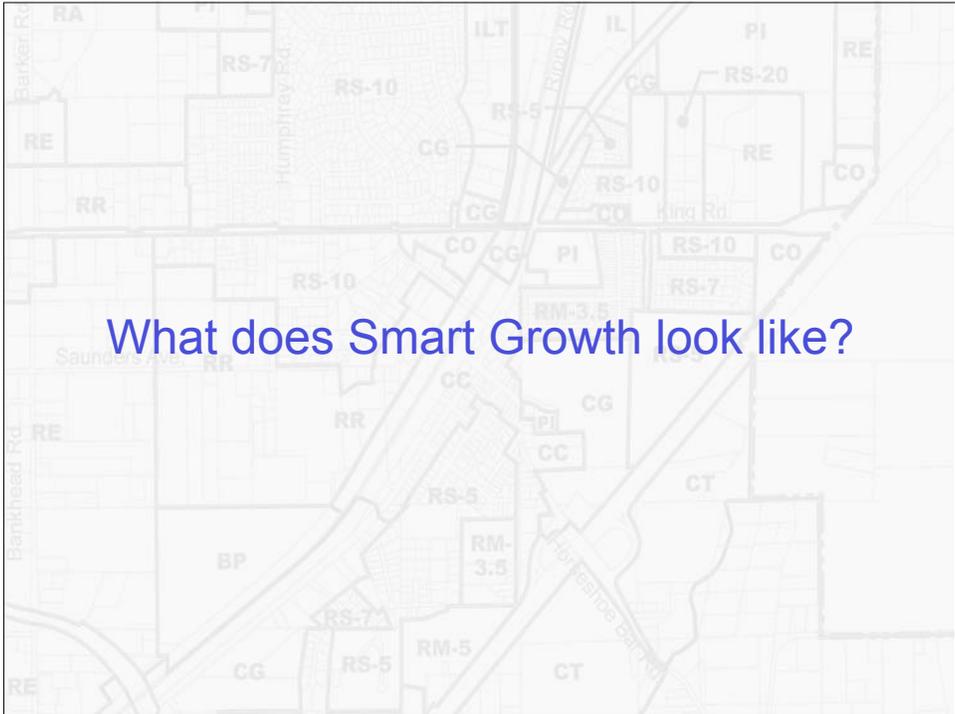
A zoning map showing various residential and commercial zones such as RS-10, RM-5, CG, and RR. The map is overlaid with text in green and blue. The text includes the title 'Smart Growth Development Regulations', the subtitle 'The Why, What, and How of Zoning for Smart Growth', and the author's name 'Paul Crawford, FAICP, CNU' along with his firm 'Crawford Multari & Clark Associates'.

## Smart Growth Development Regulations

### The Why, What, and How of Zoning for Smart Growth

Paul Crawford, FAICP, CNU  
Crawford Multari & Clark Associates

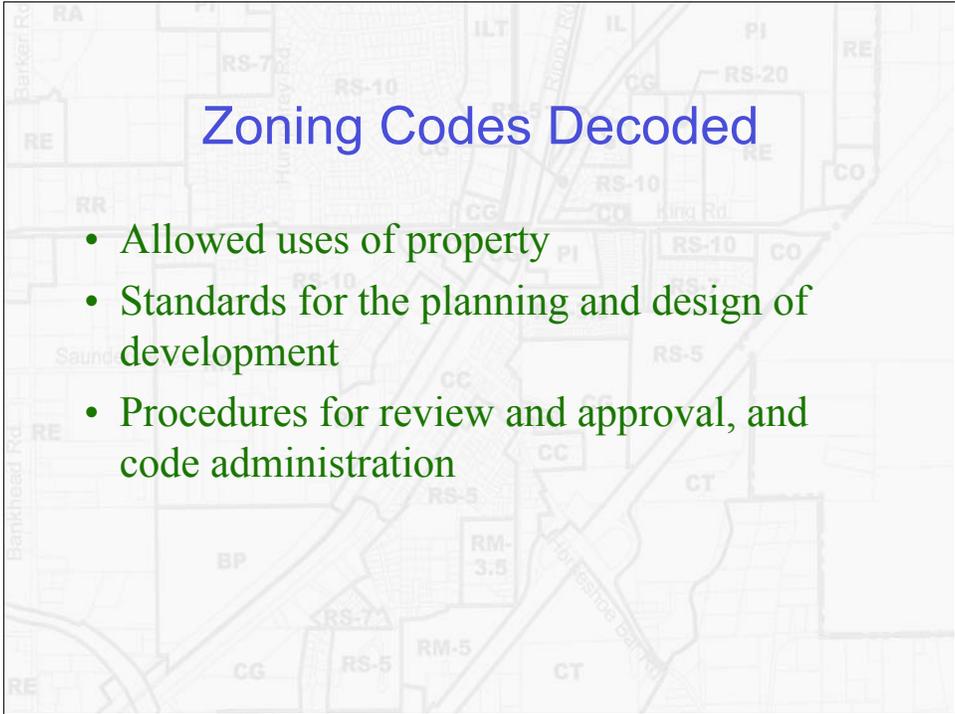
A zoning map showing various residential and commercial zones such as RS-10, RM-5, CG, and RR. The map is overlaid with text in blue. The text includes the question 'What does Smart Growth look like?'.

## What does Smart Growth look like?



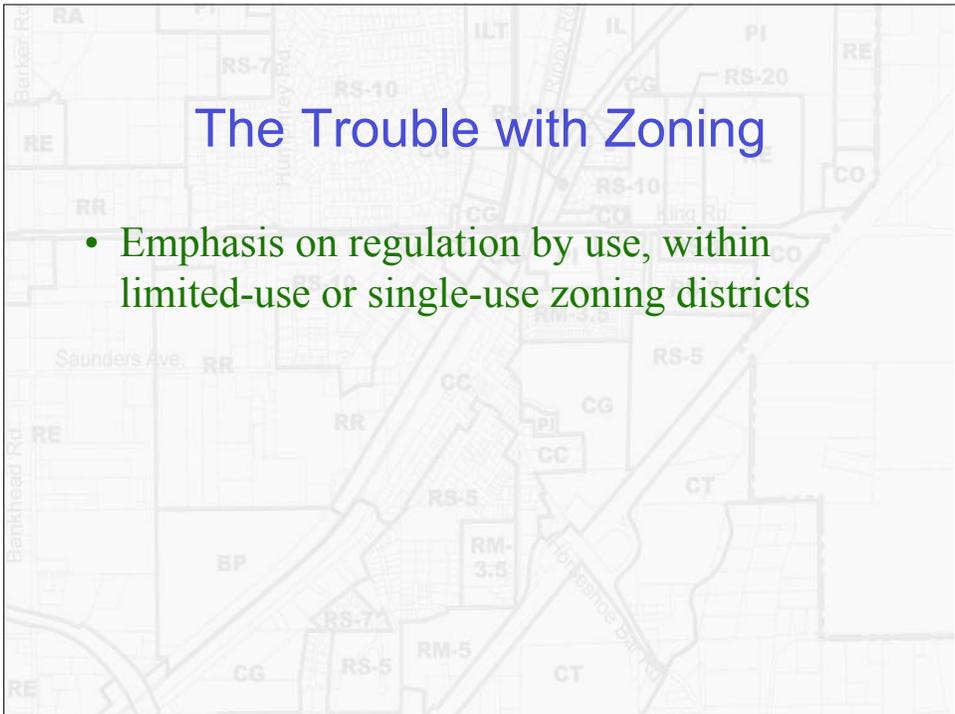
## Smart Growth Principles

- Create range of housing opportunities and choices
- Create walkable neighborhoods
- Foster distinctive, attractive places with a strong sense of place
- Make development decisions predictable, fair and cost effective
- Mix land uses
- Strengthen and direct development towards existing communities



## Zoning Codes Decoded

- Allowed uses of property
- Standards for the planning and design of development
- Procedures for review and approval, and code administration



## The Trouble with Zoning

- Emphasis on regulation by use, within limited-use or single-use zoning districts



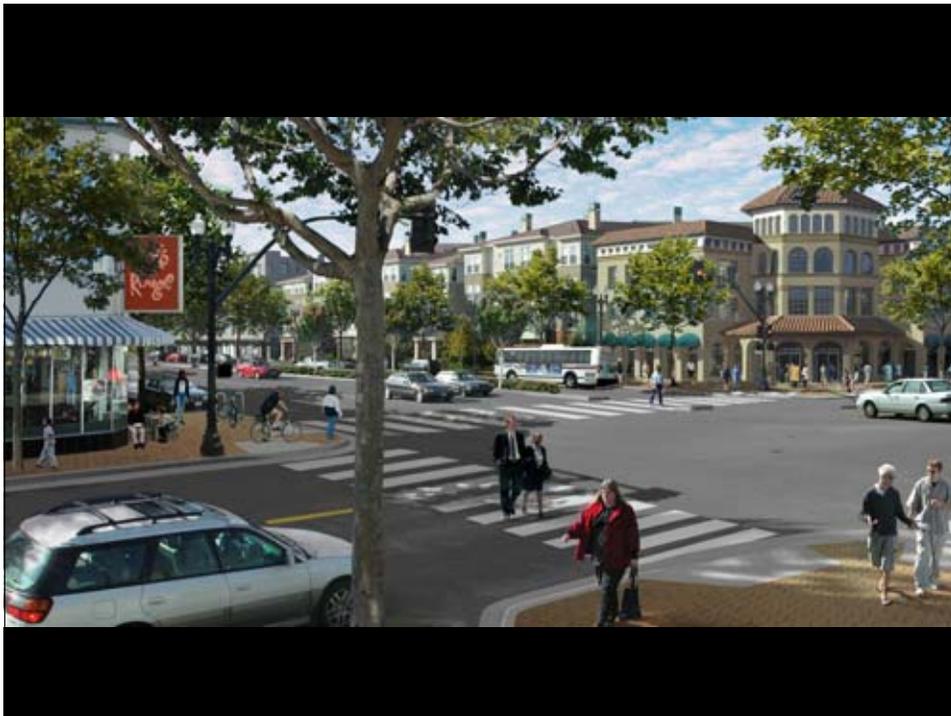
## The Trouble with Zoning

- Emphasis on regulation by use, within limited-use or single-use zoning districts

A faded background map showing various zoning districts. The map includes labels for RA, RE, RR, RS-7, RS-10, ILT, IL, PI, CG, RS-20, CC, RS-5, RM-3.5, BP, RM-5, and CT. The map is overlaid with a semi-transparent text box containing the title and a bullet point.

## The Trouble with Zoning

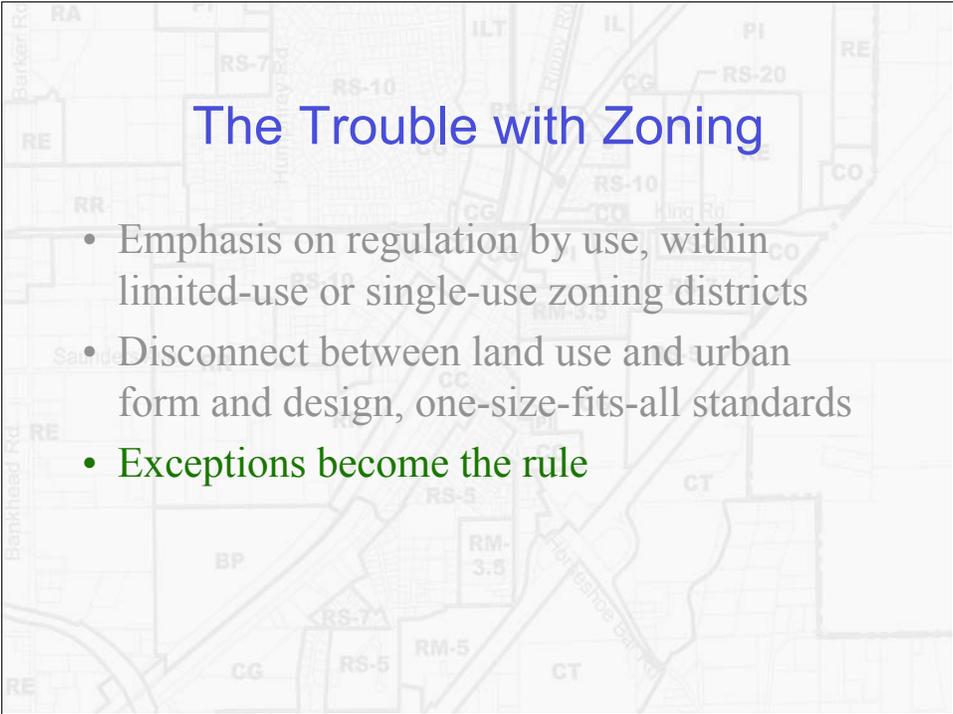
- Emphasis on regulation by use, within limited-use or single-use zoning districts
- Disconnect between land use and urban form and design, one-size-fits-all standards





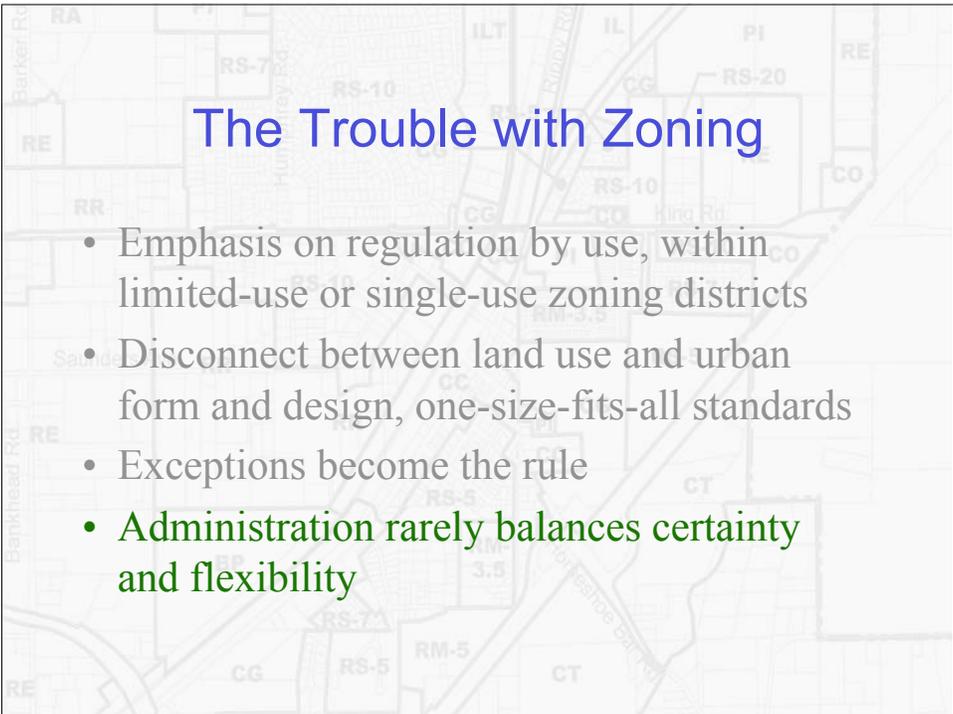
## The Trouble with Zoning

- Emphasis on regulation by use, within limited-use or single-use zoning districts
- **Disconnect between land use and urban form and design, one-size-fits-all standards**



## The Trouble with Zoning

- Emphasis on regulation by use, within limited-use or single-use zoning districts
- Disconnect between land use and urban form and design, one-size-fits-all standards
- Exceptions become the rule



## The Trouble with Zoning

- Emphasis on regulation by use, within limited-use or single-use zoning districts
- Disconnect between land use and urban form and design, one-size-fits-all standards
- Exceptions become the rule
- Administration rarely balances certainty and flexibility

## The Products of Zoning

- Dispersed uses with few distinct centers
- Spatial separation of key daily activities
- Excessive land consumption
- Streets designed for cars rather than people
- No convenient, cost-effective transit
- Limited choice in housing supply
- Fear of density



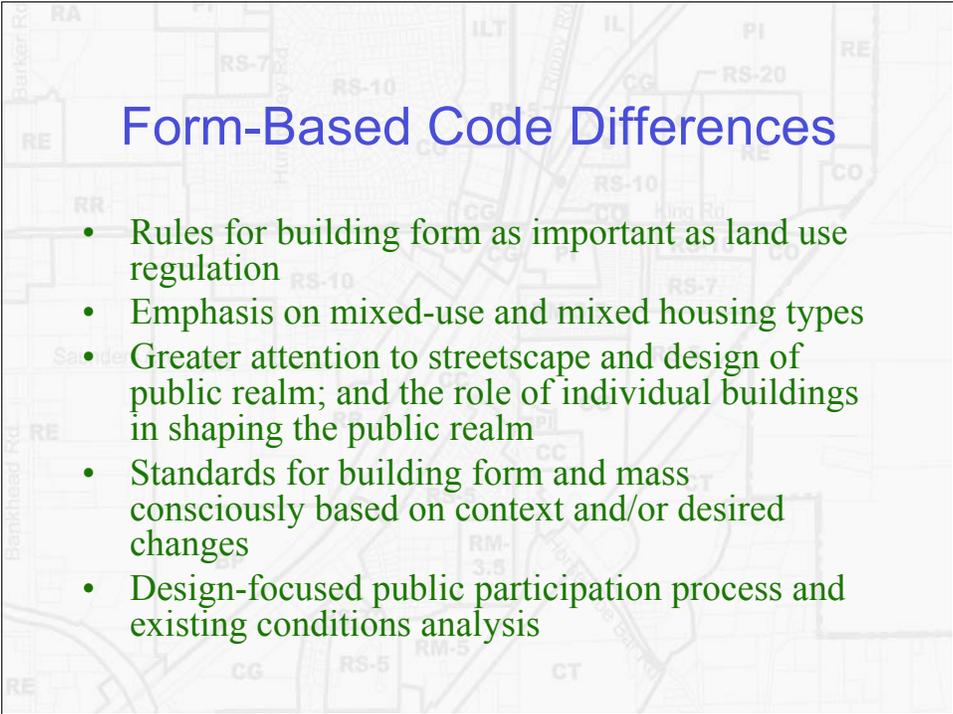






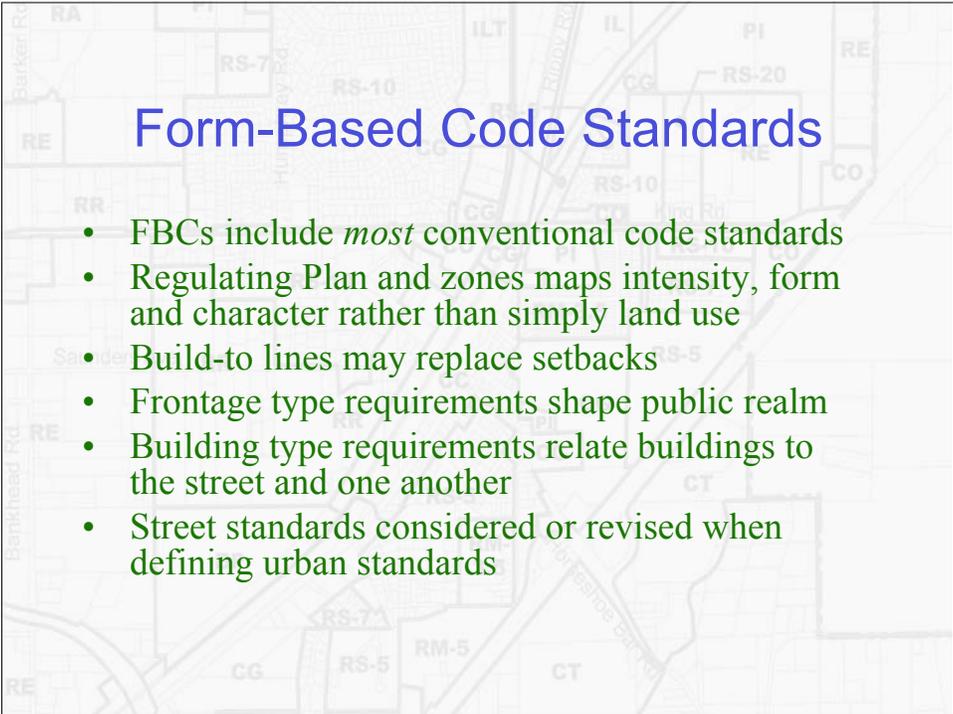
## Conventional Zoning Code Features

- Use-based zoning classifications
- Regulation of land use types
- Zone-based development standards
- Density
- Parking, landscaping, signs, etc.



