

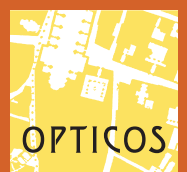


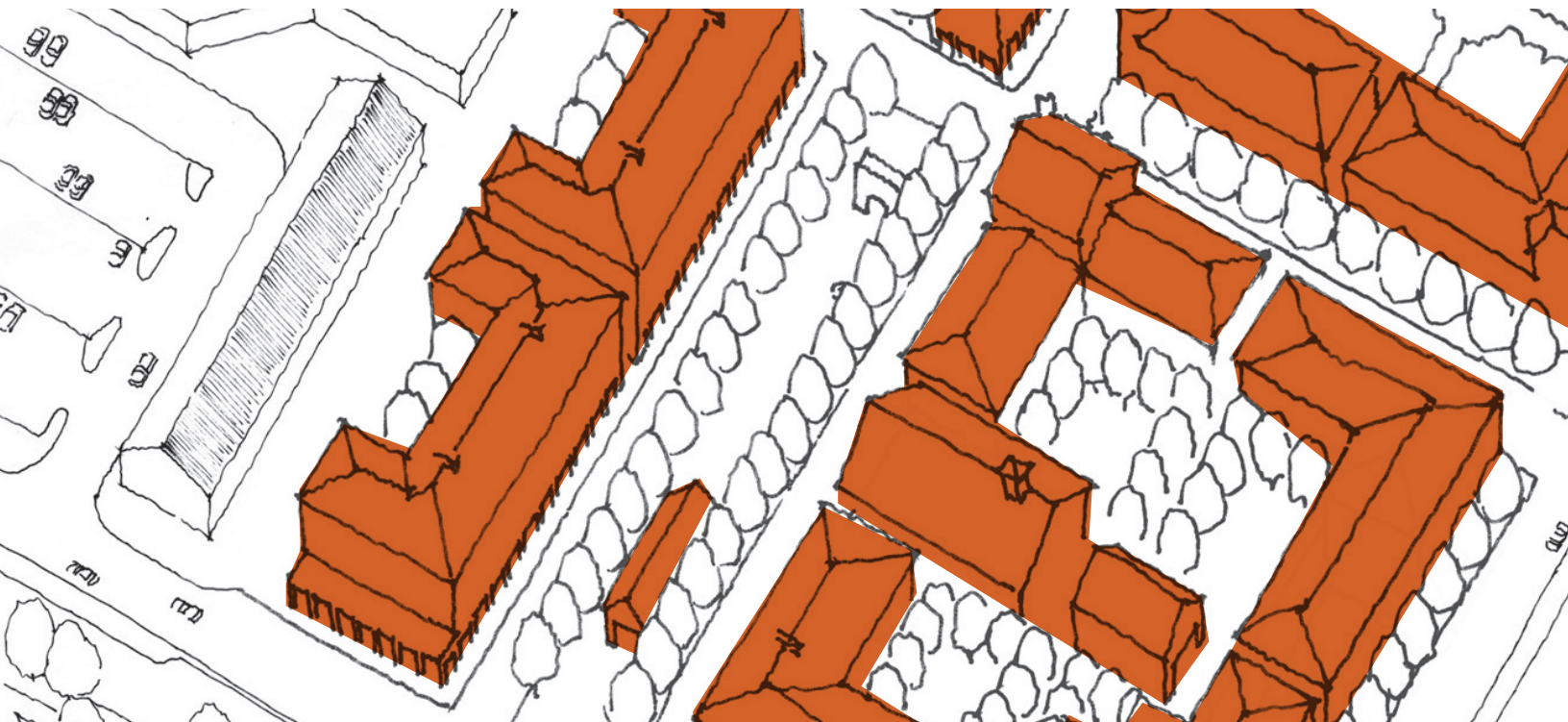
Auburn Boulevard Booklet

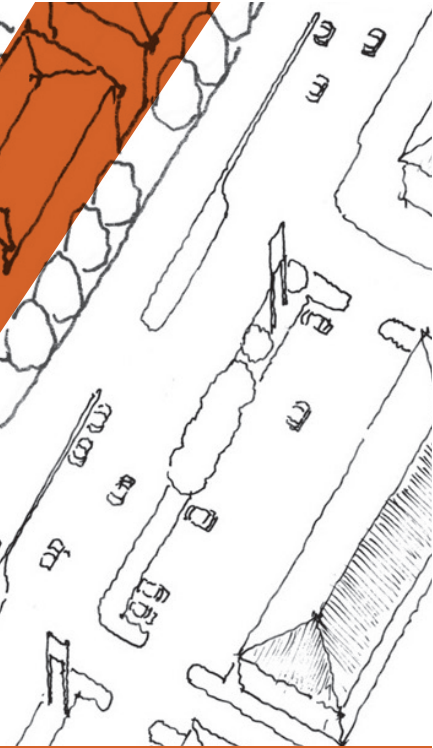
Design Principles for Corridor Redevelopment
+ Objective Design and Development Standards

Citrus Heights, CA

Adopted by
Citrus Heights City Council
by Resolution 2023-085
September 14, 2023







Preface

Design Principles for Auburn Boulevard Redevelopment

Challenges and Opportunities along Auburn Boulevard

Unique Challenges in Corridor Environments

Corridor environments present challenges and opportunities for redevelopment efforts that aim to produce walkable environments. On the one hand, high-traffic streets with fast-moving vehicles and wide rights-of-way can produce an environment that is uncomfortable and sometimes dangerous for people who walk, bike, and roll.

Opportunities along Auburn Boulevard

On the other hand, many corridors like Auburn Boulevard are home to retail and services, transit stops, and open spaces that offer a promising context of walkable destinations for any potential housing along the corridor. Many corridors also contain very large parcels, most recently used as shopping centers or big-box stores, that are sizable enough to become new neighborhood blocks and create new addresses off of the corridor.

Auburn Boulevard is a corridor that contains many underutilized parcels and more retail than the market can sustain while also being surrounded by a growing region with high housing pressure.

Design Principles

If aligned with particular design principles, new development along Auburn Boulevard can produce a walkable, livable environment despite the challenges of adjacency to a major corridor. This preface presents an overview of these design principles.

Relationship to ODDS

The remainder of this booklet contains Objective Design and Development Standards for Auburn Boulevard, which implements these principles through objective standards that will govern certain kinds of new development per state law.

How can corridor sites redevelop over time?

The below example illustrates the phased redevelopment of a site along a busy corridor, similar to Auburn Boulevard.



Existing conditions. A retail building is set behind a large parking lot.

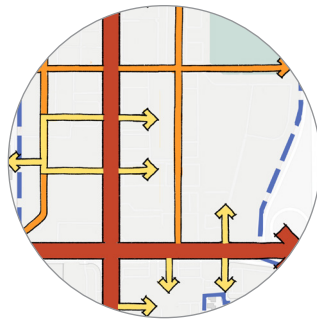


Buildings line the corridor. As a first step, new buildings line the corridor, while the existing parking lot and retail buildings remain in place.

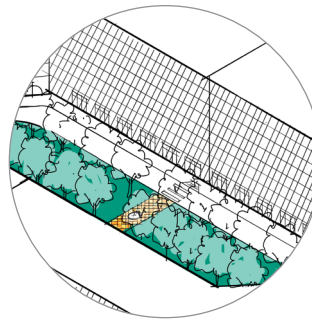


New addresses off the corridor. As a second step, a new street and block network replaces the surface parking lot and aging retail buildings. A new pair of one-way streets perpendicular to the corridor provide addresses that face a green space rather than facing directly onto the corridor.

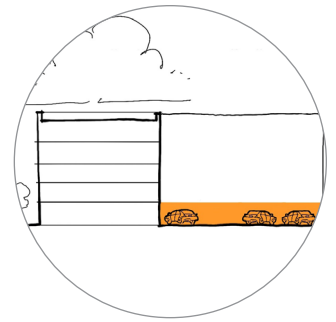
Design Principles for Redevelopment along the Auburn Boulevard Corridor



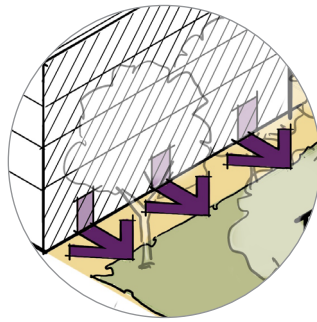
Plan for connectivity



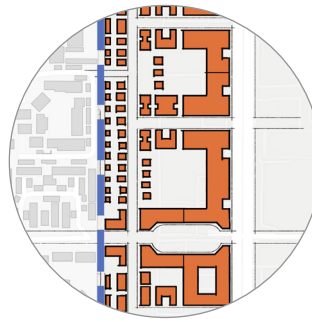
**Provide common
open space**



**Shield parking from
the street**



**Orient buildings
toward the pedestrian
realm**



**Transition to context
in form and scale**



**Shape a legible public
realm with frontages**



**Expand the corridor
sidewalk**

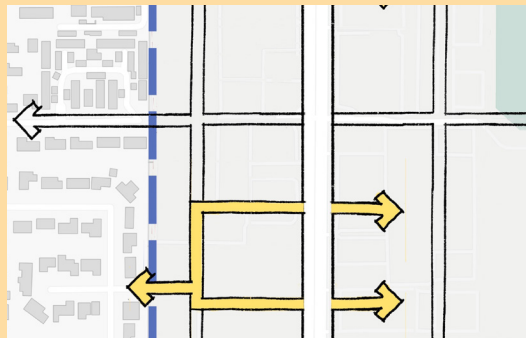
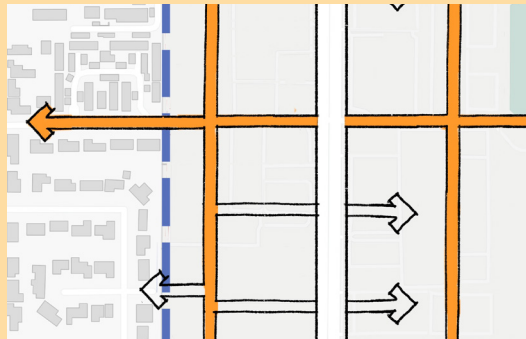
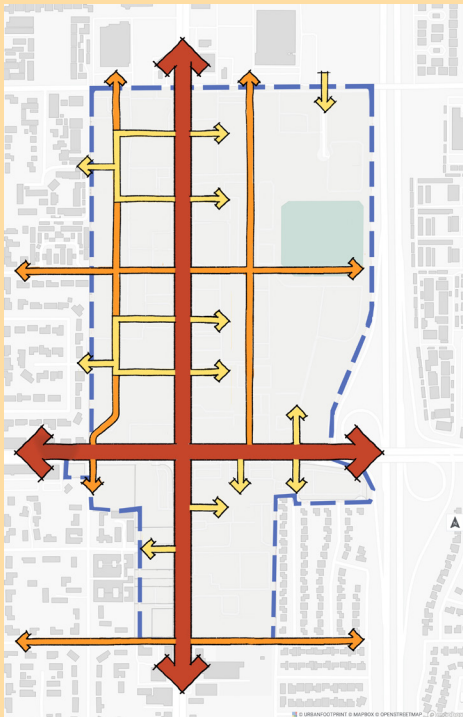
Principle



Plan for connectivity

Compose an idealized grid of new streets and blocks before working on individual parcels.

- Distinguish between through connections (connecting to a through route at the back of the parcel) and local connections (connecting to a local or low-connectivity route at the back of the parcel)
- For through connections, plan for a direct path of travel connecting to the corridor. Place active ground floor uses along the through connection perpendicular to the corridor to create a pedestrian-oriented Main Street environment.
- For local connections, plan for an indirect path of travel connecting to the corridor. Deflect the path of travel to enclose the route from the back of the parcel to discourage excessive traffic shortcutting through the local streets.
- Provide bicycle and pedestrian connections to surrounding neighborhoods in the short term, and vehicular connections in the long term.



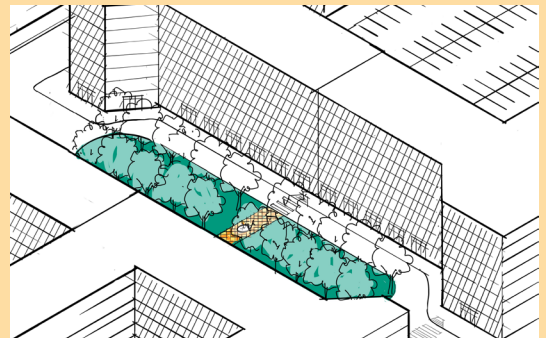
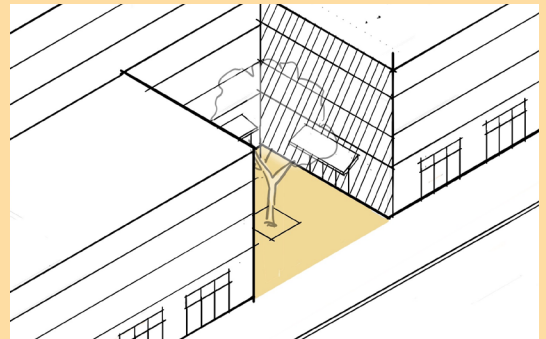
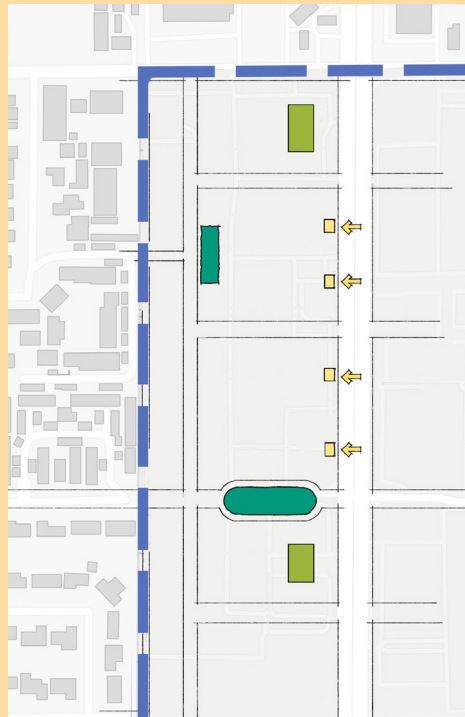
Principle

2

Provide common open space

Compose an idealized open space network before working on individual parcels.

- Provide a variety of open space types and sizes.
- Along a corridor like Auburn Boulevard, provide semi-public open space in the form of a forecourts or plazas. Building entrances may be accessed from these open spaces, still addressing the sidewalk but with a more comfortable entry sequence than directly adjacent to the corridor.
- Provide public open space to be shared by residents, neighbors, and visitors – welcoming the entire community.
- Create a comfortable and enclosed space; don't just use leftover space.



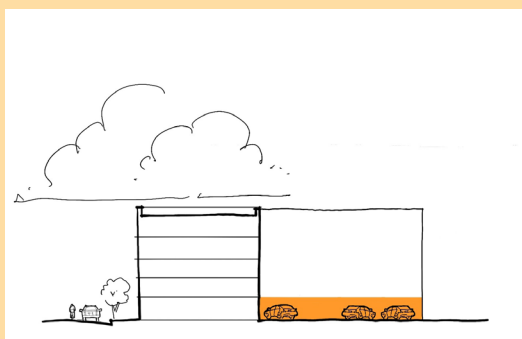
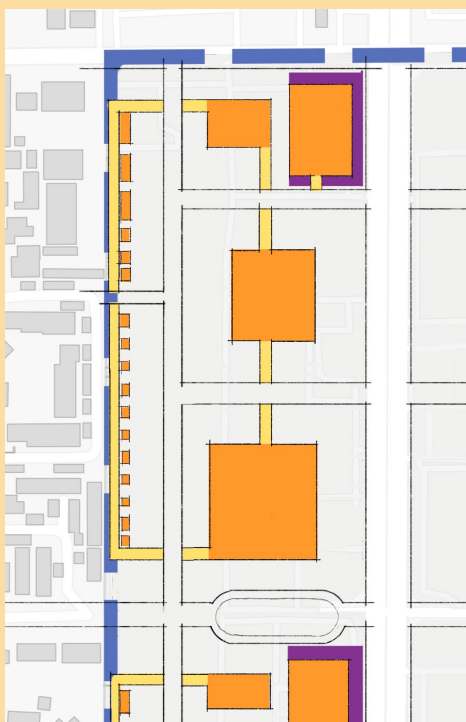
Principle

Shield parking from the street

Parking should be located at the center of blocks and screened from sidewalks.

3

- Place surface lots in the block interiors, lined by buildings.
- If parking is located within a parking structure, include a liner with an active use on the ground floor.
- Design alley-loaded blocks rather than front-loaded driveways in order to minimize the number of curb cuts and enhance comfort and safety for pedestrians and cyclists.
- Parking lots that cannot be located behind buildings should be designed in such a way as to facilitate future pedestrian-oriented development and/or future subdivision into walkable blocks.

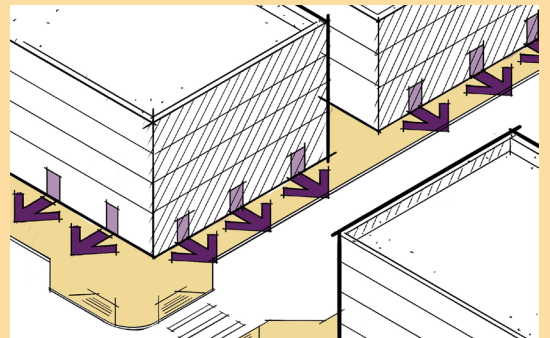
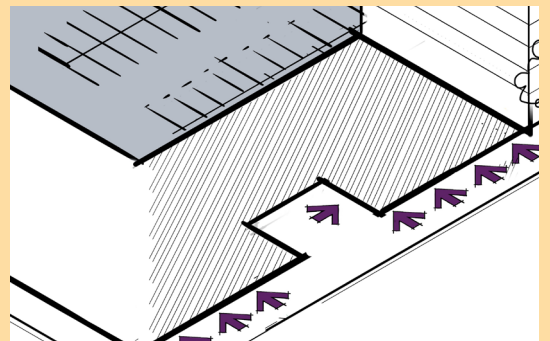
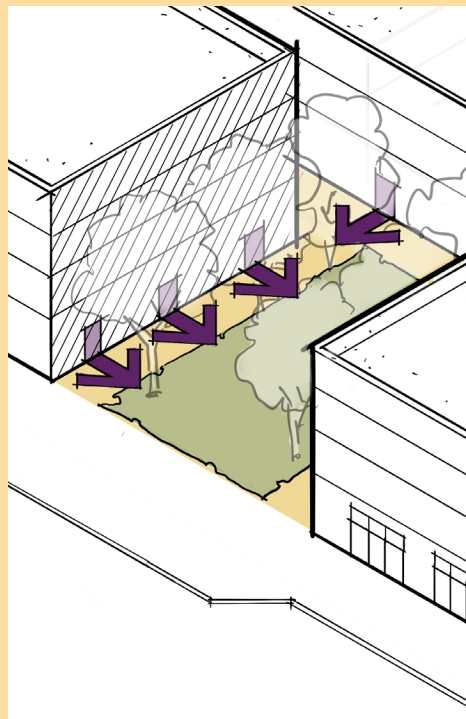


Principle

4

Orient buildings toward pedestrian realm

- Orient buildings away from parking.
- Place buildings so that entrances face the sidewalk.
- Where buildings are adjacent to common open space, such as a park or plaza, orient buildings towards this open space.

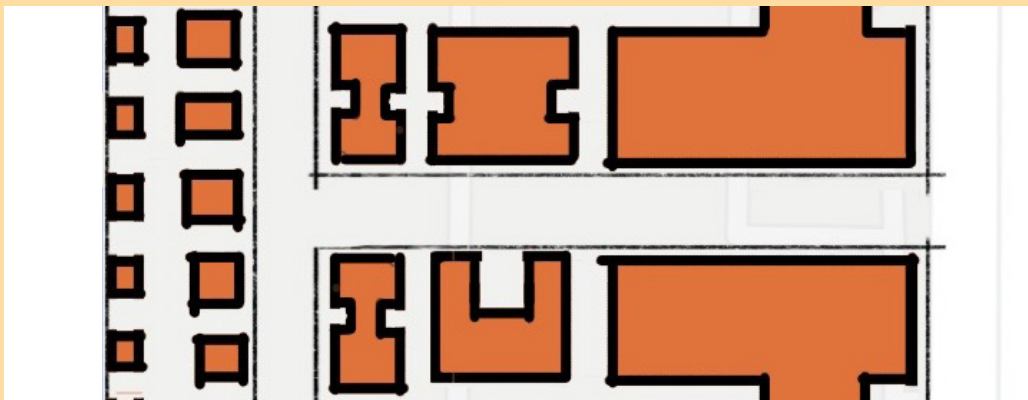
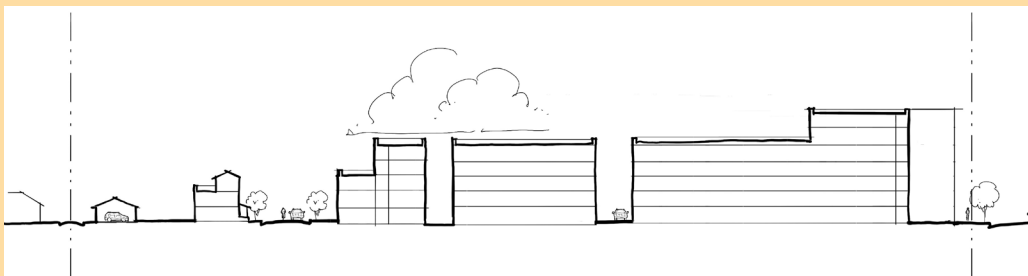


Principle

Transition to context in form and scale

5

- Place block form buildings along the corridor.
- Step down to form and scale of neighboring properties.
- Transition in form and scale across alleys or rear property lines, not across streets.



Principle

6

Shape an inviting public realm with frontages

Frontages are the interface between the public realm (street and sidewalk) and the private realm (building).

- Different frontage types shape different types of walkable environments—from low-intensity neighborhoods and main streets to higher-intensity corridors.
- Think about clustering retail and shopfronts at nodes (e.g. at important intersections or surrounding public open space) if continuous retail frontage is not viable.



Principle

Expand the corridor sidewalk

Rather than setting the building face at the property line, set it back a few feet and pave that space to make a wider sidewalk.



- Along Auburn Boulevard, vehicles lanes are adjacent to the sidewalk, often with little or no buffer. Expand the sidewalk so that pedestrians' walking path is further from fast-moving vehicles.
- Widen the sidewalk paving within the building setback to create a pedestrian path set a comfortable distance back from the curb.
- In the long term, consider a road diet for Auburn Boulevard to reduce traffic speeds and introduce additional buffer elements like street trees, street furniture, and parallel parking.



Step-by-Step: How to Transform a Large Shopping Center

Principles for Redevelopment

- New Block-scale buildings
- Service/ Parking access via alleys
- Pedestrian/ Bike access
- Bus stops
- Open space
- Corner elements

Illustration (left) demonstrating how an existing large parcel could be developed to provide improved connections for people walking, riding bikes and taking transit, a mix of uses, building types and housing types, and community open space.



Creating A New Walkable Center

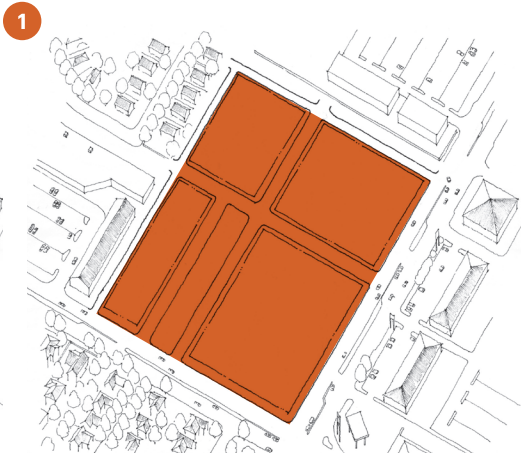
Redevelopment of large-footprint buildings, centers and campuses provides opportunity to introduce a smaller scale of development that can better support walkability and a high-quality public realm. Orienting new and existing buildings towards streets and introducing a network of internal streets with smaller block faces makes sites that are currently oriented to the automobile friendlier to a broader array of transportation options. Incorporating a mix of uses and including publicly-accessible open spaces will help to activate the site before and after

business hours and drive patronage of new and existing businesses. Using a variety of building scales – from house-scale multi-unit residential buildings to block-scale mixed-use buildings – makes it possible to respond to the scale of existing adjacent development to facilitate a transition of scale to neighboring parcels.

The redevelopment of one property can spur the redevelopment of adjacent underutilized sites, creating the long-term potential for the creation of a vibrant, mixed-use, pedestrian-friendly quarter.

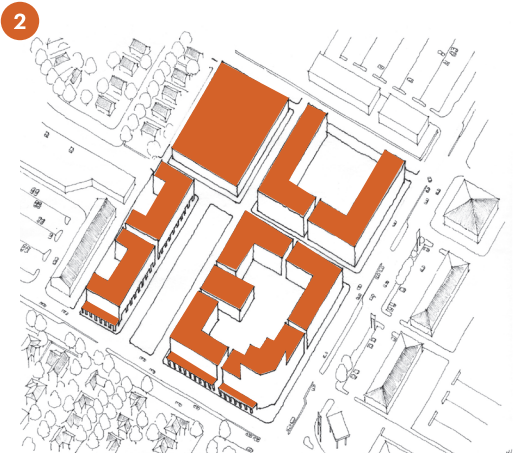


Existing conditions within corridor context.

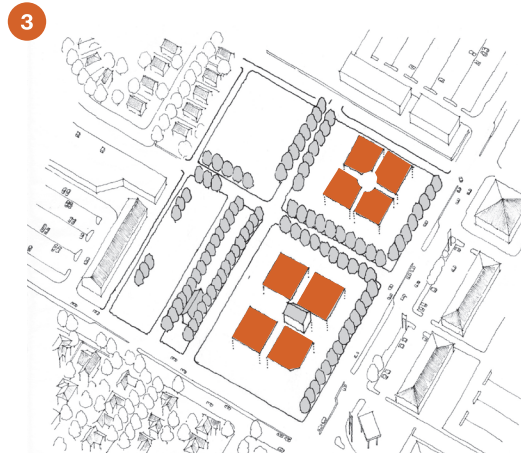


Step 1. Subdivide the property into an interconnected network of intimately-scaled streets and blocks.

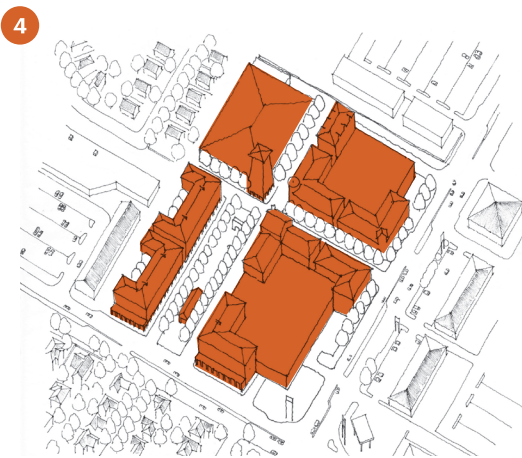
Illustrations (left) demonstrating how an existing shopping center could be developed to provide improved connections for people walking, riding bikes and taking transit, a mix of uses, building types and housing types, and community open space. This diagram illustrates some possible approaches, but additional pitches that fulfill the intent of the guidelines in this section are possible.



Step 2. New buildings should be oriented towards streets, while parking should be located in lots and garages oriented behind buildings.



Step 3. A comprehensive network of parks and open space should provide the community with a series of public places.



Step 4. Phased development preserves sight lines from existing streets and surface parking in the interior of each block.



Step 5. The remainder of the property is redeveloped with the addition of street-facing buildings, as the arterial streets gradually evolve into avenues and boulevards that are pedestrian-friendly.

Implementing Design Principles: Stakeholder Input and Opportunity Site Testing

Stakeholder Workshop

In March 2022, the City invited a group of Auburn Boulevard property owners to participate in a virtual Stakeholder Workshop to discuss hypothetical future development along Auburn Boulevard and provide input on conceptual design alternatives for "opportunity sites." These opportunity sites were underutilized parcels selected by the City as potential development opportunities to be used to test concepts that would be incorporated into the Objective Design and Development Standards (ODDS) for Auburn Boulevard.

to provide general feedback on building form and scale that they felt was appropriate for Auburn Boulevard based on their long experience as residents of Citrus Heights.

Iterative Testing for Financial Feasibility

After the stakeholder workshop, the design team proceeded to test a "preferred alternative" for each opportunity site for economic feasibility. Partnering with Lisa Wise Consulting, Opticos Design proceeded to test multiple iterations of each conceptual design until the team understood the building parameters required in order for development to be financially feasible in the near future. The financially feasible outcome on each opportunity site was an important input into the ODDS, helping to craft standards that would produce buildable results.

Below: Excerpts from the Form and Scale Survey presented to property owners at the Stakeholder Workshop. Feedback was collected by Opticos Design team members who were facilitating the event. Feedback informed refinements to conceptual designs on each opportunity site.

Opportunity Site Alternatives

The Opticos Design team presented multiple sketches of different conceptual design ideas for each opportunity site for feedback from the property owners. The property owners also had the opportunity

Examples

Relation to the Street











Left: Screen capture from the virtual presentation of alternative concept sketches on each of three opportunity sites. Note that these sketches are conceptual in nature and meant to test desired form and site capacity; they are not actual design proposals.



Left: Illustrative rendering of the site testing outcome at the Grand Oaks Plaza opportunity site depicting an infill approach that proved to be within a reasonable realm of financial feasibility. This concept includes two three-story courtyard apartment buildings framing a new street, placed on what is currently a parking lot.





Objective Design + Development Standards

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Chapter 1: Introduction

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1.02	Applicability and Scope
1.03	Terminology
1.04	The Natural-to-Urban Transect
1.05	Relationship to Citrus Heights City Ordinances and Policies
1.06	Permits and Procedures

1.01 Purpose

The Objective Design and Development Standards (ODDS) are established to implement the vision of the General Plan and the Auburn Boulevard Specific Plan ("The Boulevard Plan"). As the name suggests, the development standards described in this Chapter are intended to be "objective" and clearly communicate the design intent of the Boulevard Plan's vision. This in turn is expected to streamline the development proposal review and entitlement process. California State law defines objective standards as those that "involve no personal or subjective judgment by a public official and are uniformly verifiable by reference to an external and uniform benchmark or criterion available and knowable by both the development applicant and public official prior to submittal."

The standards in this Chapter support the development of Auburn Boulevard as an attractive, mixed-use and walkable corridor. The standards will govern the physical form, character and uses of private development as well as public realm elements such as civic spaces.

