Exhibit 2016-04-1
Chapter 30.36 At Home in Encinitas Zone and Design Guidelines

All of the text, graphics, illustrations and the like in this Chapter 30.36 are entirely new. Because the entirety of it is new, it is not underscored, but it should be viewed by the voter as new. This is done because of the length and breadth of Chapter 30.36 and underscoring all of it would be confusing and difficult to read. Therefore, the voter is admonished to understand that the entirety of Chapter 30.36 is new.

Chapter 30.36.

AT HOME IN ENCINITAS ZONE

FOR TRANSITIONING TO MIXED USE AND MULTI-FAMILY RESIDENTIAL

ENCINITAS, CA

JUNE 22, 2016 Ordinance 2016-04

@HOME IN ENCINITAS

Chapter 30.36.

AT HOME IN ENCINITAS ZONE

TABLE OF CONTENTS:

30.36.010. Introductory Provisions

A. Intent

The At Home in Encinitas Zone is intended to:

1. Implement the At Home in Encinitas General Plan land use designation, which recognizes that relatively few vacant sites suitable for these land uses remain in the City, so the land use designation is purposefully flexible to accommodate a one-way transition from existing first generation uses and development standards to the second generation uses and standards in a manner that allows existing uses and development to thrive until that transition is initiated;
2. Allow for a moderate increase in residential density and to accommodate a mixture of residential building types and unit sizes;
3. Enable market-based solutions to the provision of attainable housing;
4. Meet the state's Regional Housing Needs Assessment (RHNA) rezoning requirements;
5. Ensure that the vision set forth in the Housing Plan is implemented;
6. Respond to neighborhood character, be compatible with community specific settings and promote basic best practices in urban design;
7. Promote infill development and revitalization that is compact and supports pedestrian-friendly development patterns with safe, effective and multi-modal transportation options; and
8. Contribute to the economic and fiscal sustainability of the City.

B. Conflicting Provisions

Wherever a conflict exists between this Chapter 30.36 and the Encinitas Municipal Code or any Specific Plan, the intent, provisions and requirements of this Chapter controls.

C. At Home in Encinitas Zone Established

The At Home in Encinitas Zone is established, along with the following Character Contexts with Design Contexts which closely relate the Zone to the varied community character and design contexts in the City:

1. Character Contexts

a. Residential (R30)
b. Mixed Use (X30)
c. Shopfront (S30)

2. Design Contexts

a. Neighborhood Center (N)
b. Village Center (V)
c. Main Street (M)

3. Context Combinations Allowed

Neighborhood Center

Residential Neighborhood Center	AHE-R30-N
Mixed Use Neighborhood Center	AHE-X30-N
Shopfront Neighborhood Center	AHE-S30-N

Village Center

Residential Village Center	AHE-R30-V
Mixed Use Village Center	AHE-X30-V
Shopfront Village Center	AHE-S30-V

Main Street Corridor

Residential Main Street	AHE-R30-M
Mixed Use Main Street	AHE-X30-M
Shopfront Main Street	AHE-S30-M

D. Design Guidelines

It is the intent of this Chapter that all development be in accordance with the Design Guidelines for Mixed Use and Multi-Family Residential for the new AHE-S30-, AHE-X30- and AHE-R30- character contexts as set forth in Sec. 30.36.200 through Sec. 30.36.250.

E. Master Design Review Permit Overlay Zone

The Master Design Review Permit Overlay (-MDP) is established to designate the location and amount of mandatory nonresidential ground floor uses for large sites with the AHE-S30- character context. The Overlay is a recognition that requiring all ground floor uses on a large site may constrain the development of housing because of a lack of market demand for nonresidential ground floor uses on the entirety of a large site. Therefore, the Overlay permits focusing the non-residential ground floor uses in at least one contiguous area, allowing the remainder of buildings on the site to include ground floor residential uses.

F. First Generation Use & Development Standards

1. The following First Generation use and development standards apply to the At Home in Encinitas Zone as designated on the map for individual sites. The use and development standards correspond to those in the prior zone or Specific Plan that was in effect on the effective date of this Chapter, as referenced below.

Zoning	Code Location
RR: Rural Residential RR1: Rural Residential 1 RR2: Rural Residential 2 R3: Residential 3 R5: Residential 5 R8: Residential 8	30.16 Residential Zones
GC: General Commercial VSC: Visitor Serving Commercial OP: Office Professional LC: Local Commercial	30.20 Commercial Zones
BP: Business Park	30.24 Light Industrial Zones
PSP: Public/Semi Public	30.28 Public/Semi-Public Zones
101SP: North 101 Corridor Specific Plan CSP: Cardiff Specific Plan ERSP: Encinitas Ranch Specific Plan DESP: Downtown Encinitas Specific Plan	Specific Plan

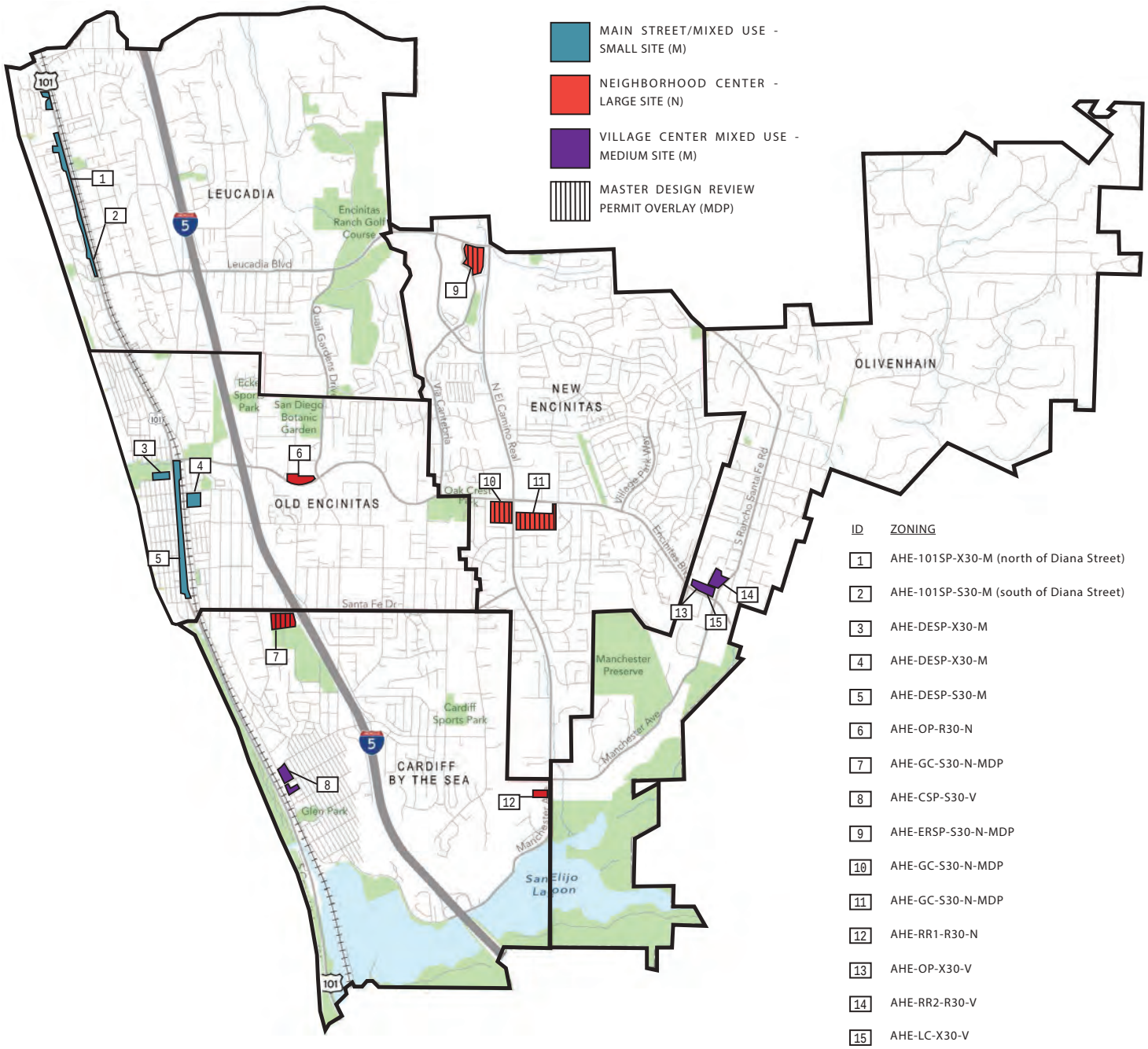
2. Refer to Sec. 30.36.100 A. for the process of transitioning from First Generation use and development standards to the Second Generation use and development standards established in this Chapter.
3. Unique entitlement processes and findings established in this Chapter are applicable only to the Second Generation use and development standards of this Chapter and do not apply to discretionary actions that are applicable to the First Generation use and development standards.

G. Applicability

This Chapter applies to any site zoned At Home in Encinitas. The following map shows the sites zoned At Home in Encinitas (AHE), the first generation use and development standards for the site (GEN1), the second generation character context (GEN2) and sites subject to the Master Design Review Permit Zone Overlay (MDP).

Example Zone:

AHE-GC-S30-N-MDP, where AHE is the zone district, GC is GEN1, S30-N is GEN2 and MDP is the zone overlay.



30.36.020. Housing Prototypes

The section provides standards for six housing prototypes. Mixed Use Residential, Apartment, Flat, Carriage House, Townhome and Duplex provide an assortment of potential housing prototypes that are compatible with existing development. Standards for each housing prototype supplement the standards for each character context within which each housing prototype is allowed in. Also, only certain housing prototypes are allowed in a designated Transition Area 2 (see Sec. 30.36.060).

	Neighborhood Center			Village Center			Main Street			Transition Area 2
	AHE-S30-N	AHE-X30-N	AHE-R30-N	AHE-S30-V	AHE-X30-V	AHE-R30-V	AHE-S30-M	AHE-X30-M	AHE-R30-M	
 Mixed Use Residential	■	■	--	■	■	--	■	■	--	--
 Apartment	--	■	■	--	■	■	--	■	■	--
 Flat	--	■	■	--	■	■	--	■	■	--
 Carriage House	--	■	■	--	■	■	--	■	■	■
 Townhome	--	■	■	--	■	■	--	■	■	■
 Duplex	--	■	■	--	■	■	--	■	■	■

Key: ■ = Housing prototype allowed -- = Housing prototype not allowed

A. Mixed Use Residential

A Mixed Use Residential building includes commercial uses on the ground floor and residential uses on upper floors. They may have shared entrances and may have interior corridors. They may also have separate ground floor entrances. Parking is provided in a surface lot or underground. Tuck-under parking can also be incorporated when site constraints make other parking options difficult.

Size	
Floor area per dwelling unit	900 SF max avg.

B. Apartment

Apartments are multifamily units, accessed via a common entrance and corridor. They an be single- or double-loaded. Parking is provided in surface lots, or could include podium parking or more dense situations. Apartments have porches on the ground floor and balconies on upper floors and often include common outdoor amenities.

Size	
Floor area per dwelling unit	900 SF max avg.

C. Flat

A Flat is stacked vertically without an internal corridor, and include an individual entry while upper floors are access via a common stair core. Each building contains four to six units, depending on height and unit size. Parking is tucked under the building. This building type includes a wide range of unit sizes to accommodate mixed-income opportunities.

Size	
Floor area per dwelling unit	900 SF max avg.

D. Carriage House

Carriage houses are 2nd floor (and occasionally 3rd floor) apartments located above ground floor parking. Parking is provided either as tuck-under (partially enclosed or in private garages) or in private garages (fully enclosed). Carriage houses are usually located along an alley or within an internal surface parking lot of a larger development.

Size	
Floor area per dwelling unit	900 SF max avg.

E. Townhome

A Townhome is a single-family home that is attached to others. End units have openings on three sides, while interior units have openings only in the front and in the back. It may be attached or detached with a small yard. The main entrance typically faces a public street and sidewalk and often includes a front porch or stoop.

Size	
Floor area per dwelling unit	1,500 SF max avg.

F. Duplex

A Duplex is similar to a Townhome in that it is a single-family home attached to others, but it is limited to two units, which share a party wall. Because of the lower intensity these buildings produce, they are ideal for transitions into existing single-family neighborhoods. Parking it located in the rear, either in a garage or on a surface parked driveway.

Size	
Floor area per dwelling unit	1,800 SF max avg.

30.36.030. Neighborhood Center

Summary

Intent

The Neighborhood Center design context exists along centrally located commercial centers on major arterials and are usually organized in the form of “nodes” - where a major intersection serves as the destination, or in linear “corridors.” The Neighborhood Center design context is envisioned as transforming from what is today one of strictly commercial land uses into more of a mixture of uses where residential units add to the vibrancy of the place and offer more sensitive transitions to surrounding single-family neighborhoods. The Neighborhood design character context includes larger parcels of land, and therefore, larger buildings are more appropriate. Building height should remain in the range of two to three stories and buildings should orient to the street and public sidewalks. Uses may be vertically stacked or horizontally distributed. Parking should be subordinate. Internal pedestrian and auto connections are crucial to breaking up the size of very large parcels, as increased walkability is a primary desired element. Connections to adjacent developments should also be provided to support walking and biking. Enhanced connections to transit is also important.

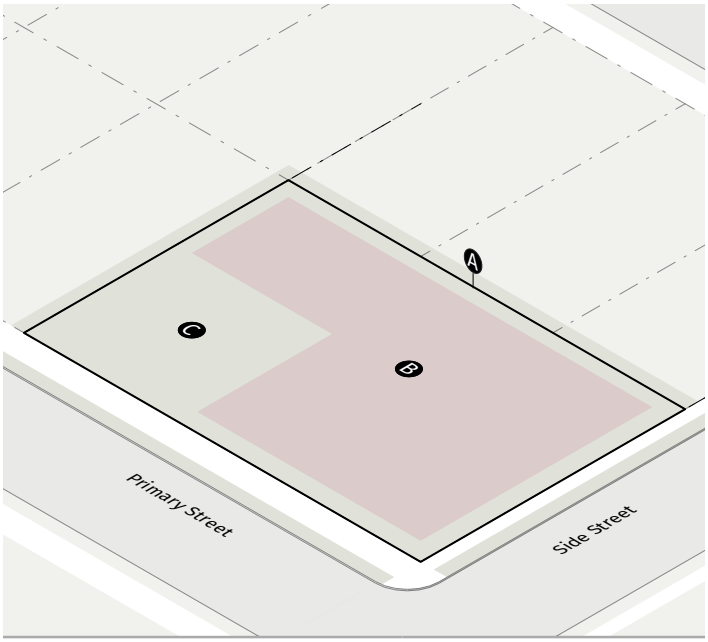
SHOPFRONT NEIGHBORHOOD (AHE-S30-N)	
Housing Prototypes:	
Mixed use residential	Sec. 30.36.020.A

MIXED USE NEIGHBORHOOD (AHE-X30-N)	
Housing Prototypes:	
Mixed use residential	Sec. 30.36.020.A
Apartment	Sec. 30.36.020.B
Flat	Sec. 30.36.020.C
Carriage house	Sec. 30.36.020.D
Townhome	Sec. 30.36.020.E
Duplex	Sec. 30.36.020.F

RESIDENTIAL NEIGHBORHOOD (AHE-R30-N)	
Housing Prototypes:	
Apartment	Sec. 30.36.020.B
Flat	Sec. 30.36.020.C
Carriage house	Sec. 30.36.020.D
Townhome	Sec. 30.36.020.E
Duplex	Sec. 30.36.020.F

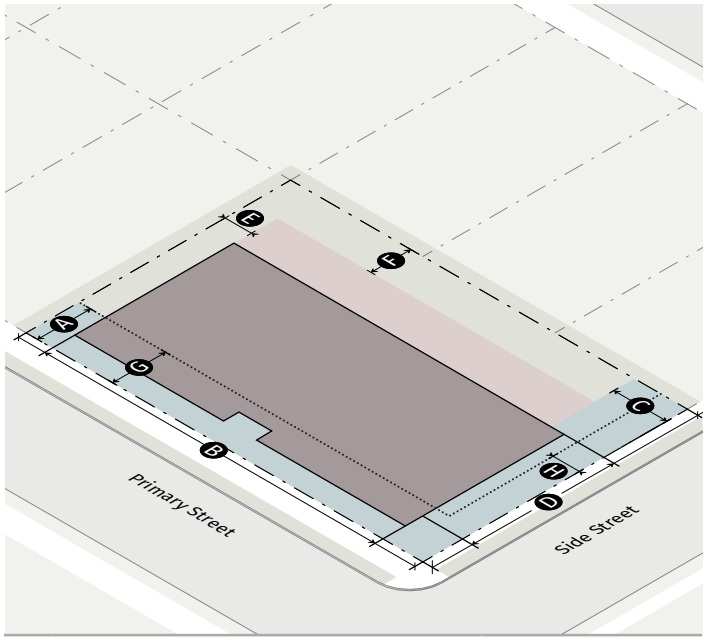
A. Shopfront Neighborhood (AHE-S30-N)

1. Site



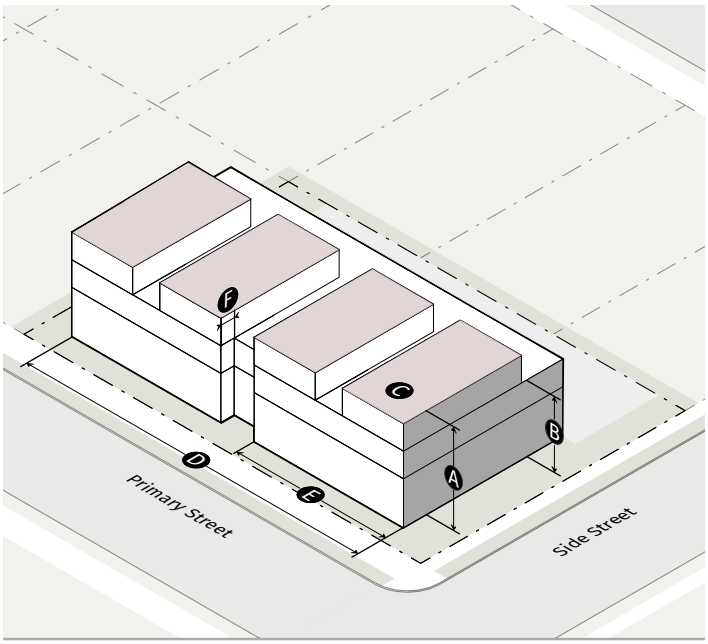
Density		
	Min density	20 u/a min
	Max density	30 u/a max
Site Dimensions		
A	Site area	25,000 SF min
B	Building coverage	70% max
	Block perimeter	2,500 SF max
Open Space		
C	Useable open space	10% min of floor area of all residential units
	0-10 residential units	Private or common open space
	11 or more residential units	75% min of required open space must be common open space

2. Building Placement



Build-to Range		
A	Primary street	0' min/20' max
B	% of lot width occupied by building facade in primary street build-to range	75% min
C	Side street	0' min/20' max
D	% of lot width occupied by building facade in side street build-to range	40% min
Side and Rear Building Setbacks		
E	Side: common lot line	10' min
F	Rear: common lot line	15' min
F	Rear/side: alley	5' min
Parking Setbacks		
G	Primary street	20' min
H	Side street	10' min

3. Building Height and Mass



Building Height

A	Total height	3 stories/ 38' max
B	Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
C	Max % of 3rd story floor area (based on total of all building footprints on site)	70% max

Building Articulation

D	Overall street-facing wall length	250' max
E	Street-facing wall length before offset	125' max
F	Offset depth	5' min

4. Building Frontage

Transparency

A	Ground story	60% min
B	Upper story	20% min
C	Blank wall area	30' max

Story Height

D	Ground floor elevation	0' min/3' max
E	Ground story: floor to floor	16' min
F	Upper story: floor to floor	9' min

Pedestrian Access

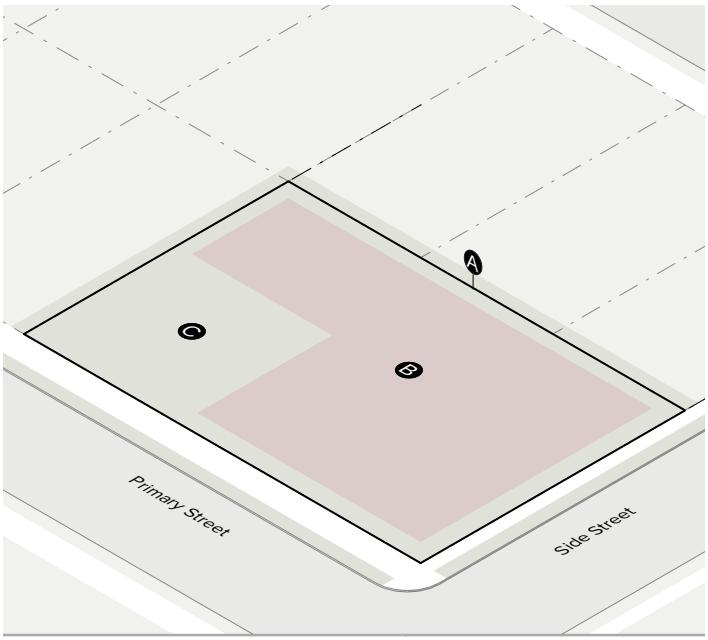
G	Entrance facing primary street	Required
H	Entrance spacing along primary street	75' max

Building Elements

	Awning/canopy, balcony, forecourt, gallery	See Sec. 30.36.060.L

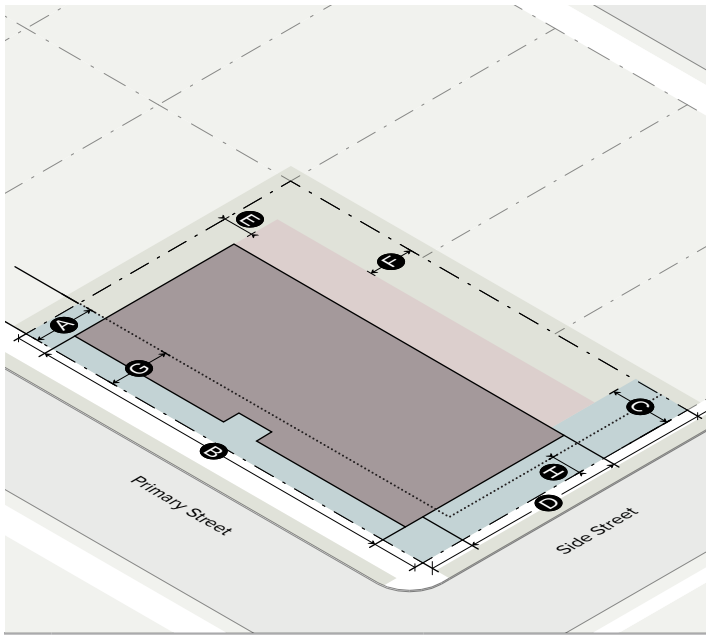
B. Mixed Use Neighborhood (AHE-X30-N)

1. Site



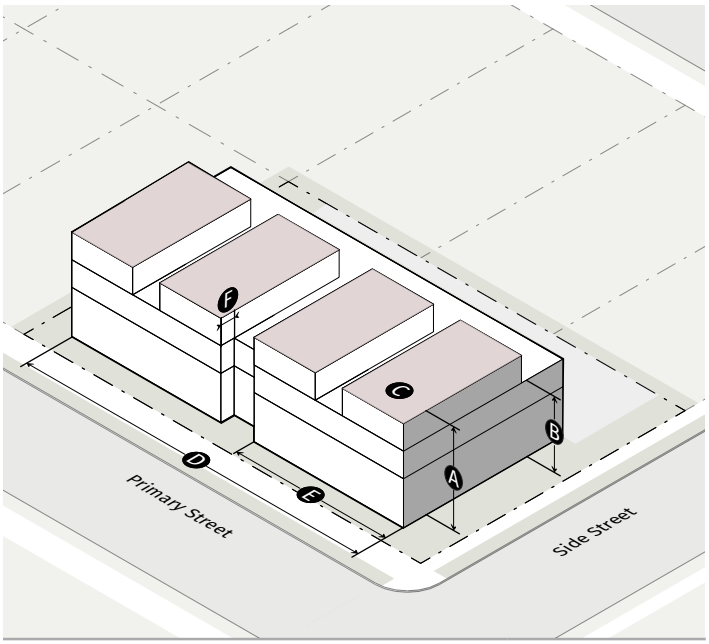
Density		
	Min density	20 u/a min
	Max density	30 u/a max
Site Dimensions		
A	Site area	25,000 SF min
B	Building coverage	70% max
	Block perimeter	2,500 SF max
Open Space		
C	Useable open space	10% min of floor area of all residential units
	0-10 residential units	Private or common open space
	11 or more residential units	75% min of required open space must be common open space

2. Building Placement



Build-to Range		
A	Primary street	0' min/20' max
B	% of lot width occupied by building facade in primary street build-to range	75% min
C	Side street	0' min/20' max
D	% of lot width occupied by building facade in side street build-to range	40% min
Side and Rear Building Setbacks		
E	Side: common lot line	10' min
E	Side: shared wall lot line (townhome, duplex)	0' min
F	Rear: common lot line	15' min
F	Rear/side: alley	5' min
Parking Setbacks		
G	Primary street	20' min
H	Side street	10' min

3. Building Height and Mass



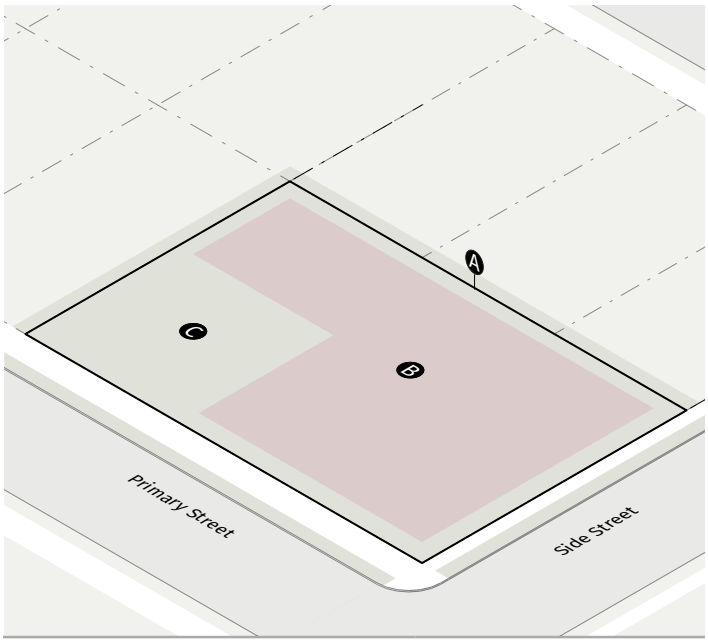
Building Height	
A Total height	3 stories/ 38' max
B Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
C Max % of 3rd story floor area (based on total of all building footprints on site)	70% max
Building Articulation	
D Overall street-facing wall length	250' max
E Street-facing wall length before offset	125' max
F Offset depth	5' min

4. Building Frontage

Transparency	Residential	Mixed Use
A Ground story	20% min	60% min
B Upper story	20% min	20% min
C Blank wall area	30' max	30' max
Story Height		
D Ground floor elevation	2' min/ 5' max	0' min/ 3' max
E Ground story: floor to floor	10' min	16' min
F Upper story: floor to floor	9' min	9' min
Pedestrian Access		
G Entrance facing primary street	Required	Required
H Entrance spacing along primary street	--	75' max
Building Elements		
Awning/canopy, balcony, forecourt, front porch, stoop	See Sec. 30.36.070.L	--
Awning/canopy, balcony, forecourt, gallery	--	See Sec. 30.36.070.L

C. Residential Neighborhood (AHE-R30-N)

1. Site



Density	
Min density	20 u/a min
Max density	30 u/a max

Dimensions	
A Site area	25,000 SF min
B Building coverage	70% max
Block perimeter	2,500 SF max

Open Space	
C Useable open space	10% min of floor area of all residential units
0-10 residential units	Private or common open space
11 or more residential units	75% min of required open space must be common open space

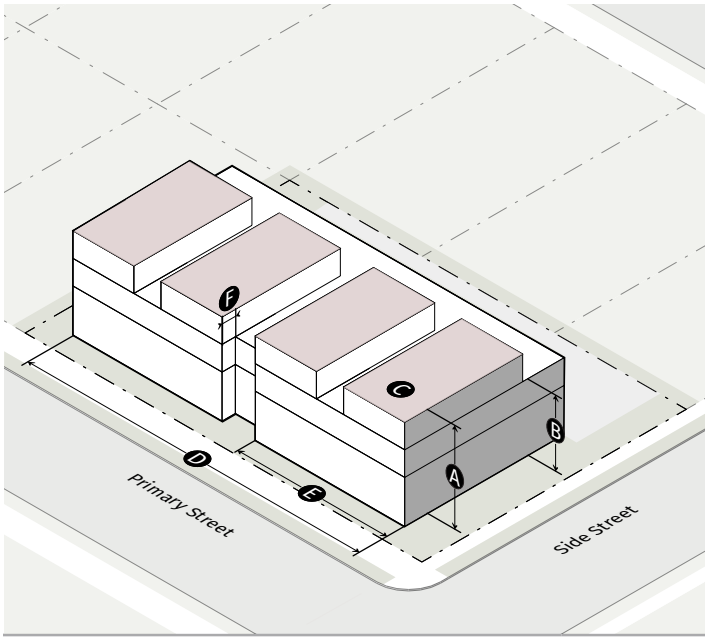
2. Building Placement

Build-to Range	
A Primary street	10' min/30' max
B % of lot width occupied by building facade in primary street build-to range	75% min
C Side street	10' min/30' max
D % of lot width occupied by building facade in side street build-to range	40% min

Side and Rear Building Setbacks	
E Side: common lot line	10' min
E Side: shared wall lot line (townhome, duplex)	0' min
F Rear: common lot line	15' min
F Rear/side: alley	5' min

Parking Setbacks	
G Primary street	20' min
H Side street	10' min

3. Building Height and Mass



Building Height

A	Total height	3 stories/ 35' max
B	Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
C	Max % of 3rd story floor area (based on total of all building footprints on site)	70% max

Building Articulation

D	Overall street-facing wall length	250' max
E	Street-facing wall length before offset	125' max
F	Offset depth	5' min

4. Building Frontage

Transparency

A	Ground story	20% min
B	Upper story	20% min
C	Blank wall area	30' max

Story Height

D	Ground floor elevation	2' min/5' max
E	Ground story: floor to floor	10' min
F	Upper story: floor to floor	9' min

Pedestrian Access

G	Entrance facing primary street	Required
H	Entrance spacing along primary street	n/a

Building Elements

	Awning/canopy, balcony, forecourt, front porch, stoop	See Sec. 30.36.070.L

30.36.040. Village Center

Summary

Intent

The Village Center design context appears in the Cardiff Town Center area as well as commercial areas in Olivenhain. Other AHE-S30, AHE-X30 or AHE-R30 sites also exist where the "village center" palette is most desirable. The desired Village Center character includes a mixture of land uses within close proximity to each other where smaller buildings are "clustered" and connected via pathways, courtyards, and other outdoor connections. Buildings should be modestly set back from the street and have more variation in building frontage than the other two design contexts, but connecting to the street remains very important. Uses should be vertically "stacked" or horizontally arranged on a single site. A sense of connection with the outdoors should be pronounced. Materials should respond to the established community. For example, Cardiff Town Center includes historic brick structures as well as newer buildings with colorfully painted stucco; Olivenhain includes more natural materials such as wood, masonry and clay tile roofs. Reinforcing the traditional character of the Village Center context is a key objective.

