Form-Based Code Technique: Regeneration Plans

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Moule & Polyzoides

Architects and Urbanists

Focus: from staff perspective

- Dial it up / Dial it down
- Know about it before you accidentally leave it out
- Learn to drive the Ferrari
- Plugging it in

Form-Based Code Components

1. Regulating Plan	Intended Character Zones, Rights-of-Way
2. Land Use Regulations	Permit Requirements/Administration
3. Block and Street Standards	Blocks and Open Space Landscape Streets
4. Urban Standards	Building Placement / Height, Encroachments Parking Placement
5. Architectural Standards	Building Types Frontage Types Architectural Style

Topic / Component	Level of Regulation 1	2	3
Character and Intensity			
Regulating Plans			
Zones and Intent			
Development Potential			
Subdivision of Land			
Blocks			
Lots			
Street Types			
Open Space Types			
Streetscape Types			
Urban Standards			
Building Placement			
Building Height			
Building Profile			
Encroachments			
Parking Placement			
Parking Requirements			
Architectural Standards			
Building Types			
Frontage Types			
Architectural Style			
Signage			
Administration			
Procedures			
Definitions			

Code Framework and Regulations

Template for Adjustment to Plan

The individual regulations for each of the zones in the plan area are expressed for each zone to carry out the intentions and vision of the plan. These regulations work in combination with the regulating plan.

NA = not applicable
– = not allowed

TZ Town Center Zone

The TC Zone is applied to the area planned to serve regional and community-level needs. Streetscapes are pedestrian-oriented, regular in planting and detail to support an inviting and effective commercial environment. Buildings are close to or at the sidewalk with outdoor extensions and activities. Parking is shared in a 'park once' system of on-street and off-street spaces.

Commercial: 000,000
Industrial: 000,000
Residential: 1/ac

Permitted Uses: Regional / Community retail, office, medical, lodging, residential, civic

Blocks / Subdivision of Land
O = Orthogonal
T = Trapezoidal

O - Depth:	min:	max:
Length:	000	000
	000	000

T - Depth/Length: 000 avg longest x sides

Building Type Standards

Type	Lot Width	Units per Acre	Max Stories	Open Space
Tower-on-Podium	000 min	00-00	00	00%
Podium	000 min	00-00	7	00%
Hybrid Court (1)	00-000	40-00	00	00%
Commercial Block	00-000	00-00	3	00%
Liner	00-000	00-00	4	0%
Stacked Dwellings	00-000	40-00	4	00%
Industrial Block	00-000	–	3	NA
Industrial Shed	40'/5	–	1/2	NA
Live-Work	00/00	15-00	3/2	00%
Courtyard Housing	00-000	00-00	00	00%
Rowhouse	00-00	10-00	3	00%
Bungalow Court	00-000	15-00	1/2	00%
Rowhouse	00-000	10-40	2/2	00%
Duplex or Quadplex	00'/5	10-15	2/2	40%
Single Dwelling	40'/5	6-10	2	40%
Accessory Dwelling	40'/5	6-10	1	NA

(1) Hybrid Court conditions walking access with lobby access

Main Urban / Less Urban

Town-on-Podium
Podium
Hybrid Court
Commercial Block
Liner
Stacked Dwellings
Live-Work
Industrial Block
Courtyard Housing
Rowhouse

Building Placement Standards

Setbacks

	min:	max:	other:
Front	0'	∞	5'
Rear	0'	∞	∞
Side	5'	0'	∞
Street Side	10'/0	5'	∞

	min:	max:	other:
Front	0'	∞	50% of lot
Rear	0'	∞	5'
Side	5'	0'	NA
Street Side	10'/0	∞	NA

	min:	max:	other:
Front	0'	∞	NA
Rear	0'	∞	NA
Side	5'	NA	NA
Street Side	10'/0	NA	NA

Building Profile Standards

Min and Max Building Height (in stories)
Types of Encroachments into Setbacks
Max Front
Max Rear
Max Side
Max Street Side

	3	7/5
Arcade, Gallery, Balcony, Bay, Sign, Awning		
	0'	10'
	0'	∞
	5'	3'
	10'/0	5'

	2	4
Arcade, Gallery, Balcony, Bay, Sign, Awning		
	0'	∞
	0'	∞
	5'	3'
	10'/0	5'

	NA	NA
Arcade, Gallery, Balcony, Bay, Sign, Awning		
	0'	NA
	0'	NA
	5'	NA
	10'/0	NA

	1	2/1
Balcony, Bay, Sign, Awning		
	0'	∞
	0'	∞
	5'	3'
	10'/0	5'

	1	2/1
Balcony, Bay, Sign, Awning		
	0'	∞
	0'	∞
	5'	3'
	10'/0	5'

	1	2
Balcony, Bay, Sign, Awning		
	0'	∞
	0'	∞
	5'	3'
	10'/0	5'

Frontage Type Standards

Type	Width	Depth	Height	Other
Arcade	00-00 min	10 min	12 min	–
Gallery	000 min	10	12 min	–
Dooryard	000 min	–	12 max	–
Stoop	40 maximum	6'	–	–
Forecourt	40 max	30' min	–	–
Walled Front Yard	000 min	–	12 max	–
Porch & Garden Wall	000 min	0	12 max	–
Fence	000 min	–	3' max	–
Common Lawn	000 max	per zone	–	–
other	–	–	–	–
other	–	–	–	–

Main Urban / Less Urban

Arcade
Gallery
Dooryard
Stoop
Forecourt
Walled Front Yard
Porch & Garden Wall
Fence
Common Lawn
other
other

Parking & Parking Placement Standards

	min:	max:
(space per bedroom) Residential	–	2 (except single dwelling)
(spaces per unit) Live/Work	1/2	2
(spaces per sq. ft.) Commercial/Office	1/1,000 (adjacent)	NA
(spaces per sq. ft.) Industrial	0	NA

Location: behind buildings

	min:	max:
	1	2
	1/2	2
	1/1,000	1/1,000
	1/1,000	1/1,000

Location: along or behind buildings

	min:	max:
	NA	NA
	NA	NA
	1/1,000	4/1,000
	1/1,000	NA

Location: anywhere on lot

	min:	max:
	–	2 (except single dwelling)
	1/2	2
	1/1,000 (adjacent)	1/1,000
	NA	NA

Location: behind buildings

	min:	max:
	1	2 (except single dwelling)
	1/2	2
	1/1,000	1/1,000
	1/1,000	1/1,000

Location: behind buildings

	min:	max:
	1	2 (except single dwelling)
	1/2	2
	1/1,000	1/1,000
	1/1,000	1/1,000

Location: behind buildings

	min:	max:
	1	2 (except single dwelling)
	1/2	2
	1/1,000	1/1,000
	1/1,000	1/1,000

Location: in front or behind buildings

	min:	max:
	1	2 (except single dwelling)
	1/2	2
	1/1,000	1/1,000
	NA	NA
	NA	NA
	–	

More Urban ——— Less Urban

OS Open Space Zone

The OS Zone is applied to areas intended for no development while allowing for appropriate passive and active recreation. Streetscapes are pedestrian-oriented and irregular to provide the physical contrast with the rest of the plan area. Parking is provided along street frontages or, in the case of parks and greenways, in lots.

Commercial: 000,000
Industrial: 000,000
Residential: 1/ac

Permitted Uses: Residential, home occupation

Blocks / Subdivision of Land

Type	Average	Min Street Frontage
Block	0.1 – 1.0	0
Square	0.1 – 1.0	0
Green	0.1 – 5.0	0
Park	1.0 – 15.0	0
Greenway	1.0 – ∞	0

Building Type Standards

Civic Building(s) per Design Review

Building Placement Standards

	min:	max:	other:
	0'	∞	NA
	0'	∞	NA
	5'	∞	NA
	10'/0	∞	NA

Building Profile Standards

Civic Building(s) per Design Review

Frontage Type Standards

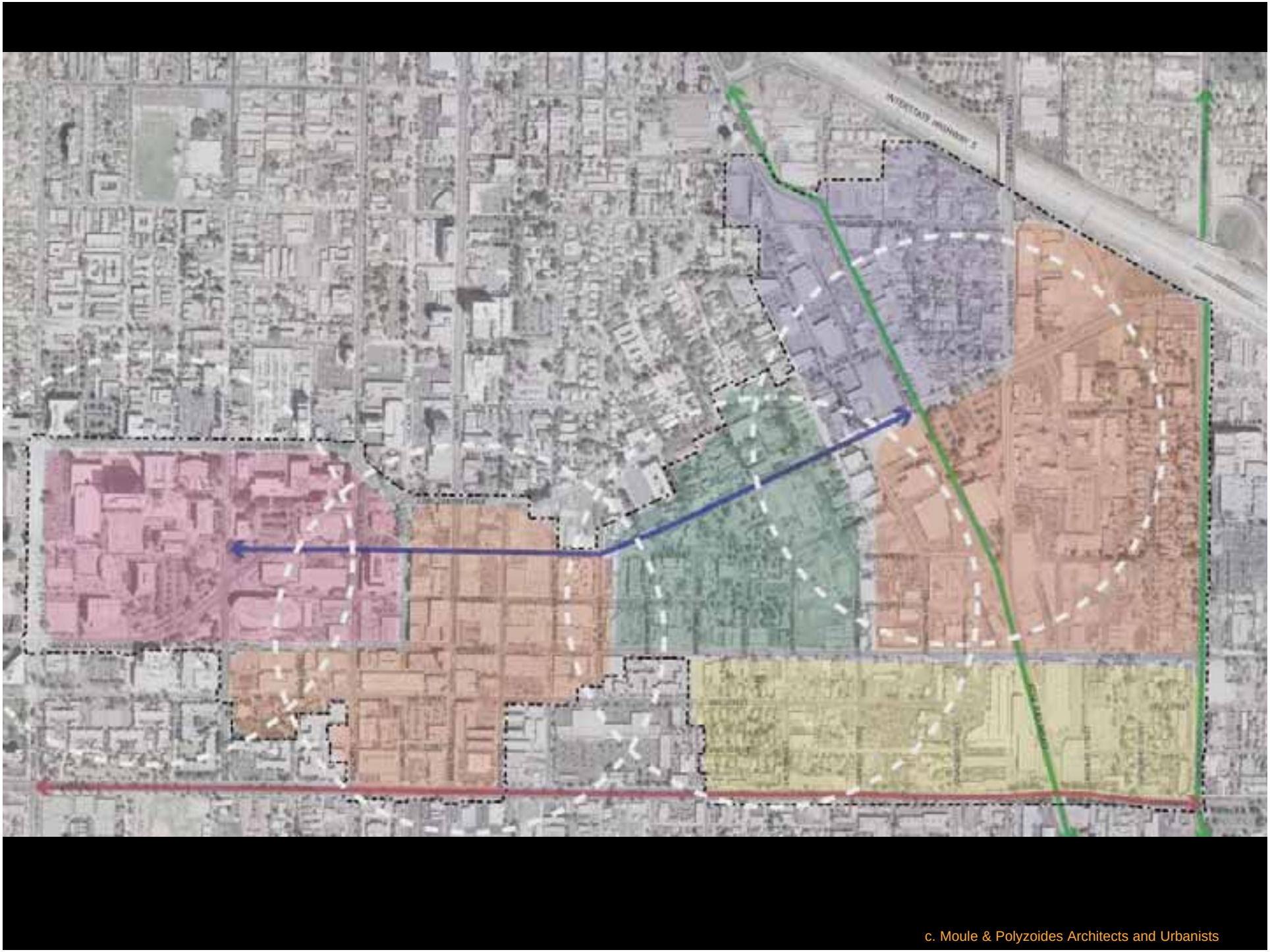
Parking & Parking Placement Standards

Location: along street frontage(s)

