APPENDIX I
Draft Zoning Code

Title 16
DEVELOPMENT CODE

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G. Conflicting Permits and Licenses to be Void. Permits or licenses shall be issued by the city in compliance with the provisions of this development code, after the effective date of this development code or amendment. Permits or licenses issued in conflict with this development code shall be void.
(Ord. 202 § 2 (part), 1999; Ord. 182 § 2 (part), 1997)

16.01.070 Responsibility for Administration.

This development code shall be administered by the Murrieta city council, planning commission, development services director, and the Murrieta development services department, in compliance with 16.46 (Administrative Responsibility).
(Ord. 182 § 2 (part), 1997)

16.01.080 Partial Invalidation of Development Code.

If any article, chapter, section, subsection, paragraph, subparagraph, sentence, clause, phrase or portion of this development code is held to be invalid, unconstitutional or unenforceable by a court of competent jurisdiction, these decisions shall not affect the validity of the remaining portions of this development code. The Murrieta city council hereby declares that this development code and each article, chapter, section, subsection, paragraph, sub-paragraph, sentence, clause, phrase or portion would have been adopted irrespective of the fact that one or more portions of this development code may be declared invalid, unconstitutional or unenforceable.
(Ord. 182 § 2 (part), 1997)

16.02 Development and Land Use Approval Requirements

Sections:

16.02.010 Requirements for Development and New Land Uses.
16.02.020 Exemptions from Land Use Permit Requirements.
16.02.030 Temporary Uses.
16.02.040 Additional Permits or Approvals May be Required.

16.02.010 Requirements for Development and New Land Uses.

No use of land or structures shall be established, constructed, reconstructed, altered, expanded, allowed or replaced unless the use of land or structures complies with the following requirements.

A. Allowable Use. The land use shall be identified by 16.08 (Residential Districts), 16.10 (Commercial Districts), 16.11 (Office Districts), 16.12 (Business Park and Industrial Districts), 16.13 (Innovation District), 16.14 (Special Purpose Districts), or 16.16 (Combining and Overlay Districts) as being allowable in the zoning district applied to the site.

Table 16.06-1 ZONING DISTRICTS	
Zoning Map Symbol	**Zoning District Name**
MF-3	Multiple Family 3 Residential, minimum 30 d.u./acre
Commercial	
NC	Neighborhood Commercial
CC	Community Commercial
RC	Regional Commercial
Office	
O	Office
ORP	Office Research Park
Business Park and Industrial	
BP	Business Park
GI	General Industrial
GI-A	General Industrial A
Innovation	
INN	Innovation
Other Zoning Districts	
P&R	Parks and Recreation
OS	Open Space
C & I	Civic & Institutional
Combining and Overlay Districts	
MPO	Master Plan Overlay
TOD	Transit Oriented Development Overlay District

(Ord. 492 Exhibit 3, 2014; Ord. 482-13 § 2, 2013; Ord. 182 § 2 (part) 1997)

16.06.020 Zoning Map Adopted.

b. Standard: Overly bright colors (e.g., day-glo) and intricate patterns of color (e.g., checkerboard) shall be avoided.

(Ord. 538, Exhibit A (part), 2018; Ord. 492 Exhibit 7, 2014; Ord. 202 § 2 (part), 1999; Ord. 182 § 2 (part), 1997)

16.13 Innovation District

Sections:

16.13.010 Purpose.
16.13.020 Innovation District General Development Standards
16.13.030 Innovation District Design Standards
16.13.040 Innovation District Design Standard Exhibits

16.13.010 Purpose.

This chapter provides regulations applicable to development and land uses in the Innovation zoning district (INN) established by 16.06.010 (Zoning Districts Established). The Innovation zoning district is applied to areas appropriate primarily for business and medical offices, corporate headquarters, medical services, business campuses with associated research and development facilities, education, technological advancement, makers labs such as people using digital tools to design new products, and craftsman products such as furniture and window design/construction. A limited amount of commercial uses are allowed within the Innovation zoning district. Examples of allowable commercial uses include: businesses that sell products made in facilities on-site, restaurants that support the employment and primary uses, and hotels. Commercial businesses are intended as support services for the employees and customers of the office, business, and medical uses with their associated research and development operations. The Innovation zoning district provides for a limited amount of housing as a supporting use to a facility such as a hospital, college or university, research and development campus that would directly benefit from having employees and students living on-site.

Note: Click to view a printer-friendly PDF of Table 16.13-1

TABLE 16.13-1
ALLOWABLE USES AND PERMIT REQUIREMENTS FOR THE INNOVATION ZONING DISTRICT

Symbol	Applicable Process	See Chapter
P	Permitted Land Use - Compliance with development standards and zoning clearance required	16.74
C	Conditional Use - Conditional use permit required	16.52
MC	Minor Conditional Use - Conditional use permit required	16.52
"Blank"	Land use not allowed	

Land Use(1) (2) (3) (4) (5) (6)	INN	See Standards in Section
Communication Facilities		
Broadcast Studio/Recording Studio	C	
Satellite Dishes/Antennas	C	16.44.170A
Wireless Communication Facilities	C	16.44.170B
Education, Public Assembly and Recreation		
Adult Entertainment Businesses		See Definition
Churches/Places of Worship	C	See Definition
Health and Fitness Clubs	P	See Definition
Libraries and Museums		
Recreational Facilities, Private	P	
Schools, College and University	C	
Schools, K - 12		
Studios, Professional	P	See Definition
Manufacturing and Processing		
Bio Medical Manufacturing	P	
Chemical Products Manufacturing	P	See Definition
Clothing Products	P	See Definition
Design/Innovation Technology	P	
Electrical and Electronic Equipment Manufacturing	P	See Definition
Food Products/Food and Beverage Manufacturing	P	See Definition
Furniture and Fixture Manufacturing, Cabinet Shops	P	See Definition
Glass Products	P	See Definition

