

TOWN CENTER CODE

Adopted: December , 2018
Effective: December , 2018



CONSULTANT TEAM:

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TranspoGroup

EconNW

CONTENTS

Chapter 1. Introductory Provisions	1-1
Legal Requirements	1-2
District Areas	1-4
Zones	1-6
Chapter 2. Administration	2-1
Code Administration	2-2
Technical Plan Review	2-2
Chapter 3. Rules for All Zones	3-1
Lot Types	3-2
Measurements and Exceptions	3-13
Chapter 4. Station District (SD)	4-1
Downtown Core District	4-2
Residential Attached	4-3
Residential Multi-Unit	4-7
Commercial Mixed Use	4-11
Chapter 5. River District (RD)	5-1
Riverfront District	5-2
Residential Multi-Unit	5-3
Residential Attached	5-7
Commercial Mixed Use	5-10

Chapter 6. West Sumner District (WSD) 6-1

Urban District	6-2
Residential Attached	6-7
Residential Multi-Unit	6-11
Commercial Mixed Use	6-15
Shopfront Mixed Use	4-15

Chapter 7. Historic Central Business District (HCBD) 7-1

Historic Central Business District	7-2
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Chapter 8. Landscape 10-1

Applicability	10-2
Buffers	10-2
Parking Lots	10-3
Structural Screening	10-5
Plant Material	10-6
Walls and Fences	10-7
Maintenance	10-7

Chapter 9. Site Lighting 12-1

Applicability	12-2
Lighting Standards	12-2

Chapter 1. Introduction

Legal Requirements.....	1-2
(1) Introduction	1-2
(2) Title	1-2
(3) Effective Date	1-2
(4) Purpose	1-2
(5) Intent	1-2
(6) Applicability	1-3
(7) Application of Chapter 38	1-3
(8) Conflicting Provisions	1-3
(9) Annual Review	1-4
District Areas	1-4
(1) District Areas Established	1-4
(2) Downtown District Map	1-5
Street Types.....	1-6
(1) Street Types Established	1-6
(2) Standard Specifications	1-7

Applicability and Relationship to Other Regulations

The Town Center Code provisions herein are a chapter of Title 18, Zoning Code and the City of Sumner Design and Development Guidelines.

The City of Sumner Shoreline Master Program (SMC Title 16, Chapter II) sets forth policy and regulations for development within shoreline jurisdiction of the White River. New development within the shoreline jurisdiction is required to be in compliance with Shoreline Master Program.

The Historic Preservation Ordinance (SMC 18.39) sets forth policy and regulations for the identification, evaluation, designation, and protection of designated historic and prehistoric resources within the boundaries of city of Sumner and strives to preserve and rehabilitate eligible historic properties within the city of Sumner for future generations through special valuation, and a property tax incentive, as provided in chapter 84.26 RCW.

The Parks and Trail Plan contains future park and trail locations and supporting facilities and capital facilities plan. The document Plan identifies areas for expansion of new city owned parks and trails and identifies on-street options for bicyclists. Future potential parks and opportunity sites have been identified conceptually on the Regulating Map for reference.

Planned Action

- A. A Planned Action Ordinance No. _____ was adopted following the preparation of a supplemental environmental impact statement (EIS) per State Environmental Policy Act (SEPA) for the Town Center subarea plan. A planned action involves detailed SEPA review and preparation of EIS documents in conjunction with subarea plans, consistent with RCW 43.21C.031 and WAC 197-11-164 through WAC 197-11-172. Such up-front analysis of impacts and mitigation measures then facilitates environmental review of

Authority and Purpose

(1) introduction

- A. The Town Center Plan was adopted on _____ (Ordinance No. XXXX) as a subarea plan and expresses the future vision for the downtown and areas within close walking distance of historic Main Street and the Sounder regional transit service and commuter rail station. The Town Center Area is intended to provide for mid-rise urban housing at a density that augments and supports the Main Street businesses and provides access to transit service. The vision for the Town Center Plan area is retain downtown as a valuable cultural and economic asset to the citizens of Sumner with a mix of housing, successful businesses, walkable and livable streets, ample open space and celebration of the riverfront.
- B. The purpose of the form-based code is to realize the vision for this area in the built environment through the management of building scale, bulk, frontages, streetscapes, landscaping, and private and public open-space designed to create an urban lifestyle that embodies Sumner's vision for a walkable, vibrant, and livable downtown.
- C. The goal of the Town Center is to encourage development that not only supports the station and alternative travel options, but also to further enhance Downtown in accordance with the community vision:
- Sumner, a city of excellence reinforcing its role as classic, small town Americana that goes beyond nostalgia, and
 - Sumner, a community that retains/strengthens a fully functional, "everyday" downtown.
 - Sumner, a community that provides housing for all life stages and recognizes the value of a transit station for convenience of residents.

subsequent individual development projects.

historic resources.

(2) Effective Date

- A. This Town Center Code was adopted on XXXXX, 2018 and became effective on XXXXX, 2018.

5. Providing clear and consistent procedures for appropriate and effective public involvement in land use and development decisions.

(3) Town Center Plan Area

- A. The Town Center Plan area is illustrated on the adopted Zoning map (Fig. XX)

(4) Districts

- A. This Town Center Code provides the means to guide implementation of the citizen-endorsed vision for property within the following four Town Center Districts:

1. Station District and Transition Area;
2. Riverfront District;
3. Historic CBD District;
4. and
5. West Sumner District.

- B. This Town Center Code helps to foster predictable results and a high-quality public realm by prescribing the physical form of buildings and other elements and addressing the relationship between building facades and the public realm, the form and mass of buildings in relation to one another and the scale and types of streets and blocks.

(5) Intent

- A. This Town Center Code is intended to balance conservation and development by:
1. Promoting development that maintains the Town Center position as the city's predominant economic, civic, and cultural center.
 2. Promoting development along a transit corridor that enhances their function as mixed-use, walkable centers that serve surrounding residential neighborhoods.
 3. Providing standards for compatible transitions of use, building scale and height between existing and new development.
 4. Promoting preservation and protection of

- B. This Town Center Code is intended to achieve design excellence in the built environment by:
 - 1. Providing building and site design standards that address the public aspects of private development and how building form, placement, and uses contribute to the quality of the public realm.
 - 2. Providing parking and access standards that appropriately balance pedestrian and vehicular needs and result in safe pedestrian environments of the highest quality.
 - 3. Promoting high quality innovative landscape design that advances the function and beauty of the Town Center.
- C. The Town Center Code is intended to guide the Town Center's prosperous and sustainable future by:
 - 1. Providing clear regulations and processes that result in predictable, efficient, and coordinated review processes.
 - 2. Promoting sustainable building and site design practices.
 - 3. Promoting diverse housing options.
 - 4. Providing standards for interconnected streets and development patterns that support all modes of travel (walking, bicycling, public transit, driving).
 - 5. Promoting conservation of land, energy, and natural resources.

(6) Applicability

- A. The Town Center Code applies to all property within the Town Center Plan Areas as shown in the City of Sumner Official Zoning Map.
- B. All standards and references to streets in the Town Center Code apply to both public and private streets. Private streets must not be obstructed and must maintain vehicular and pedestrian connectivity.

(7) Conflicting Provisions

- A. Where Sumner Municipal Code conflicts with a standard set out in the Town Center Code, the standard of this Town Center Code controls.
- B. Illustrations, photographs and graphics are included in this Town Center Code to illustrate the intent and requirement of the text. In the case of a conflict between the text of this Town Center Code and any illustrations, photographs and graphics, the text governs.

(8) Code Review


- A. The Community Development Director will work with the Planning and Design Commissions to conduct a regular review of the Town Center Code standards and review processes.
- B. This review will include a survey of applicants who participated in the review process, a detailed review of the parking standards, and solicit the feedback of citizens.
- C. The information garnered from the survey information and staff report will be reviewed by the Planning and Design Commissions and presented by the Community Development Director to the City Council with any recommendations for changes to Town Center Code standards and review processes.

District Areas

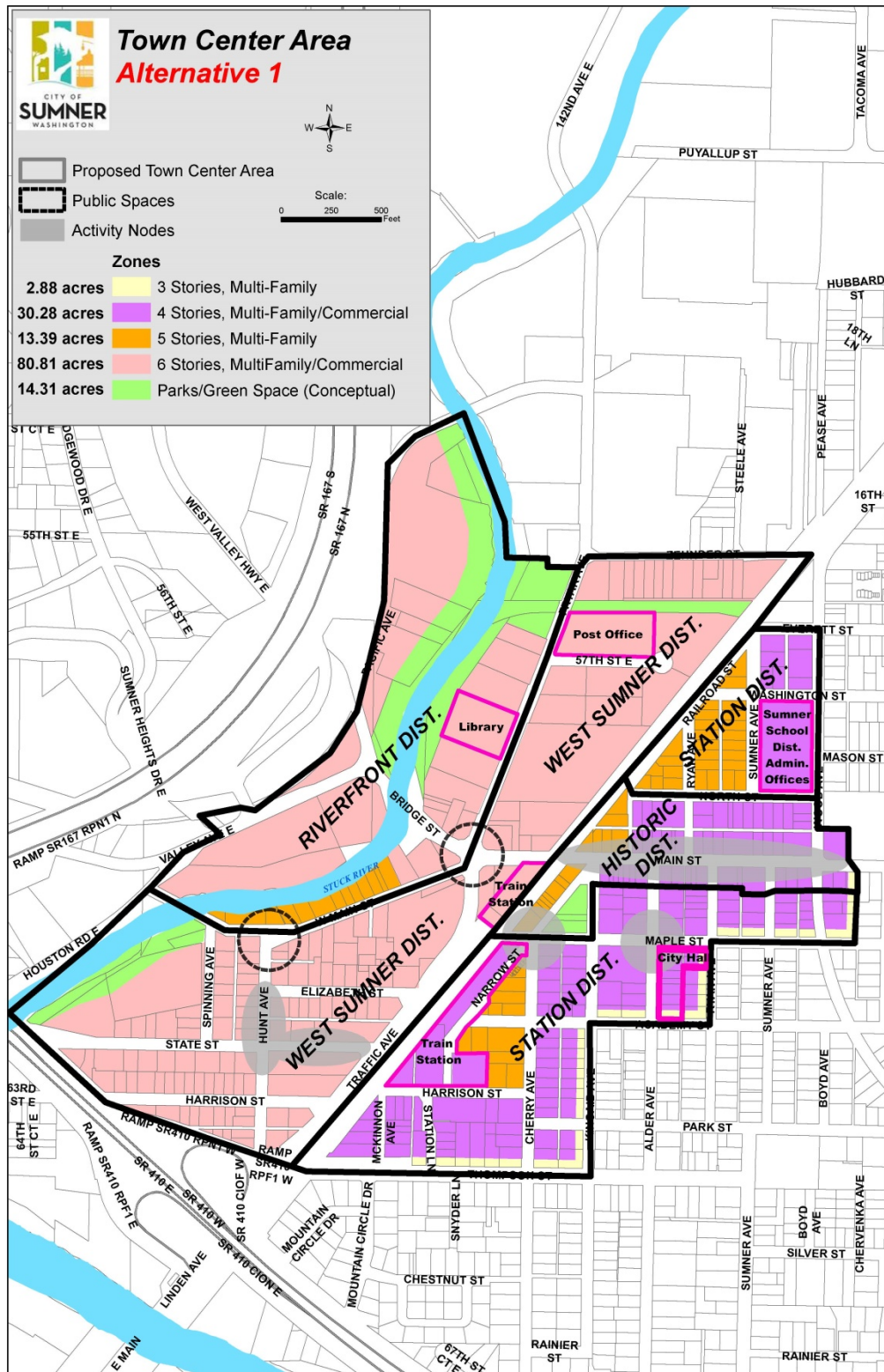
The Town Center Code is organized by Districts derived from existing and future neighborhood characteristics. Districts are distinguished from one another by their overall physical and functional form, including but not limited to: street and block patterns; building placement and height; diversity, distribution, and intensity of land uses; and diversity of mobility options. This approach provides a range of zoning options that set standards for new development that change based on the established District of a particular neighborhood.

(1) District Areas Established

The following Town Center Districts are established below:

			
Station (SD)	Riverfront (RD)	Historic CBD (HD)	West Sumner (WSD)
Consists of low- to medium-intensity residential and commercial areas (up to 5 stories).	Consists of medium-intensity residential and commercial areas (up to 6 stories).	Consists of medium- to high-intensity residential (up to 4 stories) that is compatible with and maintains the historic character.	Consists of the greatest intensity and height (up to 6 stories), with the greatest variety of uses.
			
			

Form Based Code District Areas





City of Sumner

Town Center Area

"Preferred Alternative"



Town Center Area

Public Spaces

Activity Nodes



Scale:
245 490
Feet

Zones

3.20 acres

3 Stories, Multi-Family

32.21 acres

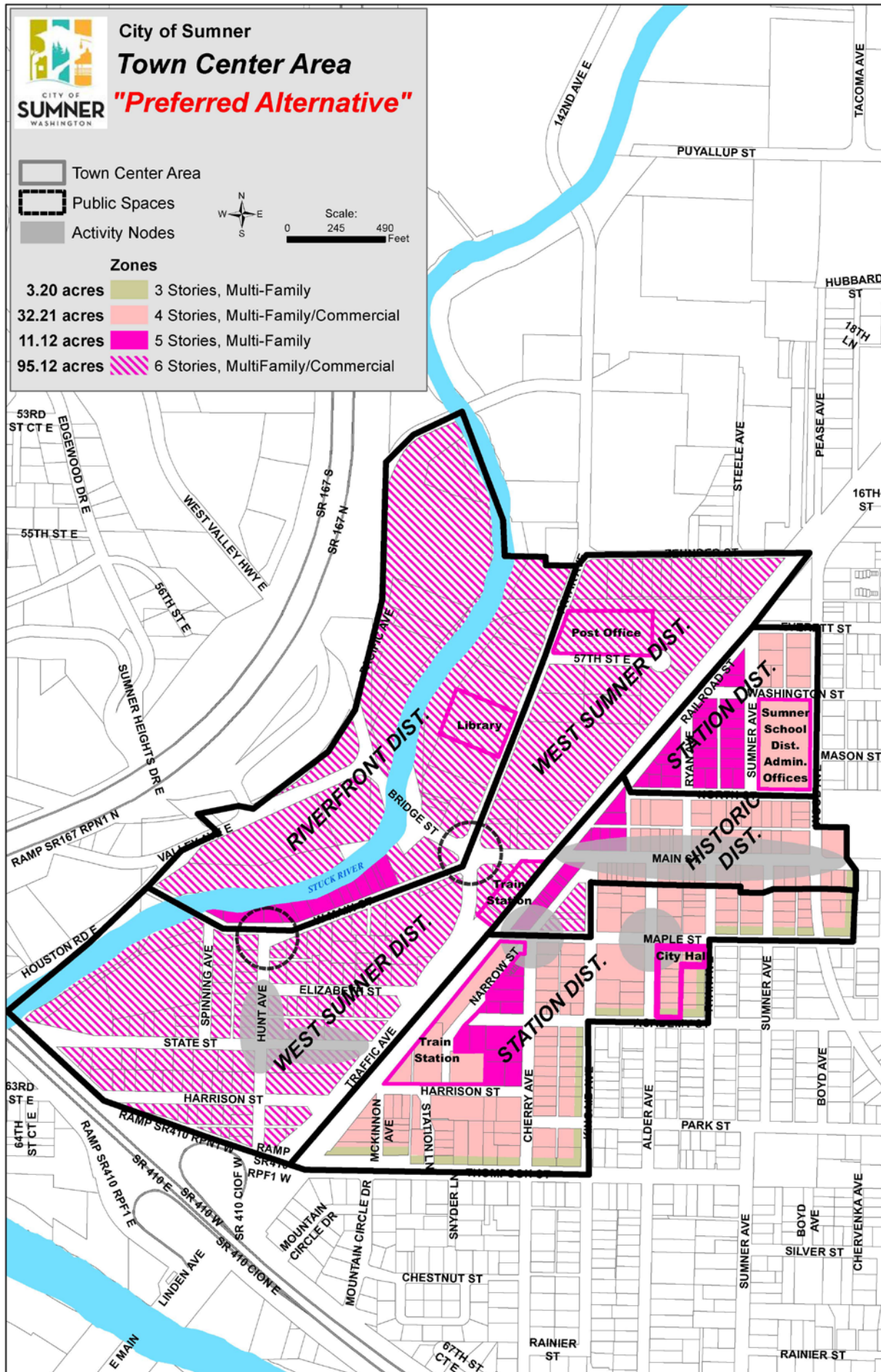
4 Stories, Multi-Family/Commercial

11.12 acres

5 Stories, Multi-Family

95.12 acres

6 Stories, MultiFamily/Commercial



Districts

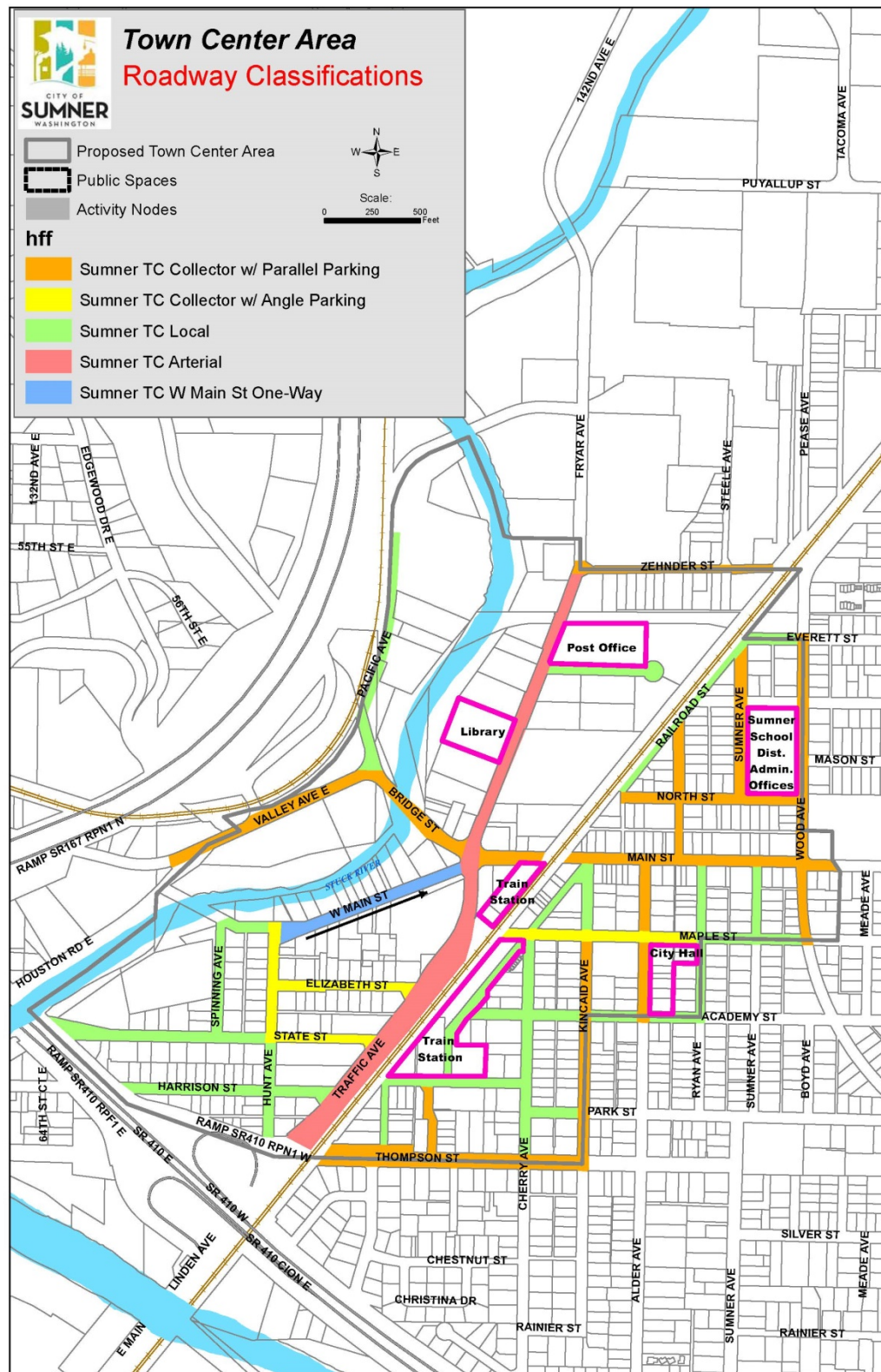
(1) Town Center Plan and District

The following Downtown zones, organized by District, are established below.

(1)

Height (in stories)	
STATION DISTRICT (SD)	
Station District	3-4; 3-5
Riverfront (RD)	
Riverfront	3-6
WEST SUMNER DISTRICT (WSD)	
West Sumner District	3-6
HISTORIC CBD (H CBD)	
Historic CBD	1-4; 2-5
Protected/Transition Area	2-3

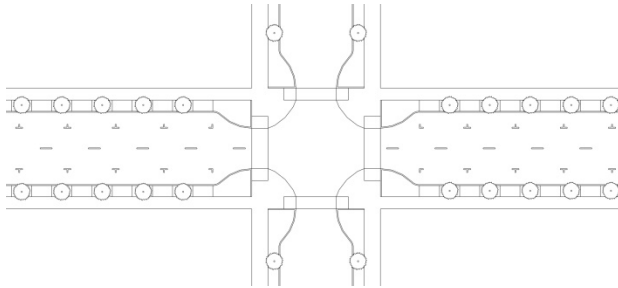
(3) Town Center Street Type Map



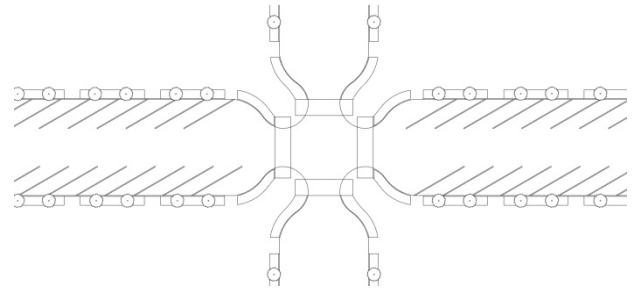
TC Collector



See District for Public Realm Specifications



TC Collector w/ Parallel Parking

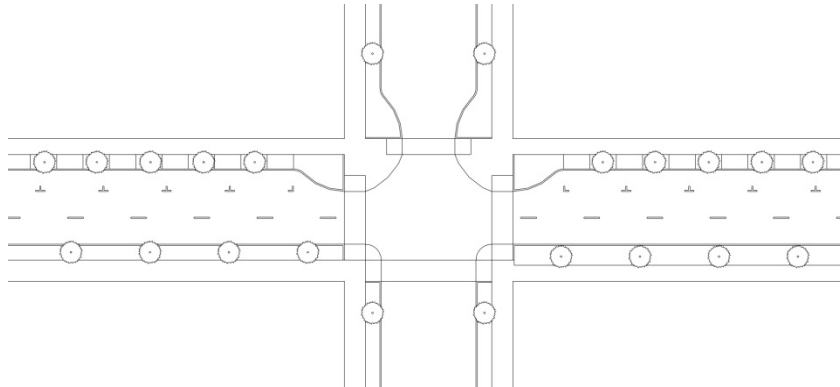


TC Collector with Angle Parking

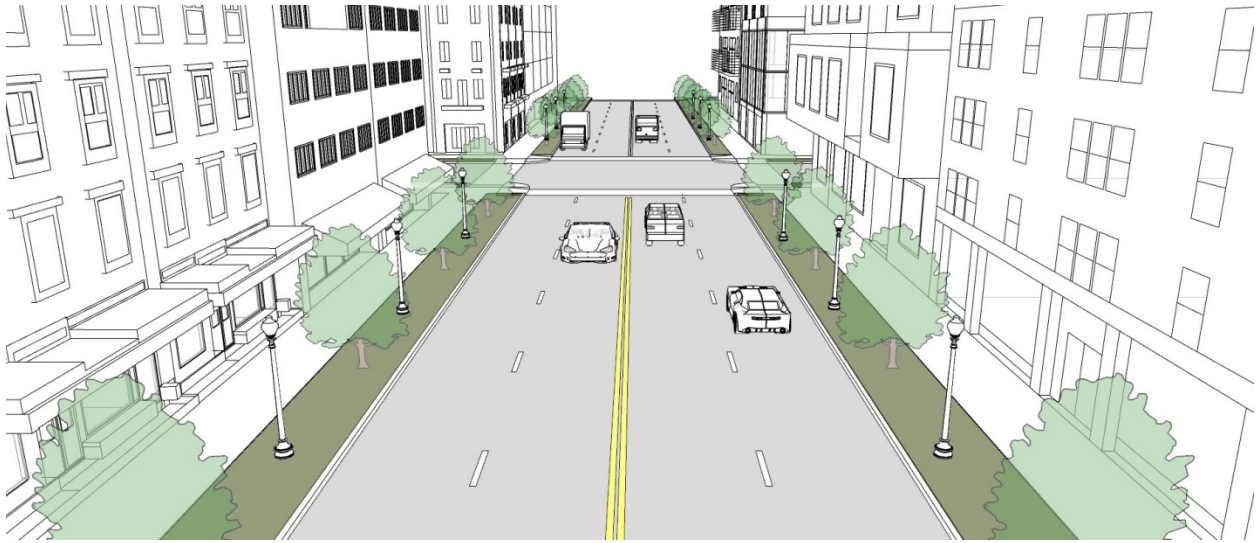
TC Local



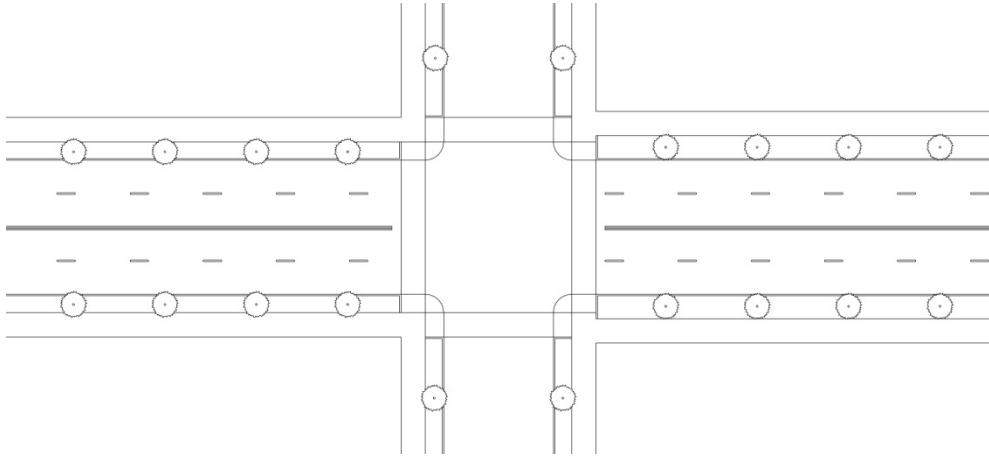
See District for Public Realm Specifications



TC Arterial



See District for Public Realm Specifications



Chapter 2. ADMINISTRATION

Code Administration	2-2
(1) Authority	2-2
(2) Delegation of Authority	2-2
Technical Plan Review	2-2
(1) Applicability	2-2
(2) Existing Nonconformities	2-2
(3) Review Process	2-2
(4) Code Modifications	2-4
(5) Design Commission	2-6
(6) Committee Appeals	2-8

Code Administration

(1) Authority

The Administrator of the Town Center Code is the Community Development Director (Director). The Administrator is responsible for the day-to-day administration of this Town Center Code.

