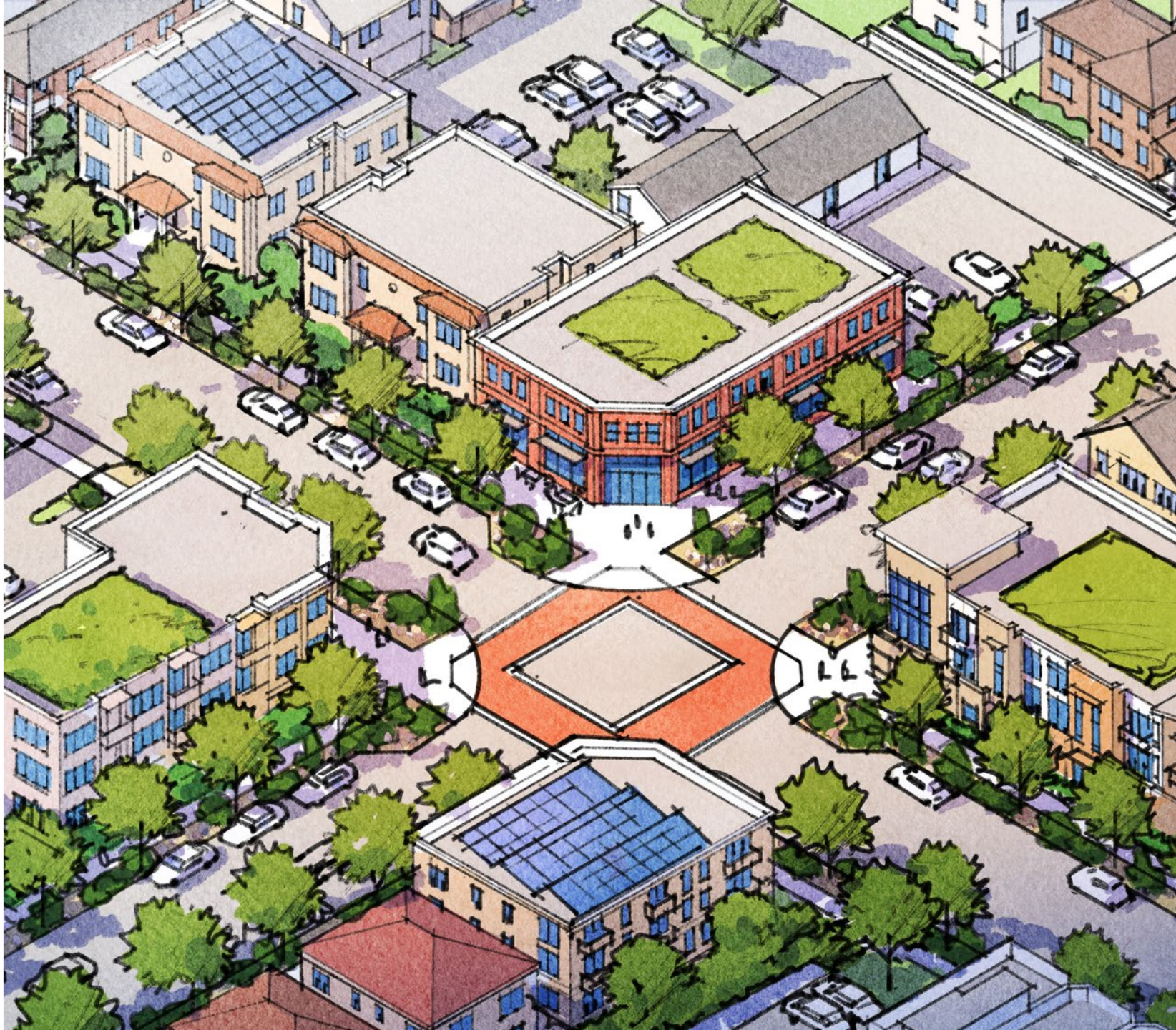
COMMUNITY MEETING #4
DESIGN

Pomona Zoning Update

Draft Code Overview

August 15, 2023



TONIGHT'S MEETING

Section 1 Introduction

Section 2 How to Use the Code

Section 3 Design Tools

Section 4 Next Steps

UPCOMING MEETING TOPICS

S	M	T	W	T	F	S
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	**16**	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	1	2

SMALL BUSINESS #1 English	Tonight August 1, 2023	6:30pm	The Village Conference Center Entrance 4 1460 E. Holt Ave Pomona CA 91767	
RESIDENTIAL #1 English/Spanish	Saturday, August 5, 2023	10am	Palomares Park Community Center 499 E Arrow Hwy Pomona, CA 91767	
SMALL BUSINESS #2 Spanish	Tuesday, August 8, 2023	6:30pm	The Village Conference Center Entrance 4 1460 E. Holt Ave Pomona, CA 91767	
DESIGN #1 English/Spanish	Tuesday, August 15, 2023	6pm	DA Center for the Arts 252 S Main St D Pomona, CA 91766	
SESSION	**DATE**	**TIME**	**LOCATION**	
USES #1 English/Spanish	**Wednesday, August 16, 2023**	**6pm**	**Palomares Park Community Center** 499 E Arrow Hwy, Pomona, CA 91767	
RESIDENTIAL #2 English/Spanish	Saturday, August 19, 2023	10am	Simons Middle School - Cafeteria 900 East Franklin Pomona CA 91766	

UPCOMING MEETING TOPICS

S	M	T	W	T	F	S
30	31	~~1~~	2	3	4	~~5~~
6	7	~~8~~	9	10	11	12
13	14	~~15~~	~~16~~	17	18	**19**
20	21	22	23	24	25	26
27	28	29	30	31	1	2

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	SESSION **RESIDENTIAL #2** English/Spanish	DATE **Saturday, August 19, 2023**	TIME **10am**	LOCATION **Simons Middle School - Cafeteria** 900 East Franklin Pomona CA 91766	←

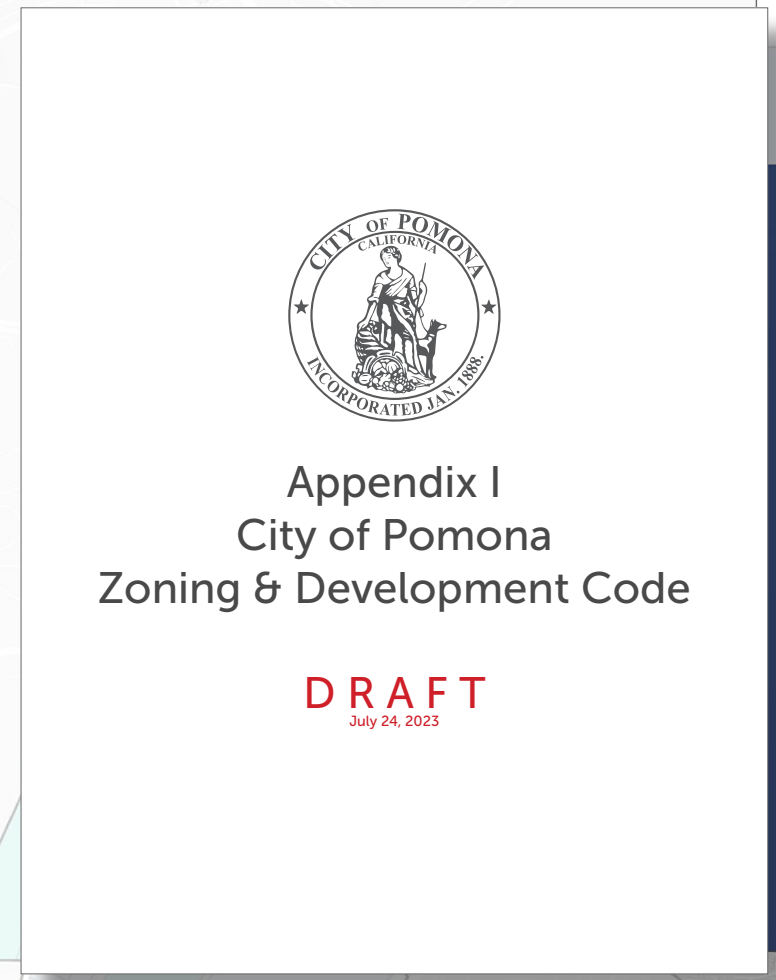
SECTION 1

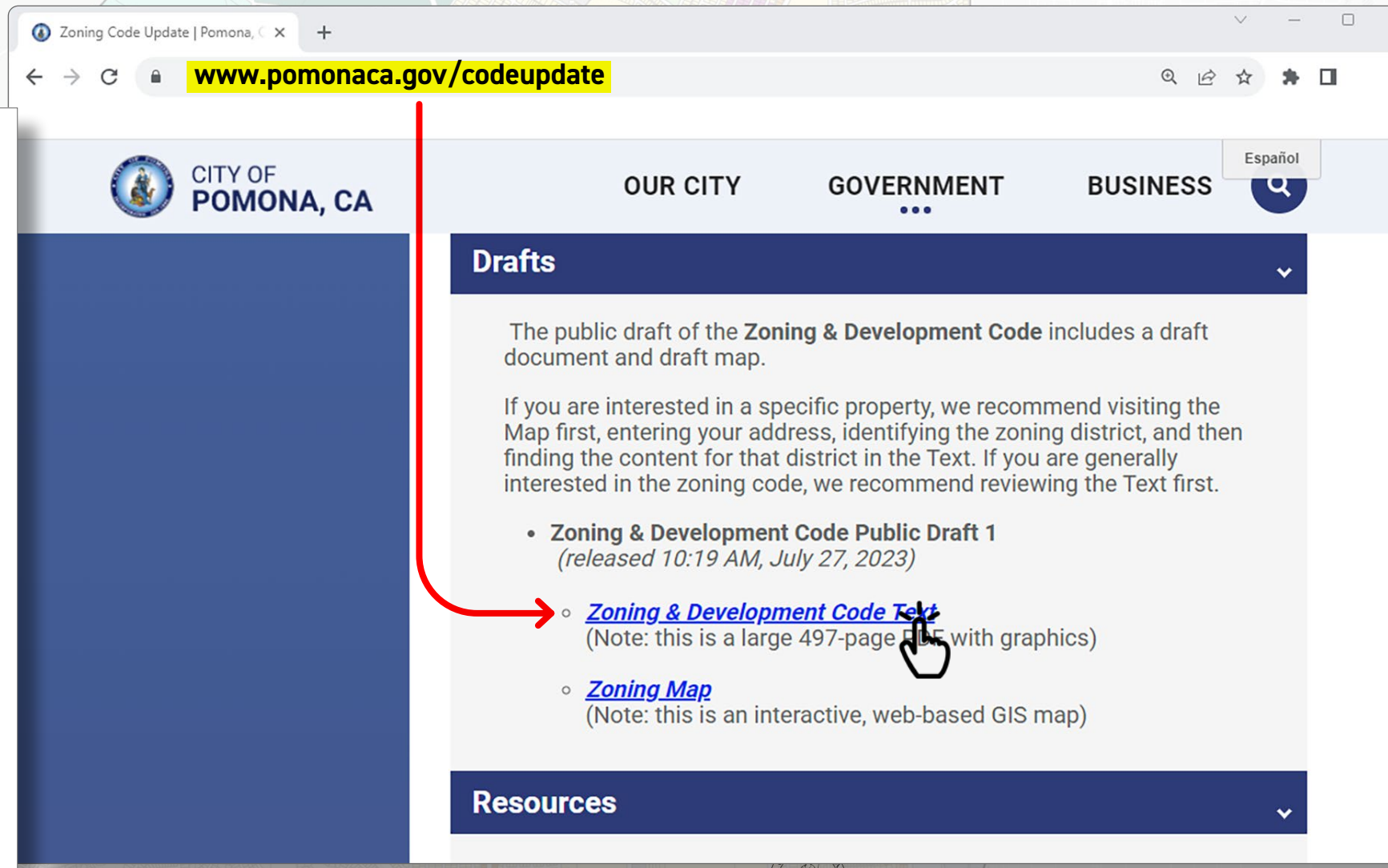
Introduction

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

THE PUBLIC REVIEW DRAFT IS LIVE!





THE PUBLIC REVIEW DRAFT IS LIVE!

Zoning Code Update | Pomona,

www.pomonaca.gov/codeupdate

CITY OF POMONA, CA

OUR CITY | GOVERNMENT | BUSINESS | Español

Drafts

The public draft of the **Zoning & Development Code** includes a draft document and draft map.

If you are interested in a specific property, we recommend visiting the Map first, entering your address, identifying the zoning district, and then finding the content for that district in the Text. If you are generally interested in the zoning code, we recommend reviewing the Text first.

- **Zoning & Development Code Public Draft 1**
  (released 10:19 AM, July 27, 2023)
  - *Zoning & Development Code Text*
    (Note: this is a large 497-page PDF with graphics)
  - *Zoning Map*
    (Note: this is an interactive, web-based GIS map)

Resources

Zoning Code Update | Pomona,

www.pomona-utilities.maps.arcgis.com

ZONING CODE UPDATE DRAFT MAP AUGUST 2023

Find address or place

Existing Zoning

General Plan

ZONING CODE UPDATE DRAFT MAP AUGUST 2023

Imagery 2019

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HOW TO USE THE CODE

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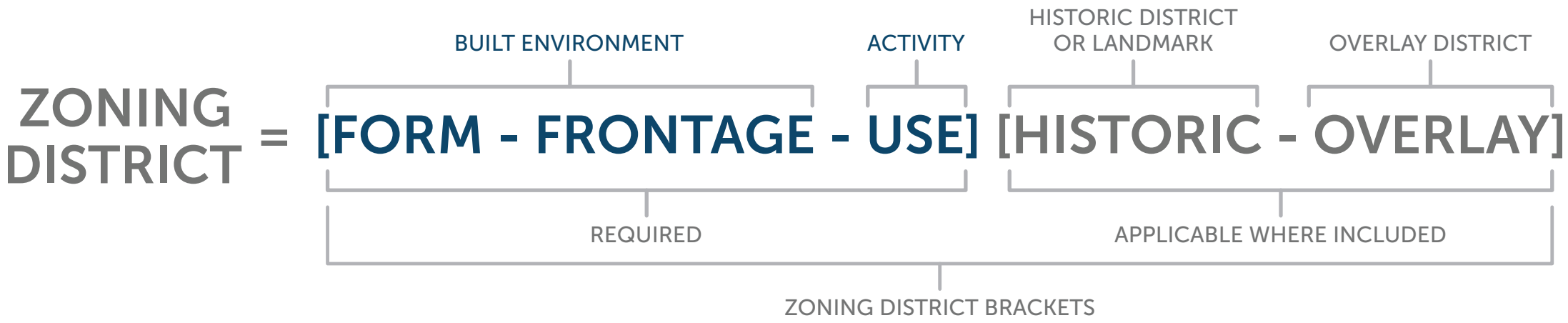
MODULAR ZONING SYSTEM

ZONING DISTRICTS



MODULAR ZONING SYSTEM

ZONING DISTRICTS

BUILT ENVIRONMENT | ACTIVITY | HISTORIC DISTRICT OR LANDMARK | OVERLAY DISTRICT

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

REQUIRED | APPLICABLE WHERE INCLUDED

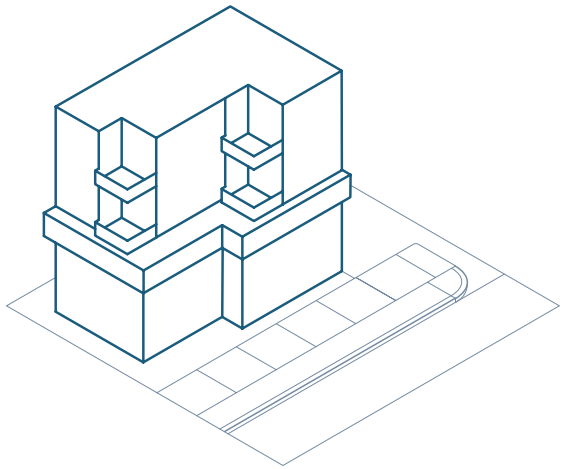
ZONING DISTRICT BRACKETS

Name DIRECTLY ties back to the General Plan.

MODULAR ZONING SYSTEM

ZONING DISTRICT DESIGN TOOLS **(FORM)**

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

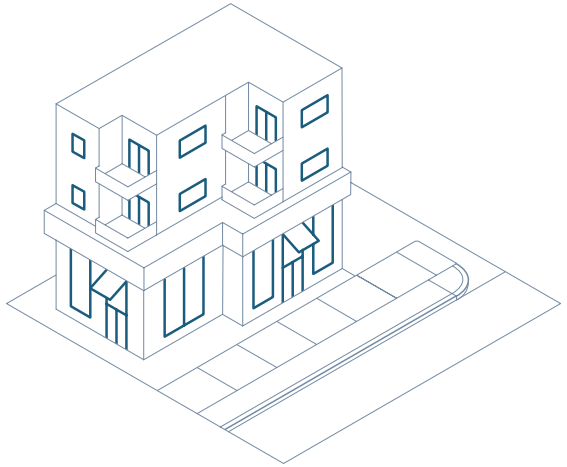


Regulates the placement, scale, and intensity of buildings and structures on a lot.

MODULAR ZONING SYSTEM

ZONING DISTRICT DESIGN TOOLS **(FRONTAGE)**

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



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

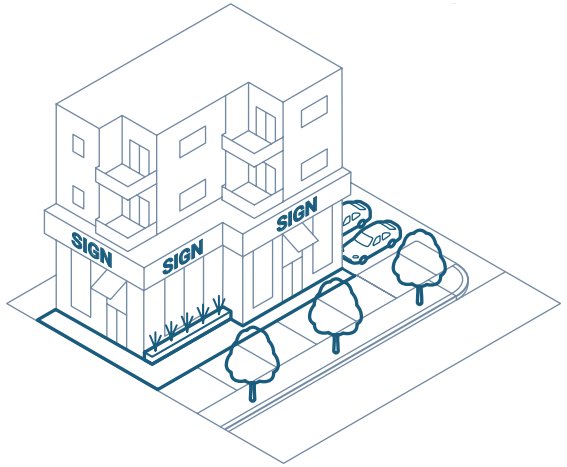
MODULAR ZONING SYSTEM

ZONING DISTRICT DESIGN TOOLS **(SITE)**

!

- **NOT A MODULE**
- **APPLIES TO ALL DISTRICTS**

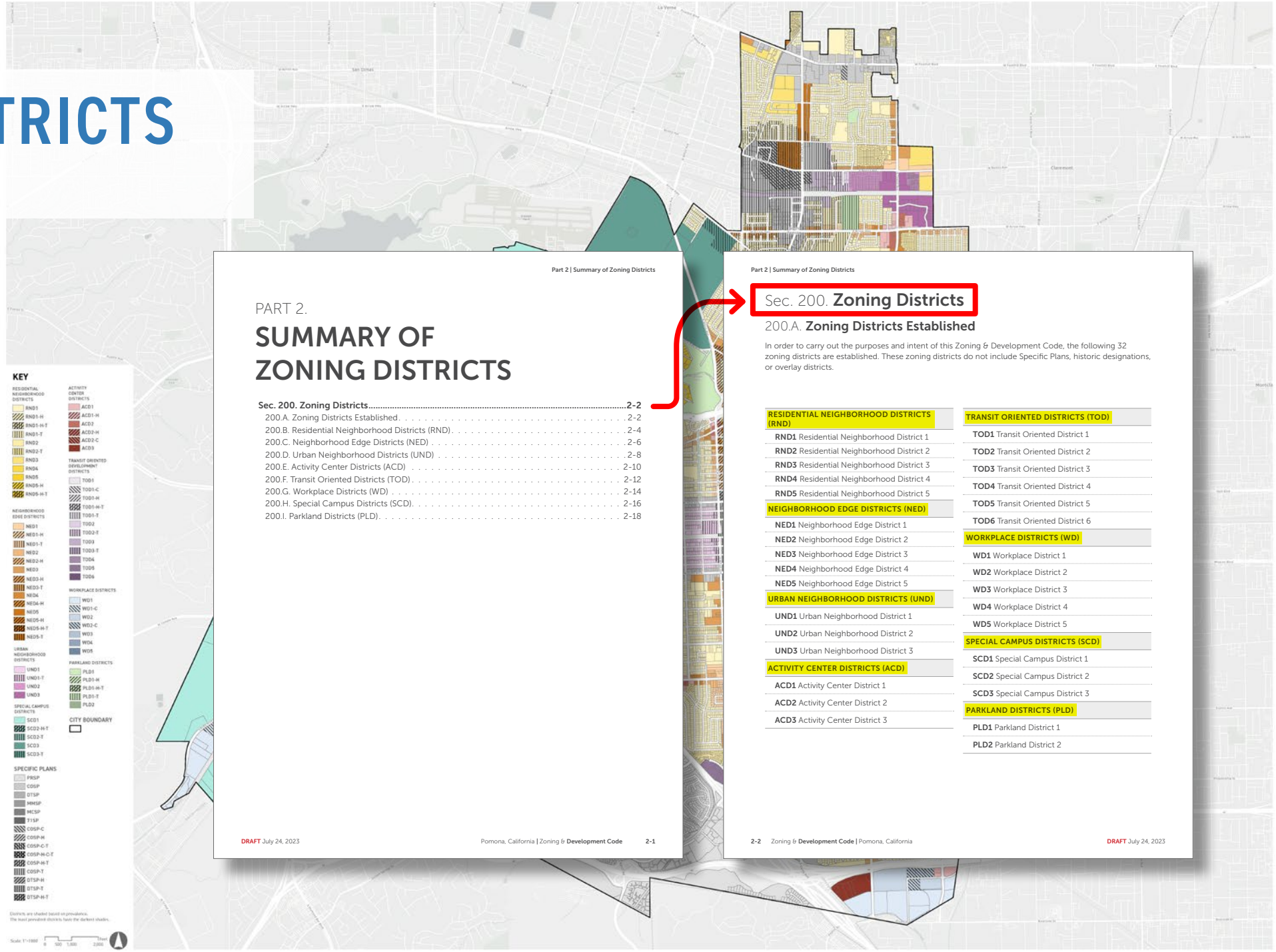
ZONING DISTRICT = [FORM - FRONTAGE - USE] [HISTORIC - OVERLAY]



Regulates site design, including the location and characteristics of access, parking, landscape, and other site features.

ZONING DISTRICTS
NAMES

+ **8** TOTAL zoning district names



Part 2 | Summary of Zoning Districts

PART 2.

SUMMARY OF ZONING DISTRICTS

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Sec. 200. **Zoning Districts**

200.A. **Zoning Districts Established**

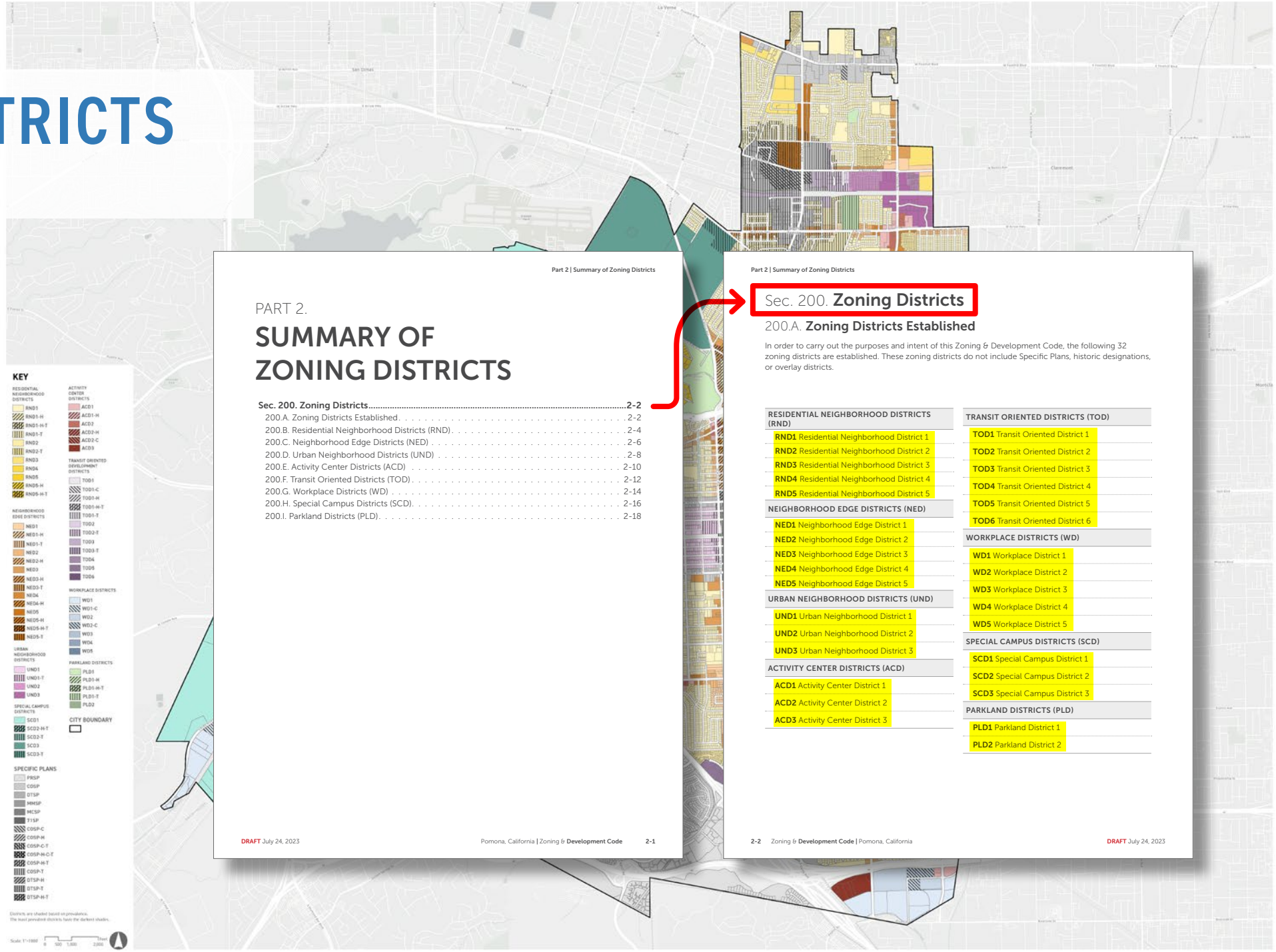
In order to carry out the purposes and intent of this Zoning & Development Code, the following 32 zoning districts are established. These zoning districts do not include Specific Plans, historic designations, or overlay districts.

RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)
RND1 Residential Neighborhood District 1
RND2 Residential Neighborhood District 2
RND3 Residential Neighborhood District 3
RND4 Residential Neighborhood District 4
RND5 Residential Neighborhood District 5
NEIGHBORHOOD EDGE DISTRICTS (NED)
NED1 Neighborhood Edge District 1
NED2 Neighborhood Edge District 2
NED3 Neighborhood Edge District 3
NED4 Neighborhood Edge District 4
NED5 Neighborhood Edge District 5
URBAN NEIGHBORHOOD DISTRICTS (UND)
UND1 Urban Neighborhood District 1
UND2 Urban Neighborhood District 2
UND3 Urban Neighborhood District 3
ACTIVITY CENTER DISTRICTS (ACD)
ACD1 Activity Center District 1
ACD2 Activity Center District 2
ACD3 Activity Center District 3

TRANSIT ORIENTED DISTRICTS (TOD)
TOD1 Transit Oriented District 1
TOD2 Transit Oriented District 2
TOD3 Transit Oriented District 3
TOD4 Transit Oriented District 4
TOD5 Transit Oriented District 5
TOD6 Transit Oriented District 6
WORKPLACE DISTRICTS (WD)
WD1 Workplace District 1
WD2 Workplace District 2
WD3 Workplace District 3
WD4 Workplace District 4
WD5 Workplace District 5
SPECIAL CAMPUS DISTRICTS (SCD)
SCD1 Special Campus District 1
SCD2 Special Campus District 2
SCD3 Special Campus District 3
PARKLAND DISTRICTS (PLD)
PLD1 Parkland District 1
PLD2 Parkland District 2

ZONING DISTRICTS
VARIATIONS

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



Part 2 | Summary of Zoning Districts

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RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)
- **RND1** Residential Neighborhood District 1
- **RND2** Residential Neighborhood District 2
- **RND3** Residential Neighborhood District 3
- **RND4** Residential Neighborhood District 4
- **RND5** Residential Neighborhood District 5

NEIGHBORHOOD EDGE DISTRICTS (NED)
- **NED1** Neighborhood Edge District 1
- **NED2** Neighborhood Edge District 2
- **NED3** Neighborhood Edge District 3
- **NED4** Neighborhood Edge District 4
- **NED5** Neighborhood Edge District 5

URBAN NEIGHBORHOOD DISTRICTS (UND)
- **UND1** Urban Neighborhood District 1
- **UND2** Urban Neighborhood District 2
- **UND3** Urban Neighborhood District 3

ACTIVITY CENTER DISTRICTS (ACD)
- **ACD1** Activity Center District 1
- **ACD2** Activity Center District 2
- **ACD3** Activity Center District 3

TRANSIT ORIENTED DISTRICTS (TOD)
- **TOD1** Transit Oriented District 1
- **TOD2** Transit Oriented District 2
- **TOD3** Transit Oriented District 3
- **TOD4** Transit Oriented District 4
- **TOD5** Transit Oriented District 5
- **TOD6** Transit Oriented District 6

WORKPLACE DISTRICTS (WD)
- **WD1** Workplace District 1
- **WD2** Workplace District 2
- **WD3** Workplace District 3
- **WD4** Workplace District 4
- **WD5** Workplace District 5

SPECIAL CAMPUS DISTRICTS (SCD)
- **SCD1** Special Campus District 1
- **SCD2** Special Campus District 2
- **SCD3** Special Campus District 3

PARKLAND DISTRICTS (PLD)
- **PLD1** Parkland District 1
- **PLD2** Parkland District 2

WHAT'S MY NEW ZONING DISTRICT?

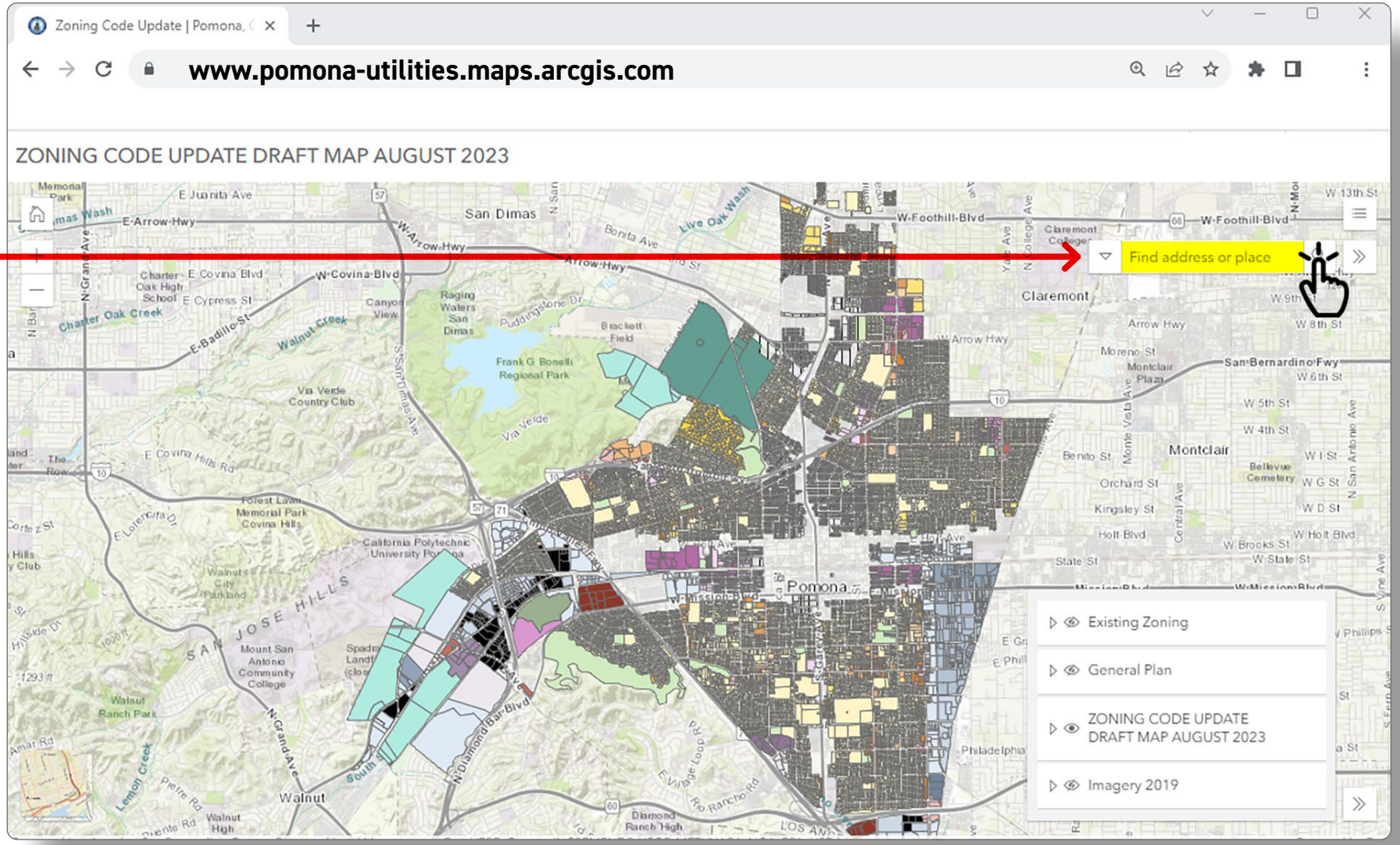
LOOKING UP YOUR DISTRICT

+ Use the interactive map on the project website

WHAT'S MY NEW ZONING DISTRICT?

LOOKING UP YOUR DISTRICT

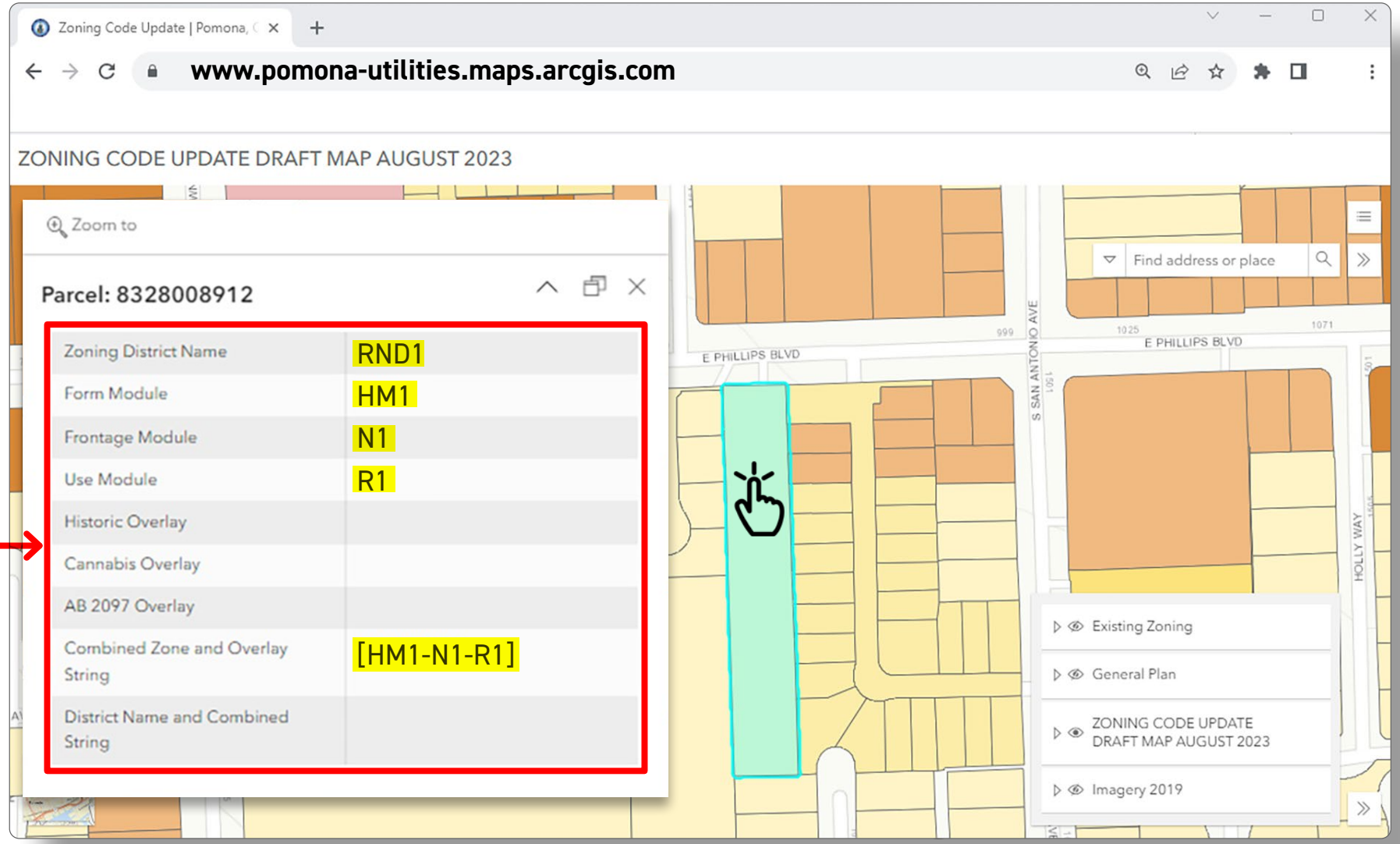
+ Enter the property's address in the search bar



WHAT'S MY NEW ZONING DISTRICT?

