

City of Sierra Madre Objective Design Standards



June 9, 2026



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Introduction

BACKGROUND AND RATIONALE

Several state housing laws, including SB 167, SB 423, SB 330, SB 4, and AB 2011, strongly incentivize cities to develop objective design standards for multifamily residential uses and mixed (residential + commercial) uses. A summary of each law is given in Appendix E. By adopting Objective Design Standards (ODS), the City of Sierra Madre maintains the ability to impose design standards on multifamily residential and mixed use developments.

Per SB 423, Objective Design Standards “involve no personal or subjective judgment by a public official and are uniformly verifiable by reference to an external and uniform benchmark or criterion available and knowable by both the applicant or developer and the public official before submittal.” Providing this level of certainty and clarity introduces predictability in the review process. Together with other state requirements such as clear timelines for decisions to approve or deny a project and a limitation on the number of public meetings, *these Objective Design Standards are intended to streamline the approval process for housing units while maintaining good design.*

STANDARDS APPLICABILITY

The City of Sierra Madre Objective Design Standards are designed to apply to projects which qualify for State laws that may encourage or require the application of objective design standards in project review. These projects include:

- All new residential developments with two or more housing units
- The residential and commercial components of new construction mixed-use developments with two or more housing units, where at least two-thirds of the total square footage is residential. However, note that per AB 1893, for mixed-use projects with at least 500 units, only 50 percent of the total square footage in the project must be residential for objective design standards to apply
- However, mixed-use projects containing hotel rooms are excluded.

The standards are also designed to apply to remodeled buildings where new floor area is added. In such a case, these standards would apply to those structures and facades which are being modified in order to accommodate the new floor area; other facades or buildings on the site would not be subject to these standards.

See Chapter 17.50 (Objective Design Standards) of the Sierra Madre Municipal Code which regulates the application of objective design standards in the City.

INTERPRETATION AND DEVIATION

The next sections contain objective design standards relating to different topics. The standards are regulatory objective design standards with which all applicable developments must comply. Diagrams are provided for illustrative purposes only.

While the standards have been formulated to be “uniformly verifiable” as State law sets out, there can nevertheless be differences of opinion about whether a project has met the standard. For these cases, Government Code Section 65589.5 (f)(1) states, “... the development standards, conditions, and policies shall be applied to facilitate and accommodate development at the density permitted on the site and proposed by the development.”

Projects are able to deviate from objective design standards via the Objective Design Standards Exception process, see Sierra Madre Municipal Code Section 17.05.040. Project applicants may request up to 3 exceptions from ODS standards. This exception process is meant for applicants whose sites have a physical constraint or for applicants who wish to propose an alternative architectural solution for a standard. In the written request for an exception(s) the applicant must meet the following findings: 1) The project meets the intent of the applicable objective design standard from which they are requesting exception and 2) There is a physical site constraint that precludes compliance with the applicable objective design standard or strict compliance with the standard would conflict with the architectural quality of the project and the proposed solution achieves high quality design. Either the Planning and

Community Preservation Director (Director) or the Planning Commission, as applicable, reviews and is the deciding authority for written exception requests. The applicant is able to appeal the Director’s decision to Planning Commission or City Council, as applicable. See page 80 for more information.

STANDARDS DEVELOPMENT PROCESS

These City of Sierra Madre Objective Design Standards were prepared by The Arroyo Group in cooperation with the City of Sierra Madre to provide clear, objective, and measurable standards for multifamily and mixed use development, satisfying the demands of state law. This Standards document was derived from the Regional Objective Design Standards document which was developed by The Arroyo Group on behalf of the San Gabriel Valley Council of Governments (SGVCOG).

Design Goals

Several key goals that guided the development of the standards were:

- Visually and functionally link the private realm to the public realm
- Facilitate pedestrian activity and safety
- Activate the public realm
- Encourage projects to exhibit a cohesive visual identity that is consistent with the character of the area
- Prioritize human-scaled design
- Safeguard residential privacy as well as proper screening and buffering

Standards Organization

Regulatory standards are organized contained within the following sections by the following topics:

- Section 1: Site Planning and Access
- Section 2: Building Modulation and Articulation
- Section 3: Materials, Finishes, and Color
- Section 4: Frontages
- Section 5: Open Space
- Section 6: Entries
- Section 7: Exterior Lighting
- Section 8: Walls and Fences
- Section 9: Loading Areas, Trash and Utilities
- Appendix A: Frontage Standards
- Appendix B: Common Open Space Types
- Appendix C: Private Open Space Types
- Appendix D: Definitions



House Scale Context



Block Scale Context

HOUSE AND BLOCK SCALE

Due to the varying multifamily structure forms in the City, the City of Sierra Madre’s Objective Design Standards groups multifamily buildings into two categories, **house scale** and **block scale**, according to their physical form and scale. Standards only apply within one of the two categories if specified. The following zones are considered house-scale: Medium/High Density Residential (R-3-13), High Density Residential (R-3-20 and R-3-30), Manufacturing (M). The Commercial (C) and Religious Housing Overlay (RHO) zones are considered block-scale.

Introduction

BEST PRACTICES

The five best practices identified in Exhibit B of The Arroyo Group's Regional Objective Design Standards Research Memorandum (attached to this document as Appendix E) are listed below. The City of Sierra Madre Objective Design Standards take these regional best practices into account.

1. **Provide guidelines or statements of intent along with objective standards.** The SGVCOG's Regional Objective Design Standards are based on statements of intent which clarify the intent of each standards section. Cities may choose to allow variations to objective design standards as long as the project matches the intent statement for the applicable standard.
2. **Provide options of different strategies to meet the intent of standards.** Developers may choose the standard which suits the design of their development best.
3. **Use clear diagrams along with photographic examples to represent standards.** Clear graphics and imagery will provide as much clarity as possible for developers who are adapting their projects to meet the objective design standards.
4. **Provide definitions for architectural terms.** For complex architectural terms, the provided definition will provide clarity where needed, making the objective design standards understandable to a variety of audiences.
5. **Take into account the context of unique cities and districts to ensure that standards are apt.** Fieldwork in a variety of contexts representative of the San Gabriel Valley helped inform the standards. Different objective design standards will be applicable in different contexts, such as smaller scale neighborhoods versus main street commercial corridors.

These standards have been crafted to encourage new, well designed residential and mixed use development that fits the context of the City of Sierra Madre (see the top row of images). They establish a "floor" for design quality, thereby preventing undesirable, incompatible design (see the bottom row of images).

Examples of Well Designed Buildings:



Townhomes at 102 Esperanza, Sierra Madre. Successful relationship between the townhome unit and the public realm, in addition to well designed landscaping



The Kensington, Sierra Madre. Successfully designed mixed use building, ground floor commercial uses and upper floor residential units



Sierra Vista Apartments, Sierra Madre. Successful implementation of Craftsman architecture and well designed private open space balconies

Examples of Undesirable or Incompatible Design:



Lack of landscaping between the duplex and the street frontage.



Lack of relationship between units and frontage



Large portion of frontage dominated by surface parking and a driveway

Section 1: Site Planning and Access

INTENT

Buildings should be placed and oriented to reinforce a pedestrian-oriented public realm and to establish a strong visual and physical relationship with adjacent streets, sidewalks, and open spaces. Site planning should prioritize pedestrian access and activity by aligning building frontages along public streets, paseos, plazas, and other publicly accessible spaces, and by minimizing blank walls, excessive setbacks, and parking along street edges. Primary entrances, active ground-floor uses, and transparent facades should be oriented toward the public realm to support walkability, safety, and street vitality.

Site design should emphasize open spaces and the public realm, enhancing connectivity by linking building entrances to sidewalks, transit stops, open spaces, parking areas, and neighboring parcels. Access points should be legible and well integrated into the surrounding circulation network, while vehicular and service access should be designed to minimize conflicts with pedestrians and reduce impacts on the public realm. Overall site planning should activate streets and open spaces and contribute to a cohesive, human-scaled environment.

STANDARDS

Street Relationships

- 1.1** The primary entrance to all buildings adjacent to a public street shall be visible from the sidewalk and directly connected via a pedestrian pathway
- 1.2** All projects shall comply with the Frontage Type Standards in Section 4.
- 1.3** In house-scale zones, the length of any building along the primary street shall not exceed 80'. However if the ground floor is broken by an opening of at least ten feet wide and ten feet high, leading to a visible interior courtyard or other common open space on the ground level, the building may continue above one such opening. The length of any building, along a secondary street shall not exceed 150 feet.

- 1.4** In block-scale zones, the length of any building along a public street shall not exceed 350 feet.

- 1.5** Developments with at least 150 feet of frontage along the primary street shall include at least one of the following open spaces along the primary street:
 - a. A community plaza, commons, forecourt, or publicly accessible neighborhood park.
 - b. A terrace of a minimum 50 feet deep and 15 percent of the primary frontage width above the first level.
 - c. A paseo is provided from the primary street, connecting to a courtyard in the interior of the site.

All open spaces shall comply with standards defined in Section 5: and Appendices B and C, as applicable.

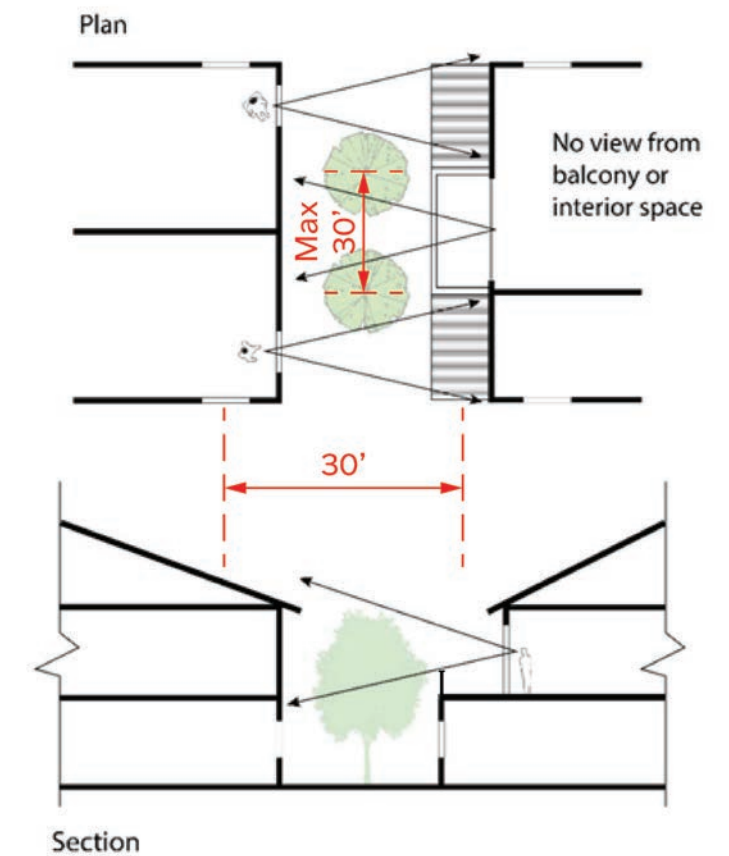
Residential Privacy

- 1.6** When units face each other through the open air at a distance of less than 30 feet, windows shall be offset, or screened with landscaping as shown in the diagram, at a rate of one tree per 30 feet of buffer length. Landscaping shall be of sufficient density and height to provide effective visual separation between units. In house scale zones only, this standard shall also apply to units built to face existing units on an adjoining property.

- 1.7** When residential buildings are located within 10' of one another, windows on the facing building facades shall avoid unfiltered or direct views by one or more of the following:
 - a. Utilize non-transparent or obscured glazing, such as frosted or patterned glass, glass block, or non-operable opaque windows. Reflective glazing is not permitted.
 - b. Provide permanent architectural screens, permanent roll-down blinds or affixed louvers at windows.
 - c. Utilize clerestory windows a minimum height of six feet from the ground or floor plate.
 - d. Inset window or add projecting architectural feature that creates privacy
 - e. Offset or stagger windows from each other



1.5: Developments with at least 150' of frontage along primary street shall include at least one of the following open spaces



1.6: Windows within 30 ft offset or screened



1.3: Continuation of a building above an opening leading to a visible interior courtyard or common open space on the ground level.

Section 1: Site Planning and Access

Pedestrian Access

- 1.8** Pedestrian walkways shall connect all primary entries to public sidewalks. The Director may approve a shared pedestrian walkway/vehicular driveway in house-scale zones, provided that the walkway is paved with stone, tile or brick, and the driveway serves no more than eight parking spaces.
- 1.9** Pedestrian walkways shall be a minimum of four feet wide, shall be hard-surfaced, and paved with concrete, stone, tile, brick or comparable material.
- 1.10** Where a required walkway is parallel and adjacent to a driveway or parking space, it must be separated from the auto travel surface by a raised curb at least four inches high, bollards, or other physical barrier.
- 1.11** The primary entry shall be separated by at least ten feet from any driveway or parking space.

Parking Areas

- 1.12** Surface parking areas shall be shielded from view of the public right of way by a building or a landscaped buffer as described in the Frontage Type Standards in Appendix A.6.
- 1.13** Parking structures developed as part of a private development shall not be taller than the buildings which they serve.

Vehicular Access

- 1.14** Vehicular access points to parking areas shall be taken from the side street or alley, if available, except for projects which meet the following criteria:
- 350-700 feet primary street frontage - one vehicular access point from the primary street
 - Over 700 feet + primary street frontage - two vehicular access points from the primary street
 - Projects with less than 350 feet of primary frontage are allowed one vehicular access point from the primary street only if no side street or alley access is available.

There shall be no curb cuts along Sierra Madre Boulevard between Hermosa Avenue and Baldwin Avenue, and no curb cuts along Baldwin Avenue between Sierra Madre Boulevard and Montecito Avenue.

This standard may be waived if the Planning and Community Preservation Department determines that an alternate access point is needed for safe traffic flow, or the Fire Department determines that additional access points are needed for fire lanes.

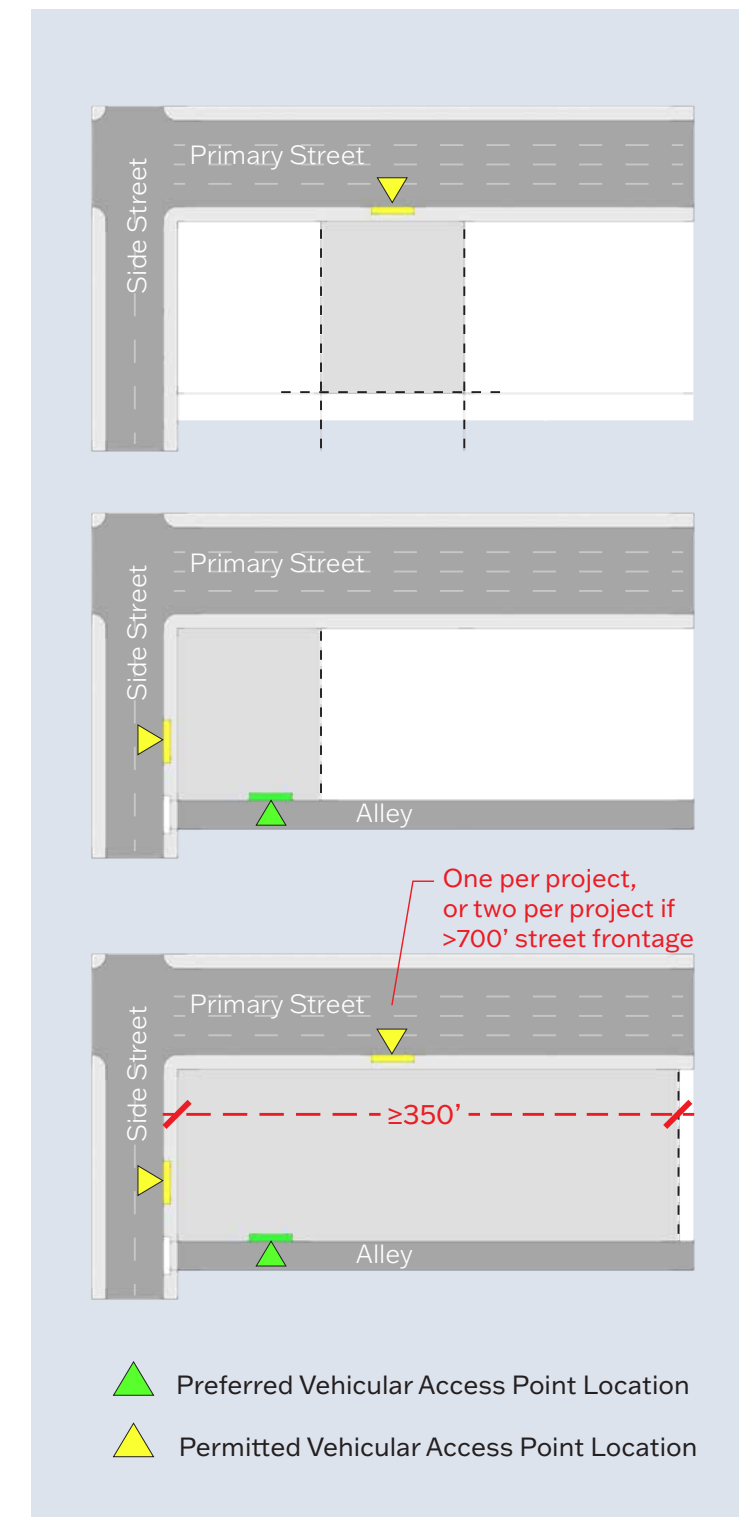
- 1.15** Curb cuts on corner lots shall not be located closer than 40 feet from a curb return in house-scale zones, 80 feet in block-scale zones. Additionally, curb cuts shall not be located closer than 150 feet from a curb return on Principal Arterials. Where parcel size precludes this standard, the curb cut shall be located as far from the corner as possible.
- 1.16** Sharing of driveways between adjacent properties is permitted and encouraged. Easements shall be established as necessary.

- 1.17** Driveways in house-scale zones shall be paved with concrete or pavers. Areas on driveways that are paved with permeable pavers may count toward minimum landscaping or stormwater retention requirements, provided that they comply with the standards established in those sections.

- 1.18** In house-scale zones, a one-way driveway, or two-way driveway serving up to eight (8) parking spaces, shall have a minimum nine feet and maximum 11 feet width. A two-way driveway serving between eight and 20 parking spaces shall have a minimum 16 feet and maximum 22 feet width. A two-way driveway serving more than 20 parking spaces shall have a minimum 20 feet and maximum 22 feet width. The maximum may be exceeded if required by the Fire Department.

- 1.19** In block-scale zones, a one-way driveway, or two-way driveway serving up to eight parking spaces, shall have a minimum 9 feet and maximum 11 feet width. A two-way driveway serving more than eight parking spaces shall have a minimum 20 feet and maximum 22 feet width. The maximum may be exceeded if required by the Fire Department.

- 1.20** Entry door and gates to any parking structure shall be recessed back from the face of the facade by a minimum of six inches to add shadow and visual interest, or by a greater distance from the sidewalk for traffic safety purposes as required by the Public Works Department.



1.14: Preferred and permitted vehicular access point locations

Section 2: Building Modulation and Articulation

INTENT

The individual components of each building should contribute meaningfully to the overall architectural character, expressing a coherent form and style consistent with the project's design vision. Each project can be classified within one of two defined scales, House Scale or Block Scale, as outlined in the introduction.

Within each scale, building articulation should serve to enrich the external appearance and architectural identity of the structure while facilitating a thoughtful and seamless transition between the public realm and private spaces. Modulation and form-making should convey visual interest and a sense of rhythm, achieved through a deliberate composition of elements that reflect both the individuality of the building and its contextual relationship to the surrounding architecture. Building form and articulation should emphasize three-dimensional detailing, create visual interest on the façade, and foster a built environment that is contextually responsive.

Standards

Ground Floor Design

2.1 In block-scale zones, buildings of three stories in height or more shall be designed to differentiate a building's base from the rest of the structure. The area designed as the base should correspond to an area that has a different use from the upper floors of the building, e.g. retail, lobbies, or amenities. In the case of a single-use building, the area designed as a base may correspond to floor(s) with less private spaces on the frontage, such as living rooms in a 100 percent residential building, or simply the first floor of the structure.

