

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.

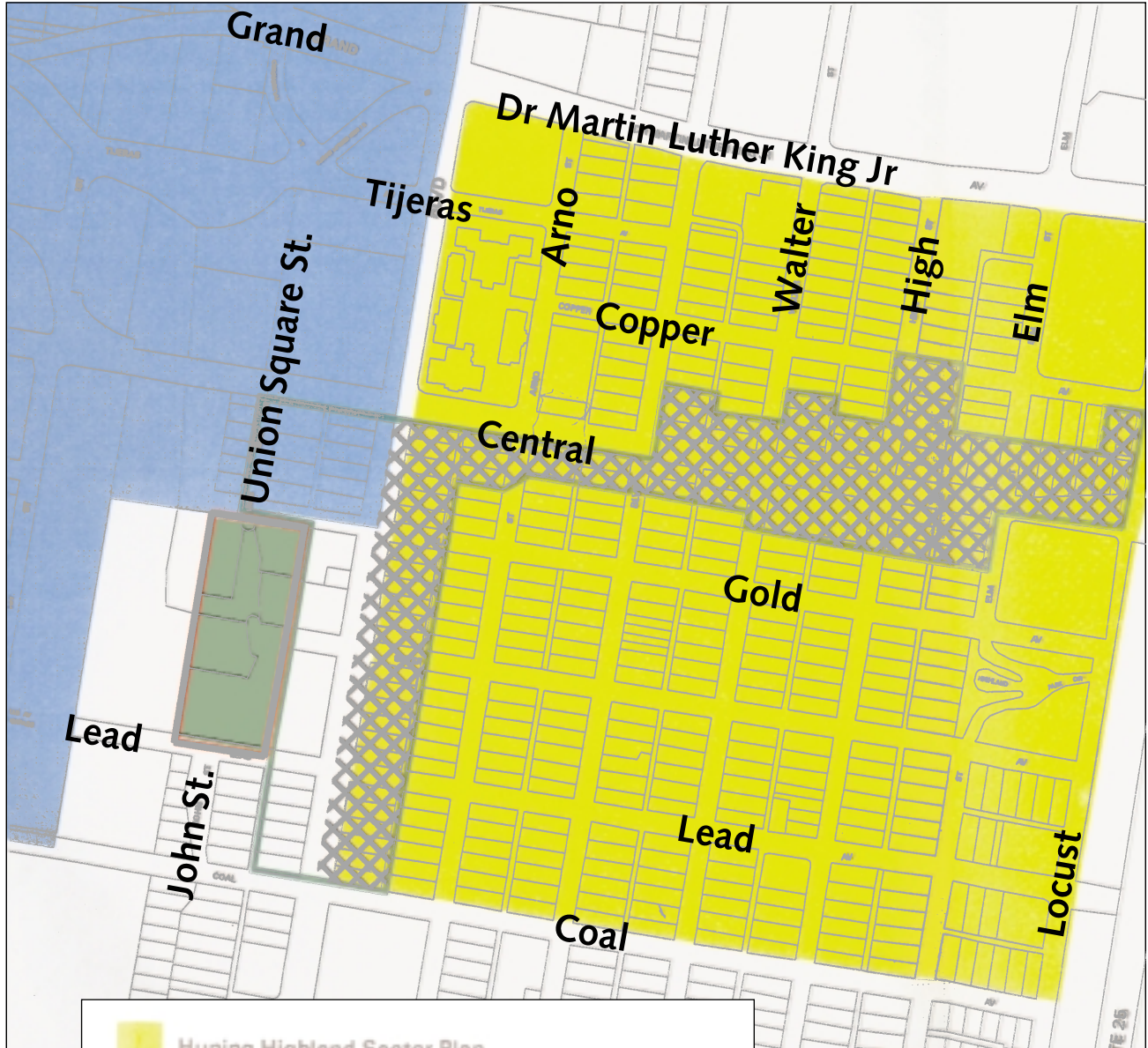
*The Site Development Plan Approval Process* has been streamlined to accommodate Huning Highland Railroad development. For quality projects, approval will be short on the process and long on the results.






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.



step one



-  Huning Highland Sector Plan
-  Existing Downtown 2010 Boundary
-  Proposed "East Downtown" UCOZ Boundary (Project #1003224 case # 04 LUC-00115)
-  Huning Highland Railroad (Project #1003282 Case #04EPC-00300)
-  Proposed CRZ Zone in Huning Highland Sector Plan (Project #1003224 Case #04EPC-00298)



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.

**step two**

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:

	MIXED USE
RESIDENTIAL <sup>①</sup>	
Ground Floor	P
Above Ground Floor	P
RETAIL/SERVICES	P
OFFICE/INSTITUTIONAL	P
WAREHOUSE/WHOLESALE	R
MANUFACTURING	X

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.



step three

	Mixed Use
TYPE 'A'	
TYPE 'B'	
TYPE 'C'	
TYPE 'D'	
TYPE 'E'	
TYPE 'F'	
TYPE 'G'	
TYPE 'M'	
TYPE 'N'	
TYPE 'O'	
TYPE 'P'	
TYPE 'Q'	

**URBAN  
REGULATIONS**

PLACEMENT:

- 1. Lot Width: 50' minimum

PARKING:

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

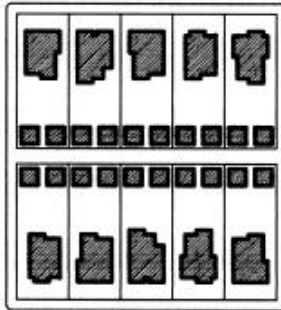
HEIGHT AND PROFILE:

- 1. Height: 2 stories maximum

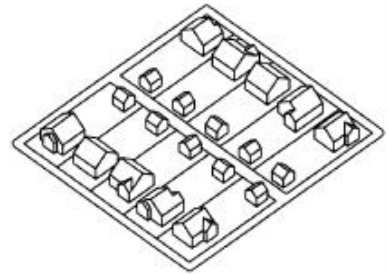
EXAMPLES:

- 1. Residential and Professional Office; Studio Apartments; Guest Cottages

Sample Block Plan



Bird's Eye View



**A - SINGLE UNIT**

**TYPE DESCRIPTION**

Free Standing, single unit housing with rear yard garages and studio apartment.

Examples





**URBAN  
REGULATIONS**

**PLACEMENT:**

- 1. Lot Width: 50' minimum

**PARKING:**

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

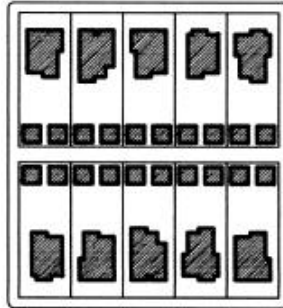
**HEIGHT AND PROFILE:**

- 1. Height: 2 stories maximum

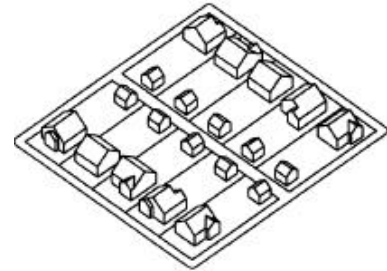
**EXAMPLES:**

- 1. Residential and Professional Office; Studio Apartments; Guest Cottages; Workshops above Garages

Sample Block Plan



Bird's Eye View



**B - DUPLEX**

**TYPE DESCRIPTION**

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

Examples





# Type 'C' Townhouses

## URBAN REGULATIONS

### PLACEMENT:

- 1. Lot Width: 20-50'

### PARKING:

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

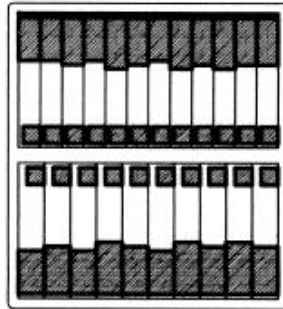
### HEIGHT AND PROFILE:

- 1. Height: 3 stories maximum

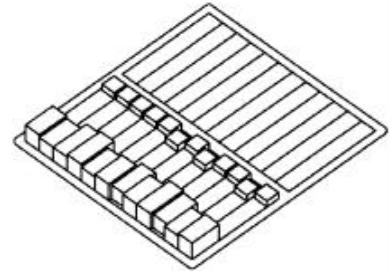
### EXAMPLES:

- 1. Residential and Professional Office; Studio Apartments; Guest Cottages; Workshops above Garages

Sample Block Plan



Bird's Eye View



## C - TOWNHOUSES

## 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

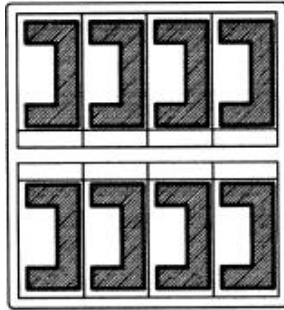
HEIGHT AND PROFILE:

- 1. Height: 3 stories maximum with setback beginning at second story

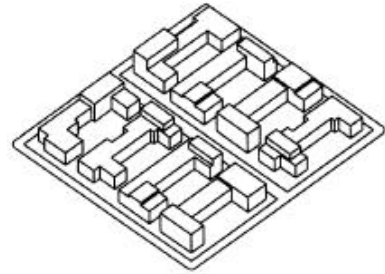
EXAMPLES:

- 1. Residential flats over two-story Townhouses

Sample Block Plan



Bird's Eye View



**D - SIDEYARD**

**TYPE DESCRIPTION**

Flats above two-story townhouses facing sideyard courts.

Examples



**URBAN  
REGULATIONS**

PLACEMENT:

- 1. Lot Width: 100' minimum

PARKING:

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

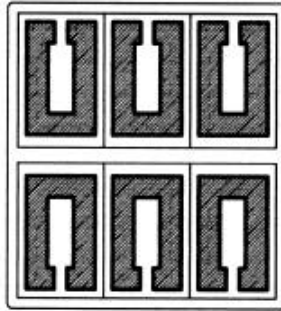
HEIGHT AND PROFILE:

- 1. Height: 2 stories maximum with setback beginning at second story

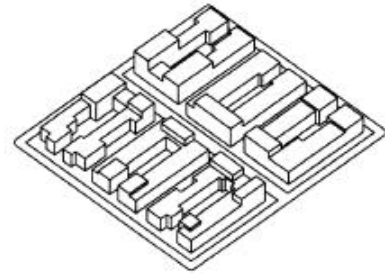
EXAMPLES:

- 1. Residential flats over two-story townhouses

Sample Block Plan



Bird's Eye View

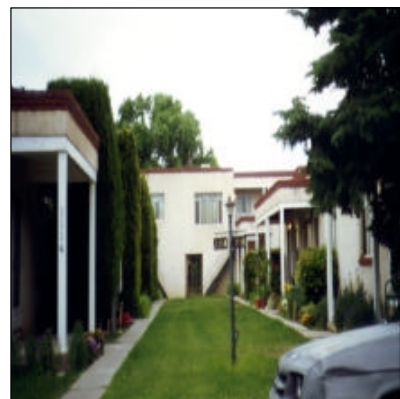


**E - COURTYARD**

**TYPE DESCRIPTION**

Flats above two-story townhouses facing interior courts.

Examples





**Type 'F'  
Terrace**

**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

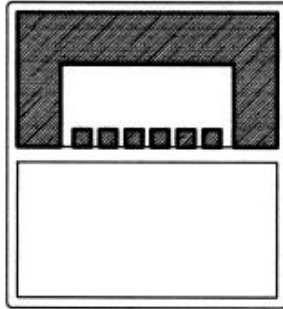
**HEIGHT AND PROFILE:**

- 1. Height: 4 stories maximum with setback beginning at third story

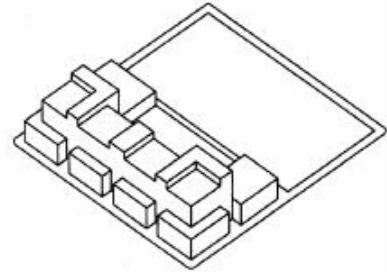
**EXAMPLES:**

- 1. Two-story residential flats over two-story townhouses

Sample Block Plan



Bird's Eye View



**F - TERRACE**

**TYPE DESCRIPTION**

Two-story flats over two-story townhouses over partially sub-merged parking garages.

Example





Type 'G'  
Podium

**URBAN REGULATIONS**

PLACEMENT:

- 1. Lot Width: 300'
- 2. Lot Depth: 142' maximum

PARKING:

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

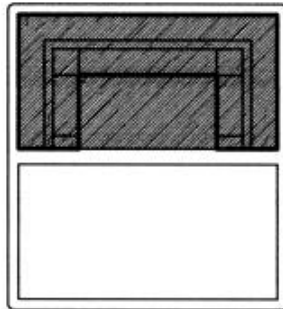
HEIGHT AND PROFILE:

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

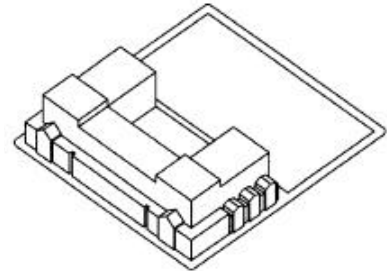
EXAMPLES:

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

Sample Block Plan



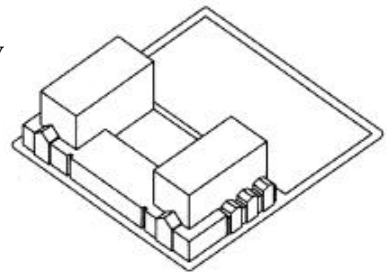
Bird's Eye View



**G - MIDRISE PODIUM**

**TYPE DESCRIPTION**

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



**G - MIDRISE PODIUM**

Example



**URBAN REGULATIONS**

**WRAPPERBUILDING:**

**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

**INTERIORBUILDING:**

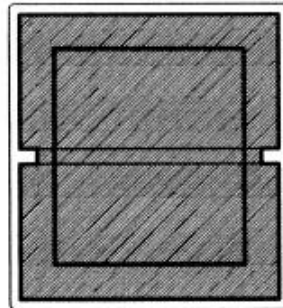
**HEIGHT AND PROFILE:**

1. Height: No restrictions
2. Setback: 20' minimum with 40' preferred

**EXAMPLES:**

1. Parking; Cinema; "Big-Box" Retail; Office; Hotel; Residential

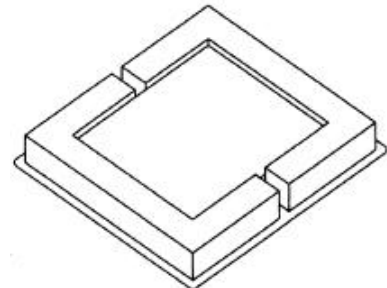
Sample Block Plan



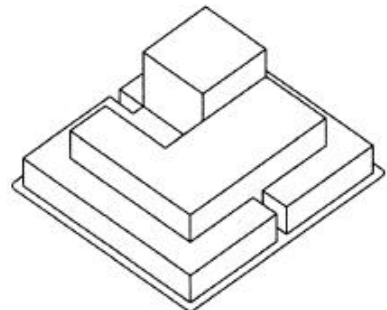
**TYPE DESCRIPTION**

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

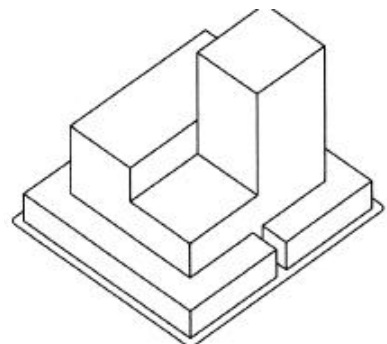
Bird's Eye View



**M-1 FULL BLOCK LOW-RISE**



**M-2 FULL BLOCK MID-RISE (FRANCISCAN HOTEL TYPE)**



**M-3 FULL BLOCK HIGH-RISE (HYATT HOTEL TYPE)**

Example





**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:**

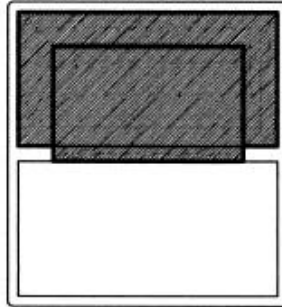
**HEIGHT AND PROFILE:**

1. Height: No restrictions
2. Setback: 20' minimum with 40' preferred

**EXAMPLES:**

1. Parking; Cinema; "Big-Box" Retail; Office; Hotel; Residential

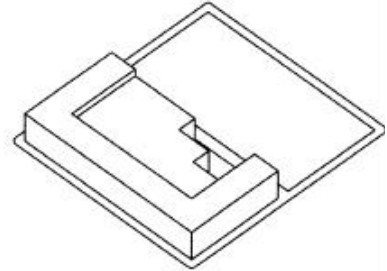
Sample Block Plan



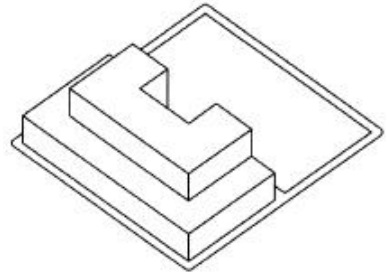
**TYPE DESCRIPTION**

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

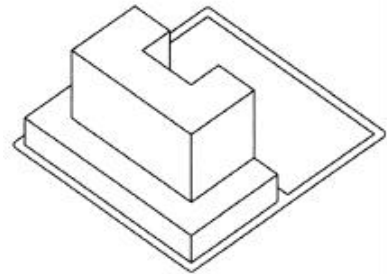
Bird's Eye View



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



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



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

Example







**Type 'O'  
Quarter Block**

**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:**

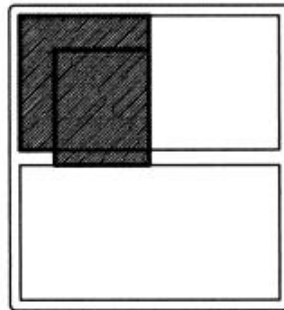
**HEIGHT AND PROFILE:**

1. Height: No restrictions
2. Setback: 20' minimum with 40' preferred

**EXAMPLES:**

1. Parking; Cinema; "Big-Box" Retail; Office; Hotel; Residential

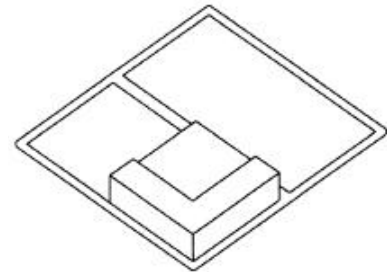
Sample Block



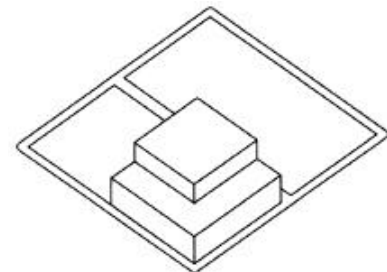
**TYPE DESCRIPTION**

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

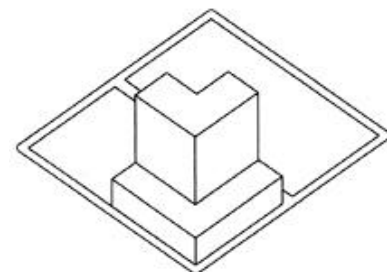
Bird's Eye View



**O-1 1/4 BLOCK LOW-RISE**



**O-2 1/4 BLOCK MID-RISE**



**O-3 1/4 BLOCK HIGH-RISE  
(LA POSADA HOTEL TYPE)**

Example



**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

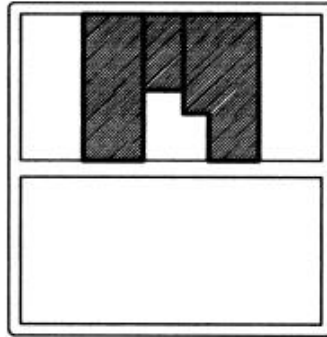
**HEIGHT AND PROFILE:**

- 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

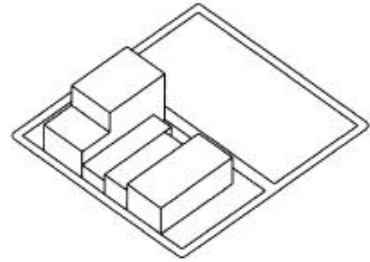
Sample Block Plan



**TYPE DESCRIPTION**

Infill buildings located on mid-blocks.

Bird's Eye View



**P - MID-BLOCK  
(CENTRAL AVENUE TYPE)**

Examples





# Type 'Q' Quarter Block

### 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

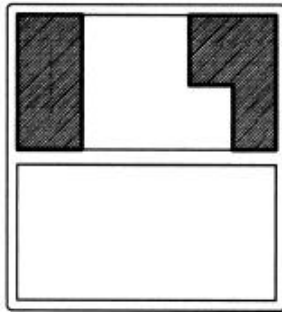
#### HEIGHT AND PROFILE:

- 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

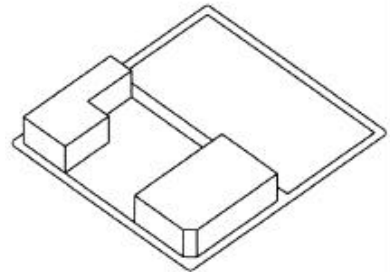
Sample Block Plan



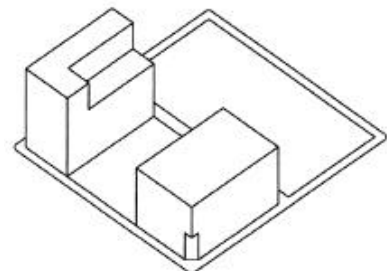
### TYPE DESCRIPTION

Infill buildings located on street corner lots.

Bird's Eye View



**Q -1 END BLOCK LOW-RISE (WOOLWORTH TYPE)**



**Q -2 END BLOCK MID-RISE (SUNSHINE BUILDING TYPE)**

Examples





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

- 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

Standard 1: Access

INTENT

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

Example 1 *Commercial Not Permitted*



Example 2

*Residential*



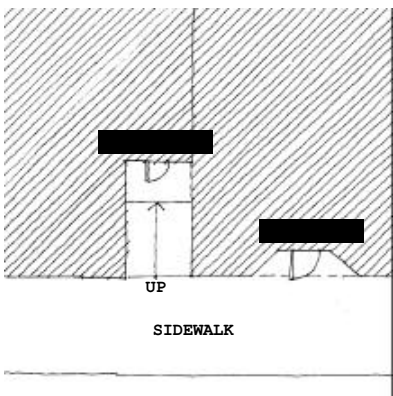
Example 3

*Commercial*

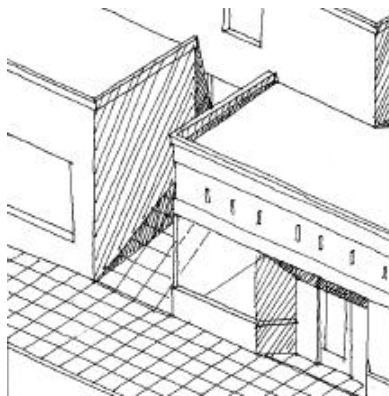


STANDARD

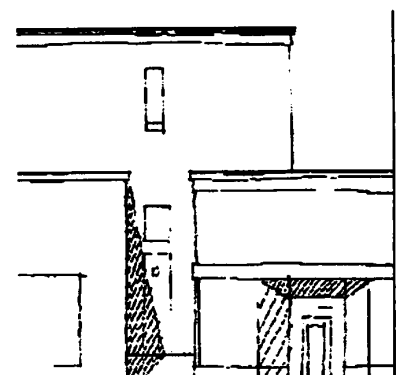
Public Access to commercial and governmental buildings shall be provided at sidewalk grade. The primary floor of, and access to, residential structures may be elevated.



