The Huning Highland Railroad plan introduces a new, innovative approach to Huning Highland Railroad development. This Plan creates an easy four-step approach to building in Huning Highland Railroad Area.

**STEP 1. DISTRICT MAP - locate your property and the Downtown district it’s in. (Color Coded)**

**STEP 2. DISTRICT USES MATRIX - identify which uses are permitted, regulated or prohibited in your district. (Color Coded)**

**STEP 3. BUILDING TYPES - identify the building types authorized for your district. (Color Coded)**

**STEP 4. BUILDING STANDARDS - apply the building standards applicable to your project.**

Once you have gone through these four steps, you are ready to begin the expedited site development plan approval process.

The Huning Highland Railroad Map shall be used to guide Huning Highland Railroad development. The Map is color-coded to correspond to the District Building Types chart. By using this color-coding system, you are able to conveniently follow steps 1, 2, and 3.

The Huning Highland Railroad Map strategically locates and concentrates complementary land uses within each district. The title designated is intended to be descriptive of the primary function(s) of each district. Other compatible uses are envisioned and encouraged. The Types Chart clearly spells out permitted, regulated and prohibited uses in each district. Regulated uses must go through the environmental Planning Commission (EPC) process, which includes neighborhood notification.

The color-coded Building Types chart outlines the types of buildings to be built in the district. It is intended to provide predictability on how Huning Highland Railroad will develop as far as types, layout and scale of buildings. A key objective is to build quality urban pedestrian-friendly buildings that will stand the test of time and the multiple uses of buildings over time.

The Building Standards consolidates the more than 70 current standards and guidelines required for development into 21 simple building standards. The new standards are intended to be far more and to remove much of the subjectivity in the prior standards/guidelines. Each standard is graphically illustrated and reduced to the most basic form.
The Site Development Plan Approval Process has been streamlined to accommodate Huning Highland Railroad development. For quality projects, approval will be short on the process and long on the results.

The Huning Highland Railroad Development and Building Process is adopted to ensure that building development is predictable and real estate values are stable. This process puts the pedestrian first in all new projects and ensures that developments are compatible with each other and with the existing urban fabric. The Building Types and Building Standards set forth in this plan are mandatory, however, the Planning Director, and/or the Director’s designee, may approve minor changes or deviations from the Building Types and/or Building Standards pursuant to regulations and procedures to be adopted by the City.

Notes: a) The Building Types and Building Standards are mandatory for all developments. Adherence to the types and standards within each district are required to obtain a building permit.
Following is a general description of the Huning Highland Railroad district and the uses envisioned in the district:

**Mixed Use District**

Mixed use developments are allowed and strongly encouraged. No predominant or primary uses are prescribed for the Mixed Use District. This district is located on transit corridors. Compatible office, institutional, residential, retail, commercial, educational and other uses are encouraged within the district. These developments should be concentrated and of a density to encourage transit use along these principal corridors.
The Huning Highland Railroad Area is zoned SU-2-RR with uses allowed in the R-3 and C-2 zones of the Comprehensive City Zoning Code (0-3 building types are excluded) as further governed by these provisions Sector Development Plan related to the Huning Highland Railroad Area. All uses are encouraged, however the principal uses are: residential, arts, entertainment, office, cultural, hospitality, and specialty retail. The plan strongly encourages a mixture of compatible land uses (office/residential, retail/office, arts/entertainment). Residential development is allowed and encouraged.

All types of land uses are encouraged, however certain uses are not appropriate in the district. To assure that uses most conducive to achieving the plan’s objectives are developed in the appropriate districts, it is important to permit, prohibit, or regulate uses by district.