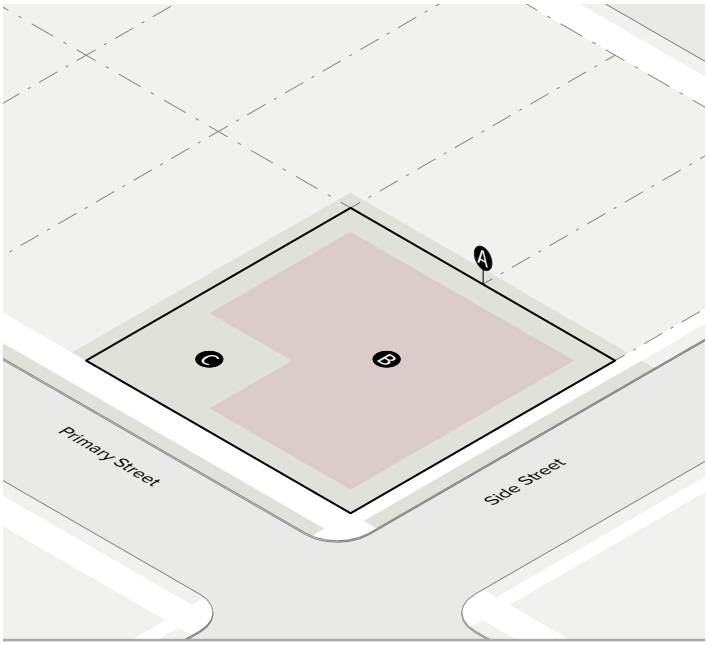
SHOPFRONT VILLAGE (AHE-S30-V)	
Housing Prototypes:	
Mixed use residential	Sec. 30.36.020.A

MIXED USE VILLAGE (AHE-X30-V)	
Housing Prototypes:	
Mixed use residential	Sec. 30.36.020.A
Apartment	Sec. 30.36.020.B
Flat	Sec. 30.36.020.C
Carriage house	Sec. 30.36.020.D
Townhome	Sec. 30.36.020.E
Duplex	Sec. 30.36.020.F

RESIDENTIAL VILLAGE (AHE-R30-V)	
Housing Prototypes:	
Apartment	Sec. 30.36.020.B
Flat	Sec. 30.36.020.C
Carriage house	Sec. 30.36.020.D
Townhome	Sec. 30.36.020.E
Duplex	Sec. 30.36.020.F

A. Shopfront Village (AHE-S30-V)

1. Site



Density

	Min density	20 u/a min
	Max density	30 u/a max

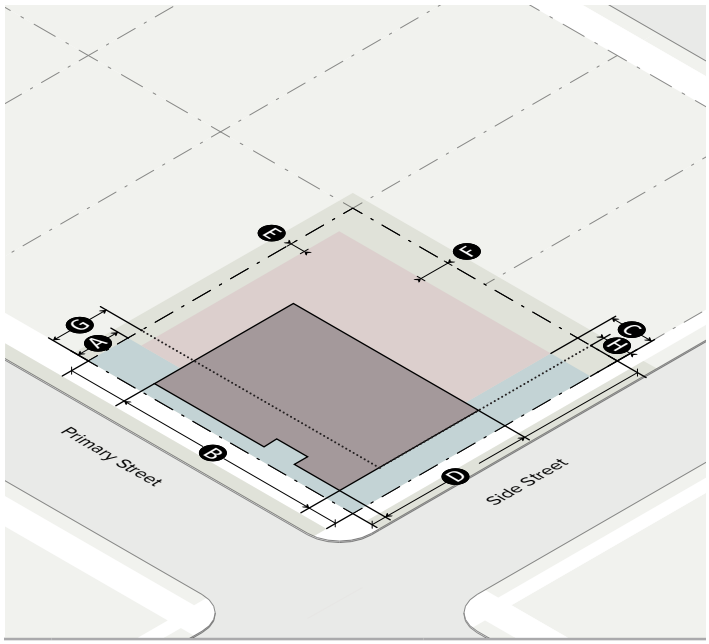
Dimensions

A	Site area	10,000 SF min
B	Building coverage	65% max

Open Space

C	Useable open space	10% min of floor area of all residential units
	0-10 residential units	Private or common open space
	11 or more residential units	75% min of required open space must be common open space

2. Building Placement



Build-to Range

A	Primary street	0' min/15' max
B	% of lot width occupied by building facade in primary street build-to range	70% min
C	Side street	0' min/15' max
D	% of lot width occupied by building facade in side street build-to range	35% min

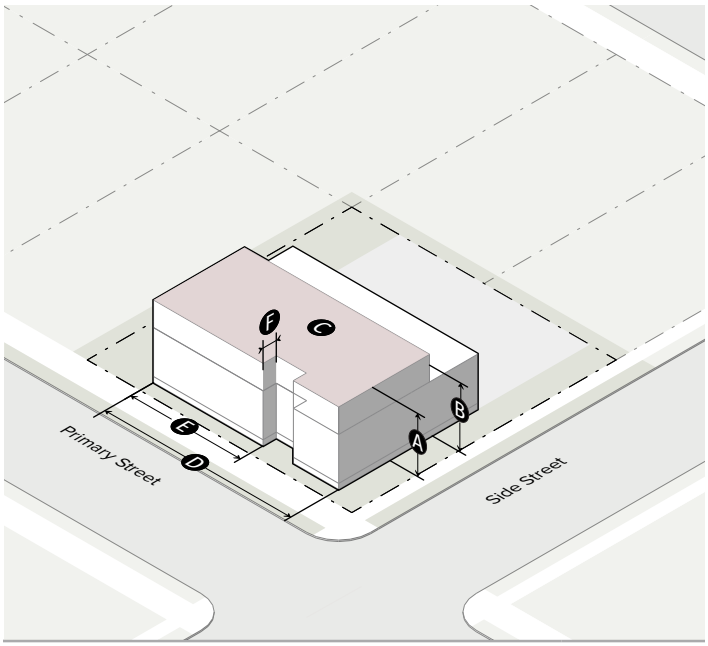
Side and Rear Building Setbacks

E	Side: common lot line	5' min
F	Rear: common lot line	10' min
F	Rear/side: alley	5' min

Parking Setbacks

G	Primary street	20' min
H	Side street	10' min

3. Building Height and Mass



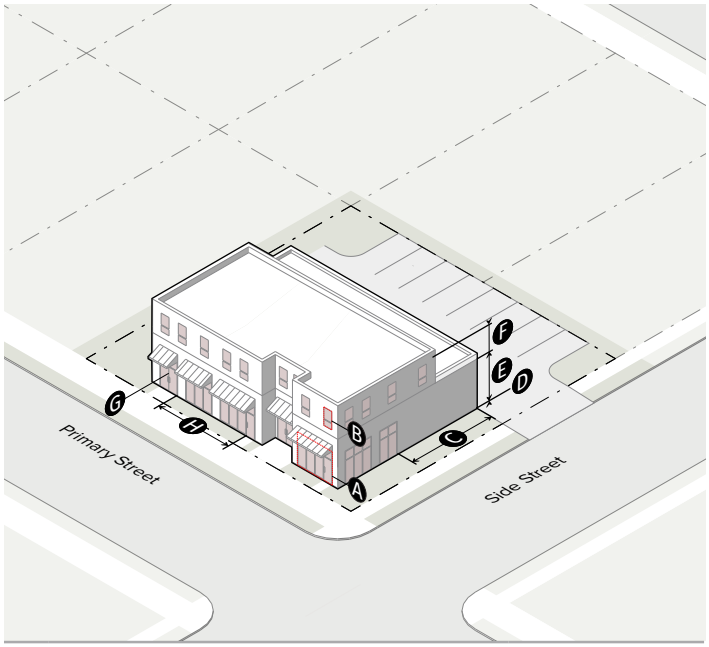
Building Height

A	Total height	2 stories/ 30' max
B	Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
C	Max % of 2nd story floor area (based on total of all building footprints on site)	95% max

Building Articulation

D	Overall street-facing wall length	200'
E	Street-facing wall length before offset	100' max
F	Offset depth	5' min

4. Building Frontage



Transparency

A	Ground story	60% min
B	Upper story	20% min
C	Blank wall area	30' max

Story Height

D	Ground floor elevation	0' min/3' max
E	Ground story: floor to floor	16' min
F	Upper story: floor to floor	9' min

Pedestrian Access

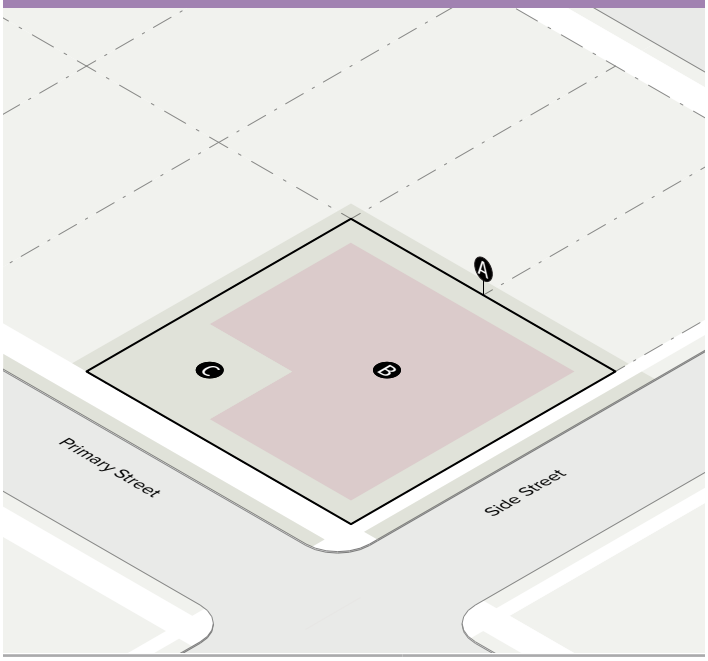
G	Entrance facing primary street	Required
H	Entrance spacing along primary street	65' max

Building Elements

	Awning/canopy, balcony, forecourt, gallery	See Sec. 30.36.070.L

B. Mixed Use Village (AHE-X30-V)

1. Site

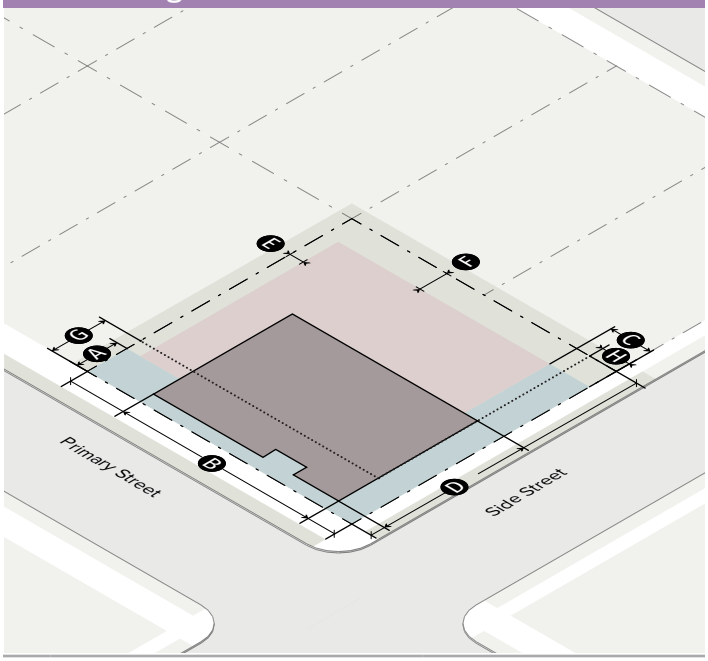


Density	
Min density	20 u/a min
Max density	30 u/a max

Dimensions	
A Site area	10,000 SF min
B Building coverage	65% max

Open Space	
C Useable open space	10% min of floor area of all residential units
0-10 residential units	Private or common open space
11 or more residential units	75% min of required open space must be common open space

2. Building Placement

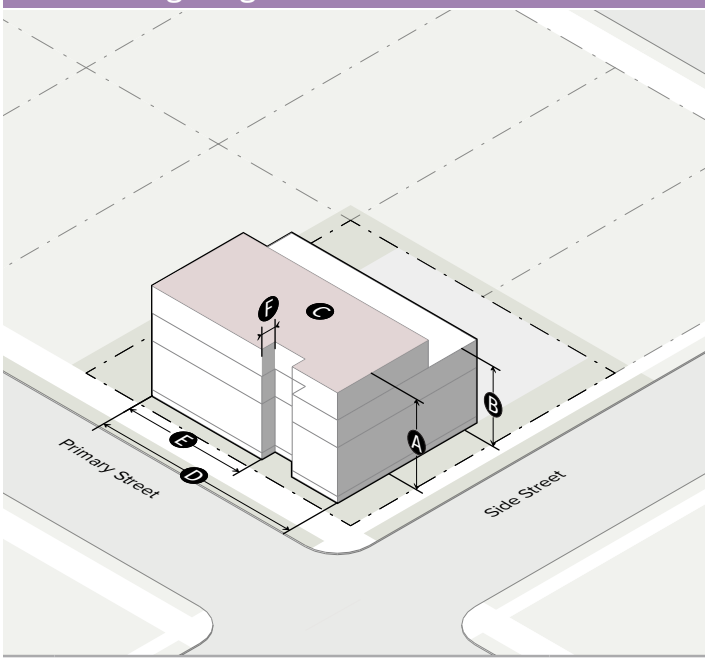


Build-to Range	
A Primary street	0' min/15' max
B % of lot width occupied by building facade in primary street build-to range	70% min
C Side street	0' min/15' max
D % of lot width occupied by building facade in side street build-to range	35% min

Side and Rear Building Setbacks	
E Side: common lot line	5' min
E Side: shared wall lot line (townhome, duplex)	0' min
F Rear: common lot line	10' min
F Rear/side: alley	5' min

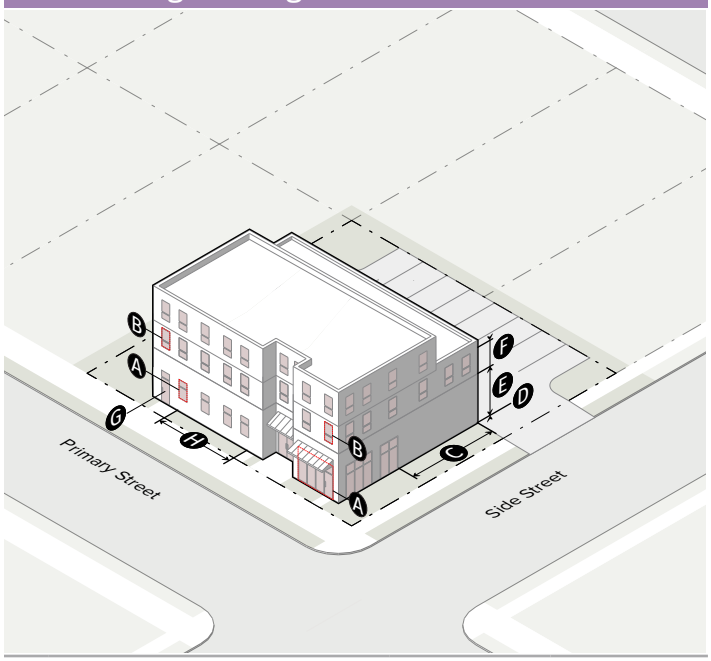
Parking Setbacks	
G Primary street	20' min
H Side street	10' min

3. Building Height and Mass



Building Height		
A	Total height	3 stories/ 38' max
B	Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
C	Max % of 3rd story floor area (based on total of all building footprints on site)	70% max
Building Articulation		
D	Overall street-facing wall length	200'
E	Street-facing wall length before offset	100' max
F	Offset depth	5' min

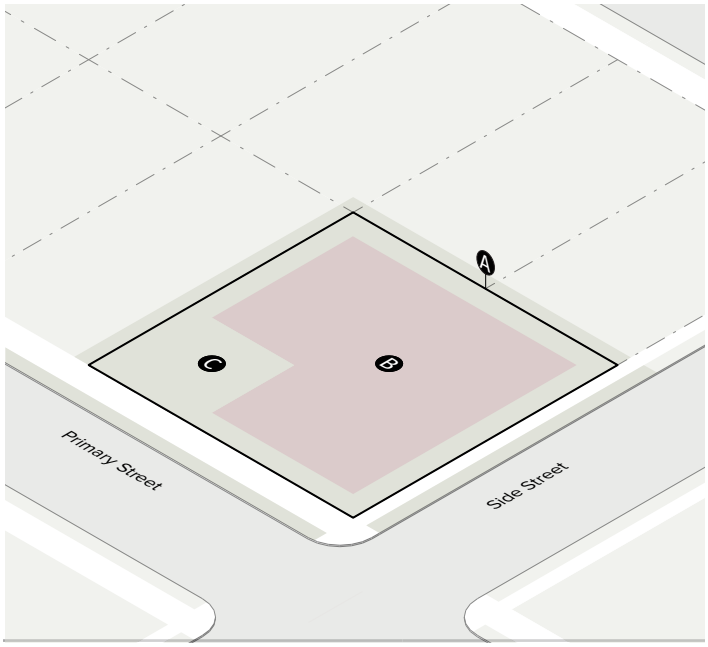
4. Building Frontage



Transparency	Residential	Mixed Use
A Ground story	20% min	60% min
B Upper story	20% min	20% min
C Blank wall area	30' max	30' max
Story Height		
D Ground floor elevation	2' min/ 5' max	0' min/ 3' max
E Ground story: floor to floor	10' min	16' min
F Upper story: floor to floor	9' min	9' min
Pedestrian Access		
G Entrance facing primary street	Required	Required
H Entrance spacing along primary street	--	65' max
Building Elements		
Awning/canopy, balcony, forecourt, front porch, stoop	See Sec. 30.36.070.L	--
Awning/canopy, balcony, forecourt, gallery	--	See Sec. 30.36.070.L

C. Residential Village (AHE-R30-V)

1. Site

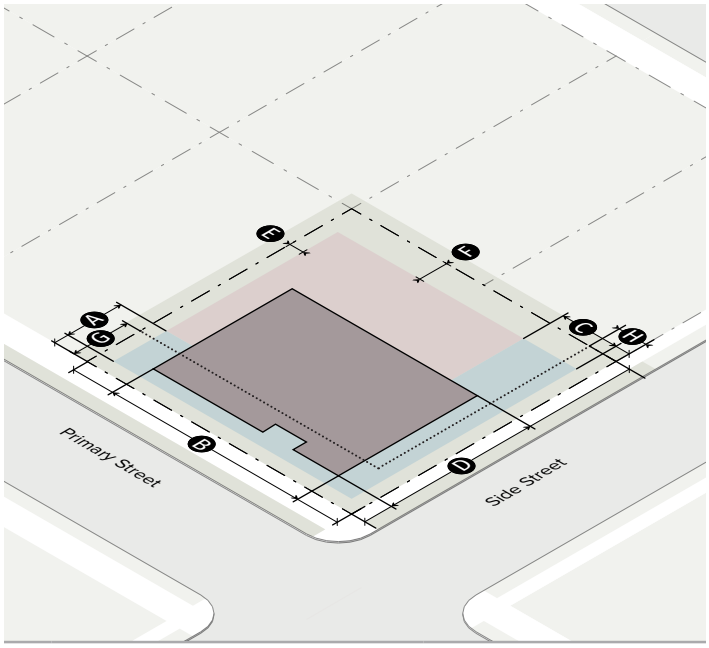


Density	
Min density	20 u/a min
Max density	30 u/a max

Dimensions	
A Site area	10,000 SF min
B Building coverage	65% max

Open Space	
C Useable open space	10% min of floor area of all residential units
0-10 residential units	Private or common open space
11 or more residential units	75% min of required open space must be common open space

2. Building Placement

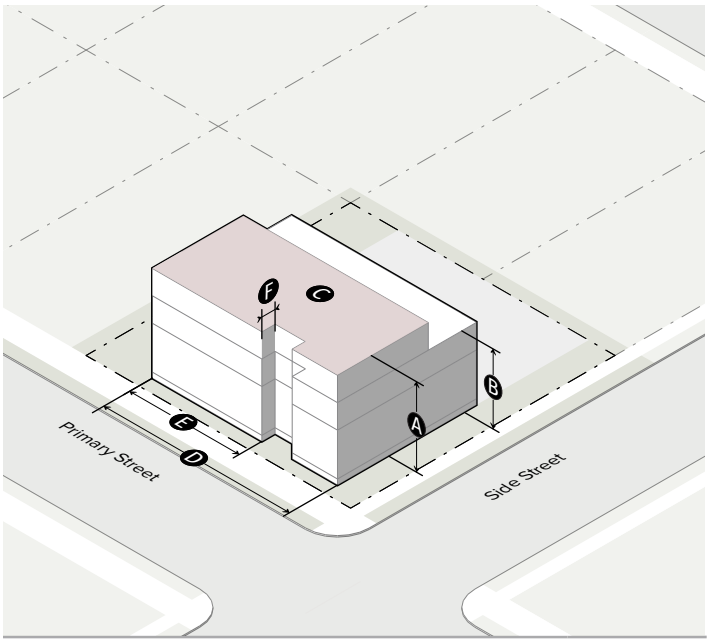


Build-to Range	
A Primary street	5' min/20' max
B % of lot width occupied by building facade in primary street build-to range	70% min
C Side street	5' min/20' max
D % of lot width occupied by building facade in side street build-to range	35% min

Side and Rear Building Setbacks	
E Side: common lot line	5' min
E Side: shared wall lot line (townhome, duplex)	0' min
F Rear: common lot line	10' min
F Rear/side: alley	5' min

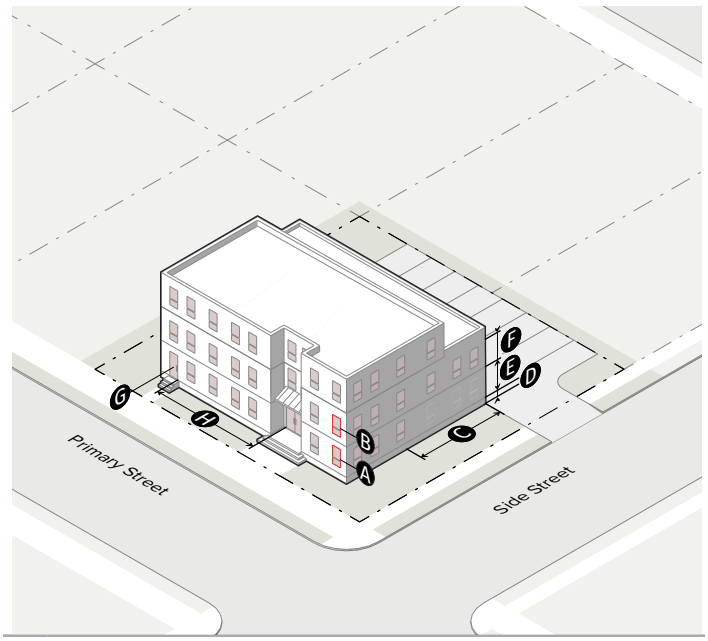
Parking Setbacks	
G Primary street	20' min
H Side street	10' min

3. Building Height and Mass



Building Height		
A	Total height	3 stories/ 35' max
B	Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
C	Max % of 3rd story floor area (based on total of all building footprints on site)	70% max
Building Articulation		
D	Overall street-facing wall length	200' max
E	Street-facing wall length before offset	100' max
F	Offset depth	5' min

4. Building Frontage



Transparency		
A	Ground story	20% min
B	Upper story	20% min
C	Blank wall area	30' max
Story Height		
D	Ground floor elevation	2' min/5' max
E	Ground story: floor to floor	10' min
F	Upper story: floor to floor	9' min
Pedestrian Access		
G	Entrance facing primary street	Required
H	Entrance spacing along primary street	n/a
Building Elements		
	Awning/canopy, balcony, forecourt, front porch, stoop	See Sec. 30.36.070.L

30.36.050. Main Street Corridor

Summary

Intent

The Main Street Corridor design context lies predominantly along Highway 101, although some other locations exist. The desired Main Street character includes buildings with a strong orientation to and interaction with the street. For mixed-use buildings, this means that the ground floor should be very transparent and welcoming, with storefronts and outdoor seating and displays. The activities inside the building should activate the sidewalk it faces. Mixed-use buildings should include housing on upper floors, with balconies or outdoor terraces overlooking the street. Residential-only projects within Main Street contexts should still orient to the street with clearly defined entries and balconies and common space fronting the street. Raised stoops and individual street-side entries are also welcome to help animate the street. Highway 101 is centrally located and near major transit routes. This proximity to transit also should be considered when designing in this context.

SHOPFRONT MAIN STREET (AHE-S30-M)

Housing Prototypes:	
Mixed use residential	Sec. 30.36.020.A

MIXED USE MAIN STREET (AHE-X30-M)

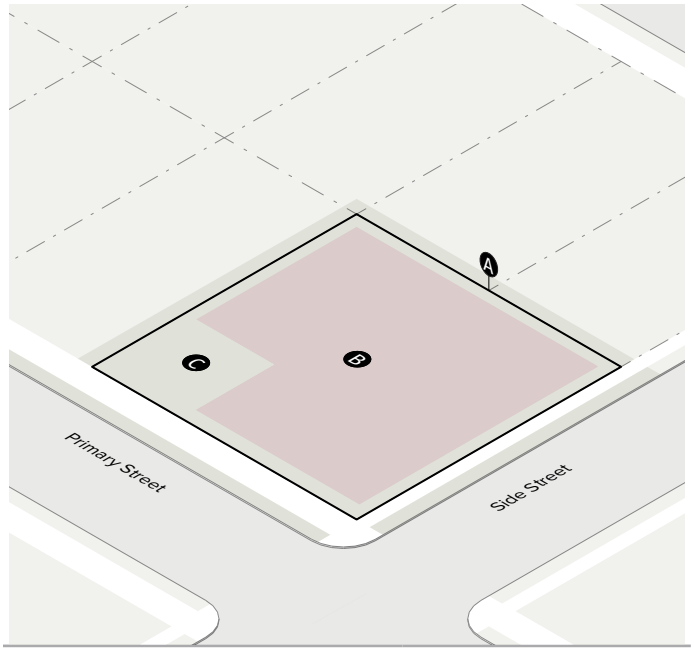
Housing Prototypes:	
Mixed use residential	Sec. 30.36.020.A
Apartment	Sec. 30.36.020.B
Flat	Sec. 30.36.020.C
Carriage house	Sec. 30.36.020.D
Townhome	Sec. 30.36.020.E
Duplex	Sec. 30.36.020.F

RESIDENTIAL MAIN STREET (AHE-R30-M)

Housing Prototypes:	
Apartment	Sec. 30.36.020.B
Flat	Sec. 30.36.020.C
Carriage house	Sec. 30.36.020.D
Townhome	Sec. 30.36.020.E
Duplex	Sec. 30.36.020.F

A. Shopfront Main Street (AHE-S30-M)

1. Site

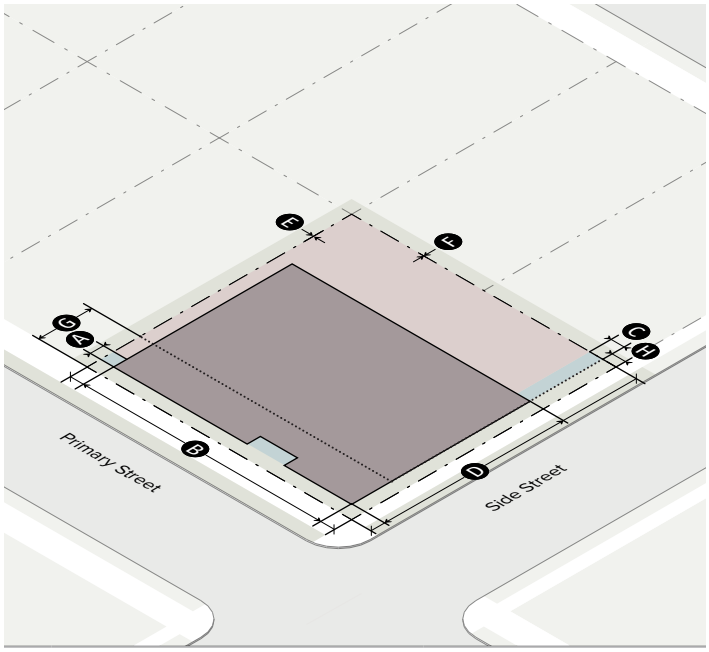


Density	
Min density	20 u/a min
Max density	30 u/a max

Dimensions	
Ⓐ Site area	10,000 SF min
Ⓑ Building coverage	75% max

Open Space	
Ⓒ Useable open space	10% min of floor area of all residential units
0-10 residential units	Private or common open space
11 or more residential units	75% min of required open space must be common open space

2. Building Placement

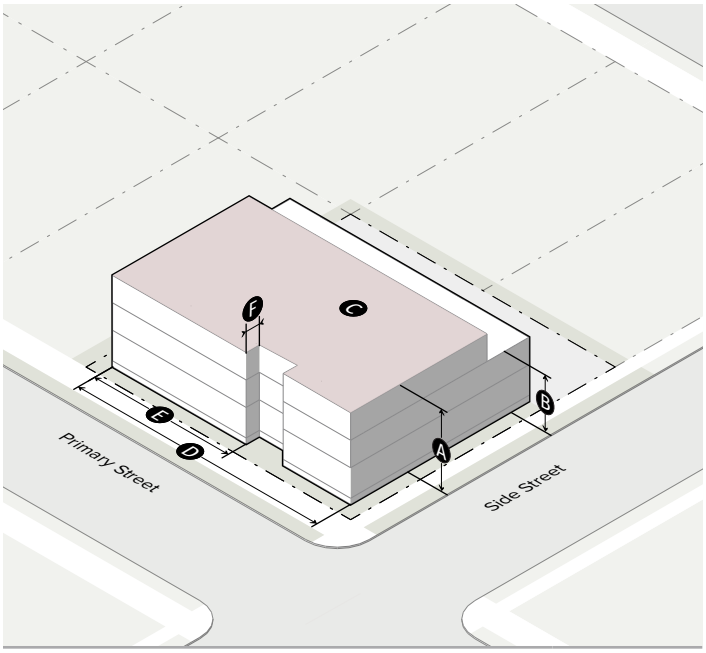


Build-to Range	
Ⓐ Primary street	0' min/10' max
Ⓑ % of lot width occupied by building facade in primary street build-to range	80% min
Ⓒ Side street	0' min/10' max
Ⓓ % of lot width occupied by building facade in side street build-to range	45% min

Side and Rear Building Setbacks	
Ⓔ Side: common lot line	0' min
Ⓕ Rear: common lot line	5' min
Ⓕ Rear/side: alley	5' min

Parking Setbacks	
Ⓖ Primary street	20' min
Ⓗ Side street	10' min

3. Height and Mass



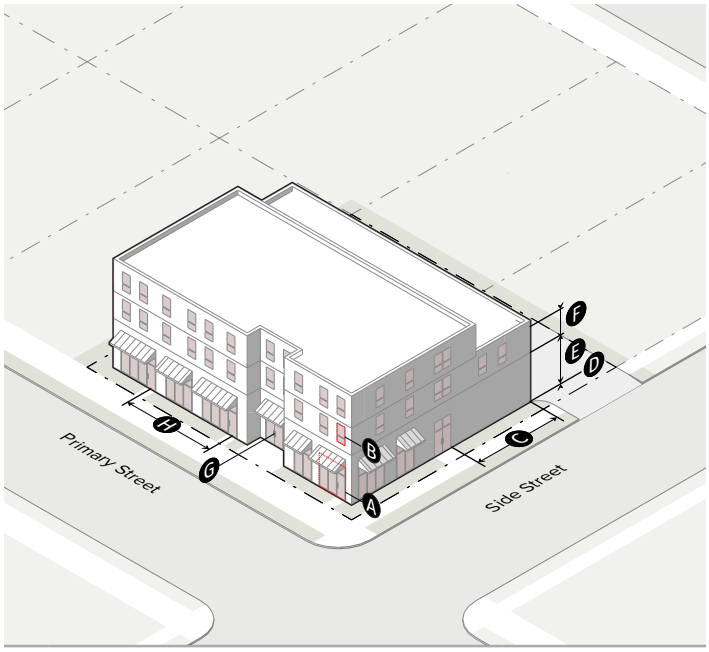
Building Height

A	Total height	3 stories/ 38' max
B	Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
C	Max % of 3rd story floor area (based on total of all building footprints on site)	70% max

Building Articulation

D	Overall street-facing wall length	200' max
E	Street-facing wall length before offset	100' max
F	Offset depth	5' min

4. Frontage



Transparency

A	Ground story	60% min
B	Upper story	20% min
C	Blank wall area	30' max

Story Height

D	Ground floor elevation	0' min/3' max
E	Ground story: floor to floor	16' min
F	Upper story: floor to floor	9' min

Pedestrian Access

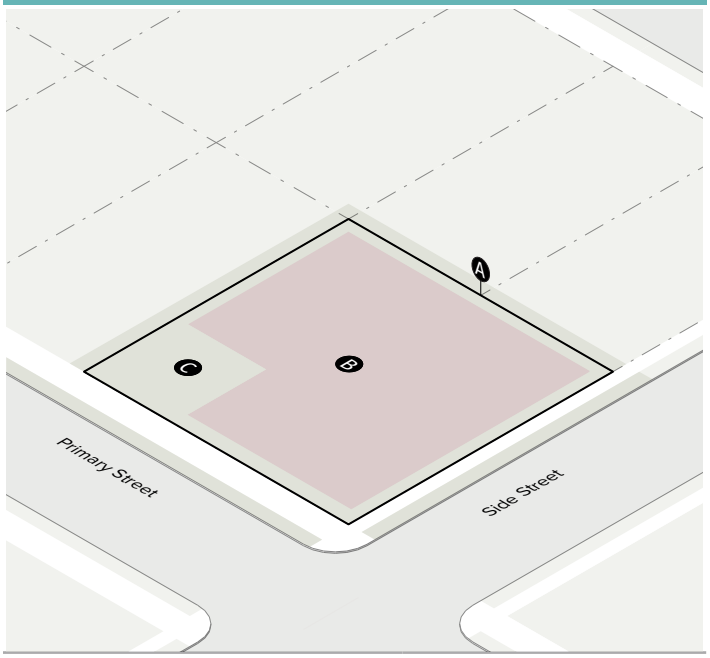
G	Entrance facing primary street	Required
H	Entrance spacing along primary street	50' max

Building Elements

	Awning/canopy, balcony, forecourt, gallery	See Sec. 30.36.070.L

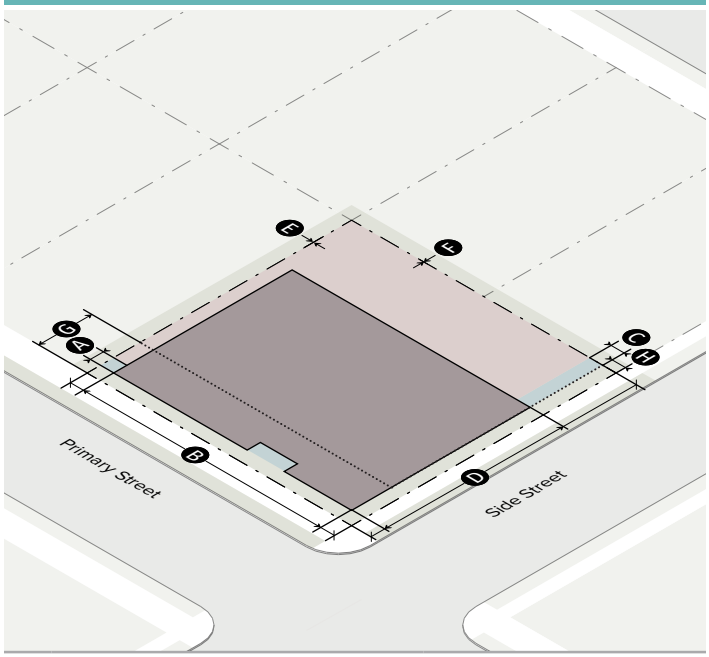
B. Mixed Use Main Street (AHE-X30-M)

