Chapter 9-3.316
Title 9, Land Use Code
San Juan Capistrano Municipal Code
Historic Town Center
Form-Based Code
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1.0 Applicability and Administration

1.1 - Authority and Purpose

This chapter of the San Juan Capistrano Municipal Code (SJCMC) is adopted as the set of integrated zoning standards ("Code" or "Town Center Code") that implement the Historic Town Center Master Plan. This Code is adopted to protect and promote the public health, safety, comfort, convenience, and general welfare of the community and implement the San Juan Capistrano General Plan for the identified area. Unless otherwise specified, these zoning standards shall replace the Tourist Commercial, General Commercial and any other identified standards previously applying to the identified area.

1.2 - Applicability of Development Code Standards

This code applies to any of the following within the boundaries identified in Figure 1, HTC Master Plan Code Boundaries: land use activity, new development, modifications of existing development and, subdivisions on property. All such actions shall be considered a 'project' for the purposes of this code as follows:

A. Interface with San Juan Capistrano Municipal Code.

This code is a chapter of the SJCMC (Title 9, Land Use) with individual sections as described in section 1.3 of this code. All applicable provisions of Title 9 and the SJCMC that are not specifically replaced or identified as not applicable, continue to apply.

1. Effect on properties in the Town Center Edge Overlay. Property identified in the Town Center Edge Overlay continues to be regulated by the General Commercial zoning district until any of the following occur:

   a. Cumulative expansion of floor area by 10% from the date of the adoption of this code;

   b. Modification of property access;

   c. The property is rezoned to remove the overlay and apply the Downtown Edge zoning.

B. Requirements for new structures or land uses, or changes to structures or land uses. No permit shall be issued by the City unless the proposed project complies with all applicable provisions of this code and all other applicable provisions of law.

   1. Development and Design Standards, Conditions of Approval. Each structure, addition(s) or modification(s) to a structure(s) and land use shall comply with all applicable standards of this code, and any applicable provisions of the SJCMC or conditions imposed by a previously granted discretionary planning permit or approval.

   2. Village-Scale Standards. The standards of this code are directed for the purpose of implementing the village-scale environment envisioned in the HTC Master Plan. In the context of San Juan Capistrano’s Town Center, “village scale and character” shall mean:

      a. Buildings placed near to, facing and defining the Town Center streets;

      b. Buildings fronting the streets with visually balanced and detailed facades, and entries, frontages and signage that are oriented to the pedestrian;

      c. Buildings that are composed of volumes similar in scale to the Mission-era adobe, wood and brick buildings of San Juan Capistrano;

         i. This means buildings that are generally two stories in height, with some one and three story buildings – or portions of buildings – which provides massing variation;

         ii. And building masses that are no more than 80 feet wide—along the street frontage—nor more than 65 feet in depth;

      d. Streetscapes that include generous sidewalks, steady rows of street trees and/or building galleries to shade and define the pedestrian way, and landscape, lighting and signage that enhance the street as a comfortable environment for strolling, shopping and visiting.

   3. Allowable Use. Land uses are allowed by this code as identified in Table 2B, and shall replace the requirements of SJCMC Title 9, Chapter 3 (Zoning Districts and Standards), Table 3-4.
Figure 1.0 - Code Boundaries

Parcels within Code Boundary
4. Permit and Approval Requirements. Unless otherwise specified in this code, all permits/approvals required by this code shall be processed per the requirements of SJCMC Title 9, Article 3 (Development Review Procedures). All required permits/approvals shall be obtained before the proposed use, and any structures related to the proposed use, are constructed, otherwise established or put into operation.

5. Legal Lot. The site of a proposed land use, development, modification or other improvement subject to this code shall be on a lot(s) legally created in compliance with the Subdivision Map Act and the City’s Subdivision Regulations. Lots created after the adoption of this code are subject to the requirements in Section 4.0 of this code (Block and Street Standards).

C. Subdivision of large sites. Any site that exceeds 5 acres in size, as it exists or after lot consolidation, is subject to the requirements of Section 4.0 (Block and Street Standards).

D. Minimum requirements. The provisions of this code are minimum requirements for the protection and promotion of the public health, safety, and general welfare. When this code provides for discretion on the part of a City official or body, that discretion may be exercised to impose conditions on the approval of any project proposed in the area subject to this code.

1.3 - Organization and Use of Code

This code consists of the following Sections:

A. Applicability and Administration. Section 1.0 establishes the physical area subject to this code as well as the applicability of existing and new standards.

B. Zoning Districts. Section 2.0 establishes and defines the implementing zoning districts and the parcels. Figure 2, Regulating Plan and “Zoning Districts and Overlays” identifies the boundaries of each zoning district and the parcels included in each district. Each zoning district identifies the intended physical character, and, allocates the necessary land use, parking and development standards to each zoning district to implement the HTC Master Plan. Figure 2 shall be incorporated into the City’s Official Zoning Map (SJCMC Section 9.1.103):

1. Summary of Zoning Districts. Table 2A provides a summary of the major regulatory topics for each zoning district.

2. Land Use and Parking Standards. Table 2B identifies the allowed land uses and whether or not each use is permitted, conditionally allowed or not allowed in each zoning district. In addition, the required parking is identified for each allowed land use.

3. Development Standards. Table 2C identifies the requirements for where buildings are allowed on a lot, the maximum building envelope for each lot, where parking is allowed on a lot, and encroachments into setbacks/rights-of-way. These standards replace the TC and GC standards in SJCMC Title 9, Article 3 (Zoning Districts and Standards), Table 3.1.

C. Frontage Standards. Section 3.0 establishes and defines the implementing frontages for the various blocks and streets in the HTC Master Plan area. Figure 3 identifies the allowed frontages for each block and street. Table 3A identifies the requirements for how a building is to address the lot’s frontage line(s) and public streetscape(s).
D. Block and Street Standards. Section 4.0 establishes and defines the walkable block and street pattern for the HTC Master Plan area. Figure 4 identifies the allowed block sizes and street types for each block and street.

1. Table 4A identifies the requirements for new or modified blocks;
2. Table 4B identifies the requirements for streets.

E. Signage Standards. Section 5.0 establishes and defines the village-scale signage allowed for the HTC Master Plan area. Figure 5 identifies the allowed signage types per the frontage(s) with which they are compatible.

1. Table 5A identifies the requirements for new or modified signage. These standards replace the TC standards in SJCMC Title 9, Article 3 (Zoning Districts and Standards), Table 3-42;

F. Architectural Style Guidelines. Section 6.0 establishes the range of village-scale architecture for the HTC Master Plan area.

1. Table 6A identifies the allowed architectural styles and the guidelines for each style to generate the vision and achieve compatibility with adjacent and surrounding properties;
2. These standards shall be administered through a design review board and/or peer review by a qualified design professional(s), or a combination of the two.

G. General Requirements. Except as otherwise specified, Section 7.0 identifies requirements such as lighting, screen walls, and trash enclosures that pertain to all development and land use activity subject to this code. These requirements are in addition to the applicable sections of SJCMC Title 9, Article 5 (Supplemental District Regulations). The requirements of Section 7.0 replace the requirements in SJCMC Section 9-3.517 (Fences, walls, and hedges) for the Master Plan area;

H. Required findings. Section 8.0 identifies the findings for determining whether or not an application is in compliance with the applicable requirements of this code. These findings replace the findings for Conditional Use Permits as well as for Minor Exceptions in SJCMC Section 9-2.317(d) and Section 9-2.351(e) for the Master Plan area;

I. Definitions and Illustrated Glossary. Appendix 1 defines the terms and phrases used in the HTC Master Plan and this code along with illustrations of key terms and phrases. Appendix 1 replaces specific definitions and is in addition to SJCMC Section 9-1.101(h) Appendix A.
1.4 - Administration

A. Processing. Applications shall be processed and approved administratively if the City determines the application to be consistent with the applicable requirements. This code replaces SJCMC Section 9-2.303 (Administrative Approvals) for the Master Plan area. Applications that exceed the flexibility built into this code, as established in Table 4, Administrative Modification, are considered inconsistent with the code and therefore, require discretionary approval and/or an amendment to the code regulations.

B. Administrative Modification. As identified in Table 4, Administrative Modification, particular standards of this code may be adjusted subject to the applicant providing the necessary information for the Community Development Director to make an informed decision in granting or denying the request for modification. The Community Development Director may elect to refer the application to the Design Review Committee or the Planning Commission. Applications that exceed the limits of Table 4 are considered inconsistent with the code and therefore, require discretionary approval and/or an amendment to the code regulations.

Unless specified otherwise, this Code shall be administered per Title 9, Article 3 (Development Review Procedures) of the SJCMC and enforced by the City of San Juan Capistrano Community Development Department, Planning Commission, and City Council.

C. Effect on Existing Development and Land Uses. Except for properties in the Town Center Edge Overlay (TCE-O), development and/or use(s) legally existing as of the adoption of this code may continue until such time that the development and/or use(s) does not comply with the requirements of SJCMC Section 9-3.533 (Nonconforming uses, lots and structures).

D. Historic / Cultural Resources

Properties identified by the City as historically or culturally significant, shall comply with the requirements of SJCMC Section 9-3.407 and the applicable requirements of this code.

D. “Park-Once” parking program. The Master Plan area is intended to generate and maintain the physical environment and land use activity through a shared parking approach for non-residential parking. The intent is to allow for each property to generate building area, land use activity and open space as required, while grouping the parking facilities in strategically dispersed locations. This approach is for the purpose of encouraging walking between businesses and destinations by relieving individual properties of providing potentially duplicative parking throughout the identified area.

Per SJCMC Section 9-3.535(c)(4) [Mixed land use developments (shared parking)], the properties identified in Figure 2 as ‘Park Once’ shall be subject to specific parking requirements that are based on shared parking facilities, as approved by the City.
## TABLE 1A

<table>
<thead>
<tr>
<th>Standard to be Modified</th>
<th>Maximum Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Lot Width / Depth</td>
<td>10</td>
</tr>
<tr>
<td>B. Building Placement</td>
<td></td>
</tr>
<tr>
<td>Front Setback</td>
<td>20</td>
</tr>
<tr>
<td>Side Street Setback</td>
<td>20</td>
</tr>
<tr>
<td>Interior Side Setback</td>
<td>25</td>
</tr>
<tr>
<td>Rear Setback (alley not present)</td>
<td>15</td>
</tr>
<tr>
<td>Alley Setback</td>
<td>10</td>
</tr>
<tr>
<td>C. Building Height</td>
<td>10</td>
</tr>
<tr>
<td>D. Building Size</td>
<td>20</td>
</tr>
<tr>
<td>E. Required Parking</td>
<td>20</td>
</tr>
<tr>
<td>F. Parking Placement</td>
<td></td>
</tr>
<tr>
<td>Front Setback</td>
<td>5%</td>
</tr>
<tr>
<td>Side Street Setback</td>
<td>5%</td>
</tr>
<tr>
<td>Interior Side Setback</td>
<td>25</td>
</tr>
<tr>
<td>Rear Setback</td>
<td>25</td>
</tr>
<tr>
<td>G. Streets</td>
<td></td>
</tr>
<tr>
<td>Alignment / Location</td>
<td>50 ft max in either direction</td>
</tr>
<tr>
<td>Components of Street Type(s)</td>
<td>15%</td>
</tr>
<tr>
<td>H. Vehicle Access</td>
<td></td>
</tr>
<tr>
<td>Driveway - location</td>
<td>10</td>
</tr>
<tr>
<td>Driveway - width</td>
<td>20</td>
</tr>
<tr>
<td>I. Signage</td>
<td></td>
</tr>
<tr>
<td>Size</td>
<td>45</td>
</tr>
<tr>
<td>Copy Area</td>
<td>10</td>
</tr>
</tbody>
</table>
Zoning Districts

2.1 - Purpose

This section establishes the zoning districts to differentiate the applicability of the HTC Master Plan's requirements as applied to the plan boundaries.

Figure 2 (right) defines the zoning districts and the standards for site development, design and land use.

2.2 - Zoning Districts and Intended Physical Character

The properties subject to the HTC Master Plan are regulated by one of the following zoning districts. Existing and/or intended rights-of-way are subject to section 4.0, Block and Street Standards, of this code.

A. Town Center (TC). The Town Center zoning district is applied to areas generally in the core of the HTC Master Plan area for the purpose of being the cultural, shopping, entertainment and civic core of San Juan Capistrano.

B. Town Center Edge (TCE). The Town Center Edge zoning district is generally applied to areas along Avenida Del Obispo and to east boundary of the HTC Master Plan area. The Downtown Edge zoning district serves as the transition from the more intense Downtown to adjacent neighborhoods and corridor retail gaining access from Avenida Del Obispo.

2.3 - Overlays

An important intention of this code as it relates to implementing the HTC Master Plan is to ensure that development and revitalization of the plan area results in positively adding to San Juan Capistrano's unique and distinctive physical character. Certain parcels are located such that they have two widely varying frontages. For example, one frontage is along a pedestrian-oriented street with village-scaled buildings and the other is along either the railroad or Interstate 5. The frontage along the railroad or Interstate 5 is of a distinct character while required to present a visually pleasing environment compatible with the area’s village-scale. Separately and combined, the elements of this code define and guide the attainment of this goal. To ensure that this goal is attained, a series of overlays have been identified. Each overlay has a particular purpose as described below:

A. Railroad Overlay. The Railroad overlay is applied to areas approximately 150 feet east of the railroad right-of-way between Verdugo Street and approximately 500 feet north of Avenida del Obispo for the purpose of locating larger structures such as public garages that serve the Town Center and that are compatible with being located adjacent to the railroad while serving as a transition to the scale of Camino Capistrano.

B. Freeway Overlay. The Freeway overlay is applied to areas generally between of Avenida Del Obispo for the purpose of providing additional development potential that is compatible with being located adjacent to Interstate 5 while serving as a transition to the scale of Avenida Del Obispo.

C. Town Center Edge Overlay. The Town Center Edge Overlay consists of the Town Center Edge Zone and is applied to areas east and south of Avenida Del Obispo and interstates that are to remain in the General Commercial Zoning District until such time that one of the provisions in Section 2.3C applies as follows.

1. Cumulative expansion of floor area by 10% from the date of the adoption of this code;

2. Modification of property access;

3. The property is rezoned to remove the overlay and apply the Town Center Edge zoning.
Figure 2.0 - Regulating Plan: Zoning Districts and Overlays

- Town Center District
- Town Center Edge District
- Community Park Zone

- Freeway Edge Overlay
- Railroad Edge Overlay
- Town Center Edge Overlay
- Park - Once Boundary

See Table 2A for Zone/Overlay purpose statements.

See Table 2B for Allowed Land Use and parking.

See Table 2C for Development Standards
2.0 Zoning Districts (CONTINUED)

2.2A - Town Center Zoning District

Intent and Purpose
The Downtown zoning district is applied to areas generally in the core of the HTC Master Plan area for the purpose of being the cultural, shopping, entertainment and civic core of San Juan Capistrano.

Physical Character
A variety of village-scale buildings shape the public streetscapes and private interior spaces. Buildings are 1 and 2 stories while only hotel uses may be up to 3 stories, mixed and single use, and are near or at the sidewalk to spatially define the streetscape. Camino Capistrano and Ortega Highway are the primary street frontages with new and revitalized street frontage east toward Avenida del Obispo.

Streetscape / Public Realm
The streetscape is in support of high pedestrian activity and consists of a range of permanent shade frontages such as arcades and galleries as well as shopfronts with wide awnings and shade trees. Wide sidewalks accommodate outdoor dining while providing for comfortable strolling.

Land Use
A variety of land use activities are allowed with a focus on specialty retail, restaurants, civic/cultural, hotels and conference facilities, office and housing.

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 garage spaces. Businesses using the shared system have lower parking requirements and contribute more developable building area than those businesses using private parking.

Examples: Range of intended physical character

Above: Streetscapes are shaped by well-proportioned buildings at or near the sidewalk, carefully located landscape and inviting, pedestrian-oriented details.

Above: Housing or office above shopping and restaurants along a wide and comfortable streetscape provide a continuous experience.

Note: The above examples illustrate the intended range of scale, intensity, site organization and
streetscape typically associated with the Town Center Zoning District.
2.2B - Town Center Edge Zoning District

Intent and Purpose
The Town Center Edge zoning district is generally applied to areas along Avenida Del Obispo and to the east boundary of the HTC Master Plan area. The Town Center Edge Zoning District serves as the transition from the more intense Downtown to adjacent neighborhoods and corridor retail gaining access from Avenida Del Obispo.

The Town Center Edge Overlay consists of the Town Center Edge Zoning District and is applied to areas east and south of Avenida Del Obispo that are to remain in the General Commercial Zoning District until such time that one of the provisions in Section 2.3C applies.

Physical Character
A variety of village scale buildings shape the public streetscapes and private interior spaces. Buildings are up to 2 stories with the exception of hotels which may be up to 3 stories, mixed and single use, and are near or setback from the sidewalk. Avenida Del Obispo is the primary street frontage in the district with new frontages serving a variety of retail, office and housing uses, generated through entries from Avenida del Obispo.

Streetscape / Public Realm
The streetscape is in support of pedestrian activity and consists of a range of frontages such as shopfronts with wide awnings and shade trees, landscaped front yards, and parking courts.

Land Use
A variety of land use activities are allowed ranging from specialty retail, restaurants, civic/cultural, hotels and conference facilities, service commercial, office and housing.

Parking
Parking is a shared system of on-street and off-street spaces. Off-street spaces are a combination of grouped surface parking and strategically located public garage spaces. Businesses using the shared system have lower parking requirements and contribute more developable building area than those businesses using private parking.
2.0 Zoning Districts (CONTINUED)

2.3A - Railroad Overlay

Intent and Purpose
The Railroad overlay is applied to areas approximately 150 feet east of the railroad right-of-way between Verdugo Street and approximately 500 feet north of Avenida del Obispo for the purpose of locating larger structures such as public garages that serve the Town Center and that are compatible with being located adjacent to the railroad while serving as a transition to the scale of Camino Capistrano.