LOOKING UP YOUR DISTRICT

+ Zoning district and zoning modules listed



WHAT'S MY NEW ZONING DISTRICT?

LOOKING UP YOUR DISTRICT

PART 2.

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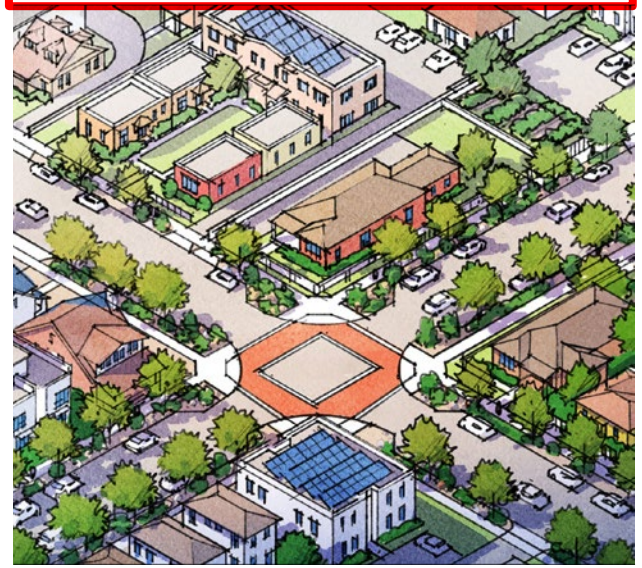
200.B. RESIDENTIAL NEIGHBORHOOD DISTRICTS (RND)



1. **GENERAL INTENT**

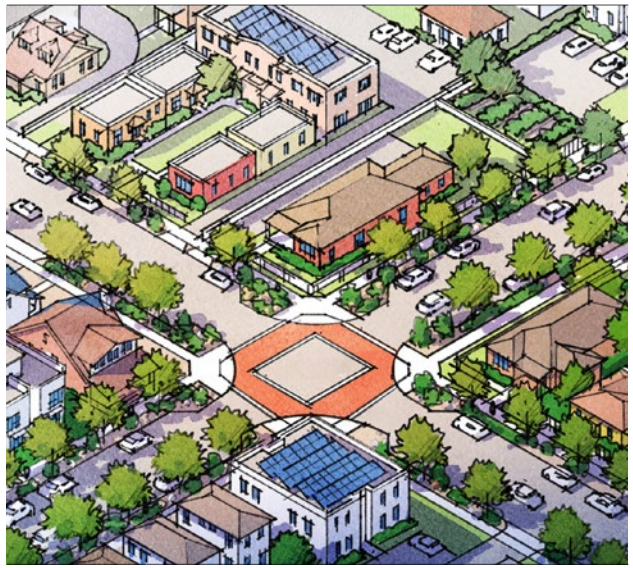
a. A walkable neighborhood environment intended to accommodate a variety of lower-intensity housing options—up to 2.5 stories tall—including single-unit homes, cottage courts, duplexes, triplexes, fourplexes, and other small multifamily development.

b. Residential Neighborhood Districts (RND) implement the Residential Neighborhood Place Type established in the *General Plan*.

WHAT'S MY NEW ZONING DISTRICT?

LOOKING UP YOUR DISTRICT

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*.

2. **DISTRICTS**

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

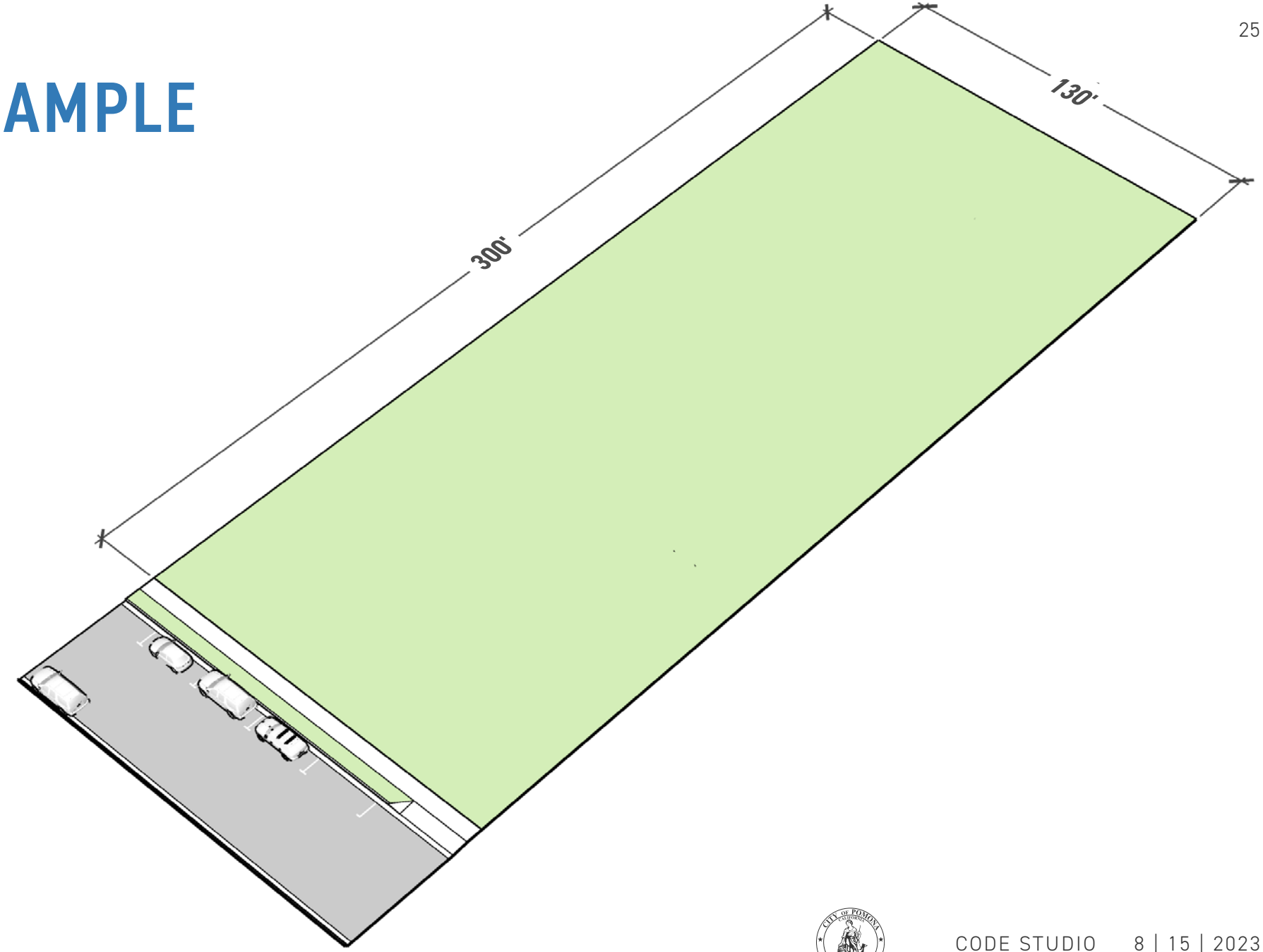
Zoning District	[Form Module	-	Frontage Module	-	Use Module]	Zoning District Description
Residential Neighborhood District 1 (RND1)	House Medium1 (HM1) Sec. 320.C	-	Neighborhood Yard 1 (N1) Sec. 420.A	-	Residential 1 (R1) Sec. 520.C	Sites with house-scale buildings up to 2.5 stories tall, frontyards, 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 Medium1 (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.

SECTION 3

Design Tools

PROJECT EXAMPLE

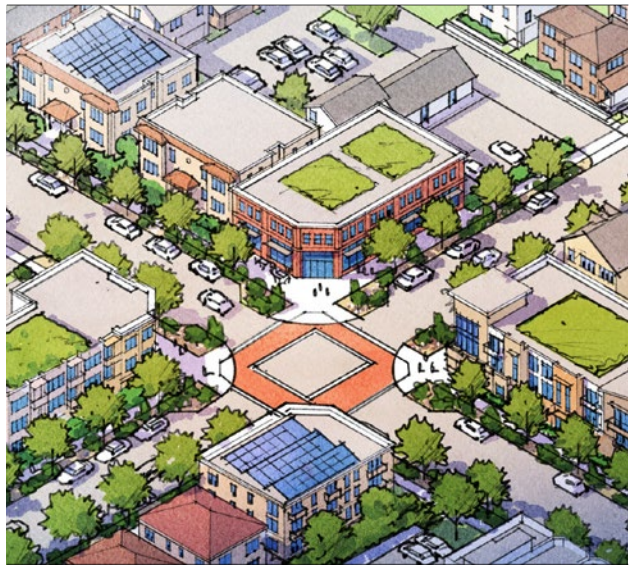
NED5 LOT



DESIGN TOOLS

LOOKING UP NED5 RULES **(FORM)**

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:

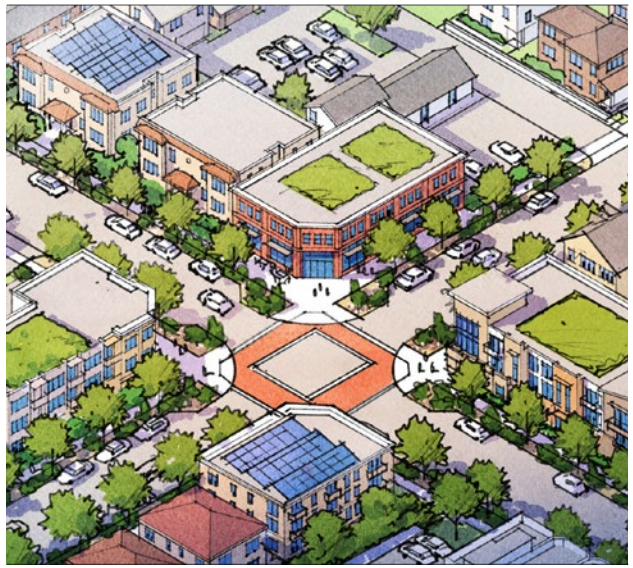
Zoning District	[Form Module	-	Frontage Module	-	Use Module]	Zoning District Description
Neighborhood Edge District 1 (NED1)	Low-Rise Medium 2 (LM2) Sec. 330.B	-	General 1 (G1) Sec. 440.A	-	Commercial Mixed 1 (CX1) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street 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.

Form Rules

DESIGN TOOLS

LOOKING UP NED5 RULES **(FRONTAGE)**

200.C. **NEIGHBORHOOD EDGE DISTRICTS** (NED)



1. **GENERAL INTENT**

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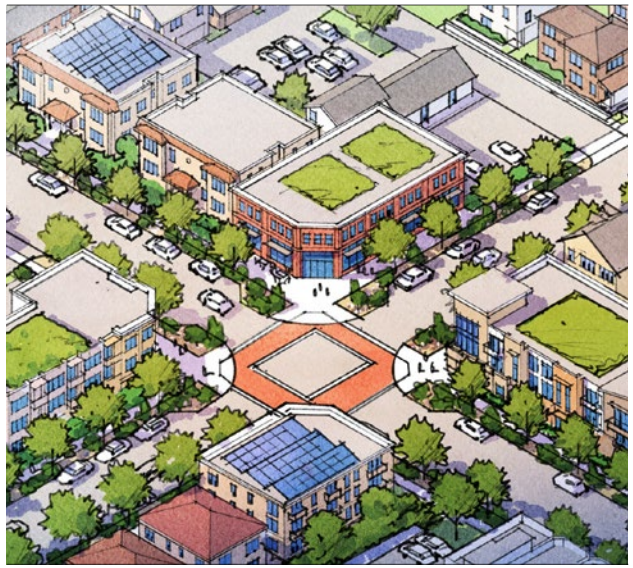
Neighborhood Edge District 4 (NED4)	Low-Rise Medium 2 (LM2) Sec. 330.B	General 1 (G1) Sec. 440.A	Commercial Mixed 3 (CX3) Sec. 520.C	Sites with low-rise buildings up to 3 stories tall, located close to the street with somewhat active ground floors, and residential and moderate commercial primary uses.
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.

Frontage Rules

DESIGN TOOLS

LOOKING UP NED5 RULES **(SITE)**

200.C. **NEIGHBORHOOD EDGE DISTRICTS** (NED)



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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	[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.
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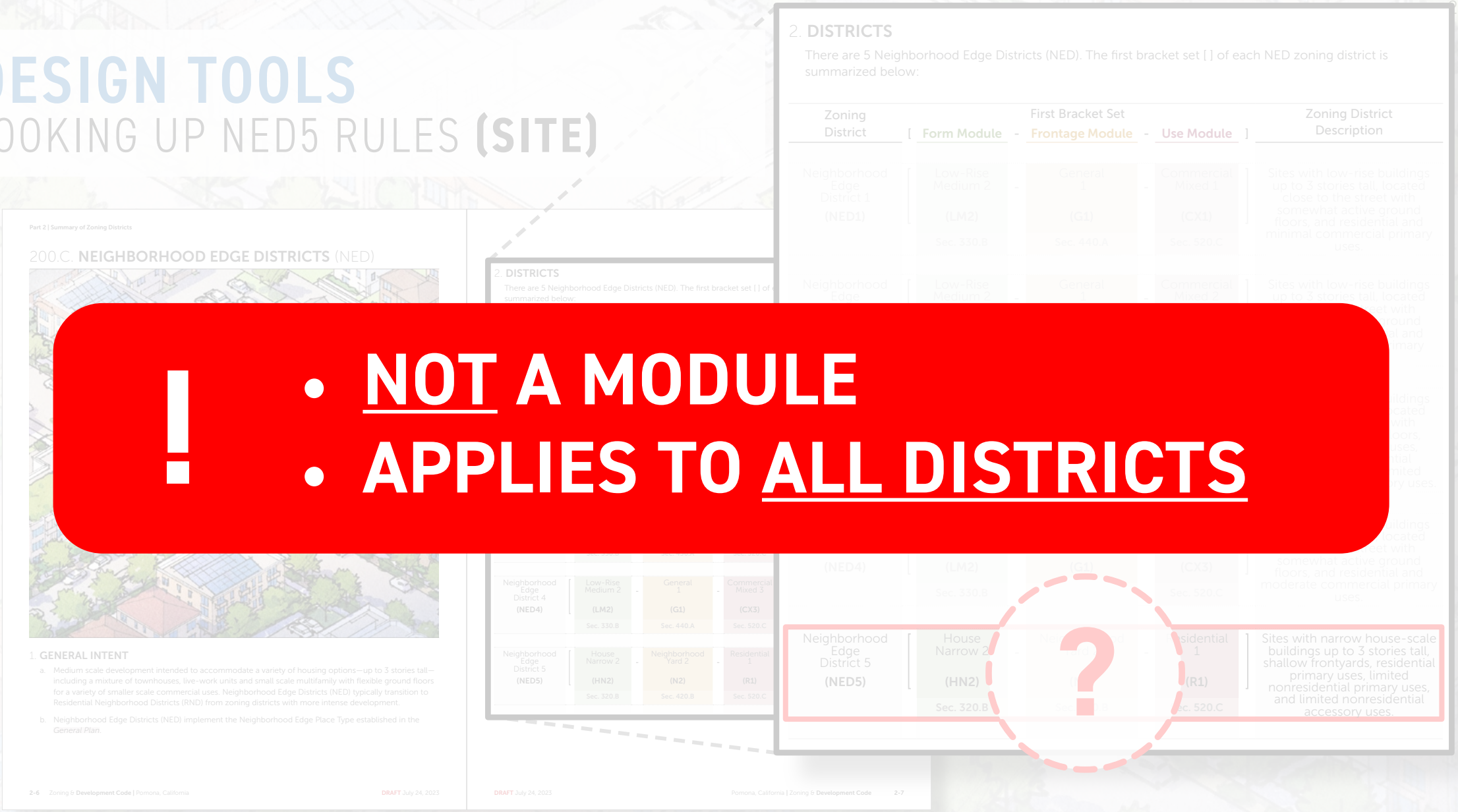
?

DESIGN TOOLS

LOOKING UP NED5 RULES **(SITE)**



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*.

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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]	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 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.

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!

- **NOT A MODULE**
- **APPLIES TO ALL DISTRICTS**

DESIGN TOOLS
LOOKING UP YOUR RULES **(SITE)**

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Rules Contents

WHICH RULES APPLY?

LOOKING UP PROJECT ACTIVITIES

Refer to Project Activity Tables

Sec. 310. General Provisions

310.A. Form Intent

The intent of Part 3 is to regulate the placement, scale, and intensity of buildings and structures on a lot in order to ensure building forms are compatible with their context and promote projects that support community goals.

310.B. Form Applicability

1. **General**

   All projects filed after the effective date of this Zoning & Development Code must comply with the Form Module standards in Part 3, as further specified below. For vested rights, see *Sec. 13.X (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. **Project Activities**

   a. Categories of Form rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

		Project Activities						
Form Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 360.	Lot Size	●	○	●	○	○	○	○
Sec. 370.	Coverage	●	●	○	○	○	○	○
Sec. 380.	Amenity	●	●	●	○	●	○	○
Sec. 390.	Building	●	●	○	○	○	○	○
Sec. 620.E.	Fences & Walls	●	●	●	○	○	○	○
Sec. 610.C.	Required Parking	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

   b. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Form Rules

Sec. 410. General Provisions

410.A. Frontage Intent

Frontage Modules regulate the portions of a lot and exterior building facades that impact the public realm to ensure that projects respond to the public realm appropriately. Modules range from minimal standards for Park Frontages to more robust standards for Shopfront Frontages which require projects to support a high-quality public realm that is active, comfortable, safe, and visually interesting, with strong connections between the public realm and uses inside buildings.

410.B. Frontage Applicability

1. **Project Applicability**

   All projects filed after the effective date of this Zoning & Development Code must comply with the Frontage Module standards and rules in Part 4, as further specified below. For vested rights, see *Sec. XX (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. **Project Activities**

   a. Categories of Frontage rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, a street-facing addition concealing a portion of an existing building facade includes both new construction and a facade modification).

   b. For all Frontage Modules, Frontage rule categories apply to project activities as shown in the table below:

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

   c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Frontage Rules

Sec. 500. General Provisions

500.A. Use Intent

The intent of Part 5 is to establish the Use Modules, use standards, and use definitions in order to regulate the activities on a lot, and to mitigate any potential impacts within a lot and on surrounding property as a result of those activities.

500.B. Use Applicability

1. **General**

   a. Most lots, operations, and facilities will contain more than 1 use. Any combination of uses permitted by the Use Module will be allowed unless specified within the use standards of an eligible Alternate Typology *(Sec. XX.)*.

   b. All projects filed after the effective date of this Zoning & Development Code must comply with the Use Module standards and all other provisions in Part 5, as further specified below. For vested rights, see *Sec. XX. (Vested Rights)*, and for continuance of existing development, see *Sec. XX. (Continuance of Existing Development)*.

2. **Project Activities**

   a. Categories of use rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition will also include a use modification).

		Project Activities						
Use Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 520.	Allowed Uses	●	●	●	○	●	●	○
Sec. 530.	Use Definitions	●	●	●	○	●	●	○
Sec. 540.	Use Standards	●	●	●	○	●	●	○
Sec. 550.	Accessory Uses and Structures	●	●	●	○	●	●	○

● = Standards may apply ○ = Standards are not applicable

   b. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Use Rules

2. **Project Activities**

   Categories of Site rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

		Project Activities						
Site Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 610.A.	Vehicle Access	●	○	●	○	○	○	○
Sec. 610.B.	Pedestrian Access	●	○	●	○	○	○	○
Sec. 610.C.	Automobile Parking	●	●	●	○	○	○	○
Sec. 610.D.	Motor Vehicle Use Areas	●	●	●	○	○	○	○
Sec. 610.E.	Bicycle Parking	●	●	●	○	○	○	○
Sec. 620.A.	Parking Lots	●	○	●	○	○	○	○
Sec. 620.A.	Transition Buffers	●	○	○	○	○	○	○
Sec. 620.C.	Frontage Screens	●	○	●	○	●	○	○
Sec. 620.D.	Structural Screens	●	○	○	○	○	○	○
Sec. 620.E.	Fence & Wall Standards	●	○	●	○	●	●	○
Sec. 620.F.	Planting Standards	●	●	●	○	○	○	○
Sec. 620.G.	Retaining Walls	●	●	●	○	○	○	○
Sec. 630.	Signs	●	○	●	●	●	●	○
Sec. 640.A.	Outdoor Lighting	●	○	●	●	○	●	○
Sec. 640.B.	Recycling and Solid Waste Disposal	●	○	●	●	○	●	○
Sec. 640.C.	Floodplains	●	●	●	○	○	○	○
Sec. 640.D.	Operational Performance Standards	●	●	●	●	●	●	●

● = Standards may apply ○ = Standards are not applicable

   a. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

   b. Where a category of Site rules is listed as generally applicable in the table above, the project activity must meet all applicable Site standards within the Section. This general applicability may be further specified for each standard in the applicability provisions for each Site standard. Project applicability may also be modified by *Sec. XX.* (Nonconformities). Where a category of Site rules is listed as not applicable in the table above, no standards from that Site rule category apply to the project activity.

Site Rules

WHICH RULES APPLY?

LOOKING UP PROJECT ACTIVITIES

Refer to Project Activity Tables

PROJECT ACTIVITIES

DEFINED IN PART 12

Form Rules

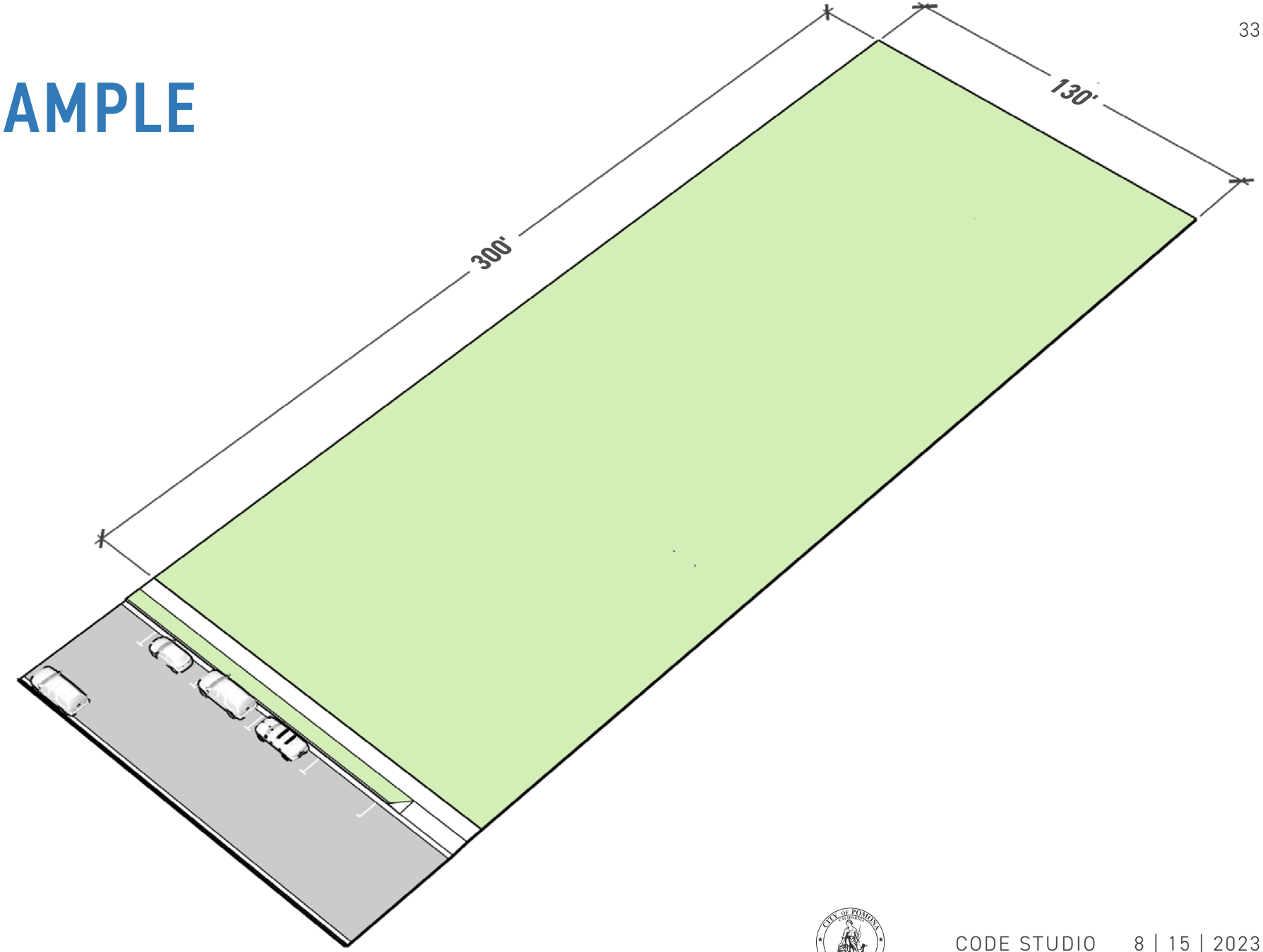
Frontage Rules

Use Rules

Site Rules

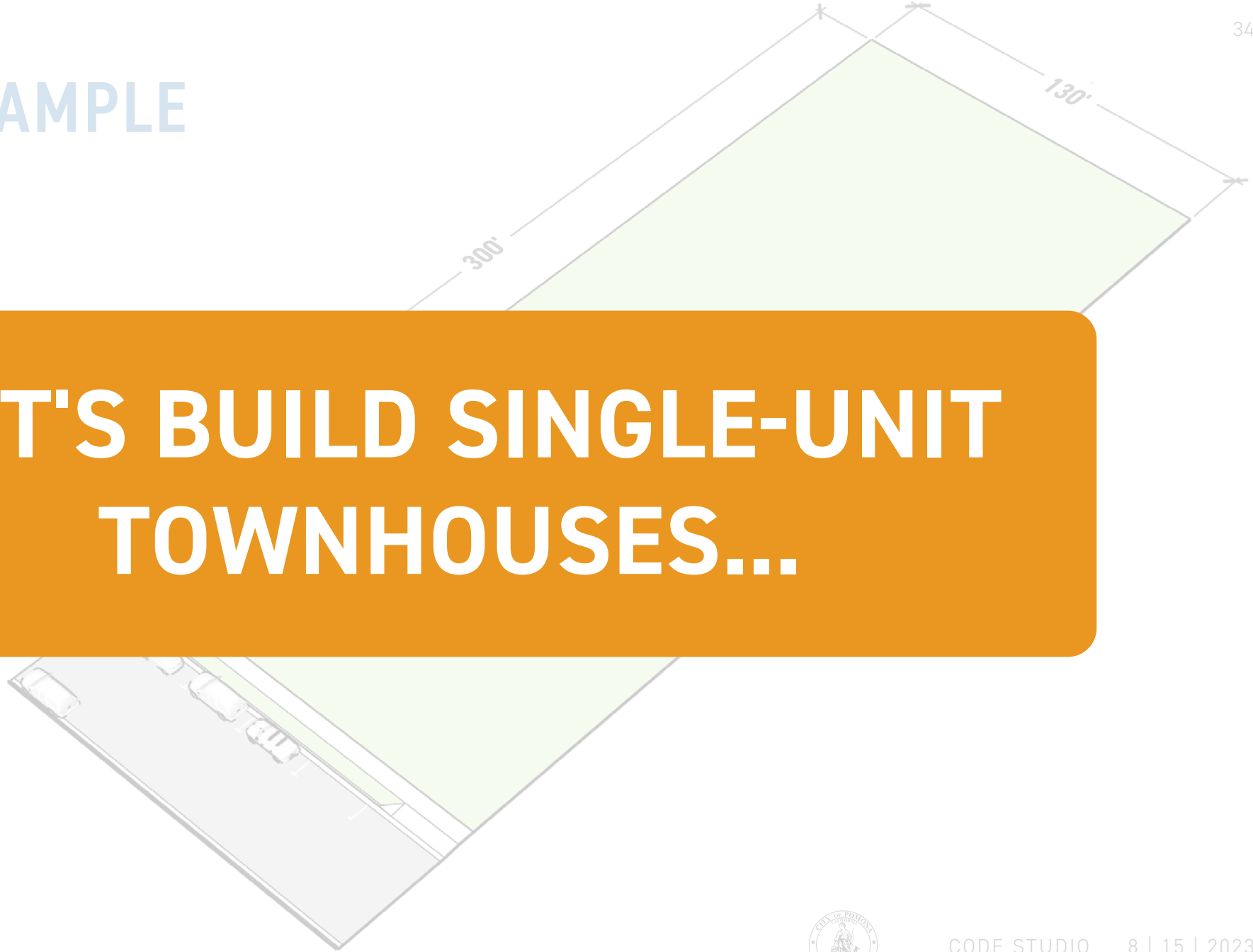
PROJECT EXAMPLE

NED5 LOT



PROJECT EXAMPLE

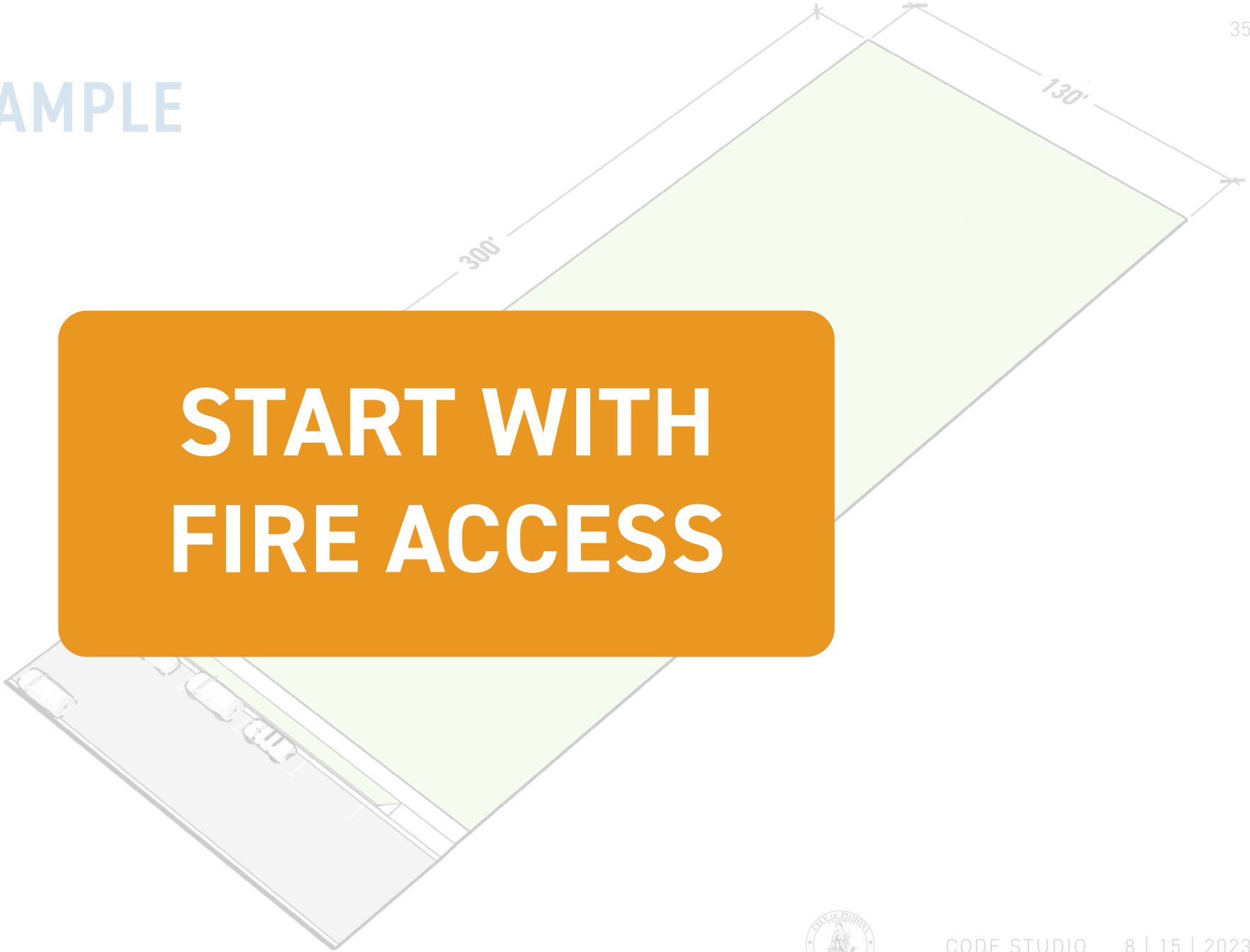
NED5 LOT



LET'S BUILD SINGLE-UNIT TOWNHOUSES...

PROJECT EXAMPLE

NED5 LOT



START WITH FIRE ACCESS

RULE

PARKING & ACCESS (DRIVEWAYS, FIRE LANES)

Site Rule Categories		Project Activities: New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 610.A.	Vehicle Access	●	○	●	○	○	○	○
Sec. 610.B.	Pedestrian Access	●	○	●	○	○	○	○
Sec. 610.C.	Automobile Parking	●	●	●	○	○	○	○
Sec. 610.D.	Motor Vehicle Use Areas	●	●	●	○	○	○	○
Sec. 610.E.	Bicycle Parking	●	●	●	○	○	○	○
Sec. 620.A.	Parking Lots	●	○	●	○	○	○	○
Sec. 620.A.	Transition Buffers	●	○	○	○	○	○	○
Sec. 620.C.	Frontage Screens	●	○	●	○	●	○	○
Sec. 620.D.	Structural Screens	●	○	○	○	○	○	○
Sec. 620.E.	Fence & Wall Standards	●	○	●	○	●	●	○
Sec. 620.F.	Planting Standards	●	●	●	○	○	○	○
Sec. 620.G.	Retaining Walls	●	●	●	○	○	○	○
Sec. 630.	Signs	●	○	●	●	●	●	○
Sec. 640.A.	Outdoor Lighting	●	○	●	●	○	●	○
Sec. 640.B.	Recycling and Solid Waste Disposal	●	○	●	●	○	●	○
Sec. 640.C.	Floodplains	●	●	●	○	○	○	○
Sec. 640.D.	Operational Performance Standards	●	●	●	●	●	●	●

● = Standards may apply ○ = Standards are not applicable

a. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Form Rules

Site Rules

RULE

PARKING & ACCESS (DRIVEWAYS, FIRE LANES)

Sec. 610. Parking & Access

610.A. Vehicle Access

1. **Intent**

   To ensure motor vehicle access to sites to support the safety of all users by minimizing conflicts with pedestrians, cyclists, emergency service vehicles, transit vehicles, micro-mobility devices, and motor vehicles on the abutting public right-of-way, and to avoid detrimental effects on the surrounding public realm, while providing sufficient access to structures, vehicle parking and other motor vehicle use areas.

