

Appendix I

Incentive District Ordinance



Article 12C Coast Highway Incentive District (Incentive District).

Sections:

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1201 Purpose and Intent

The specific purposes of the Coast Highway Incentive District (Incentive District) are to:

- A. Incent redevelopment and revitalization of the Incentive District by streamlining the development review process and providing development incentives.
- B. Encourage sustainable, high-quality development consistent with the intent and objectives articulated in the Coast Highway Vision and Strategic Plan.
- C. Create distinct pedestrian-oriented subareas, including:
 - 1. Urbane mixed-use nodal areas featuring relatively intense commercial land use and residential density; development in these nodal areas will generally be taller and more street-adjacent than development in other subareas; commercial uses, including visitor-serving businesses, will provide a wide range of employment opportunities.
 - 2. Commercial Villages featuring neighborhood-serving commercial uses in a suburban main street setting; these villages also allow for mixed-use development, consistent with underlying zoning standards.
 - 3. Transitional Avenue segments featuring a combination of mixed-use, standalone commercial, and standalone residential development with generally less land use intensity and residential density relative to nodal areas; providing for auto-related uses, these segments are characterized by more expansive setbacks and landscaping.

- D. Promote high-quality urban and architectural design and variability of massing and height, emphasizing the design of the interface between the private and public realms.
- E. Facilitate the creation of vibrant community places and tourist destinations.
- F. Treat Coast Highway as a complete, multi-modal street that is safe, pedestrian and bicycle friendly, accessible, attractive, visually and functionally engaging for users of all ages and abilities, and well integrated with adjoining neighborhoods along the corridor.

1202 Applicability

A. Applicability and Zoning Map Designator

The Incentive District is an *optional* development tool to meet the purpose and intent as described in Section 1201, and may be used to develop any parcel within the Incentive District (Map 1). When an applicant voluntarily decides to develop consistent with the Incentive District standards, these standards shall supersede underlying zoning standards.

B. Rules for Interpretation

Section 240 Rules for Interpretation of Article 2 Organization, Applicability, and Interpretation of the 1992 Ordinance shall apply.

C. Severability

Section 220 (L) Severability of Article 2 Organization, Applicability, and Interpretation of the 1992 Ordinance shall apply.

1203 Administration

A. Administrative Development Plan review is required for the following:

1. New or redevelopment proposals with 43 dwelling units per acre or less, or developments with no residential component.
2. Subdivisions and land assemblages.

B. Development Plan review is required for the following:

1. Development proposals greater than 43 dwelling units per acre.
2. Development proposals greater than 45 feet in height.
3. Development proposals subject to Large Lot Standards stipulated in Section 1210.

C. Conditional Use Permits are required for the following:

Land uses subject to a Conditional Use Permit per Table 2, Section 1207.

D. Overview of Permits Required

Table 1 provides an overview of the permits required, the review authority, and the appeal authority within the Incentive District.

Table 1. Applications and Review Authority

Permit Type	Reviewing Authority	Appealable/Appeal Authority
Administrative Development Plan Permit	City Planner Administrative Decision	Yes/Planning Commission
Development Plan Permit	Planning Commission	Yes/City Council
Conditional Use Permit	Planning Commission	Yes/City Council

E. Administrative Development Plan Review

1. Review Authority

The City Planner shall approve, conditionally approve, or deny applications for Administrative Development Plan Permits based on considerations of the standards of this article.

2. Review and Decision

- a. The City Planner shall approve an Administrative Development Plan Permit if the proposed development complies with applicable development standards, and meets the required findings in Section 1203 E (3), below.
- b. The City Planner may require review by any other City department or division or governmental agency deemed necessary.
- c. The City Planner shall prepare a written decision which shall contain the findings of fact upon which such decision is based. A copy of the decision shall be mailed to the applicant at the address shown on the application within 14 calendar days after the decision is made.

3. Required Finding

An Administrative Development Plan Permit may be granted if the City Planner finds that the project, as submitted or modified, is consistent with the intent and objectives of the Coast Highway Vision and Strategic Plan, the General Plan, and the Local Coastal Program and complies with the applicable standards of this article.

4. Conditions

In granting an Administrative Development Plan Permit, the City Planner or the Review Authority on appeal may impose reasonable conditions to protect the public health, safety, and general welfare and secure the intent and objectives of

the Coast Highway Vision and Strategic Plan, the General Plan, the Local Coastal Program, and this article, and to support the required findings of approval.

5. Other Standards

Administrative Development Plan Permits shall comply with the standards of Article 43 Development Plan Review of the 1992 Ordinance, specifically: Sections 4303 Initiation of Development Plan Review; 4304 Application for Development Plan; 4305 Notice Administrative Hearing and Public Hearing; and 4308 Effective date, Lapse of Approvals, Time Extension, and Changed Plans.

F. Development Plan Review

1. Review Authority

The Planning Commission shall approve, conditionally approve, or deny applications for Development Plan Permits based on consideration of the standards of this article.

2. Required Findings

A Development Plan Permit shall be granted only if the Planning Commission determines that the project as submitted or modified, complies with the following criteria:

- a. That the proposed project is consistent with the intent and objectives of the Coast Highway Vision and Strategic Plan, the General Plan, and the Local Coastal Program.
- b. That the physical location, size, massing, setbacks, pedestrian orientation, and placement of proposed structures on the site and the location of proposed uses within the project comply with applicable standards and are consistent with the purpose and intent of the Incentive District.
- c. That any proposed extension of rights-of-way and/or onsite circulation can accommodate autos, bicycles, pedestrians, and multi-modal transportation methods, including adequate vehicle and bicycle parking and pedestrian access.
- d. That the area covered by the application can be adequately, reasonably, and conveniently served by existing and/or planned public services, utilities, and public facilities.
- e. That any community benefits have been provided in accordance with Section 1204.

3. Conditions

In granting a Development Review Permit, the Planning Commission or the Review Authority on appeal may impose reasonable conditions to protect the public health, safety, and general welfare and secure the intent and objectives of

the Coast Highway Vision and Strategic Plan, the General Plan, the Local Coastal Program, and this article, and to support the required findings of approval.

4. Other Standards

Development Plan Permits shall comply with the standards of Article 43 Development Plan Review of the 1992 Ordinance, specifically: Sections 4303 Initiation of Development Plan Review; 4304 Application for Development Plan; 4305 Notice Administrative Hearing and Public Hearing; and 4308 Effective date, Lapse of Approvals, Time Extension, and Changed Plans.

G. Conditional Use Permit

Conditional Use Permits shall be processed in accordance with Article 41 of the 1992 Ordinance.

H. Appeals

1. Rights of Appeal and Review

Rights of appeal and review procedures shall be as prescribed by Article 43 Development Plan Review of the 1992 Ordinance, specifically Section 4309 (A) and (B), except that any filing for an appeal shall include the grounds for appeal and supporting documentation in compliance with Section 1203 (H), 2 and 3, of this article.

2. Grounds for Appeal

All appeals shall be filed with the following supporting documentation.

- a. Factual Error. The statements or evidence relied upon by the decision maker when approving, conditionally approving, or denying a permit, map, or other matter were inaccurate.
- b. New Information. New information is available to the applicant or the interested person that was not available through reasonable efforts or due diligence at the time of the decision.
- c. Findings not supported. The decision maker's stated findings to approve, conditionally approve, or deny the permit, map, or other matter are not supported by the information provided to the decision maker.
- d. Conflicts. The decision to approve, conditionally approve, or deny the permit is in conflict with the intent and objectives of the Coast Highway Vision and Strategic Plan, General Plan, Local Coastal Program, and applicable development standards.

3. Insufficient Appeal

An insufficient appeal shall be returned to the appellant.

I. Incentive District Boundary Adjustments

1. Minor adjustments to the Incentive District boundary and identified subareas may be approved by the City Planner subject to the following findings:
 - a. Parcels must be included within the Coastal Zone boundary.
 - b. Parcels are contiguous to the Incentive District or identified subarea and the addition of the parcel(s) would result in a project that equally or better meets the purpose and intent of the Incentive District.
 - c. All other adjustments will require an amendment to the Incentive District.

J. Periodic Review and Maintenance

To ensure progress toward achieving the intent and objectives articulated in the Coast Highway Vision and Strategic Plan, General Plan, and Local Coastal Program, the Planning Commission will periodically review the Incentive District boundaries and this Article and recommend changes.

1204 Regulating Plan

A. Applicability

The Regulating Plans for this article are depicted in the following maps:

- Map 2 Subarea Plan
- Map 3 Setback Regulating Plan

B. Purpose of the Subarea Plan

The Subarea Plan (Map 2) divides the Incentive District into five subareas, with each subarea assigned place-specific development standards. The purpose of each subarea is described in Section 1201(c).

C. Purpose of Setback Plan

The Setback Plan (Map 3) establishes minimum and maximum setbacks along the primary frontage of all parcels within the Nodes and Commercial Village subareas and minimum setbacks along the primary frontage of all parcels within the Avenue subareas.

D. Setback Standards

The primary frontage is provided on Map 3 for guidance purposes only. The City Planner shall make the final determination as to which parcel line(s) serves as the primary frontage of each project site. The City Planner shall use the following criteria in making this determination:

1. Primary frontages shall be applied to properties abutting Coast Highway.
2. For parcels not abutting Coast Highway, primary frontages shall be those abutting streets that parallel Coast Highway.

3. For parcels not abutting Coast Highway with frontages on more than one street running parallel to Coast Highway, the orientation of existing development on the same city block shall determine the primary frontage.
4. For properties on Wisconsin Avenue and south of Coast Highway, primary frontages shall be those abutting Wisconsin Avenue.
5. Front yard setbacks along the primary frontage as shown on Map 3:
 - a. Avenues. Minimum 5 feet for mixed-use/ground-floor commercial and 10-foot minimum for standalone residential; 10-foot maximum for mixed-use/ground-floor commercial and 20-foot maximum for standalone residential.
 - a. Commercial Villages. Minimum 3 feet and 8-foot maximum.
 - b. Nodes. No minimum and 10-foot maximum.
6. Side yard setbacks:
 - a. Corner lots in all sub areas: Consistent with applicable minimum and maximum front yard setbacks.
 - b. Interior lots in all sub areas with at least one frontage along a primary frontage identified on Map 3: No required minimum or maximum.
 - c. For all other interior lots in all sub areas: Minimum 10 percent of lot width, not less than 3 feet and not more than 5 feet.
7. Rear yard setbacks:
 - a. Properties in all sub areas not abutting a residential zoning district: No required minimum or maximum.
 - b. For properties abutting residential zoning districts: Minimum 15 feet, unless abutting an alley, then minimum 5 feet.

1205 Mixed-Use Standards

A. Purpose

This section establishes the minimum standards for commercial space within mixed-use developments.

B. Mixed-Use Commercial Floor Area

1. For mixed-use projects on lots 60,000 sf and smaller, the Floor Area Ratio devoted to commercial space shall be a minimum of 0.20.
2. For mixed-use projects on lots greater than 60,000 sf, the Floor Area Ratio devoted to commercial space shall be a minimum of 0.25.

C. Commercial Uses

1. Required commercial spaces shall contain commercial land uses that serve clients and patrons that will visit the site. These spaces may not be used for storage or in the same manner as home occupancy businesses.
2. Commercial land uses in mixed-use projects include the following major land use categories; artisan manufacturing, bars and cocktail lounges, craft breweries and wineries, child care, commercial recreation and entertainment-indoor, cultural institutions, financial services, food and beverage sales, offices business and professional, park and recreation facilities, personal improvement services, personal services, restaurants, retail, studios, and visitor accommodations.

1206 Residential Incentive Program

A. Purpose

1. The purpose of this section is to establish regulations that will allow new development to exceed the maximum residential densities of the underlying zoning district in exchange for community benefits, or to implement stand-alone residential use in the Avenue subareas.
2. These regulations require that projects approved above the maximum residential density must implement community benefits within one or more of the categories in Section 1206 (C), below.

B. Applicability

1. The provisions of this Chapter shall apply to the nodal subareas as shown in Map 4, Residential Incentive Program Area.
2. Nodes. Residential use in nodal areas is permitted as a component of mixed-use development that meets minimum commercial standards as specified in Section 1205. Development in nodal areas may exceed the maximum residential density up to a maximum of 63 dwelling units per acre through the provision of certain community benefits as further described in Section 1206 (C), below.
3. Avenue Segments. Development in Avenue segments may not exceed the residential density allowance of the underlying zoning district.

C. Residential Density Incentive for Nodal Development

1. In nodal areas, projects can earn additional density above the underlying residential density allowance in exchange for one or more of the following community benefits provided per unit above 43 dwelling units per acre.
 - a. Public Improvement Fee. Projects can gain additional density up to a maximum of 63 dwelling units per acre through payment of a per-unit public improvement fee. Said fee shall be set and adjusted by the City Council and shall provide for public improvements within the Incentive District.

- b. Public Open Space. Projects can gain additional density up to a maximum of 63 dwelling units per acre through the provision of public open space at a minimum ratio of 200 square feet (sf) per unit. Public open space provided in exchange for residential density must comply with the following standards:
- i. Projects shall provide a minimum of 1,000 sf of public open space.
 - ii. The minimum dimensions of public open space shall comply with the standards applicable to the building type as provided in Section 1208 (D).
 - iii. Open space shall be owned, operated, and maintained by the developer or property manager in accordance with an approved maintenance plan.
 - iv. Open space shall be directly accessible from the public right-of-way.
 - v. Open space shall be accessible to persons with disabilities.
 - vi. Open space shall be on the ground level.
 - vii. No more than 20 percent of open space shall be occupied by above-grade structures.
 - viii. Open space shall be open to the public, without charge, each day of the year from 6:00 a.m. to 10:00 p.m., except for temporary closures for necessary maintenance or compelling public safety concerns identified in coordination with the Oceanside Police Department.
 - ix. At a minimum, the following elements shall be included within the open space:
 - Trees and landscaping.
 - Seating.
 - Refuse and recycling receptacles.
 - Signage identifying the open space as open to the public and specifying hours of operation.
 - x. Open space may be provided off-site, subject to approval by the City Planner.
 - xi. Off-site open space shall comply with the following standards:
 - The open space shall be within 1,320 feet of the project site.
 - The open space shall be dedicated and improved concurrent with the project benefiting from bonus residential density.
 - The open space may be either publicly or privately maintained subject to agreement with the City.

- c. Public Parking. Projects can gain additional density up to a maximum of 63 dwelling units per acre through the provision of a minimum number of public parking spaces per unit in compliance with the following standards:
 - i. One parking space per unit.
 - ii. The total number of additional parking spaces must equal at least 10 percent of the total minimum parking spaces required under Section 1211.
 - iii. A public parking easement shall be executed for these facilities to the satisfaction of the City Planner and City Attorney.
 - d. Increased Commercial Floor Area. Projects can gain additional density up to a maximum of 63 dwelling units per acre through the provision of additional ground floor commercial floor area above the minimum commercial floor area standard established in Section 1205 (B). A total of 250 sf of additional ground floor commercial space shall be provided per unit.
2. The Residential Incentive Program shall be periodically reviewed by the Planning Commission as described in Section 1203 (J) to ensure the public benefits provided in exchange for residential density continue to be equitable and desirable by the community.

