Plan Area into a place where:

- A mixture of land uses including shops, restaurants, entertainment venues, workplaces, and residences are within walking distance of the New York Street, Downtown, and University Street Passenger Rail stations;
- Streets are attractive to pedestrians and also conveniently and efficiently accommodate the needs of cyclists and motorists;
- New and remodeled buildings define the pedestrian-oriented space of the public streets and are harmonious with each other and the desired character of each Station Area.
- Active building frontages enhance the pedestrian activity of the streets.
- Parking is seamlessly integrated through on-street and on-site subterranean parking and lined parking garages.

B. Applicability.

1. The provisions of this Development Code chapter are applicable to all properties within the Transit Villages Specific Plan area.
2. The regulations, development standards, and guidelines as contained in this Development Code Chapter shall apply in their entirety to the review of development proposals. Where the development standards and guidelines of this Development Code chapter do not provide adequate direction, the City of Redlands Municipal Code shall prevail.

4.1.2. ADMINISTRATION

A. Administration and Enforcement. It shall be the duty of the City of Redlands to enforce the provisions set forth in the Transit Villages Specific Plan. All officers, employees, and officials of the City of Redlands who are vested with the duty or authority to issue permits or licenses shall comply with the provisions of the Transit Villages Specific Plan, and shall not issue any permit or license or approve any use or building that would be in conflict with the Transit Villages Specific Plan. Any permit, license, or approval issued that is in conflict with the requirements of the Transit Villages Specific Plan shall be considered null and void.

B. Relationship to Zoning Code. This Specific Plan is adopted by ordinance and is therefore a specific zoning regulatory document that replaces the requirements of the Redlands Zoning Code, Title 18 of the *Redlands Municipal Code*. Otherwise applicable requirements of the Zoning Code that are not covered by this Development Code apply to development within the specific plan area, as noted in this Development Code chapter. If a conflict occurs between a requirement of this Development Code and the *Redlands Municipal Code*, the provisions of this Development Code shall control.

C. Relationship to Building Code, Fire Code, Health Code and other Requirements and Regulations. The implementation of all development standards and provisions of this Development Code are subject to the requirements and regulations of the California Building Code, Fire Code, Health and Safety Code, and other applicable State and Federal regulations.

D. Effect of Specific Plan Changes on Projects in Progress. An application for a Building Permit, Commission review and approval, Subdivision Permit, Conditional Use Permit, or Variance that has been accepted by the Development Services Department as complete prior to the effective date of this Specific Plan or any amendment shall be processed in compliance with the requirements in effect when the application was accepted as complete.

A project that is under construction on the effective date of this specific Plan or any amendment, need not be changed to satisfy any new or different requirements of this Specific Plan, provided that the approved use of the site shall be established, including the completion of all structures and other features of the project as shown on the approved permit, before the expiration of the permit, or applicable time extension.

E. Nonconforming Buildings and Nonconforming Uses.

Nonconforming buildings and nonconforming uses of land within the Specific Plan area are subject to Section 18.184 (Nonconforming Buildings and Uses) of the *Redlands Municipal Code*, as incorporated herein by this reference.

F. Historic and Potentially Historic Buildings.

1. **Rehabilitations and Additions.** All rehabilitations and additions to historic buildings shall conform to the recommendations of the Secretary of the Interior's *Standards for Rehabilitation* and *Illustrated Guidelines for Rehabilitation of Historic Structures* and/or the *Redlands Historic Architectural Design Guidelines*.
2. **Project sites adjacent to historic structures.** Buildings on project sites located immediately adjacent to lots (i.e., that share side or rear property lines) that have designated or eligible historic structures on them shall be designed per the requirements of this Specific Plan and per the recommendations of the *Secretary of the Interior's Standards for Rehabilitation* and *Illustrated Guidelines for Rehabilitation of Historic Structures* and/or the *Redlands Historic Architectural Design Guidelines*.

G. Effect on properties designated for civic buildings, parks, or parking structures. A property designated by the Regulating Plan as a potential site for a civic building, park, or parking structure may continue to be used as follows:

1. Existing land uses and development may continue on the site in compliance with Subsection 4.1.2.D, above;
2. The property owner may choose to propose new development and land uses in compliance with this code; and
3. The property owner may choose to work with the city to develop the proposed public facility.

H. Minor Deviations. Minor deviations from the standards and guidelines of the Transit Villages Specific Plan are permitted per the requirements of Section 18.196.130 (Modifications to Property Development Standards) of the *Redlands Municipal Code*, as incorporated herein by this reference.

I. Submittal Requirements. Development applications and processing fees shall be submitted according to the development types shown in Table 4-1 (Submittal Requirements) and *Redlands Municipal Code* Section 18.12.080 (Site Plan Approval and Procedures) and Section 18.12.170 (Architectural Review; Criteria).

TABLE 4-1. SUBMITTAL REQUIREMENTS

Development Code Standard	Development Code Section	Applicable Development Code Sections				Parcels Larger than 3.5 acres in Area
		Renovation of Existing Buildings	Additions to Existing Buildings Less than 20% of Existing Floor Area	Additions to Existing Buildings More than 20% of Existing Floor Area	New Buildings	
Land Use Standards	4.2					
Allowable Land Uses and Planning Permit Requirements	4.2.2 and Table 4-2	Required	Required	Required	Required	Required
Development Standards	4.3					
Building Setback Standards	4.3.1.A, 4.3.2.A, 4.3.3.A, 4.3.4.A, 4.3.5.A, or 4.3.6.A		Required	Required	Required	Required
Building Height Standards	4.3.1.B, 4.3.2.B, 4.3.3.B, 4.3.4.B, 4.3.5.B, or 4.3.6.B			Required	Required	Required
Parking Placement Standards	4.3.1.C, 4.3.2.C, 4.3.3.C, 4.3.4.C, 4.3.5.C, or 4.3.6.C			Required	Required	Required
Parking Requirement Standards	4.3.1.D, 4.3.2.D, 4.3.3.D, 4.3.4.D, 4.3.5.D, or 4.3.6.D	Required	Required	Required	Required	Required
On-Site Open Space Standards	4.3.1.E, 4.3.2.E, 4.3.3.E, 4.3.4.E, 4.3.5.E, or 4.3.6.E			Required	Required	Required
Building Size and Separation Standards	4.3.1.F, 4.3.2.F, 4.3.3.F, 4.3.4.F, 4.3.5.F, or 4.3.6.F			Required	Required	Required
Frontage Elements, Allowed Encroachments, and Access	4.3.1.G, 4.3.2.G, 4.3.3.G, 4.3.4.G, 4.3.5.G, or 4.3.6.G		Required	Required	Required	Required
Design Standards and Guidelines	4.4 - 4.14					
On-Site Open Space Standards	4.4				Required	Required
Building Articulation and Massing Standards	4.5			Required	Required	Required
Frontage Standards	4.6		Required	Required	Required	Required
Building Design Standards	4.7	Required	Required	Required	Required	Required
Emergency Shelter Standards	4.8	Required	Required	Required	Required	Required
Signage Standards	4.9	Required	Required	Required	Required	Required
Service and Utilities Placement and Screening Standards	4.10	Required	Required	Required	Required	Required
On-Site Landscape, Outdoor Lighting, and Public Art Standards	4.11	Required	Required	Required	Required	Required
Parking Design Standards	4.12	Required	Required	Required	Required	Required
Sustainable Storm Water Management Guidelines	4.13			Required	Required	Required
Block and Special Lot Design Standards	4.14					Required
Public Realm Design Standards	4.15 - 4.16					
Street and Streetscape Design Standards	4.15					Required
Park, Plaza, and Open Space Design Standards	4.16					Required

4. DEVELOPMENT CODE

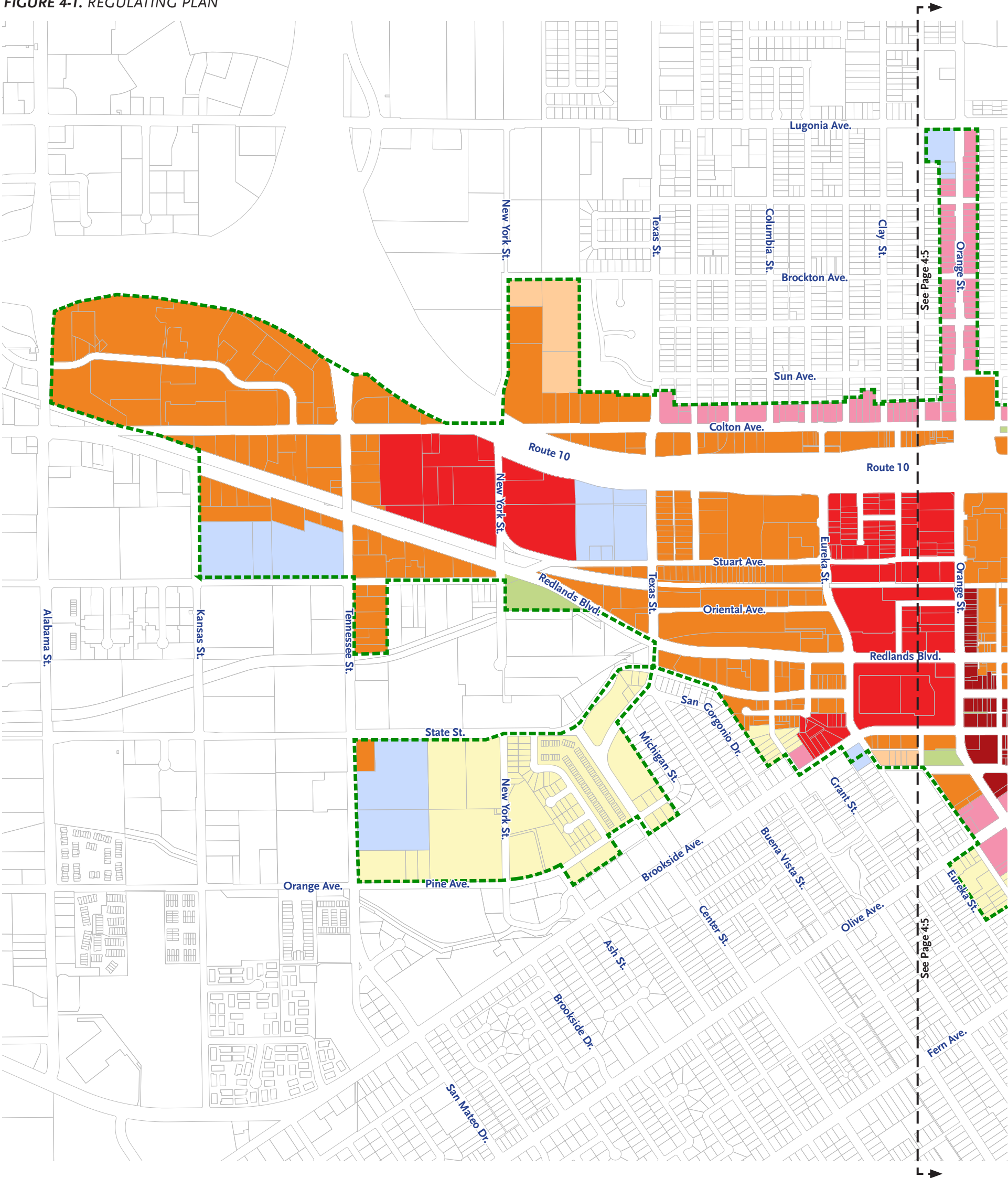
4.2. REGULATING PLAN, ZONES, AND LAND USE STANDARDS

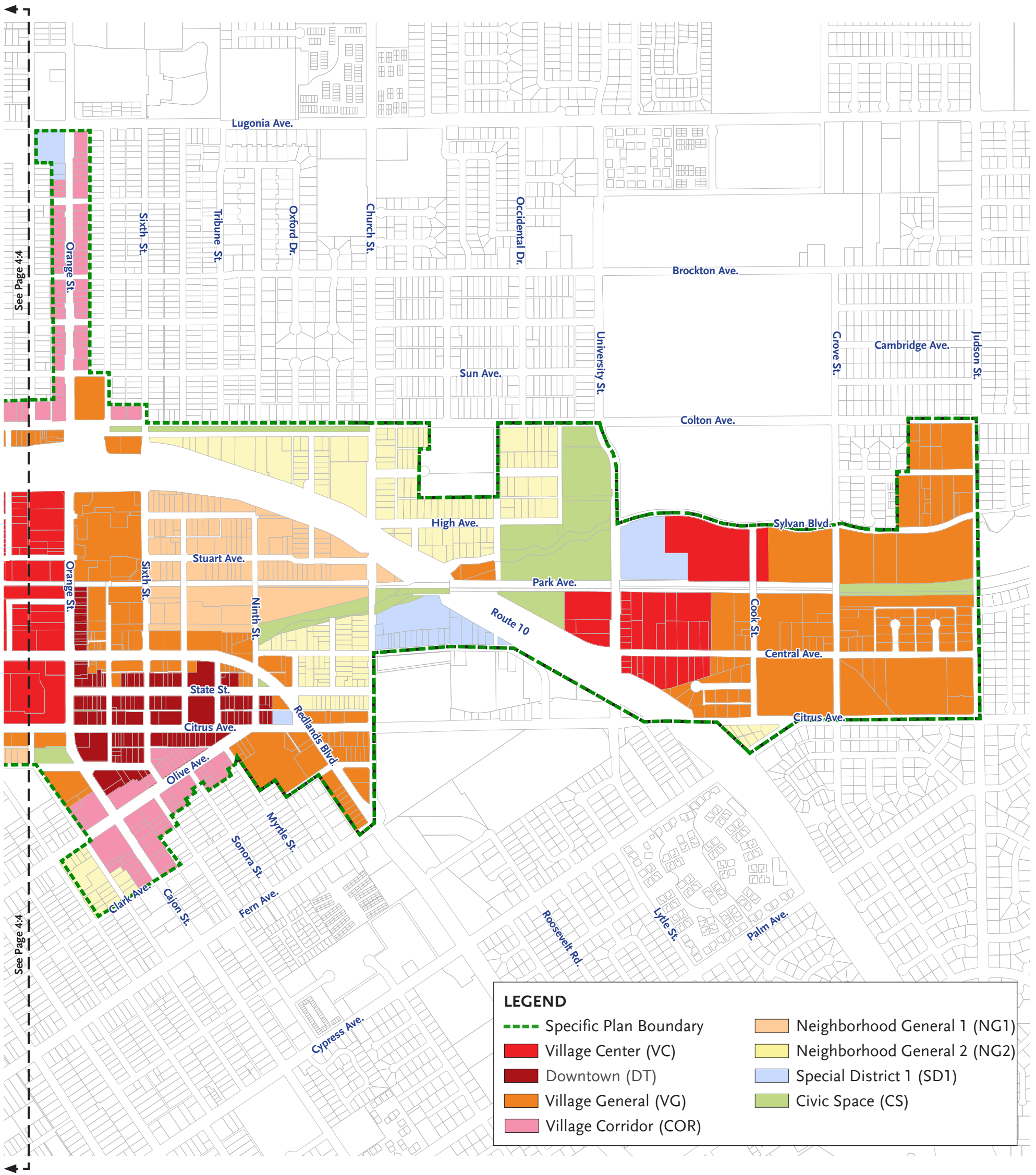
4.2.1. REGULATING PLAN AND ZONES

A. Purpose. This Section establishes the zones applied to property within the specific plan area. The Regulating Plan (Figure 4-1 on pages 4:3-4:4) divides the specific plan area into separate zones that are based on intensities that range from the most intense types of development and land use within the specific plan area to the least intense types, with all zones allowing a broad and varied mixture of land uses.

Each zone allocates land uses and provides detailed standards for building placement, height, massing, articulation, frontage, landscape, and parking.

FIGURE 4-1. REGULATING PLAN





4. DEVELOPMENT CODE

4.2. REGULATING PLAN, ZONES AND LAND USE STANDARDS (CONTINUED)

B. Zones established. The following zones are hereby established by this Specific Plan, and are applied to property within the Specific Plan Area as shown on the Regulating Plan (Figure 4-1).

1. Village Center (VC)

The Village Center zone applies to the parcels immediately surrounding the three stations. Harkening back to the three- and four-story buildings that lined State and Orange Streets prior to World War II, new buildings reach an average height of four stories¹ and are mixed-use, all residential, or all office. Retail ground floors are located at the back of sidewalk, while residential ground floors are set back behind small front yards. Buildings are accessed directly from the sidewalk via shopfront, stoop, terrace, or lobby frontage types. Parking is located behind buildings or subterranean



2. Downtown (DT)

The Downtown zone applies to parcels facing State Street east of Orange Street and along the east side of Orange Street between the railroad right of way and State Street. New buildings up to three-stories in height accommodate a mix of uses with commercial ground floors and residential or commercial upper floors. New buildings are located at the back of sidewalk, and accessed via shopfronts or lobbies. Parking is located behind buildings, subterranean, or in park-once lots or structures.



3. Village General (VG)

Applying to parcels located around the periphery of the three stations, the Village General zone enables multi-family and mixed-use buildings with an average height of three stories.² Retail ground floors, accessed via shopfronts, are located at the back of sidewalk, while residential ground floors, accessed via stoops, terraces, or lobbies, are located behind small front yards. Parking is located behind buildings or subterranean



4. Village Corridor (COR)

The Village Corridor zone applies to parcels located along the north side of Colton Avenue, both sides of Orange Street north of the I-10 freeway, and both sides of Olive Avenue. The Village Corridor zone enables small-scale mixed-use buildings up to two stories in height with commercial ground floors and residential or commercial upper floors. Building access is directly from the sidewalk via shopfront, stoop, terrace, or lobby frontage types. Parking is located behind and to the sides of buildings, subject to minimum street-facing building frontage requirements



5. Neighborhood General 1 (NG1)

The Neighborhood General 1 zone applies to parcels located between Sixth Street and Church Street. The Neighborhood General 1 zone enables small-scale commercial and house-form buildings that accommodate commercial, light industrial, and live-work uses. New buildings are up to two stories in height and located at or near the back of sidewalk. Parking is allowed behind and to the side of buildings, subject to minimum street-facing building frontage requirements



6. Neighborhood General 2 (NG2)

The Neighborhood General 2 zone enables house-form buildings that accommodate residential and office uses. New buildings are up to two stories in height and are set back from the sidewalk behind front yards. Parking is located behind buildings. New buildings match or complement prevalent building setbacks along the length of the block and complement building heights and massing of adjacent buildings or buildings across the street.



7. Special District 1 (SD1)

The Special District 1 zone applies to school and other institutional sites. New buildings accommodate educational, religious, and other civic uses. Parking is located in surface parking lots or garages. Development standards are negotiated between the institutional entity and the City. Signs located on SD1 properties shall be subject to the provisions of Redlands Municipal Code Chapter 15.36 (Sign Code) that are applicable to properties within the C-3, General Commercial District of RMC Title 18.



8. Civic Space (CS)

The Civic Space zone applies to parks, plazas, greens, and other open spaces within the Specific Plan area. These open spaces may accommodate small structures such as gazebos, restrooms, and community centers.



4.2.2. ALLOWABLE LAND USES AND PLANNING PERMIT REQUIREMENTS

- A. Allowable land uses.** A parcel or building within the specific plan area shall be occupied by only the land uses allowed by Table 4-2 within the zone assigned to the site as shown on the Regulating Plan.
- 1. Multiple uses.** Any one or more land uses identified by Table 4-2 as being allowable within a specific zone may be established on any parcel within that zone, subject to the planning permit requirement listed in the table, and in compliance with all applicable requirements of this Development Code.
- 2. Use not listed.** When a use is not specifically listed in Table 4-2:
- a. The Planning Commission shall have the authority to decide as an administrative act (with review of an application for entitlement) whether the proposed use is permitted based on the determination that the use is similar to, and no more detrimental than, those permitted in the district. Uses not listed, or otherwise determined by the Planning Commission to not be permitted, shall be prohibited.
 - b. For ministerial actions (such as review of a building permit application, zone clearance form for a business license, etc.), the Development Services Director shall have the authority to

- determine whether the proposed use is permitted based on the determination that the use is similar to, and no more detrimental than, those permitted in the district. Uses not listed, or otherwise determined by the Director to not be permitted, shall be prohibited.
- B. Permit requirements.** Table 4-2 provides for land uses that are:
- 1. Permitted subject to compliance with all applicable provisions of this Specific Plan. These are shown as "P" uses in the table;
 - 2. Allowed subject to the approval of a Conditional Use Permit in compliance with *Redlands Municipal Code* 18.192, and shown as "CUP" uses in the table;
 - 3. Allowed subject to the approval of a Administrative Use Permit in compliance with *Redlands Municipal Code* 18.193, and shown as "AUP" uses in the table
 - 4. Not allowed in particular zones, and shown as a "-" in the table.
- C. Standards for specific land uses.**
- 1. Additional Regulations.** Where the last column in Table 4-2 ("Additional Regulations per *Redlands Municipal Code*") includes a section number, the regulations in the referenced section of *Redlands Municipal Code* apply to the use. Provisions in other sections of the *Redlands Municipal Code* may also apply.

4. DEVELOPMENT CODE

4.2. REGULATING PLAN, ZONES AND LAND USE STANDARDS (CONTINUED)

4.2.2. ALLOWABLE LAND USES AND PLANNING PERMIT REQUIREMENTS (CONTINUED)

2. **Outdoor display and of retail goods.** Outdoor display and vending of retail goods and products in front of stores is permitted in the Village Center (VC), Downtown (DT), Village General (VG), and Village Corridor (COR) zones, subject to he following requirements:
- a. Goods and products may be displayed on private property or on public sidewalk, but may only be displayed in front of the building/business vending the goods and products.
 - b. Good and products may be displayed for no more than four (4) consecutive days in any calendar month, and with at least four (4) days without display between any outdoor display periods.
 - c. Outdoor displays shall maintain any necessary ADA-accessibility (four feet minimum clearance) on any required Path of Travel or public sidewalk area.

TABLE 4-2. ALLOWED LAND USES AND PERMIT REQUIREMENTS

Land Use Type	Permit Required by Zone							Additional Regulations per RMC
	VC	DT	VG	COR	NG1	NG2	SD1	
ADMINISTRATIVE / PROFESSIONAL								
Architectural, design, and engineering design services	P	P	P	P	P	—	—	
Art studios with less than 15% sales area	P	P	P	P	P	—	—	
Attorney/legal services	P (1, 2)	P	P	P	P	—	—	
Banks, credit unions, financial institutions, emote ATMs (stand-alone - without drive-through)	P	P	P	P	P	—	—	
Banks, credit unions, financial institutions, remote ATMs (with drive-through)	CUP	—	CUP	CUP	CUP	—	—	
Brokerage firms and financial institutions	P (1, 2)	P	P	P	P	—	—	
Business management services	P (1, 2)	P	P	P	P	—	—	
Exhibit halls and galleries with 15% or less retail sales area (for galleries with more than 15% retail sales area – see Art Gallery use under General Merchandise/Retail Trade)	P	P	P	P	P	—	—	
General administrative offices	P (1, 2)	P	P	P	P	—	—	
Insurance and accounting offices	P (1, 2)	P	P	P	P	—		
Massage, acupressure, reflexology as primary use	CUP (1, 2)	CUP (1, 2)	CUP	CUP	CUP	—	—	RMC §5.28
Massage, acupressure, reflexology as ancillary use to a primary permitted use – less than 40% of gross floor area of business	AUP (1, 2)	AUP (1, 2)	AUP	AUP	AUP	—	—	RMC §5.28
Offices for medical, dental, chiropractic, acupuncture, and similar uses – see use in Medical/Health Services	P (1, 2)	P (1, 2)	P	P	P	—	—	
Real estate, escrow, property management offices	P (1, 2)	P (1, 2)	P	P	P	P	—	
Recording or film studios	CUP	CUP	CUP	—	—	—	—	
ANIMAL SERVICES								
Feed/tackle supplies	—	—	—	—	—	—	—	
Pet day care (no overnight boarding)	CUP	CUP	CUP	CUP	CUP	—	—	
Pet grooming/training (no outdoor activities)	P	P	P	P	P	—	—	
Pet hospitals and boarding/kennels	—	—	CUP	CUP	CUP	—	—	
Pet sales and supplies retail sales (no outdoor storage)	P	P	P	P	P	—	—	
Veterinarian office (no boarding of pets)	P	P	P	P	P	—	—	
Veterinarian office or clinic (with overnight boarding of pets)	—	—	CUP	CUP	CUP	—	—	

Key to Zone Symbols:

VC	Village Center	NG1	Neighborhood General 1
DT	Downtown	NG2	Neighborhood General 2
VG	Village General	SD1	Special District 1
COR	Village Corridor		

Key to Permit Types

P	Permitted Use
CUP	Conditional Use Permit Required
SEP	Special Event Permit Required
—	Use not allowed

Notes

- (1) Use permitted or conditionally permitted only on parcels directly fronting Redlands Boulevard.
- (2) Use allowed only on upper floors.
- (3) Occupational uses allowed within Live-Work spaces include “Business and Professional Offices,” “Artist Studio/Gallery,” and other occupational activity compatible with a residential use.

TABLE 4-2. ALLOWED LAND USES AND PERMIT REQUIREMENTS (CONTINUED)

Land Use Type	Permit Required by Zone							Additional Regulations per RMC
	VC	DT	VG	COR	NG1	NG2	SD1	
GENERAL MERCHANDISE / RETAIL TRADE								
Antique retail sales (antique furniture, housewares, or clothing)	P	P	P	P	P	—	—	
Art gallery with retail sales	P	P	P	P	P	—	—	
Art supplies, framing, arts and crafts	P	P	P	P	P	—	—	
Beauty supplies	P	P	P	P	P	—	—	
Bicycles and parts sales, with repair services	P	P	P	P	P	—	—	
Books and magazines	P	P	P	P	P	—	—	
Camera and photographic supplies	P	P	P	P	P	—	—	
Cannabis sales or commercial activities	—	—	—	—	—	—	—	Ord. 2851
Clothing/shoes stores (new merchandise)	P	P	P	P	P	—	—	
Cigar/cigarette/smoke shops/electronic cigarettes as primary use	CUP	CUP	CUP	CUP	CUP	—	—	
Consignment clothing and merchandise sales (used merchandise) and thrift stores	P	P	P	P	P	—	—	
Consumer personal electronics, computer or software, phone or telecommunication equipment retail sales or store	P	P	P	P	P	—	—	
Convenience stores	CUP	CUP	CUP	CUP	CUP	—	—	
Discount variety/volume liquidation/cut-rate merchandise stores, or military/army surplus	—	—	CUP	CUP	CUP	—	—	
Equipment sales/rentals, with or without outdoor storage	—	—	—	—	—	—	—	
Fabric stores	P	P	P	P	P	—	—	
Farmers market	SEP	SEP	SEP	—	SEP	—	—	RMC §18.195
Florists, gift shops	P	P	P	P	P	—	—	
Food/drug and kindred products	P	P	P	P	P	AUP	—	
Food and beverage retail sales	P	P	P	P	P	AUP	—	
Food truck	SEP	SEP	SEP	—	SEP	—	—	
Furniture, appliances, office, home furnishings store (no outdoor display or storage)	P	P	P	P	P	—	—	
General merchandise, specialty retail, gift, craft items, housewares, and variety (non-discount) stores	P	P	P	P	P	—	—	
Hardware stores (under 10,000 square-feet GFA)	P	P	P	P	P	—	—	
Hardware, home improvement stores (10,000 square-feet or more GFA)	—	—	—	—	—	—	—	
Herbal, health, botanical stores	P	P	P	P	P	—	—	
Hobbies, toys, and game stores	P	P	P	P	P	—	—	
Hookah lounge, cigar lounge, smoking room (as primary or ancillary use)	CUP	CUP	CUP	CUP	CUP	—	—	
Indoor swap meet, concession malls	—	—	—	—	—	—	—	
Interior decorating, linen, bath stores	P	P	P	P	P	—	—	
Music, records, tape, or video sales	P	P	P	P	P	—	—	
Musical instruments, with or without repair services	P	P	P	P	P	—	—	
Office supplies, stationary/cards	P	P	P	P	P	—	—	
Nurseries, garden supplies retail sales (under 10,000 square-feet GFA)	—	CUP	CUP	—	CUP	—	—	
Pet stores, pet supplies retail sales	P	P	P	P	P	—	—	
Pharmacies, drug stores (without drive-through)	P	P	P	P	P	—	—	
Pharmacies, drug stores (with drive-through)	—	—	CUP	CUP	—	—	—	
Shoe stores	P	P	P	P	P	—	—	
Sporting goods and equipment retail sales	P	P	P	P	P	—	—	
Vision aids, opticians/optometry, hearing aids, prosthetic sales	P	P	P	P	P	—	—	

Key to Zone Symbols:

VC	Village Center	NG1	Neighborhood General 1
DT	Downtown	NG2	Neighborhood General 2
VG	Village General	SD1	Special District 1
COR	Village Corridor		

Key to Permit Types

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SEP	Special Event Permit Required
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- (3) Occupational uses allowed within Live-Work spaces include “Business and Professional Offices,” “Artist Studio/Gallery,” and other occupational activity compatible with a residential use.

4. DEVELOPMENT CODE

4.2. REGULATING PLAN, ZONES AND LAND USE STANDARDS (CONTINUED)

TABLE 4-2. ALLOWED LAND USES AND PERMIT REQUIREMENTS (CONTINUED)

Land Use Type	Permit Required by Zone							Additional Regulations per RMC
	VC	DT	VG	COR	NG1	NG2	SD1	
ALCOHOLIC BEVERAGE SALES								
Alcohol sales for off-site consumption, with or without tasting room	CUP	CUP	CUP	CUP	CUP	—	—	RMC §18.190
Bar or lounge as primary use, without a restaurant	—	CUP	—	—	—	—	—	RMC §18.190
On-site sales and consumption in connection with a restaurant, alcoholic beverage sales do not exceed 50% of all sales (with or without ancillary bar or lounge)	P	P	P	P	P	—	—	RMC §18.190
On-site sales and consumption in connection with a restaurant, alcoholic beverage sales are 50% or more of all sales	CUP	CUP	CUP	CUP	CUP	—	—	RMC §18.190
On-site sale and consumption without restaurant, ancillary to primary use	CUP	CUP	CUP	CUP	CUP	—	—	RMC §18.190
Manufacturing, wholesale and distribution, including winery or micro-brewery, with or without tasting room and no restaurant	CUP	CUP	CUP	—	CUP	—	—	RMC §18.190
Micro-brewery in connection with restaurant	CUP	CUP	CUP	—	CUP	—	—	RMC §18.190
Tasting room as primary use, with or without food service	CUP	CUP	CUP	CUP	CUP	—	—	RMC §18.190
Wine sales as primary use (off-sale license)	P	P	P	P	P	—	—	RMC §18.190
PERSONAL SERVICES								
Arts and crafts studio – retail, indoors only	P	P	P	P	P	—	—	
Barbers, hair/nail/skincare/tanning salons and day spas	P	P	P	P	P	—	—	
Body art (tattooing, body piercing, or permanent cosmetics)	—	—	CUP	—	CUP	—	—	
Check cashing, payday advance uses with or without ancillary services	—	—	CUP	CUP	CUP	—	—	
Consumer personal electronics, computer and phone/telecommunication equipment repair	P	P	P	P	P	—	—	
Drapery and carpet service	—	—	P	P	P	—	—	
Dry cleaners (under 5,000 square-feet GFA)	P	P	P	P	P	—	—	
Fortune telling, tarot, psychic reading, or similar services	—	—	—	—	—	—	—	
Funeral services, without morgue or crematory	—	—	CUP	CUP	CUP	—	—	
Laundromat, self-serve or coin operated	AUP	—	P	P	—	—	—	
Locksmith and key shop	P	P	P	P	P	—	—	
Pawn shop, cash for gold and diamonds (as primary use)	—	—	—	—	—	—	—	
Photocopying and photo developing - retail	P	P	P	P	P	—	—	
Photography studios	P	P	P	P	P	—	—	
Postal services, mailbox rental	P	P	P	P	P	—	—	
Shoe repair	P	P	P	P	P	—	—	
Tailor and alterations	P	P	P	P	P	—	—	
RESIDENTIAL / LODGING								
Assisted living facilities	—	—	—	—	—	—	—	
Bed and breakfast facilities	—	—	CUP	CUP	CUP	CUP	—	RMC §18.156, Article III
Community care facilities (licensed or unlicensed, 7 or more residents)	—	—	CUP	CUP	CUP	CUP	—	
Convalescent home or care	—	—	—	—	—	—	—	
Emergency shelter	—	—	—	—	P	—	—	See section 4.8
Group care 7 or more people	—	—	CUP	CUP	CUP	CUP	—	
Home Occupations	P	P	P	P	P	P	—	RMC §18.160
Hotels and motels	CUP	CUP	CUP	CUP	CUP	—	—	
Live/Work dwelling units (commercial use on ground floor only)	P (2)	P (2)	P (2)	P (2)	P (2)	—	—	
Multi-family attached, apartments	P	—	P	—	—	P	—	

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TABLE 4-2. ALLOWED LAND USES AND PERMIT REQUIREMENTS (CONTINUED)

Land Use Type	Permit Required by Zone							Additional Regulations per RMC
	VC	DT	VG	COR	NG1	NG2	SD1	
RESIDENTIAL / LODGING (CONTINUED)								
Residential units within mixed use develop- ment having a commercial component (may include senior and other types of apart- ments)	P	P (1, 2)	P (2)	P (2)	P (2)	—	—	
Residential accessory use or structure	—	—	—	P	P	P	—	
Senior housing	P	P (1)	P	P	P	P	—	
Single-family attached, condominiums	P	P (1)	P	P	P	P	—	
Single-family detached	—	—	—	—	—	P	—	
Student housing/dormitory	—	—	—	—	—	CUP	—	
Supportive housing and Transitional housing	P	P (1)	P	P	P	P	—	
Residential use of existing residential devel- opment	P	P	P	P	P	P	P	
MOTOR VEHICLE SERVICES								
Auto body repair and/or painting as primary use	—	—	—	—	—	—	—	
Automobile broker office	—	—	AUP	AUP	AUP	—	—	
Automobile car washes	—	—	CUP	CUP	CUP	—	—	
Automobile rental agencies with parking for vehicle rentals	—	—	CUP	—	CUP	—	—	
Automobile or motorcycle sales – new vehi- cles	—	—	CUP	CUP	—	—	—	
Automobile or motorcycle sales – used vehi- cles in connection with (and ancillary to) new vehicle sales	—	—	CUP	CUP	—	—	—	
Automobile/motorcycle parts or accessories sales, with installations (within an enclosed building only)	—	—	P	—	P	—	—	
Automobile/motorcycle repair – general, including quick lube, smog check or repair, transmission repair, engine repair, tune-up	—	—	CUP	—	—	—	—	
Boat or RV sales – new or used	—	—	CUP	—	—	—	—	
Commercial parking lots and garages, pri- vate, as primary use	CUP	CUP	CUP	CUP	CUP	—	CUP	
Electric vehicle (EV) charging stations, as ancillary use only	P	P	P	P	P	P	P	
Gas/fuel station	—	—	CUP	CUP	CUP	—	—	
Gas/fuel station, with mini-mart, automatic car wash, or restaurant	—	—	CUP	CUP	CUP	—	—	
Limousine service with parking lot for limou- sine vehicles	—	—	CUP	—	CUP	—	—	
Truck, trailer, and small or large equipment rental	—	—	—	—	—	—	—	
EDUCATIONAL / INSTRUCTIONAL / DAY CARE USES								
Adult day care	—	—	CUP	—	—	—	—	
Adult vocational classes, trade schools, com- puter classes or training, traffic/driving schools, and similar uses – greater than 500 Sq. Ft.	CUP (1)	CUP (1)	CUP	CUP	CUP	—	P	
Adult vocational classes, trade schools, com- puter classes or training, traffic/driving schools, and similar uses – less than 500 Sq. Ft.	AUP (1)	AUP (1)	AUP	AUP	AUP	—	P	
Children’s daycare, as primary use	AUP	AUP	AUP	AUP	AUP	—	AUP	
Children’s daycare, ancillary to major employ- ment center	P	P	P	P	P	—	P	
Children’s tutorial services	AUP (1)	AUP (1)	AUP	AUP	AUP	—	P	
Colleges or online educational institutions – new	CUP (1)	CUP (1)	CUP	—	—	—	CUP	
Colleges or online educational institutions – existing	—	—	—	—	—	—	P	
Elementary, junior, and high schools – private	—	—	—	CUP	—	CUP	CUP	

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4. DEVELOPMENT CODE

4.2. REGULATING PLAN, ZONES AND LAND USE STANDARDS (CONTINUED)

TABLE 4-2. ALLOWED LAND USES AND PERMIT REQUIREMENTS (CONTINUED)

Land Use Type	Permit Required by Zone							Additional Regulations per RMC
	VC	DT	VG	COR	NG1	NG2	SD1	
EDUCATIONAL / INSTRUCTIONAL / DAY CARE USES (CONTINUED)								
Personal physical arts studio (e.g., music, art, dance, gymnastics, yoga, martial arts instruction, talent/acting studio) – greater than 1,500 Sq. Ft.	CUP	CUP	CUP	CUP	CUP	—	—	
Personal physical arts studio (e.g., music, art, dance, gymnastics, yoga, martial arts instruction, talent/acting studio) – less than 1,500 Sq. Ft.	AUP	AUP	AUP	AUP	AUP	—	—	
Ancillary uses to primary permitted uses	P	P	P	P	P	—	P	
MEDICAL / HEALTH SERVICES								
Acute care/walk-in medical services	—	—	CUP	—	CUP	—	—	
Ambulance facility/services	—	—	—	—	—	—	—	
Hospitals	—	—	—	—	—	—	—	
In-patient treatment facilities	—	—	—	—	—	—	—	
Offices for medical, dental, chiropractic, acupuncture, podiatry, audiology, psychology/psychiatry, or other medical office uses	P (1, 2)	P (1, 2)	P	P	P	—	—	
Offices, clinics, or facilities for occupational therapy or physical therapy	P (1, 2)	P (1, 2)	P	P	P	—	—	
Optometry related services and sales	P	P	P	P	P	—	—	
Outpatient treatment facility	—	—	—	—	—	—	—	
Overnight treatment facility	—	—	—	—	—	—	—	
Surgical centers or facilities	—	—	—	—	—	—	—	
PUBLIC FACILITIES / UTILITIES								
Wireless telecommunications antennas, facilities, or towers	CUP	CUP	CUP	CUP	CUP	—	CUP	
Government office uses	P (2)	P	P	P	P	—	P	
Government maintenance yard and other non-office uses	—	—	—	—	—	—	P	
Public parks and other recreational or community facilities	P	P	P	P	P	P	P	
Public utility structures	CUP	CUP	CUP	CUP	CUP	CUP	CUP	
Public or semi-public utility outdoor storage yard or fleet vehicle parking	—	—	—	—	—	—	—	
Radio and transmitter towers	—	—	—	—	—	—	—	
FOOD / RESTAURANTS / EATING ESTABLISHMENTS								
Alcohol for on-site consumption – see Alcoholic Beverage Sales								
Bakery – primarily retail sales	P	P	P	P	P	—	—	
Banquet hall or event rental facility	CUP	CUP	CUP	CUP	CUP	—	—	
Convenience stores – see General Merchandise/Retail Trade	CUP	CUP	CUP	CUP	CUP	—	—	
Food markets – see General Merchandise/Retail Trade	P	P	P	P	P	AUP	—	
Ice cream, yogurt, juice, tea, and candy shops	P	P	P	P	P	—	—	
Restaurants – dine-in or quick-serve (no drive-through)	P	P	P	P	P	—	—	
Restaurants – dine-in or quick-serve (with drive-through)	—	—	CUP	—	—	—	—	
Restaurants – take-out or delivery as primary use	—	—	P	P	P	—	—	
Restaurants – walk-up window	AUP	AUP	AUP	AUP	AUP	—	—	
Retail food including specialty food markets - see Food/drug and kindred products under General Merchandise/Retail Trade	P	P	P	P	P	AUP	—	

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TABLE 4-2. ALLOWED LAND USES AND PERMIT REQUIREMENTS (CONTINUED)

Land Use Type	Permit Required by Zone							Additional Regulations per RMC
	VC	DT	VG	COR	NG1	NG2	SD1	
RECREATION / ENTERTAINMENT								
Adult-oriented businesses	—	—	—	—	—	—	—	RMC §8.76
Billiards and pool halls, game and video arcades	CUP	CUP	CUP	—	—	—	—	
Golf course and driving ranges	—	—	—	—	—	—	—	
Health club/fitness club/gym or similar commercial exercise facilities (within an enclosed building – no outdoor activities)	CUP	—	CUP	—	CUP	—	—	
Indoor uses – amusement/recreation/skating/soccer/batting cages/roller hockey facilities/shooting range (not within a public park)	CUP	—	CUP	—	CUP	—	—	
Outdoor uses – amusement/recreation/skating/soccer/batting cages/ roller hockey facilities/shooting range (not within a public park)	—	—	CUP	—	CUP	—	—	
Nightclub, with or without live entertainment	CUP (1)	CUP (1)	CUP	—	CUP	—	—	RMC §18.190
Public assembly/meeting halls/private clubs/ auditoriums – new	CUP	CUP	CUP	CUP	CUP	—	—	
Theatres (live stage, movies) and concert halls	CUP	CUP	CUP	CUP	CUP	—	—	
SERVICE / NON-PROFIT ORGANIZATIONS								
Churches/places of worship, and related accessory uses	CUP (1)	CUP (1)	CUP	CUP	CUP	CUP	CUP	
Office for philanthropic, charitable, and service organizations	P (1)	P (1)	P	P	P	—	—	
Second-hand clothing/household goods sales or distribution – see Discount variety/volume liquidation/cut-rate merchandise, or surplus under General Merchandise/Retail Trade	—	—	CUP	CUP	CUP	—	—	
Social clubs/service clubs	P (1)	P (1)	P	P	P	—	—	
Social services agencies or facilities	CUP (1)	CUP (1)	CUP	CUP	CUP	—	—	
Temporary political campaign offices and headquarters	P	P	P	P	P	—	—	
TEMPORARY / SPECIAL USES								
Commercial or office use of residential structures (ground floor only) – see Live/Work under Residential / Lodging	P (2)	P (2)	P (2)	P (2)	P (2)	—	—	
Fruit stands	—	—	—	—	—	—	—	
Holiday tree and pumpkin sales	SEP	SEP	SEP	SEP	SEP	—	—	RMC §18.195
Small collection recycling centers and reverse vending units	AUP	AUP	AUP	AUP	AUP	—	—	RMC §18.156, Article XI
Parking lot sale	SEP	SEP	SEP	SEP	SEP	—	—	RMC §18.195
Temporary outdoor displays, sales, storage, or provision of services	SEP	SEP	SEP	SEP	SEP	—	—	RMC §18.195
Temporary parking lots	AUP	AUP	AUP	AUP	AUP	—	—	
Temporary use of structures for carnivals, famer’s markets, circuses, and religious gatherings	SEP	SEP	SEP	SEP	SEP	—	—	RMC §18.195
MANUFACTURING / INDUSTRIAL USES								
Apparel/textile products	—	—	—	—	—	—	—	
Assembly of products	—	—	—	—	—	—	—	
Bakery – commercial with ancillary sales	—	—	—	—	—	—	—	
Blueprint services	—	—	—	—	—	—	—	
Cannabis cultivation	—	—	—	—	—	—	—	Ord. 2851
Cannabis products manufacture, packaging, or testing	—	—	—	—	—	—	—	Ord. 2851
Catalog/online distribution with no retail sales on the premises	—	—	—	—	—	—	—	

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4. DEVELOPMENT CODE

4.2. REGULATING PLAN, ZONES AND LAND USE STANDARDS (CONTINUED)

TABLE 4-2. ALLOWED LAND USES AND PERMIT REQUIREMENTS (CONTINUED)

Land Use Type	Permit Required by Zone							Additional Regulations per RMC
	VC	DT	VG	COR	NG1	NG2	SD1	
MANUFACTURING / INDUSTRIAL USES (CONTINUED)								
Electronic, optical, and scientific products	—	—	—	—	—	—	—	
Equipment repair, machine repair, appliance repair	—	—	—	—	—	—	—	
Food and kindred products	—	—	—	—	—	—	—	
Furniture and household products	—	—	—	—	—	—	—	
Funeral parlors and mortuaries	—	—	—	—	—	—	—	
Furniture refinishing/upholstery, antique restoration	—	—	—	—	—	—	—	
Limited retail in conjunction with permitted manufacturing/industrial use	—	—	—	—	—	—	—	
Laundry/dry cleaners – commercial (5,000 square-feet or more GFA)	—	—	—	—	—	—	—	
Lumber/wood products assembly, processing, or distribution	—	—	—	—	—	—	—	
Manufacturing as a minor ancillary use to a permitted use	CUP	—	CUP	—	CUP	—	—	
Metalwork fabrication, welding, assembly, or distribution	—	—	—	—	—	—	—	
Micro-brewery, winery, distillery – manufacture, wholesale, tasting – see use under Alcoholic Beverage Sales	CUP	CUP	CUP	—	CUP	—	—	RMC §18.190
Micro-brewery in connection with restaurant – see use under Alcoholic Beverage Sales	CUP	CUP	CUP	—	CUP	—	—	RMC §18.190
Morgue or crematory – see funeral services, without morgue or crematory, under Personal Services	—	—	—	—	—	—	—	
Outside operations with permitted manufacturing/industrial use	—	—	—	—	—	—	—	
Paper products	—	—	—	—	—	—	—	
Photocopying, computer publishing and related personal services	—	—	—	—	—	—	—	
Plumbing, heating, HVAC supply and services	—	—	—	—	—	—	—	
Printing/publishing – commercial, large volume/heavy equipment	—	—	—	—	—	—	—	
Research, development, and testing of products	—	—	—	—	—	—	—	
Sand and gravel extraction, aggregate processing	—	—	—	—	—	—	—	
Stone, clay, and glass products	—	—	—	—	—	—	—	
Water resource development	—	—	—	—	—	—	—	
Wholesale or distribution as primary use	—	—	—	—	—	—	—	
WAREHOUSING / STORAGE USES								
Cannabis products storage, warehousing, distribution or wholesale	—	—	—	—	—	—	—	Ord. 2851
Mini-storage/warehouse facilities	—	—	—	—	—	—	—	
Indoor storage as primary use	—	—	—	—	—	—	—	
Outdoor storage as primary use	—	—	—	—	—	—	—	
Outdoor storage as ancillary use to a permitted use in a building	CUP	CUP	CUP	CUP	CUP	—	—	
Outdoor storage for gardening/landscape companies	—	—	—	—	—	—	—	
Parcel delivery service, with or without customer pick-up	—	—	—	—	—	—	—	
Warehouse as primary use	—	—	—	—	—	—	—	
Warehouse distribution/operations	—	—	—	—	—	—	—	
Warehouse fulfillment center, with or without customer pick-up	—	—	—	—	—	—	—	
Wholesale building materials, with or without outdoor storage	—	—	—	—	—	—	—	

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4.3. DEVELOPMENT STANDARDS

- A. Purpose and Intent.** This Section establishes standards to ensure that proposed development within the Specific Plan area promotes a pedestrian-friendly environment along the street by placing buildings at the front of the site and locating parking at the center or the back of the site; provides adequate open space either on-site or in a park, plaza, or other open space within walking distance of the project; consists of buildings with heights and lengths in scale with the intended character of the zone and that are accessed from the sidewalk via appropriate frontage types. Unless stated otherwise, all requirements are expressed as "minimums" and may be exceeded (e.g., 1 parking space required and 2 provided) in compliance with all applicable provisions of this code and the *City of Redlands Municipal Code*.
- B. Applicability.** Each proposed improvement and building shall be designed in compliance with the development standards of this Section for the applicable zone, except for public and institutional buildings, which because of their unique disposition and application are not required to comply with these requirements and are reviewed by a special permit and procedures.