(2) Delegation of Authority

- A. The Director may designate any staff member to represent the Administrator in any function assigned by this Code. The Director remains responsible for any final action.
- B. The Director (or designee) is authorized to approve applications for Plan Review as defined below.
- C. No Certificate of Occupancy or permit may be issued for development activities until the Director has approved the plan(s) in accordance with this Chapter.

- 3. Activities exempt from Plan Review may still require building permit review.

(2) Existing Nonconformities

The lawful use of a structure or site in place at the time of the effective date of this Town Center Code (or any subsequent amendments) is not affected by the passage of this Town Center Code, to the extent that it is a legal nonconforming use, structure or site as referenced by the following SMC 18.46 38.

(3) Review Process

Permit review process will follow SMC 18.56.

Plan Review

(1) Applicability

- A. The construction, reconstruction, extension, repair, renovation or alteration of any building, structure, site, change of use or use of land is subject to the review process as set forth below.
- B. The following do not require Plan Review:
 - 1. Interior alterations/renovations that do not alter the footprint, height or exterior of a structure.
 - 2. Routine maintenance and minor repairs (such as painting, replacing roof shingles/lining to match existing, replacement of gutters to match existing) to any part of a building when there is no change in appearance

(4) Code Modifications

A. Purpose

1. The standards established in this Town Center Code are intended to achieve the following principles:
 - a. Maintain a safe, walkable and attractive urban environment along the street;
 - b. Maximize opportunities for redevelopment and investment in the Town Center;
 - c. Provide a diversity of housing options;
 - d. Promote development that will support transit and commercial services the community desires;
 - e. Protect established single-family residential areas from incompatible development;
 - f. Protect integrity of established Historic Districts and significant historic/civic landmarks;
 - g. Balance development opportunity and conservation along the riverfront by promoting development scale/form that maintains public accessibility to the river and considers public/private benefits of scenic views along the river;
 - h. Consider impacts of topography, both in terms of reasonableness of the standard when applied to a particular site and the potential impacts on adjoining properties;
 - i. Increase the tree canopy; and
 - j. Support adopted plan policies and recommendations.
2. However, specific site features (topographic changes, lot size or irregular dimension, physical barriers or easements) may create conditions that make compliance with a specific standard impractical or undesirable.

It is also recognized that alternative design solutions may achieve the principles stated above but may not comply with a specific standard. This section establishes the procedures for considering requests for a modification to the standards. These are divided into minor staff approved modifications, and major modifications approved by the Director upon recommendation by the Design Commission.

3. It is the responsibility of the applicant to meet the burden of clearly demonstrating the reason for the requested code exception and to provide sufficient documentation to illustrate how the modification is related to a site constraint and/or how the modification would equal or exceed the existing standard in terms of achieving the principles stated above.

B. Minor Code Modifications

During the Plan Review process, the Director is authorized to approve minor code modifications at the request of an applicant, provided the portion of property for the requested modification does not fall within 30 feet of any Low Density Residential zone. Any code modification request that falls within 30 feet of any Low Density Residential zone must be considered by the Design Commission. The Director is only authorized to take action on the merits of a specific requested code modification and is not authorized to require the applicant to offset the code modifications with additional development enhancements.

1. Building Coverage

Increase of up to 5% of the maximum building coverage allowance.

2. Building Setbacks

- a. Increase of up to 5 feet of a required maximum primary or side street setback.

- b. Decrease of up to 2 feet of a required minimum primary or side street setback.
 - c. Decrease of up to 2 feet of a required common lot line or alley setback. Setbacks abutting a transition zone cannot be reduced by the Director.
- 3. Lot Frontage

Decrease of up to 10% of a primary or side street lot frontage requirement.
- 4. Parking Setbacks
 - a. Decrease of up to 5 feet of a required primary or side street parking setback.
 - b. Decrease of up to 2 feet of a required common lot line or alley setback. Setbacks abutting a protected zone cannot be reduced by the Director.
- 5. Building Mass

Increase of up to 10 feet of the maximum length of a street-facing building facade.
- 6. Transparency
 - a. Decrease of up to 5% of the minimum percentage of windows and doors that must cover a street-facing building facade.
 - b. Increase of up to 5 feet of a maximum allowed blank wall area on a street-facing building facade.
- 7. Story Height
 - a. Decrease of up to 1 foot of a required minimum ground floor elevation or up to 18 inches for accessibility needs.
 - b. Increase of up to 2 feet of a required maximum ground floor elevation.
 - c. Increase of up to 5 feet of a required maximum ground floor elevation if there is a slope of 10% or greater (as measured parallel to the street).
- d. Decrease of up to 1 foot of a required minimum ground story floor height.
- 8. Pedestrian Access

Increase of up to 10 feet of the maximum required distance between street-facing entrances.
- 9. Sidewalk and Street Tree/Furniture Zone
 - a. Decrease the minimum Pedestrian or Street Tree zone depth in cases where insufficient right-of-way exists as measured from the street curb to the right-of-way line after consulting with the Public Works Director.
 - b. Decrease or increase tree spacing where the existing tree pattern is different, or to accommodate utilities or underground vaults after consulting with the Public Works Director.
- 10. Landscape
 - a. A reduction of up to 50% in the width of a buffer abutting a public easement or right-of-way may be granted, provided that all of the originally required landscape material is included in the reduced-width buffer.
 - b. Where conflicts arise, perimeter plantings or other required landscape abutting a street edge may be substituted for streetscape planting within the public right-of-way.
 - c. Alter the spacing of the required Interior Islands to accommodate existing healthy, high quality trees, vegetated green infrastructure, or to maintain the number of required parking spaces. The total number of required trees must still be provided and the tree spacing must still provide shade cover for the entire parking lot.

C. Major Modifications

1. The Hearing Examiner is responsible for reviewing major modification requests that do not qualify for staff approval, and to review appeals of staff decisions/interpretations.
2. When reviewing requests for modifications, the Hearing Examiner must consider the principles stated below.
3. The Hearing Examiner's decision to approve or deny a request for a modification is based on the following considerations:
 - a. The physical conditions of the property, such as steep slopes, flood plain, drainage, or small or irregular lot shape, make compliance to the specific standard physically impossible, and this hardship is not created by the applicant; or
 - b. The applicant meets the burden of presenting an alternative means of compliance that clearly demonstrates how the code exception would equal or exceed the existing standard in terms of achieving the stated principles above; and
 - c. The modification will not significantly impact adjacent property owners, the character of the area, traffic conditions, parking, public infrastructure, water quality management, and other matters affecting the public health, safety and general welfare; and
 - d. The modification will not result in a substantial departure from the basic urban principle that buildings should directly front streets (as opposed to being set back from the right-of-way) and add value to the animation and pedestrian walkability of the street edge.

(5) Appeals

- A. Appeals of minor modifications see SMC 18.56.160.
- B. Appeals of major modifications see SMC 18.56.170.

Chapter 3. RULES FOR ALL ZONES

Lot Types3-2

(1) Purpose 3-2

(2) Descriptions 3-2

(3) Single-Unit Attached 3-5

(4) Multi-Unit (Up to 4 units) 3-6

(5) Multi-Unit (5+ units) 3-7

(6) Hybrid 3-8

(7) Commercial 3-9

(8) Production 3-10

(9) Public 3-11

Measurements and Exceptions3-13

(1) Lot Parameters 3-13

(2) Building Placement 3-13

(3) Access and Parking Location 3-17

(4) Height and Mass 3-18

(5) Public Realm 3-20

(6) Building Elements 3-22

Lot Types

(1) Purpose

- A. Lot types establish a common vocabulary for the built environment and are used primarily to establish broad intensity and use options for each lot. For example, the Mixed-Use Lot Type allows a mixture of residential and commercial uses on a single lot, while, the Multi-Unit Lot Type (5+ units), allows any number of residential units provided they fit within the constraints of the district.
- B. Alternative configurations for each lot type are shown to encourage creative building design and to help expand housing options in the Town Center. The configurations shown are not an exhaustive list, additional configurations that fit within the rules of the zone are encouraged.
- C. Lot types are allowed by zone. Some zones allow multiple lot types.
- D. The primary constraint for each lot type is minimum lot size, which applies based on the respective zone.

(2) Descriptions

A. Multi-Unit (Up to 4 units)

A lot that allows up to four attached dwelling units. No commercial activity is allowed, except live/work is allowed in certain districts subject to standards that limit the scale and extent of the commercial activity.

B. Multi-Unit (5+ units)

A lot that allows five or more attached dwelling units. No commercial activity is allowed, except live/work is allowed in certain districts subject to standards that limit the scale and extent of the commercial activity.

C. Mixed-Use

A lot that allows a variety of permitted residential and commercial uses.

D. Commercial

A lot that allows a variety of permitted commercial uses. No residential uses are allowed.

(3) Two-Unit

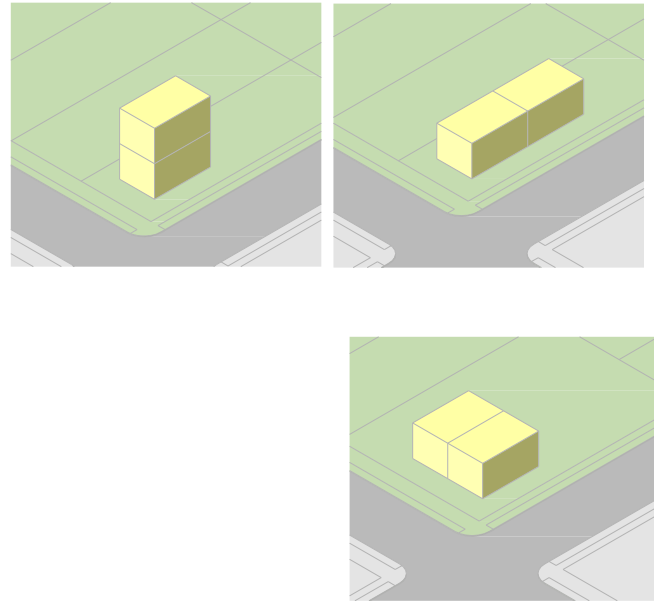
A. Description

A lot that allows up to two attached dwelling units. Except for home occupations, no commercial activity is allowed.

B. Character Examples



C. Configuration Options



D. Districts Allowed

1. Station District w/in transition area
2. Riverfront

(5) Residential Attached

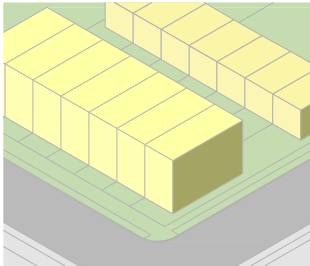
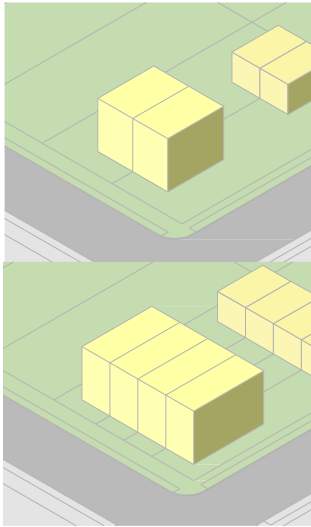
A. Description

A lot that allows one dwelling unit, attached on one or more sides to a single unit on an abutting lot. Also allows one detached or attached accessory dwelling unit per lot. No commercial activity is allowed, except live/work is allowed in certain zones subject to standards that limit the scale and extent of the commercial activity.

B. Character Examples



C. Configuration Options



D. Districts Allowed

1. Station District
2. Riverfront
3. West Sumner
4. ~~Old Cannery~~

(6) Garden Style

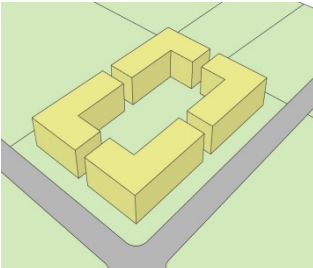
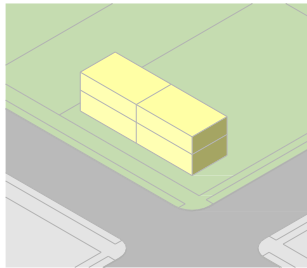
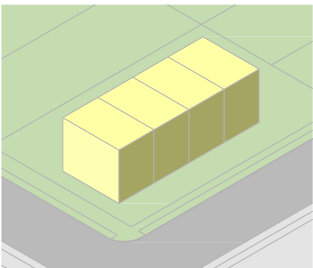
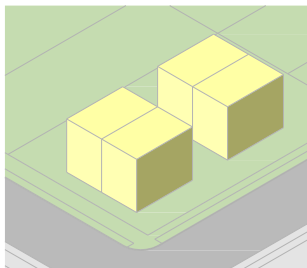
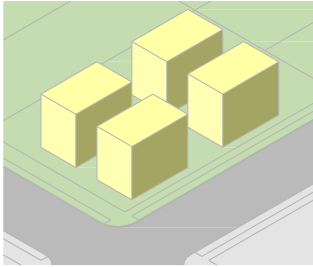
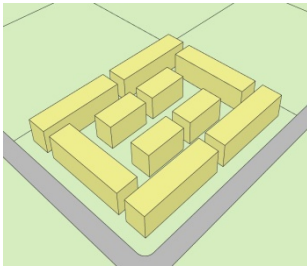
A. Description

A garden apartment complex is characterized by a cluster of low-rise buildings, usually no more than two or three stories high (although more modern complexes often rise to 4-5 floors), on a single piece of property. Access to units is usually obtained via an exposed stairwell. Open lawns, landscaping, and pathways are considered common areas for apartments of these sorts, and some communities have amenities such as pools, clubhouses, playgrounds, laundry rooms (sometimes multiple) and gyms on the property as well. Parking for these units are surface parking or detached garages.

B. Character Examples



C. Configuration Options



D. Districts Allowed

1. Prohibited.

(7) Multi-Unit (5+ units)

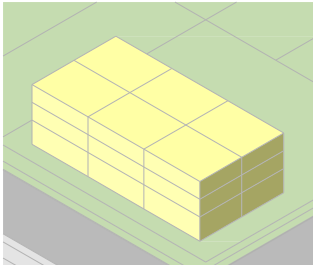
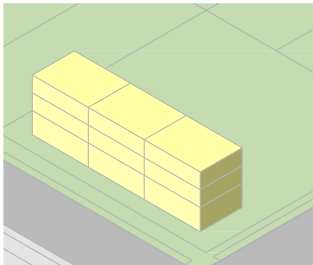
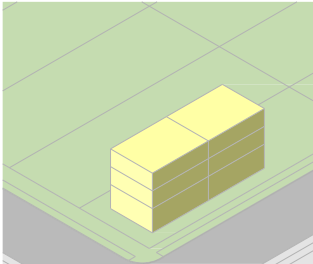
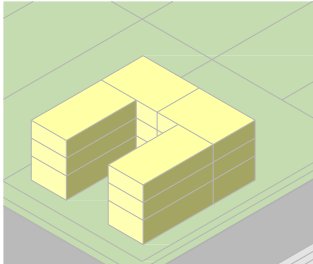
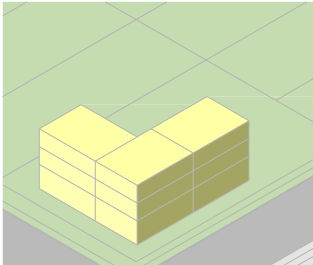
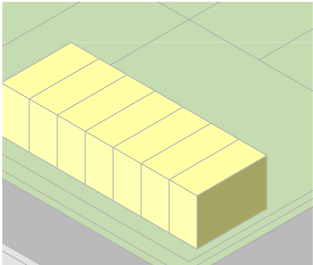
A. Description

A lot that allows five or more attached or detached dwelling units. Commercial activity is allowed, but likely limited to live/work is allowed in certain zones subject to standards that limit the scale and extent of the commercial activity. Commercial activity is not allowed in the transition areas adjacent to LDR zoning.

B. Character Examples



C. Configuration Options



D. Districts Allowed

- 1. Station
- 2. Riverfront
- 3. West Sumner

(8) Mixed Use

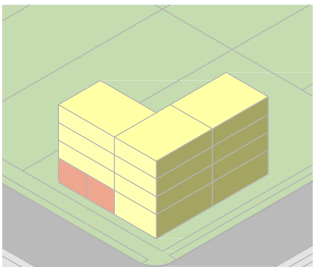
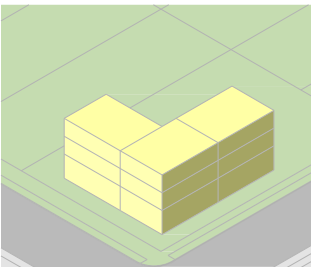
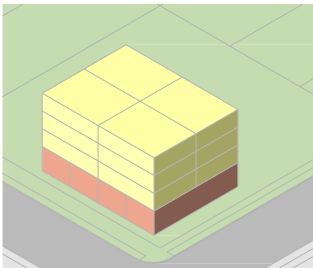
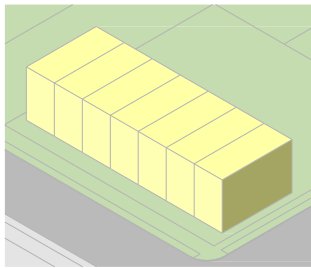
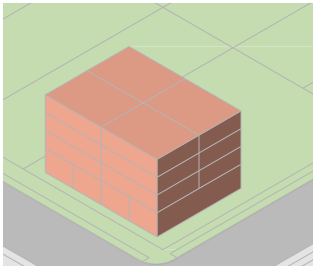
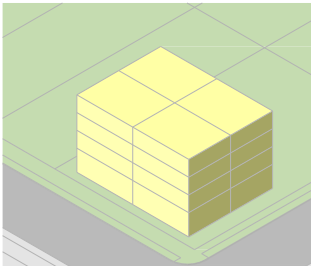
A. Description

A lot that allows a variety of permitted residential and commercial uses.

B. Character Examples



C. Configuration Option



D. Zones Allowed

- 1. Station
- 2. Riverfront
- 3. West Sumner
- 4. Historic CBD

(9) Commercial

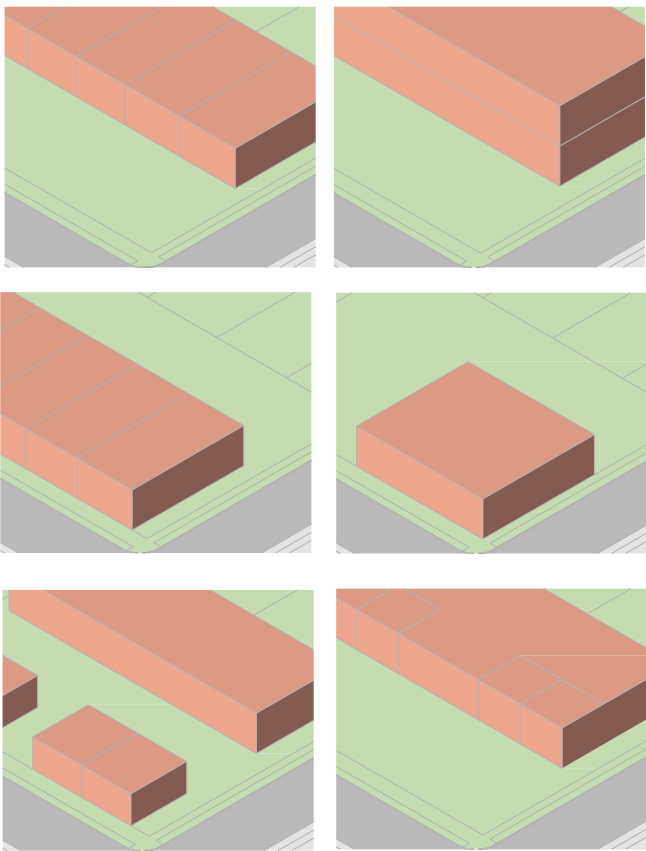
A. Description

A lot that allows a variety of permitted commercial uses. No residential uses are allowed.

B. Character Examples



C. Configuration Options



D. Zones Allowed

- 1. West Sumner
- 2. Riverfront
- 3. Station
- 1.4. Historic CBD

Measurements and Exceptions

(1) Building Placement

A. Primary and Side Streets

1. Where only one street abuts a lot, that street is considered a primary street.
2. A multiple street frontage lot must designate at least one primary street. A lot may have more than one primary street. The Director of the will determine which streets are primary streets based on the following:
 - a. An A Street is always considered a primary street.
 - b. The pedestrian orientation of the street, existing or proposed;
 - c. The established orientation of the block;
 - d. The street or streets abutting the longest face of the block;
 - e. The street or streets parallel to an alley within the block;
 - f. The street that the lot takes its address from; and
 - g. The street with the highest classification or highest traffic counts.

