



BELLEVUE CORRIDOR COMMUNITY PLAN
Community Advisory Committee
January 31, 2013



OVERVIEW

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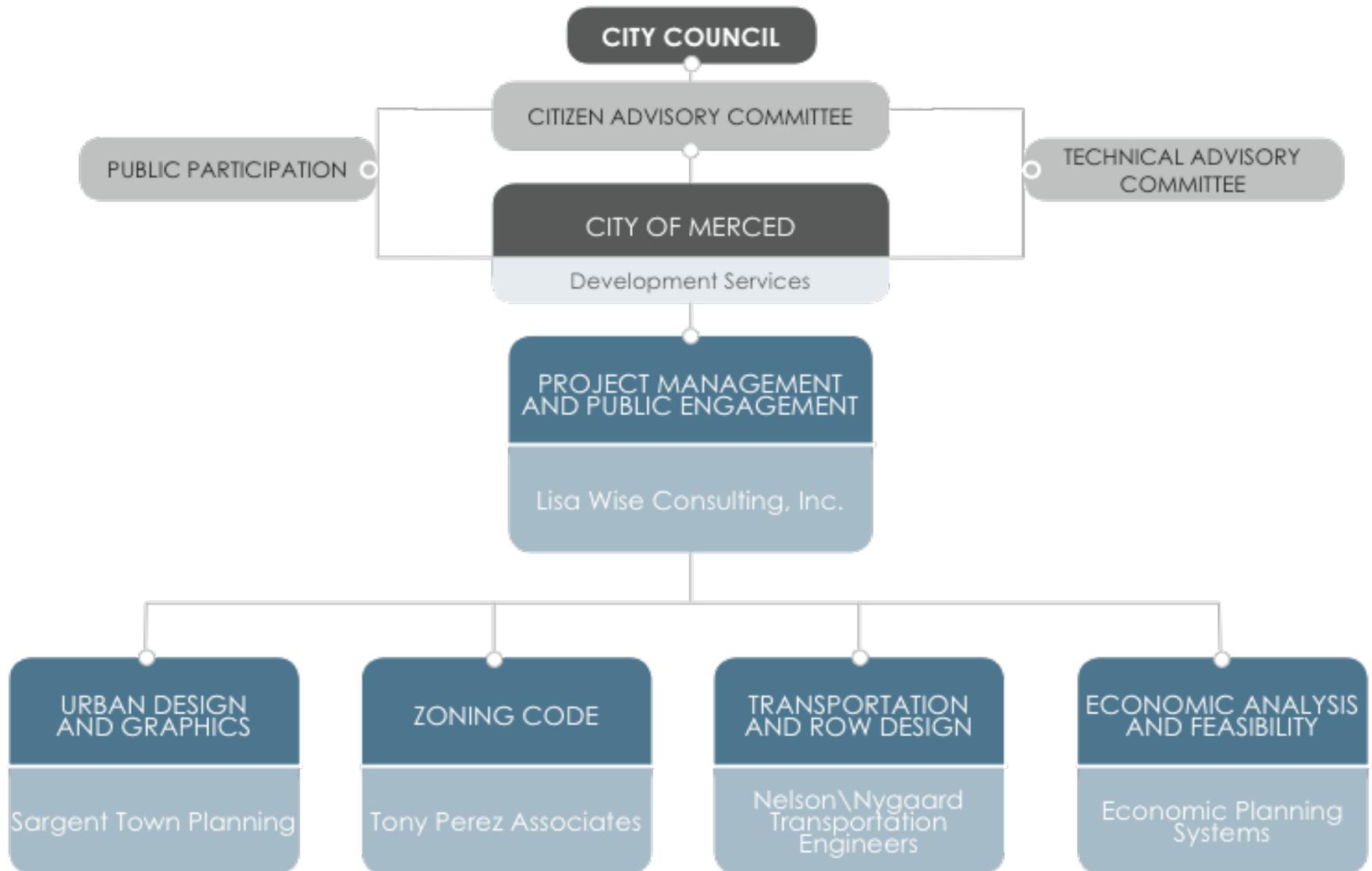
LAND USE

CIRCULATION AND TRANSIT

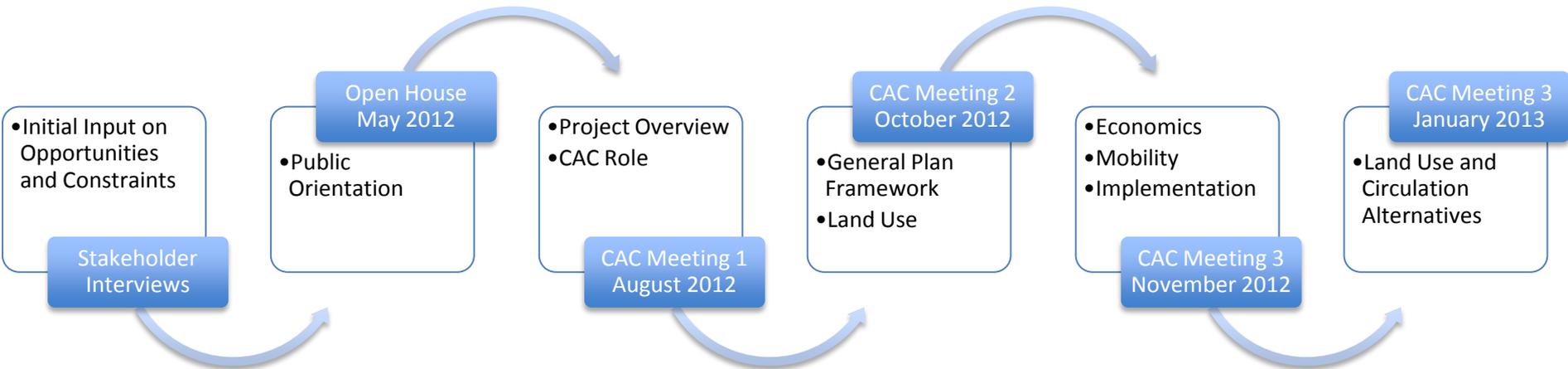
IMPLEMENTATION

NEXT STEPS

PROJECT ORGANIZATION



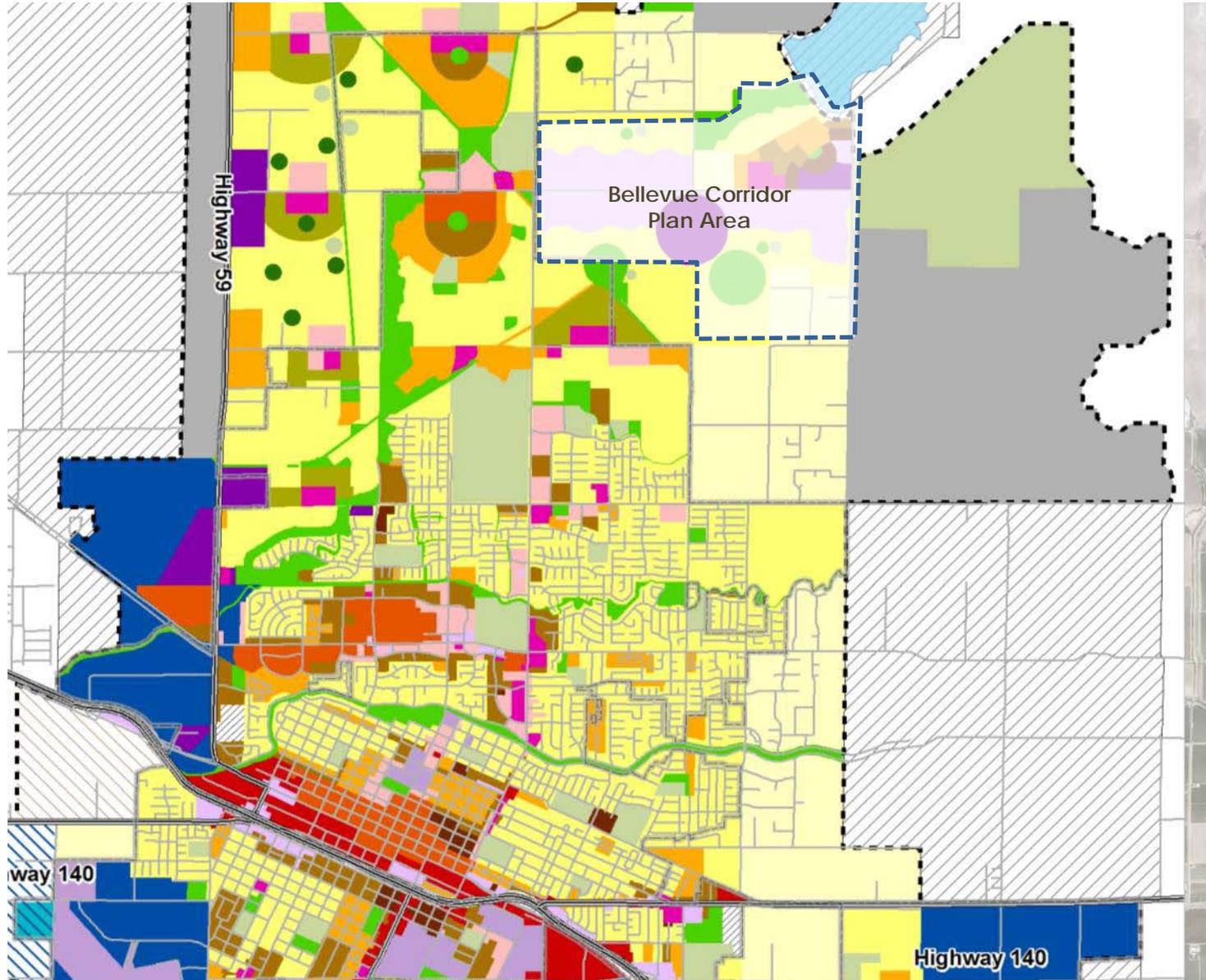
COMMUNITY ENGAGEMENT



FUTURE CAC MEETINGS

Date	Topics
March 14, 2013	Present Preferred Land Use and Circulation Plan
May 2, 2013	Review and Comment on Draft BCCP
July 11, 2013	Review and Comment on Draft BCCP
August 15, 2013	CAC Plan Review and Recommendation
March 6, 2014	Review and Comment on Draft Development Code

PROJECT LOCATION



LIST OF PROJECTS/PLANS NEAR STUDY AREA

PLANS AND PROJECTS	Detached			Attached			Office ³		Commercial	
	DU	Acres	Density	DU	Acres	Density	Sq.Ft.	Acres	Sq.Ft.	Acres
Bandoni Sunset GP ⁸	45	4.5	10	810	45	18	0	0	313,000	20.5
Bright Homes Map	168	39.8	4.2	0	0	0	0	0	0	0
Guardanapo GP	306	56	5.5	216	17.6	12.3	196,000	18	0	0
Bellevue Ranch ^{1,5,7}	4,533	896	4.5	1,216	76	16	501,000	23	1,403,000	92
Mercy Medical Center (MMC) ⁶	0	0	0	0	0	0	600,000	17	0	0
Mercy Cancer Center	0	0	0	0	0	0	12,730	1.7	0	0
Merced Pavilion (MOB)	0	0	0	0	0	0	65,500	0.5	0	0
Future MMC Expansion	0	0	0	0	0	0	200,000	10	0	0
Moraga Map	520	102	5	0	0	0	0	0	0	0
Palisades Park Map	155	48.9	3.2	0	0	0	0	0	0	0
Paseo Map and GP	6	0.8	8	85	8.5	10	0	0	39,400	8.5
Vista Del Lago	58	75.7	0.8	0	0	0	0	0	0	0
West Hills Estates Map	26	30.4	0.9	0	0	0	0	0	0	0
Yosemite Lake Estates	1,388	278	5	0	0	0	0	0	15,000	6
University Community										
<i>Towncenter - Mixed Use Area ⁴</i>	0	0	0	540	N/a ⁸	N/a ⁸	313,600	7.5	183,000	7.5
<i>Towncenter - Other Areas</i>	0	0	0	1,418	45	30	292,700	5	130,700	8
<i>Research and Development Use</i>							2,308,300	71		
<i>Other UCP Areas ²</i>	7,385	890	8.3	2,274	85	26.8	140,000	9	328,400	21
Total	14,590	2,422	6.0	6,559	277	23.7	4,629,830	163	2,412,500	164

Notes:

1. Includes all existing and planned amounts.
2. Data extrapolated from 2009 EIR/EIS for the 2009 UCM LRDP & UCP, Table 2.0-6, Page 2.0-41.
3. As a unique use, the *Research and Development Use* is "called-out" under the Office Category. The R&D site is located west of the Town Center.
4. These amounts are in addition to "Towncenter-Other Areas" and "Other UCP Areas". The 15-acre area is divided between office and commercial uses.
5. Includes 2529 "detached standard" units (562 ac) and 2004 "detached patio" units (334 ac) at density of 4.5 and 6 DU/acre respectively.
6. Currently at 260,000 sq. ft., long-term 600,000.
7. A FAR of 0.5 was used to estimate future office use, and a FAR of 0.35 was used for commercial. (In other cases, acreage based on submitted plans/documents.)
8. Part of 15 acre mixed use area. Acreage included under Office and Commercial.

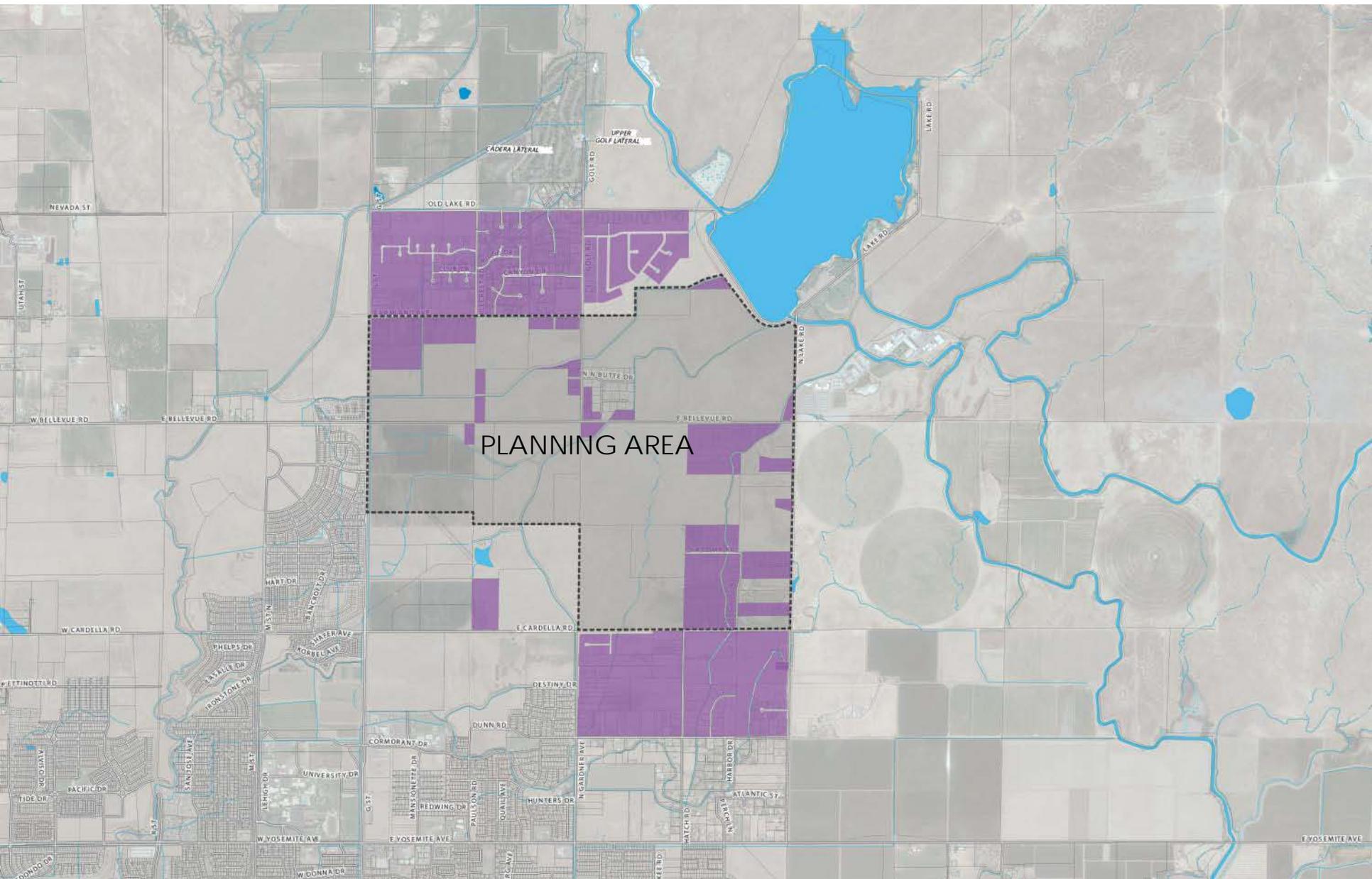
OPPORTUNITIES AND CHALLENGES

- Ensure that development **compliments/leverages UC Merced** economic, physical and intellectual capital
- Develop **strategies that recognize existing land uses and multiple property owners**, particularly comprehensive **infrastructure financing**
- Encourage owners to collaborate for **long-term economic/fiscal benefits**
- Provide **flexibility** to adapt to long-term market demands
- Planning area within the City's Sphere of Influence but currently under **County jurisdiction**
- Leverage and support emerging **downtown economy**, including potential future **high-speed rail** station downtown