2. **Applicability**

   a. Any lot that provides access to motor vehicles.

   b. A permit is required for any cutting of the curb or pavement of a public right-of-way to provide vehicle access to a property. A driveway may only be installed with a permit issued by the Public Works Director.

3. **General**

   a. All existing and proposed development that provides on-site parking must provide a satisfactory means of motor vehicle access to and from a street or alley.

   b. Each lot is permitted at least one driveway or one fire apparatus access road unless otherwise modified by the Development Services Director.

   c. Driveways and fire apparatus access roads must be located to minimize conflicts with pedestrians, cyclists, and motor vehicles on the abutting public right-of-way.

   d. Driveways and fire apparatus access roads near intersections must comply with city standard *A-27-10*.

   e. No new driveway is allowed within six feet of fire hydrant.

   f. On corner lots, driveways and fire apparatus access roads must be placed along a side street or alley, unless otherwise permitted by the Development Services Director.

4. **Access Road Spacing**

   The minimum spacing requirements between driveway and fire apparatus access road curb cuts along a public street.

   a. **Applicability**

      1. All driveways serving an on-site parking area with 5 or more parking spaces.

      2. All fire apparatus access roads.

b. **Standards**

No new driveway serving 5 or more parking spaces or new fire apparatus access road is permitted to be located closer to any other driveway on the site than the minimum spacing listed below. The table provides criteria that will be used in making a determination. Additional driveways or fire apparatus roads may be considered by the Development Services Director.

ROADWAY CLASSIFICATION	SPACING (MIN)
Major Arterial	250'
Minor Arterial	200'
Collector	150'
Local	100'
Alley	Unlimited

c. **Measurement**

Driveway and fire apparatus access road spacing is measured along the street lot line from edge of pavement to edge of pavement from all existing and proposed driveways located on-site.

5. **Driveway Design**

   a. **Applicability**

   All driveways serving an on-site parking area of any size, except for driveways that take access from an alley.

   b. **Standards**

      1. **General Provisions**

      All driveways must meet the following standards.

DRIVEWAY STANDARDS				
Driveway Type	Number of driveways per lot (max)	Number of lanes per driveway (max)	Lane width (min/max)	
			Primary St.	Side St.
Driveway serving up to 10 on-site parking spaces	1	1	8'/10'	8'/11'
Driveway serving 11 to 50 on-site parking spaces	1	2	8'/11'	8'/12'
Driveway serving more than 51 to 100 on-site parking spaces	2	2	9'/12'	9'/12'
Driveway serving more than 100 on-site parking spaces	3	3	9'/12'	9'/12'
Driveway serving an off-street loading facility (of any size parking area)	--	2	12'/20'	12'/20'

b. **Standards**

No new driveway serving 5 or more parking spaces or new fire apparatus access road is permitted to be located closer to any other driveway on the site than the minimum spacing listed below. The table provides criteria that will be used in making a determination. Additional driveways or fire apparatus roads may be considered by the Development Services Director.

ROADWAY CLASSIFICATION	SPACING (MIN)
Major Arterial	250'
Minor Arterial	200'
Collector	150'
Local	100'
Alley	Unlimited

b. **Standards**

1. All fire apparatus access roads must meet the design standards of a Residential Case 2 roadway type as defined in the Public Works Department's *Standard Drawings (Sec. XX)*.

2. All fire apparatus access roads are considered secondary streets and are subject to the frontage standards of *Part 4. (Frontage)*.

3. At the discretion of the LA County Fire Department, a fire apparatus access road may take access from a street or fire apparatus access road located on an adjoining property if a reciprocal easement agreement is established.

b. A driveway lane width minimum standard may be reduced up to 10%, but must not be narrower than 8 feet, in accordance with *Sec. XX.* (Adjustments).

c. An alternative to a fire apparatus access road design standard may be requested in accordance with Sec. 13.X. (Alternative Compliance).

d. A deviation from a fire apparatus access road design standard may be allowed as a variance in accordance with *Sec. 13.X. (Variance)*.

RULE

PARKING & ACCESS (DRIVEWAYS, FIRE LANES)

MINIMUM SPACING **ONLY APPLIES** TO DRIVEWAYS SERVING **5+ SPACES**

RULE
PARKING & ACCESS (DRIVEWAYS, FIRE LANES)

Treating fire lanes like STREETS

Sec. 610. **Parking & Access**

610.A. **Vehicle Access**

1. At driveways serving an on-site parking area with 5 or more parking spaces.
2. All fire apparatus access roads.

b. Standards

No new driveway serving 5 or more parking spaces or new fire apparatus access road is permitted to be located closer to any other driveway on the site than the minimum spacing listed below. The table provides criteria that will be used in making a determination. Additional

loading facility (of any size parking area)	--	2	12'/20'	12'/20'

6. Fire Apparatus Access Road Design

a. Applicability

All fire apparatus access roads.

b. Standards

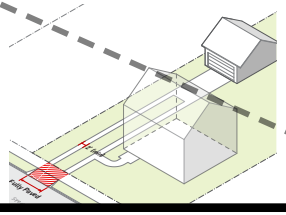
1. All fire apparatus access roads must meet the design standards of a Residential Case 2 roadway type as defined in the Public Works Department's *Standard Drawings (Sec. XX.)*.
2. All fire apparatus access roads are considered secondary streets and are subject to the frontage standards of *Part 4. (Frontage)*.
3. At the discretion of the LA County Fire Department, a fire apparatus access road may take access from a street or fire apparatus access road located on an adjoining property if a reciprocal easement agreement is established.

2. Hollywood Driveway

For driveways serving up to 5 on-site parking spaces, a Hollywood driveway is allowed as an alternative to a fully paved driveway.

i. The concrete strips in a Hollywood driveway must be at least 2 feet in width. When the concrete strip is also used as a walkway, the width of strips must be increased to at least 3 feet.

ii. Within the right-of-way, the driveway must be fully paved along its total width.



6. Fire Apparatus Access Road Design

a. Applicability

All fire apparatus access roads.

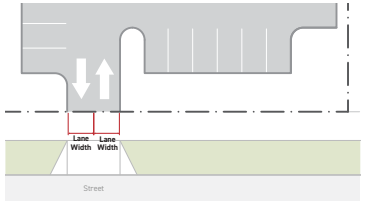
b. Standards

1. All fire apparatus access roads must meet the design standards of a Residential Case 2 roadway type as defined in the Public Works Department's *Standard Drawings (Sec. XX.)*.
2. All fire apparatus access roads are considered secondary streets and are subject to the frontage standards of *Part 4. (Frontage)*.
3. At the discretion of the LA County Fire Department, a fire apparatus access road may take access from a street or fire apparatus access road located on an adjoining property if a reciprocal easement agreement is established.

7. Measurement

a. Driveway lane width is measured separately for each driveway lane.

b. Driveway lane width is measured for each driveway lane from edge of designated lane to edge of designated lane along the street lot line.



c. The outer edge of a fire apparatus access road cross section, labeled as a 'property line' or 'P.L.' in the Public Works Department's *Standard Drawings (Sec. XX.)*, is equivalent to a street lot line for the purposes of measuring frontage rules in *Part 4C. (Frontage Rules)*.

8. Relief

a. A driveway spacing minimum standard may be reduced up to 10% in accordance with *Sec. XX.* (Adjustments).

b. A driveway lane width minimum standard may be reduced up to 10%, but must not be narrower than 8 feet, in accordance with *Sec. XX.* (Adjustments).

c. An alternative to a fire apparatus access road design standard may be requested in accordance with Sec. 13.X. (Alternative Compliance).

d. A deviation from a fire apparatus access road design standard may be allowed as a variance in accordance with *Sec. 13.X. (Variance)*.

RULE
PARKING & ACCESS (DRIVEWAYS, FIRE LANES)

FRONTAGE RULES APPLY to fire lanes

Part 6 | Site

Sec. 610. **Parking & Access**

610.A. **Vehicle Access**

Part 6 | Site

b. Standards

No new driveway serving 5 or more parking spaces or new fire apparatus access road is permitted to be located closer to any other driveway on the site than the minimum spacing listed below. The table provides criteria that will be used in making a determination. Additional

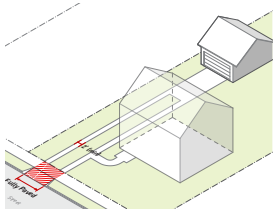
Part 6 | Site

2. Hollywood Driveway

For driveways serving up to 5 on-site parking spaces, a Hollywood driveway is allowed as an alternative to a fully paved driveway.

i. The concrete strips in a Hollywood driveway must be at least 2 feet in width. When the concrete strip is also used as a walkway, the width of strips must be increased to at least 3 feet.

ii. Within the right-of-way, the driveway must be fully paved along its total width.



6. **Fire Apparatus Access Road Design**

a. Applicability

All fire apparatus access roads.

b. Standards

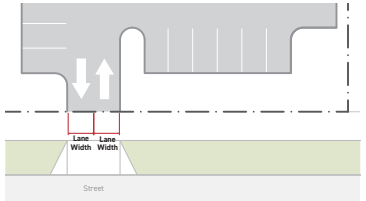
1. All fire apparatus access roads must meet the design standards of a Residential Case 2 roadway type as defined in the Public Works Department's *Standard Drawings (Sec. XX.)*.
2. All fire apparatus access roads are considered secondary streets and are subject to the frontage standards of *Part 4. (Frontage)*.
3. At the discretion of the LA County Fire Department, a fire apparatus access road may take access from a street or fire apparatus access road located on an adjoining property if a reciprocal easement agreement is established.

Part 6 | Site

7. **Measurement**

a. Driveway lane width is measured separately for each driveway lane.

b. Driveway lane width is measured for each driveway lane from edge of designated lane to edge of designated lane along the street lot line.



c. The outer edge of a fire apparatus access road cross section, labeled as a 'property line' or 'P.L.' in the Public Works Department's *Standard Drawings (Sec. XX.)*, is equivalent to a street lot line for the purposes of measuring frontage rules in *Part 4C. (Frontage Rules)*.

8. **Relief**

a. A driveway spacing minimum standard may be reduced up to 10% in accordance with *Sec. XX.* (Adjustments).

b. A driveway lane width minimum standard may be reduced up to 10%, but must not be narrower than 8 feet, in accordance with *Sec. XX.* (Adjustments).

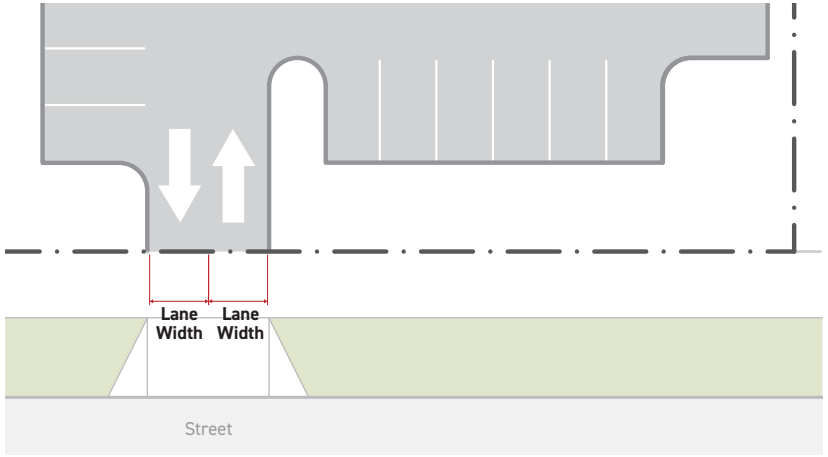
c. An alternative to a fire apparatus access road design standard may be requested in accordance with Sec. 13.X. (Alternative Compliance).

d. A deviation from a fire apparatus access road design standard may be allowed as a variance in accordance with *Sec. 13.X. (Variance)*.

7. **Measurement**

a. Driveway lane width is measured separately for each driveway lane.

b. Driveway lane width is measured for each driveway lane from edge of designated lane to edge of designated lane along the street lot line.



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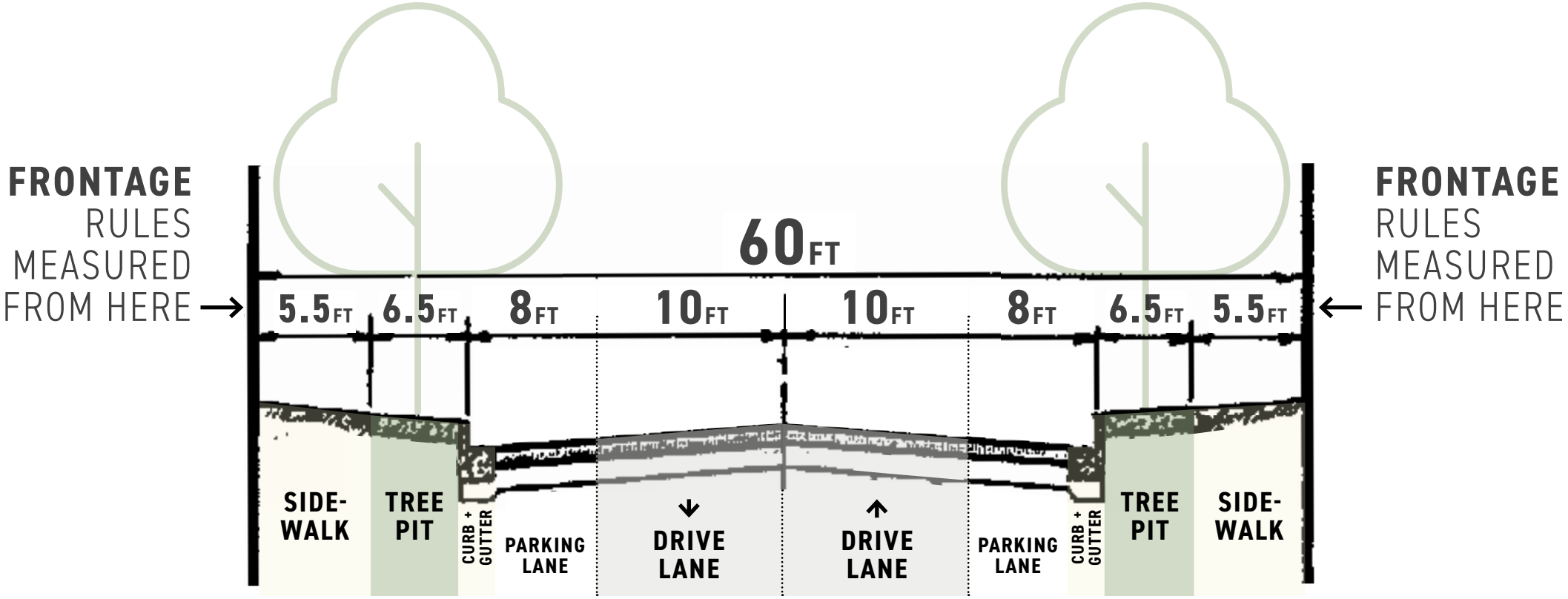
RULE

PARKING & ACCESS (DRIVEWAYS, FIRE LANES)



RESIDENTIAL CASE 2 ROADWAY TYPE

RULE

PARKING & ACCESS (DRIVEWAYS, FIRE LANES)

NEW **FRONTAGE** STREET LOT LINE

NEW **FRONTAGE** STREET LOT LINE

PREPARING A NARROWER OPTION (ONGOING)

RESIDENTIAL CASE 2 ROADWAY TYPE

RULE
PARKING & ACCESS (DRIVEWAYS, FIRE LANES)

Encouraging CONNECTIVITY

Sec. 610. **Parking & Access**

610.A. **Vehicle Access**

1. All driveways serving an on-site parking area with 5 or more parking spaces.
2. All fire apparatus access roads.

b. Standards

No new driveway serving 5 or more parking spaces or new fire apparatus access road is permitted to be located closer to any other driveway on the site than the minimum spacing listed below. The table provides criteria that will be used in making a determination. Additional

loading facility (of any size parking area)	--	2	12'/20'	12'/20'

6. Fire Apparatus Access Road Design

a. Applicability

All fire apparatus access roads.

b. Standards

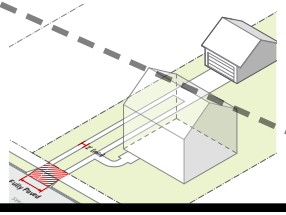
1. All fire apparatus access roads must meet the design standards of a Residential Case 2 roadway type as defined in the Public Works Department's *Standard Drawings (Sec. XX.)*.
2. All fire apparatus access roads are considered secondary streets and are subject to the frontage standards of *Part 4. (Frontage)*.
3. At the discretion of the LA County Fire Department, a fire apparatus access road may take access from a street or fire apparatus access road located on an adjoining property if a reciprocal easement agreement is established.

2. Hollywood Driveway

For driveways serving up to 5 on-site parking spaces, a Hollywood driveway is allowed as an alternative to a fully paved driveway.

i. The concrete strips in a Hollywood driveway must be at least 2 feet in width. When the concrete strip is also used as a walkway, the width of strips must be increased to at least 3 feet.

ii. Within the right-of-way, the driveway must be fully paved along its total width.



6. Fire Apparatus Access Road Design

a. Applicability

All fire apparatus access roads.

b. Standards

1. All fire apparatus access roads must meet the design standards of a Residential Case 2 roadway type as defined in the Public Works Department's *Standard Drawings (Sec. XX.)*.
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3. At the discretion of the LA County Fire Department, a fire apparatus access road may take access from a street or fire apparatus access road located on an adjoining property if a reciprocal easement agreement is established.

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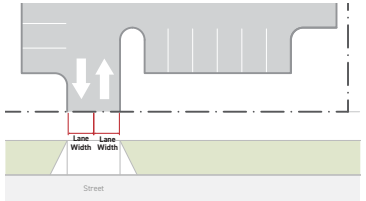


c. The outer edge of a fire apparatus access road cross section, labeled as a 'property line' or 'P.L.' in the Public Works Department's *Standard Drawings (Sec. XX.)*, is equivalent to a street lot line for the purposes of measuring frontage rules in *Part 4C. (Frontage Rules)*.

8. Relief

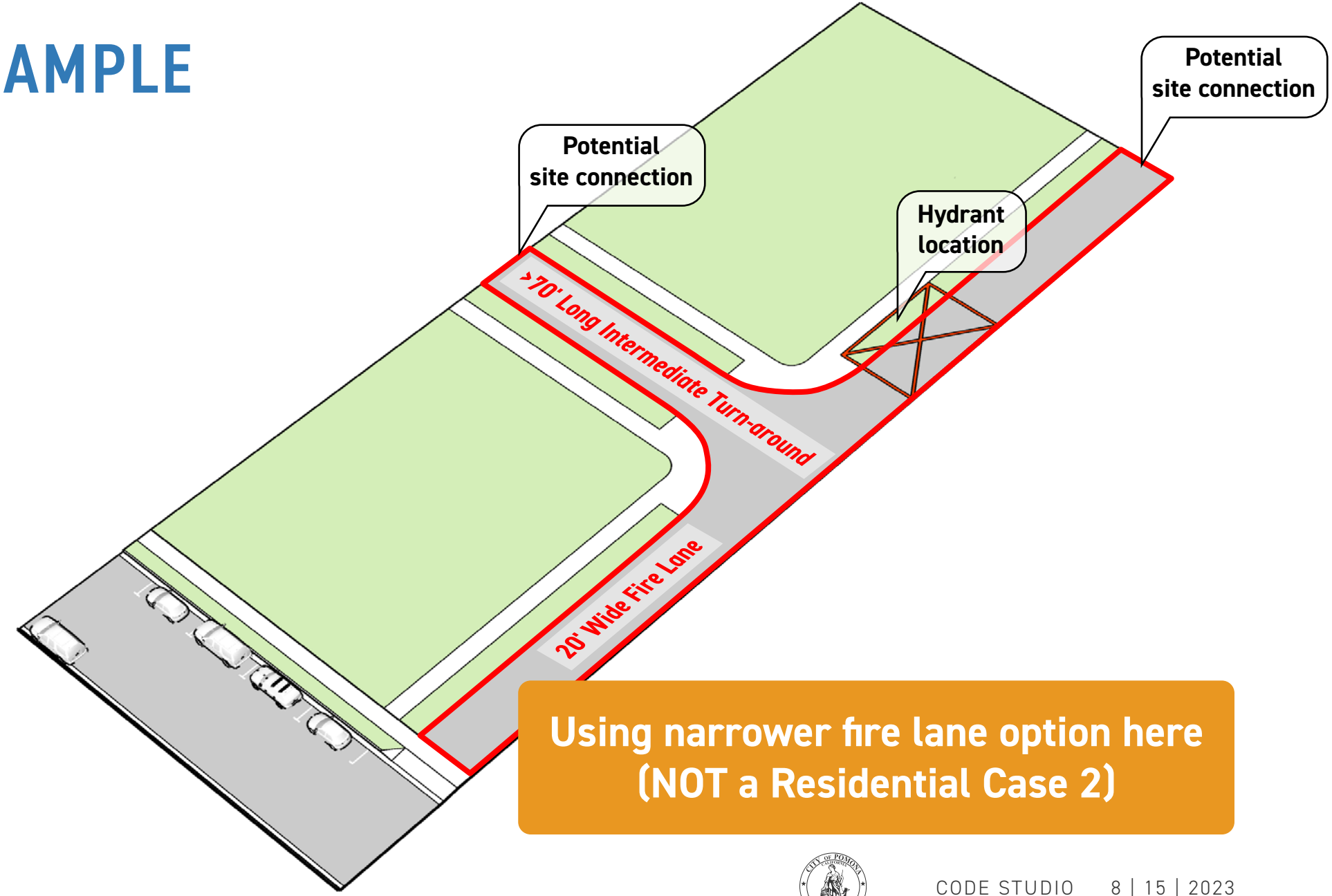
a. A driveway spacing minimum standard may be reduced up to 10% in accordance with *Sec. XX.* (Adjustments).

b. A driveway lane width minimum standard may be reduced up to 10%, but must not be narrower than 8 feet, in accordance with *Sec. XX.* (Adjustments).

c. An alternative to a fire apparatus access road design standard may be requested in accordance with Sec. 13.X. (Alternative Compliance).

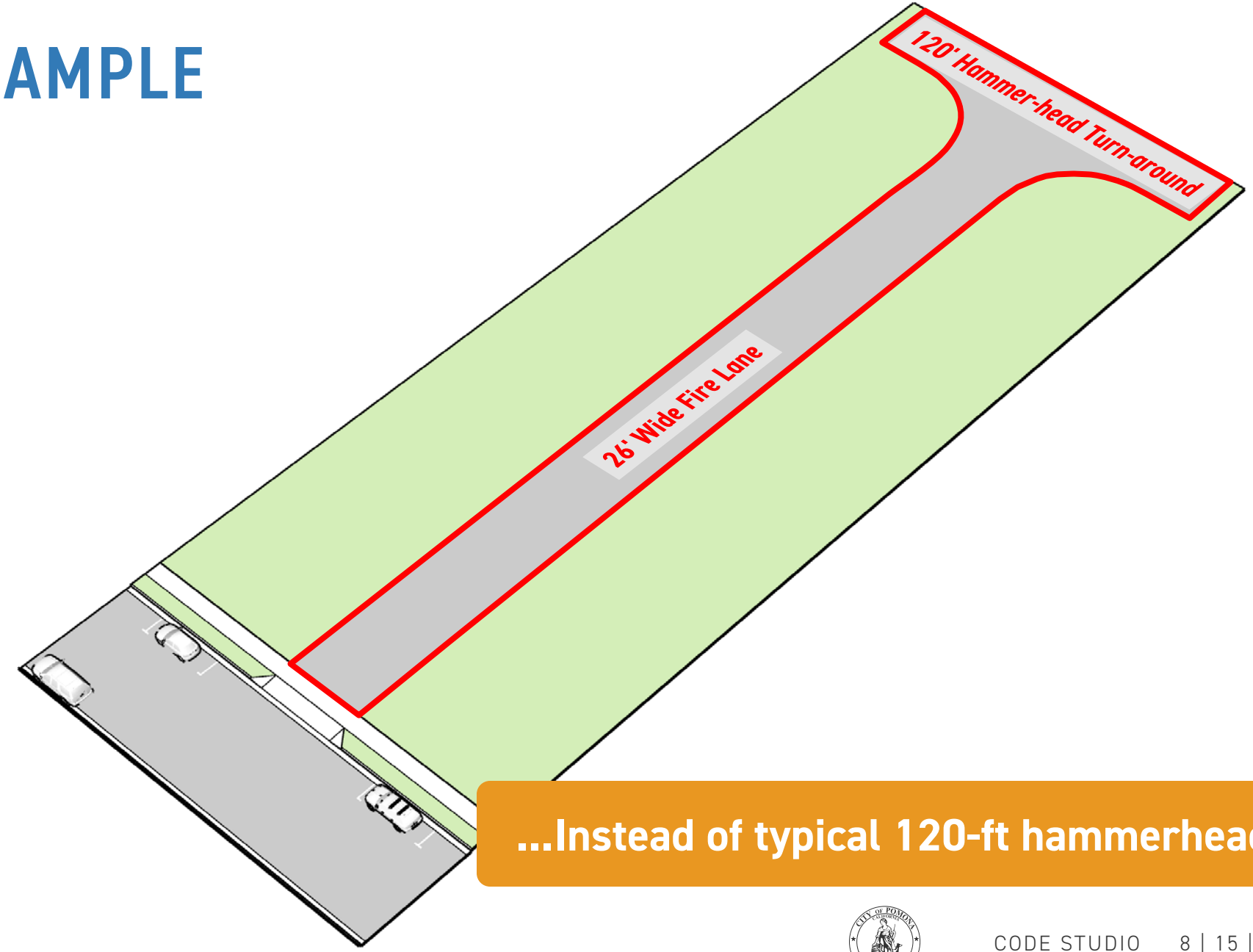
d. A deviation from a fire apparatus access road design standard may be allowed as a variance in accordance with *Sec. 13.X. (Variance)*.

PROJECT EXAMPLE
+ FIRE LANE



Using narrower fire lane option here (NOT a Residential Case 2)

PROJECT EXAMPLE
+ FIRE LANE



...Instead of typical 120-ft hammerhead

PROJECT EXAMPLE
+ FIRE LANE

PLACE THE BUILDINGS

Using narrower fire lane option here
(NOT a Residential Case 2)

RULE
BUILD-TO DEPTH

Sec. 310. General Provisions

310.A. Form Intent

The intent of Part 3 is to regulate the placement, scale, and intensity of buildings and structures on a lot in order to ensure building forms are compatible with their context and promote projects that support community goals.

310.B. Form Applicability

1. General

All projects filed after the effective date of this Zoning & Development Code must comply with the Form Module standards in Part 3, as further specified below. For vested rights, see *Sec. 13.X (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Form rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

		Project Activities						
Form Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 360.	Lot Size	●	○	●	○	○	○	○
Sec. 370.	Coverage	●	●	○	○	○	○	○
Sec. 380.	Amenity	●	●	●	○	●	○	○
Sec. 390.	Building	●	●	○	○	○	○	○
Sec. 620.E.	Fences & Walls	●	●	●	○	○	○	○
Sec. 610.C.	Required Parking	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

b. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

DRAFT July 24, 2023 ... Development Code 3-7

Form Rules

Sec. 410. General Provisions

410.A. Frontage Intent

Frontage Modules regulate the portions of a lot and exterior building facades that impact the public realm to ensure that projects respond to the public realm appropriately. Modules range from minimal standards for Park Frontages to more robust standards for Shopfront Frontages, which require projects to support a high-quality public realm that is active, comfortable, safe, and visually interesting, with strong connections between the public realm and uses inside buildings.

410.B. Frontage Applicability

1. Project Applicability

All projects filed after the effective date of this Zoning & Development Code must comply with the Frontage Module standards and rules in Part 4, as further specified below. For vested rights, see *Sec. XX (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Frontage rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, a street-facing addition concealing a portion of an existing building facade includes both new construction and a facade modification).

b. For all Frontage Modules, Frontage rule categories apply to project activities as shown in the table below.

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

DRAFT July 24, 2023 ... Development Code 4-5

Frontage Rules

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Use Rules

Site Rules

RULE
BUILD-TO DEPTH

Sec. 470. Build-To

470.A. Applicable Stories

The number of stories that are required to meet build-to standards.

1. **Intent**

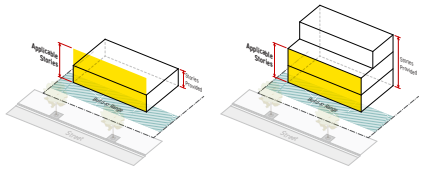
   To ensure that multi-story buildings locate both the ground story and a contextually appropriate number of upper stories along the street.

2. **Applicability**

   Build-to applicable stories standards apply to all portions of buildings and structures required to satisfy a minimum build-to width requirement.

3. **Standards**

   Where minimum applicable stories are required, build-to standards apply to the ground story and any additional story provided on a lot, up to, and including, the minimum build-to applicable stories.



4. **Measurement**

   For measuring height in stories, see *Sec. XX (Height in Stories)*.

5. **Relief**

   a. A reduction in number of applicable stories of 1 story may be requested in accordance with *Sec. XX (XX)*.

   b. A reduction in number of applicable stories may be requested as a variance in accordance with *Sec. XX (XX)*.

470.B. Build-To Depth

The depth of the build-to zone. The build-to zone is the area on a lot starting at the minimum building setback and continuing inward for the maximum build-to depth for the full width of the lot. A building is required to occupy the build-to zone for the required minimum build-to width.

1. **Intent**

   To ensure that multi-story buildings locate both the ground story and a contextually appropriate number of upper stories along the street.

2. **Applicability**

   Build-to applicable stories standards apply to all portions of buildings and structures required to satisfy a minimum build-to width requirement.

3. **Standards**

   a. The build-to zone must be no deeper than the maximum build-to depth specified by the applied Frontage Module. See *Part XX (Frontage Modules)*.

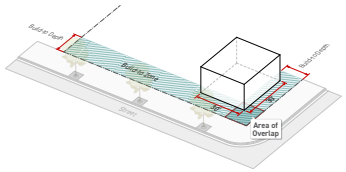
   b. Buildings must occupy the build-to zone for at least the minimum required build-to width.

   c. Once the minimum build-to width standard has been satisfied, buildings and structures may occupy the area behind the build-to zone.

   d. On a corner lot where intersecting frontage lot lines have build-to requirements, a building must occupy the portion of the lot area where the build-to zones of the two intersecting frontage lot lines overlap, as described below:

      1. The building must occupy the build-to zones for both frontage lot lines for a minimum of 30 feet from the corner. Distance is measured away from the corner, starting at the edge of the building occupying the area of overlap, parallel to the frontage lot line. This building width counts toward the required build-to width for both frontage lot lines.

      2. This standard does not apply when a pedestrian amenity space occupies some portion of the area of overlap and is being used as a pedestrian amenity allowance. See *Sec. XX (Pedestrian Amenity Allowance)*.



3. Standards

a. The build-to zone must be no deeper than the maximum build-to depth specified by the applied Frontage Module. See *Part XX (Frontage Modules)*.

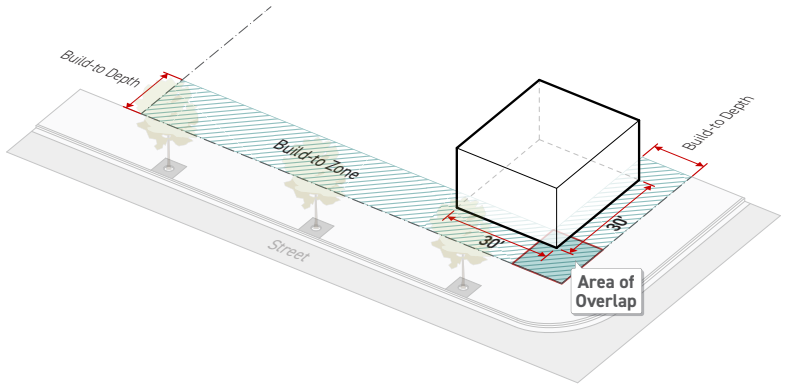
b. Buildings must occupy the build-to zone for at least the minimum required build-to width.

c. Once the minimum build-to width standard has been satisfied, buildings and structures may occupy the area behind the build-to zone.

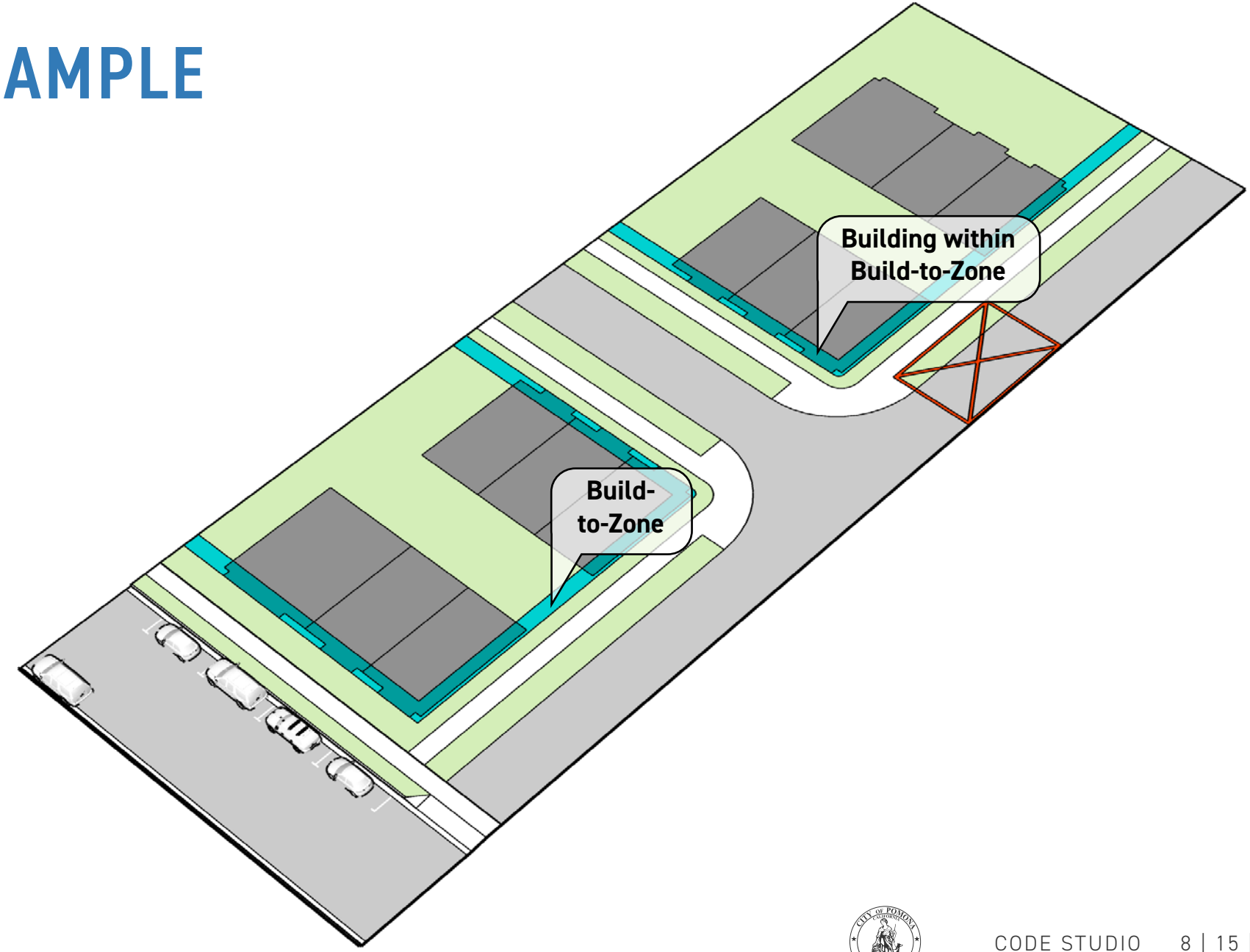
d. On a corner lot where intersecting frontage lot lines have build-to requirements, a building must occupy the portion of the lot area where the build-to zones of the two intersecting frontage lot lines overlap, as described below:

   1. The building must occupy the build-to zones for both frontage lot lines for a minimum of 30 feet from the corner. Distance is measured away from the corner, starting at the edge of the building occupying the area of overlap, parallel to the frontage lot line. This building width counts toward the required build-to width for both frontage lot lines.

