



Title 9: Zoning

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October 31,
2011

Chapter 6: Downtown Development Standards

This chapter includes the development standards specific to the downtown. These standards are established in the format of a form based code as described in this chapter.

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Title 9, Chapter 6

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Chapter 6: Downtown Development Standards

Sections:

- 9-6-1 Purpose and Overview
- 9-6-2 Design Concept and Intent
- 9-6-3 Base Development Standards
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- 9-6-6 Street and Pedestrian Ways
- 9-6-7 Special Design and Operational Standards

Draft Zoning Code Changes:

- *This chapter establishes form based zoning regulations for the downtown.*
- *Setback, height, and other development standards are based upon the type and character of development already in the downtown.*
- *Relevant provisions of the existing Downtown Design Guidelines have been incorporated. The guidelines would be repealed upon adoption of this code.*

9-6-1 Purpose and Overview

A. Purpose

This chapter describes the specific development and land use standards for the downtown area of Lemoore. These standards work in concert with the other provisions of this title to define the allowed use, development, and design parameters for the downtown.

B. Overview of Form Based Zoning

Form based zoning provides a method of regulating development to achieve a desired urban form characterized by a uniform street and circulation system, building typologies and street frontage requirements. Form based provisions address the relationship between building facades and the public realm (e.g., streets and sidewalks), the form and mass of buildings, and the size, character, and type of streets and blocks. This approach differs from the type of zoning used through the rest of this title, where the standards are compartmentalized and uses are segregated from each other.

C. Applicability of Standards

As established in chapter 9-3 (zoning districts and map) of this title, downtown Lemoore is broken down into three zoning districts – the downtown mixed use - core (DMX-1), downtown mixed use – auto-oriented (DMX-2), and downtown mixed use - transitional (DMX-3). Chapter 9-4 (use regulations) identifies the allowed uses within each of these districts. This chapter identifies the development standards and design requirements for all new development and remodels of existing development within these districts. Unless otherwise exempted, all development and redevelopment in the DMX-1, 2, and 3 districts shall comply with the standards in this chapter and shall be reviewed for consistency as part of site plan and architectural review and zoning plan review.

D. Organization of Downtown Development Standards

Standards for the downtown mixed use districts are organized as follows:

1. **Section 9-6-2, Design Concept and Intent.** Section 9-6-2 describes the design concepts for each of the three downtown districts. It sets the tone and character of the physical form of the development.
2. **Section 9-6-3, Base Development Standards.** Section 9-6-3 establishes the basic development standards for buildings in the downtown, including setbacks (building placement), height, parking, encroachment, and signs.
3. **Section 9-6-4, Architectural Design Standards.** Section 9-6-4 establishes the architectural design parameters for development in the downtown in much the same way as the 1996 Downtown Design Guidelines.
4. **Section 9-6-5, Building Types and Frontages.** Section 9-6-5 identifies the types of buildings and frontages allowed in each of the downtown districts and establishes development standards for each frontage type.
5. **Section 9-6-6, Street and Pedestrian Ways.** Section 9-6-6 provides the development standards and design specifications for the public and private streets, alleys, and paseos (pedestrian paths) that are found in the downtown.
6. **Section 9-6-7, Special Design and Operational Standards.** Section 9-6-7 addresses concerns for specific operations and activities that occur in the downtown and provide standards and guidelines for the successful integration of these operations and activities into the overall character of the area.

9-6-2 Design Concept and Intent

The overall design for downtown Lemoore is described by the following concepts for each of the downtown mixed use districts.

A. DMX-1 (Downtown Mixed Use - Core)

The DMX-1 district comprises the historical center of the downtown. Many of Lemoore's landmark buildings, such as the Odd Fellows Hall, the Lucerne and Antlers hotels, and the old library/bank building are located within the DMX-1 district. These buildings date from the early 1900s. The district also includes many newer commercial buildings constructed throughout the 20th century. These buildings emulate the historic styles of the older buildings but in less elaborate ways. These buildings are oriented towards the pedestrian, with buildings constructed directly abutting and facing the public sidewalk. Vehicle parking is generally found on-street, at city-operated facilities, or at the rear of lots (when provided on-site).

The design concept for the DMX-1 district is to maintain and enhance the character and development patterns of the historic structures by recognizing the importance the older design styles play in the architecture of the building, while at the same time understanding that extensive ornamentations are not always practical or economically feasible. New buildings are afforded a level of flexibility, innovation, and creativity in their design, but they shall comply with the overall intent to reflect and compliment the historic buildings and development patterns of the area.

B. DMX-2 (Downtown Mixed Use – Auto-Oriented)

The DMX-2 district is predominately made up of structures and uses that date from the middle to end of the 20th century. These buildings are generally one story in height and are currently oriented around the use of the automobile. Uses that characterize this district include automobile repair and maintenance, public services, and industrial uses, as well as residential.

The design concept for the DMX-2 district is to facilitate the natural transition of the existing structures and uses to more intensive uses through natural evolution initiated by the property owner(s). As this transition is made, new structures will be developed close to the street, as with the DMX-1 district, but will provide for a transition in building typologies, density, and intensity from the DMX-1 district to the surrounding residential uses.

C. DMX-3 (Downtown Mixed Use – Transitional)

The DMX-3 district currently includes a combination of light office and low to medium density residential uses. Structures are generally one story in height with larger front building setbacks. Structures are relatively simple in architectural detailing.

The design concept for the DMX-3 district is for a continuation of the current design pattern with enhancements in the level of architectural design and detailing. The DMX-3 district completes the transition from the downtown to the surrounding residential properties by utilizing some of the building siting qualities of the adjacent residential development while reflecting the architectural pallet of the more commercial core that is the DMX-1.

9-6-3 Base Development Standards

All proposed development and redevelopment of property within the downtown shall comply with the base development standards listed in this section.

A. Building Placement

Each proposed structure shall comply with the build-to line, setback, and buildable area standards listed in table 9-6-3-A1 (building placement) and shown in figures 9-6-3-A1 and A2 (building placement), except that encroachments into the public right-of-way may be allowed as provided in section 9-6-3-D (encroachments).

As used in this section, the following terms shall have the following meaning:

1. **Build-to line.** A build-to line is a distance dimension that delineates the maximum distance from the property line that a front or street side building façade can be placed. A distance other than the number listed is not allowed.
2. **Setback.** A setback is a distance dimension that delineates the minimum distance required between a building and a property line. A larger distance is allowed.

TABLE 9-6-3-A1 - BUILDING PLACEMENT

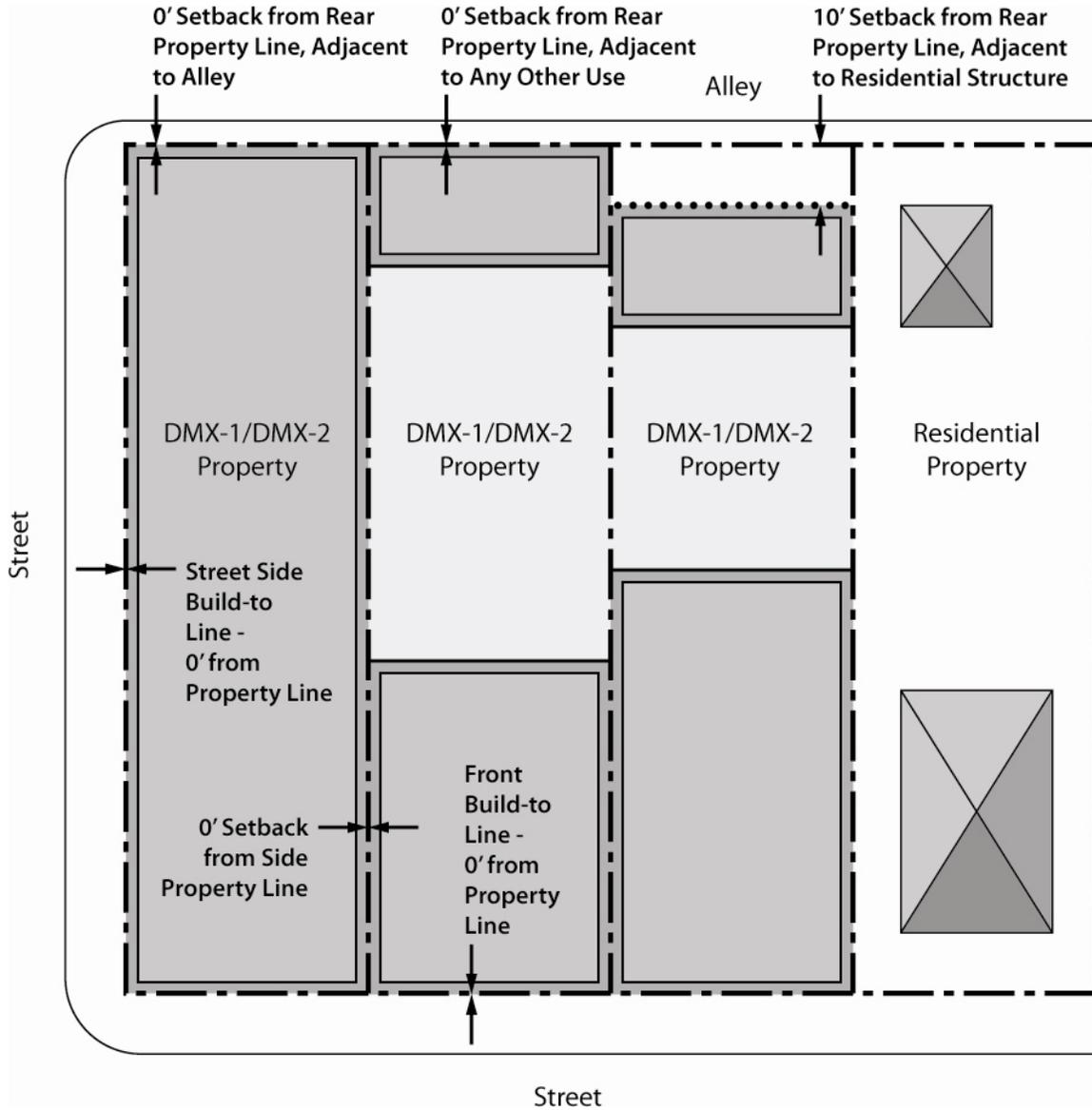
Development Standard	Measurement		
	DMX-1	DMX-2	DMX-3
Build-to Line (Maximum Distance from Property Line)			
Front	0' ^{1,2}	0' ³	n/a
Street Side, corner lot	0' ^{1,2}	0' ³	n/a
Setback (Minimum Distance from Property Line)			
Front	n/a	n/a	15'
Street Side, corner lot	n/a	n/a	15'
Side	0'	0'	5'
Rear			
Adjacent to residential structure	10'	10' ⁴	15' ⁴
Adjacent to any other use	0'	0'	15'
Adjacent to Alley	0'	0'	0' ⁴

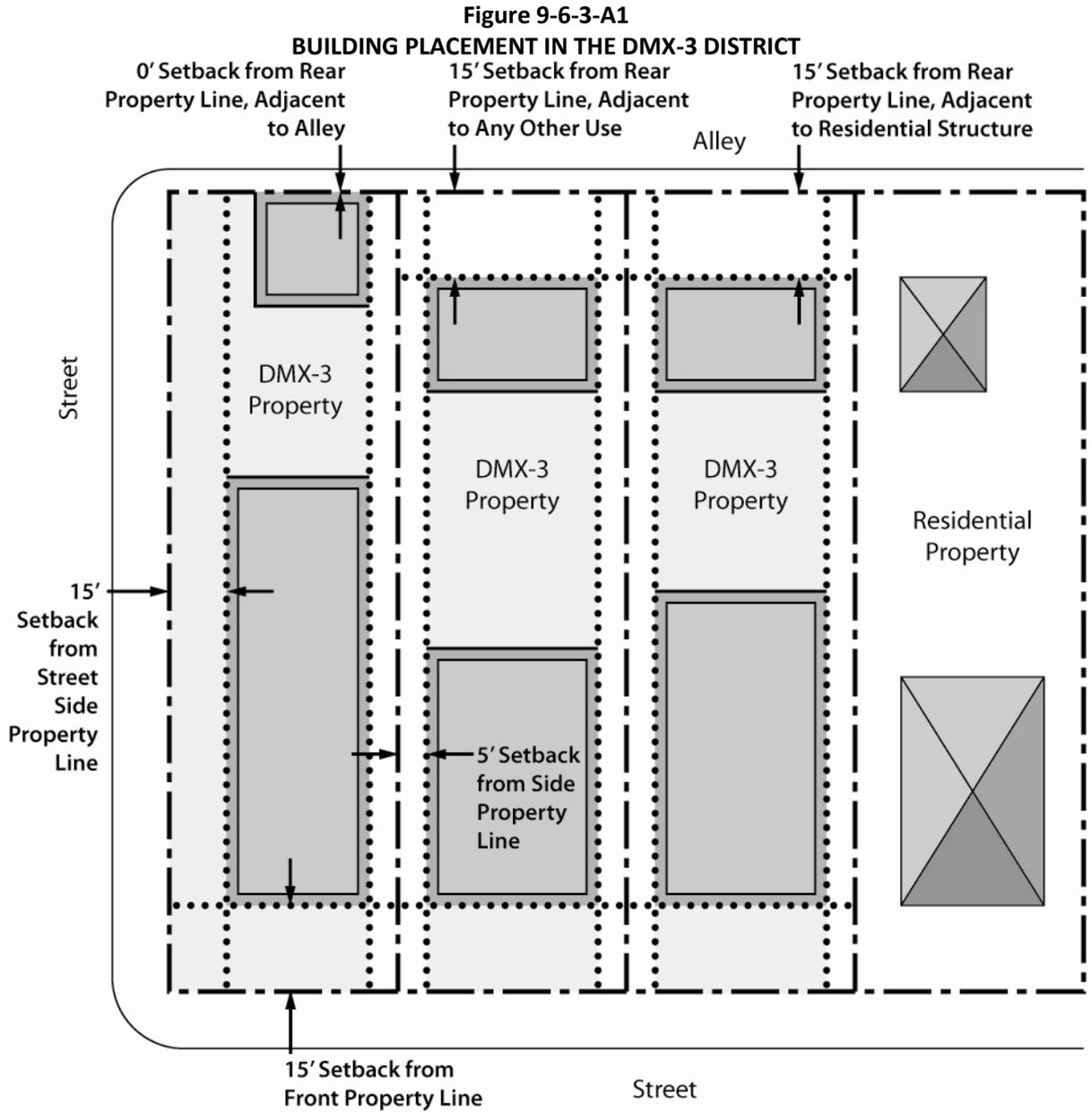
Notes

1. Up to thirty percent (30%) of the length of the building façade along a street may be recessed to create inviting pedestrian spaces such as entries, courtyards, and patios. A higher percentage shall be allowed through site plan and design review where the setback area provides a more meaningful pedestrian area, such as patio seating for a restaurant, or other gathering spaces. See figure 9-6-3-A3 (recessed spaces).
2. Exceptions shall be granted through site plan and design review for historic home/office Conversion buildings and frontages to a maximum of twenty feet (20').
3. Exceptions shall be granted through Site Plan and Design Review for automotive-related uses to a maximum setback of thirty feet (30').
4. Rowhouses may be developed with no side yard setback and no alley setback as part of site plan and design review.