Following is a general color-coded District/Use Matrix to guide in determining if a use is appropriate in the Mixed Use District:

<table>
<thead>
<tr>
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<th>MIXED USE</th>
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<tbody>
<tr>
<td>Residential</td>
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<tr>
<td>Ground Floor</td>
<td>P</td>
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<tr>
<td>Above Ground Floor</td>
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<td>Retail/Services</td>
<td>P</td>
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<td>Office/Institutional</td>
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<td>Warehouse/Wholesale</td>
<td>R</td>
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<tr>
<td>Manufacturing</td>
<td>X</td>
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P = Permitted  
R = Review Required  
X = Prohibited

1. Home occupations are allowed as regulated by the R-1 zone.  
2. A purpose is to encourage neighborhood serving retail.  
3. A purpose is to allow ancillary office activity in the Housing District.  
4. A purpose is to allow manufacturing as regulated by the M-1 zone.

**Additional Notes:**

- Emergency Shelters proposed shall be Review Required.  
- Proposed developments in areas covered by a historic overlay zone shall be reviewed and approved by the Landmarks and Urban Conservation Commission.
Prohibited Uses

Some uses are clearly prohibited or regulated. Following is a list of those uses:

- Drive-in/drive-through facilities are not allowed except that unenclosed outdoor seating is permitted. Existing drive-in/drive-through uses shall be legal, non-conforming uses.

- Adult amusement establishments, adult bookstores, adult photo studios, and adult theaters are allowed, provided:
  
a) the use is located at least 1,000 feet from any other adult amusement establishment, adult bookstore, adult photo studio, or adult theater, and

  
b) the use is located at least 500 feet from the nearest residential zone (surrounding neighborhoods), or from any church, pre-elementary, elementary, middle or secondary school.

- Commercial surface parking lots are not allowed. Existing commercial surface parking lots shall be legal, non-conforming uses and must meet the landscaping, lighting, buffering and paving requirements identified in the building standards section of the plan.

- Jails or correctional institutions are not allowed.

- Off-premise free-standing signs are not permitted.
### Building Types

#### Mixed Use

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<td>TYPE 'Q'</td>
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**URBAN REGULATIONS**

**PLACEMENT:**
1. Lot Width: 50’ minimum

**PARKING:**
1. Rear yard garages
2. Access: through alley

**HEIGHT AND PROFILE:**
1. Height: 2 stories maximum

**EXAMPLES:**
1. Residential and Professional Office; Studio Apartments; Guest Cottages

**TYPE DESCRIPTION**
Free Standing; single unit housing with rear yard garages and studio apartment.

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**Sample Block Plan**

**Bird’s Eye View**

**A - SINGLE UNIT**

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**Examples**

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**URBAN REGULATIONS**

PLACEMENT:
1. Lot Width: 50’ minimum

PARKING:
1. Rear yard garages
2. Access: through alley

HEIGHT AND PROFILE:
1. Height: 2 stories maximum

EXAMPLES:
1. Residential and Professional Office; Studio Apartments; Guest Cottages; Worshops above Garages

**TYPE DESCRIPTION**

Free Standing, duplex unit housing with rear yard garages and studio apartments.
URBAN REGULATIONS

PLACEMENT:
1. Lot Width: 20-50'

PARKING:
1. Rear yard garages
2. Access: through alley

HEIGHT AND PROFILE:
1. Height: 3 stories maximum

EXAMPLES:
1. Residential and Professional Office; Studio Apartments; Guest Cottages; Worshops above Garages

TYPE DESCRIPTION

“Zero” lot line townhouses with rear yard garages and studio apartments.

Examples
URBAN REGULATIONS

PLACEMENT:
1. Lot Width: 65’-75’

PARKING:
1. Half-level underground and surface
2. Access: through alley

HEIGHT AND PROFILE:
1. Height: 3 stories maximum with setback beginning at second story

EXAMPLES:
1. Residential flats over two-story Townhouses

TYPE DESCRIPTION

Flats above two-story townhouses facing sideyard courts.
**URBAN REGULATIONS**

**PLACEMENT:**
1. Lot Width: 100’ minimum

**PARKING:**
1. Half-level underground
2. Access: through alley

**HEIGHT AND PROFILE:**
1. Height: 2 stories maximum with setback beginning at second story

**EXAMPLES:**
1. Residential flats over two-story townhouses

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**TYPE DESCRIPTION**

Flats above two-story townhouses facing interior courts.