PLAN DIAGRAM



BIRD'S EYE VIEW



ELEVATION



**Standard 2: Building Entrance**

**INTENT**

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

Example 1

*Not Permitted*



Example 2

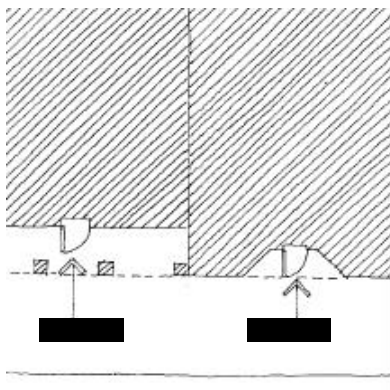


Example 3

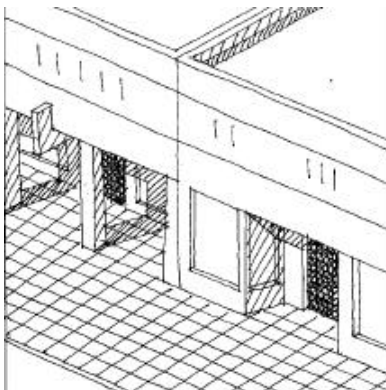


**STANDARD**

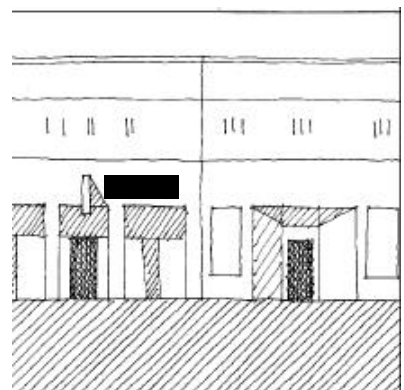
The front doors of all buildings shall be visible from the street. If located more than 10 feet from the front building line, their location must be reinforced with additional graphics, lighting, marquees or canopies.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**ELEVATION**

**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

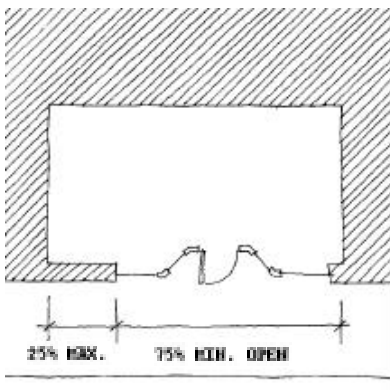


Example 3

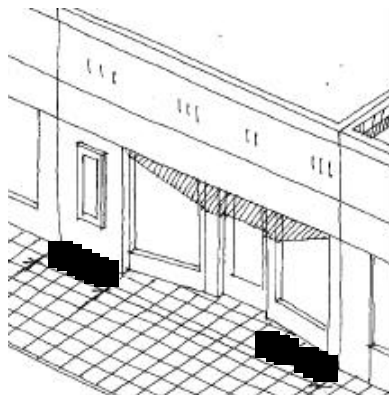


**STANDARD**

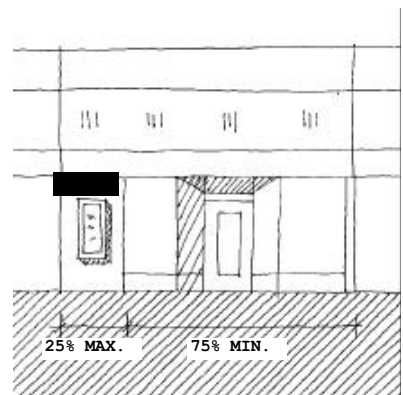
Blank walls in excess of 25% or 10 continuous feet of the frontage of the property shall not be used at the street level. Blank walls must contain architectural relief such as expressive details, blind windows, murals, etc.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**ELEVATION**

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

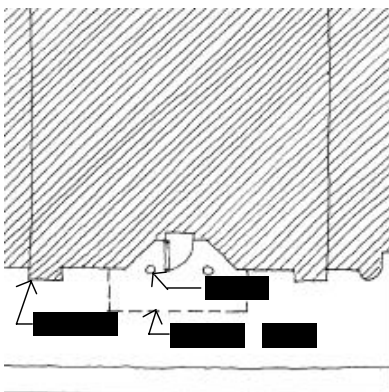


Example 3

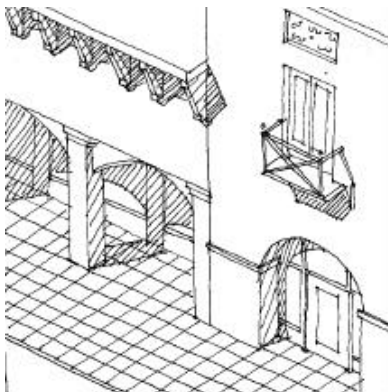


STANDARD

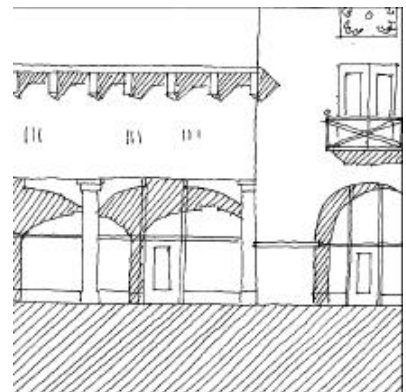
All buildings shall provide scale-defining architectural elements or details at the first two floor levels minimum, such as windows, spandrels, awnings, porticos, pediments, cornices, pilasters, columns and balconies.



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.

Example 1

*Not Permitted*



Example 2

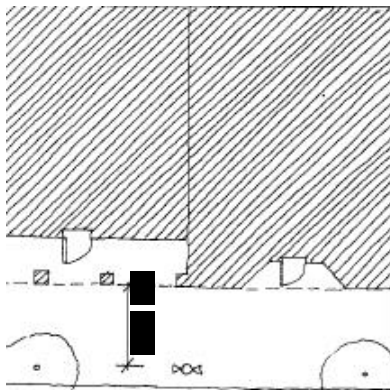


Example 3

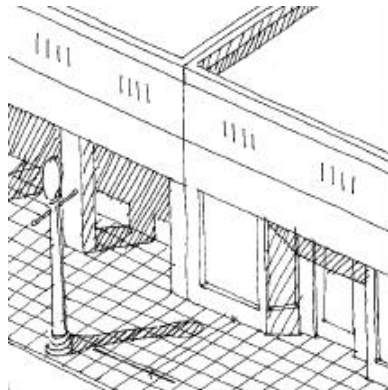


**STANDARD**

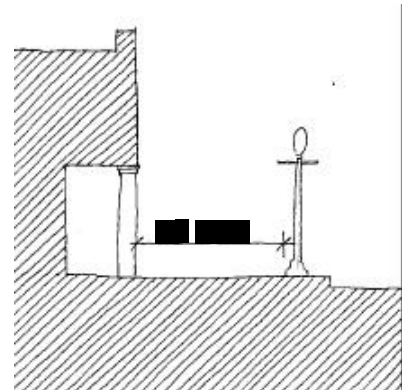
Width of sidewalks shall be maximized within the available right-of-way. A minimum of 48" of the sidewalk must be clear of any obstruction for the entire length of the property.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**SECTION**

**Standard 4: Street Trees**

**INTENT**

Create shaded sidewalks and vertical landscape throughout the area.