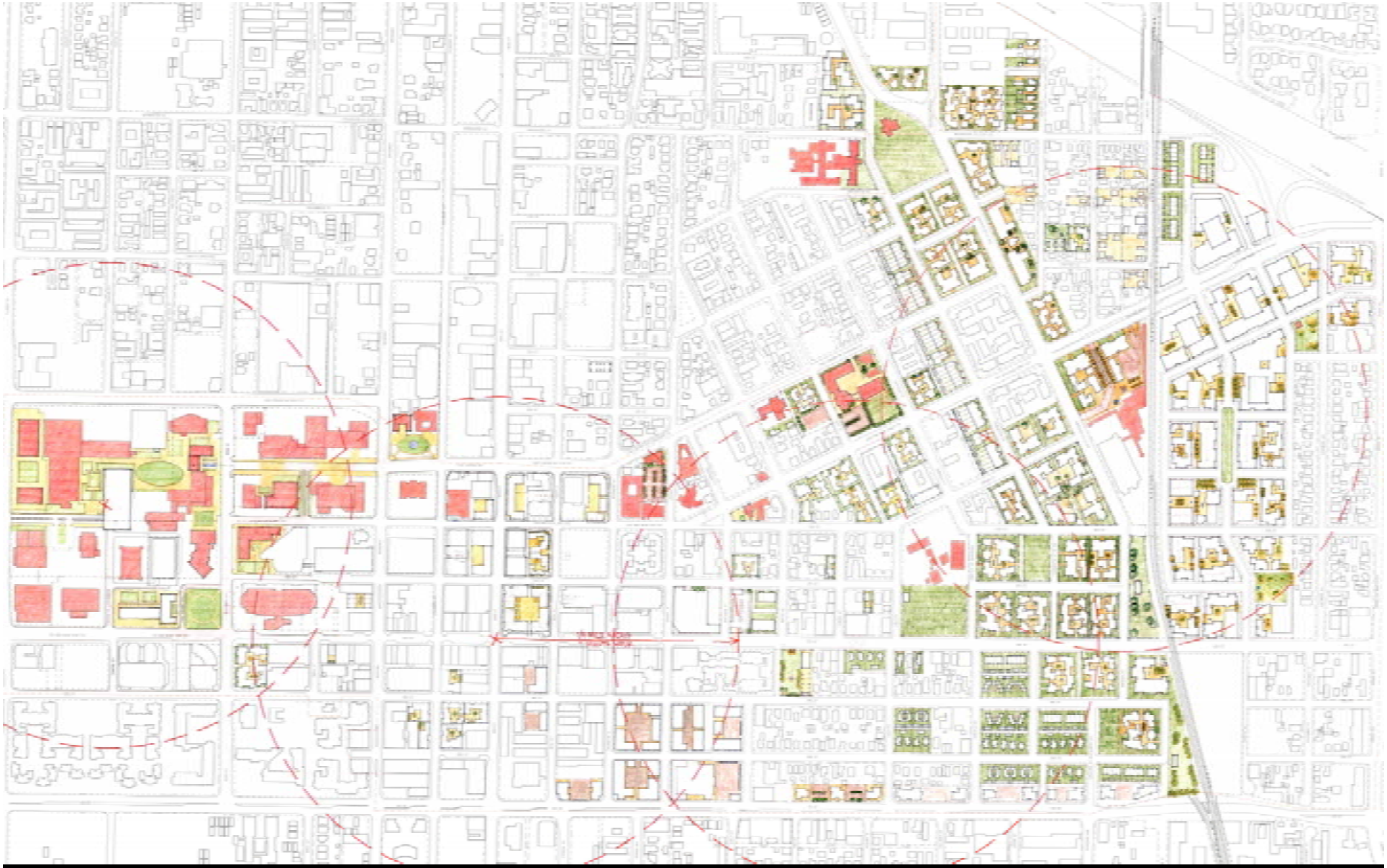
(1) Parks and Greenways are allowed to have individual parking lots of no more than ____ spaces.

