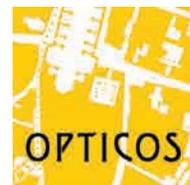
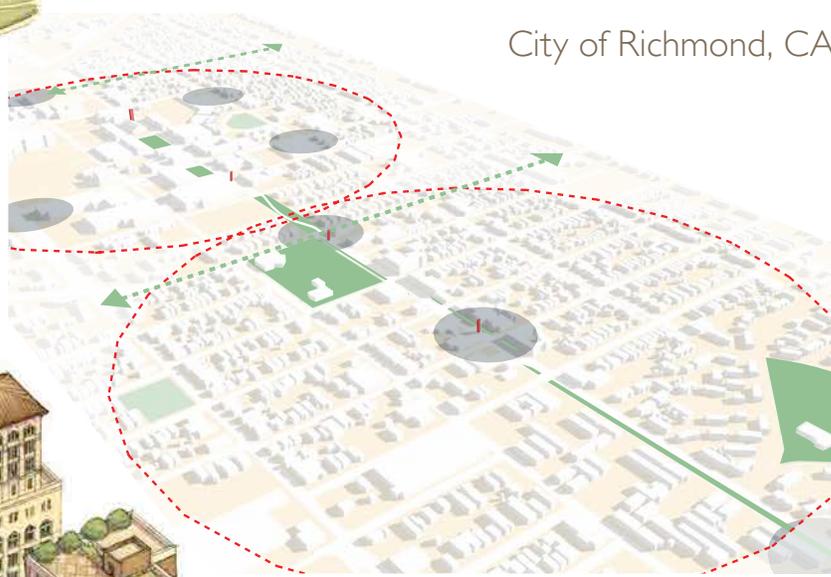


# Richmond Livable Corridors

## Form-Based Code

City of Richmond, CA



Sustainable Communities Planning Grant

City of Richmond, CA

# Livable Corridors Form-Based Code

**Prepared By:**

**Opticos Design, Inc.**  
2100 Milvia Street, Suite 125  
Berkeley, California 94704  
510.558.6957

**Prepared For:**

**City of Richmond**  
**Planning and Building Services**  
450 Civic Center Plaza  
Richmond, CA 94804  
510.620.6706

**Consultant Team:**

**Fehr and Peers**  
100 Pringle Avenue, Suite 600  
Walnut Creek, CA 94596  
925.930.7100

**Rincon Consultants, Inc.**  
449 15th Street, Suite 303  
Oakland, CA 94612  
510.834.4455

**Lisa Wise Consulting**  
983 Osos Street  
San Luis Obispo, CA 93401  
805.595.1345

**Richmond City Council**

**Tom Butt, Mayor**

Eduardo Martinez, Vice Mayor  
Nathaniel Bates  
Demnlus Johnson III

Claudia Jimenez  
Gayle McLaughlin  
Melvin Willis

**Richmond Planning  
Commission**

**David Tucker, Chair**

Jen Loy, Vice Chair  
Bruce Brubaker, Secretary  
Michael Huang

Masoomah Sharifi Soofiani  
Alpa Agarwal  
Jonathan Harrison

# 400: Form-Based Code Zoning Districts

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## 15.04.401: Preamble.

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- 15.04.401.010 Introduction.
- 15.04.401.020 Form-Based Codes and the Transect.
- 15.04.401.030 Applicability.
- 15.04.401.040 Exceptions to Architectural Standards.
- 15.04.401.050 The Richmond Transect.
- 15.04.401.060 How to Use this Form-Based Code.
- 15.04.401.070 Transect Overview.
- 15.04.401.080 Building Types Overview.
- 15.04.401.090 Frontage Types Overview.

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### 15.04.401.010 Introduction.

This Form-Based Code, adopted in (Month) 20XX (See Section X-X.X.XXX, Effective Date), is a reflection of the community vision for implementing the intent of the General Plan to create walkable mixed-use neighborhoods. These Form-Based Code standards are intended to ensure that proposed development is compatible with existing and future development on neighboring properties, and produces an environment of desirable character, consistent with the General Plan.

This Form-Based Code is based on an initial documentation and analysis of the existing conditions at the macro (citywide) and micro (street and block) scales. The results of this analysis helped to classify the different types of places in Richmond and their subsequent standards.

This Form-Based Code is also based on the input received by the community throughout the process to ensure that the standards in this Code reflect the community's vision for the future of their community as documented in the General Plan (2012), 23rd Street Corridor Charrette Summary Report (2009), and Richmond Livable Corridors Charrette Summary Report (2012).

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**15.04.401.020 Form-Based Codes and the Transect.**

Form-Based Codes are an alternative approach to zoning that reinforces walkable, sustainable, mixed-use environments and development and builds upon the character of a place.

“Form-based codes foster predictable built results and a high-quality public realm by using physical form (rather than separation of uses) as the organizing principle for the code. They are regulations, not mere guidelines, adopted into city or county law. Form-based codes offer a powerful alternative to conventional zoning.”

~ *Form-Based Codes Institute*

**A. Form-Based Code Components.**

1. Article 15.04.401 (Preamble) provides the overall intent of this Form-Based Code as it is applied within the City.
2. Article 15.04.402 (Transect Zones) includes information and standards for the transect zones. It organizes dimensional standards for each zone (building placement, building form, parking placement and ratios, architectural styles, allowed frontages, and encroachments) with the allowed uses in each zone, in order to maximize usability and provide a simple user interface.
3. Article 15.04.403 (Building Types) provides form standards for building types, which supplement the standards found in Article 15.04.402 (Transect Zones).
4. Article 15.04.404 (Frontage Types) provides form standards for frontages, which supplement the standards found in Article 15.04.402 (Transect Zones).
5. Article 15.04.405 (Architectural Standards) provides standards for characteristic architectural styles, which supplement the standards found in Article 15.04.402 (Transect Zones) and provide additional standards for the treatment of building and frontage types found in Article 15.04.403 (Building Types) and Article 15.04.404 (Frontage Types).
6. Article 15.04.406 (General to Large Sites) includes standards and regulations for applicants proposing large infill and community-scaled plans, including standards for thoroughfare networks, connectivity, the development and location of civic and open spaces, and the design of blocks and lots. The standards are designed to promote the development of walkable places.

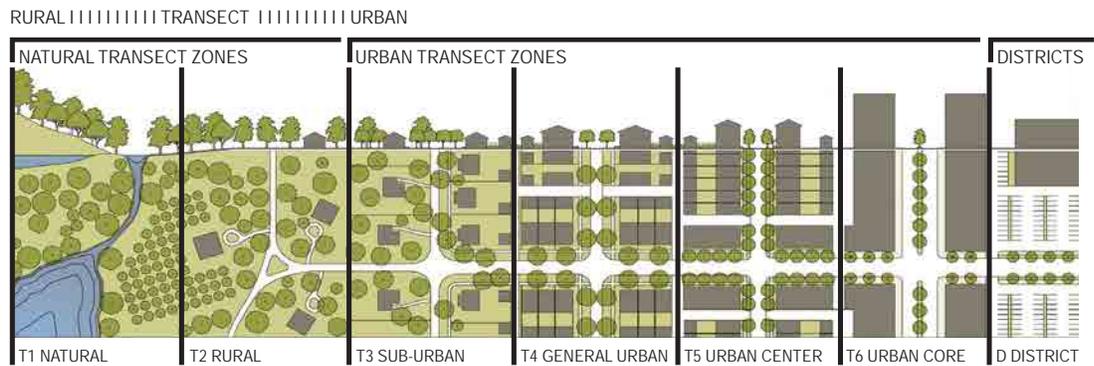
**B. The Rural-to-Urban Transect.**

The transect is an organizing principle often used in Form-Based Coding that focuses first on the intended character and type of place and second on the mix of uses within. This differs from the framework found in conventional or Euclidean zoning in which use, rather than form, is the primary focus. Transect-based zone districts are used to regulate the preservation, evolution, and creation of walkable places.

“The Rural-to-Urban Transect is a means for considering and organizing the human habitat in a continuum of intensity that ranges from the most rural condition to the most urban. It provides a standardized method for differentiating between the intentions for urban form in various areas using gradual transitions rather than harsh distinctions. The zones are primarily classified by the physical intensity of the built form, the relationship between nature and the built environment, and the complexity of uses within the zone.”

~ *Form-Based Codes: A Guide to Planners, Urban Designers, Municipalities, and Developers*, by Parolek, Parolek and Crawford

The model transect for American cities is divided into six transect zones or T-zones: Natural (T1), Rural (T2), Sub-urban (T3), General Urban (T4), Urban Center (T5), and Urban Core (T6), together with a Special District (SD) designation for areas with specialized purposes (e.g., heavy industrial, transportation, entertainment, or university districts, among other possibilities).



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**15.04.401.030 Applicability.**

The Livable Corridors Form Based Code (FBC) and Architectural Standards are effective thirty (30) days after approval by the City Council ("Effective Date"). Any Planning application submitted after the Effective Date for a new project or project amendment is required to comply with the FBC requirements, except for projects with Planning applications under review prior to the Effective Date.

The FBC and Architectural Standards apply to the portions of the City of Richmond within the FBC Map boundary, excluding:

- A. Single-family residences, Accessory Dwelling Units, Dwelling Units constructed pursuant to SB 9, also known as the California Housing Opportunity and More Efficiency (HOME) Act projects;
- B. Government Buildings;
- C. Rehabilitation, modifications, or additions to historic buildings or adaptive reuse of historic buildings; and
- D. Richmond Bay Specific Plan.

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**15.04.401.040 Exceptions to Architectural Standards.**

A project applicant may request an exception or exceptions to the Architectural Standards contained in the FBC. For housing development projects, the exception process set forth is an alternative to a request for concessions and waivers under State Density Bonus law (Government Code Section 65915 et seq.); applicants requesting concessions or waivers may not also request exceptions.

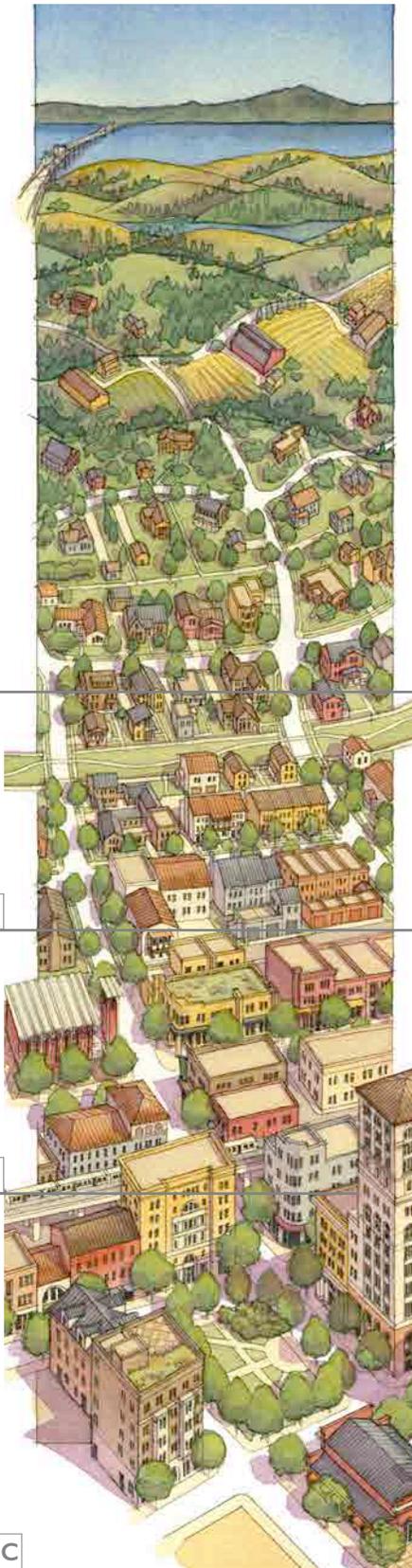
The request must be made in writing as part of the Planning application for the proposed project. The application for an exception must contain detailed information describing the architectural standard that is requested to be waived or modified; how the physical constraints and unique characteristics of the project site make it infeasible to comply with that architectural standard; and how the request meets each exception requirement.

The decision-maker (Zoning Administrator, Design Review Board, Historic Preservation Commission, Planning Commission, or City Council, as applicable) will consider the request and information provided and make findings to approve or deny the request. The decision-maker shall only grant an exception if all the following findings are made:

- A. There is a physical constraint or unique situation that because of special circumstances regarding the project or property, such as property size, shape, topography, location, or surroundings, or the needs of the use, conformance with the architectural standard is infeasible.
- B. Approving the exception will not create a health safety hazard or impair the design integrity and character of the neighborhood in which the subject property is located.
- C. The proposed project meets the intent of the design standard for which an exception is requested to the extent feasible.

For housing development projects, denial of the exception does not constitute denial of the project but rather requires the applicant to modify the project to conform with the design standard, either by redesigning the project or through imposition of a condition of approval.

15.04.401.050 The Richmond Transect.



The Richmond Transect has been defined to respond to the form of places within the City where walkability has been prioritized by the General Plan. These form-based standards are intended to promote walkable places with high-quality public realms, as per the vision of the 2030 General Plan. To do this, standards have been developed for the following transect environments in Richmond:

The **T4 Neighborhood Transect Zone** provides a walkable, predominantly single-family neighborhood that integrates appropriate medium-density building types such as duplexes, mansion apartments, and bungalow courts within walking distance to transit and commercial areas.

The **T4 Main Street Transect Zone** provides a vibrant main-street commercial environment that serves as the focal point for the surrounding neighborhood and provides access to day-to-day amenities within walking distance

The **T5 Neighborhood Transect Zone** provides medium- to high-density housing in building types such as apartment houses, courtyard apartments, mid-rise buildings, and—in some areas—high-rise buildings that transition from the surrounding lower-density neighborhoods to the higher-density mixed-use corridors and centers.

The **T5 Main Street Transect Zone** provides a vibrant, walkable urban main street commercial area that provides locally and regionally serving commercial, retail, entertainment uses, and civic and public uses, as well as a variety of urban housing choices.

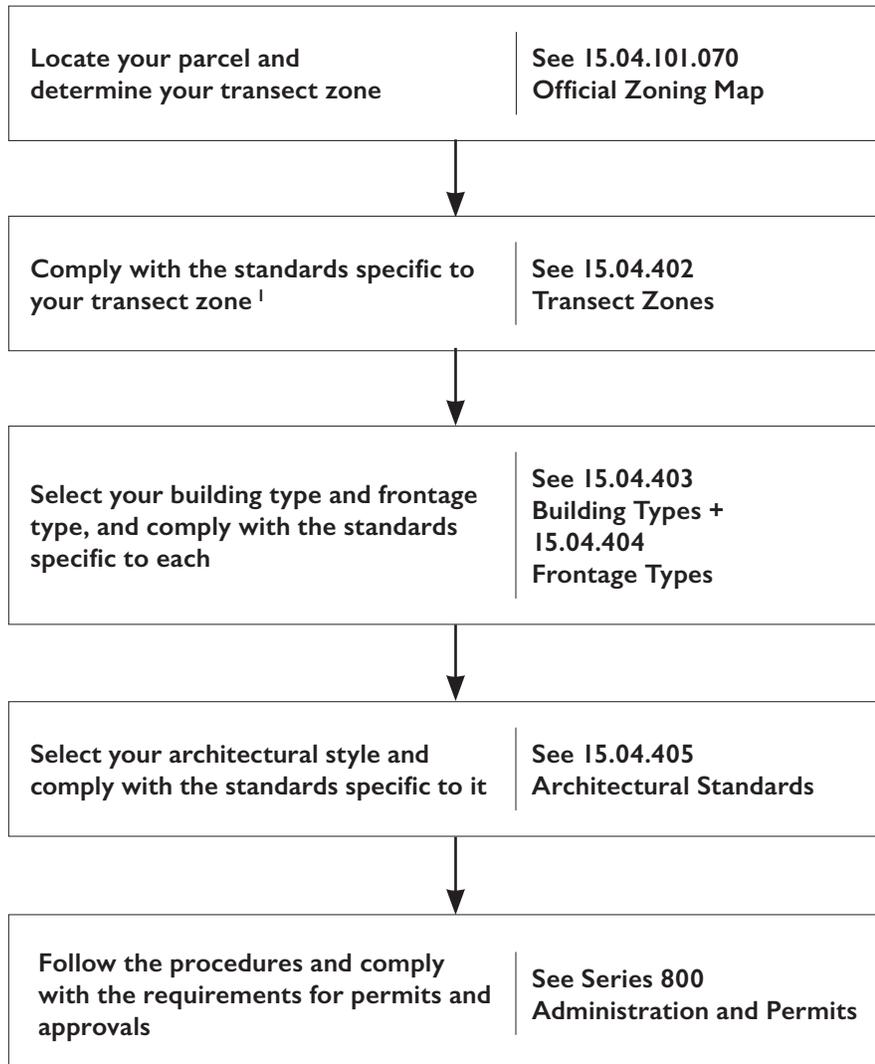
The **T5 Core Transect Zone** provides a high-density, vibrant, urban downtown that provides locally and regionally serving commercial, entertainment, and civic and public uses, as well as a variety of urban housing choices in main street mixed-use, mid-rise, and high-rise building types.

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### 15.04.401.060 How to Use this Form-Based Code.

The following diagrams illustrate how to use this Form-Based Code as a series of steps, either for a Building-Scale Project or for a Large Site—see Article 15.04.406 (General to Large Sites).

#### Quick Code Guide: Building-Scale Projects



*Note: this diagram is intended to provide a simplified overview of different code use scenarios and is descriptive, not regulatory.*

<sup>1</sup> See 15.04.606 (Nonconforming Uses, Structures and Lots) for existing non conforming uses, structures, and parcels.



15.04.401.070 Transect Overview.

Table: 15.04.401.050.A The Richmond Transect Overview

T4 Neighborhood-30'	T4N-30
T4 Neighborhood-35'	T4N-35
T4 Neighborhood-Open	T4N-O



**Intent**

To provide a walkable, predominantly single-family neighborhood that integrates appropriate medium-density building types such as duplexes, multiplexes, and bungalow courts within walking distance to transit and commercial areas.

The 30' and 35' sub-zones allow different height limits for different neighborhood contexts.

The open sub-zone provides the same building form as in T4N-35 but allows for a more diverse mix of uses.

**Desired Form**

Detached or Attached
Narrow-to-Medium Lot Width
Small-to-Medium Footprint
Small-to-Medium Front Setback
Small-to-No Side Setback
Up to 30' (35' in some areas)
Elevated Ground Floor
Diverse Mix of Residential Frontages

**General Use**

Primarily residential with some home occupation uses and neighborhood-supporting uses in ancillary buildings

T4 Main Street	T4MS
T4 Main Street-Open	T4MS



**Intent**

To provide a vibrant main-street mixed-use environment that serves as the focal point for the surrounding neighborhood and provides access to day-to-day amenities within walking distance.

The open sub-zone provides the same building form but allows for a more diverse mix of uses.

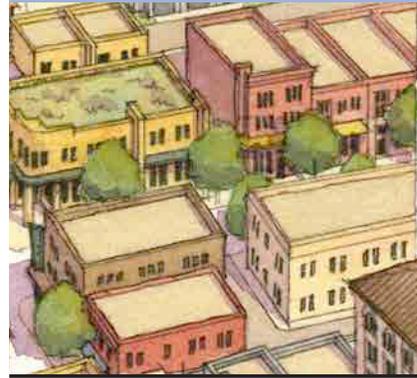
**Desired Form**

Attached
Simple Wall Plane along Street
Small-to-Large Footprint
Buildings at ROW
Small-to-No Side Setback
Up to 45'
Flush Ground Floor
Primarily with Shopfronts

**General Use**

Ground floor commercial that may have residential or additional commercial uses above or behind

T5 Neighborhood-55'	T5N-55
T5 Neighborhood-135'	T5N-135



**Intent**

To provide medium- to high-density housing in building types such as multiplexes, courtyard buildings, and mid-rise buildings (high-rise buildings in some areas) that transition from the surrounding lower-density neighborhoods to the higher-density mixed-use neighborhoods.

The 55' and 135' sub-zones allow different height limits for different neighborhood contexts.

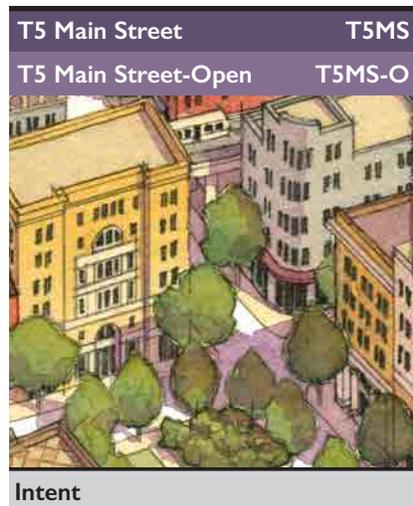
**Desired Form**

Detached or Attached
Simple Wall Plane along Street
Small-to-Large Footprint
Buildings at or close to ROW
Small-to-No Side Setback
Up to 55' (135' in some areas)
Elevated Ground Floor
Stoops, Forecourts, and Dooryards

**General Use**

Primarily residential with home occupation uses and neighborhood-supporting uses in ancillary buildings

**Table: 15.04.401.050.A The Richmond Transect Overview (continued)**



**Intent**

To provide a vibrant, walkable urban main street commercial area that provides locally- and regionally-serving commercial, retail, entertainment uses, and civic and public uses, as well as a variety of urban housing choices.

The open sub-zone allows for a more diverse mix of uses and building types.

**Desired Form**

Attached

Simple Wall Plane along Street

Small-to-Large Footprint

Buildings at or close to ROW

No Side Setback

Up to 55' (35' in some areas)

Flush Ground Floor

Primarily with Shopfronts

**General Use**

Vertical Mixed Use: Commercial on the ground floor with residential or commercial uses on upper floors



**Intent**

To provide a high-density, vibrant, urban downtown that provides locally- and regionally-serving commercial, entertainment, and civic and public uses, as well as a variety of urban housing choices in main street mixed-use, mid-rise, and high-rise building types.

The open sub-zone allows for a more diverse mix of uses and building types.

**Desired Form**

Attached

Simple Wall Plane along Street

Medium-to-Large Footprint

Buildings at or close to ROW

No Side Setback

Up to 135'

Flush Ground Floor

Primarily with Shopfronts

**General Use**

Vertical Mixed Use: Commercial on the ground floor with residential or commercial uses on upper floors

15.04.401.080 Building Types Overview.

Table 15.04.401.080.A: Building Types Overview

Building Type		Transect Zones						
	<p><b>Carriage House.</b> This Building Type is a secondary structure typically located at the rear of a lot. It typically provides either a small residential unit, home office space, or other small commercial or service use that is located above a garage. This Type is important for providing affordable housing opportunities and incubating small businesses within walkable neighborhoods.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								
	<p><b>Detached House.</b> This Building Type is a medium-sized detached structure on a medium-sized lot. It is typically located within a primarily single-family residential neighborhood in a walkable urban setting, potentially near a neighborhood main street.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								
	<p><b>Cottage.</b> This Building Type is a small, detached structure, either occupying a small lot or built as an accessory dwelling unit. It is typically located within a primarily single-family residential neighborhood in a walkable urban setting, potentially near a neighborhood main street, and is an important means of offering affordable housing opportunities in these locations.</p> <p>In T4MS and T5N, this type is allowed as an accessory dwelling unit.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								
	<p><b>Bungalow Court.</b> This Building Type consists of a series of small, detached structures, providing multiple units arranged to define a shared court that is typically perpendicular to the street. The shared court takes the place of a private rear yard and becomes an important community-enhancing element of this Type. <b>Synonym: Cottage Court</b></p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								
	<p><b>Duplex.</b> This Building Type is a small- to medium-sized structure that consists of two side-by-side dwelling units with a shared property line, both facing the street, or two stacked units. Both units fit within a single building massing, giving this Type the appearance of a medium to large single-family home. This type is appropriately scaled to fit within primarily single-family residential neighborhoods or medium-density neighborhoods.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								

Key

**T#** Allowed

**T#** Not Allowed

**Table 15.04.401.080.A: Building Types Overview (Continued)**

Building Type		Transect Zones						
	<p><b>Rowhouse.</b> This Building Type is a small- to medium-sized structure consisting of 3–8 rowhouses placed side-by-side and sharing common party walls. This Type is typically located within medium-density neighborhoods or in a location that transitions from a primarily single-family residential neighborhood into a neighborhood main street. <b>Synonym: Townhouse</b></p> <p>In T5MS and T5C, this type is allowed only in the Open Sub-Zone.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								
	<p><b>Multi-Plex: Small.</b> This Building Type is a medium-sized structure that consists of 3–6 side-by-side and/or stacked dwelling units, typically with one shared entry or individual entries along the front. This Type has the appearance of a medium-sized family home and is appropriately scaled to fit in sparingly within primarily single-family residential neighborhoods or into medium-density neighborhoods.</p> <p>In T5MS and T5C, this type is allowed only in the Open Sub-Zone.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								
	<p><b>Multi-Plex: Large.</b> This Building Type is a medium- to large-sized structure that consists of 7-18 side-by-side and/or stacked dwelling units, typically with one shared entry. This Type is appropriately scaled to fit in within medium-density neighborhoods or sparingly within large lot predominantly single-family residential neighborhoods.</p> <p>In T5MS and T5C, this type is allowed only in the Open Sub-Zone.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								
	<p><b>Stacked Flats.</b> This Building Type is a medium- to large-sized structure that consists of multiple dwelling units. Each unit may have its own individual entry, or may share a common entry. This Type is appropriately scaled to fit adjacent to neighborhood serving main streets and walkable urban neighborhoods. This Building Type may include a courtyard.</p> <p>In T5MS and T5C, this type is allowed only in the Open Sub-Zone.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								
	<p><b>Courtyard Building: Small.</b> This Building Type is a detached, House-Scale structure that consists of attached and/or stacked units, accessed from a shared courtyard. The shared court is common open space. Each unit may have its own individual entry, or up to four units may share a common entry. This Type is appropriately scaled to fit in sparingly within primarily single-family residential or medium-density neighborhoods.</p>	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS							
T5N	T5MS							
T5C								

Key

**T#** Allowed

**T#** Not Allowed

Table 15.04.401.080.A: Building Types Overview (Continued)		Transect Zones	
Building Type			
 <p><b>Courtyard Building: Large.</b> This Building Type is a detached or attached, Block-Scale structure that consists of attached and/or stacked units, accessed from one or more shared courtyards. The shared court is common open space. The type is typically integrated into moderate-to-high-intensity neighborhoods and on main streets with a non-residential ground floor along the adjacent street.</p>		<div style="display: flex; flex-direction: column; align-items: center;"> <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T4N</div> <div style="background-color: black; color: white; padding: 2px;">T4MS</div> </div> <div style="display: flex; gap: 5px;"> <div style="background-color: black; color: white; padding: 2px;">T5N</div> <div style="background-color: black; color: white; padding: 2px;">T5MS</div> </div> <div style="background-color: black; color: white; padding: 2px;">T5C</div> </div>	
 <p><b>Live/Work.</b> This Building Type is a small- to medium-sized attached or detached structure that consists of one dwelling unit above and/or behind a flexible ground floor space that can be used for residential, service, or retail uses. Both the ground-floor flex space and the dwelling unit are occupied by one entity. This Type is typically located within medium-density neighborhoods or in a location that transitions from a single-family residential neighborhood into a neighborhood main street.</p>		<div style="display: flex; flex-direction: column; align-items: center;"> <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T4N</div> <div style="background-color: black; color: white; padding: 2px;">T4MS</div> </div> <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T5N</div> <div style="background-color: black; color: white; padding: 2px;">T5MS</div> </div> <div style="background-color: black; color: white; padding: 2px;">T5C</div> </div>	
 <p><b>Main Street Building.</b> This Building Type is a small- to medium-sized structure, typically attached, intended to provide a vertical mix of uses with ground-floor commercial, service, or retail uses and upper-floor commercial, service, or residential uses. This Type makes up the primary component of a neighborhood main street and portions of a downtown main street.</p>		<div style="display: flex; flex-direction: column; align-items: center;"> <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T4N</div> <div style="background-color: black; color: white; padding: 2px;">T4MS</div> </div> <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T5N</div> <div style="background-color: black; color: white; padding: 2px;">T5MS</div> </div> <div style="background-color: black; color: white; padding: 2px;">T5C</div> </div>	
 <p><b>Mid-Rise.</b> This Building Type is a medium- to large-sized structure, 4–8 stories tall, built on a large lot. It can be used to provide a vertical mix of uses, accommodating ground-floor retail, service, and/or structured parking with the upper-floors housing service or residential uses; it may also be a single-use building—typically service or residential—where ground-floor retail is not appropriate. This Type is a primary component of an urban downtown providing high-density buildings.</p>		<div style="display: flex; flex-direction: column; align-items: center;"> <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T4N</div> <div style="border: 1px solid black; padding: 2px;">T4MS</div> </div> <div style="display: flex; gap: 5px;"> <div style="background-color: black; color: white; padding: 2px;">T5N</div> <div style="background-color: black; color: white; padding: 2px;">T5MS</div> </div> <div style="background-color: black; color: white; padding: 2px;">T5C</div> </div>	
 <p><b>High-Rise.</b> This Building Type is a large-sized structure, more than eight stories tall, built on a large lot that incorporates structured parking. It is used to provide a vertical mix of uses, with ground-floor retail or service uses and upper-floor commercial, service, or residential uses. This Type is a primary component of an urban downtown providing high-density buildings.</p> <p>In T5N, this type is allowed only in the T5N-I35 Sub-Zone.</p>		<div style="display: flex; flex-direction: column; align-items: center;"> <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T4N</div> <div style="border: 1px solid black; padding: 2px;">T4MS</div> </div> <div style="display: flex; gap: 5px;"> <div style="background-color: black; color: white; padding: 2px;">T5N</div> <div style="border: 1px solid black; padding: 2px;">T5MS</div> </div> <div style="background-color: black; color: white; padding: 2px;">T5C</div> </div>	

Key

T# Allowed

T# Not Allowed

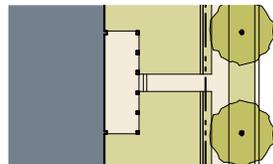
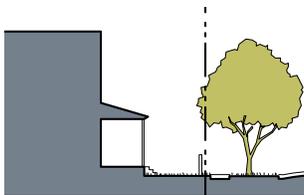
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15.04.401.090 Frontage Types Overview. 9

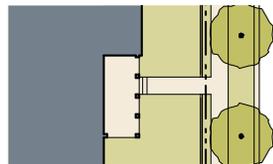
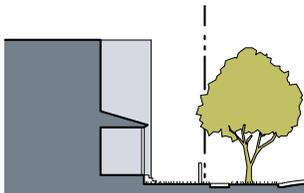
15.04.401.070.A Frontages Types Overview

The private frontage is the area between the building facade and the lot line.

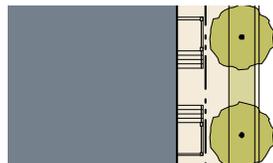
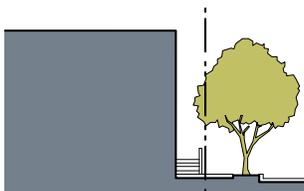
Section	Plan	Frontage Type



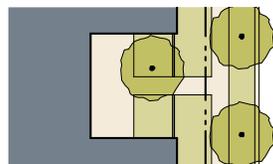
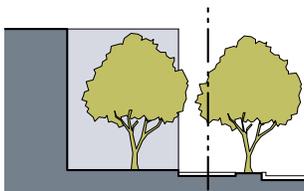
**Porch: Projecting.** The main facade of the building has a small to medium setback from the frontage line. The resulting front yard is typically very small and can be defined by a fence or hedge to spatially maintain the edge of the street. The projecting porch is open on three sides and all habitable space is located behind the setback line.



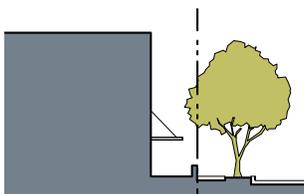
**Porch: Engaged.** The main facade of the building has a small to medium setback from the frontage line. The resulting front yard is typically very small and can be defined by a fence or hedge to spatially maintain the edge of the street. The engaged porch has two adjacent sides of the porch that are engaged to the building while the other two sides are open.



**Stoop.** The main facade of the building is near the frontage line and the elevated stoop engages the sidewalk. The stoop shall be elevated above the sidewalk to ensure privacy within the building. Stairs from the stoop may lead directly to the sidewalk or may be side-loaded. This type is appropriate for residential uses with small setbacks.



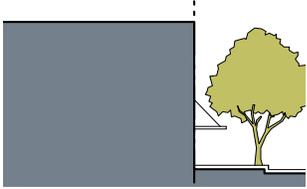
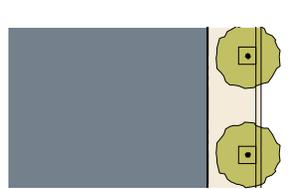
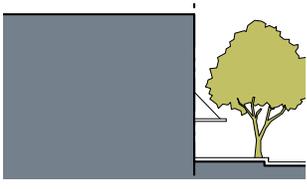
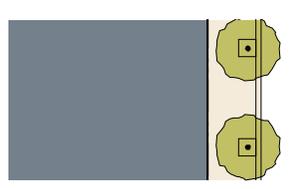
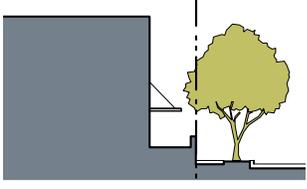
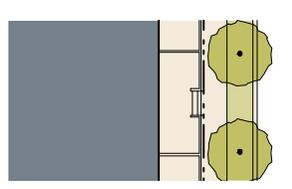
**Forecourt.** The main facade of the building is at or near the frontage line and a small percentage is set back, creating a small court space. The space could be used as an entry court or shared garden space for apartment buildings, or as an additional shopping or restaurant seating area within commercial areas.



**Dooryard.** The frontage line is defined by a low wall or hedge and the main facade of the building is set back a small distance creating a small dooryard. The dooryard shall not provide public circulation along a ROW. The dooryard may be raised, sunken, or at grade and is intended for ground-floor residential in flex zones, live/work, and commercial uses ≤2,500 sf.

**15.04.401.090.A Frontages Types Overview (continued)**

The private frontage is the area between the building facade and the lot line.

Section	Plan	Frontage Type
		<p><b>Shopfront.</b> The main facade of the building is at or near the frontage line with an at-grade entrance along the sidewalk. This type is intended for retail use. It has substantial glazing at the sidewalk level and may include an awning that may overlap the sidewalk. It may be used in conjunction with other frontage types. Syn: Retail Frontage, Awning.</p>
		<p><b>Industrial Shopfront:</b> The main facade of the building is at or near the front building site line with an at-grade or elevated entrance from the sidewalk. This type is intended to showcase the activity of industrial artisan businesses as well as for retail sales of products made on-site. This type may include a decorative roll-down or sliding door, include glazing and an awning that encroaches the sidewalk.</p>
		<p><b>Gallery.</b> The main facade of the building is at the frontage line and the gallery overlaps the sidewalk. This type is intended for buildings with ground-floor commercial uses and may be one or two stories. The gallery should provide the primary circulation along a frontage and extend far enough from the building to provide adequate protection and circulation for pedestrians.</p>
		<p><b>Terrace.</b> The facade is at or near the frontage line with an elevated terrace providing public circulation along the facade. This type can be used to provide at-grade access while accommodating a grade change. Frequent steps up to the terrace are necessary to avoid dead walls and maximize access. This type may also be used in historic industrial areas to mimic historic loading docks.</p>

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## 15.04.402: Transect Zones

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### Sections:

- 15.04.402.010 Purpose.
- 15.04.402.020 T4 Neighborhood (T4N).
- 15.04.402.030 T4 Main Street (T4MS).
- 15.04.402.040 T5 Neighborhood (T5N).
- 15.04.402.050 T5 Main Street (T5MS).
- 15.04.402.050 T5 Core (T5C).
- 15.04.402.070 Land Use Table.

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### 15.04.402.010 Purpose.

This Article provides regulatory standards governing building form and land use within the transect zones. The standards in this Article are a reflection of the community's vision for implementing the intent of the General Plan to preserve natural areas, to create walkable mixed-use neighborhoods, and reinforce downtown Richmond. They are intended to ensure that proposed development is compatible with existing and future development on neighboring properties and produces an environment of desirable character.

The standards of this Article shall apply to all proposed development within transect zones, and shall be considered in combination with the standards in Article 15.04.403 (Building Types), Article 15.04.404 (Frontage Standards), Article 15.04.405 (Architectural Standards), and Article 15.04.406 (General to Large Sites). If there is a conflict between any standards, the stricter standards shall apply.

For nonconforming uses, structures, and lots, see Article 15.04.606 (Nonconforming Uses, Structures And Lots).

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# T4 Neighborhood (T4N)

15.04.402.020 T4 Neighborhood (T4N).



General note: The drawing above is intended to provide a brief overview of this Transect Zone and is illustrative only.

## A. Intent

To provide a walkable, predominantly single-family neighborhood that integrates appropriate medium-density building types such as duplexes, multiplexes, and bungalow courts within walking distance to transit and commercial areas.

Detached or Attached

Lot Widths from 18' to 150'

Small-to-Medium Footprint

Small-to-Medium Front Setback

Small-to-No Side Setback

Up to 35' (30' in some areas)

Elevated Ground Floor

Diverse Mix of Residential Frontages

## B. Sub-Zone(s)

T4 Neighborhood-30' (T4N-30)

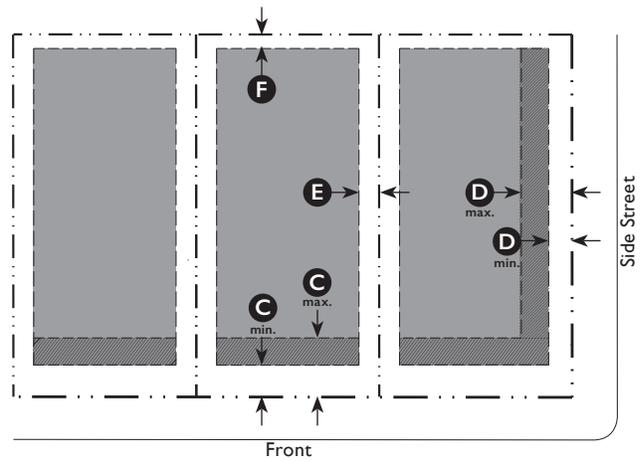
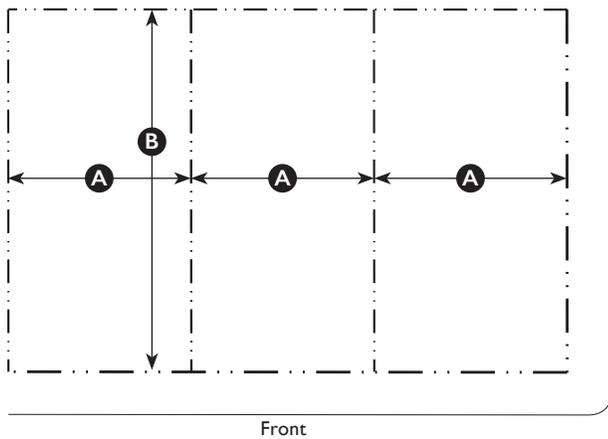
T4 Neighborhood-35' (T4N-35)

T4 Neighborhood-Open (T4N-O)

The height-based sub-zones allow different height limits for different neighborhood contexts.

The open sub-zone provides the same building form as in T5N-35 but allows for a more diverse mix of uses.

T4 Neighborhood (T4N).



**Key**

---- ROW / Lot Line    --- Building Setback Line

**Key**

---- ROW / Lot Line    ■ Building Area  
 --- Building Setback Line    ▨ Facade Zone

**C. Allowed Building Types**

Building Type	Lot/Design Site		Standards
	Width <b>A</b>	Depth <b>B</b>	
Carriage House	n/a	n/a	15.04.403.040
Detached House	25' min.; 75' max.	80' min.	15.04.403.050
Cottage <sup>1</sup>	25' min.; 50' max.	80' min.	15.04.403.060
Bungalow Court	75' min.; 150' max.	80' min.	15.04.403.070
Duplex	25' min.; 75' max. <sup>2</sup>	80' min.	15.04.403.080
Rowhouse	18' min.; 35' max.	80' min.	15.04.403.090
Multi-Plex: Small	50' min.; 75' max.	80' min.	15.04.403.100
Courtyard Building: Small	70' min.; 100' max.	150' min. <sup>3</sup>	15.04.403.130

<sup>1</sup> When built as an accessory dwelling unit, standards for lot/design site dimensions do not apply.

<sup>2</sup> Maximum combined width of two lots.

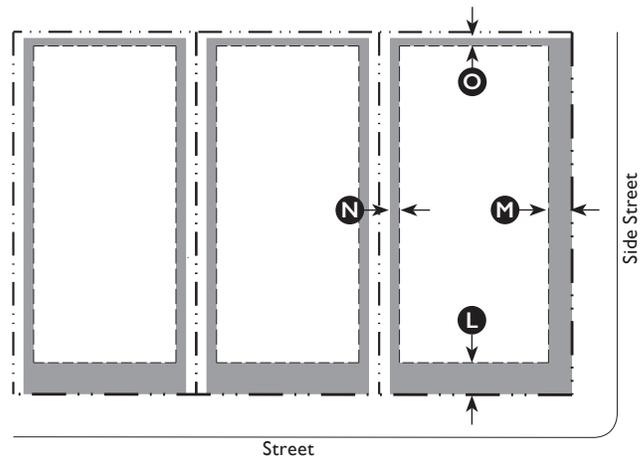
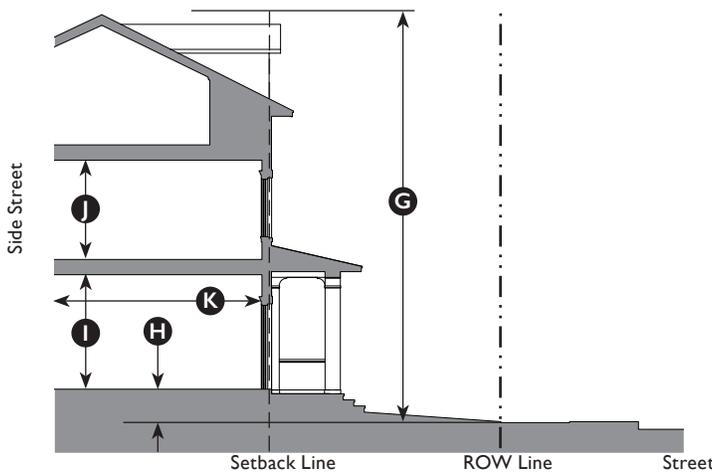
<sup>3</sup> 80' min. allowed for existing lots.

**D. Building Placement**

Setbacks (Distance from ROW / Lot Line)		
Front	10' min. <sup>4</sup> ; 15' max.	<b>C</b>
Side Street	5' min.; 10' max.	<b>D</b>
Side:		<b>E</b>
Principal Structure	5' min. <sup>5</sup>	
Accessory Structure	0' min.	
Rear:		<b>F</b>
Principal Structure	5' min.	
Accessory Structure	0' min.	
Facade within Facade Zone:		
Front	50% min.	
Side Street	50% min.	

<sup>4</sup> Where existing adjacent buildings are in front of the regulated setback, the building may be set to align with the facade of the front most immediately adjacent property.

<sup>5</sup> No side setback required along the common lot line between Townhouse or Duplex Building Types.



**Key**

---- ROW / Lot Line    --- Building Setback Line

**Key**

---- ROW / Lot Line    ■ Encroachment Area  
 --- Building Setback Line

**E. Building Form**

Height	T4N-30	T4N-35/ T4N-O
Stories		
Principal Structure <sup>6</sup>	2 max.	2½ max. <sup>7</sup>
Accessory Structure	2 max.	2 max.
Overall <b>G</b>		
Principal Structure	30' max.	35' max.
Accessory Structure	25' max.	25' max.
Ground Floor Finish Level: <b>H</b>		
Residential, < 10' from ROW	18" min.	
Residential, ≥ 10' from ROW	0" min.	
Ceiling Height, Ground Floor <b>I</b>	10' min. clear	
Ceiling Height, Upper Floor(s) <b>J</b>	9' min. clear	
<b>Footprint</b>		
Per Article 15.04.403 (Building Types)		
Depth, Ground-Floor Space <b>K</b>	30' min. <sup>8</sup>	
<b>Miscellaneous</b>		
Loading docks, overhead doors, and other service entries may not be located on street-facing facades.		

**F. Architectural Styles**

Allowed Architectural Styles	Standards
Contemporary	15.04.405.050
Art Deco	15.04.405.060
Industrial <sup>9</sup>	15.04.405.070
Spanish Revival	15.04.405.090
Victorian	15.04.405.100

**G. Encroachments and Frontage Types**

Allowed Encroachments <sup>10,11</sup>		
Front	10' max.	<b>L</b>
Side Street	5' max.	<b>M</b>
Side	2'-6" max.	<b>N</b>
Rear	2'-6" max.	<b>O</b>

**Allowed Frontage Types**

See Article 15.04.403 (Building Types) for allowed Frontage Types.

<sup>9</sup> Allowed only in the T4 Neighborhood-Open Sub-Zone.

See Figure 15.04.405.070.I in Section 15.04.405.070 for map of where style is allowed.

<sup>10</sup> Maximum allowed encroachments: See Article 15.04.404 (Frontage Types) for further refinement of the allowed encroachments for frontage elements.

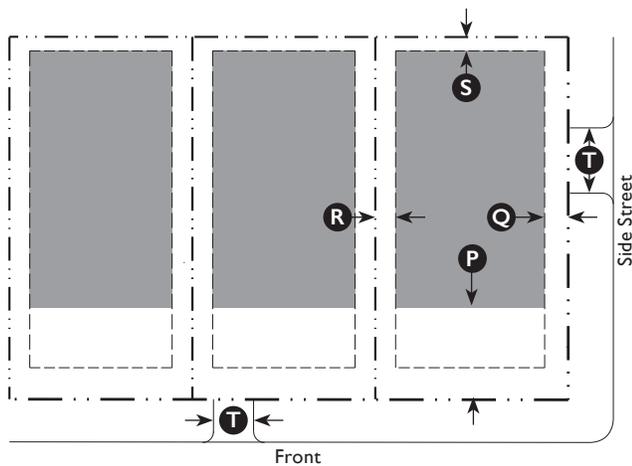
<sup>11</sup> Encroachments into the ROW require the approval of an encroachment permit. Encroachments are not allowed in an alley ROW or across a lot line/design site boundary.

<sup>6</sup> Max. height of building types may be less than max. height for zone. See Article 15.04.403 (Building Types).

<sup>7</sup> Half Story allowed as defined in Article 15.04.104 (Key Terms and Definitions).

<sup>8</sup> For habitable/occupiable space only, except in Cottage Court Building Type.

T4 Neighborhood (T4N).



**Key**

- ROW / Lot Line
- Building Setback Line
- Parking Area

H. Parking		
Required Spaces <sup>12</sup>		
Residential Uses	1/1,000 sf min. <sup>13</sup>	
Lodging Uses	0.5/room min.	
Location (Distance from ROW / Lot Line)		
Front Setback	30' (from BTL)	(P)
Side Street Setback	10' (from BTL)	(Q)
Side Setback	5' min. <sup>14</sup>	(R)
Rear Setback	5' min.	(S)
Miscellaneous		
Parking Drive Width:		(T)
Front	12' max.	
Side Street/Alley	20' max.	

See Article 15.04.612 (Transportation Demand Management) for applicability and requirements.

<sup>12</sup> See Article 15.04.607 (Parking And Loading Standards) for uses not listed, general standards, and alternatives.

<sup>13</sup> No parking spaces required for affordable housing developments or first 2,000 sf of residential use.

<sup>14</sup> No side setback required along the common lot line between Townhouse or Duplex Building Types.

## T4 Main Street (T4MS)

15.04.402.030 T4 Main Street (T4MS).



General note: The drawing above is intended to provide a brief overview of this Transect Zone and is illustrative only.

### A. Intent

To provide a vibrant main-street mixed-use environment that serves as the focal point for the surrounding neighborhood and provides access to day-to-day amenities within walking distance

Attached

Lot Widths from 18' to 100'

Simple Wall Plane along Street

Small-to-Large Footprint

Buildings at ROW

Small-to-No Side Setback

Up to 45'

Flush Ground Floor

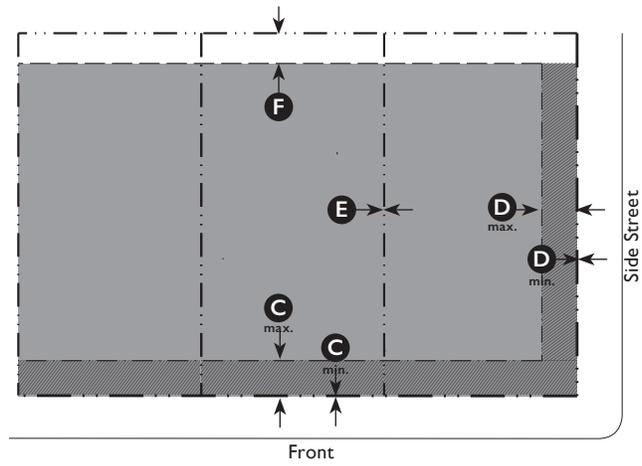
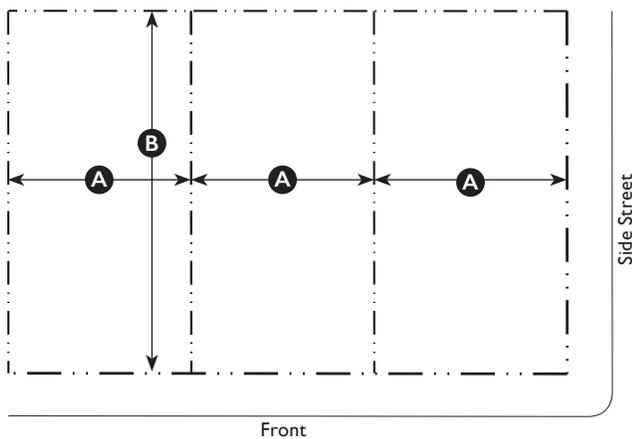
Primarily with Shopfronts

### B. Sub-Zone(s)

T4 Main Street-Open (T4MS-O)

The open sub-zone provides the same building form but allow for a more diverse mix of uses.

T4 Main Street (T4MS).



Key

---- ROW / Lot Line

Key

- ROW / Lot Line
- Building Setback Line
- Building Area
- ▨ Facade Zone

C. Allowed Building Types			
Building Type	Lot/Design Site		Standards
	Width <b>A</b>	Depth <b>B</b>	
Carriage House	n/a	n/a	15.04.403.040
Cottage	n/a	n/a	15.04.403.060
Courtyard Building:	75' min.;	100' min. <sup>1</sup>	15.04.403.140
Large	100' max.		
Live/Work	18' min.;	80' min.	15.04.403.150
	35' max.		
Main Street	50' min. <sup>2</sup> ;	100' min. <sup>1</sup>	15.04.403.160
	150' max.		

Buildings wider than 75' shall be designed to read as a series of buildings no wider than 50' each.

<sup>1</sup> 80' min. allowed for existing lots

<sup>2</sup> 25' min. allowed for existing lots

D. Building Placement			
Build-to Lines (Distance from ROW / Lot Line)			
Front	0' min.;	10' max. <sup>3</sup>	<b>C</b>
Side Street	0' min.;	10' max. <sup>3</sup>	<b>D</b>
BTL Defined by a Building:			
Front, lots < 50' wide		100%	
Front, lots ≥ 50' wide		75% min. <sup>4</sup>	
Side Street		50% min. <sup>4</sup>	
Setbacks (Distance from ROW / Lot Line)			
Side	0' min.		<b>E</b>
Rear:			<b>F</b>
Adjacent to T5N, T4N, or Residential District	10' min.		
Adjacent to all other zone(s)	0' min.		
Adjacent to Alley	0' min.		

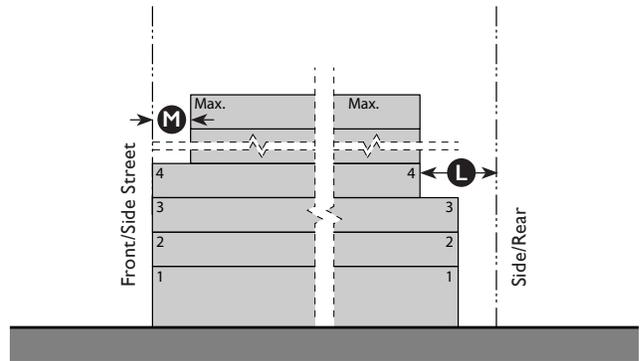
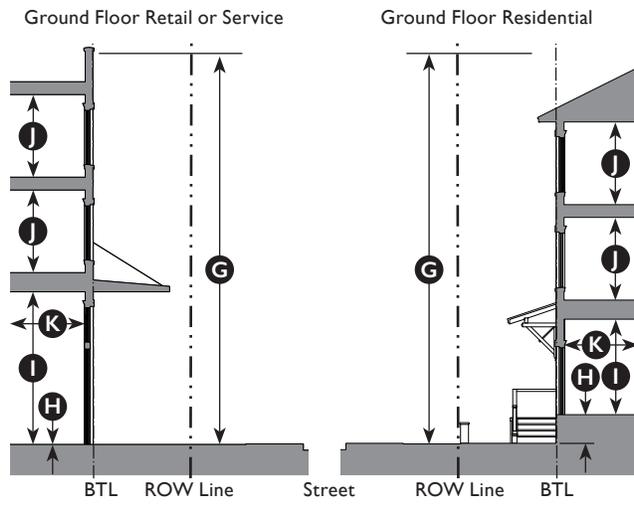
Miscellaneous

A building form with a chamfered corner is allowed on a corner lot if a corner entry is provided.

Fencing and/or gates shall be set behind max. front setback.

<sup>3</sup> See Official Zoning Map for locations where 0' BTL is required. BTLs located within this range that do not match the location of an existing adjacent building require the Director's approval.

<sup>4</sup> On corner lots, the BTL must be defined by a building for the first 30' from the corner.



**Key**

--- ROW / Lot Line      --- Building Build-to Line

**Key**

--- ROW / Property Line      ■ Building

**E. Building Form**

**Height**

<b>Stories</b>	
Principal Structure <sup>5</sup>	4 max. <sup>6</sup>
Accessory Structure	2 max.
<b>Overall</b> <span style="float: right;">(G)</span>	
Principal Structure	45' max. <sup>6</sup>
Accessory Structure	25' max.

<b>Ground Floor Finish Level:</b> <span style="float: right;">(H)</span>	
Residential, < 10' from ROW	24" min.
Residential, ≥ 10' from ROW	0" min.
Retail or Service	6" max.

<b>Ceiling Height, Ground Floor:</b> <span style="float: right;">(I)</span>	
Residential	10' min. clear
Retail or Service	12' min. clear

<b>Ceiling Height, Upper Floor(s)</b>	9' min. clear	(J)
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**Footprint**

Per Article 15.04.403 (Building Types)

<b>Depth, Ground-Floor Space:</b>	30' min.	(K)
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**Miscellaneous**

<b>Distance Between Entries along the Front:</b>	
Entries to Ground Floor	50' max.
Entries to Upper Floor(s)	100' max.

<sup>5</sup> Max. height of building types may be less than max. height for zone. See Article 15.04.403 (Building Types).

<sup>6</sup> 35' max. within 30' of a T4N or Residential District. (L)

**E. Building Form (Continued)**

**Miscellaneous**

Upper floors shall have a primary entrance along the front. Loading docks, overhead doors, and other service entries may not be located on street-facing facades. Buildings wider than 75' shall be designed to read as a series of buildings no wider than 50' each.

**Upper Floor Front/Side Street Setback**

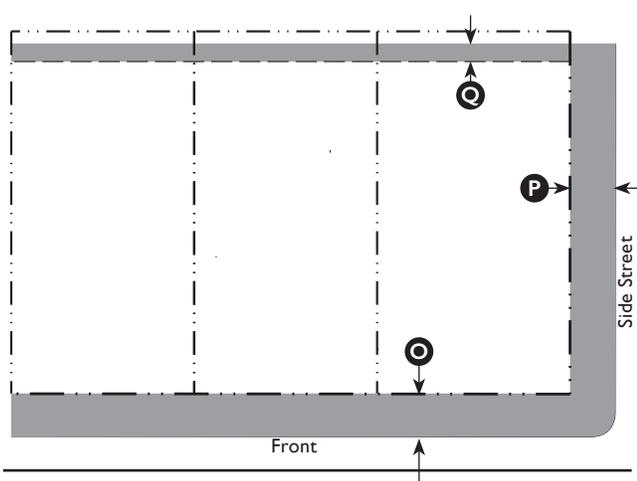
Floors 5+	10' min.	(M)
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**F. Architectural Styles**

Allowed Architectural Styles	Standards
Contemporary	15.04.405.050
Art Deco	15.04.405.060
Industrial <sup>7</sup>	15.04.405.070
Main Street Classical	15.04.405.080
Spanish Revival	15.04.405.090
Victorian	15.04.405.100

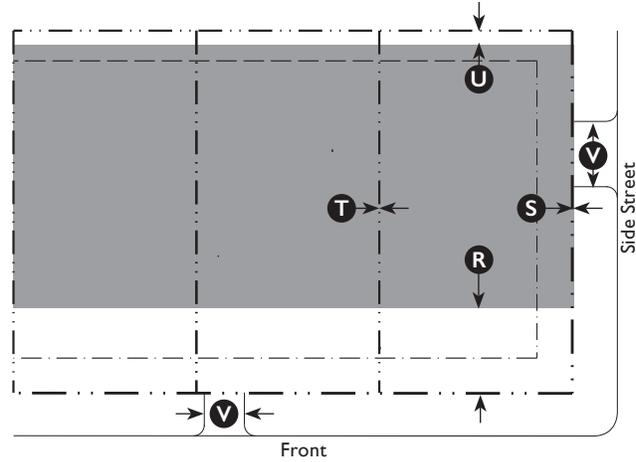
<sup>7</sup> See Figure 15.04.405.070.I in Section 15.04.405.070 for map of where style is allowed.

T4 Main Street (T4MS).



**Key**

- ROW / Lot Line
- Building Setback Line
- Building Build-to Line
- Encroachment Area



**Key**

- ROW / Lot Line
- Building Setback Line
- Parking Area

**G. Encroachments and Frontage Types**

**Allowed Encroachments<sup>8,9</sup>**

Front	14' max.	⊙
Side Street	14' max.	Ⓟ
Rear	5' max.	⊙

**Allowed Frontage Types**

See Article 15.04.403 (Building Types) for allowed Frontage Types.

<sup>8</sup> Maximum allowed encroachments: See Article 15.04.404 (Frontage Types) for further refinement of the allowed encroachments for frontage elements.

<sup>9</sup> Encroachments into the ROW require the approval of an encroachment permit. Encroachments are not allowed in an alley ROW or across a lot line/design site boundary.

**H. Parking**

**Required Spaces<sup>10</sup>**

Residential Uses	1/1,000 sf min. <sup>11</sup>
Lodging Uses	1/room max.
Retail or Service Uses	2/1,000 sf min. <sup>12</sup>

**Location (Distance from ROW / Lot Line)**

<b>Front Setback:</b>		Ⓡ
Ground floor	30' min. (from BTL)	
Upper floor(s)	30' min. (from BTL)	
<b>Side Street Setback</b>	0' min. (from BTL)	Ⓢ
<b>Side Setback</b>	0' min.	Ⓣ
<b>Rear Setback:</b>		Ⓤ
Adjacent to T5N or T4N	5' min.	
Adjacent to all other zone(s)	0' min.	
Adjacent to Alley	0' min.	

**Miscellaneous**

<b>Parking Drive Width:</b>		Ⓥ
Front	12' max.	
Side Street/Alley	20' max.	

See Article 15.04.612 (Transportation Demand Management) for applicability and requirements.

<sup>10</sup> See Article 15.04.607 (Parking And Loading Standards) for uses not listed, general standards, and alternatives.

<sup>11</sup> No parking spaces required for affordable housing developments or first 2,000 sf of residential use.

<sup>12</sup> No parking spaces required for ground floor retail or service uses less than 5,000 sf.

# T5 Neighborhood (T5N)

15.04.402.040 T5 Neighborhood (T5N).



General note: The drawing above is intended to provide a brief overview of this Transect Zone and is illustrative only.

## A. Intent

To provide medium- to high-density housing in building types such as multiplexes, courtyard buildings, and mid-rise buildings (high-rise buildings in some areas) that transition from the surrounding lower-density neighborhoods to the higher-density mixed-use neighborhoods.