D. Standalone Residential in Avenues

Standalone residential development shall be permitted in Avenues in compliance with the maximum density of the underlying zoning district. No community benefit per Section 1206(c) above, is required.

1207 Land Use Standards

A. Purpose

Allowed land uses are provided in Table 2, Land Use and Permit Standards. The land use regulations shall be reviewed as part of periodic reviews described in Section 1203 (J) to ensure a balanced mix.

B. Applicability

Land uses shown in the table are allowed in the subarea specified. Uses not included in the table are considered prohibited unless determined by the City Planner to be substantially similar to another permitted or conditionally permitted use. Each land use in the table corresponds to a definition listed in Section 1212.

C. Land Use and Permit Standards

Table 2. Land Use and Permit Standards

Use ⁽¹⁾	Avenue	Commercial Village	Node
Animal Sales and Services	P	P	P
Artisan Manufacturing	P	P	P
Assembly/Meeting Facility	C	C	P
Bars and Cocktail Lounges	C(4)	C(4)	C(4)
Breweries, Craft	Variable (10)	Variable (10)	Variable (10)
Child Care	P	P	P
Commercial Recreation and Entertainment – Indoor	P(4)	P(4)	P(4)
Cultural Institutions	P	P	P
Financial Services	P(2)	P(2)	P(3)
Food and Beverage Sales	P(4)	P(4)	P(4)
Hospitals	C	C	P
Offices, Business and Professional	P(2)	P(2)	P(3)
Parking as a primary use	P(5)	P(5)	P(5)
Park and Recreation Facilities	P	P	P
Personal Improvement Services	P(4)	P(4)	P(4)
Personal Services	P(4)	P(4)	P(4)
Residential	P(6)	P(6)(7)	P(7)(8)
Restaurants, Fast Food	P(2)	P(2)	P(3)
Restaurants, Full Service	P(4)	P(4)	P(4)
Retail	P(2)	P(2)	P(2)(4)
Schools	C	C	C
Studios	P	P	P
Theater	C	C	P
Vehicle/Equipment Sales and Services	P	C	-
Visitor Accommodations	P	P	P
Wineries, Craft	Variable (10)	Variable (10)	Variable (10)
Other ⁽⁹⁾	C	C	C

Notes: “P” denotes that the use is permitted.

“C” denotes that the use is permitted with the approval of a Conditional Use Permit pursuant to Article 41 of the 1992 Ordinance.

“-” denotes that the use is not permitted.

“(numbers, such as ‘1’)” denote that the land use is subject to additional use regulations which are provided after the table.

D. Additional Land Use Regulations

1. All uses must meet City noise and emissions standards per Oceanside Municipal Code Chapter 38. The City Planner may establish project-specific conditions of approval to minimize noise, including conditions to soundproof facilities, limited operating hours, and/or limited facility size.
2. Any drive-through facilities require approval of a Conditional Use Permit in accordance with Article 41 of the 1992 Ordinance.
3. Drive-through facilities are prohibited in Nodes.
4. Certain uses within this land use category are subject to standards in Article 36 Separation of Regulated Uses of the 1992 Ordinance. See Section 1212 Definitions of this article for identification of these uses.
5. Parking as a primary use must be made publically available and shall comply with appropriate provisions of Section 1211 and applicable provisions of Article 31 of the 1992 Zoning Ordinance, including Section 3120 additional design standards for parking lots and structures.
6. Residential density may not exceed 43 units per acre.
7. Residential shall only be permitted in conjunction with another permitted use.
8. Residential density may not exceed 43 units per acre unless the project complies with the Residential Incentive Program per Section 1204 and is subject to approval of a Development Plan Permit per Section 1203.
9. Any use that is not listed in Table 2 and defined in Section 1212 is considered “Other” and requires a Conditional Use Permit in accordance with Article 41 of the 1992 Ordinance.
10. Definitions, performance standards, and review processes for craft breweries and wineries are provided in Section 414 of Article 4 of the 1992 Ordinance.

1208 Urban Standards

A. Purpose

The Urban Standards define the design of the built environment in the Incentive District, placing emphasis on the design of the street frontage where private development meets the public street. The Urban Standards vary by subarea and are further described in Table 3 below.

B. Applicability

This section applies to all areas within the Incentive District.

C. Urban Standards by Subarea

Table 3. Urban Standards by Subarea

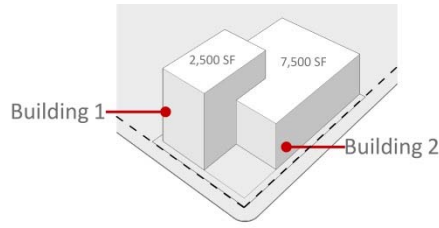
Location	Allowable Building Types	Allowable Frontage Types	Maximum Height	Minimum Frontage Occupancy²
Node	<ul style="list-style-type: none"> • Live/Work • Mixed Use • Courtyard Complex • Podium • Wrap Building • Special Type Buildings 	<ul style="list-style-type: none"> • Arcade/Gallery • Shopfront • Dooryard • Live/Work • Stoop • Forecourt 	45 feet or four stories May exceed height limit subject to additional provisions ¹	90%
Commercial Village	<ul style="list-style-type: none"> • Main St. Retail/Office • Live/Work • Mixed Use • Courtyard Complex • Podium • Wrap Building • Special Type Buildings 	<ul style="list-style-type: none"> • Arcade/Gallery • Shopfront • Live/Work • Dooryard • Stoop • Forecourt 	45 feet or four stories	70%
Avenue	<ul style="list-style-type: none"> • Main St. Retail/Office • Live/Work • Courtyard Apartment • Condo Complex • Podium • Wrap Building • Townhouse • Stacked dwelling • Special Type Buildings 	<ul style="list-style-type: none"> • Arcade/Gallery • Live/Work • Shopfront • Avenue-Commercial • Avenue-Residential • Dooryard • Stoop • Forecourt 	45 feet or four stories	60%

Notes:

- 1) Projects may exceed the height limit up to a maximum of 65 feet, with a maximum average height of 55 feet, subject to approval of a Development Plan Permit pursuant to Section 1203 (F).
- 2) An exception to the minimum frontage occupancy standard may be granted by the City Planner where significant urban or architectural features or contributions to the public realm are offered. Such public realm features may include, but are not limited to publicly accessible open space, such as a courtyard or plaza or residential entry alcoves or stoops that contribute to the public realm by adding detail and enhancing the relationship to the street. The following additional standards apply:
 - a. Any open space provided must comply with the open space standards in Section 1208.
 - b. The open space may include outdoor dining areas, but the overall space must be accessible to the public and enhance the public realm.
 - c. The urban, architectural, or public realm features must be of exceptional, high-quality design.
 - d. The urban, architectural, or public realm features will not compete with other similar features or spaces on that block so as to detract from an inviting, pedestrian-friendly environment.

Figure 1. Calculating Maximum Average Height

Step One



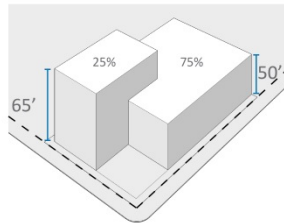
$$\frac{\text{Building 1 Roof Area (SF)}}{\text{Building 1 Roof Area (SF)} + \text{Building 2 Roof Area (SF)}} = \text{Building 1 Percentage (B1\%)}$$

Ex: $\frac{2,500}{2,500 + 7,500} = 25\%$

$$\frac{\text{Building 2 Roof Area (SF)}}{\text{Building 1 Roof Area (SF)} + \text{Building 2 Roof Area (SF)}} = \text{Building 2 Percentage (B2\%)}$$

Ex: $\frac{7,500}{2,500 + 7,500} = 75\%$

Step Two



$$(\text{Building 1 Height (FT)} \times \text{B1\%}) + (\text{Building 2 Height (FT)} \times \text{B2\%}) = \text{Average Height (FT)}$$

Ex: $(65' \times .25) + (50' \times .75) = 55'$

D. Building Types

Building type standards address key building elements as illustrated in Figure 2. Calculating the maximum allowed footprint per story is illustrated in Figure 3.

Figure 2. Key Building Elements

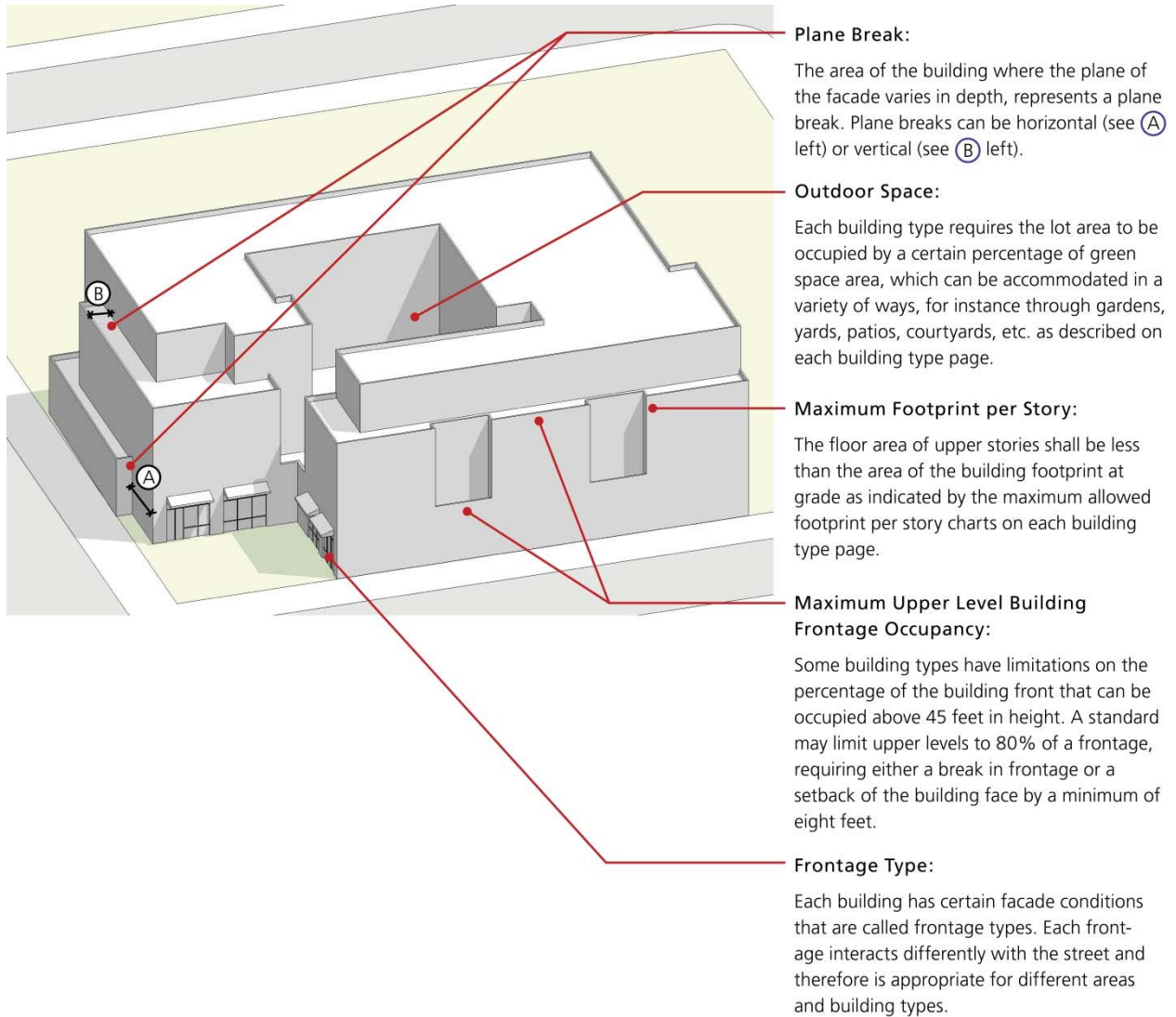
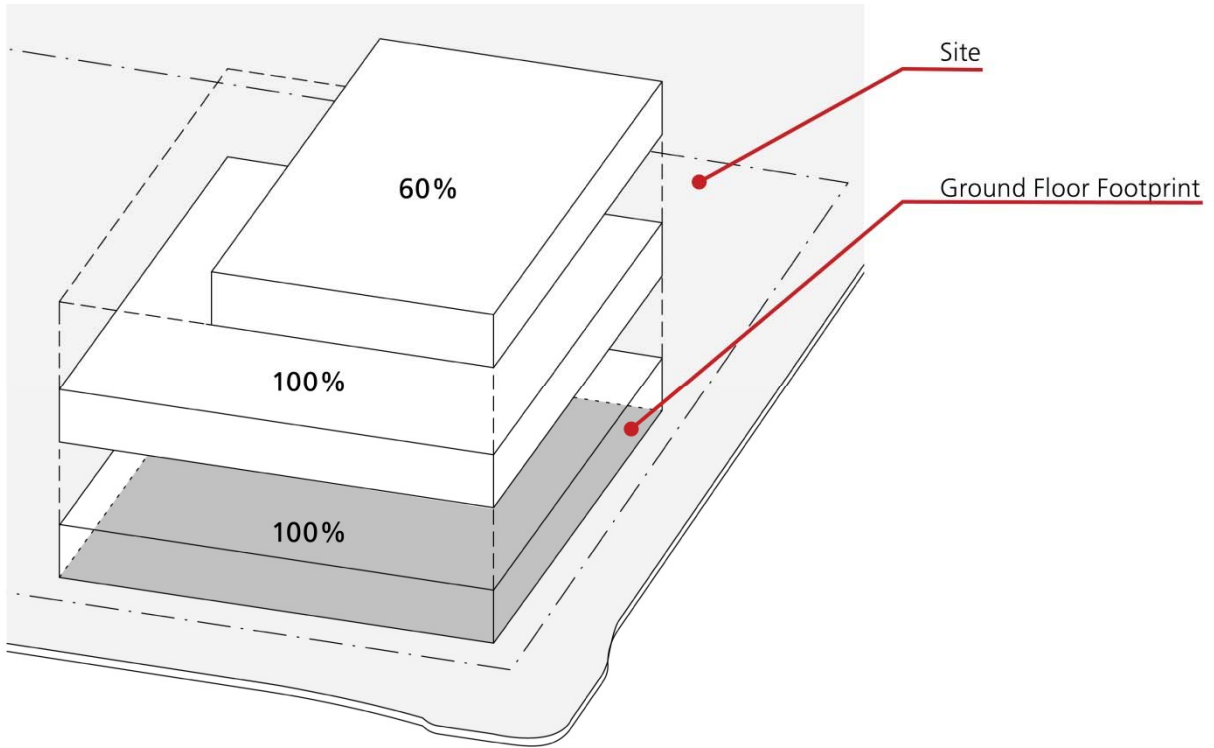


Figure 3. Maximum Allowed Footprint per Story



The maximum footprint per story is computed based on the building's ground floor footprint, not the overall site area.

