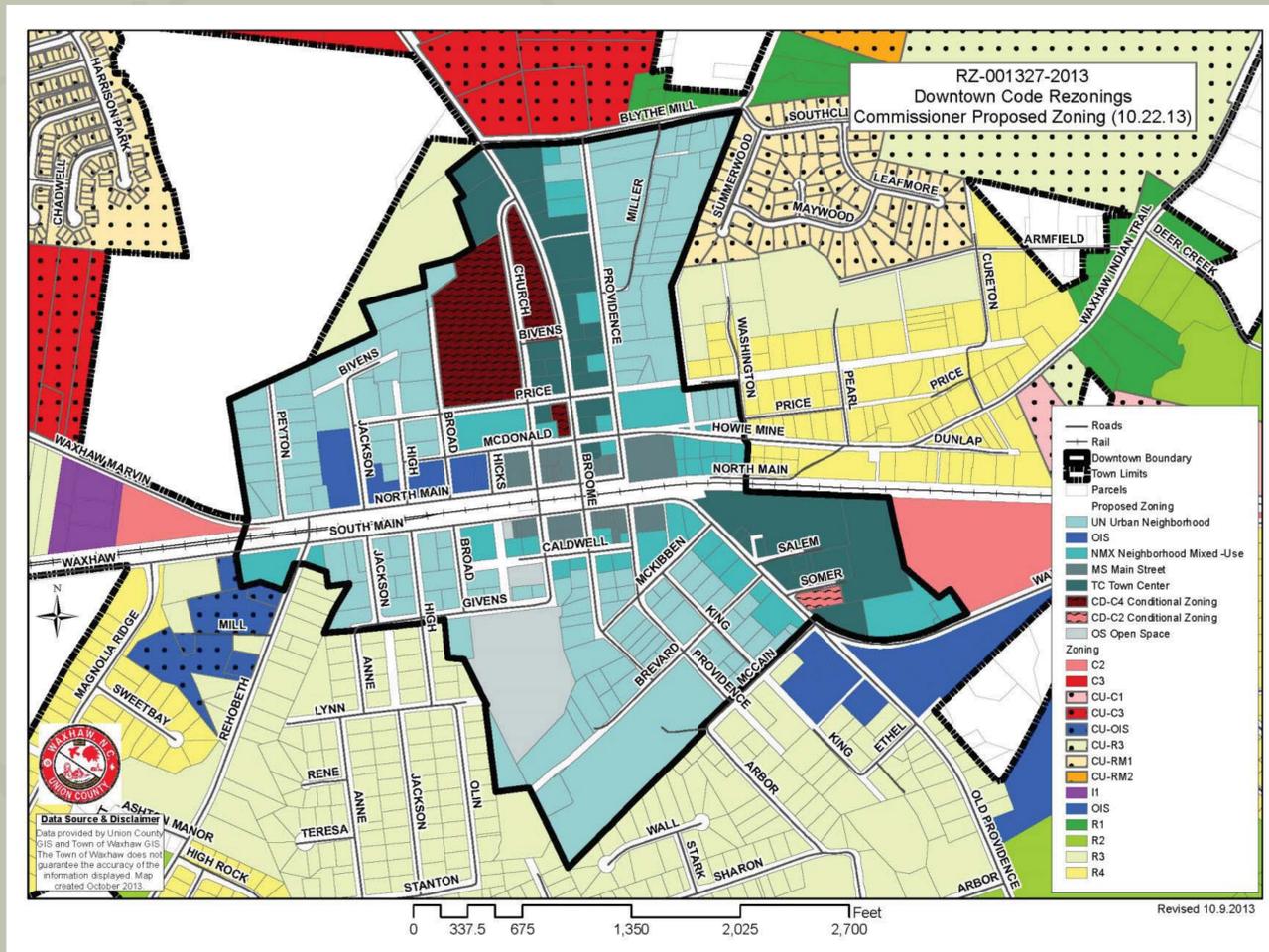


Downtown Code

Although the Downtown Form-Based Code was recently adopted, this code update offers an opportunity to make strategic refinements.