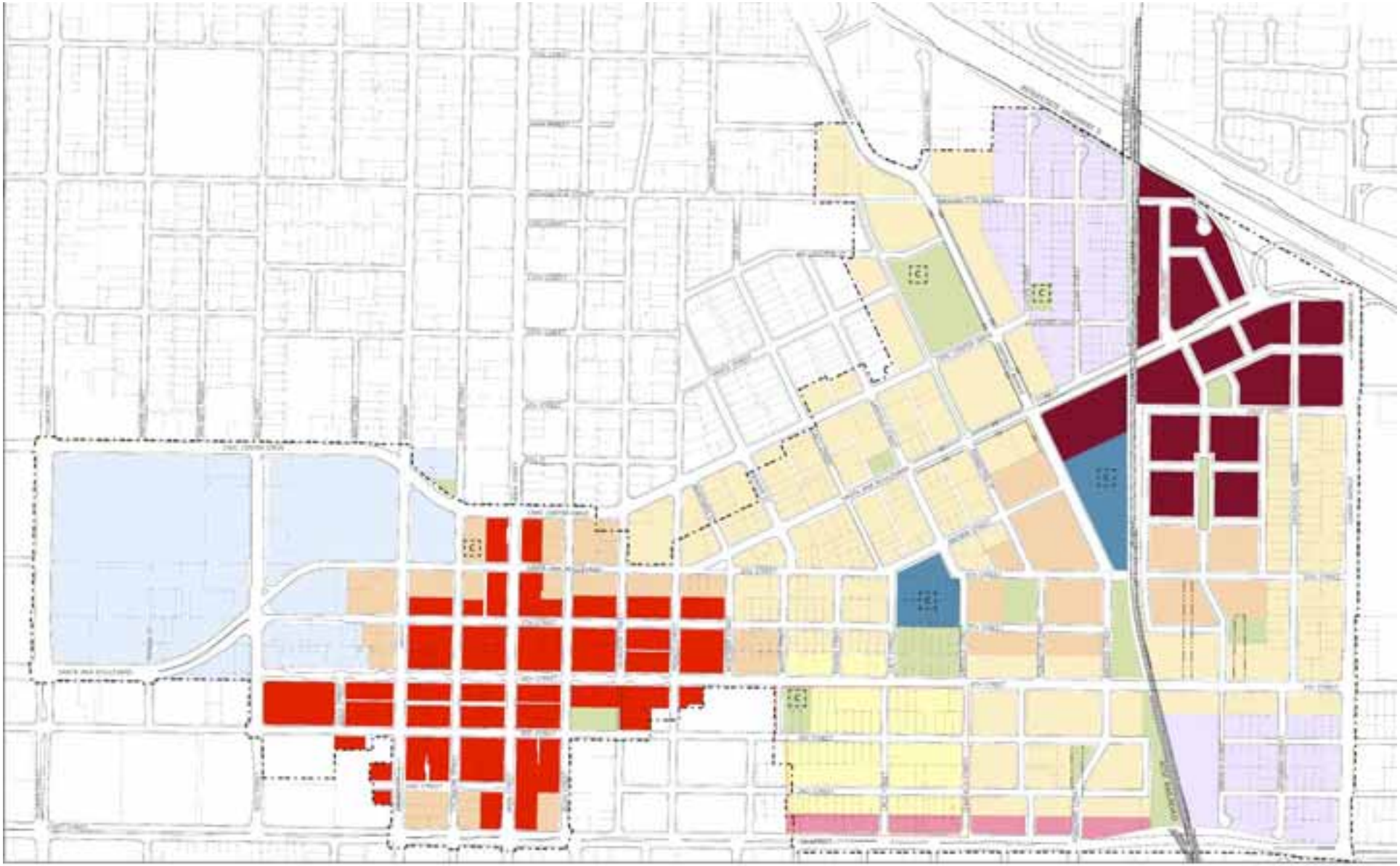
Form-Based Code Framework

Title ---------- Plan

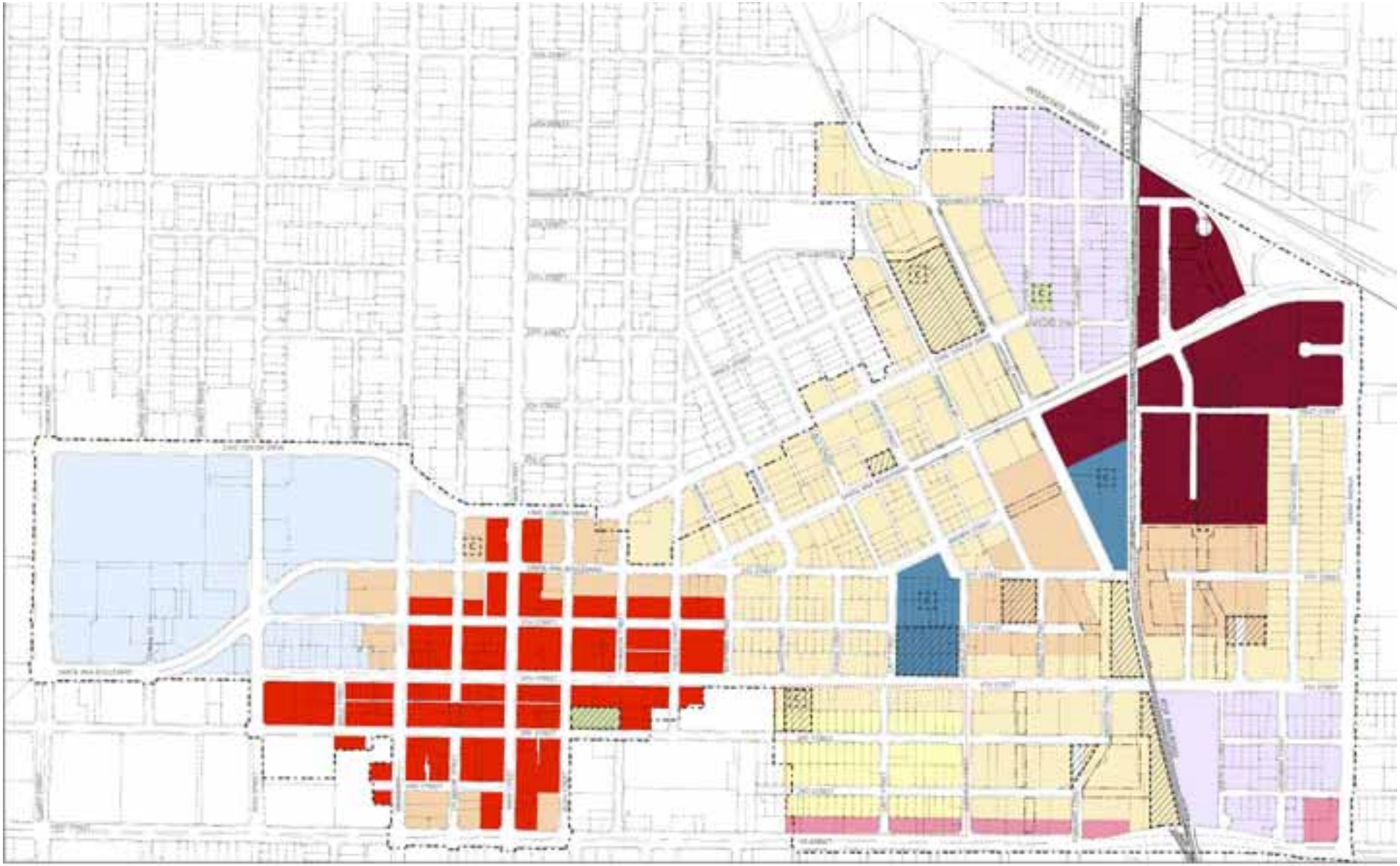


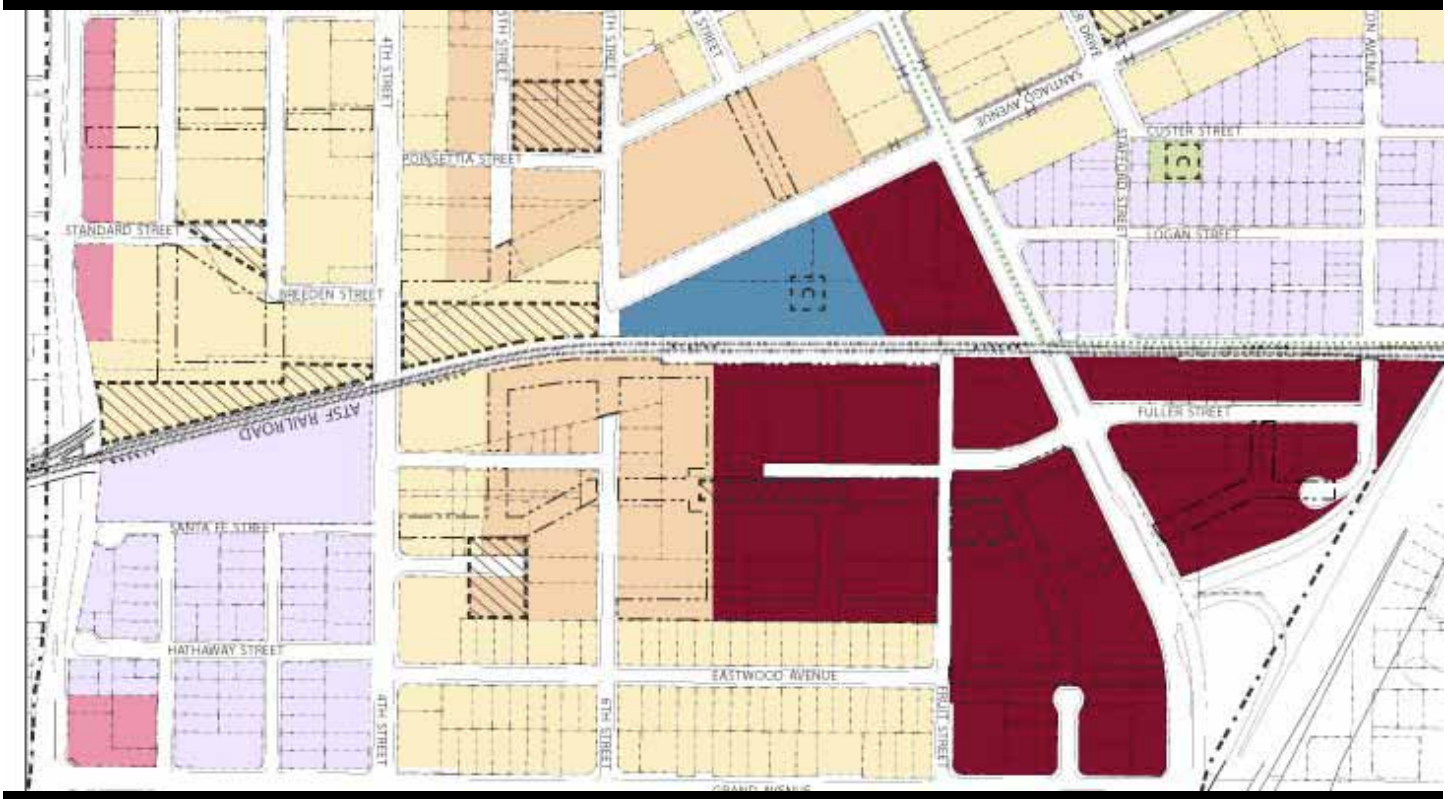
Composite Interventions

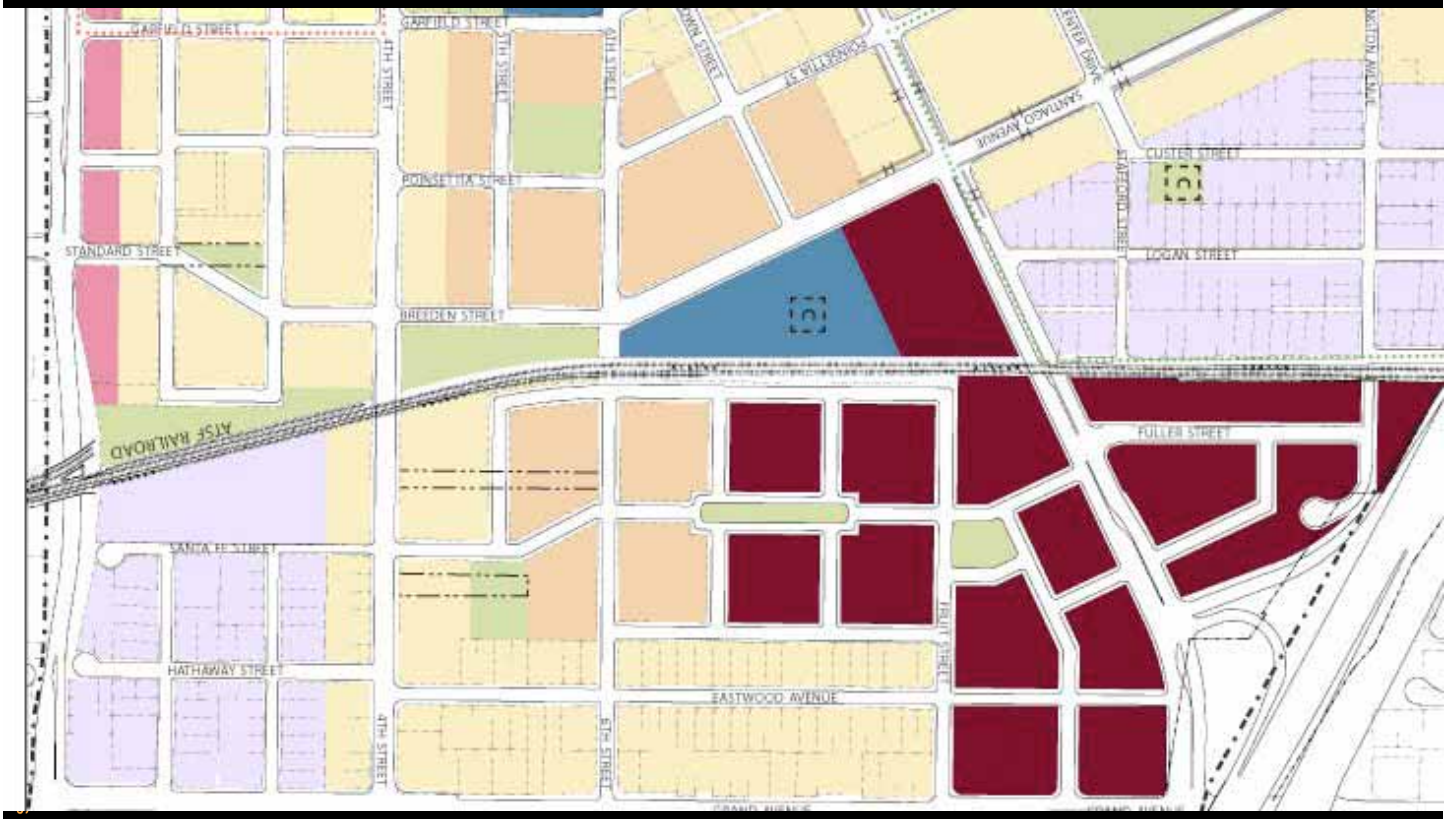


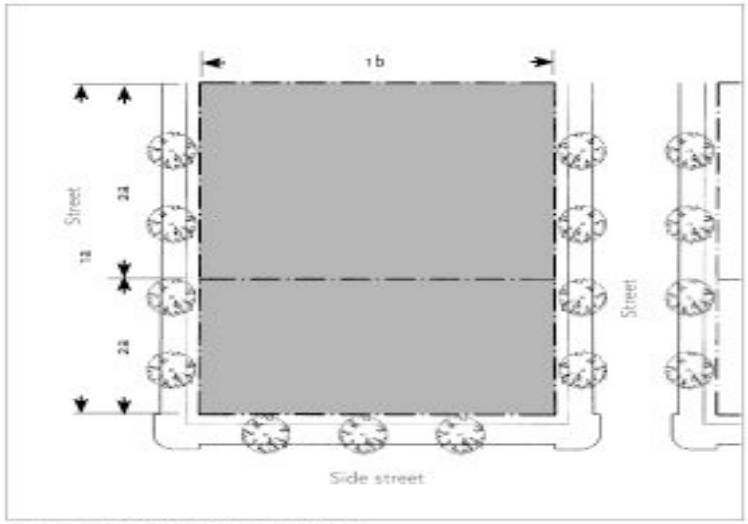


Evolving the technique to be more responsive to local needs

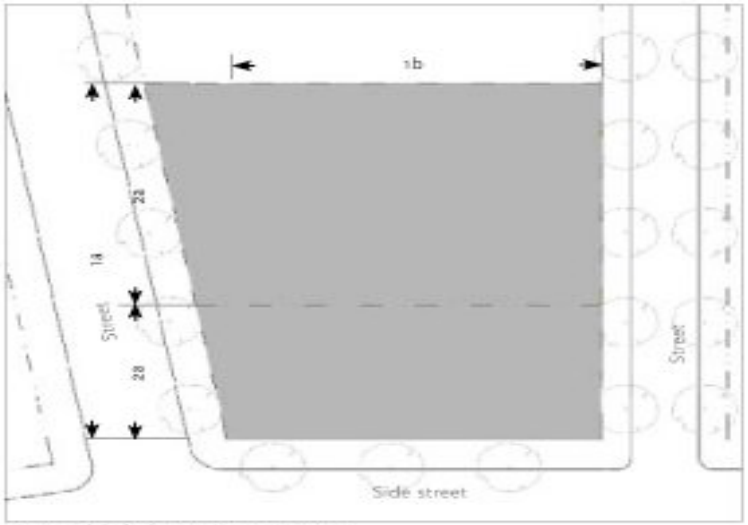



4TH STREET
5TH STREET
6TH STREET
POINSETTIA STREET
STANDARD STREET
BREEDEN STREET
ATSF RAILROAD
SANTA FE STREET
HATHAWAY STREET
EASTWOOD AVENUE
FRUIT STREET
SANTIAGO AVENUE
CUSTER STREET
LOGAN STREET
FULLER STREET

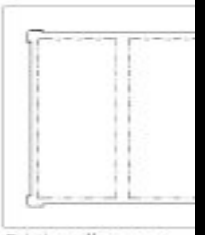

GARFIELD STREET
4TH STREET
5TH STREET
6TH STREET
POINSETTIA STREET
STANDARD STREET
BREEDEN STREET
ATSF RAILROAD
SANTA FE STREET
HATHAWAY STREET
EASTWOOD AVENUE
FRUIT STREET
SANTIAGO AVENUE
CUSTER STREET
LOGAN STREET
FULLER STREET



Orthogonal Block Requirements Diagram



Trapezoidal Block Requirements Diagram



Existing alley access

4.8.040 - Block Requirements. The dimensional requirements are summarized below with an illustrative sequence on page 4:32 of subdividing a site into blocks per the following standards:

A. Orthogonal Block Requirements - Orthogonal blocks are rectilinear and cosnsist of square or rectangular designs. The following requirements apply:

1. **Block Length / Width**
   Blocks of various designs and functions are allowed as identified in the diagram above and per the standards below:

   For 10% of Blocks
   (a) Mininum: 150 feet; Maximum: 600 feet
   (b) Minimum: 150 feet; Maximum: 600 feet

   For 90% of Blocks
   (a) Mininum: 250 feet; Maximum: 600 feet
   (b) Minimum: 250 feet; Maximum: 600 feet

2. **Parcel / Lot Width**
   All buildings shall be designed to a parcel as identified below:
   (a) Mininum: as specified per the allowed Building Type(s)
   Maximum: 300 feet or as specified further per the allowed Building Type(s)