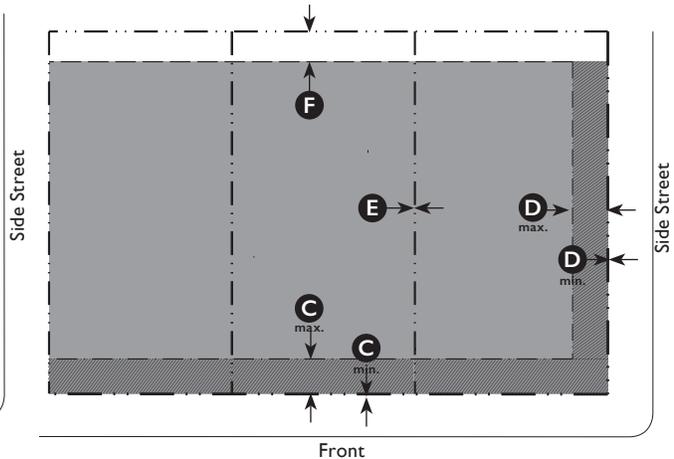
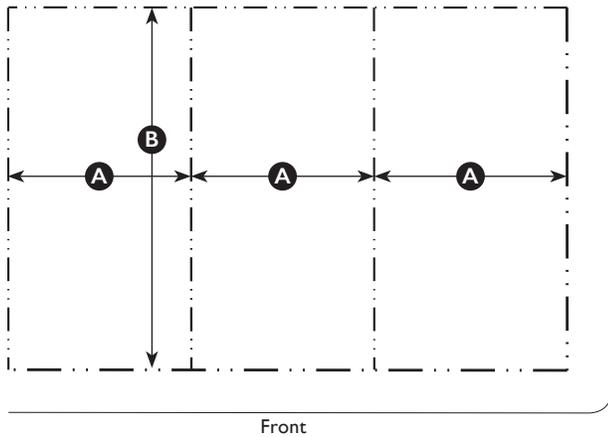
- Detached or Attached
- Lot Widths from 18' to 200'
- Simple Wall Plane along Street
- Small-to-Large Footprint
- Buildings at or close to ROW
- Small-to-No Side Setback
- Up to 55' (135' in some areas)
- Elevated Ground Floor
- Stoops, Forecourts, and Dooryards

## B. Sub-Zone(s)

- T5 Neighborhood-55' (T5N-55)
- T5 Neighborhood-135' (T5N-135)

The sub-zones allow different height limits for different neighborhood contexts.

T5 Neighborhood (T5N).



**Key**

---- ROW / Lot Line

**Key**

---- ROW / Lot Line

■ Building Area

--- Building Setback Line

▨ Facade Zone

C. Allowed Building Types			
Building Type	Lot/Design Site		Standards
	Width <b>A</b>	Depth <b>B</b>	
Carriage House	n/a	n/a	15.04.403.040
Cottage	n/a	n/a	15.04.403.060
Rowhouse	18' min.; 35' max.	80' min.	15.04.403.090
Multi-Plex: Small	50' min.; 75' max.	80' min.	15.04.403.100
Multi-Plex: Large	50' min.; 100' max.	100' min. <sup>1</sup>	15.04.403.110
Stacked Flats	100' min.; 200' max.	100' min. <sup>1</sup>	15.04.403.120
Courtyard Building: Large	75' min.; 200' max.	100' min. <sup>1</sup>	15.04.403.140
Mid-Rise	75' min.; 200' max.	100' min.	15.04.403.170
High-Rise <sup>2</sup>	200' min.	150' min.	15.04.403.180

<sup>1</sup> 80' min. allowed for existing lots

<sup>2</sup> Allowed only in the T5 Neighborhood-135' Sub-Zone.

D. Building Placement	
Build-to Lines (Distance from ROW / Lot Line)	
Front	0' min.; 15' max. <sup>3</sup> <b>C</b>
Side Street	0' min.; 15' max. <sup>3</sup> <b>D</b>
BTL Defined by a Building:	
Front	60% min. <sup>4</sup>
Side Street	60% min. <sup>4</sup>
Setbacks (Distance from ROW / Lot Line)	
Side	0' min. <b>E</b>
Rear:	<b>F</b>
Adjacent to T5N, T4N, or Residential Zone	10' min.
Adjacent to all other zone(s)	0' min.
Adjacent to Alley	0' min.

**Miscellaneous**

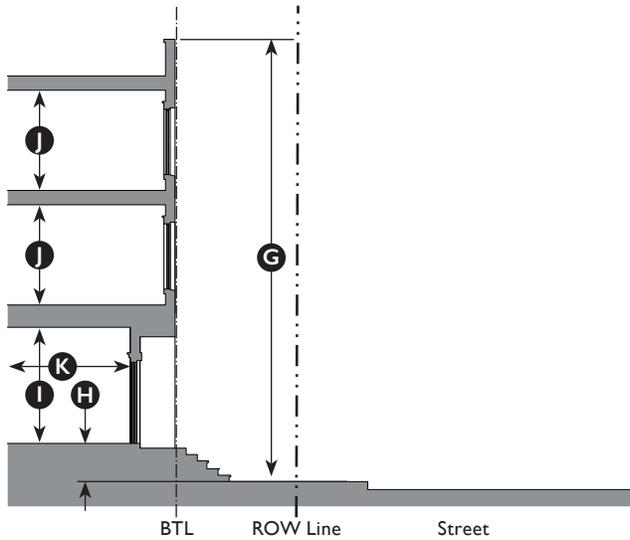
A building form with a chamfered corner is allowed on a corner lot if a corner entry is provided.

Entire BTL shall be defined by a building or a 24" to 42" high fence or stucco or masonry wall.

Fencing and/or gates shall be set behind max. front setback.

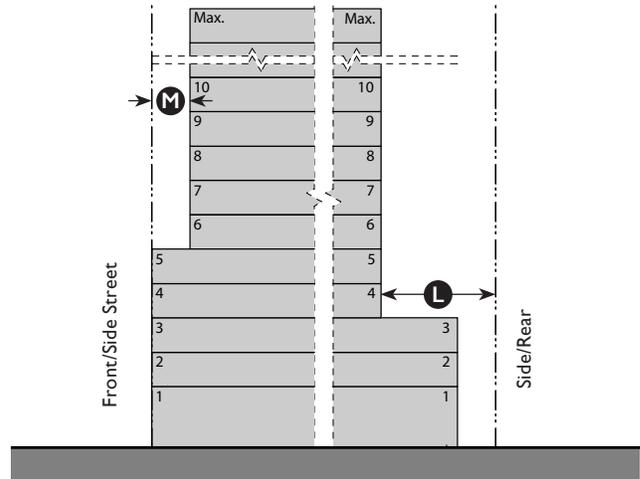
<sup>3</sup> See Official Zoning Map for locations where 0' BTL is required. BTLs located within this range that do not match the location of an existing adjacent building require the Director's approval.

<sup>4</sup> On corner lots, the BTL must be defined by a building for the first 50' from the corner.



**Key**

---- ROW / Lot Line      --- Building Build-to Line



**Key**

---- ROW / Property Line      ■ Building

**E. Building Form**

Height	T5N-55	T5N-135
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Stories		
Principal Structure <sup>5</sup>	5 max. <sup>6</sup>	12 max. <sup>6</sup>

Overall		<b>G</b>
Principal Structure	55' max. <sup>6</sup>	135' max. <sup>6</sup>

Ground Floor Finish Level:		<b>H</b>
Residential, < 10' from ROW	24" min.	
Residential, ≥ 10' from ROW	0" min.	

Ceiling Height, Ground Floor	10' min. clear	<b>I</b>
Ceiling Height, Upper Floor(s)	9' min. clear	<b>J</b>

**Footprint**

Per Article 15.04.403 (Building Types)

Depth, Ground-Floor Space	20' min.	<b>K</b>
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**Miscellaneous**

Distance Between Entries along the Front:		
Entries to Ground Floor	50' max.	
Entries to Upper Floor(s)	100' max.	

Loading docks, overhead doors, and other service entries may not be located on street-facing facades.

Buildings wider than 100' shall be designed to read as a series of buildings no wider than 75' each.

<sup>5</sup> Max. height of building types may be less than max. height for zone. See Article 15.04.403 (Building Types).

<sup>6</sup> 35' max. within 50' of a T4N or Residential District. **L**

**E. Building Form (continued)**

**Upper Floor Front/Side Street Setback**

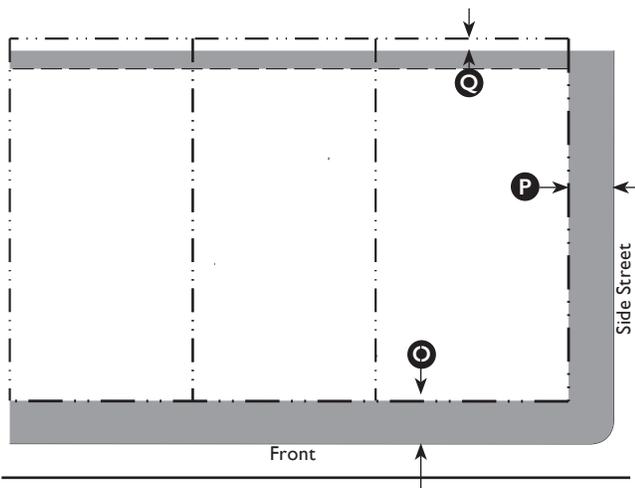
Floors 6+	10' min.	<b>M</b>
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**F. Architectural Styles**

Allowed Architectural Styles	Standards
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Contemporary	15.04.405.050
Art Deco	15.04.405.060
Spanish Revival	15.04.405.090
Victorian	15.04.405.100

T5 Neighborhood (T5N).



**Key**

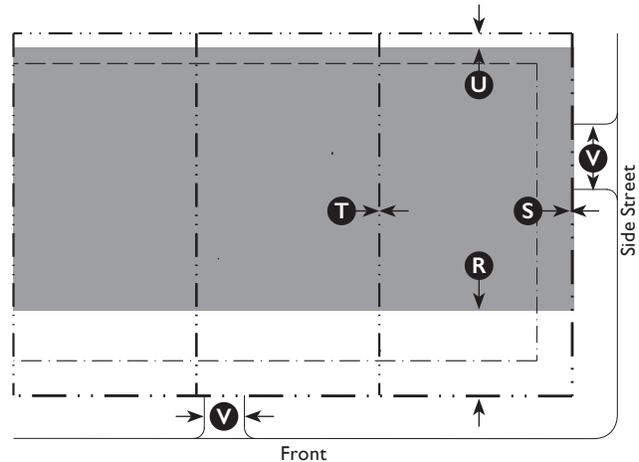
- ROW / Lot Line
- Building Setback Line
- Building Build-to Line
- Encroachment Area

G. Encroachments and Frontage Types		
Allowed Encroachments <sup>7,8</sup>		
Front	14' max.	ⓐ
Side Street	14' max.	ⓑ
Rear	5' max.	ⓒ
Allowed Frontage Types		

See Article 15.04.403 (Building Types) for allowed Frontage Types.

<sup>7</sup>Maximum allowed encroachments: See Article 15.04.404 (Frontage Types) for further refinement of the allowed encroachments for frontage elements.

<sup>8</sup>Encroachments into the ROW require the approval of an encroachment permit. Encroachments are not allowed in an alley ROW or across a lot line/design site boundary.



**Key**

- ROW / Lot Line
- Building Setback Line
- Parking Area

H. Parking	
Required Spaces <sup>9</sup>	
Residential Uses	1.25/unit max.
Lodging Uses	0.5/room min.
Location (Distance from ROW / Lot Line)	
Front Setback	30' min. (from BTL) ⓓ
Side Street Setback	0' min. (from BTL) ⓔ
Side Setback	0' min. ⓕ
Rear Setback:	ⓖ
Adjacent to T5N or T4N	5' min.
Adjacent to all other zone(s)	0' min.
Adjacent to Alley	0' min.
Miscellaneous	
Parking Drive Width:	ⓗ
Front, ≤ 40 spaces	12' max.
Front, > 40 spaces	20' max.
Side Street/Alley	20' max.
% of Frontage along Front	20% max.

See Article 15.04.612 (Transportation Demand Management) for applicability and requirements.

<sup>9</sup> See Article 15.04.607 (Parking And Loading Standards) for uses not listed, general standards, and alternatives.

## T5 Main Street (T5MS)

15.04.402.050 T5 Main Street (T5MS).



General note: The drawing above is intended to provide a brief overview of this Transect Zone and is illustrative only.

### A. Intent

To provide a vibrant, walkable urban main street commercial area that provides locally- and regionally-serving commercial, retail, entertainment uses, and civic and public uses, as well as a variety of urban housing choices.

Attached

Lot Widths from 18' to 200'

Simple Wall Plane along Street

Small-to-Large Footprint

Buildings at or close to ROW

No Side Setback

Up to 55' (35' in some areas)

Flush Ground Floor

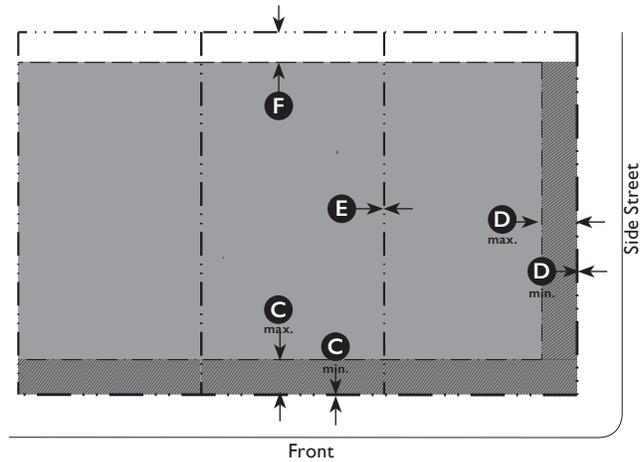
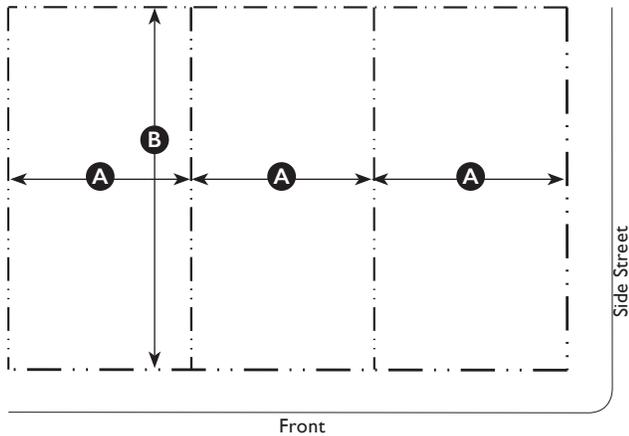
Primarily with Shopfronts

### B. Sub-Zone(s)

T5 Main Street-Open (T5MS-O)

The open sub-zone allows for a more diverse mix of uses and building types.

T5 Main Street (T5MS).



Key

---- ROW / Lot Line

C. Allowed Building Types

Building Type	Lot/Design Site		Standards
	Width <b>A</b>	Depth <b>B</b>	
Carriage House	n/a	n/a	15.04.403.040
Rowhouse <sup>1</sup>	18' min.; 35' max.	80' min.	15.04.403.090
Multi-Plex: Small <sup>1</sup>	50' min.; 75' max.	80' min.	15.04.403.100
Multi-Plex: Large <sup>1</sup>	50' min.; 100' max.	100' min. <sup>2</sup>	15.04.403.110
Stacked Flats <sup>1</sup>	100' min.; 200' max.	100' min. <sup>2</sup>	15.04.403.120
Courtyard Building: Large	75' min.; 100' max.	100' min. <sup>2</sup>	15.04.403.140
Live/Work	18' min.; 35' max.	80' min.	15.04.403.150
Main Street Building	50' min. <sup>3</sup> ; 150' max.	100' min. <sup>2</sup>	15.04.403.160
Mid-Rise	100' min.; 200' max.	100' min.	15.04.403.170

<sup>1</sup> Allowed only in the T5 Main Street-Open Sub-Zone.

<sup>2</sup> 80' min. allowed for existing lots

<sup>3</sup> 25' min. allowed for existing lots

Key

---- ROW / Lot Line

--- Building Setback Line

■ Building Area

▨ Facade Zone

D. Building Placement

Build-to Lines (Distance from ROW / Lot Line)

Front	0' min.; 10' max. <sup>4</sup>	<b>C</b>
Side Street	0' min.; 10' max. <sup>4</sup>	<b>D</b>

BTL Defined by a Building:

Front, lots < 50' wide	100%
Front, lots ≥ 50' wide	75% min. <sup>5</sup>
Side Street	50% min. <sup>5</sup>

Setbacks (Distance from ROW / Lot Line)

Side	0' min.	<b>E</b>
Rear:		<b>F</b>

Adjacent to T5N, T4N, or Residential Zone	10' min.
Adjacent to all other zone(s)	0' min.
Adjacent to Alley	0' min.

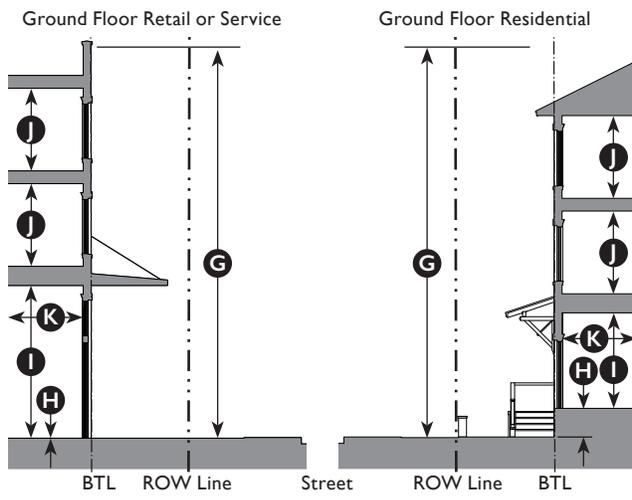
Miscellaneous

A building form with a chamfered corner is allowed on a corner lot if a corner entry is provided.

Fencing and/or gates shall be set behind max. front setback.

<sup>4</sup>See Official Zoning Map for locations where 0' BTL is required. BTLs located within this range that do not match the location of an existing adjacent building require the Director's approval.

<sup>5</sup>On corner lots, the BTL must be defined by a building for the first 50' from the corner.



**Key**

--- ROW / Lot Line      --- Building Build-to Line

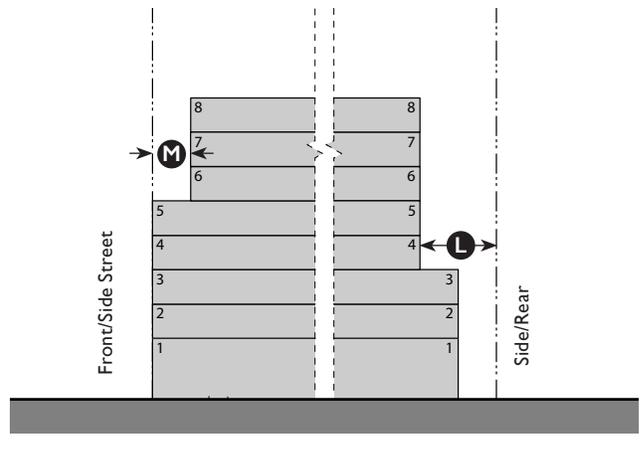
E. Building Form	
Height	
Stories	
Principal Structure <sup>6</sup>	5 max. <sup>7</sup>
Overall	<b>G</b>
Principal Structure	55' max. <sup>7</sup>
For T5MS-O zones along San Pablo Avenue, the max. height shall not exceed 3 stories or 35 feet when abutting a single family residential zone.	
Ground Floor Finish Level: <b>H</b>	
Residential, < 10' from ROW	24" min.
Residential, ≥ 10' from ROW	0" min.
Retail or Service	6" max.
Ceiling Height, Ground Floor: <b>I</b>	
Residential	10' min. clear
Retail or Service	12' min. clear
Ceiling Height, Upper Floor(s)	9' min. clear <b>J</b>
Footprint	
Per Article 15.04.403 (Building Types)	
Depth, Ground-Floor Space:	30' min. <b>K</b>

<sup>6</sup>Max. height of building types may be less than max.

height for zone. See Article 15.04.403 (Building Types).

<sup>7</sup>35' max. within 50' of a T4N or Residential District. **L**

**T5 Main Street (T5MS).**

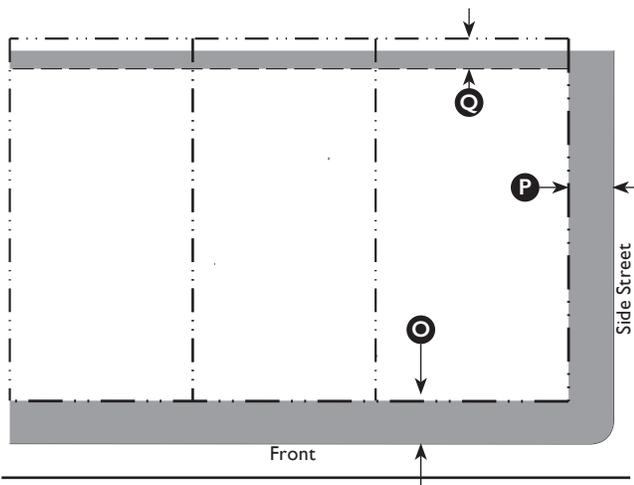


**Key**

--- ROW / Property Line      ■ Building

E. Building Form (continued)	
Miscellaneous	
Distance Between Entries along the Front:	
Entries to Ground Floor	50' max.
Entries to Upper Floor(s)	100' max.
Upper floors shall have a primary entrance along the front	
Loading docks, overhead doors, and other service entries may not be located on street-facing facades.	
Buildings wider than 150' shall be designed to read as a series of buildings no wider than 100' each.	
Upper Floor Front/Side Street Setback	
Floors 6+	10' min. <b>M</b>
F. Architectural Styles	
Allowed Architectural Styles	Standards
Contemporary	15.04.405.050
Art Deco	15.04.405.060
Main Street Classical	15.04.405.080
Spanish Revival	15.04.405.090
Victorian	15.04.405.100

T5 Main Street (T5MS).



**Key**

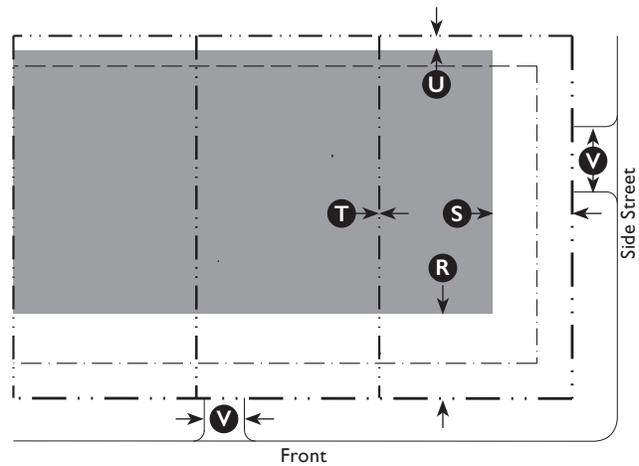
- - - - ROW / Lot Line
- - - - Building Setback Line
- - - - Building Build-to Line
- Encroachment Area

G. Encroachments and Frontage Types		
Allowed Encroachments <sup>8,9</sup>		
Front	14' max.	⊙
Side Street	14' max.	Ⓟ
Rear	5' max.	⊙
Allowed Frontage Types		

See Article 15.04.403 (Building Types) for allowed Frontage Types.

<sup>8</sup>Maximum allowed encroachments: See Article 15.04.404 (Frontage Types) for further refinement of the allowed encroachments for frontage elements.

<sup>9</sup>Encroachments into the ROW require the approval of an encroachment permit. Encroachments are not allowed in an alley ROW or across a lot line/design site boundary.



**Key**

- - - - ROW / Lot Line
- - - - Building Setback Line
- Parking Area

H. Parking	
Required Spaces <sup>10</sup>	
Residential Uses	1.25/unit max.
Lodging Uses	1/room max.
Retail or Service Uses	2/1,000 sf min. <sup>11</sup>
Location (Distance from ROW / Lot Line)	

Front Setback:	30' min. (from BTL)	Ⓡ
Side Street Setback:		Ⓢ
Ground floor	30' min. (from BTL)	
Upper floor(s)	0' min. (from BTL)	
Side Setback	0' min.	Ⓣ
Rear Setback:		Ⓤ
Adjacent to T5N or T4N	5' min.	
Adjacent to all other zone(s)	0' min.	
Adjacent to Alley	0' min.	

Miscellaneous	
Parking Drive Width:	Ⓥ
Front, ≤ 40 spaces	12' max.
Front, > 40 spaces	20' max.
Side Street/Alley	20' max.
% of Frontage along Front	20% max.

See Article 15.04.612 (Transportation Demand Management) for applicability and requirements.

<sup>10</sup> See Article 15.04.607 (Parking And Loading Standards) for uses not listed, general standards, and alternatives.

<sup>11</sup> No parking spaces required for uses less than 5,000 sf.

# T5 Core (T5C)

15.04.402.050 T5 Core (T5C).



General note: The drawing above is intended to provide a brief overview of this Transect Zone and is illustrative only.

## A. Intent

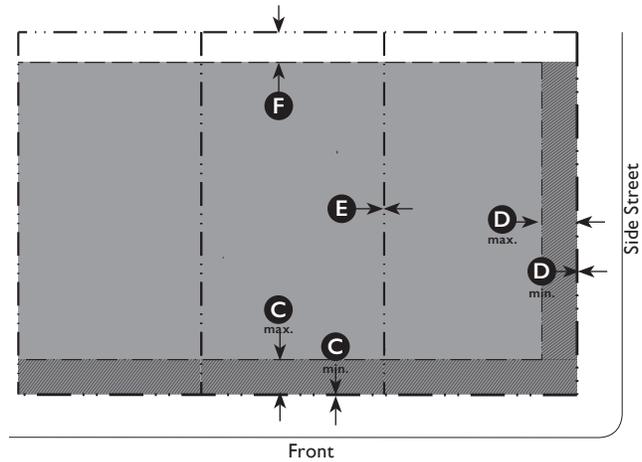
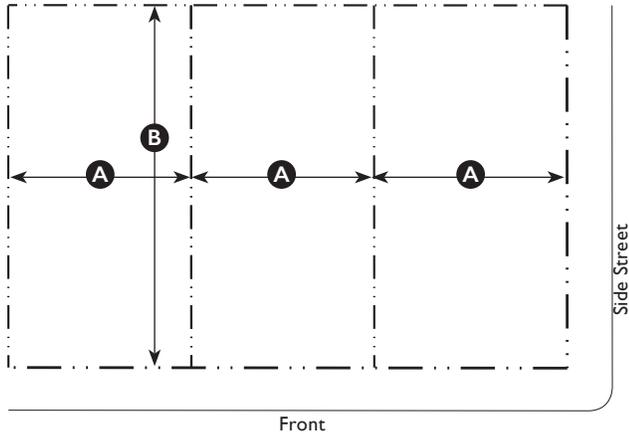
To provide a high-density, vibrant, walkable urban downtown that provides locally- and regionally-serving commercial, retail, entertainment, and civic and public uses, as well as a variety of urban housing choices.

- Attached
- Lot Widths from 18' to 300'
- Simple Wall Plane along Street
- Small-to-Large Footprint
- Buildings at or close to ROW
- No Side Setback
- Up to 135'
- Flush Ground Floor
- Primarily with Shopfronts

## B. Sub-Zone(s)

**T5 Core-Open (T5C-O)**  
 The open sub-zone allows for a more diverse mix of uses and building types.

T5 Core (T5C).



Key

---- ROW / Lot Line

C. Allowed Building Types

Building Type	Lot/Design Site		Standards
	Width <b>A</b>	Depth <b>B</b>	
Rowhouse <sup>1</sup>	18' min.; 35' max.	80' min.	15.04.403.090
Multi-Plex: Small <sup>1</sup>	50' min.; 75' max.	80' min.	15.04.403.100
Multi-Plex: Large <sup>1</sup>	50' min.; 100' max.	100' min. <sup>2</sup>	15.04.403.110
Stacked Flats <sup>1</sup>	100' min.;	100' min. <sup>2</sup>	15.04.403.120
Courtyard Building: Large	75' min.;	100' min. <sup>2</sup>	15.04.403.140
Live/Work	18' min.;	80' min.	15.04.403.150
Main Street Building	50' min. <sup>3</sup> ;	100' min. <sup>2</sup>	15.04.403.160
Mid-Rise	100' min.;	100' min.	15.04.403.170
High-Rise	200' min.	150' min.	15.04.403.180

<sup>1</sup> Allowed only in the T5 Core-Open Sub-Zone.

<sup>2</sup> 80' min. allowed for existing lots

<sup>3</sup> 25' min. allowed for existing lots

Key

---- ROW / Lot Line

--- Building Setback Line

■ Building Area

▨ Facade Zone

D. Building Placement

Build-to Lines (Distance from ROW / Lot Line)

Front	0' min.; 10' max. <sup>4</sup>	<b>C</b>
Side Street	0' min.; 10' max. <sup>4</sup>	<b>D</b>

BTL Defined by a Building:

Front	100%
Side Street	80% min. <sup>5</sup>

Setbacks (Distance from ROW / Lot Line)

Side	0' min.	<b>E</b>
Rear:		<b>F</b>

- Adjacent to T5N, T4N, or Residential Zone: 10' min.
- Adjacent to all other zone(s): 0' min.
- Adjacent to Alley: 0' min.

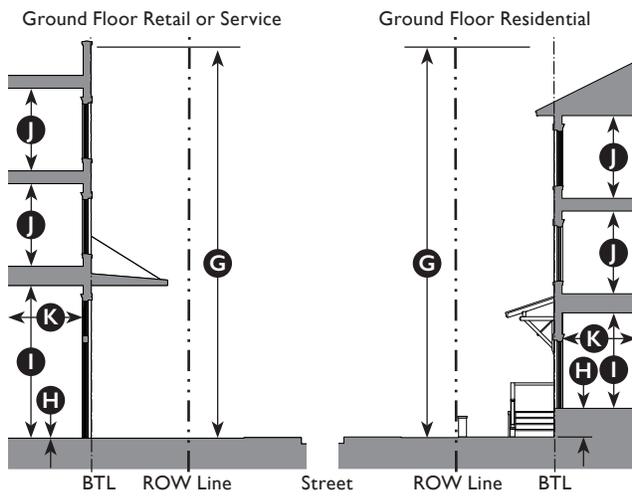
Miscellaneous

A building form with a chamfered corner is allowed on a corner lot if a corner entry is provided.

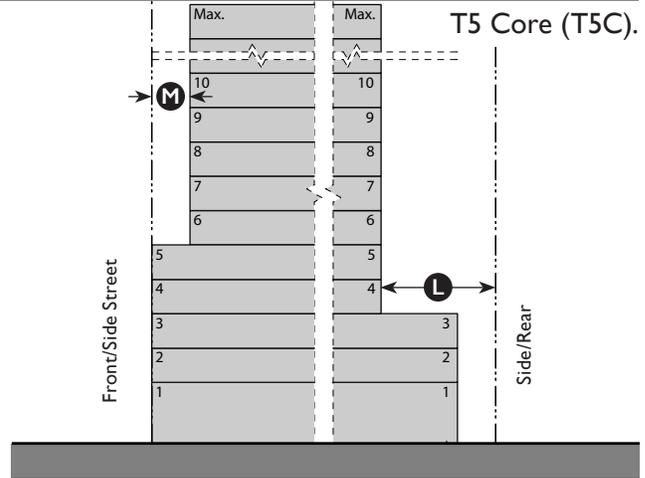
Fencing and/or gates shall be set behind max. front setback.

<sup>4</sup> See Official Zoning Map for locations where 0' BTL is required. BTLs located within this range that do not match the location of an existing adjacent building require the Director's approval.

<sup>5</sup> On corner lots, the BTL must be defined by a building for the first 50' from the corner.



**Key**  
 --- ROW / Lot Line      --- Building Build-to Line



**Key**  
 --- ROW / Property Line      ■ Building

**E. Building Form**

**Height**

Stories		
Principal Structure <sup>6</sup>	12 max. <sup>7</sup>	
Overall		<b>G</b>
Principal Structure	135' max. <sup>7</sup>	
Ground Floor Finish Level:		<b>H</b>
Residential, < 10' from ROW	24" min.	
Residential, ≥ 10' from ROW	0" min.	
Retail or Service	6" max.	
Ceiling Height, Ground Floor:		<b>I</b>
Residential	10' min. clear	
Retail or Service	12' min. clear	
Ceiling Height, Upper Floor(s)	9' min. clear	<b>J</b>

**Footprint**

Per Article 15.04.403 (Building Types)	
Depth, Ground-Floor Space:	30' min. <b>K</b>

**Miscellaneous**

Distance Between Entries along the Front:	
Entries to Ground Floor	50' max.
Entries to Upper Floor(s)	100' max.

Upper floors shall have a primary entrance along the front. Loading docks, overhead doors, and other service entries may not be located on street-facing facades.

<sup>6</sup> Max. height of building types may be less than max. height for zone. See Article 15.04.403 (Building Types).

<sup>7</sup> 35' max. within 50' of a T4N or Residential District. **L**

**E. Building Form (continued)**

Buildings wider than 150' shall be designed to read as a series of buildings no wider than 100' each.

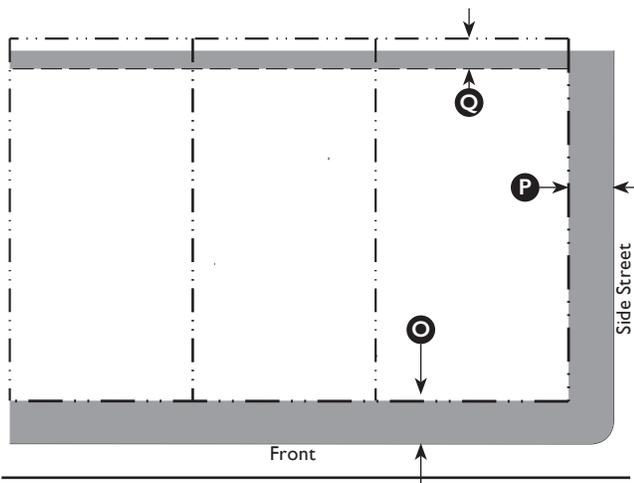
**Upper Floor Front/Side Street Setback**

Floors 6+	10' min.	<b>M</b>
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**F. Architectural Styles**

Allowed Architectural Styles	Standards
Contemporary	15.04.405.050
Art Deco	15.04.405.060
Main Street Classical	15.04.405.080
Spanish Revival	15.04.405.090
Victorian	15.04.405.100

T5 Core (T5C).

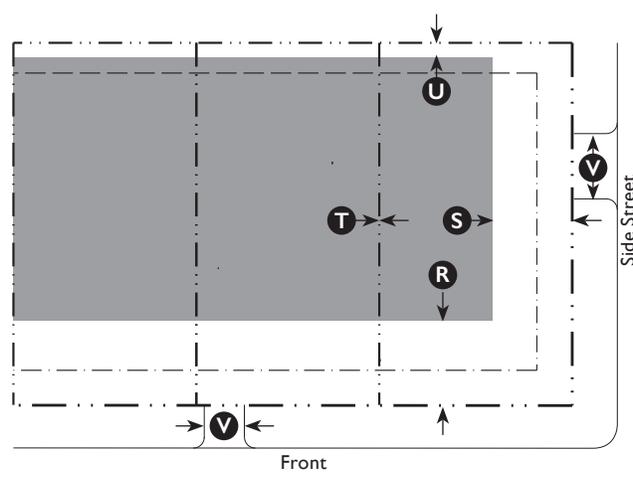


**Key**  
 - - - - ROW / Lot Line      - - - - Building Setback Line  
 - - - - Building Build-to Line      ■ Encroachment Area

G. Encroachments and Frontage Types		
Allowed Encroachments <sup>8,9</sup>		
Front	14' max.	⊙
Side Street	14' max.	Ⓟ
Rear	5' max.	Ⓞ
Allowed Frontage Types		
See Article 15.04.403 (Building Types) for allowed Frontage Types.		

<sup>8</sup>Maximum allowed encroachments: See Article 15.04.404 (Frontage Types) for further refinement of the allowed encroachments for frontage elements.

<sup>9</sup>Encroachments into the ROW require the approval of an encroachment permit. Encroachments are not allowed in an alley ROW or across a lot line/design site boundary.



**Key**  
 - - - - ROW / Lot Line      ■ Parking Area  
 - - - - Building Setback Line

H. Parking	
Required Spaces <sup>10</sup>	
Residential Uses	1.25/unit max.
Lodging Uses	1/room max.
Retail or Service Uses	2/1,000 sf min. <sup>11</sup>
Location (Distance from ROW / Lot Line)	
Front Setback:	30' min. (from BTL) Ⓡ
Side Street Setback:	Ⓢ
Ground floor	30' min. (from BTL)
Upper floor(s)	0' min. (from BTL)
Side Setback	0' min. Ⓣ
Rear Setback:	Ⓤ
Adjacent to T5N or T4N	5' min.
Adjacent to all other zone(s)	0' min.
Adjacent to Alley	0' min.
Miscellaneous	
Parking Drive Width:	Ⓥ
Front, ≤ 40 spaces	12' max.
Front, > 40 spaces	20' max.
Side Street/Alley	20' max.
% of Frontage along Front	20% max.

See Article 15.04.612 (Transportation Demand Management) for applicability and requirements.

<sup>10</sup> See Article 15.04.607 (Parking And Loading Standards) for uses not listed, general standards, and alternatives.

<sup>11</sup> No parking spaces required for uses less than 5,000 sf.

**15.04.402.070 Land Use Table.**

Table 15.05.040.A: Land Use <sup>1</sup>	T4N	T4N-O	T4MS	T4MS-O	T5N	T5MS	T5MS-O	T5C	T5C-O
<b>Residential</b>									
Single-Family, Attached or Detached <sup>4</sup>	P	P	–	A	P	–	A	P <sup>2</sup>	P <sup>2</sup>
Accessory Dwelling Units	P	P	P <sup>2</sup>	P	P	P <sup>2</sup>	P	P <sup>2</sup>	P <sup>2</sup>
Multi-Unit Dwellings <sup>4</sup>	P	P	P <sup>2</sup>	P	P	P <sup>2</sup>	P	P <sup>2</sup>	A/P <sup>3</sup>
Accessory Uses <sup>5</sup>	P	P	P	P	P	P	P	P	P
Accessory Short-Term Rentals <sup>6</sup> ("Home-shares")	P	P	P <sup>2</sup>	P	P	P <sup>2</sup>	P	P <sup>2</sup>	P
Group Residential	A	P	P <sup>2</sup>	P	A	P <sup>2</sup>	P	P <sup>2</sup>	A/P <sup>3</sup>
Congregate Housing	A	P	P <sup>2</sup>	P	A	P <sup>2</sup>	P	P <sup>2</sup>	A/P <sup>3</sup>
Senior Group Residential	A	P	P <sup>2</sup>	P	A	P <sup>2</sup>	P	P <sup>2</sup>	A/P <sup>3</sup>
Elderly and Long-Term Care	A	C	C <sup>2</sup>	C	A	C <sup>2</sup>	C	P <sup>2</sup>	A/P <sup>3</sup>
Family Day Care:									
Small	P	P	P <sup>2</sup>	A	P	P <sup>2</sup>	A	P <sup>2</sup>	P <sup>2</sup>
Large	C	A	C <sup>2</sup>	A	C	C <sup>2</sup>	A	A <sup>2</sup>	A
Residential Facility:									
Residential Care, Limited	P	C	A <sup>2</sup>	A	P	A <sup>2</sup>	A	P <sup>2</sup>	A/P <sup>3</sup>
Residential Care, General/Senior	A	C	C <sup>2</sup>	C	A	C <sup>2</sup>	C	P <sup>2</sup>	A/P <sup>3</sup>
Hospice, Limited	P	P	P <sup>2</sup>	P	P	P <sup>2</sup>	P	P <sup>2</sup>	A/P <sup>3</sup>
Hospice, General	C	C	C <sup>2</sup>	C	C	C <sup>2</sup>	C	C <sup>2</sup>	C
Supportive Housing	P	P	P <sup>2</sup>	P	P	P <sup>2</sup>	P	P <sup>2</sup>	A/P <sup>3</sup>
Transitional Housing	P	C	C <sup>2</sup>	C	P	C <sup>2</sup>	C	P <sup>2</sup>	A/P <sup>3</sup>
<b>Key</b>									
P	Permitted Use								
A	Administrative Use Permit Required								
C	Conditional Use Permit Required								
–	Prohibited Use								

**End Notes**

Uses not listed are specifically prohibited unless the Director interprets that a use is consistent pursuant to this Form-Based Code.

<sup>1</sup> See Section 15.04.104.020 (Definitions) for use type definitions.

<sup>2</sup> Use classification for use on upper floor(s) or behind an allowed ground-floor use.

<sup>3</sup> Classification for use on ground-floor where non-residential or "active use" required as indicated in 15.04.101.070 (Official Zoning Map) / Classification for use on upper floor or behind an allowed ground-floor use.

<sup>4</sup> May be a stand-alone use or a component of a mixed-use project.

<sup>5</sup> See Zoning Ordinance Section 15.04.601.010 for standards for Accessory Uses and Structures.

<sup>6</sup> See Zoning Ordinance Section 15.04.610.030 for standards for Accessory Short-Term Rentals ("Home-shares").

## Land Use Table.

Table 15.05.040.A: Land Use <sup>1</sup>	T4N	T4N-O	T4MS	T4MS-O	T5N	T5MS	T5MS-O	T5C	T5C-O
<b>Commercial</b>									
<b>Animal Sales and Services:</b>									
Boarding Kennel	–	C	A <sup>2</sup>	A	–	A <sup>2</sup>	A	A/P <sup>3</sup>	A
Clinic/Hospital	–	A	A/P <sup>3</sup>	P	–	A/P <sup>3</sup>	P	A/P <sup>3</sup>	P
Grooming	–	A	P	P	–	P	P	P	P
Retail Sales (Pet Shops)	–	A	P	P	–	P	P	P	P
Veterinary Services	–	A	A/P <sup>3</sup>	P	–	A/P <sup>3</sup>	P	A/P <sup>3</sup>	P
<b>Auto Vehicle Sales and Services:</b>									
Alternative Fuels and Recharging Facility	–	–	A	A	–	A	A	A	A
Automobile Rentals	–	–	–	C	–	–	C	A	A
Automobile/Vehicle Repair, Minor	–	–	–	A	–	–	A	A	A
Automobile/Vehicle Repair, Major	–	–	–	C	–	–	C	C	C
Automobile/Vehicle Washing	–	–	A	A	–	A	A	A	A
Service Stations	–	–	–	C	–	–	C	–	C
<b>Banks and Financial Institutions:</b>									
Bank and Savings and Loan	–	–	P	P	–	P	P	P	P
Nontraditional Financial	–	–	C	A	–	C	A	C	A
<b>Business Services</b>									
Business Services	–	A	P	P	–	P	P	P	P
<b>Catering Service</b>									
Catering Service	–	A	A	A	–	A	A	A	A
<b>Commercial Entertainment and Recreation:</b>									
Cinema, Theater	–	–	C	C	–	C	C	C	C
Small-scale Facility ≤5,000 sf	–	–	P	P	–	P	P	P	P
Large-scale Facility >5,000 sf	–	–	–	C	–	–	C	C	C
<b>Eating and Drinking Establishments:</b>									
Bars/Night Clubs/Lounges	–	–	A	C	–	A	C	A	A
Restaurants, Limited or Full Service	–	–	P	P	–	P	P	P	A
Restaurant with Drive Through Service	–	–	–	C	–	–	C	–	–
Outdoor Dining and Seating	–	–	A	A	–	A	A	P	P
<b>Key</b>									
P	Permitted Use								
A	Administrative Use Permit Required								
C	Conditional Use Permit Required								
–	Prohibited Use								
<b>End Notes</b>									
Uses not listed are specifically prohibited unless the Director interprets that a use is consistent pursuant to this Form-Based Code.									
<sup>1</sup> See Section 15.04.104.020 (Definitions) for use type definitions.									
<sup>2</sup> Use classification for use on upper floor(s) or behind an allowed ground-floor use.									
<sup>3</sup> Classification for use on ground-floor / Classification for use on upper floor or behind an allowed ground-floor use.									

Table 15.05.040.A: Land Use <sup>1</sup>	T4N	T4N-O	T4MS	T4MS-O	T5N	T5MS	T5MS-O	T5C	T5C-O
<b>Commercial (continued)</b>									
Finance, Insurance and Real Estate Services	-	A	P	P	-	P	P	P	P
Food and Beverage Sales: <sup>7</sup>									
Convenience Markets ≤5,000 sf	-	A	P	P	-	P	P	P	P
Convenience Markets >5,000 sf	-	-	A	A	-	A	A	C	C
Farmers Markets	P	P	P	P	P	P	P	P	P
General Markets	-	-	A	A	-	P	P	P	P
Liquor Stores	-	-	C	C	-	C	C	C	C
Outdoor Vendors	-	-	A	A	-	A	A	A	A
Funeral and Interment Services	-	C	A	A	-	A	A	A	A
Live/Work	-	A	P	P	-	P	P	P	P
Instructional Services	-	P	P	P	-	P	P	P	P
Maintenance and Repair Services	-	-	-	A	-	-	A	-	A
Media Production	A	C	A <sup>2</sup>	A	A	A <sup>2</sup>	A	A <sup>2</sup>	P
Mobile Vending Unit	-	-	A	A	-	A	A	A	A
Offices	-	A	P	P	-	P	P	P	P
Parking Facility, Commercial	-	-	P <sup>2</sup>	P <sup>2</sup>	-	P <sup>2</sup>	P <sup>2</sup>	P <sup>2</sup>	P <sup>2</sup>
Personal Services, except	-	P	P	P	-	P	P	P	P
Health/Fitness Facility	-	A/P <sup>3</sup>	P	P	-	P	P	P	P
Printing and Publishing	A	C	A <sup>2</sup>	A	A	A <sup>2</sup>	A	A <sup>2</sup>	P
Retail Sales:									
General Retail Sales, ≤25,000 sf	-	A	P	P	-	P	P	P	P
General Retail Sales, >25,000 sf	-	-	-	-	-	-	-	A	A
Secondhand Store	-	A	A	A	-	A	A	C	A
With Drive-Through	-	-	-	C	-	-	C	-	-
Transient Lodging:									
Bed and Breakfast Lodging	P	P	P <sup>2</sup>	P	P	P <sup>2</sup>	P	P <sup>2</sup>	P
Hotel and Motel	A	-	P <sup>2</sup>	P	A	P <sup>2</sup>	P	P <sup>2</sup>	P

**Key**

P	Permitted Use
A	Administrative Use Permit Required
C	Conditional Use Permit Required
-	Prohibited Use

**End Notes**

Uses not listed are specifically prohibited unless the Director interprets that a use is consistent pursuant to this Form-Based Code.

<sup>1</sup> See Section 15.04.104.020 (Definitions) for use type definitions.

<sup>2</sup> Use classification for use on upper floor(s) or behind an allowed ground-floor use.

<sup>3</sup> Classification for use on ground-floor / Classification for use on upper floor or behind an allowed ground-floor use.

<sup>7</sup> Retail establishments selling alcoholic beverages are subject to Section 15.04.610.060 (Alcoholic Beverage Sales).

## Land Use Table.

Table 15.05.040.A: Land Use <sup>1</sup>	T4N	T4N-O	T4MS	T4MS-O	T5N	T5MS	T5MS-O	T5C	T5C-O
<b>Institutional and Community Facilities</b>									
College and Trade School	C	C	C	C	C	C	C	C	C
Community Assembly	P	P	P	P	P	P	P	P	P
Cultural Facility	P	P	P	P	P	P	P	P	P
Day Care	P	P	P	P	P	P	P	P	P
Emergency Shelter	C	C	C <sup>2</sup>	C	C	C <sup>2</sup>	C	C <sup>2</sup>	C
Government Buildings	C	C	A	A	C	A	A	A	A
<b>Hospitals and Clinics</b>									
Hospital	-	-	-	C	-	-	C	-	C
Clinic	-	-	A <sup>2</sup>	A	-	A <sup>2</sup>	A	A <sup>2</sup>	A
Skilled Nursing Facility	-	C	P <sup>2</sup>	P	-	P <sup>2</sup>	P	P <sup>2</sup>	P
Park and Recreation Facility	-	C	A <sup>2</sup>	A	-	A <sup>2</sup>	A	A <sup>2</sup>	A
Public Safety Facility	C	A	A	A	C	A	A	A	A
School	C	C	C	C	C	C	C	C	C
Social Service Center	C	C	C <sup>2</sup>	C	C	C <sup>2</sup>	C	C <sup>2</sup>	C
<b>Industrial</b>									
Artisan/Small-scale Manufacturing	-	A/P <sup>3</sup>	A/P <sup>3</sup>	A/P <sup>3</sup>	-	A/P <sup>3</sup>	A/P <sup>3</sup>	A/P <sup>3</sup>	A/P <sup>3</sup>
<b>Artist's Studio</b>									
Studio-Light	A	A	A	P	A	A	P	A	P
Studio-Heavy	-	A	A	P	-	A	P	A	P
Commercial Kitchen	-	-	A	A	-	A	A	A	A
<b>Industrial</b>									
Limited	-	-	-	A	-	-	A	-	A/P <sup>3</sup>
General	-	-	-	C	-	-	C	-	-
<b>Key</b>									
P	Permitted Use								
A	Administrative Use Permit Required								
C	Conditional Use Permit Required								
-	Prohibited Use								
/	Separates requirements for ground floor uses and uses on upper floor(s) or behind an allowed ground floor use								
<b>End Notes</b>									
Uses not listed are specifically prohibited unless the Director interprets that a use is consistent pursuant to this Form-Based Code.									
<sup>1</sup> See Section 15.04.104.020 (Definitions) for use type definitions.									
<sup>2</sup> Use classification for use on upper floor(s) or behind an allowed ground-floor use.									
<sup>3</sup> Classification for use on ground-floor / Classification for use on upper floor or behind an allowed ground-floor use.									

Table 15.05.040.A: Land Use <sup>1</sup>	T4N	T4N-O	T4MS	T4MS-O	T5N	T5MS	T5MS-O	T5C	T5C-O
<b>Industrial (continued)</b>									
Recycling Facilities									
Collection Facilities	A	C	A <sup>2</sup>	A	A	A <sup>2</sup>	A	A	A
Reverse Vending Machines	-	-	A	A	-	A	A	A	A
Research and Development	-	-	-	A	-	-	A	A/P <sup>3</sup>	A/P <sup>3</sup>
Warehousing, Storage, and Distribution									
Indoor Warehousing and Storage	-	-	C <sup>2</sup>	A <sup>2</sup>	-	C <sup>2</sup>	A <sup>2</sup>	-	C
Outdoor Storage <sup>8</sup>	-	-	-	-	-	-	-	-	-
Mini-Storage	-	-	-	A <sup>2</sup>	-	-	A <sup>2</sup>	-	C
<b>Transportation, Communications and Utilities</b>									
Communication Facilities									
Antennas and Transmission Towers	C	C	C	C	C	C	C	C	C
Equipment within Buildings	C	C	C	C	C	C	C	C	C
Transportation Facilities									
Transportation Passenger Terminal	-	-	-	-	-	-	-	C	C
Utilities, Minor or Major	C	C	C	C	C	C	C	C	C
<b>Agriculture</b>									
Community Gardens	A	P	-	A	A	-	A	-	A
Agriculture: Indoor, Outdoor, or Urban <sup>8</sup>	A	P	-	A	A	-	A	-	A
Animal Husbandry <sup>8</sup>	A	A	-	C	A	-	C	-	C
<b>Other</b>									
Home Occupations	P	P	P	P	P	P	P	P	P
<b>Key</b>									
P	Permitted Use								
A	Administrative Use Permit Required								
C	Conditional Use Permit Required								
-	Prohibited Use								
/	Separates requirements for ground floor uses and uses on upper floor(s) or behind an allowed ground floor use								
<b>End Notes</b>									
Uses not listed are specifically prohibited unless the Director interprets that a use is consistent pursuant to this Form-Based Code.									
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<sup>2</sup> Use classification for use on upper floor(s) or behind an allowed ground-floor use.									
<sup>3</sup> Classification for use on ground-floor / Classification for use on upper floor or behind an allowed ground-floor use.									
<sup>8</sup> Allowed only as an accessory use to a primary use.									

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## 15.04.403: Building Types

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### Sections:

- 15.04.403.010 Purpose.
- 15.04.403.020 Building Types Overview.
- 15.04.403.030 Guide to Accessory Dwelling Unit Types.
- 15.04.403.040 Carriage House.
- 15.04.403.050 Detached House.
- 15.04.403.060 Cottage.
- 15.04.403.070 Bungalow Court.
- 15.04.403.080 Duplex.
- 15.04.403.090 Rowhouse.
- 15.04.403.100 Multi-Plex: Small.
- 15.04.403.110 Multi-Plex: Large.
- 15.04.403.120 Stacked Flats.
- 15.04.403.130 Courtyard Building: Small.
- 15.04.403.140 Courtyard Building: Large.
- 15.04.403.150 Live/Work.
- 15.04.403.160 Main Street Building.
- 15.04.403.170 Mid-Rise.
- 15.04.403.180 High-Rise.

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### 15.04.403.010 Purpose.

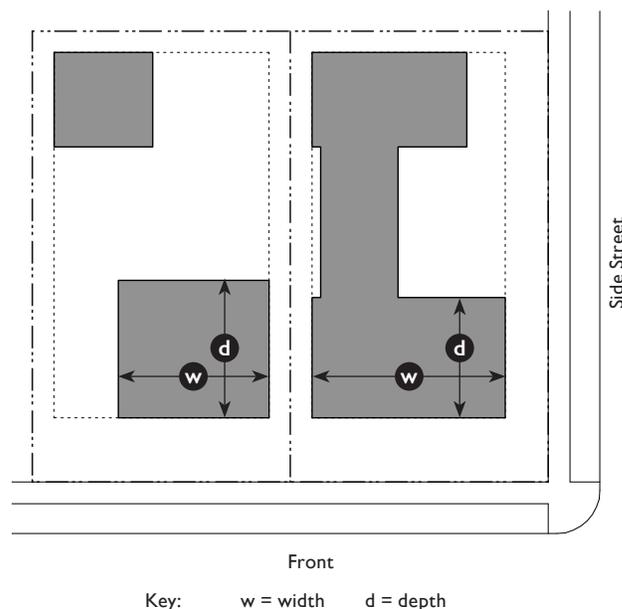
This Article sets forth the standards applicable to the development of each building type. These standards supplement the standards for each zone that the building types are allowed within. These standards are intended to ensure development that reinforces walkability, relationships within the built environment, and the highly-valued existing character and scale of Richmond's historic neighborhoods and downtown. Additionally, these standards are intended to allow creation of new developments that create new walkable neighborhoods.

The standards within this Article shall apply to all proposed development within transect zones and shall be considered in combination with the standards for the applicable zone in Article 15.04.402 (Transect Zones), Article 15.04.404 (Frontage Types), and Article 15.04.405 (Architectural Standards).

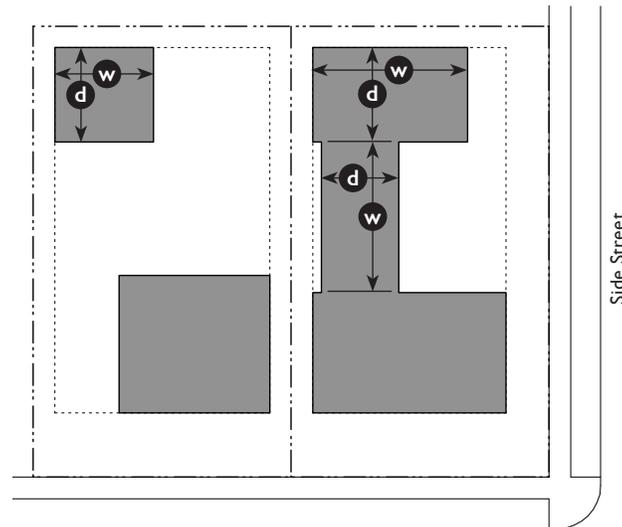
The standards set forth in this Article may be used in all other non-transect zones as guidelines.

**15.04.403.020 Building Types Overview.**

- A. The names of the building types do not limit uses within a building type. The allowed uses are regulated by transect zone; see Article 15.04.402 (Transect Zones).
- B. The lot size standards for each building type are regulated by transect zones, see Article 15.04.402 (Transect Zones). If the lot does not meet the required size for a selected building type, a different building type shall be selected. See Article 15.04.606 (Nonconforming Uses, Structures And Lots) for existing nonconforming parcels and structures.
- C. Each lot shall only have one building type, except as follows:
  - 1. Where allowed by legislation passed by the State of California; and/or
  - 2. Where allowed by the applicable zone in Article 15.04.402 (Transect Zones) and by the building type, an Accessory Dwelling Unit is also allowed, subject to the standards in Section 15.04.403.030 (Guide to Accessory Dwelling Unit Types); and/or
  - 3. If the submitted development plan includes multiple design sites bounded by potential lot lines meeting all the requirements of this Article, each design site may have one building type. Boundaries of design sites shall be treated as lot lines for the purpose of measuring required building setbacks and minimum lot dimensions, but need not be recorded as parcel boundaries. See Section 15.04.406.020 (Design Sites) for details.
- D. Secondary wings and accessory structures shall have a smaller footprint than the building type selected.
- E. Measurement of width and depth.
  - 1. The width and depth of the main body shall be measured as follows:
    - a. The width shall be parallel to the Front.
    - b. The depth shall be perpendicular to the Front.



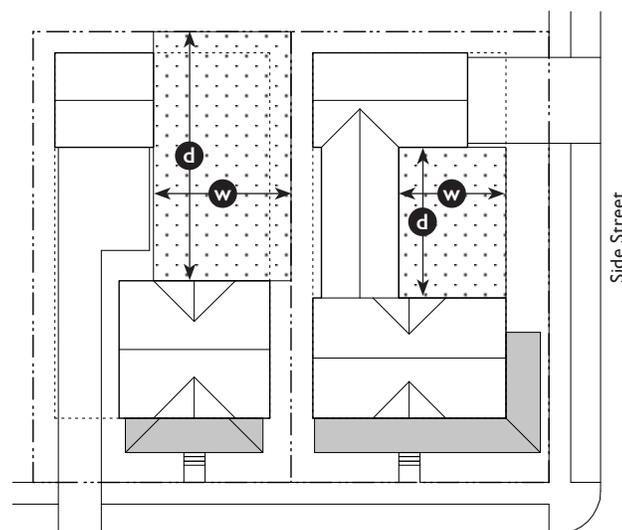
2. The width and depth of secondary wings and ancillary structures, shall be measured as follows:
  - a. The width shall be the greater of the two dimensions of the footprint.
  - b. The depth shall be the lesser of the two dimensions of the footprint.



Front

Key: w = width d = depth

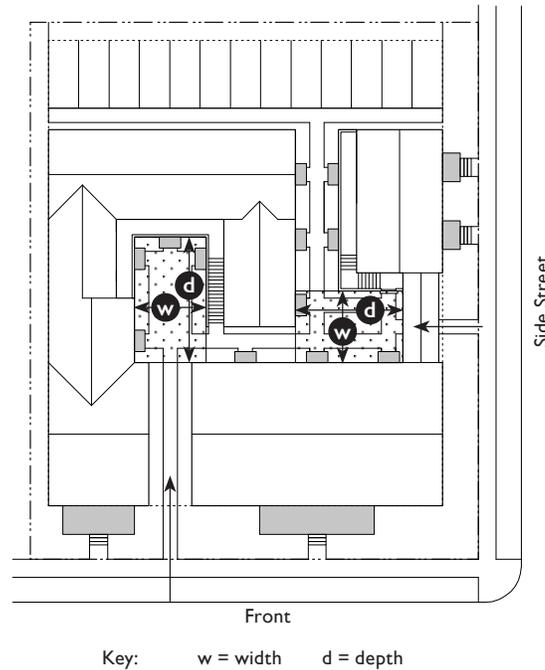
3. The width and depth of open spaces shall be measured as follows:
  - a. The width shall be parallel to the Front
  - b. The depth shall be perpendicular to the Front.



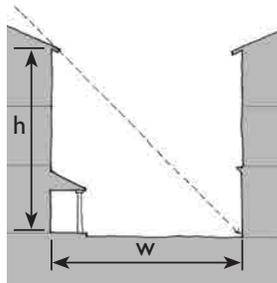
Front

Key: w = width d = depth

4. The width and depth of courtyards shall be measured as follows:
  - a. The width shall be parallel to the Front; unless the courtyard is a secondary courtyard accessed directly from a Side Street.
  - b. If a secondary courtyard is accessed directly from the Side Street, the width shall be parallel to the Side Street.
  - c. The depth shall be perpendicular to the width.