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**Sample Block Plan**

**Bird’s Eye View**

**E - COURTYARD**

**Examples**
**URBAN REGULATIONS**

**PLACEMENT:**
1. Lot Width: 300’

**PARKING:**
1. Half-level underground for residential flats and garages on grade for townhouses
2. Access: through alley

**HEIGHT AND PROFILE:**
1. Height: 4 stories maximum with setback beginning at third story

**EXAMPLES:**
1. Two-story residential flats over two-story townhouses

**TYPE DESCRIPTION**

Two-story flats over two-story townhouses over partially submerged parking garages.
**URBAN REGULATIONS**

**PLACEMENT:**
1. Lot Width: 300’
2. Lot Depth: 142’ maximum

**PARKING:**
1. Half-level underground garage podium
2. Access: through alley

**HEIGHT AND PROFILE:**
1. Height: 8 stories maximum at corners and 4 stories maximum at mid-block, both cases setback begins at third story

**EXAMPLES:**
1. Commercial or Retail on principal street frontage with double-loaded residential apartments above

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**TYPE DESCRIPTION**

Apartments on double-loaded corridors over storefront lofts over partially submerged parking garage.
**URBAN REGULATIONS**

**WRAPPER BUILDING:**

**PLACEMENT:**
1. Lot Width: 300’
2. Street Frontage: 90% minimum articulated at 25’, 50’, or 75’ increments
3. Lot Depth: 142’ to alley at mid-block
4. Building Depth: 20’ minimum, 40’ preferred
5. Recessed corners shall not exceed 10% of street frontage

**PARKING:**
1. Types: Interior surface lot, interior garage, or “park-once” garage
2. Access: through alley

**HEIGHT AND PROFILE:**
1. Street Frontage Height: 3 stories at block centers and 5 stories at street corners
2. Setback: 0’

**EXAMPLES:**
1. Commercial or Retail on street frontage with mixed-use housing or office lofts above

**INTERIOR BUILDING:**

**HEIGHT AND PROFILE:**
1. Height: No restrictions
2. Setback: 20’ minimum with 40’ preferred

**EXAMPLES:**
1. Parking; Cinema; “Big-Box” Retail; Office; Hotel; Residential

**TYPE DESCRIPTION**
Large floor plate structure surrounded by low-scale “wrapper” or “liner” buildings at street frontage located on a full block.
**URBAN REGULATIONS**

**WRAPPER BUILDING:**

**PLACEMENT:**
1. Lot Width: 300'
2. Street Frontage: 90% minimum articulated at 25', 50', or 75' increments
3. Lot Depth: 142' to alley at mid-block
4. Building Depth: 20' minimum, 40' preferred
5. Recessed corners shall not exceed 10% of street frontage

**PARKING:**
1. Types: Interior surface lot, interior garage, or "park-once" garage
2. Access: through alley

**HEIGHT AND PROFILE:**
1. Street Frontage Height: 3 stories at block centers and 5 stories at street corners
2. Setback: 0'

**EXAMPLES:**
1. Commercial or Retail on street frontage with mixed-use housing or office lofts above

**INTERIOR BUILDING:**

**HEIGHT AND PROFILE:**
1. Height: No restrictions
2. Setback: 20' minimum with 40' preferred

**EXAMPLES:**
1. Parking; Cinema; “Big-Box” Retail; Office; Hotel; Residential

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**TYPE DESCRIPTION**

Large floor plate structure surrounded by low-scale “wrapper” or “liner” buildings at street frontage located on a half-block.

