IMPLEMENTATION | REGULATING PLAN

The Regulating Plan is the controlling document for the architectural disposition of all projects throughout the Central-Highland-Upper Nob Hill District. It is a drawing that delineates the corridor of Central, and the streets that adjoin it. For each of them, the plan describes the form and location of streets, blocks and buildings, and assigns appropriate building categories [with regulations for each] .

HOW TO USE THE REGULATIONS:

1. Development Category - find the property & its development category [map pg. 36].
2. Development Category description - read the development or building category description appropriate to particular property [pg. 35].
3. Development Implementation Process matrix - read the development category's review process [pg. 36] and follow the review boards' processes.
4. Urban Regulations - find the code/regulation page as indicated at Implementation Process Matrix [pg. 36]. Follow regulation's standards for setbacks, heights, encroachments, frontages, parking, landscape, materials, etc..

Frontage type description is noted by page number on each urban regulation page.

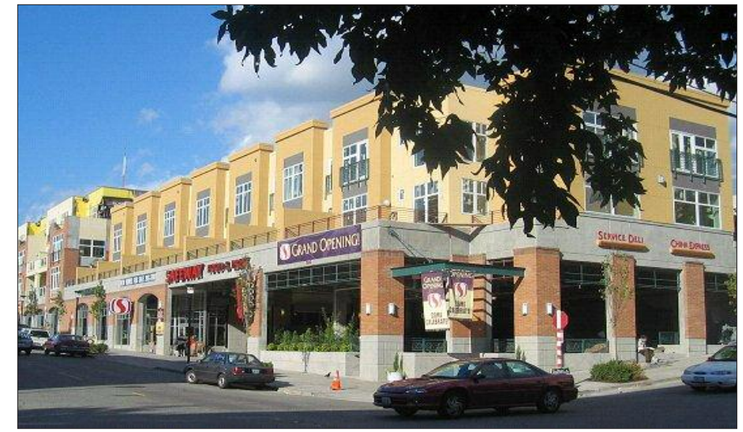
Development Category:

Corridor General
Corridor General includes those areas that are appropriate for new development along commercial and retail oriented streets. The setback, heights, massing, encroachments, and parking arrangements would be appropriate to new, vibrant mixed-use buildings.

Street General
Street General allows for new development of an intensity that is more residentially oriented.

Parks & Open Space
The category Parks & Open Space allow for new landscaping for plazas, parks, and open space areas accessible to the public. The landscape should be distinct from the existing and proposed prototypical standards currently being developed by the City Municipal Development Department. The landscape design should reflect the more urban character of this area in its programming, detailing, and planting intensity.