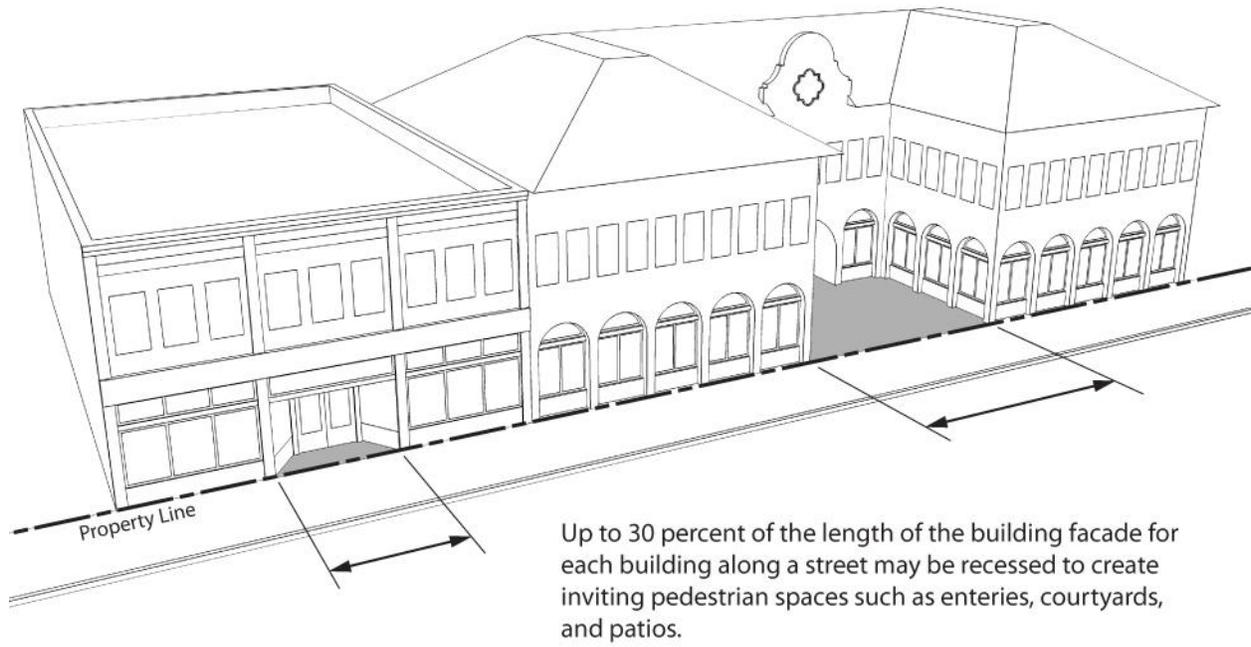
Figure 9-6-3-A1

BUILDING PLACEMENT IN THE DMX-1 AND DMX-2 DISTRICTS





**Figure 9-6-3-A3
RECESSED SPACES**



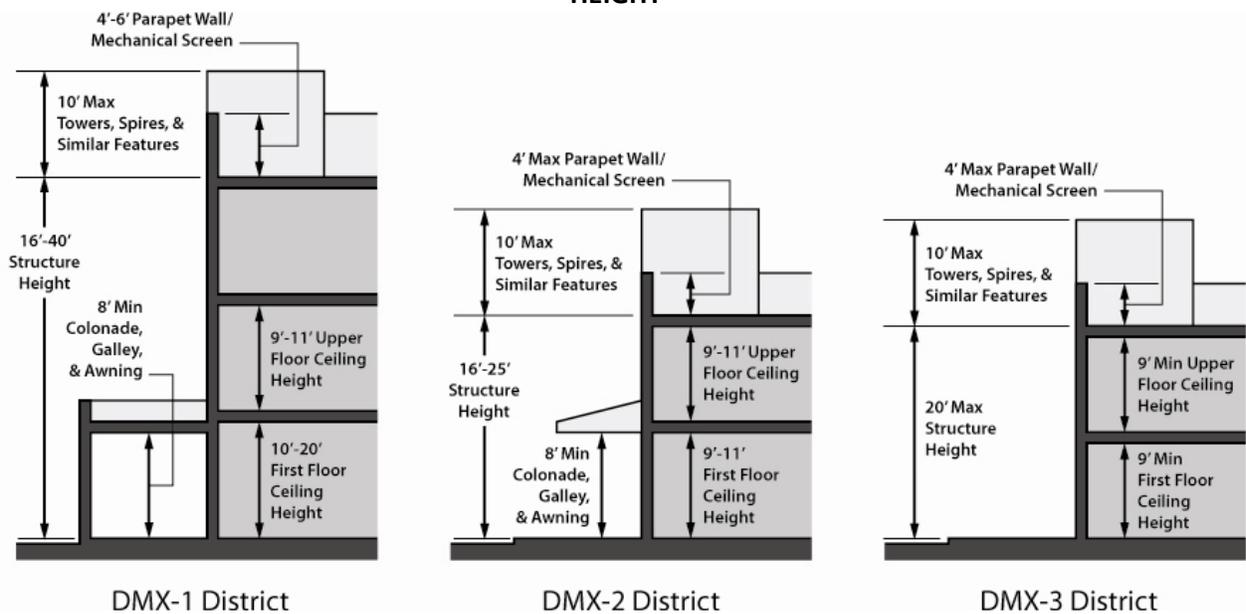
B. Height

Height standards for development within the downtown are listed in table 9-6-3-B1 (height) and shown in figure 9-6-3-B1 (height).

Development Standard	Measurement		
	DMX-1	DMX-2	DMX-3
General Height Standards (Maximum Height)			
Structure Height (finished grade to top of roof)	16' min, 40' ¹ max.	16' min, 25' max.	20' max.
First Floor Ceiling Height (finished floor to finished ceiling top plate)	10' min., 20' max.	9' min., 11' max.	9' min.
Upper Floor(s) Ceiling Height (finished floor to finished ceiling)	9' min. 11' max.	9' min., 11' max.	9' min.
Projections (Additional Height Above Maximum)			
Parapet Wall, Mechanical Screen, and Sloped False Roofs	4' min., 6' ² max.	4' max.	4' max.
Towers, Spires, & Similar Features	10' max.	10' max.	10' max.
Architectural Features			
Colonnade, Gallery, & Awning	8' min.	8' min.	Not allowed
Notes			

1. See special requirements for landmark buildings in section 9-6-4-D (landmark buildings).
2. Additional parapet height shall be allowed through site plan and design review when the parapet has a varied height across the building frontage and incorporates historic features such as medallions and curves.

**Figure 9-6-3-B1
HEIGHT**



C. Parking

The original development of downtown Lemoore dates from the late 1800s and early 1900s before the wide use of the automobile. As such, many of the historic buildings in the downtown do not have their own off-street parking lots, unlike the contemporary developments outside of the downtown. The city does provide some parking facilities in the form of on-street parking and surface parking lots. The city recognizes the potential impacts to the overall historic character that would occur if all new development was required to provide off-street parking, principally in the DMX-1 district. For this reason, the city has reduced or completely waived the requirements for providing parking in some areas of the downtown; in others, parking requirements are reduced when compared to the rest of the city.

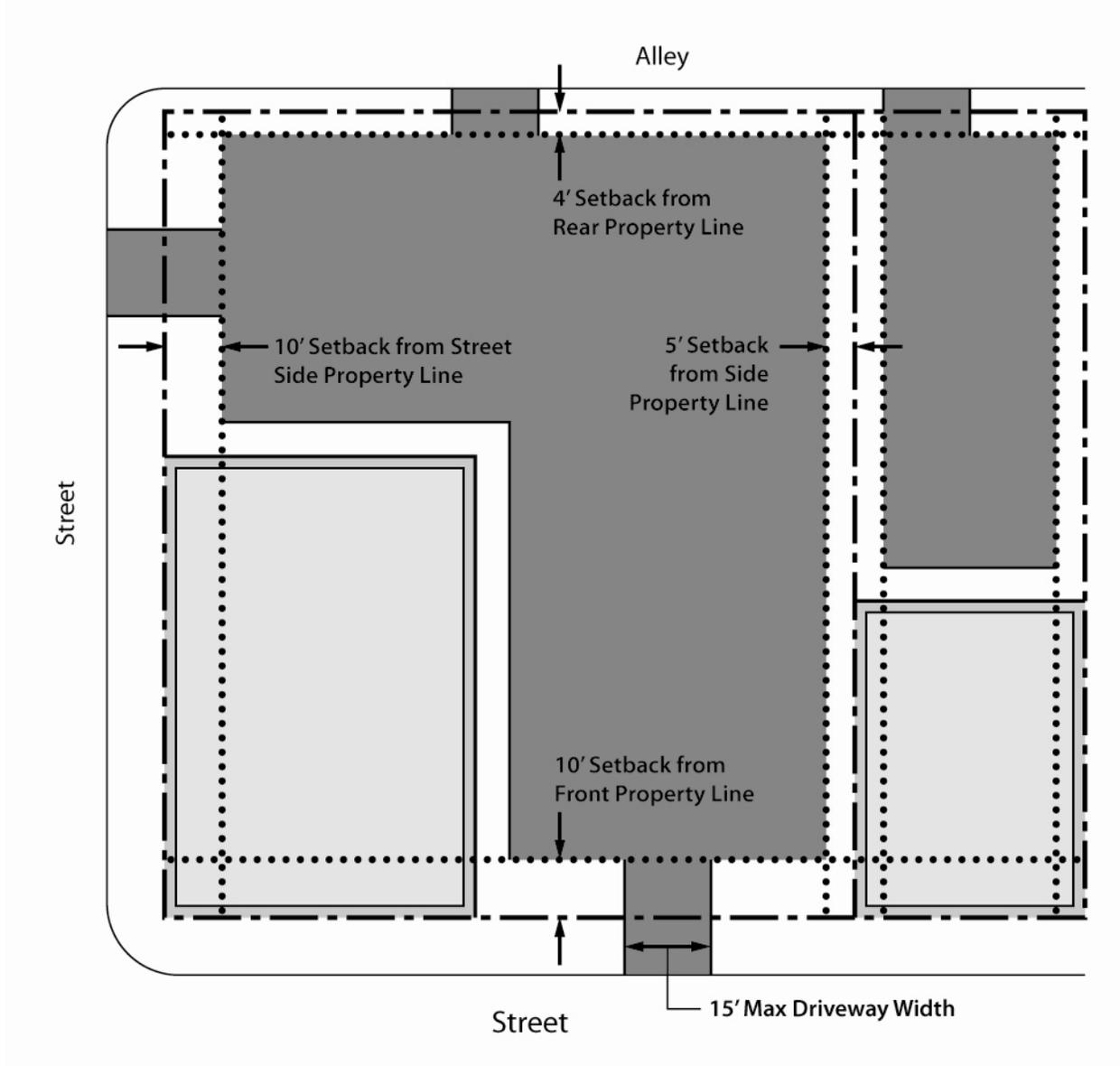
In places where parking is required or provided at the option of the property owner, parking shall be developed consistent with the standards listed in table 9-6-3-C1 (parking) and illustrated in figure 9-6-3-C1 (location of parking). In addition to these standards, parking lots shall be lighted and landscaped consistent with the standards in section 9-5A-6 (outdoor lighting) and section 9-5D-2 (landscaping standards) and parking stall dimensions shall be consistent with the standards of section 9-5E-5 (design and development standards for off-street parking areas).

TABLE 9-6-3-C1 - PARKING			
Development Standard	Measurement		
	DMX-1	DMX-2	DMX-3
Parking Lot Location (Minimum Setback)			
Setback from Front Property Line	10' min.	10' min.	15' min.
Setback from Side Property Line	5' min.	5' min.	5' min.
Setback from Street Side Property Line	10' min.	10' min.	10' min.
Setback from Rear Property Line	4' min.	4' min.	4' min.
Parking Lot Access (Ingress/Egress)			
Driveway Width	15' max ¹	15' max ¹	15' max ¹
Number of Off-Street Spaces Required			
Residential Uses	1/du	1/du	1/du
Non-Residential Uses			
Change in Use	No Required Off-Street Parking	No Required Off-Street Parking	No Required Off-Street Parking
New Development ²	1/250 sf ³	1/250 sf	1/250 sf

Notes

1. A greater or lesser width may be required as determined by public works as part of site plan and architectural review.
2. The minimum parking requirement for new development shall be waived upon payment of an in lieu payment to the city. The in lieu fee shall be established by resolution of the city council and shall be used for the acquisition and/or development of new city-owned and operated off-street parking facilities within the downtown.
3. Required parking may be waived in full without payment of an in lieu fee for new development that includes retail and restaurant uses.

**Figure 9-6-3-C1
LOCATION OF PARKING AREAS**



D. Encroachments

Generally, the city permits development to occur on private property and not within the public right-of-way. However, the city will permit permanent structures or improvements, including but not limited to planter boxes, seating, arcades, galleries, and awnings within the public right-of-way within the DMX-1 and DMX-2 district with approval of an encroachment agreement. Encroachments into the public right-of-way shall be in conformance with the standards in table 9-6-3-D1 (Encroachments) and shown in figures 9-6-3-D1 (encroachments) and 9-6-3-D2 (sidewalk clearance). Requests for encroachment will be reviewed for compliance with the standards below and to ensure consistency with the character of the downtown.

TABLE 9-6-3-D1 – ENCROACHMENTS

Development Standard	Measurement		
	DMX-1	DMX-2	DMX-3
Encroachment Location			
Front and Street Side (maximum encroachment distance)	8'	8'	Permanent encroachments not allowed in the DMX-3 district.
Clear Space to Curb (minimum distance to maintain clear at all times)	4'	4'	
Clear Walk Path ¹ (minimum distance to maintain clear at all times)	4'	4'	
Vertical Clear Area to Sidewalk (minimum distance to maintain clear at all times)	8'	8'	
Notes			
1. Clear walk path is intended to comply with the standards of the Americans with Disabilities Act.			

**Figure 9-6-3-D1
ENCROACHMENTS**

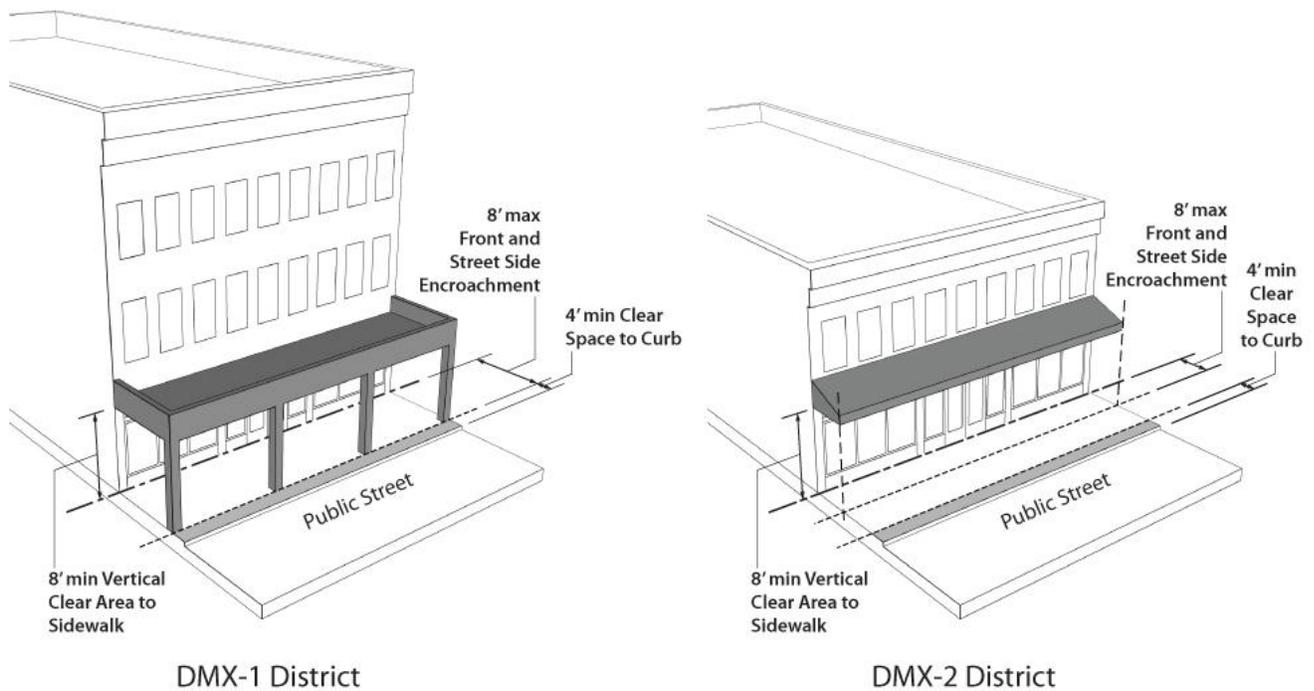
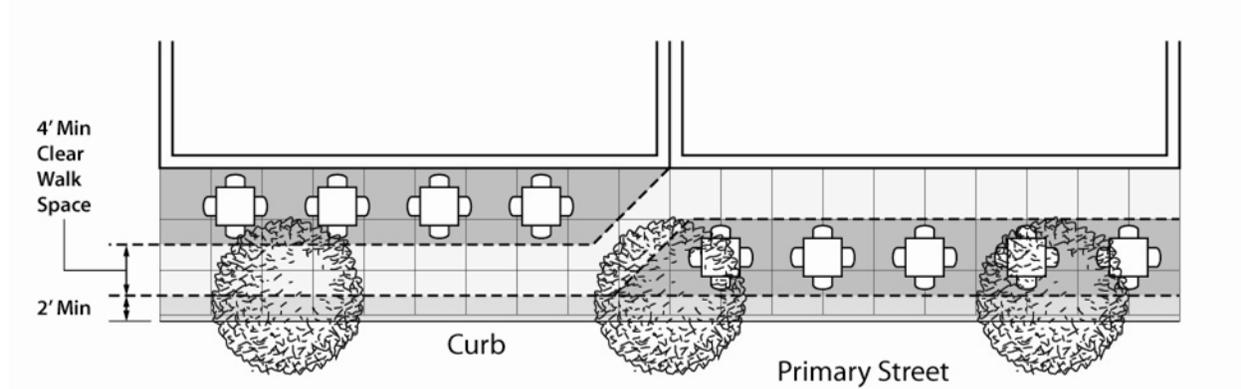


Figure 9-6-3-D2
SIDEWALK CLEARANCE



E. Signs

Signs in the downtown shall comply with the development standards identified in this section. While these standards are specific to the downtown, the city's general policies, standards, permit requirements, and development, maintenance, and removal standards, which are described in article 9-5F (signage), shall also apply. Nothing in this section shall exempt a sign from the requirements of the city-adopted building code and requirements for obtaining a building permit before installation.

