



# DOWNTOWN FORM-BASED CODE

## SAULT STE MARIE, MICHIGAN

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# INTRODUCTION

## STATEMENT OF PURPOSE

The area known today as the City of Sault Ste Marie was settled thousands of years ago by Chippewa Native Americans, due to its strategic location on the falls of the St. Marys River. European settlers arrived in the area over 350 years ago, founding a Jesuit mission and fur-trading post. Sault Ste Marie is the oldest permanent settlement in the state of Michigan.

As Sault Ste Marie grew into a modern city in the 19th and 20th Centuries, the area of original settlement became a distinct urban center, known as Downtown Sault Ste Marie. Sault Ste Marie intends to preserve and enhance the historic character of the downtown area, a character which was established during the early- to mid-20th Century. This Downtown Sault Ste Marie Form-Based Code (“Code”) is based on a community vision described in the 2018 Sault Ste Marie Master Plan, and further enhanced through a collaborative process of engagement. This Code is a regulatory tool that will implement the community’s vision for Downtown Sault Ste Marie and ensure new development will be commensurate with the desired downtown character.

## INTENT

The intent and purpose of this Code is to enable, encourage and qualify the implementation of the following policies:

### A. The Community

1. That neighborhoods should be compact, pedestrian-oriented and mixed use;
2. That neighborhoods should be the preferred pattern of development and that districts specializing in a single use should be the exception;
3. That ordinary activities of daily living should occur within walking distance of most dwellings, allowing independence to those who do not drive;
4. That interconnected networks of thoroughfares should be designed to disperse traffic and reduce the length of automobile trips;
5. That within neighborhoods, a range of housing types and price levels should be provided to accommodate diverse ages and incomes;
6. That civic, institutional, and commercial activity should be embedded in downtowns, not isolated in remote single-use complexes;
7. That a range of open space including parks, squares, and playgrounds should be distributed within neighborhoods and downtowns.

## B. The Block and the Building

1. That buildings and landscaping should contribute to the physical definition of thoroughfares as civic places;
2. That development should adequately accommodate automobiles while respecting the pedestrian and the spatial form of public areas;
3. That the design of streets and buildings should reinforce safe environments, but not at the expense of accessibility, especially to those with disabilities;
4. That architecture and landscape design should grow from local climate, topography, history, and building practice;
5. That civic buildings and public gathering places should be provided as locations that reinforce community identity and support self-government;
6. That the preservation and renewal of historic buildings should be facilitated, to affirm the continuity and evolution of society.



# ARTICLE 1: ADMINISTRATION

## 1.01 ESTABLISHMENT OF THE DOWNTOWN FORM-BASED CODE AREA

The Downtown Sault Ste Marie Form-Based Code Area (“Downtown Area”, or “Area”) is co-terminal with the boundaries of the Regulating Plan, Map 3.2. All zoning designations applicable to parcels located within the area included in the Regulating Plan, Map 3.2, are superceded by this Code. (See “Map 3.2: Regulating Plan” for specific boundaries) Boundaries indicated as approximately following platted parcel lines shall be construed as following the actual parcel lines. Boundaries indicated as following natural features or shorelines shall be construed as explicitly following those features or shorelines, and in the event of changes occurring to natural features or shorelines, boundaries shall be construed as having moved with the feature or shoreline. Projections from the shoreline into water areas shall be subject to the regulations pertaining to the land at the shoreline.

## 1.02 FOUNDATIONS FOR THE CODE AND RELATIONSHIP TO COMPREHENSIVE PLAN

The standards provided in this Code are based on the Concept Plan (see Map 3.1), which was built on community input received during the Sault Ste. Marie Downtown Form-Based Code Charrette held in May 2018, as well as on the established principles of Traditional Neighborhood Design, Smart Growth, and the New Urbanism, and are consistent with many of the principles outlined in the City of Sault Ste Marie Master Plan of 2018.

## 1.03 DEFINITIONS

Some words in this Code are applied in a more specific way than typical common usage, and have been defined in Article 7. Words used in the Code but not defined therein shall have the meanings set forth in the Sault Ste Marie City Zoning Ordinance.

## 1.04 INTENT

The standards outlined in this Code assert the following principles that facilitate the vision of this community:

- A. Communities should be designed to reestablish and reinforce the public realm;
- B. Districts must exhibit human scale;
- C. Neighborhoods must be diverse in use and population;
- D. Form must derive from historic context, yet be sensitive to present-day economic and development practices, natural features, and climatic conditions.

These principles result in strategies that retain a community's distinctive traditional form, reduce negative environmental impact, support transit and pedestrian environments, reduce auto dependence, encourage adaptive reuse and investment, ensure compatibility of development between uses and districts, and create more affordable and sustainable neighborhoods.

Moreover, these principles embrace the idea that pedestrians are the catalyst for meaningful communities: without pedestrians present, our common areas are simply obstructions to the car and not focal points for community. Districts in which commerce and civic uses are integrated with homes and job opportunities create growing independence for those populations who don't have access to cars.

*This Code is designed to create development that reinforces the public domain without sacrificing the diversity of character of individual buildings, and to reintroduce new development into a context of mixed-use, compact neighborhoods. The Code will accommodate modern activities without sacrificing the timeless traditions of human scale and character of place, as expressed through downtown Sault Ste. Marie's historic built fabric.*

Downtown Sault Ste. Marie is the oldest continuously settled area in the state of Michigan. The area has seen many eras of physical development over 350 years, the most notable being the era of compact traditional development that prevailed between approximately the years 1900 to 1950. *This era provides the background context for this Code.*

The goal of this Code is to promote new development that has been designed in context with, and is compatible in character with, traditional urban neighborhood centers, and is consistent with the expressed community vision and goals set by Sault Ste. Marie residents. *The Downtown Sault Ste Marie Form-Based Code is designed to foster sustainable infill redevelopment in a vibrant, mixed-use, pedestrian-friendly pattern that encourages diverse and compact development.*

The Code promotes a lively pedestrian environment by allowing for small businesses and other commercial uses at the street level, while encouraging upper story residences and offices that overlook public space. The Building Type Standards encourage high quality buildings that respect their urban context. This Code prescribes design principles that are compatible with northern climates, demonstrate environmental responsibility, and integrate open space within the built environment.

## 1.05 CONFORMANCE WITH FORM-BASED CODE REGULATIONS

These Area regulations apply only to new construction and development, and changes to exterior signage, lighting, awnings, and displays. Structures in existence prior to the effective date of this Code not meeting the requirements contained herein shall be treated as nonconformities in accordance with Section 10-1.1702 of the Sault Ste Marie City Zoning Ordinance.

After the effective date of this Code, no building, structure, or land shall be subdivided, erected, converted, enlarged, reconstructed, moved, or structurally altered except in conformity with the regulations contained in this Code and in conformity with the area requirements of the District in which the property is located. Lots created after the effective date of this Code shall meet the requirements of the applicable District, as defined herein.

Wherever there appears to be a conflict between the Downtown Sault Ste Marie Form-Based Code and the Sault Ste Marie City Zoning Ordinance, this Code shall prevail. For development standards not covered by the Downtown Sault Ste Marie Form-Based Code, the Sault Ste Marie City Zoning Ordinance shall be used as the requirement. Relief from the standards in this Code can be obtained only through the Zoning Board of Appeals. Any elements located on the public right of way require a license from the City of Sault Ste. Marie.

## 1.06 APPEALS

Deviations from the Building Form Standards can be approved only through a variance process as provided for in Section 10-1.20 of the Sault Ste Marie City Zoning Ordinance, except as otherwise provided.

All questions of interpretation and enforcement of this ordinance shall be first presented to the Zoning Administrator, and such questions shall be presented to the Board of Zoning Appeals only on appeal from the decision of the Administrator. Recourse from the decisions of the Board of Appeals shall be to the courts as provided by MCL 125.36 *et seq.*, as amended.

## 1.07 COMPONENTS OF THE DOWNTOWN SAULT STE MARIE FORM-BASED CODE

The primary components of the Code are: General Architectural Standards; the Concept Plan; the Regulating Plan; Building Types Standards; Thoroughfare Standards; Parking Standards; and Definitions. These components are explained below.

### A. General Architectural Standards (Article 2)

1. The General Architectural Standards include both general advisory principles and prescriptive standards, both of which apply to the entire Downtown Area, and addresses topics such as Design, Windows, Landscaping, Materials, and Storefronts.

### B. Concept Plan (Article 3)

1. The concept plan divides the Downtown Area into sub-areas, reflecting specific context, locational considerations, and the desired future form and function of the public realm (Map 3.1).

### C. Districts and the Regulating Plan (Article 3)

1. Building on the public participation workshop, a Regulating Plan has been produced for the Downtown Area.
2. The Regulating Plan is the coding key for the Downtown Area, and serves as a public space master plan referring the reader to specific information on prescribed development for each District within the Downtown Area.
3. Districts are mapped on the Regulating Plan (Map 3.2) and are portions of the incorporated area of the City within which certain regulations and requirements or various combinations thereof apply under the provisions of this Code.
4. Districts have been defined to generally align with the Concept Plan, though slight changes have been made to account for property lines, public rights of way, and natural and man-made features.
5. District boundaries are established as shown on the Regulating Plan (Map 3.2), and this map, with all notations, references, and other information shown thereon shall be as much a part of this Code as if fully described herein.
6. Unless shown otherwise, the boundaries of the Districts are lot lines, the centerlines of streets, alleys, roads, or such lines extended, and the boundaries of the City of Sault Ste Marie Downtown Development Authority (DDA).
7. Where, due to the scale, lack of detail, or illegibility of the Regulating Plan accompanying this Code, there is any uncertainty, contradiction, or conflict as to the intended location of any District boundaries shown thereon, interpretation concerning the exact location of District boundary lines shall be determined, upon written application, or upon its own motion, by the Zoning Board of Appeals.

### D. Building Types Standards (Article 4)

1. The intent of the Building Types Standards is to shape the specific physical form and functional character of the built environment within each District in order to define the public realm in accordance with community goals. The standards are designed to reflect the minimum level of control necessary to accomplish this intent.
2. The Building Types Standards establish basic parameters governing building form, including the envelope for building placement (in three dimensions) and certain permitted/required building elements, such as window and door openings, porches, balconies, and materials. The Building Types Standards establish both the boundaries within which development may occur and specific elements that may or shall be present. Building Types also each come with their own private frontage types and allowable uses. The allowable building types in a particular District are listed in the Table of Allowable Building Types by District (Table 3.1).

## E. Thoroughfare and Parking Standards (Articles 5 And 6)

1. The purpose of the Thoroughfare Standards is to provide coherent street space design guidelines, and to assist owners and builders in understanding the relationship between the public space and their building/lot. These principles describe the parameters for the placement of street trees and other public amenities (e.g., benches, signs, street trees, etc.) on or near each building site. The prescribed general physical characteristics of the street space are intended to establish a safe, environmentally responsible, pedestrian-friendly environment.
2. The street space should be designed to balance the needs of all modes of transportation, including motorized and non-motorized, and to ensure maximum mobility and access. While all streets must appropriately balance multimodal transportation needs, street character will vary as a given street traverses different Districts. Some streets will accommodate a larger volume of traffic and provide a more active and intense urban pedestrian experience while other streets will provide a less active and more intimately scaled street space.
3. General standards have also been established for provision of parking, as well as for the location and screening of surface parking lots.

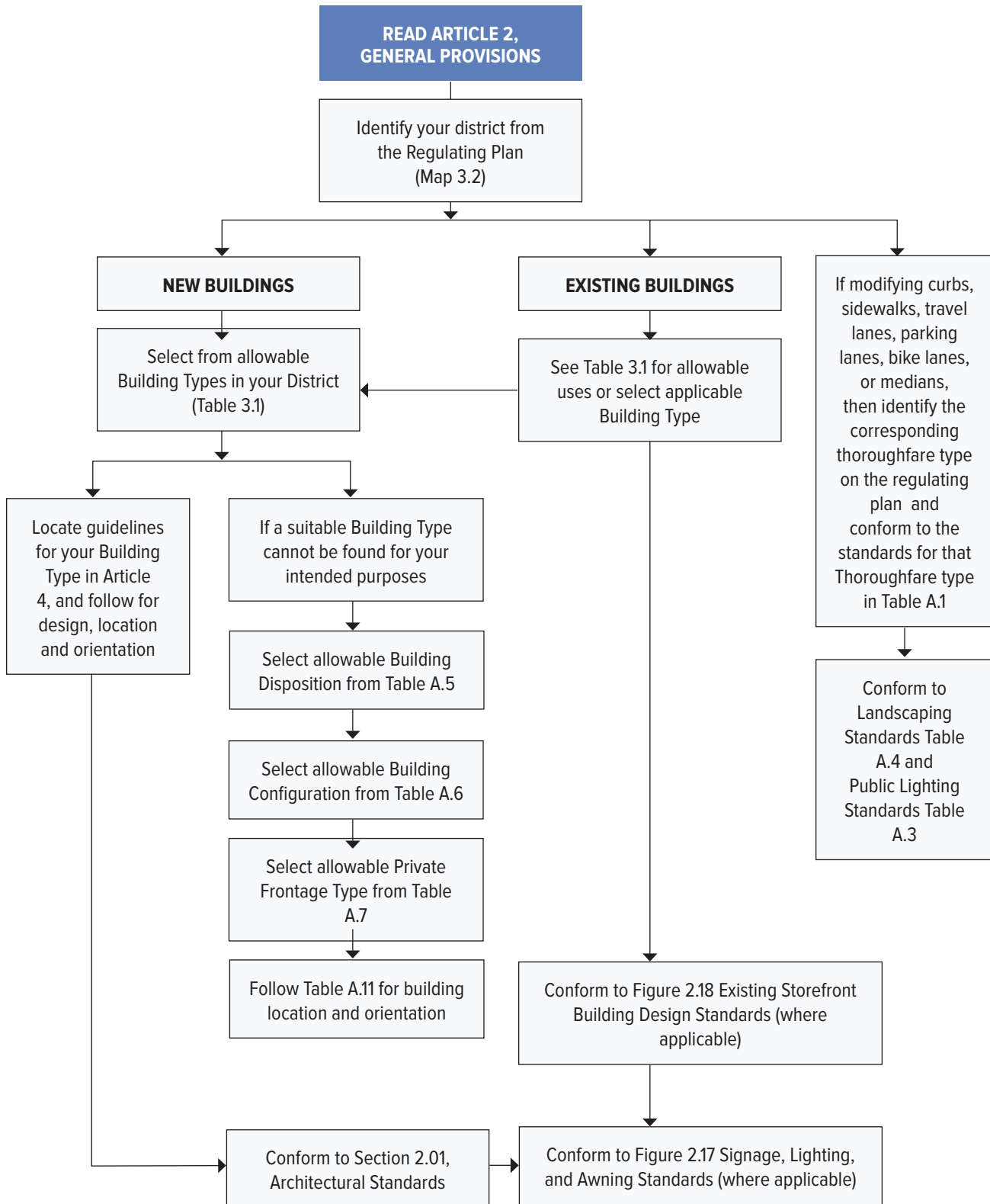
## 1.08 APPROVALS

In order to obtain zoning compliance approval for construction within the boundaries of the Downtown Sault Ste Marie Form-Based Code Area, an applicant shall follow the process outlined in Section 10-1.19 of the Sault Ste Marie City Zoning Ordinance. All site plans which conform to this Code shall qualify for administrative approval as outlined in Section 10-1.19(4) of the Sault Ste Marie City Zoning Ordinance.

## 1.09 HOW TO USE THIS CODE

This Code will prescribe building placement, the parameters for its three-dimensional form, both required and allowed architectural/functional elements, and the range of allowable Uses. See Figure 1.1 , “How To Use This Code”.

Figure 1.1: How to Use This Code





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# ARTICLE 2: GENERAL PROVISIONS

## 2.01 GENERAL ARCHITECTURAL STANDARDS FOR ALL BUILDING TYPES

### A. Applicability

1. All design of new buildings and new building additions, within the Downtown Sault Ste Marie Form-Based Code Area, shall conform to these standards.
2. The substantial modification of any existing structures within the Downtown Area, which are contributing structures to any local or national historic districts, shall follow the Standards for Historic Districts herein (Section 2.01 (B)).
3. Other Existing Storefronts must follow the Standards for Existing Storefronts herein (See Section 2.01 (K)).
4. All building signage, awnings, exterior displays, and exterior lighting within the Downtown Area shall conform to Section 2.02 Signs and Figure 2.17 Signage, Lighting, and Awning Standards, except features which are appropriate to a building's period of original construction may be substituted on structures contributing to any historic district.
5. All new building design activity (including for new building additions), within the Downtown Area, shall be earnestly directed, within the constraints generously provided by this Code, toward the achievement of both beauty and originality, and in conformance with the Building Type Standards contained within this Code.

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## B. Historic Districts

1. The rehabilitation of any existing structures within the Downtown Area, which are contributing structures to any local or national historic districts, shall adhere to the following standards, regardless of associated funding sources:
  - a) A property shall be used for its historic purpose or be placed in a new use that requires minimal change to the defining characteristics of the building and its site and environment.
  - b) The historic character of a property shall be retained and preserved. The removal of historic materials or alteration of features and spaces that characterize a property shall be avoided.
  - c) Each property shall be recognized as a physical record of its time, place, and use. Changes that create a false sense of historical development, such as adding conjectural features or architectural elements from other buildings, shall not be undertaken.
  - d) Most properties change over time; those changes that have acquired historic significance in their own right shall be retained and preserved.
  - e) Distinctive features, finishes, and construction techniques or examples of craftsmanship that characterize a historic property shall be preserved.
  - f) Deteriorated historic features shall be repaired rather than replaced. Where the severity of deterioration requires replacement of a distinctive feature, the new feature shall match the old in design, color, texture, and other visual qualities and, where possible, materials. Replacement of missing features shall be substantiated by documentary, physical, or pictorial evidence.
  - g) Chemical or physical treatments, such as sandblasting, that cause damage to historic materials shall not be used. The surface cleaning of structures, if appropriate, shall be undertaken using the gentlest means possible.
  - h) Significant archeological resources affected by a project shall be protected and preserved. If such resources must be disturbed, mitigation measures shall be undertaken.

- i) New additions, exterior alterations, or related new construction shall not destroy historic materials that characterize the property. The new work shall be differentiated from the old and shall be compatible with the massing, size, scale, and architectural features to protect the historic integrity of the property and its environment.
- j) New additions and adjacent or related new construction shall be undertaken in such a manner that if removed in the future, the essential form and integrity of the historic property and its environment would be unimpaired.

## C. Design

1. Locate the main entrances and primary signage for all buildings so as to address the street of postal address, NOT at the rear of buildings or on a parking lot (Building Type J, Residential Accessory Dwelling Unit/Garage Buildings, excepted). Businesses may have a secondary entrance at the rear along a parking lot or at the side along a thoroughfare. However, signage addressing a parking lot shall be subordinate to the primary signage.
2. Construct all façades, façade segments, and exterior building walls conforming to, parallel to, or tangent with corresponding frontages.
3. Include a sense of scale and proportion along street level façades by employing structural bay and/or storefront spacing at regular intervals (whenever developed in multiples). In such instances, columns, pilasters, storefronts, and/or entryways must also repeat as identical or similar design elements.
4. Use proportional column spacing. Proportional systems are illustrated in Figure 2.1.
5. Provide a hierarchy of architectural details and features with emphasis at the street level. (In general, proximity to the street suggests greater detail).
6. All wall and façade openings, including porches, galleries, arcades and windows (with the exception of storefronts), shall be square or vertical in proportion.
7. Excluding storefronts at-grade, wall and/or façade openings shall be punched-through an opaque wall plane and are not to exceed 35% of the total building wall and/or façade area, with the wall and/or façade area corresponding to each structural bay calculated independently.

8. Overhanging building masses, balconies, and porches must be supported on columns, with column height limited to three stories. Building cantilevers are prohibited (bay windows and dining room extensions at the sides of craftsman-type residential buildings excepted).
9. The face of framing on framed walls must align vertically with the face of the corresponding foundation beneath (Figure 2.2).
10. The face of entablature or frieze must align vertically with columns, not with column capitals (Figure 2.3).
11. Column and pilaster base height must exceed those of corresponding capitals (Figure 2.3).
12. Include with any entablature a coruna to shed water beyond the frieze (Figure 2.4).

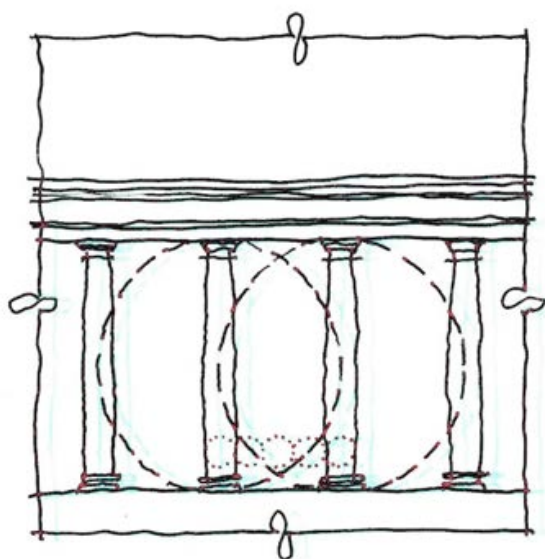


Figure 2.1: Proportional Systems of Columnnation

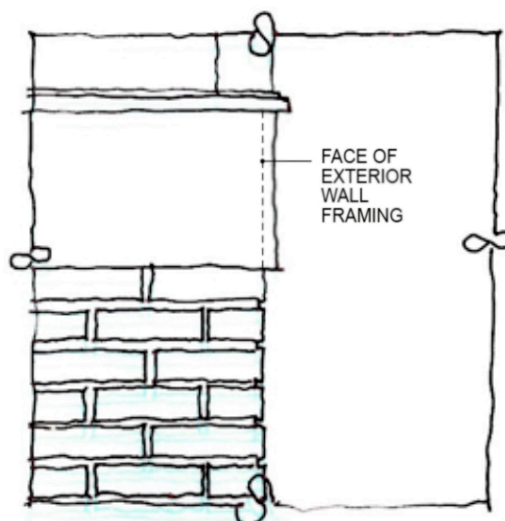


Figure 2.2: Alignment of Framing on Framed Walls

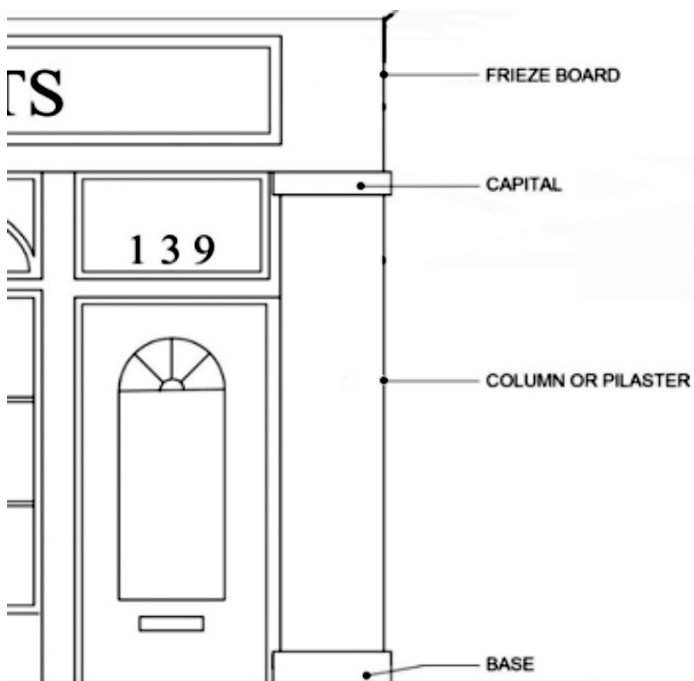


Figure 2.3: Alignment of Entablatures and Friezes

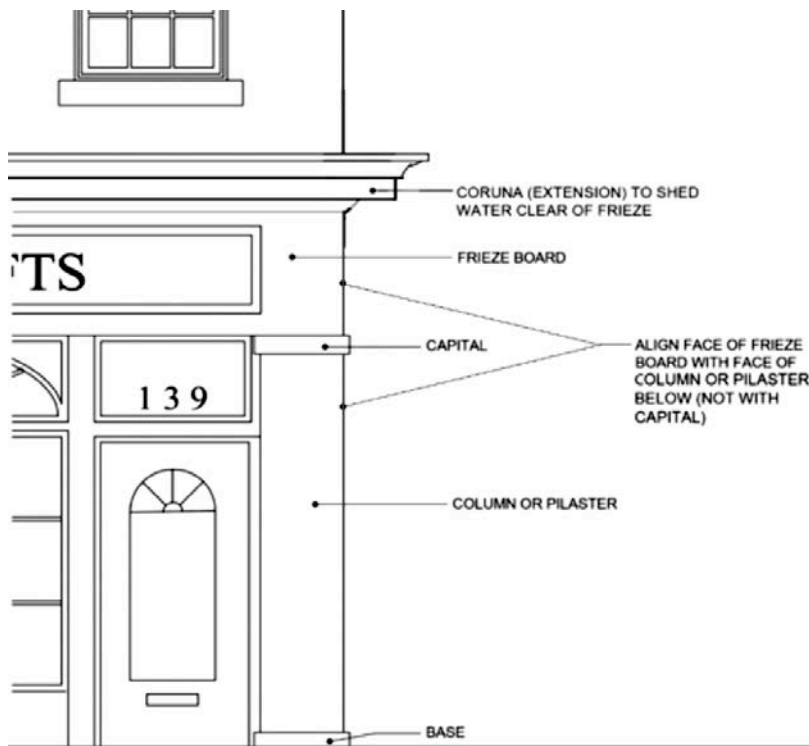


Figure 2.4: Column height; Inclusion of corunas

#### D. Windows

1. Brick mold is prohibited at windows on non-masonry buildings.
2. All building windows must be operable (storefront glass and transoms excepted).
3. Windows that operate as horizontal sliders are prohibited.
4. Window glass shall have a minimum transparency of 80%.
5. Overall window openings and individual glass openings must both be vertically proportioned or square and must also be similarly proportioned throughout the design of the structure.
6. Masonry lintel heights must be at least 1/5 the width of the corresponding window openings (Figure 2.5).
7. Eave trim must intersect an arch only at the top of the corresponding keystone.
8. Window grilles are prohibited unless adhered to both sides of the glass with a spacer bar included between the panes of glass.
9. Window sashes and storefronts must be recessed min. 4 inches from the predominant exterior wall plane on masonry buildings, in order to shade windows and accentuate exterior wall thicknesses.
10. Shutters must be ½ the width of corresponding sashes and installed with hinges and dogs (Figure 2.6).
11. Bay windows must have visible means of support or extend to the ground (bay windows located on the sides of craftsman residential buildings excepted) (Figure 2.7).
12. Finish on metal window screen frames must match the exterior finish of the corresponding window sashes. Additionally, the color of the corresponding window casings, sills and other trim work must match both.
13. When topping rectangular windows with a segmented arch, the radius of the arch shall be equal to the width of the corresponding window.



14. Any and all Palladian windows are regulated as follows (Figure 2.8):

- Windows must include exactly four pilasters;
- Center sash(es) must be five panes high combined;
- Side sash(es) must be four panes high combined;
- The spring line of the arch must coincide with the top of the fifth glass pane module as well as with the top of the cornice of the entablature;
- Arch trim must not extend laterally beyond the bases of any pilasters;
- If window is set in brick, then the trim / surround must sit outside of the brick, proud of brick face.

