

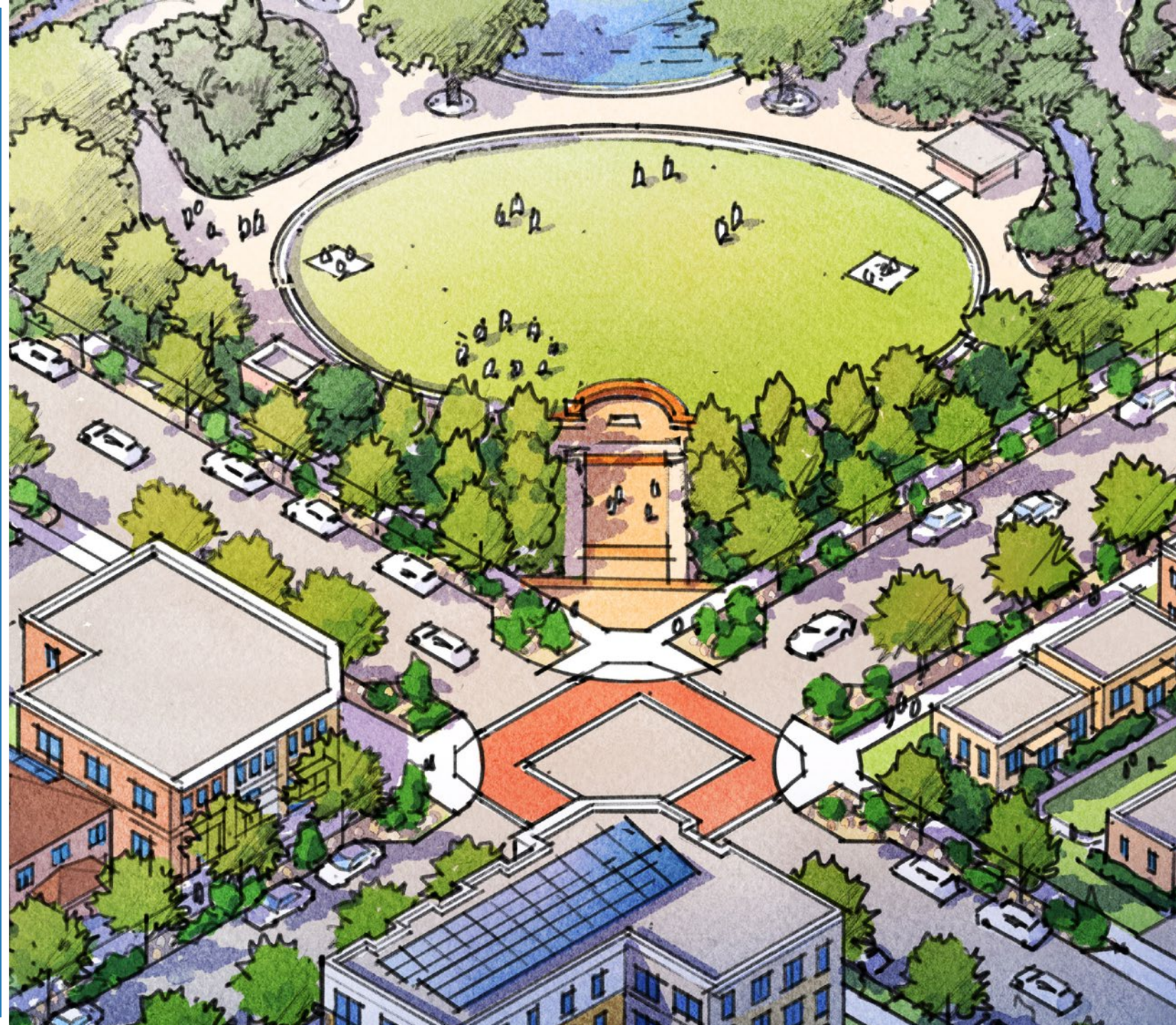
PLANNING COMMISSION MEETING

Pomona Zoning Update

Draft Code Overview



July 26, 2023



TONIGHT'S MEETING TOPICS

Section 1 Introduction

Section 2 How to Use the Code

Section 3 Modular Zoning

Section 4 Zoning Districts

Section 5 Next Steps + Q/A

UPCOMING MEETING TOPICS

Meeting 2 (8.9.23) Design Tools (Form, Frontage + Site)

Meeting 3 (8.23.23) Use Tools and Decisions (Use + Admin)

SECTION 1

[Introduction]



PROJECT TIMELINE

- July - September 2021** Kick-Off w/ Initial Commission Discussions
- October 2021 - March 2022** General Plan Implementation; Spatial Analysis
- April - May 2022** Community Engagement (27 pop-up events)
- June 2022** Summary of Outreach Efforts
- July 2022 - July 2023** Drafting Ordinance + Map with Additional Commission Discussions



WE HAVE A PUBLIC REVIEW DRAFT!



Appendix I City of Pomona Zoning & Development Code

DRAFT
July 24, 2023

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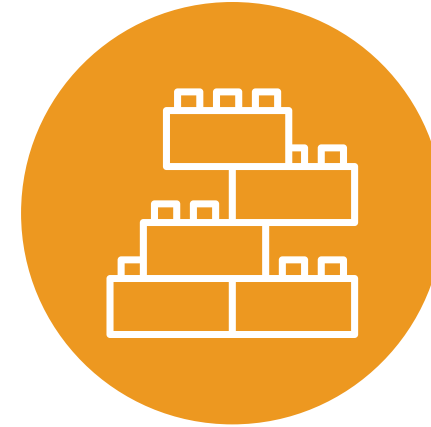


HOW IS IT DIFFERENT THAN THE OLD CODE?



A REFRESHED ZONING CODE

- Replaces outdated rules with contextually appropriate best practices
- Replaces arbitrary or difficult standards with measurable and quantifiable standards
- Introduces graphics and user-friendly navigation



A MODULAR ZONING CODE

- Aligns zoning with General Plan
- Predictable results in compliance with SB 330
- Eliminates the need for Urgency Ordinance No. 4306
- Flexibility for nuanced standards to implement future planning policies



WHAT'S NOT INCLUDED?

+ Updated Sign Rules

Part 6 | Site

**PART 6.
SITE**

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Part 6 | Site

Sec. 630. Signs
 See Chapter 42. (Signs).

Sec. 640. Environmental Protection

640.A. Outdoor Lighting

1. Intent
 To provide exterior lighting standards to support a variety of environments and to minimize the negative impacts of lighting on adjacent uses and users of the public realm.

2. Applicability

a. New Fixtures
 All lighting fixtures installed after the effective date of this Ordinance.

b. Existing Fixtures

1. Routine maintenance, including changing the lamp, ballast, starter, photo control, fixture housing, lens and other required components, is allowed for all existing fixtures.
2. 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 Section.

3. Standards

a. Lighting Sources Not Permitted
 The following light fixtures and sources cannot be used:

1. Cobra-head-type fixtures having dished or drop lenses or refractors, which contain sources that are not incandescent.
2. Temporary searchlights and other high-intensity narrow-beam, moving fixtures that shine light directly up to the sky.

b. Lighting Sources Permitted

1. The maximum light level of any light fixture measured at the right-of-way line of a street cannot exceed an average of 2.5 footcandles. The uniformity ratio should be no more than 4:1.
2. Light sources must have a Color Rendering Index (CRI) value of 80 or higher.
3. Lighting cannot be oriented onto adjacent properties, streets or sidewalks.
4. Service connections for all freestanding lighting fixtures must be installed underground.

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Pomona, California | Zoning & Development Code

6-67



WHAT'S NOT INCLUDED?

+ Updated Sign Rules

Still crossreferences to
MUNICODE

Part 6 | Site

Sec. 630. **Signs**
See Chapter 42. (Signs).

Sec. 640. **Environmental Protection**

640.A. **Outdoor Lighting**

1. **Intent**
To provide exterior lighting standards to support a variety of environments and to minimize the negative impacts of lighting on adjacent uses and users of the public realm.

2. **Applicability**

a. **New Fixtures**
All lighting fixtures installed after the effective date of this Ordinance.

b. **Existing Fixtures**

- Routine maintenance, including changing the lamp, ballast, starter, photo control, fixture housing, lens and other required components, is allowed for all existing fixtures.
- 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 Section.

3. **Standards**

a. **Lighting Sources Not Permitted**
The following light fixtures and sources cannot be used:

- Cobra-head-type fixtures having dish or drop lenses or refractors, which contain sources that are not incandescent.
- Temporary searchlights and other high-intensity narrow-beam, moving fixtures that shine light directly up to the sky.

b. **Lighting Sources Permitted**

- The maximum light level of any light fixture measured at the right-of-way line of a street cannot exceed an average of 2.5 footcandles. The uniformity ratio should be no more than 4:1.
- Light sources must have a Color Rendering Index (CRI) value of 80 or higher.
- Lighting cannot be oriented onto adjacent properties, streets or sidewalks.
- Service connections for all freestanding lighting fixtures must be installed underground.

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Pomona, CA

Publications

<p>City Code</p> <p>Online content updated on January 23, 2023</p> <p>BROWSE »</p>	<p>Zoning</p> <p>Online content updated on March 12, 2010</p> <p>BROWSE »</p>
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Documents

This municipality does not host any other documents online.

505 South Garey Ave Pomona, CA 91766

www.ci.pomona.ca.us

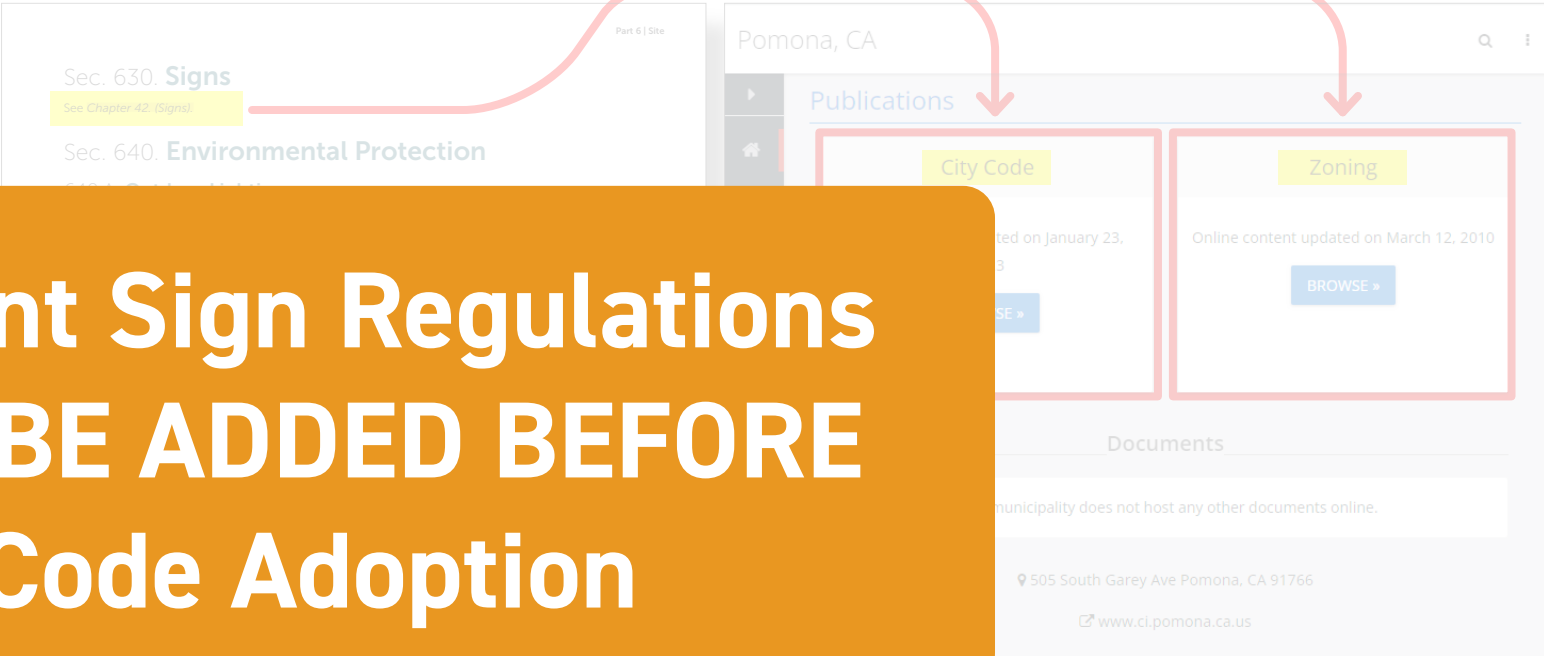


WHAT'S NOT INCLUDED?

+ Updated Sign Rules

**Current Sign Regulations
WILL BE ADDED BEFORE
Final Code Adoption**

Still crossref
MUNICODE



1. The maximum light level of any light fixture measured at the right-of-way line of a street cannot exceed an average of 2.5 footcandles. The uniformity ratio should be no more than 4:1.
 2. Light sources must have a Color Rendering Index (CRI) value of 80 or higher.
 3. Lighting cannot be oriented onto adjacent properties, streets or sidewalks.
 4. Service connections for all freestanding lighting fixtures must be installed underground.
- DRAFT July 24, 2023 Pomona, California | Zoning & Development Code 6-67



WHAT'S NOT INCLUDED?

- + Updated Sign Rules
- + Fully Updated Landscape Rules

Part 6 | Site

PART 6.
SITE

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Part 6 | Site

Sec. 620. Landscaping & Screening

620.A. Parking Lots

1. Intent

To ensure parking lots are designed to create safe, comfortable and attractive environments for users and pedestrians, while also mitigating heat island effects, absorbing noise pollution, managing stormwater runoff, sequestering carbon emissions and supporting urban biodiversity through landscaping and surface design.

2. Applicability

- a. Perimeter landscape is required on all on-site surface parking lots.
- b. Interior landscape is required on all on-site surface parking lots serving 20 or more parking spaces.

3. Standards

- a. **Perimeter Landscape**
 - 1. A Transition Buffer may be required between the motor vehicle use area and a common lot line (Sec. 7B.X).
 - 2. A Frontage Screen may be required between the motor vehicle use area and a street lot line (Sec. 7B.X).
- b. **Interior Landscape**
 - 1. **Interior Islands**
 - i. A landscape interior island must be provided every 10 parking spaces. Interior islands must be distributed evenly throughout the parking lot. Interior islands may be consolidated or intervals may be expanded in order to preserve existing trees.
 - ii. An interior island abutting a single row of parking spaces must be a minimum of 9 feet in width and 150 square feet in area. Each island must include 1 large tree.
 - iii. An interior island abutting a double row of parking spaces must be a minimum of 9 feet in width and 300 square feet in area. Each island must include 2 large trees.
 - iv. Interior islands must be installed below the level of the parking lot surface to allow for runoff capture.

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WHAT'S NOT INCLUDED?

- + Updated Sign Rules
- + 100% Updated Landscape Rules

Still includes
NEW STANDARDS for
parking and screening

Part 6 | Site

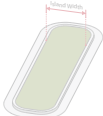
2. Median Islands

- i. A landscape median island must be provided between every 4 single parking rows. Intervals may be expanded to preserve existing trees.
- ii. A median island must be at least 6 feet wide. A median island with a pedestrian walkway must be a minimum of 12 feet wide.



4. Measurement

Interior and median island width is measured as the narrowest horizontal dimension from one edge of an island to the opposite edge.



5. Relief

A change to a parking lot landscaping dimensional standard of up 10% may be requested in accordance with Sec. 13.X. (Adjustments).

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Part 6 | Site

2. Buffer Type Standards

i. Buffer Type I

Narrow landscape buffer with a wall or fence.



BUFFER AREA	
Ⓐ Depth (min)	7
Large trees (min per 50')	3
WALL OR FENCE	
Ⓑ Height (min)	6'
Opacity (min)	90%
Setback from property line (min)	0'
UPPER-STORY SETBACK	
Not required	

ii. Buffer Type II

Narrow landscape buffer with a high wall or fence.



BUFFER AREA	
Ⓐ Depth (min)	7
Large trees (min per 50')	3
WALL OR FENCE	
Ⓑ Height (min)	8'
Opacity (min)	90%
Setback from property line (min)	0'
UPPER-STORY SETBACK	
Not required	

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WHAT'S NOT INCLUDED?

- + Updated Sign Rules
- + 100% Updated Landscape Rules

Will include more existing rules that supplement 'MWELO'

The screenshot shows a Westlaw document titled "Chapter 2.7. Model Water Efficient Landscape Ordinance". The document is part of the California Code of Regulations, specifically Title 23, Waters, Division 2, Department of Water Resources. The document lists various sections including Purpose, Applicability, Definitions, Provisions for New Construction or Rehabilitated Landscapes, Compliance with Landscape Documentation Package, Penalties, Elements of the Landscape Documentation Package, Water Efficient Landscape Worksheet, Soil Management Report, Landscape Design Plan, Irrigation Design Plan, Grading Design Plan, and Certificate of Completion. A red box highlights the title, and a red arrow points to it from the text on the left.



WHAT'S NOT INCLUDED?

- + Updated Sign Regulations
- + 100% Updated Landscape Regulations

**Existing Regulations
WILL BE ADDED BEFORE
Final Code Adoption**

Will include *new* existing rules that supplement 'MWELO'

The screenshot shows the Westlaw interface for California Code of Regulations. The main content area lists draft regulations under the heading "Landscape Design Plans":

- [§ 492.6 Landscape Design Plan](#)
- [§ 492.7 Irrigation Design Plan](#)
- [§ 492.8 Grading Design Plan](#)
- [§ 492.9 Certificate of Completion](#)

Other visible text includes "THOMSON REUTERS WESTLAW California Code of Regulations" in the header, "Part 6 | Site" and "2. Median Islands" in the left sidebar, and "2. Buffer Type Standards" in the right sidebar. A table on the right side of the page shows various standards, including "Type II" and "buffer with a high wall or fence".



WHAT'S NOT INCLUDED?

- + Updated Sign Rules
- + 100% Updated Landscape Rules
- + Streets

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Part 9 | Streets

PART 9. STREETS

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WHAT'S NOT INCLUDED?

- + Updated Sign Rules
- + 100% Updated Landscape Rules
- + Streets

Ongoing under separate contract

Part 9 | Streets

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Part 9 | Streets

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PLEASE WAIT...



SECTION 2

[How to Use the Code]



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- Code + Map Structure
- Legal Requirements
- Modular Zoning 'How To'

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- Where to Find Each District's Applicable Modules

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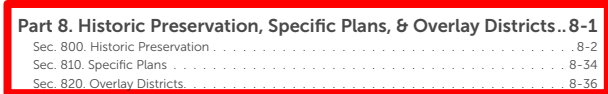
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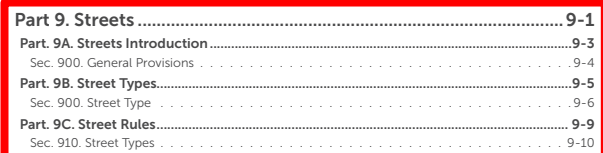
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August 23rd
PC MEETING

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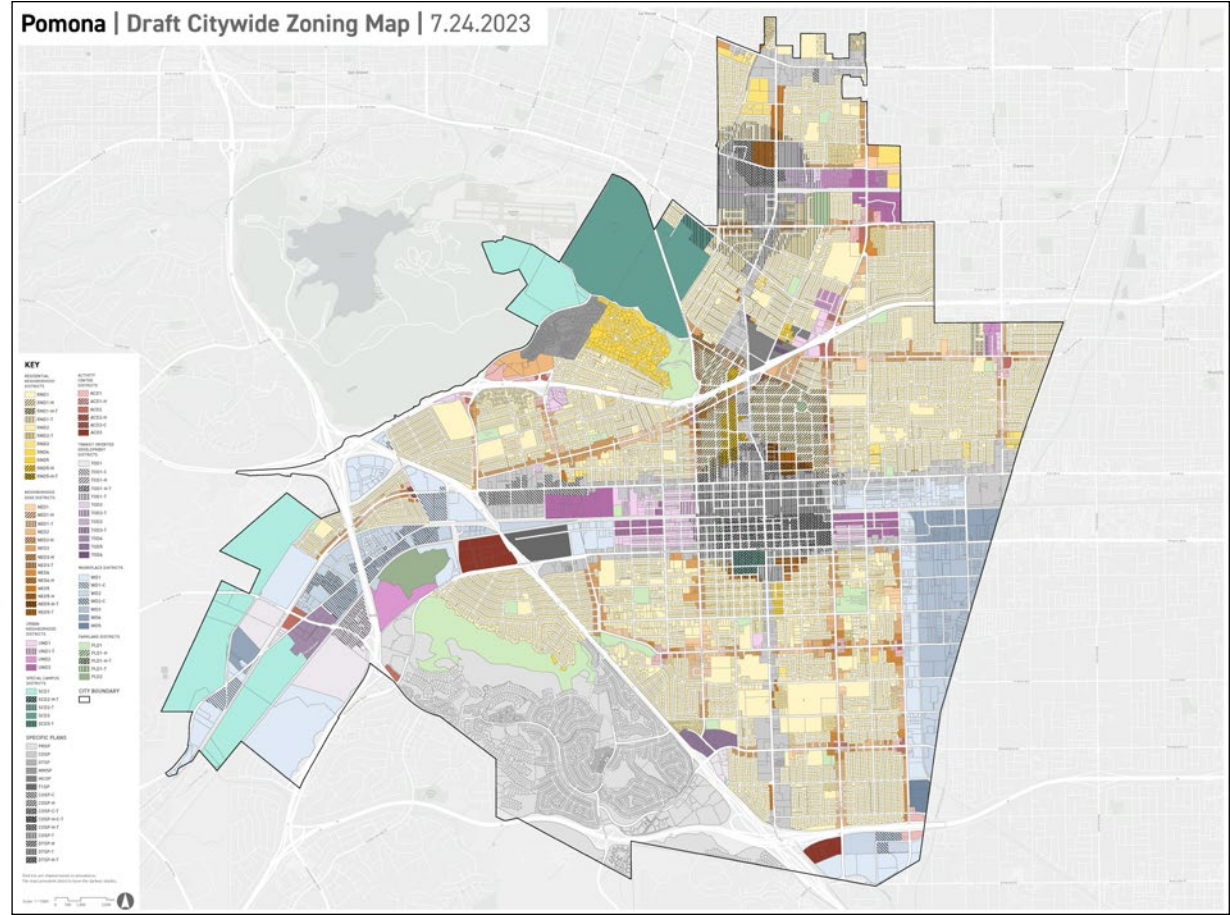
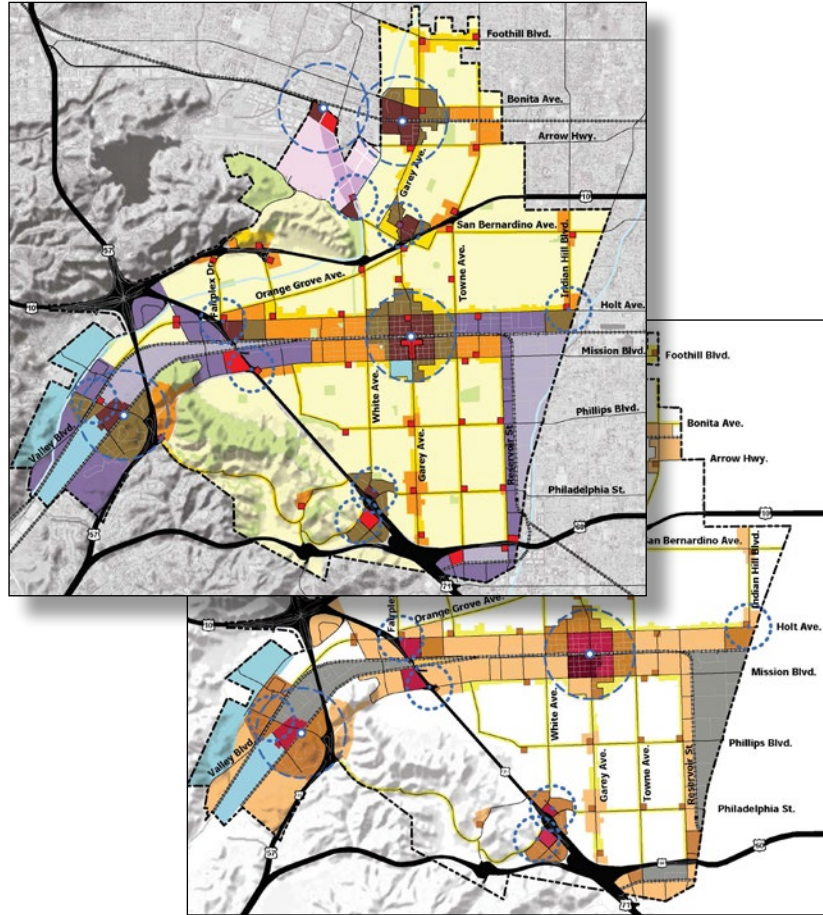
SECTION 3