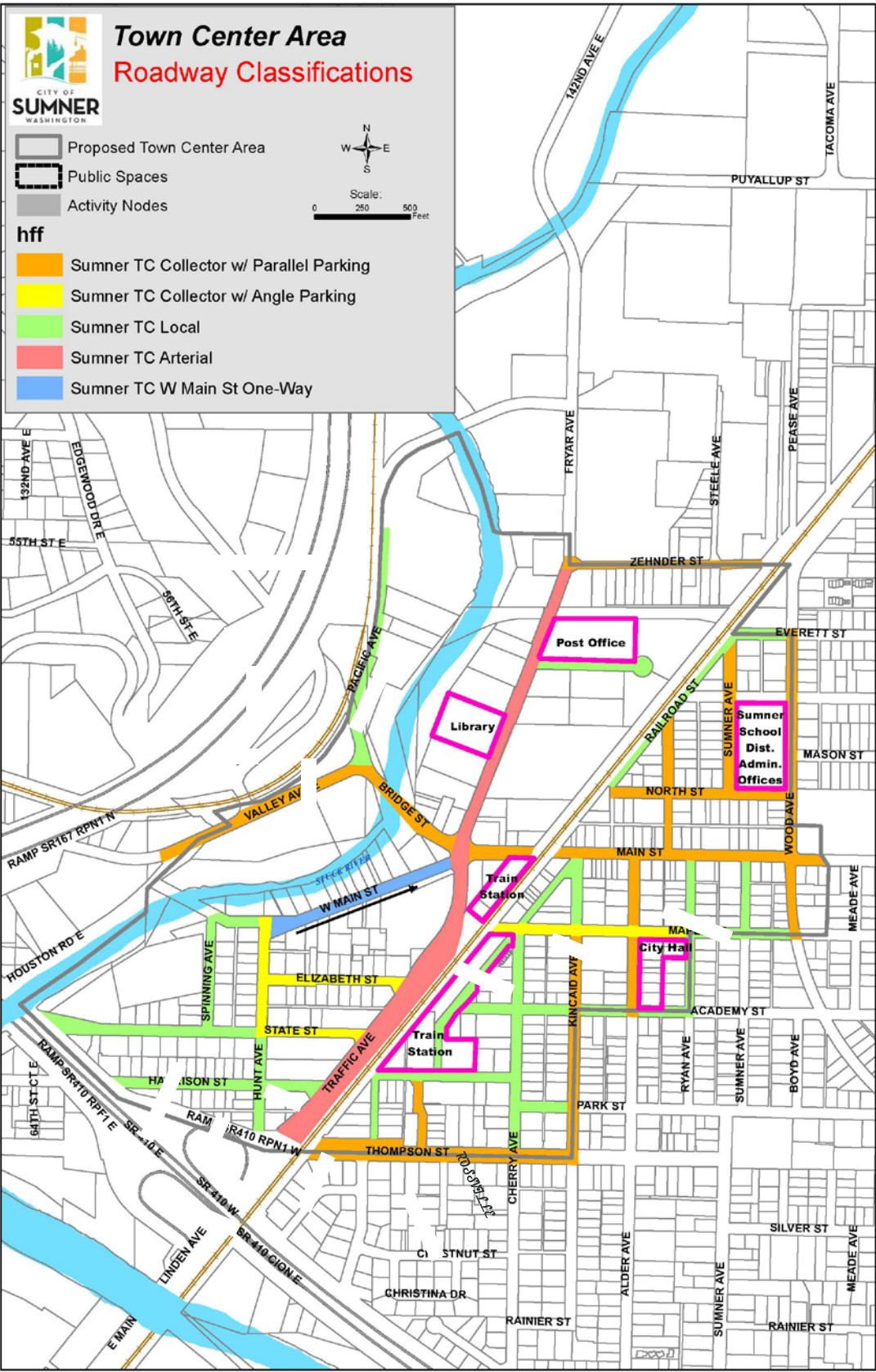
B. Primary and Secondary Streets

1. Streets have been mapped on Figure XX
2. Streets not mapped are considered B Streets.

C. Setback Line

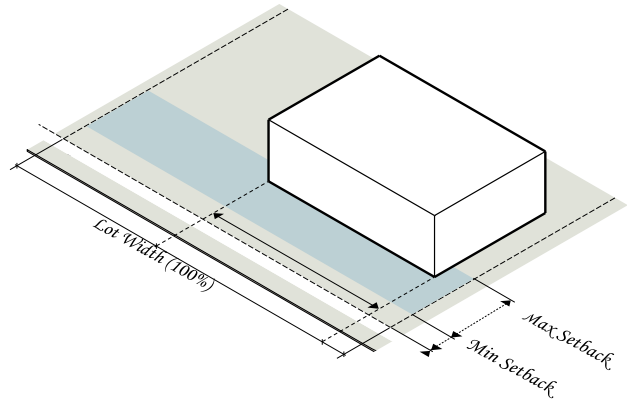
1. Building setback lines apply to both principal and accessory buildings or structures except where it explicitly states otherwise.
2. Any setback greater than 5 feet must provide an intentional public or pedestrian activity space between the building and the right-of-way, such as a park, plaza, outdoor dining, or landscaped area including shrubs and trees.

Figure Street Types

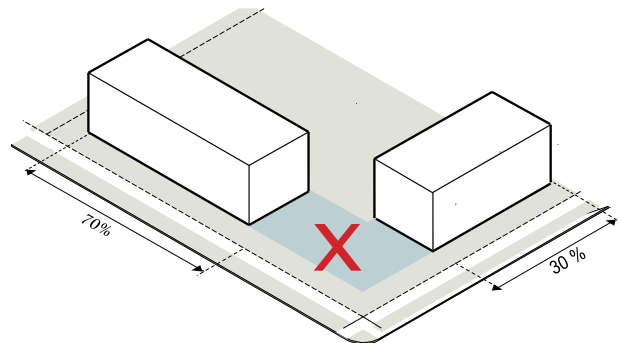
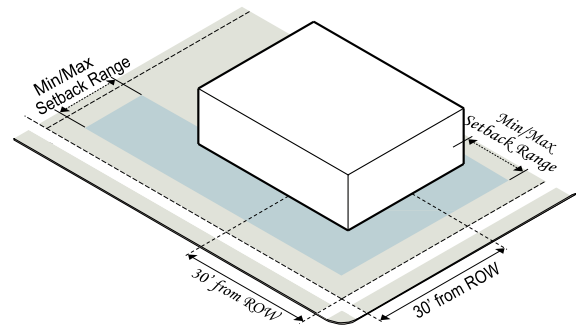


D. Lot Frontage

1. Lot frontage is the required percentage of lot width that must be occupied by building facade between the minimum and maximum setback range.



2. On a corner lot, a building facade must be placed within the minimum and maximum setback range for the first 30 feet along the street extending from the block corner, measured from the intersection of the two right-of-way lines.



3. With the exception of parking spaces, all structures and uses allowed on the lot are allowed within the minimum and maximum setback range. Vehicle drive-thru lanes or facilities are not permitted within the

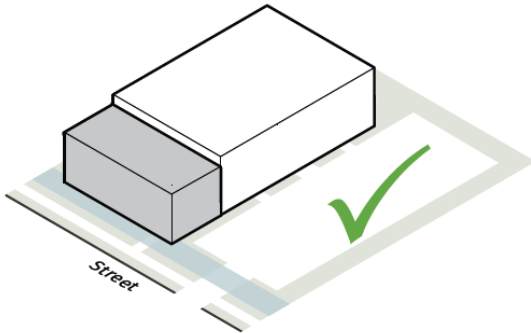
minimum and maximum setback range.

E. Lot Frontage Requirement on Lots with Existing Buildings

When an existing building is being expanded or a new building is being constructed, and the building or lot doesn't meet the lot frontage requirement, the following provisions apply.

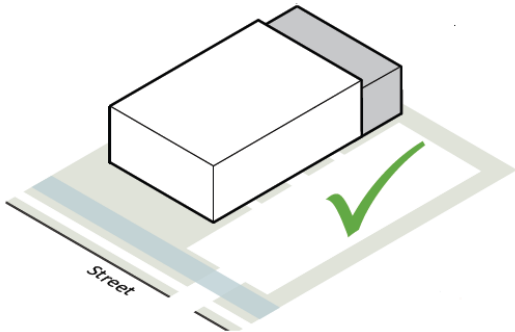
1. Front Additions (Attached)

Any addition to the front must be placed between the minimum and maximum setback range. The addition does not have to meet the minimum lot frontage percentage for the entire lot.



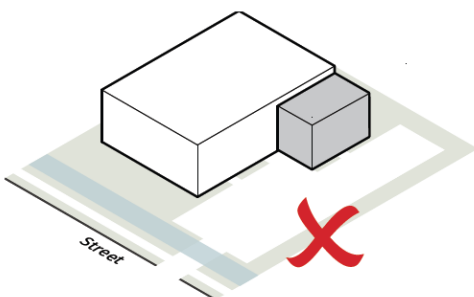
2. Rear Additions (Attached)

Rear additions are allowed because the addition does not increase the degree of the nonconformity, except for single-family residential.



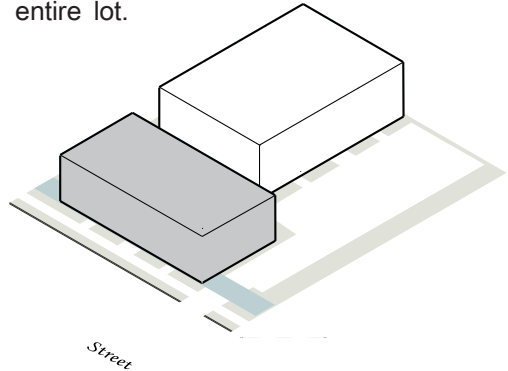
3. Side Additions (Attached)

Side additions are not allowed because the extension increases the width of the building not located between the minimum and maximum setback range.



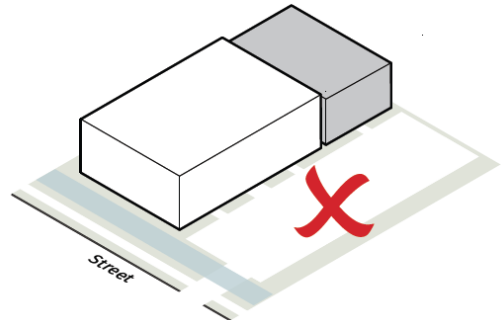
4. Front: New Building (Detached)

All new buildings must be placed between the minimum and maximum setback range until the percentage for the lot has been met. The new building does not have to meet the minimum lot frontage percentage for the entire lot.



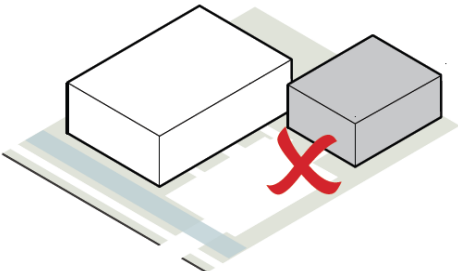
5. Rear: New Building (Detached)

New buildings located outside of the minimum and maximum setback range are not allowed until the percentage for the lot has been met.



6. Side: New Building (Detached)

New buildings located outside of the minimum and maximum setback range are not allowed until the percentage for the lot has been met.



(2) Access and Parking Location

A. Vehicular Access

1. New curb-cuts are not permitted on Primary Streets or primary streets, except where there is no alley or side street to provide access.
2. Vehicular access must be provided via an alley when the alley is determined to be open or accessible by the Director based on the following factors:
 - a. Street type; and
 - b. Field inspection to determine potential usability.
3. In the absence of alleys, the side street, must be used as the principal vehicular access.

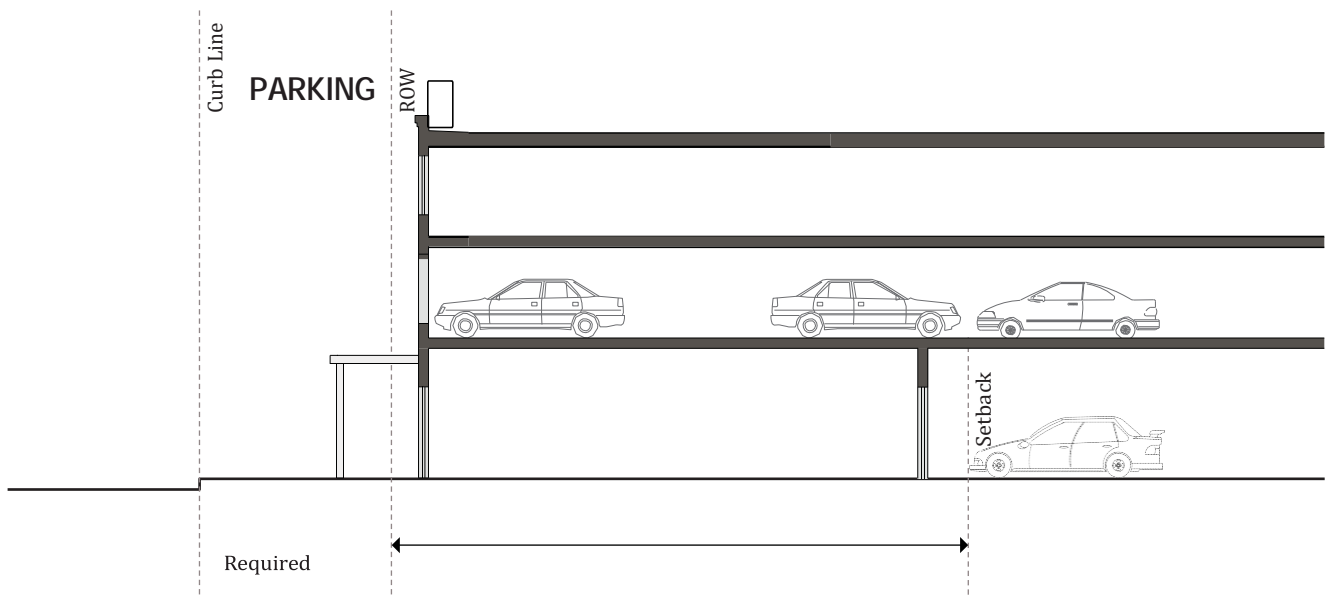
B. Parking Setbacks

1. All parking spaces must be located behind the parking setback line (surface and structured). In almost all cases, this will prohibit parking between the building and the street. Parking below and covered by the ground may encroach into a required parking setback but cannot extend into a required easement or the right-of-way.

2. The parking setback applies to the ground story only.
3. Parking setbacks are measured from the right-of-way.

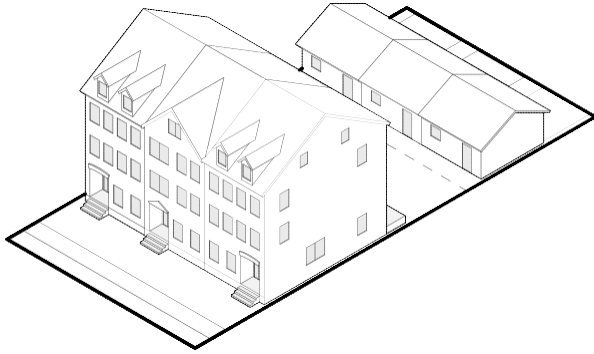
C. Parking Structures

1. Parking structures must meet all the requirements for a principal structure as specified in each zone.
2. Required parking setbacks apply only to the first floor of the parking structure.
3. The ground story of a structured parking garage facing any public street (not including an alley) may have active uses (such as, but not limited to, residential, commercial, office or civic space, where permitted) within the parking setback.
4. Upper stories of structured parking must be screened so that cars are not visible from ground level view from adjacent property or from adjacent public rights-of way (not including alleys) and other public property.



D. Single-Unit Attached

1. The garage must be placed entirely to the rear of the unit and be rear-accessed. The garage can be attached or detached.
2. The garage doors must face the rear alley or easement.



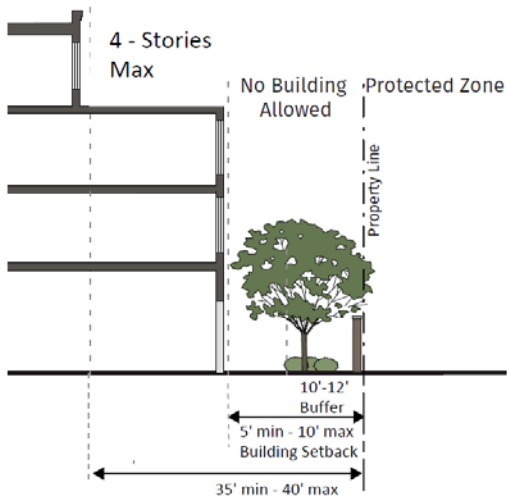
(3) Height and Mass

A. Building Height

1. Building height is measured in stories in and not in feet. The intent is to allow for flexibility with market conditions for story height (residential/commercial).
2. Average grade is determined by calculating the average of the highest and lowest elevation along finished grade measured along the front of the building parallel to the primary street setback.
3. An attic does not count as a story where 50% or more of the attic floor area has a clear height of less than 7.5 feet; measured from the finished floor to the finished ceiling.

B. Height Abutting a Low Density Residential Zone

The maximum height of any portion of a building or structure within 30 feet of a common lot line abutting a protected/transition zone is 3 stories.



(Illustrating transition between TCP and LDR Zone)

C. Minimum Height

The minimum height requirement applies to the first 30 feet of building depth where the building fronts a street.

D. Building Mass

1. Street-Facing Building Length

Street-facing building length is the maximum length of a building or structure.

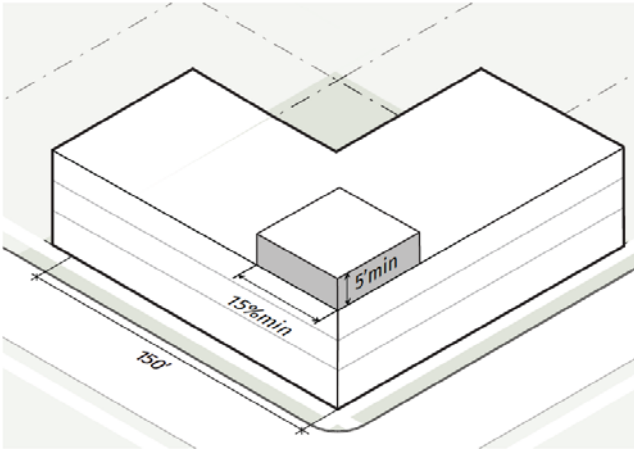
2. Articulation in Building Height

For buildings 150 feet or more in length, at least 15% of the street-facing roof line must have a variation in height of at least 5 feet. On a corner lot, the variation in height must be located at the corner of the building that addresses both street fronts.

(4) Public Realm

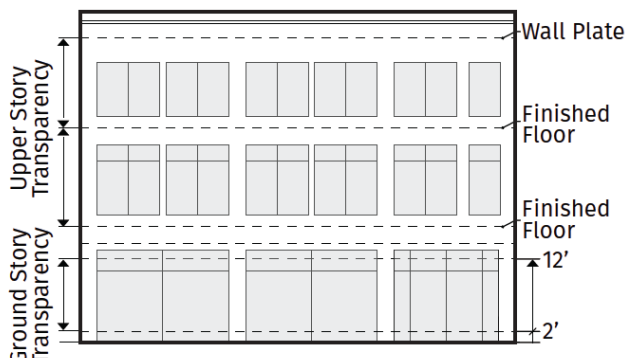
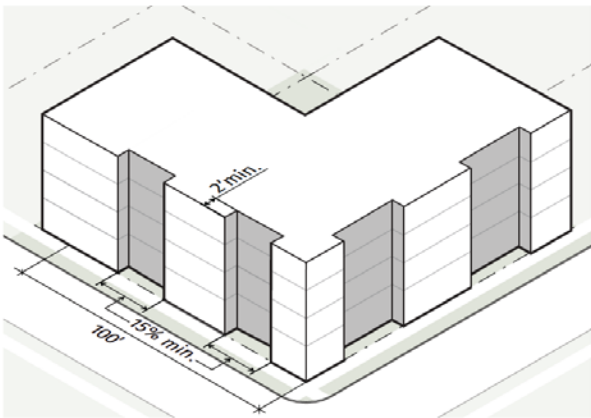
A. Transparency

1. Transparency is the minimum percentage of windows and doors that must cover a ground or upper story facade.
2. Transparency applies to primary and side street-facing building facades only.



3. Articulation in Building Façade

For buildings 100 feet or more in length, at least 2 combination of the required variations in setback must total no less than 15% of the length of the building



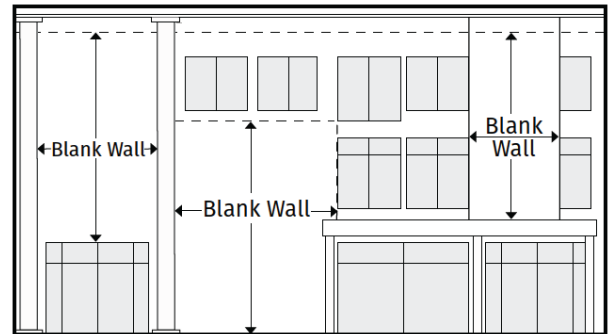
3. Glass is considered transparent where it has a transparency higher than 75%.
4. Ground story transparency is measured between

2 and 12 feet above the abutting sidewalk.

5. Upper story transparency is measured from top of the finished floor to the top of the finished floor above. When there is no floor above, upper story transparency is measured from the top of the finished floor to the top of the wall plate above.

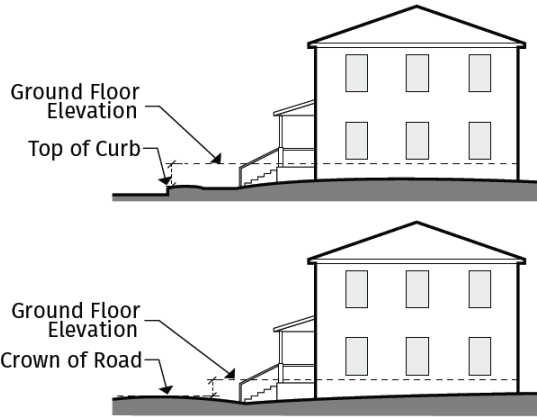
B. Blank Wall Length

1. Blank wall length means a portion of the exterior facade of the building that does not include: windows or doors; columns, pilasters or other articulation greater than 12 inches in depth; or a substantial material change (paint color is not considered a substantial change).
2. Blank wall length applies in both a vertical and horizontal direction, with a surface area greater than 400 square feet.
3. Blank wall length applies to ground and upper story primary and side street-facing facades.



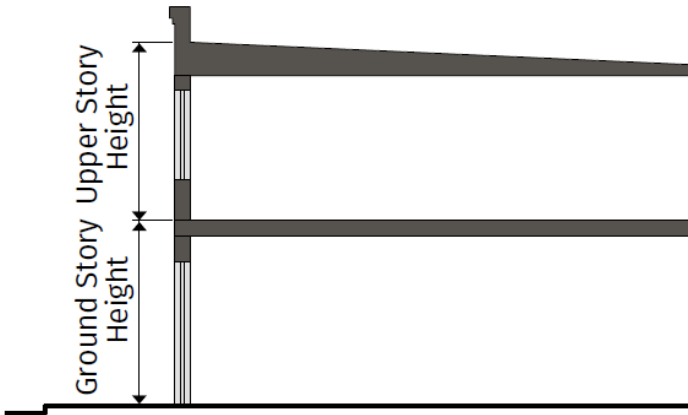
C. Ground Floor Elevation

- A. Ground floor elevation is measured from top of the adjacent curb, or from the crown of the road where no curb exists, to the top of the finished ground floor.
- B. Minimum ground floor elevation applies to the first 30 feet of the lot measured from the right-of-way.



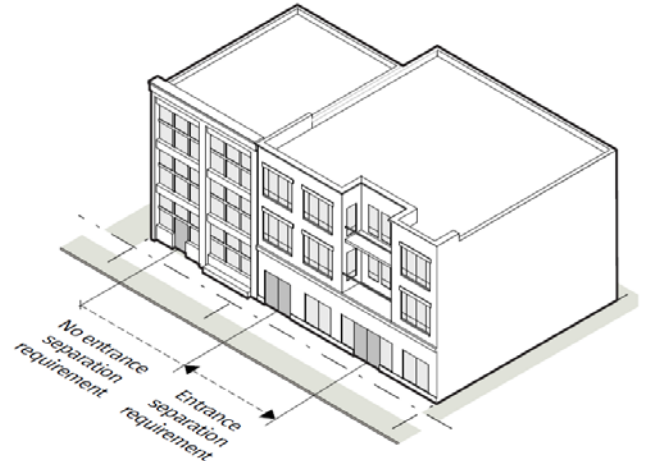
D. Story Height

1. Story height is the height of each story of building and it is measured from the top of the finished floor to the top of the finished floor above. When there is no floor above, upper story height is measured from the top of the finished floor to the top of the wall plate above.
2. Open structures, such as pergolas or shade devices, do not constitute a story and may be placed on building roofs. See the Building Code for any further definition of "story



E. Pedestrian Access

1. An entrance providing both ingress and egress, operable to residents at all times and customers during regular business hours, is required to meet the street-facing entrance requirements. Additional entrances off another street, pedestrian area or internal parking area are allowed.
2. The entrance spacing requirements must be met for each building, but are not applicable to adjacent or abutting buildings. Entrance spacing is measured from the edge of door to the edge of the next door.
3. An angled entrance may be provided at either corner of a building along the street to meet the street-facing entrance requirements.