1.02 Applicability and Scope

1. The standards in this ODDS prevail unless stated otherwise.
2. The standards in this ODDS apply to all proposed development and improvements within the Boulevard Plan boundary with a residential or mixed-use land use as detailed below. In addition, proposed development within the Boulevard Plan area with other land uses may elect to meet the standards in this ODDS rather than the standards in the Boulevard Plan.

A. General

- (1) From the allowed types in the zone, and in compliance with the listed standards, the following shall be selected for each design site:
 - (a) Only one building type; multiple building types allowed for large sites, see Chapter 7 (Large Site Standards);
 - (a) At least one private frontage type; and
 - (b) At least one use type.

- (2) Building types and private frontage types not listed in the zone's standards are not allowed in that zone.
- (3) Allowed use types are listed in Table 2.06.
- B. **Site Standards.** The standards of Chapter 3 (General Site Standards) apply to the following:
 - (1) **Screening.** The standards of Section 3.02 (Screening) apply to the following:
 - (c) All new development; and
 - (d) Improvements to existing development.
 - (2) **Landscaping and Tree Standards.** The standards of Section 3.03 (Landscaping) apply to the following:
 - (e) All new development; and
 - (f) Improvements to existing development.
 - (3) **Parking and Loading.** The standards of Section 3.04 (Parking and Loading) apply to the following:
 - (g) New development;
 - (h) Changes in land use;
 - (a) Changes in intensity of buildings or structures made after the effective date of this ODDS that cause an increase or decrease of 25 percent or greater in:
 - i. Gross floor area;
 - ii. Seating capacity;
 - iii. Units; and/or
 - iv. Parking spaces.
- C. **Building Type Standards.** The standards of Chapter 4 (Building Type Standards) apply to the following:
 - (1) New buildings (except public safety buildings);
 - (2) Additions over 15 percent (except public safety buildings); and
 - (3) Facade renovations along front or side street facades (except public safety buildings).
- D. **Massing and Facade Articulation Standards.** The standards of Chapter 5 (Massing and Facade Articulation Standards) apply to the following:
 - (1) New buildings (except public safety buildings);
 - (2) Additions over 15 percent (except public safety buildings); and
 - (3) Facade renovations along front or side street facades (except public safety buildings).
- E. **Frontage Type Standards.** The standards of Chapter 6 (Frontage Type Standards) apply to the following:
 - (1) New buildings;
 - (2) Building facade renovation facing a street or civic space (except public safety buildings);

- (3) Private property improvements along front or side street; and
- (4) Modification of pedestrian entrance(s) along front or side street.

F. **Walkable Community Design**

- (1) **New Development.** New development on a design site of at least two acres or at least 700 feet of street frontage is required to be designed in compliance with Chapter 7 (Large Site Standards).
- (2) **Blocks and Streets**
 - (a) Development sites larger than two acres or at least 700 feet of street frontage shall be divided into new blocks in compliance with Subsection 7.02.5 (Block Size).
 - (b) New streets are required to form blocks in compliance with Table 7.02.A (Block Size Standards).
 - (c) When designing a new street or retrofitting an existing street, the standards in Subsection 7.06 (Thoroughfare Standards) apply.
- (3) **Design Sites**
 - (a) New buildings are required to be designed in compliance with the design site width and depth standards of the zone.
 - (b) This ODDS does not require the recordation of design site lines. The design site width and depth standards are for the purpose of consistently achieving pedestrian-oriented and scaled buildings.
 - (c) **Civic Space Type Standards.** Development sites larger than two acres are required to create new civic space(s) in compliance with the standards of Chapter 7 (Large Site Standards) and Section 7.04 (General to Civic Spaces).

G. **Street Type Standards.** The standards of Section 7.06 (Thoroughfare Standards) apply to the following:

- (1) The construction of a new street and/or when an application for a Walkable Neighborhood Plan (WNP) is proposed.
- (2) Existing street(s):
 - (i) Improvement or modification to curb return, pedestrian crossing, landscaping, or sidewalk;
 - (j) Improvement or modification to on-street parking, or lane striping; and/or
 - (k) Improvement or modification to right-of-way.

H. **Nonconforming Situations.** The standards of Citrus Heights Municipal Code Chapter 106.70 (Nonconforming Uses, Structures, and Parcels) apply to all nonconforming situations.

I. **Procedures.** Applications for development are to be processed in compliance with the procedures identified in Section 1.05 (Permits and Procedures). Requests for administrative relief are to be processed in compliance with the procedures in Section 1.05 (Permits and Procedures).

J. **Discrepancies.** In case of discrepancies between the text and diagram, the text will apply.

K. **References.** "City" when included as a reference includes related departments, boards, commissions and other public offices. "Director" refers to a City official who performs the function referred to, and has the authority to do so.

1.03 Terminology

1. **Rules of Construction.** The following general rules of construction apply to the text of this ODDS:
 - A. **Shall, may and should.** "Shall" is always mandatory and not permissive. "May" is permissive. "Should" is advisory and identifies guidance provided by Citrus Heights in implementation of these standards.
 - B. **Tenses and Numbers.** Words used in the present tense include the future, words used in the singular include the plural, and the plural includes the singular, unless the context clearly indicates the contrary.
 - C. **Applicable.** The applicable standards of this ODDS apply so as to not require stating the phrase "and all applicable standards" throughout this ODDS.
 - D. **Conjunctions.** Unless the context clearly indicates otherwise, the following conjunctions shall be interpreted as follows:
 - (1) "And" indicates that all connected items or provisions apply;
 - (2) "Or" indicates that the connected items or provisions may apply; and
 - (3) "Either/or" indicates that the connected items or provisions apply singly but not in combination

1.04 The Natural-to-Urban Transect

The Natural-to-Urban Transect is the organizing principle used in most Form-Based Codes (FBC), and is used in Chapter 2 (Zones). It establishes a hierarchy of physical environments or 'transects' from the most natural to the most urban. The designation of each transect along this hierarchy is determined first by the physical character, form, intensity of development, and type of place, and secondly by the mix of uses within the area. This hierarchy of physical environments becomes the framework for the entire FBC, replacing use as the organizing principle as in conventional, use-based zoning. Each transect is used to reinforce existing or create new walkable environments.

The Natural-to-Urban Transect is a means for considering and organizing the human habitat in a continuum of intensity that ranges from the most natural condition to the most urban. It provides a standardized method for differentiating between the intentions for urban form in various areas using gradual transitions rather than harsh distinctions. Each transect is primarily classified by the physical intensity of the built form, the relationship between nature and the built environment, and the complexity of uses within the transect.

– Form-Based Codes Institute

The model transect for American communities is divided into six individual transects: Natural (T1), Rural (T2), Walkable Neighborhood/Sub-Urban (T3), General Urban (T4), Urban Center (T5), and Urban Core (T6), together with a District (D), designation for areas with specialized purposes (e.g., heavy industrial, transportation, or university districts, among other possibilities). Each transect is given a number. Higher numbers designate progressively more urban environments, and lower numbers designate less urban and natural environments. Auburn Boulevard's zones are customized based on the T4 Transect found along the corridor.

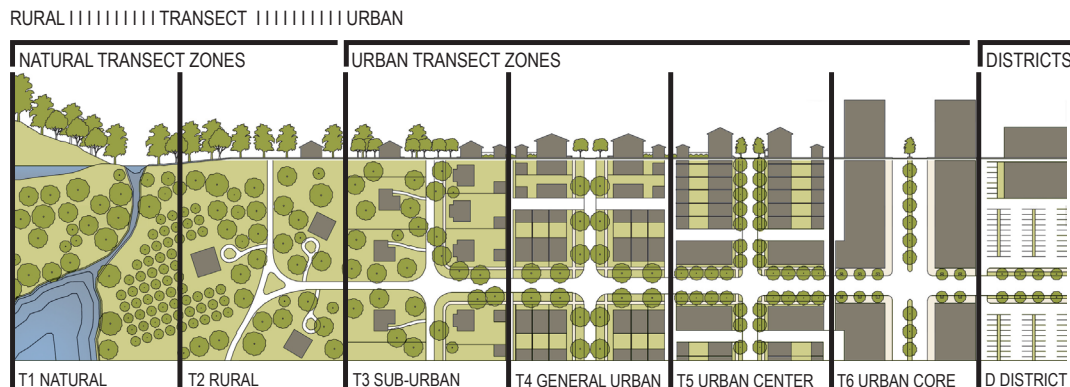


Figure 1.04.1 The Natural-to-Urban Transect. This diagram illustrates a continuum of environments from the most natural to the most urban. Image courtesy of DPZ.

1.05 Relationship to Citrus Heights City Ordinances and Policies

1. **Relationship to General Plan.** This ODDS implements Citrus Heights' General Plan vision through a palette of form-based zones described in Chapter 2 (Zones). This ODDS is applied to the Boulevard Plan area.
2. **Relationship to Zoning Code.** If a provision of this Chapter is inconsistent with another provision of Chapter 106 (Zoning) of the Citrus Heights Municipal Code, or with a provision found in other adopted codes or ordinances of the City, the more restrictive provision shall govern, unless the terms of the more restrictive provision specify otherwise.
3. **Relationship to Boulevard Plan.** This ODDS is aligned with the transformative vision of the Boulevard Plan.

1.06 Permits and Procedures

1. **Procedures for Applications Filed Under Senate Bill 35**
 - A. **Applicability**
 - (1) This Section applies to housing development projects applying for approval under Government Code §65913.4 and replaces the City of Citrus Heights' procedures for reviewing discretionary applications.
 - (2) This Section shall remain in effect for the same period as Senate Bill 35 provisions contained in Government Code §65913.4. Unless Senate Bill 35 provisions are extended by the State Legislature, this Section shall remain in effect only until January 1, 2026, and as of that date is repealed.
 - (3) The California Environmental Quality Act (CEQA) does not apply to projects eligible under Senate Bill 35.
 - (4) The Department of Housing and Community Development is charged with developing guidelines for implementing Senate Bill 35. These procedures may change if required by changes in those guidelines or in Government Code §65913.4.

- B. **Definitions.** Terms defined in Government Code §65913.4 shall apply to this Section and shall control in the event of a conflict between definitions in this ODDS and definitions in Government Code §65913.4.
- C. **Application Filing**
- (1) **Preliminary Application Filing.** An applicant shall file a notice of intent to submit a Senate Bill 35 application in the form of a preliminary application consistent with Government Code §65941.1.
 - (a) **Form.** A preliminary application shall be filed on a form provided by the City of Citrus Heights with the required fee. If the City has not prepared a form, a preliminary application shall be filed on the standardized form adopted by the California Department of Housing and Community Development.
 - (b) **Timeline.** Within 180 calendar days after submitting a preliminary application, an applicant shall submit a full Senate Bill 35 application, provided scoping consultation has concluded consistent with Subsection (c), below.
 - (c) **Scoping Consultation**
 - i. Upon receipt of the preliminary application, the City shall contact the Native American Heritage Commission for assistance in identifying any California Native American tribe that should be noticed. The City shall provide a formal notice of the applicant's intent to submit a full application to each required California Native American tribe within 30 days of preliminary application submittal. The formal notice shall be consistent with Government Code §65913.4(b).
 - ii. If, within 30 days of receipt of the formal notice, any California Native American tribe that was formally noticed accepts the invitation to engage in scoping consultation, the City shall commence scoping consultation within 30 days of receiving that response.
 - iii. Scoping consultation shall be conducted consistent with Government Code §65913.4(b). If, after scoping consultation is concluded, a development is not eligible for Senate Bill 35 streamlining, the City shall provide written documentation as required by Government Code §65913.4(b) to the applicant and any California Native American tribe that is a party to that scoping consultation.
 - (2) **Full Application.** If the development remains eligible to apply under Senate Bill 35 after scoping consultation consistent with Government Code §65913.4(b) has concluded, an applicant may file a full Senate Bill 35 application on a form provided by the City with the required fee.
- D. **Completeness Review.** The City of Citrus Heights shall review an application for compliance consistent with Subsection 1.E; there shall be no separate or additional timeframe for completeness review. Only the items necessary to determine compliance with the provisions contained in Government Code §65913.4(a) shall be required.
- E. **Compliance Review**
- (1) **Scope of Review.** The Review Authority's scope of review is limited to all of the provisions contained in Government Code §65913.4(a) and the objective standards in effect at the time of preliminary application submittal.
 - (2) **Review Timeframes and Review Authority**

(a) **Consistency Review.** The Director shall determine if the application complies with all of the provisions contained in Government Code §65913.4(a) and applicable objective standards within the following timeframes:

- i. Within 60 calendar days of application submittal for applications that include 150 or fewer housing units.
- ii. Within 90 calendar days of application submittal for applications that include 151 or more housing units.

(b) **Design Review or Public Oversight.** Any design review or public oversight (i.e., Public Body review) to determine if the application complies with all of the provisions contained in Government Code §65913.4(a) and applicable objective standards shall occur within the following timeframes:

- i. Within 90 calendar days of application submittal for applications that include 150 or fewer housing units.
- ii. Within 180 calendar days of application submittal for applications that include 151 or more housing units.

(3) **Compliance Determination**

(a) **Compliant Application.** If the application complies with all of the provisions contained in Government Code §65913.4(a) and all applicable objective standards, the City of Citrus Heights shall complete any design review or public oversight and any subdivision approval within the timeframes listed in Subsection 1.E. Only objective design and subdivision standards may be applied. See Subsection 1.F.

(b) **Non-Compliant Application.** If the application does not comply with all of the provisions contained in Government Code §65913.4(a) and all applicable objective standards, the Review Authority shall make the following determination:

- i. If the application does not comply with all of the provisions contained in Government Code §65913.4(a) and all applicable objective standards, the Review Authority shall provide the applicant with written documentation of which standards the development conflicts with and an explanation of the reasons the development conflicts with each standard.
- ii. Resubmitted Application. If the project was found to be non-compliant, the applicant may resubmit the application for Senate Bill 35 streamlining, and the City shall review it for compliance with all of the provisions contained in Government Code §65913.4(a) and all applicable objective standards subject to the same timelines in Subsection (2) above.
- iii. Project Ineligible. If the project is ineligible for Senate Bill 35 streamlined processing, the applicant may elect to submit an application for the applicable discretionary approval.

F. **Decision on Project**

(1) **Project Approval and Findings.** The Review Authority shall approve the application if the Review Authority finds that the proposed development is compliant with all of the provisions contained in Government Code §65913.4(a) and all applicable objective standards, including objective subdivision standards.

- (2) **Conditions of Approval.** The Review Authority may impose conditions of approval provided those conditions of approval are objective and broadly applicable to development within the City of Citrus Heights.

G. Post-decision Procedures

- (1) **Subsequent Permits.** Any necessary subsequent permits shall be issued on a ministerial basis subject to applicable objective standards. If a public improvement is necessary to implement a development subject to this Section, and that public improvement is located on land owned by the City of Citrus Heights, the Review Authority shall process any approvals needed as required by Government Code §65913.4(h)(3).
- (2) **Post-Approval Modifications**
 - (a) **Post-Approval Modification Request.** An applicant or the City may request a modification to an approved development if that request is made prior to the issuance of the final building permit.
 - (b) **Applicability of Objective Standards to Modifications.** The Review Authority shall only apply objective standards in effect when the original application was submitted, except that objective standards adopted after the date of original submittal may be applied in any of the following instances:
 - i. The total number of residential units or total square footage of construction changes by 15 percent or more; or
 - ii. The total number of residential units or total square footage of construction changes by five percent or more, and it is necessary to subject the development to an objective standard beyond those in effect when the application was submitted in order to mitigate or avoid a specific adverse impact upon public health or safety, for which there is no feasible alternative method to satisfactorily mitigate or avoid.
 - iii. Objective building standards contained in Title 24 may be applied to all modifications.
 - (c) **Post-Approval Modification Review Timeframe and Decision.** The Review Authority shall determine if the modification is consistent with objective planning standards and issue a decision on the applicant's modification request within 60 days after submittal unless design review is required, in which case a decision shall be made within 90 days.
- (3) **Expiration.** An application approved consistent with this Section shall remain valid for three years; however, an application approval shall not expire if the development includes public investment in housing affordability, beyond tax credits, where 50 percent of the units are affordable to households making at or below 80 percent of the area median income consistent with Government Code §65913.4(f).
- (4) **Extension.** At the discretion of the Review Authority, a one-year extension may be granted consistent with Government Code §65913.4(f)(3).

2. Procedures for applications filed consistent with the Housing Accountability Act

A. Applicability

- (1) This Section applies to housing development projects as defined by Government Code §65589.5(h)(2).
- (2) This Section shall remain in effect for the same period as provisions contained in the Government Code §65589.5 (Housing Accountability Act). Any provisions that are not extended

by the State Legislature shall be repealed as of the date those provisions in the Housing Accountability Act are deemed null and void.

- B. **Definitions.** Terms defined in Government Code §65589.5 shall apply to this Section and shall control in the event of a conflict between definitions in this ODDS and definitions in Government Code §65589.5.
- C. **Application Filing**
 - (1) **Preliminary Application Filing (Optional).** An applicant may file a preliminary application consistent with Government Code §65941.1.
 - (a) A preliminary application shall be filed on a form provided by the City of Citrus Heights with the required fee. If the City has not prepared a form, a preliminary application shall be filed on the standardized form adopted by the California Department of Housing and Community Development.
 - (b) Within 180 calendar days after submitting a preliminary application, an applicant shall submit a full application for the housing development.
 - (2) **Full Application.** An applicant may file a full application for a housing development without filing a preliminary application. The full application shall be filed on a form provided by the City with the required fee.
- D. **Conflicting Procedures.** This Section provides additional procedures that shall be followed for applicable projects. If conflicts occur between the City's' procedures and the procedures of this Section, this Section shall control.
- E. **Completeness Review**
 - (1) **Preliminary Application.** If a preliminary application is filed, the preliminary application shall be deemed complete when the preliminary application containing all of the information listed in the preliminary application form is submitted. If all listed information is not provided, the City of Citrus Heights shall request the missing information from the applicant.
 - (2) **Full Application**
 - (a) Once a full application is submitted, the City shall inform the applicant in writing within 30 calendar days of submittal or resubmittal that the application is complete or incomplete and the additional information required consistent with Government Code §65943. Only information requested in the City's application forms can be requested. If the City does not provide written notification within this timeframe, the application shall be deemed complete. The City shall review each resubmittal within the 30-day period and cannot request information that was not listed in the first incompleteness letter.
 - (b) If an applicant receives written notification that the application is incomplete, and a preliminary application was submitted for the housing development, the applicant shall submit the information needed to complete the application within 90 calendar days of receiving the written notification of incompleteness. If the applicant does not submit this information within this timeframe, the preliminary application shall expire and have no further force or effect.
 - (c) If a second determination of incompleteness is provided, the applicant shall be able to appeal the decision to the Governing Body. The City shall make a decision on the appeal no later than 60 calendar days after receipt of the applicant's written appeal. The initial appeal may be to the Planning Commission, but in that case the Governing Body shall still make a

decision within 60 days. If the decision on the appeal is not made within this timeframe, the application shall be deemed complete.

F. **Compliance Review**

(1) **Scope of Review**

- (a) **Housing Development with a Preliminary Application Submittal.** A housing development for which a preliminary application was submitted shall only be subject to the ordinances, policies, and standards adopted and in effect when the preliminary application is submitted, except in the following circumstances:
 - i. A fee, charge, or other monetary exaction increase resulting from an automatic annual adjustment based on an independently published cost index that is referenced in the ordinance or resolution establishing the fee or monetary exaction.
 - ii. A preponderance of the evidence in the record establishes that subjecting the housing development to an ordinance, policy, or standard beyond those in effect when the preliminary application was submitted is necessary to mitigate or avoid a specific, adverse impact upon the public health or safety, and there is no feasible alternative method to satisfactorily mitigate or avoid the adverse impact.
 - iii. Subjecting the housing development to an ordinance, policy, standard, or any other measure, beyond those in effect when the preliminary application was submitted is necessary to avoid or substantially lessen an impact consistent with CEQA.
 - iv. The housing development has not commenced construction within 2.5 years following the date of the housing development's final approval (as defined in Government Code §65589.5(o)(1)(D)).
 - v. The number of residential units or square footage of construction proposed changes by 20 percent or more, exclusive of any increase resulting from a density bonus, incentive, concession, waiver, or similar provision.
- (b) **Housing Development without a Preliminary Application Submittal.** A housing development shall be subject to objective standards in effect when the application was deemed complete.

(2) **Review Timeframes**

- (a) Applications for housing development containing 150 or fewer units shall be reviewed for compliance with applicable objective standards within 30 calendar days of being deemed complete.
- (b) Applications for housing development containing more than 150 units shall be reviewed for compliance with applicable objective standards within 60 calendar days of being deemed complete.

- (3) **Review Authority.** The Review Authority shall be the Review Authority consistent with the City of Citrus Heights' procedures for the full application; however, if the Director is not the Review Authority, the Director may serve as the Review Authority, if necessary, to comply with Review Timelines described in Subsection 2.F.

(4) **Compliance Determination**

- (a) The Review Authority shall identify the specific standard(s) that the project does not comply with and provide an explanation of the reason(s) why the housing development is

considered to be inconsistent or non-compliant with identified provisions and shall provide the written determination to the applicant.

- (b) A housing development is considered in compliance with this ODDS, and shall not require a Zoning Map Amendment, if the housing development complies with objective General Plan standards but the zoning for the housing development site is inconsistent with the General Plan.
- (5) **Limited Hearings/Meetings.** If a housing development complies with applicable objective standards, the City shall not conduct more than five public hearings (including continuances), workshops, or similar meetings after the full application is complete in connection with the approval of the housing development consistent with Government Code §65905.5. Meetings required by CEQA are exempt from the limit.

G. Findings and Decision

(1) Findings

- (a) If the proposed housing development complies with applicable objective General Plan, zoning, and subdivision standards and criteria, including design review standards, the Review Authority may only deny the housing development or conditionally approve the housing development at a lower density if the Review Authority makes written findings supported by a preponderance of the evidence in the record that:
 - i. The housing development would have a specific, adverse impact upon the public health or safety unless the housing development is denied or conditionally approved at a lower density. A "specific, adverse impact" means a "significant, quantifiable, direct, and unavoidable impact, based on identified written public health or safety standards, policies, or conditions as they existed on the date that the project was deemed complete"; and
 - ii. There is no feasible method to satisfactorily mitigate or avoid the adverse impact other than the denial of the housing development or conditional approval of the housing development at a lower density.
- (b) If the housing development includes 20 percent of units affordable to very low or low-income households, 100 percent of units affordable or moderate or middle income households, or an emergency shelter, the Review Authority shall approve the housing development unless the Review Authority makes written findings supported by a preponderance of the evidence in the record, as to at least one of the findings in Government Code §65589.5(d).

- (2) **Decision Timeframes.** The Review Authority shall approve or deny the housing development within the following applicable period:

- (a) 90 days from Environmental Impact Report certification;
- (b) 60 days from Environmental Impact Report certification for an affordable housing development consistent with Government Code §65950(a)(3);
- (c) 60 days from adoption of a Negative Declaration; or
- (d) 60 days from determination of CEQA exemption.

- H. **Post-Decision Procedures.** Post-decision procedures for the required permit (full application) shall be followed provided those procedures do not conflict with applicable Government Code sections for housing developments (i.e., Housing Accountability Act, Government Code §65589.5).

Figure 1.06.1: Process for Developments Eligible for Senate Bill 35 Streamlining with 150 units or Fewer (Government Code §65913.4)

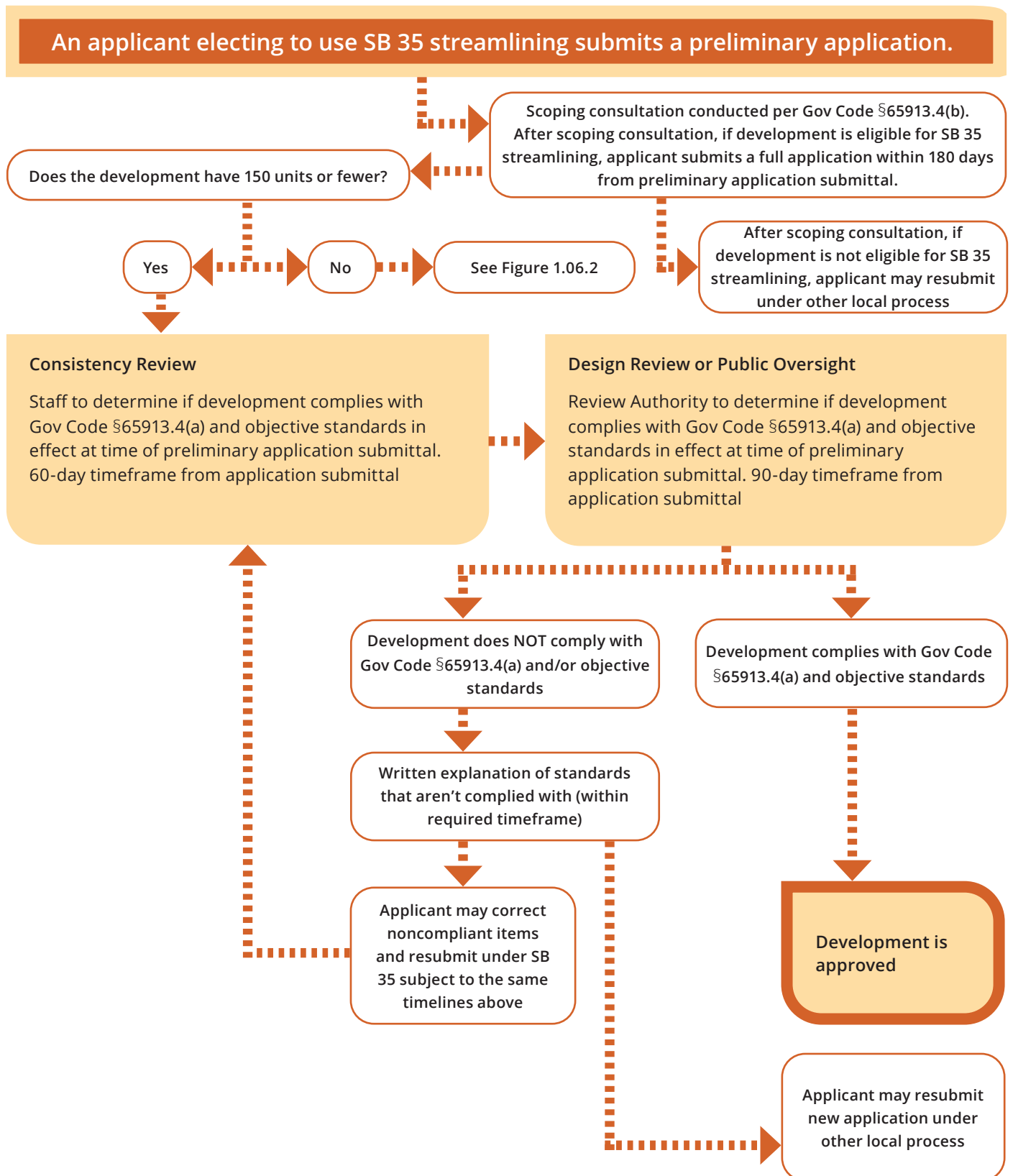
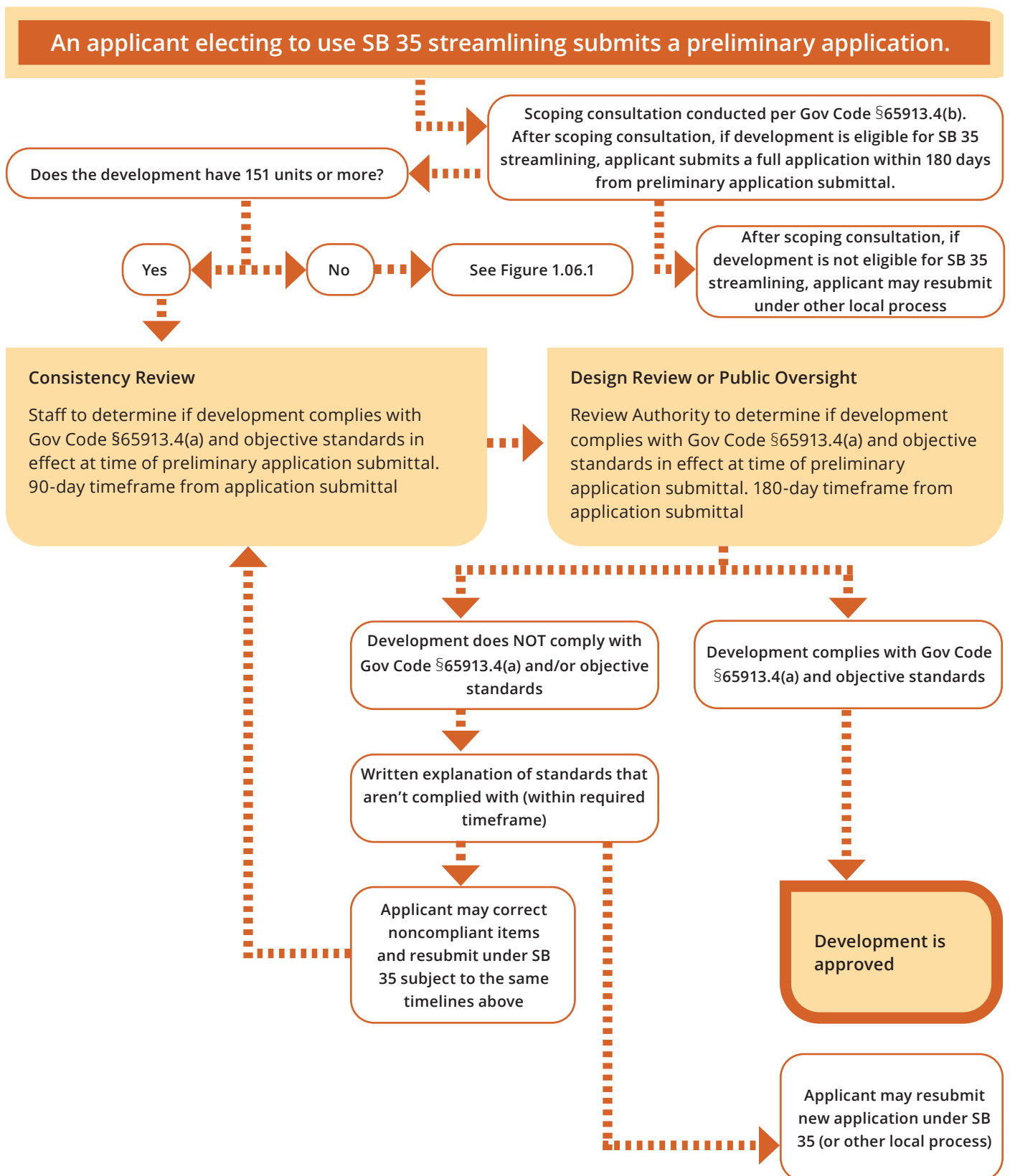


Figure 1.06.2: Process for Developments Eligible for Senate Bill 35 Streamlining with 151 units or More (Government Code §65913.4)



Chapter 2: Zones

Sections:

2.01	Purpose and Applicability
2.02	A Regulating Plan for Auburn Boulevard
2.03	Overview of Zones
2.04	T4 Neighborhood (T4N)
2.05	T4 Main Street (T4MS)
2.06	Use Table

2.01 Purpose and Applicability

This Chapter provides zones and standards to implement the Citrus Heights General Plan and the Boulevard Plan, and generate and support the variety of physical character of the intended development.

