

# COMMUNITY PLAN

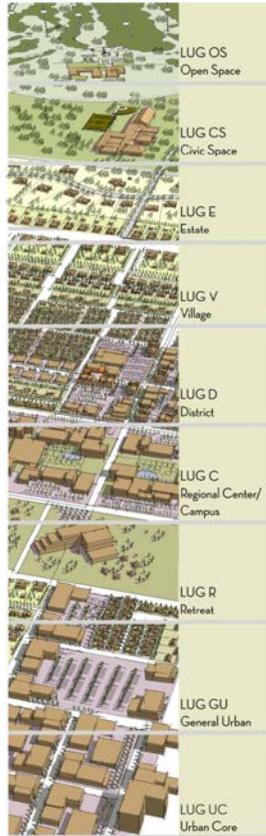
## Section 7 Land Use Groups

### 7.1 Introduction

As part of the Community Plan, the uses referenced on *Exhibit 7.38* - Permitted Uses are individually listed and grouped by LUGs. LUGs Transect provides the general character, uses, General Development Standards and locations within each of the DUs. This section of the CP describes each LUG by character and the General Development Standards specific to each LUG.

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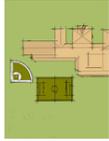
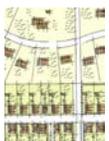
Exhibit 7.1 - Land Use Groups Transect



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## 7.2 Land Use Group (LUG) Summary

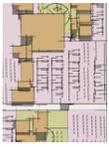
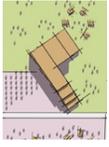
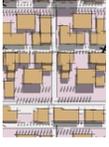
**Exhibit 7.2 – Land Use Group Summary – OS, CS, E, V, D**

LUG OS - Open Space			
	<b>General Character / Use</b>  Natural landscape, ball fields, golf recreation, open space landscape.	<b>Typical Building Height*</b>	1 - 2 stories
		<b>Maximum Building Height*</b>	50'
		<b>Street Frontage</b>	Not Applicable
		<b>Maximum Density*</b>	Not Applicable
		<b>Floor Area Ratio (FAR) Range*</b>	0 - 2
LUG CS - Civic Space			
	<b>General Character / Use</b>  Parks and greenways with civic and community facilities.	<b>Typical Building Height*</b>	
		<b>Maximum Building Height*</b>	75'
		<b>Street Frontage</b>	Not Applicable
		<b>Maximum Density*</b>	Not Applicable
		<b>Floor Area Ratio (FAR) Range*</b>	0 - 4
LUG E - Estate			
	<b>General Character / Use</b>  Lawns and landscaped yards; single-family attached and detached homes and estate scaled multi-family	<b>Typical Building Height*</b>	1-2 stories (some 3)
		<b>Maximum Building Height*</b>	50'
		<b>Street Frontage</b>	Varies from 20' to deep estate setbacks
		<b>Maximum Density*</b>	5 du/ac
		<b>Floor Area Ratio (FAR) Range*</b>	0 - 5
LUG V - Village			
	<b>General Character / Use</b>  Lawns and landscaped yards; single-family attached and detached homes; residential scaled multi-family, and commercial and mixed-use.	<b>Typical Building Height*</b>	1-3 stories (some 4)
		<b>Maximum Building Height*</b>	50'
		<b>Street Frontage</b>	Varies from 11' to deep setbacks
		<b>Maximum Density*</b>	15 du/ac
		<b>Floor Area Ratio (FAR) Range*</b>	0 - 5
LUG D - District			
	<b>General Character / Use</b>  Balance between landscape and structures; medium density residential neighborhoods; multi-family, live-work and small mixed-use neighborhoods; neighborhood commercial (grocery and convenience) with parking out front.	<b>Typical Building Height*</b>	1-4 stories
		<b>Maximum Building Height*</b>	65'
		<b>Street Frontage</b>	Varies from 6' to deep setbacks
		<b>Maximum Density*</b>	30 du/ac
		<b>Floor Area Ratio (FAR) Range*</b>	0 - 6.5

\*For details refer to Section 7.13 - LUG General Development Standards

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**Exhibit 7.3 – Land Use Group Summary – C, R, GU, UC**

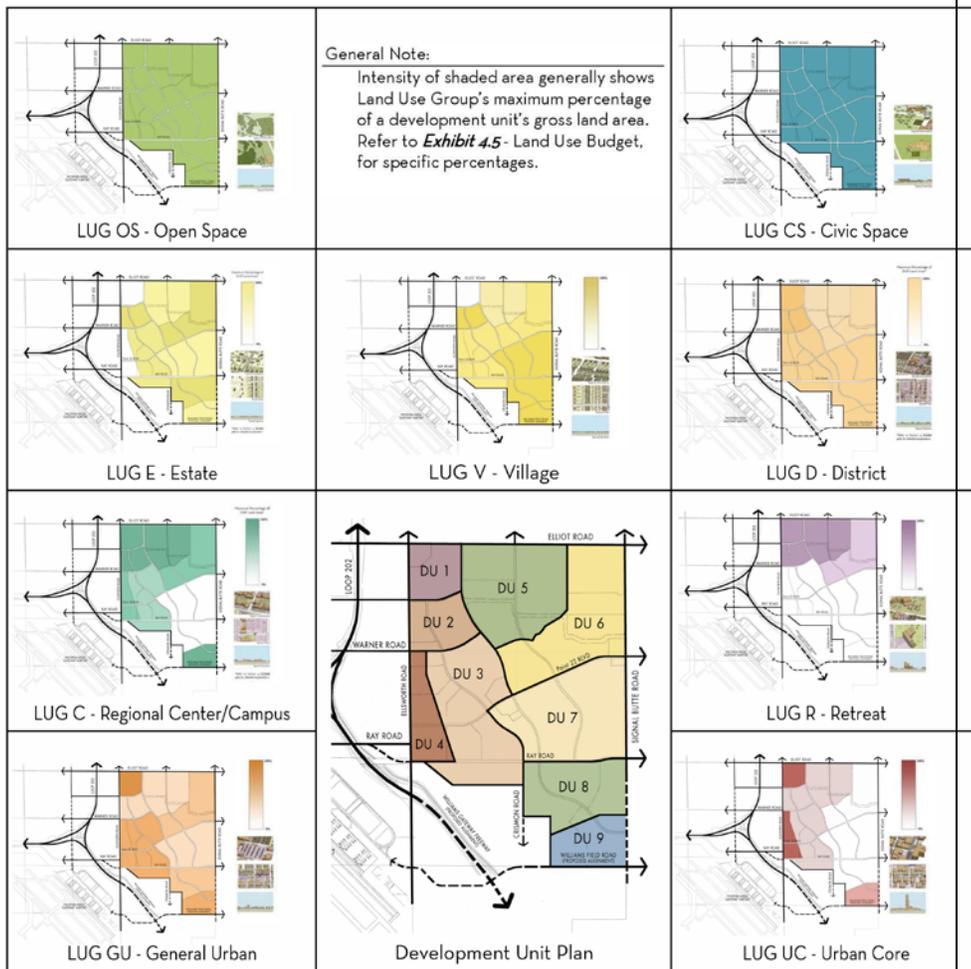
LUG C - Regional Center/Campus			
	<b>General Character / Use</b>  Buildings and structures dominated by their landscape or parking settings. Building placement is usually formalized but may often not respond directly to the larger urban grid. Self contained uses such as big box retail; employment; educational campuses and manufacturing are included. Pedestrian activity may be highly varied from almost none to pedestrian only zones. The form and massing of this LUG must transition to take on the characteristics of adjacent LUGs at the edges of the LUG.	<b>Typical Building Height*</b>	1-12 stories, but the nature of these uses may dramatically limit vertical building expressions
		<b>Maximum Building Height*</b>	150'
		<b>Street Frontage</b>	Varies dramatically and tapers to match adjacent LUGs at the perimeter of the LUG
		<b>Maximum Density*</b>	Not Applicable
		<b>Floor Area Ratio (FAR) Range*</b>	Not Limited
LUG R - Retreat			
	<b>General Character / Use</b>  Buildings and structures placed within a natural and enhanced landscape. Building forms and blocks may be placed/scattered randomly in the landscape. Single-family attached and detached homes generally related to hospitality uses; hospitality and a vast array of associated uses; garden/office employment; mixed-use buildings and enclaves; convenience and entertainment commercial. The character of landscape and buildings in this LUG transition to take on the characteristics of adjacent LUGs at the edges of the LUG. (i.e. Become more urban and hold the street edge against LUGs GU and UC)	<b>Typical Building Height*</b>	Highly varied but, the landscape setting suggest that many structures will always be low in scale.
		<b>Maximum Building Height*</b>	As limited by the FAA
		<b>Street Frontage</b>	Varies dramatically and tapers to match adjacent LUGs at the perimeter of the LUG
		<b>Maximum Density*</b>	Not limited
		<b>Floor Area Ratio (FAR) Range*</b>	Not Limited
LUG GU - General Urban			
	<b>General Character / Use</b>  Structures and hardscape contain and define landscape areas. Landscape responds to the urban form. Dense residential neighborhoods; stand-alone commercial buildings; mixed-use structures and neighborhoods. Buildings are close to the street with parking areas behind. <u>Initial development in these areas (in DUs 1, 2 and 4) will likely follow traditional forms, with the ability to transform to a more urban development form in future development and redevelopment of sites. Use of this LUG will allow for this future higher intensity pattern occur.</u>	<b>Typical Building Height*</b>	1-7 stories
		<b>Maximum Building Height*</b>	95'
		<b>Street Frontage</b>	Varies from 2' back of curb to the "Build to Line" which shall be established along each street as part of the DUP
		<b>Maximum Density*</b>	50 du/ac
		<b>Floor Area Ratio (FAR) Range*</b>	0 - 7
LUG UC - Urban Core			
	<b>General Character / Use</b>  Structure and hardscape dominate the landscape. Landscape conforms to and complements the built environment. Higher density residential; mixed-use structures and neighborhoods; stand-alone commercial building. Buildings are close to the street with parking areas behind. Change of use and built forms is anticipated to be a regular occurrence to support and respond to the uses in the urban core. <u>Initial development in these areas (in DU 1, 2 and 4) will likely follow traditional forms, with the ability to transform to a more urban development form in future development and redevelopment of sites. Use of this LUG will allow for this future higher intensity pattern occur.</u>	<b>Typical Building Height*</b>	
		<b>Maximum Building Height*</b>	As limited by the FAA
		<b>Street Frontage</b>	Varies from 2' back of curb to the "Build to Line" which shall be established along each street as part of the DUP
		<b>Maximum Density*</b>	Not Limited
		<b>Floor Area Ratio (FAR) Range*</b>	Not Limited

\*For details refer to Section 7.13 - LUG General Development Standards

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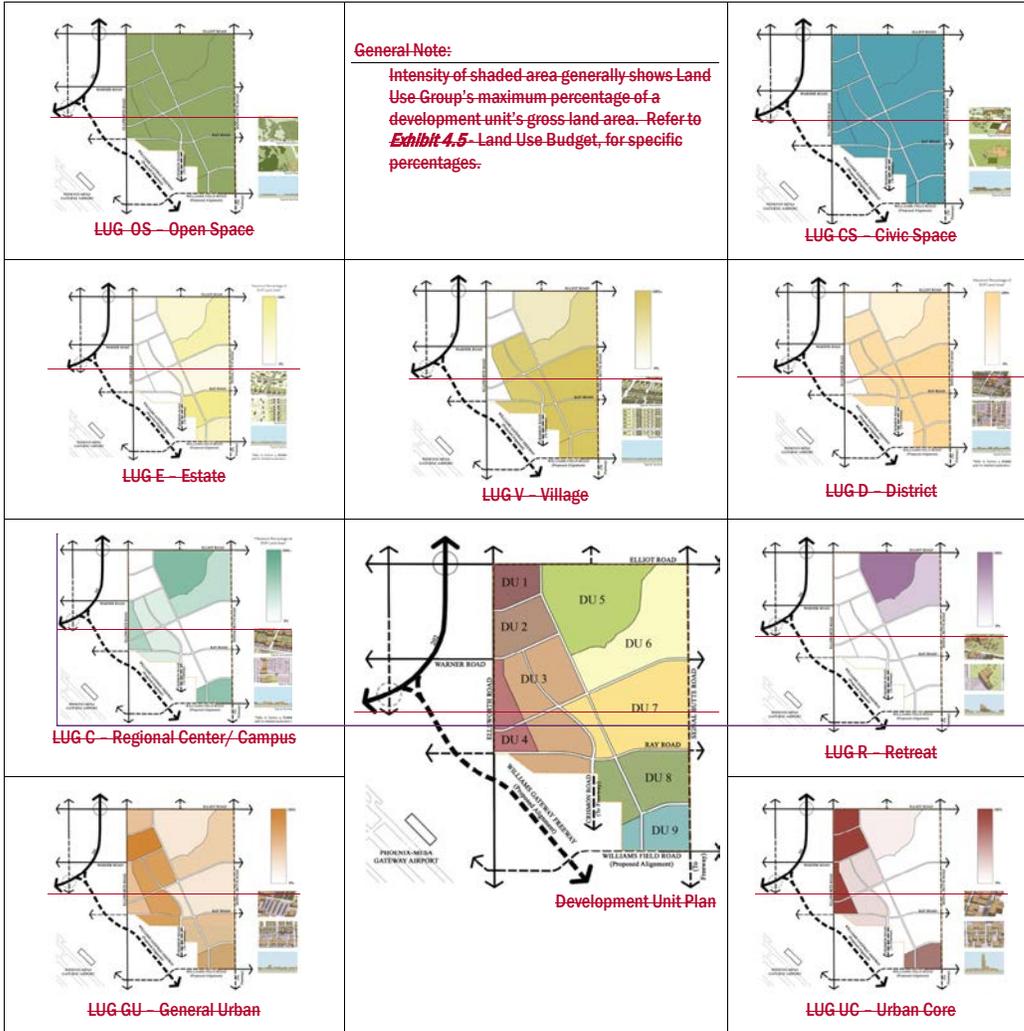
## 7.3 Land Use Group Location