Example 1

Not Permitted



Example 2

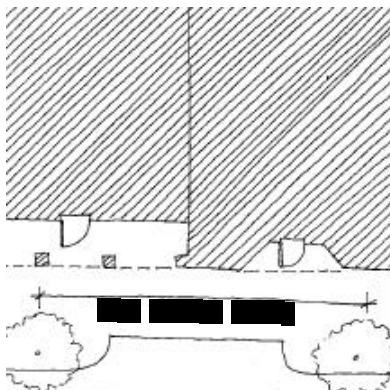


Example 3

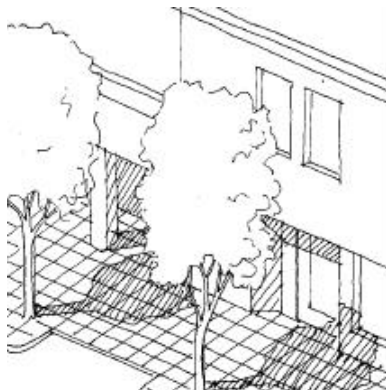


**STANDARD**

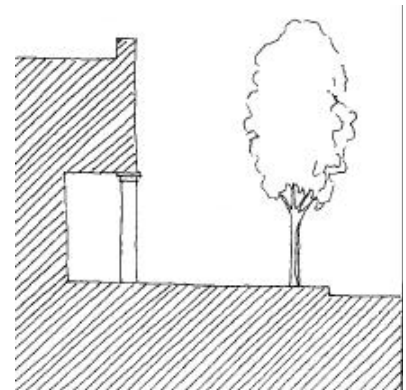
Street trees must be provided to the extent that the sidewalk width permits. Selection shall be from the approved list of street trees and shall be consistent with the established landscape palette.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**SECTION**

Standard 5: Surface Parking

INTENT

Streets and sidewalks lined with buildings rather than parking lots.

Example 1

Not Permitted



Example 2

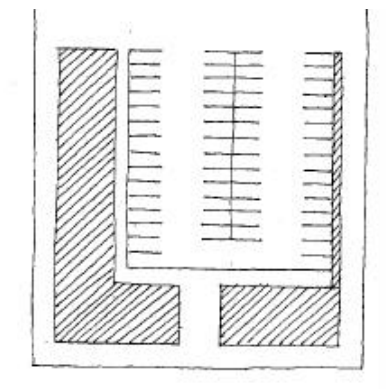


Example 3

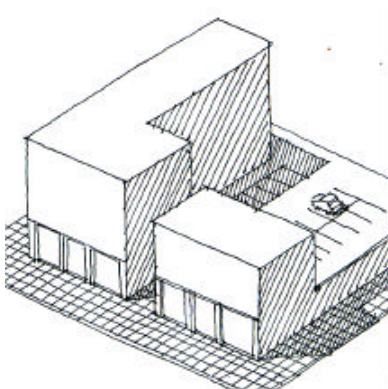


STANDARD

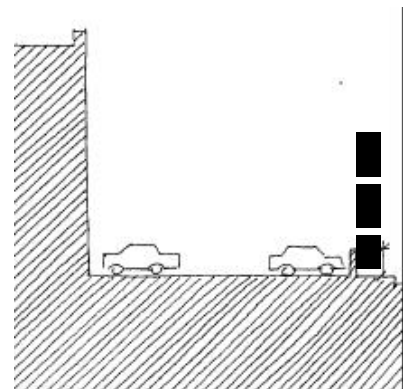
- A. Surface parking can not be between the building and the front property line. Parking between the building and the side lot line must be screened from the street by a solid fence or wall at a minimum height of 48”.
- B. Shared parking is strongly encouraged.
- C. At least 15% of the ground area of parking lots (including driveways) shall be devoted to landscaping along the street right-of-way.



PLAN DIAGRAM



BIRD'S EYE VIEW



SECTION



**Standard 6: Parking Garages**

**INTENT**

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

Example 1

Not Permitted

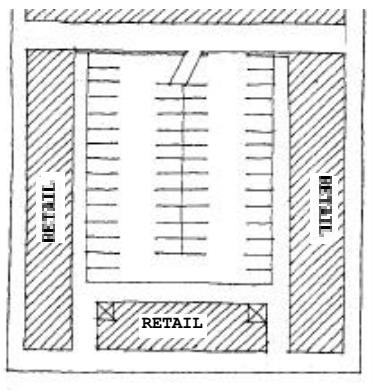
Example 2

Example 3

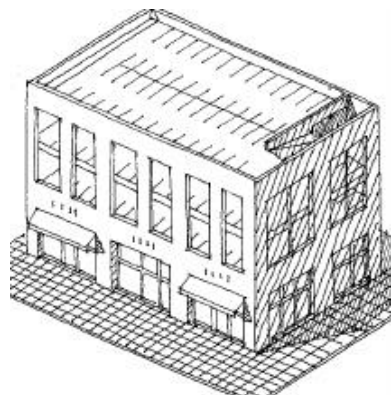


**STANDARD**

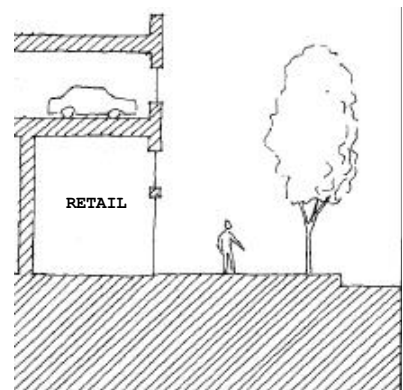
Parking garages must have a minimum of 50% of their sidewalk frontage along the street (excluding the ingress and egress) designed as retail, commercial or office space. The entire first floor, floor to ceiling height, shall be designed to accommodate future retail, commercial or office uses. There is 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.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**SECTION**

Standard 7: Combined Blocks

INTENT

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

Example 1

Not Permitted



Example 2

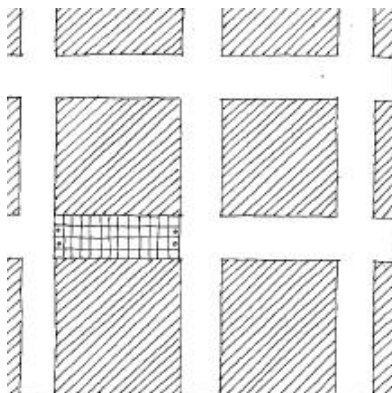


Example 3

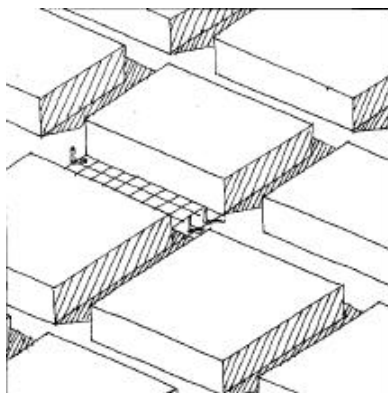


STANDARD

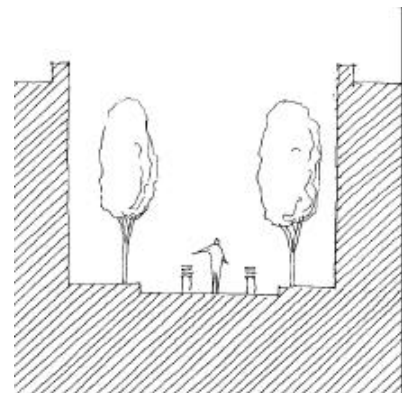
If the traditional street grid is broken for development, pedestrian connections shall be established to replace those vacated. These connections shall be a continuation of the existing grid and allow for service access.