[Modular Zoning]



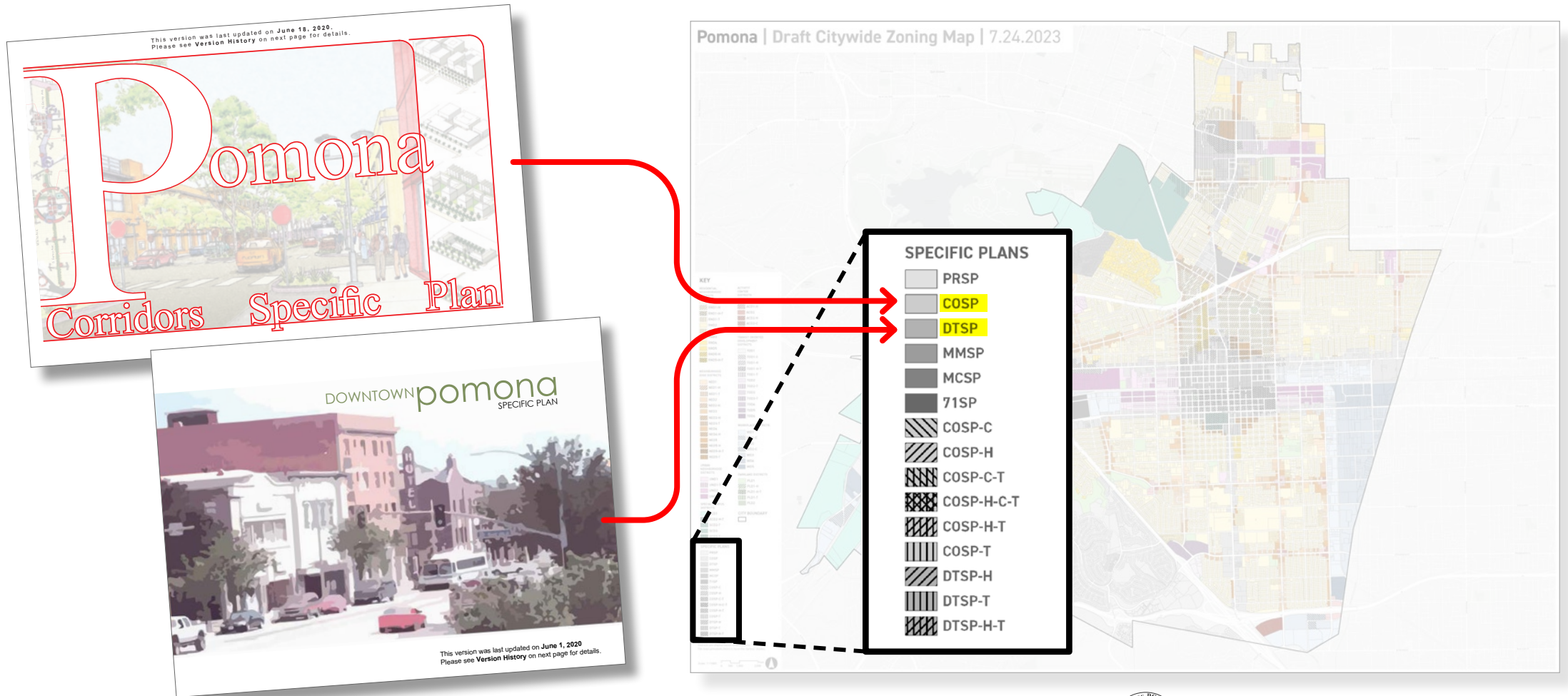
GENERAL PLAN MAPS --> PARCEL LEVEL INFO

FROM ABSTRACT DIAGRAMS TO INFO FOR EVERY LOT



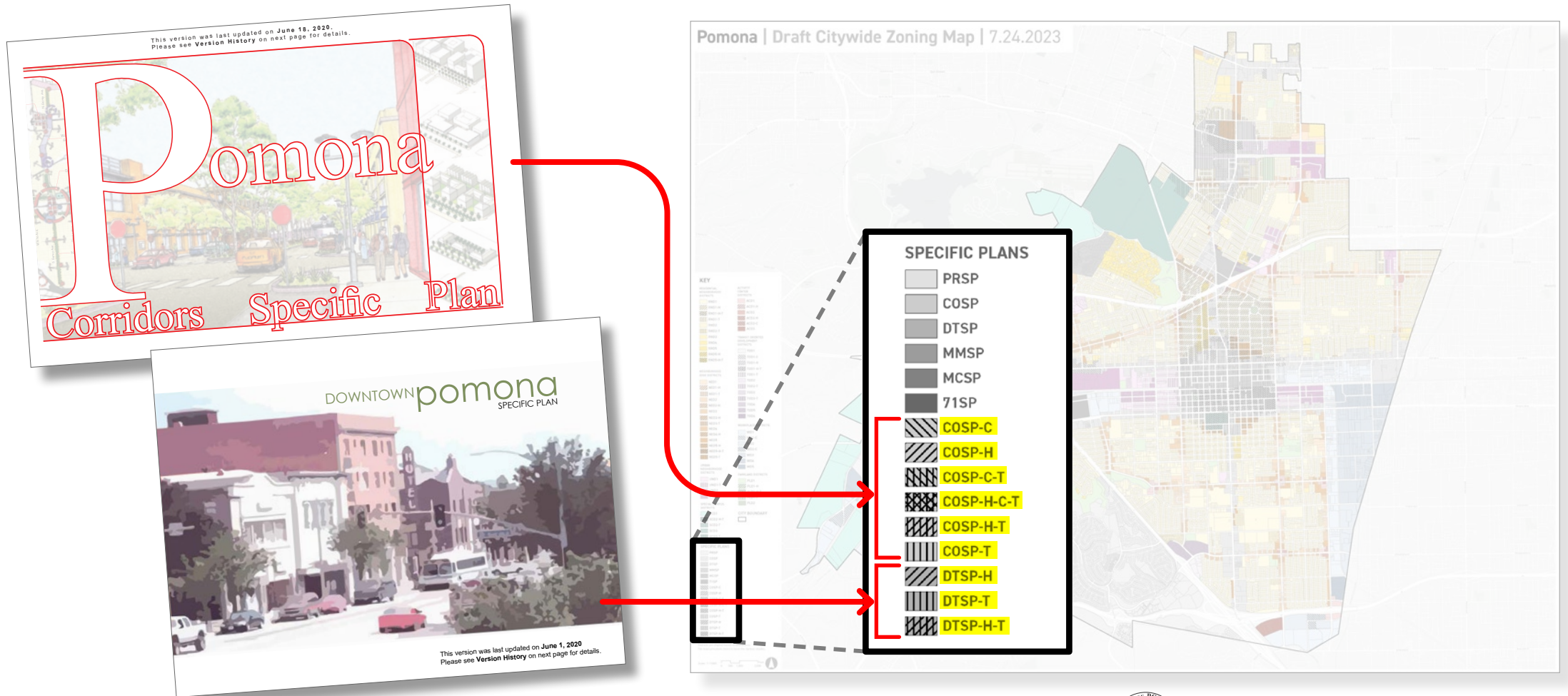
GENERAL PLAN MAPS --> PARCEL LEVEL INFO

...EVEN FOR AREAS REGULATED BY **SPECIFIC PLANS**



GENERAL PLAN MAPS --> PARCEL LEVEL INFO

...EVEN FOR AREAS REGULATED BY **SPECIFIC PLANS AND OVERLAYS**

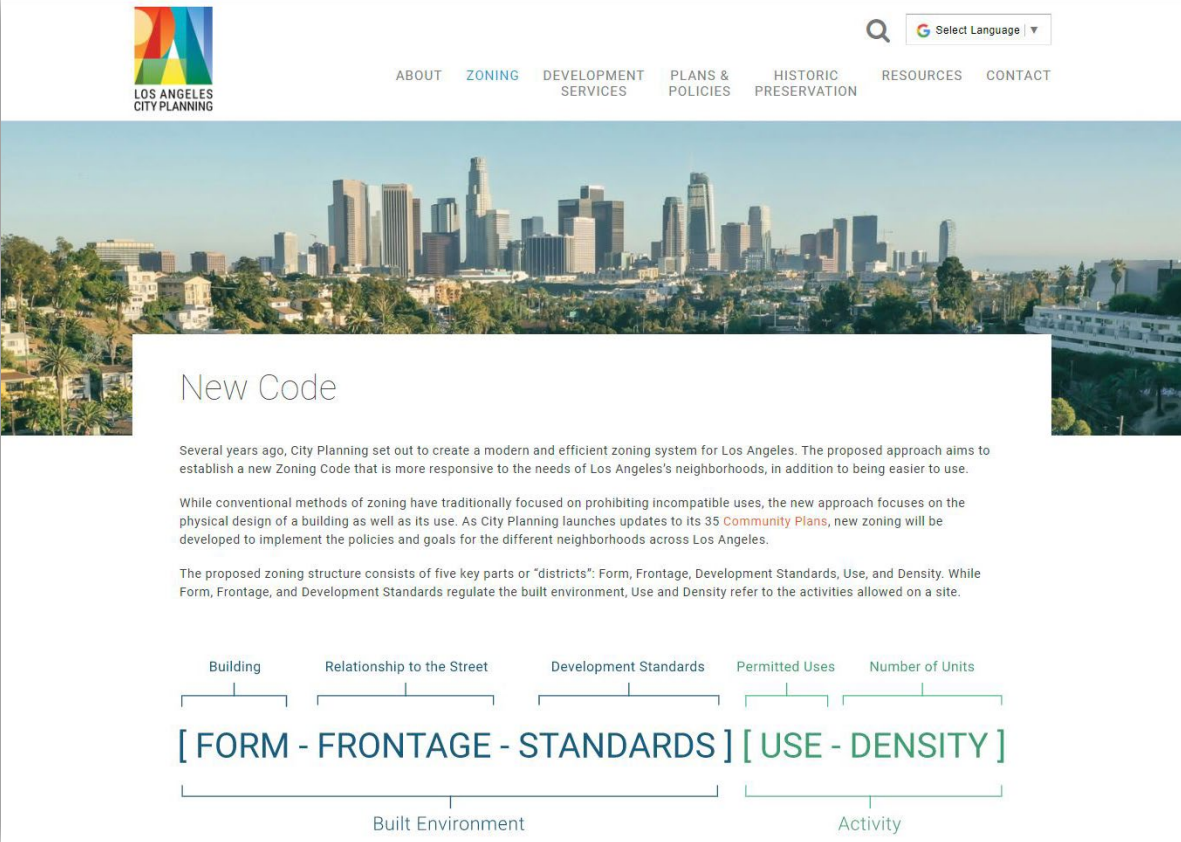


MODULAR ZONING SYSTEM

INSPIRED BY LOS ANGELES (RE:CODE LA)

What it does:

- + Makes zoning more specific to each property
- + Minimizes miscellaneous code regulations
- + Makes the code easier to adapt to future need



LOS ANGELES CITY PLANNING

ABOUT ZONING DEVELOPMENT SERVICES PLANS & POLICIES HISTORIC PRESERVATION RESOURCES CONTACT

Select Language

New Code

Several years ago, City Planning set out to create a modern and efficient zoning system for Los Angeles. The proposed approach aims to establish a new Zoning Code that is more responsive to the needs of Los Angeles's neighborhoods, in addition to being easier to use.

While conventional methods of zoning have traditionally focused on prohibiting incompatible uses, the new approach focuses on the physical design of a building as well as its use. As City Planning launches updates to its 35 [Community Plans](#), new zoning will be developed to implement the policies and goals for the different neighborhoods across Los Angeles.

The proposed zoning structure consists of five key parts or "districts": Form, Frontage, Development Standards, Use, and Density. While Form, Frontage, and Development Standards regulate the built environment, Use and Density refer to the activities allowed on a site.

Building Relationship to the Street Development Standards Permitted Uses Number of Units

[FORM - FRONTAGE - STANDARDS] [USE - DENSITY]

Built Environment Activity



MODULAR ZONING SYSTEM

INSPIRED BY LOS ANGELES (RE:CODE LA)

Why This Model?

- + Form-based code to implement a form-based General Plan (Place Types)
- + Very nimble to adapt to future planning changes + needs
- + More responsive to changes in State law

LOS ANGELES CITY PLANNING

ABOUT ZONING DEVELOPMENT SERVICES PLANS & POLICIES HISTORIC PRESERVATION RESOURCES CONTACT

Select Language

New Code

Several years ago, City Planning set out to create a modern and efficient zoning system for Los Angeles. The proposed approach aims to establish a new Zoning Code that is more responsive to the needs of Los Angeles's neighborhoods, in addition to being easier to use.

While conventional methods of zoning have traditionally focused on prohibiting incompatible uses, the new approach focuses on the physical design of a building as well as its use. As City Planning launches updates to its 35 [Community Plans](#), new zoning will be developed to implement the policies and goals for the different neighborhoods across Los Angeles.

The proposed zoning structure consists of five key parts or "districts": Form, Frontage, Development Standards, Use, and Density. While Form, Frontage, and Development Standards regulate the built environment, Use and Density refer to the activities allowed on a site.

Building Relationship to the Street Development Standards Permitted Uses Number of Units

[FORM - FRONTAGE - STANDARDS] [USE - DENSITY]

Built Environment Activity



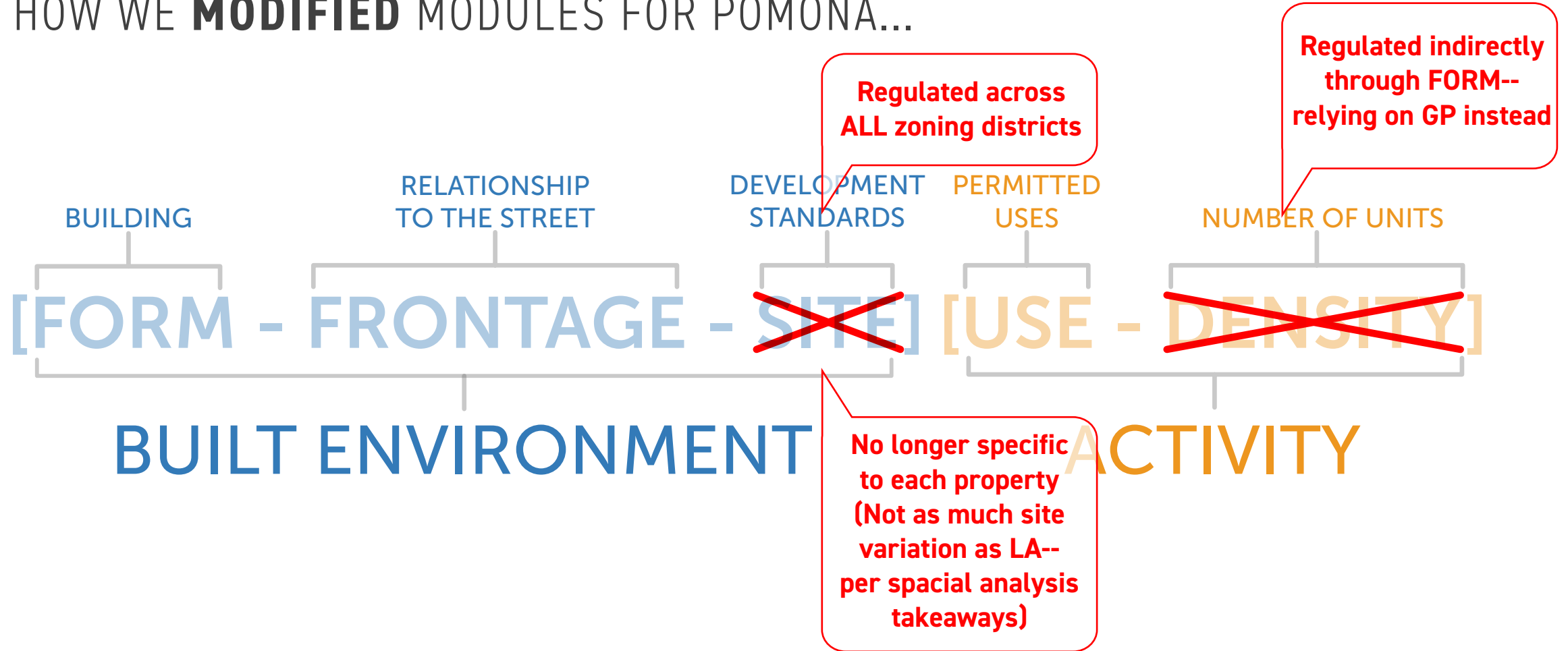
MODULAR ZONING SYSTEM

HOW WE **INITIALLY CONSIDERED** MODULES FOR POMONA...



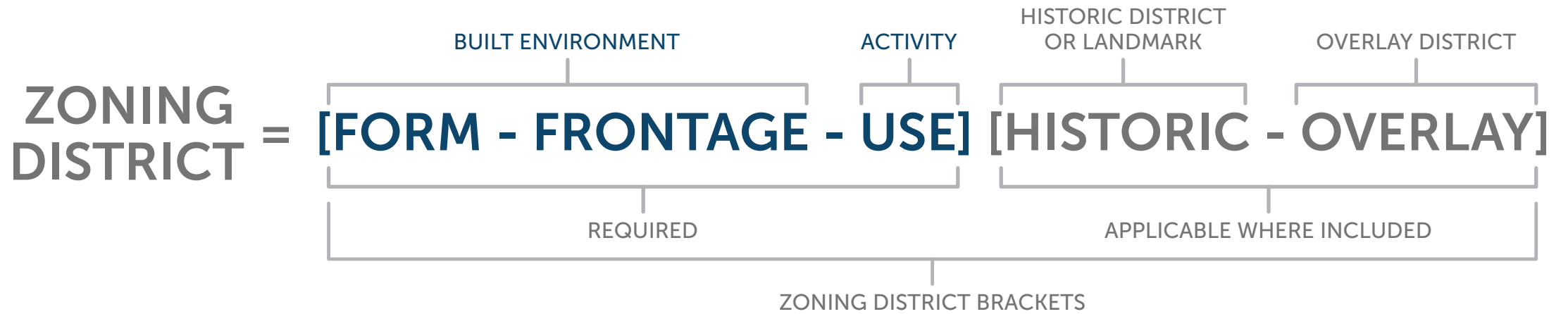
MODULAR ZONING SYSTEM

HOW WE **MODIFIED** MODULES FOR POMONA...



MODULAR ZONING SYSTEM

HOW WE **ULTIMATELY** APPLIED MODULES FOR POMONA...



MODULAR ZONING SYSTEM

HOW WE **ULTIMATELY** APPLIED MODULES FOR POMONA...

ZONING DISTRICT



ZONING DISTRICT BRACKETS

Name **DIRECTLY** ties back to the General Plan.

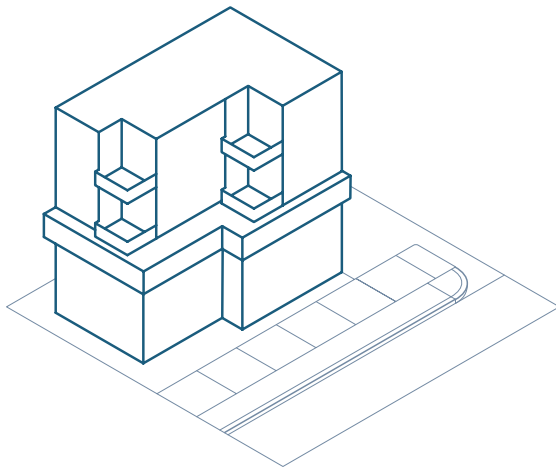


MODULAR ZONING SYSTEM

HOW WE **ULTIMATELY** APPLIED MODULES FOR POMONA...

First Bracket

ZONING DISTRICT = [**FORM** - FRONTAGE - USE] [HISTORIC - OVERLAY]



Regulates the placement, scale, and intensity of buildings and structures on a lot.

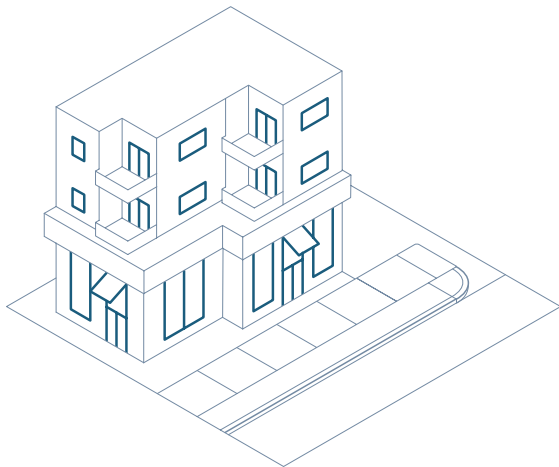


MODULAR ZONING SYSTEM

HOW WE **ULTIMATELY** APPLIED MODULES FOR POMONA...

First Bracket

ZONING DISTRICT = [FORM - FRONTAGE - USE] [HISTORIC - OVERLAY]



Regulates portions of a lot and building facades that impact the public realm.

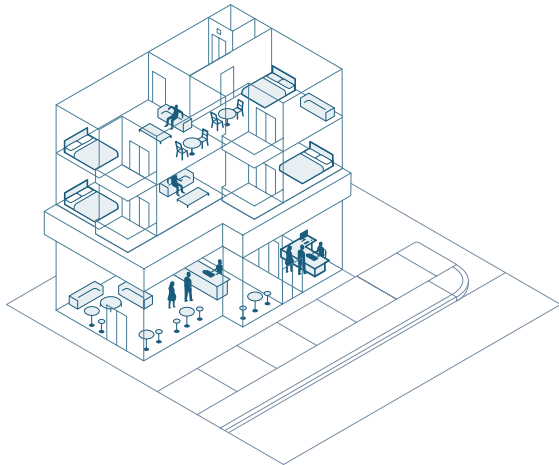


MODULAR ZONING SYSTEM

HOW WE **ULTIMATELY** APPLIED MODULES FOR POMONA...

First Bracket

ZONING DISTRICT = [FORM - FRONTAGE - **USE**] [HISTORIC - OVERLAY]



Regulates activities on a lot and mitigates potential related impacts within and surrounding a property.

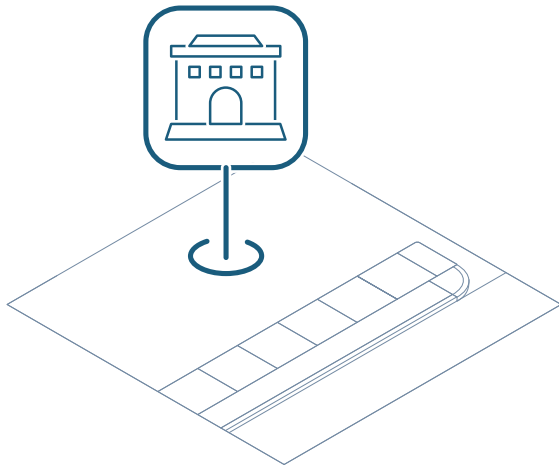


MODULAR ZONING SYSTEM

HOW WE **ULTIMATELY** APPLIED MODULES FOR POMONA...

Second Bracket

ZONING DISTRICT = [FORM - FRONTAGE - USE] [HISTORIC - OVERLAY]



Identifies any applicable historic designations on a property.

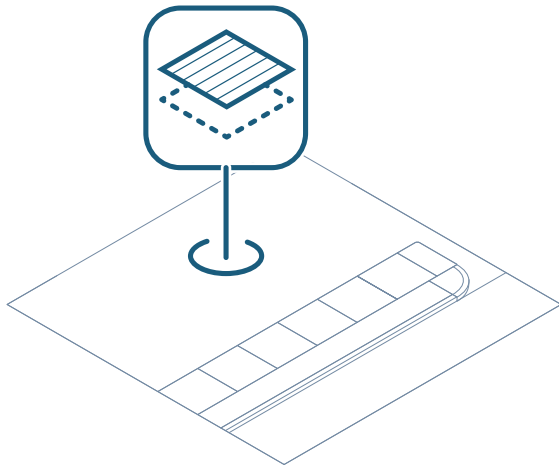


MODULAR ZONING SYSTEM

HOW WE **ULTIMATELY** APPLIED MODULES FOR POMONA...

Second Bracket

ZONING DISTRICT = [FORM - FRONTAGE - USE] [HISTORIC - OVERLAY]



Identifies any applicable overlay district designations on a property.