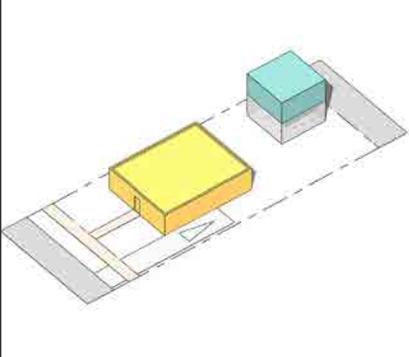
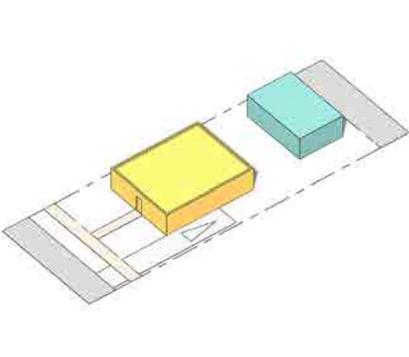
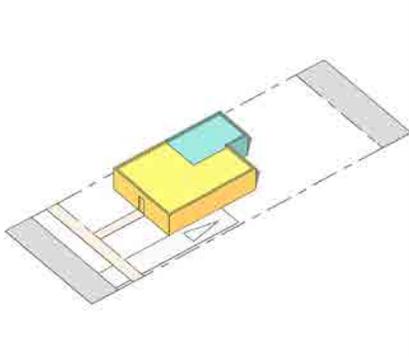
- F. Measurement of width-to-height ratio and depth-to-height ratio of courtyards.
  1. The width and depth of courtyards shall be measured per Sub-section 15.04.403.020.E.4.
  2. The height of courtyards shall be a measurement of the vertical plane of the building type that defines the courtyard.



- G. Table 15.04.401.080.A (Building Types Overview) provides an overview of the allowed building types.

**15.04.403.030 Guide to Accessory Dwelling Unit Types.**

This guide shows how the standards in this Form-Based Code apply to Accessory Dwelling Units. If standards in this Form-Based Code conflict with legislation passed by the State of California, the legislation passed by the State of California shall prevail.

Detached ADU		Junior ADU
		
<b>Carriage House</b>	<b>Cottage</b>	<b>(Within Principal Structure)</b>
<p>Accessory Dwelling Unit must comply with standards for Carriage House. See Section 15.04.403.040 (Carriage House).</p>	<p>Accessory Dwelling Unit must comply with standards for Cottage. See Section 15.04.403.060 (Cottage).</p>	<p>May be included in any Building Type in excess of max. number of units, where specified. See Article 15.04.403 (Building Types) for specific standards.</p>

15.04.403.040 Carriage House.

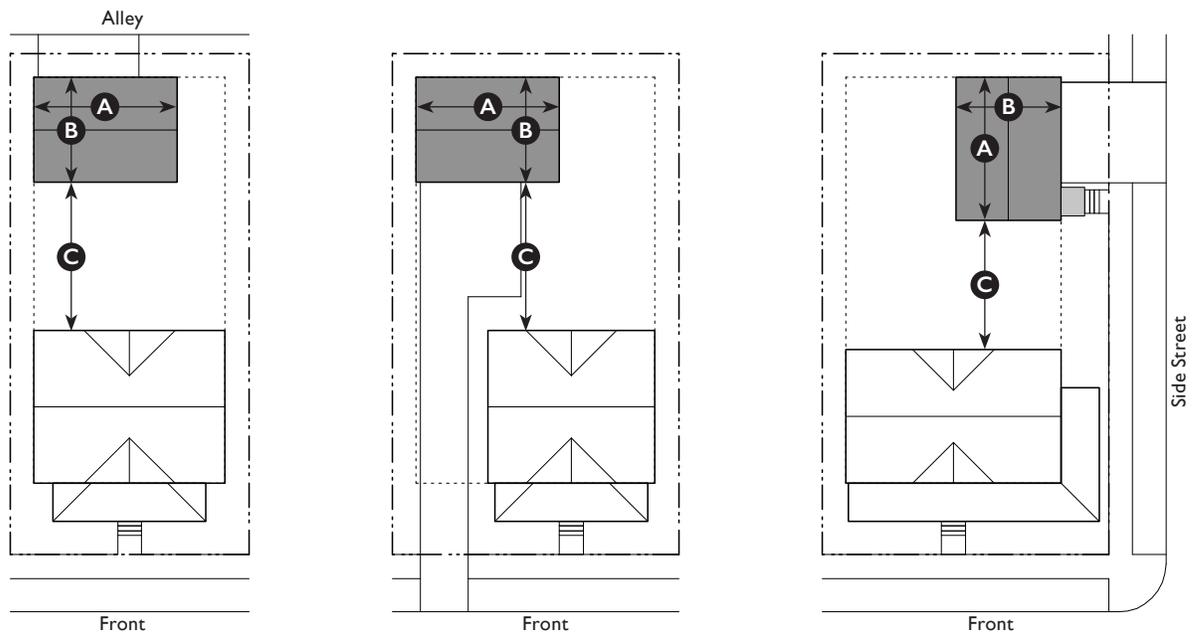


**A. Description**

The Carriage House Building Type is a secondary structure typically located at the rear of a lot. It typically provides either a small residential unit, home office space, or other small commercial or service use that is located above a garage. This Type is important for providing affordable housing opportunities and incubating small businesses within walkable neighborhoods.

T4N	T4MS
T5N	T5MS
T5C	

**Key**  
**T#** allowed  
T# not allowed



**Key**

- ROW / Property Line
- Setback Line
- Building
- Frontage

**B. Lot/Design Site**

Only allowed on lots/design sites where the principal structure has a residential use and is one of the following Building Types: Detached House, Cottage, Duplex, Rowhouse, or Multi-Plex: Small.

**C. Number of Units**

Units per building type	1 max.
Carriage Houses per lot/design site	1 max.

**D. Building Size and Massing**

Height	
Stories	2 max.
Main Body	
Width	36' max. <b>(A)</b>
Depth	30' max. <b>(B)</b>
Separation from Principal Structure	10' min. <sup>1</sup> <b>(C)</b>

**Miscellaneous**

Carriage House shall not be taller or have a larger footprint than the principal structure on the lot/design site.

<sup>1</sup> Carriage House may be connected to the principal structure by uninhabitable space such as a breezeway.

**E. Allowed Frontage Types Standards**

Stoop	15.04.404.040
-------	---------------

Carriage houses are not required to have a frontage type.

**F. Pedestrian Access**

Main Entrance Location	Side Street, Alley, or internal to the lot
------------------------	--------------------------------------------

The main entrance may not be through a garage.

**G. Open Space**

The open space requirements for the lot/design site shall be determined by the principal structure on the lot/design site. No additional open space is required for a Carriage House.

15.04.403.050 Detached House.



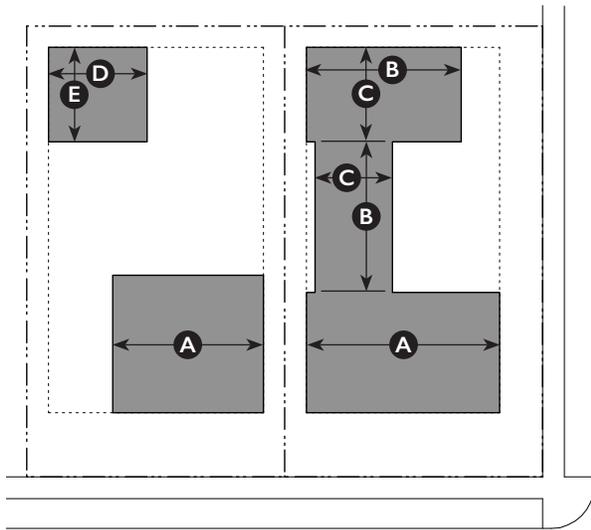
**A. Description**

The Detached House Building Type is a medium-sized detached structure on a medium-sized lot. It is typically located within a primarily single-family residential neighborhood in a walkable urban setting, potentially near a neighborhood main street.

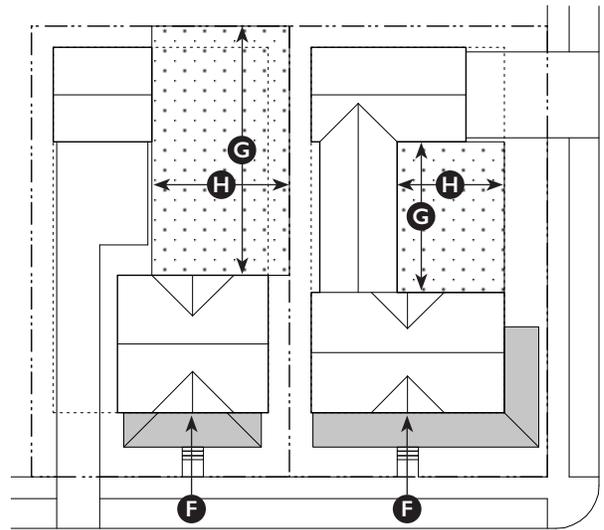
T4N	T4MS
T5N	T5MS
T5C	

**Key**  
 allowed  
 not allowed





Front



Front

**Key**

- ROW / Property Line
- Setback Line
- Building

**B. Number of Units**

Detached Houses per lot/ design site 1 max.

This building type may contain multiple units per the allowed uses in Article 15.04.402 (Transect Zones).

**C. Building Size and Massing**

**Height**

Per transect zone standards in Article 15.04.402 (Transect Zones).

**Main Body**

Width 48' max. (A)

**Secondary Wing(s)**

Width 30' max. (B)

Depth 30' max. (C)

**Accessory Structure(s)**

Width 24' max. (D)

Depth 30' max. (E)

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

**D. Allowed Frontage Types**

**Standards**

Porch: Projecting 15.04.404.020

Porch: Engaged 15.04.404.030

**E. Pedestrian Access**

Main Entrance Location Front (F)

**F. Open Space**

**Yard**

Width 20' min. (G)

Depth 20' min. (H)

Area 500 sf min.

Required street setbacks and driveways shall not be included in the open space area calculation.

Required open space must be located behind the main body of the building type.

15.04.403.060 Cottage.



**A. Description**

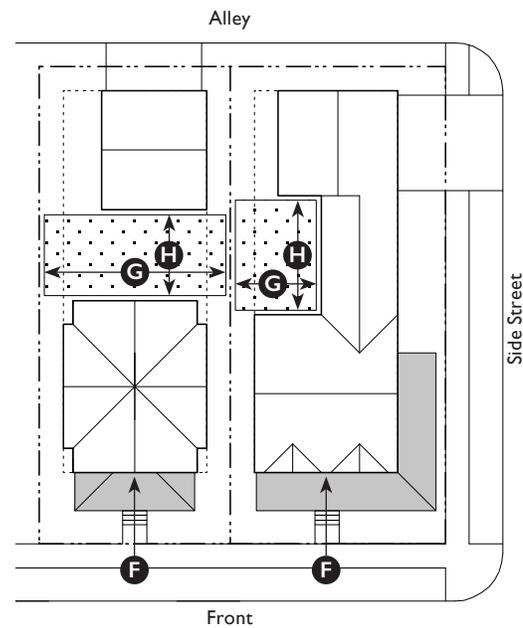
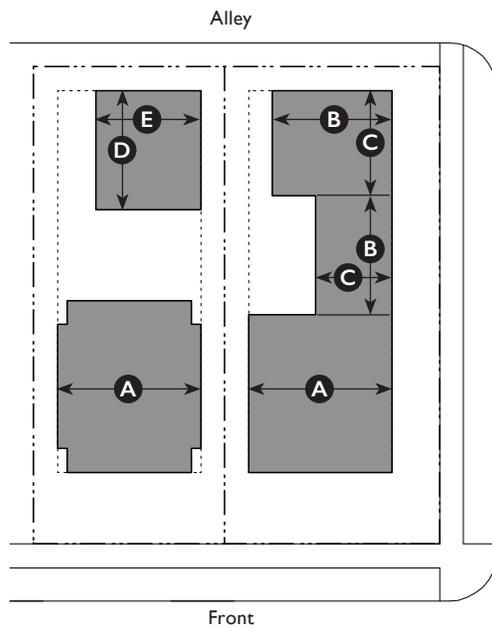
The Cottage Building Type is a small, detached structure, either occupying a small lot or built as an accessory dwelling unit. It is typically located within a primarily single-family residential neighborhood in a walkable urban setting, potentially near a neighborhood main street, and is an important means of offering affordable housing opportunities in these locations.

T4N	T4MS <sup>1</sup>
T5N <sup>1</sup>	T5MS
T5C	

**Key**  
T# allowed  
T# not allowed



<sup>1</sup> Allowed in T4MS and T5N when built as an accessory dwelling unit.



**Key**

- ROW / Property Line
- Setback Line
- Building

**B. Number of Units**

Cottages per lot/design site 1 max.<sup>2</sup>

This building type may contain multiple units per the allowed uses in Article 15.04.402 (Transect Zones).

**C. Building Size and Massing**

**Height**

Stories 1½ max.<sup>3</sup>

**Main Body**

Width 36' max. **(A)**

**Secondary Wing(s)**

Width 30' max. **(B)**

Depth 30' max. **(C)**

**Accessory Structure**

Width 24' max. **(D)**

Depth 30' max. **(E)**

Only one accessory structure is allowed per lot/design site.

<sup>2</sup> More than 1 Cottage per lot/design site is allowed when built as an Accessory Dwelling Unit.

<sup>3</sup> Half Story allowed as defined in Article 15.04.104 (Key Terms and Definitions).

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

**D. Allowed Frontage Types**

**Standards**

Porch: Projecting 15.04.404.020

Stoop 15.04.404.040

**E. Pedestrian Access**

Main Entrance Location Front **(F)**

**F. Open Space**

**Yard**

Width 15' min. **(G)**

Depth 15' min. **(H)**

Area 300 sf min.

Required street setbacks and driveways shall not be included in the open space area calculation.

Required open space must be located behind the main body of the building type.

When a Cottage is built as an Accessory Dwelling Unit, no additional open space is required. The open space requirements for the lot/design site shall be determined by the principal structure on the lot/design site.

15.04.403.070 Bungalow Court.



A. Description

The Bungalow Court Building Type consists of a series of small, detached structures, providing multiple units arranged to define a shared court that is typically perpendicular to the street. The shared court takes the place of a private rear yard and becomes an important community-enhancing element of this Type.

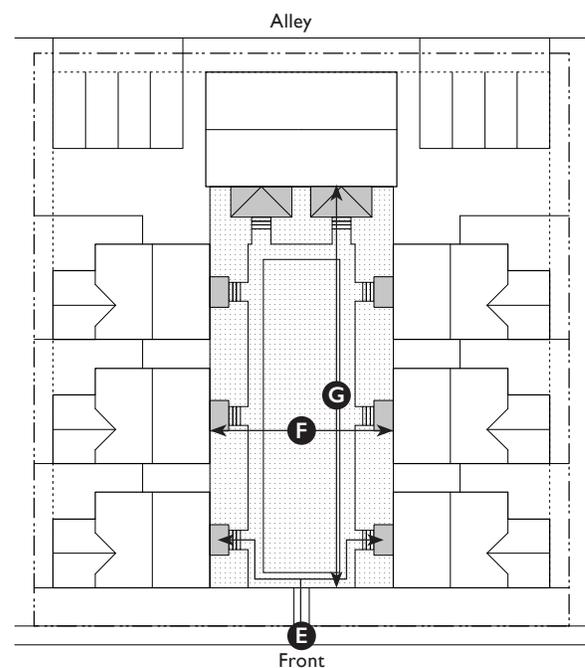
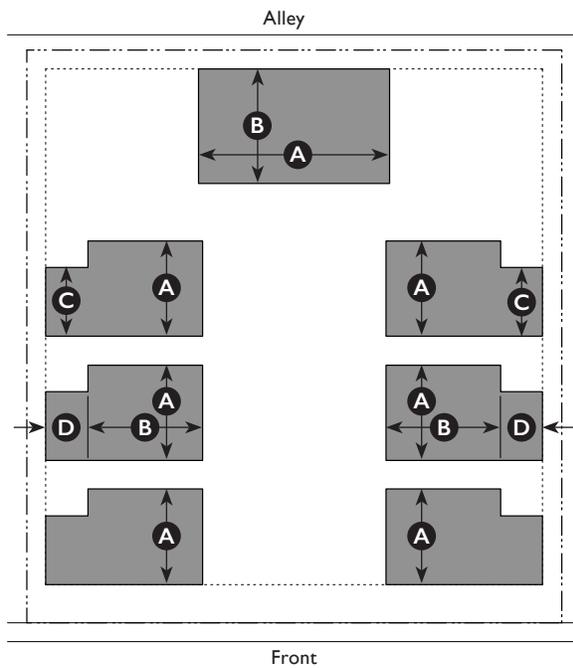
Synonym: Cottage Court

T4N	T4MS
T5N	T5MS
T5C	

Key

**T#** allowed

**T#** not allowed



**Key**  
 ---- ROW / Property Line    ■ Building  
 - - - - Setback Line

**Key**  
 ---- ROW / Property Line    ■ Frontage  
 - - - - Setback Line        □ Open Space

B. Number of Units		
Units per building	1 max. <sup>1</sup>	
Buildings per lot/design site	3 min.; 9 max.	
C. Building Size and Massing		
Height		
Stories	1½ max. <sup>2</sup>	
Main Body		
Width	32' max.	(A)
Depth	24' max.	(B)
Secondary Wing(s)		
Width	24' max.	(C)
Depth	24' max.	(D)
Accessory Structure(s)		
Width	24' max.	
Depth	24' max.	

D. Allowed Frontage Types		Standards
Porch: Projecting		15.04.404.020
Stoop		15.04.404.040
E. Pedestrian Access		
Main Entrance Location	Front	(E)
F. Open Space		
Common Space		
Width	20' min.	(F)
Depth	20' min.	(G)
Area	400 sf min.	

Required street setbacks and driveways shall not be included in the open space area calculation.

<sup>1</sup> The rearmost building may contain up to 2 units, for a total of 10 units max.

<sup>2</sup> Half Story allowed as defined in Article 15.04.104 (Key Terms and Definitions).

15.04.403.080 Duplex.

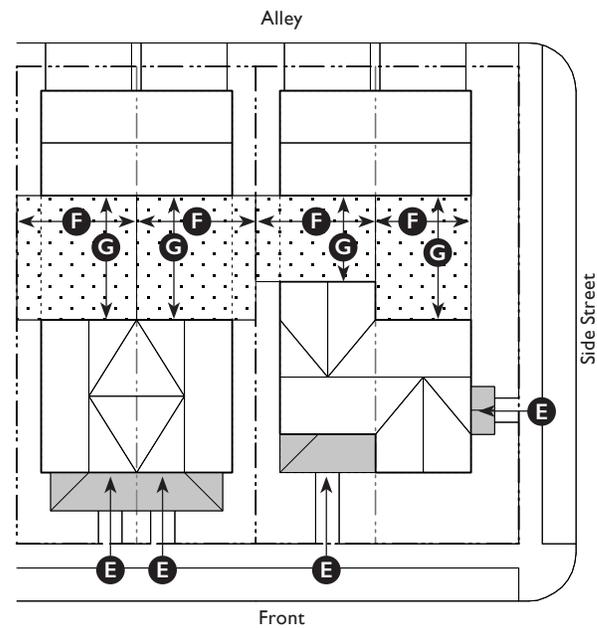
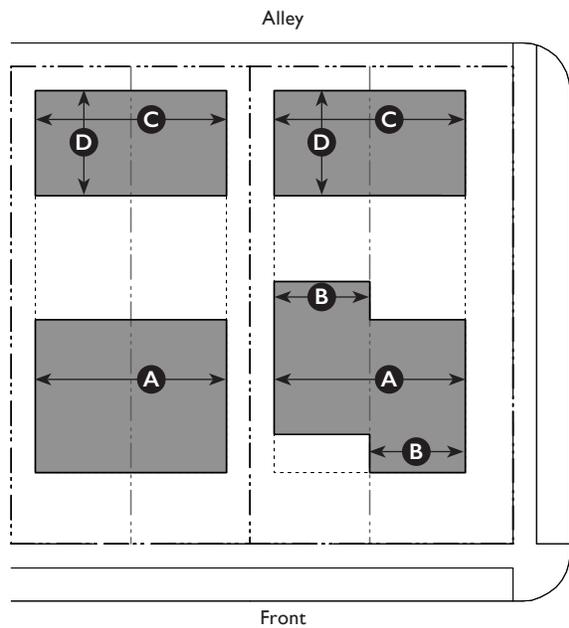


**A. Description**

The Duplex Building Type is a small- to medium-sized structure that consists of two side-by-side dwelling units with a shared property line, both facing the street, or two stacked units. Both units fit within a single building massing, giving this Type the appearance of a medium to large single-family home. This type is appropriately scaled to fit within primarily single-family residential neighborhoods or medium-density neighborhoods.

T4N	T4MS
T5N	T5MS
T5C	

**Key**  
**T#** allowed  
**T#** not allowed



**Key**

- ROW / Property Line
- Shared Property Line
- Setback Line
- Building

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

B. Number of Units	
Duplexes per lot/design site	1 max.
Units per Duplex	2 max.
C. Building Size and Massing	
Height	
Per transect zone standards in Article 15.04.402 (Transect Zones).	
Main Body	
Width	48' max. <b>(A)</b>
Secondary Wing(s)	
Width	30' max. <b>(B)</b>
Accessory Structure(s)	
Width	<b>(C)</b>
Individual unit ownership	24' max.
Shared between units	48' max.
Depth	30' max. <b>(D)</b>

D. Allowed Frontage Types	Standards
Porch: Projecting	15.04.404.020
Porch: Engaged	15.04.404.030
Stoop	15.04.404.040
E. Pedestrian Access	
Main Entrance Location	Front <sup>1</sup> <b>(E)</b>
Each unit shall have an individual entry facing the street on or no more than 10' behind the front facade.	
F. Open Space	
Yard	
Width	15' per unit min. <b>(F)</b>
Depth	15' per unit min. <b>(G)</b>
Area	300 sf min.
Required street setbacks and driveways shall not be included in the open space area calculation.	
Required open space must be located behind the main body of the building type.	

<sup>1</sup> On corner lots, each unit shall front a different street.

15.04.403.090 Rowhouse.



**A. Description**

This Building Type is a small- to medium-sized structure consisting of 3-8 rowhouses placed side-by-side and sharing common party walls. This Type is typically located within medium-density neighborhoods or in a location that transitions from a primarily single-family residential neighborhood into a neighborhood main street.

Synonym: Townhouse

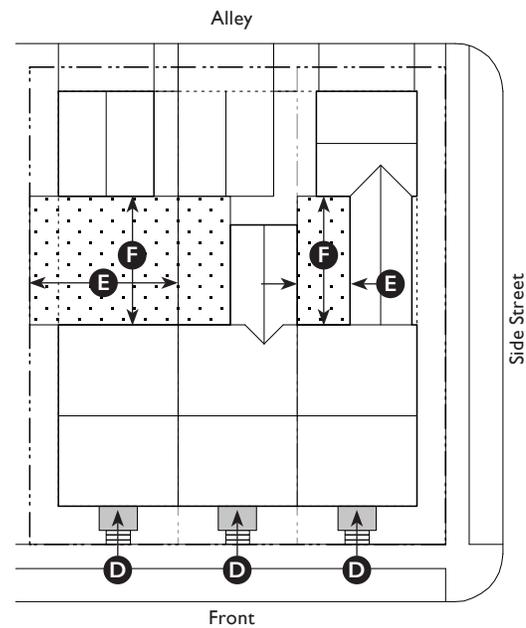
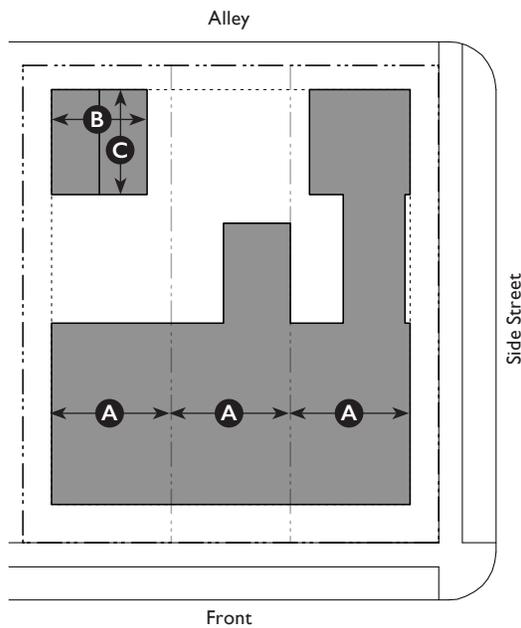
T4N	T4MS
T5N	T5MS <sup>1</sup>
T5C <sup>1</sup>	

**Key**

**T#** allowed

**T#** not allowed

<sup>1</sup> Allowed only in the Open Sub-Zone.



**Key**

- ROW / Property Line
- Shared Property Line
- Setback Line
- Building

**B. Number of Units**

Rowhouses per lot/design site 1 max.  
 Rowhouses per run 3 min.; 8 max.  
 This building type may contain multiple units per the allowed uses in Article 15.04.402 (Transect Zones).

**C. Building Size and Massing**

**Height**

Stories 5 max.<sup>2</sup>

**Main Body**

Width 18' min.; 36' max. **(A)**

**Secondary Wing(s)**

The footprint area of the secondary wing(s) may not exceed the footprint area of the main body.

**Accessory Structure(s)**

Width 24' max. **(B)**

Depth 30' max. **(C)**

The footprint area of an accessory structure may not exceed the footprint area of the main body.

<sup>2</sup>Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

**D. Allowed Frontage Types Standards**

Porch: Projecting	15.04.404.020
Porch: Engaged	15.04.404.030
Stoop	15.04.404.040
Dooryard	15.04.404.060
Loft	15.04.404.110

Loft allowed only in Main Street and Core, including Open Sub-Zones.

**E. Pedestrian Access**

Main Entrance Location Front **(D)**

Each unit shall have an individual entry facing a street.

**F. Open Space**

**Yard**

Width 8' min. **(E)**

Depth 8' min. **(F)**

Area 100 sf min.

Required street setbacks and driveways shall not be included in the open space area calculation.

Required open space must be located behind the main body of the building type.

15.04.403.100 Multi-Plex: Small.



**A. Description**

The Multi-Plex: Small Building Type is a medium-sized structure that consists of 3-6 side-by-side and/or stacked dwelling units, typically with one shared entry or individual entries along the front. This Type has the appearance of a medium-sized family home and is appropriately scaled to fit in sparingly within primarily single-family residential neighborhoods or into medium-density neighborhoods.

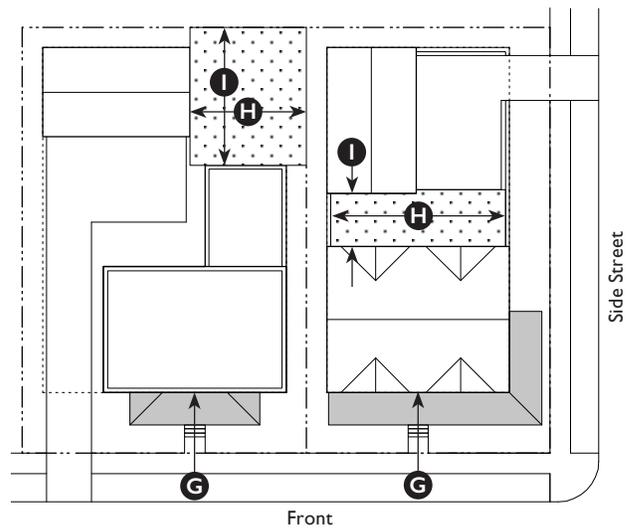
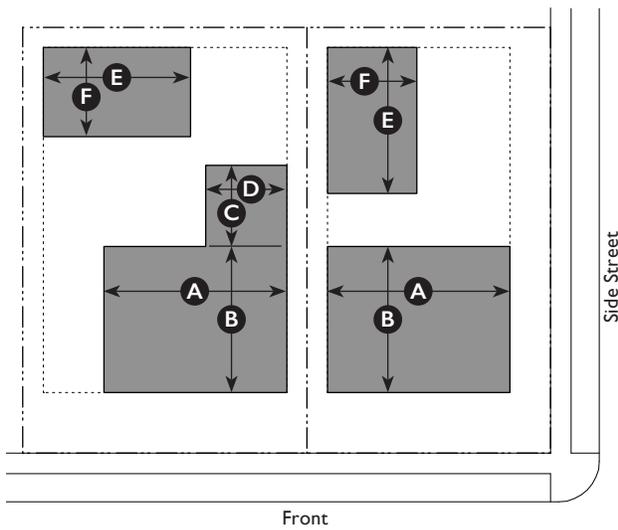
T4N	T4MS
T5N	T5MS <sup>1</sup>
T5C <sup>1</sup>	

**Key**

**T#** allowed

**T#** not allowed

<sup>1</sup> Allowed only in the Open Sub-Zone.



**Key**  
 ---- ROW / Property Line    ■ Building  
 ..... Setback Line

**Key**  
 ---- ROW / Property Line    ■ Frontage  
 ..... Setback Line        □ Open Space

**B. Number of Units**

Units	3 min.
Small Multi-Plexes per lot/ design site	1 max.

**C. Building Size and Massing**

<b>Height</b>		
Stories	3 max. <sup>2</sup>	
<b>Main Body</b>		
Width	48' max.	<b>A</b>
Depth	48' max.	<b>B</b>
<b>Secondary Wing(s)</b>		
Width	30' max.	<b>C</b>
Depth	30' max.	<b>D</b>
<b>Accessory Structure(s)</b>		
Width	48' max.	<b>E</b>
Depth	30' max.	<b>F</b>

The footprint area of an accessory structure may not exceed the footprint area of the main body.

<sup>2</sup> Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

**D. Allowed Frontage Types      Standards**

Porch: Projecting	15.04.404.020
Porch: Engaged	15.04.404.030
Stoop	15.04.404.040
Dooryard	15.04.404.060

**E. Pedestrian Access**

Main Entrance Location	Front	<b>G</b>
Each unit may have an individual entry.		

**F. Open Space**

<b>Yard</b>		
Width	8' min.	<b>H</b>
Depth	8' min.	<b>I</b>
Area	100 sf min.	

Required street setbacks and driveways shall not be included in the open space area calculation.

Required open space must be located behind the main body of the building type.

15.04.403.110 Multi-Plex: Large.



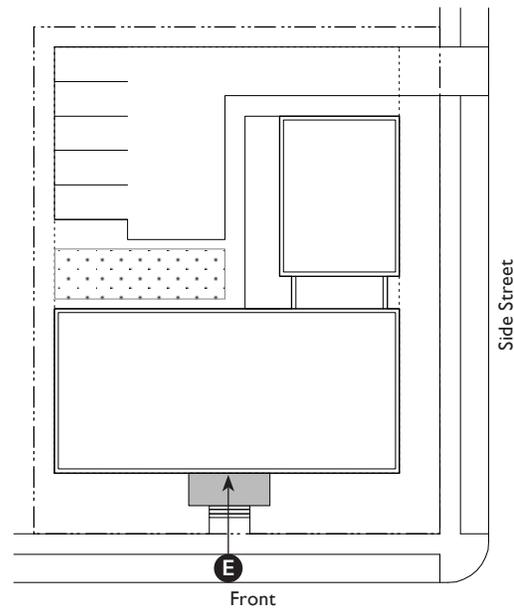
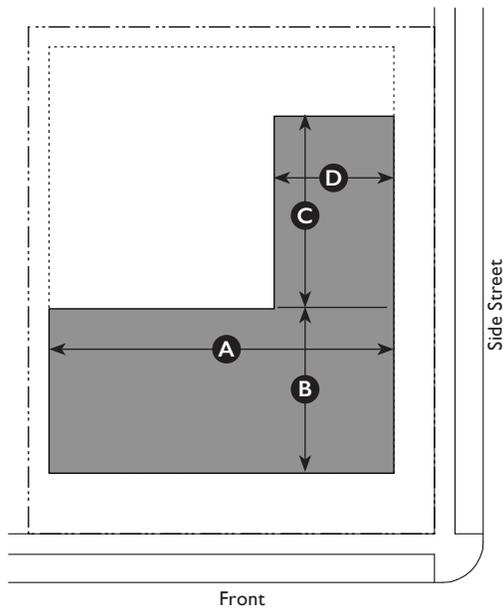
A. Description

The Multi-Plex: Large Building Type is a medium- to large-sized structure that consists of 7-18 side-by-side and/or stacked dwelling units, typically with one shared entry. This Type is appropriately scaled to fit in within medium-density neighborhoods or sparingly within large lot predominantly single-family residential neighborhoods.

T4N	T4MS
T5N	T5MS <sup>1</sup>
T5C <sup>1</sup>	

Key  
**T#** allowed  
 □T# not allowed

<sup>1</sup> Allowed only in the Open Sub-Zone.



**Key**

- ROW / Property Line
- Setback Line
- Building

**B. Number of Units**

Units	7 min.
Large Multi-Plexes per lot/ design site	1 max.

**C. Building Size and Massing**

**Height**

Stories	2 min.; 5 max. <sup>2</sup>
---------	-----------------------------

**Main Body**

Width	80' max.	<b>A</b>
Depth	75' max.	<b>B</b>

**Secondary Wing(s)**

Width	48' max.	<b>C</b>
Depth	36' max.	<b>D</b>

**Accessory Structure(s)**

Width	48' max.
Depth	30' max.

The footprint area of an accessory structure may not exceed the footprint area of the main body.

<sup>2</sup> Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

**D. Allowed Frontage Types**

Standards	
Porch: Projecting	15.04.404.020
Stoop	15.04.404.040
Forecourt	15.04.404.050
Dooryard	15.04.404.060

**E. Pedestrian Access**

Main Entrance Location	Front	<b>E</b>
------------------------	-------	----------

Units located in the main body shall be accessed by a common entry along the front.

On corner lots, units in a secondary wing may front the side street.

**G. Open Space**

**Yard**

Width	10' min.	<b>H</b>
Depth	10' min.	<b>I</b>
Area	200 sf min.	

Required street setbacks and driveways shall not be included in the open space area calculation.

Required open space must be located behind the front facade of the building type.

15.04.403.120 Stacked Flats.



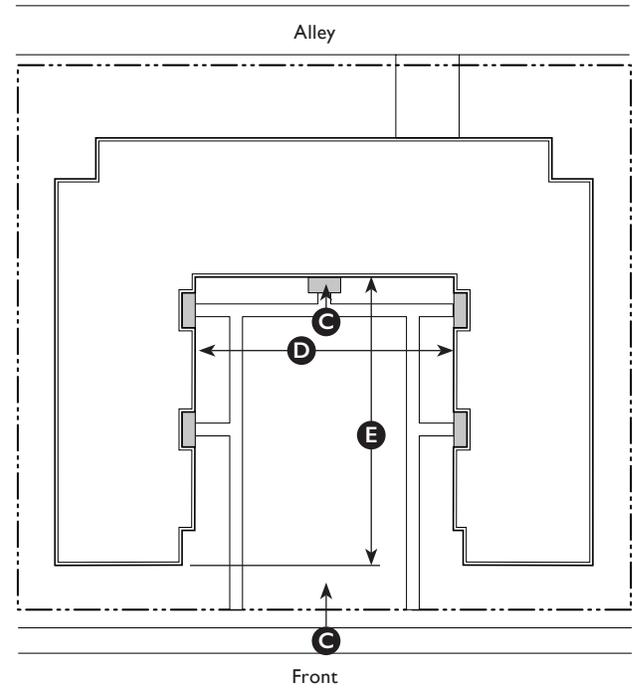
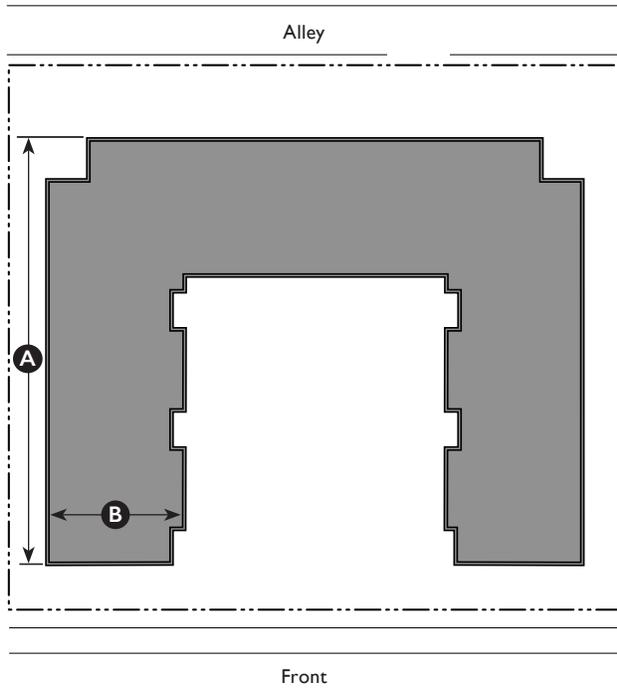
**A. Description**

The Stacked Flats Building Type is a medium- to large-sized structure that consists of multiple dwelling units. Each unit may have its own individual entry, or may share a common entry. This Type is appropriately scaled to fit adjacent to neighborhood serving main streets and walkable urban neighborhoods. This Building Type may include a courtyard.

T4N	T4MS
T5N	T5MS <sup>1</sup>
T5C <sup>1</sup>	

**Key**  
**T#** allowed  
 T# not allowed

<sup>1</sup> Allowed only in the Open Sub-Zone.



**Key**  
 ---- ROW / Lot Line      ■ Building

**Key**  
 ---- ROW / Lot Line      ■ Frontage

**B. Number of Units**

Units	12 min.
-------	---------

**C. Building Size and Massing**

**Height**

Stories	3 min.; 8 max. <sup>2</sup>
---------	-----------------------------

**Main Body/Secondary Wing(s)**

Width	200' max. <b>A</b>
-------	--------------------

Depth	65' max. <b>B</b>
-------	-------------------

**Accessory Structure(s)**

No accessory structures are allowed.

**Bay Windows**

Buildings ≥ 75' wide shall apply Bay Window(s) on front and/or side street facade in compliance with Subsection 10 (Bay Windows) of the applicable style in Article 15.04.405 (Architectural Standards).

<sup>2</sup> Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

**D. Allowed Frontage Types Standards**

Porch: Projecting	15.04.404.020
Stoop	15.04.404.040
Forecourt	15.04.404.050

**D. Allowed Frontage Types (continued)**

Dooryard	15.04.404.060
----------	---------------

Loft	15.04.404.110
------	---------------

Loft allowed only in Main Street and Core, including Open Sub-Zones.

**E. Pedestrian Access**

Units shall enter from a courtyard or a street.

Main Entrance Location	Front	<b>C</b>
------------------------	-------	----------

Courtyards, as they occur shall be accessible from the front.      **C**

Each unit may have an individual entry.

**F. Open Space**

**Balconies**

Min. 20% of units shall have a balcony of at least 60 sf.

**Common Space**

Width	20' min.; 150' max. <b>D</b>
-------	------------------------------

Width-to-Max.-Height Ratio	1:2 min.; 2:1 max.
----------------------------	--------------------

Depth	40' min.; 150' max. <b>E</b>
-------	------------------------------

Depth-to-Max.-Height Ratio	1:2 min.; 3:1 max.
----------------------------	--------------------

Area (total)	400 sf min.; 50 sf/unit min.
--------------	---------------------------------

15.04.403.130 Courtyard Building: Small.

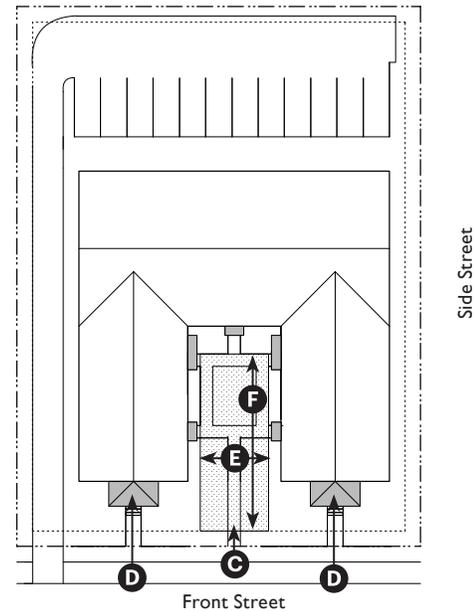
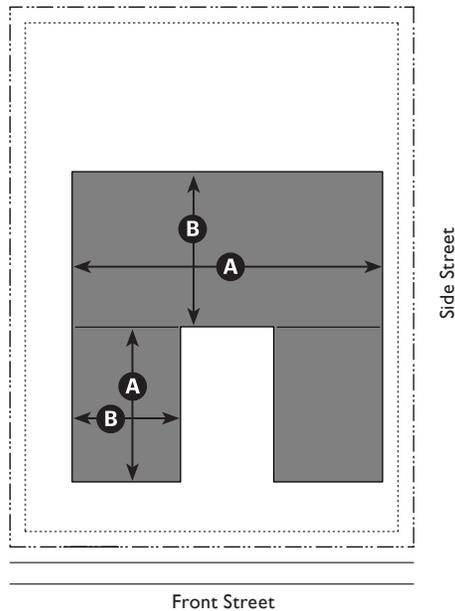


A. Description

The Courtyard Building: Small Building Type is a detached, House-Scale structure that consists of attached and/or stacked units, accessed from a shared courtyard. The shared court is common open space. Each unit may have its own individual entry, or up to four units may share a common entry. This Type is appropriately scaled to fit in sparingly within primarily single-family residential or medium-density neighborhoods.

T4N	T4MS
T5N	T5MS
T5C	

Key  
 T# allowed  
 T# not allowed



**Key**

- ROW / Property Line
- Setback Line
- Building

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

B. Number of Units	
Unrestricted	
C. Building Size and Massing	
Height	
Stories	2 min.; 2½ max. <sup>1</sup>
Main Body/Secondary Wing(s)	
Width	100' max. <b>(A)</b>
Depth	40' max. <b>(B)</b>
Accessory Structure(s)	
No accessory structures are allowed.	
D. Allowed Frontage Types	
Standards	
Porch: Projecting	15.04.404.020
Stoop	15.04.404.040
Forecourt	15.04.404.050
Dooryard	15.04.404.060
Shopfront	15.04.404.070
Gallery	15.04.404.090

E. Pedestrian Access	
Courtyards shall be accessible from the front <b>(C)</b>	
The main entry of ground floor units shall be directly off of a courtyard or a street. <b>(D)</b>	
Each unit may have an individual entry.	
Pedestrian connections shall link all buildings to the public right-of-way, courtyards, and parking areas.	
Passages through buildings and between buildings should be provided to connect multiple courtyards.	
Stairs accessing upper floors may serve four units max.	
F. Open Space	
Courtyard(s)	
Width	12' min.; 50' max. <b>(E)</b>
Width-to-Max.-Height Ratio	1:2 min.; 2:1 max.
Depth	12' min.; 150' max. <b>(F)</b>
Depth-to-Max.-Height Ratio	1:1 min.; 3:1 max.
Area (total)	400 sf min.;
	50 sf/unit min.

<sup>1</sup> Half Story allowed as defined in Article 15.04.104 (Key Terms and Definitions).

At least two courtyard edges shall be defined by a building. Courtyard edges not defined by a building should be defined by a 6' stucco or masonry wall.

15.04.403.140 Courtyard Building: Large.



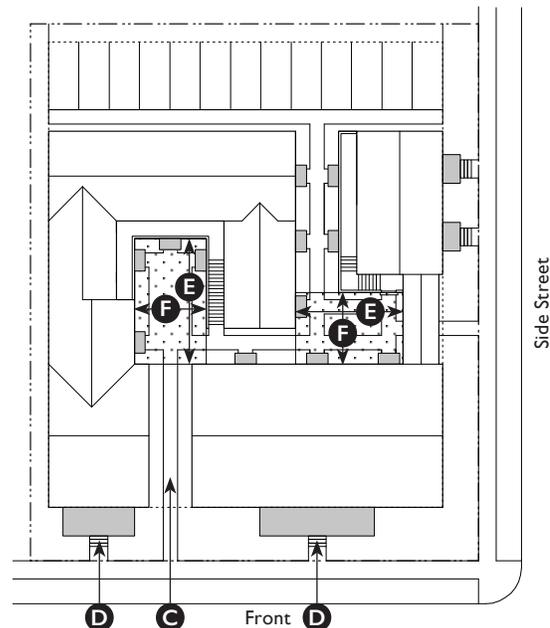
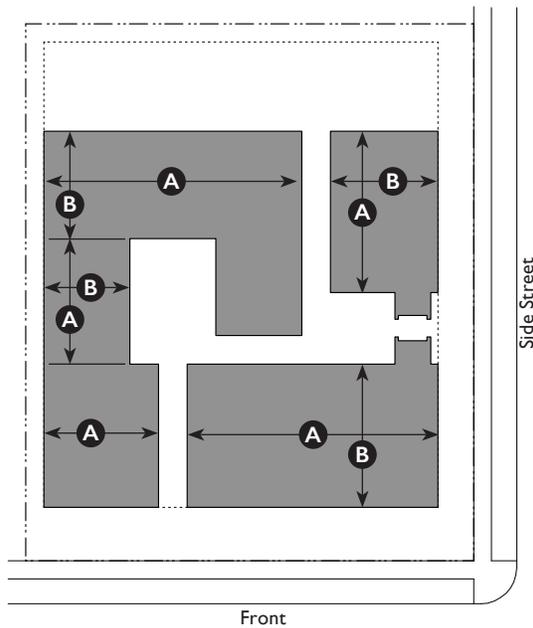
A. Description

The Courtyard Building: Large Building Type is a detached or attached, Block-Scale structure that consists of attached and/or stacked units, accessed from one or more shared courtyards. The shared court is common open space. The type is typically integrated into moderate-to-high-intensity neighborhoods and on main streets with a non-residential ground floor along the adjacent street.

T4N	T4MS
T5N	T5MS
T5C	

Key  
 T# allowed  
 T# not allowed





**Key**

- ROW / Property Line
- Setback Line
- Building

**B. Number of Units**

Unrestricted

**C. Building Size and Massing**

**Height**

Stories 2 min.; 5 max.<sup>1</sup>

**Main Body/Secondary Wing(s)**

Width 150' max. **(A)**

Depth 40' max. **(B)**

**Accessory Structure(s)**

No accessory structures are allowed.

**D. Allowed Frontage Types Standards**

Porch: Projecting <sup>2</sup>	15.04.404.020
Stoop <sup>2</sup>	15.04.404.040
Forecourt	15.04.404.050
Dooryard <sup>2</sup>	15.04.404.060
Shopfront	15.04.404.070
Industrial Shopfront	15.04.404.080
Gallery	15.04.404.090
Loft <sup>2</sup>	15.04.404.110

<sup>1</sup> Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

<sup>2</sup> Allowed only in Main Street-Open and Neighborhood zones.

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

**E. Pedestrian Access**

Courtyards shall be accessible from the front **(C)**

The main entry of ground floor units shall be directly off of a courtyard or a street. **(D)**

Each unit may have an individual entry.

Pedestrian connections shall link all buildings to the public right-of-way, courtyards, and parking areas.

Passages through buildings and between buildings should be provided to connect multiple courtyards.

Stairs to upper floors may serve four units max.

**F. Open Space**

**Balconies**

Min. 20% of units shall have a balcony of at least 60 sf.

**Courtyard(s)**

Width 12' min.; 50' max. **(E)**

Width-to-Max.-Height Ratio 1:2 min.; 2:1 max.

Depth 12' min.; 150' max. **(F)**

Depth-to-Max.-Height Ratio 1:1 min.; 3:1 max.

Area (total) 400 sf min.;  
50 sf/unit min.

At least two courtyard edges shall be defined by a building.

Courtyard edges not defined by a building should be defined by a 6' stucco or masonry wall.

15.04.403.150 Live/Work.

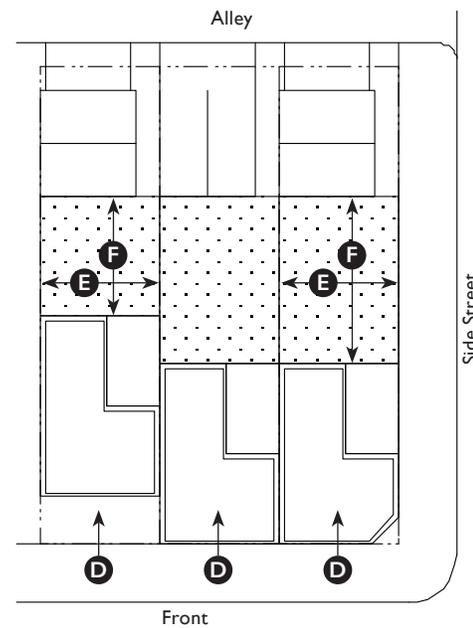
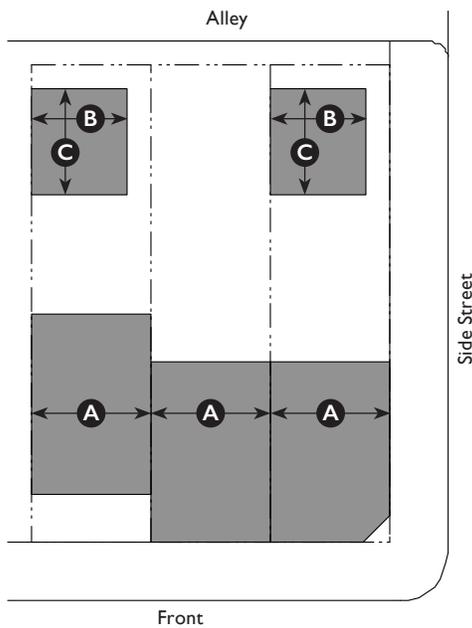


**A. Description**

The Live/Work Building Type is a small- to medium-sized attached or detached structure that consists of one dwelling unit above and/or behind a flexible ground floor space that can be used for residential, service, or retail uses. Both the ground-floor flex space and the dwelling unit are occupied by one entity. This Type is typically located within medium-density neighborhoods or in a location that transitions from a single-family residential neighborhood into a neighborhood main street. It is especially appropriate for incubating neighborhood-serving retail and service uses and allowing neighborhood main streets to expand as the market demands.

T4N	T4MS
T5N	T5MS
T5C	

**Key**  
**T#** allowed  
**T#** not allowed



**Key**

- ROW / Lot Line
- Setback Line
- Building

**B. Number of Units**

Live/Work Buildings per lot/ design site 1 max.

Units in this Type shall be Live-Work units as defined in Article 15.04.104 (Key Terms and Definitions).

**C. Building Size and Massing**

**Height**

Stories 2 min.; 5 max.<sup>1</sup>

**Main Body**

Width 18' min.; 36' max. **(A)**

**Secondary Wing(s)**

The footprint area of the secondary wing(s) may not exceed the footprint area of the main body.

**Accessory Structure(s)**

Width 24' max. **(B)**

Depth 30' max. **(C)**

The footprint area of an accessory structure may not exceed the footprint area of the main body.

<sup>1</sup> Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

**Key**

- ROW / Lot Line
- Setback Line
- Frontage
- Open Space

**D. Allowed Frontage Types**

**Standards**

Dooryard	15.04.404.060
Shopfront	15.04.404.070
Industrial Shopfront	15.04.404.080
Gallery	15.04.404.090
Terrace	15.04.404.100
Loft	15.04.404.110

**E. Pedestrian Access**

Main Entrance Location	Front	<b>(D)</b>
Ground-floor space and upper unit must have separate entries.		

**F. Open Space**

**Yard**

Width	8' min.	<b>(E)</b>
Depth	8' min.	<b>(F)</b>
Area	100 sf min.	

Required street setbacks and driveways shall not be included in the open space area calculation.

Required open space must be located behind the main body of the building type.

15.04.403.160 Main Street Building.

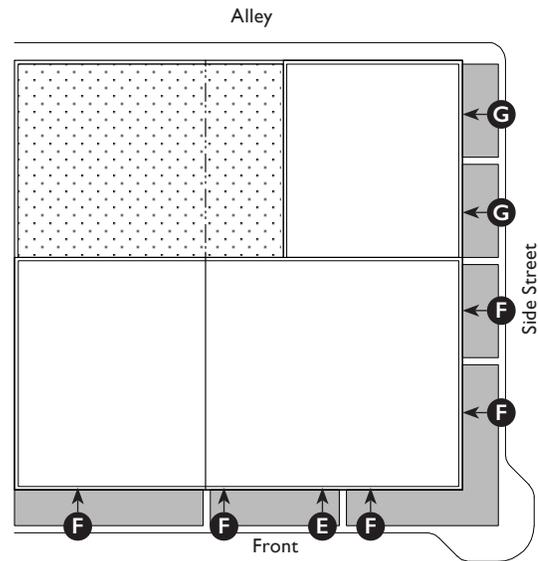
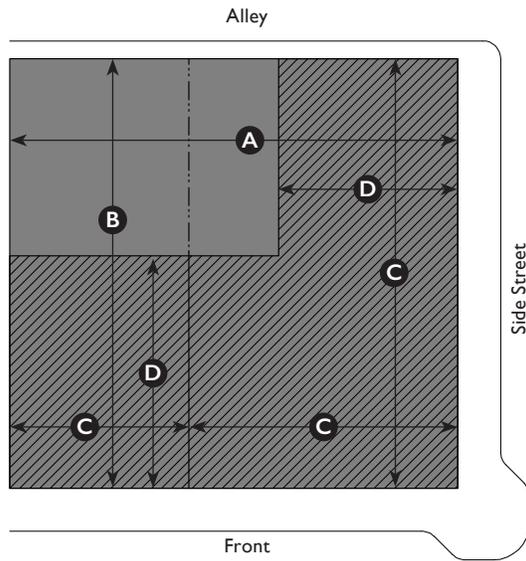


A. Description

The Main Street Building Type is a small- to medium-sized structure, typically attached, intended to provide a vertical mix of uses with ground-floor commercial, service, or retail uses and upper-floor commercial, service, or residential uses. This Type makes up the primary component of a neighborhood main street and portions of a downtown main street.

T4N	T4MS
T5N	T5MS
T5C	

Key  
 T# allowed  
 T# not allowed



**Key**  
 ---- ROW / Property Line    ■ Building  
 - - - - Setback Line

**Key**  
 ---- ROW / Property Line    ■ Frontage  
 - - - - Setback Line        □ Open Space

B. Number of Units	
Unrestricted	
C. Building Size and Massing	
Height	
Stories	8 max. <sup>1</sup>
Footprint	
Floors 1-2	
Width	150' max. <b>(A)</b>
Depth	150' max. <b>(B)</b>
Floors 3+ (may consist of multiple wings)	
Width	150' max. <b>(C)</b>
Depth	65' max. <b>(D)</b>
No floorplate may be larger than that of the floor below.	
Bay Windows	
Buildings ≥ 75' wide shall apply Bay Window(s) on front and/or side street facade in compliance with Subsection 10 (Bay Windows) of the applicable style in Article 15.04.405 (Architectural Standards).	

D. Allowed Frontage Types	Standards
Forecourt	15.04.404.050
Dooryard	15.04.404.060
Shopfront	15.04.404.070
Industrial Shopfront	15.04.404.080
Gallery	15.04.404.090
Terrace	15.04.404.100
Loft	15.04.404.110

Dooryard and Loft allowed only in Open Sub-Zones.

**E. Pedestrian Access**  
 Upper floor units located in the main body shall be **(E)** accessed by a common entry along the front street.  
 Ground floor units may have individual entries **(F)** along the front or side street.  
 On corner lots, units in a secondary wing/accessory **(G)** structure may front the side street.

**F. Open Space**  
**Balconies**  
 Min. 20% of units shall have a balcony of at least 60 sf.  
 Podium tops, if any, should be used for open space.

<sup>1</sup> Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

15.04.403.170 Mid-Rise.

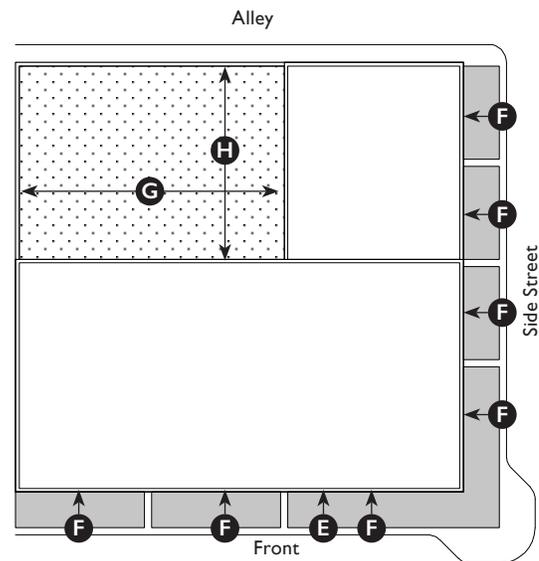
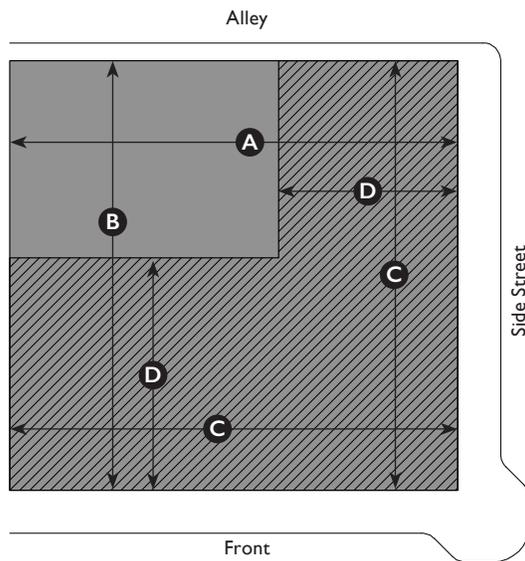


**A. Description**

The Mid-Rise Building Type is a medium- to large-sized structure, 4-8 stories tall, built on a large lot. Often, and especially along urban main streets, it incorporates a concrete "podium" at the lowest floor(s). It can be used to provide a vertical mix of uses, accommodating ground-floor retail, service, and/or structured parking with the upper-floors housing service or residential uses; it may also be a single-use building—typically service or residential—where ground-floor retail is not appropriate. This Type is a primary component of an urban downtown providing high-density buildings.

T4N	T4MS
T5N	T5MS
T5C	

**Key**  
 T# allowed  
 T# not allowed



**Key**

- ROW / Property Line
- Setback Line
- Building
- ▨ Floors 3+

**B. Number of Units**

Unrestricted

**C. Building Size and Massing**

**Height**

Stories 8 max.<sup>1</sup>

**Footprint**

Floors 1-2

Width 250' max. **(A)**

Depth 250' max. **(B)**

Lot Coverage 100% max.

Floors 3+ (may consist of multiple wings)

Width 250' max. **(C)**

Depth 65' max. **(D)**

No floorplate may be larger than that of the floor below.

**Bay Windows**

Buildings ≥ 75' wide shall apply Bay Window(s) on front and/or side street facade in compliance with Subsection 10 (Bay Windows) of the applicable style in Article 15.04.405 (Architectural Standards).

<sup>1</sup> Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

**D. Allowed Frontage Types**

**Standards**

Dooryard 15.04.404.060

Shopfront 15.04.404.070

Gallery 15.04.404.090

Terrace 15.04.404.100

Loft 15.05.404.110

Dooryard and Loft allowed only in Open Sub-Zones.

**E. Pedestrian Access**

Upper floor units shall be accessed by a common entry along the front street. **(E)**

Ground floor units may have individual entries along the front or side street. **(F)**

**F. Open Space**

**Balconies**

Min. 20% of units shall have a balcony of at least 60 sf.

**Common Space**

Width 20' min.; 50' max. **(G)**

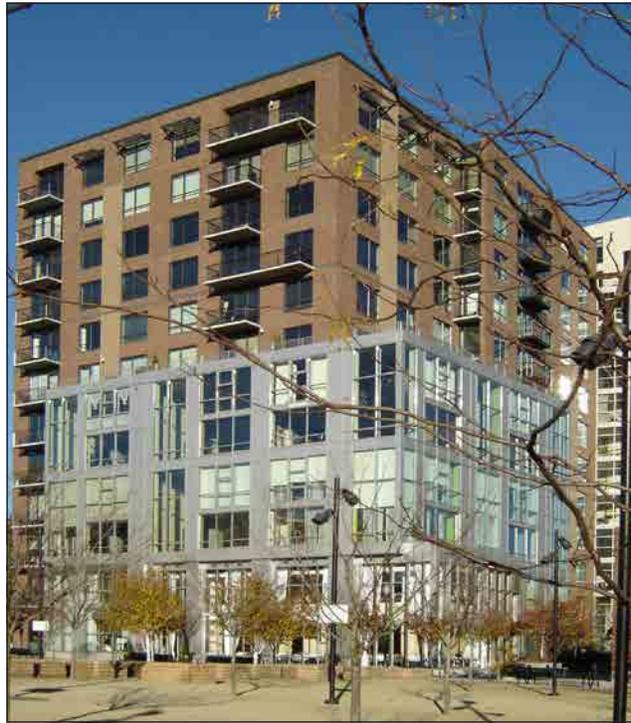
Width-to-Max.-Height Ratio 1:2 min. to 2:1 max.