C. Requirements for All Zones.

1. Building Setback Standards.

- a. Street-facing facades shall be built parallel to the right-of-way.
- b. For corner lots:
 - i. Primary Street side of the lot shall be the short side of the lot, and
 - ii. Side Street side of the lot shall be the long side of the project site.
 - iii. Applicability of standards for reverse corner lots, through lots, or irregularly shaped lots shall be interpreted by the Development Services Director.

2. Building Heights Standards.

- a. Buildings, roofs and roof equipment shall comply with the height requirements described in Sections 4.3.1.B, 4.3.2.B, 4.3.3.B, 4.3.4.B, 4.3.5.B, and 4.3.6.B.
- b. Measurement of Building Height.
 - i. Building height shall be measured at the front of the building between the finished sidewalk, finished grade, and/or 1% (100-year) base flood plain elevation and the top of plate of the top floor of the building. Buildings within the flood plain are subject to review by the Development Services Director to ensure building frontage and access is consistent with the intent of Section 4.6 (Frontage Standards).
 - ii. For buildings located at the back of sidewalk, building height shall be measured from the adjacent sidewalk and/or 1% (100-year) base flood plain elevation (see Figure 4-2).
 - iii. For building located behind front yard setbacks, building height shall be measured from the average elevation of the finished grade and/or 1% (100-year) base flood plain elevation (see Figure 4-3).

- iv. Building height shall be measured every 60 feet along the building frontage.
 - v. Chimneys, elevator shafts, and vents may project beyond the maximum building height as allowed by the California Building Code.
- c. Average building heights.
- i. Buildings within the Village General (VG) zones may exceed the maximum allowed base building height by one story for up to 30% of the building footprint area provided an equal amount of building footprint area is one story shorter than the maximum allowed base building height (see Figure 4-4).
 - ii. Additional height may be located anywhere on the site.
- 3. Corner Cutoffs.** Buildings on corner lots shall be designed in conformance with the corner cutoff and traffic sight safety requirements of Chapter 18.168 of the *Redlands Municipal Code*.

FIGURE 4-2. BUILDING HEIGHT AT SIDEWALK

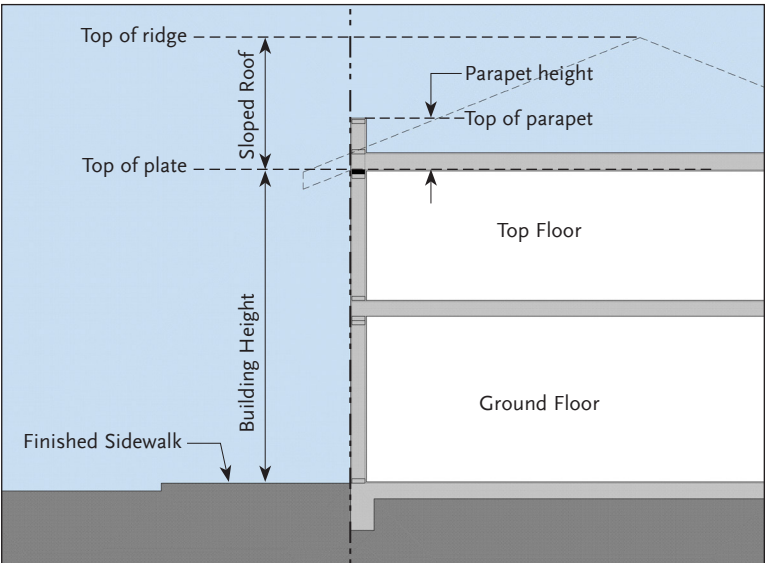


FIGURE 4-3. BUILDING HEIGHT AT SETBACK

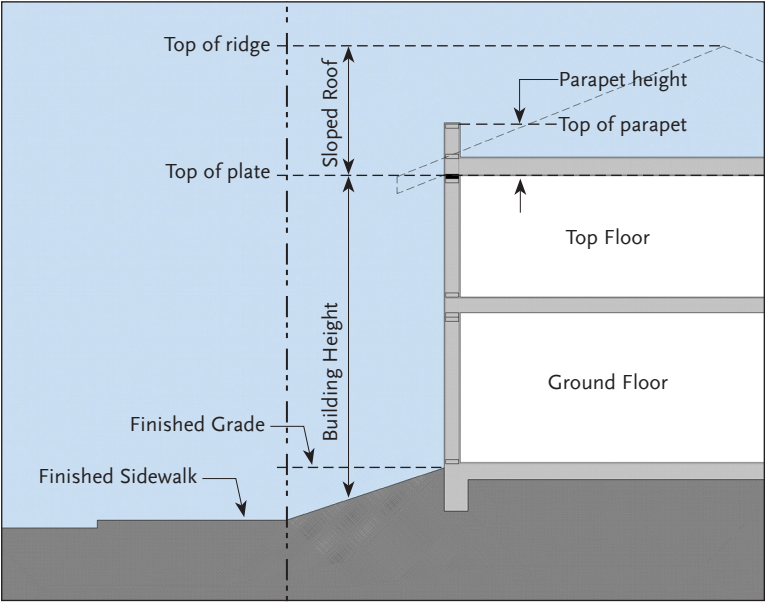
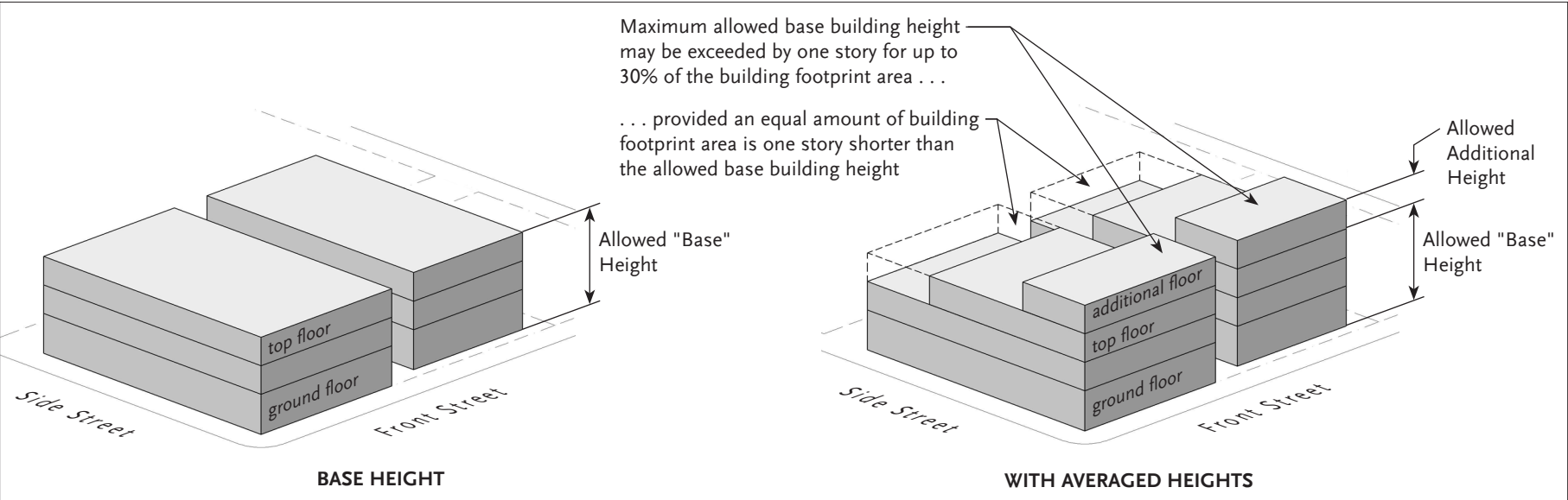


FIGURE 4-4. AVERAGED HEIGHT IN THE VILLAGE GENERAL (VG) ZONE



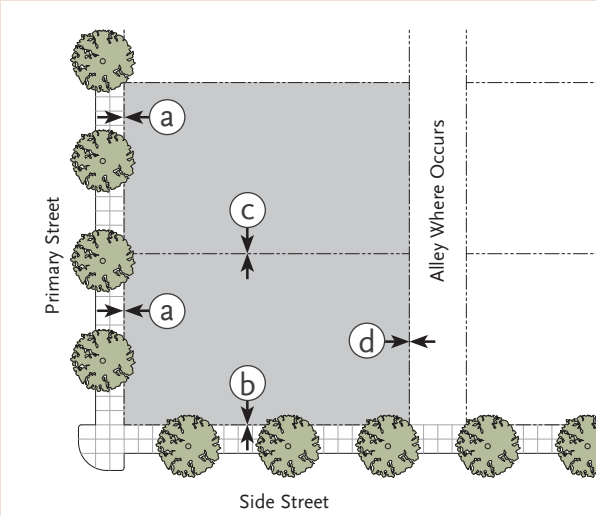
4. DEVELOPMENT CODE

4.3.1. VILLAGE CENTER

A. Building Setbacks as measured from property lines

1. Buildings shall be located on the site as indicated below and shown at right and shall be located no closer than 12 feet from the face of curb. Setbacks shall apply to all floors (for example, if the ground floor is set back 5 ft. from the Primary Property Line, upper floors shall be set back a minimum of 5 ft. from the Primary Property Line).

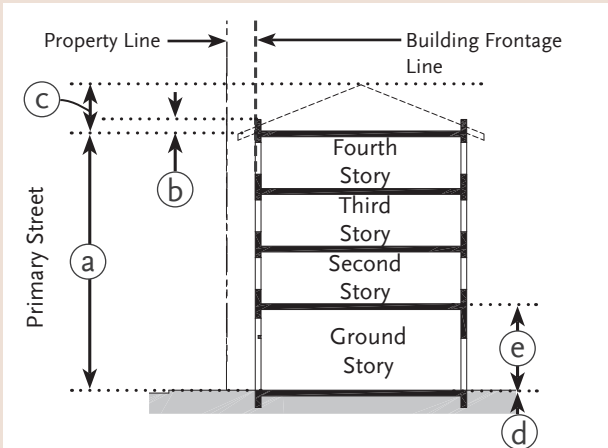
(a) Primary Street Setback		
i. Ground Floor Non-Residential		0 ft. min. / 5 ft. max
ii. Ground Floor Residential		5 ft. min. / 10 ft. max.
(b) Side Street Setback		
i. Ground Floor Non-Residential		0 ft. min. / 5 ft. max
ii. Ground Floor Residential and Upper Floors		5 ft. min. / 10 ft. max.
(c) Side Yard Setback		
i. Non-Residential		0 ft.
ii. Residential		8 ft. min.
(d) Rear Setback		
i. With Alley		5 ft. min.
ii. Without Alley		15 ft. min.



B. Building Height

1. Building heights shall comply with the below standards and as shown at right.

(a) Top of plate height above adjacent sidewalk (max.)	4 stories / 55 ft.
(b) Top of parapet height above top of plate (max.)	4 ft.
(c) Pitched roof height above top of plate (max.)	allowed
(d) Ground floor above grade at building setback line (max.)	
i. Non-residential	0 ft. ¹
ii. Residential	3.5 ft. max.
(e) Ground story floor to floor height (min.)	
i. Non-residential	15 ft. min.
ii. Residential	12 ft. min.

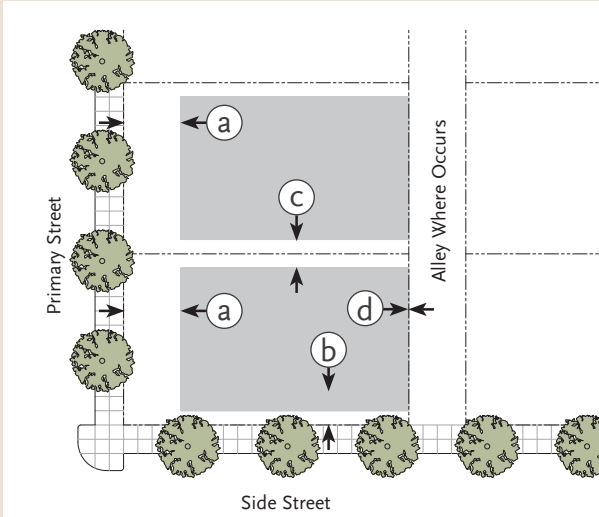


¹ The intent of non-residential ground floor height above grade is to enable direct access from the adjacent sidewalk into ground floor commercial spaces. Ground floor height may be higher than zero (0) ft. in response to existing sloping grades, subject to Director of Development Services approval.

C. Parking Placement

1. On-site parking shall be located as indicated below and shown at right. See Section 4.12 (Parking Design Standards) for additional standards.

(a) Primary Street Setback		
i. Surface		25 ft. min.
ii. Podium		25 ft. min.
iii. Subterranean		0 ft.
(b) Side Street Setback		
i. Surface		20 ft. min.
ii. Podium		25 ft. min.
iii. Subterranean		0 ft.
(c) Side Yard Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		0 ft.
(d) Rear Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		0 ft.



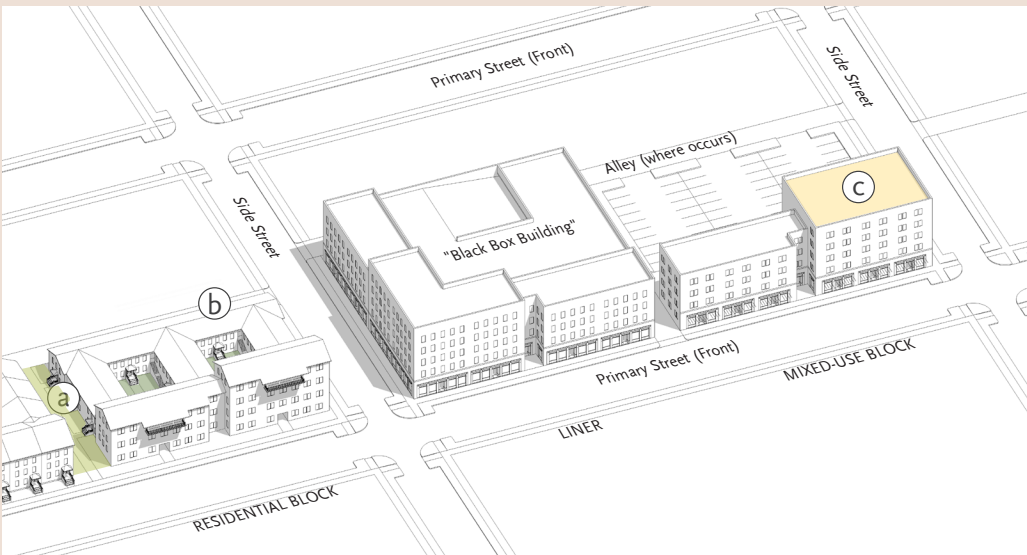
D. Parking Requirements

1. Minimum off-street parking spaces shall be provided for each land per the below standards. See Section 4.12 for additional parking requirements.
- | | |
|-------------------------------------|---|
| a. Residential | d. Commercial (Retail/Office/Restaurant) |
| i. Units up to 999 sf: | i. Ground floor commercial: |
| ii. Units between 1,000 – 1,499 sf: | ii. Upper Floor commercial: |
| iii. Units 1,500 sf and greater: | e. Standalone Restaurant*: |
| iv. Guest: | f. Civic: |
| b. Lodging: | g. Mixed-Use: See Section 4.12.C.4 (Spaces for Multiple Uses and Mixed-use Developments). |
| c. Live/Work | |
| i. Units up to 1,499 sf: | |
| ii. Units 1,500 sf and greater: | |
- * A single restaurant, café, or similar business in a single building on a single parcel with on-site parking dedicated to the single restaurant use.

4.3.1. VILLAGE CENTER (CONTINUED)

E. On-Site Open Space. See Section 4.4 (On-Site Open Space Types) for additional standards.

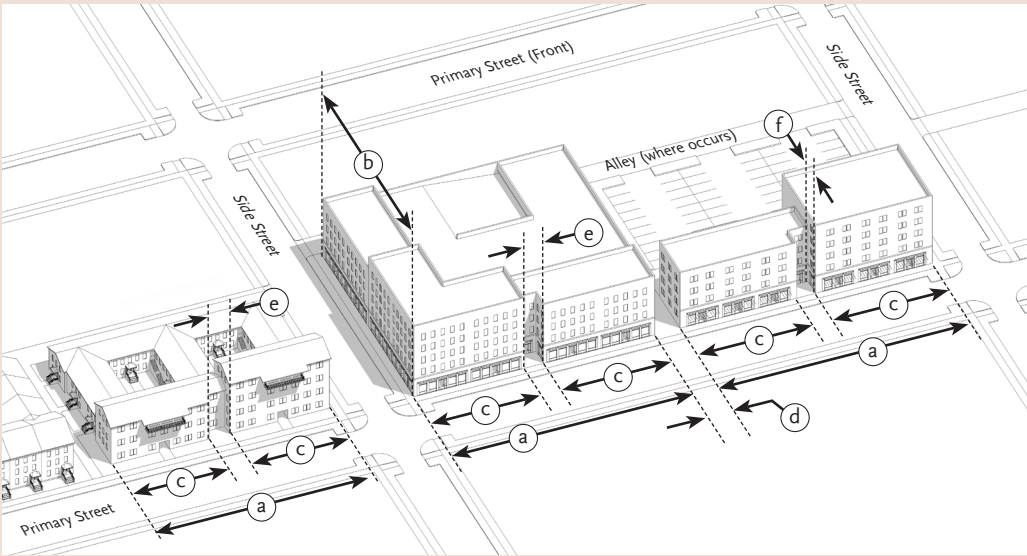
1. **Common On-Site Open Space.** One (1) or more of the On-Site Open Space Types listed below shall be provided on each lot that accommodates residential uses. The required On-Site Open Space shall be generally rectangular in form, per the below-listed minimum size requirements, and must be accommodated behind the Primary Street setback line.
- | Open Space Type | Minimum Area | Minimum Dimensions |
|-----------------|-----------------------|--------------------|
| a Side Garden | 10% of total lot area | 20 ft. x 20 ft. |
| b Courtyard | 10% of total lot area | 20 ft. x 20 ft. |
| c Roof Deck | 10% of total lot area | 20 ft. x 20 ft. |
2. **Private On-Site Open Space.** Private open space in the form of a yard, balcony, or roof deck shall be provided for each residential unit. Min. area: 40 square feet. Min. width: 5 feet.
3. **Exceptions.** Permitted exceptions, subject to payment of parks and open space in-lieu fees: on-site open space (common or private) not required for buildings that line



"black box" buildings such as parking garages and theaters, and/or if building is located within 1/4-mile walking distance of a park or plaza that is at least 0.5 acres in size.

F. Building Size and Separation. See Section 4.5 (Building Articulation and Massing) for additional standards.

1. Buildings shall be designed per the following building length and facade increment standards. Facade increments shall be designed according to the massing and articulation strategies described in Section 4.5 (Building Articulation and Massing):
- | | |
|---|---------|
| a Building length along Primary Street (max.) | 180 ft. |
| b Building length along Side Street (max.) | 120 ft. |
| c Building separation along Primary Street (min.) | 20 ft. |
| d Length between facade breaks (max.) | 80 ft. |
| e Facade break length (min.) | 20 ft. |
| f Facade break depth (min.) | 20 ft. |

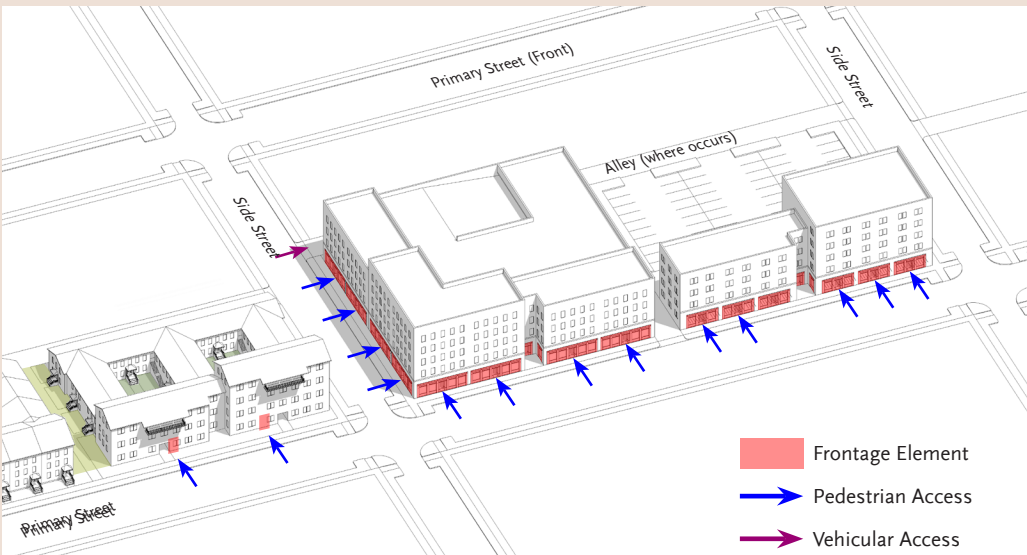


G. Frontage Elements, Allowed Encroachments, and Access. See Section 4.6 (Frontage Standards) for additional standards.

1. **Required Frontage Elements.** All Street- and Court-facing building facades shall provide at least one (1) of the frontage elements listed below. Required Frontage Elements may encroach into the Primary Street and Side Street setbacks or right-of-way as measured from the building facade as identified below.
- | Frontage Element | Encroachment |
|--------------------|----------------------|
| a. Arcade, Gallery | Within 2 ft. of curb |
| b. Shopfront | 0 ft. |
| c. Stoop | 5 ft. into setback |
| d. Door Yard | To R.O.W. line |
2. **Optional Frontage Elements.** The following Frontage Elements may be provided on all Street- and Courtyard-facing facades. Optional Frontage Elements may encroach into in the Primary Street and Side Street setbacks or right-of-way as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Balcony*	3 ft. into R.O.W. or setback
b. Bay Window	3 ft. into R.O.W. or setback
c. Cantilevered Room*	2 ft. into setback
d. Awning, Canopy	Within 2 ft. of curb
* Architectural Element only permitted on upper floors	

3. **Pedestrian Access.**
- a. All ground floors shall be accessed directly from the sidewalk either directly to each unit or commercial space through an appropriate Frontage Element, Lobby, or On-site Open Space, such as a Court or Side Garden.
- b. Upper floor uses may be accessed through an Exterior Stair, Interior Stair, or Lobby.



4. **Vehicular Access.**
- a. Parking shall be accessed from an alley.
- b. Where an alley is not present, parking/service areas may be accessed from primary street. Driveways shall be located as close to side property line as possible.
- c. Parking/service areas for corner lots shall be accessed from side street.

H. Signage. See Section 4.9 (Sign Standards) for additional standards.

1. **Allowed Signage Types.** A maximum of two of the below sign types are allowed per business. Signs may encroach into Primary Street and Side Street rights-of-way as measured from the building facade as identified below.

Signage Type	Encroachment	Signage Type	Encroachment
a. Awning, Canopy	Within 2 ft. of curb	f. Roof	0 ft.
b. Projecting	3 ft.	g. Marquee Display	Within 2 ft. of curb
c. Wall/Bldg. ID	Sign Thickness	h. Blade	5 ft.
d. Window Sign	0 ft.	i. Directory	Sign Thickness
e. Sidewalk	Within 2 ft. of curb	j. Mural	Within 2 ft. of curb

4. DEVELOPMENT CODE

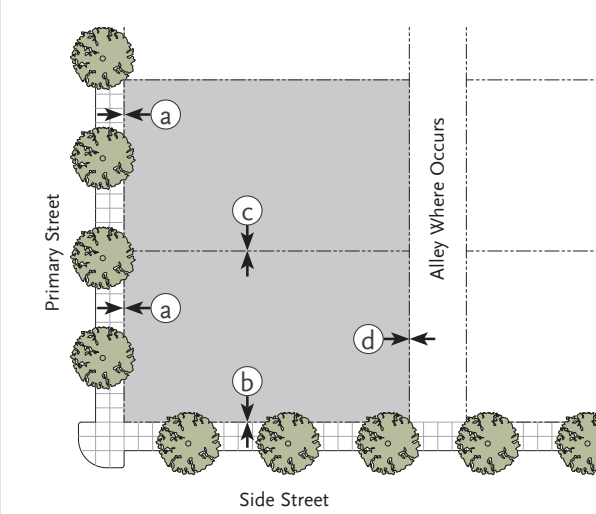
4.3. DEVELOPMENT STANDARDS (CONTINUED)

4.3.2. DOWNTOWN

A. Building Setbacks as measured from property lines

1. Buildings shall be located on the site as indicated below and shown at right and shall be located no closer than 12 feet from the face of curb. Setbacks shall apply to all floors (for example, if the ground floor is set back 5 ft. from the Primary Property Line, upper floors shall be set back a minimum of 5 ft. from the Primary Property Line).

(a) Primary Street Setback		
i. Ground Floor Non-Residential		0 ft. min. / 5 ft. max
ii. Ground Floor Residential		n/a
(b) Side Street Setback		
i. Ground Floor Non-Residential		0 ft. min. / 5 ft. max
ii. Ground Floor Residential and Upper Floors		n/a
(c) Side Yard Setback		
i. Non-Residential		0 ft.
ii. Residential		n/a
(d) Rear Setback		
i. With Alley		5 ft. min.
ii. Without Alley		15 ft. min.

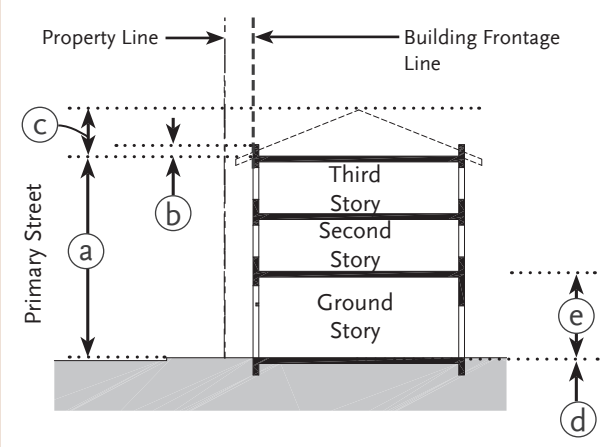


B. Building Height

1. Building heights shall comply with the below standards and as shown at right.

(a) Top of plate height above adjacent sidewalk (max.)	3 stories / 45 ft.
(b) Top of parapet height above top of plate (max.)	4 ft.
(c) Pitched roof height above top of plate (max.)	allowed
(d) Ground floor above grade at building setback line (max.)	
i. Non-Residential	0 ft. ¹
ii. Residential	n/a
(e) Ground story floor to floor height (min.)	
i. Non-Residential	15 ft. min.
ii. Residential	n/a

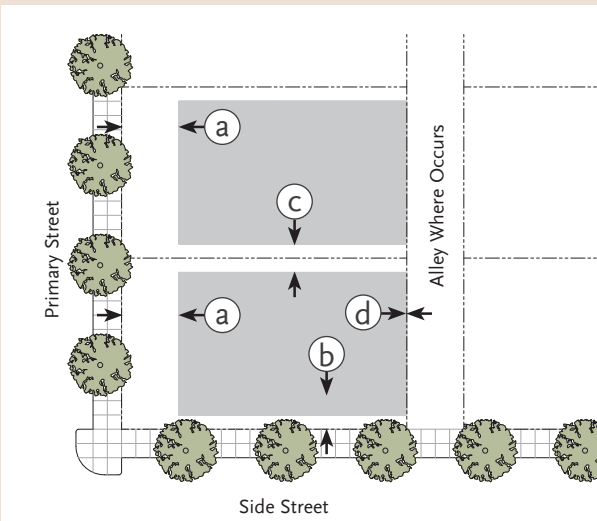
¹ The intent of non-residential ground floor height above grade is to enable direct access from the adjacent sidewalk into ground floor commercial spaces. Ground floor height may be higher than zero (0) ft. in response to existing sloping grades, subject to Director of Development Services approval.



C. Parking Placement

1. On-site parking shall be located as indicated below and shown at right. See Section 4.12 (Parking Design Standards) for additional standards.

(a) Primary Street Setback		
i. Surface		35 ft. min.
ii. Podium		35 ft. min.
iii. Subterranean		0 ft.
(b) Side Street Setback		
i. Surface		20 ft. min.
ii. Podium		35 ft. min.
iii. Subterranean		0 ft.
(c) Side Yard Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		0 ft.
(d) Rear Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		0 ft.



D. Parking Requirements

1. Off-street parking spaces shall be provided for each land per the below standards. See Section 4.12 for additional parking requirements.

a. Residential		d. Commercial (Retail/Office/Restaurant)	
i. Units up to 999 sf:	1.0 space/unit	i. Ground floor commercial:	1/300 sf gross ground floor building area
ii. Units between 1,000 – 1,499 sf:	1.5 spaces/unit	ii. Upper Floor commercial:	1/350 sf gross upper floor building area
iii. Units 1,500 sf and greater:	2.0 spaces/unit	e. Standalone Restaurant*:	1/150 sf gross restaurant area
iv. Guest:	0.25/unit	f. Civic:	1/350 sf gross building area
b. Lodging:	0.75 space/room	g. Mixed-Use: See Section 4.12.C.4 (Spaces for Multiple Uses and Mixed-use Developments).	
c. Live/Work		* A single restaurant, café, or similar business in a single building on a single parcel with on-site parking dedicated to the single restaurant use.	
i. Units up to 1,499 sf:	1.0 space/unit		
ii. Units 1,500 sf and greater:	See Commercial		

4.3.2. DOWNTOWN (CONTINUED)

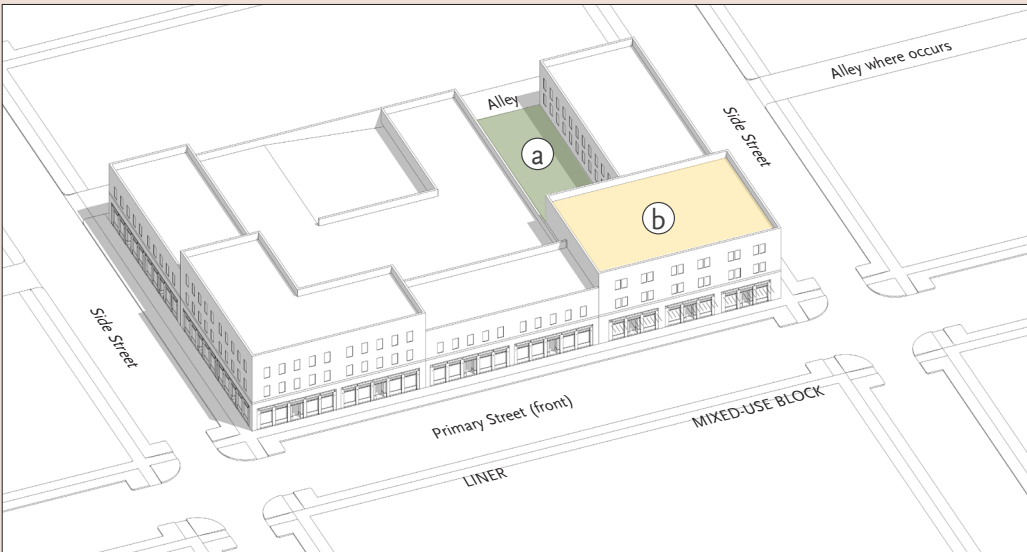
E. On-Site Open Space. See Section 4.4 (On-Site Open Space Types) for additional standards.

1. **Common On-Site Open Space.** One (1) or more of the On-Site Open Space Types listed below shall be provided on each lot that accommodates residential uses. The required On-Site Open Space shall be generally rectangular in form, per the below-listed minimum size requirements, and must be accommodated behind the Primary Street setback line.

Open Space Type	Minimum Area	Minimum Dimensions
a Courtyard	10% of total lot area	20 ft. x 20 ft.
b Roof Deck	10% of total lot area	20 ft. x 20 ft.

2. **Private On-Site Open Space.** Private open space in the form of a yard, balcony, or roof deck shall be provided for each residential unit. Min. area: 40 square feet. Min. width: 5 feet.

3. **Exceptions.** Permitted exceptions, subject to payment of parks and open space in-lieu fees: on-site open space (common or private) not required for buildings that line "black box" buildings such as parking garages and theaters,

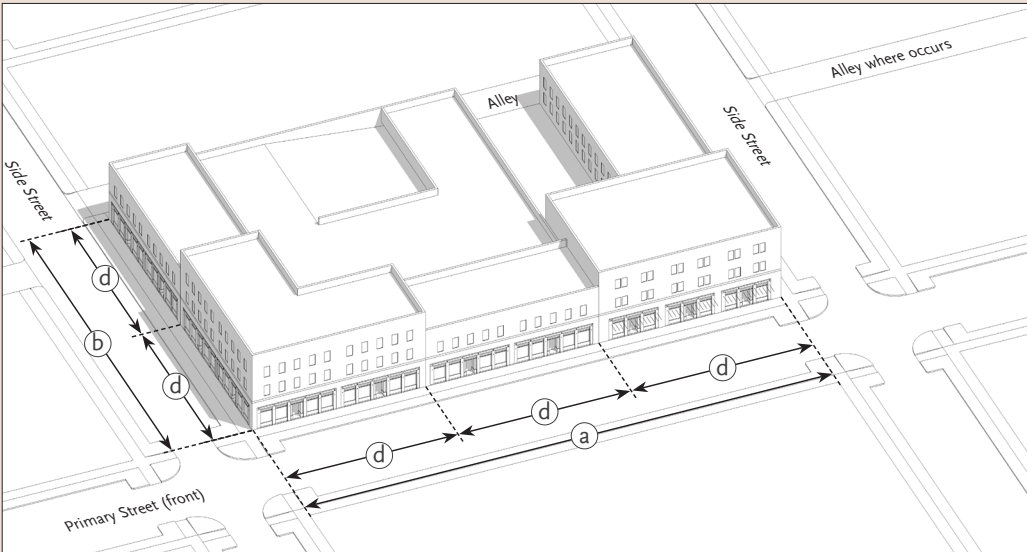


and/or if building is located within 1/4-mile walking distance of a park or plaza that is at least 0.5 acres in size.

F. Building Size and Separation. See Section 4.5 (Building Articulation and Massing) for additional standards.

1. Buildings shall be designed per the following building length and facade increment standards. Facade increments shall be designed according to the massing and articulation strategies described in Section 4.5 (Building Articulation and Massing):

a Building length along Primary Street (max.)	280 ft.
b Building length along Side Street (max.)	120 ft.
c Building separation along Primary Street (min.)	0 ft.
d Facade increment (max.)	50 ft.
c Facade break length (min.)	0 ft.
d Facade break depth (min.)	0 ft.



G. Frontage Elements, Allowed Encroachments, and Access. See Section 4.6 (Frontage Standards) for additional standards.

1. **Required Frontage Elements.** All Street- and Court-facing building facades shall provide at least one (1) of the frontage elements listed below. Required Frontage Elements may encroach into the Primary Street and Side Street setbacks as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Arcade, Gallery	To R.O.W. line
b. Shopfront	0 ft.
c. Stoop	5 ft.
d. Door Yard	To R.O.W. line

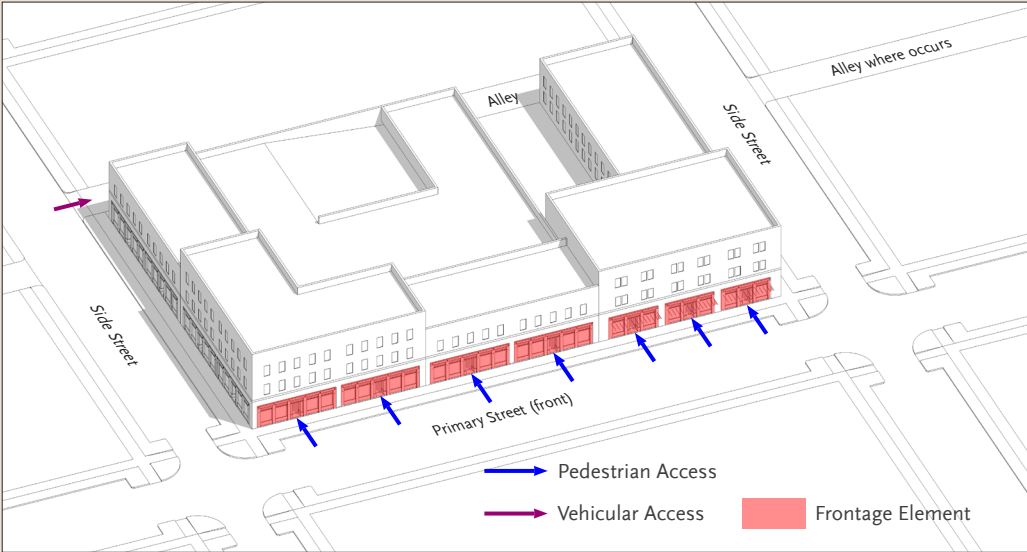
2. **Optional Frontage Elements.** The following Frontage Elements may be provided on all Street- and Courtyard-facing facades. Optional Frontage Elements may encroach into in the Primary Street and Side Street setbacks or right-of-way as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Balcony*	3 ft. into R.O.W. or setback
b. Bay Window	3 ft. into R.O.W. or setback
c. Cantilevered Room*	2 ft. into setback
d. Awning, Canopy	Within 2 ft. of curb

* Architectural Element only permitted on upper floors

3. **Pedestrian Access.**

- a. All ground floors shall be accessed directly from the sidewalk either directly to each unit or commercial space through an appropriate Frontage Element, Lobby, or On-site Open Space, such as a Court.
- b. Upper floor uses may be accessed through an Exterior Stair, Interior Stair, or Lobby.



4. **Vehicular Access.**

- a. Parking shall be accessed from an alley.
- b. Where an alley is not present, parking/service areas may be accessed from primary street. Driveways shall be located as close to side property line as possible.
- c. Parking/service areas for corner lots shall be accessed from side street.

H. Signage. See Section 4.9 (Sign Standards) for additional standards.

1. **Allowed Signage Types.** A maximum of two of the below sign types are allowed per business. Signs may encroach into Primary Street and Side Street rights-of-way as measured from the building facade as identified below.

Signage Type	Encroachment	Signage Type	Encroachment
a. Awning, Canopy	Within 2 ft. of curb	f. Roof	0 ft.
b. Projecting	3 ft.	g. Marquee Display	Within 2 ft. of curb
c. Wall/Bldg. ID	Sign Thickness	h. Blade	5 ft.
d. Window Sign	0 ft.	i. Directory	Sign Thickness
e. Sidewalk	Within 2 ft. of curb	j. Mural	Within 2 ft. of curb

4. DEVELOPMENT CODE

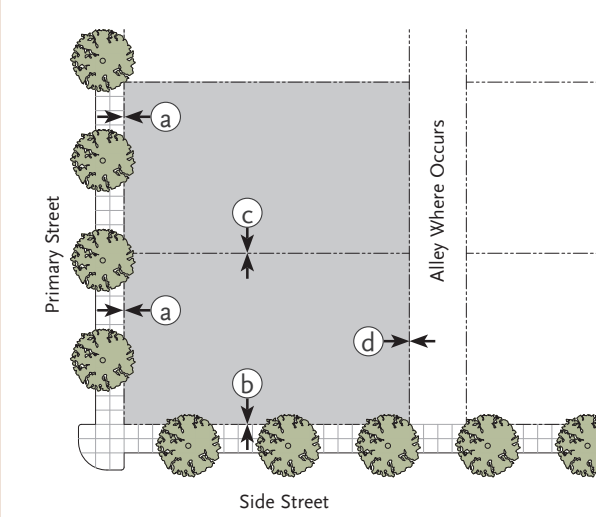
4.3. DEVELOPMENT STANDARDS (CONTINUED)

4.3.3. VILLAGE GENERAL

A. Building Setbacks as measured from property lines

1. Buildings shall be located on the site as indicated below and shown at right and shall be located no closer than 12 feet from the face of curb. Setbacks shall apply to all floors (for example, if the ground floor is set back 5 ft. from the Primary Property Line, upper floors shall be set back a minimum of 5 ft. from the Primary Property Line).

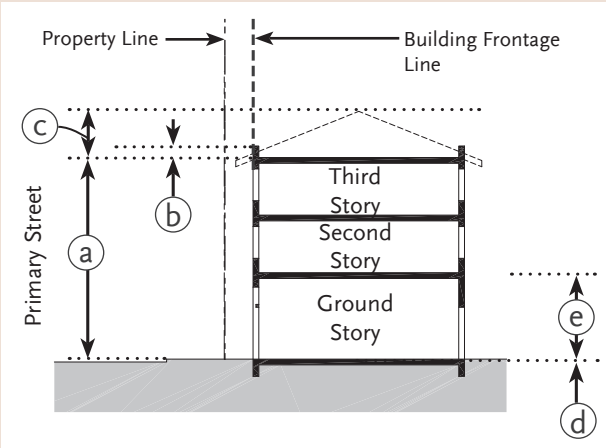
(a) Primary Street Setback		
i. Ground Floor Non-Residential		0 ft. min. / 5 ft. max
ii. Ground Floor Residential and Upper Floors		10 ft. min. / 15 ft. max
(b) Side Street Setback		
i. Ground Floor Non-Residential		0 ft. min. / 5 ft. max
ii. Ground Floor Residential		10 ft. min. / 15 ft. max
(c) Side Yard Setback		
i. Non-Residential		0 ft.
ii. Residential		8 ft. min.
(d) Rear Setback		
i. With Alley		5 ft. min.
ii. Without Alley		15 ft. min.



B. Building Height

1. Building heights shall comply with the below standards and as shown at right.

(a) Top of plate height above adjacent sidewalk (max.)	3 stories average / 45 ft. ^{1, 2}
(b) Top of parapet height above top of plate (max.)	4 ft.
(c) Pitched roof height above top of plate (max.)	allowed
(d) Ground floor above grade at building setback line (max.)	
a. Non-Residential	0 ft. ³
b. Residential	3.5 ft. max.
(e) Ground story floor to floor height (min.)	
a. Non-Residential	15 ft. min.
b. Residential	12 ft. min.



¹ Up to 30% of building footprint area may be four (4) stories/55 ft. to top of plate, provided an equal amount of building footprint area is no taller than two (2) stories/30 ft. to top of plate (see Figure 4-4 on page 4:15).