2.2 The effect of differentiation on a building shall be achieved through the use of two or more of the following:

- a. Color, texture, or material changes along the building facade
- b. Variations, projections, or reveals in the wall plane
- c. Variations in fenestration size or pattern
- d. Decorative architectural details such as arcades, pilasters, base courses, belt courses, or cornices at intermediate levels

2.3 Where a daylit basement with an exposed wall is proposed, a minimum of two of the following design standards shall be provided along all street-facing facades:

- a. Porches or stoops
- b. Material cladding that matches the cladding of the floors above when located along the same wall plane
- c. A landscape area with a minimum width of five feet, planted with plant species that, at maturity, reach the finish floor height above the basement

Circulation Design

2.4 Vertical circulation elements, including but not limited to stairwells, stair shafts, and elevator shafts, that are located along exterior walls facing a primary or secondary frontage shall be clearly expressed as visually identifiable volumes on the building façade through the incorporation of at least two of the following objective design methods:

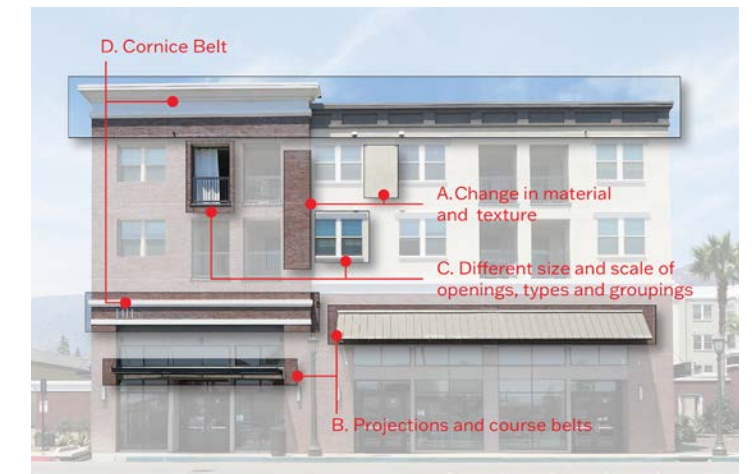
- a. A minimum two-foot change in wall plane (projection or recession) along the portion of the façade containing the vertical circulation element.
- b. A color, texture, or material change that clearly contrasts with the primary façade material.
- c. Decorative architectural detailing, such as vertical reveals, pilasters, or a consistent fenestration pattern, applied evenly across the full height of the vertical circulation volume.
- d. A minimum 18-inch variation in the roofline or roof plane corresponding to the vertical circulation element.

Architectural Projections

2.5 Architectural projections, including but not limited to architectural pop-outs, canopies, awnings, balconies, bay windows, eaves, chimneys, and similar architectural features, shall project a minimum of two feet from the exterior wall plane.

Transparency

2.6 Facades of residential floors shall have a maximum transparency of 60 percent. Glazing which does not meet the visible light transmittance and external reflectance standards identified in the "Transparency" definition (see Appendix D) is not permitted along the facades of residential floors.



2.2: Approaches to base differentiation

Section 2: Building Modulation and Articulation

Variation in Wall-Plane

2.7 For block-scale buildings of three or more stories, any building façade facing a public street or alley shall include a minimum of one variation in wall-plane depth for every 50 feet of facade length along the street.

2.8 The wall-plane variations shall also meet all of the following requirements:

- Each wall-plane variation shall project or recess a minimum of two feet from the adjacent wall-plane
- Wall-plane variations that occur at recessed balconies are permitted
- Each wall-plane variation shall have a minimum height of two full stories. The variation shall not incorporate the base and upper story, unless the variation extends for the height of the entire building.
- The average depth of all wall-plane variations across each façade shall be a minimum of 4 feet
- At least 50 percent of wall plane variations shall be located where an interior wall dividing interior spaces intersects the exterior wall.

2.9 Buildings in house-scale zones shall have a maximum length of blank walls without windows, doors, or material changes of 25 feet in any direction.

2.10 Buildings in block-scale zones shall have a maximum length of blank walls without windows, doors, or material changes of 35 feet in any direction.

2.11 In the M zone, any building facade facing a public street or alley shall include a minimum of one variation in wall-plane depth for every 30 feet of facade length along the street. The wall-plane variations shall also meet all of the following requirements:

- Each wall-plane variation shall project or recess a minimum of two feet from the adjacent wall-plane.
- Wall-plane variation that occur at recessed balconies are permitted

- Each wall-plane variation shall extend a minimum of one full story in height
- The average depth of all wall-plane variations across each façade shall be a minimum of four feet
- When feasible wall-plane variations shall be located in areas that correspond to the building's programmatic floor plan, including, but not limited to, building entries, private or common open spaces, stairs and elevator cores, or corridors.

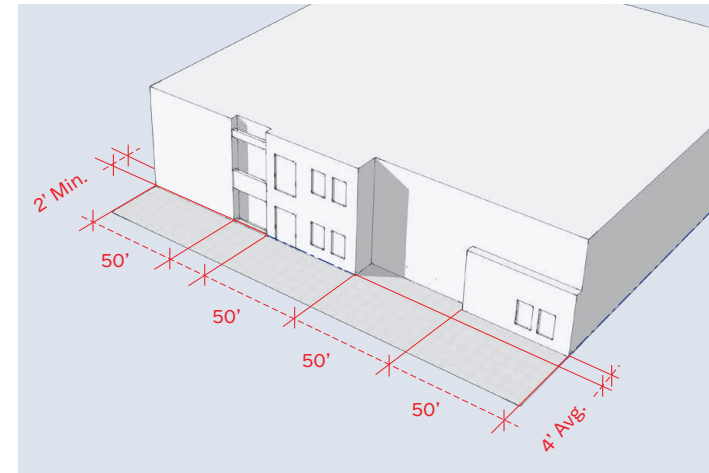
2.12 The Director may approve an exception to the wall plane standards (2.8-2.16) when using modular construction, and when an alternative method is demonstrated that creates definition, shadow and depth along a facade.

2.13 In house-scale zones except for the M zone, linear walls of second stories shall not extend longer than thirty-five feet without offsetting the wall a minimum of five feet depth for a minimum horizontal distance of ten feet.

2.14 In house-scale zones, third story building elements shall be located more than 40 feet away from any public street and have no horizontal dimension longer than 45 feet.

2.15 Where wall-plane variations occur at balconies, each balcony shall incorporate a minimum of two of the following design standards:

- An accent pattern, material, and/or color shall be applied to the balcony projection components and supporting elements to differentiate them from the primary building façade
- An accent pattern, material, and/or color shall be applied to the balcony's recessed wall, typically oriented parallel to the building façade
- The balcony floor and railing shall be offset a minimum of two feet from the adjoining wall plane on either side of the balcony.



2.7, 2.8: Required wall-plane breaks in block-scale zones



2.11: Required wall-plane breaks along street frontages in the M zone



2.13: Required wall-plane breaks along street frontages in house-scaled zones

Section 2: Building Modulation and Articulation

Roof Design

2.16 New buildings in house-scale zones shall have hipped or gable roofs. The maximum roof pitch is 6:12, except for buildings constructed in the Craftsman style, which may have a pitch of up to 8:12.

2.17 The building roof height or roof form shall have a minimum of one roof variation for every 50 feet of façade length along the street. Each roof variation shall meet at least one of the following requirements:

- A change in roof plane that results in a minimum two-foot projection or recession, measured perpendicular to the façade.
- A shift in the roof line of 18 inches or greater, measured vertically from the highest point of the adjoining roof line(s).
- The use of a dormer, gable, ridge break, offset eave, or similar architectural element that creates a minimum five-foot horizontal break or relief in the roof plan before continuation of the primary roof form.

2.18 Roof forms shall terminate in a manner that accurately expresses the true building volume and prevents the appearance of a false or enlarged building mass. All roof terminations shall comply with the standards in this section.

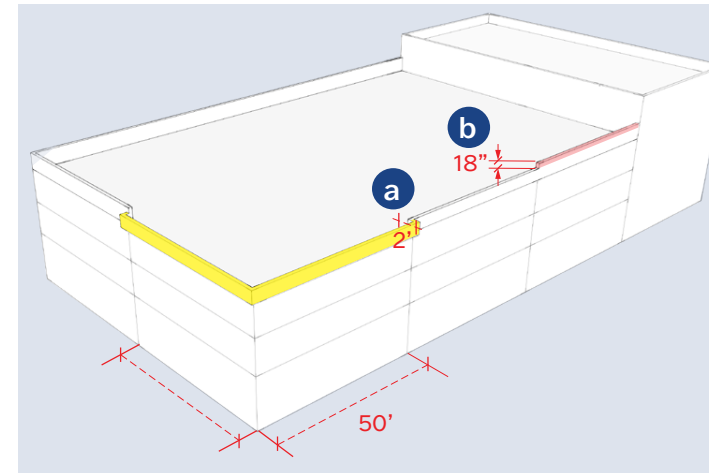
- When a sloped roof adjoins a side wall or a shared lot line, the sloped roof profile shall terminate directly at the lot line or side wall. The sloped form shall not wrap, project beyond, or extend around the adjoining wall or lot line
- Flat roof parapets may extend along the rear façade, side wall, or shared lot line, provided the parapet accurately reflects the true building mass and does not imply additional interior volume
- Where a roof parapet transitions from or connects to a sloped roof form, the parapet shall extend to the point necessary to maintain the continuity of the sloped roof profile
- Where a roof parapet extends beyond the roof plane, the parapet return shall measure a minimum of six feet, measured horizontally

from the roof edge, before terminating or changing direction

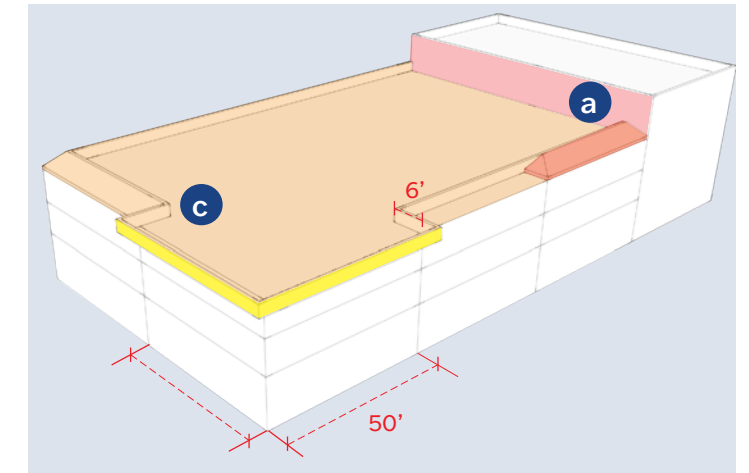
Commercial Zone and Historic Resource-Adjacent Development

2.19 Any development located within the C (Commercial) zone, and any development located immediately adjacent to a designated historic resource, shall comply with the following standards:

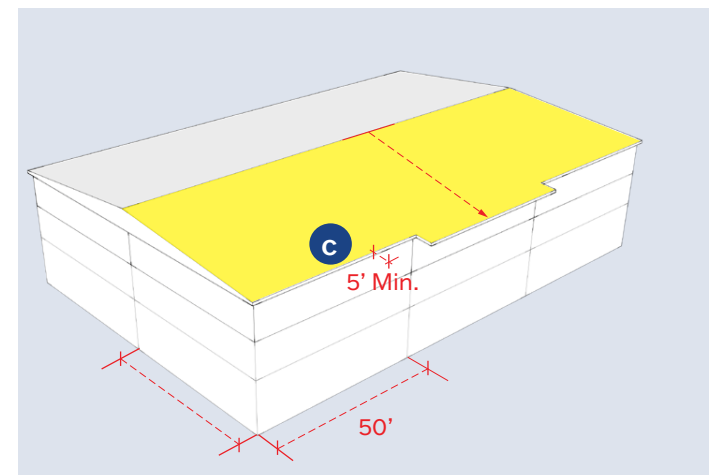
- The building façade along the primary or secondary front of new development shall incorporate a ground floor expression line or entablature that aligns with the height of the corresponding architectural feature on the adjacent historical resource. Where there are two existing historical resource buildings about the site, the resource with the taller expression line applies.
- The height within the first 20 feet of the development shall be no more than 15 feet greater than the historic resource.
- The side setback shall match the side setback of the historic resource, up to a maximum of 15 feet.
- The street-facing setback of the 20 feet adjacent to the historic resource shall be no less than the average of the minimum permitted setback on the development property, and the existing setback of the historic resource.



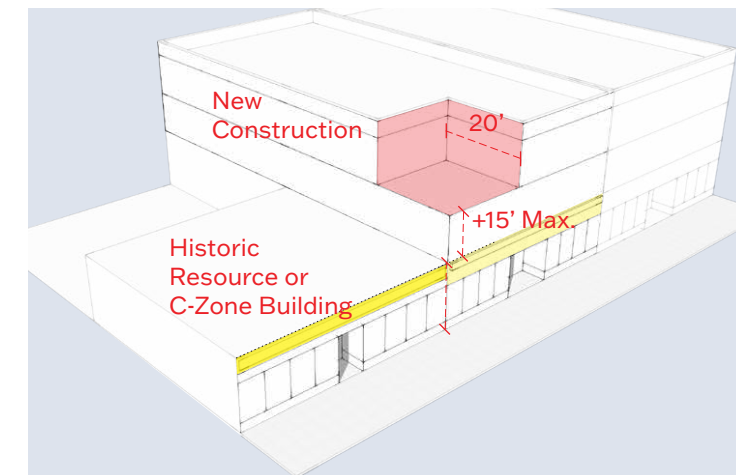
2.17 a,b: Roof form variation options



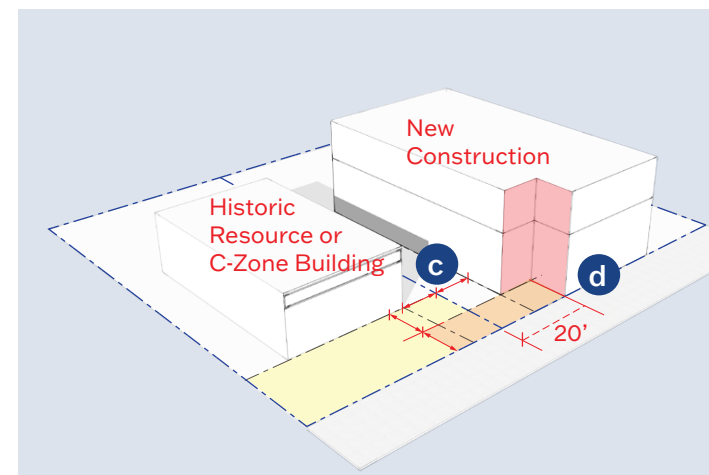
2.18 a,c: Roof termination



2.17 c: Roof form variation options



2.19 a,b: Expression Line and Transitional Height adjacent to historic resources or C zone buildings



2.19 c,d: Setback requirements adjacent to a historic resource or C zone building

Section 3: Materials, Finishes, and Color

INTENT

The selection of materials, finishes, and colors shall embody a cohesive visual identity, ensuring that all architectural elements work in harmony to create a unified and refined composition. Building colors and materials should reflect and complement the character of the surrounding neighborhood.

Materials must be chosen not only for their aesthetic qualities but also for their enduring performance—demonstrating resilience, longevity, and ease of maintenance over time. Color palettes should contribute to the vibrancy and visual richness of the community while maintaining compatibility with adjacent structures and businesses.

Exterior materials and finishes are to be of professional and high-quality grade, appropriately aligned with the building's architectural style, scale, and character. Particular emphasis should be placed on the use of tactile, human-scaled materials at the building's base, where detail, texture, and craftsmanship are most perceptible to the passerby, thereby enhancing the pedestrian experience and reinforcing a sense of material authenticity.

STANDARDS

Materials

3.1 A minimum of two distinct exterior materials shall be used on any building façade, exclusive of glazing, railings, trim, or other architectural features. An exception to this standard may be permitted by the Director only when a single material is of a high-quality grade, durable, and is professionally applied with a finish that demonstrates superior craftsmanship, texture, and proportional detailing.

3.2 If a base material is utilized, the allowable materials shall be limited to stone, brick, precast concrete, or porcelain tile. Refer to Standard 2.1 for designated location of base material. When a base material is applied, the following standards shall apply:

- Heavier materials, including stone, brick and precast concrete, shall be located below lighter materials, such as stucco, siding, and wall paneling, to establish a visually grounded and structurally appropriate composition
- Porcelain tile shall be used only as an accent wall or as a bulkhead material
- Base materials used as bulkhead shall have a minimum height of 18 inches and a maximum height of 42 inches for appropriate course sizing and a human-scale appearance.

3.3 All exterior storefront frames, window frames, and storefront doors shall match in either material and color, and/or color and finish. An exception to this standard shall apply only when a door is required to comply with the building code to use a specific glazing or framing material that would otherwise deviate from this standard; in such cases, only the color and/or finish shall be required to remain consistent.

3.4 Accent and trim elements, including but not limited to window trim and casings, window sills, door trim and surrounds, lintels, fascia boards, soffits, brackets, corbels, pilasters, trim moldings, parapet caps or coping, and trellis or pergola elements, shall differ from the primary exterior materials in material, color, or texture.

3.5 Material changes shall not occur at building corners. The same material shall continue around the corner for a minimum distance of six (6) feet or at a logical termination point where the material shall extend to the next change in the wall plane.

3.6 Material transitions shall comply with the following standards:

- Material transitions along building facades shall occur on the inside corners where a change in plane is present.
- When material changes occur on the same plane, the transition shall be delineated by a trim, cornice, reveal, or other architectural elements that provide separation between materials.
- At the building base or uppermost floors(s), material transitions shall occur only where a change in plane is at least two inches from the primary wall surface.

Finishes

3.7 All exterior wall surfaces shall be finished with high-quality, durable materials designed and installed to ensure long-term performance. The following standards shall apply:

- Exposed wood materials shall be sealed, stained, or painted with a weather-resistant finish
- Wood siding materials shall be factory-finished or field-finished in accordance with manufacturer specification
- Stucco shall be applied using a minimum three-coat system (scratch, brown, and finish coats) or a two-coat system over lath, in accordance with ASTM or manufacturer's standards
- Stone veneer shall be natural or manufactured masonry units mechanically fastened or supported by a shelf angle where required
- Precast concrete panels shall have an integral color and sealed finish
- Metal wall panels shall be factory-finished with a high-performance coating such as a PVDF (Kynar) or equivalent
- All exterior paint, stain, or protective coatings shall have a minimum manufacturer-rated lifespan of 10 years



3.1: Superior finish and detail on single-material building



3.3: Consistent color and materials for trim elements



3.6: Material transitions along inside corners or with trim element

Section 3: Materials, Finishes, and Color

3.8 The following exterior materials and finishes shall not be permitted on any building façade:

- Fluorescent, neon, or reflective colors or materials shall not be permitted.
- Unfinished concrete masonry unit (CMU) block or unfinished precast concrete shall not be permitted
- Unfinished lumber or exposed panel sheathing shall not be permitted
- Vinyl siding and Expanded Polystyrene (EPS) panels shall be prohibited as primary exterior wall materials
- Natural materials in their natural state, including but not limited to stone, brick, or copper, that are painted or coated with color shall not be permitted

Color

3.9 No more than two (2) primary colors and two (2) secondary colors shall be permitted on any building façade. Primary colors shall be applied to the main body of the building and its major volumes, while secondary colors shall be limited to accentuating architectural elements and details. The following standards shall apply:

- Secondary colors shall not exceed 20 percent of each facade of the building
- For block-scale projects, one additional color may be permitted, which may be applied as either a primary or secondary color
- Each masonry, stone, or precast concrete material incorporated on the building façade shall count toward the maximum number of permitted primary or secondary colors
- Artwork and murals incorporated into the project shall be exempt from this standard

3.10 Primary colors shall consist of colors within the following families: white, off-white, beige, taupe, tan, brown, gray, muted green, rust, ochre or olive. Fluorescent, neon and highly reflective colors are prohibited on building facades. Metallic colors shall not be used as a primary color.

3.11 Trim, windows, doors, storefront framing systems, and key architectural features shall differ in color than the adjacent wall surface.

Character

3.12 For partially submerged parking podiums and daylit basements that project above grade, the following material and color standards shall apply:

- Where basement walls are aligned with the upper floor levels, then material cladding and/or color shall match the cladding of the floor(s) above.
- Where basement walls are offset from the upper floor levels, the material shall be distinct from the remainder of the façade above and shall project a minimum of 1 inch from the wall surface, with an appropriate transition detail provided at the interface.
- Basement ventilation louvers shall have a color finish that matches the adjacent basement walls.

3.13 Materials for mechanical screening elements shall match the building's exterior materials, including roofing material in material and color and/or color and finish. The material shall be solid or composed of no more than 23 percent open area, evenly distributed. If metal materials are used for screening, the same exterior finish standards shall apply in accordance with 3.7.

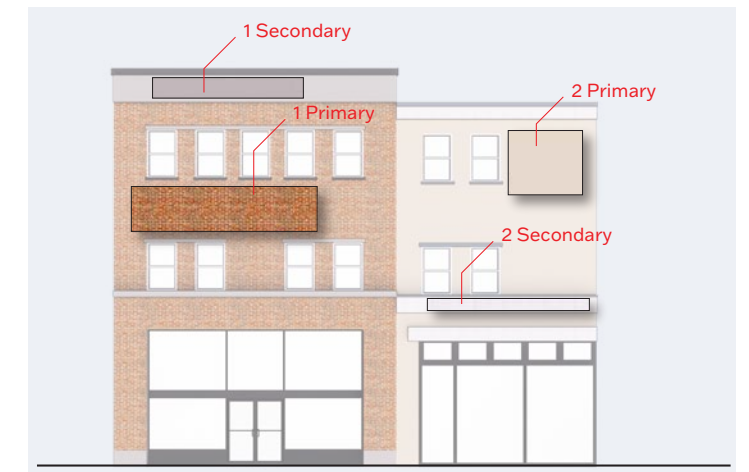
3.14 Exposed rain gutters and downspouts shall be finished in an accent color consistent with the building's secondary color palette or shall be concealed by matching the color to the adjacent exterior walls. All such elements shall comply with the exterior finish standards set forth in 3.7.