Exhibit 7.4 – Land Use Group Location



AMENDED April 21, 2014 (Zoning Case Z14-014)  
Amended February 2018

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**AMENDED April 21, 2014 (Zoning Case Z14-014)**

Commented [TTB-2/141]: UPDATED 12mar14

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### 7.4 LUG OS – Open Space

**Exhibit 7.5 – LUG OS – Open Space Summary**

LUG OS – Open Space	
	<p><b>General Character</b></p> <p>Natural environments, rolling open landscapes, small neighborhood parks and plazas, recreational fields, urban wilderness, buildings dominated by their landscape. The size of structures shall be small compared to the open space in which they reside. Refer to <b>Exhibit 7.6</b> - LUG OS – Location and Character and <b>Exhibit 7.7</b> - LUG OS - Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b></p> <p>Recreational uses, natural environments, <del>golf courses</del>, open landscapes, neighborhood parks and plazas                      Service and maintenance buildings are permitted as well as accessory uses and buildings that support the enjoyment of the open space such as but not limited to restrooms, ramadas, arbors, <u>and shade structures, and golf club houses</u></p>
	<p><b>Typical Building Height*</b></p> <p>1-2 story</p>
	<p><b>Maximum Building Height*</b></p> <p>50'</p>
	<p><b>Minimum Lot/Parcel Size*</b></p> <p>1,000 square feet</p>
	<p><b>Maximum Residential Density*</b></p> <p>Not Applicable</p>
	<p><b>Floor Area Ratio (FAR) Range*</b></p> <p>0 - 5</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b></p> <p>20'</p>
	<p><b>Building Setbacks – Street*</b></p> <p>2'</p>
	<p><b>Building Setbacks – Rear/Side*</b></p> <p>0' or 10' in aggregate across a property line</p>
	<p><b>Building Setbacks – Service Lane*</b></p> <p>2'</p>
	<p><b>Block Character</b></p> <p>Buildings if present may be arranged randomly in the landscape</p>
	<p><b>Circulation Character</b></p> <p>Organic street forms that roll with the landscape or provide connectivity to other areas</p>
	<p><b>Service Areas</b></p> <p>Must be screened from public view with walls, fences, landscape, structures or other devices</p>
	<p><b>Landscape Character</b></p> <p>Natural landscape, ball fields, <del>golf recreation</del>, open space landscape, neighborhood parks and plazas                      Formal and natural planting forms</p>
	<p><b>Lighting Character***</b></p> <p>Varies highly from no lighting in areas with little to no active night time use to ambient lighting in quiet areas to vibrant and dynamic lighting in high energy and activity areas</p>
<p><b>Signage Character</b></p> <p>Often found in landscaped settings, but may also be intensely bold and varied in activity centers where signs may become entertainment                      Enhanced pedestrian signage encouraged in urban areas with high pedestrian use</p>	

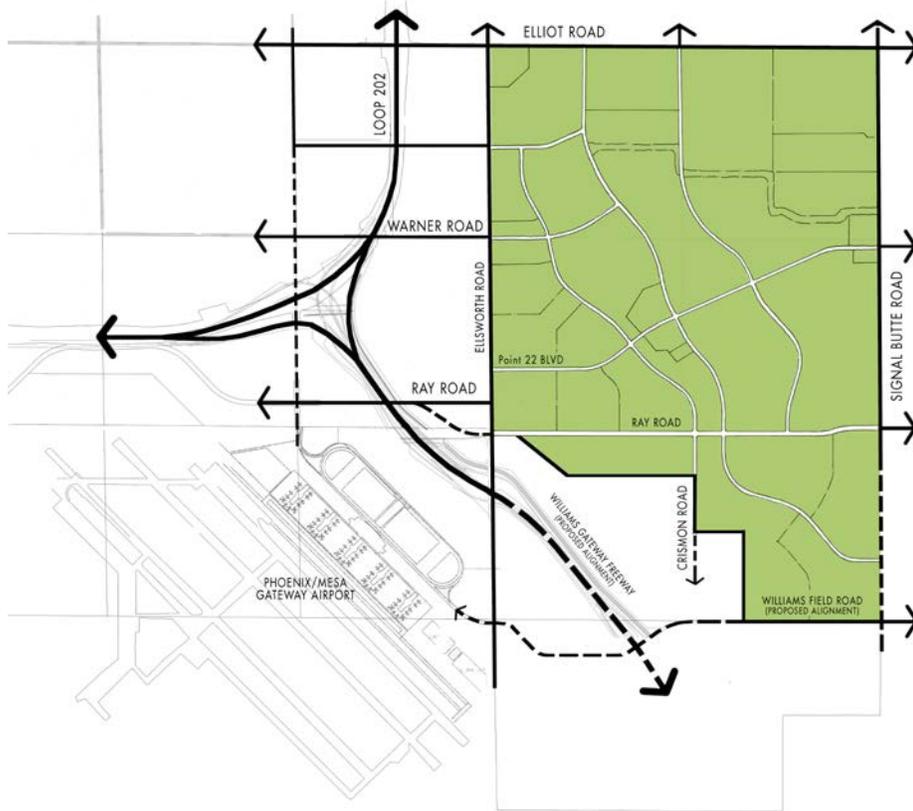
\*For details refer to **Exhibit 7.32**- Land Use Group General Development Standards

\*\* For details refer to Section 7.16 - Permitted Uses

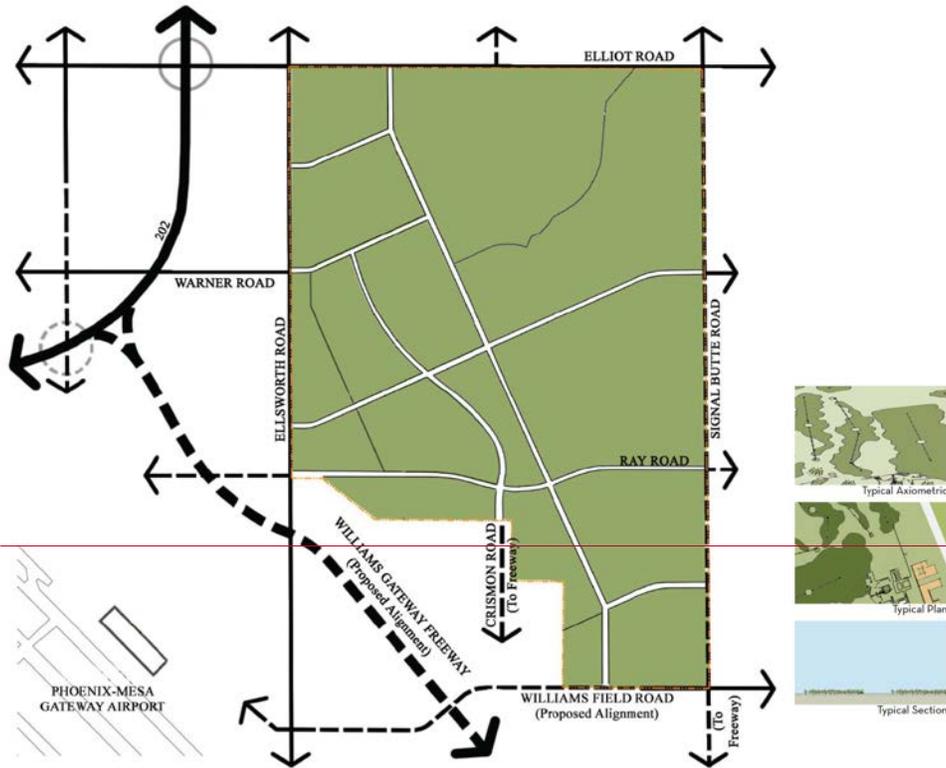
\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

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Exhibit 7.6 - LUG OS - Location and Character



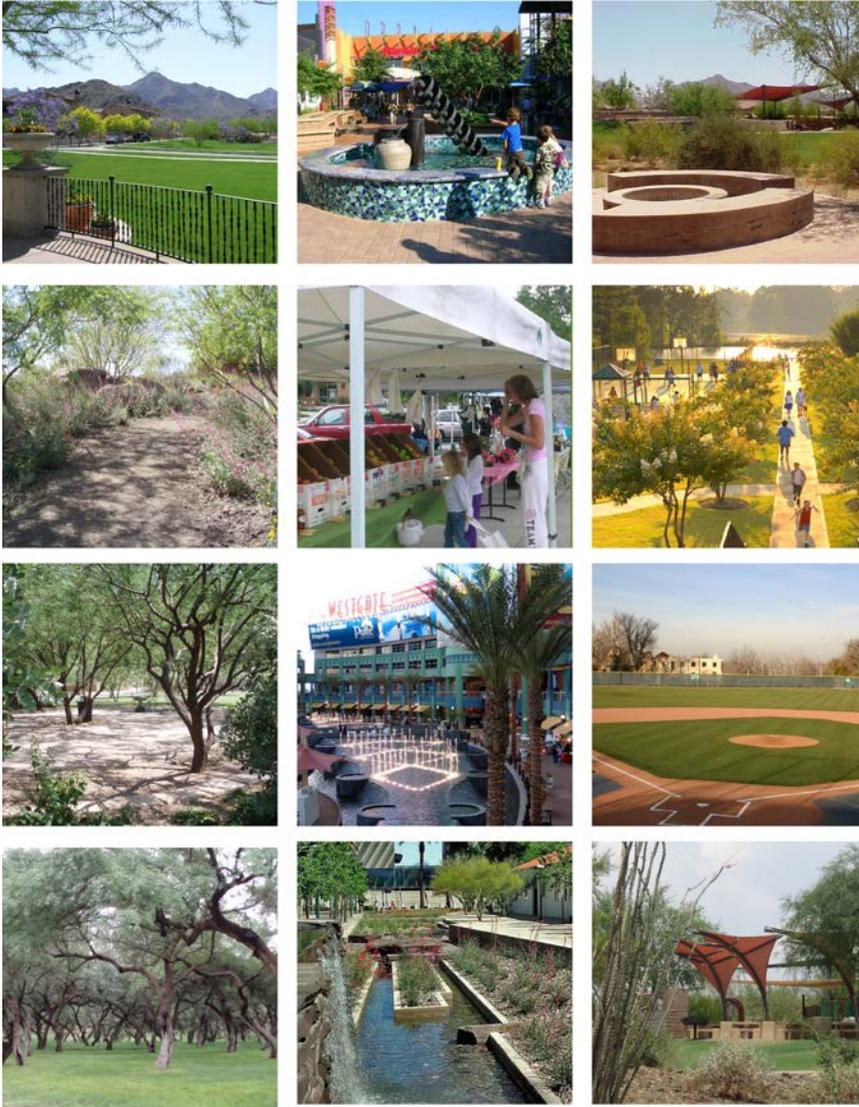
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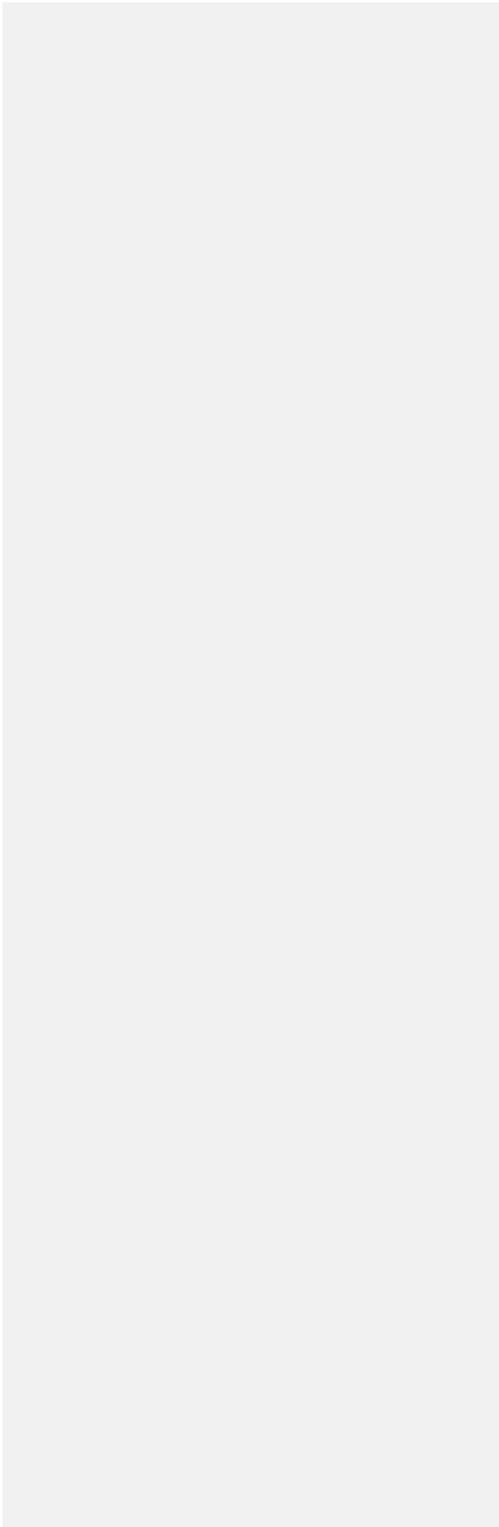
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Exhibit 7.7 - LUG 0S - Character



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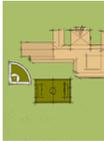
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### 7.5 LUG CS – Civic Space

