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AGENDA
OXNARD CITY COUNCIL
HOUSING AND ECONOMIC DEVELOPMENT COMMITTEE
Council Chambers, 305 West Third Street
January 22, 2019
Regular Meeting - 4:30 to 5:45 PM

A. ROLL CALL / POSTING OF AGENDA

B. PUBLIC COMMENTS ON ITEMS NOT ON THE AGENDA

At this time, the legislative body will consider public comments for a maximum of fifteen minutes. A person may address the legislative body only on matters not appearing on the agenda and within the subject matter jurisdiction of the legislative body. Speaker cards will not be accepted after the beginning of the general public comment period. Based on the number of speaker cards submitted, the presiding officer may impose time limits per speaker. Typically, speakers are limited to two minutes, but shorter time may be established as deemed necessary. A person not able to address the legislative body at this time because the fifteen minutes expires may do so just prior to adjournment of the meeting. The legislative body cannot enter into a detailed discussion or take action on any items presented during public comments at this time. Such items may only be referred to the City Manager for administrative action or scheduled on a subsequent agenda for discussion.

C. REPORTS

Development Services Department

1. SUBJECT: Downtown Code and Design Guidelines - Planning & Zoning Permit Nos. 18-620-01 (General Plan Amendment), 18-580-01 (Zone Text Amendment) and 18-570-02 (Zone Change). (10/10/10)

RECOMMENDATION: That the Housing and Economic Development Committee receive a presentation and provide comments to Staff regarding the Downtown Code and Design Guidelines.

Contact: Ashley Golden

Phone: (805) 385-7882

D. ITEMS FOR FUTURE AGENDAS

E. ADJOURNMENT

In compliance with the Americans with Disabilities Act, if you require special assistance to participate in a meeting, please contact the City Clerk's Office at 385-7803. Notice at least 72 hours prior to the meeting will enable the City to reasonably arrange for your accessibility to the meeting.

Agenda Item time estimates: (Staff Presentation / Committee Discussion / Public Comment)



**HOUSING AND ECONOMIC
DEVELOPMENT COMMITTEE**

AGENDA REPORT

TYPE OF ITEM: Report

AGENDA ITEM NO.: _____

DATE: January 22, 2019

TO: Housing and Economic Development Committee

FROM: Doug Spondello, Principal Planner
doug.spondello@oxnard.org, (805) 385-3919

SUBJECT: Downtown Code and Design Guidelines - Planning & Zoning Permit Nos. 18-620-01 (General Plan Amendment), 18-580-01 (Zone Text Amendment) and 18-570-02 (Zone Change). (10/10/10)

RECOMMENDATION

That the Housing and Economic Development Committee receive a presentation and provide comments to Staff regarding the Downtown Code and Design Guidelines.

BACKGROUND

In January of 2016, the Congress for New Urbanism (“CNU”) was commissioned by the City to revisit and integrate earlier downtown planning and policy documents into an overarching “vision” for downtown. This process included extensive study by industry professionals as well as a public five-day design charrette. The purpose of the design charrette was to help articulate an overarching vision for downtown and to provide guidance for allocating a portion of the Downtown Improvement Settlement Funds. The results are expressed in the “Downtown Vision Plan (“DVP”), which was presented to City Council on October 18, 2016.

Following the DVP, on December 19, 2016, City Staff presented the “Three-Year Implementation Plan.” There are three main components to the Implementation Plan: (i) Regulatory Retooling (Land Use and Design Review, Parking Management), (ii) Public Reinvestment (Capital Improvements, Business Inducement Programs, Arts Hub, and Property Disposition), and (iii) Program Administration (Project Management, Regulatory Documents, Tourism, Public Infrastructure, Stakeholder Involvement, Special Events, City Council Follow-up, and Homelessness Strategies). The Regulatory Retooling and Public Reinvestment components of the Implementation Plan present a phased implementation strategy, whereas Program Administration is ongoing.

At the January 31, 2017 City Council meeting, Staff presented a total of 14 projects, collectively known as “Downtown Capital Improvement Projects” for consideration and prioritization by Council. These included:

1. Downtown Trash Enclosures
2. Downtown Lighting
3. Façade Improvements
4. Public Restrooms
5. Downtown Tree Trimming – Oxnard Boulevard
6. Downtown Land Use Policies and Design Guidelines
7. Revolving Loan Program
8. Parking Management Plan
9. Arts Hub
10. “A” Street Enhanced Landscaping
11. “A” Street Improvements
12. Project Manager
13. Tourism
14. Land Use Policies

The Development Services Department is responsible for implementation of three of the Downtown Capital Improvement Projects: the Downtown Design Guidelines, Land Use Policies, and Parking Management Plan. On April 4, 2017, the City Council voted to fund these projects and authorized Staff to proceed. A description of each project is provided below.

Downtown Land Use Policies and Design Guidelines:

Downtown Land Use Policies and Design Guidelines refer to the long-term planning initiatives that include updating and aligning the 2030 General Plan with the Zoning Ordinance as well as other previously adopted plans related to downtown. This project also provides for the creation of architectural development standards and regulations for the Central Business District, which are based on the general principles of the Downtown Vision Plan. This project also incorporates a permit streamlining program, including standards for parklet and outdoor dining. This project is now referred to as the Downtown Code.

Parking Management Plan:

On December 1, 2009, and with Resolution No. 13,751, the City Council adopted the *Downtown Oxnard Mobility and Parking Management Plan Final Report* (the “DOMPMP”). The Report, prepared by Nelson-Nygaard Consulting, was the result of a multi-year effort including public outreach with local property and business owners, the Downtown Management District, Downtown Improvement Task Force and public at-large. The Plan provides eight basic recommendations intended to both manage downtown transportation and stimulate economic activity including:

1. Pursue a “Park Once” Strategy
2. Reduce Minimum Parking Requirements and Institute an In-Lieu Fee
3. Install Parking Meters Where Necessary
4. Invest Meter Revenues in Priority Programs Downtown
5. Provide Universal Transit Passes
6. Require Parking Cash Out
7. Create a Residential Benefit Parking District

8. Construct New Parking Structure When Needed

Though the DOMPMP was approved, implementation of the eight recommendations was to be phased and required zoning code updates and further analysis and recommendations to establish a parking in-lieu fee. The Downtown Vision Plan (Section 2.8, Parking Strategy), recognized and recommended implementation of the DOMPMP to support “economic development in downtown Oxnard through parking management, the Plan simultaneously addresses several concerns raised by community stakeholders.” Currently, the code applies parking rates specific to each use City-wide, without regard for the unique walkability and context or transportation infrastructure of downtown. Implementing Recommendation No. 2 of the DOMPMP will provide parking standards specific to the unique setting and context of downtown Oxnard and will generate a great degree of development interest from projects which may have been previously infeasible due to the suburban-oriented parking requirements of the existing City Code.

Staff retained the assistance of Sargent Town Planning, Stantec Consulting, and Harris & Associates for the preparation of the Downtown Code, reduced parking rate, and creation of a parking in-lieu fee. Sargent Town Planning prepared the updated, form-based Downtown Code. Stantec Consulting conducted a comprehensive study of public and private parking within the downtown to assess peak demand and capacity. This study provides the technical justification for the reduced parking rates being proposed. Harris & Associates are currently analyzing the parking data and new Downtown Code in order to establish an in-lieu fee for the use of public parking lots for new development. Though the development of each of these components has been unique, they are all part of the Downtown Code and will be implemented by the Code.

The current draft of the Downtown Code and Design Guidelines was published for public review on December 7, 2018 at: www.oxnard.org/Downtown. Staff distributed a link to the public draft directly to numerous stakeholders via e-mail and has presented an overview of the Downtown Code to the groups and committees outlined below:

1. Oxnard Chamber of Commerce (December 10th)
2. Downtown Design Review Committee (December 13th)
3. Community Workshop (December 17th)
4. Downtown Improvement Task Force (December 20th)
5. Oxnard Community Planning Group (January 10th)

Based on the preliminary feedback received, Staff expects modest updates to the draft prior to proceeding to Planning Commission and City Council in the coming months.

ANALYSIS

The proposed Downtown Code is a ground-up replacement of the existing code. Prior to drafting the Code, Staff directed the review of all previous specific plans and studies related to the downtown that had been prepared over the past 25 years. This exercise captured each recommendation provided by these plans/studies, evaluated their merit, and identified how they could be consolidated into the new code for implementation. Staff also conducted stakeholder

meetings with developers, property owners, and community groups to secure input on the concept plan. The review of previous plans (including the Vision Plan) and public input established the principles upon which the new code was developed. The analysis below provides a general overview of the proposed Downtown Code, including highlights of the major changes from our existing Code and innovative new concepts being introduced.

The Downtown Code is a two-part document:

The Downtown Code is comprised of two parts: 1) Zones and Standards and 2) Architectural Guidelines. Part One: Zones and Standards, establishes *requirements* including the zoning designations within the downtown area, permitted and conditionally permitted land uses, development standards, and permit processing. Part Two: Architectural Guidelines, provides direction and *recommendations* regarding building architectural styles, design elements, and form. These two elements work together. As an example, the Zones and Standards require a building to be designed with a distinct architectural style and establishes criteria for certain design elements of the building. The Architectural Guidelines provides design details for specific architectural styles including defining characteristics and design elements to avoid.

The Downtown Code establishes detailed requirements for the form and design characteristics of new development:

Part Two of the Downtown Code, Architectural Guidelines, details a variety of architectural styles with an emphasis on quality architecture. Styles profiled in the guidelines include main street, spanish revival, victorian, craftsman, contemporary/modern, and art deco. These guidelines are included to clearly communicate our design intent to potential developers. The guidelines utilize graphics and photos as a supplement to text to provide direction for building massing, doors, windows, and a variety of other building elements.

The existing Central Business District zoning will be replaced by three unique zones and an expanded boundary:

Currently, downtown is comprised of a single zone, the Central Business District (CBD). The existing Code prescribes the same design standards to projects within the urban core as those in less-urban areas, near the Henry T. Oxnard Historic District. The proposed Code features three zones, each designed with unique characteristics to facilitate the transition from suburban areas on the edge of downtown into the urban core. These proposed zones are the Downtown Core (DT-C), Downtown General (DT-G), and Downtown Edge (DT-E). A summary of each zone is provided below:

Downtown Edge (DT-E): The DT-E zone is the least urban and provides a transition between adjacent single-family residential communities and the downtown. Design guidelines emphasize house-form architecture for primarily residential uses, with very limited commercial uses available within the “open” subzone. Development will feature frontages oriented to pedestrians and a maximum height of 35 feet, which may be increased to 44 feet is available with a special use permit.

Downtown General (DT-G): The DT-G zone is characterized by a mix of block-form and house-form buildings with a maximum height of 85 feet, which may be increased to 106 feet

with a development agreement when a community benefit is provided. Buildings are located closer to the property line and required to provide a minimum 12-foot high ground floor. DT-G allows for both commercial or mixed use development.

Downtown Core (DT-C): The DT-C zone is intended to serve as the urban center of the Downtown, with the most intense development. The DT-C will be developed with block-form buildings, placed along the property lines. The maximum height is 120 feet, which may be increased to 150 feet with a development agreement when a community benefit is provided. Given the proximity to Oxnard Airport, building height beyond 120 feet is also subject to input by the Federal Aviation Administration, and related local agencies. The DT-C will feature expansive ground floors a minimum of 16 feet tall for commercial or mixed use development.

The boundary of the existing Central Business District is proposed to be expanded to the north and west with the Downtown Code, largely in order to accommodate the new DT-E transition zone. The additional area was also recommended by the Downtown Vision Plan. A map depicting the existing and proposed downtown zones is included below.



Figure 1: Proposed Downtown Zoning District Regulating Plan with boundary of existing Central Business District (CBD) Zone outlined in green.

The Code is been designed for ease-of-use:

The Downtown Code incorporates photos, charts, renderings, and other graphics to describe the regulations and form-based design criteria. Land use tables and zoning standards are easy to navigate. Building setbacks, massing requirements, height limitations, and frontage requirements are clearly communicated in both text and graphics. The Code also provides a quick-reference section for each zoning designation that references all associated standards related to uses, new development, and parking, and other topics.

Off-street parking requirements for commercial and residential uses have been reduced to reflect actual demand and public parking may be purchased for use by new developments via an “in-lieu” fee:

Currently, off-street parking is required for projects within the downtown at the same rates that apply to other areas of the City. These requirements do not reflect the urban environment downtown or the availability of public parking within the area. Furthermore, the parking required is based on the individual use (i.e. retail versus restaurant) and this specificity limits options for redevelopment.

Pursuant to Recommendation One of the DOMPMP, Staff directed a comprehensive parking study of public and private on and off-street parking with the downtown. The intent is to adjust the parking requirements to suit the actual/observed demand and also determine a blended rate for all commercial uses. Additionally, an option is provided for projects to secure parking in public lots “in-lieu” or providing on site via payment of a fee. This proposed in-lieu fee would provide for maintenance and improvement of the public parking inventory, as well as construction of an additional parking structure when warranted. Staff is currently finalizing the initial recommendation for the fee amount and expects this will be integrated into the Project prior to the City Council hearing. Based on the findings of the study regarding peak demand and the availability of parking, the following off-street parking rates and options for in-lieu payment has been proposed within the Downtown Code:

Table 1: Summary of Proposed Off-Street Parking and Application of In-Lieu Fee

Use	Parking Required	In-Lieu Availability
Commercial (all)	1 space per 500 square feet	Minimum 50%
Residential - Multi-Family (shared parking in an open structure)	1.65 spaces per unit	Maximum 50%
Residential (individual garages provided for each unit)	No change to current standard	N/A

The maximum residential density will be regulated for the overall Downtown area, rather than a per-lot basis:

Currently, the maximum density permitted downtown is 39 units per acre and a dwelling unit must provide a minimum of 450 square feet. In order to encourage flexible housing opportunities, dense, infill and transit oriented development opportunities, the minimum dwelling size is proposed to be removed as is removing the density limitation from individual properties. Through the environmental review process Staff will identify a maximum number of residential units that can be provided downtown, rather than on each lot.

The Downtown Code incorporates a streamlined permit and review process.

Previous plans and studies expressed a need for a streamlined permit process in order to encourage downtown revitalization. The proposed Downtown Code is explicit regarding requirements to develop high-quality development. Because these standards are so clearly stated, the proposed permit process will enable fast-tracked development review. The permit process is outlined on page 3 of the proposed plan. Unless a subdivision map or density bonus are proposed, the majority of new development would require approval by Planning Division Staff.

Currently, the Downtown Design Review Committee (DDRC), a Council-appointed citizen advisory group, provides design review and a recommendation to the Planning Manager for new projects. Pursuant to recommendations provided by the Community Planning Assistance Team (CPAT) report, the proposed role of the DDRC would be limited to review of projects that do not conform to the design requirements of the new code and/or review of requests for variances. Staff received several comments from the DDRC and public regarding a desire to maintain or increase the involvement of DDRC in the development review process. As the public input continues on the Code, the proposed role of the Committee could change from what is in the current draft.

ENVIRONMENTAL IMPACT

In accordance with Section 15164 of the California Environmental Quality Act (“CEQA”) Guidelines, an addendum to the previously certified Program Environmental Impact Report for the 2030 General Plan (State Clearinghouse No. 2007041024) will be prepared.

STRATEGIC PRIORITIES

This agenda item supports the Economic Development strategy. The purpose of the Economic Development strategy is to develop and enhance Oxnard’s business climate, promote the City’s fiscal health, and support economic growth in a manner consistent with the City’s unique character. This item supports the following goals and objectives:

Goal 1. Create vibrant and economically sustainable commercial, industrial and retail industries throughout the City.

Objective 1a. Focus available resources on a comprehensive effort to promote economic activity in Oxnard, including a marketing program that communicates the City’s available resources and assets.

Goal 2. Enhance business development throughout the City.

Objective 2a. Develop a strong citywide economy which attracts investment, increases the tax base, creates employment opportunities, and generates public revenue.

Objective 2b. Improve relationships and communication between the City and the business community.

Objective 2c. Capitalize on historic, cultural and natural resources.

Goal 5. Revitalize Oxnard's downtown and pursue economic development opportunities.

Objective 5a. Develop a vision and plan (with timelines) for downtown revitalization to create a vibrant center for our community, emphasizing cultural arts, diversity and historic assets.

FINANCIAL IMPACT

The City Council has already authorized the budget for the preparation of the documents described in this report. As a result of these documents, staff anticipates to generate development interest and opportunities for new businesses. These future projects would generate revenue, however the specifics are not known at this time.

Prepared by Douglas Spondello, Principal Planner.

ATTACHMENTS

A - The Downtown Code, First Public Draft

(please access online via: <https://www.oxnard.org/downtown-code/>)

Downtown Code and Architectural Design Guidelines

Douglas Spondello, Principal Planner

Claudia Pedroso, Downtown Revitalization Manager

Housing and Economic Development Subcommittee

January 22, 2019



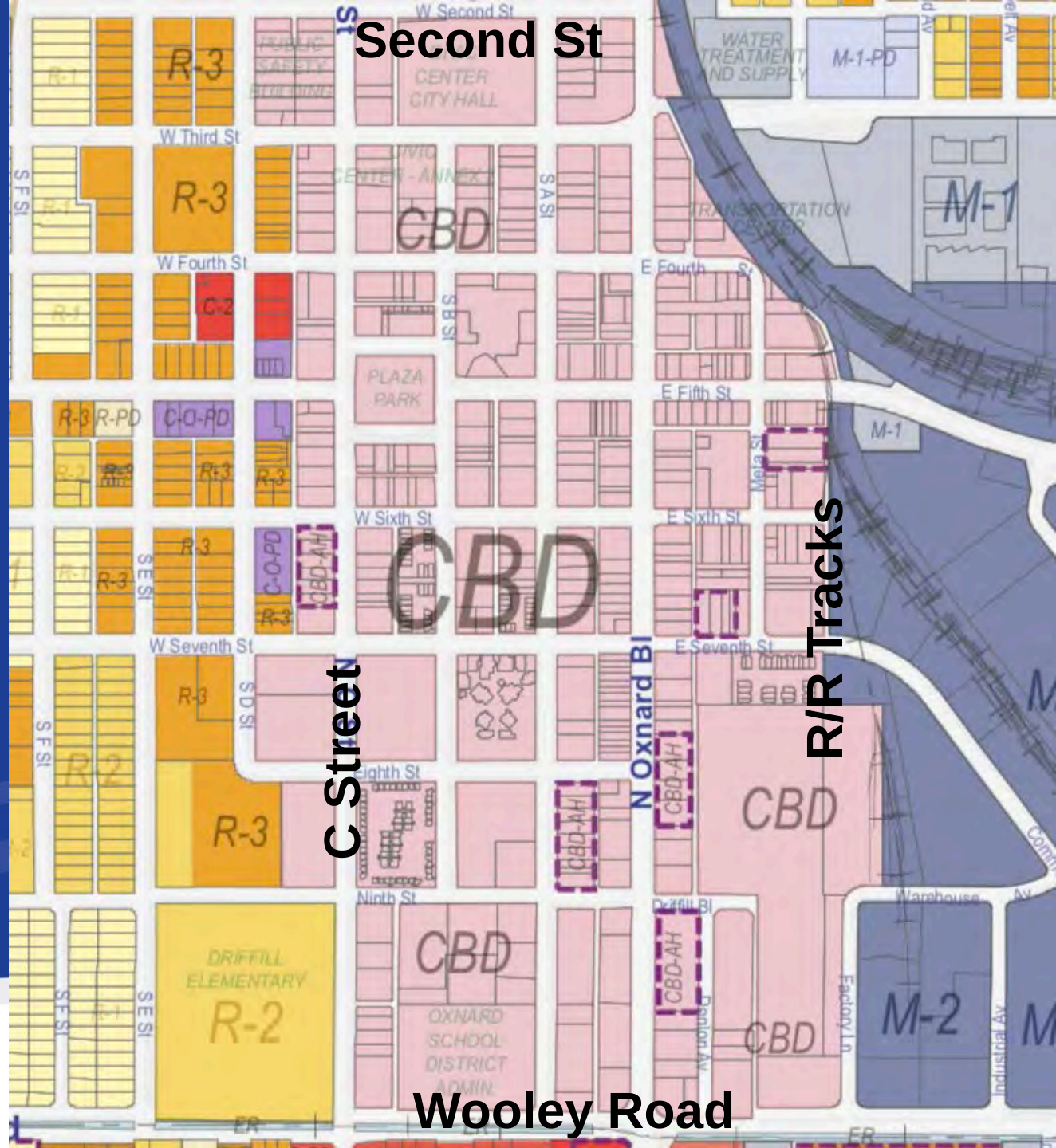
Background

- Downtown Oxnard has been “studied” extensively but previous planning efforts have not resulted in a clear and cohesive Downtown Code that provides design guidance
- 2016 Congress for New Urbanism Charrette
 - Downtown Vision Plan (infill development, shared parking strategy, downtown code and design guidelines)
- April, 2017 - City Council funds project to update General Plan and Code to consolidate and implement previous plans and the Downtown Vision Plan
 - Plan Consolidation+ Stakeholder Panels+ Internal Draft = PUBLIC DRAFT

The Existing Code

- One-Size-Fits-All Zone, “CBD”
- Text-based document, not form-based
- Does not address Downtown (urban) environment
- Complex permit and design review process

The Central Business District Zone

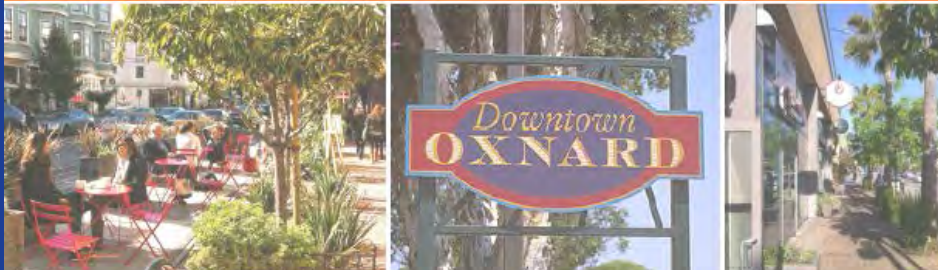


Overview of Proposed Code



DOWNTOWN CODE

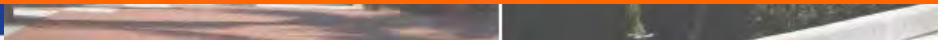
PREPARED FOR THE CITY OF OXNARD | FIRST PUBLIC DRAFT | 03 DECEMBER 2018



Part 1: Zones and Standards



Part 2: Architectural Guidelines



Part 1: Zones and Standards

- Expanded Boundaries
- Three Zones with Unique Characteristics
 - Downtown Edge
 - Downtown General
 - Downtown Core



Downtown Edge

Downtown General

Downtown Core



Downtown Edge (DT-E)



- House-form buildings
- 35 feet max height
- Pedestrian-oriented frontage
- Primarily Residential
- Transitional zone to adjacent neighborhoods

Downtown General (DT-G)



- Block-form and house-form buildings
- 85 feet max height
- Pedestrian-oriented frontage
- Min 12-foot ground story height
- Commercial or mixed-use

Downtown Core (DT-C)



- Block-form buildings
- 120 feet max height
- Build-to-line
- Min 16-foot ground story height
- Commercial or mixed-use

New Downtown Code and Design Guidelines

- Specific zoning requirements grouped for quick-reference
- Form-based Code
- Flexible development intensity
- Updated design standards reflect urban vision
- Reduced parking requirements and reliance on shared parking
- Increased building height and lot density
- Streamlined permit process

CLEAR, VISUAL, and User-Friendly



The Downtown Core Zone consists of block-form buildings for retail, office, civic and residential uses. Photos are illustrative.

DT-C

A. Intent and Physical Character.

The Downtown Core is characterized by lively, pedestrian-oriented retail, restaurant, service, and art gallery ground floor uses, with housing and offices on upper floors or behind shopfronts lining the street. On historic "A" Street between 3rd and 6th streets service and office uses are not allowed. Building facades are simple, planar with ground floor shopfronts set on or very near the back of sidewalk, with simple arrangements of recessed window openings stacked above the shopfronts. Building heights are up to 150 feet when community benefits are included.

B. Sub-Zones. None.

C. Standards. These standards are required to generate and maintain the DT-C zone's physical character and range of uses.

1. Site Design, Building Size and Massing.

Applicable to a new lot, new building or addition(s).

- Maximum block length:** 400 feet
- New Lot size:** See Figure 16-147.3.A.
- Building Setbacks:** See Figure 16-147.3.B.
- Ground Floor:** At least 14 feet tall in compliance with the private frontage requirements in Table 16-152.
- Building Height:** See Figure 16-147.3.C.
- Massing Requirements:** See Figure 16-147.3.D.
- Architectural Style:** New buildings are required to be designed in one of the styles identified in

Section 16-157; Building Architecture Guidelines. Additions are not required to be designed in an allowed style unless visible from a public street or when historic preservation requirements apply.

2. Visitor/Pedestrian Access.

Applicable to new buildings, modification of street-facing facades or new upper floor(s).

- Building access:** Access to each building and ground floor space(s) is required from the sidewalk, via the allowed frontages in Table 16-152. The maximum distance between entries on each building shall not exceed 50 feet.
- Upper floor access:** Access to upper floor dwellings and commercial spaces is required from the street via shared courtyards, paseos, or a lobby.
- Side street facades:** These facades are to be designed to the same level of architectural treatment and materials as the front facade.

3. Private Frontages. See Table 16-150.

Applicable to the modification of or construction of new street-facing facades.

4. Signage. See Table 16-154.

5. Private Open Space. See Table 16-152.

Applicable to new buildings and additions over 35%.

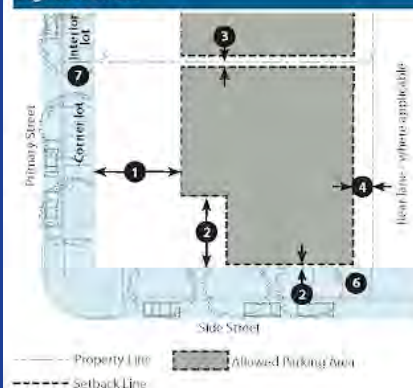
6. Uses. See Table 16-148. Applicable to new uses.

7. Vehicular Access and Parking. See Figure 16-147.3.E.

Applicable to modification of or new curb cuts, driveways, and parking areas.

Parking and Vehicular Access Standards in DT-C Zone

Fig. 16-147.3.E



A. Parking Placement (Min. Setbacks feet as measured from each lot line)

All new parking facilities or modifications to existing parking facilities are required to be in compliance with the following standards and the additional standards in Section 16-149 (Parking Areas and Facilities).

Setbacks¹

1 Primary Street	40'
2 Side Street	30'; 0' when at least 50' feet from front
3 Side Yard	0'
4 Rear with alley access	5'
Rear without alley access	10'

B. On-Site Vehicular Access (feet) Min-Max.

Driveway Types and Width²

6 Side Street drive (not within 50 feet of front facade and when alley not present)	8'-12'
7 Front drive (only within 25 feet of interior lot line)	12' max.
Alley access (Vehicular access shall be provided via a rear service lane for all lots less than 50 feet wide.)	8' min

C. Required Parking (Min)

Residential Uses³

When located in common parking lot or structure	1.65/d.u.
When located in a private garage	Shall comply w/ 16-622 (F)

Commercial Uses³

1 : 500 S.F.

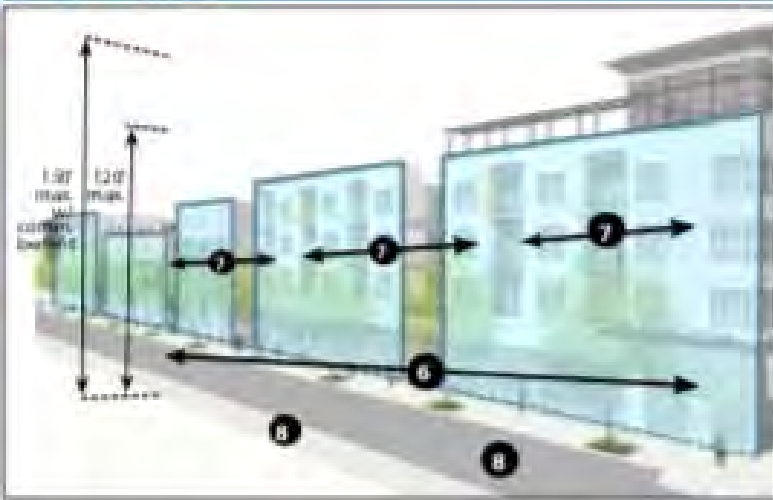
Loading Space: Required when public alley or a loading space does not exist within 350' of the subject property.

Notes

- Subterranean parking may extend to property lines. Required landscaping to be provided.
- No width limit behind required parking setbacks.
- Up to 50% of this requirement may be met by payment of parking in lieu fee.

Form-Based Design

Building Size and Massing Standards in DT-C Zone Fig. 16-147.3.D



- 6** Overall Building Dimension; 300' max
- 7** Facade Modulation Increment required when facade > 125'. Building required to be organized into multiple volumes along street.
- 8** Minimum 15' wide by 15' deep break in facade > 100'

Common Entry Table 16-150.F

Common Entry

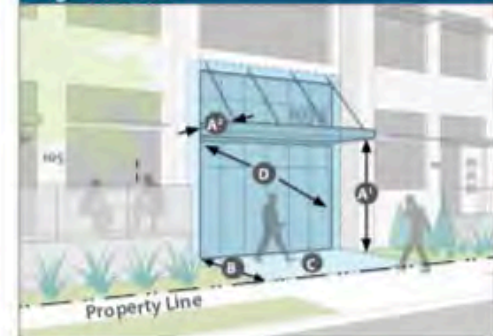
A small public/semi-private space designed to provide access to an entry lobby and/or corridor utilized to provide common access to units on upper floors (with ground floor units typically being accessed directly from the street/sidewalk or common court / yard). This frontage is intended to be applied in addition to (not in lieu of) one or more additional permitted building frontages.



Development Standards and Guidelines

1. Common entries should be clearly visible, and should typically be designed as a focal-point of the ground-floor facade. Designs which engage multiple floors are encouraged.
2. Entry designs which help modulate the facade of the main building are encouraged, (See also "Facade Modulation" in *Section 16-150*).
3. Common entries shall provide a comfortable, attractive outdoor public/semi-private transitional space that allows congregation off of the public sidewalk.
4. Outdoor spaces associated with common entries may be elevated or at sidewalk grade, accessed by stairs, and may additionally be enclosed by a low landscape wall or hedge.
5. Common entries should include awnings/canopies to provide shelter for guests awaiting entry. Entry canopies may encroach into the public right-of-way per the encroachment standards in *Table 16-150* with an encroachment permit.
6. Entry canopies that integrate the building number (street address) into their design are encouraged.