3.15 Roof materials and colors shall complement the materials and colors of the building façades and shall provide a durable, weather-resistant finish in accordance with the following standards:

- A weather-resistant roofing product rated for a minimum service life of 20 years, including but not limited to metal roofing, clay or concrete tile, slate, architectural asphalt shingles, or an equivalent material approved for the project's climate zone, shall be used for all primary roof surfaces.
- All visible roof surfaces shall utilize the same primary roofing material, except where a distinct architectural design feature is used, such as an accent roof, tower element, or entry overhang.
- Roof colors shall complement exterior wall colors, trim, and architectural accent features across all elevations.
- Roof colors and finishes shall be limited to matte, low-sheen, and non-reflective coatings to reduce glare, unless required to meet applicable solar-reflectance or cool-roof standards.

3.16 Vehicles in parking structures shall not be readily visible from a public street or publicly-accessible open space. Any parking structure that is greater than 150 feet long or 20 feet high along a public street should additionally conceal vehicles and enhance facade quality through at least one of the following elements:

- Large public art element covering the frontage space allowing
- Green wall or other landscape covering
- Louvers with windows
- Material, fenestration, and detail pattern that mimics the rest of the development



3.9: Facade Colors Permitted



3.10, 3.14: Contrast colors used to accent and complement color palette of facade

Section 4: Frontages

INTENT

The design of a building’s street frontage is among its most critical elements and is therefore subject to close regulation. Street frontages play a central role in shaping an active and safe public realm by establishing appropriate levels of visibility, engagement, and privacy based on context and ground-floor use. Ground-floor commercial frontages should promote transparency, public visibility, and permeability, while ground-floor residential frontages should provide a clear and comfortable transition from public sidewalks to semi-private outdoor spaces, entry doors, and interior living areas, with private bedrooms and more secluded spaces located away from or above the street frontage. Given the wide range of ground-floor uses and neighborhood contexts, this document defines multiple frontage types, each with tailored standards intended to support both functional performance and contextual compatibility. Street frontages may also be filled with open spaces per the requirements of Section 5. However, buildings along such open spaces may also be subject to frontage requirements (see 4.5).

STANDARDS

- 4.1** The first floor of each building where a property line meets a public street right-of-way shall be designed in accordance with one or more of the following frontage types permitted in its applicable zoning district. General guidelines for where each frontage type is applicable are given in the table. Each applicant shall submit a diagram indicating which frontage types are being used in different portions of each building. Standards for each frontage type are given in Appendix A.
- 4.2** Additionally, surface parking along the street frontage shall be designed in accordance with A.6.
- 4.3** The ground-floor frontage use must comply with the categories listed for the frontage type.
- 4.4** Frontage type standards are also applicable to the first- floor frontage of buildings fronting community plazas, commons and forecourts.

- 4.5** Required driveways, utility locations, and up to 10 percent of the length of the building frontage along the street, with a design approved by the Director, need not be designed in accordance with frontage type standards.
- 4.6** All ground-floor residential units along a public street frontage shall provide a stoop, porch or patio in keeping with the standards in A.3, A.4 and A.5. The Director may exempt projects from the requirement in each of these frontage types to provide access from the sidewalk when compliance is infeasible or impractical.
- 4.7** Outdoor dining may be permitted on public sidewalks outside retail frontages subject to Encroachment Permit and local standards.
- 4.8** Outdoor dining on private property along a street frontage shall be separated from the public right-of-way by a permanent wall or movable barrier between two and three and a half feet high.



4.1: Example of the diagram each applicant shall submit indicating which frontage types are being used in different portions of each building.

Frontage Type		Frontage Use	Zone					
			Block Scale Zones		House Scale Zones			
			C zone	RHO zone	R-3-13 zone	R-3-20 zone	R-3-30 zone	M zone
A.1	Shopfront	Retail, Office, Residential Amenity	Y	Y	N	N	N	Y
A.2	Common Entry	Residential Lobby and Amenity, Office	N	Y	N	N	N	N
A.3	Stoop	Residential	N	Y	Y	Y	Y	N
A.4	Porch	Residential	N	Y	Y	Y	Y	N
A.5	Patio	Residential	N	Y	Y	Y	Y	Y
A.6	Surface parking	Parking	N	Y	N	N	N	N
A.7	Structured parking	Parking	N	Y	N	N	N	N

4.1, 4.2: Table of frontage types permitted for each use and zoning designation.

Section 5: Open Space

INTENT

Open space is an integral part of development, providing access to natural light and fresh air, and usable exterior spaces with a mix of active and passive programs providing comprehensive lifestyle offerings to building users. Successful developments integrate a diversity of open space types, sizes and functions to serve a broad range of users and interests. While not all types, sizes and functions can be accommodated within a single project, projects contribute to a larger, diversified network of connected and walkable open spaces throughout the surrounding area within easy access to all residential units. Well-designed common open spaces form a transition between public sidewalks and private spaces, enhancing livability, sociability, and privacy for individual units. Within these, publicly-accessible common open spaces increase community interaction, attract non-resident visitors supporting local businesses, and overall create more vibrant places.

STANDARDS

General Open Space

5.1 All projects containing two (2) or more dwelling units shall include open space, or an aggregated series of open spaces, that meet the minimum area requirements established by the City. All projects containing a multi-family residential component of four (4) or more units shall include at least one common open space. All areas that count toward these requirements:

- Shall be located outside an enclosed building, except for building passthroughs.
- Shall not be used for parking, driveways, loading, or storage, except for green alleys that comply with the standards in Appendix B.

5.2 All open spaces that count toward the minimum area requirements in 5.1 shall satisfy the definition and the standards of either common open space or private open space given below.

5.3 City standards related to site design and landscaping within open spaces shall apply. Additionally, the use of plant material rated as low to moderate water use as defined by the California Water Use Classification of Landscape Species (WUCOLS) is required for all planted areas, including tree planting.

5.4 All open spaces shall be thoroughly screened from abutting residential properties through planted or structured screening systems, except for key circulation and connections to adjacent areas. Refer to Section 8 for further requirements.

Common Open Space

5.5 All areas used to satisfy common open space requirements shall comply with the minimum standards of one of the following open space types. Refer to Appendix B for detailed definitions and standards of each type.

- Community Plazas and Commons
- Neighborhood Parks and Recreational Amenity Areas
- Courtyards
- Building Forecourts
- Pocket Parks
- Paseos
- Building Pass-throughs
- Alleyways / Green Alleys
- Shared Yards
- Terraces and Decks
- Rooftop Decks
- Green Roofs

5.6 All common open spaces shall include a combination of hard paved surfaces and soft landscaped areas. Refer to Appendix B for space-by-space landscape requirements for each type of open space

5.7 All common open space areas shall be designed to mitigate the effects of building glare, daytime sunlight, and heat by incorporating trees and/or shade structures, such as arbors and gazebos. It is encouraged to locate shading in open space

areas where it can be most effective, such as near seating areas or along circulation routes. Constructed shade structures or projections from adjacent buildings shall cover no more than 50 percent of any open space, except for building passthroughs.

5.8 Programming intent shall be provided for all common open space areas. Programming shall include active and passive types of programming appropriate to the scale of the development, refer to Appendix B for space-by-space requirements for each type of open space. Such programming may include, but is not limited to:

Passive Programming:

- Walking / trails
- Outdoor dining / moveable tables and chairs
- Fixed seating (small gathering and individual hang out)
- Multi-purpose seating / flexible gathering
- Barbeque and picnic facilities
- Community gardens
- Visual / experiential gardens
- Outdoor art / art walk
- Open, pastoral green spaces
- Pop-up or rotating events and activities (eg Farmer's markets, seasonal events, etc)

Active Programming:

- Playgrounds / kids' play equipment
- Dog parks
- Spas and Swimming pools
- Interactive water features
- Sports courts (tennis, basketball, pickleball, etc)
- Sports fields (baseball, soccer, football, etc).

5.9 All common open space types whose access is listed as only "Public" in the Common Open Space Summary Matrix shall be publicly accessible during business hours of the adjacent use, or

consistent with City park hours of operation, unless approved by the Director.

5.10 Top of building rooftop spaces (rooftop decks and green roofs), where they are permitted, shall satisfy no more than 25 percent of the overall open space area requirements.

5.11 In house-scale zones, at least 250 square feet per unit of open space shall be located at the ground level.

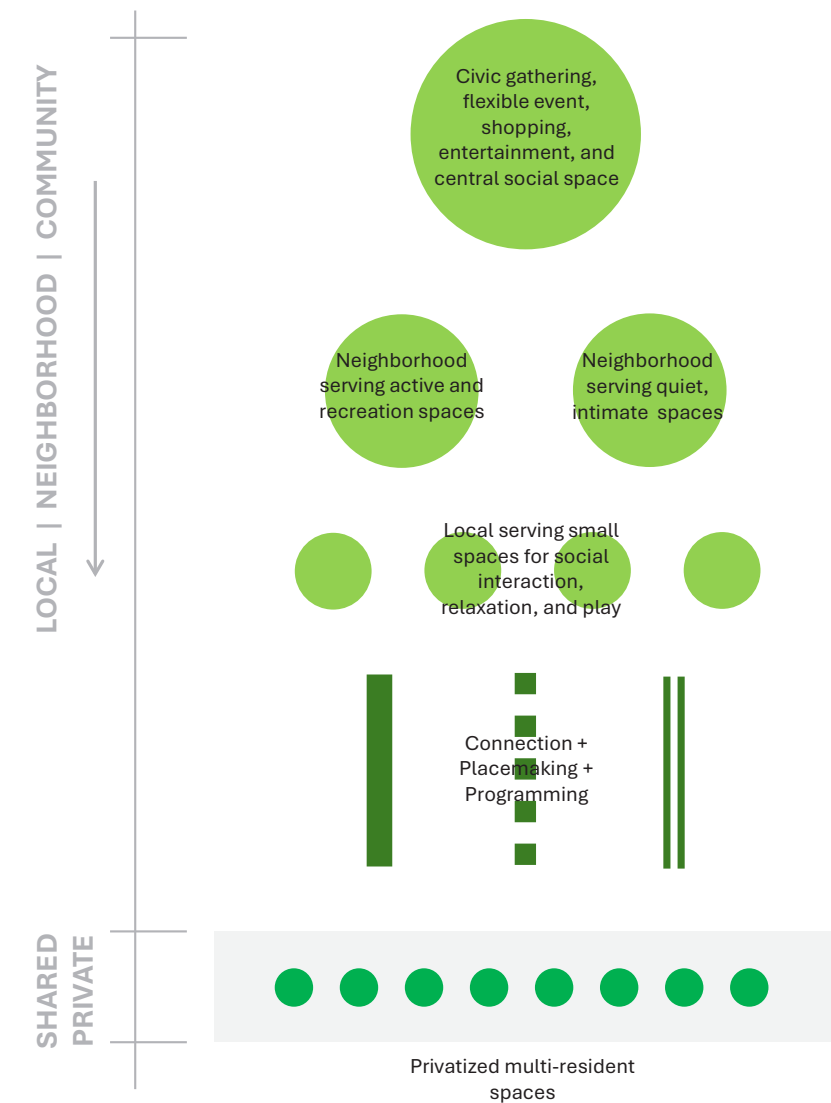
5.12 At the discretion of the Director, up to 25 percent of the overall common open space area requirements may be reduced from the project requirements if they determine that the project effectively uses a diversity of common open space types and scales to broaden usership by residents, attract visitors, support mixed-use development, and better contextually connect developments to key adjacent areas.

Private Open Space

5.13 All private areas used to satisfy open space requirements shall comply with the minimum standards of one of the following open space types. Refer to Appendix C for detailed definitions and standards of each type.

- Balconies (covered or uncovered)
- Patios
- Private Rooftop Decks
- Private Yards
- Porches

Section 5: Open Space



Common Open Space Hierarchy

Tier 1: Primary Open Spaces

- Community Plazas and Commons

Tier 2: Secondary Open Spaces

- Neighborhood Parks and Recreational Amenity Areas
- Courtyards

Tier 3: Tertiary Open Spaces

- Building Forecourts
- Pocket Parks

Tier 4: Open Space Connectors

- Paseos
- Building Passthroughs
- Alleyways / Green Alleys

Tier 5: Privately Accessible Open Spaces

- Shared Yards
- Terraces and Decks
- Rooftop Decks
- Green Roofs

Common Open Space Type	Users	Zone Context	Access	Development Frontage	Programming	Min. Landscaping	Min. Size
Tier 1: Primary Open Spaces							
Community Plazas and Commons	Community	Block	Public	Retail / Commercial	Passive	25% planted area, tree planting required	2,500 - 5,000 square feet
Tier 2: Secondary Open Spaces							
Neighborhood Parks and Recreational Amenity Areas	Neighborhood	House or Block	Public or Shared Private	Primarily Residential, All Uses Allowed	Active / Passive	50% planted area, tree planting required	1,000 square feet
Courtyards	Neighborhood	House or Block	Public or Shared Private	Primarily Residential, All Uses Allowed; buildings must define at least two edges of the space	Primarily Passive	25% planted area, tree planting required	600 square feet
Tier 3: Tertiary Open Spaces							
Building Forecourts	Local	House or Block	Public or Shared Private	All Uses	Passive	25% planted area, tree planting required	200 square feet
Pocket Parks	Local	House or Block	Public or Shared Private	Primarily Residential	Active / Passive	50% planted area, tree planting required	360 square feet
Tier 4: Open Space Connectors							
Paseos	Connection	House or Block	Public	All Uses	Passive	15% planted area, no tree planting requirements	15' wide or wider for fire access
Building Passthroughs	Connection	House or Block	Public	All Uses	Passive	No planted area or tree planting requirements	10' wide
Alleyways / Green Alleys	Connection	House or Block	Public	All Uses	Passive	Planting areas encouraged but not required, no tree planting requirements	20' wide
Tier 5: Privately Accessible Open Spaces							
Shared Yards	Local	House	Shared Private	Residential	Passive / Light Active	25% planted area, tree planting required	Various requirements based on lot size
Terraces and Decks	Local	House or Block	Shared Private	Residential	Passive / Light Active	15% planted area, tree planting encouraged but not required	360 square feet
Rooftop Decks	Local	House or Block	Shared Private	Residential	Passive / Light Active	15% planted area, tree planting encouraged but not required	25% deck area house scale zone, 75% deck area block scale zone
Green Roofs	Local	House or Block	Shared Private	Residential	N/A	75% planted area, tree planting encouraged but not required	Full rooftop minus edge setbacks

Common Open Space Summary Matrix

Section 6: Entries

INTENT

Primary building entries should be clearly identifiable, well articulated, and oriented toward the public realm in order to support pedestrian activity and intuitive wayfinding. Entries should be located along public sidewalks, paseos, plazas, or other publicly accessible open spaces, and should establish a direct, visible connection between the building interior and surrounding streets and open spaces. Architectural elements, lighting, signage, and changes in material or form should be used to emphasize entry locations and create a welcoming, human-scaled arrival experience.

Building entries should be integrated with pedestrian circulation systems and should be designed to minimize conflicts with vehicular access and service areas. Where buildings include multiple entrances, primary pedestrian entries should be distinguished from secondary or service entries through placement, design, and orientation. Overall, entries should reinforce street activation, enhance safety through visibility and activity, and contribute to an active, engaging public realm.

STANDARDS

Entry Locations

- 6.1** Primary entries to any nonresidential use, and any primary residential entry serving multiple units, shall be emphasized and oriented to the street, or common open spaces categorized under Tiers 1-4 in Section 5. Secondary entries may be from parking areas, the rear of the building or alleys.
- 6.2** Residential entrances serving more than one unit shall enter into a lobby, mailroom, shared vestibule or community space.
- 6.3** In a house-scale zone, the primary entry to any residential unit located along the ground floor shall be accessed from a public sidewalk, landscaped pedestrian walkway or paseo, shared landing or common open space.

Entry Design

- 6.4** Primary sidewalk entrances to public-serving commercial uses shall be unlocked for the entire duration that the commercial facility is open.
- 6.5** Primary building entrances shall incorporate two or more of the following design elements:
 - a. A change in wall plane - recessed or projecting - of a minimum of three feet
 - b. Wall articulation, such as pilasters or cornices, trim element, or additional painted or relief detail around the entry
 - c. Canopy above the entry (minimum projection of 2 feet from the wall plane and minimum width of the size of the entry door)
 - d. Break in the building massing or a portal enabling visibility into a courtyard that provides access to units.
 - e. Transparent windows or openings enabling visibility into interior spaces (a minimum ground floor transparency of 50 percent within 20 feet of entrance).
 - f. A landing, deck, or stoop with a minimum depth of six feet and minimum width of eight feet, if allowed by the appropriate Frontage Type. Ensures visibility into lobbies or units, making the entry more inviting and active.
- 6.6** In mixed use projects, when residential and commercial uses are combined in the same structure, separate entrances shall be provided for each use. To improve wayfinding, different entrance design elements (from the menu in 6.5) or different application of these elements shall be used for residential and commercial uses.
- 6.7** Additionally, primary building entrances, such as lobby entrances, shall be highlighted through greater transparency than other portions of the façade, and/or a lighting strategy which emphasizes this location. Building/user identification or address signage shall also be provided in the vicinity of the entrance.

Security Features

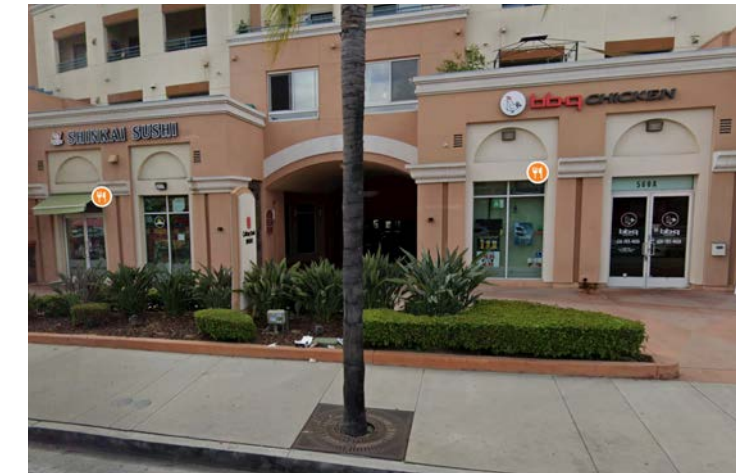
- 6.8** Security gates and grilles, and their associated housing mechanisms, shall be fully concealed from the public right-of-way during business hours. Additionally, any such gate or grille shall be at least 75 percent open and transparent when deployed.
- 6.9** Permanent exterior security bars and metal doors are prohibited on ground floor entries and anywhere on the ground-floor street or public open space frontage.



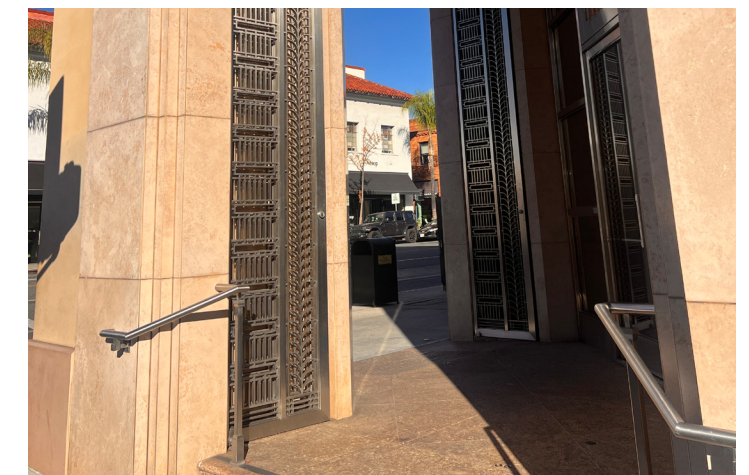
6.5: Building entry accentuated with wall articulation, massing break and portal interior courtyard



6.5: Building entry accentuated with corner location, wall articulation, projecting element and increased transparency



6.6: Separate entrances provided for mixed use developments



6.8: Hidden security grille

Section 7: Exterior Lighting

INTENT

Exterior lighting should be designed to promote high-quality illumination while ensuring the efficient use of energy to minimize light pollution, glare, and light trespass. Each project should have adequate lighting to support safety and visibility, with particular emphasis on walkways, driveways, building entrances, parking areas, and open spaces.

All exterior lighting fixtures should be decorative in nature and compatible with the architectural character of the building. Site lighting should be arranged and shielded to prevent adverse impacts on surrounding or neighboring properties. Where appropriate, accent lighting may be incorporated to highlight key architectural or landscape features and enhance the overall nighttime environment without generating glare or spillover.