1. **Permit Requirements.** No sign shall be established in the downtown without minor site plan and design review approval as provided in section 9-2B-13 (site plan and architectural review), except that the following signs are specifically exempt:
 - a. Those signs listed in article 9-5F (signage) as being exempt from permit requirements; and
 - b. Temporary signs complying with the following limitations:
 - i. One sign per public frontage, limited to one (1) square foot of sign per one (1) linear foot of primary building frontage, not to exceed one hundred (100) square in total;
 - ii. One temporary sign shall be permitted for a maximum of thirty (30) days. After the thirty (30) day period, another type of temporary signage may be placed for a maximum thirty (30) day period. Not more than one type of temporary signage shall be allowed at one time. A maximum of two (2) temporary signs shall be permitted for a maximum of thirty (30) days at a time, maximum one (1) per street frontage, provided that the same type of temporary sign was not located on the site for a maximum of thirty (30) days prior to the display and the same type of temporary sign will not be displayed for a minimum of thirty (3) days after.
 - iii. Signs shall be constructed of long-lasting materials, such as canvas, cloth, or vinyl plastic, and may not be constructed of cardboard or paper.
2. **Prohibited Signs.** In addition to those signs listed in article 9-5F (signage) as being specifically prohibited, the following signs shall also be prohibited in the downtown:
 - a. Banners as permanent signs;

- b. Freestanding signs, unless otherwise approved as part of site plan and architectural review;
 - c. Digital message signs; and
 - d. Internally Illuminated can signs with translucent field.
3. **Allowed Permanent Signage Types.** Allowed types of signs that are permitted in the downtown are listed in table 9-6-3-E1 (allowed signage types). These types of signs are defined and illustrated in chapter 9-12 (glossary of terms). Specific development standards for these signage types are provided in section 9-6-3-E-5. The symbols in the table shall have the following meaning:
- a. An “A” means that the signage type is allowed;
 - b. An “E” means that the signage type is preferred and encouraged; and
 - c. A “N” means that the signage type is not permitted.

TABLE 9-6-3-E1 – ALLOWED PERMANENT SIGNAGE TYPES

Signage Type	Allowed Permanent Signage Types by Downtown District		
	DMX-1	DMX-2	DMX-3
Awning Sign	E	A	A
Bracket Sign	A	A	A
Channel Letter Sign	A	A	N
Marquee Sign	E	N	N
Portable Sign	A	A	A
Projecting Sign	E	A	A
Pushpin Sign	A	A	A
Reverse Channel Letter Sign	A	N	N
Wall Sign	A	A	A
Window Sign	E	A	A

4. **General Signage Size Standards.** Signs in the downtown shall comply with the following size limitations:
- a. Signs along primary frontages. The total allowed area of signs along the primary frontage of a building shall be based on a ratio of two (2) square feet of sign for every one (1) linear foot of building frontage. There shall be no limit to the number of signs along a primary frontage.
 - b. Signs along Secondary Frontages. The total allowed area of signs along the secondary frontage of a building shall be based on the ratio of one and one-half (1½) square feet of sign for every one (1) linear foot of building frontage. There shall be no limit to the number of signs along a secondary frontage. Secondary frontages shall include any building side that directly abuts a side street, alley, or parking lot.
 - c. Cumulative Total of Sign Area. The cumulative allowed sign area shall be as follows:
 - i. Per sign. The maximum allowed area for each sign shall be one hundred (100) square feet.

- ii. Total of All Signs. The maximum allowed area for all signs shall be two hundred (200) square feet.
 - d. Proportionality. The signage shall be in scale with the overall building. Signage on any frontage shall not take up more than ten (10) percent of the height of the building.
- 5. **Signage Standards by Sign Type.** Specific development standards for types of signs allowed in the downtown are as follows:
 - a. Awning sign.
 - i. Lettering shall only be allowed on valance flaps and shall not exceed ten inches in height; it shall also be located within the middle seventy percent (70%) of the valance area.
 - ii. Logos, symbols, and graphics are allowed on the shed (slope) portion of an awning, not exceeding nine (9) square feet.
 - iii. Awning signs are only permitted on first and second story occupancies.
 - iv. Awnings may be illuminated through spot lighting (e.g., pendants) directed at the face of the awning.
 - b. Bracket sign, marquee sign, and projecting sign.
 - i. These signs shall not be longer than eight feet and shall not be taller than four feet (4').
 - ii. These signs shall maintain a minimum vertical clear space to sidewalk of eight feet (8').
 - iii. An encroachment agreement is required when this sign is placed over the public sidewalk. These signs shall maintain a minimum two foot clear space to curb.
 - iv. These signs may be internally or externally illuminated; however, internally illuminated signs shall be designed so that only the letters, logos, numbers, or symbols appear illuminated. The background of the sign shall not be illuminated, such as with a can sign.
 - v. Marquee and projecting signs shall not be attached to the sloping face of mansard overhangs or other architectural devices intended to resemble or imitate roof structures.
 - c. Channel letter, push pin, reverse channel letter, and wall sign.
 - i. These signs shall not extend above an eave or parapet. When located along a fascia, they shall not extend beyond the vertical distance of the fascia.
 - ii. These signs shall be placed flat against the wall and shall not project from the wall more than required for normal construction purposes and in no case more than twelve inches (12"). The designated approving authority may modify this requirement in special circumstances where a projection greater than twelve inches (12") may be desirable to allow the creation of an especially creative and unique sign design.
 - iii. These signs shall be located within the middle seventy percent (70%) of the building or occupancy frontage.

- iv. These signs shall not cover or obstruct any portion of a window or architectural element.
 - v. These signs may be internally or externally illuminated; however, internally illuminated signs shall have opaque face panels so that only the letters, logos, numbers, or symbols appear illuminated.
- d. Portable sign.
- i. One portable sign shall be permitted per establishment. In the case of multiple establishments having a common entrance, only one portable sign shall be permitted per entrance. Examples include, but are not limited to, mall buildings.
 - ii. The maximum size for portable signs shall be eight (8) square feet. The maximum height allowed shall be four feet (4').
 - iii. Portable signs shall be made of long-lasting, durable materials such as wood and metal. Portable signs shall not be made of cardboard or poster board.
- e. Window sign. A window sign shall not make up more than twenty five percent (25%) of the window area.
6. **Design Standards.** The following design standards are intended to provide compatibility between the sign(s) and the overall scale of the building.
- a. Signs shall be compatible with the architectural style of the on-site building(s).
 - b. Signs shall incorporate at least one of the predominant visual elements of the on-site building(s), such as type of construction materials, color or other design detail.
 - c. The color(s) of a sign should be complementary to the colors of the building where it is located. Fewer colors will produce the most attractive sign, however special design review will be required for any sign with more than three colors.
 - d. The letter style used on a sign should be compatible with the architectural style of the building. For example, simple block letters are generally most compatible with the Spanish style buildings. For recently constructed buildings, simpler letter styles are desirable.
 - e. Neon light may be used, provided the sign is compatible with the design character of the building.
7. **Care and Maintenance.** All signs shall be maintained consistent with the provisions of article 9-5F (signage).

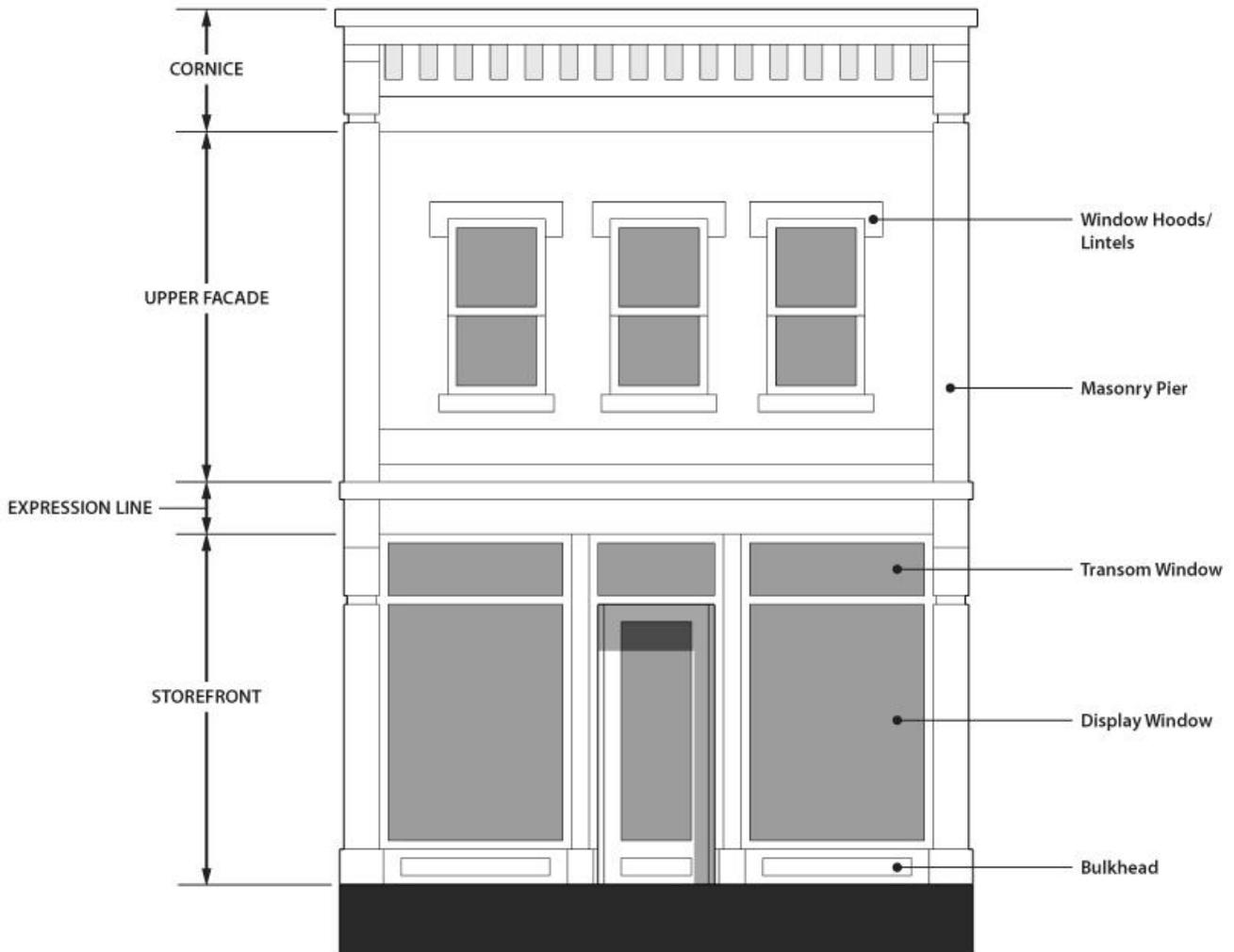
9-6-4 Architectural Design Standards

This section includes architectural design standards for all new buildings, renovated buildings, and remodels within the downtown. These standards incorporate and supersede the Downtown Lemoore Architectural Design Guidelines adopted in 1996, supplementing the guidelines with additional information and direction for property owners, merchants, and their designers regarding architectural design parameters within the downtown.

A. Architectural Details

1. Buildings within the downtown shall include architectural detailing consistent with the design character of the DMX district within which it is located. Design features include, but are not limited to, the following concepts identified below and illustrated in figure 9-6-4-A1 (design concepts):
 - a. Detailed cornice such as relief banding, tile banding, and accent tiles;
 - b. Trim around windows (e.g., window hoods and lintels) and doors;
 - c. Windows with muntins or glazing bars (elements that divide the window into multiple panes/lites) and/or mullions (structural elements that divide adjacent window units);
 - d. Expression lines between the first and second floors of multi-story buildings;
 - e. Transom windows on the first floor;
 - f. Recessed entries;
 - g. Large display windows that run the length of the building frontage; and
 - h. Wainscot base treatments along the bulkhead;

**Figure 9-6-4-A1
DESIGN CONCEPTS**



2. The physical design of buildings facades shall vary every twenty (20) to thirty (30) linear feet. This can be achieved through such techniques as:
 - a. Architectural Division into multiple buildings,
 - b. Break or articulation of the façade,
 - c. Significant change in facade design,
 - d. Placement of window and door openings, or
 - e. Position of awnings and canopies.

B. Building Materials

Building materials and finishes shall be selected to reinforce the overall design intent of the project and be consistent with the desired architectural character of the building. Buildings and structures shall be constructed with durable, low-maintenance, and timeless building materials of the same or higher quality as surrounding developments. See figure 9-6-4-B1 (building materials).

1. The following materials are encouraged:

a. Roofs

- (1) Barrel “U” shaped mission tile in a natural terra cotta or clay earth tone color;
- (2) Concrete tiles in terra cotta or earth tones;
- (3) Exposed wood structural members such as rafter tails, roof beams, and corbels;
- (4) Copper accents, gutters, downspouts, and scuppers;
- (5) Built-up stucco or preformed molding on parapets for flat roof buildings.

b. Building Walls

- (1) Stucco (with hand troweled, smooth appearance), adobe, terra cotta, brick, replica brick, and cut stone are all acceptable materials to use on a main surface of a building;
- (2) Wood surfaces in the form of lap siding or board and batten may be used when consistent with architectural character of the building;
- (3) Ornamental tiles, wood, and bricks can be used as trim or accents around the base of the building;
- (4) Split-face block may be use on unexposed sides and rears of buildings.

2. The following materials are prohibited:

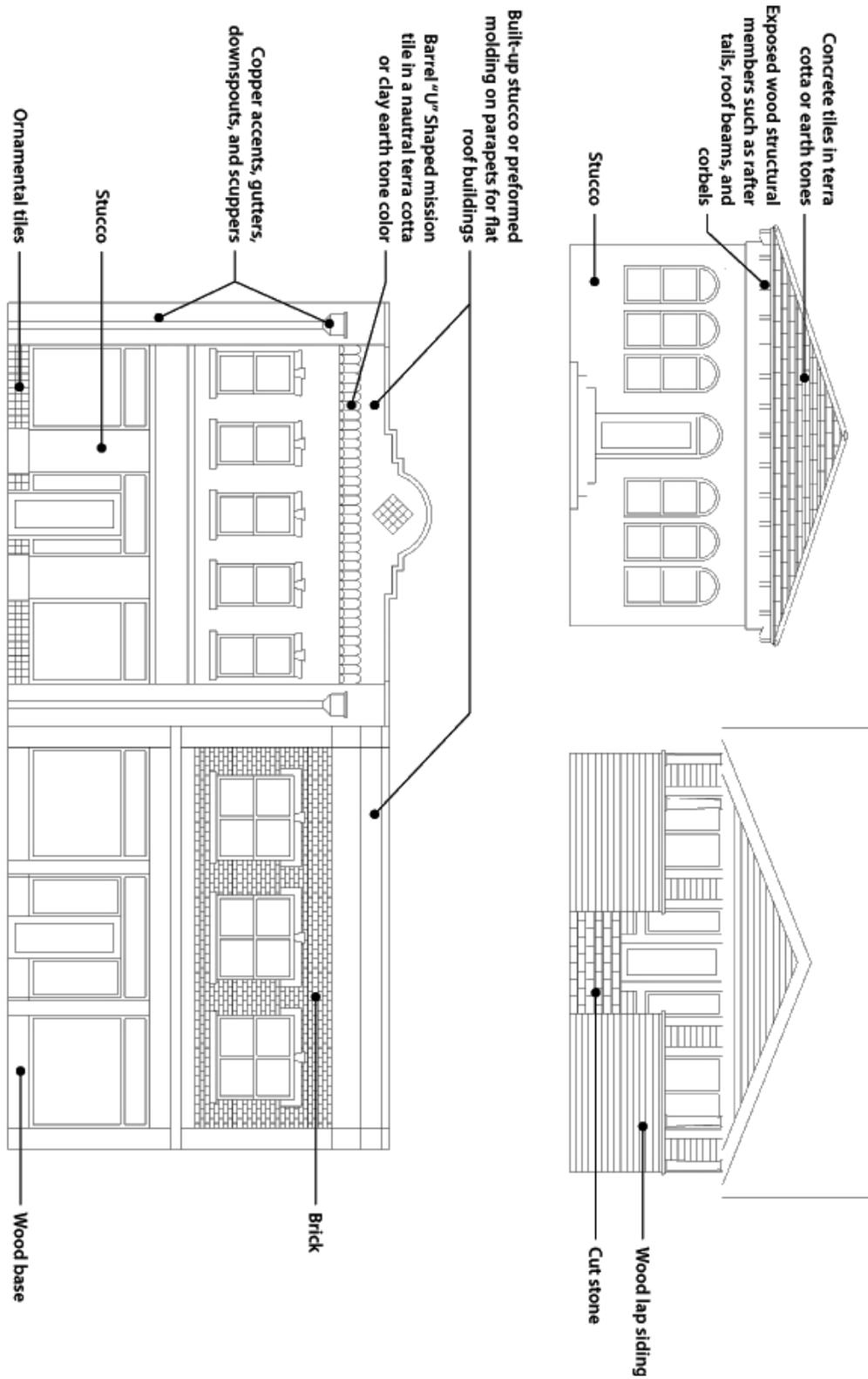
a. Roofs

- (1) Brightly colored glazed roofing tiles; and
- (2) Wood shingles and shake roofs.

b. Building Walls

- (1) Synthetic materials made of poor quality;
- (2) Corrugated fiberglass;
- (3) Coarsely finished or unfinished plywood;
- (4) Metal siding;
- (5) Unfinished concrete block and split-face block;
- (6) Shingles and T-111 siding; and
- (7) Slumpstone block.
- (8) Stucco when applied by sprayer (lace, sand finishes)