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**Sample Block Plan**

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**Bird’s Eye View**

**N-1 1/2 BLOCK LOW-RISE**

**N-2 1/2 BLOCK MID-RISE**

**N-3 1/2 BLOCK HIGH-RISE**

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**Example**
URBAN REGULATIONS

WRAPPER BUILDING:

PLACEMENT:
1. Lot Width: 150’
2. Street Frontage: 90% minimum articulated at 25’, 50’, or 75’ increments
3. Lot Depth: 142’ to alley at mid-block
4. Building Depth: 20’ minimum, 40’ preferred
5. Recessed corners shall not exceed 10% of street frontage

PARKING:
1. Types: Interior surface lot, interior garage, or “park-once” garage
2. Access: through alley

HEIGHT AND PROFILE:
1. Street Frontage Height: 3 stories at block centers and 5 stories at street corners
2. Setback: 0’

EXAMPLES:
1. Commercial or Retail on street frontage with mixed-use housing or office lofts above

INTERIORS BUILDING:

HEIGHT AND PROFILE:
1. Height: No restrictions
2. Setback: 20’ minimum with 40’ preferred

EXAMPLES:
1. Parking; Cinema; “Big-Box” Retail; Office; Hotel; Residential

TYPE DESCRIPTION

Large floor plate structure surrounded by low-scale “wrapper” or “liner” buildings at street frontage located on a quarter-block.
URBAN REGULATIONS

PLACEMENT:
1. Lot Width: 25’, 50’, or 75’
2. Street Frontage: 90% minimum
3. Lot Depth: 142’ maximum

PARKING:
1. Convenience and service parking alley also required at “Park-Once” garages
2. Access: through alley

HEIGHT AND PROFILE:
1. Street Frontage Height: 3 stories maximum and 5 stories 20’ from street frontage
2. Setback: 0’, 20’ at 3rd Level and up

EXAMPLES:
1. Commercial and Retail on street frontage with mixed-use housing or office lofts above

TYPE DESCRIPTION
Infill buildings located on mid-blocks.

Examples
URBAN REGULATIONS

PLACEMENT:
1. Lot Width: 50’, 75’ or 100’
2. Street Frontage: 90% minimum
3. Lot Depth: 142’ maximum

PARKING:
1. Convenience and service parking at alley
2. Access: through alley

HEIGHT AND PROFILE:
1. Street Frontage Height: 5 stories maximum
2. Setback: 0’

EXAMPLES:
1. Commercial or Retail on street frontage with mixed-use housing or office lofts above

TYPE DESCRIPTION
Infill buildings located on street corner lots.
A. Building and Street Relationships
   Standard 1: Access
   Standard 2: Building Entrances

B. Pedestrian Orientation and Parking
   Standard 1: Blank Walls
   Standard 2: Architectural Details
   Standard 3: Sidewalks
   Standard 4: Street Trees
   Standard 5: Surface Parking
   Standard 6: Parking Garages
   Standard 7: Combined Blocks

C. Plazas and Courtyards
   Standard 1: Street-Level Orientation
   Standard 2: Security and Lighting

D. Building Facades
   Standard 1: Open Building Frontage
   Standard 2: Setbacks
   Standard 3: Corner Buildings
   Standard 4: Texture and Pattern on Building Facade

E. Lighting and Signage
   Standard 1: Exterior Lighting Plan
   Standard 2: Neon Lighting for Buildings
   Standard 3: Safety and Visibility
   Standard 4: Marquee

F. Historic Preservation
   Standard 1: Preserving Facades

Street level designs of buildings should be visually interesting. All buildings shall have street level windows, window boxes, entrances, and architectural details.
**Standard 1: Access**

**INTENT**

Provide unobstructed access from sidewalks to buildings used by the general public.

**STANDARD**

Public Access to commercial and governmental buildings shall be provided at sidewalk grade. The primary floor of, and access to, residential structures may be elevated.
Standard 2: Building Entrance

**INTENT**

Provide safe and easy passage from the public realm into individual buildings.