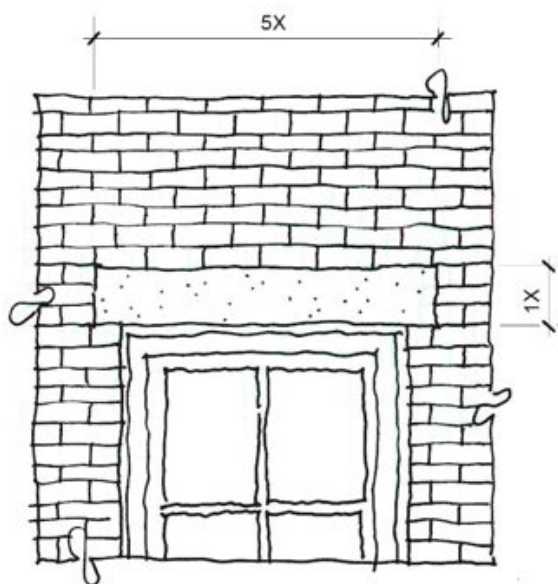


Figure 2.5: Masonry Lintel Height Proportions

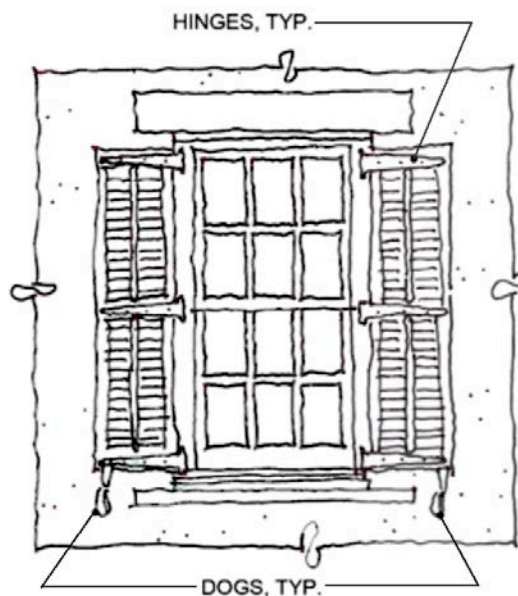


Figure 2.6: Shutter Width Proportions

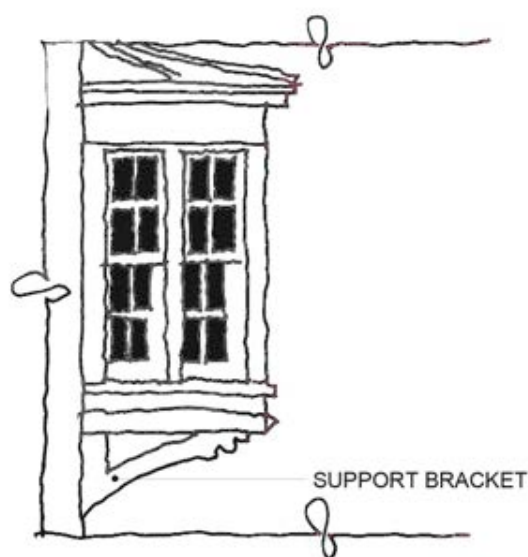


Figure 2.7: Bay Windows

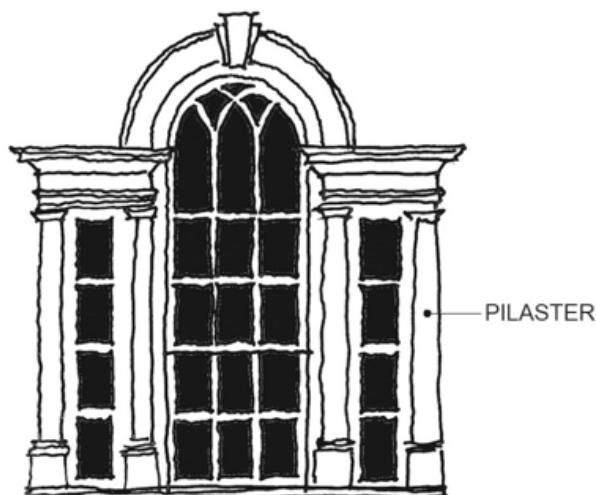


Figure 2.8: Palladian Windows

## E. Doors

1. The style of exterior doors must match the architectural style of the corresponding building.
2. Exterior doors that operate as sliders are prohibited.
3. Door glass transparency must be minimum 80%.
4. The radius of segmented arches above doors (where present) must equal the width of corresponding doors or masonry opening.
5. Residential exterior doors visible from frontages must be made of either stained and sealed or painted wood, and fabricated with rails and stiles that are either quarter-sawn or painted. Any storm and/or screen doors must also conform to these standards.
6. Commercial building types shall not have residential-grade windows, nor sliding glass doors, as part of shopfront designs. Residential-grade exterior doors shall not be located on any elevations (wood screen and/or storm doors excepted). Screen/storm doors must conform to E.5 above.

## F. Landscaping

1. On lots where the associated Building Type is to include a Maximum 0'-0" setback, provide (absent a façade or other building wall) a minimum 72" height manicured hedge, a low brick wall with a 3-inch thick concrete cap (between 32 and 36-inches above sidewalk in height, including wall and cap), or a minimum 6' height decorative metal fencing, inset between capped brick piers, at the right-of-way line. (Security fences located out of view from frontages excepted).
2. Pertaining to residential frontages that include a building setback, any fences installed within the first 25 feet of the frontage line shall be of painted wood or decorative metal and be 30 to 34-inches in height. Fences otherwise may be of wood board or chain link 3'-6" to 6'-0" in height.
3. All non-living street screens (including walls and fences) should be constructed of a material matching or complimenting the adjacent building façade.
4. Install and maintain lawns within building setbacks.
5. Where building setbacks are allowable and employed, foundation plantings are optional.
6. Where building setbacks are allowable and employed, low manicured hedges (or minimum 6' height decorative metal fencing inset between capped brick piers) are optional along right-of-way lines.
7. No parking lots shall be left exposed to streets, frontages, or right-of way lines (parking garages excepted). Screen all parking lots with a 72" ht. manicured hedge just behind the right-of way line. Curb cuts must be consolidated and separated by minimum 120' and 72" ht. with manicured hedges installed and maintained between them.

## G. Materials

1. Materials and finishes that are subject to (and allow for) periodic maintenance will breathe new life into a district or neighborhood on a regular basis because of the corresponding regular and necessary interventions and, thus, are preferred. Maintenance-free materials, on the other hand, are discouraged because they will fade, dent, or split, while remaining un-recoverable or un-repairable, and thus will perpetually broadcast a culture of neglect (materials that develop a natural patina, such as un-sealed copper, concrete block, and clay tile, excepted).
2. Wall materials may be combined on each façade only horizontally (one above the other, not side-by-side), with the heavier material below the lighter, except that exterior building materials may change at the vertical lines of inside building corners.
3. Use fine and smooth-textured surfaces whenever employing materials such architectural pre-cast concrete, or cement-board siding for exterior cladding. Rusticated stone and flagstone are prohibited (sandstone excepted). Embossed woodgrain finishes must be turned-around and concealed, with smooth side remaining visible.
4. Allow the color of primary materials such as stucco, stone, brick, or painted siding to dominate the majority of façade surface as its base color. Use accent colors for elements such pilasters, horizontal bands, corner boards, cornices, and window casings and frames to complement the hue and shade of the base color.
5. Sloped-roof materials may include slate, terra cotta, cedar shingles, or dimensional (or solid dark green or dark red) asphalt shingles. (Flat roof materials are not regulated by this code).

6. Brick coursing shall be no less than 8" and no greater than 8.375" in width; 2.66" in height (such that the height of three courses is 8" in height); and the height-to-width ratio of the coursing will be 1/3. Depth of brick coursing shall be 4". Depth of recess and extent of projection are subject to best professional practices.
7. Natural stone must be laid with horizontal orientation of individual stones (Figure 2.9).
8. Masonry window treatments are regulated as according to Figure 2.10.
9. Building trim on non-masonry buildings is regulated according to Figure 2.11.

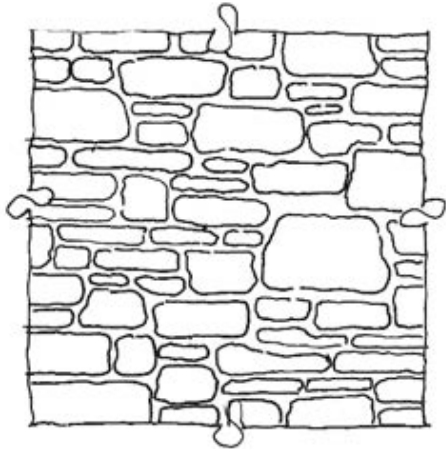


Figure 2.9: Orientation of Natural Stone



Figure 2.10: Treatment of Masonry Windows

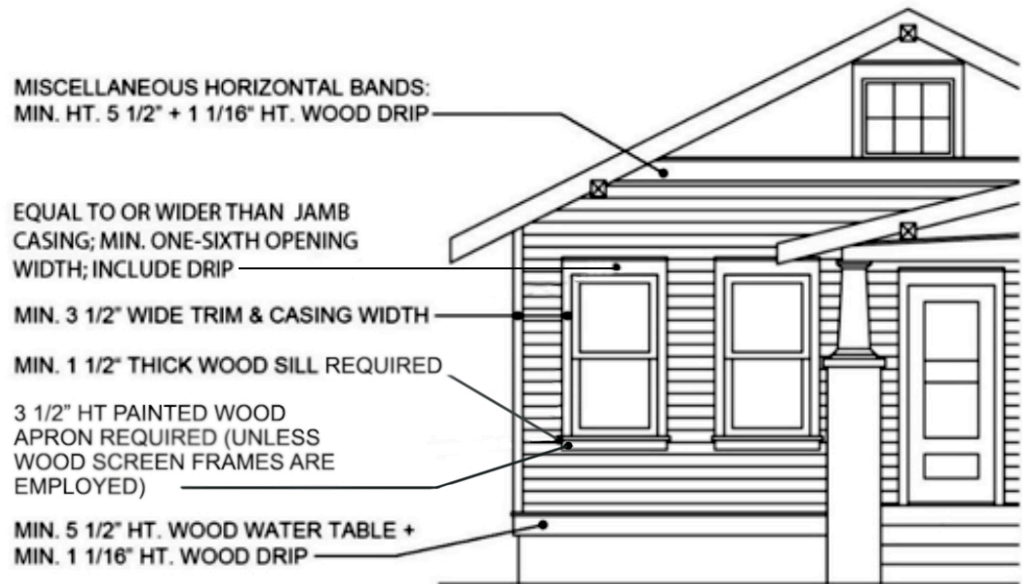


Figure 2.11: Trim on non-masonry buildings

#### H. Railings, Porches, and Balconies

1. Railings must have both top and bottom rails with the bottom rail clearing the floor by 2 ¾ to 4".
2. Balconies must be visually supported by brackets (dining room extensions at sides of craftsman style residential buildings excepted).
3. Balconies and porches shall be made of painted wood or decorative iron or steel (or of the primary building material).
4. The extent of column bases must align with the corresponding foundation or pier beneath (Figure 2.12).
5. Seams between beam faces and beam bottoms should be located on the underside of the beam (Figure 2.13).
6. Include with any entablature a corona to shed water beyond the frieze (Figure 2.4).

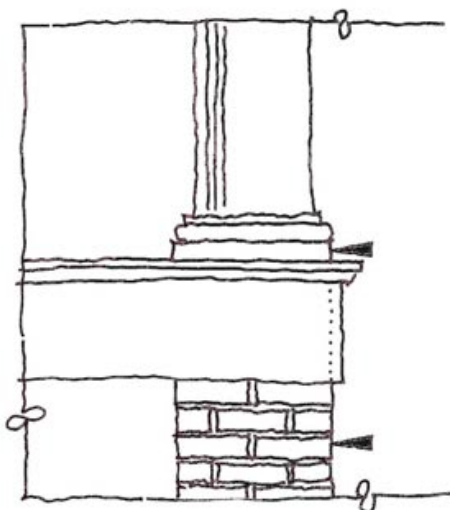


Figure 2.12: Alignment of Column Bases

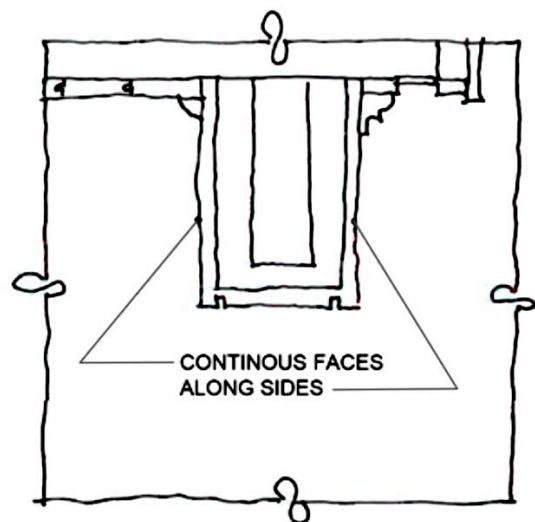


Figure 2.13: Location of Seams on Beams

## I. Roofs

1. Flat roofs shall be enclosed by parapets a minimum of 42" above the roof surface, or as required to conceal rooftop mechanical equipment.
2. Pitched roofs, if provided, shall be symmetrically sloped no less than at a ratio of 5:12. Roofs for porches and attached sheds may have slopes no less than 3:12 shed-style roofs. Must have max. slope of 2:12.
3. At overhangs of greater than 6", exposed rafters or soffits parallel to roof plane are required Figure 2.14).
4. Eave returns are encouraged (Figure 2.15).
5. "Pork chop" style roofs are prohibited (Figure 2.16).

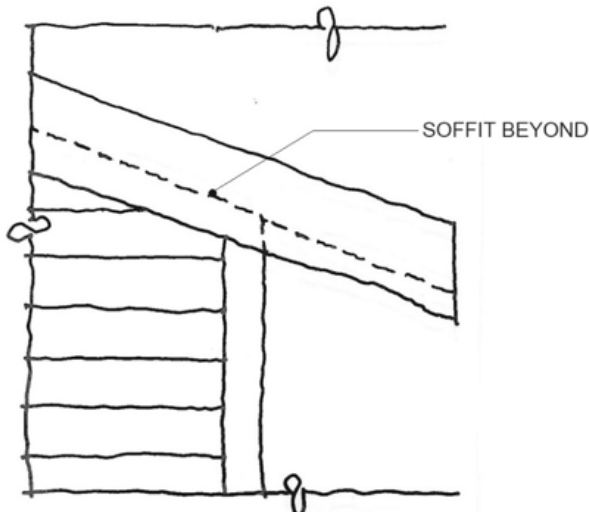


Figure 2.14: Treatment of Overhangs Greater than 5"

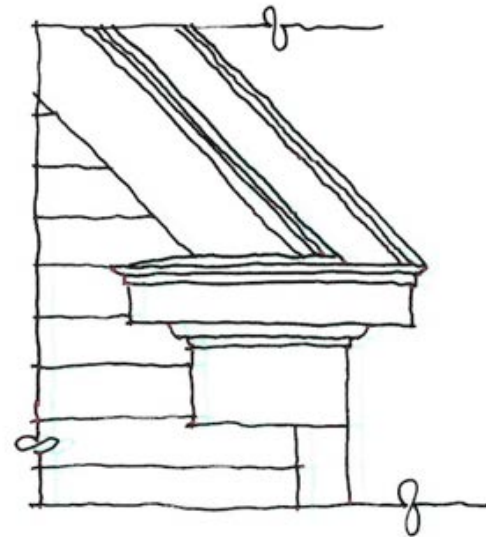


Figure 2.15: EaveReturns

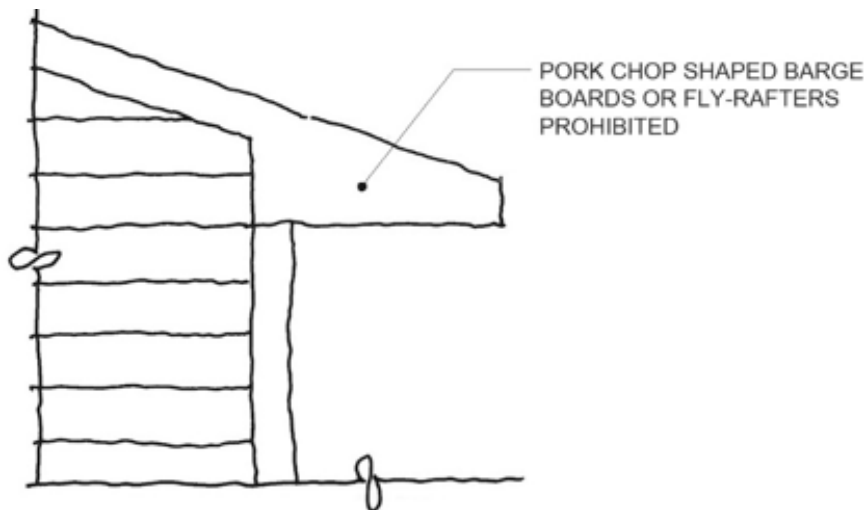


Figure 2.16: "Pork Chop" Style Roof Treatments Prohibited



## J. Storefronts and Entryways

1. Storefronts, where applicable to particular Building Types, are to be located at grade or average grade-level and consist of minimum 60% glass between 2' and 10' above grade or average grade-level.
2. Storefront doorways are to be recessed minimum 3'-0".
3. Set storefront glass 24" above grade or average grade-level to provide for building durability and to accommodate Traditional Main Street building features such as base panels and sills at display windows.
4. For storefront and display windows along frontages, provide and maintain at least 80% of glass as free from visual obstructions such as signs, logos, credit card decals, advertisements, window screens, security grilles, blinds or window covering, thus accommodating transparency from the street into the business interior.
5. Awnings and/or door recesses to provide shade to storefront glass, protect interiors and merchandise, and add depth to otherwise desolate streetscapes. Where affordable, employ canvas or rigid metal suspended awnings.
6. Internally illuminated and/or curved awnings are also prohibited (except on arched windows, where semi-spherical awnings are allowable).
7. Use awnings to define individual storefront and/or window openings only. The continuation of awnings along blank walls is prohibited.
8. Include with any entablature a corona to shed water beyond the frieze (Figure 2.4).

## K. Standards for Existing Storefronts (Figure 2.18)

1. If the existing storefront is original, preserve as much of the original materials and configuration as possible. If there are missing elements, such as transoms, they should be replaced.
2. Occasionally, a remodeled or slightly altered storefront may have equal value as an original. It can be historically significant in its own right. Ask the Sault Ste. Marie Community Development Director if these alterations qualify as being worth maintaining.
3. Recessed entryways must be maintained and no solid or residential doors may be installed.
4. The original (or approved altered) display window size must be maintained and new window glazing should have a high light transmission factor (80%) or greater. This means no dark tinting or mirrored surfaces.
5. Any security grates must be placed on the interior of the storefront.
6. A bulkhead or any kick plates should be rehabilitated or preserved.
7. Transom windows, wherever still in place, must be repaired and maintained. Replacements for missing transoms should match the original, if there is a record of the design. If the transom is missing entirely, choose a modern material that can approximate the scale, texture, and finish of the original, if known from historical documentation or ascertained from historical photographs.
8. Avoid over-decorating the storefront with moldings and window grills.

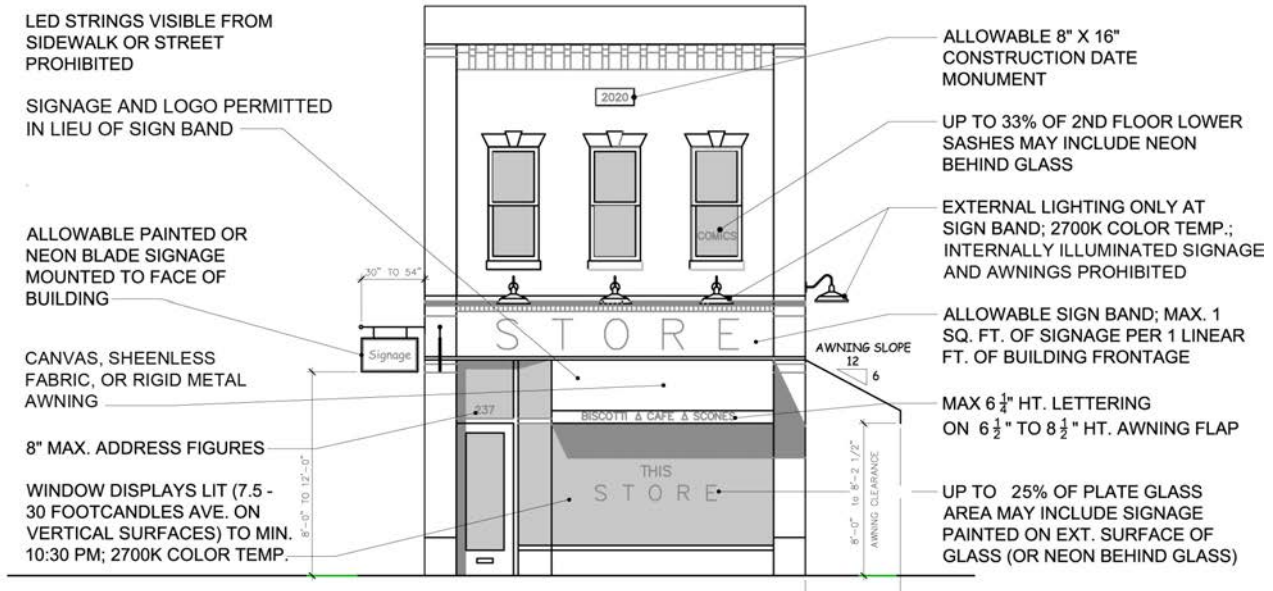


Figure 2.17: Signage, Lighting, and Awning Standards

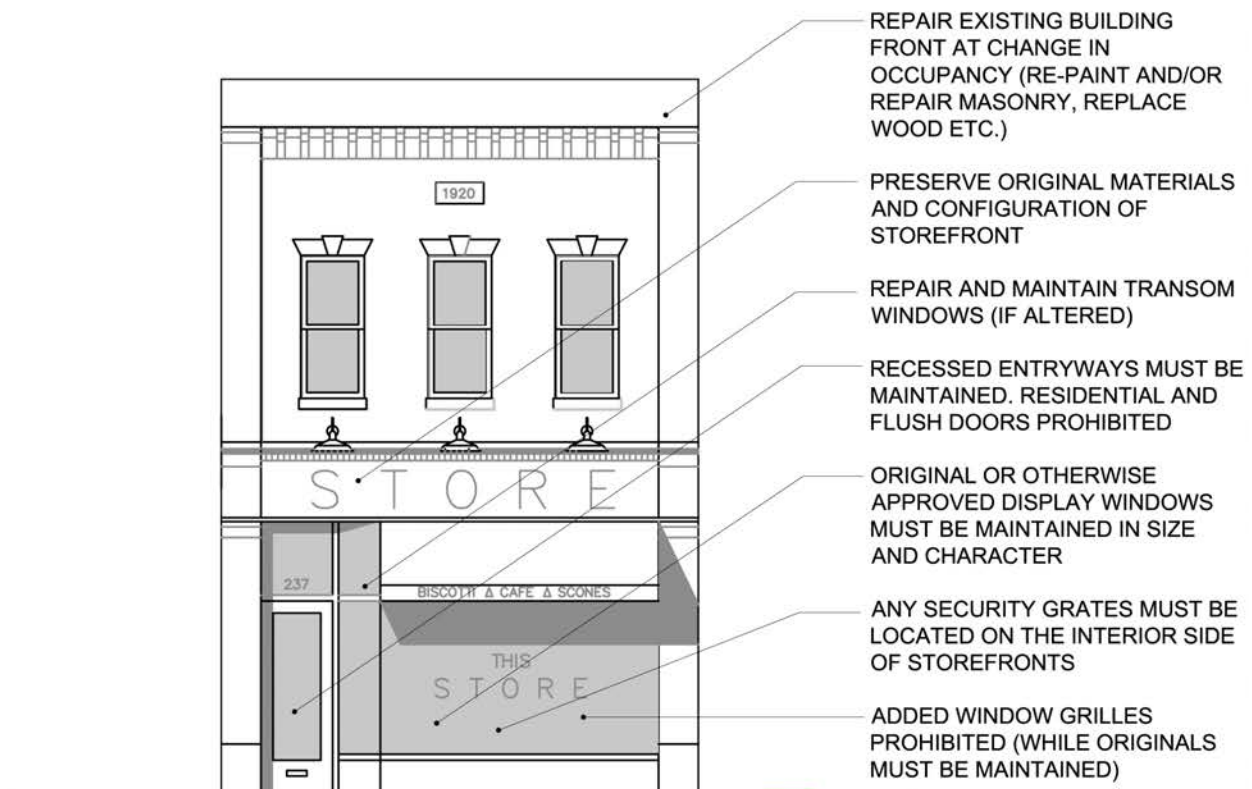


Figure 2.18: Existing Storefront Building Design Standards

## 2.02 SIGNS

- A. Signage Standards are listed in conjunction with Figure 2.17.
- B. These Signage Standards apply only to new signage. Signage in existence prior to the effective date of this Code shall be exempt from its requirements, and shall be treated as nonconforming in accordance with Section 20-30 of the Sault Ste Marie City Sign Ordinance.
- C. Wherever there appears to be a conflict between the Signage Standards and the Sault Ste Marie City Sign Ordinance, these Standards shall prevail. For signage standards not covered herein, the Sault Ste Marie City Sign Ordinance shall be used as the requirement.
- D. Erection of signs shall remain subject to the licensing requirements in Article IV of the Sault Ste Marie City Sign Ordinance.
- E. Relief from these Standards can be obtained in accordance with Section 20-65 of the Sault Ste Marie City Sign Ordinance.
- F. Any elements located on the public right of way require a license from the City of Sault Ste. Marie.

## 2.03 BUILDING EXTERIOR LIGHTING AND SITE LIGHTING

- A. Lighting Standards are listed in conjunction with Figure 2.17.
- B. Lamps (light sources) must be screened from view within luminaires. Luminaires must be designed to direct light source toward intended object or surface, avoiding glare and sky lighting.
- C. Wherever there appears to be a conflict between the Lighting Standards and lighting standards in the Sault Ste Marie City Sign Ordinance, these Standards shall prevail. For lighting standards not covered herein, the Sault Ste Marie City Sign Ordinance shall be used as the requirement.

## 2.04 CIVIC BUILDINGS

Civic buildings are not required to meet the standards of the Code. Civic buildings are structures that contain uses of special public importance including, but not limited to municipal buildings, churches, libraries and schools.

## 2.05 SITE PLAN REVIEW

In order to obtain zoning compliance approval for construction within the boundaries of the Downtown Sault Ste Marie Form-Based Code Area, an applicant shall follow the process outlined in Section 10-1.1911 of the Sault Ste Marie City Zoning Ordinance, however, site plans prepared in accordance with this Code qualify for administrative approval.