Physical Character
A variety of larger scale, public buildings such as public garages (park-once) support village-scale buildings that relate to Camino Capistrano. Buildings are up to 2 stories with hotels up to 3 stories, mixed and single use, and are designed to be compatible with adjacent buildings and land use activity.

Streetscape / Public Realm
Refer to Town Center zoning district.

Land Use
Refer to Town Center zoning district.

Parking
Refer to Town Center zoning district.

Examples: Range of intended physical character

Above: “Park - Once” public garage with village-scaled buildings lining its edges along streetscapes.

Note: The above examples illustrate the intended range of scale, intensity, site organization and streetscape typically associated with the Railroad Overlay.
2.3B - Freeway Overlay

Intent and Purpose
The Freeway overlay is applied to areas generally between Avenida Del Obispo and interstates for the purpose of providing additional development potential that is compatible with being located adjacent to Interstate 5 while serving as a transition to the scale of Avenida Del Obispo.

Physical Character
A variety of larger scale buildings such as public garages (park- once), hotels and conference facilities in combination with village-scale buildings shape the public streetscapes and private interior spaces. Buildings are up to 3 stories, mixed and single use, and are near or setback from the sidewalk.

Streetscape / Public Realm
Refer to Town Center Edge zoning district.

Land Use
Refer to Town Center Edge zoning district.

Parking
Refer to Town Center Edge Zoning District.

Note: The above examples illustrate the intended range of scale, intensity, site organization and streetscape typically associated with the Town Center Edge Zoning District.
Table 2A

**Zoning District**

**STANDARDS**

**INTENDED PHYSICAL CHARACTER**

(See Section 2.2.1 for purpose and intent statement)

**BUILDING HEIGHT AND STORIES**

(See Table 2c for standards)

**32 STORIES**

MAX

HOTELS 3 STORIES MAX

MASSING REQUIREMENTS APPLY TO UPPER STORIES

**GROUND FLOOR - AS ALLOWED BY BUILDING SETBACKS**

UPPER FLOORS - 40 FEET X 50 FEET MAX

Individual buildings may be connected on a site provided that no individual element on upper floors exceeds 45 x 50 feet.

Public buildings such as 'Park-Once' garages, hotels, and conference facilities are exempt from the above requirements provided that the building(s) is in compliance with the applicable block dimensions (Section 4.2) and frontage requirements (Section 3.0).

Buildings will be designed with vertical and horizontal mass articulation and upper floors shall be setback from lower floors.

**Required Yard** | **Building Setback**
--- | ---
Front yard | 0' min
Side Street | 0' min; 10'
Interior side yard | 0' min
Rear yard | 10' min

**PARKING REQUIREMENTS**

PARK-ONCE refers to shared, pub lic parking available to
<table>
<thead>
<tr>
<th>Use-Type</th>
<th>Required</th>
<th>Yes Max</th>
<th>Per: Per:</th>
<th>Rate: Rate:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Studio</td>
<td>1.0/unit</td>
<td>.15/unit</td>
<td>yes 1 max</td>
<td></td>
</tr>
<tr>
<td>Res’l 1 BR</td>
<td>2.0/unit</td>
<td>.15/unit</td>
<td>yes 1 max</td>
<td></td>
</tr>
<tr>
<td>Res’l 2-3 BR</td>
<td>2.0/unit</td>
<td>.25/unit</td>
<td>yes 1 max</td>
<td></td>
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<tr>
<td>Office, Service</td>
<td>3.0/1000</td>
<td>N.A.</td>
<td>yes [2]</td>
<td></td>
</tr>
<tr>
<td>Retail/Food</td>
<td>4.0/1000</td>
<td>N.A.</td>
<td>yes [2]</td>
<td></td>
</tr>
<tr>
<td>Industrial</td>
<td>N.A.</td>
<td>N.A.</td>
<td>N.A.</td>
<td></td>
</tr>
</tbody>
</table>

[1] see Table 2B for specific use-type / standad
[2] if not shared, add 1.0 / 1000 to requirement
Property in the Town Center Edge overlay continues to be regulated by the General Commercial zoning district, unless one of the provisions identified in Section 2.3C of this code applies.

Upon the provisions of Section 2.3C applying to property in this overlay, such property is subject to the requirements of the Downtown Edge Zoning District.

**2.3AC TOWN CENTER EDGE OVERLAY**

- **GROUND FLOOR:** As allowed by building setbacks.
- **UPPER FLOORS:** 61 feet x 80 feet max.

Public buildings such as Park View garages, hotels and conference facilities are exempt from the zoning requirements provided the buildings is in compliance with the applicable block dimensions (section 4.1) and frontage requirements (section 3.0).

Buildings will be designed with vertical and horizontal mass articulation and upper floors shall be setback from lower floors.

Refer to TC standards.

**2.3AB RAILROAD OVERLAY**

- **32 STORIES MAX**
- **MASSING REQUIREMENTS APPLY TO UPPER STORIES**

Refer to TC edge standards.

**2.3BC FREEWAY OVERLAY**

- **32 STORIES MAX**
- **MASSING REQUIREMENTS APPLY TO UPPER STORIES**

Refer to TC edge standards.

**GROUND FLOOR:** As allowed by building setbacks.

**UPPER FLOORS:** 61 feet x 80 feet max.

Within 500 feet of Avenida Del Obispo, individual buildings may be connected on a site provided that no individual element on upper floors exceeds 60 feet. Beyond 500 feet of Avenida Del Obispo, no more than one building is allowed provided that the building is lined with village scale buildings per Table 17 and is in compliance with the applicable block dimensions (section 4.1) and frontage requirements (section 3.0).

Buildings will be designed with vertical and horizontal mass articulation and upper floors shall be setback from lower floors.

Refer to TC edge standards.
2.0 Zoning Districts (CONTINUED)

2.4 - Purpose

The standards in this section identify the land use types allowed in each of the zoning districts established by Figure 2 and determine the type of City approval required. In addition, this section identifies the corresponding parking requirement for each use as allowed in the zoning districts.

2.4 - Allowed Land Uses and Permit Requirements

A. Allowed land uses. A parcel or building within the HTC Master Plan boundaries can be occupied by only the land uses allowed by Table 2B of this code. Definitions of listed land uses or ‘land use types’ are in Appendix 1 of this code. If a land use is not defined in this section or in the SJCMP, the Director of Community Development can determine the correct definition, giving deference to common usage. At the Director’s discretion, the matter can be referred to the Planning Commission for direction.

1. Establishment of an allowed land use.

a. Any one or more land uses identified by Table 2B as being allowed within a specific zoning district may be established on any parcel within that zoning district, subject to the approval/permit requirement listed in Table 2B, and in compliance with all applicable requirements of this code.

b. If a parcel is proposed for development with two or more allowed land uses at the same time, the overall project is subject to the highest permit level required by Table 2B for any individual use. For example, a new mixed-use building proposed with a permitted use (P) on the second floor and a use requiring a conditional use permit (CUP) on the ground floor would require a conditional use permit approval for the entire project.

2. Land Use not listed.

a. A land use not listed in Table 2B that is determined by the Director to not be included in the definitions as a listed land use, is deemed prohibited within the HTC Master Plan boundaries, except as otherwise allowed by subsection A.3 below.

b. A land use that is listed in Table 2B but not within a particular zoning district is prohibited within that zoning district, except as otherwise allowed by subsection A.3 below.

3. Similar and compatible land use may be allowed. The Director may determine that a proposed land use not listed in Table 2B is allowable as follows, subject to the provisions of Title 9.

a. Required Findings. A determination that a proposed land use is similar to, and compatible with a listed land use and may be allowed, requires that the Director first make all of the following findings in writing:

i. The land use is consistent with the General Plan and the HTC Master Plan;

ii. The land use is consistent with the purpose of the applicable zoning district;

iii. The characteristics of, and activities associated with, the use are similar to one or more of the listed land uses, and will not produce greater impacts than the land uses listed for the zoning district;

iv. The land use will be compatible with the other land uses allowed in the zoning district;

v. The land use is not listed as allowed in another zoning district.

4. Permit-requirements and development standards. When the Director determines that a proposed, but unlisted, land use is similar to a listed land use, the proposed land use will be treated in the same manner as the listed land use in determining where it is allowed, what permits are required, and what other standards and requirements of this code apply.
B. Permit Requirements. Table 2B provides for land uses that are:

1. Permitted subject to compliance with all applicable requirements of this code. Permitted uses are identified in Table 2B as "P";

2. Allowed subject to the approval of a Temporary Use Permit, subject to compliance with all applicable requirements of this code. Temporary permit- ted uses are identified in Table 2B as "TUP";

3. Allowed subject to the approval of a Conditional Use Permit, subject to compliance with all applicable requirements of this code. Conditionally permitted uses are identified in Table 2B as "CUP";

4. For allowed land uses, Table 2B may identify additional requirements based on how a particular land use is allowed in a zoning district. Such additional requirements are identified in Table 2B by a number in parentheses (2) that is keyed to the notes in Table 2B.

5. Prohibited in particular zoning district(s). Prohibited uses are identified in Table 2B as "X".

C. Parking Requirements. Table 2B provides the requirements for the quantity of parking each land use must provide in order to be approved by the City. Depending upon the land use, this information is identified in terms of the number of parking spaces required per specified amount of floor area (e.g., space/350 GSF) or per dwelling (e.g., space/dwelling unit).

D. Additional Approvals and Requirements.

1. Additional City approval requirements. Any land use that is identified as allowed in Table 2B may require other City permits, licenses, and approvals, such as a building permit. It is the applicant’s responsibility to comply with all applicable requirements and approvals.
## 2.0 Zoning Districts (CONTINUED)

### Table 2B

<table>
<thead>
<tr>
<th>Land Use Type 1</th>
<th>Permit and Parking Required by Zone</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>TC</td>
</tr>
</tbody>
</table>

#### Agricultural Use Types

<table>
<thead>
<tr>
<th>Land Use Type 1</th>
<th>Permit and Parking Required by Zone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fruit/Agriculture Stand(s)</td>
<td>TUP</td>
</tr>
<tr>
<td>Agricultural equipment and supplies, sales, repair</td>
<td>X</td>
</tr>
</tbody>
</table>

#### Automotive / Vehicle-Related Use Types

<table>
<thead>
<tr>
<th>Land Use Type 1</th>
<th>Permit and Parking Required by Zone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parts, sales, without installation</td>
<td>X</td>
</tr>
<tr>
<td>Parts, sales with installation</td>
<td>X</td>
</tr>
<tr>
<td>Repair (minor) - lube/tune, window tinting</td>
<td>X</td>
</tr>
<tr>
<td>Vehicle leasing/rental</td>
<td>X</td>
</tr>
<tr>
<td>Vehicle storage, including RV's and Boats</td>
<td>X</td>
</tr>
</tbody>
</table>

#### Boarding and Lodging Use Types

<table>
<thead>
<tr>
<th>Land Use Type 1</th>
<th>Permit and Parking Required by Zone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bed and Breakfast Inn</td>
<td>P</td>
</tr>
<tr>
<td>Congregate Care Housing Facility</td>
<td>CUP</td>
</tr>
<tr>
<td>Hotel (10)</td>
<td>CUP</td>
</tr>
<tr>
<td>Conference Facility (10)</td>
<td>CUP</td>
</tr>
</tbody>
</table>

#### Eating / Drinking Use Types (2)

<table>
<thead>
<tr>
<th>Land Use Type 1</th>
<th>Permit and Parking Required by Zone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cafe, Delicatessen (no alcoholic beverage sales)</td>
<td>P</td>
</tr>
<tr>
<td>Restaurant (without drive-through)</td>
<td>P</td>
</tr>
<tr>
<td>Restaurant (with drive-through)</td>
<td>X</td>
</tr>
<tr>
<td>Restaurant (can include dining on public right-of-way) (4)</td>
<td>P</td>
</tr>
</tbody>
</table>

#### Entertainment / Recreation Use Types (2)

<table>
<thead>
<tr>
<th>Land Use Type 1</th>
<th>Permit and Parking Required by Zone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adult-oriented business (see p. 3503)</td>
<td>CUP</td>
</tr>
<tr>
<td>Auditorium, convention hall, theater(10)</td>
<td>CUP</td>
</tr>
<tr>
<td>Batting cage(s), driving range, similar outdoor facility</td>
<td>X</td>
</tr>
<tr>
<td>Billiard/Pool Hall</td>
<td>CUP</td>
</tr>
<tr>
<td>Bowling Alley</td>
<td>X</td>
</tr>
<tr>
<td>Cultural Center</td>
<td>P</td>
</tr>
<tr>
<td>Health/Athletic Club</td>
<td>P</td>
</tr>
<tr>
<td>Indoor Recreation Center</td>
<td>X</td>
</tr>
<tr>
<td>Library or Museum (10)</td>
<td>P</td>
</tr>
<tr>
<td>Massage Therapy Establishment</td>
<td>X</td>
</tr>
<tr>
<td>Skate Park or Rink</td>
<td>CUP</td>
</tr>
<tr>
<td>Slot Car Racing</td>
<td>X</td>
</tr>
<tr>
<td>Theater, Cinema (movie)</td>
<td>P</td>
</tr>
<tr>
<td>Theater, Stage</td>
<td>P</td>
</tr>
<tr>
<td>Live Entertainment</td>
<td>CUP</td>
</tr>
</tbody>
</table>

### Key to Table 2B

<table>
<thead>
<tr>
<th>Code</th>
<th>Land Use Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TC</td>
<td>Town Center</td>
</tr>
<tr>
<td>TCE</td>
<td>Town Center Edge</td>
</tr>
</tbody>
</table>

### Notes

1. All land use types are subject to the applicable requirements of this code. See Figure 2 for applicable requirements.

2. As identified in Figure 2, may use park-once garage for all required parking upon satisfying all in-lieu fee requirements.
<table>
<thead>
<tr>
<th>LAND USE TYPE 1</th>
<th>PERMIT AND PARKING REQUIRED BY</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>TC</td>
</tr>
<tr>
<td>MEDICAL USE TYPES (2)</td>
<td></td>
</tr>
<tr>
<td>Blood bank</td>
<td>X</td>
</tr>
<tr>
<td>Day Care Home - large family - adult or child</td>
<td>X</td>
</tr>
<tr>
<td>Day Care Home - small family - adult or child</td>
<td>X</td>
</tr>
<tr>
<td>Child Day Care Center</td>
<td>XR</td>
</tr>
<tr>
<td>Clinic - outpatient</td>
<td>X</td>
</tr>
<tr>
<td>Community Care Facility</td>
<td>X</td>
</tr>
<tr>
<td>Convalescent Home or Hospital</td>
<td>X</td>
</tr>
<tr>
<td>Medical Laboratory</td>
<td>X</td>
</tr>
<tr>
<td>Medical Office</td>
<td>P</td>
</tr>
<tr>
<td>Urgent Care Facility</td>
<td>X</td>
</tr>
<tr>
<td>PERSONAL SERVICE / FINANCIAL USE TYPES (2)</td>
<td></td>
</tr>
<tr>
<td>Bank, Savings and Loan, Credit Union</td>
<td>P</td>
</tr>
<tr>
<td>Barber/Beauty/Nail</td>
<td>P</td>
</tr>
<tr>
<td>Dance/Music School/Martial Arts studio/</td>
<td>P</td>
</tr>
<tr>
<td>Swim School</td>
<td>X</td>
</tr>
<tr>
<td>Dry Cleaner (without on-site cleaning facility)</td>
<td>X</td>
</tr>
<tr>
<td>Dry Cleaner (with on-site cleaning facility)</td>
<td>X</td>
</tr>
<tr>
<td>Laundromat</td>
<td>X</td>
</tr>
<tr>
<td>Repair: leather, luggage, shoes</td>
<td>P</td>
</tr>
<tr>
<td>PROFESSIONAL AND ADMINISTRATIVE USE TYPES (2)</td>
<td></td>
</tr>
<tr>
<td>Medical, Dental, Optometry, Chiropractic</td>
<td>P</td>
</tr>
<tr>
<td>Business, Professional (Legal, Architecture, Accounting, etc.)</td>
<td>P</td>
</tr>
<tr>
<td>Veterinary</td>
<td>X</td>
</tr>
<tr>
<td>RESIDENTIAL USE TYPES</td>
<td></td>
</tr>
<tr>
<td>Accessory Building</td>
<td>P</td>
</tr>
<tr>
<td>Dwelling - Multi-family - 1 BR</td>
<td>P</td>
</tr>
<tr>
<td>Dwelling - Multi-family - 3 BR</td>
<td>P</td>
</tr>
<tr>
<td>Home Occupation</td>
<td>P</td>
</tr>
<tr>
<td>Second Unit - Carriage House (granny flat)</td>
<td>P</td>
</tr>
<tr>
<td>Senior Housing</td>
<td>P</td>
</tr>
</tbody>
</table>

(3) May use park-once garage for up to 2 spaces/unit subject to satisfying all in-lieu fee requirements.

(4) May use park-once garage for up to 1 space/unit subject to satisfying all in-lieu fee requirements.

(5) In compliance with all applicable right-of-way and pedestrian access requirements.

(6) Drive-through and/or queuing lane not allowed along front or side street.

(7) All such equipment/facilities shall be integrated into the building design subject to City review and approval.

(8) Facility style, materials and design are subject to City review and approval.

(9) Outdoor staging, storage or repair of vehicles not allowed within 100 feet of front or side street lot line.