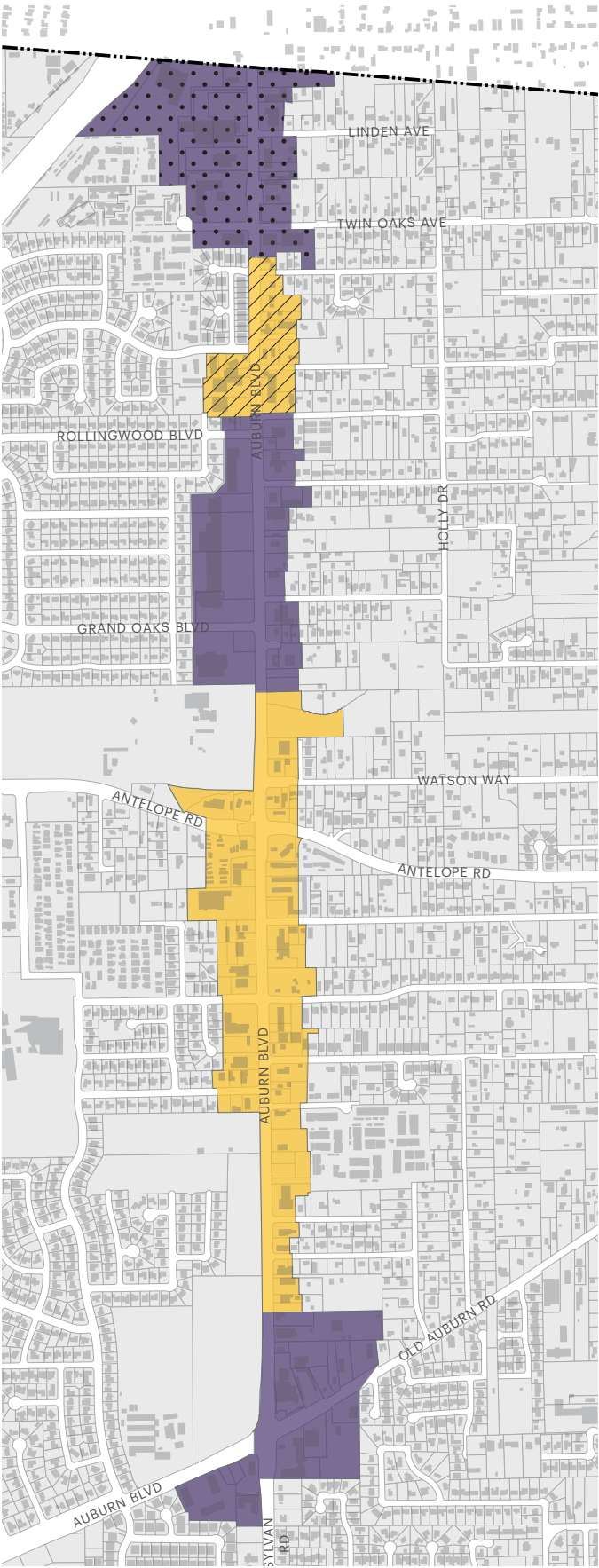
2.02 A Regulating Plan for Auburn Boulevard

The Zones established in this Section are mapped on Figure A (Auburn Boulevard Regulating Plan). Figure A identifies the applicable zoning for each design site in the project area as well as specific urban design requirements based on location and intended physical character.

Figure 2.02.A: Auburn Boulevard Regulating Plan

Key

- T4 Neighborhood
- T4 Main Street
- Four story height overlay
- Open sub-zone



2.03 Overview of Zones

Table A (Zones Overview) provides an overview of each zone and its intent. This information is to show how the broader transects have been applied and, as qualitative background information on the intended physical character, allowed range of uses, and direction for the detailed standards in each zone, should future amendments to standards be desired.

Table 2.03.A: Zones Overview



T4 Neighborhood 2.04



Zone Abbreviation

T4N

Sub-Zone(s)

T4N-Open.

The Open sub-zone allows a greater variety of uses while maintaining building form and character similar to the base zone.

Intent

A walkable neighborhood environment with small-to-medium footprint, moderate-intensity housing choices including Duplex Stacked, Triplex/Fourplex, Multiplex, Courtyard Building, Townhouse, and Stacked Flats, supporting and within short walking distance of neighborhood-serving retail and services.

Desired Form

Detached and Attached Buildings

Small-to-Medium Design Site Width

Small-to-Medium Building Footprint

Medium Front Setbacks

Small-to-Medium Side Setbacks

Up to 3 Stories

Porch Projecting, Porch Engaged, Dooryard, Stoop, and Terrace frontage types

Open Sub-Zone allows the Shopfront frontage type.

T4 Main Street 2.05



Zone Abbreviation

T4MS

Sub-Zone(s)

NA

Intent

A walkable, vibrant district of medium-to-large footprint, moderate intensity, mixed-use buildings and housing choices including Multiplex, Courtyard Building, Townhouse, Live/Work, Stacked Flats, and Main Street Building, supporting neighborhood-serving and city-serving ground floor retail, food and services.

Desired Form

Detached and Attached Buildings

Medium-to-Large Design Site Width

Medium-to-Large Building Footprint

Small-to-Medium Front Setbacks

Small-to-No Side Setbacks

Up to 3 Stories (up to 4 stories where indicated on Regulating Plan)

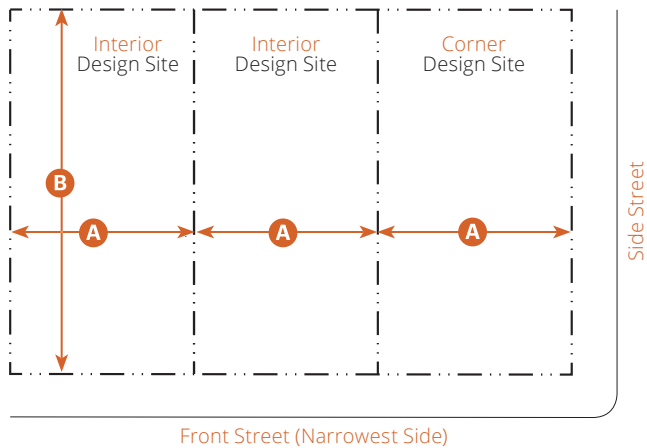
Stoop, Forecourt, Shopfront, Terrace, and Gallery frontage types

2.04 T4 Neighborhood (T4N)



General note: the illustrations above are intended to provide a brief overview of the zone and are descriptive in nature.

A. Intent	B. Sub-Zone(s)		
<p>A walkable neighborhood environment with small-to-medium footprint, moderate-intensity housing choices including Duplex Stacked, Triplex/ Fourplex, Multiplex, Courtyard Building, Townhouse, and Stacked Flats, supporting and within short walking distance of neighborhood-serving retail and services.</p> <p>The following are generally appropriate form elements in the zone:</p>	<table><tr><td data-bbox="597 1440 1026 1686">Detached and Attached Buildings Small-to-Medium Design Site Width Small-to-Medium Building Footprint Medium Front Setbacks Small-to-Medium Side Setbacks Up to 3 Stories</td><td data-bbox="1026 1440 1505 1841"><p>T4N-Open</p><p>The Open sub-zone allows a greater variety of uses while maintaining building form and character similar to the base zone.</p></td></tr></table>	Detached and Attached Buildings Small-to-Medium Design Site Width Small-to-Medium Building Footprint Medium Front Setbacks Small-to-Medium Side Setbacks Up to 3 Stories	<p>T4N-Open</p> <p>The Open sub-zone allows a greater variety of uses while maintaining building form and character similar to the base zone.</p>
Detached and Attached Buildings Small-to-Medium Design Site Width Small-to-Medium Building Footprint Medium Front Setbacks Small-to-Medium Side Setbacks Up to 3 Stories	<p>T4N-Open</p> <p>The Open sub-zone allows a greater variety of uses while maintaining building form and character similar to the base zone.</p>		

**Key**

--- ROW/ Design Site Line

C. Building Types and Design Site Size**Allowed Building Types**

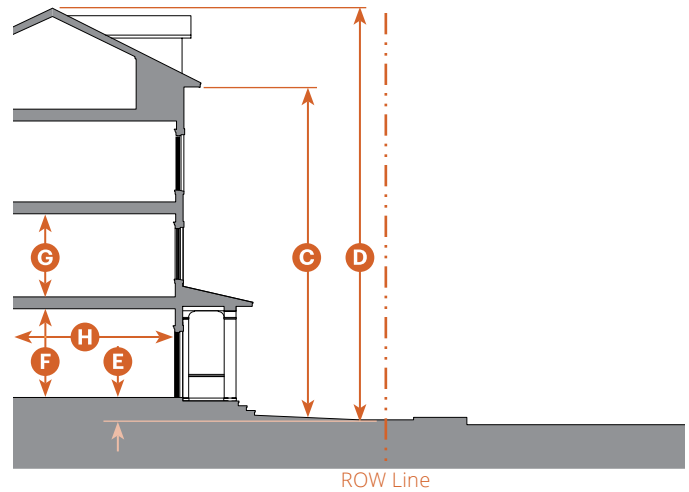
	Design Site ¹ Width A	Design Site ¹ Depth B	Design Site Standards
Accessory Dwelling Unit	NA	NA	106.42.015 106.42.20 ²
Duplex Stacked	40' min.	100' min.	4.04
Triplex/Fourplex	50' min.	110' min.	4.05
Multiplex	75' min. 150' max.	110' min.	4.06
Townhouse	18' min.	100' min.	4.07
Live/Work ³	18' min.	100' min.	4.08
Courtyard Building	70' min.	110' min.	4.09
Stacked Flat	200' min.	75' min.	4.10

Each design site shall have only one primary building type.

¹ Design Sites of at least 2 acres are required to include civic space and new street(s) per Chapter 7 (Large Site Standards).

² Standard located in Citrus Heights Municipal Code.

³ Only allowed in Open Sub-Zone.

**Key**

--- ROW Line

D. Building Form**Height**

Primary Building ⁴		
Stories	3 max.	
To Highest Top Plate/Eave	35' max.	C
Overall	40' max.	D
Ground Floor Finish Level		E
Residential	6" min. ⁵	
Non-Residential	6" max.	
Ground Floor Ceiling	9' min.	F
Upper Floor(s) Ceiling	9' min.	G

Footprint

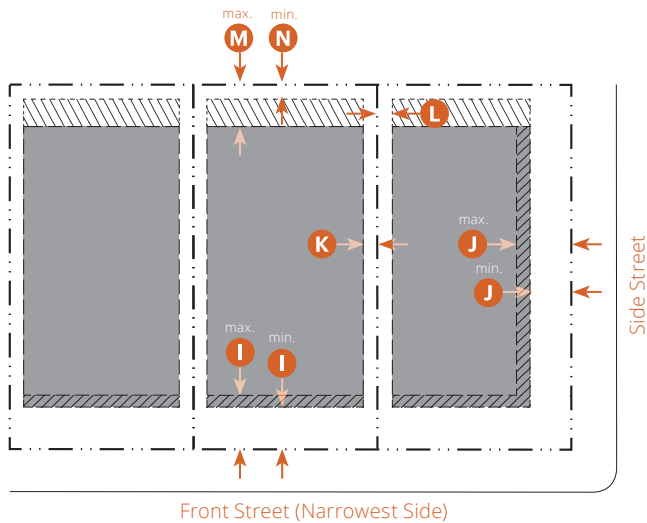
Design Site Coverage is max. allowed for building type in Chapter 4 (Building Type Standards)

Depth, Ground-Floor Space	30' min. ⁶	H
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⁴ See Chapter 5 (Massing and Facade Articulation Standards) for refinements to massing and height standards.

⁵ Common entries may be set at grade in compliance with local and federal accessibility standards.

⁶ For habitable/occupiable space only, not including enclosed parking.



Key	
--- ROW/ Design Site Line	Buildable Area
--- Building Setback Line	Acc. Structures Only
	Facade Zone

E. Building Placement

Setback Line (Distance from ROW/Design Site Line)

Front (Facade Zone)	15' min.; 25' max.	I
Side Street (Facade Zone)		J
On Auburn Boulevard	15' min.; 25' max.	K
On Other Streets	5' min.; 15' max.	L
Side	5' min.	K
Rear		M
Primary Building	15' min.	
Adjacent to Existing Residential Parcel	20' min.	

Building Facade

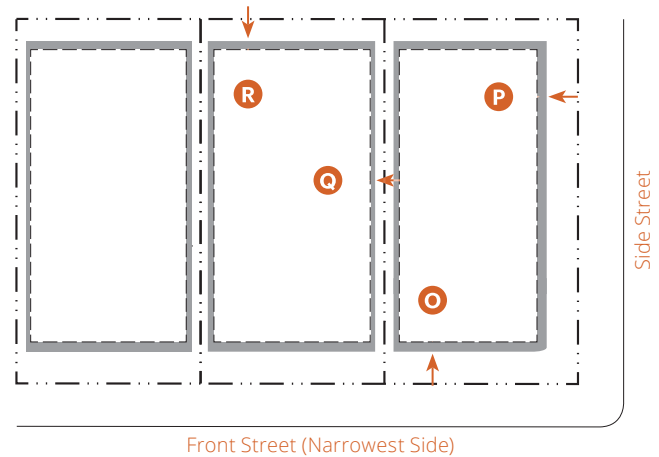
Facade Zone Defined By Building Front St.^{7,8} Side St.⁹

The total required horizontal length of building facade shall be placed within the facade zone.

⁷ Not including side setbacks

⁸ The Courtyard Building type is exempt from this standard.

⁹ Not including front and rear setbacks



Key	
--- ROW/ Design Site Line	Encroachment Area
--- Setback Line	

F. Encroachments

Encroachments into Minimum Setbacks

Encroachment Type	Front O	Side St. P	Side Q	Rear R
Private Frontage	5' max.	5' max.	0' max.	5' max.
Stairs ¹⁰	3' max.	3' max.	5' max.	5' max.
Other Architectural Features	3' max.	3' max.	5' max.	5' max.

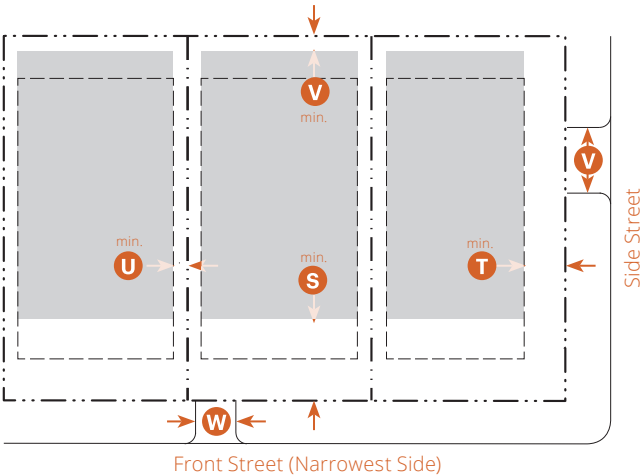
Ramps providing ADA or FHA visitability are allowed within setbacks, but shall not encroach within public rights-of-way. Fences, Hedges and Other Screen Devices are allowed within setbacks as prescribed in Section 3.02 (Screening).

Encroachments into Public Right of Ways (ROW)

Encroachments at grade not allowed within a street ROW, alley ROW or across a design site line.

Upper story encroachments on Front and Side Street require 8' min. of vertical clearance.

¹⁰ Stairs that are part of a private frontage may encroach into the setback an additional 3' beyond the allowed encroachment of the private frontage.



Key

- ROW/ Design Site Line
- Building Setback Line
- Parking Area

G. Parking

Use Type	Vehicular Spaces ¹	Bicycle Spaces ²
Residential Uses		
Studio or 1 Bedroom	0.5 min. per unit	1 min. per 2 unit
2 or More Bedrooms	1 min. per unit	1 min. per 2 unit
Senior Housing	0.5 min. per unit	-
Non-Residential Uses	1 min. per 400 sf above first 2,000 sf	1 min. per 10,000 sf, with 2 min.

Vehicular Spaces Setback (from ROW/Design Site Line)

Front	45' min.	S
Side Street	25' min.	T
Side	5' min.	U
Rear	5' min.	V

Driveway

Curb Cut Width	12' max. with 2' planter on each side	W
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Curb cut width along alley may exceed 12'.

Driveways may be shared between adjacent design sites, but shall not exceed maximum allowed width.

Front access not allowed on corner design sites.

¹ See Subsection 3.04.5 for additional standards

² See Subsection 3.04.3 for additional standards

H. Frontages

Allowed Private Frontage Type	Standards
Porch Projecting	6.04
Porch Engaged	6.05
Dooryard	6.06
Shopfront ³	6.09
Terrace	6.10

See Subsection C (Building Size and Massing) of selected building type for additional standards or refinements.

³ Only allowed in Open Sub-Zone.

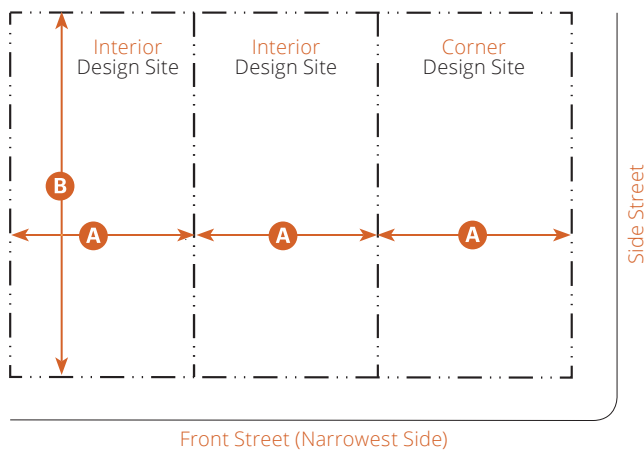
2.05 T4 Main Street (T4MS)



General note: the illustrations above are intended to provide a brief overview of the zone and are descriptive in nature.

A. Intent	
A walkable, vibrant district of medium-to-large footprint, moderate intensity, mixed-use buildings and housing choices including Multiplex, Courtyard Building, Townhouse, Live/ Work, Stacked Flats, and Main Street Building, supporting neighborhood-serving and city-serving ground floor retail, food and services.	
The following are generally appropriate form elements in the zone:	
Detached and Attached Buildings	
Medium-to-Large Design Site Width	
Medium-to-Large Building Footprint	
Small-to-Medium Front Setbacks	
Small-to-None Side Setbacks	
Up to 3 Stories (up to 4 stories where indicated on Regulating Plan)	
Stoop, Forecourt, Shopfront, Terrace, and Gallery frontage types	

B. Sub-Zone(s)
None

**Key**

--- ROW/ Design Site Line

C. Building Types and Design Site Size**Allowed Building Types**

	Design Site ¹ Width A	Design Site ¹ Depth B	Design Site Standards
Accessory Dwelling Unit	NA	NA	106.42.015 106.42.20 ²
Multiplex	60' min.	110' min.	4.06
Townhouse	18' min. ³	100' min.	4.07
Live/Work Building	25' min. ³ 150' max.	100' min.	4.08
Courtyard Building	100' min.	110' min.	4.09
Stacked Flat	200' min.	75' min.	4.10
Main Street Building	25' min.	100' min.	4.11

Each design site shall have only one primary building type.

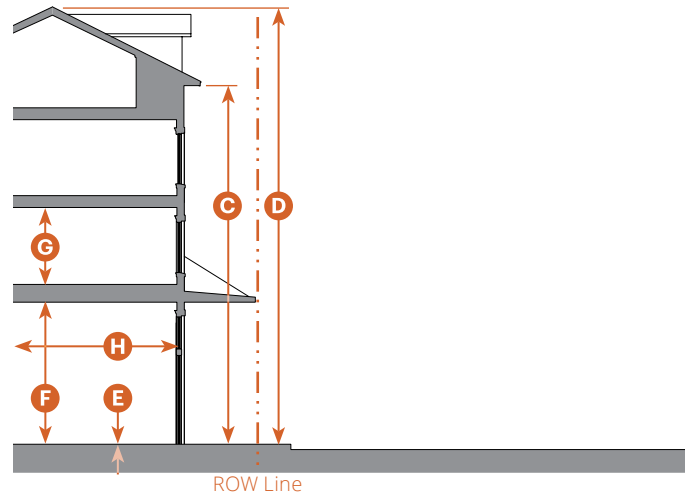
¹ Design Sites of at least 2 acres are required to include civic space and new street(s) per Chapter 7 (Large Site Standards).

² Standard located in Citrus Heights Municipal Code.

³ Represents one townhouse or Live/Work unit.

D. Building Form**Height****Primary Building⁴**

Stories	3 max. ⁵	
To Highest Top Plate/Eave	40' max. ⁵	C
Overall	45' max. ⁵	D

**Key**

--- ROW Line

D. Building Form (Continued)

Ground Floor Finish Level		E
Residential	6" min. ^{6,7}	
Non-Residential	6" max.	
Ground Floor Ceiling	14' min.	F
Upper Floor(s) Ceiling	9' min.	G

Footprint

Design Site Coverage is max. allowed for building type in Chapter 4 (Building Type Standards)

Depth, Ground-Floor Space	30' min. ⁸	H
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50' max. distance between entries to ground floor uses.

Loading docks not allowed on front street facades.

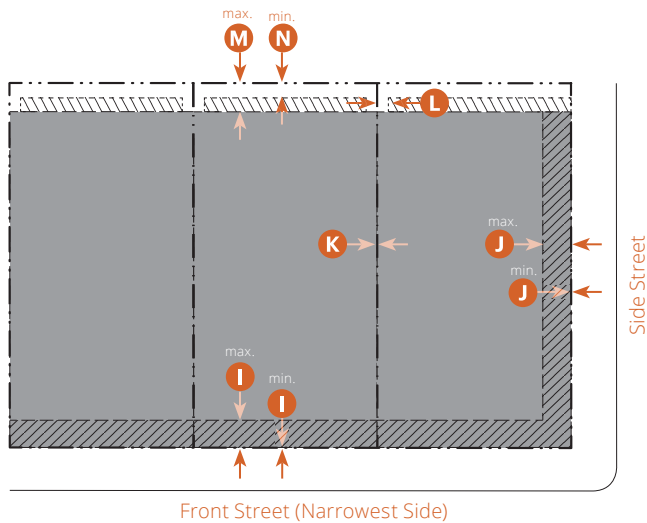
⁴ See Chapter 5 (Massing and Facade Articulation Standards) for refinements to massing and height standards.

⁵ Where indicated on Regulating Plan, allowed to be 4 stories maximum, 50' maximum to highest top plate/eave, and 55' maximum overall.

⁶ Common entries may be set at grade in compliance with local and federal accessibility standards.

⁷ Allowed on side street of design site if at least 60' from front of design site.

⁸ For habitable/occupiable space only, not including enclosed parking.



Key	
--- ROW/ Design Site Line	Buildable Area
--- Building Setback Line	Acc. Structures Only
	Facade Zone

E. Building Placement

Setback Line (Distance from ROW/Design Site Line)

Front (Facade Zone)		I
On Auburn Boulevard	10' min.; 20' max.	
On Other Streets	5' min.; 10' max.	
Side Street (Facade Zone)		J
On Auburn Boulevard	10' min.; 20' max.	
On Other Streets	5' min.; 10' max.	
Side	0' min.	K
Rear		M
Primary Building	15' min.	
Adjacent to Existing Residential Parcel	20' min.	

Building Facade

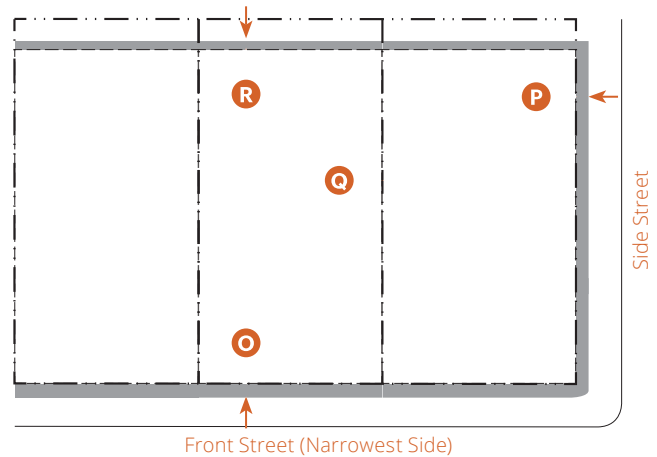
Facade Zone Defined By Building Front St.^{9,10} Side St.¹¹

The total required horizontal length of building facade shall be placed within the facade zone.

⁹ Not including side setbacks

¹⁰ The Courtyard Building type is exempt from this standard.

¹¹ Not including front and rear setbacks



Key	
--- ROW/ Design Site Line	Encroachment Area
--- Setback Line	

F. Encroachments

Encroachments into Minimum Setbacks

Encroachment Type	Front O	Side St. P	Side Q	Rear R
Private Frontage	5' max.	5' max.	0' max.	5' max.
Stairs ¹²	3' max.	3' max.	5' max.	5' max.
Other Architectural Features	3' max.	3' max.	5' max.	5' max.

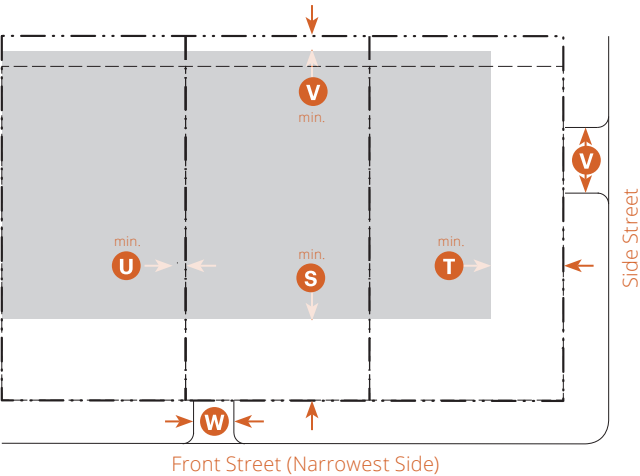
Ramps providing ADA or FHA visitability are allowed within setbacks, but shall not encroach within public rights-of-way. Fences, Hedges and Other Screen Devices are allowed within setbacks as prescribed in Section 3.02 (Screening).

Encroachments into Public Right of Ways (ROW)

Encroachments at grade not allowed within a street ROW, alley ROW or across a design site line.

Upper story encroachments on Front and Side Street require 8' min. of vertical clearance.

¹² Stairs that are part of a private frontage may encroach into the setback an additional 3' beyond the allowed encroachment of the private frontage.



Key

- ROW/ Design Site Line
- Building Setback Line
- Parking Area

G. Parking

Use Type	Vehicular Spaces ¹	Bicycle Spaces ²
Residential Uses		
Studio or 1 Bedroom	0.5 min. per unit	1 min. per 2 unit
2 or More Bedrooms	1 min. per unit	1 min. per 2 unit
Senior Housing	0.5 min. per unit	-
Non-Residential Uses	2 max. per 1,000 sf above first 5,000 sf	1 min. per 10,000 sf, with 2 min.

Vehicular Spaces Setback (from ROW/Design Site Line)

Front	40' min.	S
Side Street	40' min.	T
Side	0' min.	U
Rear	5' min.	V

Driveway

Curb Cut Width	12' max. with 2' planter on each side	W
----------------	---------------------------------------	---

Curb cut width along alley may exceed 12'.

Driveways may be shared between adjacent design sites, but shall not exceed maximum allowed width.

Front access not allowed on corner design sites.

¹ See Subsection 3.04.5 for additional standards

² See Subsection 3.04.3 for additional standards

H. Frontages

Allowed Private Frontage Type	Standards
Stoop	6.07
Forecourt	6.08
Shopfront	6.09
Terrace	6.10
Gallery	6.11

See Subsection C (Building Size and Massing) of selected building type for additional standards or refinements.

2.06 Use Table

Uses not listed are not allowed unless the Director determines that the proposed use is similar to a listed use.

Table 2.06.A: Uses			
	Zones		
	T4N	T4N-O	T4MS
Residential Uses			
Live/Work Unit	-	P	P
Work/Live Unit	-	P	P
Multi-Family Housing in a Mixed-Use Structure	P	P	P
Multi-Unit Dwelling	P	P	P
Duplex	P	P	-
Small Lot Housing Product	P	P	-
Senior Housing	P	P	P
Non-residential uses			
Non-residential uses follow standards in the Boulevard Plan.			

Key

P = Allowed

- = Not Allowed

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Chapter 3: General Site Standards

Sections:

3.01	Purpose
3.02	Screening
3.03	Landscaping
3.04	Parking and Loading

3.01 Purpose

This Chapter provides standards to ensure that new development accomplishes the following:

1. Makes a positive contribution to the development pattern of the area;
2. New or altered structures are compatible with the design and use of existing structures on neighboring properties;
3. Respects the existing conditions of neighboring properties; and
4. Does not adversely affect neighboring properties, with "adversely affect" meaning to impact in a substantial, negative manner the habitability or enjoyability of these properties.

3.02 Screening

1. **Intent.** This Section prescribes standards for screening, fences, and walls for the protection of property, the enhancement of privacy, the attenuation of noise, and the improvement of the visual environment.
2. **Design Standards for Screening.** Screening shall comply with the following:
 - A. **Screening Height Maximums.** Screening shall not exceed the maximums identified in Table A (Maximum Screening Height).
 - B. **Screening Height Measurement.** Screening height shall be measured as the vertical distance between the finished grade at the base of the screen and the top edge of the screen material.

Table 3.02.A: Maximum Screening Height

Zone	Item	Maximum Height Allowed			
		Front	Side St.	Side	Rear
T4N	Fences	3' max.	3' max.	8' max.	8' max.
	Free Standing Walls	3' max.	3' max.	8' max.	8' max.
	Landscaping ¹	4' max.	4' max.	No max.	No max.
T4MS	Fences	3' max.	3' max.	10' max.	10' max.
	Free Standing Walls	3' max.	3' max.	10' max.	10' max.
	Landscaping ¹	3' max.	3' max.	No max.	No max.

¹ Excludes trees

3. Courtyard Screening

- A. Fences, walls and other screening installed to create a courtyard without a roof shall not exceed five feet in height and shall be set back a minimum of 10 feet from the front property line or back of sidewalk, whichever is the least.
- B. Landscaping in compliance with Section 3.03 (Landscaping).