STANDARDS

7.1 Lighting along exterior walkways, driveways, building entrances, and parking surfaces shall provide a minimum illumination level of 1.0 foot-candle and shall not exceed 3.0 foot-candles, measured at the finished surface during hours of darkness, defined as one-half hour before dusk until one-half hour after dawn. All such exterior lighting shall be equipped with automatic dusk-to-dawn control systems for safety and security purposes.

7.2 Lighting type, placement, and orientation shall be designed to prevent direct glare onto adjoining properties, public rights-of-way, and the night sky. All site and building lighting shall be designed, located, and lamped to comply with the following requirements:

- Illumination levels shall not exceed 0.3 foot-candles measured beyond any property line boundary
- Not less than 90 percent of all light output shall be directed downward
- All exterior lighting fixtures shall be fully shielded and shall incorporate blinders, shades, or comparable devices to prevent glare and light spill onto adjacent properties

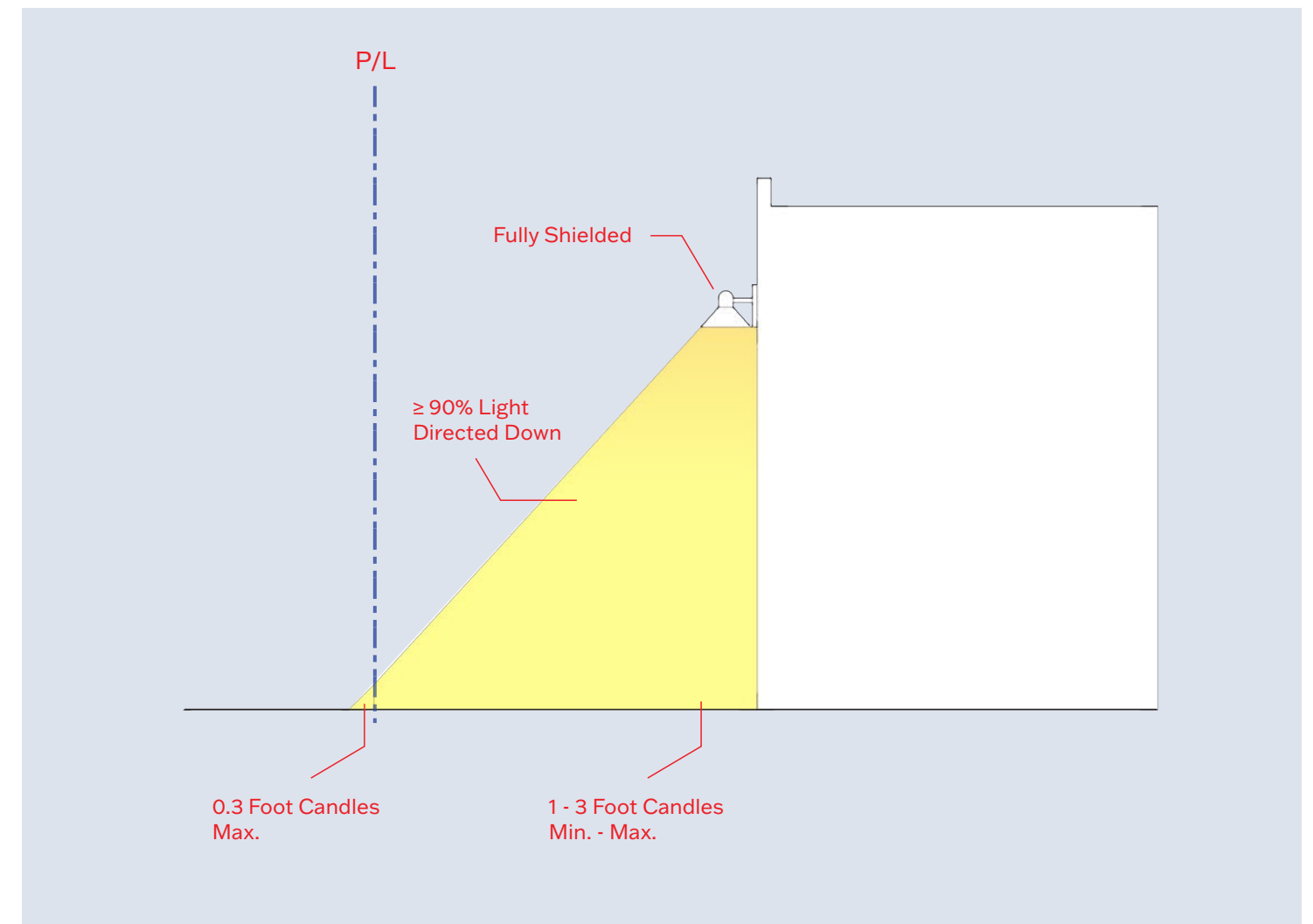
7.3 All exterior lighting shall utilize automatic shut-off controls, including sensors, timers, motion detectors, or equivalent technologies.

7.4 The following lighting types and design features shall not be permitted on any building:

- Internal illumination of fascias, walls, roofs, awnings or other architectural elements shall not be permitted
- Spot lighting or broadcast lighting shall not be permitted
- Animated or flashing lighting shall not be permitted
- Uplighting on residential dwelling units shall not be permitted, except for focused or accent lighting solely to highlight specific architectural features of a building.

7.5 All exterior lighting shall use light sources with a correlated color temperature of 3000 Kelvin or lower to minimize blue-light emissions.

7.6 Landscape lighting fixtures shall not exceed four feet in height when located within planting areas or along pedestrian pathways and shall be setback a minimum of five feet in any direction from residential windows, patios, or private open spaces.



7.2: Illumination Standards

Section 8: Walls and Fences

INTENT

Walls and fencing serve an important role in shaping a cohesive and pedestrian-oriented environment. Their use supports property protection, enhances privacy, reduces noise, and contributes to an attractive visual setting. Walls and fences are appropriate for screening automobile parking, loading and storage areas, utility equipment, and for buffering residential uses from adjacent activities.

These features should remain as low as practicable while still fulfilling their screening and security functions. When used as screening elements, walls and fencing should be designed to complement the site's architectural character and incorporate architectural detailing consistent with the overall development. Wherever feasible, landscaping should be integrated with wall and fencing design to soften visual impact, reinforce site aesthetics, and improve the public realm.

STANDARDS

Screening

8.1 Surface parking lots and open parking structures shall be screened from public streets and adjacent residential properties by a continuous fence, wall, and/or landscape buffer. All required fencing and wall elements shall be designed in accordance with the applicable frontage type standards as identified in Appendix A.

Wall and Fence Height

8.2 Walls, including retaining walls, and fencing shall not exceed 42 inches in height when located within 20 feet of the front property line or edge of any public street right-of-way, whichever is greater, and shall not exceed 6 feet in height within required interior setbacks. All required fencing and wall elements shall be designed in accordance with the applicable frontage type standards as identified in Appendix A.

8.3 An exception to the maximum fence height within 20 feet of the front property line or edge of any public street right-of-way, whichever is greater, may be approved by the Director when such fence surrounds a common open space. The fencing shall be visually transparent, decorative and appropriate to the context and needed access controls.

8.4 The following fence elements are permitted to exceed the maximum height specified in 8.2 by no more than 12 inches, inclusive of pilaster caps, post caps, and integrated lighting fixtures, and shall comply with the following dimensional requirements:

- Wood or metal shall not exceed six inches by six inches in cross-section
- Masonry or concrete post / pilaster shall not exceed 18 inch by 18 inch in cross-section
- Fence posts shall be spaced a minimum of six feet apart, measured on-center
- Fence elements shall be compatible in material and/or color with the materials or architectural features used on the building(s) located on the site.

Design of Walls and Fences

8.5 All exposed walls shall incorporate a treated architectural finish, including, but not limited to, smooth-formed concrete, sandblasted concrete, exposed aggregate concrete, brick veneer, split-face masonry, decorative stone veneer, or a stucco-applied finish. Alternative materials or finishes that are compatible with and integrated into the design of on-site buildings may be permitted, subject to approval by the applicable reviewing authority.

8.6 All fencing materials shall be constructed of treated wood, powder-coated or galvanized steel, wrought iron, or high-quality composite materials. Vinyl or plastic fencing, barbed wire, razor wire, and electric security fencing shall not be permitted.

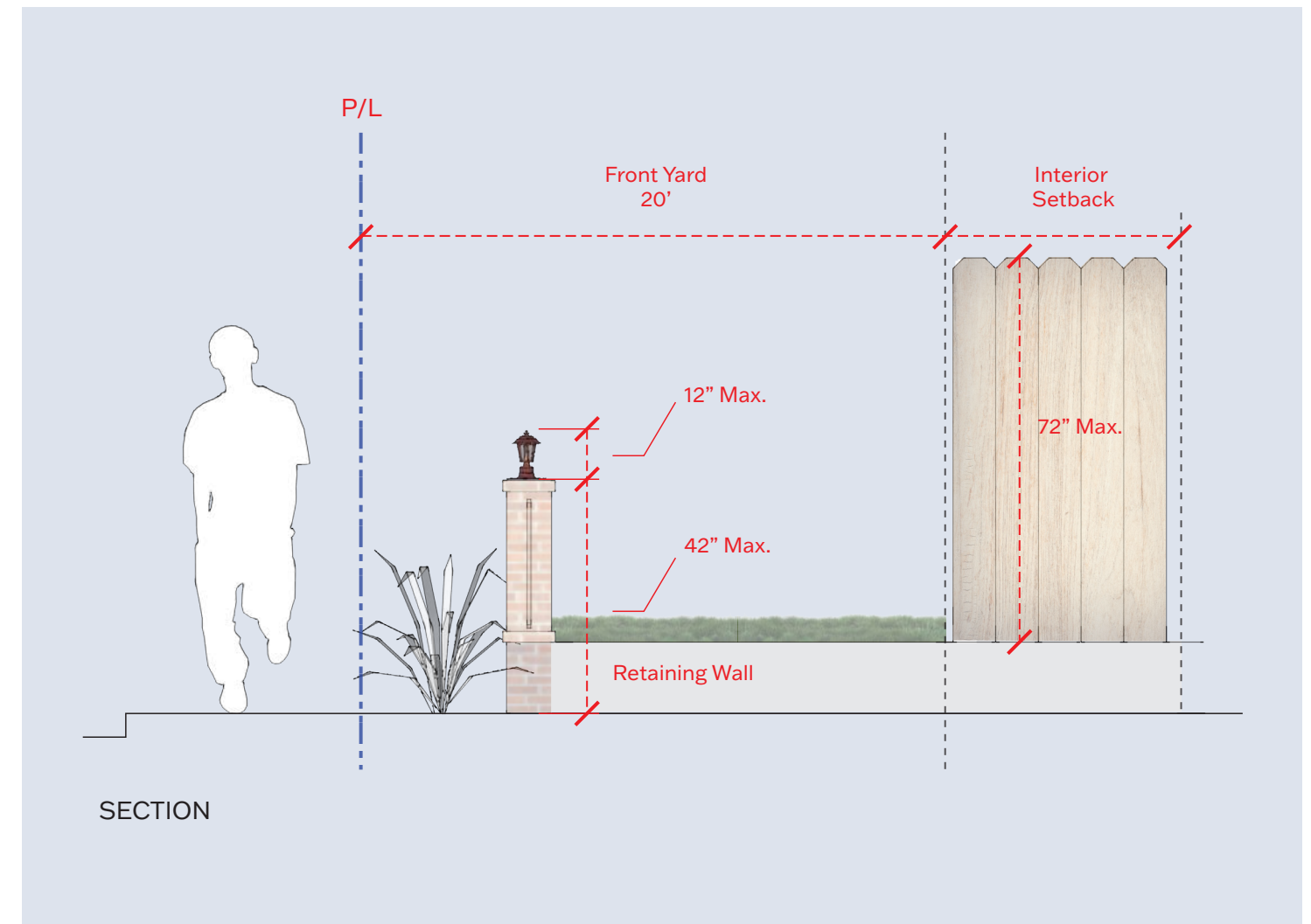
Chain-link fencing shall not be permitted, except when used temporarily for construction or site security during active construction activities.

8.7 Retaining walls shall be designed such that all exposed surfaces incorporate an architectural finish consistent with the materials and treatments identified in 8.5.

8.8 Fencing materials shall not utilize reflective, glossy, or glaring finishes or colors.

Location of Walls and Fences

8.9 All fencing shall be installed with the finished side oriented toward public streets and adjacent properties.



8.2, 8.3: Maximum wall and fence height

Section 9: Loading Areas, Trash and Utilities

INTENT

The design and placement of loading areas, trash enclosures, and utility equipment shall incorporate effective screening techniques to minimize visual, noise, and privacy impacts on surrounding properties and public rights-of-way. These elements shall contribute to an orderly and visually cohesive site environment. To support a high-quality pedestrian realm, commercial loading areas and trash enclosures shall be enclosed or otherwise screened and positioned out of view from public streets to the greatest extent feasible. Utility meters, electrical panels, transformers, and comparable equipment shall be sited in a manner that respects the experience of the public realm and adjacent buildings, and, when possible, located away from primary building frontages.

STANDARDS

Commercial Loading Areas

9.1 In mixed-use projects, loading areas shall be permitted only for projects with non-residential uses that exceed 10,000 square feet of total floor area.

Screening Loading Areas

9.2 Commercial loading areas shall be screened from surrounding properties and public rights-of-way by a fence, wall, and/or landscape buffer designed to minimize visual, noise, and privacy impacts. Commercial loading areas shall be located and accessed from secondary or tertiary streets where feasible, and shall not be located along a primary street frontage.

Trash Enclosures & Location

9.3 All refuse, solid waste, recycling, compost, and green waste bins or containers shall be fully screened on all sides by a solid fence or wall with a minimum height of five and a half (5½) feet. Trash enclosures may include one or more solid access gates, which shall remain closed at all times except during active loading or unloading operations.

9.4 Trash enclosures shall be located within two hundred (200) feet of an access point to the building they serve and shall not be located in any of the following areas:

- Within 25 feet of a required front or street-side setback
- Between any building and the public street or sidewalk
- Within required landscaped areas, pedestrian pathways, driveways, or common open space areas
- Within any required parking space

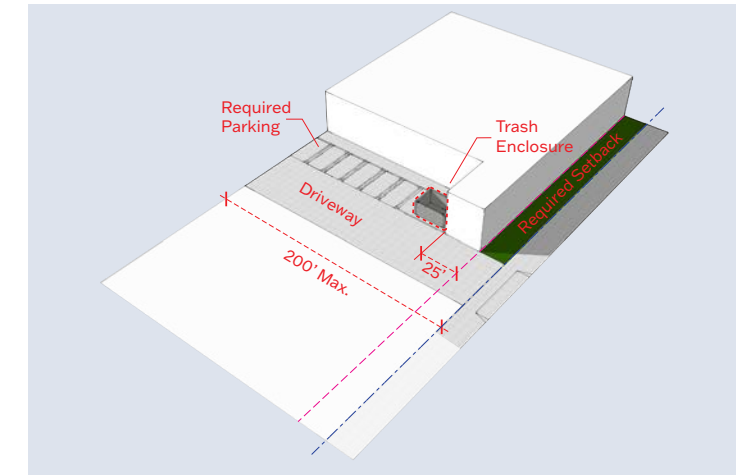
Utility Location

9.5 Roof-mounted equipment shall be fully screened by parapets or other roof structures that are at least as tall as the highest part of the mechanical equipment, or the equipment shall be set back a minimum of ten feet from the roof edge. Roof-mounted solar energy systems and panels may be permitted without screening, subject to approval by the applicable reviewing authority.

9.6 All attached and free-standing equipment shall be fully screened from public view by fencing or landscaping that is equal to or greater in height than the highest point of the equipment, or painted to match the adjacent building structure. If any of these options is prohibited by applicable building, fire, electrical, or plumbing codes, an alternate option shall be used as approved by the applicable reviewing authority. Where fencing is used for screening, adequate clearance and access gates shall be provided in compliance with applicable codes. Electric vehicle charging equipment shall be exempt from this requirement.



9.3: Loading area provided an alley avoid street exposure



9.4: Trash enclosure location standards

Appendix A: Frontage Standards

A.1 Shopfront

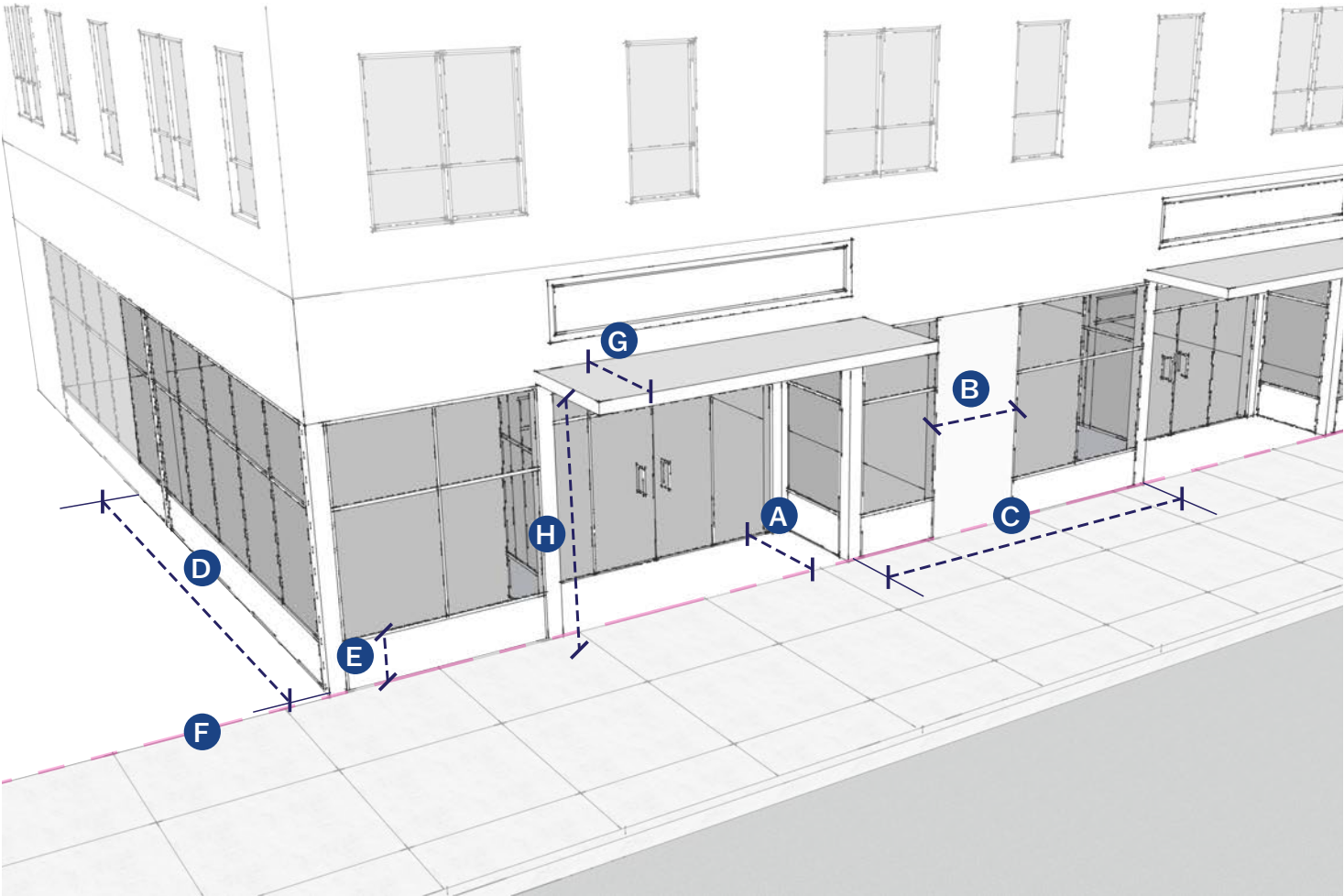
Applicable Uses: Retail, Office, Residential Amenity

The main façade of the building is near the right-of-way with an at-grade entrance along the sidewalk. This frontage type is intended for active ground floor uses and has substantial glazing at the ground level. Awnings should be incorporated unless site conditions or design strategy preclude them.

Required Dimensions	
Depth, Recessed Entries (A)	5 ft max., behind building shopfront line
Distance Between Windows (B)	20 ft max.
Distance Between Entries (C)	40 ft max.
Continuation of Shopfront Frontage Type around corner (D)	25 ft min.
Height, Bulkhead (E)	1.5 ft min, 2 ft max.
Building setback from property line (F)	0 ft min., 1.5 ft max., except when using open space type.
Awning Depth (G)	2 ft min
Awning Height (H)	9 ft min., max. is the midpoint between the top of highest window of the ground floor and the window sill of the second
Transparency, Ground Floor	65 percent min.

Other Standards
Per CalGreen building code, awnings are required on all south-facing storefronts.

Ground-floor elevation shall be level with adjacent sidewalk at the entry.