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# ARTICLE 3: CONCEPT PLAN AND REGULATING PLAN

## 3.01 GENERAL INTRODUCTION TO THE CONCEPT PLAN AND REGULATING PLAN

The Concept Plan is illustrated on Map 3.1.

### A. Arts and Culture

The Arts and Culture District provides a transition between the area south of the Power Canal and the heart of the Downtown district along Ashmun St. It is where existing cultural institutions including the Bayliss Public Library and River of History Museum are located, and where theaters have historically existed.

### B. Downtown Core

The Downtown Core District is the commercial heart of the Downtown. It is where the most intense level of commercial activity will take place. Buildings are limited by-right to multiple story mixed-use with retail frontages.

### C. Downtown Residential

The Downtown Residential District is focused on Ridge Street, immediately west of Ashmun St. Its purpose is to provide the Downtown with an area suitable for larger buildings that are predominantly residential in character, as well as hotels.

### D. Entertainment

The Entertainment District is focused on Portage Avenue between Osborne and Ashmun, and includes the northernmost two blocks of Ashmun St. Given its proximity to the Soo Locks and history as an area for nightlife and entertainment, this zone is established with the intent of preserving and cultivating the area's lively character.

### E. Government Service

The Government Service District flanks the eastern half of the Downtown and is focused on Bingham St. Home to city and county civic buildings and associated business services, the zone provides for future development of these uses while allowing a variety of smaller-scale residential development to occur, transitioning between Downtown and existing residential neighborhoods to the east.

### F. Medical Center

The Medical Center District is centered on MyMichigan Medical Center Sault. It provides for the future development of the hospital campus and associated offices and businesses.

### G. Neighborhood Service

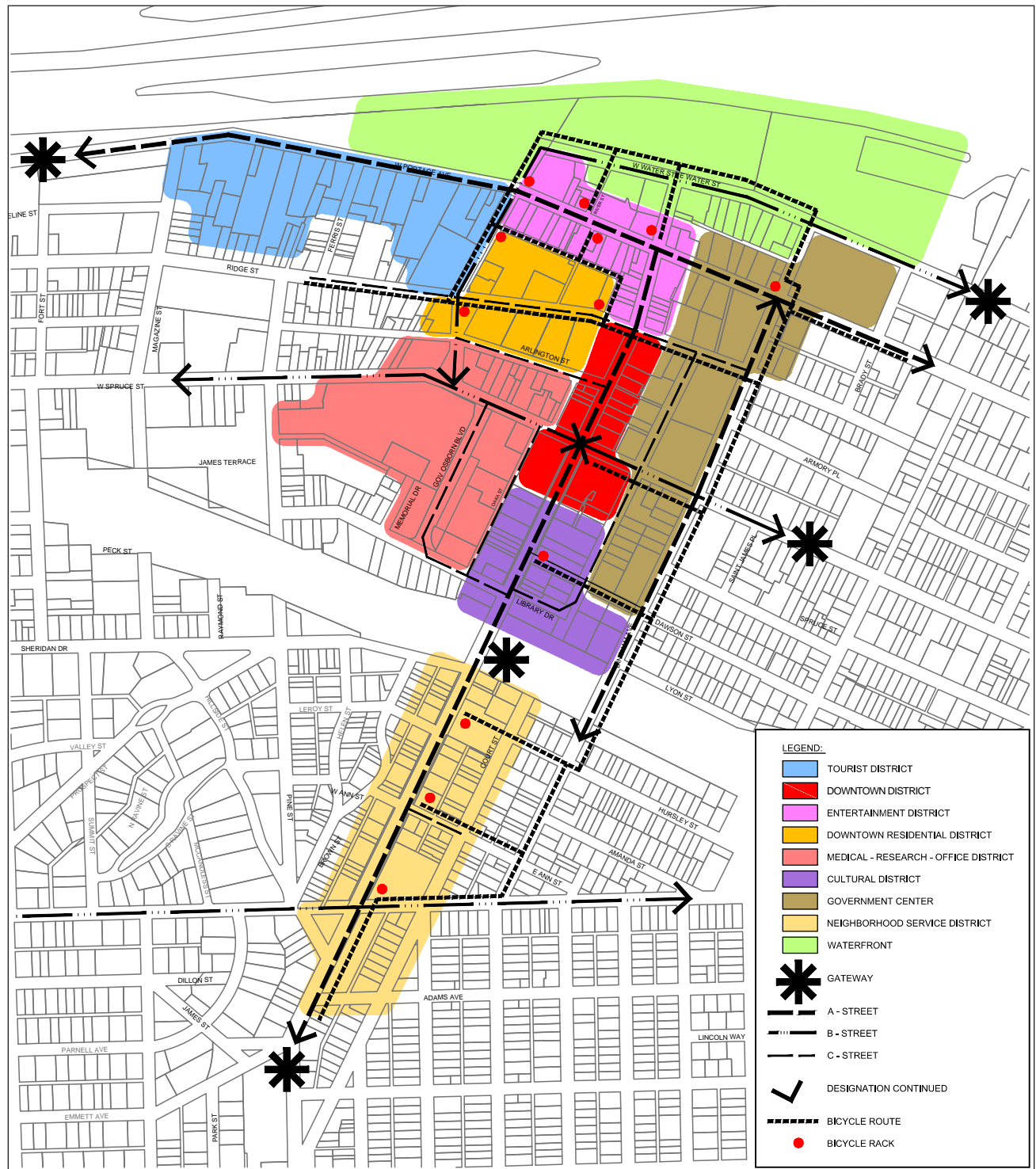
The Neighborhood Service District is centered on Ashmun Street from the Power Canal south to Easterday Avenue. It provides for new development that reinforces the relaxed, mixed-use character that has historically defined the corridor, and provides everyday services within walking distance of the surrounding neighborhoods and university campus.

### H. Tourist

The Tourist District extends eastward along Portage Avenue from Osborne to Magazine Street. It preserves the unique character of this corridor, which is defined by mid-20th century motels, gift shops, and restaurants.

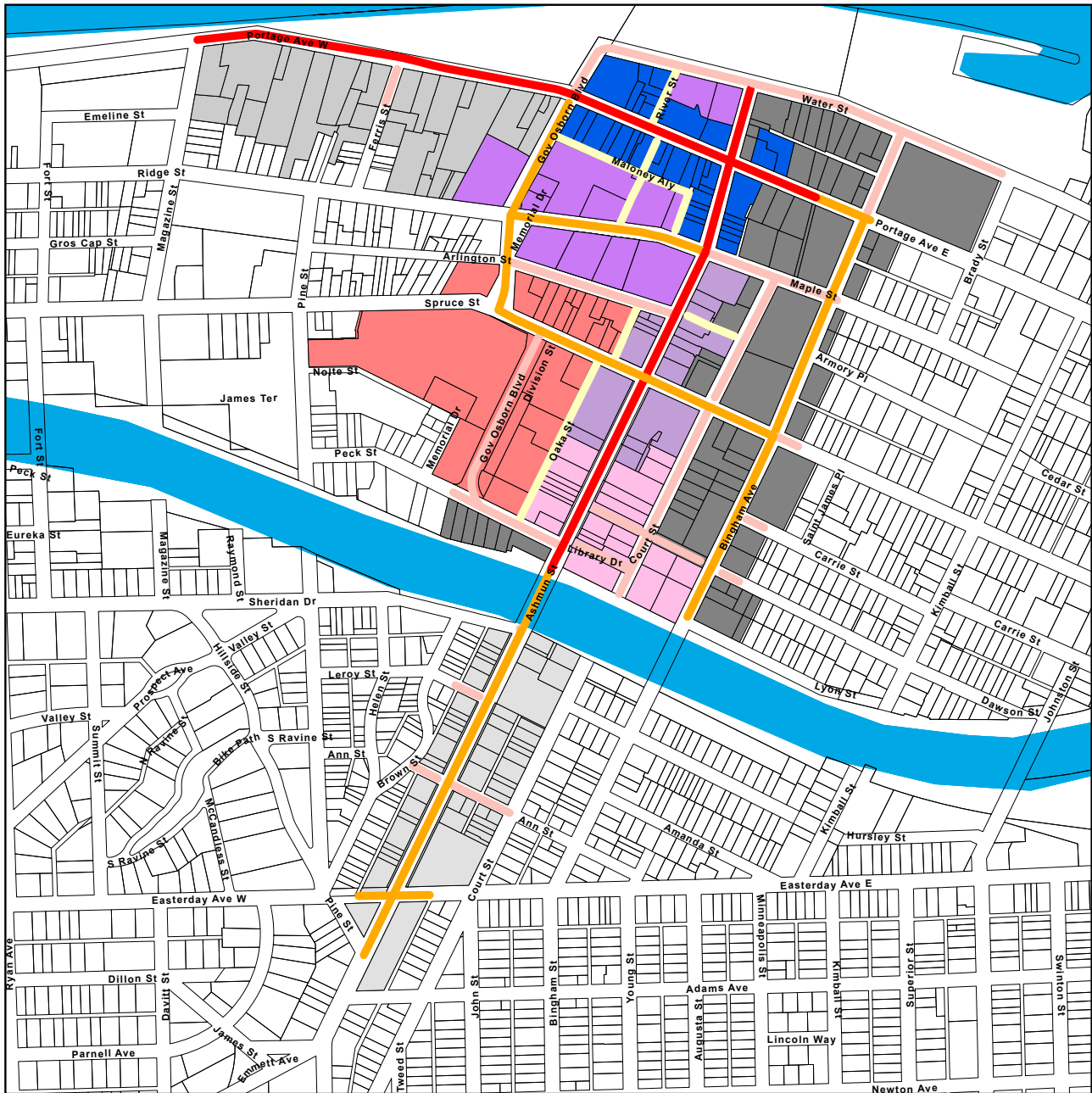
### MAP 3.1: CONCEPT PLAN

Downtown Sault Ste Marie sub-divided into Districts, illustrated on the Concept Plan, which informs the Regulating Plan. The Concept Plan is based on the public vision developed at community workshops.





MAP 3.2: REGULATING PLAN



# Form Based Code

City of Sault Ste. Marie

November 30, 2022

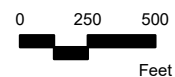
## LEGEND

### Districts

- Arts and Culture
- Downtown Core
- Downtown Residential
- Entertainment
- Government Service
- Medical Center
- Neighborhood Service
- Tourism

### Thoroughfares

- Place Making
- Downtown Connector
- Green Alley
- Local Connector



Parcel and Data Source: City of Sault Ste. Marie, Sault Ste. Marie Downtown Development Authority, McKenna



MCKENNA

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## 3.02 TABLE OF ALLOWABLE BUILDING TYPES

- A. Property in each District may be developed only with the associated Building Type(s) as indicated in Table 3.1. Refer to Table 3.1 to determine the specific Building Type(s) that are permitted by-right, or require conditional approval, in each of the Districts.

TABLE 3.1: ALLOWABLE BUILDING TYPES BY DISTRICT																			
DISTRICT	Building type (Article 4)																		
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
Government Service	P	P	P	P	P	P	P	P		P	C	P	C	C	C				C
Downtown Residential								P	P			C	C				P		C
Downtown Core											C	C	P	P				P	C
Entertainment												C	P				P	P	C
Tourism											C	P	P			P	P		
Medical Center	P	P	P	P	P	P	P			P		C		P	P		C		C
Arts/Culture											P	P	P					P	C
Neighborhood Service											P	P	P	P	P				C

TABLE 3.2: USES BY DISTRICT FOR EXISTING BUILDINGS													
DISTRICT	RESIDENTIAL	OFFICE	RETAIL / SERVICE	WOOD SHOPS / TRADES INDEPENDENT FABRICATORS	CRAFT SHOP	RESTAURANT	EDUCATION	ASSEMBLY / CIVIC	BANK	MEDICAL / RESEARCH	INCIDENTAL / INDOOR STORAGE	MOTEL / HOTEL	THEATRE
Government Service	P	P	P	C	C		C	P	P		P		
Downtown Residential	P	P	P							P		P	
Downtown Core	UP	UP	P		P	P	C	UP	P	P			P
Entertainment	UP	UP	P		UP	P	UP	UP				P	P
Tourism	UP	UP	P		P	P	C	C	P		P	P	
Medical Center	P	P	C			P	P			P		C	
Arts/Culture	UP	P	P	C	P	P		P			C		P
Neighborhood Service	UP	P	P	C	P	P	P	P	P		C	P	

### KEY

P	Permitted
C	Conditional Approval Required
UP	Permitted in Second Story or Higher
	Not Permitted

# ARTICLE 4: BUILDING TYPES AND FAÇADES

## 4.01 PURPOSE

Table 3.1 identifies specific Building Types that are allowable by District and Article 4 provides design standards for each type, to ensure that building form and character are consistent with the City of Sault Ste Marie Master Plan.

## 4.02 APPLICABILITY

- A. Each proposed building shall be designed in compliance with the standards of this Article for the applicable Building Type, except Civic Buildings, which are not required to meet the Building Type Standards of this Code.
- B. Planning Commission may waive the above requirements finding two of the following standards have been met:
  1. The architectural design of the proposed structure is consistent with the character of the surrounding area.
  2. The architectural design otherwise meets the General Architectural Standards for all Building Types, Section 2.01.
  3. The project is an adaptive reuse of an existing structure and the architectural design brings the building more into compliance with the General Architectural Standards for all Building Types, Section 2.01.

## 4.03 BUILDING TYPES BY DISTRICT

Property may be developed only with the Building Types allowed by this Article in the District applicable to each lot. Refer to Table 3.1 to determine the specific Building Types that are permitted in each of the Districts.

## 4.04 CONTENTS OF THIS ARTICLE

The following Building Types are specified in this Article:

- A. Single-Family House Building Type
- B. Adjacent Duplex Building Type
- C. Stacked Duplex Building Type
- D. Triplex Building Type
- E. Fourplex Building Type
- F. Bungalow Court Building Type
- G. Rowhouse Building Type
- H. Small Apartment Building Type
- I. Large Apartment Building Type
- J. Residential Accessory Dwelling Unit/ Garage Building Type
- K. Live-Work Building Type
- L. Retail Building Type
- M. Mixed-Use Building Type
- N. Bank Building Type
- O. Medical Office/Research Building Type
- P. Motel Building Type
- Q. Hotel Building Type
- R. Theater/Arena Building Type
- S. Parking Garage Building Type

## 4.05 SCHEDULE OF REGULATIONS BY BUILDING TYPE

TABLE 4.1: SCHEDULE OF REGULATIONS BY BUILDING TYPE

Building Type	Front Setback (j)	Side Setback (adjacent to private lot)	Side Setback (adjacent to ROW line)	Rear Setback
<b>A. Single-Family House</b>	≥ 20' (a)	≥ 8'	7' to 12'	≥ 10'
<b>B. Adjacent Duplex</b>	≥ 20' (a)	≥ 8'	7' to 12'	≥ 10'
<b>C. Stacked Duplex</b>	≥ 20' (a)	≥ 8'	7' to 12'	≥ 10'
<b>D. Triplex</b>	≥ 20' (a)	≥ 8'	7' to 12'	≥ 10'
<b>E. Fourplex</b>	10' (b) (i)	≥ 7'	4' to 7'	≥ 0'
<b>F. Bungalow Court</b>	≤ 4' (i)	≥ 4'	0'	≤ 7'
<b>G. Rowhouse</b>	20' (c) (i)	≥ 4'	4' to 6'	≥ 10' (d)
<b>H. Small Apartment Building</b>	≤ 10' (e) (i)	≥ 4'	≤ 7'	≥ 0'
<b>I. Large Apartment Building</b>	≤ 10' (e) (i)	≥ 4'	0'	≥ 0'
<b>J. Residential Accessory Dwelling Unit /Garage</b>	≥ 10' (f)	≥ 3'	≥ 3'	6' (d)
<b>K. Live-Work Building</b>	0' (g) (i)	≥ 0'	0'	≥ 0'
<b>L. Retail Building</b>	0' (i)	≥ 0'	0'	≥ 0'
<b>M. Mixed-Use Building</b>	0' (i)	≥ 0'	0'	≥ 0'
<b>N. Bank</b>	0' (i)	≥ 0'	0'	≥ 0'
<b>O. Medical Office/Research Building</b>	0' (g) (i)	≥ 0'	0' (h)	≥ 0'
<b>P. Motel</b>	≤ 5'	≥ 5'	n/a	≥ 0'
<b>Q. Hotel</b>	0' (i)	≥ 0'	0'	≥ 0'
<b>R. Theater / Arena</b>	0' (i)	≥ 0'	0'	≥ 0'
<b>S. Parking Garage</b>	0' (g) (i)	≥ 0'	0'	≥ 0'

(a) Setback shall match mean setback of existing residential buildings along block frontage, OR ≥ 20'. Porches may encroach ≤ 12' into required front setbacks.

(b) Setback shall match that of an adjacent residential building on the principal frontage, ≤ 35'. If adjacent building(s) are set back > 35', then setback of new building shall default to 10'.

(c) Setback shall match that of an adjacent residential building on the principal frontage, ≤ 35'. If adjacent building(s) are set back > 35', then setback of new building shall default to 15'. Porches or porticos may encroach ≤ 9' into required front setbacks.

(d) Rear setback is 4' from alley easements. Provide 30' perpendicular approach for garage doors.

(e) Setback shall match that of an adjacent residential building on the principal frontage, ≤ 35'. If adjacent building(s) are set back > 35', then setback of new building shall default to a distance ≤ 10'. Porches or porticos may encroach ≤ 9' into required front setbacks. Entrance canopies on Large Apartment Buildings may extend into right of way over sidewalk.

(f) From main building on parcel.

(g) See Building Type Regulations.

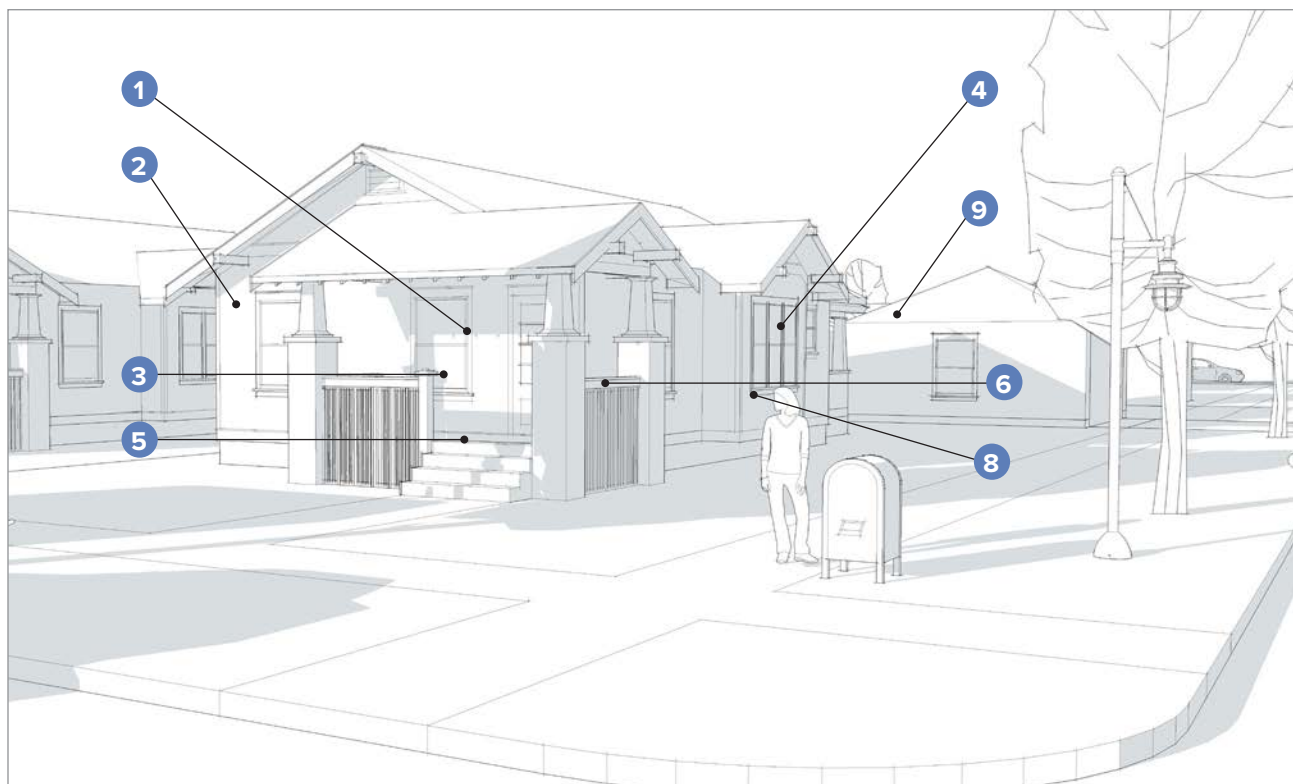
(h) Optional setback of 5' to 7' allowable, otherwise, 0' setback required.

(i) Required build-to line. May substitute for right-of-way line.

(j) Front shall correspond to street of address.

## 4.06 ARCHITECTURAL REGULATIONS BY BUILDING TYPE

### A. SINGLE FAMILY HOUSE



**TABLE 4.A.1: SINGLE-FAMILY HOUSE – SPECIFIC REQUIREMENTS**

1. Traditionally-styled single-family house form containing one residential unit with one main entrance at the front and additional entrances along the sides and/or back.
2. Opaque façade through which window and door openings appear to have been “punched” as through paper in a ring binder.
3. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in variously repeating sizes.
4. Window groupings encouraged, with groups of up to 3 allowable.
5. Ground floor 24” to 36” above grade.
6. Min. 6’-6” deep front porch, maximum 30” above grade, with optional decorative rail 28” to 36” above porch floor.
7. Floor to floor heights limited to 10’-6”.
8. Window screens to be made of wood or, if non-masonry structure, windows to have 3 ½” ht. painted wood aprons added beneath sills to width of cased openings OR have 1.5” to 2” wood sills.
9. Parking pad or detached garage located behind house.
10. Stacked gables limited to two in number and reserved for Craftsman style.

**TABLE 4.A.2: SINGLE-FAMILY HOUSE – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	20' to 55'	≤ 32' (a)	.5 to 1.5	≤ 65'	(b)	n/a	n/a
<b>Window Units - Rectangular</b>	32" to 36" (l)	54" to 72" (m)	1.6 to 2.25 (m)	n/a	(c)	4" (d)	n/a
<b>Window Units - Other Shapes</b>	≤ 36"	≤ 72"	1 to 2.25	n/a	n/a	≥ 4" (d) (e)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 72" (m)	1 to 3	n/a	3.5" to 4" (f)	≥ 4" (d) (e)	n/a
<b>Sills</b>	1" to 4" (g)	(h)	n/a	(i)	n/a	n/a	≤ 2"
<b>Exterior Doors</b>	32" to 48"	80" to 84"	n/a	n/a	≥ 15' (j)	n/a	n/a
<b>Window Casing (Non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
<b>Building Trim (Non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
<p>(a) Refer to Definitions, Article 7</p> <p>(b) Refer to Schedule of Regulations, Section 4.05</p> <p>(c) Spacing dimension shall either be divisible by one-half (0.5) the size of the masonry unit, or by 4".</p> <p>(d) Applicable to all masonry-clad buildings.</p> <p>(e) Palladian windows on masonry-clad buildings excepted.</p> <p>(f) Parameter refers to the casing between window units; windows must not be factory-grouped.</p> <p>(g) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.</p> <p>(h) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2"; OR see specific requirements, Table 4.A.1.</p> <p>(i) Depth to meet window unit.</p> <p>(j) Per any one building wall.</p> <p>(k) Refer to Figure 2.11.</p> <p>(l) Kitchen and bathroom windows may be narrower.</p> <p>(m) Kitchen, bathroom, accent, and half-height single-sash windows excepted.</p>							

**TABLE 4.A.3: SINGLE-FAMILY HOUSE – ALLOWABLE MATERIALS**

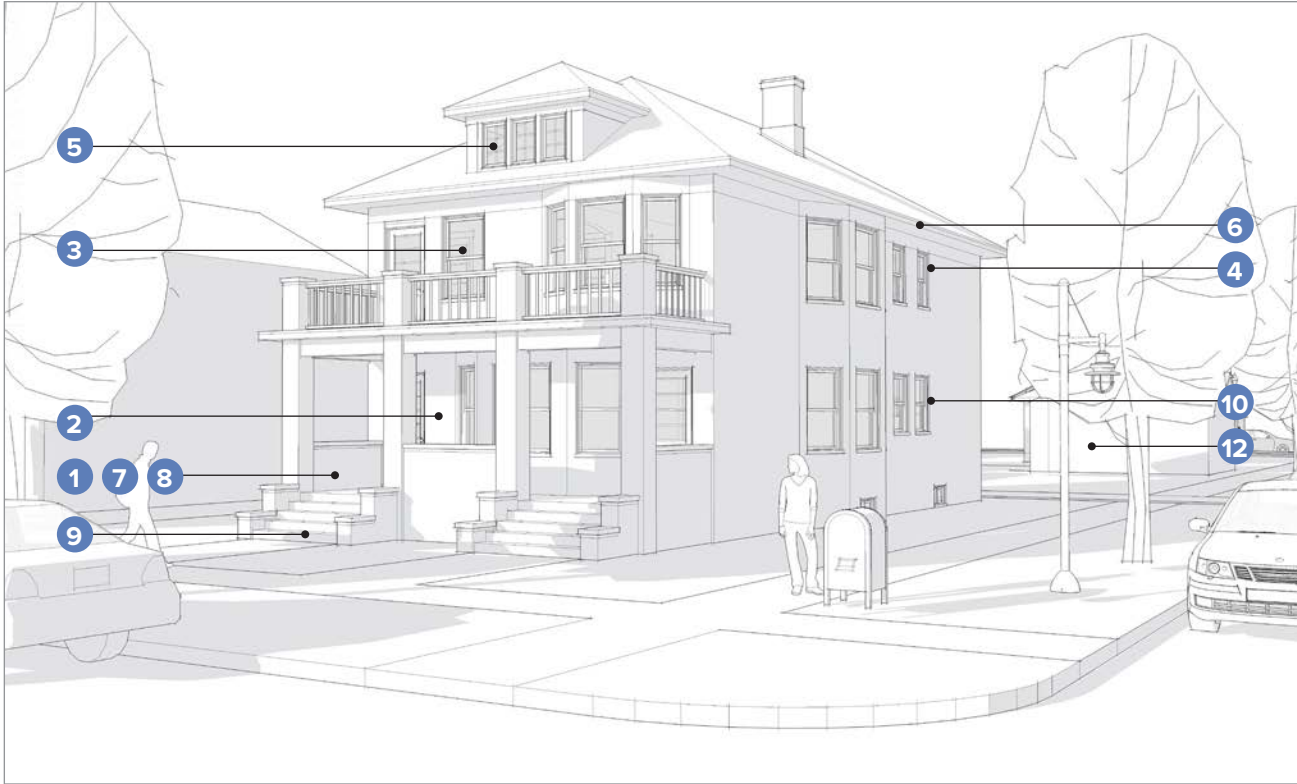
	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X			X	Portland cement stucco; Cement board (a); Architectural grade vinyl siding (c)
<b>Accents</b>	X	X	X	X	X		Painted wood
<b>Window and Door Trim (a)</b>	(b)	X	X	X	X		Cedar
<b>Window Sills (a)</b>		X	X	X	X		Cedar
<b>Columns</b>	X	X	X	X	X		Painted wood
<p>(a) Cement siding and wood trim shall be installed with the smooth side facing outward. Visible woodgrain embossing or rough-sawn surfaces are prohibited.</p> <p>(b) Soldier course.</p> <p>(c) Restoration smooth or equal.</p>							

**TABLE 4.A.4: SINGLE-FAMILY HOUSE – ALLOWABLE USES**

<b>Residential</b>	
<b>Office</b>	



## B. ADJACENT DUPLEX



**TABLE 4.B.1: ADJACENT DUPLEX – SPECIFIC REQUIREMENTS**

1. Traditionally-styled single-family house form containing two residential units with two main entrances at the front and alternate or service entrances along the sides and/or back.
2. Residential units exist side-by-side within building enclosure.
3. Opaque exterior walls through which window and door openings appear to have been “punched” as through paper in a ring binder.
4. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in variously repeating sizes.
5. Window groupings encouraged, with groups of up to 3 allowable.
6. Building overhangs commensurate with style of architecture.
7. Ground floor 24” to 30” above grade.
8. Min. 6’-6” deep front porch maximum 30” above grade with optional decorative rail 28” – 36” above porch floor.
9. Individual main entrance articulation.
10. Window screens to be made of wood or, if non-masonry structure, windows to have 3 ½” ht. painted wood aprons added beneath sills to width of casement openings OR have 1.5” to 2” wood sills.
11. Floor to floor heights limited to 10’-6”.
12. Parking pad or detached garage(s) located behind principal structure.
13. Stacked gables limited to two in number and reserved for Craftsman style.