Depth 20' min.; 150' max. **(H)**

Depth-to-Max.-Height Ratio 1:1 min. to 3:1 max.

Podium tops, if any, should be used for open space.

15.04.403.180 High-Rise.



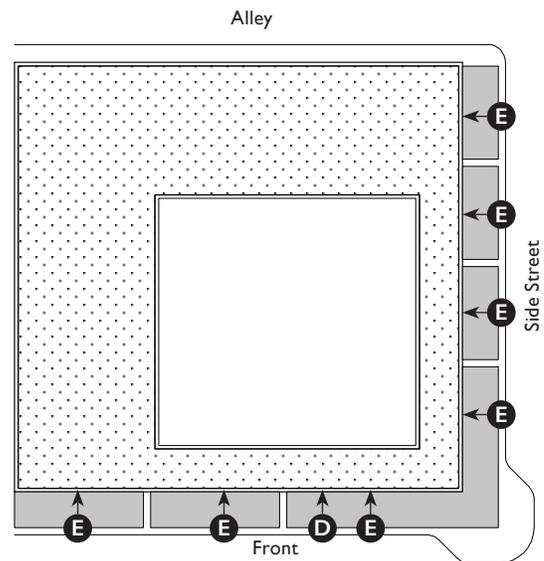
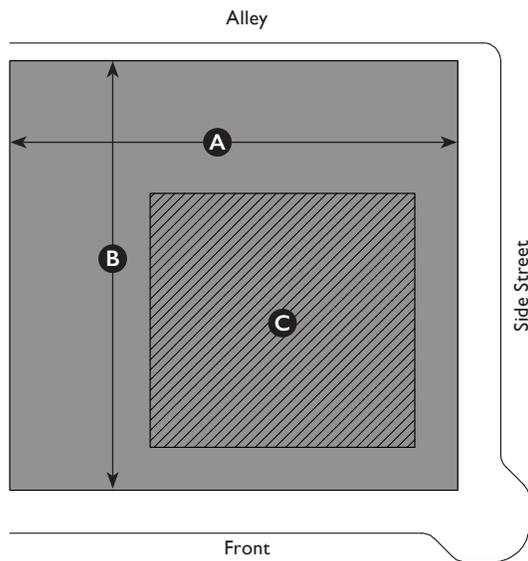
A. Description

The High-Rise Building Type is a large-sized structure, more than eight stories tall, built on a large lot that incorporates structured parking. Its fire-resistant construction allows for habitable space at much greater heights than in other Types. It is used to provide a vertical mix of uses, with ground-floor retail or service uses and upper-floor commercial, service, or residential uses. This Type is a primary component of an urban downtown providing high-density buildings.

T4N	T4MS
T5N <sup>1</sup>	T5MS
T5C	

Key  
 T# allowed  
 T# not allowed

<sup>1</sup> Allowed only in the T5N-135 Sub-Zone.



**Key**

- ROW / Property Line
- Setback Line
- Building
- ▨ Floors 6+

**B. Number of Units**

Unrestricted

**C. Building Size and Massing**

**Height**

Stories 9 min.<sup>2</sup>

**Footprint**

Floors 1-5

Width 300' max. **(A)**

Depth 300' max. **(B)**

Lot Coverage 100% max.

Floors 6-8 Floorplate 80% of lot max.

Floors 9+ Floorplate 15,000 sf max.

No floorplate may be larger than that of the floor below.

**Bay Windows**

Buildings ≥ 75' wide shall apply Bay Window(s) on front and/or side street facade in compliance with Subsection 10 (Bay Windows) of the applicable style in Article 15.04.405 (Architectural Standards).

<sup>2</sup>Height must also comply with transect zone standards in Article 15.04.402 (Transect Zones).

**Key**

- ROW / Property Line
- Setback Line
- Frontage
- Open Space

**D. Allowed Frontage Types Standards**

Dooryard	15.04.404.060
Shopfront	15.04.404.070
Gallery	15.04.404.090
Terrace	15.04.404.100
Loft	15.04.404.110

Dooryard and Loft allowed only in Open Sub-Zones.

**E. Pedestrian Access**

Upper floor units shall be accessed by a common entry along the front street. **(D)**

Ground floor units may have individual entries along the front or side street. **(E)**

**F. Open Space**

**Balconies**

Min. 20% of units shall have a balcony of at least 60 sf. Podium tops and flat roofs below the top story, if any, should be used for open space.

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## 15.04.404: Frontage Types

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### Sections:

- 15.04.404.010 Purpose.
- 15.04.404.020 Porch: Projecting.
- 15.04.404.030 Porch: Engaged.
- 15.04.404.040 Stoop.
- 15.04.404.050 Forecourt.
- 15.04.404.060 Dooryard.
- 15.04.404.070 Shopfront.
- 15.04.404.080 Industrial Shopfront.
- 15.04.404.090 Gallery.
- 15.04.404.100 Terrace.
- 15.04.404.110 Loft.

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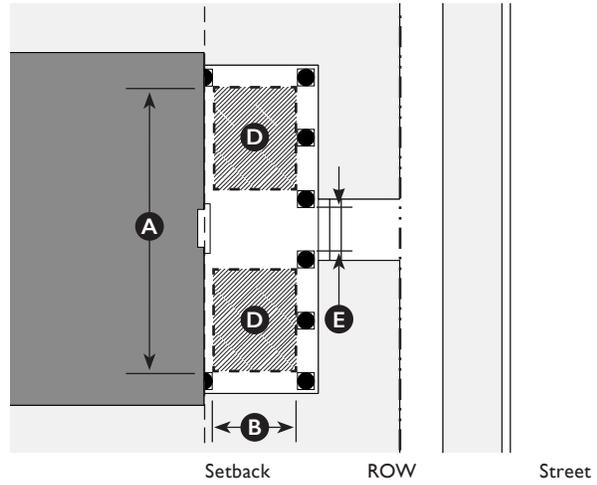
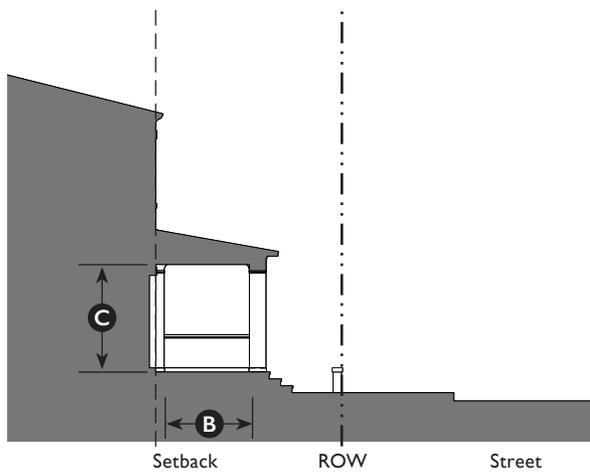
### 15.04.404.010 Purpose.

This Article sets forth the standards applicable to the development of private frontages. Private frontages are the components of a building that provide an important transition and interface between the public realm (street and sidewalk) and the private realm (yard or building). These standards supplement the standards for each zone within which the frontage types are allowed. For each frontage type, a description, a statement of the type's intent, and design standards are provided. These standards are intended to ensure development that reinforces the highly-valued existing character and scale of Richmond's neighborhoods and downtown.

The standards within this Article shall be considered in combination with the standards for the applicable zone in Article 15.04.402 (Transect Zones), Article 15.04.403 (Building Types) and Article 15.04.405 (Architectural Standards) and shall apply to:

- A. All proposed development within transect zones;
- B. All development fronting a semi-private or public space being treated as a primary pedestrian route;
- C. Any building fronting civic or open space or a street (public or private) or right-of-way.

15.04.404.020 Porch: Projecting.



Key

--- ROW / Lot Line      --- Setback Line

A. Description

**Porch: Projecting:** The main facade of the building has a small to medium setback from the frontage line. The resulting front yard is typically very small and can be defined by a fence or hedge to spatially maintain the edge of the street. The projecting porch is open on three sides and all habitable space is located behind the setback line.

B. Size

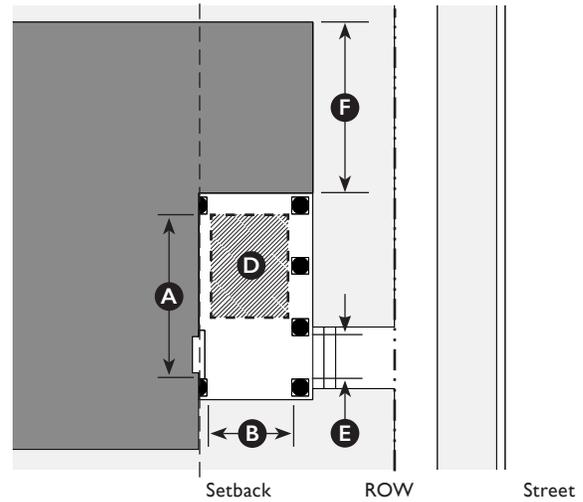
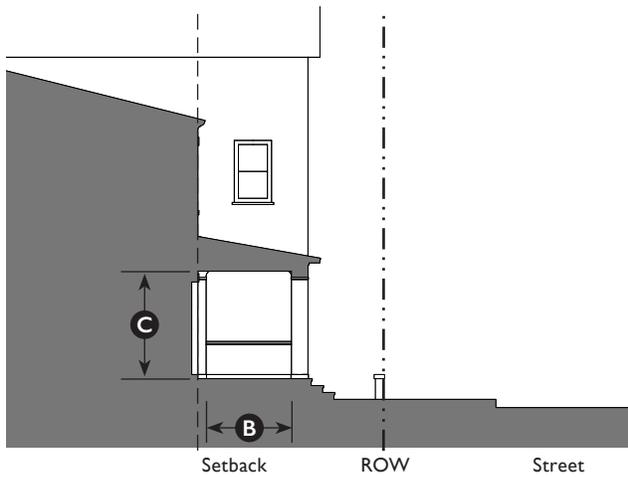
Width, clear	10' min.	<b>A</b>
Depth, clear	8' min.	<b>B</b>
Height, clear	8' min.	<b>C</b>
Height	2 stories max.	
Furniture area, clear	4' x 6' min.	<b>D</b>
Path of travel	3' wide min.	<b>E</b>

C. Miscellaneous

Projecting porches are open on three sides and must have a roof.



15.04.404.030 Porch: Engaged.



Key

---- ROW / Lot Line      --- Setback Line

A. Description

**Porch: Engaged:** The main facade of the building has a small to medium setback from the frontage line. The resulting front yard is typically very small and can be defined by a fence or hedge to spatially maintain the edge of the street. The engaged porch has two adjacent sides of the porch that are engaged to the building while the other two sides are open.

B. Size

Width, clear	10' min.	(A)
Depth, clear	8' min.	(B)
Height, clear	8' min.	(C)
Height	2 stories max.	
Furniture area, clear	4' x 6' min.	(D)
Path of travel	3' wide min.	(E)

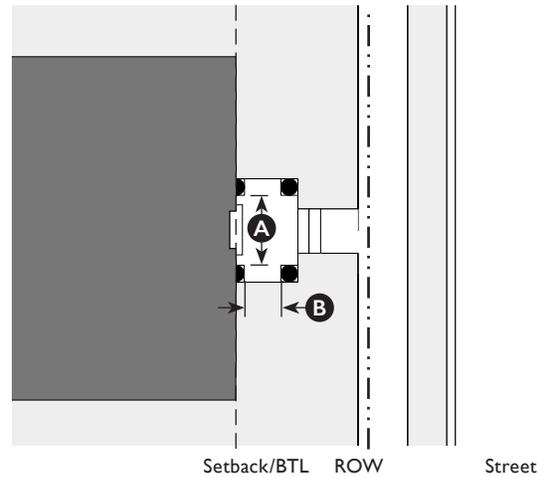
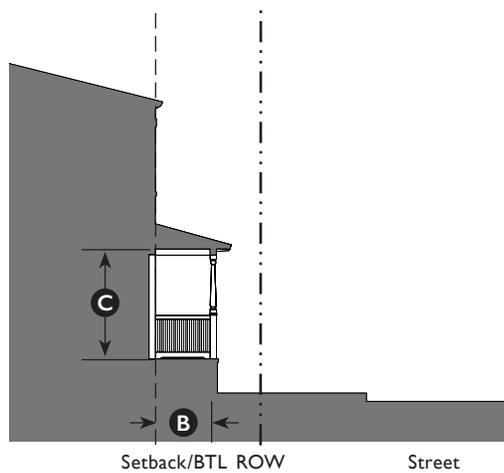
C. Miscellaneous

Up to 2/5 of the building facade may project beyond the setback line into the encroachment area for this frontage type. (F)

Engaged porches must be open on two sides and have a roof.



15.04.404.040 Stoop.



Key

---- ROW / Lot Line      --- Setback/BTL

A. Description

**Stoop:** The main facade of the building is near the frontage line and the elevated stoop engages the sidewalk. The stoop shall be elevated above the sidewalk to ensure privacy within the building. Stairs from the stoop may lead directly to the sidewalk or may be side-loaded. This type is appropriate for residential uses with small setbacks.

B. Size

Width, clear	5' min.; 8' max.	<b>A</b>
Depth, clear	5' min.; 8' max.	<b>B</b>
Height, clear	8' min.	<b>C</b>
Height	1 story max.	
Depth of recessed entries	6' max.	

C. Miscellaneous

Stairs may be perpendicular or parallel to the building facade.

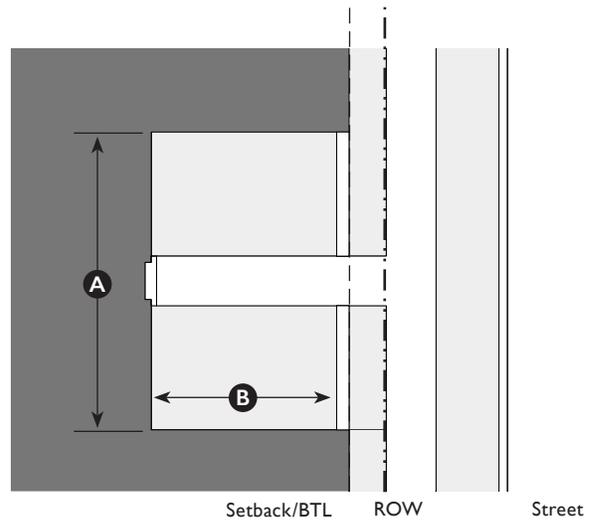
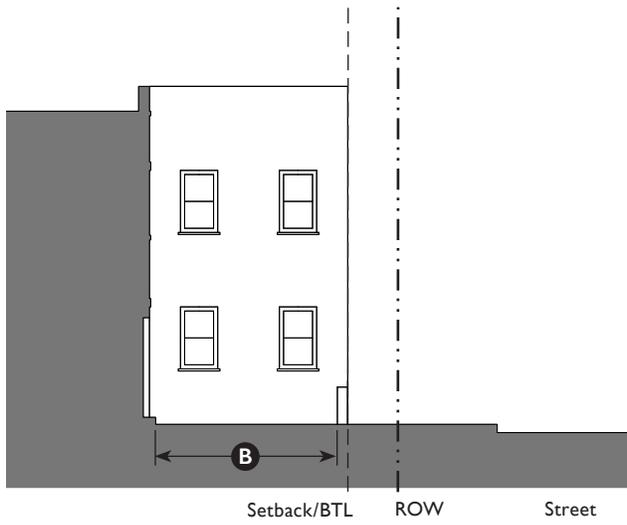
Ramps shall be parallel to facade or along the side of the building.

The entry door shall be covered or recessed to provide shelter from the elements.

All doors must face the street.



15.04.404.050 Forecourt.



Key

--- ROW / Lot Line      --- Setback/BTL

A. Description

**Forecourt:** The main facade of the building is at or near the frontage line and a small percentage is set back, creating a small court space. The space could be used as an entry court or shared garden space for apartment buildings, or as an additional shopping or restaurant seating area within commercial areas.

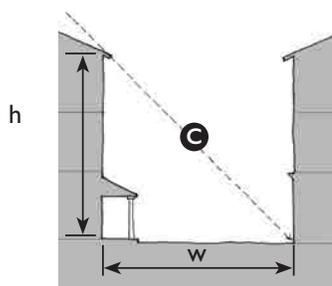
B. Size

Width, clear	12' min.	<b>A</b>
Depth, clear	12' min.	<b>B</b>
Ratio, height to width	2:1 max.	<b>C</b>

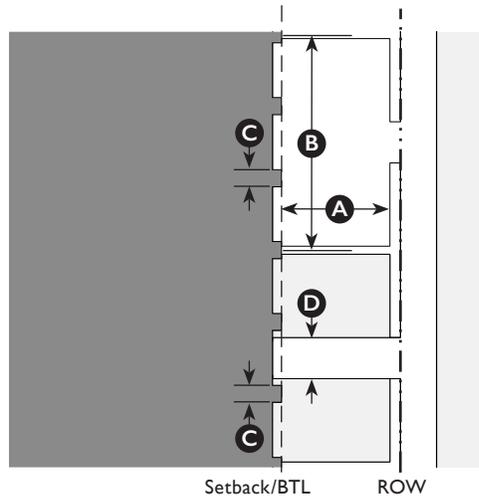
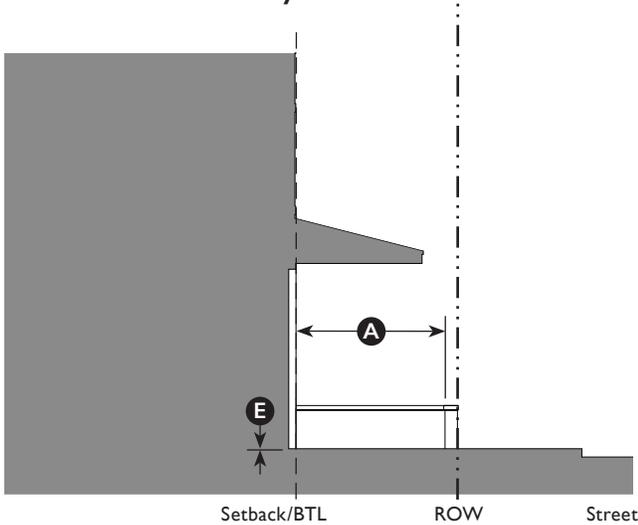
C. Miscellaneous

Forecourts should be used sparingly and should not be repeated along a block frontage.

The proportions and orientation of these spaces should be carefully considered for solar orientation and user comfort.



15.04.404.060 Dooryard.



Key

---- ROW / Lot Line      --- Setback/BTL

A. Description

**Dooryard:** The frontage line is defined by a low wall or hedge and the main facade of the building is set back a small distance creating a small dooryard. The dooryard shall not provide public circulation along a ROW. The dooryard may be raised, sunken, or at grade and is intended for ground-floor residential in flex zones, live/work, and small commercial uses ≤ 2,500 sf.

B. Size

Depth, clear	8' min.	<b>A</b>
Length	50' max.	<b>B</b>
Distance between glazing	4' max.	<b>C</b>
Ground floor transparency	50% min. <sup>1</sup>	
Depth of recessed entries	5' max.	
Path of travel	3' wide min.	<b>D</b>
Finish level above sidewalk	3'-6" max.	<b>E</b>
Finish level below sidewalk	6' max.	

C. Miscellaneous

For Live/Work and Commercial uses, these standards are to be used in conjunction with those for the Shopfront Frontage Type. In case of conflict between them, the Dooryard standards shall prevail.

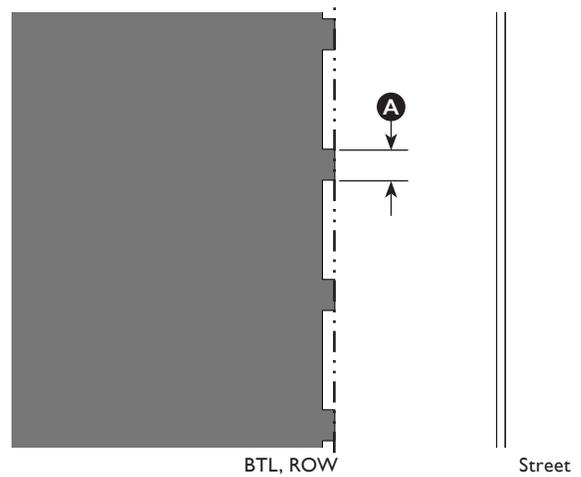
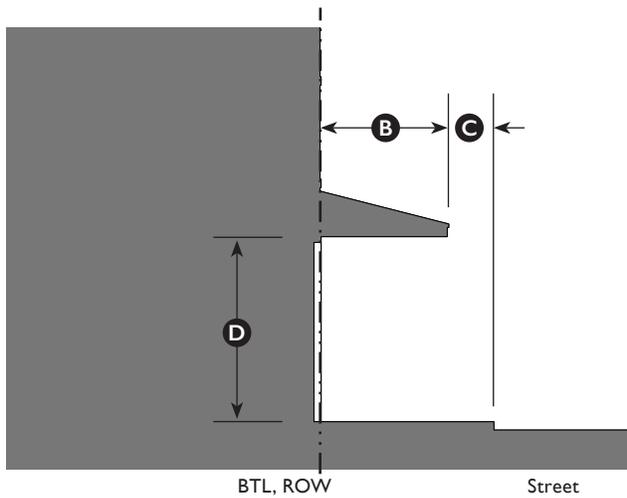
Low walls (12"-36") used as seating are encouraged.

Shall not be used for circulation for more than one ground floor entry.

<sup>1</sup> For Live/Work and Commercial uses only



15.04.404.070 Shopfront.



Key

--- ROW / Lot Line      --- Setback/BTL

A. Description

**Shopfront:** The main facade of the building is at or near the frontage line with an at-grade entrance along the sidewalk. This type is intended for retail use. It has substantial glazing at the sidewalk level and may include an awning that may overlap the sidewalk. It may be used in conjunction with other frontage types.

Syn: Retail Frontage, Awning

B. Size

Distance between glazing	2' max.	<b>A</b>
Ground floor transparency	75% min.	
Depth of recessed entries	5' max.	

C. Awning

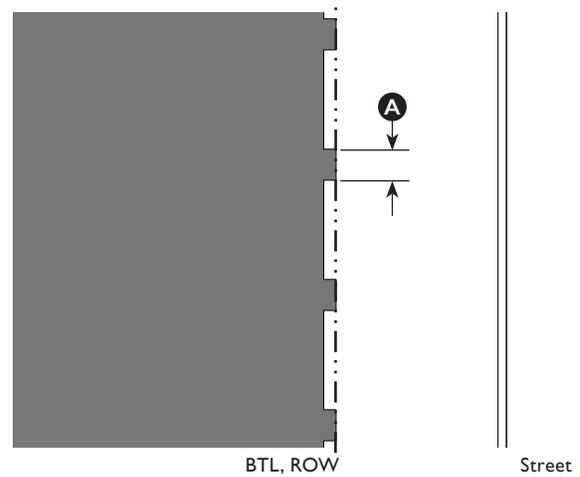
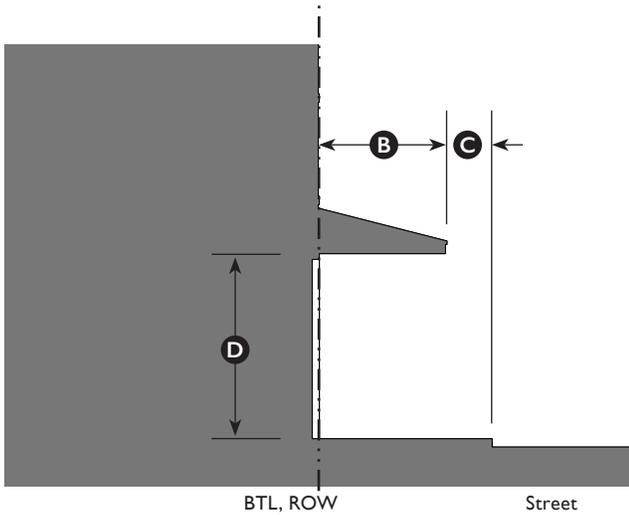
Depth	4' min.	<b>B</b>
Setback from curb	2' min.	<b>C</b>
Height, clear	8' min.	<b>D</b>

D. Miscellaneous

- Residential windows shall not be used.
- Doors may be recessed as long as main facade is at BTL.
- Operable awnings are encouraged.
- Open-ended awnings encouraged.
- Rounded and hooped awnings are discouraged.
- Shopfronts with accordion-style doors/windows or other operable windows that allow the space to open to the street are encouraged.



15.04.404.080 Industrial Shopfront.



Key

--- ROW / Lot Line      --- Setback/BTL

A. Description

**Industrial Shopfront:** The main façade of the building is at or near the front building site line with an at-grade or elevated entrance from the sidewalk. The type is intended for industrial artisan businesses to show their activity to people passing by on the sidewalk as well as for retail sales of products made on-site. This type may include a decorative roll-down or sliding door, include glazing and an awning that encroaches the sidewalk.

B. Size

Distance between glazing	10' max.	<b>A</b>
Ground floor transparency	30% min.	
Depth of recessed entries	No max.	

C. Awning

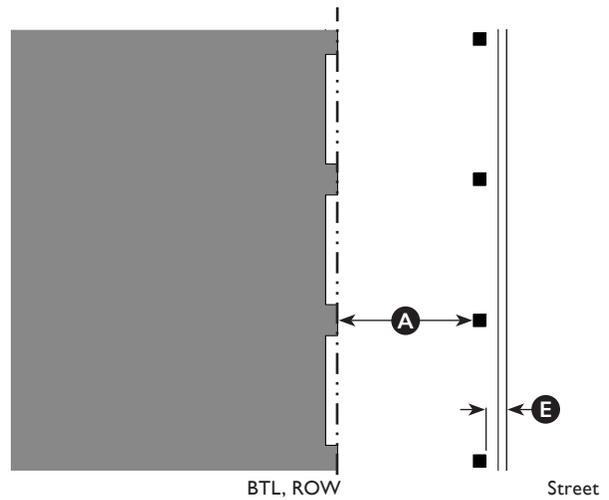
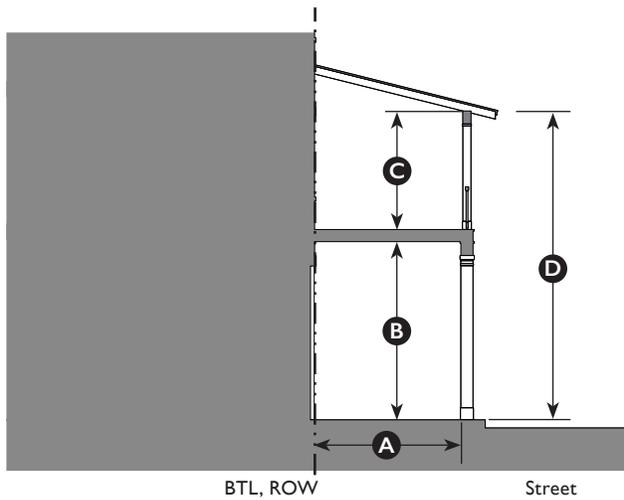
Depth	5' min.	<b>B</b>
Setback from curb	2' min.	<b>C</b>
Height, clear	8' min.	<b>D</b>

D. Miscellaneous

- Residential windows shall not be used.
- Doors may be recessed as long as main facade is at BTL.
- Operable awnings are encouraged.
- Open-ended awnings encouraged.
- Rounded and hooped awnings are discouraged.
- Shopfronts with accordion-style doors/windows or other operable windows that allow the space to open to the street are encouraged.



15.04.404.090 Gallery.



Key

---- ROW / Lot Line      - - - - - Setback/BTL

A. Description

**Gallery:** The main facade of the building is at the frontage line and the gallery element overlaps the sidewalk. This type is intended for buildings with ground-floor commercial uses and may be one or two stories. The gallery should provide the primary circulation along a frontage and extend far enough from the building to provide adequate protection and circulation for pedestrians.

B. Size

Depth, clear	8' min.	<b>A</b>
Ground floor height, clear	11' min.	<b>B</b>
Upper floor height, clear	9' min.	<b>C</b>
Height	2 stories max.	<b>D</b>
Setback from curb	2' min.	<b>E</b>

C. Miscellaneous

These standards are to be used in conjunction with those for the Shopfront Frontage Type. In case of conflict between them, the Gallery standards shall prevail.

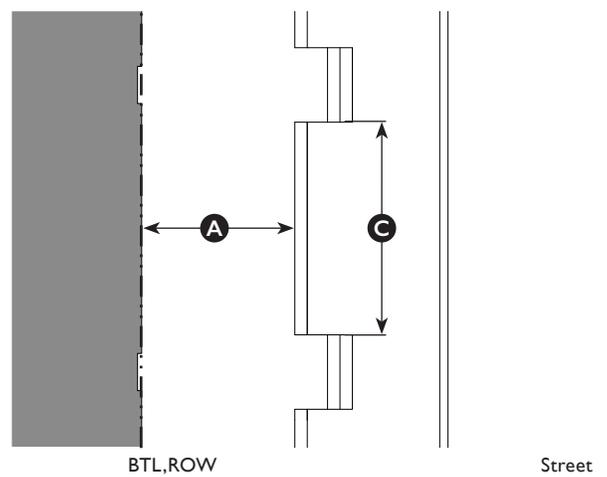
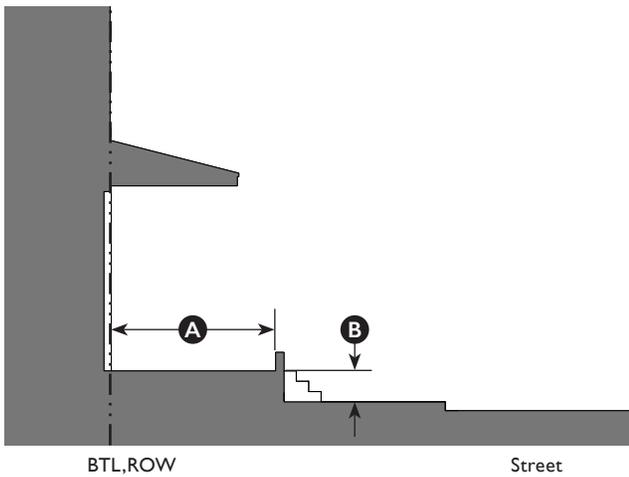
Upper-story galleries facing the street must not be used to meet primary circulation requirements.

Galleries must have a consistent depth along a frontage.

Gallery must project over a sidewalk.



15.04.404.100 Terrace.



Key

---- ROW / Lot Line      - - - - - Setback/BTL

A. Description

**Terrace:** The facade is at or near the frontage line with an elevated terrace providing public circulation along the facade. This type can be used to provide at-grade access while accommodating a grade change. Frequent steps up to the terrace are necessary to avoid dead walls and maximize access. This type may also be used in historic industrial areas to mimic or repurpose loading docks.

B. Size

Depth, clear	8' min.	<b>A</b>
Finish level above sidewalk	3'-6" max.	<b>B</b>
Length of terrace	150' max.	
Distance between stairs	50' max.	<b>C</b>

C. Miscellaneous

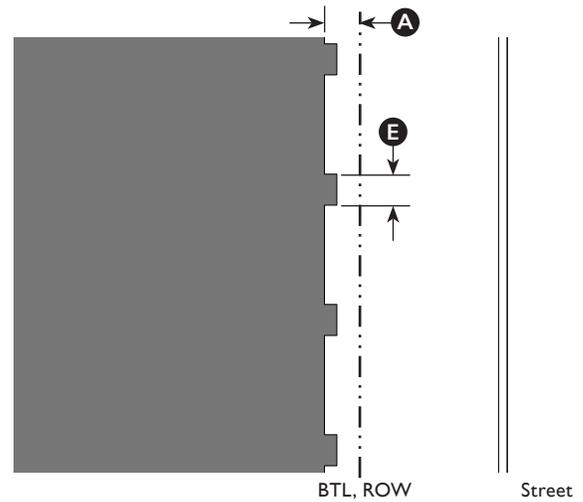
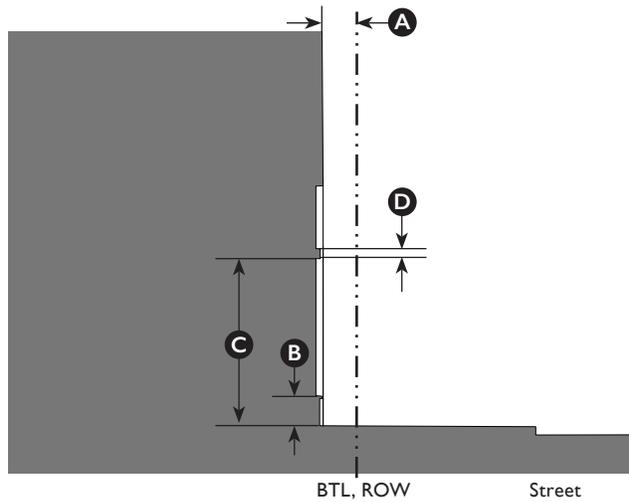
These standards are to be used in conjunction with those for the Shopfront Frontage Type. In case of conflict between them, the Terrace standards shall prevail.

Where standards in this form-based code set a maximum ground floor finish level height, such height shall be measured from the level of the terrace.

Low walls used as seating are encouraged.



15.04.404.110 Loft.



Key

---- ROW / Lot Line      --- Setback/BTL

A. Description

**Loft:** The main facade of the building is at or near the front lot line with an at-grade or elevated entrance from the sidewalk. This type typically includes a large first story height that can accommodate a double-height or interior mezzanine space.

B. Size

Shy zone depth	2' min.	(A)
Depth of recessed entries	5' max.	
Base height	6" min.; 36" max.	(B)
Height to top of lower window	10' min.	(C)
Distance between lower and upper window	2' max.	(D)
Distance between glazing	2' max.	(E)

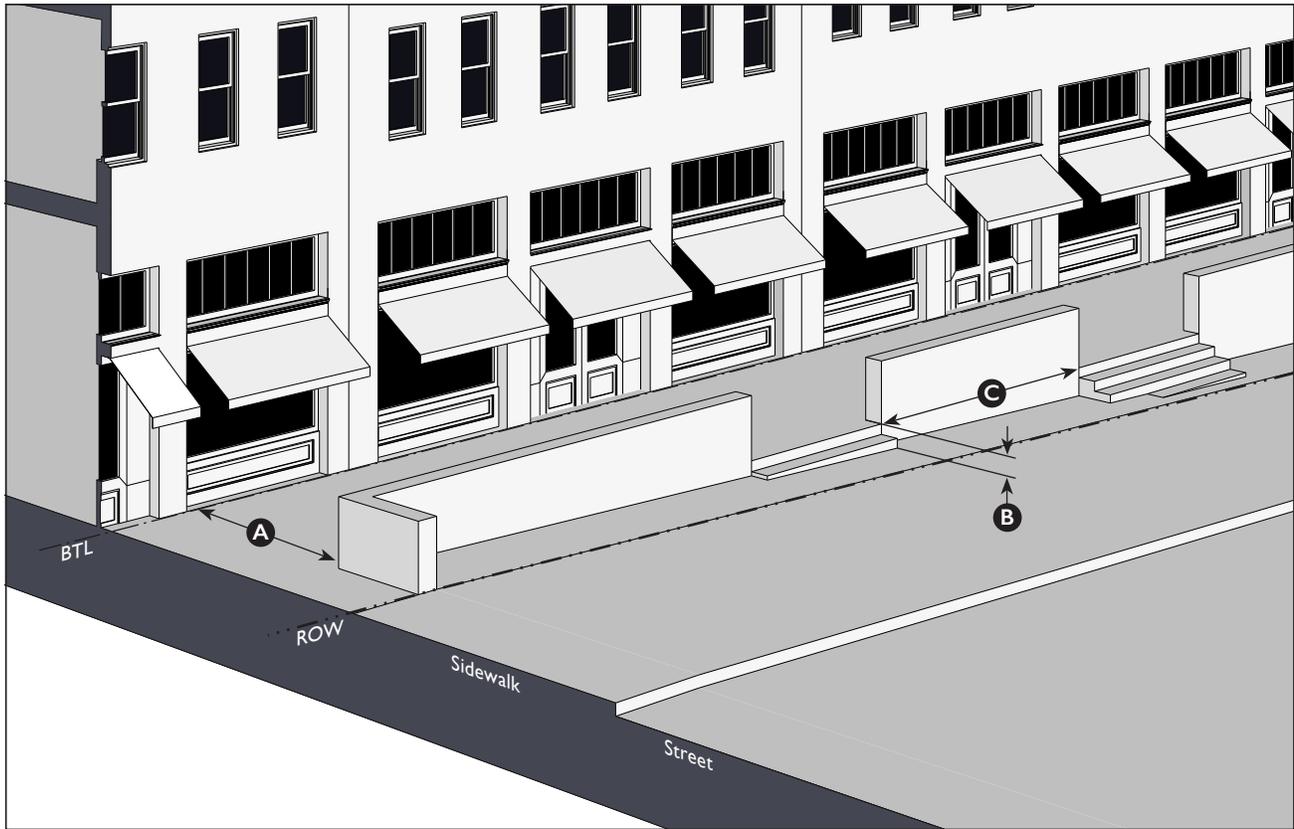
C. Miscellaneous

Residential windows shall not be used.

Shy zone may be used for planters or as an extension of the sidewalk.

This frontage type must be combined with Dooryard when located less than 5' from ROW/Lot Line.





A terrace accommodating a grade change along a series of shopfronts

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## 15.04.405: Architectural Standards

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### Sections:

- 15.04.405.010 Purpose.
- 15.04.405.020 Architectural Design Standards.
- 15.04.405.030 Overview of Architectural Styles
- 15.04.405.040 General Block-Scale Massing and Facade Articulation Standards
- 15.04.405.050 Contemporary.
- 15.04.405.060 Art Deco.
- 15.04.405.070 Industrial.
- 15.04.405.080 Main Street Classical.
- 15.04.405.090 Spanish Revival.
- 15.04.405.100 Victorian.

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### 15.04.405.010 Purpose.

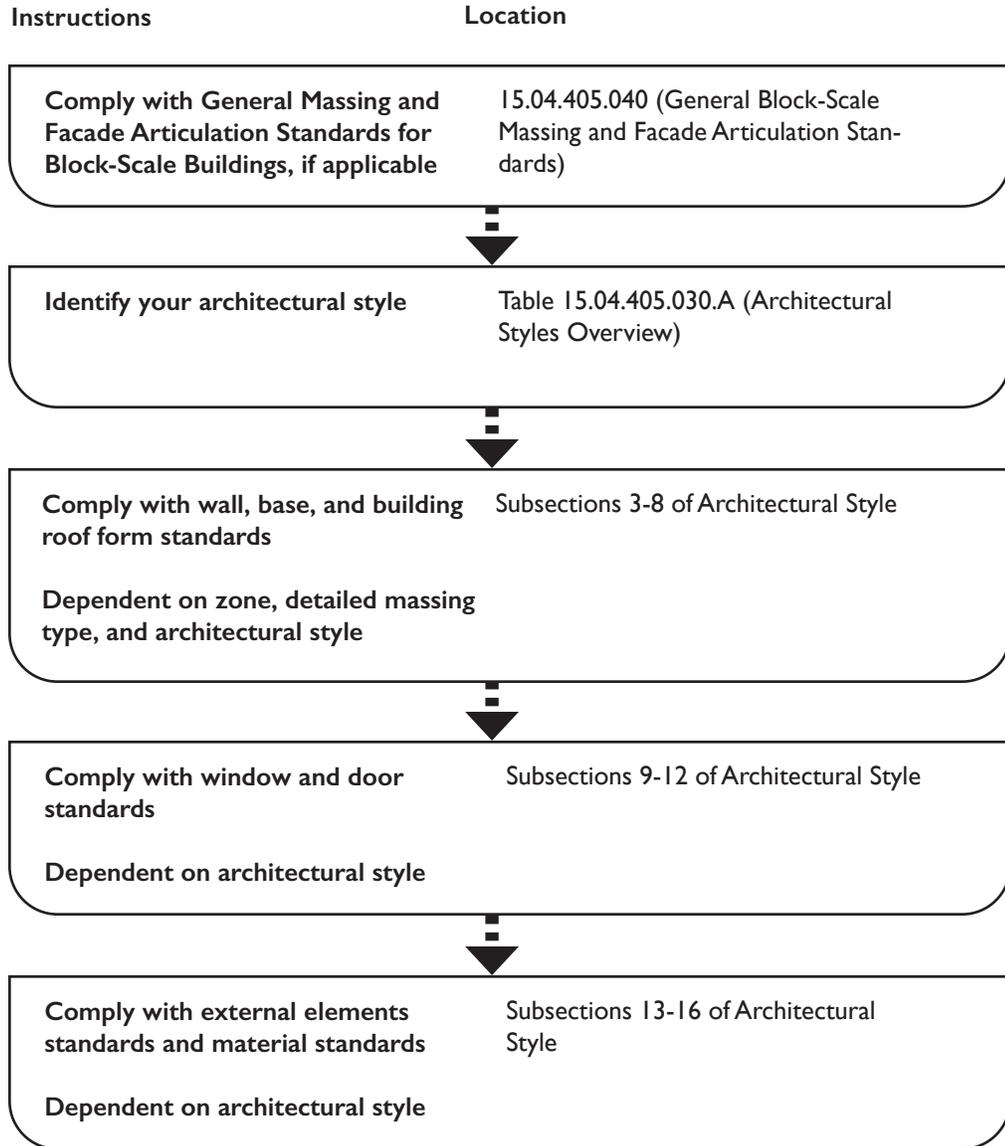
This Article sets forth standards that supplement the zone standards to further refine the intended building form and physical character.

Unless stated otherwise, all Subsections within each architectural style ('style') identified in this Article apply to all facades of a building, including front facades, side street facades, side interior facades, and rear facade except in instances of exterior construction and/or site planning of residences and residential additions of more than 500 square feet in area but less than 1,200 square feet total floor area and less than 15 feet in height.

## Quick Code Guide: Specific to Architectural Design

Before you begin

Identify your zone, building type, and detailed massing type. If you have not done this yet, go back to Article 15.04.401 (Preamble) and follow the Quick Code Guide.



**15.04.405.020 Architectural Design Standards.**

This Article contains architectural design standards for the six allowed styles. The standards for each style address a range of topics based on local architectural examples. The standards address the following aspects of individual building design: Roofs and roof pitch, eaves, cornices, walls, base of walls, dormers, openings and doors, storefronts, porches, and balconies.

1. Each building is required to be designed in compliance with one of the allowed architectural styles.
2. The architectural style standards are coordinated with the building types allowed by this FBC and the intended physical character of each zone.
3. Developments that include more than one building or where the facade width is greater than 100 feet may apply more than one architectural style and at least one architectural style for every 75 feet of facade width.
4. Mixed use buildings are required to be designed in compliance with Section 15.04.405.040 (General Block-Scale Massing and Facade Articulation Standards).
5. Buildings designed for civic uses are exempt from the standards in this Article and may be subject to design review as applicable.

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**15.04.405.030 Overview of Architectural Styles**

Table 15.04.405.030.A (Architectural Styles Overview) provides an overview of the allowed architectural styles.

**Table: 15.04.405.030.A Architectural Styles Overview**

**Contemporary**



**Typical Characteristics**

Long, low-sloped roof forms with simple eaves with deep overhangs  
 Asymmetrical facade compositions with square and horizontal openings often made from ganged vertical windows  
 Mix of exterior materials to differentiate massing forms, with prevalent natural materials including wood siding  
 Horizontally proportioned balconies and terraces with minimalist vertical supports

**Applicable Standards**

- Wall
- Building Roof
- Rake
- Eave
- Parapet
- Windows
- Bay Windows
- Dormers
- Residential Entry Doors
- Balconies
- Porches
- Storefronts
- Materials

**Art Deco**



**Typical Characteristics**

Vertical ornamentation or elements above primary entrances  
 Simple massings  
 Vertical elements that break through the cornice  
 Ornamentation

**Applicable Standards**

- Wall
- Building Roof
- Parapet
- Windows
- Bay Windows
- Residential Entry Doors
- Balconies
- Porches
- Storefronts
- Materials

**Industrial**



**Typical Characteristics**

Pitched roof forms, most often street-facing gable ends, with simple rakes and eaves with minimal overhangs  
 Symmetrical and asymmetrical facade compositions with square and horizontal openings often made from ganged vertical windows  
 Unpainted corrugated metal is the primary facade material

**Applicable Standards**

- Base
- Building Roof
- Parapet
- Windows
- Bay Windows
- Dormers
- Residential Entry Doors
- Balconies
- Porches
- Storefronts
- Materials

Table: 15.04.405.030.A Architectural Styles Overview (continued)

**Main Street Classical**



**Typical Characteristics**

Symmetrical facade composition with proportions that imply load-bearing masonry structure

Prominent cornice with classical detailing and parapet or pedimented roof forms

Regular pattern of vertically proportioned openings

Brick and stucco as primary facade materials

**Applicable Standards**

Base

Building Roof

Parapet

Windows

Bay Windows

Residential Entry Doors

Balconies

Porches

Storefronts

Materials

**Spanish Revival**



**Typical Characteristics**

Low-pitched gabled or hipped roofs clad in red tile with open eaves

Flat, rectilinear wall plane with vertically proportioned punched openings without trim

Stucco as primary facade material with stucco or wood attached elements

**Applicable Standards**

Building Roof

Eave

Parapet

Windows

Bay Windows

Dormers

Residential Entry Doors

Balconies

Porches

Storefronts

Materials

**Victorian**



**Typical Characteristics**

Simple, rectilinear forms articulated with a regular pattern of openings

Vertically proportioned elements, including steeply pitched roofs, projecting gable ends, and tall cornices and parapets

Vertically proportioned windows, angled or boxed bays, and picture windows

Siding or stucco with shingled elements

**Applicable Standards**

Wall

Base

Building Roof

Rake

Eave

Parapet

Windows

Bay Windows

Dormers

Residential Entry Doors

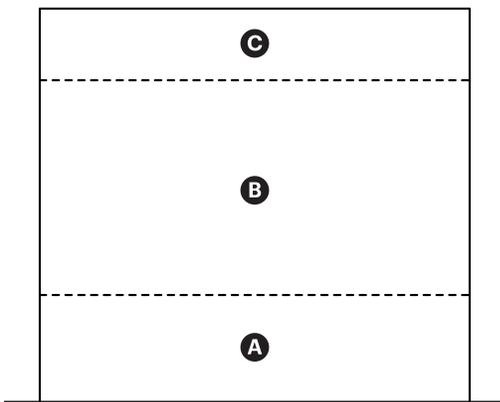
Balconies

Porches

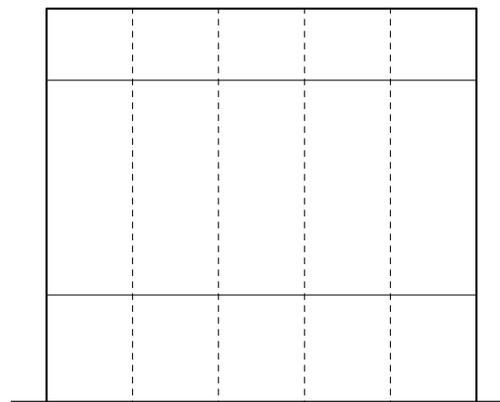
Storefronts

Materials

15.04.405.040 General Block-Scale Massing and Facade Articulation Standards



Tripartite Elevation



D Example Division of Building Bays

**1. Tripartite Facade Articulation**

**Applicability**

New buildings and facade modifications over 75' in length along the adjacent street or civic space.

**Standards**

New facades and facade modifications along a street or civic space shall be designed to visually express a base, middle, and top.

Base <sup>1</sup>	<b>A</b>
Middle <sup>2</sup>	1 story min. <b>B</b>
Top <sup>3</sup>	<b>C</b>

Changes of color, materials, and/or massing may be used to differentiate the base, middle, and top.

<sup>1</sup> The base shall be at least as tall as the top and may include the lowest floor(s) of the building.

<sup>2</sup> The middle shall include at least 50% of the building's stories.

<sup>3</sup> At minimum, the top shall include a roof/eave form visible from the street or a parapet delineated by a stringcourse, cornice, or other horizontal ornament.

**2. Massing and Composition**

**Applicability**

New buildings and facade modifications over 75' in length.

**Standards**

New facades and facade modifications along a street or civic space shall be designed to appear as multiple buildings no greater than 75' in length.

Building facades shall be arranged in a composition of window bays/ openings based on prevalent patterns of 3, 5, 7 or 9 bays.<sup>4</sup> **D**

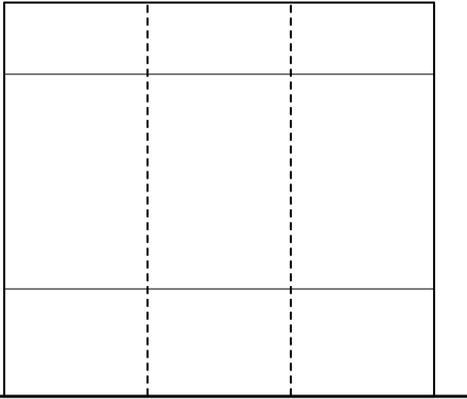
Facades shall be designed in a symmetrical or asymmetrical composition.

Symmetrical Composition **E**

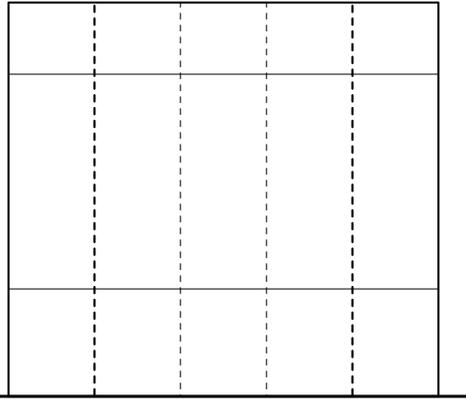
Asymmetrical Composition  
2 bays min.; 7 bays max. **F**

The pattern shall be visually expressed through the spacing of openings, physical recesses, projections or other techniques, and may include the ground floor and its mezzanine.

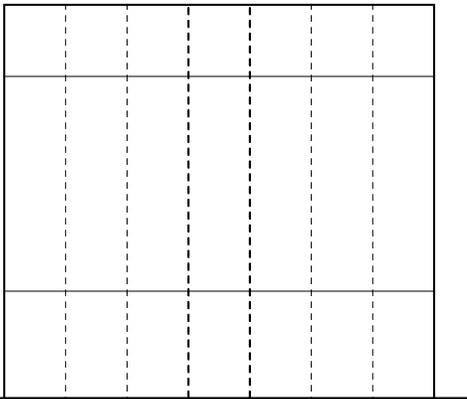
<sup>4</sup> Party walls are exempt from bay composition standard.



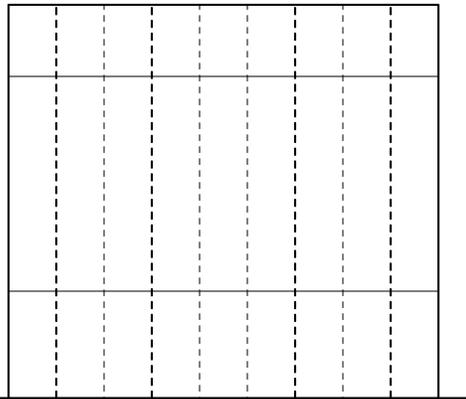
3-Bay Elevation



5-Bay Elevation

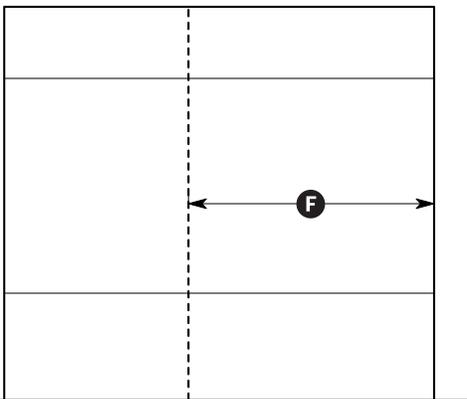


7-Bay Elevation



9-Bay Elevation

**E** Examples of Symmetrical Composition



Asymmetrical Elevation

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## 15.04.405.050 Contemporary.



*General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.*

### I. Description of Style

Contemporary style buildings have a streamlined aesthetic and minimal ornamentation. This style focuses on combining simple rectilinear massing forms with changes in material and color. The use of glass and cantilevered elements imbues buildings with a sense of lightness and simplicity.

### 2. Typical Characteristics

Long, low-sloped roof forms with simple eaves with deep overhangs

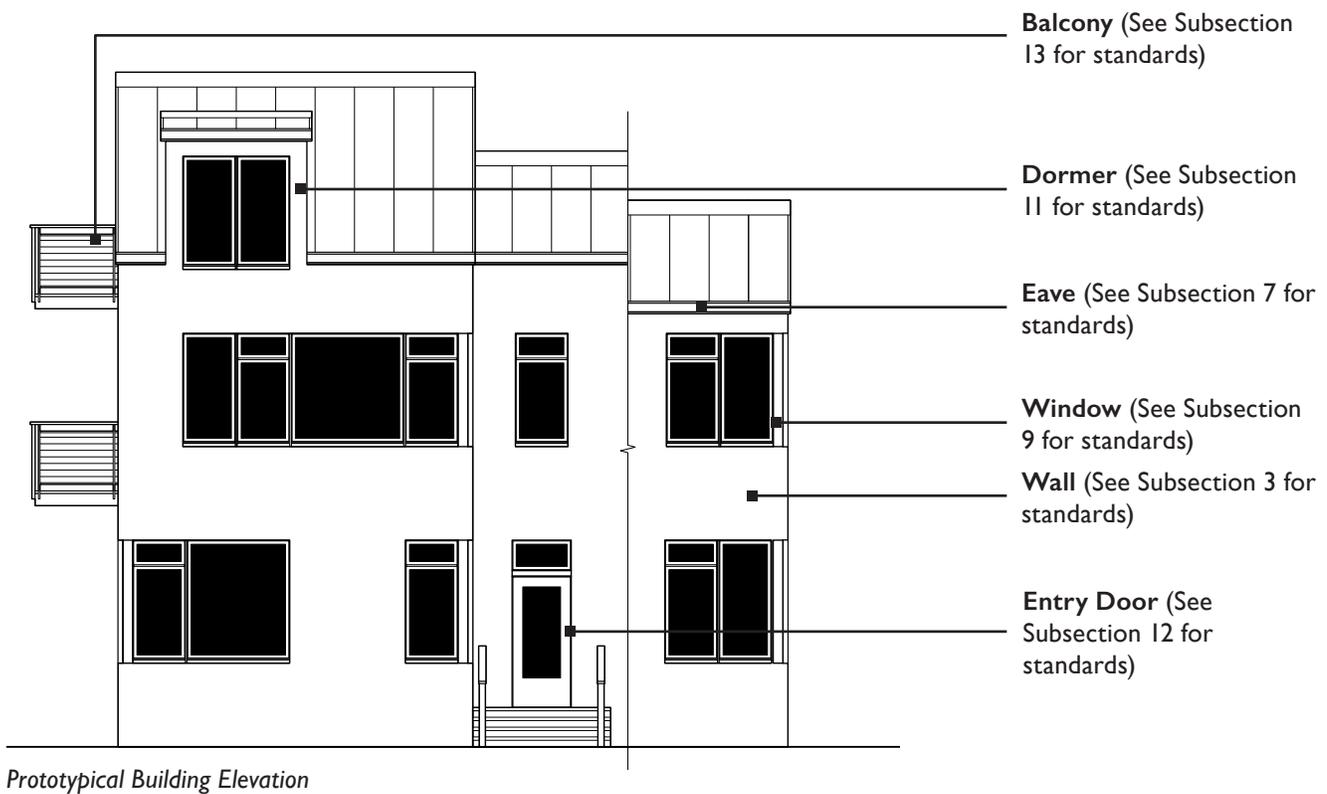
Asymmetrical facade compositions with square and horizontal openings often made from ganged vertical windows

Mix of exterior materials to differentiate massing forms, with prevalent natural materials

Horizontally proportioned balconies and terraces with minimalist vertical supports

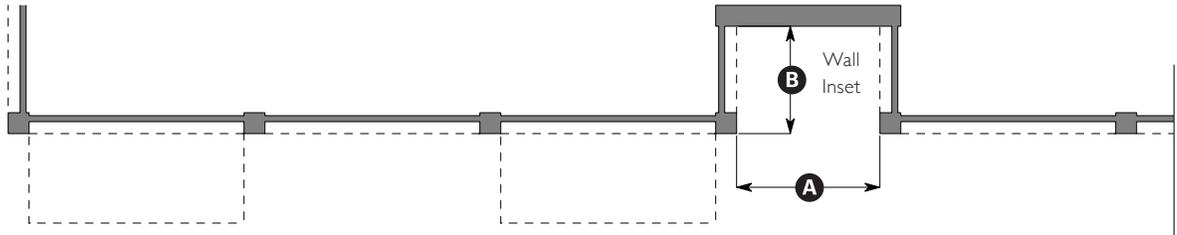
## Elements of Contemporary Style – House-Scale Prototype

*Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.*

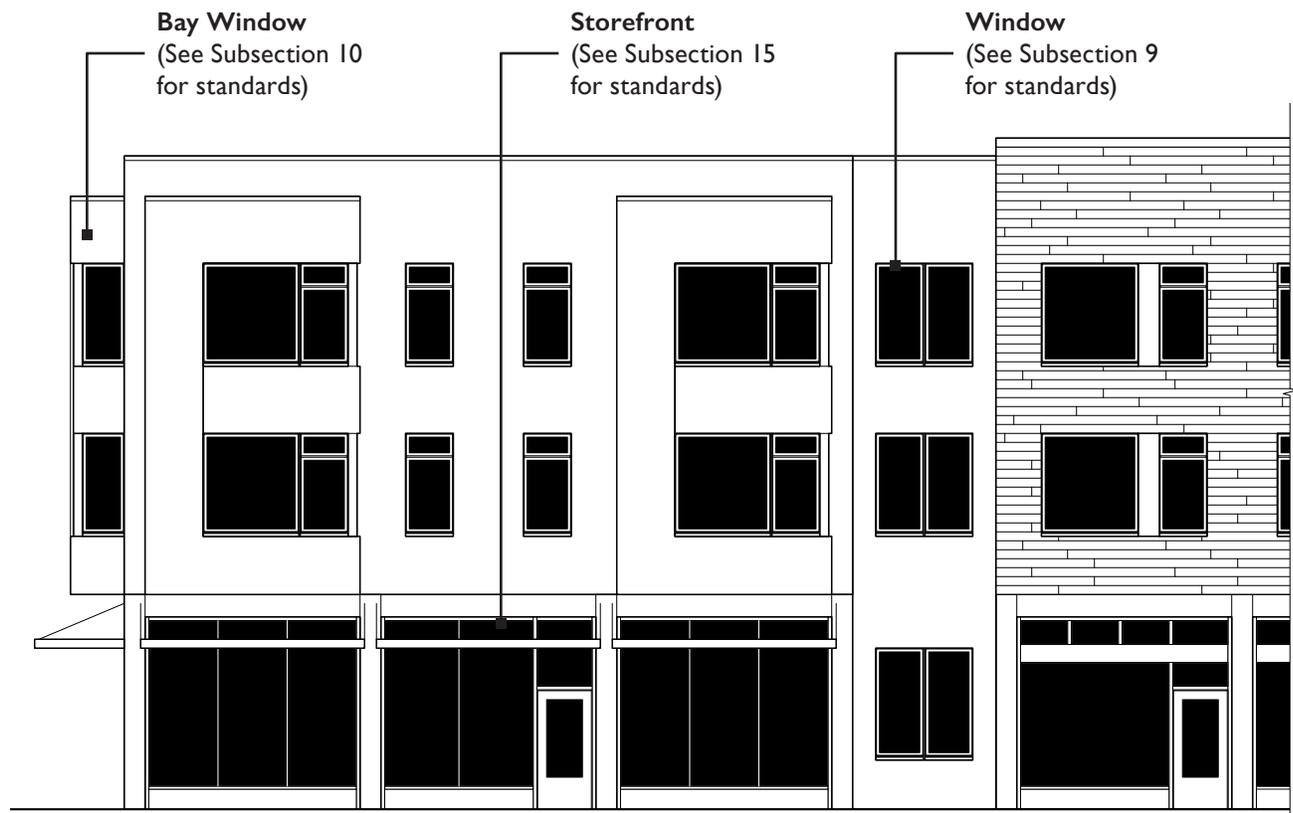


# Elements of Contemporary Style – Block-Scale Prototype

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Prototypical Building Plan, Primary Facade

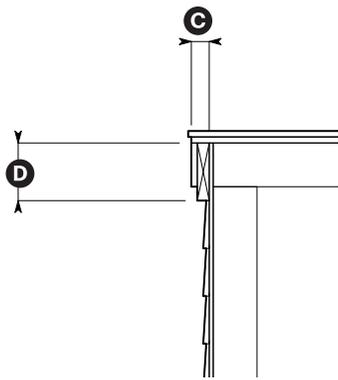


Prototypical Building Elevation

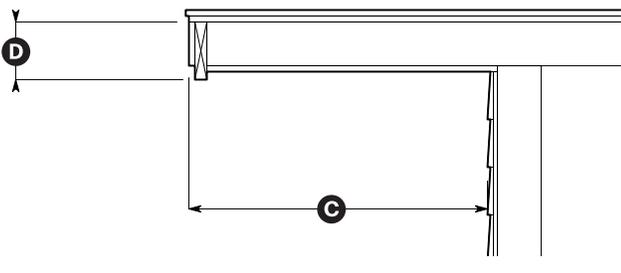
<b>3. Wall</b>
Stucco control joints shall align with edges of openings.
<b>Wall Inset</b>
A wall inset from the primary facade, continuous for the full height of the building, is required for buildings greater than 75' in width.
Roof and wall projections may encroach into wall inset.