4. Screening on Retaining Walls.

The total height of screens and the retaining walls that they are mounted on or attached to shall not exceed six feet.

5. Mechanical Equipment Screening

- A. The following mechanical equipment is exempt from screening:
 - (1) Free-standing or roof-mounted solar equipment; and
 - (2) Vents less than two feet in height.
- B. For new installation or relocation of existing mechanical equipment, the equipment shall be screened.
 - (1) **Roof-Mounted Equipment.** Building parapets or other architectural elements in the building's architectural style shall screen roof-mounted equipment.
 - (a) New buildings shall be designed to provide a parapet or other architectural element that is as tall or taller than the highest point on any new mechanical equipment to be located on the roof of the building; and
 - (a) For existing buildings with no parapet less than two feet in height, mechanical equipment shall be surrounded on all sides by an opaque screen wall as tall as the highest point of the equipment. The wall shall be architecturally consistent with the building and match the existing building with paint, finish, and trim cap detail.
 - (2) **Wall- and Ground-Mounted Equipment:**
 - (b) Equipment not allowed between front or side street facades and the street; and
 - (a) All screen devices shall be as high as the highest point of the equipment being screened. Equipment and screening shall be in compliance with the setbacks of the zone; screening

shall be architecturally compatible and include matching paint, finish and trim cap of the building.

6. **Temporary Fencing.** Temporary fencing may be used to provide security for approved special events, construction sites, or vacant structures and land, which cannot otherwise be secured. All temporary fencing shall meet standards in Citrus Heights Municipal Code Section 106.30.050 (Fences and Walls).
7. **Barbed Wire and Razor Wire.** Barbed wire and razor wire screening are not allowed.
8. **Safety.** Fences, walls, and other screening and landscaping, whether provided in compliance with the provisions of this Subsection or provided in addition to those provisions, are subject to review by the Traffic Engineer in the following areas to ensure that visibility is maintained:
 - A. Within 10 feet of the point of intersection of:
 - (1) A vehicular access way or driveway and a street; and/or
 - (2) A vehicular access way or driveway and a sidewalk.
 - B. Within 20 feet of the point of intersection of two or more vehicular access ways, including driveways, alleys, or streets.
 - C. As used in this Subsection, "point of intersection" is measured from the face of curb or if none, from the edge of pavement.

3.03 Landscaping

1. **Intent.** This Section prescribes landscaping standards for protection and enhancement of the environmental and visual quality of the community, enhancement of privacy, and the control of dust.
2. **Required Landscaping.** The landscaping required by this Section shall be installed as part of the development or improvement requiring the landscaping. Standards for landscaping in parking and loading areas shall be in combination with Section 3.04 (Parking and Loading).
3. **Design Standards**
 - A. Allowed landscaping materials are as follows:
 - (1) Shrubs, of at least one-gallon size;
 - (2) Ground cover; and
 - (3) Decorative nonliving landscaping materials including, but not limited to sand, stone, gravel, wood or water may be used to satisfy a maximum of 25 percent of required landscaping area.
 - (4) Street trees, of at least 15-gallon size and double-staked, planted between the curb and the back of the sidewalk;
 - B. **Species Selection.** Native and drought tolerant species are required to increase native plants and pollinator species.
 - C. **Existing Vegetation.** Mature on-site trees shall be incorporated into the landscaping.
 - D. **Maintenance.** Required landscaping shall be maintained in a clean and healthy condition. This includes pruning, weeding, removal of litter, fertilizing, replacement of plants when necessary, and the appropriate watering of all landscaping.

3.04 Parking and Loading

1. **Intent.** This Section prescribes standards for motor vehicle and bicycle parking areas, loading and access drives, and standards for reducing motor vehicle trips per capita to and from development. These standards are intended to ensure that new development accomplishes the following:
 - A. Consistency with the intended physical character of walkable environments;
 - B. Provision of bicycle parking to increase bicycle trips and reduce motor vehicle trips per capita, and;
 - C. Appropriately limits, screens and landscapes motor vehicle parking areas, to protect and enhance the environmental and visual quality of the community, enhance privacy, attenuate noise, and control dust.
2. **On-site parking.** On-site parking is allowed in all zones subject to the standards in this Section.
3. **Bicycle Parking Standards**
 - A. **Number of Bicycle Parking Spaces and Standards.** Bicycle parking shall be provided in compliance with the standards of the zone.
4. **General Vehicular Parking Standards**
 - A. **Sharing of On-Site Parking.** Sharing of parking between different uses and developments is allowed.
 - B. **Sharing of Non-Residential Parking Required.** If on-site parking spaces for non-residential uses are provided, such spaces shall be made available for use by the general public during at least one of the following time periods:
 - (1) Monday through Friday, 8 AM to 5 PM; or
 - (2) Monday through Friday, 5 PM to 11 PM and all day on Saturdays and Sunday.
 - C. **Larger Vehicle Parking**
 - (1) Trucks, tractors or tractor-trailers having a capacity of more than a one-and-one-half-ton load, front- and rear-end loaders, or any kind of commercial, industrial, agricultural or transportation vehicles/equipment used primarily for business purposes, shall not be parked or stored in any zone for purposes other than unloading, loading or delivery services.
 - (2) Automobiles, small trucks, vans, vehicle trailers allowed in conjunction with an approved home occupation (one per home occupation), and recreational vehicles, utilized for personal or business use, are excluded from the provisions of this Subsection.
 - D. **Storage of Unregistered or Inoperable Motor Vehicles.** Automotive vehicles, trailers, or vehicles of any kind or type, requiring licenses, but without current license plates or inoperable, shall only be parked within completely enclosed buildings.
 - E. **Cargo or Freight Container.** Portable cargo or freight storage containers in any zone for purposes of loading or unloading, may be parked or stored on-premise for a period not to exceed 10 days in any one calendar year.
5. **Number of Motor Vehicle Parking Spaces Required**
 - A. **Required Spaces.** The minimum number of parking spaces required is listed in Subsection G (Parking) of the zone. For any use not listed in that Subsection, parking shall not exceed a ratio

equivalent to the average peak parking occupancy rate for the most comparable use in the Institute of Transportation Engineers Parking Generation Manual.

- B. **Required Number of Parking Spaces.** When calculating the required number of parking spaces, numbers shall be rounded down to the closest whole number.
 - C. **Exception in the Event of Changes of Use or Alterations to Existing Buildings or Structures.** If an existing building or structure is altered or existing land uses are changed, the existing number of parking spaces on a property may be retained, even if the resulting building, structure or land use would ordinarily be subject to a lower maximum parking allowance.
6. **Electric Vehicle Charging.** Electric vehicle charging facilities shall be provided in compliance with the Citrus Heights Municipal Code Chapter 18, Article XVIII (Electrical Vehicle Charging Station Permits).
7. **Traffic-Reducing Parking Standards**

A. **Carshare Parking Spaces**

- (1) Carshare parking spaces shall be provided in the amounts specified in Table A (Required Carshare Parking Spaces).

Table 3.04.A: Required Carshare Parking Spaces

Residential Uses	Carshare Parking Spaces Required
0-49 units	None
50-100 units	1
101 or more units	2 + 1 per additional 200 units
Office/Research & Development Uses	Carshare Parking Spaces Required
≤ 10,000 sf	None
> 10,000 sf	1/10,000 sf

- (2) The required carshare space(s) shall be made available, at no cost, to a carshare service for purposes of providing carshare services to its members. At the election of the property owner, the carshare spaces may be provided:
- (a) On the design site; or
 - (b) On another off-street site within 1,000 feet of the design site.
- (3) Required carshare space or spaces shall be designed in a manner that will make the spaces accessible to non-resident subscribers from outside the building as well as building residents.
- (4) Prior to approval of the Building or Site Permit for a building subject to the carshare standard, a Notice of Special Restriction on the property shall be recorded indicating the nature of standards of this Subsection and identifying the minimum number and location of the required carshare parking spaces. The form of the notice and the location or locations of the carshare parking spaces shall be approved by Citrus Heights.
- (5) If it is demonstrated to the satisfaction of Citrus Heights that no carshare service can make use of the dedicated carshare parking spaces, the spaces may be occupied by non-carshare vehicles; provided, however, that upon 90 days of advance written notice to the property owner from a carshare service, the property owner shall terminate any non-carsharing leases for such spaces and shall make the spaces available to the carshare service for its use of such spaces.
- B. **Carpool Spaces.** If parking is provided at a development, parking spaces reserved for use by carpool/vanpool vehicles shall be designated in preferred locations (include, but are not limited to

closest to building entries). The locations of these spaces shall be approved by Citrus Heights. The minimum number of carpool spaces required is listed in Table B (Required Carpool Parking Spaces).

Table 3.04.B: Required Carpool Parking Spaces

Use	Carpool Parking Spaces Required
Office/Research & Development	
≤ 40 parking spaces	None
> 40 parking spaces	10% of the total number of spaces
All other uses	None

C. Parking Costs Unbundled from the Cost of Other Goods and Services

- (1) **Residential Uses.** All off-street parking spaces accessory to residential uses in structures of four dwellings or more shall be leased or sold separately from the rental or purchase fees for dwellings for the life of the dwellings, such that potential renters or buyers have the option of renting or buying a residential unit at a price lower than would be the case if there were a single price for both the residential unit and the parking space. Renters or buyers of on-site inclusionary affordable units shall have an equal opportunity to rent or buy a parking space on the same terms and conditions as offered to renters or buyers of other dwellings.
- (2) **Non-Residential Uses.** All off-street parking spaces accessory to non-residential uses shall be leased or sold separately from the rental or purchase fees for non-residential building space for the life of the building, such that potential renters or buyers have the option of renting or buying building space at a price lower than would be the case if there were a single price for both the building space and the parking space.
- (3) **Exception.** Off-street parking spaces accessory to retail uses are not required to be leased or sold separately from retail space and may be offered to shoppers and other visitors free of charge for stays of up to two hours.

8. Parking Spaces, Design and Layout

A. Access. On-site parking areas shall be accessed per the following:

- (1) On-site parking shall be designed with an appropriate means of vehicular access to a street or to an alley to cause the least interference with traffic flow.
- (2) Ingress to and egress from parking spaces shall be from an on-site aisle or driveway, directly from a driveway from the front, side street, public alley, or rear lane.
- (3) On-site loading space(s) is not required.

B. Driveways

- (1) Access to Driveways
 - (a) Driveway access to and from developments of two or fewer dwelling units onto public streets shall be where practical by forward motion of the vehicle; and
 - (b) Driveway access to and from developments of three or more dwelling units onto public streets shall be by forward motion of the vehicle.
- (2) Driveways shall extend to and include the area between the design site line and the edge of the street pavement.

- (3) The design and construction of all on-site parking access drives shall meet Citrus Heights Municipal Code Chapter 106.36 (Parking and Loading).
- C. **Identification as to Purpose and Location.** On-site parking areas of four or more spaces shall include painted lines, wheel stops, or other methods of identifying individual parking spaces and loading areas, while distinguishing such spaces from aisle and other circulation features.
- D. **Materials**
 - (1) All on-site parking areas and driveways shall be surfaced with materials in compliance with Citrus Heights Municipal Code Chapter 106.36 (Parking and Loading).
 - (2) The use of pervious or semi-pervious parking area surfacing materials, include, but are not limited to gravel, crushed granite, "grasscrete," or recycled materials including, but not limited to glass, rubber, used asphalt, brick, block and concrete, is subject to approval by the Director and City Engineer.
- E. **Landscaping.** The landscaping standards identified in Table C (Required Parking Lot Landscaping) shall be applied with the standards of Section 3.02 (Screening) and Section 3.03 (Landscaping).
 - (1) Parking and loading areas shall be screened from adjacent residential zones by a six foot wall, fence, or evergreen.
 - (2) Screening is not required when parking area(s) is adjacent to an alley.
 - (3) Landscaping areas shall accommodate stormwater management features per Citrus Heights Municipal Code Chapter 106.34 (Landscaping Standards).
 - (4) For portions of parking areas covered by photo-voltaic solar collectors that also function as shade structures, the minimum standard for trees does not apply.
- F. **Location**
 - (1) Location of on-site parking is regulated by the required setbacks in Subsection G (Parking) of the zone and the following:
 - (a) Parking lots with 11-20 spaces shall be separated at least by 5 feet from buildings to make room for a sidewalk, landscaping, and/or other planting between the building and the parking area;
 - (b) Parking lots with more than 20 spaces shall be separated by at least 12 feet from buildings to make room for a sidewalk, landscaping, and other planting between the building and the parking area; and
 - (c) The required separation may be eliminated to the rear of buildings in areas designed for unloading and loading of materials.

Table 3.04.C: Required Parking Lot Landscaping

Number of Parking Spaces	Percent of Gross Parking Area Required to be Landscaped
10 or fewer	None
11 to 20	5' min. wide planter along property line
21 to 50	5%; 5' min. wide planter between every 5 spaces, property line, and building(s)
51 and over	10%; 5' min. wide planter between every 5 spaces, property line, and building(s)
General Landscaping	
Required Border	6" high curb or equivalent
Border and Stormwater	Curb or equivalent shall include breaks every 4" to provide drainage to retention and filtration areas.
Car Overhangs	Shall be prevented by stops
Required Quantity	1 tree per every 10 parking spaces, beginning at 11 total spaces.
Tree Well Size ¹	5' min. in any direction
Tree Can Size	15 gallon min.
Tree Box Size	20% of required trees shall be 24" min.
Tree Caliper	1" min.
Tree Height at Installation	7' min. vertical clearance
Tree Characteristics	High branching, broad headed, shading form
Location	Evenly spaced throughout parking lot to provide uniform shade
¹ Any vehicle overhang requires the minimum planter area width to be expanded by an equivalent dimension.	

- G. **Size of Parking Lot.** Parking lots larger than one-quarter of an acre in size shall be broken down into smaller parking areas with planted landscape areas with a minimum width of 15 feet between them to minimize the perceived scale of the total field of stalls.
- H. **Tandem Parking.** Tandem parking is allowed in all zones for all uses.

Chapter 4: Building Type Standards

Sections:

4.01	Purpose
4.02	Building Types
4.03	Overview of Building Types
4.04	Duplex Stacked
4.05	Triplex/Fourplex
4.06	Multiplex
4.07	Townhouse
4.08	Live/Work
4.09	Courtyard Building
4.10	Stacked Flats
4.11	Main Street Building

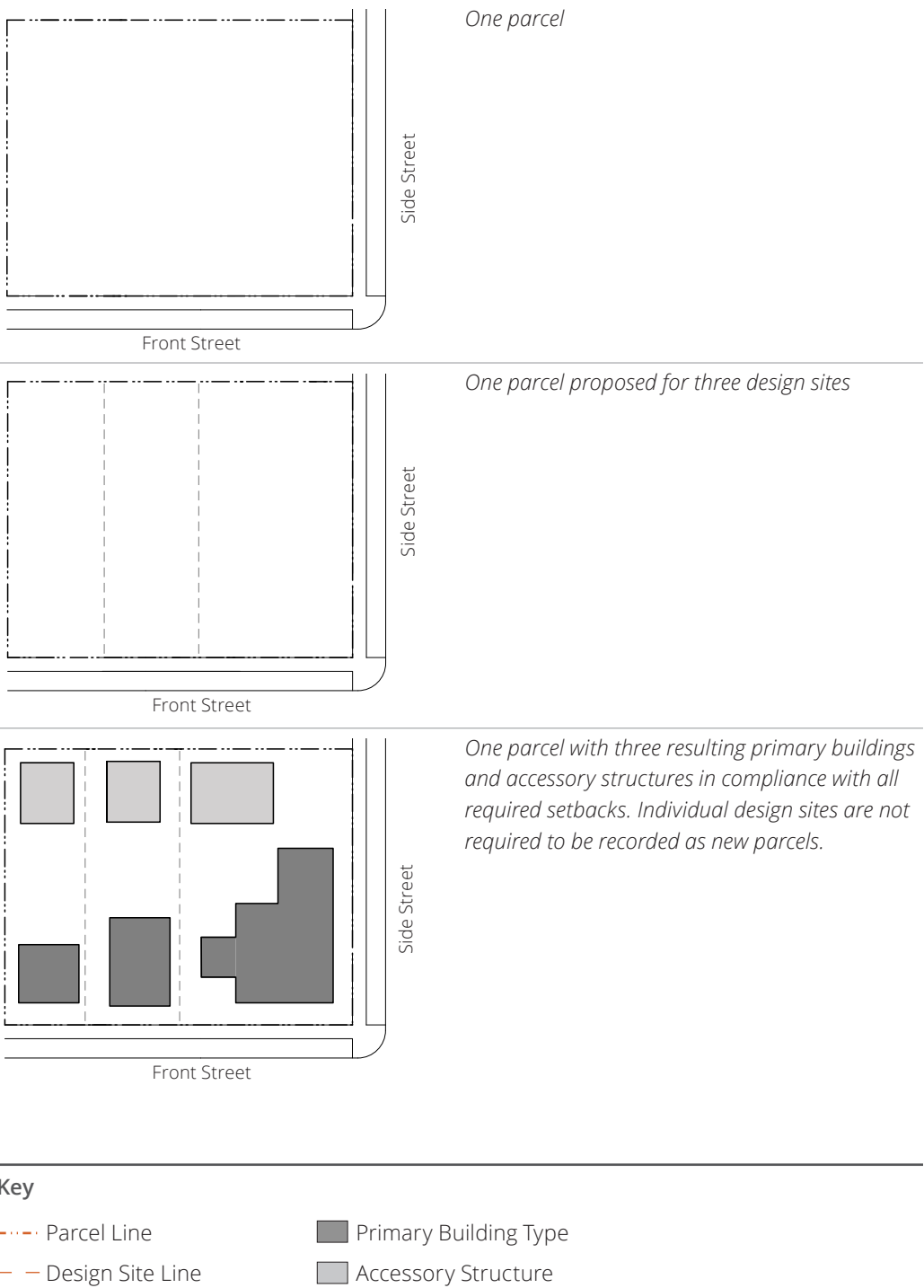
4.01 Purpose

This Chapter provides the standards for the development of individual building types to achieve the intended physical character of each zone, offer housing choices and affordable housing opportunities, and incubate small businesses as amenities within walkable neighborhoods.

4.02 Building Types

1. Building types are used to articulate size, scale, and intensity according to the zone(s) in which each type is allowed.
2. The design site size standards for each building type are set in each zone to generate pedestrian-oriented buildings within the overall intended physical character of each zone. The design site size standard identifies the range of design site sizes on which the given building type is allowed to be built
 - A. More than one building type is allowed on a parcel that identifies proposed multiple design site lines that meet the standards of this Section. See Figure 4.02.1 (Example of Multiple Design Sites on One Parcel).
3. On-site open space. The standards identify only the required type (private or common) and amount. For example, if the type only has standards for private open space, common open space is not required for that building type.
4. Individual designs may vary from the diagrams for each building type in compliance with the standards of this Chapter and Chapter 5 (Massing and Facade Articulation Standards).
5. Accessory structures and accessory dwelling units are allowed in compliance with Citrus Heights Municipal Code Sections 106.42.105 and 106.42.20.

Figure 4.02.1: Example of Multiple Design Sites on One Parcel







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4.03 Overview of Building Types

Table 4.03.A (Building Types Overview) provides an overview of the allowed building types in each zone. The names of the building types are not intended to limit uses within a building type. For example, a Duplex may have non-residential uses within it as allowed by the zone.

Table 4.03.A: Building Types Overview





Building Type		Zones		
		T4N	T4N-O	T4MS
	Duplex Stacked (4.04) A small-to-medium-sized detached building with small-to-medium setbacks and a rear yard. The building consists of two stacked units, both facing the street and within a single building massing. The type has the appearance of a medium-to-large single-unit house and is scaled to fit within lower-intensity neighborhoods.	A	A	-
	Triplex/Fourplex (4.05) A small-to-medium-sized detached building that consists of 3 to 4 side-by-side and/or stacked units, typically with one shared entry or individual entries along the front. The type has the appearance of a medium-sized single-unit house and is scaled to fit within low- to moderate-intensity neighborhoods.	A	A	-
	Multiplex (4.06). A medium-to-large-sized detached building that consists of 5 to 18 side-by-side and/or stacked units, typically with one shared entry. The type is scaled to fit within moderate-intensity neighborhoods.	A	A	A
	Townhouse (4.07). A small-to-large-sized, typically attached building with a rear yard. Each Townhouse consists of 1 unit. The type is typically located within moderate-to-high intensity neighborhoods or, on or near a neighborhood main street.	A	A	A

Key

A = Allowed

- = Not Allowed

Table 4.03.A: Building Types Overview (Continued)

Building Type	Zones		
	T4N	T4N-O	T4MS
 <p>Live/Work Building (4.08). A small-to-medium-sized attached or detached structure that consists of one dwelling unit above and/or behind a flexible ground floor space that can be used for service, retail, or artisan uses, as allowed by the zone. Both the ground-floor flex space and the unit above are owned by one entity. This type is typically located within medium-intensity neighborhoods or near or on a neighborhood main street. This type is especially appropriate for incubating neighborhood-serving retail and service uses.</p>	-	A	A
 <p>Courtyard Building (4.09). A detached or attached building that consists of attached and/or stacked units, accessed from one or more shared courtyards. The shared court is common open space. The type is typically integrated into moderate-to-high intensity neighborhoods and on main streets.</p>	A	A	A
 <p>Stacked Flats (4.10). A medium- to large-sized structure that consists of multiple dwelling units. Each unit may have its own individual entry, or may share a common entry. This Type is appropriately scaled to fit adjacent to neighborhood serving main streets and walkable urban neighborhoods. This Building Type may include a courtyard.</p>	-	-	A
 <p>Main Street Building (4.11). A small-to-large-sized building, typically attached, but may be detached. The type is intended to provide a vertical mix of uses with ground-floor retail, office or service uses and upper-floor service or residential uses. The type makes up the primary component of neighborhood and downtown main streets, therefore being a key component to providing walkability.</p>	-	-	A

Key

A = Allowed

- = Not Allowed

4.04 Duplex Stacked



Example of Duplex Stacked.



Example of Duplex Stacked.



Example of Duplex Stacked.

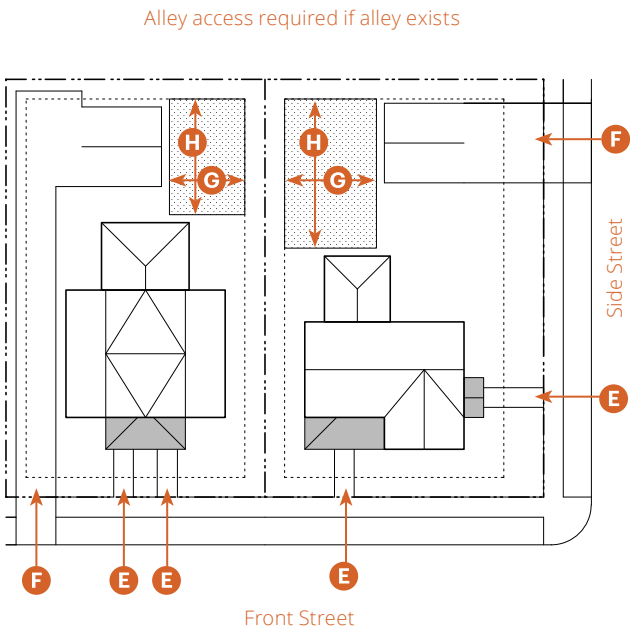
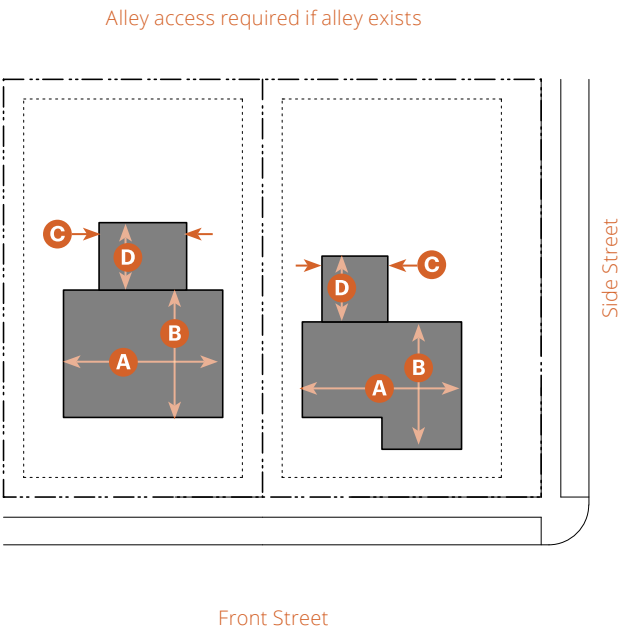
A. Description

A small-to-medium-sized detached building with small-to-medium setbacks and a rear yard. The building consists of two stacked units, both facing the street and within a single building massing. The type has the appearance of a medium-to-large single-unit house and is scaled to fit within lower-intensity neighborhoods.

B. Number of Units

Units per Building	2 max.
Buildings per Design Site	1 max.

General Note: Photos on this page are illustrative, not regulatory.



Key

- ROW / Design Site Line
- Building Setback Line
- Building
- Accessory Unit

C. Building Size and Massing

Height

Max. Number of Stories 2.5

Main Body¹

Width 36' max. **A**

Depth 40' max. **B**

Wing(s)^{1,2}

Width 15' max. **C**

Depth 24' max. **D**

¹ In compliance with the setbacks of the zone

² Shall be offset from main body by 5' min. and height is limited to 1.5 stories and 18' to Highest Top Plate/Eave

Key

- ROW / Design Site Line
- Building Setback Line
- Frontage
- Common Open Space

D. Pedestrian Access

Main Entrance Location Front Street³ **E**

Each unit shall have an entry facing the street on, or within 15' of the front facade.

³ On corner design sites, each unit shall front a different street.

E. Vehicle Access and Parking

Driveway and parking location shall comply with standards in Subsection G (Parking) of the zone. **F**

F. Open Space

Common Open Space⁴

Width 15' min. **G**

Depth 15' min. **H**

Required setbacks and driveways do not count toward open space.

Required common open space shall be located behind the main body of the building.

⁴ None required if building within 800 ft. of public open space.

4.05 Triplex/Fourplex



Example of Fourplex.



Example of Triplex.



Example of Fourplex.

A. Description

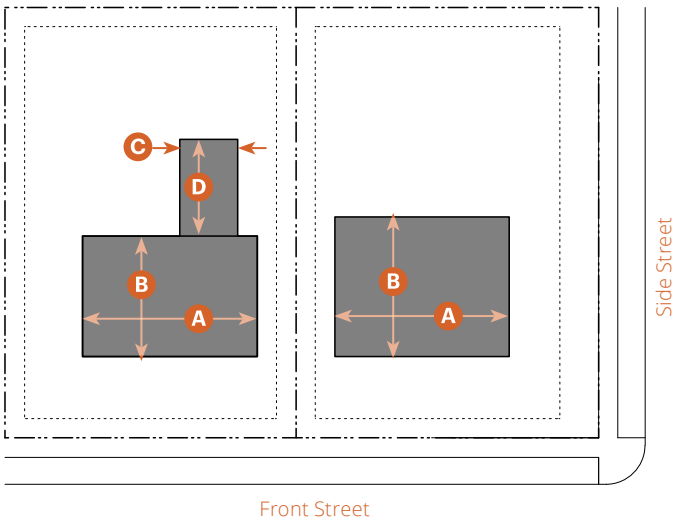
A small-to-medium-sized detached building that consists of 3 to 4 side-by-side and/or stacked units, typically with one shared entry or individual entries along the front. The type has the appearance of a medium-sized single-unit house and is scaled to fit within low- to moderate-intensity neighborhoods.

B. Number of Units

Units per Building	3 min.; 4 max.
Buildings per Design Site	1 max.

General Note: Photos on this page are illustrative, not regulatory.

Alley access required if alley exists



Key

- ROW / Design Site Line
- Building Setback Line
- Building

C. Building Size and Massing

Height

Max. Number of Stories 2.5

Main Body¹

Width 48' max. **A**

Depth 48' max. **B**

Wing(s)^{1,2}

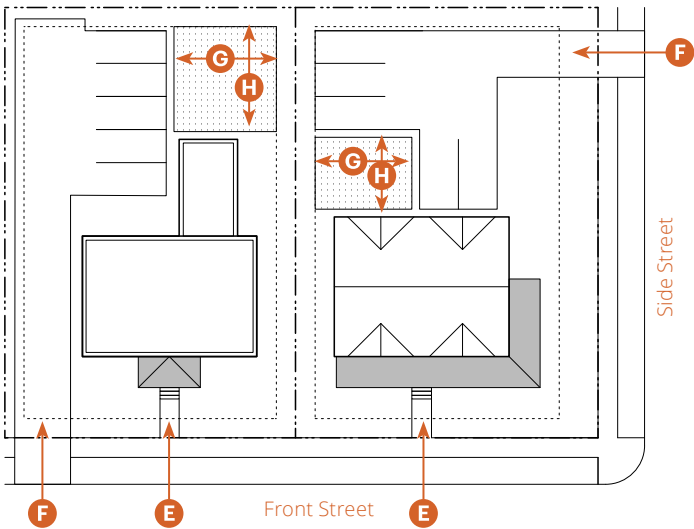
Width 15' max. **C**

Depth 20' max. **D**

¹ In compliance with the setbacks of the zone

² Shall be offset from main body by 5' min. and height is limited to 1.5 stories and 18' to Highest Top Plate/Eave

Alley access required if alley exists



Key

- ROW / Design Site Line
- Building Setback Line
- Frontage
- Common Open Space

D. Pedestrian Access

Main Entrance Location Front street **E**

Each unit may have an individual entry.

E. Vehicle Access and Parking

Driveway and parking location shall comply with standards in Subsection G (Parking) of the zone. **F**

F. Open Space

Common Open Space³

Width 15' min. **G**

Depth 15' min. **H**

Required setbacks and driveways do not count toward open space.

Required common open space shall be located behind the main body of the building.

³ None required if building within 800 ft. of public open space.

4.06 Multiplex



Example of Multiplex



Example of Multiplex



Example of Multiplex

A. Description

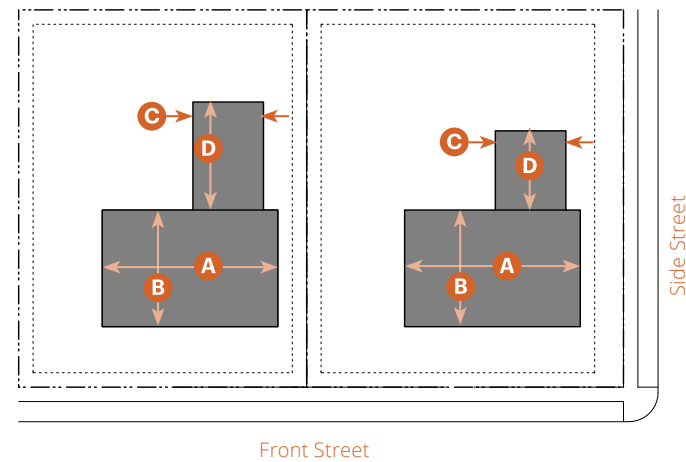
A medium-to-large-sized detached building that consists of 5 to 18 side-by-side and/or stacked units, typically with one shared entry. The type is scaled to fit within moderate-intensity neighborhoods.