TABLE 4.B.2: ADJACENT DUPLEX – NUMERICAL PARAMETERS

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	32' to 55'	≤ 32' (a)	.6 to 1.2	≤ 65'	(b)	n/a	n/a
<b>Window Units - Rectangular</b>	32" to 36" (l)	54" to 72" (m)	1.6 to 2.25 (m)	n/a	(c)	≥ 4" (d)	n/a
<b>Window Units - Other Shapes</b>	≤ 36"	≤ 72"	.5 to 2.25	n/a	n/a	≥ 4" (d) (e)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 36"	54" to 72" (m)	1 to 3	n/a	3.5" to 4" (f)	4" (d) (e)	n/a
<b>Sills</b>	1" to 4" (g)	(h)	n/a	(i)	n/a	n/a	≤ 2"
<b>Exterior Doors</b>	32" to 48"	80" to 84"	n/a	n/a	≥ 15' (j)	n/a	n/a
<b>Window Casing (Non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
<b>Building Trim (Non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
(a) Refer to Definitions, Article 7. (b) Refer to Schedule of Regulations, Section 4.05 (c) Spacing dimension shall either be divisible by one-half (0.5) the width of the exterior wall masonry unit, or by 4". (d) Applicable to all masonry-clad buildings. Bay windows excepted. (e) Palladian windows on masonry-clad buildings excepted. (f) Parameter refers to the casing between window units; windows must not be factory-grouped. (g) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening. (h) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2"; OR see Table 4.B.1 (i) Depth to meet window unit. (j) Per any one building wall. (k) Refer to Figure 2.11. (l) Kitchen and bathroom windows may be narrower. (m) Kitchen, bathroom, accent, and half-height single-sash windows excepted.							

TABLE 4.B.3: ADJACENT DUPLEX – ALLOWABLE MATERIALS

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X			X	Portland cement stucco; Cement board (a)
<b>Accents</b>	X	X	X	X	X		Painted wood
<b>Window and Door Trim (a)</b>	(b)	X	X	X	X		Cedar
<b>Window Sills (a)</b>	x	X	X	X	X		Cedar
<b>Columns</b>	X	X	X	X	X		Painted wood
(a) Cement siding and wood trim shall be installed with the smooth side facing outward. Visible woodgrain embossing or rough-sawn surfaces are prohibited. (b) Soldier course.							

TABLE 4.B.4: ADJACENT DUPLEX – ALLOWABLE USES

<b>Residential</b>	
<b>Office</b>	

## C. STACKED DUPLEX



**TABLE 4.C.1: STACKED DUPLEX – SPECIFIC REQUIREMENTS**

1. Traditionally-styled single-family house form containing two residential units with two main entrances at the front, and alternate or service entrances along the sides and/or back.
2. Residential units exist one above the other within building enclosure.
3. Opaque exterior walls through which window and door openings appear to have been “punched” as through paper in a ring binder.
4. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in variously repeating sizes.
5. Window groupings encouraged, with groups of up to 3 allowable.
6. Building overhangs commensurate with style of architecture.
7. Ground floor 24” to 30” above grade.
8. Min. 6’-6” deep front porch maximum 30” above grade with optional decorative rail 28”– 36” above porch floor.
9. Main entrance articulation (entrances may have separate doors or share a vestibule).
10. Window screens to be made of wood or, if non-masonry structure, windows to have 3 ½” ht. painted wood aprons added beneath sills to width of cased openings OR have 1.5” to 2” wood sills.
11. Floor to floor heights limited to 10’-6”.
12. Parking pad or detached garage(s) located behind principal structure.
13. Stacked gables limited to two in number and reserved for Craftsman style.

**TABLE 4.C.2: STACKED DUPLEX – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	20' to 55'	≤ 32' (a)	.5 to 1.5	≤ 65'	(b)	n/a	n/a
<b>Window Units - Rectangular</b>	32" to 36" (l)	54" to 72" (m)	1.6 to 2.25 (m)	n/a	(c)	≥ 4" (d)	n/a
<b>Window Units - Other Shapes</b>	≤ 36"	≤ 72"	.5 to 2.25	n/a	n/a	≥ 4" (d) (e)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 72" (m)	1 to 3	n/a	3.5" to 4" (f)	4" (d) (e)	n/a
<b>Sills</b>	1" to 4" (g)	(h)	n/a	(i)	n/a	n/a	≤ 2"
<b>Exterior Doors</b>	32" to 48"	80" to 84"	n/a	n/a	≥ 15' (j)	n/a	n/a
<b>Window Casing (Non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
<b>Building Trim (Non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
<p>(a) Refer to Definitions, Article 7.            (b) Refer to Schedule of Regulations, Section 4.05.            (c) Spacing dimension shall either be divisible by one-half (0.5) the width of the exterior wall masonry unit, or by 4".            (d) Applicable to all masonry-clad buildings. Bay windows excepted.            (e) Palladian windows on masonry-clad buildings excepted.            (f) Parameter refers to the casing between window units; windows must not be factory-grouped.            (g) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.            (h) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2"; OR see Table 4.C.1.            (i) Depth to meet window unit.            (j) Per any one building wall.            (k) Refer to Figure 2.11.            (l) Kitchen and bathroom windows may be narrower.            (m) Kitchen, bathroom, accent, and half-height single-sash windows excepted.</p>							

**TABLE 4.C.3: STACKED DUPLEX – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X			X	Portland cement stucco; Cement board (a)
<b>Accents</b>	X	X	X	X	X		Painted wood
<b>Window and Door Trim (a)</b>	(b)	X	X	X	X		Cedar
<b>Window Sills (a)</b>	x	X	X	X	X		Cedar
<b>Columns</b>	X	X	X	X	X		Painted wood
<p>(a) Cement siding and wood trim shall be installed with the smooth side facing outward. Visible woodgrain embossing or rough-sawn surfaces are prohibited.            (b) Soldier course.</p>							

**TABLE 4.C.4: STACKED DUPLEX – ALLOWABLE USES**

<b>Residential</b>	
<b>Office</b>	

## D. TRIPLEX



**TABLE 4.D.1: TRIPLEX – SPECIFIC REQUIREMENTS**

1. Traditionally-styled single-family house form containing three residential units with one main entrance at the front and additional entrances along the sides and/or back.
2. Opaque exterior walls through which window and door openings appear to have been “punched” as through paper in a ring binder.
3. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in variously repeating sizes.
4. Window groupings encouraged, with groups of up to 3 allowable.
5. Ground floor 24” to 30” above grade.
6. Min. 6’-6” deep front porch, maximum 30” above grade, with optional decorative rail 28” to 36” above porch floor.
7. Main entrance articulation.
8. Floor to floor heights limited to 10’-6”.
9. Window screens to be made of wood or, if non-masonry structure, windows to have 3 ½” ht. painted wood aprons added beneath sills to width of cased openings OR have 1.5” to 2” wood sills.
10. Parking pad or detached garage(s) located behind principal structure.
11. Stacked gables prohibited.

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**TABLE 4.D.2: TRIPLEX – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	20' to 55'	≤ 40' (a)	.5 to 1.2	≤ 85'	(b)	n/a	n/a
<b>Window Units - Rectangular</b>	28" to 36" (l)	54" to 80" (m)	1.6 to 3 (m)	n/a	(c)	≥ 4" (d)	n/a
<b>Window Units - Other Shapes</b>	≤ 36"	≤ 72"	.5 to 2.25	n/a	n/a	≥ 4" (d) (e)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 80" (m)	1 to 3.5	n/a	3.5" to 4" (f)	4" (d) (e)	n/a
<b>Sills</b>	1" to 4" (g)	(h)	n/a	(i)	n/a	n/a	≤ 2"
<b>Exterior Doors</b>	32" to 44"	80" to 96"	n/a	n/a	≥ 15' (j)	n/a	n/a
<b>Window Casing (Non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
<b>Building Trim (Non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
(a) Refer to Definitions, Article 7. (b) Refer to Schedule of Regulations, Section 4.05. (c) Spacing dimension shall either be divisible by one-half (0.5) the size of the masonry unit, or by 4". (d) Applicable to all masonry-clad buildings. Bay windows excepted. (e) Palladian windows on masonry-clad buildings excepted. (f) Parameter refers to the casing between window units; windows must not be factory-grouped. (g) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening. (h) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2"; OR see Table 4.D.1. (i) Depth to meet window unit. (j) Per any one building wall. (k) Refer to Figure 2.11. (l) Kitchen and bathroom windows may be narrower. (m) Kitchen, bathroom, accent, and half-height single-sash windows excepted.							

**TABLE 4.D.3: TRIPLEX – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X			X	Portland cement stucco; Cement board (a)
<b>Accents</b>	X	X	X	X	X		Painted wood
<b>Window and Door Trim (a)</b>	(b)	X	X	X	X		Cedar
<b>Window Sills (a)</b>	x	X	X	X	X		Cedar
<b>Columns</b>	X	X	X	X	X		Painted wood
(a) Cement siding and wood trim shall be installed with the smooth side facing outward. Visible woodgrain embossing or rough-sawn surfaces are prohibited. (b) Soldier course.							

**TABLE 4.D.4: TRIPLEX – ALLOWABLE USES**

<b>Residential</b>	
<b>Office</b>	



## E. FOURPLEX



**TABLE 4.E.1: FOURPLEX – SPECIFIC REQUIREMENTS**

1. Traditional building façade treatments (including masonry reliefs and/or motifs) and main entrances located along street of building address.
2. Opaque exterior walls through which window and door openings appear to have been “punched” as through paper in a ring binder.
3. Building cornice must have the most prominent shadow line (a).
4. Minimum one additional horizontal molding or accent material projection dividing the building into layers, or creating water table expression on ground floor level.
5. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in repeating sizes.
6. Window groupings encouraged, with groups of up to 3 allowable.
7. Main entrances at grade for accessibility, working in conjunction with interior lobby or vestibule and lift or ramp servicing first floor units.
8. Ground-floor units finish floor-elevation 36” to 42” above grade.
9. Main entrance articulation.
10. Prominent sills and/or heads required for windows located along facades.
11. No building entrances from side parking lots allowable. Otherwise, sides and backs of buildings not regulated by this code, except at corners (as shown here).
12. Building façade treatments optional along intersecting streets.
13. Floor to floor heights limited to 10’-6”.
14. Parking pad or detached garage(s) located behind principal structure.

(a) Feature excepted on Art Deco style buildings.

**TABLE 4.E.2: FOURPLEX – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	34' to 45'	≤ 30'	.6 to 1	≤ 100'	(a)	n/a	n/a
<b>Window Units - Rectangular</b>	32" to 36" (k)	54" to 72" (l)	1.6 to 2.25 (l)	n/a	(c)	≥ 4" (d)	n/a
<b>Window Units - Other Shapes</b>	≤ 36"	≤ 72"	.5 to 2.25	n/a	n/a	≥ 4" (d) (e)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 72" (l)	1 to 3	n/a	3.5" to 4" (f)	4" to 8"	n/a
<b>Sills</b>	1" to 4" (g)	(h)	n/a	(i)	n/a	n/a	≤ 2"
<b>Exterior Doors</b>	36"	80" to 84"	n/a	n/a	≥ 25'	n/a	n/a
<b>Recessed Doorways</b>	48" to 168"	≤ 1.5 stories	n/a	n/a	n/a	≥ 8"	n/a
<b>Building Cornice</b>	(j)	≥ 12"	n/a	n/a	n/a	n/a	≥ 4"
<p>(a) Refer to Schedule of Regulations, Section 4.05.</p> <p>(b) RESERVED</p> <p>(c) Spacing dimension shall either be divisible by one-half (0.5) the width of the exterior wall masonry unit, or by 4".</p> <p>(d) Applicable to all masonry-clad buildings, bay windows excepted.</p> <p>(e) Palladian windows on masonry-clad buildings excepted.</p> <p>(f) Parameter refers to the casing between window units; windows must not be factory-grouped.</p> <p>(g) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.</p> <p>(h) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".</p> <p>(i) Depth to meet window unit.</p> <p>(j) Corresponding to building width.</p> <p>(k) Kitchen and bathroom windows may be narrower.</p> <p>(l) Kitchen, bathroom, accent, and half-height single-sash windows excepted.</p>							

**TABLE 4.E.3: FOURPLEX – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X				Portland cement stucco
<b>Accents</b>	X	X	X	X	X		
<b>Window and Door Trim (a)</b>	(a)	X	X	X	X		Cedar (b)
<b>Window Sills (a)</b>	x	X	X	X	X		Cedar (b)
<b>Columns</b>	X	X	X	X	X		Painted wood
<p>(a) Soldier course.</p> <p>(b) Portland cement stucco buildings only. 1.5" to 2" ht.</p>							

**TABLE 4.E.4: FOURPLEX – ALLOWABLE USES**

<b>Residential</b>	
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## F. BUNGALOW COURT



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**TABLE 4.F.1: BUNGALOW COURT – SPECIFIC REQUIREMENTS**

1. Seven (7) to nine (9) traditionally-styled, wood-framed . cottages arranged around a landscaped court. Max. 44' x 160' on-site parking. Width of court 25' to 50'. Max. 10' between buildings (courtyard excepted). Site coverage min. 90%, including parking. Remainder of site given over to development or programmed uses such as pool or volleyball, or sold to adjacent user. No incidental open space or leftover space permitted.
2. Court must be open on one side to street of address.
3. Arrangement of units: Two rows of two or three units each, perpendicular to street of address, facing one another with one additional unit centered at the back and facing the street.
4. Site may include seven to fourteen optional off-street parking spaces.
5. Unit sizes must be 480 to 672 square feet gross each, per story.
6. Each house maximum 2 ½ stories, with one-story preferred.
7. Minimum 6'-0" deep front porch on each unit, maximum 30" above grade, with decorative rail 28" to 36" above porch floor.
8. Minimum 2'-0" roof overhangs per house.
9. Sidewalk access to front of each unit must be included from both the court and the parking.
10. Each house must include an opaque façade through which window and door openings appear to have been "punched" as through paper in a ring binder.
11. Each house must include a pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in variously repeating sizes.
12. Window groupings encouraged, with groups of up to 3 allowable.
13. Ground floor 24" to 30" above grade.
14. Floor to floor heights limited to 10'-0".
15. Window screens to be made of wood or windows to have 3 ½" ht. painted wood aprons added beneath sills to width of cased openings OR have 1.5" to 2" wood sills.
16. Required minimum 30" height manicured hedge or wall at front right-of-way line separating landscaped court from sidewalk (See perspective illustration provided).
17. No building entrances from side parking lots allowable.

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**TABLE 4.F.2: BUNGALOW COURT – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	20' to 28'	≤ 32' (a)	.5 to 1.5	16' to 24'	Max 10' (b)	n/a	n/a
<b>Window Units - Rectangular</b>	32" to 36" (l)	54" to 72" (m)	1 to 2.25 (c) (m)	n/a	(d)	4" (f)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 72" (m)	1 to 3	n/a	3.5" to 4" (e)	4" (f) (g)	n/a
<b>Sills</b>	1" to 4" (h)	1.5" to 2"	n/a	(i)	n/a	(i)	1" to 1.5"
<b>Exterior Doors</b>	32" - 36"	80"	n/a	n/a	n/a	n/a	n/a
<b>Window Casing (non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
<b>Building Trim (non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a

- (a) Refer to Definitions, Article 7.  
 (b) Refer to Schedule of Regulations, Section 4.05.  
 (c) If ratio is < 1.6, window must be single sash.  
 (d) Spacing must be divisible by 4'.  
 (e) Parameter refers to the casing between window units; windows must not be factory-grouped.  
 (f) Applicable to all masonry-clad buildings, bay windows excepted.  
 (g) Palladian Windows on masonry-clad buildings excepted.  
 (h) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.  
 (i) Depth to meet window unit.  
 (j) Per any one building wall.  
 (k) Refer to Figure 2.11.  
 (l) Kitchen and bathroom windows may be narrower.  
 (m) Kitchen, bathroom, accent, and half-height single-sash windows excepted.

**TABLE 4.F.3: BUNGALOW COURT – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>						X	Portland cement stucco; Cement board (a)
<b>Accents</b>	X	X			X		Painted wood
<b>Window and Door Trim (a)</b>	(b)	X	X	X	X		Painted wood
<b>Window Sills (a)</b>	x	X	X	X	X		Painted wood
<b>Columns</b>	X	X	X	X	X		Painted wood

- (a) Cement siding and wood trim shall be installed with the smooth side facing outward. Visible woodgrain embossing or rough-sawn surfaces are prohibited.  
 (b) Soldier course.

**TABLE 4.F.4: BUNGALOW COURT – ALLOWABLE USES**

<b>Residential</b>	<b>Retail (Restricted to units adjacent to sidewalk)</b>
<b>Office</b>	

G. ROWHOUSE



TABLE 4.G.1: ROWHOUSE – SPECIFIC REQUIREMENTS

1. Residential units existing side-by side within building enclosure with each unit extending front to back and from foundation to roof.
2. Parking at rear or within building at ground floor with parking entrance at rear of building.
3. Side parking lots prohibited.
4. Opaque exterior walls through which window and door openings appear to have been “punched” as through paper in a ring binder.
5. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in variously repeating sizes.
6. Window groupings encouraged, with groups of up to 3 allowable.
7. Ground floor (finished floor) 24” to 30” above grade.
8. Min. 6’-6” deep required front porch maximum 30” above grade with decorative rail 28” – 36” above porch floor (porches may be individual or shared and continuous across front of building).
9. Individual main entrance articulation. Porch may be shared (entrances may have separate doors or share a vestibule).
10. Window screens to be made of wood or, if non-masonry structure, windows to have 3 ½” ht. painted wood aprons added beneath sills to width of cased openings OR have 1.5” to 2” wood sills.
11. Floor to floor heights limited to 10’-6”.



**TABLE 4.G.2: ROWHOUSE – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	32' to 160'	≤ 34' (a)	.2 to 1.0	≤ 66'	(b)	n/a	n/a
<b>Window Units - Rectangular</b>	32" to 36" (l)	56" to 72" (m)	1 to 2.25 (c)	n/a	(d)	≥ 4" (f)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 72" (m)	1 to 3	n/a	3.5" to 4" (e)	≥ 4" (f) (g)	n/a
<b>Sills</b>	1" to 4" (h)	(n)	n/a	(i)	n/a	(i)	1" to 1.5"
<b>Exterior Doors</b>	32" to 36"	80" to 84"	n/a	n/a	≥ 15' (j)	n/a	n/a
<b>Window Casing (non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a
<b>Building Trim (non-masonry structures)</b>	(k)	(k)	n/a	1" to 1.25"	n/a	n/a	n/a

- (a) Refer to Definitions, Article 7.  
 (b) Refer to Schedule of Regulations, Section 4.05.  
 (c) If ratio is < 1.6, window must be single sash.  
 (d) Spacing dimension shall either be divisible by one-half (0.5) the width of the exterior wall masonry unit, or by 4".  
 (e) Parameter refers to the casing between window units; windows must not be factory-grouped.  
 (f) Applicable to all masonry-clad buildings, bay windows excepted.  
 (g) Palladian windows on masonry-clad buildings excepted.  
 (h) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.  
 (i) Depth to meet window unit.  
 (j) Per any one building wall.  
 (k) Refer to Figure 2.11.  
 (l) Kitchen and bathroom windows may be narrower.  
 (m) Kitchen, bathroom, accent, and half-height single-sash windows excepted.  
 (n) Stone or concrete: either 5.33" or height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".

**TABLE 4.G.3: ROWHOUSE – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X			X	Portland cement stucco; Cement board (a)
<b>Accents</b>	X	X	X	X	X		Painted wood
<b>Window and Door Trim (a)</b>	(b)	X	X	X	X		Painted wood
<b>Window Sills (a)</b>	x	X	X	X	X		Painted wood
<b>Columns</b>	X	X	X	X	X		Painted wood

- (a) Cement siding and wood trim shall be installed with the smooth side facing outward. Visible woodgrain embossing or rough-sawn surfaces are prohibited.  
 (b) Soldier course.

**TABLE 4.G.4: ROWHOUSE – ALLOWABLE USES**

<b>Residential</b>	
<b>Office</b>	

H. SMALL APARTMENT BUILDING

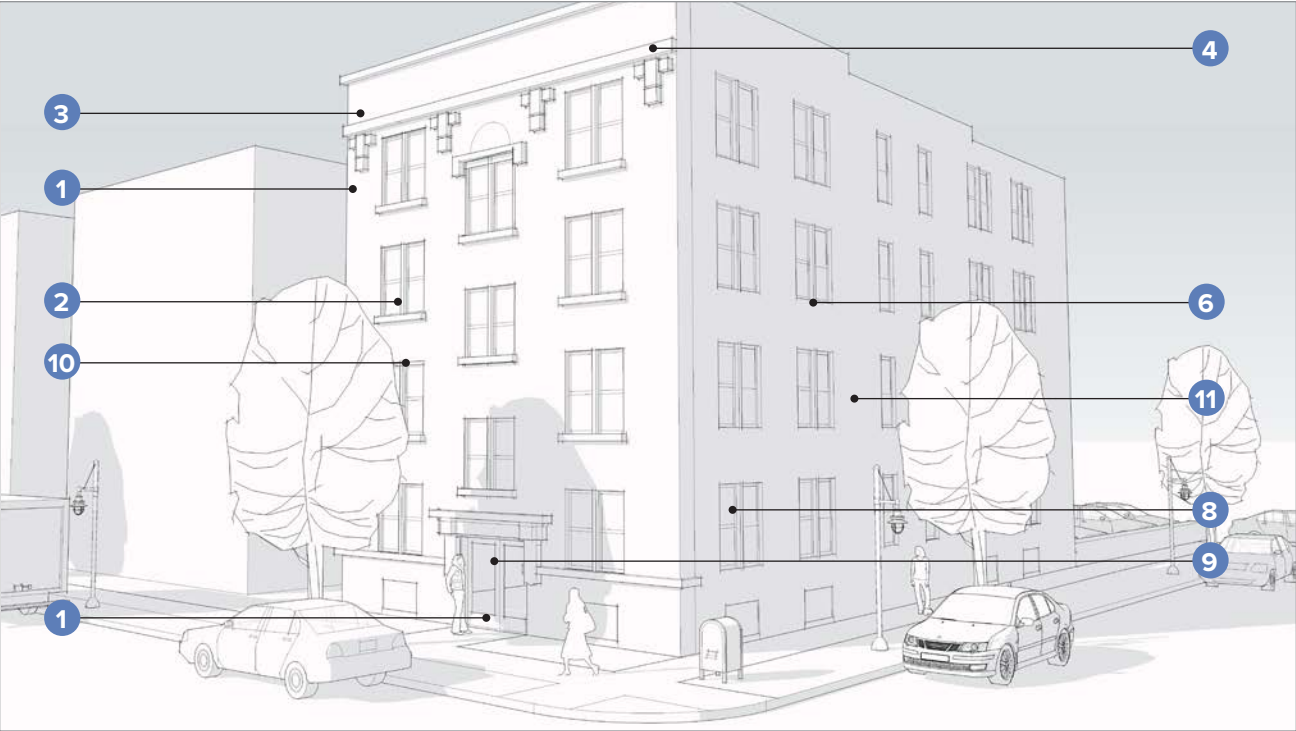


TABLE 4.H.1: SMALL APARTMENT BUILDING – SPECIFIC REQUIREMENTS

1. Traditional building façade treatments (including masonry reliefs and/or motifs) and main entrances located along street of building address.
2. Opaque façade through which window and door openings appear to have been “punched” as through paper in a ring binder.
3. Building cornice (at top of building) of substantial height and decoration (a).
4. Minimum one horizontal molding or accent material projection dividing the façade into layers (a).
5. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in repeating sizes.
6. Window groupings encouraged, with groups of up to 3 allowable.
7. Main entrances at grade for accessibility, working in conjunction with interior lobby or vestibule and elevator(s).
8. Ground Floor Units (finished floor) 36” to 42” above grade.
9. Main entrance articulation.
10. Prominent sills and/or heads required for windows located along facades (discouraged along other exterior walls).
11. Building façade treatments optional along intersecting streets.
12. No building entrances from side parking lots allowable. Otherwise, sides and backs of buildings not regulated by this code, except at corners (as shown here).
13. Towers, sculptures, and other decorative forms and/or focal points encouraged (not illustrated).
14. Floor to floor heights limited to 10’-6”.
15. Flat roof allowable.

(a) Feature excepted on Art Deco style buildings.

**TABLE 4.H.2: SMALL APARTMENT BUILDING – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	40' to 75'	≤ 47.5'	.5 to 1.25	≤ 165'	(a)	(b)	n/a
<b>Window Units - Rectangular</b>	32" to 36"	56" to 72"	1.6 to 2.25	n/a	(c)	≥ 4" (f)	n/a
<b>Window Units - Other Shapes</b>	≤ 36"	≤ 72"	.5 to 2.25	n/a	n/a	≥ 4" (d) (f)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	56" to 72"	1 to 3	n/a	3.5" to 4" (e)	4" (d) (f)	n/a
<b>Sills</b>	1" to 4" (g)	(h)	n/a	(i)	n/a	(i)	≤ 2"
<b>Exterior Doors</b>	36" to 48"	80" to 84"	n/a	n/a	≥ 25'	n/a	n/a
<b>Recessed Doorways</b>	48" to 168"	≤ 1.5 stories	n/a	n/a	n/a	≥ 6"	n/a
<b>Building Cornice</b>	n/a	≥ 12"	n/a	n/a	n/a	n/a	≥ 3"

- (a) Refer to Schedule of Regulations, Section 4.05.  
 (b) Forecourt may be ≤ 25' wide and ≤ 75' deep.  
 (c) Spacing dimension shall be divisible by one-half (0.5) the width of the exterior wall masonry unit, or by 4".  
 (d) Palladian windows on masonry-clad buildings excepted.  
 (e) Parameter refers to the casing between window units; windows must not be factory-grouped.  
 (f) Applicable to all masonry-clad buildings, bay windows excepted.  
 (g) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.  
 (h) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".  
 (i) Depth to meet window unit.