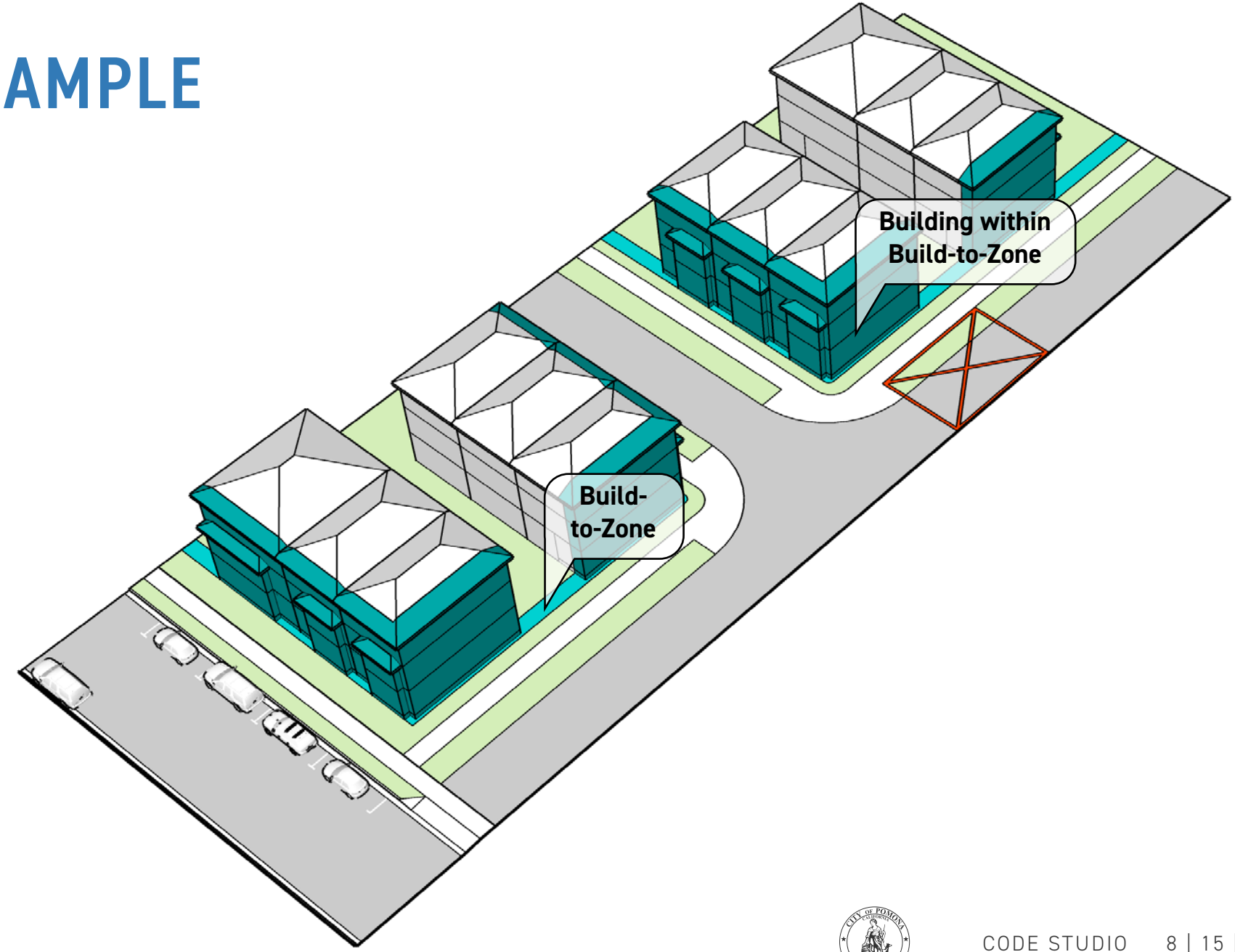
   2. This standard does not apply when a pedestrian amenity space occupies some portion of the area of overlap and is being used as a pedestrian amenity allowance. See *Sec. XX (Pedestrian Amenity Allowance)*.



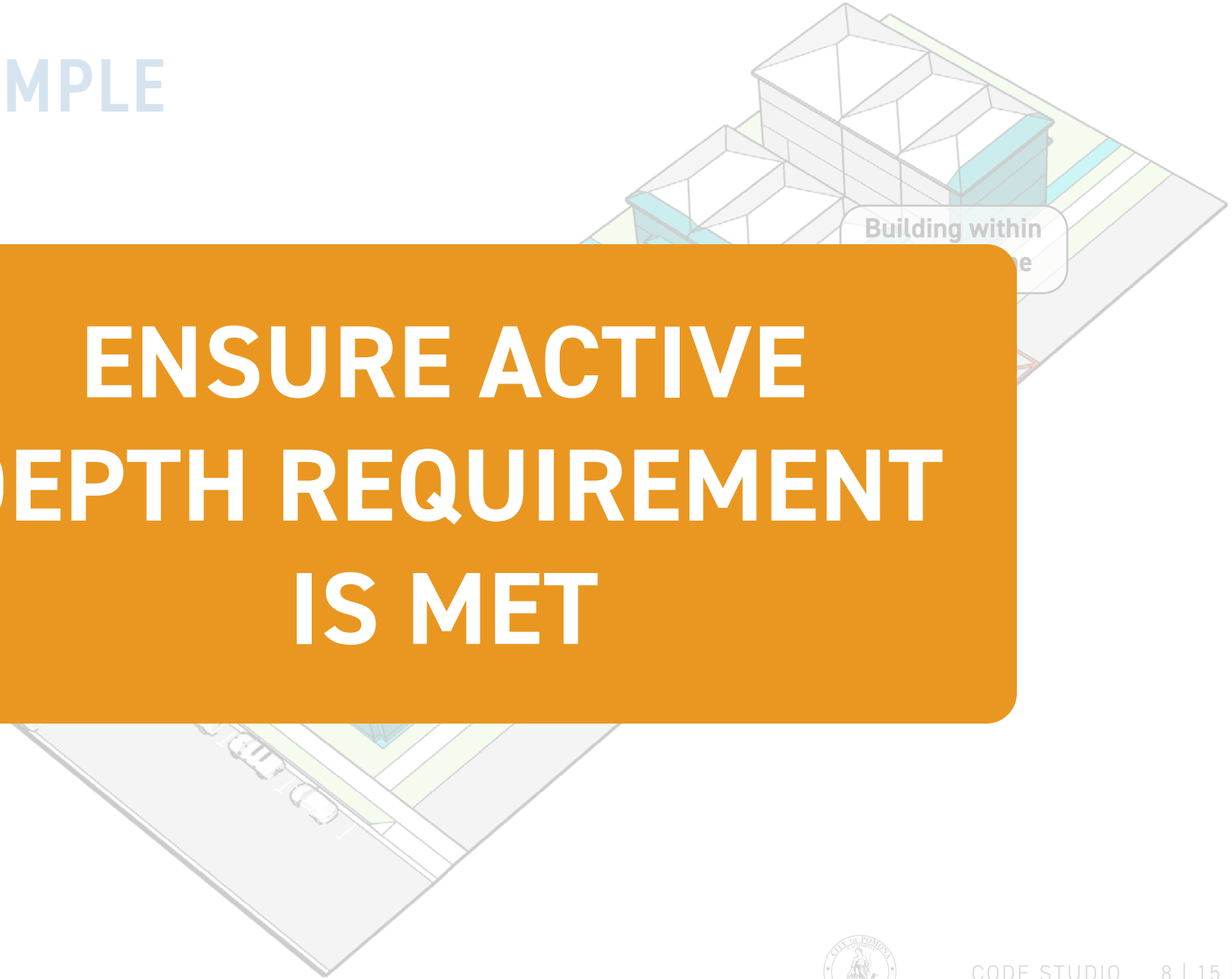
PROJECT EXAMPLE
+ BUILD-TO



PROJECT EXAMPLE
+ BUILD-TO



PROJECT EXAMPLE
+ BUILD-TO



ENSURE ACTIVE DEPTH REQUIREMENT IS MET

FRONTAGE RULES

BUILD-TO (ACTIVE DEPTH)

Sec. 310. General Provisions

310.A. Form Intent

310.B. Form Applicability

1. General

2. Project Activities

Form Rule Categories

Frontage Rule Categories

Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Form Rules

Frontage Rules

Use Rules

Site Rules

FRONTAGE RULES
BUILD-TO (ACTIVE DEPTH)

Sec. 470. Build-To

470.A. Applicable Stories

The number of stories that are required to meet build-to standards.

1. **Intent**

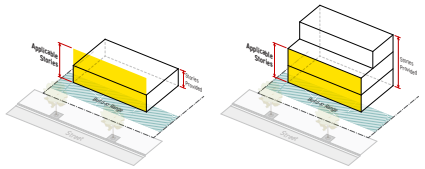
   To ensure that multi-story buildings locate both the ground story and a contextually appropriate number of upper stories along the street.

2. **Applicability**

   Build-to applicable stories standards apply to all portions of buildings and structures required to satisfy a minimum build-to width requirement.

3. **Standards**

   Where minimum applicable stories are required, build-to standards apply to the ground story and any additional story provided on a lot, up to, and including, the minimum build-to applicable stories.



4. **Measurement**

   For measuring height in stories, see *Sec. XX (Height in Stories)*.

5. **Relief**

   a. A reduction in number of applicable stories of 1 story may be requested in accordance with *Sec. XX (XX)*.

   b. A reduction in number of applicable stories may be requested as a variance in accordance with *Sec. XX (XX)*.

470.E. Active Depth

The horizontal depth of a building that must contain habitable space.

1. **Intent**

   To help minimize the impact of dead space on the public realm and to promote a comfortable, safe, engaging and attractive built environment with active uses along the public realm.

2. **Applicability**

   a. The active depth requirement applies to all portions of a building used to meet build-to requirements. See *Sec. XX (XX)*.

   b. The active depth requirement applies to all applicable stories, See *Sec. XX (XX)*.

3. **Standards**

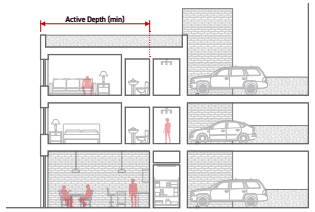
   a. Applicable portions of a building must provide the minimum active depth required by the zoning district.

   b. No more than 20% of the floor area of the required active depth can be used for inactive uses such as storage, hallways, stairwells, elevators, and equipment rooms.

   c. Parking and motor vehicle use areas are not allowed in any portion of the required active depth.

4. **Measurement**

   Active depth is measured from the front building facade inward to the interior of the building.



5. **Relief**

   a. A decreased active depth of up to 10% may be requested in accordance with may be requested in accordance with *Sec. XX (XX)*.

   b. A decreased active depth beyond 10% may be requested as a variance in accordance with *Sec. XX (XX)*.

2. **Applicability**

   a. The active depth requirement applies to all portions of a building used to meet build-to requirements. See *Sec. XX (XX)*.

   b. The active depth requirement applies to all applicable stories, See *Sec. XX (XX)*.

3. **Standards**

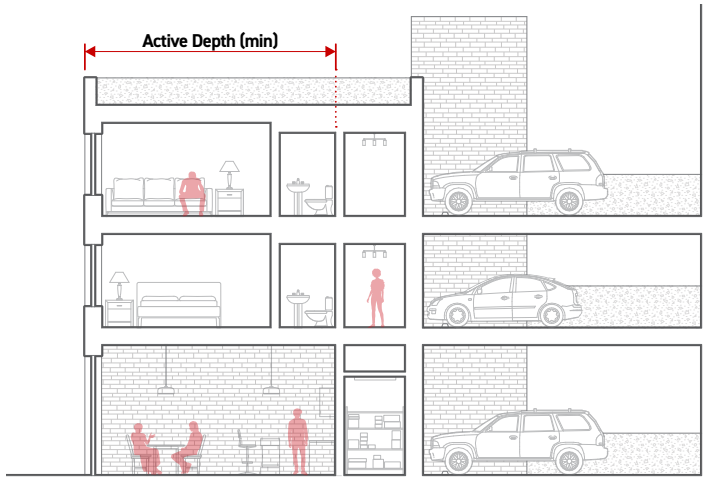
   a. Applicable portions of a building must provide the minimum active depth required by the zoning district.

   b. No more than 20% of the floor area of the required active depth can be used for inactive uses such as storage, hallways, stairwells, elevators, and equipment rooms.

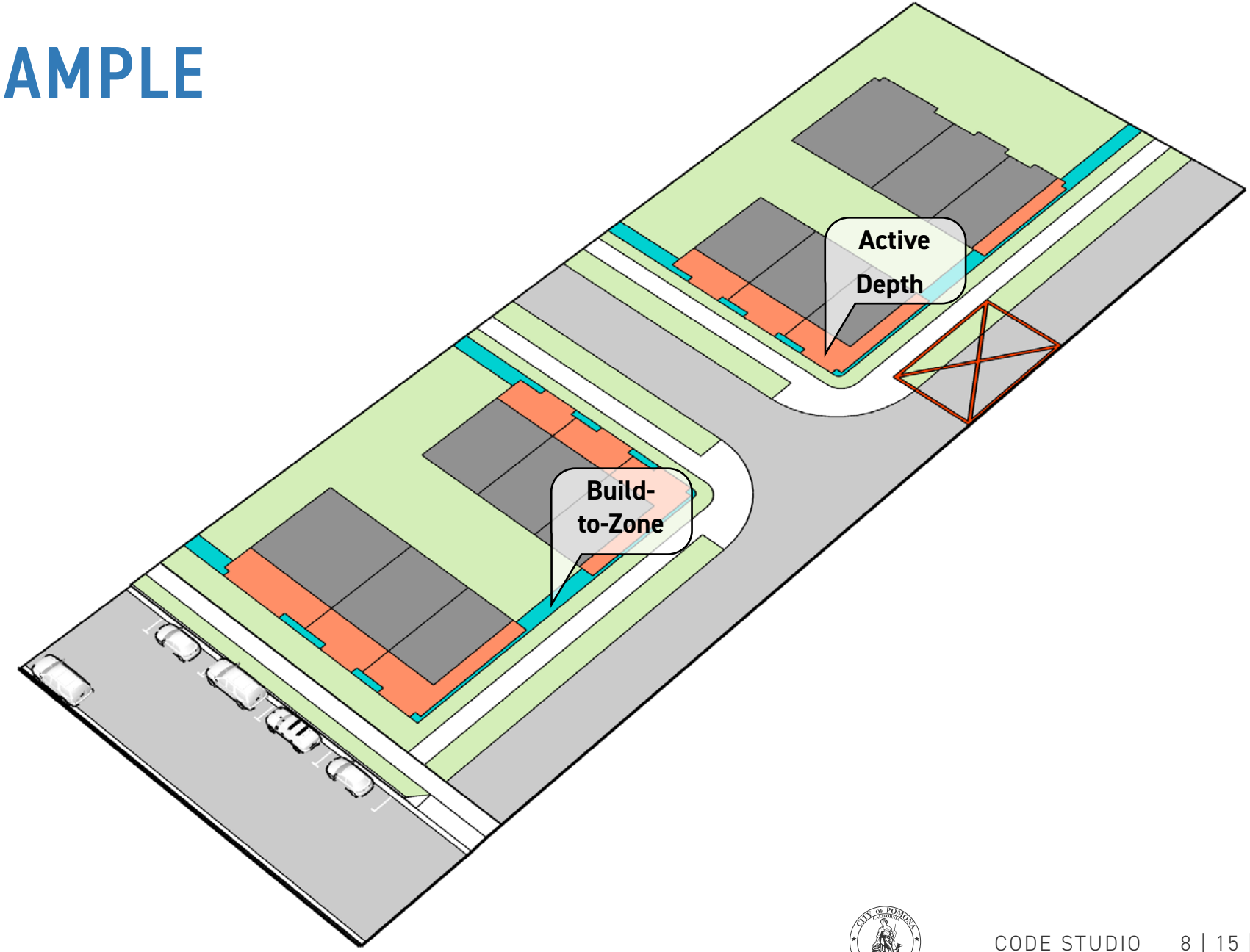
   c. Parking and motor vehicle use areas are not allowed in any portion of the required active depth.

4. **Measurement**

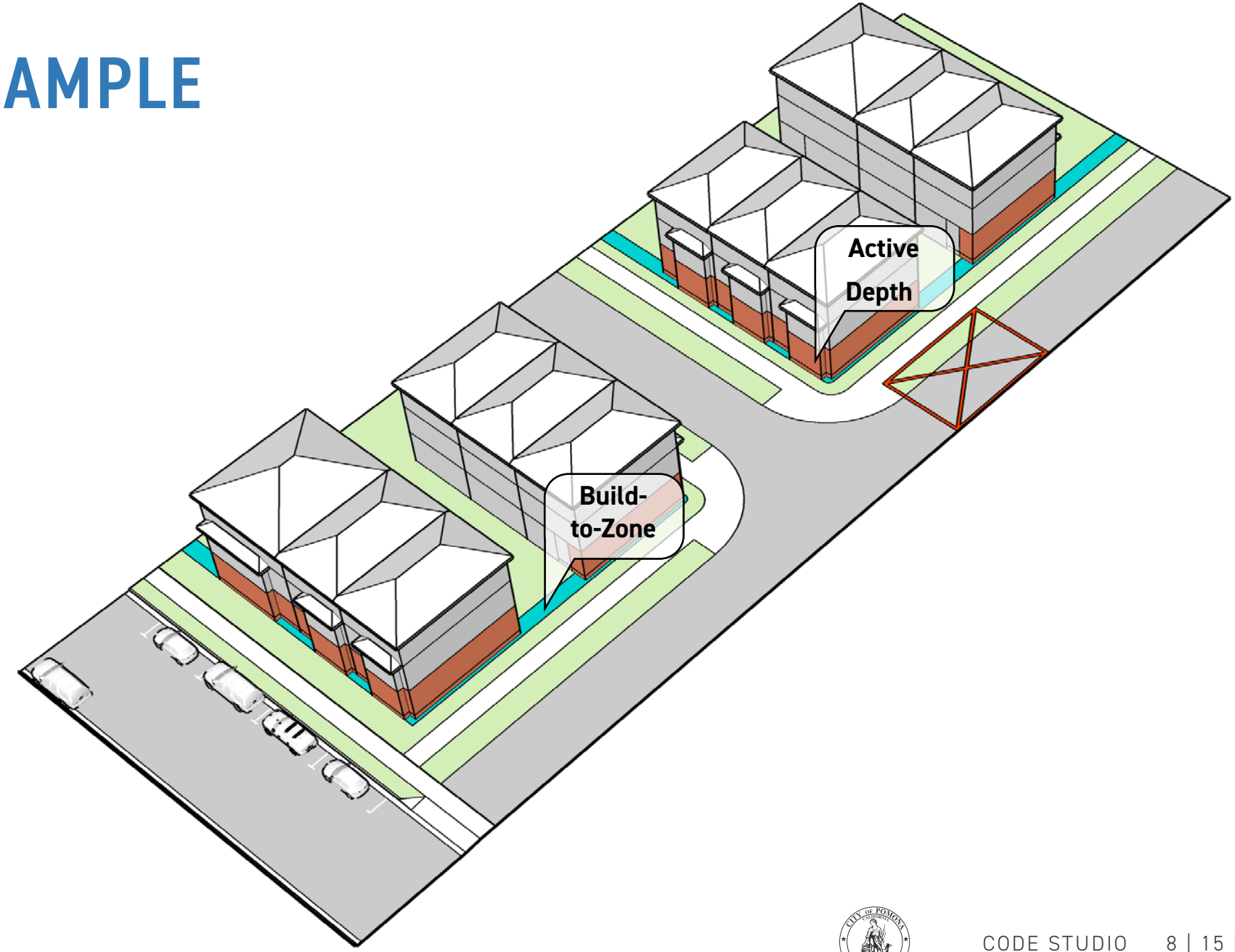
   Active depth is measured from the front building facade inward to the interior of the building.



PROJECT EXAMPLE
+ ACTIVE DEPTH



PROJECT EXAMPLE
+ ACTIVE DEPTH



PROJECT EXAMPLE
+ ACTIVE DEPTH

ADD THE PARKING

RULE
PARKING LOCATION

Sec. 310. General Provisions

310.A. Form Intent

310.B. Form Applicability

Form Rules

Sec. 410. General Provisions

410.A. Frontage Intent

410.B. Frontage Applicability

Frontage Rules

Sec. 500. General Provisions

Frontage Rule Categories		Project Activities: New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

RULE
PARKING LOCATION

Parking Location Standards

Sec. 480. Parking Location

480.A. Parking Between Building & Street

The location of parking and motor vehicle use areas between a building and the public realm.

1. **Intent**

   To control the impact of motor vehicle-dominated areas on the pedestrian experience especially where buildings do not line the majority of the public realm, and to promote a comfortable, safe, engaging, and attractive streetscape, with pedestrian access to active uses and landscaping between the public realm and street-oriented buildings.

2. **Applicability**

   Where specified by the applied Frontage Module *(Part 4B)*, parking between the building and the street requirements apply to frontage yards and frontage applicable building depth (Sec. 3A.2.2.C.4) on the ground story.

3. **Standards**

   a. Where the applied Frontage Module (*Part 4B*) specifies "Not allowed":

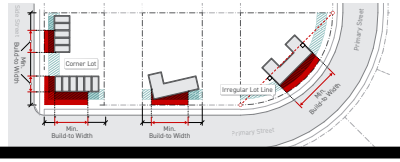
      1. No motor vehicle use area may be located between a building that occupies the build-to zone and the applicable street lot line, for the portion of the building width provided to comply with a build-to width requirement.

      2. No motor vehicle use area may be located on the ground story of a building or structure within the frontage applicable building depth for the portion of the building width provided to comply with a build-to width requirement.

   b. Where the applied Frontage Module (*Part 4B*) specifies "Allowed", no additional limitations to the location of motor vehicle use areas are required to comply with parking between the building and street standards.

4. **Measurement**

   a. The area between a building width and the street is determined as the entire area on a lot bordered by the applicable street-facing facade (*Sec. XX.*) and street lot line, for the applicable building width. For corner lots, the area between the building and the street also includes the portion of the lot beyond the width of the building nearest to the intersection, up to the intersecting street lot line.



3. **Standards**

a. Where the applied Frontage Module (*Part 4B*) specifies "Not allowed":

1. No motor vehicle use area may be located between a building that occupies the build-to zone and the applicable street lot line, for the portion of the building width provided to comply with a build-to width requirement.

2. No motor vehicle use area may be located on the ground story of a building or structure within the frontage applicable building depth for the portion of the building width provided to comply with a build-to width requirement.

b. Where the applied Frontage Module (*Part 4B*) specifies "Allowed", no additional limitations to the location of motor vehicle use areas are required to comply with parking between the building and street standards.

RULE
PARKING LOCATION

NO *NEW PARKING* ALLOWED BETWEEN THE BUILDING AND STREET

RULE
VEHICLE ACCESS (DRIVEWAY DESIGN)

Sec. 310. General Provisions

310.A. Form Intent

The intent of Part 3 is to regulate the placement, scale, and intensity of buildings and structures on a lot in order to ensure building forms are compatible with their context and promote projects that support community goals.

310.B. Form Applicability

1. General

All projects filed after the effective date of this Zoning & Development Code must comply with the Form Module standards in Part 3, as further specified below. For vested rights, see *Sec. 13.X (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Form rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

Form Rule Categories		Project Activities: New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 360.	Lot Size	●	○	●	○	○	○	○
Sec. 370.	Coverage	●	●	○	○	○	○	○
Sec. 380.	Amenity	●	●	●	○	●	○	○
Sec. 390.	Building	●	●	○	○	○	○	○
Sec. 620.E.	Fences & Walls	●	●	●	○	○	○	○
Sec. 610.C.	Required Parking	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

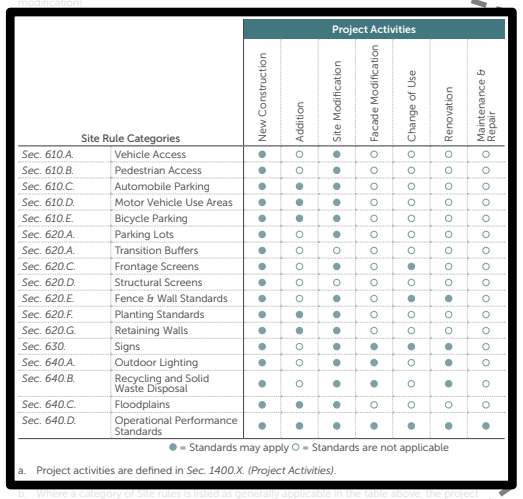
b. Project activities are defined in Sec. *1400.X. (Project Activities)*.

Form Rules

Site Rule Categories		Project Activities: New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 610.A.	Vehicle Access	●	○	●	○	○	○	○
Sec. 610.B.	Pedestrian Access	●	○	●	○	○	○	○
Sec. 610.C.	Automobile Parking	●	●	●	○	○	○	○
Sec. 610.D.	Motor Vehicle Use Areas	●	●	●	○	○	○	○
Sec. 610.E.	Bicycle Parking	●	●	●	○	○	○	○
Sec. 620.A.	Parking Lots	●	○	●	○	○	○	○
Sec. 620.A.	Transition Buffers	●	○	○	○	○	○	○
Sec. 620.C.	Frontage Screens	●	○	●	○	●	○	○
Sec. 620.D.	Structural Screens	●	○	○	○	○	○	○
Sec. 620.E.	Fence & Wall Standards	●	○	●	○	●	●	○
Sec. 620.F.	Planting Standards	●	●	●	○	○	○	○
Sec. 620.G.	Retaining Walls	●	●	●	○	○	○	○
Sec. 630.	Signs	●	○	●	●	●	●	○
Sec. 640.A.	Outdoor Lighting	●	○	●	●	○	●	○
Sec. 640.B.	Recycling and Solid Waste Disposal	●	○	●	●	○	●	○
Sec. 640.C.	Floodplains	●	●	●	○	○	○	○
Sec. 640.D.	Operational Performance Standards	●	●	●	●	●	●	●

● = Standards may apply ○ = Standards are not applicable

a. Project activities are defined in *Sec. 1400.X. (Project Activities)*.



2. Project Activities

Categories of Site rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

Site Rule Categories		Project Activities: New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 610.A.	Vehicle Access	●	○	●	○	○	○	○
Sec. 610.B.	Pedestrian Access	●	○	●	○	○	○	○
Sec. 610.C.	Automobile Parking	●	●	●	○	○	○	○
Sec. 610.D.	Motor Vehicle Use Areas	●	●	●	○	○	○	○
Sec. 610.E.	Bicycle Parking	●	●	●	○	○	○	○
Sec. 620.A.	Parking Lots	●	○	●	○	○	○	○
Sec. 620.A.	Transition Buffers	●	○	○	○	○	○	○
Sec. 620.C.	Frontage Screens	●	○	●	○	●	○	○
Sec. 620.D.	Structural Screens	●	○	○	○	○	○	○
Sec. 620.E.	Fence & Wall Standards	●	○	●	○	●	●	○
Sec. 620.F.	Planting Standards	●	●	●	○	○	○	○
Sec. 620.G.	Retaining Walls	●	●	●	○	○	○	○
Sec. 630.	Signs	●	○	●	●	●	●	○
Sec. 640.A.	Outdoor Lighting	●	○	●	●	○	●	○
Sec. 640.B.	Recycling and Solid Waste Disposal	●	○	●	●	○	●	○
Sec. 640.C.	Floodplains	●	●	●	○	○	○	○
Sec. 640.D.	Operational Performance Standards	●	●	●	●	●	●	●

● = Standards may apply ○ = Standards are not applicable

a. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Site Rules

RULE
VEHICLE ACCESS (DRIVEWAY DESIGN)

Vehicle Access Standards

Sec. 610. **Parking & Access**

610.A. **Vehicle Access**

1. **Intent**

To ensure motor vehicle access to sites to support the safety of all users by minimizing conflicts with pedestrians, cyclists, emergency service vehicles, transit vehicles, micro-mobility devices, and motor vehicles on the abutting public right-of-way, and to avoid detrimental effects on the surrounding public realm, while providing sufficient access to structures, vehicle parking and other motor vehicle use areas.

2. **Applicability**

a. Any lot that provides access to motor vehicles.

b. A permit is required for any cutting of the curb or pavement of a public right-of-way to provide vehicle access to a property. A driveway may only be installed with a permit issued by the Public Works Director.

3. **General**

a. All existing and proposed development that provides on-site parking must provide a satisfactory means of motor vehicle access to and from a street or alley.

b. Each lot is permitted at least one driveway or one fire apparatus access road unless otherwise modified by the Development Services Director.

c. Driveways and fire apparatus access roads must be located to minimize conflicts with pedestrians, cyclists, and motor vehicles on the abutting public right-of-way.

d. Driveways and fire apparatus access roads near intersections must comply with city standard *A-27-10*.

e. No new driveway is allowed within six feet of fire hydrant.

f. On corner lots, driveways and fire apparatus access roads must be placed along a side street or alley, unless otherwise permitted by the Development Services Director.

4. **Access Road Spacing**

The minimum spacing requirements between driveway and fire apparatus access road curb cuts along a public street.

a. **Applicability**

1. All driveways serving an on-site parking area with 5 or more parking spaces.

2. All fire apparatus access roads.

b. **Standards**

No new driveway serving 5 or more parking spaces or new fire apparatus access road is permitted to be located closer to any other driveway on the site than the minimum spacing listed below. The table provides criteria that will be used in making a determination. Additional driveways or fire apparatus roads may be considered by the Development Services Director.

ROADWAY CLASSIFICATION	SPACING (MIN)
Major Arterial	250'
Minor Arterial	200'
Collector	150'
Local	100'
Alley	Unlimited

c. **Measurement**

Driveway and fire apparatus access road spacing is measured along the street lot line from edge of pavement to edge of pavement from all existing and proposed driveways located on-site.

5. **Driveway Design**

a. **Applicability**

All driveways serving an on-site parking area of any size, except for driveways that take access from an alley.

b. **Standards**

1. **General Provisions**

All driveways must meet the following standards.

DRIVEWAY STANDARDS				
Driveway Type	Number of driveways per lot (max)	Number of lanes per driveway (max)	Lane width (min/max)	
			Primary St.	Side St.
Driveway serving up to 10 on-site parking spaces	1	1	8'/10'	8'/11'
Driveway serving 11 to 50 on-site parking spaces	1	2	8'/11'	8'/12'
Driveway serving more than 51 to 100 on-site parking spaces	2	2	9'/12'	9'/12'
Driveway serving more than 100 on-site parking spaces	3	3	9'/12'	9'/12'
Driveway serving an off-street loading facility (of any size parking area)	--	2	12'/20'	12'/20'

2. **Hollywood Driveway**

For driveways serving up to 5 on-site parking spaces, a Hollywood driveway is allowed as an alternative to a fully paved driveway.

i. The concrete strips in a Hollywood driveway must be at least 2 feet in width. When the

7. **Measurement**

a. Driveway lane width is measured separately for each driveway lane.

b. Driveway lane width is measured for each driveway lane from edge of designated lane to edge of designated lane along the street lot line.

b. **Standards**

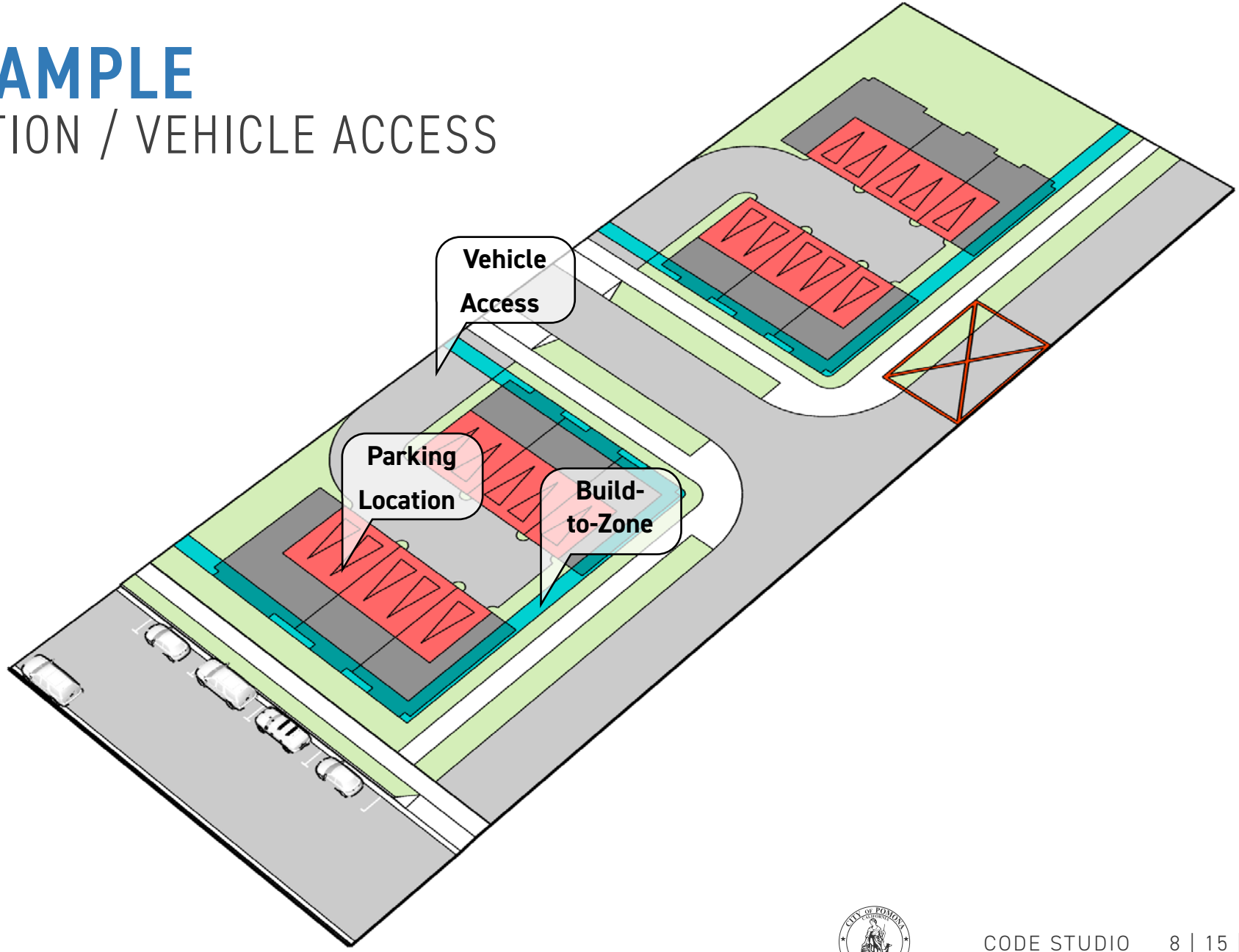
1. **General Provisions**

All driveways must meet the following standards.