1. Site



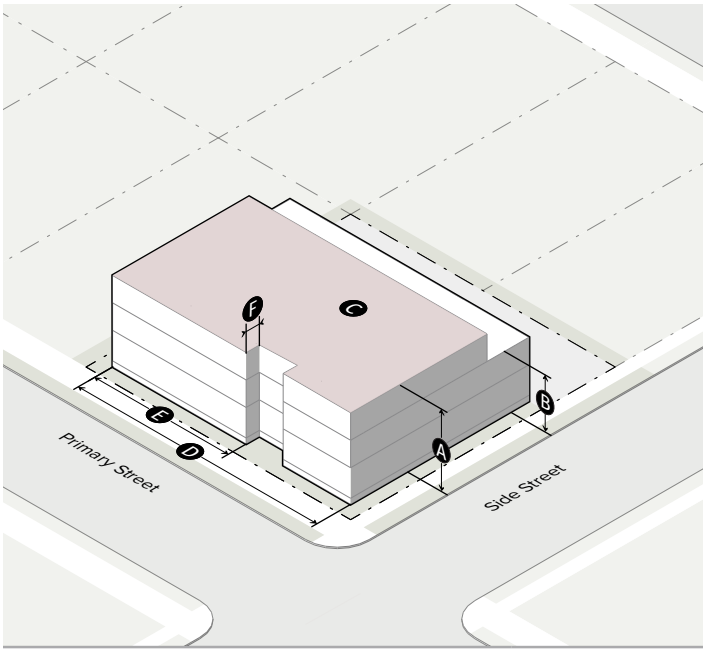
Density	
Min density	20 u/a min
Max density	30 u/a max
Dimensions	
Ⓐ Site area	10,000 SF min
Ⓑ Building coverage	75% max
Open Space	
Ⓒ Useable open space	10% min of floor area of all residential units
0-10 residential units	Private or common open space
11 or more residential units	75% min of required open space must be common open space

2. Building Placement



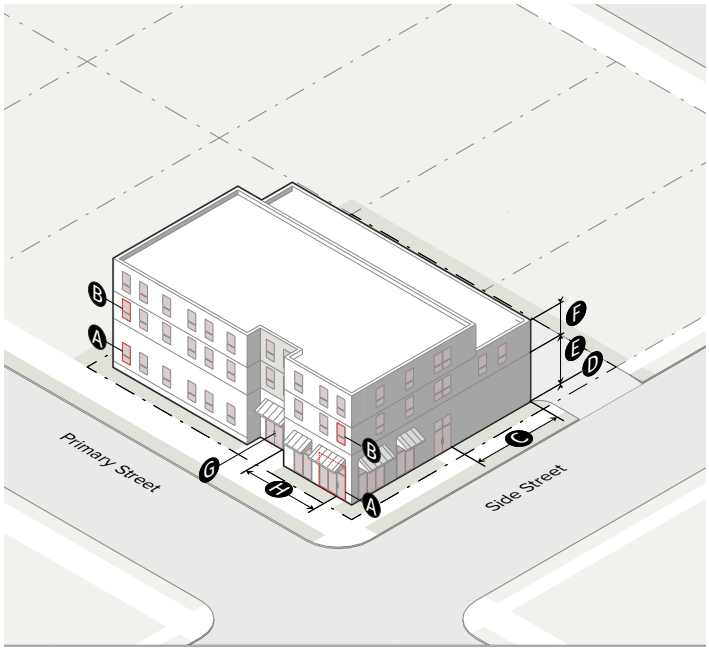
Build-to Range	
Ⓐ Primary street	0' min/10' max
Ⓑ % of lot width occupied by building facade in primary street build-to range	80% min
Ⓒ Side street	0' min/10' max
Ⓓ % of lot width occupied by building facade in side street build-to range	45% min
Side and Rear Building Setbacks	
Ⓔ Side: common lot line	0' min
Ⓕ Rear: common lot line	5' min
Ⓕ Rear/side: alley	5' min
Parking Setbacks	
Ⓖ Primary street	20' min
Ⓗ Side street	10' min

3. Height and Mass



Building Height		
Ⓐ	Total height	3 stories/ 38' max
Ⓑ	Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
Ⓒ	Max % of 3rd story floor area (based on total of all building footprints on site)	70% max
Building Articulation		
Ⓓ	Overall street-facing wall length	200' max
Ⓔ	Street-facing wall length before offset	100' max
Ⓕ	Offset depth	5' min

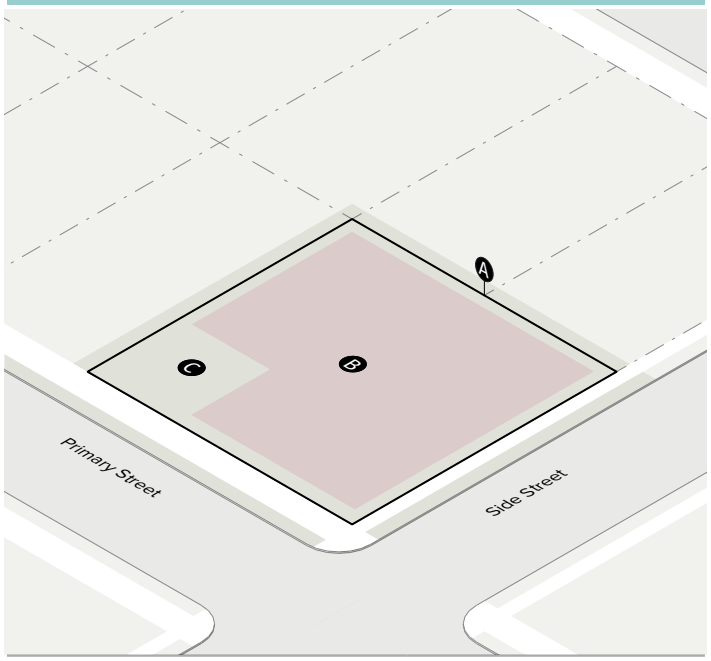
4. Frontage



Transparency	Residential	Mixed Use
Ⓐ Ground story	20% min	60% min
Ⓑ Upper story	20% min	20% min
Ⓒ Blank wall area	30' max	30' max
Story Height		
Ⓓ Ground floor elevation	2' min/ 5' max	0' min/ 3' max
Ⓔ Ground story: floor to floor	10' min	16' min
Ⓕ Upper story: floor to floor	9' min	9' min
Pedestrian Access		
Ⓖ Entrance facing primary street	Required	Required
Ⓗ Entrance spacing along primary street	75' max	50' max
Building Elements		
Awning/canopy, balcony, forecourt, front porch, stoop	See Sec. 30.36.070.L	--
Awning/canopy, balcony, forecourt, gallery	--	See Sec. 30.36.070.L

C. Residential Main Street (AHE-R30-M)

1. Site

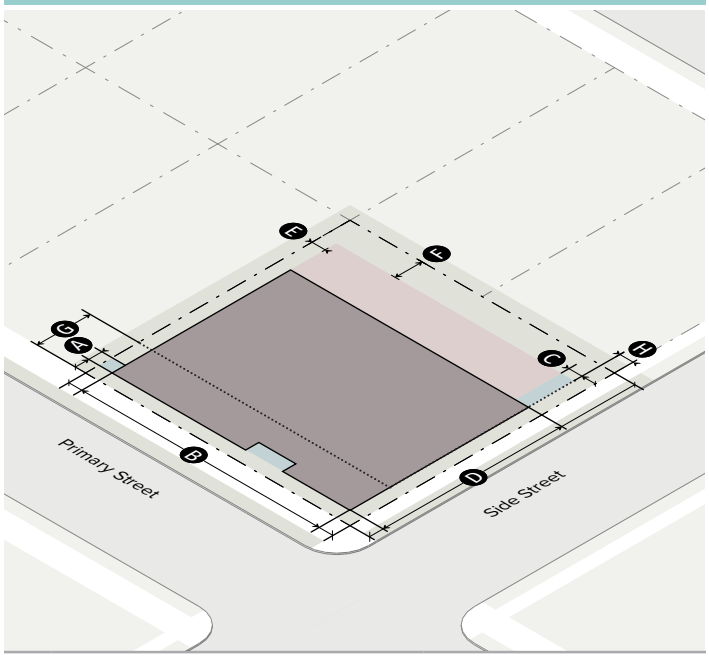


Density	
Min density	20 u/a min
Max density	30 u/a max

Dimensions	
A Site area	10,000 SF min
B Building coverage	75% max

Open Space	
C Useable open space	10% min of floor area of all residential units
0-10 residential units	Private or common open space
11 or more residential units	75% min of required open space must be common open space

2. Building Placement

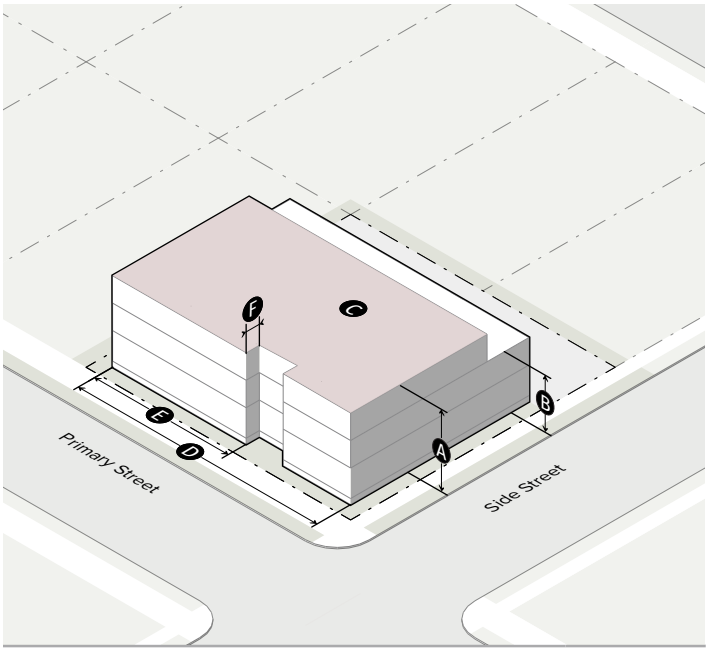


Build-to Range	
A Primary street	5' min/10' max
B % of lot width occupied by building facade in primary street build-to range	80% min
C Side street	5' min/10' max
D % of lot width occupied by building facade in side street build-to range	45% min

Side and Rear Building Setbacks	
E Side: common lot line	0' min
F Rear: common lot line	5' min
F Rear/side: alley	5' min

Parking Setbacks	
G Primary street	20' min
H Side street	10' min

3. Height and Mass



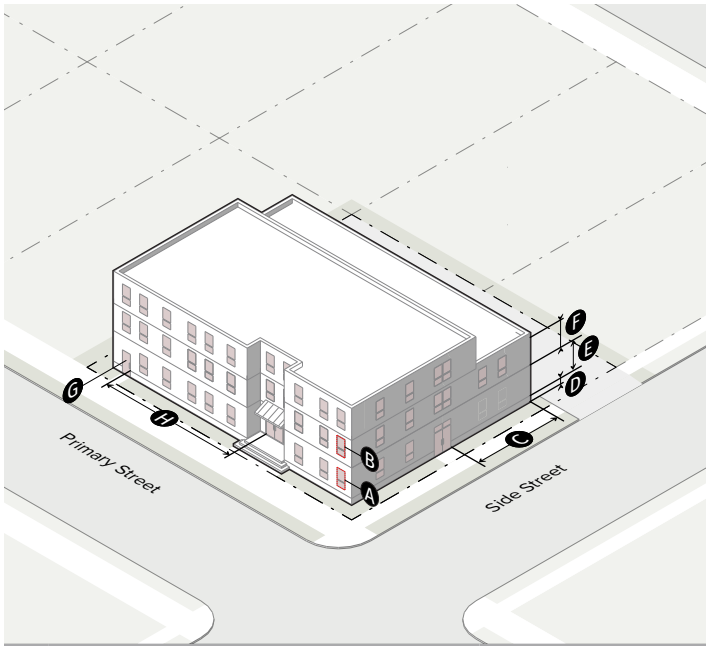
Building Height

A	Total height	3 stories/ 35' max
B	Height within Transition Area (Sec. 30.36.060)	2 stories/ 26' max
C	Max % of 3rd story floor area (based on total of all building footprints on site)	70% max

Building Articulation

D	Overall street-facing wall length	200' max
E	Street-facing wall length before offset	100' max
F	Offset depth	5' min

4. Frontage



Transparency

A	Ground story	20% min
B	Upper story	20% min
C	Blank wall area	30 max

Story Height

D	Ground floor elevation	2' min/5' max
E	Ground story: floor to floor	10' min
F	Upper story: floor to floor	9' min

Pedestrian Access

G	Entrance facing primary street	Required
H	Entrance spacing along primary street	75' max

Building Elements

	Awning/canopy, balcony, forecourt, front porch, stoop	See Sec. 30.36.070.L

30.36.060. Neighborhood Transitions

A. Applicability

A transition area must consider adjacent land uses, existing and permitted by the General Plan and zoning. The following neighborhood transition standards apply when a site immediately abuts a RR, RR-1, RR-2, R-3, R-5, R-8, R-11 or RS-11 zone boundary line. For the purposes of this section, immediately abutting means sharing a property line or separated by an alley or private road. Similar transitions will also apply when the site immediately abuts an ER/OS/PK zone boundary line, or similar open space or park designation made through by specific plan.

B. Transition Area 1: Buffer

1. Applicability

a. Neighborhood Center;

b. Village Center; and

c. Main Street Corridor.

2. Permitted Activity

Fencing, landscaping, yard/open space, stormwater management facilities and pathways only. This includes a limited set of low-intensity passive play areas and usable open space.

3. Depth

a. Neighborhood Center: 15 feet min.

b. Village Center: 10 feet min.

c. Main Street Corridor: 5 feet min.

C. Transition Area 2: Compatible Use

1. Applicability

a. Neighborhood Center; and

b. Village Center.

2. Permitted Activity

a. All permitted activity from Transition Area 1.

b. Parking.

c. Service areas.

d. Accessory structures.

e. Carriage house, townhome and duplex housing prototypes.

f. All types of recreational programming, including active play areas, play structures, and other recreational space/amenities.

3. Height

2 stories/26 feet max.

4. Depth

a. Neighborhood Center: 25 feet min.

b. Village Center: 25 feet min.

D. Transition Area 3: Compatible Massing

1. Applicability

a. Neighborhood Center;

b. Village Center; and

c. Main Street Corridor.

2. Permitted Activity

a. All permitted activity in Transition Areas 1 and 2.

b. Mixed Use Residential, Apartment and Flat housing prototypes.

3. Height

2 stories/26 feet max.

4. Depth

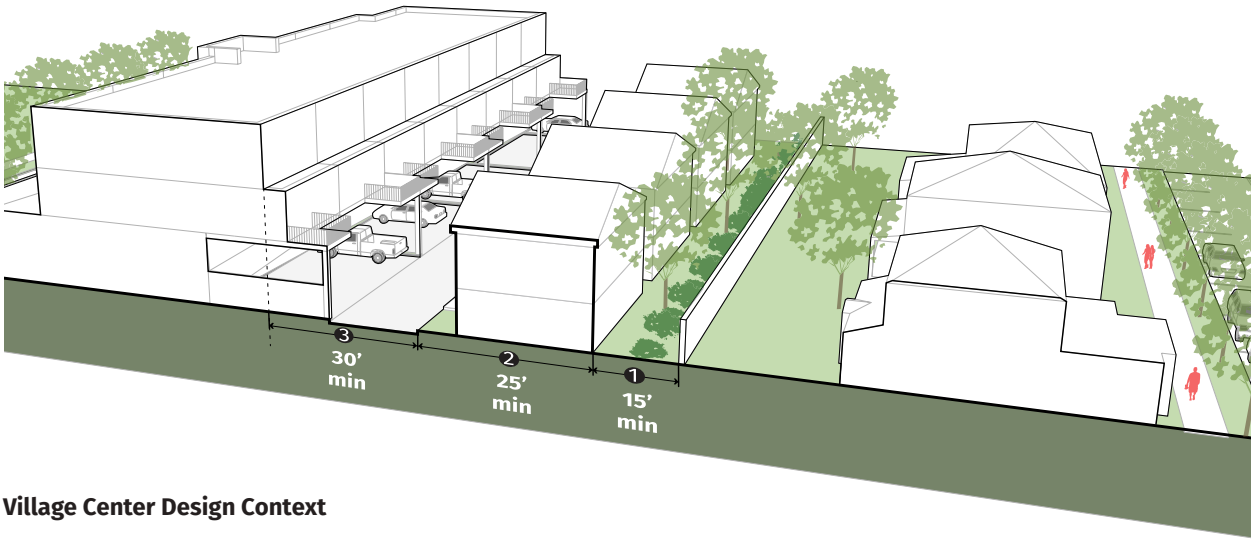
a. Neighborhood Center: 30 feet min.

b. Village Center: 30 feet min.

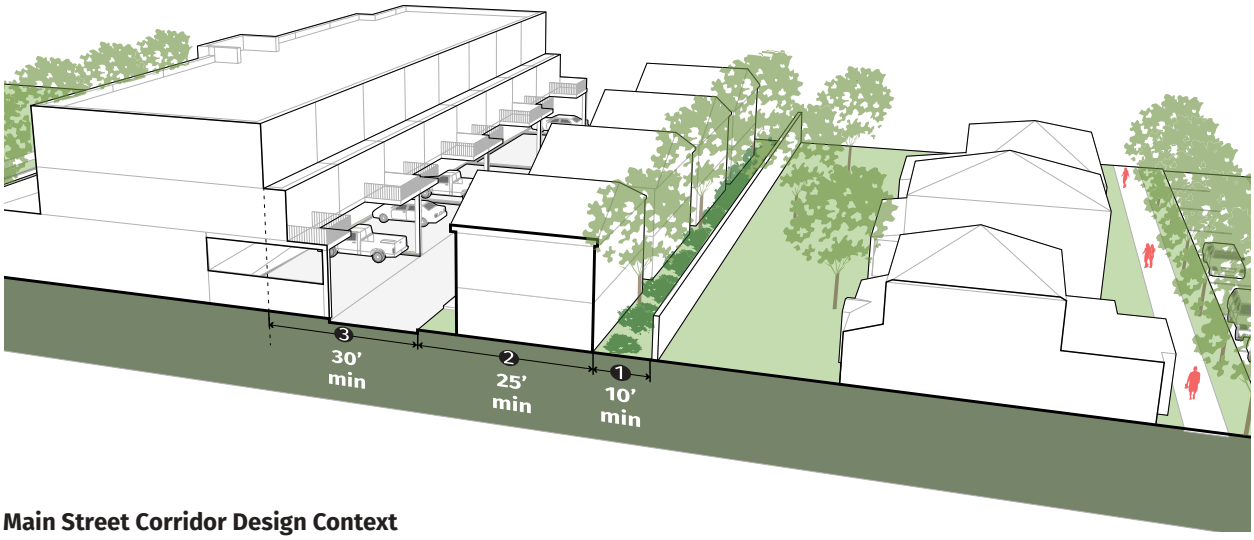
c. Main Street Corridor: 20 feet min.

NEIGHBORHOOD TRANSITIONS

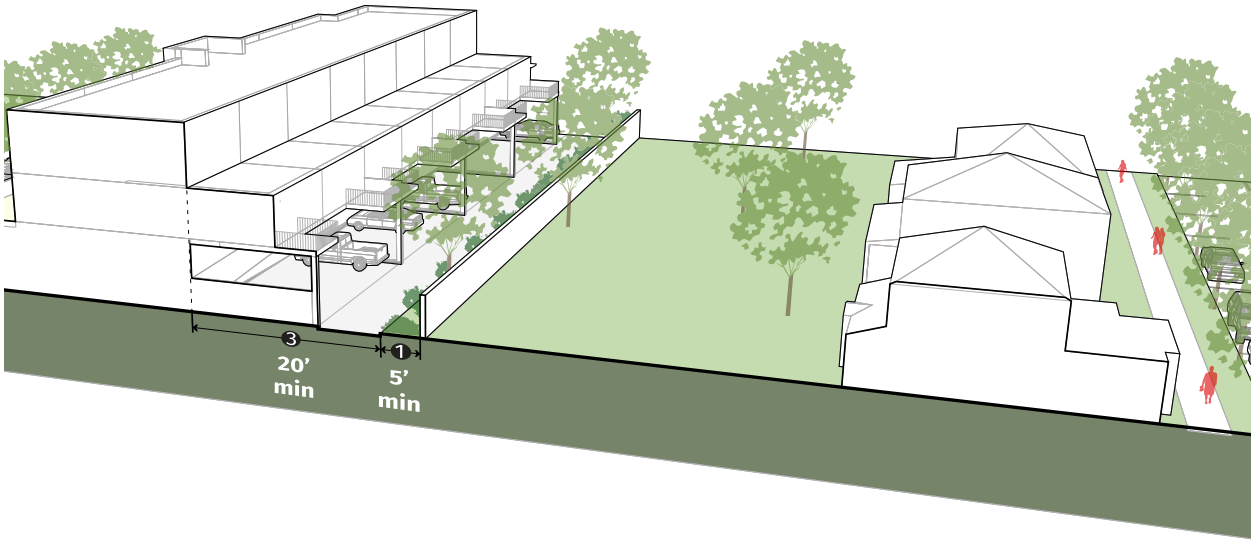
Neighborhood Center Design Context



Village Center Design Context



Main Street Corridor Design Context

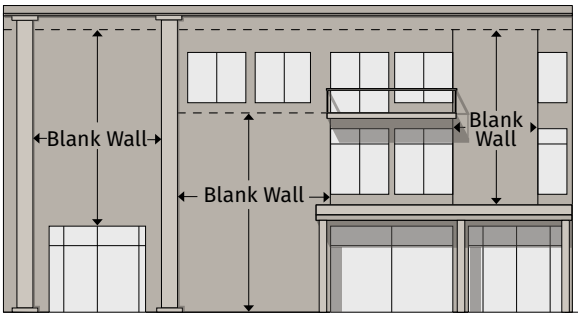


30.36.070. Measurements and Exceptions

A. Blank Wall Area

1. Defined

Blank wall area means a portion of the exterior facade of the building that does not include: windows or doors; columns, pilasters or other articulation greater than 12 inches in depth; or a substantial material change (paint color is not considered a substantial change).



2. Standards

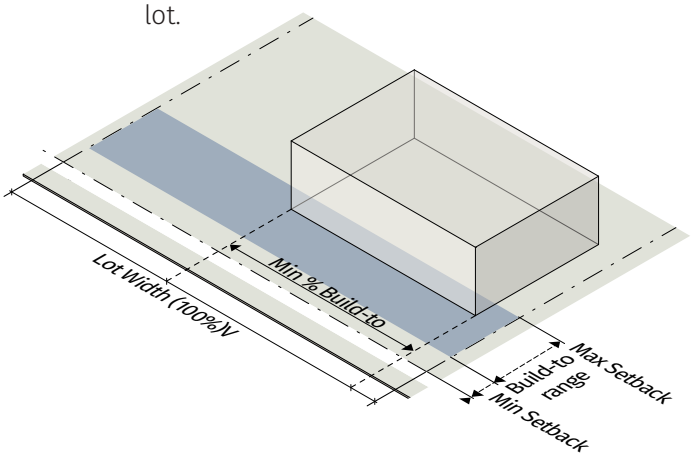
Blank wall area applies in both a vertical and horizontal direction. Blank wall area applies to all building faces visible from an alley, private street or public right-of-way.

B. Build-To Range

1. Defined

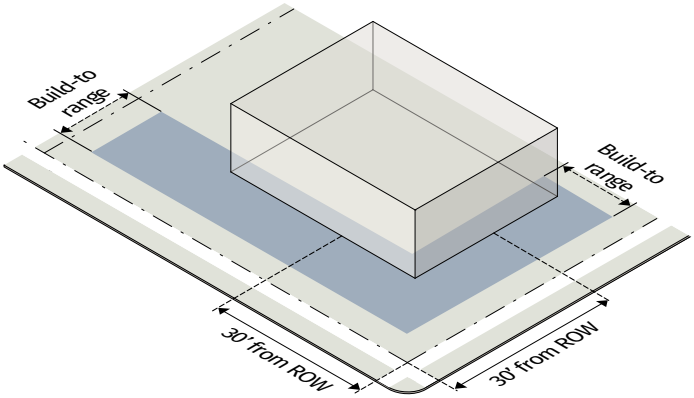
a. The build-to range is the area on the lot where a certain percentage of the street-facing building facade must be located, measured as a minimum and maximum setback range from the edge of the right-of-way.

b. The required percentage specifies the amount of the street-facing building facade that must be located in the build-to range, measured based on the width of the building divided by the width of the lot.



2. Corner Lots

On a corner lot, a building facade must be placed within the build-to range for the first 30 feet along the street extending from the block corner, measured from the intersection of the two right-of-way lines.



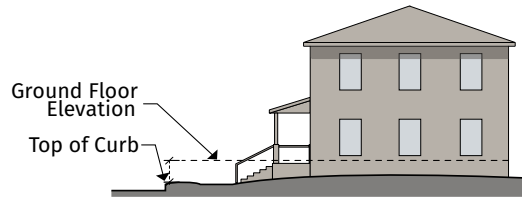
3. Uses Allowed

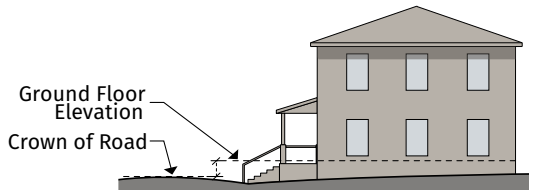
With the exception of parking spaces and outdoor storage, all structures and uses (including outdoor dining) allowed on the lot are allowed in the build-to range.

C. Ground Floor Elevation

1. Defined

Ground floor elevation is the height of the ground floor relative to the height of the sidewalk and is measured from top of the abutting curb, or from the crown of the road where no curb exists, to the top of the finished ground floor.





2. Standards

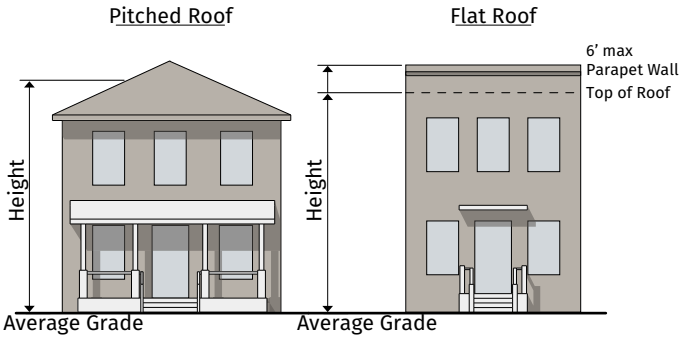
Minimum ground floor elevation applies to the first 30 feet of the lot measured from the right-of-way line.

D. Height

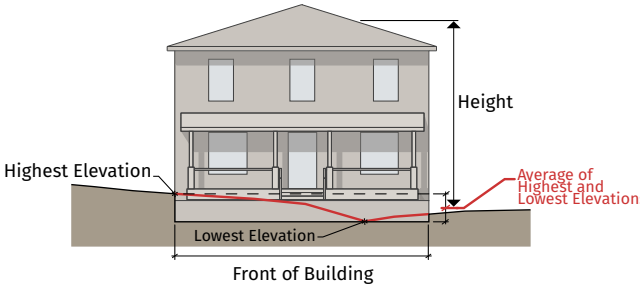
1. Building Height

a. Building height is measured from average grade in both number of stories and feet to the mean height level between the eaves and ridge of a pitched or to the highest point of a flat roof, not including a maximum parapet wall encroachment as specified in this Chapter. For example, the maximum height encroachment for a parapet wall is 6 feet.

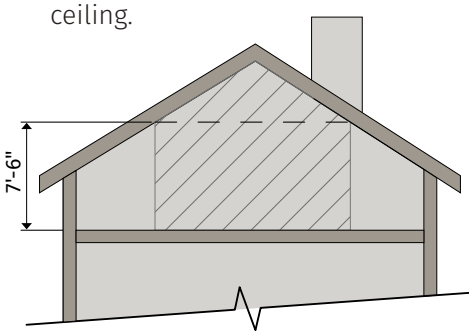
b. When necessary to accommodate the Floodplain Management Regulations of Sec. 23.40, height may be measured at a maximum height of 2 feet above base flood elevation.



c. Average grade is determined by calculating the average of the highest and lowest elevation along pre-development grade or improved grade (whichever is more restrictive) along the front of the building parallel to the primary street setback.



d. An attic does not count as a story where 50% or more of the attic floor area has a clear height of less than 7.5 feet; measured from the finished floor to the finished ceiling.



e. A basement with 50% or more of its perimeter wall area (measured from finished floor elevation) surrounded by finished grade is not considered a story.

2. Building Pad Establishment

The building pad for a site with greater than 10% slope may be established through the Design Review process, with building heights measured from the established building pad.

3. Height Encroachments

All buildings and structures must be located at or below the required district height limit, except as listed below.

a. The maximum height limits of the district do not apply to spires, belfries, cupolas, domes not intended for human occupancy; monuments, water tanks, water towers or other similar structures which, by design or function, must exceed the established height limits.

b. The following may exceed the established height limit of the district provided they do not exceed the maximum height by more than 6 feet:

1) Chimney, flue or vent stack;

2) Rooftop deck, patio, shade structure;

3) Flagpole;

4) Vegetation associated with a rooftop garden or landscaping;

5) Skylights;

6) Parapet wall; and

7) Solar panels, wind turbines and rainwater collection systems.

8) Rooftop decks, patios or shade structures are not allowed to encroach into building height limits in Transition Area 2, Compatible Use Area. If provided in Transition Area 2, rooftop decks, patios or shade structures must fall under the height allowance as specified. A parapet wall can encroach up to 4 feet in Transition Area 2.

c. The following may exceed the established height limits provided they do not exceed the maximum building height by more than 10 feet, do not occupy more than 25% of the roof area, and are set back at least 10 feet from the edge of the roof:

1) Elevator or stairway access to roof; and

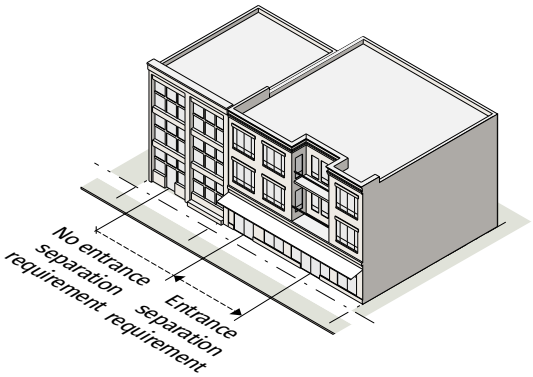
2) Mechanical equipment and associated screening (not including a parapet wall).

E. Parking Setbacks

1. All surface parking must be located behind the primary and street parking setback lines.
2. The parking setback applies to the ground story only.
3. Parking setbacks are measured from the edge of the right-of-way.

F. Pedestrian Access

1. An entrance providing both ingress and egress, operable to residents or customers at all times, is required to meet the street-facing entrance requirements. Additional entrances off another street, pedestrian area or internal parking area are allowed.
2. The entrance spacing requirements must be met for each building, but are not applicable to adjacent or abutting buildings. Entrance spacing is measured from the edge of door to the edge of the next door.
3. An angled entrance may be provided at either corner of a building along the street to meet the street-facing entrance requirements.



G. Primary/Side Streets

1. Where only one street abuts a lot, that street is considered a primary street.
2. A lot with multiple street frontages must designate at least one primary street. A lot may have more than one primary street. The Planning and Building Director will determine which streets are primary streets based on the following (where applicable):
    a. The street or streets with the highest classification;
    b. The established orientation of the block;
    c. The street or streets abutting the longest face of the block;
    d. The street or streets parallel to an alley within the block;
    e. The street that the lot takes its address from; and
    f. The pedestrian orientation of adjacent or abutting development, existing or proposed.

H. Setback Encroachments

All buildings and structures must be located at or behind the required setbacks except as listed below. Unless specifically stated no building or structure may extend into a required easement or public right-of-way.

1. Building Features

a. Porches, stoops, balconies, galleries and awnings/canopies may extend into a required primary or side street setback as stated in Sec. 30.36.070.L.

b. Building eaves, roof overhangs, gutters, downspouts, light shelves, bay windows and oriels less than 10 feet wide, cornices, belt courses, sills, buttresses or other similar architectural features may encroach up to 3 feet into a required setback, provided that such extension is at least 2 feet from the vertical plane of any lot line.

c. Chimneys or flues may encroach up to 4 feet, provided that such extension is at least 2 feet from the vertical plane of any lot line.

d. Unenclosed patios, decks, balconies, stoops, porches, terraces or fire escapes may encroach into a side interior or rear setback, provided that such extension is at least 2 feet from the vertical plane of any lot line.

e. Handicap ramps may encroach to the extent necessary to perform their proper function.

f. Structures below and covered by the ground may encroach into a required setback.