(5) Building Elements

A. Intent

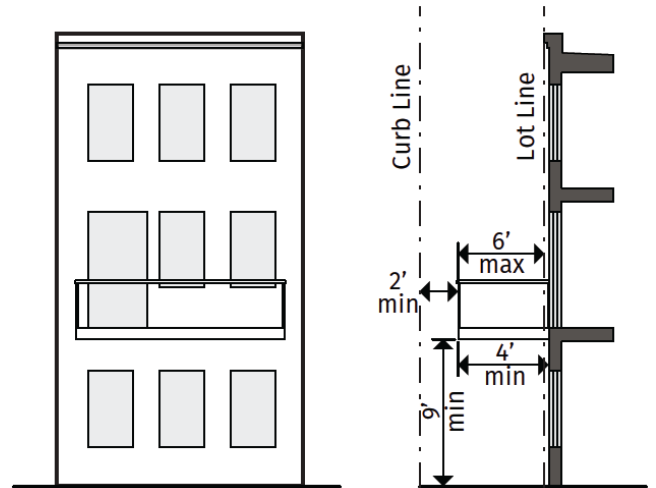
The following standards are intended to ensure that certain building elements when added to a building frontage are of sufficient size to be both usable and functional and be architecturally compatible with the frontage they are attached to.



B. Awning/Canopy

A wall-mounted, cantilevered structure providing shade and cover from the weather for a sidewalk.

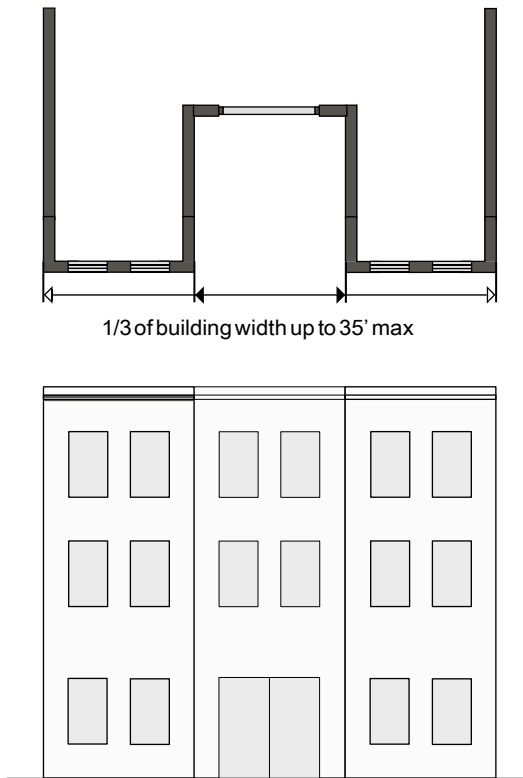
1. An awning/canopy must be a minimum of 9 feet clear height above the sidewalk and must have a minimum depth of 6 feet.
2. An awning/canopy may extend into a primary or side street setback.
3. Subject to the issuance of a Temporary Use Permit, an awning/canopy may encroach up to 6 feet over the right-of-way but must be at least 2 feet inside the curb line or edge of pavement, whichever is greater.



C. Balcony

A platform projecting from the wall of an upper-story of a building with a railing along its outer edge, often with access from a door or window.

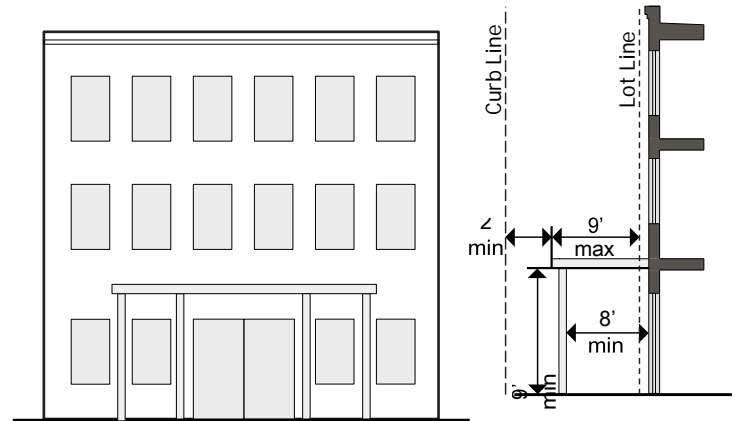
1. A balcony must be at least 4 feet deep.
2. A balcony must have a clear height above the sidewalk of at least 9 feet.
3. A balcony may be covered and screened, but cannot be fully enclosed.
4. An balcony may extend into a primary or side street setback.
5. Subject to the issuance of a Temporary Use Permit, a balcony may encroach up to 6 feet over the right-of-way but must be at least 2 feet inside the curb line or edge of pavement, whichever is greater.



D. Forecourt

An open area at grade, or within 30 inches of grade, that serves as an open space, plaza or outdoor dining area.

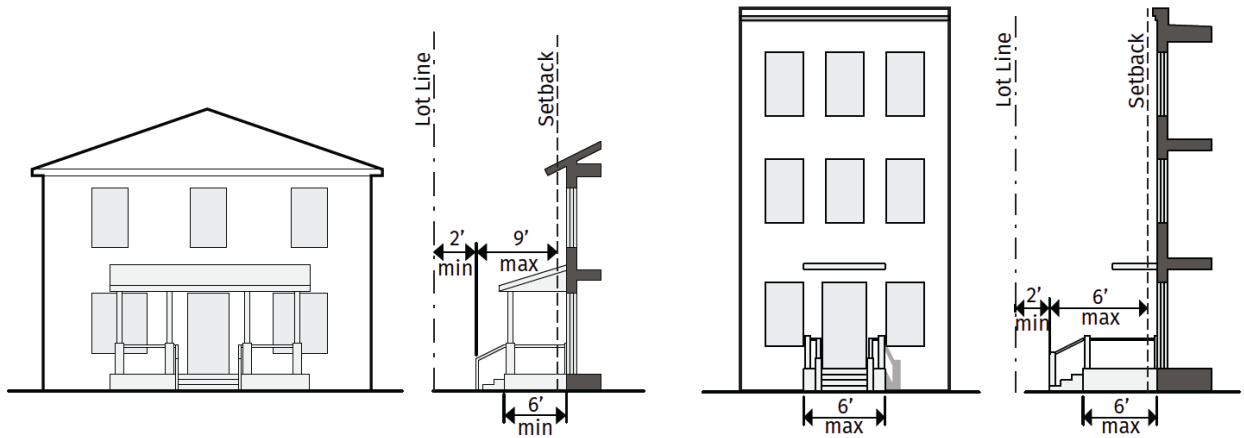
1. A forecourt must be no more than one-third of the length of the building face, and in no case longer than 35 feet in width.
2. A maximum of one forecourt is permitted per lot.



E. Gallery

A covered passage extending along the outside wall of a building supported by arches or columns that is open on three sides.

1. A gallery must have a clear depth from the support columns to the building's facade of at least 8 feet and a clear height above the sidewalk of at least 9 feet.
2. A gallery may extend into a primary or side street setback.
3. Subject to the issuance of a Temporary Use Permit, a gallery may encroach up 9 feet into the right-of-way but must be at least 2 feet inside the curb line or edge of pavement, whichever is greater.



F. Porch

A raised structure attached to a building, forming a covered entrance to a doorway.

1. A porch must be at least 6 feet deep (not including the steps).
2. A porch must be roofed and may be screened, but cannot be fully enclosed.
3. A porch may extend up to 9 feet, including the steps, into a primary or side street setback, provided that such extension is at least 2 feet from the vertical plane of any lot line.
4. The porch and steps may not encroach into the right-of-way.

G. Stoop

A small raised platform that serves as an entrance to a building.

1. A stoop must be no more than 6 feet deep (not including the steps) and 6 feet wide.
2. A stoop may be covered but cannot be fully enclosed.
3. A stoop may extend up to 6 feet, including the steps, into a primary or side street setback, provided that such extension is at least 2 feet from the vertical plane of any lot line.
4. The stoop and steps may not encroach into the right-of-way.

CHAPTER 4. STATION DISTRICT (SD)

General Provisions.....	4-2
(1) General Character	4-2
(2) Built Environment	4-2
(3) Streets and Blocks	4-2
(4) Parking and Mobility Options	4-2
Station District	4-3
(1) Summary	4-3
(2) Lot Parameters	4-4
(3) Building Placement	4-4
(4) Access/Parking Location	4-5
(5) Height and Mass	4-5
(6) Public Realm	4-6

Station District – General Provisions



(1) General Character

The Station District consists of medium- to high-intensity residential and transit-oriented areas. Multi-family housing is predominant. Commercial activity is limited to mixed use in multi-family residential buildings and hotels. Priority is given to pedestrians and bicyclists.

(2) Built Environment

Buildings can be up to 4 and 5 stories in height and are typically built to the edge of the sidewalk (see height map). Parking must be to the rear of the building(s). Building coverage is high.

(3) Streets and Blocks

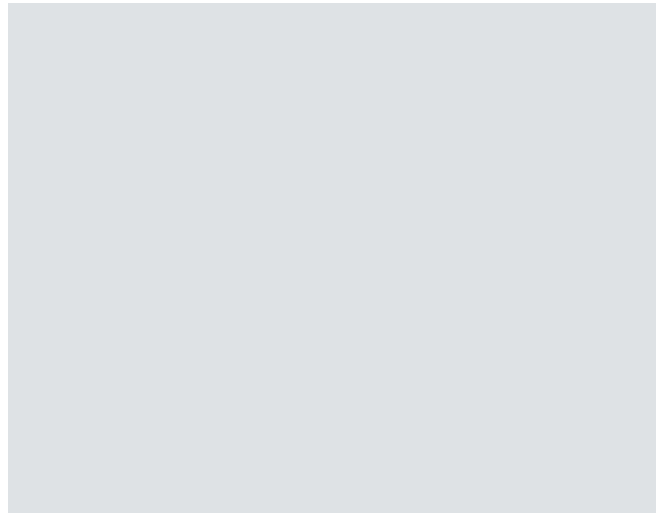
Streets and rights-of-way are typically wide in order to accommodate the traffic associated with higher intensities. A rectilinear grid of streets frames a regular pattern of mid-sized, walkable blocks. Alleys are currently present. However will not be often present under the new vision and plan. Block shapes and sizes are relatively consistent. The typical block pattern includes detached and attached sidewalks, street trees, on- street and surface parking, and open space and landscaping. Residential and commercial access is typically via secondary streets and shared service drives to structured parking. Surface parking is severely limited.

(4) Parking and Mobility Options

Parking is primarily provided on-street and in structured facilities. Limited surface parking is located to the rear of buildings. In street design, priority is given to pedestrians and bicyclists. There is access to multiple modes of transportation and frequent pedestrian activity.

Station District

(1) SUMMARY



Intent

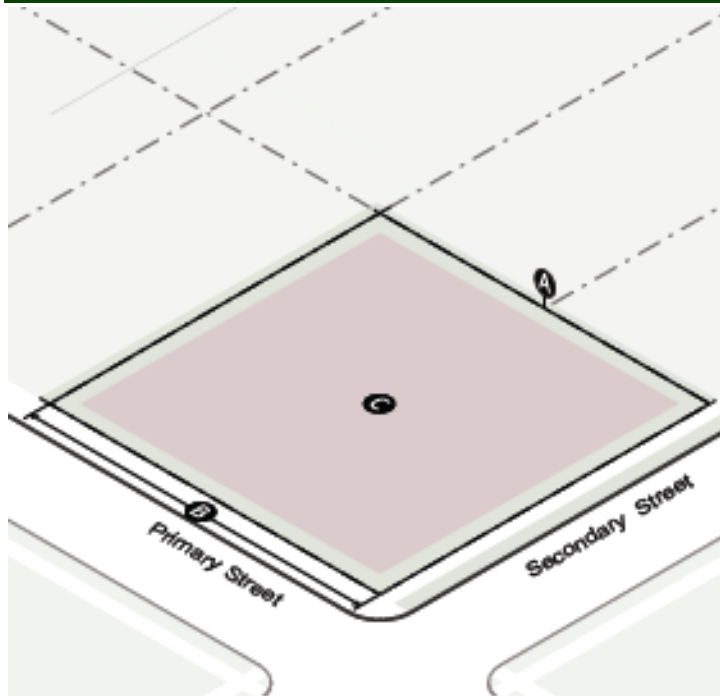
The Station District is intended to accommodate a variety of residential, retail, service and commercial building uses in a storefront environment. Uses are flexible but tall ground floors with large areas of transparent glazing are required to accommodate retail uses in the future.

Lot Types

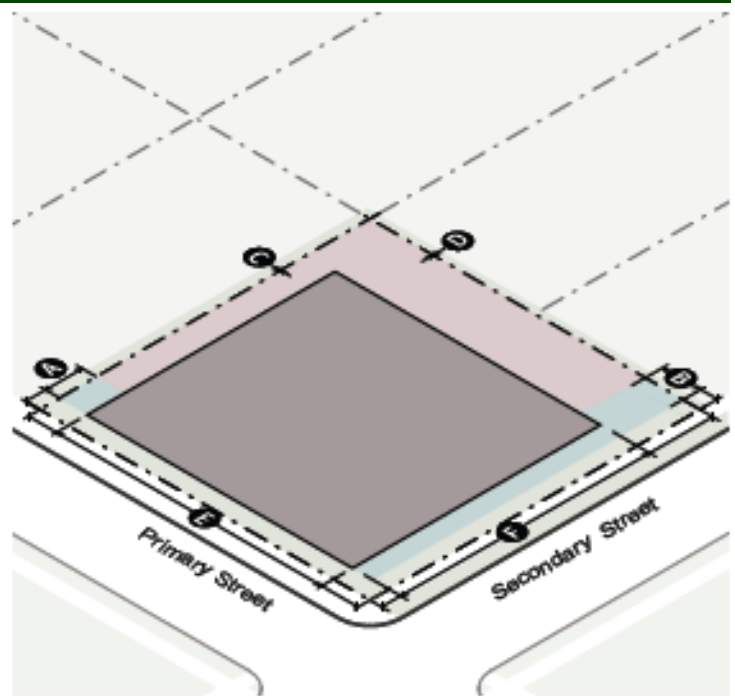
Mixed Use or Commercial

Residential Attached

Mixed Use/~~Multi-Unit~~Commercial



Lot	A Area	B Width
Single-unit attached	1,350 SF min	16' min
Multi-unit (up to 4 units)	n/a	n/a
Multi-unit (5+ units)	n/a	n/a
Specifications		
C Building coverage	90% max	

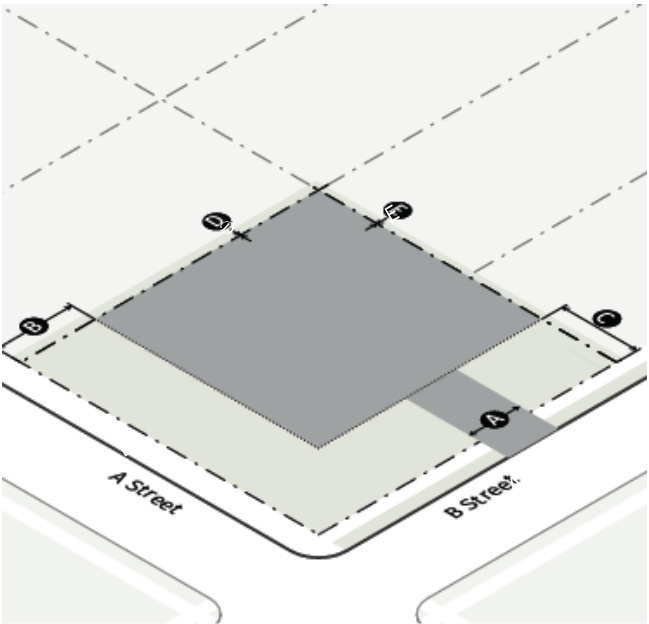


Building Setbacks (see Sec. 38-698.(2)C.2.)

A Primary Street	0' min/10' max
B Primary Street	5' min/10' max
C Side: common lot line	0' min
D Rear: common lot line	0' min

Lot Frontage (see Sec. 38-698.(2)E.)

E Primary Street	80% min
F Secondary Street	70% min



Access

New street curb-cuts allowed per lot Determined by the Director

A Driveway width in setback 20' max

Parking Setbacks *

B A Street 5' min

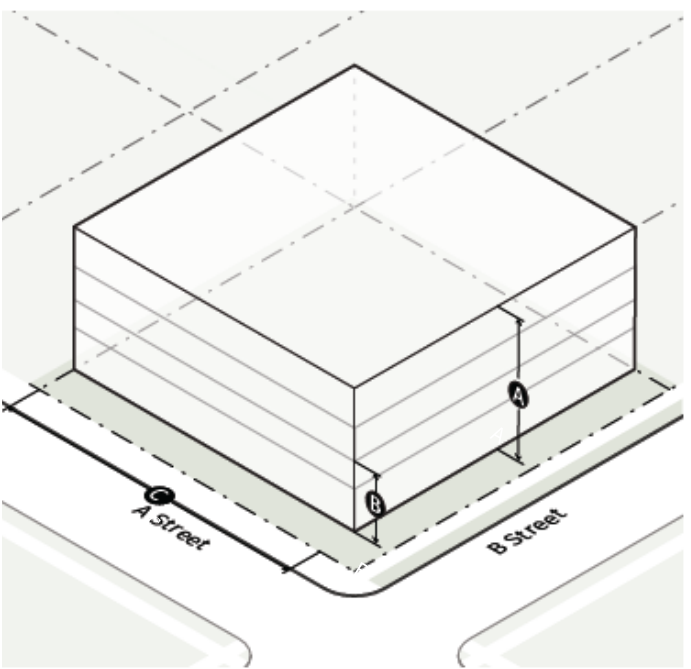
C B Street 5' min

D Side: common lot line 5' min

E Rear: common lot line 5' min

*No on-site surface parking is allowed between buildings and the street. No more than 15% of required parking may be surface parking. Structured parking is required for all residential development. Commercial may have surface parking. No on-site surface parking is allowed between buildings and the street and is limited to 15% of required parking. All other parking is required to be structured parking.

(5) HEIGHT AND MASS



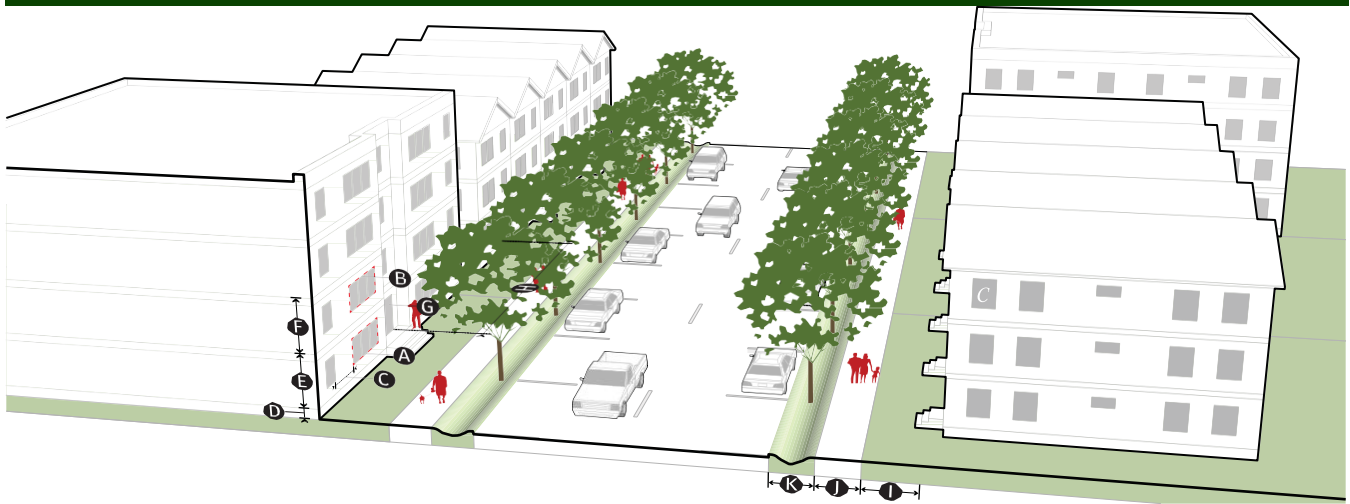
Building Height

A Maximum height	
Transition area	3 stories
Remaining area	4-5 stories(see map)
B Minimum	2 stories min

Building Mass

C Street- facing building length	250' max
---	----------

(6) PUBLIC REALM



The public realm standards below apply to all streets, unless otherwise noted.

Transparency

A Ground story	30% min
B Upper story	25% min
C Blank wall length	30' max
Story Height	
D Residential Ground floor elevation	16" min/ 5' max
D Live/work ground floor elevation	0' min/ 5' max
E Ground story, floor to floor	12' min
F Upper story: floor to floor	9' min
G Entrance facing primary street	Required
H Entrance spacing along primary	75' max
Building Elements Allowed	
Awning/canopy	◆
Balcony	◆
Forecourt	◆
Gallery	◆
Porch	◆
Stoop	◆

Setbacks

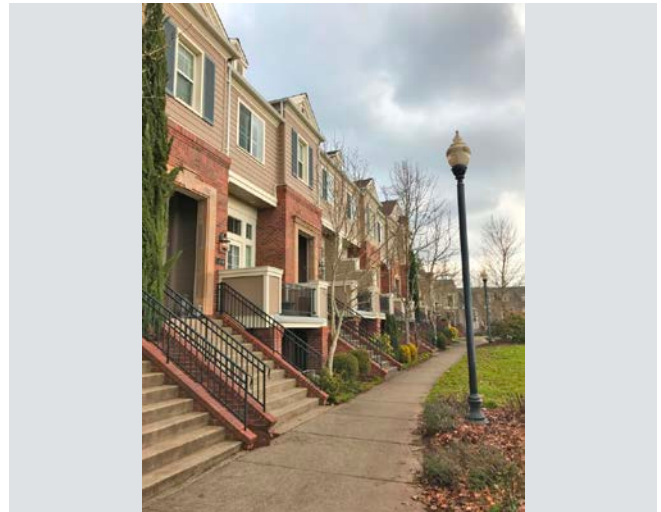
I Primary/side street	0' min/10' max
Multi-purpose path width	6' min

Sidewalk*

J Clear pedestrian zone	6' min
K Street tree/Furniture zone	
Street tree/furniture zone depth**	6' min
Street tree planting	
Tree spacing**	30' avg. on-center

**Where there is insufficient ROW to meet the minimum requirements, the Director may approve modifications.

(1) SUMMARY



Intent

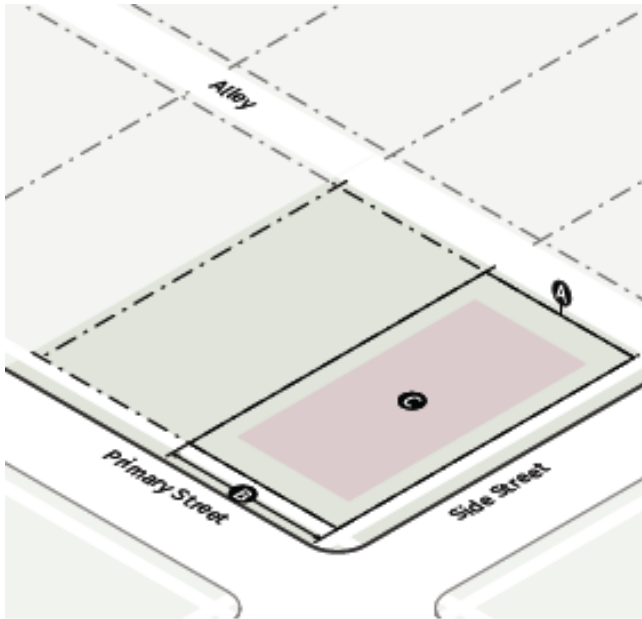
The Station District is intended to accommodate a mix of, two-family and lower intensity multi-family housing options in a pedestrian-friendly environment.