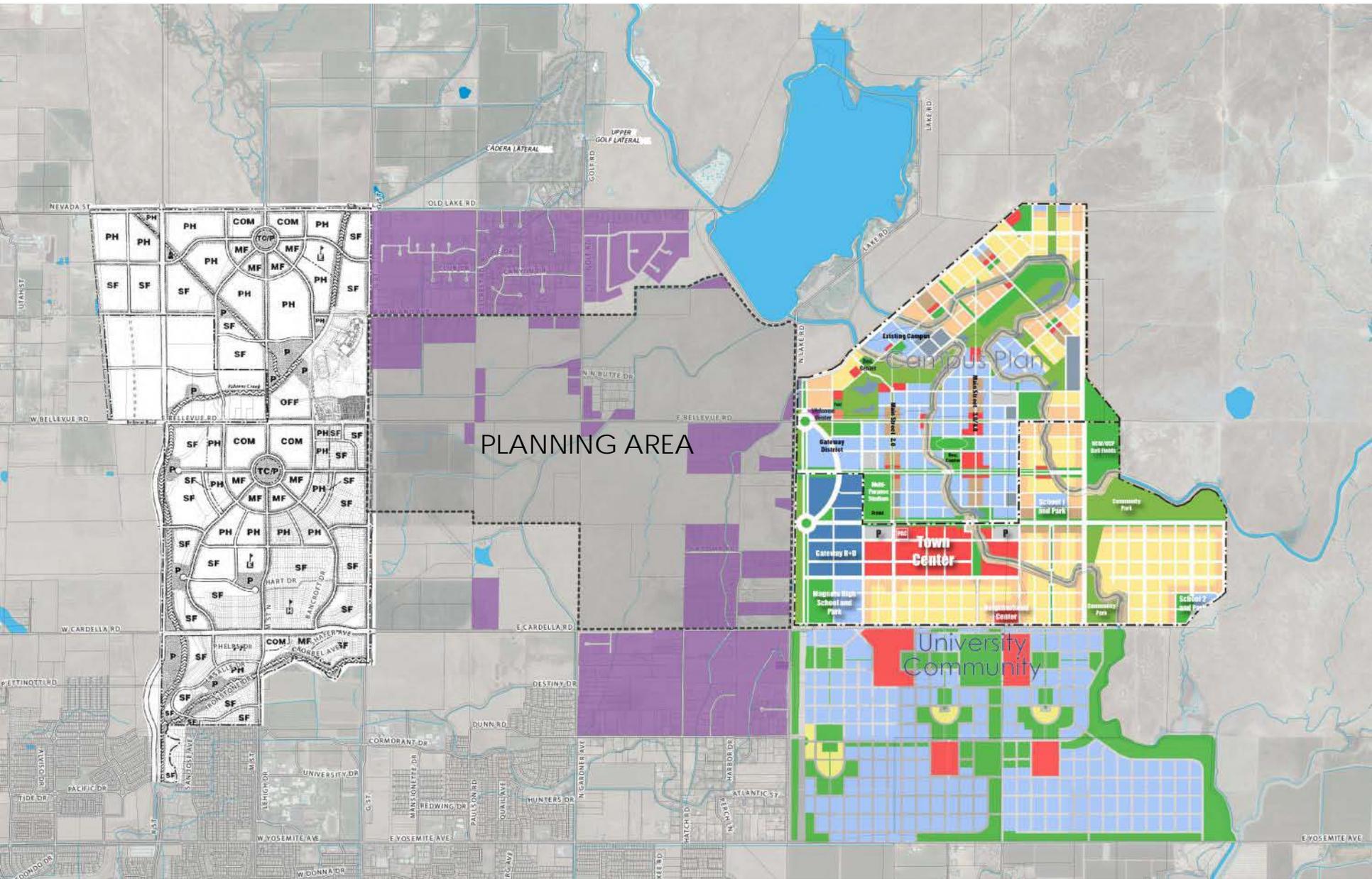
THE PLANNING AREA



EXISTING RURAL RESIDENTIAL DEVELOPMENT



BELLEVUE RANCH MASTER PLAN



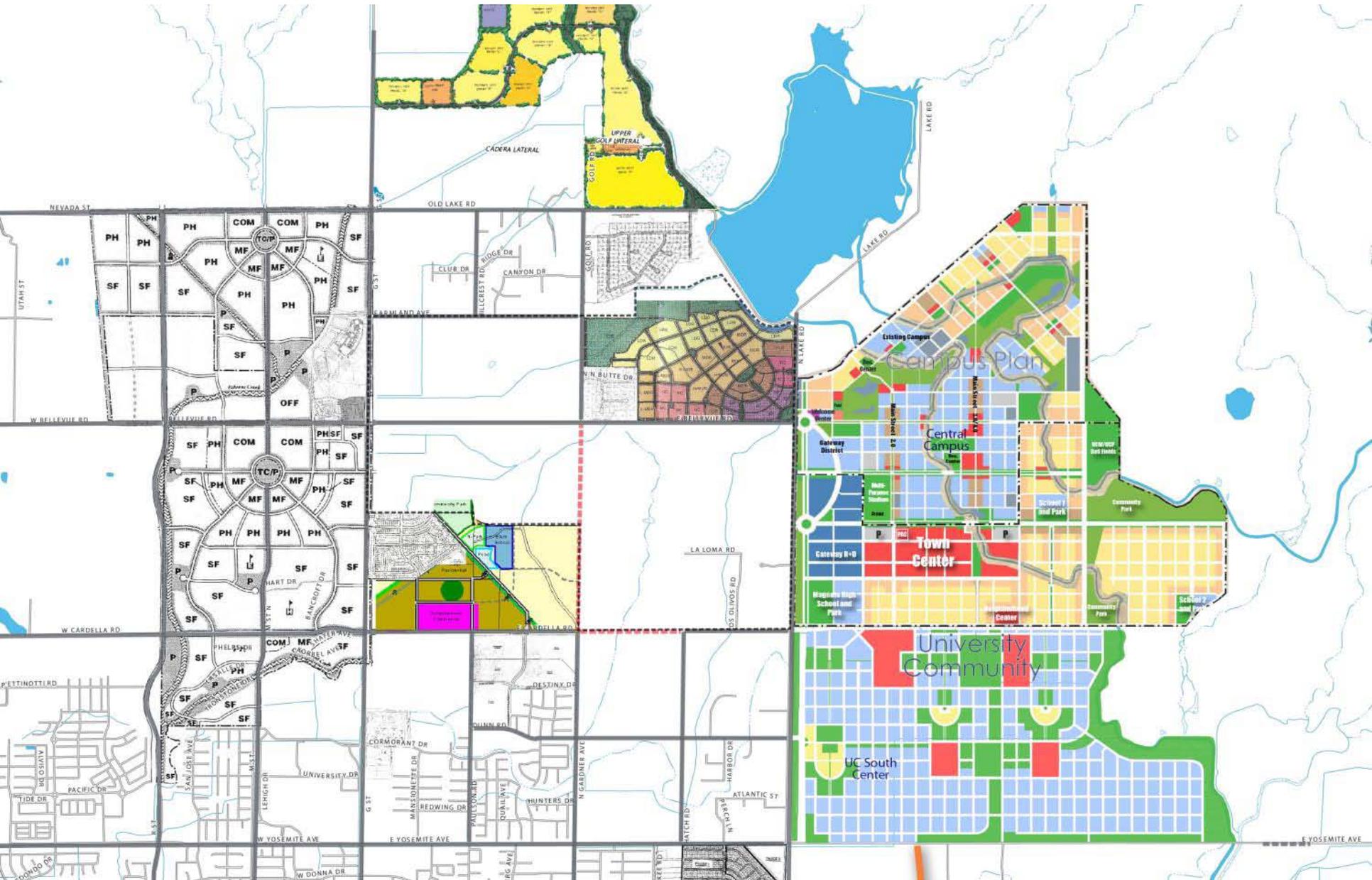
PLANNING AREA

Campus Plan

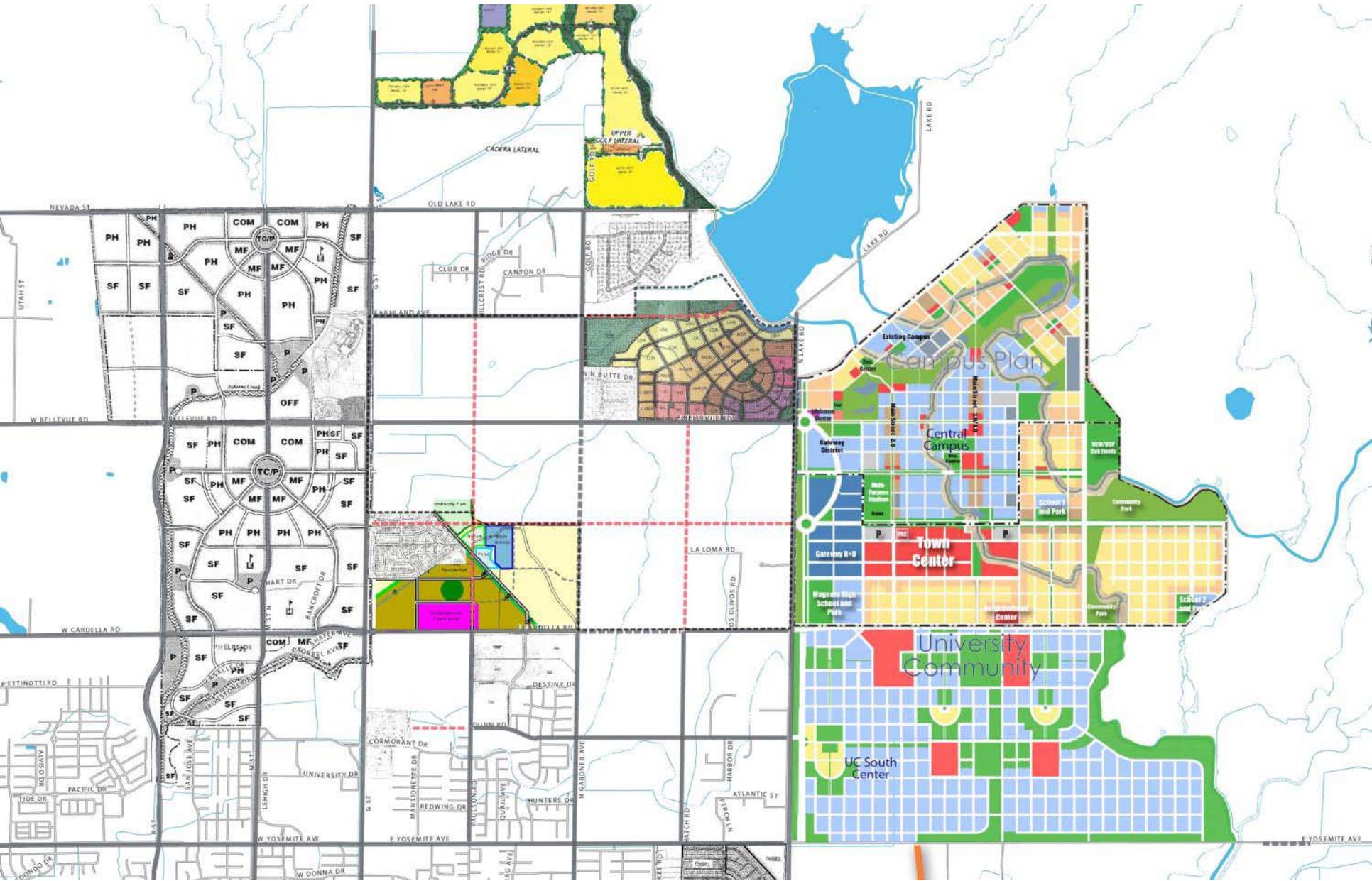
Town Center

University Community

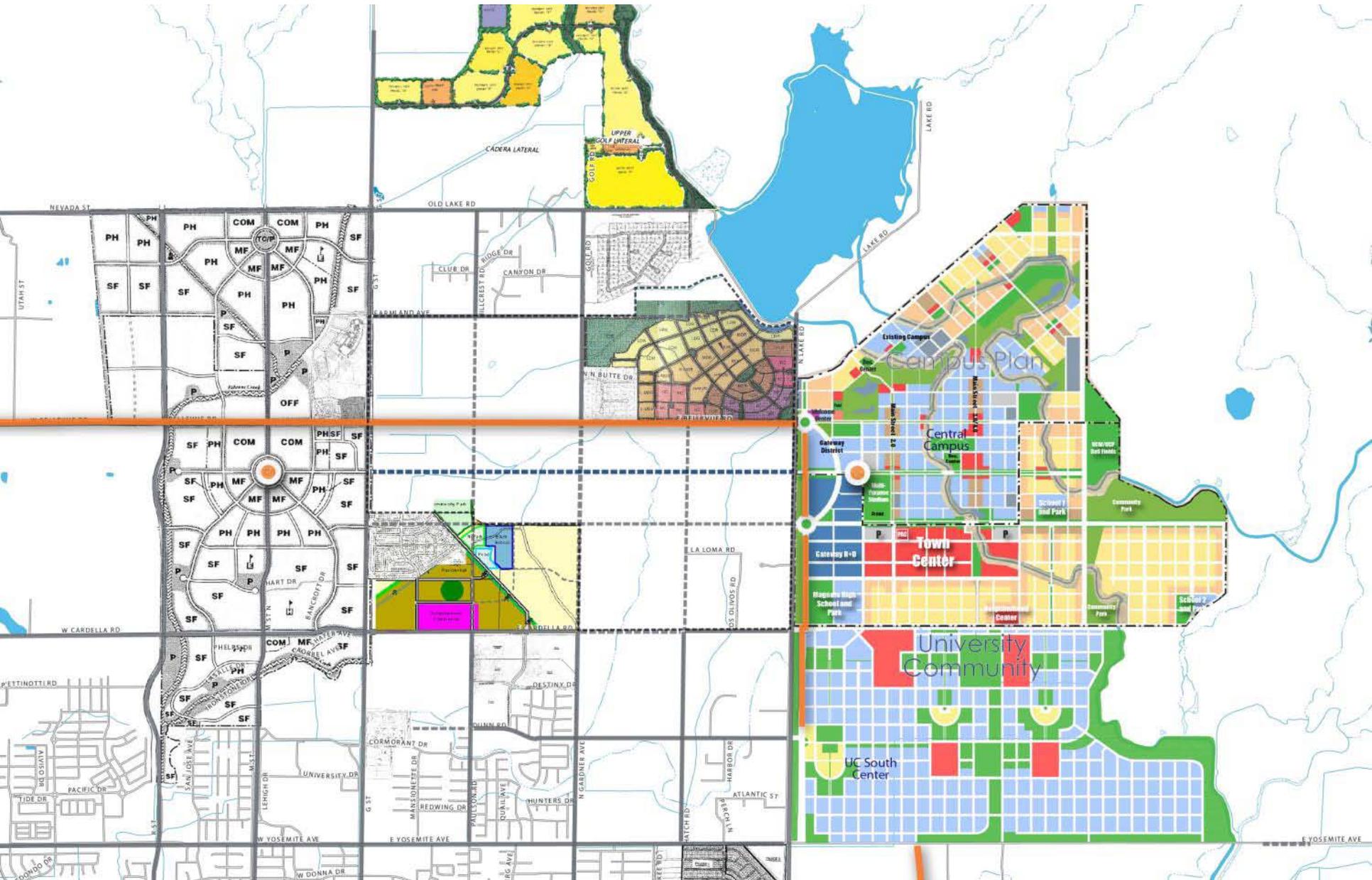
NETWORK COMPLETION – 1 MILE NETWORK



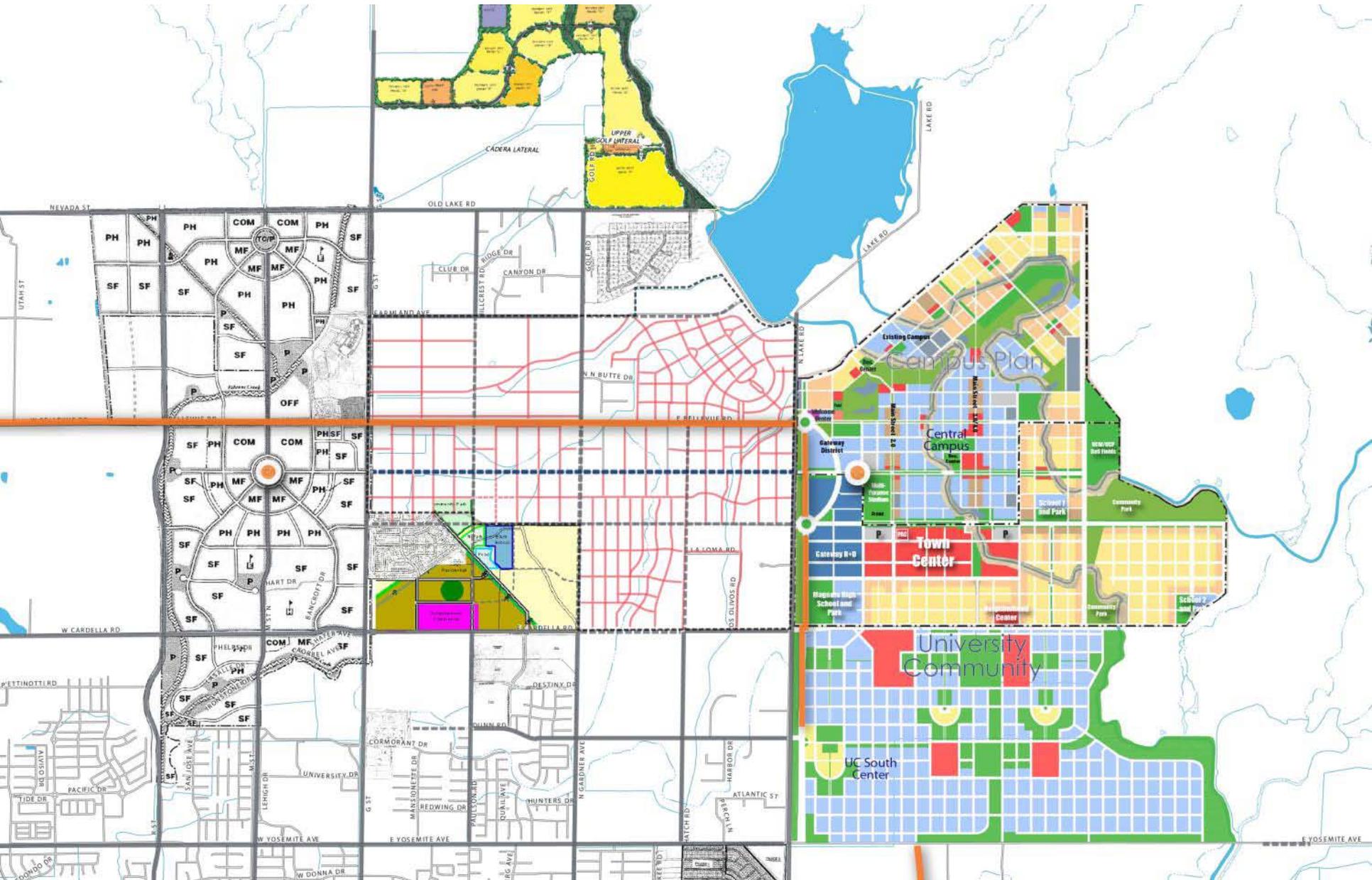
NETWORK COMPLETION – ½ MILE NETWORK



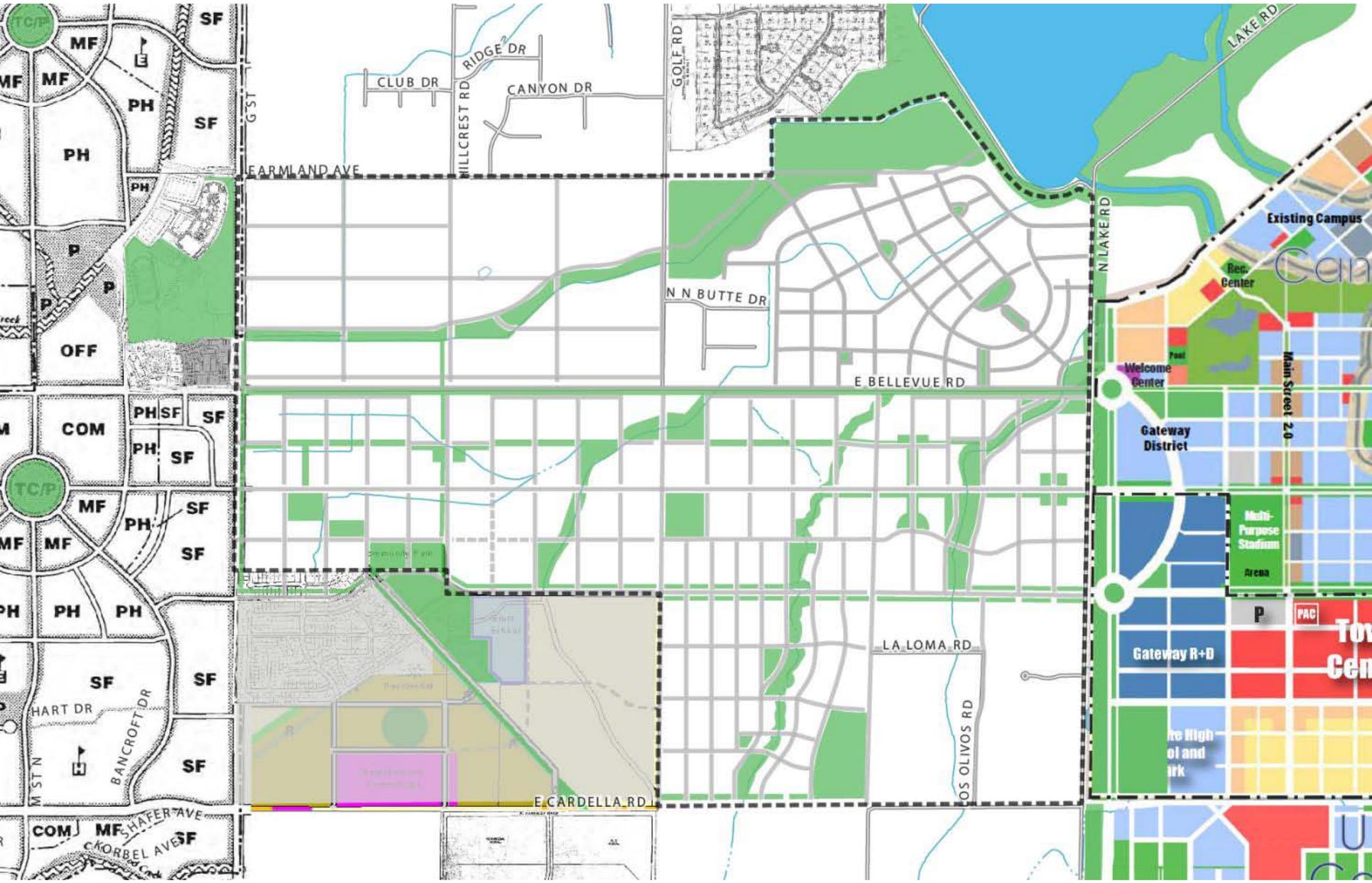
NETWORK COMPLETION – MANDEVILLE & BELLEVUE CORRIDORS



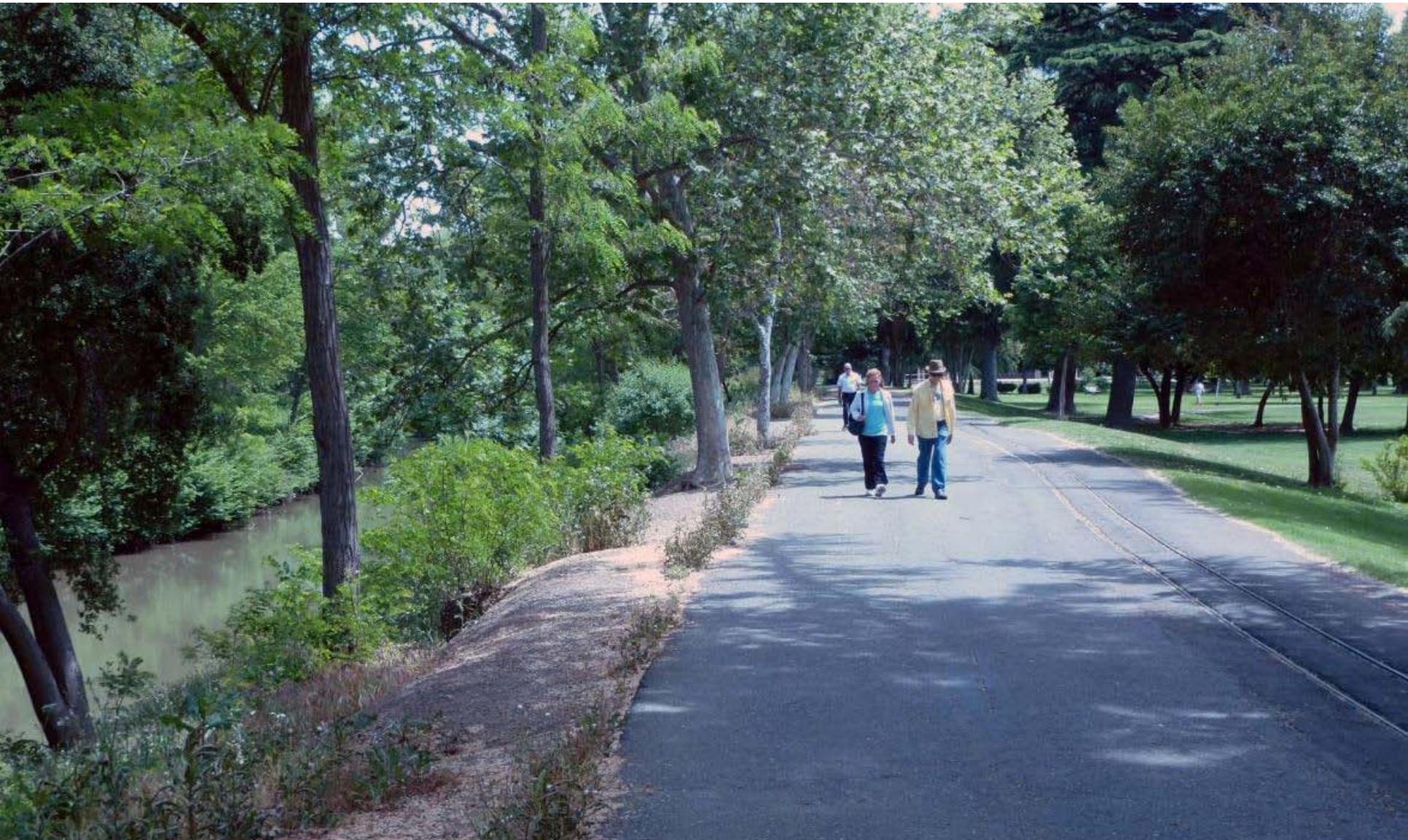
NETWORK COMPLETION- SECONDARY NEIGHBORHOOD STREETS



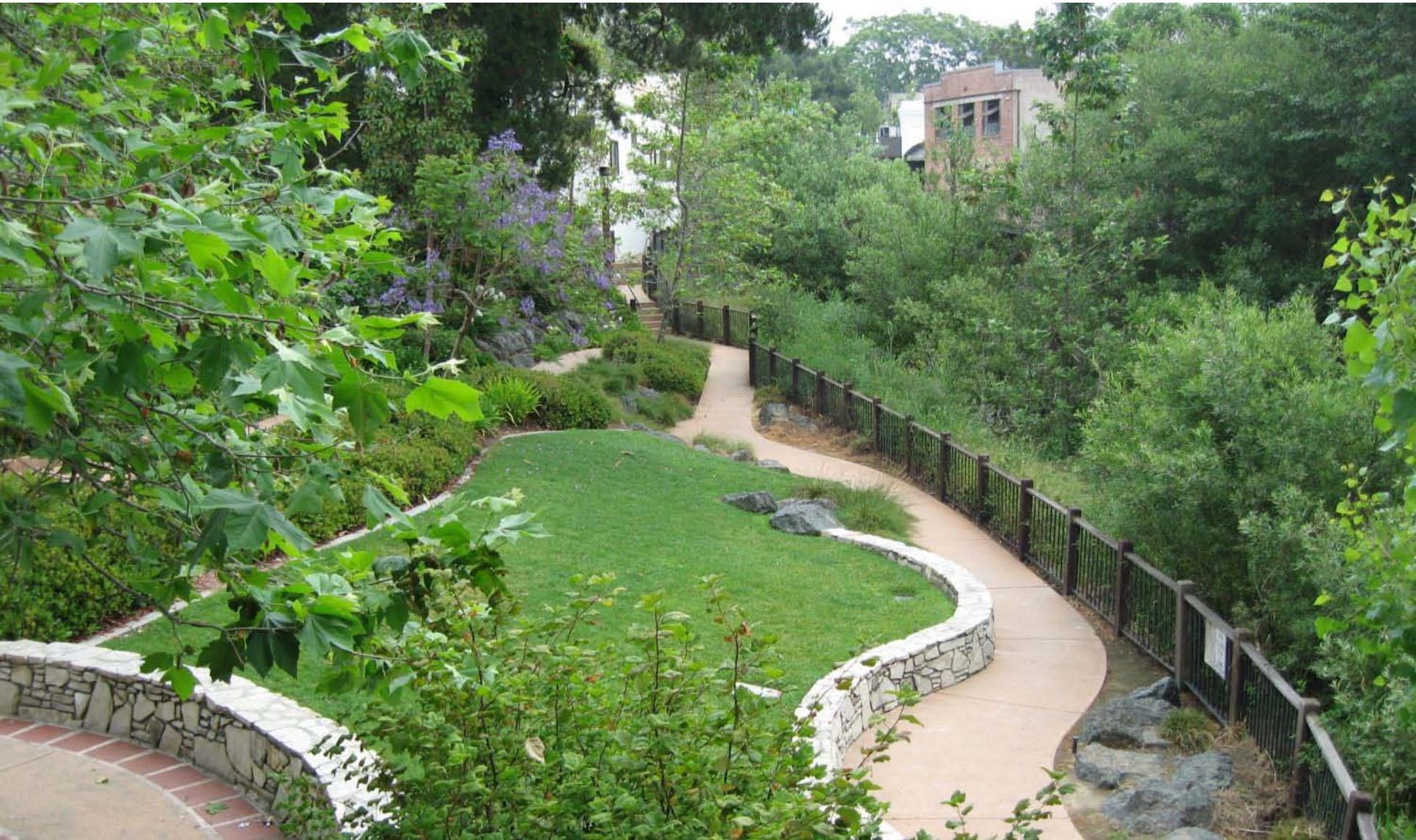
STREET & OPEN SPACE NETWORK



CREEKSIDE TRAILS



CREEKSIDE WALKS



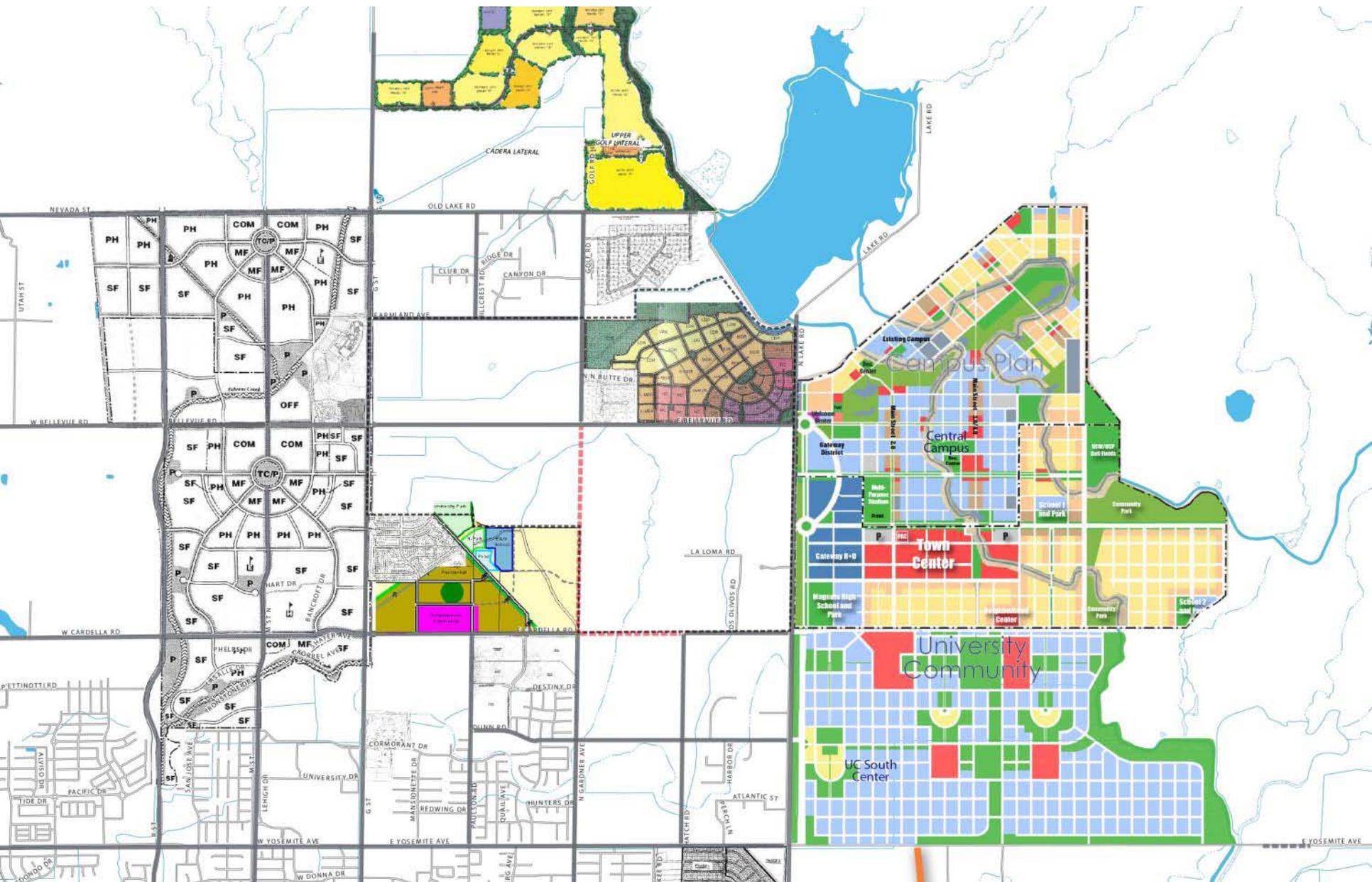
CAMPUS RIVER WALKS



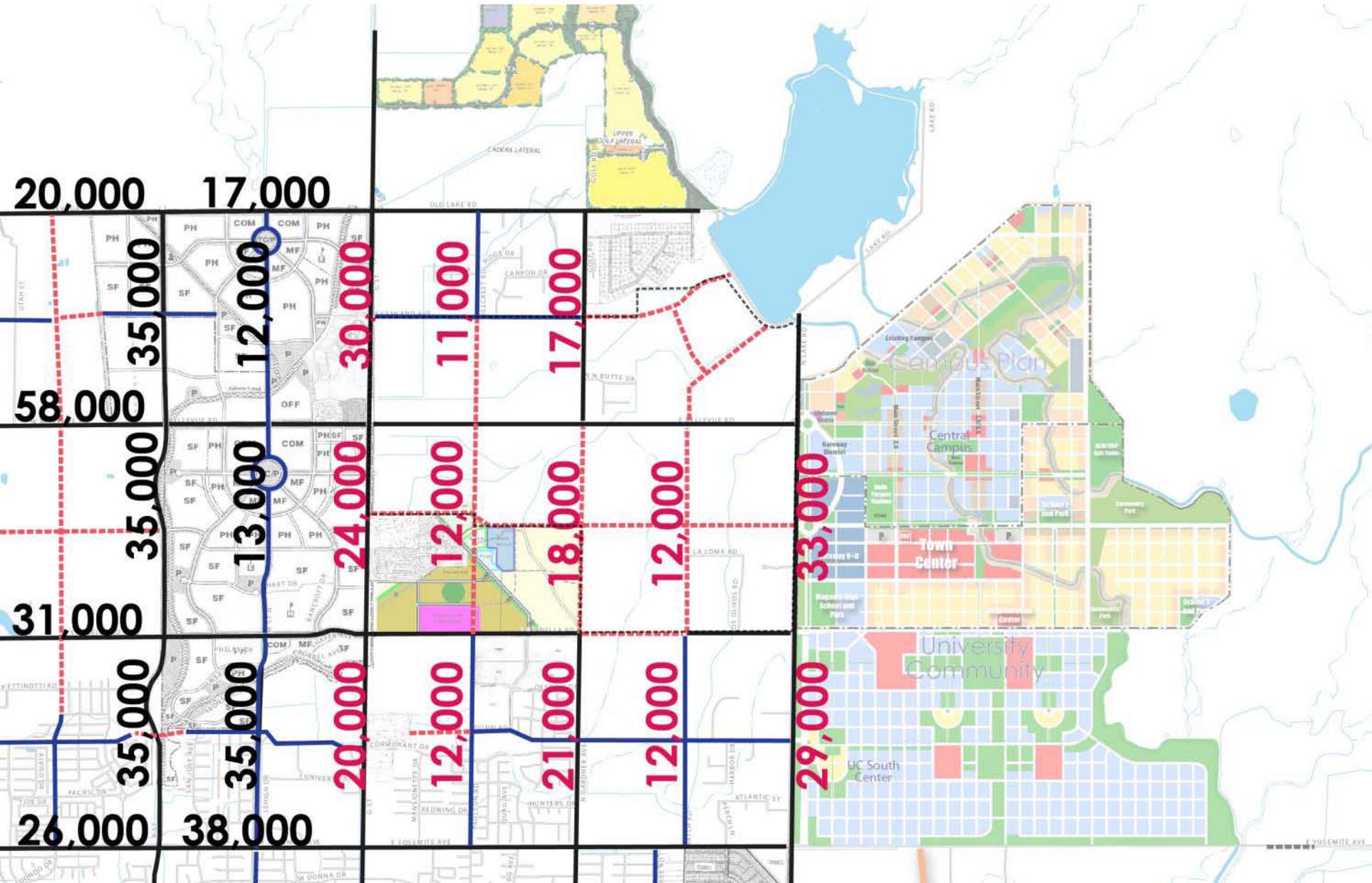
URBAN EDGE STREETS



THE FUNCTIONAL VALUE OF COMPLETE NETWORK



1/2 MILE NETWORK TRAFFIC VOLUMES (NORTH SOUTH STREETS)