**STANDARD**

The front doors of all buildings shall be visible from the street. If located more than 10 feet from the front building line, their location must be reinforced with additional graphics, lighting, marquees or canopies.
Standard 1: Blank Walls

**INTENT**

Provide interest for the pedestrian at the ground level of buildings by limiting unembellished solid walls.

Example 1  Not Permitted  Example 2  Example 3

**STANDARD**

Blank walls in excess of 25% or 10 continuous feet of the frontage of the property shall not be used at the street level. Blank walls must contain architectural relief such as expressive details, blind windows, murals, etc.
**Standard 2: Architectural Details**

**INTENT**

Provide interest for the pedestrian at the ground level of buildings through detailing at close view.

**Example 1**

Not Permitted

**Example 2**

**Example 3**

**STANDARD**

All buildings shall provide scale-defining architectural elements or details at the first two floor levels minimum, such as windows, spandrels, awnings, porticos, pediments, cornices, pilasters, columns and balconies.

**PLAN DIAGRAM**

**BIRD’S EYE VIEW**

**ELEVATION**
Standard 3: Sidewalks

**INTENT**

Allow sufficient room for pedestrian passage and additional use of sidewalk such as cafe tables.

**STANDARD**

Width of sidewalks shall be maximized within the available right-of-way. A minimum of 48” of the sidewalk must be clear of any obstruction for the entire length of the property.
Standard 4: Street Trees

**INTENT**

Create shaded sidewalks and vertical landscape throughout the area.

**STANDARD**

Street trees must be provided to the extent that the sidewalk width permits. Selection shall be from the approved list of street trees and shall be consistent with the established landscape palette.
Standard 5: Surface Parking

**INTENT**

Streets and sidewalks lined with buildings rather than parking lots.

**STANDARD**

A. Surface parking can not be between the building and the front property line. Parking between the building and the side lot line must be screened from the street by a solid fence or wall at a minimum height of 48”.

B. Shared parking is strongly encouraged.

C. At least 15% of the ground area of parking lots (including driveways) shall be devoted to landscaping along the street right-of-way.
Standard 6: Parking Garages

**INTENT**

Parking garages that contribute to pedestrian life through ground level use, scale and detail.

**Example 1** Not Permitted

**Example 2**

**Example 3**

**STANDARD**

Parking garages must have a minimum of 50% of their sidewalk frontage along the street (excluding the ingress and egress) designed as retail, commercial or office space. The entire first floor, floor to ceiling height, shall be designed to accommodate future retail, commercial or office uses. There is no minimum depth required for retail, commercial or office uses. Interim uses could include news stands, flower shops, ATM’s, display windows, telephone booths, payment boxes, etc.
Standard 7: Combined Blocks

**INTENT**

To keep a traditional grid of streets and alleys intact, for maximum pedestrian choice and activity.

**STANDARD**

If the traditional street grid is broken for development, pedestrian connections shall be established to replace those vacated. These connections shall be a continuation of the existing grid and allow for service access.
To make a seamless connection between the sidewalks at the street and courtyards and plazas towards the interior of the block.

Example 1 Not Permitted

Example 2

Example 3

Plazas designed to be accessible to the public shall be constructed at sidewalk grade. Access to these plazas shall be highly visible, well developed and connected to the street system or to other planned or developed public spaces.
Standard 2: Security and Lighting

INTENT

Provide a safe and welcoming connection between the sidewalks at the street and courtyards and plazas toward the interior of the block.

Example 1 Not Permitted

Example 2

Example 3

STANDARD

Plaza and courtyard spaces, shall provide pedestrian connections to streets and other planned or developed plazas and courtyards. These connections shall be safe secure through the use of adequate pedestrian lighting. This lighting should accent the ground plane and the building facades.
To visually extend the pedestrian’s realm and provide interest along the sidewalk, as well as allowing people inside opportunity to observe the passing street scene.