Green Technologies	P	See Definition
Handicraft Industries and Small Scale Manufacturing	P	See Definition
Information Technologies	P	
Laboratories	P	
Pharmaceutical Manufacturing	P	
Printing and Publishing	P	See Definition
Medical, Office, and Research and Development Uses		
Business Support Services	P	See Definition
Medical Services - Office, Clinics and Laboratories	P	See Definition
Medical Services - Hospital	C	See Definition
Offices	P	16.44.110
Research and Development	P	See Definition
Skilled Nursing - Short Term	C	See Definition
Support Services		
Assisted Living/Skilled Nursing	C	See Definition
Theaters, Auditoriums and Meeting Halls	p(7)	See Definition
Automatic Teller Machines (ATMs)	P	
Banks and Financial Services	P	See Definition
Bars and Alcoholic Beverage Drinking Places	MC(7)	16.44.030
Convenience Stores	p(7)	16.44.030
Day Care Centers/Child Day-Care Facilities	MC(7)	16.44.050
Design/Innovation Technology Firms	P	
Eating and Drinking Establishments Services	p(7)	16.44.030
Eating and Drinking Establishments Services, with Drive-Through Facilities		16.44.030
Hotels	P	16.44.090
Employee Workforce and Student Units	p(7)(8)	16.44.150
Laundry and Dry Cleaning, Drop-off Only	P	
Marijuana Cultivation, Delivery, Dispensary, and Processing		
Medical Marijuana Dispensary		See Definition
Medical Marijuana Dispensary, Mobile		See Definition
Personal Services	p(7)	See Definition
Public Safety and Utility Facilities	P	See Definition
Retail Stores/General Merchandise	p(7)	See Definition
Schools, Specialized Education and Training	P	See Definition
Service Station		See Definition
Transportation		

Alternative Fuels and Recharging	p(9)	
Heliport/Helipad associated with a Hospital/Hotel	C	
Parking Lot/Structure	C	See Definition
Transit Stations and Terminals	C	See Definition
Vehicle Storage Facilities		See Definition

(1) See Section 16.04.020 regarding uses not listed.

(2) See Chapter 16.110 for definitions of land uses listed.

(3) A development permit may also be required (Chapter 16.56 Development Plan Permits).

(4) Permanent and/or temporary outdoor storage of materials in conjunction with an on-site primary use requires approval of a conditional use permit (Chapter 16.52 Conditional Use Permits).

(5) Storage of hazardous materials in excess of threshold established by the Uniform Building Code requires approval of a minor conditional use permit (Chapter 16.62 Conditional Use Permits) and compliance with Section 16.18.070 Hazardous Materials Storage.

(6) Conversion or reuse of an existing residential structure may be allowed with approval of a conditional use permit (Section 16.32.030 B.3).

(7) Use shall be integrated as an accessory use of a primary specialty school, college, university, hospital, hotel, office and/or research use and such use shall be incorporated within the primary use's structure. Use shall not be located in a stand-alone building. Employee Workforce and Student Units may be located in a stand-alone building within a master planned project that encompasses more than 1,000,000 SF of non-residential uses.

(8) Students and/or employees should have an association or affiliation with the primary use located on-site.

(9) Not petroleum-based.

16.13.020 Innovation District General Development Standards.

New land uses, structures, and alterations to existing uses or structures shall be designed, constructed, and/or established in compliance with the building setback, height, on-site landscaping requirements in Table 16.13-2, Innovation District General Development Standards, site and building Design Standards in Section 16.13.030, and applicable development standards (e.g. landscaping, parking, and loading, etc.) in Article III, Site Planning and General Development Standards.

Note: Click to view a printer-friendly PDF of Table 16.13-2

TABLE 16.13-2
INNOVATION DISTRICT GENERAL DEVELOPMENT STANDARDS(1) (2)

Development Feature	Standard
Required Building Setbacks	
Front	10 feet minimum
Rear	10 feet minimum
Street Side(3)	10 feet minimum

TABLE 16.13-2
INNOVATION DISTRICT GENERAL DEVELOPMENT STANDARDS(1) (2)

Development Feature	Standard
Interior Side(3)	10 feet minimum
From Freeway	100 feet minimum
From Residential Districts	75 feet minimum when adjacent to a residential district
Maximum Building Height(4)	150 feet
Minimum Ceiling Heights	14 feet – ground floor
	10 feet – above ground floor
Minimum Lot Size	10,000 square feet for 1 and 2 stories, 20,000 square feet for 3 and 4 stories, and 40,000 square feet for 5 or more stories
Required Building Massing Stepbacks	
Floors 3 and Higher	Minimum 10 additional feet from face of second floor below
Accessory Structures	Same as main structure
Public Art Standards	
Minimum Public Art	One percent (1%) of construction costs (capped at $400,000) to public art for projects where a building permit value exceeds $5,000,000.
Eligible Artworks	Public art located at or near the site; no commercial messages, including designs and logos
Landscaping/Open Space Standards	
Minimum On-site Landscaping/Open Space(5)	20 Percent of the project's lot area. Amenities such as court yards, roof top gardens, outdoor dining, food trucks/vendors spaces, shade structures, plazas, and artwork on-site may count towards landscaping/open space requirements.
Minimum Surface Parking Area Landscaping Standards(6)	
5 - 24 spaces	5 percent of the parking area
25 - 49 spaces	7.5 percent of the parking area
50 spaces plus	10 percent of the parking area
Parking Requirements	
See Chapter 16.34, Off-Street Parking and Loading Standards	

(1) Portions of a site may be developed prior to development of the entire site, if it can be demonstrated that the portion does not compromise the overall comprehensive development of the site.

(2) Development standards may vary for projects over ten acres in size when comprehensively planned in compliance with Chapter 16.64, Master Development Plans, or Chapter 16.66, Specific Plans.

(3) Measured from right of way line or property line.