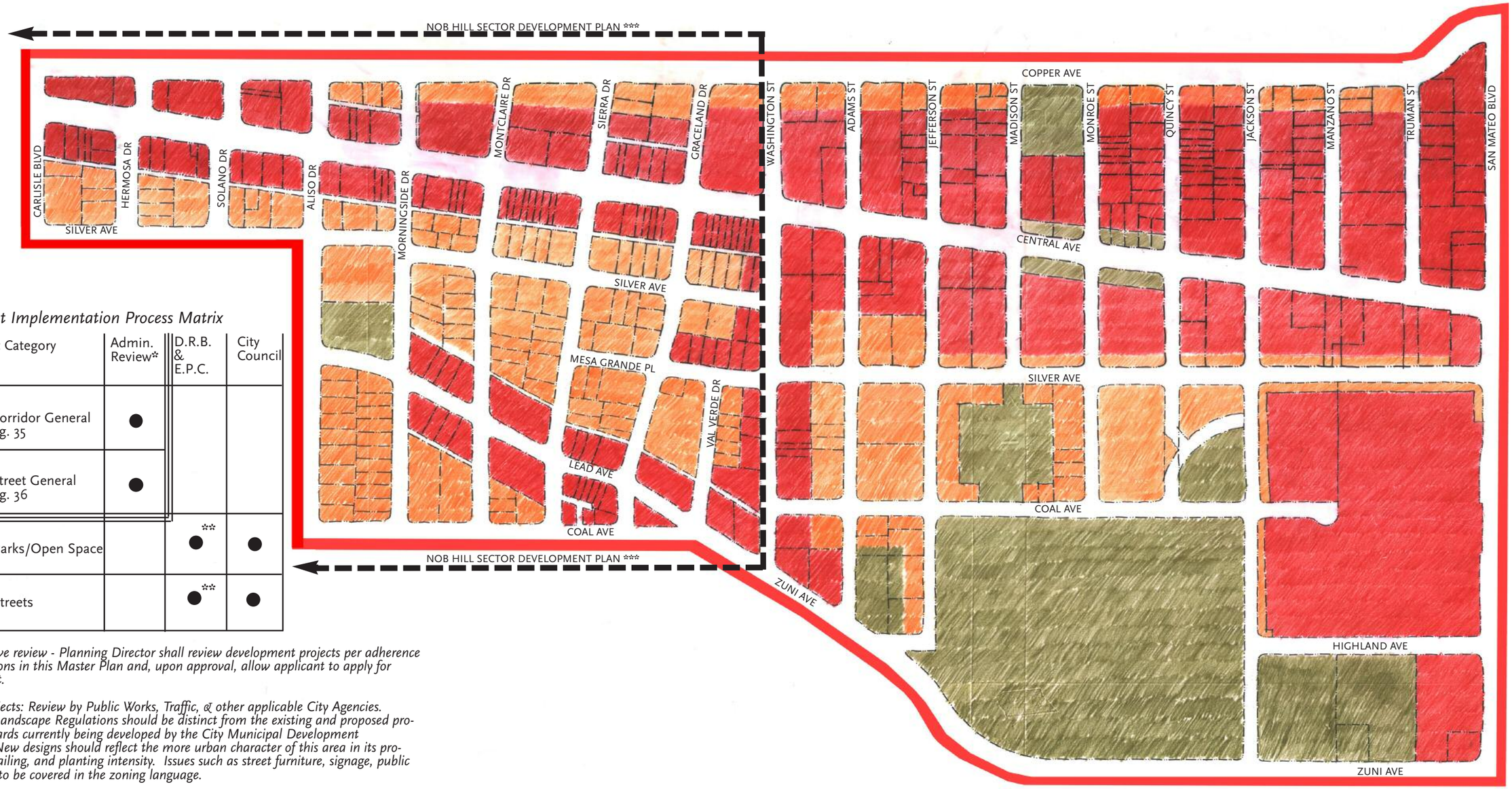
Streets & Public Realm
Streets make up the public realm and are a crucial part of the Master Plan design. They are subject to design review by those agencies listed on the implementation matrix [next page]. Parking strategies, related to streets, are not regulated but suggested [see Plan Components: Park Once and Walk, this document].



Corridor General

Street General

Parks & Open Space



Development Implementation Process Matrix

Development Category	Admin. Review*	D.R.B. & E.P.C.	City Council
Corridor General pg. 35	●		
Street General pg. 36	●		
Parks/Open Space		●**	●
Streets		●**	●

* *Administrative review - Planning Director shall review development projects per adherence to the Regulations in this Master Plan and, upon approval, allow applicant to apply for Building Permit.*

** *Public Projects: Review by Public Works, Traffic, & other applicable City Agencies. Streetscape & Landscape Regulations should be distinct from the existing and proposed prototypical standards currently being developed by the City Municipal Development Department. New designs should reflect the more urban character of this area in its programming, detailing, and planting intensity. Issues such as street furniture, signage, public lighting design to be covered in the zoning language.*

*** *Height restrictions apply - see Urban Regulation Corridor General, Height notation on following pages.*

D.R.B. - Design Review Board
E.P.C. - Environmental Planning Commission

Corridor General
Street General
Parks & Open Space
Streets & Sidewalks
Master Plan Boundaries
Nob Hill Sector Development Plan

Regulating Plan
0 200 400 800ft

Client: City of Albuquerque Planning Department
Albuquerque, New Mexico

Corridor General includes those areas that are appropriate for new development along commercial & retail-oriented streets. The setback, heights, massing, encroachments and parking arrangements would be appropriate to new, vibrant mixed-use buildings.