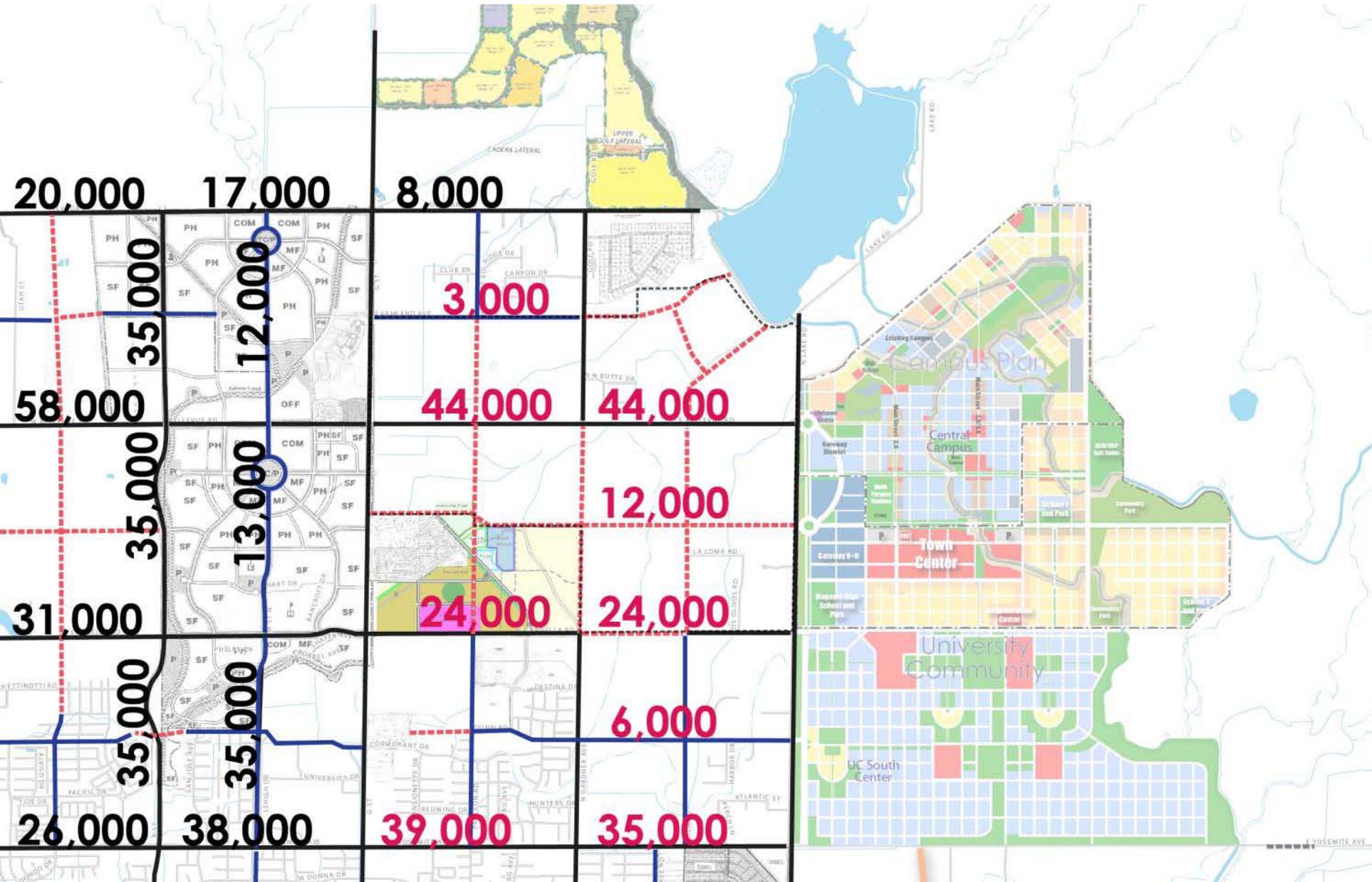
DISPERSAL STRATEGY: PROVIDE MIXED-USE COLLECTOR STREETS AT HALF-MILE INTERVALS



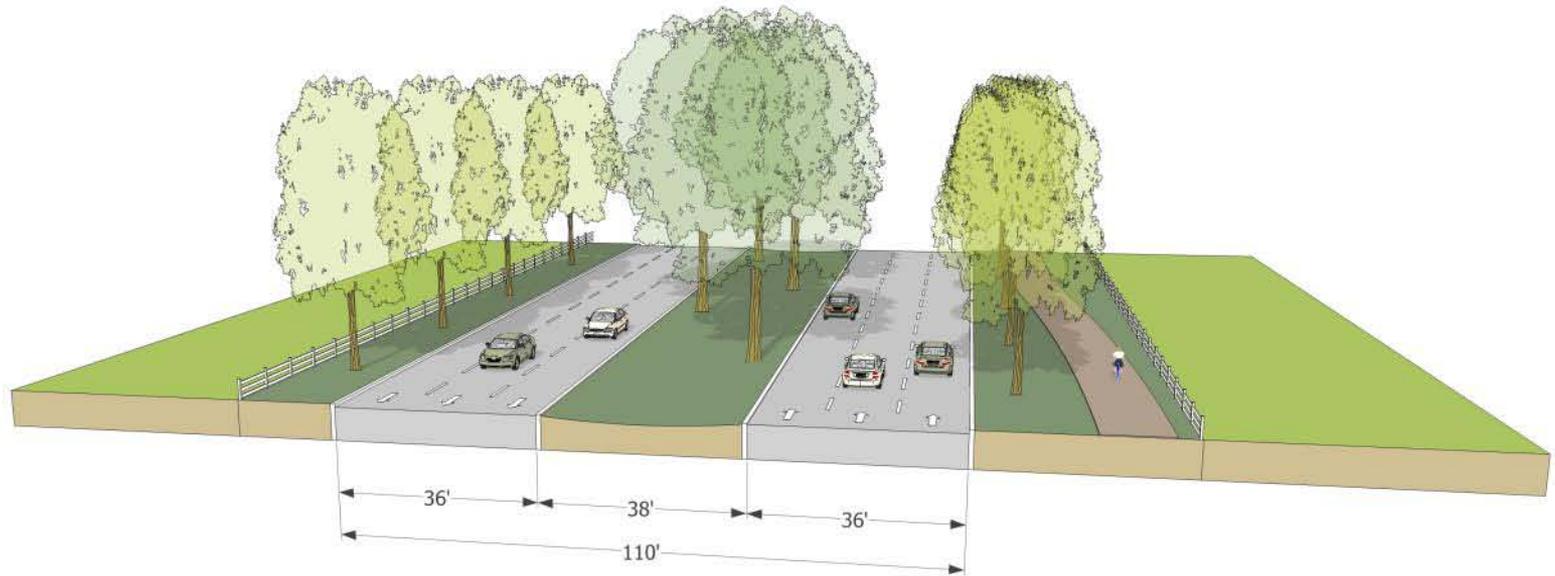
DISPERSAL STRATEGY: PROVIDE MIXED-USE COLLECTOR STREETS AT HALF-MILE INTERVALS



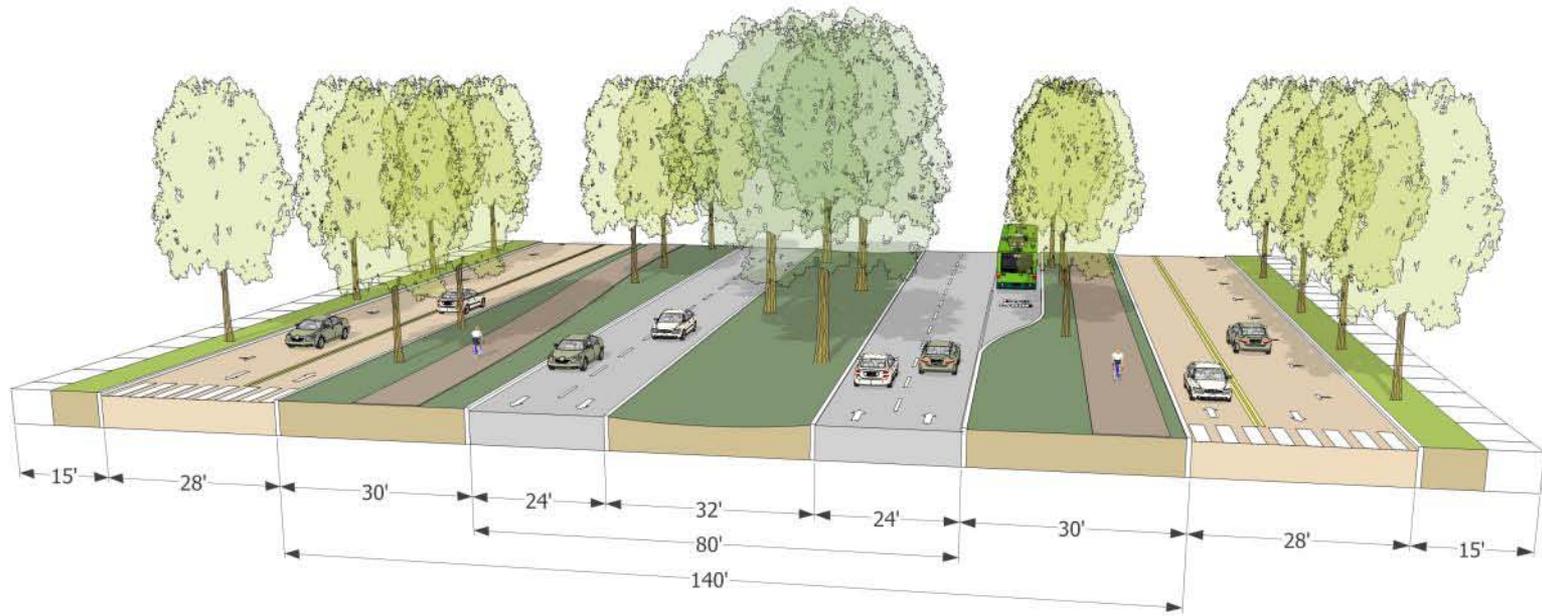
1/2 MILE NETWORK TRAFFIC VOLUMES (EAST WEST STREETS)



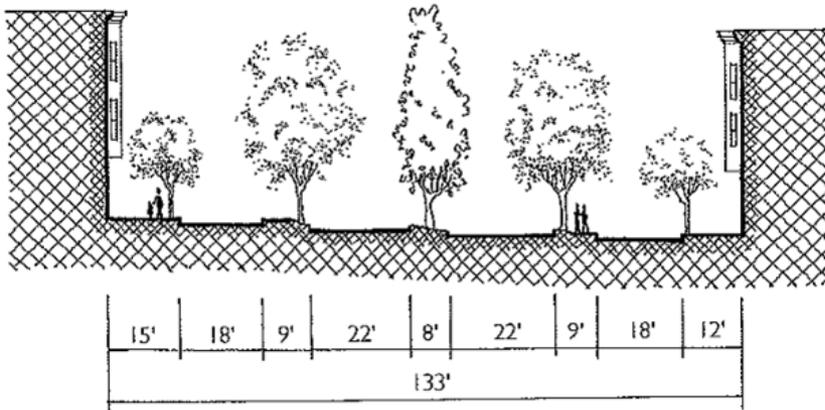
BELLEVUE CORRIDOR – 6-LANE ALTERNATIVE



BELLEVUE CORRIDOR – 4-LANE ALTERNATIVE



HIGH-VOLUME STREETS: BOULEVARD EXAMPLE



TYPES OF TRANSIT SERVICE: BUS RAPID TRANSIT (BRT)



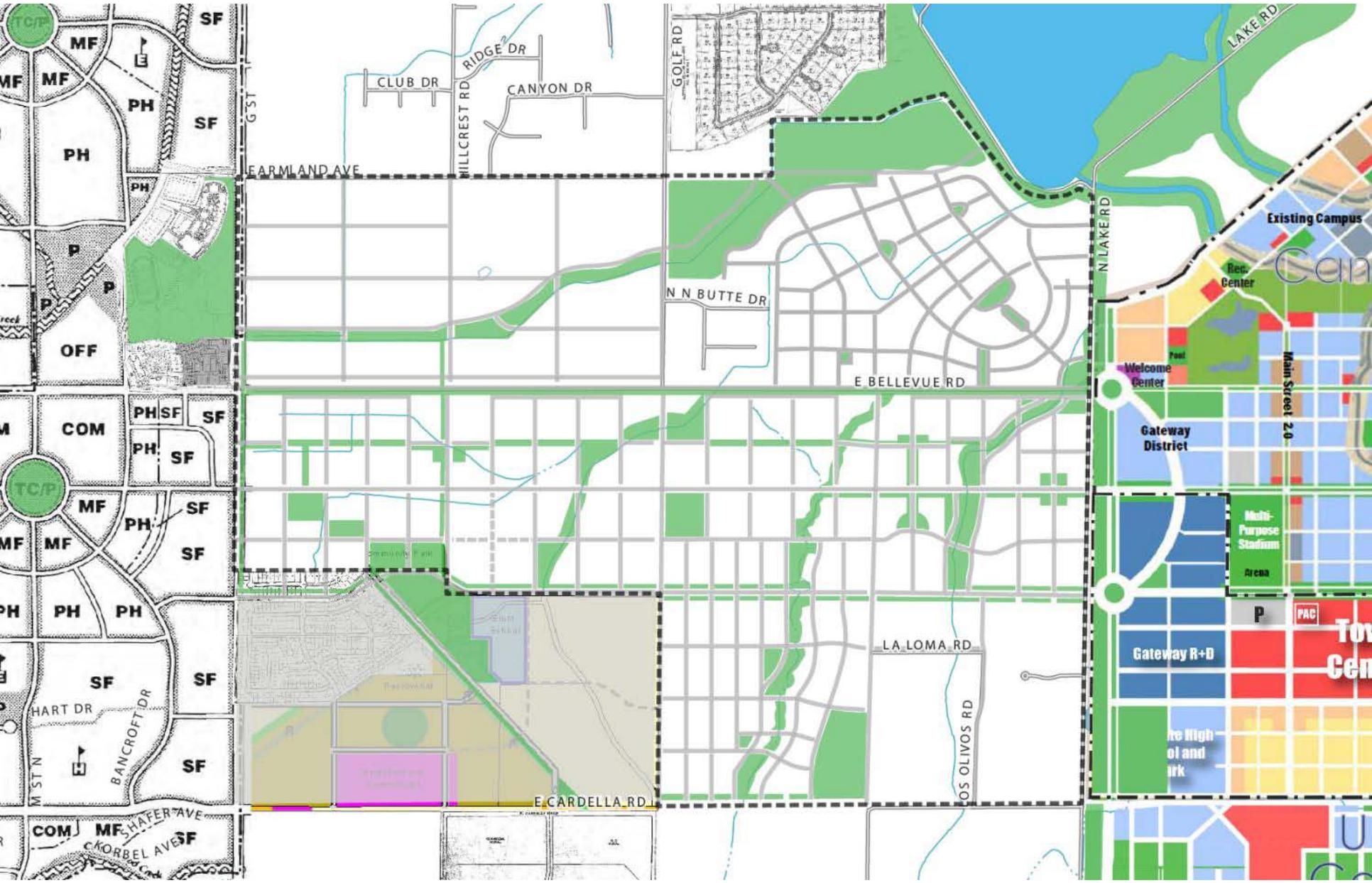
TYPES OF TRANSIT SERVICE: BUS RAPID TRANSIT (BRT)



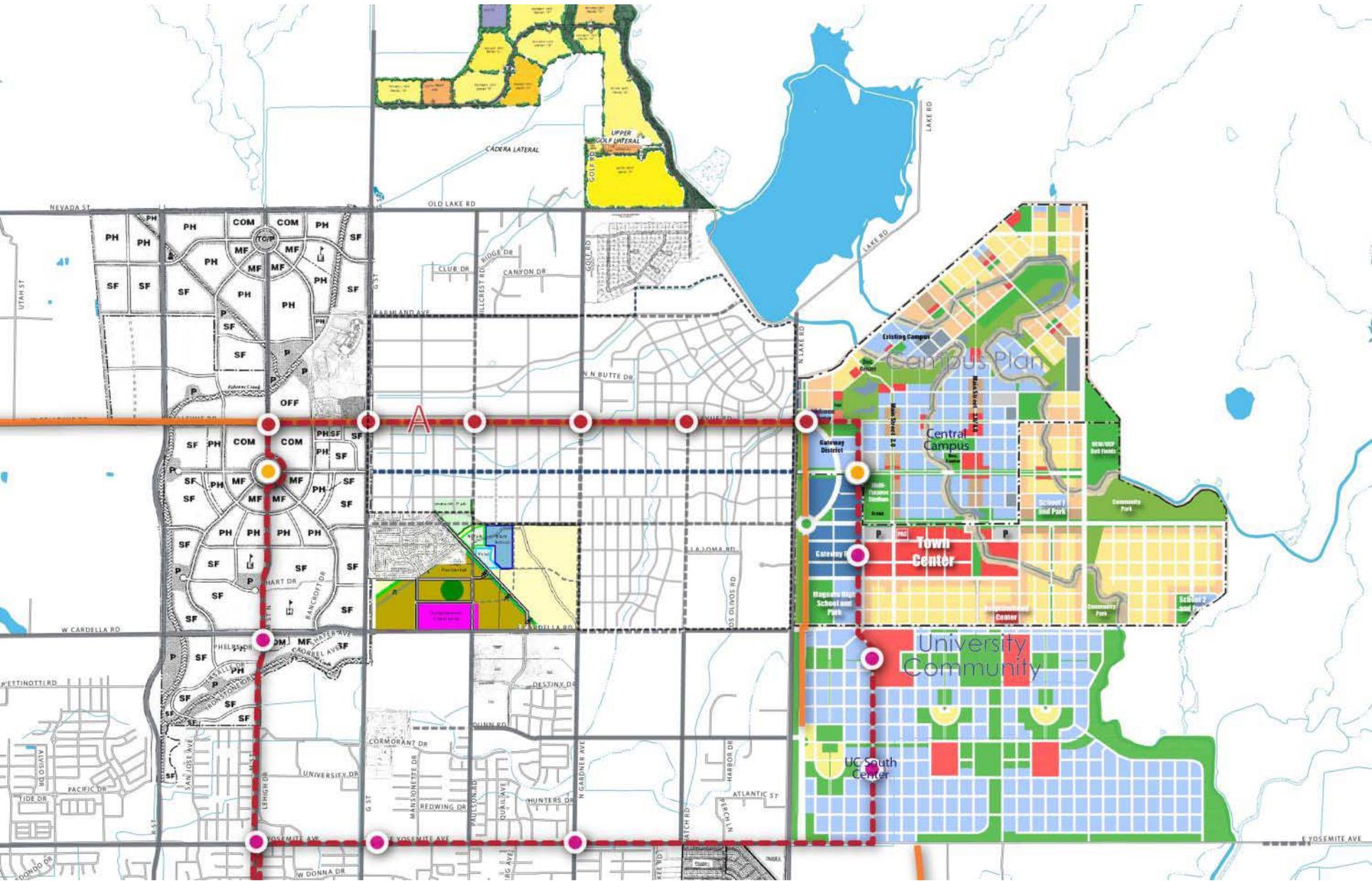
PLANNED TRANSITWAYS (GENERAL PLAN)