**Figure 9-6-4-B1
BUILDING MATERIALS**

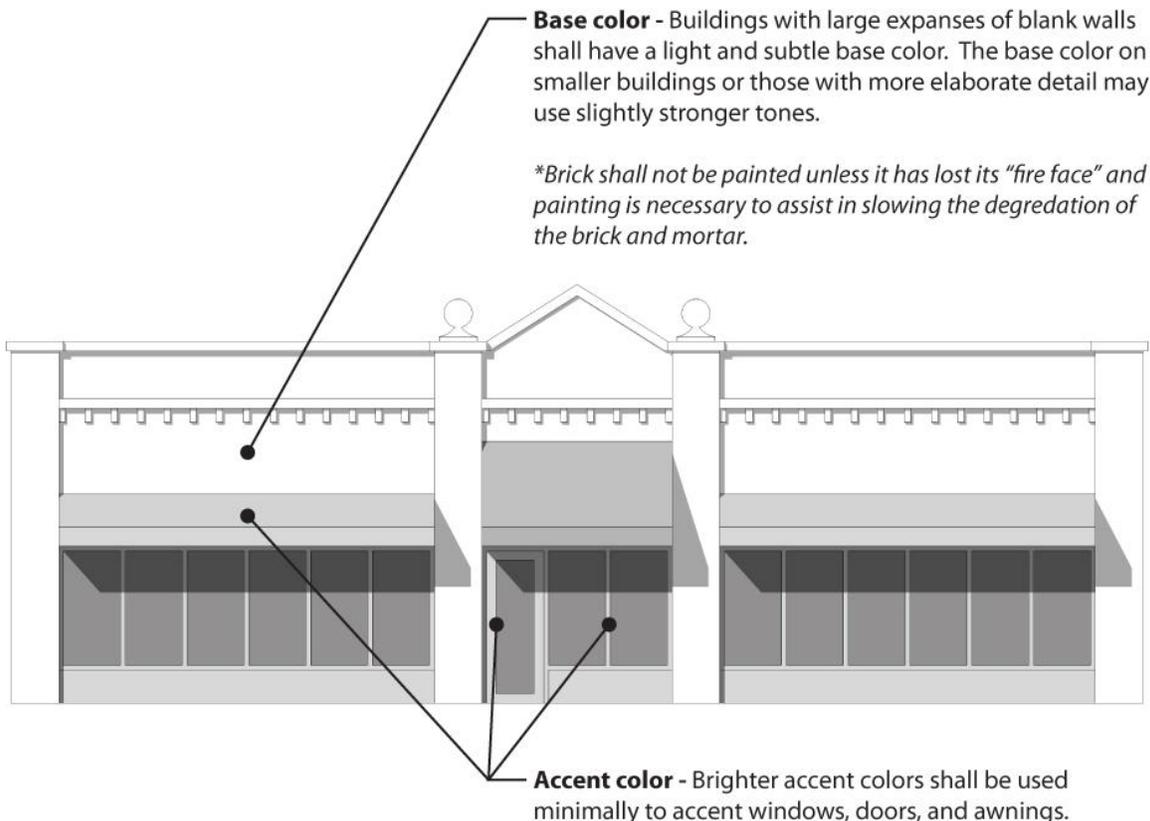


C. Colors and Painting

Color is an important aspect of the overall building design and character. Palettes shall be balanced, using the correct proportions between the lighter base colors and the brighter accent colors. Building color shall be reviewed as part of site plan and design review for all new construction. When building colors are to be modified, the proposed change shall require minor site plan and design review; except that if colors are chosen from the city-adopted historic color pallet, the color modification shall be exempt from review. The city’s adopted historic color pallet is the Benjamin Moore Historic Colors palette, the America’s Colors palette, and the Ready Mixed Colors palette. See figure 9-6-4-C-1 (building color).

1. **Brick.** Brick shall not be painted unless it has been determined by the planning director that the brick has lost its fire face and clear-coat painting is necessary to assist in slowing the degradation of the brick and mortar.
2. **Base Color.** Buildings with large expanses of blank walls shall have a light and subtle base color. The base color on smaller buildings or those with more elaborate detail may use slightly stronger tones. Examples of base colors include, but are not limited to, light grey, cream, white, pale flesh, pale yellow, light beige, sage green, and caramel.
3. **Accent Color.** Brighter accent colors shall be used minimally to accent windows, doors, and awnings. Special materials such as glazed tile can also be used to introduce accent colors on building facades. Examples of accent colors include, but are not limited to, forest green, deep blue green, brick red, deep blue, and sea green.

**Figure 9-6-4-C1
BUILDING COLOR**



D. Landmark Buildings

The city encourages that corner buildings in the DMX-1 zone be developed with the following features, achieving a concept called “landmark buildings” where corner lots have a more prominent presence and character than interior lots.

1. Utilize a multistory design (at least two (2) stories tall) with full, habitable upper floors;
2. Utilize corner treatments, including the use of towers, angled entries, arcades, balconies, plaza areas,
3. Incorporate a higher level of architectural treatment than interior lots, including but not limited to articulated parapets and enhanced façade detail and trim (e.g., detailed cornice and expression line).

E. Lighting

Lighting can be used to enhance the architectural details of a building, such as spotlighting for a shadow effect, to provide security to a building, and to indicate whether a business is open. In addition to the requirements of section 9-5A-6 (outdoor lighting), development within the downtown shall comply with the following lighting standards:

1. Lighting fixtures shall be attractively designed to complement the architecture of the project. Accent lighting should be used to accent building details such as tower elements, ornamental windows and tile, or to accent landscaping.
2. Lighting should improve visual identification of residences and businesses and create an inviting atmosphere for passersby.
3. Wall mounted lights should be used to the greatest extent possible to minimize the total number of freestanding light standards and shall be well detailed to complement the building architecture.
4. Parking lot lighting fixtures should not exceed twenty four feet (24') in height. When within fifty feet (50') of residential properties, fixtures should not exceed eighteen feet (18').
5. The light source used in outdoor lighting should provide a warm, calm glow, such as yellow light.
6. Street lighting shall be provided consistent with the city's improvement standards and other adopted lighting standards for the downtown, including specifically the type and style of historic light fixture similar to those existing in downtown. See figure 9-6-4-E1 for an example.

**Figure 9-6-4-E1
STREET LIGHTING**

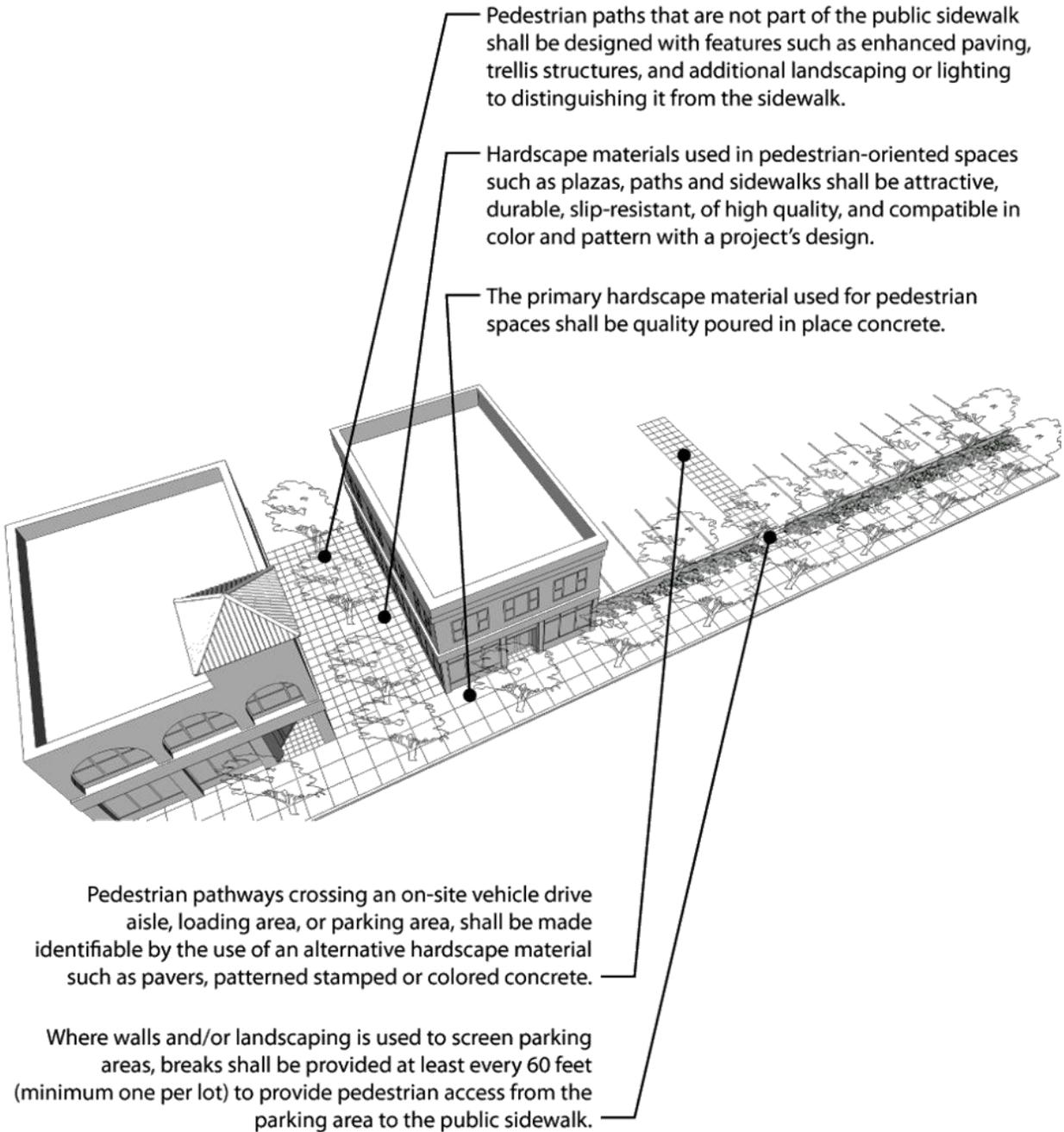


F. Pedestrian Paths

The following standards shall apply to pedestrian paths (also see figure 9-6-4-F1, pedestrian paths):

1. Where walls and/or landscaping is used to screen parking areas, breaks shall be provided at least every sixty feet (60') (minimum one per lot) to provide pedestrian access from the parking area to the public sidewalk.
2. Pedestrian paths that are not part of the public sidewalk (e.g., paseos, plazas) shall be designed with features such as enhanced paving, trellis structures, and additional landscaping or lighting to distinguish it from the sidewalk.
3. Hardscape materials used in pedestrian-oriented spaces such as plazas, paths and sidewalks shall be attractive, durable, slip-resistant, of high quality, and compatible in color and pattern with a project's design. Surfaces in pedestrian circulation areas shall be constructed from materials that provide a hard, stable surface and that permit maneuverability for people of all abilities.
4. Pedestrian pathways crossing an on-site vehicle drive aisle, loading area, or parking area, shall be made identifiable by the use of an alternative hardscape material such as pavers, patterned, stamped or colored concrete.
5. The primary hardscape materials used for pedestrian spaces shall be high quality poured in place concrete.

**Figure 9-6-4-F1
PEDESTRIAN PATHS**

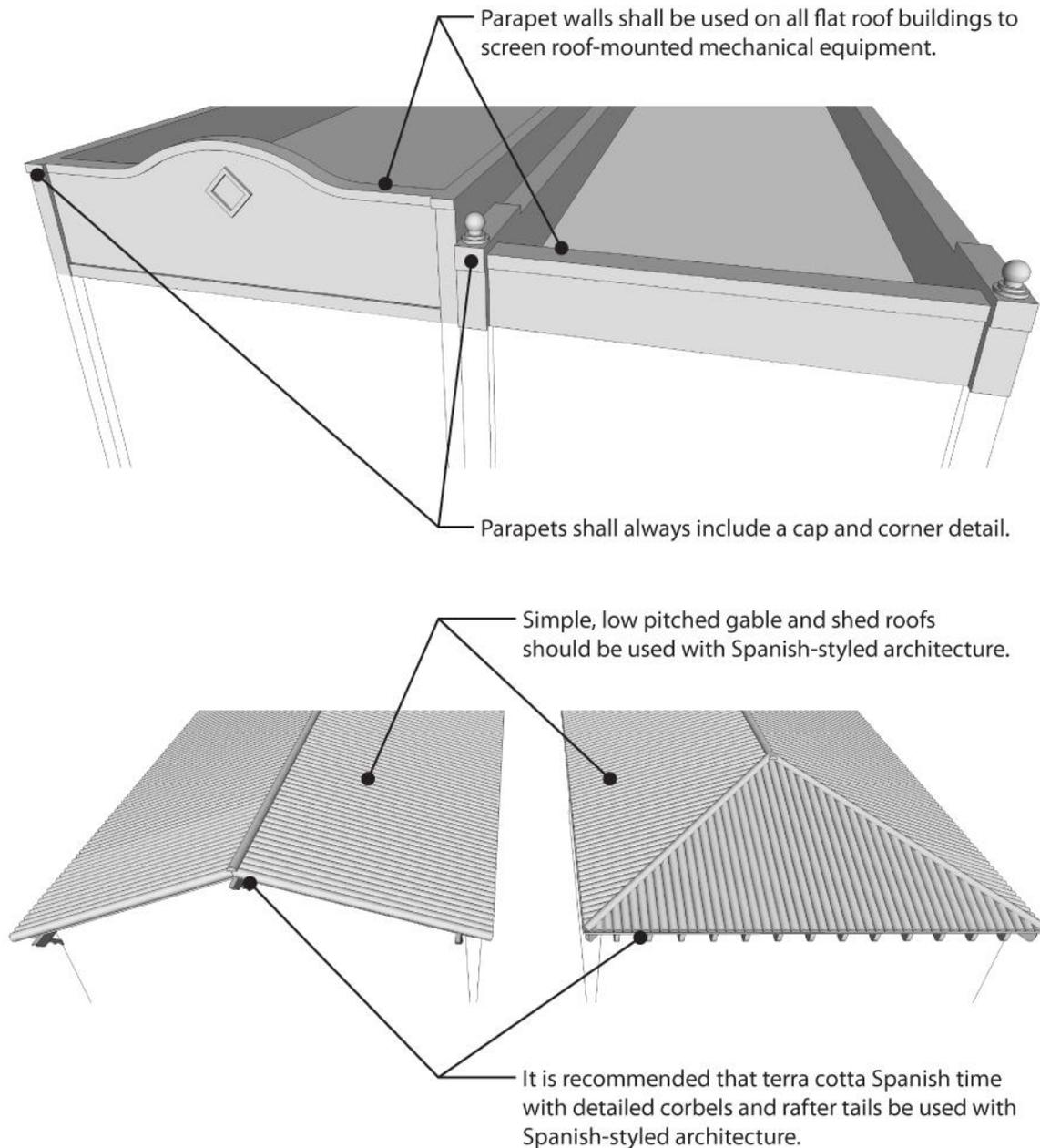


G. Roof Forms

The design and treatment of roof forms help identify the architectural style of a building and create visual interest along the street when property articulated. Roofs within the downtown area are predominately flat with parapets. There are a few low pitched gabled roofs and mansard roofs, particularly in the DMX-3 district. The following are intended to help guide the design of roofs within the downtown. See figure 9-6-4-G1 (roof forms).

1. Parapet walls shall be used on all flat roof buildings to screen roof-mounted mechanical equipment, such as air conditioners and elevator equipment. Parapets shall always include a cap and corner detail.
2. The visible portion of sloped roofs should be sheathed with a roofing material complementary to the architectural style of the building and other surrounding buildings.
3. Simple, low pitched gable and shed roofs should be used with Spanish-styled architecture. Terra cotta Spanish tile with detailed corbels and rafter tails can also be used.

Figure 9-6-4-G1
ROOF FORMS



H. Walls and Fences

In addition to the requirements in section 9-6-7-C (outdoor storage), parking and service areas shall be screened with garden walls or fences. The design of these walls shall be consistent with the design of the adjacent buildings. Garden walls and fences shall include pilasters with caps at the corners and pedestrian entrances. The minimum height for garden walls and fences is two-and-one-half feet (2½'); the maximum height is six feet (6'). Acceptable materials for garden walls and fences are masonry brick (required to be treated with a graffiti-resistant material), natural field stone, decorative wrought iron, and decorative tubular steel.

I. Windows, Doors, and Awnings

Windows and doors are very important design elements of a building. They provide architectural detail by articulating and breaking up walls. Windows and doors shall be carefully detailed, including the use of quality framing, molding, and window box treatments wherever possible.

1. Recess doors and windows to give the appearance of traditional, thick masonry walls consistent with architecture of the early 1900s and to produce interesting shadows.
2. Provide large storefront windows along first floor elevations accessible by the general public. These windows open up the sidewalk to create an inviting pedestrian atmosphere.
3. Use consistent treatment and types of windows and door frames across the entire building (or tenant space when a building is visually broken down to appear as multiple buildings from the street).
4. Windows shall include muntins or glazing bars (elements that divide the window into multiple panes/lites) and/or mullions (structural elements that divide adjacent window units) consistent with the architectural style of the building.
5. Awnings and canopies are encouraged, as they can create comfortable spaces for pedestrians. Acceptable materials include canvas and metal. Textured plastic is not allowed.
6. Store entrances should open onto the public sidewalk. Space entrances to stores, particularly in the DMX-1 district, between twenty feet (20') and thirty feet (30') apart.
7. Windows shall not be reflective or dark glass and may not be tinted more than to meet building energy codes.

9-6-5 Building Types and Frontages

A. Overview of Standards

This section identifies the types of buildings and frontages allowed within downtown. Frontage type refers to the architectural composition of the front façade of a building; particularly concerning how it relates and ties into the surrounding public realm. The downtown Lemoore frontage types are intended to enhance social interactions in the historic downtown while simultaneously providing appropriate levels of privacy in residential areas. All new development within the downtown shall be consistent with one or more of the building and frontage types allowed within the applicable DMX district.

