

## CHAPTER

## SECTION

**I. INTENT & GOALS**

- The Neighborhood Unit      ▪ Traditional Neighborhoods vs. Conventional Subdivisions      1.  
Principle: *Establish the walkable measure of “Edge to Center”.*
- Development Size & Location      ▪ Neighborhood, Village, and Town      3.  
Principle: *The mixed use neighborhood is the basic increment of planning.*

**II. COMMUNITY REGULATIONS****A. Neighborhood Structure:**

- Overview of Five Zones      ▪ Density Gradient, Mix of Uses, Building Types      7.  
Principle: *Neighborhood zones create a gradient of density and character.*
- Land Use      ▪ Use Characteristics (by Zone, Block, Lot), Housing Choices      11.  
Principle: *All daily activities are integrated at appropriate scales.*

**B. Town Design:**

- Streets & Blocks      ▪ Pedestrian Catchment, Street Design, Block Dimension      15.  
Principle: *Blocks (and buildings at their edge) define street spaces.*
- Platting & Parcel Layout      ▪ Lot Dimensions, Site Coverage, Parking, Access Design      19.  
Principle: *Private buildings form a visual background for public sites.*

**C. Development Character:**

- Building Types      ▪ Types Allowed, Locations Allowed (by Zone), Types Prohibited      23.  
Principle: *Traditional precedents yield modest, subtle buildings.*
- Buildings & Frontages      ▪ Frontage Types, Setbacks, Widths, Heights, Floor Areas      27.  
Principle: *Buildings and front doors enfront public spaces and streets.*

**III. PUBLIC SPACES & STREET REGULATIONS****A. Open Spaces:**

- Public Spaces      ▪ Space Types & Sizes (by Zone), Improvements      33.  
Principle: *A variety of open spaces serves the entire community.*

**B. Circulation & Infrastructure:**

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Principle: *Attractive, intimate streets balance walking and driving needs.*
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Principle: *Control impact of vehicles by locating them inside the block.*

**C. Streetscape & Landscape:**

- Public R.O.W. Conditions      ▪ Streetscape & Public Area Types, Dimension, Design      45.  
Principle: *Pedestrian comfort derives from streetscape amenity.*
- Landscape Elements      ▪ Planting Species & Amount, Landscape Areas, Ecosystem, Lighting      49.  
Principle: *Clarify the edge of spaces, enrich the character of public places.*

**IV. ARCHITECTURAL REGULATIONS****A. Design Character:**

- Building Craft      ▪ Quality of Material & Construction, Signage & Lighting, Service Elements      55.  
Principle: *Neighboring buildings use a common language of town making.*

**B. Design Vocabulary:**

- Architectural Pattern      ▪ Allowed Precedents, Composition, Design, and Detail      59.  
Principle: *Design for today's needs through respect for local tradition.*

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# CHAPTER II.

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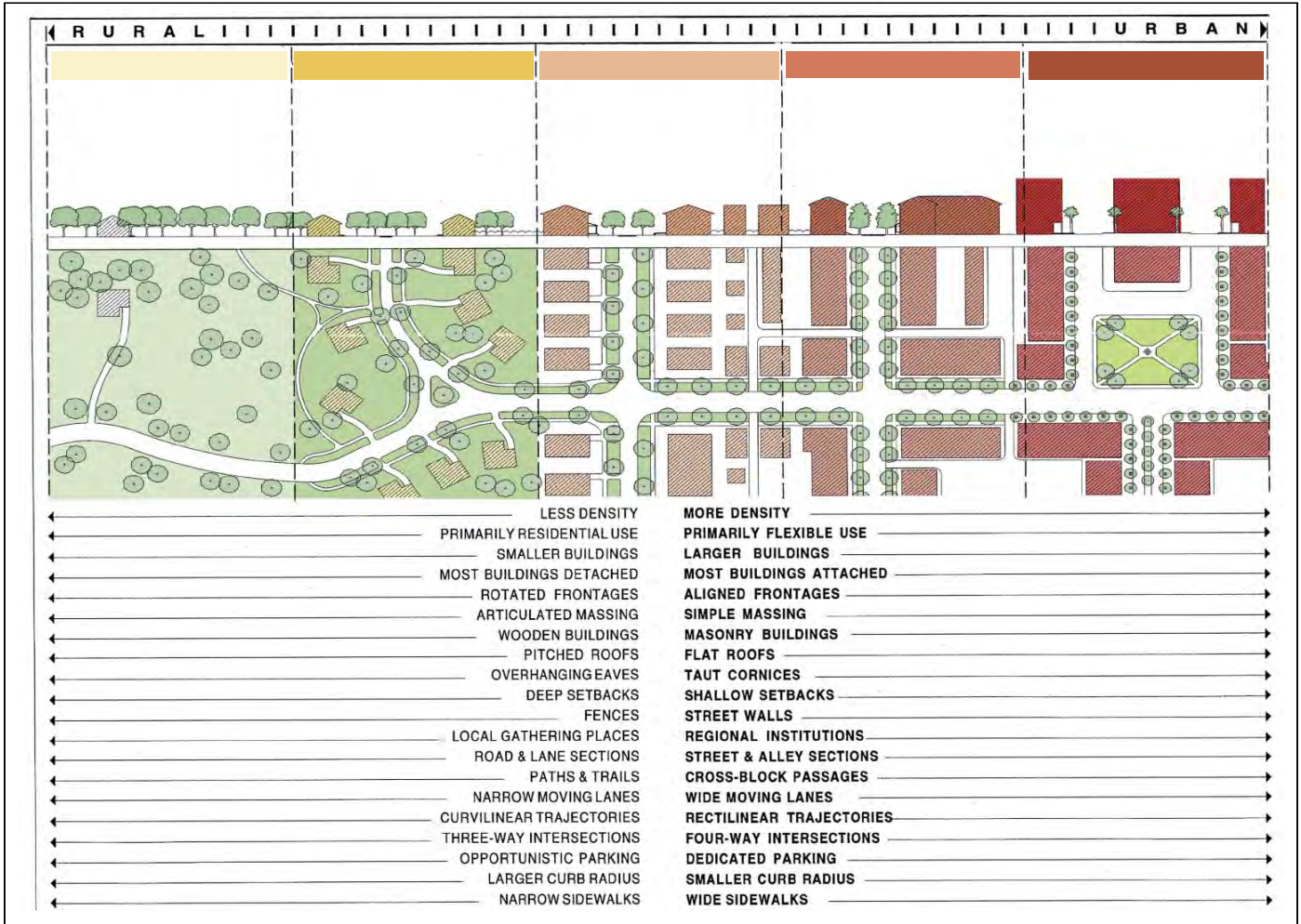
## COMMUNITY: REGULATIONS FOR THE SCALE OF NEIGHBORHOOD

- A. NEIGHBORHOOD STRUCTURE
  - B. TOWN DESIGN
  - C. DEVELOPMENT CHARACTER
-

# PRINCIPLE

Neighborhood zones create a gradient of density and character.

The character of any neighborhood changes between its center and its edges. For instance, the center has a mix of residential and commercial uses, larger buildings, more variety of building type, diversity of architectural expression, wider streets, more on-street parking, bigger sidewalks and hard surface streetscape details. Every element of the town making sustains a distinct experience in one setting (or zone) of the neighborhood when contrasted with another zone.



Edge Setting



Center Setting

# OVERVIEW OF TRANSECT ZONES

TABLE A.1

## GENERAL ELEMENTS

CHAPTER & SECTION	NEIGHBORHOOD RURAL (NR)	NEIGHBORHOOD EDGE (NE)	NEIGHBORHOOD GENERAL (NG)	NEIGHBORHOOD CENTER (NC)	TOWN CORE (TC)	
<b>USE</b>						
<b>II.A.2 INTENSITY</b>						
Residential (Gross Density by Zone) (Net Density by Block, Max.)	4.0 DU/Ac. 8.0 ERU/Ac.	6.0 DU/Ac. 10.0 ERU/Ac.	8.0 DU/Ac. 12.0 ERU/Ac.	12.0 DU/Ac. 16.0 ERU/Ac.	15.0 DU/Ac. 24.0 ERU/Ac.	
Mixed Use (Gross Density by Zone) (Net Density by Block, Max.)	4.0 ERU/Ac. 10.0 ERU/Ac.	6.0 ERU/Ac. 12.0 ERU/Ac.	8.0 ERU/Ac. 15.0 ERU/Ac.	11.0 ERU/Ac. 20.0 ERU/Ac.	13.0 ERU/Ac. 30.0 ERU/Ac.	
<b>II.A.2 FUNCTION</b>						
Residential	Limited	Limited	Limited	Allowed/Open	Allowed/Open	
Lodging	Limited	Limited	Limited	Allowed/Open	Allowed/Open	
Office	Prohibited	Prohibited	Limited	Allowed/Open	Allowed/Open	
Retail	Prohibited	Prohibited	Limited	Allowed/Open	Allowed/Open	
Artisan	Prohibited	Prohibited	Limited	Limited	Allowed/Open	
Civic/Recreation	Limited	Limited	Allowed/Open	Allowed/Open	Allowed/Open	
<b>BLOCK &amp; LOT</b>						
<b>II.B.1 BLOCK DIMENSIONS</b>						
Perimeter Block Boundary (Max.)	2,500 L.F.	2,200 L.F.	2,000 L.F.	1,800 L.F.	1,800 L.F.	
Courtyard Block Boundary (Max.)	3,000 L.F.	2,600 L.F.	2,400 L.F.	2,200 L.F.	2,200 L.F.	
<b>II.B.2 LOT DIMENSIONS</b>						
Size	● Min. Area: Residential ● Max. Area: Residential	4,000 s.f. N.A.	3,000 s.f. 10,000 s.f.	2,000 s.f. 8,000 s.f.	1,000 s.f. 6,000 s.f.	1,000 s.f. 5,000 s.f.
Lot Coverage	● Max. Building Footprint ● Max. Impervious Surface	40% Lot Area 30% Yard Area	60% Lot Area 50% Yard Area	80% Lot Area 70% Yard Area	100% Lot Area 80% Yard Area	100% Lot Area 90% Yard Area
<b>BUILDINGS</b>						
<b>II.C.1 DISPOSITION</b>						
Edge Yard	Allowed	Allowed	Allowed	Limited	Prohibited	
Side Yard	Limited	Allowed	Allowed	Allowed	Limited	
Rear Yard	Limited	Limited	Allowed	Allowed	Allowed	
Courtyard	Limited	Allowed	Allowed	Allowed	Allowed	
<b>II.C.2 BUILDING TYPES (See Section)</b>						
<b>II.C.3 FRONTAGE</b>						
F.1	Arcade	Prohibited	Prohibited	Limited	Allowed	Allowed
F.2	Gallery	Prohibited	Limited	Allowed	Allowed	Allowed
F.3	Shopfront Awning	Prohibited	Prohibited	Limited	Allowed	Allowed
F.4	Stoop	Prohibited	Limited	Allowed	Allowed	Allowed
F.5	Forecourt	Prohibited	Limited	Limited	Allowed	Allowed
F.6	Dooryard	Prohibited	Limited	Allowed	Allowed	Allowed
F.7	Terrace/Light Court	Prohibited	Limited	Allowed	Allowed	Allowed
F.8	Porch & Fence	Allowed	Allowed	Allowed	Limited	Prohibited
F.9	Common Lawn	Allowed	Limited	Prohibited	Prohibited	Prohibited
<b>II.C.3 DIMENSION</b>						
Horizontal	● Front Setback (Min./Max.)	8' / 20'	6' / 12'	3' / 8'	0' / 6'	0' / 6'
Vertical	● Max Ridge Height (Primary Structures)	30'	32'	35'	38'	42'
<b>OPEN SPACE</b>						
<b>III.A.1 PUBLIC SPACE (BLOCK OR NEIGHBORHOOD SCALE - MAX. SIZE)</b>						
Park	Neighb. Scale	Neighb. Scale	Neighb. Scale	Block Scale	Block Scale	
Green	Block Scale	Block Scale	Block Scale	Neighb. Scale	Neighb. Scale	
Square/Plaza	Prohibited	Prohibited	Block Scale	Neighb. Scale	Neighb. Scale	
Attached Space	Block Scale	Block Scale	Block Scale	Block Scale	Block Scale	
<b>III.A.1 PUBLIC/Common Space Area</b>						
Required Public/Open Space (% pub./open in zone)	50%	25%	20%	15%	10%	
Required Landscape Area (% land area in zone)	N.A.	25%	25%	25%	25%	
<b>III.A.2 ENVIRONMENTAL ELEMENTS</b>						
Primacy of Infrastructure	Natural	Natural	Townscape	Townscape	Townscape	
Planting with Lot Frontages	Complements Natural Setting	Shade Trees with Understory	Shade Trees with Understory	Shade Trees with Hardscape	Shade Trees with Hardscape	
Impervious Surface (Private Lots)	Minimal	Moderate	Moderate	Extensive	Extensive	
Storm Retention (Private Lots)	On-Site	On-Site	Off-Site	Off-Site	Off-Site	