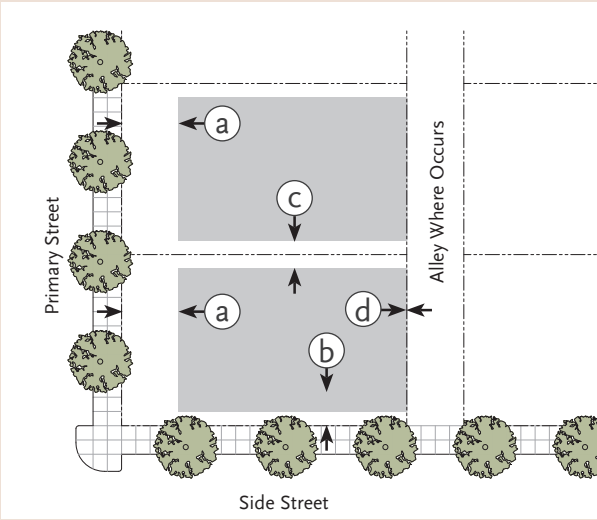
² Buildings on parcels located abutting single-family zoned parcels must step down to two (2) stories/25 ft. to top of plate for a distance of 25 ft. from the adjoining single-family zoned parcel.

³ The intent of non-residential ground floor height above grade is to enable direct access from the adjacent sidewalk into ground floor commercial spaces. Ground floor height may be higher than zero (0) ft. in response to existing sloping grades, subject to Director of Development Services approval.

C. Parking Placement

1. On-site parking shall be located as indicated below and shown at right. See Section 4.12 (Parking Design Standards) for additional standards.

(a) Primary Street Setback		
i. Surface		25 ft. min.
ii. Podium		25 ft. min.
iii. Subterranean		0 ft.
(b) Side Street Setback		
i. Surface		20 ft. min.
ii. Podium		25 ft. min.
iii. Subterranean		0 ft.
(c) Side Yard Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		0 ft.
(d) Rear Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		0 ft.



D. Parking Requirements

1. Off-street parking spaces shall be provided for each land per the below standards. See Section 4.12 for additional parking requirements.

a. Residential		d. Commercial (Retail/Office)	
i. Units up to 999 sf	1.0 space/unit	i. Ground floor commercial	1/300 sf gross ground floor building area
ii. Units between 1,000 – 1,499 sf	1.5 spaces/unit	ii. Upper Floor commercial	1/350 sf gross upper floor building area
iii. Units 1,500 sf and greater	2.0 spaces/unit	e. Restaurant, Cafes, or similar	
iv. Guest	0.25/unit	i. Up to 24.99% gross building area	1/300 sf restaurant area
b. Lodging:	0.75 space/room	ii. 25% of gross building area or greater	1/300 sf restaurant for first 24.99%; per RMC Section 18.164.240
c. Live/Work		f. Civic	
i. Units up to 1,499 sf	1.0 space/unit	1/350 sf gross building area	
ii. Units 1,500 sf and greater	See Commercial	g. Mixed-Use: See Section 4.12.C.4 (Spaces for Multiple Uses and Mixed-use Developments).	

4.3.3. VILLAGE GENERAL (CONTINUED)

E. On-Site Open Space. See Section 4.4 (On-Site Open Space Types) for additional standards.

1. One (1) or more of the On-Site Open Space Types listed below shall be provided on each lot. The required On-Site Open Space shall be generally rectangular in form with the below-listed minimum size requirements and must be accommodated behind the Primary Street setback line. See Section 4.4 (On-Site Open Space Types) for additional standards.

Open Space Type	Minimum Area	Minimum Dimensions
(a) Side Garden	15% of total lot area	20 ft. x 20 ft.
(b) Courtyard	15% of total lot area	20 ft. x 20 ft.
(c) Back Yard	15% of total lot area	20 ft. x 20 ft.
(d) Roof Deck	15% of total lot area	20 ft. x 20 ft.

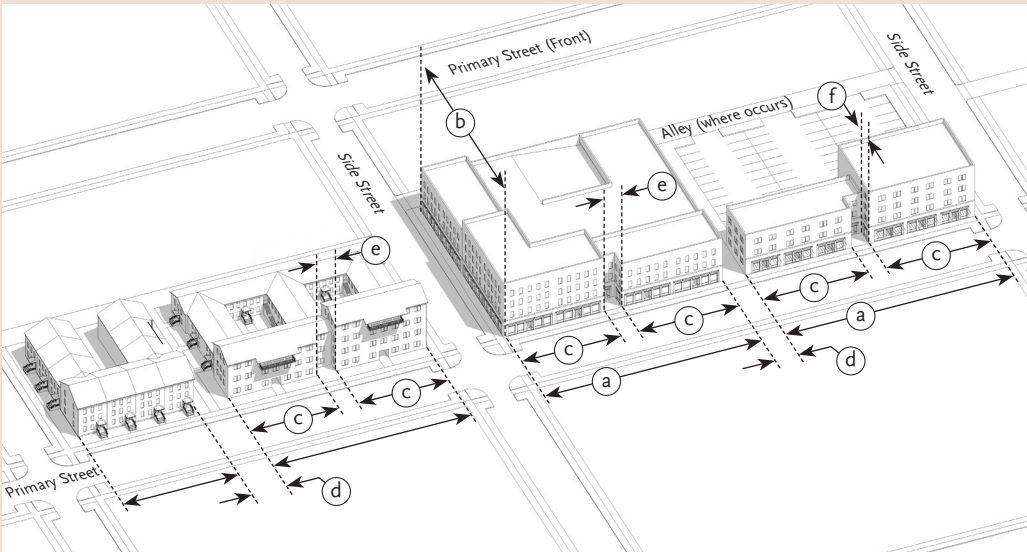
2. Private open space in the form of a yard, balcony, or roof deck shall be provided for each residential unit. Private open space shall have a minimum area of 40 square feet with a minimum width of 5 feet.



F. Building Size and Separation. See Section 4.5 (Building Articulation and Massing) for additional standards.

1. Buildings shall be designed per the following building length and facade increment standards. Facade increments shall be designed according to the massing and articulation strategies described in Section 4.5 (Building Articulation and Massing):

(a) Building length along Primary Street (max.)	150 ft.
(b) Building length along Side Street (max.)	100 ft.
(c) Building separation along Primary Street (min.)	15 ft.
(d) Length between facade breaks (max.)	65 ft.
(e) Facade break length (min.)	15 ft.
(f) Facade break depth (min.)	15 ft.



G. Frontage Elements, Allowed Encroachments, and Access. See Section 4.6 (Frontage Standards) for additional standards.

1. **Required Frontage Elements.** All Street- and Court-facing building facades shall provide at least one (1) of the frontage elements listed below. Required Frontage Elements may encroach into the Primary Street and Side Street setbacks as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Arcade, Gallery	To R.O.W. line
b. Shopfront	n/a
c. Stoop	5 ft.
d. Door Yard	To R.O.W. line

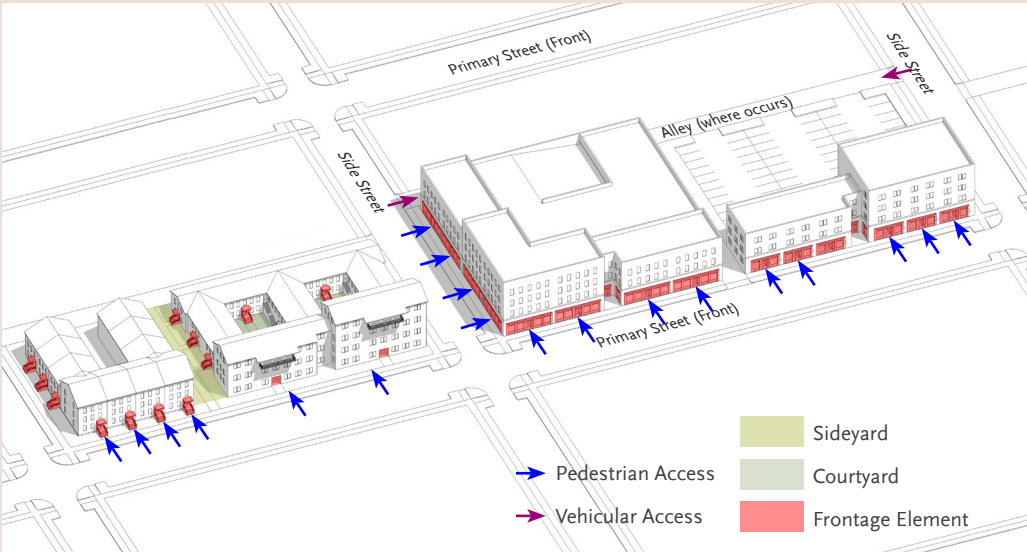
2. **Optional Frontage Elements.** The following Frontage Elements may be provided on all Street- and Courtyard-facing facades. Optional Frontage Elements may encroach into in the Primary Street and Side Street setbacks and right-of-way as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Balcony*	3 ft. into R.O.W. or setback
b. Bay Window	3 ft. into R.O.W. or setback
c. Cantilevered Room*	2 ft. into setback
d. Awning, Canopy	Within 2 ft. of curb

* Architectural Element only permitted on upper floors

3. **Pedestrian Access.**

- a. All ground floors shall be accessed directly from the sidewalk either directly to each unit or commercial space through an appropriate Frontage Element, Lobby, or On-site Open Space, such as a Court or Side Garden.
- b. Upper floor uses may be accessed through an Exterior Stair, Interior Stair, or Lobby.



4. **Vehicular Access.**

- a. Parking shall be accessed from an alley.
- b. Where an alley is not present, parking/service areas may be accessed from primary street. Driveways shall be located as close to side property line as possible.
- c. Parking/service areas for corner lots shall be accessed from side street.

H. Signage. See Section 4.9 (Sign Standards) for additional standards.

1. **Allowed Signage Types.** A maximum of two of the below sign types are allowed per business. Signs may encroach into Primary Street and Side Street rights-of-way as measured from the building facade as identified below.

Signage Type	Encroachment	Signage Type	Encroachment
a. Awning, Canopy	Within 2 ft. of curb	e. Window Sign	0 ft.
b. Projecting	3 ft.	f. Blade	3 ft.
c. Wall	Sign Thickness	g. Directory	Sign Thickness
d. Bldg. ID Sign	Sign Thickness		

4. DEVELOPMENT CODE

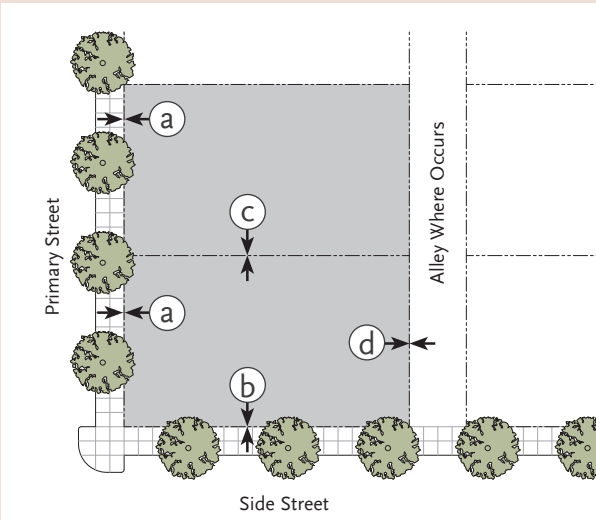
4.3. DEVELOPMENT STANDARDS (CONTINUED)

4.3.4. VILLAGE CORRIDOR

A. Building Setbacks as measured from property lines

1. Buildings shall be located on the site as indicated below and shown at right and shall be located no closer than 12 feet from the face of curb. Setbacks shall apply to all floors (for example, if the ground floor is set back 5 ft. from the Primary Property Line, upper floors shall be set back a minimum of 5 ft. from the Primary Property Line).

(a) Primary Street Setback		
i. Ground Floor Non-Residential		0 ft. min. / 5 ft. max
ii. Ground Floor Residential and Upper Floors		n/a
(b) Side Street Setback		
i. Ground Floor Non-Residential		0 ft. min. / 5 ft. max
ii. Ground Floor Residential and Upper Floors		n/a
(c) Side Yard Setback		
i. Non-Residential		5 ft.
ii. Residential		n/a
(d) Rear Setback		
i. With Alley		10 ft. min.
ii. Without Alley		15 ft. min.

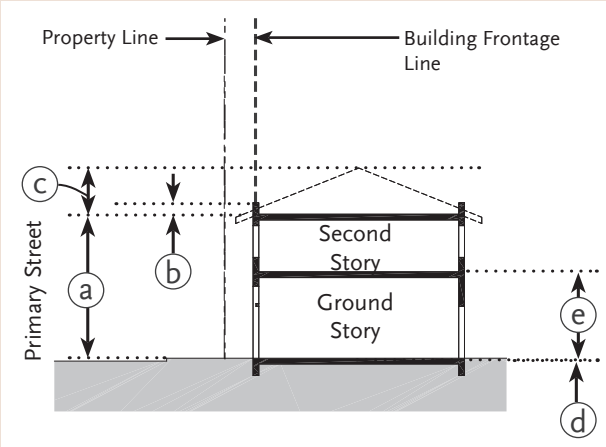


B. Building Height

1. Building heights shall comply with the below standards and as shown at right.

(a) Top of plate height above adjacent sidewalk (max.)		2 stories / 30 ft.
(b) Top of parapet height above top of plate (max.)		4 ft.
(c) Pitched roof height above top of plate (max.)		allowed
(d) Ground floor above grade at building setback line (max.)		
i. Non-residential		0 ft. ¹
ii. Residential		n/a
(e) Ground story floor to floor height (min.)		
i. Non-residential		15 ft. min.
ii. Residential		n/a

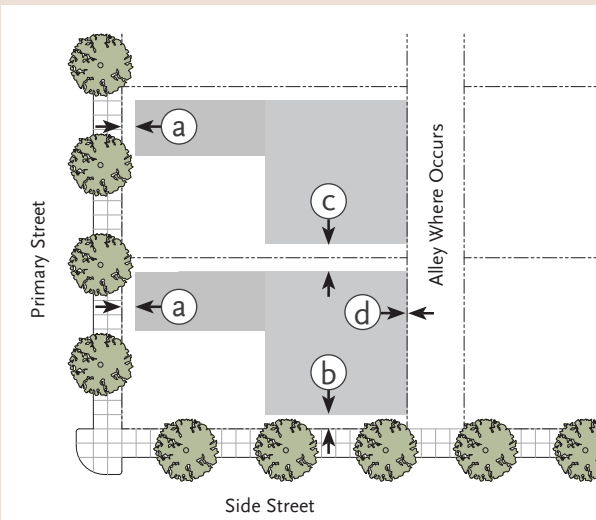
¹ The intent of non-residential ground floor height above grade is to enable direct access from the adjacent sidewalk into ground floor commercial spaces. Ground floor height may be higher than zero (0) ft. in response to existing sloping grades, subject to Director of Development Services approval.



C. Parking Placement

1. On-site parking shall be located as indicated below and shown at right. See Section 4.12 (Parking Design Standards) for additional standards.

(a) Primary Street Setback		
i. Surface		5 ft. min. for 34% max. of lot width; 50% of lot depth for remaining 66% of lot width; parking prohibited on corners.
ii. Podium		50% of lot depth
iii. Subterranean		10 ft. min.
(b) Side Street Setback		
i. Surface		5 ft. min.
ii. Podium		25 ft. min.
iii. Subterranean		5 ft.
(c) Side Yard Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		5 ft. min.
(d) Rear Setback		
i. Surface		5 ft. min.
ii. Podium		20 ft. min.
iii. Subterranean		5 ft. min.



D. Parking Requirements

1. Off-street parking spaces shall be provided for each land per the below standards. See Section 4.12 for additional parking requirements.

a. Residential		d. Commercial (Retail/Office)	
i. Units up to 999 sf	1.0 space/unit	i. Ground floor commercial	1/300 sf gross ground floor building area
ii. Units between 1,000 – 1,499 sf	1.5 spaces/unit	ii. Upper Floor commercial	1/350 sf gross upper floor building area
iii. Units 1,500 sf and greater	2.0 spaces/unit	e. Restaurant, Cafes, or similar	
iv. Guest	0.25/unit	i. Up to 24.99% gross building area	1/300 sf restaurant area
b. Lodging:		ii. 25% of gross building area or greater	1/300 sf restaurant for first 24.99%; per RMC Section 18.164.240
0.75 space/room		f. Civic	
c. Live/Work		1/350 sf gross building area	
i. Units up to 1,499 sf	1.0 space/unit	g. Mixed-Use: See Section 4.12.C.4 (Spaces for Multiple Uses and Mixed-use Developments).	
ii. Units 1,500 sf and greater	See Commercial		

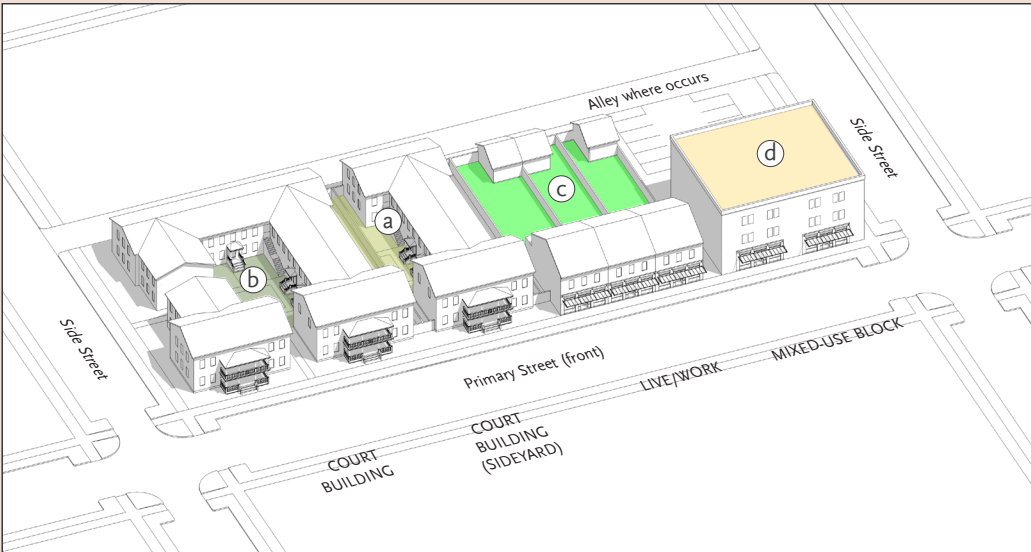
4.3.4. VILLAGE CORRIDOR (CONTINUED)

E. On-Site Open Space. See Section 4.4 (On-Site Open Space Types) for additional standards.

1. One (1) or more of the On-Site Open Space Types listed below shall be provided on each lot. The required On-Site Open Space shall be generally rectangular in form with the below-listed minimum size requirements and must be accommodated behind the Primary Street setback line. See Section 4.4 (On-Site Open Space Types) for additional standards.

Open Space Type	Minimum Area	Minimum Dimensions
(a) Side Garden	10% of total lot area	20 ft. x 20 ft.
(b) Courtyard	10% of total lot area	20 ft. x 20 ft.
(c) Back Yard	10% of total lot area	20 ft. x 20 ft.
(d) Roof Deck	10% of total lot area	20 ft. x 20 ft.

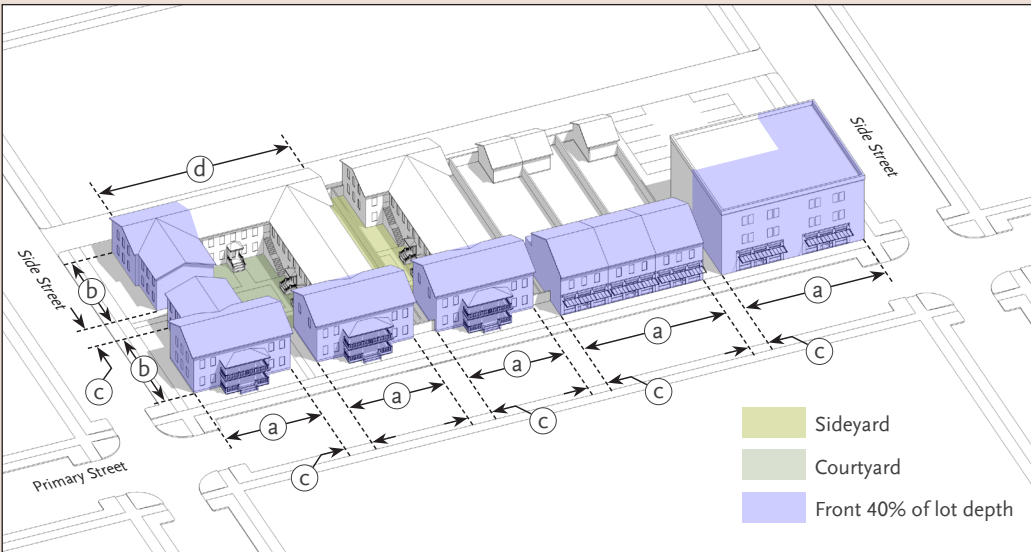
2. Residential projects without a Back Yard shall provide for each residential unit a private open space in the form of a Balcony, Door Yard, or Yard. Private open space shall have a minimum area of 40 square feet with a minimum width of 5 feet.



F. Building Size and Separation. See Section 4.5 (Building Articulation and Massing) for additional standards.

1. Buildings shall be designed according to the following building length and building separation standards:

(a) Building length along Primary Street on front 40% of lot depth (max.)	75 ft.
(b) Building length along Side Street for 40% of lot width (max.)	75 ft.
(c) Building separation along front 40% of lot (min.). Building separation must extend entire lot depth or width or lead to Courtyard.	15 ft.
(d) Building length along rear property line.	150 ft.



G. Frontage Elements, Allowed Encroachments, and Access. See Section 4.6 (Frontage Standards) for additional standards.

1. **Required Frontage Elements.** All Street- and Court-facing building facades shall provide at least one (1) of the frontage elements listed below. Required Frontage Elements may encroach into the Primary Street and Side Street setbacks as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Arcade, Gallery	To R.O.W. line
b. Shopfront	0 ft.
c. Stoop	5 ft.
d. Door Yard	To R.O.W. line
e. Porch	5 ft.
f. Front Yard	0 ft.

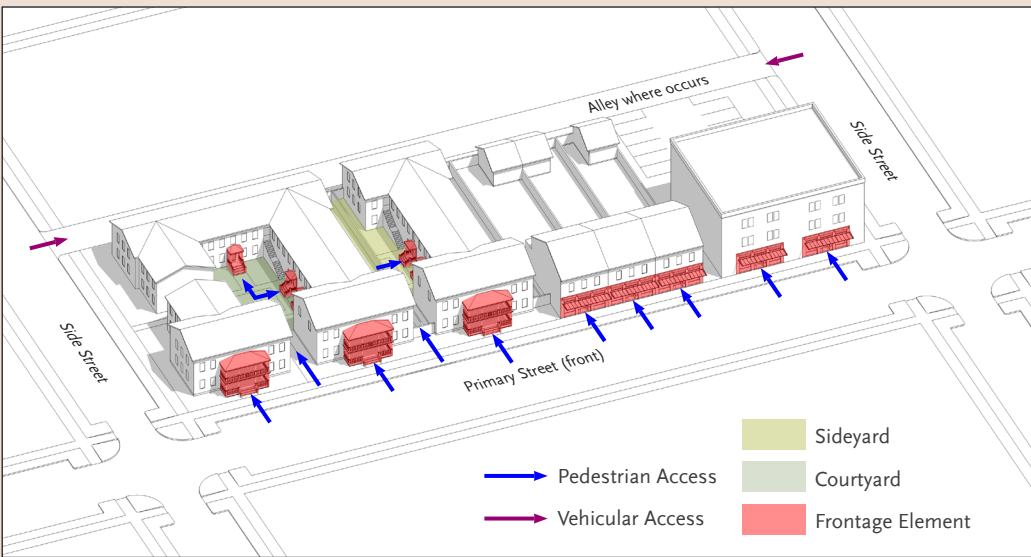
2. **Optional Frontage Elements.** The following Frontage Elements may be provided on all Street- and Courtyard-facing facades. Optional Frontage Elements may encroach into in the Primary Street and Side Street setbacks as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Balcony*	3 ft.
b. Bay Window	3 ft.
c. Cantilevered Room*	2 ft.
d. Awning, Canopy	Within 2 ft. of curb

* Architectural Element only permitted on upper floors

3. **Pedestrian Access.**

- a. All ground floors shall be accessed directly from the sidewalk either directly to each unit or commercial space through an appropriate Frontage Element, Lobby, or On-site Open Space, such as a Court or Side Garden.
- b. Upper floor uses may be accessed through an Exterior Stair, Interior Stair, or Lobby.



4. **Vehicular Access.**

- a. Parking shall be accessed from an alley.
- b. Where an alley is not present, parking/service areas may be accessed from primary street. Driveways shall be located as close to side property line as possible.
- c. Parking/service areas for corner lots shall be accessed from side street.

H. Signage. See Section 4.9 (Sign Standards) for additional standards.

1. **Allowed Signage Types.** A maximum of two of the below sign types are allowed per business. Signs may encroach into Primary Street and Side Street rights-of-way as measured from the building facade as identified below.

Signage Type	Encroachment	Signage Type	Encroachment
a. Porch Sign	0 ft.	d. Projecting	3 ft.
b. Yard Sign	0 ft.	e. Wall	sign thickness
c. Awning, Canopy	Within 2 ft. of curb	f. Blade	3 ft.
d. Window Sign	0 ft.	g. Directory	Sign Thickness

4. DEVELOPMENT CODE

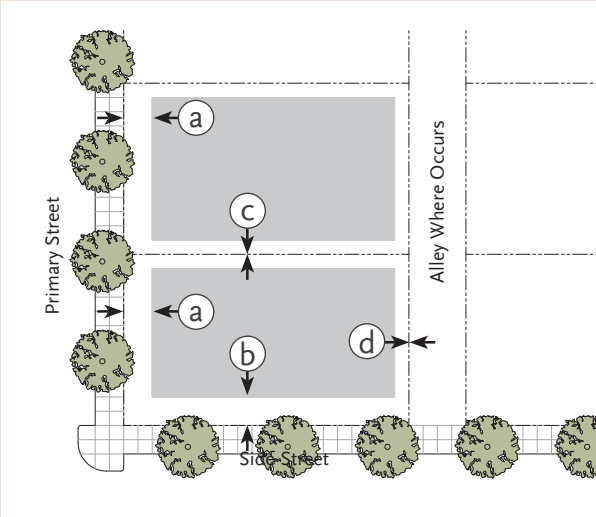
4.3. DEVELOPMENT STANDARDS (CONTINUED)

4.3.5. NEIGHBORHOOD GENERAL 1

A. Building Setbacks as measured from property lines

1. Buildings shall be located on the site as indicated below and shown at right. Setbacks shall apply to all floors (for example, if the ground floor is set back 5 ft. from the Primary Property Line, upper floors shall be set back a minimum of 5 ft. from the Primary Property Line).

a Primary Street Setback		
i. Ground Floor Non-Residential		10 ft. / 25 ft. max.
ii. Ground Floor Residential		10 ft. / 25 ft. max.
b Side Street Setback		
i. Ground Floor Non-Residential		5 ft. min.
ii. Ground Floor Residential and Upper Floors		10 ft. min.
c Side Yard Setback		
i. Non-Residential (front 40% of lot/rear 60% of lot)		7.5 ft. min. /5 ft. min.
ii. Residential (front 40% of lot/rear 60% of lot)		7.5 ft. min. /5 ft. min.
d Rear Setback		
i. With Alley		10 ft. min.
ii. Without Alley		15 ft. min.

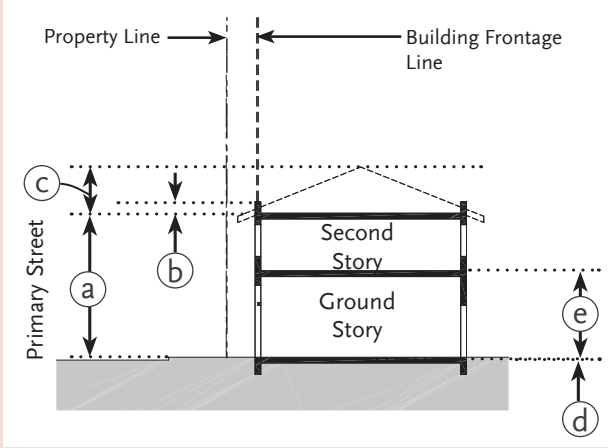


B. Building Height

1. Building heights shall comply with the below standards and as shown at right.

a Top of plate height above adjacent sidewalk (max.)	2 stories / 30 ft.
b Top of parapet height above top of plate (max.)	4 ft.
c Pitched roof height above top of plate (max.)	allowed
d Ground floor above grade at building setback line (max.)	
i. Non-residential	0 ft. ¹
ii. Residential	3.5 ft. max.
e Ground story floor to floor height (min.)	
i. Non-residential	12 ft. min.
ii. Residential	10 ft. min.

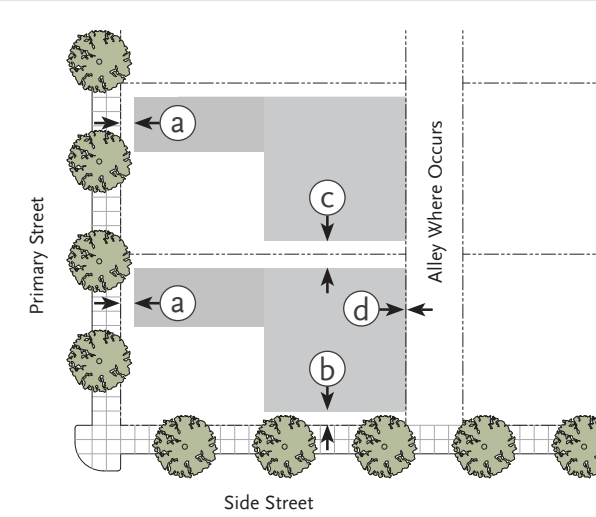
¹ The intent of non-residential ground floor height above grade is to enable direct access from the adjacent sidewalk into ground floor commercial spaces. Ground floor height may be higher than zero (0) ft. in response to existing sloping grades, subject to Director of Development Services approval.



C. Parking Placement

1. On-site parking shall be located as indicated below and shown at right. See Section 4.12 (Parking Design Standards) for additional standards.

a Primary Street Setback		
i. Surface	5 ft. min. for 34% max. of lot width; 50% of lot depth for remaining 66% of lot width; parking prohibited on corners.	
ii. Podium		50% of lot depth
iii. Subterranean		10 ft. min.
b Side Street Setback		
i. Surface		5 ft. min.
ii. Podium		25 ft. min.
iii. Subterranean		5 ft. min.
c Side Yard Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		5 ft. min.
d Rear Setback		
i. Surface		5 ft. min.
ii. Podium		20 ft. min.
iii. Subterranean		5 ft. min.



D. Parking Requirements

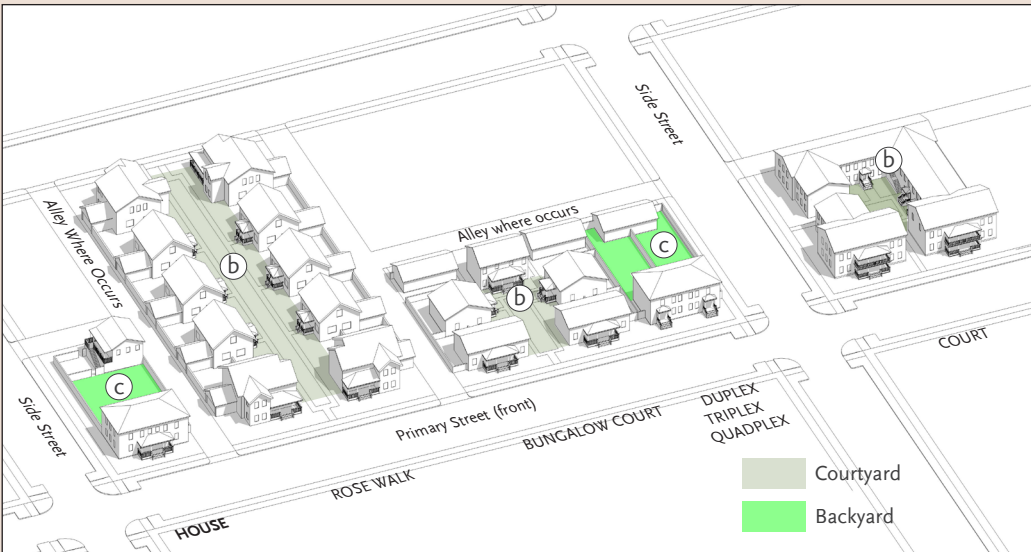
1. Off-street parking spaces shall be provided for each land per the below standards. See Section 4.12 for additional parking requirements.

a. Residential		d. Commercial (Retail/Office)	
i. Units up to 999 sf	1.0 space/unit	i. Ground floor commercial	1/300 sf gross ground floor building area
ii. Units between 1,000 – 1,499 sf	1.5 spaces/unit	ii. Upper Floor commercial	1/350 sf gross upper floor building area
iii. Units 1,500 sf and greater	2.0 spaces/unit	e. Restaurant, Cafes, or similar	
iv. Guest	0.25/unit	i. Up to 24.99% gross building area	1/300 sf restaurant area
b. Lodging:		ii. 25% of gross building area or greater	1/300 sf restaurant for first 24.99%; per RMC Section 18.164.240
0.75 space/room		f. Civic	
c. Live/Work		1/350 sf gross building area	
i. Units up to 1,499 sf	1.0 space/unit	g. Mixed-Use: See Section 4.12.C.4 (Spaces for Multiple Uses and Mixed-use Developments).	
ii. Units 1,500 sf and greater	See Commercial		

4.3.5. NEIGHBORHOOD GENERAL 1 (CONTINUED)

E. On-Site Open Space. See Section 4.4 (On-Site Open Space Types) for additional standards.

1. One (1) or more of the On-Site Open Space Types listed below shall be provided on each lot. The required On-Site Open Space shall be generally rectangular in form with the below-listed minimum size requirements and must be accommodated behind the Primary Street setback line.
- | Open Space Type | Minimum Area | Minimum Dimensions |
|-----------------|-----------------------|--------------------|
| (a) Side Garden | 15% of total lot area | 20 ft. x 20 ft. |
| (b) Courtyard | 15% of total lot area | 20 ft. x 20 ft. |
| (c) Back Yard | 15% of total lot area | 20 ft. x 20 ft. |
2. Residential projects without a Back Yard shall provide for each residential unit a private open space in the form of a Balcony, Door Yard, or Yard. Private open space shall have a minimum area of 40 square feet with a minimum width of 5 feet.



F. Building Size and Separation. See Section 4.5 (Building Articulation and Massing) for additional standards.

1. Buildings shall be designed according to the following building length and building separation standards:

(a) Building length along Primary Street on front 40% of lot depth (max.)	60 ft.
(b) Building length along Side Street for 40% of lot width (max.)	75 ft.
(c) Building separation along front 40% of lot (min.). Building separation must extend entire lot depth or width or lead to Courtyard.	15 ft.
(d) Building length along rear property line.	150 ft.



G. Frontage Elements, Allowed Encroachments, and Access. See Section 4.6 (Frontage Standards) for additional standards.

1. **Required Frontage Elements.** All Street- and Court-facing building facades shall provide at least one (1) of the frontage elements listed below. Required Frontage Elements may encroach into the Primary Street and Side Street setbacks as measured from the building facade as identified below.

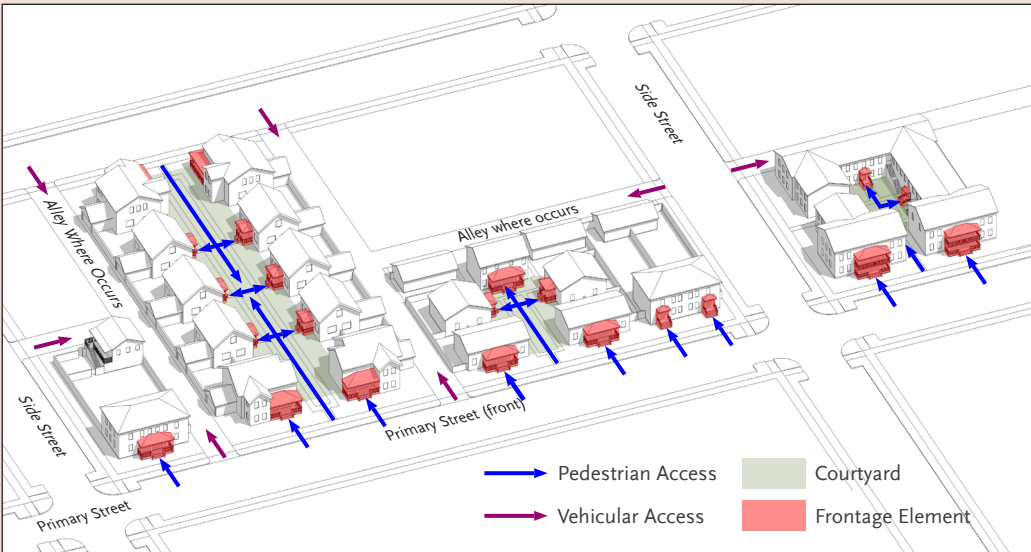
Frontage Element	Encroachment
a. Shopfront	n/a
b. Stoop	5 ft.
c. Door Yard	To R.O.W. line
d. Porch	5 ft.
e. Front Yard	n/a

2. **Optional Frontage Elements.** The following Frontage Elements may be provided on all Street- and Courtyard-facing facades. Optional Frontage Elements may encroach into in the Primary Street and Side Street setbacks as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Balcony*	3 ft.
b. Bay Window	3 ft.
c. Cantilevered Room*	2 ft.
d. Awning, Canopy	To R.O.W. line

* Architectural Element only permitted on upper floors

3. **Pedestrian Access.**
- All ground floors shall be accessed directly from the sidewalk either directly to each unit or commercial space through an appropriate Frontage Element, Lobby, or On-site Open Space, such as a Court or Side Garden.
 - Upper floor uses may be accessed through an Exterior Stair, Interior Stair, or Lobby.



4. **Vehicular Access.**

- Parking shall be accessed from an alley.
- Where an alley is not present, parking/service areas may be accessed from primary street. Driveways shall be located as close to side property line as possible.
- Parking/service areas for corner lots shall be accessed from side street.

H. Signage. See Section 4.9 (Sign Standards) for additional standards.

1. **Allowed Signage Types.** A maximum of two of the below sign types are allowed per business. Signs may encroach into Primary Street and Side Street setbacks as identified below.

Signage Type	Encroachment
a. Porch Sign	5 ft. in conjunction with Porch or Stoop frontage element
b. Yard Sign	within 3 ft. of R.O.W. line
a. Awning	To R.O.W. line in conjunction with Awning frontage element

4. DEVELOPMENT CODE

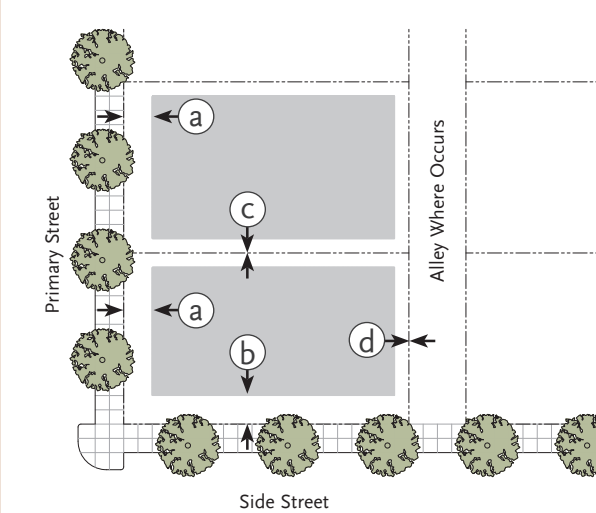
4.3. DEVELOPMENT STANDARDS (CONTINUED)

4.3.6. NEIGHBORHOOD GENERAL 2

A. Building Setbacks as measured from property lines

1. Buildings shall be located on the site as indicated below and shown at right. Setbacks shall apply to all floors (for example, if the ground floor is set back 5 ft. from the Primary Property Line, upper floors shall be set back a minimum of 5 ft. from the Primary Property Line).

(a) Primary Street Setback		
i. Ground Floor Non-Residential		10 ft. / 25 ft. max.
ii. Ground Floor Residential		10 ft. / 25 ft. max.
(b) Side Street Setback		
i. Ground Floor Non-Residential		5 ft. min.
ii. Ground Floor Residential and Upper Floors		10 ft. min.
(c) Side Yard Setback		
i. Non-Residential (front 40% of lot/rear 60% of lot)		7.5 ft. min. /5 ft. min.
ii. Residential (front 40% of lot/rear 60% of lot)		7.5 ft. min. /5 ft. min.
(d) Rear Setback		
i. With Alley		15 ft. min.
ii. Without Alley		20 ft. min.

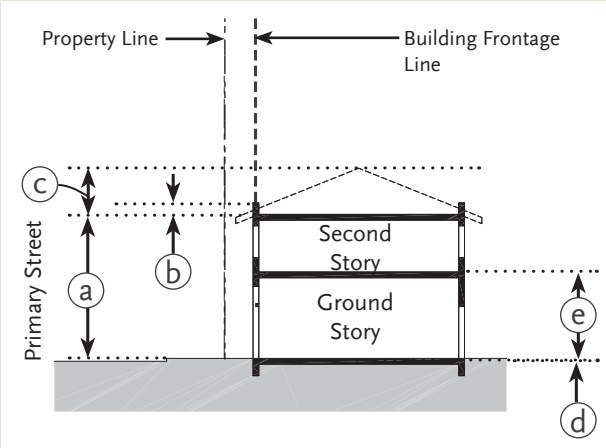


B. Building Height

1. Building heights shall comply with the below standards and as shown at right.

(a) Top of plate height above adjacent sidewalk (max.)	2 stories / 30 ft.
(b) Top of parapet height above top of plate (max.)	4 ft.
(c) Pitched roof height above top of plate (max.)	allowed
(d) Ground floor above grade at building setback line (max.)	
i. Non-residential	0 ft. ¹
ii. Residential	3.5 ft. max.
(e) Ground story floor to floor height (min.)	
i. Non-residential	12 ft. min.
ii. Residential	10 ft. min.

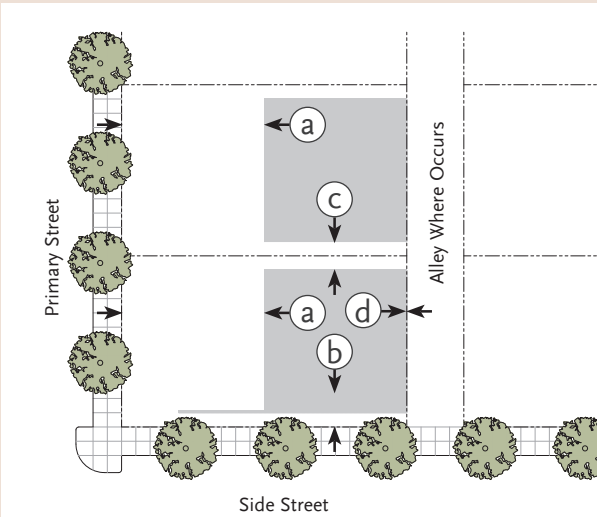
¹ The intent of non-residential ground floor height above grade is to enable direct access from the adjacent sidewalk into ground floor commercial spaces. Ground floor height may be higher than zero (0) ft. in response to existing sloping grades, subject to Director of Development Services approval.



C. Parking Placement

1. On-site parking shall be located as indicated below and shown at right. See Section 4.12 (Parking Design Standards) for additional standards.

(a) Primary Street Setback		
i. Surface		50% of lot depth
ii. Podium		50% of lot depth
iii. Subterranean		10 ft. min.
(b) Side Street Setback		
i. Surface		5 ft. min.
ii. Podium		25 ft. min.
iii. Subterranean		5 ft. min.
(c) Side Yard Setback		
i. Surface		5 ft. min.
ii. Podium		15 ft. min.
iii. Subterranean		5 ft. min.
(d) Rear Setback		
i. Surface		5 ft. min.
ii. Podium		20 ft. min.
iii. Subterranean		5 ft. min.