Standards Fig. 16-150.F



FRONTAGE ELEMENT	MIN	MAX
A Height to bottom of awning / canopy (clear)	10 ft.	25 ft.
A' Awning/Canopy Depth	4 ft.	Within 2 ft of curb
B Entry distance to back of sidewalk	8 ft.	20 ft.
C Area of outdoor space (does not include public R.O.W.)	150 ft ²	-
D Glass area % of ground floor lobby wall area	70%	-

Development Intensity

- District-based development limits, not based on individual lot
- Maximum Development Potential:
 - Residential: 2,284 units*
 - Commercial 1,025,370 square feet*
- No Minimum Size for Dwelling Units (Building Code only)
- No Floor-Area-Ratios per Lot

*Pending Environmental Review

Off-Street Parking

- Standardize and reduce parking requirements
 - Residential: 1.65 spaces per unit
 - Commercial: 1 space per 500 sf
- Introduce In-Lieu Fee for use of public parking
 - Minimum 50% of commercial parking in-lieu
 - Maximum 50% of residential parking in-lieu (with 1 space per unit on-site)

Permit Streamlining

- Clear expectations results in a clear path to approval
- Majority of approvals by Counter Staff or Planning Manager
- DDRC Committee Review required only when project does not comply to design standards
- Deviations to standards are conditionally permitted
- Terms for Land Uses are updated and consolidated



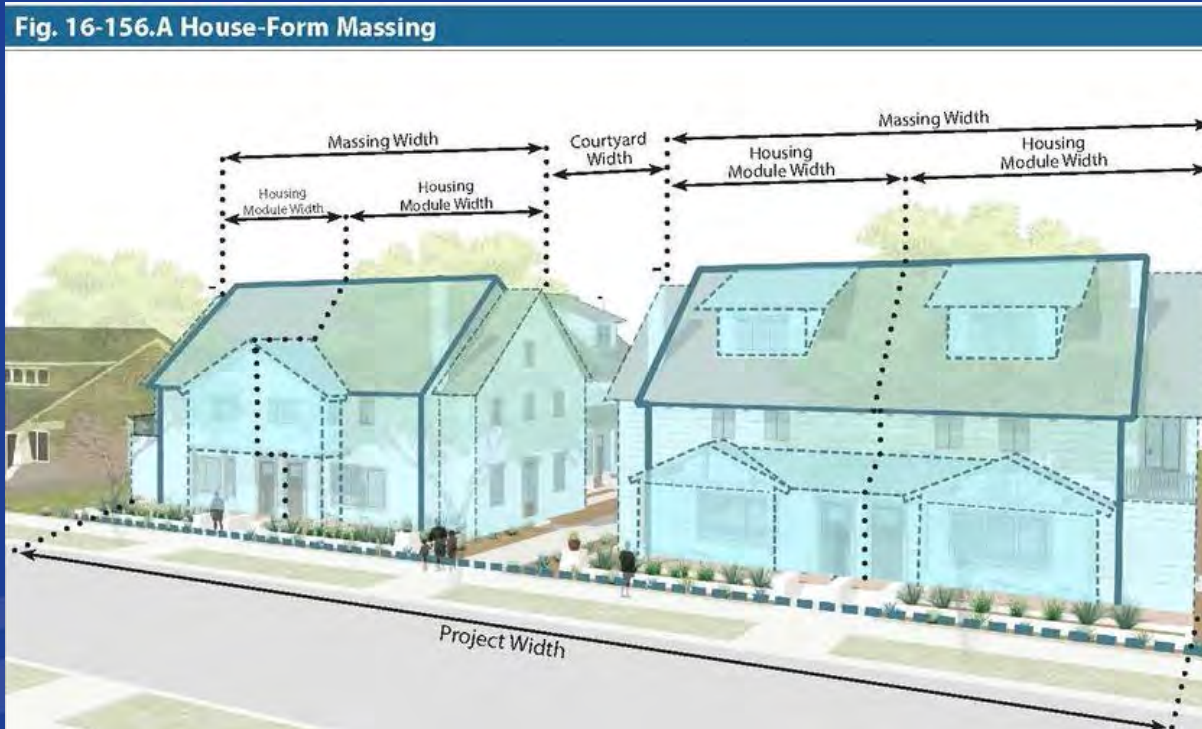
Part 2: Architectural Guidelines

- Block-Form Massing and Articulation



Architectural Guidelines

- House-Form Massing and Articulation



Architectural Guidelines

- Diverse Architectural Styles
- Opportunities for innovation
- Emphasis on *quality* of Architecture



Main Street



Spanish Revival



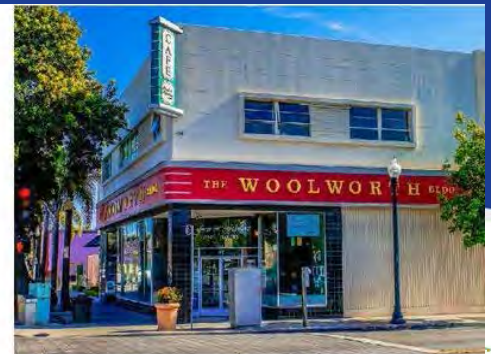
Craftsman (Oxnard, CA)



Victorian (Oxnard, CA)



Contemporary



Art Deco (Oxnard, CA)

Architectural Guidelines



Site walls can often be integrated into the building's frontage, allowing for additional privacy, yet remain inviting.



A stack bond concrete wall is applicable to contemporary style buildings.

Common Entry Table 16-150.F

Common Entry

A small public/semi-private space designed to provide access to an entry lobby and/or corridor utilized to provide common access to units on upper floors (with ground floor units typically being accessed directly from the street/sidewalk or common court / yard). This frontage is intended to be applied in addition to (not in lieu of) one or more additional permitted building frontages.



Development Standards and Guidelines

1. Common entries should be clearly visible, and should typically be designed as a focal-point of the ground-floor facade. Designs which engage multiple floors are encouraged.
2. Entry designs which help modulate the facade of the main building are encouraged, (See also "Facade Modulation" in *Section 16-150*).
3. Common entries shall provide a comfortable, attractive outdoor public/semi-private transitional space that allows congregation off of the public sidewalk.
4. Outdoor spaces associated with common entries may be elevated or at sidewalk grade, accessed by stairs, and may additionally be enclosed by a low landscape wall or hedge.
5. Common entries should include awnings/canopies to provide shelter for guests awaiting entry. Entry canopies may encroach into the public right-of-way per the encroachment standards in *Table 16-150* with an encroachment permit.
6. Entry canopies that integrate the building number into their design are encouraged.

Standards Fig. 16-150.F



FRONTAGE ELEMENT		MIN	MAX
A ¹	Height to bottom of awning / canopy (clear)	10 ft.	25 ft.
A ²	Awning/Canopy Depth	4 ft.	Within 2 ft of curb
B	Entry distance to back of sidewalk	8 ft.	20 ft.
C	Area of outdoor space (does not include public R.O.W.)	150 ft ²	-
D	Glass area % of ground floor lobby wall area	70%	-

Public Outreach Schedule

- Completed meetings:
 - ✓ Chamber of Commerce - December 10
 - ✓ DDRC - December 13
 - ✓ Community Workshop - December 17
 - ✓ DITF - December 20
 - ✓ Oxnard Community Planning Group – January 10
 - ✓ Housing and Economic Development Subcommittee
- Upcoming meetings (tentative):
 - o Planning Commission – March 21
 - o City Council – April 16

Documents and Updates available at: Oxnard.org/Downtown



DOWNTOWN CODE

PREPARED FOR THE CITY OF OXNARD | FIRST PUBLIC DRAFT | 03 DECEMBER 2018



Overview of Downtown Code

Article III. Zones, Uses and Requirements

Division 10. Downtown Zones

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Part 1: Zones and Standards

Article III. Zones, Uses and Requirements

Division 10. Downtown Zones

Part 1: Zones and Standards

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Zones and Standards



Downtown Edge



Downtown General



Downtown Core

Preamble

This chapter, also referred to as the "Downtown Code" consists of two parts: 1) Zones and Standards, and 2) Architectural Guidelines. Part 1 defines the following three urban environments and specifies standards to generate and maintain the physical character and uses in each environment.

1. **Downtown Core;**
2. **Downtown General;**
3. **Downtown Edge**

Part 2 provides architectural guidelines for the design of buildings.

This chapter is guided by the following principles:

- A. Generate appropriately-scaled buildings for the intended physical character.
- B. Protect the character of established neighborhoods.
- C. Provide neighborhood main streets for vibrant social and commercial focal points within walking distance of many homes and transit.
- D. Provide diverse and high quality housing choices.
- E. Provide walkable neighborhood patterns through a network of well-designed streets that are safe for motorists, pedestrians and bicycles.
- F. Provide and manage parking facilities that serve an area rather than lot by lot to create a park-once pedestrian district.

16-145 Purpose and Intent

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16-145.1 Purpose

The Downtown Code implements the development and uses of individual lots and buildings in the Downtown to create main street mixed-use areas serving urban neighborhoods of pedestrian-oriented streets with a variety of housing types.

16-145.2 Intent

A. Applicability. The Downtown Code applies to all parcels identified in *Figure 16-147.A* (Zone District Regulating Plan) and a permit is required as identified in *Table 16-145* (Requirement for Downtown Design Review Permit).

All standards of the Downtown Code apply except when stated otherwise, removing the need to state "...as applicable" throughout the standards.

B. Zoning. The Downtown Code replaces the CBD zoning and other existing zoning with three new zones for all property and uses within the Downtown Code boundaries. In the event of overlapping or conflicting requirements, the Downtown Code requirements prevail.

Requirement for Planning Permits
Table 16-145

Type of Activity	Permit Required	Planning Staff	Planning Manager ¹	Planning Commission
Repainting or changing exterior finish	Minor DDR		Decision	
Building improvements (facade, doors, windows, roofing, gutters, screening)	OTC DDR	Decision		
Site improvements (lighting, landscaping, parking areas, trash enclosure, fencing)	Minor DDR		Decision ²	
New sign(s)	OTC DDR	Decision		
Digital Sign	SUP	Recommend	Recommend	Decision ²
Mural	Minor DDR	Recommend	Decision ²	
Change of sign copy	OTC DDR	Decision		
Sidewalk dining and/or parklet	OTC DDR	Decision		
Allowed Variations from Standards	Minor DDR	Recommend	Decision ²	
Addition to building	Minor DDR	Recommend	Decision ²	
New building	Major DDR	Recommend	Decision ²	
New buildings (two or more)	Major DDR	Recommend	Recommend	Decision ²

Key		Notes
OTC	Over-the-counter Downtown Design Review Permit	¹ The Planning Manager or designee
Minor DDR	Minor Downtown Design Review Permit	² Decision is appealable by the next Review Authority
Major DDR	Major Downtown Design Review Permit	
SUP	Special Use Permit	

C. Rules of Construction. The following general rules of construction apply to the text of this code:

Headings. Section and subsection headings shall not be deemed to govern, limit, modify, or in any matter affect the scope, meaning, or intent of any provision.

Illustrations. In case of any difference of meaning or implication between the text of any provision and any illustration or photograph, the text shall control, unless the intent of the code is clearly otherwise.

Terms: Shall, may and should. "Shall" is always, mandatory, and not permissive. "May" is permissive. "Should" is advisory and identifies guidance.

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.

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 singly or in any combination.
3. "Either/or" indicates that the connected items or provisions apply singly but not in combination.

D. Standards. The standards consist of the following:

1. Regulating Plans (*Figures 16-147.A-C*);
2. Allowed Uses (*Table 16-148*);
3. Development Standards (*Tables 16-147.3-5*);

E. Existing Requirements. The Downtown Code replaces the CBD Zone (*Sections 16-145 through 16-155*) and standards and relies on the following existing requirements and procedures: Non-Conforming Uses (*Article VI*), Airport Hazard Overlay (*Chapter 16, Article III, Division 19*), Permit Procedures (*Article VII*) and Definitions (*16-10*) with added definitions to support the Downtown Code.

F. Director. Throughout the Downtown Code, "Director" means the Development Services Director;

G. Planning Manager. Throughout the Downtown Code, "Planning Manager" means the Planning Manager or their designee;

H. Development Standards. Design guidelines are provided to supplement and refine the development standards on aspects that are more appropriately described and addressed through qualitative and advisory information rather than quantitative standards. The guidelines are to help implement the intended form and character by serving as a guide for review of development applications.

I. Downtown Design Review Permit Required. One of the three types of downtown design review permits is required in compliance with the procedures in *16-146.1* and the City's submittal requirements. The permit is required to systematically plan and review each improvement and building so that the ultimate result throughout downtown is a cohesive whole.

J. Development Intensity. Development in Downtown is not limited by density and/or floor area factors applied to individual parcels because the standards of this chapter have been prepared to implement the aggregate amount allowed by the General Plan through the intended physical character described in this code. The maximum amount of new development within downtown is as set forth in the General Plan Environmental Impact Report (GPEIR).

K. Physical Form and Character. Downtown's intended physical form and character is based on a variety of characteristics that vary in response to the needs of three unique environments. Each of these environments has been translated into a zoning district (zone). Each zone generates and supports the intended environment, variety of physical characteristics and uses through specific standards and development standards. Key to these characteristics are the topics of walkability, building form and size, and frontage as defined in Chapter 16.10.

L. Community Benefit Program. Additional building height may be granted to a project in return for specific community benefits offered by the project proponent, as set forth in Figure 16-147.A, B and C, Figure 16.147.3.C and D, Figure 16-147.4.C and C, and Figure 16-147.5.C and D and related footnotes. Such additional height shall be as determined through discussions with the City Manager's office, and documented and confirmed through a Development Agreement or Special Use Permit -

see Section 16.147 - and is subject to review and approval by the Federal Aviation Administration (FAA) per Airport Hazard Overlay (*Chapter 16, Article III, Division 19*). Any affordable housing proposed as a Community Benefit shall be consistent with the City's housing element.

M. **Downtown Design Review Committee**

- 1. The committee shall consist of five members appointed by the city council by majority vote. One such member shall be a licensed architect, and one such member shall own a business or real property within the downtown zones (DT-C, DT-G, DT-E). All members shall serve at the pleasure of the city council.
- 2. The committee shall adopt by-laws governing its meetings and procedures. The by-laws shall provide that a quorum of the committee is two members.
- 3. The committee shall consider applications for a downtown design review permit or special use permit that the manager refers to the committee, and shall make a written recommendation thereon to the manager, stating the reasons for the recommendation. If the committee does not make such a recommendation to the manager within 20 days of the date that the manager referred the application to the committee, the committee will be deemed to have waived making a recommendation, and the manager shall determine the application without taking into consideration a recommendation from the committee.

16-146 Review and Processing

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16-146.1 Downtown Design Review Permit

- A. **Intent.** This section is intended to serve the unique needs of the downtown and implement the policy direction to delegate most review and approval authority to the administrative level.
- B. **Review Authority for Downtown Design Review Permits.** As required in Table 16-145, Downtown Design Review Permits shall be processed for review and approval, if consistent with all applicable requirements, by the identified review authority.
- C. **Application Requirements.** Applications for Downtown Design Review Permits shall be made on forms prescribed by the Planning Manager. The applicant shall furnish a description of the property for which the downtown design review permit is sought and a map or site plan showing the exterior boundaries of the area and the building or structure subject to the permit. As needed, the Planning Manager may require the applicant to provide other supporting data. The Planning Manager shall not accept an application unless it is accompanied by the application fee set by resolution of the city council.
- D. **Initial Review of Application.** Downtown Design Review Permits shall be reviewed as follows:
 - 1. **Completeness Review.** The Planning Manager shall review each application for completeness and accuracy before it is accepted as being complete for processing.
 - 2. **Notification to applicant.** The applicant shall be informed in writing within 30 calendar days of application submittal or as required by the Government Code, that either the application is complete and has been accepted for processing, or that the application is incomplete and that additional information, specified in writing, shall be provided before it can be accepted for processing.
 - 3. **Environmental information.** Applications that are not consistent with the General Plan and/or this chapter are required to submit additional information needed for the environmental review of the project as determined by the planning manager.

4. **Expiration of application.** If the applicant does not provide sufficient information to complete an application within 90 days after notification that the application is incomplete, the application shall be deemed withdrawn, unless an extension is granted by the Planning Manager. A letter from the City shall be sent to the applicant documenting that the application has been withdrawn. A new application, including fees, plans, exhibits, and other materials that will be required to commence processing of any development project on the same property, may then be filed in compliance with this chapter.
 5. **Referral of Application.** At the discretion of the Planning Manager, or where otherwise required by this section, state or federal law, any application filed in compliance with this Downtown Code may be referred to any City department or public agency that may be affected by or have an interest in the proposed land use activity.
- E. Review and Action.** Upon receiving a complete application according to the submittal requirements, the Planning Manager shall review the accepted application for a Downtown Design Review Permit pursuant to the applicable requirement of this chapter.
1. **Recommendation for Approval.** if the application is consistent with all applicable requirements, the Planning Manager shall approve the application. Alternatively, if the application is not consistent with all applicable requirements and/or proposes variations in accordance with Table 16-146, the Planning Manager may refer the application to the DDRC for review and recommendation..
 2. **Approval with Adjustments.** As part of the approval process, the Planning Manager may apply adjustments to certain standards in compliance with the required findings in *Table 16-146*.
 3. **Denial.** If the application is not consistent with all applicable requirements and after making the applicant aware of this, the applicant does not revise the application for consistency with the requirements, the Planning Manager shall deny the application and state the reasons for not approving the application.
- F. Notice of Decision.** The Planning Manager shall issue a written decision on each application. Not later than ten business days after issuing a decision, the Planning Manager shall mail a copy of the decision to the applicant at the address appearing on the application.
1. **Review of Decision.** Within ten business days of the date the decision is mailed to the applicant, the applicant or any owner of property or a business located within 300 feet of the project site may request that the director review the Planning Manager's decision by filing with the Planning Manager a written request that specifies the grounds for review and the relief requested. The request must be filed within ten days of the decision and accompanied by the review fee set by resolution of the city council.
 2. **Effective Date of Decision.** The Planning Manager's decision is effective on issuance; provided, however, that if a request for review is filed as described above, the decision shall be stayed pending the decision.
 3. **Review of Decision.** If the decision is reviewed, after conducting the review, the Director's decision shall be final and may not be appealed.

16-146.2 Variations from Standards

A. Intent. The Downtown Code is intended to result in a streamlined review process if proposed development is in compliance with the requirements. In some instances, it may be practical to vary from the prescribed form in the zone while still meeting the intent of the standards. In certain situations, as specified in this section, as part of an application for any Downtown Design Review Permit identified in *Table 16-145*, the applicant may apply for administrative review and approval of a variation per *Table 16-146* (Allowed Variations).

B. Variations. *Table 16-146* (Allowed Variations) sets forth all administrative variations that are allowed in Downtown Zones. No other administrative variations to the prescribed form are allowed. Failure to conform to the prescribed form shall result in the denial of a planning permit. Variations shall run with the land and be binding on the property owner and its/their successor and assigns. Variations shall be processed concurrently with an application for a Downtown Design Review Permit.

Allowed Variations
Table 16-146

	Required Findings	Allowed Variation
New Lot Dimensions. An increase or decrease in the required parcel width.	An existing parcel can be developed following the intent of the zone and meet all other applicable standards of the zone.	10% max. of standard
New Block Dimensions. An increase or decrease in the required block length or perimeter.	May not result in less street connections than identified in Figure 16-147.A.	5% max of standard
Minimum Parking Setback. A decrease in the side, side street and rear setback requirements.	May not result in less pedestrian access to ground floor units.	20% max of standard
Setbacks		
Additions to Existing Non-Conforming Structure. Allow an addition to an existing structure to be located up to the furthest point of setback encroachment, per Fire Code regulations.	Addition does not increase the non-conformity and complies with applicable non-conformity requirements.	Up to existing encroachment.
Existing Site Features. Allow building to be placed closer or further from a lot line due to existing site features, such as trees.	Results in physically compatible setbacks along subject block frontage.	20% max of standard for up to 25% of the identified lot line
Build-to line defined by facade. A reduction in the amount of street-facing facade that is located at the Build-to line.	May not be combined with other variations due to existing adjacent development.	10% max of standard
Private Frontage Details. A reduction in the individual details of a private frontage.	Results in physically compatible frontage.	10% max of standard

16-147 Regulating Plans and Zones

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16-147.1 Regulating Plan.

This section identifies the applicable standards for each parcel subject to the Downtown Code. The standards are identified through the Regulating Plan, which maps the Downtown Zones and one Overlay.

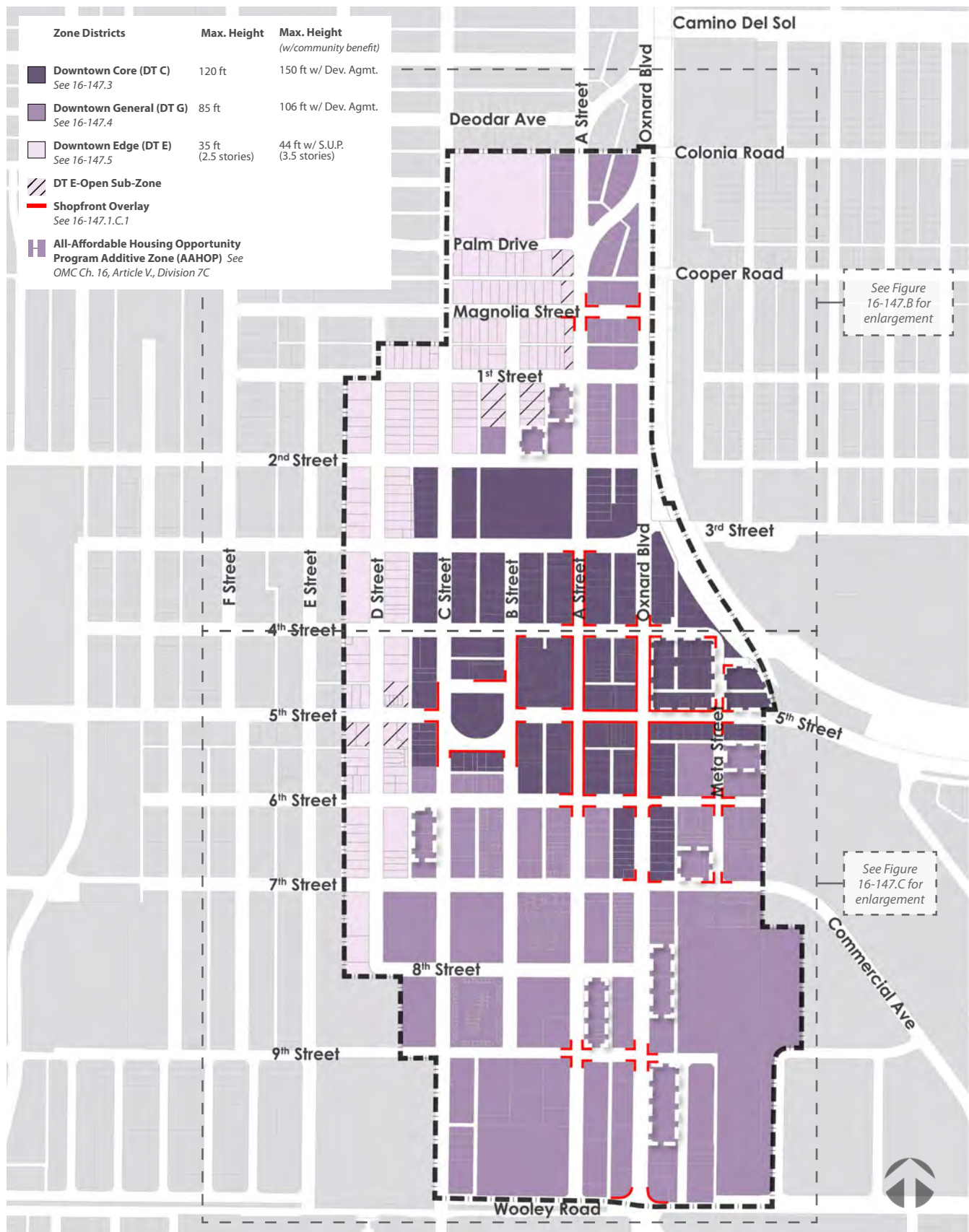
- A. Zoning Districts (Zones).** *Figure 16-147.1.A-C (Zoning District Regulating Plan)* identifies the zoning and standards for development and uses.
- B. Overlay:** In addition to identifying the zoning and building height for each parcel, the regulating plan establishes and locates the following placemaking components to help generate the intended physical form and character.
 - 1. Shopfront Overlay.** Where identified on the Zoning District Regulating Plan, shopfront frontage is required along all street facing facades for facade renovation or new buildings. In these locations, any allowed use in the zone may occupy the ground floor provided the shopfront frontage is installed.

16-147.2 Establishment of Downtown Zones.

This section establishes the Downtown zones and maps them to the subject parcels through the Zoning District Regulating Plan. The zones range in function and intensity from mostly residential areas of lower intensity; to moderate intensity neighborhoods to higher intensity commercial, retail, civic, and residential areas along corridors and at nodes or 'centers'.

- A. Downtown Edge.** *See 16-147.4*
- B. Downtown General.** *See 16-147.5*
- C. Downtown Core.** *See 16-147.6*
- D. Open Sub-Zone.** A sub-zone is a variation of the base zone, parcel-specific, and mapped on the Regulating Plan. This code includes the open type of sub-zone. This sub-zone allows a broader set of uses than the base zone within the same form and character of the base zone. In addition, uses allowed in the sub-zone may be allowed more easily than in the base-zone to: 1) give flexibility to property that is located in areas that function or can function as a neighborhood node of live-work activity and limited retail and service uses, or 2) give flexibility on ground floor uses due to the property's proximity to a current or intended node.

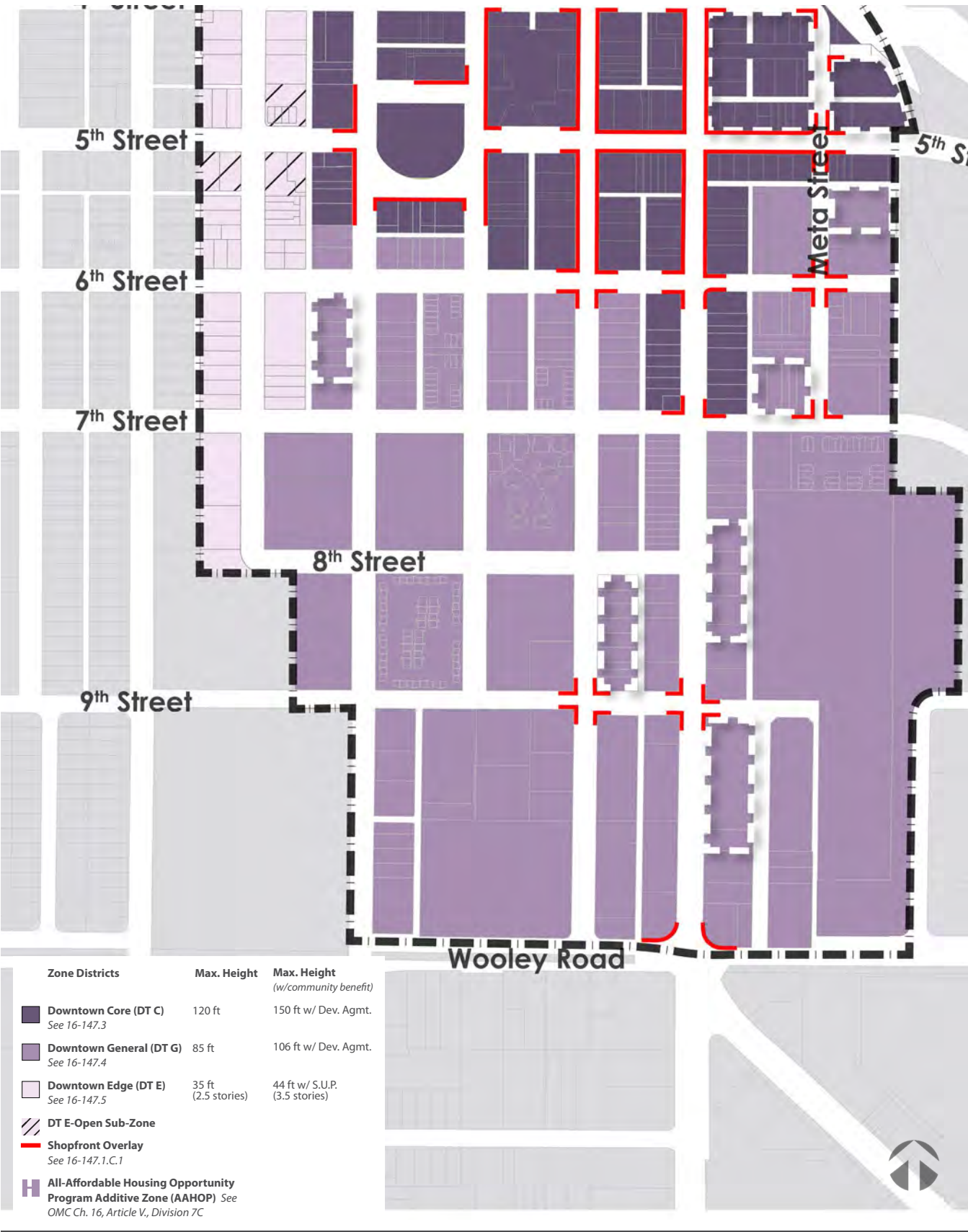
Zoning District Regulating Plan Fig. 16-147.A



Zoning District Regulating Plan Enlargement: Downtown North Fig. 16-147.B



Zoning District Regulating Plan Enlargement: Downtown South
Fig. 16-147.C



16-147.3 Downtown Core (DT-C) Zone



The Downtown Core Zone consists of block-form buildings for retail, office, civic and residential uses. Photos are illustrative.

DT-C

A. Intent and Physical Character.

The Downtown Core is characterized by lively, pedestrian-oriented retail, restaurant, service, and art gallery ground floor uses, with housing and offices on upper floors or behind shopfronts lining the street. On historic "A" Street between 3rd and 6th streets service and office uses are not allowed. Building facades are simple, planar with ground floor shopfronts set on or very near the back of sidewalk, with simple arrangements of recessed window openings stacked above the shopfronts. Building heights are up to 150 feet when community benefits are included.

B. Sub-Zones. None.

C. Standards. These standards are required to generate and maintain the DT C zone's physical character and range of uses.

1. Site Design, Building Size and Massing.

Applicable to a new lot, new building or addition(s).

- a. **Maximum block length:** 400 feet
- b. **New Lot size:** See *Figure 16-147.3.A*.
- c. **Building Setbacks:** See *Figure 16-147.3.B*.
- d. **Ground Floor:** At least 14 feet tall in compliance with the private frontage requirements in *Table 16-152*.
- e. **Building Height:** See *Figure 16-147.3.C*.
- f. **Massing Requirements:** See *Figure 16-147.3.D*.
- g. **Architectural Style:** New buildings are required to be designed in one of the styles identified in

Section 16-157; Building Architecture Guidelines. Additions are not required to be designed in an allowed style unless visible from a public street or when historic preservation requirements apply.

2. Visitor/Pedestrian Access.

Applicable to new buildings, modification of street-facing facades or new upper floor(s).

- a. **Building access:** Access to each building and ground floor space(s) is required from the sidewalk, via the allowed frontages in *Table 16-152*. The maximum distance between entries on each building shall not exceed 50 feet.
- b. **Upper floor access:** Access to upper floor dwellings and commercial spaces is required from the street via shared courtyards, paseos, or a lobby.
- c. **Side street facades:** These facades are to be designed to the same level of architectural treatment and materials as the front facade.

3. Private Frontages. See *Table 16-150*.

Applicable to the modification of or construction of new street-facing facades.

4. Signage. See *Table 16-154*.

5. Private Open Space. See *Table 16-152*.

Applicable to new buildings and additions over 35%.

6. Uses. See *Table 16-148*. Applicable to new uses.

7. Vehicular Access and Parking. See *Figure 16-147.3.E*.

Applicable to modification of or new curb cuts, driveways, and parking areas.

Primary Street

Lot Width
along narrowest side of lot

Lot Depth

Side Street

Rear lane - where applicable

	Min.	Max.
With Alley Access		
Width (interior lot, other)	50'	300'
Width (corner lot)	add 10% to min	
Width (interior lot, SF attached)	---	---
Width (interior lot, SF detached)	---	---
Depth	100'	140'
Without Alley Access¹		
Width (interior lot)	50'	100'
Width (corner lot)	80'	
Depth	100'	140'

Notes

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Primary Street

Corner lot

Interior

1

2

3

4

Side Street

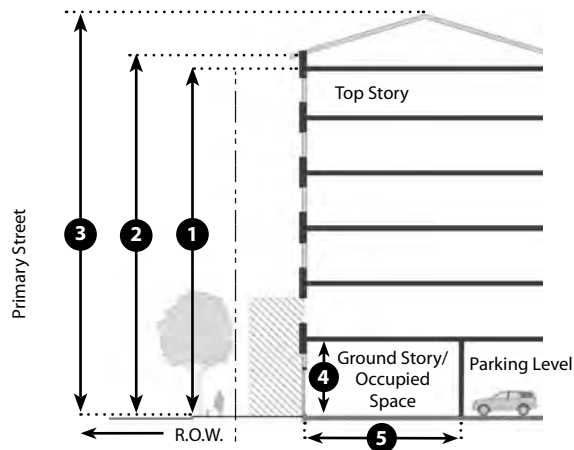
Rear lane - where applicable

Ground Floor		
	Non-Residential	Residential
1 Primary Street	0' or 10'	min 5'
2 Side Street	0' or 5'	min 7'
3 Side Yard	0' or 10'	max 10'
4 Rear with alley access ²	min 5'	min 5'
Rear without alley	min 10'	min 10'
Facade at Build-to line	min 80%	min 80%
Roof deck setback from facades	min 0'	min 0'

Notes

² Minimum 30 feet required between facing garages across an alley.