2. Site Features

a. Fences and walls may encroach into a required setback.

b. Sidewalks and driveways may encroach into a required setback.

c. Landscaping may encroach into a required setback.

d. Signs may encroach into a required setback.

3. Low Impact Stormwater Features

a. Low impact stormwater management features may encroach into a primary or side street setback (but not into the sidewalk), including, but not limited to:
    1) Rain barrels or cisterns, 6 feet or less in height;
    2) Planter boxes;
    3) Bioretention areas; and
    4) Similar features, as determined by the Planning and Building Director.

b. Low impact stormwater management features listed above may encroach into a side interior or rear setback, provided such extension is at least 2 feet from the vertical plane of any lot line.

4. Mechanical Equipment and Utility Lines

a. Mechanical equipment associated with residential uses, such as HVAC units, swimming pool pumps or filters, and security lighting, may encroach into a side interior or rear setback, provided that such extension is at least 3 feet from the vertical plane of any lot line.

b. Minor structures accessory to utilities (such as hydrants, manholes, and transformers and other cabinet structures and related fences) may encroach into a required rear or side setback.

c. Minor utilities below and covered by the ground may encroach into a required setback.

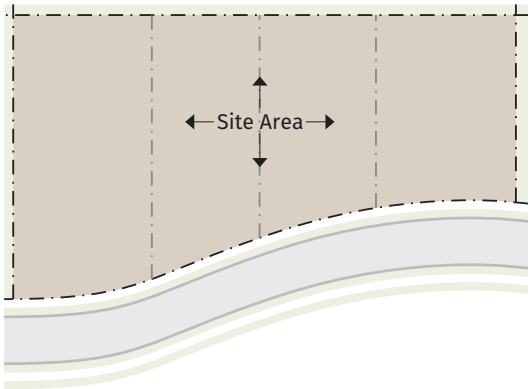
I. Site

1. Defined

A site is any lot or group of contiguous lots owned or controlled by the same person or entity, assembled for the purpose of a single development.

2. Site Area

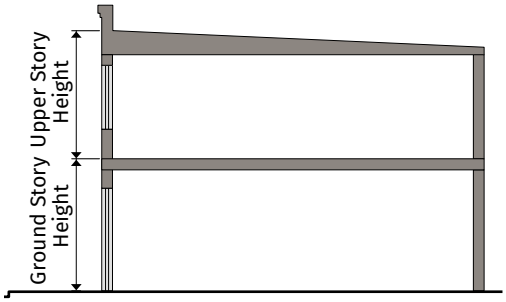
Site area is the cumulative area of all contiguous lots that make up the site. Site area does not include existing or proposed right-of-way, whether dedicated or not dedicated to public use.



J. Story Height

1. Defined

Story height is the height of each story of building and it is measured from the top of the finished floor to the top of the finished floor above. When there is no floor above, upper story height is measured from the top of the finished floor to the top of the wall plate above.



K. Transparency

1. Defined

Transparency is the minimum percentage of windows and doors that must cover a ground or upper story facade.

2. Standards

a. Transparency applies to primary and side street-facing building facades only.

b. Glass is considered transparent where it has a transparency higher than 80% and external reflectance of less than 15%.

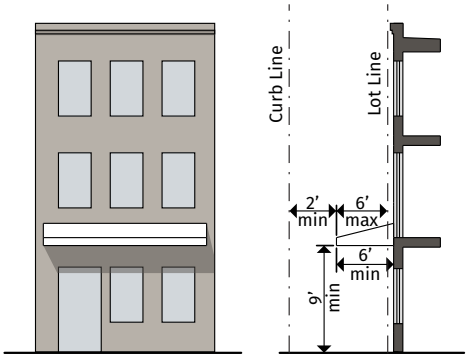
c. Ground story transparency is measured between 2 and 12 feet above the abutting sidewalk.

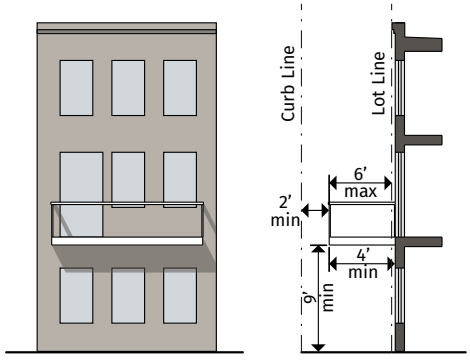
d. Upper story transparency is measured from top of the finished floor to the top of the finished floor above. When there is no floor above, upper story transparency is measured from the top of the finished floor to the top of the wall plate above.

L. Building Elements

1. Intent

The following standards are intended to ensure that certain building elements when added to a building frontage are of sufficient size to be both usable and functional and be architecturally compatible with the frontage they are attached to.





2. Awning/Canopy

A wall-mounted, cantilevered structure providing shade and cover from the weather for a sidewalk.

a. An awning/canopy must be a minimum of 9 feet clear height above the sidewalk and must have a minimum depth of 6 feet.

b. An awning/canopy may extend into a primary or side street setback.

c. Subject to the issuance of a Right-of Way Encroachment Permit, an awning/canopy may encroach up to 6 feet over the public right-of-way but must be at least 2 feet inside the curb line or edge of pavement, whichever is greater.

3. Balcony

A platform projecting from the wall of an upper-story of a building with a railing along its outer edge, often with access from a door or window.

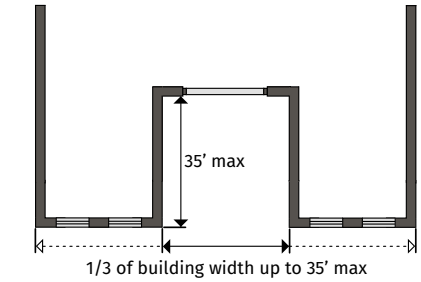
a. A balcony must be at least 4 feet deep.

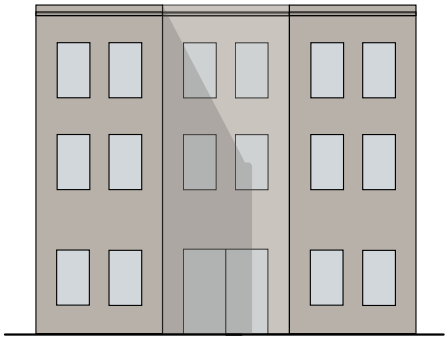
b. A balcony must have a clear height above the sidewalk of at least 9 feet.

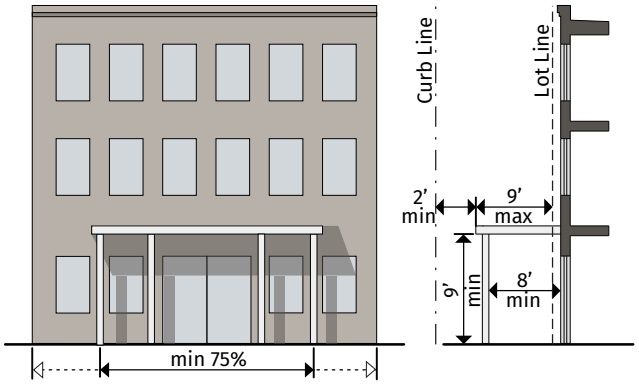
c. A balcony may be covered and screened, but cannot be fully enclosed.

d. A balcony may extend into a primary or side street setback.

e. Subject to the issuance of a Right-of Way Encroachment Permit, a balcony may encroach up to 6 feet over the public right-of-way but must be at least 2 feet inside the curb line or edge of pavement, whichever is greater.







4. Forecourt

An open area at grade, or within 30 inches of grade, that serves as an open space, plaza or outdoor dining area.

a. A forecourt must be no more than one-third of the length of the building face, and in no case longer than 35 feet in width.

b. The depth of the forecourt must not exceed the general width. A forecourt may be no more than 35 feet in depth.

c. A maximum of one forecourt is permitted per lot.

d. A forecourt meeting the above requirements is considered part of the building for the purpose of measuring the build-to requirement.

5. Gallery

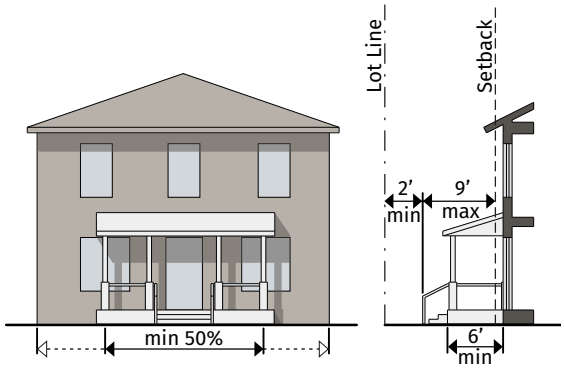
A covered passage extending along the outside wall of a building supported by arches or columns that is open on 3 sides.

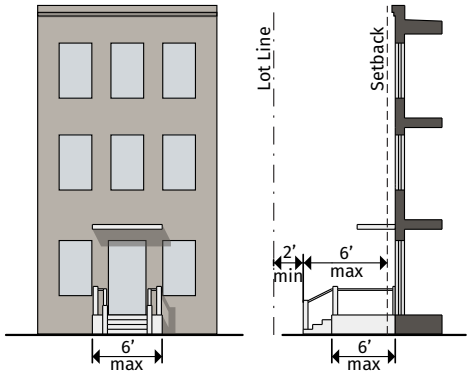
a. A gallery must have a clear depth from the support columns to the building's facade of at least 8 feet and a clear height above the sidewalk of at least 9 feet.

b. A gallery must be contiguous and extend over at least 75% of the width of the building facade from which it projects.

c. A gallery may extend into a primary or side street setback.

d. Subject to the issuance of a Right-of Way Encroachment Permit, a gallery may encroach up 9 feet into the public right-of-way but must be at least 2 feet inside the curb line or edge of pavement, whichever is greater.





6. Porch

A raised structure attached to a building, forming a covered entrance to a doorway.

a. A front porch must be at least 6 feet deep (not including the steps).

b. A front porch must be contiguous, with a width not less than 50% of the building facade from which it projects.

c. A front porch must be roofed and may be screened, but cannot be fully enclosed.

d. A front porch may extend up to 9 feet, including the steps, into a primary or side street setback, provided that such extension is at least 2 feet from the vertical plane of any lot line.

e. A front porch may not encroach into the public right-of-way.

7. Stoop

A small raised platform that serves as an entrance to a building.

a. A stoop must be no more than 6 feet deep (not including the steps) and 6 feet wide.

b. A stoop may be covered but cannot be fully enclosed.

c. A stoop may extend up to 6 feet, including the steps, into a primary or side street setback, provided that such extension is at least 2 feet from the vertical plane of any lot line.

d. A stoop may not encroach into the public right-of-way.

M. Other Standards and Measures

The following sections of the Zoning Code apply to any site zoned At Home in Encinitas:

1. Fences and Walls: Encinitas Zoning Code Chapter 30.16.010.F for R30; or 30.20.010.J.4 & 5 for X30 and S30.
2. Auxiliary Structures/Equipment and Utilities: Encinitas Zoning Code Chapter 30.20.010.F
3. Performance Standards: Encinitas Zoning Code Chapter 30.40.
4. Temporary Use Regulations: Encinitas Zoning Code Chapter 30.46.
5. Signs: Encinitas Zoning Code Chapter 30.60.
6. If any other criterion, measure or standard is not addressed in this Chapter, refer to the Encinitas Municipal and Zoning Codes, or if previously in a Specific Plan, refer first to the standards in the Specific Plan, which are made applicable by this reference.

30.36.080. Use Provisions

A. Classification of Uses

1. In order to regulate a variety of similar uses, use categories have been established. Use categories provide a systematic basis for assigning uses to appropriate categories with other, similar uses. Use categories classify uses and activities based on common functional, product or physical characteristics.
2. Where a use category contains a list of included uses, the list is to be considered example uses, and not all-inclusive. The Planning and Building Director has the responsibility for categorizing all uses.
3. Use category definitions are specified in Sec. 30.36.080.E.

B. Uses Not Listed

A use not specifically listed is prohibited unless the Planning and Building Director determines the use to be part of a use category as described below.

1. The Planning and Building Director is responsible for categorizing all uses. If a proposed use is not listed in a use category, but is similar to a listed use, the Planning and Building Director may consider the proposed use part of that use category. When determining whether a proposed use is similar to a listed use, the Planning and Building Director wil; consider the following:
   a. The actual or projected characteristics of the proposed use;
   b. The relative amount of site area or floor area and equipment devoted to the proposed use;
   c. Relative amounts of sales;
   d. The customer type;
   e. The relative number of employees;
   f. Hours of operation;
   g. Building and site arrangement;
   h. Types of vehicles used and their parking requirements;
   i. The number of vehicle trips generated;
   j. How the proposed use is advertised;
   k. The likely impact on surrounding properties;
   l. Whether the activity is likely to be found independent of the other activities on the site; and
   m. The North American Industry Classification System (NAICS).
2. Where a use not listed is found by the Planning and Building Director not to be similar to any other permitted use, the use is only permitted following a text amendment.

C. Permitted Use Table

1. Permitted Uses (P)

A “P” in a cell indicates that a use is permitted by right.

2. Major Use Permit (C)

A "C" in a cell indicates that a major use permit is required.

3. Minor Use Permit (Cm)

A "Cm" in a cell indicates that a minor use permit is required.

4. Uses Not Allowed (X)

An "--" indicates that a use is not allowed.

5. Supplemental Use Standards (*)

The numbers contained in the right-hand column of the table are references to additional standards that apply to the use listed. Standards referenced in this column apply only in zoning districts where the designation includes a “*.”

Use Category Specific Use	Shopfront			Mixed Use			Residential			Supplemental Use Standards
	AHE-S30-N	AHE-S30-V	AHE-S30-M	AHE-X30-N	AHE-X30-V	AHE-X30-M	AHE-R30-N	AHE-R30-V	AHE-R30-M	
Residential Uses										
Household Living										
Dwelling unit, one-family	--			--			--			
Dwelling unit, two-family	--			P			P			
Dwelling unit, three-family	--			P			P			
Dwelling unit, multi-family	P*			P			P			30.36.080.D.1
Dwelling unit, accessory	--			P			P			
Live/work	C*			C			C			30.36.080.D.2
Home occupation	P*			P*			P*			30.48.040.L
Mobile home park	--			--			--			
Mobile home (including dwelling unit)	--			--			--			
Group Living										
Convent, monastery	P			P			P			
Group residential	P			P			P			
Emergency residential shelter	C			C			--			
Residential care, limited (up to 6 people)	P			P			P			
Residential care, general (7+ people)	C			C			C			
Public and Institutional Uses										
Civic, except as listed below:	P			P			P			
City hall	P			P			--			
Conservatory of music	P			P			--			
Educational institution, private	C			C			C			
Place of worship including church, mosque, synagogue, temple	C			C			--			
Post office	P			P			--			
School, K-12, private/charter	C			C			C			
Parks and Open Space, except as listed below:	P			P			P			
Golf course	--			--			--			
Utilities										
Minor utilities	P			P			P			
Major utilities	--			--			--			
Wireless Communication	C			C			C			

P = Permitted, C = Major Use Permit Required, Cm = Minor Use Permit Required, * = Subject to supplemental use standards, -- = Not Permitted

Use Category / Specific Use	Shopfront			Mixed Use			Residential			Supplemental Use Standards
	AHE-S30-N	AHE-S30-V	AHE-S30-M	AHE-X30-N	AHE-X30-V	AHE-X30-M	AHE-R30-N	AHE-R30-V	AHE-R30-M	
Commercial Uses										
Day Care										
Family day care home, small (Up to 6 people)	P			P			P			
Family day care home, large (7 to 12 people)	P			P			P			
Day care center (13+ people)	P			P			Cm			
Indoor Recreation	P			P			--			
Medical	P			P			--			
Office	P			P			--			
Outdoor Recreation	--			--			--			
Overnight Lodging	P			P			--			
Parking	--			Cm			--			
Passenger Terminal	C			C			--			
Personal Service, except as listed below:	P			P			--			
Animal care, indoor	P			P			--			
Animal care, outdoor	--			--			--			
Therapeutic massage	C			C			--			
Restaurants, except as listed below:	P			P			--			
Bar/cocktail lounge	C			C			--			
Restaurant with drive through	--			--			--			
Restaurant, club with alcohol sales, brewpub, craft brewery	Cm			Cm			--			
Restaurant with live entertainment	Cm			Cm			--			
Temporary food stand	P*			P*			P*			30.48
Retail, except as listed below:	P			P			--			
Alcoholic beverage sales-off premises	C			C			--			
Commercial car or bike sharing station	C			C			C			
Electric vehicle, fast charging station (public only)	C			C			C			
Gas station	--			--			--			
Surf shop with manufacturing	C			C			--			
Vehicle Sales and Rental	--			--			--			

P = Permitted, C = Major Use Permit Required, Cm = Minor Use Permit Required, * = Subject to supplemental use standards, -- = Not Permitted

Use Category Specific Use	Shopfront			Mixed Use			Residential			Supplemental Use Standards
	AHE-S30-N	AHE-S30-V	AHE-S30-M	AHE-X30-N	AHE-X30-V	AHE-X30-M	AHE-R30-N	AHE-R30-V	AHE-R30-M	
Industrial Uses										
Heavy Industrial	--			--			--			
Light Industrial/Manufacturing	--			C			--			
Research and Development	--			P			--			
Resource Extraction	--			--			--			
Vehicle Service and Repair	--			--			--			
Warehouse, Storage and Distribution	--			--			--			
Waste Related Service	--			--			--			
Open Uses										
Agriculture, except as listed below	--			--			--			
Community garden	P*			P*			P*			30.33
Nursery	--			P*			--			30.33
Winery	C			C			--			

P = Permitted, C = Major Use Permit Required, Cm = Minor Use Permit Required, * = Subject to supplemental use standards, -- = Not Permitted

D. Supplemental Use Standards

1. Dwelling Unit, Multi-family

In an AHE-S30- character context, dwelling units can only be located in the upper-stories of a Mixed Use Residential housing prototype. Dwelling units cannot be located on a ground story. This requirement is modified for sites within the Master Design Review Permit Overlay Zone. Accessory and incidental uses such as a lobby, gym or community room are allowed on ground stories.

2. Live/Work

In an AHE-S30- character context, the ground story of a live/work unit can only be used for nonresidential use. The residential portion of the live/work unit must be located on an upper-story.

E. Use Categories

1. Residential Uses

a. Household Living

Residential occupancy of a dwelling unit by a household. Household living includes the following:

1) Dwelling unit, one-family.
2) Dwelling unit, two-family.
3) Dwelling unit, three-family.
4) Dwelling unit, multi-family.
5) Dwelling unit, accessory.
6) Live/work.
7) Home occupation.
8) Mobile home park.
9) Mobile home (including dwelling unit).

b. Group Living

Residential occupancy of a structure that does not meet the definition of household living. Generally, group living facilities have a common eating area for residents, and residents may receive care or training. Group living includes the following:

1) Convent, monastery.
2) Group residential.
3) Emergency residential shelter.
4) Residential care, limited (<6 people).
5) Residential care, general (7+ people).
6) Employee, transitional and supportive housing uses are allowed as a household living use in the same manner as a similar household living use in a specific zone.

2. Public and Institutional Uses

a. Civic

Places of public assembly that provide ongoing governmental, life safety, educational and cultural services to the general public, as well as meeting areas for religious practice. Civic includes the following:

1) City hall.
2) Conservatory of music.
3) Educational institution, private.
4) Educational institution, public.
5) Fire station.
6) Library.
7) Museum.
8) Place of worship including church, mosque, synagogue, temple.
9) Police/sheriff station.
10) Post office.
11) Postal annex, private ownership.
12) Public school district administrative office.
13) School, K-12, private/charter
14) School, K-12, public.

b. Parks and Open Space

Uses focusing on natural areas consisting mostly of vegetation, passive or active outdoor recreation areas. Parks and open space includes the following:

1) Athletic field.
2) Cemetery.
3) Conservation area.

4) Golf course.

5) Park/recreational area.

6) Recreational facility.

c. Utilities

Public or private infrastructure serving a limited area with no on-site personnel (minor utility) or serving the general community with on-site personnel (major utility). Utilities includes the following.

1) Minor utilities, including on-site stormwater retention or detention facility, neighborhood-serving telephone exchange/switching center, gas/electric/telephone/cable transmission lines, water and wastewater pump station or lift station, gas gates, reservoir, control structure, drainage well, water supply water well.

2) Major utilities, including aeration facility, electrical substation, electric or gas generation plant, filter bed, transmission towers, waste treatment plant, water pumping facility, water tower or tank.

d. Wireless Communication

Any personal wireless services as defined by the TCA and licensed by the Federal Communications Commission, including, but not limited to, the types commonly known as cellular, personal communications services ("PCS"), specialized mobile radio ("SMR"), enhanced specialized mobile radio ("ESMR"), paging, ground based repeaters for satellite radio services, micro-cell antennae and similar systems which exist now or may be developed in the future and exhibit technological characteristics similar to them.

3. Commercial Uses

a. Day Care

A facility providing care and supervision for compensation during part of a 24 hour day, for a child/adult or children/adults not related by blood, marriage or legal guardianship to the person or persons providing the care, in a place other than the child's or children's own home or homes. Day care includes the following:

1) Family day care home, small (up to 6 people).

2) Family day care home, large (7 to 12 people).

3) Day care center (13+ people).

b. Indoor Recreation

A commercial facility providing daily or regularly scheduled recreation-oriented activities in an indoor setting. Indoor recreation includes the following:

1) Aquarium, private.

2) Amusement center, game/video arcade.

3) Assembly hall, auditorium, meeting hall.

4) Billiard, pool hall.

5) Bowling alley.

6) Club, athletic or recreational.

7) Dance, martial arts, music studio or classroom.

8) Extreme sports facility such as BMX, skateboarding or roller blading.

9) Gym, health spa, yoga studio, palliates.

10) Inflatable playground/jump house.

11) Miniature golf facility.

12) Motor track.

13) Movie theater or other indoor theater.

14) Ice or roller skating rink.

c. Medical

A facility providing medical or surgical care to patients. Some facilities may offer overnight care. Medical includes the following:

1) Ambulance service (private).

2) Blood plasma donation center.

3) Dental clinic.

4) Hospital.

5) Medical, dental office/clinic, chiropractor, osteopath, physician, medical practitioner.

6) Medical or dental laboratory.

7) Surgical center.

8) Urgent care, emergency medical office.

d. Office

A facility used for activities conducted in an office setting and generally focusing on business, professional or financial services. Office includes the following:

1) Business services including, but not limited to, advertising, business management consulting, computer or data processing, graphic design, commercial art or employment agency.

2) Counseling in an office setting.

3) Financial services including but no limited to,lender, investment or brokerage house, bank, call center, bail bonds, insurance adjuster, real estate or insurance agent, mortgage agent or collection agency.

4) Professional services including, but not limited to, lawyer, accountant, auditor, bookkeeper, engineer, architect, sales office, travel agency, interior decorator or security system services.

5) Radio, TV station, recording studio.

6) Trade, vocational, technical, business school.

e. Outdoor Recreation

A commercial facility, varying in size, providing daily or regularly scheduled recreation-oriented activities. Activities take place predominately outdoors or within outdoor structures. Outdoor recreation includes the following:

1) Camp or campground.

2) Drive-in theater.

3) Extreme sports facility, such as BMX, skateboarding or roller blading.

4) Open-air theater.

5) Outdoor amusements such as batting cage, golf driving range, amusement park, miniature golf facility or water park.

6) Racetrack.

7) Stadium, arena.

f. Overnight Lodging

Accommodations arranged for short term stays. Overnight lodging includes the following:

1) Bed and breakfast.

2) Hotel, motel.

3) Transient habitation.

g. Parking

A facility that provides parking as a principal use. Parking includes the following:

1) Commercial parking.

2) Remote parking.

h. Passenger Terminal

Facilities for the loading and unloading of trains, buses, taxis or limo services, or for utilizing shared transportation options. Passenger terminal includes terminals and stations for the following:

1) Bus transfer facility or bus station.

2) Car share facility.

3) Limousine or taxi service.

4) Light rail station.

5) Rail station.

i. Personal Service

A facility involved in providing personal or repair services to the general public. Personal service includes the following:

1) Animal care, indoor.

2) Animal care, outdoor.

3) Beauty, hair or nail salon.

4) Catering service.

5) Cleaning establishment, dry cleaning, laundry, laundromat.

6) Copy center, printing, binding, photo-copying, blueprinting, mailing service.

7) Funeral home, funeral parlor, mor-tuary, undertaking establishment, crematorium.

8) Locksmith.

9) Optometrist.

10) Repair of appliances, bicycles, canvas product, clocks, computers, jewelry, musical instruments, office equipment, radios, shoes, televisions, watch or similar items.

11) Tailor, milliner or upholsterer.

12) Therapeutic massage.

13) Tattoo parlor or body piercing.

14) Tutoring.

15) Wedding chapel.

j. Restaurant

A facility that prepares and sells food and drink for on- or off-premise consumption. Restaurant includes the following:

1) Bar/cocktail lounge.

2) Club, private.

3) Coffee shop.

4) Restaurant with drive through.

5) Restaurant, club with no alcohol sales.

6) Restaurant, club with alcohol sales, brewpub, craft brewery.

7) Restaurant with live entertainment.

8) Temporary food stand.

9) Yogurt or ice cream shop.

k. Retail

A facility involved in the sale, lease or rental of new or used products. Retail sales includes the following:

1) Alcoholic beverage sales-off premises.

2) Antiques, appliances, art supplies, baked goods, bicycles, books, building supplies, cameras, carpet and floor

coverings, crafts, clothing, computers, convenience goods, dry goods, electronics, fabric, flowers, furniture, garden supplies, gifts or novelties, groceries, hardware, home improvement, household products, jewelry, medical supplies, music, musical instruments, office supplies, package shipping, pets, pet supplies, pharmaceuticals, phones, photo finishing, picture frames, plants, pottery, printed materials, produce, seafood, shoes, souvenirs, sporting goods, stationery, tobacco, toys, vehicle parts and accessories, videos, video games and related products.

3) Art studio, gallery.

4) Art printing and fabrication.

5) Commercial car or bike sharing station.

6) Convenience store without fuel pumps.

7) Cottage industries such as candle making, glass blowing, pottery making, weaving, woodworking, sculpting, and other similar or associated activities.

8) Electric vehicle, fast charging station (public only).

9) Gas station.

10) Surf shop without manufacturing.

11) Surf shop with manufacturing.

l. Vehicle Sales and Rental

A facility that sells, rents or leases passenger vehicles, light and medium trucks, and other consumer vehicles such as motorcycles, boats and recreational vehicles. Vehicle sales and rental includes the following:

1) Minor Vehicle Sales and Rental

Sales, rental or leasing of passenger vehicles, motorcycles, boats.

2) Major Vehicle Sales and Rental

Sales, rental or leasing of commercial vehicles, heavy equipment and manufactured homes. Includes Recreational vehicles, 18-wheelers, commercial box trucks, high-lifts, construction, heavy earthmoving equipment and manufactured homes.

4. Industrial Uses

a. Heavy Industrial

A facility that involves dangerous, noxious or offensive uses or a facility that has smoke, odor, noise, glare, fumes, gas, vibration, threat of fire or explosion, emission of particulate matter, interference with radio, television reception, radiation or any other likely cause. Heavy industrial includes the following:

1) Animal processing, packing, treating, and storage, livestock or poultry slaughtering, processing of food and related products, production of lumber, explosives, fireworks, tobacco, chemical, rubber, leather, clay, bone, paper, pulp, plastic, stone, or glass materials or products, production or fabrication of metals or metal products including enameling and galvanizing.

2) Boat building.

3) Bottling plant.

4) Bulk fuel sales.

5) Bulk storage of flammable liquids, chemical, cosmetics, drug, soap, paints, fertilizers and abrasive products.

6) Chemical, cosmetics, drug, soap, paints, fertilizers and abrasive products.

7) Concrete batch plant.

8) Petroleum, liquefied petroleum gas and coal products and refining.

9) Prefabricated building manufacturing.

10) Sawmill, log production facility, lumberyard.

11) Rubber and plastic products, rubber manufacturing.

b. Light Industrial/Manufacturing

A facility conducting light industrial or manufacturing operations within a fully-enclosed building. Light industrial/manufacturing includes the following:

1) Brewery, distillery.

2) Clothing, textile or apparel manufacturing.

3) Facilities engaged in the assembly or manufacturing of scientific measuring instruments; semiconductor and related devices, including but not limited to clocks, integrated circuits, jewelry, medical, musical instruments, photographic or optical instruments or timing instruments.

4) Motion picture studio.

5) Pharmaceutical or medical supply manufacturing.

6) Sheet metal, welding, machine shop, tool repair.

7) Woodworking, cabinet makers or furniture manufacturing.

8) Recreational equipment manufacturing.

9) Toy manufacturing.

10) Upholstery installation.

11) Woodworking, cabinet makers or furniture manufacturing.

c. Research and Development

A facility focused primarily on the research and development of new products. Research and development includes the following:

1) Laboratories, offices and other facilities used for research and development by or for any individual, organization or concern, whether public or private.

2) Prototype production facilities that manufacture a limited amount of a product in order to fully investigate the merits of such a product.

3) Pilot plants used to test manufacturing processes planned for use in production elsewhere.

d. Resource Extraction

A facility that extracts minerals and other solids and liquids from land. Resource extraction includes the following:

1) Borrow pit.

2) Extraction of phosphate or minerals.

3) Extraction of sand or gravel, borrow pit.

4) Metal, sand stone, gravel clay, mining and other related processing.

5) Stockpiling of sand, gravel, or other aggregate materials.

e. Vehicle Service and Repair

Repair and service to passenger vehicles, trucks, and other consumer motor

vehicles such as motorcycles, boats and recreational vehicles. Vehicle service and repair includes the following:

1) Minor Vehicle Service and Repair

A facility where minor vehicle repair and service is conducted, including audio and alarm installation, custom accessories, quick lubrication facilities, minor scratch and dent repair, emissions testing, bed-liner installation, and glass repair or replacement includes car wash.

2) Major Vehicle Service and Repair

A facility where general vehicle repair is conducted, including transmission, brake, muffler and tire shops, along with body and paint shops.

f. Warehouse, Storage and Distribution

A facility involved in the storage or movement of goods for themselves or other firms. Goods are generally delivered to other firms or the final consumer with little on-site sales activity to customers. Warehouse, storage and distribution includes the following:

1) Building materials storage yard.
2) Contractor storage yard.
3) Distribution center.
4) Enclosed storage (includes bulk storage, cold storage plants, frozen food lockers, ice, household moving and general freight storage).
5) Fleet storage.
6) Furniture transfer and storage.
7) Newspaper distribution.
8) Self-service storage, mini-warehouse.
9) Trailer storage, drop off lot.
10) Towing/impounding of vehicles.

g. Waste-related Service

A facility that processes and stores waste material. Waste-related service includes the following:

1) Automobile dismantlers/recyclers, junk yard, wrecking yard, salvage yard.
2) Hazardous household materials collection center.
3) Hazardous waste facility.
4) Landfill.
5) Recycling facilities.
6) Scrap metal processors, secondary materials dealer.

5. Open Uses

a. Agriculture

The production of crops, livestock or poultry. Agriculture includes the following:

1) Agricultural auction.
2) Agricultural, horticulture packing, processing.
3) Animal grazing and raising.
4) Community garden.
5) Feed and grain sales.
6) Fish hatchery.
7) Horse raising, riding stable.
8) Nursery.
9) Winery.

30.36.090. Parking

A. Applicability

The parking requirements of Chapter 30.54 Off-Street Parking apply except as modified below.

B. Residential Parking Ratios

1. The following minimum residential parking ratios are required.

Market Rate	
Dwelling unit, two-family	2 spaces per unit
Dwelling unit, three-family Dwelling unit, multi-family	
Studio	1 space per unit
1 bedroom	1.25 spaces per unit
2 bedroom	1.75 spaces per unit
3 or more bedrooms	2 spaces per unit
Dwelling unit, accessory	1 space per unit
In the Main Street Context, 1 additional guest parking space must be provided for every 10 residential parking spaces.	
Affordable/Senior Housing	
Dwelling unit, two-family	1 space per unit
Dwelling unit, three-family Dwelling unit, multi-family	
Studio	.75 spaces per unit
1 bedroom	1 spaces per unit
2 bedroom	1.25 spaces per unit
3 or more bedrooms	1.75 spaces per unit
Dwelling unit, accessory	1 space per unit

2. In determining the required number of parking spaces, fractional spaces are rounded up to the nearest whole number.
3. In the Main Street Context, parking facilities for commercial uses developed pursuant to and following the effective date of this Chapter must be designed to serve not only the development during ordinary working hours, but also public coastal access during weekends and holidays, in conjunction with public transit or shuttle buses serving coastal recreational areas because this cumulative development affects public access to the coast.

C. Parking Reductions

1. Applicability

All residential and nonresidential development in the At Home in Encinitas Zone is eligible for the following parking reductions.

2. Proximity to Transit

a. A 5% reduction in the number of required parking spaces is allowed for uses with a main entrance within a walking distance of 600 feet of an operating bus stop where service intervals are no longer than 15 minutes for high frequency transit stops and facilities designated in the SANDAG Sustainable Communities Strategy.

b. A 15% reduction in the number of required parking spaces is allowed for uses with a main entrance within a walking distance of 1,320 feet of an operating train station designated in the SANDAG Sustainable Communities Strategy.