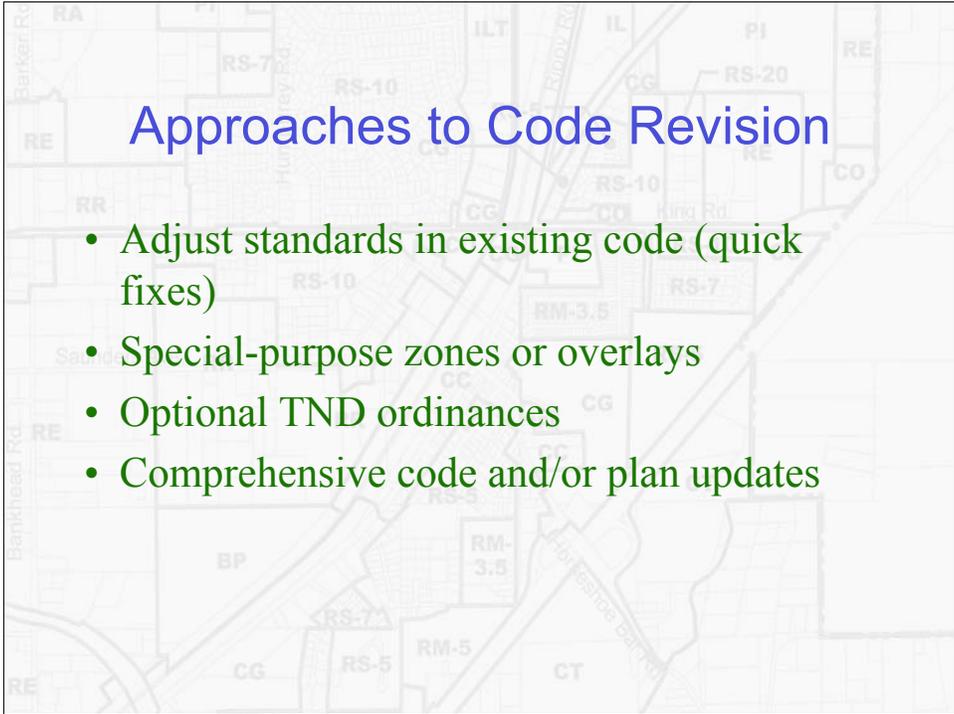
## Form-Based Code Differences

- Rules for building form as important as land use regulation
- Emphasis on mixed-use and mixed housing types
- Greater attention to streetscape and design of public realm; and the role of individual buildings in shaping the public realm
- Standards for building form and mass consciously based on context and/or desired changes
- Design-focused public participation process and existing conditions analysis



## Form-Based Code Standards

- FBCs include *most* conventional code standards
- Regulating Plan and zones maps intensity, form and character rather than simply land use
- Build-to lines may replace setbacks
- Frontage type requirements shape public realm
- Building type requirements relate buildings to the street and one another
- Street standards considered or revised when defining urban standards



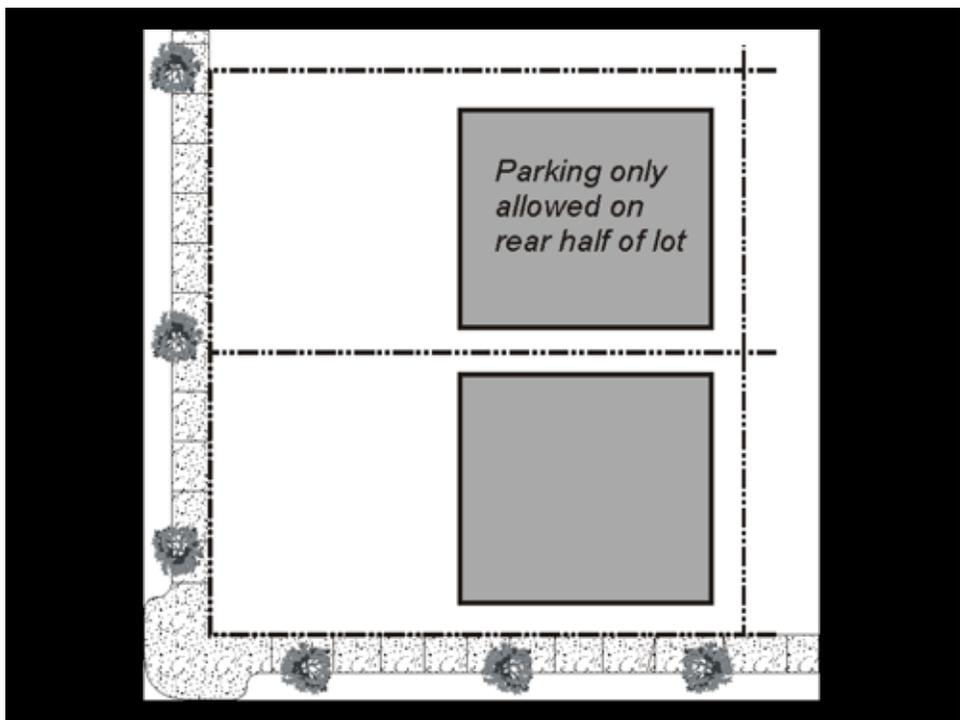
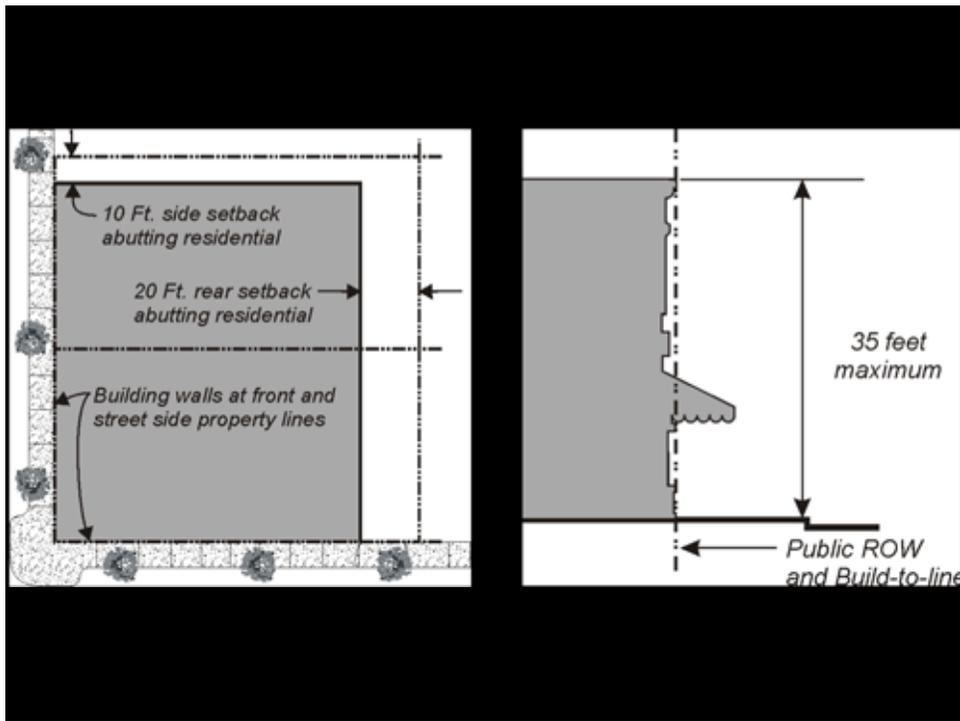
## Approaches to Code Revision

- Adjust standards in existing code (quick fixes)
- Special-purpose zones or overlays
- Optional TND ordinances
- Comprehensive code and/or plan updates



## Quick Fixes

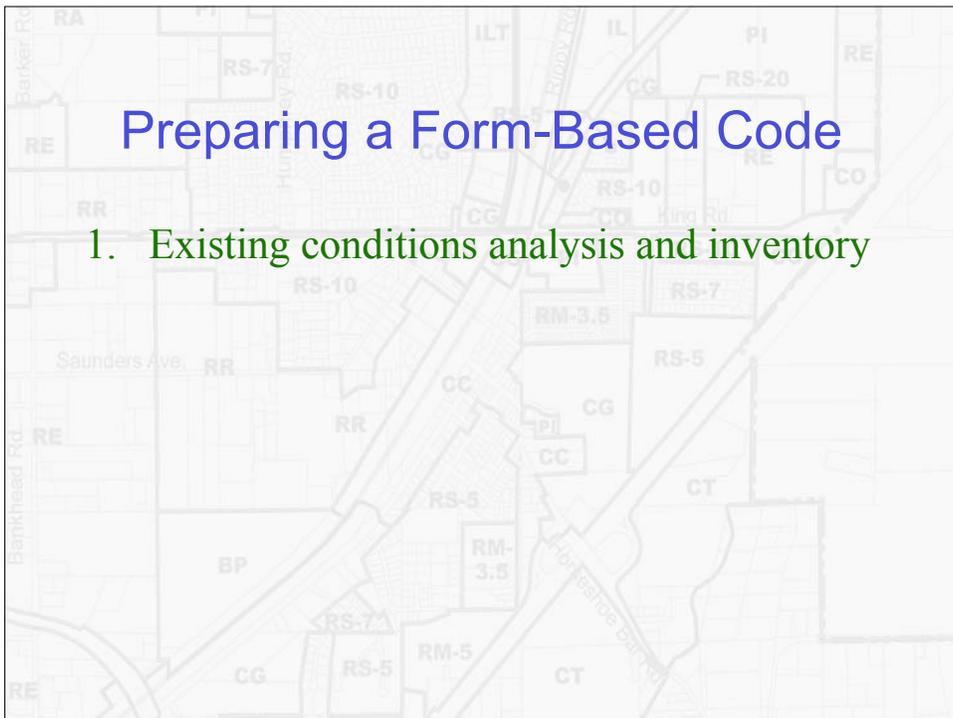
- Revise building regulations to effectively shape the public realm of the street
- Revise parking location requirements
- Allow a variety of uses to create vitality, synergy, and enhance the pedestrian experience