Building Height in DT-C Zone Fig. 16-147.3.C



-- -- Property Line
- - - - Setback Line

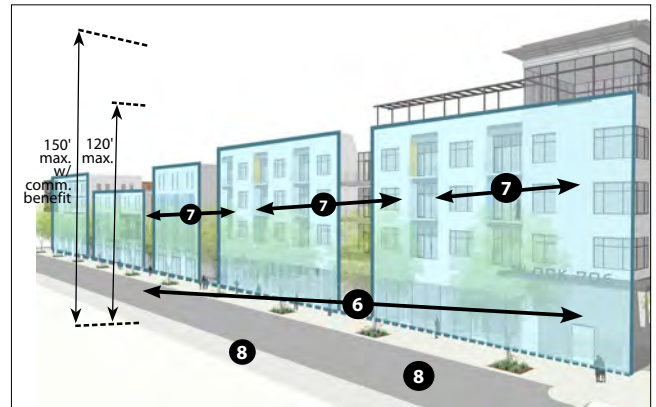
Private Frontage as allowed in Table 16-150

1 To highest top plate	116' max. 146' max. ²
Above the 7th story, the building is required to be designed into tower volumes with a maximum footprint of 80 feet by 80 feet. Within the same building, towers are to be separated by at least 65 feet.	
2 To top of pitched roof	120' max. 150' max. ²
3 To top of pitched roof above highest top plate	120' max. 150' max. ²
Ground floor above grade at building setback line	0' max. ¹
4 Ground story height floor to floor (min. to max.)	16' min.
5 Occupied Space Depth	30' min.

Notes

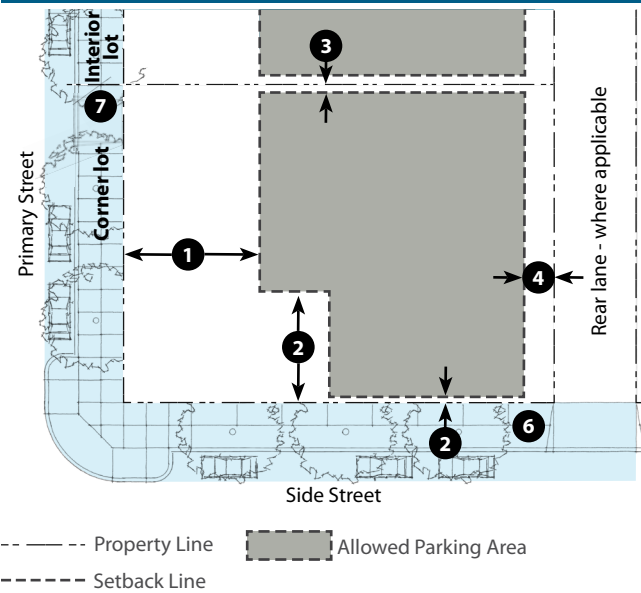
- ¹ Where residential frontages allowed in Table 16-150, ground floor is required to be raised per private frontage standards.
- ² Maximum available when one or more of the following community benefits are included in the project pursuant to a Development Agreement:
 - a Shared parking available to the public (min 50 spaces).
 - b Public open space at least 25% beyond the requirement in table 16-153, or public facility.
 - c Affordable housing (min. 10% of the project's units).
 - d Exceptional architecture.
 - e Others, as determined by the City Council.

Building Size and Massing Standards in DT-C Zone Fig. 16-147.3.D



6 Overall Building Dimension; 300' max
7 Facade Modulation Increment required when facade > 125'. Building required to be organized into multiple volumes along street.
8 Minimum 15' wide by 15' deep break in facade > 100'

Parking and Vehicular Access Standards in DT-C Zone
Fig. 16-147.3.E



A. Parking Placement
(Min. Setbacks feet as measured from each lot line)

All new parking facilities or modifications to existing parking facilities are required to be in compliance with the following standards and the additional standards in *Section 16-149* (Parking Areas and Facilities).

Setbacks ¹	
1 Primary Street	40'
2 Side Street	30'; 0' when at least 50' feet from front
3 Side Yard	0'
4 Rear with alley access	5'
Rear without alley access	10'

B. On-Site Vehicular Access (feet)	Min-Max.
Driveway Types and Width ²	
6 Side Street drive (not within 50 feet of front facade and when alley not present)	8'-12'
7 Front drive (only within 25 feet of interior lot line)	12' max.
Alley access (Vehicular access shall be provided via a rear service lane for all lots less than 50 feet wide.)	8' min.

C. Required Parking (Min)	
Residential Uses ³	
When located in common parking lot or structure	1.65/d.u.
When located in a private garage	Shall comply w/ 16-622 (F)
Commercial Uses ³	1 : 500 S.F.

Loading Space: Required when public alley or a loading space does not exist within 350' of the subject property.

Notes

¹ Subterranean parking may extend to property lines. Required landscaping to be provided.

² No width limit behind required parking setbacks.

³ Up to 50% of this requirement may be met by payment of parking in lieu fee.

16-147.4 Downtown General (DT-G) Zone



The Downtown General Zone consists of medium to large, attached and detached block-form and house-form buildings. Photos are illustrative.

DT-G

A. Intent and Physical Character.

The Downtown General is characterized by a mix of non-residential ground floors frontages with shop-fronts and residential ground floors set back behind pedestrian-oriented frontages and resident/visitor access via dooryards, stoops, and spacious lobbies. Buildings are up to 106 feet when community benefits are included.

B. Sub-Zones. None.

C. Standards. These standards are required to generate and maintain the DT-G zone's physical character and range of uses.

1. Site Design, Building Size and Massing.

Applicable to a new lot, new building, or addition(s).

- a. **Maximum Block Size:** 400 feet
- b. **New Lot Size:** See *Figure 16-147.4.A*.
- c. **Building Setbacks:** See *Figure 16-147.4.B*.
- d. **Ground Floor:** At least nine feet tall in compliance with the private frontage requirements in *Table 16-152*.
- e. **Building Height:** See *Figure 16-147.4.C*.
- f. **Massing Requirements:** See *Figure 16-147.4.D*.
- g. **Architectural Style:** New buildings are required to be designed in one of the styles identified in *Section 16-157; Building Architecture Guidelines*. Additions are not required to be designed in an allowed style unless visible from a public street or when historic preservation requirements apply.

2. Visitor/Pedestrian Access.

Applicable to new buildings, modification of street-facing facades or new upper floor(s).

- a. **Building Access:** Access to each building and ground floor space/dwelling is required from the sidewalk via the allowed frontages in *Table 16-152*. The maximum distance between entries on each building shall not exceed 50 feet.
- b. **Upper Floor Access:** Access to upper floor dwellings and commercial spaces is required from the street via shared courtyards, paseos, or a lobby.
- c. **Side Street Facades:** These facades must be designed to the same level of architectural treatment and materials as the front facade.

3. Private Frontages. See *Table 16-150*.

Applicable to modification of or new construction of street-facing facades.

4. Signage. See *Table 16-154*.

5. Private Open Space. See *Table 16-152*.

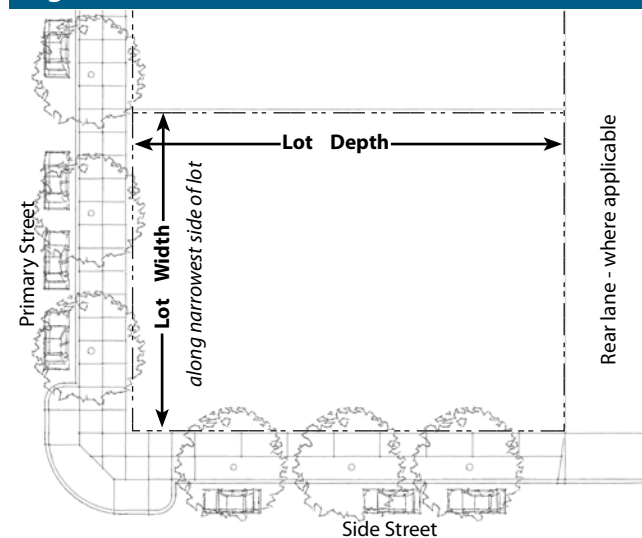
Applicable to new uses.

6. Uses. See *Table 16-148*.

7. Vehicular Access and Parking. See *Table 16-151*.

Applicable to modification of or new curb cuts, driveways, and parking areas.

Lot Size in DT-G Zone
Fig. 16-147.4.A



-- -- Property Line

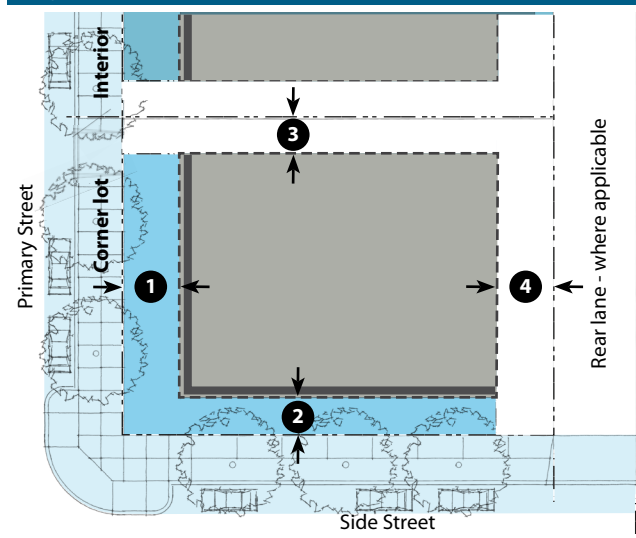
	Min.	Max.
With Alley Access		
Width (interior lot, other)	25'	200'
Width (corner lot)	add 10% to min	
Width (interior lot, SF attached)	75'	160'
Width (interior lot, SF detached)	---	150'
Depth	100'	140'
Without Alley Access¹		
Width (interior lot)	50'	150'
Width (corner lot)	add 10% to min	
Depth	90'	140'

Key --- not allowed

Notes

¹ Add the identified minimum to the type of lot "with alley access".

Building Placement in DT-G Zone
Fig. 16-147.4.B



-- -- Property Line

..... Setback Line

———— Build-to Line

■ Buildable Area

■ Private Frontage Required (See 16-150)
Min frontage build-out along build-to line.

■ Public Frontage Guidelines
(See 16-151)

	Ground Floor	
	Non-Residential	Residential¹
① Primary Street	0' to 15'	10' to 15'
② Side Street	0' to 10'	10' to 15'
③ Side Yard	7' to 10'	min 7'
④ Rear with alley access ²	min 10'	min 10'
Rear without alley	min 15'	min 15'
Facade at build-to line	min 70%	min 70%
Roof deck setback from facades	min 10'	min 10'

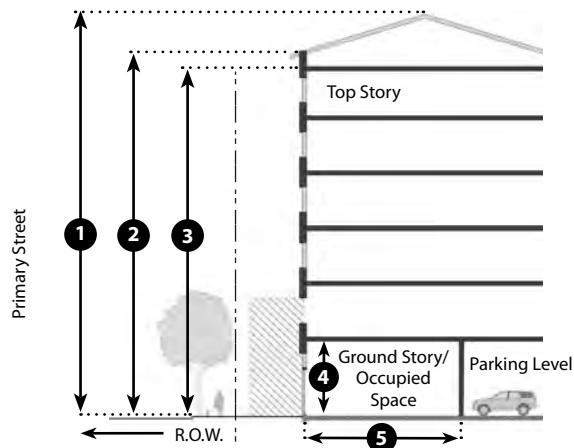
Key --- not allowed

Notes

¹ Where shopfront overlay applies, apply the non-residential setback.

² Minimum 30 feet required between facing garages across an alley.

Building Height in DT-G Zone Fig. 16-147.4.C



--- Property Line
--- Setback Line

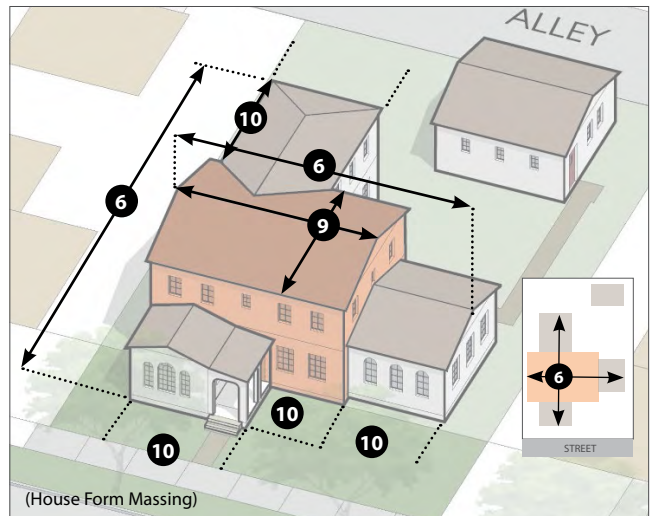
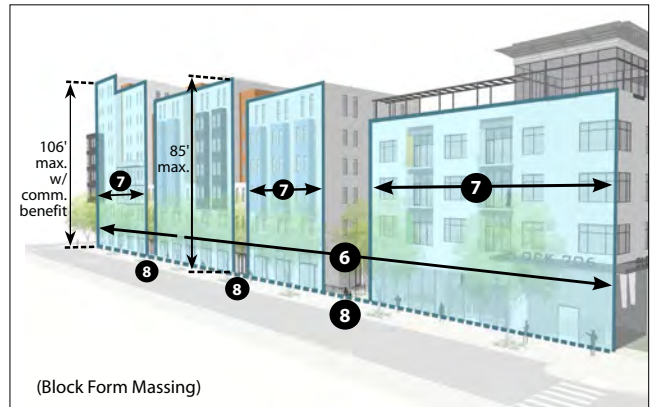
Private Frontage as allowed in Table 16-150

1 To highest top plate	81' max.	102' max. ²
2 To top of parapet of flat roof	85' max.	106' max. ²
3 To top of pitched roof above highest top plate	85' max.	106' max. ²
4 Ground floor above grade at building setback line	0' min. (non-residential) 1.5 to 4' max. (residential.)	
4 Ground story height	12' min. ¹	
5 Liner Depth	30' Min.	

Notes

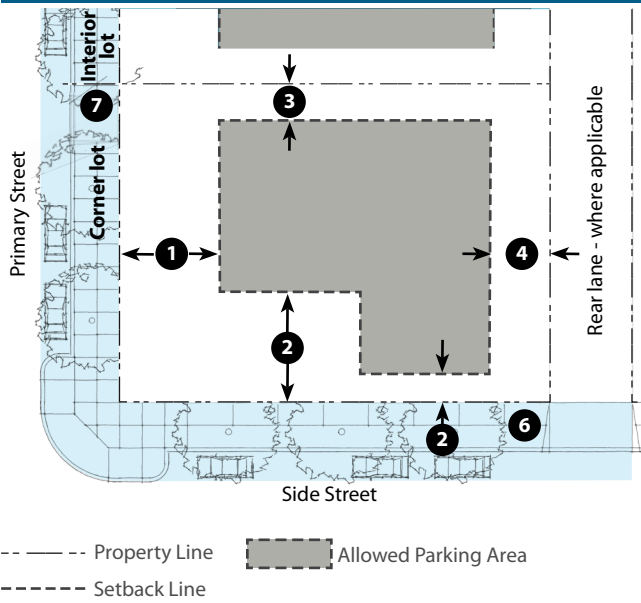
- ¹ Where residential frontages allowed in Table 16-150, ground floor is required to be raised per private frontage standards.
- ² Maximum available when one or more of the following community benefits are included in the project pursuant to a Development Agreement:
 - a Shared parking available to the public (min. 30 spaces).
 - b Public open space at least 25% beyond the requirement in table 16-153, or public facility.
 - c Affordable housing (min. 10% of the project's units).
 - d Exceptional architecture.
 - e Others as determined by the City Council.

Building Size and Massing Standards in DT-G Zone Fig. 16-147.4.D



	Max.
6 Overall Building Dimension	200'
7 Facade Modulation Increment Design required when facade > 75'	-
8 Minimum 15' wide by 15' deep break in facade > 100'	-
9 Primary Mass width or depth	80' by 80'
10 Secondary Mass width or depth	20'

Parking and Vehicular Access Standards in DT-G Zone
Fig. 16-147.4.E



A. Parking Placement
(Min. Setbacks feet as measured from each lot line)

All new parking facilities or modifications to existing parking facilities are required to be in compliance with the following standards and the additional standards in *Section 16-149* (Parking Areas and Facilities).

Setbacks ¹	
1 Primary Street	30'
2 Side Street	30'; 5' when at least 75' from front
3 Side Yard	5'
4 Rear with alley access	10'
Rear without alley access	15'

B. On-Site Vehicular Access (feet) Min - Max

Driveway Types and Width ²	
6 Side Street drive (not within 50 feet of front facade and when alley not present)	8'-12'
7 Front drive (only within 25 feet of interior lot line)	8'-12'
Alley access (Vehicular access shall be provided via a rear service lane for all lots less than 50 feet wide.)	8'-24'

C. Required Parking (Min)

Residential Uses ⁴	
When located in common parking lot or structure	1.65/d.u.
When located in a private garage	Shall comply w/ 16-622 (F)
Commercial Uses ^{3 and 4}	1 : 500 s.f.

Loading Space: Required when public alley or a loading space does not exist within 350' of the subject property.

Notes

- ¹ Subterranean parking may extend to property lines. Required landscaping to be provided.
- ² No width limit behind required parking setbacks.
- ³ Only for uses allowed in Table 16-148
- ⁴ Up to 50% of this requirement may be met by payment of parking in lieu fee.

16-147.5 Downtown Edge (DT-E) Zone



The Downtown Edge zone consists of narrow to medium, attached and detached house-form buildings. Photos are illustrative.

DT-E

A. Intent and Physical Character

The Downtown Edge is characterized by a mix of housing types with residential ground floors setback behind pedestrian-oriented frontages with resident and visitor access via dooryards, stoops, and porches. Buildings are up to 3.5 stories in height when community benefits are included.

B. Sub-Zones The DT E-Open sub zone allows certain non-residential uses subject to size limitations to remain compatible with the neighborhood environment. See *Table 16-148* for allowed uses.

C. Standards. These standards are required to generate and maintain the DT-E zone's physical character and range of uses.

1. Site Design, Building Size and Massing

Applicable to a new lot, new building, or addition(s).

- a. **Maximum Block Size:** 400 feet
- b. **New Lot Size:** See *Figure 16-147.5.A*.
- c. **Building Setbacks:** See *Figure 16-147.5.B*.
- d. **Ground Floor:** At least nine feet tall in compliance with the private frontage requirements in *Table 16-152*.
- e. **Building Height:** See *Figure 16-147.5.C*.
- f. **Massing Requirements:** See *Figure 16-147.5.D*.
- g. **Architectural Style:** New buildings are required to be designed in one of the styles identified in *Section 16-157; Building Architecture Guidelines*. Additions are not required to be designed in an

allowed style unless visible from a public street or when historic preservation requirements apply.

2. Visitor/Pedestrian Access

Applicable to new buildings, modification of street-facing facades or new upper floor(s).

- a. **Building Access:** Access to each building and ground floor space/dwelling is required from the sidewalk via the allowed frontages in *Table 16-152*. The maximum distance between entries on each building shall not exceed 30 feet.
- b. **Other Access:** Access to some dwellings may be provided through shared courts, gardens, or through lobbies and interior corridors.
- c. **Side street facades:** These facades shall be designed to the same level of architectural treatment and materials as the front facade.

3. Private Frontages. See *Table 16-150*.

Applicable to modification of or construction of new street-facing facades.

4. Signage. See *Table 16-154*.

5. Private Open Space. See *Table 16-152*.

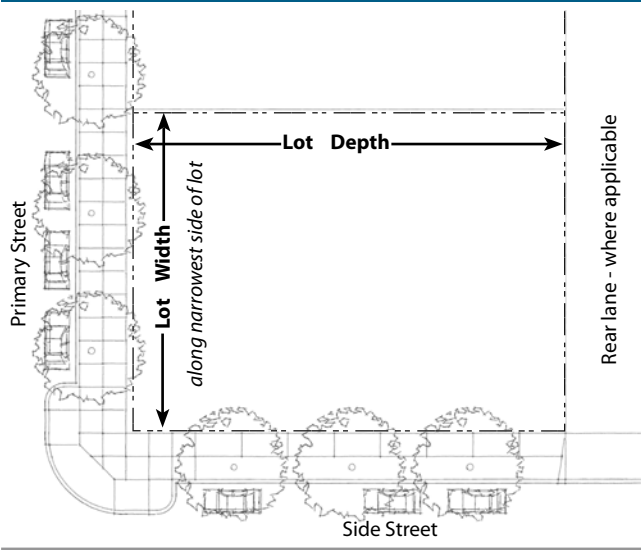
These standards apply to new buildings and additions over 35%.

6. Uses. See *Table 16-148*. Applicable to new uses.

7. Vehicular Access and Parking. See *Table 16-151*.

Applicable to modification of or new curb cuts, driveways, and parking areas.

Lot Size in DT-E Zone
Fig. 16-147.5.A



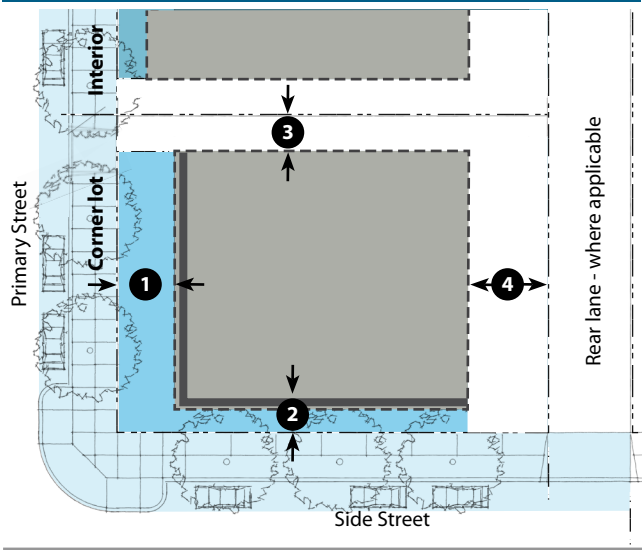
-- -- Property Line

	Min.	Max.
With Alley Access		
Width (interior lot, other)	25'	150'
Width (corner lot)	add 10% to min	
Width (interior lot, SF attached)	75'	125'
Width (interior lot, SF detached)	55'	50'
Depth	100'	140'
Without Alley Access¹		
Width (interior lot)	50'	150'
Width (corner lot)	add 10% to min	
Depth	90'	140'

Notes

¹ Add the identified minimum to the type of lot "with alley access".

Building Placement in DT-E Zone
Fig. 16-147.5.B



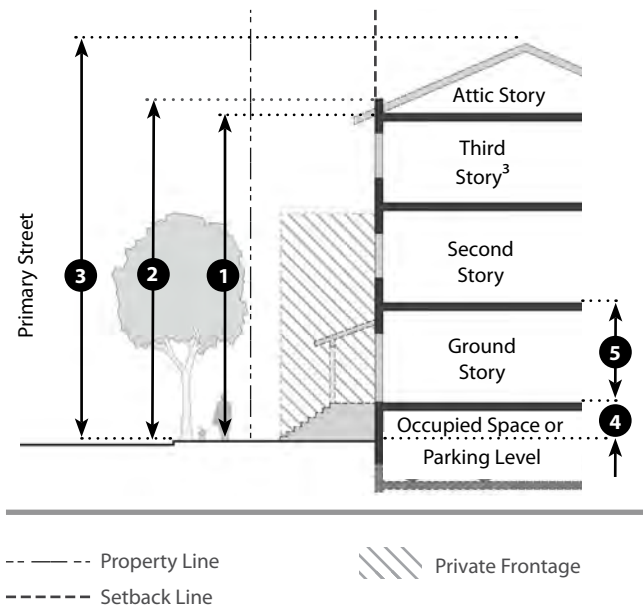
-- -- Property Line Public Frontage Guidelines (See 16-151)
----- Setback Line Private Frontage Required (See 16-150)
----- Build-to Line Min frontage build-out along build-to line.
----- Buildable Area

	Ground Floor	
	Non-Residential	Residential
1 Primary Street ¹	0' or 15'	10' to 15'
2 Side Street ¹	0' or 10'	7' to 10'
3 Side Yard	min 7'	min 7'
4 Rear with alley access ²	10'	15'
Rear without alley	15'	18'
Facade at build-to line	min 60%	min 60%
Roof deck setback from facades	min 10'	min 10'

Notes

¹ Where shopfront overlay or open sub-zone applies, apply the non-residential setback.
² Minimum 30 feet required between facing garages across an alley.

Building Height in DT-E Zone
Fig. 16-147.5.C

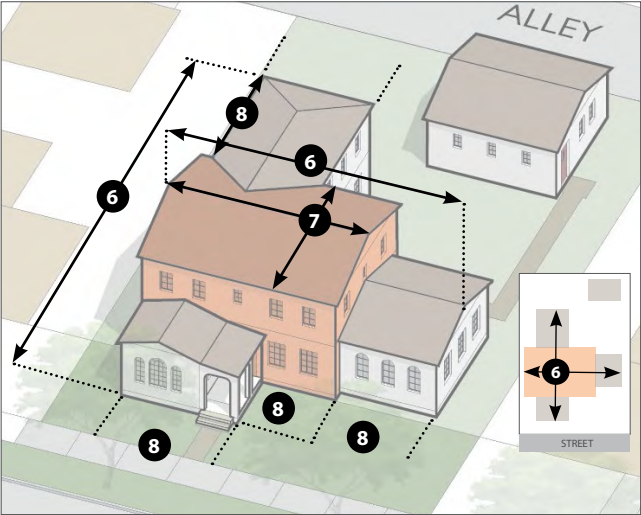


1	To highest top plate (max. stories)	2.5	3.5 ³
2	To top of parapet of flat roof (max.)	35'	44' ³
3	To top of pitched roof above highest top plate (max.)	35'	44' ³
4	Ground floor above grade at building setback line (min to max.)	1 to 4' ¹	
5	Ground floor height floor to floor (min. to max.)	9' ²	

Notes

- ¹ In the Open Sub-Zone and where the shopfront overlay applies, the ground story is allowed to be flush with the adjacent sidewalk.
- ² Minimum 12 feet in shopfront overlay or if shopfront applied in the open sub-zone.
- ³ Maximum available when the following community benefits are included in the project subject to the granting of a Special Use Permit (S.U.P.) subject to the following finding that the project:
- a Is consistent with and complimentary to development in the vicinity;
 - b preserves the privacy and integrity of adjacent development.

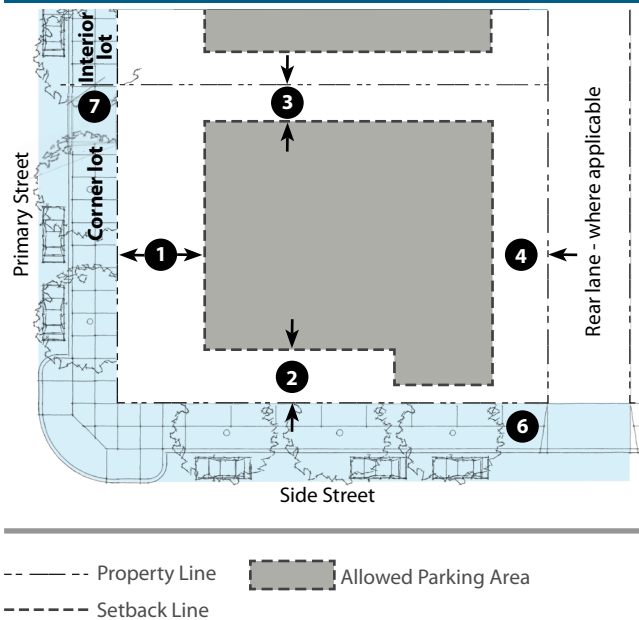
Building Size and Massing Standards in DT-E Zone
Fig. 16-147.5.D



	Max.
6 Overall Building Dimension	100'
7 Primary Mass width or depth	40' by 75'
8 Secondary Mass width or depth	25'

Parking and Vehicular Access Standards DT-E Zone

Fig. 16-147.5.E



A. Parking Placement (Min. Setbacks feet as measured from each lot line)

All new parking facilities or modifications to existing parking facilities are required to be in compliance with the following standards and the additional standards in *Section 16-149* (Parking Areas and Facilities).

Setbacks¹

1	Primary Street	30'
2	Side Street	15'; 5' when at least 75' from front
3	Side Yard	5'
4	Rear with alley access	15'
	Rear without alley access	15'

B. On-Site Vehicular Access (feet) Min - Max

Driveway Types and Width²

6	Side Street drive (not within 50 feet of front facade and when alley not present)	8'-18'
7	Front drive (only within 25 feet of interior lot line)	8'-12'
	Alley access (Vehicular access shall be provided via a rear service lane for all lots less than 50 feet wide.)	8'-24'

C. Required Parking (Min)

Residential Uses⁴

When located in common parking lot or structure	1.65/d.u.
When located in a private garage	Shall comply w/ 16-622 (F)
Commercial Uses^{3 and 4}	1 : 500 s.f.

Loading Space: Required when public alley or a loading space does not exist within 350' of the subject property.

Notes

- ¹ Subterranean parking may extend to property lines. Required landscaping to be provided.
- ² No width limit behind required parking setbacks.
- ³ Only for uses allowed in Table 16-148
- ⁴ Up to 50% of this requirement may be met by payment of parking in lieu fee.

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16-148 Allowed Uses

16-148.1 Applicability.

This section identifies the allowed uses and corresponding permit requirements within each zone, subject to the applicable development standards, development standards, and all other applicable requirements. Descriptions/definitions of the uses are in OMC 16-10. If a word or phrase used in the Downtown Code is not defined in OMC 16-10, the Director shall determine the correct definition, giving deference to common usage. Uses that are not listed are not allowed unless the Director makes a similar use determination.

A. Standards.

Allowed Uses

Table 16-148

Uses ¹	Downtown Zones			
	DT E	DT E-O	DT G	DT C
Residential				
Assisted Living, Res'l Care Facility Elderly	---	C	C	C
Dwelling, guest house	P	P	P	---
Dwelling, multifamily	P	P	P	P
Dwelling, single-family attached	P	P	---	---
Dwelling, single-family detached	P	P	---	---
Home-based business ⁴	P	P	P	P
Work/live, Live-Work	---	P	P	P
Agriculture-Related				
Commercial Garden / Greenhouse(s) < 3,000 sq ft	---	P	P	P
Commercial Garden / Greenhouse(s) > 3,000 sq ft	---	P	P	P ³
Farmer's Market	---	---	P	P
Recreation, Resources Preservation, Open Space, and Public Assembly				
Community Assembly < 10,000 sq ft	---	C	C	P
Community Assembly > 10,000 sq ft	---	---	C	C
Day care (family, child, adult) < 15	P	P	P	P ³
Day care (family, child, adult) > 15	---	P	P	P ³
Institution (includes school)	---	C	C	C
Public Open Space	P	P	P	P
Recreation/Commercial	---	---	P	P
Nightclub < 10,000 sq ft	---	---	---	C
Nightclub > 10,000 sq ft	---	---	---	C

Key

- P use allowed by right, subject to identified standards
- C use requires approval of Special Use Permit (SUP)
- use not allowed

Notes

- ¹ In compliance with ground floor frontage requirements in 16-150.
- ² Bar allowed if accessory to a restaurant; requires SUP
- ³ Not allowed on A Street between 3rd and 6th street
- ⁴ Pursuant to OCC Ch. 16, Article V., Division 6 (Home occupation permits)
- ⁵ Required stealth design; Pursuant to OCC Ch. 16, Article V., Division 16 (Wireless communication facilities)
- ⁶ Minimum 5ft clear path on sidewalk

Allowed Uses, continued
Table 16-148

Uses ¹	Downtown Zones			
	DT E	DT E-O	DT G	DT C
Retail, Service, and Office				
Alcohol ² , beverage, with food sales (on-site consumption)	---	C	C	C
Artisanal Production	---	P	P	P
Bed and Breakfast Inn < 12 rooms	---	P	P	P
Brew Pub, Winery, Tasting Room	---	---	C	C
Drive-through service	---	---	---	---
Grocery Store < 10,000 sq ft	---	P	P	P
Grocery Store > 10,000 sq ft	---	---	---	P
Health and exercise center / spa	---	P	P	P
Hotel	---	---	P	P
Mortuary, funeral home	---	---	P	---
Motor Vehicle sales, service	---	---	---	---
Museum, Art Gallery	---	P	P	P
Office: financial, professional, government, administrative	---	P	P	P
Office, medical	---	---	P	P ³
Outdoor Dining / Sidewalk Cafe ⁶ / Parklet ⁶	---	P	P	P
Outdoor Display	---	P ⁶	P ⁶	P ⁶
Multiplex Motion Picture Theater	---	---	---	C
Eating and Drinking Establishment < 5,000 sq ft ²	---	P	P	P
Eating and Drinking Establishment > 5,000 sq ft ²	---	---	---	P
Retail < 5,000 sq ft ³	---	P	P	P
Retail > 5,000 sq ft ³	---	---	---	P
Services, Administrative and Professional, Business Support	---	P	P	P
Services, Personal	---	P	P	P ³
Social Services	---	---	---	---
Studio: art, music, dance	---	P	P	P
Thrift or secondhand store	---	---	---	---
Use involving sale of alcohol for off-site consumption	---	C	C	C
Utility, Transportation, Public Facility, and Communication				
Public parking lot/facility	---	---	P	C
Transit facility	---	---	---	C ³
Wireless communications facility	P ⁵	P ⁵	P ⁵	P ⁵

Key

- P use allowed by right, subject to identified standards
 C use requires approval of Special Use Permit (SUP)
 --- use not allowed

Notes

- ¹ In compliance with ground floor frontage requirements in 16-150.
² Bar allowed if accessory to a restaurant; requires SUP
³ Not allowed on A Street between 3rd and 6th street
⁴ Pursuant to Oxnard Municipal Code, Ch. 16, Article V., Division 6 (Home Occupation Permits)
⁵ Required stealth design; Pursuant to OCC Ch. 16, Article V., Division 16 (Wireless communication facilities)
⁶ Minimum 5ft clear path on sidewalk, and subject to issuance of an encroachment permit.