**Exhibit 7.8 – LUG CS – Civic Space Summary**

LUG CS – Civic Space	
	<p><b>General Character</b></p> <p>Civic and culturally important buildings typically in landscaped settings. Natural environments, rolling open landscapes, small neighborhood parks and plazas, and recreational fields which may be dominated by civic buildings. Support buildings typically visually retreat while culturally important buildings are typically iconic in their setting or architecture. Refer to <i>Exhibit 7.9</i> – LUG CS – Location and Character and <i>Exhibit 7.10</i> – LUG CS – Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b></p> <p>Civic uses, recreational uses including but not limited to: government and institutional buildings, fire stations, places of worship, schools, arts and cultural facilities, museums, gardens, theaters, sports facilities, recreational facilities and amusement facilities; natural environments; open landscapes; neighborhood parks and plazas</p> <p>Service and maintenance buildings are permitted as well as accessory uses and buildings that support the enjoyment of the open space and civic uses such as but not limited to restrooms, ramadas, arbors, shade structures, and golf club houses</p>
	<p><b>Typical Building Height*</b></p>
	<p><b>Maximum Building Height*</b></p> <p>75'</p>
	<p><b>Minimum Lot/Parcel Size*</b></p> <p>1,000 square feet</p>
	<p><b>Maximum Residential Density*</b></p> <p>Not Applicable</p>
	<p><b>Floor Area Ratio (FAR) Range*</b></p> <p>0 – 7.5</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b></p> <p>20'</p>
	<p><b>Building Setbacks – Street*</b></p> <p>2', along street edges buildings should typically step back from the street as outlined in Section 7.14 - Building Configuration and Vertical Setbacks.</p>
	<p><b>Building Setbacks – Rear/Side*</b></p> <p>0' or 10' in aggregate across a property line</p>
	<p><b>Building Setbacks – Service Lane*</b></p> <p>2'</p>
	<p><b>Block Character</b></p> <p>Buildings may be arranged randomly in the landscape or formally address adjacent streets</p>
	<p><b>Circulation Character</b></p> <p>Organic street forms that roll with the landscape or provide connectivity to other areas</p> <p>Formal streets that provide connectivity to other areas or extend the urban fabric</p> <p>Formal streets that surround or define the plaza, park, square or civic building</p>
	<p><b>Service Areas</b></p> <p>Must be screened from public view with walls, fences, landscape, structures or other devices</p>
	<p><b>Landscape Character</b></p> <p>Formal and natural planting forms typically to match the circulation and block character</p> <p>Recreation, ball fields, open space landscape, natural landscape, neighborhood parks and plazas</p>
<p><b>Lighting Character***</b></p> <p>Varies highly from no lighting in areas with little to no active night time use to ambient lighting in quiet areas to vibrant and dynamic lighting in high energy and activity areas</p>	
<p><b>Signage Character</b></p> <p>Often found in landscaped settings, but may also be intensely bold and varied in activity centers where signs may become entertainment</p> <p>Enhanced pedestrian signage encouraged in urban areas with high pedestrian use</p>	

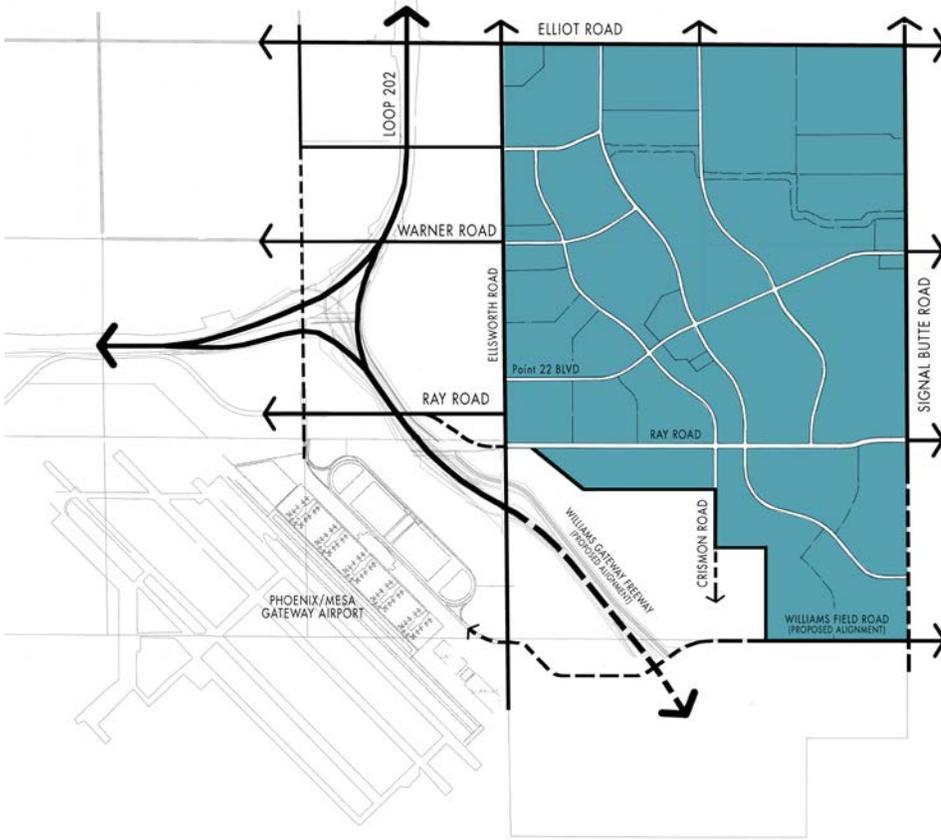
\*For details refer to *Exhibit 7.32* - Land Use Group General Development Standards

\*\* For details refer to Section 7.16 - Permitted Uses

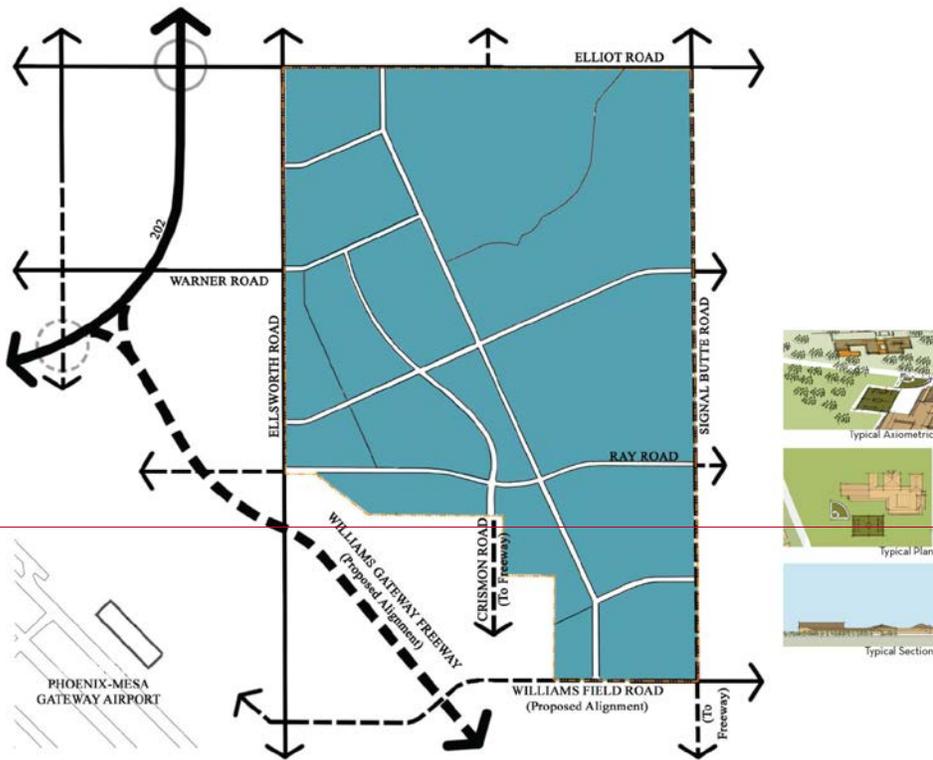
\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

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Exhibit 7.9 - LUG CS - Civic Spaces - Location and Character



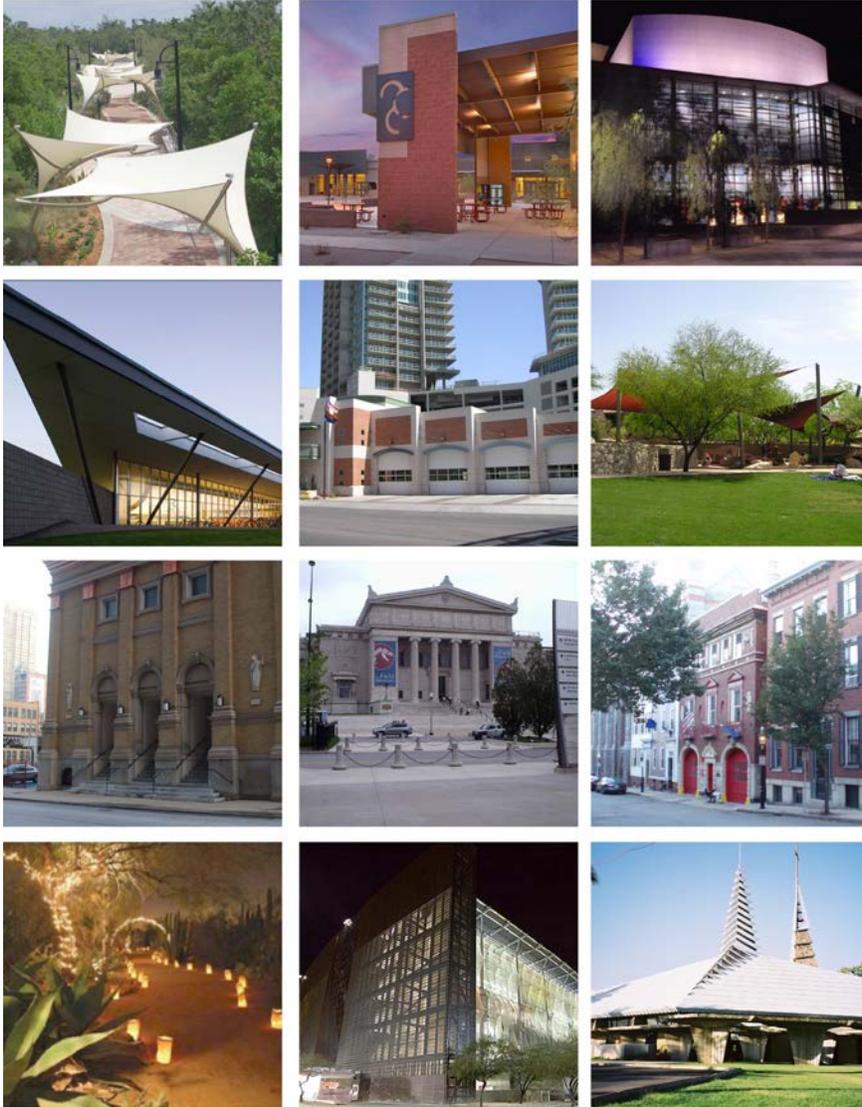
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Exhibit 7.10 - LUG CS - Character



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7.6 LUG E - Estate

Exhibit 7.11 - LUG E - Estate Summary

LUG E - Estate	
	<p><b>General Character****</b></p> <p>Large residential home (estate) masses typically surrounded by landscaped yards. Formal and informal lawns and landscaped yards. Refer to <i>Exhibit 7.12</i> - LUG E - Character and Location and <i>Exhibit 7.13</i> - LUG E - Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b></p> <p>Residential, single-family attached, detached and estate scaled multi-family. Very limited commercial uses. Home occupations, outbuildings- (scale to be accessory to the structure housing the primary activity) and "granny flats" are allowed.</p>
	<p><b>Typical Building Height*</b></p> <p>1 - 2 stories (some 3)</p>
	<p><b>Maximum Building Height*</b></p> <p>50'</p>
	<p><b>Minimum Lot/Parcel Size*</b></p> <p>9,000 square feet</p>
	<p><b>Maximum Residential Density*</b></p> <p>5 dwelling units per gross acre</p>
	<p><b>Floor Area Ratio (FAR) Range*</b></p> <p>0 - 5</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b></p> <p>90'</p>
	<p><b>Building Setbacks - Street*</b></p> <p>20', along street edges buildings should typically step back from the street as outlined in Section 7.14 - Building Configuration and Vertical Setbacks.</p>
	<p><b>Building Setbacks - Rear/Side*</b></p> <p>0' or 20' in aggregate across a property line</p>
	<p><b>Building Setbacks - Service Lane*</b></p> <p>2'</p>
	<p><b>Block Character</b></p> <p>Buildings typically formally address adjacent streets but may be arranged randomly where there are larger landscape setbacks. Setbacks may be highly varied and relatively deep. Blocks may be large and the roads irregular.</p>
	<p><b>Circulation Character</b></p> <p>Formal or irregular streets that extend the urban fabric in formal or irregular grids. Organic street forms that roll with the landscape. Gated neighborhoods may restrict vehicle access.</p>
	<p><b>Service Areas</b></p> <p>Must be screened from public view and the view from adjacent properties with walls, fences, landscape, structures or other devices</p>
	<p><b>Landscape Character</b></p> <p>Formal and natural planting forms typically to match the circulation and block character</p>
<p><b>Lighting Character****</b></p> <p>Ambient to dark</p>	
<p><b>Signage Character</b></p> <p>Limited, residential scaled (small), exterior or halo lighted only</p>	

\* For details refer to *Exhibit 7.32* - Land Use Group General Development Standards