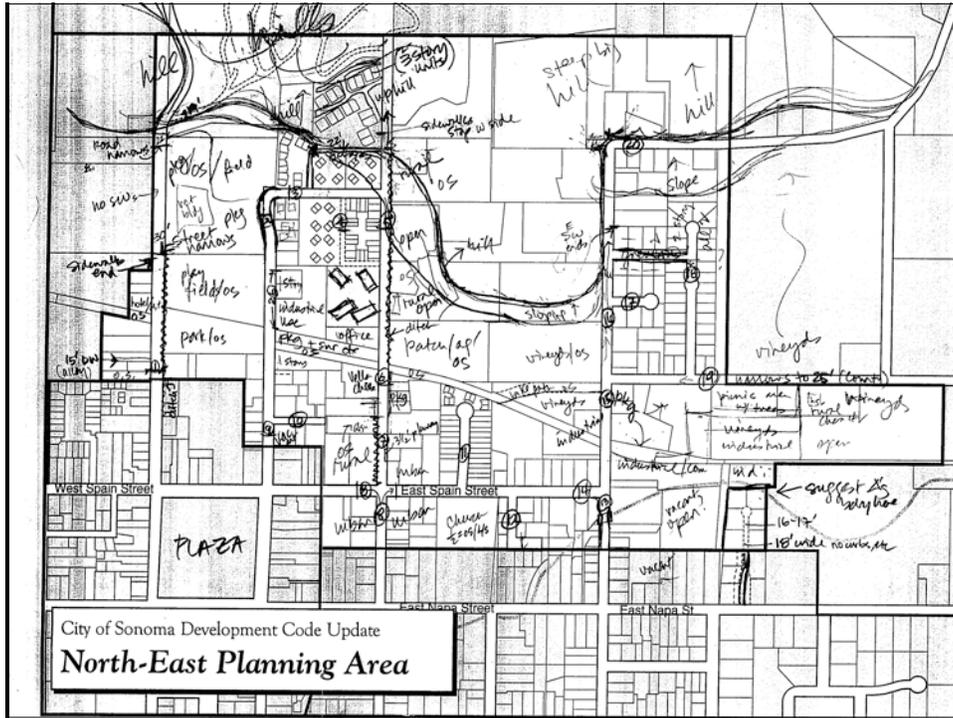








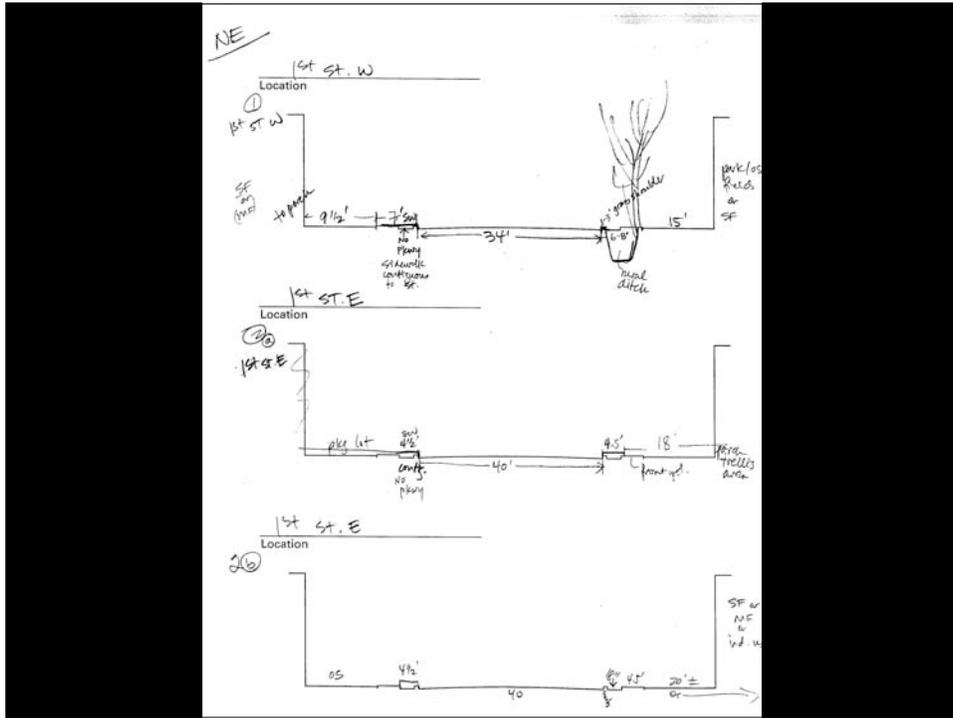




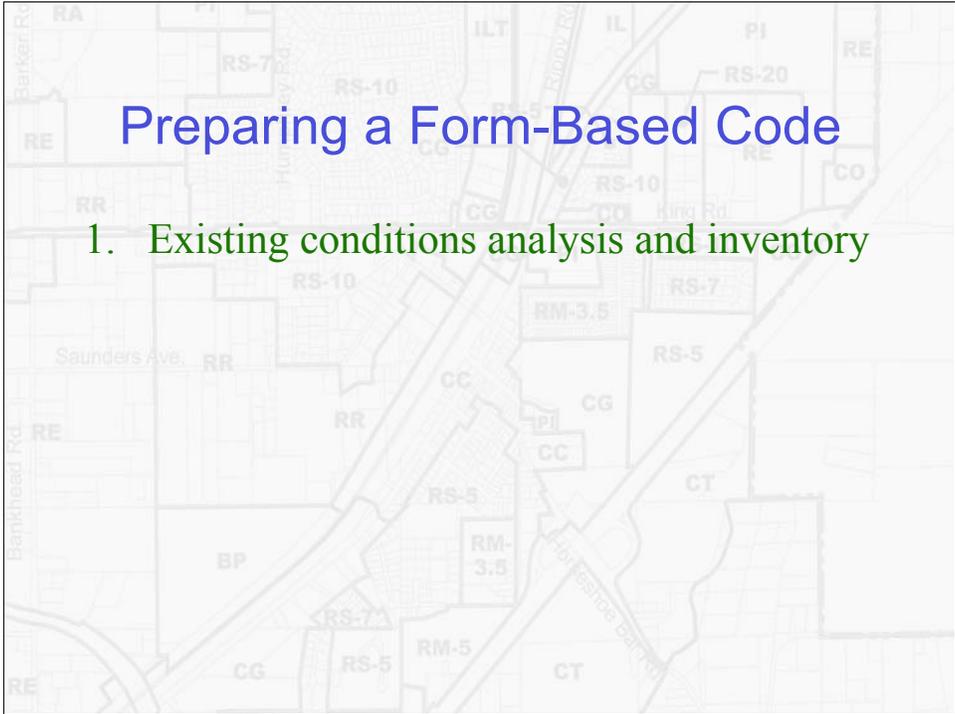
### Planning Area Information Needs

Area: NE

- Street Types** (by setback, walkway, carriageway, and landscape)
  - 1<sup>st</sup> St E - 4' sidewalk (narrow) curbs, 10' st. w/ poles & fire hydrants, median / 40' street / 20' sidewalk  
4' = front yards or parking / fields - few large trees
  - 1<sup>st</sup> St W - 7' sidewalk, 1' side only, curbs - 4' = front yard + 1' side next to bus if field (park-type)  
Blue w/ 4' sidewalk, curbs, no st. trees - (7' max) in "public" st. yard.
  - 2<sup>nd</sup> St E - 10-20' setbacks - front yard or public front of multi-family - primarily wood / fence - w/ side setbacks - sidewalks or no st. - no red setbacks, mixed urban / lot (10'-20'-20' setbacks)
- Block Types** (shape, size, access, parcelization)
  - grid so of Spain - No of Spain - character is by uneven parcelization of only 1-then 5' no alley (except in condo dev / Blue w/ area)
- Building Types** (footprint, profile, streetfront, access by car or pedestrian, service areas)
  - 1<sup>st</sup> St W - 10' st w
  - 1<sup>st</sup> St E - mostly 1 story, 1-2 2 story
  - 1 story peak roof houses (wood)
  - mostly SF - some multi (to 4th) & several w/
  - garages or parking areas behind or across from st.
  - 2<sup>nd</sup> St E - 5' of quad - 1 story (some 2) parking, mixed setbacks peak roof, wood (heavy siding)
  - 2<sup>nd</sup> St E - No alleys - concrete, asphalt & 1 story duplexes & multi-unit ott. w/sg
- Open Space Types** (front, back and side yards, squares and parks)
  - 100' close to on-street, w/ walkway area
  - lots of OS - 20' to 40' wide, walkway path, vac. lots, under hills, adjacent road
  - also - 10' wide, older neighborhoods w/ SF lots, each home unique, variety lot size / width
  - large front yards or shared yards
- Parking Types** (parallel, diagonal, lots)
  - 1<sup>st</sup> St W - 11' curb - wide only
  - 1<sup>st</sup> St E - 11' curb - 10' on st
  - 2<sup>nd</sup> St E - 11' curb - 10' on st
  - 1<sup>st</sup> St E - 11' curb - 10' on st
  - 2<sup>nd</sup> St E - 11' curb - 10' on st
- Natural Features** (creeks, significant trees, views, hills, etc.)
  - pastures, vacant lots (wood), hills, farm land, playing fields, pkgs lots,
  - vineyards adjacent to with area
  - mountain in distance
  - oak woodlands

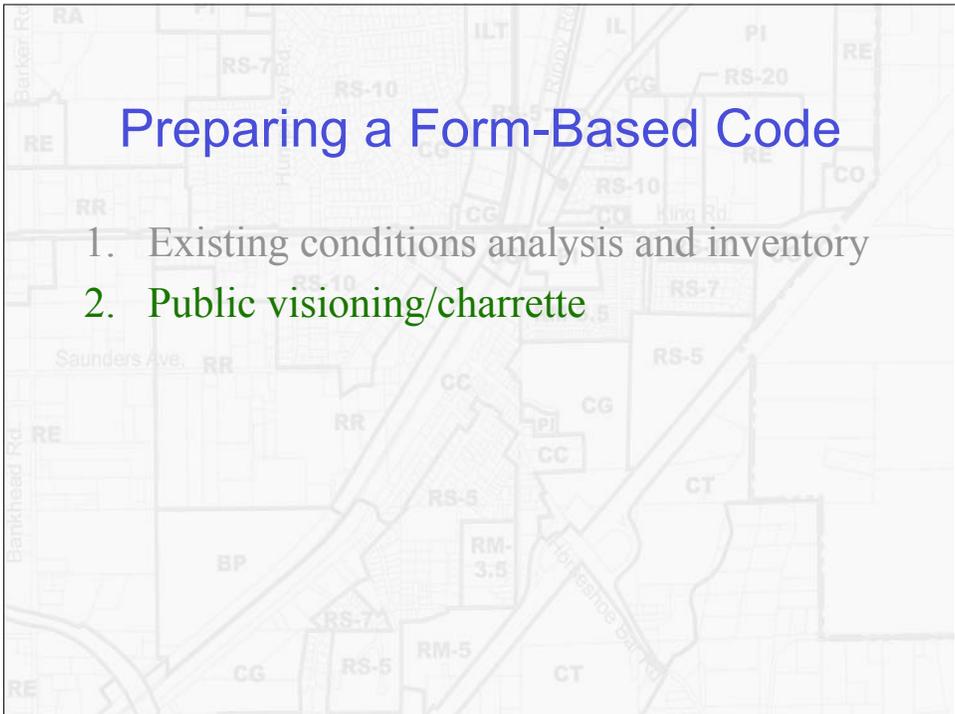






## Preparing a Form-Based Code

1. Existing conditions analysis and inventory

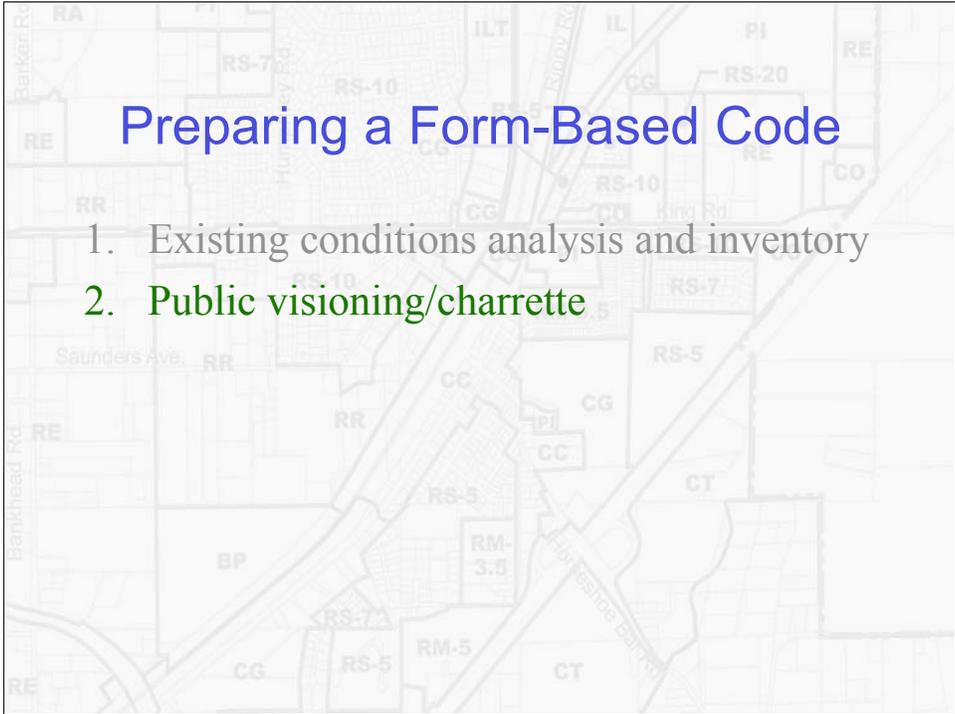


## Preparing a Form-Based Code

1. Existing conditions analysis and inventory
2. Public visioning/charrette

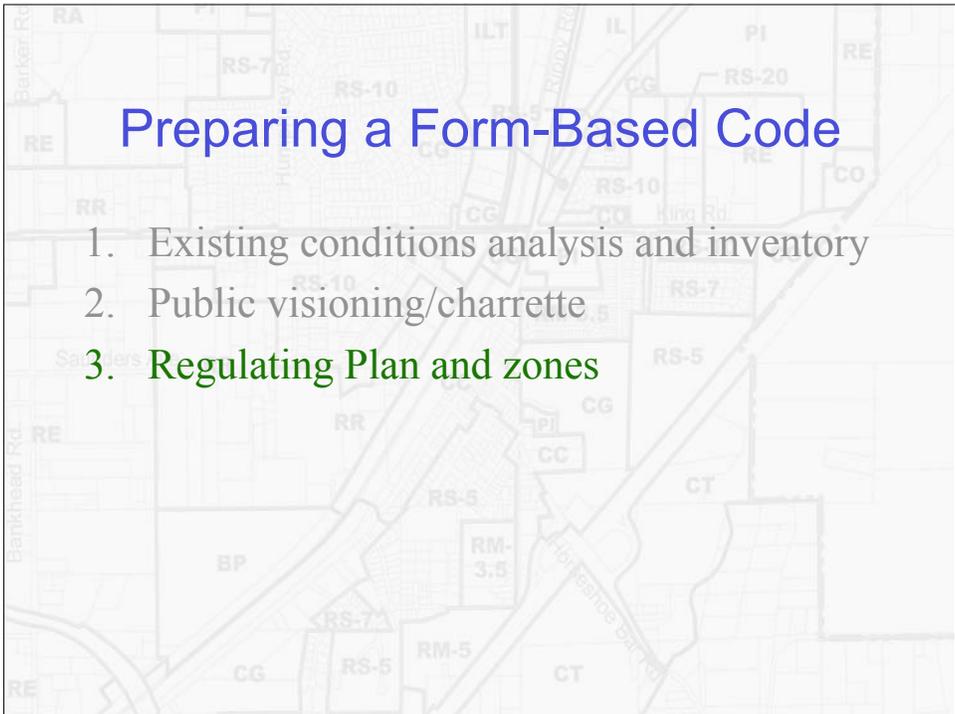






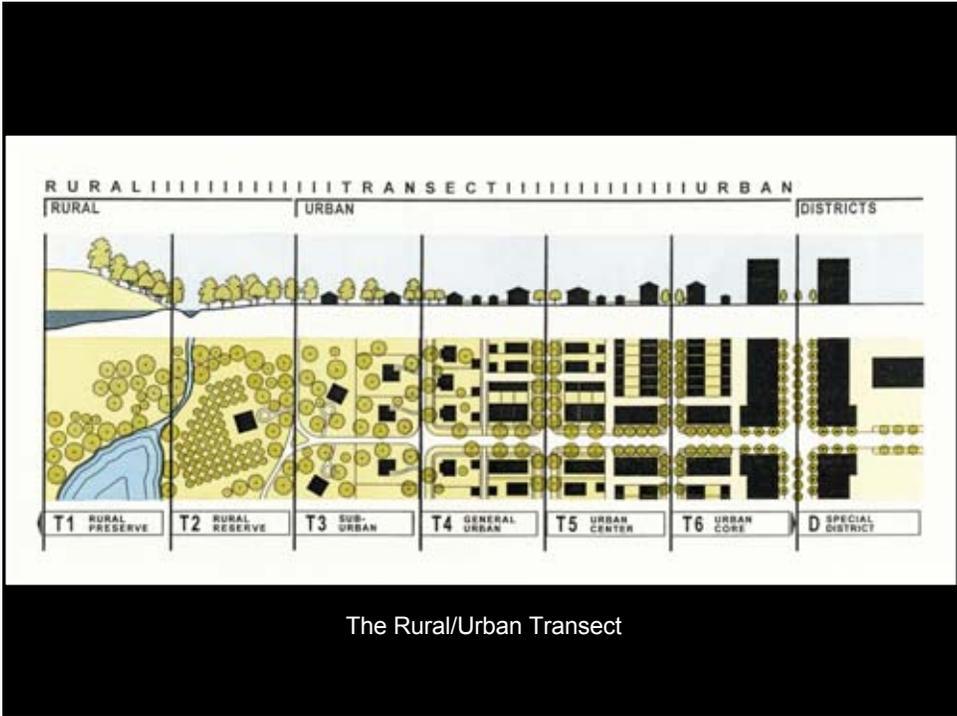
## Preparing a Form-Based Code

1. Existing conditions analysis and inventory
2. **Public visioning/charrette**



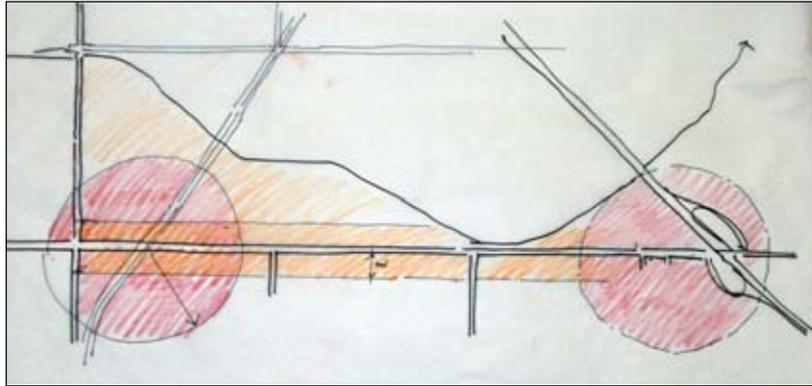
## Preparing a Form-Based Code

1. Existing conditions analysis and inventory
2. Public visioning/charrette
3. **Regulating Plan and zones**



The Rural/Urban Transect

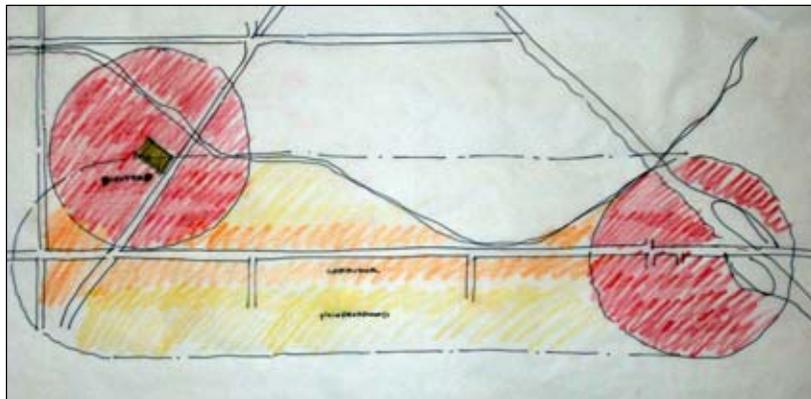




Conceptual Sketch Plans – Neighborhoods, Districts, Corridors

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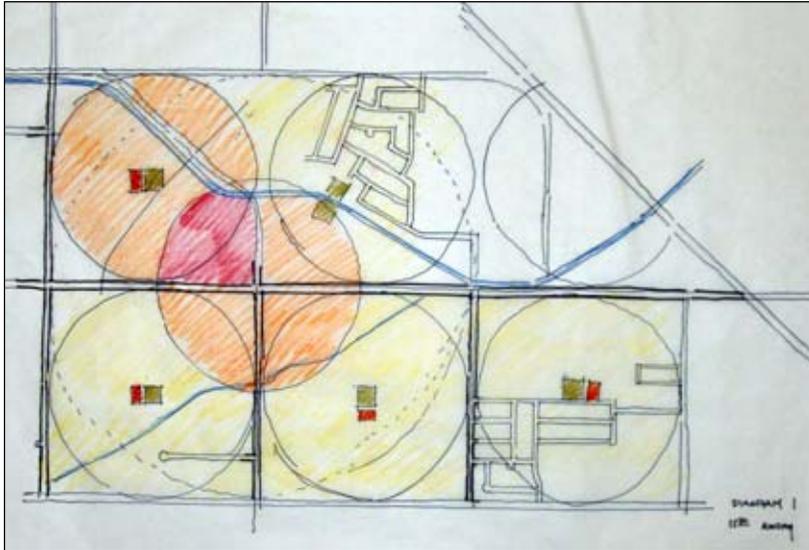
WEST SHAW URBAN DESIGN WORKSHOP – FRESNO, MAY 2005



Conceptual Sketch Plans – Neighborhoods, Districts, Corridors

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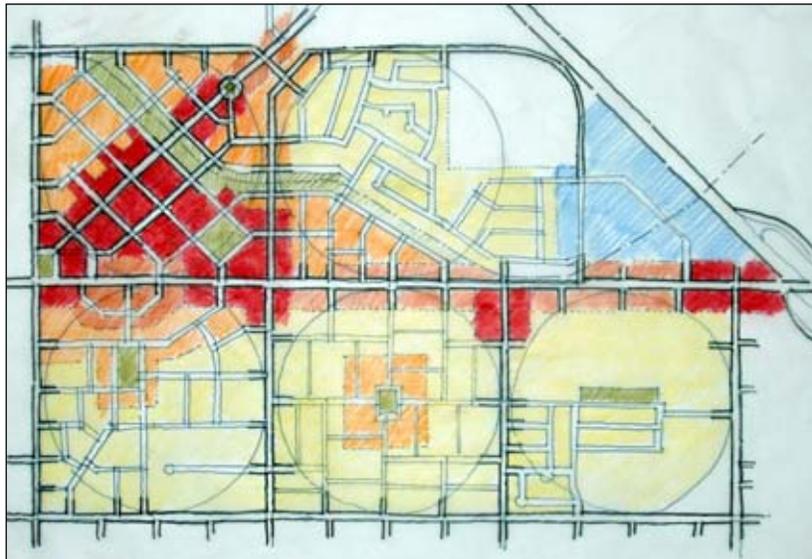
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Conceptual Sketch Plans – Neighborhoods, Districts, Corridors

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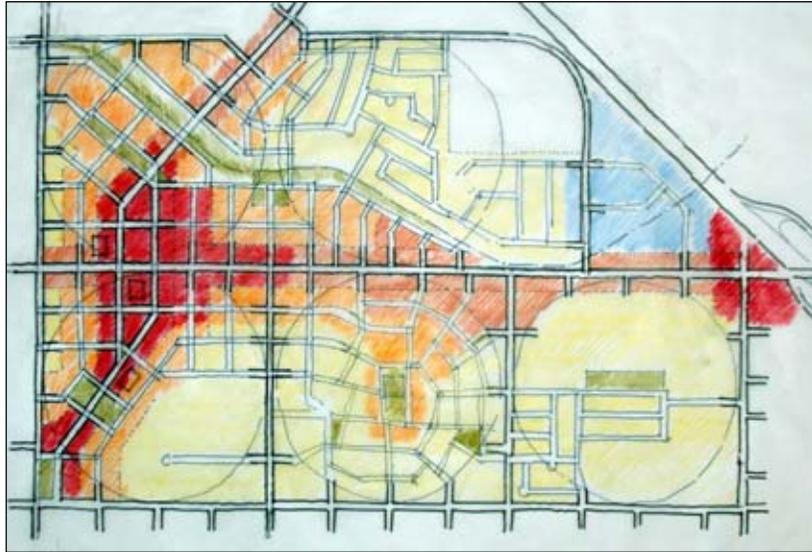
WEST SHAW URBAN DESIGN WORKSHOP – FRESNO, MAY 2005



Draft Regulating Plan and zones – Alternative 1

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WEST SHAW URBAN DESIGN WORKSHOP – FRESNO, MAY 2005



Draft Regulating Plan and zones – Preferred Alternative

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WEST SHAW URBAN DESIGN WORKSHOP – FRESNO, MAY 2005

## Form-Based Zoning Prototypes

### Town Center (TC) Zone

**Town Center (TC).** The TC zone is applied to areas intended for the most urban conditions within the City outside of the Downtown. Buildings of up to four stories may accommodate a mixture of land uses emphasizing ground-floor retail with offices and residential above. Lodging, restaurant, entertainment, and civic uses are also encouraged. Street frontages throughout this zone are pedestrian-oriented, and defined by building facades at the back of the sidewalk, with all off-street parking provided in structures or located away from street frontages, behind buildings.