PLAN DIAGRAM



BIRD'S EYE VIEW



SECTION

Standard 1: Street Level Orientation

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

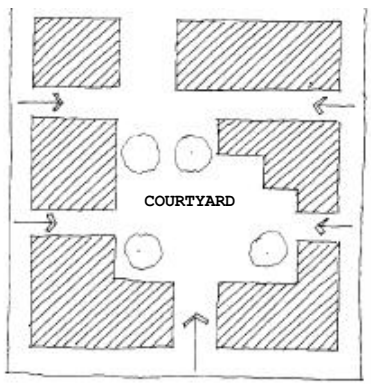
Example 2

Example 3

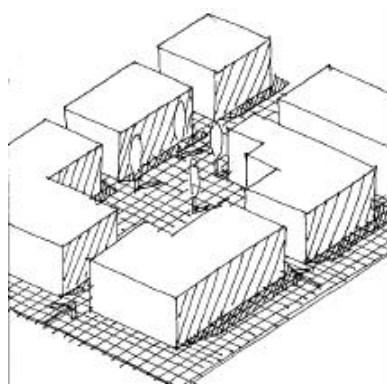


STANDARD

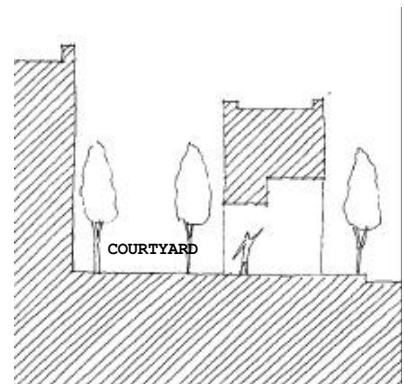
Plazas designed to be accessible to the public shall be constructed at sidewalk grade. Access to these plazas shall be highly visible, well developed and connected to the street system or to other planned or developed public spaces.



PLAN DIAGRAM



BIRD'S EYE VIEW



SECTION

**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

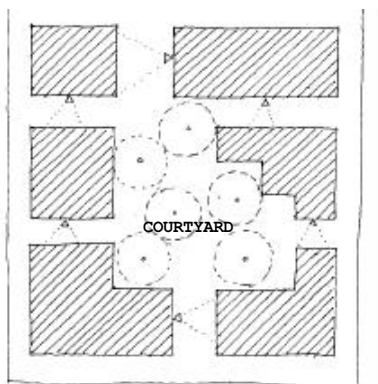


Example 3

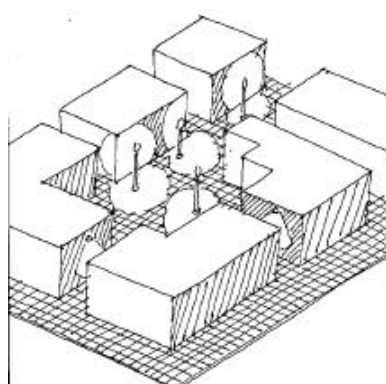


**STANDARD**

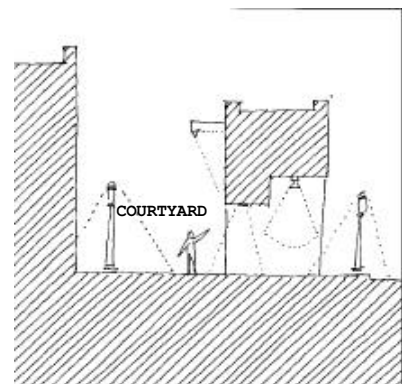
Plaza and courtyard spaces, shall provide pedestrian connections to streets and other planned or developed plazas and courtyards. These connections shall be safe secure through the use of adequate pedestrian lighting. This lighting should accent the ground plane and the building facades.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**SECTION**



**Standard 1: Opening Building Frontage**

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

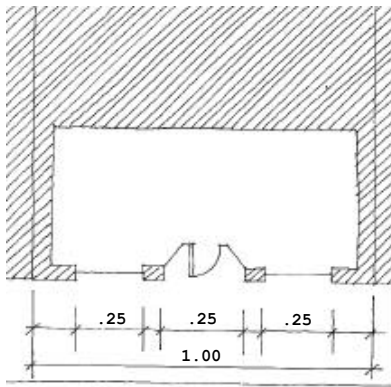


**STANDARD**

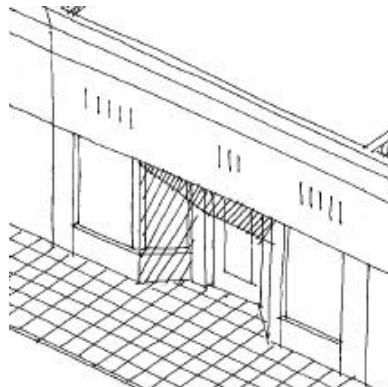
A minimum of 75% of commercial building frontage on the first floor level shall be transparent.

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

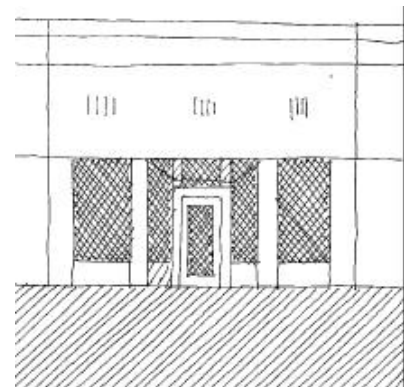
“Transparent” is defined as the material that permits easy viewing into the building from the sidewalk. The material shall be transparent from a minimum distance of 3 feet. Reflective glass shall not be used at the first floor level.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**ELEVATION**



Standard 2: Setbacks

INTENT

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

Example 1

Not Permitted

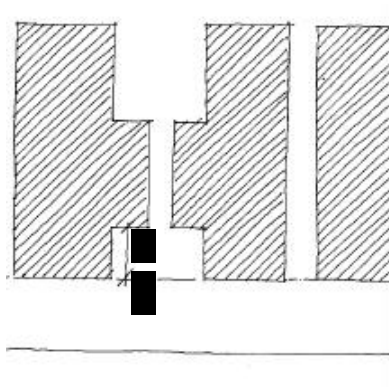
Example 2

Example 3

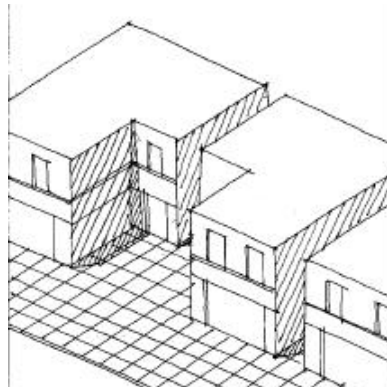


STANDARD

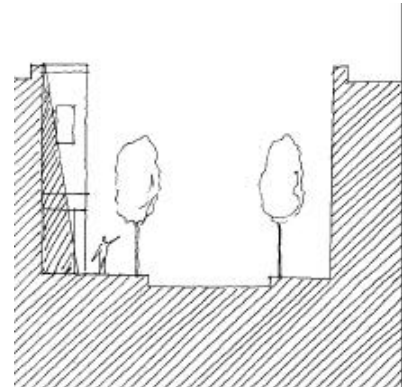
The street facade of buildings may be setback a maximum of 15 feet from the front lot line. In general, it is preferred to keep the street facade built to the property line, in alignment with adjacent buildings.



PLAN DIAGRAM



BIRD'S EYE VIEW



SECTION

Standard 3: Corner Buildings

Corner buildings shall relate to the activities of the intersection and encourage activity through their design.