(10) These uses may use the Railroad or Freeway Overlay building size standards.
2.0 Zoning Districts (CONTINUED)

Table 2B (CONTINUED)

<table>
<thead>
<tr>
<th>LAND USE TYPE 1</th>
<th>PERMIT AND PARKING REQUIRED BY ( \text{ZONE} )</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>TC</td>
</tr>
</tbody>
</table>

### RETAIL / COMMERCIAL USE TYPES (2)

<table>
<thead>
<tr>
<th>Land Use Type</th>
<th>TC</th>
<th>Parking</th>
<th>TCE</th>
<th>Parking</th>
</tr>
</thead>
<tbody>
<tr>
<td>Antique sales</td>
<td>P</td>
<td>1/250</td>
<td>P</td>
<td>1/250</td>
</tr>
<tr>
<td>Art gallery, studio</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td><strong>Auction (within a building, excluding livestock)</strong></td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Automotive Parts</td>
<td>X</td>
<td>NA</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Bakery (can include on-premises baking)</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Books</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Clothing/Apparel</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Candy</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Convenience / mini-market (up to 5,000 sq ft floor area)</td>
<td>P</td>
<td>1/250</td>
<td>P</td>
<td>1/250</td>
</tr>
<tr>
<td>Fabric/crafts</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Flowers</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Furniture, furnishings, appliances</td>
<td>P</td>
<td>1/350</td>
<td>P</td>
<td>1/350</td>
</tr>
<tr>
<td>Groceries/market (up to 35,000 sq ft floor area)</td>
<td>RX</td>
<td>1/350NA</td>
<td>P</td>
<td>1/200</td>
</tr>
<tr>
<td>Hardware</td>
<td>RX</td>
<td>1/350NA</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Home improvement, lumber, garden</td>
<td>X</td>
<td>NA</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Jewelry</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Music, instruments</td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Nursery/Garden supplies</td>
<td>RX</td>
<td>1/350NA</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Office supplies, equipment</td>
<td>P</td>
<td>1/350</td>
<td>P</td>
<td>1/350</td>
</tr>
<tr>
<td>Pet store</td>
<td>X</td>
<td>NA</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Pharmacy</td>
<td>P</td>
<td>1/350</td>
<td>P</td>
<td>1/350</td>
</tr>
<tr>
<td>Plumbing supplies, equipment</td>
<td>X</td>
<td>NA</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td>Warehouse retail</td>
<td>X</td>
<td>NA</td>
<td>P</td>
<td>1/500</td>
</tr>
<tr>
<td><strong>Equestrian supplies &amp; tack</strong></td>
<td>P</td>
<td>1/500</td>
<td>P</td>
<td>1/500</td>
</tr>
</tbody>
</table>

### SERVICE COMMERCIAL USE TYPES (2)

<table>
<thead>
<tr>
<th>Land Use Type</th>
<th>PERMIT AND PARKING REQUIRED BY ( \text{ZONE} )</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catering</td>
<td>P</td>
</tr>
<tr>
<td>Cleaning / Janitorial</td>
<td>CUP</td>
</tr>
<tr>
<td>Copy center / Postal center</td>
<td>P</td>
</tr>
<tr>
<td>Equipment rental, sales, service</td>
<td>X</td>
</tr>
<tr>
<td>Interior Design</td>
<td>P</td>
</tr>
<tr>
<td>Laboratory (film, medical, dental)</td>
<td>X</td>
</tr>
<tr>
<td>Photography/Shop/studio, film processing</td>
<td>P</td>
</tr>
<tr>
<td>Painting</td>
<td>P</td>
</tr>
<tr>
<td>Publishing</td>
<td>P</td>
</tr>
<tr>
<td>Travel agency</td>
<td>P</td>
</tr>
<tr>
<td><strong>Alcoholic beverages, off-sale</strong></td>
<td>CUP</td>
</tr>
</tbody>
</table>

**Notes:**

1. All land use types are subject to the applicable requirements of this code. See Figure 2 for applicable requirements.
2. As identified in Figure 2, may use park-once garage for all required parking upon satisfying all in-lieu fee requirements.
<table>
<thead>
<tr>
<th>LAND USE TYPE</th>
<th>PERMIT AND PARKING REQUIRED BY ZONE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>TC</td>
</tr>
<tr>
<td>INDUSTRIAL USE TYPES</td>
<td></td>
</tr>
<tr>
<td>Alcohol and alcoholic beverage manufacturing</td>
<td>X</td>
</tr>
<tr>
<td>Automotive repair/tune-up shop</td>
<td>X</td>
</tr>
<tr>
<td>Assembly (small scale - electronics, small appliances)</td>
<td>X</td>
</tr>
<tr>
<td>Commercial service (&gt; 10,000 sq ft)</td>
<td>X</td>
</tr>
<tr>
<td>Day Care center - employer-sponsored child</td>
<td>X</td>
</tr>
<tr>
<td>Distribution (low intensity, local distribution)</td>
<td>X</td>
</tr>
<tr>
<td>Equipment Rental</td>
<td>X</td>
</tr>
<tr>
<td>Farm vehicle sales, storage, repair and auction</td>
<td>X</td>
</tr>
<tr>
<td>Food Processing</td>
<td>X</td>
</tr>
<tr>
<td>Manufacturing (small scale, electronics, small appliances)</td>
<td>X</td>
</tr>
<tr>
<td>Motion Picture Studio</td>
<td>X</td>
</tr>
<tr>
<td>Office as accessory to primary industrial use</td>
<td>X</td>
</tr>
<tr>
<td>Telecommunications Facilities</td>
<td>X</td>
</tr>
<tr>
<td>Wholesaling</td>
<td>X</td>
</tr>
</tbody>
</table>

| OTHER USE TYPES |
| Antenna, satellite or dish | X | NA | X | NA |
| Antenna, wireless communications | X | NA | CUP | 1/500 |
| Assembly hall | CUP | 1/350 | P | 1/350 |
| Club, lodge, meeting hall | CUP | 1/350 | P | 1/350 |
| Educational institution | CUP | 1/350 | X | NA |
| | | | | 1/350/0 staff + 18 children |
| Mini-storage | X | NA | CUP | 1/400 |
| News rack | CUP | 0 | CUP | 0 |
| Trade / Technical School | CUP | 1/350 | CUP | 1/350 |

(3) May use park-once garage for up to 2 spaces/unit subject to satisfying all in-lieu fee requirements.

(4) May use park-once garage for up to 1 space/unit subject to satisfying all in-lieu fee requirements.

(5) In compliance with all applicable right-of-way and pedestrian access requirements.

(6) Drive-through and/or queuing lane not allowed along front or side street.

(7) All such equipment/facilities shall be integrated into the building design subject to City review and approval.

(8) Facility style, materials and design are subject to City review and approval.

(9) Outdoor staging, storage or repair of vehicles not allowed within 100 feet of front or side street lot line.

(10) These uses may use the Railroad or Freeway Overlay building size standards.
2.0 Zoning Districts (CONTINUED)

2.5 - Purpose

This section of the code is intended to generate development, revitalization and/or modification of existing development within the Master Plan boundaries that successfully implements the HTC Master Plan. Table 2C identifies the requirements for each zoning district.

2.5 - Allowed Land Uses and Permit Requirements

Any parcel or building subject to this code shall be developed in compliance with the standards identified in Table 2C, or as modified per the provisions of Section 1.4 Administration.
# Development Standards

## Table 2C - Development Standards in the Town Center (TC) District

### A. Building Placement and Type

1. Buildings shall be located on the lot as allowed in the above diagram.
2. Building facades shall extend along the frontages of the lot as required in Subsection "C" of this table.
3. Special uses such as hotels, public garages (park once), and conference facilities are exempt from zone standards below and may use to R.R. overlay standards.

### B. Building Configuration

1. Buildings shall comply with the standards below, measured in stories/feet.

<table>
<thead>
<tr>
<th>Standards</th>
<th>Zone</th>
<th>RR-O</th>
</tr>
</thead>
<tbody>
<tr>
<td>Placement/Type</td>
<td></td>
<td></td>
</tr>
<tr>
<td>a Lot Width</td>
<td>200'</td>
<td>150'</td>
</tr>
<tr>
<td>b Lot Depth</td>
<td>50'</td>
<td>165'</td>
</tr>
<tr>
<td>c Front Setback f</td>
<td>0'</td>
<td>10'</td>
</tr>
<tr>
<td>d Side Street Setback</td>
<td>0'</td>
<td>15'</td>
</tr>
<tr>
<td>e Side Setback</td>
<td>n/a</td>
<td>0'</td>
</tr>
<tr>
<td>f Rear Setback</td>
<td>10'</td>
<td>n/a</td>
</tr>
</tbody>
</table>

**Upper Floors Dimensions**

<table>
<thead>
<tr>
<th></th>
<th>Min.</th>
<th>Max.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Upper Story Width a NA</td>
<td>65'</td>
<td>NA</td>
</tr>
<tr>
<td>Upper Story Height a NA</td>
<td>10'</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Notes**

- And as specified for selected frontage type.

---

**Public Review Draft**

2 November 2010
FC Fire Code - building protection per local fire/safety code.
A Where an alley provides vehicular access, minimum setback is 5'.
D Individual elements up to this size may be combined provided that no dimension exceeds 80' x 65'.

R Subject to additional requirements identified in Section 3.0, Frontage.
S Measured vertically from average sidewalk grade along frontage and in compliance with ADA requirements.
H Measured vertically from floor to floor.
D Individual elements up to this size may be combined provided that no dimension exceeds 80' x 65'.
C. Frontages and Encroachments

1. Buildings shall incorporate an allowed frontage type for the required frontage identified above.
2. Buildings shall be designed using the allowed frontage types.
3. Building elements may encroach into setbacks as identified.

### Standards

<table>
<thead>
<tr>
<th>Standards</th>
<th>Zone Standard</th>
<th>RR-O Standard</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frontage Location</td>
<td>Min.</td>
<td>Max.</td>
</tr>
<tr>
<td>P Along Primary Street</td>
<td>10</td>
<td>N</td>
</tr>
<tr>
<td>S Along Secondary Street</td>
<td>65</td>
<td>10</td>
</tr>
<tr>
<td>E Allowed Frontages encroaching on Public R.O.W.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>a Arcade</td>
<td>See Frontage standards in Section 3.0.</td>
<td></td>
</tr>
<tr>
<td>b Gallery</td>
<td>See Frontage standards in Section 3.0.</td>
<td></td>
</tr>
<tr>
<td>f Allowed Frontages</td>
<td></td>
<td></td>
</tr>
<tr>
<td>c Storefront &amp; Awning</td>
<td></td>
<td></td>
</tr>
<tr>
<td>d Forecourt</td>
<td></td>
<td></td>
</tr>
<tr>
<td>e Stoop</td>
<td></td>
<td></td>
</tr>
<tr>
<td>f Terrace (Dooryard)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>g Porch and Wall/Fence</td>
<td></td>
<td></td>
</tr>
<tr>
<td>h Yard</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Screening, Notes

<table>
<thead>
<tr>
<th>Standards</th>
<th>Screening, Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>a Front Setback</td>
<td>50’ Building, wall or hedge, 3’ min. ht.</td>
</tr>
<tr>
<td>b Rear Setback to Alley 5’</td>
<td>No screening required</td>
</tr>
<tr>
<td>c Rear Setback no Alley</td>
<td>10’ Wall or fence, 5’ min. ht.</td>
</tr>
<tr>
<td>d Max above ground plane</td>
<td>Side Street Setback 5’ Wall or hedge, 3’ min. ht.</td>
</tr>
</tbody>
</table>

### Notes

* Measured vertically from average sidewalk grade at frontage.
## Development Standards

### Table 2C - Development Standards in the Town Center Edge (T.C.E) District

#### A. Building Placement and Type

1. Buildings shall be located on the lot as allowed in the above diagram.
2. Building facades shall extend along the frontages of the lot as required in Subsection "C" of this table.
3. Special uses such as hotels, public garages (park-once), and conference facilities are exempt from zone standards below and may use FWY-Overlay standards.

#### Standards

<table>
<thead>
<tr>
<th>Standards</th>
<th>Zone</th>
<th>FWY-O</th>
</tr>
</thead>
<tbody>
<tr>
<td>Placement/Type</td>
<td>Min.</td>
<td>Max.</td>
</tr>
<tr>
<td>a Lot Width</td>
<td>50'</td>
<td>200'</td>
</tr>
<tr>
<td>b Lot Depth</td>
<td>50'</td>
<td>n/a</td>
</tr>
<tr>
<td>c Front Setback: Prim.</td>
<td>1</td>
<td>20'</td>
</tr>
<tr>
<td>d Side Street Setback f</td>
<td>10'</td>
<td>25'</td>
</tr>
<tr>
<td>e Side Setback f</td>
<td>0'</td>
<td>n/a</td>
</tr>
<tr>
<td>f Rear Setback - Prim.</td>
<td>30'</td>
<td>n/a</td>
</tr>
<tr>
<td>g Upper Floors Dimensions *</td>
<td>n/a</td>
<td>80' x 65'</td>
</tr>
</tbody>
</table>

#### Notes

Public Review Draft
2 November 2010

#### B. Building Configuration

1. Buildings shall comply with the standards below, measured in stories/feet.

#### Standards

<table>
<thead>
<tr>
<th>Standards</th>
<th>Zone Standard</th>
<th>FWY-O</th>
</tr>
</thead>
<tbody>
<tr>
<td>Configuration</td>
<td>Min.</td>
<td>Max.</td>
</tr>
<tr>
<td>h Primary Bldg. Ht. (Stor.)</td>
<td>3.5'</td>
<td>1</td>
</tr>
<tr>
<td>i Primary Bldg. Ht. (Fl.)</td>
<td>10'</td>
<td>35'</td>
</tr>
<tr>
<td>j Ground Floor Level</td>
<td>2'</td>
<td>4'</td>
</tr>
<tr>
<td>k Ground Floor Height</td>
<td>12'</td>
<td>16'</td>
</tr>
<tr>
<td>l Upper Story Height</td>
<td>10'</td>
<td>14'</td>
</tr>
<tr>
<td>m Length</td>
<td>NA</td>
<td>80'</td>
</tr>
</tbody>
</table>

* And as specified for selected frontage type.
Notes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
<td>Landscape per city design review</td>
</tr>
</tbody>
</table>

**Notes**

- FC: Fire Code - building protection per local fire/safety code.
- A: Where an alley provides vehicular access, minimum setback is 5'.
- R: Individual elements up to this size may be combined provided that no dimension exceeds 80' x 65'.
- W: Subject to additional requirements identified in Section 3.0, Frontage.
- S: Measured vertically from average sidewalk grade at frontage.
- H: Measured vertically from floor to floor.
- D: Individual elements up to this size may be combined provided
C. Frontages and Encroachments

1. Buildings shall incorporate an allowed frontage type for the required frontage identified above.
2. Buildings shall be designed using the allowed frontage types.
3. Building elements may encroach into setbacks as identified.

<table>
<thead>
<tr>
<th>Standards</th>
<th>Zone Standard</th>
<th>RR-O Standard</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frontage Location</td>
<td>Min.</td>
<td>Max.</td>
</tr>
<tr>
<td>P Along Primary Street</td>
<td>10</td>
<td>N</td>
</tr>
<tr>
<td>S Along Secondary Street</td>
<td>65</td>
<td>10</td>
</tr>
<tr>
<td>E Allowed Frontages encroaching on Public R.O.W.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>a Arcade</td>
<td></td>
<td></td>
</tr>
<tr>
<td>b Gallery</td>
<td></td>
<td></td>
</tr>
<tr>
<td>F Allowed Frontages</td>
<td></td>
<td></td>
</tr>
<tr>
<td>c Storefront &amp; Awning</td>
<td></td>
<td></td>
</tr>
<tr>
<td>d Forecourt</td>
<td></td>
<td></td>
</tr>
<tr>
<td>e Stoop</td>
<td></td>
<td></td>
</tr>
<tr>
<td>f Terrace (Dooryard)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>g Porch and Wall/Fence</td>
<td></td>
<td></td>
</tr>
<tr>
<td>h Yard</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

D. Parking and Services

1. Parking and above-ground utilities shall be located on the lot as shown in the above diagram. To the extent possible, utilities shall be underground and/or in alleys.

<table>
<thead>
<tr>
<th>Standards</th>
<th>Screening, Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parking Location</td>
<td></td>
</tr>
<tr>
<td>a Front Setback</td>
<td>50’ Building, wall or hedge, 3’ min. ht.(^5)</td>
</tr>
<tr>
<td>b Rear Setback to Alley 5’</td>
<td>No screening required</td>
</tr>
<tr>
<td>c Rear Setback no Alley</td>
<td>10’ Wall or fence, 5’ min. ht.(^5)</td>
</tr>
<tr>
<td>d Max above ground plane</td>
<td>1 story, 3 stories in FWY-O</td>
</tr>
<tr>
<td>e Side Street Setback</td>
<td>5’ Wall or hedge, 3’ min. ht.(^5)</td>
</tr>
</tbody>
</table>

Notes

\(^5\) Measured vertically from average sidewalk grade at frontage.
3.0 Frontage Standards

3.1 - Purpose

This section provides the Frontage Regulating Plan to differentiate the applicability of the HTC Master Plan's requirements and establishes the frontage zones applied to the plan boundaries. Frontage zones provide the standards for how buildings shape the streetscape along the portion of the parcel's frontage along a right-of-way. Each streetscape subject to this code has specific requirements that further articulate development potential beyond the overall development standards in Table 2C.

3.2 - Frontage and Intended Physical Character

Figure 3 identifies the frontages and the parcels within each frontage zone.

The properties and new/modified rights-of-way subject to the HTC Master Plan are regulated by one of the following frontage zones. Existing rights-of-way are subject to section 4.0, Block and Street Standards, of this code.