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WEST SHAW URBAN DESIGN WORKSHOP – FRESNO, MAY 2005

## Form-Based Zoning Prototypes

### Neighborhood Center (NC) Zone

**Neighborhood Center (NC).** The NC zone is intended to establish a neighborhood focus that is distinguished by small-scale commercial and mixed-use buildings, together with courtyard housing and other residential buildings at higher densities than in the NG zone. Building heights are up to three stories. This zone will accommodate a variety of activities and services within easy walking distance from homes, supporting daily convenience shopping and personal service needs, and also providing opportunities for public gathering and social contact.



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WEST SHAW URBAN DESIGN WORKSHOP – FRESNO, MAY 2005

## Form-Based Zoning Prototypes

### Corridor (COR) Zone

**Corridor (COR).** The COR zone is applied to major transportation corridors and their bordering properties. This zone is intended to accommodate regional transportation needs, and provide connections between neighborhood centers, town centers, and the greater community, in balance with the objective of defining pedestrian-oriented, mixed-use places. The COR zone also provides transitional areas between high traffic volume streets and single-family neighborhoods. Buildings of up to three stories accommodate offices, live/work, and upper-floor residential with appropriate noise protection.



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WEST SHAW URBAN DESIGN WORKSHOP – FRESNO, MAY 2005

## Form-Based Zoning Prototypes

### Neighborhood General (NG) Zone

**Neighborhood General (NG).** The NG zone provides for a variety of residential building types and lot sizes, including detached one- and two-story single-family homes, duplexes, triplexes and fourplexes, sideyard housing, and bungalow courts, as well as parks.



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WEST SHAW URBAN DESIGN WORKSHOP – FRESNO, MAY 2005

## Form-Based Zoning Prototypes

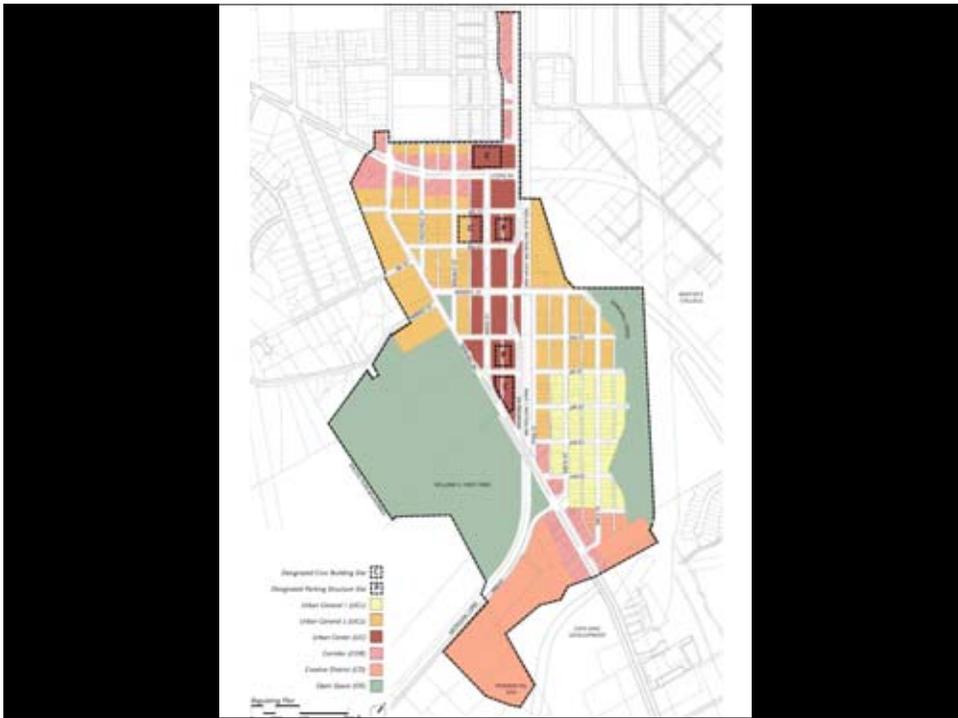
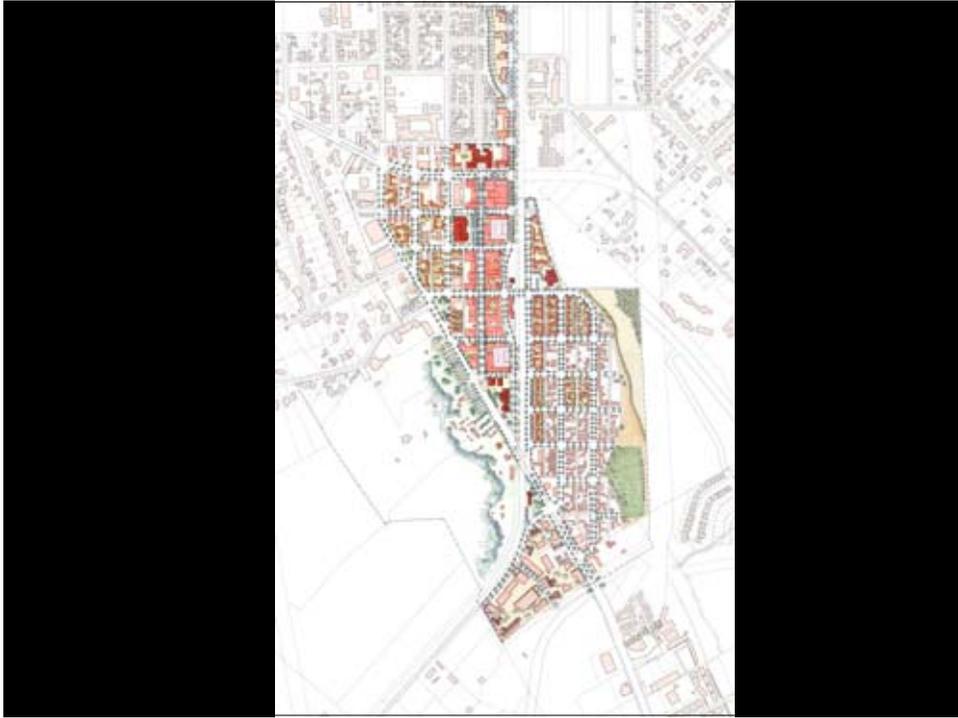
### Neighborhood Edge (NE) Zone

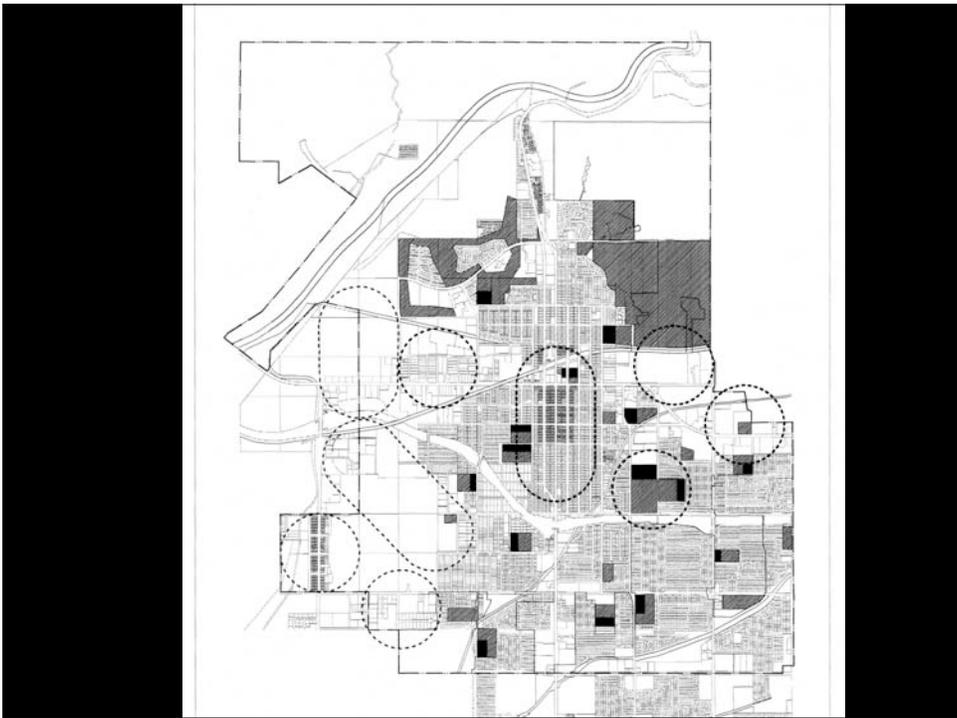
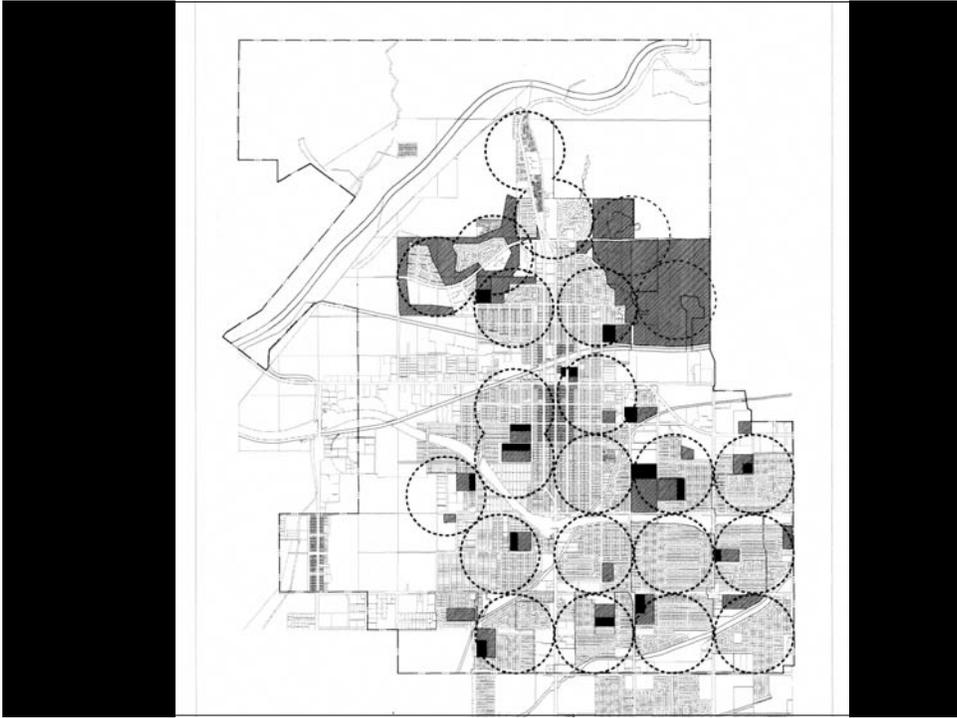
**Neighborhood Edge (NE).** The NE zone provides for detached, larger one and two-story single-family homes on larger lots, as well as parks.