**TABLE 4.H.3: SMALL APARTMENT BUILDING – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X			X	Portland cement stucco
<b>Accents</b>	X	X	X	X	X		
<b>Window and Door Heads</b>	(a)	X	X	X	X		
<b>Window Sills</b>	x	X	X	X	X		
<b>Columns</b>	X	X	X	X	X		Painted Wood

- (a) Soldier course.

**TABLE 4.H.4: SMALL APARTMENT BUILDING – ALLOWABLE USES**

<b>Residential</b>	

I. LARGE APARTMENT BUILDING

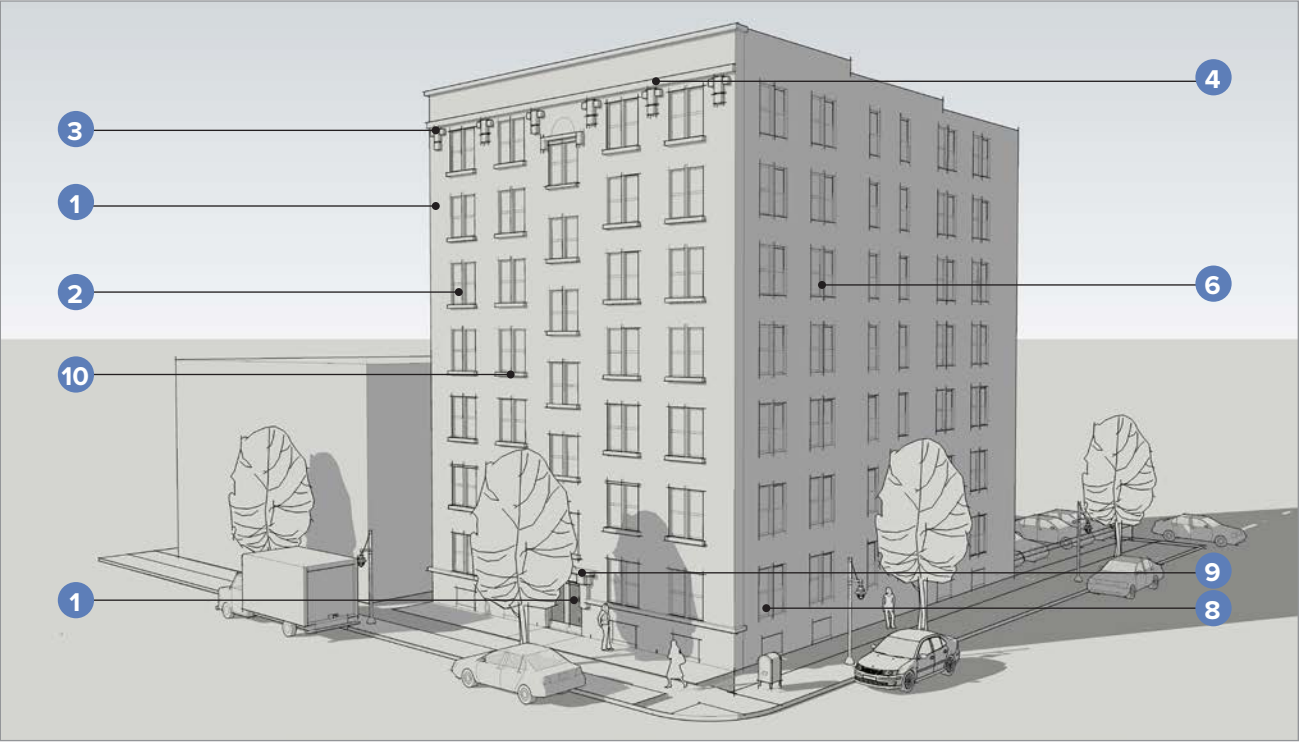


TABLE 4.1.1: LARGE APARTMENT BUILDING – SPECIFIC REQUIREMENTS

1. Traditional building façade treatments (including masonry reliefs and/or motifs) and main entrances located along street of building address.
  2. Opaque façade through which window and door openings appear to have been “punched” as through paper in a ring binder.
  3. Building cornice (at top of building) of substantial height and decoration (a).
  4. Minimum one horizontal molding or accent material projection dividing the façade into layers (a).
  5. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in repeating sizes.
  6. Window groupings encouraged, with groups of up to 3 allowable.
  7. Main entrance at grade for accessibility, working in conjunction with interior lobby or vestibule and elevator(s).
  8. Ground floor units 36” – 42” above grade.
  9. Main entrance articulation. Canopy extending over sidewalk encouraged.
  10. Prominent sills and/or heads required for windows located along facades (discouraged along other exterior walls).
  11. No building entrances from side parking lots allowable. Otherwise, sides and backs of buildings not regulated by this code, except at corners (as shown here).
  12. Building façade treatments optional along intersecting streets (not illustrated).
  13. Towers, sculptures, and other decorative forms and/or focal points encouraged (not illustrated).
  14. Floor to floor heights limited to 10’-6’.
  15. Flat roof required.
- (a) Feature excepted on Art Deco style buildings.

**TABLE 4.1.2: LARGE APARTMENT BUILDING – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	40' to 132'	≤ 80'	.35 to 2	≤ 165'	(a)	(b)	n/a
<b>Window Units - Rectangular</b>	32" to 36"	56" to 72"	1.6 to 2.25	n/a	(c)	≥ 4" (d) (f)	n/a
<b>Window Units - Other Shapes (e)</b>	≤ 36"	≤ 72"	.5 to 2.25	n/a	n/a	≥ 4" (d) (f)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 72"	2 to 3	n/a	3.5" to 4" (g)	4" (d)	n/a
<b>Sills</b>	1" to 4" (g)	(h)	n/a	(i)	n/a	(i)	≤ 2"
<b>Exterior Doors</b>	36" to 48"	80" to 84"	n/a	n/a	≥ 25'	n/a	n/a
<b>Recessed Doorways</b>	48" to 168"	≤ 1.5 stories	n/a	n/a	n/a	≥ 6"	n/a
<b>Building Cornice</b>	n/a	≥ 12"	n/a	n/a	n/a	n/a	≥ 3"

(a) Refer to Schedule of Regulations, Section 4.05.

(b) Forecourt may be ≤ 25' wide and ≤ 60' deep.

(c) Spacing dimension shall be divisible by 4".

(d) Applicable to masonry-clad buildings, bay windows excepted.

(e) To be used on stairwell windows only.

(f) Palladian windows on masonry-clad buildings excepted.

(g) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.

(h) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".

(i) Depth to meet window unit.

**TABLE 4.1.3: LARGE APARTMENT BUILDING – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X				
<b>Accents</b>	X	X	X	X	X		
<b>Window and Door Heads</b>	(a)	X	X	X	X		
<b>Window Sills</b>	x	X	X	X	X		
<b>Columns</b>	X	X	X	X	X		Painted wood

(a) Soldier course.

**TABLE 4.1.4: LARGE APARTMENT BUILDING – ALLOWABLE USES**

<b>Residential</b>	
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## J. ACCESSORY DWELLING UNIT / RESIDENTIAL GARAGE



**TABLE 4.J.1: ACCESSORY DWELLING UNIT/RESIDENTIAL GARAGE – SPECIFIC REQUIREMENTS**

1. Small, traditionally-styled residential garage form containing one residential unit, indoor parking, or one residential unit above indoor parking. Ground floor finish floor 24"-36" above grade (if not parking) or above parking.
2. Opaque façade through which window and door openings appear to have been "punched" as through paper in a ring binder.
3. Window groupings encouraged, with groups of up to 3 allowable.
4. Residential entrance articulation and indoor stairway (stairway if more than one story).
5. Floor to floor heights limited to 10'-6".
6. Window screens to be made of wood or, if non-masonry structure, windows to have 3 ½" ht. painted wood aprons added beneath sills to width of cased openings OR have 1.5" to 2" ht. wood sills.
7. Should be located behind a primary building type. Avoid locating in view of frontage corresponding to street of primary building address.
8. Garage door openings, garage doors, garage door window panes, and garage door panels must all be square or rectangular. Door panels and window panes must be oriented vertically.



**TABLE 4.J.2: ACCESSORY DWELLING UNIT/RESIDENTIAL GARAGE – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	18' to 25'	≤ 21' (a)	.6 to 1.2	20' to 25'	(b)	n/a	n/a
<b>Window Units - Rectangular</b>	32" to 36" (m)	56" to 72" (n)	1 to 2.25	n/a	(f)	≥ 4" (c)	n/a
<b>Window Units - Other Shapes (e)</b>	≤ 36"	≤ 72"	.5 to 2.25	n/a	n/a	≥ 4" (c) (d)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 72" (n)	1 to 3	n/a	3.5" to 4" (g)	4" (c) (d)	n/a
<b>Sills</b>	1" to 4" (h)	(i)	n/a	(j)	n/a	n/a	≤ 1.5"
<b>Exterior Doors</b>	32" to 36"	80" to 84"	n/a	n/a	≥ 15' (k)	n/a	n/a
<b>Window Casing (non-masonry structures)</b>	(l)	(l)	n/a	1" to 1.25"	n/a	n/a	n/a
<b>Building Trim (non-masonry structures)</b>	(l)	(l)	n/a	1" to 1.25"	n/a	n/a	n/a

- (a) Refer to Definitions, Article 7.  
 (b) Refer to Schedule of Regulations, Section 4.05.  
 (c) Applicable to masonry-clad buildings, bay windows excepted.  
 (d) Palladian windows on masonry-clad buildings excepted.  
 (e) To be used on stairwell windows only.  
 (f) Spacing dimension shall be divisible by 4", or one-half (0.5) width of exterior wall masonry units.  
 (g) Parameter refers to the casing between window units; windows must not be factory-grouped.  
 (h) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.  
 (i) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".  
 (j) Depth to meet window unit.  
 (k) Per any one building wall.  
 (l) Refer to Figure 2.11.  
 (m) Kitchen and bathroom windows may be narrower.  
 (n) Kitchen, bathroom, accent, and half-height single-sash windows excepted.

**TABLE 4.J.3: ACCESSORY DWELLING UNIT/RESIDENTIAL GARAGE – ALLOWABLE MATERIALS**

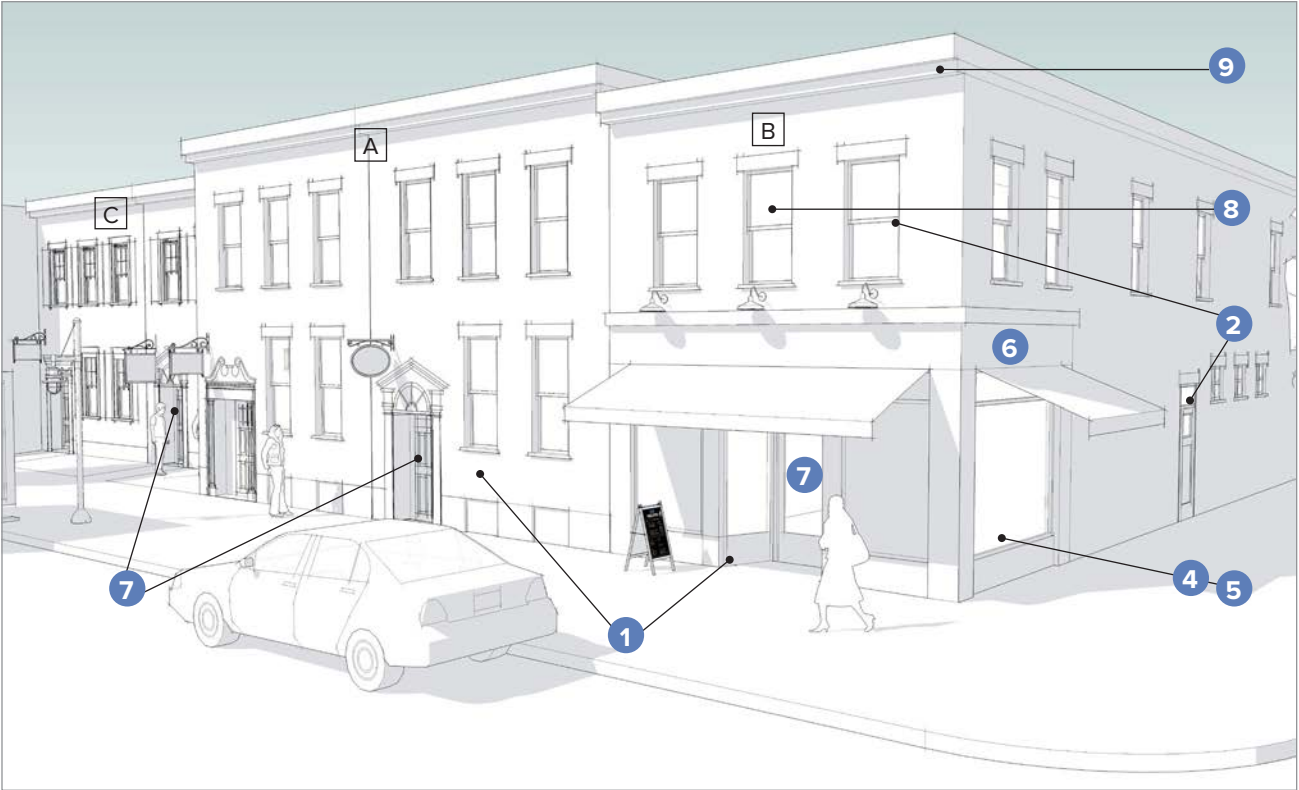
	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X			X	Portland cement stucco; Architectural vinyl siding; Cement board (a)
<b>Accents</b>	X	X	X	X	X		Painted wood
<b>Window and Door Heads</b>	(b)	X	X	X	X		Painted wood
<b>Window Sills</b>	x	X	X	X	X		Painted wood
<b>Columns</b>	X	X	X	X	X		Painted wood

- (a) Cement siding and wood trim shall be installed with the smooth side facing outward. Visible woodgrain embossing or rough-sawn surfaces are prohibited.  
 (b) Soldier course.

**TABLE 4.J.4: ACCESSORY DWELLING UNIT/RESIDENTIAL GARAGE – ALLOWABLE USES**

GROUND FLOOR	SECOND FLOOR	ABOVE SECOND FLOOR
<b>Garage</b>	<b>Residential</b>	<b>Residential</b>
<b>Storage</b>	<b>Office</b>	
<b>Craft Shop/Innovation Incubator</b>		

K. LIVE-WORK BUILDING



**TABLE 4.K.1: LIVE-WORK BUILDING – SPECIFIC REQUIREMENTS**

1. Ground floor elevated 30" to 42" above average grade at front of building with interior lift for accessibility (**Type A**). Main level may be accessible at grade with plate glass storefront (**Type B**) or if building is setback from right-of-way line minimum 7'-0" (**Type C**).
2. Traditional building façade treatments (as well as main business entrances) to be located along streets of corresponding building addresses and corresponding to right-of-way lines. Side entrances subordinate and allowable at right-of-way lines along intersecting streets only. Side entrances along parking lots prohibited. Rear entrances also subordinate. Storefront main entrance at corner may substitute for that listed above (see Building Type M, Mixed-Use Building).
3. Main business entrance doors must remain unlocked during business hours.
4. Open, plate-glass shopfronts (**Type B**) encouraged at ground-floor level along street of building address, with façade supported above by columns and beams and extending for a distance of 12' to 14' around building corners at intersecting streets.
5. Shopfront glass material beginning 15" to 18" above finished grade (top of sidewalk) (**Type B**), with alternate leaded or frosted glass transoms minimum 8'-0" above finish grade.
6. Sign band and/or secondary cornice to be integral with any shopfronts, and located above plate glass shopfronts or transoms (**Type B**).
7. At-grade doorways to be recessed (see numerical parameters below).
8. Opaque exterior walls, through which all window openings appear to have been "punched" (such as through paper in a ring binder), with such windows recessed into the façade, reinforcing this intended effect (except at shopfronts, which are to have plate glass).
9. Building cornice (at top of building) casting tallest horizontal shadow upon building façade. Must be the most prominent shadow line (aside from those cast individually by awnings above shopfronts).
10. Phasing of site development to be coordinated with individual units (each 16' to 25' in width), any first unit developed front to back for a minimum distance of 25' before development of any adjacent unit is to begin. Adjacent and subsequent units to be developed front to back in a similar manner. 8 units per building maximum.
11. Pattern of solids and voids, coordinated within structural bays, generated by the vertical and horizontal alignment of rectangular windows and doors in repeating sizes. Full and segmented arches allowable atop rectangular windows in these locations (shopfronts excepted).
12. Arched building tops prohibited.
13. Window groupings allowable.
14. Canvas, sloped awnings above shopfront windows. (**Type B**).
15. Decorative sills and/or headers required on windows located along exterior walls (shopfronts excepted).
16. Sides and backs of buildings not regulated by this code, except along intersecting streets (as shown here).
17. Floor to floor heights limited to 15'.
18. Flat roof required.

**TABLE 4.K.2: LIVE-WORK BUILDING – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	16' to 132'	≤ 42'	.167 to 2	≤ 140'	(a)	n/a	≤ 5' (b)
<b>Window Units - Rectangular</b>	32" to 48"	56" to 84"	1.6 to 3	n/a	(c)	≥ 4" (l)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 36"	56" to 84"	2 to 3	n/a	3.5" to 4" (d) (e)	≥ 4" to 8" (k) (l)	n/a
<b>Sills</b>	1" to 4" (f)	(g)	n/a	(h)	n/a	(h)	≤ 2"
<b>Exterior Doors - Types A and C</b>	36"	84"	n/a	n/a	16' to 80'	12" to 42"	n/a
<b>Exterior Doorways - Type B</b>	7' to 10'	(i)	n/a	n/a	≥ 16' (j)	3' - 6'	n/a
<b>Building Cornice</b>	n/a	≥ 10"	n/a	n/a	n/a	n/a	3" - 8"

(a) Refer to Schedule of Regulations, Section 4.05.  
 (b) Balconies may project up to 5' outward.  
 (c) Spacing must be divisible by 4', or by one-half (0.5) width of exterior wall masonry units.  
 (d) Parameter refers to the casing between window units; windows must not be factory-grouped.  
 (e) For adjacent windows at bay window configurations, case windows with ≤ 3.5" wide material at different angles, resulting in twice the specified casing width between these units.  
 (f) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.  
 (g) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".  
 (h) Depth to meet window unit.  
 (i) One story, including transom.  
 (j) Lot width permitting.  
 (k) Bay windows excepted.  
 (l) Applicable to masonry-clad structures. Bay windows excepted.

**TABLE 4.K.3: LIVE-WORK BUILDING – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Painted Wood	Other
<b>Building Wall</b>	X		X				Portland cement stucco
<b>Accents</b>	X	X	X	X	X		
<b>Window and Door Trim</b>	(a)	X	X	X	X		Cedar
<b>Window Sills</b>	x	X	X	X	X		Cedar
<b>Columns</b>	X	X		X	X	X	Steel

(a) Soldier course.

**TABLE 4.K.4: LIVE-WORK BUILDING – ALLOWABLE USES**

GROUND FLOOR	UPPER FLOORS
<b>Residential (≥ 20' from frontage line)</b>	<b>Residential</b>
<b>Retail</b>	
<b>Office</b>	
<b>Light Industrial</b>	
<b>Craft Shop</b>	

## L. RETAIL BUILDING

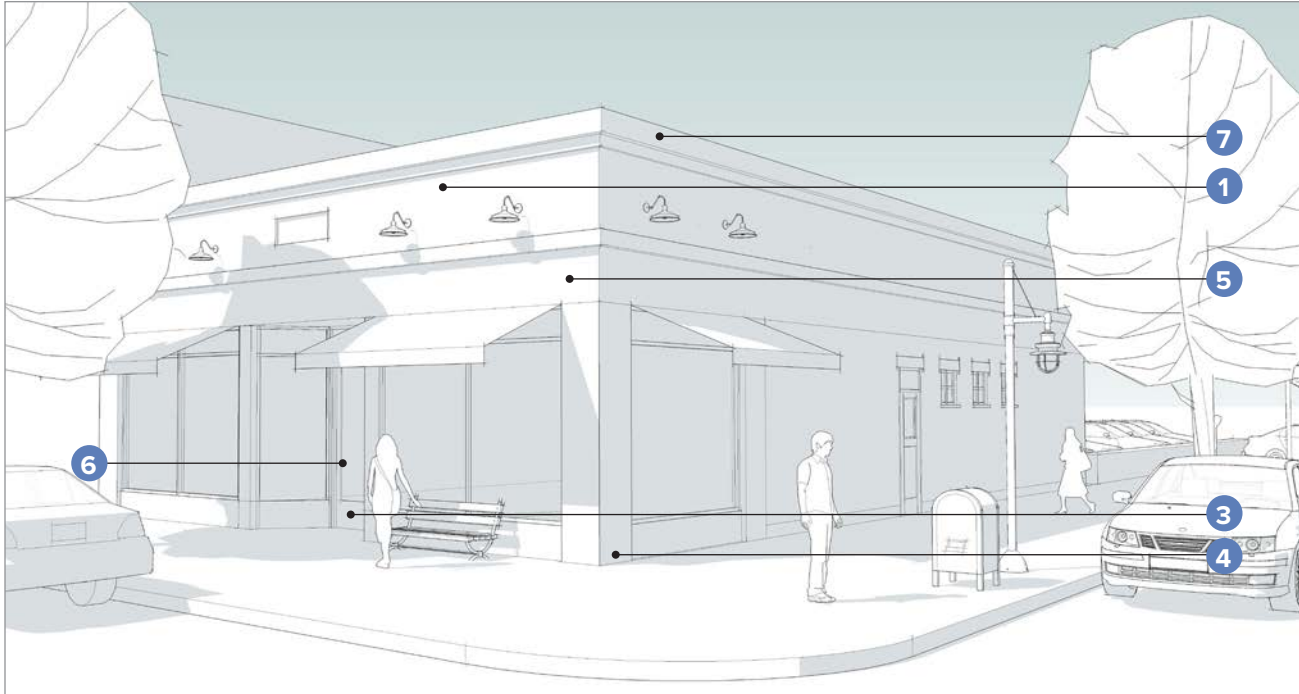


TABLE 4.L.1: RETAIL BUILDING – SPECIFIC REQUIREMENTS

1. Traditional building façade treatments (including masonry reliefs and/or motifs), as well as main business entrances, to be located along streets of corresponding building addresses and at right-of-way lines. Side entrances subordinate and allowable at right-of-way lines along intersecting streets only. Side entrances along parking lots prohibited. Rear entrances also subordinate. Main entrance at corner may substitute for that illustrated above.
2. Main entrance doors must remain unlocked during business hours.
3. Main level accessible at grade.
4. Open, plate-glass shopfronts (curtain walls), located at ground-floor level along street of building address, with façade supported above by columns and beams and extending for a distance 14' to 25' around building corners at intersecting streets. Plate glass material beginning 15" to 24" above finish grade (top of sidewalk) and extending to min. 8'-0" above sidewalk, with optional leaded or stained glass transoms minimum 8'-0" above finish grade.
5. Sign band and/or secondary cornice integral with shopfronts and above plate glass and/or transoms.
6. Recessed doorways located within shopfronts (see numerical parameters below).
7. Building cornice at top of building. (Min. 3" concrete cap on masonry wall).
8. Flat roof required.
9. Phasing of site development in 16' to 25'-wide building increments, front to back. Any first increment developed for a minimum depth of 20' before development of any adjacent increment is to begin. Adjacent and subsequent increments to be developed front to back in a similar manner.
10. For each 140' of linear frontage developed, a min. 10' wide pedestrian pass-through to rear parking lot or alley is required. Single-occupant buildings excepted.
11. Arched building tops prohibited.
12. Canvas, sloped awnings above shopfront windows.