(4) For structures greater than fifty (50) feet in building height and within 500 feet of existing residential districts, a public hearing shall be required, and the review shall include an evaluation of view

TABLE 16.13-2 INNOVATION DISTRICT GENERAL DEVELOPMENT STANDARDS(1) (2)	
Development Feature	**Standard**
sheds to maintain views for residential homes in the residential district and a shadow survey to avoid nonresidential buildings casting shadows on residential homes. No building shall exceed any Federal Aviation Administration (FAA) requirements. (5) See Chapter 16.28, Landscaping Standards and Water Efficient Landscaping. (6) Minimum required parking lot landscaping area is included in required minimum on-site landscaping/open space area.	

16.13.030 Innovation District Design Standards.

The following standards are provided to ensure high quality development. In order to meet a certain standard, one or a combination of features shall be incorporated in the project's design. Exhibits A and B, depicted in Section 16.13.040, –help to depict conceptual designs of what is possible within the Innovation District. Exhibit A depicts a single building project. Exhibit B depicts a multiple building project.

A. Site Planning.

1. Site Character.

a. **Standard:** Natural amenities (e.g., views, mature trees, creeks, riparian corridors, and topographic features) unique to the site should be preserved and incorporated into the project's design whenever possible.

b. **Standard:** Structures that are historic or are otherwise distinctive because of their rural appearance, age, cultural significance, or unique architectural style as determined by the Director shall be preserved and incorporated into project proposals.

c. **Standard:** Structures shall not face their back side or loading areas onto existing or planned amenities (e.g. parks, open space, and water features) and/or streets.

d. **Standard:** Frontage roads or drives shall be provided adjacent to open space areas unless a project is designed to provide direct pedestrian access to the open space and the road or drive is not otherwise necessary.

e. **Standard:** Buildings over 10,000 square feet in size shall include an outdoor employee seating area for use during breaks and/or for lunch.

2. Land Use Buffering.

a. **Standard:** Noise, traffic, or odor-generating activities should be located adjacent to similar activities on adjacent properties whenever possible. Buffering between different land uses shall be in compliance with Section 16.18.120 (Screening and Buffering).

b. Standard: Loading areas, access and circulation driveways, trash enclosures, and mechanical equipment should be located within the project as-far-as practical from any adjacent residences.

c. Standard: When adjoining uses can mutually benefit from connection rather than separation, appropriate connective elements (e.g., walkways, common landscape areas, building orientation, and unfenced property lines) should be provided between the uses.

d. Standard: Window orientation in nonresidential buildings should preclude a direct line of sight into adjacent residential units and private open spaces located within one-hundred feet of the shared property line. Required, maintained landscaping for screening, such as evergreen trees, may provide a barrier to block the direct line of sight.

e. Standard: When nonresidential buildings back-up to open space areas of residential projects, parks, or open space districts, the rear setback area shall be landscaped (consistent with Section 16.28) with direct line of sight obscuring vegetation to screen parking lots.

3. Building Placement.

a. Standard: Projects containing multiple buildings shall place a minimum 15% building frontage adjacent to the front setback line. The Director may waive or reduce this standard for projects where implementation of this standard is not feasible.

b. Standard: Multiple buildings in a single project shall have a functional relationship with one-another to achieve a "village" scale by use of at least two of the following features:

1) Cluster buildings around open plaza areas, not parking lots.

2) Provide courtyards with landscaping and other pedestrian amenities.

3) Provide convenient pedestrian circulation between buildings and between parking areas and buildings using enhanced paving materials.

4) Link buildings together visually using trellis structures, arcades, and enhanced paving.

c. Standard: Buildings should have their entrances oriented towards transit stops for convenient access.

4. Trash/Loading/Storage Areas.

a. Standard: All trash and recyclable enclosures shall match the primary structure's architecture and building materials.

b. Standard: All trash and recyclable bins shall be stored in approved enclosures in compliance with Section 16.18.150 (Solid Waste and Recyclable Materials).

c. Standard: The location of enclosures should allow convenient access for each tenant.

d. Standard: Enclosures should be located as far away from adjacent residential uses as practical.

e. Standard: Loading facilities shall not be located at the front of buildings. These facilities shall be located at the rear of the site or in an area that is adequately screened from view.

f. **Standard:** Loading facilities shall be fully screened from view from all adjacent public streets and freeways.

g. **Standard:** Screening of loading areas shall be accomplished with architectural elements or landscaping, or a combination of both.

5. Utility and Mechanical Equipment.

a. **Standard:** All mechanical equipment (e.g., compressors, air conditioners, heating and ventilating equipment, chillers, stand pipes, etc.) shall be concealed from view in compliance with Section 16.18.120 (B) (Screening and Buffering). Screening devices shall be compatible with the architecture and color of the adjacent buildings.

b. **Standard:** Mechanical equipment shall not be located on the roof of a structure unless the equipment can be screened by building elements that are designed for that purpose and that are an integral part of the building design.

c. **Standard:** Utility equipment (e.g., electric and gas meters, electrical panels, and junction boxes) shall be located in utility rooms within the structure or utility cabinets with exterior access.

B. Parking and Circulation.

1. General.

a. **Standard:** Parking spaces on public streets within 100 feet of the property allow for a 1:1 ratio parking reduction to required on-site parking.

b. **Standard:** Design should be creative and utilize features such as wrapping buildings around parking lots, subterranean parking/podium parking, shared vehicle parking, EV charging, bicycle infrastructure, and seating.

c. **Standard:** Projects over 10,000 square feet in floor area shall incorporate at least two of the following features:

1) Shared vehicle parking
2) EV charging
3) Bicycle infrastructure
4) Dedicated raised pedestrian access from parking areas to the project entrance

d. **Standard:** Parking lots shall be separated from buildings by a raised walkway, landscape strip, or combination of such a minimum five (5) feet in width, with a minimum three (3) foot wide walkway. Mow strips are not required in this situation. Parking aisles and/or parking spaces shall not directly abut a building.

e. **Standard:** A multiple building project may have multiple ownerships, but shall be integrated with a common circulation system.