<b>3. Wall (Continued)</b>		
Wall inset dimensions		
Width	8'0" min.; 12'0" max.	<b>A</b>
Depth	6'0" min.	<b>B</b>
<b>4. Base</b>		
No base is required for this style.		

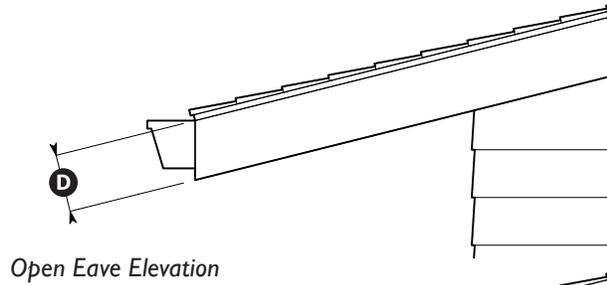
Contemporary.



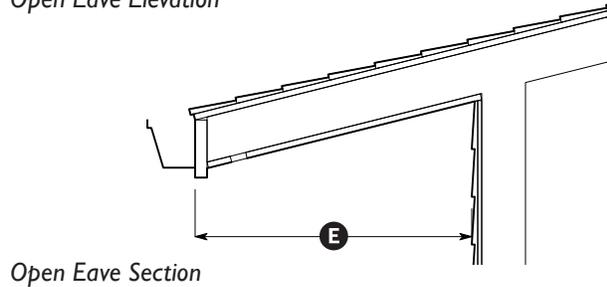
Flush Profile Rake Section



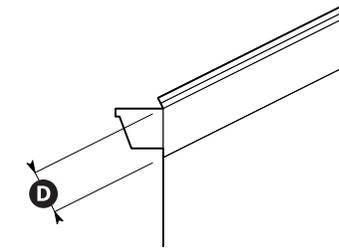
Projecting Profile Rake Section



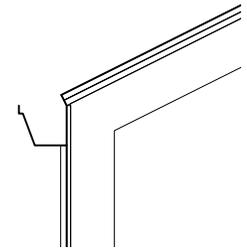
Open Eave Elevation



Open Eave Section



Closed Eave Elevation



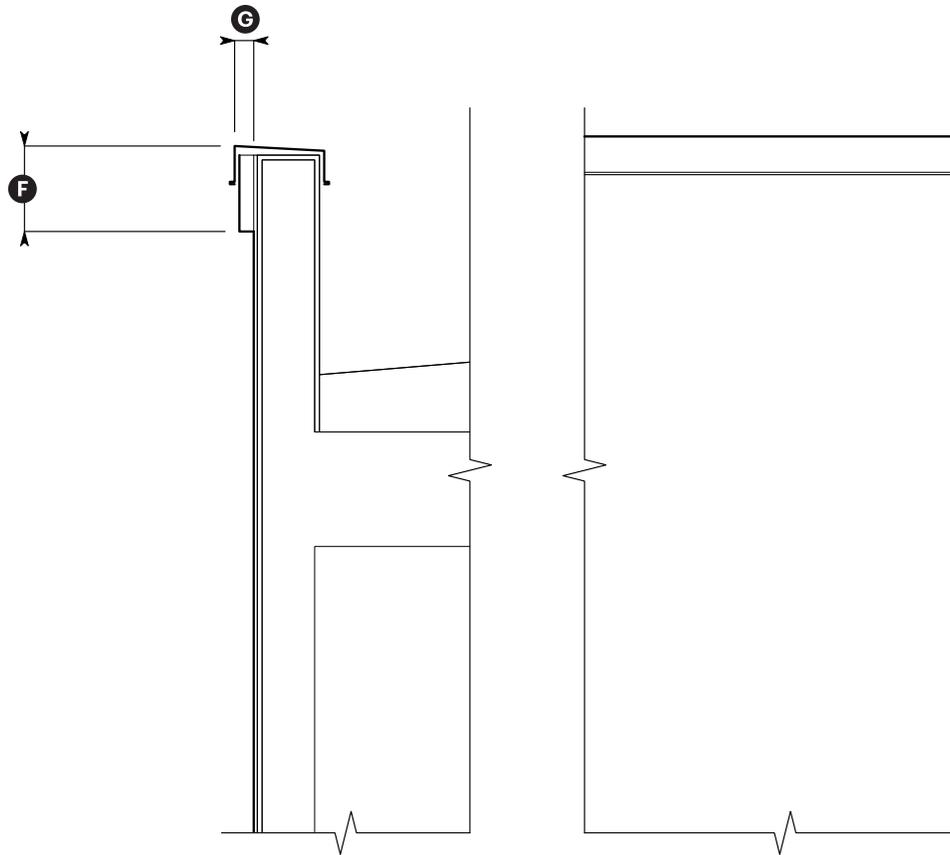
Closed Eave Section

5. Building Roof		
Building Roof		
Standards	Sloped Roof	Flat Roof
<b>Roof Form</b>		
Pitch	2:12 min.; 6:12 max.	N/A
<b>Applicable Subsections</b>		
6. Rake	A	N/A
7. Eave	A	N/A
8. Parapet	N/A	A

6. Rake		
Standards	Flush Profile	Projecting Profile
Horizontal Projection	No min.; 2" max.	2'6" min.; No max.
See Subsection 7 (Eave) for height standards.		

Key A = Applicable N/A = Not Applicable

7. Eave		
Standards	Open	Closed
<b>Height</b>		
Fascia	6" min.	6" min.
<b>Horizontal Projection</b>		
Overall	36" min.; No max.	N/A



Parapet Section

Parapet Elevation

<b>8. Parapet</b>		
<b>Height</b>		
Projection	0" min.; 6" max.	<b>F</b>
<b>Horizontal Projection</b>		
Overall	0" min.; 3" max.	<b>G</b>

Contemporary.

**9. Windows**

**Opening**

Proportion, Height **H** to Width **I**<sup>1</sup>

Ground floor	2.2 min.
Upper floor	2.0 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **I** x Height **H**

Ground floor, typical	3'0" x 6'0"
Ground floor, ganged	3'0" x 6'0"
Ground floor, picture	4'6" x 6'0"
Upper floor, typical	3'0" x 5'6"
Upper floor, ganged	3'0" x 5'6"
Upper floor, picture	4'6" x 5'6"
Privacy	2'0" x 4'6"

Shape	Square
Operation	Double-Hung, Single-Hung, Awning, Casement

**Window**

Glazing Divisions	None
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Frame Width (Frame + Sash)

At Rail	2.5" min. ± 1/4"	<b>J</b>
At Stile	2.5" min. ± 1/4"	<b>K</b>

Trim Widths<sup>2</sup>

Head	3" min.
Jamb	3" min.
Apron	3" min.

**Window Frame Recess**

Depth	2" min.
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**Sill**

Depth	3" min.
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**Pediment**

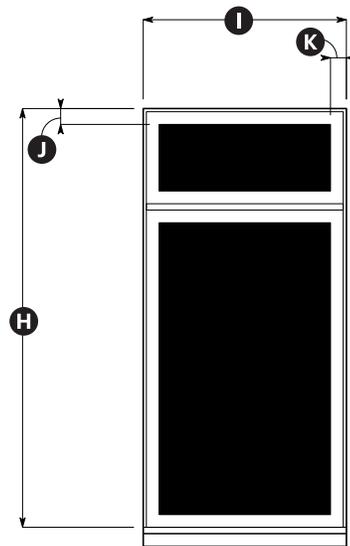
Allowed	No
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**Mullions**

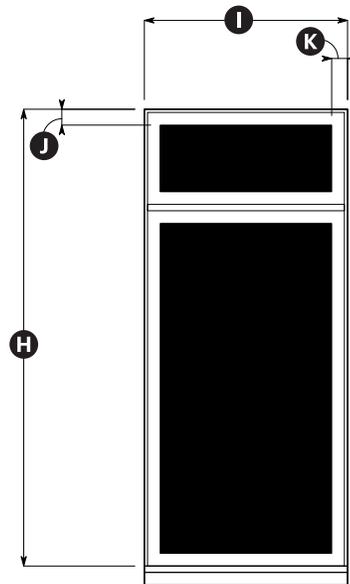
Mullions required between ganged windows.

<sup>1</sup> Picture windows must be wider than typical windows and equal in height to windows on the same floor.

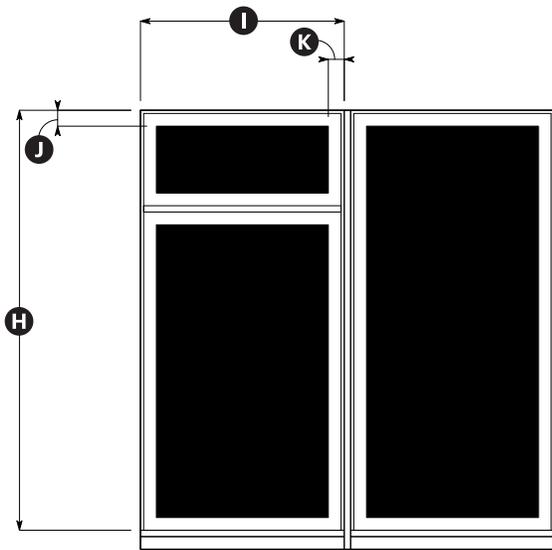
<sup>2</sup> Trim required for windows only on buildings or parts of buildings with lap siding.



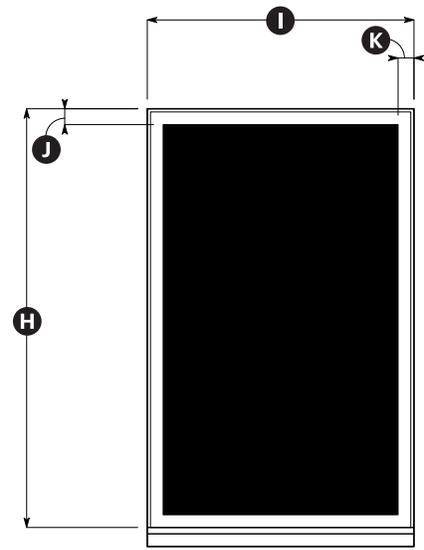
Upper Floor  
Typical Window Elevation



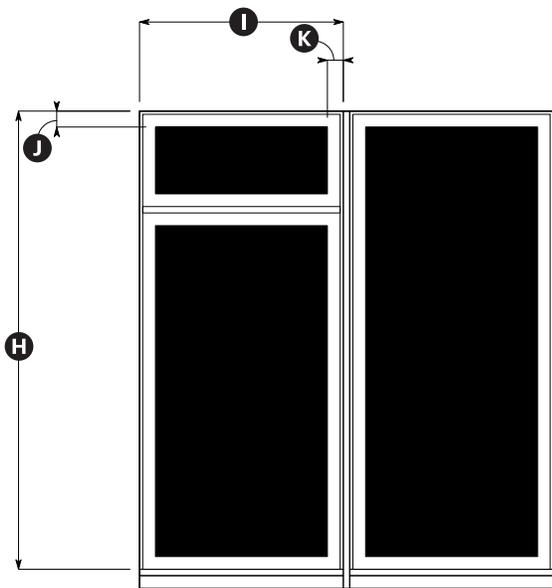
Ground Floor  
Typical Window Elevation



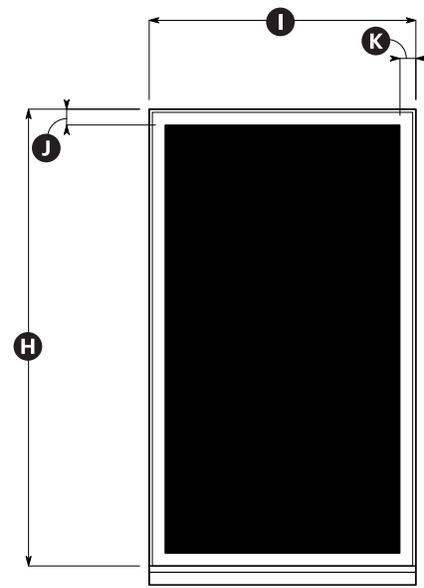
Upper Floor  
Ganged Window Elevation



Upper Floor  
Picture Window Elevation



Ground Floor  
Ganged Window Elevation

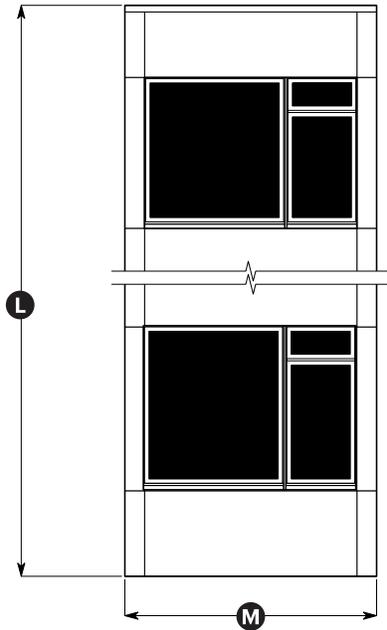


Ground Floor  
Picture Window Elevation

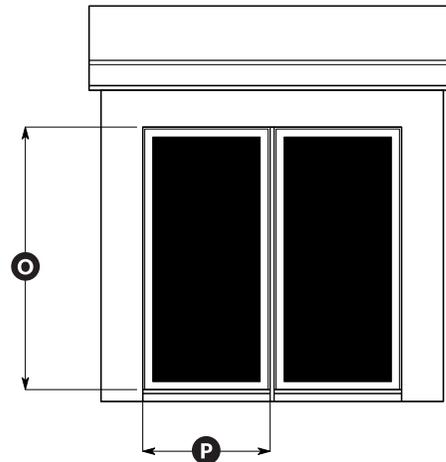
Contemporary.



Bay Window Plan



Bay Window Elevation



Dormer Elevation

10. Bay Windows	
Form	
Type	Square
Size	
Height	<b>L</b>
On buildings with heights up to 3 stories	2 stories max.
On buildings with heights above 3 stories	2 stories plus 1 additional story for each building story over 3 max.
Width	6'0" min.; 12'0" max. <b>M</b>
Depth	1'0" min.; 3'0" max. <b>N</b>
Additional Standards	

Bay form shall be continuous.

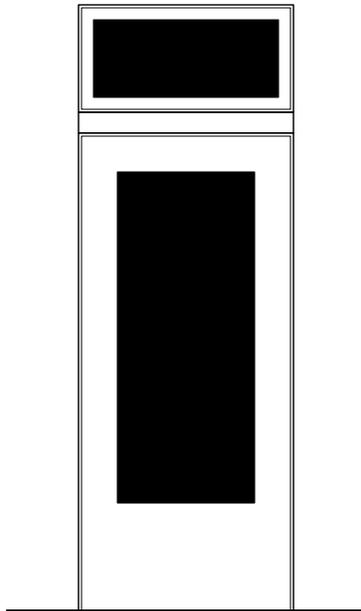
Continuous horizontal articulation on building shall wrap bay form.

Corner bay may be turned on side to be rotated 45 degrees from building corner.

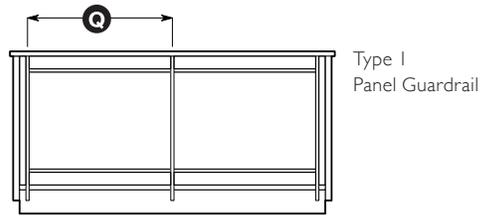
11. Dormers	
Roof Form	
Type	Shed
Pitch	2:12 min.; 6:12 max.
Window	
Proportion, Height	2.0 min.
<b>O</b> to Width <b>P</b>	
Width	3'0" min. <b>P</b>

Dormers allowed only for buildings with half stories.

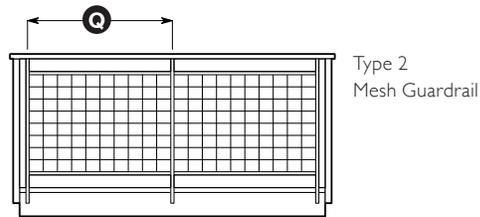
See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.



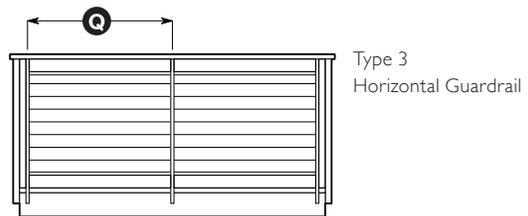
Entry Door Elevation



Type 1  
Panel Guardrail



Type 2  
Mesh Guardrail



Type 3  
Horizontal Guardrail

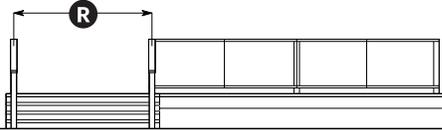
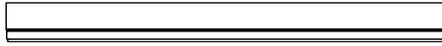
Balcony Front Elevation

12. Residential Entry Doors	
<b>Surround<sup>3</sup></b>	
Head Width	4" min.
Jamb Width	4" min.
<b>Additional Elements</b>	
Transom	Allowed
Pediment	Not allowed

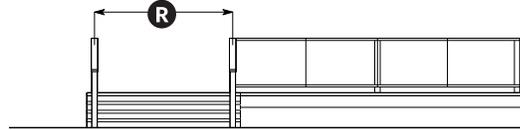
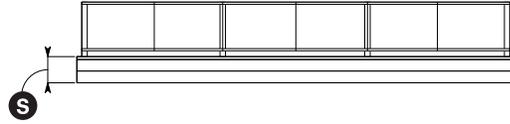
<sup>3</sup> Surround required for doors only on buildings or parts of buildings with lap siding.

13. Balconies	
<b>Allowed Materials</b>	
<b>Type 1 - Panel Guardrail</b>	
Post	Metal
Baluster	Metal panel
Handrail	Metal, glass
Fascia	Metal, composite wood, wood
<b>Type 2 - Mesh Guardrail</b>	
Post and Handrail	Metal
Baluster	Metal mesh
Fascia	Metal, composite wood, wood
<b>Type 3 - Horizontal Guardrail</b>	
Post and Handrail	Metal
Baluster	Metal, steel cable
Fascia	Metal, composite wood, wood
<b>Size</b>	
Overall Balcony Width	10'0" max.
Width Between Posts	3' min. <span style="float: right;">Q</span>

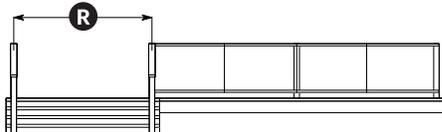
Contemporary.



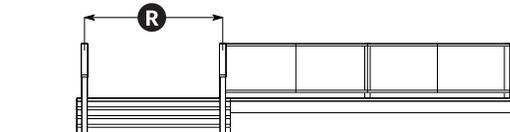
One-Story Porch Elevation



One-Story Porch with Deck Above Elevation



Multi-Story Porch Elevation



Multi-Story Porch with Deck Above Elevation

**14. Porches**

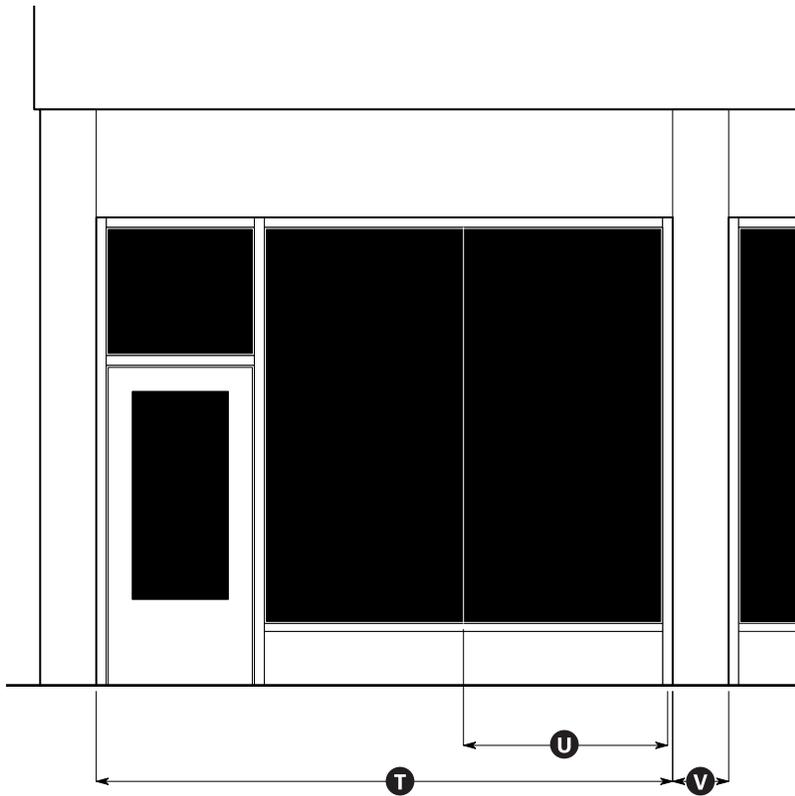
**Columns/Newel Posts**

Shape	Cantilevered (newel posts only) or pilotis
Diameter	4" max.
Spacing	8'0" max. on center <b>(R)</b>

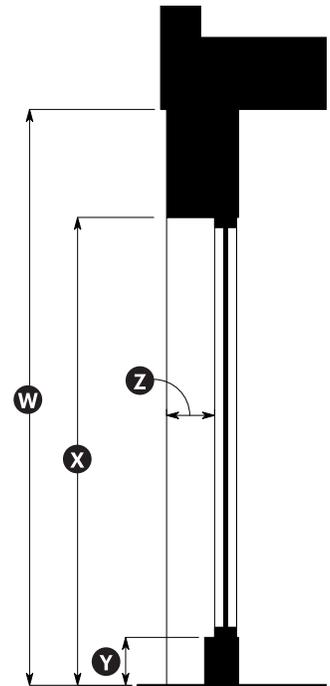
**Entablature**

**Height of Entablature Supporting Deck**

Overall	10" min. <b>(S)</b>
---------	---------------------



Storefront Elevation



Storefront Section

15. Storefronts		
<b>Width</b>		
Storefront Module	10'0" min.; 15'0" max.	T
Display Window	3'0" min.; 4'0" max.	U
Distance Between Storefront Modules	1'0" min.; 2'0" max.	V
<b>Height</b>		
Overall	12'0" min.	W
Head Height	11'0" min.	X
Base	8" min.; 2'0" max.	Y
<b>Horizontal Recess</b>		
Depth	6" min.; 9" max.	Z
Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).		

Contemporary.

<b>16. Materials</b>	
<b>Element</b>	<b>Allowed Materials</b>
<b>Wall</b>	
Wall Cladding	Lap siding, composite wood, wood, fiber cement, stucco, metal panel
<b>Base or Foundation</b>	
Base or Foundation	Brick, concrete, stone, stucco, composite wood, wood, fiber cement
<b>Roof and Roof Elements</b>	
Roofing	Asphalt shingles, wood shingles, standing seam metal
Rake and Eave	Composite wood, wood, steel
Gutter	Metal box
<b>Windows, Bay Windows, and Entry Doors</b>	
Entry Door	Wood, aluminum, fiberglass, composite wood
Window Frames	Wood, aluminum clad wood, aluminum, fiberglass
Glazing	Clear glass; shall not be tinted, mirrored, or colored
<b>Balconies</b>	
See Subsection 13 (Balconies) for allowed materials.	
<b>Porches</b>	
Columns/Newel Posts	Composite wood, wood, fiberglass, metal
Railing	Composite wood, wood, metal
<b>Storefronts</b>	
Storefront	Composite wood, wood, metal
Storefront Base	Stucco, concrete

## 15.04.405.060 Art Deco.



*General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.*

### I. Description of Style

The Art Deco style is characterized by buildings composed of primarily rectilinear forms with strongly contrasting vertical and horizontal emphases. Towers, tall slender piers that may project above the parapet line, and other vertical projections above the roofline are used to provide vertical emphasis. Horizontal grooves or lines in the walls, horizontal balustrade elements, concrete window awnings, and ganged windows are used to give a horizontal emphasis to the building.

Art Deco style has ornamental elements such as zig zags, chevrons, and other stylized and geometric motifs occur as decorative elements on the facade, typically at the parapet and primary entrances.

### 2. Typical Characteristics

Vertical ornamentation or elements above primary entrances

Simple massings

Vertical elements that break through the cornice

Ornamentation

## Elements of Art Deco Style – House-Scale Prototype

*Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.*



*Prototypical Building Elevation*

## Elements of Art Deco Style – Block-Scale Prototype

*Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.*



*Prototypical Building Elevation*

### 3. Wall

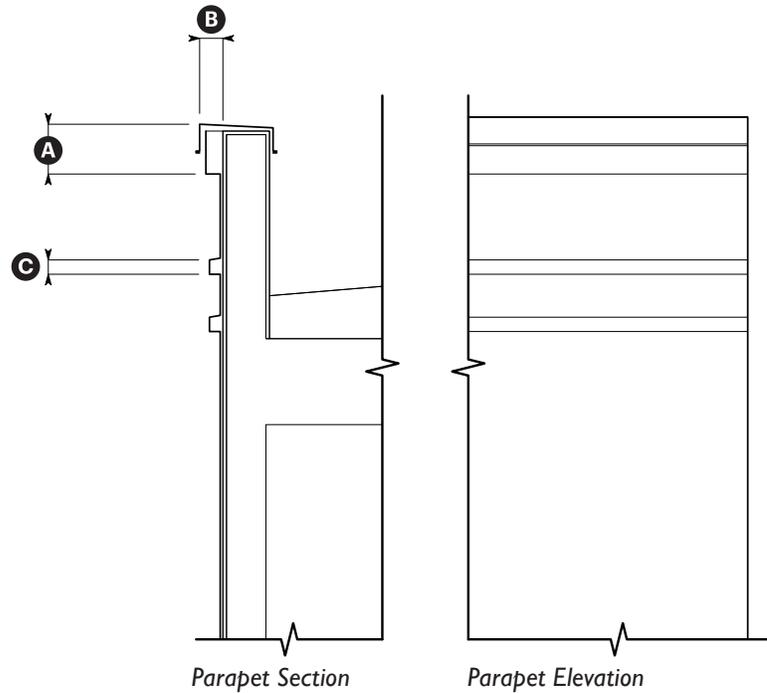
Stucco control joints shall align with edges of openings.

Rounded exterior wall corners allowed

### 4. Base

None required

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5. Building Roof	
Form	
Roof type	Flat

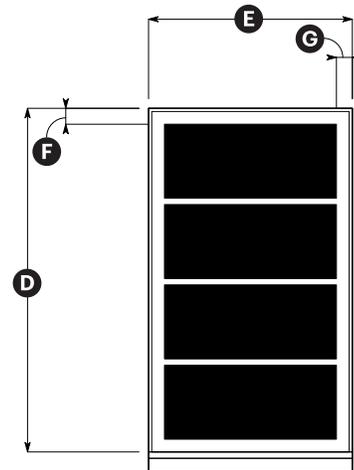
**6. Rake**  
 Because this style does not allow sloped roofs, rake is not regulated. For wall-roof junction standards, see Subsection 8 (Parapet).

**7. Eave**  
 Because this style does not allow sloped roofs, eave is not regulated. For wall-roof junction standards, see Subsection 8 (Parapet).

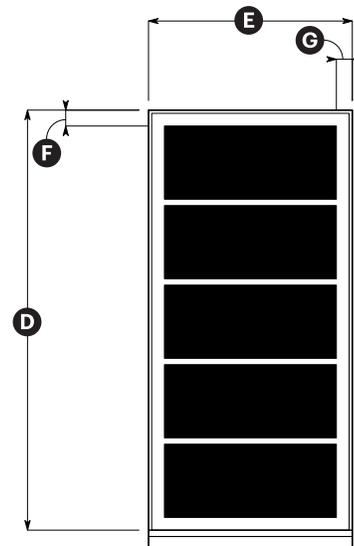
8. Parapet	
Height	
Projection	0" min.; 6" max. <b>A</b>
Horizontal Projection	
Overall	0" min.; 12" max. <b>B</b>
Required Ornament <sup>1</sup>	
Type	Recess or Projection
Height	2" min. <b>C</b>
Quantity	2 min.
<sup>1</sup> Ornament shall be continuous along facade.	

Art Deco.

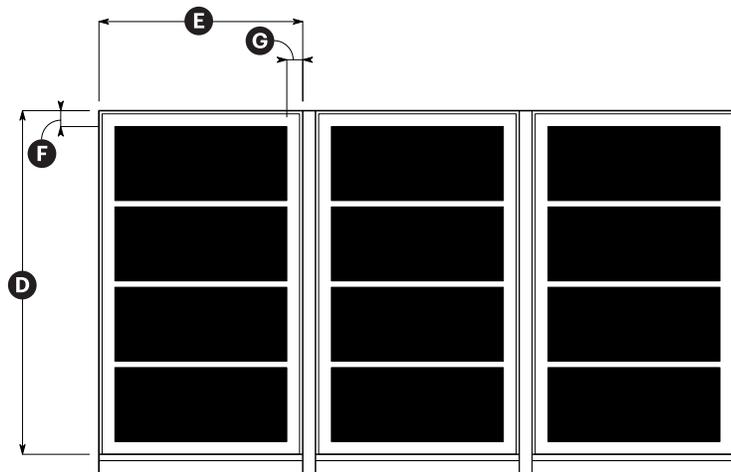
9. Windows	
<b>Opening</b>	
Proportion, Height <b>D</b> to Width <b>E</b> <sup>2</sup>	
Ground floor	2.0 min.
Upper floor	1.6 min.
<b>Typical Sizes, Width <b>E</b> x Height <b>D</b></b>	
Ground floor, typical	2'8" x 5'6"
Ground floor, ganged	2'8" x 5'6"
Ground floor, picture	2'4" x 3'6"
Upper floor, typical	2'8" x 4'6"
Upper floor, ganged	2'8" x 4'6"
Upper floor, picture	2'4" x 3'6"
Privacy	2'0" x 4'0"
Shape	Square, arched
Operation	Casement
<b>Window</b>	
Glazing Divisions	4 parts or 5 parts
Frame Width (Frame + Sash)	
At Rail	2.5" min. ± 1/4" <b>F</b>
At Stile	2.5" min. ± 1/4" <b>G</b>
<b>Window Frame Recess</b>	
Depth	2" min.
<b>Sill</b>	
Depth	3" min.
<b>Pediment</b>	
Allowed	No
<b>Mullions</b>	
Mullions required between ganged windows.	
<sup>2</sup> Picture windows must be wider than typical windows and equal in height to windows on the same floor.	



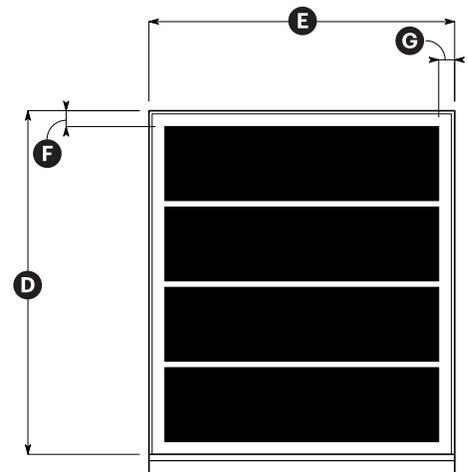
Upper Floor  
Typical Window Elevation  
4 parts



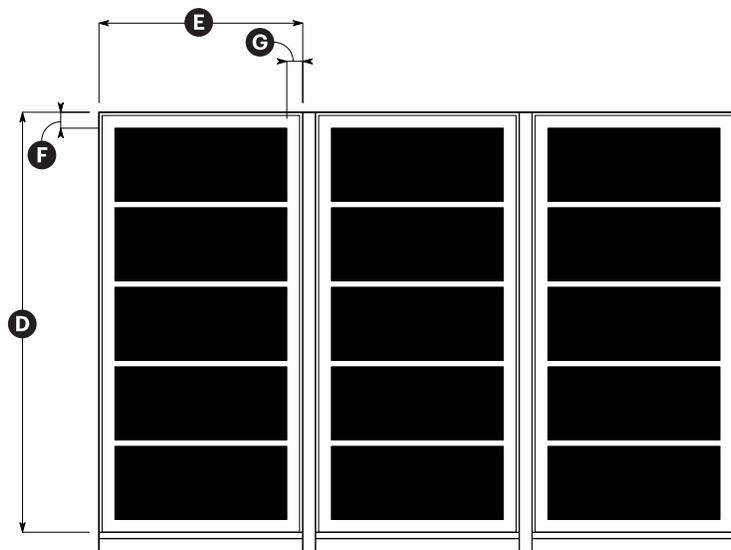
Ground Floor  
Typical Window Elevation  
5 parts



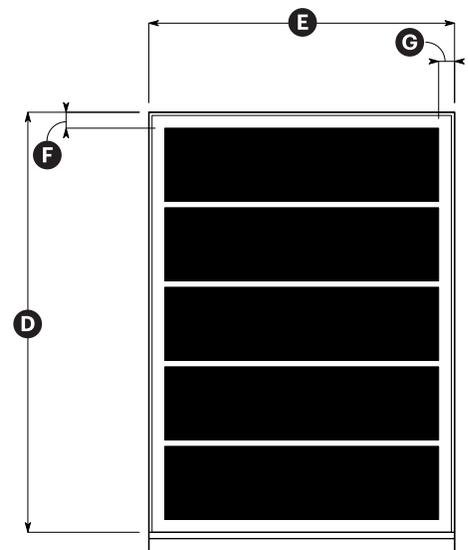
Upper Floor  
Ganged Window Elevation  
4 parts



Upper Floor  
Picture Window Elevation



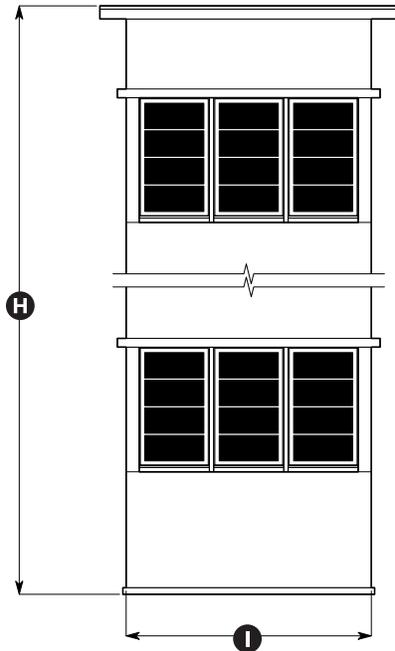
Ground Floor  
Ganged Window Elevation  
5 parts



Ground Floor  
Picture Window Elevation



Bay Window Plan



Bay Window Elevation

**10. Bay Windows**

**Form**

Type Square

**Size**

Height **H**

- On buildings with heights up to 3 stories 2 stories max.
- On buildings with heights above 3 stories 2 stories plus 1 additional story for each building story over 3 max.

Width 6'0" min.; 12'0" max. **I**

Depth 1'0" min.; 3'0" max. **J**

**Cornice Types**

- Building eave wraps bay.
- Bay stops below building eave (bay has own cornice).
- Bay returns into building eave (bay never projects above the building eave).

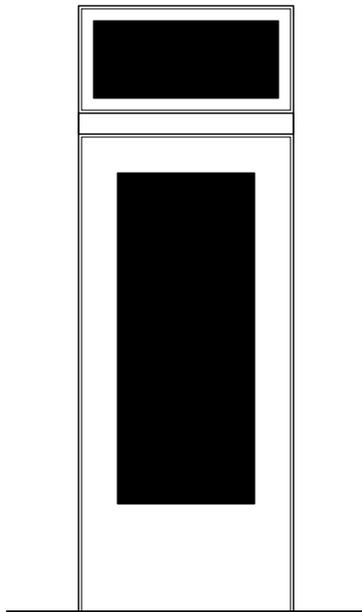
**10. Bay Windows (Continued)**

**Additional Standards**

- Bay depth not allowed to project beyond eave depth.
- Bay form shall be continuous.
- Continuous horizontal articulation on building shall wrap bay form.
- Corner bay may be turned on side to be rotated 45 degrees from building corner.

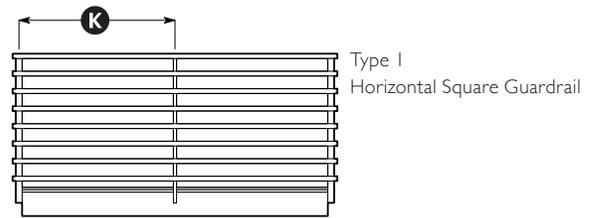
**11. Dormers**

Because this style does not allow sloped roofs, dormers shall not be used.

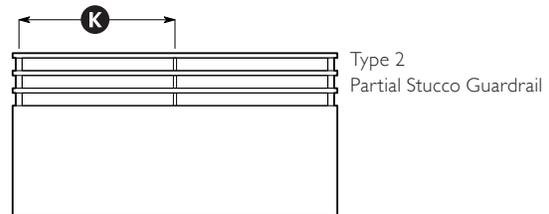


Entry Door Elevation

12. Residential Entry Doors	
<b>Door</b>	
Number of Panels	0 min.
<b>Surround</b>	
None required	
<b>Additional Elements</b>	
Transom	Allowed
Pediment	Not allowed



Type 1  
Horizontal Square Guardrail



Type 2  
Partial Stucco Guardrail

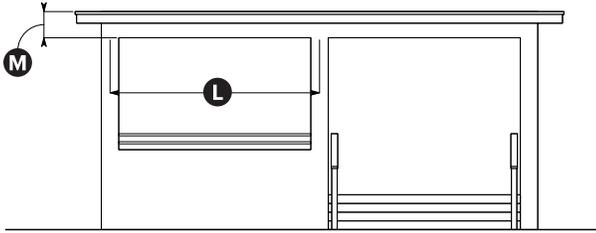


Type 3  
Stucco Guardrail

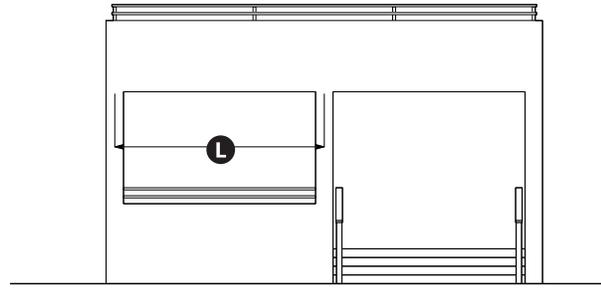
Balcony Front Elevation

13. Balconies	
<b>Allowed Materials</b>	
<b>Type 1 - Horizontal Square Guardrail</b>	
Post	Metal
Baluster	Metal
Handrail	Metal
Fascia	Stucco, metal, composite wood, wood
<b>Type 2 - Partial Stucco Guardrail</b>	
Post and Handrail	Metal
Baluster	Metal
Wall	Stucco
<b>Type 3 - Stucco Guardrail</b>	
Wall	Stucco
<b>Size</b>	
Overall Balcony Width	10'0" max.
Width Between Posts	3' min. <span style="float: right;">K</span>

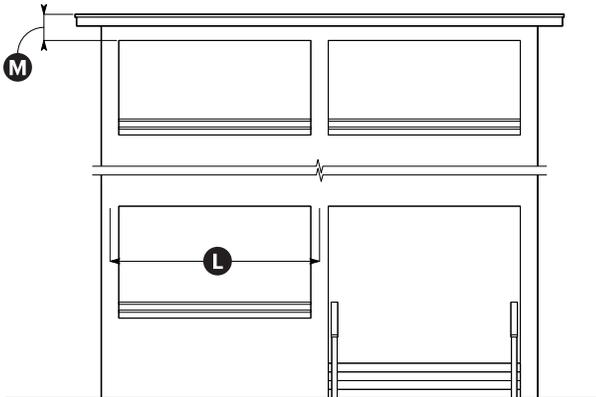
Art Deco.



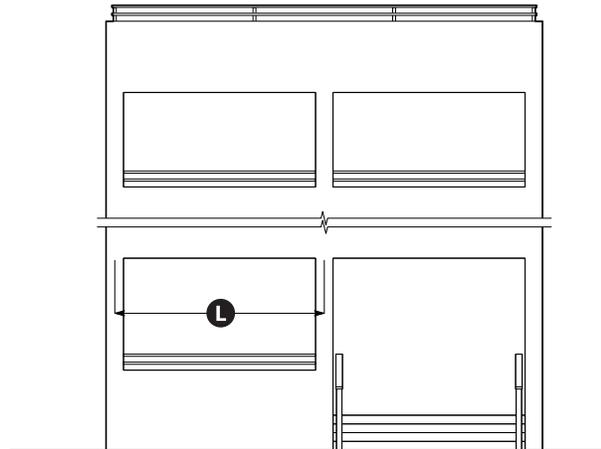
One-Story Porch Elevation



One-Story Porch with Deck Above Elevation

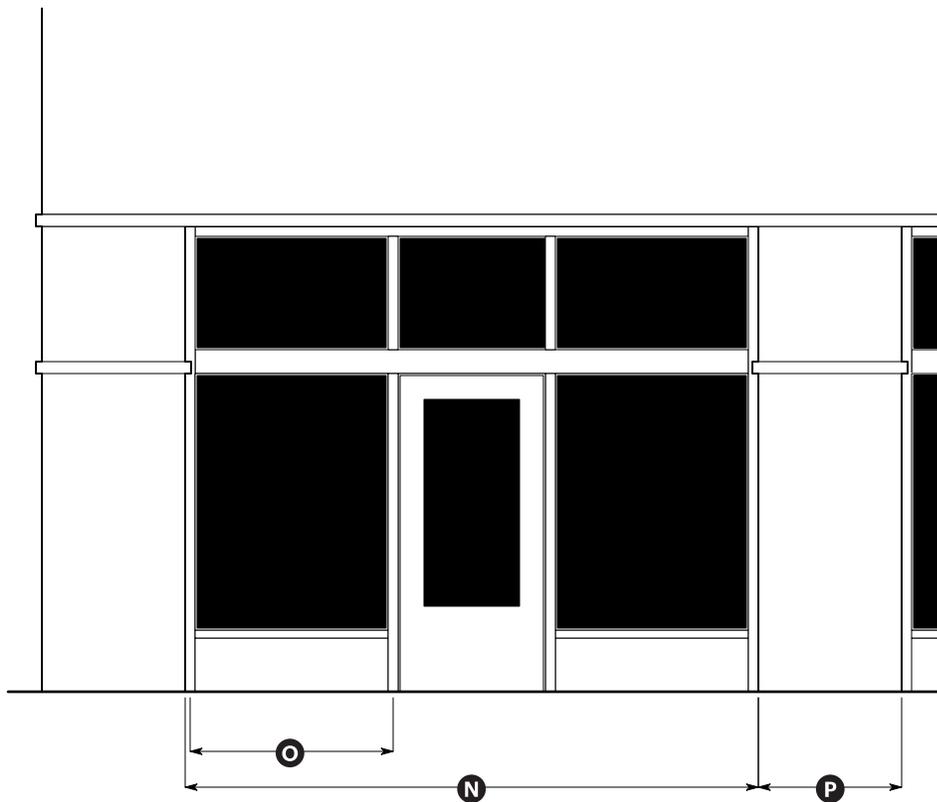


Multi-Story Porch Elevation

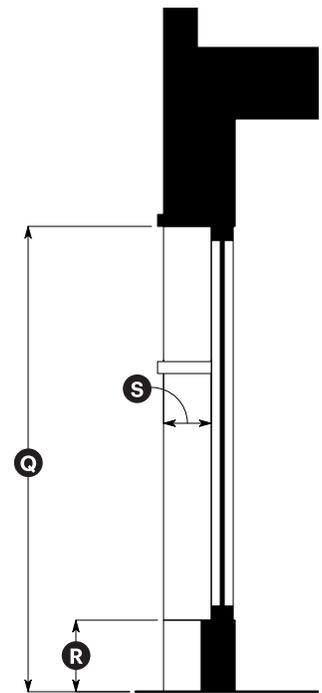


Multi-Story Porch with Deck Above Elevation

14. Porches	
Columns	
Shape	Square or round
Width	8" min.
Spacing	12'0" max. on center (L)
Entablature	
Overall	10" min. (M)



Storefront Elevation



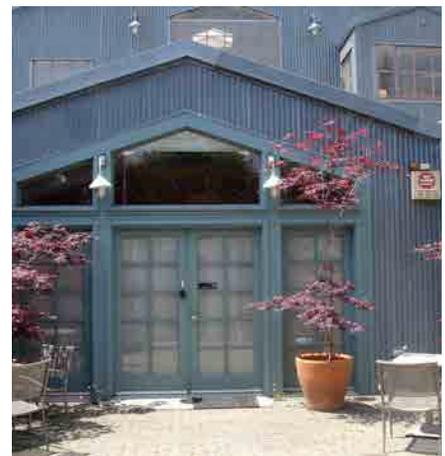
Storefront Section

15. Storefronts		
<b>Width</b>		
Storefront Module	10'0" min.; 15'0" max.	N
Display Window	3'0" min.; 4'0" max.	O
Distance Between Storefront Modules	2'6" min.; 4'0" max.	P
<b>Height</b>		
Head Height	11'0" min.	Q
Cornice	None	
Signage Band	None	
Base	1'0" min.; 2'0" max.	R
<b>Horizontal Recess</b>		
Depth	6" min.; 9" max.	S
Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).		

## Art Deco.

<b>16. Materials</b>	
<b>Element</b>	<b>Allowed Materials</b>
<b>Wall</b>	
Wall Cladding	Stucco
<b>Windows, Bay Windows, and Entry Doors</b>	
Entry Door	Wood, aluminum, fiberglass, composite
Window Frames	Wood, aluminum-clad wood, aluminum, fiberglass
Sill	Stucco, cast stone
Glazing	Clear glass; shall not be tinted, mirrored, or colored
<b>Balconies</b>	
See Subsection 13 (Balconies) for allowed materials.	
<b>Porches</b>	
Columns	Stucco, metal
Railing	Metal
<b>Storefronts</b>	
Storefront	Composite wood, wood, metal
Storefront Base	Stucco, tile

## 15.04.405.070 Industrial.



*General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.*

### I. Description of Style

The Industrial style is defined by simple building forms with gable end, side gable, or saw tooth roof forms. Flat roofs are also allowed. Windows, roll-up glass doors, and other openings are simple and laid out in a rational manner.

Facades along the street and low walls provide opportunities for accent elements such as trellises, gates, and awnings. Parking is often screened and located in a parking court or a lot to the rear of the property.

Figure 15.04.405.070.I (Allowed Areas for Industrial Architectural Style) identifies areas in which the Industrial architectural style is allowed.

### 2. Typical Characteristics

Low-pitched roofs with shallow eaves

Simple gable or saw-toothed roof forms

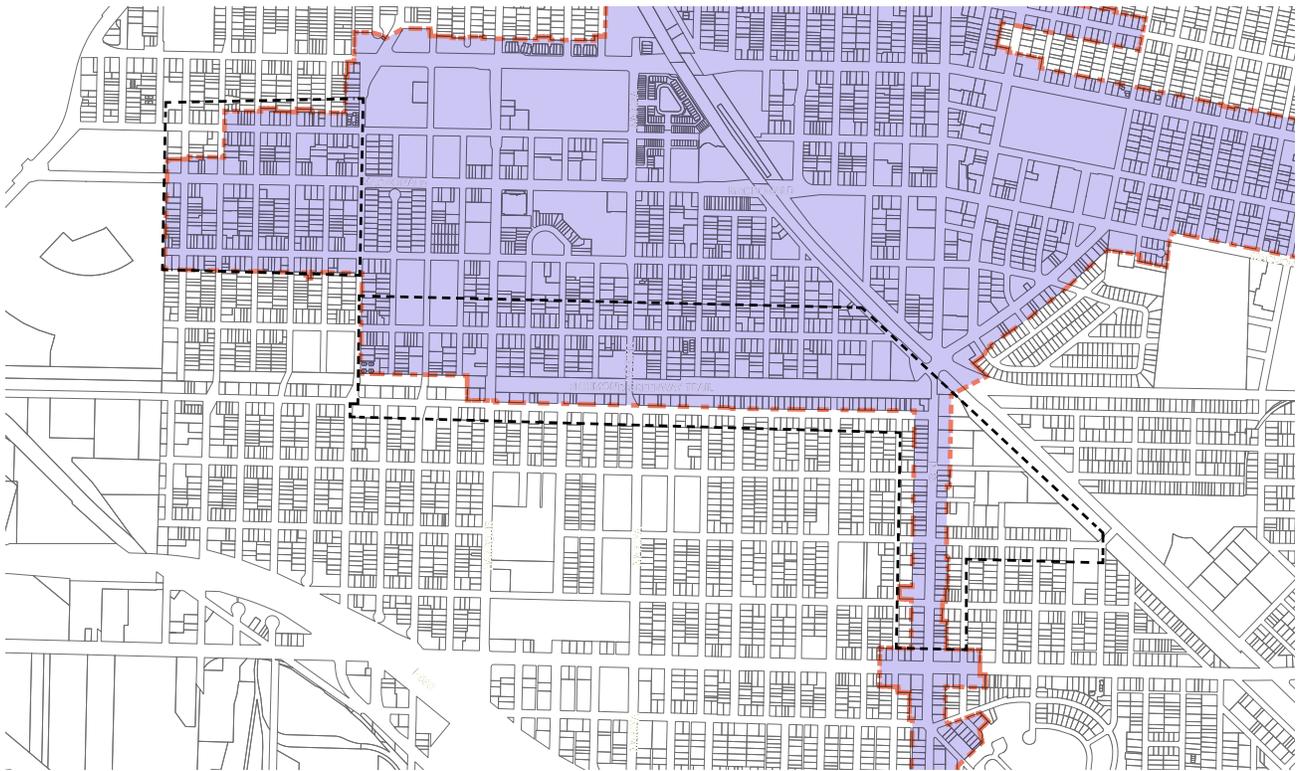
Horizontally proportioned openings made from ganged vertical windows

Simple and regular rhythm of openings

Metal roofing

Metal sheeting or stucco wall materials

Figure 15.04.405.070.1: Allowed Areas for Industrial Architectural Style



Key

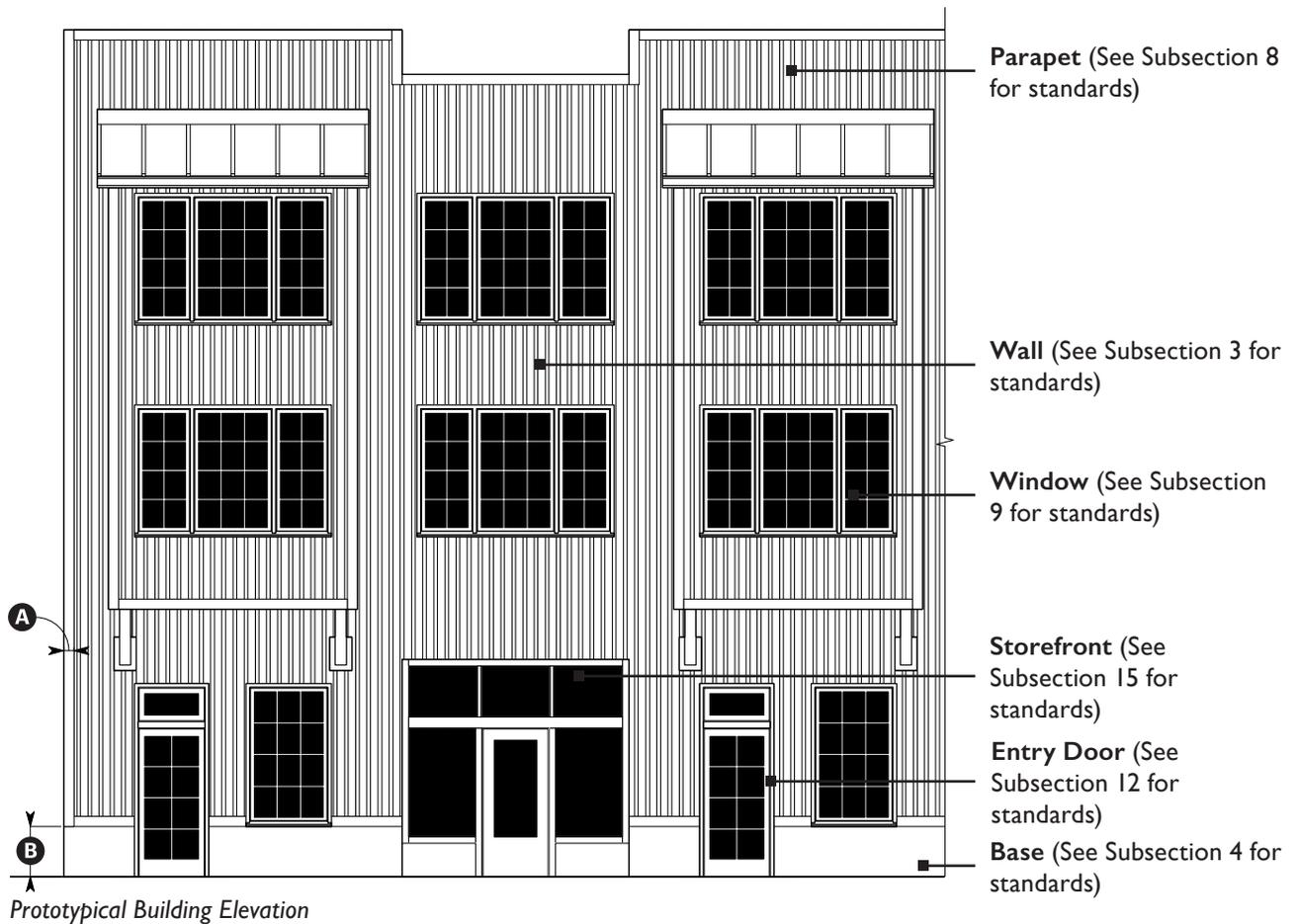
--- Allowed Areas

--- Project Boundary

■ Project Area

## Elements of Industrial Style – Block-Scale Prototype

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



### 3. Wall

Stucco control joints shall align with edges of openings.

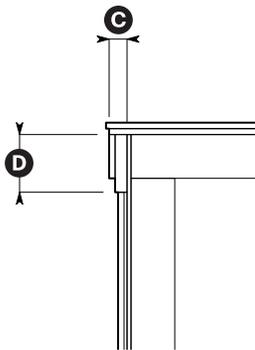
#### Trim<sup>1</sup>

Width 4" min. **A**

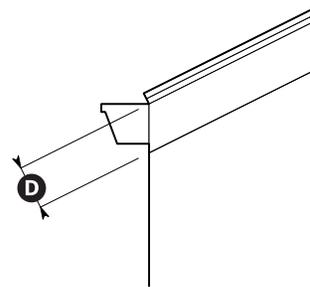
<sup>1</sup> Trim not required on buildings or portions of buildings where stucco is the primary wall material.

### 4. Base

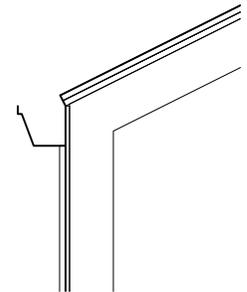
Height 1'0" min.; 1/2 story max. **B**



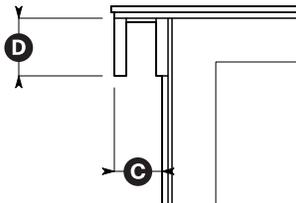
Flush Profile Rake Section



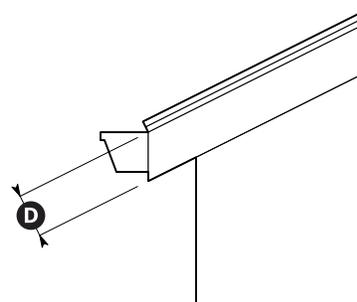
Open Eave Elevation



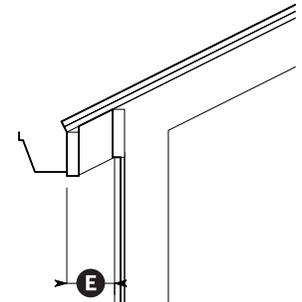
Open Eave Section



Projecting Profile Rake Section



Closed Eave Elevation



Closed Eave Section

**5. Building Roof**

Building Roof Standards	Sloped Roof	Flat Roof
<b>Applicable Subsections</b>		
Subsection 6 (Rake)	A	N/A
Subsection 7 (Eave)	A	N/A
Subsection 8 (Parapet)	N/A	A
<b>Form</b>		
Pitch	2:12 min.; 10:12 max.	N/A

**6. Rake**

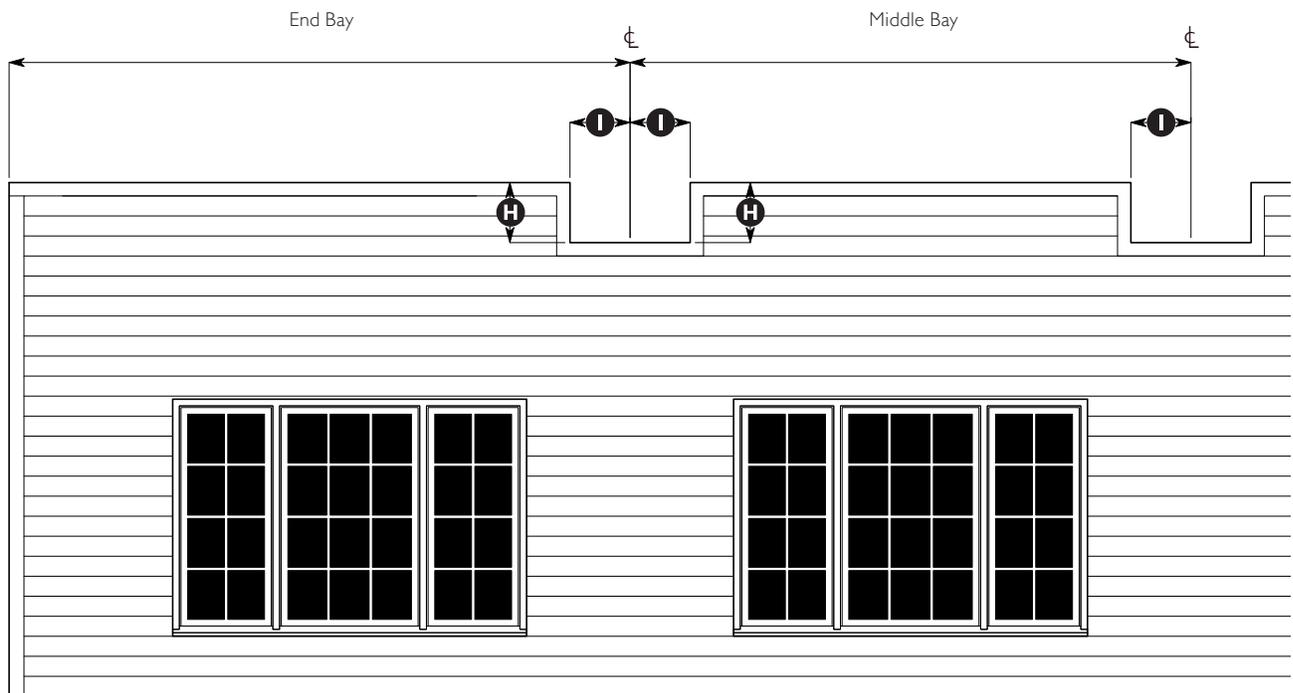
Standards	Projecting	
	Flush Profile	Profile
Horizontal Projection	No min.; 2" max.	6" min.; 1'6" max.