Appendix A: Frontage Standards

A.2 Common Entry

Applicable Uses: Residential Lobby and Amenity, Office

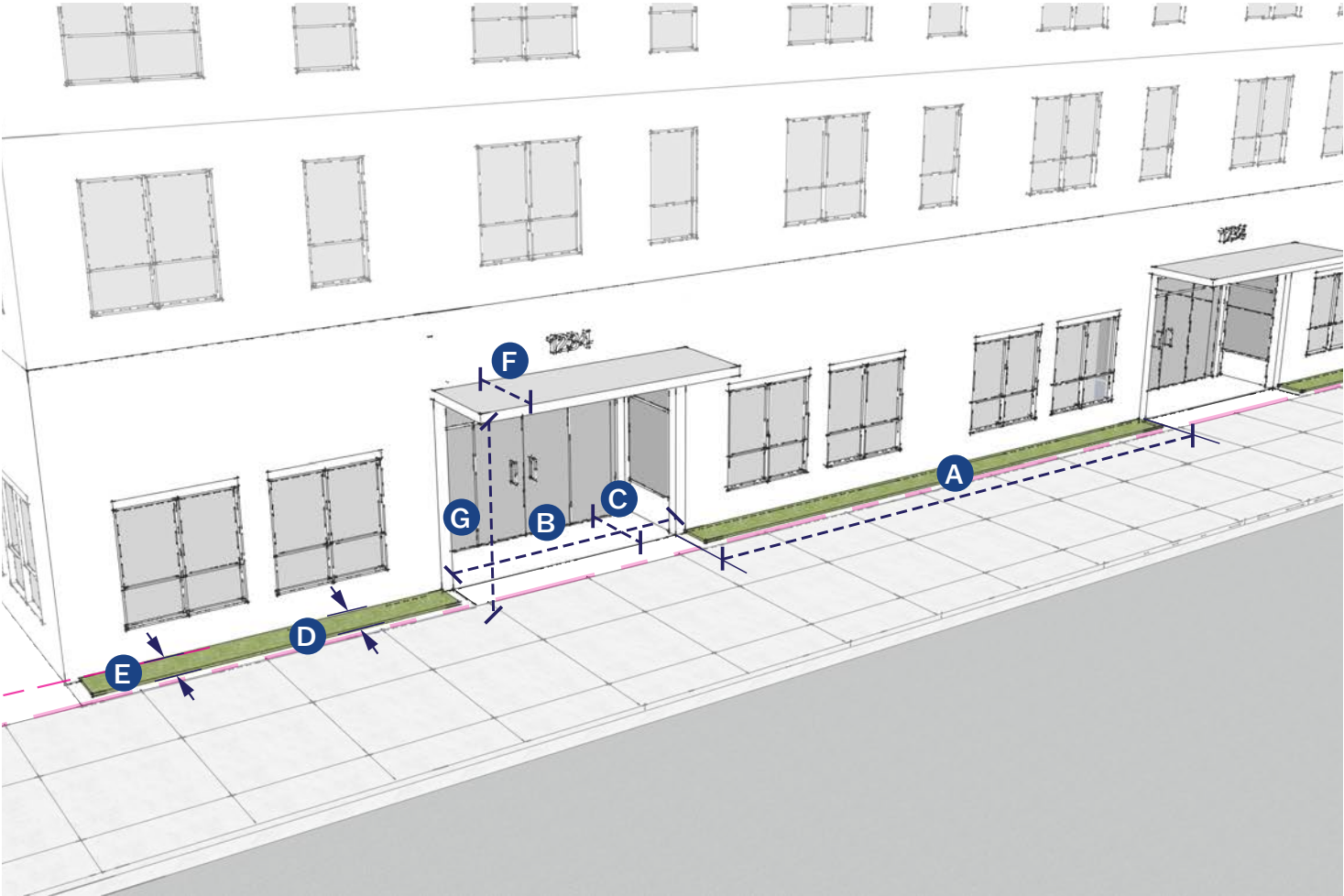
This frontage type is intended for office, civic or residential uses which are accessed through centralized building or site entries located directly on the sidewalk. The entry enters into a lobby, community room or reception area. Between entries, individual offices, gyms, meeting rooms and other such spaces line the ground-floor frontage. In developments with ground-floor office uses, common space areas are oriented toward the street in order to ensure compatibility with a transparent frontage.

Required Dimensions	
Distance Between Entries (A)	100 ft max.
Width, Entries (B)	5 ft min., 15 ft max.
Depth, Recessed Entries (C)	1.5 ft min., 8 ft max.
Width, Landscaping (D)	3 ft min., 20 ft max.
Building Setback from Property Line (E)	Min setback applicable to the zone. 10 ft max. in block-scale zones, 20 ft in house-scale zones.
Awning Depth (F)	2 ft min.
Awning Height (G)	9 ft min.
Transparency, Ground Floor	55 percent

Other Standards

Planting width may be filled with movable planter boxes or with landscaping planted in the ground. Planter boxes and landscaping may not block any of the required minimum transparency of the frontage.

Pathway between sidewalk and entry shall be direct.



Appendix A: Frontage Standards

A.3 Stoop

Applicable Uses: Residential

The stoop is a raised platform, approached by steps and sometimes having a roof, at the entrance of a dwelling unit. The main facade of the building is near the right-of-way and the stoop engages the sidewalk. This frontage type is elevated above the sidewalk to ensure privacy within the building. The entrance is usually an exterior stair and landing.

Required Dimensions	
Width, Clear (A)	4 ft min., 10 ft max.
Depth, Clear (B)	4 ft min., 8 ft max.
Depth, Recessed Entries (C)	6 ft max.
Finish Level above Sidewalk (D)	1 ft min., 4 ft max.
Building Setback from Right-of- Way (E)	Min setback applicable to the zone.
Stoop Setback from Right- of-Way (F)	3 ft min., 10 ft max., in block-scale zones. 5 ft min., 10 ft max., in house-zones
Transparency, Ground Floor	35 percent min.

Other Standards

Stoop shall serve a single residential unit or building entry.

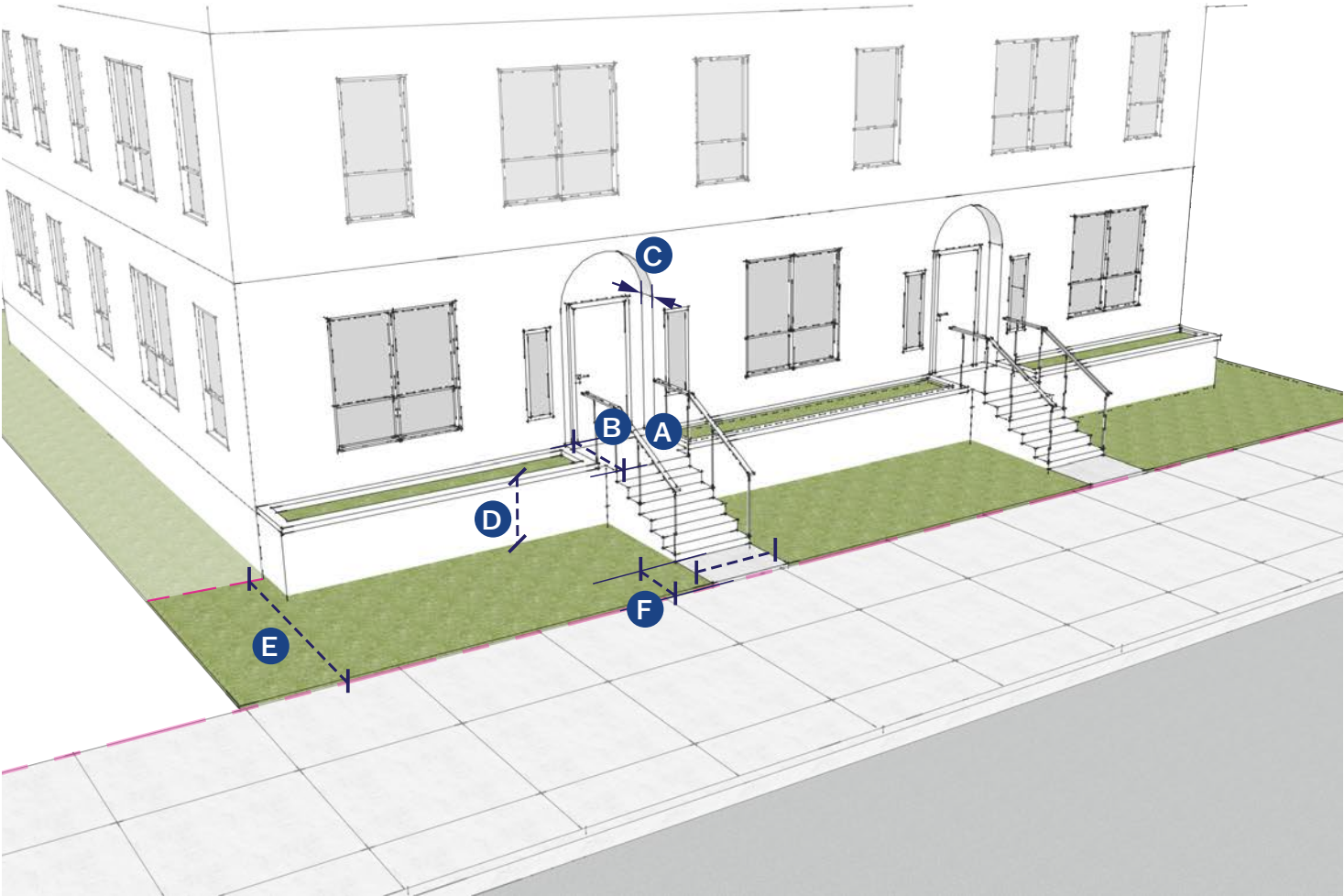
Reasonable accommodation shall be provided as appropriate.

Stairs may be perpendicular or parallel to the building façade.

Entry doors shall be covered or recessed.

All yard areas adjacent to stoops shall be filled with landscaping, and all semi-subterranean parking areas shall be hidden with landscaping.

The Director may exempt projects from the requirement in each of these frontage types to provide access from the sidewalk when compliance is infeasible or impractical.



Appendix A: Frontage Standards

A.4 Porch

Applicable Uses: Residential

The front door is accessed through a decently-sized, covered outdoor living area which provides an opportunity for seating and "eyes on the street," while maintaining significant privacy for residents. The porch accentuates residential character and provides a unifying element between single-family and modest-density multifamily structures within house-scale neighborhoods.

Required Dimensions	
Width, Clear (A)	10 ft min.
Depth, Clear (B)	6 ft min., 10 ft max.
Finish Level above Sidewalk (C)	1 ft min., 4 ft max.
Distance Between Porch Elements And Right-of-Way (D)	5 ft min., Max. is the min. setback of the zone
Building Setback from Right-of- Way (E)	Min setback applicable to the zone.
Transparency, Ground Floor	35 percent min.

Other Standards

Porch shall serve a single residential unit or building entry.

Porch shall be open to the air on the front and at least one other side.

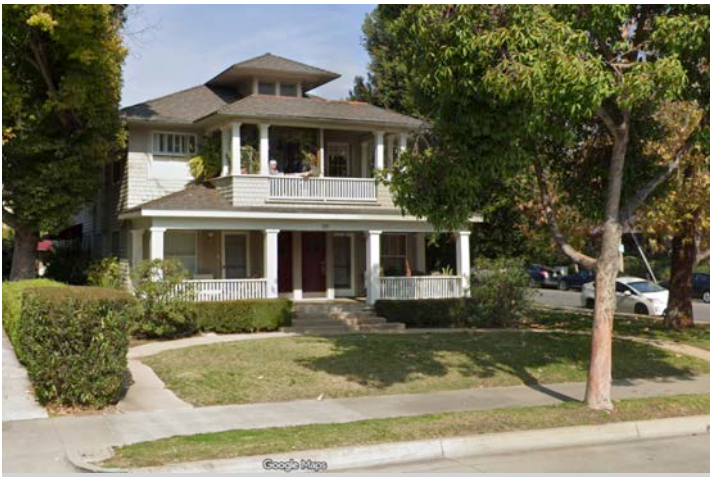
Reasonable accommodation shall be provided as appropriate.

Stairs shall be perpendicular to the building façade.

Entry doors shall be covered or recessed.

All yard areas adjacent to porches shall be filled with landscaping, and all semi-subterranean parking areas shall be hidden with landscaping.

The Director may exempt projects from the requirement in each of these frontage types to provide access from the sidewalk when compliance is infeasible or impractical.



Appendix A: Frontage Standards

A.5 Patio

Applicable Uses: Residential

Ground-floor residential units are located at-grade, but to ensure an appropriate transition between public space and the unit itself, the area between the sidewalk and building becomes an enclosed private patio, visually open to the street.

Required Dimensions	
Width, Clear (A)	15 ft min.
Depth, Clear (B)	6 ft min., 10 ft max.
Depth, Recessed Entries (C)	6 ft max.
Building Setback from Property Line (D)	Min setback applicable to the zone, but no less than 10 ft., 15 ft max.
Pedestrian Access (E)	3 ft min., 6 ft max.
Width, Landscaping (F)	2 ft min.
Height of Fence/Wall (G)	1 ft min., 3.5 ft max.

Other Standards

Patio shall serve a single residential unit or building entry.

Pedestrian access area may have a gate.

Entry doors shall be covered or recessed.

If counted toward minimum open space requirements, patio shall comply with "Patio" open space type standards.

The Director may exempt projects from the requirement in each of these frontage types to provide access from the sidewalk when compliance is infeasible or impractical.



Appendix A: Frontage Standards

A.6 Surface Parking

Parking may be supplied on the surface or in subterranean, podium or above-ground structured configurations. Where appropriate, a limited amount of the street frontage may be used for surface parking. In these cases, the parking is screened by a wall and landscaping.

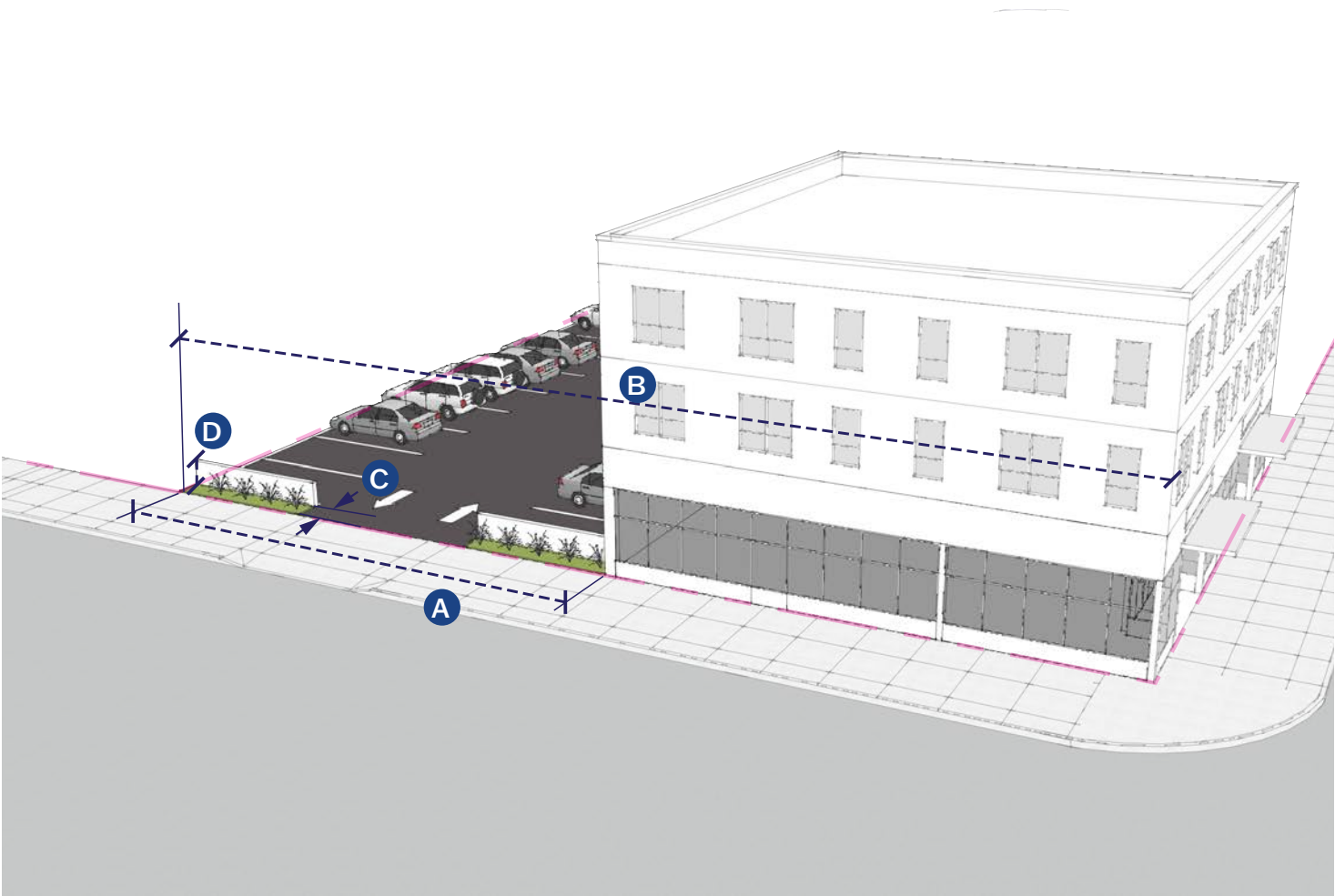
Required Dimensions	
Parking Facility Width (A) as a function of Lot Width (B)	30 percent max (primary street), 50 percent max (side street), up to 150 ft
Width , Landscaping (C)	3 ft min.
Wall Height (D)	3 ft min., 4 ft max.

Other Standards
Parking access locations are subject to the standards set in Section 4.10.

Where this frontage type is not permitted, surface parking may not be located along the frontage of the project. Only a driveway accessing parking located behind another building on the site is permitted.

Walls shall be opaque and made of masonry.

Use of a filter strip, infiltration trench or other stormwater best management practice is encouraged over raised landscape planters.



Appendix A: Frontage Standards

A.7 Structured Parking

Structured parking may occupy a limited portion of the frontage of a building in certain areas. The height is limited and design shields from direct view of cars, while also providing softening through landscaping and limited transparency. Unlike the other frontage types, these regulations apply to structured parking on any floor of the building along a public street frontage (e.g. the second floor of a mixed-use podium building).

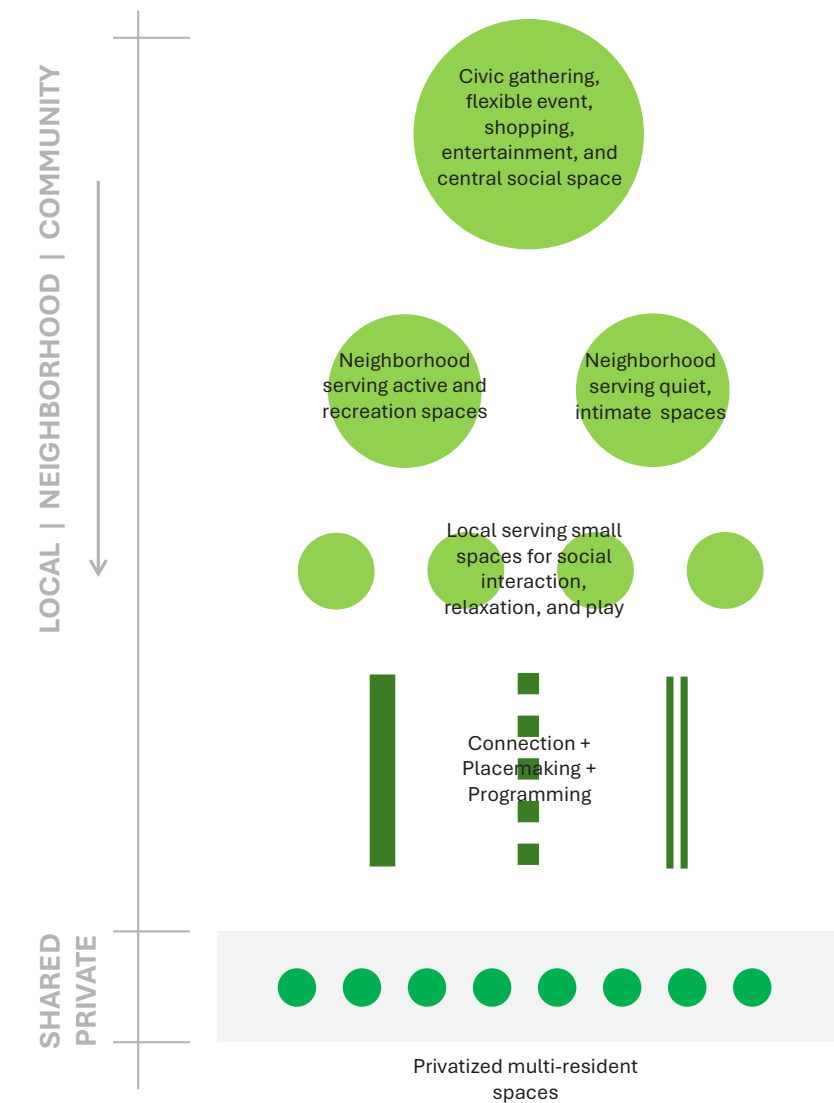
Required Dimensions	
Parking Facility Width (A) as a function of Lot Width (B)	30 percent max (primary street), 50 percent max (side street), up to 150 ft
Width of Landscaping on Frontage (C)	5 ft min.
Transparency, Parking Structure Ground Floor	15 percent min, equally distributed across structured parking elevation. All transparent openings along the ground-floor of a building shall be softened by landscaping, louvers or similar strategy.
Structured Parking Height along frontage (D)	20 ft max., (primary street)

Other Standards
Structured parking garage frontages taller than 20 ft, if allowed, shall be screened or enhanced as described in 3.15.