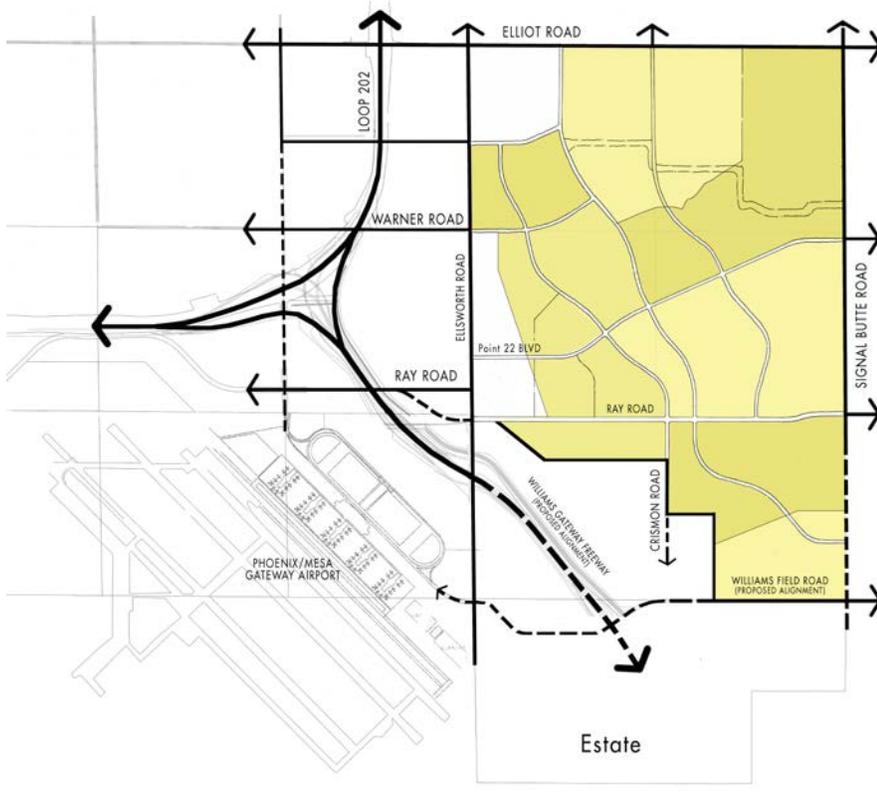
\*\* For details refer to Section 7.16 - Permitted Uses

\*\*\* Refer to Section 4.4 for additional regulations for this LUG

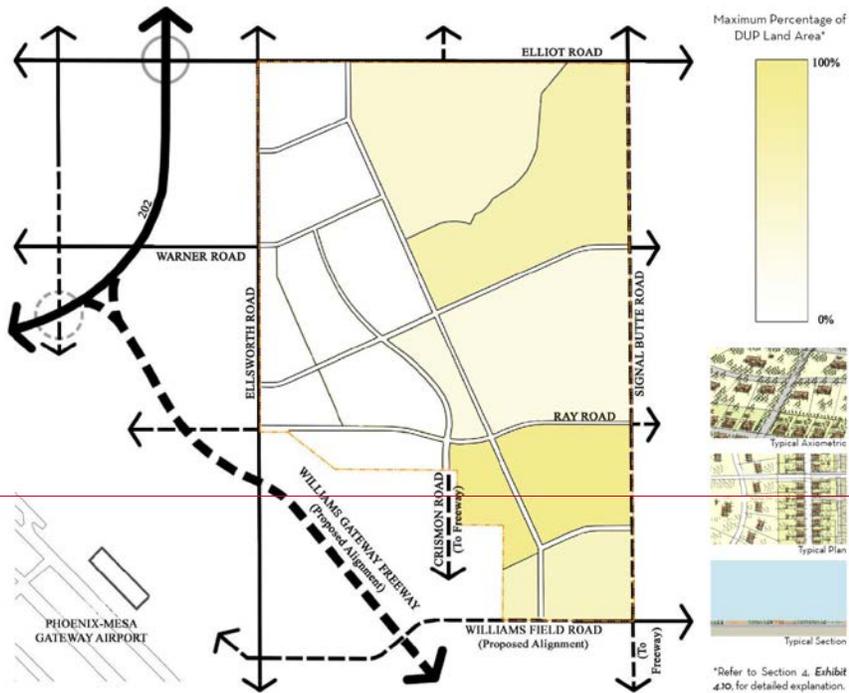
\*\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

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Exhibit 7.12 - LUG E - Estate - Location and Character



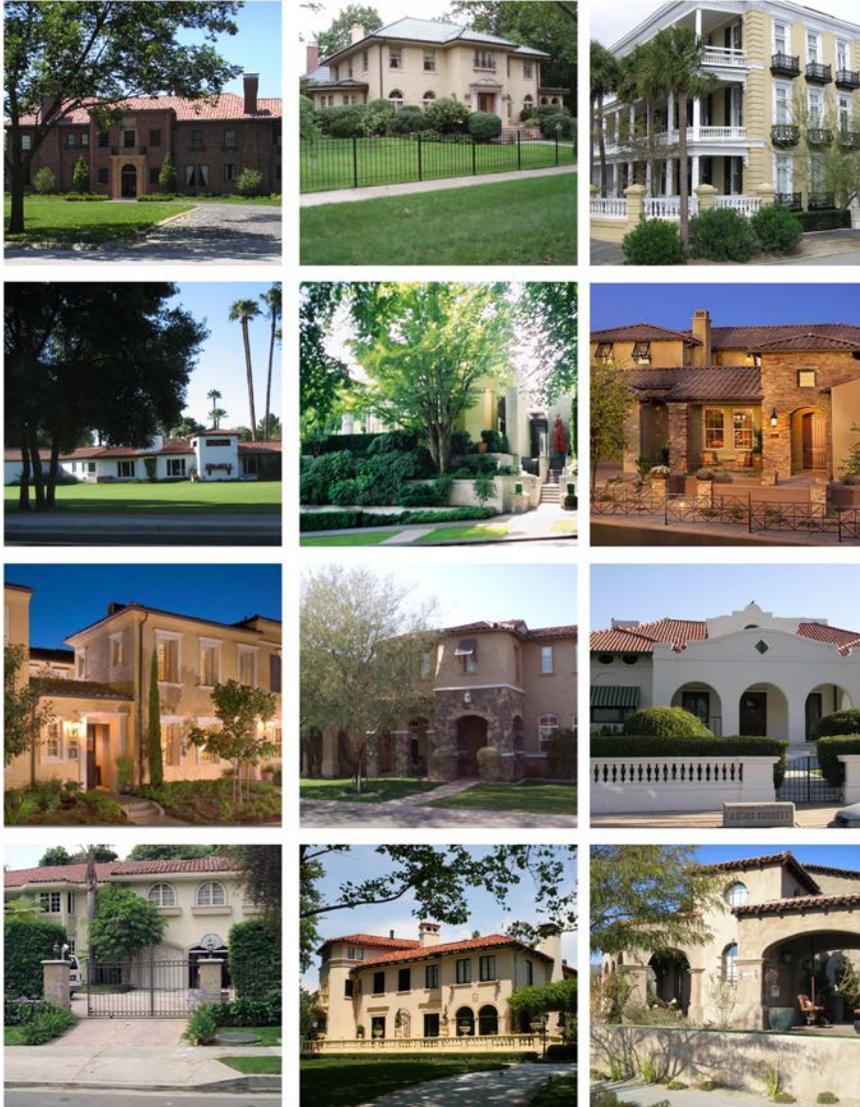
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Exhibit 7.13 - LUG E - Estate - Character

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### 7.7 LUG V – Village

**Exhibit 7.14 – LUG V – Village Summary**

<b>LUG V – Village</b>		
	<p><b>General Character***</b></p>	<p>Small residentially scaled masses typically surrounded by landscaped yards or close to the street. Yards when present are typically detailed and layered. Commercial or social gathering points in parks or at the intersections of major streets. Refer to <i>Exhibit 7.15</i> - LUG V - Location and Character and <i>Exhibit 7.16</i> - LUG V - Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b></p>	<p>Residential, single-family attached detached, residentially scaled multi-family. Limited commercial uses, neighborhood serving and residentially scaled at the intersections of major streets - ample connectivity to the surrounding neighborhood must be provided. Uses may be mixed. Home occupations, outbuildings (scale to be accessory to the structure housing the primary activity) and “granny flats” are allowed.</p>
	<p><b>Typical Building Height*</b></p>	<p>1 – 3 stories (some 4)</p>
	<p><b>Maximum Building Height*</b></p>	<p>50'</p>
	<p><b>Minimum Lot/Parcel Size*</b></p>	<p>1,000 square feet</p>
	<p><b>Maximum Residential Density*</b></p>	<p>15 dwelling units per gross acre</p>
	<p><b>Floor Area Ratio (FAR) Range*</b></p>	<p>0 - 5</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b></p>	<p>20'</p>
	<p><b>Building Setbacks – Street*</b></p>	<p>11', along street edges buildings should typically step back from the street as outlined in Section 7.14 - Building Configuration and Vertical Setbacks.</p>
	<p><b>Building Setbacks – Rear/Side*</b></p>	<p>0' or 10' in aggregate across a property line</p>
	<p><b>Building Setbacks – Service Lane*</b></p>	<p>2'</p>
	<p><b>Block Character</b></p>	<p>Buildings typically formally address adjacent streets. Setbacks may be highly varied with buildings at the street and setback relatively deep. Ample connectivity from commercial areas / uses to the surrounding neighborhood must be provided. Blocks may be large and the roads irregular. Buildings often front neighborhood parks or plazas surrounded by one-way streets.</p>
	<p><b>Circulation Character</b></p>	<p>Formal or irregular streets that extend the urban fabric in formal or irregular grids. Gated neighborhoods may restrict vehicle access.</p>
	<p><b>Service Areas</b></p>	<p>Must be screened from public view and the view from adjacent properties with walls, fences, landscape, structures or other devices</p>
	<p><b>Landscape Character</b></p>	<p>Formal or natural planting forms typically to match the circulation and block character Yards when present are typically detailed and layered.</p>
<p><b>Lighting Character****</b></p>	<p>Ambient</p>	
<p><b>Signage Character</b></p>	<p>Limited, residential scaled (small), exterior or halo lighted only</p>	

\*For details refer to *Exhibit 7.32* - Land Use Group General Development Standards

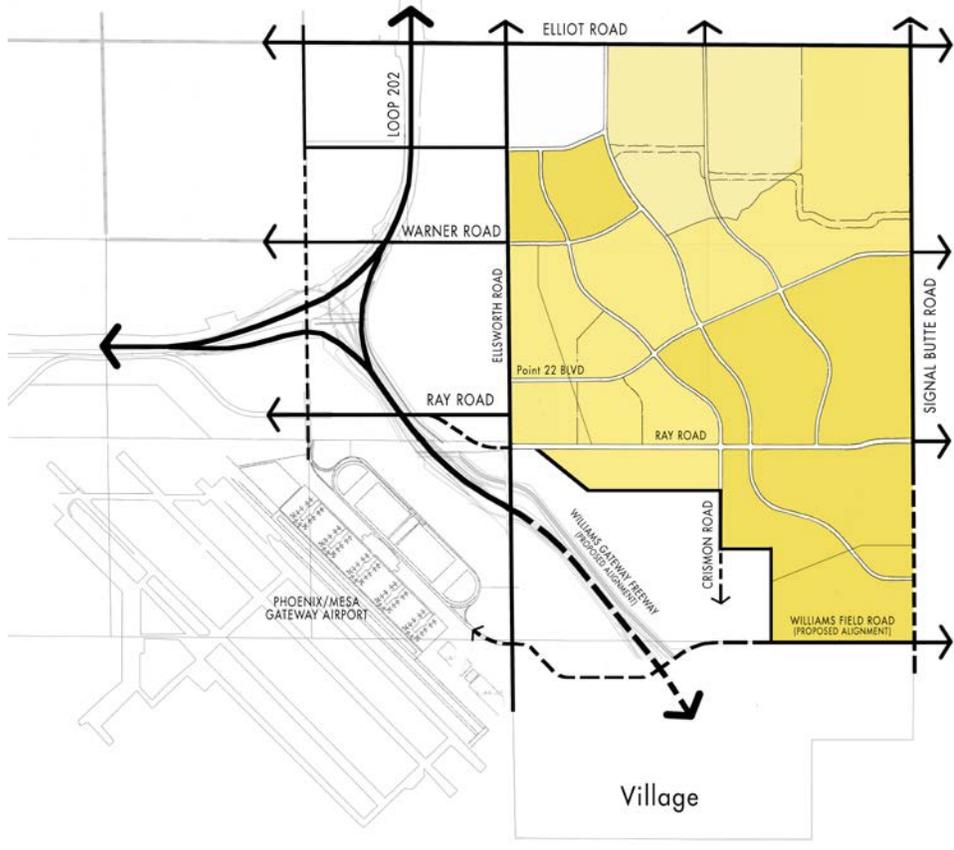
\*\* For details refer to Section 7.16 - Permitted Uses

\*\*\* Refer to Section 4.4 for additional regulations for this LUG

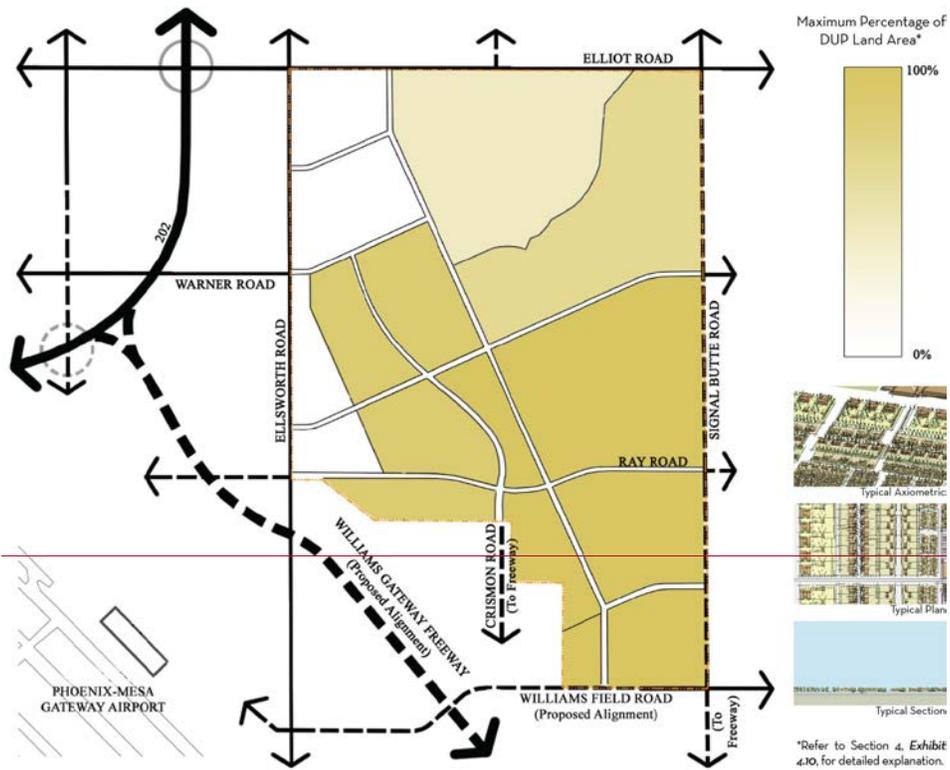
\*\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