B. Number of Units

Units per Building	5 min.; 18 max.
Buildings per Design Site	1 max.

General Note: Photos on this page are illustrative, not regulatory.

Alley access required if alley exists



Key

- ROW / Design Site Line
- Building Setback Line
- Building

C. Building Size and Massing

Height

Max. Number of Stories 3

Main Body¹

Width 60' max. **A**

Depth 60' max. **B**

Wing(s)^{1,2}

Width 24' max. **C**

Depth 40' max. **D**

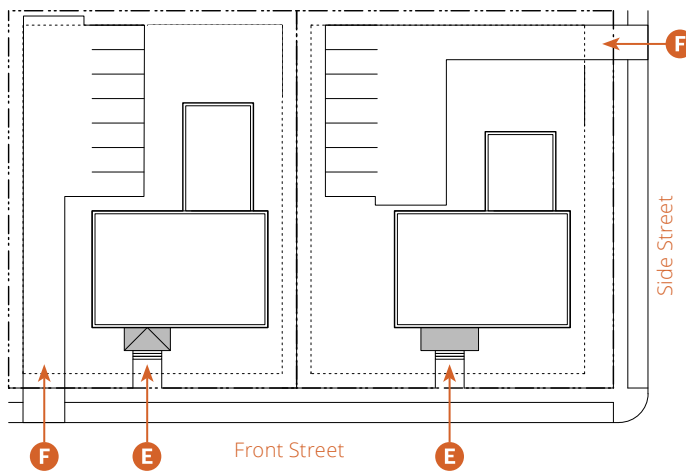
Separation between Wings 15' min.

Offset from Main Body 5' min.

¹ In compliance with the setbacks of the zone

² Height is limited to 2 stories and 10' less than height of the main body's Highest Top Plate/Eave.

Alley access required if alley exists



Key

- ROW / Design Site Line
- Building Setback Line
- Frontage

D. Pedestrian Access

Main Entrance Location Front Street **E**

Units located in the main body shall be accessed by a common entry along the front street.

On corner design sites, units in a wing may enter from the side street.

E. Vehicle Access and Parking

Driveway and parking location shall comply with standards in Subsection G (Parking) of the zone. **F**

Parking may be covered or uncovered.

F. Open Space

Common or private open space is not required.

4.07 Townhouse



Example of Townhouse



Example of Townhouse



Example of Townhouse

A. Description

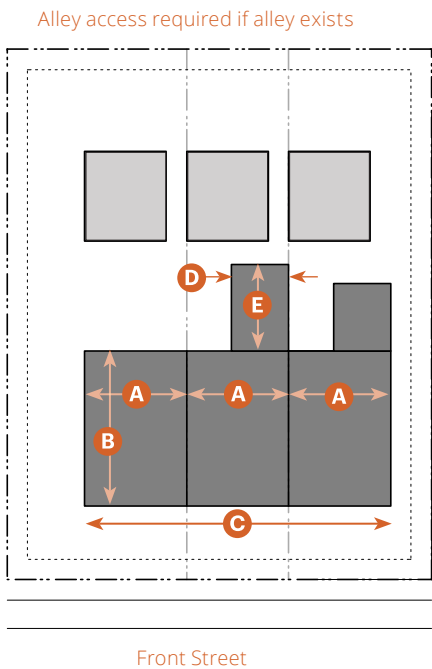
A small-to-large-sized, typically attached building with a rear yard. Each Townhouse consists of 1 unit. The type is typically located within moderate-to-high intensity neighborhoods or on or near a neighborhood main street.

B. Number of Units

	T4N	T4MS
Units per Building	1 max. ⁴	3 max.
Buildings per Design Site	1 max.	1 max.
Buildings per Run of Attached Townhouses	2 min.; 5 max.	4 min.; 8 max.

⁴ In Open Sub-Zone and in T4MS, each Townhouse may be divided vertically into up to three units.

General Note: Photos on this page are illustrative, not regulatory.



Key

- ROW / Design Site Line
- Building Setback Line
- Building
- Accessory Unit

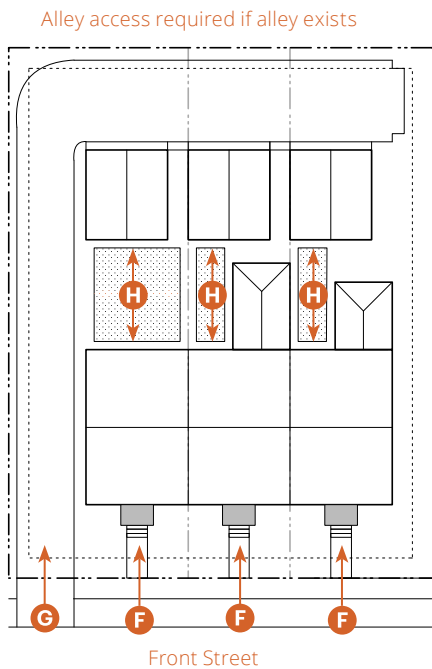
C. Building Size and Massing

Height	T4N	T4MS	
Max. Number of Stories	2	3	
Main Body ¹			
Width per Building	18' min.; 25' max.	18' min.; 25' max.	A
Depth per Building	48' max.	48' max.	B
Width per Run of Attached Townhouses	100 ' max	150 ' max	C
Wing(s) ²			
Width	14' max.	14' max.	D
Depth	20' max.	20' max.	E

Facades shall be designed in compliance with Chapter 5 (Massing and Facade Articulation Standards).

¹ In compliance with the setbacks of the zone

² Height is limited to 2 stories and 10' less than height of the main body's Highest Top Plate/Eave.



Key

- ROW / Design Site Line
- Building Setback Line
- Frontage
- Private Open Space

D. Pedestrian Access

Main Entrance Location Front Street F

Each unit shall have an individual entry facing a street.

E. Vehicle Access and Parking

Driveway and parking location shall comply with standards in Subsection G (Parking) of the zone. G

Parking may be covered or uncovered.

F. Open Space

Private Open Space		
Width	8' min.	H
Depth	8' min.	H

Required setbacks and driveways do not count toward open space.

Required private open space shall be located behind the main body of the building.

4.08 Live/Work



Example of Live/Work



Example of Live/Work



Example of Live/Work

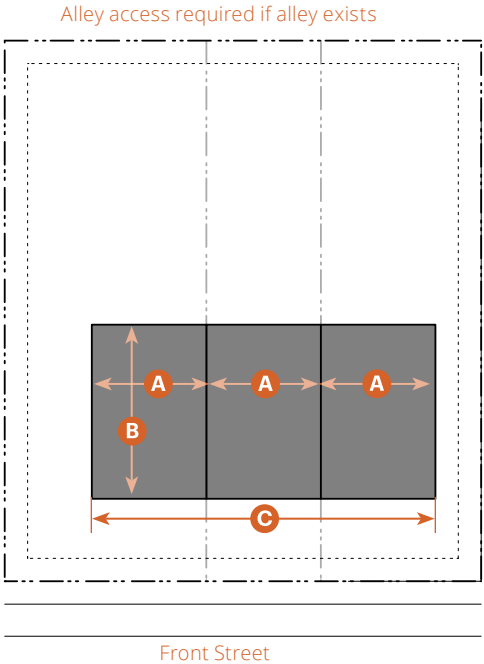
A. Description

A small-to-medium-sized attached or detached structure that consists of one dwelling unit above and/or behind a flexible ground floor space that can be used for service, retail, or artisan uses, as allowed by the zone. Both the ground-floor flex space and the unit above are owned by one entity. This type is typically located within medium-intensity neighborhoods or near or on a neighborhood main street. This type is especially appropriate for incubating neighborhood-serving retail and service uses.

B. Number of Units

	T4N	T4MS
Units per Building	1 max.	1 max.
Buildings per Design Site	1 max.	1 max.
Buildings per Run of Attached Live/Work	2 min.; 5 max.	4 min.; 8 max.

General Note: Photos on this page are illustrative, not regulatory.



Key

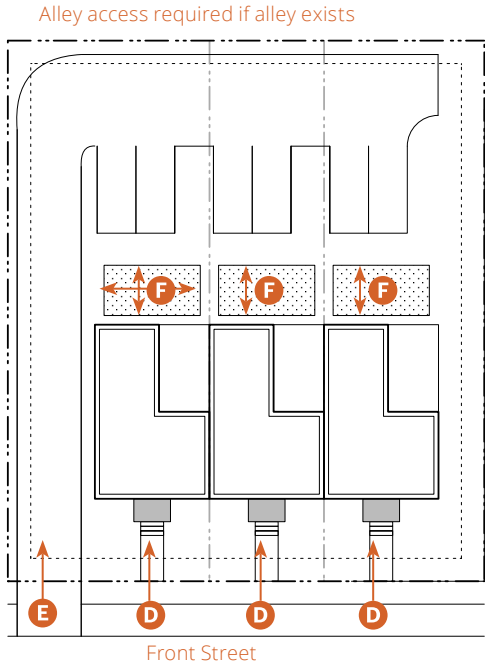
- ROW / Design Site Line
- Building Setback Line
- Building

C. Building Size and Massing

Height	T4N	T4MS
Max. Number of Stories	3	3
Main Body ¹	T4N	T4MS
Width per Building	18 ' min.; 30 ' max.	18 ' min.; 30 ' max.
Depth per Building	48' max.	48' max.
Width per Run of Attached Live/Work	100 ' max	150 ' max
Wing(s)		
Not Allowed		

Facades shall be designed in compliance with Chapter 5 (Massing and Facade Articulation Standards).

¹ In compliance with the setbacks of the zone



Key

- ROW / Design Site Line
- Building Setback Line
- Frontage
- Private Open Space

D. Pedestrian Access

Main Entrance Location Front Street **D**
Ground-floor space and upper unit shall have separate entries.

E. Vehicle Access and Parking

Driveway and parking location shall comply with standards in Subsection G (Parking) of the zone. **E**
Parking may be covered or uncovered.

7. Open Space

Private Open Space

Width	15' min.	F
Depth	15' min.	F

Required setbacks and driveways do not count toward open space.

Required private open space shall be located behind the main body of the building.

4.09 Courtyard Building



Example of Courtyard Building.



Example of Courtyard Building.



Example of Courtyard Building.

A. Description

A detached or attached building that consists of attached and/or stacked units, accessed from one or more shared courtyards. The shared court is common open space. The type is typically integrated into moderate-to-high intensity neighborhoods and on main streets.

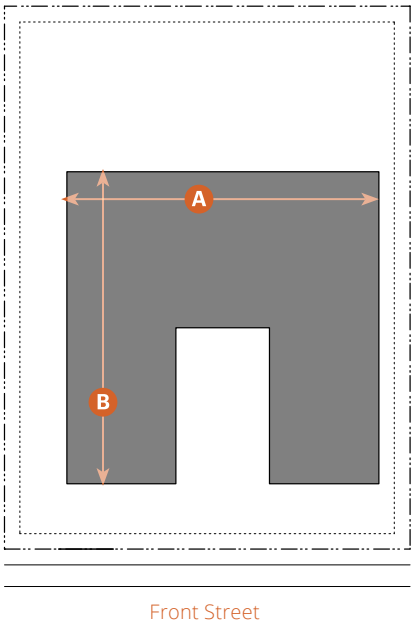
B. Number of Units

	T4N	T4MS
Units per Building	Unrestricted ¹	Unrestricted ¹
Buildings per Design Site	2 max.	2 max.

¹ Number of units restricted by UBC and UFC standards.

General Note: Photos on this page are illustrative, not regulatory.

Alley access required if alley exists



Key

- ROW/ Design Site Line
- Building Setback Line
- Building

C. Building Size and Massing

Height	T4N	T4MS
Max. Number of Stories	3	3 (4 in height overlay)

Main Body¹

Width	100' max.	120' min.; 160' max	A
Depth	100' max.	120' min.; 140' max	B

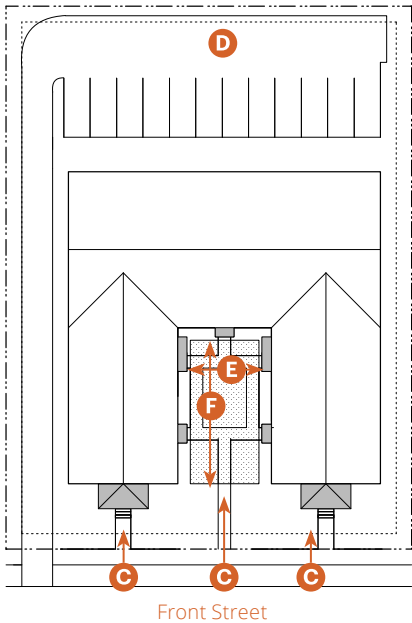
Wing(s)

Not Allowed

Facades shall be designed in compliance with Chapter 5 (Massing and Facade Articulation Standards).

¹ In compliance with the setbacks of the zone

Alley access required if alley exists



Key

- ROW/ Design Site Line
- Building Setback Line
- Frontage
- Common Open Space

D. Pedestrian Access

Main Entrance Location² Courtyard or Street C

² The main entry of ground floor units shall be directly off of a courtyard or street, whichever is closer.

E. Vehicle Access and Parking

Driveway and parking location shall comply with standards in Subsection G (Parking) of the zone.

Parking may be covered or uncovered.

F. Open Space

Common Open Space		
Width	25' min.	E
Depth	60' min.	F

Courtyard(s) shall be accessible from the front street.

Building shall define at least three walls of the courtyard.

Up to 1/3 of the shared court(s) may be used for stormwater management if designed as a rain garden or bioswale.

Front of courtyard not defined by building shall be defined by 2'-6" to 5' tall wall with entry gate/door.

4.10 Stacked Flats



Example of Stacked Flats



Example of Stacked Flats



Example of Stacked Flats

A. Description

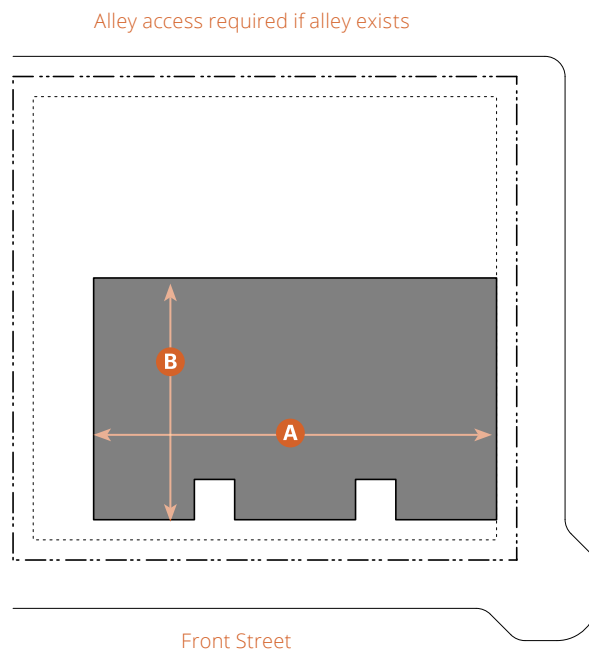
The Stacked Flats Building Type is a medium- to large-sized structure that consists of multiple dwelling units. Each unit may have its own individual entry, or may share a common entry. This Type is appropriately scaled to fit adjacent to neighborhood serving main streets and walkable urban neighborhoods. This Building Type may include a courtyard.

B. Number of Units

Units per Building	Unrestricted ¹
Buildings per Design Site	1 max.

¹ Number of units restricted by UBC and UFC standards.

General Note: Photos on this page are illustrative, not regulatory.



Key

- ROW / Design Site Line
- Building Setback Line
- Building

C. Building Size and Massing

Height

Max. Number of Stories	3 (4 in height overlay)
Min. Number of Stories	2

Main Body²

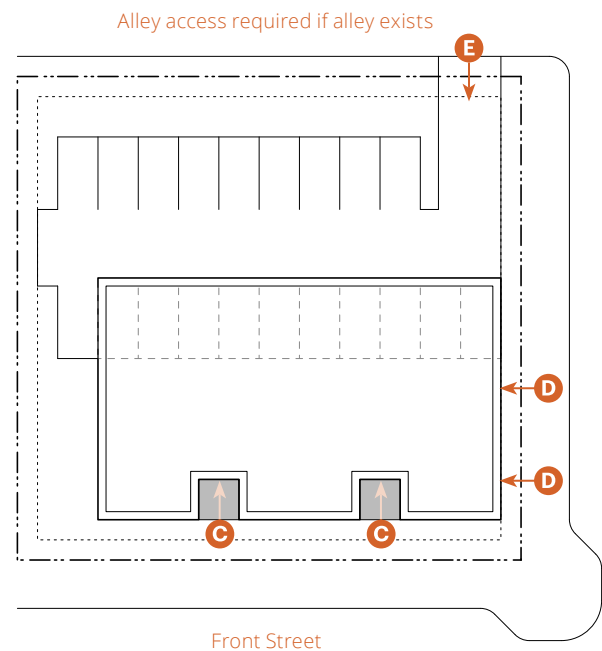
Width	200' max.	A
Depth	75' max.	B

Wing(s)

Not Allowed

Facades shall be designed in compliance with Chapter 5 (Massing and Facade Articulation Standards).

² In compliance with the setbacks of the zone



Key

- ROW / Design Site Line
- Building Setback Line
- Frontage
- Parking on ground level

D. Pedestrian Access

Upper floor units shall be accessed by a common entry along the front street. C

Ground floor units may have individual entries along the front street, side street, or courtyard. D

E. Vehicle Access and Parking

Driveway and parking location shall comply with standards in Subsection G (Parking) of the zone. E

F. Open Space

Common or private open space is not required.

4.11

Main Street Building



Example of Main Street Building.



Example of Main Street Building.



Example of Main Street Building.

A. Description

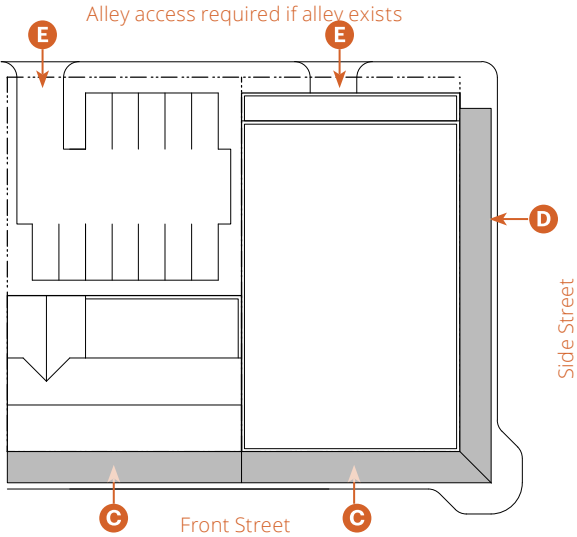
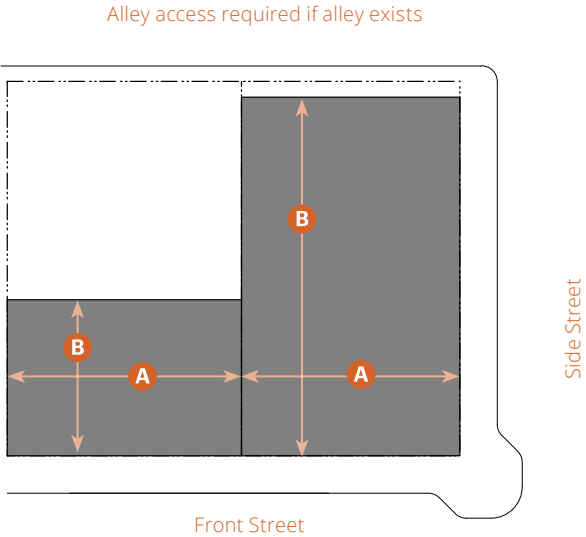
A small-to-large-sized building, typically attached, but may be detached. The type is intended to provide a vertical mix of uses with ground-floor retail, office or service uses and upper-floor service or residential uses. The type makes up the primary component of neighborhood and downtown main streets, therefore being a key component to providing walkability.

B. Number of Units

Units per Building	Unrestricted ¹
Buildings per Design Site	1 max.

¹ Number of units restricted by UBC and UFC standards.

General Note: Photos on this page are illustrative, not regulatory.



Key

- ROW / Design Site Line
- Building Setback Line
- Building

C. Building Size and Massing

Height

Max. Number of Stories 3 (4 in height overlay)

Main Body²

Width 100' min.; 200' max **A**

Depth 90' min.; 240' max **B**

Wing(s)

Not Allowed

Facades shall be designed in compliance with Chapter 5 (Massing and Facade Articulation Standards).

² In compliance with the setbacks of the zone

Key

- ROW / Design Site Line
- Building Setback Line
- Frontage

D. Pedestrian Access

Upper floor units shall be accessed by a common entry along the front street. **C**

Ground floor units may have individual entries along the front street, or side street. **D**

E. Vehicle Access and Parking

Driveway and parking location shall comply with standards in Subsection G (Parking) of the zone. **E**

Parking may be covered or uncovered.

F. Open Space

Common or private open space is not required.

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Chapter 5: Massing and Facade Articulation Standards

Sections:

- 5.01 Purpose
- 5.02 Overview of Façade and Design Standards
- 5.03 Massing and Composition
- 5.04 Tripartite Facade Articulation
- 5.05 Architectural Recession(s)
- 5.06 Windows and Openings
- 5.07 Corner Element

5.01 Purpose

This Chapter provides standards intended to promote a pedestrian-scaled built environment by reducing the perceived mass of large buildings while allowing for creativity and innovation.

5.02 Overview of Façade and Design Standards

Table 05.02.A (Massing and Facade Articulation Standards Overview) provides an overview of the standards.

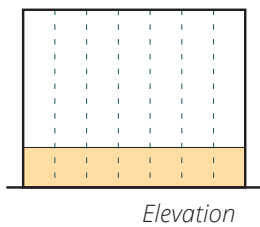
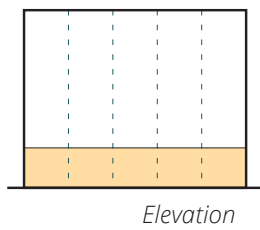
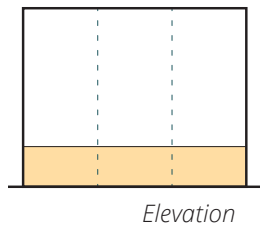
Table 5.02.A: Massing and Facade Articulation Standards Overview				
Standard	Building Length ¹			
	< 75'	75' to <100'	100'to <150'	≥150'
5.03 (Massing and Composition)	N	R	R	R
5.04 (Tripartite Facade Articulation)	N	R	R	R
5.05 (Architectural Recession(s))	N	N	R	R
5.06 (Windows and Openings)	N	N	R	R
5.07 (Corner Elements)	-	-	-	A

¹ Building length includes main body and wings, as measured along street or civic space.

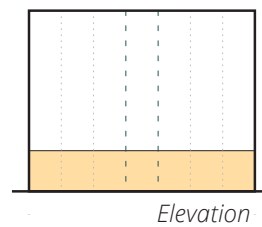
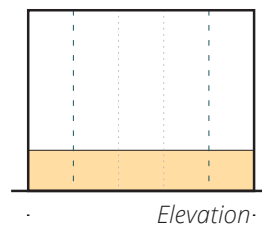
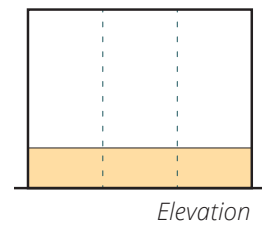
Key	R = Required	N = Not Required	A = Allowed	- = Not Allowed
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5.03 Massing and Composition

3, 5, 7-bay facade composition



Symmetric facade composition



Asymmetric facade composition

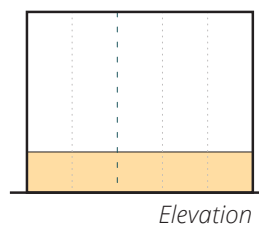
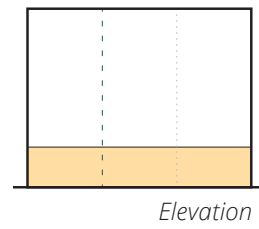


Figure 5.03.A: Diagram of Massing and Composition

A. Description

Standards for the articulation of building facades to maintain the visual quality of Auburn Boulevard, and to ensure that new development is harmonious in scale with existing development.

B. Applicability

Buildings $\geq 75'$ long

C. Standards / General Character

New facades and facade modifications along a street or civic space shall be designed to appear as multiple buildings no greater than 75' in length and not repeating the same massing and composition. **A**

Building facades shall be arranged in an orderly composition of window bays/ openings based on prevalent patterns of 3, 5 or 7 bays. **B**

Facades shall be designed in an orderly symmetrical or asymmetrical composition. **C**

The pattern shall be visually expressed through the spacing of openings, physical recesses, projections or other techniques.

The pattern may include the ground floor and its mezzanine.

5.04 Tripartite Facade Articulation

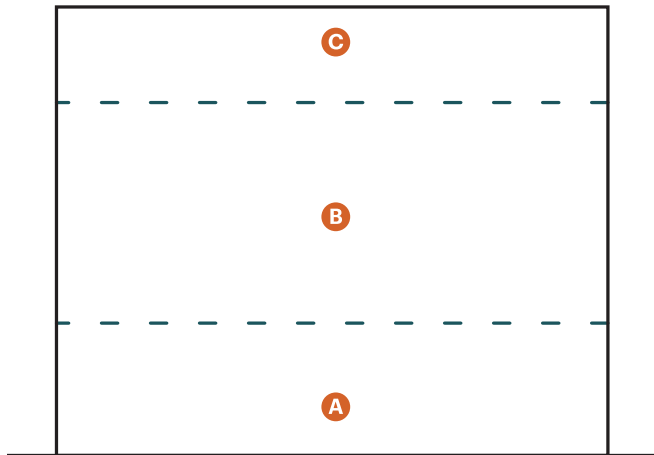


Figure 5.04.A: Diagram of Tripartite Facade Articulation



A. Description

This Section prescribes standards for the articulation of building facades to maintain the visual quality of Auburn Boulevard. For new building facades, tripartite articulation is required, which is a method of visually organizing a building facade into three sections: a base, a middle and a top.

B. Applicability

Buildings $\geq 75'$ long

C. Standards / General Character

Combinations of colors, materials, and massing may be used to visually express a base, middle, and top.

New facades and facade modifications along a street or civic space shall be designed to visually express a base, middle, and top:

Building Base. The base shall be a minimum of one story in height. For buildings taller than 3 stories the base may be up to 2-stories tall. A

Building Middle. The middle shall be a minimum of one-story in height. B

Building Top. The top may include multiple stories including building stepbacks but should not exceed the height of the building's middle. Parapets, cornices and entablatures may be used to articulate the top. C

General Note: Photos on this page are illustrative, not regulatory.

5.05 Architectural Recession(s)

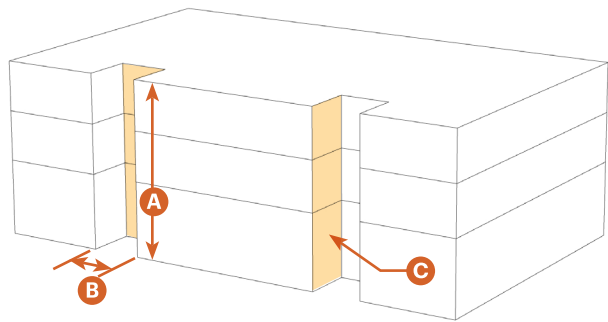


Figure 5.05.A: Diagram of Architectural Recessions



A. Description

New facades and renovations along a street or civic space shall be designed to modulate the apparent size and scale of a building by recessing a portion(s) of the facade. Recessions shall be articulated using one or more frontage types to create a semi-public space, such as a forecourt or dooryard.

B. Applicability

Buildings ≥100' long

C. Standards / General Character

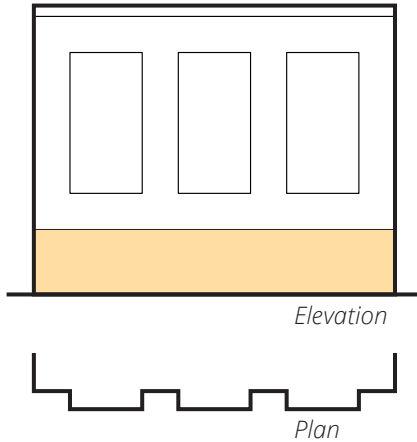
Frequency	Minimum one recession every 75' in facade length	A
Width	10' min.	B
Depth	10' min.	C

If ground floor is recessed, recession shall extend from ground to sky

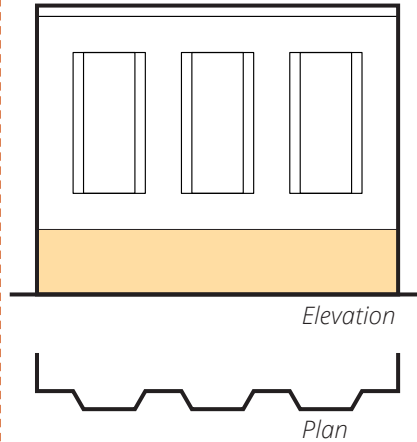
General Note: Photos on this page are illustrative, not regulatory.

5.06 Windows and Openings

Square profile bay window



Chamfer profile bay window



A. Description

This Section describes standards for the composition of window bays and openings to maintain the visual quality of Auburn Boulevard.

B. Applicability

Buildings $\geq 100'$ long

C. Standards / General Character

New facades and facade modifications shall be designed to include an orderly composition of window bays and openings. **A**

All building facades shall be designed to include square- or vertically-oriented windows and openings, including groupings of windows and openings, coordinated with the building facade composition as per Section 5.03 (Massing and Composition). **B**

Location of balconies when used should be coordinated with windows and doors on the facade, and with the composition of bays on the building facade. **C**

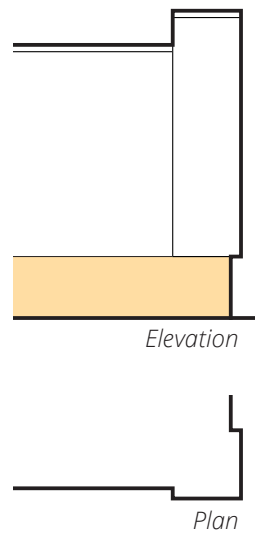
Buildings at least 100' in length along the street are required to include projected or recessed window bays.