Where this frontage type is not permitted, structured parking may not be located along the ground-floor frontage of the project. Only a driveway accessing parking located behind another building on the site is permitted.



Appendix B: Common Open Space Types



Common Open Space Hierarchy

Tier 1: Primary Open Spaces

- Community Plazas and Commons

Tier 2: Secondary Open Spaces

- Neighborhood Parks and Recreational Amenity Areas
- Courtyards

Tier 3: Tertiary Open Spaces

- Building Forecourts
- Pocket Parks

Tier 4: Open Space Connectors

- Paseos
- Building Passthroughs
- Alleyways / Green Alleys

Tier 5: Privately Accessible Open Spaces

- Shared Yards
- Terraces and Decks
- Rooftop Decks
- Green Roofs

B.1 Community Plazas and Commons

Spacious hardscaped plaza or open lawn area for civic gathering, entertainment, flexible events, and local destination; a primary community-wide amenity, focal point, and attractor intended to extend the public realm, draw in outside guests, support local retail or commercial development within the community, and be an overall central space for community interaction and events.

Size: Community Plazas to be at least 50 feet x 50 feet, Commons to be at least 5,000 square feet with one side at least 50 feet. Typically, the largest and most significant open space in a development and top of the open space hierarchy.

Location & Application: located at ground level, adjacent to or visible from a primary roadway and in a centralized development location or at the confluence of major circulation routes. Spaces should be highly visible and the centerpiece of the development.

Development Frontage: ground floor retail or commercial uses.

Access & Usage: publicly accessible. Permitted to provide barrier controls to limit public access to the space after business hours or at night consistent with city park hours of operation. Pedestrian thoroughfare and connectivity required on at least one side of the space to key circulation routes and destinations within and outside the development.

Landscape: include a minimum of 25 percent planted areas and a minimum of one 24-inch box tree for every 500 square feet of common open space for the first 2,500 square feet, then one 24-inch box tree for every 1,000 square feet of common open space thereafter.

Programming: generally more passive uses, intended to support community gathering, flexible events, shopping, entertainment, and other community-wide destination uses that don't include recreation or other active programming typically reserved for parks and recreational amenity areas. Refer to Section 9.8 for shortlist of potential programming options to consider when planning the space.

Additional Requirements: n/a.



Appendix B: Common Open Space Types

B.2 Neighborhood Parks and and Recreational Amenity Areas

Accessible local parks and recreation spaces offering nearby residents places for activity, exercise, play, and community connection, featuring amenities like outdoor seating and shade, green spaces, recreational facilities, barbecues/picnic, and more. They serve as essential neighborhood hubs for physical activity, social interaction, and easy access to nature, fostering healthier, more resilient communities. Designed for people living in the surrounding residential developments, usually within a quarter-mile radius or less.

Size: spaces can vary significantly in size / shape but shall have a minimum area of 1,000 square feet and a minimum dimension of 25 feet in each direction.

Location & Application: located at ground level, to be visible from an adjacent roadway or primary circulation route. Spaces intended to be accessible for all residents within a 1320 foot radius (1/4 mile, five-minute walk) and can be a single space or a distributed series of spaces as required to serve the full development.

Development Frontage: primarily residential uses, can also include small or limited ground floor retail / commercial uses required to support park / amenity area programming, eg. corner shops, small cafes, vending kiosks, etc.

Access & Usage: publicly or privately accessible. Permitted to provide barrier controls to limit public access to the space after business hours or at night consistent with city park hours of operation. Public street with sidewalk, or pedestrian walkway of at least 15' width required on at least one side of the space connecting to key circulation routes and destinations within and outside the development.

Landscape: include a minimum of 50 percent planted areas and a minimum of one 24-inch box tree for every 500 square feet of common open space for the first 2,500 square feet, then one 24-inch box tree for every 1,000 square feet of common open space thereafter. Exceptions may be given for small spaces dedicated to dense, more active programming that provide significant community benefit.

Programming: primarily active uses with focus on serving resident recreation, activity, and social needs including sports courts, kids play, community swimming pools, picnic and barbecues, etc. Refer to 5.8 for shortlist of potential programming options to consider when planning the space.

Additional Requirements: n/a.



B.3 Courtyards

An open, unroofed outdoor area, often paved, that is partially or completely enclosed by the walls of adjacent buildings, providing a semi-private, secluded outdoor space for light, air, relaxation, or gathering.

Size: spaces shall have a minimum area of 600 square feet and a minimum dimension of at least 20 feet wide, with secondary dimensions relative to the height of the abutting building(s) wall. Secondary dimensions shall be: up to two and a half stories = 30 feet wide, three to five stories = at least 40 feet wide, six to eight stories = at least half the height of the tallest wall.

Location & Application: located at ground level, buildings shall define at least two edges of the courtyard space. Courtyards encouraged to be accessible from a primary roadway when requiring public access, otherwise discretionary for private access but should comply with and support all frontage and building break requirements (e.g. visibility from public street required when using paseo and Courtyard to comply with building break standard 1.3).

Development Frontage: primarily residential uses, can also include small or limited ground floor retail / commercial uses required to support Courtyard programming, e.g. corner shops, small cafes, vending kiosks, etc.

Access & Usage: publicly or privately accessible when in residential frontage conditions, publicly accessible when in retail or commercial frontage conditions. Permitted to provide barrier controls to limit public access to the space after business hours or at night consistent with city park hours of operation. No specific pedestrian thoroughfare requirements for this type of space but linking Courtyard spaces to other open spaces, including other Courtyards, is always encouraged.

Landscape: include a minimum of 25 percent planted areas and a minimum of one 24-inch box tree for every 500 square feet of common open space for the first 2,500 square feet, then one 24-inch box tree for every 1,000 square feet of common open space thereafter.

Programming: more passive uses focused on fulfilling resident needs for quiet, intimate spaces serving as tranquil areas for relaxation, connection to nature, socializing, dining, or gardening, while also improving a building's microclimate and aesthetics by integrating indoor/outdoor living. The physical spaces may vary significantly from hardscape type courtyard plazas to more heavily planted courtyard gardens. Refer to 5.8 for shortlist of potential programming options to consider when planning the space.

Additional Requirements: n/a.



Appendix B: Common Open Space Types

B.4 Forecourts

Open, paved area directly in front of a multi-family residential or mixed-use building, serving as an entrance, gathering space, waiting / seating area, and pre-entrance space to the lobby, creating a grand approach and welcoming entry for visitors to the building. It functions as a front courtyard or terrace, designed to enhance the building's appeal and manage pedestrian flow into and out of the building

Size: spaces shall have a minimum area of 200 square feet and a minimum dimension of 10 feet in each direction.

Location & Application: located on the ground floor in front of or adjacent to a residential building entrance/lobby, a retail entrance, or an office lobby.

Development Frontage: residential, retail, or commercial uses.

Access & Usage: publicly accessible. Forecourts to provide pedestrian walkway connections to public realm facing sidewalks / walkways and any vehicular drop-off zones.

Landscape: include a minimum of 25 percent planted areas and a minimum of one 24-inch box tree for every 500 square feet of common open space for the first 2,500 square feet, then one 24-inch box tree for every 1,000 square feet of common open space thereafter.

Programming: primarily passive uses, including fixed and loose seating, shaded outdoor waiting areas, and transition spaces into and out of the building. Refer to 5.8 for shortlist of potential programming options to consider when planning the space.

Additional Requirements: n/a.



B.5 Pocket Parks

Small public green space, tucked into residential community areas offering residents a nearby spot for quite relaxation, play, socializing, or enjoying nature, where there may not otherwise be any park areas or space to fit them. Pocket Parks can be various sizes and shapes and can be used to transform otherwise underutilized areas into valuable community assets with seating, greening, and pathways.

Size: spaces shall have a minimum area of 360 square feet and a minimum dimension of 15 feet in each direction.

Location & Application: located at ground level, these smaller spaces are encouraged to be distributed throughout the development to provide easily accessible open space opportunities to residents without needing a sizable footprint for a full park. Spaces may also be located in any leftover or undevelopable site areas to serve residential units that may not have or are distant from any other common open spaces. Ideally some measure of smaller open spaces shall be available within a three minute walk of all residential units, or roughly 800 feet.

Development Frontage: primarily residential uses, offering open space opportunities where they are most needed and available.

Access & Usage: publicly accessible when in retail or commercial frontage conditions; publicly or privately accessible when in residential frontage conditions. Permitted to provide barrier controls to limit public access to the space after business hours or at night consistent with city park hours of operation. Encouraged to link pocket parks to other open spaces areas through secondary connection systems.

Landscape: include a minimum of 25 percent planted areas and a minimum of one 24-inch box tree for every 500 square feet of common open space for the first 2,500 square feet, then one 24-inch box tree for every 1,000 square feet of common open space thereafter.

Programming: a broad range of active and passive uses to be allowed in these small, compact spaces for a more flexible distribution of communal open space needs within the development. From simple, contemplative green spaces to more targeted recreation amenities including exercise and kids' play areas, overall programming to take a comprehensive, community-wide view and utilize available space accordingly. Refer to 5.8 for shortlist of potential programming options to consider when planning the space.

Additional Requirements: n/a.



Appendix B: Common Open Space Types

B.6 Paseos

Publicly accessible, pedestrian-only pathways used to connect adjacent open spaces and create a larger district-wide network of connected and walkable spaces. Paseos can also be unique linear places programmed with elements and activities to also activate the linear stretches between larger open spaces. Paseos can include a hierarchy of widths and scales to create a rich network of major to minor connectors.

Size: minimum 15 feet wide, or wider as required for fire/life safety access.

Location & Application: located at ground level, new connections intended to break up large blocks of development and create more pedestrian porosity, walkability, and programming opportunities, required to connect to public street frontage or common open space at one end minimum, preferably both ends. Any programming applied within the corridor must maintain a walkable clearance of at least six feet wide.

Development Frontage: residential, retail, or commercial uses.

Access & Usage: publicly accessible. Permitted to provide barrier controls to limit public access to the space after business hours or at night consistent with city park hours of operation.

Landscape: include a minimum of 15 percent planted areas, no tree planting requirements.

Programming: primarily passive uses, including furniture, building spill-out areas, outdoor dining, flexible vending, seasonal decoration, moveable planters, and other non-permanent or semi-permanent uses that can be relocated as required. Refer to 5.8 for shortlist of potential programming options to consider when planning the space.

Additional Requirements: n/a.



B.7 Passthroughs

Privately owned and maintained passageways or hallways through interior building spaces that are opened to the public and connect key adjacent open spaces and interior building spaces. Pass-through spaces are often activated to further extend the network of open spaces while also blending connectivity.

Size: minimum ten feet wide or complying with interior building requirements, whichever is wider.

Location & Application: located at ground level, new connections intended to break up large blocks of development and create more pedestrian porosity, walkability, and programming opportunities through interior building spaces creating public access, required to connect to public street frontage or common open space at one end minimum, preferably both ends. Any usable programming within the corridor must maintain a walkable clearance of at least six feet wide.

Development Frontage: residential, retail, or commercial uses.

Access & Usage: publicly accessible. Permitted to provide barrier controls to limit public access to the space after business hours or at night consistent with city park hours of operation.

Landscape: no planted area or tree planting requirements.

Programming: primarily passive uses, including furniture, building spill-out areas, outdoor dining, flexible vending, seasonal decoration, moveable planters, and other non-permanent or semi-permanent uses that can be relocated as required.

Additional Requirements: n/a



Appendix B: Common Open Space Types

B.8 Alley Walkways / Green Alleys

Existing vehicular corridors for building access and back-of-house services repurposed to become more activated, pedestrian friendly spaces, creating another layer of connection, exploration and discovery. Art, seating, lighting, greening and reduction of impermeable paving all help soften and create more comfortable pedestrian spaces. Scheduled daily closure of the alley to vehicular traffic can prioritize pedestrian walkability but still maintain access for local deliveries and services during off hour times.

Size: typically existing, to comply with local roadway / vehicular access standards for new developments or minimum 20 feet wide for fire life safety access, whichever is greater.

Location & Application: utilize existing alleyways to create more pedestrian porosity, walkability, and programming opportunities, may only be counted toward open space requirements in block-scale or commercial zones, and spaces must exclude regular parking access and have time-limited vehicular access for service/back-of-house access; corridor spaces must be for primarily pedestrian use to count toward open space requirements. Any programming applied within the corridor must maintain a drivable clearance of at least 20 feet wide.

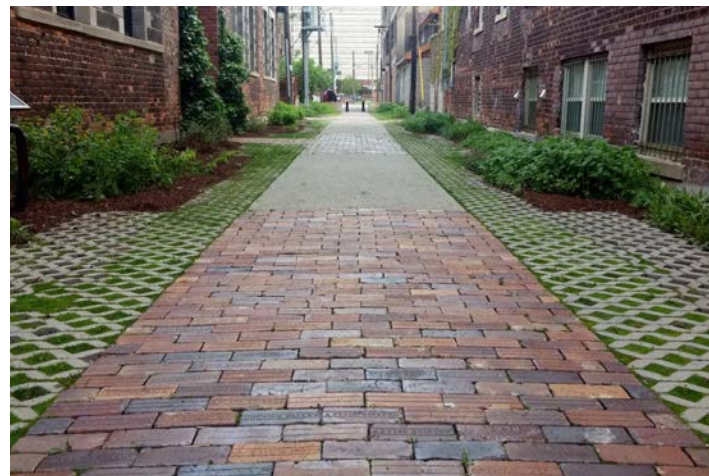
Development Frontage: residential, retail, or commercial back-of-house frontage.

Access & Usage: publicly accessible. Permitted to provide barrier controls to limit public access to the space after business hours or at night consistent with city park hours of operation. Also acceptable to limit vehicular access to designed times of the day / night to prioritize pedestrian circulation during peak hours.

Landscape: planting areas encouraged but not required, no tree planting requirements.

Programming: primarily passive uses, including furniture, building spill-out areas, outdoor dining, flexible vending, seasonal decoration, moveable planters, and other non-permanent or semi-permanent uses that can be relocated as required. Art and lighting encouraged to add expressive placemaking layers to the back-of-house spaces. Creating opportunities for landscape and greening is also encouraged to help soften spaces and promote other environmental benefits such as stormwater management, infiltration, filtering pollutants, and habitat creation.

Additional Requirements: use of permeable paving systems encouraged but not required. Asphalt paving prohibited. See parking access and service/back-of-house restrictions to being considered open space as noted above.



B.9 Shared Yards

An outdoor area associated with a grouping of homes or buildings, meant for the exclusive use of those occupants, kept separate from public or overall community access, often enclosed by fences/walls for seclusion, offering a personal outdoor retreat for relaxation or recreation away from public view. Spaces include front, back and side yards and are not for general community use, though legal privacy levels can depend on visibility from neighbors.

Size: at least 50 percent of lot dimension in one direction, and at least 25 percent of lot dimension, or 15 feet, whichever is greater, in perpendicular direction.

Location & Application: located at ground level in front, back, or side yard areas surrounding and accessible from the residential unit(s).

Development Frontage: multi-family residential and individual residential units, frontage may also include residential supporting amenities such as recreation rooms, lounges, gyms, etc assuming there is egress to the yards from residential units at some points.

Access & Usage: privately accessible, shared between multiple residential units. Comply with wall and fence standards (Section 8).

Landscape: include a minimum of 25 percent planted areas and a minimum of one 24-inch box tree.

Programming: passive residential uses such as outdoor dining, hosting and event spill-out, casual gathering, yard games, gardening, general recreation, and other uses appropriate for private-use communal spaces shared between multiple residents. Light active uses such as communal swimming pools and spas are allowed in rear and side yards only and where space allows. Fixed barbeques are permitted in rear and side yards only.

Additional Requirements: n/a.



Appendix B: Common Open Space Types

B.10 Terraces and Decks

A usable open air space on top of a building, shared among building residents, used for recreation, gathering, or relaxing, offering a pleasant space for outdoor activities and views with features like furniture, plants, and other amenities, distinct from a patio by being raised above the surrounding grade or built on an exterior building level, offering an elevated vantage point and expansive views.

Size: spaces shall have a minimum area of 360 square feet and a minimum dimension of 15 feet in each direction.

Location & Application: located on upper building floors (usually the second floor or higher) on flattened external areas, interfacing and accessible from adjacent residential unit(s). Spaces may also be located on dedicated ground floor areas that are elevated as communal outdoor spaces, or on garage podiums. Decks shall be set back a minimum of 6' from any building edge overlooking a lower-density residential development.

Development Frontage: multi-family residential units, or residential supporting amenities such as recreation rooms, lounges, gyms, etc assuming there is egress to the terrace and deck areas from residential units at some points. Terraces and Decks may front on patios when over podium conditions.

Access & Usage: privately accessible, shared between multiple residential units.

Landscape: include a minimum of 15 percent planted areas, tree planting encouraged but not required.

Programming: passive residential uses such as outdoor dining, barbecuing, hosting and event spill-out, casual gathering, deck games, gardening, general recreation, and other uses appropriate for private-use communal spaces shared between multiple residents, light active uses such as communal swimming pools and spas are allowed and where space allows.

Additional Requirements: pergola, trellis, and/or permanent shade device are allowed, the covering height for any structures not to exceed 12 feet in height. Any shade devices that exceed the height limit of the district shall be stepped back at least 10' from any street-facing façade. Solid roofing is not allowed over the deck space, except for roof projections from the adjacent building.



B.11 Rooftop Decks:

A paved, usable outdoor space located on a building's rooftop, shared among building residents, providing areas for relaxation, dining, or entertainment. A rooftop deck is distinct from terraces and decks in that it is found on the building's topmost roof level whereas the others are typically found on lower building levels, on podiums, or at ground level. A popular amenity for residential developments, turning underutilized rooftop areas into functional outdoor spaces. Rooftop spaces may also contain specialized on-structure planters to add greening, shade, and softscape amenities.

Size: minimum same as Terraces and Decks, maximum 75 percent of total roof area. Ability to count toward minimum open space requirements limited by standard 5.9.

Location & Application: Allowed in block-scale zones only on top of building rooftops. Decks shall be set back a minimum of 6' from any building edge overlooking a lower-density residential development.

Development Frontage: does not typically include residential fronting units at the rooftop level but may include residential amenity uses extending up to the rooftop level, eg. recreation rooms, lounges, gyms, etc.

Access & Usage: privately accessible, shared between multiple residential units.

Landscape: include a minimum of 15 percent planted areas, tree planting encouraged but not required.

Programming: passive residential uses such as outdoor dining, barbecuing, hosting and event spill-out, casual gathering, deck games, gardening, general recreation, and other uses appropriate for private-use communal spaces shared between multiple residents, light active uses such as communal swimming pools and spas are allowed and where space allows.

Additional Requirements: pergola, trellis, and/or permanent shade device are allowed, the covering height for any structures not to exceed 12 feet in height. Any shade devices that exceed the height limit of the district shall be stepped back at least ten feet from any street-facing façade. Solid roofing is not allowed over the deck space.



Appendix B: Common Open Space Types

B.12 Green Roofs

A building roof partially or fully covered with vegetation and a growing medium (like engineered soil), creating a natural, functional ecosystem on a structure. These multi-layered on-structure systems help manage stormwater, reduce heat, improve air quality, and provide habitats, acting as an extension of the building's landscape to offer environmental and economic benefits like energy savings and longer roof life. Differentiated from a rooftop deck, terrace, or podium deck by not directly serving or meant to be used by residents, often with a passive or visual only function related to resident engagement.

Size: full rooftop spaces are permitted for use minus edge setbacks requirements. Any rooftop areas proposed to be accessible for residents must not encroach into the minimum planting area requirements for this space. Ability to count toward minimum open space requirements limited by standard 5.9; additionally, green roofs may fulfill only up to 50 percent of a project's common open space requirement.

Location & Application: top of building rooftops. Decks shall be set back a minimum of six feet from any building edge overlooking a lower-density residential development.

Development Frontage: typically there would be no building uses fronting this space except for access to the rooftop deck.

Access & Usage: typically not accessible to residents but small areas can be made privately accessible shared between multiple residential units.

Landscape: a minimum of 75 percent of deck area must be planted with groundcover / shrubs. No specific tree planting requirements, but tree planting encouraged where soil depth allows.

Programming: mostly inaccessible for use, limited areas that are accessible to have similar passive uses to terraces and decks.

Additional Requirements: n/a.