MODULAR ZONING SYSTEM

EXAMPLE

RND1-H-T = [HM1 - N1 - R1] [LPHD - THF]



MODULAR ZONING SYSTEM

EXAMPLE

RND1-H-T = [HM1 - N1 - R1] [LPHD - THF]

'Residential Neighborhood District 1'

...where a historic designation
and overlay district applies



MODULAR ZONING SYSTEM

EXAMPLE

RND1-H-T = [HM1 - N1 - R1] [LPHD - THF]

'House Scale Medium 1'

Form Module



MODULAR ZONING SYSTEM

EXAMPLE

RND1-H-T = [HM1 - N1 - R1] [LPHD - THF]

'Neighborhood Yard 1'

Frontage Module



MODULAR ZONING SYSTEM

EXAMPLE

RND1-H-T = [HM1 - N1 - R1] [LPHD - THF]

'Residential 1'

Use Module



MODULAR ZONING SYSTEM

EXAMPLE

RND1-H-T = [HM1 - N1 - R1] [LPHD - THF]



'Lincoln Park Historic District'

Historic Designation Module



MODULAR ZONING SYSTEM

EXAMPLE

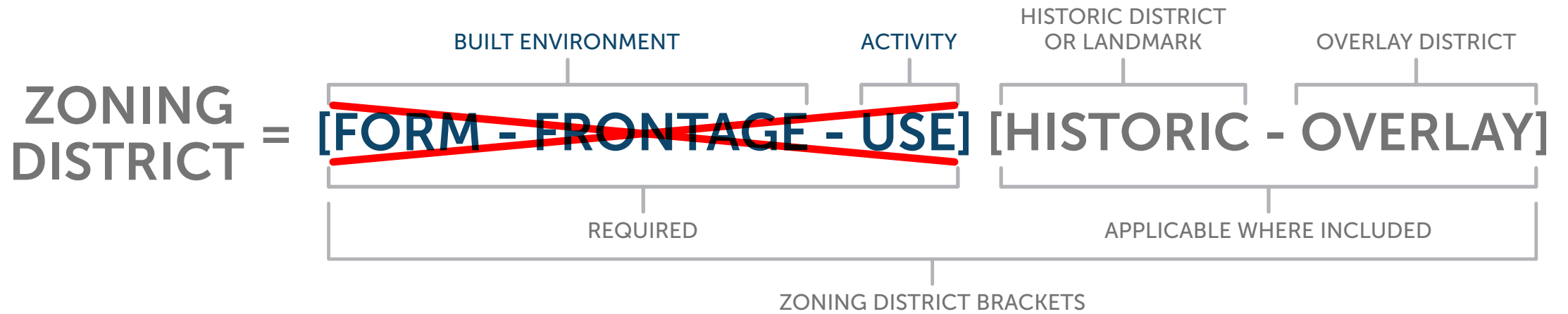
RND1-H-T = [HM1 - N1 - R1] [LPHD - THF]

'AB 2097 Parking Reduction Overlay District'
Overlay Module



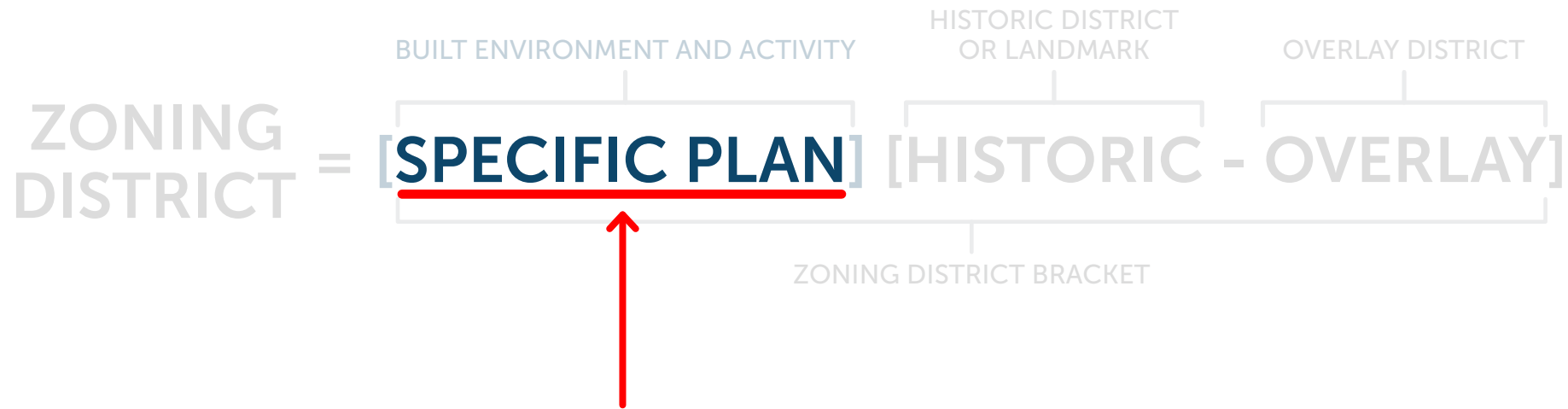
MODULAR ZONING SYSTEM

HOW THIS WORKS FOR SPECIFIC PLANS



MODULAR ZONING SYSTEM

HOW THIS WORKS FOR SPECIFIC PLANS



Specific Plan Replaces Form, Frontage, and Use Modules



MODULAR ZONING SYSTEM

EXAMPLE

DTSP-H-T = [DTSP] [LQHD - THF]



MODULAR ZONING SYSTEM

EXAMPLE

DTSP-H-T = [DTSP] [LQHD - THF]

'Downtown Pomona Specific Plan'

...where a historic designation
and overlay district applies



MODULAR ZONING SYSTEM

EXAMPLE

DTSP-H-T = [DTSP] [LQHD - THF]

'Downtown Pomona Specific Plan'

Specific Plan Module



MODULAR ZONING SYSTEM

EXAMPLE

DTSP-H-T = [DTSP] [LQHD - THF]



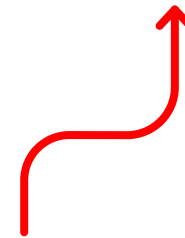
'Landmark Quarter Historic District'
Historic Designation Module



MODULAR ZONING SYSTEM

EXAMPLE

DTSP-H-T = [DTSP] [LQHD - THF]

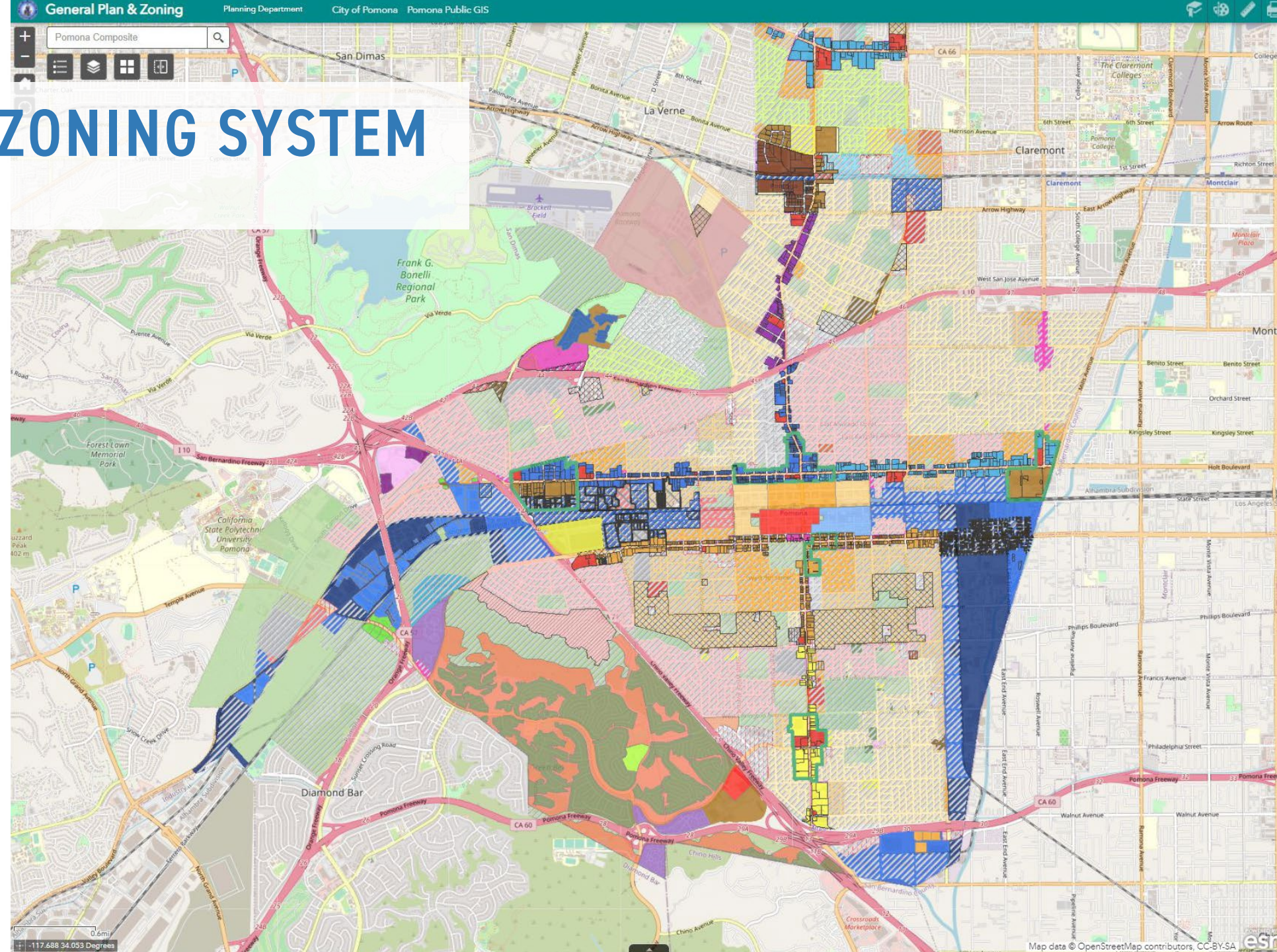


'AB 2097 Parking Reduction Overlay District'
Overlay Module



MODULAR ZONING SYSTEM MAPPED

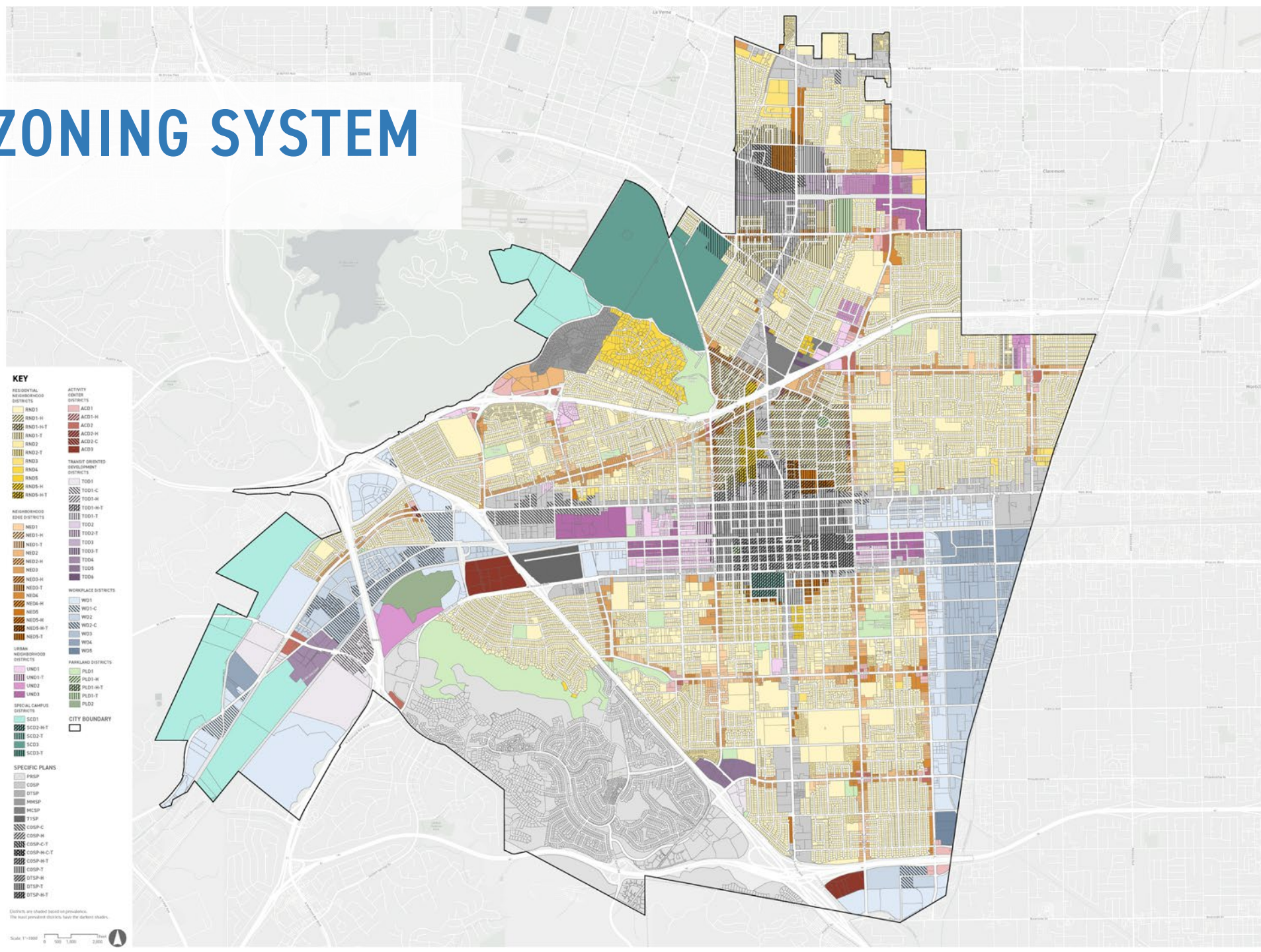
+ Consolidates
LOTS of maps



MODULAR ZONING SYSTEM

MAPPED

+ Consolidates
LOTS of maps
into 1 MAP



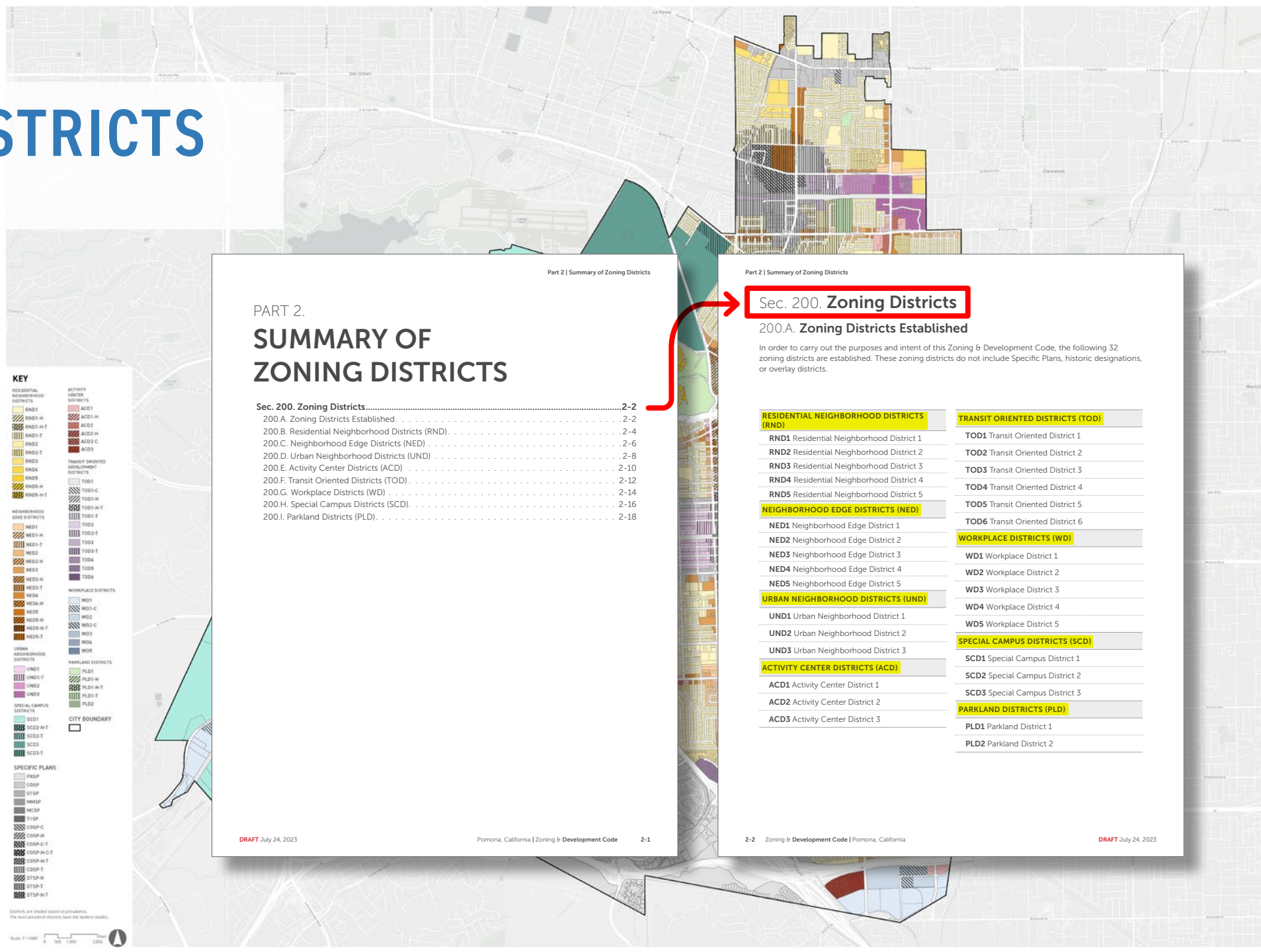
SECTION 4

Zoning Districts



ZONING DISTRICTS NAMES

+ 8 TOTAL zoning district names



PART 2. SUMMARY OF ZONING DISTRICTS

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200.B. Residential Neighborhood Districts (RND).2-4

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200.G. Workplace Districts (WD).2-14

200.H. Special Campus Districts (SCD).2-16

200.I. Parkland Districts (PLD).2-18

Sec. 200. Zoning Districts

200.A. Zoning Districts Established

In order to carry out the purposes and intent of this Zoning & Development Code, the following 32 zoning districts are established. These zoning districts do not include Specific Plans, historic designations, or overlay districts.

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)	TRANSIT ORIENTED DISTRICTS (TOD)
RND1 Residential Neighborhood District 1	TOD1 Transit Oriented District 1
RND2 Residential Neighborhood District 2	TOD2 Transit Oriented District 2
RND3 Residential Neighborhood District 3	TOD3 Transit Oriented District 3
RND4 Residential Neighborhood District 4	TOD4 Transit Oriented District 4
RND5 Residential Neighborhood District 5	TOD5 Transit Oriented District 5
NEIGHBORHOOD EDGE DISTRICTS (NED)	TOD6 Transit Oriented District 6
NED1 Neighborhood Edge District 1	WORKPLACE DISTRICTS (WD)
NED2 Neighborhood Edge District 2	WD1 Workplace District 1
NED3 Neighborhood Edge District 3	WD2 Workplace District 2
NED4 Neighborhood Edge District 4	WD3 Workplace District 3
NED5 Neighborhood Edge District 5	WD4 Workplace District 4
URBAN NEIGHBORHOOD DISTRICTS (UND)	WD5 Workplace District 5
UND1 Urban Neighborhood District 1	SPECIAL CAMPUS DISTRICTS (SCD)
UND2 Urban Neighborhood District 2	SCD1 Special Campus District 1
UND3 Urban Neighborhood District 3	SCD2 Special Campus District 2
ACTIVITY CENTER DISTRICTS (ACD)	SCD3 Special Campus District 3
ACD1 Activity Center District 1	PARKLAND DISTRICTS (PLD)
ACD2 Activity Center District 2	PLD1 Parkland District 1
ACD3 Activity Center District 3	PLD2 Parkland District 2

KEY

RESIDENTIAL NEIGHBORHOOD DISTRICTS	ACTIVITY CENTER DISTRICTS
RND1	ACD1
RND1-H	ACD1-H
RND1-H-T	ACD1-H-T
RND1-T	ACD1-T
RND2	ACD2
RND2-T	ACD2-C
RND3	ACD3
RND4	
RND5	
RND5-H	
RND5-H-T	
NEIGHBORHOOD EDGE DISTRICTS	TRANSIT ORIENTED DISTRICTS
NED1	TOD1
NED1-H	TOD1-H
NED1-T	TOD1-T
NED2	TOD2
NED2-H	TOD2-H
NED2-T	TOD2-T
NED3	TOD3
NED3-H	TOD3-H
NED3-T	TOD3-T
NED4	TOD4
NED4-H	TOD4-H
NED5	TOD5
NED5-H	TOD5-H
NED5-H-T	TOD5-H-T
NED5-T	TOD5-T
URBAN NEIGHBORHOOD DISTRICTS	WORKPLACE DISTRICTS
UND1	WD1
UND1-T	WD1-C
UND2	WD2
UND2-H	WD2-C
UND3	WD3
UND3-T	WD4
SPECIAL CAMPUS DISTRICTS	WD5
SCD1	PARKLAND DISTRICTS
SCD2-H-T	PLD1
SCD2-T	PLD1-H
SCD3	PLD1-H-T
SCD3-T	PLD1-T
SPECIFIC PLANS	PLD2
FRSP	
CO5P	
DT5P	
HR5P	
HC5P	
T15P	
CO5P-C	
CO5P-H	
CO5P-C-T	
CO5P-H-T	
DT5P-T	
DT5P-H	
DT5P-H-T	

CITY BOUNDARY

Districts are shaded based on prevalence. The most prevalent district has the darkest shade.

Scale 1"=1000'

ZONING DISTRICTS VARIATIONS

+ 8 TOTAL zoning district names
+ 32 TOTAL zoning district variations

KEY

RESIDENTIAL NEIGHBORHOOD DISTRICTS	ACTIVITY CENTER DISTRICTS
RND1	ACD1
RND1-H	ACD1-H
RND1-H-T	ACD1-T
RND1-T	ACD2
RND2	ACD2-H
RND2-T	ACD2-C
RND3	ACD3
RND4	
RND5	
RND5-H	
RND5-H-T	
NEIGHBORHOOD EDGE DISTRICTS	TRANSIT ORIENTED DEVELOPMENT DISTRICTS
NED1	TOD1
NED1-H	TOD1-C
NED1-T	TOD1-H-T
NED2	TOD2
NED2-H	TOD2-C
NED2-T	TOD2-H
NED3	TOD3
NED3-H	TOD3-C
NED3-T	TOD3-H
NED4	TOD4
NED4-H	TOD4-C
NED4-T	TOD4-H
NED5	TOD5
NED5-H	TOD5-C
NED5-H-T	TOD5-H
NED5-T	TOD6
URBAN NEIGHBORHOOD DISTRICTS	WORKPLACE DISTRICTS
UND1	WD1
UND1-T	WD1-C
UND2	WD2
UND2-T	WD2-C
UND3	WD3
UND3-T	WD4
SPECIAL CAMPUS DISTRICTS	PARKLAND DISTRICTS
SCD1	PLD1
SCD2-H-T	PLD1-H
SCD2-T	PLD1-H-T
SCD3	PLD1-T
SCD3-T	PLD2
SPECIFIC PLANS	CITY BOUNDARY
FWSP	
CDSP	
DTSP	
HMSP	
HCSP	
T1SP	
COSP-C	
COSP-H	
COSP-C-T	
COSP-H-T	
COSP-T	
DTSP-H	
DTSP-T	
DTSP-H-T	

Districts are shaded based on population. The most populated districts have the darkest shades.

Scale 1"=1000'

Part 2 | Summary of Zoning Districts

PART 2.
SUMMARY OF ZONING DISTRICTS

Sec. 200. Zoning Districts.....2-2

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200.H. Special Campus Districts (SCD).2-16

200.I. Parkland Districts (PLD).2-18

DRAFT July 24, 2023

Pomona, California | Zoning & Development Code 2-1

Part 2 | Summary of Zoning Districts

Sec. 200. Zoning Districts

200.A. Zoning Districts Established

In order to carry out the purposes and intent of this Zoning & Development Code, the following 32 zoning districts are established. These zoning districts do not include Specific Plans, historic designations, or overlay districts.