NOTE: The term "Allowed/Open" refers to an unlimited choice of (permitted) options.

# PRINCIPLE

All daily activities are integrated at appropriate scales.

The central areas of a neighborhood are the most dense and mixed in use. An average density of five residential units per acre within walking range of a center generates a critical mass of people in close proximity to daily services and activities. This yields a mutual support between local residents and local small businesses. The land uses change within the neighborhood from most dense (and mixed use) to least dense (and purely residential) over the span of the center-to-edge five minute walk.

- NR
**NEIGHBORHOOD RURAL ZONE**  
 The edge of a neighborhood with low density and areas of exclusively residential use.
- NE
**NEIGHBORHOOD EDGE ZONE**  
 An outer residential area with low to moderate density and very minimal mix of uses.
- NG
**NEIGHBORHOOD GENERAL ZONE**  
 Typically the largest land area within a neighborhood, with moderate density and a minor mix of uses.
- NC
**NEIGHBORHOOD CENTER ZONE**  
 A central area with moderately high density and a moderate mix of uses.
- TC
**TOWN CORE ZONE**  
 The most central area of a neighborhood, with highest density and greatest mix of uses: both commercial and residential.



RURAL			URBAN
<b>NE</b> <b>EDGE ZONES</b>	<b>NG</b> <b>GENERAL ZONES</b>	<b>NC</b> <b>CENTER ZONES</b>	<b>TC</b> <b>CORE ZONES</b>
<p><b>Land use is restricted</b>, combining residential with certain other uses only within the outbuilding.</p> <p>Buildings of the low density freestanding <b>edge yard</b> type.</p> <p>Streetscapes which create the most rural conditions: <b>parkway, road, and lane.</b></p> <p>Thoroughfares are <b>roads and drives.</b> Buildings may be served by rear <b>lanes</b>, though wider lots may dispense with them.</p> <p>Open space may be <b>parks</b> within the proximate greenbelt.</p>	<p><b>Land use is limited</b>, permitting the controlled combination of residential with other uses.</p> <p>Buildings of the medium density freestanding <b>side yard</b> and <b>edgeward</b> types.</p> <p>Streetscapes which create a variety of conditions: <b>road, residential street, and avenue.</b></p> <p>Thoroughfares are <b>avenues, streets, and roads.</b> Most buildings are served by rear <b>lanes.</b></p> <p>Open space is organized as <b>parks and greens.</b></p>	<p><b>Land use is open</b>, encouraging the combination of residential and other uses.</p> <p>Buildings of the higher density attached <b>courtyard, rear yard, and also side yard</b> types.</p> <p>Streetscapes which create urban conditions: <b>residential street, commercial street, avenue, and boulevard.</b></p> <p>Thoroughfares are <b>avenues and streets.</b> All buildings are served by rear <b>alleys.</b></p> <p>Open space is organized as <b>plazas or squares.</b></p>	<p><b>Land use is open</b>, encouraging the combination of residential and other uses. There is usually a mandatory retail frontage.</p> <p>Buildings only of the high density attached <b>courtyard</b> and <b>rear yard</b> types.</p> <p>Streetscapes which create the most urban conditions: <b>commercial street, avenue, and boulevard.</b></p> <p>Thoroughfares are <b>streets and boulevards.</b> All buildings are served by rear <b>alleys.</b></p> <p>Open space is organized as <b>plazas or squares.</b></p>

TABLE A

GENERAL USE & INTENSITY

	NEIGHBORHOOD RURAL (NR)	NEIGHBORHOOD EDGE (NE)	NEIGHBORHOOD GENERAL (NG)	NEIGHBORHOOD CENTER (NC)	TOWN CORE (TC)
*See text for details					
<b>PURPOSE</b>					
Residential	<b>Restricted</b> Number of DU per lot restricted to 1 in principal building, 1 in ancillary building, both in single ownership. Habitable area of accessory dwelling < 750 s.f.	<b>Restricted</b> Number of DU per lot restricted to 1 in principal building, 1 in ancillary building, both in single ownership. Habitable area of accessory dwelling < 750 s.f.	<b>Limited</b> Number of DU per lot limited to 6 apt's in principal building or 10 ownership units in principal building. Dwellings may be multiple ownership.	<b>Open</b> Number of DU per lot limited to 6 apt's in principal building or 15 ownership units in principal building. Dwellings may be multiple ownership.	<b>Open</b> Number of DU per lot limited to 30 apt's in principal building or 24 ownership units in principal building. Dwellings may be multiple ownership.
Lodging	<b>Restricted</b> Number of BR per lot restricted to 12 for an Inn, except residence of Inn owner. All space in single ownership. Food service permitted for breakfast.	<b>Restricted</b> Number of BR per lot restricted to 12 for an Inn, except residence of Inn owner. All space in single ownership. Food service permitted for breakfast.	<b>Limited</b> Number of BR per lot restricted to 20 for an Inn, and 40 for hotel. All space in single ownership. Food service permitted for breakfast.	<b>Open</b> Number of BR per lot restricted to 20 for an Inn, and 80 for hotel. All space in single ownership. Food service permitted at all times.	<b>Open</b> Number of BRs per lot restricted to 30 for an Inn, and 80 for hotel. All space in single ownership. Food service permitted at all times.
Office & Business	<b>Prohibited</b>	<b>Restricted</b> Building area per lot restricted to 2,000 s.f., allocated to first floor of principal building or to total of ancillary building. Space under single ownership.	<b>Limited</b> Building area per lot limited to 8,000 s.f., allocated to first floor of principal building or to total of ancillary building. Space under single ownership.	<b>Open</b> Building area per lot limited to 25,000 s.f., allocated to any floor of principal building or to total of ancillary building. Space may be under multiple ownership.	<b>Open</b> Building area per lot limited to 35,000 s.f., allocated to any floor of principal building or to total of ancillary building. Space may be under multiple ownership.
Artisan	<b>Prohibited</b>	<b>Prohibited</b>	<b>Restricted</b> Building area restricted to a block corner lot, with max. of 2,000 s.f., allocated to first floor principal building or to ancillary building. Space in single ownership.	<b>Limited</b> Building area limited to 3,000 s.f., allocated to first floor principal building or to ancillary building. Space in single ownership.	<b>Open</b> Building area limited to 4,000 s.f., allocated to first floor principal building or to ancillary building. Space may be multiple ownership.
Retail & Leisure	<b>Restricted</b> Leisure uses restricted to recreation and fitness related activity. Retail use is prohibited.	<b>Restricted</b> Building area restricted to one corner lot per block, with max. of 2,000 s.f., allocated to first floor principal building. Space in single ownership. Food service prohibited.	<b>Limited</b> Building area limited to one corner lot per block, with max. of 8,000 s.f., allocated to first floor principal building. Space in single ownership. Food service limited to 30 seats.	<b>Open</b> Building area limited to 25,000 s.f., allocated primarily to first floor principal building. Space may be multiple ownership. Food service not limited.	<b>Open</b> Building area limited to 35,000 s.f., allocated primarily to first floor principal building. Space may be multiple ownership. Food service not limited.
Civic / Public	<b>Restricted</b> Building area restricted in size and allocated to the first floor of principal building. Space in single ownership. Food service use limited.	<b>Restricted</b> Building area restricted in size and allocated to the first floor of principal building. Space in single ownership. Food service use limited.	<b>Limited</b> Building area generally moderate in size. Space in single ownership. Food service use not limited.	<b>Open</b> Building area not limited in size. Space may be multiple ownership. Food service use not limited.	<b>Open</b> Building area not limited in size. Space may be multiple ownership. Food service use not limited.
<b>DENSITY</b>					
Average for Zone					
Residential	3.0 DU / ac.	5.0 DU / ac.	8.0 DU / ac.	12.0 DU / ac.	15.0 DU / ac.
Mixed Use: Santa Clara	3.0 ERU / ac.	5.0 ERU / ac.	8.0 ERU / ac.	12.0 ERU / ac.	13.0 DU / ac.
Mixed Use: Ivins City	4.0 DU / ac.	6.0 DU / ac.	8.0 DU / ac.	11.0 DU / ac.	13.0 DU / ac.
Range per Block					
Residential (DU/ac.)	3.0 - 8.0 DU / ac.	4.0 - 10.0 DU / ac.	5.0 - 12.0 DU / ac.	8.0 - 16.0 DU / ac.	10.0 - 24.0 DU / ac.
Mixed Use (ERU/ac.)	4.0 - 10.0 ERU / ac.	5.0 - 12.0 ERU / ac.	6.0 - 15.0 ERU / ac.	8.0 - 20.0 ERU / ac.	10.0 - 30.0 ERU / ac.
Range per Lot					
Mixed Use (F.A.R.)	0.30 - 0.60 F.A.R.	0.40 - 0.70 F.A.R.	0.50 - 1.20 F.A.R.	0.60 - 2.00 F.A.R.	0.70 - 3.00 F.A.R.
Affordable Housing					
Residential (DU/ac.)	4.0 DU per Block	5.0 DU per Block	8.0 DU per Block	10.0 DU per Block	20.0/12.0 DU per Block.
Mixed Use (ERU/ac.)	10% of total DU in Block	15% of total DU in Block	25% of total DU in Block	25% of total DU in Block	25% of total DU in Block
<b>RESIDENTIAL SIZE</b>					
S.F. Detached	Min. 1,800 s.f. Max. 8,000 s.f.	Min. 1,500 s.f. Max. 7,000 s.f.	Min. 1,100 s.f. Max. 6,500 s.f.	Min. 1,100 s.f. Max. 6,000 s.f.	Min. 1,100 s.f. Max. N.A.
S.F. Attached	Min. 1,400 s.f. Max. 7,000 s.f.	Min. 1,100 s.f. Max. 6,500 s.f.	Min. 1,000 s.f. Max. 6,000 s.f.	Min. 1,000 s.f. Max. 5,500 s.f.	Min. 900 s.f. Max. 5,000 s.f.
Stacked	Min. N.A. Max. N.A.	Min. N.A. Max. N.A.	Min. 600 s.f. Max. N.A.	Min. 600 s.f. Max. N.A.	Min. 600 s.f. Max. N.A.
Carriage House	Min. 900 s.f. Max. N.A.	Min. 900 s.f. Max. N.A.	Min. 900 s.f. Max. N.A.	Min. 900 s.f. Max. N.A.	Min. 900 s.f. Max. N.A.
Accessory	Max. 750 s.f.	Max. 750 s.f.	Max. 750 s.f.	Max. 750 s.f.	Max. 750 s.f.
<b>ACCESSORY</b>					
Residential	Conditional Use.	Conditional Use.	Conditional Use.	Permitted Use.	Permitted Use.
Commercial	N.A.	Conditional Use.	Conditional Use.	Conditional Use.	Permitted Use.