See Subsection 7 (Eave) for height standards. C

**7. Eave**

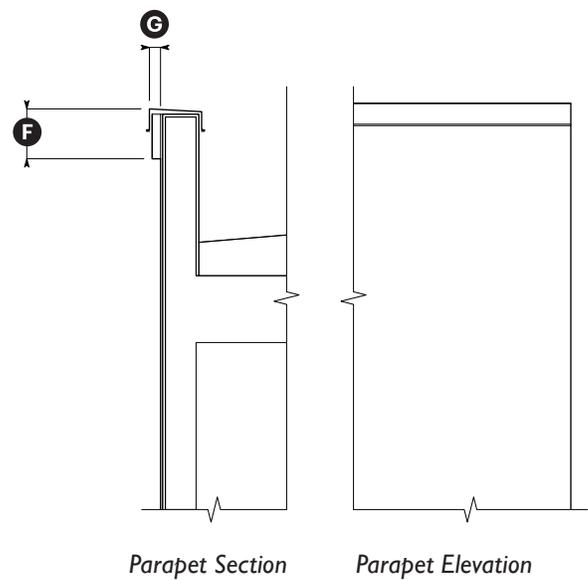
Standards	Open	Closed
<b>Height</b>		
Fascia	6" min.	6" min.
<b>Horizontal Projection</b>		
Overall	6" min.; 1'6" max.	N/A

Key      A = Applicable    N/A = Not Applicable



Parapet Elevation

8. Parapet		
<b>Height</b>		
Projection	0" min.; 6" max.	F
<b>Horizontal Projection</b>		
Overall	0" min.; 3" max.	G
<b>Crenellation</b>		
Parapet shall be crenellated.		
Crenel Height	1'0" min.	H
Width, from Center	1'0" min.	I
<b>Line</b>		
Crenel may not occur at building corner or end bays.		



Industrial.

**9. Windows**

**Opening**

Proportion, Height **K** to Width **J**<sup>2</sup>

Ground floor	1.6 min.
Upper floor	1.5 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **J** x Height **K**

Ground floor, typical	3'6" x 6'0"
Ground floor, ganged	2'4" x 6'0"
Ground floor, picture	5'0" x 6'0"
Upper floor, typical	3'6" x 5'6"
Upper floor, ganged	2'4" x 5'6"
Upper floor, picture	5'0" x 5'6"
Privacy	2'0" x 4'0"

Shape	Square
Operation	Single Hung, Double Hung, Casement

**Window**

Glazing Divisions 6 parts min.; 12 parts max.

Frame Width (Frame + Sash)

At Rail	2.5" min. ± 1/4"	<b>L</b>
At Stile	2.5" min. ± 1/4"	<b>M</b>

Trim Widths

Head	2" min.	<b>N</b>
Jamb	2" min.	<b>O</b>
Apron	None required.	

**Window Frame Recess**

Depth 2" min.

**Sill**

Depth 3" min.

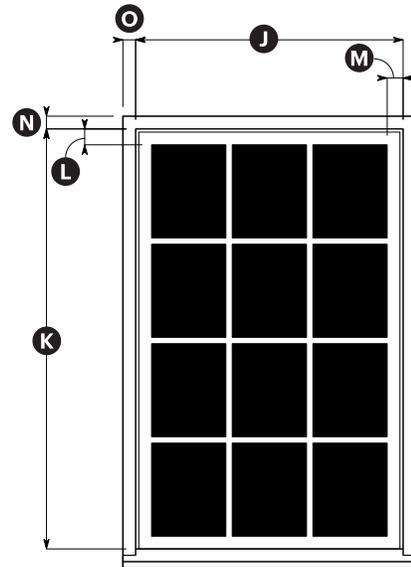
**Pediment**

Allowed No

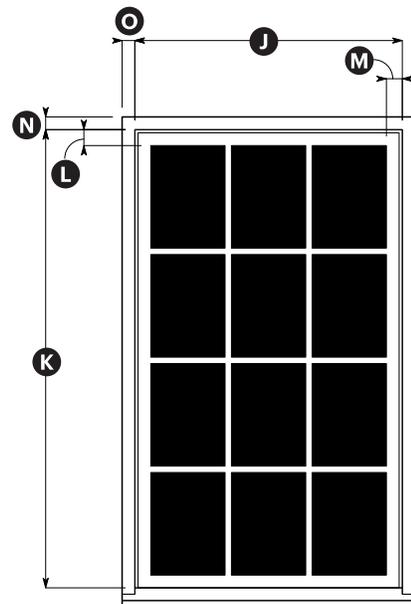
**Mullions**

Mullions required between ganged windows.

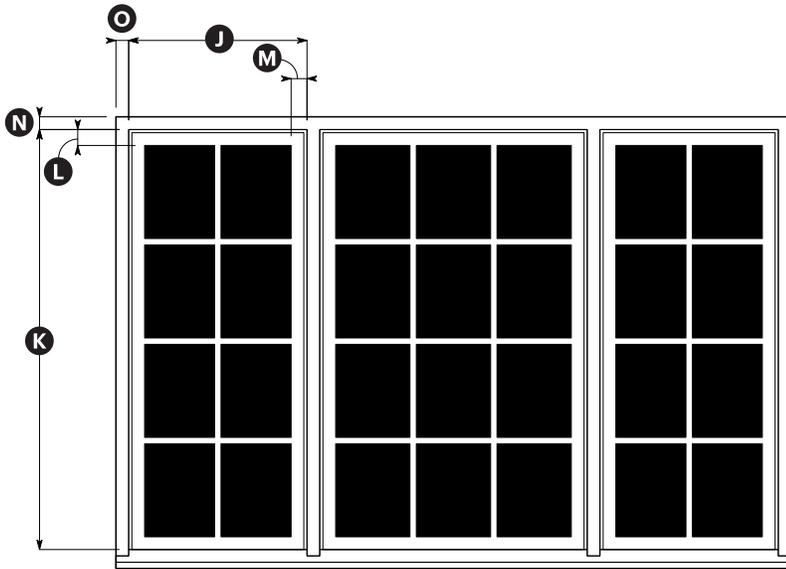
<sup>2</sup> Picture windows must be wider than typical windows and equal in height to windows on the same floor.



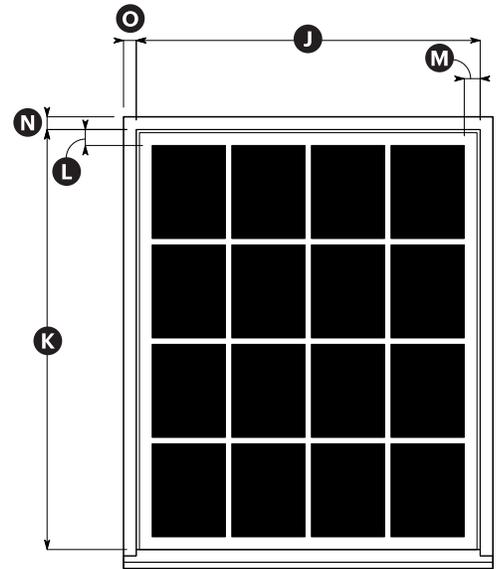
Upper Floor  
Typical Window Elevation  
12 Parts



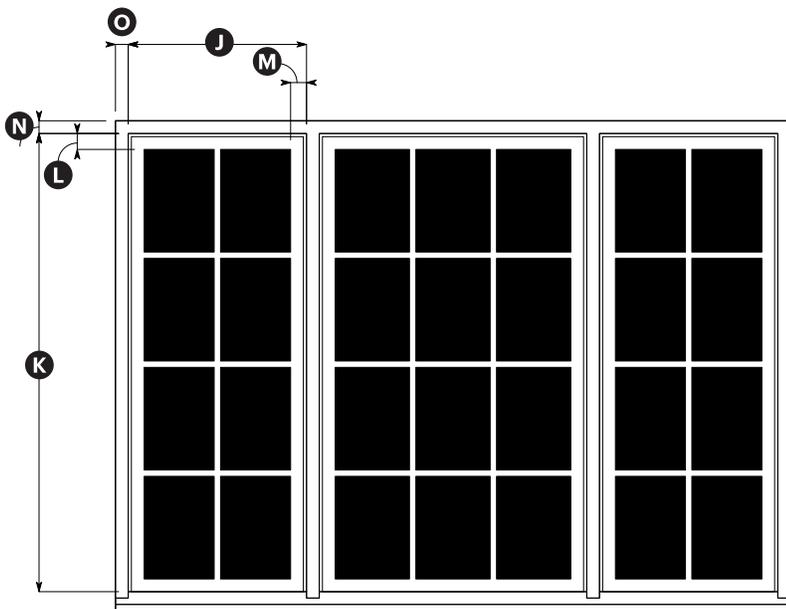
Ground Floor  
Typical Window Elevation  
12 Parts



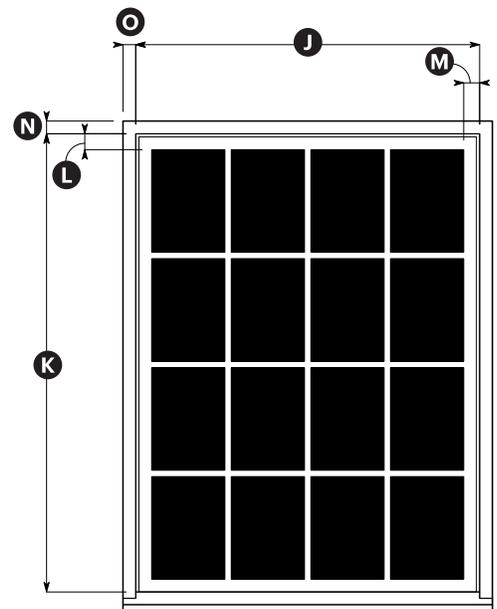
Upper Floor  
Ganged Window Elevation  
8 Parts



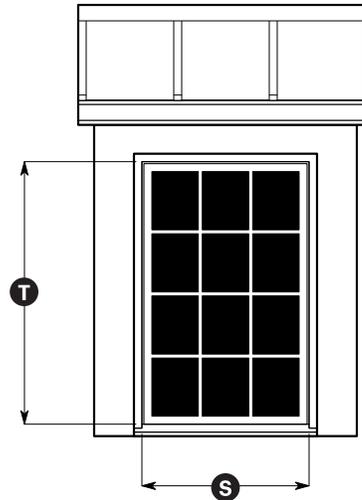
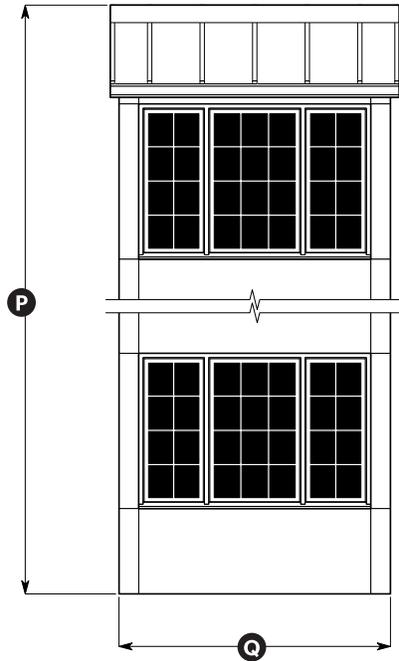
Upper Floor  
Picture Window Elevation



Ground Floor  
Ganged Window Elevation  
8 Parts



Ground Floor  
Picture Window Elevation



**10. Bay Windows**

**Form**

Type Square

**Size**

Height (P)

- On buildings with heights up to 3 stories 2 stories max.
- On buildings with heights above 3 stories 2 stories plus 1 additional story for each building story over 3 max.

Width 6'0" min.; 12'0" max. (Q)

Depth 1'0" min.; 3'0" max. (R)

**Cornice Types**

- Building parapet wraps bay.
- Bay stops below building eave (bay has own cornice).
- Bay returns into building eave (bay never projects above the building eave).

**10. Bay Windows (Continued)**

**Additional Standards**

- Bay depth not allowed to project beyond eave depth.
- Bay form shall be continuous.
- Continuous horizontal articulation on building shall wrap bay form.
- Corner bay may be turned on side to be rotated 45 degrees from building corner.

**11. Dormers**

**Roof Form**

Type Shed

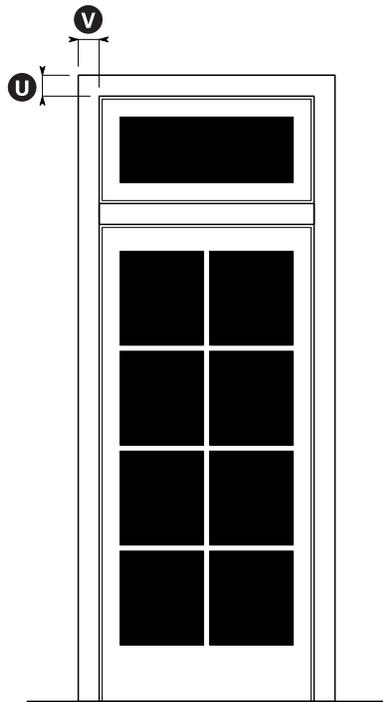
Pitch 2:12 min.; 6:12 max.

**Window**

Proportion, Height 1.5 min. (T) to Width (S)

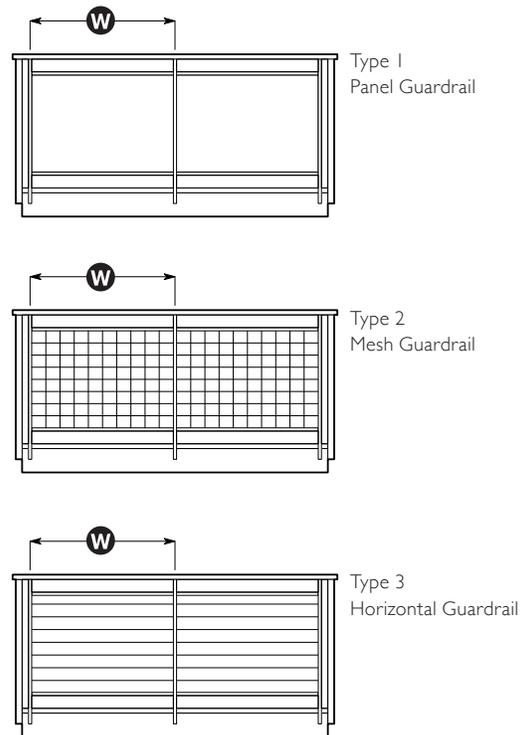
Width 2'4" min. (S)

- Dormers allowed only for buildings with half stories.
- See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.



Entry Door Elevation

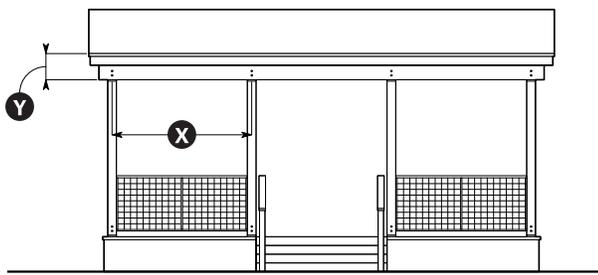
12. Residential Entry Doors	
<b>Door</b>	
Number of Panels	0 min.
<b>Surround</b>	
Head Width	2" min. <span style="float: right;">Ⓚ</span>
Jamb Width	2" min. <span style="float: right;">Ⓛ</span>
<b>Additional Elements</b>	
Transom	Allowed
Pediment	Not allowed



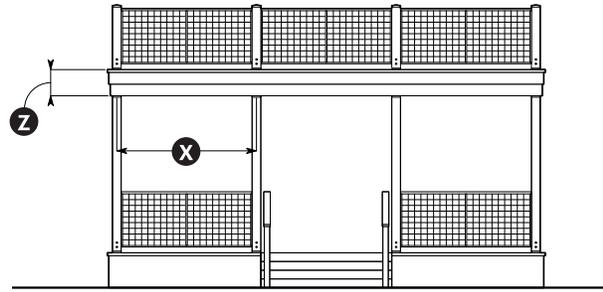
Balcony Front Elevation

13. Balconies	
<b>Allowed Materials</b>	
<b>Type 1 - Panel Guardrail</b>	
Post	Metal
Baluster	Metal panel
Handrail	Metal, glass
Fascia	Metal, composite wood, wood
<b>Type 2 - Mesh Guardrail</b>	
Post and Handrail	Metal
Baluster	Metal mesh
Fascia	Metal, composite wood, wood
<b>Type 3 - Horizontal Guardrail</b>	
Post and Handrail	Metal
Baluster	Metal, steel cable
Fascia	Metal, composite wood, wood
<b>Size</b>	
Overall Balcony Width	10'0" max.
Width Between Posts	3' min. <span style="float: right;">Ⓜ</span>

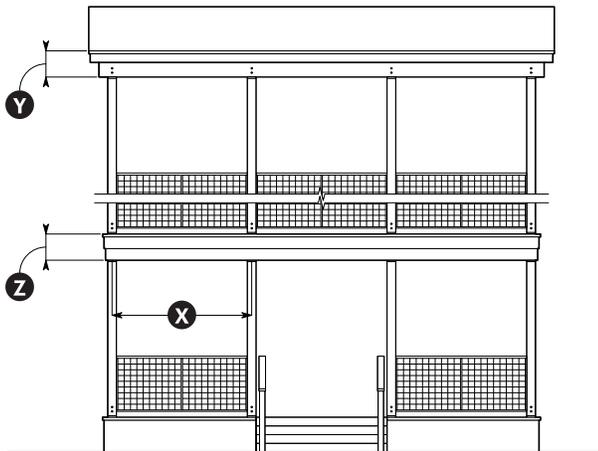
Industrial.



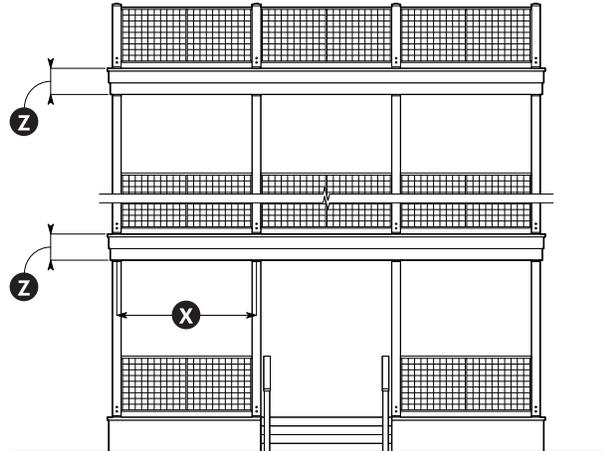
One-Story Porch Elevation



One-Story Porch with Deck Above Elevation

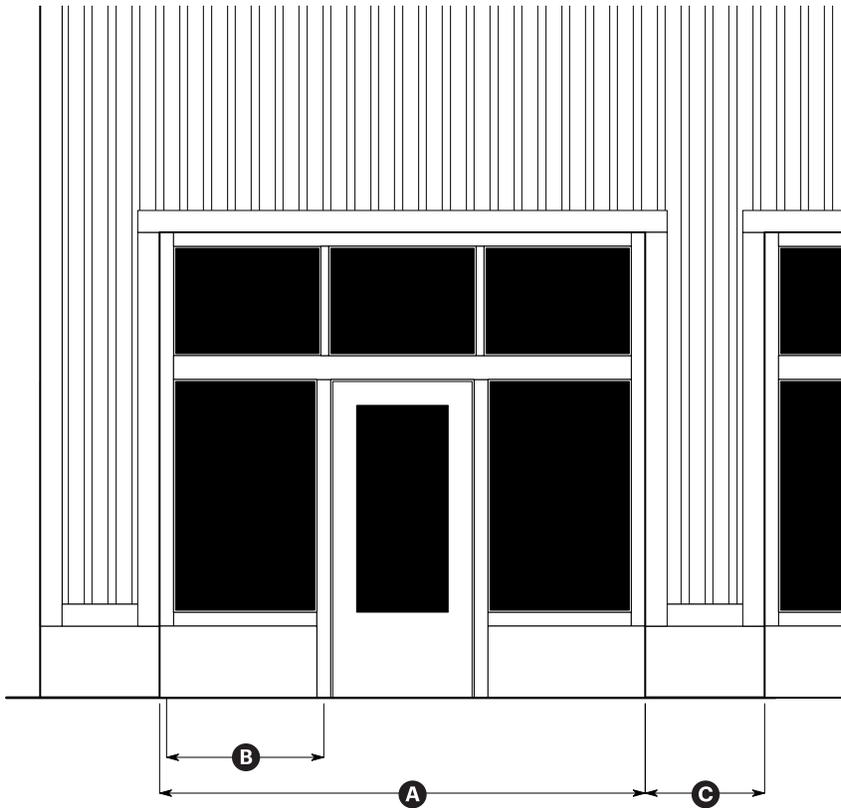


Multi-Story Porch Elevation

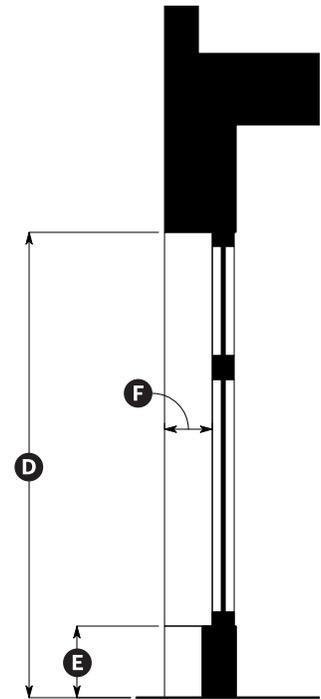


Multi-Story Porch with Deck Above Elevation

14. Porches	
Columns	
Shape	Square or steel section
Width	6" min.
Spacing	8' min.; 12' max. on center <span style="float: right;">(X)</span>
Entablature	
Height of Topmost Entablature	
Overall	1'6" min. <span style="float: right;">(Y)</span>
Fascia	10" min.
Height of Floor-to-Floor Entablature	
Overall	10" min. <span style="float: right;">(Z)</span>



Storefront Elevation



Storefront Section

15. Storefronts		
<b>Width</b>		
Storefront Module	10'0" min.; 15'0" max.	<b>A</b>
Display Window	3'0" min.; 4'0" max.	<b>B</b>
Distance Between Storefront Modules	2'0" min.; 4'0" max.	<b>C</b>
<b>Height</b>		
Head Height	10'0" min.	<b>D</b>
Cornice	None	
Signage Band	None	
Base	1'0" min.; 1/2 story max.	<b>E</b>
<b>Horizontal Recess</b>		
Depth	6" min.; 9" max.	<b>F</b>

Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

Cornice shall be continuous.

Industrial.

<b>16. Materials</b>	
<b>Element</b>	<b>Allowed Materials</b>
<b>Wall</b>	
Wall Cladding	Sheet metal, lap siding: composite wood, wood, fiber cement; and stucco
<b>Base</b>	
Base or Foundation	Brick, concrete
<b>Roof and Roof Elements</b>	
Roofing	Asphalt shingles, standing seam metal
Rake and Eave	Composite wood, wood
Cornice	Composite wood, wood
Brackets	Composite wood, wood, fiberglass
Gutter	Metal half-round, metal box
<b>Windows, Bay Windows, and Entry Doors</b>	
Trim or Surround	Metal, composite wood, wood, fiber cement
Entry Door	Metal, wood, aluminum, fiberglass, composite
Window Frames	Wood, aluminum-clad wood, aluminum, fiberglass
Glazing	Clear glass; shall not be tinted, mirrored, or colored
<b>Balconies</b>	
See Subsection 13 (Balconies) for allowed materials.	
<b>Porches</b>	
Columns	Composite wood, wood, metal
Railing	Composite wood, wood, metal
<b>Storefronts</b>	
Columns	Composite wood, wood, fiberglass, metal
Storefront Base	Sheet metal, wood panels, brick, fiber cement

## 15.04.405.080 Main Street Classical.



*General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.*

### 1. Description of Style

Main Street Classical style buildings combine influences from late 19th century Classical Revival and pre-war American main street architecture. With brick as a primary facade material, facades have a tripartite composition and often introduce ornament in a prominent cornice.

### 2. Typical Characteristics

Symmetrical facade composition with proportions that imply load-bearing masonry structure

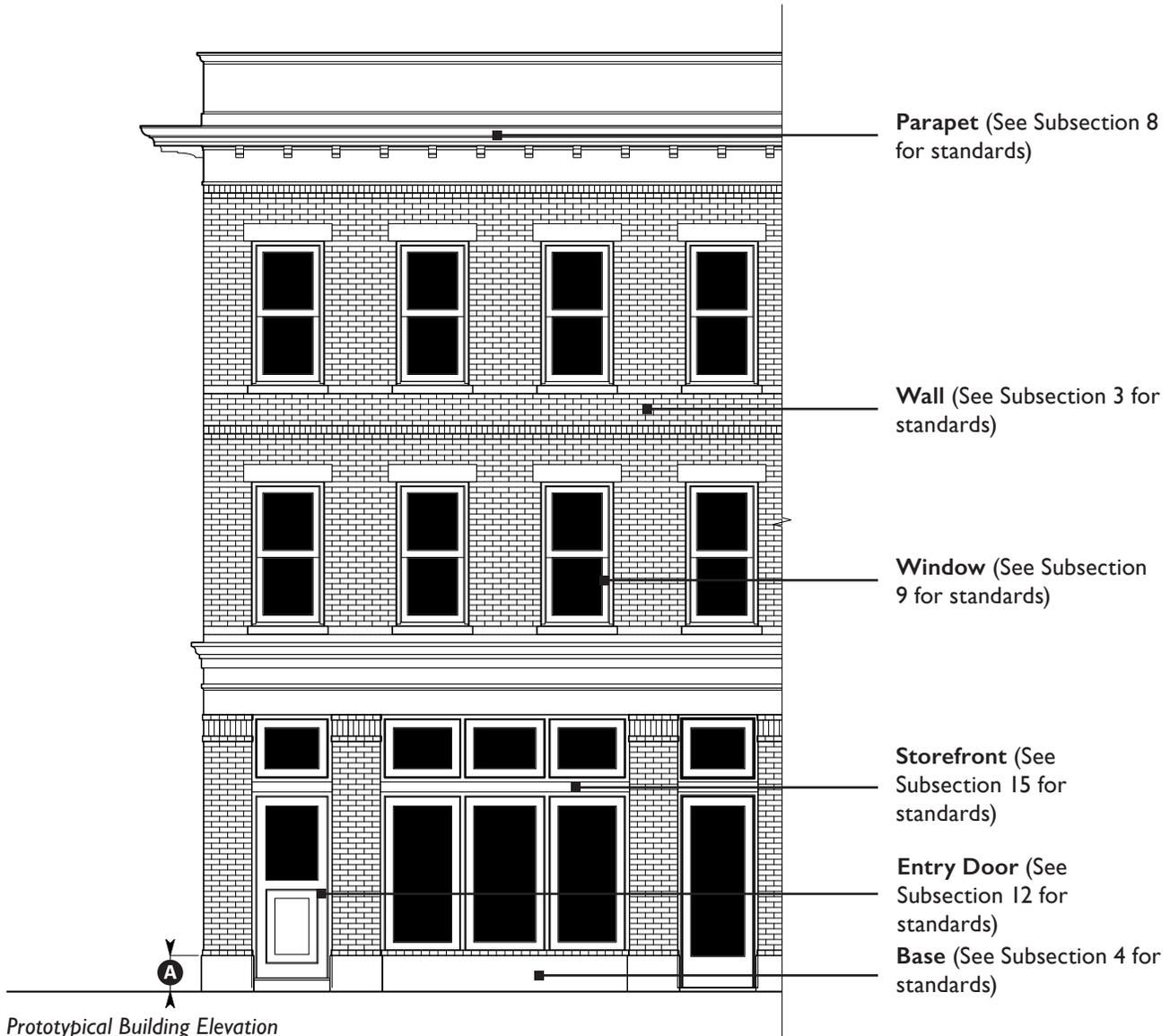
Prominent cornice with classical detailing and parapet or pedimented roof forms

Regular pattern of vertically proportioned openings

Brick and stucco as primary facade materials

## Elements of Main Street Classical Style – Block-Scale Prototype

*Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.*



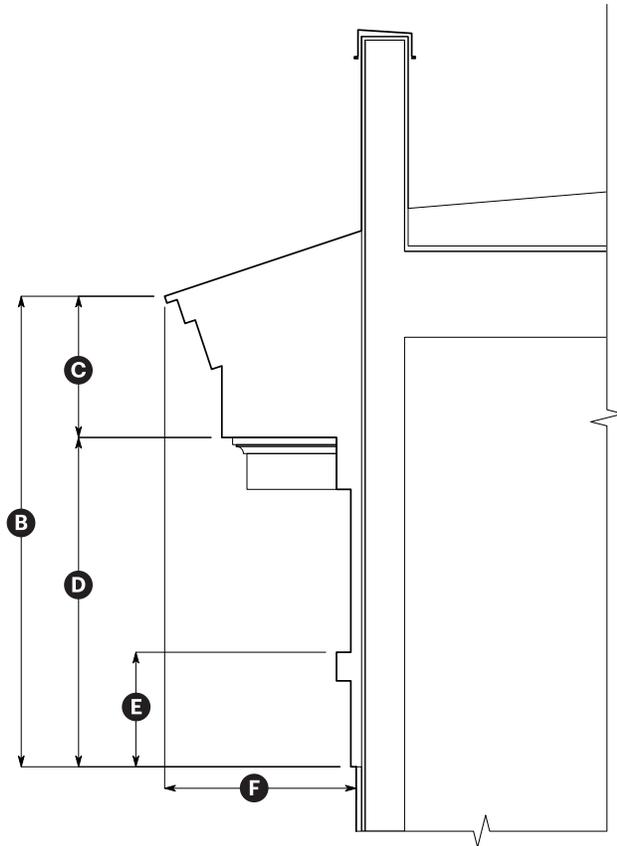
### 3. Wall

Stucco control joints shall align with edges of openings.  
See Subsection 16 (Materials) for materials standards.

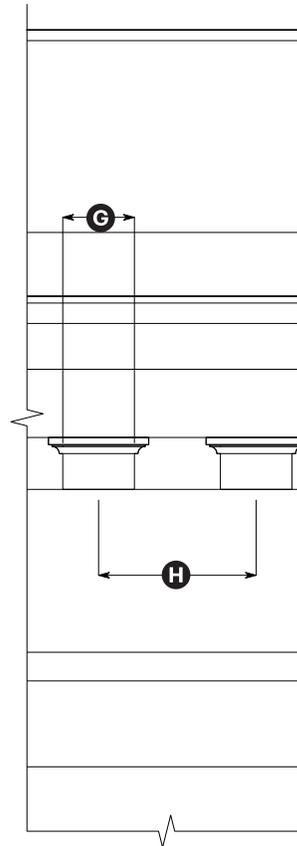
### 4. Base

Height 1'0" min.; 2'0" max.

**A**



Parapet Section



Parapet Elevation

**5. Building Roof**

**Form**

Roof type Flat

**6. Rake**

Because this style does not allow sloped roofs, rake is not regulated. For wall-roof junction standards, see Subsection 8 (Parapet).

**7. Eave**

Because this style does not allow sloped roofs, eave is not regulated. For wall-roof junction standards, see Subsection 8 (Parapet).

**8. Parapet**

**Height**

Overall 5'6" min. **B**

Cornice 1'8" min. **C**

**Fascia**

Overall 3'6" min. **D**

Lower Band 1'2" min. **E**

**Horizontal Projection<sup>1</sup>**

Overall 2'6" min. **F**

Continuous cornice required on all street facing facades.

**Required Ornament**

Type Dentils

Width 10" min. **G**

Spacing 2'0" max. on center **H**

Placement Below cornice at top of fascia

<sup>1</sup> Horizontal projection includes gutter.

**9. Windows**

**Opening**

Proportion, Height <b>I</b> to Width <b>J</b> <sup>2</sup>	
Ground floor	2.0 min.
Upper floor	1.75 min.

Typical Sizes, Width <b>J</b> x Height <b>I</b>	
Ground floor, typical	3'0" x 6'6"
Ground floor, picture	4'6" x 6'6"
Upper floor, typical	3'0" x 5'6"
Upper floor, picture	4'6" x 5'6"
Privacy	2'0" x 4'0"

Shape	Square
-------	--------

Operation	Single Hung, Double Hung, Casement
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**Window**

Glazing Divisions	6 over 9; 6 over 6
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Frame Width (Frame + Sash)		
At Rail	2.5" min. ± 1/4"	<b>K</b>
At Stile	2.5" min. ± 1/4"	<b>L</b>

Molding Widths		
Head	2" min.	<b>M</b>
Jamb	2" min.	<b>N</b>

**Window Frame Recess**

Depth	2" min.
-------	---------

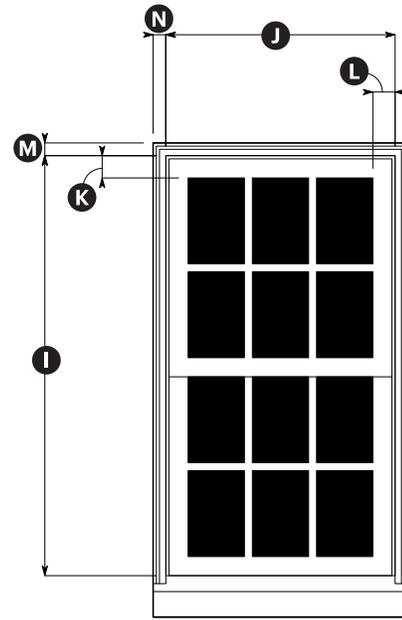
**Sill**

Depth	3" min.
-------	---------

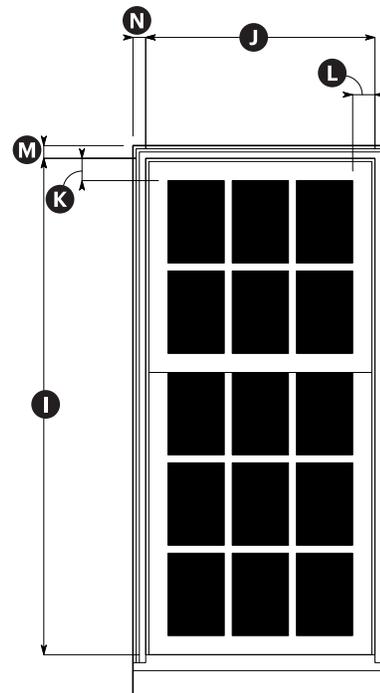
**Pediment**

Allowed	Yes
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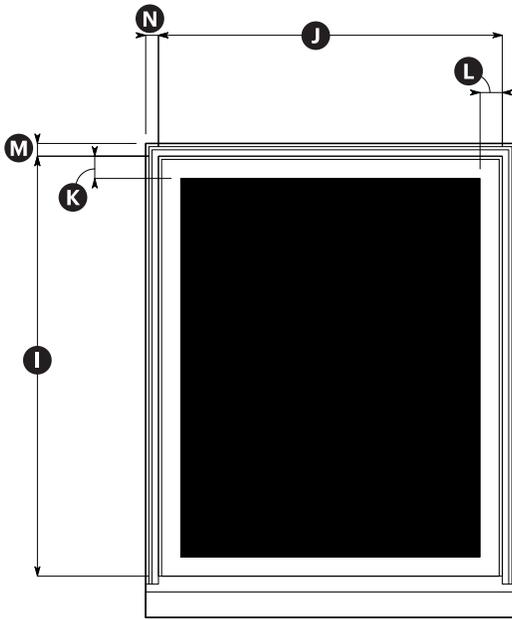
<sup>2</sup> Picture windows must be wider than typical windows and equal in height to windows on the same floor.



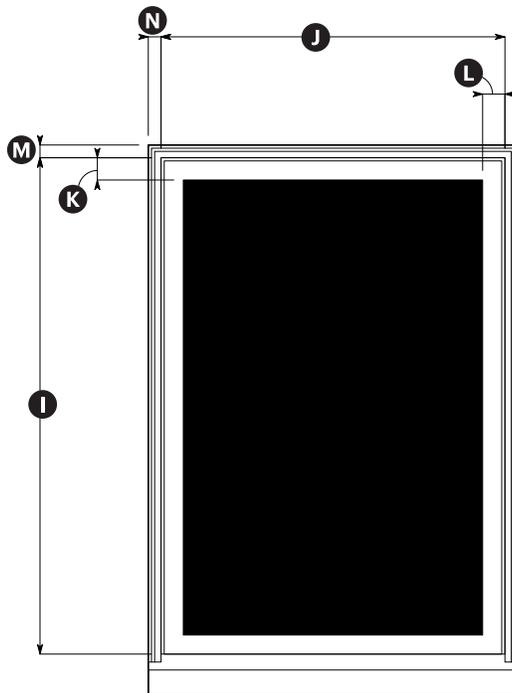
Upper Floor  
Typical Window Elevation  
6 over 6



Ground Floor  
Typical Window Elevation  
6 over 9



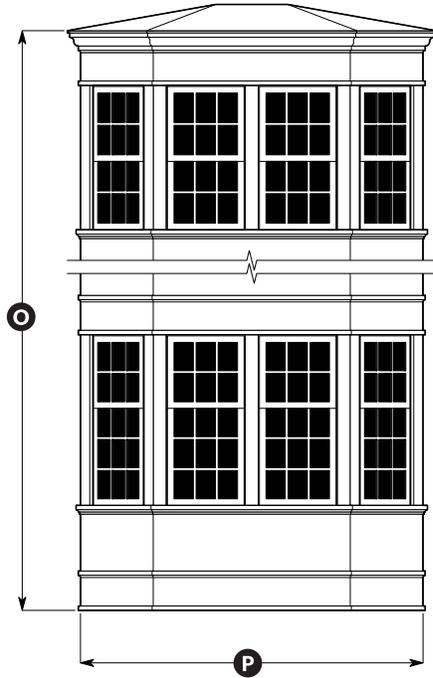
Upper Floor  
Picture Window Elevation



Ground Floor  
Picture Window Elevation



Bay Window Plan

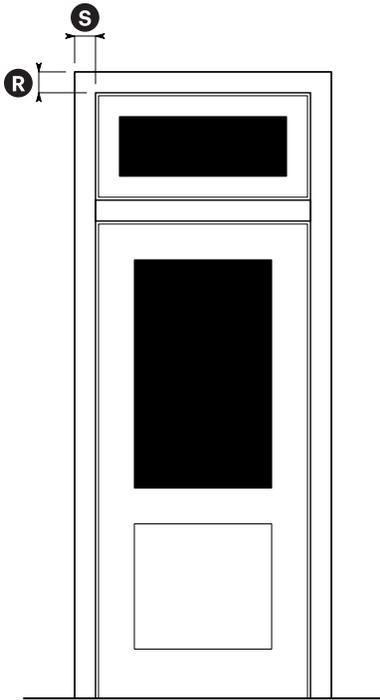


Bay Window Elevation

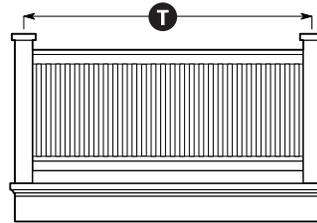
10. Bay Windows	
<b>Form</b>	
Type	Chamfered
Interior Angle	30 degrees min.; 55 degrees max.
Number of Faces	3 or 5
<b>Size</b>	
Height	⓪
On buildings with heights up to 3 stories	2 stories max.
On buildings with heights above 3 stories	2 stories plus 1 additional story for each building story over 3 max.
Width	6'0" min.; 12'0" max. <span style="float: right;">Ⓟ</span>
Depth	1'0" min.; 3'0" max. <span style="float: right;">Ⓠ</span>
<b>Cornice Types</b>	
Cornice wraps bay.	
Bay stops below building cornice (bay has own cornice).	

10. Bay Windows (Continued)
Bay returns into building cornice (bay never projects above the building cornice).
<b>Additional Standards</b>
Bay depth not allowed to project beyond cornice depth.
Bay form shall be continuous.
Continuous horizontal articulation on building shall wrap bay form.

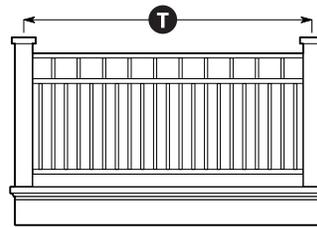
11. Dormers
Because this style does not allow sloped roofs, dormers shall not be used.



Entry Door Elevation



Type 1  
Square Guardrail



Type 2  
Decorative Metal Guardrail

Balcony Front Elevation

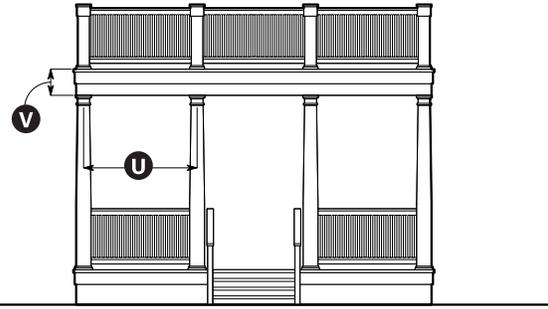
12. Residential Entry Doors	
<b>Door</b>	
Number of Panels	2 min.
<b>Surround</b>	
Head Width	4" min. <span style="float: right;">(R)</span>
Jamb Width	4" min. <span style="float: right;">(S)</span>
<b>Additional Elements</b>	
Transom	Allowed
Pediment	Allowed

13. Balconies	
<b>Allowed Materials</b>	
<b>Type 1 - Square Guardrail</b>	
Post, Baluster, Handrail, Fascia, and Brackets	Metal, composite wood, wood
<b>Type 2 - Decorative Metal Guardrail</b>	
Post, Handrail, Fascia, and Brackets	Metal, composite wood, wood
Baluster	Metal
<b>Size</b>	
Overall Balcony Width	10'0" max.
Width Between Posts	3' min. <span style="float: right;">(T)</span>

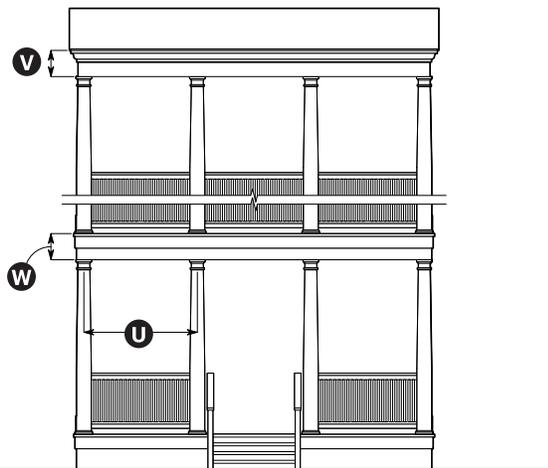
Main Street Classical.



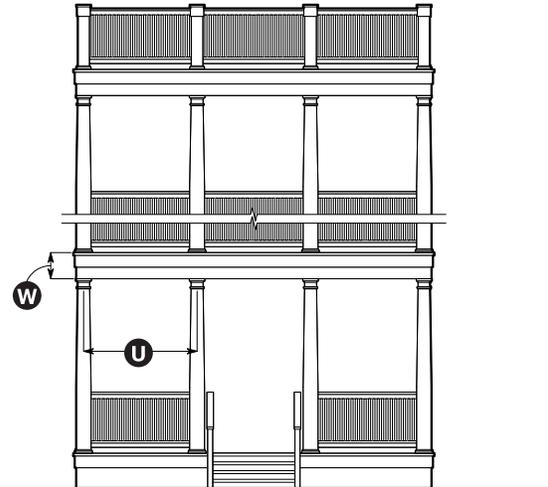
One-Story Porch Elevation



One-Story Porch with Deck Above Elevation



Multi-Story Porch Elevation



Multi-Story Porch with Deck Above Elevation

**14. Porches**

**Columns**

Shape Clearly defined capital, base, and shaft; shaft either turned with entasis or square stock with optional detailing

Diameter 8" min.

Spacing 6'6" max. on center **U**

**Entablature**

**Height of Topmost Entablature**

Overall 1'6" min. **V**

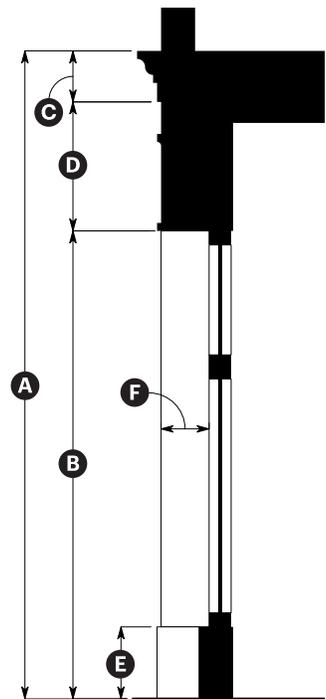
Fascia 10" min.

**Height of Floor-to-Floor Entablature**

Overall 10" min. **W**



Storefront Elevation



Storefront Section

15. Storefronts		
<b>Width</b>		
Storefront Module	10'0" min.; 15'0" max.	X
Display Window	3'0" min.; 4'0" max.	Y
Distance Between Storefront Modules	1'6" min.; 2'6" max.	Z
<b>Height</b>		
Overall	13'0" min.	A
Head Height	10'0" min.	B
Cornice	10" min.	C
Signage Band	1'8" min.	D
Base	1'0" min.; 2'0" max.	E
<b>Horizontal Recess</b>		
Depth	6" min.; 9" max.	F

Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

Cornice shall be continuous.

## Main Street Classical.

<b>16. Materials</b>	
<b>Element</b>	<b>Allowed Materials</b>
<b>Wall</b>	
Wall Cladding	Brick, stucco
<b>Base</b>	
Base or Foundation	Brick, stone
<b>Windows, Bay Windows, and Entry Doors</b>	
Lintel	Stone, concrete
Entry Door	Wood, aluminum-clad wood, aluminum
Window Frames	Wood, aluminum clad wood, aluminum, fiberglass
Glazing	Clear glass; shall not be tinted, mirrored, or colored
<b>Balconies</b>	
See Subsection 13 (Balconies) for allowed materials.	
<b>Porches</b>	
Columns	Composite wood, wood, cast stone, metal
Railing	Composite wood, wood, metal
<b>Storefronts</b>	
Storefront	Composite wood, wood, metal
Storefront Base	Wood panels, brick, stone tile, fiber cement

## 15.04.405.090 Spanish Revival.



General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.

### 1. Description of Style

Spanish Revival style buildings in Richmond draw from Spanish Colonial and Pueblo influences. These buildings combine austere wall planes with punched, recessed openings for windows.

### 2. Typical Characteristics

Low-pitched gabled or hipped roofs clad in red tile with open eaves

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Flat, rectilinear wall plane with vertically proportioned punched openings without trim

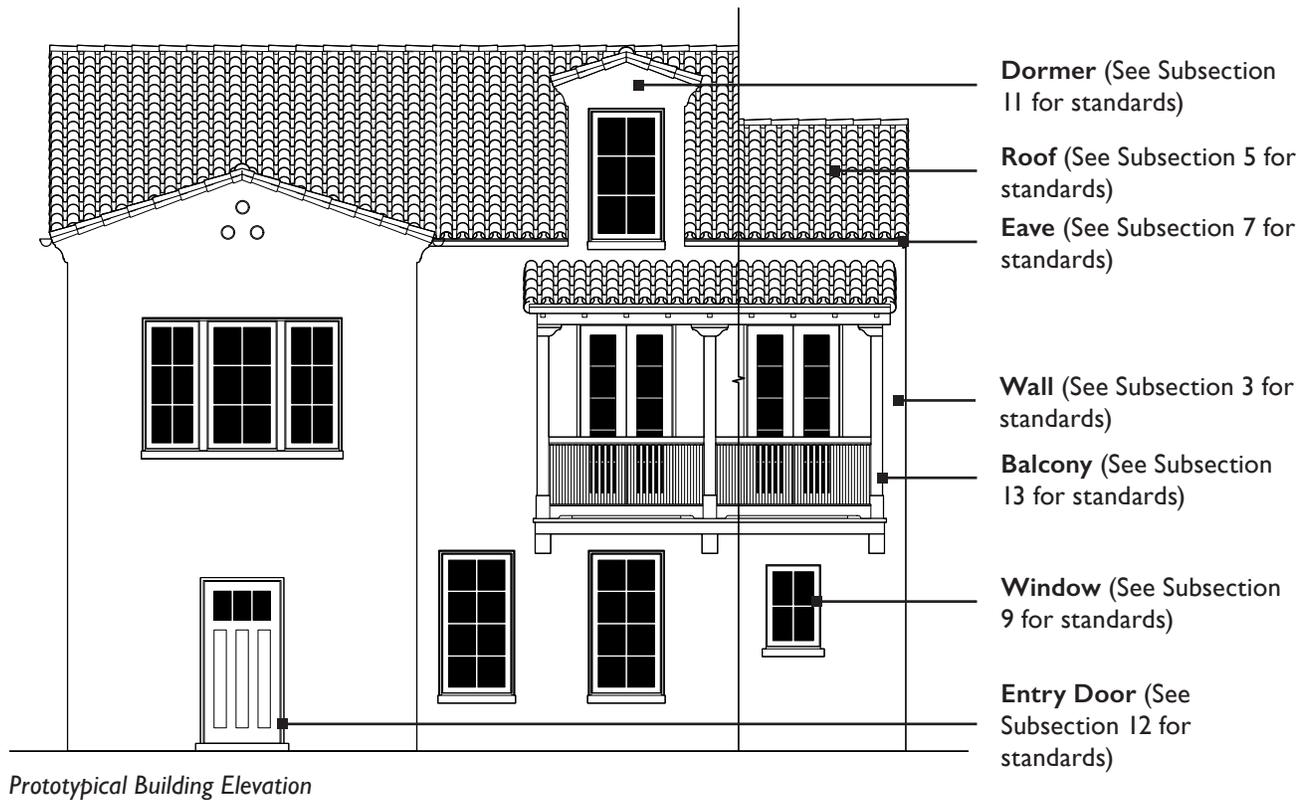
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Stucco as primary facade material with stucco or wood attached elements

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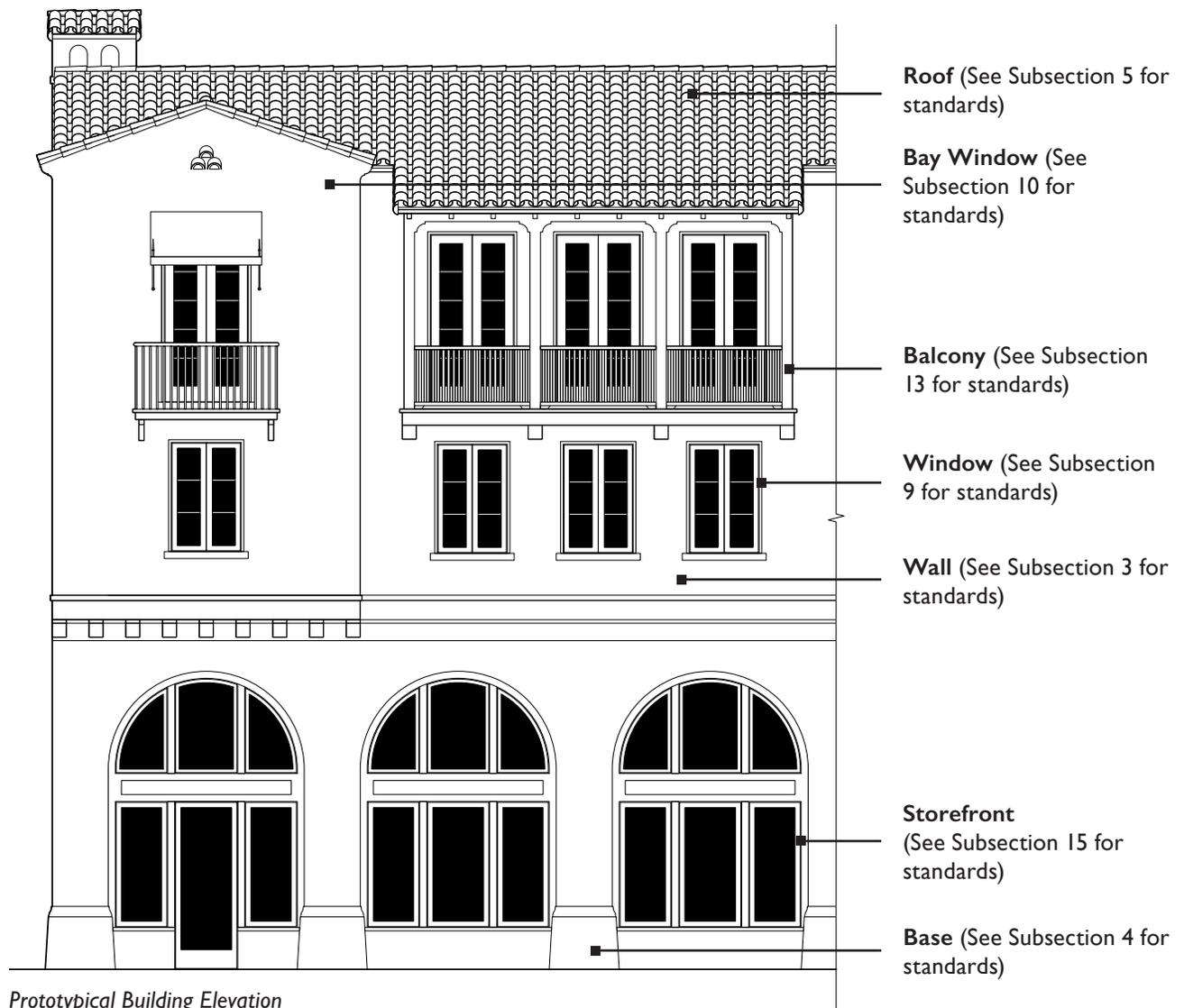
## Elements of Spanish Revival Style – House-Scale Prototype

*Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.*



## Elements of Spanish Revival Style – Block-Scale Prototype

*Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.*



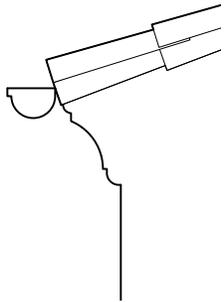
*Prototypical Building Elevation*

### 3. Wall

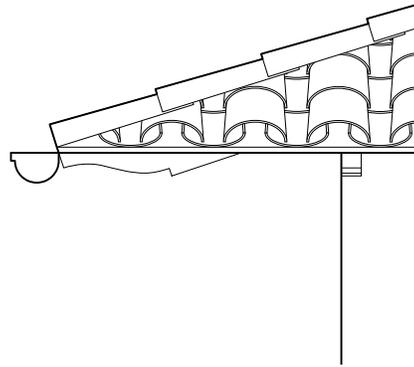
Stucco control joints shall align with edges of openings.  
See Subsection 16 (Materials) for materials standards.

### 4. Base

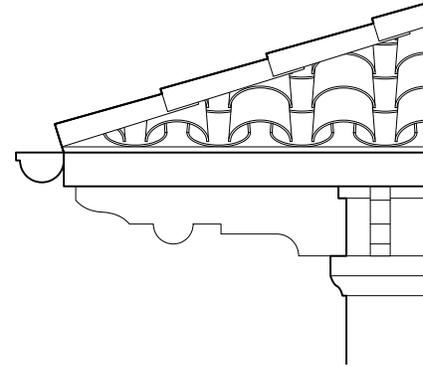
None required



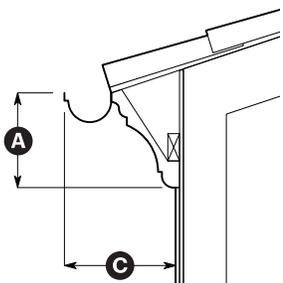
Closed Eave Elevation



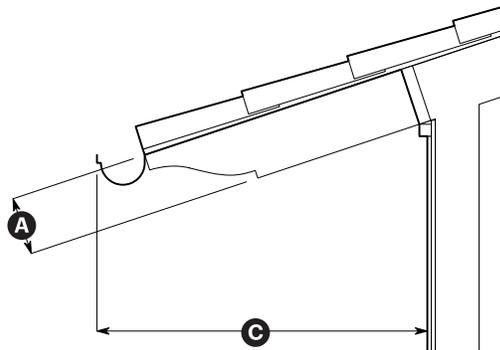
Open Eave Elevation



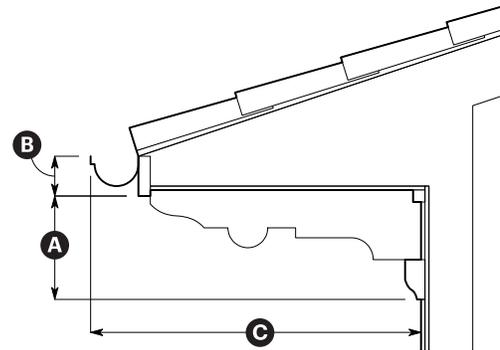
Returned Eave Elevation



Closed Eave Section



Open Eave Section



Returned Eave Section

5. Building Roof		
Building Roof		
Standards	Sloped Roof	Flat Roof
<b>Roof Form</b>		
Pitch	4:12 min.; 6:12 max.	N/A
<b>Applicable Subsections</b>		
6. Rake	A	N/A
7. Eave	A	N/A
8. Parapet	N/A	A

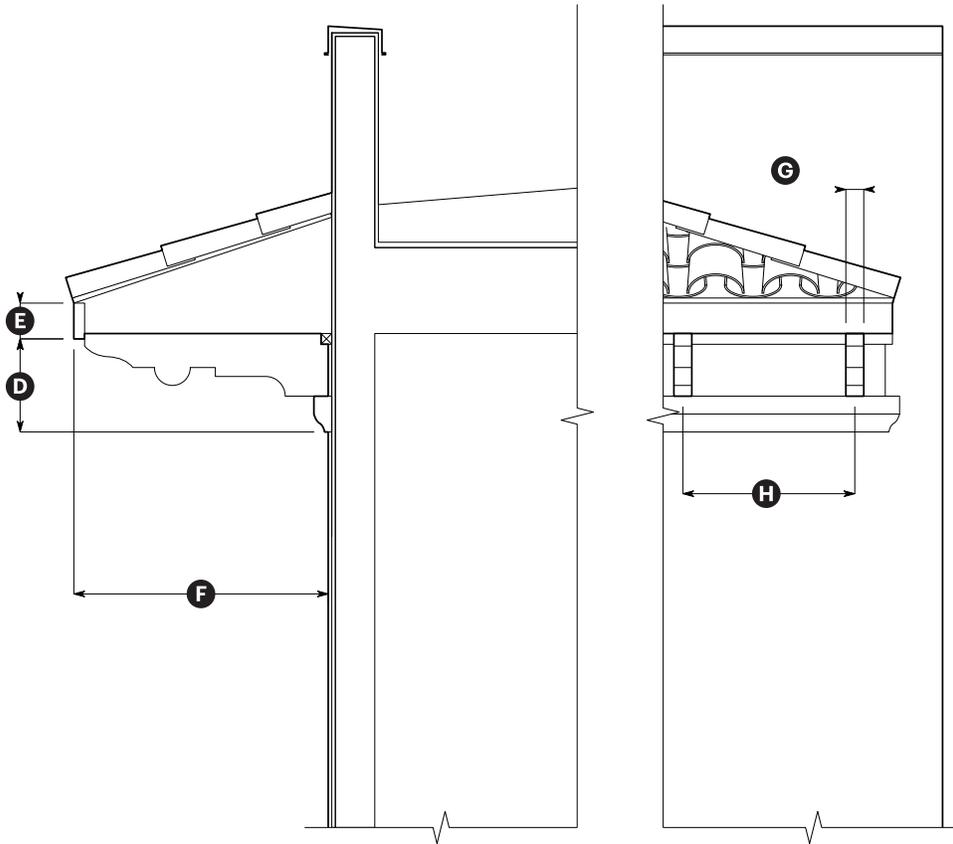
**6. Rake**

No specialized rake profile.

7. Eave			
Standards	Closed	Open	Returned
<b>Height</b>			
Supporting Element	1'0" min.	8" min.	1'0" min.
Fascia	None	None	6" min.
<b>Horizontal Projection<sup>1</sup></b>			
Overall	1'0" min.	3'0" min.	2'6" min.

<sup>1</sup> Horizontal projection includes gutter.

Key      A = Applicable    N/A = Not Applicable



Parapet Section

Parapet Elevation

8. Parapet		
<b>Height</b>		
Supporting Element	1'8" min.	D
Fascia	6" min.	E
<b>Horizontal Projection<sup>2</sup></b>		
Overall	2'0" min.	F
Continuous cornice required on all street facing facades.		
<b>Required Ornament</b>		
Type	Brackets	
Width	3" min.	G
Spacing	24" max. on center	H
Placement	Below fascia	
<sup>2</sup> Horizontal projection includes gutter.		