1. Main Street Retail/Office



Three-dimensional diagram

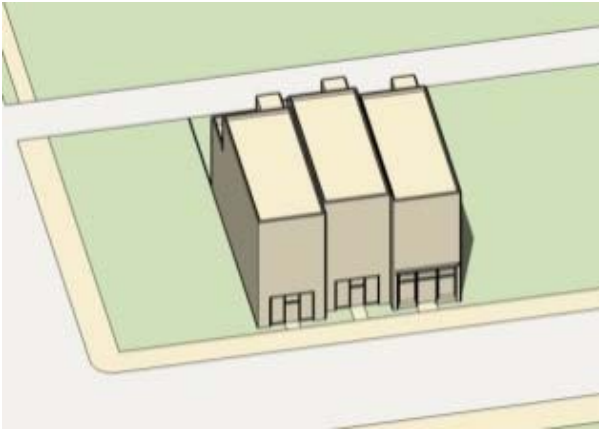


Example of Main Street Retail/Office

Intent Statement
A building designed for occupancy by retail, service, and/or office.
Location
<ul style="list-style-type: none"> Commercial Village Avenue
Building Height
25 feet min. or 1 story with mezzanine
Maximum Facade Width
50 feet
Maximum Upper-Level Frontage Occupancy
Not Applicable
Maximum Allowed Footprint per Story
Not Applicable
Primary Facades
<ul style="list-style-type: none"> Street-facing
Landscaping
<ul style="list-style-type: none"> Hardscape and potted plants, only, for front yards. Landscape materials to be approved by the City.

Open Space		
<ul style="list-style-type: none"> When provided, open space shall be at least 10 feet in length. 		
Primary Frontage Types		
<ul style="list-style-type: none"> Arcade/Gallery Stoops Shopfront 		
Primary Entry Location		
<ul style="list-style-type: none"> Street 		
Parking		
Type	Surface	At rear of lot
	Above-Grade	Concealed from street view behind bldg.
Access	Alley	Preferred
	Secondary Street	Permitted when alleys are not present

2. Live/Work



Three-dimensional diagram

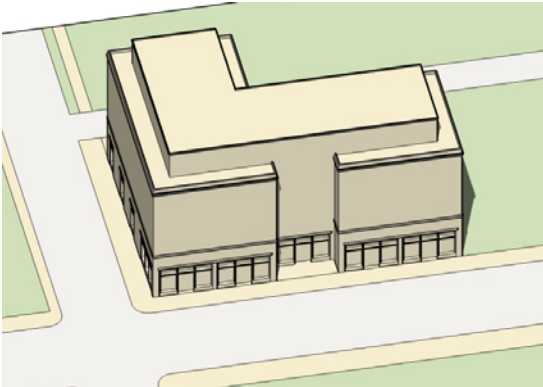


Example of Live/Work buildings

Intent Statement				
<p>An integrated residence and work space, occupied by a single unit. Often two or more such units shall be arranged side by side along the principal frontage that has been designed or structurally modified to accommodate joint residential and work occupancy. Live/work buildings may also wrap the podium of a high-rise building type. To ensure an appropriate ratio of residence to work space, the following standards must be met:</p> <ul style="list-style-type: none"> • The minimum size of a single unit is 470 sf. The maximum size of a single unit is 5,000 sf. • The residential area of a unit may not exceed the lesser of 50% of the total unit size. 				
Location				
<ul style="list-style-type: none"> • Node • Avenue • Commercial Village 				
Building Height				
Min.	25 feet or 2 stories			
Max.	50 feet or 4 stories in Node			
Maximum Facade Width				
Max.	30 feet per unit; 10 units per facade string			
Maximum Upper-Level Frontage Occupancy				
Not Applicable				
Maximum Allowed Footprint per Story				
Stories	1	2	3	4
2	100%	100%	-	-
3	100%	100%	80%	-
4	100%	100%	80%	80%

Primary Facades		
<ul style="list-style-type: none"> • Street-facing 		
Landscaping		
<ul style="list-style-type: none"> • Landscaping may not visually obstruct Shopfront or work space. • Front yard landscaping shall primarily include hardscapes and potted plants. 		
Open Space		
<ul style="list-style-type: none"> • When provided open space shall be at least 10 feet in dimension. 		
Primary Frontage Types		
<ul style="list-style-type: none"> • Arcade/Gallery • Live/Work • Shopfront • Stoops 		
Primary Entry Location		
Street; except residential entries may be accessed through work space, through a paseo between units, or from the rear		
Parking		
Type	Surface	At rear of lot
	Above-Grade	Concealed from street view behind bldg.
Access	Alley	Preferred
	Secondary Street	Permitted when alleys are not present

3. Mixed Use



Three-dimensional diagram



Example of Mixed-Use Building

Intent Statement			
A building designed for occupancy by retail, service, office, and/or residential uses on the ground floor, with upper floors also configured for office and/or residential uses; however two-story retail is permitted as long as the development complies with applicable mixed-use standards in Section 1206.			
Location			
• Node		• Commercial Village	
Building Height			
Min.	2 stories		
Façade Width			
Max.	225 feet; >175 feet must have at least 1 facade break of at least 20 feet in length and 10 feet in depth		
Maximum Upper-Level Frontage Occupancy			
Portions of facades above 45 feet in height and greater than 150 feet in length shall occupy no more than 80% of the primary facade plane established on the ground floor (see Figure 3).			
Maximum Allowed Footprint per Story			
Stories	1-3	4	5
2-3	100%	-	-
4-5	100%	85%	55%
Primary Facades			
Street-facing			

Landscaping		
<ul style="list-style-type: none"> Landscaping may not visually obstruct Shopfront or office or retail space. Front yard landscaping shall primarily include hardscapes and potted plants. 		
Open Space		
<ul style="list-style-type: none"> When provided, open space shall be at least 10 feet in dimension. 		
Primary Frontage Types		
• Arcade/Gallery		• Shopfront
Primary Entry Location		
Street; Primary entrances to upper floors shall be accessed through an interior courtyard or a lobby which is accessed directly from the street		
Parking		
Type	Surface	At rear of lot
	Above-Grade	Concealed from street view behind bldg.
Access	Alley	Preferred
	Secondary Street	Permitted when alleys are not present

4. Courtyard Complex



Three-dimensional diagram

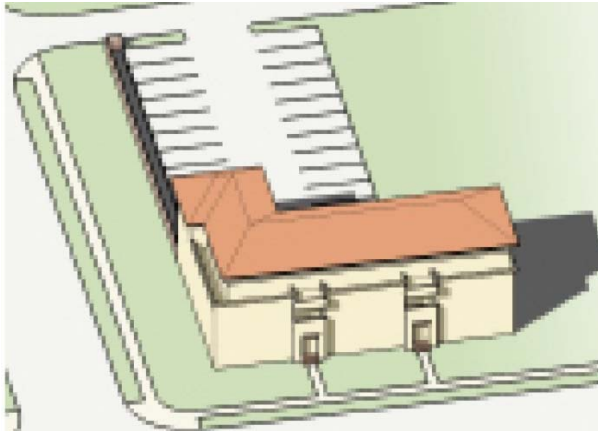


Example of Courtyard Complex

Intent Statement	
A grouping of townhouses or individual units arranged around a central courtyard or series of courtyards at grade. The uses may include residential, retail, office, or lodging.	
Location	
<ul style="list-style-type: none"> • Node • Avenue • Commercial Village 	
Building Height	
Min.	21 feet or 2 stories
Max.	40 feet or 3 stories
Façade Width	
Max.	Not Applicable
Maximum Upper-Level Frontage Occupancy	
Not Applicable	
Maximum Allowed Footprint per Story	
Not Applicable	
Primary Facades	
<ul style="list-style-type: none"> • Street-facing • Inner-Courtyard 	
Landscaping	
<ul style="list-style-type: none"> • Front yard landscaping shall primarily include hardscapes and potted plants. 	

Open Space		
<ul style="list-style-type: none"> • Central courtyard shall average at least 20 feet in width, and at no time may be less than 10 feet in width. • Upper-floor balconies and patios may not project into minimum courtyard dimensions required to meet the 20-foot average width or 10-foot minimum width. 		
Primary Frontage Types		
<ul style="list-style-type: none"> • Shopfront • Dooryard 		
Primary Entry Location		
<ul style="list-style-type: none"> • Inner-Courtyard 		
Parking		
Type	Surface	At rear of lot
	Above-Grade	Not permitted
Access	Alley	Preferred
	Secondary Street	Permitted when alleys are not present

5. Multi-Family Complex



Three-dimensional diagram

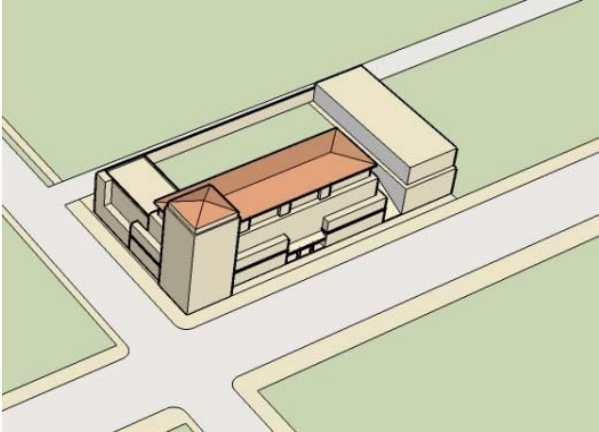


Example of Multi-Family Complex

Intent Statement		
Six units or more configured as one building, one over another, and exclusively residential.		
Location		
<ul style="list-style-type: none"> • Avenue 		
Building Height		
Min.	2 stories	
Maximum Facade Width		
Max.	Not Applicable	
Maximum Upper-Level Frontage Occupancy		
Portions of facades above 40 feet in height and greater than 150 feet in length shall occupy no more than 80% of the primary facade plane established on the ground floor (see Figure 3).		
Maximum Allowed Footprint per Story		
Stories	1-3	4
2-3	100%	-
4	100%	85%
Primary Facades		
<ul style="list-style-type: none"> • Street-facing 		
Landscaping		
<ul style="list-style-type: none"> • Front yard landscaping shall primarily include hardscapes and potted plants. 		

Open Space		
<ul style="list-style-type: none"> • Where provided, courtyards shall average at least 25 feet in width, and at no time may be less than 10 feet in width. • Upper-floor balconies and patios may not project into minimum courtyard dimensions required to meet the 20-foot average width or the 10-foot minimum width. 		
Primary Frontage Types		
<ul style="list-style-type: none"> • Raised terrace • Stoop 		
Primary Entry Location		
<ul style="list-style-type: none"> • Street 		
Parking		
Type	Surface	At rear of lot
	Above-Grade	Integrated or detached
Access	Alley	Preferred
	Secondary Street	Permitted when alleys are not present

6. Podium



Three-dimensional diagram



Example of Podium Building

Intent Statement			
Podium parking is typically two levels, one underground and one at grade. At-grade-level parking is wrapped by single-loaded flats or two-story units. Roof of garage is landscaped, providing usable courtyard for residents.			
Location			
• Node		• Avenue	
• Commercial Village			
Building Height			
Min.	3 stories		
Maximum Facade Width			
Max.	300 feet		
>175 feet must have at least one facade break of at least 20 feet in length and 10 feet in depth			
Maximum Upper-Level Frontage Occupancy			
Portions of facades above 45 feet in height and greater than 150 feet in length shall occupy no more than 80% of the primary facade plane established on the ground floor (see Figure 3).			
Maximum Allowed Footprint per Story			
Stories	1-3	4	5
3	100%	-	-
4-5	100%	85%	50%

Primary Facades		
<ul style="list-style-type: none"> • Street-facing • Parking podiums at ground level and above shall be lined with habitable space along all street facing facades (alleys are excluded from this standard) 		
Landscaping		
<ul style="list-style-type: none"> • Front yard landscaping shall primarily include hardscapes and potted plants. 		
Open Space		
<ul style="list-style-type: none"> • Where provided, courtyards must average at least 25 feet in any dimension, and at no time may be less than 10 feet in any dimension • Upper-floor balconies and patios may not project into minimum courtyard dimensions required to meet the 25-foot minimum average dimension or the 10-foot minimum dimension 		
Primary Frontage Types		
<ul style="list-style-type: none"> • Shopfront • Dooryard 	<ul style="list-style-type: none"> • Stoop • Raised terrace 	
Primary Entry Location		
• Street		• Podium-level Courtyard
Parking		
Type	Surface	Not Permitted
	Above-Grade	Screened by habitable spaces on all street-facing primary facades (with the exception of alleys)
Access	Alley	Permitted

7. “Wrap” Building



Three-dimensional diagram

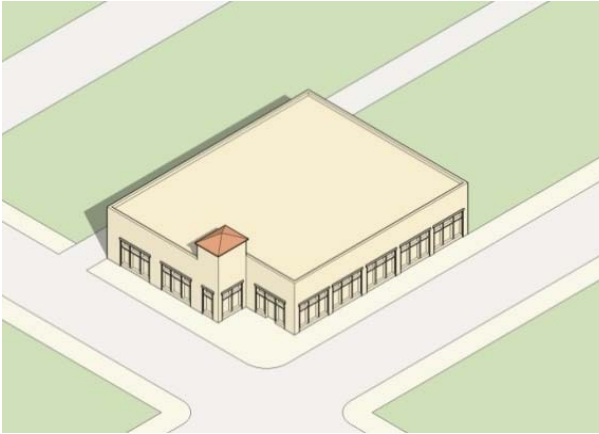


Example of “Wrap” Building

Intent Statement			
The above-grade parking garage can be fully wrapped with building program or can be left open to a rear alley for access and ventilation. Building against garage is single-loaded corridor, while wings may be served by a double-loaded corridor.			
Location			
• Node		• Avenue	
• Commercial Village			
Building Height			
Min.	3 stories		
Maximum Facade Width			
Nodes	200 feet		
Avenue	No Maximum		
>175 feet must have at least one facade break of at least 20 feet in length and 10 feet in depth			
Maximum Upper-Level Frontage Occupancy			
Portions of facades above 45 feet in height and greater than 150 feet in length shall occupy no more than 80% of the primary facade plane established on the ground floor (see Figure 3).			
Maximum Allowed Footprint per Story			
Stories	1-3	4	5
3	100%	-	-
4-5	100%	90%	50%

Primary Facades		
• Street-facing		
Landscaping		
• Front yard landscaping shall primarily include hardscapes and potted plants.		
• Trees/vegetation is allowed in all other yards, except front yard.		
Open Space		
• Where provided, courtyards shall be at least 25 feet in any dimension, and at no time may be less than 10 feet in any dimension		
• Upper-floor balconies and patios may not project into minimum courtyard dimensions required to meet the 25-foot average minimum dimension or the 10-foot minimum dimension		
Primary Frontage Types		
• Shopfront		• Stoop
• Forecourt		
Primary Entry Location		
• Street		• Courtyard
Parking		
Type	Surface	Not Applicable
	Above-Grade	Concealed from street view behind building
Access	Alley	Preferred
	Secondary Street	Permitted when alleys are not present