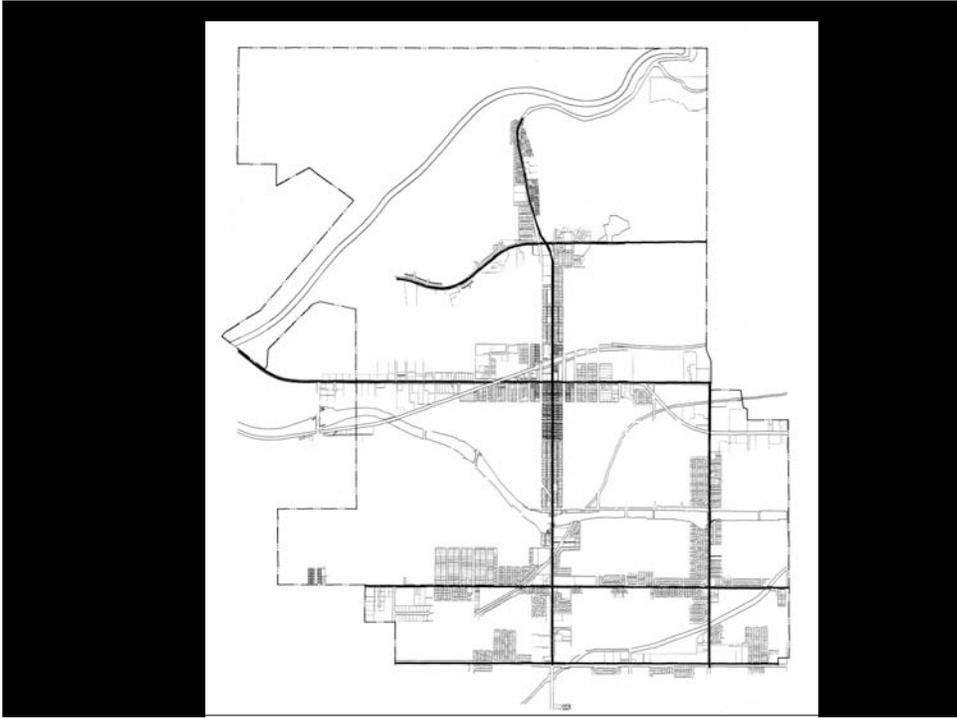


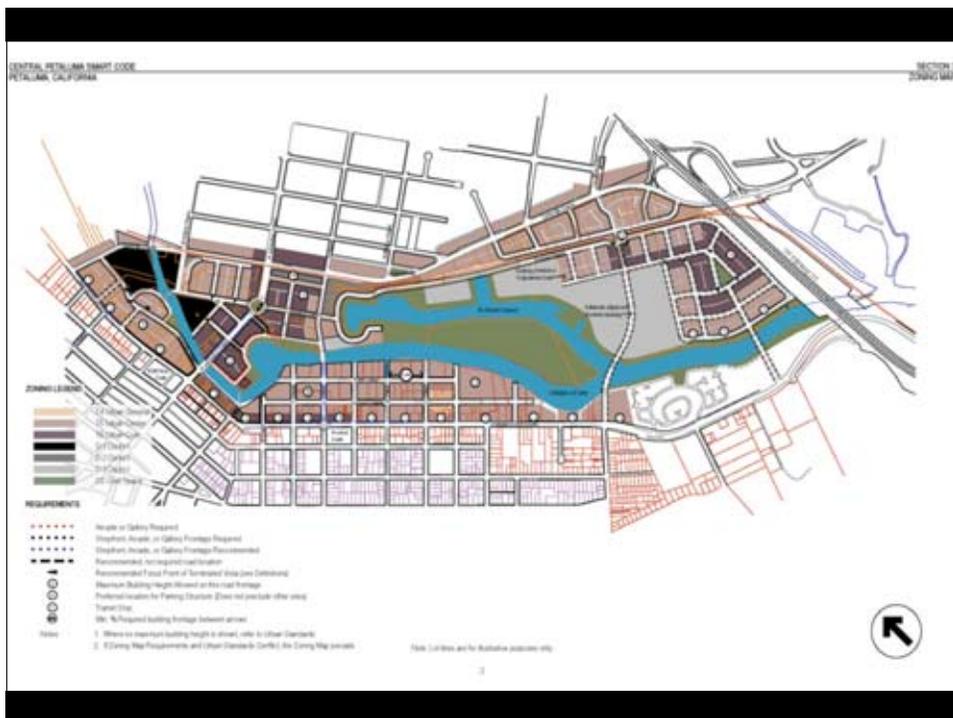
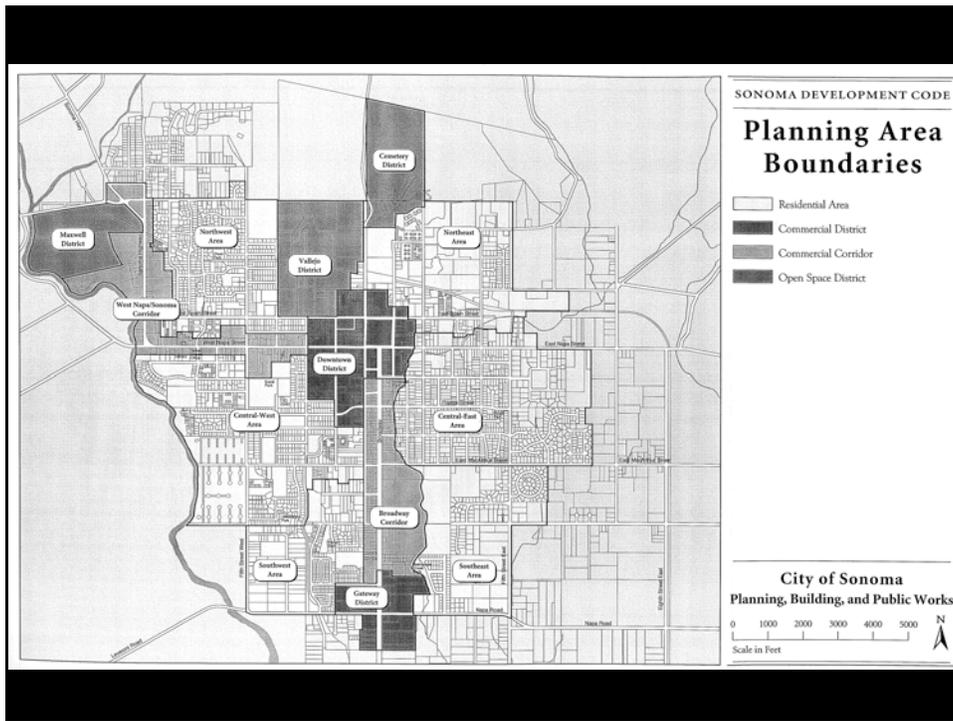
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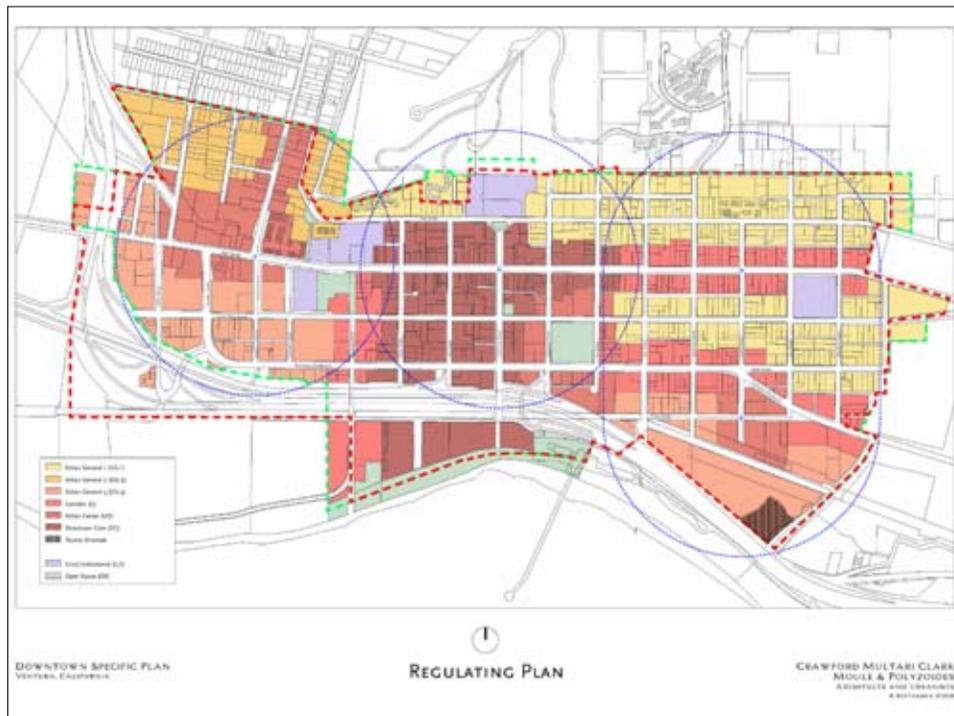
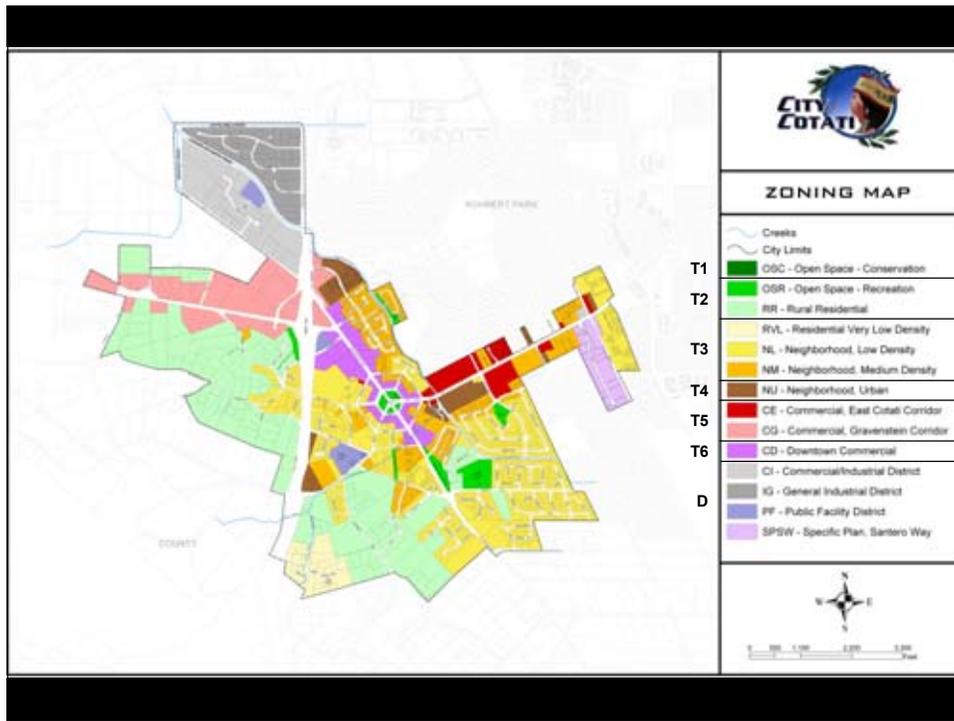
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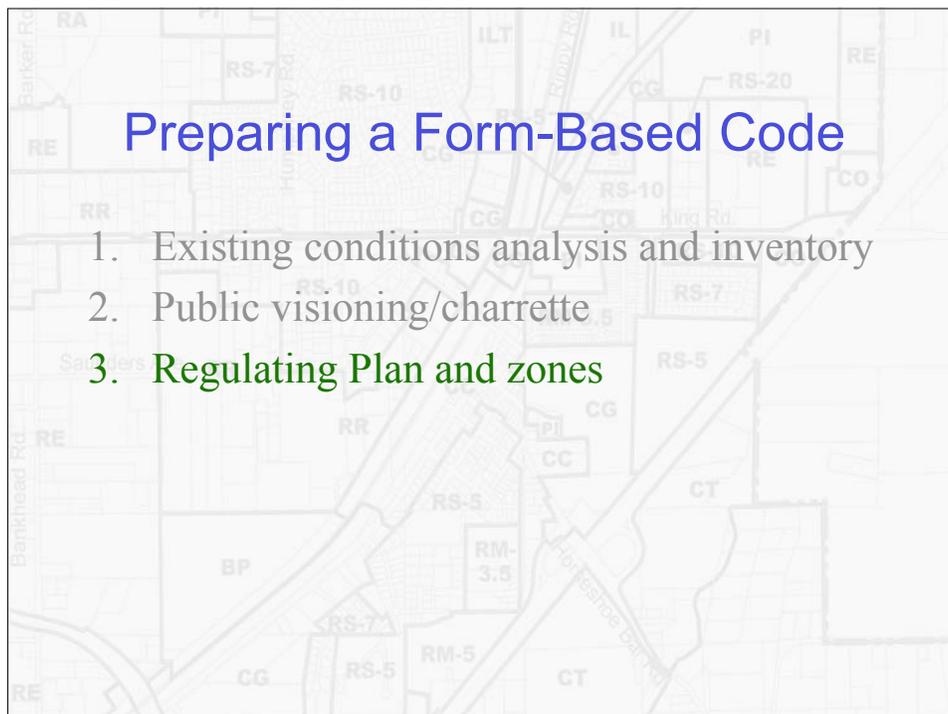
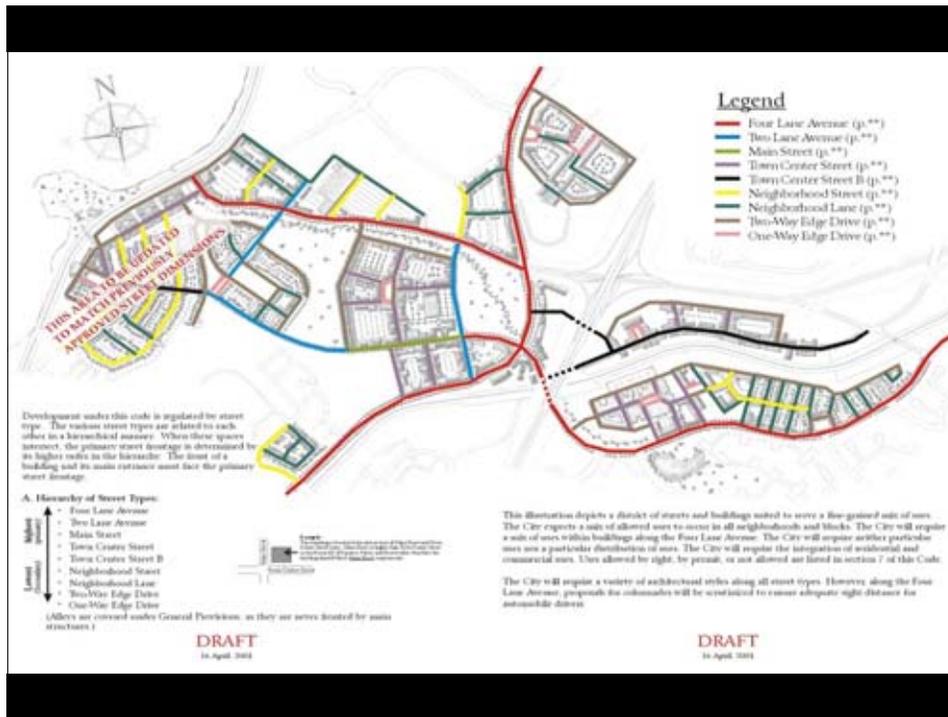












## Preparing a Form-Based Code

1. Existing conditions analysis and inventory
2. Public visioning/charrette
3. Regulating Plan and zones
4. Develop urban standards (streets, blocks, building placement, height, land uses, etc.)

Zoning District Development Standards 17.50.030

**F. Commercial Street.** A Commercial Street provides access to, and space for commercial and mixed use buildings.

Commercial Street Design Standards	
Total Commercial Street width	68 to 80 ft
Pavement width	48 ft
Traffic movement	Two-way
Traffic lane width	11 ft
Bike lane width	4 to 6 ft on each side, when bike lane required.
Design speed	25 mph
Parking	Obstruct both sides, 7-ft width, or diagonal as required.
Interaction types allowed	T, 4-way
Curb type	Raised
Curb radius	25 to 30 ft
Sidewalk width	12 to 16 ft minimum, both sides, with bollards at intersections and mid-block crossings.
Planter strip width	None; tree wells in sidewalk.
Landscaped median width	12 to 16 ft, required for pedestrian refuge on streets with more than 2 lanes.
Landscaping	Deciduous native trees on both sides of street at 30 ft minimum, in 5-foot square tree wells.

Article 2 - Project Design Administrative Draft - 08/15/12

**ARTICLE 2 - URBAN STANDARDS**

**CHAPTER 2.12 - DOWNTOWN DISTRICT**

**2.12.010 - EXISTING CONDITIONS AND DESIRED FUTURE**

**AZUSA AVENUE**

Across Avenue, with an 80' right-of-way, will maintain one lane of moving traffic each direction. The diagonal parking on the north-bound side of the street is 20' wide and parallel parking on the south-bound side at 2' wide are maintained. This allows for 12' lanes each way. A 12' sidewalk and buffer zone. Trees will be planted in the buffer zone at 30' on center. Buildings are required to front the right-of-way without setbacks.



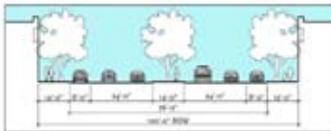
**SAN GABRIEL AVENUE**

A 60' right-of-way will exist along San Gabriel Avenue. A new 12' tree median is installed, with trees planted at 30' on center. Two 12' lanes of traffic for each direction are maintained. Sidewalk lanes at 2' wide are also maintained in each direction. There is a 12' sidewalk and buffer zone with trees planted at 30' on center.



**FOOTHILL BOULEVARD**

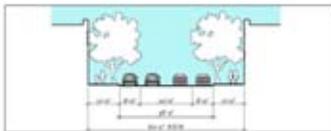
With a right-of-way at 120' Foothill Boulevard is the most heavily traveled thoroughfare in the district. Each side will have two lanes of traffic at 14' total and a third 2' parking lane. There will also be a 12' median with trees planted at 30' on center. A 12' sidewalk and buffer zone will have trees planted at 30' on center. Buildings are required to front the right-of-way without setbacks.



**5TH AND 6TH STREETS**

Between San Gabriel and Alameda Avenues

The east-west 5th and 6th Streets have a right-of-way of 60' with one lane of travel in each direction. Parallel parking will be provided on both sides. There is a 12' sidewalk and buffer on both sides, with trees planted at 30' on center.



Volume 2: Plans and Changes  
City of Azusa Development Code

419

**BLOCK AND SUBDIVISION STANDARDS**

**A. Purpose.**

The desired pedestrian scale and character of the Downtown requires that new project development not appear as massive, monolithic structures, but instead as a series of small-scale buildings. This goal is a particular challenge when one large ownership, or smaller consolidated parcels are proposed for development as a single project. The standards of this Section are intended to ensure that larger projects are designed as carefully conceived groups of separate structures, that each contribute to an attractive streetscape and the overall quality of the Downtown.

**B. Applicability.**

The requirements of this Section apply to development proposed on a site that is equivalent to the size of one-half of a historic Downtown block (400 by 400 feet, or approximately 1.8 acres) or larger.

**C. Application requirements.**

An application for project approval shall include a Regulating Plan that illustrates compliance with the requirements of this Section, and the other applicable requirements of this Downtown Code.

**D. Design objectives.**

Each site shall be designed to be divided into smaller blocks with:

1. Internal streets, where appropriate to connect with off-site streets and/or to create a series of smaller, walkable blocks;
2. Service alleys within the new blocks; and
3. Multiple buildings on the site, with their entrances on bounding streets.

**E. Subdivision requirements.**

Each site shall be designed as a subdivision in compliance with the following standards, and to achieve the objectives in Subsection D.

1. Each proposed building site shall not exceed one acre.
2. Each proposed parcel footprint shall not exceed a maximum width of 150 feet.

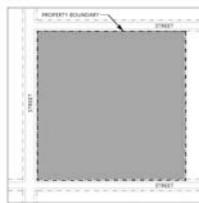
**F. Building design.**

Buildings proposed on a site of one-half block or larger shall be designed in compliance with the following requirements, in addition to all other applicable provisions of this Code.

1. No more than 30 percent of dwelling units on the site may be stacked flats.
2. Buildings shall be designed to have fronts and backs, with front facades containing primary building entrances and facing streets.

DRAFT Downtown Specific Plan  
Ventura, California

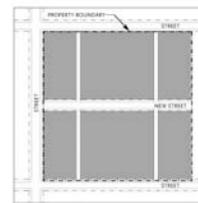
**I. Original Site**



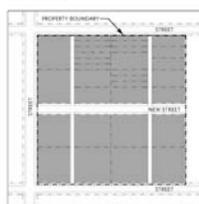
**II. Introduce Streets**



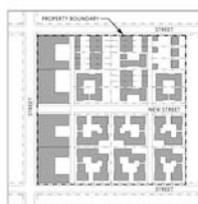
**III. Introduce Alleys**



**IV. Introduce Lots**



**V. Introduce Architectural Types**



Crowford Mulholland & Clark Associates  
Maule & Polyzos Architects and Urbanists  
October 2004

**Table 3-6**  
**Central-East Area: Infill and Additions**

Development Feature	Requirements by Zoning District		
	R.L	R.S	R.M
<b>Setbacks</b>	Minimum setbacks required for primary structures. See Section 19.40.110 for setback measurement, allowed projections into setbacks, exceptions, and design guidelines for setbacks.		
<i>Front</i> Streetside <sup>1</sup>	New structures on vacant lots: 25 ft or the same as the average of structures to the street on either side, whichever is greater. <sup>2</sup> Additions: 20 ft. Non-conforming replacement structures: The same location as the original structure. <sup>3</sup>		20 ft
<i>Side</i> One-story	7 ft minimum, 15 feet combined.	5 ft minimum, 15 feet combined.	5 ft minimum, 15 feet combined.
<i>Side</i> Two-story	3 feet for every 5 feet for fraction thereof of height above 9 feet, <sup>4</sup> in addition to the normal requirement for one-story structures.	2 feet for every 5 feet for fraction thereof of height above 9 feet, <sup>4</sup> in addition to the normal requirement for one-story structures.	8 ft minimum on two-story side.
<i>Rear</i>	20 ft		
<i>Garage</i> <i>Front</i>	20 ft from the front of the primary structure.	20 ft from the front of the primary structure.	20 ft from the front of the primary structure.
<b>Coverage</b>	Maximum building coverage as a percentage of site area, excluding porches and detached garages.		
One-story	40%	40%	50%
Two-story <sup>5</sup>	30%	30%	40%
<b>Open Space</b>	See Section 19.40.070 for design requirements.		
Residential-Common	500 square feet per unit.		300 square feet per unit.
Residential-Private	20% of site.		20% of site.
<b>Height</b>	Ridge height measured from finished grade. See Section 19.40.060 for applicability and exceptions.		
Primary Structure	35 ft, on parcels of 15,000 sq ft, or greater; otherwise 30 ft.	30 ft.	30 ft.