**9. Windows**

**Opening**

Proportion, Height **I** to Width **J**<sup>3</sup>

Ground floor	2.0 min.
Upper floor	1.75 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **J** x Height **I**

Ground floor, typical	3'0" x 6'0"
Ground floor, ganged	2'4" x 6'0"
Ground floor, picture	4'6" x 6'0"
Upper floor, typical	3'0" x 5'6"
Upper floor, ganged	2'4" x 5'6"
Upper floor, picture	4'6" x 5'6"
Privacy	2'0" x 4'0"

Shape	Square, arched
-------	----------------

Operation	Casement
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**Window**

Glazing Divisions	6 parts or 8 parts
-------------------	--------------------

Frame Width (Frame + Sash)

At Rail	2.5" min. ± 1/4"	<b>K</b>
At Stile	2.5" min. ± 1/4"	<b>L</b>

Molding Widths

Head	2" min.	<b>M</b>
Jamb	2" min.	<b>N</b>
Apron	None required	

**Window Frame Recess**

Depth	2" min.
-------	---------

**Sill**

Depth	2" min.
-------	---------

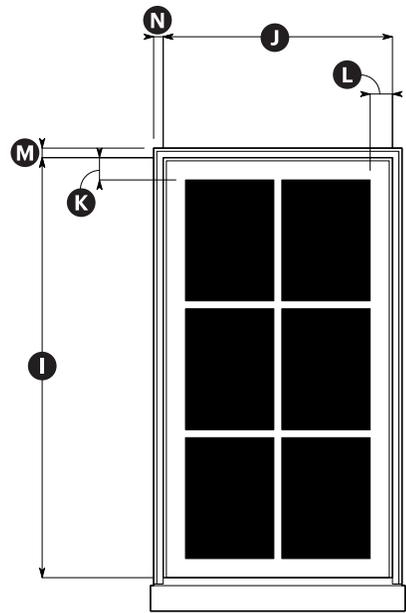
**Pediment**

Allowed	No
---------	----

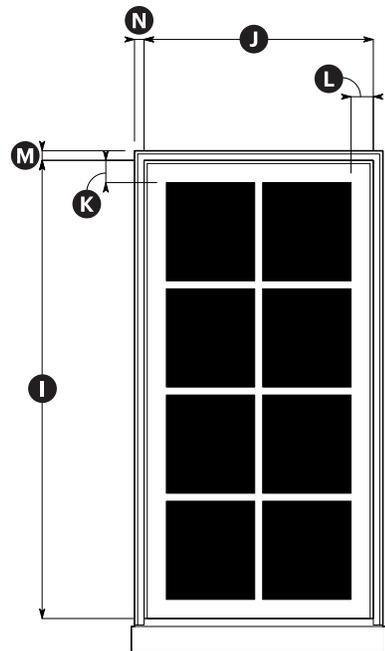
**Mullions**

Mullions required between ganged windows.

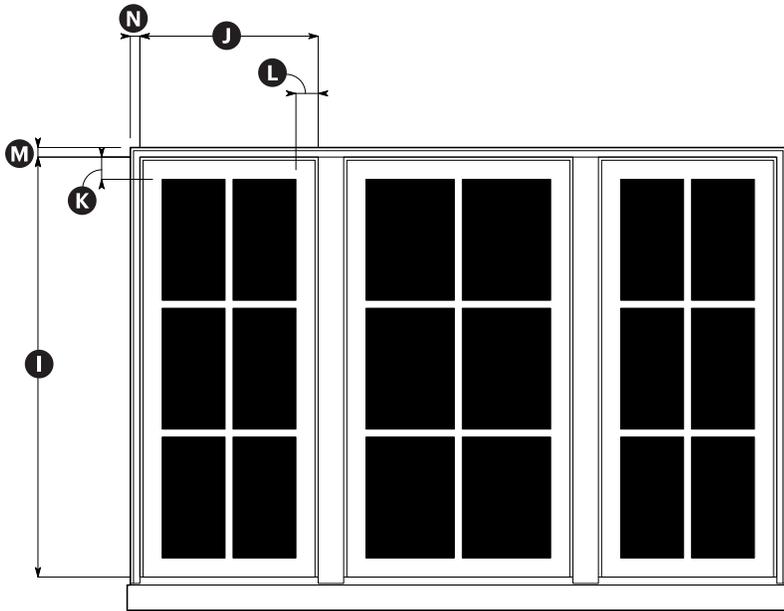
<sup>3</sup> Picture windows must be wider than typical windows and equal in height to windows on the same floor.



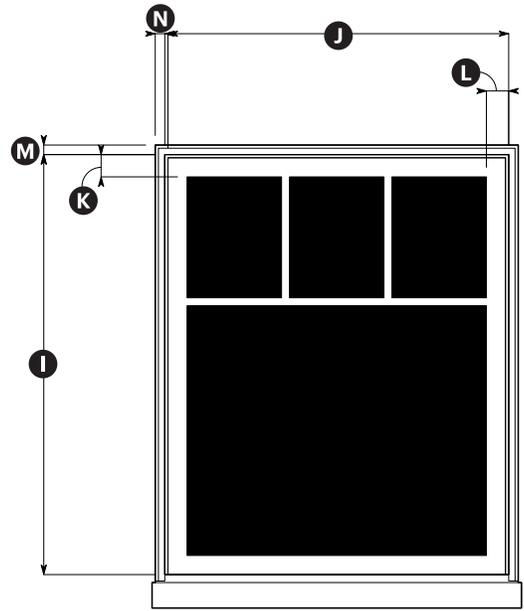
Upper Floor  
Typical Window Elevation  
6 parts



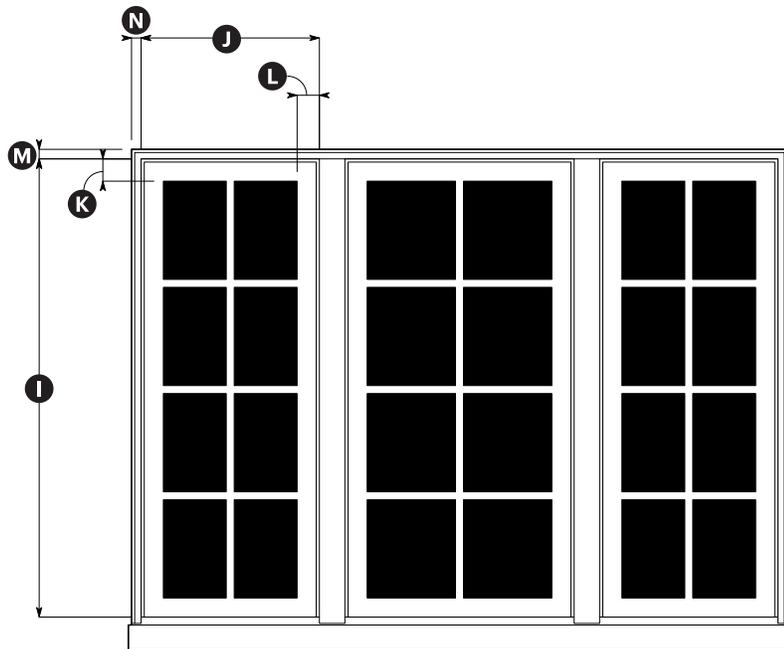
Ground Floor  
Typical Window Elevation  
8 parts



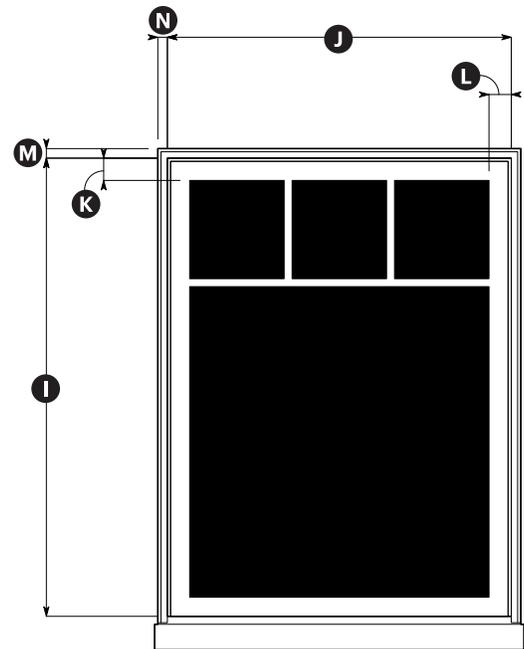
Upper Floor  
Ganged Window Elevation  
6 parts



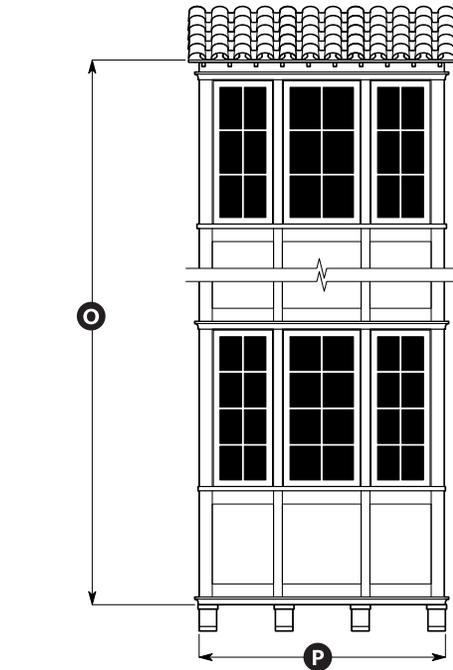
Upper Floor  
Picture Window Elevation



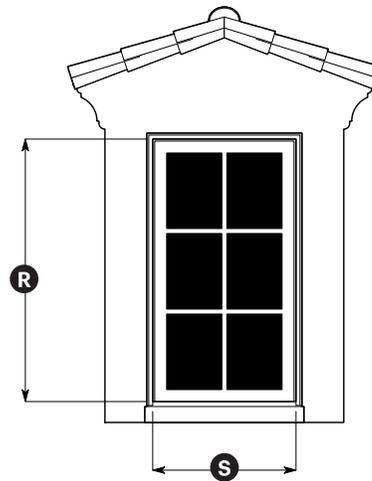
Ground Floor  
Ganged Window Elevation  
8 parts



Ground Floor  
Picture Window Elevation



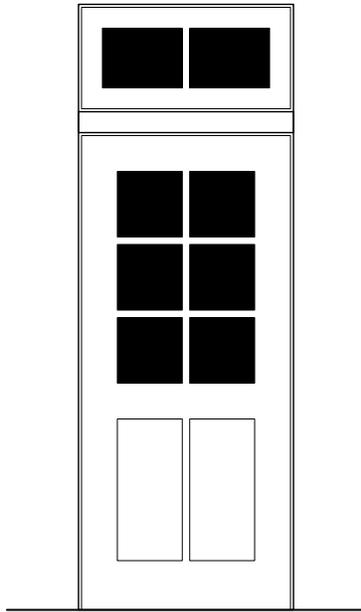
Bay Window Elevation



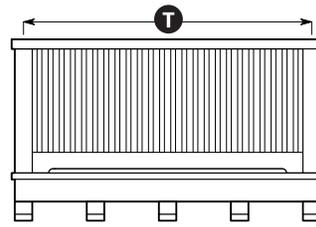
Dormer Elevation

10. Bay Windows	
<b>Form</b>	
Type	Square
<b>Size</b>	
Height	ⓐ
On buildings with heights up to 3 stories	2 stories max.
On buildings with heights above 3 stories	2 stories plus 1 additional story for each building story over 3 max.
Width	6'0" min.; 12'0" max. ⓑ
Depth	1'0" min.; 3'0" max. ⓐ
<b>Cornice Types</b>	
Building eave wraps bay.	
Bay stops below building eave (bay has own cornice).	
Bay returns into building eave (bay never projects above the building eave).	
<b>Additional Standards</b>	
Bay depth not allowed to project beyond eave depth.	

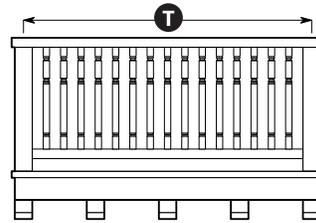
10. Bay Windows (Continued)	
Bay form shall be continuous.	
Continuous horizontal articulation on building shall wrap bay form.	
Corner bay may be turned on side to be rotated 45 degrees from building corner.	
<b>11. Dormers</b>	
<b>Roof Form</b>	
Type	Gable
Pitch	4:12 min.; 8:12 max.
<b>Window</b>	
Proportion, Height ⓐ to Width ⓑ	1.75 min.
Width	2'4" min. ⓑ
<b>Pediment</b>	
Allowed	No
Dormers allowed for buildings with half stories.	
See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.	



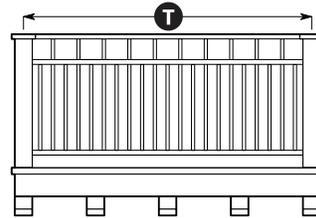
Entry Door Elevation



Type 1  
Square Guardrail



Type 2  
Turned Guardrail



Type 3  
Decorative Metal Guardrail

Balcony Front Elevation

**12. Residential Entry Doors**

**Door**

Number of Panels 2 min.

**Surround**

None required

**Additional Elements**

Transom Allowed

Pediment Not allowed

**13. Balconies**

**Allowed Materials**

**Type 1 - Square Guardrail**

Post, Baluster, Handrail, Metal, composite wood,  
Fascia, and Brackets wood

**Type 2 - Turned Guardrail**

Post, Baluster, Handrail, Metal, composite wood,  
Fascia, and Brackets wood

**Type 3 - Decorative Metal Guardrail**

Post, Handrail, Fascia, Metal, composite wood,  
and Brackets wood

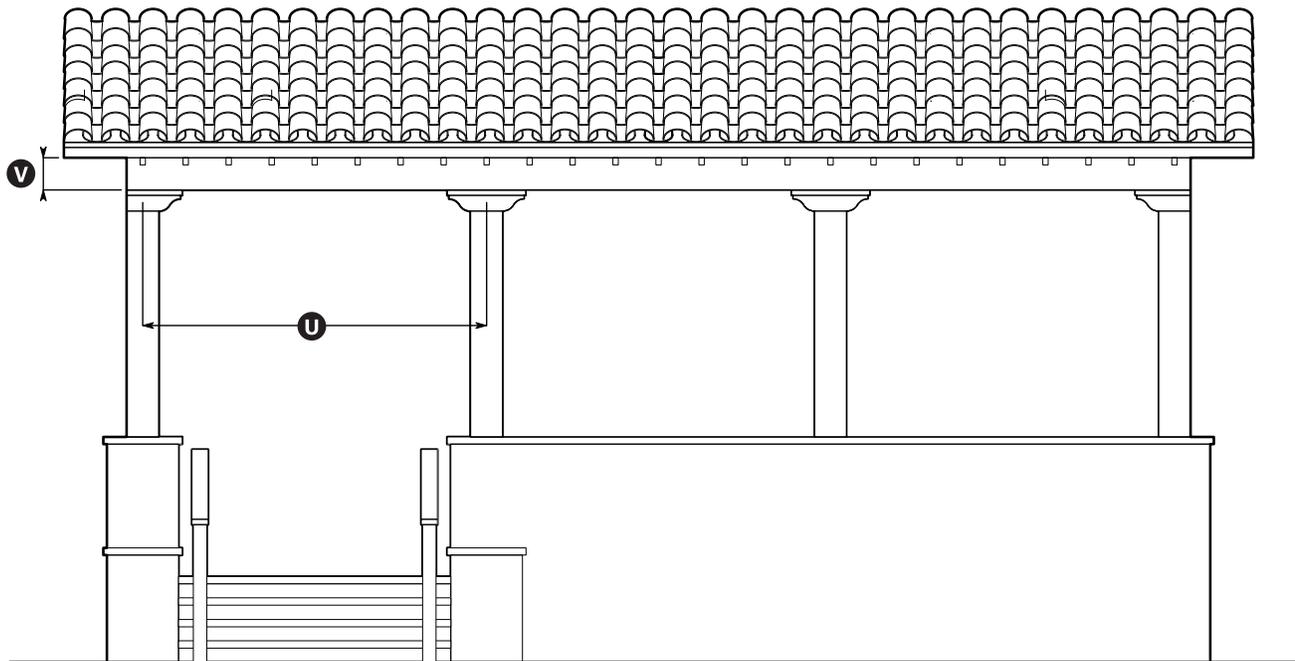
Baluster Metal

**Size**

Overall Balcony Width 10'0" max.

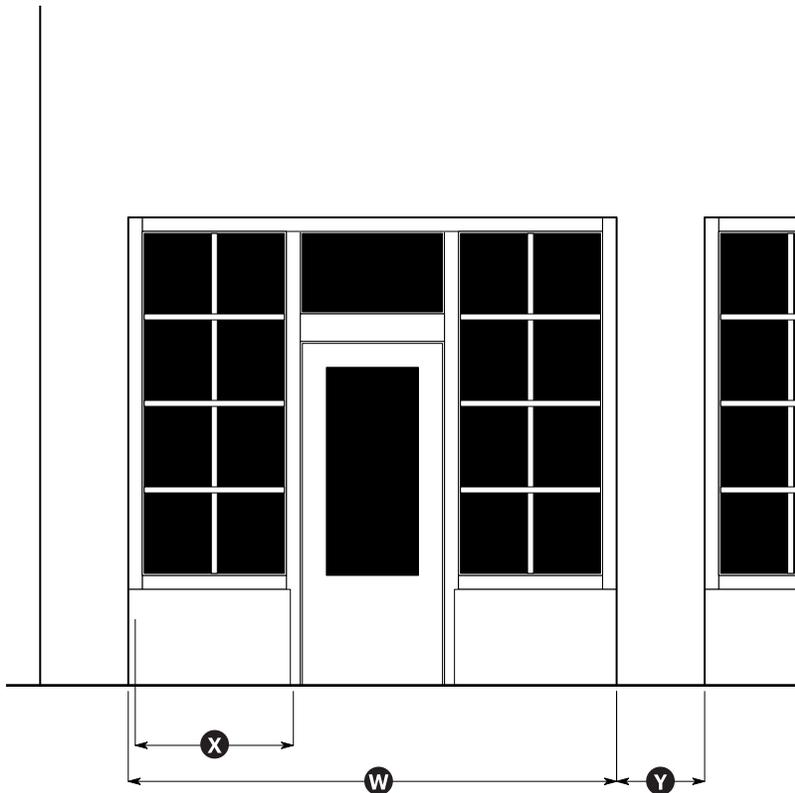
Width Between Posts 3' min.



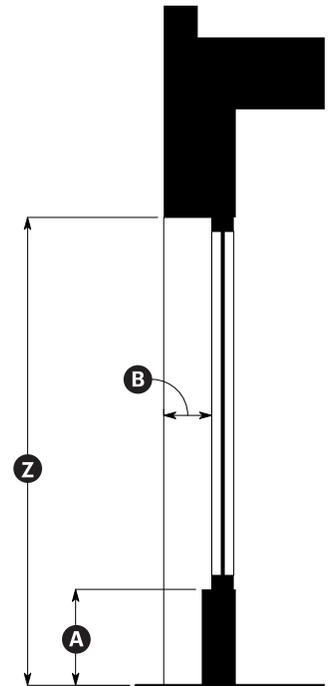


One-Story Porch Elevation

14. Porches	
Columns	
Shape	Square or round, with capitals or brackets
Diameter	8" min.
Spacing	9'0" max. on center <b>U</b>
Entablature	
Overall	10" min. <b>V</b>



Storefront Elevation



Storefront Section

15. Storefronts		
<b>Width</b>		
Storefront Module	10'0" min.; 15'0" max.	Ⓜ
Display Window	3'0" min.; 4'0" max.	Ⓧ
Distance Between Storefront Modules	1'6" min.; 2'6" max.	Ⓨ
<b>Height</b>		
Head Height	11'0" min.	Ⓩ
Cornice	None	
Signage Band	None	
Base	1'0" min.; 2'0" max.	Ⓐ
<b>Horizontal Recess</b>		
Depth	6" min.; 9" max.	Ⓑ
Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).		

## Spanish Revival.

<b>16. Materials</b>	
<b>Element</b>	<b>Allowed Materials</b>
<b>Wall</b>	
Wall Cladding	Stucco
<b>Roof and Roof Elements</b>	
Roofing	Terracotta clay barrel tiles
Rake and Eave	Wood, composite wood, stucco
Cornice	Wood, composite wood, stucco
Brackets	Composite wood, wood, or fiberglass
Gutter	Metal half-round
<b>Windows, Bay Windows, and Entry Doors</b>	
Entry Door	Wood, aluminum, fiberglass, composite
Window Frames	Wood, aluminum-clad wood, aluminum, fiberglass
Sill	Stucco, cast stone
Glazing	Clear glass; shall not be tinted, mirrored, or colored
<b>Balconies</b>	
See Subsection 13 (Balconies) for allowed materials.	
<b>Porches</b>	
Columns	Composite wood, wood, fiberglass, metal
Railing	Wood, wrought iron
<b>Storefronts</b>	
Storefront	Composite wood, wood, metal
Storefront Base	Stucco, tile

## 15.04.405.100 Victorian.



*General note: The images above and the descriptions in Subsections 1 and 2 below are intended to provide a brief overview of the architectural style and are descriptive, not regulatory.*

### 1. Description of Style

Victorian style buildings combine elements of 19th century rural farmhouse vernacular with more formal “high Victorian” examples.

### 2. Typical Characteristics

Simple, rectilinear forms articulated with a regular pattern of openings

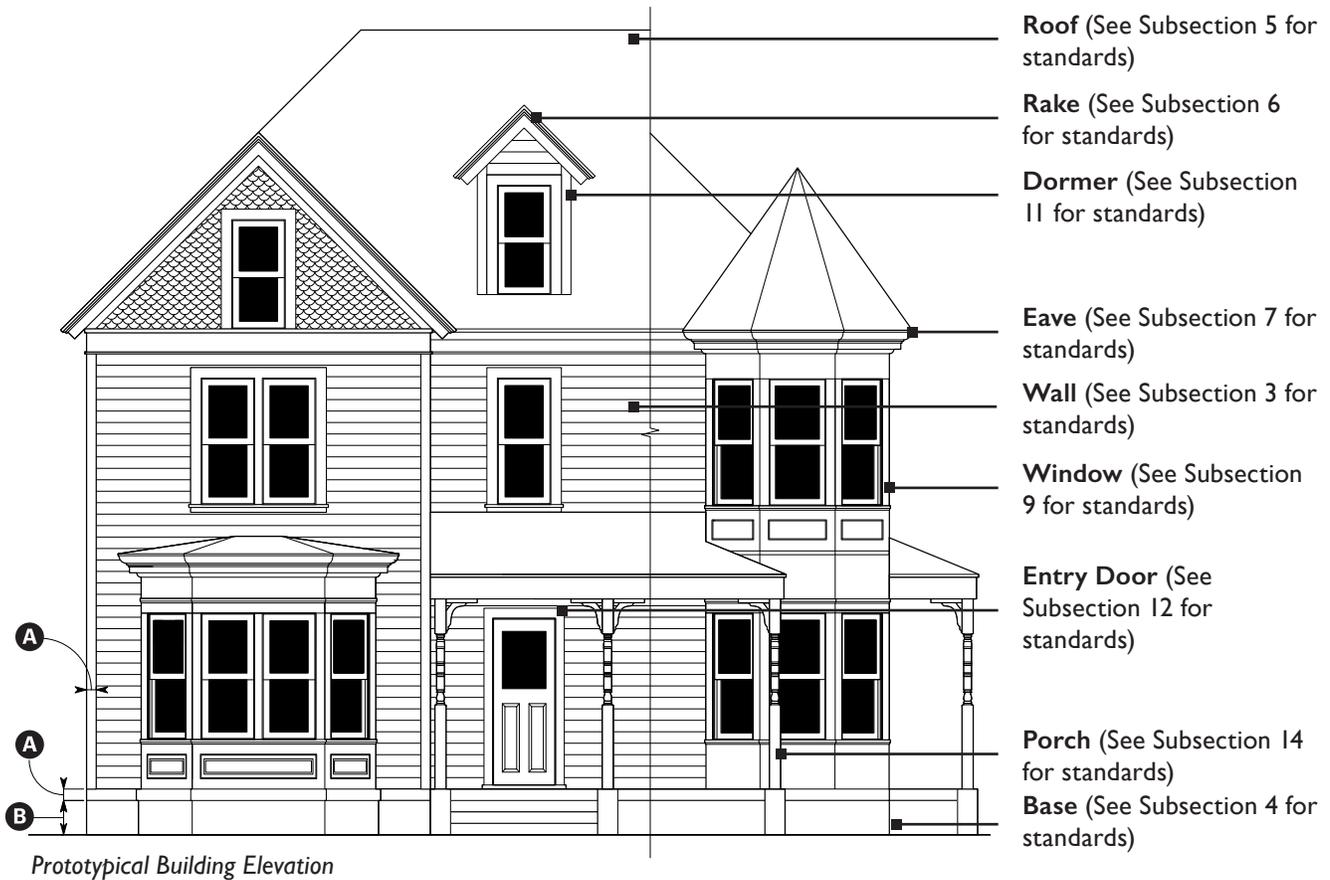
Vertically proportioned elements, including steeply pitched roofs, projecting gable ends, and tall cornices and parapets

Vertically proportioned windows, angled or boxed bays, and picture windows

Siding or stucco with shingled elements

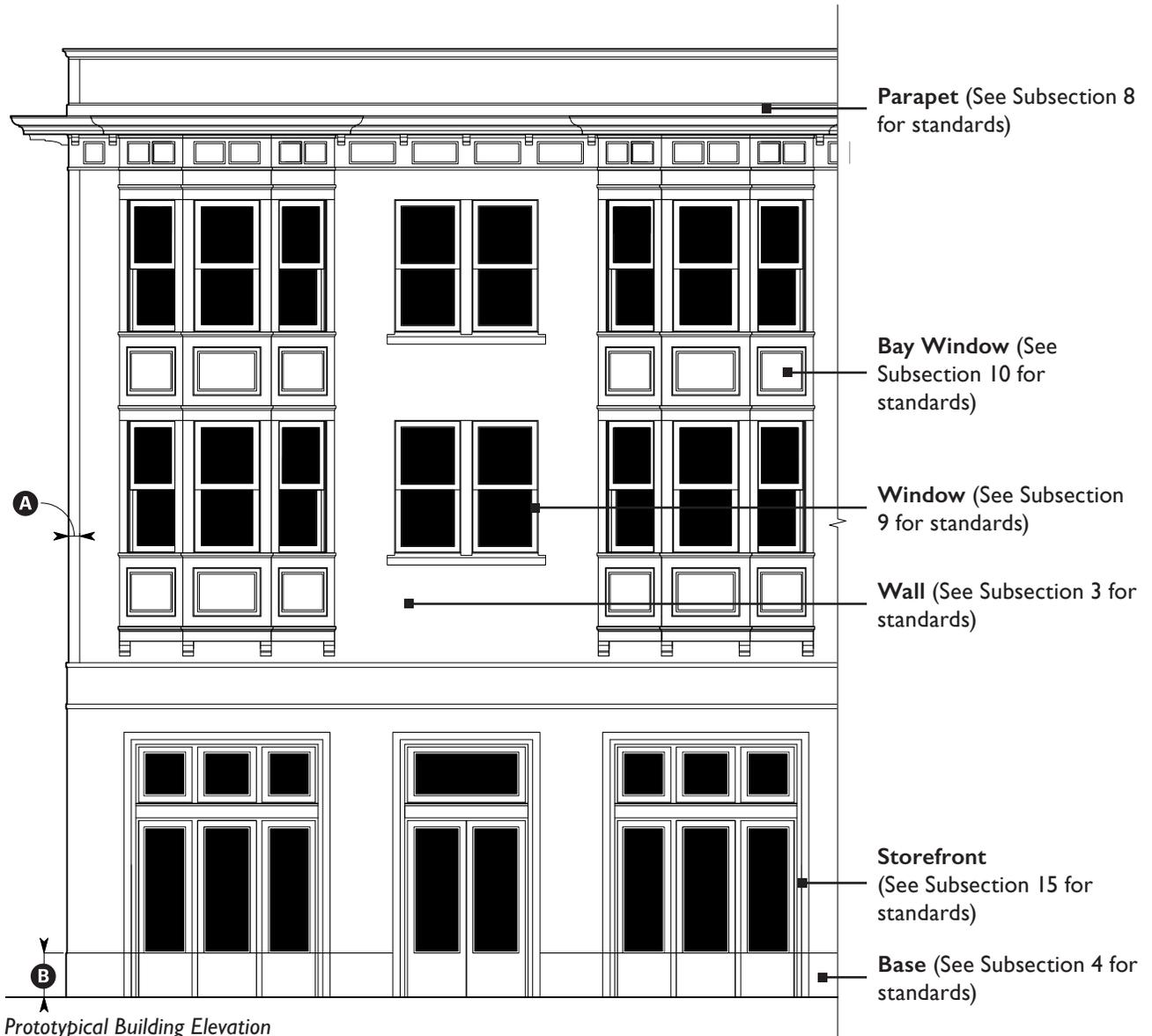
## Elements of Victorian Style – House-Scale Prototype

*Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.*



## Elements of Victorian Style – Block-Scale Prototype

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



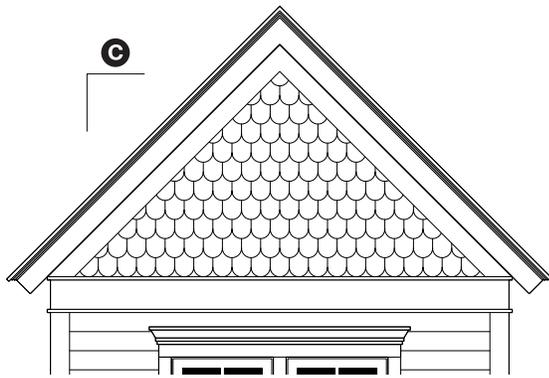
Prototypical Building Elevation

3. Wall	
Stucco control joints shall align with edges of openings.	
Trim <sup>1</sup>	
Width	4" min. <b>A</b>

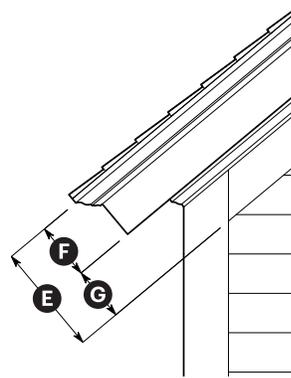
<sup>1</sup> Corner trim required only on buildings with wood, composite wood, or cementitious siding wall material.

4. Base	
Height	1'0" min.; 2'0" max. <b>B</b>

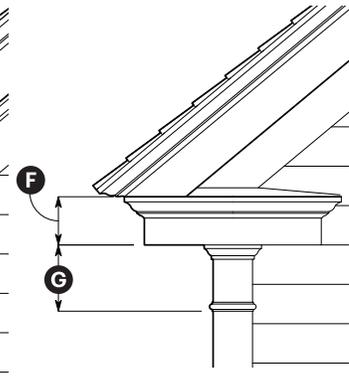
Victorian.



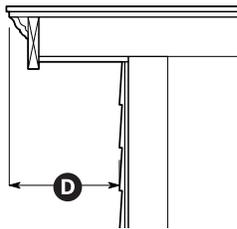
Gable End Elevation



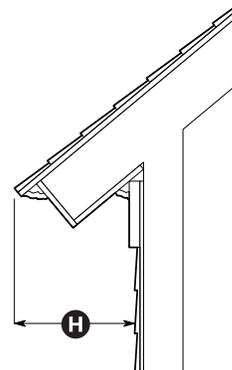
Open Eave Elevation



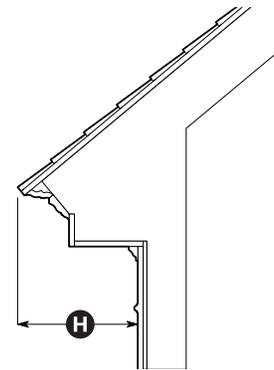
Returned Eave Elevation



Rake Section



Open Eave Section



Returned Eave Section

**5. Building Roof**

Building Roof		
Standards	Sloped Roof	Flat Roof
<b>Roof Form</b>		
Pitch	10:12	N/A
<b>Applicable Subsections</b>		
6. Rake	A	N/A
7. Eave	A	N/A
8. Parapet	N/A	A
<b>Gable End Roof Form Standards</b>		
Pitch	12:12 min.	<b>C</b>

**6. Rake**

Horizontal Projection	1'0" min.	<b>D</b>
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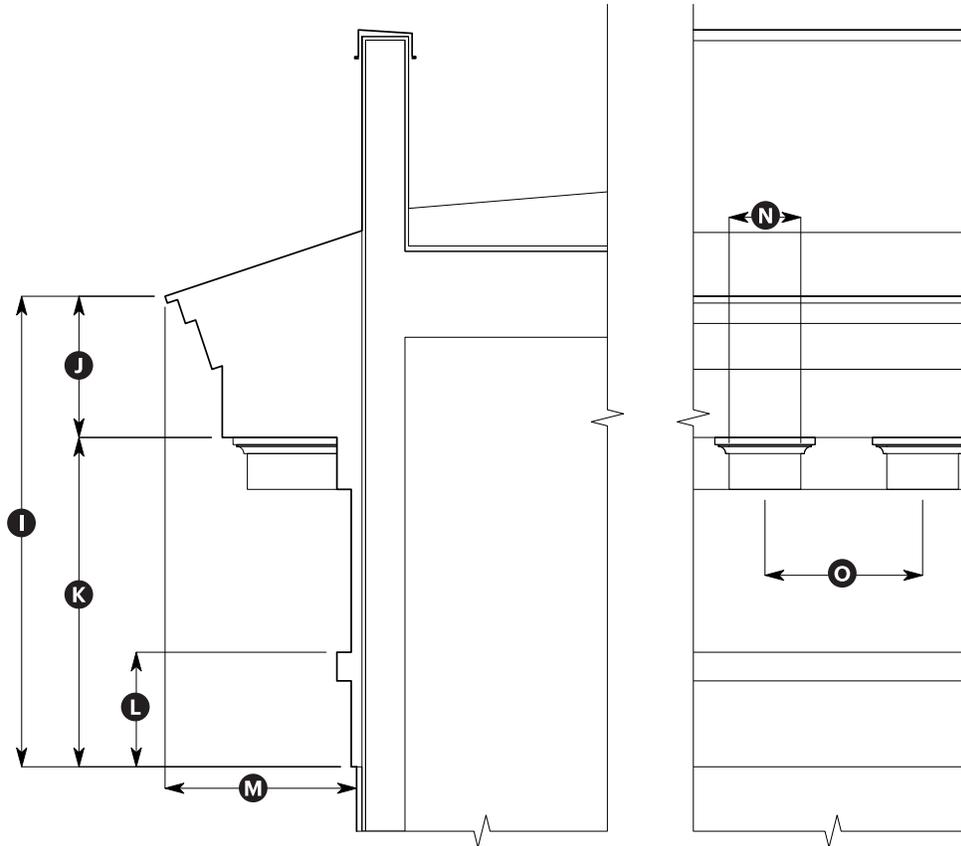
See Subsection 7 (Eave) for height standards.

**7. Eave**

Allowed Types		
Eave Types	Open, Returned	
Height		
Overall	1'6" min.	<b>E</b>
Crown Mold and Fascia	8" min.	<b>F</b>
Trim Band	10" min.	<b>G</b>
Horizontal Projection <sup>2</sup>		
Overall	1'4" min.	<b>H</b>

<sup>2</sup> Horizontal projection includes gutter.

Key A = Applicable N/A = Not Applicable



Parapet Section

Parapet Elevation

8. Parapet		
<b>Height</b>		
Overall	5'6" min.	ⓐ
Cornice	1'8" min.	ⓑ
<b>Fascia</b>		
Overall	3'6" min.	ⓒ
Lower Band	1'2" min.	ⓓ
<b>Horizontal Projection<sup>3</sup></b>		
Overall	2'6" min.	ⓔ
Continuous cornice required on all street facing facades.		
<b>Required Ornament</b>		
Type	Dentils	
Width	10" min.	ⓖ
Spacing	24" max. on center	ⓗ
Placement	Below cornice at top of fascia	
<sup>3</sup> Horizontal projection includes gutter.		

Victorian.

**9. Windows**

**Opening**

Proportion, Height **P** to Width **Q**<sup>4</sup>

Ground floor	2.25 min.
Upper floor	2.125 min.
Dormer	See Subsection 11 (Dormers) for standards.

Typical Sizes, Width **Q** x Height **P**

Ground floor, typical	2'8" x 6'6"
Ground floor, ganged	2'8" x 6'6"
Ground floor, picture	4'0" x 6'6"
Upper floor, typical	2'8" x 5'8"
Upper floor, ganged	2'8" x 5'8"
Upper floor, picture	4'0" x 5'8"
Privacy	2'0" x 4'6"

Shape	Square
Operation	Single Hung, Double Hung, Casement

**Window**

Glazing Divisions	2 over 2
Frame Width (Frame + Sash)	
At Rail	2.5" min. ± 1/4" <b>R</b>
At Stile	2.5" min. ± 1/4" <b>S</b>
Trim Widths	
Head	4" min. <b>T</b>
Jamb	4" min. <b>U</b>
Apron	3" min. <b>V</b>

**Window Frame Recess**

Depth	2" min.
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**Sill**

Depth	3" min.
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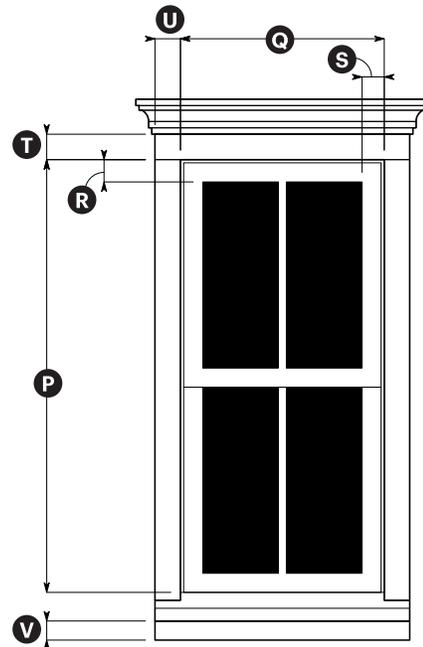
**Pediment**

Allowed	Yes
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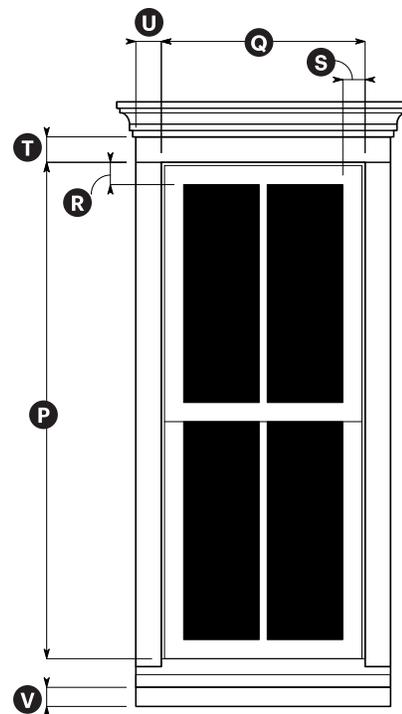
**Mullions**

Mullions required between ganged windows.

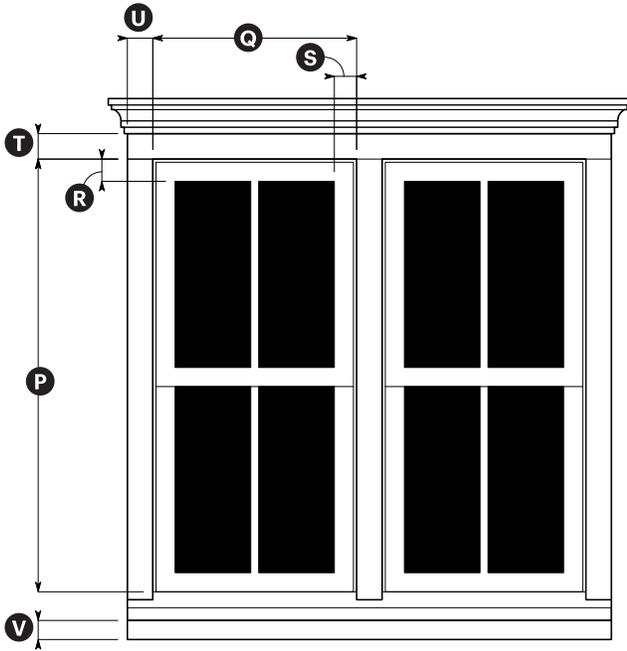
<sup>4</sup>Picture windows must be wider than typical windows and equal in height to windows on the same floor.



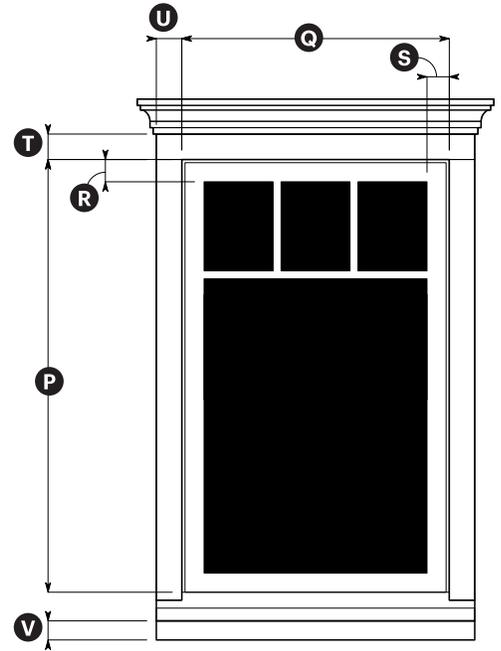
Upper Floor  
Typical Window Elevation  
2 over 2



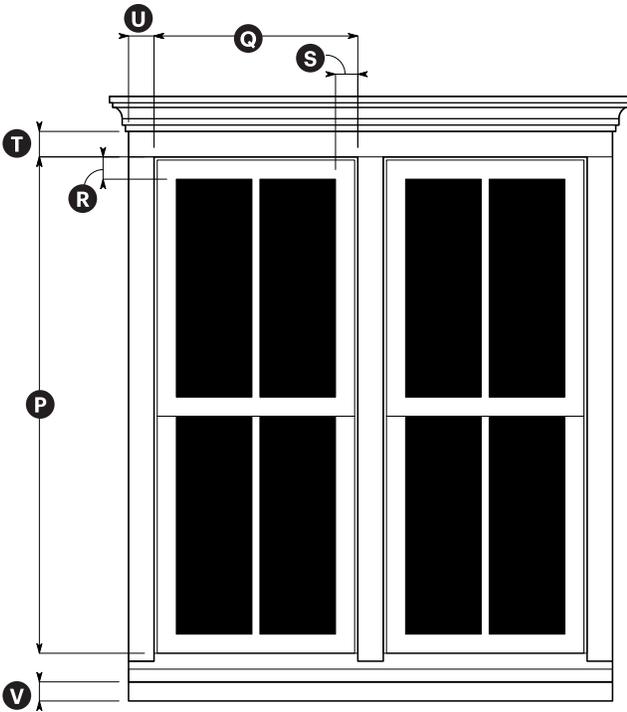
Ground Floor Typical Window  
Elevation  
2 over 2



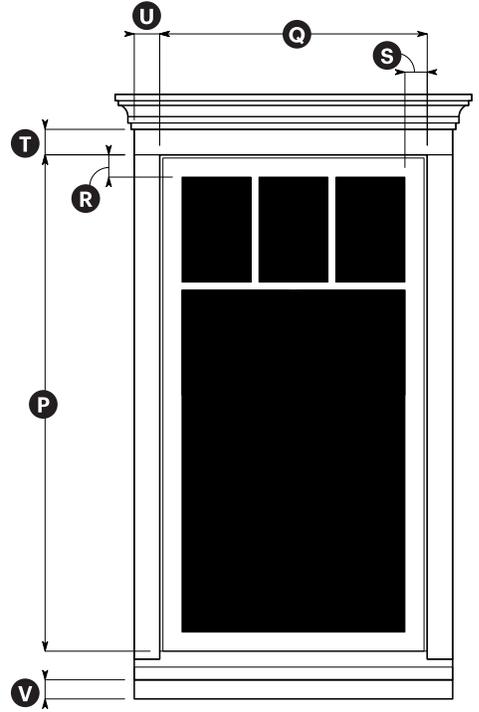
Upper Floor  
Ganged Window Elevation  
2 over 2



Upper Floor  
Picture Window Elevation

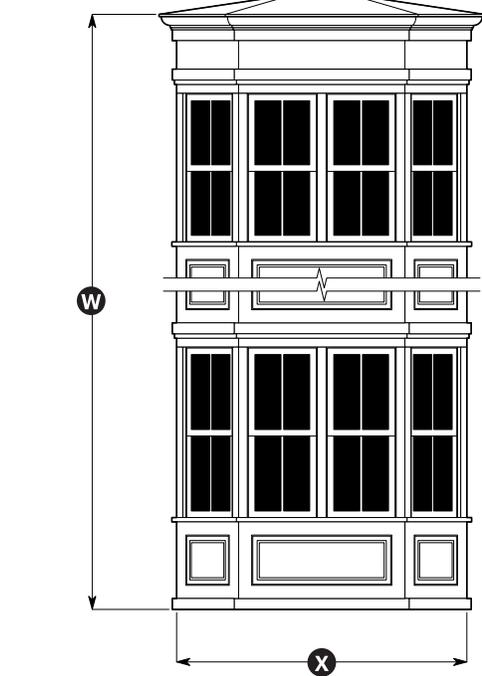


Ground Floor  
Ganged Window Elevation  
2 over 2

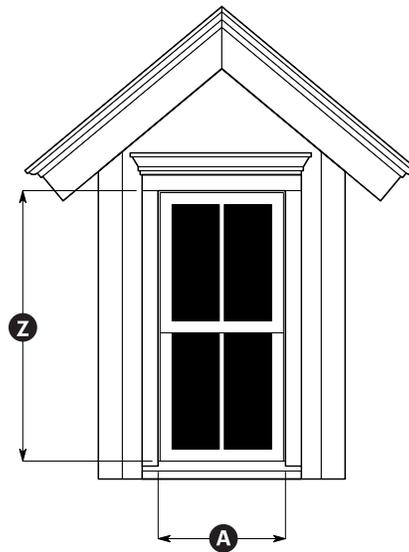


Ground Floor  
Picture Window Elevation

Victorian.



Bay Window Elevation



Dormer Elevation

**10. Bay Windows**

**Form**

Type	Chamfered
Interior Angle	30 degrees min.; 55 degrees max.
Number of Faces	3 or 5

**Size**

Height		<b>W</b>
On buildings with heights up to 3 stories	2 stories max.	
On buildings with heights above 3 stories	2 stories plus 1 additional story for each building story over 3 max.	
Width	6'0" min.; 12'0" max.	<b>X</b>
Depth	1'0" min.; 3'0" max.	<b>Y</b>

**Cornice Types**

- Cornice wraps bay.
- Bay stops below building cornice (bay has own cornice).
- Bay returns into building cornice (bay never projects above the building cornice).

**10. Bay Windows (Continued)**

**Additional Standards**

- Bay depth not allowed to project beyond cornice depth.
- Bay form shall be continuous.
- Continuous horizontal articulation on building shall wrap bay form.

**11. Dormers**

**Roof Form**

Type	Gable
Pitch	10:12

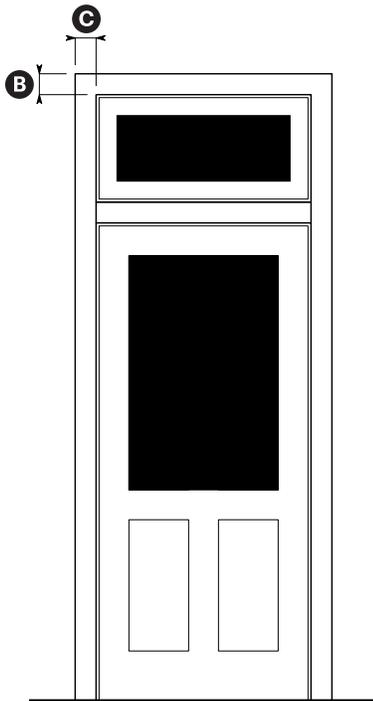
**Window**

Proportion, Height <b>Z</b> to Width <b>A</b>	2.125 min.
Width	2'8" min. <b>A</b>

**Pediment**

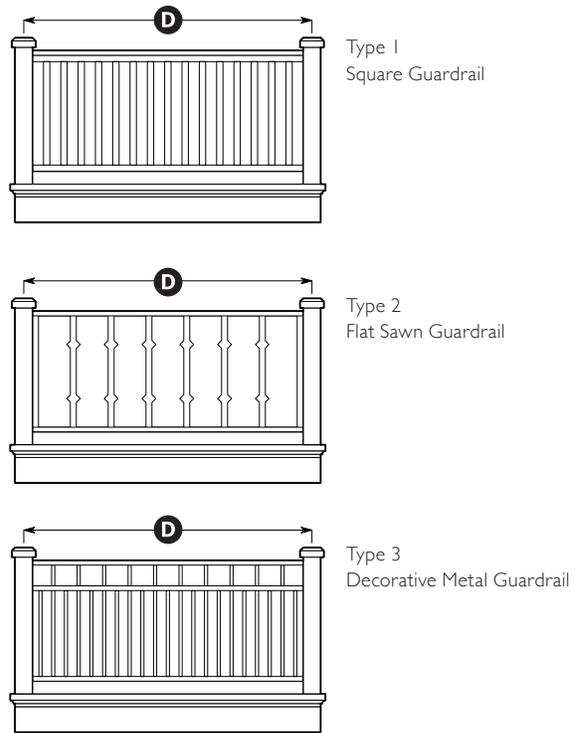
Allowed	Yes
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- See Returned Eave Elevation in Subsection 7 (Eave) for additional standards.
- Dormers allowed only for buildings with half stories.
- See Subsections 6 (Rake), 7 (Eave), and 9 (Windows) for additional standards.



Entry Door Elevation

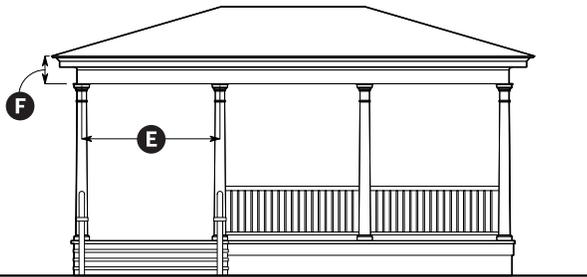
12. Residential Entry Doors	
<b>Door</b>	
Number of Panels	2 min.
<b>Surround</b>	
Head Width	4" min. <b>B</b>
Jamb Width	4" min. <b>C</b>
<b>Additional Elements</b>	
Transom	Allowed
Pediment	Allowed



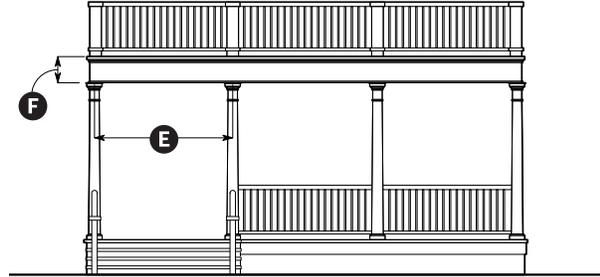
Balcony Front Elevation

13. Balconies	
<b>Allowed Materials</b>	
<b>Type 1 - Square Guardrail</b>	
Post, Baluster, Handrail, Metal, composite wood, wood Fascia, and Brackets	
<b>Type 2 - Flat Sawn Guardrail</b>	
Post, Baluster, Handrail, Metal, composite wood, wood Fascia, and Brackets	
<b>Type 3 - Decorative Metal Guardrail</b>	
Post, Handrail, Fascia, Metal, composite wood, wood and Brackets	
Baluster	Metal
<b>Size</b>	
Overall Balcony Width	10'0" max.
Width Between Posts	3' min. <b>D</b>

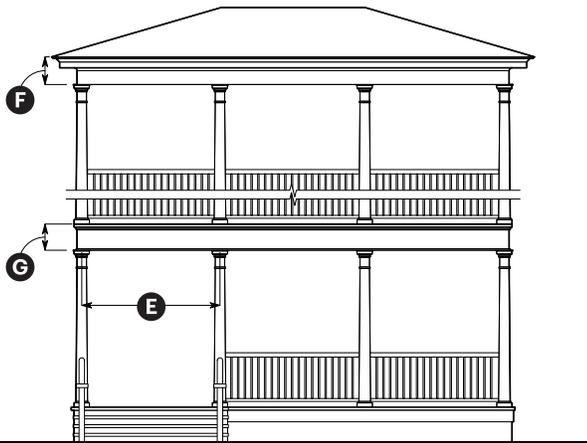
Victorian.



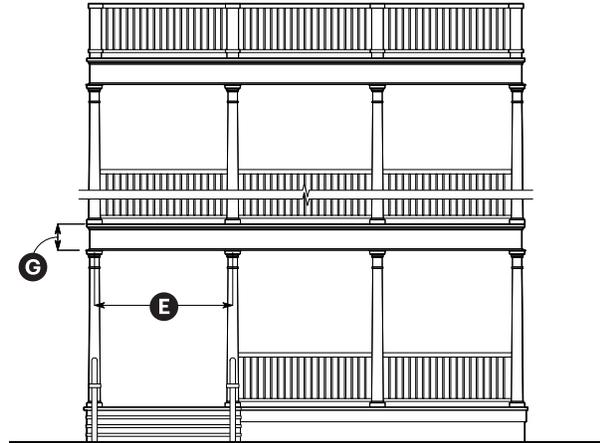
One-Story Porch Elevation



One-Story Porch with Deck Above Elevation



Multi-Story Porch Elevation



Multi-Story Porch with Deck Above Elevation

**14. Porches**

**Columns**

Shape Square-stock, square-tapered, or turned with brackets

Diameter 6" min.

Spacing 8'0" max. on center **E**

**Entablature**

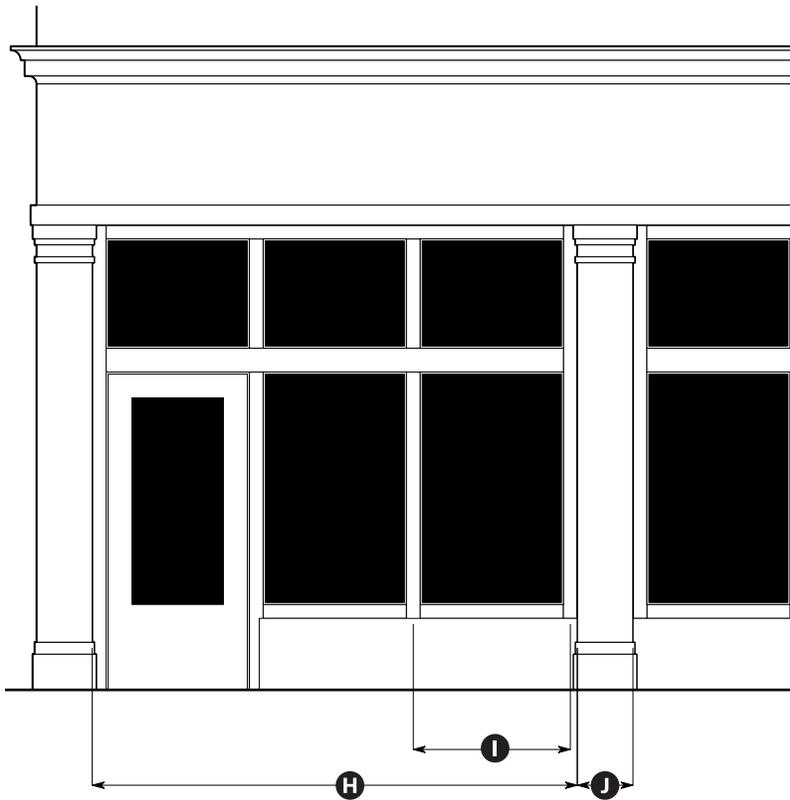
**Height of Topmost Entablature**

Overall 1'6" min. **F**

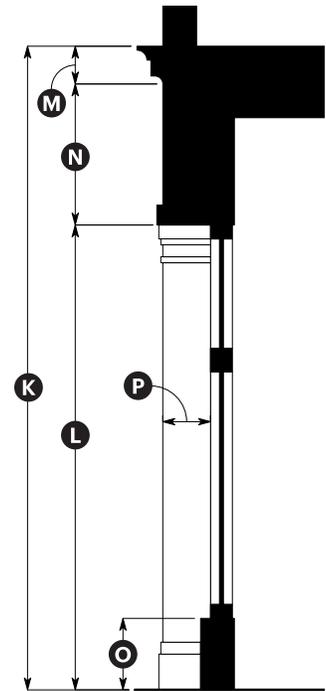
Fascia 10" min.

**Height of Floor-to-Floor Entablature**

Overall 10" min. **G**



Storefront Elevation



Storefront Section

15. Storefronts		
<b>Width</b>		
Storefront Module	10'0" min.; 15'0" max.	H
Display Window	3'0" min.; 4'0" max.	I
Distance Between Storefront Modules	1'0" min.; 2'0" max.	J
<b>Height</b>		
Overall	13'0" min.	K
Head Height	10'0" min.	L
Cornice	9" min.	M
Signage Band	1'8" min.	N
Base	1'0" min.; 2'0" max.	O
<b>Horizontal Recess</b>		
Depth	6" min.; 9" max.	P

Base shall be continuous, unless divided by pilaster, and align with base height of building (if any).

Cornice shall be continuous.

Victorian.

<b>16. Materials</b>	
<b>Element</b>	<b>Allowed Materials</b>
<b>Wall</b>	
Wall Cladding	
Sloped roof building	Shingle and lap siding: composite wood, wood, fiber cement
Flat roof building	Shingle and lap siding: composite wood, wood, fiber cement; and stucco
<b>Base</b>	
Base or Foundation	Brick, concrete, stone, stucco, composite wood, wood, fiber cement
<b>Roof and Roof Elements</b>	
Roofing	Asphalt shingles, wood shingles, standing seam metal
Rake and Eave	Composite wood, wood
Cornice	Composite wood, wood
Brackets	Composite wood, wood, fiberglass
Gutter	Metal ogee or half-round
<b>Windows, Bay Windows, and Entry Doors</b>	
Trim or Surround	Composite wood, wood, fiber cement
Entry Door	Wood, aluminum, fiberglass, composite
Window Frames	Wood, aluminum clad wood, aluminum, fiberglass
Glazing	Clear glass; shall not be tinted, mirrored, or colored
<b>Balconies</b>	
See Subsection 13 (Balconies) for allowed materials.	
<b>Porches</b>	
Columns	Composite wood, wood, fiberglass, metal
Railing	Composite wood, wood, metal
<b>Storefronts</b>	
Storefront	Composite wood, wood, metal
Storefront Base	Wood panels, brick, tile, fiber cement

## 15.04.406: General to Large Sites

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### Sections:

- 15.04.406.010 Purpose.
- 15.04.406.020 Design Sites.
- 15.04.406.030 Thoroughfares, Blocks, and Connectivity.
- 15.04.406.040 Mix and Design of Civic and Open Spaces.
- 15.04.406.050 Mix of Building Types.
- 15.04.406.060 Intersections.
- 15.04.406.070 Pedestrian Crossings.
- 15.04.406.090 Bicycle Facilities.
- 15.04.406.100 Thoroughfare Assemblies.

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### 15.04.406.010 Purpose.

The purpose of this Article is to generate a walkable environment through the establishment of new blocks and thoroughfares and to provide a set of civic space types and their associated standards to use within the transect zones.

The standards established in this Article shall apply to all proposed development within the transect zones exceeding two acres in total area and under common ownership as follows in Table 15.04.406.010.A (Applicability of Standards), and shall be considered in combination with the standards found within Article 15.04.402 (Transect Zones), Article 15.04.403 (Building Types), and Article 15.04.404 (Frontage Types).