There are twelve types of buildings and frontages that can be developed throughout the Downtown. What types are allowed in each downtown district is listed in subsection 9-6-5-B (allowed buildings and frontages in each DMX district). The frontage types are defined, along with specific development standards for each type, are listed in subsection 9-6-5-C (building and frontage definitions and standards).

B. Allowed Buildings and Frontages in Each DMX District

Allowed building and frontage types in the different DMX districts are listed in table 9-6-5-B1 (allowed buildings and frontages). The symbols in the table shall have the following meaning:

1. An “A” means that the building and frontage type is allowed;
2. An “E” means that the building and frontage type is preferred and encouraged; and
3. A “N” means that the building and frontage type is not permitted.

TABLE 9-6-5-B1 – ALLOWED BUILDINGS AND FRONTAGES			
Building and Frontage Type	Allowed Buildings and Frontages by Downtown District		
	DMX-1	DMX-2	DMX-3
Alley/Paseo - Active	E	A	N
Alley/Paseo – Non-Active	A	A	A
Arcade	A	N	N
Balcony/Bay Window	A	N	N
Civic	A	A	N
Gallery – Deck	E	N	N
Gallery - Roof	E	N	N
Historic Home/Office Conversion	A	A	E
Neighborhood Yard	N	A	A
Porch	N	A	A
Rowhouse	N	A	A
Storefront	E	A	N

C. Building and Frontage Definitions and Standards

The following defines the various building and frontage types allowed in the downtown. Each type includes text and illustrations describing the features that define the building and its frontage. It also includes a series of development standards for each type (e.g., minimum spacing between supporting columns). Development applications will be reviewed for consistency with these standards as part of site plan and architectural review and building permit plan check. These standards are in addition to any requirements of the city-adopted building and fire codes as may be required at the time of building permit issuance.

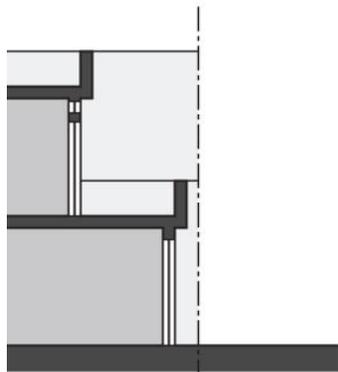
Alley/Paseo - Active



Alley/Paseo - Active Description. The active alley/paseo frontage is the development of the rear of a building abutting an alley with an active pedestrian area. Examples include patio seating for restaurants, primary entrances for ground floor businesses, and other gathering spaces for pedestrians. While alleys are typically used as the service areas for buildings (e.g., trash collection, utility service), the city recognizes that parcels in the downtown have substantial depth and present an opportunity for property owners to create multiple tenant spaces at both ends of their buildings.

Dimensions	
Development Standard	Measurement
Pedestrian Area	
Width	10' min.
Depth	15' min.

Alley/Paseo – Non-Active

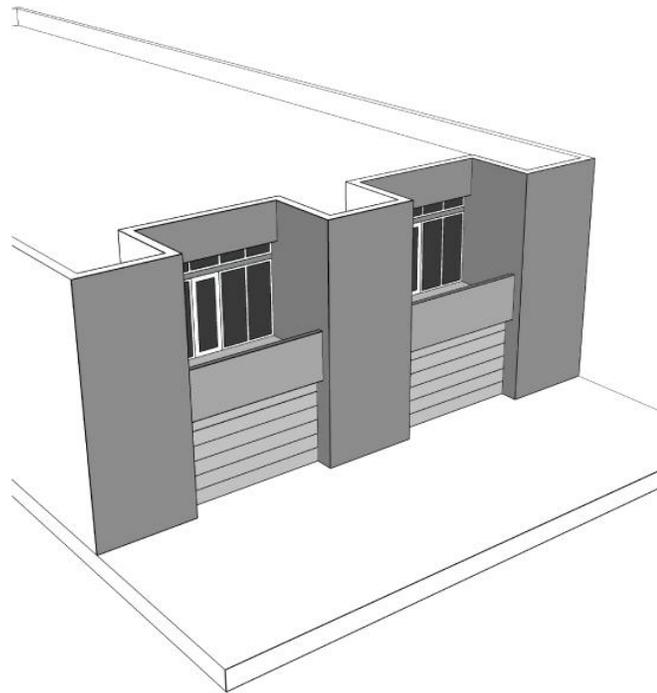


Section

Property Line



Plan



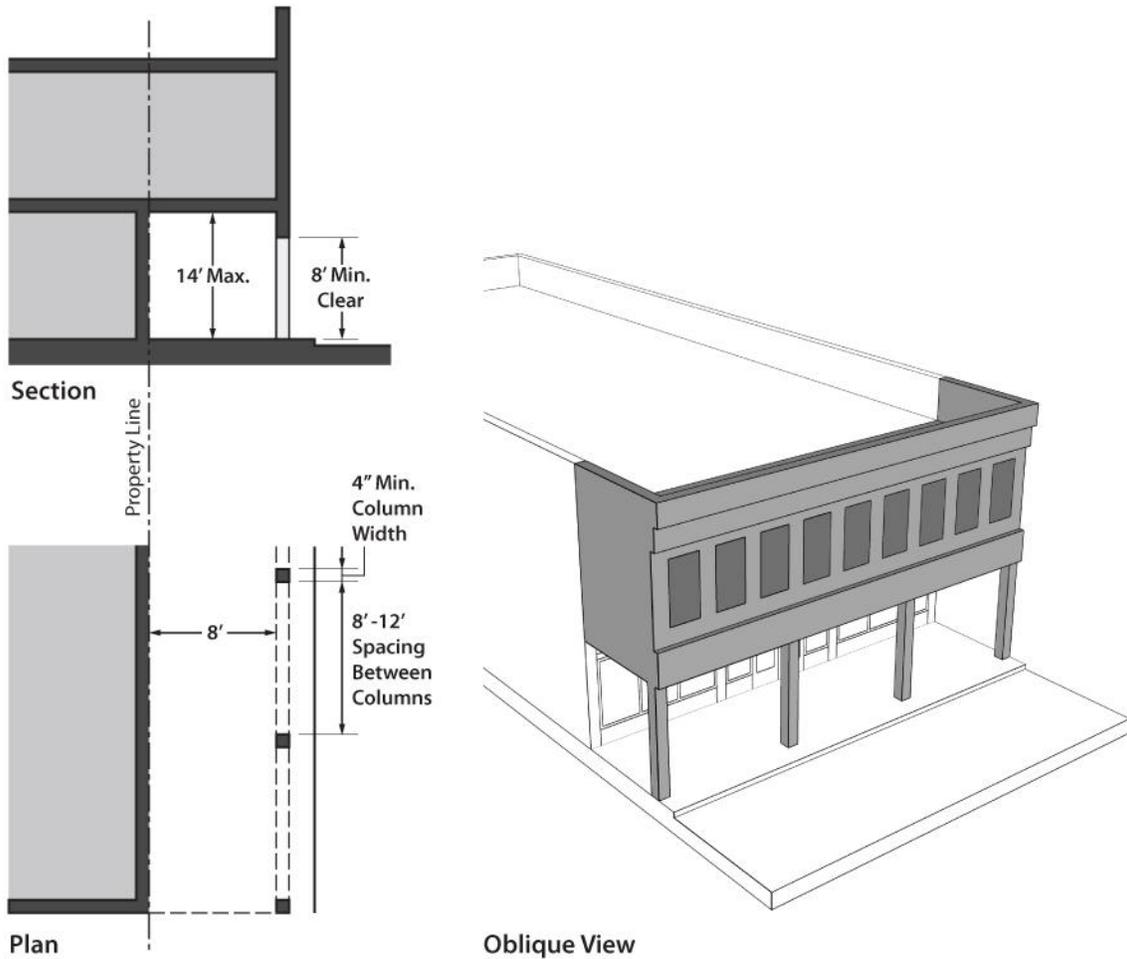
Oblique View

Alley/Paseo – Non-Active Description. The active alley/paseo frontage is the development of a building directly abutting the rear property line where there is an alley. This type of frontage may have secondary/emergency access to the building, along with utility and service access. This type of frontage is appropriate for retail and office buildings throughout the downtown, as well as rowhouses with alley-access garages. This frontage type does allow for a balcony or balconies to be built along the frontage, provided the balcony does not encroach into the alley.

Dimensions	
Development Standard	Measurement

	There are no specific development standards for the alley/paseo – non-active building and frontage beyond the building placement and height standards in section 9-6-3 (base development standards).
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Arcade



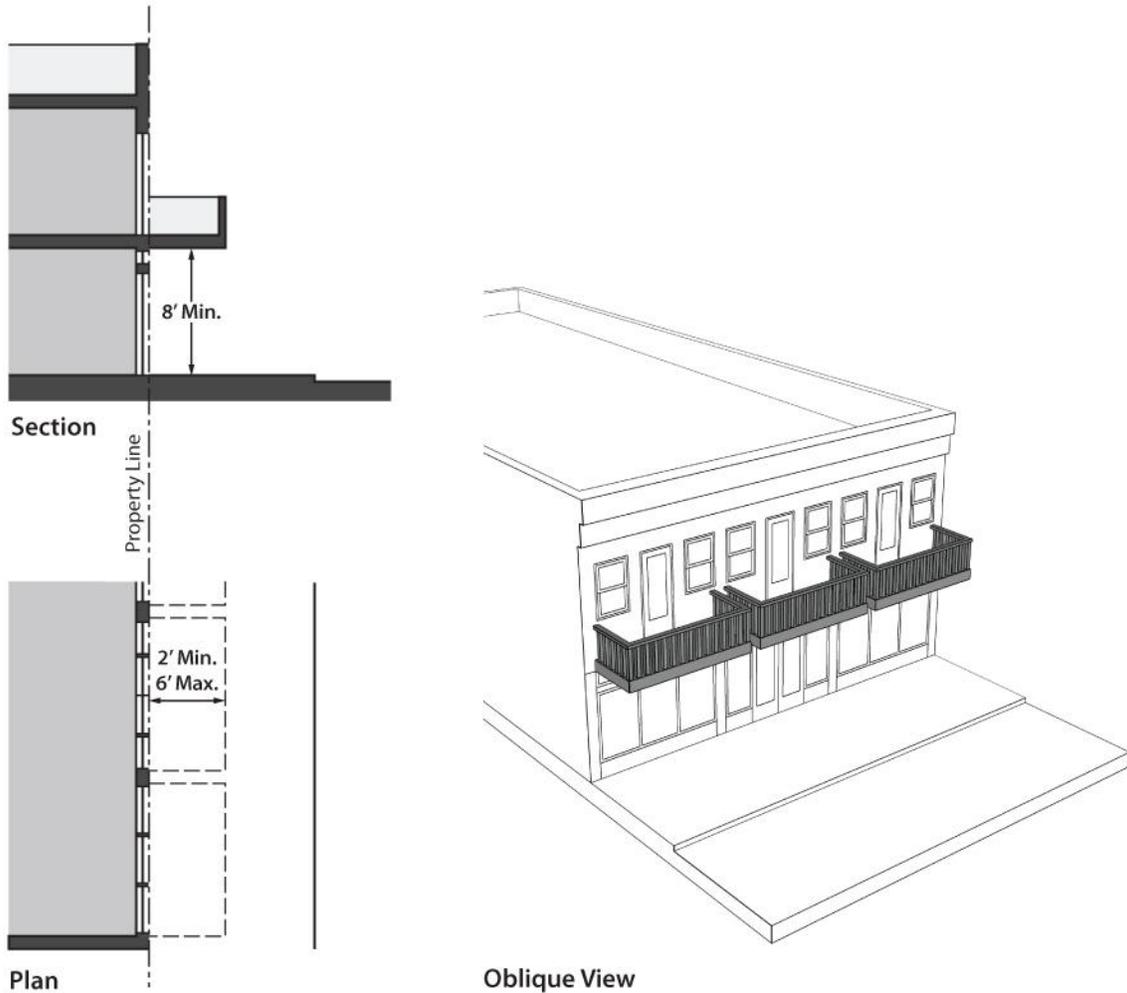
Arcade Description. An arcade frontage is characterized by a façade where the first floor aligns directly with the street-facing property line (a zero foot built-to-line) and the floors above project out over, and fully absorb, the pedestrian space/sidewalk so that a pedestrian may not bypass it. This frontage is typically appropriate for ground floor retail and restaurant use, with office and residential uses above. An encroachment agreement is needed to construct this frontage type.

Dimensions	
Development Standard	Measurement
Depth	8' min. ¹
Height (base to sidewalk)	8' min. clear 14' max.
Percentage of Building Front	100%
Spacing Between Columns	8' min. to 12' max.
Column Width	4" min.

Notes

1. The arcade shall fully encumber the sidewalk while maintaining the minimum four foot (4') foot clear space to curb. A depth of less than eight feet (8') shall be allowed through site plan and design review when the sidewalk is less than twelve feet (12') wide.

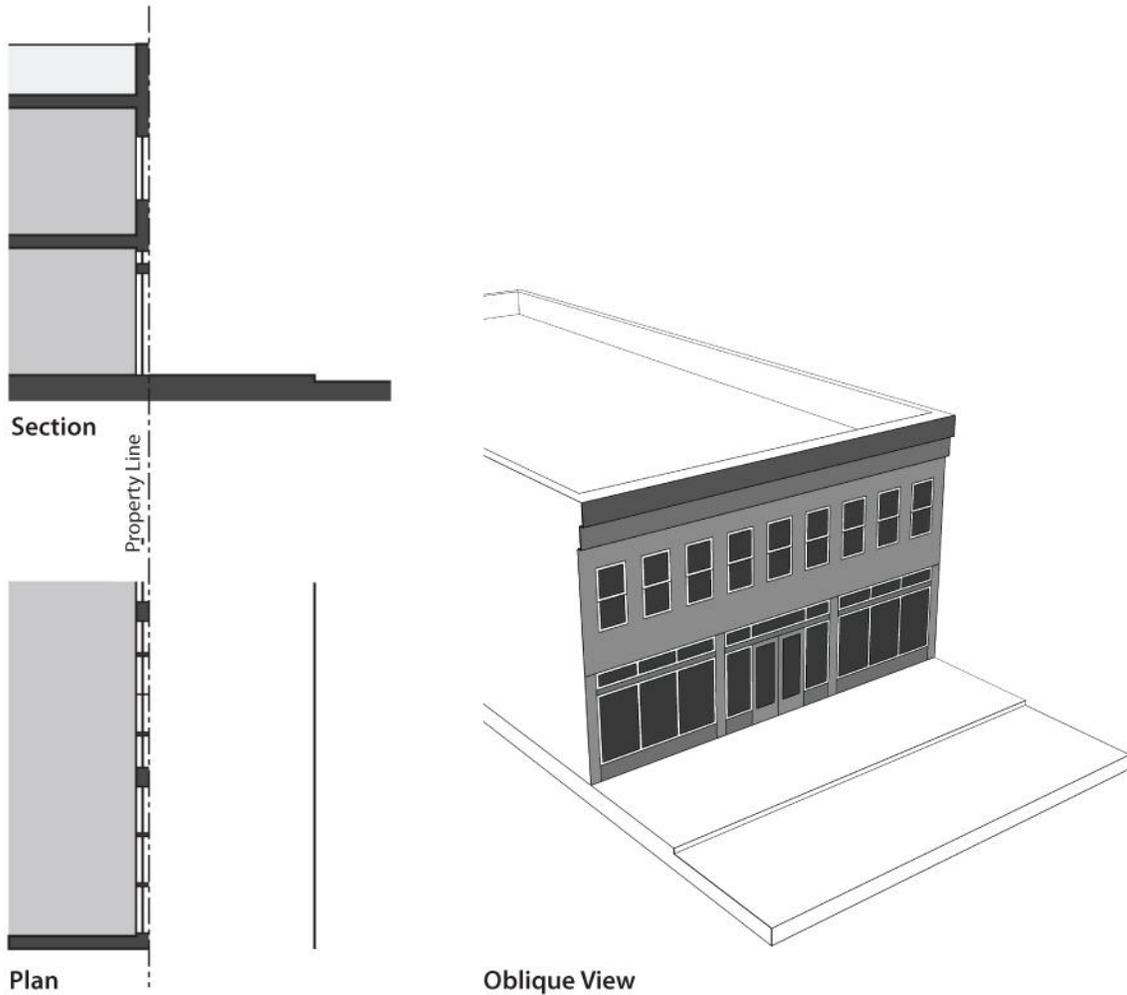
Balcony/Bay Window



Balcony/Bay Window Description. A balcony/bay window frontage is characterized by a façade which is aligned close to or directly on the build-to-line with the building entrance at the sidewalk grade, and by a balcony or bay window projecting into the right-of-way on a floor other than the ground floor. This frontage is typically appropriate for ground floor retail or restaurant use with office, or residential above. An encroachment agreement is needed to construct this frontage type.