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**TABLE 4.L.2: RETAIL BUILDING – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	20' to 140'	≤ 22.5'	.16 to 1.5	≤ 124'	(a)	n/a	n/a
<b>Window Units - Rectangular (b)</b>	32" to 48"	54" to 72"	2 to 3	n/a	(i)	≥ 4" (j)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	54" to 60"	1 to 3	n/a	3.5" to 4" (c)	≥ 4" (j)	n/a
<b>Sills</b>	1" to 4" (d)	(e)	n/a	(f)	n/a	(f)	≤ 2"
<b>Exterior Doors</b>	36"	84" to 108"	n/a	n/a	16' to 80'	n/a	n/a
<b>Exterior Doorways</b>	7' to 10'	8' to 11'	n/a	n/a	≥ 16' (h)	3' - 6'	n/a
<b>Building Cornice</b>	n/a	≥ 10"	n/a	n/a	n/a	n/a	2" - 6"
<p>(a) Refer to Item 10 in Table M.1 and Refer to Schedule of Regulations, Section 4.05.</p> <p>(b) Shopfront frontages are excepted. See Item 4 in Table M.2.</p> <p>(c) Parameter refers to the casing between window units; windows must not be factory-grouped.</p> <p>(d) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.</p> <p>(e) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".</p> <p>(f) Depth to meet window unit.</p> <p>(g) One story, including transom.</p> <p>(h) Lot width permitting.</p> <p>(i) Spacing must be divisible by 4', or by one-half (0.5) width of exterior wall masonry units.</p> <p>(j) Applicable to masonry-clad structures. Bay windows excepted.</p>							

**TABLE 4.L.3: RETAIL BUILDING – ALLOWABLE MATERIALS**

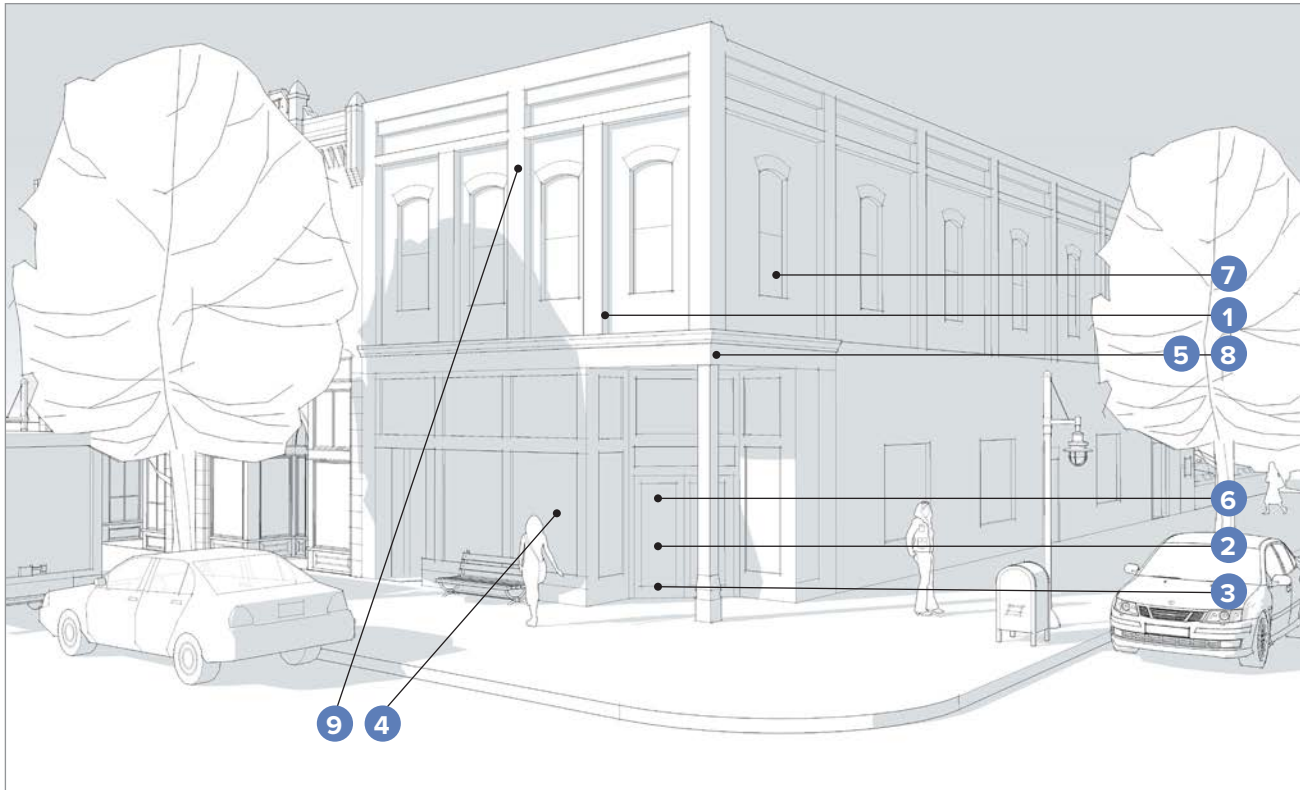
	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X			X	Portland cement stucco; Cement board (a)
<b>Accents</b>	X	X		X	X		
<b>Window and Door Heads</b>	(b)	X	X	X	X		
<b>Window Sills</b>	X	X	X	X	X		
<b>Columns</b>	X	X		X	X		Cast iron, Painted wood
<p>(a) Cement siding and wood trim shall be installed with the smooth side facing outward. Visible woodgrain embossing or rough-sawn surfaces are prohibited. Smooth side of wood siding shall also face out and be visible.</p> <p>(b) Soldier course.</p>							

**TABLE 4.L.4: RETAIL BUILDING – ALLOWABLE USES**

<b>Retail</b>	<b>Restaurant</b>	
<b>Office</b>	<b>Education</b>	
<b>Light Industrial</b>	<b>Assembly</b>	
<b>Craft Shop/Innovation Incubator</b>	<b>Bank</b>	



## M. MIXED-USE BUILDING



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**TABLE 4.M.1: MIXED-USE BUILDING – SPECIFIC REQUIREMENTS**

1. Traditional building façade treatments (including masonry reliefs and/or motifs), as well as main business entrances, to be located along streets of corresponding building addresses and at right-of-way lines. Side entrances subordinate and allowable at right-of-way lines along intersecting streets only. Side entrances along parking lots prohibited. Rear entrances also subordinate. Main entrance at corner may substitute for that illustrated above.
2. Main entrance doors must remain unlocked during business hours.
3. Main level accessible at grade.
4. Open, plate-glass shopfronts, located at ground-floor level along street of building address, with façade supported above by columns and beams and extending for a distance of one structural bay around building corners at intersecting streets. Plate glass material beginning 15" to 24" above finish grade (top of sidewalk) and extending to min. 8'-0" above sidewalk, with optional leaded or stained glass transoms minimum 8'-0" above finish grade.
5. Sign band and/or secondary cornice integral with shopfronts and above plate glass and/or transoms. (Such cornice may be used to satisfy the one horizontal molding or accent material band projection requirement).
6. Recessed doorways located within shopfronts (see numerical parameters below), or corner door may be substituted at street intersections.
7. Opaque exterior walls above ground floor, through which window openings appear to have been "punched" (such as through paper in a ring binder), with such windows recessed into the façade, reinforcing this intended effect (plate glass shopfronts excepted).
8. Minimum one additional horizontal molding or accent material band projection, casting a secondary horizontal shadow line, dividing the façade into layers. This feature is excepted on Art Deco-style buildings.
9. Vertical façade projections 16" to 24" in width (corresponding to structural columns) casting vertical shadows on façade and articulating regular structural bays, each of which shall be 16' to 30' in width.
10. Phasing of site development to be coordinated with structural bays, any first bay developed front to back for a minimum distance of 30' before development of any adjacent bay is to begin. Adjacent and subsequent bays to be developed front to back in a similar manner.
11. Pattern of solids and voids above ground floor, coordinated within structural bays, generated by the vertical and horizontal alignment of rectangular windows and doors in repeating sizes. Full and segmented arches allowable atop rectangular windows in these locations.
12. Arched building tops prohibited.
13. Window groupings allowable, corresponding to structural bays and exclusive of plate glass shopfronts.
14. Canvas, sloped awnings above shopfront windows.
15. Decorative sills and/or headers required on upper-floor windows located along façades.
16. Sides and backs of buildings not regulated by this code, except at street corners (as illustrated here).
17. Building façade treatments optional along intersecting streets.
18. Towers, sculptures, and other decorative forms and/or focal points encouraged (not illustrated).
19. Decorative forms echoed or repeated within structural bays.
20. Floor to floor heights limited to 15'; 10'-6" second story and above.
21. Flat roof required.

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**TABLE 4.M.2: MIXED-USE BUILDING– NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	20' to 264'	≤ 50' (a)	.125 to 3	≤ 140'	(b)	n/a	≤ 5' (c)
<b>Window Units - Rectangular (d)</b>	32" to 48"	56" to 120"	1.6 to 3.33	n/a	(e)	≥ 4" (l)	n/a
<b>Window Units - Other Shapes</b>	≤ 48"	≤ 120"	.5 to 2.25	n/a	n/a	≥ 4" (l)	n/a
<b>Individual Window Units within Window Groups</b>	20" to 32"	56" to 120"	2 to 3.33	n/a	3.5" to 4" (f)	4" to 8"	n/a
<b>Sills</b>	1" to 4" (g)	(h)	n/a	(i)	n/a	(i)	≤ 2"
<b>Exterior Doors</b>	36"	84" to 108"	n/a	n/a	20' to 80'	n/a	n/a
<b>Exterior Doorways</b>	7' to 10'	(j)	n/a	n/a	≤ 20' (k)	3' - 10'	n/a
<b>Building Cornice</b>	n/a	≥ 10"	n/a	n/a	n/a	n/a	4" - 8"

(a) ≤ 10% of total building footprint may exceed height limit by ≤ 50%.

(b) See Note 10 in Table 4.M.1.

(c) Balconies may project up to 5' outward.

(d) Includes arch-topped windows.

(e) Spacing must be divisible by 4', or by one-half (0.5) width of exterior wall masonry units..

(f) Parameter refers to the casing between window units; windows must not be factory-grouped.

(g) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.

(h) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".

(i) Depth to meet window unit.

(j) One story, including transom.

(k) Lot width permitting.

(l) Applicable to masonry-clad structures. Bay windows excepted.

**TABLE 4.M.3: MIXED-USE BUILDING - ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Beveled Cedar Siding	Other
<b>Building Wall</b>	X		X				Portland cement stucco, Limestone
<b>Accents</b>	X	X	X	X	X		
<b>Window and Door Trim</b>	(a)	X	X	X	X		
<b>Window Sills</b>	(a)	X	X	X	X		
<b>Columns</b>	X	X		X	X		Cast Iron

(a) Soldier course.

**TABLE 4.M.4: MIXED-USE BUILDING - ALLOWABLE USES**

GROUND FLOOR	UPPER FLOORS
<b>Retail</b>	<b>Residential</b>
<b>Bank</b>	<b>Office (a)</b>
<b>Restaurant</b>	<b>Light Industrial (a)</b>
<b>Hotel (also permitted on Upper Floors)</b>	<b>Craft Shops (a)</b>
	<b>Educational (a)</b>
(a) Not to be located above floors containing a residential use.	<b>Assembly (a)</b>

N. BANK BUILDING



TABLE 4.N.1: BANK BUILDING – SPECIFIC REQUIREMENTS

1. Traditional building façade treatments (including masonry reliefs and/or motifs), as well as main business entrance, to be located along street of corresponding building address and at right-of-way line. Side entrances subordinate and allowable at right-of-way lines along intersecting streets only. Side entrances along parking lots prohibited. Rear entrance also subordinate. Main entrance at corner may substitute for that listed above. Building must be minimum 2 stories.
2. Main entrance doors must remain unlocked during business hours.
3. Opaque exterior walls through which window and door openings appear to have been “punched” as through paper in a ring binder.
4. Building cornice (at top of building).
5. Minimum one additional horizontal molding or accent material projection dividing the façade into layers.
6. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in repeating sizes.
7. Window groupings encouraged, with groups of up to 3 allowable.
8. Drive-through access restricted to rear of building.
9. Ground floor accessible at grade level.
10. Arched building tops prohibited.
11. Articulated main entrance.
12. Sills or horizontal molding or material band beneath all windows.
13. Sides and backs of buildings not regulated by this code, except at corners (as shown here).
14. Building façade treatments optional along intersecting streets.
15. Floor to floor heights limited to 15’.
16. Flat roof required.

**TABLE 4.N.2: BANK BUILDING – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	20' to 140'	≤ 80'	.25 to 4	≤ 140'	n/a	n/a	n/a
<b>Window Units - Rectangular (a)</b>	32" to 48"	56" to 120"	1.6 to 3.33	n/a	(b)	≥ 4"	n/a
<b>Window Units - Other Shapes</b>	≤ 48"	≤ 120"	.5 to 2.25	n/a	n/a	≥ 4"	n/a
<b>Individual Window Units within Window Groups</b>	24" to 61"	56" to 120"	1.6 to 3.33	n/a	3.5" - 4" (h)	≥ 4"	n/a
<b>Sills</b>	1" to 4" (c)	(d)	n/a	(e)	n/a	(e)	≤ 2"
<b>Exterior Doors</b>	36" (i)	84" to 108"	n/a	n/a	20' to 80'	n/a	n/a
<b>Exterior Doorways</b>	7' to 10'	(f)	n/a	n/a	≥ 20' (g)	3' - 6'	n/a
<b>Building Cornice</b>	n/a	≥ 12" (j)	n/a	n/a	n/a	n/a	4" - 8" (j)

(a) Arch-topped windows are acceptable.

(b) Spacing must be divisible by 4', or by one-half (0.5) width of exterior wall masonry units.

(c) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.

(d) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".

(e) Depth to meet window unit.

(f) One story, including transom.

(g) Lot width permitting.

(h) Parameter refers to the casing between window units; windows must not be factory-grouped.

(i) Door groups allowable.

(j) Not required on brick buildings.

**TABLE 4.N.3: BANK BUILDING – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Marble	Other
<b>Building Wall</b>	X		X		X	X	
<b>Accents</b>	X	X	X	X	X	X	
<b>Window and Door Heads</b>	(a)	X	X	X	X	X	
<b>Window Sills</b>	X	X	X	X	X	X	
<b>Columns</b>	X	X	X (b)	X	X	X	Cast Iron

(a) Soldier course.

(b) Sandstone must be turned/smooth.

**TABLE 4.N.4: BANK BUILDING – ALLOWABLE USES**

<b>Bank (a)</b>	

(a) Inclusion of this building type is predicated on the assumption that some banks will not want to locate in the Mixed-Use and/or Retail Building types for security reasons. Note that bank is an allowable use in the Mixed-Use Building and Retail Building types.

O. MEDICAL OFFICE / RESEARCH BUILDING

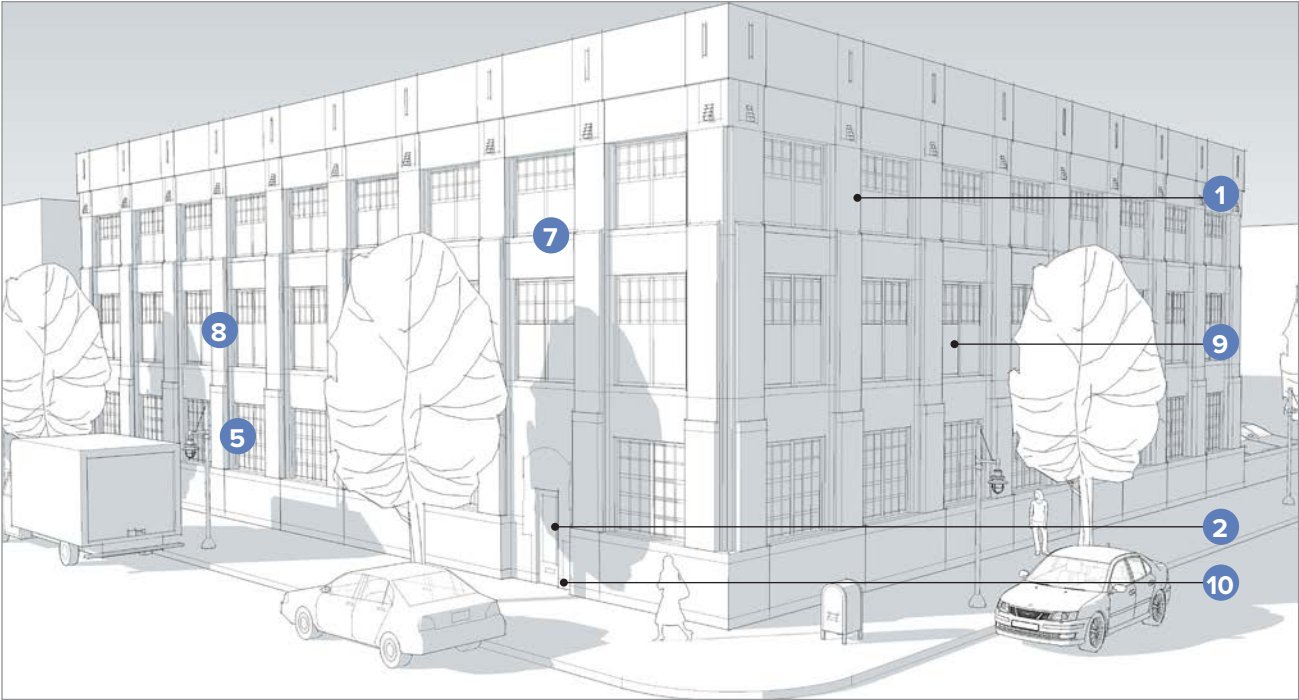


TABLE 4.0.1: MEDICAL OFFICE/RESEARCH BUILDING – SPECIFIC REQUIREMENTS

1. Traditional building façade treatments (including masonry reliefs and/or motifs) required.
2. Main business entrance to be located along street of building address and at right-of-way line.
3. Side entrances subordinate and allowable at right-of-way lines along intersecting streets only. Side entrances along parking lots prohibited. Rear entrances also subordinate.
4. Ground floor elevated 36" to 42" above sidewalk for suite privacy (or building setback 5'-0" to 7'-0" from right-of-way lines). Lobby accessible at grade with elevator at interior.
5. Columns and beams expressed on façade as pilasters with windows entirely filling area laterally between. Windows to fill area also between 30" height sill and floor above.
6. Parking to be located behind building
7. Pilasters, 16" to 30" in width (corresponding to structural columns) casting vertical shadows on façade and articulating regular structural bays, each of which are 8' to 25' in width.
8. Arched building tops prohibited.
9. Window groupings, corresponding to structural bays.
10. Recessed doorways, 4" to 8".
11. Decorative paving to replace sidewalks at main entrance of building; width corresponding to width of recessed doorway + 20% and depth to equal full depth of sidewalk.
12. Sills required beneath window groups.
13. Building façade treatments required along intersecting streets (as illustrated here).
14. Floor to floor heights 11.5' – 13.5'.



**TABLE 4.O.2: MEDICAL OFFICE/RESEARCH BUILDING – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	20' to 264'	≤ 80'	.15 to 2.33	≤ 124'	n/a	n/a	n/a
<b>Window Groups</b>	8' to 20' (a)	6' to 10'	.3 to 1.25	n/a	(b)	≥ 4"	n/a
<b>Individual Windows within Window Groups</b>	42" to 61"	6' to 10'	.85 to 2	n/a	0"	≥ 4"	n/a
<b>Sills</b>	(c)	(d)	n/a	(e)	n/a	(e)	≤ 2"
<b>Exterior Doors</b>	36" (h)	84" to 108"	n/a	n/a	20' to 80'	≥ 8"	n/a
<b>Exterior Doorways</b>	7' to 10'	(f)	n/a	n/a	≥ 20' (g)	5' - 10'	n/a

- (a) Column-to-column distance.  
 (b) Windows to be separated laterally from one another by width of column.  
 (c) May extend from column to column.  
 (d) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".  
 (e) Depth to meet window unit.  
 (f) One story, including transom.  
 (g) Lot width permitting.  
 (h) Door groupings allowable.

**TABLE 4.O.3: MEDICAL OFFICE/RESEARCH BUILDING – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Cast Iron	Other
<b>Building Wall</b>	X		X		X		
<b>Accents</b>	X	X	X	X	X		
<b>Window and Door Heads</b>	(a)	X	X	X	X		
<b>Window Sills</b>	X	X	X	X	X		
<b>Columns</b>	X	X		X	X	X	

- (a) Soldier course.

**TABLE 4.O.4: MEDICAL OFFICE/RESEARCH BUILDING – ALLOWABLE USES**

<b>Medical Research</b>	<b>Medical Office</b>
<b>Office</b>	<b>Light Industrial</b>

P. MOTEL



TABLE 4.P.1: MOTEL – SPECIFIC REQUIREMENTS

1. One, two, or three-story Mid-Century Modern styled building with main business entrance at the side, corresponding to a driveway, and individually accessed sleeping units along a balcony or private sidewalk.
2. Relatively blank walls with some plate-glass office windows face the street of address.
3. Main level accessible at grade.
4. Balcony and unit doors face parking lot at side of building (or at front of setback portion of building).
5. Highly graphic, modern, whimsical, illuminated sign with business name and vacancy / no vacancy indication.
6. Externally lit painted signs acceptable.
7. Any flashing signs must be of neon. No LED lights.

**TABLE 4.P.2: MOTEL – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Clearance Below	Lateral Spacing	Depth	Extent of Projection
<b>Business Signage</b>	10' to 17'	20' to 50'	1 to 4	≥ 12'	n/a	n/a	5' to 13'
<b>Building Size</b>	18.5' to 40'	10' to 32' (c)	.3 to 1	n/a	n/a	70' to 200'	n/a
<b>Balcony</b>	(a)	9' to 11'	n/a	9' to 10.5'	n/a	7' to 10'	7' to 10'
<b>Window Units</b>	4.5' to 10'	4.5' to 7'	.3 to .6	≥ 1'	(b)	≤ 4"	n/a
<b>Exterior Doors</b>	36"	80" to 84"	n/a	n/a	(b)	n/a	n/a

(a) Full extent of room access along building.

(b) Corresponding to room size.

(c) 3 stories maximum; 10' maximum floor-to-floor height.

**TABLE 4.P.3: MOTEL – ALLOWABLE MATERIALS**

	Brick	Painted Brick	Flagstone	Painted Block	Glazed Brick or Block	Portland Cement Stucco	Other
<b>Building Wall</b>	X	X	X	X	X	X	Tile
<b>Accents</b>	X	X	X	X	X	X	Tile
<b>Columns</b>	X	X	X	X	X	X	Steel

**TABLE 4.P.4: MOTEL – ALLOWABLE USES**

Residential, stays 30 days or fewer, plus auxiliary services such as laundry and office.

Q. HOTEL



TABLE 4.Q.1: HOTEL – SPECIFIC REQUIREMENTS

1. Traditional building façade treatments (including masonry reliefs and/or motifs) and main entrance located along street of building address. Main entrance at parking lot or on side or rear of building prohibited.
  2. No primary building entrances from side parking lots allowable. Otherwise, sides and backs of buildings not regulated by this code, except at corners (as shown here).
  3. Main entrance doors must remain unlocked during business hours.
  4. Opaque exterior walls through which window and door openings appear to have been “punched” as through paper in a ring binder.
  5. Building cornice (at top of building) of substantial height and decoration (a).
  6. Minimum one horizontal molding or accent material projection dividing the façade into layers.
  7. Pattern of solids and voids generated by the vertical and horizontal alignment of windows and doors in repeating sizes.
  8. Window groupings of up to 3 allowable.
  9. Main entrances at grade for accessibility, working in conjunction with interior lobby or vestibule and elevator(s). Any ground floor sleeping units minimum 36” above grade. With no sleeping units on ground floor, entire floor may be at-grade.
  10. Main entrance articulation. Canopy extending over sidewalk encouraged.
  11. Prominent sills and/or heads required for windows located along facades (discouraged along other exterior walls).
  12. Building façade treatments optional along intersecting streets.
  13. Towers, sculptures, and other characteristic forms and/or focal points encouraged (not illustrated).
  14. Characteristic forms echoed within structural bays.
  15. Floor to floor heights above ground floor limited to 10’-6” (max. 13’-0” from grade to second floor).
- (a) Feature excepted on Art Deco style buildings.

**TABLE 4.Q.2: HOTEL – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Building Size</b>	40' to 264'	≤ 80'	.167 to 2	60' to 264'	(a)	(b)	n/a
<b>Window Units - Rectangular</b>	32" to 42"	54" to 84"	1.6 to 2.25	n/a	(c)	≥ 4" (j)	n/a
<b>Window Units - Other Shapes</b>	≤ 48"	≤ 120"	.5 to 2.25	n/a	n/a	≥ 4" (j)	n/a
<b>Individual Windows within Window Groups</b>	20" to 42"	54" to 84"	2 to 3	n/a	3.5" to 6" (d)	≥ 4" (j)	n/a
<b>Sills</b>	1" to 4" (e)	(f)	n/a	(g)	n/a	(g)	≤ 2"
<b>Exterior Doors</b>	36"	84" to 108"	n/a	n/a	20' to 80'	≥ 8"	n/a
<b>Exterior Doorways</b>	7' to 10'	(h)	n/a	≥ 3'	≥ 20' (i)	≥ 3'	n/a
<b>Building Cornice</b>	n/a	≥ 12" (k)	n/a	n/a	n/a	n/a	≥ 8"

(a) Refer to Schedule of Regulations, Section 4.05.

(b) Forecourt may be 20' to 60' wide and 40' to 100' deep.

(c) Spacing must be divisible by 4'.

(d) Parameter refers to the casing between window units; windows must not be factory-grouped.

(e) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.

(f) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4"; Wood: 1.5" to 2".

(g) Depth to meet window unit.

(h) One story, including transom.

(i) Lot width permitting.

(j) Applies to masonry-clad structures. Bay windows excepted.

(k) Art Deco styled buildings excepted.

**TABLE 4.Q.3: HOTEL - ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Portland Cement Stucco	Cast Iron
<b>Building Wall</b>	X		X			X	
<b>Accents</b>	X	X	X	X	X		
<b>Window and Door Heads</b>	(a)	X	X	X	X		
<b>Window Sills</b>	X	X	X	X	X		
<b>Columns</b>	X	X	X	X	X		X

(a) Soldier course.

**TABLE 4.Q.4: HOTEL – ALLOWABLE USES**

Residential, stays of 30 days or fewer, plus auxiliary services including bar, restaurant, and laundry.

R. THEATRE / ARENA

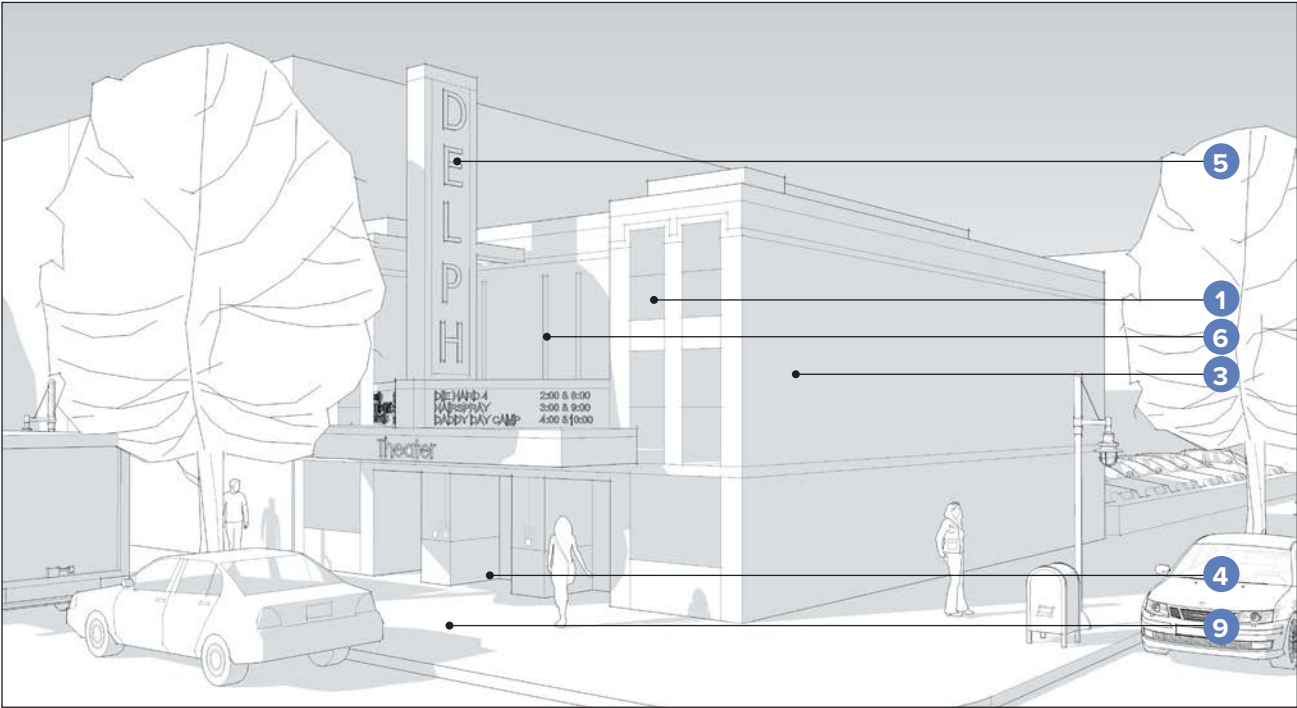


TABLE 4.R.1: THEATRE / ARENA – SPECIFIC REQUIREMENTS

1. Traditional building façade treatments (including masonry reliefs and/or motifs), as well as main business entrance, to be located along street of corresponding building address and at right-of-way line. Side entrances subordinate and allowable at right-of-way lines along intersecting streets only. Side entrances along parking lots prohibited. Rear entrances also subordinate. Main entrance at corner may substitute for that illustrated above.
2. Main entrance doors must remain unlocked during business hours (until after end of ticket sales).
3. Blank walls at sides of venue allowable.
4. Main level accessible at grade.
5. Marquee, with illuminated horizontal or vertical sign, displaying venue name and changeable horizontal rows of black letters on a back-lit white background above main entrance and 9'-0" clear above sidewalk.
6. Opaque facade above ground floor.
7. Radii of arches on segmented-arch windows must equal widths of corresponding Windows.
8. Roof to appear flat, as viewed from ground-level within public right-of-way.