- Notes:**
1. Front porches may extend up to 10 feet into front setback (or street side setback for wrap-around porches).
  2. When averaging adjacent structures results in a setback of greater than 30 feet, a 30-foot setback shall be allowed.
  3. A non-conforming replacement structure shall not exceed 70% of the height or area of the original structure, unless a use permit is obtained.
  4. Measured at building wall, not ridge.
  5. Applies when 2-story building area exceeds 30% of one-story area.

**Table 3-7**  
**Central-East Area: New Subdivisions of 5+ Lots**

Development Feature	Requirements by Zoning District		
	R.L	R.S	R.M
<b>Setbacks</b>	Minimum setbacks required for primary structures. See Section 19.40.110 for setback measurement, allowed projections into setbacks, exceptions, and design guidelines for setbacks.		
<i>Front</i> Streetside <sup>1</sup>	A variety of setbacks, compatible with neighborhood conditions, shall be normally be required at the discretion of the Planning Commission. An average setback of 25 feet shall be maintained.		20 ft
<i>Side</i> One-story	7 ft minimum, 15 feet combined.	As approved by the Planning Commission, except that in no case shall a setback of less than 3 feet be allowed.	5 ft minimum, 15 feet combined.
<i>Side</i> Two-story	3 feet for every 5 feet for fraction thereof of height above 9 feet, <sup>2</sup> in addition to the normal requirement for one-story structures.		8 ft minimum on two-story side.
<i>Rear</i>	20 ft		
<i>Garage</i> <i>Front</i>	20 ft from the front of the primary structure.	20 ft from the front of the primary structure.	20 ft from the front of the primary structure.
<b>Coverage</b>	Maximum building coverage as a percentage of site area, excluding porches and detached garages.		
One-story	40%	40%	50%
Two-story <sup>3</sup>	30%	30%	40%
<b>Open Space</b>	See Section 19.40.070 for design requirements.		
Residential-Common	N.A.	500 sq ft, per unit, any combination of shared or private.	25% of site.
Residential-Private	N.A.		400 sq ft, per unit.
<b>Height</b>	Ridge height measured from finished grade. See Section 19.40.060 for applicability and exceptions.		
Primary Structure	35 ft, on parcels of 15,000 sq ft, or greater; otherwise 30 ft.	30 ft.	30 ft.

- Notes:**
1. Front porches may extend up to 10 feet into front setback (or street side setback for wrap-around porches).
  2. Measured at building wall, not ridge.
  3. Applies when 2-story building area exceeds 30% of one-story area.

TABLE 3-2 - CD ZONE STANDARDS

Development Standard	CD Zone Requirement
<b>Build-to-Lines</b> - Required separation of primary structure from specified property line, as shown in Figure 3-1. See Section 17.40.030 for exceptions.	0 ft
<b>Setbacks</b> - Minimum setbacks required. See "Building Footage - Allowed encroachments" below, and Section 17.40.030 for exceptions to these requirements.	
Front	See build-to-lines
Side - Interior (yards)	10 ft abutting a residential zone, none otherwise
Side - Street side	See build-to-lines
Rear	20 ft abutting a residential zone, none otherwise
<b>Building Footage</b> - Building footage types allowed and allowed encroachments into setbacks. Footage types are defined in Section 17.30.030. Allowed encroachments are shown in Figure 2-2.	
Allowed footage types	Gallery & arcade, awning & canopy, balcony, dormer, lightwell, entrance, stoop
Allowed encroachments	None into front or street side
<b>Site coverage</b> - Maximum percentage of site area that may be covered by structures and parking.	
Maximum coverage	100%
<b>Height limit</b> - Maximum allowable height of structures. See Section 17.40.040 for height measurement, and height limit exceptions. See Figure 2-2.	
Maximum height	15 ft

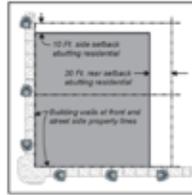


Figure 1 - Building placement

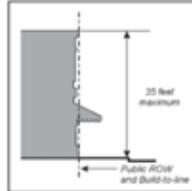


Figure 2 - Building height and profile

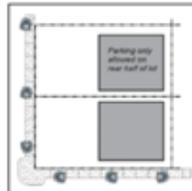


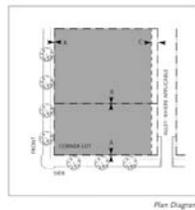
Figure 3 - Parking location

Article 3 - Project Design

Administrative Draft - 10/15/02

DEVELOPMENT CODE | URBAN REGULATIONS  
DC (DOWNTOWN CORE)

A. Building Placement



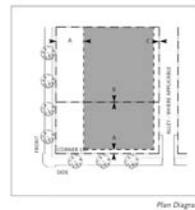
1. SETBACKS  
Buildings shall be placed within the shaded area as shown in the above diagram.  
A. Street Setback: 0'  
B. Sideyard Setback: 0' min  
C. Rear Setback: 5' min

B. Building Profile and Frontage



1. HEIGHT  
Maximum: 15 stories
2. FRONTAGE TYPES ALLOWED:  
Stoop  
Lightwell  
Fireescap  
Storefront  
Gallery  
Arcade  
See Frontage Type definitions for descriptions, standards and design review considerations.

C. Parking Placement



1. PARKING PLACEMENT  
On-site surface parking is allowed only in the shaded area as shown.  
A. Street setback  
B. Side setback 5'  
C. Rear setback 5'
2. PARKING REQUIREMENTS  
Residential:  
1 cars / unit  
Non-Residential:  
ParkOnce

D. Building Types

	Lot Width					
	50'	75'	100'	125'	150'	200' +
Single Family						
Duplex						
Quadplex						
Lightwell						
Lot						
Mansion						
Bungalow Court						
Townhouse	Y	Y	Y			
Sideyard		Y	Y			
Live/Work	Y	Y	Y			
Courtyard (2 stories)						
Courtyard (3 stories)				Y	Y	
Stacked Plans			Y	Y	Y	BL
Commercial Block			Y	Y	Y	
Blended						

See Building Type definitions for descriptions, standards and design review considerations.

Chapter 22.42

22.42.010  
(as amended by Ord. 1500  
5/14/75)

C-1 (GENERAL SHOPPING) DISTRICTS

Sections:

- 22.42.010 Uses Permitted.
  - 22.42.015 Departmental Review Uses.
  - 22.42.020 Conditional Uses.
  - 22.42.030 Building Site Area.
  - 22.42.040 Special Requirements.
- 22.42.010 Uses Permitted. Uses permitted shall be as follows provided that aggregate shopping center or individual establishment floor area shall not exceed 10,000 square feet:
- (1) Bakeries;
  - (2) Banks;
  - (3) Barber shops;
  - (4) Bars;
  - (5) Beauty parlors;
  - (6) Cleaners (agency only);
  - (7) Cocktail lounges;
  - (8) Comfort stations;
  - (9) Confectionaries;
  - (10) Food markets;
  - (11) Hardware stores;
  - (12) Laundry agencies and laundromats;
  - (13) Liquor stores;
  - (14) Music stores;
  - (15) Notions;
  - (16) Parking lots;
  - (17) Public parks, playgrounds and recreation buildings;
  - (18) Residences (not on ground floor);
  - (19) Restaurants;
  - (20) Shoe repair shops;
  - (21) Small appliances and electronic sale or repair (within a building);
  - (22) Variety stores;
  - (23) Appliance stores;
  - (24) Book stores;
  - (25) Clothing stores (men and women);
  - (26) Dry goods;
  - (27) Department stores;
  - (28) Florists;
  - (29) Furniture stores (new only, entirely within a building);
  - (30) Home furnishing (new only, entirely within a building);
  - (31) Hobby shops;
  - (32) Offices;
  - (33) Jewelry shops;
  - (34) Millinery, dress making and tailor shops;
  - (35) Newspaper stands;
  - (36) Nurseries (plant and shrub);
  - (37) Nurseries (children's);
  - (38) On-site signs which do not exceed the height of the building and with an aggregate area not to exceed sixty square feet;
  - (39) Pet shops and supplies;
  - (40) Photographers studios;
  - (41) Photographic supplies;

## The Trouble with Land Uses

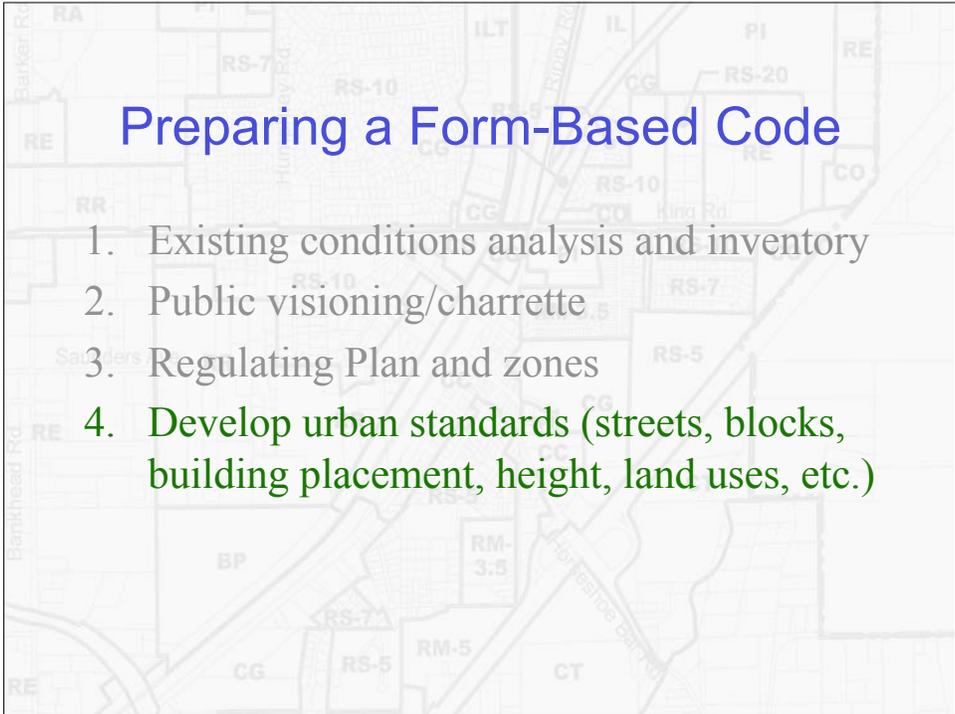
- 19. Baths, Turkish
- 25. Boxing arena
- 28. Chinchillas, retail sales
- 41. Eleemosynary institutions
- 42. Embalming business
- 95. Physical culture institution
- 109. Potato chip manufacturing
- 127. Tombstones, retail sales
- 135. Turkish bath



## Regulating Land Use – Simplify, Consider Performance

### General Retail, except

- Operating between 9 pm and 7 am
- With alcoholic beverage sales
- With drive-through facilities
- Selling used merchandise
- With floor area over 50,000 sq.ft.
- With on-site production of items sold

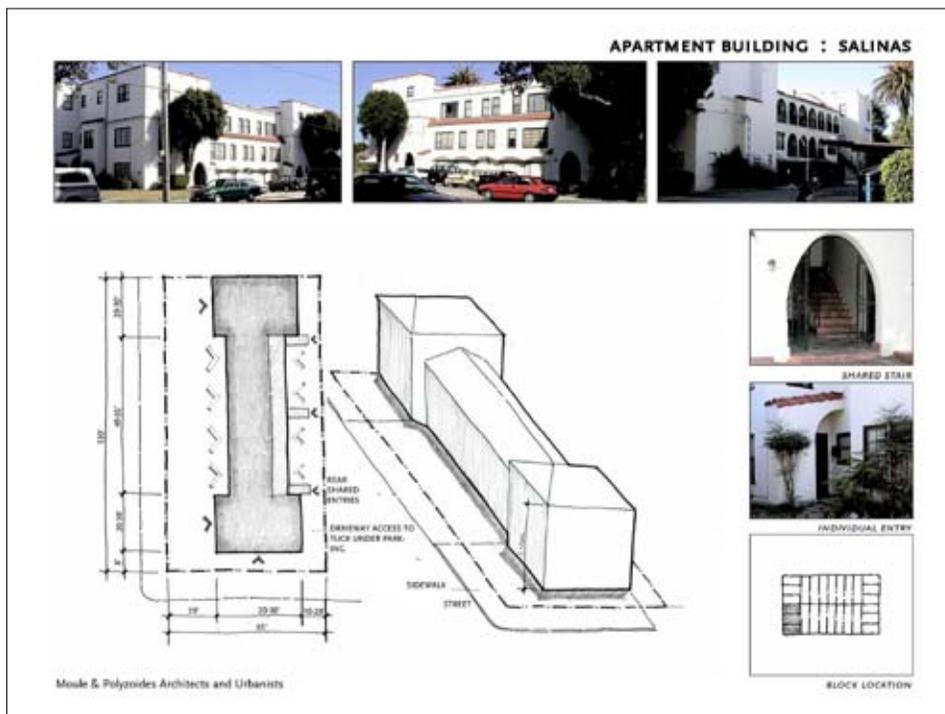


## Preparing a Form-Based Code

1. Existing conditions analysis and inventory
2. Public visioning/charrette
3. Regulating Plan and zones
4. Develop urban standards (streets, blocks, building placement, height, land uses, etc.)

## Preparing a Form-Based Code

1. Existing conditions analysis and inventory
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5. **Develop architectural standards (building or frontage typologies, etc.)**



## Building Typology

- Single Dwelling
- Accessory Unit, Carriage House
- Duplex, Triplex, Fourplex
- Mansion Apartment
- Bungalow Court
- Rowhouse/Townhouse
- Sideyard Housing
- Live/Work
- Courtyard Housing
- Stacked Flats
- Commercial Building
- Flex/Mixed Use Building





Duplex



Bungalow Court



Rowhouse/Townhouse



Live/Work



Courtyard Housing



Mixed-Use/Flex Building

### Urban General 1 (UG-1)

Building Type	Lot Width at Street Frontage					
	50 ft	75 ft	100 ft	125 ft	150 ft	200+
Single-Family						
Duplex						
Quadruplex						
Eightplex/Mansion						
Lane Housing						
Bungalow Court						
Townhouse						
Sideyard Housing						



City of San Buenaventura DOWNTOWN SPECIFIC PLAN



### Urban General 1 (UG-1)

Building Type	Lot Width at Street					
	50 ft	75 ft	100 ft	125 ft	150 ft	200+
Live/Work (Flex/Flex)						
Courtyard Housing – 2-story						
Courtyard Housing – 2-1/2-stories						
Courtyard Housing – 3-1/2-stories						
Stacked Flats						
Mixed-Use/Flex Building						
Blended Types						



City of San Buenaventura DOWNTOWN SPECIFIC PLAN



## Urban Core (UC)

Building Type	Lot Width at Street Frontage					
	50 ft	75 ft	100 ft	125 ft	150 ft	200+
Single-Family						
Duplex						
Quadruplex						
Eightplex/Mansion						
Lane Housing						
Bungalow Court						
Townhouse	Side Street Only	Side Street Only	Side Street Only			
Sideyard Housing		Side Street Only	Side Street Only			

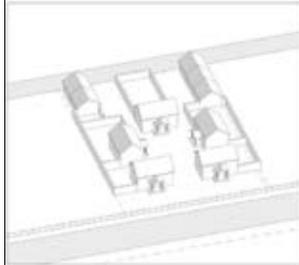
## Urban Core (UC)

Building Type	Lot Width at Street					
	50 ft	75 ft	100 ft	125 ft	150 ft	200+
Live/Work (Flex/Flex)						
Courtyard Housing – 2-story						
Courtyard Housing – 2-1/2-stories						
Courtyard Housing – 3-1/2-stories						
Stacked Flats			As Blended Type Only			
Mixed Use/Flex Building						
Blended Types						

**ARCHITECTURAL TYPES**  
**BUNGALOW COURT**

Four or more detached houses arranged around a shared courtyard, with pedestrian access to the building entrances from the courtyard and/or fronting street.

Each Bungalow Court shall be designed to comply with the following standards, and the heritage type requirements of the Code for the applicable zone, except where modified by this Section.



DRAFT Downtown Specific Plan  
Ventura, California

- 1. ACCESS:**
- Entrances to dwellings shall be directly from the front yard or from the courtyard. Access to second floor dwellings shall be a stair, which may be open or enclosed.
  - Where an alley is present, parking and services shall be accessed through the alley.
  - Where an alley is not present, parking and services shall be accessed by a driveway 10 to 12 feet wide, and with offset planters on each side.
  - On a corner lot without access to an alley, parking and services may be accessed from the side street.
- 2. PARKING:**
- Required parking shall be in garages, which may extend up to four cars.
  - Cars on corner lots without alleys may share some of the side street only if provided with rear garage doors, and with driveways no more than 8 feet wide that are separated by planters at least 3 feet wide.
  - Where an alley is present, services, including all utility access and above ground equipment and trash containers, shall be located on the alley.
  - Where an alley is not present, utility access, above ground equipment and trash containers shall be located in a side or rear yard, at least 10 feet behind the front of the house, and to be screened from view from the street with a hedge or fence.

- 3. OPEN SPACE:**
- Front yards are defined by the setback and heritage type requirements of the applicable zone.
  - A central courtyard shall comprise at least 10% of the lot area. See Courtyard Floor.
  - Each ground floor dwelling shall have a private or semi-private required yard of at least 100 square feet, which may be located in a side yard, the rear yard, or the courtyard.
  - Required yards shall be at least 8 feet wide and enclosed by a fence, wall or hedge.
  - Perches, steps and downspouts may encroach into required yards. See Frontages, below.
- 4. LANDSCAPE:**
- Landscaping shall not be used to replace a front and rear front yards on adjacent parcels. Front yard trees shall be perched walls (no more than 1.5 times the height of the growth at maturity) except at the margins of the lot, where they may be of lesser scale (no more than 1/3 times the height of the house at maturity).
  - Rear yard trees may be placed to protect the privacy of neighbors.
  - At least one large tree shall be provided in each rear yard for shade and privacy.
- 5. FRONTAGE:**
- Buildings shall be designed so that facing areas (e.g., living rooms, family rooms, dining rooms, etc.), rather than sleeping and service rooms, are presented toward the building street interface in the courtyard.
  - Frontage types that provide a transition from public to private, indoor to outdoor of the home entrance to each dwelling are required. Perches, downspouts and steps are permitted, and may extend into the courtyard.
  - The requirements of the applicable zone for allowed attachments are required setbacks.