8. Special Type Building – Urban “Large Format”



Three-dimensional diagram



Example of Urban “Large Format” Building

Intent Statement	
<p>A multi-story building defined by its square, “L,” or “U” shape that allows for large-scale retail, office, or entertainment uses of at least 40,000 sf/floor for a single tenant, such as a grocery store or department store. Parking and loading should be designed to avoid vehicular/pedestrian conflict. Unlike “Big Boxes” in suburban areas, these typically have storefronts that create a pedestrian scaled environment and may have other uses such as office and/or residential above.</p>	
Location	
<ul style="list-style-type: none"> • Node • Avenue • Commercial Village 	
Building Height	
Min.	2 stories
Maximum Facade Width	
300 feet	
Primary Facades	
<ul style="list-style-type: none"> • Street-facing 	

Primary Frontage Types		
<ul style="list-style-type: none"> • Arcade/Gallery • Avenue-Commercial • Shopfront 		
Landscaping		
<ul style="list-style-type: none"> • Front yard landscaping shall primarily include hardscapes and potted plants. • Parking lot landscaping shall be included to ensure that 50% of the total parking area is fully shaded within 5 years of the construction of the building. 		
Open Space		
<ul style="list-style-type: none"> • No minimum open space standard. 		
Primary Entry Location		
<ul style="list-style-type: none"> • Street 		
Parking		
Type	Surface	Not permitted
	Above-Grade	Screened by ground floor uses on all primary facades
Access	Alley	Permitted
	Secondary Street	Permitted

9. Special Type Building – Urban Theater



Three-dimensional diagram

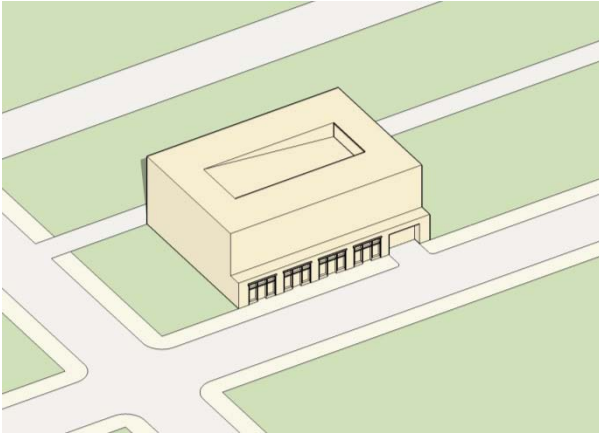


Example of Urban Theater

Intent Statement	
<p>A multi-story building that allows for auditorium spaces of different sizes, with a large floor-to-ceiling height, as well as common lobby areas. A distinguishing feature of the theater type is that shop windows and entrances are only utilized at the entry and occasionally in secondary lobbies above the first floor. Unlike suburban-style multiplexes, “Theaters” should be lined with storefronts accommodating other retailers so as not to present a blank wall to pedestrians. While this building type is defined by its internal volumes and primary uses, it is possible to have other uses connected to it or within it, including restaurants and cafes. Where height and FAR permit, additional retail uses may be accommodated below the theater, and/or office and residential may be accommodated above.</p>	
Location	
<ul style="list-style-type: none"> • Node • Commercial Village • Avenue 	
Building Height	
Min.	2 stories

Maximum Facade Width		
300 feet		
Primary Facades		
<ul style="list-style-type: none"> • Street-facing 		
Landscaping		
<ul style="list-style-type: none"> • Front yard landscaping shall primarily include hardscapes and potted plants. 		
Open Space		
<ul style="list-style-type: none"> • No minimum open space standard. 		
Primary Frontage Types		
<ul style="list-style-type: none"> • Arcade/Gallery • Shopfront 		
Primary Entry Location		
<ul style="list-style-type: none"> • Street 		
Parking		
Type	Surface	Not permitted
	Above-Grade	Concealed from street view behind bldg.; Integrated
Access	Alley	Preferred
	Secondary Street	Permitted when alleys are not present

10. Special Type Building – Public Parking Structure



Three-dimensional diagram



Example of Public Parking Structure

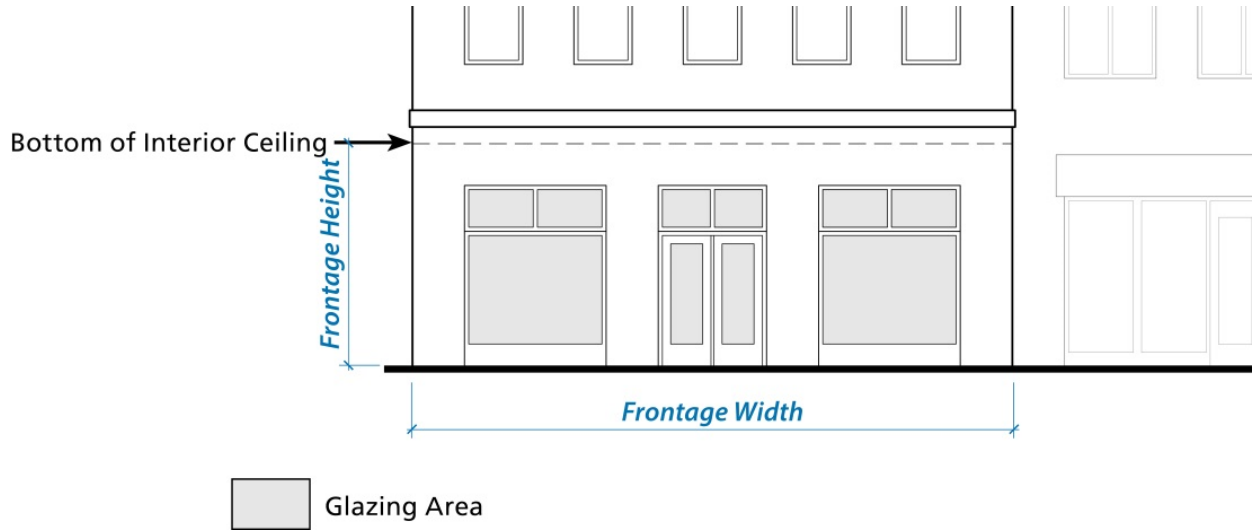
Intent Statement	
An above-ground structure for vehicle public parking. This building type is designed to accommodate the need for shared public parking. Additional public uses should be considered for the top floor where views become available. Ground floor retail or office space along the edge of the building facing a public street and sidewalk are encouraged.	
Location	
<ul style="list-style-type: none"> • Node • Commercial Village • Avenue 	
Building Height	
Min.	2 stories
Max.	45 feet or 4 stories
Maximum Facade Width	
300 feet	
Maximum Upper-Level Frontage Occupancy	
Portions of facades above the first floor shall be set back 10 feet	
Maximum Allowed Footprint per Story	
Not Applicable	

Primary Facades	
<ul style="list-style-type: none"> • Street-facing 	
Primary Frontage Types	
<ul style="list-style-type: none"> • Arcade/Gallery 	<ul style="list-style-type: none"> • Shopfront
Landscaping	
<ul style="list-style-type: none"> • Front yard landscaping shall primarily include hardscapes and potted plants. 	
Open Space	
<ul style="list-style-type: none"> • No minimum open space standard. 	
Primary Entry Location	
Retail	Street
Parking	Street, or alley when possible
Required Parking	
Not Applicable	
Surface Parking	
Not Applicable	
Above-Grade Parking Garage	
Not Applicable	
Parking Access	
<ul style="list-style-type: none"> • Entrances and exits may be no more than 3 lanes wide or 30 feet wide at sidewalk; • Ticket and payment machines should be recessed to allow significant stacking room inside structure. 	

E. Frontage Type Standards

The frontage type standards and guidelines address the building-to-street relationship. Calculating the minimum frontage glazing is illustrated in Figure 4.

Figure 4. Minimum Frontage Glazing Diagram



1. Arcade/Gallery



Intent Statement	
A frontage wherein the facade is a colonnade that overlaps the sidewalk, while the facade at sidewalk level remains at the property line. This type is conventional for retail use. Arcades should be in alignment from building to building within a block.	
Location	
<ul style="list-style-type: none"> • Node • Commercial Village 	<ul style="list-style-type: none"> • Avenue
Entries	
<ul style="list-style-type: none"> • Sidewalk • Alcove adjacent to sidewalk 	
Dimensions	
Height to Underside of Arcade (H)	19 feet min. clear
Arcade Depth (D)	15 feet min.
Distance between Curb and face of Arcade (C)	2-4 feet
Paving and Landscaping	
Area between the property line and building face shall be paved.	
Furnishing Zone	
<ul style="list-style-type: none"> • Outdoor seating • Product displays 	
Additional Standards	
<ul style="list-style-type: none"> • Locate columns so they do not align with the entry doors of ground floor tenants. • Where an arcade does not wrap around a building's corner, open its end to facilitate the pedestrian path. • Arcades should not be used unless they encompass the primary pedestrian path of travel along the sidewalk. • Shading devices that obstruct views into the arcade from the street may not be used. • At least 60% of the arcade facade area at the ground floor shall be glazed, with at least 70% of the glazing to allow views into the store rather than being shallow window box displays (see Figure 4); Glazing shall be transparent and clear; Opaque, highly reflective, and dark tinting are not permitted. 	

2. Shopfront



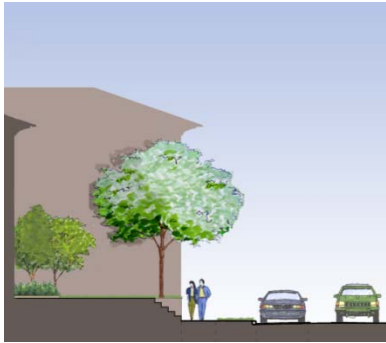
Intent Statement	
Shopfront frontages provide direct access to ground-floor spaces that are located adjacent to the sidewalk. Shopfronts are typically associated with retail uses but may accommodate other uses.	
Location	
<ul style="list-style-type: none"> • Node • Commercial Village 	<ul style="list-style-type: none"> • Avenue
Entries	
<ul style="list-style-type: none"> • Sidewalk • Alcove adjacent to sidewalk 	
Dimensions	
Shopfront Floor-to-Ceiling Height	15-21 feet
Paving & Landscaping	
Area between the property line and the building face shall be paved	
Furnishing Zone	
<ul style="list-style-type: none"> • Outdoor seating • Product displays 	
Additional Standards	
<ul style="list-style-type: none"> • At least 60% of the shopfront facade area at the ground floor shall be glazed, with at least 70% of the glazing to allow views into the store rather than being shallow window box displays (see Figure 4); Glazing shall be transparent and clear; Opaque, highly reflective, and dark tinting are not permitted. • Storefront window sill height may be no more than 30 inches high measured from the adjacent finished sidewalk • Unoccupied storefronts may be temporarily covered from the inside with white or light color paper, fabric or film, which may contain a graphic image or otherwise permitted sign • Maximum length of blank walls facing the street is limited to 15 horizontal feet for any one stretch 	

3. Live/Work



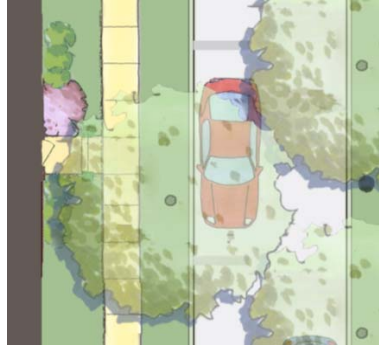
Intent Statement	
Live/Work frontages provide direct access to ground-floor spaces that are located adjacent to the sidewalk. Live/Work frontages may be associated with retail, offices or other work spaces.	
Location	
<ul style="list-style-type: none"> • Node • Commercial Village • Avenue 	
Entries	
<ul style="list-style-type: none"> • Sidewalk • Alcove adjacent to sidewalk 	
Dimensions	
Live/Work – Floor-to-Ceiling Height	10 feet min.
Paving & Landscaping	
Area between the property line and the building face shall be paved	
Furnishing Zone	
<ul style="list-style-type: none"> • Outdoor seating • Product displays 	
Additional Standards	
<ul style="list-style-type: none"> • At least 35% of the Live/Work facade area at the ground floor shall be glazed (see Figure 4). Opaque, highly reflective, and dark tinting are not permitted. Glazed garage doors may satisfy this standard. • Live/Work window sill height may be no more than 30 inches high measured from the adjacent finished sidewalk. • Unoccupied Live/Work may be temporarily covered from the inside with white or light color paper, fabric, or film, which may contain a graphic image or otherwise permitted sign. • Maximum length of blank walls facing the street is limited to 15 horizontal feet for any one stretch. 	

4. Forecourt



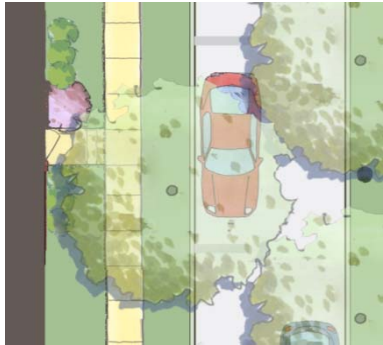
Intent Statement	
Forecourts are open areas located at primary building entrances. They may be designed as gardens or as paved courtyards. Frontages using a forecourt must comply with minimum frontage occupancy standards.	
Location	
<ul style="list-style-type: none"> • Node • Commercial Village <li style="margin-left: 200px;">• Avenue 	
Entries	
Forecourt	Sidewalk
Building	3 feet max above adjacent forecourt
Dimensions	
Height	18 in. max above adjacent sidewalk
Depth	10-40 feet
Width	20-40 feet
Paving & Landscaping	
Forecourts may be planted with grass, shrubs, or other ground cover or be paved. All walks shall be paved.	
Furnishing Zone	
<ul style="list-style-type: none"> • Outdoor seating • Product displays • Planter pots • Water features 	
Additional Standards	
<ul style="list-style-type: none"> • Forecourts shall be open to the sky; porches are not permitted • Forecourts may be gated • Forecourts are not intended for access by automobiles • Minimum facade occupancy standards are not applicable where forecourts are used 	

5. Stoop



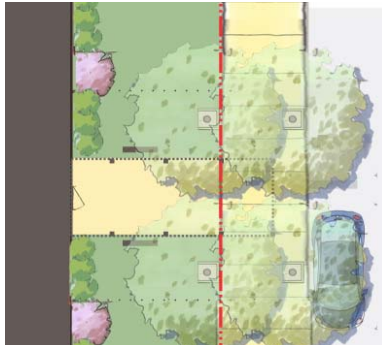
Intent Statement	
Stoops are small staircases leading to the entrance of a building. The stoop elevation provides some privacy between the sidewalk and ground-floor uses. Stoops may be covered.	
Location	
<ul style="list-style-type: none"> • Node • Commercial Village 	<ul style="list-style-type: none"> • Avenue
Entries	
<ul style="list-style-type: none"> • Sidewalk 	
Dimensions	
Height	3 feet max above adjacent sidewalk
Depth	4 feet min.
Width	4 feet min.
Paving & Landscaping	
Yards should be planted with grass, shrubs, or other ground cover. Walks shall be paved.	
Furnishing Zone	
Not Permitted	
Additional Standards	
<ul style="list-style-type: none"> • Awnings or canopies may cover stoops. • Elements from dooryard frontages and stoop frontages may be combined. 	