Note #1: See text for additional detail on all numerical values.

# PRINCIPLE

Blocks (and buildings at their edge) define street spaces.

Blocks are a critical element of town-making; they are indivisible from the formation of specific streets and the overall street network. The most important attributes of blocks are their proper size and their function of containing lots which front on to each contiguous street. The four types of blocks which make up a mixed use neighborhood are: Civic block, Commercial block, Residential block, and Mixed-Use block.

## MIXED USE BLOCKS

Different uses may be brought together within the mixed-use block type. Retail uses should occur near the center of a Neighborhood, to minimize walking distances from surrounding uses.



TRADITIONAL



CONVENTIONAL

## RESIDENTIAL BLOCKS

Residential blocks may be created with a great variety of character, depending on region, landscape, and their location within the Transect (center to edge gradient) of the neighborhood.



TRADITIONAL



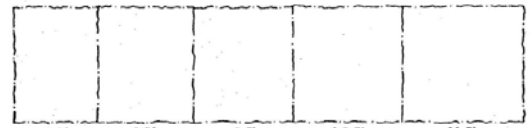
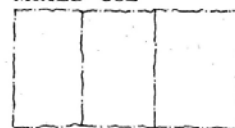
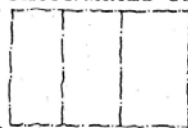
CONVENTIONAL

LOT WIDTHS BY USE:  
SHOPS SHOPS  
TOWNHOUSES DUPLEXES

SMALL SINGLE FAMILY  
FAMILY SHOPS/MIXED USE

SINGLE FAMILY VILLAGE HOUSES  
MIXED-USE

LARGER SINGLE FAMILY  
MULTI-FAMILY INSTITUTIONAL

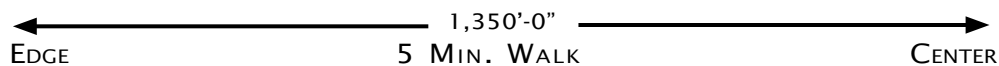


Different uses generally bring different lot widths to the platting of the block. Note that lot depths are usually fairly consistent (ranging from 100' - 0" to 125' - 0").

DIAGRAM 1

BLOCK DIAGRAM

A portion of a neighborhood depicts a variety of block types and sizes. Organized by neighborhood zones arranged from Center-to-Edge, lot sizes vary according to the conditions of Town Core (Tc), Neighborhood Center (Nc), Neighborhood General (Ng), Neighborhood Edge (Ne) and Neighborhood Rural (Nr). The block sizes are shown ranging from 2.2 acres to 3.7 acres, and the lot sizes are shown ranging from 1,600 s.f. to 10,000 s.f. For simplicity of the diagram, the lot depths are generally shown at 100' - 0".



SYMBOL: ▲  
Termination of View

## BLOCK STANDARDS

**TABLE A:**

Standards for Block Use Mix give a range of block types for each zone, and define how uses are mixed in the neighborhood. Standards for Block Dimensions keep blocks at a small to moderate size.

	NEIGHBORHOOD RURAL (NR)	NEIGHBORHOOD EDGE (NE)	NEIGHBORHOOD GENERAL (NG)	NEIGHBORHOOD CENTER (NC)	TOWN CORE (TC)
* See exceptions or details in text					
<b>BLOCK USE MIX</b>					
(% OF TOTAL ZONE AREA WITHIN A NEIGHBORHOOD)					
CIVIC USE BLOCKS*	0% Range	0-5% Range	0-5% Range	5-10% Range	5-15% Range
COMMERCIAL BLOCKS	0% Range	0-5% Range	0-10% Range	0-20% Range	0-20% Range
MIXED USE BLOCKS	0% Range	0-5% Range	5-40% Range	15-50% Range	15-50% Range
RESIDENTIAL BLOCKS	90-100% Range	90-100% Range	40-90% Range	30-80% Range	30-75% Range
PUBLIC SPACE BLOCKS	5-20% Range	5-10% Range	5-15% Range	5-10% Range	5-10% Range
<b>TOTALS</b>	100% NR	100% NE	100% NG	100% NC	100% TC

## BLOCK DIMENSIONS

FOR PERIMETER BLOCKS. SEE ALSO NOTES #1,#2,#3.

MAXIMUM AREA	5.0 acres	5.0 acres	4.0 acres	3.5 acres	3.5 acres
MAXIMUM PERIMETER	2,500 feet	2,200 feet	2,000 feet	1,800 feet	1,800 feet
MAXIMUM WIDTH	700 feet	660 feet	600 feet	550 feet	550 feet
MAXIMUM DEPTH	400 feet	350 feet	350 feet	350 feet	350 feet
MINIMUM FRONTAGE (NOTE #4)					
(Building Walls placed on Street)	40% of buildings	50% of buildings	55% of buildings	60% of buildings	70% of buildings
(Build-to-Line at Frontage)	per street length	per street length	per street length	per street length	per street length

## FRONT ACCESS / REAR ACCESS

MINIMUM REAR ACCESS LOTS (NOTE #5)\*

(% of Blocks per Zone)	0%	0%	0%	70%	80%
	(Other Controls for NR)	(Other Controls for NE)	(Other Controls for NG)		

NOTE #1: DIMENSIONAL LIMITATIONS SHALL BE INCREASED BY 20% (APPROX.) WHEN APPLIED TO COURTYARD BLOCKS

NOTE #2: DIMENSIONAL LIMITATIONS SHALL BE INCREASED WHEN UNAVOIDABLY CONSTRAINED BY TOPOGRAPHY - AS DEFINED BY DETAILS IN THE TEXT.

NOTE #3: DIMENSIONAL LIMITATIONS SHALL BE INCREASED (IN NC/TC ZONES) WITH INTERIOR PARKING STRUCTURES OR LARGE GROCERY STORE.

NOTE #4: SEE ALSO THE ALLOWED VARIANCE FROM THE BUILD-TO-LINE DEFINED IN SECTION 11.C.3.

NOTE #5: SMALL OWNERSHIP PARCELS WITH CLEAR CONSTRAINTS ON ACCESS OR CIRCULATION MAY APPLY FOR EXEMPTION REVIEW.

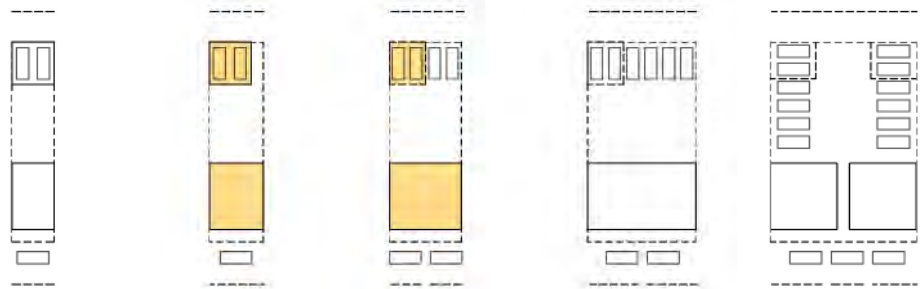
# PRINCIPLE

Private buildings form a visual background for public spaces.

Within the network of streets and blocks, key sites for public and commercial buildings articulate the pattern of varied uses making up the neighborhood. Buildings such as libraries, places of worship, day care facilities, and recreation structures should occupy prominent places and be planned in coordination with public open places. Private uses, such as residences, are generally part of a continuous pattern of “background” buildings.

### PLATTING:

The net density of a developed block is often a measure of the efficiency of the building types used. Density is often limited by parking as well. The basic increments of efficient two car parking are minimum 18' - 0" to maximum 24' - 0".

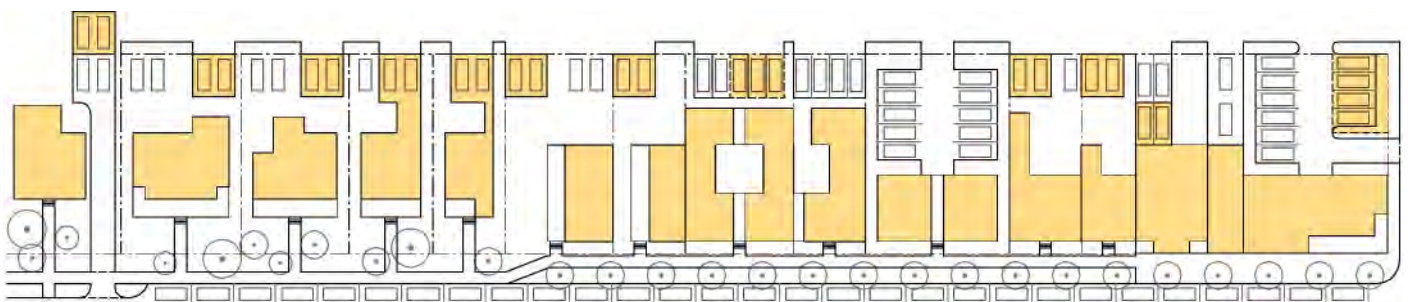


### EXAMPLES:

Lot Width	18 Feet	24 Feet	36 Feet	54 Feet	72 Feet
Lot Depth	100 Feet	100 Feet	100 Feet	100 Feet	100 Feet
Lot Area	1800 sq.ft./	2400 sq.ft./	3600 sq.ft./	5400 sq.ft./	7200 sq.ft./
Residential (Maximum)	.04 ac	.06 ac	.08 ac	.12 ac	.165 ac
Commercial	2 units	2 units	3 units	4 units	7 units
Parking			1500 sq.ft.	2000 sq.ft.	3250 sq.ft.