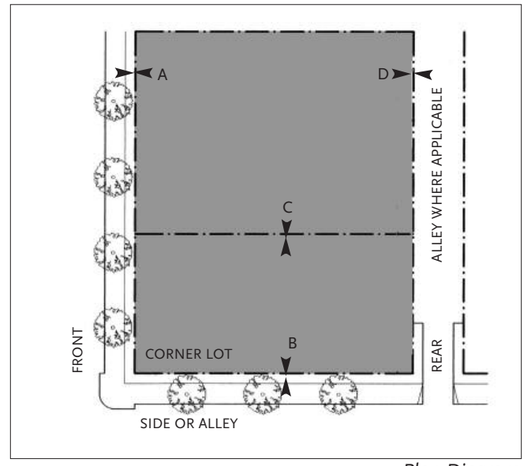
1. MATERIALS & MISC.:

A: WALLS
1. Brick- regional material, color, coursing, & detail
2. Stone - regional material, color, & coursing
3. Stucco - smooth or sand finish, warm colors, tone of 30% min.. on grayscale.
4. Panels - 15% max. of main facade, of terra cotta, wood [paint/stain], enameled steel or steel.

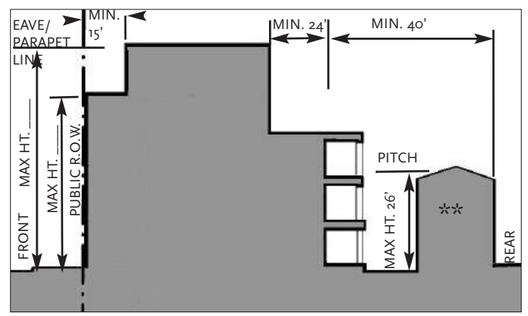
B. OPENINGS
1. Proportions - vertical
2. Horizontal openings may occur if vertical mullions provided at exterior side of door or window.
3. Glazing shall be clear, non-tinted, non-reflective. Public spaces @ grade shall have single pane glass at eye level. Ground floor building frontage shall be designed with 40%-90% of the building frontage length glazed, with the window sill no higher than 30"[inches].
4. Placement - openings shall occur along public street facades @ 30' [feet]o.c. min., openings to be 3' [feet] wide min..
5. Entrance- each ground floor use shall have 1 entrance min. for each 30' [feet] or less of building frontage length.

C. MISC.
1. Rooftop mechanical units shall be set back from roof edges. Units visible from public streets and/or homes shall be shielded from view with metal screens or parapet walls of wall materials listed above @ WALLS.
2. Articulation - building facade at front and side street shall change each 50' min. in height, or setback, or material.
3. Property walls & fences - allowed at fronts, sides & rears of bldgs. per current City regulations.
4. Drive-thru type buildings allowed only on rears of properties or on sides of properties [when adjacent to a side street].
5. Signage - per existing, applicable zoning category

A. BUILDING PLACEMENT AND HEIGHT



Plan Diagram



Section Diagram

1. SETBACKS

Buildings shall be placed within the shaded area as shown in the above diagram.