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16-149 Parking Areas and Facilities

Sections:

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	Table 16-149.B; Podium and Subterranean Parking Structures.....	29
	Figure 16-149.B.1; Podium Parking.....	29
	Figure 16-149.B.2; Subterranean Parking.....	29

16-149.1 Applicability

The standards of this section apply to a new building or any expansion greater than 50 percent.

A. Standards

Surface Parking Lots Table 16-149.A

1. Intent

Surface parking lots shall be located and configured to provide adequate parking supply and convenient access to the buildings and visitors they serve. All lots are to provide safe, well-lit, landscaped, shaded and comfortable environments, and be appropriately configured and screened to not intrude into public views, or into required on-site open spaces.

2. Access and Configuration

a. Access

- i. **Vehicular Access.** Vehicular access shall be in compliance with the *Parking and Vehicular Access Standards* in the zone and accessed by a drive (side of lot) or lane (rear of lot). Driveways may be one- or two-way and must provide a dedicated entrance/exit.
- ii. **Pedestrian Access.** All pedestrian access shall be clearly marked, lit and meet all Americans with Disabilities Act and California Building Code accessibility requirements.

b. Configuration

Surface parking shall be located per standards in the *Parking and Vehicular Access Standards* of the zone. Surface parking is not allowed in any building setback(s).

3. Guidelines

a. Screening

Surface parking spaces may be open or covered. All surface parking should be screened from street views

by buildings, walls or the following screening strategies:

- i. **Landscape Screening.** Trees and shrubs are selected for their ultimate scale to the space.
- ii. **Screening Structures / Facades.** Screening devices may include various elements such as walls, perforated metal panels, wire panels, finished concrete and other high quality materials that maintain architectural sensitivity to the surrounding buildings and character.
- iii. **Public Art / Murals.** In accordance with the City's public art program, surface lots may incorporate public art elements such as sculptures, mural paintings, images and other artistic facade treatments and installations.

b. Shade

Shade should be provided throughout surface lots. In addition to landscape elements, shade may be provided with the following strategies and should match the architectural character of the surrounding structures.

- i. **Shade Structures.** Structures may include arbors, trellises, pergolas, mesh and overhead canopies.
- ii. **Solar Shade Structures.** For lots without public frontage and not visible from the sidewalk, standalone solar structures may be used. For lots within public view, individual solar panel may be applied to existing shade structures.

Surface Parking Lots, cont'd.

Table 16-149.A

c. Lighting

- i. Outdoor light fixtures should be limited to 15 feet in height.
- ii. Lighting shall be recessed and shielded so that:
 - The light source (i.e., bulb, etc.) is not visible from the project site; and
 - Glare and reflections is confined within the boundaries of the project site. Each light fixture shall be shielded and directed downward and away from adjoining properties and the public right-of-way.
- iii. Illumination levels should be at least 1 foot-candle and not more than 7, per on-site lighting standards (Section 16-320)

d. Landscape

Water conserving plant materials should be applied in compliance with the following:

- i. **Amount of landscaping.** Landscaping within or around the parking area shall cover a minimum ratio of 10% of the gross area of the parking lot. A minimum of one shade tree shall be provided for every eight parking spaces, or trees shall be provided to achieve 30% canopy coverage of paved area at maturity, whichever is greater.
- ii. **Location.** Landscaping shall be evenly dispersed in a parking area with trees planted around the perimeter. For larger parking areas, orchard-style tree plantings (placed in uniformly-spaced rows) are required.
- iii. **Irrigation.** Appropriate irrigation and drainage shall be provided for all landscaped areas.

e. Paving

Parking areas should be designed to reduce the amount of run-off generating surface area. The following permeable surfaces for parking and maneuvering areas are encouraged subject to fire department approval:

- i. Pervious asphalt and concrete;
- ii. Permeable pavers;
- iii. Reinforced gravel paving;
- iv. Reinforced grass paving;
- v. Other permeable and rated surfaces as approved

by the City.

f. Finishes

Parking lot and structure materials, finishes, fixtures and colors should be designed in a manner that is consistent with the architectural character of adjacent buildings.

g. Amenities

The following amenities may be integrated to support alternative modes of transportation and sustainability. These amenities should be located in convenient locations to incentivize their use.

- i. **Bicycle Parking.** Bicycle parking may be located within surface lots.
- ii. **Clean Air/Electric Vehicle Parking and Charging Stations.** Parking facilities may incentivize the use of clean air and electric vehicles.
- iii. **Golf-Cart / Motorcycle / Scooter Parking.** Parking for regulation-size golf-carts, motorcycles and scooters may be provided in compliance with city standards.



A well shaded surface parking lot masked from the street by a beautiful landscape wall with built-in benches.

Podium and Subterranean Parking Structures

Table 16-149.B

1. Intent

Parking in podium or below grade garages shall be located and designed to provide convenient access to the building(s) and visitors they serve and not be visible from a public street.

2. Access, Configuration and Size

a. Access.

- i. **Vehicular Access.** Vehicular access shall be located in the rear or on the side of a lot, and accessed by an alley, lane, or drive.
- ii. **Pedestrian Access.** All pedestrian access points shall be clearly marked, lit and meet all current accessibility requirements per the CBC.
- iii. **Gated/Residential Access.(Secure upper level, pedestrian bridge).** Direct pedestrian access from upper levels of parking structures to residential buildings is permitted only over a rear driveway.

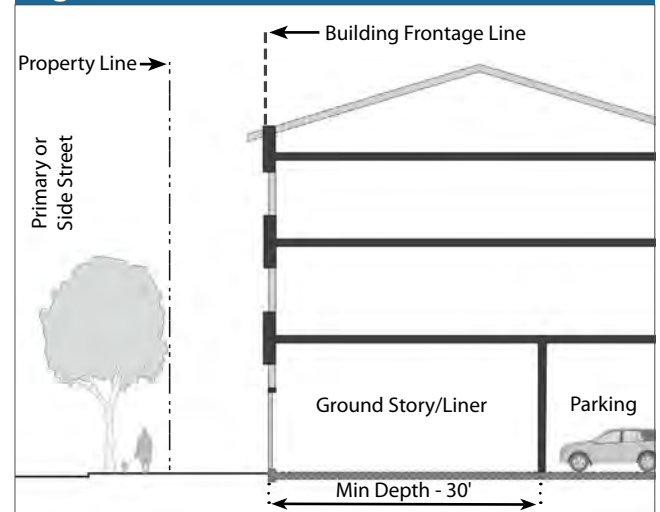
b. Configuration.

- i. On-grade parking podiums and parking structures shall be located per the Parking Placement Standards of the zone (*Figures 147.3.E, 4.E, 5.E*).
 - ii. The Primary Street and Side Street frontages of on-grade parking podiums and parking structures shall be lined with occupiable, usable space with a minimum depth of 30 feet. The ground level is required to comply with the Frontage Standards in *Table 16-150*.
 - iii. A partially subterranean and fully subterranean parking garage may align with the Primary Street and/or Side Street building frontage line(s) provided it does not extend higher than the finished grade.
- c. Size.** Refer to zone for building size standards. (*Figures 16-147.3D, 4.D, 5.D*).

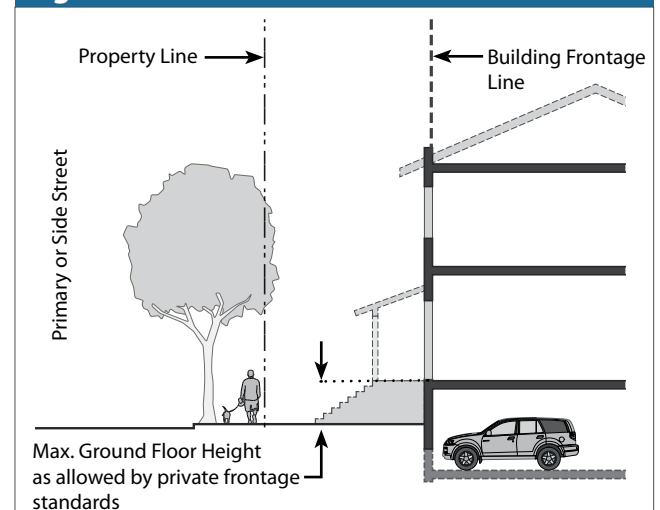


A multi-story garage lined with a mixed-use liner.

Podium Parking Fig. 16-149.B.1



Subterranean Parking Fig. 16-149.B.2



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16-150 Private Frontage

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16-150.1 Applicability

The standards of this section apply to a new building or facade renovation along a street or public open space. The entire ground floor facade facing a public street or public open space is required to consist of the frontage types allowed in this section.

A. Standards

1. All frontage types are required to include windows in compliance with the applicable architecture guidelines.
2. All street-facing facades are required to provide pedestrian access using only the allowed frontage types. Frontage types may encroach into setbacks or the public right-of-way as identified below, and may be further limited by the California Building Code (CBC).
3. Unless specified otherwise, all new buildings and expansions within 50 feet of a street or public open space are required to be placed at the build-to line in compliance with the zone requirements.
4. Issues may arise in the design process that make it necessary to adjust the details of a private frontage. These standards are intended to be adjusted in response to the physical constraints, operational requirements, or emergency access requirements, as allowed by *Section 16-146.2; (Variations from Standards)* subject to city approval.

Allowed Private Frontages and Encroachment Standards
Table 16-150

Standard	Downtown Zones				Min ft Between PL and Facade	Encroachment into setbacks (ft)	See Reference for Guidelines
	DT E	DT E-O	DT G	DT C			
Porch	P	P	P	---	12 to 20	Up to 5 of sidewalk	Table 16-152.C.1-2
Dooryard	P	P	P	P ¹	7 to 12	Up to 1 of sidewalk	Table 16-152.D
Stoop	P	P	P	P ¹	4 to 6	Up to 1 of sidewalk	Table 16-152.E
Common Entry	---	---	P	P	10 to 15	Not applicable	Table 16-152.F
Shopfront	---	P	P ²	P	0 or 10	Awning / canopy up to 2ft of curb	Table 16-152.G
Gallery	---	---	P ²	P	0	Up to 3 of curb	Table 16-152.H
Arcade	---	---	---	P	0	Up to 3 of curb	Table 16-152.I

Notes

P Allowed in Zone
 --- Not allowed in zone

¹ Not on "A" street between 3rd and 6th streets, not fronting plaza park and subject to design review

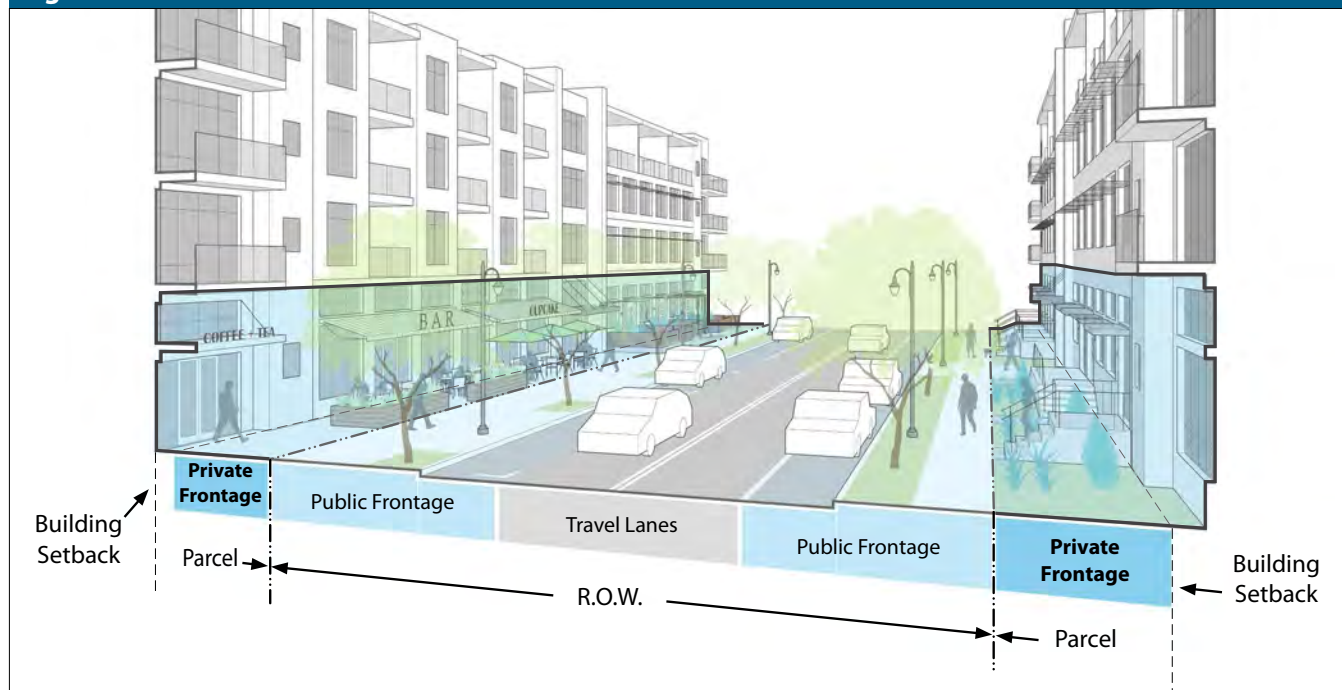
² Where shopfront overlay applies

B. Design

Private frontages - the ground floor face of the building and the space between the building and the sidewalk - define not only the character of each building but collectively define the character of the neighborhood and of the city. Frontages that welcome visitors and other pedestrians are the key single design element of walkable neighborhoods and downtowns, providing the streets and open spaces with a comfortable, pedestrian-scale appearance. On a functional level, the frontage is the transition between the public realm and the private realm, providing a critically important “privacy filter” between the fully public street and the private interior spaces of dwellings: from dooryards, stoops and terraces for a moderate degree of privacy, to shopfronts, galleries and arcades that are designed to bring commercial displays right up to the sidewalk - the opposite of privacy.

Private Frontage

Fig. 16-150



Porch (projecting)
Table 16-150.C.1

Porch (Projecting)

A roofed, unenclosed room, open on three sides, attached to the exterior of a building in the front and/or side street setback that provides a physical transition between the sidewalk and the building.



Development Standards and Guidelines

1. Porches may provide access to multiple ground-floor units.
2. Porch materials and design should be compatible with the design of the building.
3. Porches may encroach into required front and side street setbacks up to the limit allowed by the zone in Table 16-150.
4. Porches may wrap around corner(s) of the building.

Standards (PROJECTING) Fig. 16-150.C.1			
FRONTAGE ELEMENT	MIN	MAX	
A Porch depth (between wall and inside column face)	7 ft.	-	
B Porch width (between corner columns)	10 ft.	-	
C Porch height (measured from porch surface to top of porch columns)	8 ft.	12 ft.	
D Floor height for residential ground floor (measured from adjacent finished grade)	18 in.	3 ft.	
E Separation between porch and fence or sidewalk	5 ft.	n/a	

Porch (Engaged)
Table 16-150.C

Porch (Engaged)

A roofed, unenclosed room, open on one to two sides, attached to the exterior of a building in the front and/or side street setback that provides a physical transition between the sidewalk and the building.

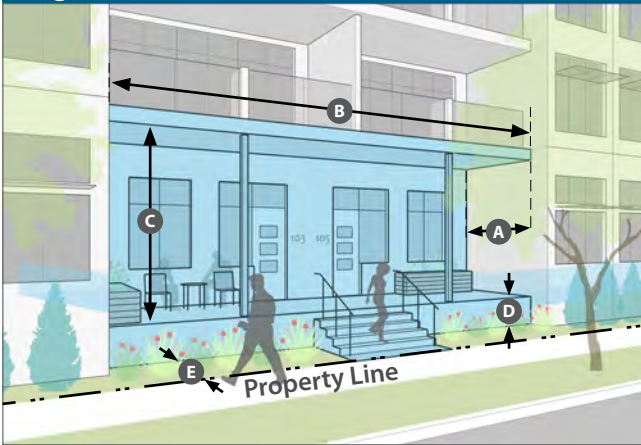


A modern porch simply supported by a few beams.

Development Standards and Guidelines

- 1. Porches may provide access to multiple ground-floor units.
- 2. Porch materials and design should be compatible with the design of the building.
- 3. Porches may encroach into required front and side street setbacks up to the limit allowed by the zone in Table 16-150.
- 4. Porches may wrap around corner(s) of the building.

Standards (Engaged)
Fig. 16-150.C.2

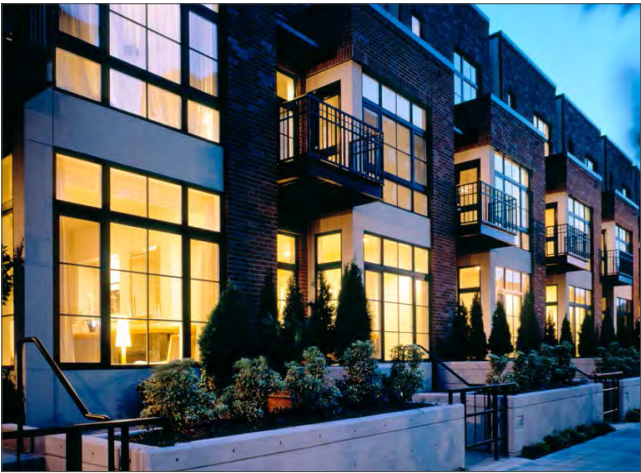


FRONTAGE ELEMENT		MIN	MAX
A	Porch depth (between wall and inside column face)	7 ft.	-
B	Porch width (between corner column and building face)	10 ft.	-
C	Porch height (measured from porch surface to top of porch columns)	8 ft.	12 ft.
D	Floor height for residential ground floor (measured from adjacent finished grade)	18 in.	3 ft.
E	Separation between porch and fence or sidewalk	5 ft.	-

Dooryard
Table 16-150.D

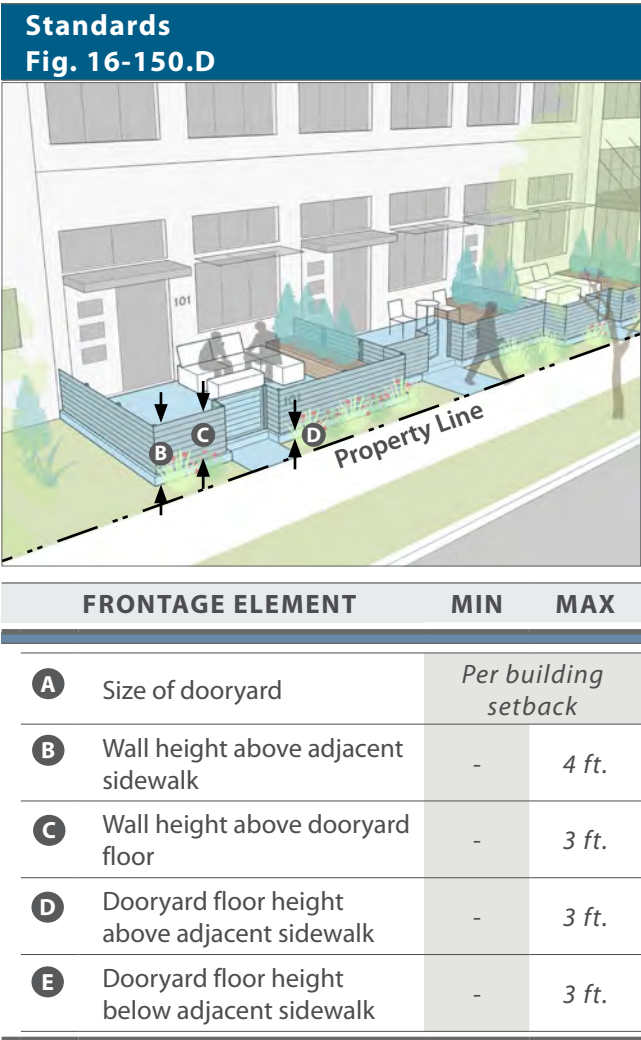
Dooryard

A small, elevated or at-grade garden that is located in the front and/or side street setback and enclosed by a low wall located at or near the property line(s). Dooryards may be used for residential and non-residential ground floor activity. For elevated and recessed Dooryards, access from the sidewalk to the Dooryard is via a stair or ramp.



Development Standards and Guidelines

- 1. A landscaped strip between the sidewalk and the Dooryard wall is recommended to provide a visual transition/buffer between the sidewalk and dooryard.
- 2. Dooryards shall not be more than three feet higher or three feet lower than the adjacent sidewalk or public open space.
- 3. Walls may extend an additional three feet in height and fences or railings to the height required by the California Building Code (CBC).
- 4. Wall and/or fence design, materials, and finishes shall be consistent with the architectural style of the building.



Stoop
Table 16-150.E

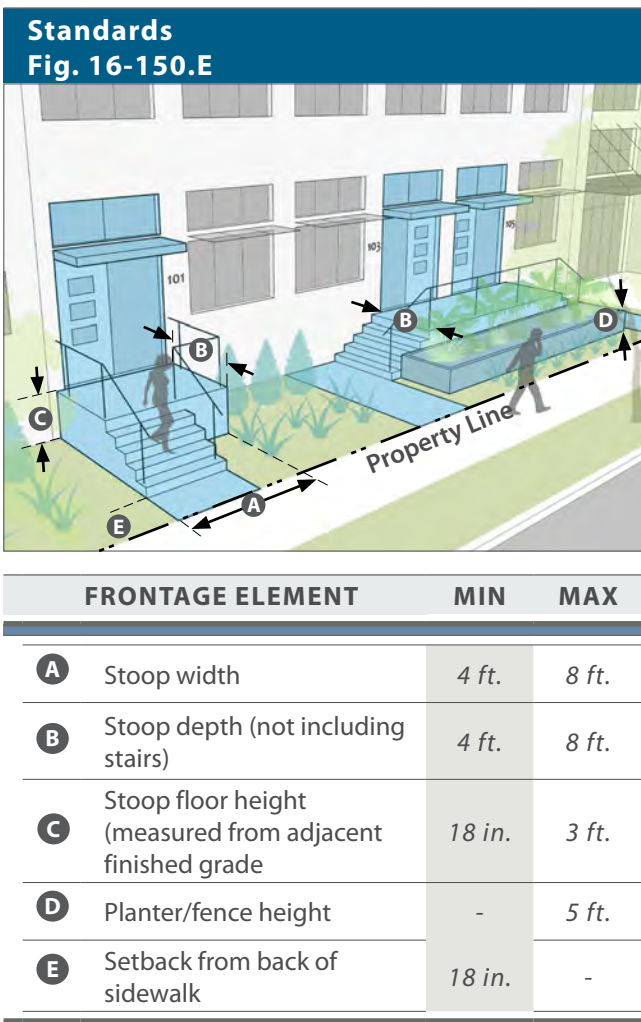
Stoop

A stair and landing leading directly from the sidewalk to an elevated building entrance with the ground floor of the building raised to provide additional privacy to the rooms fronting the public street.



Development Standards and Guidelines

- 1. Stoops may encroach into required front and side street setbacks up to the limit allowed by Table 16-150.
- 2. Landscaping shall be provided in the remaining private setback area, either at grade or in raised planters, and should be uniform or compatible with the streetscape landscaping.
- 3. The stair may be perpendicular or parallel to the adjacent sidewalk. When parallel to the sidewalk, a landscape buffer of one to two feet shall be provided between the side of stair/stoop and the sidewalk.
- 4. Stoop landings may be covered or uncovered.
- 5. Ramps, if provided, should be parallel to facade or along the side of the building, and a landscape buffer of at least one to two feet shall be provided between the ramp and the sidewalk.
- 6. Adjoining stoops (servicing multiple units) should be limited to two entries. A stoop may also provide access to a common entry which provides access to a corridor servicing multiple units.
- 7. Gates are not allowed.



Common Entry Table 16-150.F

Common Entry

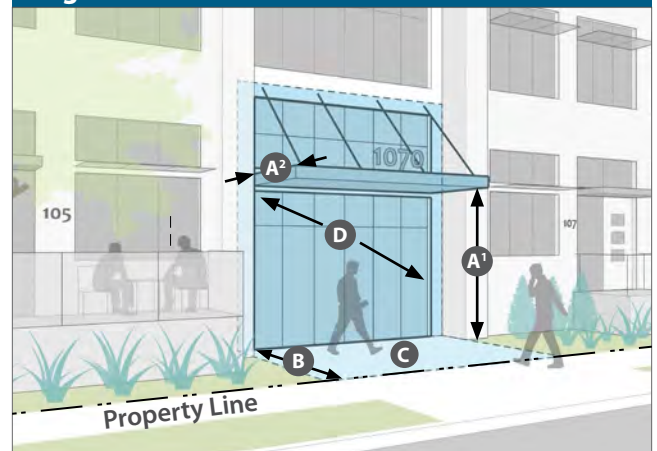
A small public/semi-private space designed to provide access to an entry lobby and/or corridor utilized to provide common access to units on upper floors (with ground floor units typically being accessed directly from the street/sidewalk or common court / yard). This frontage is intended to be applied in addition to (not in lieu of) one or more additional permitted building frontages.



Development Standards and Guidelines

1. Common entries should be clearly visible, and should typically be designed as a focal-point of the ground-floor facade. Designs which engage multiple floors are encouraged.
2. Entry designs which help modulate the facade of the main building are encouraged, (See also "Facade Modulation" in *Section 16-150*).
3. Common entries shall provide a comfortable, attractive outdoor public/semi-private transitional space that allows congregation off of the public sidewalk.
4. Outdoor spaces associated with common entries may be elevated or at sidewalk grade, accessed by stairs, and may additionally be enclosed by a low landscape wall or hedge.
5. Common entries should include awnings/canopies to provide shelter for guests awaiting entry. Entry canopies may encroach into the public right-of-way per the encroachment standards in *Table 16-150* with an encroachment permit.
6. Entry canopies that integrate the building number (street address) into their design are encouraged.

Standards
Fig. 16-150.F



FRONTAGE ELEMENT	MIN	MAX
A¹ Height to bottom of awning / canopy (clear)	10 ft.	25 ft.
A² Awning/Canopy Depth	4 ft.	Within 2 ft of curb
B Entry distance to back of sidewalk	8 ft.	20 ft.
C Area of outdoor space (does not include public R.O.W.)	150 ft ²	-
D Glass area % of ground floor lobby wall area	70%	-

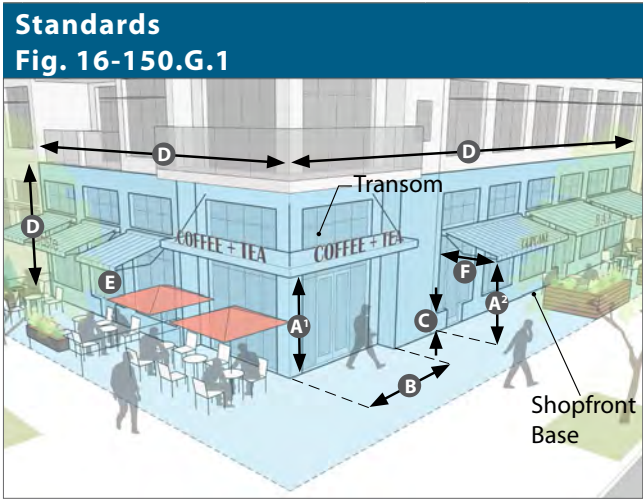
Shopfront
Table 16-150.G

Shopfront

A large opening in the facade at or near the sidewalk, enclosed with a door(s) and transparent glass in a shopfront assembly. The primary shop entrance is at the grade of the sidewalk and provides direct access to the commercial/retail restaurant use(s) on the ground floor. The basic required architectural elements comprising the shopfront are large windows, doors with glass, transom windows, and a solid shopfront base. Optional elements include awnings, cantilevered shed roof or canopy, signage, lighting, and cornices.

Development Standards and Guidelines

- General Guidelines and Configurations:**
1. Shopfront opening(s) along the primary frontage shall comprise at least 70% of the ground floor wall area.
 2. Walls shall not exceed ten linear feet without openings along Primary Street frontages and 25 linear feet along Side Street frontages.
 3. Corner shopfronts should provide continuous and uniform design on both facades.
 4. New or renovated shopfronts within historic buildings should emulate or recreate a previous shopfront (from historic photos or drawings) to harmonize with the overall building architecture. This can be flexibly interpreted, for example, when the general form of a new shopfront is like the original but the materials are contemporary.
 5. A cornice or horizontal band shall be provided to differentiate the Shopfront from upper levels of the building. This also allows the shopfront to function as the visual base for the rest of the building. In some instances where shopfronts include entablature trim, the horizontal band may be omitted.
 6. Merchandising is not allowed to block views into shopfront windows.



FRONTAGE ELEMENT		MIN	MAX
A ¹	Height to (clear)/top of shopfront	12 ft.	18 ft.
A ²	Height to bottom of awning / canopy (clear)	8 ft.	10 ft.
B	Width of shopfront bay(s)	10 ft.	20 ft.
C	Height of shopfront base	6 in.	3 ft.
D	Glass area % of ground floor wall area (each facade)	70 ft.	-
E	Width of Shopfront on second frontage (corner building)	20 ft.	-
F	Awning Depth	5 ft.	Within 2 ft of curb

Shopfront, Cont'd

Table 16-150.G

Primary Materials:

7. Shopfronts should be of material similar or complementary to the main materials of the building.
 - i. **Traditional shopfront assemblies** shall be constructed from masonry, real stone, stone veneer, wood or stucco;
 - ii. **Modern shopfront assemblies** may be made aluminum, steel, weathering steel or naturally finished wood. Shopfront framing shall be pre-finished.
8. The shopfront may be clad in decorative tiles and similar materials.
9. Pier bases should align with horizontal elements on the shopfront, such as sills.



Shopfronts located at corners should create a similar character on both facades.

Shopfront configurations

Fig. 16-150.G.2



Traditional Shopfront

- 1 Header should be 24 to 36 inches.
- 2 Transoms windows should be equally divided and consistent across the facade.
- 3 Shopfront windows should be equal in size and recessed a minimum of two inches from stucco or masonry piers as adjacent materials.
- 4 Base panels or shopfront base not to exceed 36 inches in height.



Contemporary Shopfront

- 1 Header should either be exposed or a suggested steel beam
- 2 Transom windows should be equally divided when possible and consistent across the facade
- 3 Lights should be equal in size when possible, but may be configured in different ways as necessary
- 4 Base panels may either be glazing or a solid material
- 5 Main glazing area may either be fixed or an operable door, sectional garage door with glazing or bi-fold door system.

Shopfront, Cont'd

Table 16-150.G

Doors & Windows:

10. Doors should match the materials, design, and character of the display window framing.
11. Shopfront windows should be consistent in size and recessed a minimum of two inches from bounding piers.
12. Shopfront glass should be clear, or very lightly tinted (10% maximum).
13. Reflective coating or dark tinting of shopfront windows is not allowed; where additional shading is needed, frontage types such as arcades and galleries and architectural elements such as awnings and canopies should be applied to shade shopfront openings.
14. Transom windows (horizontal glass panels immediately above the shopfront) are required, and should be equally divided and consistent across the facade. Glass in clerestory and transom windows should be clear, stained glass, or frosted, not tinted.
15. Recessed entries are encouraged as a traditional element of the main street shopfront. Recommended treatments include:
 - I. Enhanced paving materials such as ceramic tile;
 - II. Ornamental ceilings such as coffering;
 - III. Decorative light fixtures.