2. Project Entry.

a. **Standard:** Parking lots with over one hundred (100) parking stalls shall provide a main entry drive from a public street for a minimum distance of forty (40) feet and shall include a minimum four (4) foot-wide sidewalk from the street to the first cross aisle on at least one side, and at least one of the following features:

1) A minimum seven foot wide landscaped enter median from the public street to the first cross aisle.

2) Two seven (7) foot-wide landscaped parkways flanking the main entry drive. The parkway that abuts the sidewalk may be reduced in width to four (4) feet.

b. Standard: The first aisle juncture that intersects the main entry drive shall be placed at least forty (40) feet back from the public street right-of-way to provide adequate queuing distance off the street. Final locations shall be subject to review and approval by the City Engineer.

c. Standard: Entry drives shall be located a minimum of two hundred (200) feet apart and at least one hundred (100) feet from any street intersection property line to driveway centerline. Also, access drives shall be located a minimum of twenty (20) feet from side property lines unless a shared drive is provided.

3. Site Access.

a. Standard: Projects with more than one hundred (100) parking stalls that are located on an arterial or larger road shall coordinate access points with median openings and existing driveways on the opposite side of the roadway. Final locations shall be subject to review and approval by the City Engineer.

b. Standard: Projects with more than two-hundred (200) parking stalls that are located on an arterial or a larger street shall provide deceleration lanes adjacent to their major entry per city standards.

c. Standard: Whenever possible, access drives should be located on side streets to maintain efficient traffic flow on major roadways.

d. Standard: All driveway radii shall be per city standards.

4. Pedestrian Access.

a. Standard: Drop-off points (i.e., wider aisles, frontal loading/unloading) shall be located near major building entries and plaza areas for projects over fifty-thousand (50,000) square feet of floor area.

b. Standard: Parking areas shall be designed so that pedestrians walk parallel to moving cars in parking aisles. Minimize the need for pedestrians to cross parking aisles and landscape islands to reach building entries by providing walkways.

c. Standard: Clearly defined pedestrian access shall be provided from transit/bus stops to primary building entrances. In projects with more than one-hundred (100) parking stalls, pedestrian walkways shall be provided through the parking areas from transit/bus-stops.

d. Standard: All projects shall provide a connection of the on-site pedestrian circulation system to the off-site public sidewalk.

e. Standard: Meandering sidewalks shall be provided in the Innovation zoning district when required by the Director.

f. Standard: Parking lots with over one-hundred (100) stalls shall provide a separate pedestrian walkway from the public sidewalk to the on-site walkways. At a minimum, this main entry sidewalk shall provide the following:

1) Be located on one side of the main entry drive aisle.

2) Be a minimum of four feet (4) wide.

3) Be raised and protected from the drive aisle by a six (6) inch high curb.

4) Be constructed of concrete or an interlocking paving system. Asphalt sidewalks are not allowed.

g. Standard: Emphasis at pedestrian crossings of driveways and major circulation aisles shall be accentuated at building entries by extending the sidewalk to the back edge of the parking spaces.

5. Bus Turnouts.

a. Standard: Bus turnouts may be required wherever the potential for auto/bus conflicts warrants separation of transit and passenger vehicles. Bus turnouts shall be considered by the City Engineer when at least two of the following conditions apply:

1) Bus parking in the curb lane is prohibited;

2) Traffic in the curb lane exceeds two-hundred and fifty (250) vehicles during peak hour;

3) Passenger volumes exceed twenty persons boarding an hour;

4) Traffic speed is greater than forty-five (45) miles per hour; and

5) Accident patterns are recurrent.

b. Standard: Bus turnouts shall be designed in compliance with city standards.

C. Architectural Design.

1. Architectural Style.

a. Standard: No specific architectural style or design theme is required. A variety of architectural characteristics may be considered to add to the city's overall image. However, while variety in design is generally encouraged, compatibility of new projects with their architectural style and surroundings should be a priority.

2. Design Consistency.

a. Standard: Designs shall demonstrate a consistent use of colors, materials, and detailing through-out all elevations of a building and throughout all buildings of a multiple building project.

b. Standard: Elevations that do not directly face a street shall not be ignored or receive only minimal architectural treatment. Building articulation is required on all sides of the building.

c. Standard: Each facade shall be designed for public view and shall be appropriately landscaped in compliance with the landscaping standards in Chapter 16.28 (Landscape Standards).

3. Form and Mass.

a. Standard: Designs shall provide a sense of human scale and proportion. Structures shall be designed to avoid a "box-like" appearance and adhere to the required building step backs discussed in Table 16.13-2 Innovation District General

Development Standards. In addition, structures should incorporate the following design features:

1) Provide horizontal and vertical wall articulation through the use of arcades, towers, and wall recesses and projections.

2) Provide architectural detail through the use of columns, three-dimensional decorative cornice bands, recessed entries and windows, and awnings and canopies.

3) Use different, but compatible, building materials with varying textures and colors.

b. Standard: Entries shall have areas that are protected from the elements and shall create a focus and sense of entry for the building by use of at least two of the following design features:

1) An entry courtyard with landscaping and a feature, such as a fountain or sculpture

2) Provide wall recesses.

3) Use roof overhangs.

4) Incorporate canopies and awnings.

5) Include arcades with a small courtyard or feature.

6) Install pedestrian oriented signs.

4. Roofs.

a. Standard: Variations in roof lines shall be used to add interest to, and reduce the massive scale of large commercial buildings. Roofs shall incorporate at least two of the following features:

1) Parapets concealing flat roofs and rooftop equipment. The average height of a parapet shall not exceed fifteen (15) percent of the height of the supporting wall and parapets shall not at any point exceed one-third the height of the supporting wall. Parapets shall incorporate a three-dimensional cornice.

2) Overhanging eaves, extending at least three feet past the supporting walls.