## ◀ NEIGHBORHOOD EDGE

## NEIGHBORHOOD CENTER ▶



### NEIGHBORHOOD STRUCTURE:

THE PLATTING SYSTEM COMBINED WITH A VARIETY OF BUILDING TYPES

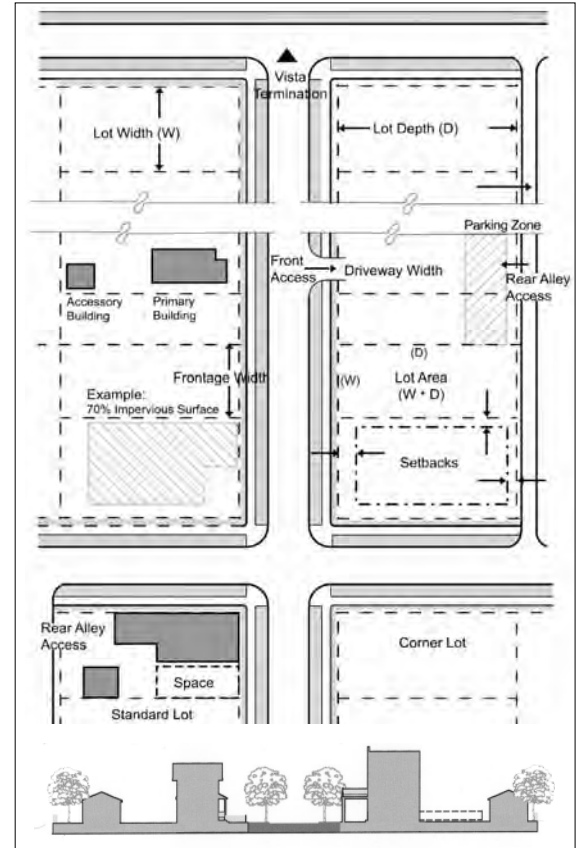
Using a diagram, numerous building types are applied to the 18'-0" to 72'-0" platting increment. Rules for streetscape and Private Frontage are also demonstrated in the diagram in order to show combinations arising from the mandatory conditions of building setbacks, front door locations, front yard characteristics, and streetscape design.

**DIAGRAM A**

**ELEMENTS OF LOTS**

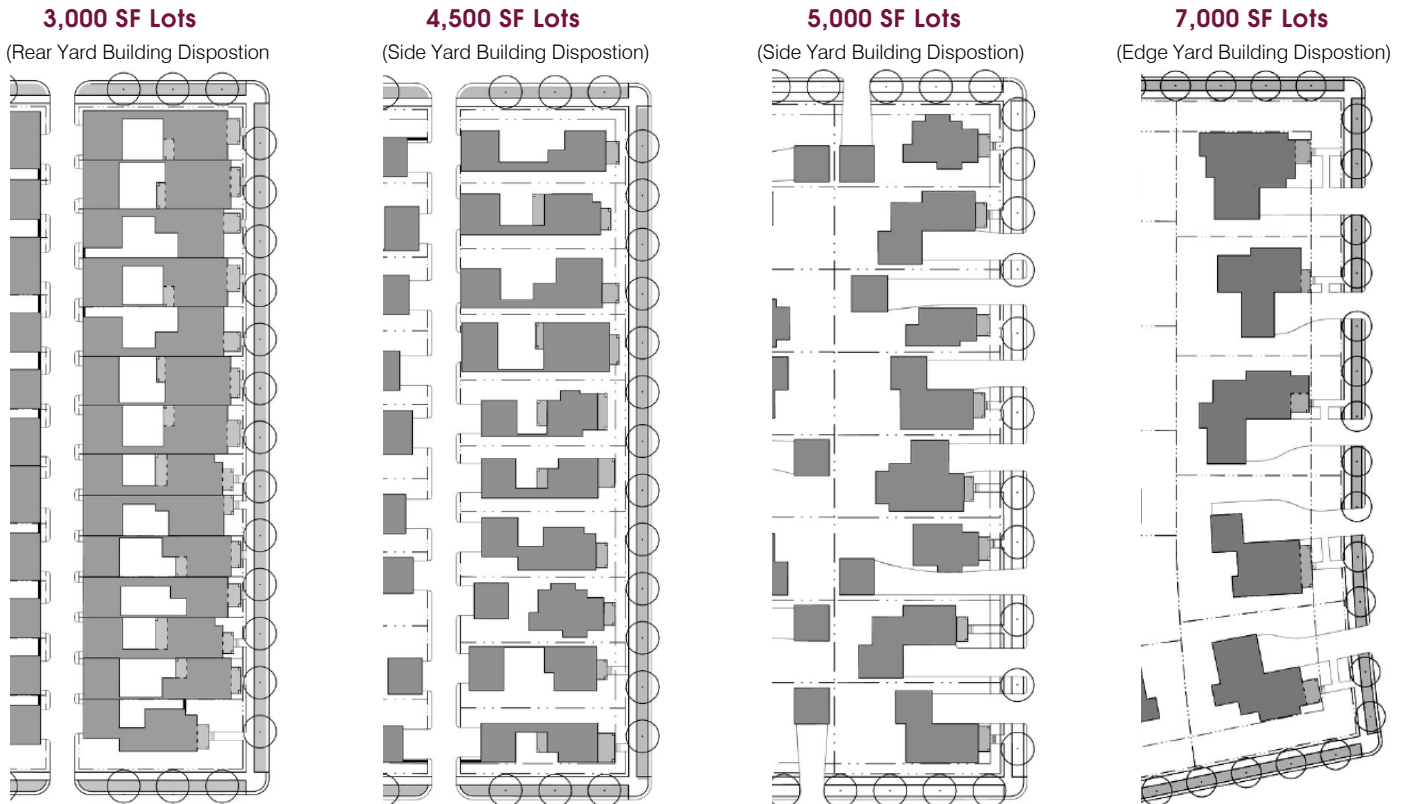
**PLATTING CONDITIONS**

Rectilinear lots grouped within a Perimeter Block - as shown in Plan and Section: Width, depth, area, setbacks, impervious surface, access, parking zones, and driveway width at lot frontage. The standards of this Section, Platting & Parcel Layout, shall control all horizontal conditions of public and private lots.



**PLATTING PATTERN**

Four examples of lot sizes and building disposition provide an illustration of free range of block character, building type, and street space that can be defined within lot standards.



# PRINCIPLE

Traditional precedents yield modest, subtle buildings.

Flexible use regulations combined with appropriate building types provide for a range of small scale retail and workplace needs that are not intrusive to residences - when situated at the ground floor with sidewalk access, or 'around the corner' from residences at the neighborhood center area. Rear 'outbuilding' residences on single family lots also provide high quality, well maintained housing for family and rental residents of limited income or special needs.



Small and moderate sized buildings can be arranged along a street front with considerable variety in height and width, so long as they are all the same (or complementary) building types. In this example, the buildings are rear yard (zero front and side setbacks), mixed use, pitched roof (with the eave and ridge parallel to the street), and designed with a shopfront/awning frontage type.



The same building type can be manipulated through adjustments to roof and cornice, fenestration and rhythm, color and material, height, and ground floor shopfront details.












Building types, when simple and subtle, achieve a satisfying variety while defining public spaces. In the example above, a town square is bounded by small streets and continuous street walls set along moderate width sidewalks.

TABLE A

TYPES BY ZONE

Each zone of the neighborhood has a range of building types suitable for its character, as shown by the placement of certain types within each zone on this Table. More urban building types are found at the center and more rural building types are found at the edge of the neighborhood. The nature of a building type is independent of any particular architectural style.

	NEIGHBORHOOD EDGE & RURAL (NE & NR)	NEIGHBORHOOD GENERAL (NG)	NEIGHBORHOOD CENTER (NC)	TOWN CORE (TC)
 PUBLIC BUILDING	PUBLIC BUILDING: Recreation or Civic Cultural Service (Small)	PUBLIC BUILDING: Recreation or Civic Cultural Service (Small)	PUBLIC BUILDING: Recreation or Civic Cultural Service (Small)	PUBLIC BUILDING: Recreation or Civic Cultural Service (Small)
 MIXED USE			MIXED USE BLOCK a. Flex House (Small) b. Shopfront c. Multi-Story (Moderate)	MIXED USE BLOCK a. Flex House (Small) b. Shopfront c. Multi-Story (Moderate)
 COMMERCIAL			COMMERCIAL BLOCK a. Multi-Story (Moderate) b. Two Story (Small)	COMMERCIAL BLOCK a. Multi-Story (Moderate) b. Two Story (Small)
 STACKED RESIDENCE			STACKED UNITS (SINGLE LOADED) a. Stairhall Flats (Small) b. Corridor Flats (Moderate) c. Townhouses (over Gr. Fl.)	STACKED UNITS (SINGLE LOADED) a. Stairhall Flats (Small) b. Corridor Flats (Moderate) c. Townhouses (over Gr. Fl.)
 ATTACHED RESIDENCE		ATTACHED UNITS a. Linear (Townhouse) b. Cluster	ATTACHED UNITS a. Linear (Townhouse) b. Cluster	ATTACHED UNITS a. Linear (Townhouse) b. Cluster
 SIDECOURT RESIDENCE	SIDECOURT HOUSE a. Duplex b. Single House c. Courtyard House	SIDECOURT HOUSE a. Duplex b. Single House c. Courtyard House	SIDECOURT HOUSE a. Duplex b. Single House c. Courtyard House	
 DETACHED HOUSE	DETACHED HOUSE (Front or Rear Loaded) a. Small House b. Standard House c. Large House	DETACHED HOUSE (Front or Rear Loaded) a. Small House b. Standard House c. Large House	DETACHED HOUSE (Front or Rear Loaded) a. Small House b. Standard House c. Large House	
 DETACHED COTTAGE	COTTAGE / BUNGALOW a. Small (Bungalow) b. Standard Cottage c. Courtyard	COTTAGE / BUNGALOW a. Small (Bungalow) b. Standard Cottage c. Courtyard	COTTAGE / BUNGALOW a. Small (Bungalow) b. Standard Cottage c. Courtyard	
 MINOR BUILDING	MINOR BUILDING a. Carriage House b. Accessory Outbuilding	MINOR BUILDING a. Carriage House b. Accessory Outbuilding	MINOR BUILDING a. Carriage House b. Accessory Outbuilding	MINOR BUILDING a. Carriage House b. Accessory Outbuilding

# PRINCIPLE

Buildings and front doors enfront public spaces and streets.

The frontage of a building is the space from the building facade to the front lot line. This frontage meets public areas and gives character to these spaces. The primary task of building design is the shaping of streets and public spaces as 'places of shared use'. The quality of these places influences social behavior and strengthens the community.



The variables of frontage are the dimensional depth of the front yard and the combination of architectural elements such as fences, stoops, porches, and colonnades.



The character of the ground floor commercial frontage in this mixed use center is determined by the continuous arcades running along both sides of a long square. The dimensions, form, and spacing of the arcade piers are quite consistent.



All buildings in neighborhoods - large or small, public or private - define public space at the front of their lots with elements of their frontage.



The combination of private frontage, the public streetscape, and the types of thoroughfare defines the identity of public domains. The particular elements and their assembly range in character from urban to rural.



The large green (of a college quadrangle) is framed on three sides by the careful alignment of diverse building types. The clarity of the space depends on their alignment.