STREET & OPEN SPACE NETWORK



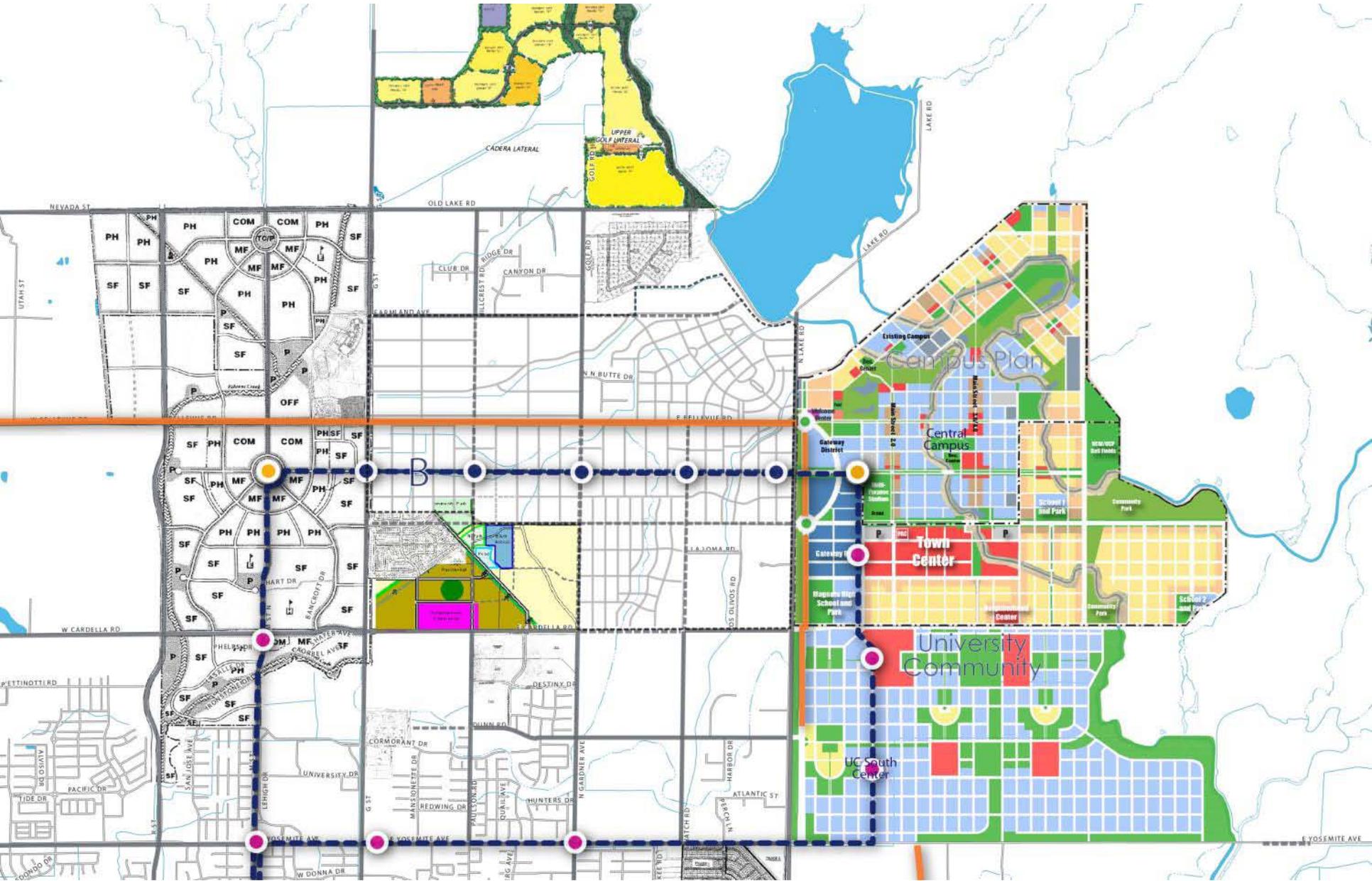
BRT ALTERNATIVES – BELLEVUE CORRIDOR



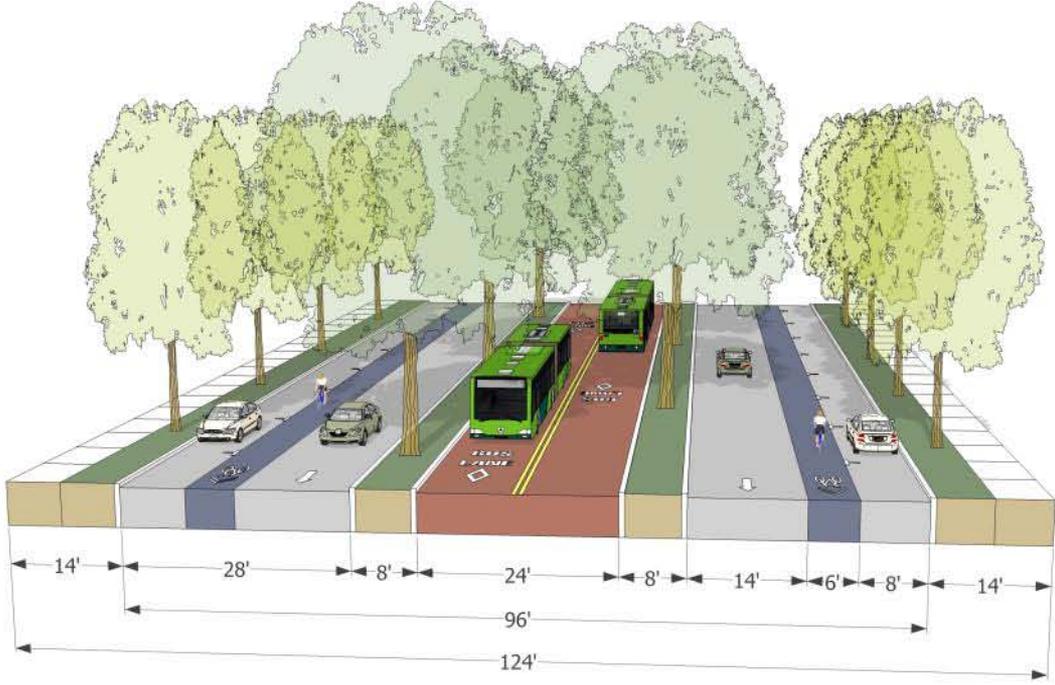
BELLEVUE CORRIDOR - BRT ALTERNATIVE 'B'



BRT ALTERNATIVES – MANDEVILLE CORRIDOR



MANDEVILLE CORRIDOR – BRT ALTERNATIVE

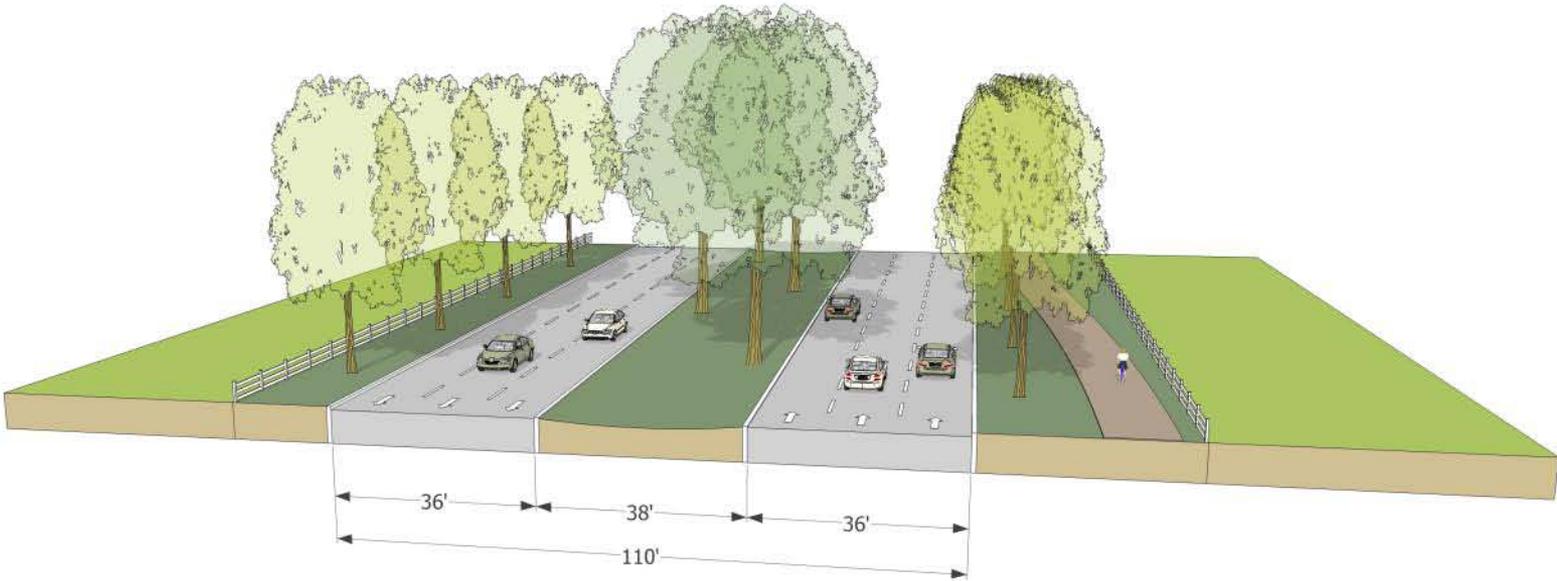


EVOLUTION TO TRANSIT

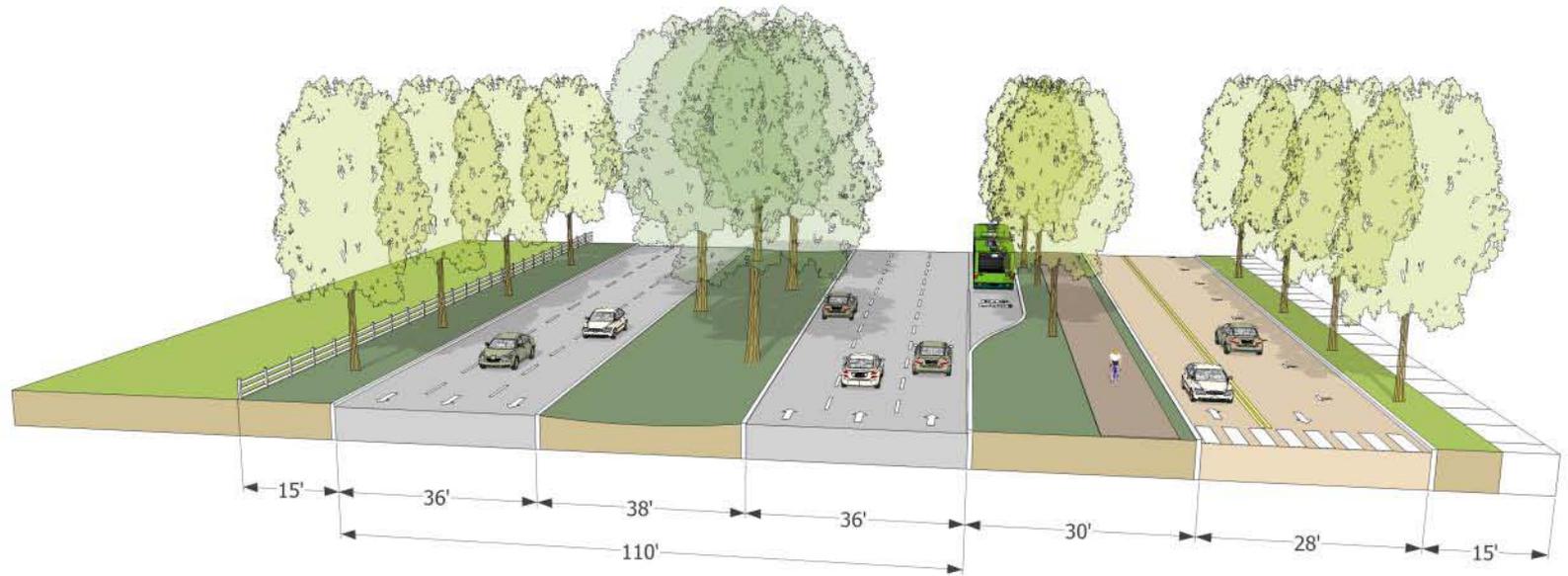


Bee Ridge Corridor BRT, Sarasota

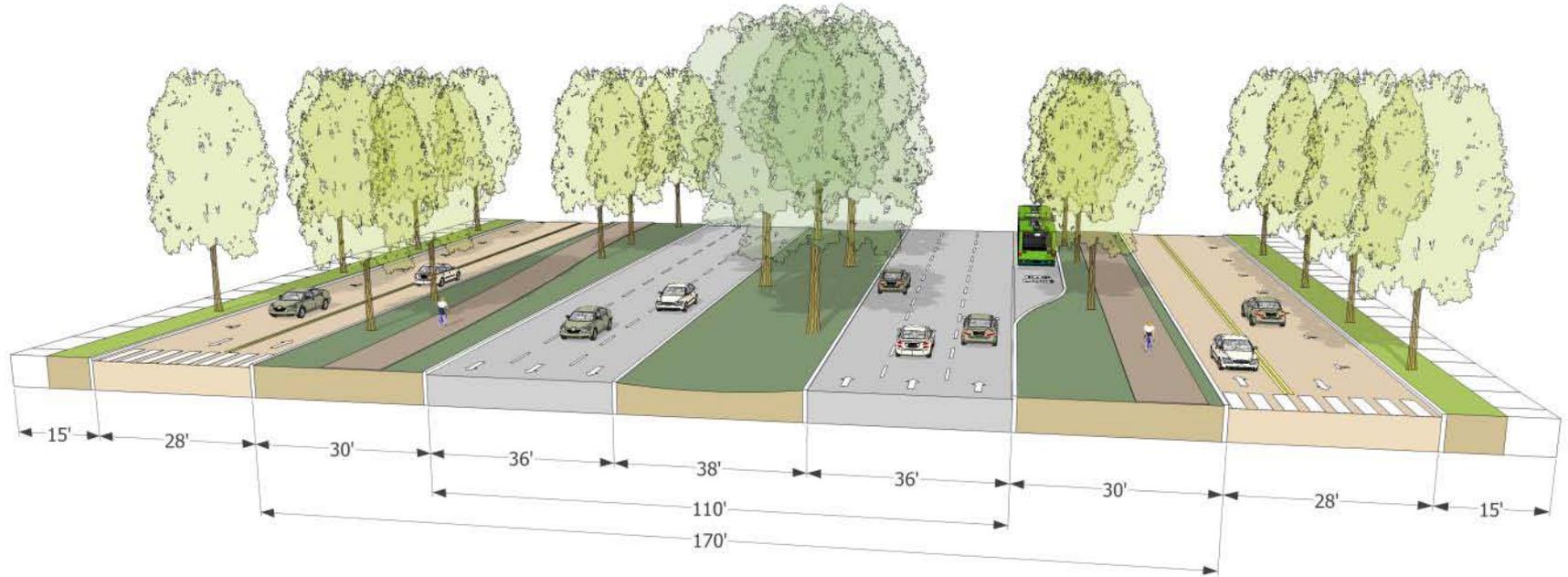
BELLEVUE CORRIDOR – PARKWAY ALTERNATIVE 'A'



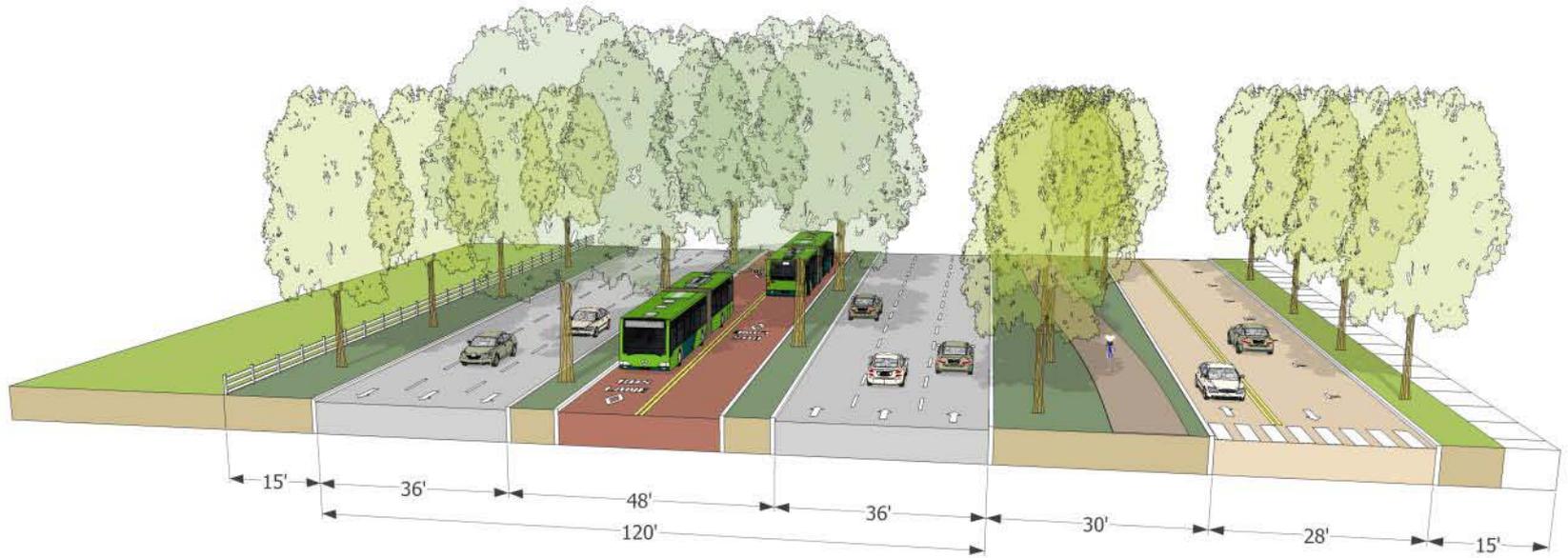
BELLEVUE CORRIDOR – PARKWAY ALTERNATIVE 'B'



BELLEVUE CORRIDOR – PARKWAY ALTERNATIVE 'C'



BELLEVUE CORRIDOR – BRT ALTERNATIVE 'A'

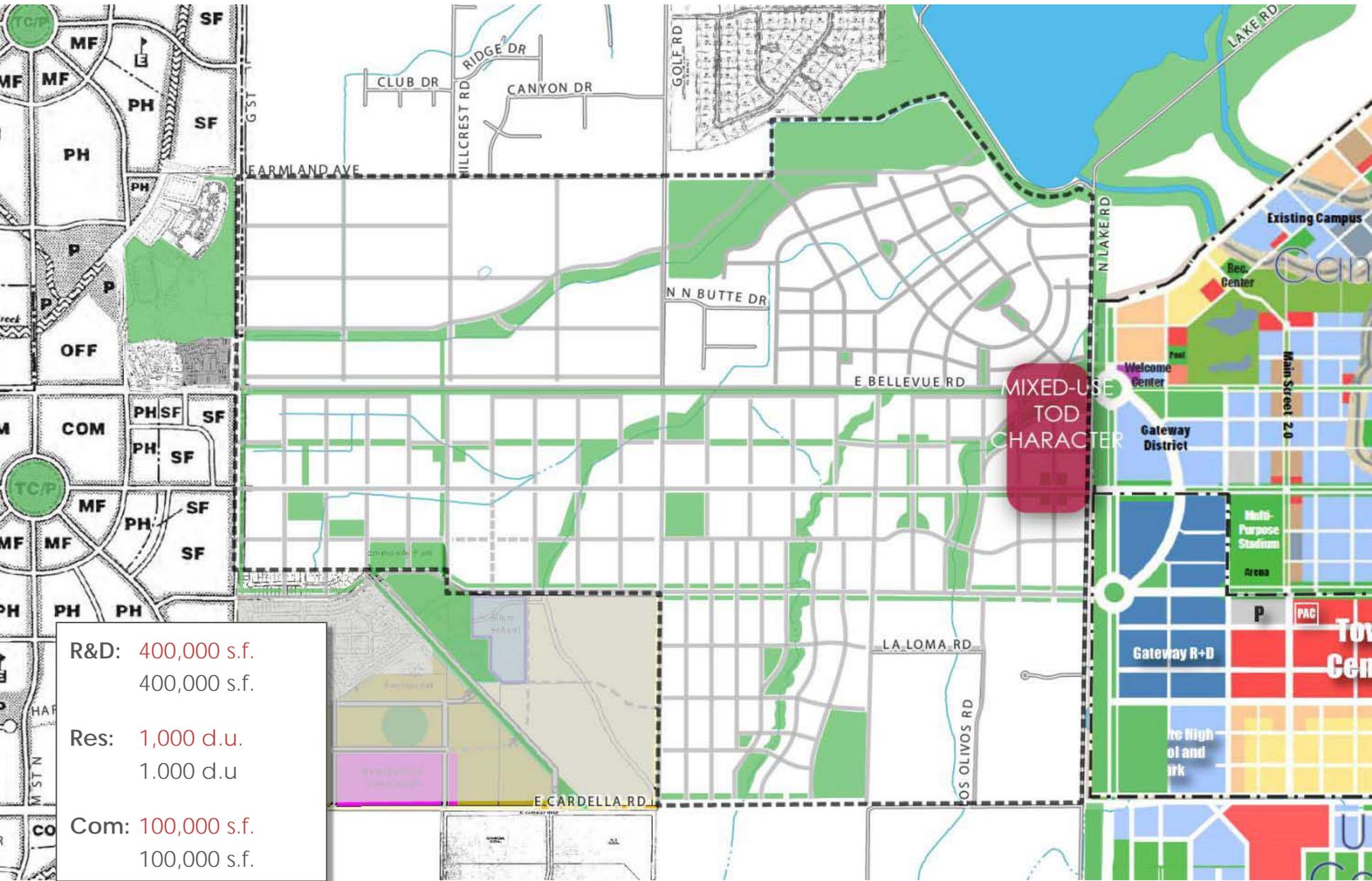


BELLEVUE CORRIDOR - BRT ALTERNATIVE 'B'



BREAK?