Lot Types

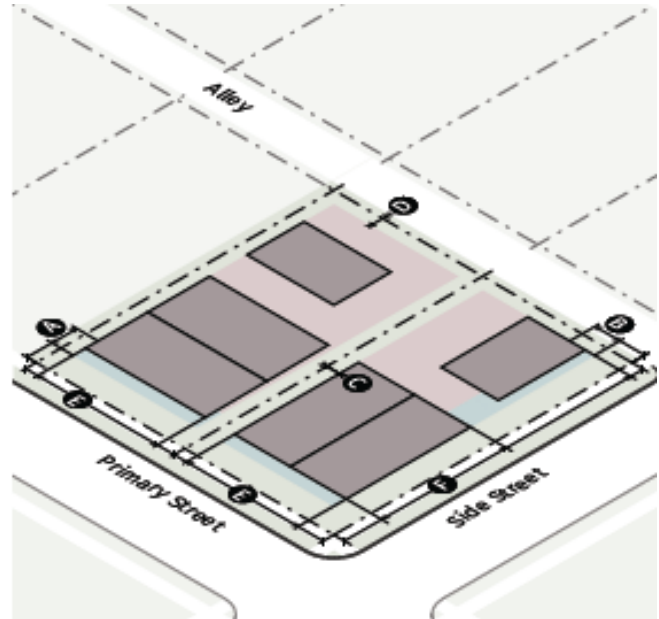
Two-unit

Single-unit attached

Multi-unit (up to 4 units)



Lot	A Area	B Width
Two-unit	6,000 SF min	50' min
Single-unit attached	1,700 SF min	20' <u>12'</u>
Multi-unit (up to 4 units)	7,500 SF min	50' min
 Building coverage	90% max	

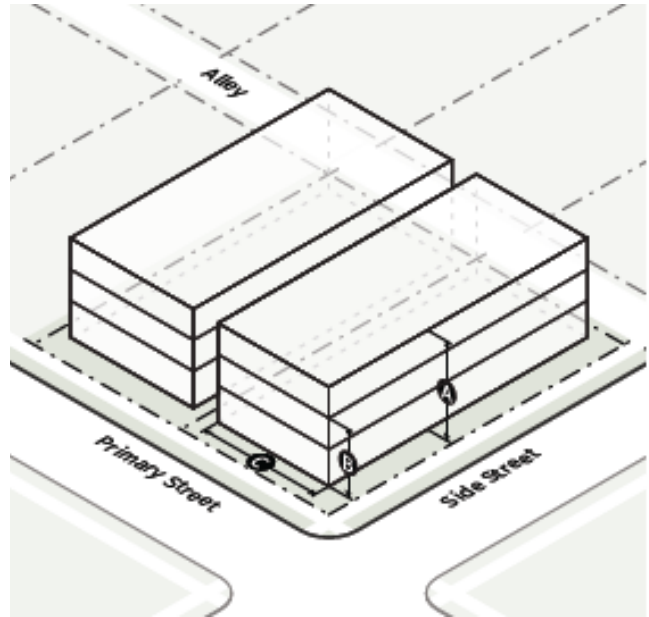
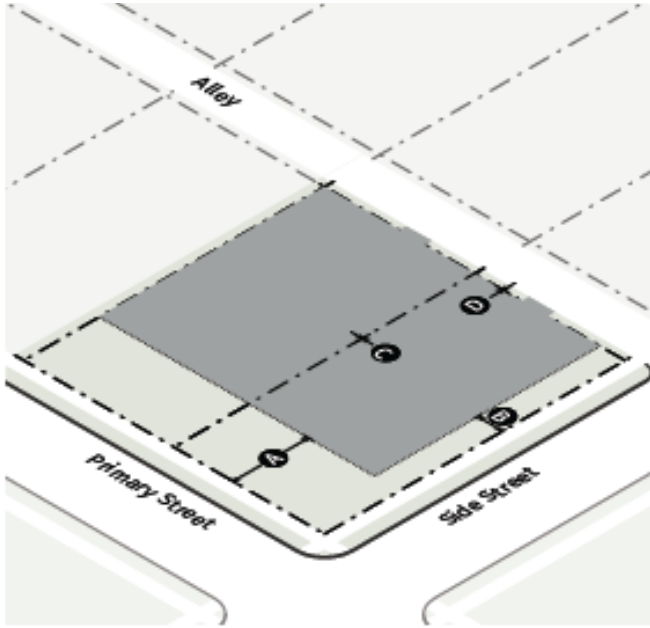


Building Setbacks

A Primary Street	5' min/10' max
B Side street	10' min/30' max
C Side: common lot line/alley	5' min
D Side: common lot line (one side only)*	0' min
E Side: single-unit attached, between abutting units	0' min
F Side: protected zone	15' min
G Rear: common lot line/alley	5' min
H Rear: protected zone	15' min

Lot Frontage

E Primary street	60% min
F Side street	30% min



Access

With alley: new street curb-cuts per lot	None
With no alley: new street curb-cuts per lot	Determined by Director
With no alley: driveway width in setback	15' max

Parking Setbacks*

A Primary street	10' min
B Side street	10' min
C Side: common lot line	0' min
D Rear: common lot line/alley	5' min

*No on-site surface parking is allowed between buildings and the street. No more than 15% of required parking may be surface parking. Structured parking is required for all residential development. Commercial may have surface parking. Parking shall be structured parking.

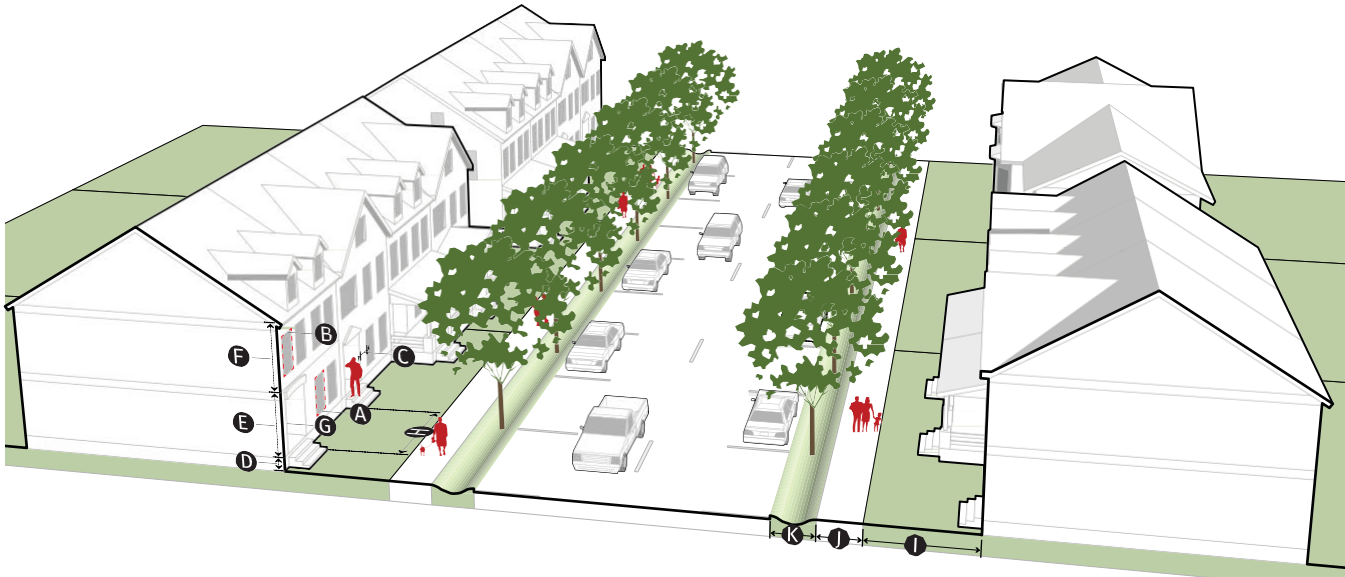
Building Height

A Maximum height	
Transition zone (w/in 30' of LDR)	3 stories
All other areas	See Height Map

B Minimum height:	2 stories min
--------------------------	---------------

Building Mass

C Street-facing building length	n/a
--	-----

(6) PUBLIC REALM**Transparency**

A Ground story	n/a
B Upper story	n/a
C Blank wall length	30' max

Story Height

D Ground floor elevation	16" min/5'
E Ground story, floor to floor	10'
F Upper story, floor to floor	9'

Pedestrian Access

G Entrance facing primary	Require
H Entrance spacing along primary street	50'

Building Elements Allowed

Awning/canopy

Balcony



Forecourt



Gallery

Porch



Stoop

**Setback**

I Primary/side street	5' min/10' max
------------------------------	----------------

Sidewalk*

J Clear pedestrian zone	6' min
--------------------------------	--------

Street Tree/Furniture Zone*

K Street landscaping depth	6' min
-----------------------------------	--------

Treespace	30' avg. on-center
-----------	--------------------

*Where there is insufficient ROW to meet the minimum requirements, the Director of the Land Development Office may approve modifications.

CHAPTER 5 RIVERFRONT (RD)

Riverfront District	5-2
(1) General Character	5-2
(2) Built Environment	5-2
(3) Streets and Blocks	5-2
(4) Parking and Mobility Options	5-2
 Riverfront District Mixed Use Multi-Unit	 5-3
(1) Summary	5-3
(2) Lot Parameters	5-4
(3) Building Placement	5-4
(4) Access/Parking Location	5-5
(5) Height and Mass	5-5
(6) Public Realm	5-6
 Riverfront Residential Attached	 5-7
(1) Summary	5-7
(2) Lot Parameters	5-8
(3) Building Placement	5-8
(4) Access/Parking Location	5-9
(5) Height and Mass	5-9
(6) Public Realm	5-10

Riverfront District



(1) General Character

The Riverfront District consists of medium- to high-intensity residential and tourist areas. Multi-family housing is predominant. Commercial activity is ~~limited~~ recommended to be mixed use in multi-family residential buildings and hotels. Priority is given to pedestrians and bicyclists on West Main Street.

(2) Built Environment

The Riverfront District can be up to 4-6 stories in height and typically have setbacks along the riverside of the buildings, when over 3-stories. Those developments along West Main may develop up to 4 stories, and along Fryar Avenue buildings may be erected up to 6-stories. Riverfront sites have shoreline setbacks, and entrances should be limited off the streets, shared access is preferred. Limited mixed use in buildings is allowed to service the tourist and residential community and hotels are allowed. Parking is located to the rear of buildings, when feasible and must be structured parking. Building coverage is moderate to allow for open spaces, public access, and views to the river.

(3) Streets and Blocks

Streets and rights-of-way are narrower in width on West Main Street, and Fryar is a wide thoroughfare. Streets that parallel the river frame development sites. Block shapes and sizes are often irregular due to the topography of many sites. The typical block pattern includes detached sidewalks, street trees, on-street parking and landscaping. Access is typically via a shared service drive to a surface parking lot or structured parking.

(4) Parking and Mobility Options

Parking is primarily provided on-street and in structured facilities. Parking is located to the rear of buildings, when feasible. In street design, priority is given to pedestrians and bicyclists. There is access to multiple modes of transportation and frequent pedestrian activity.

(1) SUMMARY



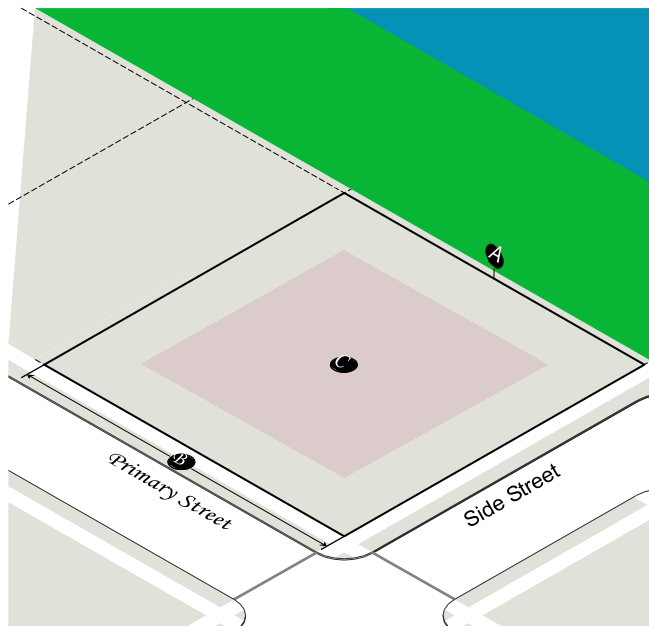
Intent

The Riverfront District is intended to accommodate a mix of multi-family and commercial activity in a manner that addresses and maintain views to the river.

Lot Types

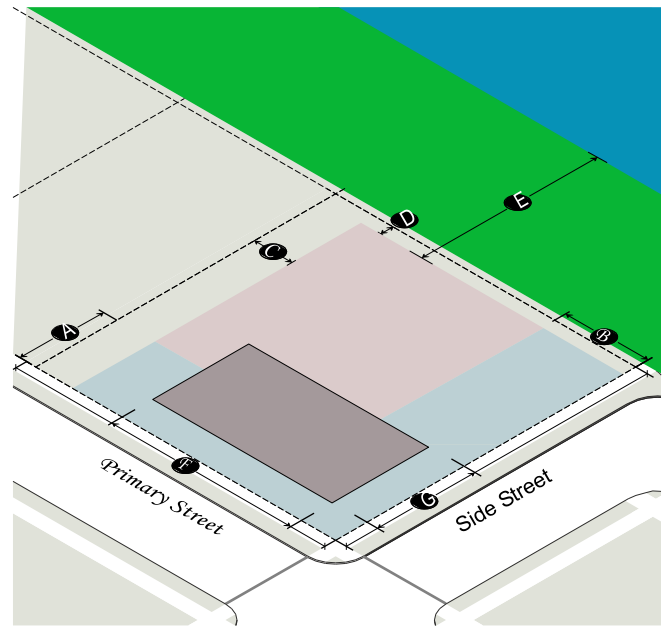
Multi-unit, Mixed Use, Commercial

(2) LOT PARAMETERS



Lot	A Area	B
All types	6,000 SF min	50'
Specifications		
Building coverage	70% max	

(3) BUILDING PLACEMENT

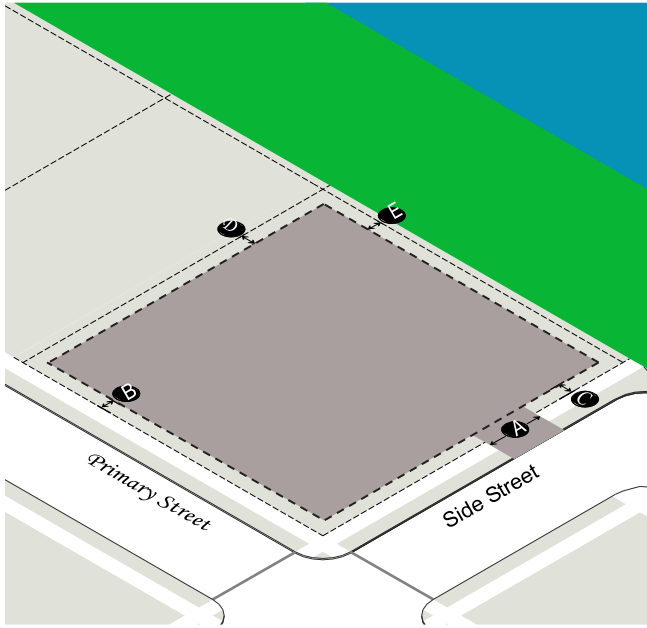


Building Setbacks		
A Primary street		0' min/20' max
B Side street		0' min/20' max
C Side: common lot line		0' min
E River*		See SMP

Lot Frontage		
F Primary street		60% min
G Side street		30% min

*Development within 200 feet of the river is subject to additional requirements and restrictions in the Sumner Shoreline Master Program.

(5) HEIGHT AND MASS



Access

New street curb-cuts
allowed per lot

Determined by
the Director

A Driveway width in setback 20' max

Parking Setbacks

B Primary street 5'

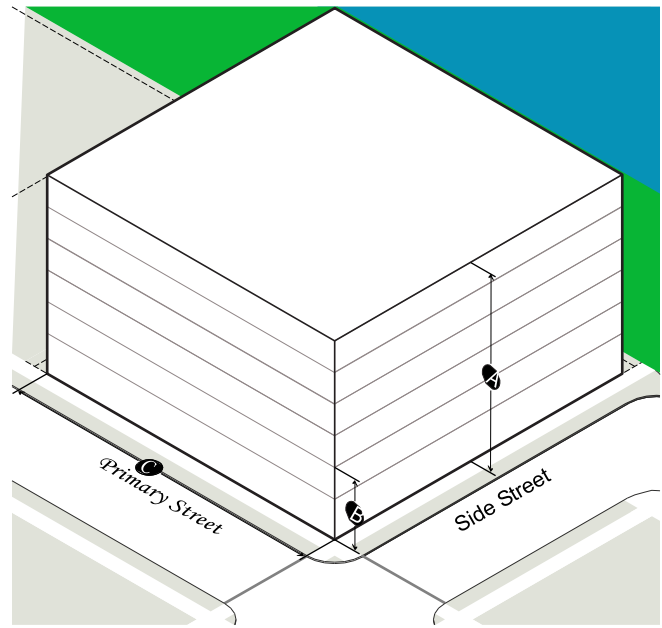
C Side street 5'

D Side: common lot line 5' min

E Rear: common lot line 5' min

No on-site surface parking is allowed between
buildings and the street.

No more than 15% of required parking may be
surface parking. Structured parking is required
for all residential development. Commercial
may have surface parking.



Building Height

Maximum height

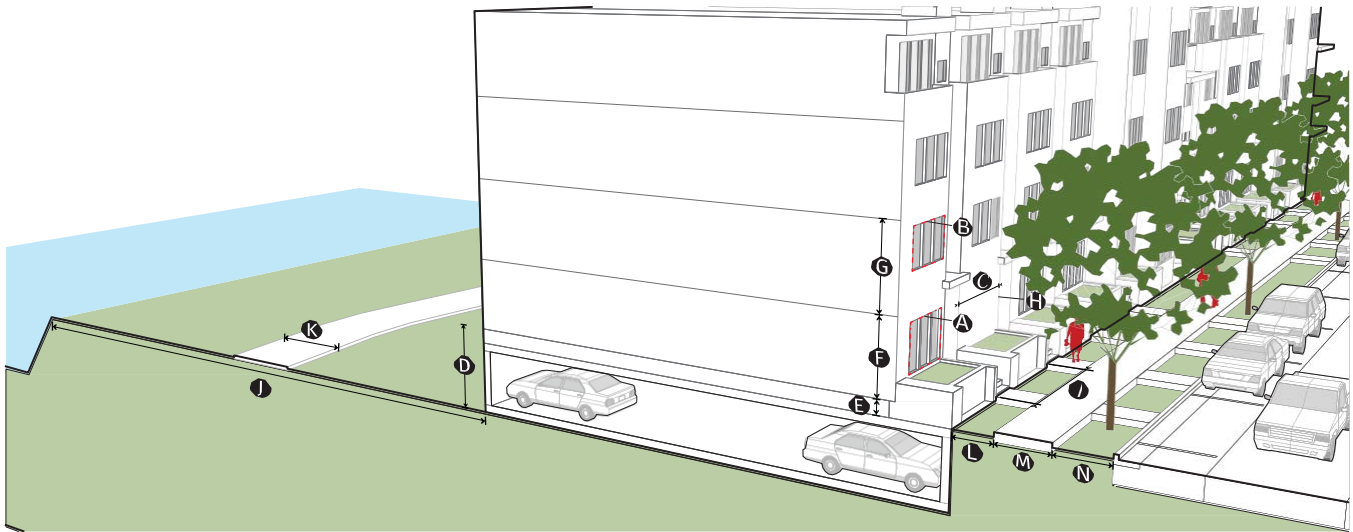
A West Main Street 4 stories

B All other areas 6 stories

Minimum height 2 stories

Building Mass

C Street- or river
facing building length 50' max - West Main
250' max

(6) PUBLIC REALM

The public realm standards below apply to all streets, unless noted otherwise.

	RIVERSIDE	STREETSIDE
Transparency		
A Ground story	30% min	30% min
B Upper story	25% min	25% min
C Blank wall length	30' max	30' max
Story Height		
D First habitable story	BFE+2'	BFE+2'
E Ground floor elevation		
Residential	n/a	16" min/ 5' max
Nonresidential	n/a	0' min/ 2' max
F Ground story: floor to	n/a	12' min
G Upper story: floor to	9' min	9' min
Pedestrian Access		
H Entrance facing	Required	Required
I Entrance spacing along	n/a	50' max
Building Elements Allowed		
Awning/canopy	◆	◆
Balcony	◆	◆
Forecourt	n/a	◆
Gallery	◆	◆
Porch	◆	◆
Stoop		

Riverside

J River setback*	See SMP
K Multi-purpose path width	12' min

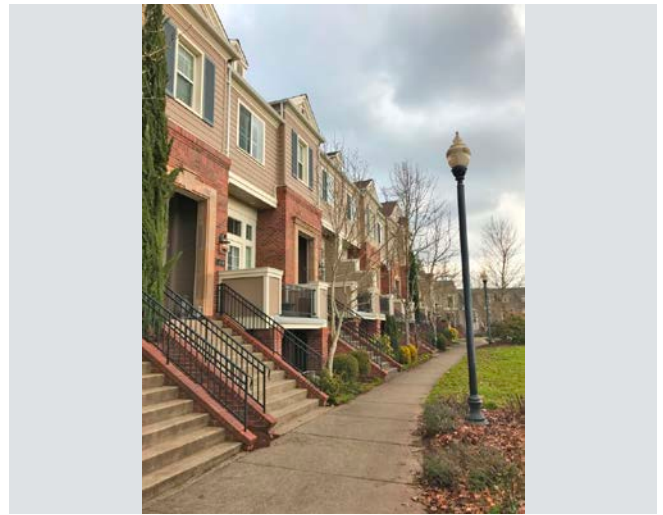
Streetside

L Primary/side street	0' min/15' max
M Clear pedestrian zone**	6' min
N Street tree/furniture zone depth**	6' min
Street tree planting type	Tree pit/verge
Tree spacing**	30' avg. on-center

*Development within 200 feet of the river is subject to additional requirements and restrictions in the Summer Shoreline Master Program.

**Where there is insufficient ROW to meet the minimum requirements, the Director may approve modifications.

(1) SUMMARY



Intent

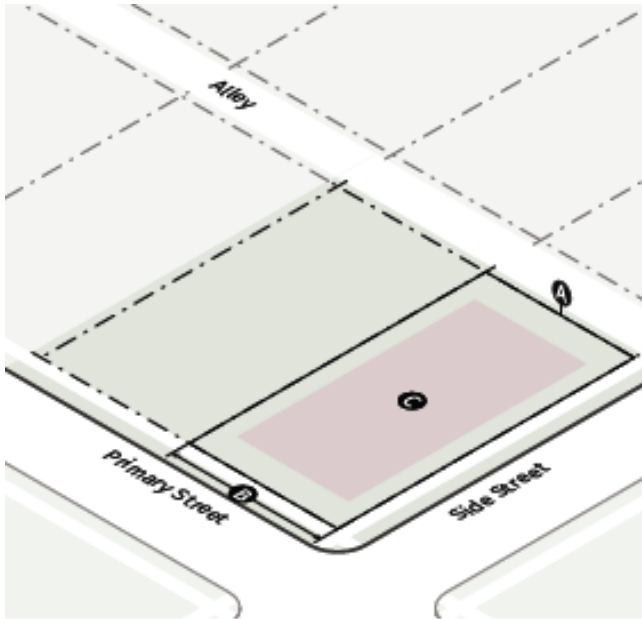
The Riverfront District is intended to accommodate a mix of, two-family and lower intensity multi-family housing options in a pedestrian-friendly environment.