Bay windows shall have either a square or a chamfer profile.

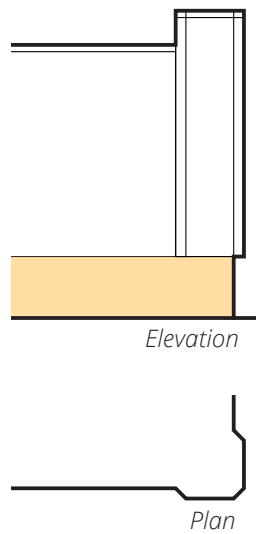
General Note: Photos on this page are illustrative, not regulatory.

5.07 Corner Element

Square-profile corner element



Octagon-profile corner element



Chamfered-profile corner element

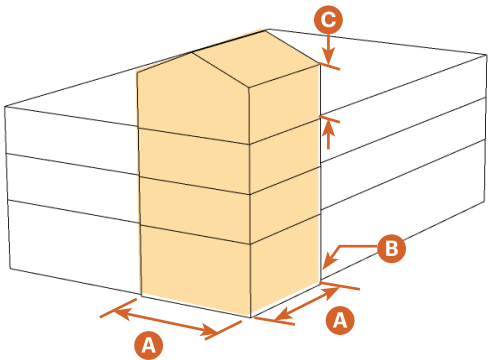
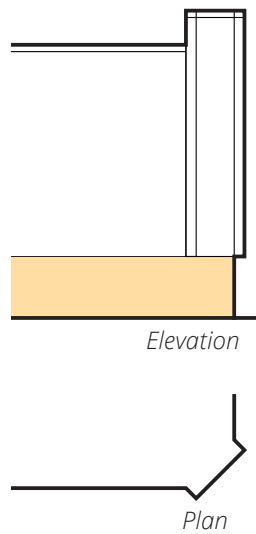
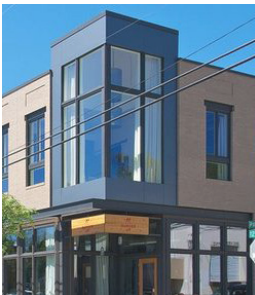


Figure 5.07.A: Diagram of a Corner Element



A. Description

New facades and renovations on corner lots shall include a corner element to give visual importance to corner and further shape the public realm.

B. Applicability

Allowed on corner buildings ≥150' long

C. Standards / General Character

Footprint	10' x 10' min.	A
Projection from facade	3' min.	B
Top story height	14' max. ¹	C

¹ Corner element may exceed maximum height allowed by the zone by up to 10' when the highest story on the building is at the maximum height allowed by the zone.

General Note: Photos on this page are illustrative, not regulatory.

Chapter 6: Frontage Type Standards

Sections:

6.01	Purpose
6.02	Frontage Types
6.03	Overview of Frontage Types
6.04	Porch - Projecting
6.05	Porch - Engaged
6.06	Dooryard
6.07	Stoop
6.08	Forecourt
6.09	Shopfront
6.10	Terrace
6.11	Gallery

6.01 Purpose

This Chapter provides the standards for frontages. Frontages are the components of a building that provide the transition and interface between the public realm (street and sidewalk) and the private realm (yard or building).

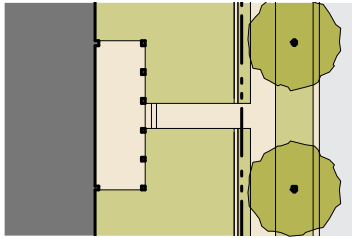
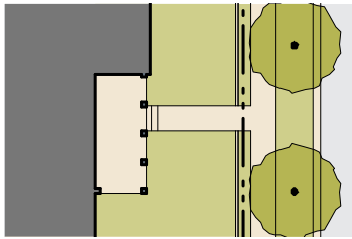
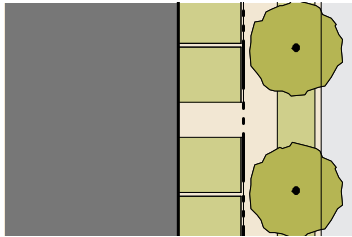
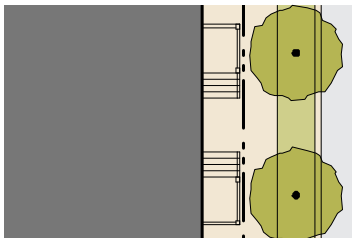
6.02 Frontage Types

1. The names of the frontage types indicate their particular configuration or function and are not intended to limit uses within the associated building. For example, a Porch may be used by non-residential uses including, but not limited to a restaurant or office, as allowed by the zone.
2. Each building is required to include at least one frontage type along the front street or adjacent civic space. Buildings with entries along a side street are required to include at least one frontage type on those facades.
3. Frontage types not listed in Subsection H (Frontages) of the zone are not allowed in that zone.
4. Each building may have multiple frontage types in compliance with the allowed types in Subsection H (Frontages) of the zone.
5. Each frontage type shall be located in compliance with the facade zone per Subsection E (Building Placement) of the zone.
6. Standards are stated for the front and side street facades of a design site.

6.03 Overview of Frontage Types

Table 6.03.A (Frontage Types Overview) provides a summary of the allowed frontage types in each zone. See referenced section(s) for standards.

Table 6.03.A: Frontage Types Overview

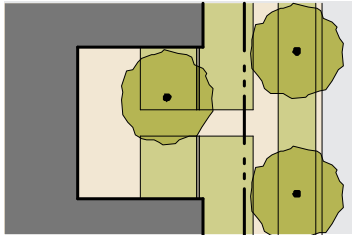
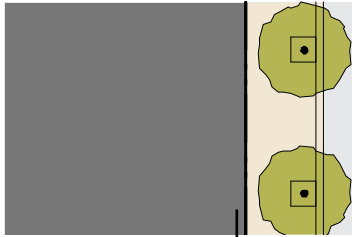
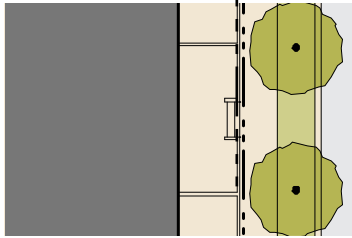

Frontage Type	Section	Zones		
		T4N	T4N-O	T4MS
	6.04 Porch - Projecting. The main facade of the building is set back from the front design site line with a covered structure encroaching into the front setback. The resulting setback area may be defined by a fence or hedge to spatially maintain the edge of the street. The Porch may be one or two stories, is open on three sides, with all habitable space located behind the building setback line.	A	A	-
	6.05 Porch - Engaged. A portion of the main facade of the building is set back from the front design site line to create an area for a covered structure that projects from the facade that is set back. The Porch may project into the front setback. The resulting setback may be defined by a fence or hedge to spatially maintain the edge of the street. The Porch may be one or two stories and has two adjacent sides that are engaged to the building, while the other two sides are open.	A	A	-
	6.06 Dooryard. The main facade of the building is set back from the front design site line, which is defined by a low wall or hedge, creating a small private area between the sidewalk and the facade. Each Dooryard is separated from adjacent Dooryards. The Dooryard may be raised or at grade.	A	A	A
	6.07 Stoop. The main facade of the building is near the front design site line with steps to an elevated entry. The Stoop is elevated above the sidewalk to provide privacy along the sidewalk-facing rooms. Stairs or ramps from the Stoop may lead directly to the sidewalk or may be parallel to the sidewalk.	-	-	A

Key

A = Allowed

- = Not Allowed

Table x.07.030.A: Frontage Types Overview (Continued)

Frontage Type	Section		Zones		
			T4N	T4N-O	T4MS
	6.08	Forecourt. The main facade of the building is at or near the front design site line and a portion is set back, extending the public realm into the design site to create an entry court or shared garden space for housing, or as an additional shopping or restaurant seating area within retail and service areas.	A	A	A
	6.09	Shopfront. The main facade of the building is at or near the front design site line with at-grade entrance from the sidewalk. The type is intended for service, retail, or restaurant use and includes substantial glazing between the Shopfront base and the ground floor ceiling and may include an awning that overlaps the sidewalk.	-	A	A
	6.10	Terrace. The main facade is at or near the front design site line with steps leading to an elevated area providing pedestrian circulation along the facade. The type is used for retail, service, office uses, or housing to provide outdoor areas along the sidewalk and/or to accommodate an existing or intended grade change.	A	A	A
	6.11	Gallery. The main facade of the building is setback from the front design site line and an at-grade covered structure, typically articulated with colonnade or arches, overlaps the sidewalk. The type may be one or two stories. When used in nonresidential settings, the Shopfront Type is included; when used in residential settings, Stoops, Dooryards, and Forecourts may be included as allowed by the zone.	-	-	A

Key

A = Allowed

- = Not Allowed

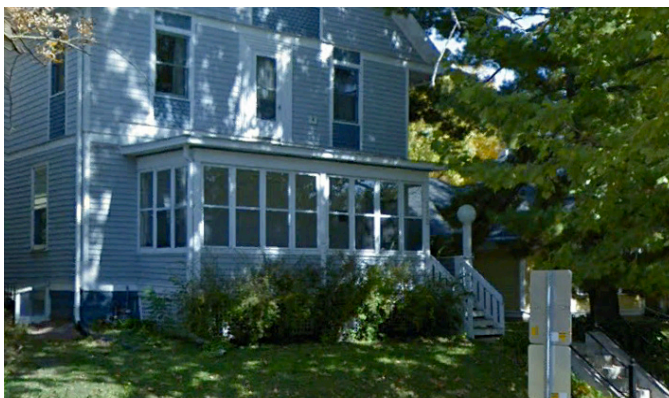
6.04 Porch - Projecting



Example of a Projecting Porch.



Example of a Projecting Porch.

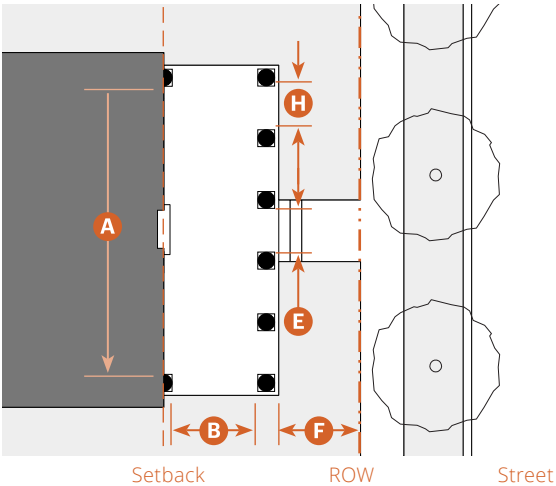
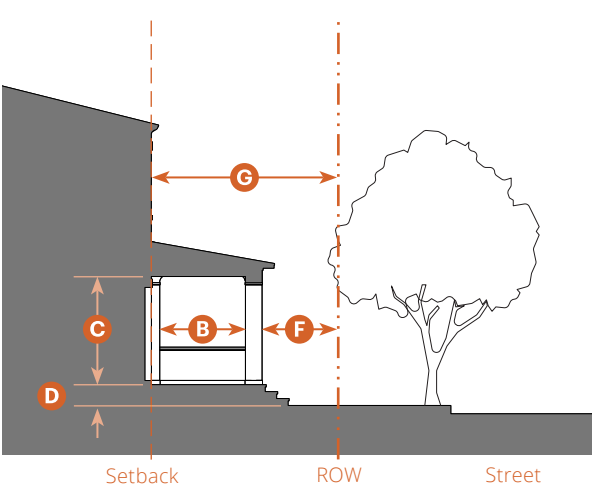


Example of a glassed-in Projecting Porch.

A. Description

The main facade of the building is set back from the front design site line with a covered structure encroaching into the front setback. The resulting setback area may be defined by a fence or hedge to spatially maintain the edge of the street. The Porch may be one or two stories, is open on three sides, with all habitable space located behind the building setback line.

General Note: Photos on this page are illustrative, not regulatory.



Key
- - - - - ROW / Design Site Line - - - - - Setback Line

B. Size		
Width, Clear	15' min.	A
Depth, Clear	8' min.	B
Height, Clear	8' min.	C
Stories	2 stories max.	
Finish Level above Sidewalk	12" min.	D
Pedestrian Access	3' wide min.	E
Distance between Porch and Sidewalk	6' min.	F
Depth	15' min.	G
Distance between Porch Columns ¹		H

C. Miscellaneous

Porch shall be open on three sides and have a roof. Clear glass may be installed between the porch columns.

Porches are allowed to encroach into front and side street setbacks for the full depth of the Porch.

Ramps are required to be integrated along the side of the building to connect with the Porch.

6.05 Porch - Engaged



Example of an Engaged Porch.



Example of an Engaged Porch.

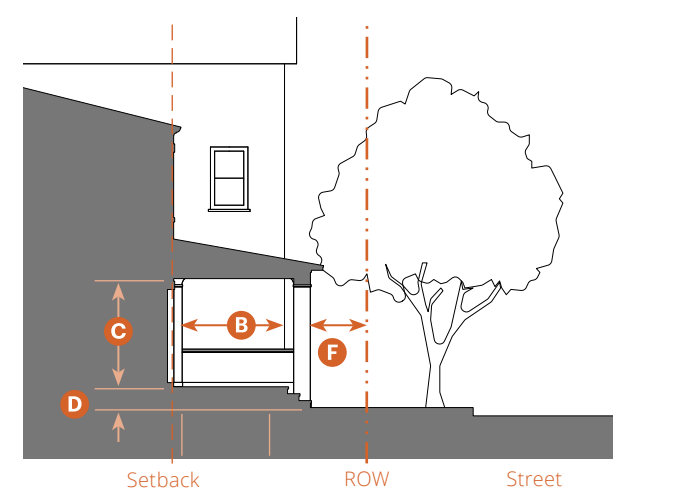


Example of an Engaged Porch.

A. Description

A portion of the main facade of the building is set back from the front design site line to create an area for a covered structure that projects from the facade that is set back. The Porch may project into the front setback. The resulting setback may be defined by a fence or hedge to spatially maintain the edge of the street. The Porch may be one or two stories and has two adjacent sides that are engaged to the building, while the other two sides are

General Note: Photos on this page are illustrative, not regulatory.



Key

--- ROW / Design Site Line - - - - - Setback Line

B. Size		
Width, Clear	8' min.	A
Depth, Clear	8' min.	B
Height, Clear	8' min.	C
Stories	2 stories max.	
Finish Level above Sidewalk	12" min.	D
Pedestrian Access	3' wide min.	E
Distance between Porch and Sidewalk	6' min.	F
Distance between Porch Columns ¹		G

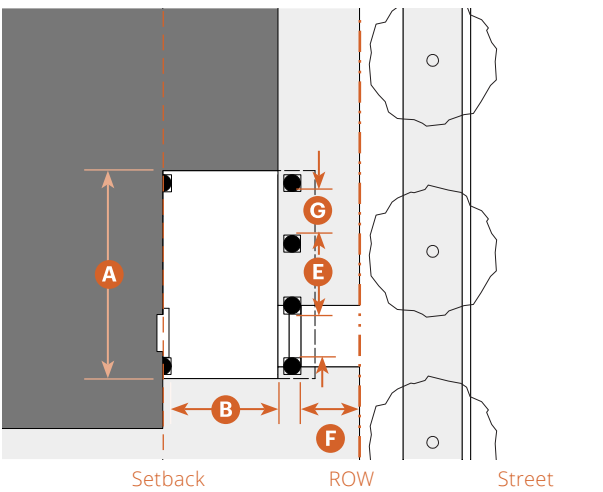
C. Miscellaneous

Up to 20% of the building facade and porch(es) may project into the front setback line for the zone.

Porch shall be open on two sides and have a roof. Clear glass maybe installed between the porch columns.

Porches are allowed to encroach into front and side street setbacks for the full depth of the Porch.

Ramps are required to be integrated along the side of the building to connect with the Porch.



6.06 Dooryard



Example of a residential Dooryard.



Example of a commercial Dooryard.

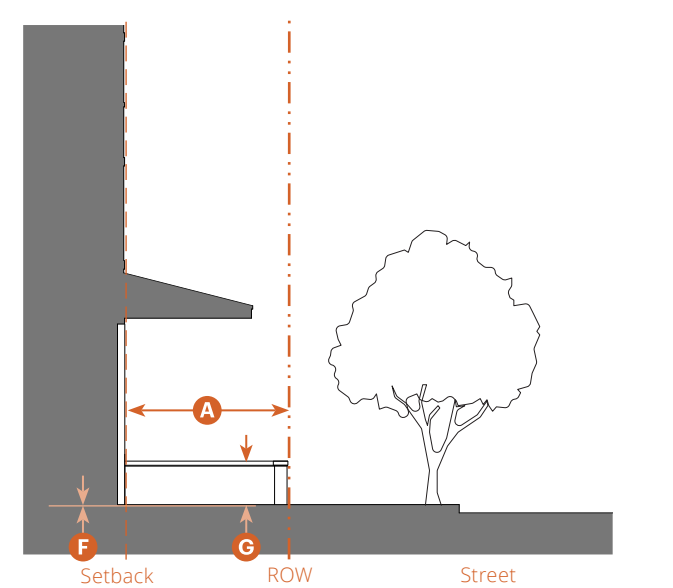


Example of a residential Dooryard.

A. Description

The main facade of the building is set back from the front design site line, which is defined by a low wall or hedge, creating a small private area between the sidewalk and the facade. Each Dooryard is separated from adjacent Dooryards. The Dooryard may be raised or at grade.

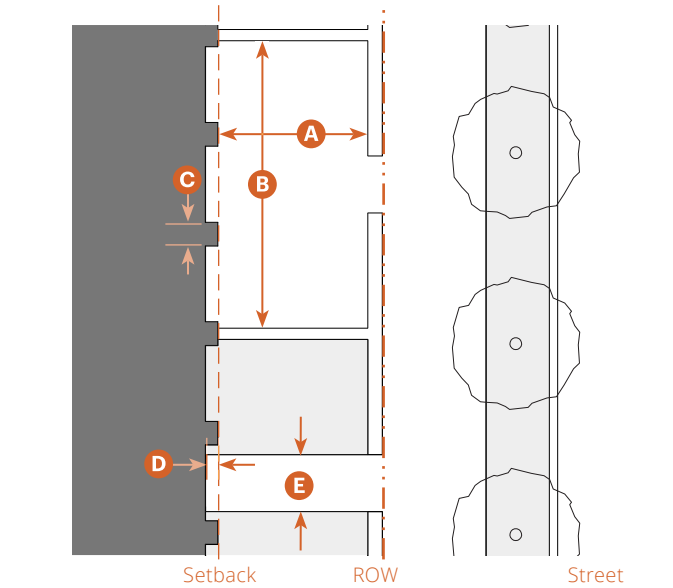
General Note: Photos on this page are illustrative, not regulatory.



Key

--- ROW / Design Site Line - - - - - Setback Line

B. Size		
Depth, Clear	6' min.	A
Length	15' min.	B
Distance between Glazing	4' max.	C
Depth of Recessed Entries	3' max.	D
Pedestrian Access	3' wide min.	E
Finish Level above Sidewalk	12" max.	F
Height of Dooryard Fence/Wall above Finish Level	36" max.	G



C. Miscellaneous

For live/work, retail, service, and restaurant uses, the Shopfront Frontage Type may be applied.

Each Dooryard shall provide access to only one ground floor entry.

Ramps are required to be integrated along the side of the building to connect with the Dooryard.

6.07 Stoop



Example of a Stoop with paired entries.



Example of a Stoop.

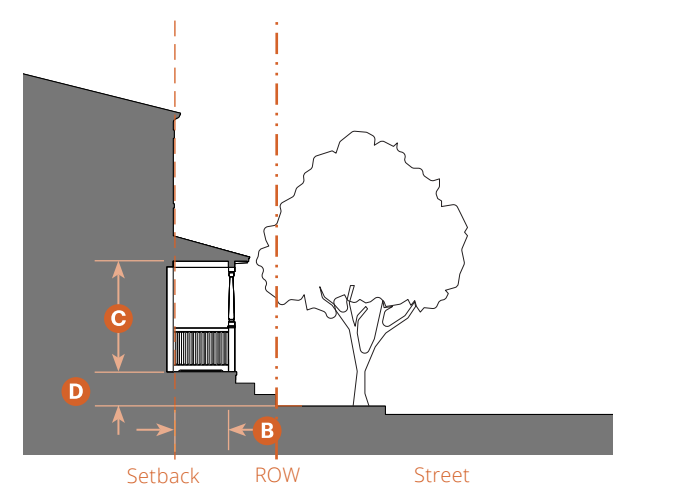


Example of a Stoop.

A. Description

The main facade of the building is near the front design site line with steps to an elevated entry. The Stoop is elevated above the sidewalk to provide privacy along the sidewalk-facing rooms. Stairs or ramps from the Stoop may lead directly to the sidewalk or may be parallel to the sidewalk.

General Note: Photos on this page are illustrative, not regulatory.

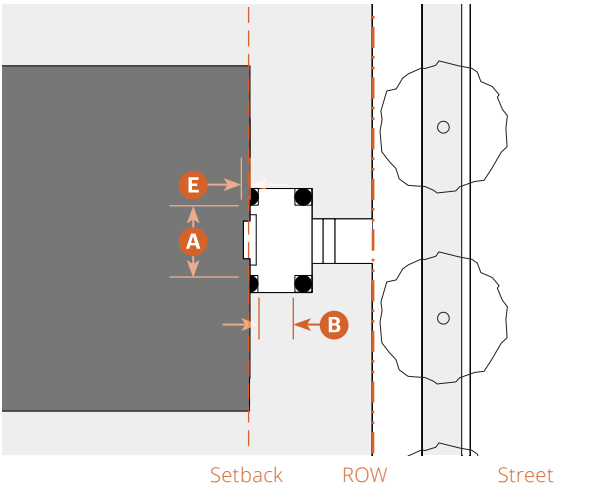


Key

--- ROW / Design Site Line Setback Line

B. Size		
Width, Clear	4' min.	A
Depth, Clear	3' min.	B
Height, Clear	8' min.	C
Stories	1 story max.	
Finish Level above Sidewalk	12" min.	D
Depth of Recessed Entries	12' max.	E

C. Miscellaneous	
Stairs may be perpendicular or parallel to the building facade.	
Entry doors shall be covered or recessed to provide shelter from the elements.	
Gates are not allowed.	
All doors shall face the street.	
Ramps are required to be integrated along the side of the building to connect with the Stoop.	



6.08 Forecourt



Example of a Forecourt.



Example of a Forecourt.

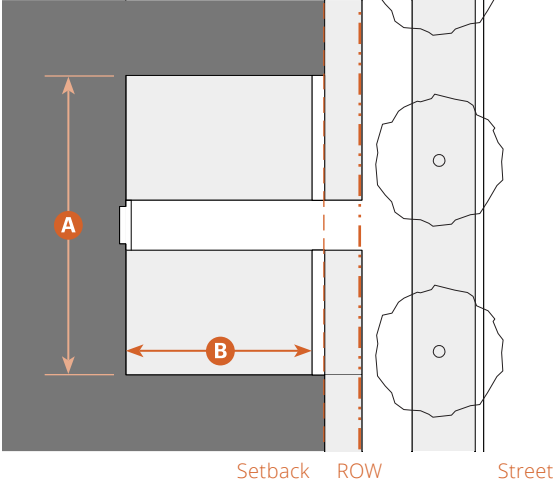
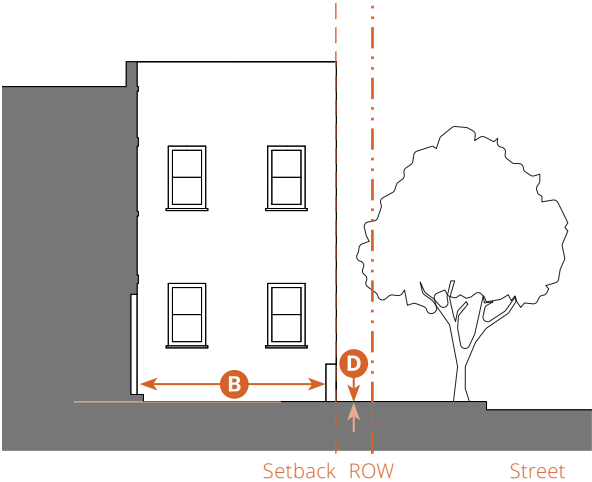


Example of a Forecourt.

A. Description

The main facade of the building is at or near the front design site line and a portion is set back, extending the public realm into the design site to create an entry court or shared garden space for housing, or as an additional shopping or restaurant seating area within retail and service areas.

General Note: Photos on this page are illustrative, not regulatory.



Key

--- ROW / Design Site Line - - - - - Setback Line

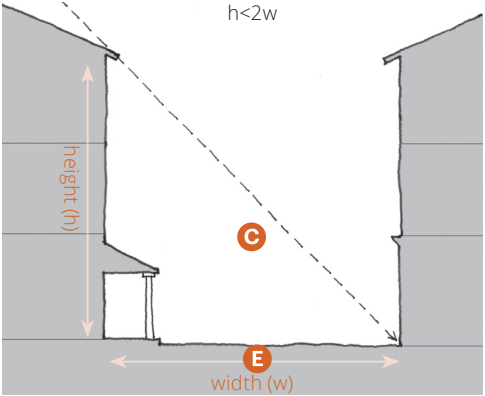
B. Size		
Width, Clear	15' min.	A
Depth, Clear	15' min.	B
Ratio, Height to Width	2:1 max.	C
Height from Sidewalk	12" max. above sidewalk	D
Gallery frontages, awnings, balconies and porches may encroach into forecourt on all sides.	Max. 1/2 width of forecourt	E

C. Miscellaneous

May be utilized to group several entries at a common elevation in compliance with the zones' ground floor finish level standards.

The proportions and orientation of a Forecourt shall be in compliance with the diagram below for solar orientation and user comfort.

Ramps are required to be integrated along the side of the building to connect with the Forecourt.



6.09 Shopfront



Example of Shopfronts.



Example of a Shopfront.

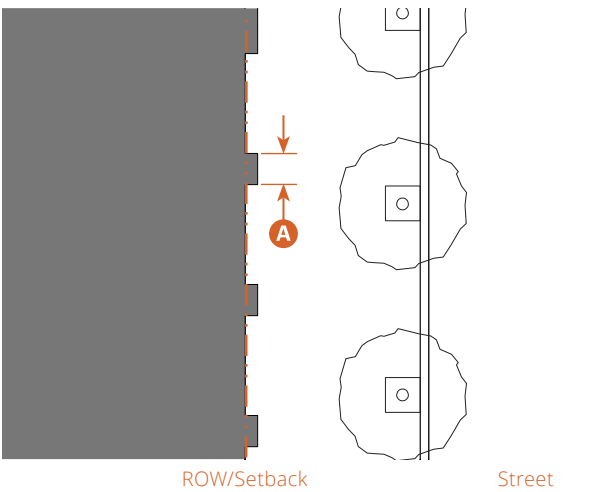
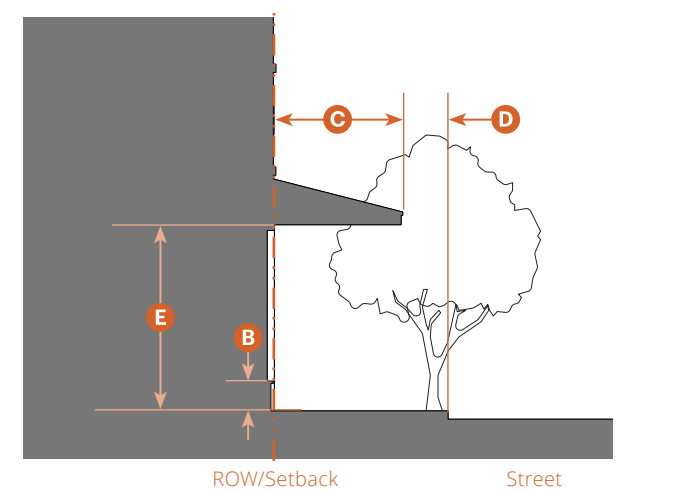


Example of a Shopfront.

A. Description

The main facade of the building is at or near the front design site line with at-grade entrance from the sidewalk. The type is intended for service, retail, or restaurant use and includes substantial glazing between the Shopfront base and the ground floor ceiling and may include an awning that overlaps the sidewalk.

General Note: Photos on this page are illustrative, not regulatory.



Key

--- ROW / Design Site Line Setback Line

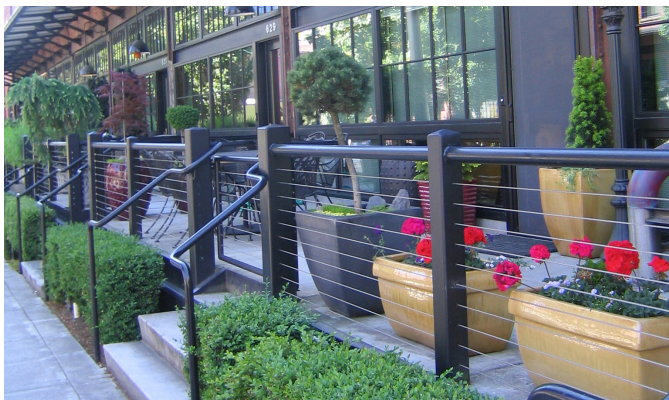
B. Size		
Distance between Glazing	2' max.	A
Ground Floor Glazing between Sidewalk and Finished Ceiling Height	75% min.	
Depth of Recessed Entries	5' max.	
Shopfront Base	6" min.; 24" max.	B
C. Awning		
Depth	5' min.	C
Setback from Curb	2' min.	D
Height, Clear	8' min.	E

D. Miscellaneous	
Residential types of windows are not allowed.	
Rounded and hooped awning are not allowed.	
Decorative accordion-style doors/windows or other operable windows that allow the space to open to the street.	
Ramps are required to be integrated along the side of the building to connect with the Shopfront.	

6.10 Terrace



Example of a Terrace with low-wall seating.



Example of a Terrace.