6. Dooryard



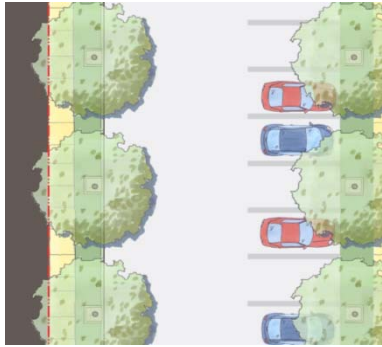
Intent Statement
Dooryard fronts are located in front setbacks and provide small landscaped and paved yards at buildings entrances. Dooryards are often enclosed by low walls, fences or hedges.
Location
<ul style="list-style-type: none"> • Node • Commercial Village <li style="margin-left: 300px;">• Avenue
Entries
Ground-floor units in multi-family buildings with corridors may have the primary entry from a corridor accessible from a common building lobby, directly from the sidewalk via a dooryard, or both.
Dimensions
Not Applicable
Paving & Landscaping
Dooryards shall be planted with grass, shrubs, or other ground cover. Walks shall be paved. Low retaining walls, fences, or hedges may not exceed 3 feet in height measured from the sidewalk.
Furnishing Zone
<ul style="list-style-type: none"> • Loose Furniture
Additional Standards
Elements from dooryard frontages and stoop frontages may be combined.

7. Avenue – Residential



Intent Statement
A large front yard between a building face and sidewalk that provides a buffer and privacy for the building. A canopy or awning covering the walkway to the sidewalk provides a gracious entry to the building.
Location
<ul style="list-style-type: none"> • Avenue
Entries
Ground-floor units in multi-family buildings with corridors may have the primary entry from a corridor accessible from a common building lobby, directly from the sidewalk via a front yard, or both.
Dimensions
10-20 feet from property line to building face
Paving & Landscaping
Front yards shall be planted with grass, shrubs, or other ground cover. Walks shall be paved. Low retaining walls, fences, or hedges may enclose a front yard. Walls and hedges may not exceed 3 feet in height measured from the adjacent sidewalk.
Furnishing Zone
<ul style="list-style-type: none"> • Loose furniture
Additional Standards
<ul style="list-style-type: none"> • None

8. Avenue – Commercial



Intent Statement
A street frontage facing a parking lot. Here, the parking lot shall be buffered from the public right of way with landscaping or wall separating the public realm from the private retail
Location
<ul style="list-style-type: none"> • Node • Commercial Village • Avenue
Entries
<ul style="list-style-type: none"> • Avenue • Sidewalk • Alcove adjacent to sidewalk
Dimensions
No greater than 75 feet from property line to building face
Paving & Landscaping
Area between the property line and the building face shall be paved
Furnishing Zone
<ul style="list-style-type: none"> • Outdoor seating • Product displays
Additional Standards
<ul style="list-style-type: none"> • At least 60% of the shopfront facade area at the ground floor shall be glazed with at least 70% of the glazing to allow views into the store rather than being shallow window box displays (see Figure 4); Glazing shall be transparent and clear; Opaque, highly reflective, and dark tinting are not permitted. • Storefront window sill height may be no more than 30 inches high measured from the adjacent finished sidewalk. • Unoccupied storefronts may be temporarily covered from the inside with white or light color paper, fabric, or film, which may contain a graphic image or otherwise permitted sign. • Maximum length of blank walls facing the street is limited to 15 horizontal feet for any one stretch.

1209 Architectural Standards

A. Purpose

The Architectural Standards regulate building orientation, access, projections, ceiling heights, and sustainability features.

B. Applicability

This section applies to all areas within the Incentive District.

C. General Architectural Standards

1. Building Orientation

- a. Primary Facades. All new or modified buildings shall orient the primary facade to the primary street. Secondary Facades front side and rear yards.
- b. Corner Buildings. Buildings at corners shall have primary facades fronting the Primary Street per Map 3 and confirmed by the City Planner. On some sites, corner buildings will front two Primary Streets. In these cases, both facades facing Primary Streets shall be considered primary.

2. Ground-Level Floor-to-Ceiling Heights

When not specified by the applicable frontage type in Section 1208 (E), the minimum retail ground-floor-to-floor height shall be 15 feet. Minimum residential ground-floor-to-ceiling height shall be 10 feet.

3. Pedestrian Access

- a. Primary Pedestrian Access. Primary pedestrian access to building lobbies shall be provided along the sidewalk or permitted open spaces.
- b. Mid-Block Paseos or Open Space. Parcels longer than 300 feet shall be developed with a mid-block pedestrian paseo or open space. Where paseos are utilized, the placement shall emphasize connectivity to other paseos, alleys, or mid-block crossings.
- c. Pedestrian paseos may be no less than 15 feet wide.
- d. If pedestrian paseos are covered, they shall have a floor-to-ceiling height of at least two times their width, but no greater than three times their width.
- e. Primary Entries. Primary entries to ground floor tenant spaces or individual residential units shall be directly accessed from the sidewalk and occur at a maximum interval of 60 feet along primary streets.
- f. Retail Frontages. All frontages with retail uses shall provide tenant spaces with their own entry from the sidewalk, publically accessible open space or pedestrian paseo.

- g. Multiple entrances shall be incorporated for storefronts along a street front whose length spans the width of more than 90 feet. Where multiple entrances are required by this standard, they should be no more than 60 feet from the centerline of one entrance to the center-line of the other.
- h. Automobile drop-offs and porte cocheres may not be permitted along Primary Frontages where an alley is available. Exceptions may be made subject to the following findings and approval by the City Planner:
 - i. The project provides a community benefit in the form of public parking or public open space.
 - ii. Conflict points with pedestrians and vehicles are reduced to the extent feasible.
 - iii. All parking and service access areas are provided via the alley.
 - iv. Alternative surfacing materials and landscape areas clearly define the driveway entrance from the sidewalk and parking lanes.
 - v. Such street frontage elements do not compromise the viability of street-adjacent landscape areas.
- i. Parking is not permitted along any Primary Frontage.

4. Building Walls at the Ground Floor

When not specified by the applicable frontage type in Section 1208 (E), along primary frontages, blank ground floor walls (defined as having no active use, glazing, or doorway) are limited to 20 percent of the linear building frontage, but in no case exceeding 40 feet of linear frontage.

5. Loading and Service

- a. Trash enclosures and retail loading areas shall be provided off of an alley where practical.
- b. Service, utility and mechanical equipment that is visible from the street should be screened from view with landscaping or enclosures.
- c. Back flow and standpipes, along with utility box transformers shall be screened.
- d. Chain link fencing with slats or mesh screen and unpainted wood are not permitted as screening materials.
- e. Mechanical equipment shall vent to an alley where practical.

6. Fenestration

- a. Ground Floor

- i. Provide large windows and window display boxes along ground floor commercial spaces to activate the street and allow pedestrians to view the merchandise for sale, restaurant interiors, dance classes, art galleries, artists at work, etc. At least 60 percent of Storefront Frontage shall be glazed.
 - ii. Use glazing that has limited UV tinted glazing so as to provide views into the building from the street. Glazing at ground-level storefronts and offices shall have a Visible Light Reflected Out value of 12 percent or less, and a Visible Transmittance value of 0.65 or more. Developers seeking relief from this standard based on Title 24 calculations shall provide those calculations to the City Planner as evidence that all other alternative measures to comply with Title 24 requirements, such as the use of shading devices, are insufficient.
 - iii. The ground floor window sill height may be no higher than 30 inches above the segment of sidewalk immediately adjacent to the window.
 - iv. Storefront windows shall be recessed at least 6 inches from building face.
 - v. Interior floor displays shall not obstruct views into the store.
 - vi. Exterior store displays against storefronts may not exceed 36 inches above adjacent sidewalk so as to not obstruct views into the store.
- b. Upper Level
- i. Upper-level glazing shall have a Visible Light Reflected Out value of 15 percent or less and a Visible Transmittance value of 50 percent or more.

7. Roofs

- a. Rooftop mechanical equipment, including roof vent penetrations, shall be screened from public view.

8. Projections

No projection may extend into the public right-of-way except as provided below. Projections into the public right-of-way shall be limited as follows:

- a. Awnings/Canopies. Awnings and canopies may project no more than 8 feet from the building face or 33 percent of the distance between the building face and the curb, whichever is less. The minimum vertical clearance for awnings and canopies shall be 8 feet if removable or retractable and 12 feet if fixed or permanent.

Awning and canopy heights on a building shall be designed to be consistent along the facade and/or frontage line so as to maintain a consistent street edge.

- b. Theater Marquees. Theater marquees may not project over the public sidewalk within 6 feet of the curb. Signage may not project more than 3 feet from the building face along block frontages where the distance from the curb to the building face is less than 18 feet in width and no more than 4 feet along block frontages where the distance between the curb and the building face is over 18 feet in width. If signage sits on the ledge of a canopy, then the guidelines for canopies shall apply (see above).
- c. Balconies. Balconies may not project into required setbacks by more than 7 feet from the building façade and may not extend beyond the property line.
- d. Projecting Habitable and Non-Habitable Space. The minimum vertical clearance below permitted Projecting Habitable and Non-Habitable Space shall be equivalent to the floor-to-floor ground floor height standard. The combined length of Projecting Habitable and Non-Habitable Spaces along the building face may not exceed 67 percent of the total length of the building face to which they are attached.

9. Encroachments

Encroachments shall be limited as follows:

- a. Stoops. Stoops are permitted for ground floor residences only, setbacks from the property line, and the grade change for the first floor residents as doors and windows are raised from the sidewalk grade.
 1. Stoops may not extend more than 8 feet from the building face and may not extend beyond the property line.
 2. The finished floor of the stoop may be a maximum of 42 inches above the adjacent sidewalk grade.
 3. Fences or walls defining the stoop may not exceed the height required by the building.
 4. Stoops may be parallel or perpendicular to the sidewalk from which they are accessed.
 5. Where they extend beyond the front setback line and run parallel to the sidewalk, the total length of the stoop or stoops may not exceed 40 percent of the total building frontage.
 6. Where they are perpendicular to the sidewalk, they may be combined with non-encroaching raised planters or terraces.
- b. Outdoor Seating, Dining and Temporary Display. These areas may encroach into the front setback, but may not encroach into the public right of way unless a clear area of travel is maintained of at least 6 feet in width not encroached upon by tree grates or street furniture.

- c. Raised Terraces. Raised terraces adjacent to storefronts with dining areas shall be a minimum of 7 inches in height. Raised terraces may be no taller than 42 inches as measured from the sidewalk grade. Raised terraces are permissible for restaurant and hotel uses located mid-block and behind the required minimum front yard setback line.
- d. Railings. Any railings that may be required by building code or desired windscreens shall be at least 80 percent transparent.
- e. Underground Parking. Underground parking may extend past the minimum front yard setback line, up to the property line.

10. Architectural Lighting

- a. Building Lighting and Fixtures
 - i. Frontages, entrances, arcades pathways, corner plazas, and adjacent public sidewalks shall be illuminated for pedestrian safety. Lighting may be freestanding or attached to the building. Lighting provided for pedestrian safety shall be mounted between 10 and 14 feet above the ground. Lighting along alleys shall be connected to a separate circuit.
 - ii. Lighting sources shall be shielded so that light is aimed downward or back at the building wall.
 - iii. Incandescent and high-pressure sodium exterior lights are prohibited.

1210 Large Lot Standards

A. Purpose

- 1. The purpose of this section is to provide standards for the development and redevelopment of large parcels or assemblages.

B. Applicability

Any parcel or parcel assemblage with a contiguous area of 60,000 sf or more shall be developed according to these Large Lot Standards.

C. Submittal Standards

An application for a Development Plan review qualifying under this section shall include, at a minimum, a plan sheet with diagrams and text which identifies proposed individual building sites and their dimensions, existing adjacent streets, proposed new streets, proposed building types, proposed frontage types, and the relationship of the project site to its surroundings.

D. Relationship to Land Use Standards, Urban Standards, and Architectural Standards

- 1. Each building within a large lot development shall comply with the applicable standards in the Land Use Standards, Urban Standards, and Architectural Standards. However, standards shall be amended as follows:

- a. Primary Frontage Line: For buildings not abutting an existing street, the plan shall introduce a new street, alley or pedestrian paseo that is open to the sky for at least 50 percent of its length and accessible to the public at least during daylight hours and a proposed Primary Frontage Line along that street or paseo. Buildings proposed to front the new street or pedestrian paseo are not subject to any setback standards from the new street or paseo.
- b. Development on parcels or parcel assemblages exceeding 90,000 sf shall be subject to Section 1210 (C) (1) a, above, and be composed of at least two distinct buildings (not connected via interior circulation, except as part of a subterranean parking structure) which may be the same or different building types as allowed by the applicable subarea.
- c. Frontage Types shall be permitted based upon the applicable subarea in which the project is located.

E. Access

- 1. In cases where parcel sizes exceed 90,000 sf, development shall provide for new streets and/or pedestrian paseos, according to the rules below and as shown in Figure 5.
 - a. Vehicular and pedestrian access shall include new internal streets, alleys, or driveways. Cul-de-sacs and dead-end streets are prohibited except where public utility constraints (e.g., railroad right-of-ways) prohibit through streets. Alleys or woonerfs (i.e., roads in which devices for reducing or slowing the flow of traffic have been installed) may be dead-end if they allow for future connection to adjacent parcels. Garage doors shall face alleys, woonerfs, or driveways. Flag lots are prohibited.
 - b. Parcels over 90,000 sf shall require at least one publicly accessible bisecting street, alley, or woonerf. Where such parcels border an existing public street and an existing alley sufficient to service the entire parcel, then the site may be partially bisected by a pedestrian paseo (minimum 15 feet wide between primary building walls) that is open to the sky for at least 50% of its length and accessible to the public at least during daylight hour in lieu of a street, alley, or woonerf.
 - c. Lots over 125,000 sf shall require at least one publicly accessible street. If the resulting subdivision includes parcels over 125,000 sf, they too shall require one publicly accessible bisecting street. If the resulting subdivision includes parcels over 90,000 sf, they too shall require one publicly accessible bisecting street, alley, or woonerf or, where conditions apply, may be partially bisected by a pedestrian paseo (see above for allowable conditions) as per Section 1210 (D) (1) b, above.

- d. New streets shall be designed to emphasize the pedestrian experience. Roadway widths shall be the minimum deemed acceptable by the City Engineer and Fire Department.