   Note: The parcel is primarily for design purposes and may be made permanent through the regular process for parcel or tract maps.

3. **Streets / Rights-of-Way**
   All blocks shall be designed per the allowable street types, as identified in 4.9, Street Network Plan

B. Trapezoidal Block Requirements - Trapezoidal blocks are irregular in shape and consists of various designs. The following requirements apply:

1. **Block Length / Width**
   Blocks of various designs and functions are allowed as identified in the diagram above and per the standards below:

   For 20% of Blocks
   (a) Mininum: 100 feet; Maximum: average of 400 feet for two longest sides
   (b) Minimum: 100 feet; Maximum: average of 400 feet for two longest sides

   For 80% of Blocks
   (a) Mininum: 200 feet; Maximum: average of 500 feet for two longest sides
   (b) Minimum: 200 feet; Maximum: average of 500 feet for two longest sides

2. **Parcel / Lot Width**
   All buildings shall be designed to a parcel as identified below:
   Building Types.
   (a) Mininum: as specified per the allowed Building Type(s)
   Maximum: 300 feet or as specified per the allowed Building Type(s)

   Note: The parcel is primarily for design purposes and may be made permanent through the regular process for parcel or tract maps.

3. **Streets / Rights-of-Way**
   All blocks shall be designed per the allowable street types, as identified in 4.9, Street Network Plan.

4.8.050 - Access re
site into blocks ar
or other right-of-w

A. Realignment
Existing right
block and pri
and the appli

B. Existing Alley
In all cases, b
ing alley-acce
deflection, et
mum 100 fee
realigned alle


Residential zoning
Industrial zoning

Varied Massing and Building Size Standards


30 ft max
height


35 ft max
height


5
4
4
3
4
3
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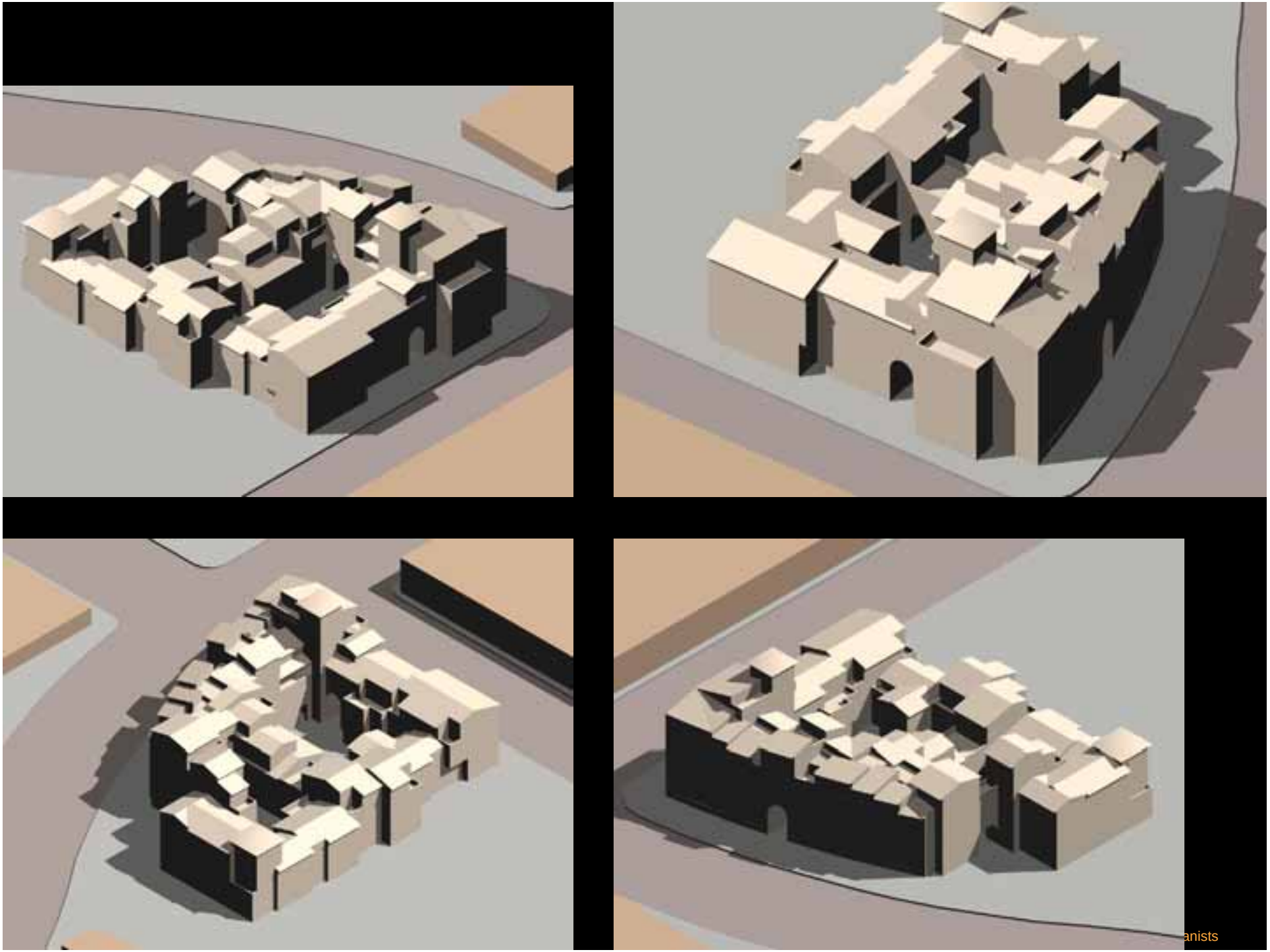
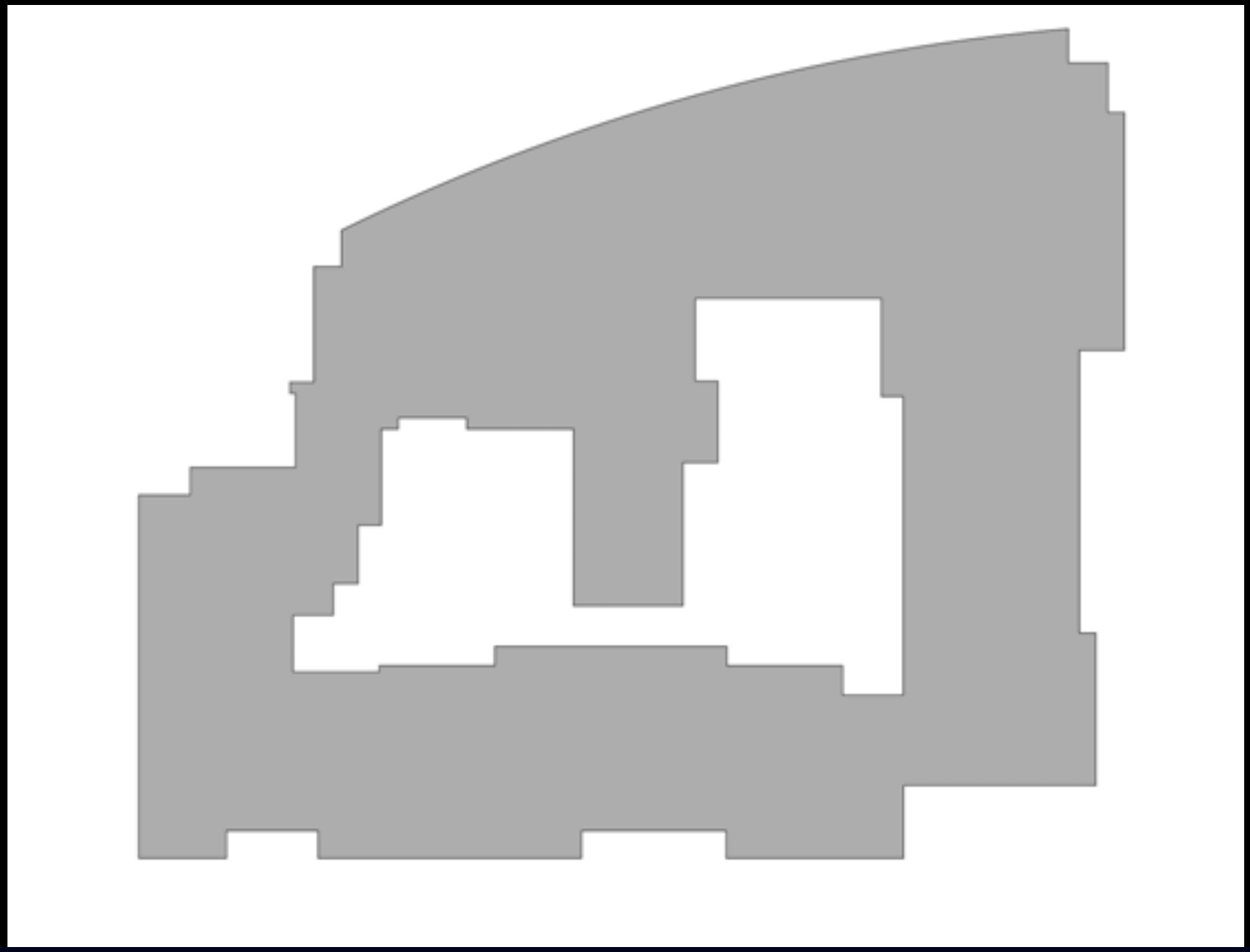
2-
3
2
3
2-
3