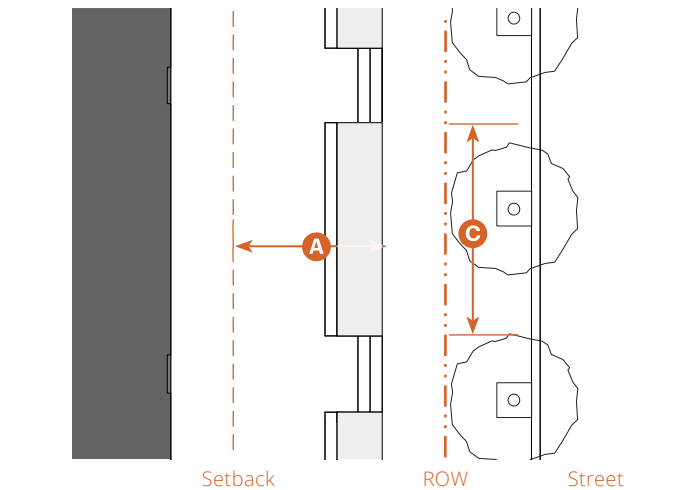
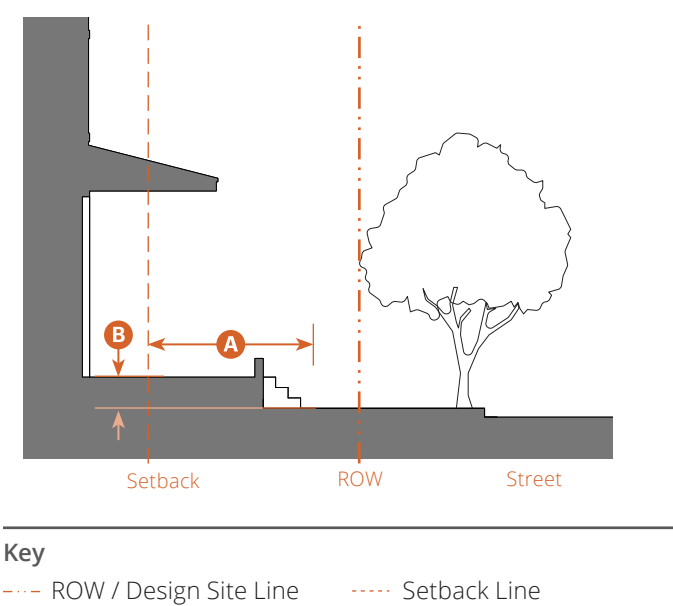


Example of a residential Terrace along a courtyard.

A. Description

The main facade is at or near the front design site line with steps leading to an elevated area providing pedestrian circulation along the facade. The type is used for retail, service or office uses or having to provide outdoor areas along the sidewalk and housing or to accommodate an existing or intended grade change.

General Note: Photos on this page are illustrative, not regulatory.



B. Size		
Depth of Terrace	8' min. residential 12' min. non-residential	A
Finish Level above Sidewalk	24" max.	B
Distance between Stairs	25' max.	C

C. Miscellaneous

These standards may be used in combination with another frontage type, such as the Shopfront Frontage Type.

May be utilized to group several entries at a common elevation in compliance with the zones' ground floor finish level standards.

Ramps are required to be integrated along the side of the building to connect with the Terrace.

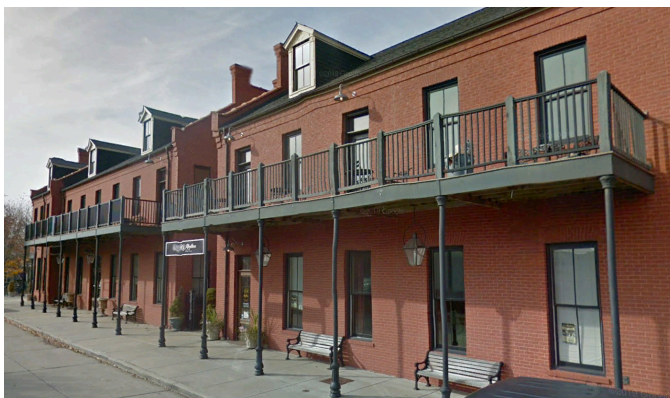
6.11 Gallery



A deep one-story Gallery providing covered outdoor dining.



Example of a Gallery with shopfronts.

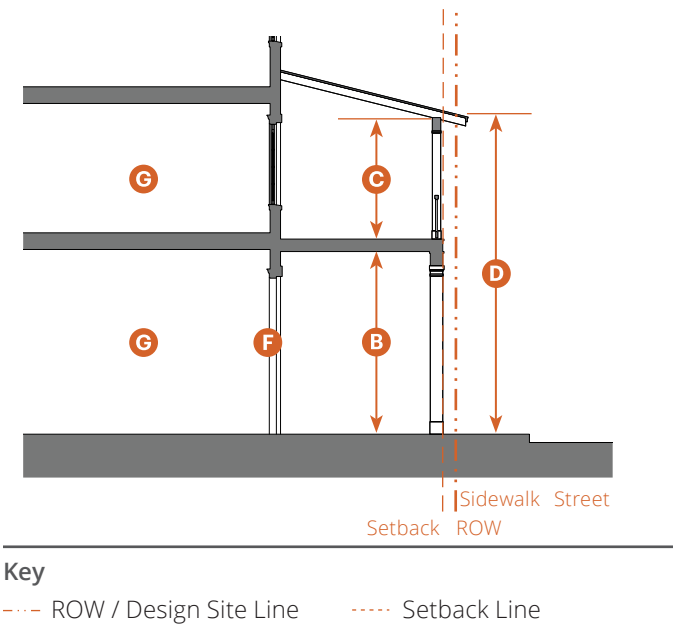


A two-story Gallery with an uncovered second story.

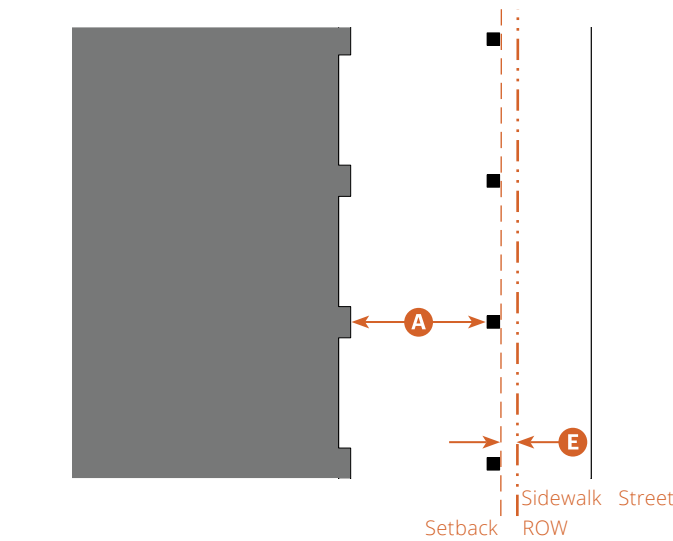
A. Description

The main facade of the building is setback from the front design site line and an at-grade covered structure, typically articulated with colonnade or arches, overlaps the sidewalk. The type may be one or two stories. When used in nonresidential settings, the Shopfront Type is included; when used in residential settings, Stoops, Dooryards, and Forecourts may be included as allowed by the zone.

General Note: Photos on this page are illustrative, not regulatory.



B. Size		
Depth, Clear	8' min.	A
Ground Floor Height, Clear	12' min.	B
Upper Floor Height, Clear	9' min.	C
Height	2 stories max.	D
Gallery Setback from Public ROW	18" min. (clear)	E



C. Miscellaneous	
Galleries shall also follow the standards for the Shopfront	F
Habitable space	G
Galleries shall have a consistent depth.	
Galleries are allowed to project over the sidewalk in the public right-of-way.	
The second story of the Gallery may be covered.	
Ramps are required to be integrated along the side of the building to connect with the Gallery.	

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Chapter 7: Large Site Standards

Sections:

7.01	Purpose
7.02	General to Walkable Community Design
7.03	Walkable Neighborhood Plan
7.04	General to Civic Space
7.05	General to Streets
7.06	Thoroughfare Standards

7.01 Purpose

This Chapter establishes standards to create walkable neighborhoods.

1. Development subject to this Chapter is required to create and reinforce walkable neighborhoods with a mix of housing, civic, retail and service uses within a compact, walkable, and transit-friendly environment.
2. Developments in compliance with this Section shall achieve the following goals:
 - A. Improve the built environment and human habitat;
 - B. Promote development patterns that support safe, effective, and multi-modal transportation options, including auto, pedestrian, bicycle, and transit;
 - C. Reduce vehicle traffic and support transit by providing for a mixture of land uses, highly interconnected block and street network, and compact community form;
 - D. Generate or reinforce neighborhoods with a variety of housing types to serve the needs of a diverse population;
 - E. Promote the health benefits of walkable environments;
 - F. Generate pedestrian-oriented and scaled neighborhoods where the automobile is accommodated but does not dominate the streetscapes;
 - G. Reinforce the unique identity of Citrus Heights and build upon the local context, climate, and history; and
 - H. Realize development based on the patterns of existing walkable neighborhoods.

7.02 General to Walkable Community Design

1. Design sites of at least two acres or at least 700 feet of street frontage on one side shall be designed per the following standards. The overall process of organizing a design site per the standards of this Section is provided in Figure 1 (Walkable Neighborhood Plan Process Overview).
 - A. **Walkable Neighborhood Plan (WNP).** Proposed development is required to include a Walkable Neighborhood Plan (WNP) in compliance with this Subsection that identifies the proposed and existing blocks, civic and open spaces, and streets within 1,500 linear feet of the proposed development.
 - B. WNPs shall include the information required in Section 7.03 (Walkable Neighborhood Plan).
2. **Streets.** Streets are to be applied to create walkable neighborhoods with redundant routes for vehicular, bicycle and pedestrian circulation.
 - A. Streets are required to meet the standards in Section 7.05 (General to Streets) or Citrus Heights Municipal Code Chapter 22.110 (Design and Improvement Standards).
 - B. The WNP shall identify the proposed street and block network.
 - C. Streets that pass from one zone to another may transition in their streetscape along the street's edges. For example, while a street within a more intense zone (e.g., T4 Main Street) with retail shops may have wide sidewalks with trees in grates, it may transition to a narrower sidewalk with a planting strip within a less intense zone (e.g., T4 Neighborhood) with lower intensity residential building types.
3. **Alleys.**
 - A. Existing alleys may be removed if street access is provided to the design sites on those blocks in compliance with the access standards of the zone.
 - B. Alleys may be added in compliance with Section 7.05 (General to Streets) or Citrus Heights Municipal Code Chapter 22.110 (Design and Improvement Standards) and in compliance with Table A (Block Size Standards).
 - C. Design sites adjoining an alley may be reduced in depth by up to 10 feet of the required depth.
4. **External Connectivity.**
 - A. The arrangement of streets shall provide for the alignment and continuation of existing or proposed streets into adjoining lands where the adjoining lands are undeveloped and intended for future development, or where the adjoining lands are undeveloped and include opportunities for such connections.
 - B. Street rights-of-way shall be extended to or along adjoining property boundaries to provide a roadway connection or street stub for development, in compliance with Table A (Block Size Standards), for each direction (north, south, east, and west) in which development abuts vacant land.
 - C. Right-of-way stubs shall be identified and include a notation that all stubs are to connect with future streets on adjoining property and be designed to transition in compliance with Section 7.05 (General to Streets) or Citrus Heights Municipal Code Chapter 22.110 (Design and Improvement Standards).
 - D. New dead-end streets and cul-de-sacs are not allowed.

Figure 7.02.1: Walkable Neighborhood Plan Process Overview



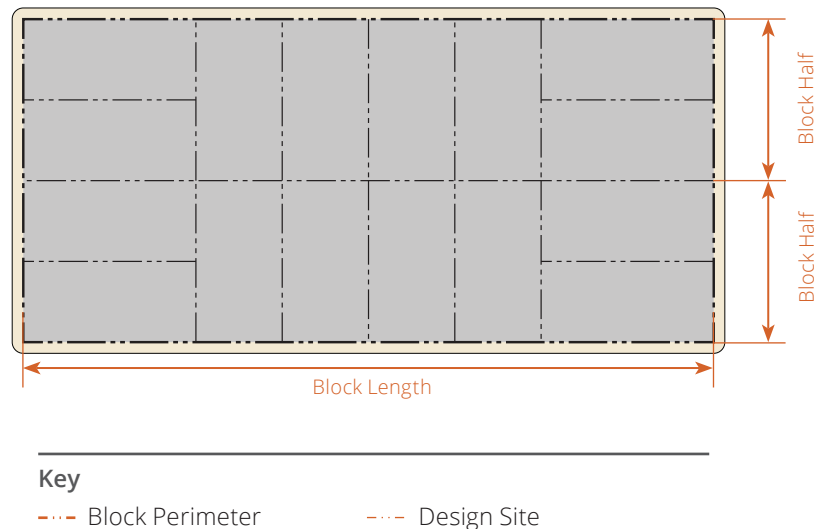
5. Block Size.

- A. Individual block lengths and the total block perimeter shall be in compliance with the standards in Table A (Block Size Standards).
- B. If a block contains multiple zones, the most intense zone is to be used to establish the standards for block size.
- C. Blocks shall be a minimum width to result in two halves of developable design sites in compliance with the design site depth standards for the allowed building types in the zone. A single half is allowed when adjoining an existing half-block.
- D. Blocks may be shaped uniquely in compliance with the standards in Table A (Block Size Standards).
- E. Blocks may exceed the maximum allowed length if a passage is included, in compliance with Subsection 7.04.10 (Passage).

Table 7.02.A: Block Size Standards				
Zone	Length (max.)	Length (max.) With Passage ¹	Perimeter Length	Perimeter Length With Passage ¹
T4N	360' max.	600' max.	1,440' max.	1,950' max.
T4MS	360' max.	500' max.	1,440' max.	1,750' max.

¹ In compliance with the standards for a Passage in Subsection 7.04.10 (Passage)

Figure 7.02.2 Block Size

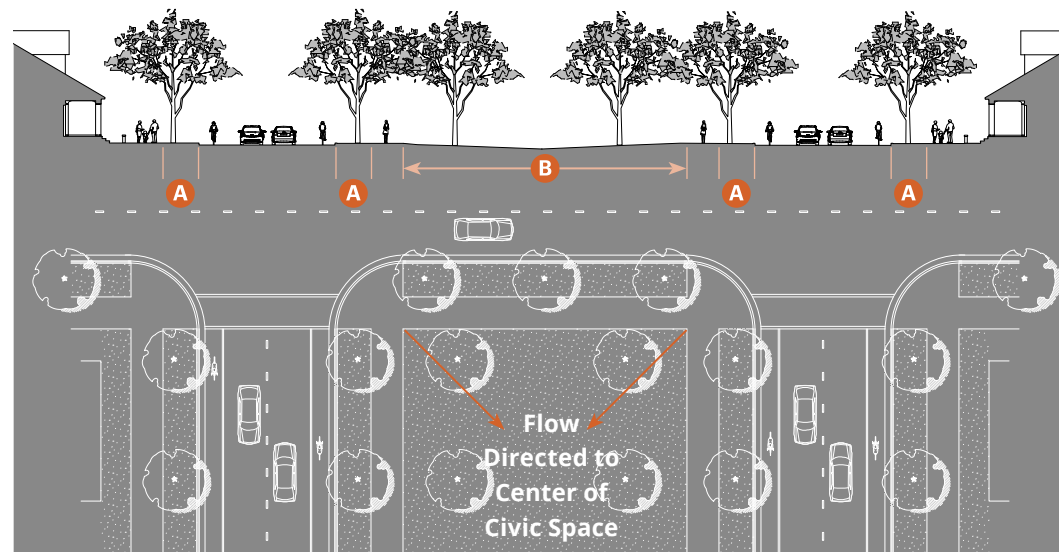


6. Stormwater Management.




A. Integrated Design.

- (1) Stormwater management is required through a system that is integral to the streetscapes and/or the civic and open space(s) in the development.
- (2) The WNP shall identify the area(s) being proposed for managing stormwater. These areas are required to be a combination of the following:
 - (a) Swale within a planted median;
 - (b) Swale within a continuous tree planter adjacent to the travel lane;
 - (c) Pond or other water body; and/or
 - (d) Areas within an allowed civic space type.
- (3) The area(s) used for stormwater management is to be designed as a visual feature for the neighborhood(s) and be accessible to the public.
- (4) The stormwater management area(s) may connect with those of adjacent development(s).

Figure 7.02.3 Stormwater Management Diagram



Key

-  Potential Area for Stormwater Management
-  Planted Swale
-  Civic Space Graded to also Accommodate Stormwater

- B. **Allocation of Zones.** The WNP shall identify and map the proposed zones on the proposed blocks and any existing blocks in the development in compliance with the regulating plan.
- C. **Organization of Zones.** Zones shall be organized and mapped in a manner that responds appropriately to the various design site conditions. When applying or amending zone boundaries, more intense zones shall be organized around a neighborhood main street, civic space/open space, transit stop, or civic building locations suitable for greater intensities.
- D. **Transition between Zones.** When making adjustments to a block(s), transitions between zones shall occur within the block or across alleys.

7.03 Walkable Neighborhood Plan

1. Walkable Neighborhood Plan (WNP) Standards.

A. **Organization.** Each WNP is required to:

- (1) Identify the zone(s), civic space(s), street and block network; and
- (2) Be in compliance with the design standards of Section 7.02 (General to Walkable Community Design).

B. **Design.** Each WNP shall be designed to suit specific topographical, environmental, design site layout, and design constraints unique to the design site.

2. Required Content.

A. **General**

- (1) Only the zones in Chapter 2 (Zones) are to be used for the WNP.
- (2) Each WNP shall include the following information:
 - (a) Design site boundaries of the proposed development;
 - (b) Existing and proposed blocks within 1,500 linear feet of the design site boundaries;
 - (c) Open space not to be developed (if any); and
 - (d) Civic space, in compliance with 7.04 (General to Civic Space).

B. **Illustrative Plan**

- (1) Identify the proposed physical character of the WNP on an Illustrative Plan showing the proposed building and frontage types on each block in plan view and the proposed trees and landscaping along streets and in civic space types.
- (2) As individual needs of a development may change over time, the building types specified in the WNP may be substituted with other building types allowed by the zone in compliance with the zone's standards.

3. Required Mix of Building Types and Frontage Types.

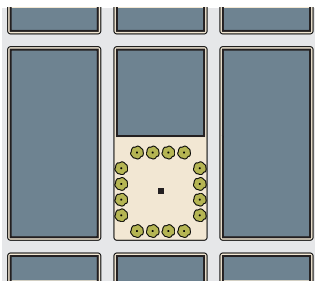
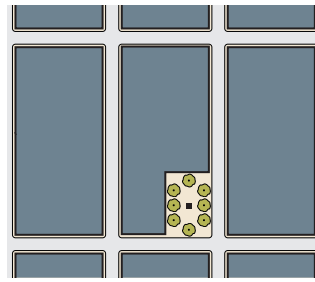
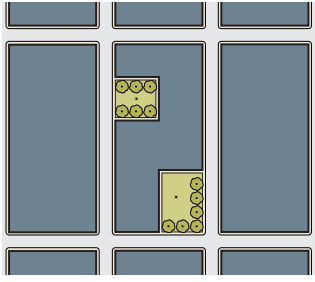
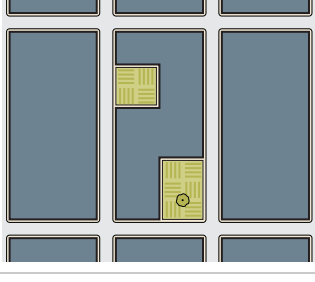
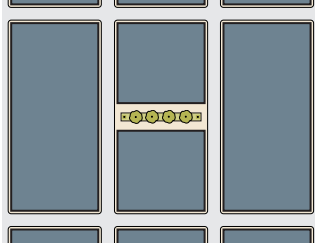
- A. Except in the T4MS zone, each WNP shall maintain a mix of at least two different building types and two different frontage types within each block, using only the types allowed in the zone(s).
- B. The WNP shall show dimensioned block depths for both halves of each block to demonstrate compliance with the minimum design site depth required for the building types in each zone.
- C. When the zone has a range of minimum design site depths for different building types, the applicant may choose to show the shortest minimum design site depth with an acknowledgement that the selected depth may not accommodate the full range of building types allowed by the zone.

4. **Final WNP.** After approval of the WNP, the WNP shall be updated to reflect all approved adjustments.

7.04 General to Civic Space

1. The WNP shall identify open spaces and civic space types in compliance with the following requirements and the standards of Table A (Civic Space Types Overview).
2. Public access and visibility is required along public parks, natural open spaces, and civic uses, including creeks and drainages and stormwater management areas and shall be fronted by:
 - A. Single-loaded frontage streets (those with development on one side and open space on the other);
 - B. Bike and pedestrian paths; or
 - C. Other methods of frontage that provide similar access and visibility to the open space allowed in the zone. Such access may be provided through public easements or other similar methods.
3. **Amount of Civic Space Required.** As required by Citrus Heights Municipal Code Chapter 22.40 (Park and Recreation Dedication and Fees), development design sites are required to set aside a minimum area of the design site as civic space. One or more civic spaces may be used to meet the required area.
4. **Building Frontage Along or Adjacent to a Civic Space.** The facades on building design sites attached to or across a street from a civic space shall be designed as a "front" on to the civic space, in compliance with Subsection E and Subsection H of the zone.
5. **Civic Space Types Overview.** This Subsection identifies the allowed civic space types and standards for improvements to existing civic spaces and for construction of new civic spaces. For each civic space type, Subsection A and Subsection C are regulatory, and Subsection B and Subsection D are non-regulatory. Allowed civic space types are identified in Table A (Civic Space Types Overview).

Table 7.04.A: Civic Space Types Overview

Civic Space Type	T4N	T4MS
	-	A
<p>Plaza (7.04.08). A community-wide focal point primarily for civic purposes and commercial activities.</p> <p>Service Area: Multiple neighborhoods</p>		
	A	A
<p>Pocket Park/Plaza (7.04.09). A small-scale space, serving the immediate neighborhood, available for informal activities in close proximity to neighborhood residences, and civic purposes, intended as intimate spaces for seating or dining.</p> <p>Service Area: Within a neighborhood</p>		
	A	-
<p>Playground (7.04.9). A small-scale space designed and equipped for the recreation of children. These spaces serve as quiet, places protected from the street and typically in locations where children do not have to cross any major streets. An open shelter, play structures, or interactive art and fountains may be included. Playgrounds may be included within all other civic space types.</p> <p>Service Area: Within a neighborhood</p>		
	A	-
<p>Community Garden (7.04.10). A small-scale space designed as a grouping of garden plots available for small-scale cultivation. Community gardens may be fenced and may include a small accessory structure for storage. Community Gardens may be included within all other civic space types except Playgrounds.</p> <p>Service Area: Within a neighborhood</p>		
	A	A
<p>Passage (7.04.11). A pedestrian pathway that extends from the public sidewalk into a civic space and/or across the block to another public sidewalk. The pathway is lined by non-residential shopfronts and/or residential ground floors and pedestrian entries as required by the zone.</p> <p>Service Area: Within a neighborhood</p>		

Key

A = Allowed

- = Not Allowed

Figure 7.04.6: Plaza**A. Description**

A community-wide focal point primarily for civic purposes and commercial activities.

B. General Character

Formal, urban

Hardscaped and planted areas in formal patterns

Spatially defined by buildings and tree-lined streets

C. Size and Location

Size 100' x 100' min.

Street required one of the Plaza's sides

Facades on design sites attached to or across a street shall "front" on to the Plaza

D. Typical Uses

Civic uses

Commercial uses in support of civic uses

Passive recreation

Accessory Uses < 1,500 gsf

Figure 7.04.7: Pocket Park/Plaza



A. Description

A small-scale space, serving the immediate neighborhood, available for informal activities in close proximity to neighborhood residences, and civic purposes, intended as intimate spaces for seating or dining.

B. General Character

- Informal or formal, with integral stormwater management capacity
- Combination of planted areas and hardscape
- Spatially defined by building frontages and adjacent street trees
- Walkways along edges or across space

C. Size and Location

- Size 50' x 100' min.
- Facades on design sites attached to or across a street shall "front" on to the Plaza

D. Typical Uses

- Civic activity
- Passive recreation, outdoor seating

Figure 7.04.8: Playground**A. Description**

A small-scale space designed and equipped for the recreation of children. These spaces serve as quiet, places protected from the street and typically in locations where children do not have to cross any major streets. An open shelter, play structures, or interactive art may be included. Playgrounds may be included within all other civic space types.

B. General Character

Play structure and/or interactive art

Shade and seating provided

May be fenced

Spatially defined by trees

C. Size and Location

Size 40' x 60' min.

D. Typical Uses

Active and passive recreation

Casual seating

Figure 7.04.9: Community Garden



A. Description

A small-scale space designed as a grouping of garden plots available for small-scale cultivation. Community gardens may be fenced and may include a small accessory structure for storage. Community Gardens may be included within all other civic space types except Playgrounds.

B. General Character

- Informal or Formal, urban
- Combination of planted areas and hardscape
- Spatially defined by building frontages and adjacent street trees
- Walkways along edges or across space

C. Size and Location

Size No minimum; within any design site as allowed by the zone

D. Typical Uses

- Food production
- Passive recreation

Figure 7.04.10: Passage**A. Description**

A pedestrian pathway that extends from the public sidewalk into a civic space and/or across the block to another public sidewalk. The pathway is lined by non-residential shopfronts and/or residential ground floors and pedestrian entries as required by the zone.

B. General Character

Formal, urban

No accessory structure(s)

Primarily hardscape with landscape accents

Spatially defined by building frontages

Trees and shrubs in containers and/or planters

C. Size and Location

Size 15' min. clear width between or through buildings

Dooryards, porches, patios, and sidewalk dining shall not encroach into the minimum required width.

D. Typical Uses

Civic and Commercial activity as allowed by the zone

Ground floor residential as allowed by the zone


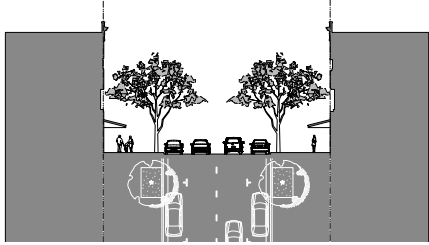
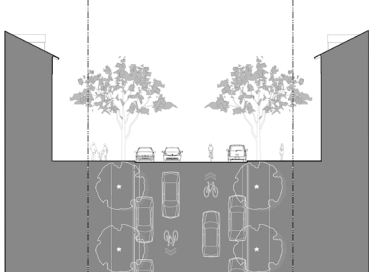
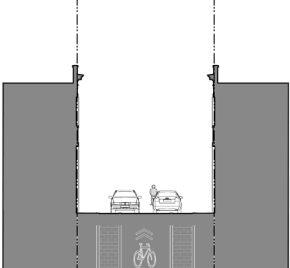
7.05 General to Streets

1. This Section provides the standards for applying new streets. This Section supplements Citrus Heights Municipal Code Chapter 22.110 (Design and Improvement Standards). Where these standards conflict with Citrus Heights' Standard Plans and Specifications, the standards of this Section prevail.
2. Each pre-approved street type in Table 7.06.A (Thoroughfare Type Overview) provides the standards for application in the zones established by this ODDS.
3. The individual standards of each type in this Section may be adjusted administratively by the General Services Director in coordination with the Community Development Director ("Directors") through the procedures identified in Section 1.05 (Permits and Procedures).

7.06 Thoroughfare Standards

1. **Purpose.** The provisions of this Section are intended to accomplish the following:
 - A. Provide a range of thoroughfare types to support the intended physical character of each zone.
 - B. Provide only thoroughfares that are multi-modal and interconnected in a network that disperses vehicular traffic with multiple routes to destinations.
2. **Complete Streets.** Each improvement to existing streets and the design of new streets is required to be reviewed by the City to ensure compliance with the following:
 - A. Multi-Modal. Each street serves all users by balancing the needs of automobiles, transit, and service vehicles with those of pedestrians and cyclists. This is done in different ways depending upon the situation and ultimately intended to provide many options for moving throughout the City.
 - B. Context Sensitive. Each street is designed to accommodate the different users while working with the existing or intended physical context of the area to enhance the appeal of adjacent real estate.
3. **Thoroughfare Types.** This Section identifies the allowed thoroughfare types consistent with the intended physical character of each zone.
 - A. The individual standards of each thoroughfare type in this Section may be adjusted administratively by the Director. In considering adjustments, the General Services Director and the Community Development Director services shall make the following findings. The proposed adjustment:
 - (1) Supports the intended physical character of the zone(s).
 - (2) Maintains multiple modes of transportation (transit, pedestrian, bicycles, automobiles).
 - (3) Maintains sidewalks at least six feet wide.
 - (4) Maintains on-street parking for a majority of each block face.
 - (5) Maintains regularly spaced street trees.