D. Parking Requirements

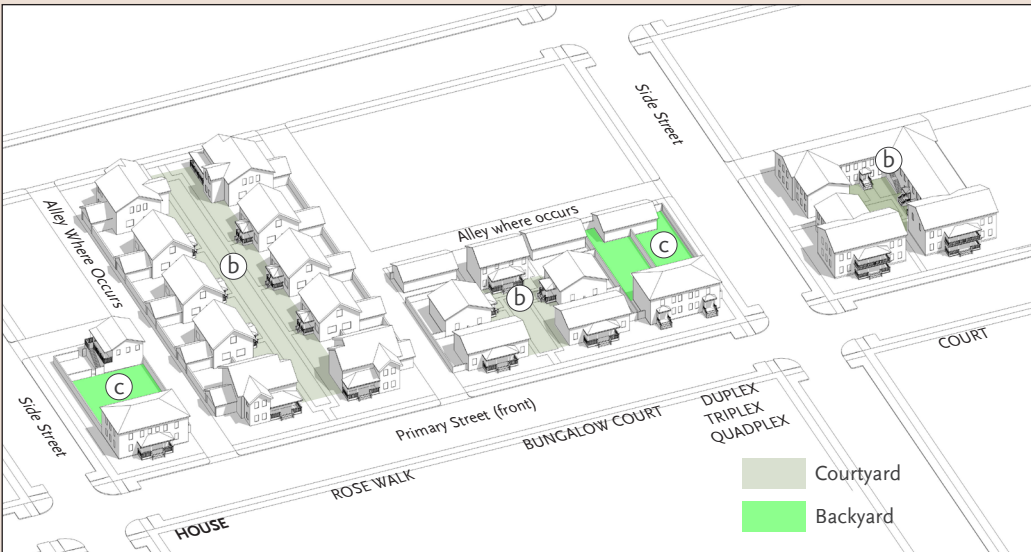
1. Off-street parking spaces shall be provided for each land per the below standards. See Section 4.12 for additional parking requirements.

a. Residential		d. Commercial (Retail/Office)	
i. Units up to 999 sf	1.0 space/unit	i. Ground floor commercial	1/300 sf gross ground floor building area
ii. Units between 1,000 – 1,499 sf	1.5 spaces/unit	ii. Upper Floor commercial	1/350 sf gross upper floor building area
iii. Units 1,500 sf and greater	2.0 spaces/unit	e. Restaurant, Cafes, or similar	
iv. Guest	0.25/unit	i. Up to 24.99% gross building area	1/300 sf restaurant area
b. Lodging:		ii. 25% of gross building area or greater	1/300 sf restaurant for first 24.99%; per RMC Section 18.164.240
0.75 space/room		f. Civic	
c. Live/Work		1/350 sf gross building area	
i. Units up to 1,499 sf	1.0 space/unit	g. Mixed-Use: See Section 4.12.C.4 (Spaces for Multiple Uses and Mixed-use Developments).	
ii. Units 1,500 sf and greater	See Commercial		

4.3.6. NEIGHBORHOOD GENERAL 2 (CONTINUED)

E. On-Site Open Space. See Section 4.4 (On-Site Open Space Types) for additional standards.

1. One (1) or more of the On-Site Open Space Types listed below shall be provided on each lot. The required On-Site Open Space shall be generally rectangular in form with the below-listed minimum size requirements and must be accommodated behind the Primary Street setback line.
- | Open Space Type | Minimum Area | Minimum Dimensions |
|-----------------|-----------------------|--------------------|
| ① Side Garden | 15% of total lot area | 20 ft. x 20 ft. |
| ② Courtyard | 15% of total lot area | 20 ft. x 20 ft. |
| ③ Back Yard | 15% of total lot area | 20 ft. x 20 ft. |
2. Residential projects without a Back Yard shall provide for each residential unit a private open space in the form of a Balcony, Door Yard, or Yard. Private open space shall have a minimum area of 40 square feet with a minimum width of 5 feet.



F. Building Size and Separation. See Section 4.5 (Building Articulation and Massing) for additional standards.

1. Buildings shall be designed according to the following building length and building separation standards:

Ⓐ Building length along Primary Street on front 40% of lot depth (max.)	60 ft.
Ⓑ Building length along Side Street for 40% of lot width (max.)	75 ft.
Ⓒ Building separation along front 40% of lot (min.). Building separation must extend entire lot depth or width or lead to Courtyard.	15 ft.
Ⓓ Building length along rear property line.	150 ft.



G. Frontage Elements, Allowed Encroachments, and Access. See Section 4.6 (Frontage Standards) for additional standards.

1. **Required Frontage Elements.** All Street- and Court-facing building facades shall provide at least one (1) of the frontage elements listed below. Required Frontage Elements may encroach into the Primary Street and Side Street setbacks as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Shopfront	n/a
b. Stoop	5 ft.
c. Door Yard	To R.O.W. line
d. Porch	5 ft.
e. Front Yard	n/a

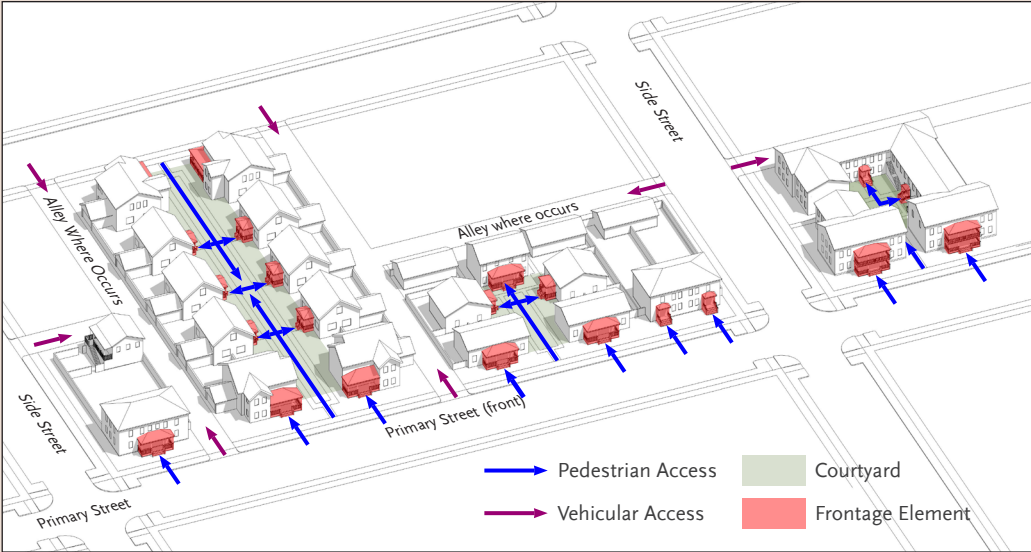
2. **Optional Frontage Elements.** The following Frontage Elements may be provided on all Street- and Courtyard-facing facades. Optional Frontage Elements may encroach into in the Primary Street and Side Street setbacks as measured from the building facade as identified below.

Frontage Element	Encroachment
a. Balcony*	3 ft.
b. Bay Window	3 ft.
c. Cantilevered Room*	2 ft.
d. Awning, Canopy	To R.O.W. line

* Architectural Element only permitted on upper floors

3. **Pedestrian Access.**

- a. All ground floors shall be accessed directly from the sidewalk either directly to each unit or commercial space through an appropriate Frontage Element, Lobby, or On-site Open Space, such as a Court or Side Garden.
- b. Upper floor uses may be accessed through an Exterior Stair, Interior Stair, or Lobby.



4. **Vehicular Access.**

- a. Parking shall be accessed from an alley.
- b. Where an alley is not present, parking/service areas may be accessed from primary street. Driveways shall be located as close to side property line as possible.
- c. Parking/service areas for corner lots shall be accessed from side street.

H. Signage. See Section 4.9 (Sign Standards) for additional standards.

1. **Allowed Signage Types.** A maximum of two of the below sign types are allowed per business. Signs may encroach into Primary Street and Side Street setbacks as identified below.

Signage Type	Encroachment
a. Porch Sign	5 ft. in conjunction with Porch or Stoop frontage element
b. Yard Sign	within 3 ft. of R.O.W. line

4. DEVELOPMENT CODE

4.4. ON-SITE OPEN SPACE AND FENCE/WALL STANDARDS

- A. Intent.** On-site open space provides private and common public outdoor space for the enjoyment and use of residents, employees, and visitors and also provides comfortable spaces through which pedestrian access is provided from the street to any buildings (or portions of buildings) that lack direct street frontage.

B. Applicability. Each proposed new building shall be designed in compliance with the open space standards of this Section for the applicable zone, except for public and institutional buildings, which because of their unique disposition and application are not required to comply with these requirements and are reviewed by a special permit and procedures.

C. Requirements for All Open Space Types.

1. Fence and Garden Wall Standards

a. Walls.

i. Garden walls and retaining walls along street frontages, shall be made of or clad in brick, stone, or stucco and shall be compatible with the design of the principal building.

ii. Garden walls shall be no less than eight inches wide and capped by smooth mortar cap or a brick, terra cotta, or similar cap that overlaps the wall below by no less than one half inch on each side.

b. Fences and Gates.

i. Wood fences and gates enclosing front yards shall be made of vertical pickets with no more than three inch gaps in between.

ii. Wood fences and gates are not recommended on frontages in the Village Center (VC), Downtown (DT), and Village General (VG) zones.

iii. Wrought iron fences and gates shall be made of true wrought iron, or steel bar that faithfully simulates true wrought iron. Spacing between bars shall be no less than four-inches. Wrought iron fences shall have iron or steel posts and/or brick or stone piers.

iv. Chain link fencing is prohibited, except along alleys within the Neighborhood General 1 (NG1) and Neighborhood General 2 (NG2) zones.
- c. Corner Cutoffs.** The design of front yard fences and hedges at corner lots shall conform to the corner cutoff and traffic sight safety standards required by Chapter 18.168 of the *Redlands Municipal Code*.
- D. On-Site Open Space Types.** This Section identifies a series of open space types, including the configuration and design characteristics of each type. Refer to the Zone that applies to a particular parcel to determine which open space type may be applied toward meeting the required amount of on-site open space, and the size and configuration criteria that apply (see Sections 4.3.1.E; 4.3.2.E; 4.3.3.E; 4.3.4.E; 4.3.5.E; or 4.3.6.E.). Defined Open Space Types are: Side Garden, Courtyard, Roof Deck, Back Yard, and Frontyard (see Figure 4-5).

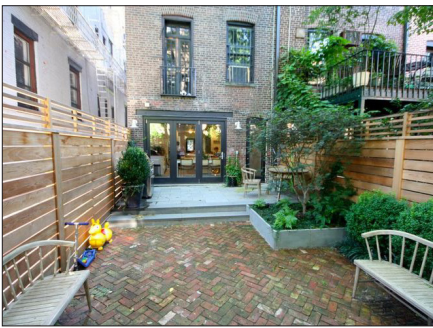
FIGURE 4-5: OPEN SPACE TYPES



Courtyard



Side Garden



Backyard



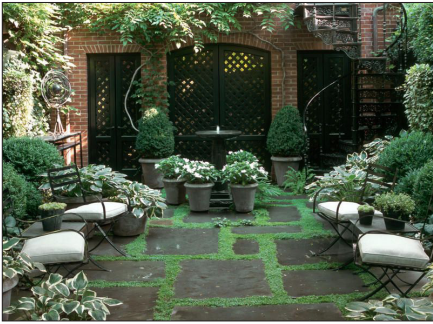
Roof Deck



Courtyard



Side Garden



Backyard



Roof Deck

1. Side Garden

a. **Definition.** A landscaped open space along one side of a lot. Side Gardens may be semi-private spaces through which occupant and visitor access is provided to one or more buildings or dwellings. Side Gardens of single-family dwellings are private, primarily landscaped open spaces. For multi-family buildings, Side Gardens may be designed for the shared use of all residents. Note that Side Gardens strongly defined by buildings on two or more sides – particularly if they include significant hardscape areas – may also be classified as Side Courts (see Section 4.4.D.2).

b. Design Standards

i. Configuration.

- (a) Side Gardens are located between the building and the Side Yard property line and should have a basic rectangular shape.
- (b) For Multi-family buildings, the Side Garden provides access to units.
- (c) Size. Refer to Section 4.3.1.E, 4.3.2.E, 4.3.3.E, 4.3.4.E, 4.3.5.E, or 4.3.6.E for dimensional requirements. Parking courts may count towards minimum size requirements, provided finishes and landscape are consistent with Section 4.4.D.1.b.ii below.
- (d) Encroachments. Dooryards, porches, stoops, and architectural elements may encroach into the Side Garden as indicated in the Design Criteria for the applicable Zone.

ii. Multi-Family or Commercial Side Gardens.

(a) **Finishes.** Side Garden materials, finishes, fixtures, and colors shall be designed in a manner that is consistent with the architectural language of the building.

(b) Landscape.

- (i) Except for paved areas, Side Gardens shall be planted in their entirety with trees, shrubs, ground cover, and water conserving plant materials.
- (ii) The top of walls of planters shall be no taller than eighteen (18) inches, but some may be up to forty-two (42) inches if required to support the health of plantings.
- (iii) Appropriate irrigation and drainage shall be provided to all planted areas, including pots.
- (iv) Trees scaled to the space are recommended for shade and to screen views to and from neighboring buildings.
- (v) See Section 4.11 (On-Site Landscape, Outdoor Lighting, and Public Art Standards) for additional landscaping and maintenance requirements.

iii. **Single-Family Side Gardens.** Since Single-Family Side Gardens are private open space areas, no design standards are provided, however trees scaled to the space are generally recommended for shade and to screen views to and from neighboring buildings.

c. Wall, Fence, and Hedge Standards.

- i. Side Yard fences and walls located behind the front building facade may be up to six (6) feet high as measured from adjacent finished grade.
- ii. Side Yard fences built parallel to the frontage between buildings to enclose the Side Yard(s) shall be set back a minimum of five (5) feet behind the facade line, except walls that are an integral part of the architecture of the building, which may be flush with the facade or set back (see Figure 4-6 and Figure 4-7).
- iii. On corner lots, walls or hedges enclosing Side Gardens that front the Side Street may not exceed three (3) feet in height as measured from the adjacent sidewalk.
- iii. Solid fences enclosing the Front Yard – including walls separating the Front Yard from the Side Garden – may not exceed three (3) feet in height as measured from the adjacent sidewalk.



Side Garden

FIGURE 4-6: SINGLE-FAMILY SIDE GARDEN

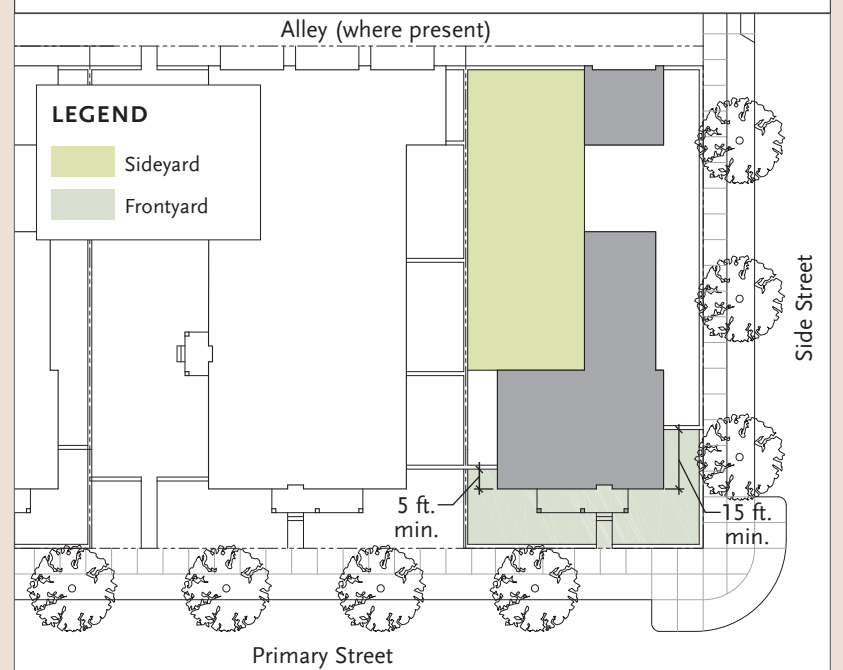
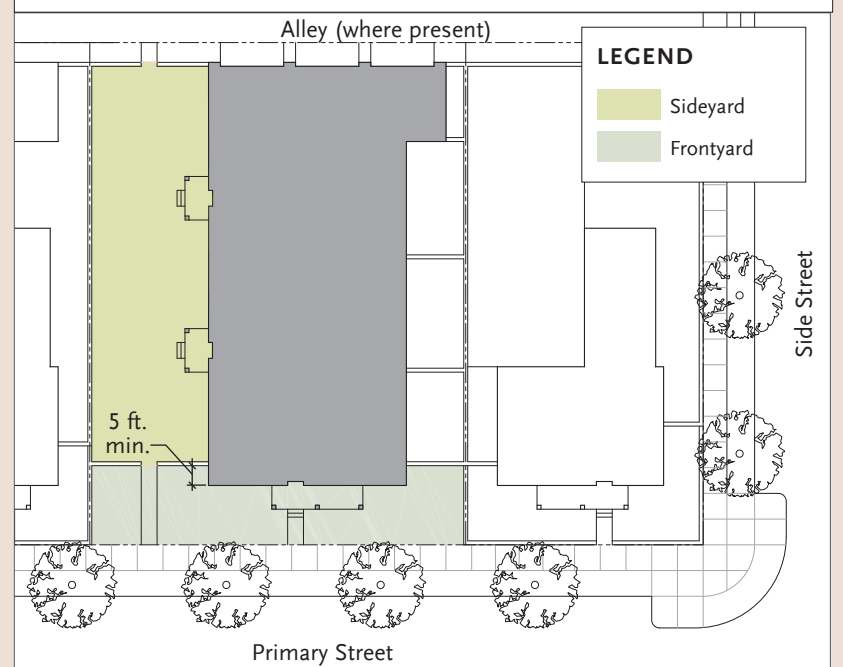


FIGURE 4-7: MULTI-FAMILY SIDE GARDEN



4. DEVELOPMENT CODE

4.4. ON-SITE OPEN SPACE AND FENCE/WALL STANDARDS (CONTINUED)

2. Court

a. **Definition.** A semi-public, shared open space within a lot, for use by more than one resident or tenant. It is a well-defined, coherent area that is an essential component of the project's design, not merely space left over after the building mass is placed. Courts generally provide visitor access from the street to dwellings, retail or office spaces, and/or buildings within the lot that lack direct frontal access from the street. The degree of enclosure or openness may vary according to the requirements of each zone and the design intent of the project designer.

FIGURE 4-8: SIDE COURT OPEN TO STREET

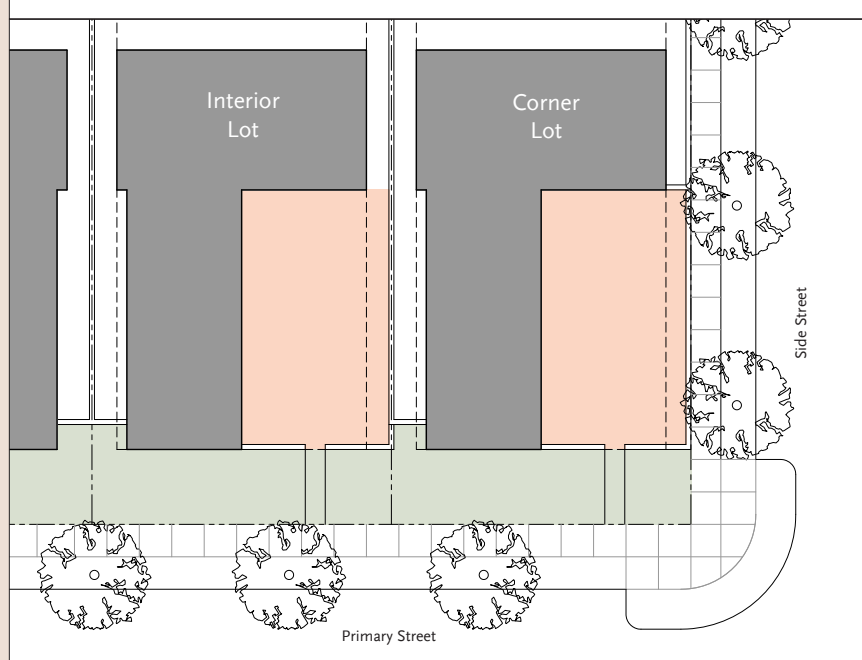


FIGURE 4-9: INTERNAL SIDE COURT

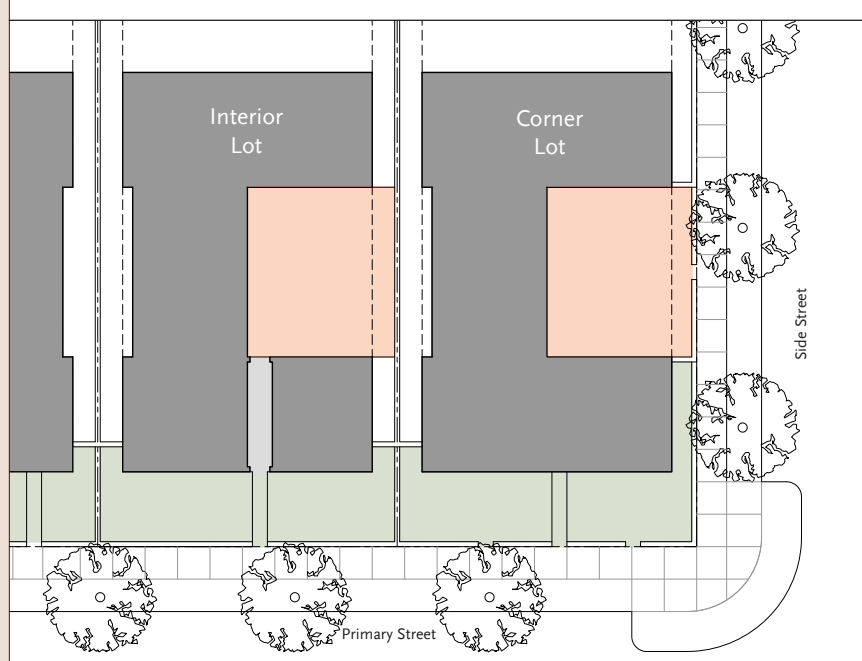
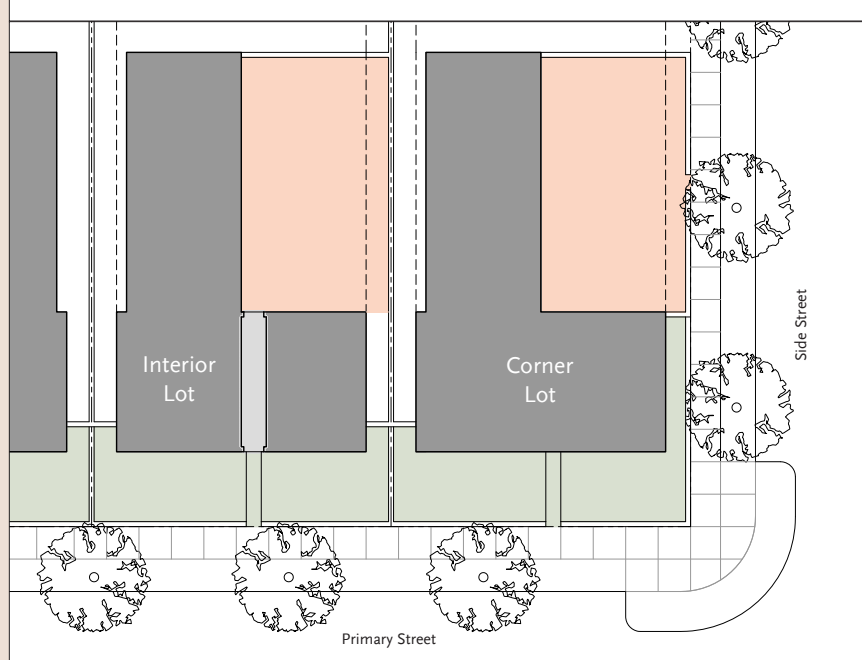


FIGURE 4-10: SIDE COURT OPEN TO STREET



b. Design Standards

- i. **Configuration.** Courts – particularly the portion of the court(s) that is intended to meet the minimum Required On-Site Open Space area requirements of each individual zone – may be placed in the following ways:
- (a) **Side Court.** The Court is placed along the side yard of the parcel to (see Figures 4-8, 4-9, and 4-10):
 - (i) Correspond with a court or back yard on an adjacent lot to create the effect of one large open space;
 - (ii) Provide a contiguous space for entrances to a neighboring existing building that face the proposed project and are located close to the property line, to face; or
 - (iii) When the adjoining lot contains a single-family house, to create a large open space next to the house.
 - (b) **Open to Street.** The Court adjoins the minimum Primary Street setback line creating a deep, combined garden/terrace facing the street (see Figures 4-8 and 4-11).
 - (c) **Internal Courtyard.** The Court is an internal courtyard, entirely contained within the site (see Figures 4-9 and 4-12).
 - (d) **Special Circumstances.** When a site contains an exceptional feature, such as a large, healthy tree or topography, the Court is placed to retain and take advantage of that special feature.
- ii. **Size.** Refer to Section 4.3.1.E, 4.3.2.E, 4.3.3.E, 4.3.4.E, 4.3.5.E, or 4.3.6.E for dimensional requirements. Parking courts may count

FIGURE 4-11: COURT OPEN TO STREET

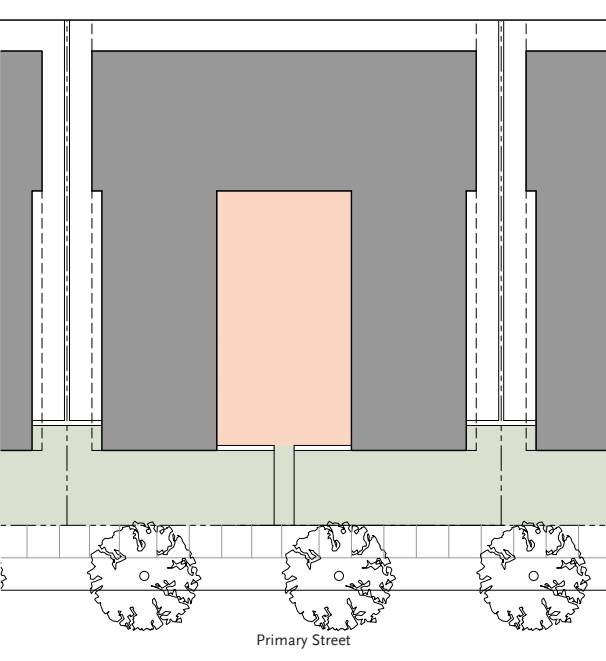
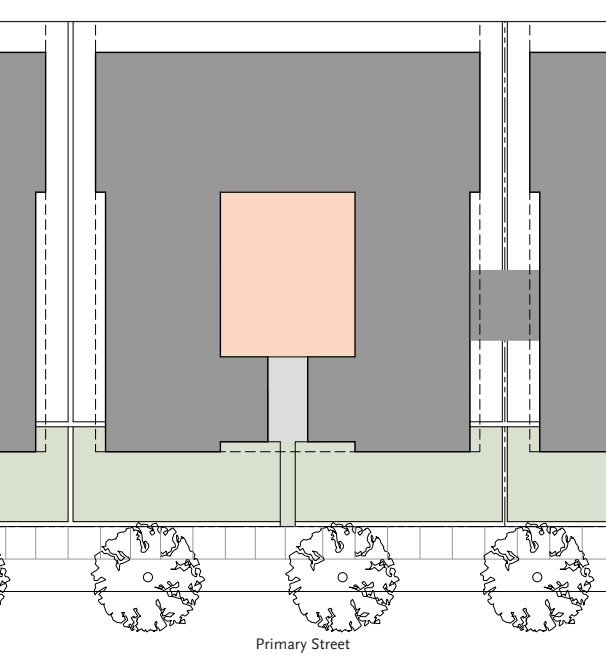


FIGURE 4-12: INTERNAL COURT



2. Court (continued)

towards minimum size requirements, provided finishes and landscape are consistent with Section 4.4.D.2.b.viii and ix below.

iii. Enclosure.

- (a) In general, a Court's perimeter shall be defined by building walls on at least two sides, and on a third side by building walls or architectural or landscape elements such as low walls or trellises, or linear landscape elements such as hedges or rows of trees.
- (b) In some cases, one side of a Court may be defined by a building wall or a linear landscape element on an adjoining property.
- (c) Driveways located adjacent to a Court shall be screened by architectural elements such as low walls or trellises, or linear landscape elements such as hedges or rows of trees so as not to appear to be located within the Court.

iv. Encroachments into Courts. Dooryards, stoops, and architectural elements may encroach into the Court as allowed by the Urban Standards of each Zone.

v. Common Area. Courts shall be designed to be gathering places for the occupants and also circulation spaces through which pedestrian access is provided from the street to any buildings (or portions of buildings) that lack direct street frontage. Courts shall provide a central, flat area that is usable and encourages human activity and interaction. This area should contain a combination of paving and landscaping.

vi. Private Area. Courts should be designed to provide for private access to dwellings and businesses that lack direct street

frontage. Courts should also provide space for private outdoor space in the form of private patio and terrace spaces.

vii. Amenities. Courts should include public amenities such as seating areas, fountains, BBQ islands and/or outdoor fireplaces to encourage their use as common outdoor rooms or gathering places.

viii. Finishes. Court materials, finishes, fixtures, and colors shall be designed in a manner that is consistent with the architectural language of the building.

ix. Landscape.

- (a) Except for paved areas, courts shall be planted in their entirety with trees, shrubs, ground cover and water conserving plant materials.
- (b) Arbors, trellis structures and raised planter/seating walls may be provided.
- (c) Court planting may be in permanent planters. The top of walls of planters shall generally be no taller than eighteen (18) inches, but some may be up to forty-two (42) inches if required to support the health of plantings.
- (d) Appropriate irrigation and drainage shall be provided to all planted areas and planter pots.
- (e) Trees scaled to the space are recommended for shade and to screen views to and from neighboring buildings.
- (f) See Section 4.11 (On-Site Landscape, Outdoor Lighting, and Public Art Standards) for additional landscaping and maintenance requirements.

c. Wall, Fence, and Hedge Standards. See Section 4.4.D.1.c.



A court with a common seating area oriented around an outdoor fireplace.



A court with an informal seating area.



A court with a central fountain and wood benches.



A court with a fountain and formal planting

4. DEVELOPMENT CODE

4.4. ON-SITE OPEN SPACE AND FENCE/WALL STANDARDS (CONTINUED)

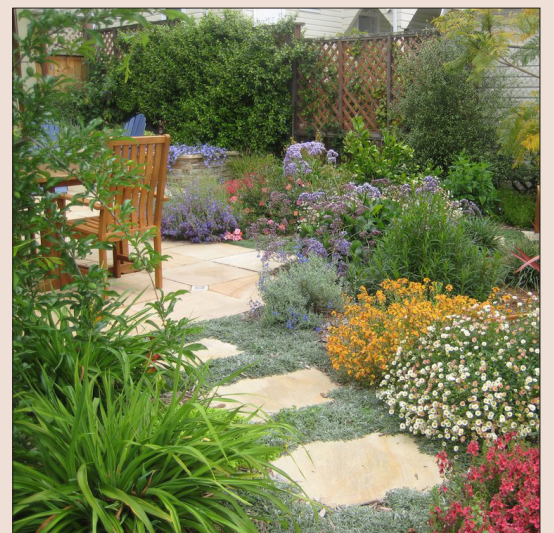
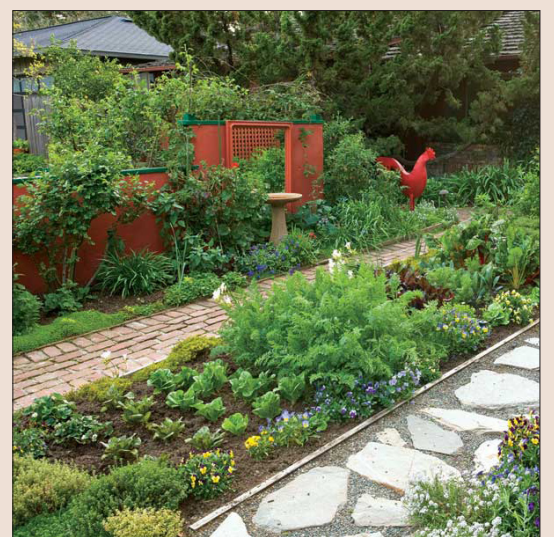
3. Roof Deck

- a. **Definition.** A rooftop open space that may be assigned to individual units or a shared open space available for use by all residents or tenants. Amenities can include trellises, landscaping, seating areas, BBQ islands, and/or outdoor fireplaces, and the like.
- b. **Design Standards**
 - i. **Configuration.** Roof Decks may be located on a portion or all of a building, subject to the California Building Code (CBC).
 - ii. **Size.** Refer to each individual zone for minimum and maximum size requirements. Roof decks can meet the minimum open space requirements in certain zones.
 - iii. **Amenities.** Roof Decks designated to meet the minimum on-site open space requirements shall include design elements such as seating areas, fountains, and/or outdoor fireplaces to encourage their use as outdoor rooms or gathering places.
 - iv. **Finishes.** Roof Deck materials, finishes, fixtures, and colors visible from the street and Required On-Site Open Spaces – including trellises, railings, and walls – shall be designed in a manner that is consistent with the architectural language of the building.



4. Back Yard

- a. **Definition.** A private, landscaped open space located behind a single family or multi-family building that is for the use of the residents of one or more dwellings. For buildings with two or more units, Backyards may be divided into separated private yards, provided each private yard is located directly adjacent to the dwelling unit.
- b. **Design Standards.** Since Back Yards are private open space areas, no design standards are provided.
- c. **Wall, Fence, and Hedge Standards.**
 - i. Back Yard fences and walls located behind the front building facade may be up to six (6) feet high (see Figure 4-13 on the following page).
 - ii. Fences and walls along the Side Street frontage may be up to six (6) feet high for the rear portion of the site up to fifteen (15) feet behind the primary street facing facade line (see Figure 4-13). Fences along the remaining side street frontage, adjacent to the front yard, may be up to three (3) feet high.
 - iii. Wood fences at interior side and rear property lines shall provide fronts to both sides of the property line (“good neighbor fencing”), for example by alternating members from one side of the fence to the other.



5. Frontyard

a. **Definition.** The Frontyard is the area between the Primary Street facing building facade and the Primary Street property line and/or back of sidewalk (see Figure 4-13). On corner lots, the Frontyard also includes the area between the Side Street facing facade and the Side Street property line up to the fence enclosing the back yard. Frontyards provide a physical separation between the street and buildings on the site, while presenting a place to greet one's neighbors and for informal play. Access to buildings from the sidewalk also occurs through the front yard. Frontyards may be visually continuous with adjacent yards with a common landscape, or enclosed by a low fence, wall, or hedge.

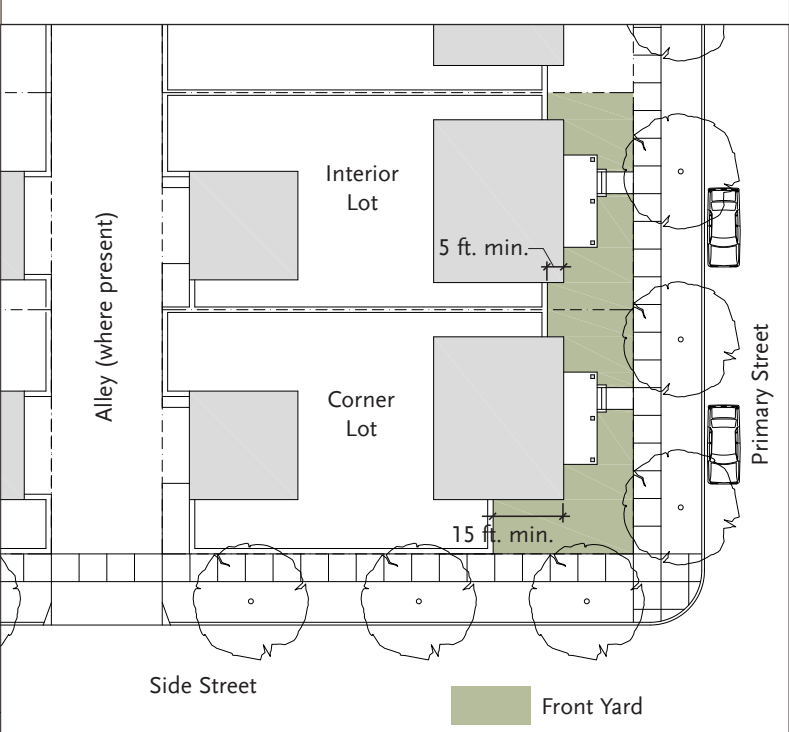
b. **Design Standards**

- i. Courts and Side Gardens may extend into the Primary Street and/or Side Street Frontyard area(s), but portions within these setbacks areas do not count towards the minimum Required On-Site Open Space requirements of each individual zone.
- ii. Dooryards, porches, stoops, and architectural elements may encroach into the Frontyard as allowed by each individual zone.
- iii. Frontyards shall be landscaped and maintained as follows:
 - (a) Except for walkways, front yards shall be planted in their entirety with trees, shrubs, ground cover and water conserving plant materials.
 - (b) Frontyard landscape shall be maintained in an orderly and neat condition.
 - (c) See Section 4.11 (On-Site Landscape, Outdoor Lighting, and Public Art Standards) for additional landscaping and maintenance requirements.
- iv. Tree Well and Parkway Planting. Tree wells and the parkway between the sidewalk and the street shall be landscaped and maintained as follows:
 - (a) Street trees of an approved type shall be provided in tree wells or parkways. Street trees shall be specified as indicated in Chapter 7.
 - (b) Parkway shall be landscaped per Section 4.15.C (Street and Streetscape Design Standards).
 - (c) Parkway in front of commercial uses may be omitted to allow for pedestrian access. Trees shall be accommodated in tree wells.

c. **Wall, Fence, and Hedge Standards.**

- i. Front yard fence and wall materials and design shall be compatible with the architectural style of the building.
- ii. Fences built parallel to the frontage between buildings to enclose the side yard(s) may be up to six (6) feet high and shall be set back a minimum five (5) feet behind the facade line (see Figure 4-13). Walls that are an integral part of the architecture of the building may be located either flush with the building facade or set back.
- iii. Front yard solid fences, walls, and hedges shall be no taller than three (3) feet above the adjacent sidewalk. Open fences shall not exceed four (4) feet above the adjacent sidewalk.
- iv. On corner lots, fences and walls along the side street frontage may be up to 6 feet high for the rear portion of the site up to fifteen (15) feet behind the primary street facing facade line (see Figure (16) 13). Solid fences along the remaining side street frontage may be up to a maximum of three (3) feet above the sidewalk.
- v. Retaining walls at street frontages may be up to three (3) feet in height. Retaining walls within the frontage setback area shall be made of or clad in brick, stone, or stucco and shall be compatible with the design of the principal building. Retaining walls behind the fence line and substantially obscured from views from the public way may be relieved of this requirement.
- vi. Landscaped berms are prohibited.

FIGURE 4-13: FRONT YARD



Continuous lawn extends across several frontyards.



Individual frontyards separated by frontyard fences.



Front yard planter boxes between entry stoops.

4. DEVELOPMENT CODE

4.5. BUILDING ARTICULATION AND MASSING STANDARDS

- A. Purpose and Intent.** This Section establishes standards to ensure that new development not appear as over-sized, monolithic structures, but instead as a series of smaller scale buildings. This goal is a particular importance when one large ownership, or smaller consolidated parcels are proposed for development as a single project. The standards of this Section ensure that these larger projects are designed to appear as carefully conceived groups of separate structures that, along with an attractive streetscape, contribute to the overall urban, pedestrian-friendly character of the Specific Plan area.
- B. Applicability.** The requirements of this Section apply to all new buildings within the Specific Plan area.
- C. Building Massing and Articulation.** New buildings shall be composed of simple, well-proportioned masses designed according to a combination of a minimum of four (4) of the following massing and articulation techniques: Horizontal Articulation, Vertical Articulation, Architectural Projections, Architectural Recessions, Facade Differentiation, Height Averaging, and Floor Level Articulation. Please see page 4:33 for standards and illustrations of each massing and articulation technique.



Mixed-use building with protruding Monterey and standard balconies.



Mixed-use building with recessed third floor balcony and creative differentiation of floors (floor level articulation).



Mixed-use building articulated with corner tower.



Multi-family building articulated with raised center volume.



Building designed with two-, three-, and four-story building massing (height averaging).



Multi-family Building with second-story protruding Monterey balcony.

1. Horizontal Articulation



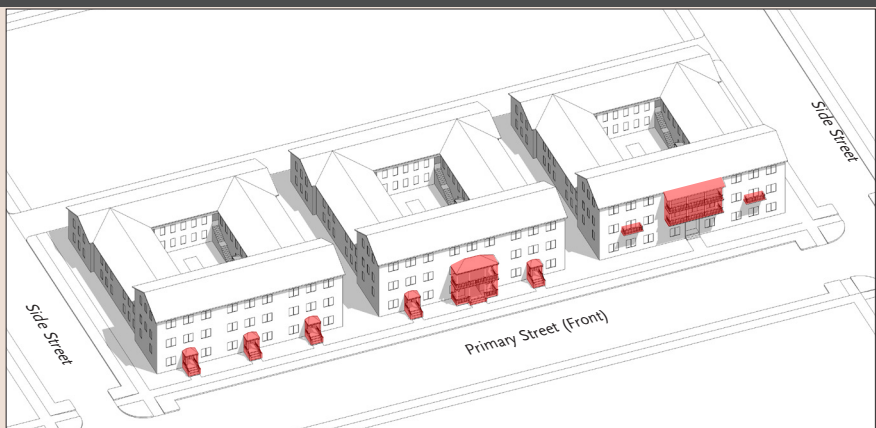
Step a portion of the street-facing facade forward or backward from the predominant facade plane a minimum of six (6) feet for a minimum distance of twenty-five (25) feet

3. Vertical Articulation



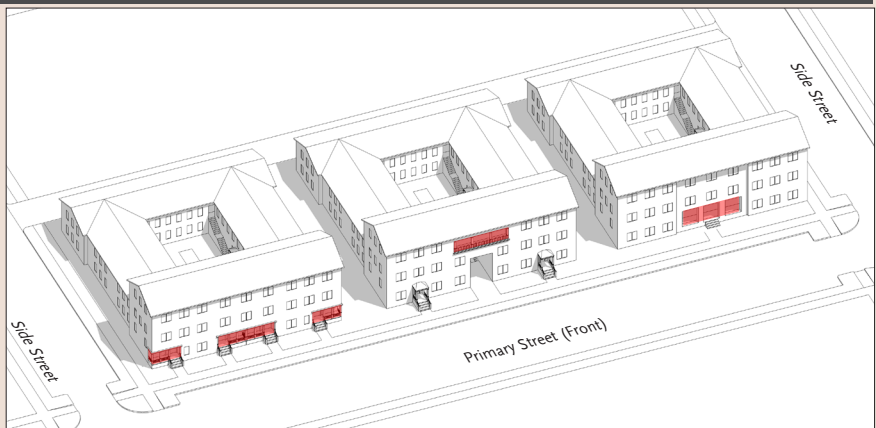
Step a portion of the street-facing facade upward or downward from the predominant building height a minimum of four (4) feet for a minimum distance of twenty-five (25) feet. This technique is useful for "stepping down" the scale of a new building adjacent to an existing smaller building

5. Architectural Projections



Append or project facade elements such as balconies, bay windows, cantilevered rooms, and/or awnings.

2. Architectural Recessions



Recess architectural elements or spaces – such as recessed porches, covered passages, recessed balconies, and windows – into the plane of the facade.

4. Facade Differentiation



Design the facade to appear as though it is composed of two or three distinct “buildings” with differing material and/or color combinations on each “building.”

6. Height Averaging

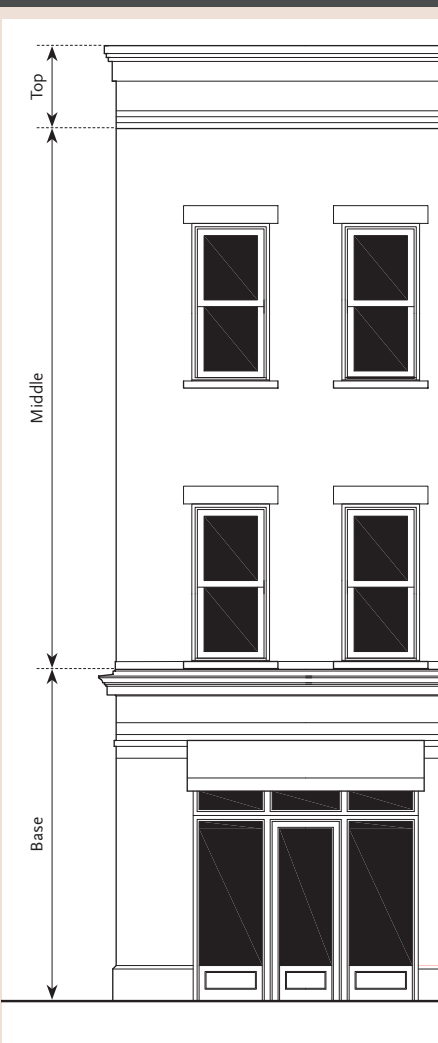


Up to 30% of the building footprint area may be one story/10 feet taller than the maximum height allowed in a given zone, provided an equal amount of building footprint area is one story/10 feet shorter than the maximum allowed height.

7. Floor Level Articulation

Articulate the facade to express the building's floor levels as base, middle, and top by:

- Providing a substantial horizontal articulation of the facade at the top of the first story such as a cornice, belt course, or other such architectural element which is appropriate to the style of the building.
- Provide articulation at the parapet (for buildings with flat roofs) or below the eve (for buildings with sloped roofs) that marks the top of the building with a cornice, color change, or material change.
- For buildings or portions of buildings which are three stories in height or taller, provide articulation for the top story of the building. This may be accomplished by a color change, material change, a cornice/belt course at the bottom of the uppermost story.