- 6. BUILDING SIZE AND MASSING:**
- Buildings shall be composed of one or more low story volumes and presented as houses.
  - Building elevations abutting side yards shall be designed to provide at least one horizontal plane break at or below knee level, and one vertical break.
  - Buildings on corner lots shall be set. Dwellings within the building may be four and/or two stories.
  - Roofs may be gabled and set back in a story.
- 7. EXPOSURE TO LIGHT AND AIR:**
- Each building shall maintain setbacks from property lines or all sides, with as much direct access to yards as possible.
  - EXPOSURE TO LIGHT AND AIR:**
    - Any lot larger than 100 feet and with an alley is eligible for one or two on-street dwellings, as limited by available parking off the alley, with a footprint of no more than 100 square feet.
    - On a lot with an alley, all pedestrian and vehicular access to the courtyard shall be taken from the alley.
    - The parking area shall be provided for each necessary dwelling, to add to the parking required for the primary units.
    - Each necessary dwelling shall be provided a private path, balcony, or deck of at least 100 square feet.



Crowford Mulder & Clark Associates  
Mulder & Robinson Architects and Urbanists  
October 2016

**ARCHITECTURAL TYPES**  
**COMMERCIAL BLOCK**

A building designed for occupancy by retail, service, and/or office uses on the ground floor, with upper floors also configured for these uses or for dwelling units.

Each Commercial Block shall be designed to comply with the following standards, and the heritage type requirements of the Code for the applicable zone, except where the heritage type requirements are modified by this Section.



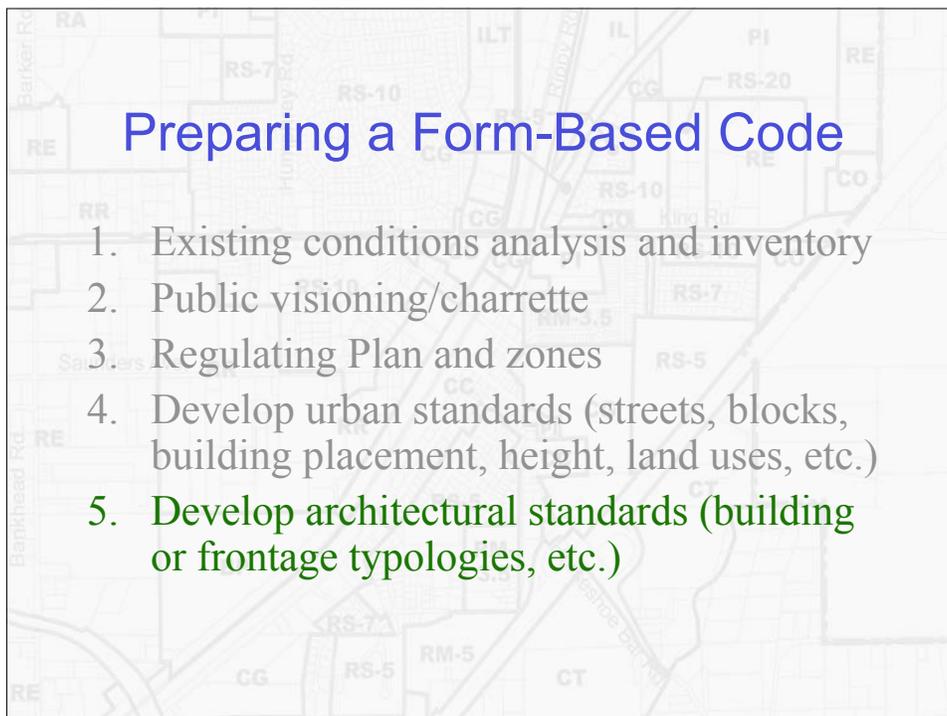
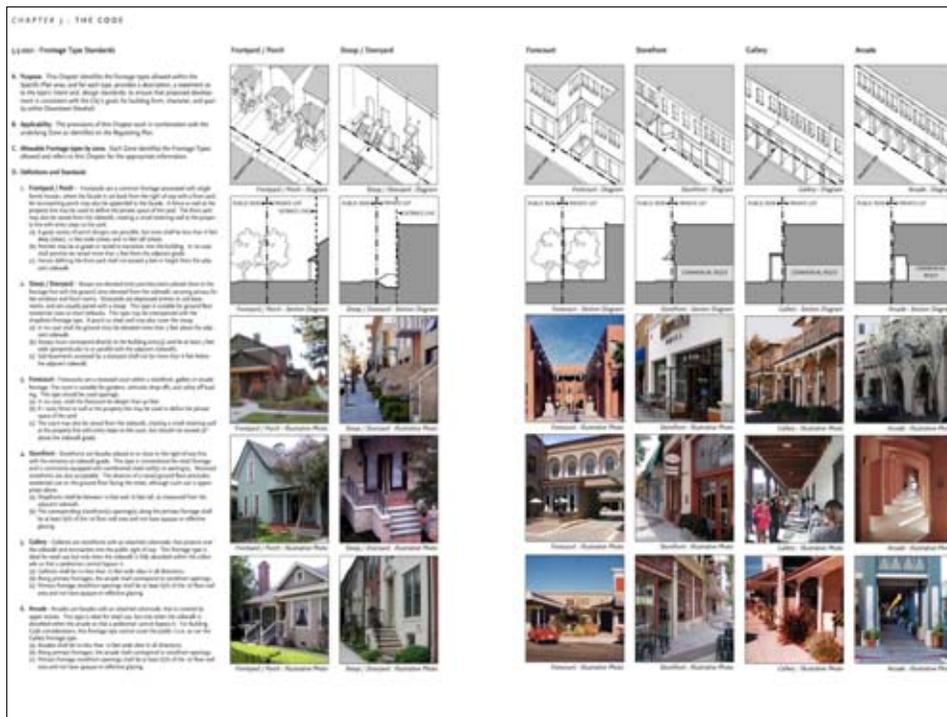
DRAFT Downtown Specific Plan  
Ventura, California

- 1. ACCESS:**
- The main entrance to each ground floor commercial or residential storefront shall be directly from the street.
  - Entrances to the residential portions of the building shall be through a street level lobby, or through a public lobby accessible from the street or through a side yard.
  - Street access should be provided between the garage and each level of the building.
  - Where an alley is present, parking shall be accessed through the alley.
  - Where an alley is not present, parking shall be accessed from the street through the building.
  - On a corner lot without access to an alley, parking shall be accessed from the side street through the building.
- 2. PARKING:**
- Required parking shall be in an underground garage, or may be lot-face parking, back yard parking, or a combination of any of the above.

- 3. OPEN SPACE:**
- The primary shared open space in the rear yard, which shall be designed as a courtyard. Courtyards may be located on the ground or on a podium. Side yards may also be provided for outdoor patios consistent with ground floor commercial uses.
  - Minimum courtyard dimensions shall be as follows:
    - 100' x 100'
    - 150' x 150'
    - 200' x 200'
- 4. LANDSCAPE:**
- No landscaping is required in front of the building.
  - Landscaping may be placed to create a particular sense of place.
  - At least one large tree shall be provided in the rear yard, planted directly in the ground.
  - Courtyards located over garages should be designed to avoid the collection of storm-water runoffs.
- 5. FRONTAGE:**
- Entrance doors and being signs (e.g., being rooms and dining rooms) shall be oriented toward

- street frontage. No courtyard shall be a proportion of less than 1:1 between its width and height.
- 6. BUILDING SIZE AND MASSING:**
- Buildings may contain any of three dwelling types: townhomes, flats, and units.
  - Buildings may be as high as permitted by applicable zoning, as determined by individual heights.
  - Buildings may be composed of one dominant volume.
  - The intent of these regulations is to provide for buildings with varying heights. The suggested height ratios for stacked flats are as follows:
    - 1.0-2.00: 100% to 200%
    - 2.0-3.00: 80% to 100%
    - 3.0-4.00: 60% to 80%
    - 4.0-5.00: 40% to 60%
- 7. MASSING:**
- Each dwelling may have only one side exposed to the outdoors, with direct access to at least a courtyard, patio, terrace or balcony.

Crowford Mulder & Clark Associates  
Mulder & Robinson Architects and Urbanists  
October 2016



# Preparing a Form-Based Code

1. Existing conditions analysis and inventory
2. Public visioning/charrette
3. Regulating Plan and zones
4. Develop urban standards (streets, blocks, building placement, height, land uses, etc.)
5. Develop architectural standards (building or frontage typologies, etc.)
6. Allocate and illustrate standards

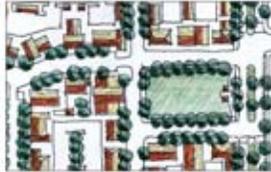
**B: DEVELOPMENT STANDARDS**  
**2: URBAN AND USE STANDARDS : NEIGHBORHOOD CENTER**

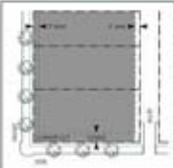
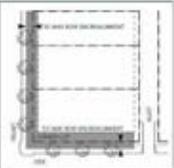
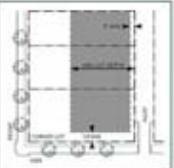
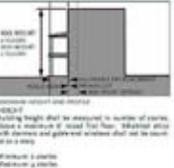
The Neighborhood Center is a where many uses and activities occur for a several neighborhoods, rather than the whole town. It is usually a central location, within walking distance of the surrounding, primarily residential, areas. Retail, offices, and medium-density housing occur in this area.

The Neighborhood Center is located adjacent to San Antonio Boulevard just west of Gonzalez Boulevard. The plan requires a neighborhood zone surrounded by residential, retail, office, and other buildings that are a mixture of low to mid-rise and are located up to the property line at the sidewalk to create an activated public space.

Parking is provided for predominantly on the street, around the green as well as behind the main buildings, accessed through alleys. The creation of the neighborhood green is a somewhat formal, trees aligned at the edges, grass in the middle, brick pathways, with a small pavilion on one side to the main street use at the north.

The perspective shows how characteristic with a sense of equidistant materials - stone on the lower floors, wood and brick on the upper floors, a mix of top and gable roofs, and a variety of textures, scales and settings to create the character.

USES AND ARCHITECTURAL TYPES	BUILDING PLACEMENT	BUILDING FRONTAGE	PARKING PLACEMENT	BUILDING HEIGHT and PROFILE
<p><b>PROHIBITED PERMITS:</b></p> <ul style="list-style-type: none"> <li>Club</li> <li>Multi-family Residential</li> <li>Office</li> <li>Professional Services</li> <li>Retail</li> <li>Single Family Residential</li> <li>Transient</li> <li>Transient Office</li> </ul> <p><b>ARCHITECTURAL TYPES ALLOWED and REQUIRED PERCENTAGE MIN:</b></p> <ul style="list-style-type: none"> <li>Five Building (20% min. 20% max)</li> <li>European Apartment (20% min. 20% max)</li> <li>Traditional (20% min. 20% max)</li> <li>Archaic (20% min. 20% max)</li> <li>European (20% min. 20% max)</li> </ul>	 <p><b>STREETS</b>            Buildings shall be placed within the shaded area as shown in the above diagram.            From setback of min. 7' max for 50% of building facade.            Side Street Setback of min. 10' max.            Street Setback of min. 10' max.            From lot line 0' min.</p>	 <p><b>FRONTAGE PERCENTAGE ALLOWED:</b>            Street, Building Setback may encroach on the public ROW as shown in the shaded area, (max 10' width if high clear overhang between building line and sidewalk) and min 4' between curb face and sidewalk.</p> <p><b>FRONTAGE TYPES ALLOWED:</b>            Gallery &amp; Street, Streetfront &amp; Street, Retail, Street, Restaurant, Restaurant (lightroom), Retail (grocery), Retail and Retail, Retail (2' min-12')</p>	 <p><b>PARKING REQUIREMENTS:</b>            On-street parking is allowed only in the shaded area as shown. Minimum setback is provided away from the plan or lot lines. A minimum of 4 cars is allowed in front of Five Building and European Apartments, with access from the street.</p> <p><b>PERCENTAGE PERMITTED:</b>            1 space per 100 sq ft of office (limited to 100 sq ft of office), directly in front or to the side of the lot, or in adjacent parking facility within 200 ft.            1 space in one space per residential unit plus 1 space reserved on-site or on-street for each additional bedroom per unit (min 1 bed-unit).</p>	 <p><b>MINIMUM HEIGHT and PROFILE:</b>            Minimum height and profile.  <b>HEIGHT:</b>            Building height shall be measured in number of stories above a minimum of ground line floor. Building above with setbacks and gable roof structure shall not be taller than 4 stories.            Minimum 4 stories.            Minimum 4 stories.</p>

CENTRAL PETALUMA SPECIFIC PLAN  
PETALUMA, CALIFORNIA

SECTION 4.10  
URBAN STANDARDS TABLE

	T1 DISTRICT	T2 DISTRICT	T3 DISTRICT	T4 DISTRICT	T5 DISTRICT	T6 DISTRICT	D DISTRICT
<b>BLOCK LAYOUT DESIGN</b>							
Block pattern	1,000' max. 1,000' max. for blocks with street frontage	1,000' max. 1,000' max. for blocks with street frontage	1,000' max. 1,000' max. for blocks with street frontage	1,000' max. 1,000' max. for blocks with street frontage	1,000' max. 1,000' max. for blocks with street frontage	1,000' max. 1,000' max. for blocks with street frontage	1,000' max. 1,000' max. for blocks with street frontage
<b>LOT COVERAGE</b>							
Min. lot cov.	15% min.						
<b>BUILDING PLACEMENT</b>							
Min. front setback	5' min.						
Min. side setback	5' min.						
Min. rear setback	5' min.						
<b>BUILDING SETBACK</b>							
Min. front setback	15' min. 15' min.						
Min. side setback	15' min. 15' min.						
Min. rear setback	15' min. 15' min.						
<b>FRONTAGE TYPE</b>							
Min. front setback	5' min.						
Min. side setback	5' min.						
Min. rear setback	5' min.						
<b>SETBACK</b>							
Min. front setback	15' min.						
Min. side setback	15' min.						
Min. rear setback	15' min.						
<b>BUILDING FRONTAGE REQ.</b>							
Min. front setback	15' min.						
Min. side setback	15' min.						
Min. rear setback	15' min.						
<b>BUILDING HEIGHT</b>							
Min. front setback	15' min.						
Min. side setback	15' min.						
Min. rear setback	15' min.						
<b>ADJACENT LOT</b>							
Min. front setback	15' min.						
Min. side setback	15' min.						
Min. rear setback	15' min.						
<b>MINIMUM REQUIREMENTS</b>							
Min. front setback	15' min.						
Min. side setback	15' min.						
Min. rear setback	15' min.						
<b>BUILDING FOOTPRINT</b>							
Min. front setback	15' min.						
Min. side setback	15' min.						
Min. rear setback	15' min.						
<b>ONE SPACE</b>							
Min. front setback	15' min.						
Min. side setback	15' min.						
Min. rear setback	15' min.						

### Type II: Neighborhood Homes

Use	Notes
All Floors Residential	Home offices may not exceed 300 sq ft without a conditional use permit.
Height Building	Height is not allowed at home offices.
Finish Floor Level, Ground Floor	15' min. above sidewalk

Building Placement	Notes
Neighborhood Center	15' min.
Neighborhood Corner	15' min.
Neighborhood Edge	15' min.
Setbacks	
Side (at corner)	5' min.
Rear	15' min.
Min. Garage Dr. Setback	15' min.
Lot Width	
Minimum	30'
Maximum	120'
Lot Depth	
Minimum	Notes
Maximum	120'

**Notes:**  
 The design of buildings must comply with the Regulations as established by the Code.  
 The minimum distance between a garage and the main building is 5'.  
 The corner line of the building must meet street facade requirements along both streets.  
 Rear/Side yard must be a minimum of 15' x 30' (450 sq ft).  
 The location of the BEU, unless by Zone Designation as regulated in the code to the right.  
 Lot depth 120' min.  
 Lot width can range from 30' min. to 120' max.  
 No more than 60% of lots on any block shall be the same size.

Optima Design 6-3 Optima Design 6-3

## 2. Two Lane Avenue

A wide median and plentiful street trees make the Two Lane Avenue a quiet address especially well suited to residential and offices.