**TABLE A**

**DEVELOPMENT STANDARDS**

	NEIGHBORHOOD RURAL (NR)	NEIGHBORHOOD EDGE (NE)	NEIGHBORHOOD GENERAL (NG)	NEIGHBORHOOD CENTER (NC)	TOWN CORE (TC)
* See Text for Detail or Exceptions					
<b>PRINCIPAL BUILDINGS</b>					
<b>HORIZONTAL CONDITIONS</b>					
<u>Frontage (Min.)</u>					
Build-to Line/Bldg. Breadth (A)	30% of Facade	40% of Facade	50% of Facade	60% of Facade	60% of Facade
Build-to Line/ Setback* (B) (Variation Permitted)	8' - 0" (50% within 20')	6' - 0" (50% within 12')	3' - 0" (40% within 8')	0' - 0" (40% within 6')	0' - 0" (40% within 6')
<u>Setbacks (Min.)</u>					
Front (B)	8' - 0"	6' - 0"	3' - 0"	0' - 0"	0' - 0"
Side* (C)	5' - 0" (Conditional)	4' - 0" (Conditional)	3' - 0" (Conditional)	0' - 0"	0' - 0"
Corner (D)	8' - 0"	6' - 0"	3' - 0"	0' - 0"	0' - 0"
Rear (E)	8' - 0"	6' - 0"	3' - 0"	0' - 0"	0' - 0"
<u>Proximity</u>					
Building to Building (Min.) (F)	10' - 0"	8' - 0"	6' - 0" (Unless Attached)	6' - 0" (Unless Attached)	6' - 0" (Unless Attached)
<u>Porch (When used)</u>					
Required Use (% of buildings)	(70% Req.)	(70% Req.)	(70% Req.)	(33% Req.)	(33% Req.)
Depth (Min.) (G)	7' - 0"	6' - 0"	5' - 0"	4' - 0"	3' - 6"
Length (Min.) (H)	10' - 0"	8' - 0"	8' - 0"	7' - 0"	5' - 0"
<u>Arcade (When used)</u>					
Depth (Min.) (G)	(N.A.)	(N.A.)	8' - 0"	(50% Req.)	(50% Req.)
Length (H)	(N.A.)	(N.A.)	20' - 0"	20' - 0"	20' - 0"
<u>Fence/Wall (When used)</u>					
Required Use (% of buildings)	(33% Req.)	(33% Req.)	(33% Req.)	(50% Req.)	(50% Req.)
Frontage Setback (I)	0' - 0" to 3' - 0"	0' - 0" to 2' - 0"	0' - 0" to 1' - 0"	0' - 0" to 1' - 0"	0' - 0" to 1' - 0"
Length at Lot Front (Min.) (I) (Incl. Cornerside Length)	50% of frontage	50% of frontage	60% of frontage	70% of frontage	75% of frontage
<u>Garage Door Setback (Min.)</u>					
Mid-Block Garages (J)	18' - 0"	15' - 0"*	14' - 0"*	12' - 0"*	10' - 0"*
Corner Garages*	(Outside Corner Prohib)	(Outside Corner Prohib)	(Outside Corner Prohib)	(Outside Corner Prohib)	(Outside Corner Prohib)
<u>Driveway Widths</u>					
Width at Frontage (Max.)	(See Table A, Section II.B.2. Platting & Parcel Layout)				
<b>VERTICAL CONDITIONS</b>					
<u>Stories (Max.)</u>					
	2.0	2.5	3	3*	3.5*
<u>Heights</u>					
Roof Ridge (Max.)* (K)	30' - 0"	32' - 0"	35' - 0"	38' - 0"*	42' - 0"
Eave / Cornice (Max.)* (L)	28' - 0"	30' - 0"	32' - 0"	35' - 0"*	38' - 0"
Front Porch Floor (Res.Min.)* (M)	N.A.	2' - 0"	2' - 0"	2' - 6"	2' - 6"
Main Entry Floor Coml.(Min.)* (N)	N.A.	2' - 6"	3' - 0"	3' - 0"	0' - 0"
<u>Windows to Street</u>					
Proportional Size of Windows (Minimum relative to other walls)	15% larger	15% larger	15% larger	15% larger	15% larger
<u>Fence/Garden Wall</u>					
Height at Front Yard (Max)					
Beside Front Facade (O)	4' - 0"	5' - 0"	6' - 0"	6' - 0"	6' - 0"
In Front of Front Facade (P)	4' - 0"	4' - 0"	4' - 0"	4' - 0"	5' - 0"
Height at Side & Rear (Max) (Q) (15' Behind Line of Front Facade)	6' - 6"*	6' - 6"*	6' - 6"*	7' - 0"*	7' - 0"*
<b>MASS &amp; VOLUME</b>					
<u>SINGLE RESIDENCE (Att. &amp; Det.)</u>					
Floor Area (Max.) Detached Principal Building/Total Area	8,000 SF	7,000 SF	6,500 SF	6,000 SF	N.A.
Floor Area (Max.) Attached Principal Building/Total Area	7,000 SF	6,500 SF	6,000 SF	5,500 SF	5,000 SF
F. A. R. (Max.)	0.30	0.70	1.20	2.00	3.00
Principal & Accessory	(Not to exceed 125% of above SF)	(Not to exceed 120% of above SF)	(Not to exceed 120% of above SF)	(Not to exceed 120% of above SF)	(Not to exceed 120% of above SF)
<u>ALL OTHER BUILDING TYPES</u>					
F. A. R. (Max.)					
Principal & Accessory/Total	0.30	0.70	1.20	2.00	3.00

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# CHAPTER III.

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## PUBLIC SPACES & STREETS: REGULATIONS FOR THE SCALE OF STREET & BLOCK

- A. OPEN SPACES
- B. CIRCULATION & INFRASTRUCTURE
- C. STREETScape & LANDSCAPE

# PRINCIPLE

A Variety of open spaces serves the entire community.

Public spaces, natural and landscaped open areas as well as central squares of hard surface, are for the use and enjoyment of the entire community. Streets, sidewalks, and promenades connect to these spaces, so that open places become important and convenient destinations for commerce and gathering. An 'active plaza' or a 'quiet green' each have an importance for residents.



Four neighborhoods are shown with a variety of public spaces within and between their boundaries.



Three scales of public space are employed in a neighborhood: Recreation Scale (the largest), Neighborhood Scale, and Block Scale (the smallest).



A hierarchy of interconnected streets creates a complete neighborhood, comprising a range of street types that support varied traffic characteristics as well as non-vehicle movement, with short streets connecting to one another and framing public places.

DIAGRAM 1

PUBLIC SPACE TYPES

A portion of a neighborhood depicts a variety of public spaces types. As represented, the Neighborhood Green is comprised of 80,000 s.f. (1.8 acre), the Square 22,000 s.f. (0.5 acre), the Plaza 22,000 s.f. (0.5 acre), and the Attached Space 13,000 s.f. (0.3 acre). The Park at the edge of the neighborhood extends beyond the diagram, and thus exceeds 20 acres. The block sizes are shown ranging from 2.2 acres to 3.7 acres, and the lot sizes are shown ranging from 1,600 s.f. to 10,000 s.f. The lot depths are generally shown at 100' - 0".



← 1,350'-0" →  
 EDGE 5 MIN. WALK CENTER

SYMBOL: ▲  
 Termination of View

TABLE A

USES OF OPEN SPACE TYPES

<b>NEIGHBORHOOD SCALE:</b>		<b>PUBLIC (OR COMMON) TRACTS</b>			
<b>ALLOWED SIZE</b>	<b>NEIGHBORHOOD EDGE &amp; RURAL (NE &amp; NR)</b>	<b>NEIGHBORHOOD GENERAL (NG)</b>	<b>NEIGHBORHOOD CENTER (NC)</b>	<b>TOWN CORE (TC)</b>	
<b>NATURALISTIC GREENWAY, LAVA DOMAIN</b>	5-50 ACRES	PERMITTED	PERMITTED	(REDUCED SCALE)	PROHIBITED
<b>WATER SETTING</b>	3-20 ACRES	PERMITTED	PERMITTED	(REDUCED SCALE)	(REDUCED SCALE)
<b>PARK &amp; FIELD LOCAL PARK</b>	5-25 ACRES	PERMITTED	PERMITTED	(REDUCED SCALE)	(REDUCED SCALE)
<b>SPORTSFIELD</b>	3-20 ACRES	PERMITTED	PERMITTED	PROHIBITED	PROHIBITED
<b>GREEN &amp; GARDEN GREEN</b>	2-5 ACRES	PERMITTED	PERMITTED	PERMITTED	PERMITTED
<b>COMMUNITY GARDEN</b>	1-4 ACRES	PERMITTED	PERMITTED	(REDUCED SCALE)	PROHIBITED
<b>FORMAL SQUARE</b>	1-4 ACRES	PROHIBITED	(REDUCED SCALE)	(REDUCED SCALE)	PERMITTED
<b>PLAZA</b>	1-2 ACRES	PROHIBITED	(REDUCED SCALE)	(REDUCED SCALE)	PERMITTED
<b>CIRCLE</b>	1-2 ACRES	PERMITTED	PERMITTED	PERMITTED	PERMITTED

<b>BLOCK SCALE:</b>		<b>PUBLIC (OR COMMON) TRACTS</b>			
<b>ALLOWED SIZE</b>	<b>NEIGHBORHOOD EDGE &amp; RURAL (NE &amp; NR)</b>	<b>NEIGHBORHOOD GENERAL (NG)</b>	<b>NEIGHBORHOOD CENTER (NC)</b>	<b>TOWN CORE (TC)</b>	
<b>PARK &amp; FIELD PLAYGROUND PARK</b>	10 - 60,000 S.F.	PERMITTED	PERMITTED	(REDUCED SCALE)	(REDUCED SCALE)
<b>GREEN &amp; GARDEN SMALL GREEN</b>	15 - 60,000 S.F.	PROHIBITED	PERMITTED	PERMITTED	(REDUCED SCALE)
<b>COMMON GARDEN</b>	10 - 60,000 S.F.	PROHIBITED	PERMITTED	PERMITTED	PERMITTED
<b>FORMAL SMALL SQUARE</b>	10 - 60,000 S.F.	PROHIBITED	PERMITTED	PERMITTED	PERMITTED
<b>SMALL PLAZA</b>	10 - 60,000 S.F.	PROHIBITED	PERMITTED	PERMITTED	PERMITTED
<b>CLOSE</b>	10 - 60,000 S.F.	PERMITTED	PERMITTED	PERMITTED	PERMITTED
<b>COURT</b>	10 - 60,000 S.F.	PERMITTED	PERMITTED	PERMITTED	PERMITTED
<b>QUADRANGLE</b>	8 - 60,000 S.F.	PERMITTED	PERMITTED	PERMITTED	PERMITTED
<b>ATTACHED SPACE</b>	8 - 40,000 S.F.	PERMITTED	PERMITTED	PERMITTED	PERMITTED

<b>LOT SCALE:</b>		<b>PRIVATE TRACTS</b>			
<b>ALLOWED SIZE</b>	<b>NEIGHBORHOOD EDGE &amp; RURAL (NE &amp; NR)</b>	<b>NEIGHBORHOOD GENERAL (NG)</b>	<b>NEIGHBORHOOD CENTER (NC)</b>	<b>TOWN CORE (TC)</b>	
<b>FORMAL YARD, GARDEN</b>	1 - 20,000 S.F.	PERMITTED	PERMITTED	(REDUCED SCALE)	(REDUCED SCALE)
<b>COURTYARD</b>	1 - 15,000 S.F.	PERMITTED	PERMITTED	PERMITTED	(REDUCED SCALE)
<b>TERRACE</b>	1 - 15,000 S.F.	PERMITTED	PERMITTED	PERMITTED	(REDUCED SCALE)
<b>PATIO</b>	1 - 15,000 S.F.	PERMITTED	PERMITTED	PERMITTED	(REDUCED SCALE)

# PRINCIPLE

Attractive, intimate streets balance walking and driving needs.