3) Sloping roofs that do not exceed the average height of the supporting walls with an average slope greater than or equal to one-foot for vertical rise for every three feet of horizontal run and less than or equal to one-foot of vertical rise for every one-foot of horizontal run.

4) Three or more roof slope planes.

b. Standard: Parapet walls shall be treated as an integral part of the structure design.

c. Standard: Parapet walls should receive architectural detailing consistent with the rest of the facade design and should not appear as unrelated elements intended only to screen the roof behind.

d. Standard: Where a mansard roof is incorporated into the parapet design, views from above the structure should also be considered relative to any visible structural support elements.

5. Building Materials.

a. **Standard:** False or decorated facade treatments, wherein one or more unrelated materials appear to be "stuck on" a building, should be avoided.

b. **Standard:** Artificial materials that attempt to imitate real materials (e.g., wood, stone, brick, etc.) are not allowed.

c. **Standard:** The composition of materials should avoid giving the impression of thinness and artificiality.

d. **Standard:** Veneers should turn corners, avoiding exposed edges.

e. **Standard:** Stock, pre-fabricated, "off-the-shelf" metal buildings are prohibited as primary structures.

6. Colors.

a. **Standard:** Facade colors shall be low reflective, subtle, neutral or earth tone colors. The use of high-intensity colors, metallic colors, black, or fluorescent colors is prohibited.

b. **Standard:** Building trim and accent areas may feature brighter colors, including primary colors, but neon tubing shall not be an acceptable feature for building trim or accent area.

c. **Standard:** The transition between base and accent colors shall relate to changes in building materials or the change of building surface planes. Colors should not meet or change without some physical change or definition to the surface plane.

7. Additions to Existing Structures.

a. **Standard:** The design of an addition to an existing structure shall follow the general scale, proportion, massing, and detailing of the original structure. The addition shall be integrated and harmonious with the original structure, not a stark contrast.

b. **Standard:** Additions shall be an interpretation of the existing building wherein the main characteristics of the existing structure are incorporated into the design of the addition by use of at least two of the following design features:

1) Repeat window and door spacing;

2) Use harmonizing colors and materials; and/or

3) Include similar, yet distinct, architectural details (e.g., window/door trim, lighting fixtures, tile/brick decoration, etc.).

D. Employee Workforce and Student Units.

1. General.

a. **Standard:** The use of the units by employees or students shall be associated or affiliated with the primary use of the site.

b. **Standard:** Each unit shall provide 300 to 600 square feet of habitable space with a maximum of two occupants per unit.

c. **Standard:** At a minimum, each unit must contain full sanitary facilities including a sink, toilet, shower and/or bath facilities.

d. **Standard:** Shared amenities shall be at least 20 percent of the gross floor area and include food preparation/dining facilities, entertainment and work spaces.

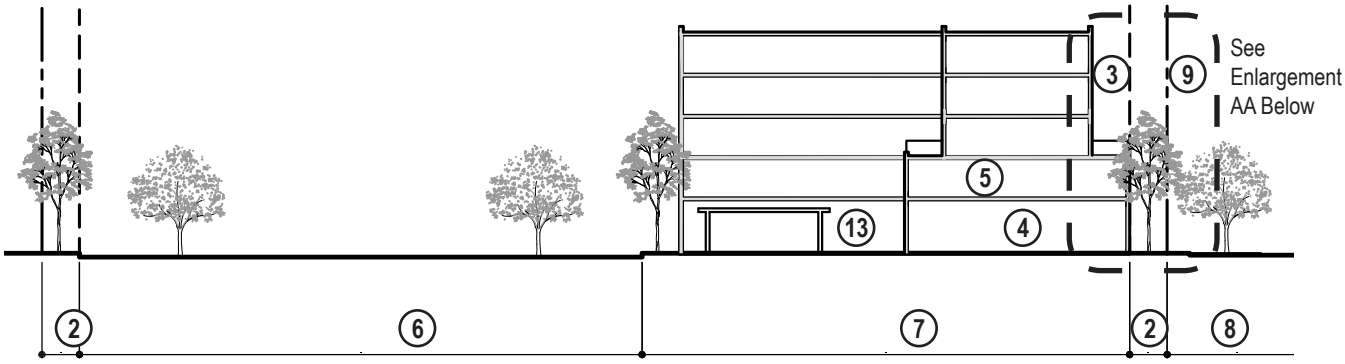
e. **Standard:** Units are intended for rent only.