### A. Building Placement

Build by line location: 0 to 10% from Citywide R.O.W. line

Space Between Buildings: 20 ft. maximum

### B. Building Volume

Blg. Width: 20 ft. minimum  
36 ft. maximum

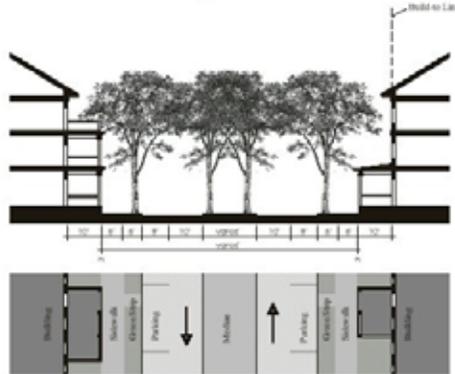
Blg. Depth: 120 ft. maximum

Blg. Height: 2 stories minimum  
4 stories maximum

90 ft. Maximum  
The 1st floor shall be a minimum of twelve (12) feet in height

### C. Notes

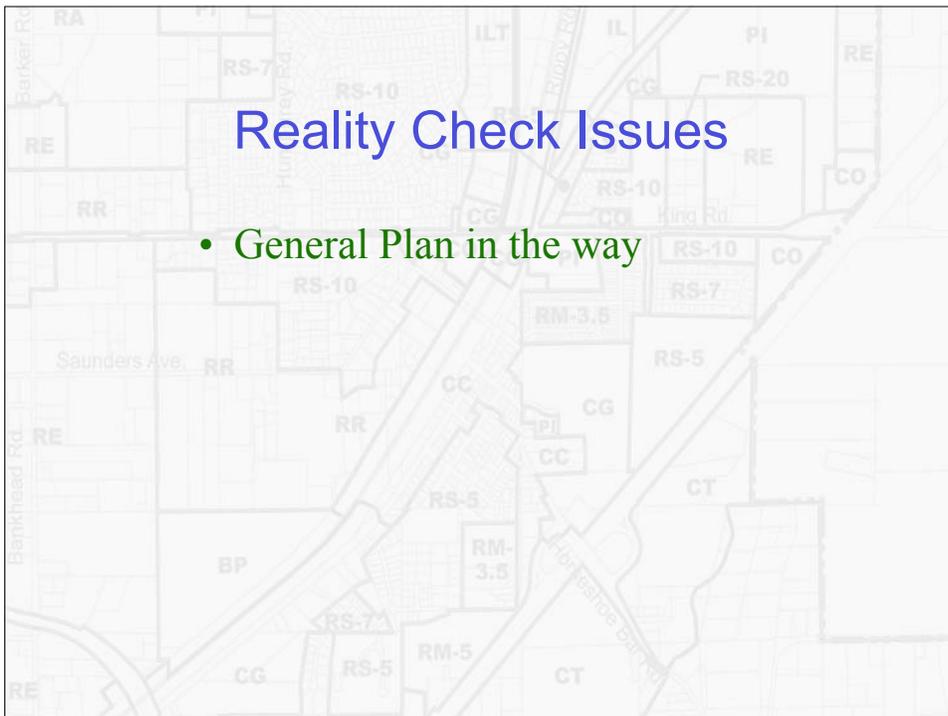
1. Appurtenances may extend beyond the height limit.
2. All permitted uses are allowed on all floors.
3. Tree spacing shall be optimized for the species used, in consultation with the City Arboret.
4. The alignment of floor-to-floor heights of abutting buildings is encouraged to allow for shared use of elevators.

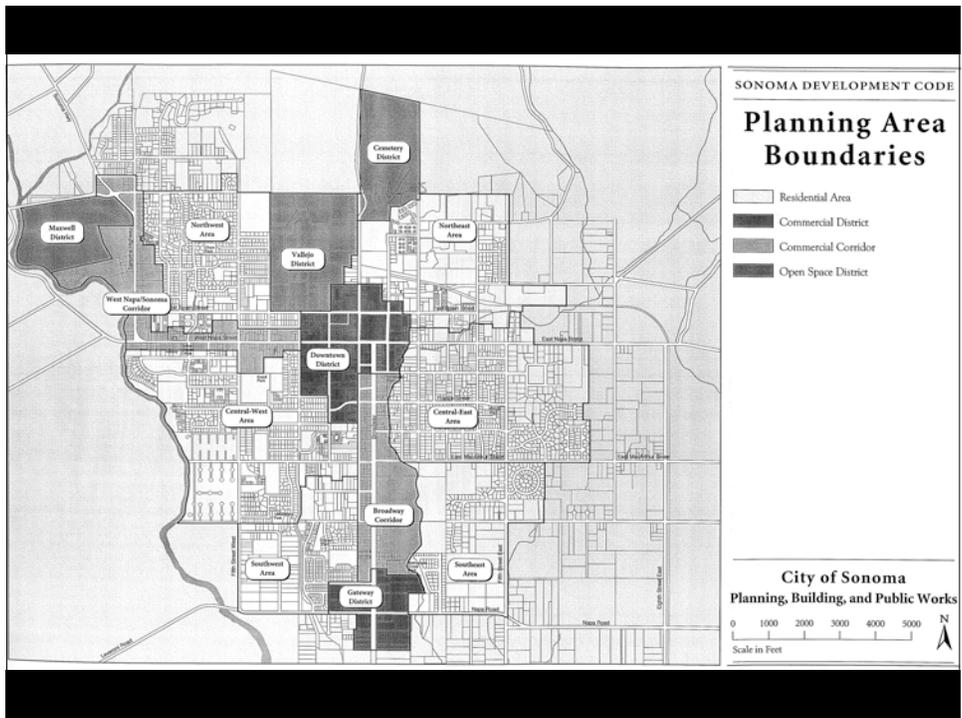
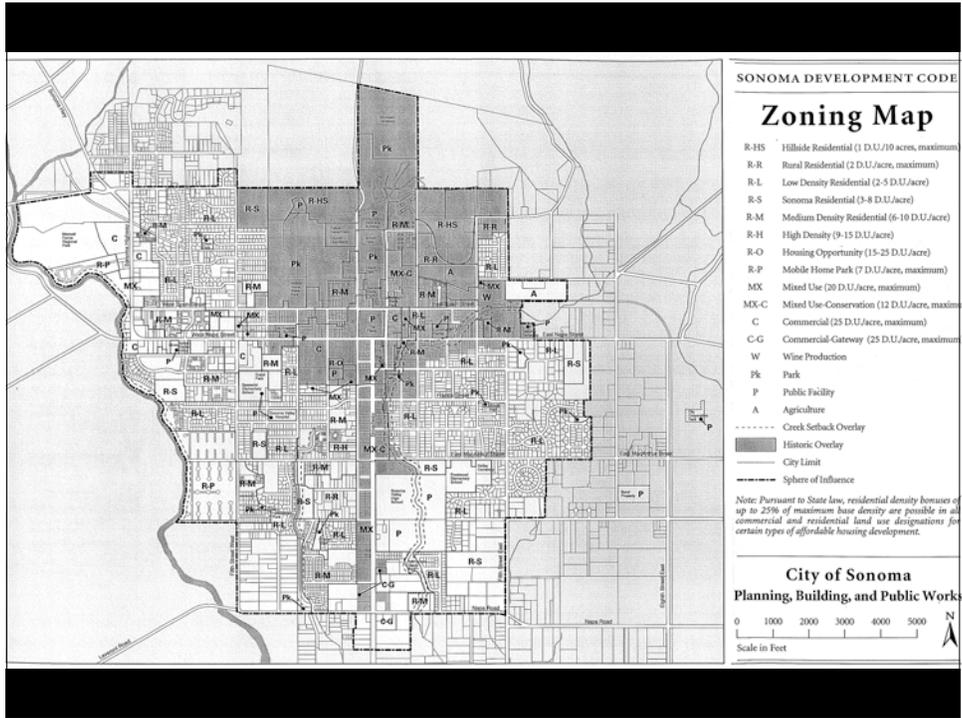


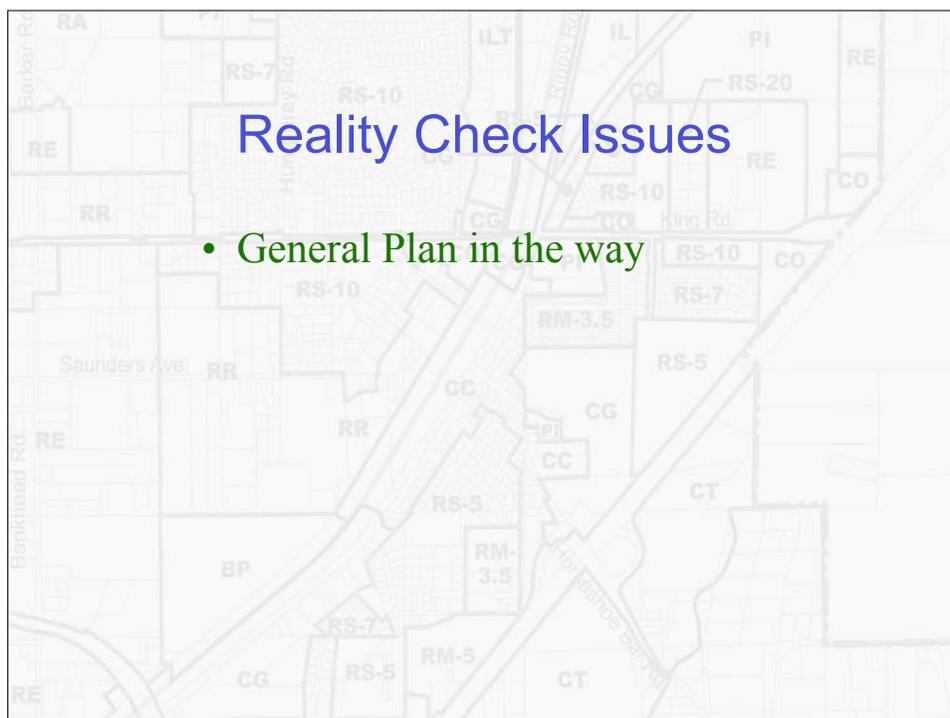
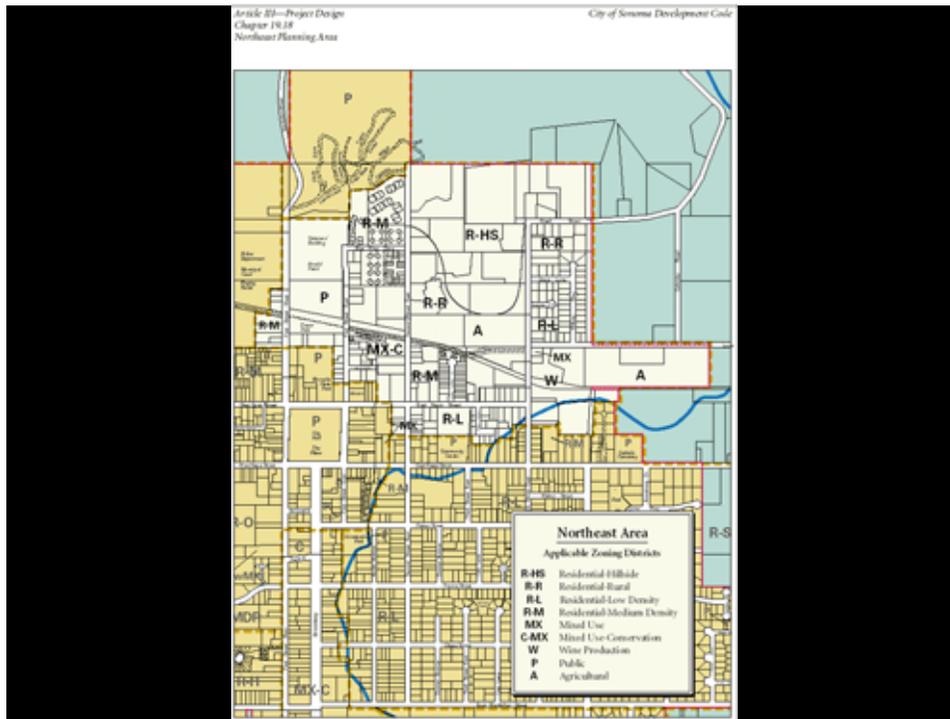
DRAFT  
19 March, 2001

## Reality Check Issues

- General Plan in the way





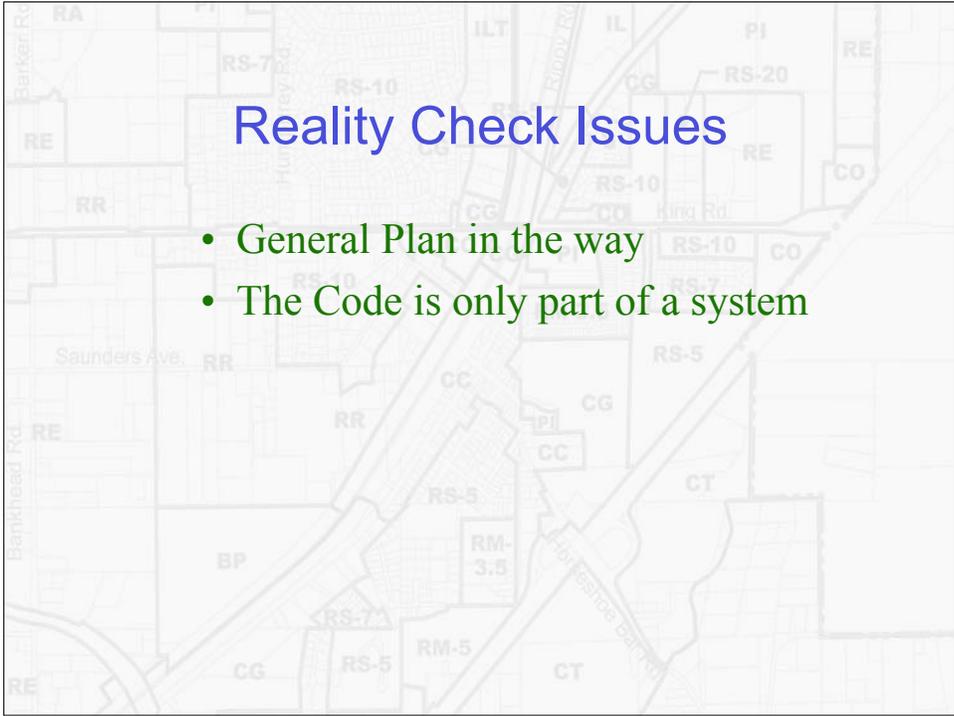


## Reality Check Issues

- General Plan in the way
- The Code is only part of a system

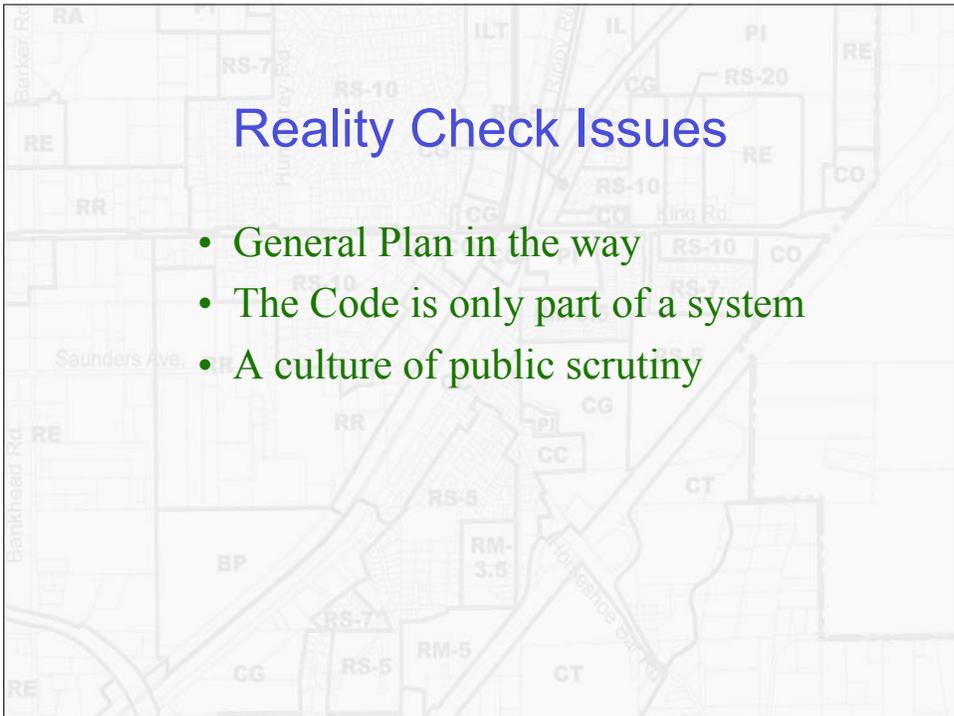
## Local Development Management System

- Policies
- Regulations
- Staff
- Decision-makers
- Public



## Reality Check Issues

- General Plan in the way
- The Code is only part of a system



## Reality Check Issues

- General Plan in the way
- The Code is only part of a system
- A culture of public scrutiny

## Reality Check Issues

- General Plan in the way
- The Code is only part of a system
- A culture of public scrutiny
- Cost

## Reality Check Issues

- General Plan in the way
- The Code is only part of a system
- A culture of public scrutiny
- Cost
- Legal concerns

STATE OF CALIFORNIA  
**General Plan  
Guidelines**  
2003



GOVERNORS OFFICE OF PLANNING AND RESEARCH

**Form-Based Codes**

Conventional zoning divides municipalities into a series of mapped districts (zones), and then assigns a permitted use(s) to each zone. Critics of conventional zoning point out that it ignores the importance of design. One alternative to conventional zoning is known as the form-based code. Compared with traditional zoning, a form-based code doesn't focus on specific uses. Instead, you start with a question—what does the community want to look like—and then work back from there.

Physical patterns—the design of buildings, streetscapes, and civic infrastructure are the central issue. Form-based codes control only the most important physical attributes of a group of buildings. This often includes their alignment on a street, the disposition of space between them, and their overall height. Typically, such controls are not expressed as absolutes, but rather as ranges of acceptable values. Form-based codes are more visual in nature and are thus more understandable to the community than complicated zoning regulations.

The emphasis on design supports mixed-use development and allows uses to evolve as the market changes. One can study older towns and find that in their development over time, land use regulation was secondary to form. The mix of uses has responded to market forces and buildings have changed their uses any number of times since they were built.

A form-based code is a useful implementation measure for achieving certain general plan goals, such as walkable neighborhoods and mixed-use and transit-oriented development. As of this writing, no local government in California has entirely replaced its conventional zoning ordinance with a form-based code. However, form-based codes have been used in selected planning areas.

150 General Plan Guidelines

“A form-based code is a useful implementation measure for achieving certain general plan goals, such as walkable neighborhoods and mixed-use and transit-oriented development.”

## AB 1268 - July 2004

65302.4. The text and diagrams in the land use element that address the location and extent of land uses, and the zoning ordinances that implement these provisions, may also express community intentions regarding urban form and design. These expressions may differentiate neighborhoods, districts, and corridors, provide for a mixture of land uses and housing types within each, and provide specific measures for regulating relationships between buildings and outdoor public areas, including streets.

## Form-Based Codes in California

### Adopted

Sonoma  
Hercules  
Petaluma Central District  
Azusa  
Downtown Ventura  
Cotati

### In Progress

Downtown Newhall  
Downtown Montclair  
Grass Valley  
Palo Alto