Awnings:

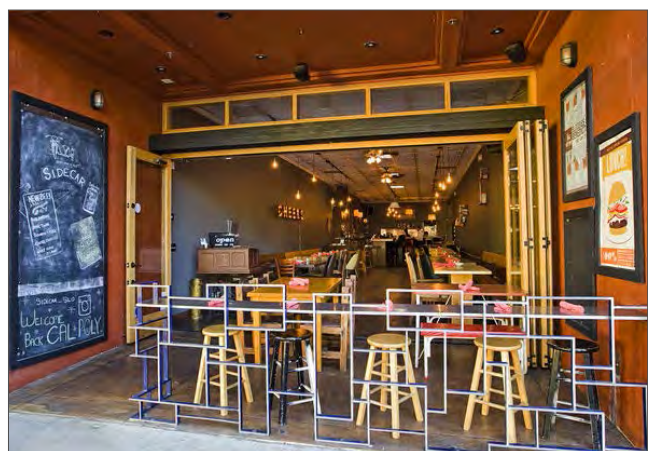
16. Awning widths shall correspond to shopfront openings and not extend across the entire facade.
17. Awnings or canopies may encroach into the public right-of-way over the sidewalk, extending to a distance within two feet of the face of curb. Primary Street and Side Street setbacks, if any, should be paved with materials consistent or complimentary to the adjacent sidewalk.
18. Canvas awnings may cover shopfronts or balconies, but only in shed configurations.
19. Quarter sphere or quarter cylinder configurations are not allowed.

Lighting:

20. Lighting shall be mounted on the shopfront wall centered on the piers between windows/ doors or centered above the windows/doors of the shopfront. In instances where projected canopies are used over entries the lighting may be mounted in the underside of the shed element.



A glass awning demarcating a store entrance.



Bi-fold restaurant doors opening onto a patio.

Gallery
Table 16-150.H

Gallery

A ground floor colonnade that supports a shed roof or a deck that covers a sidewalk not in the right-of-way. Galleries provide shade, glare control and weather protection to ground floor shopfronts, making them ideal for retail use.



Design Standards and Guidelines

1. Gallery materials, style and design should be consistent with the building.
2. Where the shopfront overlay applies, galleries are to be combined with the Shopfront type (See "Shopfront" - Table 16-150.G).
3. Column height shall be proportional to the column width.
4. Column spacing and colonnade detailing, including lighting, should be consistent with the style of the building to which it is attached.
5. Openings in the wall are required no further apart than ten linear feet.
6. A railing on top of the gallery is required only if the gallery roof is accessible as a deck.
7. Planter boxes or pots may be placed in between columns to provide enclosure for such uses as cafe seating, provided that adequate throughway access is maintained.

Standards Fig. 16-150.H			
FRONTAGE ELEMENT		MIN	MAX
A	Height (sidewalk to ceiling)	12 ft.	16 ft.
B	Depth (facade to interior column face)	10 ft.	16 ft.
C	Length along frontage (% of building facade width)	25 ft.	100 ft.
D	Setback from Back of Sidewalk	0 ft.	5 ft.
E	Right-of-way	No Encroachment	

Arcade
Table 16-150.I

Arcade

A ground floor colonnade that supports the upper stories of the building over a sidewalk not in the right of way. Arcades provide shade, glare control and weather protection to ground floor shopfronts, making them ideal for retail use.



Design Standards and Guidelines

- 1. Arcade materials, style and design should be consistent with the building.
- 2. Where the shopfront overlay applies, arcades are to be combined with the Shopfront type (See "Shopfront" - Table 16-150.G).
- 3. Column height shall be proportional to the column width.
- 4. Column spacing and colonnade detailing, including lighting, should be consistent with the style of the building to which it is attached.
- 5. Openings in the wall are required no further apart than ten linear feet.
- 6. A railing on top of the arcade is required only if the roof is accessible as a deck.
- 7. Planter boxes or pots may be placed in between columns to provide enclosure for such uses as cafe seating, provided that adequate throughway access is maintained.

Standards
Fig. 16-150.I



FRONTAGE ELEMENT		MIN	MAX
A	Height (sidewalk to ceiling)	12 ft.	16 ft.
B	Depth (facade to interior column face)	10 ft.	16 ft.
C	Length along frontage (% of building facade width)	25 ft.	100 ft.
D	Setback from back of sidewalk	0 ft.	5 ft.
E	Right-of-way	No Encroachment	

16-151 Public Frontage

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16-151.1 Applicability

The guidelines in this section apply to the area between the edge of the right-of-way and on-street parking.

A. Guidelines

- Combinations.** The types allowed in a zone may be combined unless stated otherwise. Public frontages may be combined along a lot's frontage to quickly or gradually transition physical character, subject to City review and approval.
- Adjustments.** Issues may arise in the design process that make it necessary to adjust the details of a public frontage. These guidelines are intended to be adjusted in response to the physical constraints, operational requirements, or emergency access requirements, with consideration of best roadway design practices and subject to city approval.

Recommended Public Frontage Types
Table 16-151

Type	Downtown Zones				See Reference for Guidelines
	DT E	DT E-O	DT G	DT C	
Commercial Sidewalk	---	P	P ²	P	Table 16-151.C
Arcade / Gallery	---	---	---	P	Table 16-151.D
Flex Planter	---	P	P ²	P ¹	Table 16-151.E
Sidewalk and Parkway	P	P	P	---	Table 16-151.F
Neighborhood Sidewalk and Parking Lane Planter	P	P	P	---	Table 16-151.G
Parking Apron	---	P	P ²	---	Table 16-151.H
Parklet	---	---	---	P	Table 16-151.I

Key

P Recommended in Zone

--- Not recommended

¹ Recommended only on side streets

² Recommend only where non-residential ground floor allowed

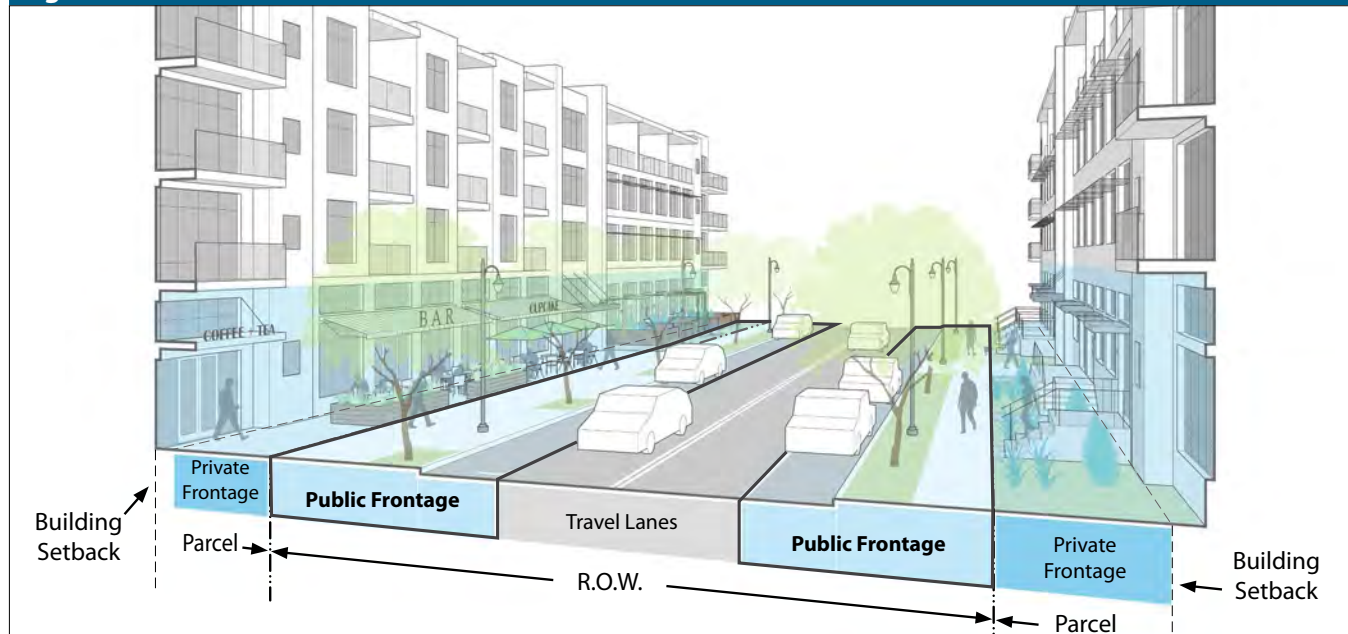
B. Design

Public frontages – the space between the back of the sidewalk and the on-street parking – define not only the character of each building but collectively define the character of the neighborhood or mixed-use place as a whole. Frontages that welcome pedestrians are the most important single design element of walkable urban mixed use places, providing the streets and public open spaces with a comfortable, human-scale, lived in appearance.

On a functional level, the frontage is the transition between the public realm and the private realm, providing a critically important ‘privacy filter’ between the fully public street and the interior spaces of buildings. A series of frontage types are applied through this section ranging from commercial sidewalks, arcades and galleries for main streets and main street corners to stoops and door yards for ground floor housing at the other end of the spectrum.

Public Frontage

Fig. 16-151



Commercial Sidewalk Guidelines
Table 16-151.C



GROUND-FLOOR USE	FLEX / CAFÉ ZONE	PEDESTRIAN ZONE	LANDSCAPE & FURNITURE ZONE	PARKING & PLANTER ZONE	SHARED TRAVEL ZONE
Private Setback		Public Right-of-Way			
COMMERCIAL	Optional; may simply be additional sidewalk; See Section 16-150 (Private Frontage)	Per City Sidewalk Standards	Tree wells / planters	Parking Lane Planters (optional)	Per City Street Standards
RESIDENTIAL	This type is not intended for residential ground floors				

Description

The commercial sidewalk is the prototypical public frontage type for commercial and mixed-use centers, designed to balance comfortable pedestrian circulation with generating active commercial ground-floors that "spill out" into the street.

1. Pervious pavers are encouraged in Café and Landscape/Furniture zones;
2. Shade tree canopy should be appropriately high to maintain strong shopfront/signage visibility;
3. Where parking lane planters are provided to provide additional shade to parked cars, they should be staggered with trees in sidewalk planters;
4. Benches and seating areas should be located under canopy trees;
5. Parklets may be added into parking lanes for additional outdoor dining space (See "Parklets" - Table 16-151.I)



Example of an urban sidewalk, with pedestrian, landscape, and cafe zones clearly delineated.

Commercial Sidewalk Guidelines, Cont'd

Table 16-151.C

Diagonal Parking Alternative

Head-in or back-in diagonal parking configurations are recommended on commercial streets in mixed-use districts where additional on-street parking is beneficial.

6. For additional shade and street enclosure, Parking lane planters are recommended. Recommended spacing is every two to six spaces;
7. Pervious paving materials are encouraged in parking lanes for additional stormwater infiltration;
8. Where feasible, gutters should be located at the back of parking lanes (between parking and travel lanes) for an improved pedestrian environment.



This sidewalk dining area is located within the Landscape & Furniture Zone, designed around a canopy tree to shade the space.



The landscape & furniture zone can accommodate a variety of streetscape elements, including landscape, seating, bicycle parking, lighting, signage, traffic control, and more.

Outdoor Dining Areas

9. May be located on the public right-of-way adjacent to the restaurant serving the outdoor dining area after review of the application by appropriate city departments and issuance of an encroachment permit or license agreement.
10. Shall leave clear space for pedestrian movement between the outer edge of the outdoor dining area and the curb and shall not restrict emergency access, and accessible path.
11. Shall be at least 15 feet away from a bus stop or bus shelter.
12. All furnishings of a sidewalk outdoor dining area including, but not limited to, tables, chairs and decorative accessories, shall be readily movable and maintained in good condition.
13. No part of the outdoor dining area may be permanently attached to public space. The person to whom the business license for the outdoor dining area is issued shall repair any damage done by the outdoor dining area to public property.
14. When the outdoor dining area or the adjacent restaurant is occupied, no exit door shall be locked, bolted or otherwise fastened or obstructed so that the door cannot be opened from the inside.
15. Chairs and tables shall be arranged so as to provide for clear access to an exit. No part of an aisle shall be used in any way that will obstruct its use as an exit or that will constitute a hazardous condition.
16. Shall be maintained in an orderly condition in compliance with the approved plan(s) for the outdoor dining area.

Arcade / Gallery Guidelines

Table 16-151.D

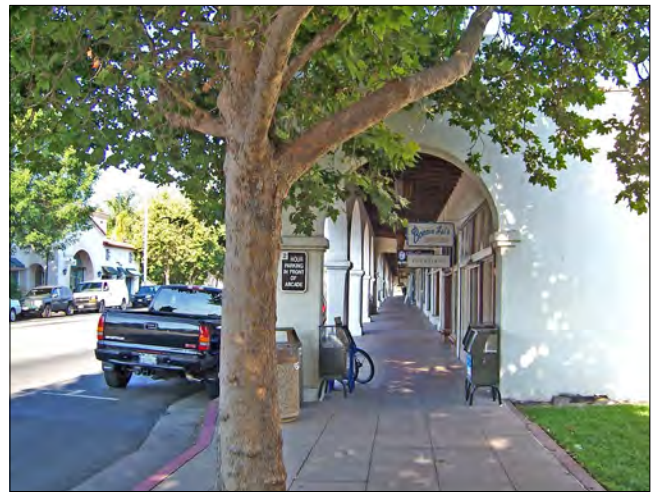


GROUND-FLOOR USE	FLEX PEDESTRIAN ZONE (ARCADE)	PEDESTRIAN ZONE	PARKING & PLANTER ZONE	SHARED TRAVEL ZONE
<i>Private Setback</i>		<i>Public Right-of-Way</i>		
COMMERCIAL	May include outdoor dining areas	Per City Sidewalk Standards	Planters every 2-3 spaces (where applicable);	Per City Street Standards
RESIDENTIAL	<i>This type is not intended for residential ground floors</i>			

Description

The Arcade/Gallery Public Frontage Type (Also a Private Frontage Type in *Tables 16-150.H-I*) is a variation of the Commercial Sidewalk that provides additional shade and enclosure and allows activity on upper floors over the private sidewalk.

1. Tree canopies should be at or above the level of the arcade with approximately 15' clearance from arcade to trunk;
2. Signage within the arcade should be simple and compatible with the architectural character of the arcade/gallery;
3. A clear path (of four to six feet) for pedestrian circulation should be provided (either within, or outside of the arcade/gallery)
4. Potted plants and other "soft" landscape materials are encouraged within and outside of the arcade and should be simple and compatible with the architectural character of the arcade/gallery.



Example of an Arcade / Gallery shopfront along a main street.

Flex Planter Guidelines
Table 16-151.E



GROUND-FLOOR USE	FLEX FRONTAGE / SETBACK ZONE	PEDESTRIAN ZONE	LANDSCAPE & FURNITURE ZONE	PARKING & PLANTER ZONE	SHARED TRAVEL ZONE
Private Setback		Public Right-of-Way			
COMMERCIAL	See zone for Building Setback requirements See 16-150 (Private Frontage)	Per City Sidewalk Standards	Pervious hardscape;	Parallel OR diagonal parking (may include parking-lane planters)	Per City Street Standards
	See also Commercial Sidewalk (Table 16-151.C)				
RESIDENTIAL	Refer to guidelines for Sidewalk & Parkway (Table 16-151.F)				

Description

The Flex Planter is a variation on the typically residential "Sidewalk and Parkway" type, allowing substitution of parkway landscaping for pervious pavers/hardscape. This type is available to accommodate flexibility in ground-floor use - notably focused nodes of ground-floor retail on an otherwise residential (or office) fronted street.

- 1. Hardscape in parkway should be compatible in colors, materials, and style with the building(s) it is servicing;
- 2. Pervious pavers are recommended, but other materials may be utilized if better suited to the architectural style of the business(es) / unit(s) the flex planter is servicing;
- 3. Where more than one lot elect to utilize the Flex Planter frontage, hardscape uniformity should be coordinated;
- 4. Flex planters should be designed to accommodate existing street trees with tree wells/planters.



Parkway filled-in with pervious pavers to accommodate sidewalk dining.

Sidewalk and Parkway Guidelines

Table 16-151.F

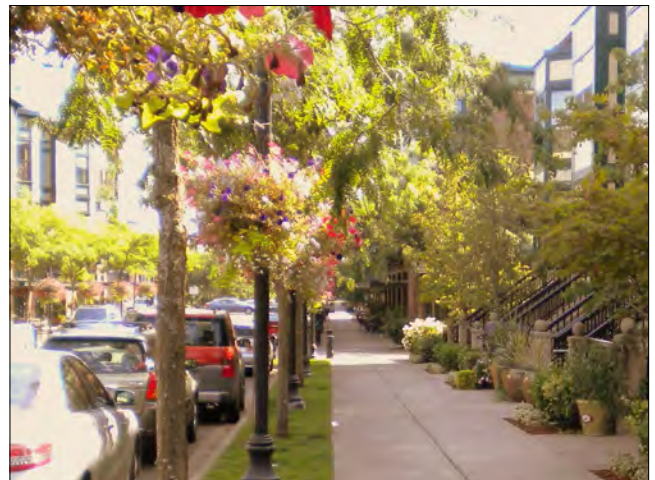


GROUND-FLOOR USE	PRIVATE FRONTAGE / SETBACK ZONE	PEDESTRIAN ZONE	LANDSCAPE & FURNITURE ZONE	PARKING & PLANTER ZONE	SHARED TRAVEL ZONE
<i>Private Setback</i>		<i>Public Right-of-Way</i>			
RESIDENTIAL	<i>See zone for Building Setback requirements</i> <i>See Section 16-150 (Private Frontage)</i>	Per City Sidewalk Standards	Continuous landscaped parkway;	Parallel; <i>Pervious paving encouraged</i>	<i>Per City Street Standards</i>
COMMERCIAL	<i>This type is not intended for commercial ground-floors</i>				

Description

The Sidewalk and Parkway is the most common Public Frontage for residential streets. It provides a comfortable and attractive landscape buffer between the sidewalk and ground-floor residential units, and the moving traffic of the street, while providing space for street furnishings, lighting, and canopy trees to shade to the street, sidewalk and units.

1. Drought-tolerant plant species and decomposed granite or mulch groundcover are recommended for parkway landscaping;
2. Broad-canopy trees that maximize shade and street enclosure are recommended for residential streets;
3. Hardscape "breaks" in the parkway are recommended approximately every 50 feet for pedestrian access;



An elegantly landscaped sidewalk and parkway on a multi-family residential street with stoops leading up to ground-floor units.

Sidewalk and Parkway Guidelines, Cont'd
Table 16-151.F



In this variation, street trees are provided on the opposite side of the sidewalk providing additional shade to the dooryards.



Parkway designs that provide stormwater management and infiltration are encouraged.



Beautifully landscaped parkway with regular concrete paths to accommodate easy access to on-street parking.



Drought-tolerant landscaping, with mulch groundcover and pavers to provide pedestrian access between sidewalk and street.

Neighborhood Sidewalk and Parking Lane Planter Guidelines

Table 16-151.G



GROUND-FLOOR USE	PRIVATE FRONTAGE / SETBACK ZONE	PEDESTRIAN ZONE	PARKING & PLANTER ZONE	SHARED TRAVEL ZONE
<i>Private Setback</i>		<i>Public Right-of-Way</i>		
RESIDENTIAL	<i>See zone for Building Setback requirements</i> <i>See Section 16-150 (Private Frontage)</i>	Per City Sidewalk Standards	Parallel; Planters; spaced every 2-4 spaces.	<i>Per City Street Standards</i>
COMMERCIAL	<i>This type is not intended for commercial ground-floors</i>			

Description

The Neighborhood Sidewalk type is designed for urban neighborhood streets where compact, narrow, well-shaded streets are desired -- or where existing sidewalk widths/configurations are not adequate for landscape/tree planters. By locating canopy (shade) trees in parking-lane planters, the parking lane is dual-functioning - providing parking and parkway.

1. To aid in groundwater infiltration, pervious paving materials are recommended for parking lanes.
2. Open-back planters that allow additional stormwater capture are encouraged.
3. Drought-tolerant plant species and decomposed granite or mulch groundcover are recommended for planter landscaping;
4. Broad-canopy trees that maximize shade and street enclosure are recommended.



Example of a parking lane planter in an urban context.

Parking Apron Guidelines
Table 16-151.H

			
GROUND-FLOOR USE	PRIVATE FRONTAGE / SETBACK ZONE	PARKING & PLANTER ZONE	SHARED TRAVEL ZONE
<i>Private Setback</i>		<i>Public Right-of-Way</i>	
RESIDENTIAL	<i>See zone for Building Setback requirements</i>	Parallel, with pervious paving	<i>Per City Street Standards</i>
COMMERCIAL	<i>See Section 16-150 (Private Frontage)</i>	Planters; spaced every 2-4 spaces.	

Description

The Parking Apron type is designed for compact, narrow, well-shaded shared-street environments - typically a single-block in length. By locating canopy (shade) trees in bulb-out planters in the parking lane(s), and omitting a formal sidewalk and parkway, the street can be made very narrow, discouraging through traffic.

- 1. To aid in groundwater infiltration, pervious paving materials are recommended for parking lanes;
- 2. Tree planters are at grade, and can be additionally defined by low metal gates, or grates;
- 3. Rolled-curbs or "zero-curb" applications are appropriate for this type.



Example of a parking apron in a shared-street environment.

Parklet Guidelines

Table 16-151.I



GROUND-FLOOR USE	FLEX / CAFÉ ZONE	PEDESTRIAN ZONE	LANDSCAPE + FURNITURE ZONE	PARKING + PLANTER ZONE	SHARED TRAVEL ZONE
			PARKLET ZONE		
Private Setback		Public Right-of-Way			
COMMERCIAL	Refer to "Commercial Sidewalk" (See Table 16-151.C)		Should be fully contained within parking and planter zone (24 inch buffer recommended between parklet and travel lane); 36-inch buffer between adjacent parking spaces		Per City Street Standards
RESIDENTIAL	Refer to "Sidewalk & Parkway" (See Table 16-151.F)		Parklet design should include physical barrier to travel lanes (railing, planter, etc); Parklet should be flush with sidewalk		

Description

Parklets are semi-permanent public spaces that may replace on-street parking spaces (in a variety of contexts) where additional outdoor space - often for sidewalk dining or street furnishing - is desired. As such, they offer a high degree of flexibility to be moved, removed, expanded or redesigned as local conditions and urban context evolve over time.

1. Parklets should provide a comfortable buffer (barrier) between seating and moving traffic;
2. Parklets should be raised flush with sidewalk grade;
3. Parklets should include comfortable seating, shaded areas, landscaping;
4. Parklets should be constructed of high-quality materials and be compatible with the colors, materials, and style of the buildings they are servicing -- as well as the street.

Parklet Guidelines, Cont'd
Table 16-151.I



Bird's-eye-view of a parklet in an urban setting which contributes comfortable seating areas, landscaping, signage, and bicycle parking to the overall streetscape environment.



Example of an elegant dining parklet using a landscape planter/bench as a physical barrier from traffic.



An attractive parklet that adds seating and landscaping to this urban streetscape.



Example of an urban parklet in a downtown providing seating and recreation to an otherwise narrow sidewalk.



A large parklet that provides a significant amount of outdoor dining space along an active "restaurant row" frontage.

16-152 Private Open Space

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16-152.1 Applicability

The standards of this section apply to site improvements, new buildings and additions.

A. Standards

1. At-grade open space must be directly accessible from the adjacent ground floor.
2. The minimum usable open space area is in addition to the setbacks required by the zone. The minimum required area may be provided by enlarging any or all allowed usable open space(s) beyond the minimum required area or by providing additional open space(s) with a minimum dimension as identified in *Table 16-152*.
3. The dimensions in *Table 16-152* reflect the required size in order to qualify as usable open space.

Private Open Space
Table 16-152

Usable Area Required (Min ft)	The greater of 20 x 40 or 10% of Total Lot Area
Usable Open Space Types	Reference
Court	16-152.C
Side Yard	16-152.D
Rear Yard	16-152.E
Roof Deck	16-152.F
Passage	16-152.G
Balcony	16-152.H

B. Design

On-site open space – the space between buildings – contributes to the physical form and character of an individual building as well as for an entire block and neighborhood. Several types of spaces can be used to provide complete or partial separation between neighboring buildings and on the lot of an individual building. These spaces range from courtyards ('court') to side yards and rear yards to balconies and roof decks. In addition, passages can be used to provide open space that links to sides of a block while creating new building addresses and frontages.

Court

Table 16-152.C

1. Description

A semi-public, shared open space within a lot. It is a well-defined, coherent area that is an essential component of the project's design, not merely space left over after the building mass is placed. Courts generally provide visitor access from the street to dwellings, retail or office spaces, and/or buildings within the lot that lack direct frontal access from the street. The degree of enclosure or openness may vary per the requirements of each zone and the design intent of the project designer.

2. Configuration and Size

a. Configuration. Courts are to be placed in any or all of the following ways:

- i. Open to Street.** The Court adjoins the minimum Primary Street setback line creating a deep, combined garden/terrace facing the street.
- ii. Side Court.** The Court is placed along the side yard of the parcel to work together with a court or back yard on an adjacent lot to create the effect of one large open space;

Provide a contiguous space for entrances to a neighboring existing building that face the proposed project and are located close to the property line, to face;

When the adjoining lot contains a single-family house, to create a large open space next to the

house.

- iii. Internal Courtyard.** The Court is an internal courtyard, entirely contained within the building.
- iv. Special Circumstances.** When a site contains an exceptional feature, such as a large, healthy tree, the Court is placed to retain and take advantage of that special feature.

b. Size. At least 15 feet by 25 feet.

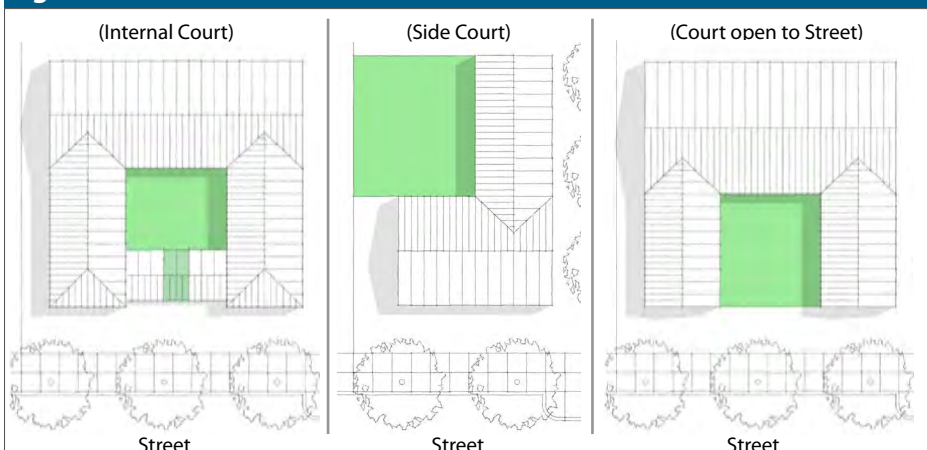
c. Enclosure. A Court's perimeter is defined by walls on at least two sides, and on a third side by walls or architectural or landscape elements such as low walls or trellises, or linear landscape elements such as hedges or rows of trees.

One side of a Court may be defined by a building wall or a linear landscape element on an adjoining property.

Driveways located adjacent to a Court shall be screened by architectural elements such as low walls or trellises, or linear landscape elements such as hedges or rows of trees so as not to appear to be located within the Court.

d. Encroachments into Courts. Dooryards, stoops, and architectural elements may encroach into the Court up to a total of 30 percent of the width and/or length.

Court Configurations
Fig. 16-152.C



Court, Cont'd

Table 16-152.C

3. Design

- a. **Common Area.** Courts shall be designed to be gathering places for the occupants and also circulation spaces through which pedestrian access is provided from the street to any buildings (or portions of buildings) that lack direct street frontage. Courts provide a central, flat area that is usable and encourages human activity and interaction. This area contains a combination of paving and landscaping.
- b. **Private Area.** Courts shall be designed to provide for private access to dwellings and businesses that lack direct street frontage. Courts should also provide space for private patios and terraces.
- c. **Amenities.** Courts shall include public amenities such as seating areas, fountains, BBQ islands and/or outdoor fireplaces to encourage their use as common outdoor rooms or gathering places.
- d. **Finishes.** Court materials, finishes, fixtures, and colors shall be designed in a manner that is consistent with the architectural style of the building.
- e. **Landscape.** Except for paved areas, courts shall be planted with trees, shrubs, decomposed granite or other appropriate ground cover and water conserving plant materials. Arbors, trellis structures and raised planter/seating walls are allowed. Court planting may be in permanent planters or pots/containers.

The top of planter walls shall not be taller than a bench, but some may be up to 36" if so required to support the health of plantings.

Trees are to be selected for their ultimate scale to the space, for shade and to screen views to and from neighboring buildings.



The side courts of these two buildings work together to create a single space.



An internal court with a fountain as its focal point.



A court that provides outdoor dining.

Side Yard
Table 16-152.D

1. Description

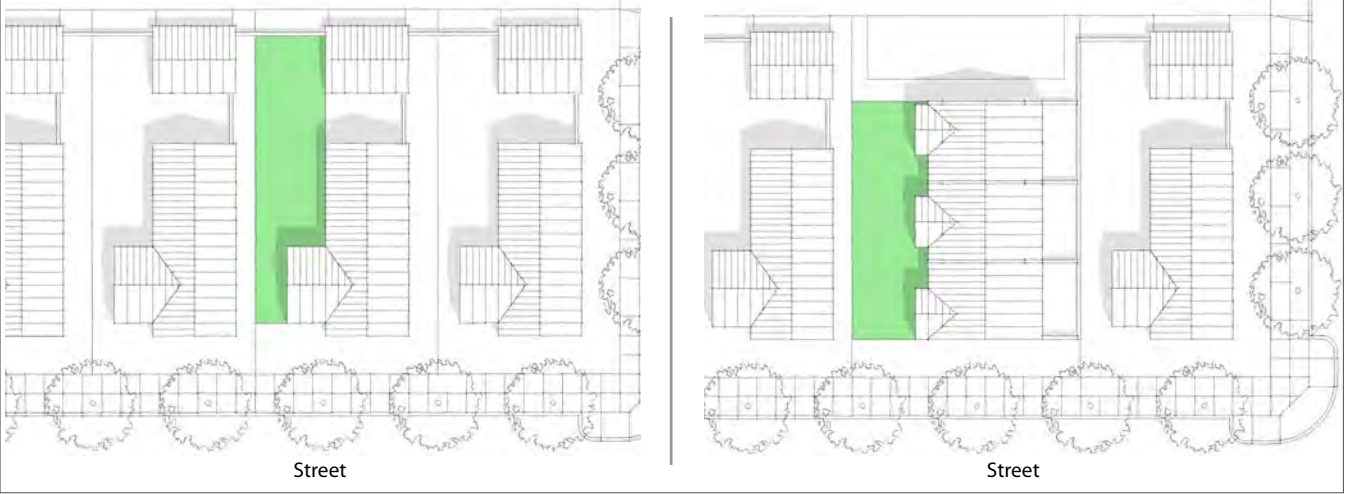
An open space along one side of a lot. Side Yards are semi-private spaces through which visitor access is provided to one or more buildings or dwellings, or may be private spaces for the exclusive use of the residents of one or more dwellings.

Side Yards of single-family dwellings are private, primarily landscaped open spaces. For multi-family or non-residential buildings, Side Yards may be designed for the shared use of all tenants, or divided into private areas for the use of a specific dwelling.

Configuration and Size

- a. **Configuration.** Side Yards are located between the building and the side property line. The yard area can provide a contiguous space for entrances to a neighboring existing building that face the proposed project and are located close to the property line.
- b. **Size.** At least 12 feet in any direction.
- c. **Encroachments.** Dooryards, porches, stoops, and architectural elements may encroach into the Side Yard up to a total of 30-percent of the width and/or length.