Dimensions	
Development Standard	Measurement
Depth	2' min.
	6' max.
Height (base to sidewalk)	8' min. clear
Percentage of Building Front (collective)	50% to 100%
Doorways (Ground Floor)	
Doorway Inset	0' to 12'
Doorway Width	5' to 11'
Ground Floor Windows	
Window Width	5' to 7'
Window Height (Allowed Range)	6' to 7'

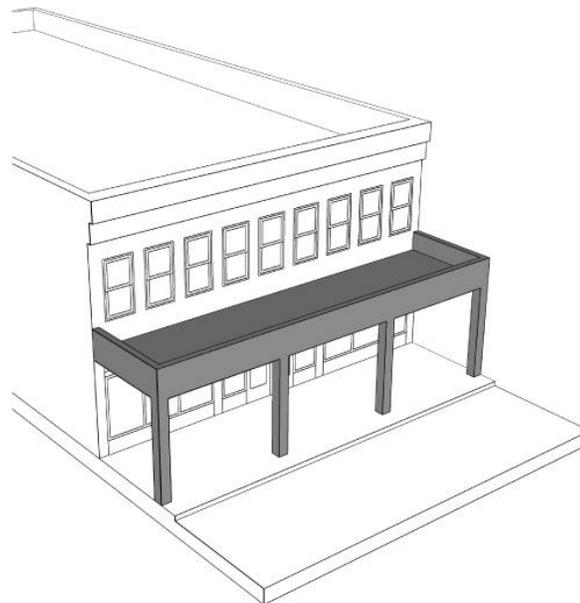
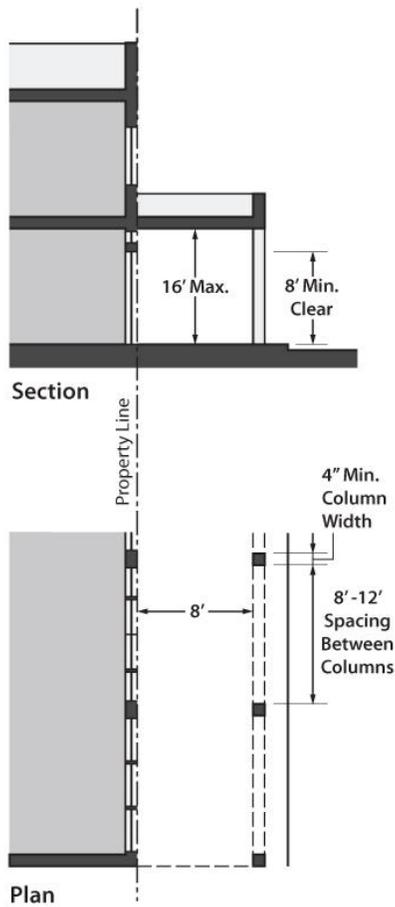
Civic



Civic Description. The civic frontage is intended for public service buildings that are located within the Downtown. Examples include city hall, the fire station, and the post office. Because of the unique nature of these buildings the city allows for design flexibility with regard to setbacks, fence standards, and building height as part of site plan and architectural review.

Dimensions	
Development Standard	Measurement
Doorways (Allowed Ranges)	
Doorway Inset	0' to 12'
Doorway Width	5' to 11'
Ground Floor Windows (Allowed Ranges)	
Window Width	5' to 7'
Window Height	6' to 7'

Gallery-Deck



Oblique Plan

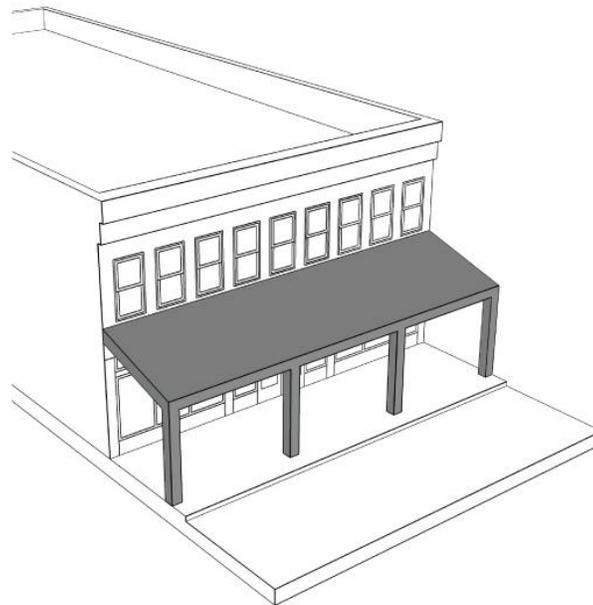
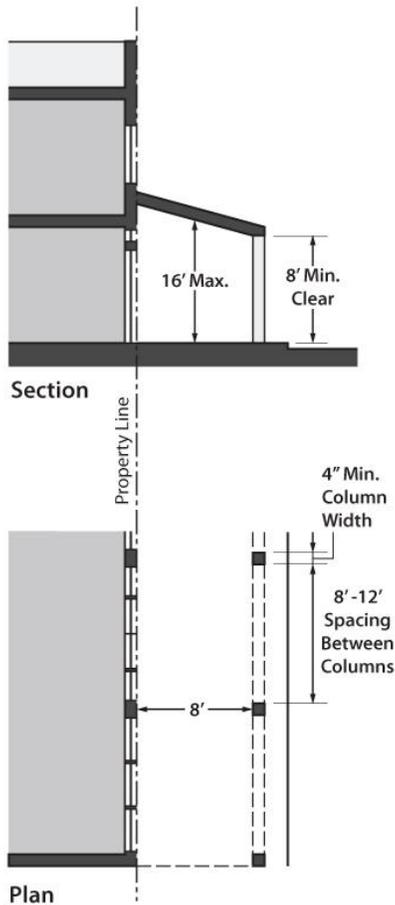
Gallery-Deck Description. A gallery-deck frontage is characterized by a façade which is aligned close to or directly on the build-to-line with the building entrance at the sidewalk grade, and with an attached colonnade deck that projects over the public sidewalk and encroaches into the public right-of-way. The sidewalk must be fully absorbed within the colonnade so that a pedestrian may not bypass it. The colonnade may project over the public sidewalk, provided that the upper stories of the building do not also project over the public sidewalk. This frontage is typically appropriate for retail use. An encroachment agreement is needed to construct this frontage type.

Dimensions	
Development Standard	Measurement
Depth	8' ¹
Height (base to sidewalk)	8' min. clear 16' max.
Percentage of Building Front	100%
Spacing Between Columns	8' min. to 12' max.
Minimum Column Width	4"
Doorways (Ground Floor, Allowed Ranges)	
Doorway Inset	0' to 12'
Doorway Width	5' to 11'
Ground Floor Windows (Allowed Ranges)	
Window Width	5' to 7'
Window Height	6' to 7'

Notes

1. The arcade shall fully encumber the sidewalk while maintaining the minimum four foot (4') clear space to curb. A depth of less than eight feet (8') shall be allowed through site plan and design review when the sidewalk is less than twelve feet (12') wide.

Gallery-Roof



Oblique View

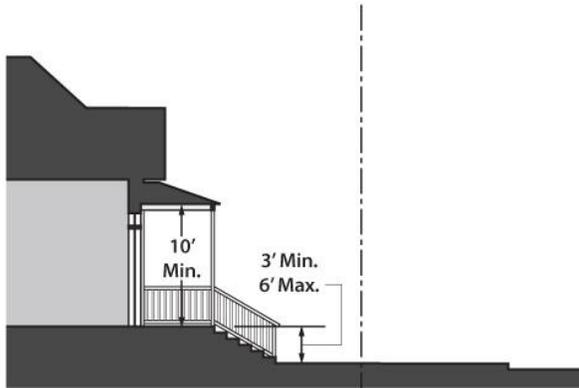
Gallery - Roof Description. A gallery - roof frontage is characterized by a façade which is aligned close to or directly on the build-to-line with the building entrance at the sidewalk grade, and with an attached colonnade roof that projects over the public sidewalk and encroaches into the public right-of-way. The sidewalk must be fully absorbed within the colonnade so that a pedestrian may not bypass it. The colonnade may project over the public sidewalk, provided that the upper stories of the building do not also project over the public sidewalk. This frontage is typically appropriate for retail use. An encroachment agreement is needed to construct this frontage type.

Dimensions	
Development Standard	Measurement
Depth	8' ¹
Height (base to sidewalk)	8' min. clear 16' max.
Percentage of Building Front	100%
Spacing Between Columns	8' min. to 12' max.
Minimum Column Width	4"
Doorways (Allowed Ranges)	
Doorway Inset	0' to 12'
Doorway Width	5' to 11'
Ground Floor Windows (Allowed Ranges)	
Window Width	5' to 7'
Window Height	6' to 7'

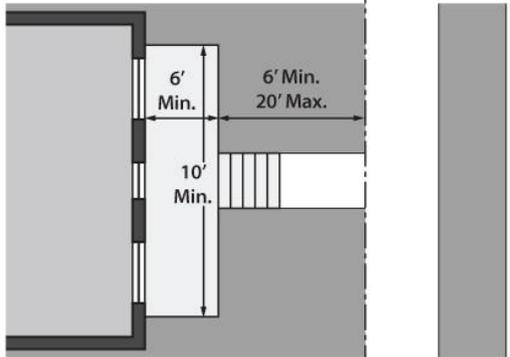
Notes

1. The arcade shall fully encumber the sidewalk while maintaining the minimum four foot (4') clear space to curb. A depth of less than eight feet (8') shall be allowed through site plan and design review when the sidewalk is less than twelve feet (12') wide.

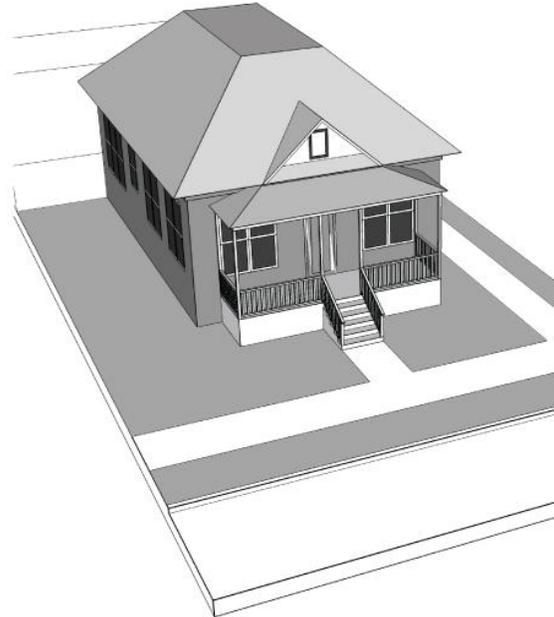
Historic Home/Office Conversion



Section



Plan



Oblique View

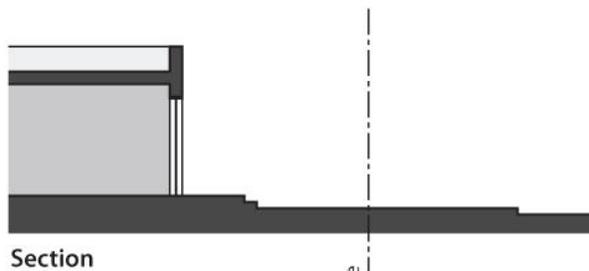
Historic Home/Office Conversion Description. The historic home/office conversion frontage is the reuse of an existing home for a non-residential use (typically office or general medical service), or the development of a new structure to resemble a historic home that has been converted to an office use.

Dimensions	
Development Standard	Measurement
Setback	20' max.
Distance to Porch	6' max.
Porch Height Above Sidewalk Grade	3' min.
Porch Width	10' min.
Porch Depth	6' min.
Clearance Above Porch to Roof	10' min.

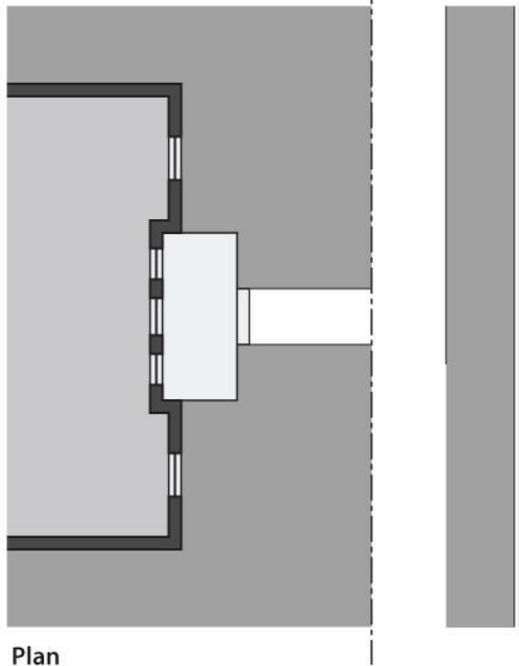
Notes:

1. ADA ramp(s) shall be located to connect to the side of the porch. Ramps are exempt from setback standards.

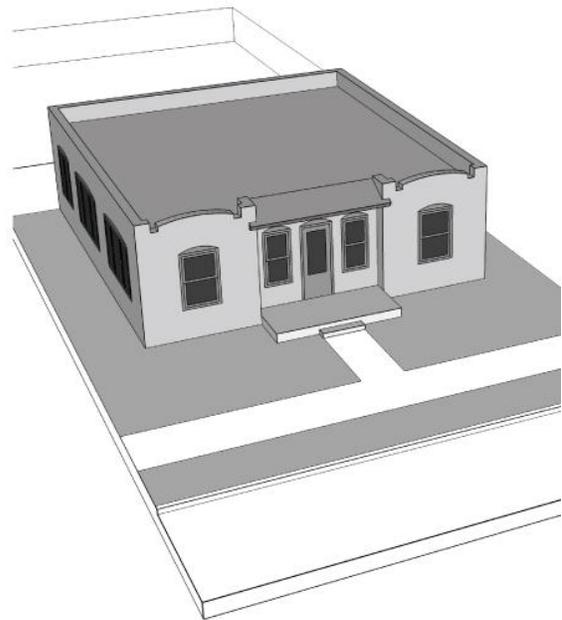
Neighborhood Yard



Section



Plan



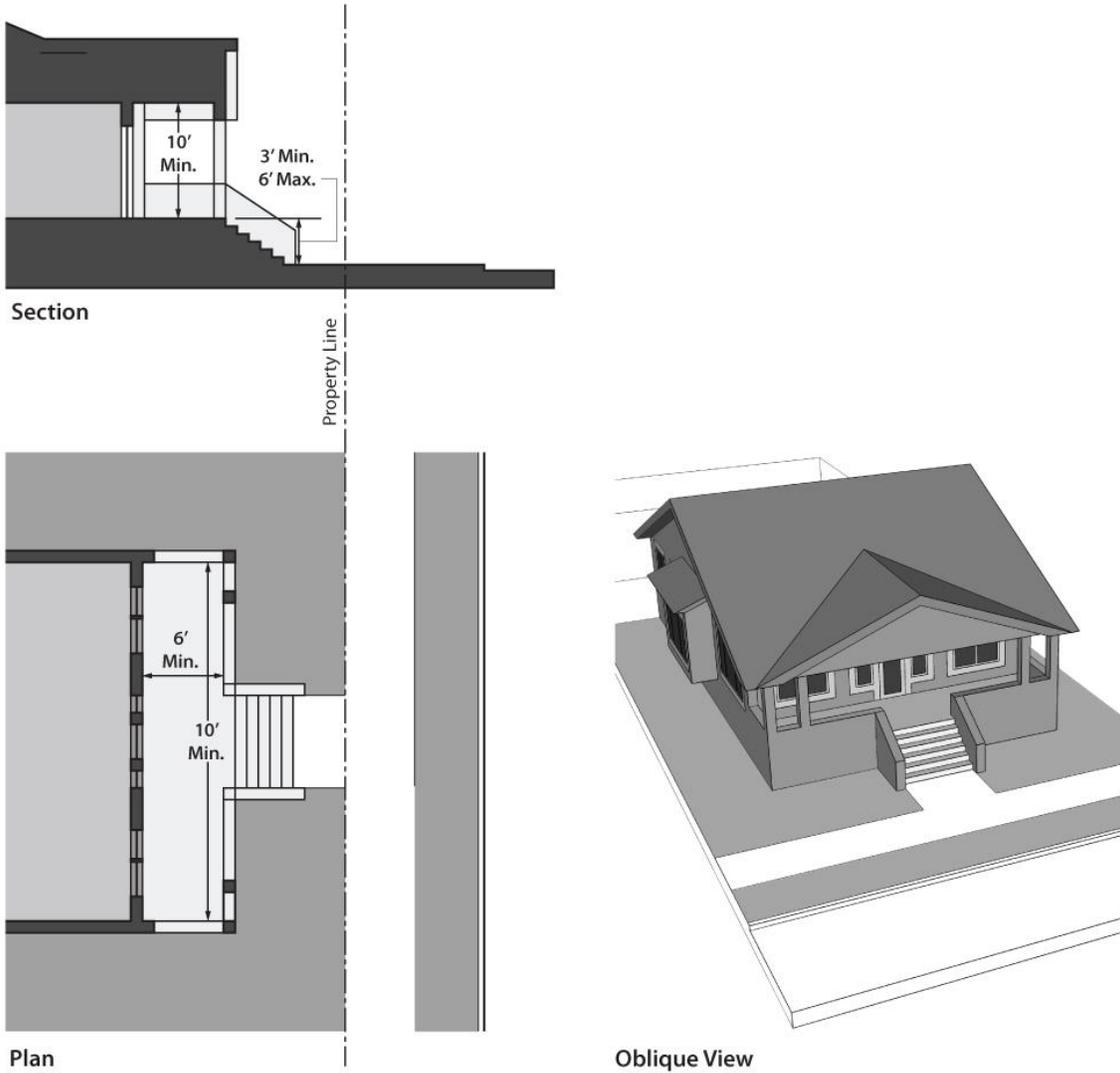
Oblique View

Neighborhood Yard Description. A neighborhood yard frontage is characterized by deep front yard setbacks. The building façade is set back substantially from the front property line. The resulting front yard is unfenced and is visually continuous with adjacent yards, supporting a common landscape.