Example 1



Not Permitted

Example 2



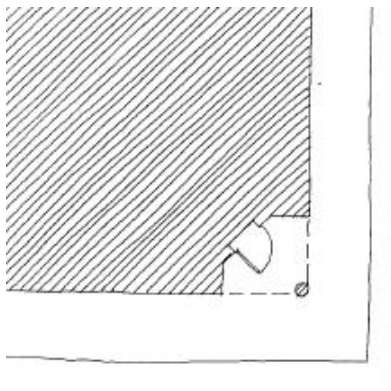
Example 3



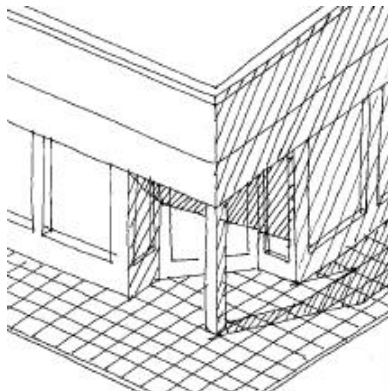
STANDARD

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

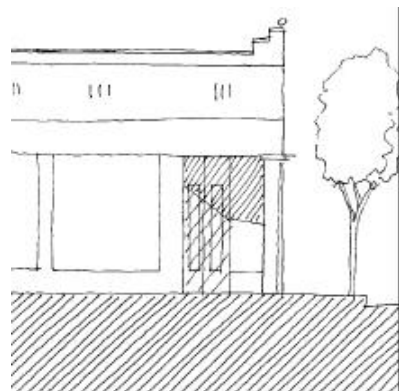
- 1 Opening the space at ground level for people to walk around the corner with the building mass above redefining the corner
- 2 A recessed entry at the corner such as the familiar angled wall with an entry door.
- 3 A corner window with an important view into the building



PLAN DIAGRAM



BIRD'S EYE VIEW



ELEVATION

**Standard 4: Texture and Pattern on Building Facades**

**INTENT**

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

Example 1

Not Permitted



Example 2

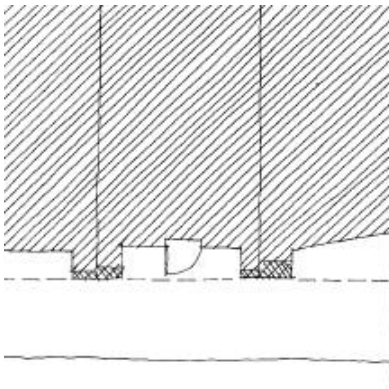


Example 3

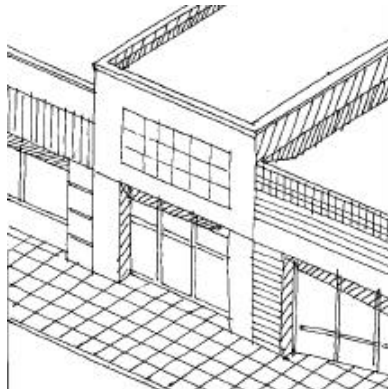


**STANDARD**

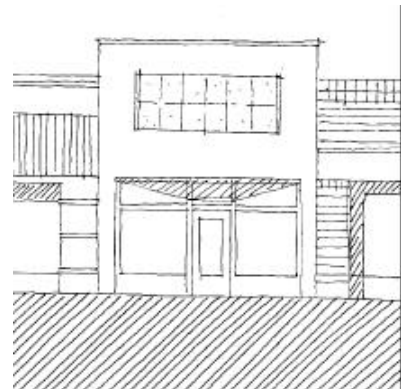
These elements should be based on materials and patterns that relate to the traditions of area buildings.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**ELEVATION**

Standard 1: Exterior Lighting Plan

INTENT

Provide a safe and appealing nighttime environment for the Area.

Example 1

Not Permitted

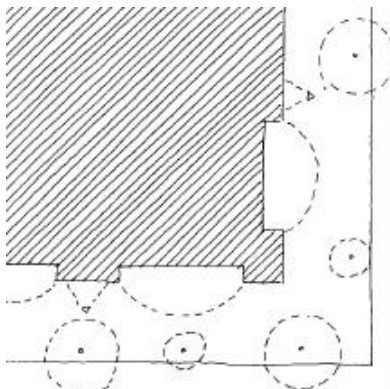
Example 2

Example 3

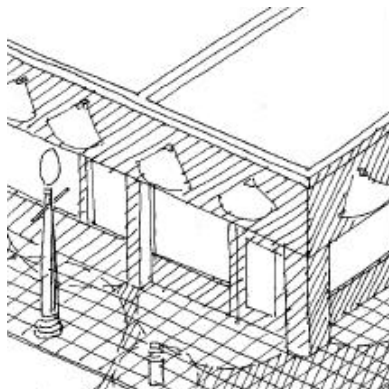


STANDARD

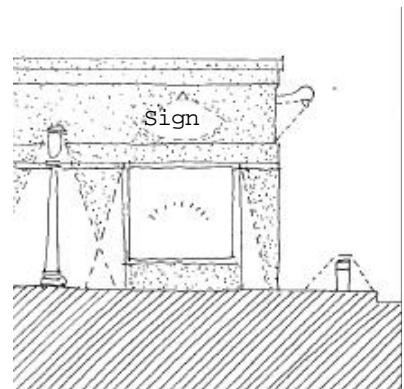
The design for a proposed facade must consider the appearance of the building in the evening and develop an exterior lighting plan that includes display window lighting, building lighting, and pedestrian-scaled lighting for both buildings and pedestrian areas within the site. Lighting shall be warm in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



PLAN DIAGRAM



BIRD'S EYE VIEW



ELEVATION

Standard 2: Neon Lighting

INTENT

Provide an exciting nighttime environment.

Example 1

Not Permitted



Example 2

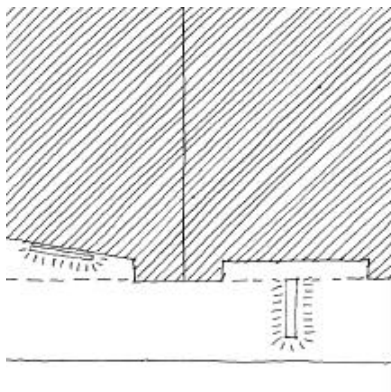


Example 3

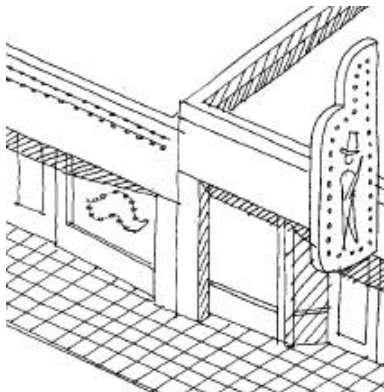


STANDARD

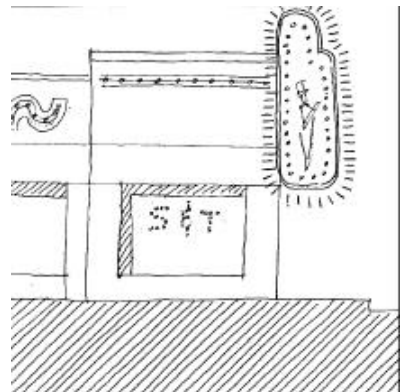
Signage on marquees, blade signs, sign bands, outline of significant architectural details, and in window are all encouraged.



PLAN DIAGRAM



BIRD'S EYE VIEW



ELEVATION

**Standard 3: Safety and Visibility**

**INTENT**

Provide sufficient lighting for safe pedestrian passage.

Example 1

Not Permitted



Example 2

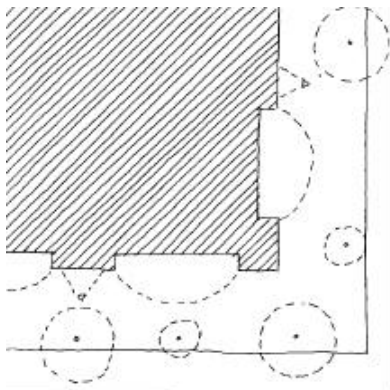


Example 3

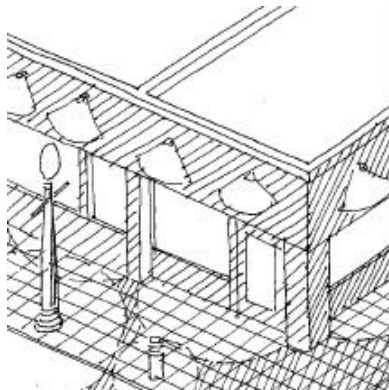


**STANDARD**

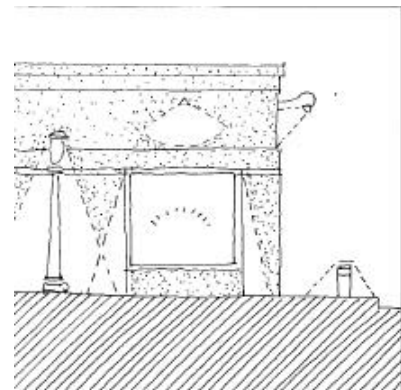
Adequate lighting must be provided for safety and visibility at night. Project plans must include illumination levels and color rendition of exterior building lighting adjacent to sidewalks.