1. Frontage Zone 1: Camino Capistrano and Ortega Highway. Frontages in the FR-1 zone are pedestrian-oriented and for the purpose of accommodating ground floor shopping, restaurants and other sidewalk-dependent land uses. Buildings are near or at the sidewalk with massing that spatially defines the streetscape. This frontage zone is the most intense of the four frontage zones in the HTC Master Plan area. Allowed frontages provide pedestrians and storefronts with shade and open views into ground floors.

2. Frontage Zone 2: Camino Real, Verdugo, Forster. Frontages in the FR-2 zone are pedestrian-oriented and for the purpose of accommodating ground floor shopping, restaurants and other sidewalk-dependent land uses. The FR-2 zone does not include the Historic Town Center Park frontage. Buildings are near or setback from the sidewalk with massing that spatially defines the streetscape and/or public open space. This frontage zone is the second most intense of the four frontage zones in the HTC Master Plan area. Allowed frontages vary from providing pedestrians and storefronts with shade and open views into ground floors to providing active building facades along public open space.

3. Frontage Zone 3: Avenida del Obispo, Camino Capistrano (south). Frontages in the FR-3 zone are pedestrian-oriented and for the purpose of accommodating ground floor shopping, restaurants and other sidewalk-dependent land uses. Buildings are near or setback from the sidewalk with massing that spatially defines the streetscape. This frontage zone is the third most intense of the four frontage zones in the HTC Master Plan area. Allowed frontages vary from providing pedestrians and storefronts with shade and open views into ground floors to providing active building facades along public open space.

4. Frontage Zone 4: Camino Capistrano (north), El Camino Real (north), Spring Street. Frontages in the FR-4 zone range from pedestrian-oriented and for the purpose of accommodating ground floor shopping, restaurants and other sidewalk-dependent land uses to defining the edges of the historic mission and nearby properties. Buildings and/or existing perimeter walls are near or setback from the sidewalk with massing that spatially defines the streetscape. This frontage zone is the least intense of the four frontage zones in the HTC Master Plan area. Allowed frontages vary from providing pedestrians and storefronts with shade and open views into ground floors to enclosing the private gardens on the historic mission.

3.3 Allowed Frontages and Standards

This section of the code is intended to maintain / generate the private property portion of streetscapes throughout the HTC Master Plan code boundaries.

Table 3A identifies the requirements for each allowed front-age. All 'projects' subject to this code shall be designed and built per the applicable requirements of Table 3A and per the requirements of Figure 3.
Figure 3.0 - Regulating Plan and Frontage Standards

<table>
<thead>
<tr>
<th>Standards</th>
<th>Frontage</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALLOWED FRONTAGE TYPE</td>
<td>Fr-1 Fr-2 Fr-3 Fr-4</td>
</tr>
<tr>
<td>3A.1 Arcade</td>
<td>Yes x x Yes</td>
</tr>
<tr>
<td>3A.2 Gallery</td>
<td>Yes Yes x Yes</td>
</tr>
<tr>
<td>3A.3 Storefront (and awning)</td>
<td>Yes Yes Yes Yes</td>
</tr>
<tr>
<td>3A.4 Forecourt</td>
<td>Yes Yes Yes Yes</td>
</tr>
<tr>
<td>3A.5 Stoop</td>
<td>Yes Yes Yes x</td>
</tr>
<tr>
<td>3A.6 Terrace</td>
<td>Yes Yes Yes x</td>
</tr>
<tr>
<td>3A.7 Porch and Fence</td>
<td>Yes x Yes Yes</td>
</tr>
<tr>
<td>3A.8 Front Yard</td>
<td>x Yes [1] Yes Yes</td>
</tr>
</tbody>
</table>

x = type not allowed in frontage zone
1 = type allowed only south / east of Avenida Del Obispo Street
Frontage Standards (CONTINUED)

Table 3A

This section of the code is intended to maintain / generate the private property portion of streetscapes throughout the HTC Master Plan code boundaries.

3.3 Allowed Frontages and Standards

Table 3A identifies the requirements for each allowed frontage. All ‘projects’ subject to this code shall be designed and built per the applicable requirements of Table 3A and per the requirements of Figure 3.
Frontage Standards (CONTINUED)

3A.1 Arcade

Arcade Example—with storefront, colonnade, and upper level spaces which are inhabitable above the covered sidewalk.

A. Description

Arcades are composed of a building with ground floor facades which align with the property line, and upper floors which project over the property line to cover the sidewalk. A colonnade structurally and visually supports the building mass which encroaches into the public right-of-way. An encroachment permit or license agreement may be required prior to issuance of a building permit.

Arcades contain ground-floor storefronts, making them ideal for retail use.

Landscaping is not required. Vines may be employed at the arcade columns and shall be planted on grade in vine pockets located between the columns and street curb. Planter boxes or pots may be placed between columns to provide enclosure for such uses as cafe seating.

B. Design Standards

1. Arcades shall be large enough in dimension to allow passage along the sidewalk without impediments both horizontally and vertically.
2. Arcades shall be combined with the Storefront frontage type.
3. Arcades may encroach over the sidewalk in the public right-of-way, subject to the issuance of an encroachment permit or license agreement prior to issuance of a building permit.
4. Column spacing and colonnade detailing shall be consistent with the style of the building to which it is attached.
5. Columns shall be placed in relation to curbs so as to allow passage around and to allow for passengers of cars to disembark. Clearances per table below.

<table>
<thead>
<tr>
<th>Standards</th>
<th>Arcade</th>
<th>Storefront</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ARCADE</strong></td>
<td>Min.</td>
<td>Max.</td>
</tr>
<tr>
<td>a. Height (clear from sidewalk grade to ceiling)</td>
<td>12'</td>
<td>16'</td>
</tr>
<tr>
<td>b. Depth (facade to interior column face)</td>
<td>10'</td>
<td>16'</td>
</tr>
<tr>
<td>c. Depth (exterior column face to street curb)</td>
<td>2'</td>
<td>14'</td>
</tr>
</tbody>
</table>

Figure 3
3A.2 - Gallery

A. Description

Gallery frontages are composed of a building where the facade is aligned on the front property line, and includes an attached cantilevered shed or a roof or deck supported by a colonnade overlapping the sidewalk. Galleries may be two stories in height, with the upper portion of the Gallery being open loggias or decks.

Galleries contain ground-floor storefronts, making them ideal for retail use.

Landscaping is not may be required. Vines may be employed at the gallery columns and shall be planted on grade in vine pockets located at between the columns and street curb. Planter boxes or pots may be placed in between adjacent to columns to provide enclosure for such uses as cafe seating. Pottery may be used where possible.

B. Design Standards

1. Galleries shall be large enough in dimension to allow passage along the sidewalk without impediments both horizontally and vertically.
2. Galleries shall be combined with the Storefront frontage type.
3. Galleries may encroach over the sidewalk in the public right-of-way, subject to the issuance of an encroachment permit or license agreement prior to issuance of a building permit.
4. Column spacing and colonnade detailing shall be consistent with the style of the building to which it is attached.
5. Columns shall be placed in relation to curbs so as to allow passage around and to allow for passengers of cars to disembark. Clearances per table below.

<table>
<thead>
<tr>
<th>Standards</th>
<th>Arcade/Gallery</th>
<th>Storefront</th>
</tr>
</thead>
<tbody>
<tr>
<td>a Height 1st level (from sidewalk grade to ceiling)</td>
<td>12'</td>
<td>16'</td>
</tr>
<tr>
<td>b Height 2nd level (from sidewalk grade)</td>
<td>21'</td>
<td></td>
</tr>
<tr>
<td>26’ column face</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>6’</td>
<td>16’</td>
<td>n/a</td>
</tr>
<tr>
<td>d Depth (exterior column face to street curb)</td>
<td>2’</td>
<td>14’</td>
</tr>
</tbody>
</table>
Frontage Standards (CONTINUED)

3A.3 - Storefront and Awning

Storefront & Awning Example - large glazing area of display window, tile bulkhead under window, glass door, clerestory and shade awning.

A. Description

Storefront and Awning is the frontage type for buildings with ground floor commercial/retail uses. The frontage is made by insertion of large openings filled with transparent windows at the ground level facades. The facade is located near or at the property line. Recessed storefronts are allowed. The building entrance is at the grade of the sidewalk, and provides direct access to the commercial/retail uses on the ground floor.

The basic architectural elements comprising the storefront are large windows, doors with glass, clerestory glass, and a solid base (bulkhead). Optional elements include awnings, cantilevered shed roof or canopy, signage, lighting, and cornices. Awnings, shed roofs, or canopies are optional and may encroach into the public right-of-way and cover the sidewalk within a few feet of the curb. Awnings, signage, and other encroachments shall comply with this code for minimum height above sidewalk grade for safety. See standards table this page.

Landscaping is not required for this frontage type, as the public streetscape serves that purpose. Vines grown in vine pockets at the building facade are allowed and may encroach into the public way. Pottery may be used where possible.

B. Design Standards

1. Storefronts shall be tall enough to provide adequate view into ground floor spaces.
2. Storefronts may occur at the property line, with minor deviations as allowed by this code.
3. Storefront glass shall be clear without reflective glass or dark tinting, frosting.
4. Storefront windows may have clerestory windows (horizontal panels) between the storefront and second floor. Glass in clerestory windows may be of a character to allow light, while moderating it as the clerestory is located above awnings such as stained glass, glass block, painted glass, or frosted glass.
5. Storefront bulkhead: Shall be of material similar or complementary to main materials of the building.

<table>
<thead>
<tr>
<th>Standard</th>
<th>Storefront</th>
<th>Awning</th>
</tr>
</thead>
<tbody>
<tr>
<td>STOREFRONT &amp; AWNING</td>
<td>Min.</td>
<td>Max.</td>
</tr>
<tr>
<td>a Heights (from sidewalk grade to top of opening)</td>
<td>10'</td>
<td>16'</td>
</tr>
<tr>
<td>b Widths</td>
<td>8'</td>
<td>20'</td>
</tr>
<tr>
<td>c Height (bulkhead)</td>
<td>8'</td>
<td>2'</td>
</tr>
<tr>
<td>d Depth of recess</td>
<td>0'</td>
<td>1'</td>
</tr>
<tr>
<td>e Glass area (% of ground)</td>
<td>65%</td>
<td>n/a</td>
</tr>
</tbody>
</table>
3A.4 - Forecourt

Forecourt Example - a brick wall and metal gate form the forecourt for this building, comprising 1/3 of the building’s facade.

Forecourt diagram - elements and dimensions of the Forecourt type.

A. Description

Forecourts are open or semi-enclosed areas adjacent to the sidewalk made from setting back a portion of the building facade from the front property line. Typically the setback portion is the middle section, which creates a small entry court. This can also be achieved by setting back the facade when a building’s neighboring structures have zero set-back at their respective property lines.

Forecourts may be combined with other Frontage Types as allowed by this code.

Forecourts may be further defined by low walls or landscape between the sidewalk and adjacent property line. Forecourts may be landscaped or paved. Landscape may include lawn, grasses, small shrubs, and accent trees with sufficiently transparent canopies to allow views of the building facade.

B. Design Standards

1. Forecourts dimensions per the table below.
2. Forecourts may be elevated from the adjacent sidewalk as allowed by this code. An elevated forecourt shall meet accessibility code for access with the building and the sidewalk.

<table>
<thead>
<tr>
<th>Standards</th>
<th>Dept</th>
<th>Widt</th>
<th>Height*</th>
</tr>
</thead>
<tbody>
<tr>
<td>FORECOURT</td>
<td>Min.</td>
<td>Max.</td>
<td>Min.</td>
</tr>
<tr>
<td>a Dimensions</td>
<td>10’</td>
<td>Frce</td>
<td>10’</td>
</tr>
<tr>
<td>b Wall</td>
<td>n/a</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>c Fence</td>
<td>n/a</td>
<td>n/a</td>
<td>n/a</td>
</tr>
</tbody>
</table>
Frontage Standards (CONTINUED)

3A.5 - Stoop

Stoop Example - stairs, landing, and landscape area of a typical stoop.

Stoop diagram - elements and dimensions making up the Stoop frontage type.

A. Description

Stoops are exterior stairs with landings which provide access to buildings located 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.

The exterior stairs can be perpendicular or parallel to the adjacent sidewalk. The landing may be covered or uncovered.

Landscaping shall be placed on the sides of the stoop at grade or in raised planters. Demarcating garden walls is allowed subject to this code.

B. Design Standards

1. Stoops shall be of such dimensions to allow for easy access to the ground floor of the building. See table below:

<table>
<thead>
<tr>
<th>Standards</th>
<th>Dept</th>
<th>Widt</th>
<th>Height*</th>
</tr>
</thead>
<tbody>
<tr>
<td>a Dimensions</td>
<td>3’</td>
<td>-</td>
<td>3’</td>
</tr>
<tr>
<td>b Wall</td>
<td>n/a</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>c Fence</td>
<td>n/a</td>
<td>n/a</td>
<td>n/a</td>
</tr>
</tbody>
</table>
3A.6-Terrace

Terrace Example - A dining area for a restaurant, which is delineated by the terrace height and a small picket fence.

Terrace diagram - The height of the terrace separates the frontage from the sidewalk and creates a buffer.

A. Description

The Terrace (dooryard) frontage sets back the building facade back from the front property line, and places an elevated garden or terrace in that setback. Terraces are enclosed by a low wall at or near the property line with a stair or ramp from the sidewalk up onto the terrace. The building activities are slightly separated from the adjacent sidewalk by the terrace height, and the depth of the terrace provides a buffer. The buffer provides clear area distinctions for commercial uses such as dining patios, and provides private yards and residences secure buffers from public encroachment.

B. Design Standards

1. Terrace dimensions per the table below.
2. Terrace may be enclosed by low walls or fences. Walled terraces may additionally have fences to provide for safety.

<table>
<thead>
<tr>
<th>Standards</th>
<th>Depth</th>
<th>Width</th>
<th>Height*</th>
</tr>
</thead>
<tbody>
<tr>
<td>TERRACE</td>
<td>Min.</td>
<td>Max.</td>
<td>Min.</td>
</tr>
<tr>
<td>a Terrace Yard</td>
<td>Per Bldg. Setback</td>
<td>0' Lot width</td>
<td>0.5'</td>
</tr>
<tr>
<td>b Wall or fence</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>
Frontage Standards (CONTINUED)

3A.7 - Porch and Wall/Fence

Porch and Fence Example - low wall creates privacy for front yard, while maintaining relationship with sidewalk and street for neighborhood character and security.

A. Description

The Porch and Fence consists of a building with a front setback from the property line, and a porch attached to it, and a wall or fence at or near the property line. The porch and fence encroach into the front setback. The porch shall have dimensions (per table this page) which allow a useful space which is raised above the average front grade of the lot.

This frontage provide the necessary physical separation from the public sidewalk and the private lot, while maintaining visual connection between buildings and the public space of the street.

B. Design Standards

1. Porch and Fence dimensions as identified below.
2. Porch and Fence frontage may be enclosed by low walls or fences as identified below.

<table>
<thead>
<tr>
<th>Standards</th>
<th>Dept</th>
<th>Width*</th>
<th>Height**</th>
</tr>
</thead>
<tbody>
<tr>
<td>PORCH &amp; FENCE</td>
<td>Min.</td>
<td>Max.</td>
<td>Min.</td>
</tr>
<tr>
<td>a Porch</td>
<td>8'</td>
<td>-</td>
<td>40%</td>
</tr>
<tr>
<td>b Wall or fence</td>
<td>0'</td>
<td>7**</td>
<td>10'</td>
</tr>
</tbody>
</table>

Notes
* Width: based on % of building facade width.
** Porch deck height: above average grade at front of lot.
A. Description

Front Yard frontages have the building facade setback from the front property line in a dimension large enough to create a front yard which is continuous with neighboring yards. These yards are unfenced, visually continuous within a block, and thus create a common landscape. Porch and Stoop frontages may encroach into the setback area as allowed by this code.

B. Design Standards

1. Yard dimensions are per the zone standards identified in Table 2B.
2. Yards shall be at similar elevations above grade, and contain similar landscape to create consistency within a block.
3. Fencing, walls, or hedges at front setback areas (yards) between properties is discouraged.
4.0 Block and Street Standards

4.1 - Purpose

This section provides the Block and Street Regulating Plan to differentiate the applicability of the HTC Master Plan's requirements and establishes standards to be applied to the code boundaries.

Figure 4 - Regulating Plan and Block/Street Standards. Figure 4 establishes the public frontage and street right-of-way required to shape the streetscape in combination with the building frontages in section 3.0 of this code.

4.2 - Walkable blocks, Streetscapes, Intended Physical Character

This section provides two types of standards to generate / maintain the walkable blocks, streetscapes and intended village-scale physical character: block standards and street standards.

A. Block Standards. Table 4A identifies the requirements for block size. In addition, these standards work in combination with Figure 4 where intended alignments for new or modified streets are identified.

B. Street Standards. Table 4B identifies the new or modified street types to be used throughout the code boundaries, as specified in Figure 4. These street types are applied regardless of whether or not a particular street is public right-of-way or if it remains in private ownership.

Table 4A - Block Standards

<table>
<thead>
<tr>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Block Perimeter Min: 400 feet</td>
</tr>
<tr>
<td>Block Perimeter Max: 2,400 feet</td>
</tr>
</tbody>
</table>

Sites exceeding 5 acres in size prior to or upon their consolidation shall be divided to create at least two blocks. Each block shall comply with the requirements of this code as identified in Figure 4.