16.13.040 Innovation District Design Standard Exhibits.

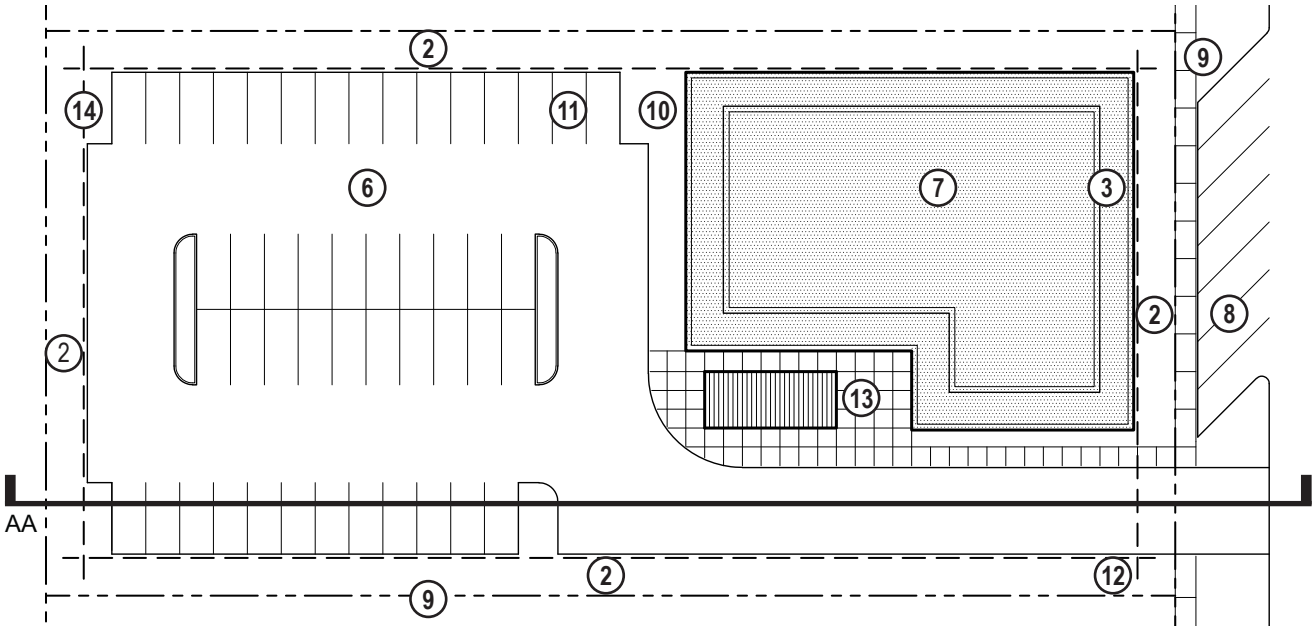
Exhibits A and B, depicted in Section 16.13.040, help to depict conceptual designs of what is possible within the Innovation District. Exhibit A depicts a single building project. Exhibit B depicts a multiple building project.

INNOVATION DISTRICT DESIGN STANDARDS CONCEPT - EXHIBIT A

SINGLE BUILDING PROJECT



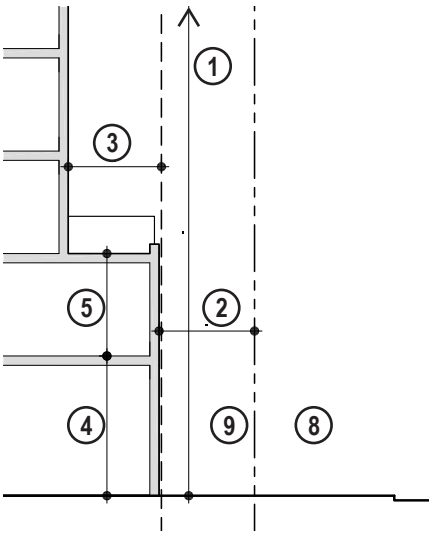
SECTION/ELEVATION - AA



PLAN VIEW

LEGEND

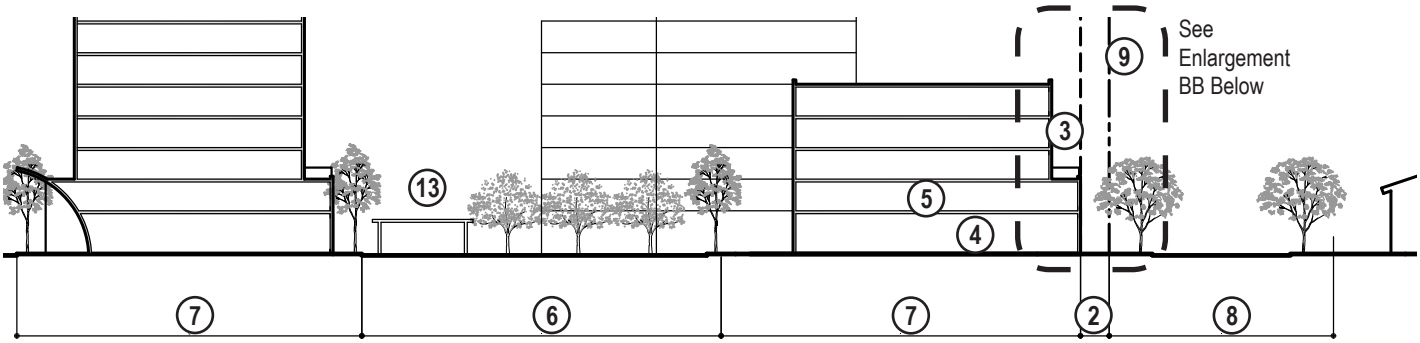
1. Number of Stories
   150' maximum height
2. Building Setback & Landscape (for floors one and two)
   - 10' minimum from all property lines
   - 75' minimum from any adjacent residential district
   - 100' minimum from freeway right-of-way
3. Building Massing Stepbacks
   - 10' minimum stepback from 2nd floor face
4. Ground Floor Height
   - 14' minimum
5. Above Ground Floor Height
   - 10' minimum
6. Parking Lot
7. Building
8. Street Right-of-Way
9. Property Line
10. Loading Area
11. EV/Bike/Shared Parking
12. Entry Monumentation/ Art Location
13. Courtyard/Gathering Area
14. Trash Enclosure