Streets and walkways are planned and detailed as carefully as are buildings or key public places. Any neighborhood is made up of a variety of street types - conceived for their character as much as their capacity. Streets form the public edges of all blocks and virtually all lots, and they become 'outdoor rooms' which contribute tangibly to the qualities of the neighborhood.

**Highway:** A long-distance, speed-movement thoroughfare traversing open countryside. A highway should be relatively free of intersections, driveways, and adjacent buildings, otherwise it becomes strip development.



**Boulevard:** A moderate distance, free movement thoroughfare traversing an urbanized area. A boulevard is flanked by one way side lanes, parking, sidewalks, and planters buffering the buildings along the sides.

**Drive:** A thoroughfare along the boundary between a developed and a natural condition; usually a waterfront, a park, or a promontory. One side of a drive has the urban character of a street or boulevard, with sidewalk and buildings, while the other has the qualities of a road or parkway, with naturalistic planting and rural detailing.



**Avenue:** A limited distance, free-movement thoroughfare connecting civic locations within the neighborhood. Unlike a boulevard, its length is finite and its axis is terminated. An avenue may be conceived as an elongated square.

**Road:** A local, slow-movement thoroughfare suitable for Edge and Rural Zones, with frontage for low-density buildings such as houses. A road tends to be rural in character without curbs or striped on-street parking; it may have clustered plantings and paths instead of sidewalks. The degree of rural character of a road may be adjusted by such elements.



**Street:** A local, slow-movement thoroughfare suitable for General, Center, and Core Zones. Streets provide frontage for higher-density buildings such as offices, shops, and rowhouses. A street is urban in character with raised curbs, closed drainage, wide sidewalks, parallel parking, and trees in individual planting areas. Character may vary, responding to enfronting commercial or residential uses.

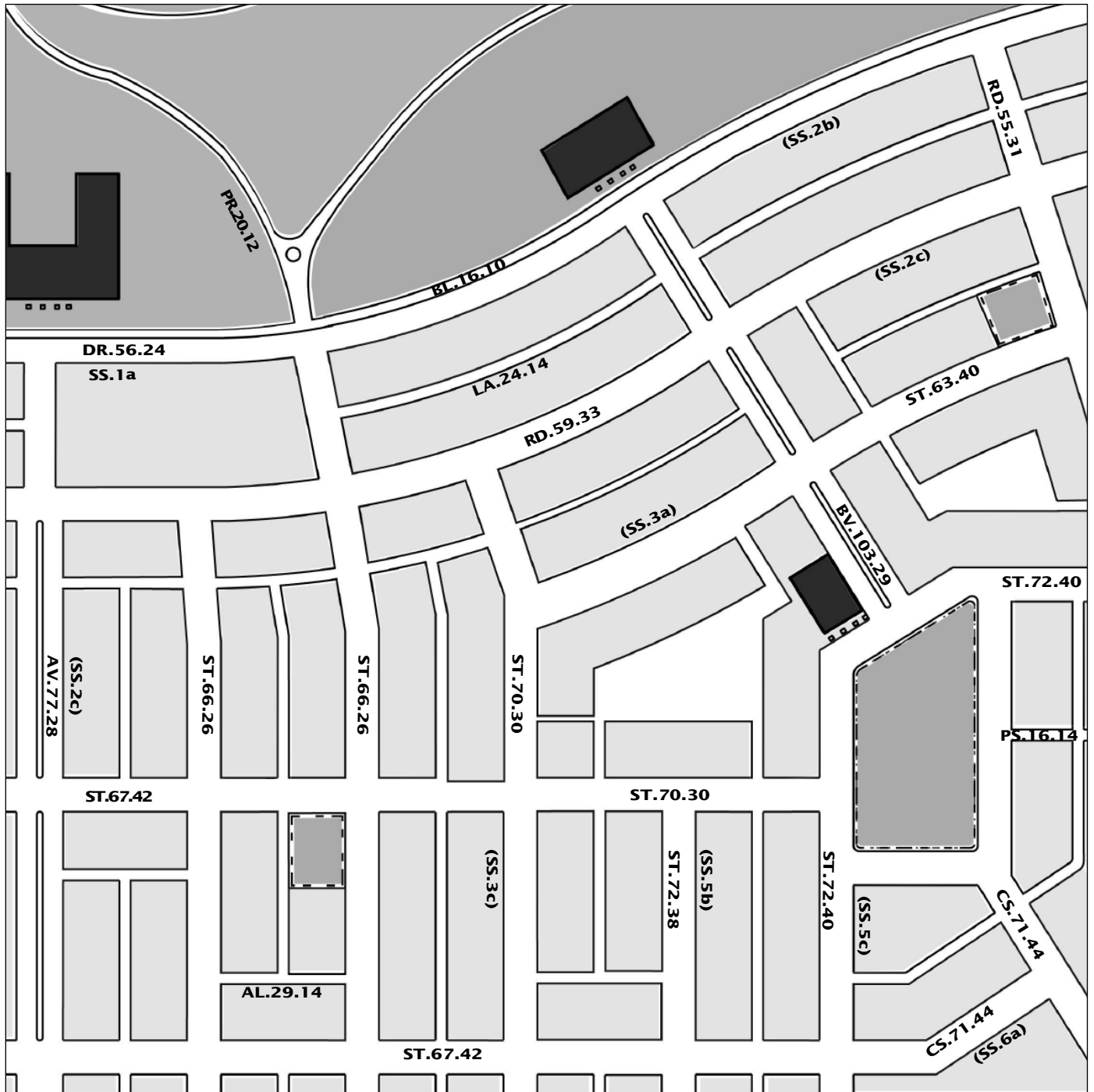
**Rear Lane:** A vehicular access way located to the rear of a lot providing access to parking and outbuildings as well as easements for utilities. Rear lanes are paved with asphalt - lightly as possible - or with gravel. Rear lanes should be as rural as possible in character.



**Alley:** A narrow service access to the rear of more urban buildings providing service areas, parking access, and utility easements. Alleys, when used by trucks and accommodating dumpsters, should be paved from building face to building face, with drainage by inverted crown at the center.

EXAMPLE: THOROUGHFARE DESIGNATIONS

The Street and Block Plan shows the configuration of a Regulating Plan (refer to Section 11.B.1. Streets & Blocks). Designations are to be placed on all thoroughfares (pedestrian and vehicular) within a project in a manner identical to that shown on this plan. Designations shall use the system of classification and dimension established in this Section. Streetscape designations are also to be identified on the Regulating Plan.



Note #1: A typical thoroughfare designation (CS.71.44) represents a 'Commercial Street' with a 71' - 0" R.O.W. and a 44' - 0" pavement width.

Note #2: A typical streetscape designation (SS.3a) represents a type of Neighborhood General Streetscape (See Section III.C.1.)

**TABLE A**

	TRAVELWAY WIDTH (LANES OF ONE DIRECTION)		CONTEXT CONDITION	DISTANCE CONDITION	MOVEMENT CONDITION	DESIGN SPEED (TURN RADII)
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## MAJOR THOROUGHFARES

### PRINCIPAL ARTERIALS

<b>HW. HIGHWAY</b>	12'-13' (2-5)		C, D	Long	Speed	60 - 70 mph
<b>PW. PARKWAY</b>	11'-13' (2-3)		NE, NR	C	Speed	45 - 60 mph (1000')

### MINOR ARTERIALS

<b>BV. MAJOR BOULEVARD</b> (TRANSIT, URBAN, ETC.)	11'-12' (2-3)		Tc, Nc, Ng	Limited (<25,000')	Speed	40 - 50 mph (600')
<b>AR. ARTERIAL</b>	11'-12'		Tc, Nc	D	Free	35 - 45 mph
<b>COMMERCIAL</b>	(2-3)			(<25,000')		

## STANDARD THOROUGHFARES

### COLLECTOR SCALE / LOCAL SCALE

<b>BV.L LOCAL BOULEVARD</b>	10'-12' (1-2)		Tc, Nc, Ng	NE, NR	Limited (<5,000')	Free	30 - 40 mph (500')
<b>CN. CONNECTOR</b>	10'-12' (2)		Tc, Nc, Ng	NE, NR	Limited (<5,000')	Free	30 - 35 mph
<b>DR. DRIVE</b> (ASYMMETRICAL)	9'-12' (1-2)		Ng, Ne, Nc	NE, NR	Limited (<5,000')	Free	25 - 30 mph
<b>AV. AVENUE</b>	8'-11' (1-2)		Tc, Nc, Ng	NE	Limited (<5,000')	Free	25 - 30 mph
<b>CS. COMMERCIAL</b> (MAIN STREET)	9'-11' (1-2)	Commercial Street	Tc, Nc		Local (<3,000')	Slow	20 - 25 mph
<b>L. LOCAL</b>	8'-10' (1)	(LS.) Local Street (LR.) Local Road	Tc, Nc, Ng	NE, NR	Local (<2,000')	Slow	20 - 25 mph (90'-166')
<b>S. SMALL</b>	7'-10' (1)	(SS.) Small Street (SR.) Small Road	Tc, Nc, Ng	NE, NR	Local (<1,320')	Slow	15 - 20 mph (50'-90')

## MINOR THOROUGHFARES

<b>Y. YIELD</b> (LANE)	5'-8' (1)	(YS.) Yield Street (YR.) Yield Road	Tc, Nc, Ng	NE, NR	Short (<600')	Yield	10 - 15 mph (22'-50')
<b>Q. QUEUE</b> (SHARED STREET)	5'-7' (1)	(QS.) Queue Street (QR.) Queue Road	Tc, Nc, Ng	NE, NR	Short (<300')	Queue	5 - 10 mph (18'-22')
<b>O. ONE WAY</b>	10'-12' (1)		Tc, Nc, Ng	NE, NR	Local (<800')	Yield	15 - 20 mph (50'-90')
<b>R. REAR ACCESS</b> (20' R.O.W. MIN.)	10'-12' (1)	(RA.) Rear Alley (RL.) Rear Lane	Tc, Nc, Ng	NE, NR	Short (<400')	Yield or Queue	5 - 10 mph (18'-22')
<b>B. BICYCLE</b>	5'-12' (NA)	(BL.) Bike Lane (BT.) Bike Trail	Tc, Nc, Ng	NE, NR, C	Limited	Pedal	5 - 20 mph
<b>P. PEDESTRIAN</b>	4'-12' (NA)	(PR.) Promenade (PS.) Passage (PT.) Path/Trail	Tc, Nc, Ng Tc, Nc, Ng	NE, NR, C	Limited	Foot	NA

# PRINCIPLE

Control impacts of vehicles by locating them inside the block.

The techniques of providing for parking, deliveries, and collection in traditional town patterns are different from conventional suburban patterns. Off-street parking is masked behind buildings or street-front walls (to enhance the pedestrian experience). On-street parking is purposefully designed as part of an entire ensemble of thoroughfare and streetscape, balancing vehicle and foot requirements.

## TRADITIONAL TOWN CONDITION



Interior-of-Block parking, often shared by both residential and commercial uses, may be built as structured parking or (for the short term) surface parking.