DRIVEWAY STANDARDS				
Driveway Type	Number of driveways per lot (max)	Number of lanes per driveway (max)	Lane width (min/max)	
			Primary St.	Side St.
Driveway serving up to 10 on-site parking spaces	1	1	8'/10'	8'/11'
Driveway serving 11 to 50 on-site parking spaces	1	2	8'/11'	8'/12'
Driveway serving more than 51 to 100 on-site parking spaces	2	2	9'/12'	9'/12'
Driveway serving more than 100 on-site parking spaces	3	3	9'/12'	9'/12'
Driveway serving an off-street loading facility (of any size parking area)	--	2	12'/20'	12'/20'

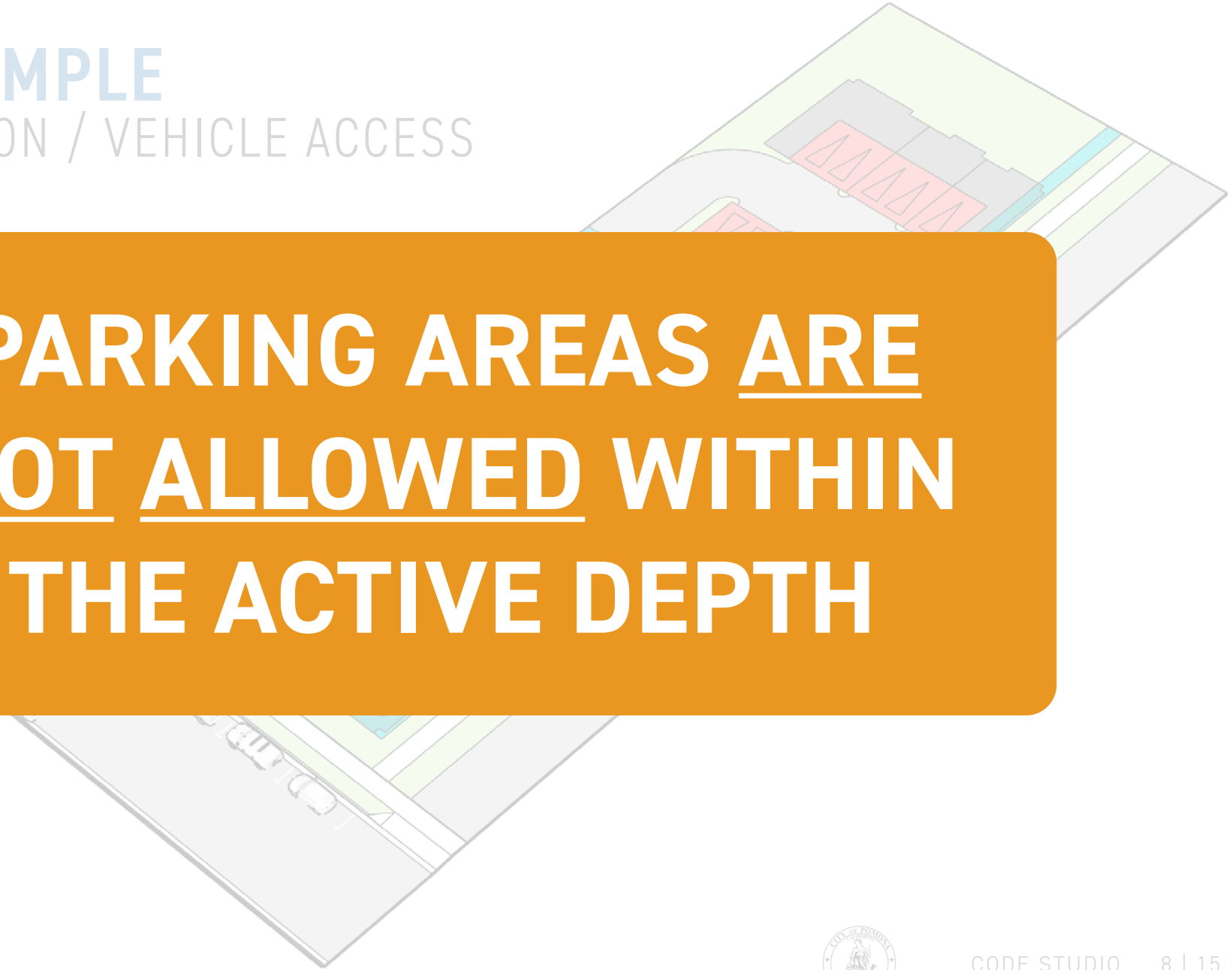
PROJECT EXAMPLE

+ PARKING LOCATION / VEHICLE ACCESS



PROJECT EXAMPLE

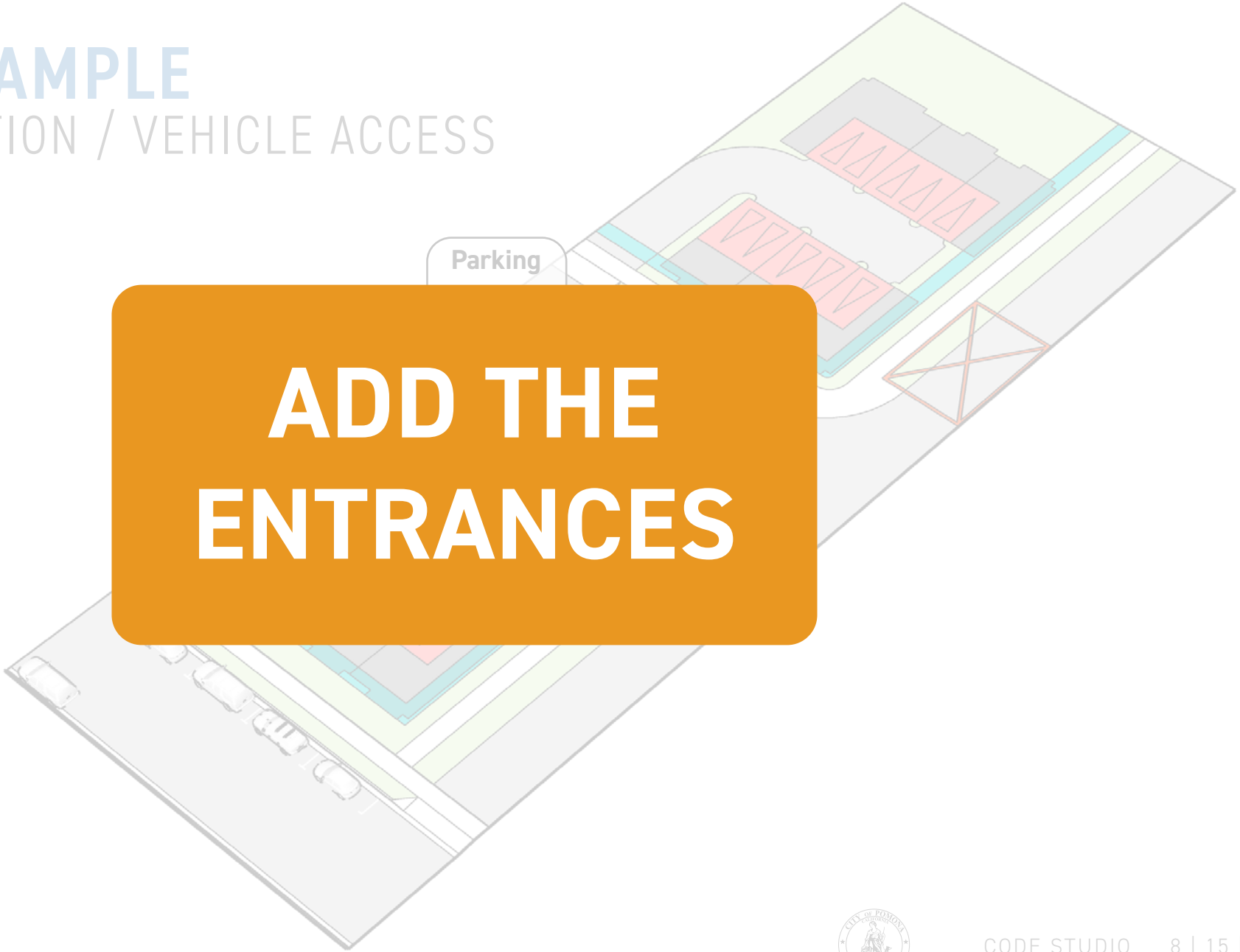
+ PARKING LOCATION / VEHICLE ACCESS



PARKING AREAS <u>ARE NOT ALLOWED</u> WITHIN THE ACTIVE DEPTH

PROJECT EXAMPLE

+ PARKING LOCATION / VEHICLE ACCESS



ADD THE ENTRANCES

RULE
ENTRANCES (STREET-FACING)

Sec. 310. General Provisions

310.A. Form Intent

The intent of Part 3 is to regulate the placement, scale, and intensity of buildings and structures on a lot in order to ensure building forms are compatible with their context and promote projects that support community goals.

310.B. Form Applicability

1. General

All projects filed after the effective date of this Zoning & Development Code must comply with the Form Module standards in Part 3, as further specified below. For vested rights, see *Sec. 13.X (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Form rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

		Project Activities						
Form Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 360.	Lot Size	●	○	●	○	○	○	○
Sec. 370.	Coverage	●	●	○	○	○	○	○
Sec. 380.	Amenity	●	●	●	○	●	○	○
Sec. 390.	Building	●	●	○	○	○	○	○
Sec. 620.E.	Fences & Walls	●	●	●	○	○	○	○
Sec. 610.C.	Required Parking	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

b. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Form Rules

Sec. 410. General Provisions

410.A. Frontage Intent

Frontage Modules regulate the portions of a lot and exterior building facades that impact the public realm to ensure that projects respond to the public realm appropriately. Modules range from minimal standards for Park Frontages to more robust standards for Shopfront Frontages which require projects to support a high-quality public realm that is active, comfortable, safe, and visually interesting, with strong connections between the public realm and uses inside buildings.

410.B. Frontage Applicability

1. Project Applicability

All projects filed after the effective date of this Zoning & Development Code must comply with the Frontage Module standards and rules in Part 4, as further specified below. For vested rights, see *Sec. XX (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Frontage rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, a street-facing addition concealing a portion of an existing building facade includes both new construction and a facade modification).

b. For all Frontage Modules, Frontage rule categories apply to project activities as shown in the table below.

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Frontage Rules

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

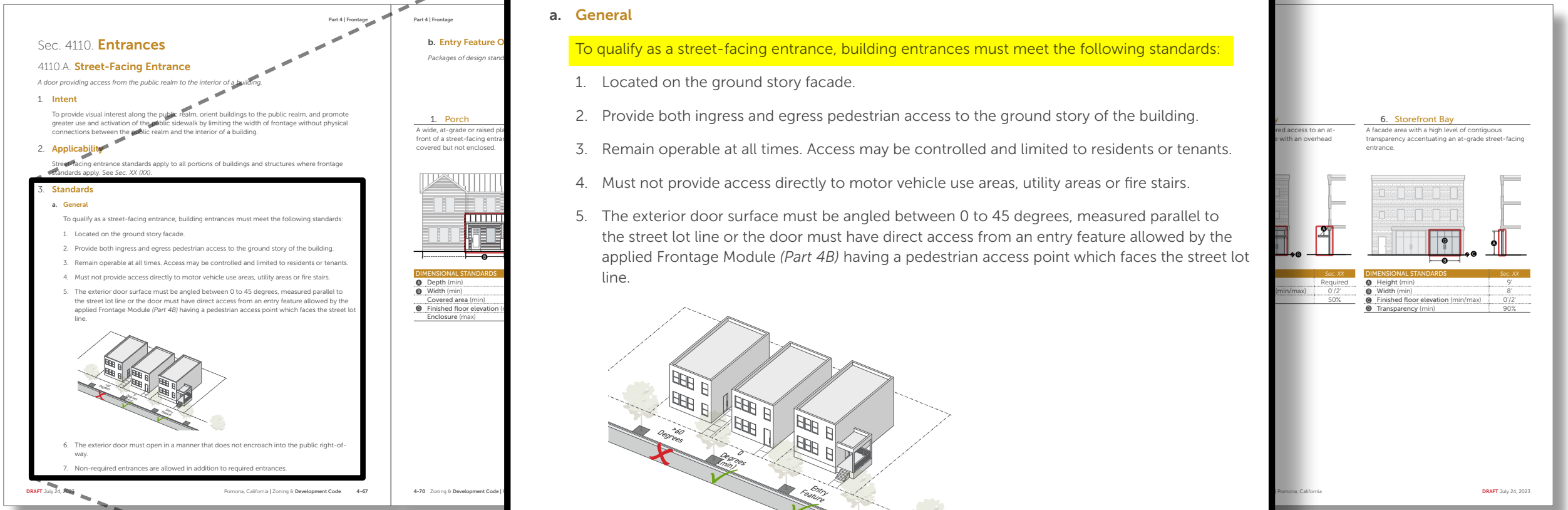
c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Use Rules

Site Rules

RULE
ENTRANCES (STREET-FACING)

MUST be a pedestrian entrance



Sec. 4110. **Entrances**

4110.A. **Street-Facing Entrance**

A door providing access from the public realm to the interior of a building.

1. **Intent**

To provide visual interest along the public realm, orient buildings to the public realm, and promote greater use and activation of the public sidewalk by limiting the width of frontage without physical connections between the public realm and the interior of a building.

2. **Applicability**

Street-facing entrance standards apply to all portions of buildings and structures where frontage standards apply. See *Sec. XX (XX)*.

3. **Standards**

a. **General**

To qualify as a street-facing entrance, building entrances must meet the following standards:

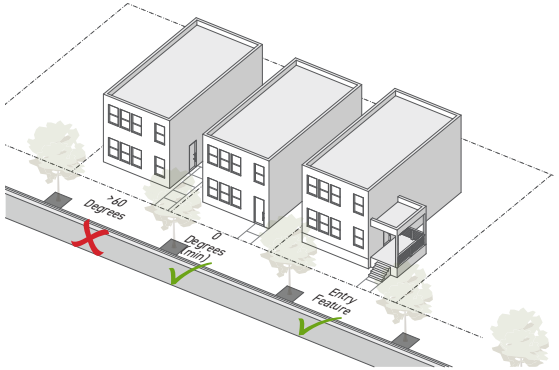
1. Located on the ground story facade.
2. Provide both ingress and egress pedestrian access to the ground story of the building.
3. Remain operable at all times. Access may be controlled and limited to residents or tenants.
4. Must not provide access directly to motor vehicle use areas, utility areas or fire stairs.
5. The exterior door surface must be angled between 0 to 45 degrees, measured parallel to the street lot line or the door must have direct access from an entry feature allowed by the applied Frontage Module *(Part 4B)* having a pedestrian access point which faces the street lot line.
6. The exterior door must open in a manner that does not encroach into the public right-of-way.
7. Non-required entrances are allowed in addition to required entrances.

3. **Standards**

a. **General**

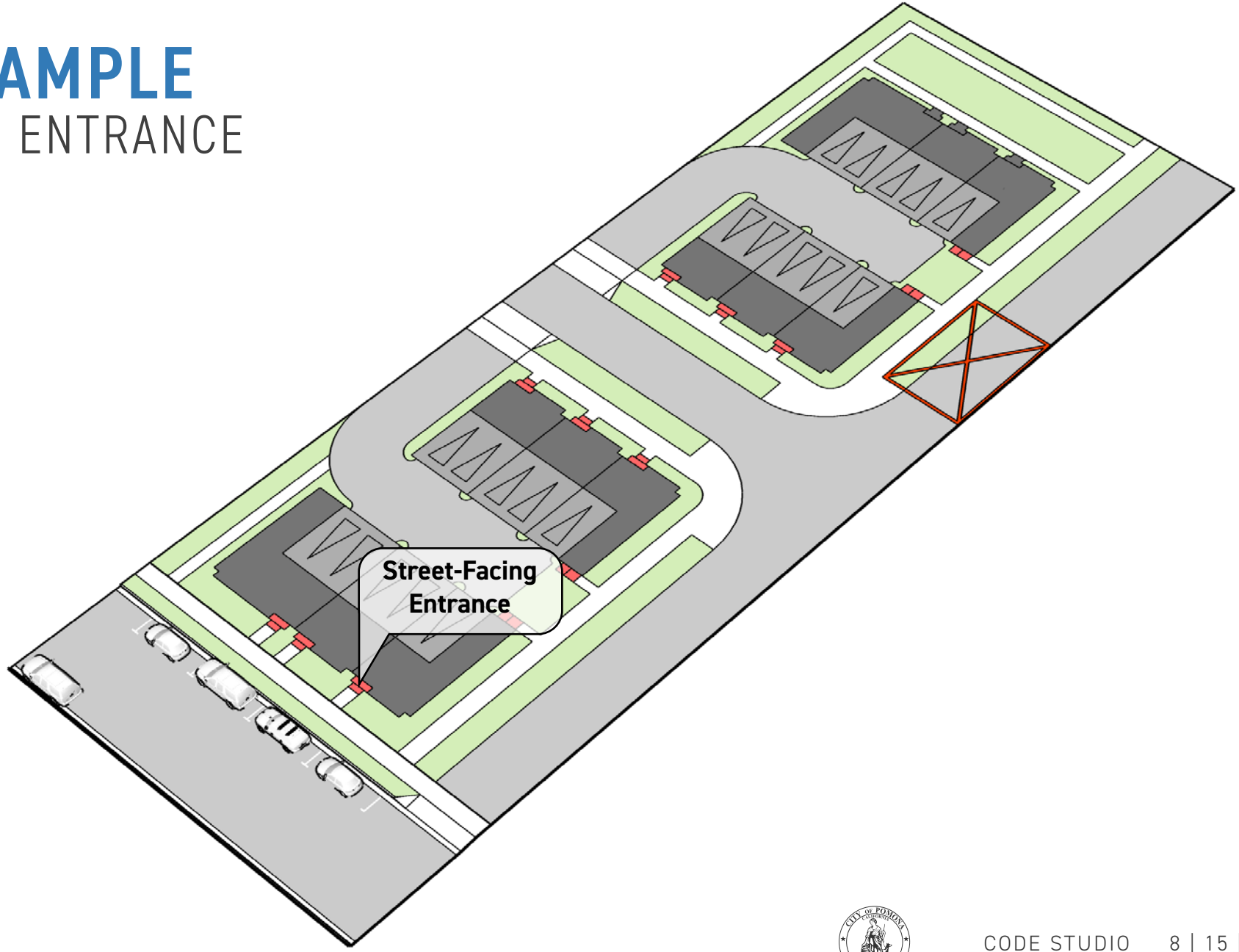
To qualify as a street-facing entrance, building entrances must meet the following standards:

1. Located on the ground story facade.
2. Provide both ingress and egress pedestrian access to the ground story of the building.
3. Remain operable at all times. Access may be controlled and limited to residents or tenants.
4. Must not provide access directly to motor vehicle use areas, utility areas or fire stairs.
5. The exterior door surface must be angled between 0 to 45 degrees, measured parallel to the street lot line or the door must have direct access from an entry feature allowed by the applied Frontage Module *(Part 4B)* having a pedestrian access point which faces the street lot line.

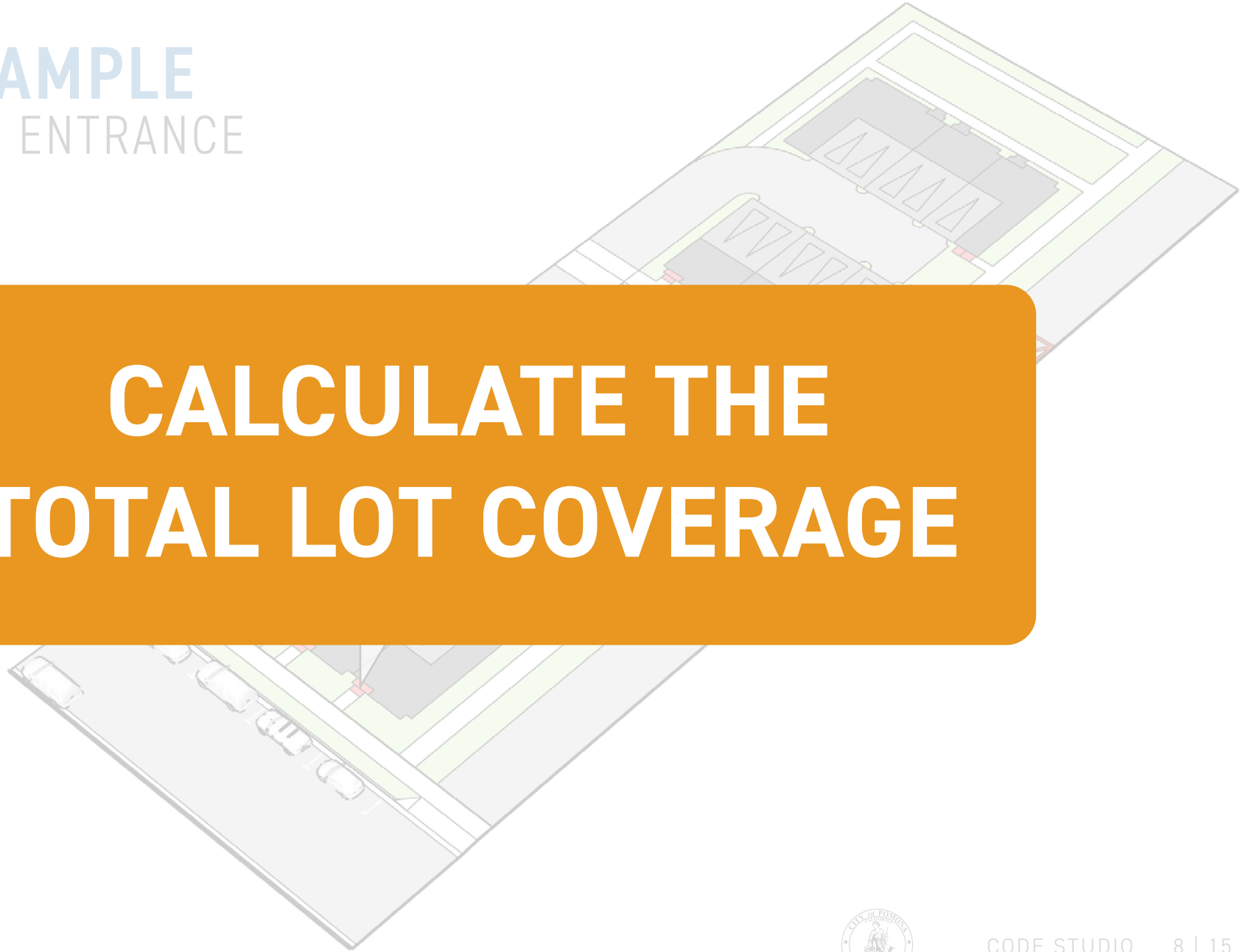


6. The exterior door must open in a manner that does not encroach into the public right-of-way.
7. Non-required entrances are allowed in addition to required entrances.

PROJECT EXAMPLE
+ STREET FACING ENTRANCE



PROJECT EXAMPLE
+ STREET FACING ENTRANCE



CALCULATE THE TOTAL LOT COVERAGE

RULE

COVERAGE (TOTAL BUILDING FOOTPRINTS + PAVED AREAS)

Form Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
		Project Activities						
Sec. 360.	Lot Size	●	○	●	○	○	○	○
Sec. 370.	Coverage	●	●	○	○	○	○	○
Sec. 380.	Amenity	●	●	●	○	●	○	○
Sec. 390.	Building	●	●	○	○	○	○	○
Sec. 620.E.	Fences & Walls	●	●	●	○	○	○	○
Sec. 610.C.	Required Parking	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

b. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Form Rules

Frontage Rules

Use Rules

Site Rules

RULE

COVERAGE (TOTAL BUILDING FOOTPRINTS + PAVED AREAS)

Coverage Standards

Sec. 370. Coverage

370.A. Impervious Coverage

The percentage of lot area that is covered by buildings, structures and impervious pavement.

1. **Intent**

   To ensure that the amount of impervious ground coverage on a lot is limited to minimize stormwater runoff during extreme flooding events and improve the overall environmental health of the City.

2. **Applicability**

   The maximum impervious coverage requirements apply to all lots.

3. **Standards**

   A lot must have no more than the maximum impervious coverage specified by the applied Form Module *(Part 3B)*.

4. **Measurement**

   a. Impervious coverage is calculated by dividing the cumulative area of all impervious surfaces by the lot area, and is represented as a percentage of the lot area.

   b. Impervious surfaces, for the purpose of impervious coverage calculation include, but are not limited to, the following:

      1. Roads;
      2. Buildings, sheds, and similar structures;
      3. Flatwork including concrete slabs, sidewalks, patios, parking areas, pool coping and driveways;
      4. Mechanical equipment;
      5. Impermeable construction covering the natural land surface; and
      6. For an uncovered wood deck that has drainage spaces between the deck boards and that is located over a pervious surface, 50% of the horizontal area of the deck.

5. **Relief**

   a. Up to a 10% increase to the total allowed area of impervious surfaces on a lot may be requested in accordance with *Sec. 13.X. (Adjustments)*.

   b. Increased impervious coverage may be requested as a variance in accordance with *Sec. 13.X. (Variance)*.

370.B. Building Coverage

The percentage of lot area that is covered by buildings or structures.

1. **Intent**

   To preserve open area and reduce the bulk of buildings on a lot by limiting the amount of buildings or structures that cover a lot.

2. **Applicab**

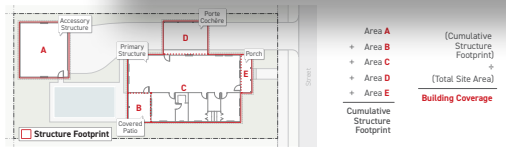
   The maximu

3. **Standard**

   Covered stru
   coverage sp

4. **Measure**

   a. Building
   structures on the lot by the lot area.



3. **Standards**

A lot must have no more than the maximum impervious coverage specified by the applied Form Module *(Part 3B)*.

RULE

COVERAGE (TOTAL BUILDING FOOTPRINTS + PAVED AREAS)

Coverage Standards

Sec. 370. Coverage

370.A. Impervious Coverage

The percentage of lot area that is covered by buildings, structures and impervious pavement.

1. **Intent**

   To ensure that the amount of impervious ground coverage on a lot is limited to minimize stormwater runoff during extreme flooding events and improve the overall environmental health of the City.

2. **Applicability**

   The maximum impervious coverage requirements apply to all lots.

3. **Standards**

   A lot must have no more than the maximum impervious coverage specified by the applied Form Module *(Part 3B)*.

4. **Measurement**

   a. Impervious coverage is calculated by dividing the cumulative area of all impervious surfaces by the lot area, and is represented as a percentage of the lot area.

   b. Impervious surfaces, for the purpose of impervious coverage calculation include, but are not limited to, the following:

      1. Roads;
      2. Buildings, sheds, and similar structures;
      3. Flatwork including concrete slabs, sidewalks, patios, parking areas, pool coping and driveways;
      4. Mechanical equipment;
      5. Impermeable construction covering the natural land surface; and
      6. For an uncovered wood deck that has drainage spaces between the deck boards and that is located over a pervious surface, 50% of the horizontal area of the deck.

5. **Relief**

   a. Up to a 10% increase to the total allowed area of impervious surfaces on a lot may be requested in accordance with *Sec. 13.X. (Adjustments)*.

   b. Increased impervious coverage may be requested as a variance in accordance with *Sec. 13.X. (Variance)*.

370.B. Building Coverage

The percentage of lot area that is covered by buildings or structures.

1. **Intent**

   To preserve open area and reduce the bulk of buildings on a lot by limiting the amount of buildings or structures that cover a lot.

2. **Applicability**

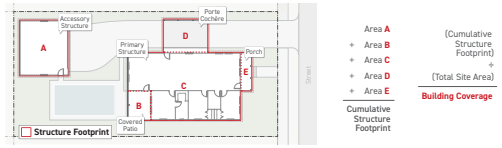
   The maximum building coverage requirements apply to all lots.

3. **Standards**

   Covered structures on a lot must not have a cumulative area in excess of the maximum building coverage specified by the applied Form Module *(Part 3B)*.

4. **Measurement**

   a. Building coverage is measured by dividing the cumulative area of all buildings and roofed structures on the lot by the lot area.



3. **Standards**

Covered structures on a lot must not have a cumulative area in excess of the maximum building coverage specified by the applied Form Module *(Part 3B)*.

RULE

COVERAGE (TOTAL BUILDING FOOTPRINTS + PAVED AREAS)

Sec. 370. Coverage

370.A. Impervious Coverage

The percentage of lot area that is covered by buildings, structures and impervious pavement.

1. **Intent**

   To ensure that the amount of impervious ground coverage on a lot is limited to minimize stormwater runoff during extreme flooding events and improve the overall environmental health of the City.

2. **Applicability**

   The maximum impervious coverage requirements apply to all lots.

3. **Standards**

   A lot must have no more than the maximum impervious coverage specified by the applied Form Module *(Part 3B)*.

4. **Measurement**

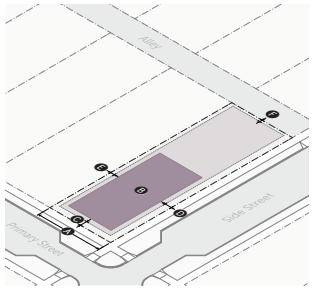
   a. Impervious coverage is calculated by dividing the cumulative area of all impervious surfaces by the lot area, and is represented as a percentage of the lot area.

   b. Impervious surfaces, for the purpose of impervious coverage calculation include, but are not limited to, the following:

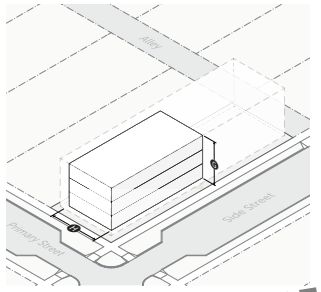
      1. Roads;
      2. Buildings, sheds, and similar structures;
      3. Flatwork including concrete slabs, sidewalks, patios, parking areas, pool coping and driveways;
      4. Mechanical equipment;
      5. Impermeable construction covering the natural land surface; and
      6. For an uncovered wood deck that has drainage spaces between the deck boards and that is located over a pervious surface, 50% of the horizontal area of the deck.

320.B. House Narrow 2 (HN2)

1. BUILDING PLACEMENT



2. BUILDING FORM



LOT SIZE	Sec. 360.
Lot Area (min)	n/a
A Lot Width	
Front access (min)	40'

COVERAGE	Sec. 370.
Impervious coverage (max)	75%
B Building coverage (max)	55%
Building setbacks	
C Primary street lot line (min)	5'
D Side street lot line (min)	5'
E Side lot line (min)	0' or 5'
Rear lot line (min)	5'
Alley setbacks	
F Alley lot line (min)	3' or 20'
Alley centerline (min)	13' or 30'

AMENITY	Sec. 380.
Outdoor amenity space (min)	n/a

BUILDING	Sec. 390.
G Building height (max stories/feet)	3/42'
H Building width (max)	40'
Building break (min)	n/a
I Building depth (max)	n/a

FENCES & WALLS	Sec. 620.E.
Front yard type	See Frontage Module
Side/rear yard type	Type VI

REQUIRED PARKING	Sec. 610.C.
Residential	
1-3 dwelling units (min)	Not required
4+ dwelling units (min)	1 parking space per dwelling unit required after 3rd dwelling unit
Nonresidential	
<15,000 square feet (min)	Not required
≥15,000 square feet (min)	Parking study required

Coverage Specifications

COVERAGE	Sec. 370.
Impervious coverage (max)	75%
B Building coverage (max)	55%
Building setbacks	
C Primary street lot line (min)	5'
D Side street lot line (min)	5'
E Side lot line (min)	0' or 5'
Rear lot line (min)	5'
Alley setbacks	
F Alley lot line (min)	3' or 20'
Alley centerline (min)	13' or 30'

RULE

COVERAGE (TOTAL BUILDING FOOTPRINTS + PAVED AREAS)

NO FAR REQUIREMENTS

Coverage Specifications

		Sec. 370.
	s coverage (max)	75%
	overage (max)	55%
	Building setbacks	
C	Primary street lot line (min)	5'
D	Side street lot line (min)	5'
E	Side lot line (min)	0' or 5'
	Rear lot line (min)	5'
	Alley setbacks	
F	Alley lot line (min)	3' or 20'
	Alley centerline (min)	13' or 30'

RULE

COVERAGE (TOTAL BUILDING FOOTPRINTS + PAVED AREAS)

MWELO: *50% OF FRONT YARD MUST BE LANDSCAPING*

...EXCEPT DRIVEWAYS NARROWER THAN 14' WIDE

ifications

Part 3 | Form

Sec. 370. Cover

370.A. Impervious

The percentage of lot area tha

1. Intent

To ensure that the amoun stormwater runoff during the City.

2. Applicability

The maximum impervious

3. Standards

A lot must have no more Module *(Part 3B)*.