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Exhibit 7.15 - LUG V - Village - Location and Character



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Exhibit 7.16 - LUGV - Village - Character

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### 7.8 LUG D - District

**Exhibit 7.17 - LUG D - District Summary**

LUG D - District	
	<p><b>General Character***</b></p> <p>Large neighborhood scaled masses typically surrounded by landscaped yards or close to the street. Yards when present are typically detailed and layered. Commercial or social gathering centers in parks or along major streets. Generally a balance between landscape and structures. Refer to <b>Exhibit 7.18</b> - LUG D - Location and Character and <b>Exhibit 7.19</b> - LUG D - Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b></p> <p>Residential, single-family attached, <del>single family detached</del> including green court, alley loaded, auto court and other such typologies, residentially scaled multi-family.</p> <p>Live-work units; minor mixed-use neighborhoods or structures; neighborhood commercial along district or arterial streets or at intersections may include grocery, convenience retail, dining, minor medical office, general office, hospitality and other such uses with parking between the street and buildings. Uses may be mixed.</p> <p>Home occupations, outbuildings (scale to be accessory to the structure housing the primary activity) and "granny flats" are encouraged.</p>
	<p><b>Typical Building Height*</b></p> <p>1 - 4 stories</p>
	<p><b>Maximum Building Height*</b></p> <p>65'</p>
	<p><b>Minimum Lot/Parcel Size*</b></p> <p>1,000 square feet</p>
	<p><b>Maximum Residential Density*</b></p> <p>30 dwelling units per gross acre</p>
	<p><b>Floor Area Ratio (FAR) Range*</b></p> <p>0 - 6.5</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b></p> <p>20'</p>
	<p><b>Building Setbacks - Street*</b></p> <p>6' for distances not to exceed 150 linear feet before a break to permit landscape to break up the building mass.</p> <p>11' all other areas.</p> <p>Along street edges buildings should typically step back from the street as outlined in Section 7.14 - Building Configuration and Vertical Setbacks.</p>
	<p><b>Building Setbacks - Rear/Side*</b></p> <p>0' or 10' in aggregate across a property line</p>
	<p><b>Building Setbacks - Service Lane*</b></p> <p>2'</p>
	<p><b>Block Character</b></p> <p>Buildings typically formally address adjacent streets.</p> <p>Setbacks vary; residential uses are typically close to the street while commercial uses may retreat with parking areas between the back of curb and the buildings.</p> <p>Connectivity between commercial areas and adjacent surrounding neighborhoods must be provided. Pedestrian routes at storefronts must be continuous so that pedestrians are not separated from storefronts by parking areas.</p> <p>Buildings often front neighborhood parks or plazas surrounded by one-way streets.</p>
	<p><b>Circulation Character</b></p> <p>Formal or irregular streets that extend the urban fabric in formal or irregular grids</p> <p>Gated buildings or a small cluster of building may restrict vehicle access.</p>
	<p><b>Service Areas</b></p> <p>Must be screened from public view with walls, fences, landscape, structures or other devices</p>
	<p><b>Landscape Character</b></p> <p>Landscape planting is typically formal.</p>
<p><b>Lighting Character***</b></p> <p>Lighting varies from ambient to typical levels with adjacent intensity.</p>	
<p><b>Signage Character</b></p> <p>Varies from residential (small) scaled, exterior or halo lighted to that of typical neighborhood commercial centers with enhanced pedestrian directional and commercial signage.</p> <p>Minor signage for business components for live-work units</p> <p>Standard commercial signage (lighted) for minor mixed-use neighborhoods or</p>	

## COMMUNITY PLAN

	structures
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\*For details refer to **Exhibit 7.32** - Land Use Group General Development Standards

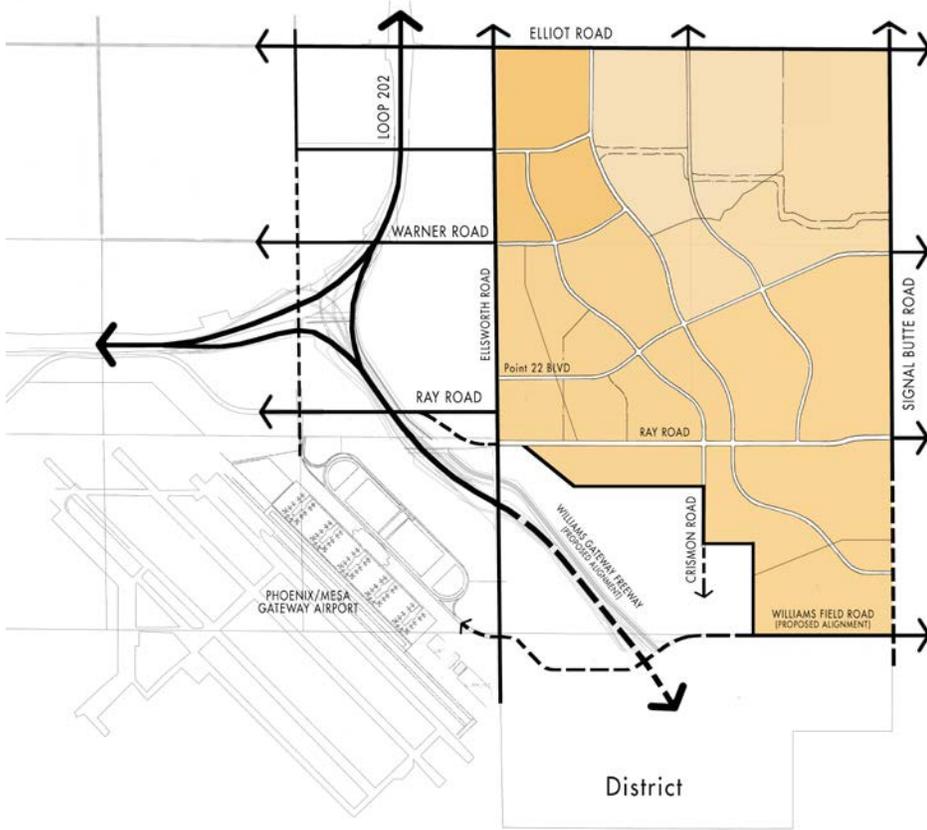
\*\* For details refer to Section 7.16 - Permitted Uses

\*\*\* Refer to Section 4.4 for additional regulations for this LUG

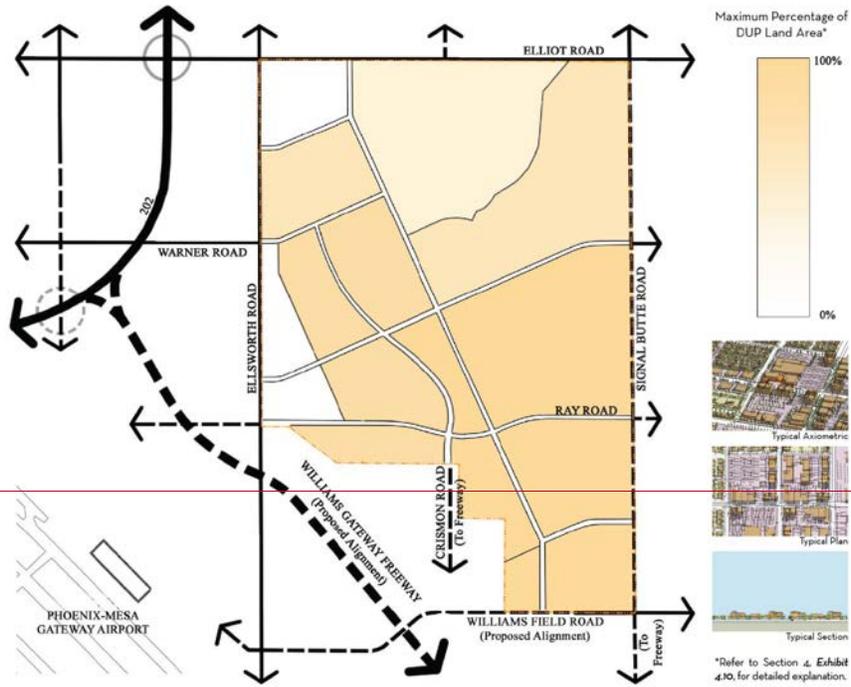
\*\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

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Exhibit 7.18 - LUG D - District - Location and Character



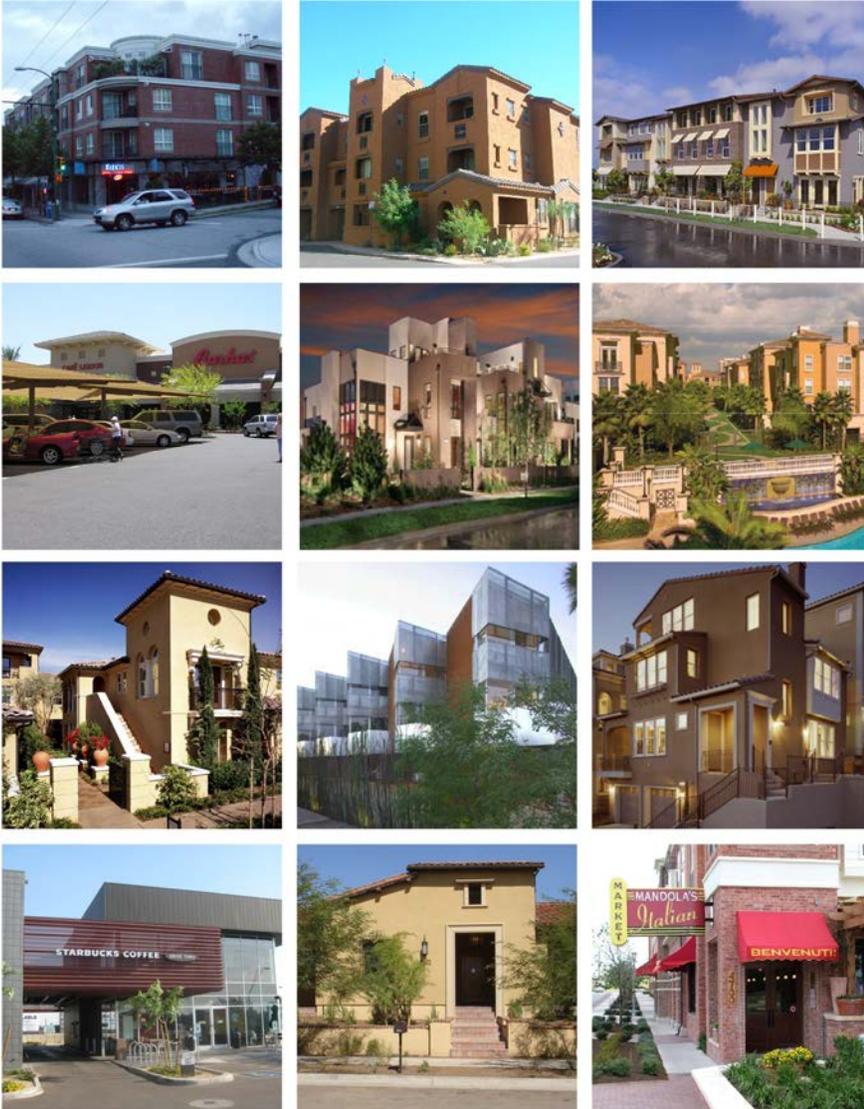
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Note: Photos are intended to be representative of the character and quality of the types of development within a land use group and are not intended to express specific design details, colors or materials.