3. Private Car Sharing Program

Reduction in the number of required parking spaces by 5 spaces for each car-share vehicle provided is allowed where an active on-site car sharing program is made available for use to residents or patrons.

4. Shared Parking

a. Applicants that wish to use shared parking as a means of reducing the total number of required spaces may submit a shared parking analysis using the ULI Shared Parking Model (latest edition).

b. Such reductions are permitted on a case-by-case basis where, following review of the shared parking analysis, the Planning and Building Director determines a reduction is appropriate.

c. The Planning and Building Director will consider all of the following in determining whether a reduction is warranted:

1) Whether the uses proposed have mutually exclusive or compatibly overlapping normal hours of operation;

2) The likelihood that the reduced number of parking spaces can satisfy demand;

3) The amount of time during the year when the number of spaces provided may be insufficient and the amount of resulting parking overflow;

4) The impact of periodic overflows upon the public streets and other parking facilities;

5) The nature of surrounding land uses, character of the surrounding road system, and nearby circulation pattern;

6) The amount of on-street parking available within 1,320 feet of the development; and

7) Any additional reduction in parking demand by implementing transportation demand management strategies proposed by the applicant.

d. In all cases, the applicant has the burden to demonstrate that a reduction in parking standards is warranted.

5. Transportation Demand Management (TDM)

a. General

1) The Planning Commission may approve up to a 25% reduction in the number of spaces for uses that institute and commit to and maintain a transportation demand management funded (TDM) program, considering information the applicant submits that clearly indicates the types of TDM activities and measures proposed.

2) The applicant must demonstrate to the satisfaction of the Planning and Building Director that a specific reduction will occur. If the applicant demonstrates that a specific reduction will occur, the Planning and Building Director may reduce the amount of required parking equal to the amount of the reduction, up to a maximum of 25%.

3) No TDM program may be discontinued without notice to the Planning and Building Director and proof of compliance with all applicable parking requirements.

4) No TDM program may be changed without the approval of the Planning and Building Director. The Planning and Building Director may approve a change only if the applicant demonstrates that the changes proposed will either maintain the previously approved reduction, support an increase in the previously approved reduction, or that parking is provided to compensate for any reduction lost by the proposed change to the plan.

b. Types of TDM

There is no limitation on the types of TDM activities for which reductions may be granted. The following measures serve as a guide to potential transportation management activities that may be used in combination to reduce parking demand.

1) Transportation Coordinator

A TDM program must appoint an employee to act as transportation coordinator with responsibility for disseminating information on transportation options that may be cause for a reduction in otherwise applicable parking requirements.

2) Carpool and Vanpool Services

The transportation coordinator is responsible for matching potential carpoolers and vanpoolers by administering a carpool/vanpool matching program.

3) Preferential Parking

The applicant may provide for specially marked spaces for each registered carpool and vanpool.

4) Guaranteed Ride Home

Carpool, vanpool and transit riders must be provided with guaranteed rides home in emergency situations.

5) Showers/Clothes Lockers

Shower and clothes locker facilities may be provided. If provided, they must be provided free of charge.

6) Alternative Commute Subsidies / Parking Cash Out

Employees may be provided with a subsidy, determined by the applicant and subject to review by the City, if they use transit or commute by other alternative modes.

7) Compressed Work Week

The applicant may allow employees to adjust their work schedule in order to complete the basic work requirement of five 8-hour workdays by adjusting their schedule to reduce vehicle trips to the work site.

8) Flextime

The applicant may provide employees with staggered work hours involving a shift in the set work hours of all employees at the workplace or flexible work hours involving individually-determined work hours.

9) Telecommuting

The applicant may provide opportunities for and the ability to work off-site.

6. Maximum Parking Reduction

The maximum cumulative parking reduction allowed is 40%.

D. Location of Parking

Required parking spaces must be located on the same lot they are intended to serve, except as provided below.

1. Applicability

All residential and nonresidential development.

2. On-Street Parking

a. Where on-street parking spaces exist in the public right-of-way, one on-street parking space may be substituted for every required on-site parking space, provided the on-street space immediately abuts the subject property.

b. Each on-street parking space may only be counted for one property. Where a space straddles an extension of a property line, the space may only be counted by the owner whose property abuts 50% or more of the on-street parking space.

c. The Planning and Building Director may determine that, in order to ensure future roadway capacity, the on-street parking credit is not available.

3. Remote Parking

a. All required parking, except required accessible spaces, may be located off-site, provided the remote parking spaces are located within 600 feet of the primary entrance of the use served and are zoned At Home in Encinitas.

b. A written agreement must be prepared and submitted as part of a Minor Use Permit approval: Any such written agreement must:

1) Be acceptable to the City Attorney in substance and form;

2) Clearly demonstrate to the satisfaction of the Planning and Building Director that the remote parking facility has sufficient capacity to accommodate the parking requirement of the proposed use, or the designated portion;

3) State clearly that it is irrevocable without the prior written consent of the Planning and Building Director; and

4) State that the remote parking lot must be used and maintained exclusively for parking to serve the principal use so long as the principal use requiring the parking remains in existence.

c. Notwithstanding the above, a project located within a parking district established pursuant to the laws of California may provide parking or payment in lieu in accordance with the terms and conditions of the parking district.

E. Bicycle Parking Requirements

1. The following bicycle parking spaces are required for each use.

2. In no case is a nonresidential use required to provide more than 20 bicycle parking spaces.

	Required Spaces (min)	Short-term/ Long-term
Residential Uses		
Dwelling unit, multi-family, Group living	.5 per unit up to 2 bedrooms, .25 per additional bedroom	20%/80%
Senior housing	None	--
All other residential uses	None	--
Public and Institutional Uses		
All permitted uses	1 per 5,000 SF of gross floor area, 4 min	90%/10%
Commercial Uses		
All permitted uses	1 per 2,500 SF of gross floor area, 4 min	80%/20%
Industrial Uses		
All permitted uses	1 per 7,500 SF of gross floor area, 4 min	20%/80%

F. Bicycle Parking Facilities

1. General Requirements

a. Bicycle parking spaces must be located on paved or pervious, dust-free surface with a slope no greater than 3%. Surfaces cannot be gravel, landscape stone or wood chips.

b. Each required bicycle parking space must be at least 2 feet by 6 feet. Where a bicycle can be locked on both sides of a bicycle parking space without conflict, each side can be counted as a required space.

2. Short-Term Bicycle Parking

a. Required short-term bicycle parking spaces must be located on-site, be publicly accessible in a convenient and visible area, and be located no more than 100 feet from the building the bicycle parking space is intended to serve.

b. All short-term bicycle parking spaces must be able to accommodate cable locks and "U" locks, including removing the front wheel and locking it to the rear fork and frame and must be able to support a bicycle in a stable position.

3. Long-Term Bicycle Parking

a. Required long-term bicycle parking spaces must be located in an enclosed, secured or supervised area providing protection from theft, vandalism and weather and must be accessible to intended users.

b. Required long-term bicycle parking for residential uses cannot be located within dwelling units or within deck, patio areas, or private storage areas accessory to dwelling units.

c. With approval of the Planning and Building Director, long-term bicycle parking spaces may be located off-site within 600 feet of the site.

d. Notwithstanding the above, a project located within a parking district established pursuant to the laws of California may provide parking or payment in lieu in accordance with the terms and conditions of the parking district.

G. Vehicle Loading

1. Loading Not Required

On-site loading space is not required, unless the Planning and Building Director determines adequate space must be made available on-site for the unloading and loading of goods, materials, items or stock for delivery and shipping.

30.36.100. Administration

A. Applicability and Process for Transition

1. The At Home in Encinitas zone applies to sites within the At Home in Encinitas General Plan land use designation for the purpose of implementing that designation. It provides for a one way transition from the First Generation use and development standards to those of the Second Generation in this Chapter.
2. When a property owner proceeds through the entitlement process to take advantage of the incentives afforded by the Second Generation use and development standards, along with the corresponding entitlement processes and findings, it must also obtain a ministerial Second Generation Permit (SGP) from the same decision maker as for the discretionary entitlement, which commits the property owner to the Character and Design Context combination in this zone; a covenant is recorded against the property accordingly, binding that owner to its decision.
3. The purpose of the Second Generation Permit is to provide for a notification and documentation process whereby a property owner notifies the City of its intent to take advantage of the Second Generation use and development standards; the Second Generation Permit is ministerial and shall be granted if the project complies with the Second Generation use and development standards, which then triggers the City to ministerially disclose this transition on the General Plan land use map and Zoning Map.
4. The First Generation designations are clipped out of the respective string on the General Plan land use map and Zoning Map as a disclosure and for administrative tracking purposes, putting all on notice that the transition was initiated (e.g., AHE-GC-X30-N becomes AHE-X30-N).
5. Returning backward to the First Generation requires a legislative action.
6. Any previous uses and development remaining from the First Generation after the Second Generation is initiated must conform, or are then deemed legally non-conforming, subject to Chapter 30.76 Nonconformities.
7. First Generation and Second Generation regulations and processes cannot be mixed.

B. California Environmental Quality Act

1. An Environmental Assessment/Program Environmental Impact Report (PEIR), State Clearinghouse Number 2015041044, was certified for this project.
2. The PEIR serves as the primary environmental document for the project and future development that would be undertaken in conjunction with it.
3. Subsequent environmental review is required for discretionary actions to entitle future development, including but not limited to Design Review, certain Subdivision actions and Use Permits.
4. Subsequent discretionary actions must be examined in the light of the PEIR to determine whether an additional environmental document needs to be prepared.
5. Pursuant to California Public Resources Code Section 21093, these discretionary actions may tier from the PEIR or a determination made that no further environmental review is necessary.
6. The Planning and Building Director must prepare and maintain an environmental review guide and checklist as a tool to streamline future environmental review of projects for which this Chapter applies.

C. Master Design Review Permit

1. Certain sites on the map in Sec. 30.36.010.G are designated for the preparation of a Master Design Review Permit (MDP), as indicated by the MDP Zoning Overlay.
2. An MDP is a discretionary action subject to Planning Commission approval. The purposes of the MDP are to designate the location and extent of nonresidential ground floor uses on a large contiguous site established on the Zoning Map with the -S30- character context, allowing for ground floor residential uses in buildings elsewhere on the site and establish a phasing plan for development.
3. The application form and submittal requirements for an MDP must be prepared by the Planning and Building Director. Phases of development in the short term require a high level of detail while phases occurring over the long term may have less detail, provided that the MDP commits those later phases of development to providing additional detail later processed as an amendment to the MDP. Subsequent site-specific discretionary permits may be required.
4. The project area must include the entirety of the contiguous properties designated for the preparation of an MDP.
5. Within the MDP project area, a contiguous area must be designated for nonresidential uses to provide for a minimum floor area ratio equivalent to 0.20 of the total MDP project area, inclusive of the ground floor and any upper floor area designated for such nonresidential uses. Ground floor residential uses are prohibited in this contiguous area. Outside this contiguous area, ground floor residential uses are permitted and any of the AHE-X30- housing prototypes listed in Sec. 30.36.020 are allowed.
6. The Planning Commission may approve, deny or approve with conditions an MDP based on the following findings:
   a. The project is planned and designed to create a vibrant, walkable place with a mixed use core.
   b. A phasing plan for the project provides for an orderly and cohesive development, inclusive of private and public amenities and improvements commensurate with the level and type of development for each phase.
   c. The MDP conforms to the standards and provisions of the Encinitas Municipal Code.
   d. The resulting MDP conforms to the Housing Plan, including allowing the City to rely on the project to receive credit toward meeting its Regional Housing Needs Assessment allocation.

D. Design Review

1. All buildings, grading, landscaping or construction projects in the At Home in Encinitas Zone (whether they require any other City permit or not) are subject to design review unless exempted by Chapter 23.08, except that the decision-maker is the Planning and Building Director unless the discretionary action includes a Master Design Review Permit (MDP) for which the Planning Commission is the decision-maker. For projects including other discretionary actions at a higher level than the Planning and Building Director, the design review permit will also be decided upon at that higher level. Design review findings for projects in the At Home in Encinitas Zone are as set forth in Sec. 30.36.100.D.4 below.
2. All design review will be conducted in accordance with Chapter 23.08, Design Review, unless modified by this Chapter.
3. The Design Guidelines for Mixed Use and Multifamily Residential apply to all design review in the At Home in Encinitas Zone and are adopted and incorporated as a part of Chapter 30.36 by reference.
4. Design findings in the At Home in Encinitas Zone are as follows:

a. The project successfully reflects the design principles;

b. The project reinforces the community features of the community in which it is located;

c. The project responds to the design context in which it is located;

d. The project exhibits successful implementation of the site design guidelines; and

e. The project represents successful implementation of the building design guidelines.

E. Subdivisions

All projects within the At Home in Encinitas Zone that involve the creation of subdivisions are subject to Title 24, Subdivisions

F. Conditional Use Permits

Review of any use in the At Home in Encinitas Zone requiring a major or minor conditional use permit (see 30.36.070) occur in accordance with Chapter 30.74, Use Permits.

G. Coastal Development Permit

Projects within the Coastal Zone must be additionally processed and entitled pursuant to Chapter 30.80.

H. Adequate Sites

1. Inventory Credit

To ensure adequate sites inventory credit, the following additional standards apply and control over any conflicting provisions:

a. Sites must be zoned to permit owner-occupied and rental multi-family housing by right.

b. A rezoning to At Home in Encinitas must include contiguous parcels or lots that would result in a minimum yield of at least 16 units at a minimum density of 20 units per acre based on a Net Acre calculation.

c. A project within a mixed use Character Context (X30 and S30) must achieve the minimum density as measured based on the entire Site Area, regardless of whether portions are devoted exclusively to non-residential uses. Furthermore, at least 50% of the total floor area of a mixed use project must be for residential uses. Parking and similar utilitarian facilities do not count toward the floor area calculation.

2. No Net Loss

When a discretionary permit for either a First Generation or Second Generation project is acted upon for any site depicted on the map in Sec. 30.36.010.B, a finding must be made that adequate sites inventory exists with remaining sites. This finding is not cause for denial of the project.

I. Administrative Deviations

1. Authority

During the Design Review process, the Planning and Building Director is authorized to approve deviations to certain provisions of this Chapter, where, due to special conditions, strict enforcement would be physically impractical. This optional process may occur only where the applicant requests a deviation to a standard as specified below.

2. Deviations Allowed

The Planning and Building Director is authorized to approve a deviation for the following:

a. Build-to Range

1) Increase or reduction of up to 10% of the minimum or maximum required primary street or side street setback.

2) Reduction of up to 5% of the minimum required build-to percentage.

b. Ground Floor Elevation

Reduction of up to one foot of the minimum required ground floor elevation.

c. Story Height

Reduction of up to 5% of the minimum required ground and upper story floor heights.

d. Transparency

Reduction of up to 5% of the minimum percentage of widows and doors that must cover street-facing building facades.

e. Blank Wall Area

Reduction of up to 10% of the maximum allowed blank wall area on a street-facing building facade.

f. Pedestrian Access

Reduction of up to 10% of the minimum required distance between street-facing entrances.

J. Initial Implementation Authority

Notwithstanding Subsections D and I, the Planning Commission is the decision-maker until the City Council repeals this Subsection J after finding that this new Chapter has been successfully and effectively implemented. The latest this evaluation can occur is January 1, 2020.

K. Alternative Compliance Allowed

1. Planning Commission Authority

Alternative compliance is a discretionary review process in which an applicant meets the intent of a development standard of this Chapter in an alternative way (this does not include Use Provisions in Sec 30.36.080). The Planning Commission has the authority to approve a request for alternative compliance during design review.

2. Application Requirements

Application for alternative compliance must be submitted at the time of application for design review. The applicant must submit pertinent material necessary for review of the alternative design. In addition to the submittal material required for design review. This may include architectural renderings, materials samples or other project-specific information.

3. Findings

a. The Planning Commission must find that the intent of the applicable At Home in Encinitas Zone standard has been met or exceeded in an alternative way.

b. The Planning Commission must consider any applicable At Home in Encinitas character context intent statement.

c. The Planning Commission must find that the intent of the applicable portion of the Design Guidelines for Mixed Use and Multifamily Residential has been met or exceeded in an alternative way.

L. State Agency Certification

The City's Housing Plan must be certified by the State Department of Housing and Community Development and its Local Coastal Program must be certified by the California Coastal Commission.

30.36.110. Defined Terms

Character Context means the use and development standards included in the Residential (R30), Mixed Use (X30) or Shopfront (S30) designations, which are part of the Second Generation of regulatory incentives set forth in this Chapter.

Density means the total number of dwelling units permitted on a net acre of land.

Design Context means the urban design characteristics based on the geographic location of the site in the City and the compatible neighborhood development prototype, represented by the Main Street Corridor (M), Village Center (V) or Neighborhood Center (N) designators, which are part of the Second Generation of regulatory incentives set forth in this Chapter.

First Generation means the use and development standards of the prior zone applicable immediately prior to the effective date of this Chapter.

Ground Story means the story closest to and above grade along the street.

Housing Typology means a housing type defined by its form and function in Sec. 30.36.020.

Net Acre means the total acreage of the site minus any environmental constraints and permanent site encumbrances that are determined to be excluded from development during the project review process, and any area proposed to be dedicated for future rights-of-way. This definition differs from "net acreage" as defined in Chapter 30.04.

Planning and Building Director means the Planning and Building Director or their designee.

Primary Street means the principal frontage for a building site, as determined in Sec. 30.36.070.G.

Second Generation means the use and development standards and the processes collectively set forth in this Chapter that represent the regulatory incentives the City established to accommodate the production of high quality housing with a range of 20 to 30 dwelling units per acre in a residential or mixed use place.

Transition Area means an area on the site where special transition rules apply in Sec. 30.36.060.

Side Street means a frontage that is not a primary street, as determined in Sec. 30.36.070.G.

Upper Story means any story above the ground story.

DESIGN GUIDELINES

FOR MIXED USE AND MULTIFAMILY RESIDENTIAL

ENCINITAS, CA

ORDINANCE 2016-04: JUNE 22nd, 2016

@HOME IN ENCINITAS

DESIGN GUIDELINES

TABLE OF CONTENTS:

30.36.250 BUILDING DESIGN

30.36.200 DESIGN GUIDELINES ESTABLISHED

A. INTRODUCTION

IN THIS SECTION:

1. The Design Guidelines for Mixed Use and Multifamily Residential may be cited as the “At Home in Encinitas Design Guidelines.”

2. The Design Guidelines apply to all Second Generation land uses subject to this Chapter.

3. The Design Guidelines are applied during the discretionary Design Review process. Should State law preempt local discretionary authority, these Design Guidelines shall be applied ministerially.

4. In no case may the Design Guidelines be used solely to reduce the density of a project. All sites were evaluated during the 2013 - 2021 Housing Element Update process and found to be developable within the allowable density range. Nonetheless, every site and project have a unique set of opportunities and constraints, which may result in a project achieving less than the maximum allowable density, but in no case shall a project develop at less than the minimum allowable density.

30.36.210 APPLYING THE DESIGN GUIDELINES

A. INTRODUCTION

This document provides design guidelines for development in the At Home in Encinitas Zone, which is established in support of the city's Housing Element for housing and mixed use development with a density of 20 to 30 dwelling units per acre. The guidelines provide a clear framework to denote the desired form and character of new residential development projects and to achieve the highest quality design in those areas. Implementation will help define how we spend our time in these places and what activities we engage in while we are there.

These design guidelines seek to promote design quality, provide direction for new development, and to establish clear goals and expectations for promoting compatible design and respecting community character. The guidelines are solution-oriented in that they provide direction for appropriateness in a range of design categories while also allowing flexibility and creativity. They also promote development that is compatible with the city at large, with the individual contexts, and the individual communities within Encinitas.

This section provides a background to the guidelines and their purpose. It then explains how the document is organized, how it is to be used and how it relates to the zone district.

IN THIS SECTION:

B. RELATIONSHIP OF ZONING STANDARDS AND DESIGN GUIDELINES

These design guidelines apply to the At Home in Encinitas Zone available only to a set of sites in the City that are specifically designated on the map in Section 30.36.010.G. These Design Guidelines only apply to Second Generation development in the At Home in Encinitas Zone.

1. CONTEXT-SENSITIVE DESIGN

The intent is to promote a moderate increase in residential density when the project is designed to be compatible with the city at large, its various communities and more specific settings where responding to neighborhood character and when best practices in urban design are addressed. This residential development will appear different in various settings. That is, there is no one specific development model that can be applied universally. A major goal is to ensure that new development complements building scales to the street type and to the land uses that surround it. For that reason, a series of three “Design Contexts” is established, which reflect objectives for the character of development in different settings: Neighborhood Center (N), Village Center (V), and Main Street Corridor (M). These are indicated in the zoning with a “modifier symbol.” Thus, the X30 Character Context, for a Neighborhood Center is indicated as: X30-N. See Sections 30.36.030, 30.36.040, 30.36.050 and 30.36.220 for a description of the Design Contexts.

A NOTE ABOUT BUILDING HEIGHTS IN THE ILLUSTRATIONS:

Many images that appear in this document show three-story buildings. This should not be construed to imply that an entire project may be of this height. When viewing these images it should be assumed that other portions of the same project would have one and two story structures.

A NOTE ABOUT PHOTOGRAPHS IN THE DOCUMENT:

The photographs that accompany the guidelines are intended to depict concepts rather than specific form, theme or style.

2. ZONING AND THE DESIGN GUIDELINES

The standards in this zone are quantitative and measurable to address the mass and scale of development while the design guidelines are qualitative to achieve quality and compatibility.

The zoning standards establish basic requirements for new development, including:

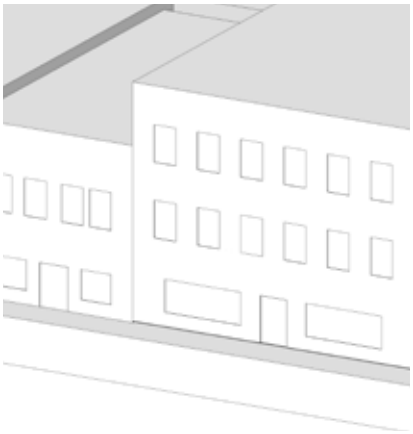
- Densities (minimum densities are required to comply with state housing law and RHNA)
- Lot area and coverage
- Building placement (required setbacks or build-to lines and frontage requirements)
- Parking and access
- Open space
- Building height and articulation
- Transparency (for mixed-use buildings)
- Building entrances
- Allowable uses, conditional uses, and unpermitted uses

The standards in the At Home in Encinitas Zone are quantitative and measurable and compliance is required. These rules must be satisfied by all new development that "opts" into the zone to which the standards apply. These rules are prescriptive; they provide a high level of predictability in terms of potential outcomes in development projects.

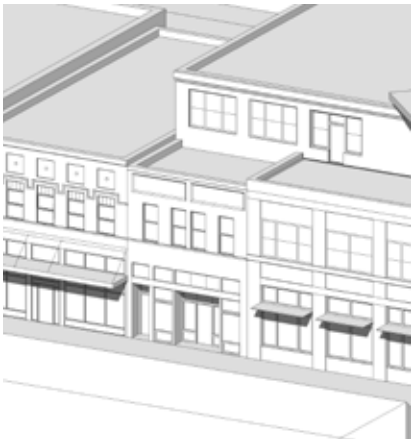
In contrast, the guidelines provide direction for the more qualitative aspects of a project and address design topics where more flexibility is appropriate and in which a variety of design solutions may meet the objectives for compatibility and appropriateness. The design guidelines also address unique characteristics inherent within the individual communities and contexts of Encinitas. Some guidelines may not apply in every circumstance. In other cases, an alternative solution to an applicable guideline may be proposed. Where this occurs, project applicants should articulate how alternatives solutions will meet the intent of an achieved guideline. All projects are evaluated on their adherence and to the degree to which substantial compliance with the intent can be measured.

THE TERM "PROJECT" IN THIS DOCUMENT:

A "project" is meant to be an improvement to property that by itself meets the minimum density requirements of this zone. This may be an individual building or a grouping of buildings that are planned as a single development.



Zoning standards establish basic requirements for new development. They are quantitative and provide a high level of predictability.



Design guidelines seek to promote quality of design and respond to unique community characteristics. They are more qualitative than the zoning standards.

C. USING THE GUIDELINES

The design guidelines apply to any project in the zone district. This section explains how the guidelines will be used and how they will be administered. It also explains the organization of the guidelines and the standard format that is employed.

1. WHO USES THE GUIDELINES?

Property owners, along with developers and designers, choosing to develop under the Second Generation standards in this Zone must use this document. Residents and other interested parties may also reference the guidelines as an educational tool in helping to achieve a common vision for Encinitas.

2. HOW ARE THEY ADMINISTERED?

The guidelines are utilized during the City development review process to achieve the highest level of design quality, while at the same time providing the flexibility necessary to achieve creativity. All projects are evaluated and analyzed on their adherence to the design guidelines through a “design review findings” process, administered by staff. To make the design review findings, a project must show substantial compliance with the intent of the design guidelines.

3. DETERMINING COMPLIANCE

In determining whether a Design Review permit may be issued, findings must be made, pursuant to Encinitas Municipal Code Section 30.36.100.D.4. The Design Guidelines in this Chapter (Sections 30.36.200 – 30.36.250) shall be applied to determine compliance with those findings, in addition to compliance with other standards in this Chapter and applicable standards of the Encinitas Municipal Code. When applying the Design Guidelines, the decision-maker shall determine which of the guidelines are relevant to the project and whether each relevant guideline is achieved. When conducting the Design Review, the City will balance in totality the combination of intent statements, concepts and guidelines that appear throughout the Design Guidelines, in the interest of achieving a high quality project.

Complying with the design guidelines in this document is mandatory for all projects using the Second Generation standards in this Zone. Review occurs internally by city staff after compliance with the zoning standards is determined. Property owners and developers are strongly encouraged to coordinate with City staff early in the design process to ensure that projects meet all zoning standards prior to entering the design review process.

4. OVERVIEW OF THE GUIDELINES SECTIONS

The guidelines are organized into these sections:

30.36.220 CONTEXT-SENSITIVE DESIGN

This section establishes overarching Design Principles for development in this Zone. All projects must comply with these Principles. The Principles will be considered individually and also will be used in interpreting the design guidelines that follow. This section also includes information about the unique community features found throughout Encinitas. This is to ensure that each new project takes into consideration their unique setting in order to deliver a project that fits with and enhances the existing environment.

30.36.230 DEVELOPMENT PROTOTYPES

This section provides examples of development and housing prototypes that are appropriate solutions to meeting the objectives of the new floating zones and guidelines. These examples have been vetted by the community and leaders, however, other solutions also may be appropriate.

30.36.240 SITE DESIGN GUIDELINES

This section provides design guidelines related to site design. Concepts for building placement, parking, access and connectivity are included in this section. Streetscapes are also addressed, including open space, topography, neighborhood transitions, and project phasing. While section 30.36.220 Context-Sensitive Design is broad in nature, relating to a larger context, the section on site design focuses on the individual project and how it relates to its immediate neighbors.

30.36.250 BUILDING DESIGN GUIDELINES

This section provides design guidelines for individual buildings. It includes concepts related to building frontage, entries, height, mass and scale, materials, roofs, and windows.

5. HEALTH AND ENVIRONMENTAL DESIGN

The built environment denotes the form, function and character of communities and greatly influences human behavior. Therefore, it is important that we design communities for sustainable, healthy living. This document also addresses some environmental factors that affect the quality of a development. The conservation of energy and water are key objectives in community planning and each new design should include ways to do so, as well as reduce dependence on the automobile. Throughout this document, icons appear which highlight environmental design opportunities. They are:

Water Conservation - This icon indicates that the guideline should be used in order to conserve water on the site and within the building.

Energy Conservation - This icon indicates methods for reducing the carbon footprint of a building by implementing “green” building design methods.

Reduced Auto Dependence - This icon indicates methods that achieve alternative modes of transportation and correlates the impact of the built environment on physical health.

6. HOW TO READ THE DESIGN GUIDELINES

The guidelines are organized in a hierarchical format, with a variety of components. The letters correspond to the example design guideline that appears on the following page.

(A) **GENERAL TOPIC** - This identifies a category to be addressed for a set of guidelines. This also appears in a gray text box in the top right of each page.

(B) **INTENT STATEMENT** - This statement describes the overall intent of the guidelines that follow. In some cases, this intent statement may be referenced in considering alternative means of meeting a guideline.

(C) **DESIGN GUIDELINE TOPIC** - Sets of related guidelines are grouped by topic heading. These are located in blue boxes with a numbering system. This is used to reference specific design guidelines, i.e. “refer to guideline 18.a in section 30.36.240.”

(D) **DESIGN GUIDELINE** - This statement provides specific design direction within the topic area. The design guidelines are numbered in sequence to facilitate referencing them in formal reports and findings statements.

(E) **SUPPLEMENTARY INFORMATION** - This material appears as “bullets” which provide additional information and in some cases include specific examples of appropriate solutions.

(F) **ENVIRONMENTAL DESIGN ICONS** - These symbols relate to the city’s commitment to incorporate environmental awareness in new design.

(G) **IMAGES, DIAGRAMS AND GRAPHICS** - Sketches and photographs illustrate guideline intent.

(H) **RELATED REFERENCES** - Some pages include “sidebars” which provide reference to other relevant information.

A NOTE ABOUT PHOTOGRAPHS:

Photographs are used to illustrate specific design topics and in some cases may include other features that would not be permitted. These images should not be construed to imply that the entire scene depicted is appropriate or that the project would meet other city development regulations.

6. SAMPLE DESIGN GUIDELINE

A → Site Design Guidelines | Building Placement

B → **B. BUILDING PLACEMENT**

All multi-family and mixed-use buildings should be positioned in ways that create well defined street frontages and convey a sense of scale. Each new building should respect traditional development patterns and the individual context, providing visual continuity along the block. It should promote an active, walkable neighborhood by providing pedestrian interest and minimizing the visibility of parking from the street.

Locate a building to respond to traditional development patterns in the design context.

C → **1. BUILD-TO AND SETBACKS**

a. Locate a building to create a well-defined street frontage and minimize the visibility of parking areas.

F →

i. Position a building so that most of the façade is located within the build-to zone (established in the R30, X30 and S30 standards) to minimize the visual impacts of parking areas and promote an active, pedestrian-oriented street.

D →

ii. Alternatives to Mixed-Use and build-to standards may be considered, using these guidelines, where site configuration, topography or existing development patterns limit the feasibility of locating buildings at the sidewalk edge.

E →

b. Locate a building to respond to traditional development patterns in the design context.

i. In the Main Street context a new building should:

- *Align at the sidewalk edge with a high percentage within the build-to area.*
- *Provide a clearly defined street edge, composed of storefronts (for a mixed-use building) or stoops (for a purely residential building).*

G →

Locate a building to create a well-defined street frontage and minimize the visibility of parking areas.

D. BASIC DESIGN CONCEPTS

Each project should be designed to respond to a "tiered" set of concepts related to community character and the individual setting. Those levels of consideration are illustrated here, and are explained in more detail in Section 30.36.220.

1. DESIGN PRINCIPLES

Overarching design principles express **citywide design objectives**. They are:

- Design with Consistency & Integrity
- Respond to Neighborhood Context
- Design with Individuality
- Design for Views
- Respond to the Street
- Provide a Sense of Scale
- Balance Indoor and Outdoor Activity
- Provide a Progression of Space

2. COMMUNITY FEATURES

Each project should reinforce the **design traditions of the community** in which it is located. The five communities with unique features are:

- Old Encinitas
- Leucadia
- Cardiff
- New Encinitas
- Olivenhain

3. DESIGN CONTEXT

Each project must respond to its **unique design context**. The three unique design contexts respond to the last letter of the new zoning code terminology. They are:

- Main Street Design Context
- Village Center Design Context
- Neighborhood Design Context

4. SITE DESIGN

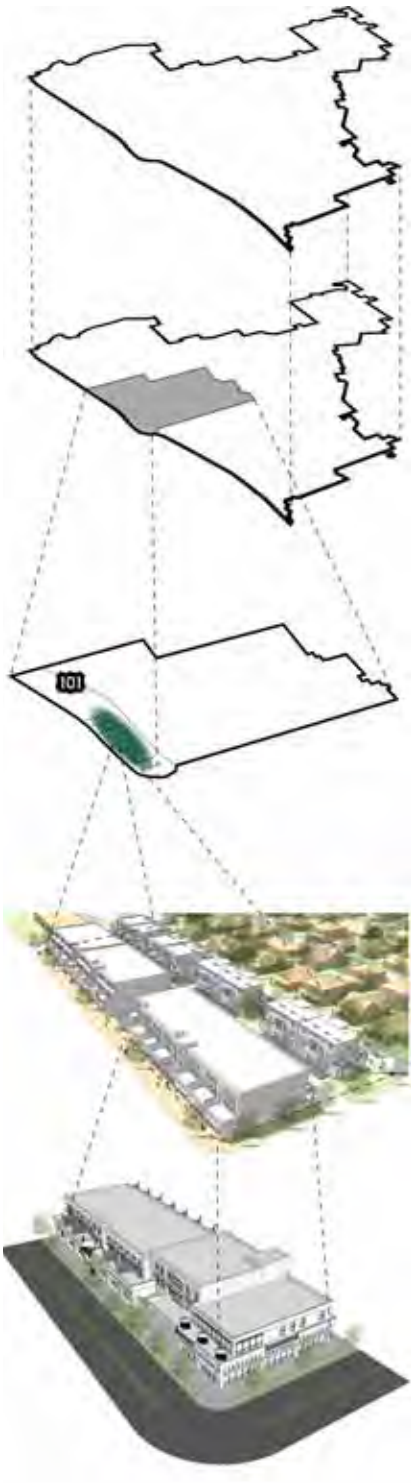
Design guidelines for site design encourage **high quality in public and semi-public spaces**. Objectives include:

- Creating a sense of place within each development
- Maximizing connectivity
- Designing the "edges" of a site to be assets to surrounding neighborhoods
- Making the best use of natural resources

5. BUILDING DESIGN

These design guidelines encourage **high quality design of individual buildings**. Objectives include:

- Promoting a sense of human scale to building proportions
- Providing a consistent street edge
- Encouraging high quality materials and design
- Promoting variation in massing and building form
- Accommodating a moderate increase in density while maintaining compatibility with established neighborhoods.