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)	TRANSIT ORIENTED DISTRICTS (TOD)
RND1 Residential Neighborhood District 1	TOD1 Transit Oriented District 1
RND2 Residential Neighborhood District 2	TOD2 Transit Oriented District 2
RND3 Residential Neighborhood District 3	TOD3 Transit Oriented District 3
RND4 Residential Neighborhood District 4	TOD4 Transit Oriented District 4
RND5 Residential Neighborhood District 5	TOD5 Transit Oriented District 5
	TOD6 Transit Oriented District 6
NEIGHBORHOOD EDGE DISTRICTS (NED)	WORKPLACE DISTRICTS (WD)
NED1 Neighborhood Edge District 1	WD1 Workplace District 1
NED2 Neighborhood Edge District 2	WD2 Workplace District 2
NED3 Neighborhood Edge District 3	WD3 Workplace District 3
NED4 Neighborhood Edge District 4	WD4 Workplace District 4
NED5 Neighborhood Edge District 5	WD5 Workplace District 5
URBAN NEIGHBORHOOD DISTRICTS (UND)	SPECIAL CAMPUS DISTRICTS (SCD)
UND1 Urban Neighborhood District 1	SCD1 Special Campus District 1
UND2 Urban Neighborhood District 2	SCD2 Special Campus District 2
UND3 Urban Neighborhood District 3	SCD3 Special Campus District 3
ACTIVITY CENTER DISTRICTS (ACD)	PARKLAND DISTRICTS (PLD)
ACD1 Activity Center District 1	PLD1 Parkland District 1
ACD2 Activity Center District 2	PLD2 Parkland District 2
ACD3 Activity Center District 3	

DRAFT July 24, 2023

2-2 Zoning & Development Code | Pomona, California

ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

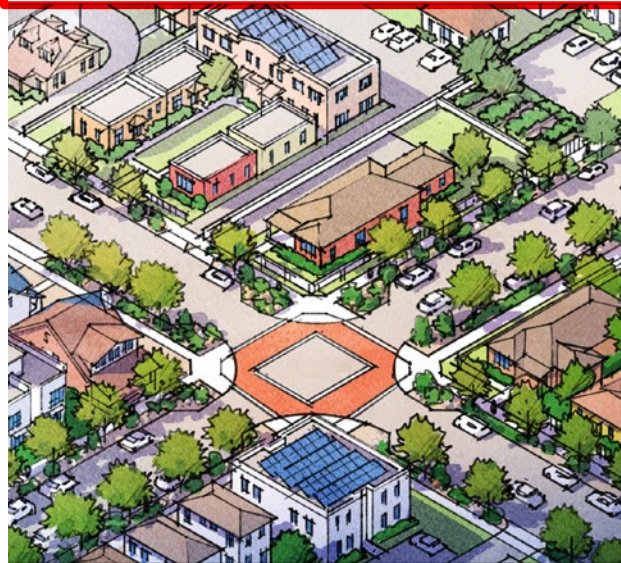
Part 2 | Summary of Zoning Districts

PART 2. SUMMARY OF ZONING DISTRICTS

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200.H. Special Campus Districts (SCD).....	2-16
200.I. Parkland Districts (PLD).....	2-18

Part 2 | Summary of Zoning Districts

200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



1. GENERAL INTENT

- a. A walkable neighborhood environment intended to accommodate a variety of lower-intensity housing options—up to 2.5 stories tall—including single-unit homes, cottage courts, duplexes, triplexes, fourplexes, and other small multifamily development.
- b. Residential Neighborhood Districts (RND) implement the Residential Neighborhood Place Type established in the *General Plan*.

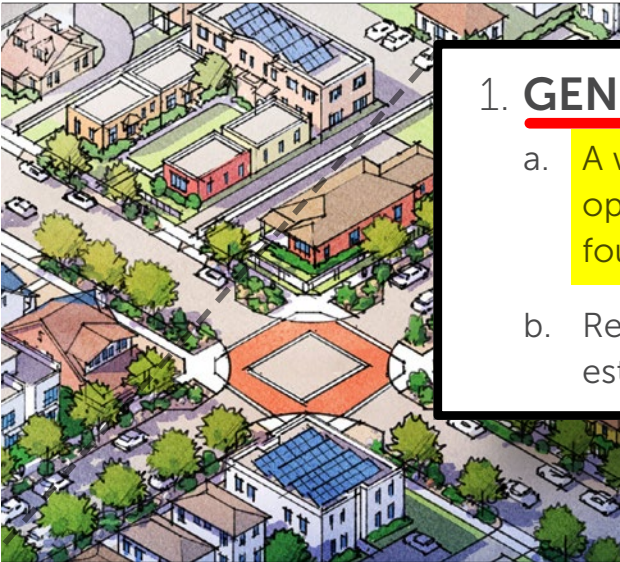


ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

Part 2 | Summary of Zoning Districts

200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



1. GENERAL INTENT

- a. A walkable neighborhood environment intended to accommodate a variety of lower-intensity housing options—up to 2.5 stories tall—including single-unit homes, cottage courts, duplexes, triplexes, fourplexes, and other small multifamily development.
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1. GENERAL INTENT

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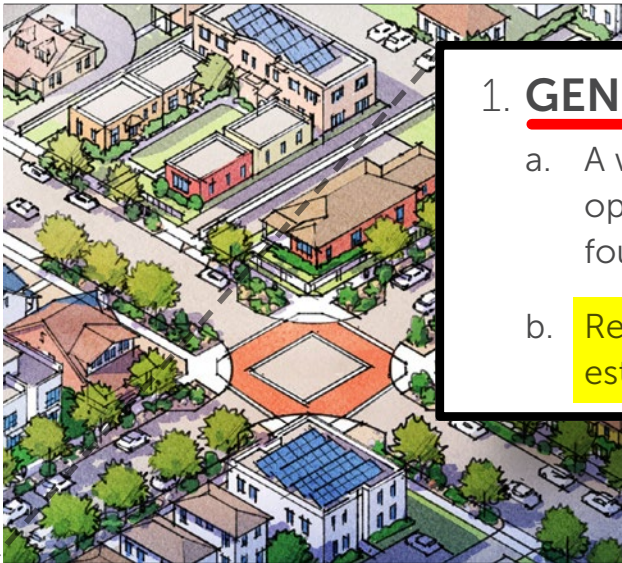


ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

Part 2 | Summary of Zoning Districts

200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



1. GENERAL INTENT

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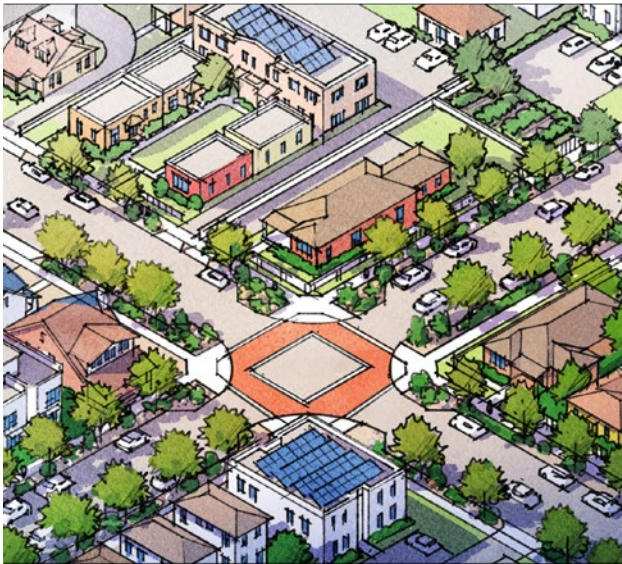


ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

Part 2 | Summary of Zoning Districts

200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



1. GENERAL INTENT

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2. DISTRICTS

There are 5 Residential Neighborhood Districts (RNDs). The first bracket set summarized below:

Zoning District	First Bracket Set		
	Form Module	Frontage Module	Use Module
Residential Neighborhood District 1 (RND1)	House Medium 1 (HM1) Sec. 320.C	Neighborhood Yard 1 (N1) Sec. 420.A	Residential 1 (R1) Sec. 520.C
Residential Neighborhood District 2 (RND2)	House Narrow 1 (HN1) Sec. 320.A	Neighborhood Yard 2 (N2) Sec. 420.B	Residential 1 (R1) Sec. 520.C
Residential Neighborhood District 3 (RND3)	Low-Rise Medium 1 (LM1) Sec. 330.A	Neighborhood Yard 1 (N1) Sec. 420.A	Residential 1 (R1) Sec. 520.C
Residential Neighborhood District 4 (RND4)	House Broad 1 (HB1) Sec. 320.D	Neighborhood Yard 1 (N1) Sec. 420.A	Residential 1 (R1) Sec. 520.C
Residential Neighborhood District 5 (RND5)	House Medium 1 (HM1) Sec. 320.C	Neighborhood Yard 1 (N1) Sec. 420.A	Residential Mixed 1 (RX1) Sec. 520.C

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There are 5 Residential Neighborhood Districts (RNDs). The first bracket set [] of each RND zoning district is summarized below:

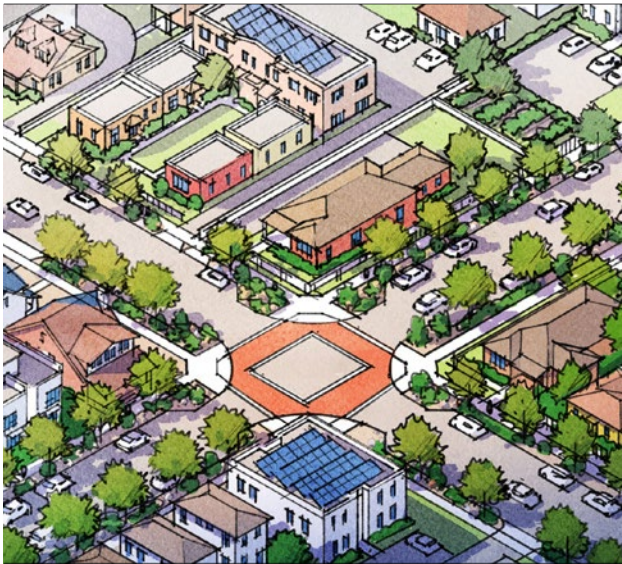
Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
Residential Neighborhood District 1 (RND1)	House Medium 1 (HM1) Sec. 320.C	Neighborhood Yard 1 (N1) Sec. 420.A	Residential 1 (R1) Sec. 520.C	Sites with house-scale buildings up to 2.5 stories tall, frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Residential Neighborhood District 2 (RND2)	House Narrow 1 (HN1) Sec. 320.A	Neighborhood Yard 2 (N2) Sec. 420.B	Residential 1 (R1) Sec. 520.C	Sites with narrow house-scale buildings up to 2.5 stories tall, shallow frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Residential Neighborhood District 3 (RND3)	Low-Rise Medium 1 (LM1) Sec. 330.A	Neighborhood Yard 1 (N1) Sec. 420.A	Residential 1 (R1) Sec. 520.C	Sites with low-rise buildings up to 2.5 stories tall, frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Residential Neighborhood District 4 (RND4)	House Broad 1 (HB1) Sec. 320.D	Neighborhood Yard 1 (N1) Sec. 420.A	Residential 1 (R1) Sec. 520.C	Sites with wide house-scale buildings up to 2.5 stories tall, frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Residential Neighborhood District 5 (RND5)	House Medium 1 (HM1) Sec. 320.C	Neighborhood Yard 1 (N1) Sec. 420.A	Residential Mixed 1 (RX1) Sec. 520.C	Sites with house-scale buildings up to 2.5 stories tall, frontyards, and residential and limited nonresidential primary uses.

ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

Part 2 | Summary of Zoning Districts

200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



1. GENERAL INTENT

- a. A walkable neighborhood environment intended to accommodate a variety of lower-intensity housing options—up to 2.5 stories tall—including single-unit homes, cottage courts, duplexes, triplexes, fourplexes, and other small multifamily development.
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Residential Neighborhood District 5 (RND5)	House Medium 1 (HM1) Sec. 320.C	Neighborhood Yard 1 (N1) Sec. 420.A	Residential Mixed 1 (RX1) Sec. 520.C

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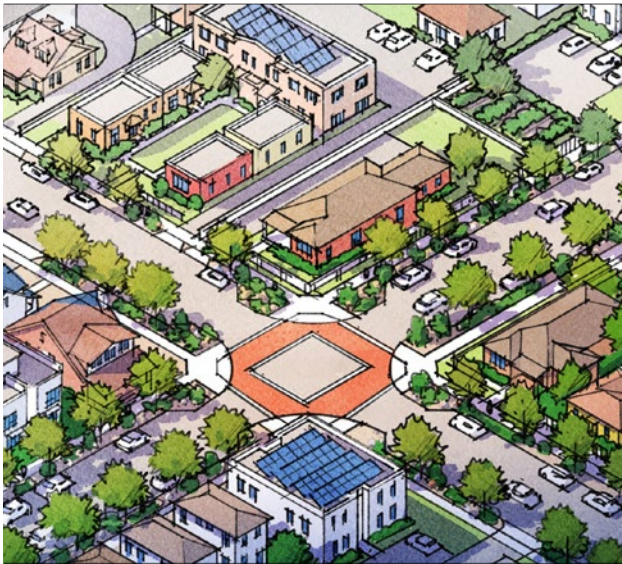
Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
Residential Neighborhood District 1 (RND1)	House Medium 1 (HM1) Sec. 320.C	Neighborhood Yard 1 (N1) Sec. 420.A	Residential 1 (R1) Sec. 520.C	Sites with house-scale buildings up to 2.5 stories tall, frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
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Residential Neighborhood District 4 (RND4)	House Broad 1 (HB1) Sec. 320.D	Neighborhood Yard 1 (N1) Sec. 420.A	Residential 1 (R1) Sec. 520.C	Sites with wide house-scale buildings up to 2.5 stories tall, frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Residential Neighborhood District 5 (RND5)	House Medium 1 (HM1) Sec. 320.C	Neighborhood Yard 1 (N1) Sec. 420.A	Residential Mixed 1 (RX1) Sec. 520.C	Sites with house-scale buildings up to 2.5 stories tall, frontyards, and residential and limited nonresidential primary uses.

ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

Part 2 | Summary of Zoning Districts

200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



1. GENERAL INTENT

- a. A walkable neighborhood environment intended to accommodate a variety of lower-intensity housing options—up to 2.5 stories tall—including single-unit homes, cottage courts, duplexes, triplexes, fourplexes, and other small multifamily development.
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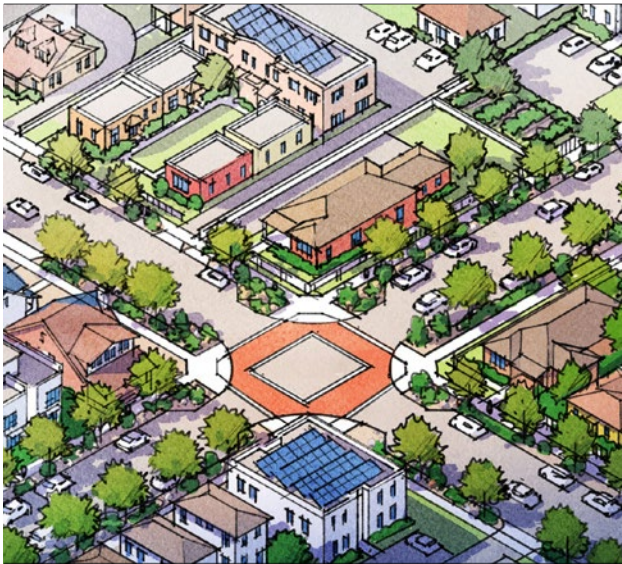
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ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

Part 2 | Summary of Zoning Districts

200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



1. GENERAL INTENT

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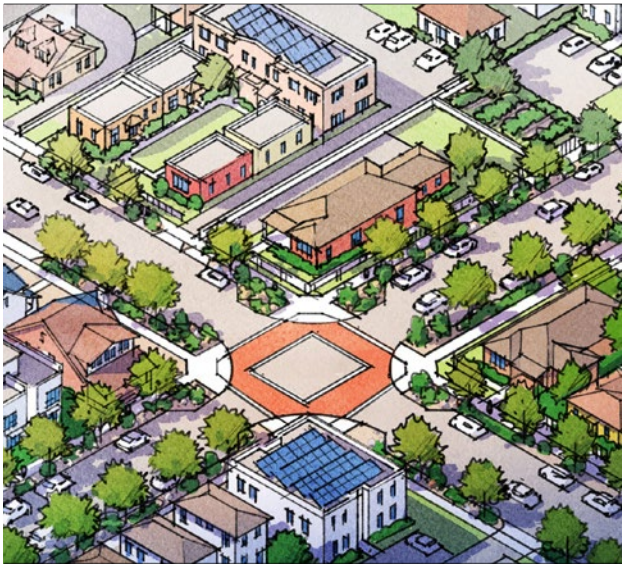
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ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

Part 2 | Summary of Zoning Districts

200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



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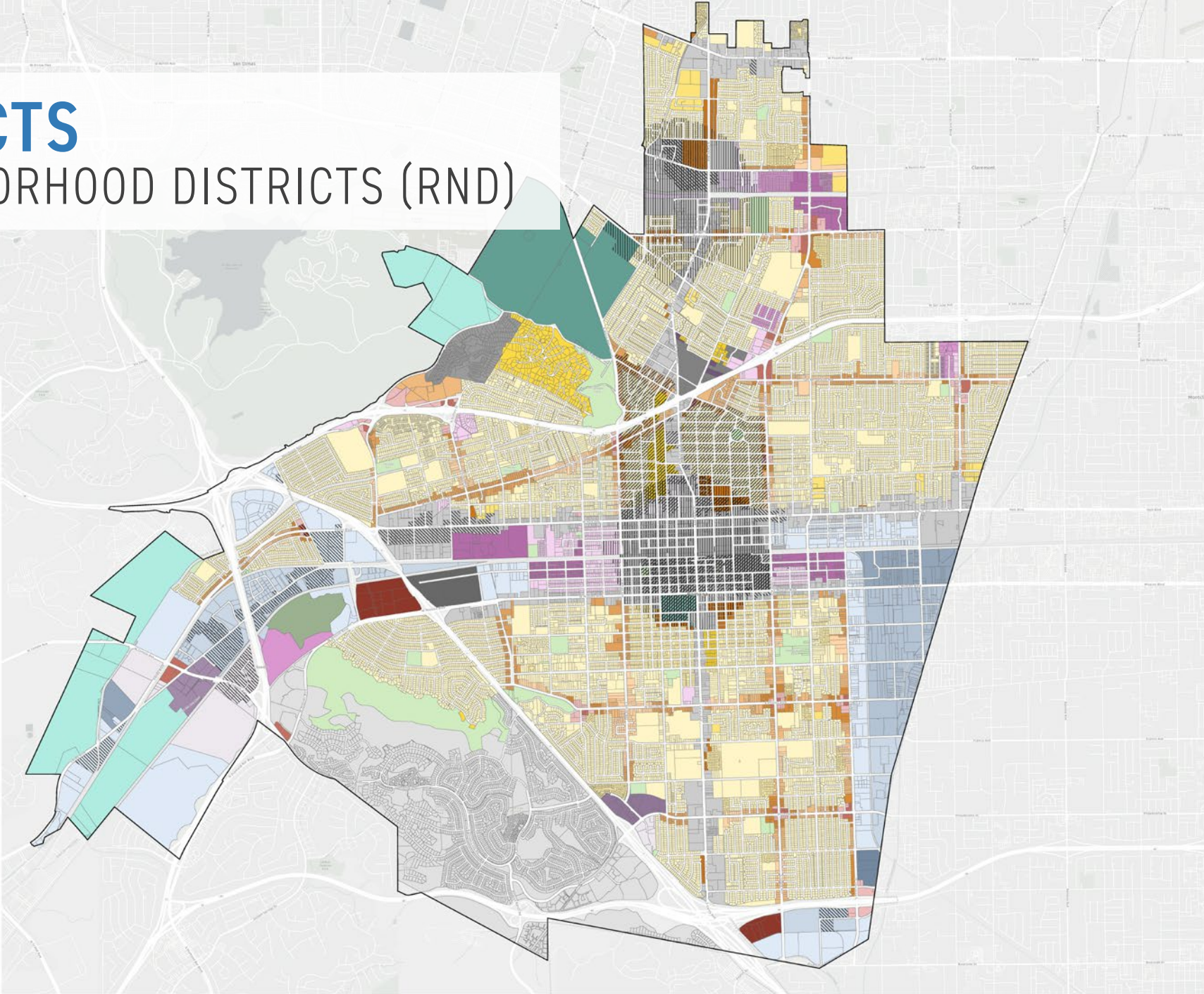
Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
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ZONING DISTRICTS

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)

- RND1
- RND1-H
- RND1-H-T
- RND1-T
- RND2
- RND2-T
- RND3
- RND4
- RND5
- RND5-H
- RND5-H-T

KEY	
RND1	ACTIVITY CENTER DISTRICTS
RND1-H	AC01
RND1-H-T	AC01-H
RND1-T	AC02
RND2	AC03-H
RND2-T	AC02-C
RND3	AC03
RND4	TRANSPORT ORIENTED DEVELOPMENT DISTRICTS
RND5	TOD1
RND5-H	TOD1-C
RND5-H-T	TOD1-H
	TOD1-T
	TOD2
	TOD2-T
	TOD3
	TOD3-T
	TOD4
	TOD5
	TOD6
NEIGHBORHOOD EDGE DISTRICTS	
NE01	
NE01-T	
NE02	
NE02-H	
NE03	
NE03-H	
NE03-T	
NE04	
NE04-H	
NE05	
NE05-H	
NE05-H-T	
NE05-T	
URBAN NEIGHBORHOOD DISTRICTS	
UN01	
UN01-T	
UN02	
UN02-T	
UN03	
UN03-T	
SPECIAL CAMPUS DISTRICTS	
SC01	
SC02-H-T	
SC02-T	
SC03	
SC03-T	
SPECIFIC PLANS	
FSP	
COSP	
OTSP	
HNSP	
HCSP	
T1SP	
COSP-C	
COSP-H	
COSP-C-T	
COSP-H-T	
COSP-T	
OTSP-T	
OTSP-H	
OTSP-H-T	



ZONING DISTRICTS

NEIGHBORHOOD EDGE DISTRICTS (NED)

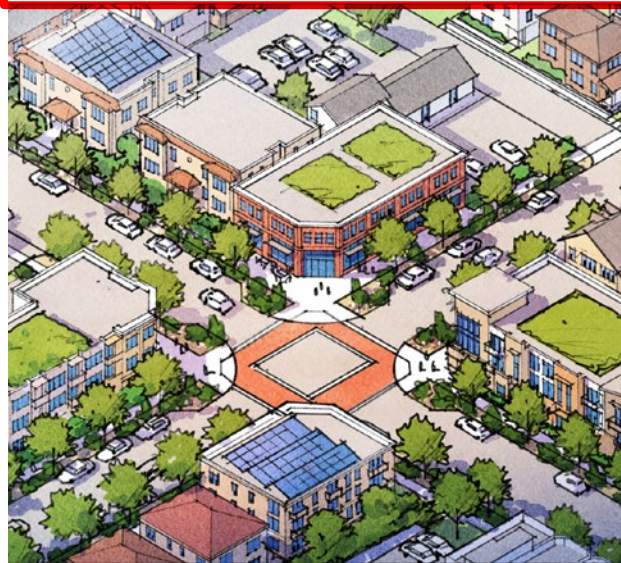
Part 2 | Summary of Zoning Districts

PART 2. SUMMARY OF ZONING DISTRICTS

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Part 2 | Summary of Zoning Districts

200.C. NEIGHBORHOOD EDGE DISTRICTS (NED)



1. GENERAL INTENT

- a. Medium scale development intended to accommodate a variety of housing options—up to 3 stories tall—including a mixture of townhouses, live-work units and small scale multifamily with flexible ground floors for a variety of smaller scale commercial uses. Neighborhood Edge Districts (NED) typically transition to Residential Neighborhood Districts (RND) from zoning districts with more intense development.
- b. Neighborhood Edge Districts (NED) implement the Neighborhood Edge Place Type established in the *General Plan*.