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Exhibit 7.19 - D - District LUG - Character

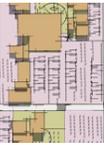


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## COMMUNITY PLAN

### 7.97.8 LUG C – Regional Center/Campus

**Exhibit 7.20 – LUG C – Regional Center / Campus Summary**

LUG C – Regional Center / Campus	
	<p><b>General Character</b> Buildings dominated by landscape or parking setting while maintaining a grid like organization to the building placement. Building placement is usually formalized but often may not respond directly to the larger urban grid. Building form and mass must transition to take on characteristics of adjacent LUGs at the perimeter of the LUG, however large open areas between the buildings and adjacent uses or streets may make this difficult to accomplish in built form. Pedestrian activity may be highly varied from almost none to pedestrian only zones. Refer to <i>Exhibit 7.21</i> – LUG C – Location and Character and <i>Exhibit 7.22</i> – LUG C – Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b> Self-contained large footprint uses are permitted in this LUG. Large users vary in use and include big box retail, <u>regional and neighborhood commercial</u>, home and garden centers, major employer campuses, hospitals, educational campuses, universities and manufacturing including research and development, assembly, testing, storage and other such uses.</p>
	<p><b>Typical Building Height*</b> 1-12 stories, but the nature of the uses may limit dramatic vertical building expressions.</p>
	<p><b>Maximum Building Height*</b> 150'</p>
	<p><b>Minimum Lot/Parcel Size*</b> 1,000 square feet</p>
	<p><b>Maximum Residential Density*</b> Not Applicable</p>
	<p><b>Floor Area Ratio (FAR) Range*</b> Not Limited</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b> 40'</p>
	<p><b>Building Setbacks – Street*</b> 6' for distances not to exceed 150 linear feet before a break to permit landscape to break up the building mass. 11' all other areas. Along street edges buildings should typically step back from the street as outlined in Section 7.14 - Building Configuration and Vertical Setbacks.</p>
	<p><b>Building Setbacks – Rear/Side*</b> 0' or 10' in aggregate across a property line</p>
	<p><b>Building Setbacks – Service Lane*</b> 2'</p>
	<p><b>Block Character</b> Buildings typically align with the grid of the adjacent streets. Setbacks may be highly varied with large open areas between the street and buildings. Blocks may be very large and may interrupt vehicular connectivity.</p>
	<p><b>Circulation Character</b> Formal or irregular streets that extend the urban fabric in formal or irregular grids. Gated buildings, campuses, plants or compounds may restrict vehicle and pedestrian access but, will maintain pedestrian connectivity at the edges. Located adjacent to a district or arterial street or other LUG C, GU or UC areas which are adjacent to a district or arterial street.</p>
	<p><b>Service Areas</b> Storage or service areas shall be screened from public view and from other adjacent LUGs.</p>
	<p><b>Landscape Character</b> Landscape planting may be formal or naturalistic. Large surface parking areas will be strategically landscaped to visually reduce the overall size,.</p>
	<p><b>Lighting Character***</b> Lighting varies to the need of the use, however bright lighting must be shielded from adjacent LUGs</p>
	<p><b>Signage Character</b> Signage is typically found in the landscape or is building mounted. Pedestrian signage may be present if it supports the nature of the use.</p>

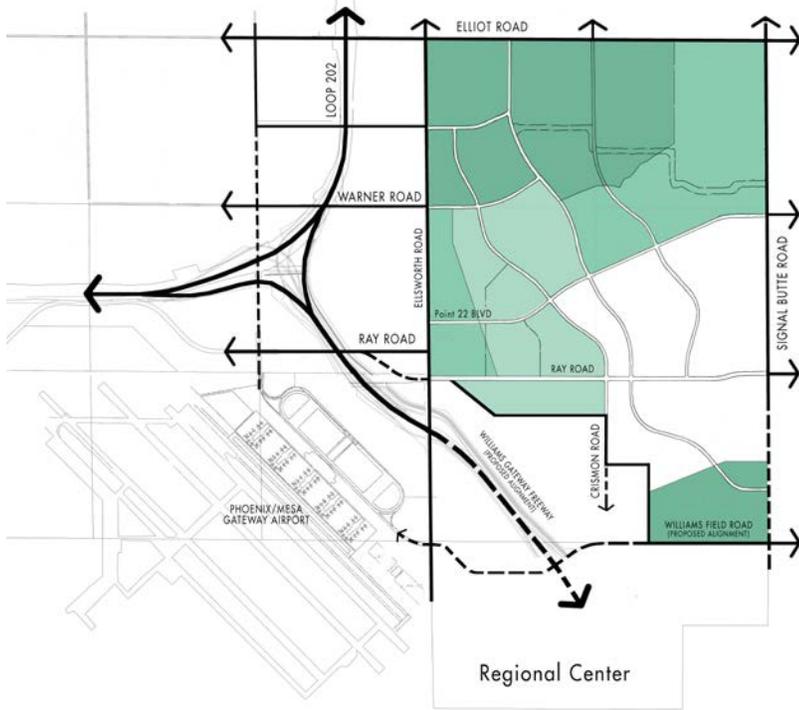
\*For details refer to *Exhibit 7.32* - Land Use Group General Development Standards

\*\* For details refer to Section 7.16 - Permitted Uses

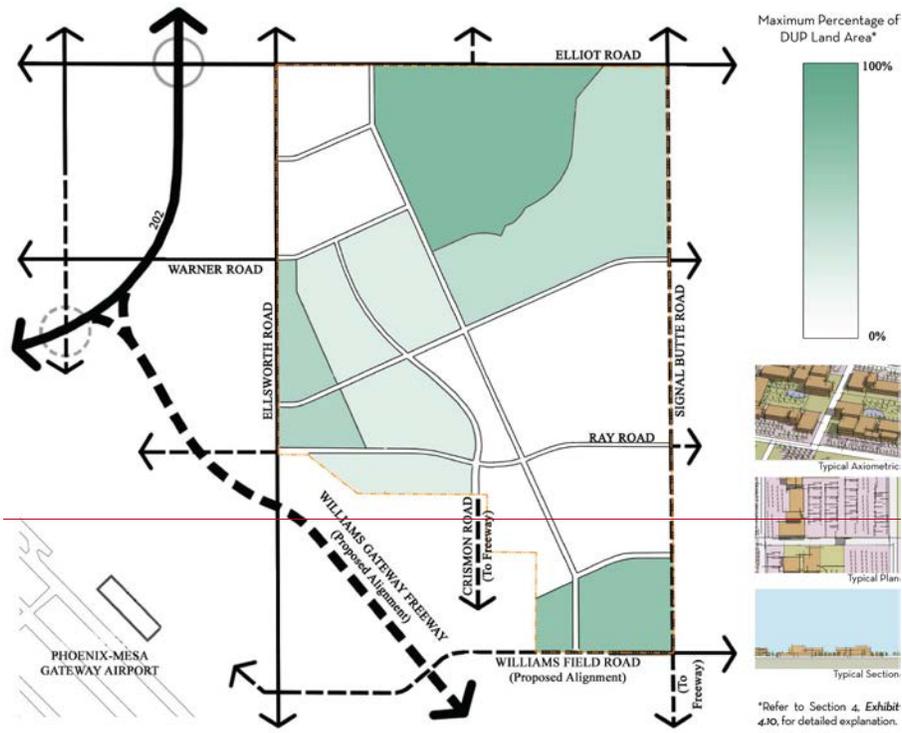
\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

# COMMUNITY PLAN

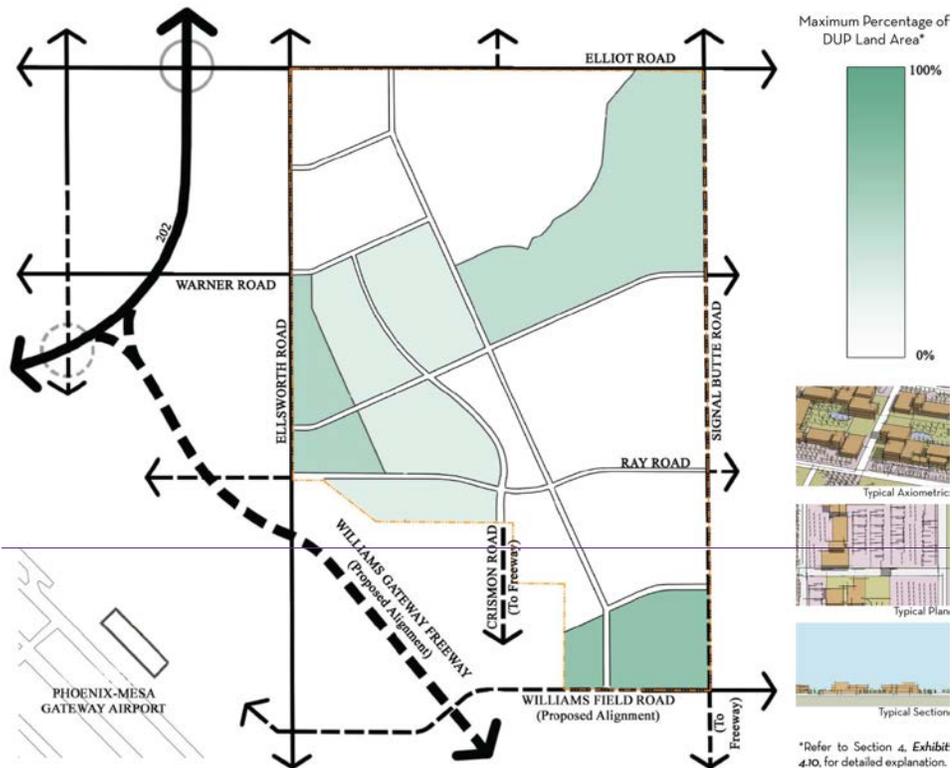
Exhibit 7.21 - LUG C - Regional Center/Campus - Location and Character



# COMMUNITY PLAN



# COMMUNITY PLAN

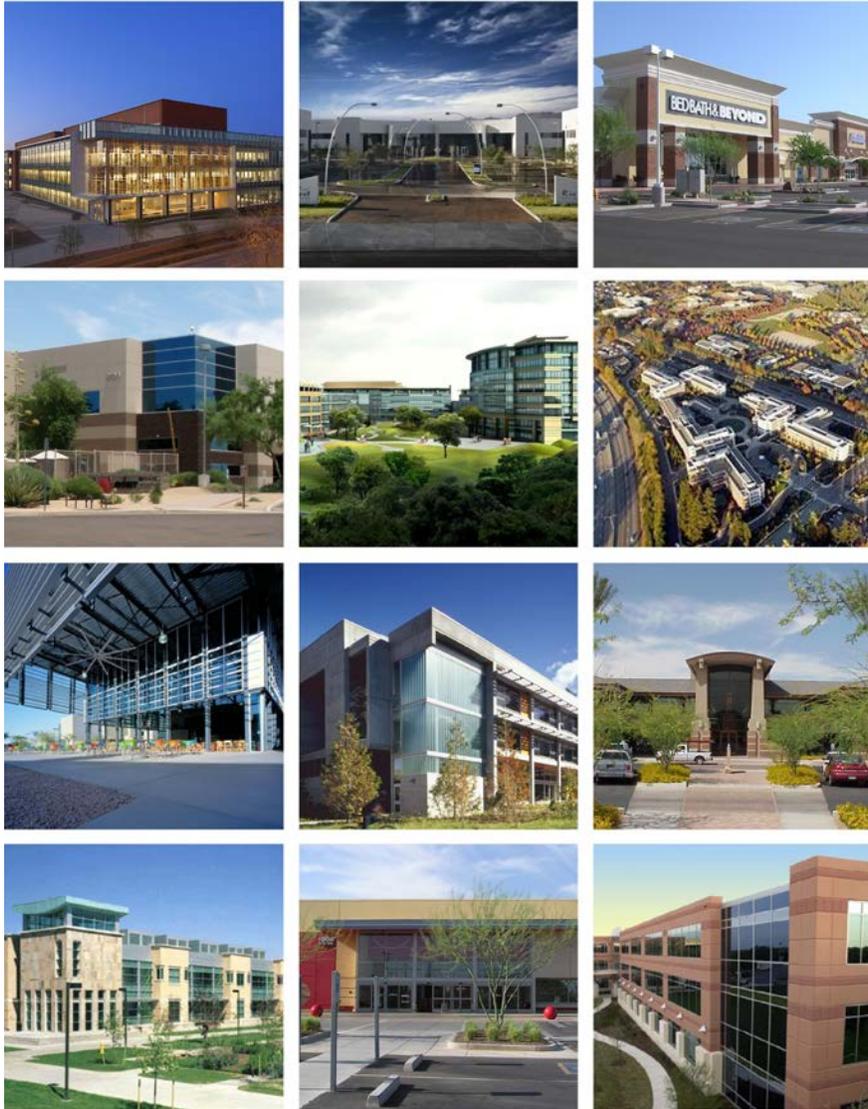


Note: Photos are intended to be representative of the character and quality of the types of development within a land use group and are not intended to express specific design details, colors or materials.

[AMENDED April 21, 2014 \(Zoning Case Z14-014\)](#)

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Exhibit 7.22 - LUG C - Regional Center/Campus - Character

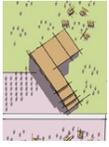


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COMMUNITY PLAN

7.107.9 LUG R – Retreat

Exhibit 7.23 – LUG R – Retreat Summary

LUG R – Retreat	
	<p><b>General Character***</b></p> <p>Buildings arranged randomly in the landscape providing a retreat from the urban form. Building forms and blocks may be placed/ scattered randomly in the landscape. Building and landscape form and mass must transition to take on characteristics of adjacent LUGs at the perimeter of the LUG. High levels of pedestrian activity and pedestrian only zones are typical with accommodations for high volumes of visitor traffic. Refer to <i>Exhibit 7.24</i> - LUG R - Location and Character and <i>Exhibit 7.25</i> - LUG R - Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b></p> <p>A wide variety of hospitality uses including resorts, conference hotels, hotels and inns complemented by an even wider variety of convenience and entertainment commercial uses including spas, restaurants and night clubs are permitted.</p> <p>Residential uses single-family attached and detached, multi-family Garden office /employment uses.</p> <p>Mixed-use buildings and enclaves that take on physical characteristics of this LUG are also permitted.</p>
	<p><b>Typical Building Height*</b></p> <p>Highly varied, but the landscape setting and hospitality uses suggest that many structures may always be low in scale.</p>
	<p><b>Maximum Building Height*</b></p> <p>As limited by the FAA</p>
	<p><b>Minimum Lot/Parcel Size*</b></p> <p>1,000 square feet</p>
	<p><b>Maximum Residential Density*</b></p> <p>Not Limited</p>
	<p><b>Floor Area Ratio (FAR) Range*</b></p> <p>Not Limited. However, buildings should be massed to provide reasonable separations and access to natural light and air. Large monolithic blocks without reasonable separations between them shall not be permitted.</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b></p> <p>20'</p>
	<p><b>Building Setbacks – Street*</b></p> <p>2', along street edges buildings should typically step back from the street as outlined in Section 7.14 - Building Configuration and Vertical Setbacks.</p>
	<p><b>Building Setbacks – Rear/Side*</b></p> <p>0' or 10' in aggregate across a property line</p>
	<p><b>Building Setbacks – Service Lane*</b></p> <p>2'</p>
	<p><b>Block Character</b></p> <p>Building forms and blocks may be placed/ scattered randomly in the landscape. Setbacks may be highly varied and random.</p> <p>Blocks may be very large and may interrupt vehicular connectivity.</p>
	<p><b>Circulation Character</b></p> <p>Connectivity may be indirect or interrupted for automobile traffic.</p> <p>Gated entrances may restrict vehicle access.</p> <p>Streets may be formal or organic.</p>
	<p><b>Service Areas</b></p> <p>Storage or service areas must be screened from public view with walls, fences, landscape, structures or other devices.</p>
	<p><b>Landscape Character</b></p> <p>Planting, walkways and landforms may be natural or formal.</p> <p>Large surface parking areas will be strategically landscaped to visually reduce the overall size..</p>
	<p><b>Lighting Character****</b></p> <p>Lighting may vary highly as well, from ambient in areas of quiet retreat to vibrant and dynamic in high energy and activity areas.</p> <p>Lighting may be used as entertainment in activity centers.</p>
<p><b>Signage Character</b></p> <p>Signage is often found in landscaped settings, but may also be intensely bold and varied in activity centers where signs may compete for attention.</p> <p>Enhanced pedestrian signage is encouraged due to the lack of urban way-finding in landscaped settings with increased directional signage especially in areas with high visitor volumes.</p> <p>Signage may be used as entertainment in activity centers.</p>	