Lot Types

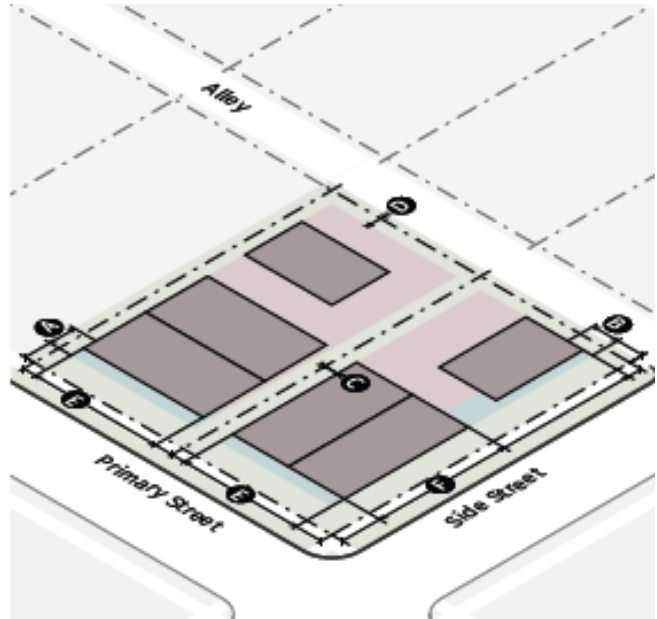
Two-unit

Single-unit attached

Multi-unit (up to 4 units)

(2) LOT PARAMETERS

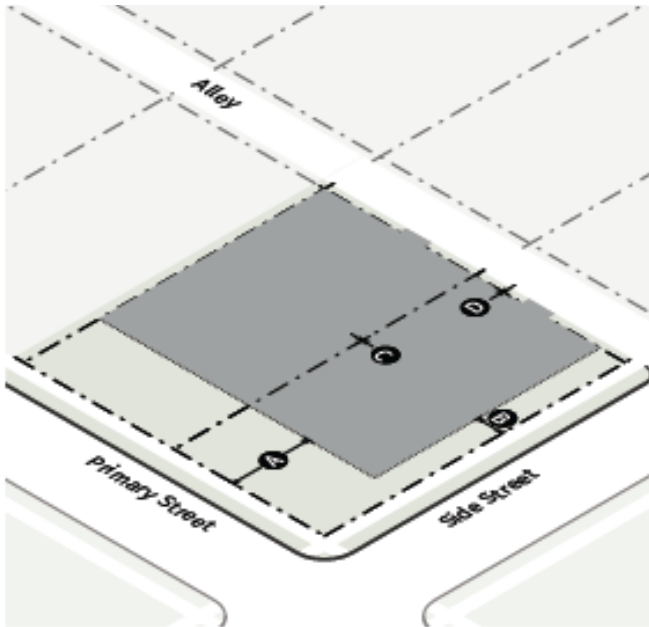
Lot	A Area	B Width
Two-unit	6,000 SF min	50' min
Single-unit attached	1,700 SF min	20 12' min
Multi-unit (up to 4 units)	7,500 SF min	50' min
C Building coverage		90% max

(3) BUILDING PLACEMENT**Building Setbacks**

B Side street	10' min/30' max
C Side: common lot line/alley	5' min
C Side: common lot line (one side only)*	0' min
C Side: single-unit attached, between abutting units	0' min
C Side: protected zone	15' min
D Rear: common lot line/alley	5' min
D Rear: protected zone	15' min

Lot Frontage

E Primary street	60% min
F Side street	30% min

(4) ACCESS/PARKING LOCATION**Access**

With alley: new street curb-cuts per lot None

With no alley: new street curb-cuts per lot Determined by Director

With no alley: driveway width in setback 15' max

Parking Setbacks*

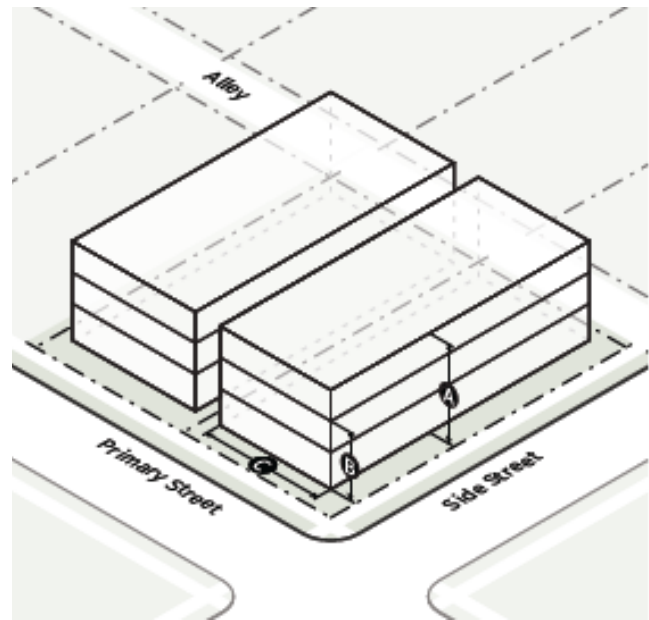
A Primary street 15' min

B Side street 10' min

C Side: common lot line 0' min

D Rear: common lot line/alley 5' min

*No on-site surface parking is allowed between buildings and the street. No more than 15% of required parking may be surface parking. Structured parking is required for all residential development. Commercial may have surface parking. ~~Parking shall be structured parking.~~

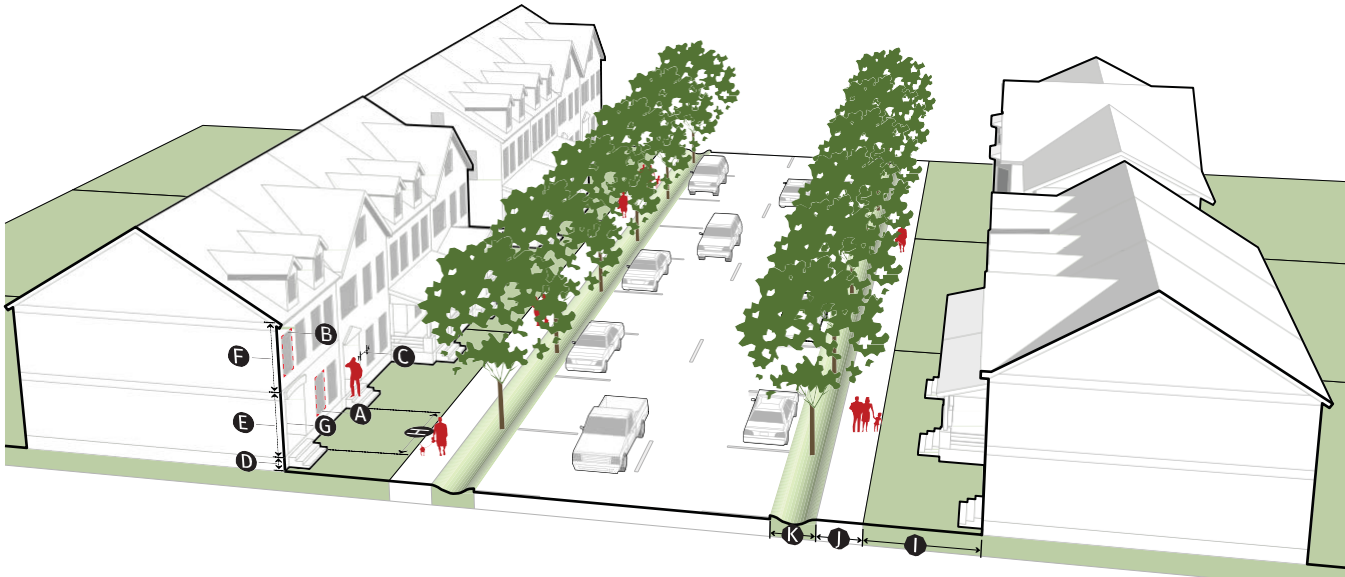
(5) HEIGHT AND MASS**Building Height**

A Maximum height	
Transition zone (w/in 30' of LDR)	3 stories
All other areas	See Height Map

B Minimum height: 2 stories min

Building Mass

C Street-facing building length n/a

(6) PUBLIC REALM**Transparency**

A Ground story	n/a
B Upper story	n/a
C Blank wall length	30' max

Story Height

D Ground floor elevation	16" min/5'
E Ground story, floor to floor	10'
F Upper story, floor to floor	9'

Pedestrian Access

G Entrance facing primary	Require
H Entrance spacing along primary street	50'

Building Elements Allowed

Awning/canopy

Balcony

Forecourt

Gallery

Porch

Stoop

**Setback**

I Primary/side street	5' min/10' max
------------------------------	----------------

Sidewalk*

J Clear pedestrian zone	6' min
--------------------------------	--------

Street Tree/Furniture Zone*

K Street landscaping depth	6' min
-----------------------------------	--------

Treespacing	30' avg. on-center
-------------	--------------------

*Where there is insufficient ROW to meet the minimum requirements, the Director of the Land Development Office may approve modifications.

Chapter 6. West Sumner District (WSD)

Urban Context	6-2
(1) General Character	6-2
(2) Built Environment	6-2
(3) Streets and Blocks	6-2
(4) Parking and Mobility	6-2
Residential Attached Zone.....	6-7
(1) Summary	6-7
(2) Lot Parameters	6-8
(3) Building Placement	6-8
(4) Access/Parking Location	6-9
(5) Height and Mass	6-9
(6) Public Realm	6-10
Residential Multi-Unit and Mixed Use.	6-11
(1) Summary	6-11
(2) Lot Parameters	6-12
(3) Building Placement	6-12
(4) Access/Parking Location	6-13
(5) Height and Mass	6-13
(6) Public Realm	6-14
Commercial.	6-15
(1) Summary	6-15
(2) Lot Parameters	6-16
(3) Building Placement	6-16
(4) Access/Parking Location	6-17
(5) Height and Mass	6-17
(6) Public Realm	6-18

West Sumner District



(1) General Character

The West Sumner District consists of medium-high intensity residential and commercial areas. Multi-family housing is predominant with opportunities for small commercial, retail, and restaurants. Commercial activity is concentrated along major roadways and at activity nodes and is encouraged to be vertical mixed use. Equal emphasis is given to pedestrians, bicyclists and automobiles.

(2) Built Environment

Residential zones can be up to 6 stories in height and typically have smaller front setbacks than other Districts. Parking is required to be provided to the rear and side of buildings and within a structure. Building coverage is relatively high.

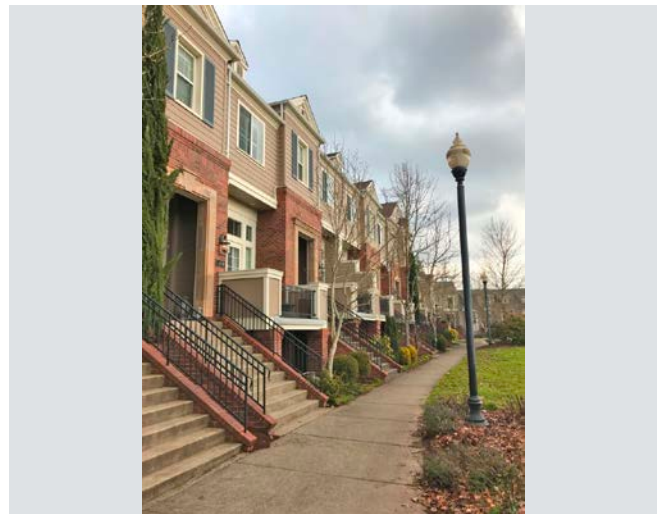
(3) Streets and Blocks

A rectilinear grid of streets frames a regular pattern of mid-sized, walkable blocks. Alleys are often present. Block shapes and sizes are relatively consistent. The typical block pattern includes detached and attached sidewalks, street trees, street and surface parking, and open space and landscaping. Residential and commercial access is typically via an alley or shared service drive to a surface parking lot.

(4) Parking and Mobility

Parking is primarily provided on-street, in structures in more intense mixed use zones. Surface parking is extremely limited and located to the rear and side of buildings. In street design, equal emphasis is given to pedestrians, bicyclists and automobiles. There is access to multiple modes of transportation and frequent pedestrian activity.

(1) SUMMARY



Intent

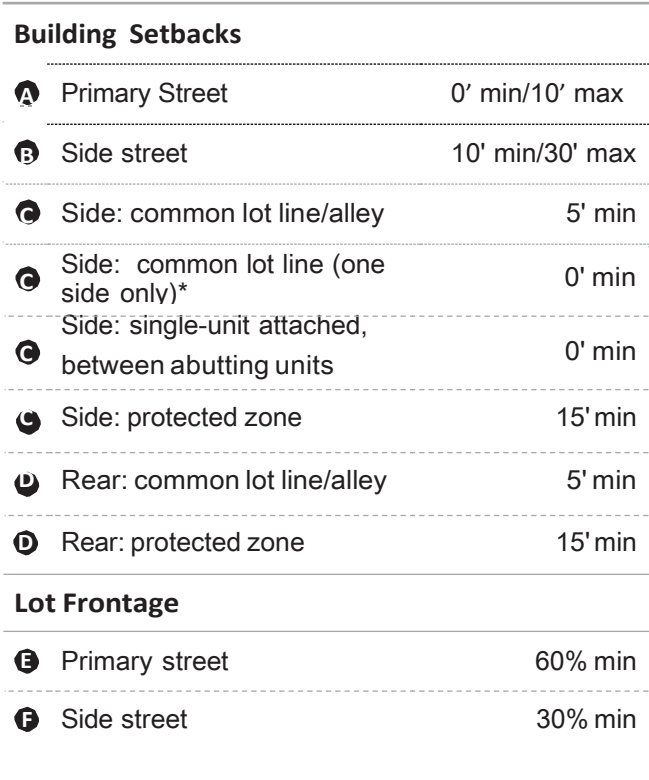
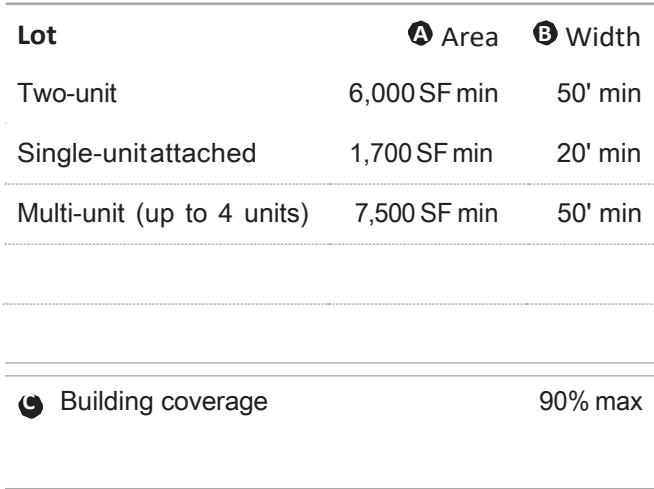
The West Sumner District is intended to accommodate a mix of two-family and lower intensity multi-family housing options in a pedestrian-friendly environment.

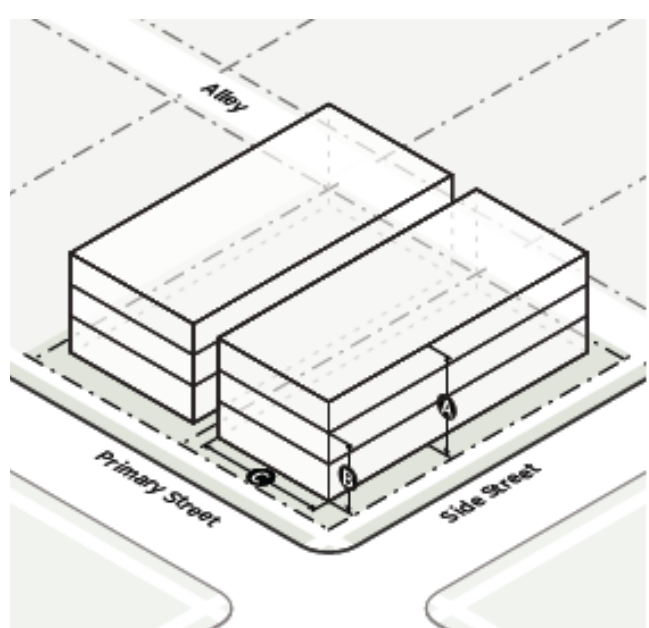
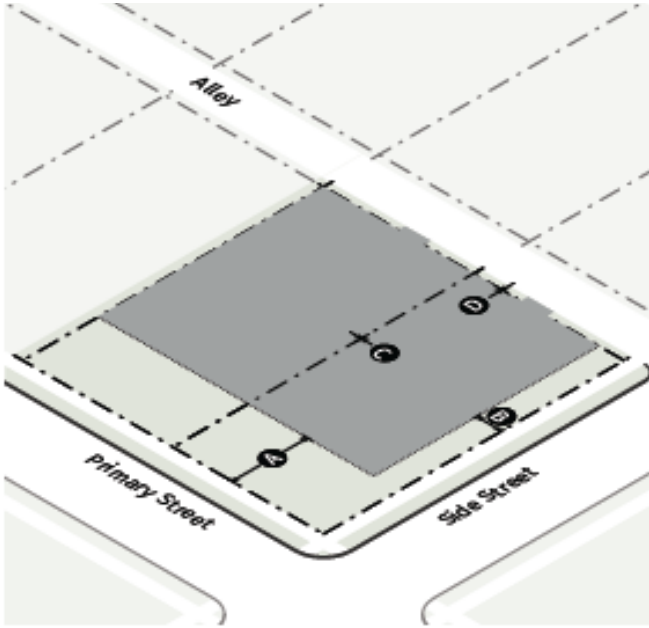
Lot Types

Two-unit

Single-attached

Multi-unit (up to 4 units)





Access

With alley: new street curb-cuts per lot	None
With no alley: new street curb-cuts per lot	Determined by Director
With no alley: driveway width in setback	10' max

Parking Setbacks*

A Primary street	10' min
B Side street	10' min
C Side: common lot line	0' min
D Rear: common lot line/alley	5' min

*No on-site surface parking is allowed between buildings and the street. No more than 15% of required parking may be surface parking. Structured parking is required for all residential development. Commercial may have surface parking.

~~Residential parking shall be structured parking. Surface parking may be allowed for restaurant and commercial uses.~~

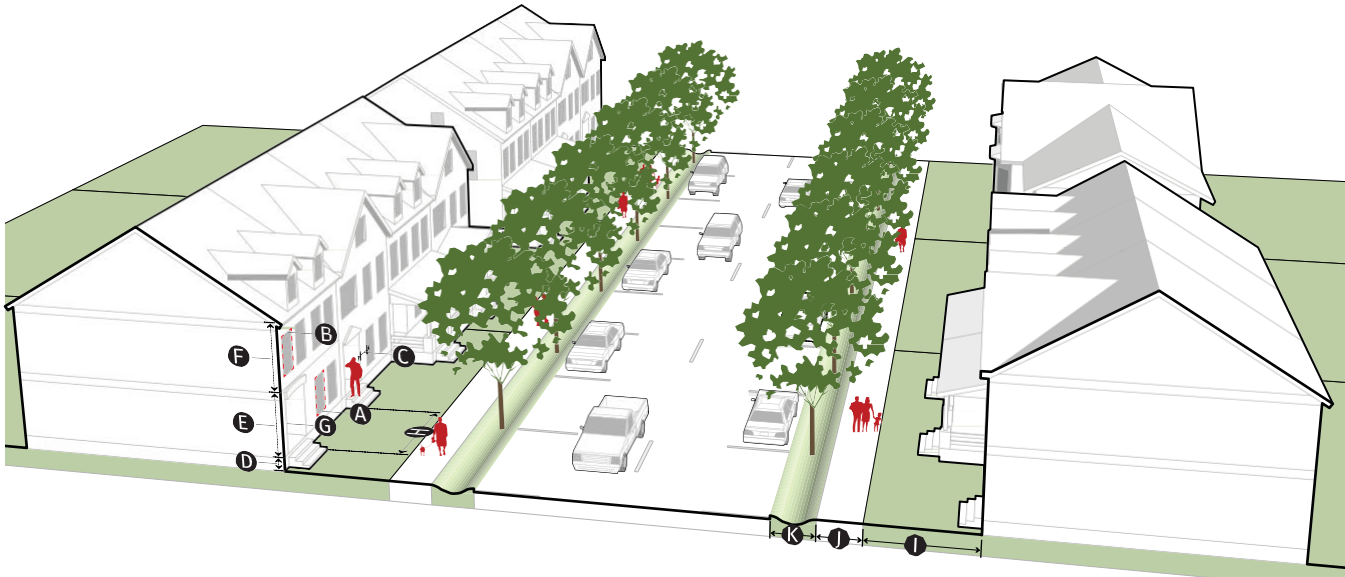
Building Height

A Maximum height	
Transition zone (w/in 30' of LDR)	3 stories
All other areas	See Height Map

B Minimum height:	2 stories min
--------------------------	---------------

Building Mass

C Street-facing building length	n/a
--	-----

(6) PUBLIC REALM**Transparency**

A Ground story	n/a
B Upper story	n/a
C Blank wall length	30' max

Story Height

D Ground floor elevation	16" min/5'
E Ground story, floor to floor	10'
F Upper story, floor to floor	9'

Pedestrian Access

G Entrance facing primary	Require
H Entrance spacing along primary street	50'

Building Elements Allowed

Awning/canopy

Balcony



Forecourt



Gallery

Porch



Stoop

**Setback**

I Primary/side street	5' min/10' max
------------------------------	----------------

Sidewalk*

J Clear pedestrian zone	6' min
--------------------------------	--------

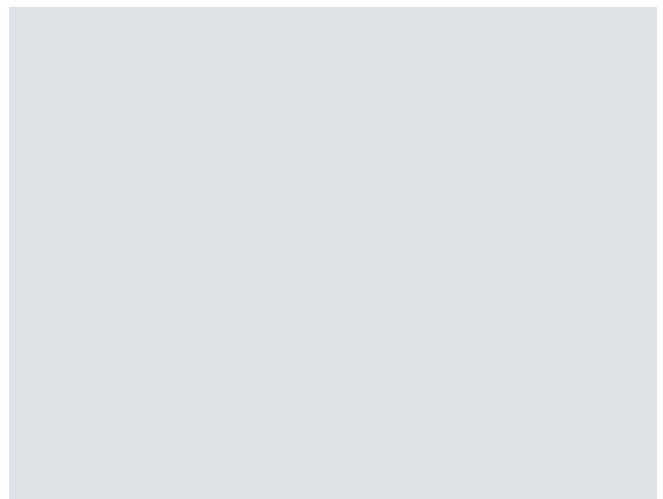
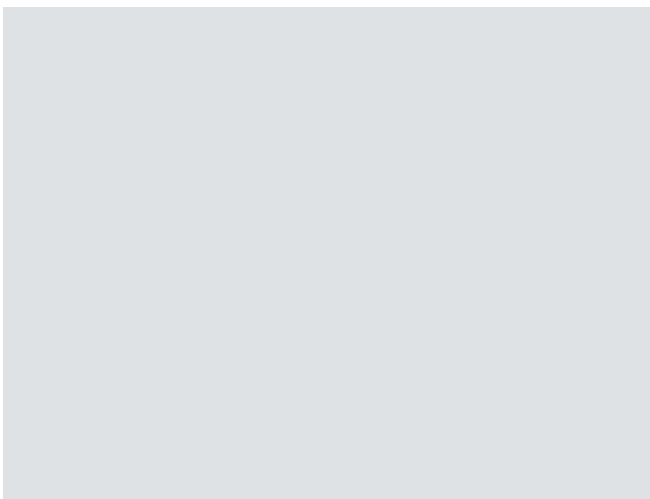
Street Tree/Furniture Zone*

K Street landscaping depth	6' min
-----------------------------------	--------

Treespacing	30' avg. on-center
-------------	--------------------

*Where there is insufficient ROW to meet the minimum requirements, the Director of the Land Development Office may approve modifications.

Residential Multi-Unit



Intent

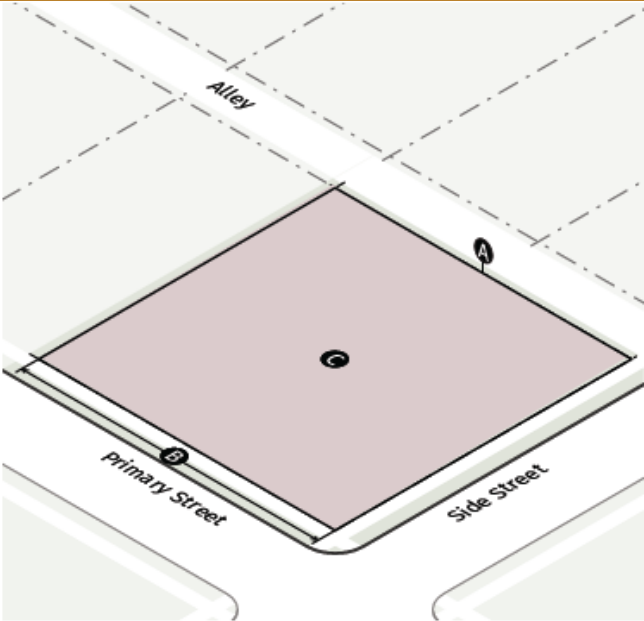
The West Sumner District is intended to accommodate a mix of higher intensity multi-family housing options in a pedestrian-friendly environment. Live/work is allowed subject to standards that limit the extent of the use.