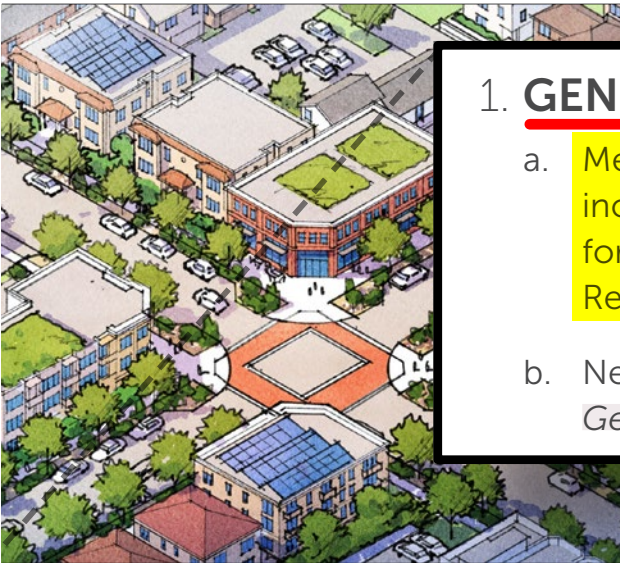


ZONING DISTRICTS

NEIGHBORHOOD EDGE DISTRICTS (NED)

Part 2 | Summary of Zoning Districts

200.C. NEIGHBORHOOD EDGE DISTRICTS (NED)



1. GENERAL INTENT

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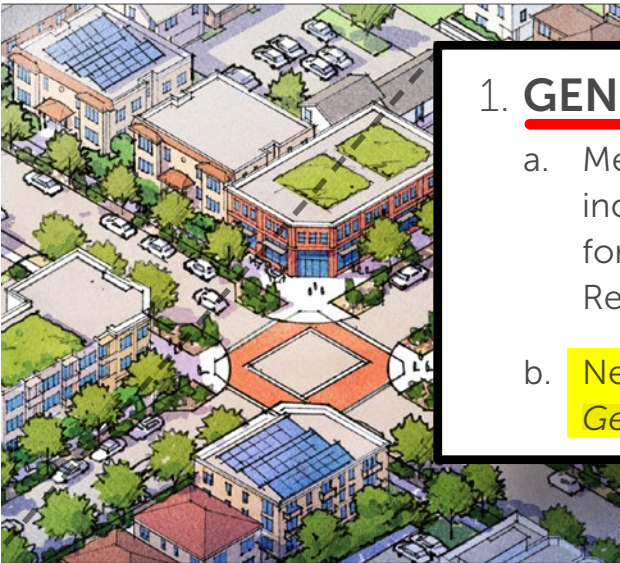


ZONING DISTRICTS

NEIGHBORHOOD EDGE DISTRICTS (NED)

Part 2 | Summary of Zoning Districts

200.C. NEIGHBORHOOD EDGE DISTRICTS (NED)



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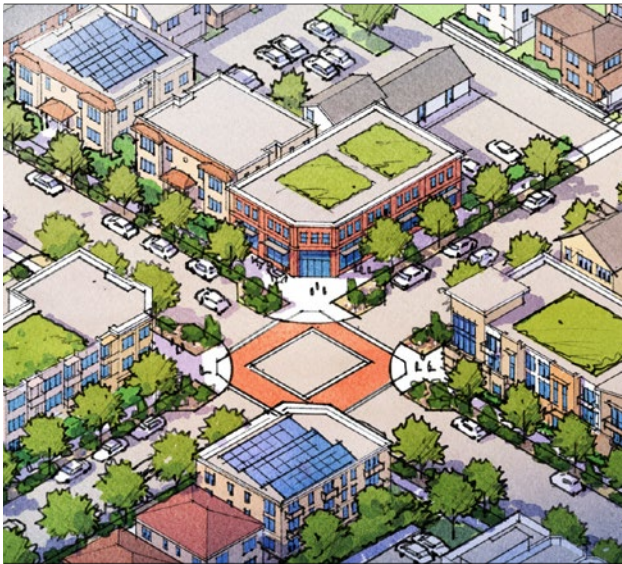


ZONING DISTRICTS

NEIGHBORHOOD EDGE DISTRICTS (NED)

Part 2 | Summary of Zoning Districts

200.C. NEIGHBORHOOD EDGE DISTRICTS (NED)



1. GENERAL INTENT

- a. Medium scale development intended to accommodate a variety of housing options—up to 3 stories tall—including a mixture of townhouses, live-work units and small scale multifamily with flexible ground floors for a variety of smaller scale commercial uses. Neighborhood Edge Districts (NED) typically transition to Residential Neighborhood Districts (RND) from zoning districts with more intense development.
- b. Neighborhood Edge Districts (NED) implement the Neighborhood Edge Place Type established in the *General Plan*.

2. DISTRICTS

There are 5 Neighborhood Edge Districts (NED). The first bracket set [] of each NED zoning district is summarized below:

Zoning District	First Bracket Set		
	Form Module	Frontage Module	Use Module
Neighborhood Edge District 1 (NED1)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C
Neighborhood Edge District 2 (NED2)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 2 (CX2) Sec. 520.C
Neighborhood Edge District 3 (NED3)	Low-Rise Medium 2 (LM2) Sec. 330.B	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C
Neighborhood Edge District 4 (NED4)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 3 (CX3) Sec. 520.C
Neighborhood Edge District 5 (NED5)	House Narrow 2 (HN2) Sec. 320.B	Neighborhood Yard 2 (N2) Sec. 420.B	Residential 1 (R1) Sec. 520.C

2. DISTRICTS

There are 5 Neighborhood Edge Districts (NED). The first bracket set [] of each NED zoning district is summarized below:

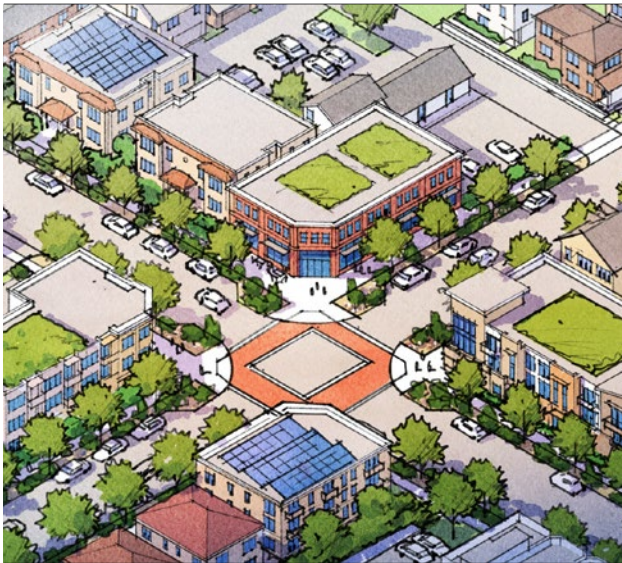
Zoning District	Form Module	First Bracket Set		Zoning District Description
		Frontage Module	Use Module	
Neighborhood Edge District 1 (NED1)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and minimal commercial primary uses.
Neighborhood Edge District 2 (NED2)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 2 (CX2) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and small commercial primary uses.
Neighborhood Edge District 3 (NED3)	Low-Rise Medium 2 (LM2) Sec. 330.B	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with residential ground floors, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Neighborhood Edge District 4 (NED4)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 3 (CX3) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and moderate commercial primary uses.
Neighborhood Edge District 5 (NED5)	House Narrow 2 (HN2) Sec. 320.B	Neighborhood Yard 2 (N2) Sec. 420.B	Residential 1 (R1) Sec. 520.C	Sites with narrow house-scale buildings up to 3 stories tall, shallow frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.

ZONING DISTRICTS

NEIGHBORHOOD EDGE DISTRICTS (NED)

Part 2 | Summary of Zoning Districts

200.C. NEIGHBORHOOD EDGE DISTRICTS (NED)



1. GENERAL INTENT

- a. Medium scale development intended to accommodate a variety of housing options—up to 3 stories tall—including a mixture of townhouses, live-work units and small scale multifamily with flexible ground floors for a variety of smaller scale commercial uses. Neighborhood Edge Districts (NED) typically transition to Residential Neighborhood Districts (RND) from zoning districts with more intense development.
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Neighborhood Edge District 2 (NED2)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 2 (CX2) Sec. 520.C
Neighborhood Edge District 3 (NED3)	Low-Rise Medium 2 (LM2) Sec. 330.B	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C
Neighborhood Edge District 4 (NED4)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 3 (CX3) Sec. 520.C
Neighborhood Edge District 5 (NED5)	House Narrow 2 (HN2) Sec. 320.B	Neighborhood Yard 2 (N2) Sec. 420.B	Residential 1 (R1) Sec. 520.C

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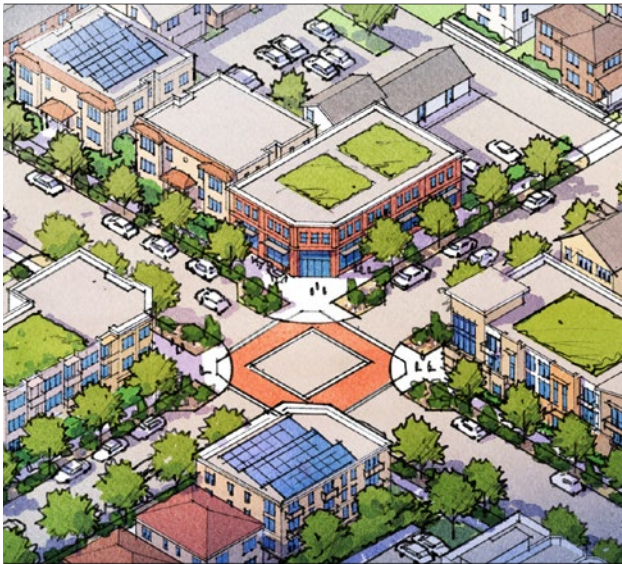
Zoning District	First Bracket Set			Zoning District Description
	Form Module	Frontage Module	Use Module	
Neighborhood Edge District 1 (NED1)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and minimal commercial primary uses.
Neighborhood Edge District 2 (NED2)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 2 (CX2) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and small commercial primary uses.
Neighborhood Edge District 3 (NED3)	Low-Rise Medium 2 (LM2) Sec. 330.B	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with residential ground floors, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Neighborhood Edge District 4 (NED4)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 3 (CX3) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and moderate commercial primary uses.
Neighborhood Edge District 5 (NED5)	House Narrow 2 (HN2) Sec. 320.B	Neighborhood Yard 2 (N2) Sec. 420.B	Residential 1 (R1) Sec. 520.C	Sites with narrow house-scale buildings up to 3 stories tall, shallow frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.

ZONING DISTRICTS

NEIGHBORHOOD EDGE DISTRICTS (NED)

Part 2 | Summary of Zoning Districts

200.C. NEIGHBORHOOD EDGE DISTRICTS (NED)



1. GENERAL INTENT

- Medium scale development intended to accommodate a variety of housing options—up to 3 stories tall—including a mixture of townhouses, live-work units and small scale multifamily with flexible ground floors for a variety of smaller scale commercial uses. Neighborhood Edge Districts (NED) typically transition to Residential Neighborhood Districts (RND) from zoning districts with more intense development.
- Neighborhood Edge Districts (NED) implement the Neighborhood Edge Place Type established in the *General Plan*.

2. DISTRICTS

There are 5 Neighborhood Edge Districts (NED). The first bracket set [] of each NED zoning district is summarized below:

Zoning District	Form Module	Frontage Module	Use Module
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Neighborhood Edge District 3 (NED3)	Low-Rise Medium 2 (LM2) Sec. 330.B	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C
Neighborhood Edge District 4 (NED4)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 3 (CX3) Sec. 520.C
Neighborhood Edge District 5 (NED5)	House Narrow 2 (HN2) Sec. 320.B	Neighborhood Yard 2 (N2) Sec. 420.B	Residential 1 (R1) Sec. 520.C

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Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
Neighborhood Edge District 1 (NED1)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and minimal commercial primary uses.
Neighborhood Edge District 2 (NED2)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 2 (CX2) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and small commercial primary uses.
Neighborhood Edge District 3 (NED3)	Low-Rise Medium 2 (LM2) Sec. 330.B	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with residential ground floors, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Neighborhood Edge District 4 (NED4)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 3 (CX3) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and moderate commercial primary uses.
Neighborhood Edge District 5 (NED5)	House Narrow 2 (HN2) Sec. 320.B	Neighborhood Yard 2 (N2) Sec. 420.B	Residential 1 (R1) Sec. 520.C	Sites with narrow house-scale buildings up to 3 stories tall, shallow frontyards, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.

ZONING DISTRICTS

NEIGHBORHOOD EDGE DISTRICTS (NED)

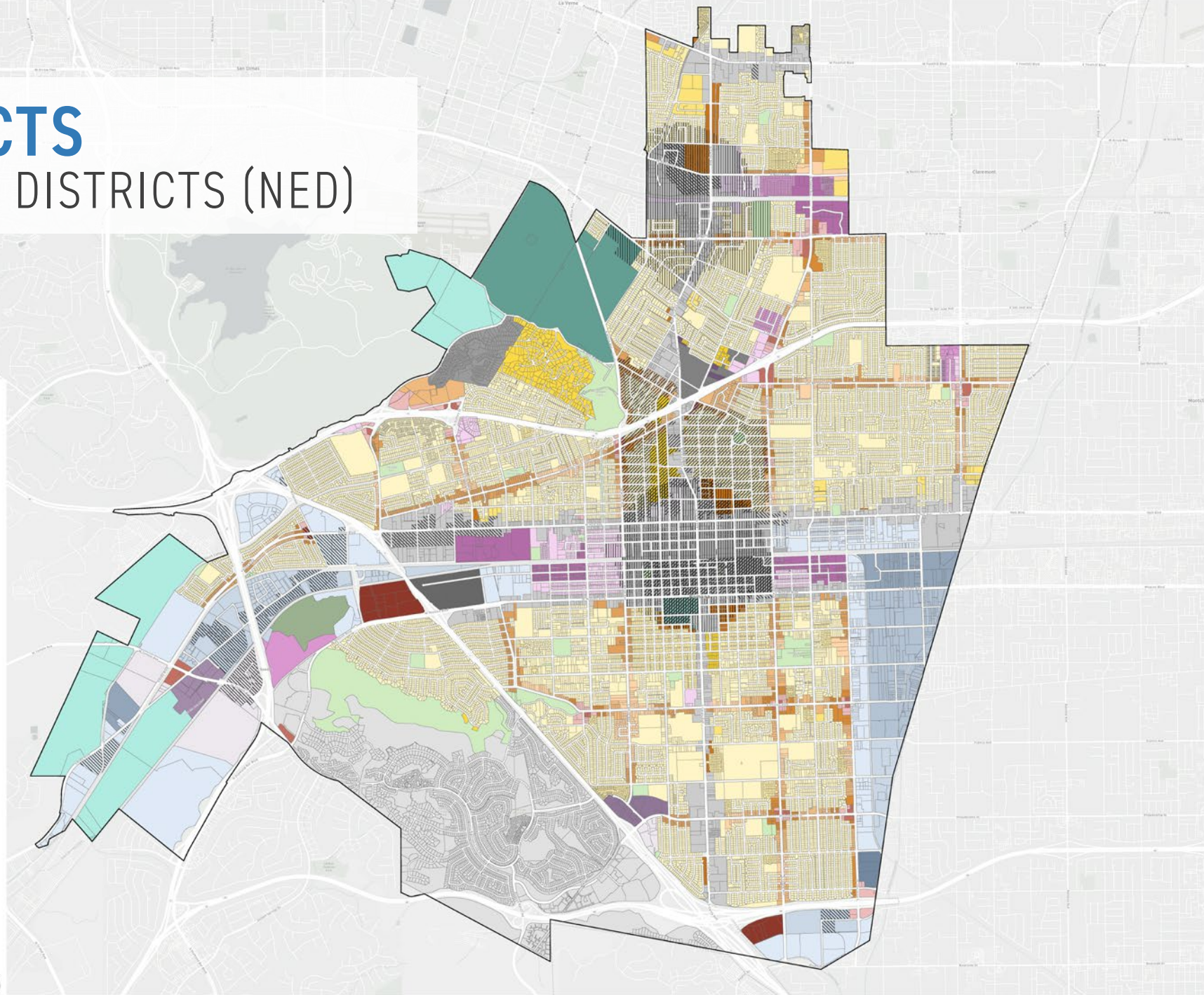
-  NED1
-  NED1-H
-  NED1-T
-  NED2
-  NED2-H
-  NED3
-  NED3-H
-  NED3-T
-  NED4
-  NED4-H
-  NED5
-  NED5-H
-  NED5-H-T
-  NED5-T

KEY

RESIDENTIAL NEIGHBORHOOD DISTRICTS	ACTIVITY CENTER DISTRICTS
RND1	ACD1
RND1-H	ACD1-H
RND1-T	ACD2
RND2	ACD3-H
RND2-T	ACD3-C
RND3	ACD3
RND4	
RND5	
RND5-H	
RND5-T	
NEIGHBORHOOD DISTRICTS	TRANSIT ORIENTED DEVELOPMENT DISTRICTS
NED1	TOD1
NED1-H	TOD1-C
NED1-T	TOD1-H
NED2	TOD1-T
NED2-H	TOD2
NED2-T	TOD2-T
NED3	TOD3
NED3-H	TOD3-T
NED3-T	TOD4
NED4	TOD4
NED4-H	TOD4
NED4-T	
NED5	
NED5-H	
NED5-H-T	
NED5-T	
UNIVERSITY DISTRICTS	WORKPLACE DISTRICTS
UND1	WD1
UND1-T	WD1-C
UND2	WD2-C
UND3	WD3
UND4	WD4
UND5	WD5
SPECIFIC CAMPUS DISTRICTS	PARKLAND DISTRICTS
SCD1	PLD1
SCD2-T	PLD1-H
SCD3	PLD1-H-T
SCD3-T	PLD1-T
	PLD2
	PLD2
SPECIFIC PLANS	CITY BOUNDARY
FPSP	
CSPP	
DTSP	
HMSP	
HCSP	
T1SP	
CSPP-C	
CSPP-H	
CSPP-C-T	
CSPP-H-T	
CSPP-T	
DTSP-H	
DTSP-T	
DTSP-H-T	

Districts are shaded based on population. The most populated districts have the darkest shades.

Scale 1"=1000'

ZONING DISTRICTS

URBAN NEIGHBORHOOD DISTRICTS (UND)

Part 2 | Summary of Zoning Districts

PART 2. SUMMARY OF ZONING DISTRICTS

Sec. 200. Zoning Districts.....	2-2
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Part 2 | Summary of Zoning Districts

200.D. URBAN NEIGHBORHOOD DISTRICTS (UND)



1. GENERAL INTENT

- a. Moderately scaled development primarily intended to accommodate a variety of medium intensity multi-unit housing options—up to 4 stories tall—in addition to office, commercial, and limited industrial uses that are compatible with adjacent development. While buildings may contain exclusively residential or nonresidential uses, the vertical mixing of uses is encouraged.
- b. Urban Neighborhood Districts (UND) implement the Urban Neighborhood Place Type established in the *General Plan*.

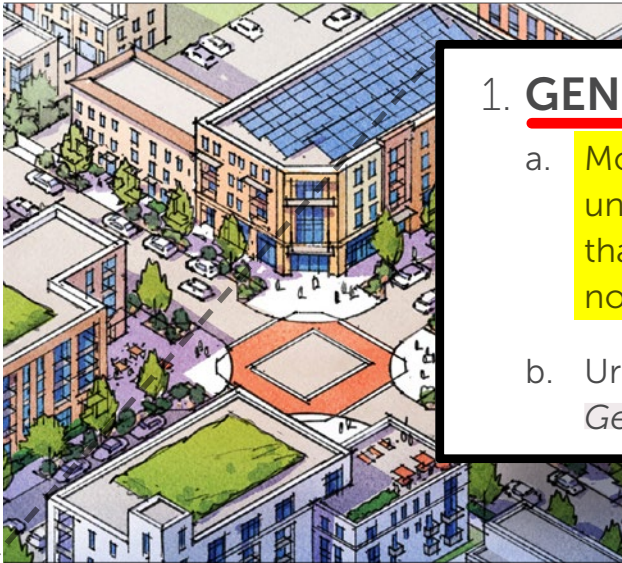


ZONING DISTRICTS

URBAN NEIGHBORHOOD DISTRICTS (UND)

Part 2 | Summary of Zoning Districts

200.D. URBAN NEIGHBORHOOD DISTRICTS (UND)



1. GENERAL INTENT

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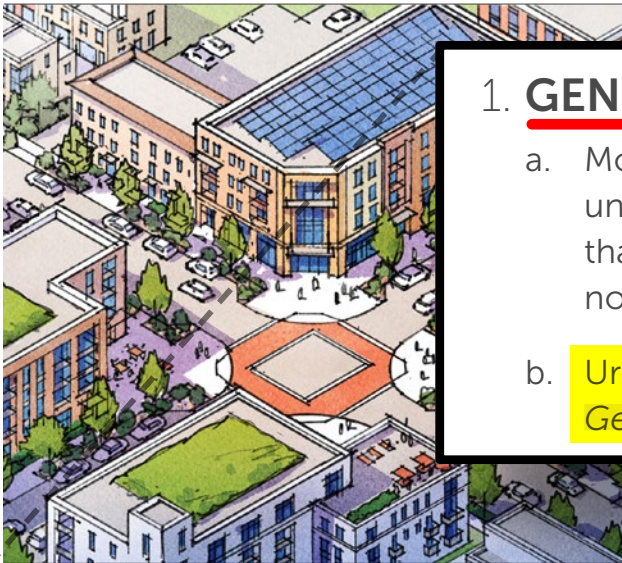


ZONING DISTRICTS

URBAN NEIGHBORHOOD DISTRICTS (UND)

Part 2 | Summary of Zoning Districts

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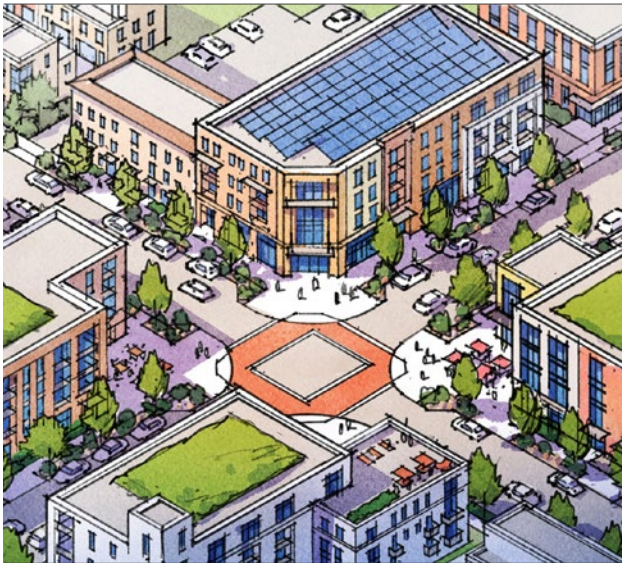


ZONING DISTRICTS

URBAN NEIGHBORHOOD DISTRICTS (UND)

Part 2 | Summary of Zoning Districts

200.D. URBAN NEIGHBORHOOD DISTRICTS (UND)



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2. DISTRICTS

There are 3 Urban Neighborhood Districts (UND). The first bracket set [] of each UND zoning district is summarized below:

Zoning District	First Bracket Set		
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Urban Neighborhood District 2 (UND2)	Low-Rise Medium 3 (LM3) Sec. 330.C	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C
Urban Neighborhood District 3 (UND3)	Low-Rise Medium 3 (LM3) Sec. 330.C	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C

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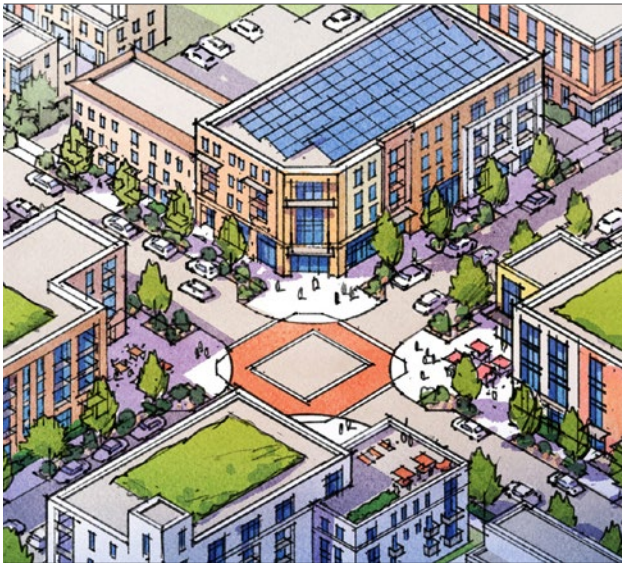


ZONING DISTRICTS

URBAN NEIGHBORHOOD DISTRICTS (UND)

Part 2 | Summary of Zoning Districts

200.D. URBAN NEIGHBORHOOD DISTRICTS (UND)



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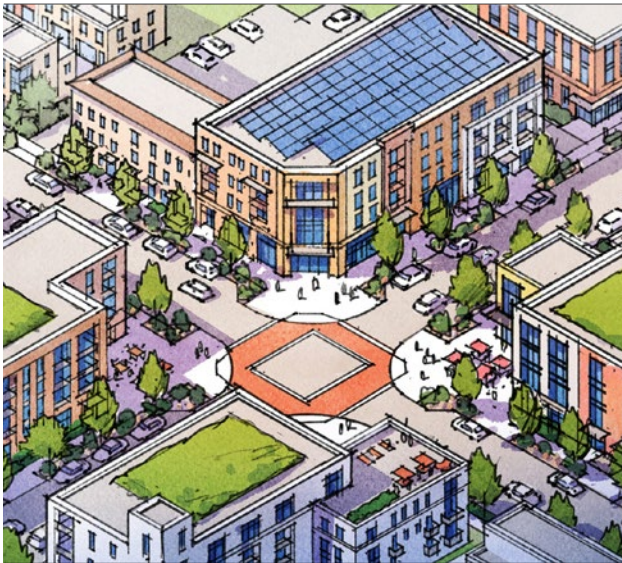


ZONING DISTRICTS

URBAN NEIGHBORHOOD DISTRICTS (UND)

Part 2 | Summary of Zoning Districts

200.D. URBAN NEIGHBORHOOD DISTRICTS (UND)



1 GENERAL INTENT

- a. Moderately scaled development primarily intended to accommodate a variety of medium intensity multi-unit housing options—up to 4 stories tall—in addition to office, commercial, and limited industrial uses that are compatible with adjacent development. While buildings may contain exclusively residential or nonresidential uses, the vertical mixing of uses is encouraged.
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Urban Neighborhood District 2 (UND2)	Low-Rise Medium 3 (LM3) Sec. 330.C	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with residential ground floors, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Urban Neighborhood District 3 (UND3)	Low-Rise Medium 3 (LM3) Sec. 330.C	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with somewhat active ground floors, and residential and small industrial primary uses.