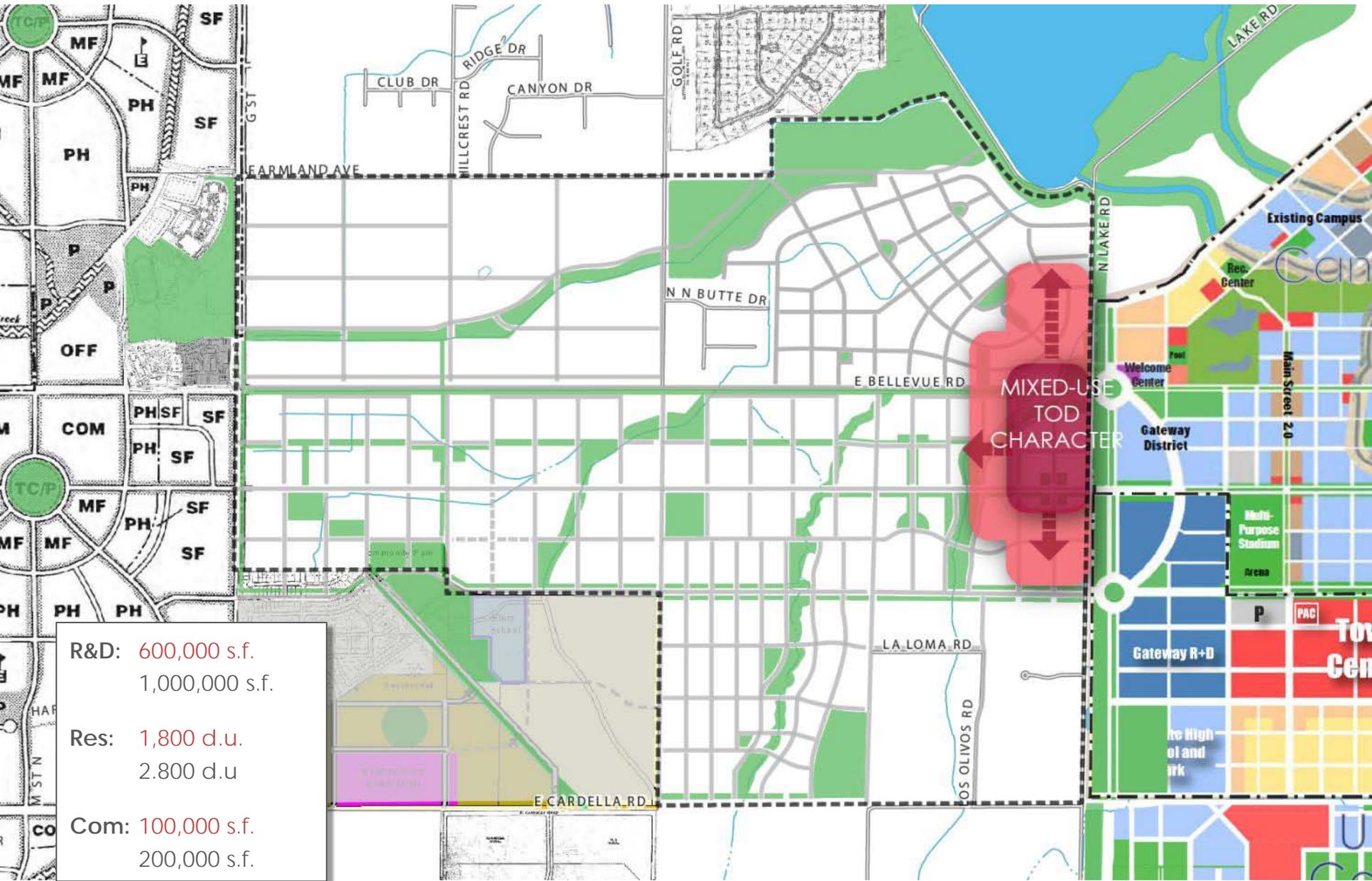
Mixed-Use TOD



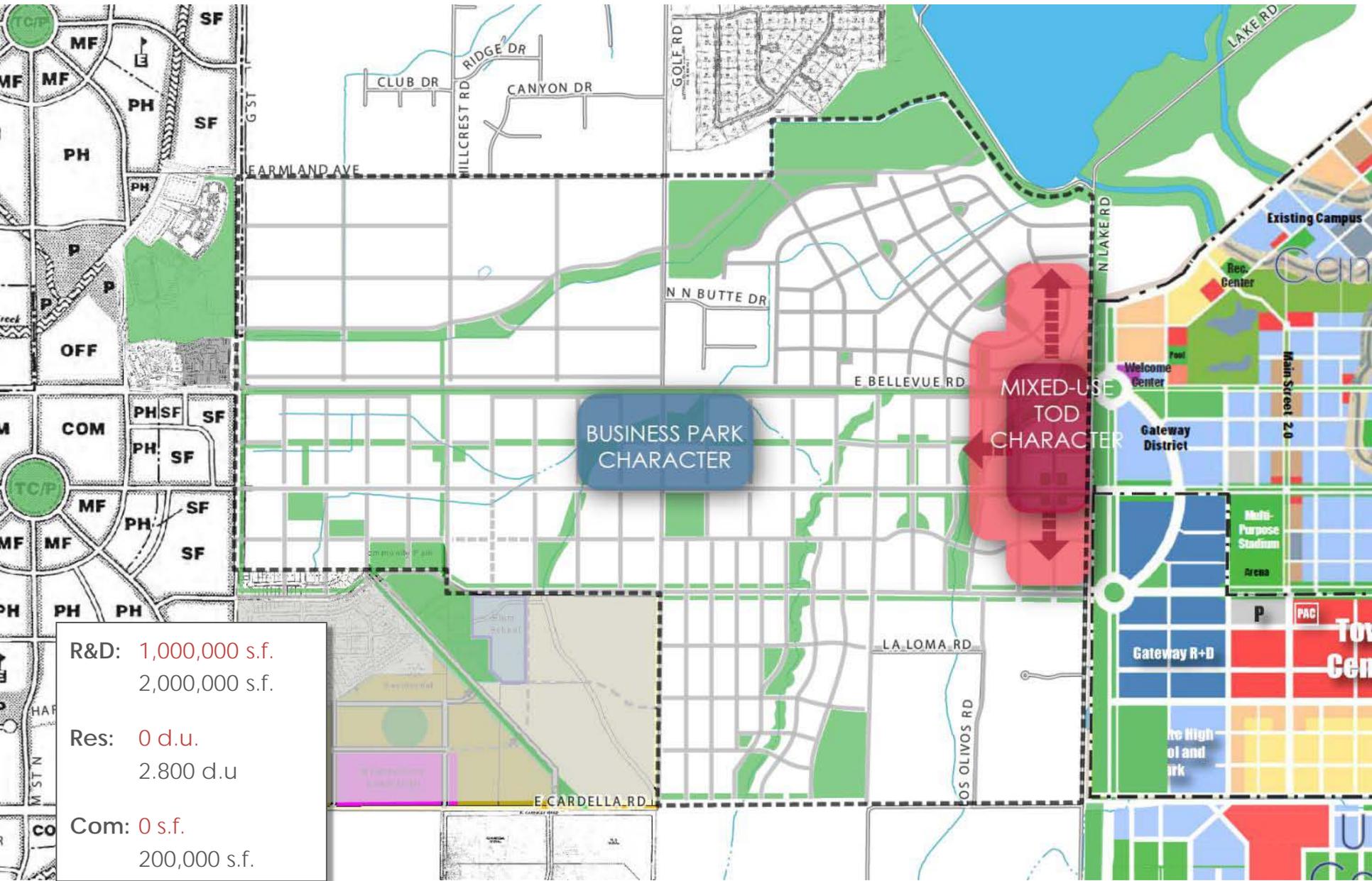
Mixed-Use TOD



Mixed-Use TOD



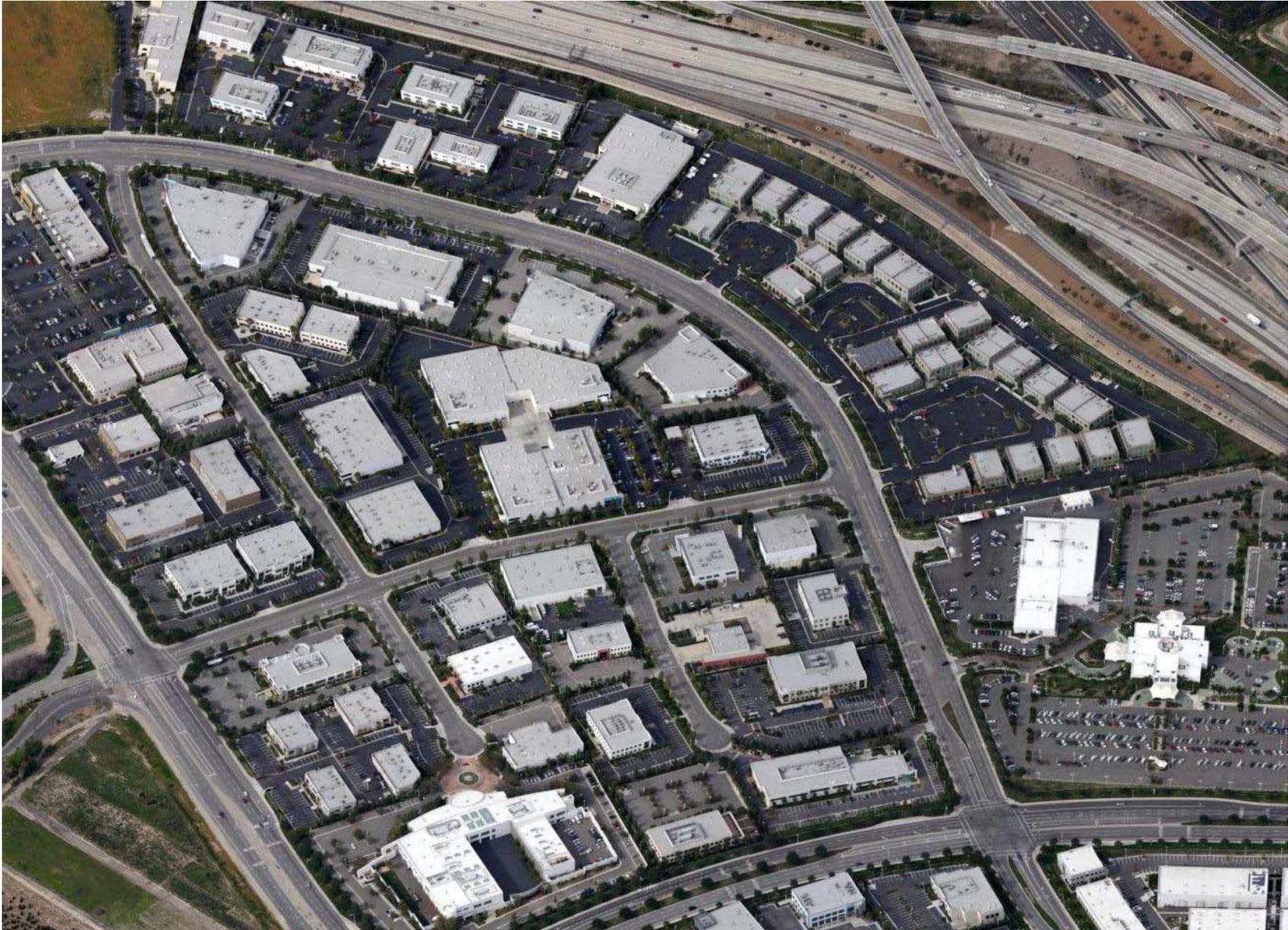
R&D District/Business Park



R&D District/Business Park



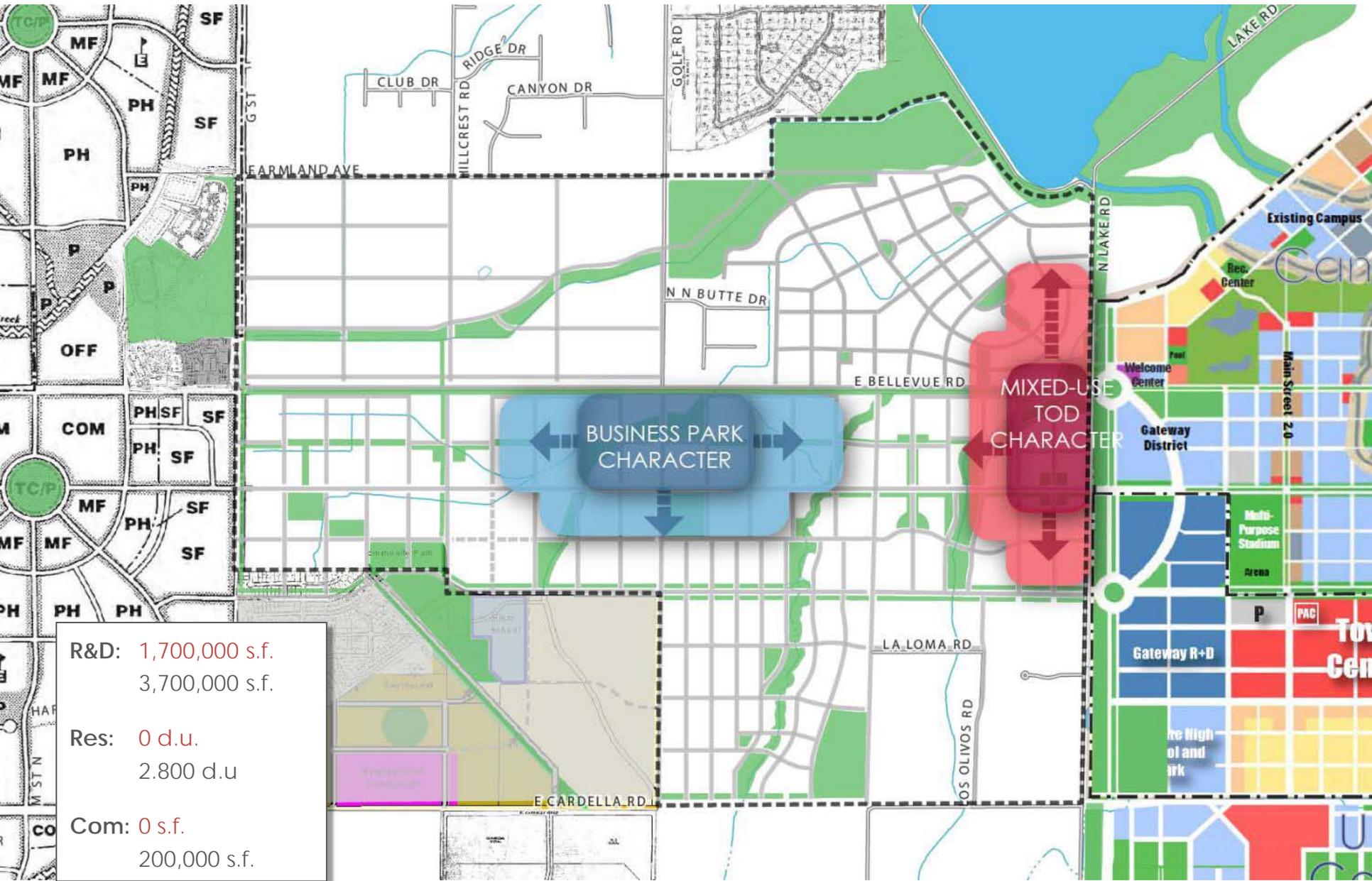
Irvine Research Center



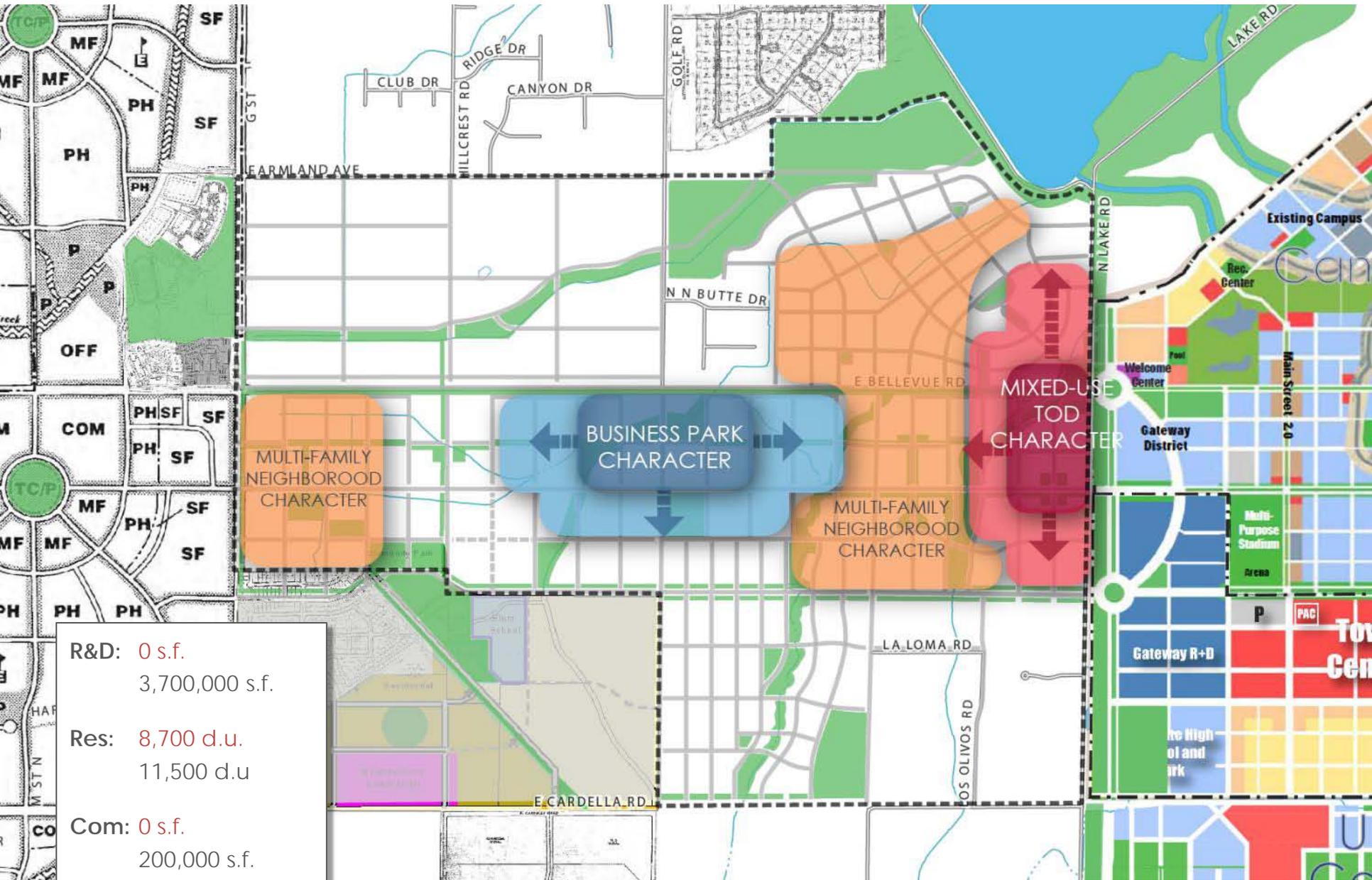
Brenexus at Irvine Research Center



R&D District/Business Park



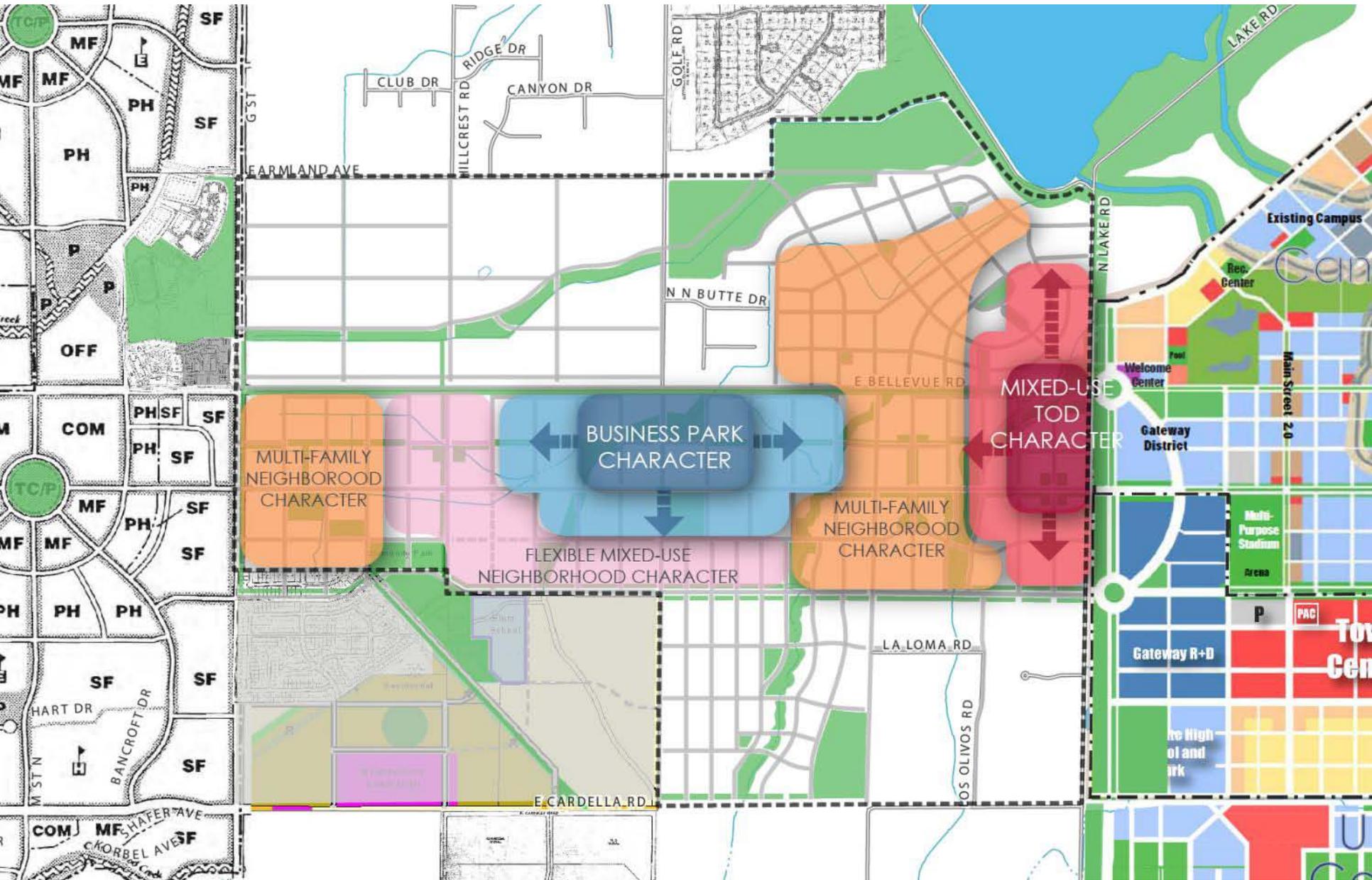
Multi-Family Neighborhood



Multi-Family Neighborhood



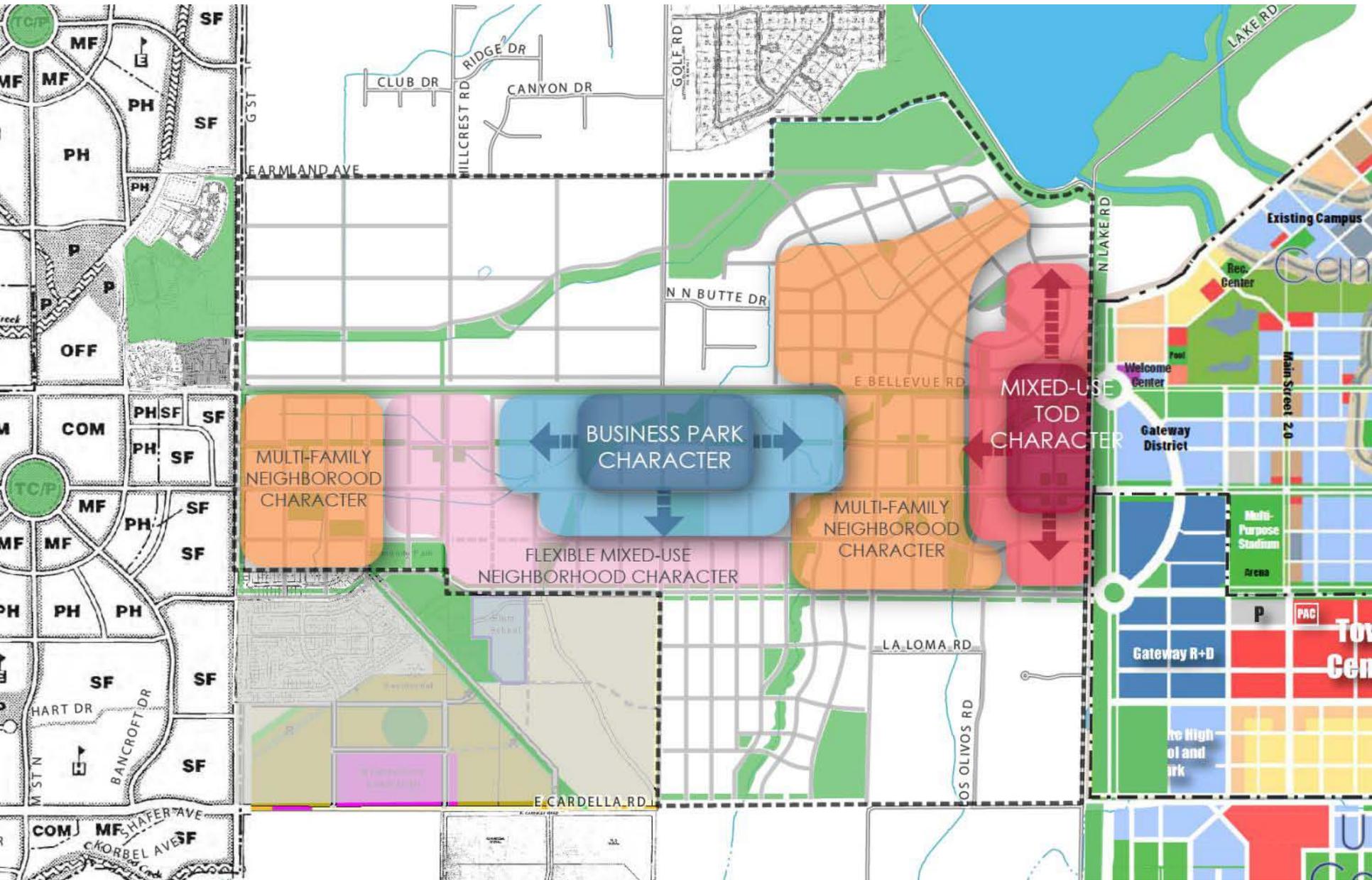
Flexible – Mixed-Use Neighborhood



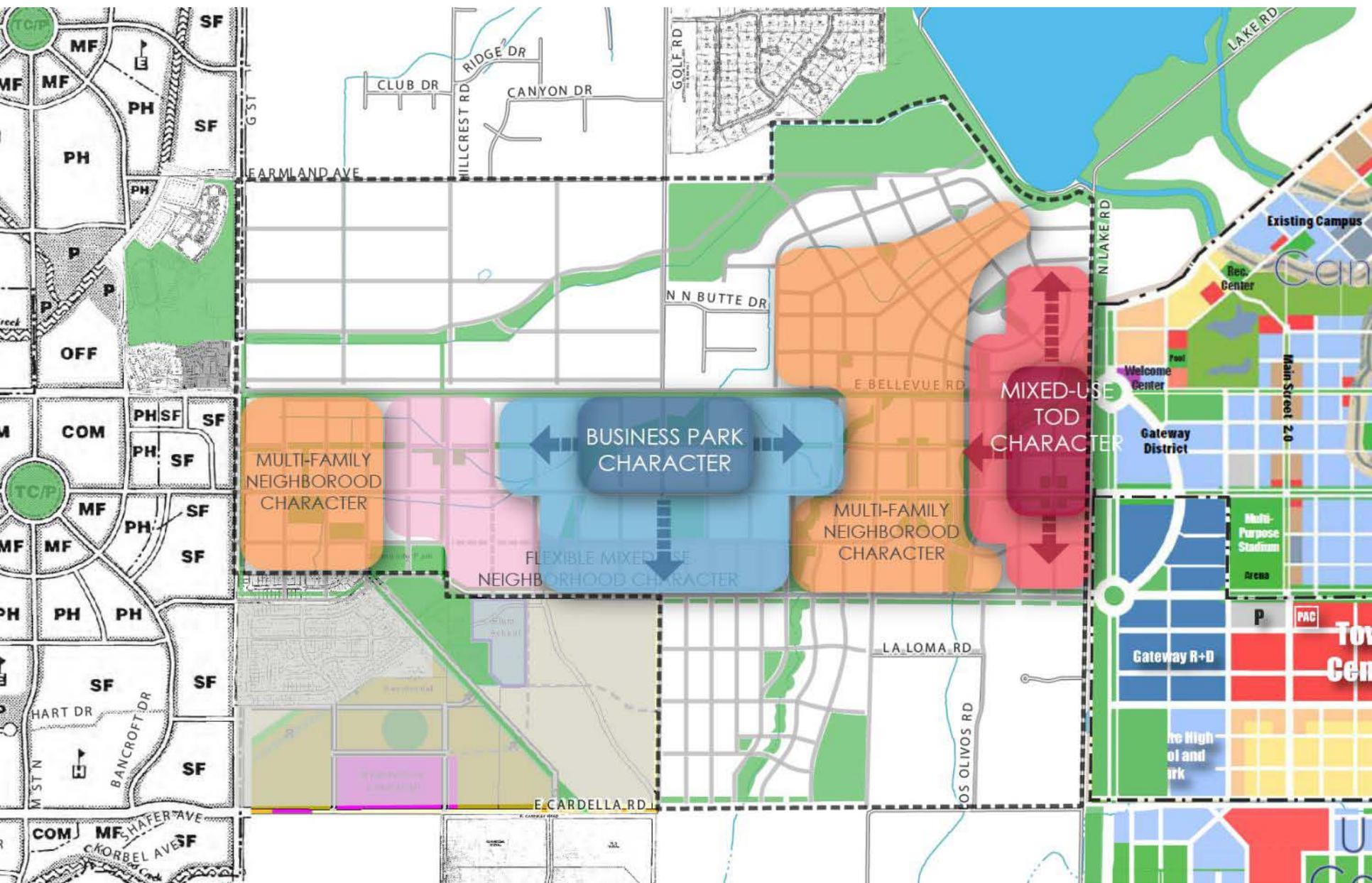
Flexible Mixed-Use Neighborhood



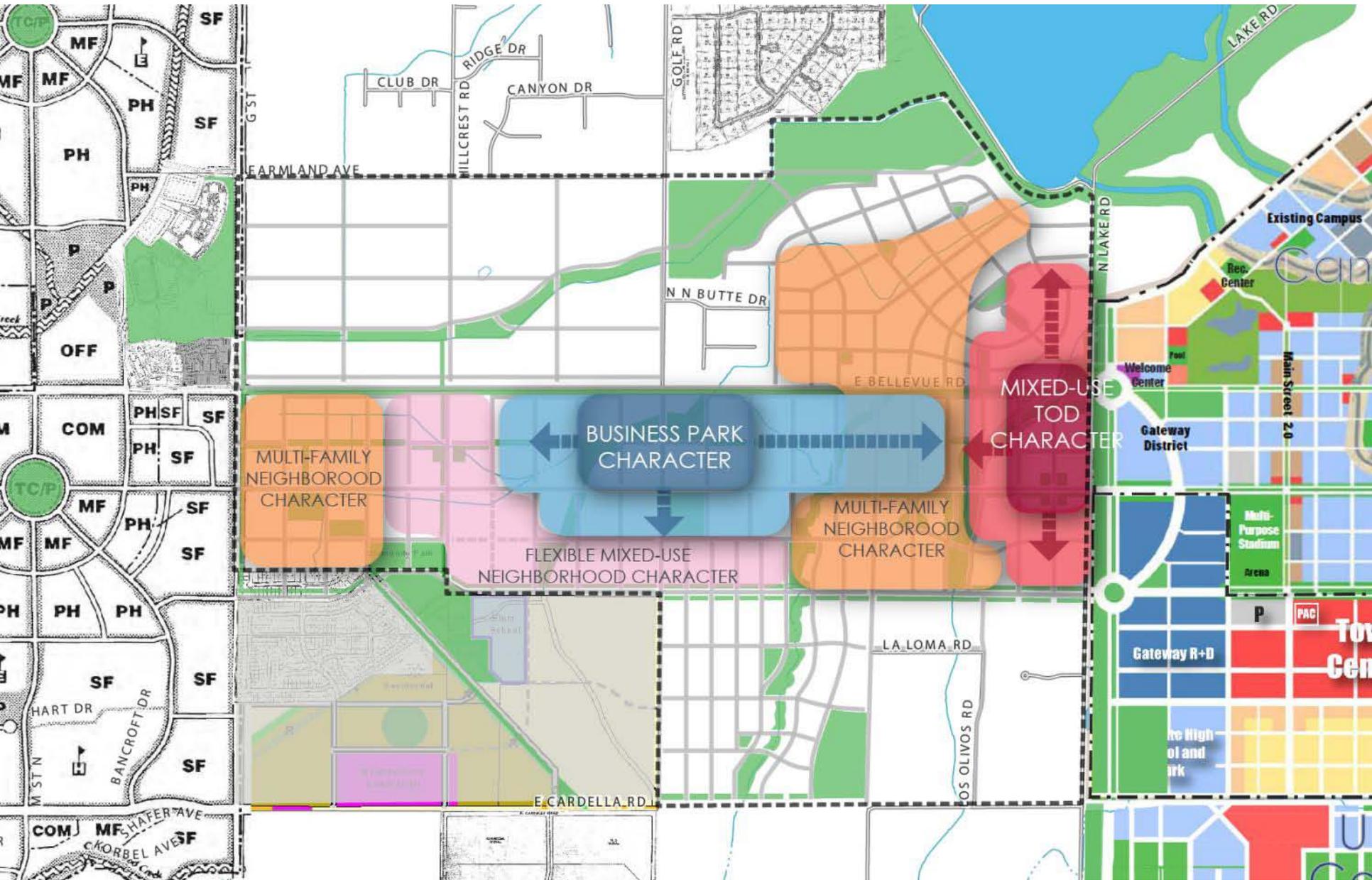