**TABLE 4.R.2: THEATRE / ARENA – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Marquee</b>	10' to 15'	20' to 39'	.5 to 1.5	5' to 11'	n/a	n/a	5' to 11'
<b>Building Size</b>	20' to 264'	≤ 80'	.4 to 2	≤ 400'	n/a	n/a	n/a
<b>Window Units - Rectangular</b>	32" to 48"	56" to 120"	1.6 to 3.33	n/a	(a)	≥ 4"	n/a
<b>Window Units - Other Shapes</b>	≤ 48"	≤ 120"	.5 to 2.25	n/a	n/a	≥ 4"	n/a
<b>Individual Windows within Window Groups</b>	20" to 36"	54" to 120"	2 to 3	n/a	3.5" to 6" (b)	≥ 4"	n/a
<b>Sills</b>	1" to 4" (c)	(d)	n/a	(e)	n/a	(e)	≤ 2"
<b>Exterior Doors</b>	36" (f)	84" to 108"	n/a	n/a	20' to 80'	≥ 8"	n/a
<b>Exterior Doorways - Main Entrances</b>	7' to 20'	(g)	n/a	n/a	≥ 150'	≤ 20"	n/a

- (a) Spacing must be divisible by 4', or by one-half (0.5) width of exterior wall masonry units or windows centered on wall recess.  
 (b) Parameter refers to the casing between window units; windows must not be factory-grouped.  
 (c) Parameter refers to the extent of sill projection beyond either the side of the window casing or the masonry opening.  
 (d) Stone or concrete: Either 5.33" or the height of two brick courses; Brick: 3.5" to 4".  
 (e) Depth to meet window unit.  
 (f) Door-sets allowable.  
 (g) One story, including transom.  
 (h) Lot width permitting.

**TABLE 4.R.3: THEATRE / ARENA – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Marble	Other
<b>Building Wall</b>	X		X				Glazed brick or block; Tile
<b>Accents</b>	X	X	X	X	X		Glazed brick or block; Tile; Chrome; Stainless Steel
<b>Window and Door Heads</b>	(a)	X	X	X	X		Glazed brick or block; Tile; Chrome; Stainless Steel
<b>Window Sills</b>	X	X	X	X	X		Glazed brick or block; Tile; Chrome; Stainless Steel
<b>Columns</b>	X	X	X	X	X	X	Cast Iron; Chrome; Stainless Steel

- (a) Soldier course.

**TABLE 4.R.4: THEATRE / ARENA – ALLOWABLE USES**

<b>Theater (Live Theater, Film, and Live Music)</b>
<b>Arena (Indoor Sports)</b>

S. PARKING GARAGE

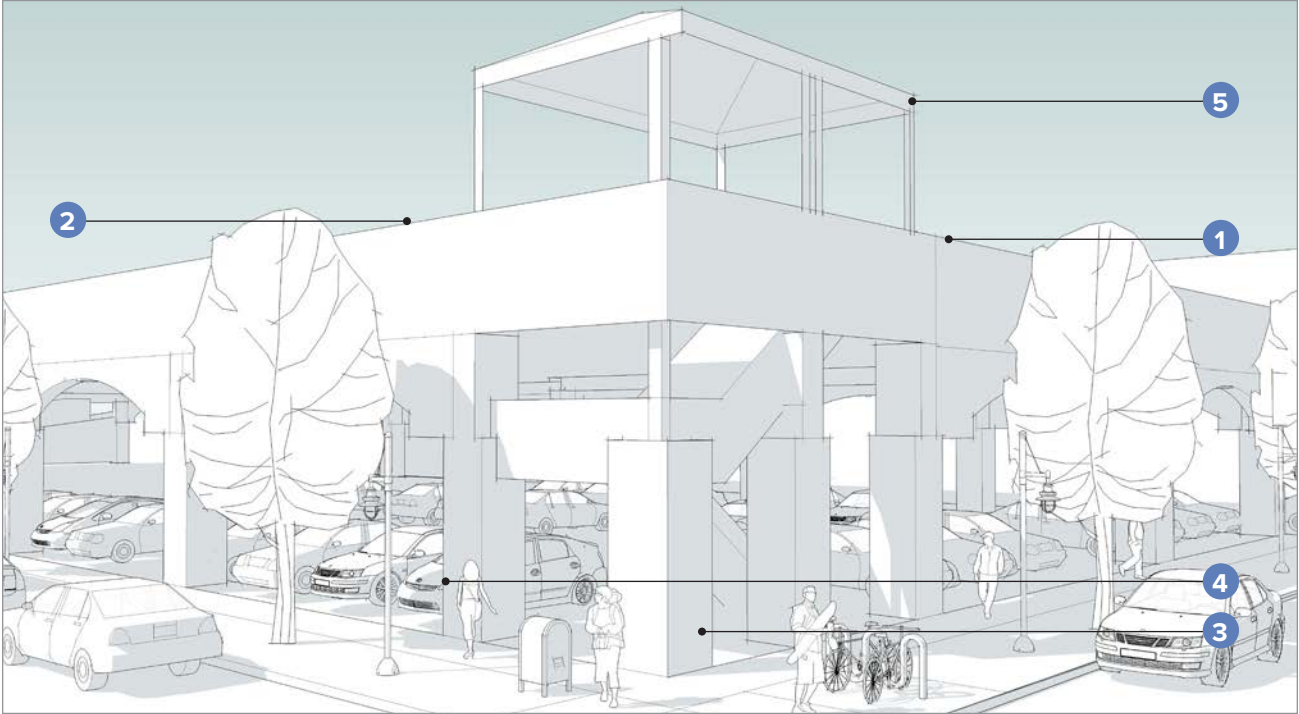


TABLE 4.S.1: PARKING GARAGE – SPECIFIC REQUIREMENTS

- 1. Functional building form with level floors (to accommodate alternate future uses) and dedicated, sloped up and down lanes.
- 2. Maximum three stories.
- 3. Main level accessible at grade.
- 4. Building, columns, and parking spaces at right-of way line (no setbacks), (as illustrated).
- 5. Arched building tops prohibited.

**TABLE 4.S.2: PARKING GARAGE – NUMERICAL PARAMETERS**

	Width	Height	Height-to-Width Ratio	Depth	Lateral Spacing	Depth of Recess	Extent of Projection
<b>Sign</b>	3' to 7'	10' to 16'	.5 to 6	n/a	n/a	n/a	5' to 8'
<b>Building Size</b>	130' to 264'	≤ 40' (a)	.125 to 2	≤ 130'	n/a	n/a	n/a
(a) Or three stories.							

**TABLE 4.S.3: PARKING GARAGE – ALLOWABLE MATERIALS**

	Brick	Terra Cotta	Sandstone	Limestone	Formed Concrete	Glazed Block or Tile	Steel
<b>Building Wall</b>	X		X		X	X	
<b>Accents</b>	X	X	X	X	X	X	
<b>Window and Door Heads</b>	(a)	X	X	X	X	X	
<b>Window Sills</b>	X	X	X	X	X	X	
<b>Columns</b>	X	X	X	X	X	X	X
(a) Soldier course.							

**TABLE 4.S.4: PARKING GARAGE – ALLOWABLE USES**

<b>Parking (a)</b>
(a) If structure is enclosed, at any point in time, building may be approved for other proposed uses.

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# ARTICLE 5: STREETSCAPES

## 5.01 PURPOSE AND APPLICABILITY

- A. Thoroughfares are intended for use by vehicular and pedestrian traffic and to provide access to Lots and Open Spaces.
- B. Thoroughfares shall generally consist of vehicular lanes and Public Frontages.
- C. Thoroughfares shall be designed in context with the urban form and desired design speed of the Districts through which they pass.
- D. Pedestrian comfort shall be a primary consideration of the Thoroughfare. Design conflict between vehicular and pedestrian movement generally shall be decided in favor of the pedestrian.
- E. Where needed, a Thoroughfare network shall be designed to define Blocks. Block perimeter at the edge of the development parcel shall be subject to approval by Warrant.
- F. Where needed, Thoroughfares shall terminate at other Thoroughfares, forming a network. Internal Thoroughfares shall connect wherever possible to those on adjacent sites. Culs-de-sac shall be subject to approval by Warrant to accommodate specific site conditions only.
- G. Standards for Paths and Bicycle Trails shall be approved by Warrant.

## 5.02 THOROUGHFARE TYPES

- A. **Five Thoroughfare Types are shown on the Regulating Plan.** They are intended to categorize the streets within the Downtown Sault Ste Marie Form-Based Code Area by their respective functions within the context of the Districts through which they pass. Each Thoroughfare Type has associated Lane Dimensions and Public Frontages, as illustrated in Table A.1 and Table A.2. The Thoroughfare Types are described below:
  - 1. Placemaking Thoroughfare
    - a) The Placemaking Thoroughfare Type is intended for the streets in Downtown Sault Ste Marie with the most intense levels of activity. These streets are the main axes of movement through the downtown, and should have the highest level of pedestrian amenities, such as landscaping, planters, and sidewalk furniture. The only streets designated as Placemaking Thoroughfares on the Regulating Plan are Ashmun Street from the Power Canal north to Water Street, and Portage Avenue from Magazine Street east to the midpoint of the block bounded by Ashmun Street and Bingham Avenue.
  - 2. Downtown Connector Thoroughfare

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- a) The Downtown Connector Thoroughfare Type is intended for all other streets which are used for movement through the downtown area, regardless of transportation mode. These streets may accommodate a range of intensities in their activity, and may support a wider range of on-street parking configurations. Pedestrian amenities, such as landscaping, planters, and street furniture, should be accommodated where possible, though the level and number provided can be calibrated to the character and intensity of the individual block.
3. Local Connector Thoroughfares
  - a) The Local Connector Thoroughfare Type is intended for streets which are used to access specific blocks, buildings, or amenities in the downtown area. Activity levels along these streets are typically less intense, and they are not typically used for movement through the downtown area. Street frontages along this Thoroughfare Type may take on a more residential character, with narrower sidewalks and a continuous planting strip, and pedestrian amenities such as street furniture can be omitted.
4. Green Alley Thoroughfares
  - a) The Green Alley Thoroughfare Type is intended for alleys that are used as “shortcuts” through the downtown area. These alleys typically bisect large or oblong-shaped blocks. These alleys have the potential to become lively pedestrian areas in their own right, while remaining accessible by motorized vehicles in a “shared space” configuration. Moloney’s Alley is designated as a Green Alley Thoroughfare, as are the alleys parallel and to the west of Ashmun Street.

### 5.03 THOROUGHFARE ASSEMBLIES

#### A. Vehicular Lanes

1. Thoroughfares may include vehicular lanes in a variety of widths for parked and for moving vehicles, including bicycles. The standards for vehicular lanes shall be as shown in Table A.1.
2. A bicycle network consisting of Bicycle Trails, Bicycle Routes and Bicycle Lanes should be provided throughout the Downtown Area. See Concept Plan Map 3.1. Bicycle Routes should be marked with Sharrows. The community bicycle network shall be connected to existing or proposed regional networks wherever possible.

#### B. Public Frontages

1. The Public Frontage contributes to the character of the District, and includes the types of Sidewalk, Curb, planter, bicycle facility, and street trees.
2. Within the Public Frontages, the prescribed types of Public Lighting shall be as shown in Table A.3. The spacing may be adjusted by Warrant to accommodate specific site conditions. Spacing 50’ to 66’ is typical.
3. The introduced landscape shall consist primarily of durable species tolerant of soil compaction.
4. The Public Frontage shall include trees planted in a regularly-spaced Allee pattern of single species with shade canopies of a height that, at maturity, clears at least one Story. At Retail Frontages, the spacing of the trees may be irregular, to avoid visually obscuring the shopfronts.
  - a) Acceptable street tree species for use in metal tree grates include Little Leaf Linden (*Tilia cordata*), Northern Red Oak (*Quercus rubra*), and Sycamore (*Platanus occidentalis*).
5. Streets with a Right-of-Way width of 40 feet or less shall be exempt from the tree requirement.

# ARTICLE 6: PARKING

## 6.01 PARKING STANDARDS

### A. Parking and density calculations

1. Buildable Density on a Lot shall be determined by the actual parking provided within the Lot and on streets in front of the lot as applied to the Functions permitted in Table A.8.
2. The actual parking may be adjusted downward according to the Shared Parking Factor of Table A.9 to determine the Effective Parking. The Shared Parking Factor is available for any two Functions within any pair of adjacent Blocks.
3. Accessory Units do not count toward Density calculations.
4. Liner Buildings less than 30 feet deep and no more than two Stories shall be exempt from parking requirements.

## 6.02 PARKING LOCATION STANDARDS

- A. Parking shall be accessed by Local Connectors or Green Alleys, when such are available on the Regulating Plan.
- B. Open parking areas shall be masked from the Frontage by a Building or Streetscreen.
- C. Parking is prohibited within yards corresponding to front setback areas.
- D. Vehicular entrances to parking lots, garages, and Parking Structures shall be no wider than 24 feet at the Frontage.
- E. Pedestrian exits from all parking lots, garages, and Parking Structures shall be directly to a Frontage Line (i.e., not directly into a building) except underground levels which may be exited by pedestrians directly into a building.
- F. A minimum of one bicycle rack place shall be provided within the Public or Private Frontage for every ten vehicular parking spaces.

## 6.03 PARKING LOT SCREENING

- A. Parking lots fronting Placemaking, Downtown Connector, and Local Connector Thoroughfares must be screened from view using a minimum 72" masonry wall or manicured hedge, located at the right-of-way line.

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# ARTICLE 7: DEFINITIONS

## 7.01 DEFINITIONS

This Article provides definitions for terms in this Code that are technical in nature or that otherwise may not reflect a common usage of the term. If a term is not defined in this Article, refer to the definitions as stated in Section 10-1.02 of the City of Sault Ste. Marie Zoning Ordinance. If a term in this Article has a definition in conflict with a definition as stated in Section 10-1.02 of the City of Sault Ste. Marie Zoning Ordinance, the definition in the former document shall take precedence. For terms not defined in this document or Section 10-1.02, such terms shall have meanings as set forth in the enacted laws and codes of this state as the context implies.

1. **Allee:** a regularly spaced and aligned row of trees usually planted along a Thoroughfare or Path.
2. **Arcade:** a Private Frontage conventional for Retail use wherein the Facade is a colonnade supporting habitable space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at the Frontage Line. (See Table A.7)
3. **Attic:** the interior part of a building contained within a pitched roof structure.
4. **Block:** the aggregate of private Lots, circumscribed by Thoroughfares.
5. **Block Face:** the aggregate of all the building Facades on one side of a Block.
6. **Building:** Is any structure, mobile home, vehicle, tent, awning, or similar enclosure designed and intended for the shelter or enclosure of persons, animals or property of any kind.
7. **Civic:** the term defining not-for-profit organizations dedicated to arts, culture, education, recreation, government, transit, and municipal parking.
8. **Civic Building:** a building operated by not-for-profit organizations dedicated to arts, culture, education, recreation, government, transit, and municipal parking, or for use approved by the legislative body.
9. **Civic Space:** an outdoor area dedicated for public use. Civic Space types are defined by the combination of certain physical constants including the relationships among their intended use, their size, their landscaping and their Enfronting buildings. See Table A.10.
10. **Commercial:** the term collectively defining workplace, Office, Retail, and Lodging Functions.
11. **Configuration:** the form of a building, based on its massing, Private Frontage, and height.
12. **Converted:** Is a change of use or function of all or part of an existing building sufficient to meet the definition of "Change of Occupancy" in the Michigan Rehabilitation Code.

INTRODUCTION	1	ADMINISTRATION	13. <b>Courtyard Building:</b> a building that occupies the boundaries of its Lot while internally defining one or more private patios. (See Table A.5)
			14. <b>Curb:</b> the edge of the vehicular pavement that may be raised or flush to a Swale. It usually incorporates the drainage system. See Table A.2.
2	GENERAL PROVISIONS	3	15. <b>Density:</b> the number of dwelling units within a standard measure of land area.
			16. <b>Design Speed:</b> is the velocity at which a Thoroughfare tends to be driven without the constraints of signage or enforcement. There are four ranges of speed: Very Low: (below 20 MPH); Low: (20-25 MPH); Moderate: (25-35 MPH); High: (above 35 MPH). Lane width is determined by desired Design Speed. See Table A.1.
3	DISTRICTS AND MAPS	4	17. <b>Disposition:</b> the placement of a building on its Lot. See Table A.5 and Table A.12.
			18. <b>Edgeward Building:</b> a building that occupies the center of its Lot with Setbacks on all sides. See Table A.5.
4	BUILDING TYPES	5	19. <b>Effective Parking:</b> the amount of parking required for Mixed Use after adjustment by the Shared Parking Factor. See Table A.9.
			20. <b>Effective Turning Radius:</b> the measurement of the inside Turning Radius taking parked cars into account. See Table A.1 and Table A.12.
5	STREETSCAPES	6	21. <b>Elevation:</b> an exterior wall of a building not along a Frontage Line. See Table A.12. See: Façade.
			22. <b>Encroach:</b> to break the plane of a vertical or horizontal regulatory limit with a structural element, so that it extends into a Setback, into the Public Frontage, or above a height limit.
6	PARKING	7	23. <b>Encroachment:</b> any structural element that breaks the plane of a vertical or horizontal regulatory limit, extending into a Setback, into the Public Frontage, or above a height limit.
			24. <b>Enfront:</b> to place an element along a Frontage, as in “porches Enfront the street.”
7	DEFINITIONS	A	25. <b>Enlarged:</b> Is an increase in the square footage under roof or interior volume of an existing structure.
			26. <b>Façade:</b> the exterior wall of a building that is set along a Frontage Line. See Elevation.
APPENDIX			27. <b>Forecourt:</b> a Private Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. See Table A.7.
			28. <b>Frontage:</b> the area between a building Facade and the vehicular lanes, inclusive of its built and planted components. Frontage is divided into Private Frontage and Public Frontage. See Table A.2 and Table A.7.
			29. <b>Frontage Line:</b> a Lot line bordering a Public Frontage. Facades facing Frontage Lines define the public realm and are therefore more regulated than the Elevations facing other Lot Lines. See Table A.12.
			30. <b>Gallery:</b> a Private Frontage conventional for Retail use wherein the Facade is aligned close to the Frontage Line with an attached cantilevered shed or lightweight colonnade overlapping the Sidewalk. See Table A.7.
			31. <b>Green:</b> a Civic Space type for unstructured recreation, spatially defined by landscaping rather than building Frontages. See Table A.10.
			32. <b>Infill:</b> noun - new development on land that had been previously developed, including most Greyfield and Brownfield sites and cleared land within Urbanized areas. verb- to develop such areas.
			33. <b>Land:</b> Is a portion of the earth’s solid surface distinguishable by boundaries or ownership.
			34. <b>Liner Building:</b> a building specifically designed to mask a parking lot or a Parking Structure from a Frontage.
			35. <b>Live-Work:</b> a Mixed Use unit consisting of a Commercial and Residential Function. It is intended to be occupied by a business operator who lives in the same structure that contains the Commercial activity or industry. See Work-Live. (Syn.: flexhouse.)
			36. <b>Lodging:</b> premises available for daily and weekly renting of bedrooms.
			37. <b>Main Civic Space:</b> the primary outdoor gathering place for a community. The Main Civic Space is often, but not always, associated with an important Civic Building.
			38. <b>Manufacturing:</b> premises available for the creation, assemblage and/or repair of artifacts, using table-mounted electrical machinery or artisanal equipment, and including their Retail sale.

39. **Mixed Use:** multiple Functions within the same building through superimposition or adjacency, or in multiple buildings by adjacency, or at a proximity determined by Warrant.
40. **Moved:** Means to relocate from one location to another.
41. **Office:** premises available for the transaction of general business but excluding Retail, artisanal and Manufacturing uses.
42. **Open Space:** land intended to remain undeveloped; it may be for Civic Space.
43. **Outbuilding:** an Accessory Building, usually located toward the rear of the same Lot as a Principal Building, and sometimes connected to the Principal Building by a Backbuilding. See Table A.12.
44. **Park:** a Civic Space type that is a natural preserve available for unstructured recreation. Table A.10
45. **Parking Structure:** a building containing one or more Stories of parking above grade.
46. **Planter:** the element of the Public Frontage which accommodates street trees, whether continuous or individual.
47. **Plaza:** a Civic Space type designed for Civic purposes and Commercial activities in the more urban Transect Zones, generally paved and spatially defined by building Frontages. See Table A.10.
48. **Principal Building:** the main building on a Lot, usually located toward the Frontage. Table A.12.
49. **Principal Entrance:** the main point of access for pedestrians into a building.
50. **Principal Frontage:** On corner Lots, the Private Frontage designated to bear the address and Principal Entrance to the building, and the measure of minimum Lot width. Prescriptions for the parking Layers pertain only to the Principal Frontage. Prescriptions for the first Layer pertain to both Frontages of a corner Lot. See Frontage.
51. **Private Frontage:** the privately held Layer between the Frontage Line and the Principal Building Facade. See Table A.7.
52. **Public Frontage:** the area between the Curb of the vehicular lanes and the Frontage Line. See Table A.2.
53. **Rearyard Building:** a building that occupies the full Frontage Line, leaving the rear of the Lot as the sole yard. See Table A.5. (Var: Rowhouse, Townhouse, Apartment House)
54. **Reconstructed:** Work undertaken on a building which exceeds 50 percent of the market value of the building before the improvement or repair is started.
55. **Regulating Plan:** a Zoning Map that shows the Districts and Thoroughfare Types for areas subject to, or potentially subject to, regulation by this Code.
56. **Residential:** characterizing premises available for long-term human dwelling.
57. **Retail:** characterizing premises available for the sale of merchandise and food service.
58. **Setback:** the area of a Lot measured from the Lot line to a building Facade or Elevation that is maintained clear of permanent structures. See Table A.12.
59. **Shared Parking Factor:** an accounting for parking spaces that are available to more than one Function. See Table A.9.
60. **Shopfront:** a Private Frontage conventional for Retail use, with substantial glazing and an awning, wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. See Table A.7.
61. **Sidewalk:** the paved section of the Public Frontage dedicated exclusively to pedestrian activity.
62. **Sideyard Building:** a building that occupies one side of the Lot with a Setback on the other side. This type can be a Single or Twin depending on whether it abuts the neighboring house. See Table A.5.
63. **Square:** a Civic Space type designed for unstructured recreation and Civic purposes, spatially defined by building Frontages and consisting of Paths, lawns and trees, formally disposed. See Table A.10.
64. **Story:** a habitable level within a building, excluding an Attic or raised basement. See Table 8.
65. **Streetscreen:** a freestanding wall or manicured hedge built along the Frontage Line, or coplanar with the Facade. It may mask a parking lot from the Thoroughfare, provide privacy to a side yard, and/or strengthen the spatial definition of the public realm. (Syn: streetwall.)

66. **Structurally altered:** Means any work performed which involves changes or attachments to any load-bearing elements as defined in the Michigan Rehabilitation Code.
67. **Structure:** Is anything constructed or erected, the use of which requires location on the ground or attachment to something having location on the ground except driveways and pavement.
68. **Subdivided:** Is the partitioning or splitting of a parcel or tract of land by the proprietor thereof or by his or her heirs, executors, administrators, legal representatives, successors, or assigns.
69. **Substantial Modification:** alteration to a building that is valued at more than 50% of the replacement cost of the entire building, if new.
70. **Terminated Vista:** a location at the axial conclusion of a Thoroughfare. A building located at a Terminated Vista designated on a Regulating Plan is required or recommended to be designed in response to the axis.
71. **Thoroughfare:** a way for use by vehicular and pedestrian traffic and to provide access to Lots and Open Spaces, consisting of Vehicular Lanes and the Public Frontage. See Table A.1, Table A.2 and Table A.12.
72. **Townhouse:** See Rearyard Building. (Syn: Rowhouse)
73. **Turning Radius:** the curved edge of a Thoroughfare at an intersection, measured at the inside edge of the vehicular tracking. The smaller the Turning Radius, the smaller the pedestrian crossing distance and the more slowly the vehicle is forced to make the turn. See Table A.1 and Table A.12.
74. **Urbanism:** collective term for the condition of a compact, Mixed Use settlement, including the physical form of its development and its environmental, functional, economic, and sociocultural aspects.
75. **Zoning Map:** the official map or maps that are part of the zoning ordinance and delineate the boundaries of individual zones and districts. See Regulating Plan.

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**TABLE A.1: VEHICULAR LANE DIMENSIONS**

This table assigns lane widths to Transect Zones. The Design ADT (Average Daily Traffic) is the determinant for each of these sections. The most typical assemblies are shown in Table 3B. Specific requirements for truck and transit bus routes and truck loading shall be decided by Warrant.

DESIGN SPEED	TRAVEL LANE WIDTH	GA	LC	DC	PM		
Below 20 mph	8 feet	■	□	□	□		
20-25 mph	9-10 feet		■	■	■		
25-35 mph	10-11 feet			■			

DESIGN SPEED	PARKING LANE WIDTH						
20-25 mph	(Angle ) 18 feet			■	■		
20-25 mph	(Parallel) 7 feet		■	■	■		
25-35 mph	(Parallel) 8 feet			■			

DESIGN SPEED	EFFECTIVE TURNING RADIUS						
Below 20 mph	5-10 feet	■	□	□	□		
20-25 mph	10-15 feet		■	■	■		
25-35 mph	15 feet			■			

(See Table 17b)

## KEY TO THOROUGHFARE TYPES

- GA** Green Alley
- LC** Local Connector
- DC** Downtown Connector
- PM** Placemaking

- By Right
- By Warrant

TABLE A.2: PUBLIC FRONTAGES – SPECIFIC






This table assembles prescriptions and dimensions for the Public Frontage elements - curbs, walkways and planters – relative to specific thoroughfare types within Transect Zones. Locally appropriate planting species should be used as described in Section 5.03B.

THOROUGHFARE TYPE						
			DC LC	DC LC	DC LC	PM DC
<b>a. Assembly:</b> The principal variables are the type and dimension of curbs, walkways, planters and landscape.						
Total Width	16-24 feet	12-24 feet	12-18 feet	12-18 feet	18-24 feet	18-30 feet
<b>b. Curb:</b> The detailing of the edge of the vehicular pavement, incorporating drainage.						
Type	Open Swale	Open Swale	Raised Curb	Raised Curb	Raised Curb	Raised Curb
Radius	10-30 feet	10-30 feet	5-20 feet	5-20 feet	5-20 feet	5-20 feet
<b>c. Walkway:</b> The pavement dedicated exclusively to pedestrian activity.						
Type	Path Optional	Path	Sidewalk	Sidewalk	Sidewalk	Sidewalk
Width	n/a	4-8 feet	4-8 feet	4-8 feet	12-20 feet	12-30 feet
<b>d. Planter:</b> The layer which accommodates street trees and other landscape.						
Arrangement	Clustered	Clustered	Regular	Regular	Regular	Opportunistic
Species	Multiple	Multiple	Alternating	Single	Single	Single
Planter Type	Continuous Swale	Continuous Swale	Continuous Planter	Continuous Planter	Continuous Planter	Tree Well
Planter Width	8 feet-16 feet	8 feet-16 feet	8 feet-12 feet	8 feet-12 feet	4 feet-6 feet	4 feet-6 feet
<b>f. Lighting:</b> The recommended public lighting. (See Table A.3)						
<b>e. Landscape:</b> The recommended plant species. (See Table A.4)						



**TABLE A.3: PUBLIC LIGHTING**

Lighting varies in brightness and also in the character of the fixture according to the Transect. This table shows five common types of lighting standards.