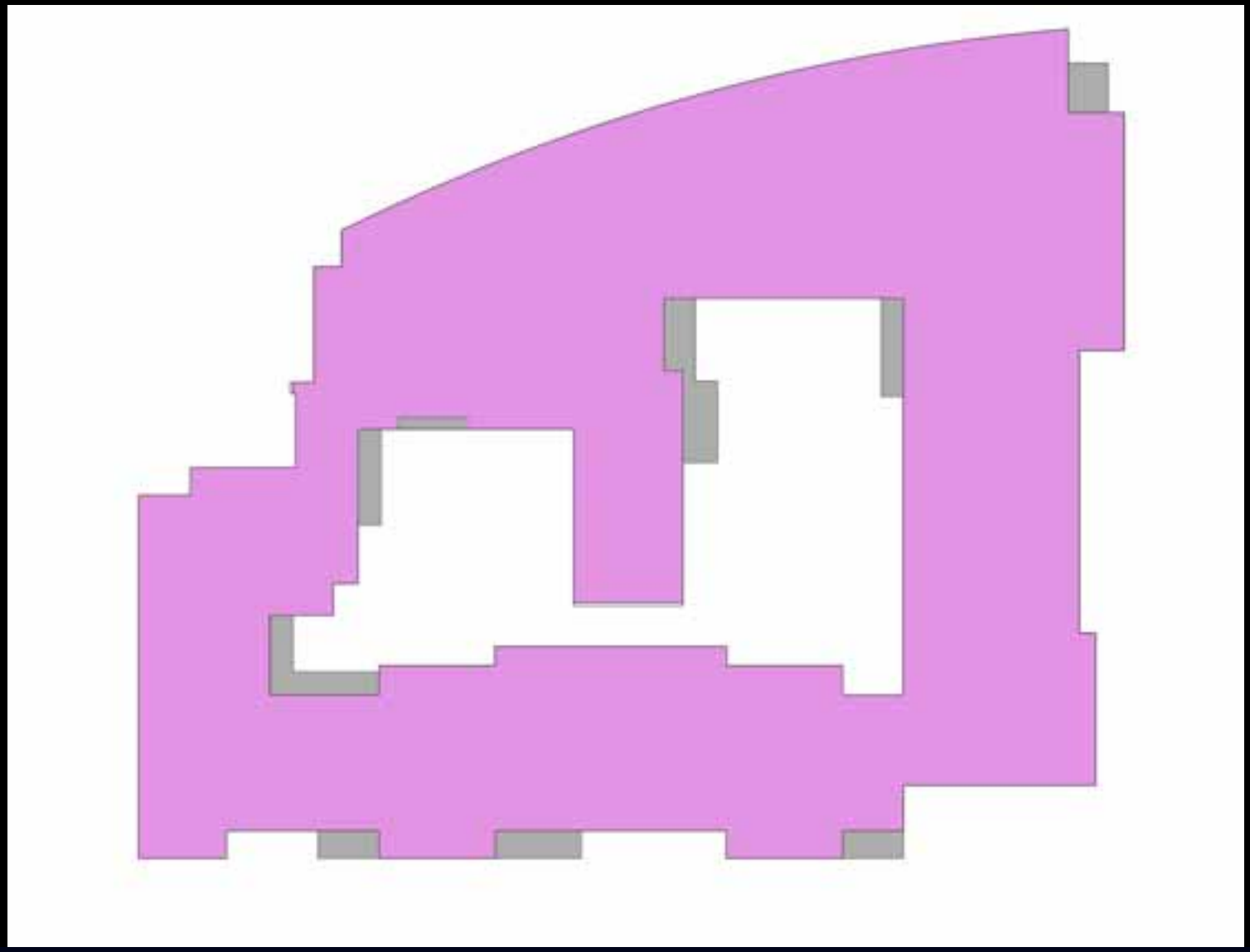


anists

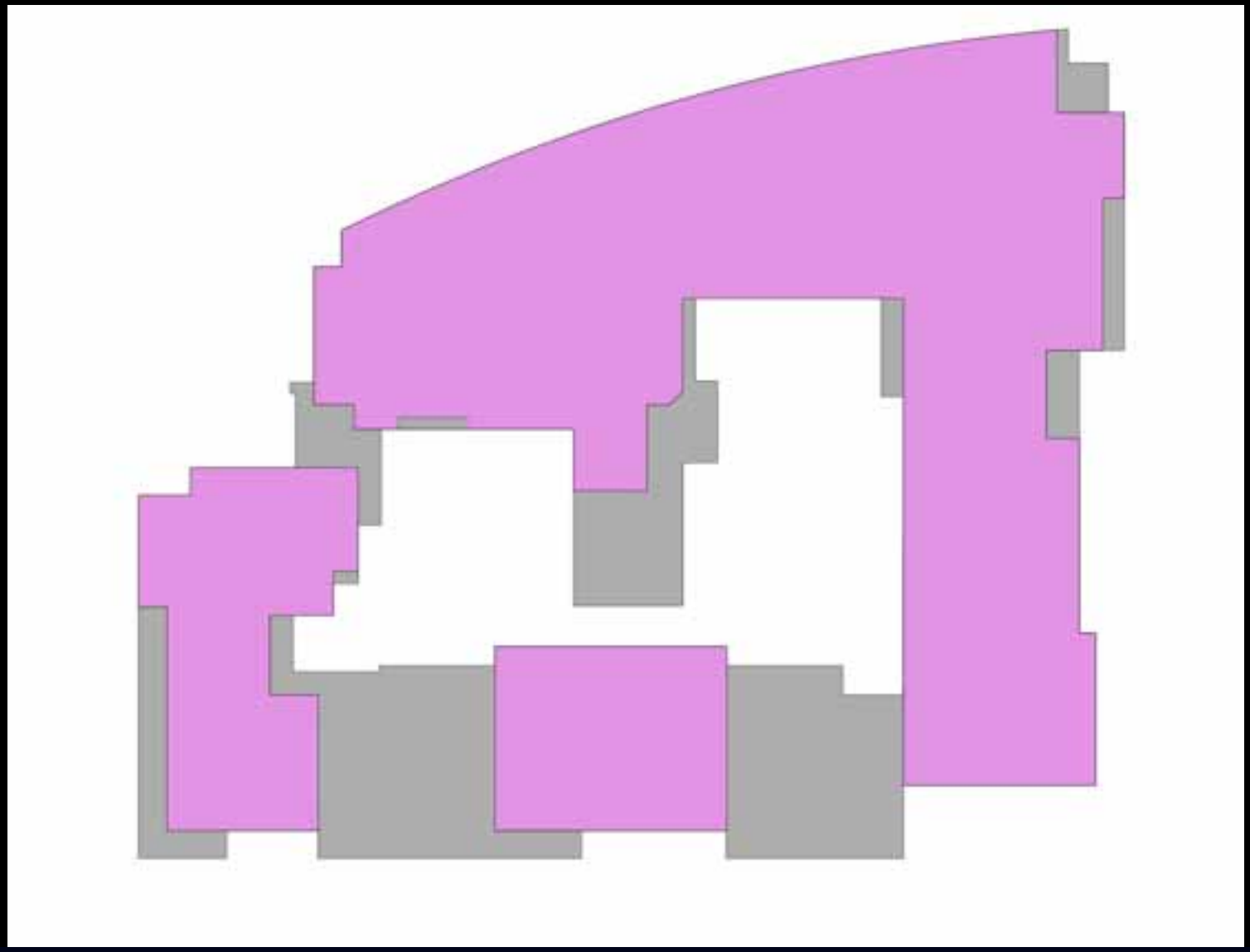
Scenario (in Stories)	Ratio of each Story				
	1	2	3	4	5
2.0	100%	80%	15%	-	-
3.0	100%	80%	50%	15%	-
3.5	100%	90%	65%	25%	-
4.0	100%	100%	70%	35%	15%