Side Yard Configurations
Fig. 16-152.D



Side Yard, cont'd
Table 16-152.D



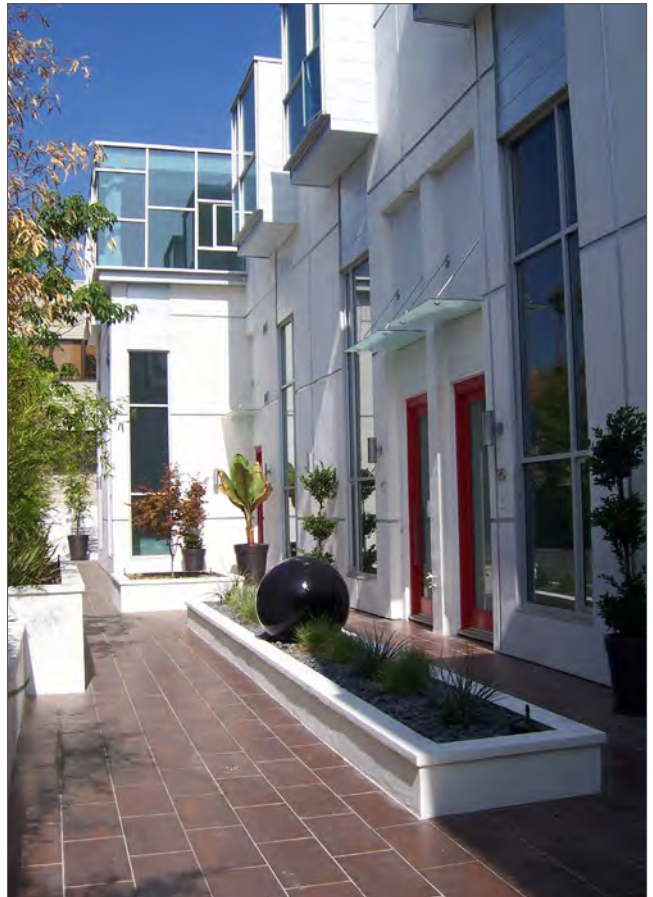
A paved side yard provides access to this single family house.



All units face the court with their public rooms.



The side yard of this multi-family building provides access to adjoining units.



The side yard of this multi-family building provides access to adjoining units.

Rear Yard Table 16-152.E

1. Description

A private, landscaped open space located behind the building.

2. Configuration and Size

- a. **Configuration.** Rear yards, also known as "back yards" are located behind the primary building, generally away from the view of the Primary Street. For buildings with two or more units, rear yards may be divided into separated private yards in compliance with the site requirements below.
- b. **Size.** Minimum dimensions of 15' x 15'.
- c. **Encroachments.** Dooryards, porches, stoops, and architectural elements may encroach into the Side Yard up to a total of 30-percent of the width and/or length.



A back yard with a large paved area surrounded by border planting.

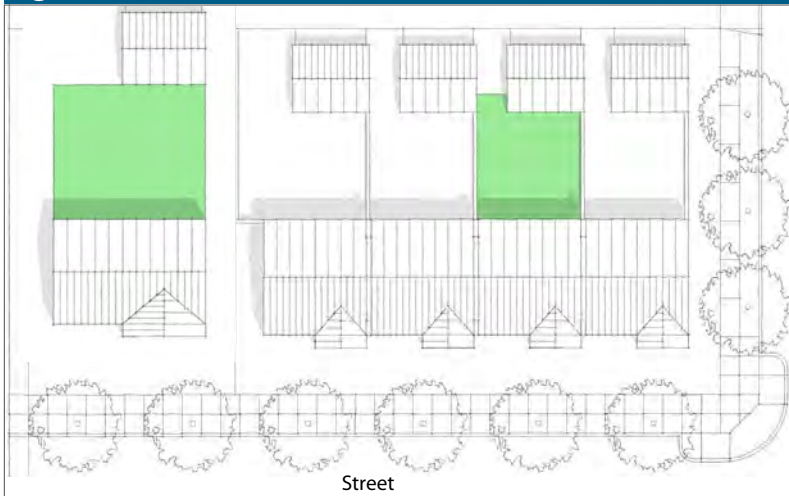


A drought tolerant back yard.



A back yard seating area and outdoor fireplace.

Rear Yard Configurations Fig. 16-152.E



Roof Deck

Table 16-152.F

1. Description.

An open space on the roof of the building. The space(s) that may be assigned to individual units or a shared open space available for use by all residents or tenants.

2. Configuration and Size

- a. **Configuration.** Roof Decks may be located on a portion or all of a building's roof, in compliance with the California Building Code (CBC) access and exiting requirements.
- b. **Size.** Minimum dimensions of 15'x15'.
- c. **Amenities.** Roof Decks shall include trellises, landscaping, seating areas, fountains, and/or outdoor fireplaces to encourage their use as outdoor rooms or gathering places.
- d. **Finishes.** Materials, finishes, fixtures, and colors visible from the street shall be designed in a manner that is consistent with the architectural style of the building.



Multiple roof decks on one building.



A roof deck seating area.



A roof deck restaurant.

Passage

Table 16-152.G

1. Description

An open space that provides a pedestrian connection between or through buildings from the street to a space or between spaces. Passages may be covered or uncovered.

2. Configuration and Size

- a. **Configuration.** Passages shall have a basic rectangular shape and may be open to the sky or covered by a roof or upper floors. Passages may be gated or completely open to the street, but shall be unobstructed by garden walls or other solid elements that impede views into and out of the space to which they provide access.
- b. **Size.** At least 15 feet wide. When the passage exceeds 50 feet in length, the minimum required width for the entire passage is 18 feet.
- c. **Encroachments.** Dooryards, porches, stoops, and architectural elements may encroach into the passage up to a total of 4 feet.



Example of a covered passage.



Example of a side yard passage providing access to a Side Court.



Example of an uncovered passage.

Balcony

Table 16-152.H

1. Description.

A small open space for an individual unit or a shared open space available for use by more than one unit.

2. Configuration and Size

- a. **Configuration.** Balconies may project from the facade or be recessed, in compliance with the California Building Code (CBC).
- b. **Size.** At least five feet by five feet.
- c. **Finishes.** Materials, finishes, fixtures, and colors visible from the street shall be designed in a manner that is consistent with the architectural style of the building.



Corner Balconies.



Corner balconies above a cafe.



A shared balcony.

Landscape and Outdoor Lighting

Table 16-152.I

1. Landscape Materials

- a. New or modified landscape and irrigation shall comply with the following:
 - i. Turf is not to exceed 30 percent of the landscape areas in residential developments.
 - ii. Paving materials shall be decorative and complementary to the main building design.
 - iii. Decorative water features shall use re-circulating water and recycled water.

2. Landscape on Private lots

- a. **Green screen.** Landscape should be used to soften walls and fences and provide a green screen, where appropriate, between commercial buildings and adjacent residential properties.
- b. **Stair treads.** Exterior stair risers and treads shall be constructed of durable and permanent materials and in a manner that is consistent with the design of the rest of the building.

3. Irrigation

Permanent and automatic irrigation systems shall be provided for all landscaped areas per the city's design criteria and specifications.

4. Climate mitigation

Trees, shrubs, hedges, and deciduous vines should be used to minimize solar heat gain during the summer and maximize heat gain during the winter.

5. Sustainable Stormwater Management

- a. Stormwater system to comply with city's standards.
- b. Ground water recharging and stormwater runoff limits should be facilitated on all parts of new building sites. Possible strategies include:
 - i. Rain gardens and vegetated bioswales that convey and infiltrate rainwater.
 - ii. Pervious pavement that allows stormwater to infiltrate directly into the ground below. Acceptable permeable surfaces include pervious concrete, pervious pavers, decomposed granite, and gravel.

6. Site Lighting

- a. **Lighting.** Lighting levels shall be no less than 1 footcandle and no more than 7 footcandles, in compliance with 16-320.
- b. **Shielding.** Site lighting should be shielded by permanent attachments to light fixtures so that light sources are not visible from a public way and to prevent off-site glare.
- c. **Extent.** Site lighting includes illumination of parking areas, buildings, pedestrian routes, and public ways.
- d. **Clearance.** The bottom of a lamp along a sidewalk or other path being lighted should not be more than 20 feet above the ground.
- e. Wall-pack types of lighting are not recommended, but if proposed must be provided with full cutoff shields and must contribute to the architecture of the building.



A curbside rain garden collects and filters storm water.

16-153 Public Open Space

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A public green integrated within a main street environment.

16-153.1 Applicability

This section establishes the standards for the types of public space based on the intended physical character through three types of spaces: 1) Plazas; 2) Pocket Parks; and 3) Paseos. These types are generally based on their function. Collectively, the civic spaces are designed to function as a comprehensive system of public open space that supports the variety of physical contexts in mixed use places.

The standards of this section apply to a new building(s) on a site of at least 20,000 square feet.

A. Standards

Each development subject to this section is required to provide on-site public space as identified in *Table 16-153*.

Required Public Space
Table 16-153

Site Size	Min Public Space to be Provided
20,000 sq ft to 2 acres	min 7%
> 2 acres	min 10%

Plaza

Table 16-153.B

Plaza

A formal publicly accessible space with focused landscaping and hardscape for civic purposes and commercial activities, at least 7,500 square feet in size, spatially defined by building frontages, and located at the intersection of important streets or pedestrian paths.

The plaza's principle function is to serve as a flexible gathering space and to support civic and commercial activities such as farmer's markets, music concerts and art fairs. The plaza's design serves all ages and abilities providing convenient pedestrian connections through the space to the surrounding building frontages.



A plaza square with a central fountain and seating areas.

Design Standards and Guidelines

1. Landscape

- a. Landscape materials should be a balance of drought-tolerant trees, plants and groundcover that provide significant shade and interconnected spaces for convenient movement through the space.
- b. The ground surface should vary to provide a sense of physical movement across the plaza as well as support water drainage and reclamation patterns.
- c. Furnishings such as benches, chairs, Tables and drinking fountains should be provided.

2. Design Details and Elements

- a. **Visibility.** The plaza is visible from adjacent streets. Pedestrians and motorists alike must be able see through the space to the building facades at the back of the plaza.
- b. **Frontages and Adjacencies.** The plaza has street frontage on at least one side.
- c. **Lighting.** Illumination levels should be at least 1 foot-candle and not more than 7, per on-site lighting standards (*Section 16-320*)
- d. **Structures and Improvements.** The space should provide iconic locations for pavilions, kiosks, bandstands, public art, water features and monuments to enhance the space while not obstructing views and pedestrian connections.



Plazas create essential gathering spaces that support local commercial and retail uses.

Pocket Park

Table 16-153.C

Pocket Park

A small public open space tucked into a block generally for the recreation of children, generally fenced and may include an open shelter. Pocket parks are at least 3,000 square feet in size. Pocket Parks may be located anywhere within a block but should be strategically placed and sized to contribute to the larger network of open spaces. Pocket parks are often ideal on small neighborhood blocks adjacent to blocks that have larger open spaces.

Pocket parks may serve as gateways or iconic markers for smaller neighborhood sub-areas.



A combination of turf and simple hardscapes.

Design Standards and Guidelines

1. Landscape

- The ground surface may be predominately green, hardscape, or a balance of both. Paved paths and hardscape features should be integrated to encourage pedestrian movement through the park.
- Unobstructed lawn, planting beds, hardscape, and or drought tolerant landscape are recommended.
- Trees should be arranged either naturalistically or formally and shall be of sufficient scale for the context.

2. Design Details and Elements

- Visibility.** Visibility across, from one side of the Pocket Park to the other is required. Hedges and walls shall not exceed 36 inches in height.
- Frontages and Adjacencies.** The Pocket Park fronts at least one public street when located mid-block, or two public streets on the corner of a block.
- Shading.** Shade structures are allowed but shall be reviewed for appropriate scale and to not visually dominate the space.
- Lighting.** Illumination levels should be at least 1 foot-candle and not more than 7, per on-site lighting standards (*Section 16-320*)
- Structures and Improvements.** Structures may include by are not limited to pergolas, trellises, small monuments, water features, and pedestrian amenities (benches, Tables, drinking fountains, etc.), bike racks, playground equipment and informal athletic courts that provide a focus to the Pocket Park.



Neighborhood-serving recreation facilities are ideal for Pocket Parks.

Paseo

Table 16-153.D

Paseo

A narrow public pedestrian way that provides beautiful mid-block connections. Paseos can accommodate residential, commercial and other non-residential frontages. Paseos present the opportunity to improve pedestrian connectivity and safety while reducing the need for vehicular right-of-ways. Paseos lead or connect to other streets or open spaces.

Paseos can provide additional locations for shop-fronts, patios and outside dining, informal open spaces and mini-plazas between buildings.



A Paseo can create active pedestrian environments with dining areas.

Design Standards and Guidelines

1. Landscape

- a. Trees may be arranged at varying intervals along the side or in the middle of the Paseo to accommodate pedestrian furniture and seating areas. Variability in tree species, size and spacing is allowed.
- b. Landscaping should allow for pedestrians to meander through the Paseo side-to-side, especially in paseos lined with commercial frontages, but a defined route should encourage movement through the space.

2. Design Details and Elements

- a. **Size.** Paseos range in width from 10-25 feet in width and up to the entire depth or length of a block.
- b. **Visibility.** All buildings along paseos have an entrance on the paseo.
- c. **Frontages and Adjacencies.** Residential and non-residential buildings open directly onto the Paseo with the integration of stoops, patios and similar frontages.
- d. **Lighting.** Illumination levels should be at least 1 foot-candle and not more than 7, per on-site lighting standards (*Section 16-320*).
- e. **Structures and Improvements.** Small side courts, rest areas and pedestrian amenities (benches, picnic Tables, etc.) may be located in the Paseo.



Wide paseos with significant landscaping create a natural and private environment between multi-family buildings.

16-154 Signage

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16-154.1 Applicability

This section establishes the standards for signage on individual buildings and their sites. Each new sign or modification to an existing sign is required to be designed in compliance with the standards and guidelines of this section. Except for temporary signs regulated by *OCC 16-477*, the standards of this section replace all existing sign standards and guidelines for parcels in the Downtown Code Boundaries but use the processing requirements in *Section 16-600 (Sign Permits Required)*. Signage is allowed as identified in *Table 16-154* and in compliance with the allowed use(s) in the zone. One sub-zone is identified in this Table because the allowed uses vary from the base zone and the corresponding signage needs to be regulated.

A. Standards

- 1. Total Signage Amount.** Each building may contain all of the allowed signage types in compliance with the applicable standards and subject to design review and approval by the Review Authority identified in *Table 16.145* and processed per *Section 16-600 (Sign Permits Required)*.
- 2. Combinations.** The types allowed in a zone may be combined unless stated otherwise. Sign types may be combined along each lot frontage to transition physical character. The transitions are subject to City review and approval. Multiple sign types on one building or site are subject to design review by the Planning Manager.
- 3. Prohibited Signs.** The following types of signs are not allowed: internally illuminated cabinet signs, permanent banners, pole mounted or lollipop signs, feather flags or inflatables, billboards, signs that produce smoke or sound, signs with animated or moving characters (except digital/electronic signs), changeable copy signs (except for theaters or concert venues).

Allowed Signage Types
Table 16-154

Type	Downtown Zones				See Reference for Standards and Guidelines
	DT E	DT E-O	DT G	DT C	
Facade	P	P	P ¹	P	Table 16-154.C
Window	---	P	P ¹	P	Table 16-154.D
Projecting (Blade)	---	P	P ¹	P	Table 16-154.E
Sidewalk	---	---	P ¹	P	Table 16-154.F
Digital	---	---	SUP ¹	SUP	Table 16-154.G
Directory	P	P	P	P	Table 16-154.H

Key

- P allowed subject to applicable requirements
 --- not allowed in zone

Notes

- ¹ Only where shopfront required or used.

B. Design

The following standards and guidelines shall be used in reviewing the design of individual signs. Substantial conformance with each of the following is required before a sign or building permit can be approved.

1. General

- a. A building is allowed multiple types of signs as allowed by *Table 16-154*.
- b. In order to avoid sign clutter, signage is allowed only on facades that have building entrances.
- c. Signs shall not cover or obscure building entrances, cornices, columns, or other prominent architectural elements or details. Signs on windows, doors, storefronts, are allowed as specified in *Table 16-154*.

2. Color

Colors on signs and structural members should be harmonious with one another and relate to the dominant colors of the buildings on the project site. Contrasting colors may be utilized if the overall effect of the sign is still compatible with building colors.

3. Design and Construction

Except for approved temporary banners, flags, and signs, conforming with the requirements of this section, each sign shall be constructed of permanent materials and be permanently attached to the ground, a building, or another structure by direct attachment to a rigid wall, frame, or structure.

4. Materials and Structure.

- a. Sign materials (including framing and supports) shall be representative of the type and scale of materials used on the project site where the sign is located.
- b. Signs shall not include reflective material.
- c. Materials for permanent signs should be durable and capable of withstanding weathering over the life of the sign with reasonable maintenance.
- d. The size of the structural members (e.g. columns, crossbeams, and braces) should be in proportion with the sign panel they are supporting.
- e. The use of individual letters incorporated into the building facade design is recommended, rather than a sign with background and framing other than the structure wall.

5. Sign Copy (Messaging) Guidelines.

The following guidelines for sign copy should be followed to ensure readability and visual strength of signage.

- a. Sign copy shall relate only to the name and/or nature of the business or commercial center.
- b. Permanent signs that advertise continuous sales, special prices, or include phone numbers are only permitted as window signage.
- c. Information should be conveyed briefly or by logo, symbol, or other graphic manner. The intent should be to increase the readability of the sign and thereby enhance the identity of the business.

6. Sign Lighting.

Sign lighting shall be designed to minimize light and glare on surrounding rights-of way and properties.

- a. External light sources shall be directed and shielded so that they do not produce glare off the project site, on any object other than the sign.
- b. Sign lighting shall not blink, flash, flutter, or perceptibly change light intensity, brightness, or color.
- c. Colored lights shall not be used at a location or in a manner so as to be confused or construed as traffic control devices.
- d. Direct and reflected light from primary light sources shall not create hazards for pedestrians or operators of motor vehicles.
- e. For energy conservation, light sources should be hard-wired fluorescent or compact fluorescent lamps, LED, or other lighting technology that is of equal or greater energy efficiency. Incandescent lamps are prohibited.
- f. Digital and other electronic signs are subject to SUP approval as identified in *Table 16-145*.

7. Directory Signs.

Directory signs are small wall signs located at pedestrian eye level and intended to identify multiple tenants within a building or complex. The following guidelines apply to these signs:

- a. When tenants are accessed via a building lobby or outdoor court, and a directory sign is provided, it should be located within the lobby or court.
- b. Directory signs shall not exceed 6 square feet.
- c. Directory signs shall be externally illuminated. Internal illumination and neon lighting is discouraged.

8. Sign Maintenance.

Each sign and supporting hardware, including temporary signs and awning signs, should be maintained in good repair and functioning properly at all times. Any damage to a sign or its illumination, including the failure of illumination should be repaired in a timely manner.

- a. A repair to a sign should be of materials and design of equal or better quality as the original sign.
- b. When an existing sign is removed or replaced, all brackets, poles, and other supports that are no longer required shall be removed.

Facade Sign
Table 16-154.C

Facade Sign

A sign painted or reverse channel letters applied directly to the facade, typically above the storefront or more creatively as approved by the City. This type consists of a single externally illuminated panel or individual letters and/or logo. This type of sign is intended for viewing from across the street and along the sidewalk.



Design Standards and Guidelines

- 1. Up to one facade sign per business along a building frontage. In multi-tenant buildings, only the businesses with frontage on the sidewalk shall have a facade sign.
- 2. Facade signs shall be located above the storefront and at least 12 inches from any eave, edge of building or top of parapet. On multi-story buildings, facade signs should be located either above the storefront or above the openings on the uppermost story.
- 3. Sign thickness (as measured from the facade) shall not exceed four inches.
- 4. A minimum clearance of 24 inches is required between a sign and any opening.
- 5. If illuminated, external illumination is required, and should be mounted to maintain visual integrity of the sign.
- 6. Lettering on background panel may be up to 18 inches tall. If a background panel is not included, letter height may be up to 24 inches tall.

Size & Placement Standards
Fig. 16-154.C



		MIN	MAX
A	Height	10 in.	24 in.
B	Width as % of facade width	none	60%
C	Clearance from openings	24 in.	n/a

Facade Sign Examples



Individual metal letters mounted on a string course.



Wall signs may be located within the transom area of the shopfront.



Using bright colors to provide contrast to adjacent walls.



Script neon and metal letters mounted on reclaimed wood.



Individual, internally illuminated letters mounted directly on wall.



Simple, metal sign with laser-cut letters. Direct sun helps to create a legible contrast against the surface the sign is mounted on.

Window Sign
Table 16-154.D

Window Sign

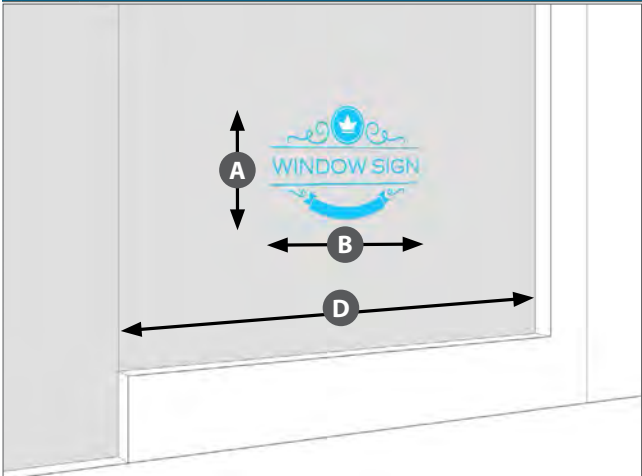
A sign painted or applied directly to the storefront window(s) and/or door(s). This type typically consists of individual letters and a logo with allowances for some contrasting background. Window signs also include posters for advertisements and sales, product merchandise posters, open and closed signs, and painted or etched business names and logos.



Design Standards and Guidelines

- 1. Up to one window sign per storefront. A storefront is the glass area between the two closest edges defined by wall material at least 9 inches wide.
- 2. Window signs shall not occupy more than 25% of a window.
- 3. Permanent window signs shall be individually painted, etched or otherwise applied letters or logo graphics surrounded by clear glass.
- 4. Exposed neon signs are subject to Planning Manager approval.

Size & Placement Standards
Fig. 16-154.D



		MIN	MAX
A	Height as % of window/door height	none	50%
B	Width as % of window/door width	none	50%
C	Area as % of total window/door area	none	25%
D	Storefront defined by approved material at least 9 inches wide	--	---

Window Sign Examples



Depending on font type and letter spacing, window signs can have a wide range of transparency.



A wall sign incorporating neon.



Reflective vinyl can help make a sign more noticeable.



Subtle tones and colors can still create legible contrast.



Individual vinyl letters with feature area at top center and contrasting background along bottom.



Bright colors can help make the window sign be more visible and lively.

Projecting Sign
Table 16-154.E

Projecting (Blade) Sign

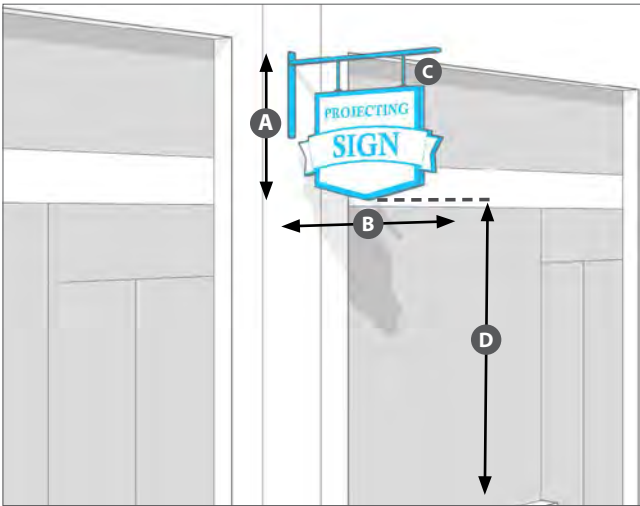
A double-sided sign that projects perpendicular to the building facade from a mounted wall brace or from the ceiling of a balcony or arcade. Projecting signs typically project over a public right-of-way such as a sidewalk or public open space and are intended for viewing by pedestrians approaching the shop.



Design Standards and Guidelines

- 1. A maximum of one projecting sign is allowed for every storefront entrance on the facade.
- 2. Projecting signs should be mounted near storefront entrances.
- 3. The overall area of a projecting sign shall not exceed ten square feet.
- 4. At least eight feet of vertical clearance shall be provided from the lowest point of the sign and the sidewalk.
- 5. An encroachment permit is required prior to installation of any sign extending into the public R.O.W.
- 6. Projecting signs that hang from the ceiling of a balcony or arcade should not exceed a width of four feet and should be centered within the balcony or arcade.
- 7. The top of a projecting sign shall be located below the windows on the second floor of the building.
- 8. Projecting signs shall be externally illuminated by a light mounted on the facade or by neon tubing used to illuminate letters, symbols, and accent frames.
- 9. Decorative and supporting hardware such as brackets should be architecturally compatible with the building facade.
- 10. Projecting signs should not be placed under an awning or horizontally within five feet of an awning or another projecting sign.

Size & Placement Standards
Fig. 16-154.E



		MIN	MAX
A	Height	none	18 in.
B	Width	none	48 in.
C	Sign Thickness	none	3 in.
D	Vertical Clearance from Sidewalk	8 ft.	12 ft.
E	Horizontal Clearance from Adjacent Curb	24 in.	n/a

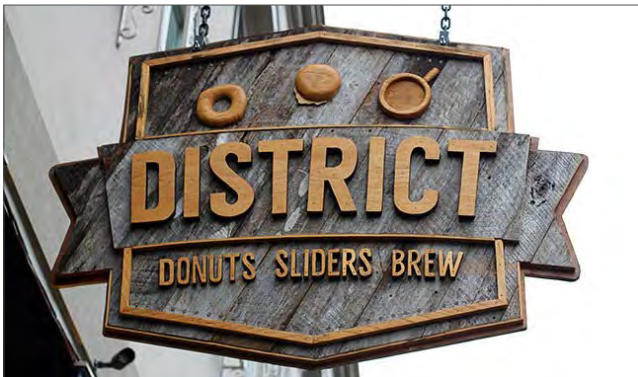
Projecting Sign Examples



Projecting signs are scaled to be legible from the sidewalk, and often use contrast to be read easier from afar.



Projecting signs may be simple and allow other sign elements to provide more information.



Projecting sign with depiction of product sold within the store.



A simple projecting sign with address, name, and type of store.



Projecting signs with depictions of product sold within the store.



Simple round projecting signs.



Sidewalk Sign
Table 16-154.F

Sidewalk Sign

A two-sided, non-illuminated, portable and temporary sign placed outside a storefront on the sidewalk for viewing at close range. The sidewalk sign is intended for use by retailers, office tenants, theaters, restaurants, cafes, and other food-oriented businesses. Sidewalk Signs – known as Sandwich Boards and A-frame Signs – should be unique, and lend interest and liveliness to a streetscape. Signs should effectively communicate the message and attract customers with minimal text and images and by simplicity of design and placement should avoid visual clutter.



Design Standards and Guidelines

- 1. Durable Material. Signs shall be constructed of durable materials, sufficient to withstand inclement weather and color fading due to sunlight. Materials may include wood, wrought iron, fiberglass (not foam board), and metal. Signs shall also be adequately weighted to withstand being overturned by wind or contact. Weights, if required, shall be concealed or incorporated into the design of the sign.
- 2. Design. The design, graphics, colors and materials shall complement the design of the shopfront and business and present a finished appearance. Graphic symbols are recommended, utilizing images that convey the goods or services offered.
- 3. Attachments. Signs shall not contain posters, flyers, balloons, pennants, flags, or other attention getting devices attached to the sign.
- 4. Projections. There should be no projections other than raised carved letters, which should extend no more than ½ inch from the sign face.
- 5. Edges and Corners. Signs shall contain no sharp or jagged edges or corners.
- 6. Max of one (1) sidewalk sign per business.
- 7. Signs shall only be displayed during hours of operation.

SIZE & PLACEMENT STANDARDS
FIG. 16-154.F

	MIN	MAX
A Height (Overall)	18 in.	36 in.
B Width	18 in.	30 in.
C Horizontal Clearance from Adjacent Curb	18 in.	none
D Pedestrian Clear Pathway	6 ft.	none

8. Signs should be allowed only where a minimum wide clear path of 6 feet for pedestrians can be maintained.
9. Signs should be located within 6 inches of the storefront it serves.
10. Signs shall not be located within 15 feet of any crosswalk or intersection.
11. Signs shall not obstruct adequate and safe visual clearance for vehicular or pedestrian traffic.
12. Only one sidewalk sign is permitted at each corner of an intersection.
13. Signs shall not be affixed to any wall or mounted on wheels.
14. Signs shall be well-maintained in good structural and aesthetic condition.
15. "Reader board" signs with removable slide-in letters are prohibited.

SIDEWALK SIGN EXAMPLES



Made of durable materials and utilize graphic symbols that convey the goods offered in the store.



Foldable, unobtrusive sidewalk signs with concise message



A chalkboard allows easy display of daily specials.

Digital Sign

Table 16-154.G

Digital Sign

A sign face, building face, or any building or structural component that displays still images, scrolling images, or moving images, including video and animation, through the use of grid lights, cathode ray projections, light emitting diode displays, plasma screens, liquid crystal displays, fiber optics, or other electronic media or technology that is either independent of, attached to, integrated into, or projected onto a building or structural component, and that may be changed remotely by electronic means.



Design Standards and Guidelines

1. Digital signs shall be rectangular in shape, the smaller dimension of which shall not exceed 48 inches with a total area not exceeding 20 s.f.
2. Digital displays shall mounted flat on, or integrated into the design of a wall, or freestanding.
3. Digital displays with changing messages shall observe a minimum duration of 8 seconds for each message. The message shall remain static between transitions.
4. Digital displays shall be equipped with a sensor or other device that automatically adjusts the brightness of the display according to changes in ambient lighting to comply with a brightness limitation of 0.3 foot candles above ambient lighting. In addition, the maximum brightness of any digital display shall not exceed 450 candelas per square meter during the nighttime and 7,500 candelas per square meter during the daytime.



Directory Sign

Table 16-154.H

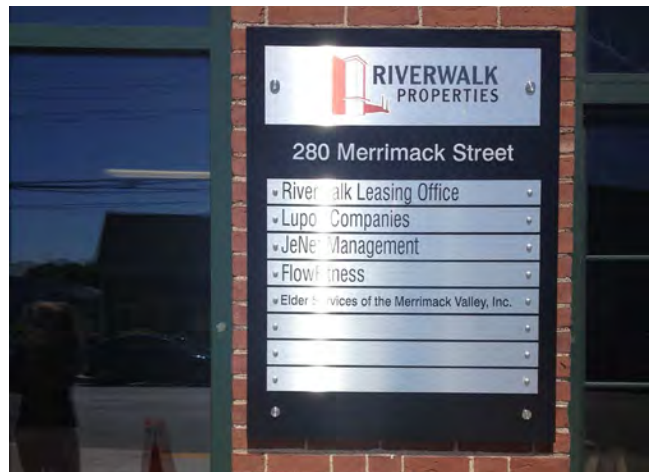
Directory Sign

A sign panel, or set of stacked panels, mounted on a building wall and listing the tenants within a building. Such signs are intended to direct pedestrians approaching the building to the tenant they seek, and are not intended to advertise those tenants nor to be visible from passing vehicles. In buildings provided with a lobby, directory signs should be located on a wall within the lobby..



Design Standards and Guidelines

1. Directory signs shall be rectangular in shape and vertical in orientation, not more than 36 inches wide more 18 s.f.
2. Directory signs may be a single panel or a series of stacked panels of uniform design.
3. Lettering may be painted directly on the panel(s) or may be individually mounted metal letters.
4. Copy per tenant shall be limited to the name of the business, or principal practitioner, and the suite or floor number.
5. Sign shall be mounted flat on - or integrated into the design of - a wall, with trim compatible with and complimentary to the wall design and building architecture. Sign may be freestanding in the front yard setback on a post. Total Height of post no to exceed 48 inches.
6. Directory signs in the DC and DG zones may be interactive digital displays subject to the standards of section 16-154.G and issuance of a Special Use Permit. Digital directory signs are not permitted in the DE zone.



Part 2: Architectural Guidelines

Article III. Zones, Uses and Requirements

Division 10. Downtown Code

Part 2: Architectural Guidelines

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16-155 Architectural Guidelines

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16-155.1 Applicability

The guidelines in this section apply to new buildings, facade renovations and site improvements, and are intended to supplement the zoning standards to achieve the community's vision for the Downtown.

These design strategies and techniques enable and require the designer to manipulate the scale and size of buildings. Buildings or building masses that may be larger in total width or height than neighboring buildings - or the intended "neighborhood scale" - should be brought into harmony with their context by reducing the apparent mass and scale of the subject building through design.

A. Introduction

The architecture of Oxnard is eclectic, reflecting a number of periods of growth, several quite distinct development patterns, and a broad range of architectural styles. The Downtown Core is characterized by traditional shopfront retail buildings built from the 1890's onward, and its Downtown neighborhoods by distinguished homes, most built between 1890 and 1930.