**Table 15.04.406.010.A: Applicability of Standards**

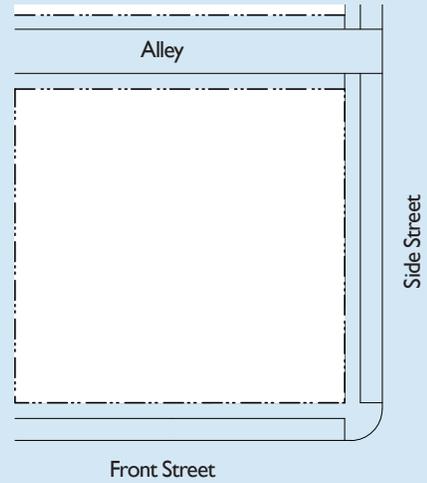
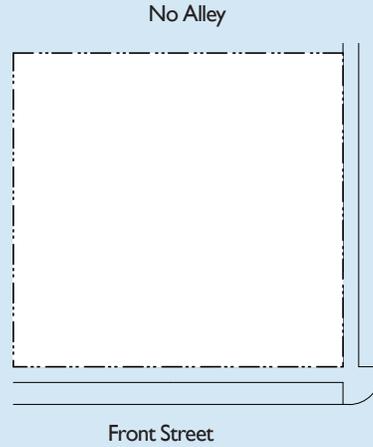
Applicable Standards for Large Sites	Lot Size	
	2-5 acres	> 5 acres
Design Sites 15.04.406.020	Comply	Comply
Thoroughfares, Blocks, and Connectivity 15.04.406.030	Comply	Comply
Mix and Design of Civic and Open Spaces 15.04.406.040		Comply
Mix of Building Types 15.04.406.050	Comply	Comply
Intersections 15.04.406.060	Comply	Comply
Pedestrian Crossings 15.04.406.070	Comply	Comply
Bicycle Facilities 15.04.406.080	Comply	Comply
Thoroughfare Assemblies 15.04.406.090	Comply	Comply

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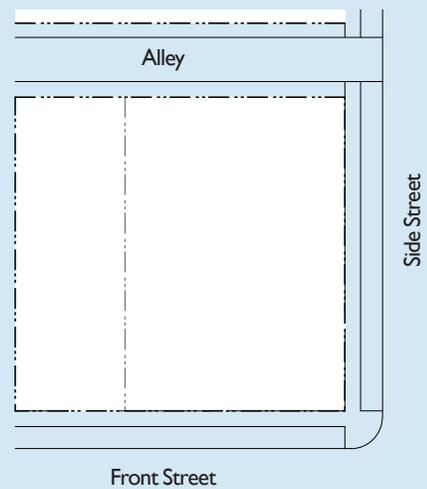
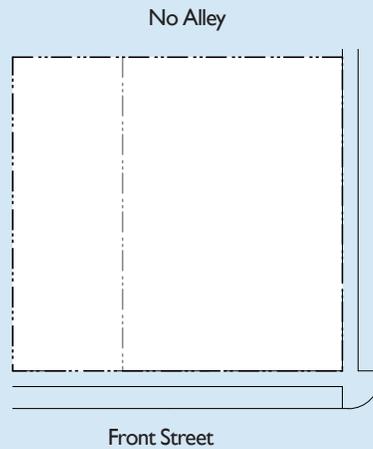
### 15.04.406.020 Design Sites.

Design Sites may be used as an alternative to subdivision for large lots to demonstrate how the lot could be divided into multiple smaller lots that are not required to be recorded as new parcels. Each design site must satisfy dimensional standards, as well as all other standards in the appropriate Transect Zone; see Article 15.04.402 (Transect

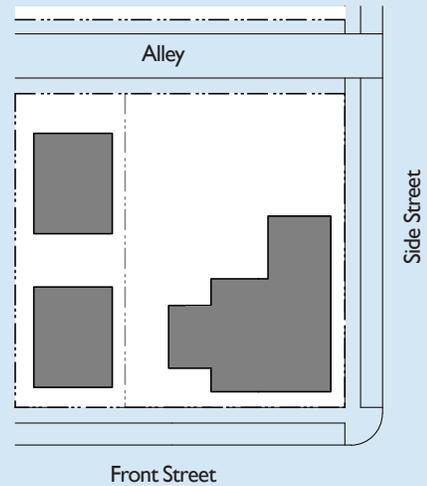
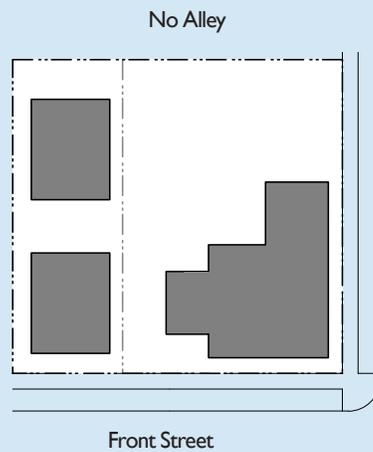
Existing parcel.



Existing parcel proposed for two Design Sites.



Existing parcel with multiple buildings on two Design Sites. Design Site boundaries are treated as lot lines for measuring building setbacks and minimum lot dimensions, but the individual Design Sites are not required to be recorded as new parcels.



Key

--- Design Site Line

■ Building Type

Example of Multiple Design Sites on an Existing Parcel

Zones). Standards may not be satisfied for one Design Site on adjacent Design Sites. The diagram in this Section illustrates how a large site could be divided using Design Sites.

### 15.04.406.030 Thoroughfares, Blocks, and Connectivity.

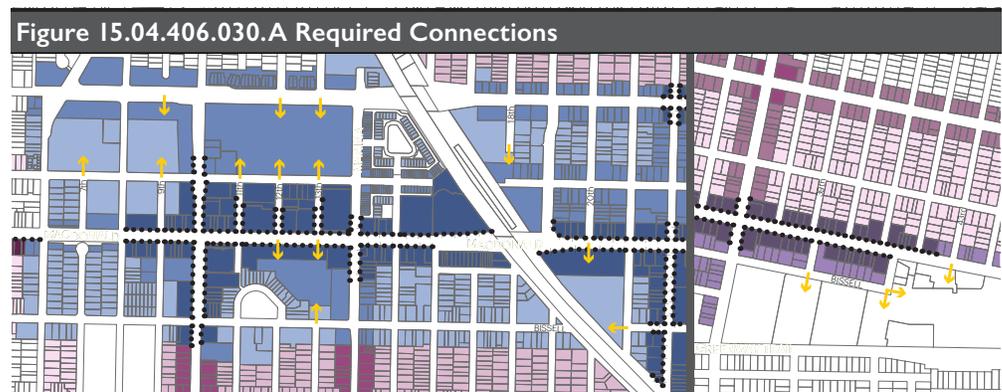
**A. Thoroughfares.** Thoroughfares define the public streets that refine pedestrian sheds into walkable environments. Care should be taken in the layout and sizing of thoroughfares, as wide thoroughfares and a lack of connectivity reduce the pedestrian friendliness of the area.

#### 1. Design.

- a. Thoroughfares that pass from one transect zone to another shall adjust their cross section design to match the character of the transect zone. For example, while a thoroughfare within an urban transect zone with retail shops may have wide sidewalks with trees in tree grates, it may transition to a narrower sidewalk with a planting strip within a less urban transect zone with various residential building types.
- b. The thoroughfare network shall be mapped on a regulating plan and shall indicate the layout of thoroughfares and the block network according to standards in Subsection 15.04.406.030.B.
- c. Thoroughfares shall terminate on/connect to other thoroughfares. Thoroughfares shall not terminate on alleys and lanes.

#### 2. External Connectivity.

- a. The arrangement of thoroughfares in a development shall provide for the alignment and continuation of existing or proposed thoroughfares into adjoining lands in those cases in which the adjoining lands are undeveloped and intended for future development or in which the adjoining lands are developed and include opportunities for such connections.
- b. Thoroughfare rights-of-way shall be extended to or along adjoining property boundaries such that a thoroughfare connection or stub shall be provided for development:
  - (1) Consistent with the minimum block length as defined in Subsection 15.04.406.030.B;
  - (2) Consistent with required connections indicated in Figure 15.04.406.030.A.



3. **Dead-End Streets and Cul-de-Sacs.** Dead-end streets and cul-de-sacs shall not be included in plans. Cul-de-sacs may be approved by the Director to accommodate a site specific environmental feature requiring protection and/or preservation only. Cul-de-sacs approved by the Director shall meet the following standards:
  - a. Permanent dead-end streets shall be no longer than 300 feet and shall be provided with a cul-de-sac;
  - b. Temporary dead-end streets shall be provided with a temporary turnaround area which shall be designed considering traffic usage, maintenance, and removal;
  - c. Cul-de-sacs shall have a minimum right-of-way radius of 50 feet and a paved circular area with a minimum radius of 40 feet;
  - d. Cul-de-sacs shall contain a central planted median; and
  - e. Whenever cul-de-sac thoroughfares are created, at least one pedestrian access easement shall be provided, to the extent practicable, between each cul-de-sac head or street turnaround and the sidewalk system of the closest adjacent street or pedestrian pathway. The access easement shall be direct with a minimum width of 12 feet.

**B. Block Size.**

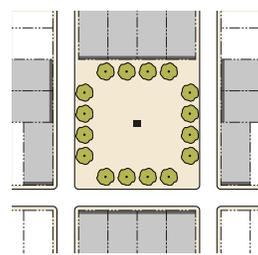
1. Individual block faces and the total block perimeter shall follow the standards established in Table 15.04.406.030.A (Block Size) below. If a block contains multiple transect zones, the most intense transect zone shall be used to establish the standards for block size.
2. Blocks should be a minimum width, such that two tiers of developable lots are provided.

Table 15.04.406.030.A: Block Size		
Transect Zone	Block	
	Face Length	Perimeter Length
T4	600 ft. max.	2,000 ft. max.
T5MS/T5N-55	600 ft. max.	1,800 ft. max.
T5C/T5N-135	500 ft. max	1,600 ft max.

**15.04.406.040 Mix and Design of Civic and Open Spaces.**

- A. The standards established in this Article provide the transect zones with a diverse palette of parks and other publicly accessible civic spaces, publicly or privately owned, that are essential components of walkable urban environments.
- B. There are multiple civic space types defined in Table 15.04.406.040.A (Civic Space Type Standards). Two of the civic space types, Playgrounds and Community Gardens, may be incorporated into any of the other types or may stand alone.

- C. In Table 15.04.406.040.A (Civic Space Type Standards), the illustration and description of each civic space type are illustrative in nature and not regulatory.
- D. The service area, size, frontage and disposition of elements standards of each civic space type are regulatory.
1. **Service Area.** Describes how the civic space relates to the City as a whole and the area that will be served by the civic space.
  2. **Size.** The overall range of allowed sizes of the civic space.
  3. **Frontage.** The relationship along property lines of a civic space to adjacent buildings or lots.
    - a. The front of the lots attached to or across a thoroughfare from a civic space should face on to the civic space to the maximum extent possible.
    - b. **Building.** Lots that are attached to or across a thoroughfare from a civic space listed as having a “Building” frontage shall have the front of the lot facing on to the civic space for a minimum of three quarters of the civic space perimeter.
    - c. **Independent.** Lots that are attached to or across a thoroughfare from a civic space listed as having an “Independent” frontage may have the front, side street, or rear of the lot facing on to the civic space.



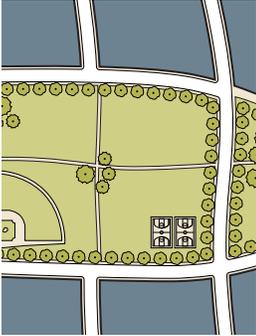
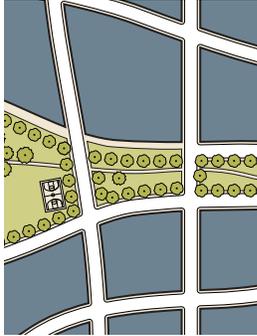
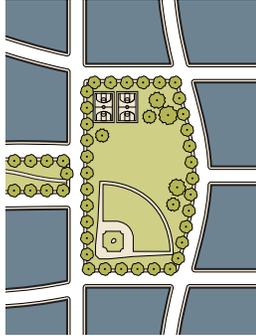
■ Lot adjacent to civic space

— Front of lot

Left: Diagram illustrates lot configuration meeting minimum standards for a civic space with a "Building" frontage.

4. **Disposition of Elements.** The placement of objects within the civic space.
    - a. **Natural.** Civic spaces with natural character are designed in a natural manner with no formal arrangement of elements.
    - b. **Formal.** Civic spaces with a formal character have a more rigid layout that follows geometric forms and has trees and other elements arranged in formal patterns.
    - c. **Informal.** Civic spaces with an informal character have a mix of formal and natural characteristics.
- E. **Typical Facilities.** A list of the typical facilities found within the civic space. This list is not intended to be a complete list of facilities allowed nor is it intended that every civic space would contain each of the facilities listed. Facilities larger than the indicated gross square footage (gsf) require review and approval by the Director and Parks Director.
- F. The civic spaces specified in Table 15.04.406.040.A (Civic Space Type Standards) are allowed By Right or By Review in the designated transect zones. Civic Space allowed By Review are allowed if approved by the Director and Parks Director.
- G. Civic spaces shall not be fenced or enclosed and shall have at least one edge open to a street or right-of-way. Edges not abutting a street or right-of-way shall be defined by building frontage consistent with the standard for "BTL Defined by a Building, Front" in applicable zones in 15.04.402 (Transect Zones).

**Table 15.04.406.040.A Civic Space Type Standards**

Transect Zone	T4 T5	T4 T5	T4 T5
Civic Space Type	Community Park	Greenway	Neighborhood Green
Illustration			
Description	An open space available for unstructured recreation and a limited amount of structured recreation.	A linear open space that may follow natural corridors providing unstructured and limited amounts of structured recreation.	An open space available for unstructured and limited amounts of structured recreation.
<b>Location and Size</b>			
Location			
Service Area	Multiple Neighborhoods	Multiple Neighborhoods	Neighborhood
Size			
Minimum	12 acres	8 acres (60' wide by 1 mile long)	1 acre
Maximum	-	-	15 acres
Character			
Frontage	Independent	Independent or Building	Building
Disposition of Elements	Informal	Natural or Informal	Informal
Typical Facilities	Passive and Active Recreation, Accessory Structure, Drinking Fountains, Community Facility < 5,000 gsf, Paths and Trails	Passive and Active Recreation, Accessory Structure, Drinking Fountains, Community Facility < 5,000 gsf, Paths and Trails	Passive and Active (unstructured or structured) Recreation, Accessory Structure, Drinking Fountains, Community Facility < 5,000 gsf, Paths and Trails

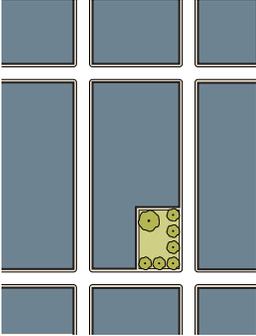
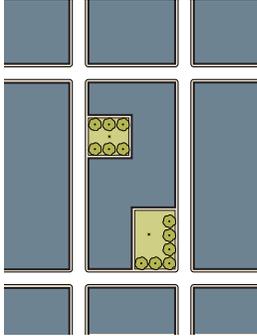
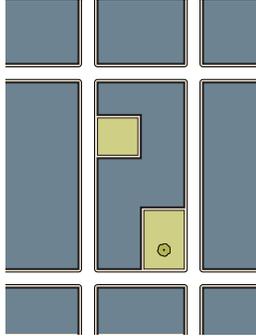
Key T# Allowed T# By Review T# Not Allowed

**Table 15.04.406.040.A Civic Space Type Standards (continued)**

Transect Zone	T4 T5	T4 T5	T4 T5
Civic Space Type	Neighborhood Square	Plaza	Pocket Plaza
Illustration			
Description	An open space available for civic purposes, unstructured and limited amounts of structured recreation.	A formal open space available for civic purposes and commercial activities. Plazas are typically hardscaped. Commercial activities shall be subordinate to Civic use.	A formal open space available for civic purposes and commercial activities. Pocket Plazas are typically hardscaped. Commercial activities shall be subordinate to Civic use.
<b>Location and Size</b>			
Location			
Service Area	Neighborhood	Neighborhood	Neighborhood
Size			
Minimum	½ acre	½ acre	2,000 sf
Maximum	5 acres	2½ acres	½ acre
Character			
Frontage	Building	Building	Building
Disposition of Elements	Formal	Formal	Formal
Typical Facilities	Passive and Active (unstructured or structured) Recreation, Accessory Structure, Drinking Fountains, Community Facility < 5,000 gsf, Paths and Trails	Passive Recreation, Accessory Structure, Drinking Fountains, Paths and Trails	Passive Recreation, Accessory Structure, Drinking Fountains, Paths and Trails

Key T# Allowed T# By Review T# Not Allowed

**Table 15.04.406.040.A Civic Space Type Standards (continued)**

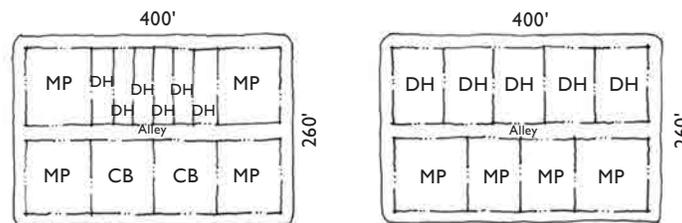
Transect Zone	T4 T5	T4 T5	T4 T5
Civic Space Type	Pocket Park	Playground	Community Garden
Illustration			
Description	An open space available for informal activities in close proximity to neighborhood residences.	An open space designed and equipped for the recreation of children. A Playground should be fenced and may include an open shelter. Playgrounds may be included within other civic spaces.	An open space designed as a grouping of garden plots that are available to nearby residents for small-scale cultivation. Community Gardens may be included within other civic spaces.
<b>Location and Size</b>			
Location	Neighborhood	Neighborhood	Neighborhood
Size			
Minimum	2,000 sf	-	-
Maximum	1 acre	-	-
Character			
Frontage	Building	Independent or Building	Independent or Building
Disposition of Elements	Formal or Informal	Formal or Informal	Formal or Informal
Typical Facilities	Passive Recreation, Accessory Structure, Drinking Fountains, Paths and Trails	Accessory Structure, Drinking Fountains, Paths and Trails	Accessory Structure, Drinking Fountains, Paths and Trails

Key	<b>T#</b> Allowed	<b>T#</b> By Review	<b>T#</b> Not Allowed
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**15.04.406.050 Mix of Building Types.**

- A. A mix of building types introduces variety into the character of neighborhoods. Blocks shall provide a diversity of residential and mixed-use building types in a manner that fulfills the intent of each transect zone as described in Article 15.04.402 (Transect Zones) and the following formulas below. In the event that blocks are composed of more than one transect zone, the minimum mixing requirement of the most intense transect zone shall apply across the block.
- B. **T4 Neighborhood.** Blocks within the T4N Transect Zones are intended to provide a mix of detached house, duplex and multi-unit types. See Section 15.04.402.020 (T4 Neighborhood) for the allowed building types in T4N.
  - 1. Blocks within the T4N Transect Zones shall provide a minimum of two distinct building types per block.
  - 2. No more than 50 percent of the residential units on a block shall be located within Detached House, Cottage, or Duplex building types.
- C. **T4 Main Street, T5 Neighborhood, and T5 Main Street.** Blocks within the T4MS, T5N, or T5MS Transect Zone are intended to provide the greatest diversity of building types. See Section 15.04.402.030 (T4 Main Street), Section 15.04.402.040 (T5 Neighborhood) and Section 15.04.402.050 (T5 Main Street) for the allowed building types in T4MS, T5N, and T5MS.
  - 1. Blocks within the T4MS, T5N, or T5MS Transect Zones shall provide a minimum of three distinct building types per block.
  - 2. No more than 50% of the residential units on a block shall be located within Detached House, Cottage, or Duplex building types.
- D. **T5 Core.** Blocks within the T5C Transect Zone are intended to be composed of attached building types and shall have no minimum mixing requirement. See Section 15.04.402.060 (T5 Core) for the allowed building types in T5C.

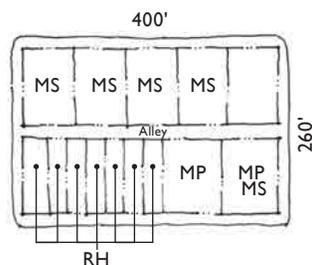
**T4N: Sample Building Type Mix**



*Far Left: Block with six Detached House (DH), four Multi-Plex (MP) and two Courtyard Building (CB) Building Types.*

*Left: Block with five Detached House (DH) and four Multi-Plex (MP) Building Types.*

**T5N: Sample Building Type Mix**



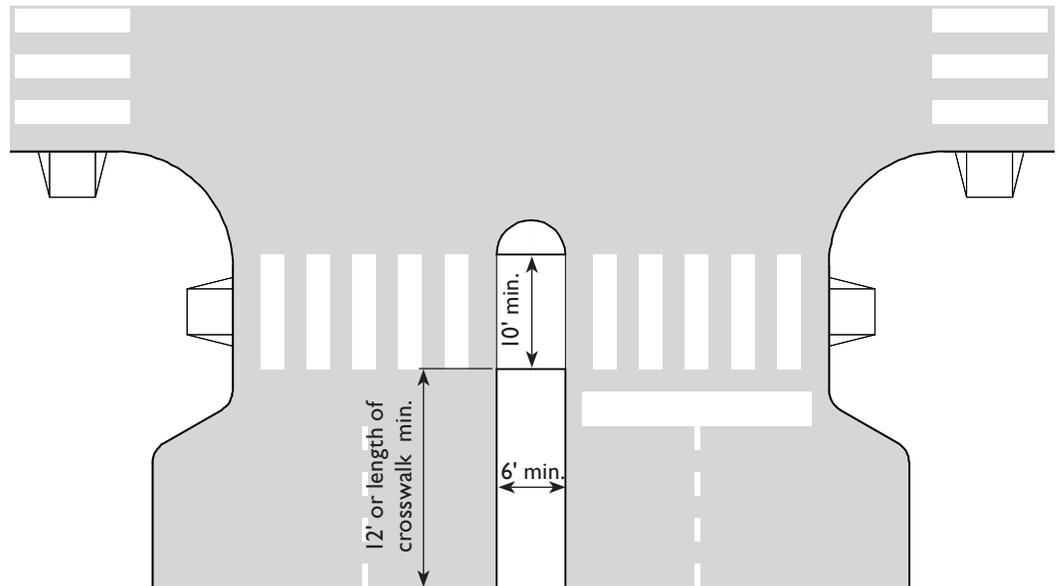
*Left: Block includes five Main Street Building (MS), seven Rowhouse (RH), and two Multi-Plex (MP) Building Types.*

**15.04.406.060 Intersections.**

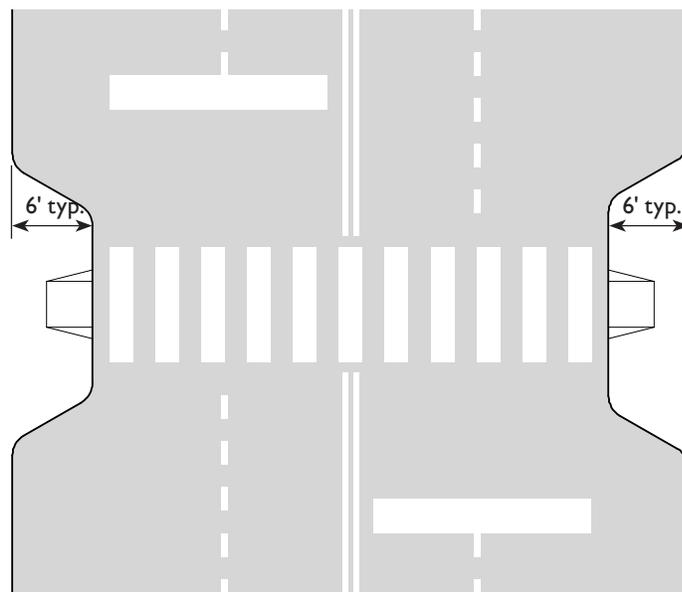
- A. Street design of narrow streets and compact intersections requires designers to pay close attention to the operational needs of transit, fire and rescue, waste collection and delivery trucks. For this reason, early coordination with transit, fire and rescue, waste collection and other stakeholder groups is essential.
- B. More regular encroachment of turning vehicles into opposing lanes will occur at compact intersections. Therefore, frequency of access, traffic volumes and the speeds on intersecting streets at those intersections shall be considered when designing intersections. For fire and rescue, determination of the importance of that street for community access should be determined, e.g. primary or secondary access.
- C. The designer should use turning templates or software to evaluate intersections to ensure that adequate operation of vehicles can occur. Location of on-street parking around intersections should be evaluated during this analysis to identify potential conflicts between turning vehicles and on-street parking. Bike lanes and on-street parking will increase the effective curb return radius, when curb extensions are not employed, by providing more room for the wheel tracking of turning vehicles.
- D. Roundabouts should be considered as an alternative to traffic signals. Roundabouts can provide reduced vehicle speeds, reduced conflict points, separation of vehicle-vehicle conflict points from vehicle-pedestrian conflict points, and provide a two-step crossing for pedestrians. At multi-lane roundabouts, benefits for bicyclists and pedestrians are greatly diminished due to multiple-threat scenarios and bicycle weaving and additional considerations are necessary, including installing a traffic signal or pedestrian hybrid beacons at crosswalks." Roundabouts: An Informational Guide (FHWA) continues to provide the current best practice guidance on roundabout design, including bicycle and pedestrian accommodation.

### 15.04.406.070 Pedestrian Crossings.

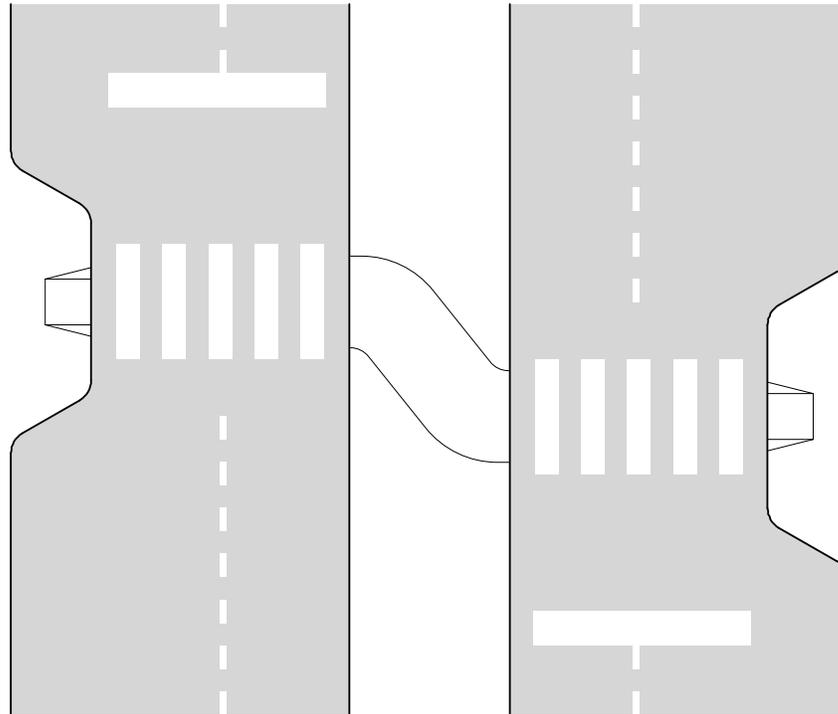
- A. **Directional Curb Ramps.** Perpendicular corner curb ramps with a separate ramp installed in each direction shall be used where feasible instead of single, diagonal corner ramps.
- B. **Crosswalks.** Crosswalks shall be designed per the Crosswalk Policy in the Pedestrian Plan.
- C. **Medians.** Medians, where provided, shall provide a median refuge at the intersection designed per the standards in the diagram below.



- D. **Mid-block crossings, where provided, shall have mid-block curb extensions per the standards in the diagram below.**



- E. On thoroughfares with medians, provided mid-block crossings between the median and curbs shall be offset from one another per the diagram below.



#### 15.04.406.090 Bicycle Facilities.

- A. Bicycle Master Plan and Pedestrian Plan.
1. Thoroughfares shall be designed to support the goals, policies, and recommendations within the Bicycle Master Plan and Pedestrian Plan.
  2. The Bicycle Network. Bicycle facilities shall be located per the proposed bicycle network in the Bicycle Master Plan.
  3. Should a conflict arise between the standards in this Article and the Bicycle Master Plan or Pedestrian Plan, the standards in this Article shall take precedence unless the Director determines otherwise.
- B. WCCTAC Transit Wayfinding Plan. Bicycle and pedestrian wayfinding shall be implemented per the WCCTAC Wayfinding Signage Program.
- C. Predefined thoroughfare assemblies found in Section 15.04.406.100 (Thoroughfare Assemblies) are allowed By Right.
- D. Thoroughfares that do not meet the standards in items A, B or C above are not allowed in any transect zones.

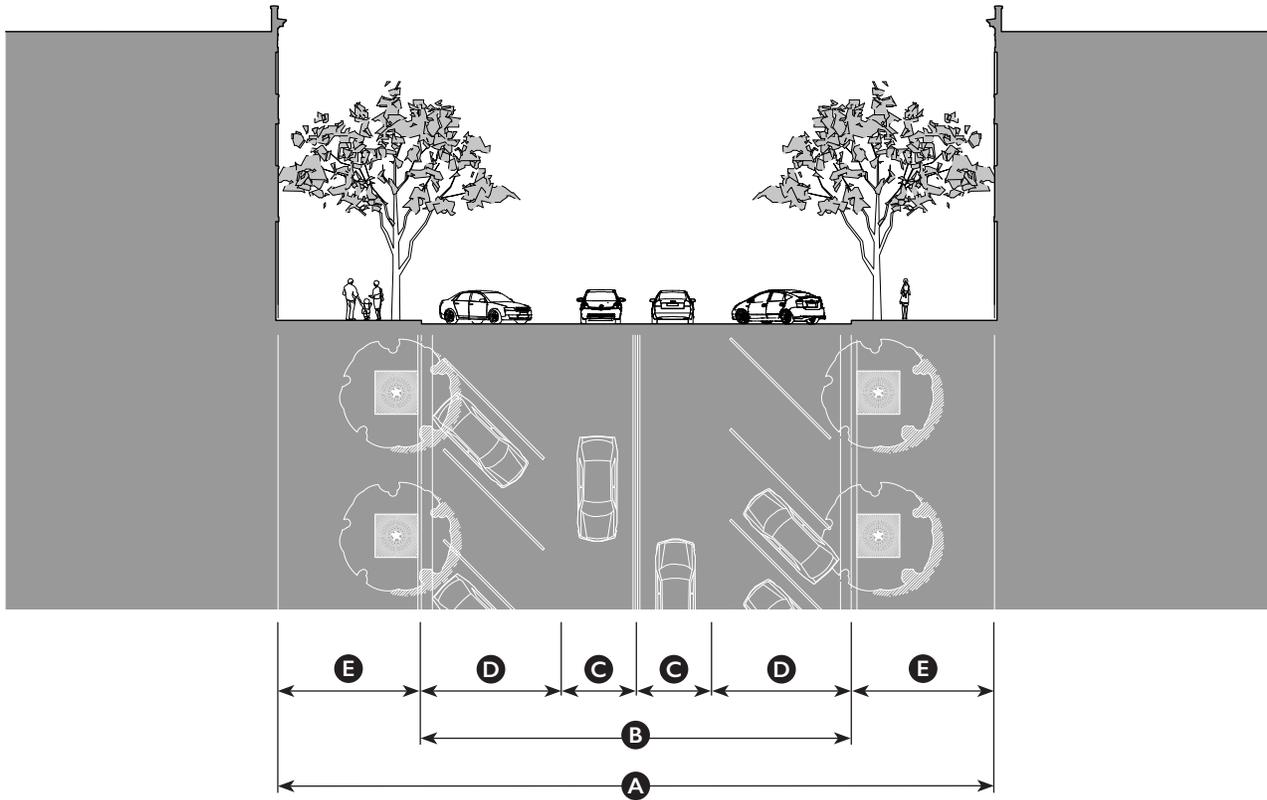
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**15.04.406.100 Thoroughfare Assemblies.**

- A. This Section provides thoroughfare assemblies that have been approved by the City for use in transect zones.
- B. The tables in this Section are added into the City of Richmond Standard Plans.

<b>Key</b>		<b>ST-57-20-BL</b>
Frontage Type	_____	↑
Right of Way Width	_____	↑
Pavement Width	_____	↑
Transportation	_____	↑
Highway:		HW
Boulevard:		BV
Avenue:		AV
Commercial Street:		CS
Drive:		DR
Street:		ST
Road:		RD
Rear Alley:		RA
Rear Lane:		RL
Bicycle Trail:		BT
Bicycle Lane:		BL
Bicycle Route:		BR
Path:		PT
Passage:		PS
Transit Route:		TR

**Table 15.04.406.100.A: Thoroughfare Assemblies**



**Thoroughfare Assembly CS-100-60**

**Application**

Transect Zones	T4N	T4MS
	T5N	T5MS
	T5C	

Movement Type: Slow

Design Speed: 20 mph

**Overall Widths**

Right-of-Way (ROW) Width: 100' **(A)**

Pavement Width: 60' **(B)**

**Lane Assembly**

Traffic Lanes: 2 @ 12' **(C)**

Bicycle Lanes: None

Parking Lanes: 2 @ 18', marked **(D)**  
45° angled parking

Medians: None

**Public Frontage Assembly**

Frontage Type: Commercial street

Drainage Collection Type: Curb and gutter

Planter Type: 4'x4' tree well

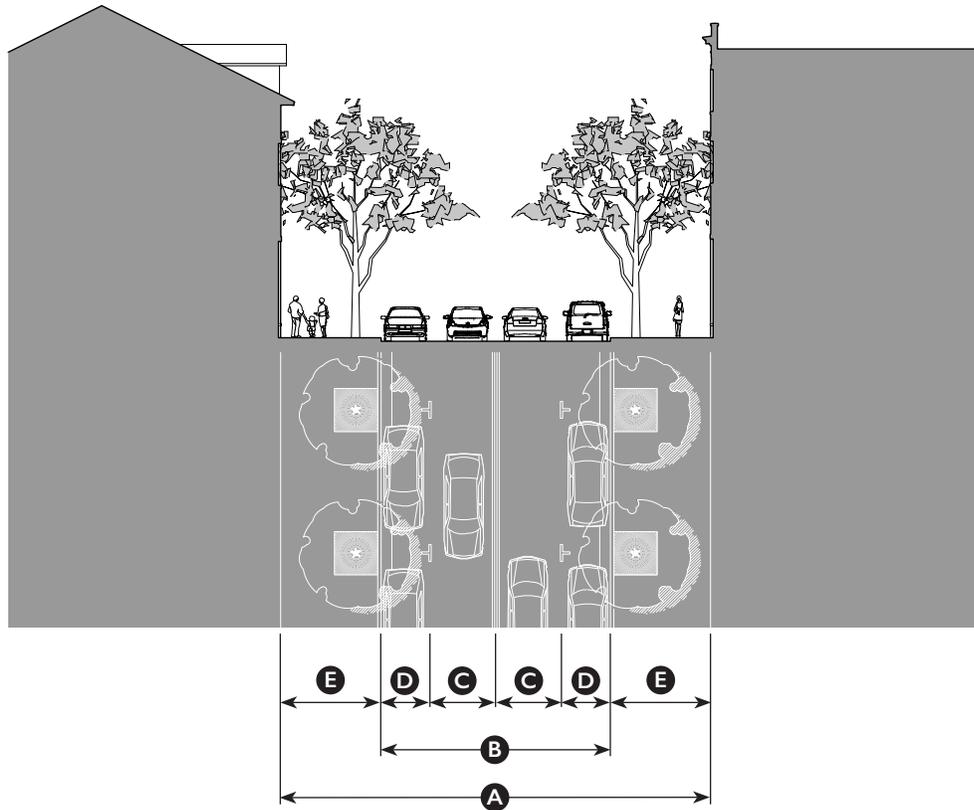
Landscape Type: Trees at 30' o.c. avg.

Lighting Type: Post, column, or double column

Walkway Type: 20' sidewalk **(E)**

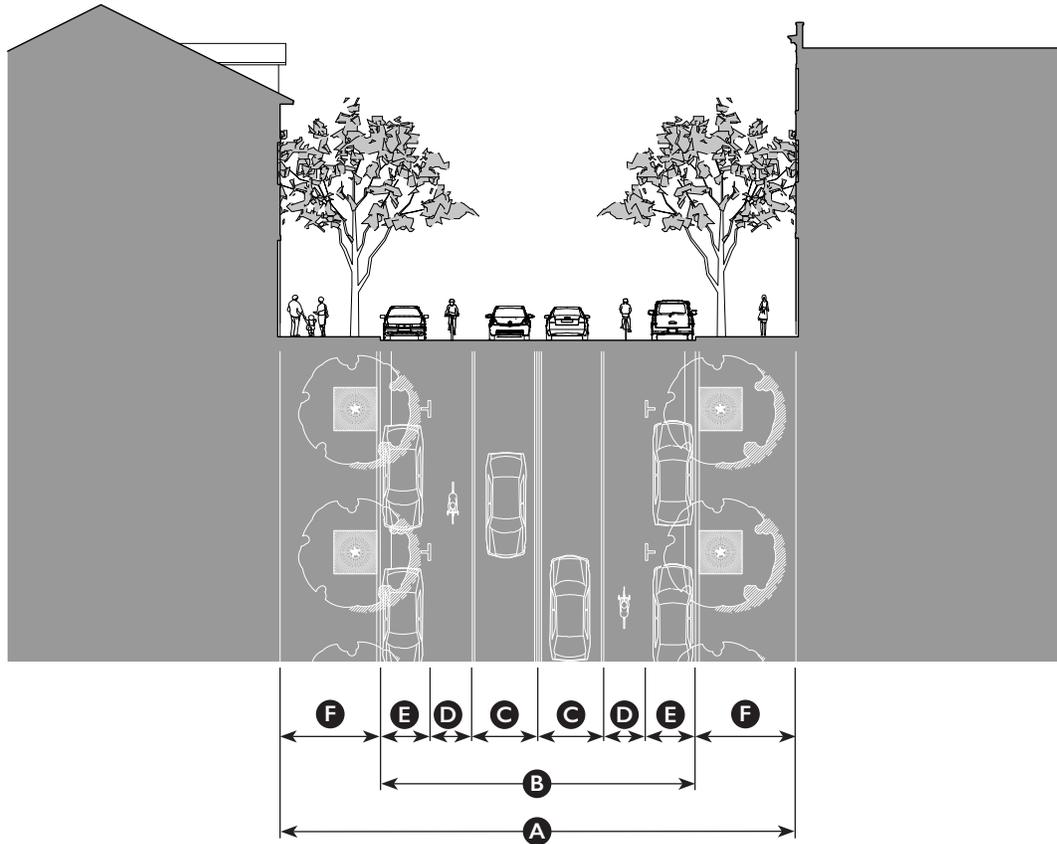
Curb Type: Square

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



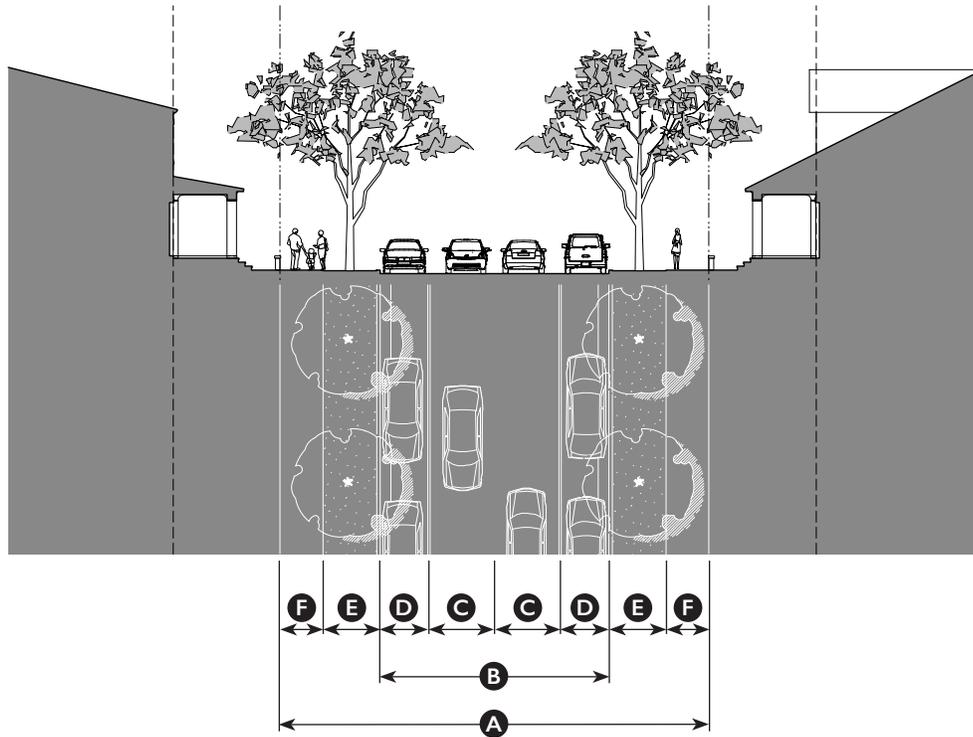
Thoroughfare Assembly CS-60-36							
<b>Application</b>							
Transect Zones	<table border="1"> <tr> <td>T4N</td> <td><b>T4MS</b></td> </tr> <tr> <td>T5N</td> <td><b>T5MS</b></td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	<b>T4MS</b>	T5N	<b>T5MS</b>	T5C	
T4N	<b>T4MS</b>						
T5N	<b>T5MS</b>						
T5C							
Movement Type	Slow						
Design Speed	25 mph						
<b>Overall Widths</b>							
Right-of-Way (ROW) Width	60' <b>(A)</b>						
Pavement Width	36' <b>(B)</b>						
<b>Lane Assembly</b>							
Traffic Lanes	2 @ 10' <b>(C)</b>						
Bicycle Lanes	None						
Parking Lanes	2 @ 8', marked <b>(D)</b>						
Medians	None						
<b>Public Frontage Assembly</b>							
Frontage Type	Commercial street						
Drainage Collection Type	Curb and gutter						
Planter Type	4'x4' tree well						
Landscape Type	Trees at 30' o.c. avg.						
Lighting Type	Post or column						
Walkway Type	12' sidewalk <b>(E)</b>						
Curb Type	Square						

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



Thoroughfare Assembly CS-72-48-BL							
<b>Application</b>							
Transect Zones	<table border="1"> <tr> <td>T4N</td> <td><b>T4MS</b></td> </tr> <tr> <td>T5N</td> <td><b>T5MS</b></td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	<b>T4MS</b>	T5N	<b>T5MS</b>	T5C	
T4N	<b>T4MS</b>						
T5N	<b>T5MS</b>						
T5C							
Movement Type	Low						
Design Speed	30 mph						
<b>Overall Widths</b>							
Right-of-Way (ROW) Width	72' <b>(A)</b>						
Pavement Width	48' <b>(B)</b>						
<b>Lane Assembly</b>							
Traffic Lanes	2 @ 10' <b>(C)</b>						
Bicycle Lanes	2 @ 6' <b>(D)</b>						
Parking Lanes	2 @ 8', marked <b>(E)</b>						
Medians	None						
<b>Public Frontage Assembly</b>							
Frontage Type	Commercial street						
Drainage Collection Type	Curb and gutter						
Planter Type	4'x4' tree well						
Landscape Type	Trees at 30' o.c. avg.						
Lighting Type	Post or column						
Walkway Type	12' sidewalk <b>(F)</b>						
Curb Type	Square						

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



**Thoroughfare Assembly ST-60-32**

**Application**

Transect Zones	<b>T4N</b>	T4MS
	<b>T5N</b>	T5MS
	T5C	

Movement Type      Slow

Design Speed          20 mph

**Overall Widths**

Right-of-Way (ROW) Width    60' **(A)**

Pavement Width                32' **(B)**

**Lane Assembly**

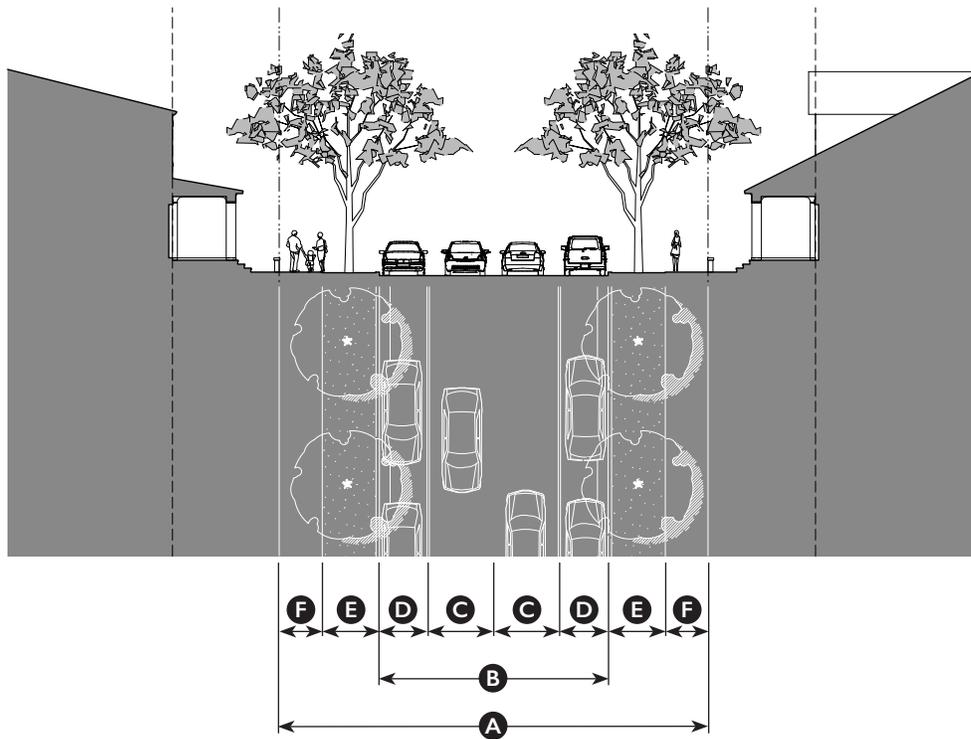
Traffic Lanes	2 @ 9'	<b>(C)</b>
Bicycle Lanes	None	
Parking Lanes	2 @ 7', marked	<b>(D)</b>
Medians	None	

**Public Frontage Assembly**

Frontage Type	Street	
Drainage Collection Type	Curb and gutter	
Planter Type	8' continuous planter <sup>1</sup>	<b>(E)</b>
Landscape Type	Trees at 30' o.c. avg.	
Lighting Type	Pipe, post, or column	
Walkway Type	6' sidewalk <sup>1</sup>	<b>(F)</b>
Curb Type	Square	

<sup>1</sup> 7' continuous planter and 7' sidewalk for T5 application

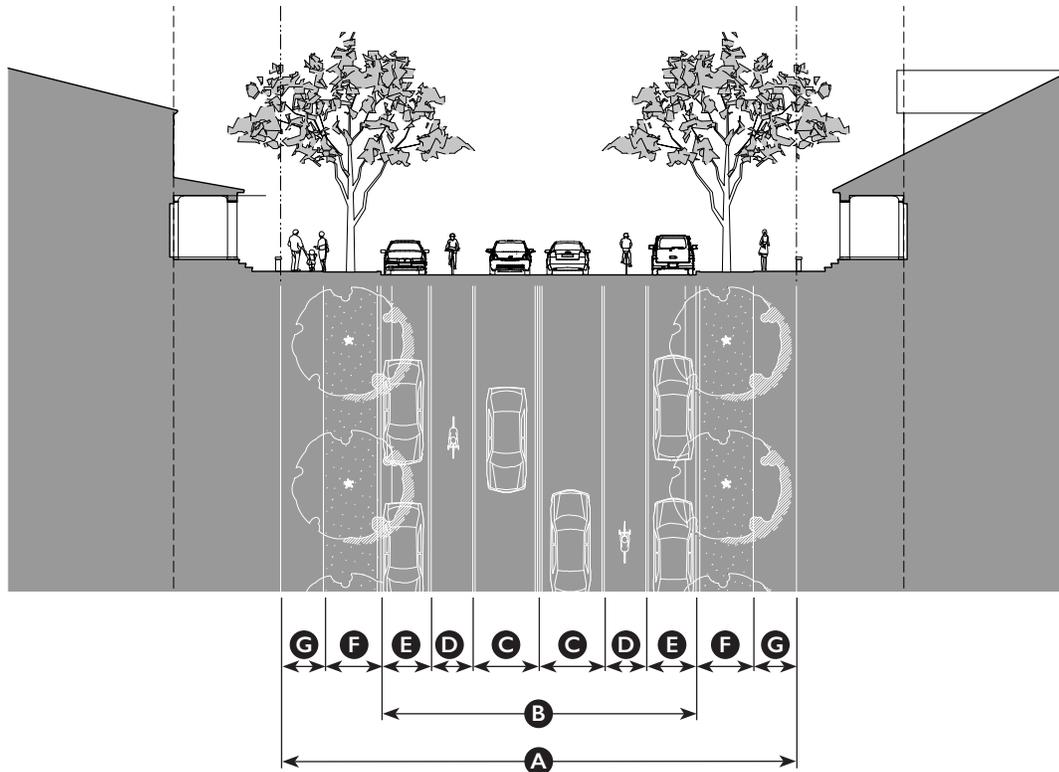
**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



Thoroughfare Assembly ST-60-36		Lane Assembly	
<b>Application</b>		<b>Public Frontage Assembly</b>	
Transect Zones	<div style="display: flex; flex-wrap: wrap; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T4N</div> <div style="border: 1px solid black; padding: 2px;">T4MS</div> <div style="border: 1px solid black; padding: 2px;">T5N</div> <div style="border: 1px solid black; padding: 2px;">T5MS</div> <div style="border: 1px solid black; padding: 2px;">T5C</div> </div>	Traffic Lanes	2 @ 10' <b>C</b>
Movement Type	Slow	Bicycle Lanes	None
Design Speed	25 mph	Parking Lanes	2 @ 8', marked <b>D</b>
<b>Overall Widths</b>		Medians	None
Right-of-Way (ROW) Width	60' <b>A</b>	Frontage Type	Street
Pavement Width	36' <b>B</b>	Drainage Collection Type	Curb and gutter
		Planter Type	6' continuous planter <sup>1</sup> <b>E</b>
		Landscape Type	Trees at 30' o.c. avg.
		Lighting Type	Pipe, post, or column
		Walkway Type	6' sidewalk <sup>1</sup> <b>F</b>
		Curb Type	Square

<sup>1</sup> 5' continuous planter and 7' sidewalk for T5 application

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



**Thoroughfare Assembly ST-72-48-BL**

**Application**

Transect Zones	<b>T4N</b>	T4MS
	<b>T5N</b>	T5MS
	T5C	

Movement Type Low

Design Speed 30 mph

**Overall Widths**

Right-of-Way (ROW) Width 72' **A**

Pavement Width 48' **B**

**Lane Assembly**

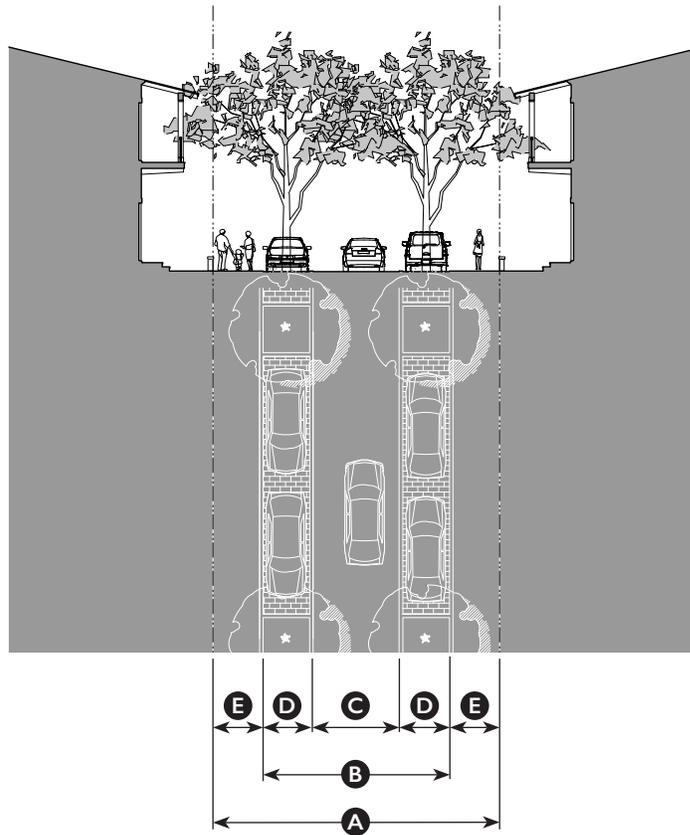
Traffic Lanes	2 @ 10'	<b>C</b>
Bicycle Lanes	2 @ 6'	<b>D</b>
Parking Lanes	2 @ 8', marked	<b>E</b>
Medians	None	

**Public Frontage Assembly**

Frontage Type	Street
Drainage Collection Type	Curb and gutter
Planter Type	6' continuous planter <sup>1</sup> <b>F</b>
Landscape Type	Trees at 30' o.c. avg.
Lighting Type	Pipe, post, or column
Walkway Type	6' sidewalk <sup>1</sup> <b>G</b>
Curb Type	Square

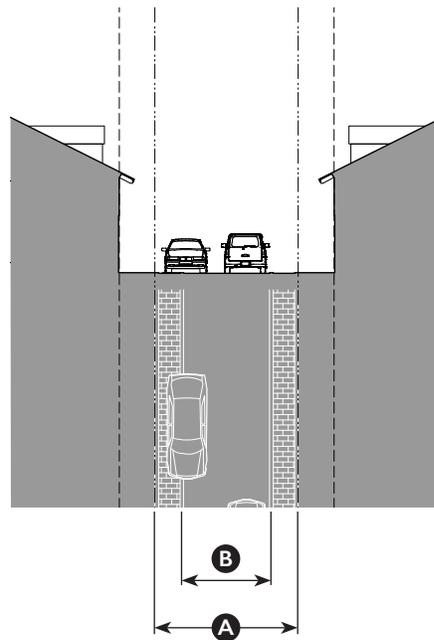
<sup>1</sup> 5' continuous planter and 7' sidewalk for T5 application

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



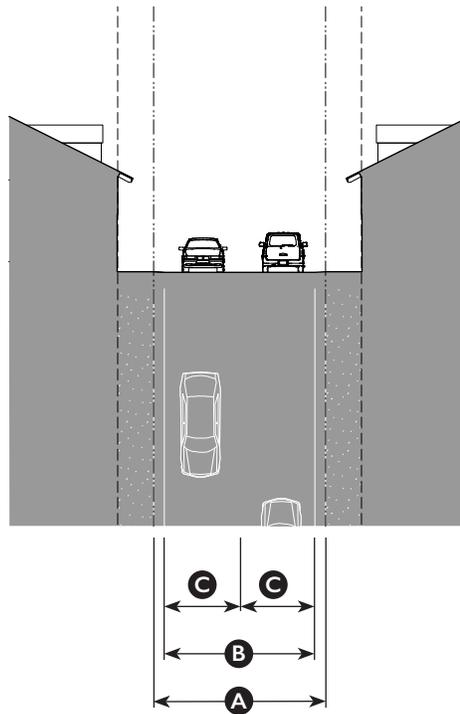
Thoroughfare Assembly ST-40-28	
<b>Application</b>	
Transect Zones	<div style="display: flex; flex-wrap: wrap; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T4N</div> <div style="border: 1px solid black; padding: 2px;">T4MS</div> <div style="border: 1px solid black; padding: 2px;">T5N</div> <div style="border: 1px solid black; padding: 2px;">T5MS</div> <div style="border: 1px solid black; padding: 2px;">T5C</div> </div>
Movement Type	Yield
Design Speed	<20 mph
<b>Overall Widths</b>	
Right-of-Way (ROW) Width	40' <b>A</b>
Pavement Width	28' <b>B</b>
<b>Lane Assembly</b>	
Traffic Lanes	1 @ 14' <b>C</b>
Bicycle Lanes	None
Parking Lanes	2 @ 7', marked <b>D</b>
Medians	None
<b>Public Frontage Assembly</b>	
Frontage Type	Street
Drainage Collection Type	Valley gutter or sheet flow
Planter Type	6'x6' planter at 50' o.c.
Landscape Type	Trees at 50' o.c. avg.
Lighting Type	Post or column
Walkway Type	6' sidewalk <b>E</b>
Curb Type	Rolled or flush

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



Thoroughfare Assembly RL-20-14	
<b>Application</b>	
Transect Zones	<div style="display: flex; flex-wrap: wrap; gap: 5px;"> <div style="border: 1px solid black; padding: 2px;">T4N</div> <div style="border: 1px solid black; padding: 2px;">T4MS</div> <div style="border: 1px solid black; padding: 2px;">T5N</div> <div style="border: 1px solid black; padding: 2px;">T5MS</div> <div style="border: 1px solid black; padding: 2px;">T5C</div> </div>
Movement Type	Yield
Design Speed	<20 mph
<b>Overall Widths</b>	
Right-of-Way (ROW) Width	20' <b>(A)</b>
Pavement Width	14' <b>(B)</b>
<b>Lane Assembly</b>	
Traffic Lanes	1 @ 14' <b>(B)</b>
Bicycle Lanes	None
Parking Lanes	None
Medians	None
<b>Public Frontage Assembly</b>	
Frontage Type	Rear lane
Drainage Collection Type	Valley gutter or sheet flow
Planter Type	None
Landscape Type	None
Lighting Type	Pipe or post (if provided)
Walkway Type	None
Curb Type	Rolled or flush

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



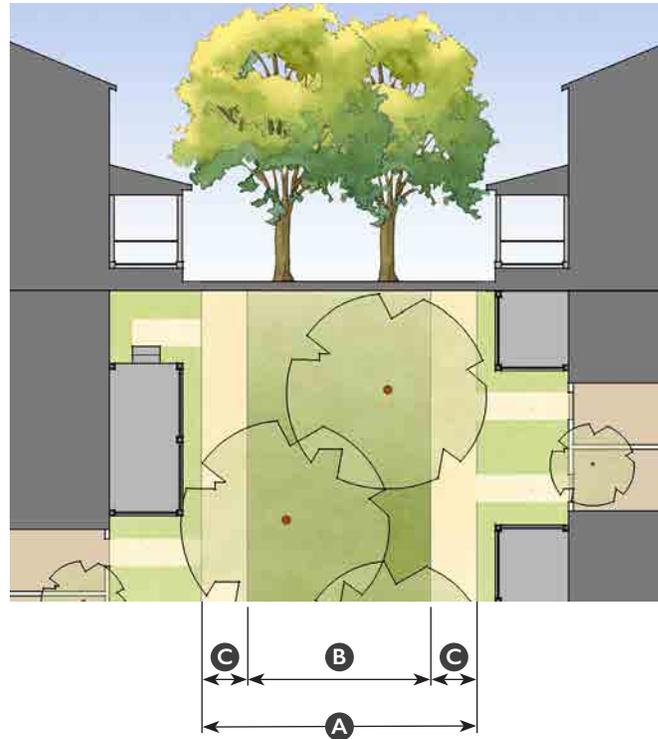
Thoroughfare Assembly RA-24-21							
<b>Application</b>							
Transect Zones	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS						
T5N	T5MS						
T5C							
Movement Type	Slow						
Design Speed	<20 mph						
<b>Overall Widths</b>							
Right-of-Way (ROW) Width	24' <b>(A)</b>						
Pavement Width	21' <b>(B)</b>						
<b>Lane Assembly</b>							
Traffic Lanes	2 @ 10'-6" <b>(C)</b>						
Bicycle Lanes	None						
Parking Lanes	None						
Medians	None						
<b>Public Frontage Assembly</b>							
Frontage Type	Rear alley						
Drainage Collection Type	Valley gutter or sheet flow						
Planter Type	None						
Landscape Type	None						
Lighting Type	Pipe or post (if provided)						
Walkway Type	None						
Curb Type	Rolled or flush						

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



Thoroughfare Assembly PS-20-20							
<b>Application</b>							
Transect Zones	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS						
T5N	T5MS						
T5C							
Movement Type	n/a						
Design Speed	n/a						
<b>Overall Widths</b>							
Right-of-Way (ROW) Width	20' min. <b>A</b>						
<b>Lane Assembly</b>							
Traffic Lanes	None						
Bicycle Lanes	None						
Parking Lanes	None						
Medians	None						
<b>Public Frontage Assembly</b>							
Frontage Type	Street						
Drainage Collection Type	Valley gutter or sheet flow						
Planter Type	Continuous planter						
Landscape Type	None						
Lighting Type	Post or column						
Walkway Type	20' pavers						
Curb Type	None						

**Table 15.04.406.100.A: Thoroughfare Assemblies (continued)**



**Thoroughfare Assembly PS-20-30**

Application							
Transect Zones	<table border="1"> <tr> <td>T4N</td> <td>T4MS</td> </tr> <tr> <td>T5N</td> <td>T5MS</td> </tr> <tr> <td>T5C</td> <td></td> </tr> </table>	T4N	T4MS	T5N	T5MS	T5C	
T4N	T4MS						
T5N	T5MS						
T5C							
Movement Type	n/a						
Design Speed	n/a						
Overall Widths							
Right-of-Way (ROW) Width	30' min. <b>A</b>						

Lane Assembly	
Traffic Lanes	None
Bicycle Lanes	None
Parking Lanes	None
Medians	None
Public Frontage Assembly	
Frontage Type	Street
Drainage Collection Type	Valley gutter or sheet flow
Planter Type	20' min. continuous planter <b>B</b>
Landscape Type	None
Lighting Type	Post or column
Walkway Type	5' sidewalks along edges <b>C</b>
Curb Type	None