4. Measurement

a. Impervious coverage the lot area, and is rep

b. Impervious surfaces, f limited to, the followi

1. Roads;
2. Buildings, sheds, a
3. Flatwork including driveways;
4. Mechanical equip
5. Impermeable con
6. For an uncovered located over a per

3-36 Zoning & Development Code | Pomona, California DRAFT July 24, 2023

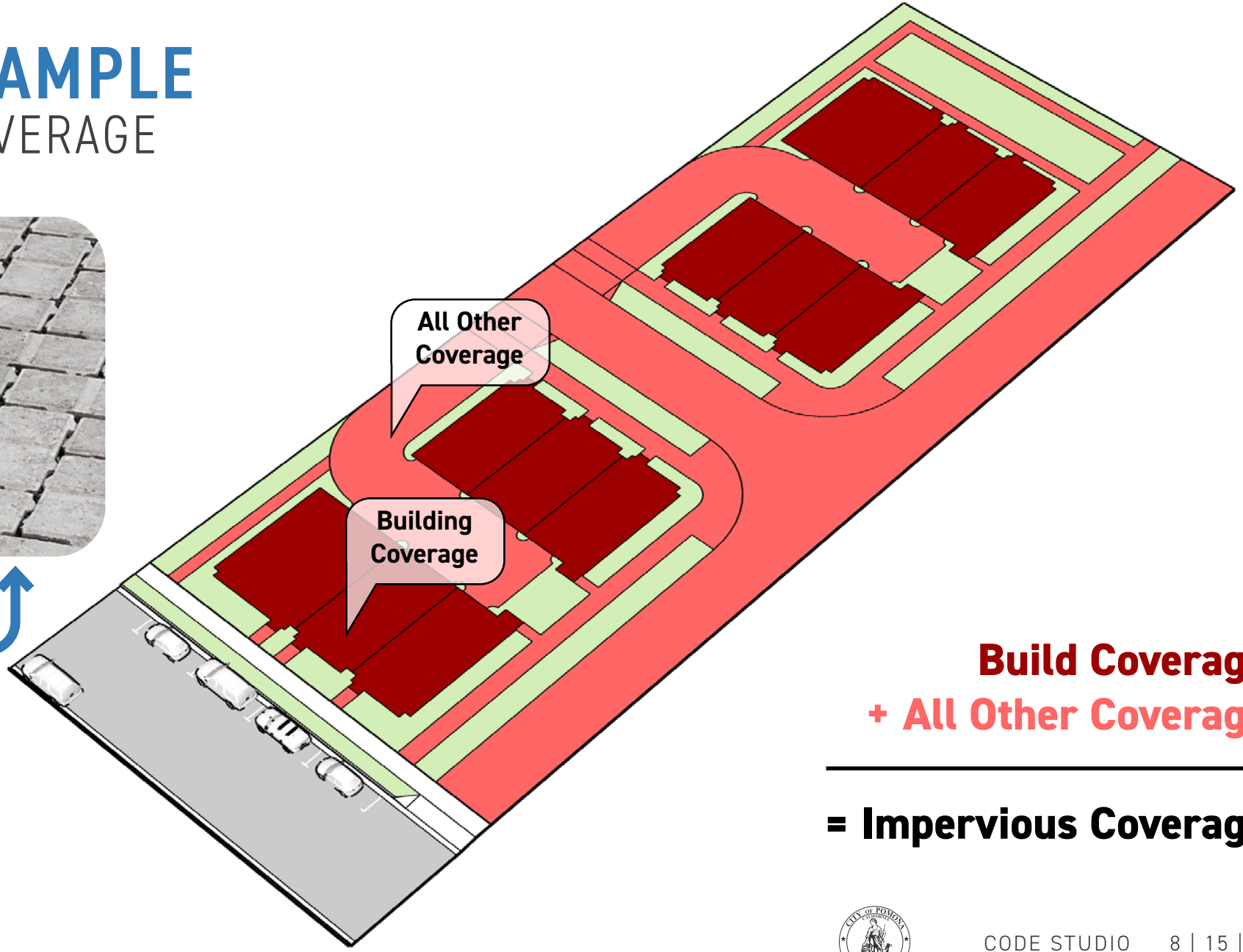
≥15,000 square feet (min)	Parking spaces required

3-12 Zoning & Development Code | Pomona, California DRAFT July 24, 2023

	Sec. 370.
	75%
	55%
	5'
	5'
	0' or 5'
	5'
Alley setbacks	
F Alley lot line (min)	3' or 20'
Alley centerline (min)	13' or 30'

PROJECT EXAMPLE
FINAL **TOTAL** COVERAGE

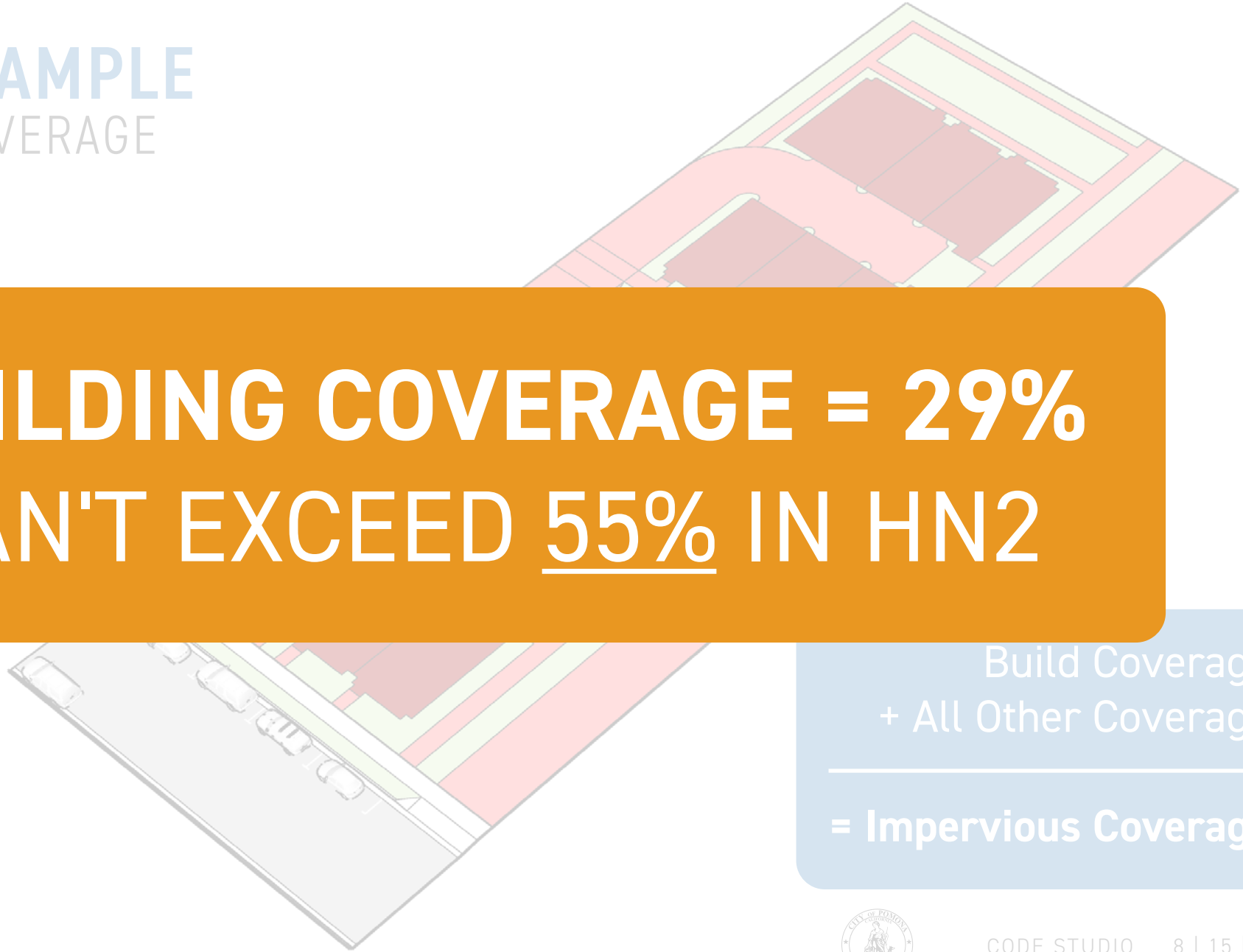
Pervious pavement may be used to offset impervious coverage



Build Coverage
+ All Other Coverage

= Impervious Coverage

PROJECT EXAMPLE
FINAL **TOTAL** COVERAGE



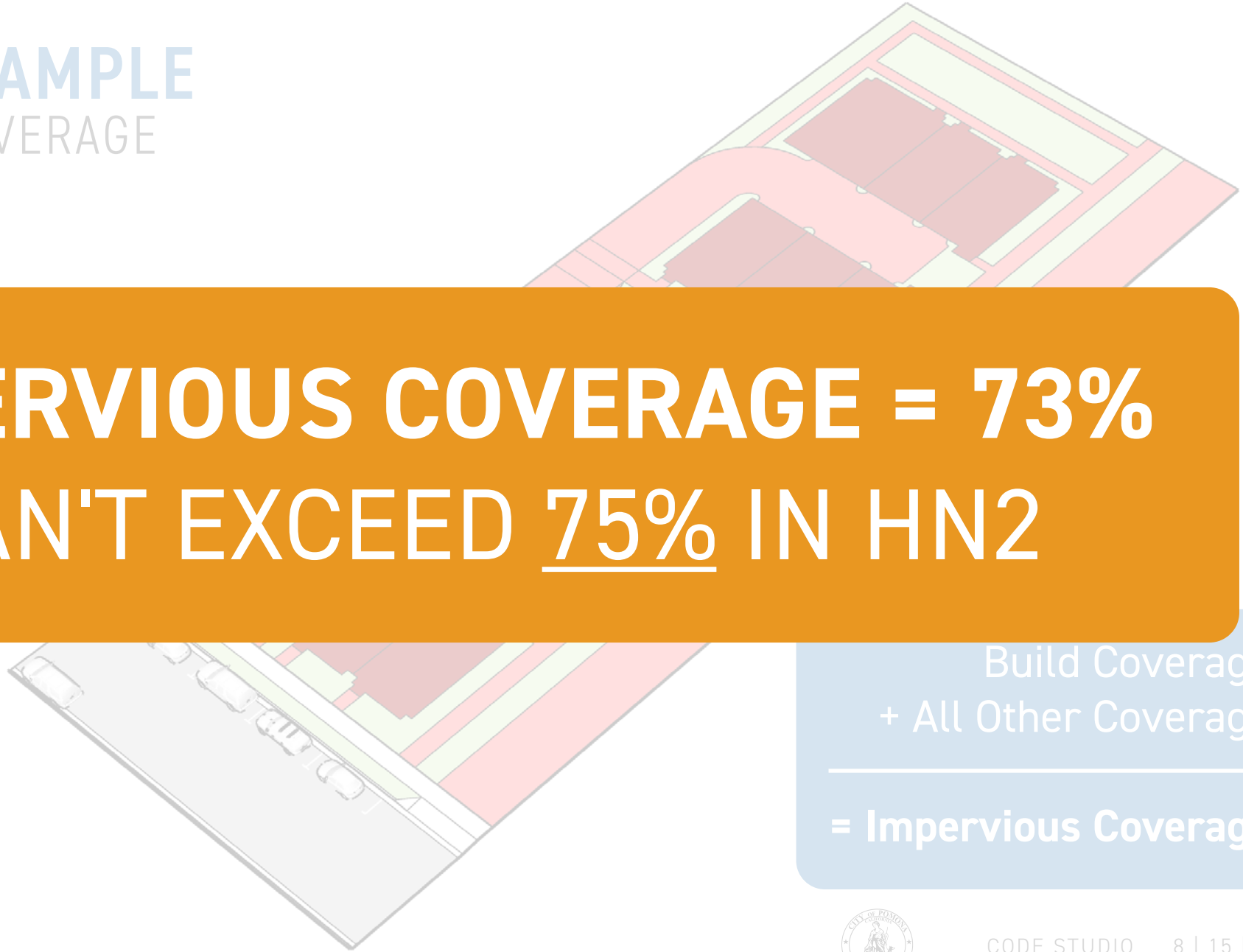
BUILDING COVERAGE = 29%

CAN'T EXCEED 55% IN HN2

Build Coverage
+ All Other Coverage

= Impervious Coverage

PROJECT EXAMPLE
FINAL **TOTAL** COVERAGE



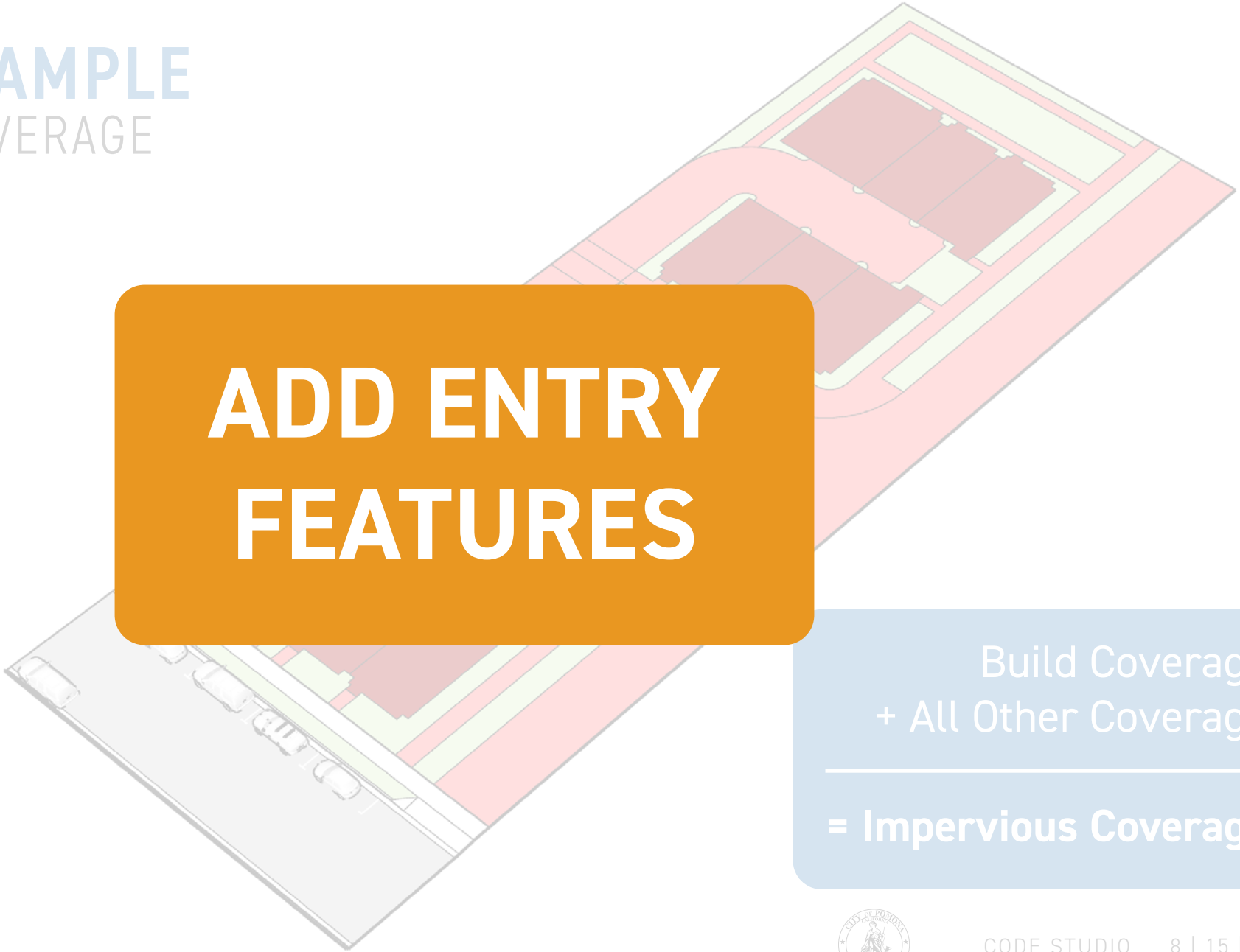
IMPERVIOUS COVERAGE = 73%

CAN'T EXCEED 75% IN HN2

Build Coverage
+ All Other Coverage

= Impervious Coverage

PROJECT EXAMPLE
FINAL **TOTAL** COVERAGE



ADD ENTRY FEATURES

Build Coverage
+ All Other Coverage

= Impervious Coverage

RULE
ENTRANCES (ENTRY FEATURES)

Sec. 310. General Provisions

310.A. Form Intent

The intent of Part 3 is to regulate the placement, scale, and intensity of buildings and structures on a lot in order to ensure building forms are compatible with their context and promote projects that support community goals.

310.B. Form Applicability

1. General

All projects filed after the effective date of this Zoning & Development Code must comply with the Form Module standards in Part 3, as further specified below. For vested rights, see *Sec. 13.X (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Form rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

		Project Activities						
Form Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 360.	Lot Size	●	○	●	○	○	○	○
Sec. 370.	Coverage	●	●	○	○	○	○	○
Sec. 380.	Amenity	●	●	●	○	●	○	○
Sec. 390.	Building	●	●	○	○	○	○	○
Sec. 620.E.	Fences & Walls	●	●	●	○	○	○	○
Sec. 610.C.	Required Parking	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

b. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Form Rules

Sec. 410. General Provisions

410.A. Frontage Intent

Frontage Modules regulate the portions of a lot and exterior building facades that impact the public realm to ensure that projects respond to the public realm appropriately. Modules range from minimal standards for Park Frontages to more robust standards for Shopfront Frontages which require projects to support a high-quality public realm that is active, comfortable, safe, and visually interesting, with strong connections between the public realm and uses inside buildings.

410.B. Frontage Applicability

1. Project Applicability

All projects filed after the effective date of this Zoning & Development Code must comply with the Frontage Module standards and rules in Part 4, as further specified below. For vested rights, see *Sec. XX (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Frontage rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, a street-facing addition concealing a portion of an existing building facade includes both new construction and a facade modification).

b. For all Frontage Modules, Frontage rule categories apply to project activities as shown in the table below.

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Frontage Rules

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Use Rules

Site Rules

RULE
ENTRANCES (ENTRY FEATURES)

MUST be usable

Sec. 4110. Entrances

4110.A. Street-Facing Entrance

A door providing access from the public realm to the interior of a building.

1. **Intent**

   To provide visual interest along the public realm, orient buildings to the public realm, and promote greater use and activation of the public sidewalk by limiting the width of frontage without physical connections between the public realm and the interior of a building.

2. **Applicability**

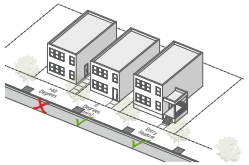
   Street-facing entrance standards apply to all portions of buildings and structures where frontage standards apply. See *Sec. XX (XX)*.

3. **Standards**

   a. **General**

   To qualify as a street-facing entrance, building entrances must meet the following standards:

   1. Located on the ground story facade.
   2. Provide both ingress and egress pedestrian access to the ground story of the building.
   3. Remain operable at all times. Access may be controlled and limited to residents or tenants.
   4. Must not provide access directly to motor vehicle use areas, utility areas or fire stairs.
   5. The exterior door surface must be angled between 0 to 45 degrees, measured parallel to the street lot line or the door must have direct access from an entry feature allowed by the applied Frontage Module *(Part 4B)* having a pedestrian access point which faces the street lot line.



   6. The exterior door must open in a manner that does not encroach into the public right-of-way.
   7. Non-required entrances are allowed in addition to required entrances.

b. Entry Feature Options

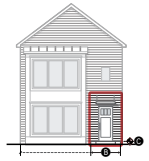
Packages of design standards applied to each entrance along the public realm.

1. Porch

A wide, at-grade or raised platform, projecting in front of a street-facing entrance, that is entirely covered but not enclosed.

2. Stoop

An at-grade or raised platform access exterior walkway, providing covered a street-facing entrance.

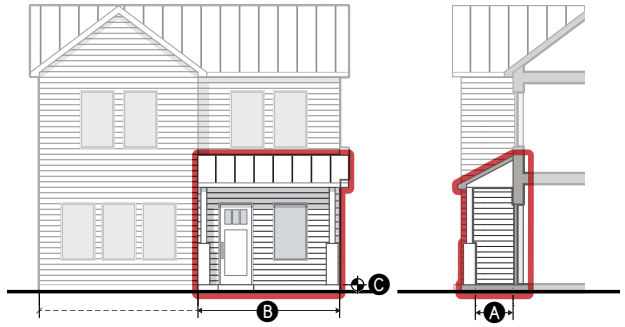


DIMENSIONAL STANDARDS	Sec. XX
A Depth (min)	4.5'
B Width (min)	30%
Covered area (min)	100%
D Finished floor elevation (min/max)	0'/5'
Enclosure (max)	50%

DIMENSIONAL STANDARDS
A Depth (min)
B Width (min)
Covered entrance
D Finished floor elevation (min/max)
Enclosure (max)

1. Porch

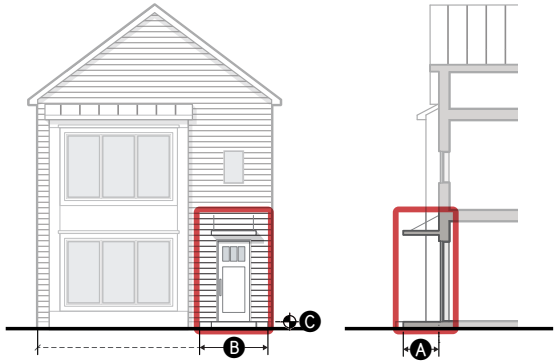
A wide, at-grade or raised platform, projecting in front of a street-facing entrance, that is entirely covered but not enclosed.



DIMENSIONAL STANDARDS	Sec. XX
A Depth (min)	4.5'
B Width (min)	30%
Covered area (min)	100%
D Finished floor elevation (min/max)	0'/5'
Enclosure (max)	50%

2. Stoop

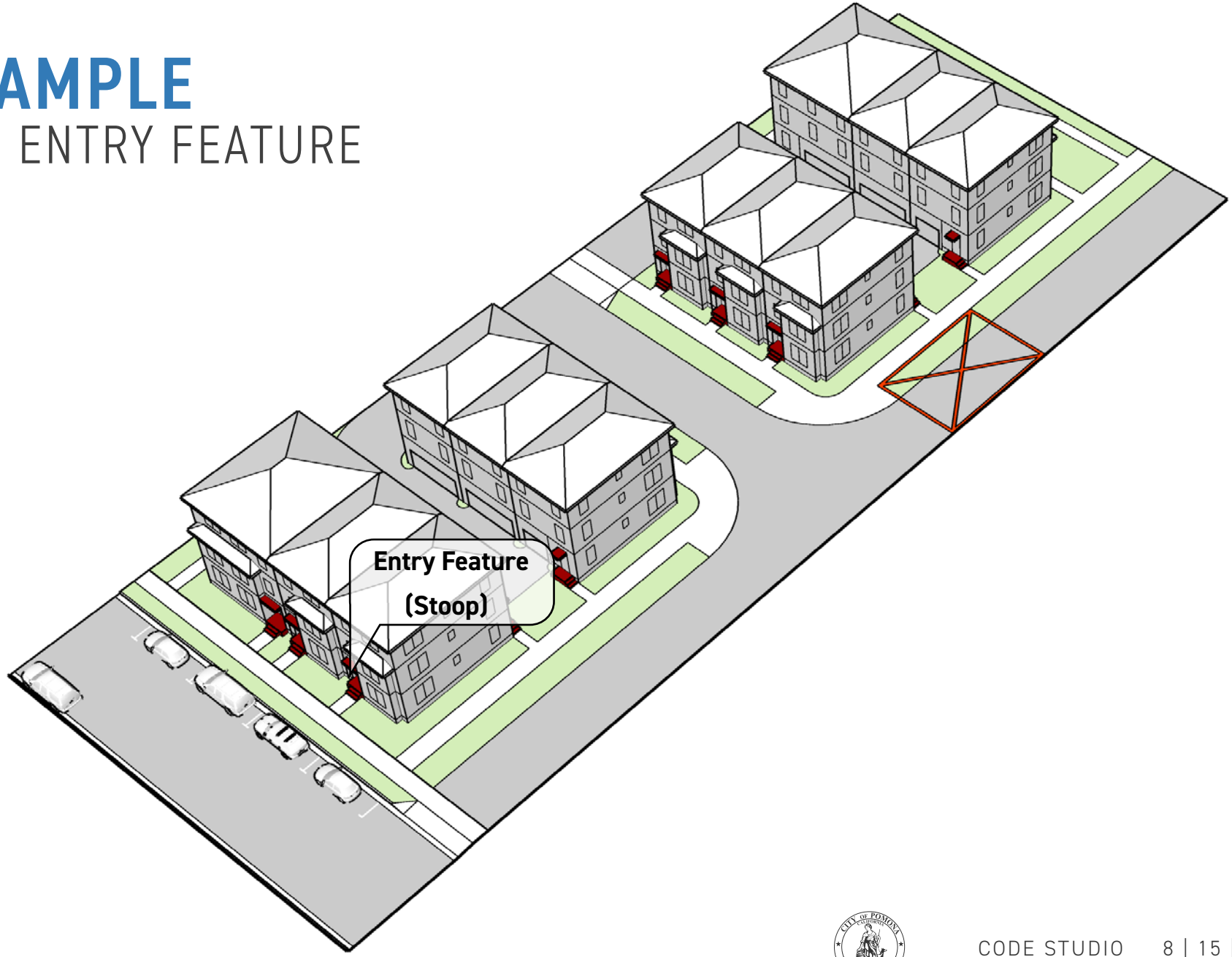
An at-grade or raised platform accessed from an exterior walkway, providing covered access to a street-facing entrance.



DIMENSIONAL STANDARDS	Sec. XX
A Depth (min)	3'
B Width (min)	4'
Covered entrance	Required
D Finished floor elevation (min/max)	0'/5'
Enclosure (max)	50%

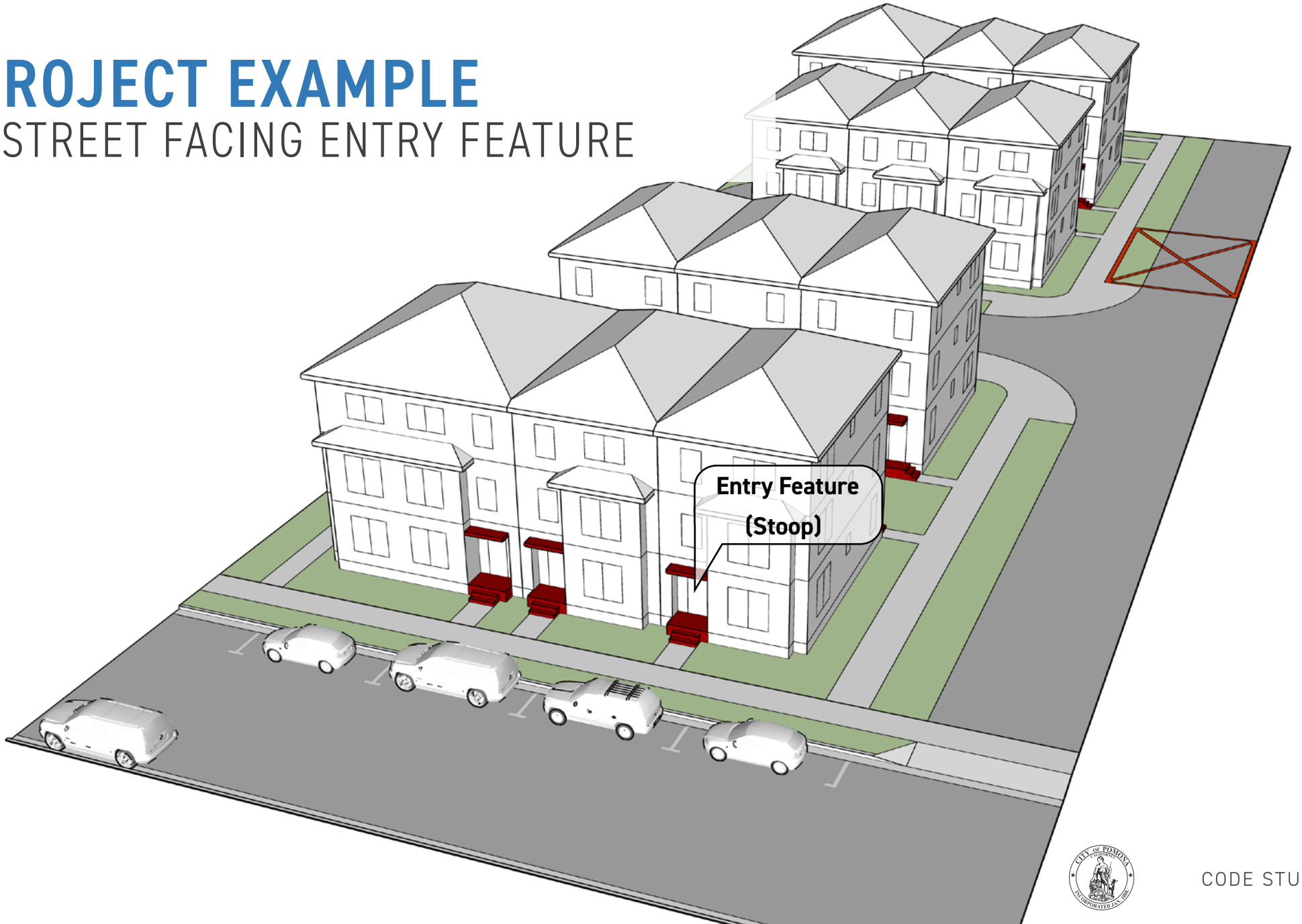
PROJECT EXAMPLE

+ STREET FACING ENTRY FEATURE



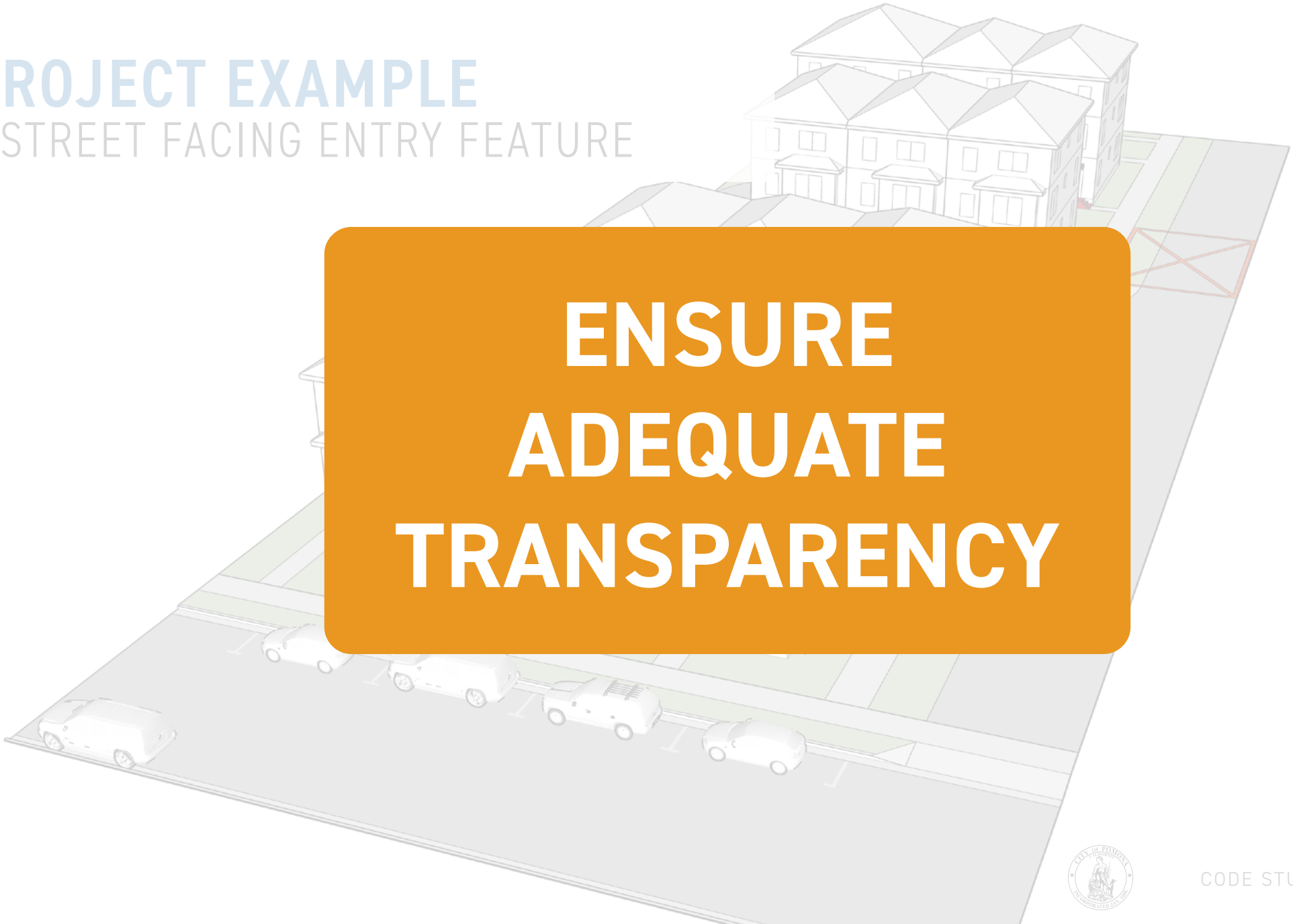
PROJECT EXAMPLE

+ STREET FACING ENTRY FEATURE



PROJECT EXAMPLE

+ STREET FACING ENTRY FEATURE



ENSURE ADEQUATE TRANSPARENCY

RULE
TRANSPARENCY

Sec. 310. General Provisions

310.A. Form Intent

The intent of Part 3 is to regulate the placement, scale, and intensity of buildings and structures on a lot in order to ensure building forms are compatible with their context and promote projects that support community goals.

310.B. Form Applicability

1. General

All projects filed after the effective date of this Zoning & Development Code must comply with the Form Module standards in Part 3, as further specified below. For vested rights, see *Sec. 13.X (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Form rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

		Project Activities						
Form Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 360.	Lot Size	●	○	●	○	○	○	○
Sec. 370.	Coverage	●	●	○	○	○	○	○
Sec. 380.	Amenity	●	●	●	○	●	○	○
Sec. 390.	Building	●	●	○	○	○	○	○
Sec. 620.E.	Fences & Walls	●	●	●	○	○	○	○
Sec. 610.C.	Required Parking	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

b. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Form Rules

Sec. 410. General Provisions

410.A. Frontage Intent

Frontage Modules regulate the portions of a lot and exterior building facades that impact the public realm to ensure that projects respond to the public realm appropriately. Modules range from minimal standards for Park Frontages to more robust standards for Shopfront Frontages, which require projects to support a high-quality public realm that is active, comfortable, safe, and visually interesting, with strong connections between the public realm and uses inside buildings.

410.B. Frontage Applicability

1. Project Applicability

All projects filed after the effective date of this Zoning & Development Code must comply with the Frontage Module standards and rules in Part 4, as further specified below. For vested rights, see *Sec. XX (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Frontage rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, a street-facing addition concealing a portion of an existing building facade includes both new construction and a facade modification).

b. For all Frontage Modules, Frontage rule categories apply to project activities as shown in the table below.

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Frontage Rules

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Use Rules

Site Rules

RULE
TRANSPARENCY

Sec. 4100. **Transparency**

4100.A. **Transparent Area**

The amount of transparent area on a building facade.

1. **Intent**

   To provide visual interest along the public realm by encouraging visual connections between the public realm and the interior of a building.

2. **Applicability**

   Transparency standards apply to all portions of a building used to meet build-to requirements. See *Sec. XX (XX)*.

3. **Standards**

   a. Each applicable facade must provide no less than the minimum transparency specified by the applied Frontage Module *(Part 4B)*.

   b. Window and door openings that meeting the following requirements count toward transparent area:

      1. No walls, shelving, facade screens, or other interior or exterior visual obstructions may be located within 5 feet of any ground story transparent area. Exterior visual obstructions must not be located within 5 feet of any upper story transparent area. Distance from transparent area is measured perpendicular to the exterior face of the transparent area. Visual obstructions may be located 5 feet or greater from facade area counting toward transparent area, with the exception of those visual obstructions allowed in *Sec XX (XX)*.

4100.B. **Active Wall Spacing**

The distance between widths of ground story facade and foundation wall with window or door openings.

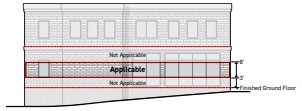
1. **Intent**

   To provide visual interest and activation along the public realm by limiting the area without visual or physical connections between the public realm and the interior of a building.

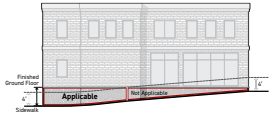
2. **Applicability**

   Active wall spacing standards apply to the following facades:

   a. All portions of ground story frontage applicable facades *(Sec. XX)* located between 3 feet and 8 feet from the ground floor elevation measured vertically.



   b. All portions of foundation walls on frontage applicable facades *(Sec. XX)* that are exposed 4 feet in height or greater above sidewalk grade are applicable. If foundation walls are set back more than 10 feet from a sidewalk, exposed height is measured from the lowest elevation of finished grade within 5 feet, measured from and perpendicular to the foundation wall.



   c. Active wall spacing standards do not apply to upper story facades.

   d. Active wall spacing standards do not apply to parking structure facades except for wrapped parking structures *(Sec. XX)*.

3. **Standards**

   a. **Active Wall Spacing on Ground Story Facade**

5. **Exceptions**

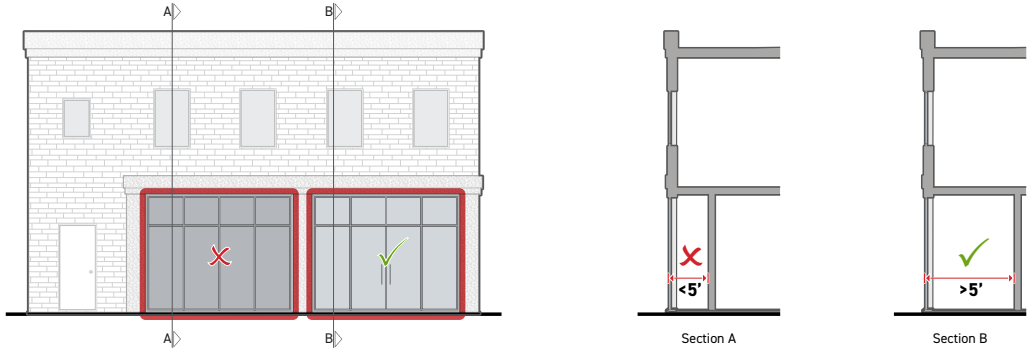
   a. **General**

3. Standards

a. Each applicable facade must provide no less than the minimum transparency specified by the applied Frontage Module *(Part 4B)*.

b. Window and door openings that meeting the following requirements count toward transparent area:

   1. No walls, shelving, facade screens, or other interior or exterior visual obstructions may be located within 5 feet of any ground story transparent area. Exterior visual obstructions must not be located within 5 feet of any upper story transparent area. Distance from transparent area is measured perpendicular to the exterior face of the transparent area. Visual obstructions may be located 5 feet or greater from facade area counting toward transparent area, with the exception of those visual obstructions allowed in *Sec XX (XX)*.



RULE
TRANSPARENCY

Trades transparency for other visual interests for PEDESTRIANS

5. **Exceptions**

a. **General**

1. Ground story facades that exceed the maximum allowed active wall spacing may apply one or more ground story inactive wall treatment options to the applicable facade area between door or window openings and increase the active wall spacing by 50%. See *Sec. XX (Ground Story Inactive Wall Treatment Options)*.
2. Facades designed with foundation walls that exceed the maximum allowed active wall spacing may apply one or more inactive foundation wall treatments to the facade area between active foundation walls and double the allowed active wall spacing. See *Sec.XX. (Foundation Inactive Wall Treatment Options)*.
3. All required plants must meet the requirements in the following tables and also comply with *Sec. XX (Plants)*.

Active Wall Spacing on Ground Story Facade

Window and door openings meeting *Sec. XX (Transparent Area)* on ground story facades must be separated by a distance no greater than the maximum active wall spacing. For exceptions to this standard, see *Sec. XX (Active Wall Spacing Exceptions)*.