**PLAN DIAGRAM**



**BIRD'S EYE VIEW**



**SECTION**

Standard 4: Signs

INTENT

Create identity for individual stores and buildings through projecting signs.

Example 1

Not Permitted



Example 2



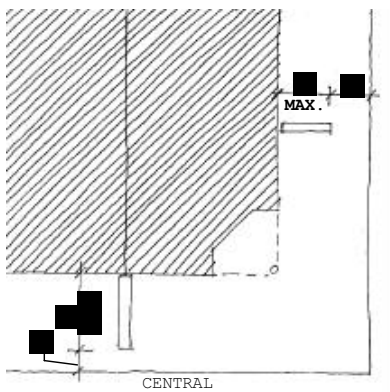
Example 3



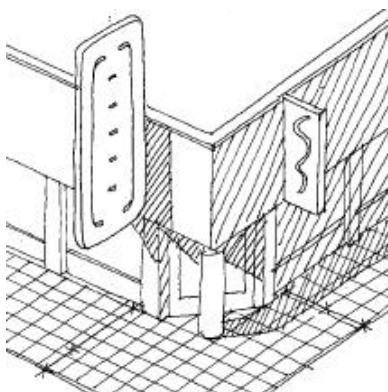
STANDARD

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.

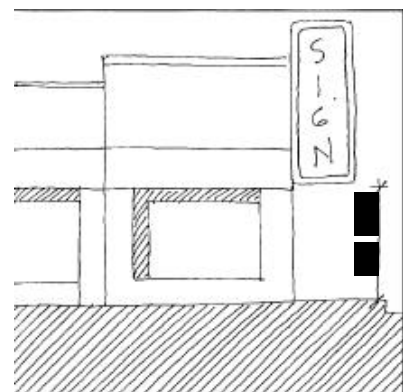
*(In addition to these standards, all zoning code regulations regarding signage will apply).*



PLAN DIAGRAM



BIRD'S EYE VIEW



ELEVATION

Standard 1: Preserving Facades

INTENT

Maintain the existing fabric of historic building facades.

Example 1

Not Permitted



Example 2



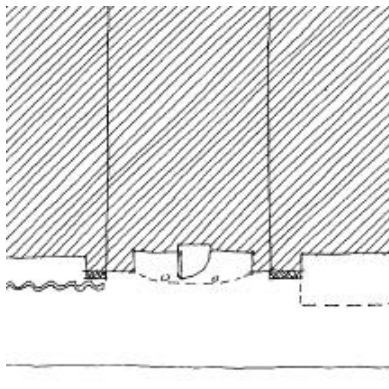
Example 3



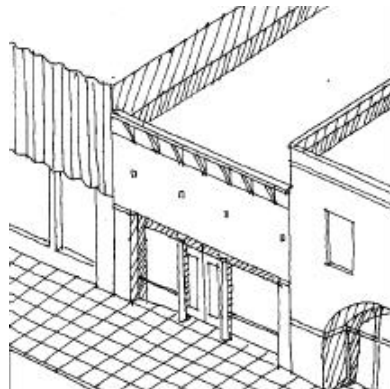
STANDARD

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

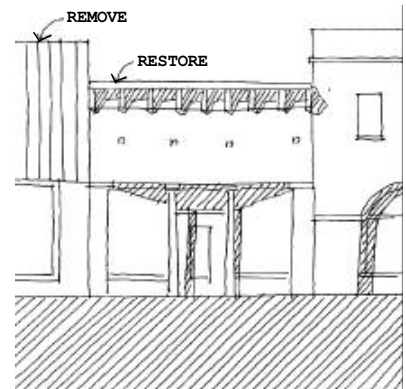
1. Do not cover existing original facade details by covering them with panels, signs, or by painting them out:
2. Do not alter the shape of existing original openings. If a window must be blocked, maintain its original shape.
3. Restore, where possible, the original facade by removing later additions of materials.



PLAN DIAGRAM



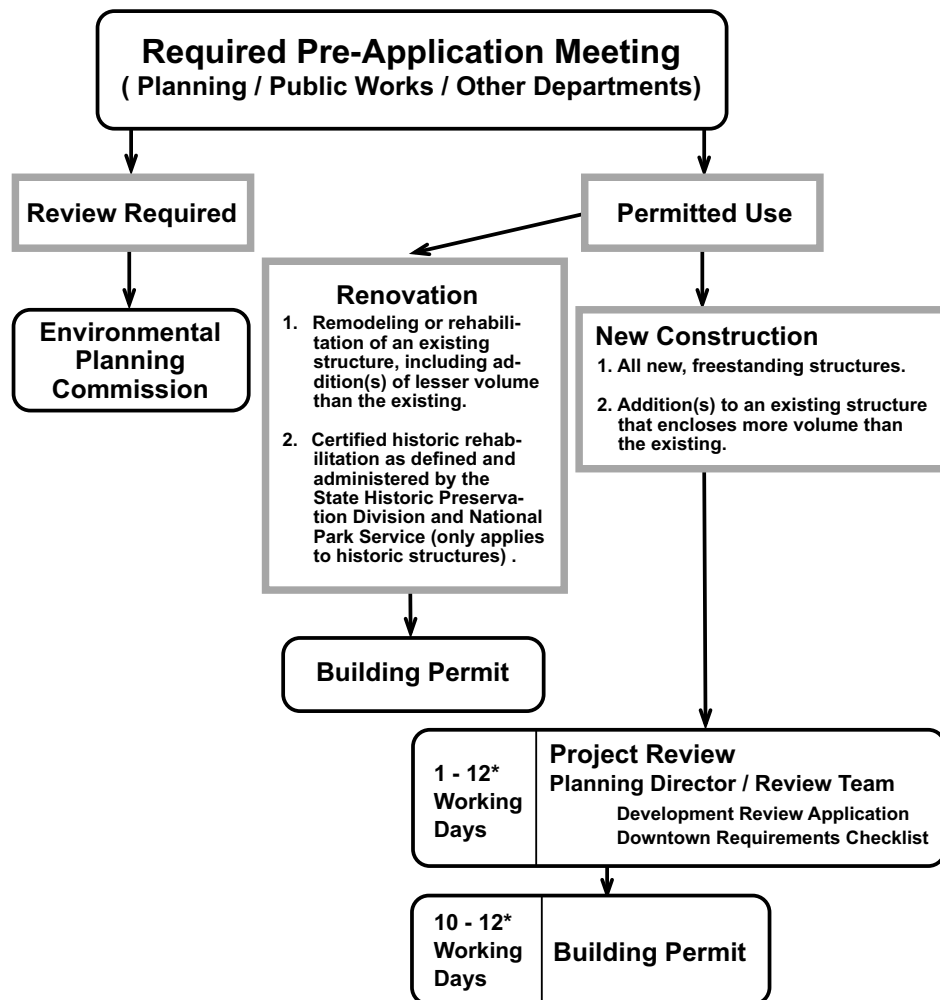
BIRD'S EYE VIEW



ELEVATION



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.



\* Estimated Review Process Time = Actual City review time in working days.