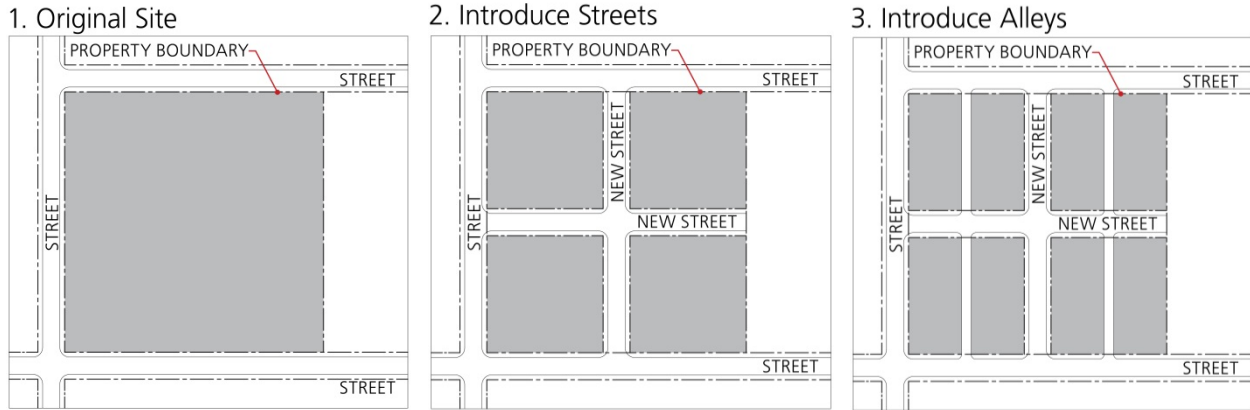


Figure 5. Large Lot Development

1211 Parking Standards

A. Applicability

All development and redevelopment established under the Incentive District shall comply with the parking standards contained in Article 31 Off-Street Parking and Loading Regulations of the 1992 Ordinance, with the exception of the provisions contained in subsections (B) and (C) below.

B. Minimum Parking Standards

Table 4. Required Parking Spaces

Use	Parking Spaces Required
Nonresidential Uses ¹	1 for each 500 sf of gross floor area
Artisan Manufacturing	1 for each 800 sf of gross floor area
Eating and Drinking Establishment ²	1 for each 125 sf of seating area
Visitor Accommodations	1 per unit
Personal Services	1 for each 600 sf of gross floor area
Residential ⁴	1 parking space per 1,500 sf of habitable space ³

Notes:

- 1) The nonresidential use category shall apply to all nonresidential uses within the Incentive District except those explicitly listed in Table 4 or in this footnote.
- 2) Eating and Drinking Establishments shall include; Restaurant, Full Service; Restaurant, Fast Food; Bars and Cocktail lounges; Food and Beverage Sales; Breweries, Craft; Wineries, Craft as defined in Section 1212.1.

- 3) The minimum parking standard is calculated from a total aggregate square footage of habitable space for the residential project.
- 4) No parking spaces shall be required for housing units dedicated to affordable housing units, senior housing units, or SROs.

C. Additional Parking Provisions

1. No parking spaces shall be required to be individually accessible. However, parking spaces may not be more than two-deep (tandem), unless they are served by mechanical systems or robotic parking that allows for independent access.
2. Shared on-site parking among land uses with different periods of peak parking demand shall be allowed for all uses in the plan area. Shared on-site parking shall be allowed to satisfy 100 percent of the parking standard for each use, so long as documentation can be provided that the existing and anticipated land uses will have different periods of peak parking demand and the shared parking can accommodate the parking demand for both uses.
3. Off-site parking within 1,250 feet shall be allowed for all uses in the plan area. Off-site parking further than 1,250 feet should be allowed at the discretion of the City Planner as long as documentation that a shuttle bus service or valet parking service will be provided.
4. Upon establishment of an in-lieu parking fee, payment of the in-lieu fee may be used to 100 percent satisfy the required interim parking standard for each parking space that is not provided.

1212 Definitions

1212.1 Land Use Classifications

The use classifications defined in this section are listed in Section 1207 (C) of this article. Definitions identified as “New” are unique to the Coast Highway Incentive District. Definitions identified as “Existing” are defined by Article 4 Use Classifications of the 1992 Ordinance. Definitions identified as “Existing/Modified” include slight modifications from the Article 4 Use Classifications of the 1992 Ordinance.

A. Animal Sales and Service (Existing)

1. Animal Boarding. Provision of shelter and care for animals on a commercial basis. This classification includes activities such as feeding, exercising, grooming, and incidental medical care. (Existing)
2. Animal Grooming. Provision of bathing and trimming services for animals on a commercial basis. This classification includes boarding of domestic animals for a maximum period of 48 hours. (Existing)
3. Animal Hospitals. Establishments where animals receive medical and surgical treatment. This classification includes only facilities that are entirely enclosed,

soundproofed, and air-conditioned. Grooming and temporary (30 days) boarding of animals is included if incidental to the hospital use. (Existing)

4. Animals: Retail Sales. Retail sales and boarding of animals provided such activities take place within an entirely enclosed building. This classification includes grooming if incidental to the retail use, and boarding of animals not offered for sale for a maximum period of 48 hours. (Existing)
- B. Artisan Manufacturing. A facility accommodating manufacturing processes involving and/or producing: apparel; food and beverage products; electronic, optical and instrumentation products; jewelry; and musical instruments. Artisan manufacturing also includes other establishments engaged in the assembly, fabrication, and conversion of already processed raw materials into products, as well as the incidental storage, sales and distribution of such products, where the operational characteristics of the manufacturing processes and the materials used are unlikely to cause impacts on surrounding land uses or the community. Typical artisan manufacturing uses include, but are not limited to; food and beverage product manufacturing such as breweries, wholesale bakeries, and coffee roasting; printing and publishing; art and jewelry making, clothing and fabric production; metal work; furniture making; glass or ceramic production; photo/film processing; and paper product manufacturing. (New)
- C. Assembly/Meeting Facility. Meeting, recreational, or social facilities of a private or nonprofit organization primarily for use by members or guests. Includes clubs, lodges, private meeting halls, religious assembly facilities (e.g., churches, mosques, synagogues, etc.), private auditoriums, union halls, etc. This use classification excludes private schools as defined in this section. (Existing/Modified – Clubs and Lodges and Religious Assembly)
- D. Bars and Cocktail Lounges. Any premises designed, used or intended to be used for the selling or serving of alcoholic beverages to the public for consumption on the premises, and in which food is not sold or served to the public as in a bona fide restaurant. (Existing)
- E. Child Care. Non-medical care and supervision on a less than 24-hour basis in any care facility of any capacity, and not within a licensee's home for persons under the age of 18. (Existing)
- F. Commercial Recreation and Entertainment – Indoor. Provision of participant or spectator recreation or entertainment. This classification includes bowling alleys, billiard parlors, pool rooms, dance halls, ice/roller skating rinks, scale-model courses, shooting galleries, arcades and game centers having five or more coin-operated game machines and card rooms. This does not include outdoor facilities such as amusement parks, batting cages, go-cart tracks, golf-driving ranges, and miniature golf courses. (Existing/Modified).

1. Dance Establishment. Any premises wherein a public dance, as defined in the Oceanside City Code, is held. (Existing)
 2. Pool Rooms, Billiard Rooms, and Shooting Galleries. Pool rooms, billiard rooms, and shooting galleries as defined in the Oceanside City Code. (Existing)
 3. Arcades and Game Centers. Any place having five or more coin-operated, slug-operated, or any type of amusement or entertainment machines for which payment is necessary for operation. These include, but are not limited to, pinball machines and video games, but do not include merchandise vending machines or mini-jukeboxes (see Article 36 Separation of Regulated Uses of the 1992 Ordinance). (Existing)
- G. Brewery, Craft. A small-scale beer manufacturing facility that includes designated floor area (comprising no less than 20 percent and no more than 40 percent of the total floor area) for product sampling and/or retail sales of beer conforming to state requirements. Retail sales of craft brewery merchandise including mugs, pint glasses, growlers, tap handles, coasters, apparel, signs, bottle openers, and books are also permitted. A craft brewery shall produce a minimum of 250 barrels annually and not exceed a maximum output of 15,000 barrels annually (with a barrel of beer being equal to 31 U.S. gallons). Facilities housing a craft brewery shall not exceed 15,000 square feet of floor area. The category of a craft brewery (based upon floor area and scale of operation) shall determine the appropriate review and approval process, as specified below. Such facilities shall be subject to the following limitations:
1. Other than business name and/or logo, such uses shall not display exterior signage (including advertising directed to the exterior from interior spaces) that promotes the availability of alcoholic beverages.
 2. There shall be no amusement or video machines maintained on the premises.
 3. There shall be no “happy hour” or regular periods of reduced-priced alcoholic beverages.
 4. Amplified live entertainment shall require issuance of an Administrative Use Permit.
 5. Ancillary food service involving outdoor equipment (e.g., food trucks) shall require issuance of an Outdoor Facilities Permit.
 6. Delivery/distribution activities involving Class 4 or higher vehicles shall not occur between the hours of 10 p.m. and 7 a.m.
 7. Hours of operations shall not extend beyond 10 p.m., unless extended hours of operation are approved through a Conditional Use Permit.

Craft breweries shall be regulated under the following tiered review and approval process:

1. Tier 1: Produces at least 250 and no more than 10,000 barrels annually and does not exceed 10,000 square feet of floor area. Tier 1 facilities are subject to approval of an Administrative Conditional Use Permit (ACUP) when not abutting residential zoning districts, schools, and/or churches. Tier 1 facilities abutting residential zoning districts, schools, and/or churches are subject to approval of a Conditional Use Permit (CUP).
 2. Tier 2: Produces at least 750 and no more than 15,000 barrels annually and does not exceed 15,000 square feet of floor area. Tier 2 facilities are subject to approval of a Conditional Use Permit (CUP).
- H. Cultural Institutions. Nonprofit institutions displaying or preserving objects of interest in one or more of the arts or sciences. This classification includes libraries, museums, and art galleries. (Existing)
- I. Financial Services. Financial institutions that provide retail banking services to individuals and businesses. This classification is limited to institutions engaged in the on-site circulation of cash money including businesses offering check-cashing facilities. (Existing/Modified)
1. Drive-Through/Drive-Up Service. Institutions providing self-service banking facilities that are not associated with a primary banking or savings and loan building located on the same site. (Existing)
 2. Self-Service Facilities (ATMs). Institutions providing self-service banking facilities that are not associated with a primary banking or savings and loan building located on the same site. (Existing)
- J. Food and Beverage Sales. Retail sales of food and beverages for off-site preparation and consumption. Typical uses include groceries, liquor stores, or delicatessens. Establishments at which 20 percent or more of the transactions are sales of prepared food for on-site or take consumption shall be classified as Catering Services. (Existing/Modified)
- K. Hospitals. Facilities providing medical, surgical, psychiatric, or emergency medical services to sick or injured persons, primarily on an inpatient basis. This classification includes incidental facilities for outpatient treatment, as well as training, research, and administrative services for patients and employees. (Existing)
- L. Offices, Business and Professional. Offices of firms or organizations providing professional, executive, management, or administrative services, such as architectural, engineering, real estate, insurance, investment, legal, and medical/dental offices. This classification includes medical/dental laboratories incidental to an office use, but excludes banks and savings and loan associations. (Existing)
- M. Parking as a Primary Use Land Use. Any lot or space where vehicles may be kept, sometimes for a fee, and includes public parking areas. (New)

- N. Park and Recreation Facilities. Noncommercial parks, playgrounds, recreation facilities and open spaces. Includes squares, plazas, outdoor theaters, skateparks, dog parks, trails, beaches, playgrounds, sports fields, greenbelts and other park, recreation and open space areas, including buildings and facilities that comprise the parks and recreation system of the city under the management and control of the Neighborhood Services Department. (Existing/Modified)
- O. Personal Improvement Services. Provision of instructional services or facilities, including; photography, fine arts, crafts, dance or music studios, driving, business or trade schools, diet centers or reducing salons, health and fitness studios, spas or clubs. (Existing)
- P. Health/Fitness Studios, Spas or Clubs. A fitness center, gymnasium, health and athletic club or studio, which may include any of the following: sauna, spa or hot tub facilities; indoor tennis, handball, racquetball, archery and shooting ranges, rock climbing and other indoor sports activities. Outdoor areas may be used as accessory to the primary use held indoors. (New)
1. Massage Establishments. Establishments providing massage service. (Existing)
- Q. Personal Services. Any premises primarily engaged in the provision of non-medical services for the enhancement of personal appearance, cleaning, alteration or reconditioning of garments and accessories, and similar non-business-related or nonprofessional services. These uses may also include accessory retail sales of products related to the services provided. Personal services include barber shops or beauty parlors, dry cleaning, self-service laundromats, locksmiths, tailors and shoe repair shops, tattoo parlors, and similar establishments catering directly to consumers. (Existing/Modified)
1. Tattooing Establishment. Any establishment or business engaged in “tattooing” as defined in the Oceanside City Code, excluding “micropigmentation” or “permanent cosmetic makeup” typically provided at beauty salon or day spas.
 2. Body Piercing Establishment. Any establishment or business engaged in “body piercing.” Body piercing means the creation of an opening in the body of a human being for the purpose of inserting jewelry or other decoration. This includes, but is not limited to, piercing of an ear, lip, tongue, nose, eyebrow, naval, genitals, breasts. “Body piercing” does not include piercing an ear with a disposable, single-use stud or solid needle that is applied using a mechanical device to force the needle or stud through the ear.
- R. Residential. Any building or portion thereof which is used for residential purposes, including multi-family dwelling units, live/work units, group houses, rest homes, residential care facilities, and rest homes, and accessory buildings and structures. (New)

1. Group Residential. Shared living quarters without separate kitchen or bathroom facilities for each room or unit. This classification includes roomhouse/boardingshouse, dormitories, fraternities, sororities, and private residential clubs, but excludes residential hotels (see Single-Room Occupancy (SRO) Residential Hotels). (Existing)
 2. Live/work. A mixed-use unit consisting of an office land use or retail land use with a residential land use. The habitable area may be anywhere in the unit and is intended to be occupied by a business operator who lives in the same structure that contains the office or retail activity. (New)
 3. Multifamily Residential. Two or more dwelling units on a site. This includes two-family dwelling units, three-family dwelling units, four-family dwelling units, zero lot line development, townhomes, and apartments. (New)
 4. Convalescent Facilities. Establishments providing care on a 24-hour basis for persons requiring regular medical attention, but excluding facilities providing surgical or emergency medical services. (Existing)
- S. Restaurants, Fast Food. A bona fide restaurant establishment where the principal business is the sale of prepared or rapidly prepared food and beverages to guests via counter, walk up, or window service for consumption on or off the premises. The sale of beer and wine for on-site consumption is permitted. As used in this definition, a “bona fide” restaurant shall have suitable kitchen facilities for cooking and/or preparation of meals. The word “meals” means the assortment of food commonly ordered at various hours of the day. (Existing)
1. Restaurants, Fast Food with Drive-thru or Drive-up. A restaurant establishment providing service from a building to patrons in vehicles through an outdoor service window (Drive-thru) or delivery service to vehicles parked in designated parking spaces (Drive-up). The sale and consumption of alcoholic beverages at a restaurant with a Drive-thru or Drive-up window is prohibited.
- T. Restaurant Full Service. A bona fide restaurant establishment where the principal business is the sale of food and beverages to guests via table service for consumption on the premises. The sale of beer and wine for on-site consumption shall be considered incidental to the full service restaurant. Delivery service to vehicles parked in designated parking spaces (i.e. drive-up) is allowed as an ancillary service to the Restaurant Full Service. As used in this definition, a “bona fide” full service restaurant shall have suitable kitchen facilities for cooking of complete meals. The word “meals” means the assortment of foods commonly ordered at various hours of the day; the service of only such foods as sandwiches or salads does not meet the bona fide restaurant definition.
1. Restaurants Full Alcohol. A bona fide restaurant establishment authorized to sell distilled spirits for consumption on licensed premises. The sale of liquor is

included as an appurtenant use to full service restaurants having table seating and service for more than 50 guests.