A: Front Setback: 0'
B: Side Street Setback: 0'
C: Side yard Setback: 0'
D: Rear Setback: 0'
E: 4th Story Front setback 15', Rear setback: 24'

2. HEIGHT

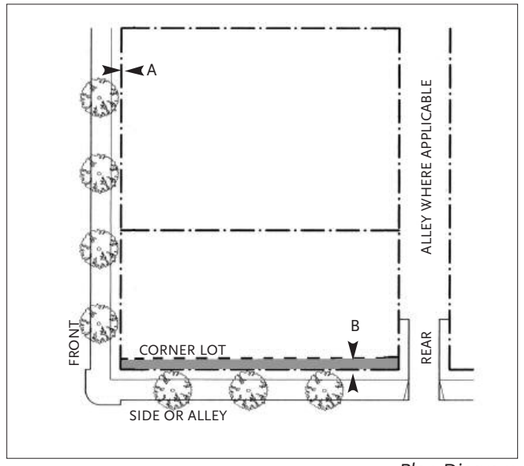
Building height shall be measured in feet from average finish grade [on site] to top of parapet or midpoint of pitch.

Maximum: _____ Ht.

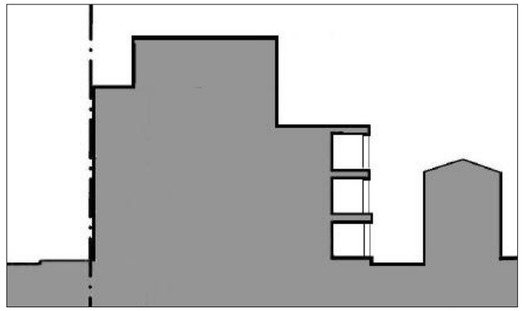
* More detailed design regulations for the area along Central Avenue, between Carlisle and Washington, will be developed in the Sector Plan update process.

** Optional: accessory building may occur this area

B. BUILDING FRONTAGE AND PROFILE



Plan Diagram



Section Diagram

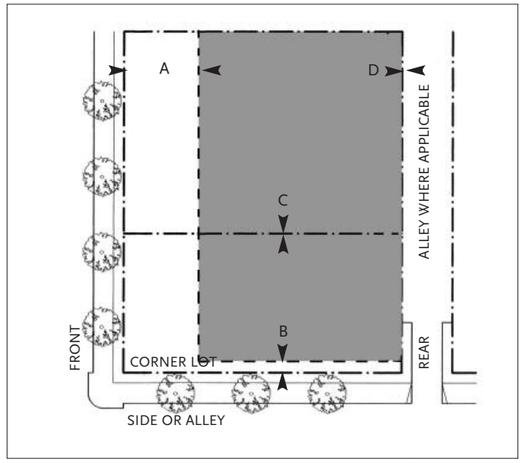
1. ENCROACHMENTS ALLOWED:

Arcades may encroach over the public R.O.W. at side-streets. Encroachments into Public Right of Way [ROW] shall follow existing City regulations.

2. FRONTAGE TYPES ALLOWED:

Arcade, Shop front, Stoop, Forecourt - see Frontage types page 35.

C. PARKING PLACEMENT



Plan Diagram

1. PARKING REQUIREMENTS

On-site parking is allowed only in the shaded area as shown.

A: Front setback: 30 % of lot depth min.
B: Side street setback: 10' min.
C: Side setback: 0' min.
D: Rear setback: 5' min.

Parking requirements below are subject to reductions due to mixed-uses and location on transit corridor:
1.5 parking space: residential or live/work [1 bathroom]
2 parking spaces: residential or live/work [2-3 bathrooms]
2.5 parking spaces: commercial or retail per 1000 s.f.
1 parking space: restaurants, per each 4 seats
1 parking space: per hotel room

Vehicular access is permitted only from side street or alley. Parking garages shall have liner buildings or solid 3'-0" min. high walls [all levels] or solid landscape at side streets and rear property lines.

2. LANDSCAPE REQUIREMENTS:
Landsacpe regulations should be distinct from the existing and proposed prototypical standards currently being developed by the City Municipal Development Department. The landscape design should reflect the more urban character of this area in its programming, detailing, and planting intensity. Issues such as street furniture & public lighting design to be covered in the zoning language.

3. PUBLIC RIGHT OF WAY IMPROVEMENTS:
Sidewalks, drives, and other items related to the public ROW affected by private development to be reviewed by Design Review Board [DRB] during project review.