Dimensions	
Development Standard	Measurement

There are no specific development standards for the Neighborhood Yard Building and Frontage beyond the building placement and height standards in section 9-6-3 (Base Development Standards).	
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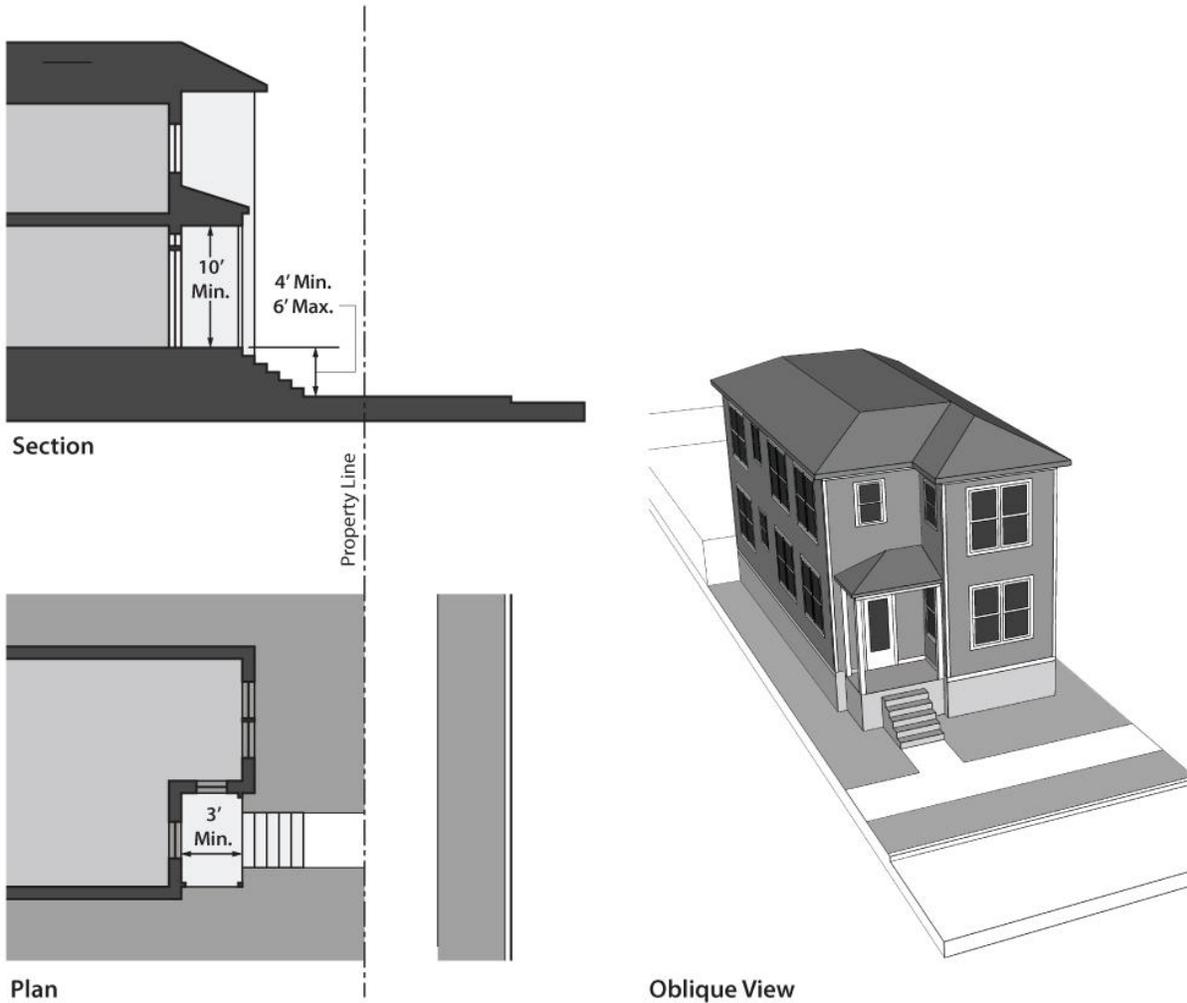
Porch



Porch Description. The porch frontage is intended for residential uses. The type is characterized by a covered, active outdoor living space connected to the front of the building. The porch shall be raised above the finished grade of the lot and adjacent public sidewalk.

Dimensions	
Development Standard	Measurement
Porch Height Above Sidewalk Grade	3' min. 6' max.
Porch Width	10' min.
Porch Depth	6' min.
Clearance Above Porch to Roof	10' min.

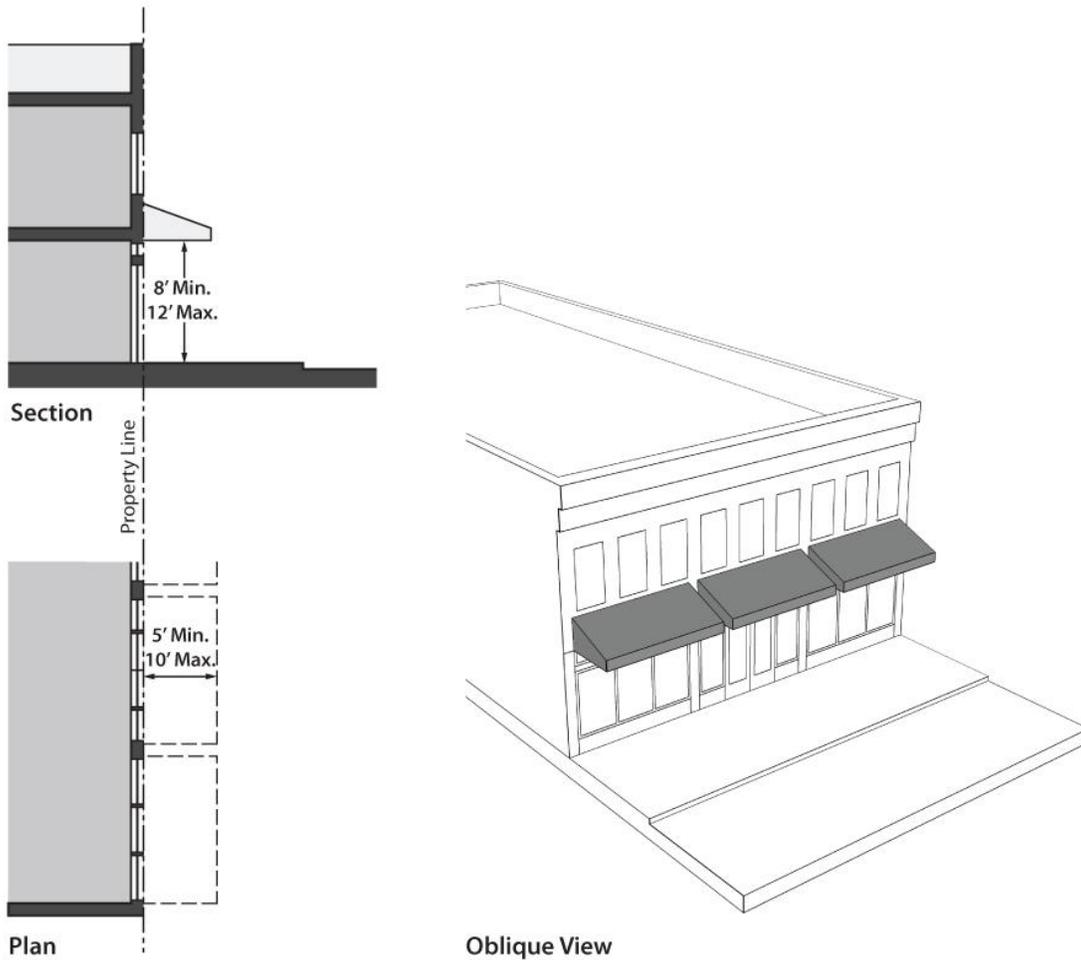
Rowhouse



Rowhouse Description. A rowhouse is a residential dwelling with little to no side yard. The entrance to the dwelling is raised above the sidewalk in order to create privacy for the occupant. Living spaces are located at the front of the unit. Parking is accessible from the alley behind the unit.

Dimensions	
Development Standard	Measurement
Stoop Height Above Sidewalk Grade	4' min. to 6' max.
Stoop Width	3' min.
Clearance Above Stoop	10' min.

Storefront



Storefront Description. A storefront frontage is characterized by a façade which is aligned close to or directly on the public right-of-way line with the building entrance at sidewalk grade. Storefront frontages have substantial glazing on the ground floor, and provide awnings or canopies cantilevered over the sidewalk. Building entrances may either provide a canopy or awning, or alternatively, may be recessed behind the front building façade. Awnings over the public sidewalk require approval of an encroachment agreement.

Dimensions	
Development Standard	Measurement
Awning Depth	5' min. 10' max.
Height (base to sidewalk)	8' min. clear 12' max.
Doorways (Allowed Range)	
Doorway Inset	0' to 12'
Doorway Width	5' to 11'
Ground Floor Windows (Allowed Range)	
Window Width	5' to 7'
Window Height	6' to 7'

9-6-6 Street and Pedestrian Ways

This section identifies the development standards for the public areas of the downtown – more specifically the streets, alleys, and other pedestrian ways. The intent of this section is to identify how the public (and in some cases private) rights-of-way shall be developed and maintained in order to promote an active pedestrian environment that also provides for safe vehicle operations in appropriate locations. These standards are unique to downtown Lemoore; where a conflict exists between these standards and those in the city’s adopted improvement standards, these standards shall apply.

A. Typology of Streets and Pedestrian Ways

The streets and other pedestrian ways in Downtown Lemoore are broken down into the following typologies:

1. **Retail Street.** A retail street is a street located along major retail corridors. This street features active pedestrian spaces with wide (greater than eight feet) sidewalks. Buildings are constructed directly adjacent to the back of the sidewalk (e.g., zero foot (0’) built-to line). On street parking is provided within the pavement area and is typically angled such that vehicles can only pull into spaces directly in front of them on the passenger side of the vehicle. The sidewalk is lined with street trees in tree wells (with tree grates) near the curb. Intersections may be controlled with stop signs or signals when warrants support such controls.
2. **Minor Street.** A minor street is similar to a retail street, except that sidewalk widths may be reduced and on-street parking may or may not be provided, depending upon the available right-of-way width. When on-street parking is provided, it may be either parallel or angled.
3. **Alley.** Alleys are narrow public ways located between retail streets. While alleys are primarily intended as locations for service and loading access to adjacent properties, the city recognizes the opportunities alleys provide to property owners and encourages their use as a second means of access to property, including for the use of second entrances to buildings and access to courtyards, patios, and other outdoor spaces in the rear of buildings. Alleys do not provide parking (but may provide access to public and private off-street parking) and do not include dedicated pedestrian paths separate from travel way, such as sidewalks on retail streets.
4. **Paseo.** Paseos are special pedestrian paths that connect alleys and parking areas at the rear of lots to the Retail Streets between block ends. Paseos may be developed as public spaces (such as the plaza on D Street between Fox and Heinlen Streets), or as private spaces between buildings. Paseos are of substantive size and feature amenities such as pathway lighting, seating, and ground floor uses that open onto them so that they are attractive to pedestrians.

B. Street and Pedestrian Way Plan

This section establishes the street and pedestrian way plan for the downtown. Each street within the Downtown, including those defining the boundaries of the Downtown, is categorized into one of the typologies established in subsection 9-6-6-A (typologies of streets and pedestrian ways) as identified below and illustrated in Figure 9-6-6-B1 (street and pedestrian way plan).

Retail Streets	Minor Streets	Alleys	Paseos
<ul style="list-style-type: none"> • D and E Streets between Fox Street and Follett Street • Fox, Heinlen, and Follett Streets between E and C Streets 	<ul style="list-style-type: none"> • All streets that are not retail streets 	<ul style="list-style-type: none"> • The right-of-ways parallel to and between C, D, and E Streets 	<p>Connecting the lettered streets at the mid-block parallel to the named streets within the DMX-1 district. Paseos shall be established as part of site plan and design review.</p>

**Figure 9-6-6-B1
STREET AND PEDESTRIAN WAY PLAN**

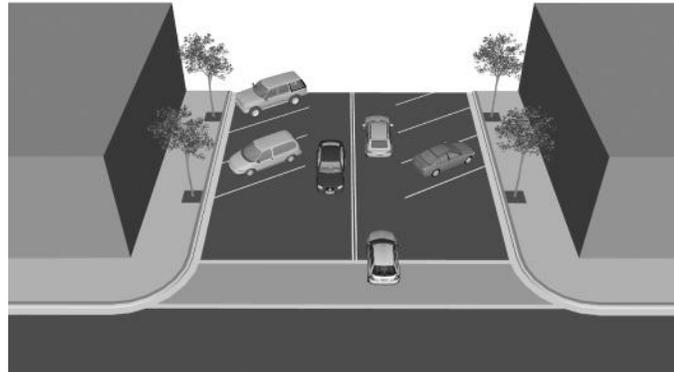


C. Development Standards for Streets and Pedestrian Ways

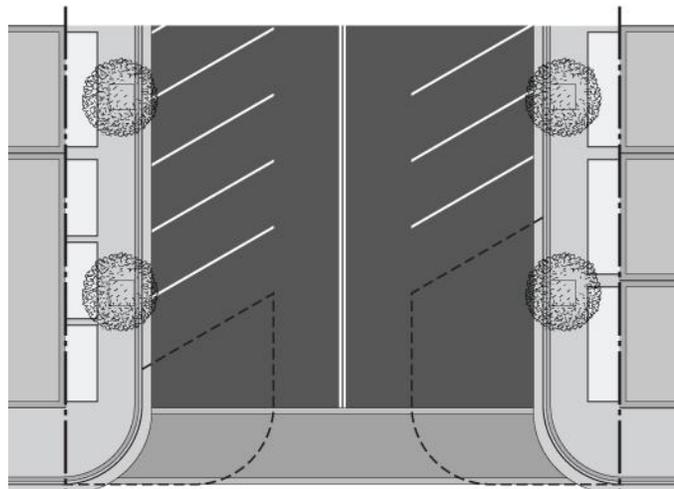
Each of the four street and pedestrian way typologies shall be developed consistent with the following standards.

Retail Street

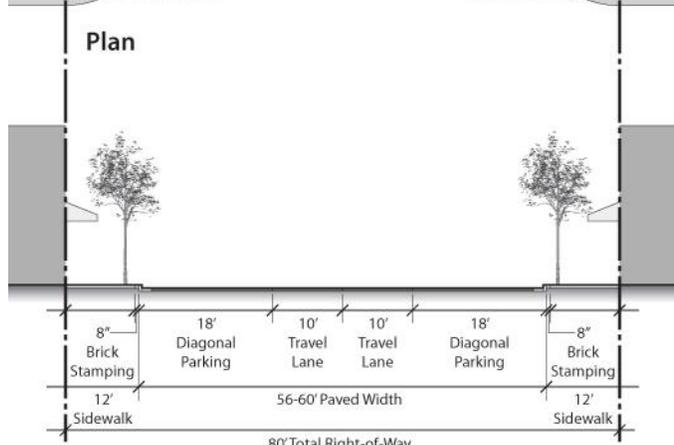
Dimensions	
Component	Measurement
Sidewalk	
Total width	12'
Minimum clear space	4'
Tree Planters	
Planter size	4' x 4'
Planter spacing	30' on center
Brick stamping (utility conduit and irrigation located under stamping)	8"
Parking (angled)	
Stall width	9' to 10'
Stall to curb	18'
Angle	45° or 60°
Travel lanes	
Number of lanes	2
Lane width	10'
Curb and Gutter	2'
Paved width	56' to 60'
Total right-of-way	80'



Oblique View



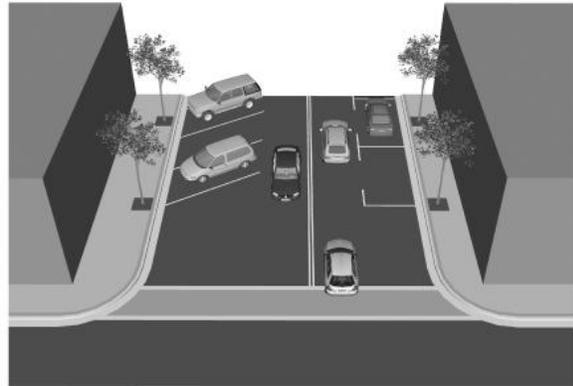
Plan



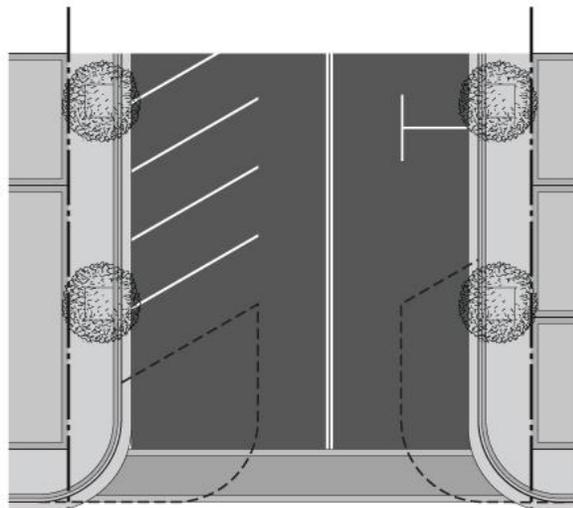
Section

Minor Street

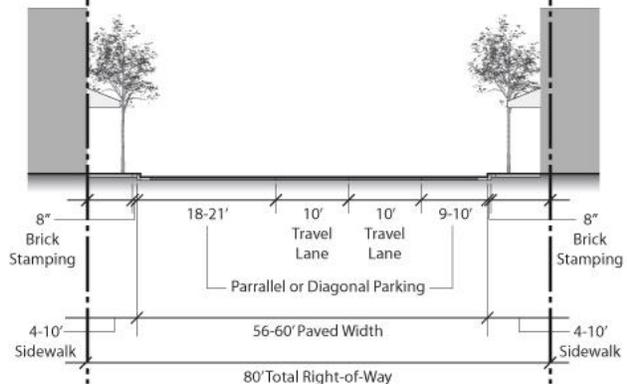
Dimensions	
Component	Measurement
Sidewalk	4' to 10'
Tree Planters	
Planter size	4' x 4'
Planter spacing	30' on center
Brick stamping (utility conduit and irrigation located under stamping)	8"
Parking	
Angled	
Stall width	9' to 10'
Stall to curb	18' to 21'
Angle	45° or 60°
Parallel	
Stall to curb	9' to 10'
Travel lanes	
Number of lanes	2
Lane width	10'
Curb and Gutter	2'
Paved width	56' to 60'
Total right-of-way	80'