2. Restaurants Full Service with Live Entertainment – (Small Scale). Restaurant establishments providing live entertainment to patrons with 5 or fewer performers at restaurant facilities with no dance floor during typical lunch and dinner hours (11:00 a.m. – 11:00 p.m.) and having 75 percent food sales compared to alcohol sales.
- U. Retail. Premises available for the sale of many lines of merchandise and food service. These include, but are not limited to: art galleries, art supplies, bakeries, book or stationary shops, cameras and photographic supplies, collectibles, dress or millinery shops, drug stores, dry goods, florist shops, gifts, sundries and souvenir shops, grocery stores, hardware stores, jewelry stores, meat markets or delicatessen stores, recreation equipment rental and sales, shoe stores convenience food store, liquor store, and secondhand store. (New)
1. Convenience Market. Retail sales of food, beverage and small convenience items typically found in establishments with long or late hours of operation. This definition excludes delicatessens and other specialty food shops having a sizeable assortment of fresh fruits and vegetables, and fresh-cut meat or fish. (Existing)
 2. Drive-in facilities. Any place of business, excluding gasoline service stations, which transact any part or all of its business directly with customers within a vehicle. (New)
 3. Liquor store. A place or business engaged in the primary business of off-sale alcoholic beverages. For the purposes of article, primary business shall mean 25 percent or more of the shelf area of a business. (Existing)
 4. Pawnshops. Establishments engaged in the buying or selling of new or secondhand merchandise and offering loans secured by personal property and subject to Chapter 22 of the Municipal Code. (Existing)
 5. Recreational equipment rental and sales. Shall mean any recreational facilities operated as a business and open to the general public for a fee. This includes bicycles, commercial fishing, diving, and sportfishing establishments including supplies and services. (Existing/Modified)
 6. Secondhand Furniture, Appliances, “Collectibles,” and Clothing Sales. The retail sale of used furniture, appliances, “collectibles,” and clothing, and secondhand dealers who are subject to Chapter 22 of the Municipal Code. This classification excludes antique shops primarily engaged in the sale of antique furniture and accessories. (Existing)

- V. Schools. A public or private academic institution including school providing specialized education/training. Example include: Elementary, middle and high school, art schools, computer and electronic school, professional school (law, medicine, etc.) Also includes facilities, institutions and conference centers that offer specialized programs for personal growth and development. Does not include child care facilities (see Child Care) or Studios used for smaller-scale facilities offering specialized instruction. (New)
- W. Studios. Small-scale facilities, typically accommodating one group of students at a time, in no more than one instructional space. Larger facilities are included under the definition of Schools. Examples of these facilities include: individual and group instruction and training in the arts; production rehearsal; photography, and the processing of photographs produced only by users of the studio facilities; martial arts training studios; gymnastics instruction, and aerobics and gymnastics studios with no other fitness facilities or equipment. Also includes production studios for individual musicians, painters, sculptors, photographers, and other artists. (New)
- X. Theaters. An indoor facility for group entertainment. Examples include movie theaters and facilities for live theater and concerts. (New)
- Y. Vehicle/Equipment Sales and Services. This does not include commercial parking facilities (see Parking as a primary use). (Existing/Modified)
1. Automobile Washing. Washing, waxing, or cleaning of automobiles or similar light vehicles. (Existing)
 2. Service Stations. Establishments engaged in the retail sale of gas, diesel fuel, lubricants, parts, and accessories. This classification includes incidental maintenance and repair of automobiles and light trucks, but excludes body and fender work or repair of heavy trucks or vehicles. (Existing)
 3. Vehicle/Equipment Repair. Repair of automobiles, trucks, motorcycles, mobile homes, recreational vehicles, or boats, including the sale, installation, and servicing of related equipment and parts. This classification includes auto repair shops, body and fender shops, wheel and brake shops, and tire sales and installation, but excludes vehicle dismantling or salvage and tire retreading or recapping. (Existing)
 4. Vehicle/Equipment Sales and Rentals. Sale or rental of automobiles, motorcycles, trucks, tractors, construction or agricultural equipment, mobile homes, and similar equipment, including storage and incidental maintenance. (Existing)
 5. Vehicle Storage. Storage of operative or inoperative vehicles. This classification includes storage of parking tow-aways, impound yards, and storage lots for automobiles, trucks, buses, and recreational vehicles, but does not include vehicle dismantling. (Existing)

- Z. Visitor Accommodations. A facility that offers transient lodging accommodations to the general public, and includes campgrounds and recreational vehicle parks, hotels, motels, tourist cottages, and accessory uses. (Existing/Modified)
1. Bed and Breakfast Inns. Establishments offering lodging on a less than weekly basis in a converted single-family or multi-family dwelling, with incidental eating and drinking service for lodgers only provided from a single kitchen. (Existing)
 2. Hotels, Motels and Time-Share Facilities. Establishments offering commercial lodging on a less than monthly basis. This classification includes incidental eating, drinking, and banquet services intended for the convenience of guests. (Existing)
 3. Single-Room Occupancy (SRO) Residential Hotels. Buildings with six or more guest rooms without kitchen facilities in individual rooms, or kitchen facilities for the exclusive use of guests, and which are also the primary residences of the hotel guests. (Existing)
 4. Vacation Club. Prepaid or credit based establishments offering lodging on a less than weekly basis and having kitchens. This classification includes eating, drinking and banquet services. (Existing)
- AA. Winery, Craft. A small-scale winemaking facility that includes designated floor area (comprising no less than 20 percent and no more than 40 percent of the total floor area) for product sampling and/or retail sales of wine conforming to state requirements. Retail sales of craft winery merchandise including wine glasses, wine bottles, decanters, corkscrews, home décor, apparel, signs, books, and other wine paraphernalia are also permitted. A craft winery shall produce a minimum of 300 cases annually and not exceed a maximum output of 10,000 standard cases annually (with a standard case of wine containing twelve 750 ml bottles or nine liters of wine). Facilities housing a craft winery shall not exceed 15,000 square feet of floor area. The category of a craft winery (based upon floor area and scale of operation) shall determine the appropriate review and approval process, as specified below. Such facilities shall be subject to the following limitations:
1. Other than business name and/or logo, such uses shall not display exterior signage (including advertising directed to the exterior from interior spaces) that promotes the availability of alcoholic beverages.
 2. There shall be no amusement or video machines maintained on the premises.
 3. There shall be no “happy hour” or regular periods of reduced-priced alcoholic beverages.
 4. Amplified live entertainment shall require issuance of an Administrative Use Permit (ACUP).

5. Ancillary food service involving outdoor equipment (e.g., food trucks) shall require issuance of an Outdoor Facilities Permit.
6. Delivery/distribution activities involving Class 4 or higher vehicles shall not occur between the hours of 10 p.m. and 7 a.m.
7. Hours of operations shall not extend beyond 10 p.m., unless extended hours of operation are approved through a Conditional Use Permit.

Craft wineries shall be regulated under the following tiered review and approval process:

1. Tier 1: Produces at least 300 and no more than 7,000 standard cases annually and does not exceed 10,000 square feet of floor area. Tier 1 facilities are subject to approval of an Administrative Conditional Use Permit (ACUP) when not abutting residential zoning districts, schools, and/or churches. Tier 1 facilities abutting residential zoning districts, schools, and/or churches are subject to a Conditional Use Permit (CUP).
2. Tier 2: Produces at least 900 and no more than 10,000 standard cases annually and does not exceed 15,000 square feet of floor area. Tier 2 facilities shall be subject to approval of a Conditional Use Permit (CUP).

1212.2 Architectural and Development Standards

- A. Arcade. A frontage type typical for retail uses wherein the facade is a colonnade supporting habitable space that overlaps the sidewalk, while the facade at sidewalk level remains at the primary frontage line.
- B. Bay System. The spaces between posts, columns, or buttresses in the length of a building.
- C. Blockfronts. The aggregate of private lots, passages, alleys, circumscribed by streets.
- D. Colonnade. A row of columns supporting a roof or arcade.
- E. Encroachments. An encroachment is defined as either a fixed or moveable architectural or furnishing element that projects beyond the building face at the ground level or below ground.
- F. Façade Compositional Strategy. The combining of distinct parts or elements of building facades to form a unified whole.
- G. Habitable Projecting Space. Habitable Projecting Space is a portion of a building enclosed by walls and a roof that extends beyond the building face (i.e., bay windows and other architectural projections).
- H. Massing. The perception of the general shape or form as well as the size of a building.

- I. Mixed-Use Development. Development that includes two or more land uses.
- J. Non-Habitable Projecting Space. Non-habitable Projecting Space is a space used by occupants that are not enclosed by walls and a roof, such as balconies. They should not extend more than 6 feet from the building face and should not extend beyond the property line.
- K. Porte Cochere. A vehicular passageway leading through a building or screen wall into an interior courtyard. A porte cochere can also refer to a roofed structure extending from the entrance of a building over the adjacent driveway and sheltering those getting in or out of vehicles.
- L. Pedestrian Paseo. A pathway, open or roofed, that serves as an extension of the sidewalk as it passes from the primary frontage line onto private property, often between buildings, to courtyards, parking areas, or civic spaces.
- M. Primary Frontage Line. A setback, parallel to the primary street, which marks the location from which the principle vertical plane of the building façade must be erected.
- N. Primary Street. Streets with key circulation, mix of intensities, more pedestrian and vehicular accommodation than secondary streets, most developed street, with a mix of uses and access to transit.
- O. Secondary Street. Street with single use development as opposed to mixed-use development that are fed from primary streets, have less circulation than primary street, have less mix of intensities than primary streets, and have less of pedestrian and vehicular traffic than the main streets.
- P. Standalone Residential. A residential development where residential is the primary use and other land uses such as retail or office are not included as a primary or secondary use. A standalone residential development may include open space and other uses considered incidental in a residential development project.
- Q. Stoops. Stoops are elevated entry porches with stairs paced close to the front setback line.
- R. Transoms. A transverse horizontal structural beam or bar, or a crosspiece separating a door from a window above it.
- S. Underlying Zoning. The underlying zoning district per the 1986 zoning ordinance.
- T. Visible Light Reflected Out. A value describing the percentage of total visible light that is reflected by a window glass and film system.
- U. Visible Transmittance. A value describing the percentage of visible light that can pass through a window glass and film system.
- V. Woonerfs. A road in which devices for reducing or slowing the flow of traffic have been installed.

1212.3 Frontage and Building Type Terms

- A. Allowable Building Types. Defines which building types are permitted within each subarea. Allowable building types are provided in 1208 (C) and (D) and the following describes the standards provided for each building type.
 - 1. Building Intent Statement. This statement describes the intent of each building type.
 - 2. Locations. List of subareas where specified building types are permissible.
 - 3. Maximum Building Height. The maximum building height for the building type.
 - 4. Maximum Façade Width. The maximum dimension along a frontage of any single façade.
 - 5. Maximum Upper-Level Frontage Occupancy. The maximum linear dimension of building face above a specified height that may be set along the building frontage.
 - 6. Maximum Allowed Footprint Per Story. The maximum percentage of the site’s buildable area (after excluding required setbacks) that may be constructed per story.
 - 7. Primary Facades. The primary orientation of the building facades.
 - 8. Landscaping. Landscaping standards by building type.
 - 9. Open Space. Any open space standards applicable to the building type.
 - 10. Primary Frontage Types. The primary frontage types that may be used for each building type.
 - 11. Primary Entry Locations. The location of the building’s front door.
 - 12. Parking. Parking orientation standards by building type.

- B. Allowable Frontage Types. Defines which frontage types are permitted within each subarea. In some cases, the permitted frontage types may also be regulated according to the street on which they face and must also comply with the permitted frontage types of the selected building type. Allowable frontage types are provided in Section 1208 (E) and the following describes the standards provided for each frontage type.
 - 1. Frontage Intent Statement. This statement describes the building-to-street relationship that each frontage type is meant to achieve.
 - 2. Locations. List of subareas where specified frontage types are permissible.
 - 3. Entries. These standards address entries at the blockfronts, not those that are internal to the site.

4. Dimensions. Specific dimensions of features like massing, entry height, openings, and setbacks are delineated here.
 5. Paving and Landscaping. This standard addresses the area between the property line and building face.
 6. Furnishing Zone. This standard addresses furnishing within front setbacks.
 7. Additional Standards and Guidelines. These standards and guidelines provide additional direction in shaping the appropriate building-to-street relationship. They address glazing at the ground floor, frontages, and entries (see Figure 4).
- C. Maximum Building Height. Identifies the maximum height buildings in each subarea are not allowed to exceed.
- D. Maximum Average Building Height. Requires buildings to create a varied “street wall” by requiring portions of a development to have different heights to meet the average standard. In no case can any portion of the development exceed the Maximum Building Height standard. Figure 1 identifies how average building height shall be calculated to determine compliance with the standard.
- E. Minimum Frontage Occupancy. Is the minimum percentage of a blockfront at which a building frontage is set either at or within the zone established by the minimum and maximum Setback Lines, as shown in the Setback Regulating Plan, Map 3. The Minimum Frontage Occupancy is measured as a linear distance parallel to the property line. The remaining frontage length may be set behind the Maximum Setback Line or may be left unoccupied.