The category Street General allows for new development of an intensity that compatible with both businesses and residences adjacent to it.

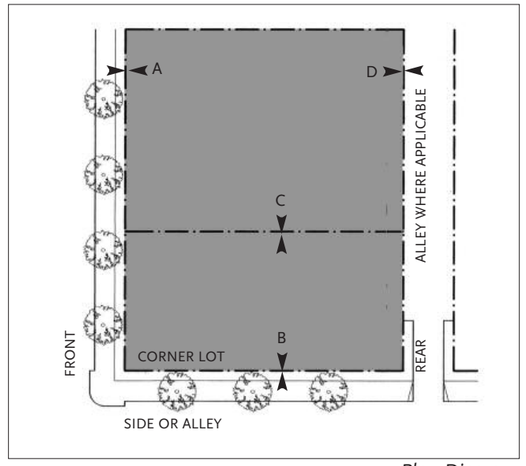
1. MATERIALS & MISC.:

A: WALLS
1. Brick-regional material, color, coursing, & detail
2. Stone - regional material, color, & coursing
3. Stucco - smooth or sand finish, warm colors, tone of 30% min. on grayscale.
4. Panels - 15% max. of main facade, of terra cotta, wood [paint/stain], enameled steel or flat steel [painted].

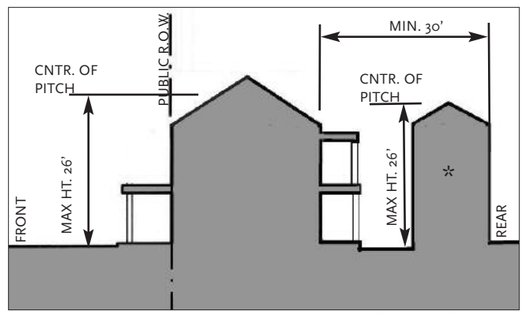
B. OPENINGS
1. Proportions - vertical
2. Horizontal openings may occur if vertical mullions provided at exterior side of door or window.
3. Ground floor building frontage shall be designed with 40%-80% of the building frontage length glazed, with the window sill no higher than 36"[inches].
4. Placement - openings shall occur along public street facades @ 30' [feet]o.c. min., openings to be 3' [feet] wide min..
5. Entrance- each ground floor use shall have 1 entrance min. for each 30' [feet] or less of building frontage length.

C. MISC.
1. Rooftop mechanical units shall be set back from roof edges. Units visible from public streets and/or homes shall be shielded from view with metal screens or parapet walls of wall materials listed above @ WALLS.
2. Articulation - building facade at front and side street shall change each 30' min. in height, or setback, or material.
3. Property walls & fences - allowed at fronts, sides & rears of bldgs. per current City regulations.

A. BUILDING PLACEMENT AND HEIGHT



Plan Diagram



Section Diagram

1. SETBACKS

Buildings shall be placed within the shaded area as shown in the above diagram.

A: Front Setback: 0', or matchsetback if adjacent lot is single family house or duplex.
B: Side Street Setback: 0'
C: Side yard Setback: 0'
D: Rear Setback: 0'

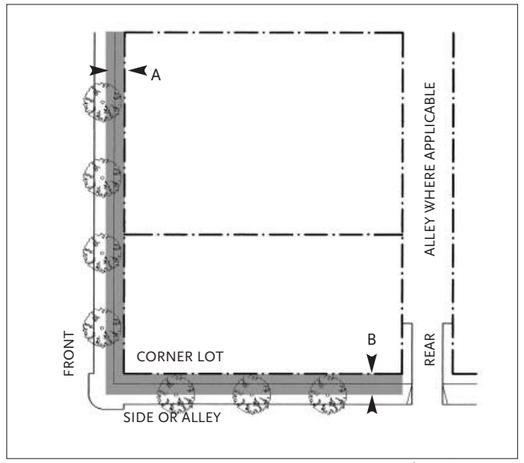
2. HEIGHT

Building height shall be measured in feet from average finish grade [on site] to top of parapet or midpoint of pitch.