\*For details refer to *Exhibit 7.32* - Land Use Group General Development Standards

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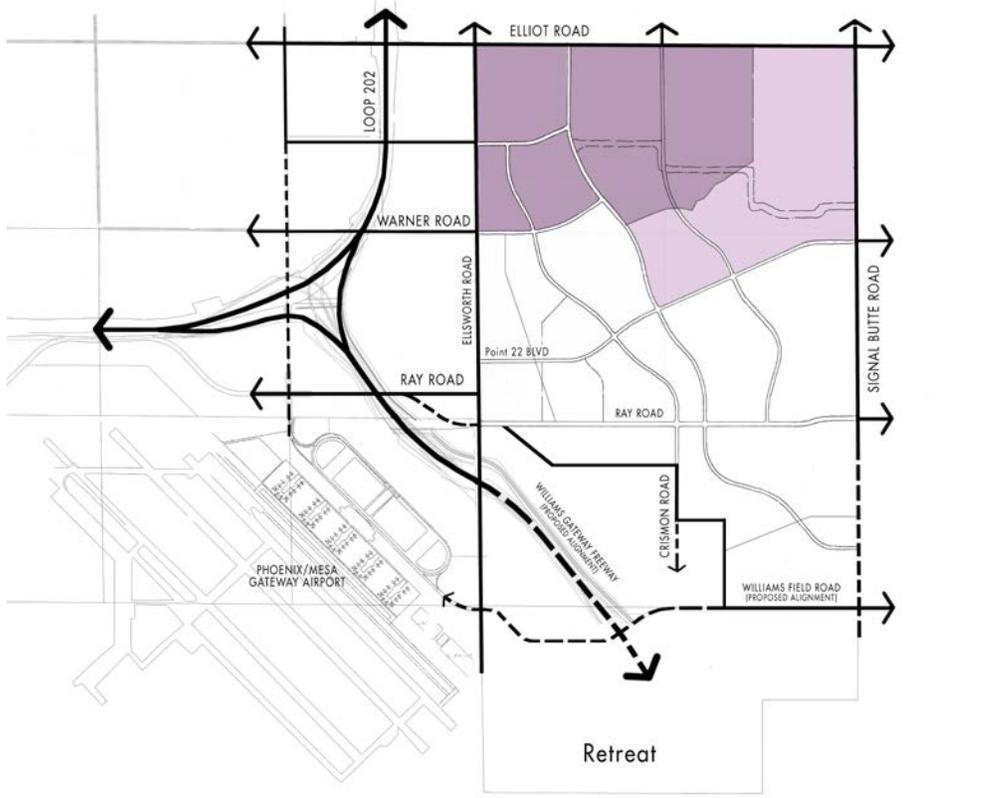
\*\* For details refer to Section 7.16 - Permitted Uses

\*\*\* Refer to Section 4.4 for additional regulations for this LUG

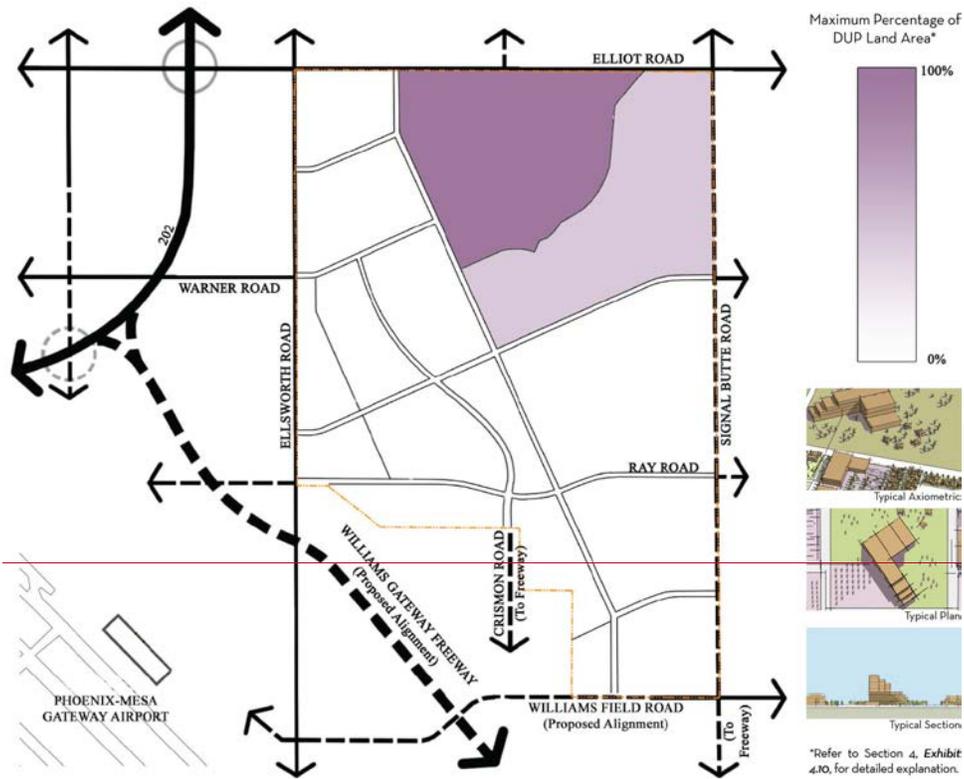
\*\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

# COMMUNITY PLAN

Exhibit 7.24 - LUG R - Retreat - Location and Character



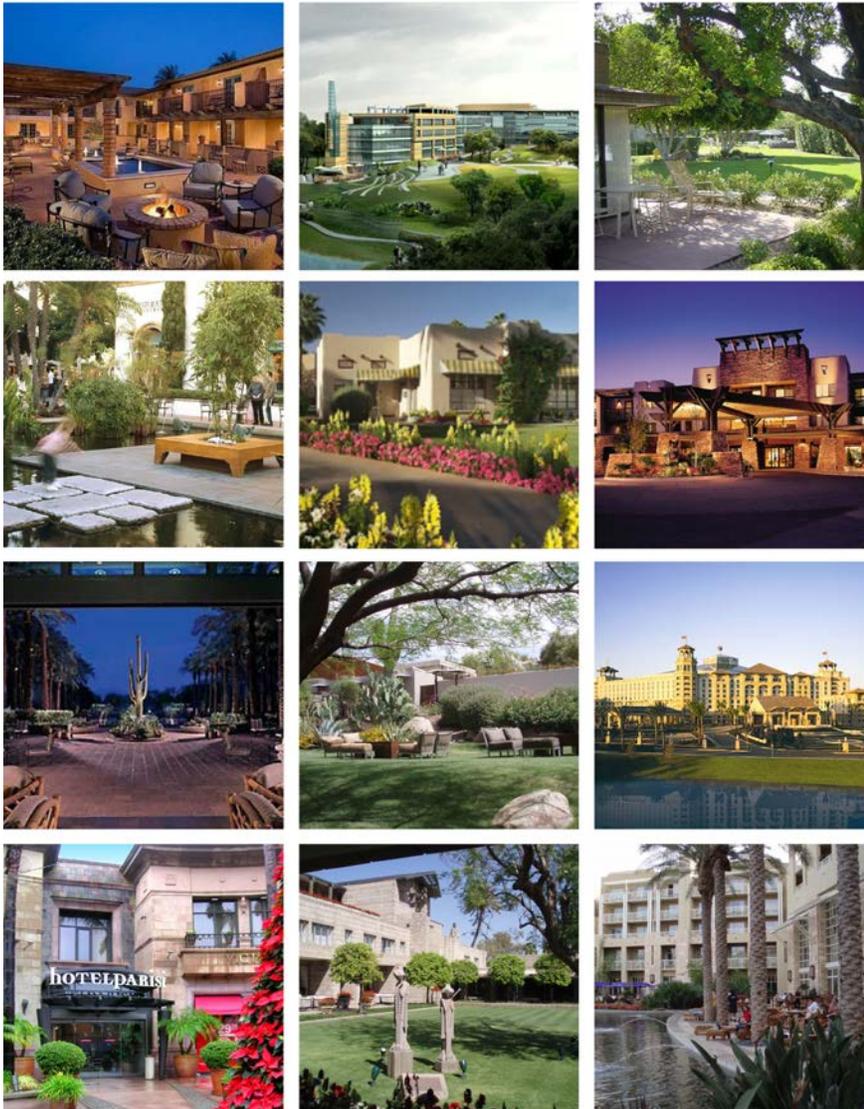
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Exhibit 7.25 - LUG R - Retreat - Character

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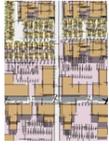


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# COMMUNITY PLAN

## 7.117.10 LUG GU - General Urban

**Exhibit 7.26 – LUG GU – General Urban Summary**

LUG GU – General Urban	
	<p><b>General Character***</b> Structures and hardscape contain and define landscape areas. Landscape responds to the urban form. Buildings cluster along arterial, primary and secondary streets with the most intense uses closest to the primary or arterial streets. Buildings are close to the street with parking areas behind. It is anticipated that development in this LUG will begin with less intensity and become more dense and intense with the social and economic success of the neighborhood. <u>First generation development (if used in DUs 1, 2 and 4) may not initially have a street forward character but will allow for this opportunity in later development.</u> Refer to <b>Exhibit 7.27</b> – LUG GU – Location and Character and <b>Exhibit 7.28</b> – LUG GU – Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b> <u>First generation development (if used in DU 1, 2 and 4) can include commercial and apartment type developments that maintain single lot ownership to allow for future development to more dense residential neighborhoods, leasing offices, live-work units and mixed-use buildings with commercial ground floors and stand-alone commercial and employment buildings that may include a wide variety of uses.</u> Home occupations, outbuildings and “granny flats” are encouraged.</p>
	<p><b>Typical Building Height*</b> Generally one (1) to seven (7) stories in height. Single story buildings should be massed to appear to be a story-and-a-half to two (2) stories in height to add to the urban form.</p>
	<p><b>Maximum Building Height*</b> 95'</p>
	<p><b>Minimum Lot/Parcel Size*</b> 1,000 square feet</p>
	<p><b>Maximum Residential Density*</b> 50 dwelling units per gross acre</p>
	<p><b>Floor Area Ratio (FAR) Range*</b> 0 – 9.5</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b> 20'</p>
	<p><b>Building Setbacks – Street*</b> 2', along street edges buildings should typically step back from the street as outlined in Section 7.14 - Building Configuration and Vertical Setbacks.</p>
	<p><b>Building Setbacks – Rear/Side*</b> 0' or 10' in aggregate across a property line</p>
	<p><b>Building Setbacks – Service Lane*</b> 2'</p>
	<p><b>Block Character</b> Setbacks are typically shallow, and the building façade must be located between the “Building Setback – Street” and the “Build-to-Line” that is established along arterial, primary and secondary street types in the DUP. Buildings are close to the street with parking areas behind or beside. Buildings cluster along arterial, primary and secondary streets with the most intense uses closest to the primary or arterial streets.</p>
	<p><b>Circulation Character</b> Streets are typically formal, forming the connected urban fabric with a grid pattern. Service streets or service lanes provide access to service and parking areas which must be screened from arterial or primary streets. Gated entrances to blocks or buildings may restrict vehicle access.</p>
	<p><b>Service Areas</b> Service streets or service lanes provide access to service and parking areas which must be screened from arterial or primary streets by walls, fences, landscape or other devices to provide an edge to the urban space.</p>
	<p><b>Landscape Character</b> Plantings are formal, respond to the urban form and are typically contained by hardscape or building structures. Large surface parking areas will be strategically landscaped to visually reduce the overall size until they are replaced with more intense uses.</p>
	<p><b>Lighting Character****</b> Lighting varies from softly illuminated neighborhoods to vibrant centers of</p>

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	<b>Signage Character</b>	<p>activity.</p> <p>Signage is often abundant to attract attention in intense areas, bold to attract attention, varied in placement and type and a heavy emphasis is placed on advertising to the pedestrian traffic.</p> <p>Enhanced pedestrian signage, directional, store front and commercial signage are anticipated.</p>
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\*For details refer to **Exhibit 7.32** - Land Use Group General Development Standards

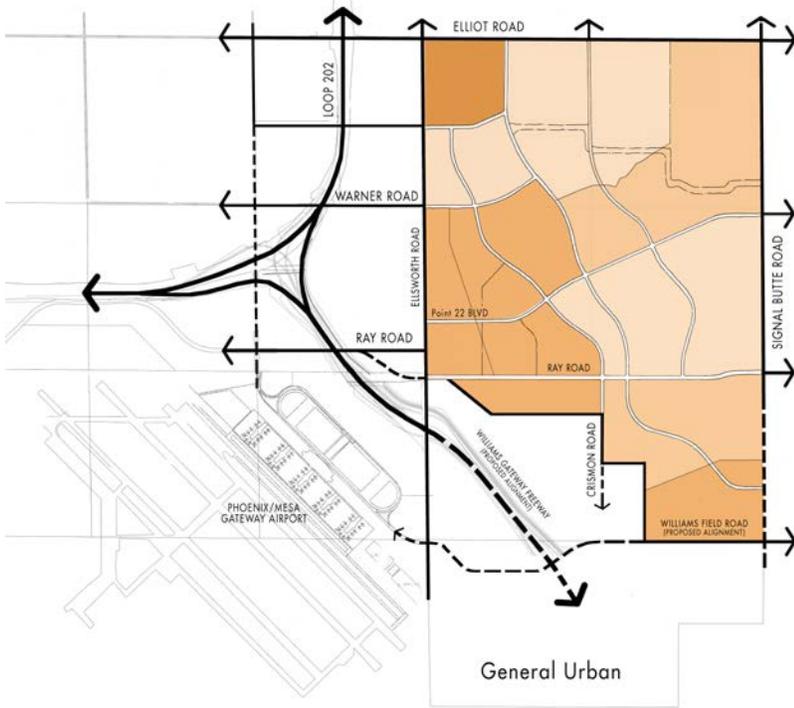
\*\* For details refer to Section 7.16 - Permitted Uses