Existing and/or intended street alignments identified in Figure 4 are allowed to be adjusted up to 50 feet in either direction of the alignment per the provisions of Table 1, Administrative Modification, item 'G'.
Figure 4.0 - Regulating Plan: Block and Street Standards

Key

- Existing Street to remain
- New / Modified Street Alignment

1. Camino Capistrano (Arcade/Gallery Present)
2. Camino Capistrano
3. Del Obispo St
4. Ortega Hwy (at Hotel)
5. Ortega Hwy (at Mission)
6. Verdugo St
7. N. El Camino Real
8. S. El Camino Real & New Streets

Refer to Tables 4A and 4B for standards.
## Block and Street Standards (CONTINUED)

### Table 4b - Street Standards

This section of the code is intended to generate / maintain walkable blocks, streets and streetscapes throughout the HTC Master Plan code boundaries.

Table 4B identifies the allowed street types within the code boundaries and the requirements for each street type. A component of a street type identified in Table 4B may be adjusted up to 15% per the provisions of Table 1, Administrative Modification, item ‘G’.

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. Camino Capistrano (Arcade / Gallery Present)</strong></td>
<td></td>
</tr>
<tr>
<td>S Sidewalk</td>
<td>13' one side; 8' min one side</td>
</tr>
<tr>
<td>pl Planter</td>
<td>4'x4' tree wells at 30' spacing between</td>
</tr>
<tr>
<td>P Parking</td>
<td>Parallel one side max 8' wide; diagonal one side 17'</td>
</tr>
<tr>
<td>tr Travel lanes</td>
<td>2, 1-each direction</td>
</tr>
<tr>
<td>p.w Paved width</td>
<td>max</td>
</tr>
<tr>
<td>r.o.w Right-of-Way</td>
<td>76.5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2. Camino Capistrano</strong></td>
<td></td>
</tr>
<tr>
<td>S Sidewalk</td>
<td>13' one side; 8' min one side</td>
</tr>
<tr>
<td>pl Planter</td>
<td>4'x4' tree wells at 30' spacing between</td>
</tr>
<tr>
<td>P Parking</td>
<td>Parallel one side max 8' wide; diagonal one side 17'</td>
</tr>
<tr>
<td>tr Travel lanes</td>
<td>2, 1-each direction</td>
</tr>
<tr>
<td>p.w Paved width</td>
<td>max</td>
</tr>
<tr>
<td>r.o.w Right-of-Way</td>
<td>76.5</td>
</tr>
</tbody>
</table>
3. Del Obispo St

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirem</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>Sidewalk 12'</td>
</tr>
<tr>
<td>pl</td>
<td>Planter 4'x4' tree wells at 30' spacing</td>
</tr>
<tr>
<td>P</td>
<td>Parking non</td>
</tr>
<tr>
<td>tr</td>
<td>Travel lanes 4, 2-each direction</td>
</tr>
<tr>
<td>p.w</td>
<td>Paved width max 48' with 10' median</td>
</tr>
<tr>
<td>r.o.w</td>
<td>Right-of-Way 72'</td>
</tr>
</tbody>
</table>

4. Ortega Hwy (at Hotel)

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirem</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>Sidewalk 18' one side; 13' one side</td>
</tr>
<tr>
<td>pl</td>
<td>Planter 4'x4' tree wells at 30' spacing</td>
</tr>
<tr>
<td>P</td>
<td>Parking Parallel-one-side max 8'-wide; Diagonal one south side 17'</td>
</tr>
<tr>
<td>tr</td>
<td>Travel lanes 2, 1-each direction</td>
</tr>
<tr>
<td>p.w</td>
<td>Paved width max 47'</td>
</tr>
<tr>
<td>r.o.w</td>
<td>Right-of-Way 78'</td>
</tr>
</tbody>
</table>
Table 4A - Block and Street Standards, cont’d

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirem</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>Sidewalk</td>
</tr>
<tr>
<td>pl</td>
<td>Planter</td>
</tr>
<tr>
<td>P</td>
<td>Parking</td>
</tr>
<tr>
<td>tr</td>
<td>Travel lanes</td>
</tr>
<tr>
<td>p.w</td>
<td>Paved width</td>
</tr>
<tr>
<td>r.o.w</td>
<td>Right-of-Way</td>
</tr>
</tbody>
</table>

5. Ortega Hwy (at Mission)

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirem</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>Sidewalk</td>
</tr>
<tr>
<td>pl</td>
<td>Planter</td>
</tr>
<tr>
<td>P</td>
<td>Parking</td>
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<tr>
<td>tr</td>
<td>Travel lanes</td>
</tr>
<tr>
<td>p.w</td>
<td>Paved width</td>
</tr>
<tr>
<td>r.o.w</td>
<td>Right-of-Way</td>
</tr>
</tbody>
</table>

6. Verdugo St.

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirem</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>Sidewalk</td>
</tr>
<tr>
<td>pl</td>
<td>Planter</td>
</tr>
<tr>
<td>P</td>
<td>Parking</td>
</tr>
<tr>
<td>tr</td>
<td>Travel lanes</td>
</tr>
<tr>
<td>p.w</td>
<td>Paved width</td>
</tr>
<tr>
<td>r.o.w</td>
<td>Right-of-Way</td>
</tr>
</tbody>
</table>
7. N. El Camino Real

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirem</th>
</tr>
</thead>
<tbody>
<tr>
<td>S Sidewalk</td>
<td>12'</td>
</tr>
<tr>
<td>pl Planter</td>
<td>4'x4' tree wells at 30' spacing between</td>
</tr>
<tr>
<td>P Parking</td>
<td>Parallel both sides max 8'</td>
</tr>
<tr>
<td>tr Travel lanes</td>
<td>2, 1-each direction</td>
</tr>
<tr>
<td>p.w Paved width</td>
<td>36'</td>
</tr>
<tr>
<td>r.o.w Right-of-Way</td>
<td>60'</td>
</tr>
</tbody>
</table>

8. S. El Camino Real & New Streets

<table>
<thead>
<tr>
<th>Component</th>
<th>Requirem</th>
</tr>
</thead>
<tbody>
<tr>
<td>S Sidewalk</td>
<td>12'</td>
</tr>
<tr>
<td>pl Planter</td>
<td>4'x4' tree wells at 30' spacing</td>
</tr>
<tr>
<td>P Parking</td>
<td>Parallel both sides max 8'</td>
</tr>
<tr>
<td>tr Travel lanes</td>
<td>2, 1-each direction</td>
</tr>
<tr>
<td>p.w Paved width</td>
<td>36'</td>
</tr>
<tr>
<td>r.o.w Right-of-Way</td>
<td>60'</td>
</tr>
</tbody>
</table>
5.0 Signage Standards

5.1 Purpose

This section provides the HTC Master Plan’s requirements for signage and establishes the signage types to be used within the plan boundaries.

5.2 Village-Scale Signage and Intended Physical Character

Parcels subject to this code are regulated by one of the following signage zones. The signage zones are applied to parcels in coordination with the frontage zones identified in Figure 3. The frontages and the facades that are generated are directly related to the types of signage that are compatible and supportive of the land use activity of individual buildings.

Figure 5, Regulating Plan and Signage Zones, identifies the frontages and the parcels within each signage zone.

A—Signage Zone 1: Camino Capistrano and Ortega Highway. Frontages in the S-1 zone are pedestrian-oriented and for the purpose of accommodating ground floor shopping, restaurants and other sidewalk-dependent land uses. Buildings are near or at the sidewalk with massing that spatially defines the streetscape. This frontage zone is the most intense of the four frontage zones within the code boundaries. Allowed frontages provide pedestrians and storefronts with shade and open views into ground floors. Allowed signage is intended to support ground floor land uses while contributing to the village-scale character.

B—Signage Zone 2: Camino Real, Verdugo, Forster. Frontages in the S-2 zone are pedestrian-oriented and for the purpose of accommodating ground floor shopping, restaurants and other sidewalk-dependent land uses. Buildings are near or setback from the sidewalk with massing that spatially defines the streetscape and/or public open space. This frontage zone is the second most intense of the four frontage zones within the code boundaries. Allowed frontages vary from providing pedestrians and storefronts with shade and open views into ground floors to providing active building facades along public open space. Allowed signage is intended to support ground floor land uses while contributing to the village-scale character.

C—Signage Zone 3: Avenida del Obispo, Camino Capistrano (south). Frontages in the S-3 zone are pedestrian-oriented and for the purpose of accommodating ground floor shopping, restaurants and other sidewalk-dependent land uses. Buildings are near or setback from the sidewalk with massing that spatially defines the streetscape. This frontage zone is the third most intense of the four frontage zones in the HTC Master Plan area. Allowed frontages vary from providing pedestrians and storefronts with shade and open views into ground floors to providing active building facades along public open space. Allowed signage is intended to support ground floor land uses while contributing to the village-scale character.

D—Signage Zone 4: Camino Capistrano (north), El Camino Real (north). Frontages in the S-4 zone range from pedestrian-oriented and for the purpose of accommodating ground floor shopping, restaurants and other sidewalk-dependent land uses to defining the edges of the historic mission and nearby properties. Buildings and/or existing perimeter walls are near or setback from the sidewalk with massing that spatially defines the streetscape. This frontage zone is the least intense of the four frontage zones within the code boundaries. Allowed frontages vary from providing pedestrians and storefronts with shade and open views into ground floors to enclosing the private gardens on the historic mission. Allowed signage is intended to support ground floor land uses while contributing to the village-scale character.
Figure 5.0 - Regulating Plan and Signage Standards

<table>
<thead>
<tr>
<th>Standards</th>
<th>S-1+</th>
<th>S-2+</th>
<th>S-3+</th>
<th>S-4+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wall</td>
<td>Ye</td>
<td>Ye</td>
<td>Ye</td>
<td>Ye</td>
</tr>
<tr>
<td>Window</td>
<td>Ye</td>
<td>Ye</td>
<td>Ye</td>
<td>Ye</td>
</tr>
<tr>
<td>Awning</td>
<td>Ye</td>
<td>Ye</td>
<td>Ye</td>
<td>Ye</td>
</tr>
<tr>
<td>Projecting</td>
<td>Ye</td>
<td>Ye</td>
<td>x</td>
<td>Ye</td>
</tr>
<tr>
<td>Marquee</td>
<td>Ye</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Yard (porch / post)</td>
<td>Ye</td>
<td>Ye</td>
<td>Ye</td>
<td>Ye</td>
</tr>
<tr>
<td>Monument</td>
<td>x</td>
<td>x</td>
<td>Ye</td>
<td>x</td>
</tr>
<tr>
<td>Alley / Paseo</td>
<td>x</td>
<td>Ye</td>
<td>x</td>
<td>x</td>
</tr>
</tbody>
</table>

x = type not allowed in frontage zone
Signage Standards

Table 5A—Signage Standards

This section of the code is intended to maintain/village-scaled signage throughout the HTC Master Plan.

Table 5A identifies the requirements for signage based on the frontage zone that applies to the parcel.
6.0 Architectural Style Standards

5.1 Purpose

This section provides the HTC Master Plan's requirements for architecture and establishes the architectural styles to be used within the HTC Master Plan code boundaries.

5.2 Village - Scale Architecture and Intended Physical Character

The parcels subject to this code shall be designed using one or more, as appropriate, of the allowed architectural styles.
6.0 Architectural Style Standards (CONTINUED)

6A.1 - Mediterranean Revival

The Mediterranean Revival style is a part of the vast Eclectic movement of 1890-1940 in the U.S.. Mediterranean Revival is the broad term which includes several architectural styles including the Spanish Colonial Revival, Mission Revival, and Italianate. Inspired by precedents from Classical, Medieval, and Renaissance periods, Mediterranean Revival draws from those origin periods and cultural traditions - Spanish, North African Moorish, Italian, Greek. It also incorporates these same cultures' later colonial efforts in North and South America (1690-1800), which adapted to new indigenous climates, materials, and cultures.

Mediterranean Revival was prominent in the U.S. in the 1920's - 1940's, and while found throughout the country, is predominantly found in California and Florida due to both Spain's colonization efforts in these regions, and to similarities with the Mediterranean climates and cultures which produced the style. California architects such as George Washington Smith and Wallace Neff, as well as Eastern U.S. architects Bertram Goodhue and Addison Mizner, studied the seminal buildings' components, and adapted them in a disciplined manner to the functional requirements of the modern world.

This style is well-suited to all scales of construction, but is particularly appropriate for public and urban buildings, given its extensive cultural heritage and substantial material.

A. Description

Mediterranean Revival has become part of the lexicon of styles in the region, and it represents a continuum that spans decades regardless of stylistic trends. The style also maintains an intimate relationship with nature, typical to a temperate Mediterranean-like climate such as California's.

Mediterranean Revival is distinguished by its restrained, horizontal massing. Smooth plaster walls, light earth tone or off-white colors, deeply set windows and doors, and red tile roofs [or flat roofs] make up the signature palette. The generally bulky mass of the building is punctuated by rhythmic placement of deeply set windows and doors, which can be regular or syncopated. A regular rhythm is typically varied by window type or window treatment to prevent repetition. Color and decoration are used sparingly as compared with other styles, these items being reserved for such details as wrought iron railings, grilles, and gates, or stone and colorful tile surrounds at key doors, windows, and water features.

Shading is provided by the deeply recessed openings, as well as devices [arcades, galleries, overhangs, balconies, awnings] which are arranged as counterpoints to the austere building forms.
B. Massing, Heights

A.—Massing: is comprised of large, simple rectilinear masses. Massing compositions can be of a single, primary rectilinear volume, or the same offset by a variety of lesser ones.

B.—Corners of buildings on corner lots are typically articulated. Methods include height change, chamfering of wall, addition of detail, or addition of building mass such as a turret, tower, or lantern. Such designs can be devised at the geometric corner or adjacent to it.

C. Walls

A.—Walls. Single planes, rendered in plaster or exposed brick which meet the ground plane with or without a base.

1. Plaster finish shall be smooth, with fine sand finish.

2. Plaster plane variation: 0" to 3/8"

3. Control joints are allowed.

B.—Wall base: if a base is desired, it may be achieved by set-back of upper floors, by change in color, or by articulation as detailed here below.

C.—Wall articulation: may be achieved by traditional moldings, or applied ornament of stone or cast concrete, to describe the vertical divisions into base, body, and top.
6.0 Architectural Style Standards (CONTINUED)

D. Openings

A. Openings: Door and Window openings are deep set. They are combined with balcony, loggia, and arcade elements to generate rhythmic compositions.
   1. Main Door: Recess (plaster return): 8”
   2. Window Recess (plaster return): 3”

B. Opening proportions: vertical, square and horizontal allowed when grouped in vertical composition together.
   1. Proportion Width:Height: 1:1/2 minimum

C. Opening placements: are rhythmic in composition; either symmetrical overall, locally symmetrical or asymmetrical. If placement is regular, window type, size, or treatment is varied to avoid strict repetition over a facade.

D. Windows: single-hung, double-hung or multi-pane casement and awning. Exception: Storefronts may accommodate large openings and large expanses of glass.

E. Window grilles: occur at special windows, and are of wood or iron.

F. Window/Door shutters: if used, are the aggregate size of the associated opening, and ideally are functional.

E. Roof

A. Roof form: Flat or low slope.

B. Roof (sloped): with gable or hipped ends, finished in Roman or Mission tile laid irregularly. Bird stops at tile end condition must be mortar-filled.
   1. Main Roof Slope: 3:12 maximum
   2. Ancillary Roof Slopes: 6:12 maximum

C. Roof (flat): shall be framed with parapet walls. Parapet caps may be of tile, cast concrete, plaster, or stone, and may be multi-color. Roof decks may be accessible and used as balconies or terraces.

D. Roof-Wall Connections: Roof transitions to exterior walls occur in 3 potential methods:
   1. A projected wooden eave with exposed wooden rafters
   2. A plaster molding
   3. A tile cap.
F. Architectural Elements

A. Architectural elements are used sparingly to accent the simple masses and surfaces of the building.

B. Architectural elements: the following are typical to the style and may project beyond the building volume into setback areas:
   1. arcades & galleries
   2. stairs (attached or engaged)
   3. balconies
   4. plant shelves
   5. chimneys

G. Site, Landscape

A. Site: the building site is clearly defined by both landscape material, landscape architecture features, and the buildings themselves. The Mediterranean Revival buildings typically create surrounding public and private space with walled precincts. Forecourts, garden walls, parking courts, and zaguanos are common.

B. Landscape: is treated as furnishing for each walled precinct or exterior room. Softscape items are placed in combinations of in-ground planters, raised planters, and pots. Plant materials include many evergreen species with fragrance which are truly Mediterranean in origin.

C. Water elements: are frequently included to provide white (background) noise for courts.
6.0 Architectural Style Standards (CONTINUED)

6A.2 - Main Street Commercial

Example: Main Street Block building in brick with arcade, stores on the ground floor, living units on upper floor.

Example: Main Street Block building with plaster finish, and storefronts with clerestory windows above.

A. Description

Main Street Commercial is the generic stylistic title for a multi-story building found on most U.S. main streets (hence the term), town squares, and plazas. The style is derived from a number of historic precedents, including Spanish Colonial Revival, Greek Revival, Victorian, Victorian Italianate, and Richardsonian Romanesque. While varying in stylistic details, the basis of the style is found in a simple, rectangular building form made up of a logical, repetitive, and legible structural framework which is expressed externally by the rhythmic placement of structural elements, doors, windows, and storefronts. Original building frameworks were of load-bearing masonry, but the style is easily adapted to steel, poured concrete, or wood.

The building type and style proliferated in the late nineteenth century when cities began densifying and housing was built over ground floor storefronts. The Main Street Commercial style building stands adjacent to others of similar building type (flex block, lined block, row house), with little or no side setbacks, thus forming a solid enclosure for the street or square. This means that only one facade (or two if located on a corner) need detailed design attention.

The plane of the facade wall is articulated by expression of the structural underlayment by means of vertical protrusions or setbacks defining columns and lintels. The facade is articulated into a base, a body, and a top, with the ground floor base being the tallest of the individual floors. The style tops the building with a flat roof line which is stopped visually by a projecting cornice or articulated parapet (protruding or recessed).