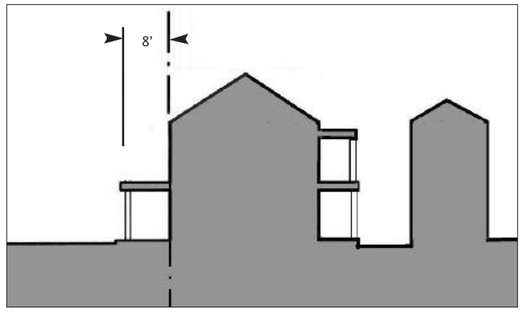
Maximum: 26' Ht. max.

*Optional: accessory building may occur this area.

B. BUILDING FRONTAGE AND PROFILE



Plan Diagram



Section Diagram

1. ENCROACHMENTS ALLOWED:

Frontage types may encroach into the setback as shown in the shaded area. Encroachments into Public Right of Way [ROW] shall follow existing City regulations.

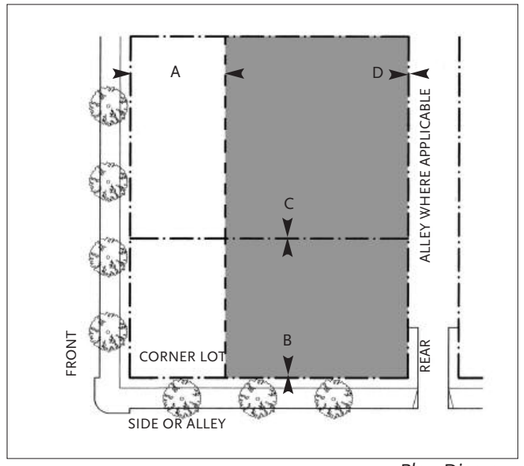
A: Front encroachment: 8' max
B: Side street encroachment: 8' max

Maximum encroachment height is 1 story.

2. FRONTAGE TYPES ALLOWED:

Stoops [balconies, bay windows, & open porches], Forecourts, & front yards -
see Frontage types page 35.

C. PARKING PLACEMENT



Plan Diagram

1. PARKING REQUIREMENTS

On-site parking is allowed only in the shaded area as shown.

A: Front setback: 70% lot depth
B: Side street setback: 10' min.
C: Side setback: 5' min.
D: Rear setback: 5' min.

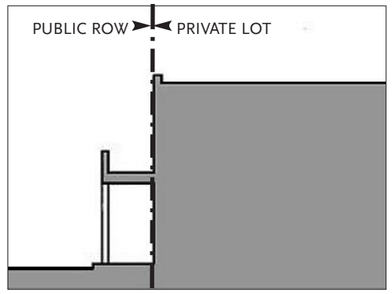
Parking requirements below are subject to reductions due to mixed-uses and location on transit corridor:
1.5 parking space: residential or live/work [1 bathroom]
2 parking spaces: residential or live/work [2-3 bathrooms]
2.5 parking spaces: commercial or retail per 1000 s.f.
1 parking space: restaurants, per each 4 seats
1 parking space: per hotel room

Vehicular access is permitted only from side street or alley. Parking garages shall have liner buildings or solid 3'-0" min. high walls [all levels] or solid landscape at side streets and rear property lines.

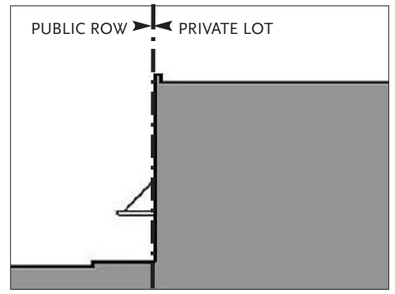
2. LANDSCAPE REQUIREMENTS:
Landsacpe regulations should be distinct from the existing and proposed prototypical standards currently being developed by the City Municipal Development Department. The landscape design should reflect the more urban character of this area in its programming, detailing, and planting intensity. Issues such as street furniture & public lighting design to be covered in the zoning language.