Example 1 Not Permitted  Example 2  Example 3

STANDARD

A minimum of 75% of commercial building frontage on the first floor level shall be transparent.

“Open Frontage” includes window display areas, or other transparent material.

“Transparent” is defined as the material that permits easy viewing into the building from the sidewalk. The material shall be transparent from a minimum distance of 3 feet. Reflective glass shall not be used at the first floor level.
Standard 2: Setbacks

INTENT

The creation of a continuous street wall without significant breaks that defines the public space of the street.

STANDARD

The street facade of buildings may be setback a maximum of 15 feet from the front lot line. In general, it is preferred to keep the street facade built to the property line, in alignment with adjacent buildings.
Corner buildings shall relate to the activities of the intersection and encourage activity through their design.

### Example 1
Not Permitted

### Example 2

### Example 3

### STANDARD

Appropriate design of the corner shall include one of the following successful patterns:

1. Opening the space at ground level for people to walk around the corner with the building mass above redefining the corner.
2. A recessed entry at the corner such as the familiar angled wall with an entry door.
3. A corner window with an important view into the building.
Standard 4: Texture and Pattern on Building Facades

**INTENT**

Create pedestrian interest by using materials that relate to the traditional context of the area.

**STANDARD**

These elements should be based on materials and patterns that relate to the traditions of area buildings.
Standard 1: Exterior Lighting Plan

INTENT

Provide a safe and appealing nighttime environment for the Area.

STANDARD

The design for a proposed facade must consider the appearance of the building in the evening and develop an exterior lighting plan that includes display window lighting, building lighting, and pedestrian-scaled lighting for both buildings and pedestrian areas within the site. Lighting shall be warm in color, with control of glare for the pedestrian.
Standard 2: Neon Lighting

**INTENT**

Provide an exciting nighttime environment.

**STANDARD**

Signage on marquees, blade signs, sign bands, outline of significant architectural details, and in window are all encouraged.
Standard 3: Safety and Visibility

**INTENT**

Provide sufficient lighting for safe pedestrian passage.

**STANDARD**

Adequate lighting must be provided for safety and visibility at night. Project plans must include illumination levels and color rendition of exterior building lighting adjacent to sidewalks.
Standard 4: Signs

**INTENT**

Create identity for individual stores and buildings through projecting signs.

**STANDARD**

Signs may project into the right of way a maximum of half the adjacent sidewalk width, and the bottom of the sign shall be a minimum of 12 feet above the sidewalk.

*(In addition to these standards, all zoning code regulations regarding signage will apply).*
INTENT

Maintain the existing fabric of historic building facades.

STANDARD

Buildings shall incorporate elements of the original facade into the renovation scheme:

1. Do not cover existing original facade details by covering them with panels, signs, or by painting them out.

2. Do not alter the shape of existing original openings. If a window must be blocked, maintain its original shape.

3. Restore, where possible, the original facade by removing later additions of materials.
By adhering to the District’s Plan and Uses, and the Building Types and Standards, as well as preparing complete project documents, a proposed development will be reviewed and approved within 21 - 24 working days. Following is a chart which outlines the process to obtain a building permit. It is mandatory that applicants present and discuss their project, in its entirety, with the appropriate departments at a Pre-Application meeting. It is also critical for the applicant to understand if their proposed project is a permitted, regulated, or prohibited use prior to starting the approval process. Permitted uses will go through either a renovation or a new construction process. “Review Required” uses must go through the Environmental Planning Commission (EPC) process. The applicant for the proposed use must demonstrate that the use will be compatible with surrounding uses in the district and that it would not be injurious to surrounding properties, adjacent neighborhoods or the community. The EPC may approve or disapprove the proposed use. The EPC’s decision is appealable to the City Council in accordance with Section 14-16-4-4 of the Zoning Code.