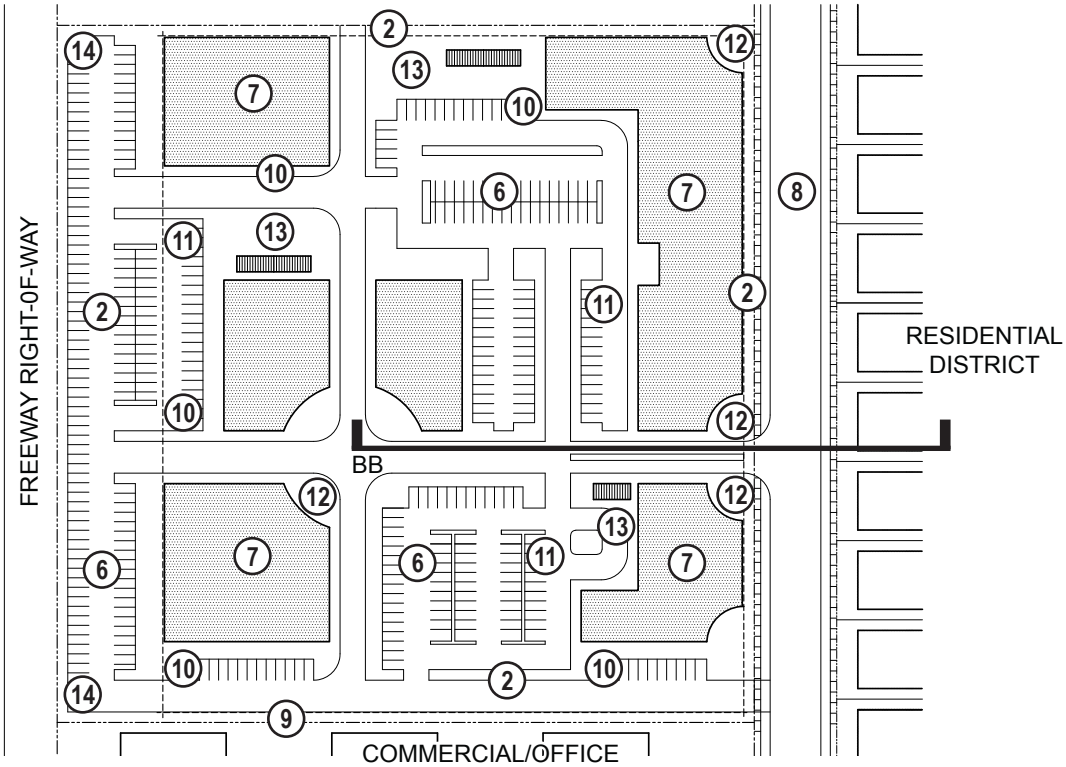
ENLARGEMENT-AA

INNOVATION DISTRICT DESIGN STANDARDS CONCEPT- EXHIBIT B

MULTIPLE BUILDINGS PROJECT



SECTION/ELEVATION - BB



PLAN VIEW

LEGEND

1. Number of Stories
   150' maximum height
2. Building Setback & Landscape (for floors one and two)
   - 10' minimum from all property lines
   - 75' minimum from any adjacent residential district
   - 100' minimum from freeway right-of-way
3. Building Massing Stepbacks
   - 10' minimum stepback from 2nd floor face
4. Ground Floor Height
   - 14' minimum
5. Above Ground Floor Height
   - 10' minimum
6. Parking Lot
7. Building
8. Street Right-of-Way
9. Property Line
10. Loading Area
11. EV/Bike/Shared Parking
12. Entry Monumentation/ Art Location
13. Courtyard/Gathering Area
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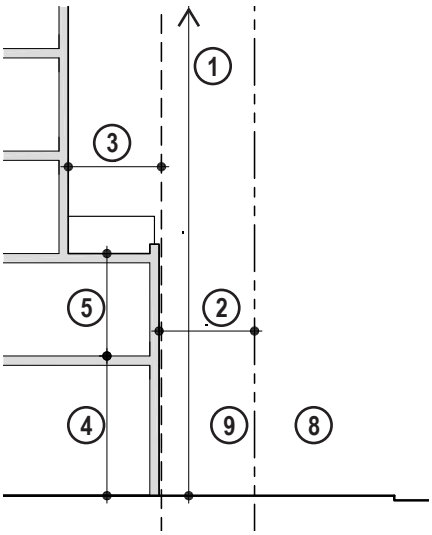

ENLARGEMENT-BB

Table 16.28-1 MINIMUM LANDSCAPED AREA BY ZONING DISTRICT	
Zoning District	**Minimum % of Site Area Required to be Landscaped**
Multi-Family 1, Residential (MF-1) Multi-Family 2, Residential (MF-2) Multi-Family 3, Residential (MF-3)	Ten (10) percent
Neighborhood Commercial (NC) Business Park (BP)	Fifteen (15) percent
Office (O) Office Research Park (ORP) Innovation (INN) Community Commercial (CC) Regional Commercial (RC)	Twenty (20) percent
Rural Residential (RR) Estate Residential ER-1) Estate Residential (ER-2) Estate Residential (ER-3) Single-Family 1, Residential (SR-1) Single-Family 2, Residential (SR-2)	Twenty-five (25) percent of front yard area
General Industrial (GI) General Industrial - A (GI-A)	Five (5) percent

C. New Single-family Residences. New single-family developments and custom homes shall provide landscaping with an automatic irrigation system for the area of the site between the street curb and the front of the structure from side property line to side property line. The landscape design should include a combination of trees, shrubs, groundcover, mulch, and hardscape, and shall emphasize water-conserving plant materials and irrigation to the greatest extent feasible.

1. Front yard landscaping shall be provided in all residential zoning districts. The minimum landscaped area should be located within the front yard setback, whenever possible, as identified in Table 3-4.

2. A minimum of one (1) street tree (24 inch-box) forty (40) feet on center (two (2) feet on private side of property) and two (2) shade trees (15-gallon) on the property shall be provided. Corner lots shall provide a minimum of three shade trees (15-gallon minimum).

4. Has not met, or has violated any condition of approval:
5. It is in violation of any code, law, ordinance, or statute;
6. Is detrimental to public health, safety, or welfare; or
7. Constitutes a nuisance.

G. **Enforcement.**

1. Any person who cuts, damages, or moves a protected tree in violation of this chapter shall be deemed guilty of a misdemeanor and upon conviction may be punished in compliance with the applicable provisions of the municipal code.