Oxnard's notable historic buildings reflect this diversity. They include dozens of distinguished homes along D, E, F and G Streets to the west of Downtown, the iconic neoclassical Carnegie Library (now museum) and Bank of A. Levy building, the distinguished Mediterranean Revival Post Office and adjacent the Art Deco Woolworth building, and eccentric Pagoda in Plaza Park. Recent notable civic buildings include the Public Library on A Street, and the City's administrative office building on C Street. Many of Oxnard's fine historic structures are no longer with us, including the Oxnard Hotel at Fifth and C and the remarkable American Sugar Beet refinery, long since demolished on the east side of Oxnard Boulevard.

The role of future Downtown infill buildings in Oxnard is similar - while great architecture of individual buildings is invited and encouraged - the most important role that new buildings should play in the making of mixed-use places is to define, enhance, and enliven the public realm of that place.



Plaza Park and Centennial Plaza.



Former Carnegie Library (now Museum).

As described previously, the buildings of each part of Downtown must work together with the street and with neighboring buildings to make cohesive, human-scale, pedestrian-oriented environments. Within the Downtown Core and Neighborhood General zones, the buildings collectively form a "streetwall" that defines and contains the space of the street, making a comfortable "in town" environment for living, shopping, working and socializing in the course of daily life. While in the Downtown Edge buildings are massed to form a graceful transition to the scale and character of Oxnard's remarkable historic neighborhoods.

Accordingly, these Guidelines are focused on making new buildings that reflect many of the characteristics of building scale while providing opportunities for new designs.

B. Architectural Guidelines

Many of the architectural design priorities recommended for buildings in suburban environments are counter-productive and unhelpful in downtown districts and neighborhoods. These include "breaking up the mass", "four-sided architecture", acrobatic massing and experimentation with materials. Simple "block-form" building massing and strong focus on the street facade design are the prescription for the Downtown Core and Downtown General Zones, while "house-form" massing and a residential scale and character are required in the Downtown Edge zone.

Although the facades of mixed-use "block-form" buildings along a street should emphasize a single plane, articulation of that plane with architectural compositions and fenestration patterns is vitally important to define appropriately scaled and well proportioned buildings and streetwalls. The original lotting pattern of Downtown Oxnard was based on a 25' width increments, so facade compositions related to that module are recommended.

Window openings should emphasize the solidity and depth of the walls they pierce, and projections including ground floor canopies and upper floor balconies or cornice elements can provide additional shade, shadow, depth and rhythm.

The architecture of infill buildings within the Downtown Edge zone should reflect the scale and essential architec-



Elegantly modulated streetwall within a successful mixed-use place.



Busy architecture that is trying too hard to be interesting.

tural character of the adjacent historic neighborhoods more than it should reflect the heritage of the Downtown Core or any Contemporary styles or trends. Buildings here - except those in the Open sub-zone - should be characterized by landscaped front yard, welcoming porches, stoops, dooryards and courtyards, with massing elements reflecting the scale and character of houses.

Simple, well-proportioned buildings with thoughtful detailing and good quality, durable materials will define Downtown Oxnard's architectural future.

C. Relationship to Zoning Standards

The Downtown Zoning Standards define the location and massing of buildings and site elements, focusing on the relationship of the building to the project site, the block and the neighborhood. These Architectural Guidelines define the recommended range of design and performance possibilities to achieve cohesion in the physical character and quality of the area.

D. Design Intent

These guidelines identify six Architectural Styles relevant to the heritage and character of Downtown Oxnard and the Ventura County. The Downtown Code requires that one of the six identified styles be used by applying these guidelines to the proposed design.



Properly designed streetwalls combined with street elements such as trees help define public space.



Building design and public space can provide recognizable and vibrant areas for gathering and socializing.

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16-156 Building Architecture and Form

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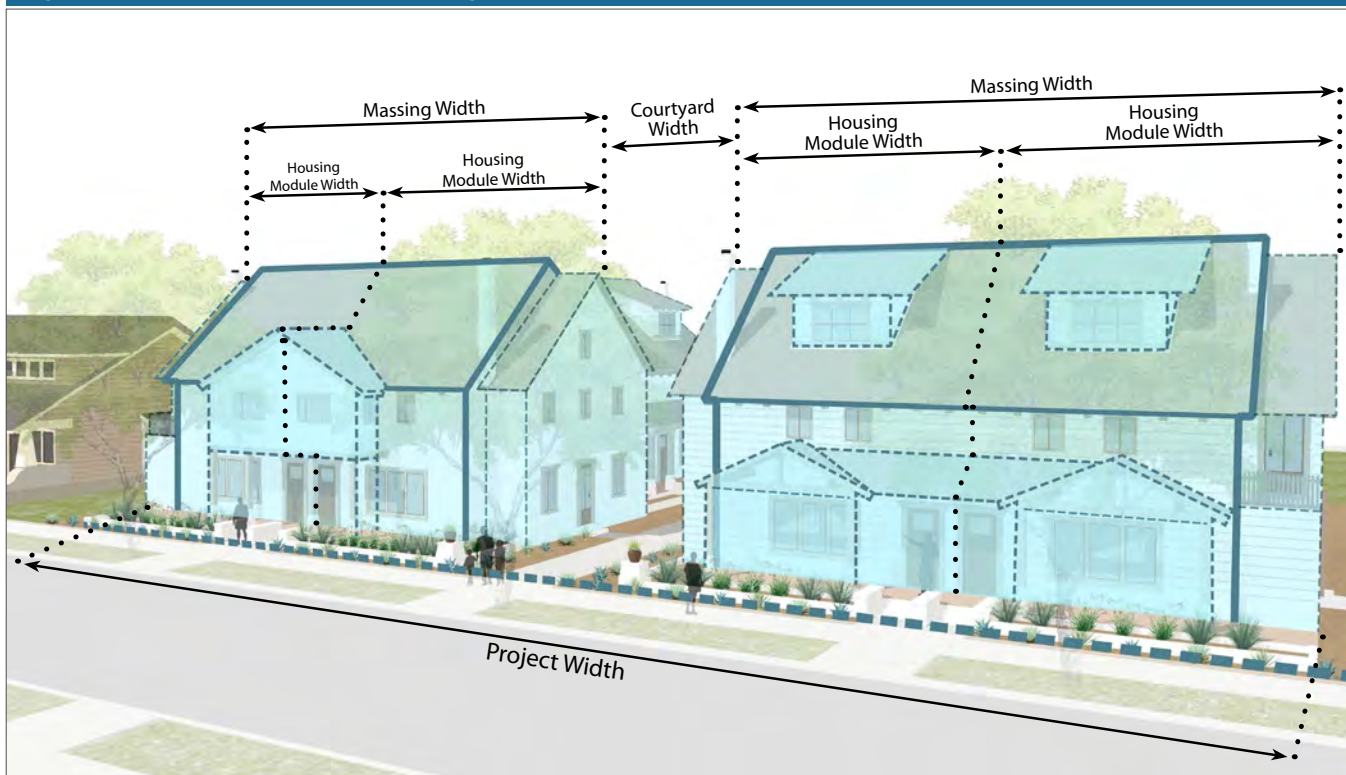
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A. House-Form Massing and Articulation

House-form buildings embody the scale and character of houses. In the context of the neighborhoods in downtown Oxnard, houses are 1-2 stories in height, sometimes with an occupied attic (such buildings are referred to in these guidelines as 2 1/2 stories) and are typically composed of a main (primary) mass of usually 25-35 feet wide, and secondary masses that are smaller in scale and height than the main mass. Building depths typically range between 20 and 40 feet, providing abundant interior daylight and crisp massing.

While house-form buildings are prototypically detached, free-standing structures surrounded by yards, house-form buildings in the Downtown Edge zone may also be attached to or attachable to buildings on neighboring properties with no intervening side yard or setback, provided that they clearly face the street with clear, simple masses that have the scale and character of houses. Such building types include neighborhood rowhouses or courtyard buildings that can support multi-family housing densities in forms that are compatible with neighboring single-family homes and that contribute to the character of Oxnard's (and Ventura County's) finest historic neighborhoods.

Fig. 16-156.A House-Form Massing



Example of house-form massing.

1. Massing Articulation - Main Mass and Secondary Masses

On larger sites, large house-form buildings can be achieved while maintaining house-form scale by assembling one or more secondary masses - that are smaller in scale and height to the primary mass. This type of building massing is integral to the conception of the building plan and organization, so that masses are clear and simple and purposeful. Such massing cannot be "applied" to the front of a box or simply result from "elevating the plan."



A large Craftsman style home with a projecting wing that modulates the scale of the primary mass.

2. Vertical Organization

House form buildings have a clear, three-part vertical organization. The ground floor is the base, either elevated with porches or stoops, and/or provided with a low wall or fence around the front yard. The top is the roof or roofs, typically eaves parallel to the street, with or without dormers or third floor rooms. The middle is the second floor windows, which are typically stacked above ground floor windows and organized to reinforce the simple main mass and secondary masses.



This large multi-family building applies a number of massing techniques to modulate its large size to a house form and scale.

3. Architectural Projections

Projecting elements such as porches, balconies, and bay windows can also modulate the apparent size and scale of a building, as well as providing habitable spaces that strengthen the sense of connection to the street.

This technique may be applied alone or in conjunction with other recommended articulation techniques, but is not a substitute for house-form massing. Porches, balconies and bays cannot just be applied to a box to achieve the intent of these guidelines.



Projecting balconies on this town-scale mixed-use building modulate its proportions.

4. Architectural Recessions

This technique modulates the apparent size and scale of a building by applying recessed architectural elements or spaces; a recessed porch, covered passage, or recessed balcony is cut into the plane of the facade.

This technique has the potential to strongly define building entries, to provide transitional spaces at those entries, and in some cases to provide a lighter, more open scale and character to building facades. However recessions, like all other elements, must be integral to the overall design, not just "breaking up the mass".



Architectural recessions help modulate the scale (vertical and horizontal) of these attached rowhouses to house-form.

B. Block-Form Massing and Articulation

A block-form building is one to twelve stories tall, attached or attachable to buildings on neighboring properties with no intervening side yard or setback. Such buildings – built at or near the street right-of-way line – form a portion of a perimeter block, the edges of which strongly define the streetwall and the urban spaces of adjoining streets.

Block-form buildings typically have flat roofs, with or without pitched roof design elements at the top of the street facade. Such buildings generally extend the full width of the lot, and on wide lots have the potential to become significantly out of scale with their historic and existing urban context. A series of basic building articulation techniques are illustrated at right, by which the scale of block form-buildings may be moderated to contribute to the intended character of the zone.

1. Fenestration Patterns

The facade of a Downtown block-form building in its essential form is a plane, set at the back of sidewalk. As such, the first, most important form of facade articulation is organizing the openings - the ground floor shopfronts, lobbies and other entries, and the windows of upper floors - in patterns that reinforce the essential scale of Downtown Oxnard. Since that scale was generated by the original 25 foot lotting pattern, appropriate bay widths for shopfront widths and the groupings of upper floor windows stacked above them include 25 feet, 16 feet (about 1/3 of 50 feet) or 18 feet (about 1/4 of 75 feet), and 20 feet (1/5 of 100 feet).

For a building that is 25 to 75 feet wide, well composed, proportioned and detailed openings, cut into a wall plane of smooth plaster, brick or fine masonry and provided with high quality windows and sometimes accessories (awnings, balconies, etc.) can often provide plenty of articulation with no need for massing variations or breaks.

Fig. 16-156 Block-Form Massing



2. Horizontal Articulation

This technique modulates the apparent size and scale of a larger building by stepping a portion of the street-facing facade forward or backward from the predominant facade plane of the building.

In city center or neighborhood center settings, this technique of stepping the facade backward or forward is generally less effective than stepping the facade up or down. A steady building line at the ground floor is desirable in defining a walkable street.



The mass of this mixed-use building is set back from the rest of the building at multiple points, with further articulation on the upper floors.

3. Vertical Articulation

This technique modulates the apparent size and scale of a larger building by stepping a portion of the street-facing facade upward or downward from the predominant building height.

This technique offers the opportunity to organize a long building into multiple apparent buildings to avoid the appearance of a block-long building. This technique is also useful for stepping down the scale of a new building adjacent to an existing smaller building.



A multi-family building where the massing is vertically broken down into smaller volumes.

4. Architectural Projections

This technique modulates the apparent size and scale of a building by applying projected architectural elements from the plane of the facade.

This technique may be applied alone or in conjunction with other recommended articulation techniques. This technique is best suited to small-scale adjustments of building scale, whereas the building massing techniques are better suited to larger scale compatibility adjustments.



A storefront example with a projecting glass canopy.

5. Architectural Recessions

This technique modulates the apparent size and scale of a building by applying recessed architectural elements or spaces: a recessed porch, covered passage, or recessed balcony cut into the plane of the facade.

This technique has the potential to strongly define building entries, to provide transitional spaces at those entries, and in some cases to provide a lighter more open scale and character to building facades.



A recessed storefront accommodates a shaded, outdoor space that is integrated into street life.

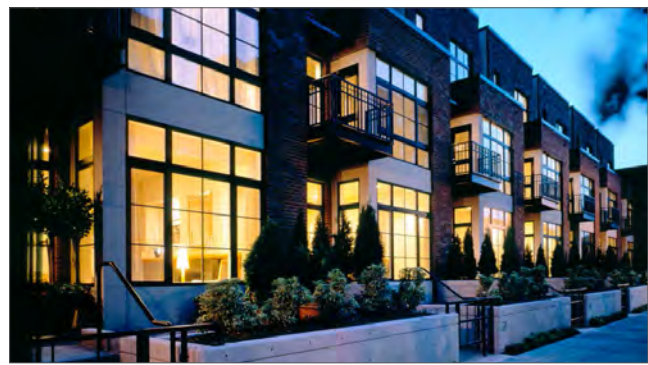
TABLE 16-156.A DESIGN GUIDELINES FOR ALL BUILDINGS

The following design guidelines apply to all building facades and architectural elements.

- a. Architectural elements of each building - as well as its walls, roofs, windows, doors and other elements - should be consistent in design character, palette of materials, approach to detailing, and style.
- b. Simple, natural building materials that age well over time are recommended. Examples include smooth plaster, fine concrete block, stone, brick, tile, wood, terra cotta tiles and glass.
- c. Materials, finishes and configurations should be consistent with the architectural style of a given building and neighborhood character.
- d. When synthetic building materials are used, they should simulate the natural material they are replacing, and possess superior weathering and aging characteristics.
- e. Attached and projecting architectural elements and details that provide buildings with a pedestrian scale and orientation – including lighting fixtures, custom signage, awnings, handrails, balconies, and trellises – should be designed to be consistent and compatible throughout the building.
- f. Entry coverings may include canvas awnings, or projected metal canopies. Awnings should be of a simple shed form, made of natural canvas or materials of similar appearance. Contemporary buildings may have metal or glass awnings supported by tension rods
- g. Balconies, bay windows and projected rooms of traditionally styled buildings should have visible supports in the form of projecting beams or braces. Balconies on contemporary styled buildings may simply project.
- h. On traditional buildings, porch, balcony and other railings should be made of wood, wrought iron, steel bar or tube simulating true wrought iron. Contemporary buildings may use galvanized or painted steel, aluminum, and cable railing components. Vinyl substitutes should be avoided.
- i. Bay windows should be a maximum of 8 feet in width and should have a height that is equal to or greater than their width. Bays should be placed a minimum of 3 feet from any building corner or other bay. A bay's street facing facade should consist of at least 50% transparent fenestration.
- j. Glazing on doors should be clear glass with no more than ten percent daylight reduction (tinting). Glazing shall not be reflective (mirrored).



A mixed-use building with second-floor bay windows.



A multi-family building with two-story bay windows. The roof of the bay window is a balcony for the third floor space.

TABLE 16-156.B STREETWALL GUIDELINES

1. **Intent.** In the Downtown Core Zone, it is intended that building facades be aligned and continuous along block faces to define a strong "streetwall" that clearly defines and contributes to an attractive and active pedestrian environment. This pattern provides a strong sense of enclosure and consistently presents ground floor businesses and other activity to pedestrians. Allowances are provided for some variation through public and private frontage type guidelines that may generate recesses, encroachments, outside dining areas, plazas, pocket parks and special building entry features.
 - a. Primary facades and main entries of all buildings should face public open spaces such as streets, parks or plazas. Backing buildings onto trails, parks, or other public spaces is not to be allowed. An exception to this may be granted for outdoor activity areas - such as side or rear dining patios - which must be secondary and in addition to the primary entry and facade.
 - b. Along public streets and open spaces, gaps in the streetwall should take the form of attractive and useful open spaces. Examples include public plazas, pocket parks, paseos, forecourts, patios, recessed building entries and alleys.
 - c. Facades should generally be built parallel to the street frontage, except at street intersections, where a facade containing a building entrance may be curved or angled toward an intersection with adequate public right-of-way clearance. Buildings will generally maintain a facade rhythm per the selected style. This rhythm may be expressed by a change in building plane, stepping portions of facades in and out, utilizing balconies, columns or pilasters that are distinctly set out from the facade or changing types or colors of materials in combination with other techniques. All buildings should be designed and constructed with tri-partite architecture, with a distinct base, middle and top. An expression line, setback or other architectural element should delineate the base and top. In buildings which have more than one material, the "heavier" material should go below the "lighter" material.
 - d. Entries. All residential units within 5 feet of grade will include a primary front door entrance into the unit and frontage that is accessed by the public sidewalk. Lobbies to upper stories will have an entry from the public sidewalk. Facades along public streets will have entries accessible from the public sidewalk as required by the zone.



Infill buildings in this illustrative rendering of Oxnard Boulevard create a well-defined street wall.

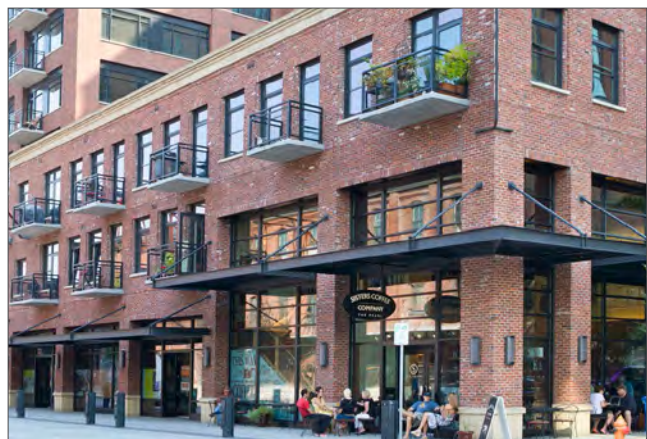
TABLE 16-156.C BUILDING WALL GUIDELINES

1. Materials.

- a. **Allowed Primary Materials.** Building walls should be clad with stone, brick, finished concrete block, poured in place or precast concrete, smooth plaster or stucco, and wood. Additionally, synthetic materials - such as fiber cement panels simulating wood or high quality cast stone detailed to appear as natural stone - may be approved through design review provided that they faithfully simulate the natural material and have equal or better weathering properties.
- b. **Wall Materials Not Recommended.** Materials not recommended on the main building walls include synthetic finishes such as artificial stone veneer, plywood siding, low-quality vinyl siding, EIFS (Exterior Insulation & Finish System) split face block, and reflective materials, such as shiny metal, and chrome.



Smooth plaster walls help keep adjacent spaces cool yet bright.



Concrete and masonry building with simple openings and industrial metal awnings, canopies and balconies give this building an attractive, elegant character.



Contemporary designs often utilize precast concrete and incorporate metal and glass elements.

TABLE 16-156.C BUILDING WALL GUIDELINES, CONT'D**2. Compositions.**

- a. **General.** As required by the Code, walls may either be designed as traditional facades of one major simple material with punched window openings or as modern/contemporary exposed structure with panelized windows.
- b. **Multiple Materials.** On traditional buildings, multiple wall materials combined on a single facade should be stacked, with lighter materials above those that are more substantial (e.g. wood above stucco or masonry, or stucco above masonry). On contemporary buildings, materials should be mixed in a manner suitable for the architectural character of the building. Materials and colors arranged in abstract patterns that do not related to or reinforce the building organization and massing are discouraged.
- c. **Cantilevers.** Cantilevers should be visually supported by visible wood brackets or beams on traditionally styled buildings. Most contemporary buildings use visible wood or steel beams to visually support cantilevers.

3. Methods.

- a. **Brick and Cut Stone Patterns.** Brick, concrete block, and cut stone should be laid in true bonding pattern for traditional styles, and may be laid in stack bond for contemporary styles.
- b. **Mortar Joints.** Brick, concrete block, and cut stone mortar joints should be struck.
- c. **Rubble Stone.** Rubble stone should be laid in a natural, horizontal direction in horizontal courses with smooth or beaded mortar joints
- d. **Wood Siding.** Walls clad in wood or cement fiber board siding should be stained or painted with colors approved through the review process.
- e. **Green Walls.** Green wall installations are encouraged on secondary facades, especially those with little or no fenestration.



Material and color changes reinforce building massing and organization.



Ground floor of concrete and glass provides a strong open base.

TABLE 16-156.D DOOR GUIDELINES

1. Materials.

- a. **Allowed Primary Materials.** Doors should be made of wood, vinyl clad wood, fiberglass-clad wood, aluminum-clad wood, fiberglass, metal, or glass.
- b. **Shopfronts.** Commercial shopfronts must be made of clear glass in light frames or without frames (mullionless). Framing should be made of metal or wood, with natural finishes recommended rather than paint. See [Table 16-150.G](#).

2. Compositions.

- a. **Building Entrances.** Public and visitor building entrances to upper floors should be directly visible from the street and should be easily identifiable and distinguishable from first floor storefronts by locating the entrance in the center of the facade, as part of a symmetrical overall composition; or accentuating the entrance with architectural elements, such as columns, overhanging roofs, awnings, or ornamental light fixtures.

- b. **Accessories.** Doors may be flanked with sidelights and transoms that are compatible in character to the door itself. Doors may be paired with balconies on upper floors, either a full balcony or a "juliet" balcony that protects and operable door.
- c. **Recesses.** Doors should be recessed no less than 2 inches from the building facade.
- d. **Upward Acting Doors.** Accordion or upward acting doors should have a maximum width of 16 feet and maximum height of 10 feet. When grouped, these doors should be separated by a minimum width of 2 feet of wall material, column, or combination thereof and should be of clear, see-through glazing.

3. Methods.

- a. **Door Types.** Doors adjacent to public streets and open space should be side hinged only, except shopfront doors which may also use bi-fold systems and, on contemporary buildings, aluminum and glass upward acting or accordion doors (bifold or sectional). Sliding glass doors should not be visible from public streets and open spaces.



Although too small for furniture, juliet balconies with operable doors can serve as ledges for potted plants.



Many residential buildings signify access doors through distinct architectural design, material use and color.

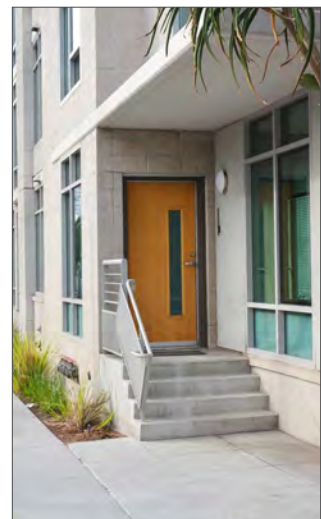


TABLE 16-156.E WINDOW GUIDELINES**1. Materials.**

- a. **Allowed Primary Materials.** Windows should be made of wood, vinyl-clad wood, aluminum-clad wood or metal. Windows made of solid PVC and other vinyl alternatives require design review approval. Allowed PVC and vinyl windows should be available in a range of colors appropriate for the applicable architectural styles and should resemble wood windows in detailing and profile thickness so as to make them indistinguishable when seen from public streets, sidewalks and open spaces.
- b. **Traditional Accessories.** Windows on traditionally styled buildings may have the following accessories: shutters of a similar high-quality material as their adjoining windows, sized to match their openings (sized and detailed as if they would cover the window when closed), and opaque canvas awnings (except quarter sphere and quarter cylinder configuration).
- c. **Contemporary Accessories.** Windows on contemporary buildings may have metal sunshades, metal or glass awnings.
- d. **Security Devices.** Security grills and bars on the exterior facades of buildings should be minimized, especially on facades visible from public streets and sidewalks.



Vertically proportioned shopfronts and second story windows provide a human scale.



Contemporary window detailing within a simple, classic facade composition.

TABLE 16-156.E WINDOW GUIDELINES, CONT'D

2. Compositions.

- a. **Ground Floor Windows.** Ground floors shall have active uses fronting to the street, either commercial premises or common rooms of residential buildings or dwellings. Such spaces shall be provided with windows overlooking the street.
- b. **Ground Floor Windows Except For Shopfront.** Ground floor window sills should be 4-8 feet from public sidewalks and open spaces.
- c. **Proportion.** Window openings should be vertical or square in proportion, in compliance with the selected architectural style.
- d. **Shape.** Accent windows may additionally be circular, elliptical, octagonal or hexagonal – up to two per facade are recommended. Contemporary buildings may employ trapezoidal or circular accent windows where appropriate.
- e. **Fenestration.** On traditional facades, fenestrations are approximately around 1/3 of the facade area. Exceptions include shopfronts, architecturally shaded curtain walls, sliding or folding glass walls and doors, and other special types that may be desirable in creating indoor/outdoor spaces.
- f. **Shading Devices.** Shading devices include horizontal metal awnings, aluminum sun shades, vertical metal fins or grilles, and decorative metal grillwork panels.
- g. **Recesses.** Windows should be recessed no less than 2 inches from the building facade.



A mixed use Italianate building with proportional and well-spaced windows, reinterpreted as a contemporary building.



Horizontal window proportions can help support the character of contemporary buildings.



Doors and windows with deep recesses to provide shading.

TABLE 16-156.E WINDOW GUIDELINES, CONT'D

3. Methods.

- a. **Window Types.** Windows are generally double hung, single hung, hinged casement, or awning. On side or rear elevations not facing a public right-of-way, windows may be horizontal sliders. Horizontal sliders are not recommended on the side street facades of traditional corner buildings.
- b. **Clerestory Windows.** Clerestory windows may be fixed or operable.
- c. **Storefront Windows.** Windows within storefronts should be fixed or operable.
- d. **Muntins and Mullions.** Muntins and mullions should be compatible with the architectural style of the building. On traditional buildings, windows with muntins and mullions should be true divided-light.
- e. **Traditional Buildings.** All upper story windows should be of a consistent proportion, and generally stacked vertically and with head aligned horizontally. Exceptions to this will be made for the Spanish Revival style.
- f. **Curtain Walls.** Curtain walls should not be used unless recessed or paired with appropriate shade devices. Curtain wall systems must have a consistent grid with consistent panel proportions across bays. Frameless glass walls are allowed, particularly within shopfronts.

*Clerestory windows on a storefront.**Large areas of glazing should be recessed and shaded as opposed to tinted.**A curtain wall system paired with both vertical and horizontal shading elements.*

TABLE 16-156.F BUILDING ELEMENT GUIDELINES

1. Materials.

- a. **Columns, Piers, and Arches.** Columns, piers, and arches should be made of or clad in smooth plaster, stone, cast stone, or brick.
- b. **Porches and Porticos.** Porches and porticos should be made of either wood or steel.
- c. **Porte-Cocheres.** Porte-cocheres should match and be consistent with the building's overall palette of materials, forming a small, covered forecourt adjacent to the public street.
- d. **Stoops.** Stoops should be made of brick, stone, concrete, or wood.
- e. **Balconies.** Balconies should be a minimum of 5 feet in depth and made of wood, wrought iron, or metal and may be open or covered.
- f. **Railings.** On traditional buildings, porch, balcony and other railings should be made of wood, wrought iron, steel bar or tube simulating true wrought iron. Contemporary buildings may use galvanized or painted steel, aluminum, and cable railing components. Vinyl substitutes are not allowed.
- g. **Planter Boxes.** Permanently attached planter boxes, if provided, should be made of materials compatible with the rest of the building. On traditionally styled buildings, planter boxes should be clad in smooth plaster, decorative tile, stone, or cast stone. On contemporary buildings, planter boxes may also be clad in metal (steel, weathering steel) and honed concrete block.
- h. **Plant Hangers.** Plant hangers, hooks, and brackets may be made of wrought iron or metal simulating wrought iron on traditional buildings. Contemporary buildings may employ other metals suitable to the building's character.
- i. **Awnings and Canopies.** Entry coverings may include canvas awnings, or projected shed or gabled roofs supported by brackets made of wood, wrought iron or metal. Contemporary buildings may have metal or glass awnings or canopies supported by tension rods.
- j. **Bay Windows.** Bay windows should be made of or clad in materials identical to or compatible with the building's wall finish and windows.



A wood balcony supported by extended beams.



A contemporary building with balconies that are not visibly supported.

TABLE 16-156.F BUILDING ELEMENT GUIDELINES, CONT'D



A wrought iron balcony with an integrated plant holder.



Awning integrated with shopfront below and signage above.



A contemporary mixed-use building with upper floor balconies and railings that shade windows and add depth.



Contemporary bay windows that provide a building with unique residential-scale character and more natural light.



Metal awning and balconies with support poles that extend all the way down to the ground floor forming a multi-story porch.



A brick building with an articulated parapet and wrought-iron balconies.

TABLE 16-156.F BUILDING ELEMENT GUIDELINES, CONT'D

2. Compositions.

- a. **Spindles and Balusters.** Spindles and balusters on balconies, porches, and decks should not exceed a spacing of 6 inches on center, or as required by the building code, whichever is less. Standard pipe rails, horizontal and vertical, are not recommended except when located out of public view in rear yard areas or when detailed as an integral element of a contemporary building design.
- b. **Bay Windows.** Bay windows should be a maximum of 8 feet in width and should have a height that is equal to or greater than their width. Bays should be placed a minimum of 3 feet from any building corner or other bay. A bay's street facing facade should consist of at least 50% transparent fenestration.
- c. **Parapet Walls.** Parapet walls on traditionally styled buildings, along any street frontage, should be articulated with corbelled patterned brick, projected cornices, or projected roofs.
- d. **Decks and Porches.** The undercroft of decks and porches should be enclosed with lattice, vertical pickets, or metal grilles, except in the case of galleries or arcades. The soffits of arcades and galleries should be finished in a manner consistent with the architectural styles, such as, but not limited to stained bead board, stucco, or panelled. Drop-in acoustical tile systems are not allowed.
- e. **Planter Boxes.** Permanently attached planter boxes, if provided, should be between 18 to 42 inches tall and not obscure a window opening.
- f. **Porte-Cocheres.** A port-cochere should be designed as an integral wing or element of the building it serves. The detailing and architectural style of porte-cocheres should be consistent with the rest of the building.

3. Methods.

- a. **Arches.** Masonry and stucco arches (square or round) should be no less than 12 inches in depth and piers or columns should be no less than 12-by-12 inches.
- b. **Posts.** Wood posts should have a minimum nominal dimension of 6-by-6 inches and should be articulated.



This traditionally styled parapet wall helps identify the main entry into the building.



A car entry into a parking court can be subtly integrated with existing residential elements such as balconies.

TABLE 16-156.G ROOF GUIDELINES**1. Materials.**

- c. **Traditional Buildings.** Visible roofs of traditionally styled buildings primarily clad in stucco should be finished with clay tile, concrete tile simulating clay tile, slate, or dimensional composite shingles simulating slate roofing. The material should be compatible with the character or selected style of the building.
- d. **Contemporary Buildings.** Visible roofs of contemporary buildings should be finished with narrow standing seam metal, membrane roof with natural rock ballast as needed, or dimensional composition shingles. The material chosen should be compatible with the character of the building.
- e. **Organic Materials.** Green roofs may be implemented on a wide range of building styles and uses.
- f. **Gutters and Downspouts.** Gutters and downspouts should be made of galvanized steel, copper, or pre-finished aluminum.
- g. **Flashing.** Sheet metal parapet and cornice cap flashings should be integral to the overall wall design and painted to match wall or trim color.



A simple articulated parapet screening a flat roof.



Example of a contemporary flat roof with terrace.



Terra cotta roofs emphasize varied massing of this entry and building.



Varying roof heights and projecting and recessed massing elements help modulate the scale of this courtyard building.