4. DEVELOPMENT CODE

F. Materials, Color Variation, and Architectural Styles. In addition, to the above articulation and massing techniques, building facades may employ the following material, color, and architectural style strategies:

- 1. Variety of materials and colors.** Utilize different materials and colors to divide building facades into vertical and/or horizontal increments and/or to emphasize certain architectural elements or features.
- 2. Diversity of Architectural Styles.**
 - a. Employ a variety architectural styles in order to give large buildings the appearance they are comprised of multiple, smaller, attached, village-scale “buildings.”
 - b. On project sites that accommodate more than one building, multiple architectural styles are required.



Volume on left side of building is set back from the rest of the building (horizontal articulation). Building is further articulated with protruding galleries and canopies (architectural projection) and paint color.



The main volume of this multi-family building is stepped-back from the street. Further articulation is achieved by making the building look like two buildings.



Multi-family building with recessed, double-story balcony (architectural recession).



Rowhouses articulated as individual buildings with different materials and colors (facade differentiation).

4.6. FRONTAGE STANDARDS

A. Purpose and Intent. This Section establishes standards to ensure proposed development promotes a pedestrian-friendly environment along the street through the provision of street-facing windows, entries, and appropriately designed frontages; commercial ground floors that support pedestrian activity through maximum ground floor transparency (large shopfronts); and frontage designs that do not disrupt or detract from the general intended pattern for frontages on the subject block face.

Frontages consist of the street facade of the building(s), including any projecting elements, and any landscape, hardscape, walls, and fences between the building facade and the back of sidewalk. They provide a transition between the public environment of the street and the semi-private and private environments of the building interior. They also signal the location of the building entrance and provide a semi-public space within which neighbors and visitors can interact.

B. Applicability. The requirements of this Section apply to all new buildings within the TVSP area.

C. Frontage Types. This Section identifies the frontage types allowed within the Transit Villages Specific Plan area, and for each type provides a description and design standards to ensure that proposed development is consistent with this Specific Plan's goals for building form, character, and quality. Frontage types are divided into two categories, Required (Porch, Stoop, Dooryard, Shopfront, Gallery, and Arcade) as shown in Figure 4-14 and Optional (Balcony, Bay Window, Cantilevered Room, Awning, Canopy).

The provisions of this Section work in combination with the underlying Zone as identified on the Regulating Plan. Refer to Sections 4.3.1.G, 4.3.2.G, 4.3.3.G, 4.3.4.G, 4.3.5.G, and 4.3.6.G for required and optional frontage types within each zone and allowed encroachments into the setback or right-of- way.

In addition, all buildings designs are subject to the applicable requirements and regulations of the Building Code, Fire Code, Health Code, etc.

FIGURE 4-14: FRONTAGE TYPES



4. DEVELOPMENT CODE

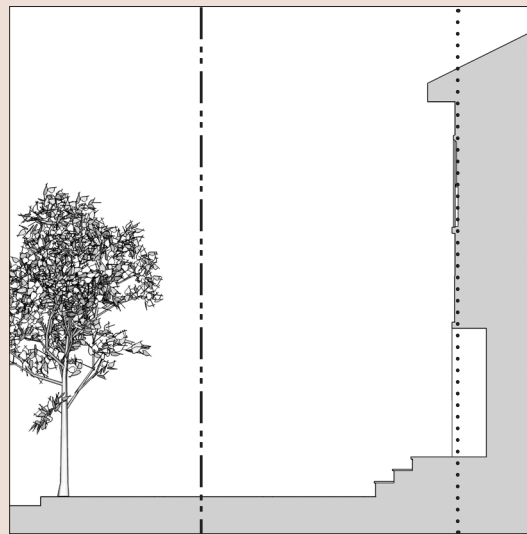
4.6. FRONTAGE STANDARDS (CONTINUED).

1. Front Yard

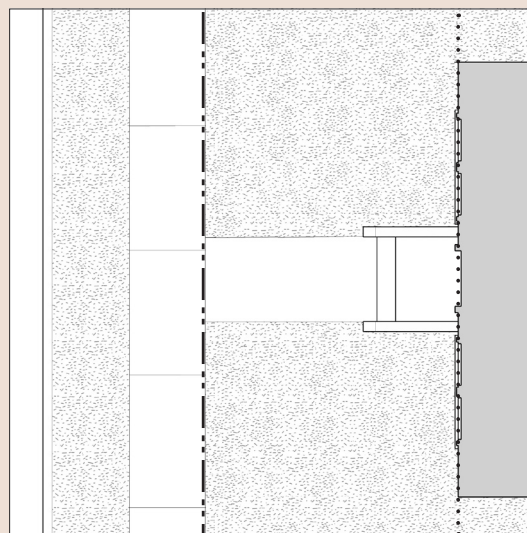
a. Definition. The area between the building facade and the property line. Front Yards may be visually continuous with adjacent yards with a common landscape, or enclosed by a low fence, wall, or hedge. On sloping sites, front yards may be raised above the level of the adjacent sidewalk and supported by a low retaining wall at the property line with steps providing access between the sidewalk and the yard. Porches, stoops, balconies, and bay windows may encroach into Front Yards..

b. Design Standards

- i. Front yards and continuous planters between the curb and sidewalk along the primary and side streets shall be landscaped.
- ii. Paved areas shall be limited to walks and driveways, where present.
- iv. Front yard fence and wall design and materials shall be compatible with the architectural style of the building.
- v. Open fences defining the front yard shall not exceed four (4) feet as measured from the adjacent sidewalk. Solid fences, walls, or hedges shall not exceed three (3) feet high.
- vi. See Section 4.11 (On-Site Landscape, Outdoor Lighting, and Public Art Standards) for additional requirements.



Section



Plan



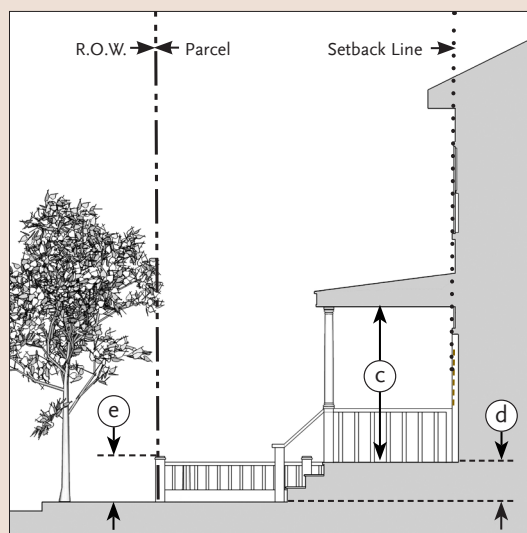
2. Porch

a. **Definition.** A roofed, unenclosed room attached to the exterior of a building that provides a physical transition between the sidewalk and the building. Porches may be provided on buildings that are set back from the Primary and/or Side Street property lines and may encroach into the front yard and side street yard.

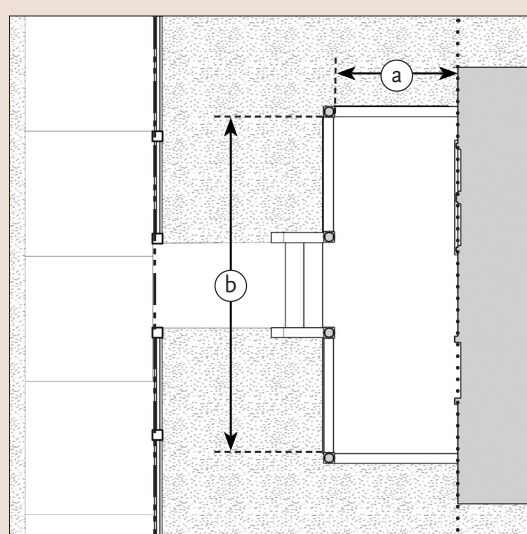
b. Design Standards

- i. Porch materials and design shall be compatible with the design of the rest of the building.
- ii. Porches may be enclosed with insect screens if recessed from the exterior wall plane and if visibility is maintained from the sidewalk.
- iii. Porches shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
(a) Depth (clear)	6 ft.	—
(b) Width (clear)	12 ft.	—
(c) Height: ceiling (clear)	8 ft.	12 ft.
(d) Height: floor above adjacent finished grade	12 in.	3 ft.
(e) Height: fence, hedge, or wall above adjacent finished grade	—	3 ft.



Section



Plan



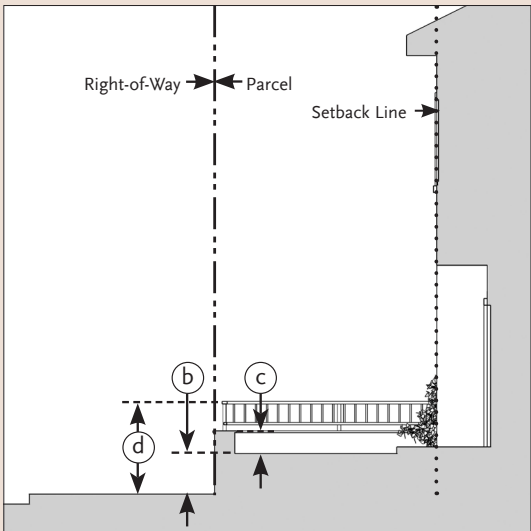
3. Dooryard

a. Definition. An elevated or at-grade garden or terrace that is located in the front yard setback and that is enclosed by a low wall located at or near the property line. For elevated Door Yards, access from the sidewalk to the Door Yard is via a stair or ramp. The Door Yard can accommodate a variety of activities, ranging from dining patios for commercial uses to patios for residential uses. In addition, the interior building spaces are separated from the adjacent sidewalk by the depth of the Door Yard and in the case of raised Door Yards, by the terrace height.

b. Design Standards

- i. Walls and/or fences shall be consistent with the architectural style of the building in their design, materials, and finishes.
- ii. Dooryards shall be designed according to the following dimensional requirements:

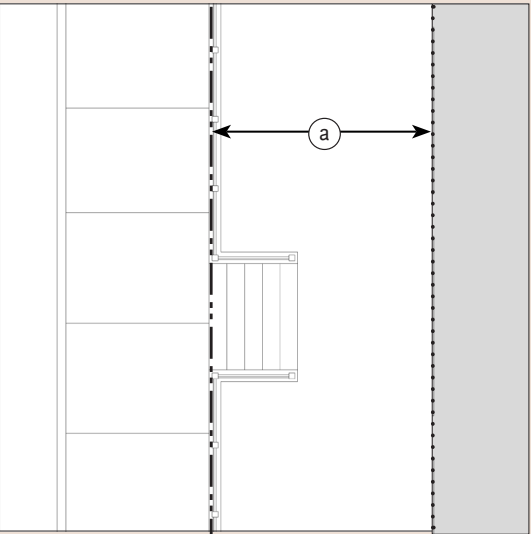
Dimension	Min.	Max.
(a) Depth (clear)	7 ft.	
(b) Height: floor above adjacent finished grade	0 ft.	3 ft.
(c) Height: wall above floor	2 ft.	



Section



Residential Dooryard



Plan



Commercial Dooryard

4. Stoop

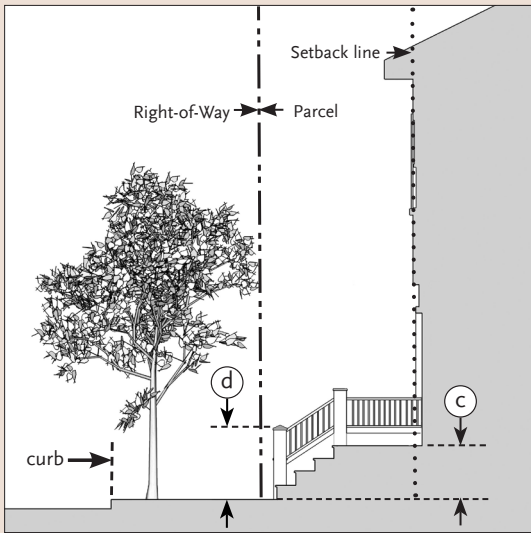
4. Stoop

a. Definition. A stair and landing leading directly from the sidewalk to a building entrance. The ground floor of the building is typically raised to provide increased privacy for the rooms facing the public street. Accordingly, stoops are ideal frontage types for ground floor housing that is near the street.

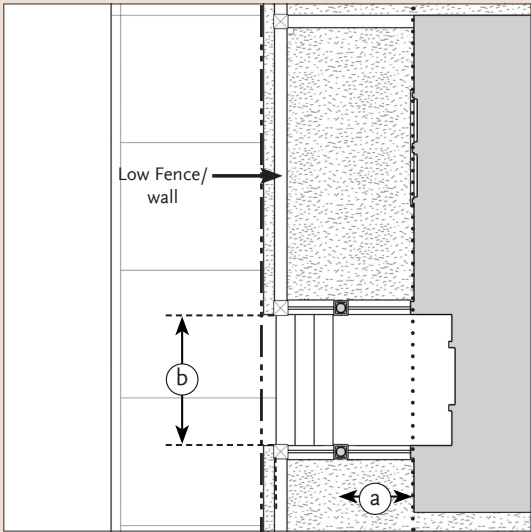
b. Design Standards

- i. Stoops must correspond directly with the building entry(s) they provide access to.
- ii. The exterior stairs may be perpendicular or parallel to the adjacent sidewalk.
- iii. The landing may be covered or uncovered.
- iv. Landscaping shall be placed on the sides of the stoop, either at grade or in raised planters.
- v. Stoops shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
(a) Depth: landing (clear)	4 ft.	10 ft.
(b) Width (clear)	4 ft.	10 ft.
(c) Height: floor above adjacent finished grade	12 in.	3 ft.
(d) Height: fence, hedge, or wall above adjacent finished grade	–	3 ft.



Section



Plan



4. DEVELOPMENT CODE

4.6. FRONTAGE STANDARDS (CONTINUED).

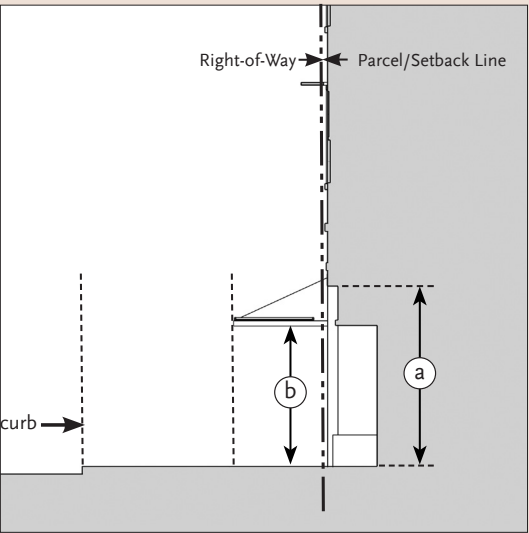
5. Shopfront

a. **Definition.** Shopfronts are large openings in a building facade that are enclosed with large transparent windows and doors that provide direct, at-grade access to ground floor commercial/retail uses. The basic required architectural elements of shopfronts include large windows, doors with glass, transom windows, and a solid base (bulkhead). Optional elements include awnings, canopies, signage, lighting, and cornices.

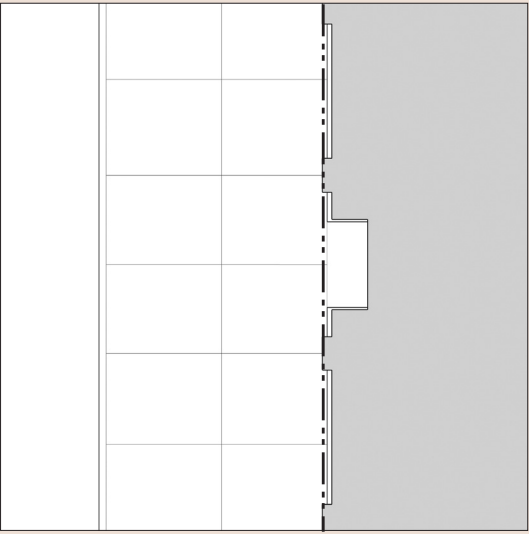
b. Design Standards

- i. Storefront glass shall be clear without reflective coating or dark tinting. Lightly tinted glazing less than 15%, low emissivity, solar) is acceptable.
- ii. Primary Street and Side Street setbacks, if any, shall be paved with a paving material that is consistent with or matches the adjacent sidewalk.
- iii. Shopfronts shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
Height (clear)	10 ft.	16 ft.
Distance to bottom of awnings, canopies (clear)	8 ft.	10 ft.
(a) Width of storefront bay(s)	10 ft.	15 ft.
(b) Glass area % of ground floor wall area	70	90



Section



Plan



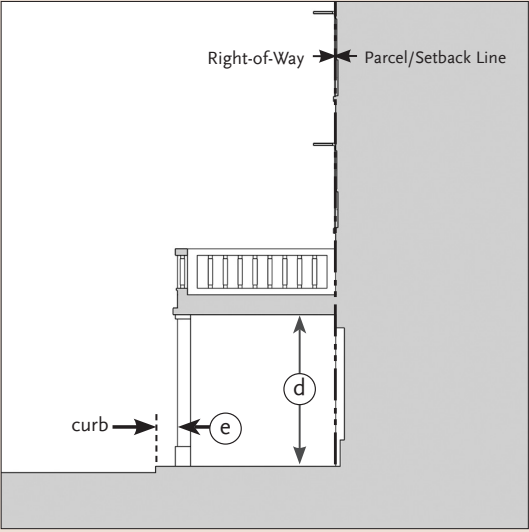
6. Gallery

a. **Definition.** Galleries are facades with ground floor colonnades that support a cantilevered shed roof or a deck that covers the sidewalk. Galleries contain ground floor storefronts, making them ideal for retail use. Railing on top of the gallery is only required if the gallery roof is accessible as a deck.

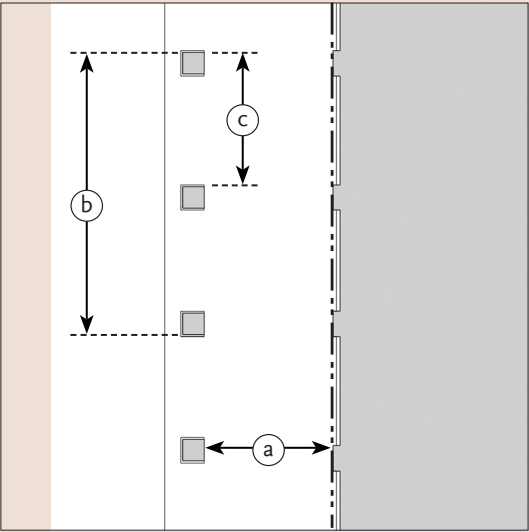
b. Design Standards

- i. Along primary frontages, the Gallery columns shall correspond to Shopfront openings as defined in Section 4.6.C.5.a.
- ii. Galleries shall be a minimum of two (2) bays wide.
- iii. Column spacing and colonnade detailing, including lighting, shall be consistent with the style of the rest of the building.
- iv. Galleries shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
Depth (clear)	10 ft.	16 ft.
(a) Width (clear)	20 ft.	80 ft.
(b) Width: single bay (clear)	10 ft.	16 ft.
(c) Height (clear)	12 ft.	16 ft.
(d) Distance from face of	2 ft.	—
(e) curb (clear)		
(f) Distance between adjacent Galleries that encroach into R.O.W.	20 ft.	—



Section



Plan



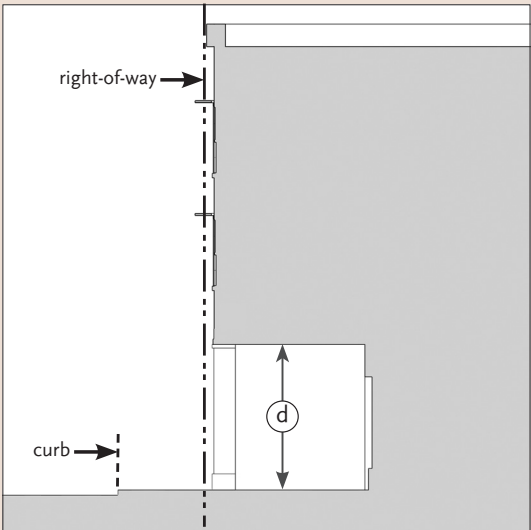
7. Arcade

a. Definition. Arcades are facades with a ground floor colonnade that supports the upper stories of the building or, for one-story buildings, the roof. Arcades contain ground-floor shopfronts, making them ideal for retail or restaurant use, as the arcade shelters the pedestrian while shading the storefront glass, preventing glare that might obscure views of merchandise.

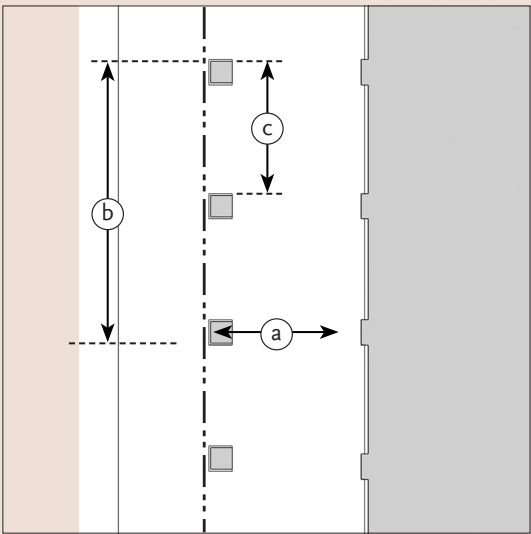
b. Design Standards

- i. Along primary frontages, the arcade shall correspond to Shopfront openings as defined in Section 4.6.C.5.a.
- ii. Arcades shall be a minimum of two (2) bays wide.
- iii. Column spacing and colonnade detailing, including lighting, shall be consistent with the style of the rest of the building.
- iv. Arcades shall be designed according to the following dimensional requirements:

Dimension	Min.	Max.
(a) Depth (clear)	10 ft.	16 ft.
(b) Width (clear)	20 ft.	80 ft.
(c) Width: single bay (clear)	10 ft.	16 ft.
(d) Height (clear)	12 ft.	16 ft.
(e) Distance from face of curb (clear)	2 ft.	–
(f) Distance between adjacent Arcades that encroach into R.O.W.	20 ft.	–



Section



Plan

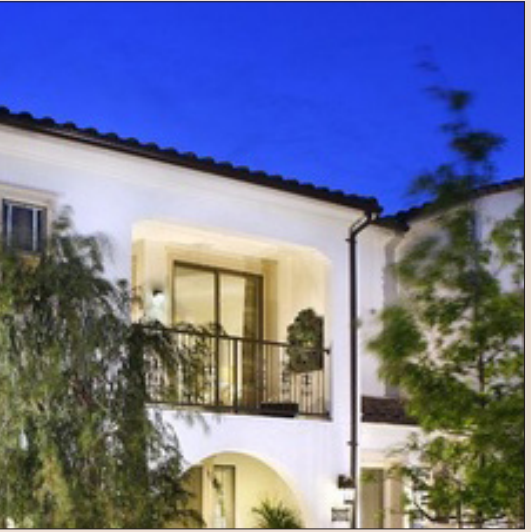


8. Balcony

a. Definition. A platform enclosed by a wall or balustrade on the outside of a building, with access from an upper-floor door.

b. Design Standards

- i. Balcony design character, palette of materials, and approach to detailing shall be consistent and compatible with the building's style.
- ii. Balconies shall be designed to be consistent and compatible throughout the building.
- iii. Balconies of traditionally styled buildings shall have visible supports in the form of projecting beams or braces. Balconies on modern styled buildings may simply project.
- iv. Balcony railings on traditional buildings shall be made of wood, wrought iron, steel bar or tube faithfully simulating true wrought iron. Modern buildings may also use galvanized or painted steel, aluminium, and cable railing components. Vinyl substitutes shall be avoided.



4. DEVELOPMENT CODE

4.6. FRONTAGE STANDARDS (CONTINUED).

9. Bay Window

a. Definition. A large window or series of windows projecting from the outer wall of a building and forming a recess within.

b. Design Standards

i. Bay windows shall be a maximum of ten (10) feet wide and shall have a height that is equal to or greater than their width.

ii. Bay windows shall be placed a minimum of two (2) feet from any building corner and a minimum of three (3) from any other bay window.

iii. Bay windows shall consist of at least 75% transparent fenestration.



10. Cantilevered Room





a. Definition. An upper floor room or rooms that projects from the building facade providing additional upper floor square footage and contributing to the articulation of the facade.

b. Design Standards

i. Cantilevered Room shall be a maximum of twenty (20) feet wide.

ii. Cantilevered Rooms shall be placed a minimum of ten (10) feet from any other Cantilevered Room.

iii. Cantilevered rooms of traditional style buildings shall be supported by brackets, extended beams, or other elements that .



11. Awning

a. Definition. A cloth cover fastened to a building or structure and supported by a frame that is used to protect pedestrians from the sun or rain.

b. Design Standards

- i. Awnings shall be of a simple shed form, made of code-compliant fire-resistant canvas or materials of similar appearance; materials which are shiny, stiff, and obviously synthetic shall be avoided.
- ii. Each awning shall correspond to a storefront.
- iii. Upper floor awnings may be provided as follows:
 - (a) Each individual awning shall cover no more than one Shopfront or window opening.
 - (b) Signage is not permitted on upper floor awnings.
- iv. Awnings shall be positioned so that signage is not obstructed.
- vi. Awning color(s) and pattern(s) shall be coordinated with the overall design of the building. As appropriate awning colors may vary between adjacent businesses.
- vii. Internally illuminated and backlit awnings and any associated light diffusers are prohibited.

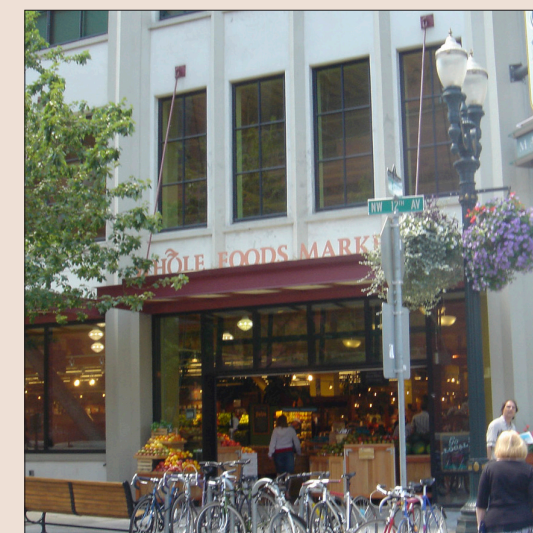


12. Canopy

a. Definition. A flat, metal awning that extends perpendicular from the building and parallel to the sidewalk. The canopy's frame is connected to the wall and spanned by a variety of materials, including metal lattice, glass, and metal slats.

b. Design Standards

- i. Canopies shall be of a simple form, made of metal and/or glass.
- ii. Canopies shall be supported either from below by metal brackets, or from above by rods, wires, or chains that affix to the wall.
- iii. Canopies may extend across multiple storefronts.
- iv. Upper floor awnings may be provided as follows:
 - (a) Each individual canopy shall cover no more than one window opening.
 - (b) Signage is not permitted on upper floor canopies.
- v. Canopies shall be positioned so that signage is not obstructed.
- vi. Canopies shall be coordinated with the overall design of the building; all canopies on a single building shall be consistent in their design, color, and material.



4. DEVELOPMENT CODE

4.7. BUILDING DESIGN STANDARDS

- A. Purpose and Intent.** This Section establishes standards to ensure proposed new buildings and additions are designed to relate to the street, to public open spaces, and to neighboring buildings in a way that contributes positively to the Specific Plan area's neighborhoods and districts.
- B. Applicability.** The requirements of this Section apply to all renovations of existing buildings, all additions to existing buildings, and new buildings within the Transit Villages Specific Plan area.
- C. Relationship to the Public Realm.** Buildings are the principal determinants of street and urban form. As they are incrementally constructed, they contribute, along with their neighbors, to both the formation of the public realm and to the collective built fabric of the city.

Essential, therefore, to the design of new projects is the careful consideration of how they relate to their physical context (towards the street, towards buildings across the street, and towards adjacent buildings), as well as to their historical, cultural, and climatic context. In order for this to be successfully achieved, new buildings must be designed both from the inside out and the outside in. They should be inspiring to both those who inhabit them and to those who pass by on foot, bicycle, or automobile.

It is important to note that compatibility is not necessarily the repetition of existing or historical design patterns, but is the interpretation of these patterns – whether they be traditional or contemporary – in a manner that contributes to the distinctive and eclectic street form that so characterizes Downtown Redland's and its surrounding neighborhoods.

- 1. Building Orientation.** New buildings shall be oriented to define and frame adjacent public streets and/or public or common spaces with consistent setbacks and with street-facing windows, entries, and frontage elements.
- 2. Significant Sites.** All multi-family and mixed-use buildings are part of the urban fabric. They are a continuous background form that provides the backdrop for public and civic buildings such as schools, libraries, city halls, etc.

While the form of multi-family and mixed-use buildings is by definition repetitive, when placed in unique locations within the body of the City, such buildings should be designed in a manner that responds to the special character of their location with some appropriate degree of uniqueness in form.

This is particularly true in buildings that are placed on corner lots or at the termination of streets.

- a. Corner Buildings.** Corner buildings play a stronger role in defining the character of neighborhoods and districts than other buildings along a block face. They can act as informal entryways to the street, setting the tone for the streetscape that follows. Accordingly, the design of corner buildings must recognize their prominent positions along streets and blocks. Corner building design strategies include:
- Design both street facades to be fenestrated, articulated and finished as “front” facades.
 - Add emphasis with more architectural detailing than found on other buildings on the block face.
 - Where appropriate, use a greater building height to add emphasis.



A corner tower.



AVOID. The tower of a mixed-use building occupies the street terminus, but appears to be mistakenly off center. (Right) A tower that is placed on the center line of the street.



A mixed-use building with a scalloped corner entryway and second floor corner balcony.



A tower that is placed on the center line of the street.

- Design a more complex building form with projecting facade elements and special building features such as towers, cupolas, wrap-around bay windows, balconies, porches, or other architectural embellishments.
- Create a prominent building entrance by notching the corner.

b. Buildings at Street Terminations. Building massing or outdoor spaces on lots located at terminations of streets shall either be placed to align with the street's center line, or positioned in a manner that convincingly shows that they were not meant to be centered.

- 3. Elevations Visible from Public Realm.** The rear and/or side elevations of new buildings that are visible from the public realm shall be designed with equal care and quality as the front or principal facade.
- 4. Room Orientation.** Formal rooms (living rooms, dining rooms) shall be oriented to face onto adjacent public streets and/or public or common spaces. Secondary rooms, such as bedrooms, bathrooms, and kitchens shall generally be oriented towards side and back yards.
- 5. Window and Door Size and Placement.** Windows and doorways shall be designed to reflect the character and size of the rooms to which they belong, such as larger windows for formal rooms and smaller windows for secondary rooms such as bedrooms, bathrooms and kitchens.
- 6. Pedestrian Access to Buildings.** Building entrances provide a connection between the public realm of the street and sidewalk, and the private realm of the building. A well-designed building entrance is easily identifiable and welcoming to pedestrians.

a. Entrances into buildings. Entrance ways and doorways shall be clearly identifiable as prominent points of access into buildings.

b. Entrances into courtyards.

- Courtyards shall be entered from the street through a covered passage or through a passage that is either open to the sky or covered by a trellis. Courtyard entrance trellises shall be of the character of the rest of the building both in their overall form and detailing.
- Courtyards within the Neighborhood General 1 (NG1) and Neighborhood General 2 (NG2) zones shall be visible from the street.
- The openings to courtyards may be either gated or completely open to the street, but should be unobstructed by garden walls, railings, or other elements that may limit views into the courtyard.

7. Vehicular Access to Buildings. Garage entries can occupy a major portion of a building's ground floor and can therefore have a major impact on the pedestrian's perception of buildings. In order to minimize the visual impacts of garage entries, they must be designed to be integral parts of the architectural design of the building.

a. Garage Entry Design.

- Parking garage entrances shall be designed and composed as an integral part of the building facade. They shall be conceived as doorways or gateways that are in character with the character and design of the rest of the building.



The main entrance to this multi-family building is prominent and easily identifiable.



The windows of this rowhouse building are designed to reflect the character and size of the rooms to which they belong: larger windows for formal rooms and smaller windows for bedrooms and bathrooms.



AVOID. The adjacency of these two multi-family residential parking entrances has a major impact on the pedestrian's perception of building. The mismatch in the size of the two respective openings compounds the problem.



The shape and detailing around the opening of this parking entrance to a mixed-use building are in scale and character with its commercial frontages.

4. DEVELOPMENT CODE

4.7. BUILDING DESIGN STANDARDS (CONTINUED)

- ii. Recess the garage door so it appears less intrusive. Garage doors that are recessed to provide adequate vertical clearance must not be recessed so far as to result

b. Placement.

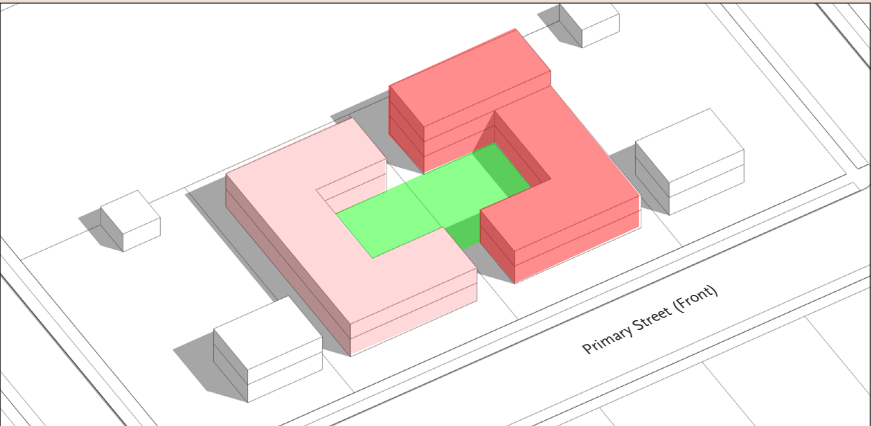
- i. The parking entrances of new buildings shall not be located adjacent to parking entrances of existing adjacent buildings.
- ii. To the extent possible, parking entrances shall avoid street trees, infrastructure, and streets with excessive traffic. Driveways providing access to corner lots shall be located as far from the street intersection as possible.

D. Relationship to Neighboring Buildings. Buildings designed in isolation and without regard to their surroundings can appear to be glaringly out of context. This is especially true when large mixed-use or multi-family infill buildings are inserted into lots surrounded by single-family houses or small multi-family buildings or are located on a parcel within a higher density zone that is immediately adjacent to a lower density zone. As a result, people living in existing buildings that are negatively affected by new ones, see the quality of their lives diminished.

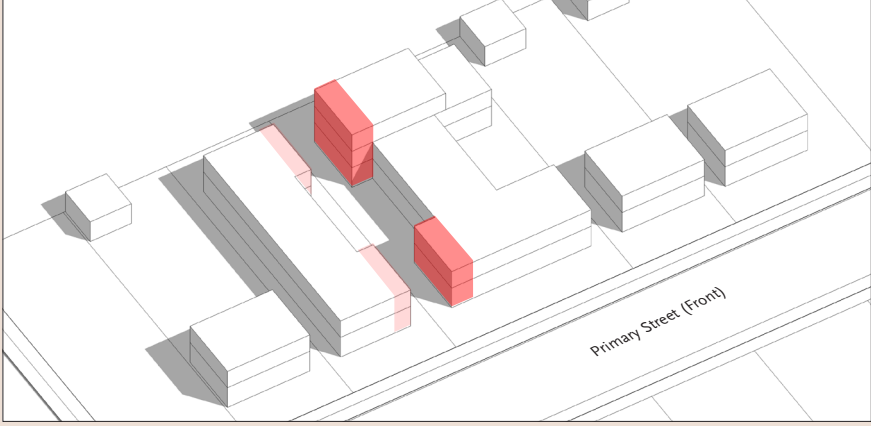
The compatibility of new buildings inserted into such existing contexts can be ensured by fitting their scale and mass to that of their neighboring existing buildings.

- 1. Scale and Orientation.** New buildings over two stories in height shall be designed to relate to and respect the massing and scale of adjacent buildings, particularly buildings of historical character (see Figure 4-15 below). Strategies include:
- a. Matching existing building heights or exceeding them by only one story. Modulating additional stories by stepping them back.
 - b. Modulating side yard and rear yard volumes to provide as much distance as possible between the facades of a proposed building and existing buildings in order to preserve the privacy of the outdoor spaces of both.
 - c. Orienting the side gardens or side courts of proposed buildings to face the side gardens or side courts of adjacent buildings.
 - d. Mirror the side yard massing of an existing, neighboring building.

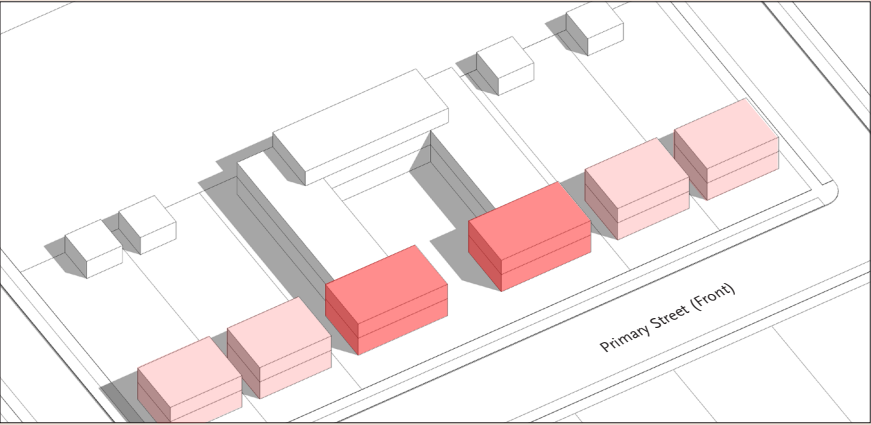
FIGURE 4-15: RELATIONSHIP TO NEIGHBORING BUILDINGS



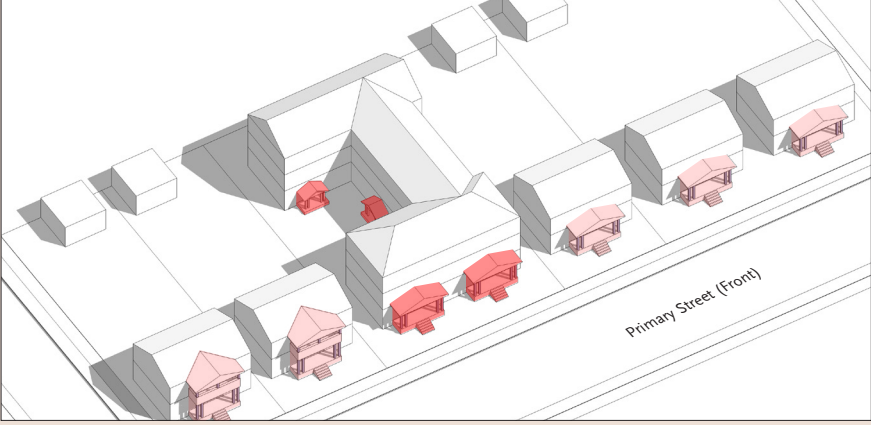
Relate to existing open space of neighboring building.



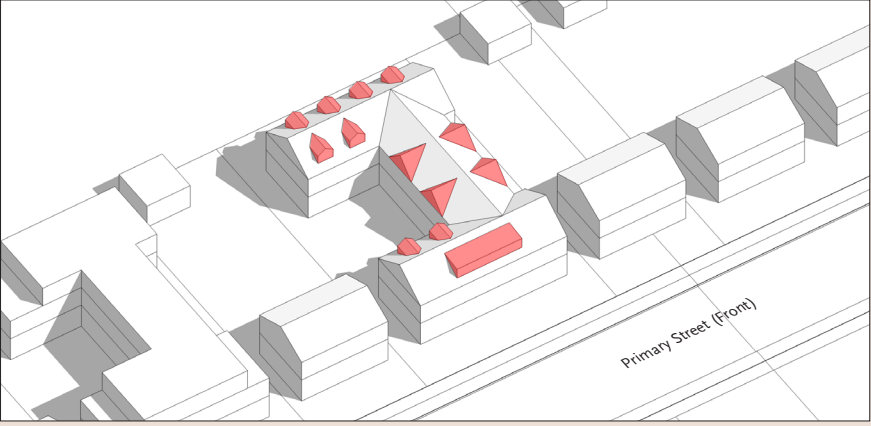
Match the form of neighboring building.



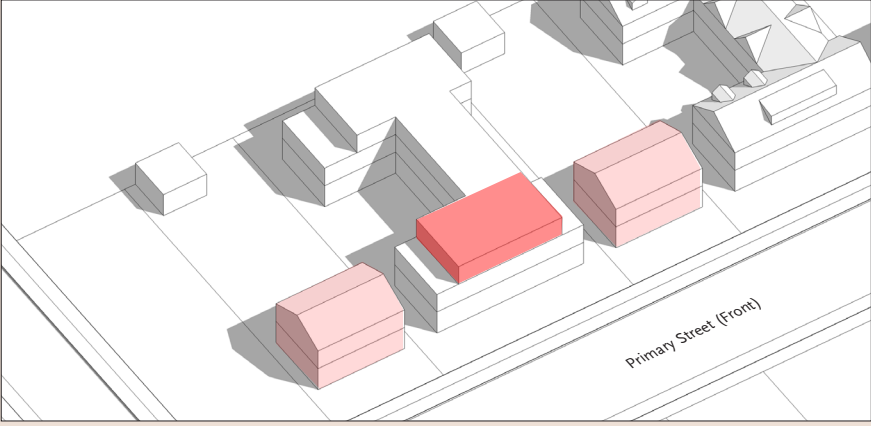
Continue prevalent massing rhythm along street.



Use frontage types such as porches to reduce the scale of a taller building facade in relation to adjacent buildings.



Incorporate the upper floor space within the attic space and provide day light with dormer windows.



Step back upper floors to reflect the massing of existing, adjacent buildings.

Existing Building

New Building

Open Space

- e. Stepping back upper floors to preserve the lower scale massing of existing, adjacent buildings.
 - f. Including elements such as porches, galleries, arcades, etc. to relate the scale of facades to those of existing buildings.
 - g. Reducing building bulk by introducing dwelling space in attic spaces.
 - h. Introducing landscape and/or trees as a screen between existing and new buildings.
2. **Side and rear windows.** The placement and size of windows in side yards and rear yards shall respect the privacy and need for light and air of existing buildings.
 3. **Project sites adjacent to historic structures.** Buildings on project sites located immediately adjacent to lots that have designated or eligible historic structures on them shall be designed per the requirements of this Specific Plan and per the recommendations of the *Secretary of the Interior's Standards for Rehabilitation* and *Illustrated Guidelines for Rehabilitation of Historic Structures* and/or the *Redlands Historic Architectural Design Guidelines*.

E. Design Standards.

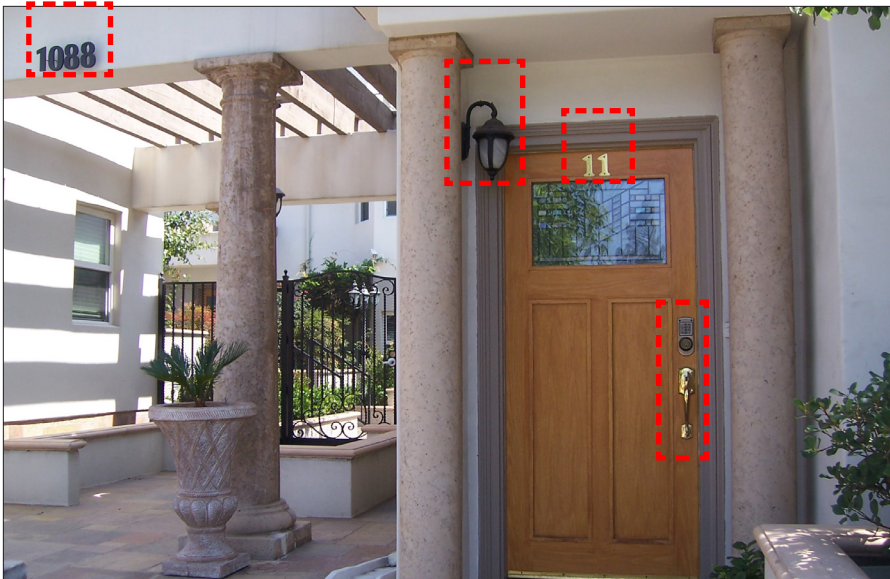
1. **Holistic design.** Design all components of new projects (building, open space, landscape, and parking) to be internally consistent with the chosen architectural language and character of the overall project.
2. **Durable Materials.** Utilize durable materials and architectural details that promote permanence and longevity and are designed to be consistent within the building's architectural style in terms of structural expression, scale, and proportion.
3. **Modifications to Existing Buildings.** For modification to existing buildings, utilize or match the materials, configurations, colors and

finishes of the existing building. "Stucco wraps" of buildings originally clad in exposed wood, masonry, and/or stone are prohibited

4. **Exposed Wood.** Finish exposed wood (or wood-like materials) in a manner that minimizes maintenance and promotes the material's longevity.
5. **Reflective Materials.** Avoid using reflective materials, unless they are applied to small areas (such as to highlight signage) and they can be shown to not cause a nuisance to automobile traffic, pedestrians, and neighboring buildings.
6. **Masonry and Stone.** Detail masonry veneer walls in a manner that expresses the structural integrity of real masonry, especially at corners, windows, and doors.
7. **Synthetic Materials.** Use synthetic materials only when:
 - a. They adequately simulate the appearance of the natural material it imitates;
 - b. They demonstrate an ability to age similar to or better than the natural material it imitates;
 - c. They have a permanent texture, color, and character that is acceptable for the proposed application; and
 - d. They can be pressure washed and, in general, withstand anti-graffiti measures.
8. **Prohibited materials.** Do not use the following materials:
 - a. T1-11 siding;
 - b. Rough-sawn wood;
 - c. Vertical siding, except board and batten;
 - d. Metal siding or concrete block as an exterior finish, except in the NG-1 zone.