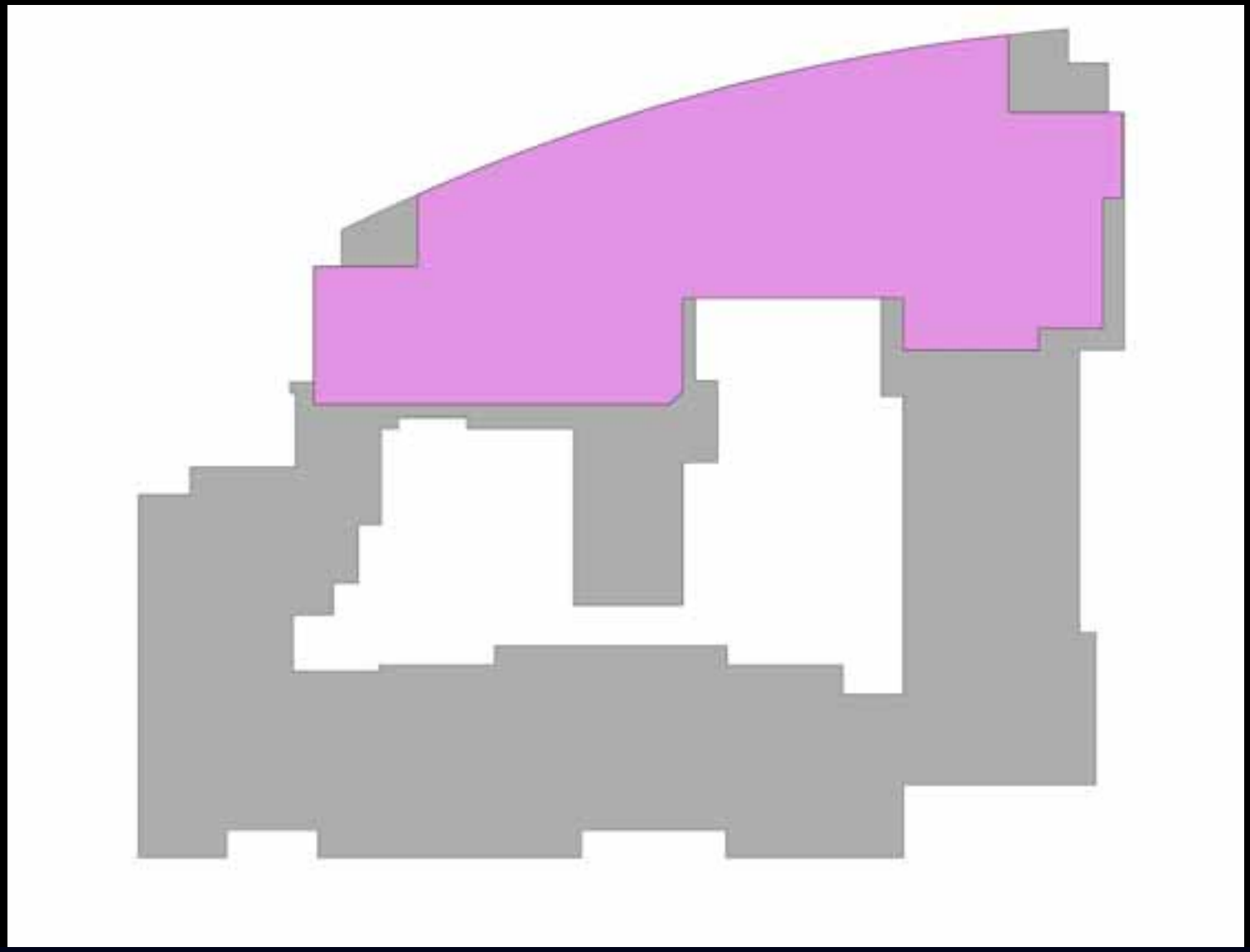
First Floor - 100%



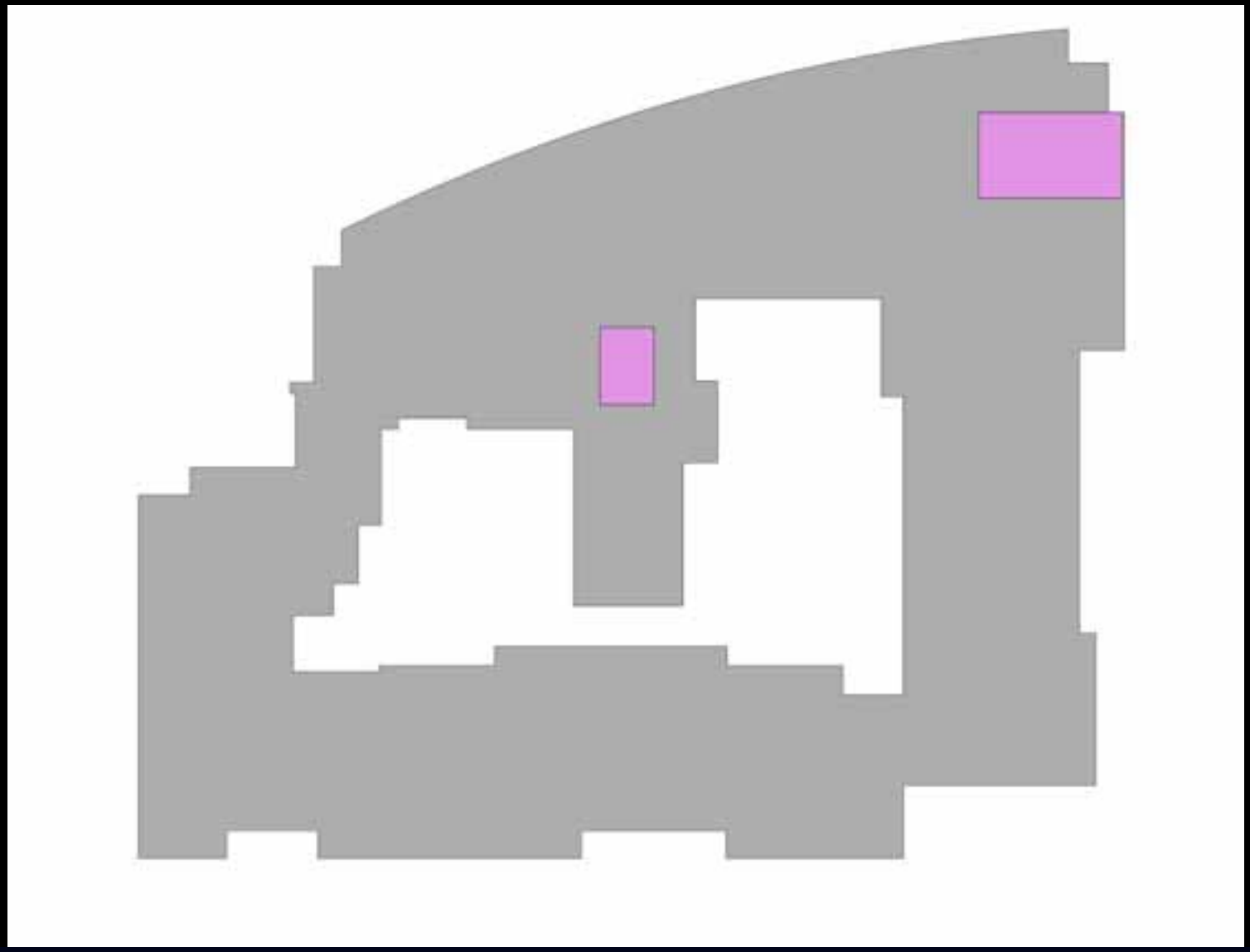
Second Floor - 90-100%



Third Floor - 70%

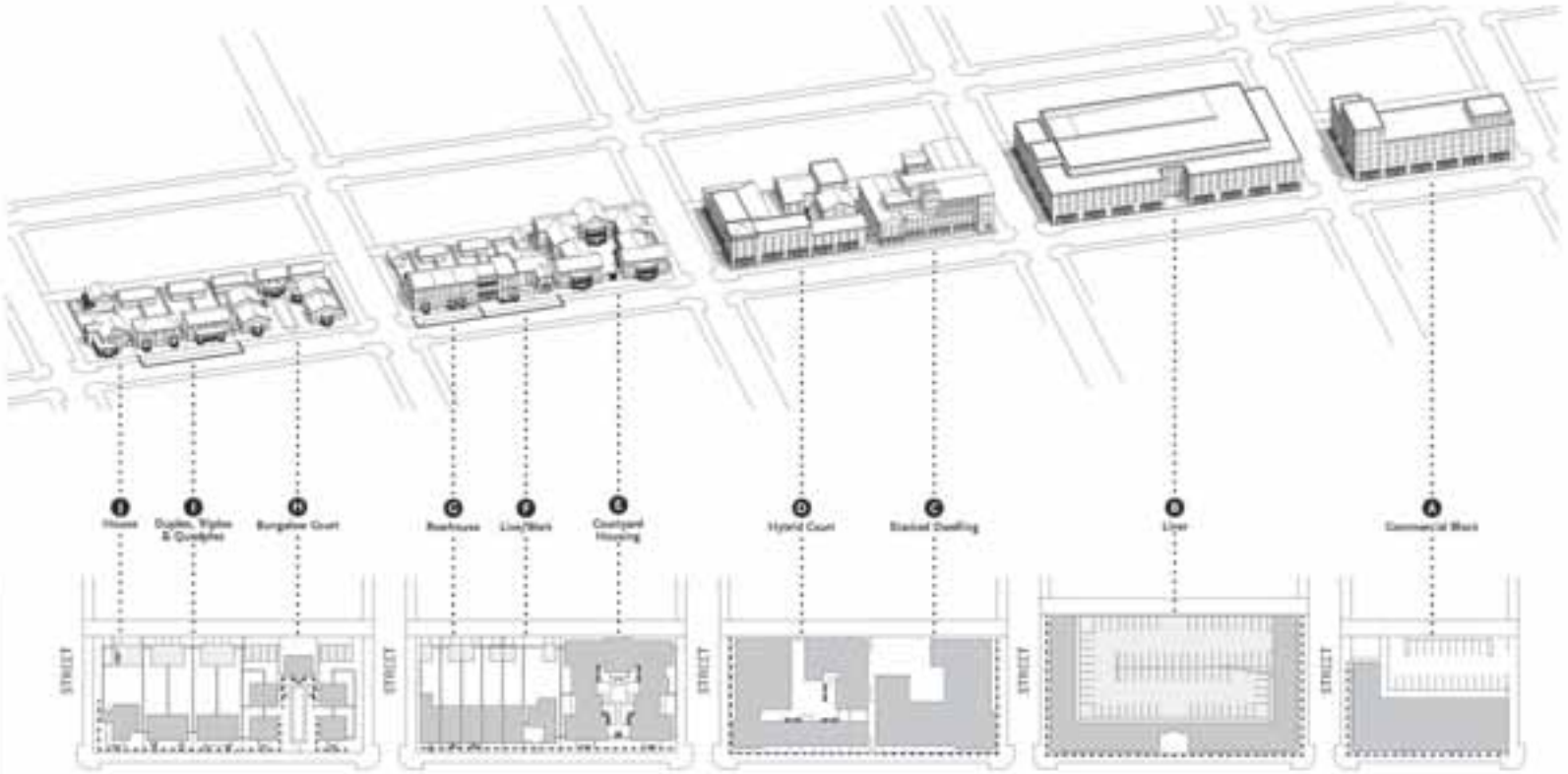


Fourth Floor - 35%



Fifth Floor - 15%

FAR and Density resulting from FBC



BUILDING TYPES AND ADJACENCIES

This diagram identifies the range of building types allowed in the Master Plan area. The individual types are arranged on a continuum of intensity with the least intense at left and the most intense at right. Each type is allowed as identified (in Table 4.5-1) and its requirements are described on the following pages.