Flexible – Mixed-Use Neighborhood



Flexibility



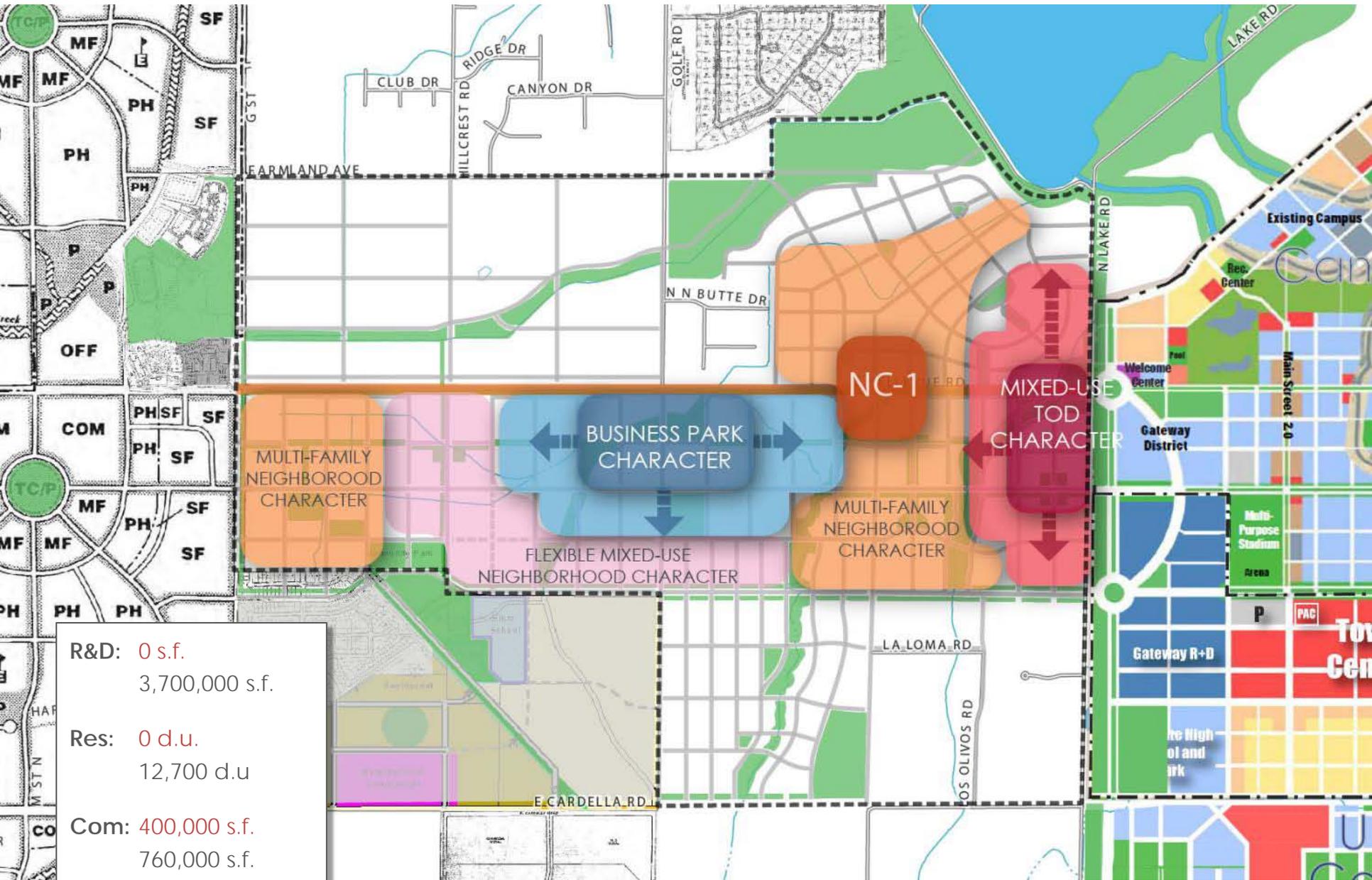
Flexibility



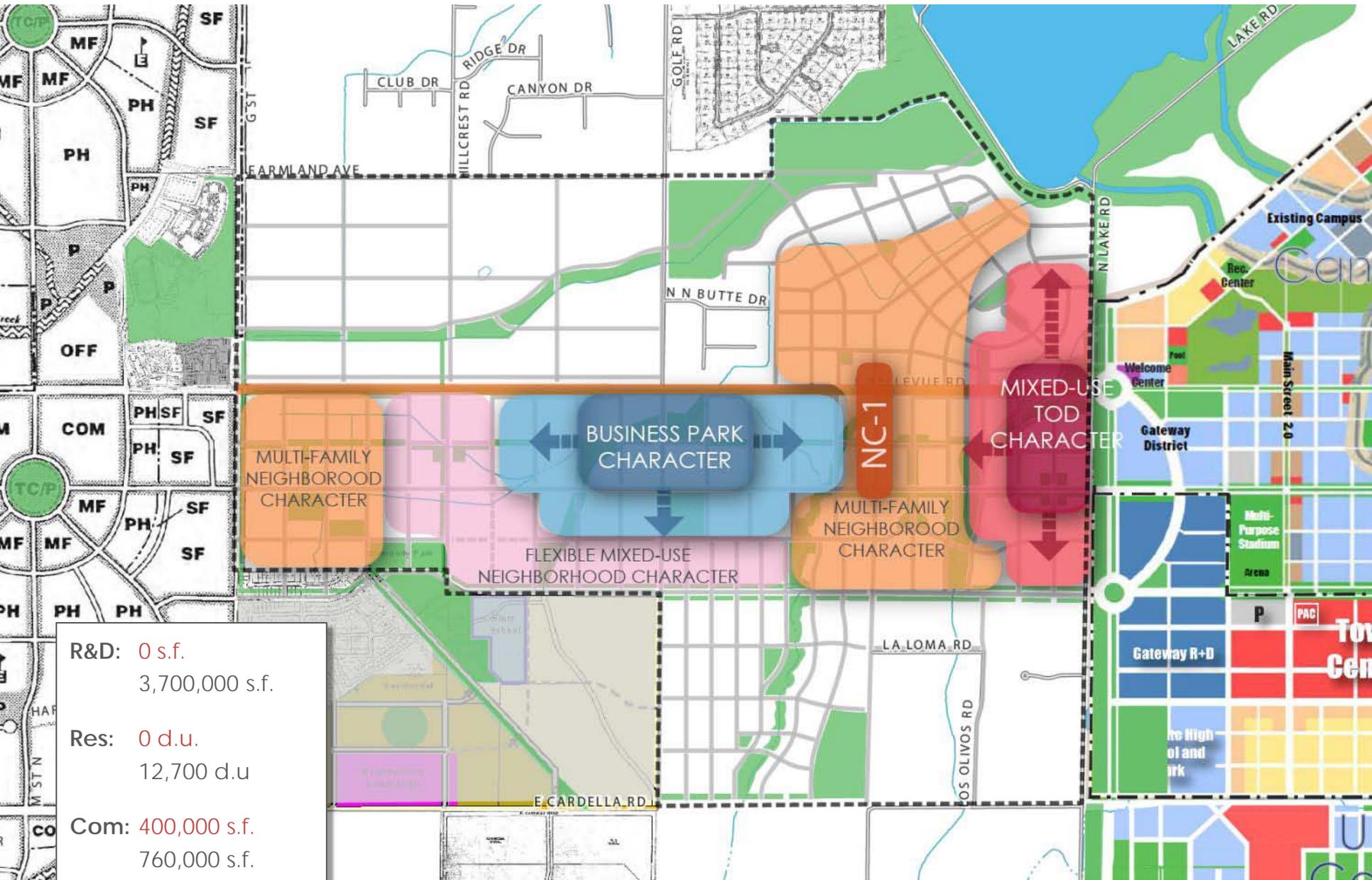
Neighborhood Centers



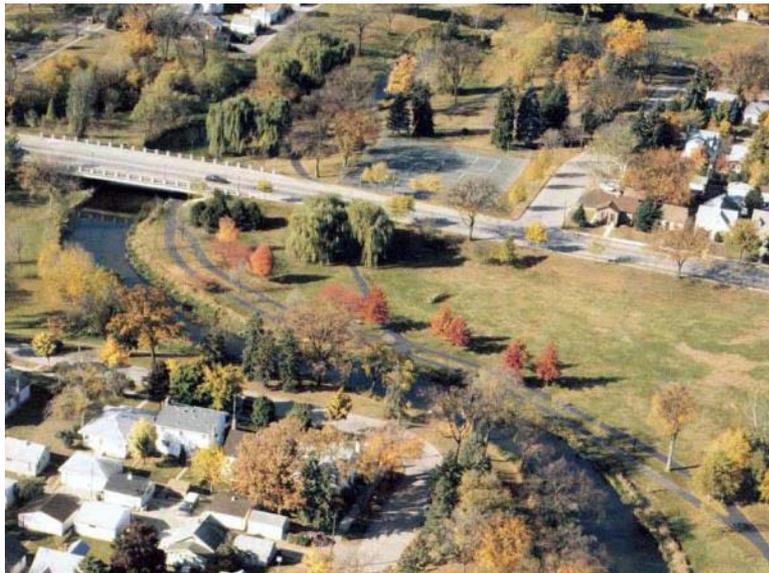
Neighborhood Center

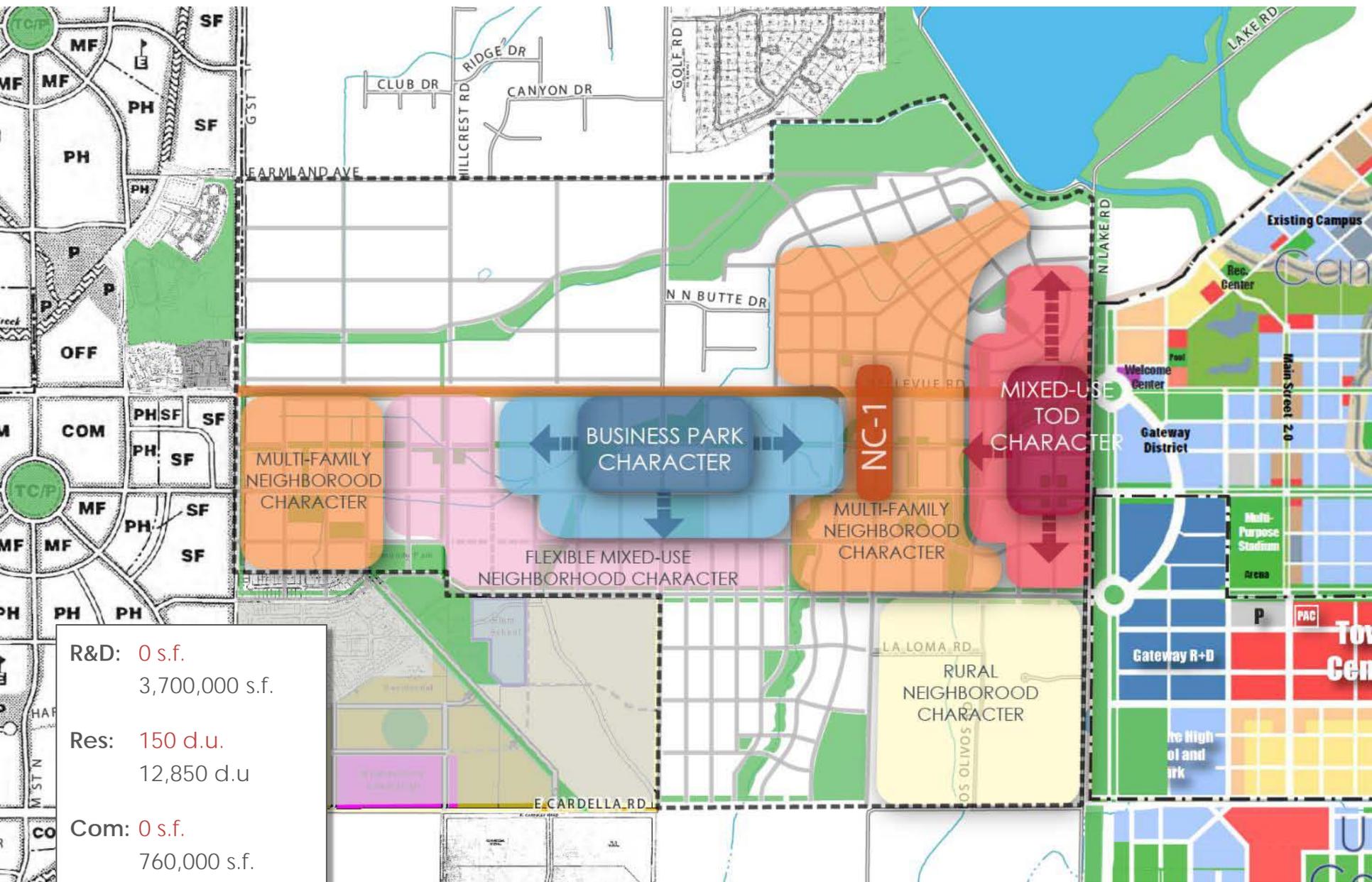


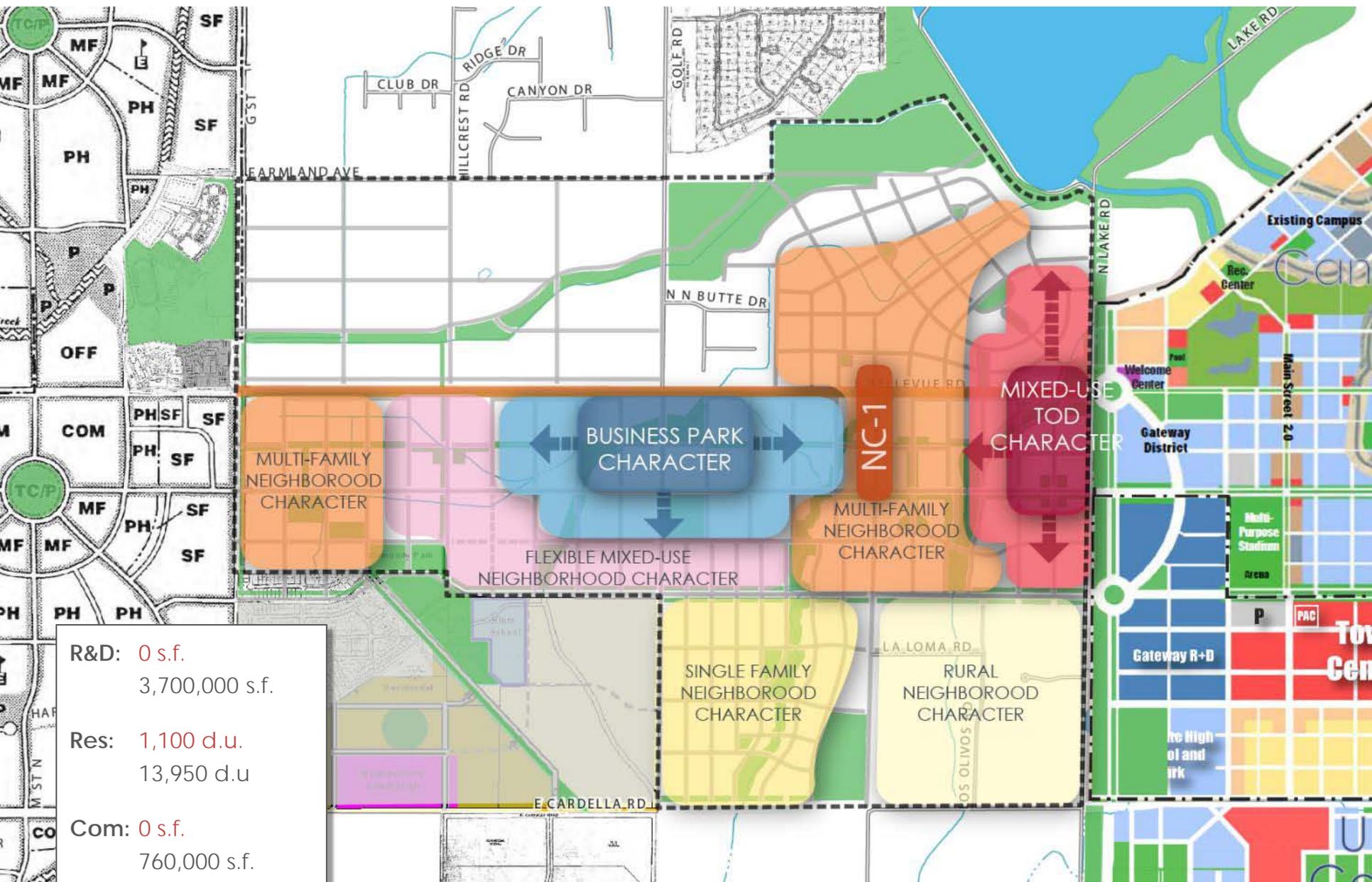
Neighborhood Center

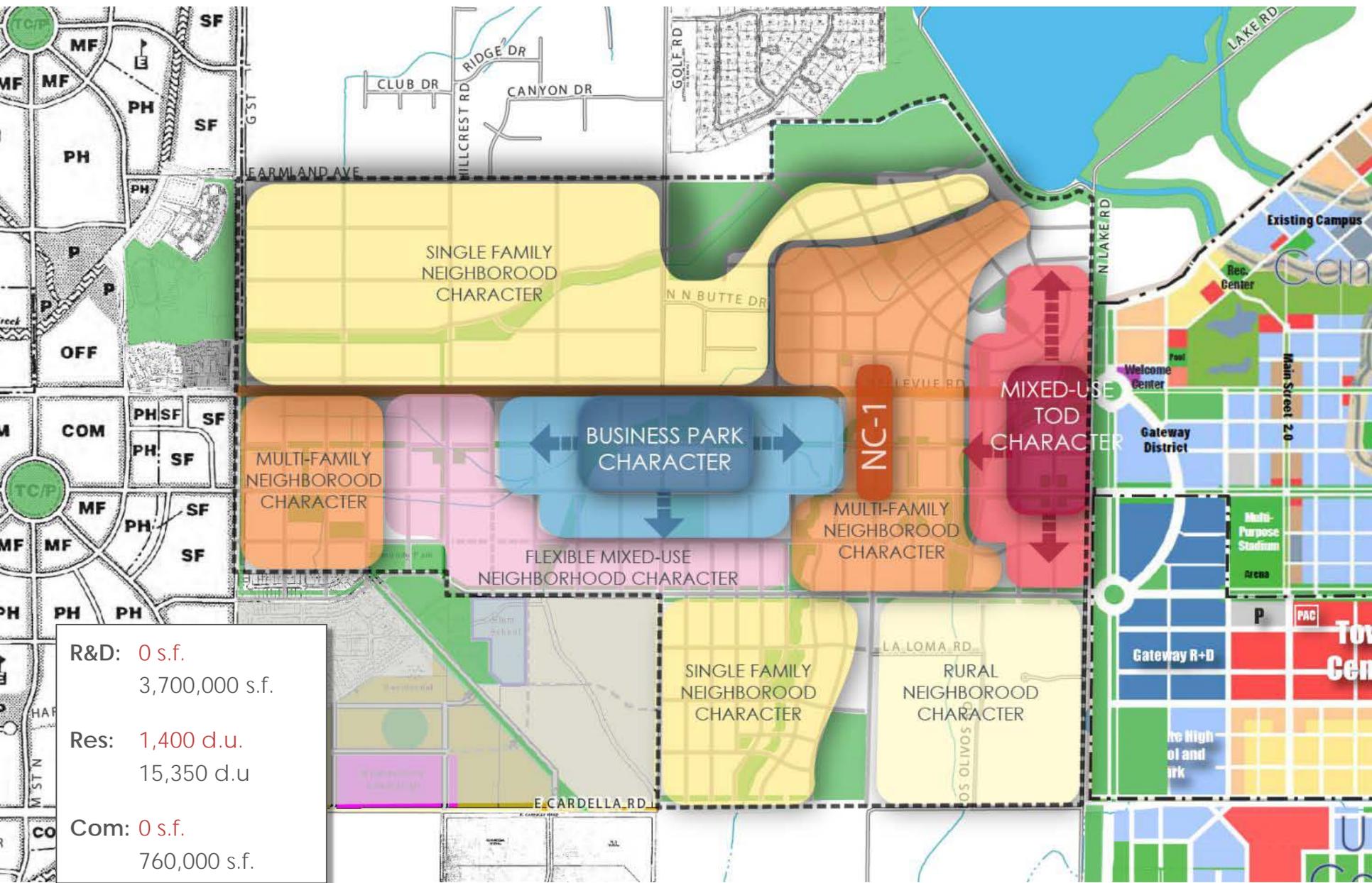


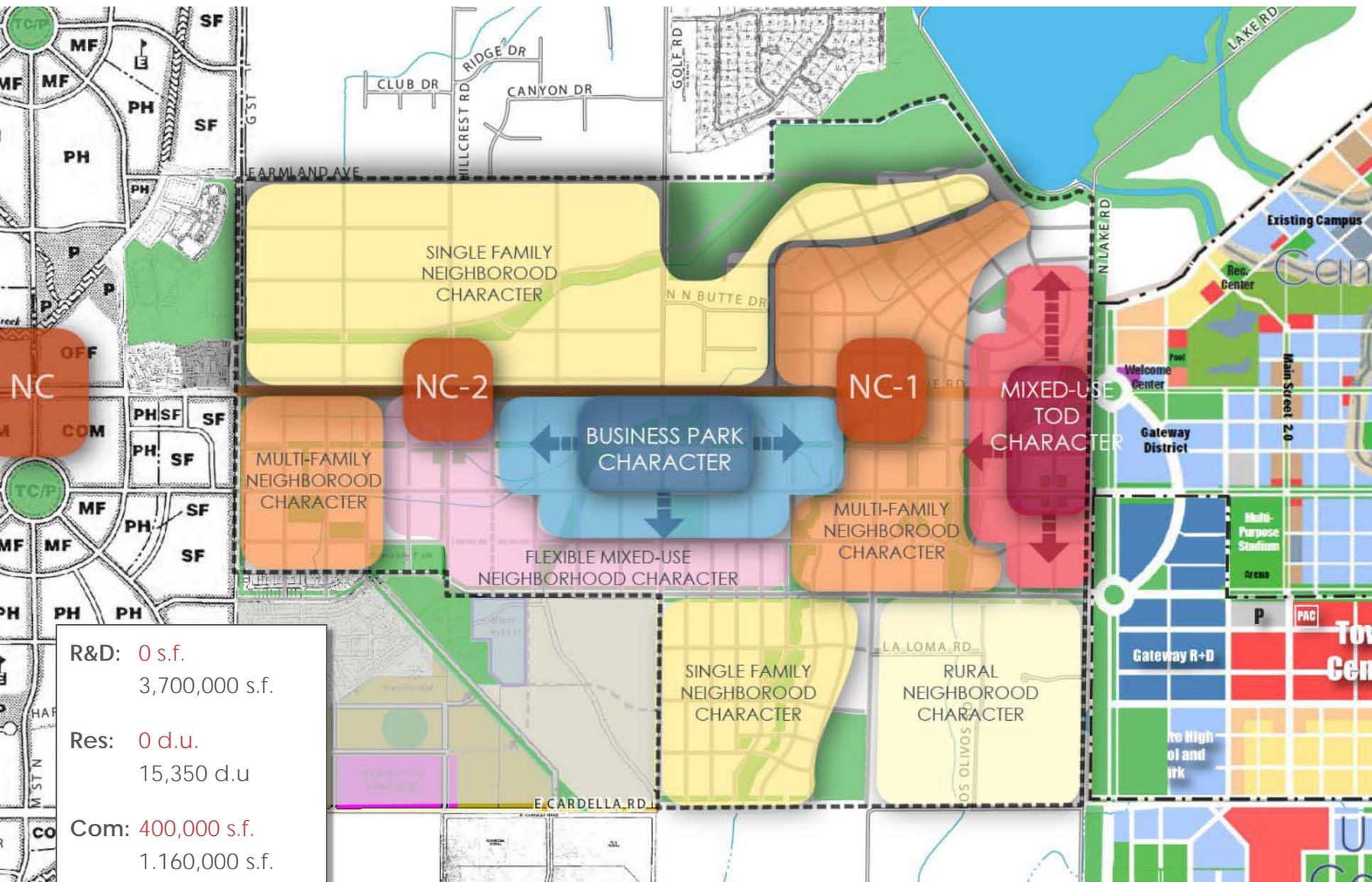
Rural / Single Family Neighborhood

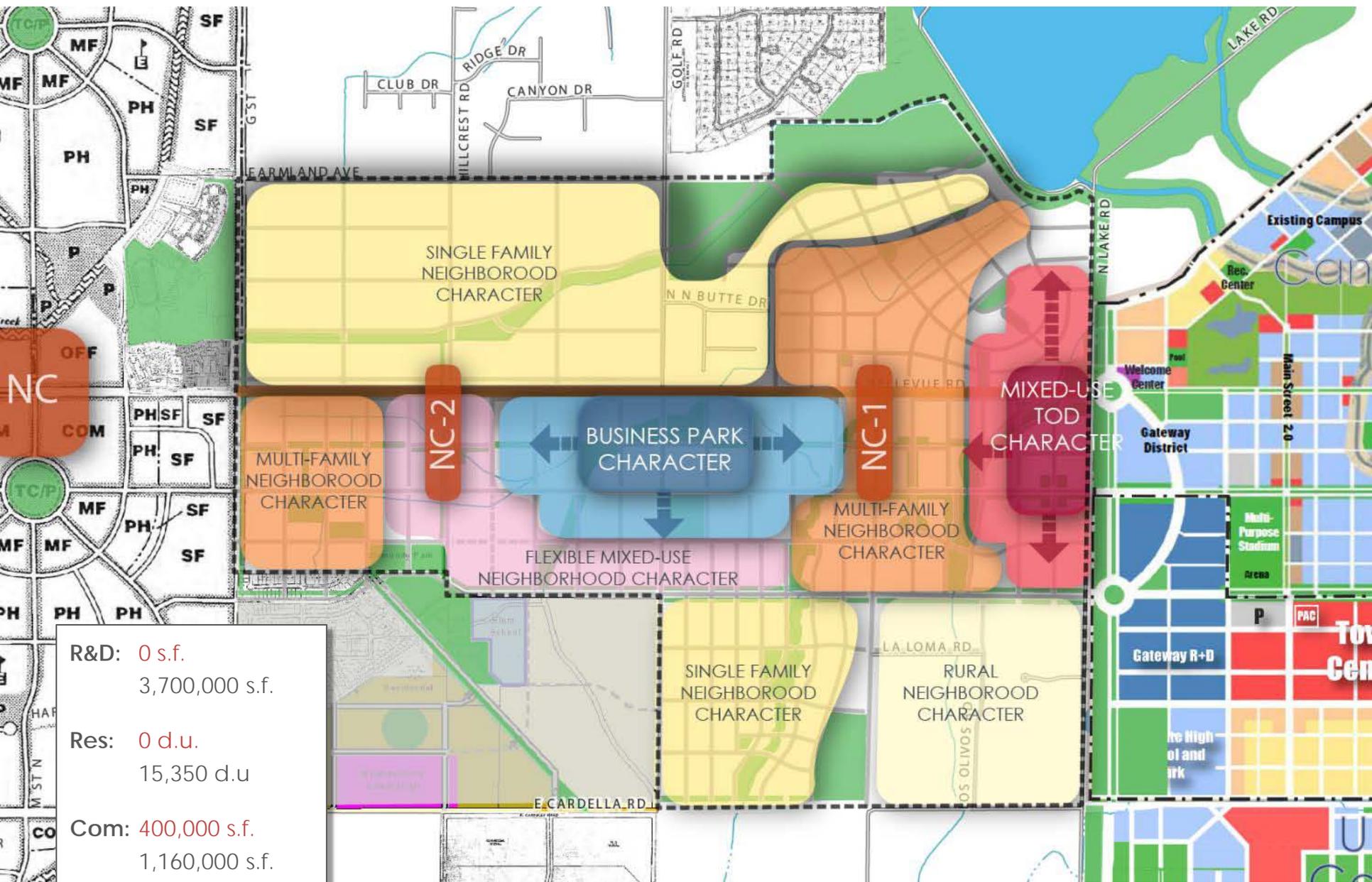












IMPLEMENTING THE VISION

Physical Character Areas			
Centers	Neighborhoods	Districts	Corridors
Mixed Use TOD	Multi-Family	R&D	Urban
Community	Single-Family	Industrial	Neighd
Neighborhood	Rural	Other	Rural