A mixed-use building clad in plaster. The moldings and column bases are constructed of durable materials (precast concrete and tile, respectively).



AVOID. Lamps, address signs, and columns are inconsistent in style and finish.



A multi-family building clad in plaster and fiber-cement siding. The vertical transition between the plaster and siding occurs at the inside corners.



Lamps, address signs, and door hardware are consistent with each other and the building.

4. DEVELOPMENT CODE

4.7. BUILDING DESIGN STANDARDS (CONTINUED)

9. **Multiple Materials.** When combining two or more wall materials on one facade:
- a. Place lighter materials above more substantial materials (e.g. wood above stucco or masonry, or stucco and glass above masonry).
 - b. Locate vertical joints between different materials at inside corners.
10. **Color.** Compose materials and finishes in a manner that results in visually balanced compositions. Avoid large areas of bright colors.
11. **Attached Architectural Elements.** Design attached architectural elements such as lighting fixtures, attic vents, custom signage, awnings, hand rails, balconies, and trellises to be consistent with each other and with the style of the building.
12. **Solar Panels.** Fully integrate active solar devices into the overall form of the building.
13. **Windows and Doors**
- a. **Materials.**
- i. Utilize windows, doors, frames, colors, and styles that are appropriate to the building’s architectural style in terms of window type (double hung, casement, etc.), proportion, and color.
 - ii. For replacement windows, utilize the same window types as the original windows (e.g., replace double-hung windows with double-hung windows, etc.).
 - iii. Preferred window and door materials include wood, fiberglass, steel, or aluminum. Vinyl and vinyl-clad windows are allowed with muntin patterns and colors appropriate to the building’s architectural style.

- iv. Flush nail-on aluminum windows and horizontal aluminum sliding windows are prohibited.
 - v. Specify clear glass glazing, particularly in storefront and primary window applications.
- b. **Details.**
- i. If used, specify true muntins that are of a substantial dimension (e.g., not flat).
 - ii. Design head casing to be equal in width to or wider than jamb casing.
 - iii. Detail window sills to properly shed water.
 - iv. Recess windows in a manner that is specific to the building’s architectural style (e.g., provide greater recesses for Mediterranean style buildings, etc.).
- c. **Configurations.**
- i. Design the orientation and proportion of windows and doors to be consistent with the building’s architectural style.
 - ii. Design windows and doors to relate to one another proportionally and according to a rational system of design, such as designing building elevations to exhibit a hierarchy between window sizes to differentiate between public rooms (living rooms and dining rooms) and private rooms (bedrooms, bathrooms).
 - iii. Locate windows on new building facades in a manner that maintains existing privacy with neighbors;
 - iv. Design bay windows to be habitable spaces.



AVOID. The white window color is inconsistent with the color of the surrounding trim and cladding. White trim and perhaps a different color cladding material would result in a more consistent color palette.



AVOID. Random window placement with windows not relating by shape and proportion to one other.



The window color is consistent with the surrounding colors - even though the window color contrasts with the surrounding trim. This is one of many traditional color schemes for the Craftsman style.



The windows of this mixed-use building are composed according to a logical order. The second floor windows are grouped in threes and centered above the ground floor storefront doors and windows.

- d. **Accessories.** Consider using various architectural elements to add interest of building facades, including operable shutters sized to match their openings, opaque canvas awnings and other shading devices, and planter boxes supported by visible brackets.
- F. **Architectural Style Guidelines.** The Architectural Design Guidelines in this Section are intended to assist owners, builders, and developers in the design of buildings that reflect Redlands' history, culture, and climate. These guidelines are not intended as a style manual but rather as a summary of the salient characteristics of architectural styles of buildings found in Redlands and throughout the Inland Empire and San Gabriel Valley.
1. The Architectural Design Guidelines apply to all parcels within the Specific Plan area.
 2. Buildings may be designed according to architectural styles not described in this Section, provided the design submission per Section 4.1.2.B (Submittal Requirements) includes a description of the proposed architectural style in terms of the following nine primary elements and according to the same as this Section:
 - a. Roof.
 - b. Floor Plan/Elevation.
 - c. Base.
 - d. Shading.
 - e. Form/Massing.
 - f. Walls.
 - g. Colors.
 - h. Openings.
 - i. Articulation.
 3. The following five Architectural Styles are described in this Section: Main Street, Commercial, Mediterranean, Craftsman, Victorian, and California Contemporary.



Main Street Commercial



Mediterranean



Craftsman



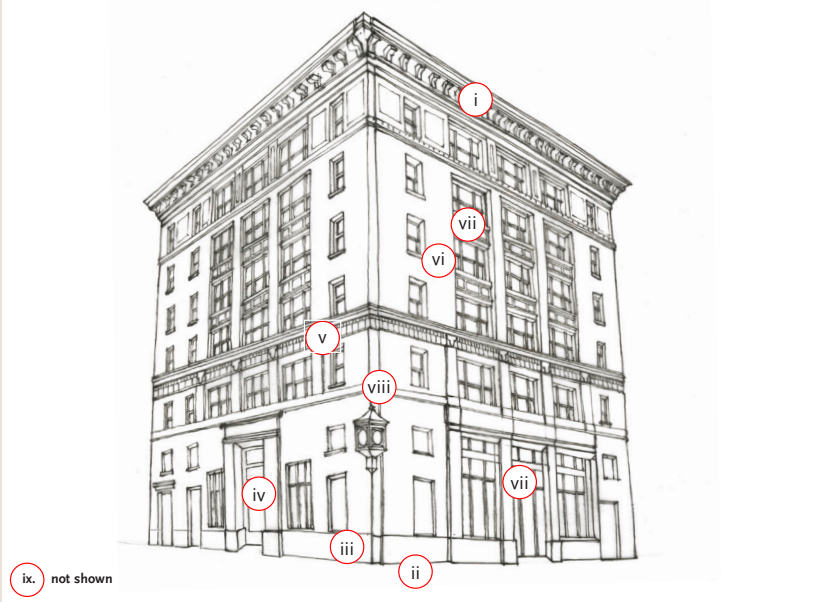
Victorian



California Contemporary

1. Main Street Commercial

- a. **Definition.** The Main Street Commercial building is found on almost every pre-World War II American Main Street. Basically a decorated rectangular masonry box in form, one-story buildings are always commercial in use, while multi-story buildings are mixed-use with commercial ground floors. Multi-story facades are typically divided into base, body and top with the ground floor taller than the shorter upper floor, which is finished by a significant parapet. The ground floor has expansive glass interrupted by structural columns with transoms to allow light to penetrate deep into the interior. Upper floor windows are smaller with vertical windows directly relating to the ground floor window, door, and Shopfront openings. Whether one-story or multiple-story, Main Street Commercial buildings tend to be square or rectangular boxes. However, subtle variations in height can add interest to a facade, emphasize important architectural features such as a building entrance or variations can accentuate a corner condition.
- b. **Key Characteristics**
- i. **Roof.** Flat roof with projecting cornice or parapet.
 - ii. **Floor Plan/Elevation.** Simple, rectangular plans with L-shaped or U-shaped variations.
 - iii. **Base.** Articulated base by change in material, change in plane, or both.
 - iv. **Shading.** Recessed arcades & entries, balconies, or fabric awnings.
 - v. **Form/Massing.** One to multiple stories, with base, middle, and top. Vertically proportioned with corner towers common.
 - vi. **Walls.** Flat planes of stone, brick, or plaster, punctuated by deep set window openings.



- vii. **Openings.** Large Shopfront openings at ground, vertically proportioned, with transoms arranged in rhythmic pattern. Upper floors include combinations of small and large window openings relating to ground level window, door, and Shopfront openings.
- viii. **Articulation.** Base, middle and top of facade are clearly defined by changes in material and horizontal banding. Ground floor and/or building-scaled base receive most detailed attention. Other details include cornices, balconies, awnings.
- ix. **Colors.** Public buildings are more reserved, with muted colors. Otherwise, the palette is open to interpretation.

4. DEVELOPMENT CODE

4.7. BUILDING DESIGN STANDARDS (CONTINUED)

2. Mediterranean

a. Definition.

The Mediterranean Style features flat, austere stucco wall planes and punched, recessed windows and door openings. Window openings are elaborated with small metal balconies, grilles, or awnings and are deep set to accentuate shadows. Exterior trim is reserved for principal doorways and may be framed by elaborate pilasters, columns and capitals. Wood detailing is spare and is typically reserved for rafter tails, heavy timber brackets supporting cantilevered balconies, window shutters, or balcony railings. Roofs are always tile and shallow in slope.

b. Key Characteristics

i. Roof.

Low pitch gable ends, occasional hipped ends, red clay tile. Flat roofs in combination with pitched. Roof eaves are plaster molding transitions from wall or wooden bracketed overhangs.

ii. Floor Plan/Elevation.

Simple plans in rectangular, L-shaped, or U-shaped configurations.

iii. Base.

Typically no base, wall meets ground simply. Articulated bases (projected, material changes, etc.) are reserved for public buildings.

iv. Shading.

Recessed arcades & entries, balconies, or fabric awnings.

v. Form/Massing.

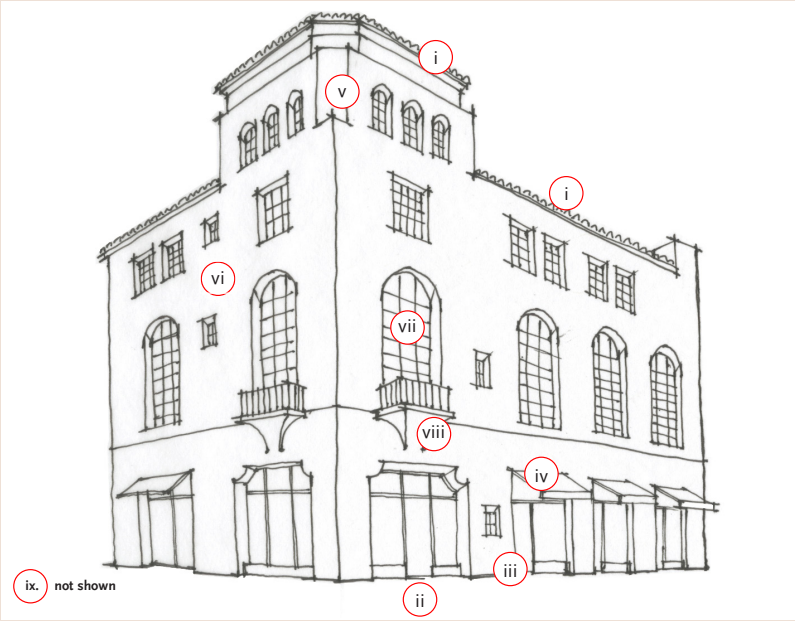
One to multiple stories, simply proportioned, asymmetrical compositions. Corner towers common.

vi. Walls.

Flat planes of smooth or textured plaster, punctuated by deep window and door openings.

vii. Openings.

Vertically proportioned, combination of small and large window and door openings in asymmetrical or symmetrical pattern.



A line drawing of a three-story Mediterranean-style building. It features a flat roof with a decorative cornice, arched windows on the second and third floors, and a small balcony on the second floor. The building is labeled with callouts: i (cornice), ii (ground line), iii (doorway), iv (awning), v (roofline), vi (window), vii (balcony), viii (balcony railing), and ix (not shown).

viii. Articulation.

Plane of wall broken by modest planar changes, balconies, awnings, plaster brackets or pilasters, & occasional roof eaves. Detailing is limited to metal or wood railings, grilles, and wood or tile ornamentation at major door or window openings.

ix. Colors.

Limited to off-white and white, terra-cotta roof tiles, & contrasting color of doors, windows, & wood brackets, columns, and railings.

3. Craftsman

a. Definition.

The Craftsman Style is derived from the constructional logic of carpentry in which buildings are proportioned and formed by the repetition of structural elements: walls, columns, beams, rafters railings and so on. Craftsman Style buildings are defined by large gabled roofs, occupied attic spaces lit by dormer windows, and street-friendly porches. The massing is low slung. Walls of horizontally patterned wood siding or shingles typically sit upon a brick, stone or stucco foundation base. Windows and doors are vertical in proportion and are trimmed in wood. Roofs are shallow in slope and clad in wood or asphalt shingles with broad overhangs and exposed rafter tails. Porch and balcony roofs are typically supported by brick, stone, stucco or heavy timber piers. Chimneys are stucco, stone or brick.

b. Key Characteristics

i. Roof.

Low to medium pitched low-slung roofs, with gables facing street, or crossing with rear gable, and occasional side-facing gable. Hipped roof used on occasion. Large overhangs with rafter tails, exposed eaves, braces, and brackets.

ii. Floor Plan/Elevation.

Simple, rectangular or L-shaped plan, with added porches and frequently a porte cochere over drive leading to rear of lot.

iii. Base.

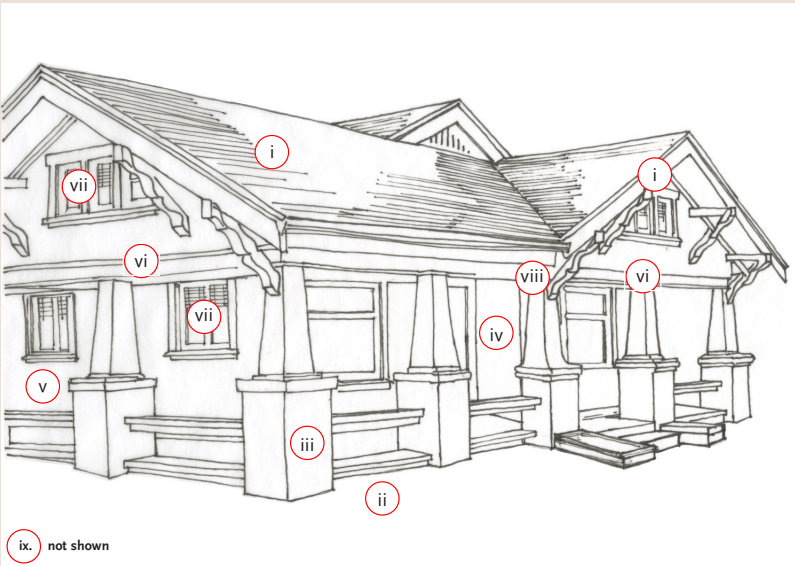
Articulated in brick, stone, stucco, or shingle typically with change in plane.

iv. Shading.

Very deep front and side porches or open shade structures added to mass of building, sometimes contained underneath main roof form. Upper level balconies and sleeping porches common.

v. Form/Massing.

One to three 3 stories with third story incorporated into roof line, very horizontally proportions, rectangular mass is very simple with few projections.



A line drawing of a single-story Craftsman-style building. It features a low-pitched gabled roof with exposed rafters, a front porch supported by thick columns, and a small dormer window. The building is labeled with callouts: i (roofline), ii (ground line), iii (column), iv (porch), v (roofline), vi (column), vii (dormer), viii (porch), and ix (not shown).

vi. Walls.

Wall planes are articulated in combinations - with heavier materials at ground [stucco] and lighter above [clapboard, shingles].

vii. Openings.

Vertical or square proportions, and grouped for horizontal compositions at public rooms. Of note, the front door is lower and wider than standard front doors.

viii. Articulation.

Besides roof details, building base and porch columns and railings are detailed in wood, stone, or brick. Windows have trim. Balconies, window planter boxes, brick or stone chimneys and unique lantern light fixtures are common.

ix. Colors.

Earth tones in the darker ranges. Field and accent colors are closely related and contrast is limited in the best examples.

4:50

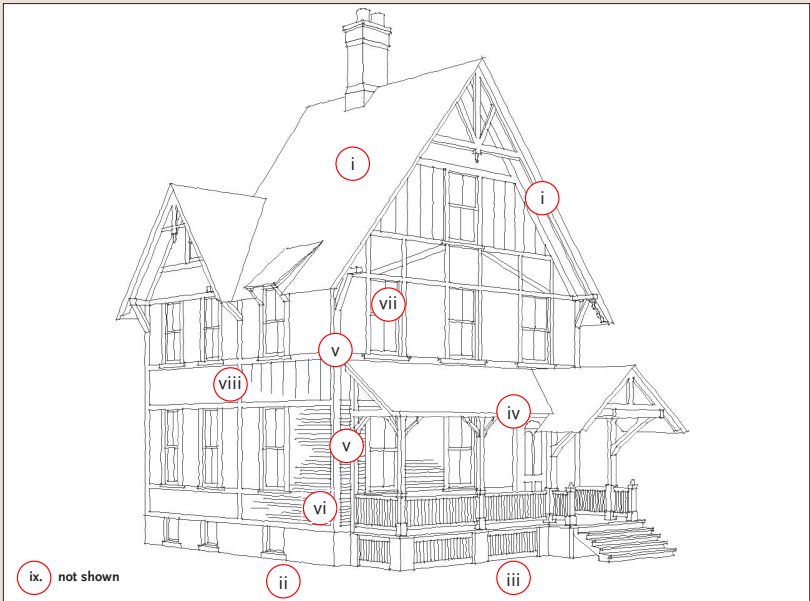
TRANSIT VILLAGES SPECIFIC PLAN
REDLANDS, CALIFORNIA

4. Victorian

a. **Definition.** Victorian-era architecture became popular in the United States during the 1860s when new advances in construction, particularly lighter wood “balloon” framing and wire nails, allowed for more complicated building forms. Victorian styles reflect these changes through their extravagant detailing and complex volumes. Victorian-era architecture was further popularized during the Centennial celebrations of 1876, becoming the dominant architectural idiom of the 20th century. Victorian architecture is loosely derived from medieval prototypes, typically featuring multi-colored or multi-textured walls, steeply pitched roofs, and asymmetrical façades. Regional variations prevalent in Redlands include Second Empire, Eastlake/Stick, Queen Anne, and Vernacular. By the turn of the century, Victorian styles had moved out of favor, replaced with America’s first truly modern styles, Craftsman and Prairie.

b. **Key Characteristics**

- i. **Roof.** Simple gable, or hipped with cross gables and main gable facing front. All roofs steeply pitched.
- ii. **Floor Plan/Elevation.** Asymmetrical layout most typical, symmetry occurs infrequently.
- iii. **Base.** Raised above grade on plinth.
- iv. **Porch.** Sits on base, 2 or 1 sides of home, 1 story, with elaborate detailed wood columns, brackets, railings.
- v. **Form/Massing.** 1, 2, & 3 stories, vertically proportioned, with high ceilings. Floor plan shape is reflected clearly in the massing.
- vi. **Walls.** masonry bases and/or wood walls, multiple textures & multiple colors on surfaces.
- vii. **Openings.** Large, vertically proportioned window and door openings.



- viii. **Articulation.** Plane of wall broken by window bays, planar changes, and material changes. Detailing is intense at window and door openings, porches, and gable ends.
- ix. **Towers (not shown above).** Towers on occasion are included in large two-story versions, located at center or corners of front facade.

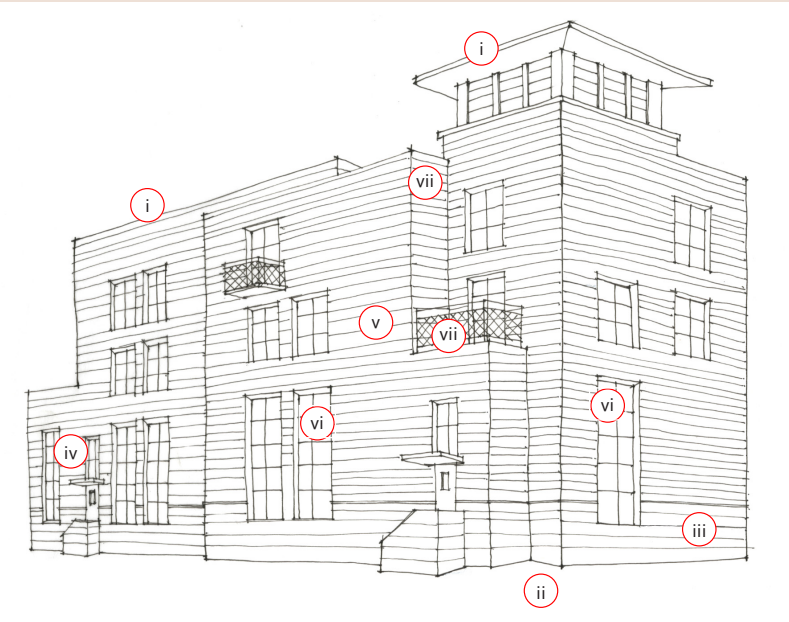
5. California Contemporary

a. **Definition.** Dating back to the 1920s and 1930s, the California Contemporary style is an eclectic mix of simple forms of traditional Mediterranean architecture and the Modernist tradition, adjusted to the local climate and culture of Southern California. Solid building masses juxtaposed with walls of light materials, and big expanses of glass window openings were made possible.

Often focusing on the relationship between indoor and outdoor spaces, the California Contemporary is characterized by simple cubic forms, horizontal roof planes, cantilevered projections, and window and door openings often composed asymmetrically. The style emphasizes building massing – often expressed by the use of various construction materials and colors – over structural articulation. Roofs are typically flat, but occasionally they are also sloped, or a combination thereof. Architectural elements such as awnings, balconies, and trellises are appended to these volumes, often occurring in the interstitial spaces between volumes.

b. **Key Characteristics:**

- i. **Roof** - typically flat. Can vary with pitched elements, or a combination of the two. Occasional cantilevered eaves.
- ii. **Floor Plan/Elevations** - asymmetrical layouts with open floor plans (larger, uninterrupted spaces).
- iii. **Base** - either not expressed, or articulated by material changes, plane changes, or planters.
- iv. **Form/Massing** - solid masses juxtaposed with large openings of doors, windows, or entry voids.
- v. **Walls** - smooth, unadorned stucco, tiles, stone, or brick masses combined with contrasting materials articulated as tight skins stretched over underlying framework. Structural members and



- materials occasionally exposed when weather resistant and integrated into composition. Color may be monochromatic or multi-chromatic as appropriate to the sun and light of California.
- vi. **Openings** - Large, vertically proportioned window and door openings composed asymmetrically or symmetrically and juxtaposed with the mass of the wall as glass curtains or punched openings.
- vii. **Permeability** - a strong relationship between interior and exterior spaces due to California’s mild climate and enhanced by porches, balconies, recesses, trellises, galleries, awnings, openings, courts, and patios.

4. DEVELOPMENT CODE

4.8. EMERGENCY SHELTER STANDARDS

- A. **Purpose.** This Section provides a definition and development standards for Emergency Shelters within the Transit Villages Specific Plan area and are designed to make such buildings and uses compatible with surrounding buildings and uses.
- B. **Definition.** Emergency Shelter shall be defined as: “Housing with minimal supportive services for homeless persons that is limited to occupancy of six months or less by a homeless person. No individual or household may be denied emergency shelter because of an inability to pay” (California Health and Safety Code, Section 50801). Emergency shelter may also include other interim interventions, including, but not limited to, a navigation center, bridge housing, and respite or recuperative care.
- C. **Applicability.** The requirements of this Section apply to all renovations of existing Emergency Shelter buildings, all additions to existing Shelter Buildings, and new Emergency Shelter buildings within the applicable zones of this Transit Villages Specific Plan.
- D. **Design and Development Standards**
1. **Minimum/Maximum Number of Persons/Beds.**
Emergency shelters may have a minimum of 25 beds/persons for overnight occupants per facility. The Maximum number of Persons/beds shall be based on building occupancy requirements established by the building official for the structure(s).
Facilities shall be designed with separate areas for males, females, and families with children.
 2. **On-site Supervisors.**
A minimum of two on-site supervisors, one (1) male and one (1) female, shall be present on site during the hours of operation. Additional supervisors shall be required on-site at a ratio of one (1) supervisor for every twenty (20) persons.
 3. **Waiting and Intake Areas.**
Each emergency shelter shall provide a minimum interior waiting area of no less than 500 square feet and be of adequate space to accommodate waiting clients in order to prevent queuing outside of the building and public right-of-way.
 4. **Separation Requirements.**
A minimum distance of two hundred (200) feet shall be maintained from other emergency shelters. The distance separation shall be measured in a straight line between the property lines of each use without regard to intervening structures or objects.
 5. **Length of Stay.**
Individuals and families may not stay at an emergency shelter for more than a total of 180 days in a consecutive 12 month period.
 6. **Lighting.**
Adequate external lighting shall be provided for security purposes in compliance with the Section 4.11 (On-Site Landscape, Outdoor Lighting, and Public Art Standards).
 7. **Security.**
Parking and outdoor facilities shall be designed to provide security for clients, visitors, employees, neighbors and the public. On-Site supervisory and security personnel shall be provided at all times during the hours the shelter is in operation, with security provided at both interior and exterior locations. In addition, the area surrounding the shelter site during hours that the shelter is in operation shall be patrolled by the facility's security personnel, to ensure that homeless persons who have been denied access are not congregating in the neighborhood.
 8. **Parking.**
Sufficient parking shall be provided to accommodate all staff working in the emergency shelter on the largest shift, provided that the standard does not require more parking for the emergency shelter than other residential or commercial uses within the same zone.

4.9. SIGNAGE STANDARDS

- A. **Purpose and Intent.** This Section establishes standards for the design, erection, maintenance, and use of signs and other exterior advertising media within the Specific Plan area that contribute to the creation of a rich urban environment that demonstrates variety, quality, and design integrity.
- B. **Applicability.** The requirements of this Section apply to all modifications to existing signs and new signs within the TVSP area.
- C. **Sign Permit and Review Requirements.** Sign permits and/or building permits shall be required per Section 15.36.080 (Permits and Fees) and 15.36.090 (Permit Submittal Requirements) of the *Redlands Sign Code* and may be approved by Development Services staff, unless discretionary review is required as specified herein.
- D. **General Design Standards.**
1. **Location and Placement**
- a. Each sign shall be located on the same site as the subject of the sign.
 - b. In order to avoid sign clutter, signage shall only be allowed on facades that have building entrances.
 - c. Ground floor business within a building may have one or multiple storefront signs. See Section 15.36.050 (Area Measurement) and Section 15.36.060 (Height Measurement) of the *Redlands Municipal Code* for sign area and height measurement definitions. The maximum number of signs allowed per building shall per the requirements of the applicable zone (see Sections 4.3.1.H, 4.3.1.H, 4.3.3.H, 4.3.4.H, 4.3.5.H, and 4.3.6.H) and as identified for each sign type (see Section 4.9.F).
 - d. Upper floor businesses may be identified by Building Identification Signs for principal tenants (see Section 4.9.F.7) and/or Directory Signs (see Section 4.9.F.13).
 - e. Logos or identification symbols are considered signs and shall conform to all requirements of this section.
 - f. Signs shall not cover, obscure, or interfere with the operation of windows, doors, storefronts, and/or building entrances. Signs shall not cover or obscure architectural features of the building, including, but not limited to, transoms, cornices, columns, or other architectural elements, details, or ornamentation.
2. **Size.** The gross area of all signs on a building facade shall not exceed 10% of the total area of the facade. The maximum sign dimensions and area of each individual sign shall be as identified in the requirements for each allowed sign type (see Section 4.9.F).
3. **Color.** Colors on signs and structural members shall be harmonious with one another and relate to the dominant colors of the buildings on the project site. Contrasting colors can be utilized if the overall effect of the sign is still compatible with building colors.



Example of projecting sign.



Example of window sign.

4. **Design and Construction.**
- a. Except for banners, flags, temporary signs, and temporary window signs conforming with the requirements of Section 15.36, Article VIII (Temporary Signs) of the Redlands Municipal Code, each sign shall be constructed of permanent materials and shall be permanently attached to the ground, a building, or another structure by direct attachment to a rigid wall, frame, or structure.
 - b. Each permanent sign shall be designed by a professional (e.g., architect, building designer, landscape architect, interior designer, or others whose principal business is the design, manufacture, or sale of signs), or who are capable of producing professional results.
 - c. Each permanent sign shall be constructed by persons whose principal business is building construction or a related trade including sign manufacturing and installation, or others capable of producing professional results. The intent is to ensure public safety, achieve signs of careful construction, neat and readable copy, and durability, to reduce maintenance costs, and prevent dilapidation.
5. **Materials and Structure**
- a. Sign materials (including framing and supports) shall be representative of the type and scale of materials used on the project site where the sign is located. Sign materials shall match those used on the building(s) on the project site and any other signs on the project site.
 - b. Signs shall not include reflective material.
 - c. Materials for permanent signs shall be durable and capable of withstanding weathering over the life of the sign with reasonable maintenance.
 - d. The size of the structural members (e.g., columns, crossbeams, and braces) shall be in proportion with the sign panel they are supporting.
 - e. The use of individual letters incorporated into the building facade design is encouraged, rather than a sign with background and framing other than the structure wall.
 - f. Street address. The City may require that a sign include the street address of the project site, where it determines that public safety and emergency vehicle response would be more effectively served than if the street address were displayed solely on one or more buildings on the project site.
6. **Sign Illumination and Brightness.**
- a. Internally illuminated signs shall be limited to the following maximum brightness:
 - i. Neon signs: Shall not exceed thirty (30) milliamps.
 - ii. Halo or back-lighting shall not count toward the total sign area.
 - b. Externally illuminated signs shall be limited to the following standards and maximum brightness:
 - i. Reflective-type bulbs and exposed incandescent lamps/bulbs shall not exceed fifteen (15) watts, or the equivalent brightness for LED and other types of lighting.
 - ii. External light sources shall be shielded and directed to limit direct illumination of any object other than the sign.
 - c. Illumination, if provided, shall be constant in intensity and color. Lighting shall not blink, flash, spin, or exhibit changing luminance. Lighting shall not exhibit changing colors, hue, shade, or tint.
 - d. Lighting shall be designed and maintained to avoid negative impacts on surrounding properties and public rights-of-way.
 - e. Lighting adjacent to residential uses shall not exceed one-half (0.5) foot-candle as measured at the residential property line.
 - f. Each illuminated sign shall be subject to a thirty (30) day review period, during which time the Development Services Director may determine that a reduction in illumination is necessary due to negative impacts on surrounding property or the community. Notwithstanding the above standards, the Development Services Director may order the dimming of any sign illumination determined to be excessively bright.

4. DEVELOPMENT CODE

4.9. SIGNAGE STANDARDS (CONTINUED).

6. **Copy design guidelines.** The City does not regulate the message content (copy) of signs; however, the following are principles of copy design and layout that can enhance the readability and attractiveness of signs. Copy design and layout consistent with these principles is encouraged, but not required.
- a. Sign copy should relate only to the name and/or nature of the business or commercial center.
 - b. Permanent signs that advertise continuous sales, special prices, or include phone numbers are only permitted as window signage.
 - c. Information should be conveyed briefly or by logo, symbol, or other graphic manner. The intent should be to increase the readability of the sign and thereby enhance the identity of the business.
 - d. The area of letters or symbols should not exceed 40 percent of the background area in commercial districts or 60 percent in residential districts.
 - e. Freestanding signs should contain the street address of the parcel or the range of addresses for a multi-tenant building.
7. **Sign lighting.** Sign lighting shall be designed to minimize light and glare on surrounding rights-of way and properties.
- a. External light sources shall be directed and shielded so that they do not produce glare off the project site, on any object other than the sign.
 - b. Sign lighting shall not blink, flash, flutter, or perceptibly change light intensity, brightness, or color.
 - c. Colored lights shall not be used at a location or in a manner so as to be confused or construed as traffic control devices.
 - d. Neither the direct nor reflected light from primary light sources shall create hazards for pedestrians or operators of motor vehicles.
 - e. For energy conservation, light sources shall be hard-wired fluorescent or compact fluorescent lamps, or other lighting technology that is of equal or greater energy efficiency. Incandescent lamps are prohibited.

- f. Internally illuminated box signs that light the entire sign (including letters, symbols, logos and background) are prohibited in the Village Center (VC) and Downtown (DT) Zones.
- g. Neon tubing allowed for business identification signs, but not window signs or temporary signs.

E. Sign Maintenance.

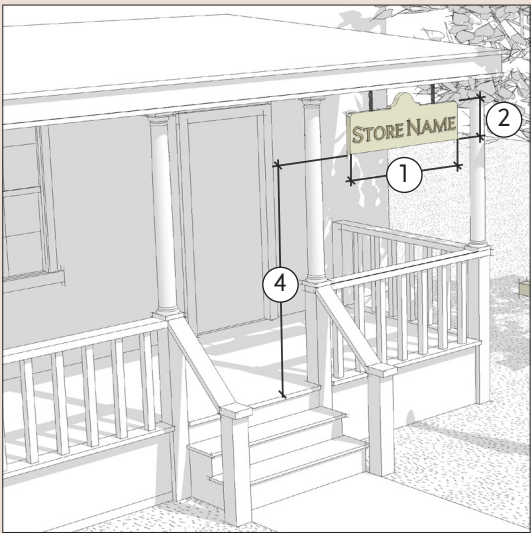
- 1. Each sign and supporting hardware, including temporary signs and awning signs, shall be maintained in good repair and functioning properly at all times. Any damage to a sign or its illumination, including the failure of illumination shall be repaired within a maximum of 14 days from the date of damage or failure.
- 2. A repair to a sign shall be of materials and design of equal or better quality as the original sign.
- 3. When an existing sign is removed or replaced, all brackets, poles, and other supports that are no longer required shall be removed.

F. Signage Type Design Standards. The following Signage Types are described in this Section: .

- 1. Porch Sign
 - 2. Yard Sign
 - 3. Awning Sign
 - 4. Canopy Sign
 - 5. Projecting Sign
 - 6. Wall Sign
 - 7. Building Identification Sign
- 8. Window Sign
 - 9. Sidewalk Sign
 - 10. Roof Sign
 - 11. Blade Sign
 - 12. Marquee
 - 13. Directory Sign
 - 14. Mural

1. Porch Sign

- a. **Definition.** A pedestrian-oriented sign that is attached to the porch and hangs or is otherwise suspended between columns supporting the porch roof. The sign is prominent within a bay created by the porch columns without obstructing view from inside the building or from the porch.
- b. **Design Standards**
- i. Maximum of one (1) Porch Sign per building.
 - ii. Sign may be located on ground floor only. Upper floor signs prohibited
 - iii. If illuminated, external illumination is required and shall be mounted in a manner that maintains the visual integrity of the sign.
 - iv. Sign design, including supporting hardware such as brackets, shall be architecturally compatible with the main building.

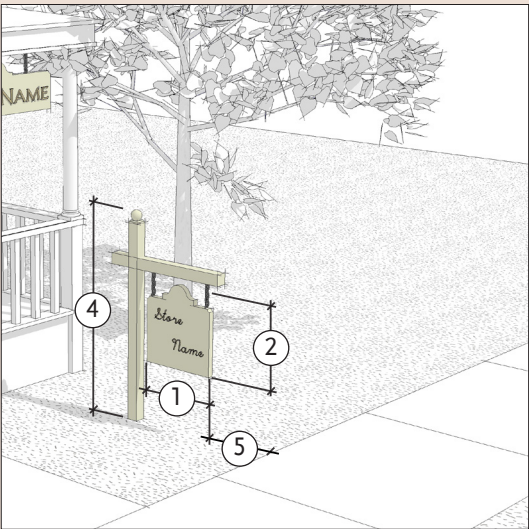


	Dimension	Min.	Max.
①	Width	none	8 ft.
②	Height	none	2 ft.
③	Thickness	none	4 in.
④	Vertical Clearance from porch floor	7 ft.	none
⑤	Area	none	16 sf.



2. Yard Sign

- a. **Definition.** A pedestrian-oriented sign that is located within the front yard and is supported by a post or posts.
- b. **Design Standards**
- i. Maximum of one (1) Freestanding Yard Sign per property.
 - ii. Signs shall not encroach into the right-of-way or private street.
 - iii. If illuminated, external illumination is required and shall be mounted in a manners that maintains the visual integrity of the sign.
 - iv. Sign design, including supporting hardware such as brackets, shall be architecturally compatible with the main building.

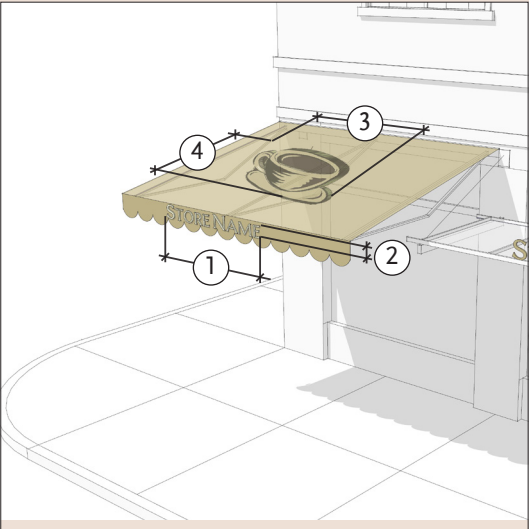


	Dimension	Min.	Max.
①	Width (sign)	none	5 ft.
②	Height (sign)	none	4 ft.
③	Thickness (sign)	none	4 in.
④	Post Height	none	5 ft.
⑤	Setback from right-of-way	3 ft.	none
⑥	Area (sign)	none	20 sf.



3. Awning Sign

- a. **Definition.** A sign in which a tenant's name and/or logo that is applied to the lower vertical portion ("valance") of a canvas awning projecting from a facade.
- b. **Design Standards.**
- i. Maximum of one (1) sign per awning.
 - ii. The main panel of awnings shall only be used for a logo feature and shall not be for additional signage area.
 - iii. Letters shall be silkscreened printed or sewn only onto the valance, or lower vertical surface of the awning. Signage on the main panel is prohibited.
 - iv. Awning signs only permitted on ground floor awnings and expressly prohibited on upper story awnings.
 - v. Encroachment permit required if awning encroaches into right of way.



	Dimension	Min.	Max.
①	Width as % of vertical valance width	none	90%
②	Height as % of vertical valance width	none	90%
③	Width as % of angled valance width	none	40%
④	Height as % of angled valance width	none	40%
⑤	Area	none	none

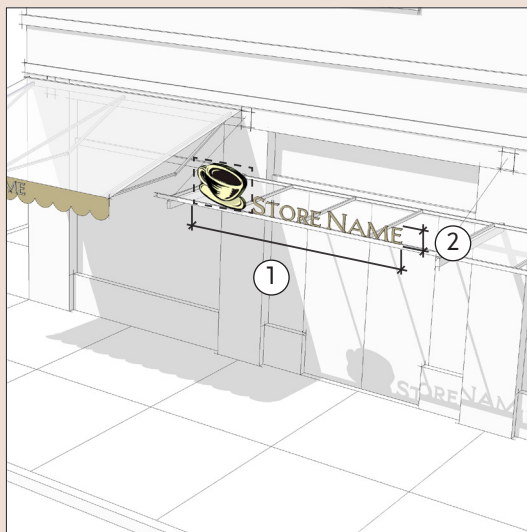


4. DEVELOPMENT CODE

4.9. SIGNAGE STANDARDS (CONTINUED).

4. Canopy Sign

- a. **Definition.** A pedestrian-oriented sign that is mounted on top of a horizontal awning parallel to the sidewalk.
- b. **Design Standards.**
 - i. Maximum of one (1) sign per storefront.
 - ii. Canopy signs only permitted on ground floor canopies and expressly prohibited on upper story canopies.
 - iii. Encroachment permit required if canopy encroaches into right of way.
 - iv. Internal illumination is permitted for signs on buildings not designated as a historic resource.
 - v. For designated historic buildings, if a canopy sign is illuminated, external illumination is required and shall be mounted to maintain visual integrity of the sign.
 - vi. Cabinet signs or replaceable face signs are prohibited.

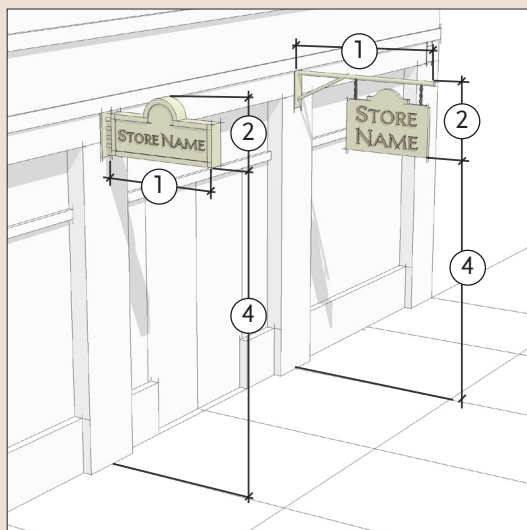


	Dimension	Min.	Max.
①	Width	none	16 ft.
②	Height	none	2 ft.
③	Thickness	none	9 in.
④	Area	none	32 sf.



5. Projecting Sign

- a. Definition.** A double-sided sign that projects perpendicular to the building facade from a mounted wall brace or from the ceiling of a balcony or arcade. Projecting signs typically project into the public right-of-way, plaza, or pedestrian passageway, and are intended for viewing by pedestrians approaching the shop.
- b. Design Standards**
- i. Maximum one projecting sign per ground floor business along frontage. In multi-tenant buildings, only businesses with ground floor frontage along the sidewalk, an internal plaza, or a pedestrian passage, shall be allowed a projecting wall sign.
 - ii. Projecting signs shall be mounted near storefront entrances.
 - iii. Projecting signs that hang from the ceiling of a balcony or arcade shall be centered within the balcony or arcade
 - iii. The top of a projecting signs shall be located below the second floor windows of the building.
 - iv. Projecting signs shall be externally illuminated by a light mounted on the facade or by neon tubing used to illuminate letters, symbols, and accent frames.
 - v. Supporting hardware such as brackets shall be architecturally compatible with the building facade.



	Dimension	Min.	Max.
①	Width	none	3 ft.
②	Height	none	3 ft.
③	Thickness	none	3 in.
④	Vertical Clearance	8 ft.	12 ft.
⑤	Area	none	6 sf.

- vi. Projecting signs not allowed under an awning or horizontally within five feet of an awning or another projecting sign.
- vii. An encroachment permit is required if sign projects within public right-of-way.



6. Wall Sign

- a. **Definition.** A sign painted or applied directly to the wall, typically above the storefront or more creatively as approved by the City. This type consists of a single panel or individual letters and/ or logo and does not include cabinet signs. This type of sign is intended for viewing from across the street, along the sidewalk, or from an internal plaza or pedestrian passageway.
- b. **Design Standards**
- i. Maximum one (1) wall sign per business along street frontage. In multi-tenant buildings, only businesses with ground floor frontage along the sidewalk, internal plaza, or pedestrian passage shall be allowed a wall sign.
 - ii. Wall signs shall be located above the storefront and at least 12 inches from any eave, edge of building, or top of parapet.
 - iii. Maximum thickness of sign as measured from the wall shall not exceed four inches.
 - iv. Minimum of 24 inches between the sign and any windows or doors.
 - v. Internal illumination is permitted for signs on buildings not designated as a historic resource.
 - vi. For designated historic buildings, if illuminated, external illumination is required and shall be mounted to maintain visual integrity of the sign.
 - vii. Wall sign square footage shall not be transferred to other businesses or other building frontages.



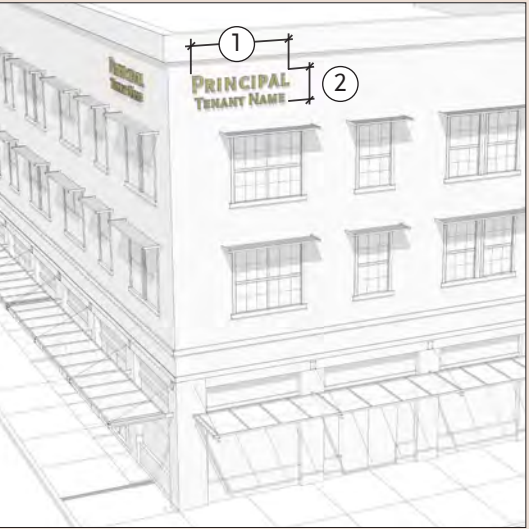
Dimension		Min.	Max.
①	Width as percentage of storefront width	none	60%
②	Height	none	3 ft.
③	Thickness as measured from wall	none	9 in.
④	Area	none	none

- viii. Cabinet signs or replaceable face signs are prohibited.
- ix. In all districts, a business within an existing non-residential (commercial or industrial) building shall be permitted to have one wall sign on the primary street or parking lot frontage.