Appendix C: Private Open Space Types

C.1 Balconies (covered or uncovered)

An elevated, private outdoor space that extends the living area, offers fresh air, natural light, and views, while also adding aesthetic appeal, functioning as a mini-garden, relaxation nook, or dining spot. It serves as an extension of the home, bringing the outdoors in without requiring a yard, making it ideal for urban living conditions.

Size: at least five feet in any direction, to accommodate seating and a table.

Location & Application: located on upper floors (usually the second floor or higher), directly attached to the outside of the residential unit(s), and can be architecturally covered or uncovered.

Development Frontage: multi-family residential and individual residential units.

Access & Usage: privately accessible, for a single residential unit.

Landscape: allowed to be fully hardscape paved, no planted area or tree planting requirements.

Programming: intended to extend the living space for limited passive uses like outdoor dining, relaxation, views outward, etc.

Additional Requirements: encouraged for guardrail on longest side to be visually transparent (i.e. no solid walls)



C.2 Patios

A paved, ground-level or podium-level outdoor space that is connected to a residential unit, or in close proximity, for exclusive use of that residence. Patios can be accompanied by surrounding yards as part of the larger private outdoor open space but can also be limited to just the immediate patio space for more urban living conditions.

Size: at least 6' deep, to accommodate outdoor furniture, and at least 15' wide.

Location & Application: located at the ground floor or podium-level in fully residential conditions, or podium-level only in mixed-use development conditions where retail/commercial uses are occupying the ground floor. Patios are typically connected directly to the associated residential unit and can also be included within a larger surrounding yard on the ground floor.

Development Frontage: multi-family residential and individual residential units.

Access & Usage: privately accessible, for a single residential unit.

Landscape: allowed to be fully hardscape paved, no planted area or tree planting requirements.

Programming: intended to extend the living space outside for limited passive uses like outdoor dining, barbeque, relaxation, casual gathering, gardening, etc.

Additional Requirements: n/a.



Appendix C: Private Open Space Types

C.3 Private Rooftop Decks

A private, usable outdoor space built on a building's rooftop areas, providing areas for relaxation, dining, or entertainment. A popular amenity for residential developments, turning underutilized roof areas into functional outdoor spaces for residents. Rooftop spaces may also contain specialized on-structure planters to add greening and softscape areas.

Size: at least ten feet in any direction, to allow the deck to function as an outdoor room.

Location & Application: located on upper building floors (usually the second floor or higher) on flattened external areas, interfacing and accessible from an adjacent residential unit.

Development Frontage: multi-family residential and individual residential units.

Access & Usage: privately accessible, for a single residential unit.

Landscape: allowed to be fully hardscape paved, no planted area or tree planting requirements.

Programming: intended to extend the living space for limited passive uses like outdoor dining, barbeque, relaxation, views outward, etc.

Additional Requirements: Any shade devices that exceed the height limit of the district shall be stepped back at least ten feet from any street-facing façade.



C.4 Private Yards

An outdoor area directly associated with a home or building, meant for the exclusive use of its occupants, kept separate from public access, often enclosed by fences/walls for seclusion, offering a personal outdoor retreat for relaxation or recreation away from public view. Spaces include front, back, or side yards and are for private use.

Size: at least 50 percent of lot dimension in one direction, and at least 25 percent of lot dimension, or 15 feet, whichever is greater, in perpendicular direction.

Location & Application: located at ground level in back or side yard areas surrounding and accessible from a residential unit.

Development Frontage: individual residential unit.

Access & Usage: privately accessible, for a single residential unit.

Landscape: include a minimum of 25 percent planted areas and a minimum of one 24-inch box tree.

Programming: intended to extend the living space outside for limited passive uses like outdoor dining, barbeque, relaxation, casual gathering, gardening, etc. Yard areas may include a patio with the overall yard space.

Additional Requirements: n/a.



Appendix C: Private Open Space Types

C.5 Porches

A porch is a larger, often roofed structure at the front door, extending along the house, designed for outdoor living with furniture, railings, and columns, making it a functional extension of the home. Porches are for leisure and architectural grandeur.

Size: Between six feet and ten feet deep and at least ten feet wide, in conformity with standards in A.4.

Location & Application: Along the street frontage, within parameters given in A.4.

Development Frontage: Individual residential unit within a single-family or multifamily building.

Access & Usage: privately accessible, for a single residential unit.

Landscape: No planted area or tree requirements.

Programming: intended to extend the living space outside and provide "eyes on the street". Limited passive uses such as relaxation, casual gatherings and views to the street.

Additional Requirements: n/a.



Appendix D: Definitions

DEFINITIONS

Alley: A narrow service way, either public or private, that provides a permanently reserved but secondary means of public access. Alleys typically are located along rear property lines.

Arcade: Also known as Colonnades. A linear sequence of arches supported on piers or columns which provide a covered walkway.

Architectural Features: Towers, gables, spires, chimneys, and other such architectural elements which are not part of the structure of the building.



Architectural Feature Example: Towers, gables, and chimneys pictured.

Architectural Projection: An element that articulates the building elevations, such as architectural pop-outs, pot shelves, balconies, bay windows, eaves, enhanced window sills, shutter details, window trim, chimneys, and similar architectural features, but does not include patio covers, porches, trellises, or other accessory structures.



Architectural Projection Example: Pop-outs, balconies, window sills, shutter details, and chimneys pictured.

Base Course: The lowest horizontal band or layer of material along the bottom portion of a building façade. It functions as a visually distinct base that grounds the building and differentiates the ground level from the upper wall planes. A base course often uses heavier, more durable, or more textured materials—such as stone, brick, concrete, or masonry—to convey structural stability and withstand physical wear.



Base Course (bottom), Belt Course (middle), Cornice (top) Example

Bedroom: Any habitable room other than a bathroom, kitchen, dining room, living room or family room.

Belt Course: Also known as a stringcourse or band course. A continuous, horizontal band of masonry, stone, plaster, or other material that runs across a building façade. It typically projects slightly from the wall plane or is distinguished through material, color, or texture. Its purpose is to visually divide the façade into horizontal layers, helping to articulate massing and break down the building's scale.

Building Break In Mass: A deliberate architectural interruption in the overall bulk, scale, or continuous form of a building façade or volume.

Building Face: The outside elevation of the occupiable portion of the building.

Building Façade: The exterior face or elevation of a building, typically referring to one of its principal sides.

Common Area: The area within the development that is not designated as a residential dwelling unit, which is owned in common by property owner(s) in the development, and which is available for common use or enjoyment by all property owners in the development and their invitees. Examples include: common parking facilities, private streets, recreational areas, landscaped areas, open space areas and natural areas.

Cornice: A exterior trim located at the top of a building façade or wall, designed to visually “cap,” finish, or crown the structure. It typically extends outward from the wall plane to create a strong shadow line and provide a clear termination to the façade.

Daylit Basement: A walk-out basement, usually situated on a slope, where part of the floor is above ground. Typically with a doorway or window opening to the outside.

Depth: Wherever it is not directly illustrated, depth refers to the distance inward (away from outer edge) from a facade or other surface.

Driveway: A private roadway or access way providing vehicular access to a parking space, parking lot, garage, dwelling, or other structure.

Entablature: A superstructure which lies horizontal upon pilasters or columns, and is composed of an architrave, frieze, and cornice.



Entablature Example

Fence: A solid or open barrier other than a wall above ground intended to enclose or mark a boundary made of materials such as wood, metal, other composite materials.

Flashing: Sheet metal or other material used to cover open joints of exterior construction on a roof, such as roof valley joints or roof parapet joints, to ensure they are waterproof.

Foot-candle: A unit of illuminance or light intensity. The name conveys the illuminance cast on a surface by a one-candela source one foot away. Alternatively, it can be defined as the illuminance on a one-square foot surface of which there is a uniformly distributed flux of one lumen.

Gable End: When the ridge line of a gable-roofed house is perpendicular to the street, the roof is said to be a “gable-end roof.” This refers to both the gable and the wall below it.

Gable Roof: A roof with two (2) slopes—front and rear—joining at a single ridge line parallel to the entrance facade.

Appendix D: Definitions

Ground Floor Expression Line: A horizontal molding, projection, or other boundary articulating one portion of a façade from the portion above.



Ground Floor Expression Line Example

Hardscape: Any impervious paved surface including concrete or asphalt.

Hemmed: As it relates to metal wall panels, the edge of a single piece of metal that is folded over onto itself to create a smooth, reinforced, and safe finish.

Hip Roof: A roof with four sloped sides. The sides meet at a ridge at the center of the roof. Two (2) of the sides are trapezoidal in shape, while the remaining two (2) sides are triangular, and thus meet the ridge at its end-points.

Louvers: A series of slanted panels that control the sound, light, and airflow in a building, which typically covers plenums and other ventilation openings. Louvers typically block rain, debris, and direct sun.

Massing: A unified composition of two-dimensional shapes or three-dimensional volumes, especially one that has or gives the impression of weight, density, and bulk.

Open Space: Any parcel or area of land or water set aside, dedicated, designated, or reserved for public or private use or enjoyment.

Pane: One of the divisions of a window or door consisting of a single unit of glass set in a frame.

Parapet: A low wall, located at the top of any sudden drop in elevation, such as at the top of a building's facade.

Parkway: A vehicular passageway that provides access and circulation from a street access point into and through a parking lot to parking aisles and between parking areas.

Paseo: A public place or path designed for walking; usually tree-lined, such as a promenade or avenue.

Porte-cochere: A vehicular passageway leading through a building or screen wall into an interior courtyard; or a porch roof projecting over a driveway at the entrance to a building and sheltering those getting in or out of vehicles.

Primary Entry: The main entrance to any building, or space within a building which is not internally linked to other spaces within a building, such as an individual residential unit or retail storefront. Secondary building entries and exits which are for emergency egress purposes only or linkages between spaces in a building do not qualify as primary entrances.

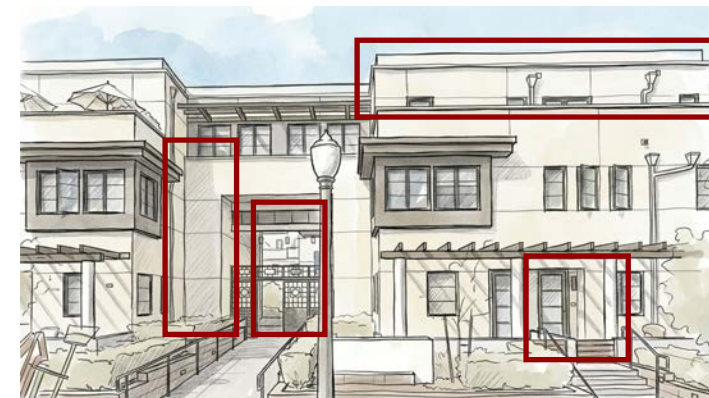
Primary Material: A material used to clad the exterior of a building as distinct from accent materials used in architectural details or features.

Primary Street: Among all streets bounding a property, the street with the highest roadway classification as defined in the City's General Plan. In the case that multiple streets bounding a property have the same roadway classification, the primary street shall be the addressed street, or as determined by the Planning and Community Preservation Director.

Private Open Space: Any space on a lot not enclosed in a building that is designed for leisure use. "Private open space" may include yards, courtyards, balconies, decks, and patios, but shall not include driveways, aisles, parking areas, side yard less than five feet wide, or any portion of the required front yard setback.

Private Realm: Spaces located on private property that are not accessible to the general public.

Public Realm: Spaces that, whether located on private or public property, are accessible to the general public.



Private Open Space and Reveal Example: Courts, decks, patios, and reveal pictured.

Reveal: A narrow, intentional recess, groove, or setback in a wall plane that creates a visible line of separation or shadow. Reveals are used to articulate a façade, break up large surfaces, emphasize joints, or provide visual depth without altering the overall mass of a building.

Riding and hiking trails: A trail or way designed for and used by equestrians, pedestrians and cyclists using non-motorized bicycles.

Right-of-way: A corridor, either public or private, on which a right of passage has been recorded.

Roof Deck: Common or private open space on the uppermost roof-level of a building.

Setback: The distance from a defined point or line governing the placement of buildings, structures, parking, or uses on a lot. A line established by this section to govern the placement of buildings with respect to streets, drives, buildings, sidewalks, or property lines. Interior setbacks are measured from the side or rear property lines. Street setbacks are measured from property lines.

Shared Parking: The shared use of off-street parking facilities by more than one type of land use. The same parking spaces are counted to satisfy the off-street parking requirements of more than one land use, e.g., use of the same parking facility to satisfy the off-street parking requirements of a church and an office building.

Side Street: Any street bounding a property which is not the Primary Street.

Street: A public or private vehicular right-of-way, other than an alley or driveway, including both local streets and arterial highways.

Swimming Pool: An artificial body of water having a depth in excess of eighteen (18) inches, designed, constructed and used for swimming, dipping or immersion purposes by men, women, or children.

Tooling: As it relates to mortar joints, is the process of compressing and shaping the fresh (partially set) mortar with a metal tool to create a dense, weather-resistant finish and a specific appearance.

Transition Detail: A designed connection, junction, or interface condition where two different materials, surfaces, building elements, or façade systems meet, such as reveals, flashing, control joints, coping, sealant joints, or trim boards.

Appendix D: Definitions

Transparency: The percentage of the façade area on a particular floor that consists of transparent glass. For the ground floor, this percentage is calculated as the transparent glass façade area between two and ten feet above finished grade divided by the total façade area within this same vertical range. For upper floors, this percentage is calculated as the transparent glass façade area divided by the total façade area between the floor level and the floor level of the next floor above.

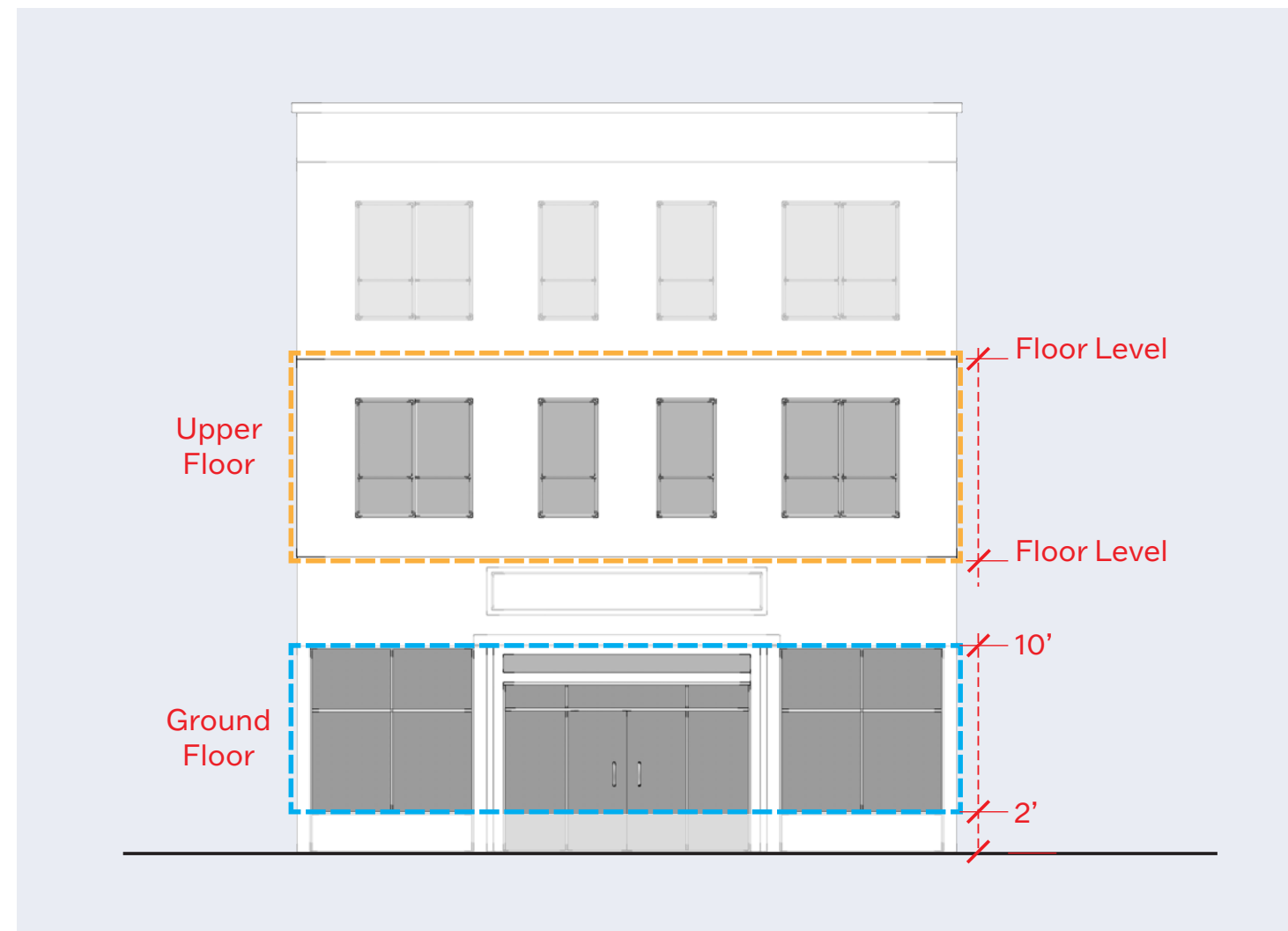
To be transparent, window and door glazing shall promote natural daylight transmission while maintaining a low-reflective glazing appearance. The minimum Visible Transmittance (VT) value for ground-floor glazing is 0.50, and the minimum VT value for upper-floor glazing is 0.30. Should the Building Code prohibit glazing that meets these VT values, the glazing with the maximum available VT value shall be used.

Usable Area: A relatively flat area having a slope of less than five (5) percent in any direction within the required setbacks.

Use: The purpose for which land or building is occupied, arranged, designed or intended, or for which either land or building is or may be occupied or maintained.

Walls: A barrier intended to mark a boundary that presents a continuous surface except where pierced with gates, doorways or decorative masonry. A wall is usually constructed of concrete block, brick, concrete, stucco, or a combination thereof.

Wall Plane: A continuous, flat surface of a wall, uninterrupted by major changes in direction, projection, or recess. It represents one “face” or “segment” of a building’s exterior or interior wall system and is typically defined by consistent alignment, material, and structural direction.



Transparency Measurement

Appendix E: Additional Project Background Information

LEGAL BASIS FOR OBJECTIVE DESIGN STANDARDS

See the table to the right for a review of the legal basis for objective design standards.

LEGAL BASIS FOR OBJECTIVE DESIGN STANDARDS

Per Government Code 65913.4, Objective Design Standards “involve no personal or subjective judgment by a public official and are uniformly verifiable by reference to an external and uniform benchmark or criterion available and knowable by both the applicant or developer and the public official before submittal.” The following Senate bills (SB) and Assembly bills (AB) form the legal basis for objective design standards in California. Additional State bills signed into law in the future may interact with objective design standards.

SB 167 (2017) (codified in Section 65589.5 of the Government Code)

Prohibits local governments from disapproving or conditioning approval in a manner that renders infeasible, a housing development project for very low, low-, or moderate- income households or an emergency shelter unless the local agency makes specific written findings based upon substantial evidence in the record. Under this Senate Bill local jurisdictions may not reduce density or make infeasible housing projects consistent with objective design standards.

Housing Crisis Act (SB 330) (2019) (codified in Sections 65589.5, 65940, 65943, 65950, 65905.5, 65913.10, and 65941.1, and Chapter 12 of Division 1 of Title 7 of the Government Code)

Streamlines housing development processes by imposing timelines on the approval of housing projects, limits the number of public hearings to 5, and limits denial of projects to non-compliance with objectively written design standards.

AB 2011 (2022) (codified in Sections 65400, 65585, and Chapter 4.1 of Division 1 of Title 7 of the Government Code)

Allows eligible residential development projects in commercial areas that comply with housing affordability and/or labor standards to be subject to a streamlined, ministerial review process that is exempt from CEQA. As part of the ministerial process, design review may be undertaken by the City if only objective standards are evaluated.

SB 4 (2023) (codified in Section 65913.16 of the Government Code)

Requires 100 percent Affordable Housing Projects proposed on land owned by religious institutions (and that meet all other requirements of SB 4) comply with all objective development standards of the city or county they are located in that do not conflict with SB 4. As part of the ministerial process, design review may be undertaken by a City if only objective standards are evaluated.

SB 423 (2023) (codified in Section 65913.4 of the Government Code)

Requires cities to streamline review and approval of eligible affordable housing projects through a ministerial process. As part of the ministerial process, design review may be undertaken by the City if only objective standards are evaluated.

SB 684 (2023) and SB 1123 (2024) (SB 684 is codified in Sections 65852.28, 65913.4.5, and 66499.41 of the Government Code) (SB 1123 is codified in Sections 65852.28 and 66499.41 of the Government Code)

Requires local agencies to ministerially approve, without discretionary review or a public hearing, parcel map or tentative and final maps for housing development projects of ten or fewer residential units on urban lots of less than five acres. SB 684 further specifies that the proposed subdivision must be located on a parcel zoned for multifamily residential use, no larger than five acres, and substantially surrounded by qualified urban uses. Per these laws, Cities may impose objective design standards, except for those which physically preclude the development of a project built to specified densities. Additionally, objective design standards may not be imposed related to setback between units, enclosed or covered parking, side and rear setbacks different from the original lot line, certain parking requirements, and certain minimum FARs.