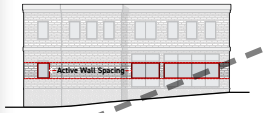
Active Wall Spacing on Foundation Wall

Applicable portions of foundation walls must be no wider than the maximum active wall spacing. For exceptions to this standard, see *Sec. XX (Active Wall Spacing Exceptions)*.

Measurement

Active Wall Spacing on Ground Story Facade

Active wall spacing is measured horizontally and parallel to the primary and side street lot lines from edge of transparent area to edge of transparent area, and edge of transparent area to edge of ground story facade.



Active Wall Spacing on Foundation Wall

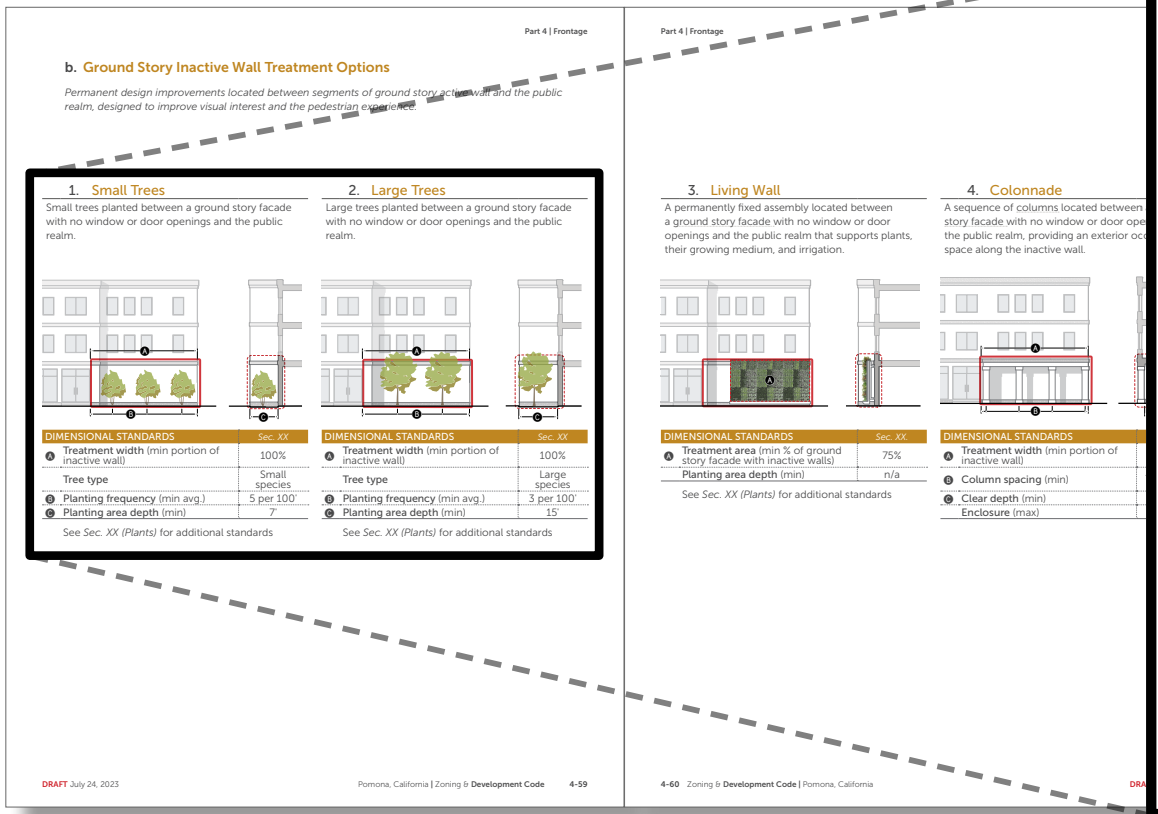
Active wall spacing is measured horizontally for any individual width of applicable foundation wall that does not include transparent area.

5. **Exceptions**

a. **General**

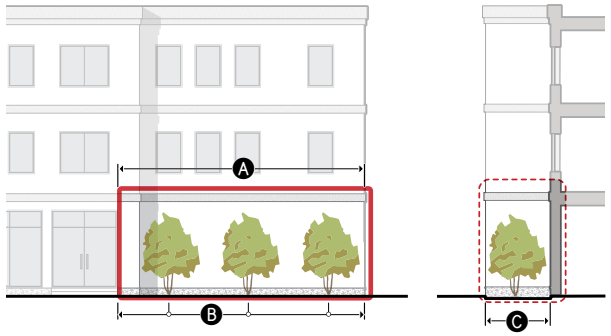
1. Ground story facades that exceed the maximum allowed active wall spacing may apply one or more ground story inactive wall treatment options to the applicable facade area between door or window openings and increase the active wall spacing by 50%. See *Sec. XX (Ground Story Inactive Wall Treatment Options)*.
2. Facades designed with foundation walls that exceed the maximum allowed active wall spacing may apply one or more inactive foundation wall treatments to the facade area between active foundation walls and double the allowed active wall spacing. See *Sec.XX. (Foundation Inactive Wall Treatment Options)*.
3. All required plants must meet the requirements in the following tables and also comply with *Sec. XX (Plants)*.

RULE
TRANSPARENCY



1. Small Trees

Small trees planted between a ground story facade with no window or door openings and the public realm.

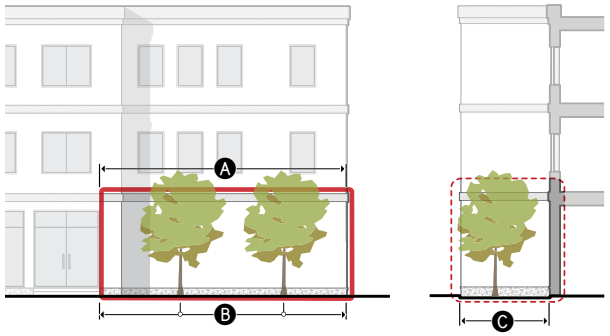


DIMENSIONAL STANDARDS	Sec. XX
A Treatment width (min portion of inactive wall)	100%
Tree type	Small species
B Planting frequency (min avg.)	5 per 100'
C Planting area depth (min)	7'

See *Sec. XX (Plants)* for additional standards

2. Large Trees

Large trees planted between a ground story facade with no window or door openings and the public realm.



DIMENSIONAL STANDARDS	Sec. XX
A Treatment width (min portion of inactive wall)	100%
Tree type	Large species
B Planting frequency (min avg.)	3 per 100'
C Planting area depth (min)	15'

See *Sec. XX (Plants)* for additional standards

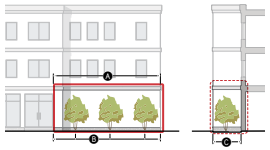
RULE
TRANSPARENCY

b. Ground Story Inactive Wall Treatment Options

Permanent design improvements located between segments of ground story active wall and the public realm, designed to improve visual interest and the pedestrian experience.

1. Small Trees

Small trees planted between a ground story facade with no window or door openings and the public realm.

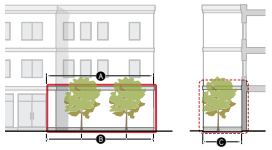


DIMENSIONAL STANDARDS	Sec. XX
A Treatment width (min portion of inactive wall)	100%
Tree type	Small species
B Planting frequency (min avg.)	5 per 100'
C Planting area depth (min)	7'

See Sec. XX (Plants) for additional standards

2. Large Trees

Large trees planted between a ground story facade with no window or door openings and the public realm.



DIMENSIONAL STANDARDS	Sec. XX
A Treatment width (min portion of inactive wall)	100%
Tree type	Large species
B Planting frequency (min avg.)	3 per 100'
C Planting area depth (min)	15'

See Sec. XX (Plants) for additional standards

3. Living Wall

A permanently fixed assembly located between a ground story facade with no window or door openings and the public realm that supports plants, their growing medium, and irrigation.

DIMENSIONAL STANDARDS	Sec. XX
A Treatment area (min % of ground story facade with inactive walls)	75%
Planting area depth (min)	n/a

See Sec. XX (Plants) for additional standards

4. Colonnade

A sequence of columns located between a ground story facade with no window or door ope the public realm, providing an exterior oc space along the inactive wall.

DIMENSIONAL STANDARDS
A Treatment width (min portion of inactive wall)
B Column spacing (min)
C Clear depth (min)
Enclosure (max)

3. Living Wall

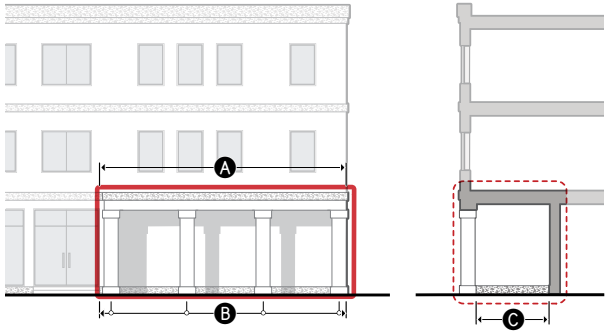
A permanently fixed assembly located between a ground story facade with no window or door openings and the public realm that supports plants, their growing medium, and irrigation.

DIMENSIONAL STANDARDS	Sec. XX.
A Treatment area (min % of ground story facade with inactive walls)	75%
Planting area depth (min)	n/a

See *Sec. XX (Plants)* for additional standards

4. Colonnade

A sequence of columns located between a ground story facade with no window or door openings and the public realm, providing an exterior occupiable space along the inactive wall.



DIMENSIONAL STANDARDS	Sec. XX.
A Treatment width (min portion of inactive wall)	100%
B Column spacing (min)	4x column diameter
C Clear depth (min)	6'
Enclosure (max)	60%

RULE
TRANSPARENCY

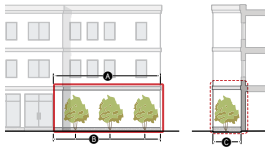
Requires Cultural Arts Commission's APPROVAL

b. Ground Story Inactive Wall Treatment Options

Permanent design improvements located between segments of ground story active wall and the public realm, designed to improve visual interest and the pedestrian experience.

1. Small Trees

Small trees planted between a ground story facade with no window or door openings and the public realm.

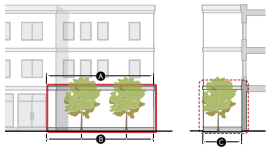


DIMENSIONAL STANDARDS	Sec. XX
A Treatment width (min portion of inactive wall)	100%
Tree type	Small species
B Planting frequency (min avg.)	5 per 100'
C Planting area depth (min)	7'

See Sec. XX (Plants) for additional standards

2. Large Trees

Large trees planted between a ground story facade with no window or door openings and the public realm.

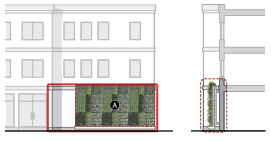


DIMENSIONAL STANDARDS	Sec. XX
A Treatment width (min portion of inactive wall)	100%
Tree type	Large species
B Planting frequency (min avg.)	3 per 100'
C Planting area depth (min)	15'

See Sec. XX (Plants) for additional standards

3. Living Wall

A permanently fixed assembly located between a ground story facade with no window or door openings and the public realm that supports plants, their growing medium, and irrigation.

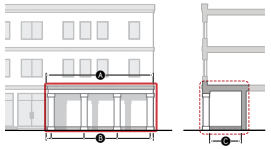


DIMENSIONAL STANDARDS	Sec. XX
A Treatment area (min % of ground story facade with inactive walls)	75%
Planting area depth (min)	n/a

See Sec. XX (Plants) for additional standards

4. Colonnade

A sequence of columns located between a ground story facade with no window or door openings and the public realm, providing an exterior occupiable space along the inactive wall.



DIMENSIONAL STANDARDS	Sec. XX
A Treatment width (min portion of inactive wall)	100%
B Column spacing (min)	4x column diameter
C Clear depth (min)	6'
Enclosure (max)	60%

5. Mural

A noncommercial image located between a ground story facade with no window or door openings and the public realm.

DIMENSIONAL STANDARDS	Sec. XX
A Treatment area (min % of ground story facade with inactive walls)	75%

Murals are not allowed on primary street facades, and must be approved by the Cultural Arts Commission. See *Sec. 1100. (Cultural Arts Commission)* for additional standards.

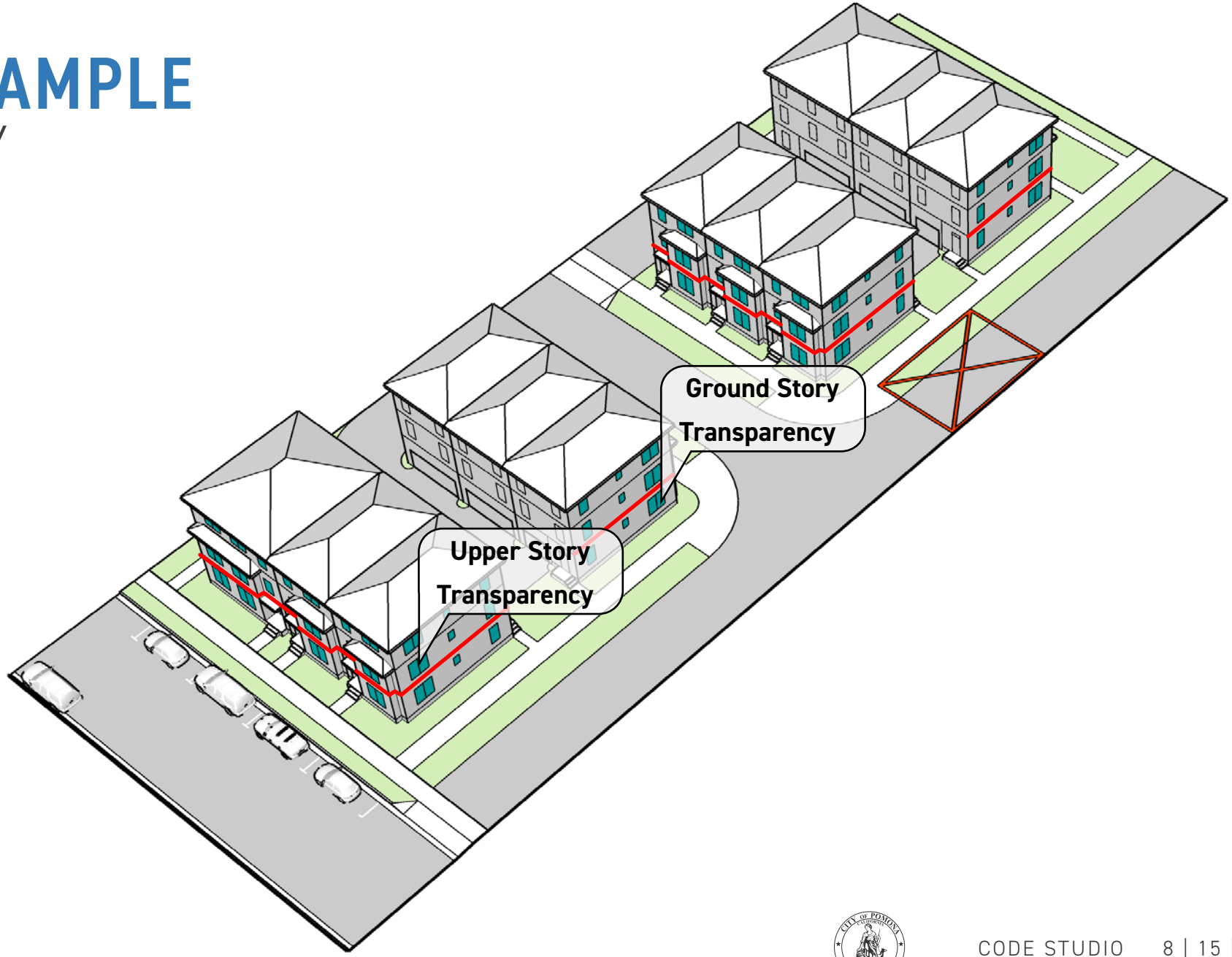
5. Mural

A noncommercial image located between a ground story facade with no window or door openings and the public realm.

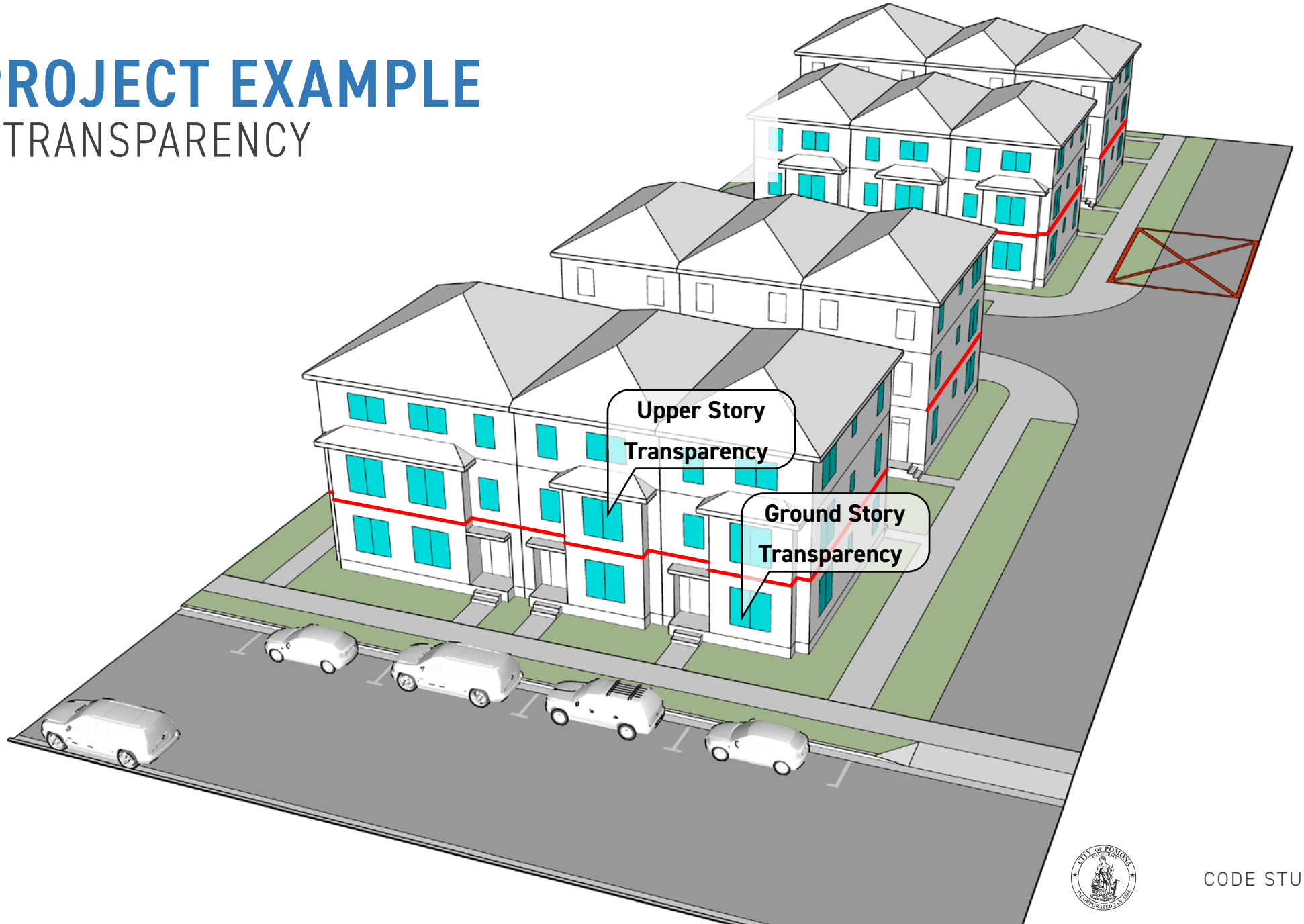
DIMENSIONAL STANDARDS	Sec. XX.
A Treatment area (min % of ground story facade with inactive walls)	75%

Murals are not allowed on primary street facades, and must be approved by the Cultural Arts Commission. See *Sec. 1100. (Cultural Arts Commission)* for additional standards.

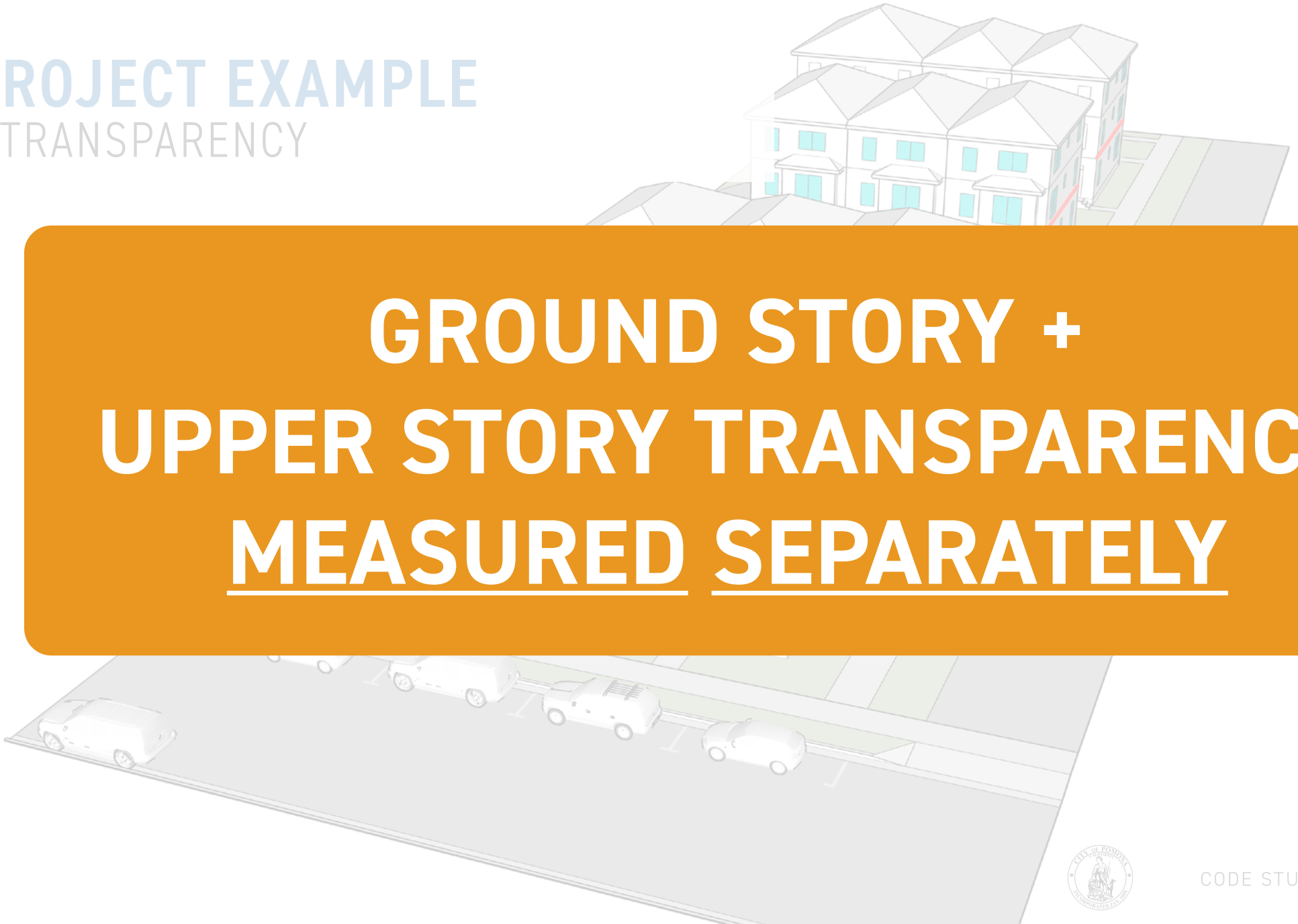
PROJECT EXAMPLE
+ TRANSPARENCY



PROJECT EXAMPLE
+ TRANSPARENCY

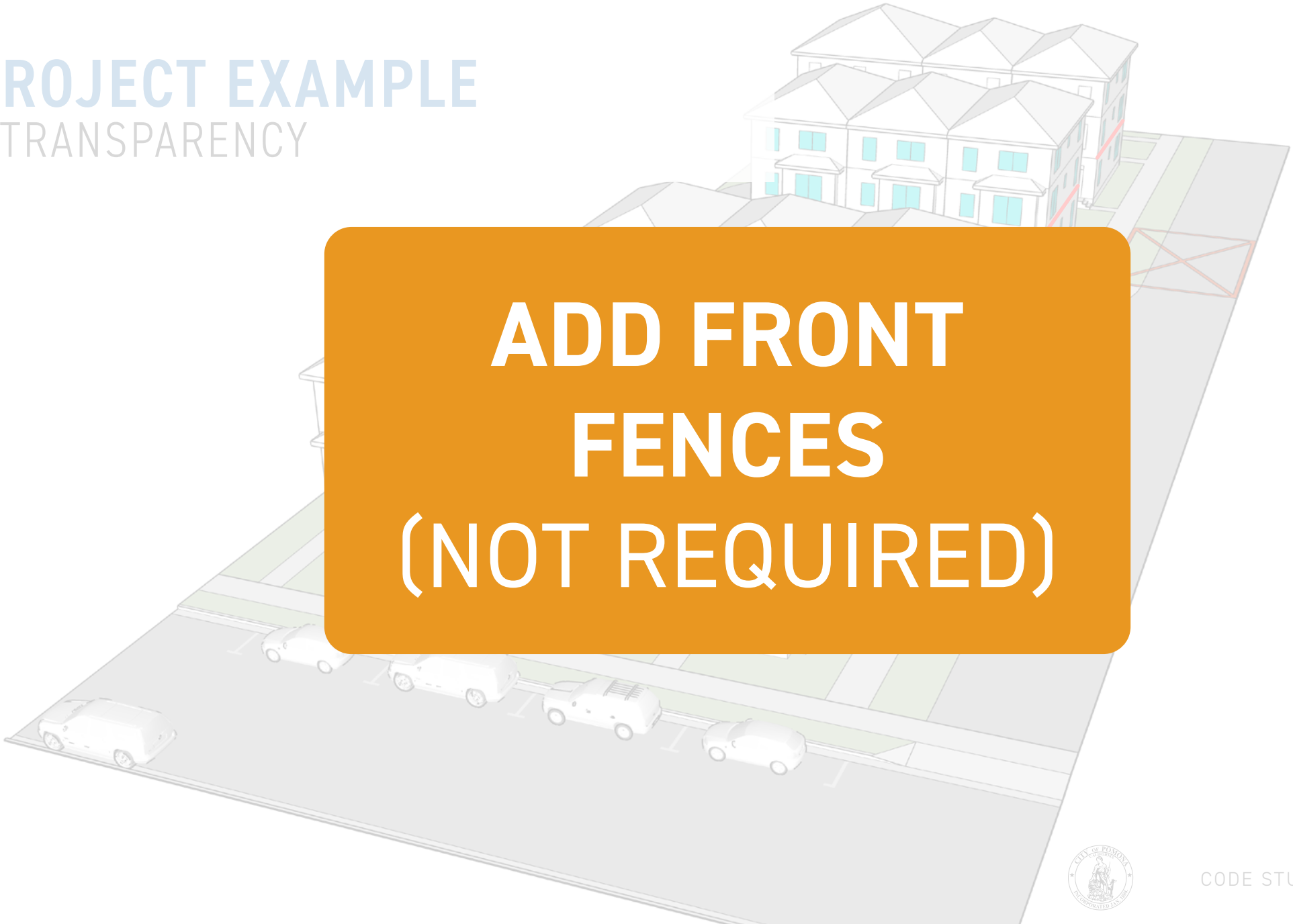


PROJECT EXAMPLE
+ TRANSPARENCY



GROUND STORY +
UPPER STORY TRANSPARENCY
MEASURED SEPARATELY

PROJECT EXAMPLE
+ TRANSPARENCY



ADD FRONT FENCES
(NOT REQUIRED)

RULE
FENCES & WALLS (FRONTAGE YARDS)

Sec. 310. General Provisions

310.A. Form Intent

The intent of Part 3 is to regulate the placement, scale, and intensity of buildings and structures on a lot in order to ensure building forms are compatible with their context and promote projects that support community goals.

310.B. Form Applicability

1. General

All projects filed after the effective date of this Zoning & Development Code must comply with the Form Module standards in Part 3, as further specified below. For vested rights, see *Sec. 13.X (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Form rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, an addition that expands an existing use includes both new construction and a use modification).

		Project Activities						
Form Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 360.	Lot Size	●	○	●	○	○	○	○
Sec. 370.	Coverage	●	●	○	○	○	○	○
Sec. 380.	Amenity	●	●	●	○	●	○	○
Sec. 390.	Building	●	●	○	○	○	○	○
Sec. 620.E.	Fences & Walls	●	●	●	○	○	○	○
Sec. 610.C.	Required Parking	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

b. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Form Rules

Sec. 410. General Provisions

410.A. Frontage Intent

Frontage Modules regulate the portions of a lot and exterior building facades that face the public realm to ensure that projects respond to the public realm appropriately. Modules range from minimal standards for Park Frontages to more robust standards for Shopfront Frontages, which require projects to support a high-quality public realm that is active, comfortable, safe, and visually interesting, with strong connections between the public realm and uses inside buildings.

410.B. Frontage Applicability

1. Project Applicability

All projects filed after the effective date of this Zoning & Development Code must comply with the Frontage Module standards and rules in Part 4, as further specified below. For vested rights, see *Sec. XX (Vested Rights)*, and for continuance of existing development, see *Sec. 13.X (Continuance of Existing Development)*.

2. Project Activities

a. Categories of Frontage rules apply to a project based on what types of project activities are proposed, as shown in the table below. Typically, more than one project activity will apply to a proposed project (for example, a street-facing addition concealing a portion of an existing building facade includes both new construction and a facade modification).

b. For all Frontage Modules, Frontage rule categories apply to project activities as shown in the table below.

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Frontage Rules

		Project Activities						
Frontage Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
Sec. 470.	Build-To	●	●	○	○	○	○	○
Sec. 480.	Parking Location	●	●	●	○	○	○	○
Sec. 490.	Landscaping	●	●	●	●	○	○	○
Sec. 4100.	Transparency	●	●	○	●	○	○	○
Sec. 4110.	Entrances	●	●	○	●	○	○	○
Sec. 4120.	Ground Story	●	●	○	○	○	○	○

● = Standards may apply ○ = Standards are not applicable

c. Project activities are defined in *Sec. 1400.X. (Project Activities)*.

Use Rules

Site Rules

RULE
FENCES & WALLS (FRONTAGE YARDS)

Allows slightly taller fence in exchange for MORE TRANSPARENCY

490.B. Frontage Yard Fence & Wall

Fences, walls, and hedges allowed in a frontage yard.

1. **Intent**

   To balance the needs for human-scale activation and visual interest along the public realm, and to provide security and privacy for private ground story uses in a manner appropriate to context.

2. **Applicability**

   All fences, walls or hedges located in a frontage yard. For retaining walls see *Sec. XX (Retaining Walls)*.

3. **Standards**

   a. **General**

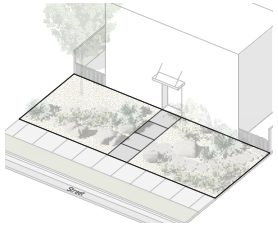
   1. Allowed frontage yard fence and wall types *(Sec. XX)* are hierarchical. Where a frontage yard fence and wall type with a higher number designator is allowed by the applied Frontage Module *(Part 4B)*, all frontage yard fence and wall types having a lower number designator are also allowed. For example, if a Type A2 is allowed a Type A1 is also allowed.
   2. No frontage yard fence and wall type with a greater number designator than the allowed frontage yard fence and wall type may be located in the frontage yard. For example, if an A3 is allowed, an A4 is not allowed.
   3. Where a required frontage screen *(Sec. XX)* includes a wall or fence, the required fence or wall may only be located in the frontage yard if the wall or fence complies with the allowed frontage yard fence and wall standards specified by the applied Frontage Module *(Part 4B)*.
   4. All fences and walls including their sub-grade elements, such as footings or foundation, must be located on-site and offset 3 feet from any street lot line for utility access.
   5. All fences and walls provided must include the necessary gates or openings, that meet minimum ADA pathway widths, to comply with the applicable pedestrian access package standards in *Sec. XX. (Pedestrian Access Packages)*.
   6. All fences and walls provided must comply with *Sec. XX. (Fence/Wall Design and Installation)*.
   7. All hedges provided must comply with *Sec. XX (Plant Design & Installation)*.

b. Frontage Yard Fence & Wall Types

A package of standards, specified by the applied Frontage Module (Part 4B), that applies to fences, walls, and hedges located in a frontage yard.

1. Type A1

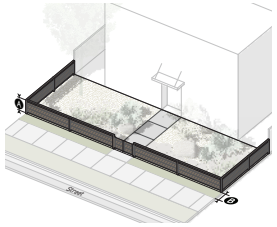
Intended for frontage yards where buildings should engage directly with the public realm to provide visual interest and activation, especially where ground story uses are commercial or non-fenced frontage yards are predominant.



DIMENSIONAL STANDARDS	Sec. XX
Hedge height (max)	Not allowed
Fence/wall height (max)	Not allowed

2. Type A2

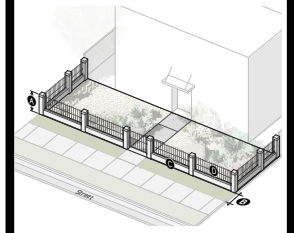
Intended for frontage yards where the need for visual interest and activation along the public realm must be balanced with the need for separation between private ground story uses and the public realm.



DIMENSIONAL STANDARDS	Sec. XX
Hedge height (max)	3'
Fence/wall	
A Height (max)	3'
B Street lot line setback (min)	3'

3. Type A3

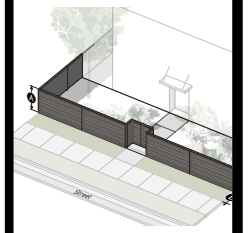
Intended for frontage yards where the need for visual interest and activation along the public realm must be balanced with the need for security between private ground story uses and the public realm.



DIMENSIONAL STANDARDS	Sec. XX
Hedge height (max)	4.5'
Fence/wall	
A Height (max)	4.5'
B Street lot line setback (min)	3'
C Opacity below 3' in height (max)	100%
D Opacity 3' and above in height (max)	50%

4. Type A4

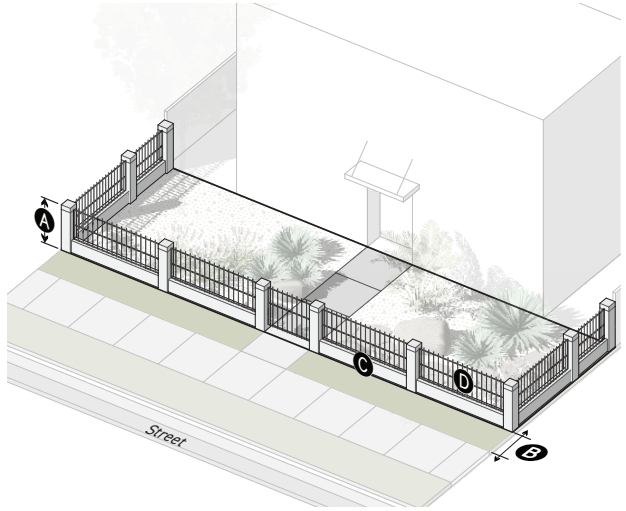
Intended for frontage yards in areas with hig pedestrian and automobile traffic, where visu interest and activation along the public realm critical than the need to mitigate impacts fro public realm on private ground story uses.



DIMENSIONAL STANDARDS
Hedge height (max)
Fence/wall
A Height (max)
B Street lot line setback (min)

3. Type A3

Intended for frontage yards where the need for visual interest and activation along the public realm must be balanced with the need for security between private ground story uses and the public realm.



DIMENSIONAL STANDARDS	Sec. XX
Hedge height (max)	4.5'
Fence/wall	
A Height (max)	4.5'
B Street lot line setback (min)	3'
C Opacity below 3' in height (max)	100%
D Opacity 3' and above in height (max)	50%

RULE
FENCES & WALLS (FRONTAGE YARDS)

Applies to ALL fences and walls

c. **Design and Installation**

1. **Material**

   i. Fences, walls, and gates must be constructed of standard building materials that are customarily used for wall and fence construction, such as brick, stone, concrete masonry, stucco, concrete, or wood. Scrap or "recycled" material may not be used. Tires, junk, recycled garage doors, sheet metal, or plywood are not allowed as fencing material.

   ii. Chain-linked fences are not allowed in front or side yards.

   iii. Barbed wire and concertina wire are not allowed.