TABLE 16-156.G ROOF GUIDELINES, CONT'D

2. Compositions.

- a. **Traditional Buildings.** Building roofs should be gabled or hipped with eaves parallel to the frontage. Flat roofs should be screened from the street by parapet walls. Parapets may be faced with a pitched roof. Shed roofs should be limited to minor building volumes and projecting elements, and should have a minimum slope of two in twelve (2:12).
- b. **Contemporary Buildings.** Parapet, gabled, hipped, shed, butterfly roofs or parapets may serve as the primary roof form.
- c. **Porte-Cocheres and Carports.** Porte-cochere and carport roof forms should complement the building's architectural style. Porte-cochere and carport roofs may be extensions of the porch roof or the building's main roof, or may be independent roofs attached to the building's side wall.
- d. **Green Roofs.** Green roofs should be located on flat roofed portions of traditionally styled buildings, but may be planted on shed (mono-pitch) and butterfly roofs of contemporary buildings subject to design review.
- e. **Service Equipment.** Service equipment and storage areas on roofs should be screened from public streets and open space.

- f. **Skylights.** Skylights should be flat (non-bubble) and are strongly discouraged from being located in roofs visible from public streets and open space except when they are an integral architectural element of contemporary buildings.
- g. **Gutters.** Gutters should be half-round or ogee. Gutters on contemporary buildings may be rectangular.

3. Methods.

- a. **Overhanging Eaves.** Overhanging eaves should have exposed rafter tails at the tip, or should be finished with a profiled cornice or gutter. On traditional buildings, flat stuccoed soffits are highly discouraged.
- b. **Rafters.** Exposed rafter tails should have a minimum nominal dimension of 3 inches by 4 inches.
- c. **Brackets.** Supporting brackets, when provided at eaves, should have a minimum dimension of 5 inches.



A contemporary building with flat roof with a generous overhang.



Flat and monopitch roofs can bring out key massing, lighting and shadow elements of a building's design.

TABLE 16-156.H COLOR GUIDELINES

1. Coordinated and subdued colors typical of natural building materials, such as earth tone colors are recommended. Extremely bright colors are only recommended on doors, window trim, or other building components that represent a small portion of the overall building facade.
2. White and lighter earth tone colors are encouraged as ways of reducing heat gain on buildings.
3. The number of exterior facade colors should be limited to two or three. A base color and a coordinating secondary color for trims and accents. Additional complementary colors should be used sparingly and to accent particularly beautiful building elements.
4. Allowing the natural color of materials such as stone or brick to dominate the majority of facade surface as its base color is recommended. Exceptions can be made for contemporary buildings.
5. Trim and accent secondary colors for elements such pilasters, horizontal bands, cornices and window frames should complement the shade of the base color.



Use of multiple appropriate colors can help bring identity and character to a streetwall and individual buildings.



Contemporary / contemporary designs can authentically reflect the materials used without use of additional color.

TABLE 16-156.I VENTS, EQUIPMENT AND UTILITY GUIDELINES

- 1. Vents should not be visible from the public streets and open spaces as well as semi-public open spaces such as courtyards or forecourts.
- 2. Materials of vent grilles or caps should be consistent with the overall style and character of the building and should be coordinated with the building's finishes and architectural details.
- 3. For lots with alley access, service entrances, waste disposal areas, and other similar service areas should be located adjacent to the alley and take their access from it.
- 4. When an alley is not present, service entrances, waste disposal areas, and other similar service areas should be located as far away from – and screened from views from public streets and open spaces.
- 5. Fire sprinkler connections for fire department use should be mounted in the building wall rather than freestanding within the frontage or sidewalk area.

TABLE 16-156.J SITE WALL GUIDELINES**1. Materials.**

- a. **General.** All site walls should use materials that complement the architectural character of the adjacent building.
- b. **Allowed Primary Materials.** Garden walls and retaining walls exposed to public view, should be made of or clad in smooth plaster (with or without decorative tile or terra cotta elements), finished concrete block, stone (which may be mounted in gabions), or weathering steel compatible with the design of the principal building. Fences and trellises should be made of finished wood, steel, or wrought iron. Split face block may be used on trash enclosures.
- c. **Wall Materials Not Allowed.** Materials not allowed include simulated finishes such as plywood siding, EIFS (Exterior Insulation & Finish System).
- d. **Reflective Materials.** Reflective materials, such as mirrored glass, shiny metal, and chrome are not allowed.
- e. **Organic Materials.** Green walls planted with sedums may be used where appropriate.



Green walls planted with drought tolerant succulents can help cool sidewalk areas.



Smooth plaster walls may incorporate decorative tile or terra cotta accents. These walls also have an appropriate cap.



From left to right. A contemporary wooden fence; Gabion wall with weathering steel fence; Plaster front yard wall with brick cap; brick front yard wall with precast concrete caps.

TABLE 16-156.J SITE WALL GUIDELINES, CONT'D

2. Compositions.

- a. **Garden Walls.** Garden walls should be no less than 6 inches wide and capped by a top. The cap on walls related to traditional building styles should overlap the wall below – caps for contemporary buildings need not. Caps can be the same width as the wall when they are the same material as the supporting wall.
- b. **Fences.** Wood fences and gates on frontages should be made of vertical pickets or lattice with no more than 3-inch gaps in between. Wrought iron fences and gates for traditional styles should be made of true wrought iron, steel bar or tube faithfully simulating true wrought iron, with bars with no less than a 4-inch space between.
- c. **Front Yard Wall Height.** Fences and garden walls within front or side street setback areas should be between 30 inches and 42 inches in height.
- d. **Side Yard Wall Height.** Fences and garden walls enclosing interior side yards may be up to 8 feet in height when built at or behind the building facade.
- e. **Wall Setbacks.** Fences built parallel to the frontage between houses or other structures should be set back an additional 2 to 5 feet behind the facade line of the house, except walls that are an integral part of the architecture of the house. In such case the wall may be flush with the facade, or set back any dimension from it as deemed appropriate.
- f. **Retaining Walls.** Retaining walls at frontages, when present, may be up to 5 feet in height. Retaining walls within front or side street setback areas – and to the line of the side yard enclosing fence or wall – should be made of or clad in materials as specified in these Architectural Guidelines. (Regardless of the height of any frontage retaining wall, a front walk and stairs should extend directly from the front door to the public street or open space.)
- g. **Service Screen Walls.** Trash receptacles should be screened from public view by opaque walls or fences.



Stucco walls with pre-cast concrete caps should reflect the building's character.



Weathering steel retaining wall at a suitable height.



An appropriately scaled front yard garden wall.

TABLE 16-156.J SITE WALL GUIDELINES, CONT'D

- h. Parking Walls.** Parking areas visible from public streets and open spaces should be screened with garden walls between 36 and 48 inches in height.

3. Methods.

- a. Brick and Cut Stone Patterns.** Brick, concrete block, and cut stone should be laid in true bonding pattern for traditional styles, and may be laid in stack bond for contemporary styles.
- b. Mortar Joints.** Brick, concrete block, and cut stone mortar joints should be struck.
- c. Rubble Stone.** Rubble stone should be laid in a natural, horizontal direction in horizontal courses with smooth or beaded mortar joints.
- d. Wood Siding.** Walls clad in wood or cement fiber board siding should be stained or painted with colors approved through the review process.
- e. Wood Siding Patterns.** Clapboard should not exceed 6 inches to the weather. Shingles should not exceed 8 inches to the weather. Dropsiding should not exceed 12 inches and 4 inches, alternately.



Plaster walls with pre-cast concrete caps.



Site walls can often be integrated into the building's frontage, allowing for additional privacy, yet remain inviting.



A stack bond concrete wall is applicable to contemporary style buildings.

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16-157 Building Architecture

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A. Architectural Styles of Oxnard

1. Definition of Style

Within these Architectural Guidelines, the word "style" is used to denote a combination of massing, ornament, and materials that provides the building with a historically or regionally recognizable architectural character. A truly authentic building within a style is one that uses all of these elements appropriately in conjunction with one another.

The architecture of Oxnard's commercial, mixed-use and multi-family buildings is eclectic. There are several styles that are well represented in Oxnard, and characteristic of its existing mixed-use places. The style chosen for a new building provides guidelines and recommendations to guide the design.

Further, to generalize these guidelines so as not to focus too closely on specific historic styles, recommendations are included for "Traditional" buildings and for "Contemporary" buildings.

Specific Traditional styles identified are "Main Street Traditional" and "Mediterranean Revival", and "Traditional" buildings as referred to herein are those that embody similar design vocabularies including heavy masonry walls, simple punched openings in vertically proportioned and stacked configurations, with doors and windows made of, or simulating wood.

Specific Contemporary styles identified are "Contemporary" (a.k.a. "International") and "Art Deco". "Contemporary" buildings are those that incorporate either contemporary details, contemporary massing, including simpler, smoother surfaces, more horizontally organized massing and openings, and windows and doors typically framed in metal.

Combining and reinterpreting styles is not discouraged, it simply requires more attention and design review. Buildings with traditional window sizes and spacing can still be considered contemporary if the windows are articulated with contemporary materials such as steel, or built into walls made of contemporary materials.

To design within a style is not to directly mimic a previous building or group of buildings brick by brick, but rather to build on proportions and details attributed to a style. Styles themselves are living traditions with great flexibility, and sometimes are not precisely delineated in the built environment.

2. Local Building Tradition

The following pages illustrate design characteristics of variations of six architectural styles within downtown Oxnard. These illustrations convey the level of detail that is to be provided in the building architecture, but do not include all possible variations.

B. Architectural Styles by Zone

The Downtown Code requires that each new building or facade renovation be designed in one of the allowed styles. The content of these Guidelines is advisory not regulatory.

Table 16-157 Architectural Styles by Zone

Downtown Zones	Architectural Styles and Guidelines					
	Main Street	Spanish Revival	Victorian	Craftsman	Contemporary / Modern	Art Deco
	Table 16-145.5.030A	Table 16-145.5.030B	Table 16-145.5.030C	Table 16-145.5.030D	Table 16-145.5.030E	Table 16-145.5.030F
DT E/ DT E-O	○	●	●	●	○	--
DT G	●	●	●	●	●	●
DT C	●	●	○	--	●	●

● Common ○ Less Common -- Not Recommended



Main Street



Spanish Revival



Craftsman (Oxnard, CA)



Victorian (Oxnard, CA)



Contemporary



Art Deco (Oxnard, CA)

TABLE 16-157.A MAIN STREET STYLE



Description

This style is characterized by simple 1- to 6-story buildings, with shopfronts at the ground floor and upper floor windows of offices or apartments stacked above them. Common from the 18th century to mid-20th century, this simple style - often rendered in brick, but also in stucco, stone, and occasionally wood - lines the original main commercial street of virtually every American town.



A low, wide main entry recessed under the main roof form of the house.

TABLE 16-157.A MAIN STREET STYLE, CONT'D



Defining Characteristics

- A** Ground floor shopfronts with and without awnings and bulkheads, with a sign band above
- B** A horizontal entablature at the second floor line to maintain the organizational integrity of the facade as the shopfronts below are remodeled for new tenants over time
- C** Corner shopfronts often chamfer the corner and/or are set behind a corner column
- D** Upper floor windows are stacked above the shopfronts, commonly two per shopfront opening
- E** While traditional Main Street shopfronts are designed with wood or cast iron framing, updated shopfronts of stainless steel, chromed steel or mullionless glass may be inserted per the preferences of new tenants

TABLE 16-157.B SPANISH REVIVAL STYLE



Description

Spanish Revival is a hallmark California architectural language with many different variations and configurations. The early Spanish missions established throughout the state helped to inspire the first wave of residential and commercial structures in the style.

The style is particularly well suited to dry climates due to the heavy use of white plaster walls that help reduce heat gain, along with covered porches and balconies to provide shaded outdoor spaces.



Spanish Revival buildings with multiple units usually contain intimate shaded courts such as these.

TABLE 16-157.B SPANISH REVIVAL STYLE, CONT'D



Defining Characteristics

- | | |
|----------|---|
| A | Low-pitched terra cotta, hip or gable roof with eaves facing the street |
| B | Low overhang eaves with exposed rafter tails |
| C | Wall surface that extends into gable without break |
| D | Smooth plaster stucco |
| E | Wood or metal balconies that are either roofed or open |
| F | Short square, round, or polygonal towers |
| G | Decorative chimney tops, especially using terra cotta tiles |
| H | Along retail building frontages, simple arcades and galleries are often present |

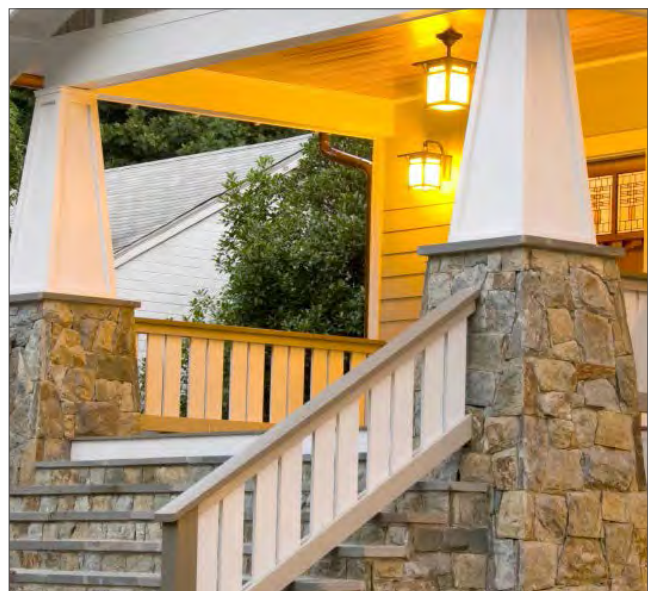
TABLE 16-157.C CRAFTSMAN STYLE



Description

The Craftsman Style represented an independent western movement in American architecture. The style was adapted for countless small houses and bungalows from the 1900s to the 1940s with of the best examples of this style built in Oxnard. Since that time, the Craftsman Style has evolved to include various interpretations adapting it to multifamily and mixed-use prototypes.

Typically, Craftsman forms are one-and-a-half, and up to two-and a half-story homes, with detailed eaves and a wide overhanging roof, surrounded by deep porches, and simple interior with built-in cupboards and cozy ingle-nooks.



A contemporary example of a Craftsman style entry porch with masonry and heavy-timber construction, and welcoming lighting.

TABLE 16-157.C CRAFTSMAN STYLE, CONT'D

**Defining Characteristics**

- | | |
|----------|---|
| A | Low, horizontal proportions, characterized by low-pitched gable roofs, horizontal materials |
| B | Deep, broad porches that are integral to the overall building form |
| C | Wide, projecting eaves with exposed rafter tails, supporting beams or braces, and timber-frame decoration in gable ends |
| D | Ganged windows and doors, vertical in proportion and trimmed with wood |
| E | An emphasis on natural materials, particularly wood, brick and stucco, often with natural stone foundations and piers |
| F | Broad windows and doors |
| G | Porches with distinctive pier columns combinations |



TABLE 16-157.D VICTORIAN STYLE



Description

The Victorian style draws from Carpenter Gothic and Queen Anne traditions as seen throughout California, from the 1830s to the turn of the century. In the Carpenter Gothic, cross gables with steeply pitched decorated gables are common. In the Queen Anne, bays and turrets are common with surface shingle patterns gaining importance. In both variants, the porches receive the most details.

Victorian buildings are typically characterized by picturesque massing and tall proportions, simple forms with elaborate detail, steeply pitched decorated gables, detailed porches, and bays and turrets with surface shingle patterns gaining importance. The basic volume massing tends to be square or rectangular with a gabled or hipped roof.



Victorian style duplex (with separate entries off of an elegant corner porch) that looks and feels like a large single-family home.

TABLE 16-157.D VICTORIAN STYLE, CONT'D



Defining Characteristics

- | | |
|----------|--|
| A | Tall vertical proportions for windows and doors |
| B | House masses are usually divided into three or five equal bays with the windows, doors, and accents elements centered in these divisions |
| C | Roofs are typically steeply pitched gable forms, with highly detailed eaves or flat with a parapet |
| D | Highly detailed window and door head trim |
| E | Walls of brick, clapboard, board and batten, shingle, or stone |
| F | Patterned shingle accents |
| G | Highly detailed wooden porches, shopfronts, galleries, arcades and balconies |
| H | Primary siding colors tend to be white, off-white, cream, gray green, gray blue, or brown |



TABLE 16-157.E CONTEMPORARY/MODERN STYLE



Description

Contemporary architecture emphasizes simple mass and form over the application of ornament and details. A descendant of the Bauhaus movement and the International (Contemporary) style, the Contemporary style now includes many variations of building designs that all share the same general principles. Whereas the Contemporary style consciously emphasized the horizontal, many contemporary buildings emphasize the vertical or weave the two into balanced compositions.

Contemporary buildings employ large amounts of glazing and hard, smooth wall materials. In some cases hard materials and contemporary detailing (omitting applied trim as shown here) are applied to simple masses, with traditional facade composition patterns. The best contemporary architecture for urban infill buildings composes strong "streetwalls" rather than indulging in acrobatic massing or pattern-making.



Example of contemporary detailing without applied trim.

TABLE 16-157.E CONTEMPORARY/MODERN STYLE, CONT'D



Defining Characteristics

- | | |
|----------|---|
| A | Little to no decorative detailing at doors and windows |
| B | Smooth, unornamented wall surface, often incorporating concrete and metal |
| C | Asymmetrical facade, with window patterns that may not be consistent across floors |
| D | Flat roofs without ornamental parapets or coping at the roof line |
| E | Heavy use of glass along facades, often in the form of floor-to-ceiling windows or ribbon windows |
| F | Front door usually unadorned, and often obscured or recessed |
| G | Prominent cantilevered sections of building, roof and/or balcony without visible support from main body of the building |



TABLE 16-157.F ART DECO STYLE



The historic Woolworth Building downtown Oxnard is a fine example of the Art Deco style.

Description

Art Deco started to appear in Europe in the 1910s and was a curious blend of Contemporaryism, history and fantasy; influenced by the speed-infused aesthetic of the Italian Futurists and the mystical images of Mayan, Assyrian, and Moorish cultures. Adopted in America primarily in the 1930s, the Art Deco style was seldom used for single-family houses. It reached its apogee in New York, Los Angeles and Miami, primarily in apartment buildings and city skyscrapers, which seemed best suited to this style of applied, concentrated decoration. It was also common in civic (schools, theaters, city halls, etc.) and commercial (department stores, office buildings, etc.) buildings. Doorways, in particular, showed off the stylized forms of tropical and exotic motifs.



TABLE 16-157.F ART DECO STYLE, CONT'D



Defining Characteristics

- | | |
|----------|---|
| A | Smooth wall surface, typically of stucco utilizing a three-step process |
| B | Zigzags, chevrons, and other stylized and geometric motifs occur as decorative elements of the facade |
| C | Simple, horizontal massing with flat roofs and accented by strong, vertical massing elements such as towers and finials, often defining a strong central axis |
| D | Horizontally-proportioned windows and doors, often set in horizontal bands. |
| E | Towers and other vertical projections above the roof line give a vertical emphasis |
| F | Use of stylized and geometric motifs in decorative facade elements |
| G | Pastel, muted color palettes |



TABLE 16-157.G NON-RECOMMENDED DESIGN ELEMENTS: CONTEMPORARY STYLE-RELATED

- a. **Mismatched Ground and Upper Floors.** As multi-family housing developers move into the mixed-use development business, all too often very ordinary apartment building designs get new ground floors, with unfortunate results. Oxnard's new generation of downtown buildings should project the image of a new building in a growing city, and unified facade designs that unapologetically define beautiful urban spaces are the goal. The "softer" apartment project aesthetic has its place, but it is not in Oxnard's evolving downtown.



An abundance of ornament and applications of the same material in different circumstances cause visual confusion.

- b. **Overly Acrobatic Massing.** Oxnard's downtown buildings should define the public realm with facades that are "articulated planes" rather than massive objects in and of themselves. In many ways it is the job of the mixed-use building to "blend in" with its neighbors, working together to form the public spaces that are "your town". Designs that try too hard to be noticed, or to "break up the mass" are discouraged.



Example of innovative massing that would not contribute optimally to defining public space in Oxnard's downtown.

TABLE 16-157.G NON-RECOMMENDED DESIGN ELEMENTS: CONTEMPORARY STYLE-RELATED

- c. **Facade Frames.** Another way in which mixed-use buildings often try to hard to stand out is with over-scaled "frames" applied to portions of the facade relieve its "flatness". A calmer, more timeless approach that would better connect Oxnard's past to its future while alleviating the flatness is by recessing the windows into the facade, providing with a greater sense of solidity and depth.



Example of facades articulated through the use of applied frames, currently in fashion but likely to look dated before long.

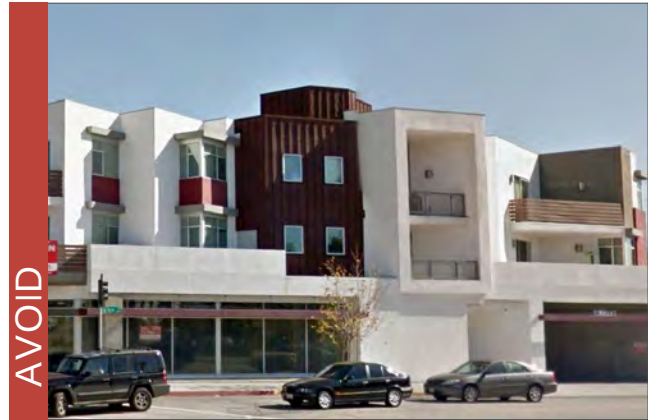
- d. **Dead Ground Floors.** Oxnard's current and future downtown buildings require active ground floor frontages for safety and comfort. Architecturally attractive but uninhabited and inactive frontages are not allowed.



A blank ground floor frontage.

TABLE 16-157.H NON-RECOMMENDED ELEMENTS: CONTEMPORARY MASSING-RELATED

- a. **Absence of Primary Mass.** The first common aberration is the absence of a clear primary mass, which makes up the main body of a house. This body should be dominant and legible, and is defined by a basic rectangular shape which is articulated by an associated singular roof form of concomitant simplicity. In the aberrational examples, this main body is not legible; either because the projecting elements dominate the massing or because the applied roof forms obscure and confuse the main building.



AVOID. This complex arrangement of projections leave the building with no discernible primary massing.

- b. **Applied Massing:** A second common aberration, is known as "applied massing." Large buildings - particularly in a "small-town" city like Oxnard should be articulated so that they do not present the appearance of a hulking mass. Balconies and bay windows are valuable tools in achieving this, along with purposeful fenestration patterns and breaks in the primary building mass. Applying balconies and projected masses in arbitrary patterns does not achieve the desired effect, and are destructive of the "streetwall" that the building should help to create for the neighborhood.



AVOID. Too many elements, too many materials, too varied in expression.

- c. **Complex Massing.** The third increasingly common aberration is complex massing, in which individual room volumes within a building are expressed in plan, massing, and roof form, undisciplined by the rigor of the recommended primary mass and wing organization. The end result of such complicated massing is not a cohesive elegant design, but rather an apparent collection of disparate parts. Like the other aberrations, this technique is used frequently in an attempt to disguise a building mass that is too large for its lot or its neighborhood. The phrase "breaking up the mass" frequently accompanies this technique, which is not appropriate to Oxnard. Massing in Oxnard is intentional, not mitigation of bad decisions made in plan.



AVOID. Arbitrary massing can result in awkward, disjointed roof forms.

Definitions

The following additions are to be added to the City's existing definitions in *OCC 16-10*.

A. General Definitions

Alcohol, Beverage with food sales (on-site consumption). Any establishment wherein alcoholic beverages are sold, served, or given away for consumption on the premises.

Architectural Features. Exterior building elements intended to provide ornamentation to the building massing, including, but not limited to: eaves, cornices, bay windows, oriels, window and door surrounds, light fixtures, canopies, and balconies.

Bar. An establishment that sells beer, wine, and/or distilled spirits in accordance with applicable California Department of Alcoholic Beverage Control regulations, where food service is incidental and subordinate to the sale of alcohol (e.g., nightclub, lounge, tavern, taproom, etc.).

Bay, Bay Window. A window that projects from the building façade or elevation that begins on the ground floor and can extend to upper floors.

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

Block Face. The aggregate of all the Building Façades on one side of a block. The Block Face provides the context for establishing architectural harmony.

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

Block Perimeter. The aggregate of all sides of a block measured along the adjacent right-of-way.

Block-Scale, Building. A building that is individually as large as a block or multiple buildings collectively arranged along a street to form a continuous façade as long as most or all of a block.

Building Elevation. The exterior wall of a building not adjacent to a public right-of-way, the front or side along a private street, or civic space.

Building Façade. The exterior wall of a building adjacent to a public right-of-way, the front or side along a private street, or civic space.

Building Height (In Downtown Zones only). The building's vertical extent measured in feet at the front exterior finished grade to the highest top plate.

Building Form and Size (In Downtown Zones only). There are two general categories of building form: Block-form and House Form.

- **Block-form:** Attached or detached buildings that are the size of most or all of a block. These buildings range in overall length from 50 to 300 feet.
- **House-form:** Detached buildings that are the size of houses, small to large, and range in overall length from 25 to 100 feet.

Build-to Line (BTL) (In Downtown Zones only). A line parallel to a lot line or right-of-way where it is required for a building façade to be placed.

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

Commercial Garden. An establishment that produces vegetables, herbs, and fruit for restaurants and other food establishments.

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

Eating and Drinking Establishment. Any establishment where food and/or alcoholic beverages are served. Includes restaurants, brew pubs, micro-breweries and micro-distilleries, on-sale liquor establishments, and bars.

Elevated Ground Floor. A ground floor situated above the grade plane of the adjacent sidewalk.

Farmers Market. A temporary food market at which local farmers sell fruit and vegetables and often meat, cheese, and bakery products directly to consumers.

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

Frontage, Private. The area between the building façade and the shared site line between the public right-of-way and the site.

Frontage, Public. The area between the curb of the vehicular lanes and the edge of the right-of-way.

Glazing. Openings in a building in which glass is installed.

Grocery Store. A retail shop that primarily sells food.

Ground Floor. The floor of a building located nearest to the level of the existing grade around the building.

Health and Exercise Center/Spa. A private club with exercise facilities, also offering health and beauty treatments.

Highest Top Plate. The vertical distance between grade and the highest top plate of the building.

House Scale Building. A building that is within the range of size of a small to large house and set apart from other buildings with setbacks.

Main Body. The primary massing of a building.

Main Façade. The front façade of a Main Building.

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

Mortuary, Funeral Home. Establishments primarily engaged in the provision of services involving the care, preparation, purification by fire, or disposition of the human deceased other than in cemeteries.

Motor Vehicle Sales, Service. A retail or wholesale establishment selling and/or renting automobiles, trucks and vans, trailers, motorcycles, and scooters with internal combustion engines (bicycle sales are included in "Retail"). May also include repair shops and the sales of parts and accessories incidental to vehicle dealerships.

Museum, Art Gallery. An establishment where objects of historical, scientific, artistic, or cultural interest are stored and exhibited.

Nightclub. Any establishment that provides for alcohol service and that includes dancing open to the public for which a fee or cover charge may or may not be imposed, live musical performances for which a fee or cover charge may or may not be imposed, a disc jockey, karaoke, or comedy or theatrical performances; and where fixed seating or chairs are not provided for each patron or customer in attendance. A public dance shall not include dancing at a facility where the rental of such facility is for a private function and not open to the general public.

Oriel, Oriel Window. A window that projects from the building façade, located on upper floors and may extend for multiple stories.

Outdoor Display. The placement of goods or merchandise outdoors that are representative of the kinds of goods or merchandise which a retail business offers for sale to the public.

Run. The length of a façade between required façade breaks, or from one end of the building to a required façade break, or from one end of the building to the other end where no façade break exists.

Secondary Wing. A structure physically attached to, and secondary and incidental to, the Main Body.

Setback, Parking. The mandatory clear distance between a property line and parking.

Social Services. Government services provided for the benefit of the community, such as education, medical care, and housing.

Story (In Downtown Zones only). That portion of a building between the bottom surface of a floor and the upper surface of the floor next above. If the finished floor level directly above a basement or cellar is more than three feet above natural grade, such basement or cellar shall be considered a story.

Story, Half (In Downtown Zones only). A conditioned space that rests primarily underneath the slope of the roof, usually having dormer windows. A half-story shall be considered a story when its top wall plates, on at least two opposite exterior walls, are four feet or more above the floor of such story.

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

Street Frontage, Principal. The length of the property line of any design site parallel to and along the public right-of-way which it borders and which is identified by an officially assigned street address.

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

Transit Facility. An establishment that provides for transit for the general public by train, bus, taxi.

Wall Plane. A vertical surface defined by the façades of buildings.

B. Use-Definitions

Artisanal Production (Custom Manufacturing). Establishments primarily engaged in on-site production of goods by hand manufacturing which involves only the use of hand tools or domestic mechanical equipment not exceeding two horsepower or a single kiln not exceeding eight kilowatts and the incidental direct sale to consumers of only those goods produced on-site. Typical uses include ceramic studios, candle-making shops or custom jewelry manufacturers.

Brewpub. A small-scale beer manufacturer or microbrewery that produces and sells beer on the premises and may serve food for on-site consumption. A brewpub is considered an on-sale liquor establishment that may include off-site sales as an accessory activity.

Community Assembly (Religious Assembly). A facility available for public assembly, such as a conference hall, club hall, lodge, performing arts center, amphitheater, or event facility, or for religious worship, such as a church, temple or mosque.

Financial, Insurance and Real Estate Services. Establishments primarily engaged in the provision of financial, insurance, real estate or securities brokerage services. Typical uses include banks, insurance agencies, or real estate firms. Financial services also include check cashing services, pay day lenders (also known as deferred deposit originators), pawnbrokers, cash for gold dealers, and similar activities.

Home Office. A limited area of a dwelling used for the transaction of business or the supply of professional services which employ up to three external employees. Home office may include the following: agent, architect, artist, broker, consultant, draftsman, dressmaker, engineer, interior decorator, lawyer, notary public, teacher, and other similar occupations, as determined by the Director.

Office – Medical. Examining, consulting with and treating patients with medical, dental, or optical purposes on an out-patient basis.

Office – Public or Private (Administrative Services; Administrative and Professional Services; Business Support Services). Business and professional services. Examples of these uses include accounting services, insurance agent offices, real estate offices, travel agencies, counseling services, news services, telemarketing, utility company offices, elected official satellite offices, etc.

Outdoor Dining. Restaurant activity that occurs outside of the building and may be located within the public right-of-way on the sidewalk.

Outdoor Display. The placement of goods or merchandise outdoors that are representative of the kinds of goods or merchandise which a retail business offers for sale to the public.

Public Open Space. A park, plaza, pocket park or other open space that is for public use.

Personal Services. Establishments providing non-medical services to individuals as a primary use. Examples of these uses include: barber and beauty shops; garment pressing, repair and alteration; laundering, dry cleaning, laundromats; cleaning pickup stations; shoe repair shops; printing, limited to letterpress and duplication machines; therapeutic massage; vending machines. These uses may also include accessory retail sales of products related to the services provided.

Public Safety Facilities (Ambulance Services). Facilities serving the transportation of ill or injured persons to and from treatment facilities together with incidental storage and maintenance of necessary vehicles.

Public Service Facilities. Includes, but is not limited to, water, sewer, gas, cable television, communications and electric power distribution lines.

Repair service - equipment, appliances, etc. Miscellaneous repair services including only:

1. Business equipment and furnishings repair and service;
2. Household yard equipment and appliance repair and service; and
3. Audio, video and computer repair and service.

Residential. Residential occupancy of a dwelling unit

Retail Uses. Premises available for the sale of merchandise and food service .

Schools – Public or Private. Educational services provided by: public, private, and parochial day care centers for more than twelve children; public, private and parochial elementary, junior high, and senior high schools; and junior colleges.

Tasting Room. A facility licensed by the California Department of Alcohol Beverage Control to allow customers to taste or sample wine, beer, or other alcoholic beverages on the premises as provided by a beer manufacturer or wine grower. A tasting room may hold beer- or wine-related educational, sales or marketing events. Food sales are allowed. A tasting room is considered an on-sale liquor establishment that includes sales of alcohol for offsite consumption as an accessory activity.

Walkability. The condition when an area is highly interconnected to other areas, is pedestrian oriented, where bicycling and walking are appealing and viable daily options because services, transit, shopping, and restaurants are within walking distance of most residences in an approximate 1/2-mile diameter area.

Work/Live, Live-Work (In Downtown Zones only). An integrated housing unit and working space, occupied and utilized by a single household in a structure, either single-family or multifamily, that has been designed or structurally modified to accommodate joint residential occupancy and work activity, and where the residential use is secondary and accessory to the primary use as a place of work.

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DOWNTOWN CODE

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