## CONVENTIONAL CONDITION



Parking lots at the front of commercial buildings in single use Districts create the typical sea of asphalt, compromising any pedestrian motivation to walk from building to building.

## VISIBILITY THROUGH STREET WALL

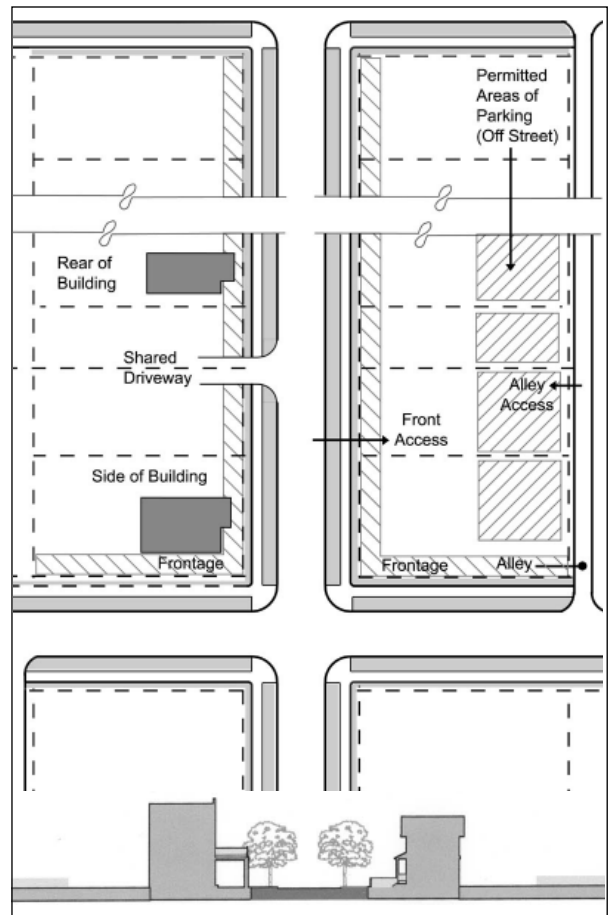


Visibility should be available, but controlled, from street frontage to Interior-of-Block parking. Space between buildings along the street front should never get wider than shown above.

## SMALL INTERIOR LOTS



## LOT PATTERNS



## DIAGRAM 1

Streets and roads may be classified by both “character” and “capacity.” The matrix below demonstrates some of the conditions with which to understand the “capacity” of different street types:

- a) **Rate of Travel** - Yield, Slow, Free, and Speed.
- b) **On-Street Parking** - One Side, Both Sides, Parallel, and Diagonal.

One Way: Parking One Side



Two Way: No Parking



Two Way: Parking Both Sides



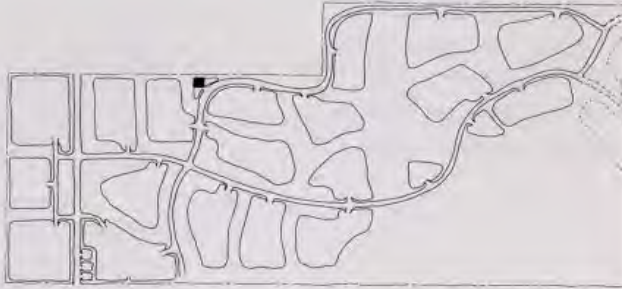
	One Way Parking One Side	One Way Parking Both Sides	Two Way No Parking	Two Way Parking One Side	Two Way Parking Both Sides
<b>Speed Movement</b> Vehicular velocity perceived to be safe above 35 mph.					
<b>Pavement Width</b>	20 ft	28 ft	24 ft	32 ft	40 ft
<b>Parking Striping</b>	Yes	Yes	No	Yes	Yes
<b>Design Speed</b>	35 mph	35 mph	35 mph	35 mph	35 mph
<b>Curb Radius</b>	15-30 ft	15-30 ft	15-30 ft	15-30 ft	15-30 ft
<b>Free Movement</b> Vehicular velocity perceived to be safe at 30 mph and below.					
<b>Pavement Width</b>	17 ft	24 ft	20 ft	27 ft	34 ft
<b>Parking Striping</b>	Yes	Yes	No	Yes	Yes
<b>Design Speed</b>	30 mph	30 mph	30 mph	30 mph	30 mph
<b>Curb Radius</b>	10-20 ft	10-20 ft	10-20 ft	10-20 ft	10-20 ft
<b>Free Movement</b> Vehicular velocity perceived to be safe at 20 mph and below.					
<b>Pavement Width</b>	29 ft	48 ft	18 ft	24 ft	31 ft
<b>Parking Striping</b>	Yes	Yes	No	No	Yes
<b>Design Speed</b>	20 mph	20 mph	20 mph	20 mph	20 mph
<b>Curb Radius</b>	5-15 ft	5-15 ft	5-15 ft	5-15 ft	5-15 ft
<b>Free Movement</b> Vehicular velocity perceived to be safe at 15 mph and below. Vehicles stop to let each other pass.					
<b>Pavement Width</b>	17 ft	17 ft	18 ft	18 ft	24 ft
<b>Parking Striping</b>	No	No	No	No	No
<b>Design Speed</b>	15 mph	15 mph	15 mph	15 mph	15 mph
<b>Curb Radius</b>	5-10 ft	5-10 ft	5-10 ft	5-10 ft	5-10 ft

# PRINCIPLE

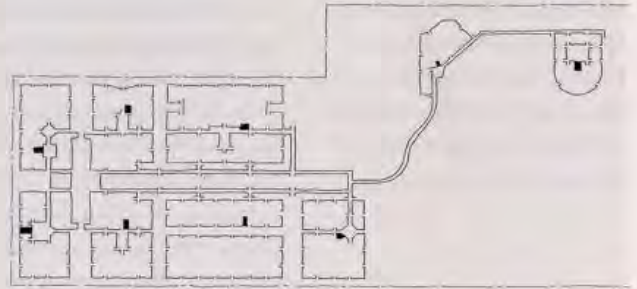
Pedestrian comfort derives from streetscape amenity.

Streets are for both people and cars. Neighborhood streets are public places, meant to comfortably support all forms of transportation, including pedestrians and bicyclists, enhancing mobility for the very young and very old. Streetscapes derive their public character when all lots within every block 'front' onto their street. Consequently, on each lot, a building presents its front door to the street.

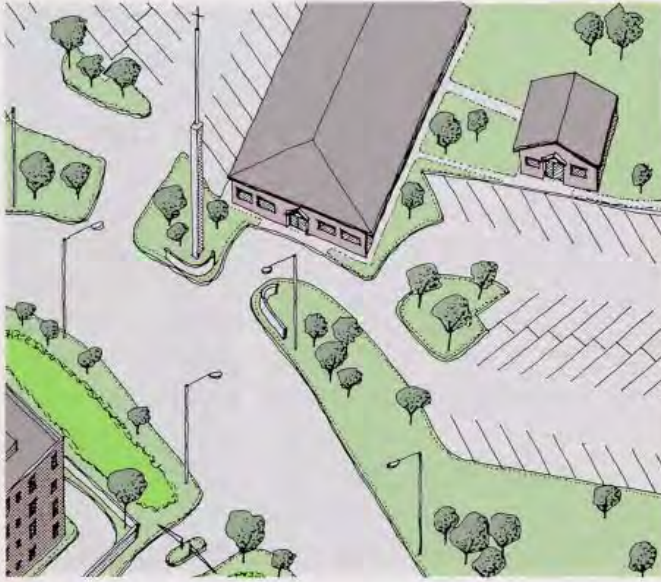
CONVENTIONAL SUBURBAN PATTERN



TRADITIONAL NEIGHBORHOOD PATTERN



CONVENTIONAL STREETScape



TRADITIONAL STREETScape



A hierarchy of interconnected streets creates a complete neighborhood. A range of street types supports varied traffic characteristics as well as non-vehicle movement, with streets connecting to one another.



A computer simulation (before-and-after) demonstrates the benefits of streetscapes that enhance both vehicle and pedestrian movement: Spatial definition and shade from street trees, proper detailing and dimensions for widened sidewalks, and elements of convenience and comfort from street furnishings.