7. Building Identification Sign

- a. **Definition.** A wall sign placed at the top floor of a multi-story commercial building on the parapet or just below the eve. Building identification signs identify the building name or the principal tenant.
- b. **Design Standards**
- i. Multi-story commercial buildings may provide one (1) Building Identification Sign per building frontage.
 - ii. The Identification Sign shall be located above the windows on the uppermost story of the building.
 - iii. Building identification signs may be made of illuminated individual letters applied to the building face, may be engraved into the building's material, or may be low-relief.
 - iv. Building identification signs may contain the name of a building, or describe its function or tenant, but may not identify any products sold.
 - v. One of the primary tenant(s) may provide only one (1) Building Identification Sign per frontage. Multiple tenants shall not be placed on the same frontage, nor may sign area be allocated to different tenants.
 - vi. Sign square footage shall not be transferred to other building frontages.



Dimension		Min.	Max.
①	Width	none	16 ft.
②	Height	none	4 ft.
③	Thickness	none	18 in.
④	Area	none	48 sf.

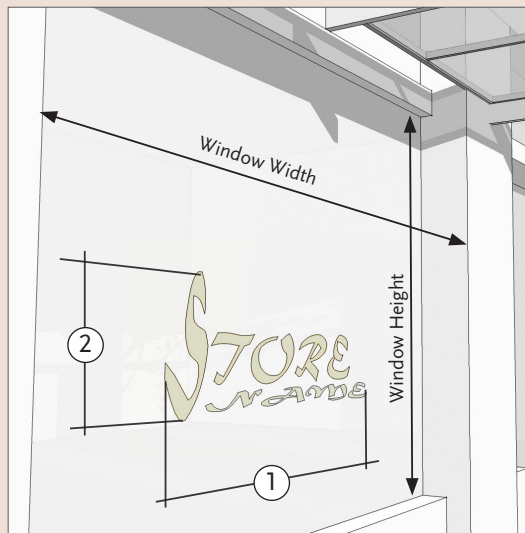


4. DEVELOPMENT CODE

4.9. SIGNAGE STANDARDS (CONTINUED).

8. Window Sign

- a. Definition.** A temporary or permanent sign painted or applied directly to the storefront window(s) and/or door(s). Window signs also include posters for advertisements and sales, product merchandise posters, open and closed signs, and painted or etched business names and logos.
- b. Design Standards**
- i. Maximum one (1) window sign per window or door.
 - ii. Window signs only permitted on ground floor windows/doors and expressly prohibited on upper story windows.
 - iii. Permanent window signs shall be individually painted, etched, or otherwise applied graphics surrounded by clear glass, and shall be painted, applied, or adhered to the interior surface of the glass.
 - iv. Signage inside the shopspace is not allowed within 4 feet of the window;
 - v. Temporary signs window – including product or event posters – may include an opaque background.
 - vi. Holiday window painting, such as for Christmas and Halloween, shall be permitted and shall be exempt from the window sign limitations. However, such painting shall contain no reference to named



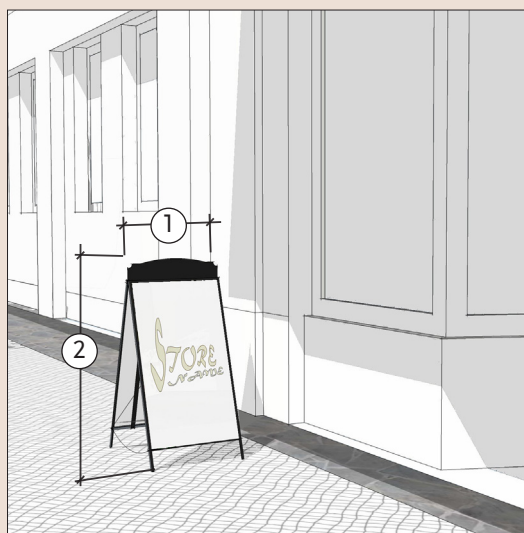
	Dimension	Min.	Max.
①	Width as % of window/door width	none	50%
②	Height as % of window/door height	none	50%
③	Area as % of total window/door area	none	25%

goods or services, and shall be removed within 12 days after the applicable holiday.



9. Sidewalk Sign

- a. Definition.** A two-sided, non-illuminated, portable and temporary sign placed outside a storefront on the adjacent sidewalk for viewing at close range. The sidewalk sign is intended for use by retailers, office tenants, theaters, restaurants, cafes, and other food-oriented businesses.
- b. Design Standards**
- i. Limit of one (1) sign per ground floor business.
 - ii. Signs shall be placed in front of building/business identified on sign and shall not obstruct the minimum necessary ADA accessibility path clearance (four feet) along the sidewalk.
 - iii. Sign shall be constructed of high-quality, durable materials such as wood, wrought iron, fiberglass, and metal. Vinyl, plastic, breakable materials (such as glass), and lighting are prohibited.
 - iv. The design, graphics, colors and materials shall complement the design of the storefront and business and present a finished appearance. Graphic symbols, utilizing images that convey the goods or services offered, are recommended.
 - v. Each display face shall be flat and smooth, with no moving parts or hinges. Sharp or jagged edges/corners and projections that extend beyond one-half (1/2) inch from the sign face are prohibited.
 - vi. Signs shall be of sufficient weight so as to withstand being overturned by wind or contact. Weights, if required, shall be concealed or incorporated into the design of the sign and not simply applied.



	Dimension	Min.	Max.
①	Width	none	30 in.
②	Height	none	36 in.
③	Horizontal clearance from curb	none	24 in.
④	Pedestrian clear path along sidewalk	none	5 ft.
⑤	Area	none	6 sf.

- vii. Attention getting attachments such as posters, flyers, balloons, pennants, or flags, are prohibited.
- viii. Sign must be stored indoors overnight and/or when business is closed.



10. Roof Sign

- a. Definition.** A sign erected upon, against, or directly above a roof or above the parapet of a building. Roof signs are intended to help emphasize the identity and presence of the particular Station Area and Downtown, especially to rail passengers and passing motorists.
- b. Design Standards**
- i. Maximum one Roof Sign per block or a distance of 500 feet, whichever is less.
 - ii. Roof signs shall not project beyond the face of the building.
 - iii. No roof sign may cover, wholly or partially, any window or door openings.
 - vi. If illuminated, Roof Signs may be only illuminated by one of the following methods:
 - (a) External Illumination. Externally illuminated with concealed flood lighting.
 - (b) Exposed Neon. Individual letters may be internally illuminated with exposed neon tubes or a similar light source, but shall not have a translucent panel, lens, or face.
 - (c) Halo. The illumination of a sign by projecting light behind an opaque letter or emblem which results in the appearance of ring of light around the unilluminated letter or emblem.



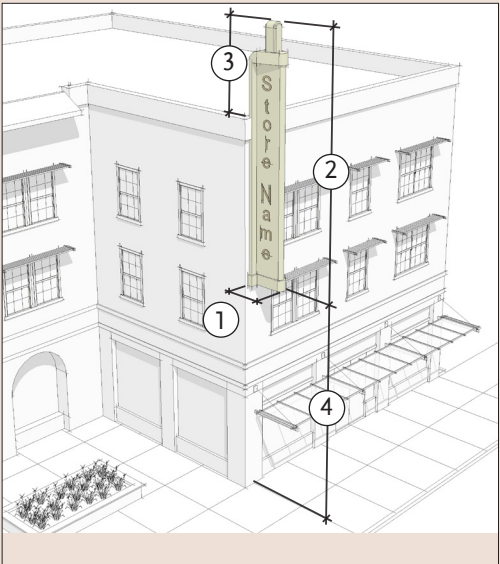
	Dimension	Min.	Max.
①	Width	none	20 ft.
②	Height	3 ft.	12 ft.
③	Area	none	240 sf.

- i. Roof signs up to 120 square feet in area are subject to Planning Commission review and approval, per RMC Section 18.12.090.
- ii. Roof signs exceeding 120 square feet shall require a Conditional Use Permit and approval per RMC Section 15.36.100(F).

c. Review and Approval

11. Blade Sign

- a. Definition.** A vertically-oriented two-sided sign that projects from the building facade over a sidewalk, public open space, or other public right-of-way and may project above the building’s parapet. This type of sign is intended for viewing along the sidewalk and down the street from the adjacent block.
- b. Design Standards**
- i. Limit of one (1) Blade Sign per building.
 - ii. Blade Signs permitted on buildings with commercial tenant space that have a minimum street frontage of 75 linear feet or more.
 - iii. Sign shall be vertically-oriented and placed within the top half of single-story buildings and on the upper floor(s) of multi-story buildings.
 - iv. Projecting signs shall be externally illuminated by a light mounted on the facade or by neon tubing used to illuminate letters, symbols, and accent frames.
 - v. An encroachment permit is required if sign projects within public right-of-way.



	Dimension	Min.	Max.
①	Width	none	5 ft.
②	Height	none	12 ft.
③	Height above eave or parapet	none	2 ft.
④	Clear height above sidewalk	8 ft.	none
⑤	Thickness	none	18 in.
⑥	Area	none	50 sf



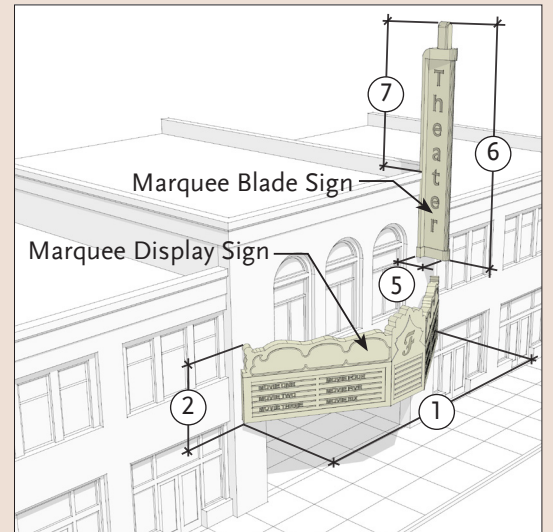
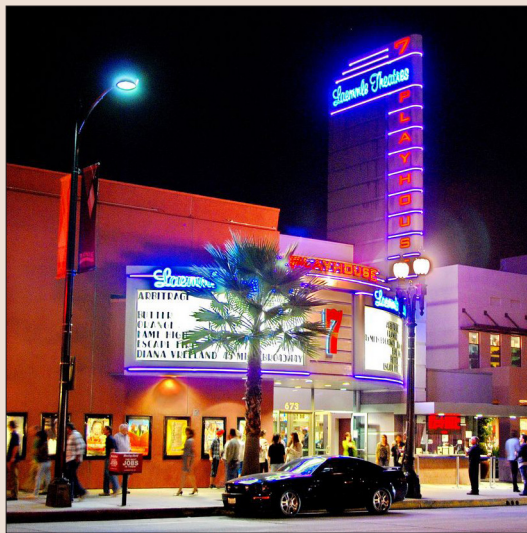
- c. Review and Approval**
- i. Blade Signs are subject to Planning Commission review and approval, per RMC Section 18.12.090.

4. DEVELOPMENT CODE

4.9. SIGNAGE STANDARDS (CONTINUED).

12. Marquee

- a. Definition.** A sign that projects from the facade to express a figural design and message to motorists and pedestrians. Marquees may be configured as a Marquee Blade Sign, a Marquee Display Sign, or a combination of the two.
- b. Design Standards**
- i. Maximum one Marquee Blade Sign and/or Marquee Display Sign per site.
 - ii. Marquee Display Signs and Marquee Blade Signs are permitted for movie theaters, performance theaters, concert halls, convention centers, and similar uses characterized by human assembly and periodically changing programs.
 - iii. Changeable copy on Marquee Display Signs may occupy up to 75 percent of the area of a marquee display sign. Letters for changeable copy shall not exceed three inches (3") in height.
 - iv. No portion of the changeable copy section of the Marquee Display Sign shall be located higher than the eave line or parapet wall of a building.
 - v. Exterior poster cases shall be limited to a maximum size of thirty-nine inches (39") wide by fifty-two inches (52") high. Maximum of one (1) poster case for every two (2) screens. Poster sign area shall not be counted toward the maximum sign area.



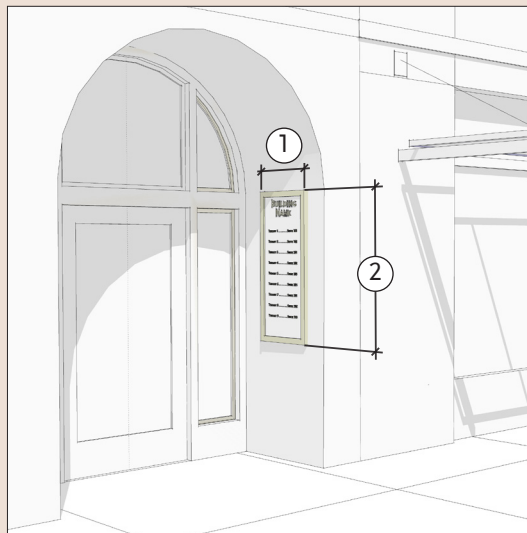
c. Review and Approval

- i. Marquee Display up to 120 square feet in area are subject to Planning Commission review and approval, per RMC Section 18.12.090.
- ii. Marquee Display exceeding 120 square feet shall require a Conditional Use Permit and approval per RMC Section 15.36.100(F).

	Dimension	Min.	Max.
	Marquee Display		
①	Width	none	35 ft.
②	Height	none	8 ft.
③	Area	none	200 sf
④	Encroachment	within 2 ft. of curb	
	Marquee Blade		
⑤	Width	none	10 ft.
⑥	Height	none	20 ft.
⑦	Height above eave or parapet	none	15 ft.
⑧	Clear height above sidewalk	8 ft.	none
⑨	Thickness	none	2 ft.
⑩	Area	none	150 sf

13. Directory Sign

- a. Definition.** Directory Signs are small wall signs located at pedestrian eye level and intended to identify multiple tenants within a building or complex, particularly those that do not have a ground floor street frontage or that are located on upper floors of a building. Apartment intercom call boxes are considered Directory Signs. This Section 4.9.F.13 only applies to Directory Signs that are mounted on building walls that face adjacent public sidewalks and open spaces.
- b. Design Standards**
- i. Directory Signs must be located at the ground level and adjacent to the entry to upper floors.
 - ii. There shall be no more than one (1) Directory Sign per ground level entrance.
 - iii. Letter height shall not exceed two inches.
 - iv. When tenancies are accessed via a building lobby or outdoor court, Directory Sign must be located within the lobby or court.
 - v. Directory Signs on street facades shall be located within an entry alcove and located on the alcove wall that is perpendicular to the sidewalk. Directory Signs facing the sidewalk (parallel to the sidewalk) may be approved by the Director upon a finding of special circumstances.



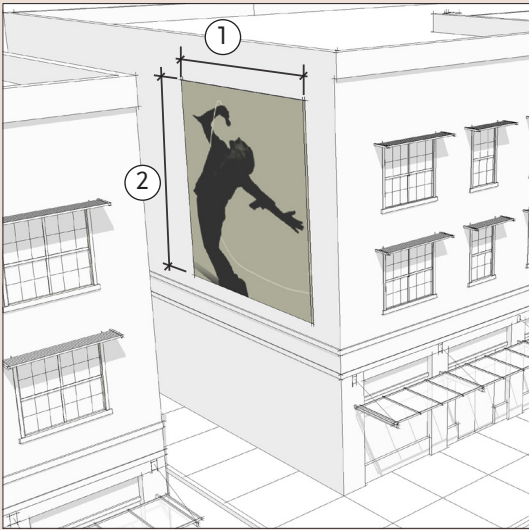
	Dimension	Min.	Max.
①	Width	none	30 in.
②	Height	none	36 in.
③	Thickness	none	18 in.
④	Area	none	6 sf.

- vi. Directory Signs on street facades shall be externally illuminated. Internal illumination and neon lighting is prohibited.



14. Mural

- a. Definition.** A sign or graphic that is mounted to or painted on facades fronting an alley, pedestrian passage, or street.
- b. Design Standards**
- i. Mural placement and content shall be at the discretion of the artists and the building owner.
 - ii. Mural placement, design, and content should be mindful of surrounding businesses and residents.
 - iii. Murals are prohibited from including off-site advertising, product placement, or business identification.
 - iv. A written contract between all parties involved, i.e. artist, building owner or leaser, and the funder if appropriate is highly recommended. The contract should, at the very least:
 - (a) Designate the lifetime of the mural to be left undisturbed, after which the mural can be painted over; and
 - (b) State who will maintain the mural if the work is damaged or needs touch-up.
 - v. In order to ensure a long life for the mural, it is recommended that the wall surface be properly prepared prior to mural application and that durable paints be used.
 - vi. All murals are subject to Cultural Arts Commission review.



Dimension		Min.	Max.
①	Width	none	16 ft.
②	Height	none	2 ft.
③	Thickness	none	9 in.
④	Area	none	none



G. Miscellaneous Signs

1. Existing Historic Signs

- a. Historically significant painted wall signs shall be retained or recreated when possible.
- b. Mounted signs announcing the name of a business no longer in existence at the sign's location and having historical significance may be salvaged and relocated.
- c. All architectural signage in place on the building announcing the original or historic name of the building, year of construction or insignias shall remain in place and shall not be removed, altered or covered under any circumstances.
- d. Historic signage shall not be calculated as part of the overall signage permitted pursuant to this division.

2. Service entry wall signs.

- a. Must be located adjacent to the ground level service entrance.
- b. No more than one service entry wall sign per business.
- c. The area of the service entry sign shall not exceed four square feet.

3. Temporary Signs. Temporary signs are permitted per Section 15.36, Article VIII (Temporary Signs) of the Redlands Municipal Code.

4. Credit Card and Trading Stamp Signs. Signs announcing credit card acceptance or trading stamps shall comply with the following:

- a. No more than three such signs are allowed for each business.
- b.. Such signs shall not exceed six inches by six inches (6" x 6") individually nor one (1) square feet collectively.
- c. Such signs are permitted only in ground level windows.

5. Informational Signs. Signs that display time and temperature or similar public service displays (which are not considered signs), and rotating barber poles, shall comply with the following:

- a. No more than one (1) sign per building;
- b. Must be permanently attached to the building and follow the same standards for Marquee Signs and Projecting Signs.



Historic character sign.

4. DEVELOPMENT CODE

4.10. SERVICES AND UTILITIES PLACEMENT AND SCREENING

- A. Purpose.** This Section establishes standards to ensure mechanical, electrical, plumbing, and venting systems and public utility connections are placed and/or integrated into the design of new buildings and their landscapes.
- B. Applicability.** All new development shall locate and design services and utilities in accordance with the requirements of this Section 4.10.
- C. Design Standards.**
- 1. Service Areas.**
- a. For lots with alley access, service entrances, waste disposal areas, and other similar service areas shall be located adjacent to the alley and take their access from it.
 - b. When an alley is not present, service entrances, waste disposal areas, and other similar service areas shall be located as far away from – and screened from views from – the Primary and Secondary streets as practical.
 - c. Noise- and/or odor-generating equipment and/or containers shall be located in areas that will not create a nuisance to adjacent properties. Services and garbage bins shall be located in a manner that does not impact single family neighbors.
 - d. Access openings to trash enclosures shall not be located within 50 feet of the Primary Street property line.
- 2. Mechanical and Electrical Equipment.**
- a. All mechanical and electrical equipment – including, but not limited to, air-conditioning units, antennas, garage door motors – whether roof-mounted, ground-mounted or otherwise, shall be screened from public view or located so as not to be visible from Primary or Side Streets. Such equipment and related screening shall be designed with

materials and colors that conform to and are an integral part of the design of the building.

- b. Satellite dishes shall be screened from view of Primary and Side Streets. Applicants shall work with satellite providers to locate satellite dishes out of view on building roofs and/or on rear yard or side yard facing facades. In multi-family and multi-tenant buildings, conduits shall be provided from satellite dish locations to each unit.
 - c. Air intake and exhaust systems, or other mechanical equipment that generates noise, smoke or odors, shall not be located on or within 10 feet of the Primary Street property line or any on-site common open spaces.
- 3. Utility Placement and Access.**
- a. For project sites provided with an alley, utility access and equipment such as back flow preventers, transformer boxes, gas and electric meters, and other utilities shall be placed within or adjacent to and be accessed from the alley, subject to the requirements and approval of the associated utility company, which shall not be unreasonably withheld.
 - b. When an alley is not present, these services shall be located in inconspicuous locations along the sides of project sites and shall be thoroughly screened from public view. Unless expressly required by a utility company, these services shall not be located within the front yard.
 - c. Utilities that must be located in a front yard due to utility requirements shall be located away from pedestrian and vehicular routes and screened from the view of the street by landscape. To the extent possible, utilities shall be located within interior building corners, at building offsets, or other similar locations where the building mass acts as a shield from public view.



A utility box screened by landscaping and a low fence.



A back flow preventer that is located immediately adjacent to the building and is screened from the view of the sidewalk and street by shrubs.



A Utility Box in the public realm screened with supergraphics.

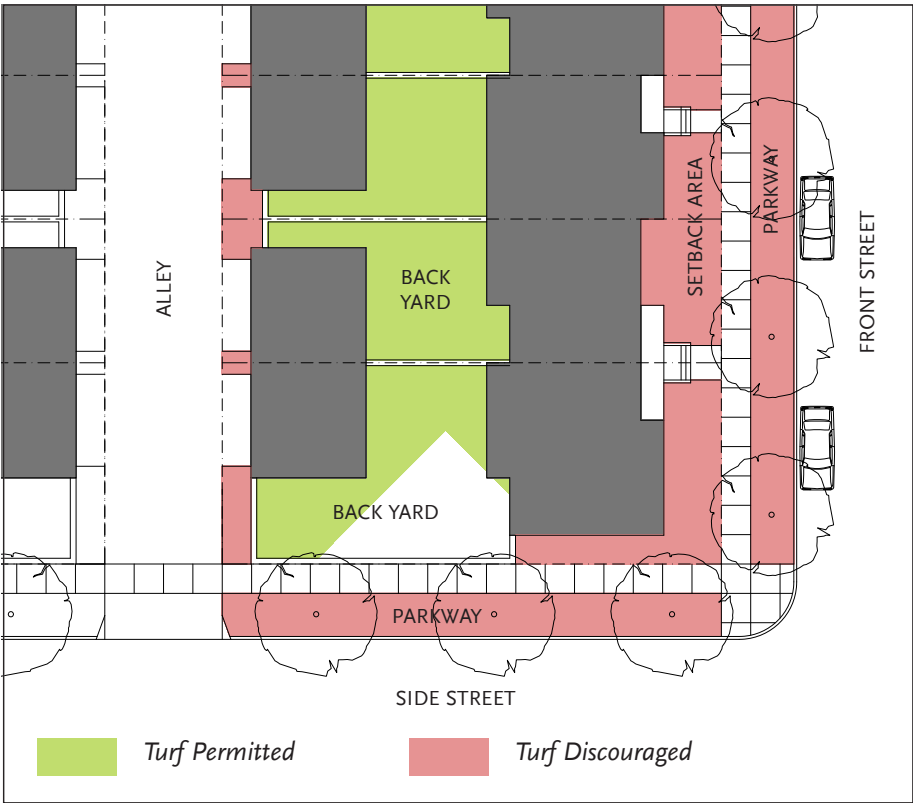
4.11. ON-SITE LANDSCAPE, OUTDOOR LIGHTING, AND PUBLIC ART STANDARDS

- A. Purpose and Intent.** This Section establishes standards for the provision of context-appropriate landscaping that incorporates plant materials, hardscape, and lighting that enhances the character of new buildings, addresses and mitigates the Redlands climate, and facilitates sustainable water use and drainage strategies.
- B. Applicability.** All new development shall provide landscape per the applicable requirements of this Section 4.11.
- C. Design Standards.**
- 1. Context Appropriate Landscaping**
- a. Required on-site open spaces shall incorporate landscape, hardscape, and site amenities per Section 4.4 (On-Site Open Space Standards).
 - b. Plant species should be selected based on their suitability for an urban environment, for their cleanliness, and for their ability to survive in a healthy state despite constrained growing conditions. Ease of maintenance should also be considered.
 - c. The majority of plant materials shall consist of drought tolerant and/or native plants with low water requirements.
 - d. Turf is discouraged in Parkways or in Front Street or Side Street setback areas between the sidewalk and building facade as shown in Figure 4-16. See Section 4.1.C.1.e for Parkway landscaping requirements.
 - e. The use of canopy trees for shading and cooling is encouraged where appropriate. Where canopy trees are used, site design should provide sufficiently sized tree pits or planting beds and appropriate planting medium to provide for healthy tree growth.
 - f. No artificial trees, shrubs, turf or plants shall be used as landscape within the public right of way, any parking area, or within an open space area directly visible to from the public right of way.
 - g. Decorative water features shall use re-circulating water and, where available, shall use recycled water.
- 2.** On-site landscaping, including required yard areas, shall be installed or constructed in compliance with the applicable landscaping standards contained in Chapter 18.168 of the *Redlands Municipal Code*.

- 3. Irrigation.**
- a. Permanent and automatic irrigation systems shall be provided for all landscaped areas in compliance with the State of California model ordinance.
- 4. Site Lighting**
- a. Site lighting shall be shielded by permanent attachments to light fixtures so that light sources are not visible from a public way and to prevent off-site glare.
 - b. Site lighting shall illuminate parking areas, buildings, pedestrian routes, and public ways.
- 5. Public Art**
- a. Public art elements, in coordination with the City's "Art in Public Places" program, may be installed in on-site locations that are visible from public streets and/or open spaces.
 - b. Placement of public art subject to Site Plan Review.
 - c. Art piece subject to Cultural Arts Commission Review.

- D. Maintenance.**
- 1. Front yard landscape and continuous planters between the curb and sidewalk along the primary and side streets shall be maintained in an orderly and neat condition and shall remain free of weeds, debris, or high grass (with the exception of purposely cultivated native species, which shall be allowed).
 - 2. Continuous planters between the curb and sidewalk along the primary and side streets shall be maintained by the adjacent property owner.

FIGURE 4-16: AREAS WHERE TURF PERMITTED/DISCUAGED.



Drought tolerant landscaping.



Landscaping that is suitable for an urban environment and can survive in constrained growing conditions.

4. DEVELOPMENT CODE

4.12. PARKING DESIGN STANDARDS

- A. Purpose and Intent.** This Section establishes standards to ensure that proposed on-site parking is accommodated and designed in a manner that is consistent with the City's goals for generating a multi-modal, pedestrian-oriented public realm.
- B. Applicability.** On-site parking shall be designed per the applicable requirements of this Section 4.12.
- C. Parking Requirements.** On-site parking shall be provided in compliance with the applicable parking standards contained in Chapter 18.168 of the *Redlands Municipal Code*, except as modified by the following:
- 1. Dimensions of Parking Spaces.** Each off street parking space shall have dimensions not less than nine feet (9') in width and eighteen feet (18') in length, except parallel parking stalls which shall be a minimum of eight feet (8') in width and twenty four feet (24') in length. No part of the area of a required parking space shall be used for driveways, aisles, walkways or other required improvements.
 - 2. Tandem Parking.** In mixed-use buildings, tandem parking stalls are permitted subject to the following:
 - a. Up to fifty percent (50%) of parking requirements for residential or live/work units may be satisfied by tandem parking.
 - b. Tandem spaces shall be assigned to the same dwelling unit so that residential occupants may have unrestricted access and movement of vehicles.
 - c. Guest spaces may not be tandem. Spaces for car share service, if any, may be tandem.
 - d. Garaged or structured tandem parking spaces shall be no smaller than nine feet (9') in width and thirty eight feet (38') in length, as measured from the interior walls, and with no more than a one foot (1') encroachment by any columns or pillars.

- 3. Compact Spaces.** Compact spaces are permitted per Section 18.164.260.B (Dimensions of Parking Spaces) of the *Redlands Municipal Code*.
- 4. Spaces for multiple uses and mixed-use developments.** If more than one use is located on a site, including multiple uses under a single ownership:
 - a. The number of off-street parking and loading spaces to be provided shall be equal to the sum of the requirements identified for each individual use, unless a shared parking arrangement has been approved by the City.
 - b. The number of parking spaces may be reduced if shared parking is approved based on the requirements of Section 4.12.C.8. (Reduction to Parking Requirements). However, in no case shall the combined required parking for the mixed-use development provide less than the minimum required for the residential use.
 - c. In mixed-use projects, required on-site residential parking spaces may be reserved, but commercial parking spaces must be made available for visitors or overflow from residences. Up to one-hundred percent (100%) of the required guest parking spaces for the residential units may jointly use the required parking spaces for the commercial uses.
- 5. Loading Spaces.** Loading spaces or loading zones shall be provided in compliance with the applicable development standards contained in Chapter 18.164 of the *Redlands Municipal Code*, except as modified by the following. "Loading space" or "Loading zone" means the space adjacent to a curb or edge of a roadway reserved for the exclusive use of vehicles during the loading or unloading of passengers or materials.
 - a. The number of loading spaces required shall be calculated for the primary use. For mixed-use buildings in mixed-use developments, the number of loading spaces required shall be calculated separately by type of use and gross floor area of each (commercial, residential, office, etc.).



A parking lot shaded by trees planted in uniformly-spaced rows.



A commercial parking lot that includes planting areas and semi-permeable paving to facilitate rainwater recharging.



A Low Impact Design strategy whereby a break in the curb allows water to flow into planters.



The parking court of a multi-family residential building is paved with terra cotta tiles.

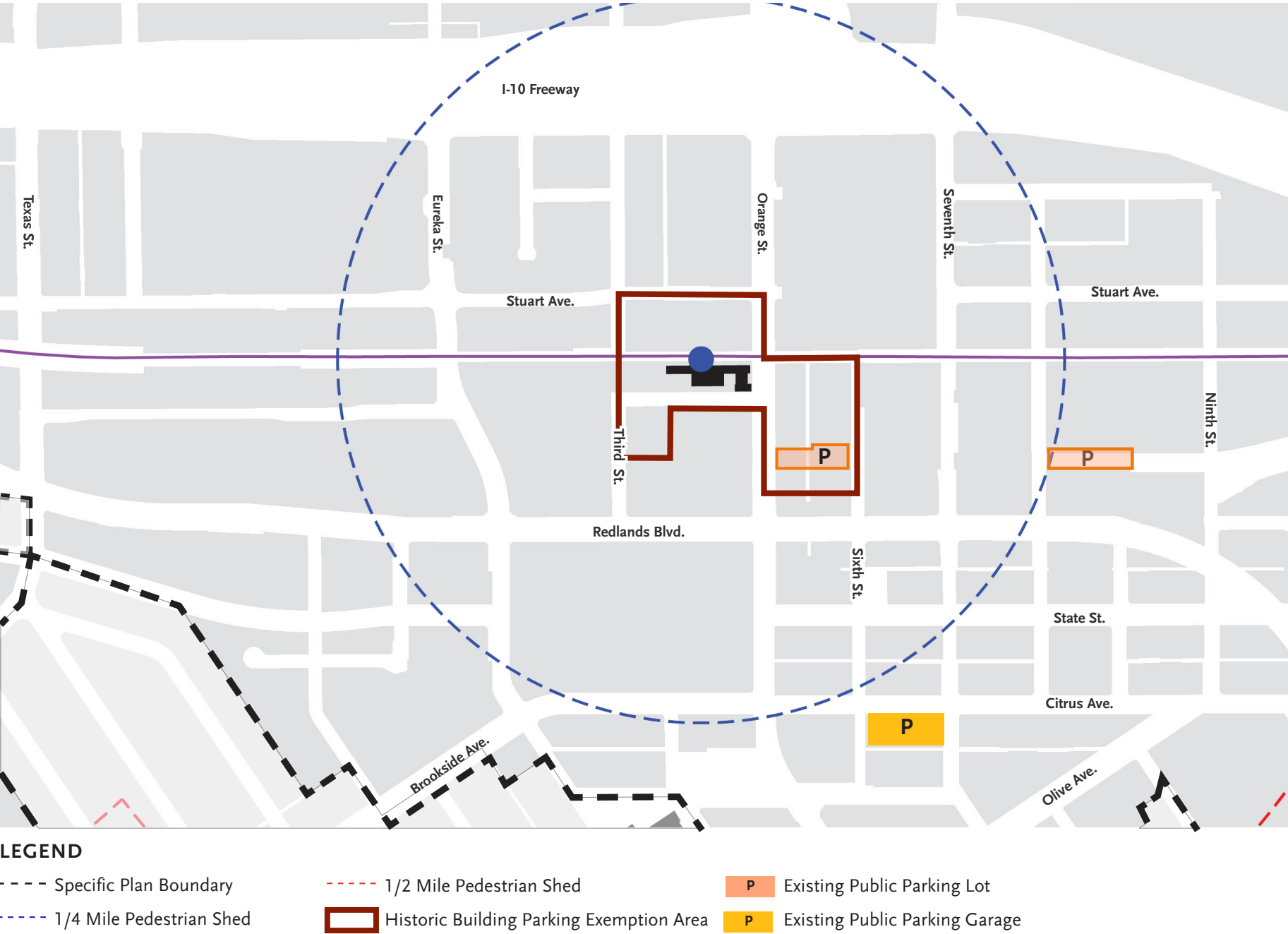
- b. In a mixed-use development where a single building contains a mix of uses, the calculation for the highest number of spaces (by type of use) shall be the minimum requirement for that mixed-use building. For example, if a mixed use building requires two loading spaces for the commercial square-footage, and three loading spaces for the residential square-footage, then only three loading spaces would be required for the entire building and all uses therein.
 - c. For mixed-use buildings within the Village Center (VC), Downtown (DT), and Village General (VG) districts only:
 - i. On-street loading spaces or loading zones (not within a vehicle travel lane) may be provided and utilized in lieu of providing up to three (3) on-site loading spaces that are required for the adjacent mixed-use building. Such on-street loading spaces shall be limited to one (1) on-street loading zone per street frontage that abuts the adjacent mixed-use building it is intended to serve.
 - ii. Such on-street loading zones shall include appropriate curb painting, and shall be signed and readily identifiable. These loading zones may be used for passenger loading/unloading by ride hailing or rideshare services, autonomous vehicles, and other alternative transportation modes.
- 6. Off-Site Parking.** Required on-site parking may be accommodated in parking garages or lots located within five-hundred (500) feet of the subject property.
- 7. Parking for Historic Buildings.**
- a. **Historic Building Parking Exemption Area.** Uses located in historic buildings that are either designated, contributing, or eligible structures over 50 years of age and are located in the on-site parking exemption area for historic structure shall not be

required to comply with the Transit Villages Specific Plan parking standards or the parking requirements of Section 18.164.240 of the *Redlands Municipal Code*. The on-site parking exemption area is shown in Figure 4-17 and defined as follows: beginning at the intersection of Orange Street and the railroad tracks, running east along the railroad tracks to Fifth Street, then running south along Fifth Street to the northern property lines of the parcels fronting Redlands Boulevard, then running west to Orange Street, then running north along Orange Street to Shopper's Lane, then running west along Shoppers lane until reaching the historic Mutual Orange Distributors (MOD) Packinghouse, including the packinghouse property, then running north along Third Street to the historic Santa Fe Depot property, including the Santa Fe Depot property, then running north again to Stuart Avenue, then running east along Stuart Avenue to Orange Street, and then running south along Orange Street back to its intersection with the railroad tracks.

- b. **Historic Building Parking Modifications.** Parking for historic structures on the city's Register of Historic and Scenic Properties, list of individually designated historic resources, or a state or national listing of historical significance may be modified per Chapter 18.168, Article V of the *Redlands Municipal Code*.

- 8. Reduction to Parking Requirements.** The required parking for a use shall be the combined total for all applicable uses listed (customers, employees, residents, places of assembly, etc.), except if a parking reduction for shared parking is granted pursuant to this section.
- a. Joint use parking agreements may be approved subject to the provisions of Section 18.164.320 (Joint Use Agreements) of the *Redlands Municipal Code*.

FIGURE 4-17: PARKING EXEMPTION FOR HISTORIC BUILDINGS



4. DEVELOPMENT CODE

4.12. PARKING DESIGN STANDARDS (CONTINUED)

- b. Shared parking agreements may be approved subject to the provisions of Chapter 18.164 of the *Redlands Municipal Code*.
- c. Off-site parking agreements may be approved subject to the provisions of Chapter 18.164 of the *Redlands Municipal Code*.
- d. Adjustments to parking requirements for mixed use projects may be approved subject to the provisions of Chapter 18.164 .325 (Adjustments to Off-Street Parking Requirements for Mixed-Use Projects within the Transit Villages Specific Plan, the C-3 and C-4 Districts) of the *Redlands Municipal Code*.
- e. The Planning Commission may also grant a reduction in the amount of required parking when a mixed-use development or institution provides carpool spaces, public transit incentives, flex-car sharing programs, secure bicycle parking with shower and clothing locker facilities, and/ or other transportation demand management measures when it is demonstrated that such measures will result in reduced parking demands. The maximum reduction shall be two percent (2%) of the required parking for each such program/measure.

D. Surface Parking Lot Design Standards. Surface parking lots shall be designed in compliance with the applicable standards contained in Chapter 18.168, Article III and Sections 18.168.210 of the *Redlands Municipal Code*, except as modified by the following:

- 1. **Screening.**
 - a. **Street-Adjacent Parking Lots.**
 - i. All surface parking lots shall be screened from the view of the street and sidewalk by buildings and/or low walls or hedges up to three feet (3') high.
 - i. Walls shall be made of or clad in brick, stone, or stucco and shall be compatible in design with the design of the principal building.
 - ii. Walls shall be minimum of eight (8) inches thick and shall be capped by a smooth mortar cap or a brick, terra cotta, or similar cap that overlaps the wall below by a minimum of one half inch on each side of the wall.
 - iii. Landscaped berms are prohibited.
 - b. **Neighboring Parcels.** Views from neighboring properties shall be screened with trees.
- 2. **Landscape.** Water conserving plant materials shall be applied in compliance with the applicable parking lot landscape standards contained in Chapter 18.168.210 of the *Redlands Municipal Code*, except as modified by the following:
 - a. **Amount of Landscaping.** Landscaping within or around the parking area shall cover a minimum ratio of 7% of the gross area of the parking lot. A minimum of one shade tree shall be provided for each four (4) parking spaces, or trees shall be provided to achieve 50% canopy coverage of paved area at maturity, whichever is greater.
 - b. **Location and Type.**
 - i. Landscaping shall be evenly dispersed in a parking areas with trees planted around the perimeter.
 - ii. Landscape materials may include groundcover, shrubs, decorative colored rock, and hardscape.
 - iii. Groundcover may include decorative, colored rock or hardscape and shall not exceed 50% of the parking lot landscape area.
 - c. **Size.** Shrubs and trees shall be planted according to the following size requirements:
 - i. Shrubs: 5 gallon minimum.
 - ii. Trees: 15 gallon minimum. or 50% 5 gallon, 25% 24inch box, and 25% 36 inch box.
 - d. **Irrigation.** Appropriate irrigation and drainage shall be provided for all landscaped areas.

- 3. **Shade Structures.** In addition to trees, shade may be provided with the following structures and should match the architectural character of the adjacent structures.
 - a. Arbors, trellises, pergolas, mesh and overhead canopies.
 - b. **Solar Shade Structures.** For lots without public frontage and out of public view, standalone solar structures may be used. For lots within public view, individual solar panel may be applied to existing shade structures.
- 4. **Lighting.**
 - a. Outdoor light fixtures shall be no taller than 15 feet as measured from the bottom of the base of the light standard or the adjacent grade of the building on which the light is mounted.
 - b. Lighting shall be shielded or recessed so that:
 - i. The light source (i.e., bulb, etc.) is not visible from off the project site; and
 - ii. Glare and reflections is confined to the maximum extent feasible within the boundaries of the project site. Each light fixture shall be directed downward and away from adjoining properties and the public right-of-way. Shielding and/or high cut-off lens may be required.
 - c. All parking lots shall be illuminated with a lighting system designed to provide an average horizontal illumination of greater than one (1.0) foot-candle of light and a minimum horizontal illumination of not less than 0.25 foot-candle of light on the parking surface. Applicants are encouraged to meet these illumination levels with light fixtures mounted on light standards placed in close proximity to each other rather than with light fixtures on buildings, and with less powerful lamps than what would otherwise be required if light standards were placed farther apart.
- 5. **Paving.** To reduce stormwater run-off and water pollution, and to allow for the replenishment of groundwater, consider utilizing Low Impact Design (LID) design strategies (see Section 4.13.C).
- 6. **Wheel Stops.** As approved by the Director of Development Services and Public Works Director, wheel stops are permitted in parking spaces in front of planters where the curb is omitted to enable stormwater run-off into the planter.
- 7. **Finishes.** Parking lot materials, finishes, fixtures, and colors shall be designed in a manner that is consistent with the architectural character of surrounding buildings.
- 8. **Improvements.** Parking lot improvements shall be constructed in compliance with the applicable parking lot development standards contained in Chapter 18.164.310 of the *Redlands Municipal Code*.



An existing parking lot screened by a low wall and landscaping, benches, and a vine-covered trellis.

4.13. SUSTAINABLE STORM WATER MANAGEMENT GUIDELINES

- A. Purpose and Intent.

When fully implemented, the vacant and underutilized parcels surrounding the passenger rail stations will be developed with medium- to high-density residential buildings, multi-story office and mixed use buildings, and surface, structured, or underground parking. In some cases, buildings could approach 100 percent coverage of the site. This section provides guidance for the provision of stormwater treatment facilities that are functional and visually attractive and that avoid the use of surface infiltration basins, which are not conducive to an urban setting.
- B. Applicability.

All new development is encouraged to provide stormwater management strategies per the applicable requirements of this Section 4.13.
- C. Design Guidelines.

In preparing mandated Water Quality Management Plans (WQMPs) the following design guidelines shall be considered and implemented to the greatest extent possible:

1.

Consider the full range of BMP alternatives for addressing drainage, infiltration, and stormwater quality for the site, including drainage from roofs, plazas, courtyards, and any surface parking areas.

2.

Utilize Low Impact Development (LID) design principles and practices to address infiltration of runoff through the use of:

a.

Pervious surfaces in lieu of impermeable surfaces in plazas, courtyards, and surface parking areas where technically feasible. Acceptable pervious surfaces include: landscaping; pervious pavers including pervious interlocking pavers and permeable concrete; etc.; as approved by the Director of Development Services and Public Works Director.

b.

Landscaped areas integrated into the drainage design where runoff can be directed into planters with subsurface features to further enhance storage or towards permeable surfaces where technically feasible.

c.

Amended soils can be utilized where technically feasible to enhance infiltration, to provide water quality improvement, and to maintain healthy plant life in an urban setting where plants are subject to additional stresses and restricted growing areas.

3.

On-site surface infiltration basins are not allowed, unless:

a.

They are not located within the Primary Street or Side Street setback, are not visible from a street or public open space, and they are not located within the On-Site Open Space required by Sections 4.3.1.E, 4.3.2.E, 4.3.3.E, 4.3.4.E, 4.3.5.E, and 4.3.6.E.

b.

They are incorporated into an active or passive park or open space that can be closed during flood events.



Pervious Pavement



Runoff from the street is directed into planters.



Rain Garden



A break in the curb allows water to flow into planters.

4. DEVELOPMENT CODE

4.14. BLOCK AND SPECIAL LOT DESIGN STANDARDS

- A. Purpose.** This Section establishes standards to ensure new development on sites over certain sizes and configurations are consistent with the City's goals for an interconnected and walkable network of streets and blocks that support new development that consists of ensembles of buildings of various scales and character, rather than monolithic, overwhelming, place-less buildings.

B. Definitions. The following terms are used in this Section:

1. **Site.** A legal parcel as shown in Figure 4-10 on page 4:69.

2. **Building Site.** Smaller sites within the legal parcel, as shown in Figure 4-11 on page 4:69, subdivided per the building size requirements of Sections 4.3.1.F, 4.3.2.F, 4.3.3.F, 4.3.4.F, 4.3.5.F, and 4.4.6.F. Building Sites are established for design purposes in order to meet the minimum and maximum area requirements needed to effectively design buildings that meet the intended physical character of the applicable zone. The permanence of the building site lines as legal lots is not required by these standards.

C. Applicability.

1. The requirements of this Section 4.14 shall apply to all sites and/or developments that meet any one or more of the following criteria:

a. Megablocks over 3.5 acres in area, including sites smaller than 3.5 acres in area that are located on megablaocks larger than 3.5 acres in area;

b. Sites two (2) acres or more in area;

c. Sites with street frontage over 150 in length in the Village Corridor (COR), Neighborhood General 1 (NG1), and Neighborhood General 2 (NG2) zones.
- d. Sites with street frontage over 200 feet in length in the Village Center (VC), Downtown (DT), and Village General (VG) zones; and/or

e. Through sites that extend from one street to a second, parallel street.