TABLE 4.5-1 BUILDING TYPES ALLOWED BY ZONE (See 4.5.2.C.1 for individual building type standards)

	Building Type	Density/Acre Range [1]	Lot Width [2] (MIN.-MAX.)	Lot Depth (MIN.)	Building Types and Stories Allowed by Zone				
A.	Commercial Block	30 - 100	115'-300'	—	3	4 [3]	5	—	5 [3]
B.	Liner	30 - 70	130'-300'	—	3	5 [3]	6	—	—
C.	Stacked Dwelling	30-100	115'-200'	150'	3	6	6	—	—
D.	Hybrid Court	40 - 90	130'-200'	150'	4.5	4.5	6	6	—
E.	Courtyard Housing	20 - 55	140'-200'	150'	3	3	3	3	3 [3]
F.	Live/Work	15 -18	65'-130'	—	—	3	3	3	3
G.	Rowhouse	15 -18	65'-130'	100'	3	3	3	3	3
H.	Bungalow Court	10-15	140'-180'	100'	—	—	3	3 [3]	3
I	Duplex/Triplex/Quadplex	10-15	50'-100'	100'	—	—	—	3 [3]	3
J.	House	6-10	35'-80'	—	—	—	2.5	3	

3 = Allowed — = Not Allowed

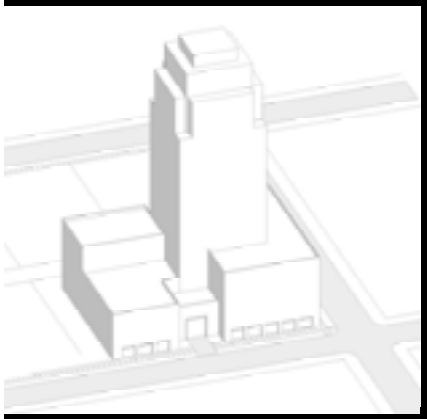
[1] Dwellings per acre per the typological limits of each building type and the range of dwellings that can be accommodated while maintaining the particular characteristics for the type as described in this chapter.

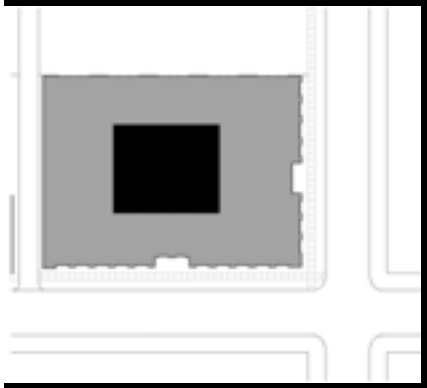
[2] See street requirements for additional height information.

[3] Measured along the front of the lot. (See 4.5.2.C.1)

Key for Illustrative Plan Diagram:

- Direct Access
- Front Access (Double-Loaded Dwellings)
- Required Ground Floor Access





A

TOWER ON PODIUM

	MIN	MAX
Lot Width	200	250
Lot Dept	150	150
Front Yard Setback	5	5
Side Yard Setback 1	5	5
Open Space Area(15% of Lot Area)	4,500	
Second Floor Massing	0%	100%
Third Floor Massing	0%	100%
Fourth Floor Massing	0%	100%
Fifth Floor Massing	0%	100%
Sixth Floor Massing	0%	
7th Floor Massing		
8th Floor Massing		
9th Floor Massing		
10th floor		40%
11th		40%
12th		40%
13th		40%
14th		40%
15th		40%
16th		30%
17th		30%
18th		30%
19th		30%
20th		30%
21st		30%
22nd		30%
23rd		30%
24th		30%
25th		30%
Front Yard Area	1,000	
Side Yard 1 Area		
Side Yard 2 Area		
Rear Yard Area	2,000	3,500
Open Space Area	4,500	
Potential Dwellings [1]	1	
Dwellings per Acre	1.452	

[1] Subject to accessing parking and all applicable requirements.

F

COURTYARD HOUSING

	MIN	MAX
Lot Width	150	200
Lot Dept	150	150
Front Yard Setback	10	15
Side Yard Setback 1	10	10
Side Yard Setback 2	10	10
Rear Yard Setback	15	15
Open Space Area (15% of Lot Area)		4,500
Second Floor Massing		100%
Third Floor Massing	0%	
Fourth Floor Massing	0%	
Fifth Floor Massing	0%	35%
Sixth Floor Massing	0%	0%
Front Yard Area	1,250	3,000
Side Yard 1 Area	1,250	1,200
Side Yard 2 Area	1,250	1,200
Rear Yard Area		3,000
Open Space Area		4,500
Setback and Open Space Area		12,900
Lot Area		30,000
Lot Area (acres)	0.430	
Floor Area: Ground Floor	10,313	
Floor Area: Second Floor		
Floor Area: Third Floor	0	14,535
Floor Area: Fourth Floor	0	
Floor Area: Fifth Floor	0	
Floor Area: Sixth Floor	0	14,535
Floor Area		
Interior Circulation, Stairs, etc (15%)		11,404
NET Floor Area		
Floor Area Ratio	.99	2.53
Potential Dwellings [1]	11	29
Dwellings per Acre	24.44	

[1] Subject to accessing parking and all applicable requirements.

C. Shopfront

Shopfront: Shopfronts are large glazed openings in a façade, filled with doors and transparent glass in a storefront assembly. At least 70% of the façade below the height of 10 feet should be transparent glass, which should extend to within no less than 3 feet of the ground. This traditional retail frontage type is often provided with canopies or awnings, which may be fixed or retractable, to shelter pedestrians and shade the storefront glass from glare. The storefront assembly may be recessed to provide a widened sidewalk or a covered area for outdoor dining, but even a slight recess can significantly reduce the visibility of merchandise.

1. **Configuration**
   A great variety of shopfront designs are possible, but the following apply:

   a. min 10 feet tall, as measured from the adjacent sidewalk.

   b. The corresponding storefront(s) opening(s) along the primary frontage shall comprise at least 65% of the 1st floor wall area facing the street and not have opaque or reflective glazing.

   c. Storefronts within the overall facade may be recessed from the frontage line by up to 10 feet.

   d. A physical transition shall be provided between the glazing of the storefront and the grade except if the glazing itself terminates directly at the grade. Where a bulkhead is applied to transition between the opening(s) and the adjacent grade, the bulkhead shall be between 10 inches and 36 inches tall (aluminum storefront or spandrel panel may not substitute for a bulkhead).

      The storefront shall provide clear views of merchandise displays within the shop space and/or maintained and lighted merchandise display(s) within a display zone of approximately four feet in depth from the glass.

2. **Elements**

   e. Awnings, signs, etc, shall be located at least 8 feet above the adjacent sidewalk and may project for the width of the sidewalk at a rate of 6 inches per each foot above 8 feet to a maximum encroachment of within 2 feet of the curb.

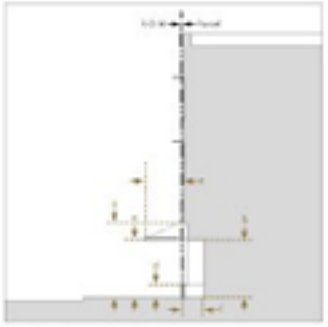
   f. Signage shall not project within 2 ft of the adjacent curb face(s).

   g. Awnings shall only cover storefronts and openings so as to not cover the entire facade.

[1] The term "clear" means that the identified area is free of encroachments other than signs, light fixtures, etc.

Illustrative Photo: Shopfront

Axonometric Diagram: Shopfront



Section Diagram: Shopfront

D. Forecourt

Forecourt: A Forecourt is a public space formed by a recess in the façade of a building. Forecourts are generally appropriate for commercial or civic use, or in some cases for vehicular drop-off at a civic building or hotel, as distinct from courtyards with are semi-public spaces providing frontages of a generally residential character.

1. **Configuration**
   A great variety of forecourt designs are possible, but the following apply:

   a. min 10 feet clear [1], max 60 feet deep (clear [1])

   b. min 20'; max 60'

   c. The court may also be raised from the sidewalk, creating a small retaining wall at the property line with entry steps to the court, but shall not exceed 3 feet from the adjacent sidewalk grade.

   d. Storefronts shall be at least 10 feet tall, as measured from the adjacent sidewalk.

   e. The corresponding storefront(s) opening(s) along the primary frontage shall be at least 65% of the 1st floor wall area and not have opaque or reflective glazing.

   f. A physical transition shall be provided between the glazing of the storefront and the grade except if the glazing itself terminates directly at the grade. Where a bulkhead is applied to transition between the opening(s) and the adjacent grade, the bulkhead shall be between 10 inches and 36 inches tall (aluminum storefront or spandrel panel may not substitute for a bulkhead).

      The storefront shall provide clear views of merchandise displays within the shop space and/or maintained and lighted merchandise display(s) within a display zone of approximately four feet in depth from the glass.

   g. Encroachments within the forecourt, such as balconies, galleries, awnings, signage and light fixtures are allowed up to 1/3 the width and depth of the forecourt.

2. **Elements**

   h. Minimum clearances for signs, awnings, etc: vertical: 8' from sidewalk; horizontal: width of sidewalk.

[1] The term "clear" means that the identified area is free of encroachments other than signs, light fixtures, etc.

Illustrative Photo: Forecourt

Axonometric Diagram: Forecourt

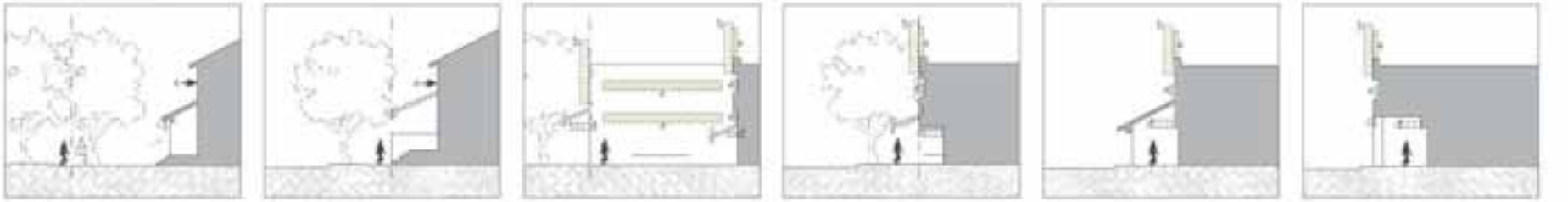
Section Diagram: Forecourt

4.4.05 SIGN STANDARDS

The diagrams below identify the allowed sign types and requirements for the plan area by the various conditions of frontage.