**TABLE A**

**TYPICAL STREETSCAPES**

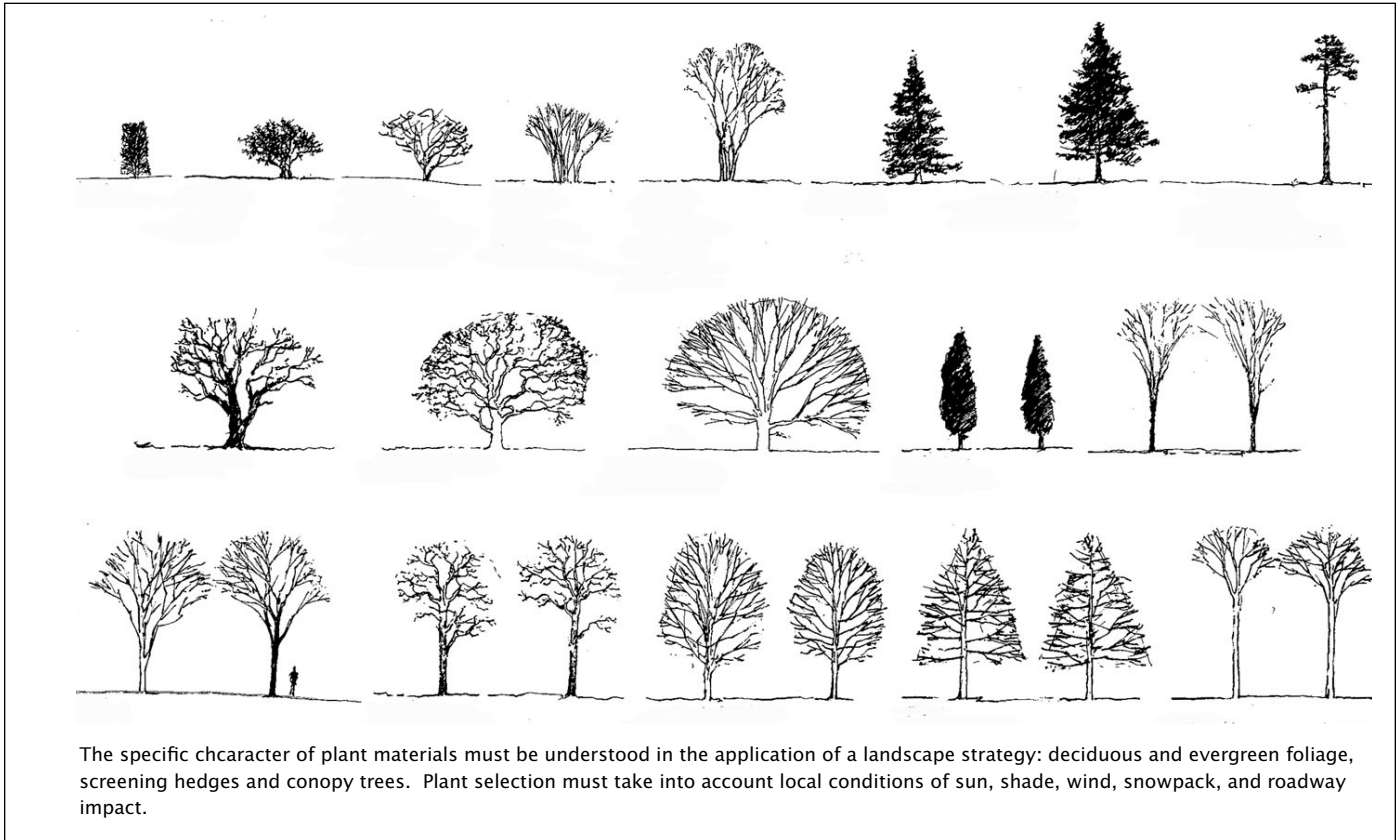
NEIGHBORHOOD EDGE / RURAL STREETSCAPES		NEIGHBORHOOD GENERAL STREETSCAPES	
STREETSCAPE TYPE	THOROUGHFARE TYPE (EXAMPLE)	STREETSCAPE TYPE	THOROUGHFARE TYPE (EXAMPLE)
<b>PUBLIC SPACES</b>			
<b>(S.1c) GREENWAY</b>		<b>(S.3d) GREEN</b>	
WALK: 4' - 0" to 6' - 0" width, one req'd length of greenway.		SIDEWALK: 4' - 0" to 7' - 0" width, req'd full perimeter of green.	
PARK STRIP: 7' - 0" to 30' - 0" width.		PARK STRIP: 6' - 0" to 12' - 0" width.	
CURB TYPE: Cobblestone swale.		CURB TYPE: Canted or rolled asphalt. Optional - rolled gutter.	
CURB RADIUS AT CORNERS: N.A.		CURB RADIUS AT CORNERS: 15' - 0" max.	
TREE SPECIES: Italian Cypress.		TREE SPECIES: Red Oleander.	
ALTERNATE SPECIES: Cottonwood.		ALTERNATE SPECIES: Chaste Tree.	
TREE PATTERN: Irregular; averaging 40' - 0" on center.		TREE PATTERN: Allee or Irregular.	
GROUNDCOVER: Meadow or Mulch.		GROUNDCOVER: Grass.	
IRRIGATION: None.		IRRIGATION: Long Arc Spray (from central areas of Green).	
INSTRUCTIONS: High canopy trees (above) planted in long groves.		INSTRUCTIONS: Road edges of greens planted with Street Trees.	
<b>STANDARD THOROUGHFARES (LARGER)</b>			
<b>(S.1b) DRIVE (DR.53.24)</b>		<b>(S.3a) RESIDENTIAL AVENUE (AV.77.17)</b>	
SIDEWALK: 4' - 0" to 6' - 0" width, req'd both sides of drive.		SIDEWALK: 5' - 0" to 7' - 0" width, req'd both sides of avenue.	
PARK STRIP: 7' - 0" to 20' - 0" width.		PARK STRIP: 6' - 0" to 9' - 0" width.	
CURB TYPE: Cobble swale.		CURB TYPE: Canted or rolled asphalt. Optional - rolled gutter.	
CURB RADIUS AT CORNERS: 18' - 0" max.		CURB RADIUS AT CORNERS: 16' - 0" max.	
TREE SPECIES: Desert Museum Palo Verde.		TREE SPECIES: Grape Myrtle.	
ALTERNATE SPECIES: Shoestring Acacia.		ALTERNATE SPECIES: African Sumac.	
TREE PATTERN: Staggered allee 20' - 0" on center, 30' - 0" across.		TREE PATTERN: Staggered 20' - 0" to 30' - 0" on center.	
GROUNDCOVER: Meadow.		GROUNDCOVER: Grass or vines.	
IRRIGATION: Xeric planting strip.		IRRIGATION: Xeric planting strip.	
INSTRUCTIONS: The edge allee may contain a trailway.		INSTRUCTIONS: 4" x 6" cobble for drainage swales, with Fescue.	
<b>STANDARD THOROUGHFARE (SMALLER)</b>			
<b>(S.2b) LOCAL ROAD (LR.49.22)</b>		<b>(S.3b) LOCAL STREET (LS.49.22)</b>	
SIDEWALK: 4' - 0" to 6' - 0" width, req'd one side of road.		SIDEWALK: 4' - 0" to 7' - 0" width, req'd both sides of street.	
PARK STRIP: 7' - 0" to 15' - 0" width.		PARK STRIP: 6' - 0" to 9' - 0" width.	
CURB TYPE: Cobble swale.		CURB TYPE: Canted or rolled asphalt. Optional - rolled gutter.	
CURB RADIUS AT CORNERS: 16' - 0" max.		CURB RADIUS AT CORNERS: 15' - 0" max.	
TREE SPECIES: Arizona Sycamore.		TREE SPECIES: Raywood Ash.	
ALTERNATE SPECIES: Chinaberry (Texas Umbrella).		ALTERNATE SPECIES: Chinese Pistache.	
TREE PATTERN: Staggered allee 20' - 0" on center, 30' - 0" across.		TREE PATTERN: Staggered 20' - 0" to 30' - 0" on center.	
GROUNDCOVER: Meadow		GROUNDCOVER: Grass or vines.	
IRRIGATION: Xeric planting strip.		IRRIGATION: Xeric planting strip.	
INSTRUCTIONS: The edge allee may contain a trailway.		INSTRUCTIONS: 4" x 6" cobble for drainage swales, with Fescue.	
<b>MINOR THOROUGHFARES</b>			
<b>(S.1d) TRAIL / PROMENADE (PR.20.10)</b>		<b>(S.3c) YIELD STREET / ROAD (YS.48.21)</b>	
WALK: 4' - 0" to 10' - 0" width (depending on setting).		SIDEWALK: 4' - 0" to 7' - 0" width, req'd both sides of street.	
PARK STRIP: 7' - 0" to 15' - 0" width.		PARK STRIP: 6' - 0" to 9' - 0" width.	
CURB TYPE: Cobble swale (small dimension).		CURB TYPE: Canted or rolled asphalt. Optional - rolled gutter.	
CURB RADIUS AT CORNERS: N.A.		CURB RADIUS AT CORNERS: 15' - 0" max.	
TREE SPECIES: Honey Locust.		TREE SPECIES: Southern Pecan.	
ALTERNATE SPECIES: Honey Mesquite.		ALTERNATE SPECIES: Ornamental Plum (K.U.).	
TREE PATTERN: Clustered Allee.		TREE PATTERN: Staggered Allee, equilateral cross - street at 30' - 0" o.c.	
GROUNDCOVER: Meadow or Mulch alongside walk.		GROUNDCOVER: Grass or vines.	
IRRIGATION: None.		IRRIGATION: Buried drip.	
INSTRUCTIONS: Play equipment shall be set in certain areas. Small play areas shall be irrigated, and be graded with mixed sand and backfill.		INSTRUCTIONS: The smaller species shall be staggered on both sides of the open sidewalk.	

\* See text for details.

# PRINCIPLE

Clarify the edge of spaces, enrich the character of spaces.

Landscape elements of the neighborhood are integral to the attributes of the public spaces. They are not ornamental as in conventional suburban spaces. Landscaping for streetscapes and public places acts primarily to define clear spaces, filling gaps occasioned by discontinuity in building frontage or correcting excessively wide street spaces (with columns of tree trunks and canopies of branches).








In arid climates, palm trees define spaces by the alignment of their trunks, rather than by their branch canopy.



In a Santa Fe park, the naturalistic arrangement of deciduous and evergreen trees are brought alongside the linear edge of a street.

TABLE A PLANT & GROUND COVER REQUIREMENTS

		NR	NE	NG	NC	TC
<b>STREET TREES</b>						
Umbrella		■	■			
Vase		■	■	■		
Ball			■	■	■	
Oval					■	■
Pole						
(Selected locations are conditional within any zone, as approved by Review Entity from specific project plan.)						

**PUBLIC / COMMON OWNERSHIP**

Open Space Type	<ul style="list-style-type: none"> <li>■ Naturalistic</li> <li>■ Park &amp; Field</li> <li>■ Green &amp; Garden</li> <li>■ Formal</li> </ul>	■	■	■	■	■
Elements	<ul style="list-style-type: none"> <li>■ Trees: Deciduous / Broadleaf</li> <li>Evergreen</li> <li>■ Shrubs (Min.)</li> <li>■ Cactus, Flowers, Groundcover (see Landscaped area)</li> <li>■ Hardscape Character</li> </ul>	1 per 700 sf Conditional 1 per 200 sf Rustic	1 per 700 sf Conditional 1 per 200 sf Rustic	1 per 600 sf Conditional 1 per 150 sf Neutral	1 per 500 sf Conditional 1 per 100 sf Formal	1 per 500 sf Conditional 1 per 50 sf Formal
Areas	<ul style="list-style-type: none"> <li>■ Total Landscape (Range)</li> <li>■ Total Hardscape (Range)</li> </ul>	90-95% 5-10%	85-95% 5-15%	75-90% 10-25%	30-50% 50-70%	15-25% 75-85%
Dimensions	<ul style="list-style-type: none"> <li>■ Trees (Min. Caliper)</li> <li>■ Shrubs (Min. Height)</li> </ul>	3" 2'-0"	3" 2'-0"	3" 2'-0"	3" 2'-0"	3" 2'-0"

**PRIVATE OWNERSHIP**

(WITHIN LOT FRONTAGE)

Elements	<ul style="list-style-type: none"> <li>■ Trees: Deciduous / Broadleaf</li> <li>Evergreen</li> <li>■ Shrubs (Min.)</li> <li>■ Cactus, Flowers, Groundcover (see Landscaped area)</li> <li>■ Hardscape Character</li> </ul>	1 per 600 sf Setback > 15' 1 per 60 sf Rustic	1 per 500 sf Setback > 10' 1 per 50 sf Rustic / Neutral	1 per 400 sf Setback > 9' 1 per 40 sf Neutral	1 per 300 sf Setback > 8' 1 per 30 sf Neutral / Formal	1 per 200 sf Setback > 7' 1 per 20 sf Formal
Areas	<ul style="list-style-type: none"> <li>■ Total Landscape (Range) (net of driveway)</li> <li>■ Total Hardscape (Max.)</li> </ul>	90-95% 5%	85-90% 15%	65-75% 35%	25-50% 75%	15-30% 85%
Dimensions	<ul style="list-style-type: none"> <li>■ Trees (Min. Caliper)</li> <li>■ Shrubs (Min. Height)</li> </ul>	2 1/2" 1'-6"	2 1/2" 1'-6"	2 1/2" 1'-6"	2 1/2" 1'-6"	2 1/2" 1'-6"

(REMAINDER OF LOT)

Areas	<ul style="list-style-type: none"> <li>■ Total Landscape</li> </ul>	All areas of lot free of hard surface site improvements shall be fully landscaped.
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**GENERAL**

Canopy Trees	<ul style="list-style-type: none"> <li>■ Spacing</li> </ul>	Shall border all edges of public spaces at 30'-0" max. spacing, 25'-0" spacing recommended.
All Species	<ul style="list-style-type: none"> <li>■ Master List</li> </ul>	All species selection shall be made from Master Lists outlined in Code Manual, or by Review Entity approval.
Dimensions	<ul style="list-style-type: none"> <li>■ Trees</li> <li>■ Shrubs</li> </ul>	Caliper dimension shall be taken at 12" above finished grade. Height requirements apply unless continuous planting of shrubs is installed.