Centers Regional

Centers Community

Centers Neighborhood



Neighborhood High/Multi-Family



Neighborhoods Low/Single-Family



Neighborhoods Rural



Districts – R&D



Districts – Industrial



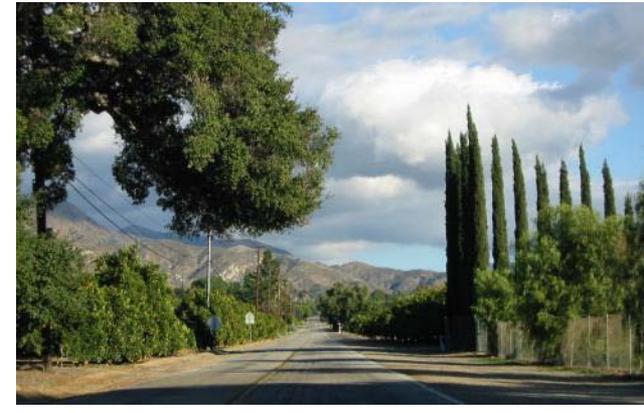
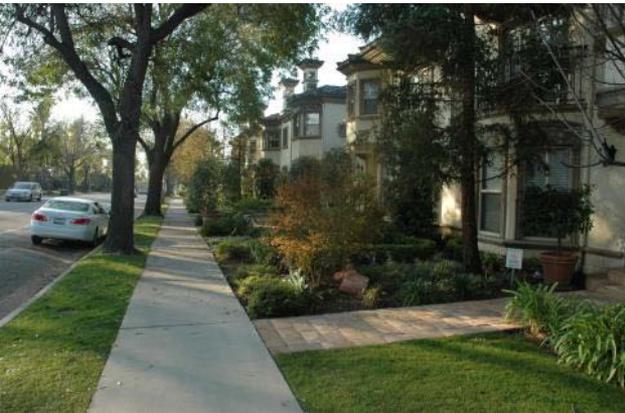
Corridors Urban



Corridors Neighborhood



Corridors Rural



TRANSLATING POLICY INTO STANDARDS

FOR EACH PHYSICAL CHARACTER AREA: CENTER, NEIGHBORHOOD, DISTRICT AND CORRIDOR

Intent and Policy Direction: Purpose of each implementing zone

Role in Plan Area/Quadrant: Range of land area in the mix

Land Use: Range of land use activity

Physical Character: Blocks, Streets, Buildings, Streetscapes

Physical Adjacencies: From one type of place to another

Built-in Flexibility: Location/Amount; Mix in each quadrant

CODE FRAMEWORK TO IMPLEMENT PLAN

2.30 Requirements by Zone

In support of the purpose and intended physical environment for each zone, Table 2 identifies the allowed buildings, frontages, and signage types in each zone.

- 1. Block-Form Buildings.** These are buildings that are larger than houses and intended for a wide variety of land use activities. These buildings tend to occupy most of their lot and can occupy large portions of a block in some cases. See Tables 4A - 4D.
- 2. House-Form Buildings.** These are buildings that are the size of houses and intended for primarily residential activities with some non-residential activities as allowed by Tables 2A - 2E. These buildings are single or multiple dwelling buildings that always have the form and size of houses that are compatible with the neighborhood. See Tables 4E - 4J.
- 3. Stories and Height.** Where partial numbers are shown for a building (e.g., '2.5'), this identifies that the upper most story is to be allowed at a lower coverage rate than the lower stories such as an occupied attic or smaller footprint than the story below. Building height is specified in Table 2 and is expressed in feet to the highest eave on the building, not counting the roof in the overall height dimension.

TABLE 2. SUMMARY OF ZONES

<p>INTENT AND PHYSICAL CHARACTER</p>

2A - DT CORE (DTC)

The DTC zone is applied to areas north and south of the Downtown Core to provide a transition between the more intense areas of the Downtown Core and adjacent neighborhoods.



2B - DT EDGE (DTE)

The DTE zone is applied to areas north and south of the Downtown Core to provide a transition between the more intense areas of the Downtown Core and adjacent neighborhoods.



2C - MONTEREY STREET (MS)

The MS zone is applied to areas along Monterey Street and adjacent side streets to serve as a transition between the lower intensity neighborhoods to the east and the Downtown.



2D - RR CORRIDOR (RR)

The RR zone is applied to areas west of the railroad that bisect the Downtown to provide area for expansion and to accommodate large-format buildings that benefit the Downtown.



2E - GATEWAY (GW)

The GW zone is applied to areas near and surrounding the Front Street exit off U.S. Highway 101 to provide area for highway-oriented commercial uses and services.



BUILDINGS (SEE SECTION 4.0 FOR ALL REQUIREMENTS)

BLOCK - FORM TYPES	MAX. STORIES	REQUIREMENTS
A. LINED BUILDING	4	SEE TABLE 4A
B. FLEX BUILDING	4	SEE TABLE 4B
C. SHED	2	SEE TABLE 4C
D. ROWHOUSE "1"	2.5	SEE TABLE 4D
NOT ALLOWED		
HOUSE - FORM TYPES	MAX. STORIES	REQUIREMENTS
E. ROWHOUSE "2"	NOT ALLOWED	
F. COURTYARD BUILDING	3.5	SEE TABLE 4E
G. BUNGALOW/COURT	2.5	SEE TABLE 4G
H. MANSON APARTMENT	2.5	SEE TABLE 4H
I. DUPLEX, TRIPLEX, QUADPLEX	NOT ALLOWED	
J. HOUSE	NOT ALLOWED	

BUILDINGS (SEE SECTION 4.0 FOR ALL REQUIREMENTS)

MAX. STORIES	REQUIREMENTS
2.5	SEE TABLE 4A
2.5	SEE TABLE 4B
1	SEE TABLE 4C
2.5	SEE TABLE 4D
NOT ALLOWED	
MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4E
2.5	SEE TABLE 4F
2.5	SEE TABLE 4G
2	SEE TABLE 4H
2	SEE TABLE 4I
2	SEE TABLE 4J

BUILDINGS (SEE SECTION 4.0 FOR ALL REQUIREMENTS)

MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4A
2	SEE TABLE 4B
2	SEE TABLE 4C
2	SEE TABLE 4D
NOT ALLOWED	
MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4E
2	SEE TABLE 4F
NOT ALLOWED	

FRONTAGES (SEE SECTION 5.0 FOR ALL REQUIREMENTS)

URBAN TYPES	ALLOWED	REQUIREMENTS
A. GALLERY (2 - STORY)	YES	SEE TABLE 5A
B. GALLERY (1 - STORY)	YES	SEE TABLE 5B
C. SHOPFRONT	YES	SEE TABLE 5C
D. PORCHCOURT	YES	SEE TABLE 5D
E. DOOR YARD	YES (I)	SEE TABLE 5E
F. WALLED YARD	YES (I)	SEE TABLE 5F
SUB-URBAN TYPES	ALLOWED	REQUIREMENTS
C. BOOP	YES (I)	SEE TABLE 5C
H. PORCH	YES (I)	SEE TABLE 5H
I. FRONT YARD	NOT ALLOWED	
J. PARKING COURT	YES (S)	SEE TABLE 5J

FRONTAGES (SEE SECTION 5.0 FOR ALL REQUIREMENTS)

ALLOWED	REQUIREMENTS
NOT ALLOWED	
YES	SEE TABLE 5B
YES	SEE TABLE 5C
YES	SEE TABLE 5D
YES (I)	SEE TABLE 5E
YES	SEE TABLE 5F
ALLOWED	REQUIREMENTS
YES	SEE TABLE 5C
YES	SEE TABLE 5H
YES (I)	SEE TABLE 5I
YES	SEE TABLE 5J

FRONTAGES (SEE SECTION 5.0 FOR ALL REQUIREMENTS)

ALLOWED	REQUIREMENTS
NOT ALLOWED	
YES	SEE TABLE 5A
YES	SEE TABLE 5B
YES	SEE TABLE 5C
YES	SEE TABLE 5D
NOT ALLOWED	
YES	SEE TABLE 5F
ALLOWED	REQUIREMENTS
YES	SEE TABLE 5C
NOT ALLOWED	
YES	SEE TABLE 5I
YES	SEE TABLE 5J

SIGNAGE (SEE SECTION 6.0 FOR ALL REQUIREMENTS)

TYPE	ALLOWED	REQUIREMENTS
A. WALL	YES	SEE TABLE 6A
B. WINDOW	YES	SEE TABLE 6B
C. SIDEWALK	YES	SEE TABLE 6C
D. PROJECTING/BLADE	YES	SEE TABLE 6D
E. AWNING / CANOPY	YES	SEE TABLE 6E
F. YARD/PORCH	YES (I)	SEE TABLE 6F
G. MONUMENT	YES (2)	SEE TABLE 6G
H. ROOF	YES	SEE TABLE 6H
I. MARQUEE	YES	SEE TABLE 6I
J. POLE	NOT ALLOWED	

SIGNAGE (SEE SECTION 6.0 FOR ALL REQUIREMENTS)

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
YES	SEE TABLE 6C
YES	SEE TABLE 6D
YES	SEE TABLE 6E
YES	SEE TABLE 6F
YES (2)	SEE TABLE 6G
YES	SEE TABLE 6H
YES	SEE TABLE 6I
YES	SEE TABLE 6J

SIGNAGE (SEE SECTION 6.0 FOR ALL REQUIREMENTS)

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
NOT ALLOWED	
YES	SEE TABLE 6C
YES	SEE TABLE 6D
YES	SEE TABLE 6E
YES	SEE TABLE 6F
YES (2)	SEE TABLE 6G
YES	SEE TABLE 6H
YES	SEE TABLE 6I
NOT ALLOWED	
YES	SEE TABLE 6J

NOTES FOR TABLE 2

(1) NOT ALLOWED ON FRONT STREET

(2) ALLOWED WHEN INTEGRAL TO PATIO

(3) ALLOWED WHEN WITHIN 75 FEET OF STREET CORNER

(4) ALLOWED ONLY ON MONTEREY STREET

(5) IN GW ZONE, MAX. 3 STORIES FOR HOTELS

CODE FRAMEWORK TO IMPLEMENT PLAN

ZONES: CENTERS, NEIGHDS, DISTRICTS, CORRIDORS

CHAPTER 5. DEVELOPMENT CODE: 5

2.30 Requirements by Zone

In support of the purpose and intended physical environment for each zone, Table 2 identifies the allowed buildings, frontages, and signage types in each zone.

- 1. Block-Form Buildings.** These are buildings that are larger than houses and intended for a wide variety of land use activities. These buildings tend to occupy most of their lot and can occupy large portions of a block in some cases. See Tables 4A - 4D.
- 2. House-Form Buildings.** These are buildings that are the size of houses and intended for primarily residential activities with some non-residential activities as allowed by Tables 2A - 2E. These buildings are single or multiple dwelling buildings that always have the form and size of houses that are compatible with the neighborhood. See Tables 4E - 4J.
- 3. Stories and Height.** Where partial numbers are shown for a building (e.g., '2.5'), this identifies that the upper most story is to be allowed at a lower coverage rate than the lower stories such as an occupied attic or smaller footprint than the story below. Building height is specified in Table 2 and is expressed in feet to the highest eave on the building, not counting the roof in the overall height dimension.

TABLE 2. SUMMARY OF ZONES

INTENT AND PHYSICAL CHARACTER

2A - DT CORE (DTC)

The DTC zone is applied to areas north and south of the Downtown Core to provide a transition between the more intense areas of the Downtown Core and adjacent neighborhoods.



2B - DT EDGE (DTE)

The DTE zone is applied to areas north and south of the Downtown Core to provide a transition between the more intense areas of the Downtown Core and adjacent neighborhoods.



2C - MONTEREY STREET (MS)

The MS zone is applied to areas along Monterey Street and adjacent side streets to serve as a transition between the lower intensity neighborhoods to the east and the Downtown.



2D - RR CORRIDOR (RR)

The RR zone is applied to areas west of the railroad that bisect the Downtown to provide area for expansion and to accommodate large-format buildings that benefit the Downtown.



2E - GATEWAY (GW)

The GW zone is applied to areas near and surrounding the Front Street exit off U.S. Highway 101 to provide area for highway-oriented commercial uses and services.



BUILDINGS (SEE SECTION 4.0 FOR ALL REQUIREMENTS)

BLOCK - FORM TYPES	MAX. STORIES	REQUIREMENTS								
A. LINED BUILDING	4	SEE TABLE 4A	2.5	SEE TABLE 4A	2	SEE TABLE 4A	2	SEE TABLE 4A	2(2)	SEE TABLE 4A
B. FLEX BUILDING	4	SEE TABLE 4B	2.5	SEE TABLE 4B	2	SEE TABLE 4B	2	SEE TABLE 4B	2(2)	SEE TABLE 4B
C. SHED	2	SEE TABLE 4C	1	SEE TABLE 4C	NOT ALLOWED	NOT ALLOWED	2	SEE TABLE 4C	1	SEE TABLE 4C
D. ROWHOUSE "1"	2.5	SEE TABLE 4D	2.5	SEE TABLE 4D	NOT ALLOWED	NOT ALLOWED	2	SEE TABLE 4D	2	SEE TABLE 4D
HOUSE - FORM TYPES	MAX. STORIES	REQUIREMENTS								
E. ROWHOUSE "2"	NOT ALLOWED	NOT ALLOWED	2.5	SEE TABLE 4E	2	SEE TABLE 4E	2	SEE TABLE 4E	2	SEE TABLE 4E
F. COURTYARD BUILDING	3.5	SEE TABLE 4F	2.5	SEE TABLE 4F	2.5	SEE TABLE 4F	2	SEE TABLE 4F	2	SEE TABLE 4F
G. BUNGALOW COURT	2.5	SEE TABLE 4G	2.5	SEE TABLE 4G	2	SEE TABLE 4G	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED
H. MANSON APARTMENT	2.5	SEE TABLE 4H	2.5	SEE TABLE 4H	2	SEE TABLE 4H	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED
I. DUPLEX, TRIPLEX, QUADPLEX	NOT ALLOWED	NOT ALLOWED	2.5	SEE TABLE 4I	2	SEE TABLE 4I	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED
J. HOUSE	NOT ALLOWED	NOT ALLOWED	2.5	SEE TABLE 4J	2	SEE TABLE 4J	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED

FRONTAGES (SEE SECTION 5.0 FOR ALL REQUIREMENTS)

URBAN TYPES	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS
A. GALLERY (2 - STORY)	YES	SEE TABLE 5A	NOT ALLOWED	NOT ALLOWED	YES	SEE TABLE 5A	YES	SEE TABLE 5A	NOT ALLOWED	NOT ALLOWED
B. GALLERY (1 - STORY)	YES	SEE TABLE 5B	YES (2-4)	SEE TABLE 5B	YES	SEE TABLE 5B	YES	SEE TABLE 5B	YES	SEE TABLE 5B
C. SHOPFRONT	YES	SEE TABLE 5C	YES (3)	SEE TABLE 5C	YES	SEE TABLE 5C	YES	SEE TABLE 5C	YES	SEE TABLE 5C
D. PORCHCOURT	YES	SEE TABLE 5D	YES (3)	SEE TABLE 5D	YES	SEE TABLE 5D	YES	SEE TABLE 5D	NOT ALLOWED	NOT ALLOWED
E. DOOR YARD	YES (1)	SEE TABLE 5E	YES (1)	SEE TABLE 5E	YES	SEE TABLE 5E	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED
F. WALLED YARD	YES (1)	SEE TABLE 5F	YES	SEE TABLE 5F	YES (1)	SEE TABLE 5F	YES	SEE TABLE 5F	NOT ALLOWED	NOT ALLOWED
SUB-URBAN TYPES	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS
C. ROOF	YES (1)	SEE TABLE 5G	YES	SEE TABLE 5G	YES	SEE TABLE 5G	YES	SEE TABLE 5G	YES	SEE TABLE 5G
H. PORCH	YES (1)	SEE TABLE 5H	YES	SEE TABLE 5H	YES	SEE TABLE 5H	NOT ALLOWED	NOT ALLOWED	YES	SEE TABLE 5H
I. FRONT YARD	NOT ALLOWED	NOT ALLOWED	YES (1)	SEE TABLE 5I	YES	SEE TABLE 5I	NOT ALLOWED	NOT ALLOWED	YES	SEE TABLE 5I
J. PARKING COURT	YES (5)	SEE TABLE 5J	YES	SEE TABLE 5J	YES (4)	SEE TABLE 5J	YES	SEE TABLE 5J	YES	SEE TABLE 5J

SIGNAGE (SEE SECTION 6.0 FOR ALL REQUIREMENTS)

TYPE	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS	ALLOWED	REQUIREMENTS
A. WALL	YES	SEE TABLE 6A	YES	SEE TABLE 6A	YES	SEE TABLE 6A	YES	SEE TABLE 6A	YES	SEE TABLE 6A
B. WINDOW	YES	SEE TABLE 6B	YES	SEE TABLE 6B	YES	SEE TABLE 6B	YES	SEE TABLE 6B	YES	SEE TABLE 6B
C. SIDEWALK	YES	SEE TABLE 6C	YES	SEE TABLE 6C	NOT ALLOWED	NOT ALLOWED	YES	SEE TABLE 6C	NOT ALLOWED	NOT ALLOWED
D. PROJECTING/BLADE	YES	SEE TABLE 6D	YES	SEE TABLE 6D	YES	SEE TABLE 6D	YES	SEE TABLE 6D	NOT ALLOWED	NOT ALLOWED
E. AWNING / CANOPY	YES	SEE TABLE 6E	YES (2)	SEE TABLE 6E	YES (2)	SEE TABLE 6E	YES	SEE TABLE 6E	YES	SEE TABLE 6E
F. YARD/PORCH	YES (1)	SEE TABLE 6F	YES	SEE TABLE 6F	YES (3)	SEE TABLE 6F	YES	SEE TABLE 6F	NOT ALLOWED	NOT ALLOWED
G. MONUMENT	YES (2)	SEE TABLE 6G	YES (2)	SEE TABLE 6G	YES (2)	SEE TABLE 6G	YES (2)	SEE TABLE 6G	YES	SEE TABLE 6G
H. ROOF	YES	SEE TABLE 6H	YES	SEE TABLE 6H	NOT ALLOWED	NOT ALLOWED	YES	SEE TABLE 6H	NOT ALLOWED	NOT ALLOWED
I. MARQUEE	YES	SEE TABLE 6I	YES	SEE TABLE 6I	NOT ALLOWED	NOT ALLOWED	YES	SEE TABLE 6I	NOT ALLOWED	NOT ALLOWED
J. POLE	NOT ALLOWED	NOT ALLOWED	YES	SEE TABLE 6J	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	YES	SEE TABLE 6J

NOTES FOR TABLE 2

- NOT ALLOWED ON FRONT STREET
- ALLOWED WHEN INTEGRAL TO PATIO
- ALLOWED WHEN WITHIN 75 FEET OF STREET CORNER
- ALLOWED ONLY ON MONTEREY STREET
- IN GW ZONE, MAX. 3 STORIES FOR HOTELS

CODE FRAMEWORK TO IMPLEMENT PLAN

ZONES: CENTERS, NEIGHDS, DISTRICTS, CORRIDORS

CHAPTER 5. DEVELOPMENT CODE: 5

2.30 Requirements by Zone

In support of the purpose and intended physical environment for each zone, Table 2 identifies the allowed buildings, frontages, and signage types in each zone.

- Block-Form Buildings.** These are buildings that are larger than houses and intended for a wide variety of land use activities. These buildings tend to occupy most of their lot and can occupy large portions of a block in some cases. See Tables 4A - 4D.
- House-Form Buildings.** These are buildings that are the size of houses and intended for primarily residential activities with some non-residential activities as allowed by Tables 2A - 2E. These buildings are single or multiple dwelling buildings that always have the form and size of houses that are compatible with the neighborhood. See Tables 4E - 4J.
- Stories and Height.** Where partial numbers are shown for a building (e.g., '2.5'), this identifies that the upper most story is to be allowed at a lower coverage rate than the lower stories such as an occupied attic or smaller footprint than the story below. Building height is specified in Table 2 and is expressed in feet to the highest eave on the building, not counting the roof in the overall height dimension.

TABLE 2. SUMMARY OF ZONES

INTENT AND PHYSICAL CHARACTER

2A - DT CORE (DTC)

The DTC zone is applied to areas north and south of the Downtown Core to provide a transition between the more intense areas of the Downtown Core and adjacent neighborhoods.



2B - DT EDGE (DTE)

The DTE zone is applied to areas north and south of the Downtown Core to provide a transition between the more intense areas of the Downtown Core and adjacent neighborhoods.



2C - MONTEREY STREET (MS)

The MS zone is applied to areas along Monterey Street and adjacent side streets to serve as a transition between the lower intensity neighborhoods to the east and the Downtown.



2D - RR CORRIDOR (RR)

The RR zone is applied to areas west of the railroad that bisect the Downtown to provide area for expansion and to accommodate large-format buildings that benefit the Downtown.



2E - GATEWAY (GW)

The GW zone is applied to areas near and surrounding the Front Street exit off U.S. Highway 101 to provide area for highway-oriented commercial uses and services.