Oblique View



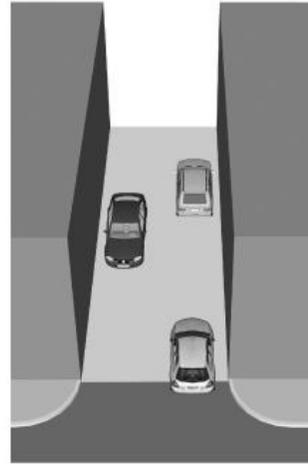
Plan



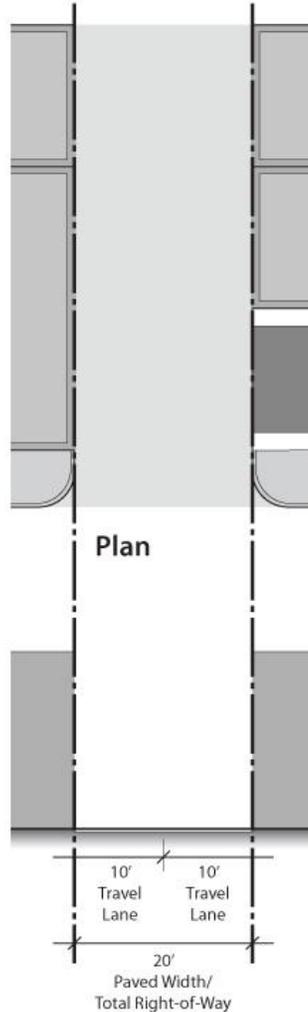
Section

Alley

Dimensions	
Component	Measurement
Travel lanes	
Number of lanes	1 to 2
Lane width	10' min.
Paved width	20' min.
Total right-of-way	20' min.



Oblique View



Plan

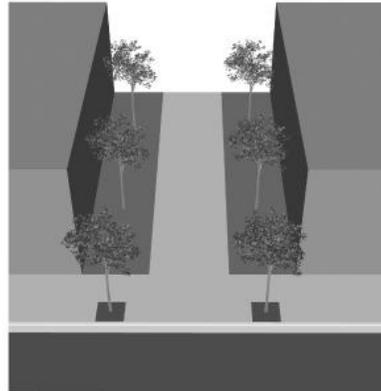
Section

Paseo

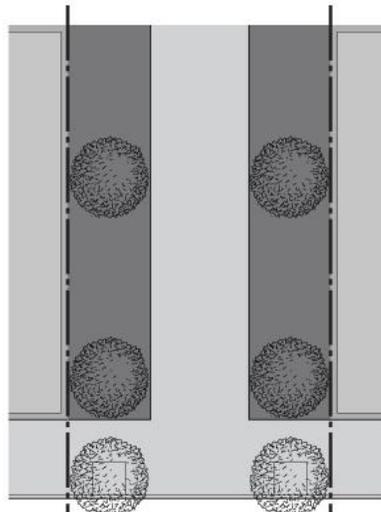
Dimensions	
Component	Measurement
Paved width	4' to 15'
Landscaped area width	6' to 25' ¹
Seating	1 bench / 150 lf ¹
Total right-of-way	10' to 40' ¹

Notes

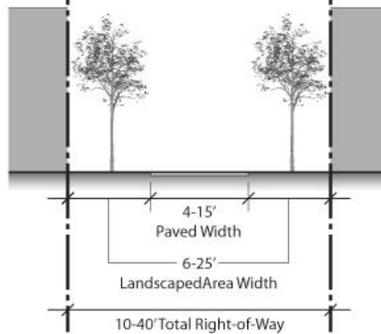
1. The landscaping and seating requirements may be waived in cases where the existing conditions do not allow for their installation. Such alternative designs shall be allowed through site plan and design review.



Oblique View



Plan



Section

D. Improvement Requirements for New Development and Renovation

In most areas of the downtown, the public right-of-way has been improved consistent with the standards established in this section. However, in some cases, the current condition of these improvements has deteriorated such that reconditioning or replacement is necessary, or components such as tree grates and brick stamping are missing (see figure 9-6-6-D1). When new development or renovation occurs within the downtown, new buildings and uses create a demand on the public right-of-way.

Therefore, as identified as part of project review, development applicants shall be responsible for completing upgrades to the public street frontage immediately adjacent to the subject property, consistent with the development standards in this chapter, when the existing improvements are not consistent with these standards. It is anticipated that in many cases this will involve repair of tree planters and tree irrigation and replacement of dead, dying, diseased, or otherwise unsafe street trees. In limited cases it may involve repairs or replacement to the public sidewalk to correct uneven pavement or insufficient width.

Figure 9-6-6-D1
STREET TREES WITH TREE GRATES AND BRICK STAMPING



9-6-7 Special Design and Operational Standards

The following are special development standards for the downtown pertaining to trash enclosures and utilities. These standards are intended to ensure that services for properties within the downtown are planned and developed in a manner that is consistent with the overall character of the area.

A. Outdoor Dining

The development standards below apply to all outdoor seating for food uses, including both fixed and movable seats. These standards are intended to be consistent with the requirements of the state Alcohol Beverage Control agency.

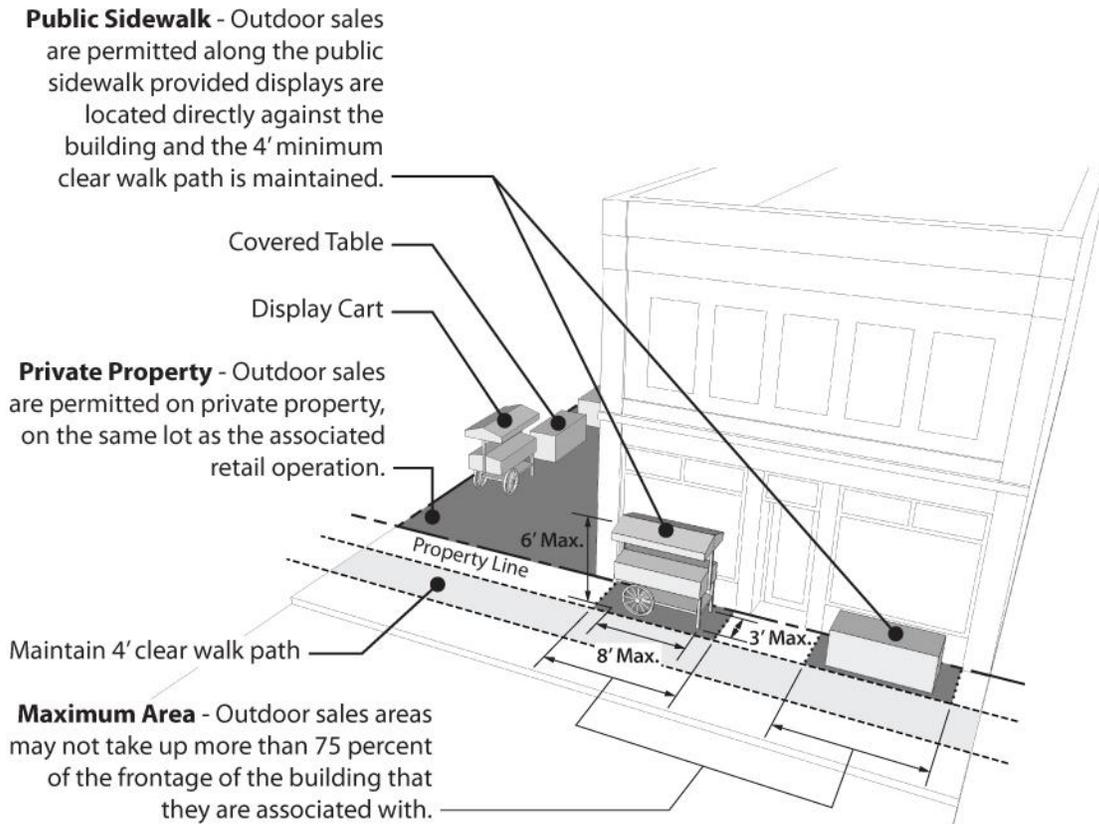
1. **Location.** Seating shall be located proximate to the dining establishment. Where seating is located within the public right-of-way, an encroachment agreement shall be required and seating areas shall be installed consistent with section 9-6-3-D (encroachments), specifically maintaining a clear walk path as illustrated in figure 9-6-3-D2 (sidewalk clearance).
2. **Enclosure.** An enclosure wall, fence, or planter shall be required around any outdoor seating areas with restaurant table service where alcohol is served, consistent with state licensing requirements. Walls, fences, and planters shall not exceed a maximum height of thirty inches (30"). The wall/fence may be extended to a maximum height of six feet if the area above thirty inches (30") remains primarily open view (e.g. glass, wrought iron). Outdoor seating may be uncovered, partially covered, or fully covered by means of umbrellas, awnings, or canopies.
3. **Trash collection.** A minimum of one outdoor trash receptacle shall be located within twenty feet (20') of the outdoor dining area.

B. Outdoor Sales (Temporary)

The following development and operational standards apply to all temporary outdoor sales. See also figure 9-6-7-B1 (temporary outdoor sales).

1. **Location.** Outdoor sales are allowed to occur when consistent with the following standards:
 - a. On private property, on the same lot as the associated retail operation; and
 - b. Along the public sidewalk when consistent with section 9-6-3-D (encroachments), specifically maintaining a clear walk path as illustrated in figure 9-6-3-D2 (sidewalk clearance). Displays shall be located directly against the building and not along the curb side.
2. **Maximum area.** Outdoor sales areas may not take up more than seventy-five percent (75%) of the frontage of the building that they are associated with.
3. **Product display.** Products shall be displayed as follows:
 - a. Tables. Products displayed on tables shall be kept organized at all times. The tables shall be covered with a table cloth or skirt such that the legs and under table area is screened.
 - b. Display carts. Display carts shall be no taller than six feet (6'), no longer than eight feet (8'), and no wider than three feet (3').
4. **Term.** Products may only be displayed outdoors during the business hours of the associated retail use. Goods may not be displayed outside overnight.

**Figure 9-6-7-B1
TEMPORARY OUTDOOR SALES**



C. Outdoor Storage and Sales (Permanent)

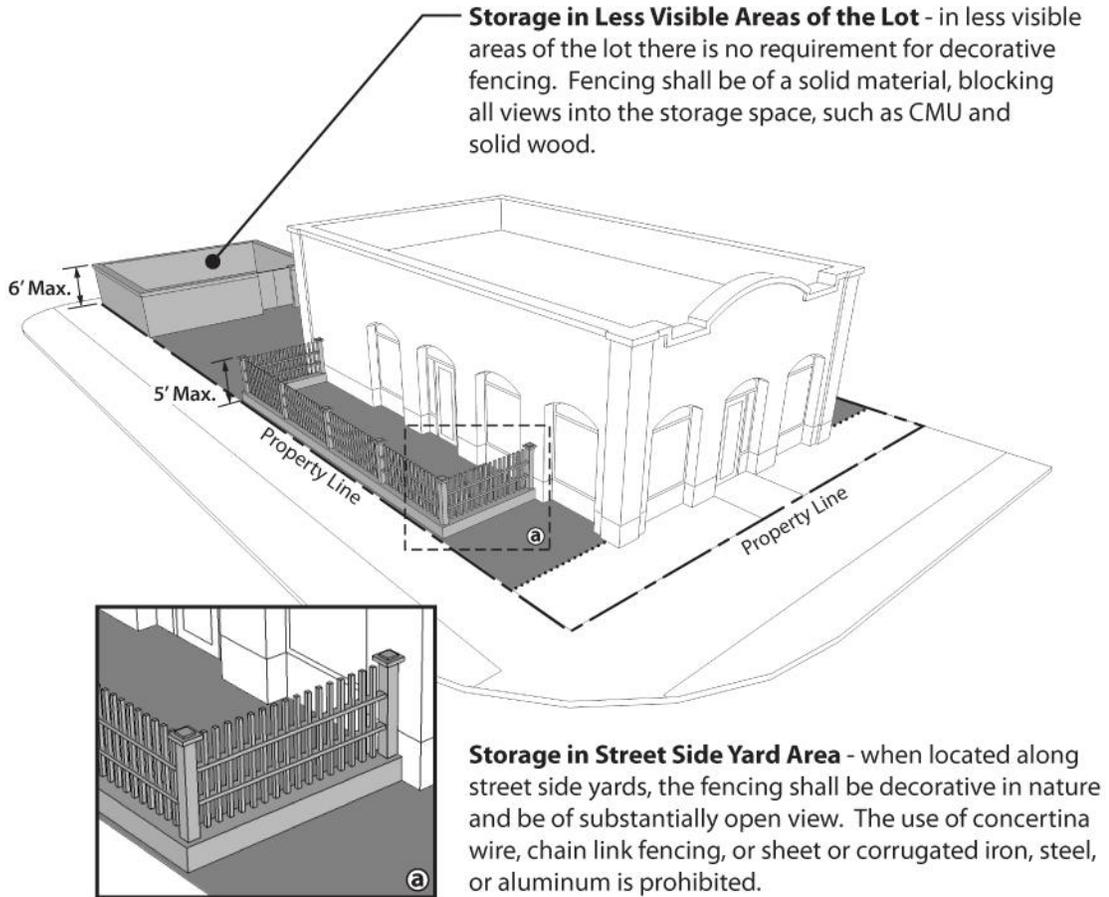
The following development and operational standards apply to all permanent outdoor storage. See also figure 9-6-7-C1 (permanent outdoor storage and sales).

1. **Location.** Outdoor storage and permanent sales is allowed in the rear of the lot or within interior side and street side yards. Outdoor storage is not allowed within front yards.
2. **Maximum Area.** The maximum area allowed for outdoor storage shall be twenty-five percent (25%) of the total lot area. Additional storage areas shall be permitted through site plan and design review.
3. **Enclosure/Screening.** Outdoor storage areas shall be enclosed through the use of walls or fencing as follows:
 - a. When located along street side yards, the fencing shall be decorative in nature (e.g., wrought iron, tubular steel, picket fence), be of substantially open view (greater than fifty percent (50%) of the surface area is open), and shall have a maximum height of five feet (5'). The use of concertina wire, chain link fencing, or sheet or corrugated iron, steel, or aluminum is prohibited.
 - b. In all other areas of the lot (e.g., areas that are not highly visible to the public, such as alleys) there is no requirement for decorative fencing. The maximum allowed fence

height is six feet (6'). Fencing shall be of a solid surface, blocking all views into the storage space, such as CMU block (required to be treated with a graffiti-resistant material) and solid wood.

4. **Storage Area Maintenance and Upkeep When Visible from Public Right-of-Way.** When the storage area is viewable from the public right-of-way (e.g., sidewalk), the storage area shall be regularly maintained and kept orderly and clean such that it does not create a public nuisance.

**Figure 9-6-7-C1
Permanent Outdoor Storage and Sales**



D. Trash Collection

The following provisions describe the city's minimum standards for the design and location of trash and other refuse collection areas as part of new development. These provisions are intended to create functional spaces for both users and trash collection services while maintaining a design compatible with the historic character of the downtown.

1. Trash storage must be fully enclosed and incorporated within the main structures or separate freestanding enclosures, subject to design approval from the city and operational approval from the Public Works Department. Where practical, storage at common enclosures is preferred.
2. Trash enclosures shall be architecturally compatible with the project. Examples include use of the same materials and colors as the building.

3. Refuse containers and service facilities shall be screened from view by solid masonry walls with powder coated solid metal doors. Chain link fencing is prohibited. Use landscaping (shrubs and vines) to screen walls and help deter graffiti.
4. Trash enclosures shall allow convenient access for commercial tenants. Siting on-site service areas in a consolidated and controlled environment is encouraged.
5. Trash enclosures shall be located away from residential uses to minimize nuisance for the adjacent property owners.

E. Utilities

Utilities for new development and redevelopment of property shall be integrated either into the structure(s), placed underground, or otherwise designed as an integral part of the project. The intent is to not have devices such as back flow preventers, power transformers, and other utility equipment sited in a modern, suburban fashion. The city recognizes the need for utility providers to access the equipment on a regular or emergency basis.