30.36.220 CONTEXT-SENSITIVE DESIGN

A. INTRODUCTION

This section provides the foundation for designing in this Zone. It draws upon common themes that are reflected in the city's Housing Element of the General Plan and upon overarching principles for design that the city seeks to achieve in all development. It also introduces a framework for considering each project's fit with its setting. This is defined by descriptions of the traditional or desired design characteristics for of each of the five communities that make up Encinitas, as well as an introduction to the different "design contexts" that are assigned to the places where this Zone applies. This material shall be used when determining appropriateness of a specific improvement project.

IN THIS SECTION:

LEGEND

Townhomes | Flats | Apartments | Existing Context

B. HOUSING ELEMENT COMMON THEMES

Several "themes" evolved during the update to the City's Housing Element, leading up to creation of the At Home in Encinitas Zone. They include broad objectives that serve the community, the environment, and the economy, as well as appropriate design character. These themes that should be reflected in new designs.

1. MAINTAIN THE UNIQUE CHARACTER OF ENCINITAS

New development should respond to basic commercial or housing needs, but should also help create community centers that are distinctive and reflect the unique historical, cultural, economic, and geographical context of the area. By maintaining the unique character of Encinitas we are looking for the types of physical environments that create a sense of civic pride, and therefore support a more cohesive community fabric.

2. MIXED USE BUILDINGS IN KEY ACTIVITY CENTERS

A fundamental goal is to achieve a full array of different land uses and structures which work together to create vibrant communities. Developments that have medium to high densities and mixed land uses brings origins and destinations closer together and provide retail-residential synergies. It means that streets have more activity and interest, which leads to a greater propensity to walk and use transit to lower auto ownership rates.

3. MIXTURE OF TWO AND THREE-STORY BUILDINGS

By creating clear concepts through prototype designs, and providing clear examples of what is considered appropriate or desirable mixed use for different areas, the community can shape the projects that developers propose to provide more compatible uses and offer sensitive transitions to established lower density neighborhoods.

4. GROW SMALL BUSINESSES AND EMPLOYMENT BASE

High quality communities with architectural and natural elements are more likely to retain their economic vitality and value over time. Residents provide a market and employees for business and, in turn, businesses provide desired amenities and employment opportunities for residents.

5. WALKABLE PLACES & SOCIAL GATHERING SPACES

How and where residential, commercial, and industrial structures are arranged define the basic land use patterns, which are relevant for travel because they determine how close destinations are to one another. A combination of land use policies, implemented with transportation demand management strategies, can have significant effect on travel behavior. Walkable communities enhance mobility, reduce negative environmental consequences, strengthen economies, improve public health, and support stronger communities through improved social interaction.

6. MAINTAIN SMALL SCALE BUILT ENVIRONMENT

Attractive design is critical to balance the competing demands placed on infill, compact development. A design review function can help preserve community character that exists, but also to ensure that new development reflects an appropriate scale and complementary style to make residents feel comfortable and secure. The preference is to manage new development so that it is phased over time to meet future housing needs, while at the same time being well-designed and built to function as an asset to the community.

C. DESIGN PRINCIPLES

Each project in the At Home in Encinitas Zone should follow several overarching design principles. They are the first step in articulating the goals and characteristics associated with healthy, vibrant and diverse communities that offer residents more choices of how and where we live. These design principles include:

1. DESIGN WITH CONSISTENCY AND INTEGRITY

Each design must have a coordinated design concept. Materials, massing and details should be used in a consistent manner. This often is the well-composed expression of a specific architectural style; in other cases, the design may be more vernacular, even eclectic, but overall it must have a sense of order and place within the community.

Design with consistency and integrity.

2. RESPOND TO NEIGHBORHOOD CONTEXT

Response to setting includes respect for the character of neighboring properties. While each design is unique, those within individual neighborhoods should have a sense of relatedness, which is derived in part from building placement on a site, a repetition of uniform setbacks, and continuity in materials, massing and form. Community character is important because it helps summarize the look and feel of different places, corridors, and open spaces.

Respond to neighborhood context.

3. DESIGN WITH INDIVIDUALITY

Designing each building to be unique is also a tradition in Encinitas. Each is aesthetically interesting, while restrained in character - they are not ostentatious or “over-the-top.” Many structures and landscapes are custom-built. Even where a developer has built several structures in close proximity, each is an individual design. Repeated design often associated with a tract development is contrary to the city’s design traditions and is inappropriate. Each project should also find what works best for people, strengthening the connection between people and the places they share through a building’s form and shape, place making, arts and culture, and/or incorporation of art.

Design with individuality.

4. DESIGN FOR VIEWS

For many properties in Encinitas, views to scenic attractions, including the ocean and foothills are key aspects of design. The mass of a building should be positioned to maximize these view opportunities, and outdoor use areas should be planned to take advantage of these assets. Design sites and buildings that do not appear to loom out of scale over adjacent buildings.

Design for views.

5. RESPOND TO THE STREET

A special characteristic of Encinitas' design traditions is that each property has details which are visually attractive and interesting to people on the street. This may be a porch that faces the street, the artful composition of an entire building facade, or a well-maintained landscape. In some areas, designs offer a finer grain, perhaps as an ornamental detail on the face of a building, in the treatment of a balcony or deck or placement of an ornamental planter at the street edge. Each reflects an acknowledgment that an individual property is a part of the greater whole and that the neighborhood is enriched by this contribution to the public way.

Respond to the street.

6. PROVIDE A SENSE OF SCALE

Buildings and landscapes that convey a sense of scale are also a part of the design traditions in Encinitas. This scale is conveyed in the overall massing of structures as well as the way in which windows, doors, and details give a sense of a building's size and presence to the street. The texture of materials and the manner in which they are assembled do so as well. This helps one comprehend the building in the context to a person's size.

Provide a sense of scale.

7. BALANCE INDOOR AND OUTDOOR ACTIVITY

Each design should make use of outdoor areas as well as indoor spaces, and reflect the scenic appeal and mild climate of the setting. It may be manifest in patios, gardens and decks that extend living outside. These features add green space and amenities to neighborhoods.

Balance indoor and outdoor activity.

8. PROVIDE A PROGRESSION OF SPACE

Each property should have a sequence of spaces that leads from the public realm, then transitions into a "semi-public" area and then ends with the private building entry. This progression may be rather extended, and include a sidewalk area and then a courtyard or patio, with a walkway that leads to a building entrance. In other cases, this sequence may be more compressed, with a small stoop near the street edge or simply a recessed entry. Nonetheless, in each case there should be a sense of progression from the public to the private realm.

Provide a progression of space.

D. COMMUNITY FEATURES

Each project should reinforce the design traditions of the community in which it is located. These community character perspectives are particularly critical in making sure new development generally fits in within the existing neighborhood and is complementary to what exists today. A brief description of some of the key features of each community is presented in this section.

1. OLD ENCINITAS:

Old Encinitas, located in the center of the city, serves as the historic core and downtown for the City. Its major streets include Highway 101 and Interstate 5 (running north-south) and Encinitas Boulevard and Santa Fe Drive (running east-west).

Old Encinitas includes the most established and historic character of all the five communities. Highway 101, with its iconic "Encinitas" archway sign, serves as the "main street" for the entire city. Its traditional grid of uniformly-sized lots and blocks with buildings located at the sidewalk edge creates a more "urban" character. Buildings are modest in scale, but many are two or more stories. Storefronts with awnings and sidewalk cafes are common. A variety of architectural styles exists. Roof heights are also varied. Many include traditional "low pitch" roofs with varied cornice heights and others include more steeply pitched styles. East of Highway 101 and the railroad, the topography slopes upward offering views of the ocean from many east-west streets.

Because this "cultural district" still greatly resembles the natural beach town lifestyle that existed when woodies and longboards lined the coastline, Downtown offers a fascinating mixture of future and past. It remains one of the few places in California where you can find an eclectic mix of 1960s inspired beach culture combined with boutique shopping, contemporary restaurants, new age meditation gardens, and yoga studios. Old Encinitas also includes newer master planned neighborhoods east of Interstate 5. These areas are in the middle of Encinitas and bridge together similar areas of Leucadia and Cardiff.

Development in Old Encinitas should:

b. Reflect the historic significance and established character;
c. Blend indoor and outdoor spaces; and
d. Take cues from older buildings in their proportions, dimensions, and materials, without replicating historic styles.

East of Highway 101 and the railroad, the topography slopes upward offering views of the ocean from many east-west streets.

Sidewalk cafes and small courtyards occur frequently.

Old Encinitas includes the most established and historic character of all the five communities.

New development should "fit in" with the context, but still represent its own time.

2. LEUCADIA:

Leucadia is located in the northwest section of Encinitas, just north of downtown. Its major streets include Highway 101 and Interstate 5 (running north-south) and Leucadia Boulevard and La Costa Avenue (running east-west).

Leucadia is centered on the Highway 101 corridor, which features eclectic architecture and a beachside culture. Buildings along Highway 101 are modest in scale, but vibrant with bold colors. Outdoor café seating and small street-facing plazas abound. Buildings only face Highway 101 on the west side. On the east side, the railroad runs parallel to Highway 101. Most properties along Highway 101 are within walking distance to Beacon's Beach, with its panoramic cliffside views and pedestrian access. Ocean views also exist from upper floors of buildings along Highway 101. East of Highway 101, the character of Leucadia is made up of traditional low-scale residential neighborhoods. Examples of its agricultural traditions are also apparent. Because of its unique qualities, indicative of a broad range of "funky" style and beachside-urban scale, Leucadia tends to be thought of as an architecturally diverse community, with a more casual atmosphere.

The Highway 101 corridor through Leucadia includes an eclectic mix of architecture styles and bold colors.

New multifamily housing and mixed use developments in Leucadia should:

a. Reflect the eclectic architecture along Highway 101;
b. Respond to the coastal atmosphere and "beachside" culture,
c. Incorporate outdoor elements such as cafe seating (for mixed use projects) or small courtyards and plazas, and
d. Recognize the agricultural heritage of the area.

Leucadia's bold colors and outdoor orientation gives it a "beachside" culture.

Most properties along Highway 101 are within walking distance of Beacon's Beach, with panoramic cliffside views.

New development should incorporate outdoor elements such as cafe seating.

3. CARDIFF:

Cardiff is located in the southwest section of Encinitas, just south of downtown. Unlike Leucadia and Old Encinitas, Cardiff's development is predominantly east of Highway 101 with San Elijo State Park located west of Highway 101 along the coast. Cardiff's major arterials include Highway 101 and Interstate 5 running north-south and Santa Fe Drive and San Elijo Avenue running east-west.

Cardiff's location, being east of Highway 101, distinguishes it from the other coastal communities that have development west of Highway 101 and directly adjacent to the beach. This separation from the ocean makes Cardiff feel independent and unique. The term "village" is often used to describe it. Because of its location and topography, Cardiff includes exceptional ocean views, even from some ground floors or outdoor areas. Its architecture is more eclectic and colorful, like Leucadia's. A variety of land uses are present and housing density, in proximity to its "center," is more apparent than in other communities. Established residential neighborhoods are located on the hillsides overlooking the ocean as well as inland and east of Interstate 5. Neighborhood-serving retail centers are located along major corridors.

New development in Cardiff should:

a. Respect its "village-like" character and uniqueness, with an emphasis on scale rather than stylish standards;
b. Include unique, yet modest, architecture;
c. Consist of buildings in smaller modules linked with pedestrian plazas, connections, or open space to respect the village-like character that exists, and
d. Maintain and maximize views, wherever feasible.

Because of its location - separated from the ocean - and topography, Cardiff includes exceptional ocean views.

Cardiff's architecture is more eclectic and colorful, and buildings are modestly scaled.

In Cardiff a variety of land uses are present, and housing density, in proximity to its "center," is more apparent than in other communities.

New development should respect the "village-like" character.

4. NEW ENCINITAS:

New Encinitas is located in the central part of the city, just east of downtown. Development patterns are typical of suburban tract developments, with large-lot single family residences on winding streets and cul-de-sacs. Commercial nodes are located along major arterials. Major arterial streets include El Camino Real (running north-south) and Encinitas Boulevard (running east-west).

Existing development includes large regional retail centers along major corridors. An objective for mixed-use and multifamily development in New Encinitas is to help transform these places into areas with more residents and that are more pedestrian friendly. These larger commercial parcels offer opportunities for combining commercial and residential uses as they redevelop. Doing so can support economic development, while adding vibrancy with increased residential density. Additionally, these larger parcels provide room for sensitively transitioning into single family neighborhoods with low-scale residential prototypes, rather than abruptly changing from commercial to single family residential.

Mixed use and multifamily developments in New Encinitas should:

a. Focus on creating unique places with a mix of commercial and residential uses and create vital activity centers - where people choose to live, work, and play there because they are attractive and high quality options;

b. Reflect the New Encinitas family lifestyle and create pleasant transitions into established single family residential neighborhoods; and

c. Expand vibrancy to the corridor and allow for a wider variety of economic opportunity, access, and place making.

Large-scale redevelopment offers opportunities for better transitioning into established single family neighborhoods by using a variety of low-scale residential types.

The traditional development patterns of New Encinitas include large regional-serving retail centers along major corridors that are separated from single family residential neighborhoods.

New development should focus on creating unique places with a variety of commercial and residential uses.

5. OLIVENHAIN:

Olivenhain is located in the easternmost section of the city, just east of New Encinitas. The “center” of Olivenhain is located at the intersection of Encinitas Boulevard and Rancho Santa Fe Road, its two major arterial streets.

Olivenhain differs from the other Encinitas communities in that it has a very rural atmosphere with lower density. It exhibits a significant equestrian culture, offering horse trails as well as sidewalks. Development is more traditional in style and rural in character. Building materials and finishes are typically more rustic. Major corridors include a mixture of residential and commercial uses, but elsewhere a rural residential character exists. The landscape is more natural in Olivenhain, with views orienting to the foothills rather than the ocean. Olivenhain is described as being “village-like” but with a more pastoral character than Cardiff.

New development in Olivenhain should:

a. Respect the low-scale, low-density character of Olivenhain while offering new housing choices;
b. Reflect the rural characteristics in materials and architectural styles, including the significant equestrian culture and orientation to the foothills; and
c. Respect the rural atmosphere by utilizing lower light levels than other communities in Encinitas.

Olivenhain includes a rural atmosphere with a significant equestrian culture.

Major corridors include a mixture of residential and commercial space.

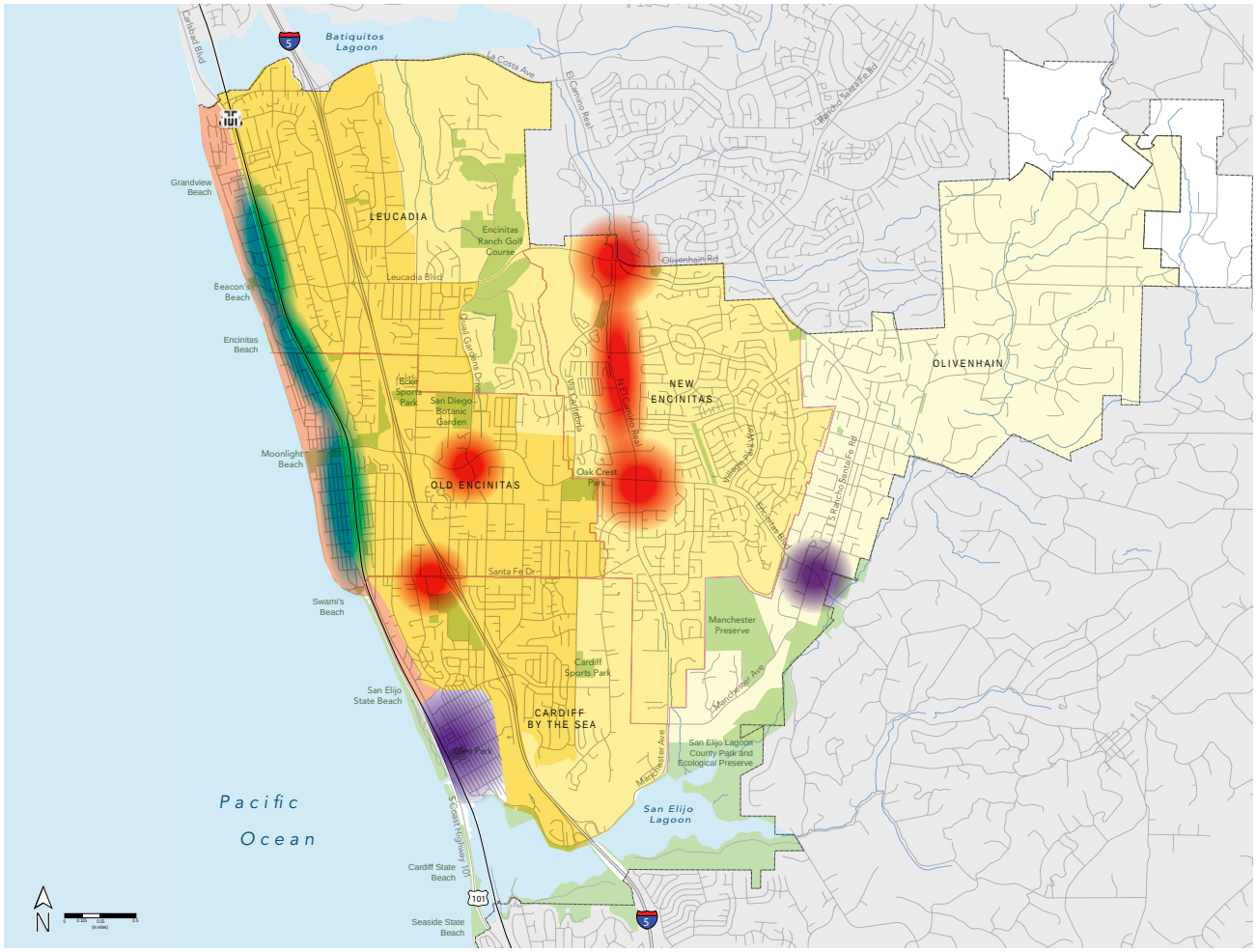
Streets are narrow and may be paved or unpaved. Sidewalks are often shared equestrian paths.

Landscaping in this design context is more natural, and often used for privacy.

New development should respect the low-scale, low-density character while offering new housing choices.

E. DESIGN CONTEXTS

Three distinct "Design Contexts" exist in those parts of Encinitas where the At Home in Encinitas Zone may be used. Some of these design contexts appear in each of the five communities, while others appear only in a few. In each case, these aspects should be considered in each project. The following pages describe each design context in more detail. The features that are described are those that are desired to occur in these areas, which combines some existing characteristics with some aspects that should be introduced to these places.



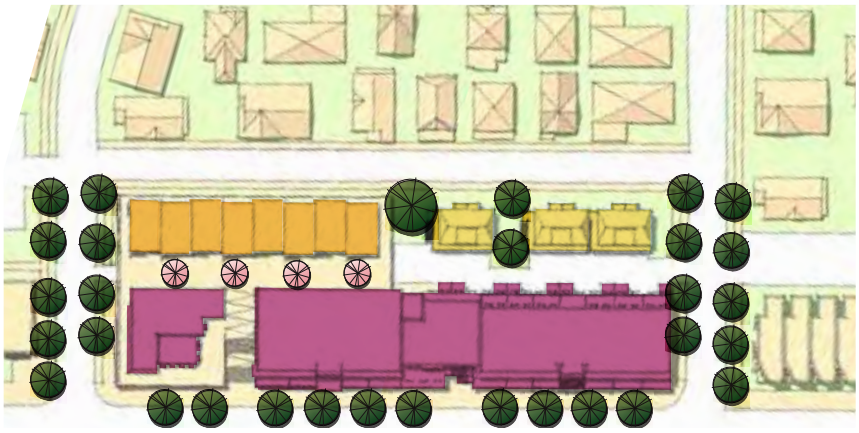
1. MAIN STREET DESIGN CONTEXT

The Main Street design context lies predominantly along Highway 101, although some other locations exist.

The desired Main Street character includes buildings with a strong orientation to and interaction with the street. For mixed use buildings, this means that the ground floor should be very transparent and welcoming, with storefronts, outdoor seating and displays. The activities inside the building should activate the sidewalk it faces. Mixed use buildings should include housing on upper floors, with balconies or outdoor terraces overlooking the street. Residential-only projects within Main Street contexts should still orient to the street with clearly defined entries and balconies and common space fronting the street. Raised stoops and individual street-side entries are also welcome to help animate the street. Highway 101 is centrally located and near major transit routes. This proximity to transit also should be considered when designing in this context.

New development in the Main Street context should:

a. Have a strong orientation to the street and help define the sidewalk edge;
b. Include ground floor uses that help activate the street and sidewalk;
c. Include diverse housing choices;
d. Connect to public transit; and
e. Reinforce the unique character of the Highway 101 corridor;
f. Incorporate historic facade elements when feasible;
g. Express the finer-grained character and scale of a street that has evolved over time, by providing variety in design within a single project, using changes in style, form, materials, color and fenestration.



LEGEND

Mixed Use | Carriage House | Townhome | Existing Context

For a project in the Main Street Context, the primary buildings should align at the street edge. Lower scale building types may be used to transition along sensitive edges.

In the Main Street design context, primary buildings should help define the street edge and encourage pedestrian activity.

New development should have a strong orientation to the street and sidewalk.

New development should connect to public transit.

New development should reinforce the unique character of the Highway 101 corridor.

2. VILLAGE CENTER DESIGN CONTEXT

The Village Center context appears in the Cardiff Town Center area as well as in the commercial areas of Olivenhain. Other sites also exist where the “village center” palette is most desirable.

The desired Village Center character includes a mixture of land uses within close proximity to each other where smaller buildings are “clustered” and connected via pathways, courtyards, and other outdoor connections. Buildings should be modestly set back from the street and have more variation in building frontage than the other two design contexts, but connecting to the street remains very important. Uses should be vertically “stacked” or horizontally arranged on a single site. A sense of connection with the outdoors should be pronounced. Materials should respond to the established community. For example, Cardiff Town Center includes historic brick structures as well as newer buildings with colorfully painted stucco; Olivenhain includes more natural materials such as wood, masonry and clay tile roofs. Reinforcing the traditional character of each Village Center context is a key objective.

New development in the Village Center context should:

a. Reinforce the “village” character in architectural style, materials, and scale;
b. Incorporate common outdoor areas that connect buildings to one another;
c. Vary facades to appear to be smaller, individual structures.
d. Express the finer-grained character and scale of a street that has evolved over time, by providing variety in design within a single project, using changes in style, form, materials, color and fenestration.

A project in the Village Center context should include “clusters” of smaller buildings with interconnecting walkways.

New development should reinforce the “village” character in architectural style, materiality, and scale.

Larger, new development should vary the facades to appear to be smaller, individual structures.

A variety of small-scaled housing types are appropriate and can add density while keeping with the scale and character of a “village” setting.

3. NEIGHBORHOOD CENTER DESIGN CONTEXT

The Neighborhood Center design context exists along centrally-located commercial centers on major arterials. This context is usually organized in the form of a “node” - where a major intersection serves as the destination, or in a linear “corridor.”

The Neighborhood Center context is envisioned as transforming from what is today one of strictly commercial land uses into more of a mixture of uses where residential units add to the vibrancy of the place and offer more sensitive transitions to surrounding single family neighborhoods. Improving walkability also is important. This context includes larger parcels of land, and therefore, larger buildings are more appropriate. Building height should remain in the range of two to three stories and buildings should orient to the street and public sidewalks. Uses may be vertically stacked or horizontally distributed. Parking should be subordinate. Internal pedestrian and auto connections are crucial to breaking up the size of very large parcels, as increased walkability is a primary desired element in this context. Connections to adjacent developments should also be provided to support walking and biking. Enhanced connections to transit is also important.

A Neighborhood Center should include well-defined street edges with buildings in front. New internal lanes should enhance connectivity.

New developments should include pedestrian and auto connections and parking should be subordinate.

Context-Sensitive Design

New development in the Neighborhood Center context should:

a. Have a strong orientation to major streets;
b. Help establish a more pedestrian-friendly street edge;
c. Include pedestrian and auto connections on sites with multiple buildings;
d. Encourage internal circulation within projects;
e. Connect to transit;
f. Support walking and biking to and from nearby developments and neighborhoods;
g. Provide parking that is accessible and easy to find, but subordinate to the primary buildings; and
h. Incorporate a variety of building types and scales, including a mixture of residential building types and unit sizes.

New developments should support walking and biking to and from nearby developments and neighborhoods.

New developments should have a strong orientation to major streets.

30.36.230 DEVELOPMENT PROTOTYPES

IN THIS SECTION:

LEGEND

Townhomes | Flats | Apartments | Existing Context

A. NEIGHBORHOOD PROTOTYPES

Each project should be designed to fit within one of the "Neighborhood Prototypes" that are envisioned for this Zone. Some of these are purely residential prototypes, which are allowed in each of R30, X30, and S30 Character Contexts; others are mixed use prototypes, which are allowed in X30 and S30 Character Contexts only. Examples of each prototype are shown in this section to illustrate intent. They are not actual development proposals.

1. ALL RESIDENTIAL NEIGHBORHOOD PROTOTYPES

Two purely residential neighborhood prototypes are appropriate for R30 sites: one applies to small lots, and the other applies to medium to large sized lots. In each case, the only use is residential. More intensive development is located along arterial streets. Sensitive transitions to surrounding single family neighborhoods are provided, using the smaller building forms of townhouses and carriage houses. The intent is to add housing choices within a project while responding to character and context.

On large sites, a variety of building sizes and forms is appropriate. Smaller buildings are more appropriate adjacent to single family homes while larger buildings are more appropriate fronting major streets. Above are two project scenarios: one of lower intensity (top) and one of higher intensity (bottom), which incudes some three-story buildings.

On small sites, buildings should be appropriately scaled to the site and the surroundings. Above are two scenarios: one of lower intensity (top) with on-site surface parking and one of higher intensity (bottom) with tuck-under parking.

① *Higher intensity residential along major street.*

② *Parking located behind buildings.*

③ *Lower scale residential along sensitive edge.*

2. MIXED USE NEIGHBORHOOD PROTOTYPES

There are three general mixed use neighborhood prototypes identified for X30 sites, each relating to a Character Context, as described previously. Each prototype includes a variety of mixed use and residential building types. They also include sensitive transitions to existing single family neighborhoods, but overall are more intense than R30 sites due to the land use mix and parking requirements. The intent is to add housing choices while creating unique places that add to the vibrancy of existing neighborhoods. Commercial uses are located along arterial streets, away from sensitive edges. Lower scale residential buildings and landscaped parking areas serve as transitions to single family neighborhoods nearby.

MAIN STREET:

This neighborhood prototype relates to the X30-M and S30-M character and design contexts combinations. It shows how new mixed use infill can occur on "main streets" where lots are smaller and more constrained.

This neighborhood prototype envisions an entire block face redeveloping, which could be a single parcel or could require land assemblage or strategic project phasing.

Each scenario includes a mixed use building fronting the primary street with alley access to parking and other transitional uses (such as carriage houses) which add housing diversity to the project while sensitively transitioning to single family.

① *Pedestrian-oriented ground floor with high percentage of frontage*

② *Upper floors step back to provide private open space and reduce scale of building from sidewalk , and meets part of the Usable Open Space Requirement.*

③ *Public plaza is integral to the project and accessible and visible from street, and qualifies as Common Open Space.*

④ *Building is organized in modules to break up facade.*

⑤ *Primary entries are accentuated.*

⑥ *Smaller-scale housing types and parking used as transition to single-family neighborhoods.*

NEIGHBORHOOD CENTER:

This neighborhood prototype relates to the X30-N and S30-N character and design contexts combinations. It illustrates how new mixed use infill development can occur on a large parcel.

This prototype envisions redevelopment of a shopping center into a vibrant mixed use neighborhood. It could be a single parcel or a group of parcels.

Each scenario includes a gradation from more intense uses along major streets to less intense uses near existing single family neighborhoods. Each scenario includes a mix of housing options as well as some commercial uses. Open space is also a primary feature.

① *Mixed use and higher-intense uses near major arterials.*

② *Medium to high percentage of building frontage on primary streets*

③ *Parks and plazas as primary features which qualify as Common Open Space.*

④ *Building is organized in modules to break up facade.*

⑤ *Parking is located behind buildings and interior to the site.*

⑥ *Primary pedestrian-oriented street is perpendicular to major arterials.*

⑦ *New streets increase connectivity and walkability.*

⑧ *Smaller-scale housing types and parking used as transition to single-family neighborhoods.*

VILLAGE CENTER:

This neighborhood prototype relates to the X30-V and S30-V character and design contexts combinations. It demonstrates how new mixed use infill can occur in a "village-like" setting where lots are smaller and are more integrated into the existing fabric.

This development prototype envisions a variety of individual parcels redeveloping overtime around some existing buildings.

Each scenario includes mixed-use and multifamily buildings, fronting primary streets with various plazas and pedestrian passages connecting the various buildings. Carriage homes and townhouses are located along sensitive edges adjacent to existing single

① *Development divided into numerous smaller buildings.*

② *Connectivity between new and existing development is enhanced.*

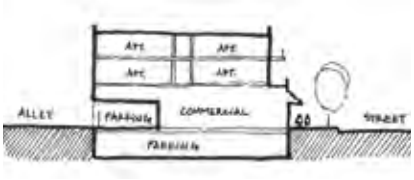
③ *Public plazas and passages provided throughout. (These qualify as Common Open Space.)*

④ *Building is organized in modules to reduce perceived scale.*

⑤ *Smaller-scale housing types and landscaped parking creates a transition to single-family neighborhood.*

B. HOUSING PROTOTYPES

Various "building" prototypes are appropriate in different contexts throughout the city. The variety of housing prototypes is to show that housing density requirements can be met through a spectrum of building types, from mixed use to single-family attached townhomes. The building design guidelines apply to these housing prototypes. Key features of these building types are summarized here.



In a vertical mix, uses are stacked on top of each other, with commercial on the ground floor and housing above.

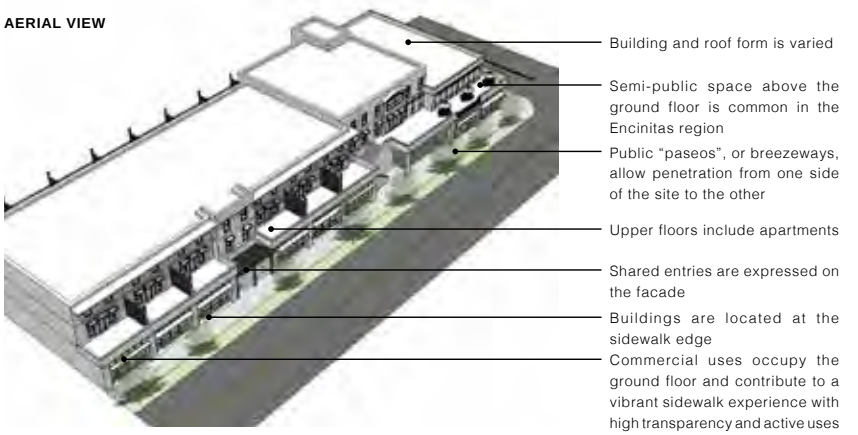
1. MIXED USE RESIDENTIAL PROTOTYPE

A Mixed Use Residential building includes commercial uses on the ground floor and residential uses on upper floors. It has a shared entrance and may have interior corridors.

Parking is provided in a surface lot or underground. Tuck-under parking can also be incorporated when site constraints make other parking options difficult.

Uses may be mixed on a site horizontally rather than vertically.

AERIAL VIEW



FRONT VIEW

Mixed use buildings should be located at the sidewalk edge, but also incorporate varied massing, both vertically and horizontally. Small cafe patios and "paseos" are common.

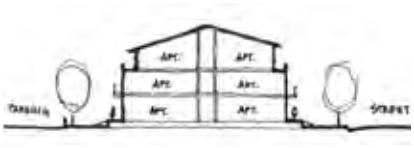
REAR VIEW

Parking may be tucked under the residential units, underground, or in an adjacent surface lot.