Lot Types

Multi-unit

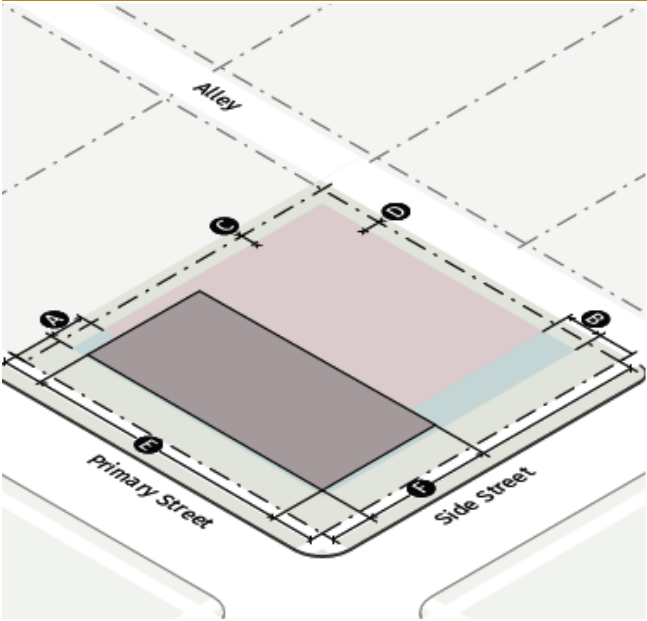
Mixed Use (Com/Res)

(2) LOT PARAMETERS



Lot	A Area	B Width
All lot types	7,500 SF min	75' min
Specifications		
Building coverage	100% max	

(3) BUILDING PLACEMENT

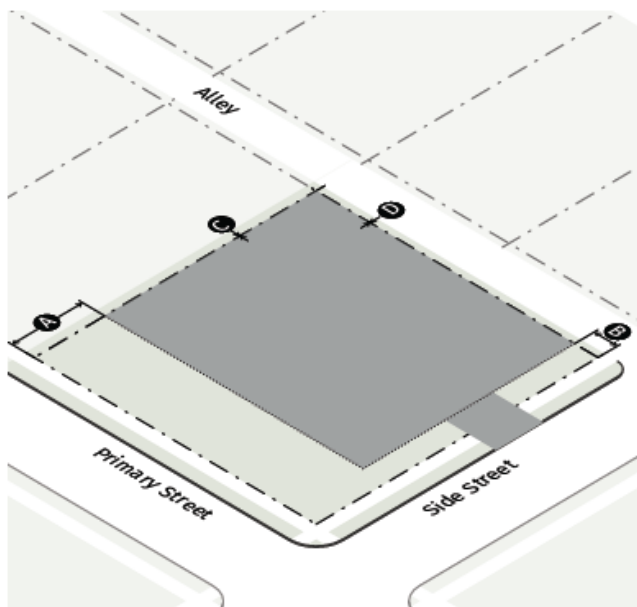


Building Setbacks

A	Primary Street	0' min, 10' max
B	Side Street:	0' min
C	Side, Common lot line/alley	0' min
D	Rear: common lot line/alley	5' min

Lot Frontage

E	Primary street	80% min
F	Side street	40% min

(4) ACCESS/PARKING LOCATION**Access**

With alley: new street
curb-cuts per lot

None

With no alley: new street
curb-cuts per lot

Determined by
Director

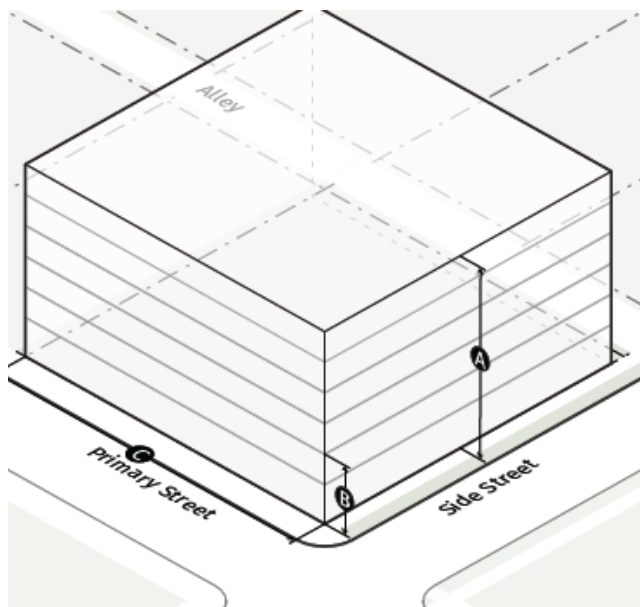
With no alley: driveway
width in setback

20' max

Parking Setbacks*

A Primary street	10' min
B Side street	10' min
C Side: common lot line/ alley	0' min
D Rear: common lot line/ alley	0' min

* No on-site surface parking is allowed between buildings and the street. No more than 15% of required parking may be surface parking. Structured parking is required for all residential development. Commercial may have surface parking.

(5) HEIGHT AND MASS**Building Height**

A Maximum height	6 stories
B Minimum height	3 stories
C Minimum height: Primary Street	4 stories min

Building Mass

Street-facing building length	300' max
-------------------------------	----------

(6) PUBLIC REALM

The public realm standards below apply to all streets, unless noted otherwise.

	Residential Ground Floor	Nonresidential Ground Floor
Transparency		
A Ground story	30% min	50% min
B Upper story	25% min	25% min
C Blank wall length	30' max	30' max
Story Height		
D Ground floor elevation	16" min/ 5' max	0' min/ 2' max
E Ground story: floor to floor	12' 2in	14' min
F Upper story: floor to floor	9' min	9' min
Pedestrian Access		
G Entrance facing primary street	Required	Required
H Entrance spacing along primary street	75' max	100' max
Building Elements Allowed		
Awning/canopy	◆	◆
Balcony	◆	◆
Forecourt	◆	◆
Gallery		◆
Porch	◆	◆
Stoop	◆	◆

Setbacks

I Primary/side street	0' min/15' max
------------------------------	----------------

Sidewalk*

J Clear pedestrian zone	6' min
--------------------------------	--------

Street Tree/Furniture Zone*

K Street tree/furniture zone depth	6' min
---	--------

Street tree planting type	Tree pit/verge
---------------------------	----------------

Tree spacing	30' avg. on-center
--------------	--------------------

*Where there is insufficient ROW to meet the minimum requirements, the Director of the Land Development Office may approve modifications (see Sec. 38-696.(4)).

(1) SUMMARY



Intent

The West Sumner District is intended to accommodate a variety of residential, retail, service and commercial building forms and uses in a pedestrian-friendly environment. Although buildings are allowed to be exclusively residential or nonresidential in use, the vertical mixing of uses is strongly encouraged, especially in Activity Nodes, where the market shows demand.

Lot Types

Mixed Use

A diagram of a square lot with a house and a garage. The lot is a square with a dashed line representing the diagonal. A house is located at the top-left corner, and a garage is located at the bottom-right corner. The lot is labeled 'A' and 'B' at the corners. The lot is labeled 'A Street' and 'B Street' at the bottom corners. The lot is labeled 'A' and 'B' at the corners.

Lot	A Area	B Width
Mixed Use	2,500 SF min	25' min
Public	2,500 SF min	25' min
Specifications		
C Building coverage		80% max

The diagram illustrates a diamond interchange at the intersection of a mainline road and two cross streets, A Street and B Street. The mainline road is shown as a dark grey rectangle. The interchange is formed by two ramps (pink) and two auxiliary lanes (light blue). The layout is defined by dashed lines representing the original mainline alignment. The intersection with A Street is on the left, and the intersection with B Street is on the right. The diagram shows the flow of traffic and the specific lane configurations for each approach and departure.

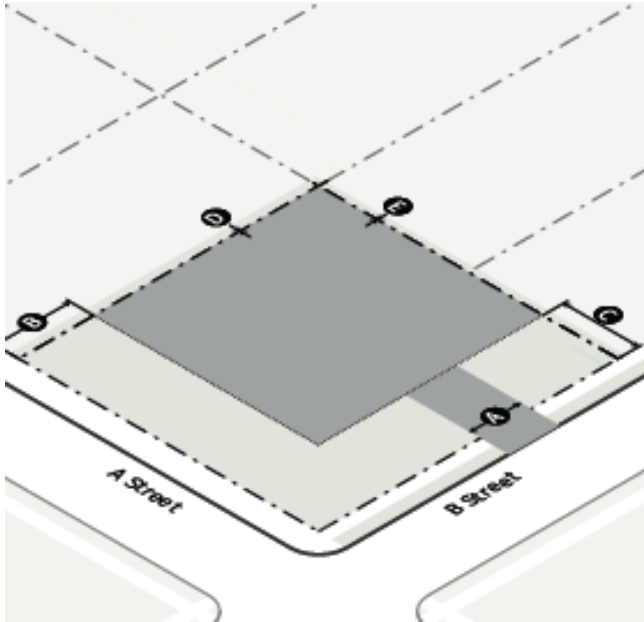
Building Setbacks

A	Primary street	0' min/15' max
B	Side street	0' min/15' max
C	Side: common lot line	0' min
B	Side: alley	5' min
C	Rear: common lot line	0' min
D	Rear: alley	5' min

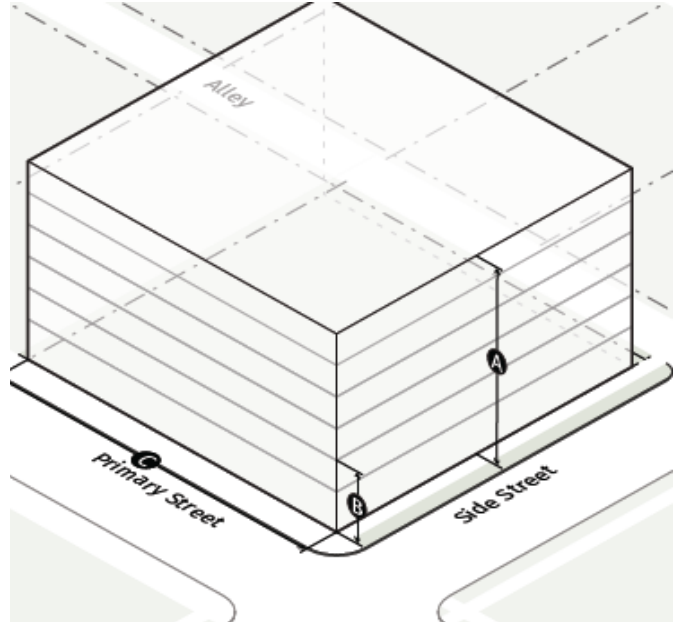
Lot Frontage

D	Primary street	80% min
E	Side street	40% min

(4) ACCESS/PARKING LOCATION



(5) HEIGHT AND MASS



Access

	A Street: new curb-cuts allowed per lot	None
	B Street: distance between curb-cuts on same lot	100'
A	Driveway width in setback	20'
	Driveway width in setback	max

Parking Setbacks*

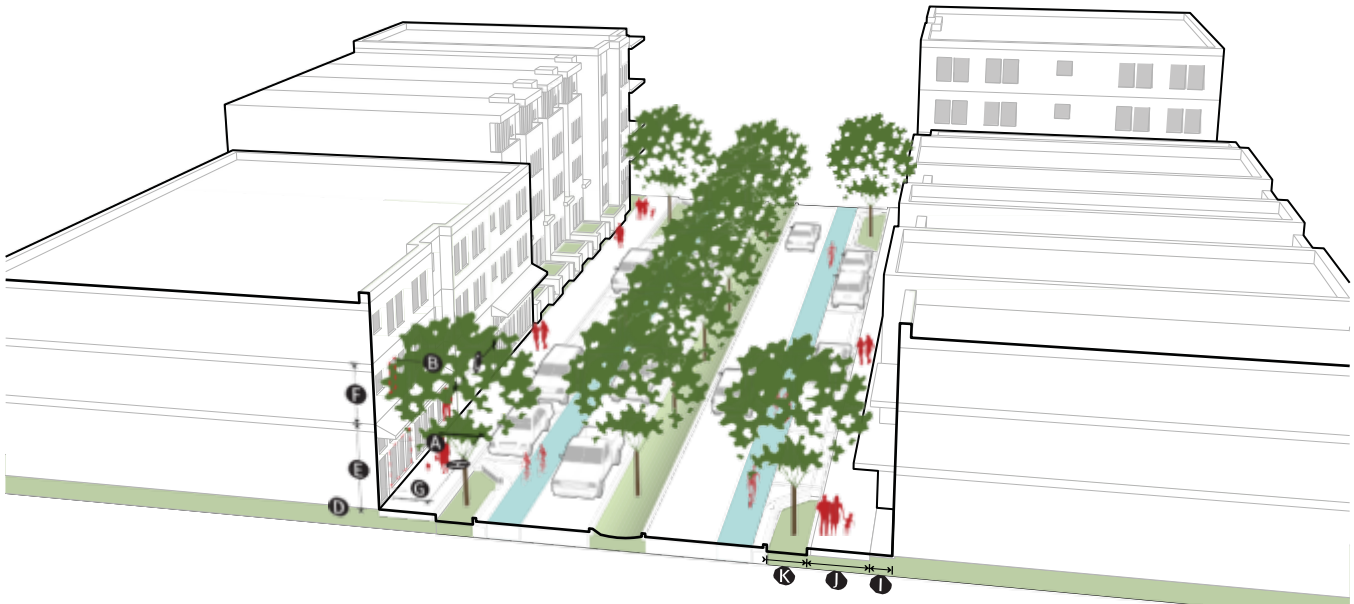
B	Primary Street	5' min
C	Secondary Street	5' min
D	Side: common line	0' min
E	Rear: common line	0' min

Building Height		
A	Maximum height	6 stories
B	Minimum height	2 stories
Building Massing		
C	Street-facing building length	300'

*No on-site surface parking is allowed between buildings and the street.

A- No more than 15% of required parking may be surface parking. Structured parking is required for all residential development. Commercial may have surface parking. Residential parking shall be structured parking. Commercial may be surface parking and shall be screened from the right of way, public open space, and trails.

(6) PUBLIC REALM



The public realm standards below apply to all streets, unless noted otherwise.

Residential
Ground Floor

Nonresidential
Ground Floor

Transparency

A	Ground story	30% min	50% min
B	Upper story	25% min	25% min
C	Blank wall length	30' max	30' max

Story Height

D	Ground floor elevation	16" min/ 5' max	0' min/ 2' max
E	Ground story: floor to floor	12' min	14' min
F	Upper story: floor to floor	9' min	9' min

Pedestrian Access

G	Entrance facing primary street	Required	Required
H	Entrance spacing along primary street	75' max	100' max

Building Elements Allowed

Awning/canopy	◆	◆
Balcony	◆	◆
Forecourt	◆	◆
Gallery		◆
Porch	◆	◆
Stoop	◆	◆

Setbacks

I	Primary/side street	0' min/15' max
----------	---------------------	----------------

Sidewalk*

J	Clear pedestrian zone	6' min
----------	-----------------------	--------

Street Tree/Furniture Zone*

K	Street tree/furniture zone depth	6' min
	Treespacing	30' avg. on-
	Treespacing	30' avg. on-center

CHAPTER 7 HISTORIC DISTRICT CBD (HD)

Historic District CBD Context	7-2
(1) General Character	7-2
(2) Built Environment	7-2
(3) Streets and Blocks	7-2
(4) Parking and Mobility Options	7-2
Historic District	7-3
(1) Summary	7-3
(2) Lot Parameters	7-4
(3) Building Placement	7-4
(4) Access/Parking Location	7-5
(5) Height and Mass	7-5
(6) Public Realm	7-6

Historic CBD



(1) General Character

The Historic Central Business District (CBD) consists of medium- intensity residential, retail, commercial, and restaurants. Retail shops and restaurants are predominant. Commercial activity is ~~limited-typically to~~ mixed use in multi-family residential over retail/restaurants or commercial. Focus is given to historic character of the Main Street design and form. Priority is given to pedestrians and bicyclists.

(2) Built Environment

Buildings can be up to 4 stories in height and are typically built to the edge of the sidewalk (see height map). Parking must be to the rear of the building(s) or screened from primary streets. Building coverage is high.

(3) Streets and Blocks

Streets and rights-of-way are typically narrower in width. A rectilinear grid of streets frames a regular pattern of mid-sized, walkable blocks. Alleys are often present. Block shapes and sizes are relatively consistent. The typical block pattern includes detached and attached sidewalks, street trees, on- street and surface parking, and open space and landscaping. Residential and commercial access is typically via secondary streets and shared service drives to structured parking. Surface parking is severely limited.

(4) Parking and Mobility Options

Parking is primarily provided on-street and in structured or public surface facilities. Parking is located to the rear of buildings. In street design, priority is given to pedestrians and bicyclists. There is access to multiple modes of transportation and frequent pedestrian activity.

(1) SUMMARY



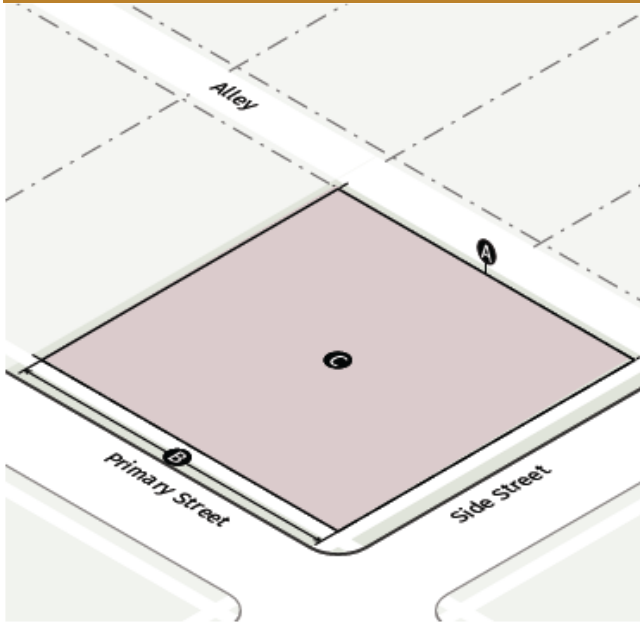
Intent

The Historic CBD is intended to accommodate a variety of residential, retail, service and commercial building uses in a storefront environment. Uses are flexible but tall ground floors with large areas of transparent glazing are required to accommodate retail and restaurant uses. Focus is given to historic character of the Main Street and design and form in the district follow these queues.

Lot Types

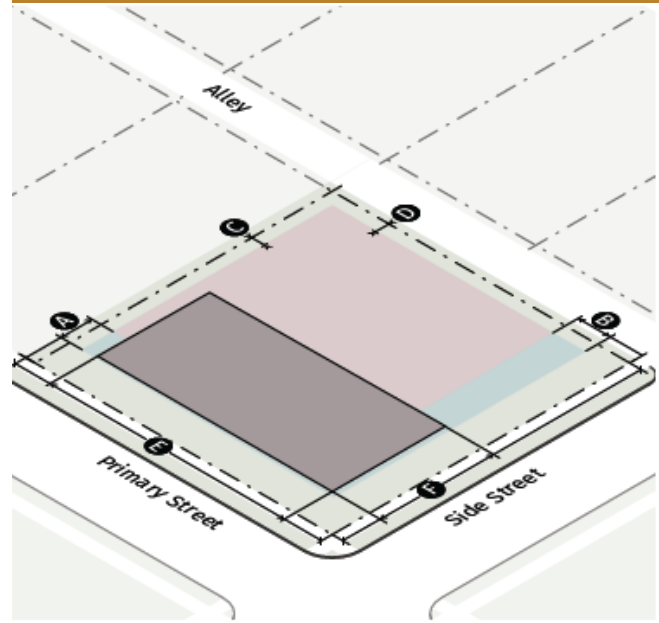
Commercial/Mixed-Use

(2) LOT PARAMETERS



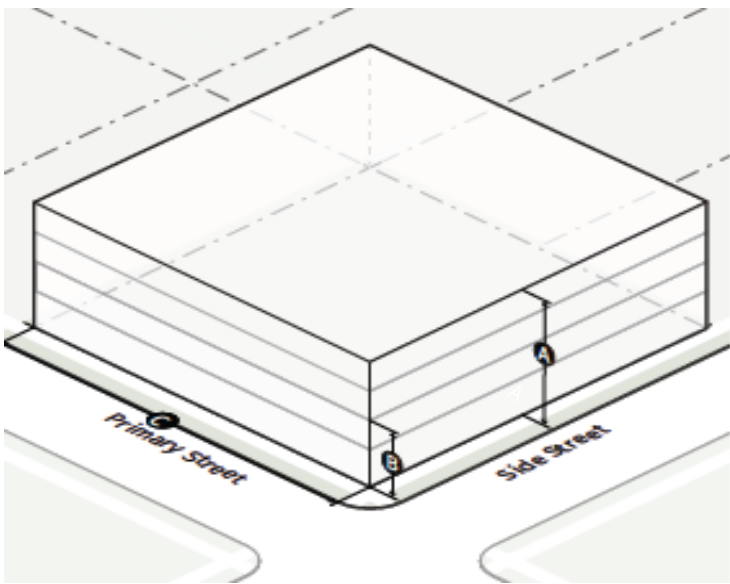
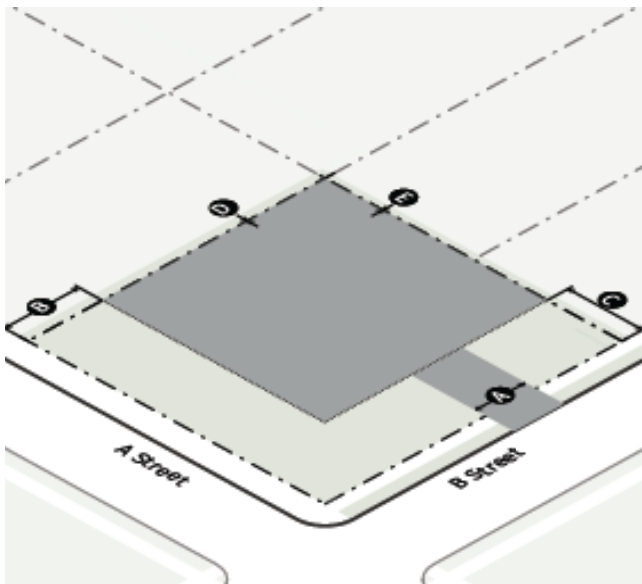
Lot	A Area	B Width
All lot types	5,000 SF min	50' min
Specification		
C Building coverage		100% max

(3) BUILDING PLACEMENT



Building Setbacks		
A Primary Street		0'-10max
B Side Street		
C Side, Common lot line/alley		0'min
D Rear/alley		5' min
Lot Frontage		
E Primary Street		80% min
F Side Street		40% min

(5) HEIGHT AND MASS



Access

New street curb-cuts allowed per lot Determined by the Director

A Driveway width in setback 20' max

***Parking Setbacks**

B Primary street 10' min

C Side: common lot line 10' min

D Rear: common lot line 5' min

*No on-site surface parking is allowed between buildings and the street.
No more than 15% of required parking may be surface parking. Structured parking is required for all residential development. Commercial may have surface parking.
No on-site surface parking is allowed between buildings and the street. Structured parking and rear parking is encouraged.

Building Height

Maximum height

A Within 30' of Main Street 3 stories

A Remaining area 4 stories

B Minimum height 1 stories

Building Mass

C Street-facing building length 60' max

(6) PUBLIC REALM



The public realm standards below apply to all streets, unless noted otherwise.

Transparency

A Ground story	75% min
B Upper story	25% min
C Blank wall length	30' max
Story Height	
D Ground floor elevation	0' min/2' max
E Ground story, floor to floor	13' min
F Upper story: floor to floor	9' min
Entrance facing primary street	Required
Building Elements Allowed	
Awning/canopy	◆
Balcony	◆
Forecourt	◆
Gallery	◆
Porch	
Stoop	

Setbacks

Primary/side street	0' min/10' max
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Sidewalk*

Clear pedestrian zone	6' min
Street tree/Furniture zone	
Street tree/furniture zone depth**	6' min
Tree spacing**	Property corners

*Where there is insufficient ROW to meet the minimum requirements, the Director may approve modifications. **Not allowed on street corners.

Chapter 8. LANDSCAPE

Applicability.....	10-2	Structural Screening.....	10-5
(1) New Construction	10-2	(1) Service Areas	10-5
(2) Additions	10-2	(2) Wall-Mounted Equipment	10-5
(3) Maintenance and Repair	10-2	(3) Roof-Mounted Equipment	10-5
(4) Change in Use	10-2	(4) Ground-Mounted Equipment	10-6
Buffers	10-2	Plant Material	10-6
(1) Landscape Buffers Required	10-2	(2) Understory Trees	10-6
(2) Location	10-3	(3) Overhead Utilities	10-6
(3) Encroachments	10-3	Walls and Fences.....	10-7
Parking Lots	10-3	(1) Materials	10-7
(1) Applicability	10-3	(2) Location	10-7
(2) Interior Islands	10-3	(3) Height	10-7
(3) Median Islands	10-4	Maintenance	10-7
(4) Perimeter Planting	10-4		
(5) Curbing	10-4		

Applicability

(1) New Construction

Any new building or site improvement must comply with the landscape requirements of this Division.

(2) Additions

- A. When an existing building is increased in gross floor area or the site area is improved by up to 25% cumulatively, the landscape requirements of this Division apply to the additional area only.
- B. When an existing building is increased in gross floor area or the site area is improved by more than 25% cumulatively, the entire site must conform to the landscape requirements of this Division.