ZONING DISTRICTS

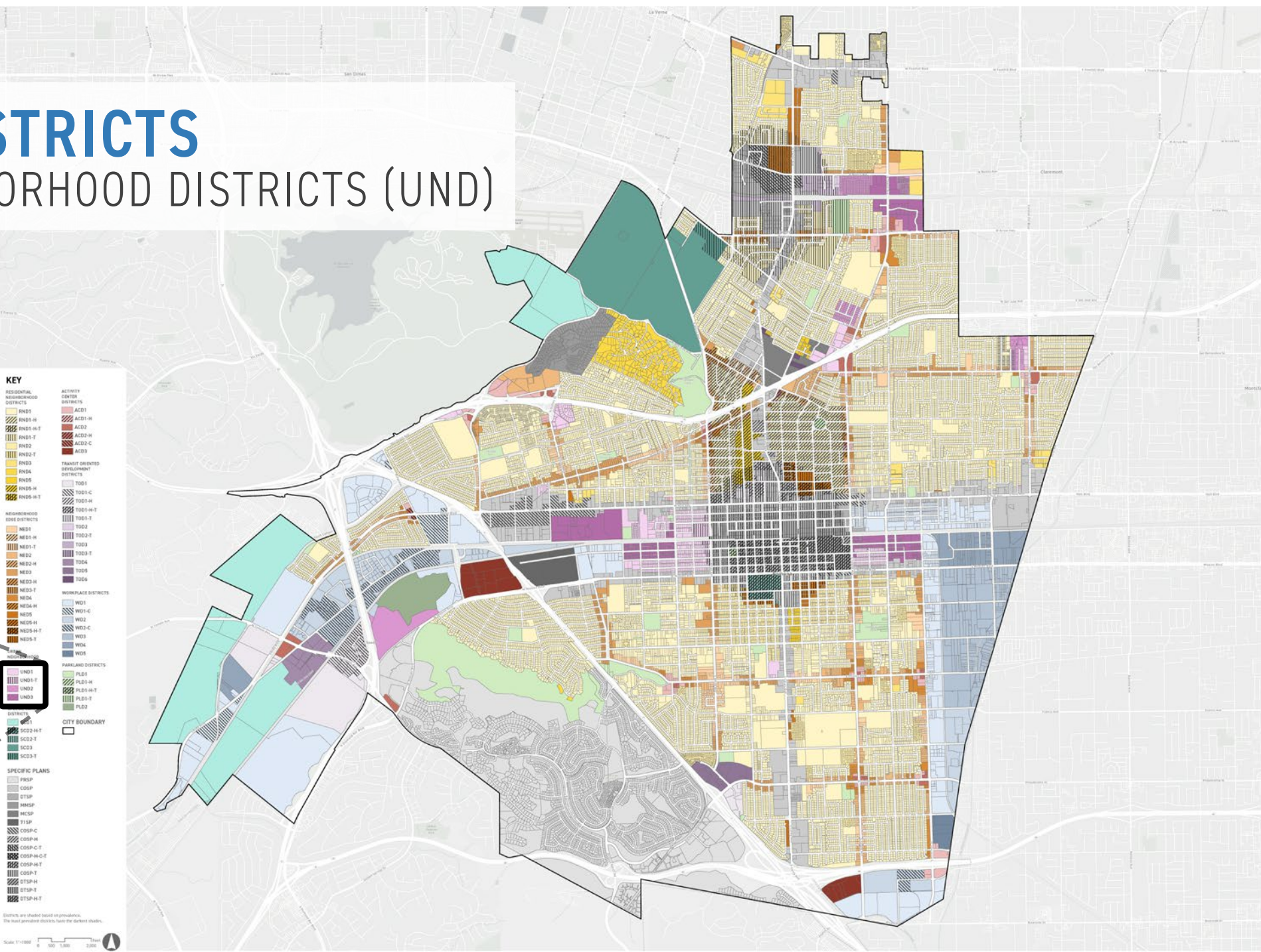
URBAN NEIGHBORHOOD DISTRICTS (UND)

- UND1
- UND1-T
- UND2
- UND3

KEY

RESIDENTIAL NEIGHBORHOOD DISTRICTS	ACTIVITY CENTER DISTRICTS
RND1	ACD1
RND1-H	ACD1-H
RND1-T	ACD1-T
RND2	ACD2
RND2-T	ACD2-C
RND3	ACD3
RND4	
RND5	
RND5-H	
RND5-T	
NEIGHBORHOOD EDGE DISTRICTS	TRANSIT ORIENTED DEVELOPMENT DISTRICTS
NED1	TOD1
NED1-H	TOD1-C
NED1-T	TOD1-H
NED2	TOD2
NED2-H	TOD2-T
NED2-T	TOD3
NED3	TOD4
NED3-H	TOD5
NED3-T	TOD6
NED4	
NED4-H	
NED5	
NED5-H	
NED5-T	
WORKPLACE DISTRICTS	FARMLAND DISTRICTS
WD1	PLD1
WD1-C	PLD1-H
WD2	PLD1-T
WD2-C	PLD1-T
WD3	PLD2
WD4	
WD5	
DISTRICTS	CITY BOUNDARY
SCD1-T	
SCD2-T	
SCD3	
SCD3-T	
SPECIFIC PLANS	
PKSP	
CO5P	
OT5P	
HM5P	
HC5P	
T15P	
CO5P-C	
CO5P-H	
CO5P-C-T	
CO5P-H-T	
CO5P-T	
OT5P-H	
OT5P-T	
OT5P-H-T	

Districts are shaded based on population. The most populated districts have the darkest shades.



ZONING DISTRICTS

ACTIVITY CENTER DISTRICTS (ACD)

Part 2 | Summary of Zoning Districts

PART 2.
SUMMARY OF ZONING DISTRICTS

Sec. 200. Zoning Districts.....2-2

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Part 2 | Summary of Zoning Districts

200.E. ACTIVITY CENTER DISTRICTS (ACD)



1. GENERAL INTENT

- a. Medium to large scale development within neighborhood centers and regional destinations catalyzed by a variety of residential, retail, service and commercial building forms and uses—up to 6 stories tall—in a pedestrian-friendly environment. While buildings may contain exclusively residential or nonresidential uses, the vertical mixing of uses is strongly encouraged. Activity Center Districts (ACD) typically transition to districts with less intense development.
- b. Activity Center Districts (ACD) implement the Activity Center Place Type established in the *General Plan*.

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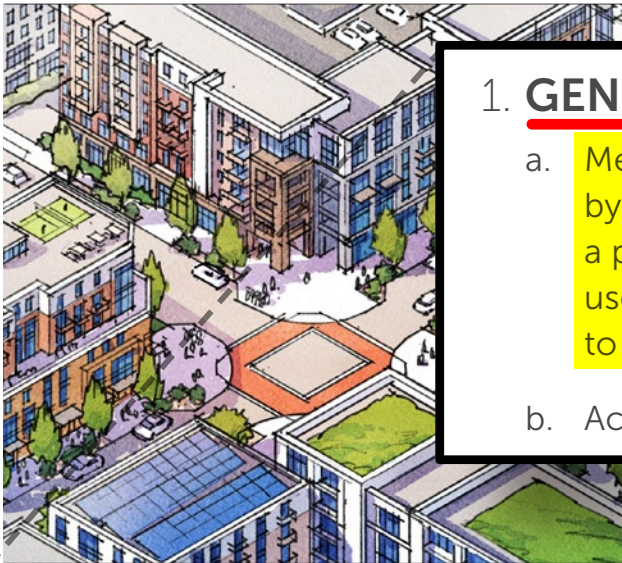


ZONING DISTRICTS

ACTIVITY CENTER DISTRICTS (ACD)

Part 2 | Summary of Zoning Districts

200.E. ACTIVITY CENTER DISTRICTS (ACD)



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ZONING DISTRICTS

ACTIVITY CENTER DISTRICTS (ACD)

Part 2 | Summary of Zoning Districts

200.E. ACTIVITY CENTER DISTRICTS (ACD)



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ZONING DISTRICTS

ACTIVITY CENTER DISTRICTS (ACD)

Part 2 | Summary of Zoning Districts

200.E. ACTIVITY CENTER DISTRICTS (ACD)



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2. DISTRICTS

There are 3 Activity Center Districts (ACD). The first bracket set [] of each ACD is summarized below:

Zoning District	First Bracket Set		
	Form Module	Frontage Module	Use Module
Activity Center District 1 (ACD1)	Mid-Rise Medium 1 (MM1) Sec. 340.A	General 1 (G1) Sec. 440.A	Commercial Mixed 4 (CX4) Sec. 520.C
Activity Center District 2 (ACD2)	Mid-Rise Broad 1 (MB1) Sec. 340.C	Shopfront 1 (SH1) Sec. 450.A	Commercial Mixed 4 (CX4) Sec. 520.C
Activity Center District 3 (ACD3)	Mid-Rise Broad 1 (MB1) Sec. 340.C	Shopfront 1 (SH1) Sec. 450.A	Commercial Mixed 5 (CX5) Sec. 520.C

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There are 3 Activity Center Districts (ACD). The first bracket set [] of each ACD zoning district is summarized below:

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Activity Center District 2 (ACD2)	Mid-Rise Broad 1 (MB1) Sec. 340.C	Shopfront 1 (SH1) Sec. 450.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with wide mid-rise buildings up to 6 stories tall, located close to the street with active ground floors, and residential and large commercial primary uses.
Activity Center District 3 (ACD3)	Mid-Rise Broad 1 (MB1) Sec. 340.C	Shopfront 1 (SH1) Sec. 450.A	Commercial Mixed 5 (CX5) Sec. 520.C	Sites with wide mid-rise buildings up to 6 stories tall, located close to the street with active ground floors, and residential and very large commercial primary uses.



ZONING DISTRICTS

ACTIVITY CENTER DISTRICTS (ACD)

Part 2 | Summary of Zoning Districts

200.E. ACTIVITY CENTER DISTRICTS (ACD)



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- a. Medium to large scale development within neighborhood centers and regional destinations catalyzed by a variety of residential, retail, service and commercial building forms and uses—up to 6 stories tall—in a pedestrian-friendly environment. While buildings may contain exclusively residential or nonresidential uses, the vertical mixing of uses is strongly encouraged. Activity Center Districts (ACD) typically transition to districts with less intense development.
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ZONING DISTRICTS

ACTIVITY CENTER DISTRICTS (ACD)

Part 2 | Summary of Zoning Districts

200.E. ACTIVITY CENTER DISTRICTS (ACD)



1. GENERAL INTENT

- a. Medium to large scale development within neighborhood centers and regional destinations catalyzed by a variety of residential, retail, service and commercial building forms and uses—up to 6 stories tall—in a pedestrian-friendly environment. While buildings may contain exclusively residential or nonresidential uses, the vertical mixing of uses is strongly encouraged. Activity Center Districts (ACD) typically transition to districts with less intense development.
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ZONING DISTRICTS

URBAN NEIGHBORHOOD DISTRICTS (UND)

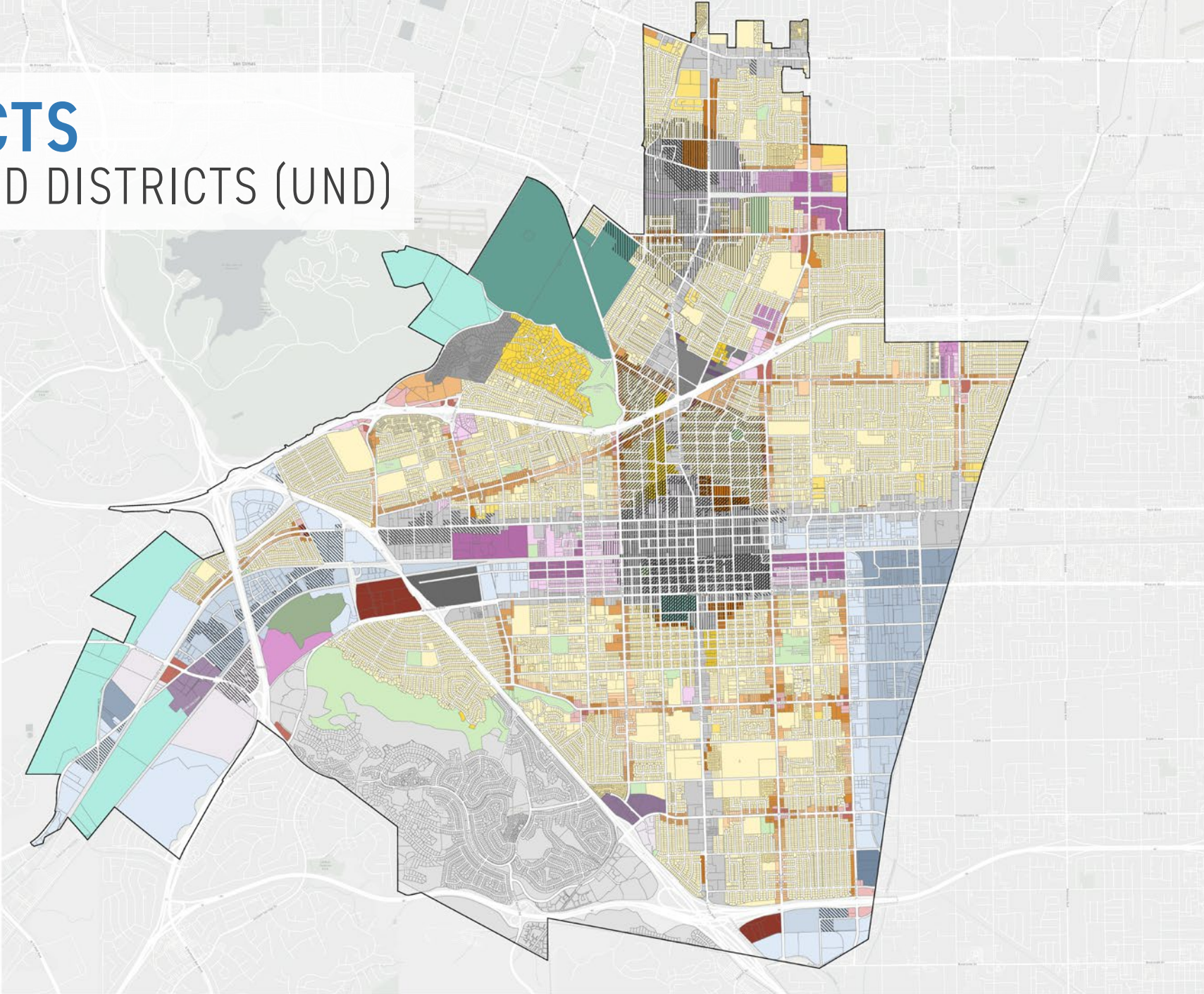
	ACD1
	ACD1-H
	ACD2
	ACD2-H
	ACD2-C
	ACD3

KEY

RESIDENTIAL NEIGHBORHOOD DISTRICTS	ACTIVITY CENTER
RND1	ACD1
RND1-H	ACD1-H
RND1-T	ACD2
RND2	ACD2-H
RND2-T	ACD2-C
RND3	ACD3
RND4	
RND5	DEVELOPMENT DISTRICTS
RND5-H	T001
RND5-T	T001-C
	T001-H
NEIGHBORHOOD EDGE DISTRICTS	T002
NED1-H	T002-T
NED1-T	T003
NED2	T003-T
NED2-H	T004
NED2-T	T005
NED3	T006
NED3-H	
NED3-T	WORKPLACE DISTRICTS
NED4	WD1
NED4-H	WD1-C
NED5	WD2
NED5-H	WD2-C
NED5-T	WD3
	WD4
	WD5
URBAN NEIGHBORHOOD DISTRICTS	PARKLAND DISTRICTS
UND1	PLD1
UND1-H	PLD1-H
UND2	PLD1-H-T
UND3	PLD1-T
	PLD2
	PLD2
SPECIAL CAMPUS DISTRICTS	CITY BOUNDARY
SC01	
SC02-H	
SC02-T	
SC03	
SC03-T	
SPECIFIC PLANS	
FSP	
COSP	
DTSP	
MHSP	
HCSP	
T1SP	
COSP-C	
COSP-H	
COSP-H-T	
COSP-H-T	
COSP-T	
DTSP-H	
DTSP-T	
DTSP-H-T	

Districts are shaded based on population. The most populated districts have the darkest shades.

Scale 1"=1000'



ZONING DISTRICTS

TRANSIT ORIENTED DISTRICTS (TOD)

Part 2 | Summary of Zoning Districts

PART 2. SUMMARY OF ZONING DISTRICTS

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200.C. Neighborhood Edge Districts (NED).....	2-6
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200.G. Workplace Districts (WD).....	2-14
200.H. Special Campus Districts (SCD).....	2-16
200.I. Parkland Districts (PLD).....	2-18

Part 2 | Summary of Zoning Districts

200.F. TRANSIT ORIENTED DISTRICTS (TOD)



1. GENERAL INTENT

- a. Transit Oriented Districts (TOD) are the most active and walkable zoning districts in the city and feature development types of medium to large scale development—up to 6 stories tall. While buildings may contain exclusively residential uses, these districts encourage buildings with a mix of uses—horizontally and vertically—with retail, commercial and civic activity on the ground floor and housing or workplace uses above.
- b. Transit Oriented Districts (TOD) implement the Transit Oriented District Place Type established in the *General Plan*.

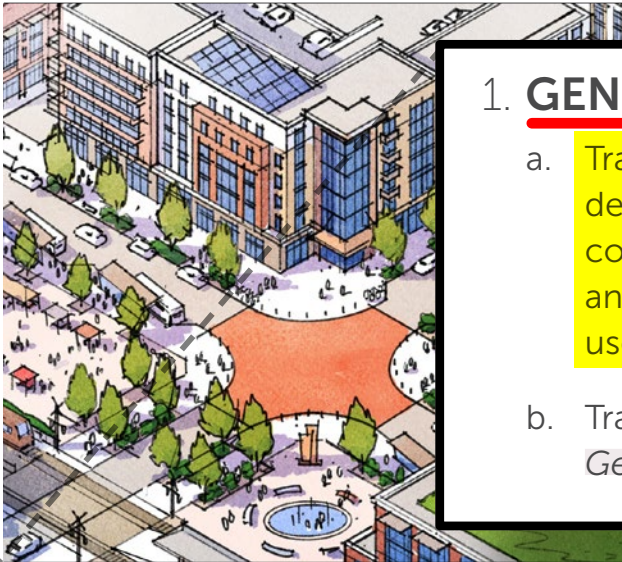


ZONING DISTRICTS

TRANSIT ORIENTED DISTRICTS (TOD)

Part 2 | Summary of Zoning Districts

200.F. TRANSIT ORIENTED DISTRICTS (TOD)



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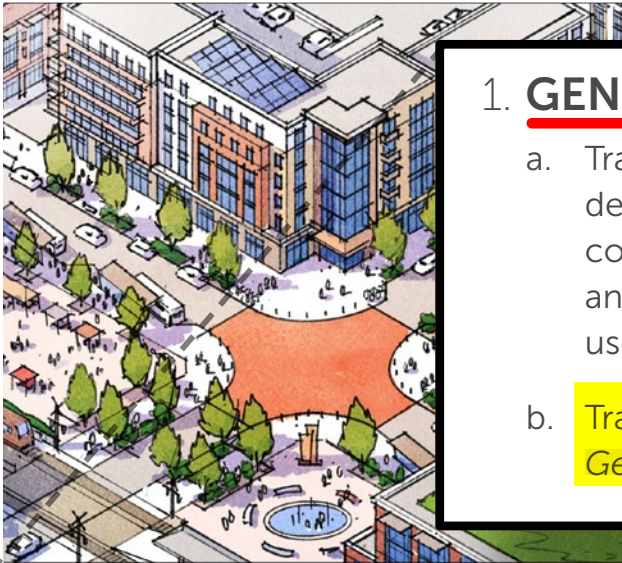


ZONING DISTRICTS

TRANSIT ORIENTED DISTRICTS (TOD)

Part 2 | Summary of Zoning Districts

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ZONING DISTRICTS

TRANSIT ORIENTED DISTRICTS (TOD)

Part 2 | Summary of Zoning Districts

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Part 2 | Summary of Zoning Districts

2. DISTRICTS

There are 6 Transit Oriented Districts (TOD). The first bracket set [] of each TOD zoning district is summarized below:

Zoning District	Form Module	First Bracket Set - Frontage Module	Use Module	Zoning District Description
Transit Oriented District 1 (TOD1)	Mid-Rise Medium 1 (MM1) Sec. 340.A	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with mid-rise buildings up to 6 stories close to the street with somewhat active ground floors, and residential and minimal commercial primary uses.
Transit Oriented District 2 (TOD2)	Low-Rise Medium 3 (LM3) Sec. 330.C	General 1 (G1) Sec. 440.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with low-rise buildings up to 4 stories close to the street with somewhat active ground floors, and residential and large commercial primary uses.
Transit Oriented District 3 (TOD3)	Low-Rise Medium 3 (LM3) Sec. 330.C	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C	Sites with low-rise buildings up to 4 stories close to the street with residential ground floors, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Transit Oriented District 4 (TOD4)	Mid-Rise Medium 1 (MM1) Sec. 340.A	General 1 (G1) Sec. 440.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with mid-rise buildings up to 6 stories close to the street with somewhat active ground floors, and residential and large commercial primary uses.
Transit Oriented District 5 (TOD5)	Mid-Rise Medium 1 (MM1) Sec. 340.A	Shopfront 1 (SH1) Sec. 450.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with mid-rise buildings up to 6 stories close to the street with active ground floors, and residential and large commercial primary uses.
Transit Oriented District 6 (TOD6)	Low-Rise Medium 3 (LM3) Sec. 330.C	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with low-rise buildings up to 4 stories close to the street with somewhat active ground floors, and residential and minimal commercial primary uses.

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ZONING DISTRICTS

TRANSIT ORIENTED DISTRICTS (TOD)

Part 2 | Summary of Zoning Districts

200.F. TRANSIT ORIENTED DISTRICTS (TOD)



1 GENERAL INTENT

- Transit Oriented Districts (TOD) are the most active and walkable zoning districts in the city and feature development types of medium to large scale development—up to 6 stories tall. While buildings may contain exclusively residential uses, these districts encourage buildings with a mix of uses—horizontally and vertically—with retail, commercial and civic activity on the ground floor and housing or workplace uses above.
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Part 2 | Summary of Zoning Districts

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ZONING DISTRICTS

TRANSIT ORIENTED DISTRICTS (TOD)

Part 2 | Summary of Zoning Districts

200.F. TRANSIT ORIENTED DISTRICTS (TOD)



1. GENERAL INTENT

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Part 2 | Summary of Zoning Districts

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Transit Oriented District 3 (TOD3)	Low-Rise Medium 3 (LM3) Sec. 330.C	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C	Sites with low-rise buildings up to 4 stories close to the street with residential ground floors, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Transit Oriented District 4 (TOD4)	Mid-Rise Medium 1 (MM1) Sec. 340.A	General 1 (G1) Sec. 440.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with mid-rise buildings up to 6 stories close to the street with somewhat active ground floors, and residential and large commercial uses.
Transit Oriented District 5 (TOD5)	Mid-Rise Medium 1 (MM1) Sec. 340.A	Shopfront 1 (SH1) Sec. 450.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with mid-rise buildings up to 6 stories close to the street with active ground floors, and residential and large commercial uses.
Transit Oriented District 6 (TOD6)	Low-Rise Medium 3 (LM3) Sec. 330.C	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with low-rise buildings up to 4 stories close to the street with somewhat active ground floors, and residential and minimal commercial uses.