2. MULTIFAMILY APARTMENT PROTOTYPE

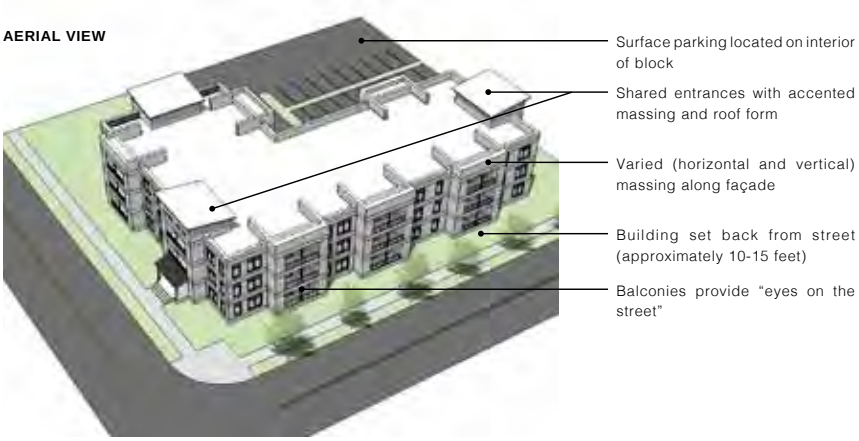
Apartments are multifamily units. Each unit is accessed via a common entrance and corridor. Some are single-loaded (apartments on one side, with a shared corridor on the other) or double-loaded (apartments on both sides, with a shared corridor in the middle.)

Parking is provided on-site in surface lots, or in higher density options, could include podium parking (partial sub-grade). Apartments have porches on the ground floor and balconies on upper floors and often include common amenities such as pools, courtyards with picnic areas and workout rooms.



The two-story apartment prototype includes similar principles such as varied massing and roof form. It is surface parked.

AERIAL VIEW



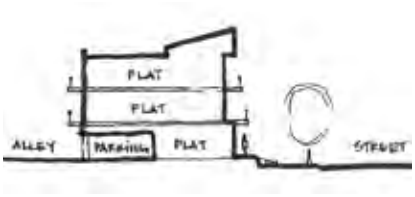
A podium-style incorporates parking under the building, allowing for shared courtyards for residents to enjoy.

FRONT VIEW

REAR VIEW

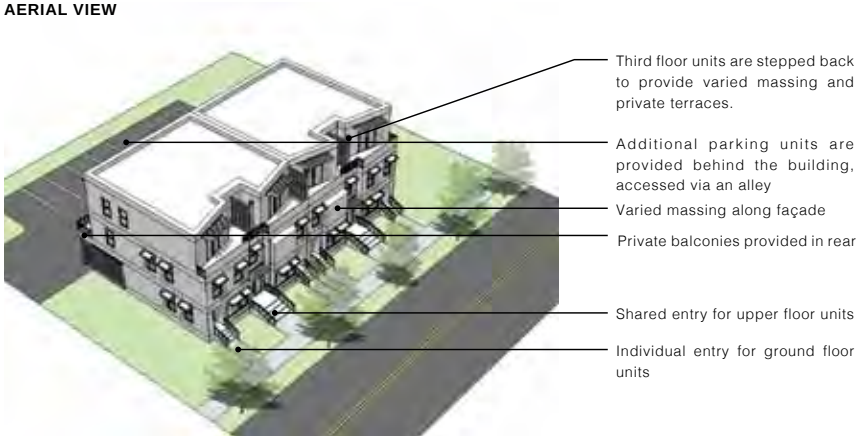
3. MULTIFAMILY FLAT PROTOTYPE

A Multifamily Flat includes apartment units stacked vertically without an internal corridor. They are also commonly referred to as “walk-up” units. Ground floor units include an individual entry while upper floors are accessed via a common stair core. Each building includes 4 to 6 units, depending on building height and unit size. Parking is “tucked” under the building for site efficiency. This prototype includes a wide range of unit sizes to accommodate mixed-income opportunities.



A two-story flat module includes four total units with one tuck-under parking space per unit.

AERIAL VIEW



FRONT VIEW

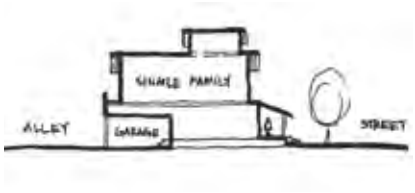
Flats operate much like townhomes, but units are stacked on top of one another instead of side by side.

REAR VIEW

The three-story flat includes four tuck-under parking spaces per every six units. Extra on-site surface parking may be required.

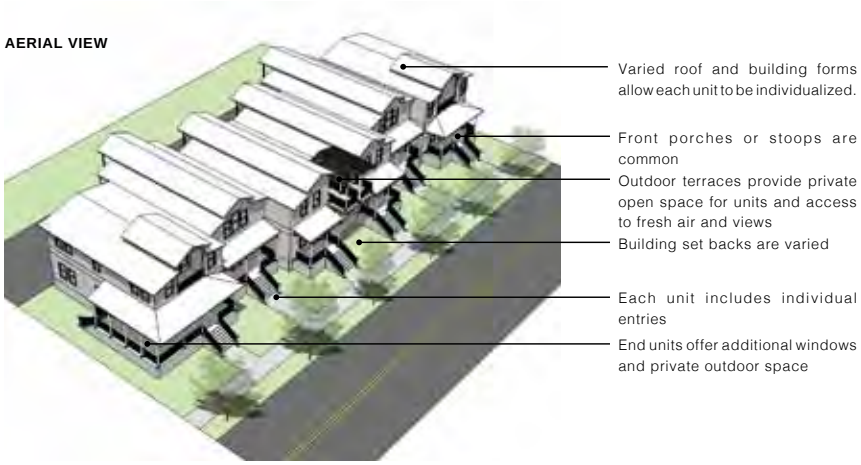
4. TOWNHOME PROTOTYPE

A Townhome is a single family unit that is attached to others. End units have openings on three sides, while interior units have openings only in the front and back. Sometimes, a garage is accessed from an alley. It may be attached or detached with a small yard. The main entrance typically faces a public street and sidewalk and often includes a front porch or stoop.



Three-story townhomes offer larger unit sizes (4 bedrooms), as desired for families in Encinitas, without the cost of a detached single family home.

AERIAL VIEW



A Townhome may include an integrated, enclosed garage, or a "carport" which can double as an outdoor patio.

FRONT VIEW

Townhomes are single family homes that share a wall. Construction precautions are taken to mitigate sound transfer.

REAR VIEW

Individual (two-car) garages are integrated into the rear facade.

5. DUPLEX AND CARRIAGE HOUSE PROTOTYPE

A Carriage House is a 2nd floor (and occasionally 3rd floor) residence located above ground floor parking. Parking is provided either as “tuck-under” (partially enclosed) or in private garages (fully enclosed). Carriage houses provide a wider variety of unit types and sizes, and transition into existing single family neighborhoods. They are usually located along an alley or within an internal surface parking lot of a larger development.

CARRIAGE HOUSE AERIAL VIEW

Carriage houses increase density and parking options on a site while providing a modest scale of development.

Carriage houses provide a modest scale for transitioning into single family neighborhoods.

A Duplex building is similar to the Townhome type, but is limited to two units, which share a party wall. These also are ideal for transitions to existing single family neighborhoods.

DUPLEX AERIAL VIEW

Carriage houses are accessed via an alley or driveway. They provide additional parking for supporting uses.

Duplex Prototype

30.36.240 SITE DESIGN

A. INTRODUCTION

This section addresses site design for individual parcels and for master plans containing multiple parcels. The primary objectives are to:

- Create a sense of place within each development;
- Maximize connectivity;
- Design the "edges" of a site to be assets to surrounding neighborhoods; and
- Make the best use of natural resources

Site design guidelines consider the placement and layout of buildings and other features on the property. Access and connectivity also are major considerations, both within an individual project, and as the project relates to the surrounding neighborhood. The arrangement of site design determines how close different physical elements are to one another, shaping how people perceive the built environment. This section also provides guidance for the design of sensitive transitions to provide coherence to the surrounding neighborhoods.

IN THIS SECTION:

B. BUILDING PLACEMENT

Each multi-family and mixed-use building should be positioned in a way that creates a well-defined street frontage and conveys a sense of scale. Each new building should respect traditional development patterns where they are valued, as well as the designated Design Context. It should promote an active, walkable neighborhood by providing pedestrian interest at the street level. Finally, site design considers the needs of the end-user so that people can live and work in accessible, safe, well-designed and thoughtful structures.

1. BUILD-TO AND SETBACKS

a. Locate a building to create a well-defined street frontage and minimize the visibility of parking areas.

i. Position a building so that most of the primary street-facing façade is located within the build-to range.

ii. Alternatives to Mixed-Use and build-to standards may be considered, using these guidelines, where the site configuration or topography limit the feasibility of locating buildings at the sidewalk edge.

b. Locate a building to respond to traditional development patterns in the design context.

i. In the Main Street context a new building should:

» *Align at the sidewalk edge with a high percentage of building wall within the build-to range.*

» *Provide a clearly defined street edge, composed of storefronts (for a mixed-use building) or stoops (for a purely residential building).*

» *This may be varied to a limited extent to allow for an expanded outdoor dining area, plaza or courtyard, but the predominant building line should be maintained.*

Locate a building to create a well-defined street frontage and minimize the visibility of parking areas.

Locate a building to respond to traditional development patterns in the design context.

NOTE:

The topics appear in the order in which they are addressed in a typical design sequence.

ii. In the Neighborhood Center context, maintain a defined street edge by:

» *Aligning at the sidewalk edge with a high percentage of building wall located within the build-to range for a mixed-use building.*

» *Aligning near the sidewalk edge with minimal setbacks for a multifamily residential building.*

iii. In the Village Center context, buildings should be more dispersed and clustered. A new building should respond to this context by:

» *Allowing more variation in setbacks for pedestrian passages, sidewalk and cafe dining areas, small plazas and courtyards.*

» *In this context, the "interior" block environment is as important as the street side, or "exterior" block environment. Special attention should be given to building placement in order to promote a village-like atmosphere.*

» *Site design must be sensitive to the transitions between old and new development.*

c. Locate a building to facilitate a safe environment by providing "eyes on the street."

i. Locate building elements such as balconies, stoops, entries, and windows so they activate the public realm, and provide additional security for the entire neighborhood.

ii. Private open space should be distinguishable from public areas, but is encouraged to blend into the public space.

» *Some examples for providing a distinguishable barrier, but blending into public space include, but are not limited to: railings, low wall, landscaping, or an elevated stoop or patio.*

2. ACCESS TO LIGHT AND AIR

a. Locate a building to take advantage of micro-climatic opportunities for energy conservation.

i. Orient a building to be consistent with established development patterns, when they are a part of the desired features for the context.

ii. Consider seasonal solar and wind exposure patterns when positioning a new building on its site.

» *For example, a building located near the coast should be oriented to take advantage of breezes whereas a building located inland should be oriented to take advantage of prevailing winds, and to provide shade in outdoor areas.*

Maintain a defined street edge. A new building should help define and enclose the streets.

Locate a building to take advantage of micro-climatic opportunities for energy conservation.

Courtyards provide opportunities for micro-climates, and provide additional light, air, and shade to a project.

C. PARKING DESIGN

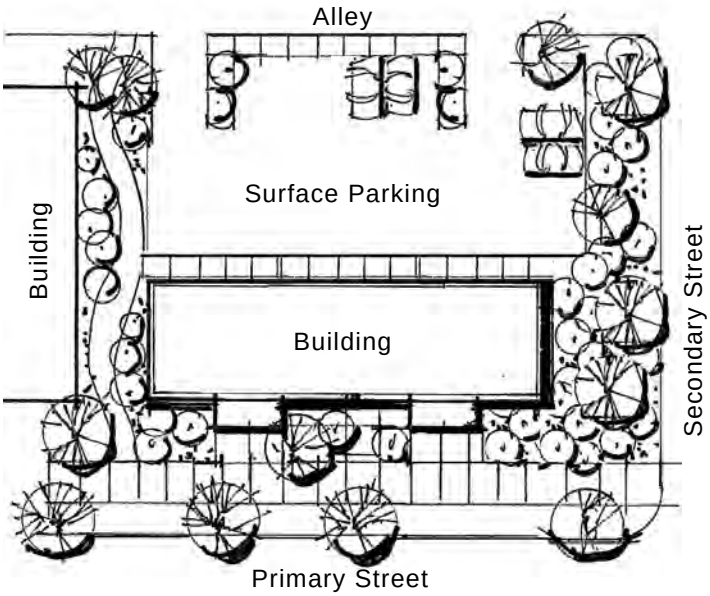
The visual impacts of parking within a development should be minimized and be buffered from public ways in order to promote a walkable neighborhood and support the traditional "natural" character of Encinitas. Each parking facility should contribute in a positive way to the neighborhood while avoiding negative impacts on traffic. When designing sites that include automotive parking, consider how the provision of parking can affect the use of more active modes of travel such as walking, bicycling and public transit.

1. SURFACE PARKING

a. Minimize the visual impact of surface parking.

i. Locate a parking area to the interior of a site, behind a building, where feasible. This is especially important on a corner property where the street wall should have a sense of enclosure.

ii. Also locate a parking lot away from abutting lower density residential zone districts or provide a buffer.



Locate a parking area to the interior of a site, behind a building, where feasible.

b. Provide a visual buffer where a parking lot abuts a public sidewalk, path, or street. Parking in some areas may need to be adjacent to the street due to physical site constraints. If so, it must be visually buffered.

i. Note that “buffering” does not mean fully screening the parking, but it does require creating a visual “filter” that softens the view of parked cars.

ii. A low site wall or art may be used as a buffer in combination with landscaping. Its materials should be compatible with those of the building and feature artistic design elements to the extent feasible.

iii. A planted buffer may also be used, and should include a combination of trees, shrubs and ground covers.

iv. Consider flexibility in the location of parking, based on adjacent, existing land uses that does not compromise design principles in achieving a pedestrian oriented development unless justified by physical constraints.

A planted buffer with trees, shrubs and ground cover provides a buffer from a public sidewalk and street.

Provide a visual buffer where a parking lot abuts a public sidewalk.

c. Design a parking area to encourage walking, bicycling and using public transit.

i. Provide convenient pedestrian connections to a parking facility that lead to nearby services and transit.

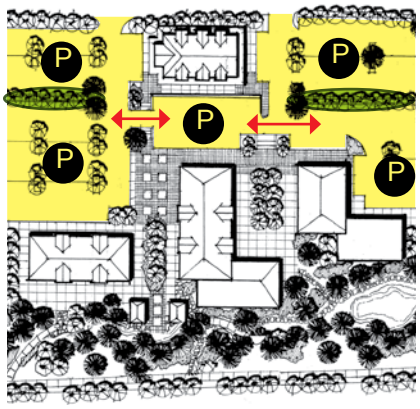
ii. If possible, provide multiple pedestrian access point facilities so users can walk as directly as possible to various destinations.

iii. Bike parking should be provided and it should be integrated into the parking plan, not as an afterthought. It should be visible, inviting, well-lit, and easy to use.

d. Design a parking lot to be human-scaled.

i. Configure surface parking as a set of interconnected, smaller "rooms" with landscape buffers, art, and/or artistic design elements.

ii. A buffer that separates two parking modules should be a minimum of 8 feet in width.



Configure surface parking as a set of interconnected, smaller "rooms" with landscape buffers.

e. Design a parking area to minimize on-site stormwater run-off.

i. Use permeable materials for portions of a surface parking lot in order to reduce on-site run-off. Permeable materials include:

» *Crushed stone/gravel with reinforced underlayment*

» *Dry-laid pavers*

» *Stone or brick pavers*

» *Gravel or grass-filled concrete block systems*

ii. Utilize strategies that allow stormwater run-off to be filtered within the parking area.

» *Incorporate bioswales as part of the parking lot landscaping.*

» *Incorporate slotted curbs to allow stormwater to flow from the parking area into landscaped areas.*

Incorporate bioswales as part of the parking lot landscaping.

Use permeable materials for portions of a surface parking lot in order to reduce on-site run-off.

2. STRUCTURED PARKING

a. A structured parking facility should provide a pedestrian-friendly ground floor and street edge.

i. Include an active use at the sidewalk edge.

» *Active uses may include commercial space, or residential amenities such as an exercise room or recreation room.*

ii. On a secondary street, other methods of providing visual interest may be employed. In these locations, use architectural details, screening, landscaping, public art, wall sculpture or display cases at the street level to provide visual interest to pedestrians.

b. Design structured parking to be integral to a building.

i. Provide direct, enclosed access to residential units.

ii. Architecturally, the parking facility and primary structure should read as one, with similar materials, detail and design quality.

c. Design access to parking to be easily identified.

i. Incorporate signage to direct users from a public street into the parking facility.

A structured parking facility should provide a pedestrian-friendly ground floor and street edge.

Screening, art, or artistic design elements may be used on secondary streets to provide visual interest.

Incorporate signage to direct users from a public street into the parking facility.

Include an active use at the sidewalk edge.

A structured parking facility should provide a pedestrian-friendly ground floor and street edge.

3. BIKE PARKING

a. Design bike parking to be safe, accessible and easy to use.

i. Locate bike parking at the ground level or to be easily accessible from the ground level via ramp or elevator.

ii. Locate bike parking close to a building entrance.

iii. Locate bike parking in a well-lit area.

iv. Distribute some bike parking throughout a site to optimize rider convenience and use.

v. Incorporate wayfinding signage to direct users to bike parking.

vi. Provide covered parking, where feasible, to protect bikes.

vii. For a large residential project, incorporate both short-term and long-term bike parking.

viii. For places of employment, provide long-term bike storage, such as a bike locker, an indoor bike parking area or another secure form of parking.

b. Design bike parking to be integral to the site.

i. Address bike parking placement and design at the onset of a project.

ii. Place bike parking close to nearby bike routes.

iii. Design bike parking to be an attractive amenity to the site. Consider artistic racks. Bicycle racks should combine the utility of security with the aesthetics of art.

iv. Provide facilities that support recreational and transportation related exercise that also provides a function, like seating, waste management, map stands, secure bicycle storage, and drinking fountains.

For a large residential project, incorporate both short-term (for guests and quick trips) and long-term (residents' permanent bike parking storage) bike parking.

Design bike parking to be safe, accessible and easy to use.

Provide covered parking, where feasible, to protect bikes.

Design bike parking to be integral to the site design.

D. ACCESS & CONNECTIVITY

Site access and connectivity are important considerations when designing multifamily residential and commercial projects. While automobile access is very important, the primary intent is to promote walking and biking, as much as possible. Designing with active transportation in mind supports the goals and values of the community at-large and reinforces the outdoor lifestyle and character that is inherent to Encinitas.

1. AUTO ACCESS & CONNECTIVITY

a. Locate vehicle access where conflicts with pedestrian circulation will be minimized.

i. Provide auto access from an alley, rather than the street, when feasible.

ii. If alley access is not feasible use a secondary street.

iii. Shared access or reciprocal access is preferred if it reduces conflict or stress points on the development site or within the public right-of-way.

b. Where a curb cut is to be installed, keep the width to a minimum.

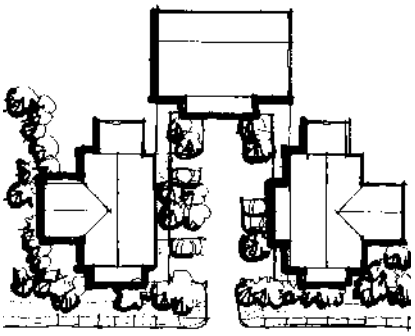
i. Use shared driveways between properties to reduce the number of curb cuts when feasible.

ii. Align vehicular connections with access points on adjoining properties to enhance neighborhood connectivity.

iii. Provide visible and clear pedestrian pathways where pedestrians and vehicle access overlaps.

iv. Roadway drainage collected along curbs shall be directed into adjacent bioretention areas whenever possible.

Locate vehicle access where conflicts with pedestrian circulation will be minimized.



Use shared driveways between properties to reduce the number of curb cuts when feasible.

Provide auto access from an alley, rather than the street, when feasible.

Provide visible and clear pedestrian pathways where pedestrians and vehicle access overlaps.

2. PEDESTRIAN ACCESS & CONNECTIVITY

a. Enhance connectivity within a project and to adjacent properties.

i. Provide pedestrian connections to established public walkways.

ii. Locate walkways to animate the pedestrian network and connect people to outdoor spaces, factoring in the needs and abilities of people of all ages.

iii. External stairs and short, landscaped ramps can help activate different levels from the street, and provide a sense of privacy for inhabitants for everyday use.

b. Maximize pedestrian connections to site amenities and attractions.

i. Design these to encourage and facilitate a safe walking experience, factoring in the needs and abilities of all ages.

ii. Sidewalk widths should be expanded where trees, planter boxes, bike racks, fountains, artistic design elements, public art, etc. require additional space to use or appreciate them.

iii. Minimize potential slip and/or trip hazards in walkway areas. Slip resistant walking surfaces, grab bars, and handrails should be used as appropriate to prevent these types of injuries from occurring. Use skateboard prevention on railings, as needed.

Locate a new walkway to animate the pedestrian network and connect to outdoor spaces.

Enhance connectivity within a project and to adjacent properties.

Provide pedestrian connections to established public walkways.

Maximize pedestrian connections to site amenities and attractions.

iv. Down-lighting should be used on walkways to create safe navigation and avoid direct glare.

v. Seating areas and/or informal seating areas (e.g. raised planters) should be provided along long walkways to accommodate respite.

vi. If needed, design visible, appealing and comfortable stairs or ramps in principal paths of travel.

vii. Design activity spaces to accommodate various groups and mobility/access needs. Consider the special safety and security requirements of activity spaces that serve small children and seniors, in addition to other building user groups.

c. Provide a convenient pedestrian connection to transit, where feasible.

3. BICYCLE ACCESS & CONNECTIVITY

a. Provide convenient access from a development to nearby trails and bicycle routes.

i. Provide wayfinding signage to direct users to nearby bike ways. Wayfinding signs should incorporate themes or artistic design elements.

Provide convenient access from a development to nearby trails and bicycle routes.

E. OPEN SPACE

Open space within a project should be designed to enhance the adjacent public realm, as well as the private realm. Balancing indoor and outdoor space and responding to context also are important. Open space also should be designed so that livability is enhanced, connections to nature are maximized and impacts to regional stormwater systems are minimized.

1. LOCATION OF OPEN SPACE

a. Locate some open space in a project to enhance the public realm.

i. Design the open space so that it can be accessed or at least observed by the public.

ii. Consider the experience, purpose, and goals of an open space as it relates to the building type and user group.

» *A mixed use building with a commercial component on the ground floor may incorporate a semi-public open space(s) such as a small plaza or outdoor dining. A community gathering space may include space for visual and/or performing arts.*

» *A purely residential building may incorporate more private open space(s) such as a courtyard, mews, or a rooftop terrace.*

b. Provide amenities that will encourage physical activity.

i. Provide shade, seating, public art and water fountains to promote their use.

USABLE OPEN SPACE:

Usable Open Space must be provided in each project. It must be configured such that it is functional as a place for active or passive use.

Usable Open space occurs in these general categories:

1. Private open space, which is provided for a residential unit (such as a balcony or fenced yard)

2. Common open space, which is shared by and accessible to the occupants of a development project (such as a courtyard, lawn or plaza)

Note that commercial open space, which is limited to paying customers (such as an outdoor dining area), may also be permitted in some areas, but does not count toward the Usable Open Space requirement.

An external courtyard facing a street enhances the public realm while serving residents.

An internal courtyard provides space for residents to connect to nature.

A corner plaza with outdoor cafe seating and rooftop terraces provides layers of open space that is visible from the public realm.

2. DESIGN & CHARACTER OF OPEN SPACE

a. Design open space to be a positive asset to the project.

i. Orient balconies, decks and windows to the open space.

ii. Coordinate hardscape materials with building materials.

iii. Also coordinate the materials palette with adjoining properties.

iv. Prioritize natural infrastructure.

b. Direct a walkway through a plaza, courtyard or other outdoor use area to help animate the space.

i. Design courtyards, gardens, terraces, etc. to serve for outdoor spaces for children to play.

ii. Design entrances to enhance the perception of these as complementary parts of one continuous space.

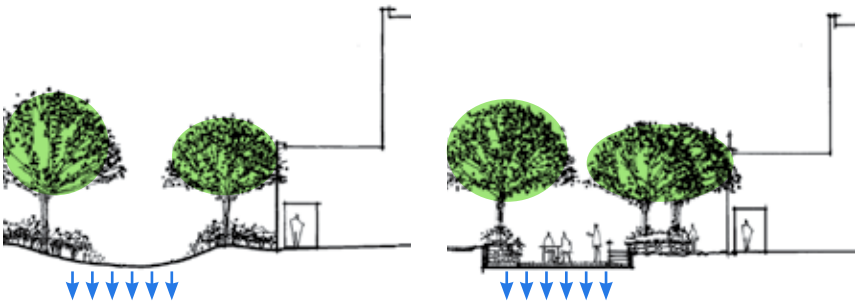
iii. Well-managed artistic design elements, art, and other place-based features should be used to facilitate interest and sociable activity.

c. Design site engineering features to serve as amenities.

i. When on-site stormwater detention is needed, design it to be actively used or observed by the public as an asset.

ii. Also, design the feature such that it may be shared by adjoining properties when feasible.

When on-site stormwater detention is needed design it to be actively used or observed by the public as an asset.



A stormwater treatment area may be designed as a passive landscape feature (left) or an outdoor seating area with a permeable surface (right).

Design open space to be a positive asset to the project.

Direct a walkway through a plaza, courtyard or other outdoor use area to help animate the space.

Design courtyards, gardens, terraces, etc. to serve for outdoor spaces for children to play.

Orient balconies, decks and windows to the open space.

F. LANDSCAPING

Plant materials that are indigenous, well-acclimated and noninvasive should be used wherever possible. Water conservation should be a major priority. Landscape design should help to establish a sense of visual continuity and human scale throughout a project and respond to the surrounding context.

Where plant materials are to be used, employ indigenous species.

1. WATER EFFICIENT LANDSCAPES

a. Where plant materials are to be used, employ indigenous species.

i. Drought-tolerant plant species, native to the region and suitable to the climate should be used.

b. Employ hydrozoning techniques when feasible, to reduce the amount of irrigation needed.

i. Cluster plants with similar irrigation needs together.

ii. Locate drought-tolerant species further away from plants that require heavier irrigation so that they are not over-watered.

c. Locate landscaping to take advantage of on-site stormwater.

i. Direct downspouts or internal stormwater channels into landscaping surrounding a building, when feasible.

ii. Where on-site stormwater detainage is required, locate landscaping in the path of or surrounding the stormwater swales/basins.

Drought-tolerant plant species, native to the region and suitable to the climate should be used.

Where on-site stormwater detainage is required, locate landscaping in the path of or surrounding the stormwater swales/basins.

Cluster plants with similar irrigation needs together.

2. ENHANCED PLACEMAKING

a. Use a coordinated landscape palette to establish a sense of visual continuity in the design of a site.

i. This applies throughout the property.

ii. Also coordinate plant selections with those already established on abutting properties.

b. Use landscaping features to enhance the quality of placemaking within an individual project or site.

i. Shared common space such as community gardens or rooftop gardens contribute to the sense of place while providing natural amenity.

Use a coordinated landscape palette to establish a sense of visual continuity in the design of a site.

3. REDUCING PERCEIVED MASS OF BUILDINGS

a. Use landscaping to help reduce the perceived scale of a building.

i. However, do not rely on landscaping alone to minimize building scale.

ii. Use it in conjunction with architectural devices that reduce scale, such as horizontal and vertical articulation.

iii. Some examples include, but are not limited to:

» *Perimeter building landscaping*

» *“Green” walls or vines*

» *Green roofs*

Use landscaping to help reduce the perceived scale of a building.

Use landscaping in conjunction with architectural devices, to help reduce building scale.

Use a coordinated landscape palette to establish a sense of visual continuity in the design of a site.

G. STREETSCAPE

The streetscape is an area that typically exists along public sidewalks but also may include areas inside a property line that immediately abuts the public way or one that forms a component of a site plan. Streetscape amenities should be provided to enhance sidewalks and help convey neighborhood identity. These improvements should be coordinated, functional and durable in their design. Streetscapes also should be designed to create a positive experience and provide attractive transitions from the public realm to the private realm.

Design streetscapes and sidewalk widths to accommodate the anticipated density and traffic without feeling cramped or empty.

The streetscape should be designed to provide a smooth transition from the public realm to the private realm, creating a positive experience.

1. STREETSCAPE ELEMENTS

a. Design the streetscape to be a positive experience, welcoming and accessible to everyone.

i. The streetscape should be comfortable and safe.

» *Provide opportunities for shade and respite during the day.*

» *Provide well-lit walkways to accommodate easy navigation at night.*

ii. Sidewalks need adequate continuity and connectivity and animated edges to facilitate pedestrian travel.

iii. Better sidewalks require better design. Attention to landscaping, public art and other artistic design elements and other place-based features can improve facility appearance.

iv. Support physical activity among all ages and abilities by making paths universally accessible and free of unnecessary encumbrances.

» *Promote universal access and remove barriers to wheelchairs, strollers, rolling carts, etc., and install accessible ramps.*

» *Connect existing sidewalks to new project pathways.*

b. The streetscape should respect the design context and anticipated level of use.

i. Coordinate streetscape elements to be compatible with the surrounding context and public right-of-way features.

ii. Design streetscapes and sidewalk widths to accommodate the anticipated density and traffic without feeling cramped or empty.

c. Use furnishings that accommodate the needs and abilities of all ages.

i. Locate furnishings near areas of active pedestrian use, such as major pedestrian routes, building entrances and outdoor gathering spaces.

» *All parts of the space should be accessible and usable, to the extent possible. Set boundaries to define seating areas.*

» *Locate furnishings so they will not impede pedestrian circulation.*

ii. Use furnishings that are proven to be durable for outdoor conditions in the Encinitas climate.

iii. Furnishings should support the function of the space.

» *Placement should frame desirable views and add character to space.*

» *Type should meet the user's essential needs.*

» *Furnishings can be artistic or designed with artistic elements.*

iv. Use different seating types and arrangements to create places for interaction and/or variegated experiences.

» *Seating areas should provide a mix of sun and shade.*

» *Some seating areas should provide arm rests and/or adjacent grab bars that can aid children and compensate for a reduced range of motion in seniors.*

d. Design street lighting to be pedestrian-scaled.

i. Fixtures shall be shielded to minimize light pollution of nighttime skies.

Locate furnishings near areas of active pedestrian use, such as major pedestrian routes, building entrances and outdoor gathering spaces.

2. SIDEWALK DINING

a. Locate outdoor dining in a courtyard or plaza to activate the place.

i. Include public art, artistic design elements, and other aesthetic features to add character to a space.

ii. Trees can be used to help break up spaces, provide shade, and create some implied separation.

b. Locate an at-grade dining area to accommodate pedestrian traffic along the sidewalk.

i. Placing the dining area immediately adjacent to a building front is preferred, thus maintaining a public walkway along the curb side.

ii. Maintain a clear path along the sidewalk for pedestrians; a width of 8 feet for this clear path is recommended.

iii. A railing, detectable barrier, or similar edge treatment should be used to define the perimeter of a permanent outdoor dining area.

» *The railing or detectable barrier should be sturdy and made of durable materials.*

c. Design an outdoor dining area to be an asset to a project.

i. Provide a selection of places to sit.

» *Some seating areas should provide arm rests and/or adjacent grab bars that can aid children and compensate for a reduced range of motion in seniors.*

ii. Tables and chairs should be high-quality, durable, and designed for outdoor use.

iii. Tables, chairs and other components of the outdoor dining area should not be permanently attached to the public right-of-way. Approved patio railings may be allowed to be temporarily attached to the surface of the public right-of-way.

iv. If an outdoor dining area is located on a public sidewalk or other public right-of-way, floor coverings or raised platforms may not be used.

A railing, detectable barrier, or similar edge treatment can be used to define the perimeter of a permanent outdoor dining area.

Locate outdoor dining in a courtyard or plaza when feasible.

Design an outdoor dining area to be an asset to the community.

H. TRANSITION AREAS

A multifamily or mixed-use project should provide a sensitive transition to established lower density residential neighborhoods. In addition to "buffering" these areas and shielding them from incompatible uses, designs should incorporate compatible uses and transitions in scale.

Carriage houses provide parking for larger residential prototypes while providing a sensitive transition to single family.

1. TRANSITIONS TO SINGLE FAMILY

a. Provide compatible uses along a transition edge.

i. Compatible uses include:

» *Low-scale multifamily residential building types such as townhomes, rowhomes, duplexes, or carriage homes.*

» *Low-intensity, neighborhood-serving commercial uses such as a daycare, dry cleaner, coffee shop, or live-work space.*

» *Passive uses such as pathways, pocket parks, or small parking areas.*

» *Avoid locating a use that generates nighttime traffic, such as a bar, in these areas.*

In this large mixed-use project, townhomes serve as a transition in scale and density along the edge that abuts an established single family neighborhood.

b. Design the edge of a development to be an asset, as viewed from an abutting neighborhood.

i. Step down the height of a new building that will be in the transition area.

» *Recognize the adjacent, existing built environment with respect to scale, including adjacent unbuilt areas.*

» *Efforts should be made to respond to its unique design context and as-built residential scale and massing by providing similar scaled transitions.*

ii. Provide ample landscaping along the transition line where site dimensions allow.

» *In the Village Center context, landscaping design should address views from the surrounding landscape.*

Passive uses such as pathways and pocket parks provide for compatible transitions.

I. TOPOGRAPHY

On a sloping parcel, design the site to respond to the natural topography and minimize negative impacts of cut and fill. Retaining walls should be terraced to minimize their visual impacts. Landscaping should be incorporated to enhance the design of sloping sites.

1. TOPOGRAPHY DESIGN

a. Minimize the visual impacts of cut and fill on a site.

i. Regrade the site as a stable, "natural" slope, when feasible.

ii. Terrace development on a steep slope, following the natural contours of the site and facilitate rounding and blending.

iii. Divide a large grade change into a series of benches and terraces.

b. Design a retaining wall to minimize impacts on the natural character of the site.

i. Terrace a retaining wall on a steep slope.

ii. Use high quality materials such as brick and stone.

iii. Integrate landscaping with the retaining wall.

c. Design a building foundation to conform to the existing topography.

i. Step the foundation to follow site contours, when feasible.