2. Violation of this chapter during construction activity may result in an immediate stop-work order until permits are obtained along with proper mitigation procedures. (Ord. 182 § 2 (part),1997)

16.44 Standards for Specific Land Use

Sections:

16.44.010 Purpose and Applicability.
16.44.020 Adult Entertainment/Sexually Oriented Business Establishments.
16.44.030 Alcoholic Beverage Sales.
16.44.040 Animal Keeping.
16.44.050 Child Day-Care Facilities.
16.44.060 Condominium Standards.
16.44.070 Reserved.
16.44.080 Drive-ln and Drive-Through Facilities.
16.44.085 Gated Communities.
16.44.090 Hotels and Motels.
16.44.100 Mixed Use Projects.
16.44.110 Office Buildings.
16.44.120 Outdoor Display and Sales Standards.
16.44.130 Outdoor Storage.
16.44.140 Recycling Facilities.
16.44.150 Residential Accessory Uses and Structures.
16.44.160 Accessory Dwelling Units.
16.44.161 Employee Workforce and Student Units
16.44.170 Telecommunications Facilities.
16.44.180 Vehicle Dealerships.
16.44.190 Vehicle Repair and Service.
16.44.200 Emergency Residential Shelters and Transitional Housing.
16.44.210 Bingo.
16.44.220 Non-commercial Wind Energy Conversion Systems.
16.44.230 Residential Wedding/Event Facilities in RR and ER Districts.
16.44.240 Indoor Firing Ranges.
16.44.250 Medical Marijuana Land Use Prohibition

a. No setback shall be required for an existing garage that is converted to an accessory dwelling unit.

b. If an accessory dwelling unit is constructed above a garage, the required side and rear setbacks shall be a minimum of five feet from the side and rear lot lines.

H. Accessory Dwelling Units within an Existing Space. An accessory dwelling unit contained within an existing residence or accessory structure with independent exterior access from the existing residence and with side and rear setbacks meeting fire safety shall be allowed in single family residential zones with no additional development standards or additional parking provided that the main dwelling is in compliance with Chapter 16.34 (Off-Street Parking and Loading Standards). These are subject to size restrictions and are based on whether or not the accessory dwelling unit is attached or detached.

I. Parking. The accessory dwelling unit shall be provided one covered off-street parking space, in addition to that required for the main dwelling unit, in compliance with Chapter 16.34 (Off-Street Parking and Loading Standards). No off-street parking is required for the accessory dwelling unit if it meets any of the following:

1. Is within a half mile from public transit.
2. Is within an architecturally and historically significant historic district.
3. Is in an area where on-street parking permits are required, but not offered to the occupant of the accessory dwelling unit.
4. Is located within one block of a car share area.

(Ord. 537, Exhibit A (part), 2018; Ord. 482-13 § 2, 2013; Ord. 293 § 1 (part), 2004; Ord. 227 § 2 (part), 2000; Ord. 182 § 2 (part), 1997)

16.44.161 Employee Workforce and Student Units.

Employee Workforce and Student Units shall be developed in accordance with section 16.13 (Innovation Districts).

16.44.170 Telecommunications Facilities.

This section establishes standards for the development and operation of telecommunications facilities including satellite dishes and wireless communications facilities. Satellite dishes are a permitted use in residential, commercial, and industrial zoning districts in compliance with Article II (Zoning Districts and Allowable Land Uses) subject to regulations in Section 16.44.170A. Wireless communications facilities may not be permitted with a conditional use permit subject to the regulations in Section 16.44.170B.

A. Satellite Dishes. Satellite dishes, including portable units, shall be designed, installed and maintained in compliance with the Federal Communications Commission (FCC) and the California Public Utilities Commission (CPUC) regulations and in compliance with this section. Satellite dishes with a maximum diameter of one meter are not regulated by this chapter.

1. Plans. Plans for satellite dishes shall be submitted with each application for a building permit, and shall include a site plan and elevation drawings indicating the color, diameter, foundation details, height, landscaping, setbacks and method(s) of screening.

2. Painting. The dishes and any supporting structure shall be painted a single, neutral, nonglossy color (e.g., earth-tones, gray, black, etc.).

living room of not less than 220 square feet of floor area. An additional 100 square feet of floor area shall be provided for each occupant of such unit in excess of two. The unit shall be provided with a separate closet. The unit shall be provided with a kitchen sink, cooking appliance and refrigeration facilities, each having a clear working space of not less than 30 inches in front. Light and ventilation conforming to this code shall be provided. The unit shall be provided with a separate bathroom containing a water closet, lavatory and bathtub or shower.

Electronics and Equipment Manufacturing (Land Use). Establishments engaged in manufacturing machinery, apparatus, and supplies for the generation, storage, transmission, transformation and use of electrical energy, including:

1. Appliances such as stoves/ovens, refrigerators, freezers, laundry equipment, fans, vacuum cleaners, sewing machines;
2. Aviation instruments;
3. Electrical transmission and distribution equipment;
4. Electronic components and accessories, and semiconductors, integrated circuits, related devices;
5. Electronic instruments, components and equipment such as calculators and computers;
6. Electrical welding-apparatus;
7. Lighting and wiring equipment such as lamps and fixtures, wiring devices, vehicle lighting;
8. Industrial apparatus;
9. Industrial controls;
10. Instruments for measurement, testing, analysis and control, associated sensors and accessories;
11. Miscellaneous electrical machinery, equipment and supplies such as batteries, X-ray apparatus and tubes, electromedical and electrotherapeutic apparatus, electrical equipment for internal combustion engines;
12. Motors and generators;
13. Optical instruments and lenses;
14. Photographic equipment and supplies;
15. Pre-recorded magnetic tape;
16. Radio and television receiving equipment such as television and radio sets, phonograph records and surgical, medical and dental instruments, equipment, and supplies;
17. Surveying and drafting instruments;
18. Telephone and telegraph apparatus;
19. Transformers, switch gear and switchboards; and
20. Watches and clocks.

Does not include testing laboratories (soils, materials testing, etc.) (see "business support services"), or re-search and development facilities separate from manufacturing (see "research and development").

Emergency Shelters. Facilities for the temporary shelter and feeding of indigents or disaster victims, operated by a public or non-profit agency.

Employee Workforce and Student Units. Housing units that are associated with and supporting to facilities such as a hospitals, colleges or universities, or research and development campuses that would directly benefit from having employees and students living onsite.