The ground floor houses commercial uses such as offices or retail businesses, and therefore is quite open visually with expansive storefront windows and doors. Upper levels are punctuated with relatively smaller openings which belie their purpose for offices or apartments.

Substantial materials express the civic nature of the style, using brick, stone, or heavy cementitious plaster.
B. Massing, Heights

A. Massing: is comprised of one large, simple rectilinear or square volume.

B. Articulation: massing is articulated in a tripartite fashion with base, body, and top. Base and body are differentiated by changes in plane, material, color, or opening size and type. The top is articulated with a cornice line, projecting cornice, or parapet with recess or protrusion.

C. Corners: buildings on corner lots have equitable facades on both facades. In addition, the corner is articulated. Methods include height change, chamfering of wall, addition of detail, or addition of building mass such as a turret, tower, or lantern. Such designs can be devised at the geometric corner or adjacent to it.

D. Heights: In order to provide appropriate proportions and flexibility of building use:

1. Ground Floor Height*: 16' minimum
2. Second Floor Height**: 10' minimum

Notes

* Height: from finished floor to finish floor or roof above.
** Height: from Second level finish flr. to finish floor or roof above.
6.0 Architectural Style Standards (CONTINUED)

D. Openings

A. Openings: Door and Window openings are recessed. Ground floor contains storefront windows and doors, and upper floor openings are smaller in scale.

1. Main Door Recess: 8"
2. Window Recess: 2"

B. Opening proportions: vertical, square and horizontal allowed when grouped in vertical composition together.

1. Proportion Width:Height: 1.2:1, minimum

C. Opening placements: openings are arranged in regular, rhythmic patterns related to the underlying structural framework grid.

E. Roof

1. Roof form: Flat, with a cornice or overhang which may be sloped.

2. Roof (flat): shall be framed with parapet walls. Parapet copings may be of tile, concrete, stone, or metal painted. Metal copings shall be of heavy gauge material to prevent dimpling by fasteners, and shall produce straight, even shadow lines.

3. Roof cornice: if used, shall be visibly supported by brackets, columns, or struts.

4. Roof decks: may be accessible and used as balconies, terraces, and/or roof gardens.
F. Architectural Elements

A. Architectural elements are used sparingly to accent the simple masses and surfaces of the building.

B. Architectural elements: the following are typical to the style and may project beyond the building volume into setback areas:
   1. arcades & galleries
   2. balconies
   3. overhangs, canopies, awnings

G. Site, Landscape

A. Site: the building fronts directly onto the public realm of the sidewalk and street. Therefore, landscape is that of the streetscape, or, wide sidewalks with regularly spaced shade trees.

B. Landscape: in addition to the shade trees, there are plantings at forecourts which face the street, in raised planters, pots, or at internal courtyards.
6.0 Architectural Style Standards (CONTINUED)

6A.3 - Agricultural Heritage

A. Description

Agricultural Heritage style is based on structures built specifically for agricultural purposes in the U.S. during the 19th century. This tradition is found in San Juan Capistrano and in California. Using the forms, materials and colors of these purposeful precedents in new buildings, where appropriate, helps maintain a continuum of the vernacular of the region. Buildings utilizing this style would be made of simple, limited forms (1 form for 1 use), typically rectangular, with a pitched metal roof, and sheathed in wood or metal siding. There is little architectural ornament, with functional building elements providing the detail to the building. These would include items such as roof, rafter tails, ridge beams (protruding), over- hangs & struts, lanterns, clerestories, exposed columns, and exposed foundations. Colors used for these structures were traditionally muted, as the paints were derived from milk and a minimal amount of pigment.

Original agricultural buildings were single purpose-built for distinct agricultural processes, and hence, this was not a style. The buildings represent a distinct change in architecture for the region in the 1800’s. Several factors changed the way Californians built, shifting from handmade masonry Spanish Colonial buildings, to the more expedient wood “balloon framed” buildings. The Gold Rush of 1849, the Homestead Act of 1862, and the development of the rail roads brought property ownership for new waves of citizens, displaced native peoples, and changed settlement patterns. Houses were made quickly of wood to establish the farming homestead, and were either placed in a rural pattern of isolated farmsteads, or in loose townships. This was in contrast to Spanish Colonial and Eastern US patterns of contained urban villages with farm- lands beyond.

During the period of change, new-comers built from their memories of the East or Midwest, or used simple technical manuals called “pattern books”. Both these manners changed the style and method of building, with pioneers using the “balloon frame” technique in the 1840’s and 1850’s. Buildings were made of wood which was mill-cut, in standardized board sizes, and fastened with standard, manufactured nails. This was a much faster way to build than using the traditional masonry. It allowed anyone to easily build the framework of the house which was then covered with siding.

Along with the “pattern books” and balloon framing came the firm tradition of agricultural buildings and methods of farming in the East and Mid West. Farming there had established a tradition of purpose-built structures made with no adornment and with materials found readily at hand. Structures were pragmatic, and generally constructed for a distinct, single purpose, such as silos to hold grain, barns to house livestock, water cisterns to collect water, etc. As most locations had access to trees, lumber became the primary material for agricultural out-buildings. Rail road development increased access to mechanized wood working tools, and to light metals, which helped create more standardized shapes/forms, more weather-tight techniques, and more long-lasting roofing/siding methods.
B. Massing, Heights

A. Massing: is comprised of one large, simple rectilinear volume, with or without additional volumes attached in a clear and subordinate manner (such as a lean-to).

B. Articulation: is minimal. Structural members and parts may be expressed:

1. Roof rafters tails
2. Roof beams—inside, or outside as overhangs
3. Columns, beams, and decking all may be exposed at galleries
4. Overhangs, structural support struts
5. Roof lante ms, clerestones, monitors, dormer vents, dormer windows
6. Gable vents, turbine vents at roof ridge
7. Foundations may be exposed with appropriate steps taken to maintain energy codes.

C. Walls

A. Walls: are of simple planes sheathed in durable materials which is in keeping with the function-driven nature of this style.

B. Walls (wood): in the following configurations:
   1. Board & batten
   2. Butt-joint siding
   3. Lap-joint siding
   4. Shingles

C. Walls (metal clad): in the following configurations:
   Continuous corrugated panel (s or v shape corrugations)
   1. Standing seam metal w/ flat panels
   2. Diamond shingles
   3. Flat panels

D. Walls (composite clad, such as fiber-cement board): in the following configurations:
   1. Board & batten, smooth only
   2. Butt-joint siding, smooth only
   3. Lap-joint siding, smooth only

E. Walls (concrete): in the following configurations:
   1. Exposed board-formed concrete in horizontal bands (bands of 6“ high max.)
6.0 Architectural Style Standards (CONTINUED)

D. Openings

A. Openings: Door and Window openings are sized
   per function. Typically, this would mean larger than
   average door openings (based on the original use of
   machinery and animal access), and smaller windows
   which admit light and air for agricultural purposes.
   (not necessarily views).

B. Opening proportions: vertical, square placed singly or
   in series/grouping.
   1. Proportion Width:Height: 1:1.2 minimum

C. Opening placements: openings are arranged in regu-
   lar, rhythmic patterns related to the underlying struc-
   tural framework grid.

E. Roof

A. Roof form: pitched. Flat roof allowed as minor com-
   ponent of structure (25% or less of roof area). Pitch
   relates directly to a region and its annual precipitation.
   In this region the pitches shall be:
   1. Pitch 4:12 minimum to 7:12 maximum

B. Roof material: pitched roofs shall be of metal:
   1. Standing seam metal
   2. Corrugated (continuous) metal
   3. Metal shingle
   4. Wood shingle

C. Roof details: may include:
   1. Roof rafter tails (exposed)
   2. Roof beams—inside, or outside as overhangs
   3. Overhangs, structural support struts
   4. Roof lanterns, clerestories, monitors, dormer
      vents, dormer windows, vent stacks
   5. Gable vents, turbine vents at roof ridge
F. Architectural Elements

Architectural elements in this style have a purpose, and are generally not applied, but integral in the design and function of the building. Details are used sparingly to accent the simple masses and surfaces of the building.

Architectural elements: the following functional elements are typical to the style and may project beyond the building volume into setback areas:

1. Arcades, galleries, & semi-enclosed pavilions
2. Overhangs, canopies, awnings
3. Roof rafter tails
4. Roof beams—inside, or outside as overhangs
5. Columns, beams, and decking may be exposed at galleries
6. Overhangs, structural support struts
7. Roof lanterns, clerestories, monitors, dormer vents, dormer windows, vent stacks
8. Gable vents, turbine vents at roof ridge
9. Foundations may be exposed with appropriate steps taken to maintain energy codes.
10. Accessory structures such as water tanks, silos, storage bins

G. Site, Landscape

Site: is composed of a dominant building, which may or may not have subordinate out-buildings placed near which frame common spaces such as yards, courts, or corrales.

Site: when out-buildings are not present, the site should be well-defined by borders with fences, gates, walls, and lined pathways.

Landscape: plant materials are practical and when possible, edible. They are placed in rhythmic, repetitive rows and patterns which relate to agricultural patterns of field and orchard.
6.0 Architectural Style Standards (CONTINUED)

6A.4 - Craftsman

Example: Craftsman bungalow with deep set porches, exposed rafter tails and beams, masonry pier/foundation.

A. Description

The Arts and Crafts movement of the late 1880's had its origins in England, lead by Architect William Morris. He and the English Arts and Crafts Exhibition Society inspired U.S. architects such as Bernard Maybeck, Gustav Stickley, and brothers Charles and Henry Greene of Pasadena, California who evolved the style. This style treated all parts of the home - both exterior and interior - as artwork, focusing on honest use and detailing of natural materials such as redwood, stone, brick, tile, and copper. Greene and Greene Architects designed the paradigmatic works which are located in Pasadena. They also designed modest, inexpensive and low-profile bungalow homes in the region.

Popular magazines of the time (1900), such as Good Housekeeping, made the style familiar to the general public. Pattern book makers, in turn, made the Craftsman style house the most reproduced style in the country. Pre-cut lumber packages soon became available as well to assist contractors in building the style. Craftsmans' interior/ exterior space relationship and its adaptability to varying weather conditions allowed regional variations to easily occur, thus increasing its popularity.

B. Characteristics

Building massing is a simple rectangle or square with horizontal proportions in one and two story volumes. An additional 3rd floor is sometimes concealed within the volume of the roof with the assistance of dormers. Additional volumes are sometimes attached to the main mass, which receive independent roof forms. Porches are numerous and generous in depth.

Roofs are large, low-pitched forms, and vary from 3:12 to 6:12. In larger two story versions, it is common for gabled roofs to have a high pitch as much as 10:12. Roof eaves project a minimum of 2’ over the wall, and have exposed rafter tails. Gable roof projections are supported by large timber braces or extended beams.

Walls receive horizontally oriented wood siding or shingles, and the foundation base is expresses with stucco, brick or river stone.

Windows and doors are vertical in proportion, and are combined into horizontal patterns. They are trimmed in large scale wood.
6A.5 - Art Moderne

Example: Art Moderne building in San Juan, with corner windows, glass block wall, and rounded corners (left side)

A. Description

The Art Moderne is also called Streamline Moderne and American Deco. The style was utilized from 1920 to 1940. It derived from two sources: 1) Eliel Saarinen's competition design for the Chicago Tribune headquarters in Chicago which was largely of the precedent style Art Deco; and 2) the streamlined graphic arts and industrial design for ships, planes, autos, and even household appliances which evolved Saarinen's designs. Smooth surfaces, curved corners, and horizontal emphasis gave the impression of smooth movement through a stream of air, hence the term streamlined.

Initially, Art Moderne style was applied to commercial building types such as airport terminals, railroad depots, and other transportation-related buildings. It then became popular enough to grace public institutional buildings, and eventually single family homes. While not contributing any evolution to floor plans or construction technology, the style represents still a merging of the machine age in U.S. building styles.

B. Characteristics

Building massing is a simple rectangle or square with horizontal proportions in one and two story volumes. The massing is asymmetrical. Additional volumes are sometimes attached to the main mass, which receive independent roof forms. There are no porches typically on this style.

Roofs are flat and hidden by parapet walls. Parapet wall edges are usually defined by a small protruding ledge ( coping) at roof line. These are sometimes covered in metal with a striated, or linear pattern.

Walls are smooth stucco, with rounded corners at main volumes. Horizontal grooves or lines are recessed into wall plaster.

Details include steel pipe balustrades give additional horizontal emphasis.

Windows and doors are horizontal in proportion, and are continuous around corners. They are made of metal. Glass blocks are used for windows or entire portions of walls, and occasionally round windows are found in elevational compositions.
General Requirements

7.1 - Purpose

This section provides standards for particular elements of buildings/sites as well as certain operational standards to ensure a consistent and high level of quality in building design, materials, and operations.

7.2 - General to all Zoning Districts

This section applies to all zoning districts and overlays unless otherwise specified:


B. Demolition. See San Juan Capistrano Municipal Code section __________. Title 8 and Title 9.

C. Building Entrances.

1. The primary entrance shall be distinguished by architectural features such as, but not limited to: an entry portal; change in material or color; change in scale of other openings; addition of columns, lintels or canopies.

2. Secondary entrances shall have architectural features that are smaller in height and width, with fewer or simpler architectural elements than the primary entrance in scale and detail.

D. Awnings and Canopies. Awnings and/or canopies shall accentuate the character-defining features of a building as follows:

1. Awnings and canopies shall be mounted to highlight architectural features such as moldings that may be found above the storefront.

2. Awnings and canopies shall match the shape of the opening that they are shading.

3. Odd shapes and bubble awnings are prohibited except where the shape of an opening requires a bubble awning, or a historic precedent shows they have been previously used on the building.

4. Canopies and awnings shall not conflict with the buildings’ proportions or with the shape of the openings that the awning or canopy covers.

5. Awnings and canopies may be constructed of metal, wood or fabric, subject to the approval of the Community Development Director.

6. Lights that illuminate the pedestrian way beneath the awning shall be reviewed by the Community Development Director to determine if they are appropriate for their context;

   a. Lights may illuminate the storefront;

   b. Internally illuminated awnings that glow are prohibited.

E. Site Walls (Street screen) and Fences.

1. Site walls and fences shall not be erected in such a way as to block views of or from public spaces and are not allowed where a frontage is required per section 3.0 of this code.

2. Low walls (24 inches to 36 inches in height) may be used to divide space, create a variety in landscaping and to define site edges.

3. Screening elements shall be used to screen service areas, storage areas, or garbage areas from public view from the street or pedestrian ways.

4. Solid walls (up to 96 inches in height) are permitted to screen mechanical equipment, garbage receptacles, loading areas and other unsightly areas; and provide privacy at the back of lots and along streets in compliance with the requirements for frontages (section 3.0).

5. All chain link fences are prohibited except for dark vinyl coated chain link fences used in conjunction with landscape buffering and screened with plantings.

F. Lighting.

1. Site lighting shall be designed and maintained consistent with the Title 9, Land Use Code lighting standards and the City's Architectural Design Guidelines. shielded by permanent attachments to light fixtures so that the light sources are not visible from a public way and any offsite glare is prevented.
2. Site lighting shall include illumination of parking areas, buildings, pedestrian routes, dining areas, design features and public ways.

3. The position of a lamp along a sidewalk or other path being lighted shall not exceed 15 feet in height above the ground.

4. All flood lamps shall be shielded so that the light sources are not visible from a public way.

5. Lighting (uplighting and downlighting) that is positioned to highlight a building or outdoor artwork shall be aimed at the object to be illuminated.

6. Lighting fixtures shall not distract from, or obscure important architectural features of the building. Lighting fixtures shall be a subordinate feature on the building unless they are incorporated into the over-all design scheme of the building.

G. Service Areas and Mechanical Equipment.

1. Service areas and mechanical equipment shall be visually unobtrusive and integrated with the design of the site and building. Service areas and mechanical equipment areas shall be designed and maintained consistent with the Title 9, Land Use Code supplemental regulations and the City’s Architectural Design Guidelines.

2. Service entrances, waste disposal areas and other similar uses shall be located adjacent to alleys and away from the primary frontage of the lot.

3. Utility boxes shall be positioned so that they are not visible from the primary frontage of the lot by locating them on the sides of buildings and away from pedestrian and vehicular routes or by locating them within interior building corners, at building offsets or other similar locations where the building mass acts as a shield from public view.

4. Openings to a trash enclosure shall not face the primary frontage of the lot.

5. Air intake and exhaust systems, or other mechanical equipment that generates noise, smoke or odors, shall not be located on or within 10 feet of the front facade (including side street facade).

6. Screening of service entrances shall be compatible with adjacent buildings.

H. Service Areas and Mechanical Equipment Outdoor Storage and Display.

1. All business activities shall be conducted and located within an enclosed building, except that the following business activities, as permitted in Table 2B, may be conducted outside of an enclosed building: Outdoor storage and display areas shall be designed and maintained consistent with the Title 9, Land Use Code supplemental regulations and the City’s Architectural Design Guidelines.

a. Plant nurseries
b. Newsstands
c. Flower Stands
d. Recreational or entertainment uses
e. Dining
f. Retail/Service Kiosks

3. There shall be no manufacturing, processing, compounding, assembling or treatment of any material or product other than that which is clearly incidental to a particular retail enterprise, and where such goods are sold on the premises.

3. Storage of goods and supplies shall be limited to those allowed to be sold at retail on the premises or utilized in the course of business.

4. Any permitted activity shall be conducted in such a manner as not to have a detrimental effect on permitted adjacent uses by reason of refuse matter, noise, light, vibration, or lack of proper maintenance of grounds or buildings.