» *Use topography as an opportunity to do context appropriate site planning and building massing to minimize impacts and optimize topography (i.e. taller buildings in lower site locations).*

ii. Conceal exposed foundations with architectural screens and landscaping.

Terrace development on steep slopes, following the natural contours of the site.

Terrace a retaining wall on a steep slope to minimize the height of individual walls.

Integrate landscaping with the retaining wall.

Integrate landscaping into the retaining wall.

Regrade the site as a stable, "natural" slope, when feasible.

J. DEVELOPMENT PHASING

In some larger projects, development may occur in phases and may incorporate some existing buildings, at least in interim stages. Each phase should be planned to comply with the design guidelines, with the understanding that some pre-existing improvements may not fully comply at the outset. Where a project is to be executed in phases, an overall master plan must be provided, and achieving the housing objectives for the development must be assured.

1. PHASED IMPROVEMENTS

a. Plan incremental improvements to anticipate future phases of development.

i. Locate new improvements to accommodate future vehicular and pedestrian connections and building placement, as illustrated in the "Intermediate Phase" below.

ii. Consideration of project approval may consider several distinct phases that would be implemented over a span of years, according to marking conditions. Planned amenities or community benefits provided on-site should be assigned to an early phase of construction and/or a comparable interim improvement in its place should be provided in its place until its phased implementation or construction.

b. Design incremental improvements to enhance the pedestrian environment of an existing development.

i. Place improvements to enhance the pedestrian environment. For example, new buildings and public open space areas may be located to create a pedestrian gateway into the site.

ii. Plan for later pedestrian improvements, such as connections between the street and interior buildings, or to an adjacent neighborhood, when locating a new building or addition.

Existing Conditions

An existing strip shopping center might redevelop over time into a mixed use neighborhood (see below).

Intermediate Phase

Multifamily and mixed-use buildings frame a new open space and internal streets.

Final Phase

When the final development is built out, the entire neighborhood should comply with the zoning standards and design guidelines.

30.36.250 BUILDING DESIGN

A. INTRODUCTION

This section addresses the design of buildings in this Zone. The primary objectives are to:

- Promote a street edge that is consistent with traditional patterns in the individual community
- Promote visual continuity along blocks
- Help define a street edge that establishes a sense of scale
- Maintain a scale of building that reflects the design traditions of the various communities that compose Encinitas
- Accommodate a moderate increase in density while maintaining compatibility with established neighborhoods
- Promote variation in massing and building form that reflects the design traditions of the different neighborhoods of Encinitas.

This section addresses ways to integrate new development into the existing urban fabric instead of damaging the existing fabric to accommodate new development. With that being said, there is a dynamic relationship among the design variables that are addressed in this section. In some cases certain guidelines will be more important than others, and the degree to which each guideline must be met will vary with each project.

IN THIS SECTION:

Guideline Application:

These guidelines apply to these building types:

- *Apartment*
- *Mixed use*
- *Townhome*
- *Stacked-Flats*
- *Carriage House*
- *Duplex*

Text in some individual guidelines note variations in how the guidelines may apply to these different building types.

B. STREET LEVEL INTEREST

Each building should enhance the pedestrian environment. The primary intent is to create an active and engaging street edge by using a variety of visually interesting elements.

1. STREET LEVEL INTEREST

a. Develop the street level of a building to provide visual interest and a sense of human scale.

i. Add visual interest through texture, finish and architectural detailing.

ii. Use changes in material to express human scale while assuring that the overall composition of the building design remains intact and does not appear overly busy.

iii. Apply materials in units, panels or modules that help convey a sense of scale.

iv. Do not use large panelized products or other materials that result in extensive featureless surfaces.

b. Design the ground floor to engage the public realm and promote social interaction.

i. Use architectural details, windows, display cases, doors, stoops, etc. to engage pedestrian traffic.

» *This is crucial for ground floor commercial uses.*

» *It is also very important for multifamily residential buildings.*

» *Use stoops and individual entries to provide street level interest for multifamily buildings.*

ii. When stoops and individual entries are not possible, provide raised balconies on the ground floor and place shared amenities such as workout rooms, game rooms, and other social facilities where they will be visible.

iii. For residential buildings, also design windows to provide privacy to residents.

2. SAFETY

a. Locate features on the street level facades that encourage interaction and thereby provide "eyes on the street."

i. Locate windows, doors, balconies, stoops and main entries on street-facing facades to promote monitoring of activity.

ii. Provide places of interaction with small plazas and courtyards, cafe seating, balconies, porches and stoops.

Design the ground floor to engage the public realm and promote social interaction.

Locate an at-grade dining area to accommodate pedestrian traffic along the sidewalk.

Design the ground floor to engage the public realm and promote social interaction.

Locate features on the street facades that encourage interaction and thereby provide "eyes on the street."

C. BUILDING ENTRY

The primary entrance to a building should orient to a sidewalk, pedestrian way or plaza. Its entry should create a strong relationship between the private and public realms. A building entry should be clearly visible from the street and it should provide a sense of connection to the neighborhood.

1. PRIMARY ENTRY

a. Provide a clear connection between the primary building entry and the street.

i. Design the primary entry to be human scaled and clearly identifiable from the street. Options include:

» *Using architectural details or a change in materials to highlight a building entry,*

» *Incorporating a stoop, porch or steps,*

» *Creating a landscaped or paved path that leads from the building entry to the street,*

» *Providing a sheltering element such as a canopy, awning, arcade or portico to signify the entrance location,*

» *Using variation in building form or massing to highlight a main entrance.*

b. Orient the primary entrance of a building to face a primary street, an active plaza or pedestrian way.

i. Locate an entry to face a primary street, when feasible; in some cases, it may face a secondary street, when doing so would enhance the character of that street and the primary street is already activated with entrances of other buildings in the area.

ii. In some cases, the front door itself may be positioned perpendicular to the street. In this case, the entry should still be clearly defined. This may be achieved by:

» *Incorporating a porch, stoop, or canopy for residential building types, or*

» *Providing a recessed entry, canopy or awning for commercial/mixed-use building types.*

» *Using other features that highlight an entrance may also be considered.*

iii. Promote universal access for entry way-finding and entrance design. The location and visibility of a site address is also important.

Provide a clear connection between the primary building entry and the street.

Use variation in massing and building height to highlight a main entrance.

Orient the primary entrance of a building to face a primary street, or an active plaza or pedestrian way.

In some cases the primary entrance may face a secondary street. In this case, the entry should be clearly defined.

D. BUILDING HEIGHT

The height of a new building should be compatible with the height of other buildings in the area. Each building design should also incorporate variation in height.

1. VARIATION IN BUILDING HEIGHT

a. Provide variation in building height in each project.

i. For a large building (generally one occupying more than 100 feet in street frontage), provide a mixture of two and three story portions.

ii. When a building is to be only two or three stories entirely, variation in building height should be accomplished by changing cornice and roof lines/forms.

» *Some breaks in the wall planes and "stepped back" design elements will help create open areas and changes to the roofline.*

Provide variation in building height in each project.

A mixture of two and three stories is desired for large projects.

Some breaks in the wall planes and "stepped back" design elements will help create open areas and changes to the roofline.

When a building is entirely two or three stories, variation in building height should be accomplished by changing cornice and roof lines/forms.

The height of a new building should be compatible with the height of other buildings in the area.

2. FLOOR-TO-FLOOR HEIGHTS

a. Design floor to floor heights to establish a sense of scale and respond to that of the surrounding context.

i. The ground floor of a mixed use building should have ample height for storefront display.

ii. The ground floor of a multi-family building immediately facing a public sidewalk should be raised for added privacy and to allow for an enhanced entry.

iii. A ground floor should also be designed with consideration given to site topography. On sloping sites, step the first floor down to follow the slope.

Design floor to floor heights to establish a sense of scale and respond to that of the surrounding context.

The ground floor of a multi-family building immediately facing a public sidewalk should be raised for added privacy and to allow for an enhanced entry.

3. UPPER FLOOR STEPBACKS

a. On a taller building, set back a portion of the upper floor to reflect the traditional low-scale character of Encinitas.

i. This is especially important where a new, taller building is adjacent to a low-scale, one-story building.

ii. Provide a minimum of four feet in setback in order to be effective in reducing scale as seen from the street.

» *This area may be used for street balconies or upper story planter boxes or gardens.*

On a taller building, set back the upper floor to reflect the traditional low-scale character of Encinitas.

Provide a minimum of four feet in setback in order to be effective in reducing scale as seen from the street.

E. BUILDING MASS & SCALE

A new building should appear similar in mass and scale to traditional buildings, including width and height. The perceived mass of a building should be reduced by dividing it into modules and expressing them in ways that cause them to appear to be a collection of smaller forms. Horizontal and vertical articulation also is important to establish an interesting façade and align important elements with established buildings of character. This method of "articulation" to reduce scale also benefits from the interaction with variations in materials and roof forms that can help convey the sense of a building being composed of smaller modules.

1. HORIZONTAL EXPRESSION

a. Provide horizontal expression at lower floor heights to establish a sense of scale.

i. Use moldings, a change in material, or an offset in the wall plane to define the scale of lower floors in relation to the street.

ii. Align these features with similar ones along the street, where a distinct alignment pattern exists.

iii. Horizontal expressions of new buildings should reflect community character perspectives

Provide horizontal expression at lower floor heights to establish a sense of scale.

Use moldings, a change in material, or an offset in the wall plane to define the scale of lower floors in relation to the street.

Align features with similar ones along the street, where a distinct alignment pattern exists.

A new building should appear similar in mass and scale to traditional buildings, including width and height.

2. VERTICAL ARTICULATION

a. Provide vertical articulation in a larger building mass to establish a sense of scale.

i. Use moldings, columns, and a change in material or offset in the wall plane to break up long surfaces and define vertical building modules.

ii. Organize modules to reflect widths of facades seen traditionally.

iii. Vary the roof profile and step down some portions of the façade to express the different modules.

Provide vertical articulation in a larger building mass to establish a sense of scale.

3. HUMAN SCALE

a. Establish a sense of human scale in each building design.

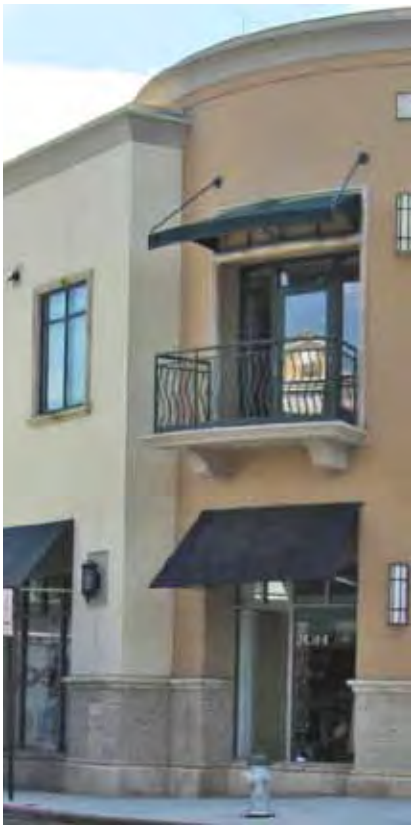
i. For a large residential or mixed use project, break up the development into several smaller buildings.

ii. Use materials that convey scale in their proportion, detail and form. Materials applied in units, panels or modules help to convey a sense of scale, when they appear similar to those seen traditionally.

iii. Incorporate a base, middle and cap into building design where this is a pattern that is established along the street.

Organize modules to reflect traditional lots widths or facade dimensions that are seen in the area.

Establish a sense of human scale in each building design.



Incorporate a base, middle and cap into building design where this is established along the street wall in adjacent buildings.

Use moldings, columns, and a change in material or offset in the wall plane to break up long surfaces and define vertical building modules.

F. ROOF DESIGN

Roof forms should reflect traditional building patterns in each of the communities of Encinitas. Variations in roof forms within an individual project should be used to help reduce the perceived scale of buildings and contribute to visual interest along the street.

1. ROOF FORM VARIATION

a. Vary roof forms to reduce perceived scale, to express individual building modules and to provide visual interest.

i. Use flat, hipped and gable roof forms. However, do not over articulate the roof as this can result in an overly busy building.

ii. Vary the roof profile by stepping down some parts of the façade

iii. Vary or change roof materials or elements to further reduce perceived scale.

b. Continue traditional roof forms of the context.

i. Maintain the perceived line and orientation of roofs seen traditionally in the surrounding area.

2. REFLECT COMMUNITY CHARACTER IN ROOF FORMS

a. Use roof forms that are compatible with the design context and the specific community within Encinitas.

i. In the Main Street context, flat roofs are the predominant pattern and this should be continued. Gable forms may be appropriate for accents.

ii. In the Village Center context and near single family residential homes, pitched roofs should be the predominant form.

iii. In the Neighborhood Center context, a blend of roof forms is acceptable, but pitched roofs should be used near single family homes for compatibility.

iv. Roof forms also should reflect the design traditions of each community of Encinitas. For example:

» *Old Encinitas has more of a tradition of using flat, or low-sloping roofs.*

» *Leucadia contains a mixture of roof forms and is also more "eclectic" in overall character.*

» *Cardiff includes a blend, but pitched roofs are common, especially low-sloping 3:12 and similar pitches.*

» *New Encinitas contains a blend of flat and pitched roofs. Commercial buildings are usually flat roofs with some pitched accents and residential buildings are pitched.*

» *Olivenhain is decidedly rural in character, and therefore, pitched roofs are more compatible.*

Vary roof forms to reduce perceived scale, to express individual building modules and to provide visual interest.

Continue traditional roof forms of the context.

Vary the roof profile by stepping down some parts of the façade

Use roof forms that are compatible with the specific context and specific community within Encinitas.

3. ENERGY GENERATION

a. Design a building to take advantage of energy-generating opportunities.

i. Energy-producing devices, including solar collectors and wind turbines, are encouraged where they also respect the character of the context. Design these to be in character with the context.

b. Minimize the visual impacts of energy devices on the character of the setting.

i. Mount equipment where it has the least visual impact on historic buildings and important view corridors.

ii. Exposed hardware, frames and piping should have a matte finish, and be consistent with the color scheme of the primary structure.

Minimize the visual impacts of energy devices on the character of the setting.

G. BUILDING MATERIALS

High quality building materials should be used to provide a sense of human scale and create visual interest. Materials that are "authentic" and durable should be used. Materials also should be consistent with those predominant in the community.

1. HIGH QUALITY MATERIALS

a. New building materials should contribute to the visual continuity of the specific community's character.

i. The material should be compatible with materials used most often in the context.

ii. The use of synthetic stucco (such as EIFS) for large surface areas is inappropriate.

iii. The use of highly reflective materials for large surface areas also is inappropriate.

b. Use high quality materials to convey durability.

i. The material should be proven to be durable in the local Encinitas climate.

ii. The material should maintain an intended finish over time or acquire a patina, when it is understood to be a desired outcome.

iii. Materials at the ground level should withstand on-going contact with the public, sustaining impacts without compromising the appearance. (Note that some synthetic materials will not sustain this degree of frequent contact.)

c. Use high quality materials to provide a sense of scale.

i. Use changes in material to express human scale while assuring that the overall composition of the building design remains intact and does not appear overly busy.

ii. Apply materials in units, panels or modules that help to convey a sense of scale, and provide a sense of texture through shadow lines and other attributes which provide visual interest.

iii. Do not use large panelized products or other materials that produce extensive featureless surfaces.

iv. Use artistic design elements to create appealing and unique buildings.

d. Use sustainable building materials whenever possible.

i. Such materials are:

» *Locally manufactured.*

» *Low maintenance.*

» *Materials with long life spans.*

» *Recycled materials.*

New building materials should contribute to the visual continuity of the community character.

Use high quality materials to provide a sense of scale.

Use sustainable building materials whenever possible.

2. RESPOND TO COMMUNITY FEATURES

a. Building materials should reflect those in the specific community of Encinitas.

i. Materials in Old and New Encinitas should be compatible with the more traditional materials and colors commonly seen in those communities.

» *Finished stucco, brick and stone are examples.*

» *Architectural metals also are appropriate.*

ii. Materials in Leucadia and Cardiff should be compatible with the more "eclectic" and beach-style materials and colors commonly seen in those communities.

» *Finished stucco and painted lap siding and board and batten siding are examples.*

iii. Materials in Olivenhain should be compatible with the more rustic and rural materials and colors commonly seen in that community.

» *Stained wood siding and shingles are examples.*

Genuine stucco, detailed to provide a sense of scale, is traditional in the communities of Old and New Encinitas.

The materials featured in this photo are acceptable in the Old and New Encinitas context.

It is acceptable to use materials such as painted lap siding and board and batten siding in the context of Leucadia and Cardiff.

Stucco and wood lap siding are traditional materials in the Coastal Context.

Rustic materials and finishes are part of the design traditions in Olivenhain.

H. WINDOWS

The placement of windows is an important aspect of creating "eyes on the street" and providing an engaging and active streetscape. A high level of transparency should be provided on the street-facing facades of a building to create visual interest and maintain community character.

1. TRANSPARENCY

a. Design the location and extent of window arrangements to reflect the use of a building.

i. Ground floors of mixed use buildings should be predominately transparent.

ii. Ground floors of multifamily buildings should be less transparent than mixed-use buildings, but more transparent than upper floors.

iii. Upper floors can be less transparent but are still required to have windows on all facades that are visible from the public way or from common outdoor use areas.

» *Windows for residential units should be designed to provide ample daylight into the space to reduce artificial lighting needs.*

iv. Use exterior shading devices, such as overhangs or shade trees, to manage solar gain in summer months.

2. PLACEMENT AND DESIGN

a. Windows should be of high quality materials and be designed to create visual interest.

i. Window materials should be of high quality and able to withstand the local Encinitas climate.

ii. Highly reflective glass is inappropriate in all community character areas.

iii. Design windows to be inset where feasible to provide a shadow line and facade interest.

iv. Design windows for opening to promote cross-ventilation where feasible.

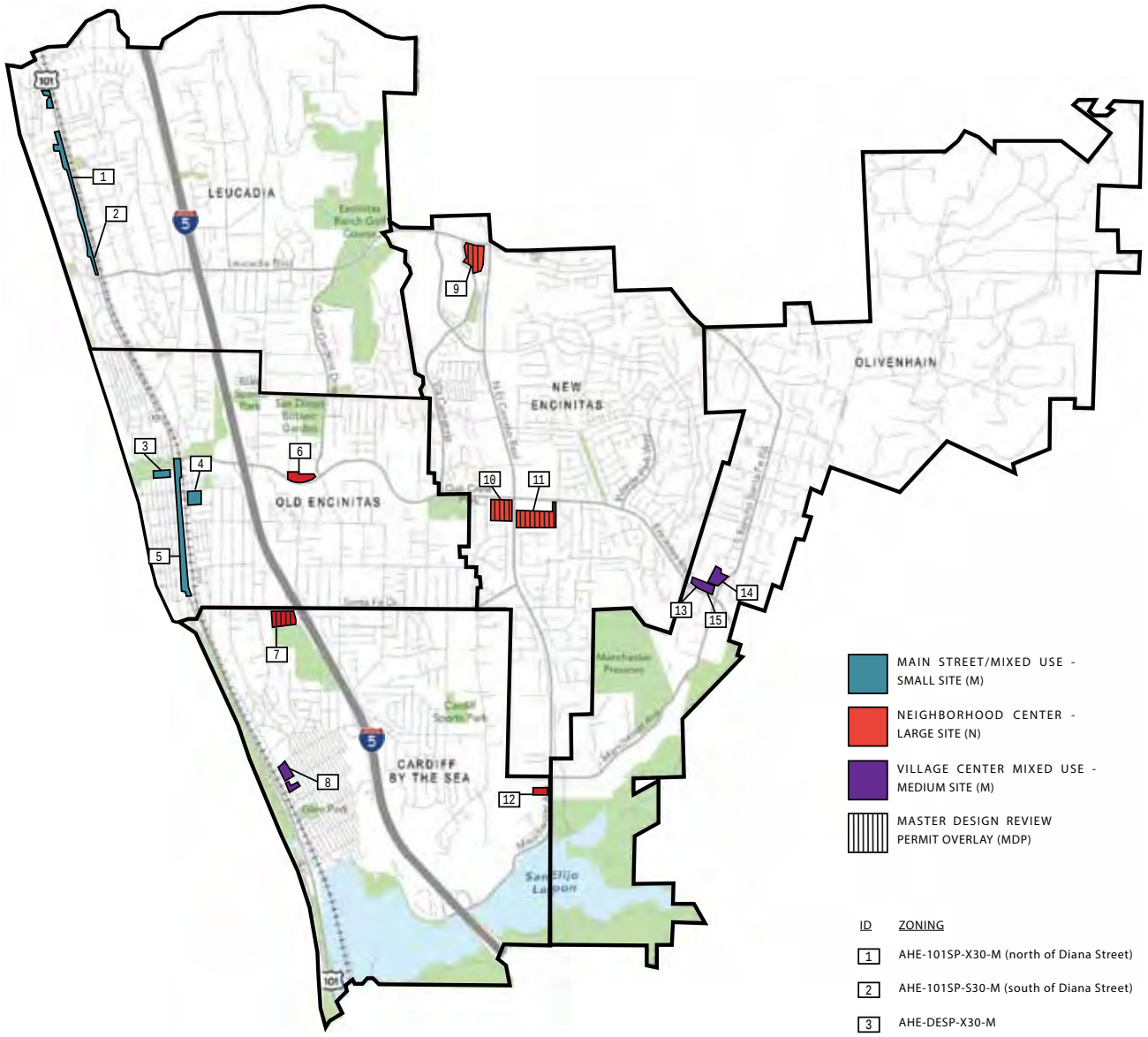
Windows should be of high quality materials and be designed to create visual interest.

Design the location and extent of window arrangements to reflect the use of a building.

Ground floors of mixed use buildings should be predominately transparent.

Ground floors of multifamily buildings should be less transparent than mixed-use buildings, but more transparent than upper floors.

I. Exhibit 2016-04-2 Sustainable Mixed Use Places Zoning Map



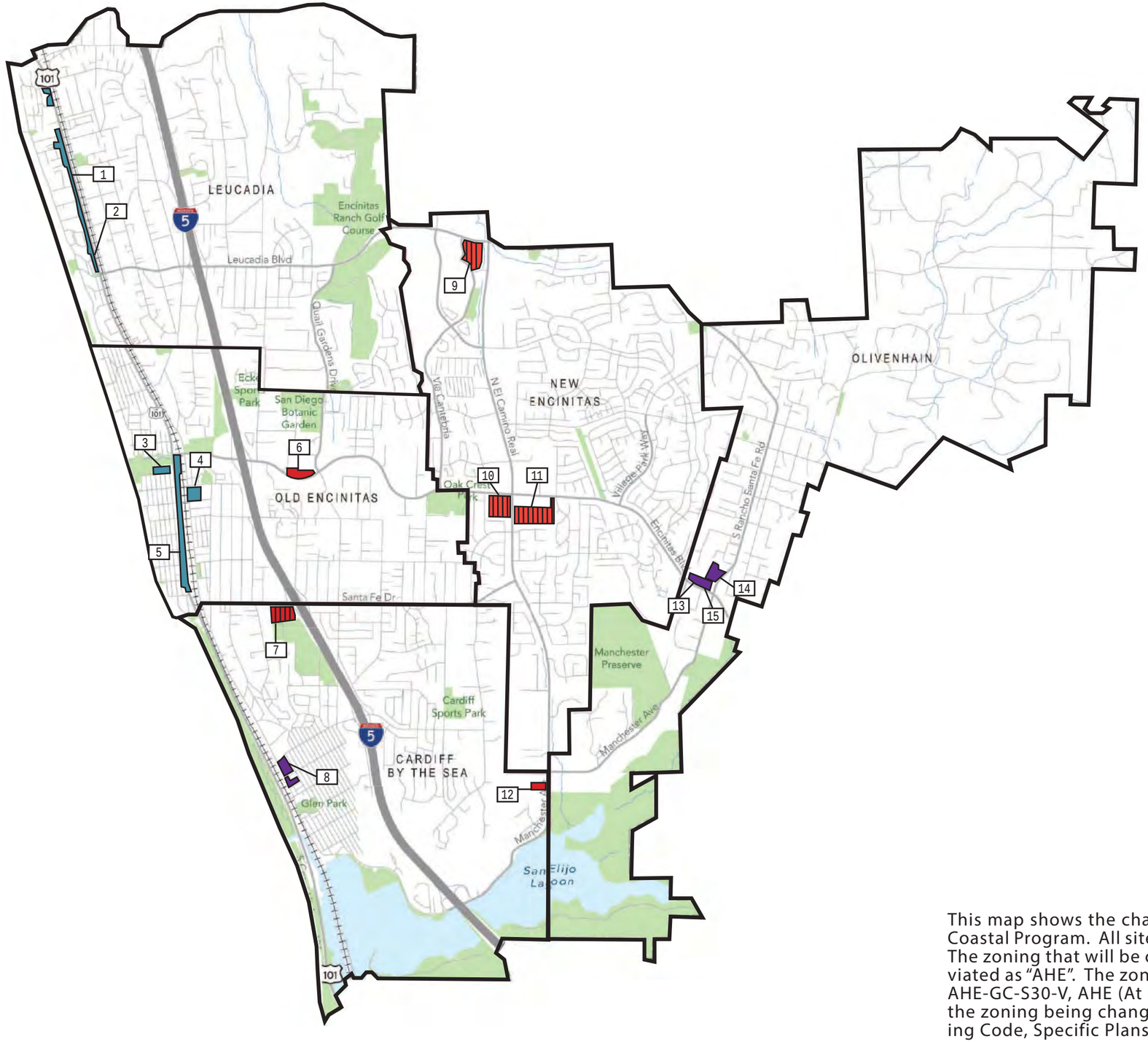
ID	ZONING
1	AHE-101SP-X30-M (north of Diana Street)
2	AHE-101SP-S30-M (south of Diana Street)
3	AHE-DESP-X30-M
4	AHE-DESP-X30-M
5	AHE-DESP-S30-M
6	AHE-OP-R30-N
7	AHE-GC-S30-N-MDP
8	AHE-CSP-S30-V
9	AHE-ERSP-S30-N-MDP
10	AHE-GC-S30-N-MDP
11	AHE-GC-S30-N-MDP
12	AHE-RR1-R30-N
13	AHE-OP-X30-V
14	AHE-RR2-R30-V
15	AHE-LC-X30-V

Exhibit 2016-04-2

Zoning Map

The Official Zoning Map is amended as shown (incorporates the Sustainable Mixed Use Places housing strategy described in the Project's City Council agenda report dated June 15, 2016 and the Final Environmental Assessment/Environmental Impact Report), as attached hereto and made a part hereof. All sites will carry the At Home in Encinitas Zone (AHE), followed by the first generation land use and development standards and then the second generation land use and development standards and then the design context and in certain cases a Master Design Review Permit Overlay applies, as shown on the map, all of which is more particularly described in EMC Chapter 30.36 (Exhibit 2016-04-1). The entire, existing Official Zoning Map in on file with the Office of the City Clerk.

AT HOME IN ENCINITAS - ZONING DESIGNATIONS



MAIN STREET/MIXED USE - SMALL SITE (M)

NEIGHBORHOOD CENTER - LARGE SITE (N)

VILLAGE CENTER MIXED USE - MEDIUM SITE (M)

MASTER DESIGN REVIEW PERMIT OVERLAY (MDP)

ID	ZONING
1	AHE-101SP-X30-M (north of Diana Street)
2	AHE-101SP-S30-M (south of Diana Street)
3	AHE-DESP-X30-M
4	AHE-DESP-X30-M
5	AHE-DESP-S30-M
6	AHE-OP-R30-N
7	AHE-GC-S30-N-MDP
8	AHE-CSP-S30-V
9	AHE-ERSP-S30-N-MDP
10	AHE-GC-S30-N-MDP
11	AHE-GC-S30-N-MDP
12	AHE-RR1-R30-N
13	AHE-OP-X30-V
14	AHE-RR2-R30-V
15	AHE-LC-X30-V

This map shows the changes to the City's Zoning Map, which is also a part of the City's Local Coastal Program. All sites shown on this map will be re-zoned "At Home in Encinitas" as shown. The zoning that will be changed is found in the legend on this map. The new zoning is abbreviated as "AHE". The zoning being changed is in the second abbreviated term. For example, in AHE-GC-S30-V, AHE (At Home in Encinitas) is the new zoning and GC (General Commercial) is the zoning being changed. The abbreviations used are further described in the existing Zoning Code, Specific Plans and Zoning Map.

Exhibit 2016-04-2 (continued)
Appendix to Zoning Map

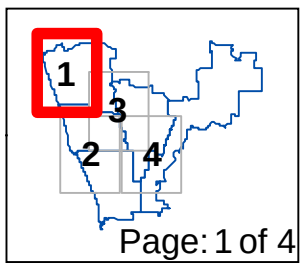
This appendix to the Official Zoning Map shows precisely the boundaries of the areas re-zoned to At Home in Encinitas.

Appendix to Official Zoning Map

Site Being Rezoned AHE
Tax Parcel

Batiquitos Lagoon
Andrew Ave
Piccadilly Rd
Tattenham Rd
Ashbury St
Grandview St
Hillcrest Dr
Avocado St
Sanford St
Jupiter St
E Jason St
Neptune Ave
N Vulcan Ave
Hermes Ave
Diana St
Jasper St
N Coast Highway 101
Leucadia Blvd
5
101
1
1
1
2

ID	Zoning
1	AHE-101SP-X30-M (N of Diana St.)
2	AHE-101SP-S30-M (S of Diana St.)
3	AHE-DESP-X30-M
4	AHE-DESP-X30-M
5	AHE-DESP-S30-M
6	AHE-OP-R30-N
7	AHE-GC-S30-N-MDP
8	AHE-CSP-S30-V
9	AHE-ERSP-S30-N-MDP
10	AHE-GC-S30-N-MDP
11	AHE-GC-S30-N-MDP
12	AHE-RR1-R30-N
13	AHE-OP-X30-V
14	AHE-RR2-R30-V
15	AHE-LC-X30-V



Page: 1 of 4

0 1,000 2,000 Feet

Appendix to Official Zoning Map

Site Being Rezoned AHE
Tax Parcel

W B St
W C St
W D St
E D St
E E St
E F St
E J St
W J St
W K St
Crest St
Third St
Second St
S Vulcan Ave
Cornish Dr
S Coast Highway 101
I-5
Encinitas Blvd
Westlake St
Beach St
Santa Fe Dr
Rubenstein Ave
San Elijo Ave
Manchester Ave

3
5
4
5
6
7
8

ID	Zoning
1	AHE-101SP-X30-M (N of Diana St.)
2	AHE-101SP-S30-M (S of Diana St.)
3	AHE-DESP-X30-M
4	AHE-DESP-X30-M
5	AHE-DESP-S30-M
6	AHE-OP-R30-N
7	AHE-GC-S30-N-MDP
8	AHE-CSP-S30-V
9	AHE-ERSP-S30-N-MDP
10	AHE-GC-S30-N-MDP
11	AHE-GC-S30-N-MDP
12	AHE-RR1-R30-N
13	AHE-OP-X30-V
14	AHE-RR2-R30-V
15	AHE-LC-X30-V

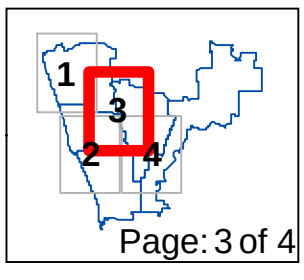
1 3 2 4
Page: 2 of 4

0 1,000 2,000 Feet

Appendix to Official Zoning Map

Site Being Rezoned AHE
Tax Parcel

Leucadia Blvd
N El Camino Real
Garden View Rd
Via Cantebria
Westlake St
9
6



Page: 3 of 4

0 1,000 2,000 Feet

ID	Zoning
1	AHE-101SP-X30-M (N of Diana St.)
2	AHE-101SP-S30-M (S of Diana St.)
3	AHE-DESP-X30-M
4	AHE-DESP-X30-M
5	AHE-DESP-S30-M
6	AHE-OP-R30-N
7	AHE-GC-S30-N-MDP
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9	AHE-ERSP-S30-N-MDP
10	AHE-GC-S30-N-MDP
11	AHE-GC-S30-N-MDP
12	AHE-RR1-R30-N
13	AHE-OP-X30-V
14	AHE-RR2-R30-V
15	AHE-LC-X30-V

Appendix to Official Zoning Map

Site Being Rezoned AHE
Tax Parcel

Encinitas Blvd
Beechtree Dr
Crest Dr
S El Camino Real
Manchester Ave
Manchester
Via Del Cerrito
Candy Ln
15
Rancho Santa Fe Rd
Peppertree Ln
Cole Ranch Rd

10
11
12
13
14
15

ID	Zoning
1	AHE-101SP-X30-M (N of Diana St.)
2	AHE-101SP-S30-M (S of Diana St.)
3	AHE-DESP-X30-M
4	AHE-DESP-X30-M
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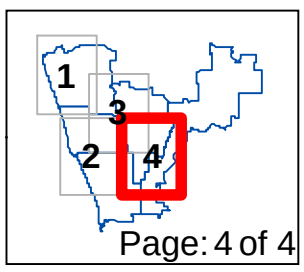

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