Appendix E: Additional Project Background Information

CITY OF SIERRA MADRE CONTEXT

The City of Sierra Madre, nestled at the foot of the San Gabriel Mountains, lies between the cities of Pasadena to the west and Arcadia to the east. The City currently is home to 11,000 citizens. The City of Sierra Madre was founded in 1881. In the late 1800s, the City was a small village, with a Post Office and City Hall, surrounded by orange orchards. In 1907, Sierra Madre was incorporated with a population of 500 citizens. In the late 1800s and early 1900s, the City of Sierra Madre's Downtown developed with commercial buildings, churches, the Sierra Madre Villa Hotel, and more.

In the early 1900s, residential development in Sierra Madre was characterized by the development of large two story homes built on large lots. These two story homes were built in the Craftsman and Victorian architectural styles. Many of these historic homes remain well preserved in Sierra Madre's residential neighborhoods. The 1930s-1940s saw a transition from Sierra Madre's large two story Craftman and Victorian homes to the development of "good"-quality stucco homes on smaller lots in closer proximity. In these decades, Sierra Madre moved closer to the present day suburban community built form. The 1950s-1960s saw significant residential growth in Sierra Madre. In this post-war period, comfortable single family homes were developed in close proximity on smaller lots. As of 2020, 76 percent of residential units in the City are single family homes and 62 percent of all residential units are owner occupied.

Since the 1960s, residential development in Sierra Madre has been characterized by infill development in the main town and residential expansion into hillside areas. Most multifamily apartment buildings were built in Sierra Madre from the late 1950s to the late 1970s. A smaller amount of multifamily apartment buildings were built in Sierra Madre in the 1980s, 1990s, and 2000s. The majority of multifamily apartment buildings in Sierra Madre are located along Sierra Madre Boulevard, Mariposa Avenue, Esperanza Avenue, Highland Avenue, and Suffolk Avenue. Multifamily housing is located in the center of the City, on and close to Sierra Madre Boulevard

and single family areas branch out north, south, east, and west from the City center.

Most of the multifamily building stock is characterized by the garden/courtyard apartment style, bungalow court style, or the townhome style. Additionally, the majority of multifamily building stock are one or two stories tall, with only a few examples standing out at three stories tall. Mixed use development is currently unprecedented in Sierra Madre. Downtown Sierra Madre remains commercially focused. Today, the majority of Sierra Madre is built out, meaning infill development is the primary development pattern.

Due to the varying multifamily structure forms in the City, the City of Sierra Madre's Objective Design Standards groups multifamily buildings into two categories, **house scale** and **block scale**, according to their physical form and scale.

Areas with house scale buildings are originally single family neighborhoods which have been rezoned to accommodate multifamily uses. Typically in these areas, there is a variety of development types, some which represent compatible design and some which represent incompatible design. Successfully designed projects are multifamily projects designed in keeping with the original single family house scale of the neighborhood. These types of projects include well designed townhomes, garden apartments, and bungalow courts.

Blockscale areas are located mostly along commercial corridors or in industrial areas that have been rezoned to accommodate multifamily uses and mixed uses. Residential development in block scale areas is typically higher density mixed use development. These high density mixed use developments are typically a half to a full block long.



Older Bungalow Court Development in Sierra Madre



Older Garden Apartment Development in Sierra Madre



Recent Townhome Development in Sierra Madre



Recent Townhome Development in Sierra Madre

Appendix E: Additional Project Background Information

House Scale vs. Block Scale

House Scale buildings contribute to a smaller-scale, neighborhood-oriented environment. These buildings are generally up to three stories in height, maintain setbacks from the street or sidewalk, are compatible with traditional residential patterns, and achieve densities less than roughly 40-50 units per acre. House Scale buildings often resemble the massing, rhythm, and proportions of detached houses, even when containing multiple units. Objective design standards which are especially applicable to house scale buildings include residential privacy, frontage types like patio, porch, and stoop, and private open space types. House Scale building types include:

- Multiple detached dwellings on a lot
- Duplexes
- Triplexes
- Fourplexes
- Bungalow Courts
- Courtyard Apartments
- Rowhouses
- Townhouses
- Small-scale mixed-use buildings with neighborhood-serving ground-floor uses

Block scale buildings contribute to a larger-scale, urban environment, often occupying most or all of a city block. These buildings are typically taller and broader in massing, are built close to or at the street or sidewalk, and create continuous façades that define the public realm. Block Scale buildings commonly feature mixed-use configurations, with non-residential uses on the ground floor and residential units on the upper stories, supporting active commercial corridors and higher-density neighborhoods. Objective design standards which are most applicable to block scale buildings include building breaks, ground floor minimum heights, wall plane depth, transparency, setbacks, common open space types, and frontage types such as shopfront and common entry. Block Scale building types include:

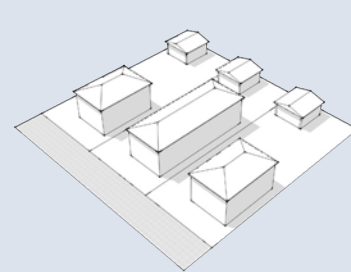
- Mid-rise Buildings
- Podium Buildings
- Wrap Buildings

HOUSE AND BLOCK SCALE ZONES

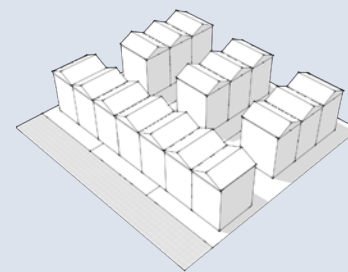
House Scale Zones

Zones that contain buildings that contribute to a smaller-scale, neighborhood-oriented environment. House scale buildings include multiple detached dwellings on a lot, duplexes, triplexes, fourplexes, bungalow courts, courtyard apartments, rowhouses, townhouses, and small-scale mixed-use buildings with neighborhood-serving ground-floor uses.

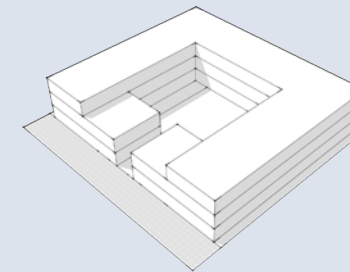
House Scale Zones in Sierra Madre: Medium/High Density Residential (R-3-13) Zone, High Density Residential (R-3-20 and R-3-30) Zone, Manufacturing (M) Zone



Two- to Four- plexes



Rowhomes

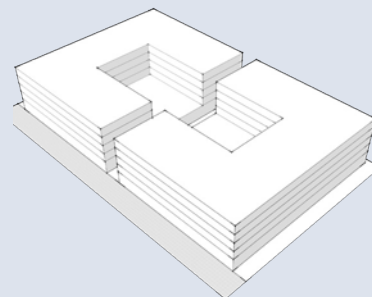


Courtyard Apartments

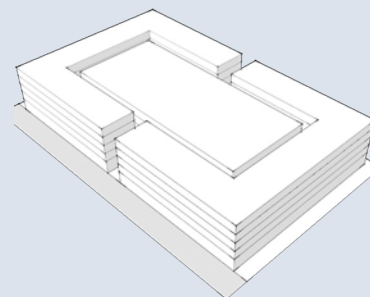
Block Scale Zones

Zones that contain buildings that contribute to a larger-scale, urban environment, often occupying most or all of a city block. Block scale buildings include mid-rise buildings, podium buildings, and wrap buildings.

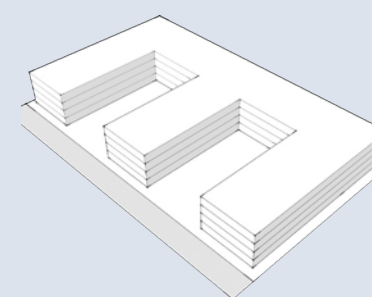
Block Scale Zone in Sierra Madre: Commercial (C) Zone, Religious Housing Overlay (RHO) Zone



Podium Mixed-Use



Wrap



Multiplex

House and Block Scale Zones

Appendix E: Additional Project Background Information

STANDARDS DEVELOPMENT PROCESS

Four cities, Sierra Madre, Alhambra, La Puente, and Duarte, participated in the development of the SGVCOG's Regional Objective Design Standards. Each of the four participating cities features a different planning and design context. Diverse input from the participating cities informed the development of strong objective design standards which are applicable across the San Gabriel Valley.

Input from the four participating cities along with information gathered during the background research phase form the base of knowledge upon which the SGVCOG Regional Objective Design Standards were developed. The City of Sierra Madre's Objective Design Standards were adapted from the SGVCOG's Regional Objective Design Standards. The Arroyo Group Team created a comprehensive Regional Objective Design Standards Research Memorandum (attached to this document as Appendix E) which includes findings from four areas of research:

1. Existing regulatory context, design standards and experience implementing design standards in each city
2. Best practices in objective design standards from other jurisdictions and regions in California
3. Fieldwork into the built context and character of the major growth areas in each of the three participating cities
4. Identification of existing projects in the San Gabriel Valley which embody the application of potential design standards

Exhibit A of the Memo describes existing design standards in three participating cities, Sierra Madre, Alhambra, and Duarte. La Puente joined as a participating City later in the project process, after our background research was completed. This exhibit includes all existing objective design standards and relevant development standards in each City, organized by topic for comparison.

Exhibit B (Comparison Objective Design Standards) of the Memo presents an evaluation of other objective design standards used at the municipal and regional level. While there is wide variety in the format of these

documents, The Arroyo Group Team was able to glean five key best practices, which are expounded upon in the introduction.

Additionally, The Arroyo Group Team conducted fieldwork within the cities of Sierra Madre, Alhambra, and Duarte. Exhibit C identifies the specific locations where fieldwork was conducted in each City. In Exhibit D, The Arroyo Group Team surveyed districts in each City where growth and development is most expected, such as the areas shown in images at right, to determine prevailing character features that may need to be reflected in objective design standards.

Exhibit E contains a field evaluation of individual projects in the three cities. Key design issues were identified for these projects, for consideration when developing the objective design standards.

Exhibit F identifies other projects in the San Gabriel Valley which present good examples of the application of particular design guidelines and/or standards. The projects include examples of:

- Mixed-use developments with stacked flats above a ground-floor retail and parking podium
- "Wrap" style residential and mixed-use developments with stacked flats surrounding a central parking garage
- Master-planned communities
- Townhome developments
- Side-by-side double duplexes
- Courtyard multifamily developments

Based on research from the Memo, the Regional Objective Design Standards were developed to be in alignment with current design guidelines and standards in the four cities. The Regional document's design standards reflect successfully designed projects and built character in the four cities.

Cost Factors

Design standards are essential tools that cities use to ensure buildings are of high quality, safe, and visually appealing. However, even the clearest and most objective standards can add costs and complexity to projects. If these standards are too restrictive or numerous, they can drive up housing costs or even prevent projects before they start.



Survey of multifamily residential buildings in Sierra Madre



Area for potential growth in Sierra Madre

Therefore, regulating design is a delicate balancing act between maximizing placemaking, enhancing overall neighborhood value, and managing project costs. According to the Association of Bay Area Governments Objective Design Standards Handbook, the following types of objective design standards which impact building massing have the greatest impact on the cost of developments:

- Requiring of construction materials
- High ground floor ceiling heights
- Frontage types which reduce building square footages
- Upper floor stepbacks which requires more complex engineering
- Projecting elements which require weatherization



Area for potential growth in Sierra Madre



Survey of multifamily residential buildings in Sierra Madre

- Setback standards
- Requiring certain types of open space, such as balconies and rooftop decks

In developing the Regional Objective Design Standards, it was taken into account how specific design standards could increase housing costs and impact project feasibility. However, it is also important to encourage successful, context specific developments while also prioritizing the economic feasibility of projects. The Regional Objective Design Standards were intended to encourage the creation of high quality, visually appealing buildings that benefit not only the project's residents but also the surrounding neighborhood.

Appendix E: Additional Project Background Information

DESIGN REVIEW PROCESS

This section outlines how individual projects are to be reviewed after adoption of the objective design standards. We cover three potential design review processes: 1. the Planning Commission (PC) Design Review Process; 2. the Modified Staff-Level Design Review Approval Process and 3. the Streamlined Ministerial Review Process.

1. Planning Commission Design Review Process

The Planning Commission Design Review process (Municipal Code (MC) Section 17.28.070 and 17.60.041) applies to applicable developments in the Medium/High Density Residential (R-3-13) zone, Commercial (C) zone, and Manufacturing (M) zone. The benefits of a PC Design Review Process include allowing public input increasing transparency through hearings, allows for limited PC discretion, and allows the developer to hear community concerns and choose to make voluntary changes to project design. In most cases, Design Review is required for new multifamily and mixed use developments. The findings for the PC Design Review process is based on subjective guidelines and standards along with adopted policies. However, amendments to the PC Design Review process must be made to comply with State law.

Upon receiving the Design Review application, Planning and Community Preservation staff will review the application for compliance with zoning regulations, the General Plan, Objective Design Standards, and subjective design guidelines adopted pre-2020. Staff may only consider subjective design guidelines if they do not reduce density or make the development infeasible. Following this review, City staff will make a recommendation to the PC to approve, condition, or deny. Chapter 17.50 (Objective Design Standards) of the Municipal Code provides a process by which project applicants can request exceptions from objective design standards. The Planning Commission would be the reviewing authority for these exception applications.

The PC will hold a public hearing to approve, condition, or deny the application. The PC will review the application for compliance, similar to Staff review. Per the Housing Accountability Act, the PC cannot deny or condition a mixed-income application if it is consistent with the zoning regulations and General Plan. The PC cannot deny or reduce the density of a project unless not reducing it would cause a specific,

adverse impact to the project's surroundings.

2. Modified Staff-Level Design Review Approval Process

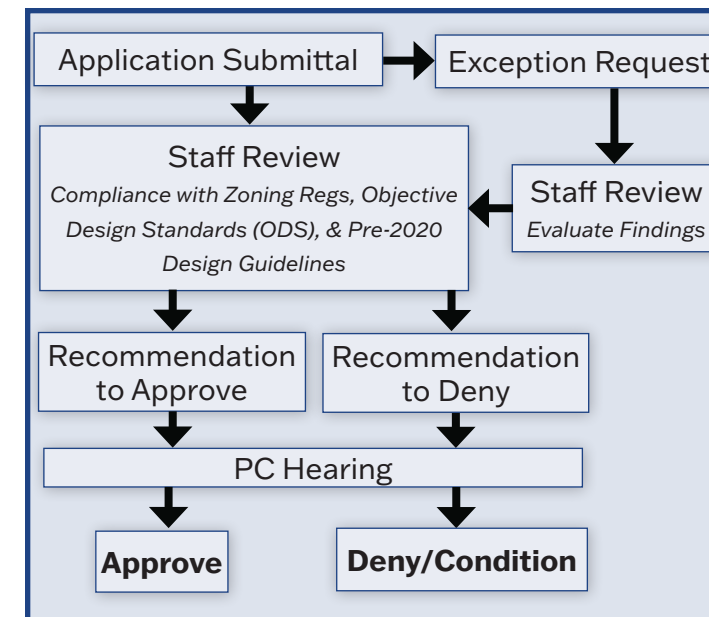
The Staff-Level Design Review process with a Preliminary Design Review hearing with the Planning Commission applies to applicable developments in the High Density Residential (R-3-20 and R-3-30) zones and Religious Housing Overlay (RHO) zones.

Modified Staff-Level Design Review provides a faster review, more consistency, more certainty, and a reduced staffing need with less PC hearings. The process is sped up with the reduction to one Preliminary Design Review hearing. This review process applies to multifamily and mixed use projects. City staff shall review the project for compliance with zoning regulations, the General Plan, Objective Design Standards, and subjective design guidelines adopted pre-2020. The project will go through one Preliminary Design Review hearing where the Planning Commission will give comments on the design.

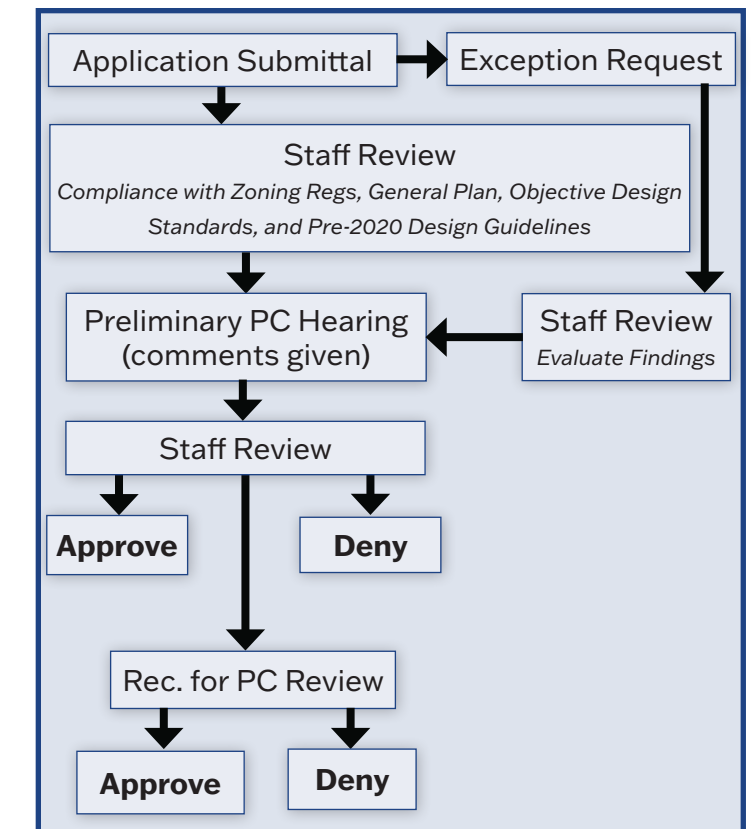
City staff will make a decision to approve, deny, or refer the project to the Planning Commission for the approval or denial decision. Chapter 17.50 (Objective Design Standards) of the Municipal Code provides a process by which project applicants can request exceptions from objective design standards. The Planning and Community Preservation Director would be the reviewing authority for these exception applications.

Per the Housing Accountability Act, the PC cannot deny or condition a mixed-income application if it is consistent with the zoning regulations and General Plan. The PC cannot deny or reduce the density of a project unless not reducing it would cause a specific, adverse impact to the project's surroundings.

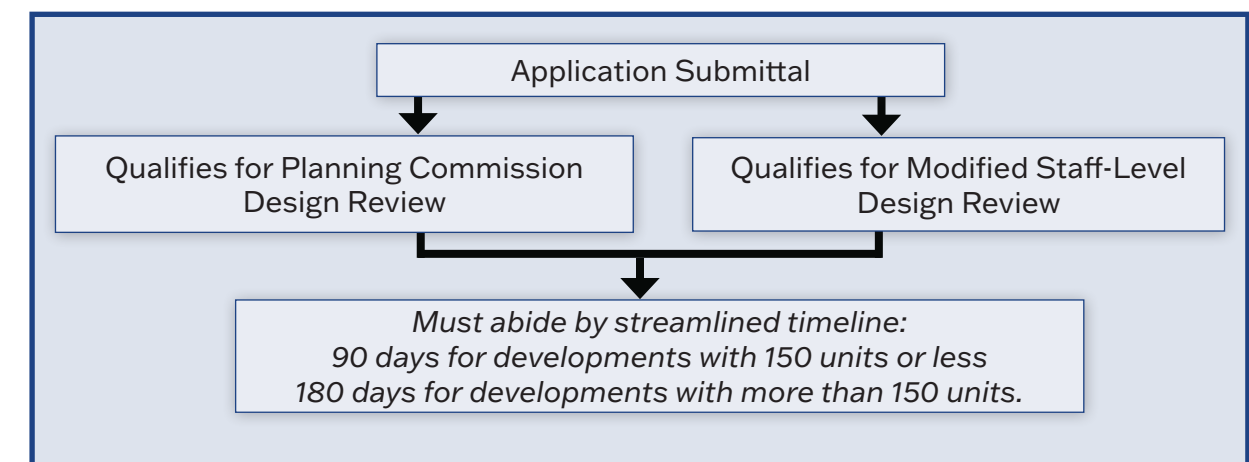
3. Streamlined Ministerial Review Process This review process applies to multifamily and mixed use projects which are being streamlined through SB 4, SB 423, or AB 2011. If the development is in zones R-3-13, C, or M, the development will go through Planning Commission Design Review. If the development is in zones R-3-20, R-3-30, or RHO, the development will go through the Modified Staff-Level Design Review. The timeline for approval or denial is within 90 days for developments with 150 units or less, or 180 days for developments with more than 150 units.



Planning Commission Design Review Process



Modified Staff-Level Design Review Approval Process



Streamlined Ministerial Review Process

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