5. Outdoor storage of materials, products, equipment or vehicles, shall be screened by a solid decorative wall not less than 96 inches in height extending from the building closest to the street(s) in a parallel manner to the street(s). Materials, products or equipment stored outdoors shall not be piled higher than the height of the wall, nor encroach into required parking and landscape areas.
General Requirements (CONTINUED)

7.2 - General to all Zoning Districts (CONTINUED)

6. All property shall be maintained in a safe, sanitary, and attractive condition, including but not limited to structures, landscaping, parking areas, walkways, and trash enclosures.

7. Loading areas shall not be visible from arterial streets or from streets adjacent to front yards. Loading areas facing other streets shall be screened with a streetscreen. Loading areas not facing a street shall be setback at least thirty-five (35) feet from the property line.

I. General Public Right-of-Way Requirements. The following standards are to be applied to streets, open space and any other right-of-way:

a. Prohibited street furnishings. The following street furnishings are prohibited within the right-of-way (street or open space):

   i. Vending machines
   ii. Photo booths
   iii. Automated machines, such as, but not limited to, penny crunching machines, blood pressure machines, fortune-telling machines, video games, animated characters and other such machines that are internally illuminated, or have moving parts, or make noise, or have flashing lights.
   iv. Inanimate figures such as animals, mannequins or any such cartoon or human figure. This section does not affect public art as defined in Appendix 1 of this code.

b. Street Furnishing Materials.

   i. Street furnishings shall be made of wood, metal, stone, terra cotta, cast stone, hand-sculpted concrete, or solid surfacing material.
   ii. Plastic resin furnishings are prohibited.

iii. No advertising shall be allowed on street furnishings.

iv. Street furnishings such as tables and chairs may not be stored in such a ways to be visible from the street.
7.3 Specific to all Zoning Districts

This section provides additional requirements intended to address the specific needs of each zoning district.
8.0 Required Findings

8.1 Purpose

Prior to approving an application involving property subject to this Code, the Community Development Director shall evaluate the application for compliance with this Code per the requirements of this section.

Each applicable finding is assumed to be preceded with “The proposed application...”. In cases where the statement cannot be made in the affirmative, the proposed application shall be deemed to be out of compliance with this Code and not be able to be approved.

8.2 Findings

This section establishes the findings to be applied to all applications for land use, development, modification, or any other 'project' that is subject to this HTC Master Plan Code section shall comply with the findings for approval established by Title 9, Chapter, Article 3 entitled “Development Review Procedures” of the Title 9, Land Use Code.

A. Section 2.0 – Zoning Districts: “The proposed application...”

1. Maintains unique zoning districts to effectively implement the vision, policies and physical character envisioned in the HTC Master Plan;

2. Generates or maintains the intended physical character of each zoning district based on the policies and direction in the HTC Master Plan, through appropriate allocation of standards for land use activity, building design, frontages and streetscapes, and signage;

3. Generates or maintains a compatible transition between zoning districts through changes at the mid-block or through appropriate allocation of street types for changes in physical scale on opposite sides of a street;

4. Is in compliance with the applicable requirements of the zoning district(s) and Figure 2.

B. Section 2.0 – Land Use and Parking Standards: “The proposed application...”

1. Is an allowed land use type that supports the intended physical character, as envisioned in the HTC Master Plan;

2. Generates or maintains compatibility between adjacent and surrounding land use types;

3. Reflects the primary purposes of the particular zoning district(s) and is able to be approved administratively because it will achieve compatibility through compliance with the applicable requirements of this Code;

4. Will achieve compatibility upon including the necessary conditional requirements for land use types where it cannot be assumed that compatibility will be achieved solely through compliance with the applicable requirements;

5. Is in compliance with the requirements of the applicable zoning district as identified in Table 3B.

C. Section 2.0 – Land Use and Parking Standards: “The proposed application...”

1. Generates or maintains a pedestrian-oriented streetscape within and between zoning districts, as envisioned in the HTC Master Plan;

2. Generates or maintains compatible adjacencies of building location and scale between new buildings and neighboring buildings as well as existing neighborhoods;

3. Provides for vehicular / service access without adversely affecting the pedestrian-orientation of the streetscape;

4. Generates or maintains a balanced parking supply that groups or shares commercial parking between multiple properties / blocks through an identified shared parking strategy, acknowledging
the different parking needs across the community and during different times of day;

5—Generates or maintains pedestrian-oriented buildings through appropriately sized individual lots for the applicable zoning district;

6—Supports an active streetscape through buildings on individual lots that front the street and/or open space with rooms/activities that are compatible with being adjacent to a streetscape;

7—Generates or maintains pedestrian-oriented open space within residentially-oriented building types to provide a private open space in addition to public open space throughout the community;

8—Generates or maintains buildings that creatively respond to their site conditions and are physically compatible with their surroundings through distribution of building massing;

9—Is in compliance with the requirements of the applicable zoning district(s) as identified in Table 3A;

D. Section 3.0—Frontage Standards. “The proposed application...”

3—Generates or maintains the pedestrian-oriented streetscape(s) envisioned in the HTC Master Plan through the appropriate design of frontages;

2—Generates or maintains an active and continuous streetscape along all required frontages to support pedestrian activity in combination with vehicular traffic;

3—Generates or maintains an appropriate transition from the public streetscape to the private lot/building;

4—Is in compliance with the requirements of the applicable frontage zone as identified in Figure 3;

5—Expresses creativity in designing frontages per the allowed frontage types identified in Table 3A;

E. Section 4.0—Block and Street Standards. “The proposed application...”

1—Generates or maintains an interconnected, hierarchical network of walkable, pedestrian-oriented blocks defined by pedestrian-oriented streets, as envisioned in the HTC Master Plan;

2—Supports public open space corresponding to the intended physical character and role of the particular zoning district(s);

3—Facilitates pedestrian-oriented building design with building entrances on bordering streets and/or open space;

4—Provides for vehicular/service access to blocks through alleys or as otherwise allowed to maintain a pedestrian-oriented streetscape while adequately servicing the individual buildings;

5—Is in compliance with the applicable requirements of Figure 4;

6—Generates or maintains a pedestrian-oriented streetscape through the design of streets which are contextually appropriate to the required frontage(s) identified in Figure 3;

F. Section 5.0—Signage Standards. “The proposed application...”

1—Generates or maintains a pedestrian-oriented streetscape through the design of signage which is contextually appropriate to the allowed frontage(s);

2—Is consistent with the intent of the applicable frontage zone along which the building(s) is located.
Required Findings (CONTINUED)

8.2 - Findings (CONTINUED)

3. Is in compliance with the applicable requirements of Figure 5 and the applicable signage type(s).


1. Generates or maintains a pedestrian-oriented streetscape through the design of buildings and facades which are contextually appropriate to the allowed frontage(s).

2. Is in compliance with the applicable requirements of the architectural style.

H. Section 7.0 - General Requirements. “The proposed application...”

1. Is in compliance with the applicable requirements.

1. Appendix 1 - Definitions and Illustrated Glossary. “The proposed application...”

1. Is in compliance with the applicable definitions.
A1 Definitions

This appendix to the HTC Code provides definitions of terms and phrases used in the Code that are technical or specialized, or that may not reflect common usage. If any of the definitions in this chapter conflict with definitions in Appendix A of the San Juan Capistrano Municipal Code or other City provisions, these definitions shall control for all property and rights-of-way subject to the HTC Code. If a word is not defined in this appendix, or in other provisions of the San Juan Capistrano Municipal Code, the Development Services Director shall determine the correct definition through a written interpretation presented to the Planning Commission.

1. Terms and phrases.
As used in the HTC Code, each of the following terms and phrases shall have the meaning ascribed to them in this appendix, unless the context in which they are used clearly requires otherwise.

2. Land use type classifications.
The land use types listed in Table 3 shall be defined as provided in the City’s Zoning Code (Use Type Classifications), except for use types that are defined in this appendix which are identified as “land use types.”

A

Accessory Dwelling: an apartment not greater than 500 square feet sharing ownership and utility connections with a principal building. An accessory dwelling may or may not be within an outbuilding.

Accessory Structure: a detached building or structure, part of a building or structure, which is incidental or subordinate to the main building, structure or use on the same parcel, without cooking facilities (e.g., storage shed, garage, gazebo).

Allee: a row of trees planted along a Thoroughfare or Pedestrian Walkway.

Alley: a low capacity thoroughfare with one, shared lane and no parking lanes, designed and intended for service and/or secondary access purposes.

Antique or Collectible Store (land use type): A retail store that sells antiques, curios, gifts and souvenirs, and collectible items including sports cards and comic books. This land use type does not include stores selling other types of second hand items (e.g., clothing), which are instead included in the definition of “Second Hand Store.”

Apartment: a dwelling sharing a building and a lot with other dwellings and/or uses. Apartments may be for rent or for sale as condominiums.

Arcade: see 'Frontage Types'

Bicycle Lane: an identified area, usually by white lines, that is part of the vehicular roadway that allows bicycle use.

Bicycle Path: a dedicated area, paved in a variety of materials (e.g., asphalt to decomposed granite) that is non-traversable by vehicles and is often shared with pedestrians.

Block: the aggregate of private lots, passages, common drives and lanes, circumscribed by thoroughfares.

Block Face: the combined building facades on one side of a block providing the context for establishing architectural harmony.

Building access: the manner in which people enter a building of which there are two:

1. Walk-up access (‘direct’ access): People have direct access to the entrance of a suite or dwelling from the street, paseo or a shared open space.

2. Point Access (‘elevator’ or ‘lobby’ access): People have indirect access to the entrance of a suite or dwelling from the street, paseo or a shared open space. Depending upon the building, either or both forms of building access may be present.

Building Function: the land use type(s) accommodated by a building and its lot, as allowed by Table 3.

Building Height: the vertical extent of a building
measured in stories to the plate of the highest story, not including a raised basement or a habitable attic. Building height, in feet, shall be measured from the average grade of the adjacent public street or open space. Unless specified otherwise, height limits do not apply to masts, belfries, clock towers, chimney flues, and similar structures.

**Building Placement:** the maximum horizontal envelope available for placing a building on a lot as identified in Tables 4.1 and 4.2.

**Build-to Layer:** the required location of a building facade as identified in Tables 4.1 and 4.2.

**Building Size:** the specified length, depth, and height of any individual and combined volumes as specified in Tables 4.1 and 4.2.

**Bulkhead:** A low partition located between the sidewalk adjacent to a building and the building's glazed opening(s).

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**Civic Building(s):** a structure operated by not-for-profit organizations dedicated to arts, culture, education, recreation, government, transit, and municipal parking, or for use approved by the legislative body.

**Carriage House (also referred to as accessory dwelling):** an attached or detached walk-up access dwelling which provides complete independent living facilities for one or more persons and which is located or established on or adjacent to the garage of the same lot on which a single-family house is located. Such a dwelling may contain permanent provisions for living, sleeping, eating, cooking and sanitation. This definition includes ‘granny flats’.

**Civic:** the term defining not-for-profit organizations dedicated to the arts, culture, education, government, transit and municipal parking facilities.

**Civic Space:** an open area dedicated for public use, typically for community gatherings, physically defined by the intended use(s), size, landscape and by the buildings that align the space.

**Colonnade:** a series of columns similar to an arcade but spanned by straight lintels rather than arches, linked together, usually as an element of a building.

**Commercial Recreation Facility, Indoor (land use type):** establishments providing indoor amusement and entertainment services for a fee or admission charge, including:

- bowling alleys
- coin-operated amusement arcades
- dance halls, clubs and ballrooms
- electronic game arcades (video games, pinball, etc.)
- ice skating and roller skating
- internet/cyber café
- pool and billiard rooms as primary uses

Four or more electronic games or coin-operated amusements in any establishment, or a premises where 50 percent or more of the floor area is occupied by amusement devices, are considered an electronic game arcade as described above; three or fewer machines are not considered a land use separate from the primary use of the site. This use does not include adult businesses which are regulated under SJCMC Chapter 27, Title 5.

**Commercial Frontage:** the non-residential, ground floor frontage of a building. Non-residential activities subject to City approval are allowed within this space, which must be at least 25 feet in depth as measured from the adjacent public sidewalk or public space.

**Context:** the particular combination of elements that create a specific physical environment. A zoning district in the HTC Code is administratively similar to the land-use zones in the SJCMC zoning ordinance, except that in addition to specifying the allowed height, required setbacks and building uses, all the relevant elements and characteristics of the intended physical environment are identified and integrated into the regulations.

**Corral (corrales):** fenced areas used for keeping animals, surrounding and in support of agricultural buildings and activity.
A1 Definitions

Curb: the edge of the vehicular pavement detailed as a raised curb or a swale.

Design Speed: the velocity at which a Thoroughfare can be comfortably driven without the constraints of signage or enforcement. For the purposes of design speed, there are 4 general ranges of speed: Very Low: below 20mph, Low: 20-25mph, Moderate: 25-35mph and High: above 35mph. Design speed determines the character and context for a particular segment of the Thoroughfare system.

Developable Lot Area: those areas of a site that are not required as building setbacks, driveway access or open space.

Driveway: a vehicular lane within a lot, usually leading to a garage.

Dwelling, Multi-Family (land use type): a building designed for occupancy with 2 or more dwellings.

Dwelling Unit Types: the individual dwelling configuration(s) within a building;

- Flat: A single-story unit.
- Loft: A double-story height unit with a mezzanine.
- Townhouse: A two to three-story unit.
- Apartment: A rental or ownership version of a Flat, Loft, or Townhouse.

Elevation (Building): the exterior walls of a building not along a frontage. Also referred to as 'Facade' when the elevation is along a frontage line.

Enfront: the placement of an element such as a building facade.

Entrance (Principal): the principal point of pedestrian access to a building. The principal entrance is typically along the building’s primary frontage, a public streetscape or open space. In the case of a paseo which may be private, the principal entry may occur off such a space provided that the space is in compliance with Section 5.0.

Entrance (Secondary): point(s) of pedestrian access to a building in addition to the principle entrance. Such entrances may occur anywhere along a building’s exterior when in compliance with all applicable requirements.

Fabric Building: a building which is not civic or is otherwise typical of buildings in the overall context and which contributes to the forming of public space by being contextual to emphasize civic and community buildings.

Facade: the exterior wall of a building that is set along a frontage line. Facades support the public realm and are subject to frontage requirements additional to those required of elevations which are not set along frontage lines.

Forecourt: see 'Frontage Types'

Forced Podium Hardscape: a built condition which can occur when the “podium” created by the protruding roof of a sub-grade is minimally landscaped and not provided other design elements such as seating areas, fountains and gardens, to soften an otherwise featureless concrete appearance and provide areas within the courtyard that are attractive to, and usable by residents and their visitors for active and passive pursuits.

Frontage Line (Streetscape): those lot lines that coincide with a right-of-way or a private easement for a street, paseo or open space. One frontage line shall be designated as the Principal Frontage Line. Facades along Frontage Lines define the public streetscape or adjacent open space and are therefore more highly regulated than the elevations that coincide with other lot lines.

Frontage Type: the architectural element of a building between the public right-of-way and the private property associated with the building. Frontage Types
combined with the public realm create the perceptible streetscape. The frontage types used in the HTC Code are described below in the order that they appear in the Code:

- **Arcade:** this frontage is composed of a building with ground floor facades which align with the principal frontage line, and upper floors which project over the property line to cover the sidewalk. A colonnade structurally and visually supports the building mass which encroaches into the public right-of-way. Arcades contain ground-floor storefronts, making them ideal for retail use.

- **Gallery:** this frontage is composed of a building where the facade is aligned on the principal frontage line, and includes an attached cantilevered shed or a roof or deck supported by a colonnade overlapping the sidewalk. Galleries may be two stories in height, with the upper portion of the gallery being open loggias or decks.

- **Storefront and Awning:** this frontage is made by insertion of large openings filled with transparent windows at the ground level facades. The facade is located near or at the principal frontage line. The building entrance is at the grade of the sidewalk, and provides direct access to the commercial/retail uses on the ground floor. The basic architectural elements comprising the storefront are large windows, doors with glass, clerestory glass, and a solid base or ‘bulkhead’. Optional elements include awnings, cantilevered shed roof or canopy, signage, lighting, and cornices. Awnings, shed roofs, or canopies may encroach into the public right-of-way and cover the sidewalk within a few feet of the curb.

- **Forecourt:** this frontage consists of an open or semi-enclosed areas adjacent to the sidewalk made by setting back a portion of the building facade from the principal frontage line. Typically the setback portion is the middle section, which creates a small entry court. This can also be achieved by setting back the facade when a building’s neighboring structures have zero setback at their respective property lines. Forecourts may be combined with other frontage types as allowed by Section 5.0.

- **Stoop:** this frontage consists of exterior stairs with landings which provide access to buildings located near or at the principal frontage line. 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.

- **Walled Yard:** this frontage consists of decorative and thematic walls at or near a frontage line for the purpose of enclosing an open space near the frontage or for enclosing service areas along the rear of a lot near a frontage. Buildings or entries within 10 feet of this frontage are joined with the wall to visually extend the architecture of the building and to demarcate the property boundary while positively shaping the adjacent streetscape.

- **Terrace** (dooryard) this frontage is made by setting back the building facade back from the principal frontage line, and placing an elevated garden or terrace in that setback. Terraces are enclosed by a low wall at or near the property line with a stair or ramp from the sidewalk up onto the terrace. The building activities are slightly separated from the adjacent sidewalk by the terrace height, and the depth of the terrace provides a buffer. The buffer provides clear area distinctions for commercial uses such as dining patios, and provides secure buffers for private yards and residences from public encroachment.

- **Porch and Fence:** this frontage consists of a building with a front set back from the principal frontage line, and a porch attached to it, and a low fence or wall at or near the property line. This frontage encroaches into the front setback. This frontage provides the necessary physical separation for the private lot from the public sidewalk, while maintaining visual connection between buildings and the public space of the street.