Table 7.06.A: Thoroughfare Types Overview

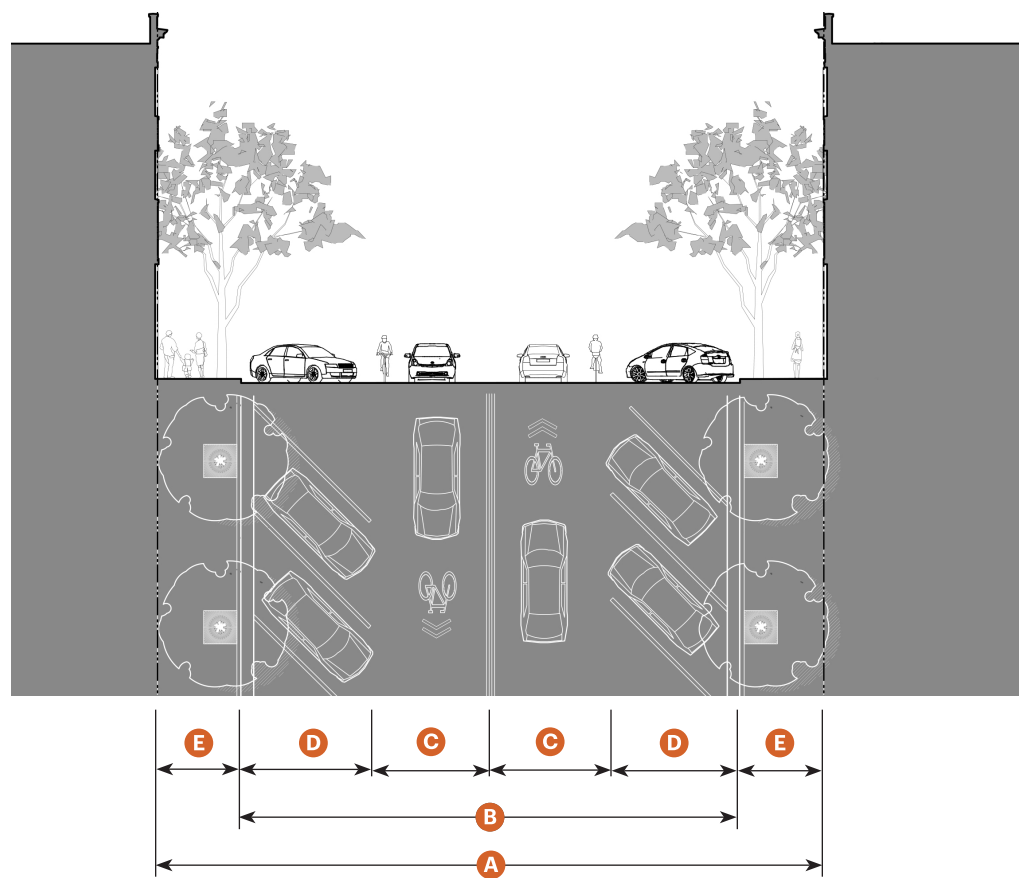
Thoroughfare Type	T4N	T4MS
	-	A
	-	A
	A	-
	A	A

Key

A = Allowed

- = Not Allowed

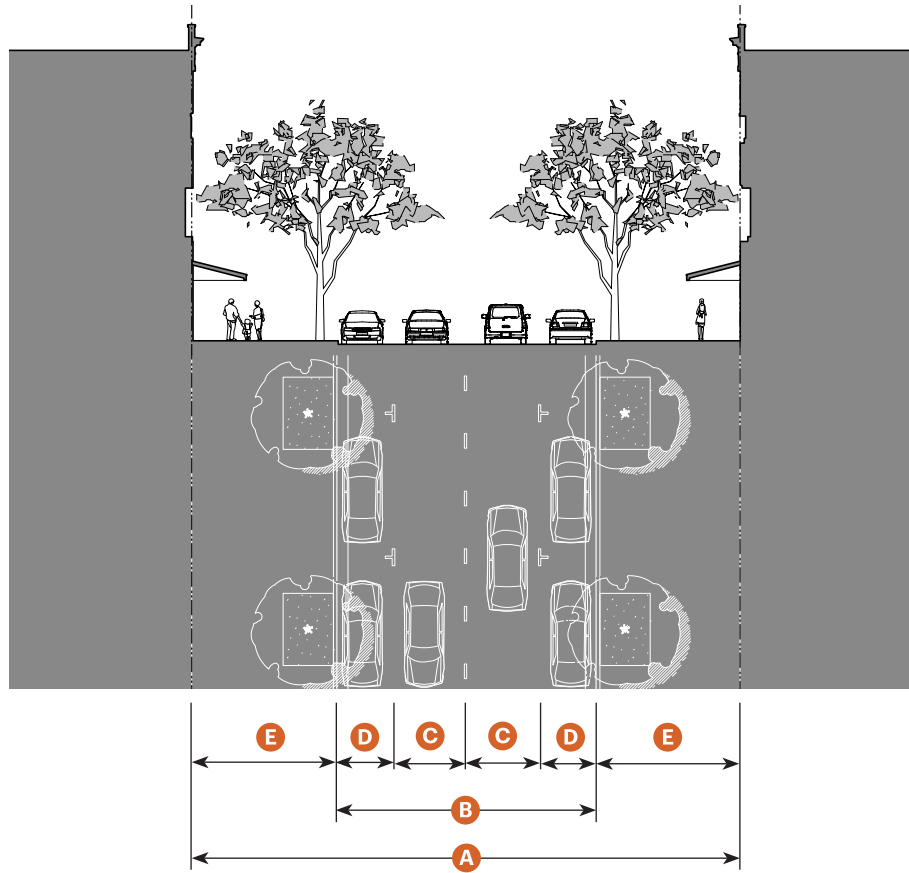
Figure 7.06.1: Main Street Diagonal Parking



A. Application	
Movement Type	Slow
Design Speed	15 mph
B. Overall Widths	
ROW Width	86' A
Pavement Width	62' B

C. Lane Assembly		
Traffic Lanes	2 @ 10'	C
Bicycle Lanes	Sharrow	
Parking Lanes	2 @ 22' angled or back-in angled parking	D
Median/Turn Pocket	None	
D. Public Frontage Assembly		
Drainage Collection Type	Curb and gutter	
Planter Type	4' x 4' tree wells w/ grates	
Landscape Type	Trees at 30' o.c. avg.	
Walkway Type	12' min. sidewalk	E
Curb Type	Flush	

Figure 7.06.2: Main Street Parallel Parking



1. Application

Movement Type Slow

2. Overall Widths

ROW Width 80' **A**

Pavement Width 36' **B**

3. Lane Assembly

Traffic Lanes 2 @ 10' **C**

Bicycle Lanes None

Parking Lanes 2 @ 8', marked **D**

Median/Turn Pocket None

4. Public Frontage Assembly

Drainage Collection Type Curb and gutter

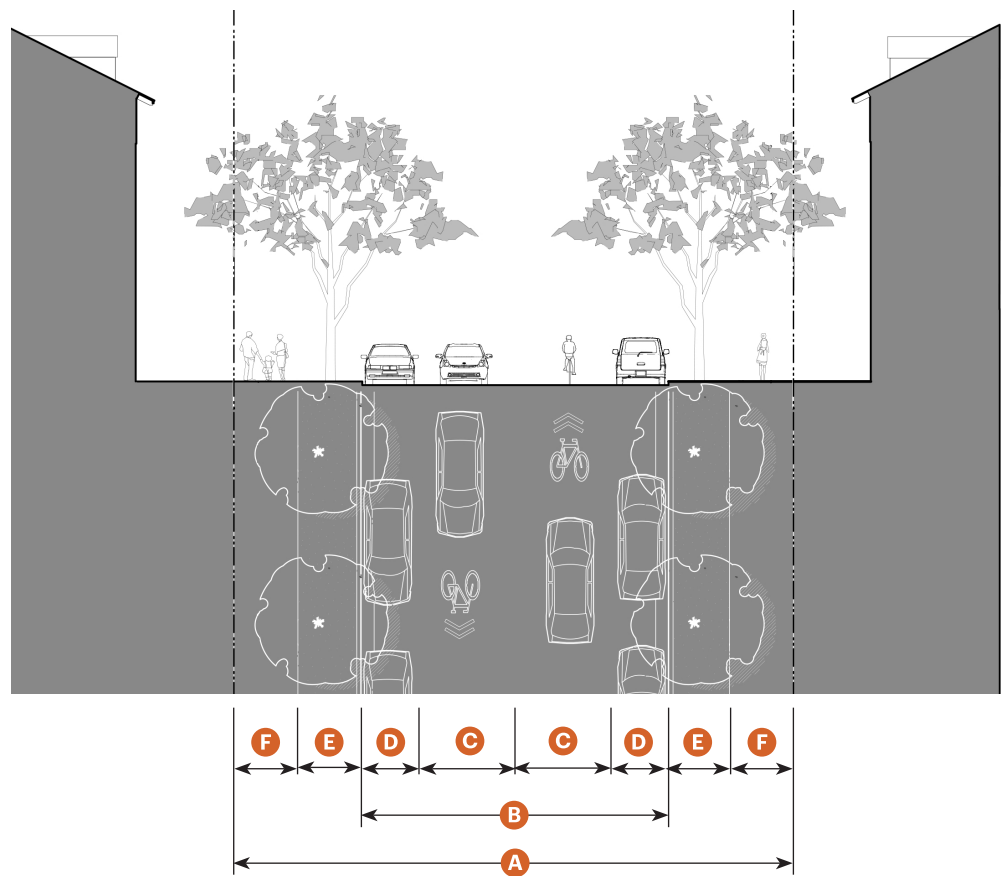
Planter Type 7' x 10' tree well

Landscape Type Trees at 30' o.c. avg.

Walkway Type 20' min. sidewalk **E**

Curb Type Raised

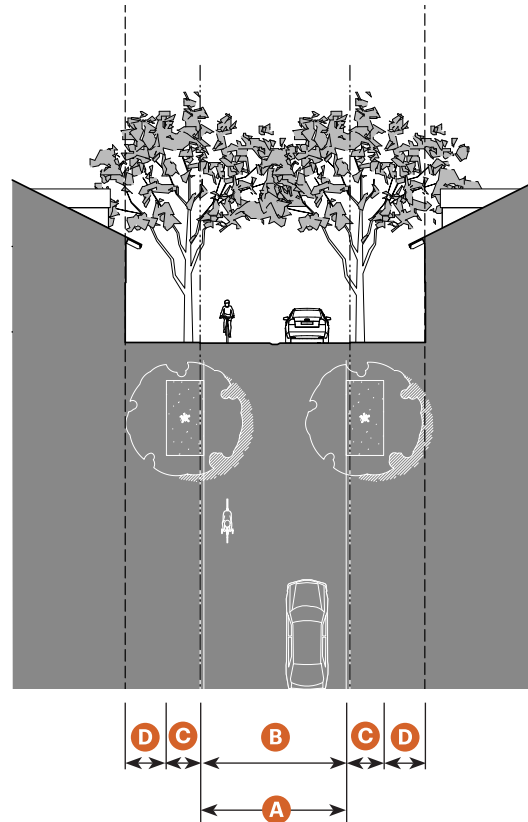
Figure 7.06.3: Neighborhood Street



A. Application		
Movement Type	Slow	
Design Speed	25 mph	
B. Overall Widths		
ROW Width	60'	A
Pavement Width	36'	B

C. Lane Assembly		
Traffic Lanes	2 @ 10'	C
Bicycle Lanes	Sharrow	
Parking Lanes	2 @ 8', marked	D
Median/Turn Pocket	None	
D. Public Frontage Assembly		
Drainage Collection Type	Curb and gutter	
Planter Type	6' min. continuous planter	E
Landscape Type	Trees at 30' o.c.	
Walkway Type	6' min. sidewalk	F
Curb Type	Raised	

Figure 7.06.4: Alley



1. Application

Movement Type Yield

2. Overall Widths

Alley Width 20' **A**

Pavement Width 20' **B**

A chamfered corner of 5' is required where two alleys connect.

Garage doors shall be setback min. 3' from ROW; max. 5'

Pedestrians share 20' section with vehicles and bicycles.

3. Lane Assembly

Traffic Lanes 1 @ 20' **B**

Bicycle Lanes None

Parking Lanes None

Median/Turn Pocket None

4. Public Frontage Assembly

Drainage Collection Type Valley gutter

Planter Type Planter min. 5' x 10' **C**
between driveways

Landscape Type Trees at 50' o.c. avg.

Walkway Type None

Curb Type Rolled or flush

Chapter 8: Definitions and Procedures

Sections:

8.01	Purpose
8.02	Definitions
8.03	Adjustments
8.04	Measurement Methods

8.01 Purpose

This Chapter provides definitions for specialized terms and phrases used in this ODDS. All other applicable definitions in Citrus Heights Municipal Code Chapter 106.80 (Definitions) apply.

This Chapter also provides procedural standards for administrative adjustments to the standards of this ODDS.

This Chapter also includes information regarding the methods and measurements for Facade Zone and Highest Top Plate. For other measurement methods, refer to Citrus Heights Municipal Code Chapter 106 (Zoning).

8.02 Definitions

A. Definitions

Alley. A public or private way to be used primarily for vehicular access to the back or side of a design site of real property that otherwise abuts a street.

B. Definitions

Block. An area of land separated from other areas by adjacent streets, railroads, rights-of-way, public areas or the subdivision boundary.

Block Length. The horizontal distance from the right-of-way on one end of the block to right-of-way on the other end along the same street.

Block Perimeter. The aggregate of all sides of a block bounded by the abutting rights-of-way.

Building Entrance. A point of pedestrian ingress and egress to the front of a building along the sidewalk of the street immediately adjacent to the building.

Building Form. The overall shape and dimensions of a building.

Building Type. A structure defined by its combination of configuration, disposition and function.

Build-to Line (BTL). A line parallel to a design site line or right-of-way where a building facade shall be placed.

C. Definitions

Civic Space. An outdoor area dedicated for public gathering and civic activities. See Table 7.04.A (Civic Space Types Overview).

Common Open Space. An entry court, forecourt, courtyard or other on-site open space shared by multiple residential units or non-residential units.

Corner Element. A physical distinction in a building at the corner of two streets or a street and public space. The physical distinction is from the ground floor through the top of the facade.

Courtyard. An unroofed area that is completely or partially enclosed by walls or buildings on at least two sides and often shared by multiple residential units or non-residential suites.

Courtyard Building. See Section 4.07 (Courtyard Building).

D. Definitions

Depth, Ground-Floor Space. The distance from the street-facing facade to the rear interior wall of the ground-floor space available to an allowed use.

Design Site. A portion of land separate from others and delineated or described as a single integral unit on a subdivision map or by other map approved under the Act.

Design Site, Width and Depth. Design site width is the shorter average horizontal dimension, generally perpendicular to the longer average horizontal dimension, which is the depth.

Dooryard. See Section 6.06 (Dooryard).

Duplex Stacked. See Section 4.04 (Duplex Stacked).

E. Definitions

Entry. An opening, including but not limited to a door, passage, or gate, that allows access to a building.

F. Definitions

Facade. The exterior wall of a building adjacent to a street, the front or side along a private street, or civic space. See "Building Facade".

Facade Zone. The area between the minimum and maximum setback lines along the front of a design site and along the side street of a corner design site where the building facade is required to be placed. The zone standards identify the minimum amount of facade to be placed in the facade zone. See Subsection 8.03.1 (Building within Facade Zone)

Footprint. The outline of the area of ground covered by the foundations of a building or structure.

Forecourt. See Section 6.08 (Forecourt).

Fourplex. See Section 4.05 (Triplex/Fourplex).

Frontage. A strip or extent of land abutting a thoroughfare, civic space or other public right-of-way.

1. **Frontage, Private.** The area between the building facade and the shared design site line between the public right-of-way and the design site.
2. **Frontage, Public.** The area between the curb of the vehicular lanes and the edge of the right-of-way.

Frontage Type. Physical element(s) configured to connect the building facade to the back of the sidewalk abutting a street or public open space.

G. Definitions

Gallery. See Section 6.11 (Gallery).

General Plan. Citrus Heights General Plan, including all its elements and all amendments, as adopted by the City Council and referred to in ODDS as the "General Plan."

Ground Floor Ceiling Height. Height from finished floor to finished ceiling of primary rooms on the ground floor, not including secondary rooms including but not limited to bathrooms, closets, utility rooms and storage spaces.

H. Definitions

Height. See Subsection 8.03.2 (Measuring Highest Eave/Top of Parapet)

I. Definitions

No specialized terms beginning with the letter Y are defined at this time.

J. Definitions

No specialized terms beginning with the letter Y are defined at this time.

K. Definitions

No specialized terms beginning with the letter Y are defined at this time.

L. Definitions

Live/Work. A unit that combines and accommodate both residential and the place of business for the resident(s) of the unit. Typically characterized with having the "work" function at the ground level and the "live" function on upper levels.

M. Definitions

Main Body. The primary massing of a primary building.

Main Facade. The front façade of a building.

Massing. The overall shape or arrangement of the bulk or volume of a building and structures.

Mixed-Use. Multiple functions within the same building or the same general area through superimposition or within the same area through adjacency.

Multiplex. See Section 4.06 (Multiplex).

N. Definitions

No specialized terms beginning with the letter Y are defined at this time.

O. Definitions

Open Space. See "Civic Space."

Open Sub-Zone. A sub-zone within a zone that allows for a greater range of land uses without relaxing the zone's building form standards.

P. Definitions

Passive Recreation. See "Recreation, Passive."

Porch. A covered shelter projecting in front of the entrance of a building.

1. **Porch, Engaged.** See Section 6.04 (Porch Engaged).
2. **Porch, Projecting.** See Section 6.05 (Porch Projecting).

Private Open Space. The area required for each unit provided as outdoor yard areas, patios, decks, and balconies, but excluding stairs, entrance decks, and/or landings. Does not include required setbacks.

Q. Definitions

No specialized terms beginning with the letter Y are defined at this time.

R. Definitions

Recessed Entry. An entrance to a building that is set back from the facade of the building.

Recreation, Active. Recreational pursuits usually performed with others and often requiring equipment which required physical alteration to the area in which they are performed. Such areas are intensively used, and include but are not limited to playgrounds, sport courts, baseball/softball and other field sports, and swimming pools.

Recreation, Passive. Recreational pursuits involving existing natural resources which can be carried out with little alteration or disruption to the area in which they are performed. This includes, but is not limited to, such activities as walking, hiking, bicycling, bird and animal watching, and picnicking.

Regulating Plan. A map that identifies the zoning and standards to be applied to specific locations.

S. Definitions

Shopfront. See Section 6.09 (Shopfront).

Stacked Flats. See Section 4.10 (Stacked Flats).

Stoop. See Section 6.07 (Stoop).

Street, Front. Street located along the front design site line of a parcel.

Street, Side. Street located along a design site line of a parcel that is not along the front design site line.

Street Frontage. The lineal length of that portion of a design site abutting a street.

T. Definitions

Terrace. See Section 6.10 (Terrace).

Thoroughfares. A way for use by vehicular, pedestrian, and bicycle traffic that provides access to design sites and open spaces, and that incorporates vehicular lanes and public frontages.

Townhouse. See Section 4.08 (Townhouse).

Transect. A cross-section of the environment showing a range of different habitats. The Natural-to-Urban Transect of the human environment is divided into multiple transect zones that describe the physical form and character of a place according to the intensity of its land use and urbanism.

Transect Zone. One of several areas on the regulating plan.

Triplex. See Section 4.05 (Triplex/Fourplex).

U. Definitions

Usable Open Space. Common or private open space, excluding the following:

1. Required front setbacks;
2. Areas devoted to parking, driveways, and maneuvering areas;
3. Open space at grade less than 10 feet in its minimum dimension; and
4. Patios, balconies, or decks less than 7 feet in their minimum dimension.

V. Definitions

Walkable Neighborhood Plan (WNP). A development plan for creating and reinforcing Walkable Urban environments with a mix of housing, civic, retail and service choices within a compact, walkable, and transit-ready environment. See Section 7.02 (General to Walkable Community Design).

Walkable/ Walkability. The condition when an area is highly interconnected to other areas and appeals to pedestrians for recreational walking or for walking to work, transit, errands, shopping, or restaurants.

W. Definitions

No specialized terms beginning with the letter Y are defined at this time.

X. Definitions

No specialized terms beginning with the letter Y are defined at this time.

Y. Definitions

No specialized terms beginning with the letter Y are defined at this time.

Z. Definitions

No specialized terms beginning with the letter Y are defined at this time.

8.03 Adjustments

In some situations, new information may be provided as part of a proposal that is consistent with the policy direction in the Boulevard Plan but which requires a minor adjustment to the Auburn Boulevard Objective Design and Development Standards (ODDS). Adjustments are administrative, dimensional waivers that provide a degree of flexibility in implementing the ODDS without requiring outright amendments, and provide measured relief in situations where development standards deny the applicant privileges enjoyed by other properties located nearby and in an identical Transect Zone. Conditions are applied to ensure that the Adjustment shall not constitute an approval of special privilege(s) inconsistent with the limitations upon other property in the vicinity and Transect Zone in which the subject property is located.

- 1. **Applicability.** Adjustments are considered for only those items specified in Table 8.03.A (Adjustment Application Standards), and only after making the findings listed below.
- 2. **Review Authority, Conditions of Approval, and Appeal.**
 - A. The Director shall approve or deny requests for Adjustments and may impose conditions of approval deemed reasonable and necessary to preserve the public convenience, health, interest, safety, or welfare, and necessary to make the findings listed below. The Director may approve Adjustments, or may defer action and refer the application to the Planning Commission for review and final decision, in compliance with this Chapter and State law.
 - B. The Director’s decision is appealable to the Commission. The Commission’s decision is appealable to the Council.
- 3. **Findings.** The Review Authority may approve an Adjustment application only after making all of the following findings:
 - A. An existing historic feature, tree, and/or utility infrastructure prevents compliance with the standard.
 - B. A site can be developed consistent with the intent of the zone as described in Subsection A of the zone.
- 4. **Precedents.** Each application shall be reviewed on an individual case-by-case basis and the approval of a prior Adjustment is not admissible evidence for the approval of a new Adjustment.

Table 8.03.A Adjustment Application Standards		
Type of Adjustment	Definition of Adjustment	Allowed Maximum Adjustment
Building Height	A deviation in the height calculation for main buildings, ground floor finish level, and ceiling height (feet and inches).	10 percent
Building Footprint	A deviation in the minimum required depth of ground floor space for residential and retail/service, building width, or other footprint-related standard where applicable (feet and inches).	20 percent
Building Placement	A deviation from the required build-to-lines and setbacks (e.g., front, side, street-side, and rear) for structures (feet and inches).	20 percent

8.04 Measurement Methods

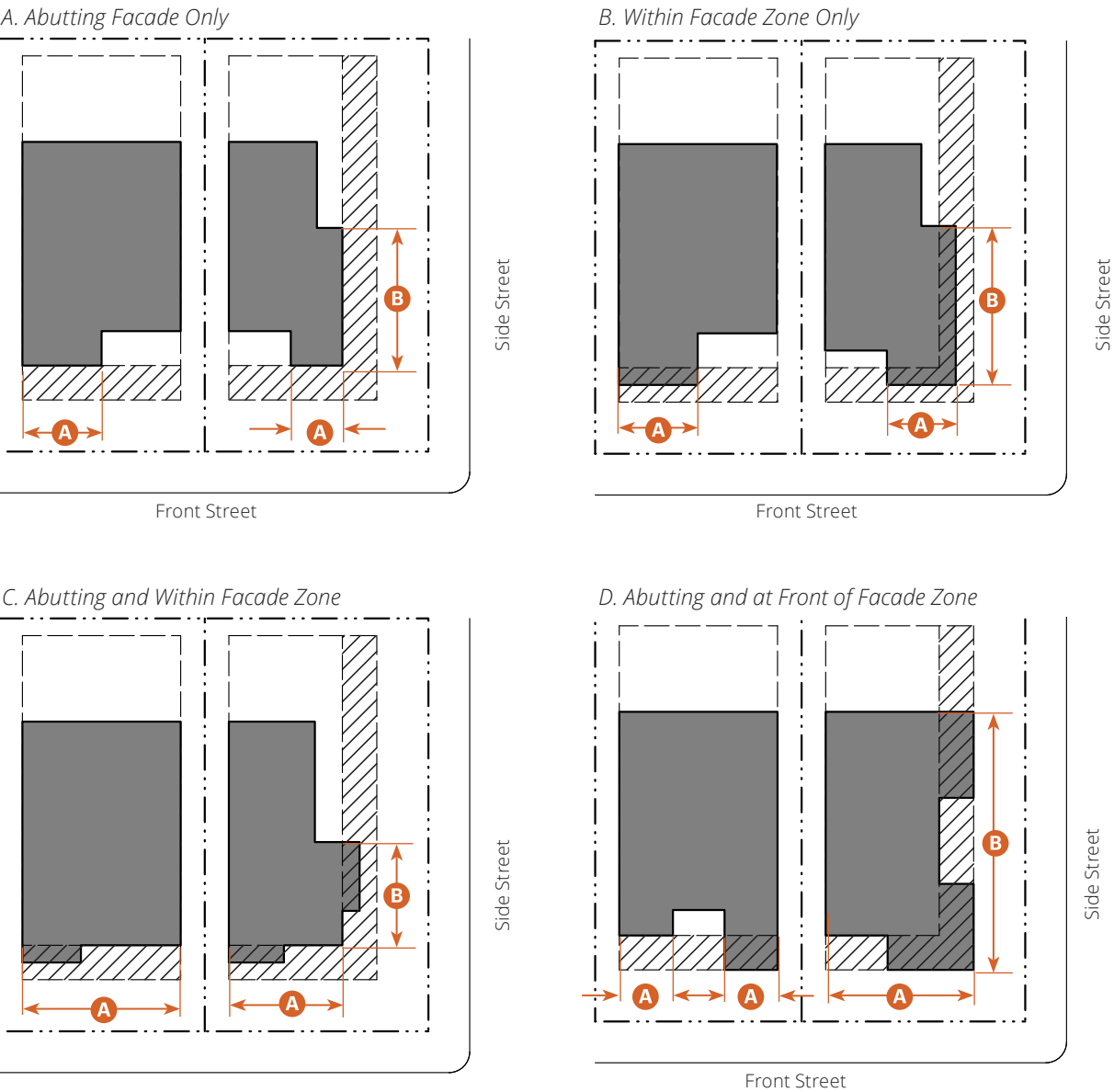
1. Building within Facade Zone





- A. **Applicability.** The facade zone standards apply to new buildings and additions along the front and side street of a design site.
- B. **Methodology.** The required amount is expressed in the zone standards as a percentage. This percentage is calculated as follows for the front of the design site:
 - (1) Identify width of design site and apply required front and side building setbacks.
 - (2) Subtract the horizontal length of the side setbacks from the total width of the design site.
 - (3) Apply the required minimum percentage in the zone standards to identify the specific amount required and convert to feet.
 - (4) The result is the minimum length, in feet, of building facade that must be placed in the facade zone.
 - (5) See Figure 1 (Applying the Required Amount to the Facade Zone) for examples.

2. Measuring Highest Eave/Top of Parapet

- A. **Height, Overall.** The vertical distance between adjacent finished grade and the highest part of the structure directly above. See Figures 2 (Top of Parapet and Flat Roof) and 4 (Highest Eave for Pitched Roof).
- B. **Height, Top of Parapet.** The vertical distance between adjacent finished grade and the top of the parapet of the primary building. See Figure 2 (Top of Parapet and Flat Roof).
- C. **Height, Highest Eave.** The vertical distance between adjacent finished grade and the highest eave of the primary building. See Figure 4 (Highest Eave for Pitched Roof).
- D. **Highest Eave Measurement.** The measurement is to bottom of the eave assembly.
- E. **Eave.** The edge of the roof that overhangs the face of the adjoining wall. The bottom of the eave can range from exposed rafters to a finished horizontal surface.

Figure 8.04.1: Applying the Required Amount to the Facade Zone



		Front Street	Side Street
	Facade Zone	50% min. ¹	50% min. ¹
	Buildable Area		

¹ This is an example. See Subsection E (Building Placement) of the zone for the standard.

Figure 8.04.2: Top of Parapet and Flat Roof

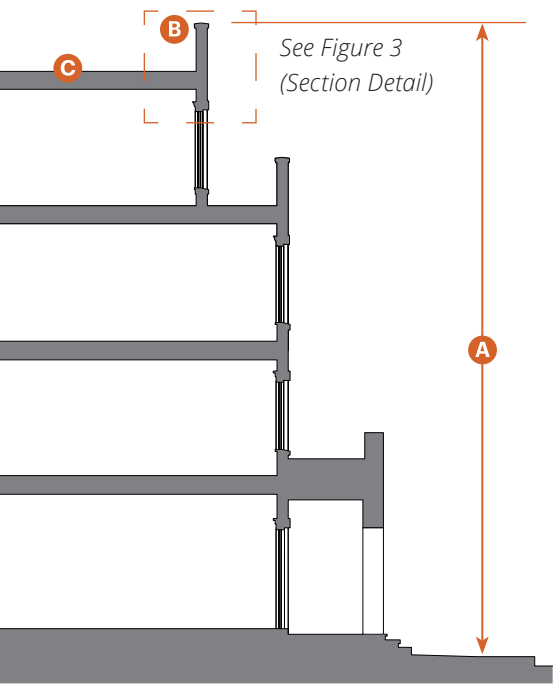


Figure 8.04.3: Section Detail of Top of Parapet and Flat Roof

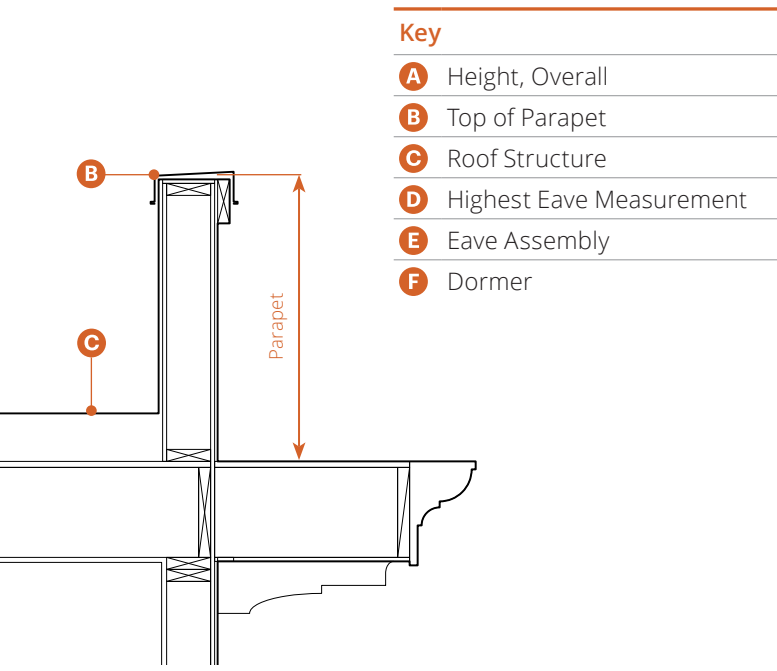


Figure 8.04.4: Highest Eave for Pitched Roof

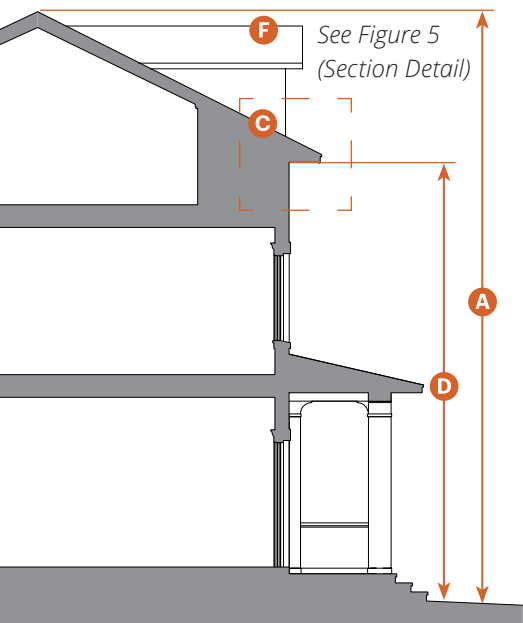
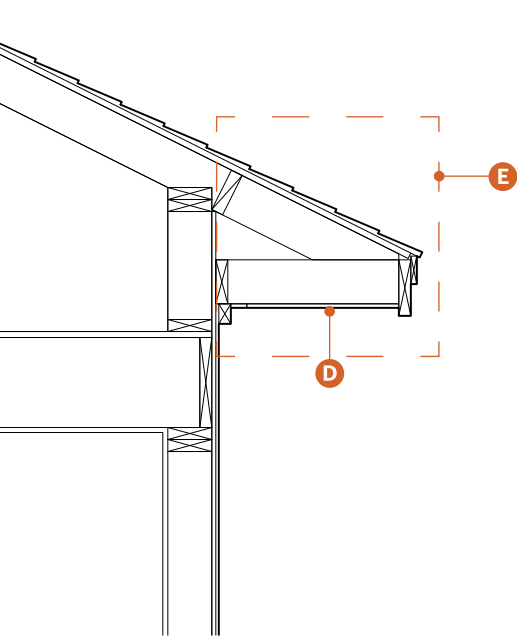


Figure 8.04.5: Section Detail of Highest Eave for Pitched Roof



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