2. **Location**

   i. The finished side of a wall or fence must be placed on the outside of the property.

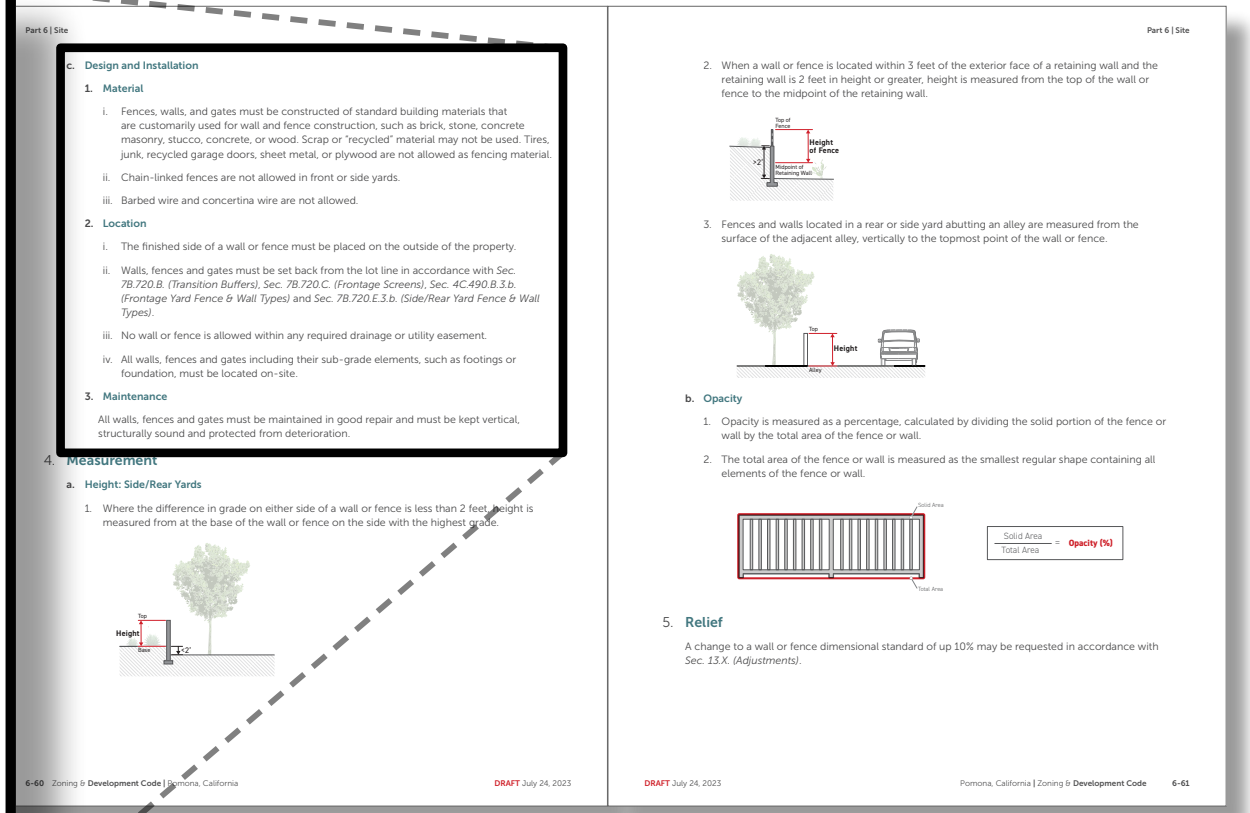
   ii. Walls, fences and gates must be set back from the lot line in accordance with *Sec. 7B.720.B. (Transition Buffers)*, *Sec. 7B.720.C. (Frontage Screens)*, *Sec. 4C.490.B.3.b. (Frontage Yard Fence & Wall Types)* and *Sec. 7B.720.E.3.b. (Side/Rear Yard Fence & Wall Types)*.

   iii. No wall or fence is allowed within any required drainage or utility easement.

   iv. All walls, fences and gates including their sub-grade elements, such as footings or foundation, must be located on-site.

3. **Maintenance**

   All walls, fences and gates must be maintained in good repair and must be kept vertical, structurally sound and protected from deterioration.



Part 6 | Site

c. Design and Installation

1. Material

i. Fences, walls, and gates must be constructed of standard building materials that are customarily used for wall and fence construction, such as brick, stone, concrete masonry, stucco, concrete, or wood. Scrap or "recycled" material may not be used. Tires, junk, recycled garage doors, sheet metal, or plywood are not allowed as fencing material.

ii. Chain-linked fences are not allowed in front or side yards.

iii. Barbed wire and concertina wire are not allowed.

2. Location

i. The finished side of a wall or fence must be placed on the outside of the property.

ii. Walls, fences and gates must be set back from the lot line in accordance with *Sec. 7B.720.B. (Transition Buffers), Sec. 7B.720.C. (Frontage Screens), Sec. 4C.490.B.3.b. (Frontage Yard Fence & Wall Types)* and *Sec. 7B.720.E.3.b. (Side/Rear Yard Fence & Wall Types)*.

iii. No wall or fence is allowed within any required drainage or utility easement.

iv. All walls, fences and gates including their sub-grade elements, such as footings or foundation, must be located on-site.

3. Maintenance

All walls, fences and gates must be maintained in good repair and must be kept vertical, structurally sound and protected from deterioration.

4. Measurement

a. Height: Side/Rear Yards

1. Where the difference in grade on either side of a wall or fence is less than 2 feet, height is measured from at the base of the wall or fence on the side with the highest grade.

Top
Height
Base
2'

6-60 Zoning & Development Code | Pomona, California DRAFT July 24, 2023

Part 6 | Site

2. When a wall or fence is located within 3 feet of the exterior face of a retaining wall and the retaining wall is 2 feet in height or greater, height is measured from the top of the wall or fence to the midpoint of the retaining wall.

Top of Fence
Height of Fence
2'
Midpoint of Retaining Wall

3. Fences and walls located in a rear or side yard abutting an alley are measured from the surface of the adjacent alley, vertically to the topmost point of the wall or fence.

Top
Height
Alley

b. Opacity

1. Opacity is measured as a percentage, calculated by dividing the solid portion of the fence or wall by the total area of the fence or wall.

2. The total area of the fence or wall is measured as the smallest regular shape containing all elements of the fence or wall.

Solid Area
Total Area

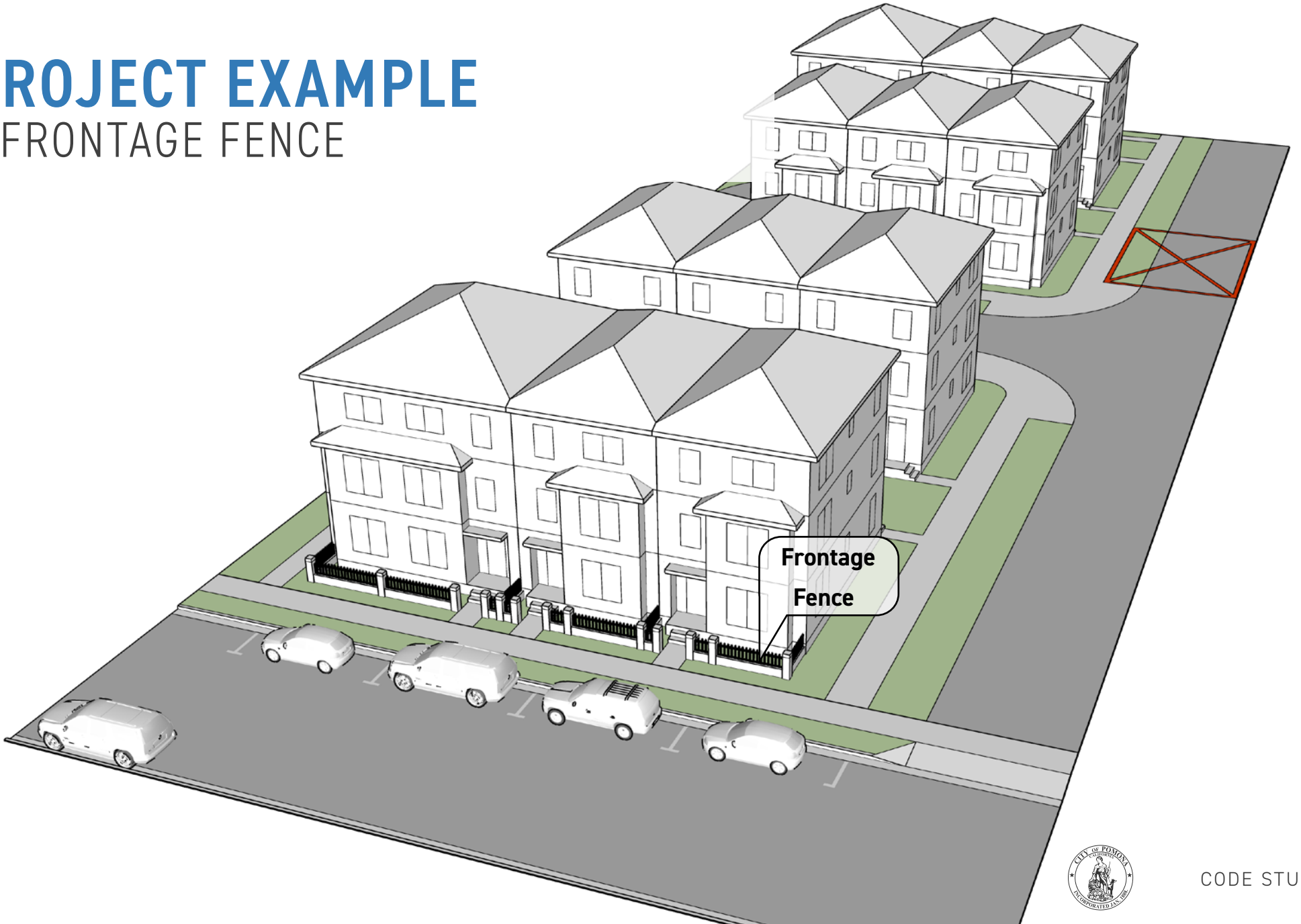
Solid Area / Total Area = Opacity (%)

5. Relief

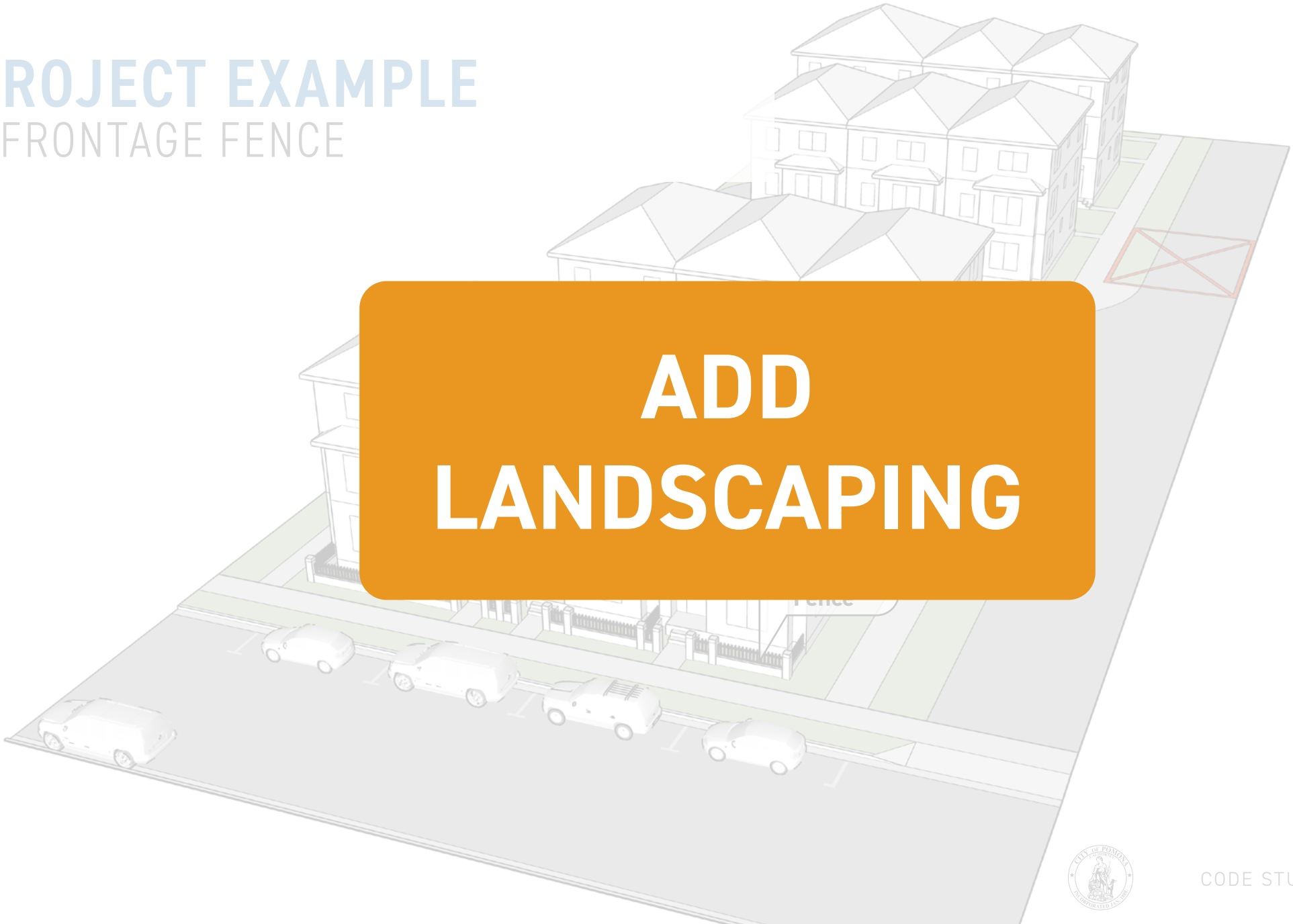
A change to a wall or fence dimensional standard of up 10% may be requested in accordance with *Sec. 13.X. (Adjustments)*.

DRAFT July 24, 2023 Pomona, California | Zoning & Development Code 6-61

PROJECT EXAMPLE
+ FRONTAGE FENCE



PROJECT EXAMPLE
+ FRONTAGE FENCE



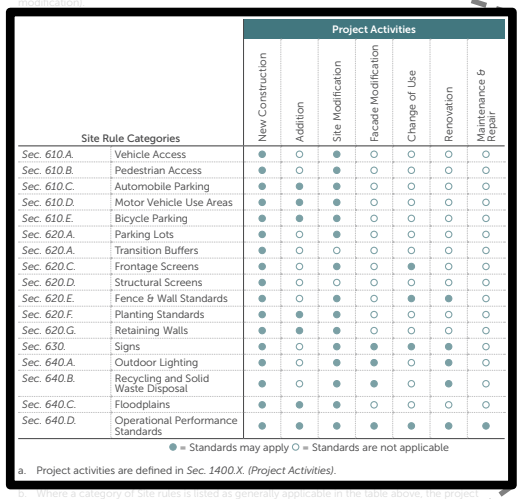
ADD LANDSCAPING

RULE
PLANTING STANDARDS (LANDSCAPING)

Site Rule Categories		New Construction	Addition	Site Modification	Facade Modification	Change of Use	Renovation	Maintenance & Repair
		Project Activities						
Sec. 610.A.	Vehicle Access	●	○	●	○	○	○	○
Sec. 610.B.	Pedestrian Access	●	○	●	○	○	○	○
Sec. 610.C.	Automobile Parking	●	●	●	○	○	○	○
Sec. 610.D.	Motor Vehicle Use Areas	●	●	●	○	○	○	○
Sec. 610.E.	Bicycle Parking	●	●	●	○	○	○	○
Sec. 620.A.	Parking Lots	●	○	●	○	○	○	○
Sec. 620.A.	Transition Buffers	●	○	○	○	○	○	○
Sec. 620.C.	Frontage Screens	●	○	●	○	●	○	○
Sec. 620.D.	Structural Screens	●	○	○	○	○	○	○
Sec. 620.E.	Fence & Wall Standards	●	○	●	○	●	●	○
Sec. 620.F.	Planting Standards	●	●	●	○	○	○	○
Sec. 620.G.	Retaining Walls	●	●	●	○	○	○	○
Sec. 630.	Signs	●	○	●	●	●	●	○
Sec. 640.A.	Outdoor Lighting	●	○	●	●	○	●	○
Sec. 640.B.	Recycling and Solid Waste Disposal	●	○	●	●	○	●	○
Sec. 640.C.	Floodplains	●	●	●	○	○	○	○
Sec. 640.D.	Operational Performance Standards	●	●	●	●	●	●	●

● = Standards may apply ○ = Standards are not applicable

a. Project activities are defined in *Sec. 1400.X. (Project Activities)*.



RULE
PLANTING STANDARDS (LANDSCAPING)

Planting Standards

620.F. **Planting Standards**

1. **Intent**

   To provide the necessary elements to support a healthy urban ecological system.

2. **Applicability**

   All plants used to meet a requirement of this Ordinance.

3. **Standards**

   a. **General**

      1. No invasive species can be planted. Any plant listed by the California Invasive Plant Inventory as an invasive or watch plant (including the ratings of "limited", "moderate", "high" or "watch") is considered an invasive species. (https://www.cal-ipc.org/plants/inventory/)
      2. Plants must not interfere with visibility at intersections and driveways.
      3. No artificial plants, trees, or other plants may be installed as required planting.

      1. Plant materials must be able to survive on natural rainfall once established with no loss of health, or be supported by an irrigation system meeting the *California Model Water Efficient Landscape Ordinance (Ch. 2.7)*.
      2. Irrigation systems must be continuously maintained in working order and be designed to prevent overlap of water zones and to prevent watering of impervious areas.

   c. **Planting Areas**

      1. **General**

         i. Area that includes structures, foundation walls, footings or flatwork cannot count toward any planting area requirement with the following exceptions:

            a) Planters located within 10 feet of a building can count toward required planting area.

            b) Planters located on or above a structure (examples include: roofs, terraces, bridges, balconies, and above or below ground parking structures) can count toward required planting area.

         ii. Planting areas must have no horizontal dimension less than 3 feet.

         iii. Planting areas must have a minimum plant coverage of 75 percent.

         iv. All plants required to meet the minimum plant coverage standard must meet the applicable plant type planting specification standards in *Sec. 7B.X (Plant Type)*. When rooftop planting area standards *(Sec. 7B.X)* conflict with the plant type planting specifications, rooftop planting area standards supersede.

v. Planting areas must include 1 large species tree or 2 small species trees for each 500

2.

d. Pla

1.

15 inches at time of planting.

ii. Large trees must have a minimum canopy spread at maturity of least 30 feet.

iii. Small trees must have a minimum canopy spread at maturity between 15 feet and 30 feet.

iv. Where a required large tree cannot be provided due to existing spatial conflicts, 2 small trees may be provided as an alternative to meet the requirement.

2. **Screening Plants**

   i. Screening plants must be perennial.

   ii. Screening plants must be planted so as to form a continuous screen within the transition area except for breaks for required trees.

   iii. Screening plants must be at least 18 inches in height at time of planting.

   iv. Screening plants must be able to reach at least 3 feet in height at maturity.

v. Screening plants must be maintained at no less than their height at maturity.

to obstruct the public right-of-way.

e. **Maintenance**

   See *Article V. (Landscape Maintenance)*.

4. **Measurement**

   For the measurement, see the "Methods of Measurement" section of the latest version of the American Standard for Nursery Stock (ASNS).

5. **Relief**

   a. An alternative to a planting standard may be requested in accordance with *Sec. 13.X. (Alternative Compliance)*.

   b. A change to a planting standard of up 10% may be requested in accordance with *Sec. 13.X. (Adjustments)*.

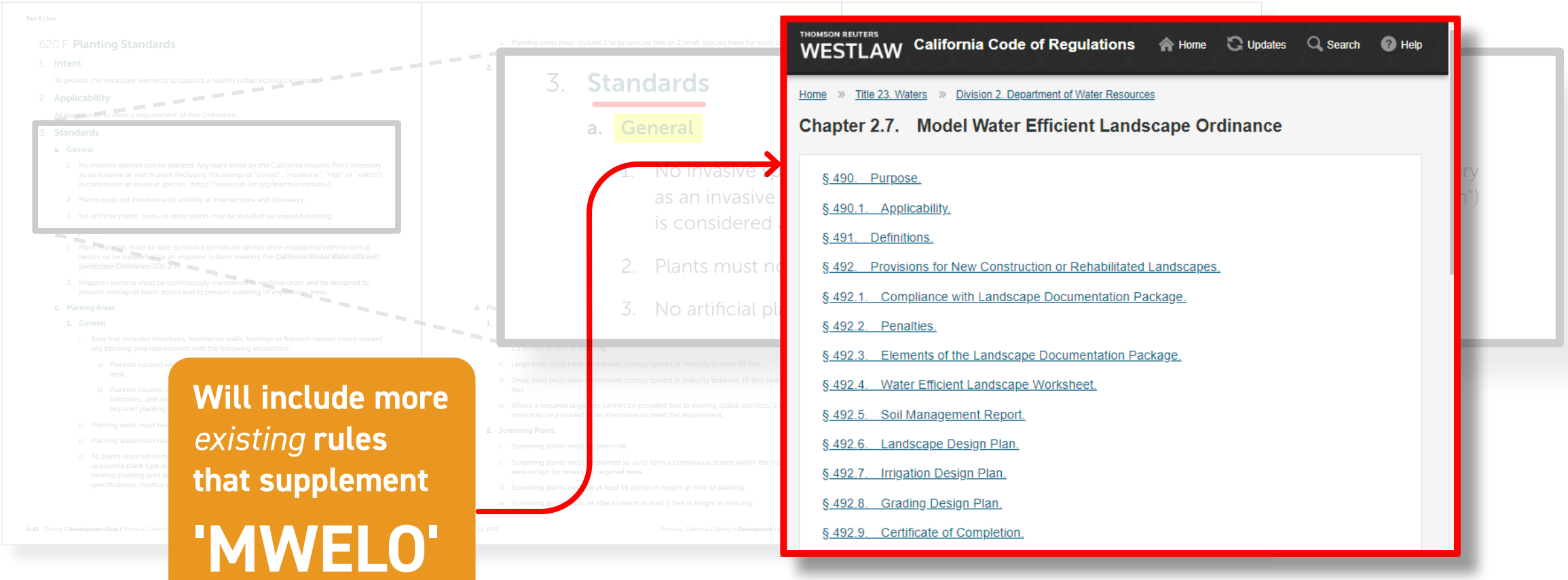
3. **Standards**

   a. **General**

      1. No invasive species can be planted. Any plant listed by the California Invasive Plant Inventory as an invasive or watch plant (including the ratings of "limited", "moderate", "high" or "watch") is considered an invasive species. (https://www.cal-ipc.org/plants/inventory/)
      2. Plants must not interfere with visibility at intersections and driveways.
      3. No artificial plants, trees, or other plants may be installed as required planting.

RULE
PLANTING STANDARDS (LANDSCAPING)

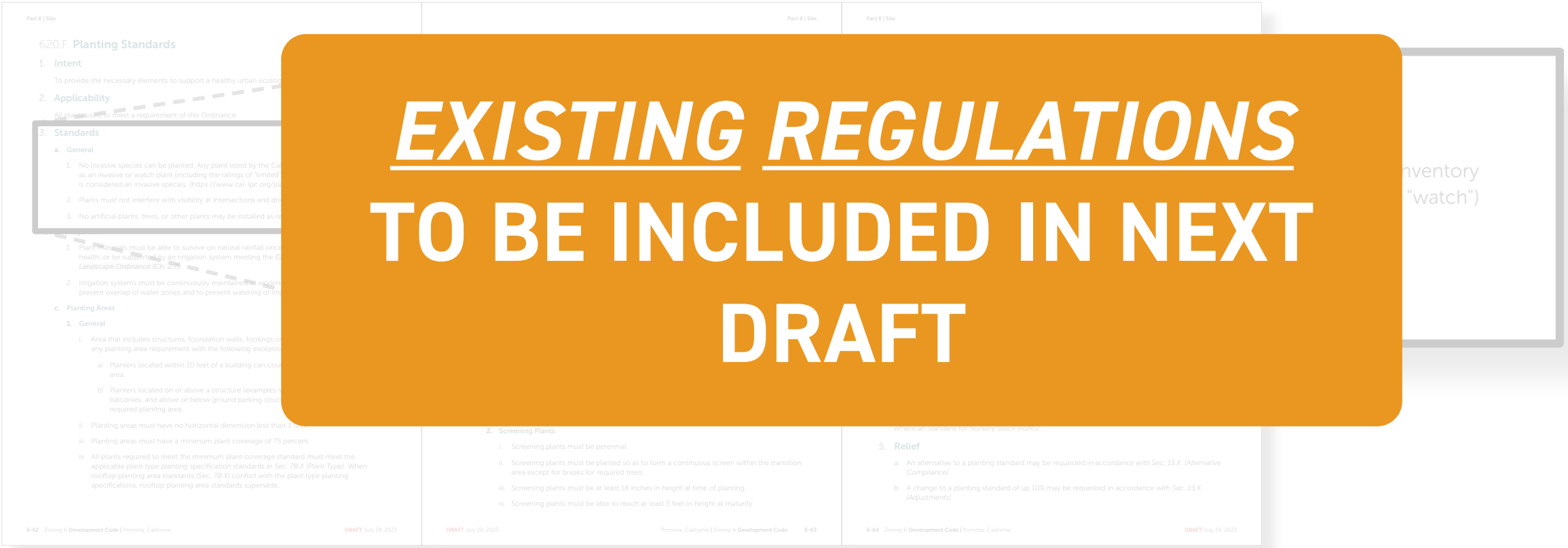
Planting Standards



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

RULE
PLANTING STANDARDS (LANDSCAPING)

Planting Standards

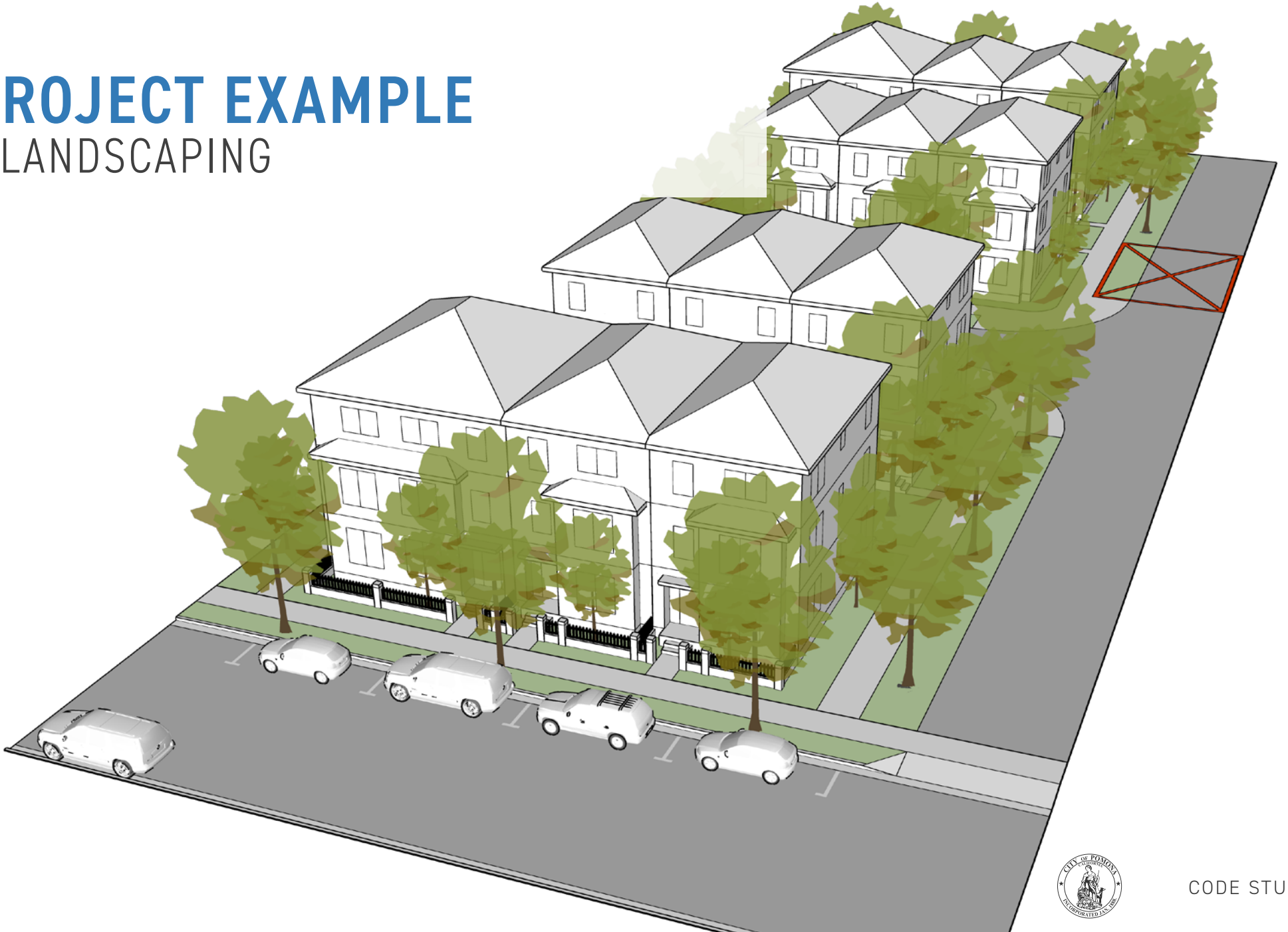


EXISTING REGULATIONS

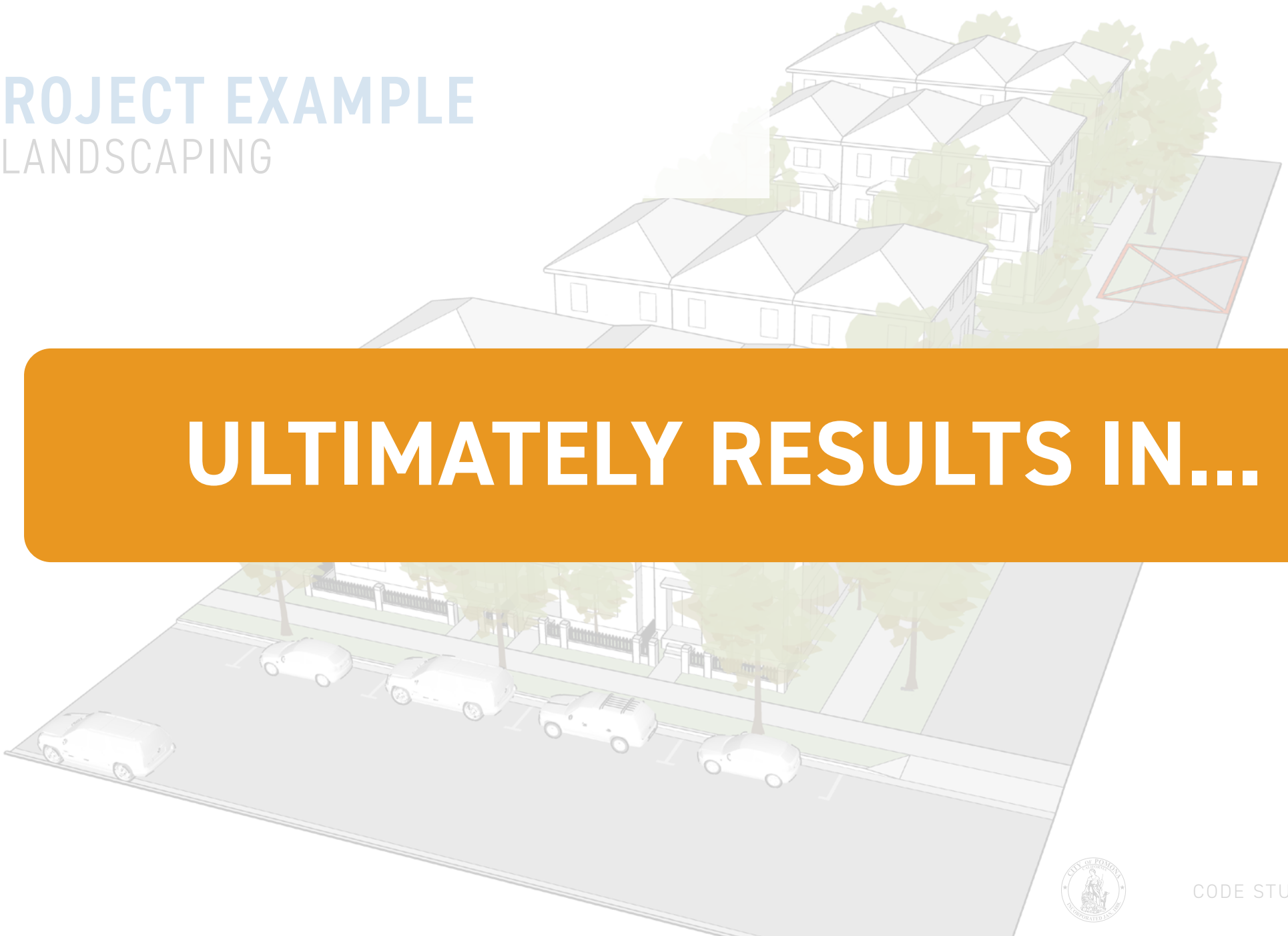
TO BE INCLUDED IN NEXT DRAFT

PROJECT EXAMPLE
+ LANDSCAPING

PROJECT EXAMPLE
+ LANDSCAPING



PROJECT EXAMPLE
+ LANDSCAPING



ULTIMATELY RESULTS IN...

LESS of this:

Total Units: **12**

And **MORE** of this:

Total Units: **12**

And **MORE** of this:

DELIVERS SAME # OF UNITS WITH:

- MORE INTERCONNECTED + WALKABLE BLOCKS
- MORE ACTIVE STREETSCAPES

SECTION 4

Next Steps

UPCOMING MEETING TOPICS

S	M	T	W	T	F	S
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	**16**	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	1	2

SMALL BUSINESS #1 English	Tonight August 1, 2023	6:30pm	The Village Conference Center Entrance 4 1460 E. Holt Ave Pomona CA 91767	
RESIDENTIAL #1 English/Spanish	Saturday, August 5, 2023	10am	Palomares Park Community Center 499 E Arrow Hwy Pomona, CA 91767	
SMALL BUSINESS #2 Spanish	Tuesday, August 8, 2023	6:30pm	The Village Conference Center Entrance 4 1460 E. Holt Ave Pomona, CA 91767	
DESIGN #1 English/Spanish	Tuesday, August 15, 2023	6pm	DA Center for the Arts 252 S Main St D Pomona, CA 91766	
SESSION	**DATE**	**TIME**	**LOCATION**	
USES #1 English/Spanish	**Wednesday, August 16, 2023**	**6pm**	**Palomares Park Community Center** 499 E Arrow Hwy, Pomona, CA 91767	
RESIDENTIAL #2 English/Spanish	Saturday, August 19, 2023	10am	Simons Middle School - Cafeteria 900 East Franklin Pomona CA 91766	

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)

PLEASE REACH OUT!

HOW TO CONTACT US

Zoning Code Update | Pomona,

www.pomonaca.gov/codeupdate

CITY OF POMONA, CA

OUR CITY GOVERNMENT BUSINESS

Español

Contacts

For ***Questions or Comments*** regarding the Zoning Code Update please contact:

- **Alina Barron**, Associate Planner
  alina.barron@pomonaca.gov
  (909) 802-7729

To ***Stay Involved & Join our Community Contact List*** please contact:

- **Monica Montanez**, Community Health Worker
  monica.montanez@pomonaca.gov
  (909) 643-4950

City Of Pomona

505 South Garey Avenue,
Pomona, California

City Hall Hours

Monday–Thursday: 7:30 AM–6:00 PM
Friday: Closed

? QUESTIONS OR COMMENTS?