- **Front Yard:** this frontage consists of the building facade being set back from the principal frontage line in a dimension large enough to create a
A1 Definitions

front yard which is continuous with neighboring yards. These yards are unfenced, visually continuous within a block, and thus create a common landscape.

Front(s) and Back(s): a term referring to the requirement for a building to have a clearly identifiable front facade along the lot’s primary frontage, containing the primary pedestrian entrance and a clearly identifiable back facade in relation to the lot’s rear property line. This term is also used to identify situations where it is not acceptable to have the front of a building adjacent to the back of another building.

Frontage Zone: a physically defined area in Figure 5 that spans from the edges of the adjacent right-of-way or private street/open space easement and the frontage line(s) of a parcel. A frontage zone is intended to maintain or generate a certain physical character for the streetscape through specific frontage types being allowed in the zone. Frontage zones are distinct from zoning districts which identify allowed land uses, parking, building size and building placement.

Gallery: see 'Frontage Types'

General Retail (land use type): stores and shops selling many types of merchandise. Examples of these stores and lines of merchandise include:

A store that primarily sells books is included under "General Retail:"

- art galleries, retail
- art supplies, including framing services
- bicycles
- books, magazines, and newspapers
- cameras and photographic supplies
- clothing, shoes, and accessories
- department stores
- drug stores and pharmacies
- dry goods
- fabrics and sewing supplies
- florists and houseplant stores (indoor sales only
- outdoor sales are "Building and Landscape Materials Sales")
- hobby materials
- jewelry
- luggage and leather goods
- musical instruments (small), parts and accessories (large instruments are under "Furniture, Furnishings, and Appliance Store")
- orthopedic supplies
- small wares, specialty shops
- sporting goods and equipment
- stationery
- toys and games
- variety stores
- videos, DVDs, records, CDs, including rental stores

Ground Floor/ Footprint: the horizontal area resulting from the application of building placement requirements and as further articulated by particular building design.

H

House-Form: The form, massing and size of buildings which is compatible with the size of typical houses. This size ranges from as little as 25 feet up to 80 feet.

I

Incompatible Adjacency: at the City’s determination, the result when a land use, building, or portion of a building exceeds or may exceed the physical or operational limits that would otherwise maintain compatibility with neighboring properties.

Infill Development: a site seamlessly developed within an existing village-scale fabric, balancing, completing and/or repairing the surrounding areas.

Inside Turning Radius: the curved edge of a thoroughfare at an intersection, measured at the inside edge of vehicular tracking. The smaller the turning radius, the smaller the pedestrian crossing distance and the more slowly the vehicle is forced to make the turn. Control of the curb radius is an important variable in the fostering of a pedestrian-friendly environment.

J (reserved)
California
K (reserved)

L

Large Building: a building in which the primary land-use is any of the land uses identified in Table 3 as being subject to the ‘Large Building’ standards. Such buildings are few and because of their unique role and need for larger building footprints are to follow the ‘Large Building’ standards which regulate their size, massing and location.

Liquor Store (land use type): a retail store that primarily sells wine, beer, and/or spirits, that may specialize in one or more of the above, and may also sell convenience merchandise including food products.

Lot: a) a separately-platted subdivision of land held privately, usually intended for the purposes of building; b) an identifiable area of land, in compliance with the requirements of the HTC Code, that accommodates a building(s) as allowed. For a site that is to be developed with a building(s), the lot may or may not be permanent provided that it serves the purpose of generating a building in compliance with this Code. For example, a site that measures 200 feet in width may be developed with 4 buildings on lots of 50 feet in width. The site could still remain as one parcel or it could be divided for sale into four parcels satisfying the code requirement to maintain/generate village/scaled buildings.

Lot Line (‘parcel’ line): the boundary that legally and geometrically demarcates a lot. Such lines appear graphically on a Tract Map or project site plan.

Lot Width: the frontage of a parcel which is used to identify the parcel for street address purposes, and the physical dimension necessary for an allowed building.

Lot Depth: the parcel’s dimension as measured along the interior lot lines and the physical dimension necessary for an allowed building.

M

Medical Services, Clinic, Urgent Care (land use type): a facility other than a hospital where medical, mental health, surgical and other personal health services are provided on an outpatient basis. Examples of these uses include:

- medical offices of 5 or more licensed practitioners and/or medical specialties
- out-patient care facilities
- urgent care facilities
- other allied health services

These facilities may also include incidental medical laboratories. Counseling services by other than medical doctors or psychiatrists are included under “Offices—Professional/Administrative.”

Medical Services, Doctor Office (land use type): a facility other than a hospital where medical, dental, mental health, surgical, and/or other personal health care services are provided on an outpatient basis, and that accommodates no more than four licensed primary practitioners (for example, chiropractors, medical doctors, psychiatrists, etc., other than nursing staff) within an individual office suite. A facility with five or more licensed practitioners is instead classified under “Medical Services—Clinic, Urgent Care.” Counseling services by other than medical doctors or psychiatrists are included under “Offices—Professional/Administrative.”

Medical Services, Extended Care (land use type): residential facilities providing nursing and health-related care as a primary use with in-patient beds. Examples of these uses include: board and care homes; convalescent and rest homes; extended care facilities; and skilled nursing facilities. Long-term personal care facilities that do not emphasize medical treatment are included under “Residential Care.”

N

Neighborhood Market/Convenience Store (land use type): A neighborhood serving retail store of 5,000 square feet or less in gross floor area, which carries a range of merchandise oriented to daily convenience shopping needs which, may include alcoholic beverage sales as allowed by the HTC Code.
A1 Definitions

Office (land use type): The HTC Code distinguishes between the following types of office types. These types do not include medical offices (see “Medical Service – Clinic, Laboratory, Urgent Care,” and “Medical Service – Doctor Office.”)

1. Business (service): Establishments providing direct services to consumers. Examples of these uses include: employment agencies, insurance agent offices, real estate offices, travel agencies, utility company offices, elected official satellite offices, etc. This use does not include “Bank, Financial Services,” which are separately defined.

2. Business (processing): Office-type facilities characterized by high employee densities, and occupied by businesses engaged in information processing, and other computer-dependent and/or telecommunications-based activities. Examples of these uses include:

   - airline, lodging chain, and rental car company reservation centers
   - computer software and hardware design and development
   - consumer credit reporting
   - data processing services
   - health management organization (HMO) offices where no medical services are provided
   - insurance claim processing
   - mail order and electronic commerce transaction processing
   - telecommunications facility design and management
   - telemarketing

3. Professional/Administrative: Office-type facilities occupied by businesses that provide professional services, or are engaged in the production of intellectual property. Examples of these uses include:

   - accounting, auditing and bookkeeping services
   - advertising agencies
   - attorneys
   - business associations, chambers of commerce
   - commercial art and design services
   - construction contractors (office facilities only)
   - counseling services
   - court reporting services
   - detective agencies and similar services
   - design services (e.g., architecture, engineering, landscape architecture, urban planning)
   - educational, scientific and research organizations
   - financial management and investment counseling
   - literary and talent agencies
   - management and public relations services
   - media postproduction services
   - news services
   - photographers and photography studios
   - political campaign headquarters
   - psychologists
   - secretarial, stenographic, word processing, and temporary clerical employee services
   - security and commodity brokers
   - writers and artists offices

Outbuilding: an ancillary building (e.g., garage, storage area, crafts space, etc.), usually located towards the rear of the same lot as the principal building. It is sometimes connected to the principal building and sometimes occurs as a separate building (also known as an ‘Accessory Structure’).

“Park-Once” (‘Shared Parking’): an approach to parking for non-residential parking needs that establishes the maximum needs for an identifiable area and then strategically distributes shared parking lots and parking garages and as much on-street parking as possible for the convenience of customers and to relieve individual properties of providing potentially duplicative parking on their own lot. This approach is based on an accounting for parking spaces that are available to more than one function that varies according to multiple functions in close proximity unlikely to require the spaces at the same time.

Paseo (also referred to as ‘passage’, ‘promenade’): a public place or path designed for walking.

Pedestrian First: the practice of addressing the needs of people, once out of their automobiles, through a series of interdependent urban design and streetscape principles (e.g., traffic-calming, wide sidewalks, street trees and shade, on-street parking, outdoor dining, inviting storefronts, the feeling of...
being in an 'outdoor room', short crosswalk distances, interconnected and short blocks).

**Personal Services (land use type):** Establishments providing non-medical services to individuals as a primary use. Examples of these uses include:

- barber and beauty shops
- clothing rental
- dry cleaning pick-up stores with limited equipment
- home electronics and small appliance repair
- locksmiths
- fortune tellers
- palm and card readers
- pet grooming with no boarding
- psychics
- shoe repair shops
- tailors

These uses may also include accessory retail sales of products related to the services provided.

**Personal Services, Restricted (land use type):** Personal services that may tend to have a blighting and/or deteriorating effect upon surrounding areas and which may need to be dispersed to minimize their adverse impacts. Examples of these uses include:

- check cashing stores
- laundromats (self-service laundries)
- massage (licensed, therapeutic, non-sexual)
- paw shops
- spas and hot tubs for hourly rental
- tattoo and body piercing services
- tanning salons

**Planter:** the portion of the streetscape which accommodates street trees. Planters may be continuous or individual according to the particular thoroughfare and location.

**Podium Garage:** an at-grade parking facility that is completely within a structure that supports an upper floor(s) of a building.

**Porch:** see 'Frontage Types'

**Principal Building:** the main building on a lot, typically always located toward the frontage.

**Private Frontage:** the privately held layer between the frontage line and the principal building facade which includes the depth of the setback and the combination of architectural elements such as front yards, fences, stoops, porches, forecourts, shopfronts and galleries.

**Public Art:** visual or performing art for temporary or permanent display in a public place, within a public right-of-way or public building, subject to City requirements.

**Public Frontage (also referred to as streetscape):** the area between the frontage line and the edge of a public open space, paseo or curb of the vehicular lanes which includes the type and dimension of curbs, walks, planters, street trees and streetlights.

**Public Garage ("park-once" facility):** a parking lot or garage which provides the public with parking spaces for commercial, service and office uses.

**Public Realm (streetscape):** the combination of building facades, building frontages, signage, landscape, trees, sidewalks, streets and the activity within these areas that generate the physical character as viewed within the public right-of-way.

**Public View:** along a public street, alley or open space, all that is visible atop a pedestrian or motorist.

Q (reserved)

R

**Recess Line:** a horizontal line, the full width of a facade, above which the facade sets back a specified distance from the facade below.

**Residential:** premises available for long-term dwelling.

**Retail:** premises available for the sale of merchandise and food service.
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A1 Definitions

Second Hand Store (land use type): A retail store principally selling second hand items (e.g., clothing) as distinct from an antique or collectible store which sells antiques, curios, gifts and souvenirs, and collectible items including sports cards and comic books.

Setback (building): the area of a lot measured from a lot line to a building facade that must be maintained clear of permanent structures excepting frontages that align with the first floor level which are permitted to encroach into the required setback.

Setback (parking): the area of a lot measured from a lot line to parking facilities and/or spaces that must be maintained clear of parking facilities and/or spaces.

Sidewalk: the paved portion of the streetscape dedicated exclusively to pedestrian activity.

Signage Type: A method and/or structure defined by the combination of configuration, placement and function along the frontage of buildings. The signage types relevant to the HTC code are described below in the order that they appear in this code:

• Wall: A sign that is painted or applied directly to the wall, typically above the storefront or more creatively as approved by the City. This type consists of a single panel or individual letters and a logo and does not include cabinet signs. This type of sign is intended for viewing from across the street and along the sidewalk.

• Window: A sign that is painted or applied directly to the storefront window(s) and/or door(s). This type consists of individual letters and a logo with allowances for some contrasting background. This type of sign is intended for viewing from across the street and at close range.

• Awning/Canopy: A sign that is integral to the awning or canopy above a storefront. This type of sign can be located on the valence face including feature area on the main panel, or in the case of a canopy, on top of and along the front edge of the canopy. This type of sign is intended for viewing at close range.

• Projecting: A two-sided sign that projects over a public right-of-way such as a sidewalk, public open space or private street. This type of sign is intended for viewing at close range.

• Yard/Porch: Yard—A two-sided sign that is located on a post within frontages where the building is setback from the sidewalk to be viewed along the sidewalk at close range. Porch—A sign that is hung from the porch entry to the building to be viewed from the sidewalk at close range.

• Marquee: A vertically-oriented two-sided sign that projects over a public right-of-way such as a sidewalk, public open space or private street and may project above the building’s parapet to be viewable along the sidewalk and down the street from the adjacent block.

• Monument: A sign that is located within frontages where the building is setback substantially from the sidewalk and the sign is to be viewed from a distance along the street. This type of sign typically occurs as part of site-defining landscape, in the form of a low wall that encloses outdoor dining or open space areas. This type of sign may occur as a freestanding sign subject to location and size limitations aimed at scale and compatibility with pedestrian frontages.

• Sidewalk: A two-sided, non-illuminated, portable sign that is placed outside of the storefront on the adjacent sidewalk for viewing at close range. The sidewalk sign is intended for use by restaurants, cafes, other food-oriented businesses, theaters and other such activities.

• Roof: A sign that is for use only on large buildings, as defined in Appendix A1. This type of sign is intended to help emphasize the identity and presence of the historic town center as a whole and therefore, the signage is allowed to be more inventive while used sparingly as approved by the City.
Appendix A1: Definitions

**Stoop:** see 'Frontage Types'

**Story:** a habitable level within a building from finished floor to finished ceiling. Attics and raised basements are not considered a story for the purposes of determining building height.

**Streetscape:** the combination of building facades, building frontage(s), signage, street furnishings and equipment, sidewalk, and landscape. Streetscapes vary in response to their intended physical character and context.

**Streetwall:** a term referring to the vertical mass of an individual building or the combination of several buildings that shape the streetscape.

**Streetscreen:** a hedge or an opaque, freestanding wall built along the frontage line, or coplanar with the facade, often for the purpose of masking a parking lot or service area from public view. Streetscreens are between 3.5 and 8 feet in height, and constructed of a material matching the adjacent building facade. Streetscreens may have openings no larger than necessary to allow automobile and pedestrian access.

**Terminated Vista:** as identified in Figure 5, an important view at the end of a street / paseo or across an open space that provides additional visual interest. A terminated vista can be as simple as an enhanced area of the building facade at an intersection, a view down a streetscape of surrounding hillsides, or as complex as modulated building heights and detailing in response to the vista being terminated.

**Terrace:** see 'Frontage Types'

**Thoroughfare (also referred to as 'street'):** a vehicular way incorporating moving lanes and parking lanes (except alleys/lanes which have no parking lanes) within a right-of-way or private easement.

**Thoroughfare ('street') Types:** the variety of types of thoroughfares that comprise an interconnected, varied and hierarchical network, as specified in section 6.0 of this code.

**Traffic-Calming:** a set of techniques which serves to reduce the speed of traffic such as lane-narrowing, on-street parking, chicanes, yield points, sidewalk bulge-outs, speed bumps, surface variations, mid-block deflections, and visual clues. Traffic calming is a retrofit technique unnecessary when thoroughfares are correctly designed for the appropriate speed at initial construction.

**Transit-Oriented Development:** mixed-use development nodes limited in extent by walking distance to the transit stop and characterized by building types that offer a variety of housing choices that does not depend primarily upon conventional vehicular needs of suburban housing choices and has access to mass transit including train depots and/or bus stations.

**Transition Line:** a horizontal line, the full width of a facade expressed by a material change or by a continuous horizontal articulation such as a cornice or a balcony.

**Type:** a form determined by function and its configuration

**Urban:** the most intense of the three general types of human settlement (rural, suburban, urban) of which there is a range of urbanity as evidenced by San Juan Capistrano's historic Town Center which is at the lowest end of urban intensity.

**Vernacular:** the common language of a region, particularly in reference to architectural tectonics. Through time and use, the vernacular has intrinsically resolved the architectural response to climate, construction technique, and to some extent, social mores.
A1 Definitions

**Village Scale:** The standards of the HTC Code are directed for the purpose of implementing the village-scale environment envisioned in the HTC Master Plan.

In the context of San Juan Capistrano’s Town Center, “village scale and character” shall mean:

a. Buildings placed near to, facing and defining the Town Center streets as identified in Fig. 6;

b. Buildings fronting the streets with visually balanced and detailed facades, and entries, frontages and signage that are oriented to the pedestrian;

c. Buildings that are composed of volumes similar in scale to the Mission-era adobe, wood and brick buildings of San Juan Capistrano characterized as;

i. Buildings that are generally two stories in height, with some one and three story buildings—or portions of buildings—which provides massing variation and;

ii. Building masses that are no more than 80 feet wide—along the street frontage—nor more than 65 feet in depth perpendicular to the street frontage, except as otherwise allowed for ‘Large Buildings’;

d. Streetscapes that include generous sidewalks, steady rows of street trees and/or building galleries to shade and define the pedestrian way, and landscape, lighting and signage that enhance the street as a comfortable environment for strolling, shopping and visiting.

**Walkable:** A term referring to the pedestrian-orientation of the block and street network and the frequency of intersections where people can cross a street, favoring shorter blocks over longer blocks to allow for shorter routes to be used by pedestrians and motorists and, to balance the needs of pedestrians with those of motorists.

**Yard:** Open space other than a courtyard on a lot, unoccupied and unobstructed from the ground upward, except as otherwise provided in the SJMC.

**Yard, Front:** An area extending across the full width of the lot and lying between the lot front line and a line parallel thereto, and having a distance between them equal to the required front yard depth as prescribed. This definition is in addition to and support of the Front Yard frontage type in Section 5.0

**Zaguan:** A pedestrian passage of one to two rooms in depth and one story in height between a public street/open space and a courtyard or other open space.