2. DISTRICTS






There are 6 Transit Oriented Districts (TOD). The first bracket set [] of each TOD zoning district is summarized below:

Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
Transit Oriented District 1 (TOD1)	Mid-Rise Medium 1 (MM1) Sec. 340.A	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with mid-rise buildings up to 6 stories tall, located close to the street with somewhat active ground floors, and residential and minimal commercial primary uses.
Transit Oriented District 2 (TOD2)	Low-Rise Medium 3 (LM3) Sec. 330.C	General 1 (G1) Sec. 440.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with somewhat active ground floors, and residential and large commercial primary uses.
Transit Oriented District 3 (TOD3)	Low-Rise Medium 3 (LM3) Sec. 330.C	Multi-Unit 1 (MU1) Sec. 430.A	Residential 1 (R1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with residential ground floors, residential primary uses, limited nonresidential primary uses, and limited nonresidential accessory uses.
Transit Oriented District 4 (TOD4)	Mid-Rise Medium 1 (MM1) Sec. 340.A	General 1 (G1) Sec. 440.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with mid-rise buildings up to 6 stories tall, located close to the street with somewhat active ground floors, and residential and large commercial primary uses.
Transit Oriented District 5 (TOD5)	Mid-Rise Medium 1 (MM1) Sec. 340.A	Shopfront 1 (SH1) Sec. 450.A	Commercial Mixed 4 (CX4) Sec. 520.C	Sites with mid-rise buildings up to 6 stories tall, located close to the street with active ground floors, and residential and large commercial primary uses.
Transit Oriented District 6 (TOD6)	Low-Rise Medium 3 (LM3) Sec. 330.C	General 1 (G1) Sec. 440.A	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with somewhat active ground floors, and residential and minimal commercial primary uses.
























































ZONING DISTRICTS

TRANSIT ORIENTED DISTRICTS (TOD)

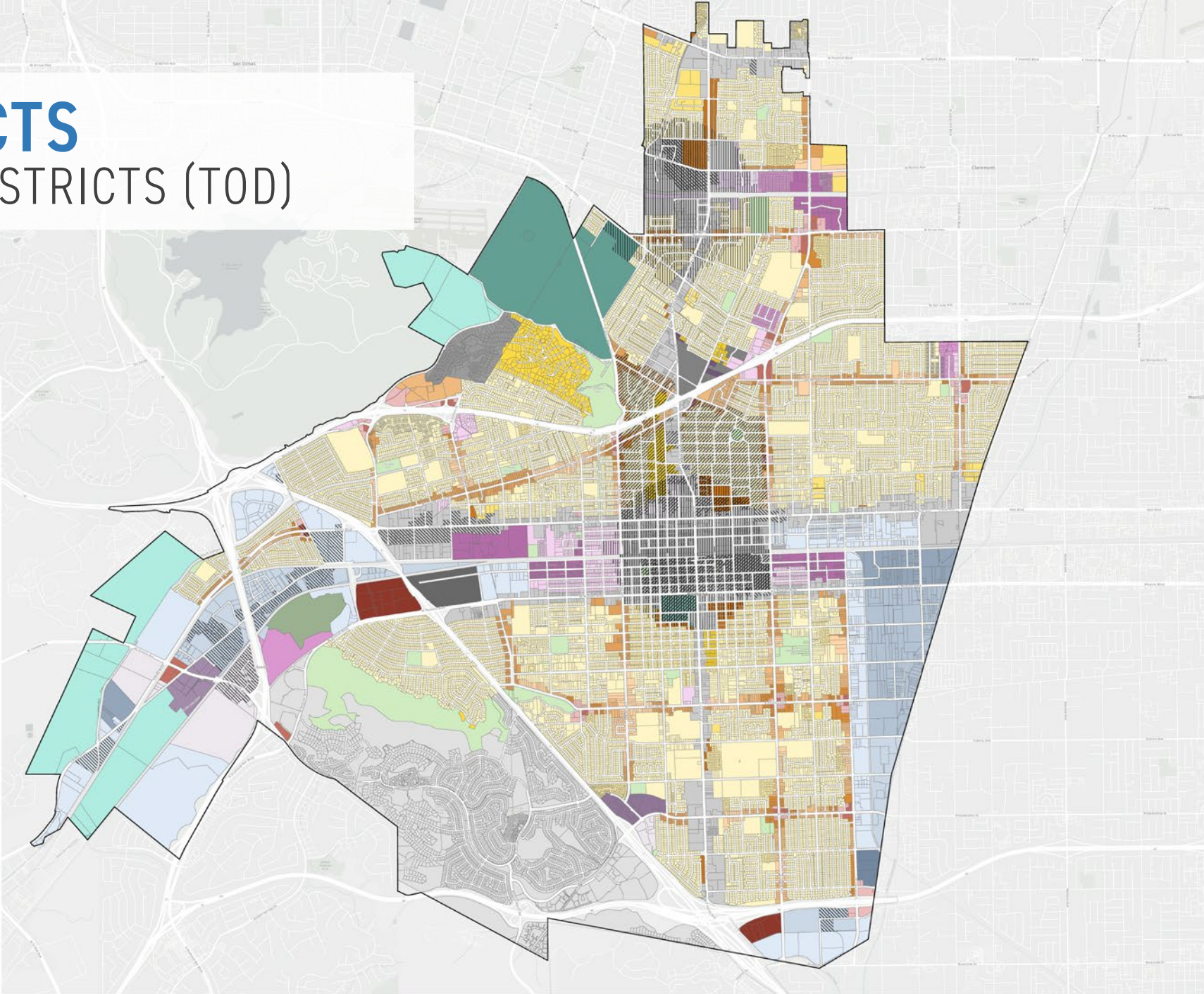
-  TOD1
-  TOD1-C
-  TOD1-H
-  TOD1-H-T
-  TOD1-T
-  TOD2
-  TOD2-T
-  TOD3
-  TOD3-T
-  TOD4
-  TOD5
-  TOD6

KEY

 RND1	 ACD1
 RND1-H	 ACD1-H
 RND1-H-T	 ACD1-T
 RND1-T	 ACD1-H-T
 RND2	 ACD2-C
 RND2-T	 ACD3
 RND3	
 RND4	
 RND5	
 RND5-H	
 RND5-H-T	
NEIGHBORHOOD NODE DISTRICTS	TRANSIT ORIENTED DISTRICTS
 NED1	 TOD1
 NED1-H	 TOD1-C
 NED1-T	 TOD1-H
 NED2	 TOD1-H-T
 NED2-H	 TOD2
 NED2-T	 TOD2-T
 NED3	 TOD3
 NED3-H	 TOD3-T
 NED4	 TOD4
 NED5	 TOD5
 NED5-H	 TOD6
 NED5-H-T	
 NED5-T	
URBAN NEIGHBORHOOD DISTRICTS	PARKLAND DISTRICTS
 UND1	 PLD1
 UND2	 PLD1-H
 UND3	 PLD1-H-T
 UND4	 PLD1-T
 UND5	 PLD2
SPECIAL CAMPUS DISTRICTS	CITY BOUNDARY
 SCD1	
SCD2-H-T	
SCD2-T	
SCD3	
SCD3-T	
SPECIFIC PLANS	
FSP	
COSP	
OTSP	
HNSP	
HCSP	
T1SP	
COSPC	
COSPH	
COSPC-T	
COSPH-T	
COSPT	
OTSP-T	
OTSP-H-T	

Districts are shaded based on population. The most populated districts have the darkest shades.

Scale 1"=1000'

ZONING DISTRICTS

WORKPLACE DISTRICTS (WD)

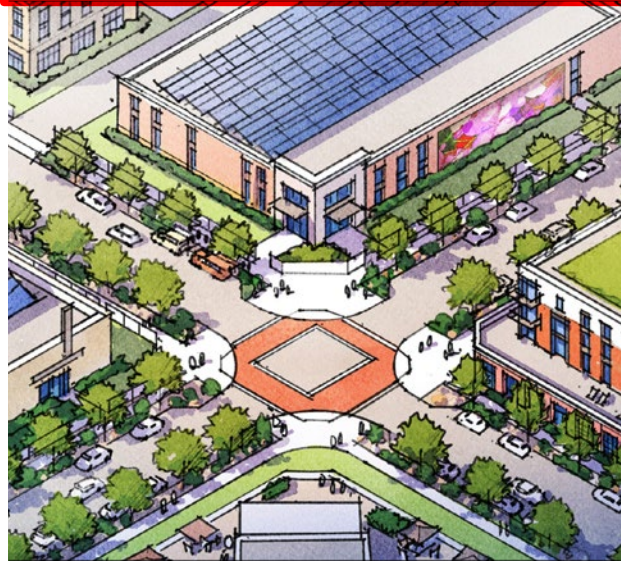
Part 2 | Summary of Zoning Districts

PART 2. SUMMARY OF ZONING DISTRICTS

Sec. 200. Zoning Districts	2-2
200.A. Zoning Districts Established.	2-2
200.B. Residential Neighborhood Districts (RND).	2-4
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200.G. Workplace Districts (WD).	2-14
200.H. Special Campus Districts (SCD).	2-16
200.I. Parkland Districts (PLD).	2-18

Part 2 | Summary of Zoning Districts

200.G. WORKPLACE DISTRICTS (WD)



1. GENERAL INTENT

- a. Medium scale development primarily intended to accommodate a variety of low-impact industrial and clean manufacturing activities that are pedestrian-oriented with distinctive building types—up to 6 stories tall—and a safe relationship to the public street and open space network. The majority of industrial activity in Workplace Districts (WD) are intended to be conducted indoors with limited accessory outdoor storage. Workplace Districts (WD) also allow residential and limited commercial uses where screened for safety.
- b. Workplace Districts (WD) implement the Workplace District and Workplace District Edge Place Types established in the *General Plan*.

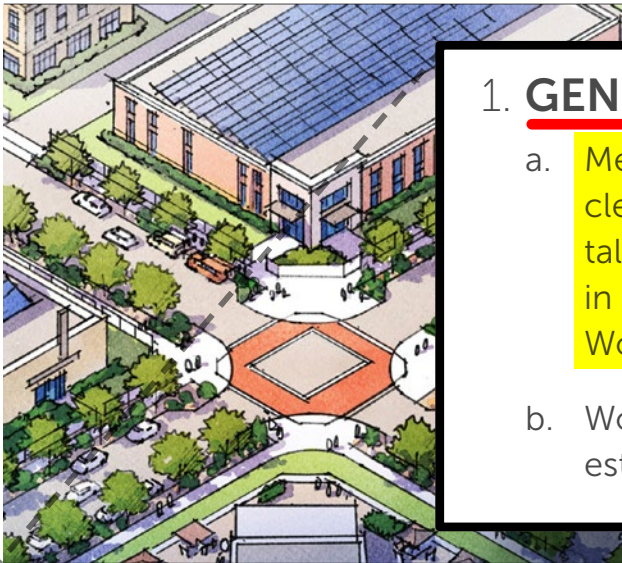


ZONING DISTRICTS

WORKPLACE DISTRICTS (WD)

Part 2 | Summary of Zoning Districts

200.G. WORKPLACE DISTRICTS (WD)



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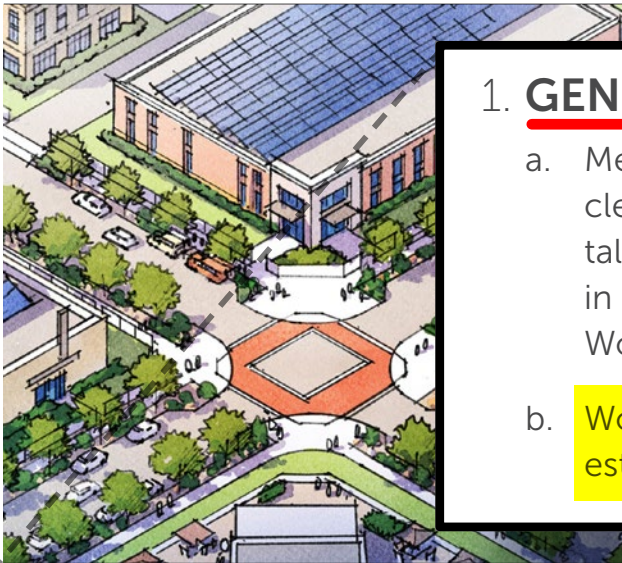


ZONING DISTRICTS

WORKPLACE DISTRICTS (WD)

Part 2 | Summary of Zoning Districts

200.G. WORKPLACE DISTRICTS (WD)



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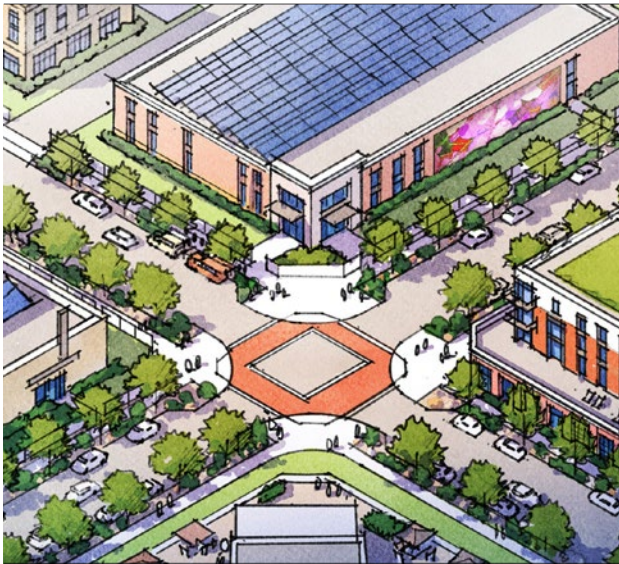


ZONING DISTRICTS

WORKPLACE DISTRICTS (WD)

Part 2 | Summary of Zoning Districts

200.G. WORKPLACE DISTRICTS (WD)



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Part 2 | Summary of Zoning Districts

2. DISTRICTS

There are 5 Workplace Districts (WD). The first bracket set [] of each WD zoning district is summarized below:

Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
Workplace District 1 (WD1)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with somewhat active ground floors, and residential and small industrial primary uses.
Workplace District 2 (WD2)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 3 (I3) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and large industrial primary uses.
Workplace District 3 (WD3)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 2 (I2) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and medium industrial primary uses.
Workplace District 4 (WD4)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 1 (I1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and moderate industrial primary uses.
Workplace District 5 (WD5)	Mid-Rise Medium 2 (MM2) Sec. 340.B	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C	Sites with mid-rise buildings up to 6 stories tall, located close to the street with somewhat active ground floors, and residential and small industrial primary uses.

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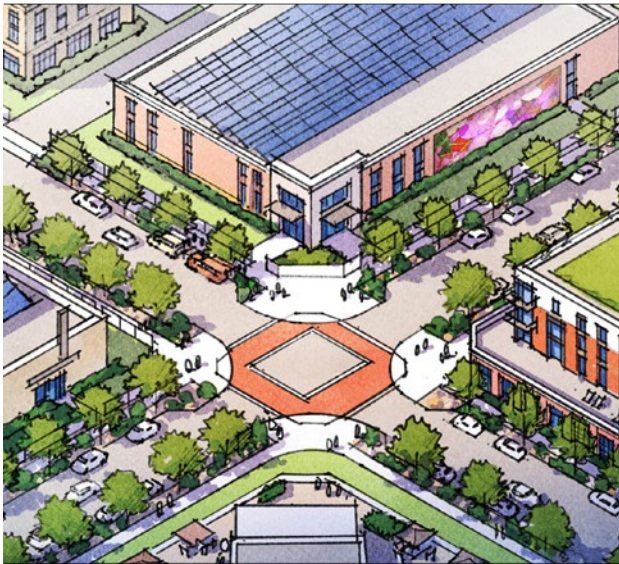


ZONING DISTRICTS

WORKPLACE DISTRICTS (WD)

Part 2 | Summary of Zoning Districts

200.G. WORKPLACE DISTRICTS (WD)



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Part 2 | Summary of Zoning Districts

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Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
Workplace District 1 (WD1)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with somewhat active ground floors, and residential and small industrial primary uses.
Workplace District 2 (WD2)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 3 (I3) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and large industrial primary uses.
Workplace District 3 (WD3)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 2 (I2) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and medium industrial primary uses.
Workplace District 4 (WD4)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 1 (I1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and moderate industrial primary uses.
Workplace District 5 (WD5)	Mid-Rise Medium 2 (MM2) Sec. 340.B	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C	Sites with mid-rise buildings up to 6 stories tall, located close to the street with somewhat active ground floors, and residential and small industrial primary uses.

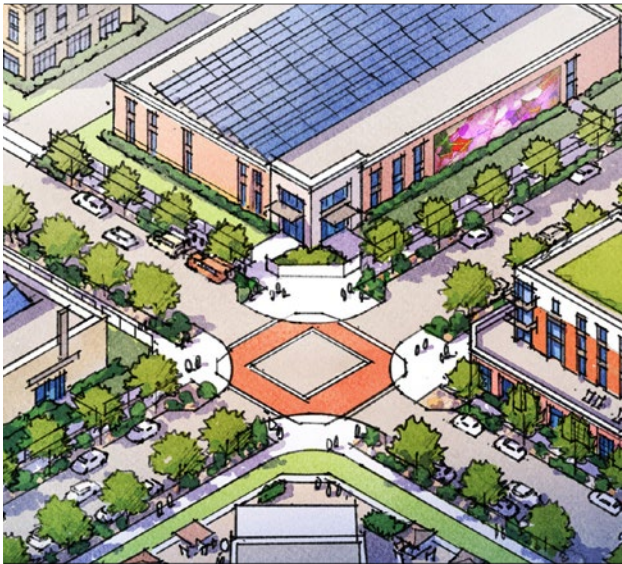


ZONING DISTRICTS

WORKPLACE DISTRICTS (WD)

Part 2 | Summary of Zoning Districts

200.G. WORKPLACE DISTRICTS (WD)



1 GENERAL INTENT

- a. Medium scale development primarily intended to accommodate a variety of low-impact industrial and clean manufacturing activities that are pedestrian-oriented with distinctive building types—up to 6 stories tall—and a safe relationship to the public street and open space network. The majority of industrial activity in Workplace Districts (WD) are intended to be conducted indoors with limited accessory outdoor storage. Workplace Districts (WD) also allow residential and limited commercial uses where screened for safety.
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Part 2 | Summary of Zoning Districts

2. DISTRICTS

There are 5 Workplace Districts (WD). The first bracket set [] of each WD zoning district is summarized below:

Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
Workplace District 1 (WD1)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with somewhat active ground floors, and residential and small industrial primary uses.
Workplace District 2 (WD2)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 3 (I3) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and large industrial primary uses.
Workplace District 3 (WD3)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 2 (I2) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and medium industrial primary uses.
Workplace District 4 (WD4)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 2 (G2) Sec. 440.B	Industrial 1 (I1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, screened from the street with less active ground floors, and moderate industrial primary uses.
Workplace District 5 (WD5)	Mid-Rise Medium 2 (MM2) Sec. 340.B	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C	Sites with mid-rise buildings up to 6 stories tall, located close to the street with somewhat active ground floors, and residential and small industrial primary uses.

2. DISTRICTS

There are 5 Workplace Districts (WD). The first bracket set [] of each WD zoning district is summarized below:

Zoning District	Form Module	Frontage Module	Use Module	Zoning District Description
Workplace District 1 (WD1)	Low-Rise Medium 4 (LM4) Sec. 330.D	General 1 (G1) Sec. 440.A	Industrial Mixed 1 (IX1) Sec. 520.C	Sites with low-rise buildings up to 4 stories tall, located close to the street with somewhat active ground floors, and residential and small industrial primary uses.
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ZONING DISTRICTS

WORKPLACE DISTRICTS (WD)

- WD1
- WD1-C
- WD2
- WD2-C
- WD3
- WD4
- WD5

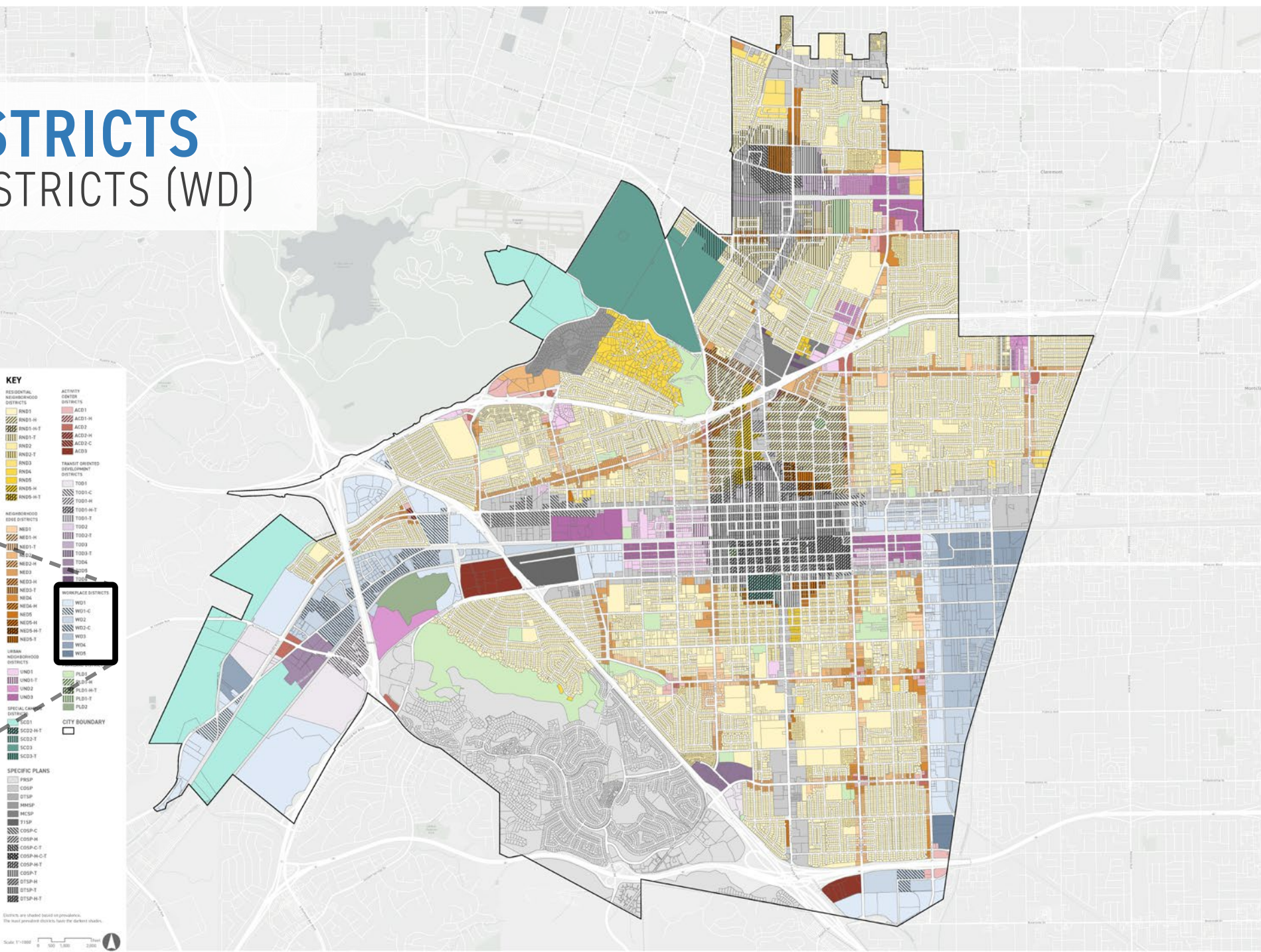
KEY

RESIDENTIAL NEIGHBORHOOD DISTRICTS	ACTIVITY CENTER DISTRICTS
RND1	ACD1
RND1-H	ACD1-H
RND1-H-T	ACD1-C
RND1-T	ACD2
RND2	ACD2-H
RND2-T	ACD2-C
RND3	ACD3
RND4	
RND5	
RND5-H	
RND5-H-T	
NEIGHBORHOOD EDGE DISTRICTS	TRANSIT ORIENTED DEVELOPMENT DISTRICTS
NED1	TOD1
NED1-H	TOD1-C
NED1-T	TOD1-H
NED2	TOD2
NED2-H	TOD2-C
NED2-T	TOD2-H
NED3	TOD3
NED3-H	TOD3-C
NED3-T	TOD3-H
NED4	TOD4
NED4-H	TOD4-C
NED4-T	TOD4-H
NED5	TOD5
NED5-H	TOD5-C
NED5-H-T	TOD5-H
NED5-T	TOD5-H-T
URBAN NEIGHBORHOOD DISTRICTS	WORKPLACE DISTRICTS
UND1	WD1
UND1-T	WD1-C
UND2	WD2
UND3	WD2-C
UND3-T	WD3
UND4	WD4
UND5	WD5
SPECIAL CASE DISTRICTS	CITY BOUNDARY
SCD1	
SCD2-H-T	
SCD2-T	
SCD3	
SCD3-T	
SPECIFIC PLANS	
PKSP	
CSGP	
DTSP	
MSHP	
HCSP	
T1SP	
CSGP-C	
CSGP-H	
CSGP-C-T	
CSGP-H-T	
CSGP-T	
DTSP-H	
DTSP-T	
DTSP-H-T	

Districts are shaded based on population. The most populated districts have the darkest shades.