Downtown Regulating Plan

This is the zoning map that governs Downtown. Each color represents a different district with different requirements associated with setbacks, building height, use type, block frontage, and streetscape.



<p>UN Urban Neighborhood</p> <ul style="list-style-type: none"> Character: Houses, Duplexes, Townhouses Formerly: R-3, R-4 Building Height: 3 stories max. 	
<p>NMX Neighborhood Mixed-Use</p> <ul style="list-style-type: none"> Character: Shops, Townhouses, Apartment Buildings, Offices Formerly: C-2, C-3, I-1, OIS Building Height: 4 stories max. (22 ft. min.) 	
<p>MS Main Street</p> <ul style="list-style-type: none"> Character: Historic Main Street Buildings Formerly: C-4 Building Height: 3 stories max. 	
<p>TC Town Center</p> <ul style="list-style-type: none"> Character: Shops with Housing above, Office Buildings, and Civic Buildings Formerly: C-4 Building Height: 5 stories max. (22 ft. min.) 	
<p>OS Open Space</p> <ul style="list-style-type: none"> New District for Parks Only 	

<p>21.4.2 Neighborhood Mixed Use</p> <p>A. BUILDING HEIGHT</p> <p>1. Principal Building 3 stories, 45 ft. max.***</p> <p>2. Accessory Building 2 stories max.</p> <p>B. LOT OCCUPATION</p> <p>1. Lot Width 18 ft. min.</p> <p>2. Lot Coverage 70% max.</p> <p>C. BUILDING DISPOSITION (see Sec. 21.4.6)</p> <p>a. Edgeyard permitted</p> <p>b. Sideyard permitted</p> <p>c. Rearyard permitted</p> <p>d. Courtyard not permitted</p> <p>D. SETBACKS – PRINCIPAL BUILDING***</p> <p>1. Front Setback - Principal 0 ft. min. 18 ft. max.</p> <p>2. Front Setback - Secondary 0 ft. min. 18 ft. max.</p> <p>3. Side Setback 0 ft.* 24 ft. max.</p> <p>4. Rear Setback 3 ft. min.** 20 ft. min. if abutting UN</p> <p>E. SETBACKS – ACCESSORY BUILDING</p> <p>1. General Placement 3rd layer only</p> <p>2. Rear Setback 3 ft. min.**</p> <p>3. Side Corner Setback 2 ft. at corner*</p> <p>F. PRIVATE FRONTAGES (see Sec. 21.4.7)</p> <p>1. Common Lawn not permitted</p> <p>2. Porch & Fence permitted</p> <p>3. Terrace or L.C. permitted</p> <p>4. Forecourt permitted</p> <p>5. Stoop permitted</p> <p>6. Shopfront/Awning permitted</p> <p>7. Gallery not permitted</p> <p>8. Arcade not permitted</p> <p>G. PARKING PROVISIONS See Section 21.7.3</p>	<p>BUILDING HEIGHT</p> <p>1. Building height shall be measured per 21.5.2</p> <p>BUILDING STANDARDS</p> <p>1. The facades and elevations of Principal Buildings shall be distanced from the Lot lines as shown.</p> <p>2. Facades shall be built along the Principal Frontage to the minimum specified width in the table.</p> <p>SETBACKS – ACCESSORY BUILDING</p> <p>1. The Elevations of the Accessory Building shall be distanced from the Lot lines as shown.</p>
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Key provisions for the Neighborhood Mixed-Use Zone

Example Code Excerpts:

Multifamily Residential Design Standards

- **Roofs** – must have a pitch between 6:12 and 12:12.
- **Building walls** – primarily clad in brick, wood, clapboard, cementous fiber board, wood shingle, wood drop siding, wood board & batten, and/or stone. EIFS with a smooth finish may be used as a secondary material. Building materials shall be combined horizontally with heavier materials below the lighter.
- **Windows & doors** – At least 15% of the facades shall be transparent windows. Windows shall be inset from the outer wall at least 1/4 inch to provide shadow/texture. Horizontal slider windows are prohibited.
- **Entrances** – Buildings with more than 4 sidewalk level units shall have individual entries directly accessible from the sidewalk. All residential entries within 15' of sidewalk shall be raised at least 2' for privacy.