BUILDINGS (SEE SECTION 4.0 FOR ALL REQUIREMENTS)

BLOCK - FORM TYPES	MAX. STORIES	REQUIREMENTS
A. LINED BUILDING	4	SEE TABLE 4A
B. FLEX BUILDING	4	SEE TABLE 4B
C. SHED	2	SEE TABLE 4C
D. ROWHOUSE 1'	2.5	SEE TABLE 4D
HOUSE - FORM TYPES	MAX. STORIES	REQUIREMENTS
E. ROWHOUSE 12'	2	NOT ALLOWED
F. COURTYARD BUILDING	3.5	SEE TABLE 4E
G. BUNGALOW COURT	2.5	SEE TABLE 4G
H. MANSON APARTMENT	2.5	SEE TABLE 4H
I. DUPLEX, TRIPLEX, QUADPLEX	2	SEE TABLE 4I
J. HOUSE	2	SEE TABLE 4J

MAX. STORIES	REQUIREMENTS
4	SEE TABLE 4A
4	SEE TABLE 4B
2	SEE TABLE 4C
2.5	SEE TABLE 4D
2	NOT ALLOWED
2.5	SEE TABLE 4E
3.5	SEE TABLE 4F
2.5	SEE TABLE 4G
2.5	SEE TABLE 4H
2	SEE TABLE 4I
2	SEE TABLE 4J

MAX. STORIES	REQUIREMENTS
2.5	SEE TABLE 4A
2.5	SEE TABLE 4B
1	SEE TABLE 4C
2.5	SEE TABLE 4D
2.5	SEE TABLE 4E
2.5	SEE TABLE 4F
2.5	SEE TABLE 4G
2	SEE TABLE 4H
2	SEE TABLE 4I
2	SEE TABLE 4J

MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4A
2 (R)	SEE TABLE 4B
NOT ALLOWED	SEE TABLE 4C
NOT ALLOWED	SEE TABLE 4D
2	SEE TABLE 4E
2 (R)	SEE TABLE 4F
2.5	SEE TABLE 4F
2	SEE TABLE 4G
2	SEE TABLE 4H
2	SEE TABLE 4I
2	SEE TABLE 4J

MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4A
2	SEE TABLE 4B
2	SEE TABLE 4C
2	SEE TABLE 4D
2	SEE TABLE 4E
2	SEE TABLE 4F
2	SEE TABLE 4G
2	SEE TABLE 4H
2	SEE TABLE 4I
2	SEE TABLE 4J

MAX. STORIES	REQUIREMENTS
2(1)	SEE TABLE 4A
2(1)	SEE TABLE 4B
1	SEE TABLE 4C
2	SEE TABLE 4D
2	SEE TABLE 4E
2	SEE TABLE 4F
2	SEE TABLE 4G
2	SEE TABLE 4H
2	SEE TABLE 4I
2	SEE TABLE 4J

FRONTAGES (SEE SECTION 5.0 FOR ALL REQUIREMENTS)

URBAN TYPES	ALLOWED
A. GALLERY (2 - STORY)	YES
B. GALLERY (1 - STORY)	YES
C. SHOPFRONT	YES
D. FORECOURT	YES
E. DOOR YARD	YES (I)
F. WALLED YARD	YES (I)
SUB - URBAN TYPES	ALLOWED
G. SCOOP	YES (I)
H. PORCH	YES (I)
I. FRONT YARD	NOT ALLOWED
J. PARKING COURT	YES (I)

ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
YES (I)	SEE TABLE 5I
YES	SEE TABLE 5J
NOT ALLOWED	SEE TABLE 5K
YES (I)	SEE TABLE 5L

ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
YES (I)	SEE TABLE 5I
YES	SEE TABLE 5J
YES (I)	SEE TABLE 5K
YES (I)	SEE TABLE 5L

ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
YES	SEE TABLE 5I
YES (H)	SEE TABLE 5J
YES	SEE TABLE 5K
YES	SEE TABLE 5L

ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
NOT ALLOWED	SEE TABLE 5H
NOT ALLOWED	SEE TABLE 5I
YES	SEE TABLE 5J
YES	SEE TABLE 5K
YES	SEE TABLE 5L

ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
YES	SEE TABLE 5I
YES	SEE TABLE 5J
YES	SEE TABLE 5K
YES	SEE TABLE 5L

SIGNAGE (SEE SECTION 6.0 FOR ALL REQUIREMENTS)

TYPE	ALLOWED	REQUIREMENTS
A. WALL	YES	SEE TABLE 6A
B. WINDOW	YES	SEE TABLE 6B
C. SIDEWALK	YES	SEE TABLE 6C
D. PROJECTING/BLADE	YES	SEE TABLE 6D
E. AWNING / CANOPY	YES	SEE TABLE 6E
F. YARD/PORCH	YES (I)	SEE TABLE 6F
G. MONUMENT	YES (2)	SEE TABLE 6G
H. ROOF	YES	SEE TABLE 6H
I. MARQUEE	YES	SEE TABLE 6I
J. POLE	NOT ALLOWED	SEE TABLE 6J

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
YES	SEE TABLE 6C
YES	SEE TABLE 6D
YES	SEE TABLE 6E
YES	SEE TABLE 6F
YES	SEE TABLE 6G
YES	SEE TABLE 6H
YES	SEE TABLE 6I
NOT ALLOWED	SEE TABLE 6J

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
YES	SEE TABLE 6C
NOT ALLOWED	SEE TABLE 6D
YES	SEE TABLE 6E
YES (B)	SEE TABLE 6E
YES	SEE TABLE 6F
YES (2)	SEE TABLE 6G
NOT ALLOWED	SEE TABLE 6H
NOT ALLOWED	SEE TABLE 6I
NOT ALLOWED	SEE TABLE 6J

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
NOT ALLOWED	SEE TABLE 6C
YES	SEE TABLE 6D
YES (B)	SEE TABLE 6E
YES	SEE TABLE 6F
YES (2)	SEE TABLE 6G
NOT ALLOWED	SEE TABLE 6H
NOT ALLOWED	SEE TABLE 6I
NOT ALLOWED	SEE TABLE 6J

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
YES	SEE TABLE 6C
YES	SEE TABLE 6D
YES	SEE TABLE 6E
YES	SEE TABLE 6F
YES (2)	SEE TABLE 6G
YES	SEE TABLE 6H
YES	SEE TABLE 6I
NOT ALLOWED	SEE TABLE 6J

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
NOT ALLOWED	SEE TABLE 6C
NOT ALLOWED	SEE TABLE 6D
YES	SEE TABLE 6E
NOT ALLOWED	SEE TABLE 6F
YES	SEE TABLE 6G
NOT ALLOWED	SEE TABLE 6H
NOT ALLOWED	SEE TABLE 6I
YES	SEE TABLE 6J

COMPONENTS: LAND USE, STREETS/BLOCKS, BUILDINGS, STREETSAPES, MIX IN QUADRANT

NOTES FOR TABLE 2

- (1) NOT ALLOWED ON FRONT STREET
- (2) ALLOWED WHEN INTEGRAL TO PATIO
- (3) ALLOWED WHEN WITHIN 75 FEET OF STREET CORNER
- (4) ALLOWED ONLY ON MONTEREY STREET
- (5) IN GW ZONE, MAX. 3 STORIES FOR HOTELS

CODE FRAMEWORK TO IMPLEMENT PLAN

EXAMPLE: COMMUNITY CENTER ZONE

CHAPTER 5. DEVELOPMENT CODE: SECTION 2.0 ZONES

2.30 Requirements by Zone

In support of the purpose and intended physical environment for each zone, Table 2 identifies the allowed buildings, frontages, and signage types in each zone.

- Block-Form Buildings.** These are buildings that are larger than houses and intended for a wide variety of land use activities. These buildings tend to occupy most of their lot and can occupy large portions of a block in some cases. See Tables 4A - 4D.
- House-Form Buildings.** These are buildings that are the size of houses and intended for primarily residential activities with some non-residential activities as allowed by Tables 2A - 2E. These buildings are single or multiple dwelling buildings that always have the form and size of houses that are compatible with the neighborhood. See Tables 4E - 4J.
- Stories and Height.** Where partial numbers are shown for a building (e.g., '2.5'), this identifies that the upper most story is to be allowed at a lower coverage rate than the lower stories such as an occupied attic or smaller footprint than the story below. Building height is specified in Table 2 and is expressed in feet to the highest eave on the building, not counting the roof in the overall height dimension.

NOTES FOR TABLE 2

- (B) NOT ALLOWED ON FRONT STREET
- (C) ALLOWED WHEN INTEGRAL TO PATIO
- (D) ALLOWED WHEN WITHIN 75 FEET OF STREET CORNER
- (M) ALLOWED ONLY ON MONTEREY STREET
- (N) IN GW ZONE, MAX. 3 STORES FOR HOTELS

TABLE 2. SUMMARY OF ZONES

INTENT AND PHYSICAL CHARACTER

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The DTC zone is applied to areas north and south of the Downtown Core to provide a transition between the more intense areas of the Downtown Core and adjacent neighborhoods.



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The DTE zone is applied to areas north and south of the Downtown Core to provide a transition between the more intense areas of the Downtown Core and adjacent neighborhoods.



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The MS zone is applied to areas along Monterey Street and adjacent side streets to serve as a transition between the lower intensity neighborhoods to the east and the Downtown.



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The RR zone is applied to areas west of the railroad that bisect the Downtown to provide area for expansion and to accommodate large-format buildings that benefit the Downtown.



2E - GATEWAY (GW)

The GW zone is applied to areas near and surrounding the Front Street exit off U.S. Highway 101 to provide area for highway-oriented commercial uses and services.



BUILDINGS (SEE SECTION 4.0 FOR ALL REQUIREMENTS)

BLOCK - FORM TYPES	MAX. STORIES	REQUIREMENTS
A. LINED BUILDING	4	SEE TABLE 4A
B. FLEX BUILDING	4	SEE TABLE 4B
C. SHED	2	SEE TABLE 4C
D. ROWHOUSE 1'	2.5	SEE TABLE 4D
HOUSE - FORM TYPES	MAX. STORIES	REQUIREMENTS
E. ROWHOUSE 2'	NOT ALLOWED	
F. COURTYARD BUILDING	3.5	SEE TABLE 4E
G. BUNGALOW COURT	2.5	SEE TABLE 4E
H. MANSON APARTMENT	2.5	SEE TABLE 4H
I. DUPLEX, TRIPLEX, QUADPLEX	NOT ALLOWED	
J. HOUSE	NOT ALLOWED	

MAX. STORIES	REQUIREMENTS
4	SEE TABLE 4A
4	SEE TABLE 4B
2	SEE TABLE 4C
2.5	SEE TABLE 4D
NOT ALLOWED	
3.5	SEE TABLE 4E
2.5	SEE TABLE 4E
2.5	SEE TABLE 4H
NOT ALLOWED	
NOT ALLOWED	

MAX. STORIES	REQUIREMENTS
2.5	SEE TABLE 4A
2.5	SEE TABLE 4B
2	SEE TABLE 4C
2.5	SEE TABLE 4D
NOT ALLOWED	
2.5	SEE TABLE 4E
2.5	SEE TABLE 4E
2.5	SEE TABLE 4H
2.5	SEE TABLE 4I
2.5	SEE TABLE 4J

MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4A
2 (B)	SEE TABLE 4B
NOT ALLOWED	
NOT ALLOWED	
MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4E
2.5	SEE TABLE 4E
2	SEE TABLE 4H
2	SEE TABLE 4I
2	SEE TABLE 4J

MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4A
2	SEE TABLE 4B
2	SEE TABLE 4C
2	SEE TABLE 4D
NOT ALLOWED	
MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4E
2	SEE TABLE 4E
NOT ALLOWED	

MAX. STORIES	REQUIREMENTS
2(B)	SEE TABLE 4A
2(B)	SEE TABLE 4B
1	SEE TABLE 4C
2	SEE TABLE 4D
NOT ALLOWED	
MAX. STORIES	REQUIREMENTS
2	SEE TABLE 4E
2	SEE TABLE 4E
NOT ALLOWED	

FRONTAGES (SEE SECTION 5.0 FOR ALL REQUIREMENTS)

URBAN TYPES	ALLOWED	REQUIREMENTS
A. GALLERY (2 - STORY)	YES	SEE TABLE 5A
B. GALLERY (1 - STORY)	YES	SEE TABLE 5B
C. SHOPFRONT	YES	SEE TABLE 5C
D. NOBECOURT	YES	SEE TABLE 5D
E. DOOR YARD	YES (I)	SEE TABLE 5E
F. WALLED YARD	YES (I)	SEE TABLE 5F
SUB-URBAN TYPES	ALLOWED	REQUIREMENTS
G. ROOF	YES (I)	SEE TABLE 5G
H. PORCH	YES (I)	SEE TABLE 5H
I. FRONT YARD	NOT ALLOWED	
J. PARKING COURT	YES (B)	SEE TABLE 5J

ALLOWED	REQUIREMENTS
NOT ALLOWED	
YES	SEE TABLE 5B
YES	SEE TABLE 5C
YES	SEE TABLE 5D
YES (I)	SEE TABLE 5E
YES	SEE TABLE 5F
ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
YES (I)	SEE TABLE 5I
YES	SEE TABLE 5J

ALLOWED	REQUIREMENTS
NOT ALLOWED	
YES (2-4)	SEE TABLE 5B
YES (B)	SEE TABLE 5C
YES (B)	SEE TABLE 5D
YES	SEE TABLE 5E
YES (I)	SEE TABLE 5F
ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
YES	SEE TABLE 5I
YES (4)	SEE TABLE 5J

ALLOWED	REQUIREMENTS
NOT ALLOWED	
YES	SEE TABLE 5A
YES	SEE TABLE 5B
YES	SEE TABLE 5C
YES	SEE TABLE 5D
NOT ALLOWED	
YES	SEE TABLE 5F
ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
YES	SEE TABLE 5I
YES	SEE TABLE 5J

ALLOWED	REQUIREMENTS
YES	SEE TABLE 5A
YES	SEE TABLE 5B
YES	SEE TABLE 5C
YES	SEE TABLE 5D
NOT ALLOWED	
YES	SEE TABLE 5F
ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
NOT ALLOWED	
YES	SEE TABLE 5J

ALLOWED	REQUIREMENTS
NOT ALLOWED	
YES	SEE TABLE 5B
YES	SEE TABLE 5C
NOT ALLOWED	
NOT ALLOWED	
NOT ALLOWED	
ALLOWED	REQUIREMENTS
YES	SEE TABLE 5G
YES	SEE TABLE 5H
YES	SEE TABLE 5I
YES	SEE TABLE 5J

SIGNAGE (SEE SECTION 4.0 FOR ALL REQUIREMENTS)

TYPE	ALLOWED	REQUIREMENTS
A. WALL	YES	SEE TABLE 6A
B. WINDOW	YES	SEE TABLE 6B
C. SIDEWALK	YES	SEE TABLE 6C
D. PROJECTING/BLADE	YES	SEE TABLE 6D
E. AWNING / CANOPY	YES	SEE TABLE 6E
F. YARD/PORCH	YES (I)	SEE TABLE 6F
G. MONUMENT	YES (2)	SEE TABLE 6G
H. ROOF	YES	SEE TABLE 6H
I. MARQUEE	YES	SEE TABLE 6I
J. POLE	NOT ALLOWED	

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
YES	SEE TABLE 6C
YES	SEE TABLE 6D
YES	SEE TABLE 6E
YES	SEE TABLE 6F
YES	SEE TABLE 6G
YES	SEE TABLE 6H
YES	SEE TABLE 6I
NOT ALLOWED	

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
NOT ALLOWED	
YES	SEE TABLE 6D
YES (B)	SEE TABLE 6E
YES	SEE TABLE 6F
YES (2)	SEE TABLE 6G
NOT ALLOWED	
NOT ALLOWED	
NOT ALLOWED	

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
NOT ALLOWED	
YES	SEE TABLE 6D
YES (B)	SEE TABLE 6E
YES	SEE TABLE 6F
YES (2)	SEE TABLE 6G
NOT ALLOWED	
NOT ALLOWED	
NOT ALLOWED	

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
YES	SEE TABLE 6C
YES	SEE TABLE 6D
YES	SEE TABLE 6E
YES	SEE TABLE 6F
YES (B)	SEE TABLE 6G
YES	SEE TABLE 6H
YES	SEE TABLE 6I
NOT ALLOWED	

ALLOWED	REQUIREMENTS
YES	SEE TABLE 6A
YES	SEE TABLE 6B
NOT ALLOWED	
NOT ALLOWED	
YES	SEE TABLE 6E
NOT ALLOWED	
YES	SEE TABLE 6G
NOT ALLOWED	
NOT ALLOWED	
YES	SEE TABLE 6J

ZONE INTENT, STANDARDS AND LAND USES

TABLE 2A COMMUNITY CENTER (CC) ZONE REQUIREMENTS

COMMUNITY CENTER (CC) ZONE REQUIREMENTS TABLE 2A

SECTION 1. INTENT AND PURPOSE

The CC zone is applied to areas generally in Tehachapi's core for the purpose of being the cultural, specialty shopping, entertainment and civic core of Tehachapi and the Tehachapi Valley. All property shall comply with the following applicable requirements:

- 1.1 PHYSICAL CHARACTER.** A variety of block-form and house-form buildings shape the public streetscapes and private interior spaces. Buildings are varied in height, up to 3 stories, mixed and single use, and are near or at the sidewalk to spatially define the streetscape.
 - 1.1.1 Property shall comply with the development standards in Section 3 of the CC zone;
 - 1.1.2 Property shall comply with the signage requirements of Table 6;
 - 1.1.3 Buildings and additions shall comply with the architectural requirements of Table 7.
- 1.2 STREETScape / PUBLIC REALM.** The streetscape is in support of high pedestrian activity and consists of a range of permanent shade frontages such as arcades, galleries and shopfronts with wide awnings and shade trees. Wide sidewalks accommodate outdoor dining while providing for comfortable strolling.
 - 1.2.1 Existing blocks shall comply with Section ___ when any of the following are modified or apply: a) vehicular access, b) right-of-way, c) streetscape, d) block exceeds 700 feet on any side;
 - 1.2.2 Adjacent streetscapes shall be improved per Section ___ when any of the following apply: a) new building or renovation/addition over 50%; b) modification of site access; or c) subdivision;
 - 1.2.3 Open space shall be provided per Table 8 when any of the following apply: a) new building or renovation/addition over 50%; b) modification of site access; or c) subdivision;
- 1.3 LAND USE.** A variety of land use activities are allowed with a focus on specialty retail, restaurants, civic/cultural, lodging, conference facilities, office and housing.
 - 1.3.1 Existing land uses may remain per the requirements of TMC Section _____;
 - 1.3.2 New or expanded land use activity shall comply with Section 2 of the CC zone.
- 1.4 PARKING.** Parking is provided through a shared system of on-street and off-street spaces. Off-street spaces are a combination of grouped surface parking and strategically located public spaces.
 - 1.4.1 Existing parking shall be improved when any of the following apply: a) new building or renovation/addition over 50%; b) modification of site access; or c) subdivision;
 - 1.4.2 New or expanded parking shall comply with Section 2 of the CC zone.

EXAMPLES OF THE CC ZONE'S RANGE OF INTENDED PHYSICAL CHARACTER:



Above: Mixed use buildings with ground floor non-residential and upper floor housing, lodging or office.



Above: Mixed use buildings line a larger building flexible for a variety of non-street related activities.



Above: Mixed-use buildings offering a variety of housing choices in response to transit.

Note: The above examples illustrate the intended range of scale, intensity, site organization and streetscape typically associated with the CC Zone.

SECTION 2. LAND USE STANDARDS

In support of the intended physical environment and range of land use activity, all property shall comply with the applicable requirements of Section 2.

- 2.1 ALLOWED LAND USE TYPES.** Section 2 identifies the allowed land use activity, the required permit and the amount of required parking.
 - 2.1.1 The identified permit is required prior to establishing operations;
 - 2.1.2 Allowed land use types shall comply with the special requirements identified in Section 2.
- 2.2 MULTIPLE LAND USE TYPES.** A building or building site may utilize multiple land use types per the applicable requirements of Section 2.
- 2.3 LOCATION AND SIZE OF LAND USE TYPE.** In order to promote land use compatibility, allowed land use types shall comply with the identified requirements for size and location.

Key

P	Permitted Use by right
MUP	Conditional Use - Minor Use Permit Required
CUP	Conditional Use - Conditional Use Permit Required
TUP	Conditional Use - Temporary Use Permit Required
Blank	Use not allowed
3.41C	See Section for requirements

LAND USE TYPE	REQUIREMENTS		
	PERMIT	PARKING	SPECIAL
Retail			
Retail > 30,000 sq ft	MUP	1 / 300	3.2.1
Retail 10,000 to 30,000 sq ft	P	1 / 300	
Retail 5,000 to 10,000 sq f	P	1 / 500	
Retail < 5,000 sq ft	P	0	
Drive-Through			
Eating Establishment > 2,500	MUP	1 / 300	
Eating Establishment < 2,500	P	0	
Office			
General Office > 2,500	P	1 / 300	3.2.5
General Office < 2,500	P	0	
Medical Office > 2,500	P	1 / 300	
Medical Office < 2,500	P	1 / 300	
Public Assembly, Civic, Recreation			
Government Activity	P	1 / 300	3.2.7
Library	P	1 / 300	
School	P	1 / 300	
Place of Worship / Assembly	P	1 / 300	
Industrial, Transportation, Automobile-Related			
Manufacturing > 5,000			
Manufacturing < 5,000			
Light Industrial <10,000	MUP	1 / 000	3.2.11
Light Industrial < 5,000	P	1 / 1000	
Airport			
Residential			
Lodging B&B Inn:	P	1 / unit	3.2.4
Lodging Hotel/Motel:	MUP	1 / unit	
Dwelling: 3BR or more	P	2/unit + .25 guest	
Dwelling: 2BR	P	2/unit	
Dwelling: 1BR or Studio	P	1/unit	
Dwelling: Carriage House	P	0	
Dwelling: Assisted Living	P	0.25/unit	

SUPPORTING COMPONENTS

4.0 STANDARDS SPECIFIC TO BUILDINGS

STANDARDS SPECIFIC TO BUILDINGS 4.0

4.50 Requirements by Zone

In support of the intent and intended physical environment for each zone, Table 4 identifies the allowed building types in each zone. All land use and development activity shall comply with the applicable requirements of Table 4.

- 1. REQUIREMENTS FOR BUILDINGS.** All buildings subject to the Tehachapi Code are required to comply with the building types in Section 4.0, as allowed.
- 2. BUILDING SIZE.** All buildings subject to the Downtown Code shall comply with the building types in Section 4.0, as allowed.
- 3. STORIES AND HEIGHT.** Where partial numbers are shown for a building (e.g., "2.5"), this identifies that the upper most story is to be allowed at a lower coverage rate than the lower stories such as an occupied attic or smaller footprint than the story below. Building height is specified in Table 4 and is expressed in the zoning standards as feet to the highest eave on the building, not counting the roof in the overall height dimension.
- 4. MULTIPLE BUILDING TYPES.** As allowed by Section 4.0, a site or building may utilize multiple building types subject to compliance with the applicable requirements and City review and approval.

TABLE 4 ALLOWED BUILDING TYPES



A. Lined Building B. Flex Building Large C. Flex Building Small D. Indl Shed Small E. Indl Shed Large F. Rowhouse "BF"

TABLE 4 ALLOWED BUILDING TYPES



G. Rowhouse "HF" H. Courtyard Building I. Bungalow Court J. Mansion Apt K. Duplex, Triplex, Quadplex L. House M. Estate

ZONES

ALLOWED TYPES	DT CORE (T5)	
	REQMTS	MAX. STORIES
BLOCK - FORM TYPES		
A. LINED BUILDING	SEE TABLE 4A	3.5
B. FLEX BUILDING LARGE	SEE TABLE 4B	3
C. FLEX BUILDING SMALL	SEE TABLE 4C	3
D. INDUSTRIAL SHED LARGE	SEE TABLE 4D	2
E. INDUSTRIAL SHED SMALL	SEE TABLE 4E	2
F. ROWHOUSE "BLOCK-FORM"	SEE TABLE 4F	2.5
HOUSE-FORM TYPES		
G. ROWHOUSE "HOUSE-FORM"	SEE TABLE 4G	3
H. COURTYARD BUILDING	SEE TABLE 4H	3
I. BUNGALOW COURT	SEE TABLE 4I	3
J. MANSION APARTMENT	SEE TABLE 4J	3
K. DUPLEX TO QUADPLEX	SEE TABLE 4K	3
L. HOUSE	SEE TABLE 4L	3
M. ESTATE		

NEIGHD CENTER (T4.5)		NEIGHD GENERAL (T4)		NEIGHD EDGE (T3)		RURAL GENERAL (T2.5)	
REQMTS	MAX. STORIES	REQMTS	MAX. STORIES	REQMTS	MAX. STORIES	REQMTS	MAX. STORIES
SEE TABLE 4C	2.5					SEE TABLE 4C	1
SEE TABLE 4F	2.5					SEE TABLE 4D	1
SEE TABLE 4E	2.5	SEE TABLE 4E	2				
SEE TABLE 4F	2.5	SEE TABLE 4F	2.5	SEE TABLE 4F	2		
SEE TABLE 4G	2.5	SEE TABLE 4G	2	SEE TABLE 4G	2		
SEE TABLE 4H	2.5	SEE TABLE 4H	2				
SEE TABLE 4I	2.5	SEE TABLE 4I	2				
SEE TABLE 4J	2.5	SEE TABLE 4J	2	SEE TABLE 4L	2	SEE TABLE 4L	2.5
				SEE TABLE 4M	2	SEE TABLE 4M	2.5

NOTES FOR TABLE 4

- SEE TABLE 4C: Types allowed in zone, see reference for requirements.
- Blank: Type not allowed in zone.
- 2: Maximum stories in zone.
- 2.5: Maximum of three stories with the 3rd story required within the 2nd story roof volume.

EXAMPLE OF COMPONENTS

4.15 BUILDING TYPE DESCRIPTIONS

4.15 BUILDING TYPES

A. BLOCK - FORM BUILDINGS



A. FLEX BUILDING

A building designed for occupancy by retail, service, and/or office uses on the ground floor, with upper floors configured for retail, service, office, and/or residential uses. Upper floor units may be directly accessed from the street through a stair or through a street level lobby.



B. LINED BUILDING

A building that conceals a public garage or other large scale building such as a movie theater, or "big box" store. The building is designed for occupancy by retail, service, and/or office uses on the ground floor, with upper floors configured for retail, service, office, and/or residential uses. At left, this type is shown from the street view and from overhead to illustrate the effect of the lined building.



4.16 FRONTAGE TYPE DESCRIPTIONS

4.16 FRONTAGE TYPES

A. SUB - URBAN FRONTAGE TYPES



A. STOOP

Sloops are exterior stairs with landings which provide access to buildings located near or at their front property lines. The ground floor of the building is raised to provide some privacy for the rooms facing the public street and passersby. This frontage is ideal for ground floor housing that is near the street.



B. PORCH

Porches are a frontage that consists of a building with a front set back from the property line, and a porch attached to it, and an optional low fence or wall at or near the property line. This frontage is a non-enclosed area of the building that encroaches into the front setback and accommodates residential as well as non-residential land uses.



C. FRONT YARD

Front Yard frontages consist of the building facade being set back from the front property line in a dimension large enough to create a front yard which is continuous with neighboring yards. These yards are typically fenced, visually continuous within a block, and thus create a visually continuous landscape.

DISCUSSION