Scale 1"=1000'

0 500 1,000 2,000



ZONING DISTRICTS

SPECIAL CAMPUS DISTRICTS (SCD)

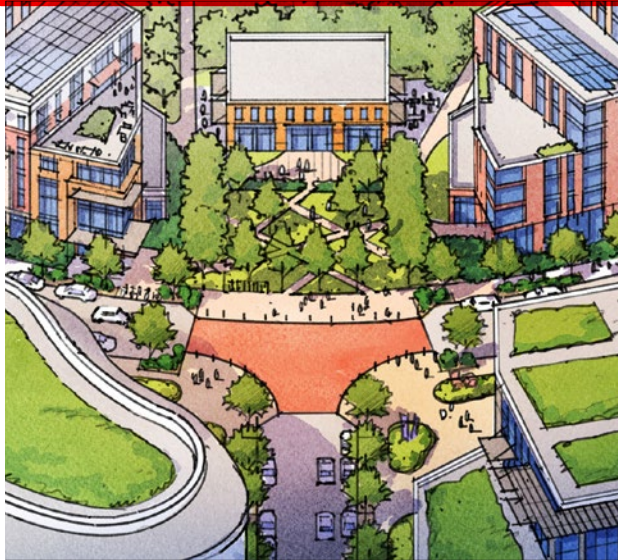
Part 2 | Summary of Zoning Districts

PART 2. SUMMARY OF ZONING DISTRICTS

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200.E. Activity Center Districts (ACD).....	2-10
200.F. Transit Oriented Districts (TOD).....	2-12
200.G. Workplace Districts (WD).....	2-14
200.H. Special Campus Districts (SCD).....	2-16
200.I. Parkland Districts (PLD).....	2-18

Part 2 | Summary of Zoning Districts

200.H. SPECIAL CAMPUS DISTRICTS (SCD)



1. GENERAL INTENT

- a. Areas with unique forms intended to accommodate public, civic and institutional uses and buildings—up to 8 stories tall—that serve the city and region but do not readily assimilate into other zoning districts. Most Special Campus Districts (SCD) apply to the Pomona Civic Center and land associated with Cal Poly Pomona and Fairplex.
- b. Special Campus Districts (SCD) implement the Special Campus Place Type established in the *General Plan*.

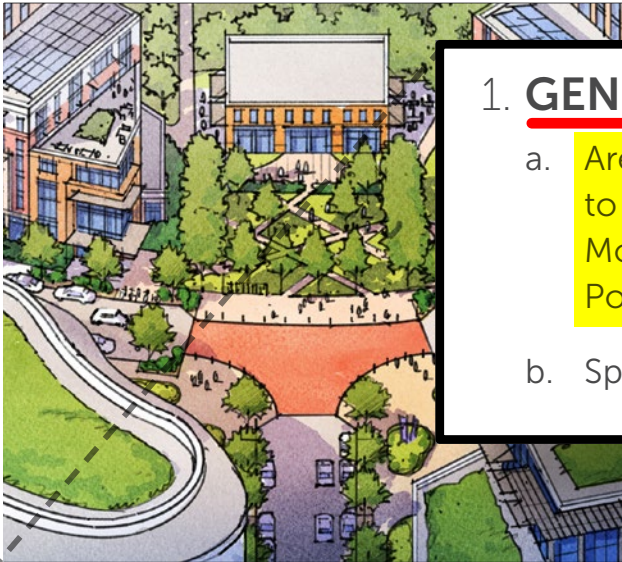


ZONING DISTRICTS

SPECIAL CAMPUS DISTRICTS (SCD)

Part 2 | Summary of Zoning Districts

200.H. SPECIAL CAMPUS DISTRICTS (SCD)



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ZONING DISTRICTS

SPECIAL CAMPUS DISTRICTS (SCD)

Part 2 | Summary of Zoning Districts

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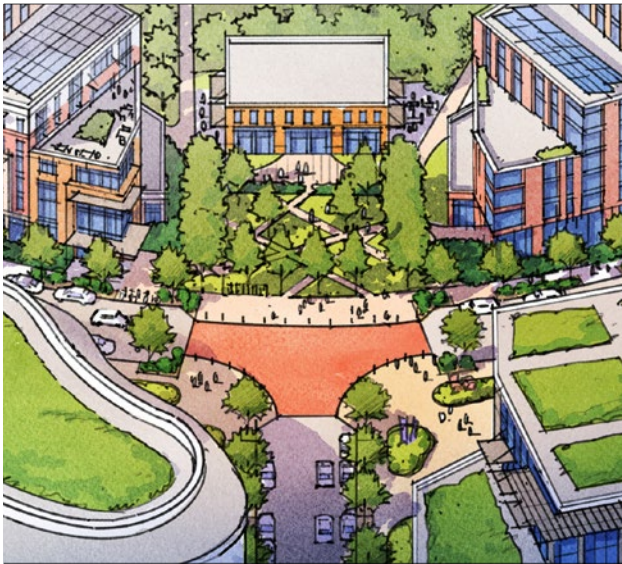


ZONING DISTRICTS

SPECIAL CAMPUS DISTRICTS (SCD)

Part 2 | Summary of Zoning Districts

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There are 2 Special Campus Districts (SCD). The first bracket set [] of each SCD zoning district is summarized below:

Zoning District	First Bracket Set		
	Form Module	Frontage Module	Use Module
Special Campus District 1 (SCD1)	Special 2 (S2) Sec. 350.B	Civic 2 (CV2) Sec. 460.B	Public 1 (P1) Sec. 520.C
Special Campus District 2 (SCD2)	Special 1 (S1) Sec. 350.A	Civic 1 (CV1) Sec. 460.A	Public 1 (P1) Sec. 520.C
Special Campus District 3 (SCD3)	Special 4 (S4) Sec. 350.D	Civic 3 (CV3) Sec. 460.C	Public 2 (P2) Sec. 520.C

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Special Campus District 1 (SCD1)	Special 2 (S2) Sec. 350.B	Civic 2 (CV2) Sec. 460.B	Public 1 (P1) Sec. 520.C	Intended for sites related to Cal Poly Pomona. Allows for buildings up to 8 stories tall.
Special Campus District 2 (SCD2)	Special 1 (S1) Sec. 350.A	Civic 1 (CV1) Sec. 460.A	Public 1 (P1) Sec. 520.C	Intended for sites related to the Pomona Civic Center. Allows for buildings up to 4 stories tall.
Special Campus District 3 (SCD3)	Special 4 (S4) Sec. 350.D	Civic 3 (CV3) Sec. 460.C	Public 2 (P2) Sec. 520.C	Intended for sites related to Fairplex. Building heights regulated by the Fairplex Overlay District.

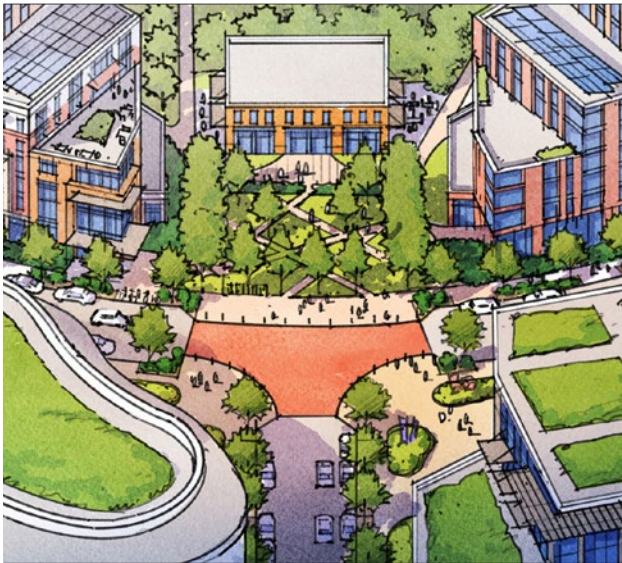


ZONING DISTRICTS

SPECIAL CAMPUS DISTRICTS (SCD)

Part 2 | Summary of Zoning Districts

200.H. SPECIAL CAMPUS DISTRICTS (SCD)



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Special Campus District 2 (SCD2)	Special 1 (S1) Sec. 350.A	Civic 1 (CV1) Sec. 460.A	Public 1 (P1) Sec. 520.C	Intended for sites related to the Pomona Civic Center. Allows for buildings up to 4 stories tall.
Special Campus District 3 (SCD3)	Special 4 (S4) Sec. 350.D	Civic 3 (CV3) Sec. 460.C	Public 2 (P2) Sec. 520.C	Intended for sites related to Fairplex. Building heights regulated by the Fairplex Overlay District.

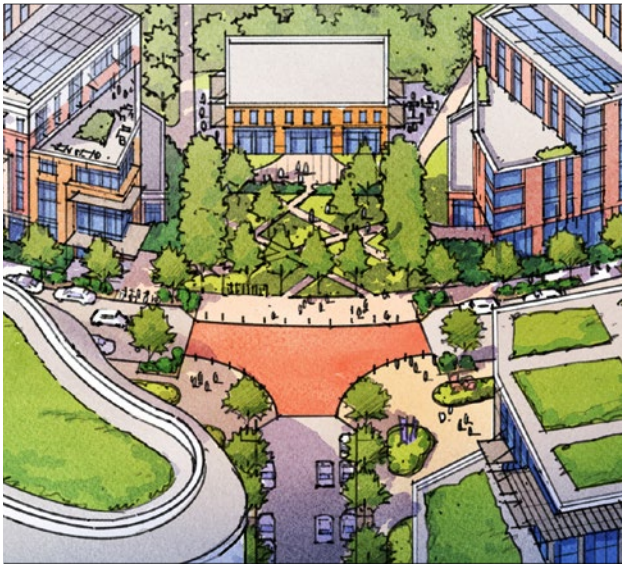


ZONING DISTRICTS

SPECIAL CAMPUS DISTRICTS (SCD)

Part 2 | Summary of Zoning Districts

200.H. SPECIAL CAMPUS DISTRICTS (SCD)



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ZONING DISTRICTS

SPECIAL CAMPUS DISTRICTS (SCD)

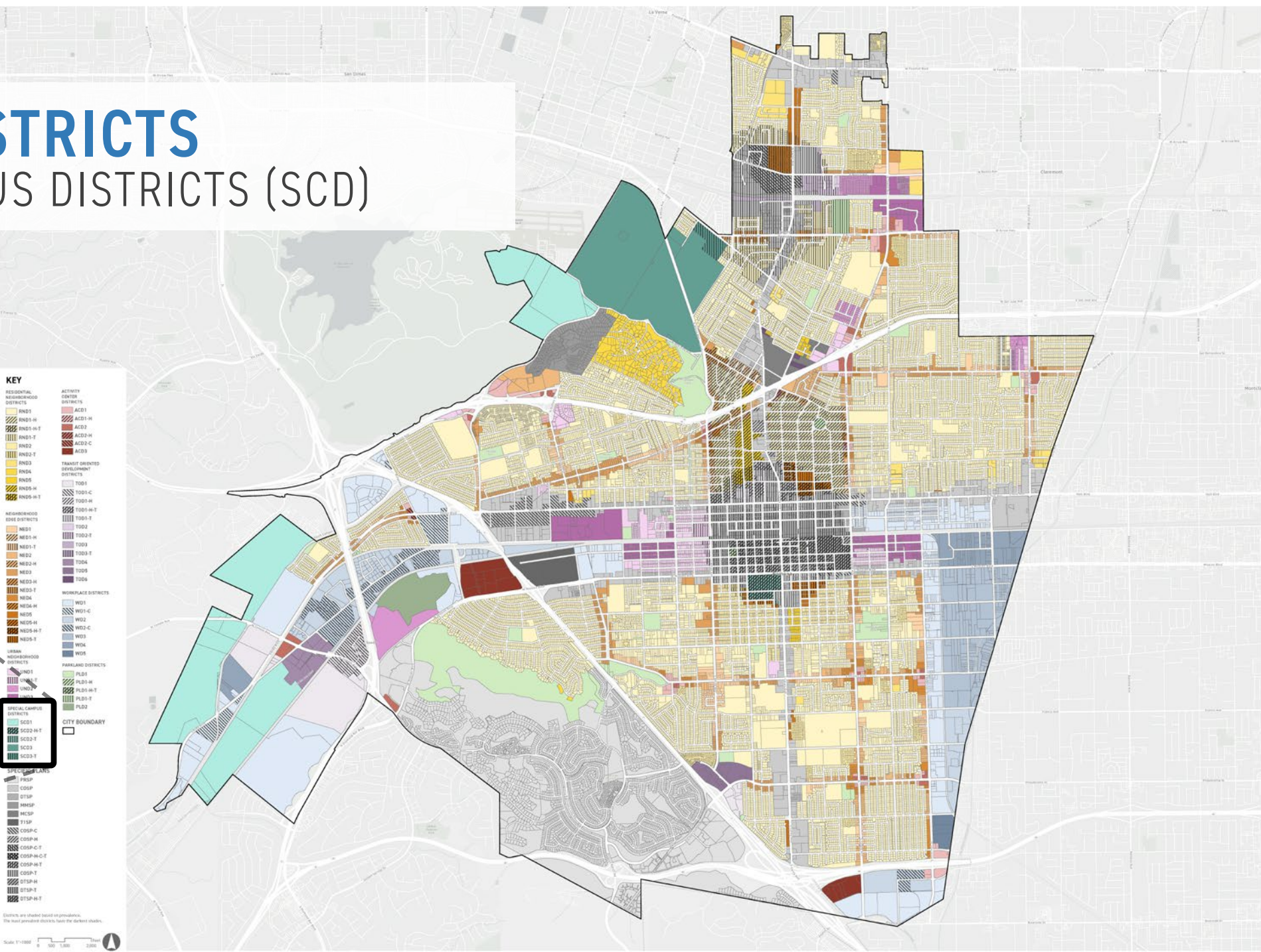
	SCD1
	SCD2-H-T
	SCD2-T
	SCD3
	SCD3-T

KEY

RESIDENTIAL NEIGHBORHOOD DISTRICTS	ACTIVITY CENTER DISTRICTS
RND1	ACD1
RND1-H	ACD1-H
RND1-H-T	ACD1-T
RND1-T	ACD2
RND2	ACD2-C
RND2-T	ACD3
RND3	
RND4	
RND5	
RND5-H	
RND5-H-T	
NEIGHBORHOOD EDGE DISTRICTS	TRANSIT ORIENTED DEVELOPMENT DISTRICTS
NED1	TOD1
NED1-H	TOD1-C
NED1-T	TOD1-H
NED2	TOD1-T
NED2-H	TOD2
NED2-T	TOD2-T
NED3	TOD3
NED3-H	TOD3-T
NED3-T	TOD4
NED4	
NED4-H	
NED5	
NED5-H	
NED5-H-T	
NED5-T	
WORKPLACE DISTRICTS	URBAN NEIGHBORHOOD DISTRICTS
WD1	UND1
WD1-C	UND1-H
WD2	UND1-T
WD2-C	
WD3	
WD4	
WD5	
FARMLAND DISTRICTS	CITY BOUNDARY
PLD1	
PLD1-H	
PLD1-H-T	
PLD1-T	
PLD2	
SPECIAL CAMPUS DISTRICTS	
SCD1	
SCD2-H-T	
SCD2-T	
SCD3	
SCD3-T	
SPECIAL PLANES	
PCSP	
CCSP	
OTSP	
HMSP	
HCSP	
T1SP	
COSP-C	
COSP-H	
COSP-C-T	
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OTSP-H	
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OTSP-H-T	

Districts are shaded based on population. The most populated districts have the darkest shades.

Scale 1"=1000'

ZONING DISTRICTS

PARKLAND DISTRICTS (PLD)

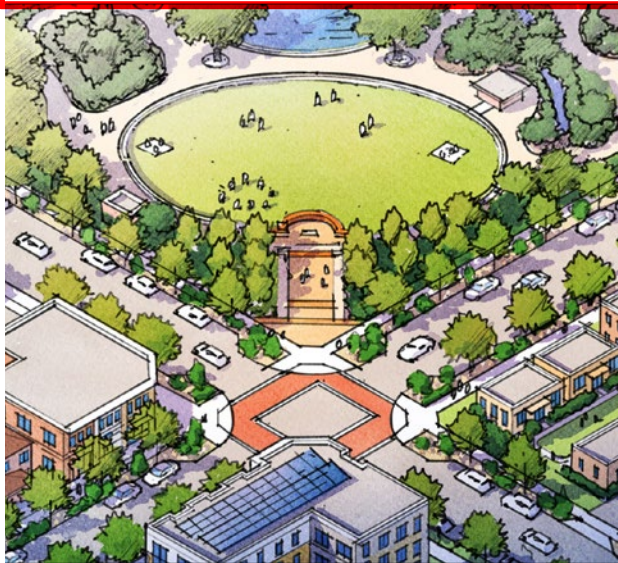
Part 2 | Summary of Zoning Districts

PART 2. SUMMARY OF ZONING DISTRICTS

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200.I. Parkland Districts (PLD).....	2-18

Part 2 | Summary of Zoning Districts

200.I. PARKLAND DISTRICTS (PLD)



1. GENERAL INTENT

- a. Areas intended to create, preserve and enhance parkland to meet the active and recreational needs of residents and visitors. Allows for small buildings up to 2.5 stories tall.
- b. Parkland Districts (PLD) implement the Open Space Place Type established in the *General Plan*.



ZONING DISTRICTS

PARKLAND DISTRICTS (PLD)

Part 2 | Summary of Zoning Districts

200.I. PARKLAND DISTRICTS (PLD)



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ZONING DISTRICTS

PARKLAND DISTRICTS (PLD)

Part 2 | Summary of Zoning Districts

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ZONING DISTRICTS

PARKLAND DISTRICTS (PLD)

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Parkland District 2 (PLD2)	Special 3 (S3) Sec. 350.C	Park 1 (PK1) Sec. 460.D	Open Space 2 (OS2) Sec. 520.C	Intended for privately-owned parkland with small buildings up to 2.5 stories tall.



ZONING DISTRICTS

PARKLAND DISTRICTS (PLD)

Part 2 | Summary of Zoning Districts

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ZONING DISTRICTS

PARKLAND DISTRICTS (PLD)

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2. DISTRICTS


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ZONING DISTRICTS

PARKLAND DISTRICTS (PLD)

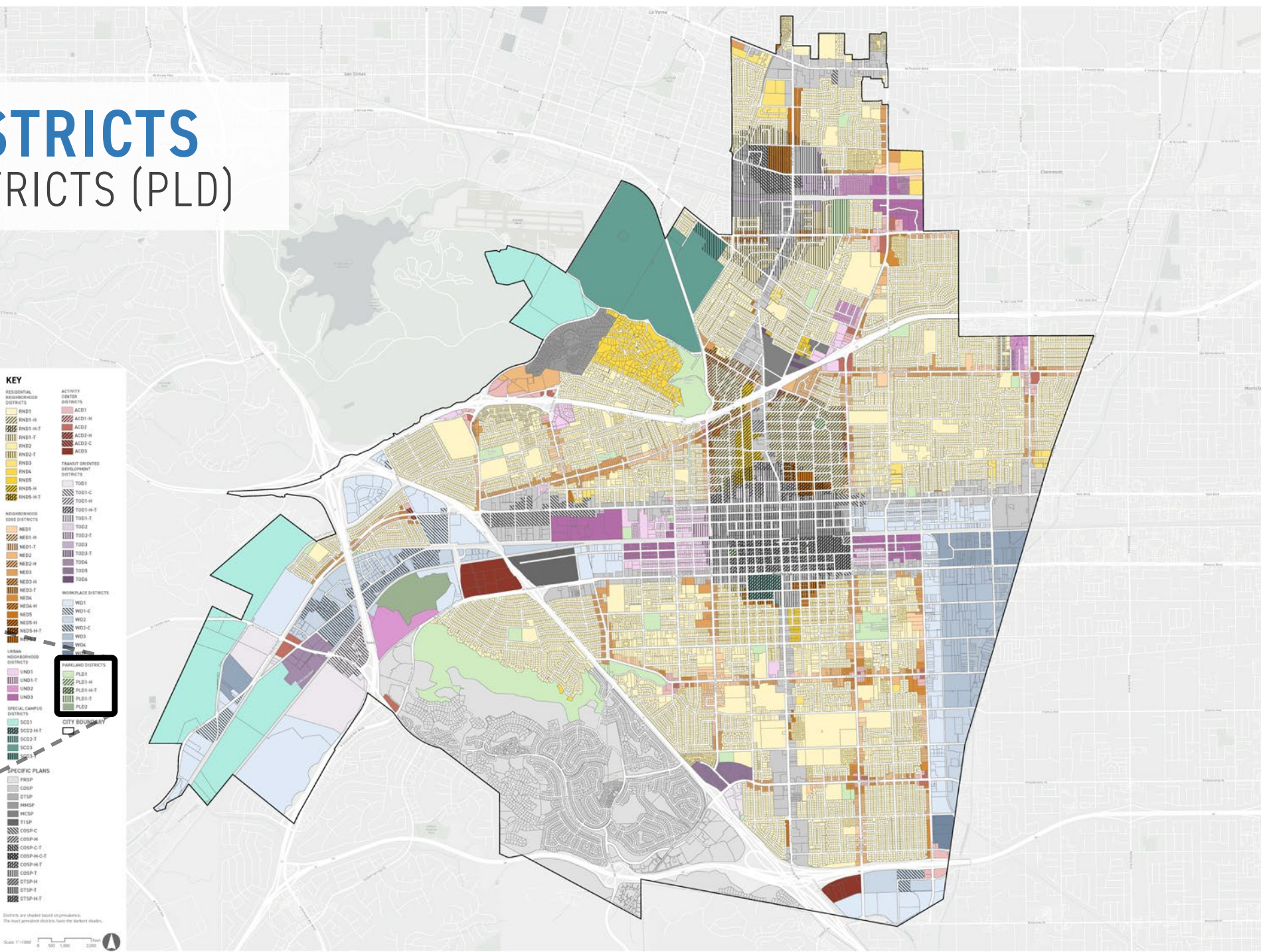
	PLD1
	PLD1-H
	PLD1-H-T
	PLD1-T
	PLD2

KEY

RESIDENTIAL NEIGHBORHOOD DISTRICTS	ACTIVITY CENTER DISTRICTS
RND1	AC01
RND1-H	AC01-H
RND1-H-T	AC02
RND1-T	AC02-C
RND2	AC03
RND2-T	
RND3	TRANSIT ORIENTED DEVELOPMENT DISTRICTS
RND4	TOD1
RND5	TOD1-C
RND5-H	TOD1-H
RND5-H-T	TOD1-T
NEIGHBORHOOD EDGE DISTRICTS	TOD2
NED1	TOD2-T
NED1-H	TOD3
NED1-T	TOD3-T
NED2	TOD4
NED2-H	TOD5
NED2-T	TOD6
NED3	WORKPLACE DISTRICTS
NED3-H	WD1
NED3-T	WD1-C
NED4	WD2
NED4-H	WD2-C
NED5	WD3
NED5-H	WD4
NED5-H-T	
NED6	
URBAN NEIGHBORHOOD DISTRICTS	PARKLAND DISTRICTS
UND1	PLD1
UND1-T	PLD1-H
UND2	PLD1-H-T
UND3	PLD1-T
UND3	PLD2
SPECIAL CAMPUS DISTRICTS	CITY INDEPENDENT
SC01	CI
SC02-H	
SC02-T	
SC03	
SC03	
SC03	
SC03	
SPECIFIC PLANS	
FSP	
COSP	
OTSP	
HNSP	
HCSP	
T1SP	
COSP-C	
COSP-H	
COSP-C-T	
COSP-H-T	
COSP-H-T	
COSP-T	
OTSP-H	
OTSP-T	
OTSP-H-T	

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Scale 1"=1000'

SECTION 5

[Next Steps + Discussion]



SCHEDULE

NEXT STEPS

✓ PC Code Meeting 1 (7.26) Code Overview

→ **Public Comment (7.23 - 8.24) 7 Engagement Sessions**

PC Code Meeting 2 (8.9) Code Design Tools (Form, Frontage + Site)

PC Code Meeting 3 (8.23) Code Use Tools and Decisions (Use + Admin)





QUESTIONS OR COMMENTS?