IN PROGRESS

Allowed locations indicated by shaded area and can expand to top or bottom of column.



FRONTYARD/PORCH FRONTAGE

1. Location Requirements

AB(west) = Y ; Not AB(west) = –

SIGN TYPE	Allowance
(a) Roof	–
(b) Marquee	–
(c) Awning	Y
(d) Projecting	–
(e) Wall	Y
(f) Yard/Porch	Y

STOOP FRONTAGE

1. Location Requirements

AB(west) = Y ; Not AB(west) = –

SIGN TYPE	Allowance
(a) Roof	–
(b) Marquee	–
(c) Awning	Y
(d) Projecting	Y
(e) Wall	–
(f) Yard/Porch	–

FORECOURT FRONTAGE

1. Location Requirements

AB(west) = Y ; Not AB(west) = –

SIGN TYPE	Allowance
(a) Roof	Y
(b) Marquee	Y
(c) Awning	Y
(d) Projecting	Y
(e) Wall	Y
(f) Yard/Porch	–

SHOPFRONT FRONTAGE

1. Location Requirements

AB(west) = Y ; Not AB(west) = –

SIGN TYPE	Allowance
(a) Roof	Y
(b) Marquee	Y
(c) Awning	Y
(d) Projecting	Y
(e) Wall	Y
(f) Yard/Porch	–

GALLERY FRONTAGE

1. Location Requirements

AB(west) = Y ; Not AB(west) = –

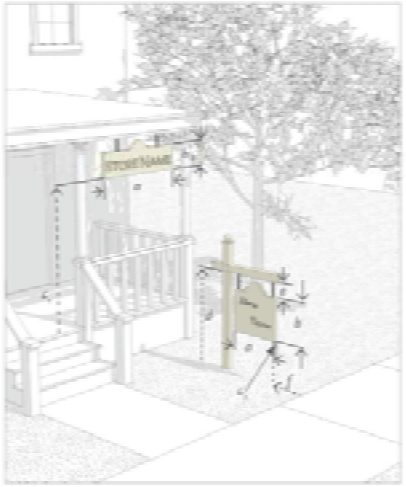
SIGN TYPE	Allowance
(a) Roof	Y
(b) Marquee	Y
(c) Awning	–
(d) Projecting	Y
(e) Wall	Y
(f) Yard/Porch	–

ARCADE FRONTAGE

1. Location Requirements

AB(west) = Y ; Not AB(west) = –

SIGN TYPE	Allowance
(a) Roof	Y
(b) Marquee	Y
(c) Awning	Y
(d) Projecting	Y
(e) Wall	Y
(f) Yard/Porch	–



Yard sign

Type	Standards
YARD	(MIN/MAX)
(a)	36" max
(b)	24" max
(c)	12" min
(c2)	8' min
(d)	5' max
(e)	10" max
(f)	12" min

Signs per Building: 1 max

Wall-mounted sign

Type	Standards
WALL MOUNTED	(M IN/MAX)
(a)	width of storefront
(b)	24" max
(c)	18" max, up to 1 sq. ft. per linear ft. of store frontage

Mountings:

1-story: above 1st floor windows.

multi-story: between windows or above upper-most floor

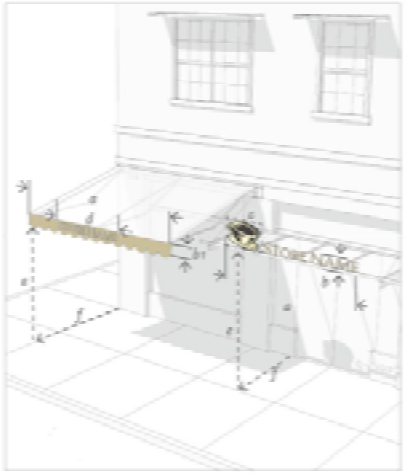
Signs per Building: 1 per storefront

Roof-mounted sign

Type	Standards
ROOF MOUNTED	(MIN/MAX)
(a)	25' max
(b)	0' max
(c)	15' max
(f)	15' max
(e) feature area:	max 120 sq.ft available as a feature area above primary sign area subject to city council approval

Signs Per Building: 1 max (not allowed with a marquee sign)

Signs Per Zone: only allowed in Center Zone and only 2 such signs allowed.



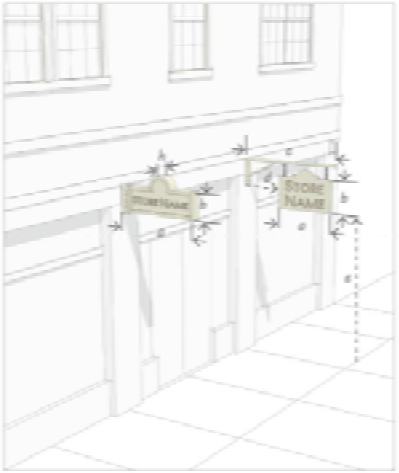
Awning Sign

Type	Standards
AWNING	(MIN/MAX)
(a)	20' max[1]
(b)	18" max
(b1)	10" max
(c) feature area:	6 sq. ft. max
(d)	max 50% of 'a'
(e)	8' min[1]
(f)	within 2' of curb

[1] within storefront bay

[2] see urban standards 4.4 for additional height standards

Signs Per Building: 1 per awning



Projecting Sign

Type	Standards
PROJECTING	(MIN/MAX)
(a)	48" max
(b)	30" max
(c)	21" max
(d)	24" max
(e)	8' min

Signs Per Building: 1 per storefront

Marquee Sign

Type	Standards
MARQUEE	(MIN/MAX)
(a)	6' max[1]
(b)	24" max
(c)	10' max
(d)	may align with corner or be placed anywhere on wall
(e)	10' min
(f)	max 50% of 'a'

Signs Per Building: 1 max (not allowed with a roof sign)

[1] to within 2' of curb

4.1 APPLICABILITY OF CODE

4.1.010 ORGANIZATION AND USE OF CODE

The following chart illustrates the contents of the code, the type of information in each component and the required action(s) by an applicant. This is a summary and subject to the actual processing and review by the City of San Antonio.

1 → 2 → 3 → 4 → 5 → 6 → 7 → 8

APPLICATION

Page 4|3

Required Action
Provide the required information and processing fee(s) for the City to review and process your application.

Code Component

Application Procedures and Requirements
Consult City's application submittal requirements for types of drawings, information and quantities to be prepared and submitted with the application along with any required processing fee.

1. Historic Buildings\Sites
For historic or potentially historic buildings\sites please consult the HDRC staff prior to preparing your application to determine if there are applicable requirements and to identify the appropriate process.

IDENTIFY ZONE

Page 4|5,6

Required Action
Find your parcel's zoning category.

Code Component

Regulating Plan and Zones
- Center
- Corridor
- Neighborhood Regeneration
- Neighborhood Stabilization East
- Neighborhood Stabilization West

IDENTIFY LAND USE

Page 4|9,10

Required Action
Find what uses are allowed on your parcel and what type(s) of permit(s) are required.

Code Component

Land Use Standards
P Permitted-Zoning Clearance Required
CUP Conditional Use Permit Required
— Use Not Allowed

SUBDIVISION STANDARDS

Page 4|45

Required Action
If your site is 4 acres or larger, apply the standards to design new blocks using the allowed street types. If this does not apply, go to Step 5.

Code Component

Subdivision Standards
- Blocks
- Streets (Streets: see page 4|46)

URBAN STANDARDS

Page 4|11

Required Action
Apply the standards to identify the allowed building footprint, encroachments and height.

Code Component

Urban Standards
- Building Placement
- Parking Placement
- Building Height—Profile
  - i. Building Types
  - ii. Frontage Types

BUILDING STANDARDS

Page 4|17

Required Action
Select from the allowed building types for your parcel and apply the standards to your parcel for each selected type.

Code Component

Building Type Standards
- Mixed-Use Block
- Liner
- Podium Court
- Courtyard Housing
- Live-Work
- Rowhouse
- Bungalow Court
- Duplex, Triplex, Quadplex
- House

FRONTAGE STANDARDS

Page 4|31

Required Action
Select from the allowed frontage types for your parcel and apply the standards to your proposed design.

Code Component

Frontage Type Standards
- Arcade
- Gallery
- Shopfront
- Forecourt
- Terrace
- Light Court
- Stoop
- Porch

SIGN STANDARDS AND ADDITIONAL REQUIREMENTS

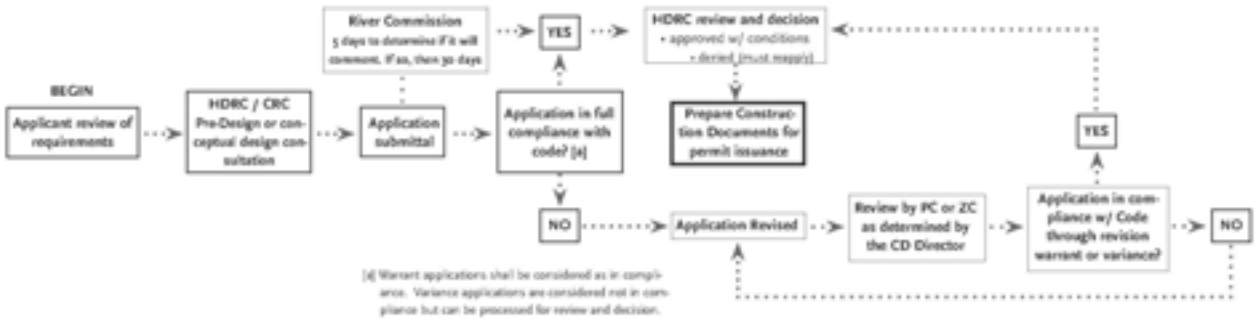
Page 4|37

Required Action
Apply sign standards and any additional requirements to your proposed design.

Code Component

Sign Standards
- Awning
- Marquee
- Monument
- Projecting or suspended
- Wall or freestanding
- Window

RIO 2 Parcels: Additional Requirements
- Building entrances
- Topography and drainage
- Paving materials
- Site walls and fences
- Lighting
- Access to public pathway along the river
- Buffering and screening
- Service areas and mechanical equipment
- Facade composition
- Staircases
- Awnings, Canopies and Arcades
- Other requirements



[a] Warrant applications shall be considered as in compliance. Variance applications are considered not in compliance but can be processed for review and decision.

Owning the Code

- Establish the appropriate level of regulation with agency staff
- Making a clear and sequential transition to the future
- Help establish comfort and fluency with the code
- Clearly link the code to the existing regulatory system

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