(3) Maintenance and Repair

An existing building, use or site may be repaired, maintained or modernized without conforming to the landscape requirements of this Division, provided there is no increase in gross floor area or improved site area.

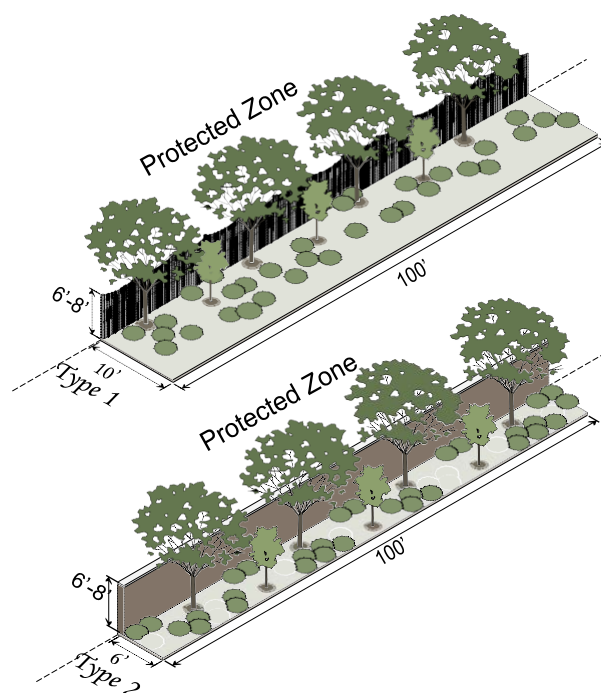
(4) Change in Use

A change in use does not trigger the application of the landscape requirements of this Division except when there is a specific standard requiring landscape for the new use, such as a required landscape buffer.

Sec. 38-747. Buffers

(1) Landscape Buffers Required

One of the following buffer options is required along any perimeter lot line where screening is required.



	Type 1	Type 2
Depth	15' min	10' min
Wall Height	--	Required Min: 6' Max: 8'
Fence Height	Required Min: 6' Max: 8'	--
Shade Trees (per 100')	4 min	4 min
Understory Trees (per 100')	3 min	3 min
Shrubs (per 100')	30 min	30 min

A. Trees in a Buffer

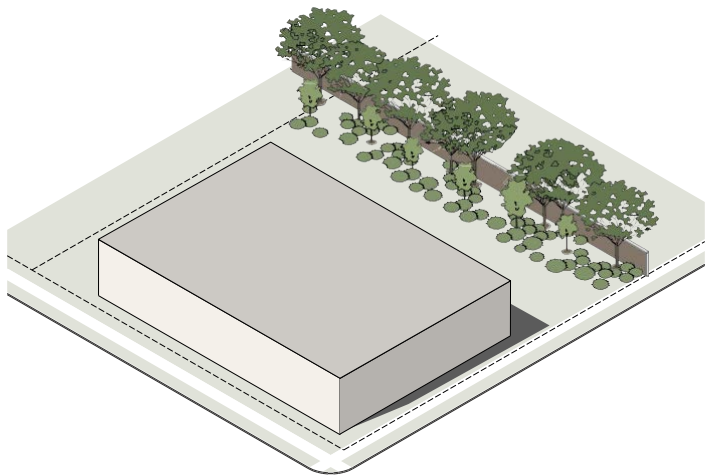
Trees must be distributed with a maximum spacing of 30 feet on center.

B. Shrubs in a Buffer

75% of all shrubs planted to meet the buffer requirements must be evergreen and be of a species that under typical conditions are expected to reach a height and spread of 4 feet within 3 years of planting. All shrubs must be a minimum of 2 feet tall when planted.

(2) Location

- A. A required buffer must be located within the outer perimeter of the lot, parallel to and extending to the property boundary line. A required buffer must be provided along the entire property line immediately abutting the protected zone.



- B. A required buffer may not be located on any portion of an existing, dedicated or reserved right-of-way.

(3) Encroachments

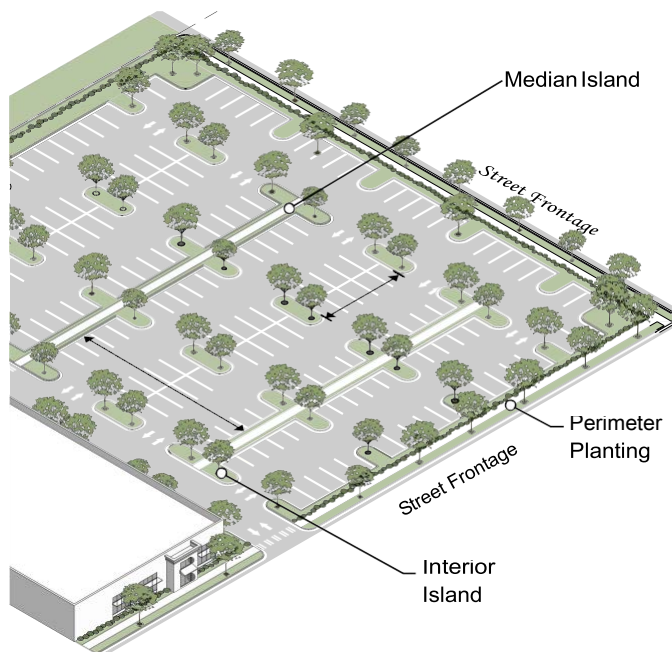
- A. The parking of vehicles and the placement of buildings, signs or structures, except for walls and fences, is not allowed in a required buffer.
- B. Breaks for pedestrian, bicycle and vehicle access are allowed. Driveways or walkways must cross a buffer at or near a perpendicular angle.

Parking Lots

(1) Applicability

Parking lot landscaping is required for all on-site surface vehicle parking areas. Multiple platted lots contained on a single site plan, under one owner

or development entity, and any separate parking areas connected with drive aisles are considered a single parking area.



(2) Interior islands

- A. Parking lots must be planted with trees at a minimum rate of 1 tree for every 10 parking spaces. Tree must be located within the parking lot. Required Perimeter Planting may not be substituted for Parking Lot Trees.
- B. A landscaped interior island must be provided every 10 parking spaces and at the end of every parking row and planted with at least one tree.
- C. An interior island abutting a single row of parking spaces must be a minimum of 13.5 feet in width and 200 square feet in area. This island must include 1 shade tree.
- D. An interior island abutting a double row of parking spaces must be a minimum of 13.5 feet in width and 400 square feet in area. This island must include 2 shade trees.

(3) Median Islands

- A. A landscape median island must be provided between every 4 single rows of parking. Intervals may only be modified in order to preserve existing trees.
- B. To accommodate green infrastructure, any landscape median island must be a minimum of 6 feet wide. A landscape median island with a pedestrian walkway must be a minimum of 12 feet wide.

(4) Perimeter Planting

A. Perimeter Planting Required

Perimeter planting is required along the outer perimeter of the entire parking area. Breaks for pedestrian, bicycle and vehicular access are allowed.

B. Trees Required

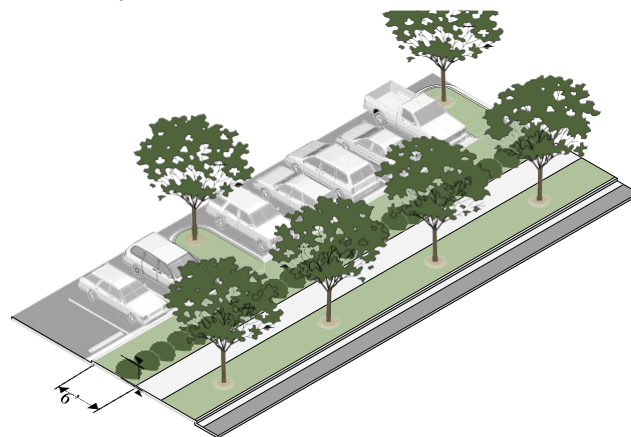
- 1. Class I shade trees are required and must be planted at an average rate of 30 feet on center along the entire perimeter. Any location where a tree is planted must have a minimum width of 6 feet.
- 2. Where Class I shade trees are planted in the abutting right-of-way at an average of 30 feet on center, they may substitute for shade trees required in the perimeter area.

C. Plant Material Options

The following options are considered equally acceptable for perimeter planting.

1. Perimeter Planting with Shrubs

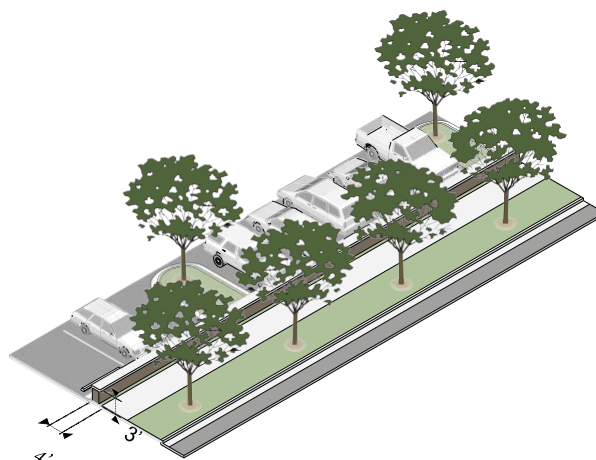
- a. A minimum 6-foot wide landscape strip planted with a continuous row of shrubs.



- b. All required shrubs must be of a species that under typical conditions are expected to reach a minimum height and spread of 3 feet within 3 years of planting. All shrubs must be a minimum of 2 feet tall when planted.

2. Perimeter Planting with Wall

A minimum 4-foot wide landscape strip including shrubs, vines, ornamental grasses or ground cover with a minimum 3-foot high wall.



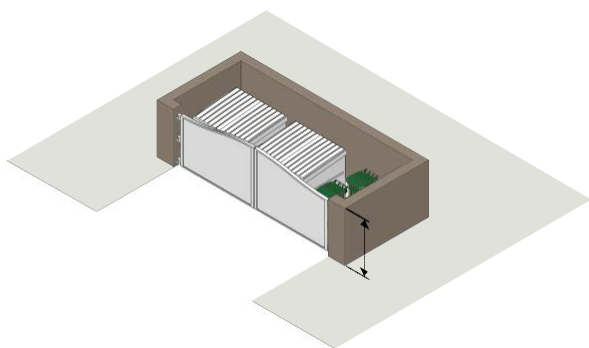
(5) Curbing

Curbing, when provided, must have openings to allow drainage to enter and percolate through landscaped areas.

Structural Screening

(1) Service Areas

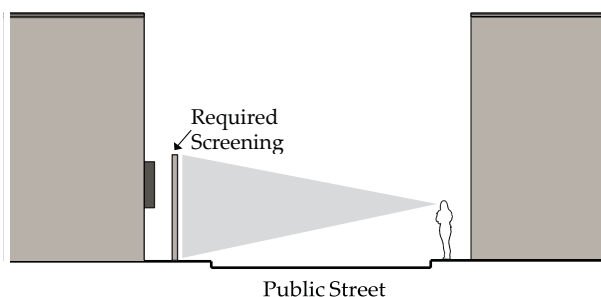
- A. Trash and recycling collection and other similar service areas must be located to the side or rear of buildings.
- B. Service areas must be screened on 3 sides by a wall a minimum of 6 feet in height or to the top of the equipment, whichever is higher up to 8 feet maximum. Service areas must be screened on the 4th side by a solid gate at a minimum of 6 feet in height.



- C. The gate and wall must be maintained in good working order and must remain closed except when trash pick-ups occur.

(2) Wall-Mounted Equipment

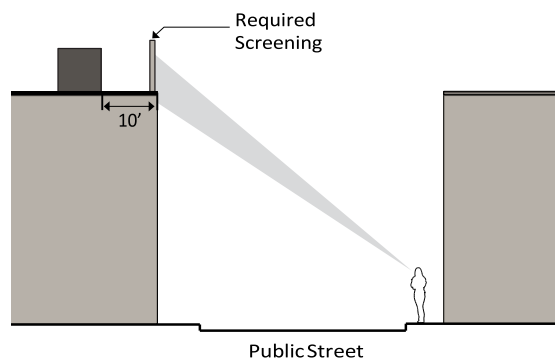
- A. Wall-mounted equipment located on any surface that is visible from a public street (not including alleys) must be fully screened by landscape or an opaque wall or fence that matches the principal building in terms of texture, quality, material and color.



- B. Screening must be of a height equal to or greater than the height of the mechanical equipment being screened.

(3) Roof-Mounted Equipment

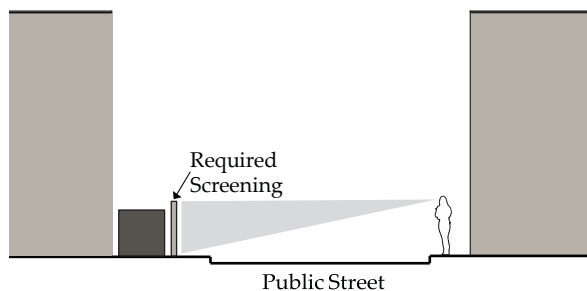
- A. Roof-mounted equipment must be set back at least 10 feet from the edge of the roof.
- B. New buildings must provide a parapet wall or other architectural element that matches the principal building in terms of texture, quality, material and color that fully screens roof-mounted equipment from ground level view at the public street.



- C. For buildings with no or low parapet walls, roof-mounted equipment must be screened on all sides by an opaque screen that matches the principal building in terms of texture, quality, material and color.
- D. Roof-mounted solar panels are exempt from set back and screening requirements.

(4) Ground-Mounted Equipment

- A. Ground-mounted mechanical equipment that is visible from a public street (not including an alley) must be fully screened by landscape or an opaque wall or fence that is compatible with the principal building in terms of texture, quality, material and color.



- B. Screening must be of a height equal to or greater than the height of the mechanical equipment being screened.

Plant Material

(1) General Provisions

- A. Plant material standards only apply to landscape that is required by this Code.
- B. Plant materials must be locally hardy to their specific planting location.
- C. Plant materials must be able to survive on natural rainfall once established with no loss of health.
- D. Plant material is measured per American Standards for Nursery Stock, Latest Edition.
- E. No artificial plants, trees, or other vegetation may be installed as required landscape.
- F. Required landscape must be installed for full root contact with the surrounding subgrade. Planters planted on paved surfaces are not permitted.

(2) Understory Trees

- A. Understory trees (Class II Shade Trees) planted to meet the landscape requirements must be a locally-adapted species with an expected mature height of at least 20 feet and an expected mature crown spread of at least 10 feet.
- B. Single-stem understory trees planted to meet the landscape requirements must have a minimum caliper of 2 inches and have a 5-foot clear trunk before branching.
- C. Multi-stem understory trees planted to meet the landscape requirements must have a specified caliper of 2½ inches including one stem measuring 2 inches and have a 5-foot clear trunk before branching.

(3) Overhead Utilities

Overhead utilities shall be placed underground.

Where utilities, such as meters and conduit are exposed screening trees must be planted sufficiently to screen the utilities.

Walls and Fences

(1) Materials

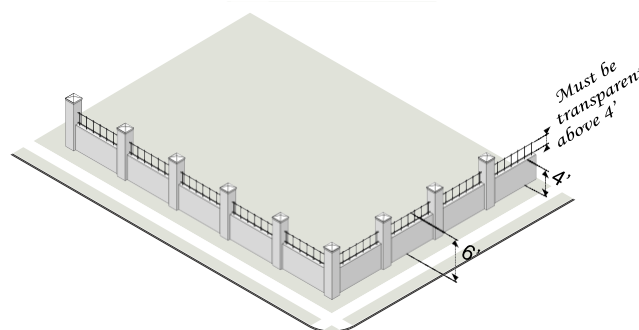
- A. Walls must be constructed of high quality materials including decorative blocks, brick, stone, cast-stone, split-faced block, stucco over standard concrete masonry blocks or glass block.
- B. Fences must be decorative and constructed of high quality materials including; wrought iron; composite fencing or aluminum.
- C. No wall or fence may be constructed of tires, junk, or other discarded materials.
- D. Chain-link fence, barbed wire or concertina wire is not permitted.
- E. A wall or fence in a required buffer, or used as a required screen, must be opaque.

(2) Location

- A. No wall or fence may be located within any required drainage or utility easement.
- B. The finished face of all walls and fences must be located toward the abutting property.
- C. For walls and fences located along a public right-of-way, the maximum length of a continuous, unbroken and uninterrupted fence or wall plane is 50 feet. Breaks must be provided through the use of columns or offsets.

(3) Height

- A. Wall or fence height is measured from the subject property grade to the highest point of the fence.
- B. A wall or fence located in a side or rear setback may be no more than 8 feet in height. Fences over 6 feet require a building permit.
- C. A wall or fence located in a primary or side street setback may be no more than 6 feet in height, provided the area of the wall or fence above 4 feet in height is transparent.



- D. A wall or fence in a required buffer or used as a required screen may be no less than 6 feet and no more than 8 feet in height.

Maintenance

The property owner is responsible for maintaining all required landscape in good health and condition and the removal of any litter that has accumulated in landscaped areas. Any dead, unhealthy, damaged or missing landscape and screening must be replaced with landscape and screening that conforms to this chapter within 90 days (or within 180 days where weather concerns would jeopardize the health of plant materials). Any changes to required landscape elements require the submittal of a new site plan and City approval prior to construction.

Chapter 9. SITE LIGHTING

Applicability.....	12-2
(1) New Fixtures	12-2
(2) Existing Fixtures	12-2
(3) Additions	12-2
(4) Change in Use	12-2
Lighting Standards.....	12-2
(1) Light Level Measuring	12-2
(2) Prohibited Sources	12-2
(3) Design and Installation	12-2
(4) Parking and Pedestrian Areas	12-2
(5) Flood Lights and Flood Lamps	12-3
(6) Vehicular Canopies	12-3
(7) Building Lighting	12-4

Applicability

(1) New Fixtures

All lighting fixtures installed after the effective date of this Town Center Code must conform to all applicable standards and requirements of this Chapter.

(2) Existing Fixtures

- A. Routine maintenance, including changing the lamp, ballast, starter, photo control, fixture housing, lens and other required components, is allowed for all existing fixtures.
- B. The installation of site lighting, replacement of site lighting and changes to existing light fixture wattage, type of fixture, mounting or fixture location must be made in compliance with this Division.

(3) Additions

When an existing building, use or site is increased in gross floor area or improved site area by more than 25% cumulatively, both the existing building, use or site and the additional floor or site area must conform to the lighting requirements of this Division.

(4) Change in Use

A change in use does not trigger application of this Chapter.

Sec. 38-757. Lighting Standards

(1) Light Level Measuring

- A. Light levels are specified, calculated and measured in footcandles. All footcandles values are maintained footcandles.
- B. Measurements are to be made at ground level, with the light-registering portion of the meter held parallel to the ground pointing up.

(2) Prohibited Sources

The following light fixtures and sources cannot be used:

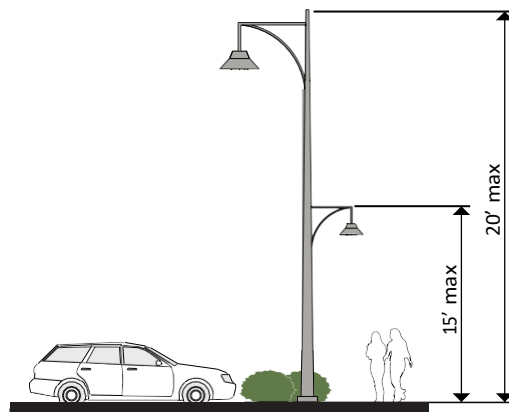
- A. Cobra-head-type fixtures having dished or drop lenses or refractors, which contain sources that are not incandescent;
- B. Temporary searchlights and other high-intensity narrow-beam fixtures; and
- C. Light sources that lack color correction or do not allow for uniform site lighting.

(3) Design and installation

- A. The maximum light level of any light fixture cannot exceed 0.5 footcandles measured at the property line of any Low Density Residential zone and 2.0 footcandles measured at the right-of-way line of a street.
- B. Lighting must not be oriented onto adjacent properties, streets or sidewalks.
- C. Service connections for all freestanding lighting fixtures must be installed underground.

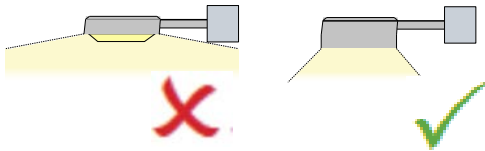
(4) Parking and Pedestrian Areas

- A. Light fixtures within vehicle parking areas may be no higher than 20 feet.
- B. Light fixtures within pedestrian areas may be no higher than 15 feet.

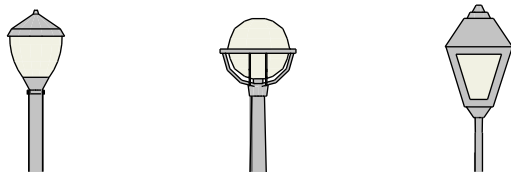


- C. Light fixtures located within 50 feet of the property line of a protected zone may be no higher than 15 feet.

- D. Light fixtures within 25 feet of a street right-of-way (not including an alley) must be forward throw fixtures.
- E. All light fixtures must be full cutoff, except as listed in paragraph F. below.

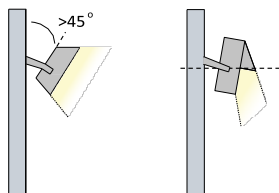


- F. Non-cutoff (unshielded) fixtures can be used for street lighting or when the maximum initial lumens generated by each fixture is less than 9,500 initial lamp lumens. These fixtures generally feature globes or vertical glass planes and must be coated with an internal white frosting to diffuse light.

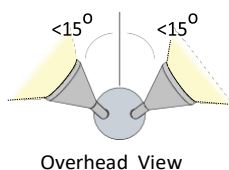


(5) Flood Lights and Flood Lamps

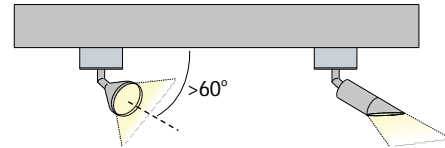
- A. Flood light fixtures must either be aimed down at least 45 degrees from vertical or the front of the fixture shielded so that no portion of the light bulb extends below the bottom edge of the shield.



- B. Any flood light fixture located within 50 feet of a street right-of-way must be mounted and aimed perpendicular to the right-of-way, with a side-to-side horizontal aiming tolerance not to exceed 15 degrees.



- C. All flood lamps emitting 1,000 or more lumens must be aimed at least 60 degrees down from horizontal or shielded so that the main beam is not visible from adjacent properties or the street right-of-way.

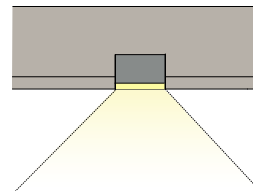


(6) vehicular Canopies

Lighting under vehicular canopies must be less than 24 maintained footcandles and be designed to prevent glare off-site. Acceptable lighting designs include the following:

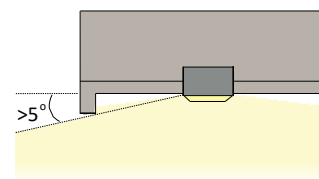
- A. Recessed

Recessed fixture incorporating a lens cover that is either recessed or flush with the bottom surface of the canopy;



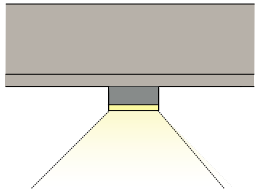
- B. Shielded

Light fixture incorporating shields or is shielded by the edge of the canopy itself, so that light is restrained to 5 degrees or more below the horizontal plane;



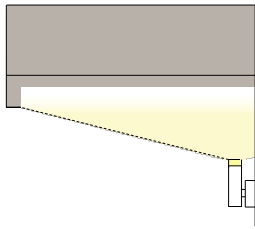
C. Surface Mounted

Surface mounted fixture incorporating a flat glass that provides a cutoff design or shielded light distribution; or



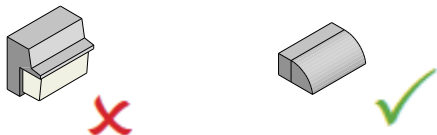
D. Indirect

Indirect lighting where light is beamed upward and then reflected down from the underside of the canopy, provided the fixture is shielded so that direct illumination is focused exclusively on the underside of the canopy.



(7) Building Lighting

- A. Lighting fixtures must be selected, located, aimed and shielded so that direct illumination is focused exclusively on the building facade, plantings and other intended site features and away from adjoining properties and the street right-of-way.
- B. All wall pack fixtures must be full cutoff fixtures.



- C. Only lighting used to accent architectural features, landscape or art may be directed upward, provided that the fixture is located, aimed or shielded to minimize light spill into the night sky.