MAPS

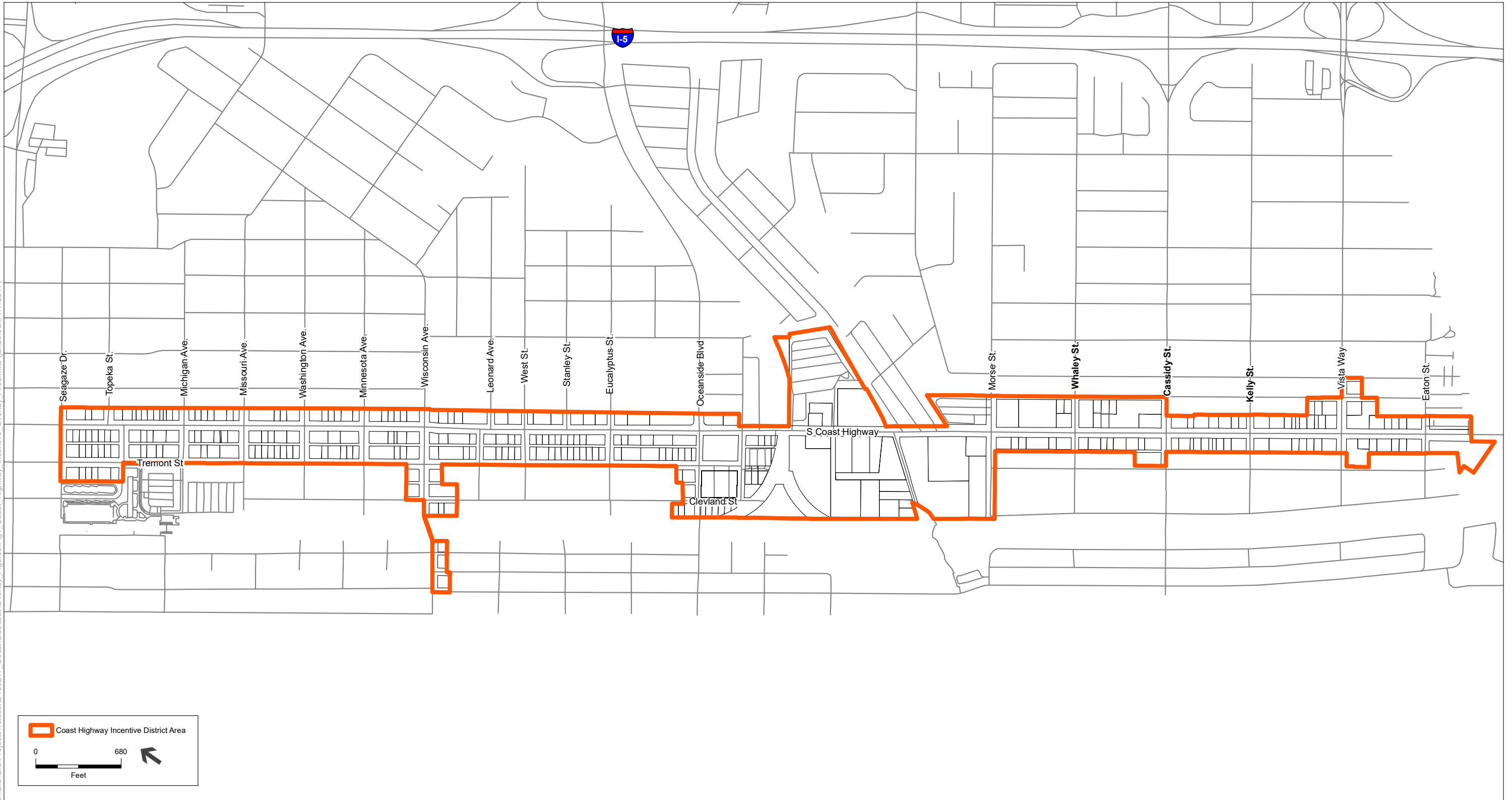
MAP ONE: Coast Highway Incentive District

MAP TWO: Subarea Plan

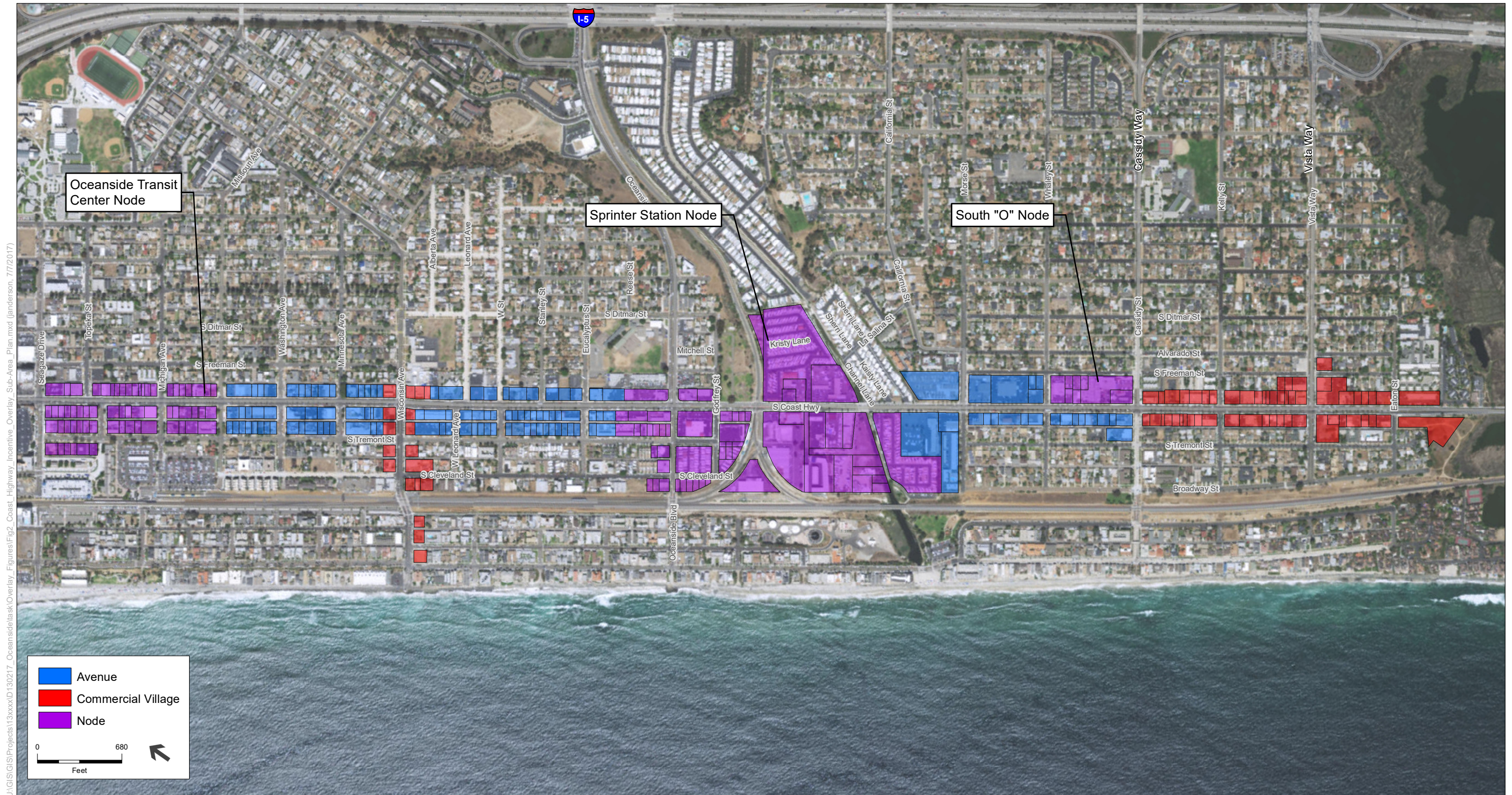
MAP THREE: Setback Regulating Plan

MAP FOUR: Residential Incentive Program Area

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SOURCE: ESA, 2016; City of Oceanside, 2016

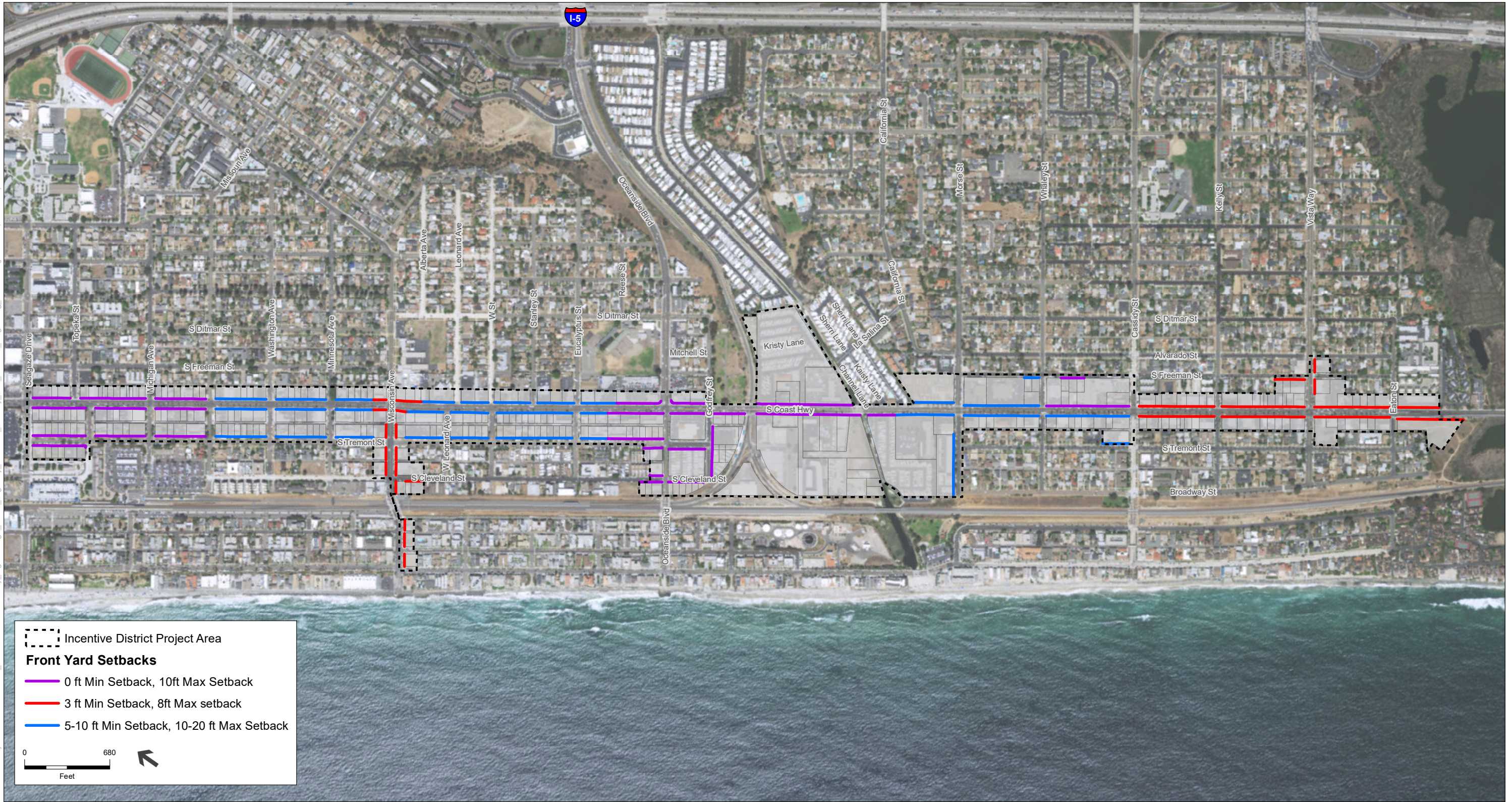


SOURCE: ESA, 2016; City of Oceanside, 2016; NAIP, 2014

City of Oceanside Coast Highway Corridor Stud. 130217

Map 2
Coast Highway Incentive District
 Sub-Area Plan

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 Incentive District Project Area
Front Yard Setbacks
— 0 ft Min Setback, 10ft Max Setback
— 3 ft Min Setback, 8ft Max setback
— 5-10 ft Min Setback, 10-20 ft Max Setback

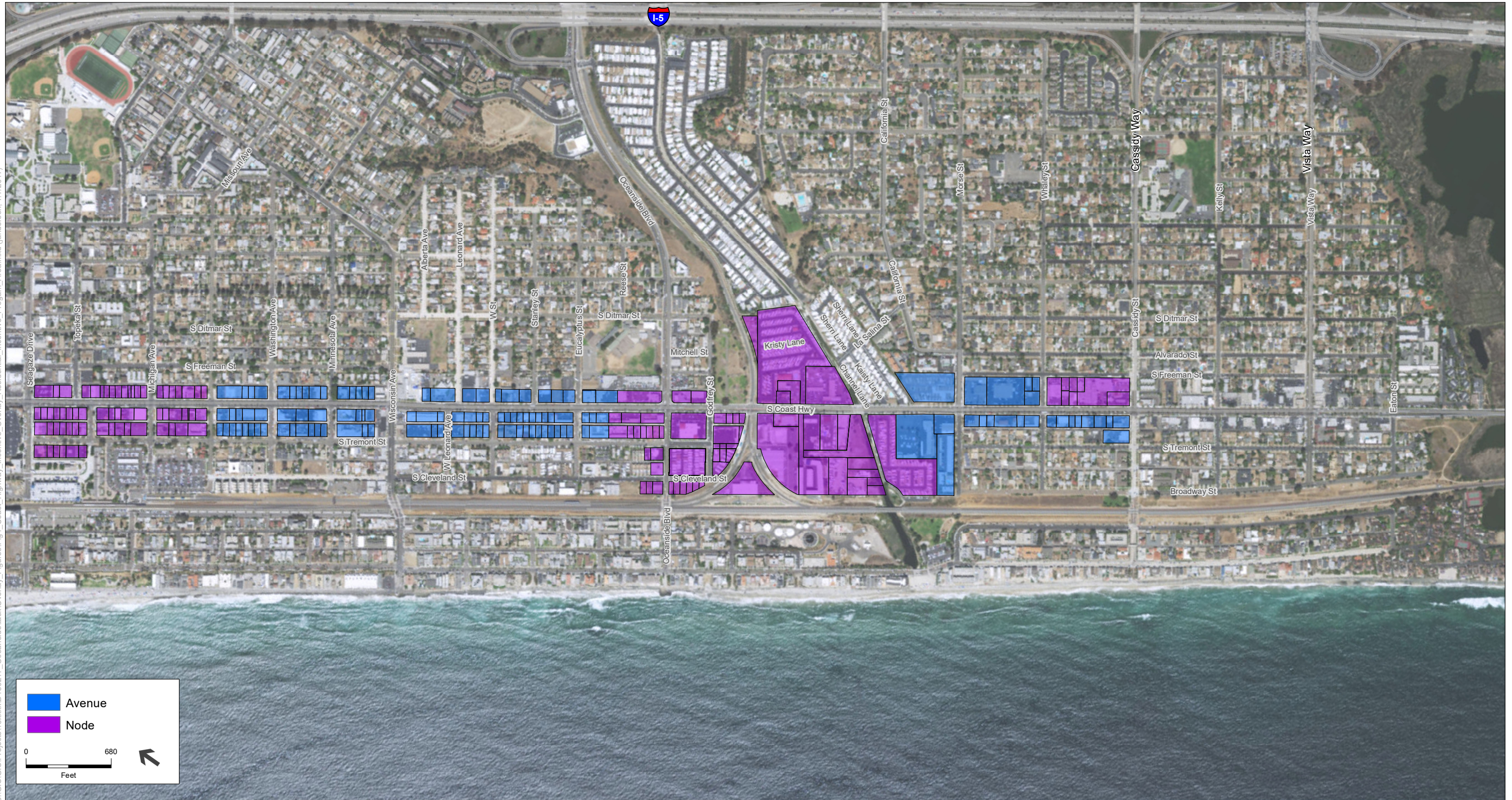
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SOURCE: ESA, 2016; City of Oceanside, 2016; NAIP 2014

City of Oceanside Coast Highway Corridor Stud. 130217

Map 3
Coast Highway Incentive District
 The Setback Regulating Plan

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SOURCE: ESA, 2016; City of Oceanside 2016; NAIP, 2014

City of Oceanside Coast Highway Corridor Stud. 130217

Map 4
Coast Highway Incentive District
Residential Incentive Program Area