		Specifications
<p>Cobra Head</p> 		
<p>Pipe</p> 	▪	
<p>Post</p> 	▪	
<p>Column</p> 	▪	
<p>Double Column</p> 	▪	

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TABLE A.4: PUBLIC PLANTING

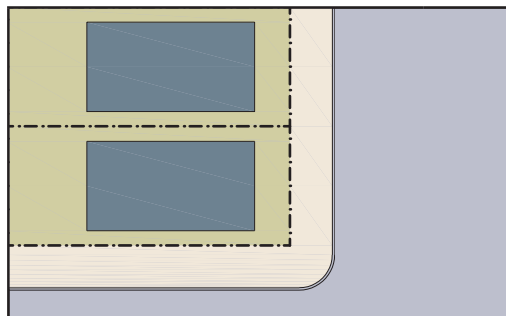
This table shows six common types of street tree shapes. The local planning office should select species appropriate for the bioregion.

		Specific Species
Pole 	▪	
Oval 	▪	
Ball 	▪	
Pyramid 		
Umbrella 		
Vase 		

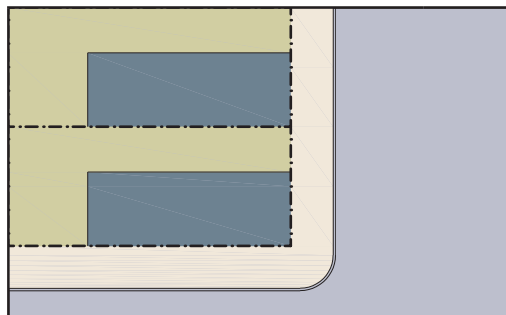
**TABLE A.5: BUILDING DISPOSITION**

This table approximates the location of the structure relative to the boundaries of each individual Lot, establishing suitable basic building types.

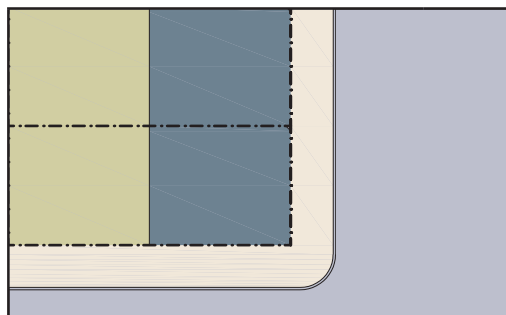
a. **Edgeyard:** Specific Types - single family house, cottage, villa, estate house, urban villa. A building that occupies the center of its Lot with Setbacks on all sides. This is the least urban of types as the front yard sets it back from the Frontage, while the side yards weaken the spatial definition of the public Thoroughfare space. The front yard is intended to be visually continuous with the yards of adjacent buildings. The rear yard can be secured for privacy by fences and a well-placed Backbuilding and/or Outbuilding.



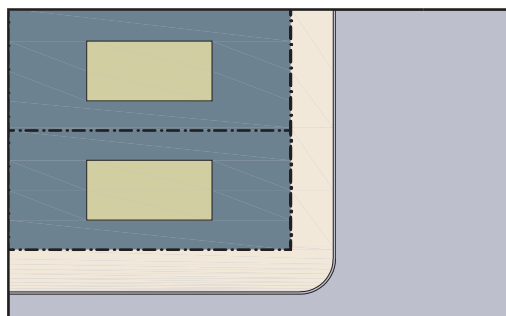
b. **Sideyard:** Specific Types - Charleston single house, double house, zero lot line house, twin. A building that occupies one side of the Lot with the Setback to the other side. A shallow Frontage Setback defines a more urban condition. If the adjacent building is similar with a blank side wall, the yard can be quite private. This type permits systematic climatic orientation in response to the sun or the breeze. If a Sideyard House abuts a neighboring Sideyard House, the type is known as a twin or double House. Energy costs, and sometimes noise, are reduced by sharing a party wall in this Disposition.



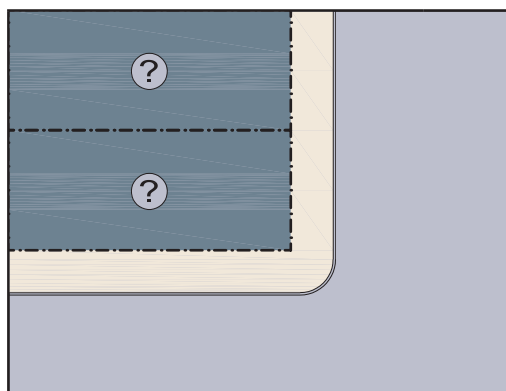
c. **Rearyard:** Specific Types - Townhouse, Rowhouse, Live-Work unit, loft building, Apartment House, Mixed Use Block, Flex Building, perimeter Block. A building that occupies the full Frontage, leaving the rear of the Lot as the sole yard. This is a very urban type as the continuous Facade steadily defines the public Thoroughfare. The rear Elevations may be articulated for functional purposes. In its Residential form, this type is the Rowhouse. For its Commercial form, the rear yard can accommodate substantial parking.



d. **Courtyard:** Specific Types - patio House. A building that occupies the boundaries of its Lot while internally defining one or more private patios. This is the most urban of types, as it is able to shield the private realm from all sides while strongly defining the public Thoroughfare. Because of its ability to accommodate incompatible activities, masking them from all sides, it is recommended for workshops, Lodging and schools. The high security provided by the continuous enclosure is useful for crime-prone areas.



e. **Specialized:** A building that is not subject to categorization. Buildings dedicated to manufacturing and transportation are often distorted by the trajectories of machinery. Civic buildings, which may express the aspirations of institutions, may be included.



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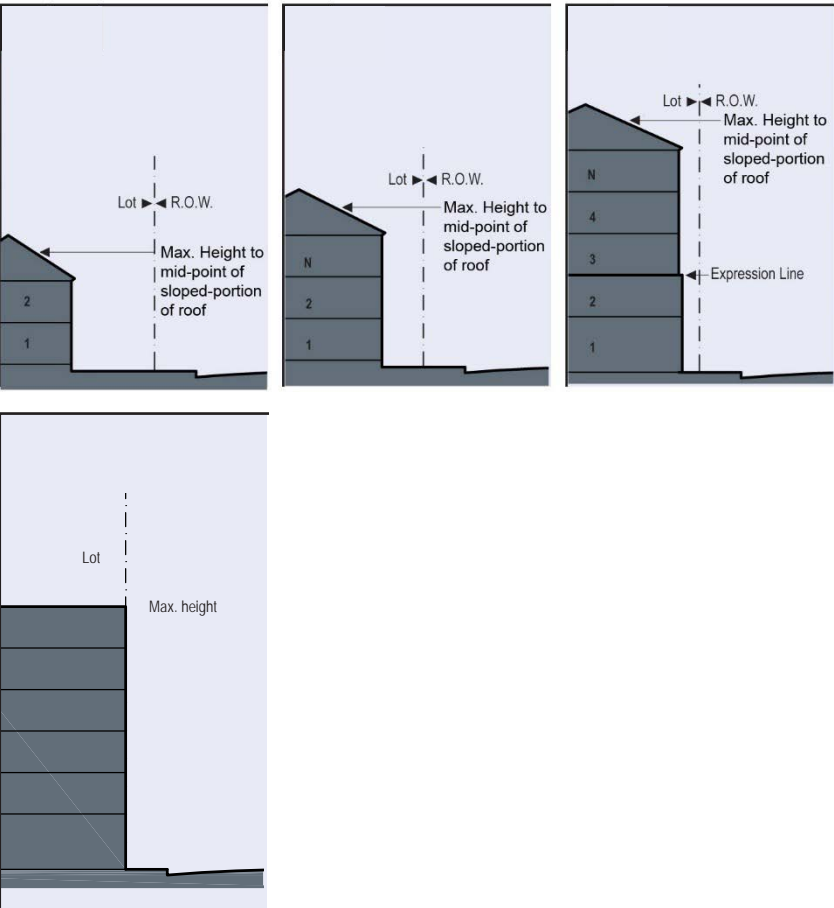
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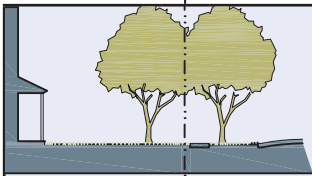
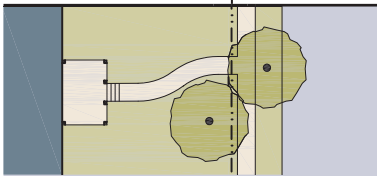

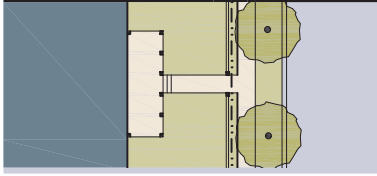
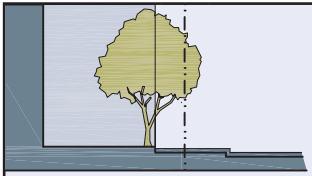
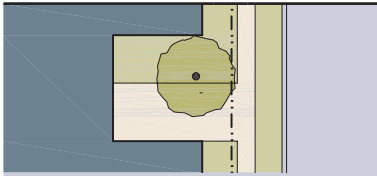
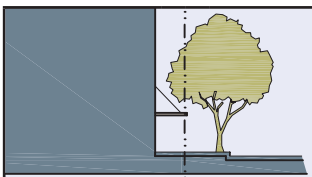
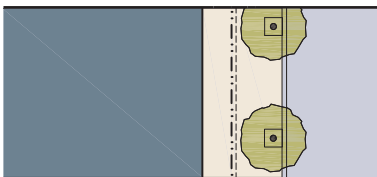
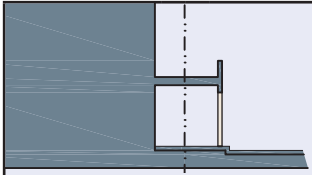
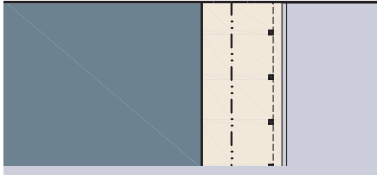
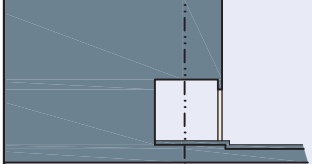

TABLE A.6: BUILDING CONFIGURATION

This table shows the Configurations for different building heights. Principal Buildings shall be a maximum of 7 stories and/or 80'. Outbuildings shall be a maximum of two (2) stories. NOTE: When employing a Building Type from Article 4, see the Specifications for that Building Type for specific building height restrictions. See the SAULT STE MARIE CITY ZONING ORDINANCE for Building Height definitions.



**TABLE A.7: PRIVATE FRONTAGES**

The Private Frontage is the area between the building Facades and the Lot lines.

	SECTION	PLAN
	LOT PRIVATE FRONTAGE R.O.W. PUBLIC FRONTAGE	LOT PRIVATE FRONTAGE R.O.W. PUBLIC FRONTAGE
a. <b>Common Yard:</b> a planted Frontage wherein the Facade is set back substantially from the Frontage Line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. The deep Setback provides a buffer from the higher speed Thoroughfares.		
b. <b>Porch &amp; Fence:</b> a planted Frontage wherein the Facade is set back from the Frontage Line with an attached porch permitted to Encroach. A fence at the Frontage Line maintains street spatial definition. Porches shall be no less than 8 feet deep.		
c. <b>Forecourt:</b> a Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. The Forecourt created is suitable for vehicular drop-offs. This type should be allocated in conjunction with other Frontage types. Large trees within the Forecourts may overhang the Sidewalks.		
d. <b>Shopfront:</b> a Frontage wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. This type is conventional for Retail use. It has a substantial glazing on the Sidewalk level and an awning that may overlap the Sidewalk to within 2 feet of the Curb. Syn: Retail Frontage.		
e. <b>Gallery:</b> a Frontage wherein the Facade is aligned close to the Frontage line with an attached cantilevered shed or a lightweight colonnade overlapping the Sidewalk. This type is conventional for Retail use. The Gallery shall be no less than 10 feet wide and should overlap the Sidewalk to within 2 feet of the Curb.		
f. <b>Arcade:</b> a colonnade supporting habitable space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at or behind the Frontage Line. This type is conventional for Retail use. The Arcade shall be no less than 12 feet wide and should overlap the Sidewalk to within 2 feet of the Curb.		

## TABLE A.8: OFF-STREET PARKING REQUIREMENTS

The shared parking factor for any two Use Categories (obtained in Table B below), when divided into the sum of the values obtained through use the Required Parking Table below for both of the corresponding Use Categories, produces the effective quantity of required off-street parking spaces. Conversely, if the same Shared Parking Factor is used as a multiplier, the allowable square-footage of building development on any particular site can be obtained as a function of parking provided. Parking is prohibited within yards corresponding to front setback areas.

### REQUIRED PARKING

Use Category	Required Parking Spaces (a)(b)
Residential	1 per dwelling
Lodging	1 per bedroom
Office	3 per 1000 sq ft
Retail (c)	3 per 1000 sq ft
Restaurant (c)	5 per 1000 sq ft
Civic (c)	1 per 4 persons based on maximum building occupancy.
Other	Interpretation of uses to be determined by Community Development Director.

### TABLE A.9: SHARED PARKING FACTOR

Use Category	Residential	Lodging	Office	Retail	Restaurant
Residential	1	1.1	1.4	1.2	1.2
Lodging	X	1	1.7	1.3	1.3
Office	X	X	1	1.2	1.2
Retail	X	X	X	1	1
Restaurant	X	X	X	X	1

- (a) Up to 20% of required parking spaces may be substituted with bicycle parking at a rate of 1 parking space to 5 inverted-u bike racks per the Association of Pedestrian and Bicycle Professionals (APBP) "Bicycle Parking Design Guidelines," 2nd Edition, 2010.
- (b) Up to 20% of required parking spaces may be substituted with ride hailing / drop-off spaces at a rate of 8 parking spaces per 1 dedicated ride hailing / drop-off space.
- (c) Maximum parking permitted for unstructured off-street parking. No minimum parking required.

TABLE A.10: CIVIC SPACE

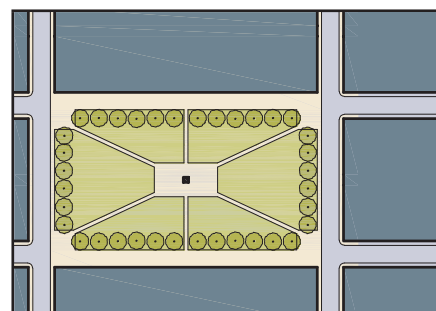
a. **Park:** A natural preserve available for unstructured recreation. A park may be independent of surrounding building Frontages. Its landscape shall consist of Paths and trails, meadows, waterbodies, woodland and open shelters, all naturalistically disposed. Parks may be lineal, following the trajectories of natural corridors. The minimum size shall be 8 acres. Larger parks may be approved by Warrant as Special Districts in all zones.



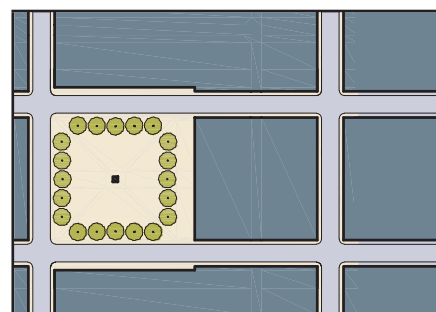
b. **Green:** An Open Space, available for unstructured recreation. A Green may be spatially defined by landscaping rather than building Frontages. Its landscape shall consist of lawn and trees, naturalistically disposed. The minimum size shall be 1/2 acre and the maximum shall be 8 acres.



c. **Square:** An Open Space available for unstructured recreation and Civic purposes. A Square is spatially defined by building Frontages. Its landscape shall consist of paths, lawns and trees, formally disposed. Squares shall be located at the intersection of important Thoroughfares. The minimum size shall be 1/2 acre and the maximum shall be 5 acres.



d. **Plaza:** An Open Space available for Civic purposes and Commercial activities. A Plaza shall be spatially defined by building Frontages. Its landscape shall consist primarily of pavement. Trees are optional. Plazas should be located at the intersection of important streets. The minimum size shall be 1/2 acre and the maximum shall be 2 acres.



e. **Playground:** An Open Space designed and equipped for the recreation of children. A playground should be fenced and may include an open shelter. Playgrounds shall be interspersed within Residential areas and may be placed within a Block. Playgrounds may be included within parks and greens. There shall be no minimum or maximum size.

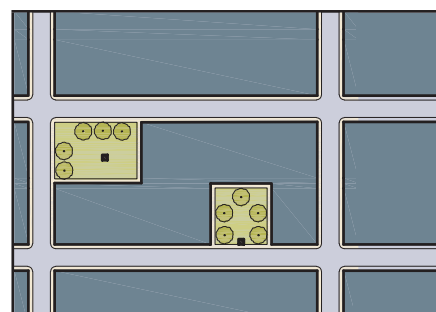




TABLE A.11: FORM-BASED CODE GRAPHICS TABLE FOR DOWNTOWN

**BUILDING FUNCTION**

Residential	
Lodging	
Office	
Retail	

**BUILDING CONFIGURATION** (see Table A.6)

Principal Building	7 stories or 80' max.
Outbuilding	2 stories max.

**LOT OCCUPATION**

Lot Width	18 ft min 180 ft max
Lot Coverage	80% max

**g. SETBACKS - PRINCIPAL BUILDING**

(g.1) Front Setback Principal	0-10 ft.
(g.2) Front Setback Secondary	0-10 ft.
(g.3) Side Setback	0 ft.
(g.4) Rear Setback	0 ft.
Frontage Buildout	80% min at setback

**h. SETBACKS - OUTBUILDING**

(h.1) Front Setback	10 ft. from Principal Building
(h.2) Side Setback	3 ft.
(h.3) Rear Setback	3 ft.

**j. PRIVATE FRONTAGES** (see Table A.7)

Common Lawn	
Porch & Fence	
Forecourt	
Shopfront & Awning	
Gallery	
Arcade	

**PARKING PROVISIONS**

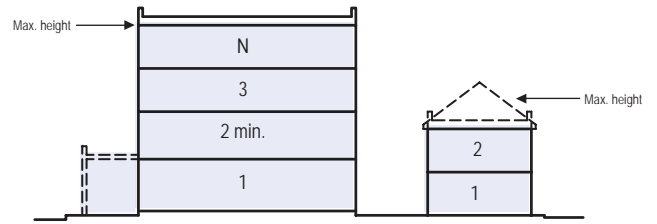
See Table A.8 and Table A.9

\*or 15 ft. from center line of alley

"N" stands for any Stories above those shown, up to the maximum. Refer to metrics for exact minimums and maximums

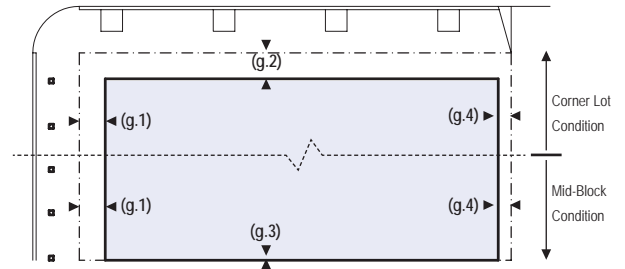
**BUILDING CONFIGURATION**

1. Building height shall be measured in number of Stories, excluding Attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor Commercial function which must be a minimum of 11 ft with a maximum of 25 ft.
3. Height shall be measured midway to the eave or roof deck as specified on Table A.6.
4. Expression Lines shall be as shown on Table A.6.



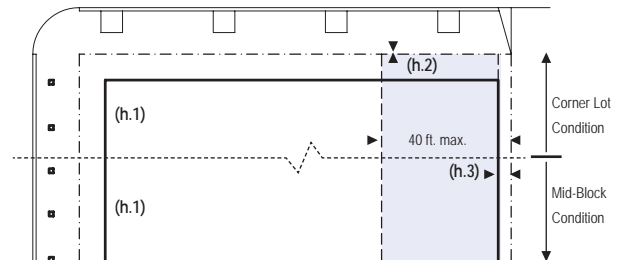
**SETBACKS - PRINCIPAL BLDG**

1. The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
2. Facades shall be built along the Principal Frontage to the minimum specified width in the table.



**SETBACKS - OUTBUILDING**

1. The Elevations of the Outbuilding shall be distanced from the Lot lines as shown.



**PARKING PLACEMENT**

1. Uncovered parking spaces may be provided within the third Layer as shown in the diagram (see Table A.12:d).
2. Covered parking shall be provided within the third Layer as shown in the diagram (see Table A.12:d).
3. Trash containers shall be stored within the third Layer.

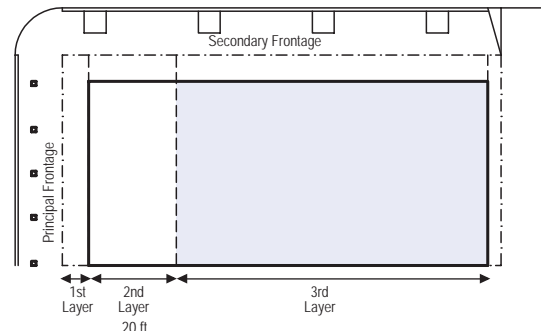
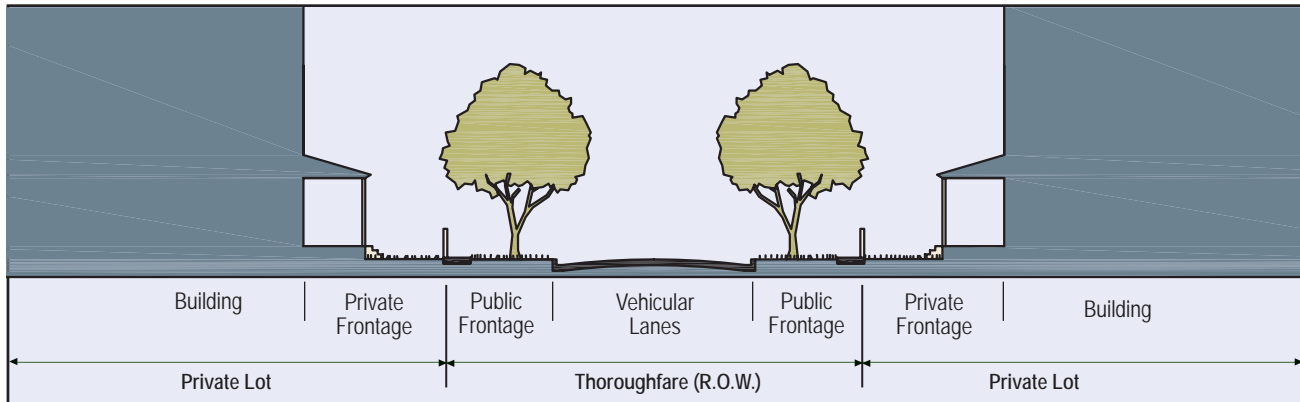
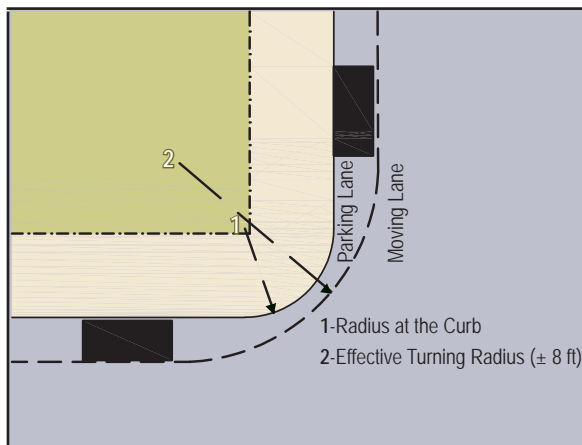


TABLE A.12: DEFINITIONS ILLUSTRATED

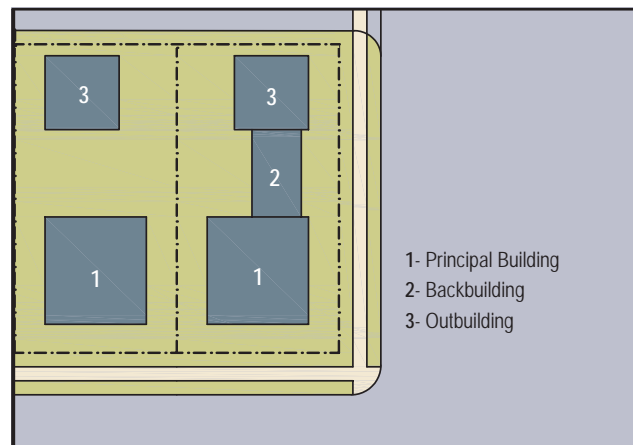
a. THOROUGHFARE & FRONTAGES



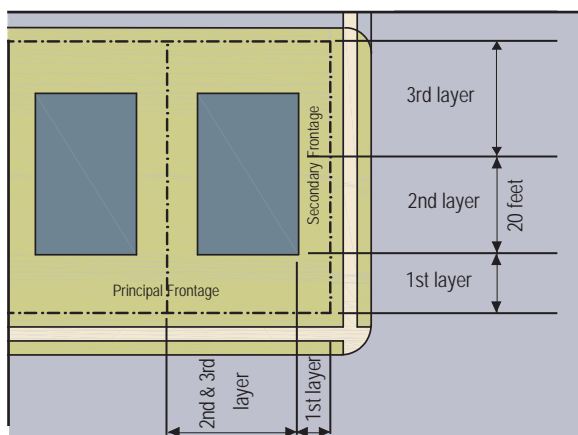
b. TURNING RADIUS



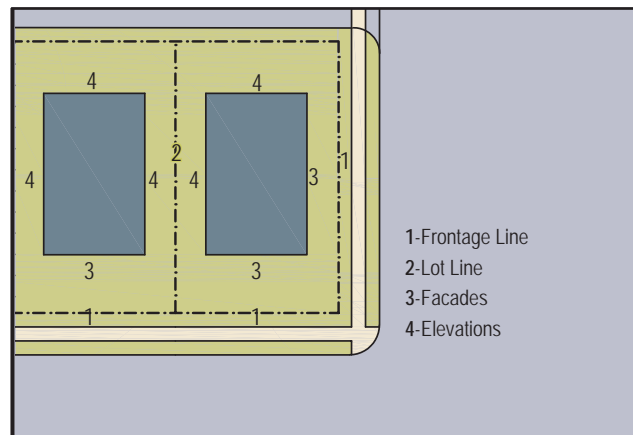
c. BUILDING DISPOSITION



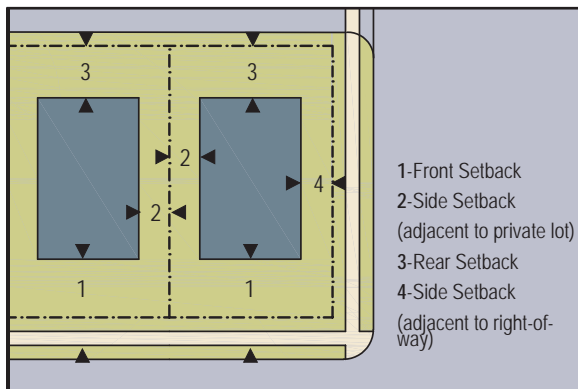
d. LOT LAYERS



e. FRONTAGE & LOT LINES



f. SETBACK DESIGNATIONS



g. NETWORK-BASED PEDESTRIAN SHED



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