D. Block and Special Lot Conditions. This Section provides a description and design standards for each special parcel condition identified in above Section 4.14.C.



Streets and blocks introduced on site over 3.5 acres area.



Site over two acres in size developed with buildings of different massing and architectural character arranged around a transit plaza.



Individual buildings on a site over 150 feet in length designed with varied roof forms and different wall colors.



Two buildings on the same site designed with varied frontage elements and different wall and window treatments and colors.

1. Megablocks over 3.5 Acres in Area

- a. **Definition.** Blocks (whether containing a single parcel or multiple parcels) or sites larger than 3.5 acres in area.
- b. **Design Standards.** Blocks within Downtown Redlands and the surrounding historic neighborhoods range in area between approximately two acres in the Downtown commercial district (300 x 300 foot blocks) to approximately 3.5 acres in the pre-World War II neighborhoods to the south of Downtown (265 x 585 foot blocks). These block sizes provide a comfortable environment for pedestrians to walk from one place to another, while accommodating automobiles, bicycles, and other emerging transportation technologies. They also disperse traffic by providing a variety of vehicular and pedestrian routes to various destinations. To ensure new development on parcels or blocks large than 3.5 acres are consistent with Redlands' historic street and block network, the following development standards shall apply.
 - i. **New Streets and Alleys**
 - (a) New development on blocks or sites larger than 3.5 acres in size shall provide new streets, curbs, gutters and sidewalks as shown in Figure 4-18 and Figure 4-19.
 - (b) New Streets, curbs, gutters, and sidewalks shall be designed per the requirements of Chapter 5, Section 5.6 (Street Types) and Section 4.15 (Street and Streetscape Design Standards). Street trees shall be provided and specified per the requirements of Chapter 7, Sections 7.4 (Streetscape) and 7.5 (Trees and Planting).
 - (c) Alleys may be introduced to provide access to parking and services as shown in Figure 4-20 below.
 - (d) All new and modified blocks shall be designed per the following requirements:
 - (i) Length: 585 ft. max.
 - (ii) Width: 585 ft. max.
 - (iii) Maximum Area: 3.5 acres
 - (iv) Blocks longer than 300 ft. shall provide a pedestrian passage or alley that connects the Front Street to the Rear Street or the Side Street to the opposite Side Street.
 - (e) The location of new streets and blocks shall be generally consistent with Chapter 5, Figure 5-1 (Proposed Street Network Improvements).
 - (f) The location of streets and rights-of-way may be adjusted provided:
 - (i) The altered block size(s) conform to the block size standards of above Section 4.14.D.1.b.i.(d).
 - (ii) The assigned street type per Chapter 5, Section 5.6 (Street Types) remains unchanged.
 - (iii) A Street Plan and Site Plan that illustrates compliance with the requirements of this Section 4.14, along with the other

requirements of this Specific Plan, is submitted per Section 4.1.1.1 (Submittal Requirements).

- ii. **Site and Building Site Design.** The design of the resultant Building Sites, as shown in Figure 4-20 below, shall be subject to the following additional standards:
 - (a) Building Sites two (2) acres or larger: see Section 4.14.D.2.
 - (b) Building Sites in the Village Corridor (COR), Neighborhood General 1 (NG1), and Urban Neighborhood General 2 (NG2) zones that are 150 feet or longer: see Section 4.14.D.3.
 - (c) Building Sites in the Village Center (VC), Downtown (DT), and Village General (VG) zones that are two-hundred feet or longer: see Section 4.14.D.3.
 - (d) Building Sites that extend from one street to a second, parallel street: see Section 4.14.D.4.



A pedestrian street through a megablock.



A new street and central promenade.

FIGURE 4-10. ORIGINAL SITE

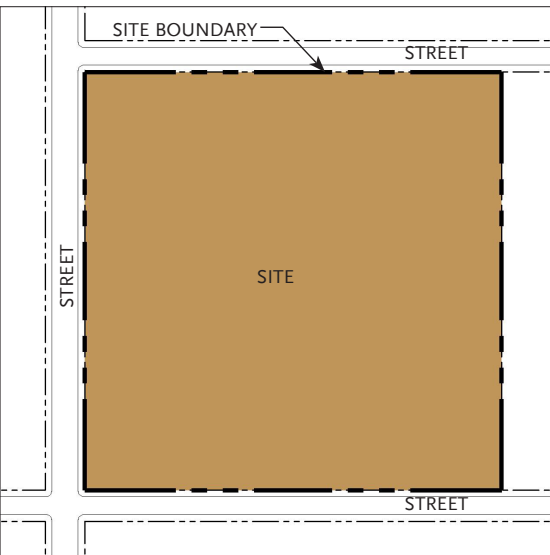


FIGURE 4-11. INTRODUCE STREETS

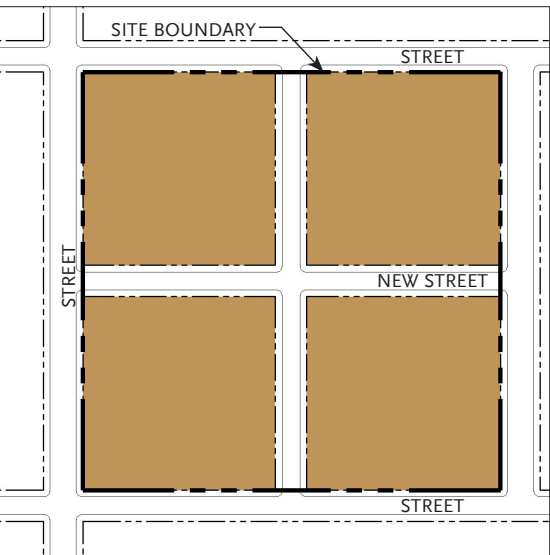


FIGURE 4-12. INTRODUCE ALLEYS PASEOS, PEDESTRIAN CORRIDORS



4. DEVELOPMENT CODE

4.14. BLOCK AND SPECIAL LOT DESIGN STANDARDS (CONTINUED)

2. Sites over Two Acres in Area

- a. **Definition.** A contiguous site that is two (2) acres or more in area.
- b. **Design Standards.** Approximately two acres in size (300 x 300 feet), Downtown Redlands' historic blocks contain multiple parcels that have been developed incrementally over time with a variety of pedestrian-oriented buildings. These blocks, their eclectic mix of buildings, and the tree-lined streets they face, are the essential components of Redlands' small-town character. The Development Standards in Sections 4.3 – 4.7 of this Development Code are designed to guide the design of new buildings that are compatible with the town-scale and eclectic character of these urban blocks. Development on sites larger than this – especially if the exact same building design is repeated multiple times without variation – can, however, be detrimental to this town-scale. To ensure new development on sites two (2) acres or more in size is consistent with Redlands' town-scale character, the following development standards shall apply.



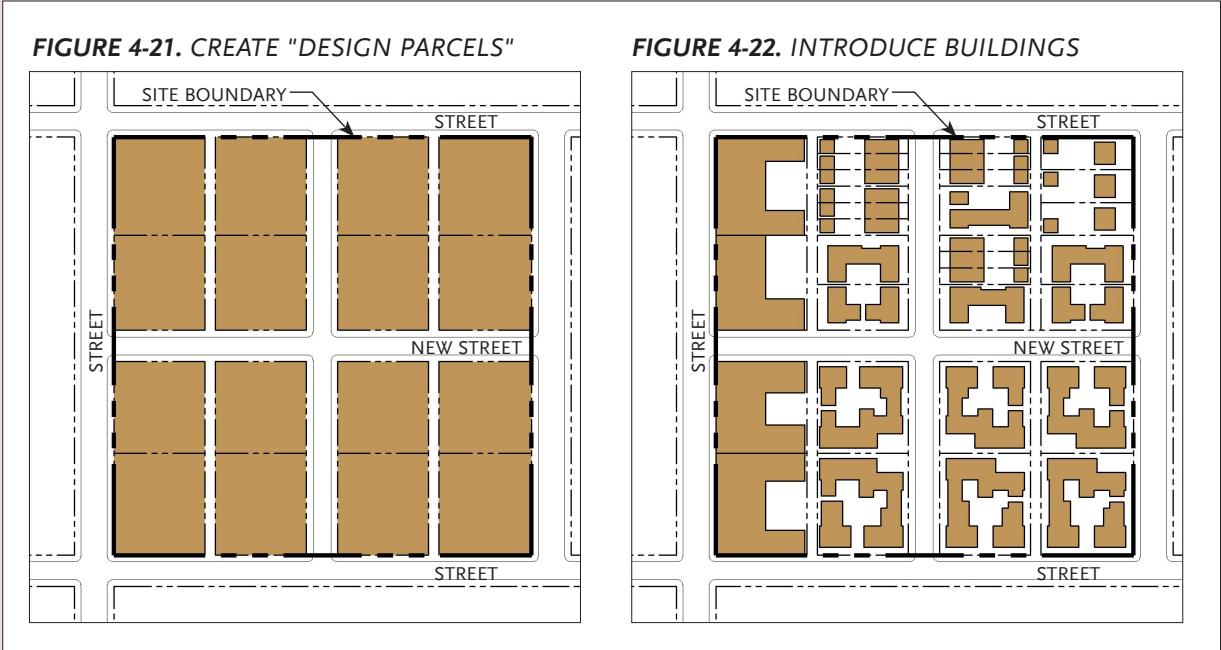
Individual buildings designed with different heights and wall colors.



Individual buildings designed with different massing, frontage elements, and wall and window colors. Taller buildings are at rear of site.

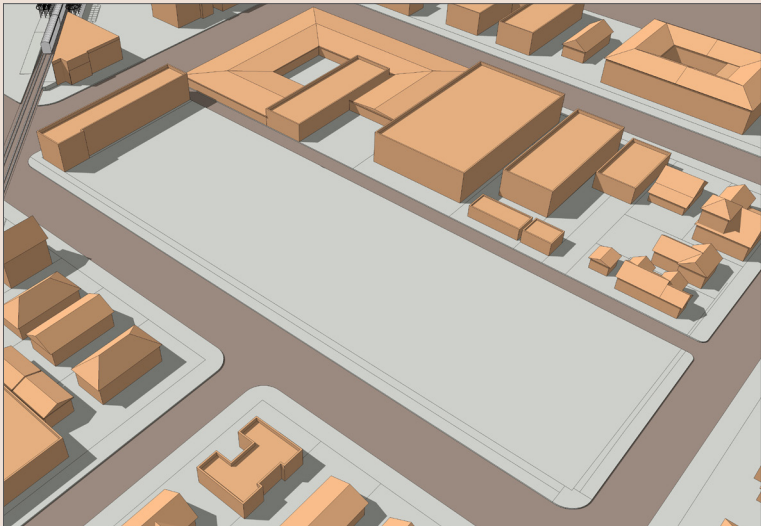
- i. **Conceptual Subdivision.** Divide the parcel into smaller "design" parcels in order to establish a framework that accommodates town-scale urban buildings (see Figure 4-21). Parcels are intended for design purposes, but may be recorded as separate, legal parcels.
- ii. **Multiple Buildings.** Introduce multiple buildings and open spaces according to the development standards of Sections 4.3 – 4.7 (see Figure 4-22).
- iii. **Building Differentiation.** Differentiate individual buildings and their open spaces according to the following design strategies:
 - (a) Vary the design of each open space (plant species, path and landscape placement, amenities, etc.), per Section 4.4 (On-Site Open Space Standards).
 - (b) Use varied articulation and massing strategies for each building, per Section 4.5 (Building Articulation and Massing Standards).
 - (c) Vary each building's frontage element type, design, and/or detailing, per Section 4.6 (Frontage Standards).
 - (d) Assign unique architectural styles or design treatments to individual buildings. See Section 4.7 (Building Design Standards).
 - (e) Accentuate corner buildings and/or provide corner plazas, per Section 4.7 (Building Design Standards).
- iv. **Relate to Public Realm and Neighbors.** Design buildings to be compatible with the massing and scale of neighboring buildings and building across the street, especially historic character buildings. See Section 4.7 (Building Design Standards).
- v. **Building Length.**
 - (a) Within the Village Center (VC), Downtown (DT), and Village General (VG) zones: only one (1) lined "black box" building (parking garage, movie theater, or big box store) per total site may exceed the maximum building length allowed by Section 4.3.1.F (VC Zone), Section 4.3.2.F (DT Zone), and 4.3.3.F (VG Zone). Street-facing facades of black box buildings must be lined with occupiable commercial or residential uses.
 - (b) Within the Village Corridor (COR), Neighborhood General 1 (NG1), and Neighborhood General 2 (NG2) zones: all buildings must adhere to the maximum building length standards of Section 4.3.4.F (COR Zone), Section 4.3.2.F (NG1 Zone), and 4.3.3.F (NG2 Zone).
- vi. **Residential Types.** A minimum of 30% of residential buildings must be designed with direct access to each ground floor dwelling unit via a stoop or porch frontage type, per Section 4.5.D (Frontage Standards). Remaining residential buildings units may be accessed via common lobbies.

vii. **Building Fronts and Backs.** All building fronts (the building face with public rooms such a living rooms, dining rooms, and entry lobbies) shall face other building fronts. Under no circumstances shall a building front face the rear of another building dominated by service uses and garages.



3. Long Sites

- a. **Definition.** A continuous development site that is over 150 feet in length in the Village Corridor (COR), Neighborhood General 1 (NG1), and Neighborhood General 2 (NG2) zones, and over 200 feet in length in the Village Center (VC), Downtown (DT), and Village General (VG) zones.
- b. **Design Standards.** Historic parcel within Downtown Redlands and its surrounding neighborhoods typically range between 25 and 200 feet in width, establishing the framework for Redlands' small-town urban form. To ensure development on parcels above this size range are compatible with Redlands' built urban fabric, the following additional development standards shall apply.
 - i. **Multiple Buildings.** Introduce multiple buildings and opens spaces according to the development standards of Sections 4.3 – 4.7.
 - ii. **Building Differentiation.** Differentiate individual buildings and their open spaces. Appropriate strategies include:
 - (a) Vary the design of each open space (plant species, path and landscape placement, amenities, etc.), per Section 4.4 (On-Site Open Space Standards).
 - (b) Use varied articulation and massing strategies for each building, per Section 4.5 (Building Articulation and Massing Standards).
 - (c) Vary each building's frontage element type, design, and/or detailing, per Section 4.6 (Frontage Standards).
 - (d) Assign unique architectural styles or design treatments to each building. See Section 4.7 (Building Design Standards).
 - (e) Accentuate corner buildings and/or provide corner plazas, per Section 4.7 (Building Design Standards).
 - iii. **Relate to Public Realm and Neighbors.** Ensure buildings are compatible with prevalent setbacks and respectful of the massing and scale of neighboring buildings, especially historic character buildings, per Section 4.7 (Building Design Standards).



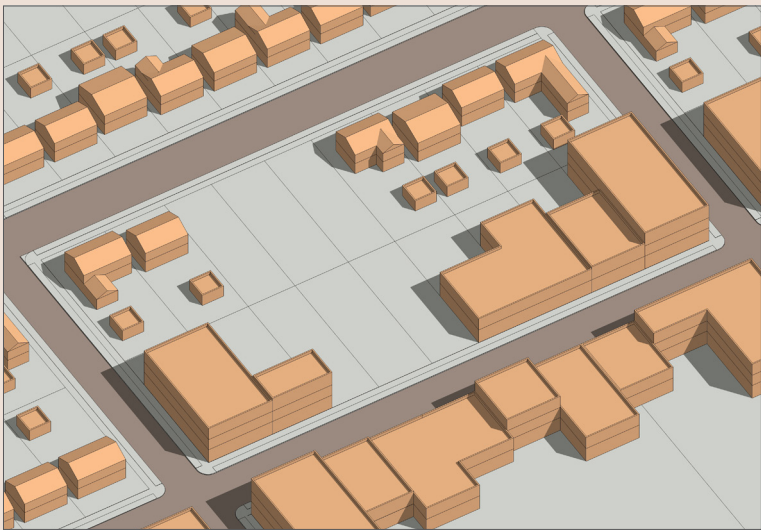
Long site.



Long site with development.

4. Through Parcels

- a. **Definition.** A Site that extends from one street to a second, parallel street.
- b. **Design Standards.** In cases where a Site extend between two parallel streets, the character of the urban form along each street in terms of building setbacks, massing, and building types can be very different. To ensure new development is in character with these two contexts, the following additional development standards shall apply.
 - i. **Relate to Public Realm and Neighbors.** Ensure buildings are compatible with prevalent setbacks and respectful of the massing and scale of neighboring buildings, especially historic character buildings, per Section 4.7 (Building Design Standards).
 - ii. **Building Differentiation.** Differentiate individual buildings and their open spaces. Appropriate strategies include::
 - (a) Vary the design of each open space (plant species, path and landscape placement, amenities, etc.), per Section 4.4 (On-Site Open Space Standards).
 - (b) Use different articulation and massing strategies for each building, per Section 4.5 (Building Articulation and Massing Standards).
 - (c) Vary each building's frontage element type, design, and detailing, per Section 4.6 (Frontage Standards).
 - (d) Assign unique architectural styles or design treatments to each building, and in response to frontage types on neighboring buildings. See Section 4.7 (Building Design Standards).
 - (e) Accentuate corner buildings and/or provide corner plazas, per Section 4.7 (Building Design Standards).



Through parcel.



Through parcel with development.

4. DEVELOPMENT CODE

4.15. STREET AND STREETScape DESIGN STANDARDS

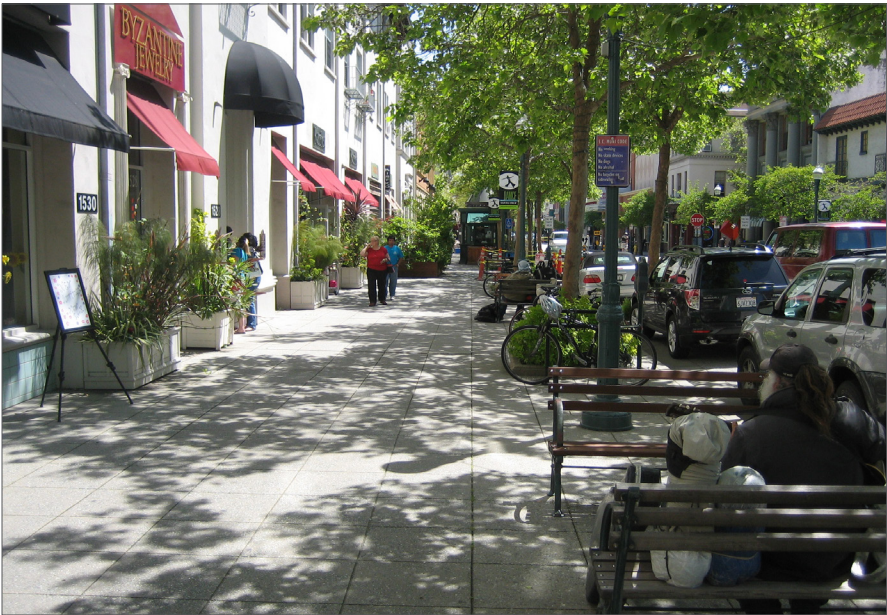
- A. Purpose.** This Section establishes standards to ensure new streets and new streetscapes along existing streets are consistent with the City's goals for walkable streets that support the intended physical character, land use activity, and quality envisioned by this Specific Plan.
- B. Applicability.** This section 4.15 shall apply to all new streets, new buildings, and additions that are twenty (20) percent or more of existing floor area in size.
1. All news streets and all new streetscape along existing streets shall be designed in compliance with the applicable requirements of this Section 4.15, Chapter 5, Section 5.6 (Street Types), and Chapter 7, Sections 7.4 (Streetscape) and 7.5 (Trees and Planting).
 2. New buildings and additions that are 50 percent or more of existing floor area in size shall remove and replace dead or overgrown landscaping, construct sidewalks per the requirements of this Section 4.15 and Chapter 5, Section 5.6 (Street Types), and plant street trees per the requirements of Chapter 7, Sections 7.4 (Streetscape) and 7.5 (Trees and Planting).
 3. All other projects requiring planning permits/approval shall remove and replace missing or dead landscaping (including street trees).

C. Street and Streetscape Design Standards.

1. **Street Trees and Parkways.** Proposed development shall include sidewalks and street trees as follows:
 - a. **Street Tree Spacing.** Tree spacing is determined by the mature canopy spread of the species selected. Street tree spacing shall be between 20 feet and 45 feet on center with adjustments in spacing according to acular tree species and pursuant to City standards.
 - b. **Street Tree Location.** Street trees shall be planted according to the following location requirements:

Streetscape Element	Distance
i. Curb line of perpendicular street at intersection	25 ft. min.
ii. Street Light	Midway between adjacent trees but 10 ft. min.
iii. Stop or yield sign	20 ft. min.
iv. Directional Signage	10 ft. min.
v. Fire Hydrant	10 ft. min.
vi. Alley margins and driveway	5 ft. min.
vii. Underground utilities	5 ft. min.

- b. **Tree Species.** Street trees shall be specified for each street as indicated in Chapter 7 (Public Realm of Open Space and Landscape), Figure 7-11 (Street Tree Plan: New York Street/Esri Station Area), (Figure 7-12 (Street Tree Plan: Downtown Station Area), and Figure 7-13 (Street Tree Plan: University Street Station Area).
- c. **Tree Size at Initial Planting.** Street trees at initial planting shall be a minimum 24 inch box size.
- d. **Runoff.** All runoff from public right-of-way shall be treated per the current water quality standards of the San Bernardino County Stormwater Program Water Quality Management Plan, and as approved by the City.
- e. **Parkways and Tree Wells.**
 - i. Irrigation to parkways or tree wells shall be provided as an extension of the on-site system and is the responsibility of the property owner.
 - ii. Tree wells shall be a minimum of 4 ft. x 6 ft. with the long side oriented parallel to the curb. Tree well widths may be reduced to ensure that the sidewalk between the edge of the tree well and the adjacent building face is a minimum of 5 ft. wide.
 - iii. Parkway landscape materials.
 - (a) Plant materials shall not be installed within 24 inches of public street trees as measured from the base of the street trunk. Only mulch is allowed within this area.
 - (b) Plant materials must not present a danger to the public; they shall not be poisonous, noxious, or invasive.
 - (c) Plant materials must not have exposed, rigid spines; spikes; barbs; or thorns.
 - (d) Plant materials shall be maintained to keep their height at 24 inches maximum.
 - (e) No edible plant materials are allowed.
 - (f) No boulder, or any rock over six inches in height, is allowed.
 - (g) Non-vegetative groundcover and/or flat stone paving materials shall provide uniform, firm, even, and reasonably walkable surface. Examples include bark chips, mulch, decomposed granite, gravels, or decorative pavers.
 - (h) Bark, mulch, or decomposed granite is only permitted in parkway areas with a slope less than 5% in any direction. They shall not run off into the street.
 - (i) Decorative pavers are not allowed within three feet of any public streetlight pole, pull box, or other utility facilities.



Benches are placed perpendicular to the curb between the pedestrian thoroughway and parked cars.



A mid-block crosswalk leads to mid-block pedestrian passage.

- (j) Synthetic (artificial) turf must be maintained, cleaned, re-brushed and replenished with new approved infill per the manufacturer's recommendations.

2. Street Lights.

- a. Pedestrian-scaled street lighting shall be provided along public sidewalks and public park pathways. The bottom of pedestrian-scaled lamps along a sidewalk or other path being lighted should not be more than 14 feet above the sidewalk or path finished grade.

3. Street Furnishings

- a. Street furnishings are allowed within the public right-of-way (R.O.W.) as pedestrian amenities within the Village Center (VC) zone, the Village General (VG) zone, and within all parks and open spaces.
- b. Street furnishings include but are not limited to: benches, waste receptacles, bicycle racks and similar items that help to define pedestrian use areas. Additional and optional amenities include: tables, chairs, umbrellas, kiosks, and planters.
- c. The following materials should be used for street furnishings:
 - i. Benches should be made of wood, metal, stone, terra cotta, cast stone, cast concrete, hand-sculpted concrete, or composite materials that resemble wood.
 - ii. Trash cans and bike racks should be made of metal.
 - iii. Planters and pots should be made of metal, stone, terra cotta, cast stone, cast concrete, hand-sculpted concrete, or composite material that resemble wood.
 - iv. Outdoor restaurant chairs and tables may be wood, metal, stone, or high quality plastic, subject to approval of Director of Development Services.
- d. Street furnishings such as tables and chairs should not be stored in a location that is visible from the street.
- e. Advertising on street furnishings within the public right-of-way is prohibited.
- f. The following street furnishings are not permitted within the public right-of-way or open space area(s):
 - i. Vending machines;
 - ii. Photo booths;
 - iii. Automated machines such as, but not limited to, penny crunching machines, blood pressure machines, fortune-telling machines, video games, animated characters and other such machines that are internally illuminated, or have moving parts, or make noise, or have flashing lights.

4. Outdoor Seating Areas, Cafes, and Restaurants

- a. Outdoor seating areas, cafes, and restaurants on private property are encouraged provided they do not interfere with pedestrian flow and circulation along adjacent sidewalks, from public ways to building entries, or with amenities, such as bicycle racks and benches.
- b. Required or proposed railings for outdoor areas, sidewalk cafés, and outdoor restaurants shall be designed to complement the adjoining buildings.

5. Crosswalks and Curb Extensions

- a. Crosswalks should be clearly marked with high contrast “zebra” or "continental" striping, or materials with contrasting colors and textures such as unit pavers and colored concrete.
- b. Curb extensions should be provided to reduce the pedestrian crossing distance and time, thus improving pedestrian comfort and safety.



Dog Park.



Metal outdoor restaurant chairs and tables.

4. DEVELOPMENT CODE

4.16. PARK, PLAZA, AND OPEN SPACE DESIGN STANDARDS

- A. Purpose.** This Section provides standards for the design of parks, plazas, and open spaces that are safe, accessible from adjacent public streets and transit, conveniently-located, and are compatible with the urban form of adjacent buildings and land uses.
- B. Applicability.** All new public open spaces, including parks and plazas, shall comply with the applicable requirements of this section and with the general open space locations identified in Figure 7-1 (Public Realm Plan) and the applicable requirements of this Section 4.16.

C. Park and Plaza Design Standards

1. Location and Size

- a. Parks, plazas, and open spaces shall be provided per the general locations shown in requirements Figure 7-1 (Public Realm Plan).
- b. Parks, plazas, and open spaces shall remain open to the public year-round and in perpetuity, and shall be accessible to pedestrians. All such spaces shall comply with ADA accessibility standards.
- c. Parks, plazas, and open spaces shall have a minimum width of 40 ft. and a minimum length of 125 ft.
- d. The size and location of parks, plazas, and open spaces may deviate per the requirements of Section 4.1.2.C (Minor Deviations).

2. Access from Public Streets

- a. Access shall be provided from the adjacent sidewalk(s) by accessible paths that are consistent with the design theme for the particular park, plaza, or open space.
- b. Adjacent pedestrian crossings shall coordinate with the access points of the park, plaza, or open space.

3. Frontage

- a. Parks, plazas, and open spaces shall front at least one (1) public street.
- b. Visibility from one side of the plaza, park, or open space to the other is required. Hedges and low walls shall not exceed 36 inches in height.
- c. Adjacent buildings shall front the plaza with windows, doors, and appropriate frontage types.

4. Parking

- a. On-street parking is permitted along park, plaza, or open space street frontages.
- b. On-site parking is strongly discouraged.

5. Landscape and Lighting

- a. Variations of landscape, hardscape, and public art elements in coordination with the City's "Art in Public Places" program should be used to improve the quality of public parks, plazas, and open spaces.
- b. The majority of plant materials shall consist of drought tolerant and/or native plants with minimum water requirements. Ease of maintenance should also be considered.
- c. The use of canopy trees for shading and cooling is encouraged to mitigate the urban heat island effect. Sufficiently sized tree pits or planting beds and appropriate planting medium to provide for healthy tree growth should be provided.
- d. Artificial trees, shrubs, turf, or plants are prohibited.
- e. Pedestrian scaled light fixtures are required along paths within all parks, plazas, and open spaces.
- f. Paving materials.
 - i. Paving materials shall be permanent in nature (such as brick, stone, permeable pavers, and scored concrete).
 - ii. Asphalt is not permitted.
 - iii. Unnecessarily complicated and distracting paving patterns are discouraged.
- g. Decorative water features shall use re-circulating water and, where available, shall use recycled water.
- h. Public art, in coordination with the City's "Art in Public Places" program, is encouraged as an integral part of the design approach to these spaces.

6. Interactive Elements. Tables, chairs, umbrellas, trellises, water features, etc.

7. Building and Improvements

- a. Commercial Plazas:
 - i. Permitted amenities: pedestrian and bicycle amenities such as benches, tables, garbage cans, drinking fountains, bike racks, public art or a water features.
 - ii. Permitted buildings and structures: kiosks, a bandstand, an informal stage (a raised area that could be used as a stage).
- b. Parks:
 - i. Amenities: Pedestrian amenities (benches, tables, drinking fountains, etc.), bike racks, playground equipment, informal athletic courts, water features that provide a focus to the park may be provided.
 - ii. Buildings and structures: pergolas, picnic shelters may be provided.



Neighborhood Park.



A small neighborhood park.

4.17. DEFINITIONS

A. Purpose. This Section provides definitions of terms and phrases used in this Development Code that are technical or specialized, or that may not reflect common usage. If any of the definitions in this Section conflict with definitions in *RMC Chapter 18.08 (Definitions and Construction)*, these definitions shall control for the purposes of this Development Code. If a word is not defined in this Section, refer to *RMC Chapter 18.08 (Definitions and Construction)* for the applicable definition.

B. Definitions of Specialized Terms and Phrases.

- Alley:** a low capacity thoroughfare with one shared lane and no parking lanes, designed and intended for service and/or secondary access purposes (the rural version of an alley is a ‘lane’).
- Apartment:** a dwelling sharing a building and a lot with other dwellings and/or uses. Apartments may be for rent or for sale as condominiums.
- Arcade:** a facade with a ground floor colonnade that supports the upper stories of the building or, for one-story buildings, the roof. Arcades contain ground-floor shopfronts, making them ideal for retail or restaurant use, as the arcade shelters the pedestrian while shading the storefront glass, preventing glare that might obscure views of merchandise
- Awning:** a cloth cover fastened to a building or structure and supported by a frame that is used to protect pedestrians from the sun or rain.
- Awning Sign:** a sign in which a tenant's name and/or logo that is applied to the lower vertical portion ("valance") of a canvas awning projecting from a facade.
- Back Yard:** a private, landscaped open space located behind a single family or multi-family building that is for the use of the residents of one or more dwellings. For buildings with two or more units, Backyards may be divided into separated private yards, provided each private yard is located directly adjacent to the dwelling unit.
- Base Flood Plain Elevation:** the level surface water is anticipated to reach during a base flood. “Base flood” refers to a flood that has a one percent chance of being either equaled or exceeded in a given area in a given year.
- Bay Window:** a large window or series of windows projecting from the outer wall of a building and forming a recess within.
- Balcony:** a platform enclosed by a wall or balustrade on the outside of a building, with access from an upper-floor door.
- Blade Sign:** a vertically-oriented two-sided sign that projects from the facade over a sidewalk, public open space, or other public right-of-way and may project above the building’s parapet. This type of sign is intended for viewing along the sidewalk and down the street from the adjacent block.
- Block:** the aggregate of private lots, passages, common drives and, lanes, circumscribed by thoroughfares. Block dimensions are measured along private property lines.
- Block Face:** the aggregate of all the building facades on one side of a block. The block face provides the context for establishing architectural harmony.
- Building Height:** the vertical extent of a building. Building Height shall be measured at the front of the building between the finished sidewalk, Finished Grade, and/or the Base Flood Plain elevation and the Top of Plate of the top floor of the building. For buildings located at the back of Sidewalk, Building Height shall be measured from the adjacent Sidewalk and/or the Base Flood Plain Elevation. For building located behind front yard setbacks, Building Height shall be measured from the average elevation of the Finished Grade

- and/or Base Flood Plain elevation. Building height shall be measured every 60 feet along the building frontage. Chimneys, elevator shafts, and vents may project beyond the maximum building height as allowed by the California Building Code.
- Building Identification Sign:** A wall sign placed at the top floor of a multi-story commercial building on the parapet or just below the eve. Building identification signs identify the building name or the principal tenant.
- Building Length:** The length of the building as measured parallel to the front property line.
- Building Placement:** the maximum horizontal envelope available for placing a building on a lot.
- Building Site:** smaller sites within the legal parcel (see "Site"). Building sites are established for design purposes in order to meet the minimum and maximum area requirements needed to effectively design buildings that meet the intended physical character of the applicable zone. The permanence of the building site lines as legal lots is not required by this Development Code.
- Bulkhead:** a low partition located between the grade and the glazed opening(s) for the display of merchandise.
- Building Footprint:** The area resulting from the application of building placement requirements and as further articulated by particular building design. In calculating the area, only the conditioned floor space shall be counted for purposes of calculating allowable upper floor area, the area occupied by covered passages may be counted as "ground floor/footprint."
- Canopy:** a flat, metal awning that extends perpendicular from the building and parallel to the sidewalk. The canopy's frame is connected to the wall and spanned by a variety of materials, including metal lattice, glass, and metal slats.
- Canopy Sign:** A pedestrian-oriented sign that is mounted on top of a horizontal awning parallel to the sidewalk.
- Cantilevered Room:** an upper floor room or rooms that projects from the building facade providing additional upper floor square footage and contributing to the articulation of the facade.
- Civic:** the term defining not-for-profit organizations dedicated to the arts, culture, education, government, transit and municipal parking facilities.
- Colonnade:** a series of columns similar to an arcade but spanned by straight lintels rather than arches, linked together, usually as an element of a building.
- Context:** the particular combination of elements that creates a specific environment. A neighborhood zone (e.g. NG-1 Zone) is administratively similar to the land-use zones in conventional zoning ordinances, except that in addition to specifying the building use, density, height and setback, all the relevant elements and characteristics of the intended environment are integrated. The integration includes the characteristics of the private lot and building as well as those of the enfronting public streetscape. This approach is applied accordingly to the other components of this plan: open space types, streetscapes and public realm; thoroughfare types and the street network; building types and block types.
- Court:** A semi-public, shared open space within a lot, for use by more than one resident or tenant. It is a well-defined, coherent area that is an essential component of the project's design, not merely space left over after the building mass is placed. Courts generally provide visitor access from the street to dwellings, retail or office spaces, and/or buildings within the lot that lack direct frontal access from the street.

4. DEVELOPMENT CODE

4.17. DEFINITIONS (CONTINUED)

Curb: the edge of the vehicular pavement detailed as a raised curb or a swale. The curb usually incorporates the drainage system.

Density: the number of dwelling units within a standard measure of land area, usually as units per acre.

Directory Sign: Directory signs are small wall signs located at pedestrian eye level and intended to identify multiple tenants within a building or complex, particularly those that do not have a ground floor street frontage or that are located on upper floors of a building. Apartment intercom call boxes are considered directory signs.

Dooryard: an elevated or at-grade garden or terrace that is located in the front yard setback and that is enclosed by a low wall located at or near the property line. For elevated Door Yards, access from the sidewalk to the Door Yard is via a stair or ramp. The Door Yard can accommodate a variety of activities, ranging from dining patios for commercial uses to patios for residential uses. In addition, the interior building spaces are separated from the adjacent sidewalk by the depth of the Door Yard and in the case of raised Door Yards, by the terrace height.

Driveway: a vehicular lane within a lot, usually leading to a garage.

Elevation (Building): the exterior walls of a building not along a frontage. Also referred to as 'Facade' when the elevation is along a frontage line.

Entrance (Building): the principal point of access of pedestrians to a building. In the support of pedestrian activity, the Principal Entrance should face the frontage rather than the parking.

Facade: The exterior wall of a building adjacent to a street or public open space.

Facade increment. a portion of a long building facade that has been divided into smaller, visually discrete design compositions that extend from the ground floor to the top of the facade. Individual facade increment designs may incorporate multiple bays as well as various architectural elements, such as balconies, bay windows, projecting rooms, loggias, and trellises, to articulate the increment and to distinguish individual increments from one another.

Fenestration: Transparent glass openings in a building face.

Farmers Market: open air markets, approved by the County Agricultural Commissioner and County Health Department, in which farmers sell their crops directly to the public. Certified Farmers Markets are generally conducted once weekly. To participate in these markets, farmers must obtain a certificate from the County Agricultural Commissioner verifying that they grow the items they sell.

Finished Grade: the elevation of the surface of the ground adjoining the building after final grading and normal settlement.

Frontage Line: those lot lines that coincide with a public frontage line. One shall be designated as the Principal Frontage Line. Facades along Frontage Lines define the public realm and are therefore more highly regulated than the elevations that coincide with other lot lines. Frontage lines are subject to the Urban Standards (Section 5.4), Architectural Standards (Section 5.5), Sign Standards (Section 5.6), and Subdivision Standards (Section 5.8).

Frontage Type: the architectural element of a building between the public right-of-way and the private property associated with the building. Frontage Types combined with the public realm create the perceptible streetscape.

Front Yard: the area between the Primary Street facing building facade and the Primary Street property line and/or back of sidewalk. On corner lots, the Frontyard also includes the area between the Side Street facing facade and the Side Street property line up to the fence enclosing the back yard. Frontyards provide a physical separation between the street and buildings on the site, while presenting a

place to greet one's neighbors and for informal play. Access to buildings from the sidewalk also occurs through the front yard. Frontyards may be visually continuous with adjacent yards with a common landscape, or enclosed by a low fence, wall, or hedge.

Gallery: a facade with ground floor colonnades that support a cantilevered shed roof or a deck that covers the sidewalk. Galleries contain ground floor storefronts, making them ideal for retail use. Railing on top of the gallery is only required if the gallery roof is accessible as a deck.

Gross Area: the sum of the gross horizontal areas of all floors, mezzanines and lofts of the building. Horizontal dimensions shall be taken from the exterior faces of the exterior walls of the building and shall include all enclosed and conditioned areas except stairways and elevators.

Ground Floor: the floor of a building located nearest to the level of the existing grade around the building.

Historic Resource: A building, site or feature that is a local, State, or National historic landmark, or anything that is determined to be a Historic Resource under CEQA.

Lot: a separately platted subdivision of land held privately, usually intended for the purposes of building.

Lot Width: the frontage of a parcel which is used to identify the parcel for street address purposes, and the physical dimension necessary for allowed building type. For corner lots, the width is measured along the narrower street frontage.

Marquee Sign: A sign that projects from the facade to express a figural design and message to motorists and pedestrians. Marquees may be configured as a Marquee Blade Sign, a Marquee Display Sign, or a combination of the two. .

Mural: A sign or graphic that is mounted to or painted on facades fronting an alley, pedestrian passage, or street.

Park-Once Garage or Lot: a garage (below or above-grade) or surface lot which provides the public with parking spaces for commercial, service and office uses.

Paseo: a pedestrian passage or walkway, covered or uncovered

Pedestrian Passage: an at-grade pedestrian connector passing between buildings, providing shortcuts through long blocks and connecting rear parking areas to frontages.

Pedestrian Shed: an area defined by the average distance that may be traversed at an easy pace from its edge to its center in approximately 5 minutes. This distance is used to determine the size of a neighborhood. This dimension averages one quarter of a mile or approximately 1400 feet for generally flat terrain.

Planter: The element of the public streetscape that accommodates landscaping, including street trees. Planters may be continuous or individual (Tree Well).

Podium: a raised building platform that serves as a courtyard for access to uses above subterranean, ground floor, or first floor uses or parking garage.

Porch: A roofed, unenclosed room attached to the exterior of a building that provides a physical transition between the sidewalk and the building. Porches may be provided on buildings that are set back from the Primary and/or Side Street property lines and may encroach into the front yard and side street yard. .

Porch Sign: a pedestrian-oriented sign that is attached to the porch and hangs or is otherwise suspended between columns supporting the porch roof. The sign is prominent within a bay created by the porch columns without obstructing view from inside the building or from the porch.

Primary Street: the street where the highest level of vehicular and/or pedestrian activity is anticipated, relative to the other streets immediately around it. It also generally is the street where the building’s primary address is assigned.

Projecting Sign: A double-sided, pedestrian-oriented sign that projects perpendicular to the building facade from a mounted wall brace or from the ceiling of a balcony or arcade. Projecting signs typically project into the public right-of-way, plaza, or pedestrian passageway, and are intended for viewing by pedestrians approaching the shop.

Public Open Space: Off-street outdoor space that is either owned by the City and intended for public use, or is on a private parcel, immediately adjacent to a right of way, and functions as a public space.

Public Realm: all publicly owned and Publicly Accessible streets, sidewalks, pathways, paseos, passages, alleys, open spaces (such as neighborhood parks, plazas, and greens) and civic and public buildings (such as City Hall, public libraries, and neighborhood community centers). The public realm is the space between privately owned buildings and is where people travel from one place to another and interact with one another.

Publicly Accessible: open spaces or streets that are open / available to the public. Whether publicly or privately owned, publicly accessible streets are generally available during all times, where as open space availability may be limited to certain times of the day.

Regulation Plan: a zoning map that shows the zones, overlays, special districts, streets, and required intersections subject to regulation by the Design and Development Standards in this chapter.

Roof Deck: A rooftop open space that may be assigned to individual units or a shared open space available for use by all residents or tenants. Amenities can include trellises, landscaping, seating areas, BBQ islands, and/or outdoor fireplaces, and the like. .

Roof Sign: a sign erected upon, against, or directly above a roof or above the parapet of a building. Roof signs are intended to help emphasize the identity and presence of the particular Station Area and Downtown, especially to rail passengers and passing motorists.

Setback: the area of a lot measured from a lot line to a building facade or elevation that must be maintained clear of permanent structures excepting galleries, fences, garden walls, arcades, porches, stoops, balconies, bay windows, terraces and decks (that align with the first floor level) which are permitted to encroach into the Setback.

Shopfront: large openings in a building facade that are enclosed with large transparent windows and doors that provide direct, at-grade access to ground floor commercial/retail uses. The basic required architectural elements of shopfronts include large windows, doors with glass, transom windows, and a solid base (bulkhead). Optional elements include awnings, canopies, signage, lighting, and cornices.

Side Garden: A landscaped open space along one side of a lot. Side Gardens may be semi-private spaces through which occupant and visitor access is provided to one or more buildings or dwellings. Side Gardens of single-family dwellings are private, primarily landscaped open spaces. For multi-family buildings, Side Gardens may be designed for the shared use of all residents.

Side Street: a street on which lower levels of vehicular or pedestrian activity is anticipated, relative to the nearby Primary Street it connects to.

Sidewalk: the paved area of the public frontage dedicated exclusively to pedestrian activity.

Sidewalk Sign: A two-sided, non-illuminated, portable and temporary sign placed outside a storefront on the adjacent sidewalk for viewing at close range. The sidewalk sign is intended for use by retailers, office tenants, theaters, restaurants, cafes, and other food-oriented businesses.

Site: a legal parcel.

Stoop: a stair and landing leading directly from the sidewalk to a building entrance. The ground floor of the building is typically raised to provide increased privacy for the rooms facing the public street. Accordingly, stoops are ideal frontage types for ground floor housing that is near the street.

Streetscape: The elements of a street that combine to form the street's character. The streetscape is composed of thoroughfares (travel lanes for vehicles and bicycles, parking lanes for cars, and sidewalks or paths for pedestrians), street trees, street lighting, and other elements such as benches and landscape planters.

Streetwall: an opaque, freestanding wall built along the Frontage Line, or coplanar with the facade, often for the purpose of masking a parking lot from the adjacent thoroughfare. Street walls are between 3.5 and 8 feet in height, and constructed of a material matching the adjacent building facade. The wall may be replaced by a hedge, subject to City Approval. Street walls may have openings no larger than necessary to allow automobile and pedestrian access.

Through Lot: a lot having a frontage on, and rights of vehicular access to, two parallel or approximately parallel streets. For the purposes of determining vehicular access to parallel streets pursuant to this definition, alleys are not streets.

Top of Plate: the top horizontal member of a building frame to which the rafters are fastened. Building Height is measured to the Top of Plate.

Trellis: A wood or metal frame that supports thin overhead wooden or metal strips or latticework. Trellises provide shade and can support climbing plants. They may be free-standing or affixed to buildings over balconies, porches, window and door openings, pedestrian passages, or roof decks.

Urban Fabric: The physical makeup of an urban setting, including buildings, streets and their streetscape, and open spaces.

Vernacular: the common language of a region, particularly in reference to the architectural tectonics. Through time and use, the vernacular has intrinsically resolved the architectural response to climate, construction technique, and to some extent, social mores.

Wall Sign: a sign painted or applied directly to the wall, typically above the storefront. This type consists of a single externally illuminated panel or individual letters and/or logo and does not include cabinet signs. This type of sign is intended for viewing from across the street, along the sidewalk, or from an internal plaza or pedestrian passageway.

Window Sign: A temporary or permanent sign painted or applied directly to the storefront window(s) and/or door(s). Window signs also include posters for advertisements and sales, product merchandise posters, open and closed signs, and painted or etched business names and logos.

Yard Sign: A pedestrian-oriented sign that is located within the front yard and is supported by a post or posts.

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