3. PUBLIC RIGHT OF WAY IMPROVEMENTS:
Sidewalks, drives, and other items related to the public ROW affected by private development to be reviewed by Design Review Board [DRB] during project review.

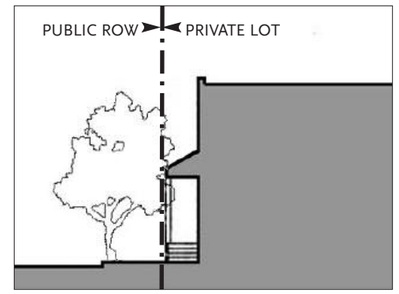
Frontage Types. Frontage Types are applied to each zone [Corridor General, Street General). These represent a range of additions to the basic facade of the building, in the following illustrations, "ROW" means the public street right-of-way.



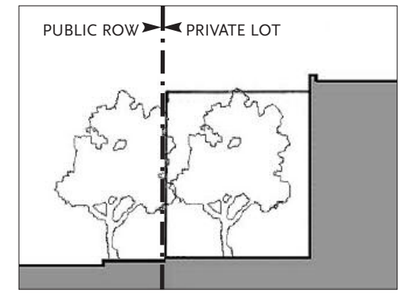
A. Arcade: the facade of a building with an attached colonnade. Balconies may overlap the sidewalk while the ground floor remains set at the lot line. This type is ideal for retail use, but only when the sidewalk is fully absorbed within the arcade so that a pedestrian cannot bypass it. An easement for private use of the right-of-way is usually required. To be useful, the arcade should be no less than 8 feet wide clear in all directions.



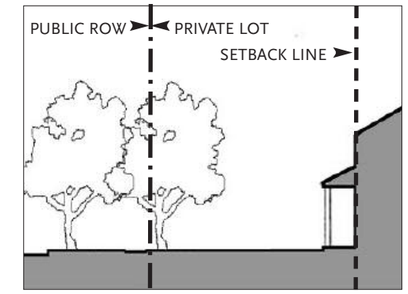
B. Shop front: the facade is placed at or close to the right-of-way line, with the entrance at sidewalk grade. This type is conventional for retail frontage. It is commonly equipped with cantilevered shed roof or awning. The absence of a raised ground floor story precludes residential use on the ground floor facing the street, although this use is appropriate behind and above.



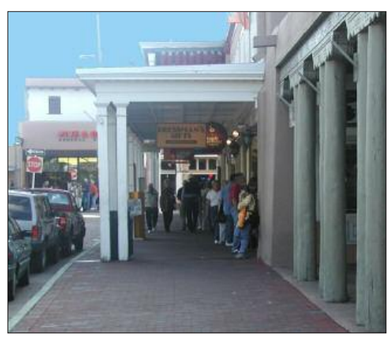
C. Stoop: the facade is placed close to the frontage line with the ground story elevated from the sidewalk, securing privacy for the windows. This type is suitable for ground-floor residential uses at short setbacks. This type may be interspersed with the shop front. A porch may also cover the stoop.



D. Forecourt: the facade is aligned close to the frontage line with a portion of it setback. The resulting forecourt is suitable for gardens, vehicular drop offs, and utility off loading. This type should be used sparingly and in conjunction with the stoops and shop fronts. A fence or wall at the property line may be used to define the private space of the yard. The court may also be raised from the sidewalk, creating a small retaining wall at the property line with entry steps to the court.



E. Front yard: the facade is setback from the frontage line with a front yard. An encroaching porch may also be appended to the facade. A great variety of porches designs are possible, but to be useful, none should be less than 8 feet deep and 12 feet wide. A fence or wall at the property line may be used to define the private space of the yard. The front yard may also be raised from the sidewalk, creating a small retaining wall at the property line with entry steps to the yard.



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