\*\*\* Refer to Section 4.4 for additional regulations for this LUG

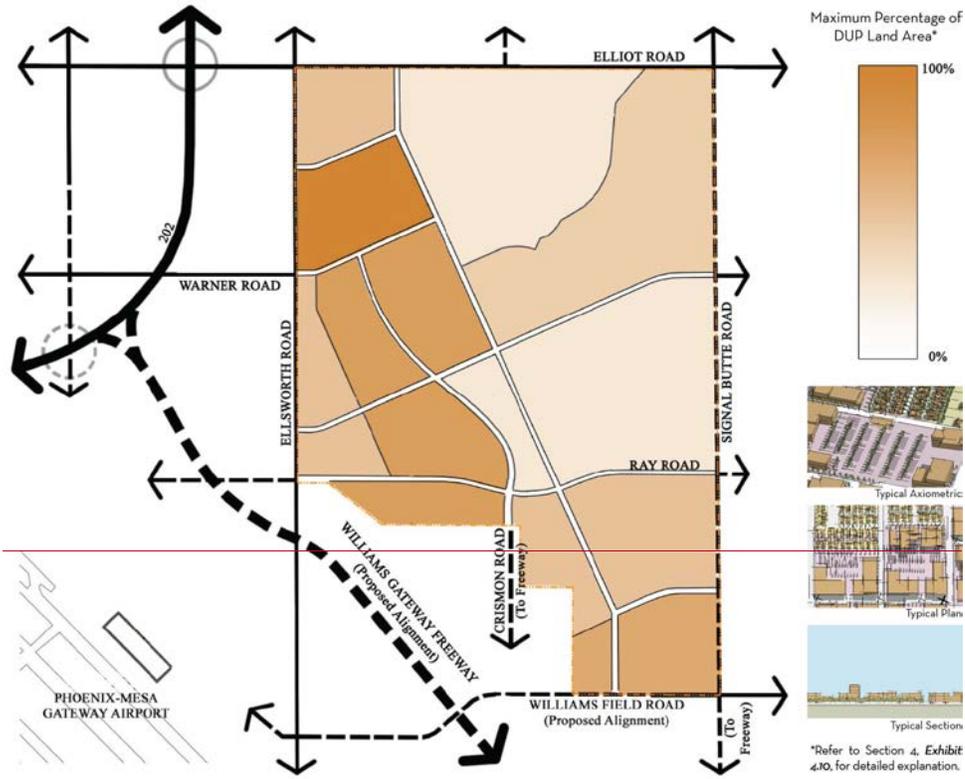
\*\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

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Exhibit 7.27 - LUG GU - General Urban - Location and Character



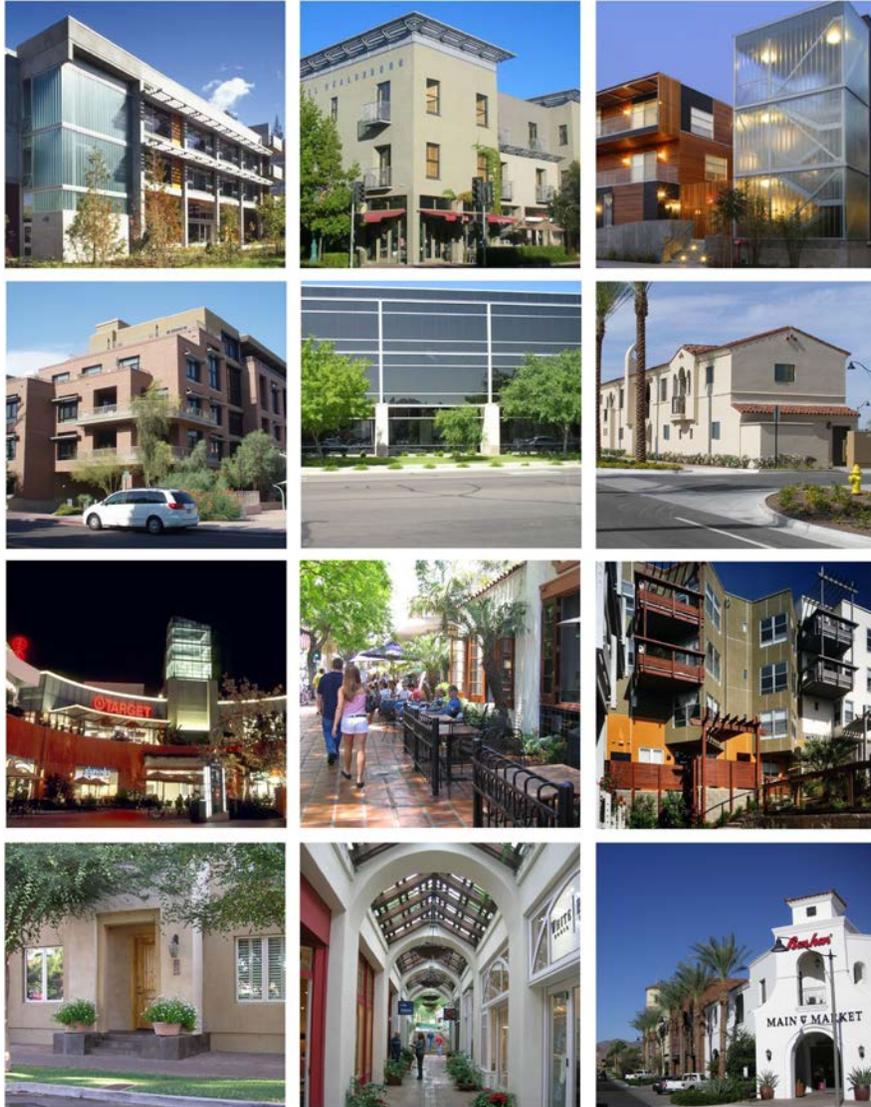
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Exhibit 7.28 - LUG GU - General Urban - Character

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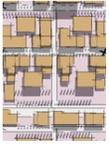


Note: Photos are intended to be representative of the character and quality of the types of development within a land use group and are not intended to express specific design details, colors or materials.

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### 7.127.11 LUG UC – Urban Core

**Exhibit 7.29 – LUG UC – Urban Core Summary**

<b>LUG UC – Urban Core</b>	
	<p><b>General Character***</b></p> <p>The most intense LUG. Structure and hardscape dominate the landscape. Landscape conforms to and complements the built environment. Buildings are close to the street with parking areas behind or beside. <u>First generation development (if used in DUs 1, 2 and 4) may not initially have a street forward character but will allow for this opportunity in later development.</u></p> <p>Building masses cluster along arterial and primary streets and then fill in along secondary streets. Buildings along primary streets provide a varied and interesting urban walking experience with public or semi-public uses found on the ground floor.</p> <p>It is anticipated that development in this LUG will begin with less intensity and become more dense and intense with the social and economic success of the core. While buildings are likely to begin low and sites fill in to become denser, it will not be uncommon or unexpected in the future for buildings and parking areas to be replaced with ever larger and taller structures.</p> <p>Change of use and built forms is anticipated to be a regular occurrence to support and respond to the uses in the urban core. Refer to <i>Exhibit 7.30</i> - LUG UC - Location and Character and <i>Exhibit 7.31</i> - LUG UC - Character for photographic examples of the overall general character of this LUG.</p>
	<p><b>Typical Uses**</b></p> <p>High density residential and commercial/employment uses. Home occupations, live-work units, mixed-use buildings with commercial or civic ground floors, stand-alone commercial, employment and hospitality buildings are all found in this LUG.</p> <p>Uses change rapidly and dynamically in this LUG to serve the needs of the user. Guest units, sleeping rooms, shower facilities, employee lounges, dens, libraries and work rooms may be found as often in commercial and employment buildings as they are in residences. The typical segregation of uses into live, work, play becomes very blurred (if even existent).</p> <p>Outbuildings, building additions and space conversion are encouraged to put every last inch of space to productive use</p>
	<p><b>Typical Building Height*</b></p> <p>Highly varied. Single story buildings should be massed to appear to be a story and a half to two (2) stories in height to add to the urban form.</p>
	<p><b>Maximum Building Height*</b></p> <p>As limited by the FAA</p>
	<p><b>Minimum Lot/Parcel Size*</b></p> <p>1,000 square feet</p>
	<p><b>Maximum Residential Density*</b></p> <p>Not Limited</p>
	<p><b>Floor Area Ratio (FAR) Range*</b></p> <p>Not Limited. However, buildings should be massed to provide reasonable separations and access to natural light and air. Large monolithic blocks without reasonable separations between them shall not be permitted.</p>
	<p><b>Minimum Lot/Parcel Width/Depth*</b></p> <p>20'</p>
	<p><b>Building Setbacks – Street*</b></p> <p>2', along street edges buildings should typically step back from the street as outlined in Section 7.14 - Building Configuration and Vertical Setbacks.</p>
	<p><b>Building Setbacks – Rear/Side*</b></p> <p>0' or 10' in aggregate across a property line</p>
	<p><b>Building Setbacks – Service Lane*</b></p> <p>2'</p>
	<p><b>Block Character</b></p> <p>Setbacks are typically shallow, and the building façade must be located between the "Building Setback – Street" and the "Build-to-Line" that is established along arterial, primary and secondary street types in the DUP.</p> <p>Buildings are close to the street with parking areas behind or beside. Building masses cluster along arterial and primary streets and then fill in along secondary streets. Buildings along primary streets provide a varied and interesting urban walking experience with public or semi-public uses found on</p>

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		the ground floor.
	<b>Circulation Character</b>	Streets are typically formal, forming the connected urban fabric with a grid pattern. Service streets or service lanes provide access to service and parking areas which must be screened from arterial or primary streets. Service and deliveries are often managed via the front door during off hours, are squeezed into tight spaces and hidden from view or are handled with parking via service streets or service lanes. Gated entrances to blocks or buildings may restrict vehicle access.
	<b>Service Areas</b>	Views of parking or back of house areas are generally screened from public view along arterial and primary streets by walls, fences, landscape or other devices to provide an edge to the urban space. Service and deliveries are often managed via the front door during off hours, are squeezed into tight spaces and hidden from view or are handled with parking via service streets or service lanes.
	<b>Landscape Character</b>	Plantings, if present, are formal and typically contained by hardscape or building structures. Large surface parking areas will be strategically landscaped to visually reduce the overall size until they are replaced with more intense uses.
	<b>Lighting Character****</b>	Lighting, while varied is anticipated to be bold and dynamic in high energy and high traffic areas. Uplighting of buildings and landscape, colored light and movement are all possible to add to the vibrancy of the street life. Lighting may be regularly used as forms of entertainment within this LUG.
	<b>Signage Character</b>	Signage will be enhanced, varied and bold to get attention in intense areas with a heavy emphasis on advertising to the pedestrian with enhanced pedestrian, storefront and directional signage. Signage may be regularly used as forms of entertainment within this LUG.

\*For details refer to **Exhibit 7.32** - Land Use Group General Development Standards

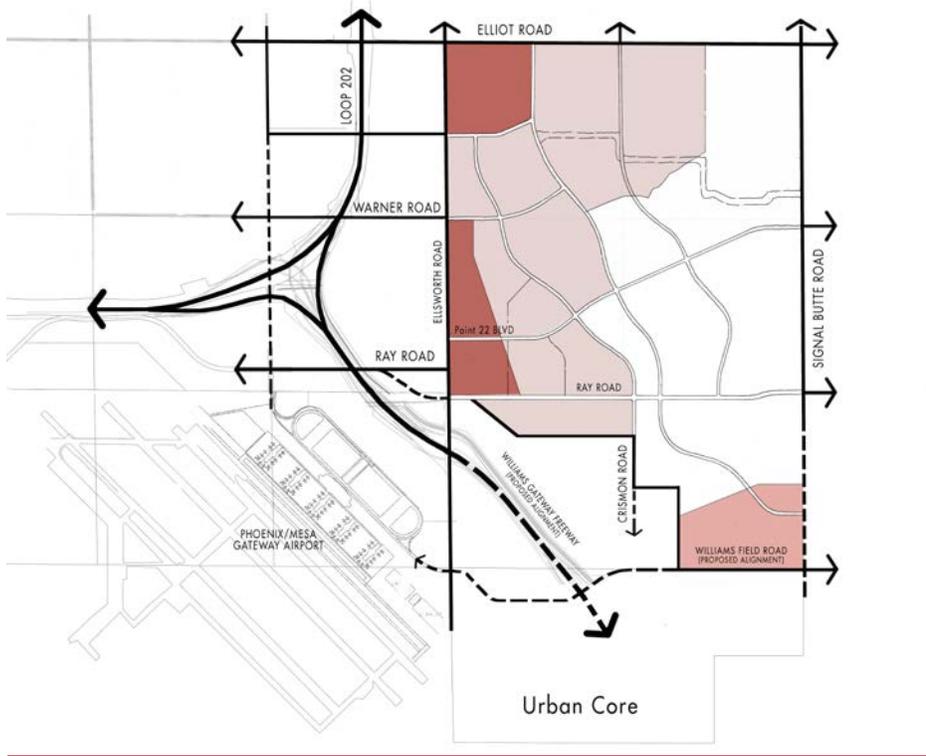
\*\* For details refer to Section 7.16 - Permitted Uses

\*\*\* Refer to Section 4.4 for additional regulations for this LUG

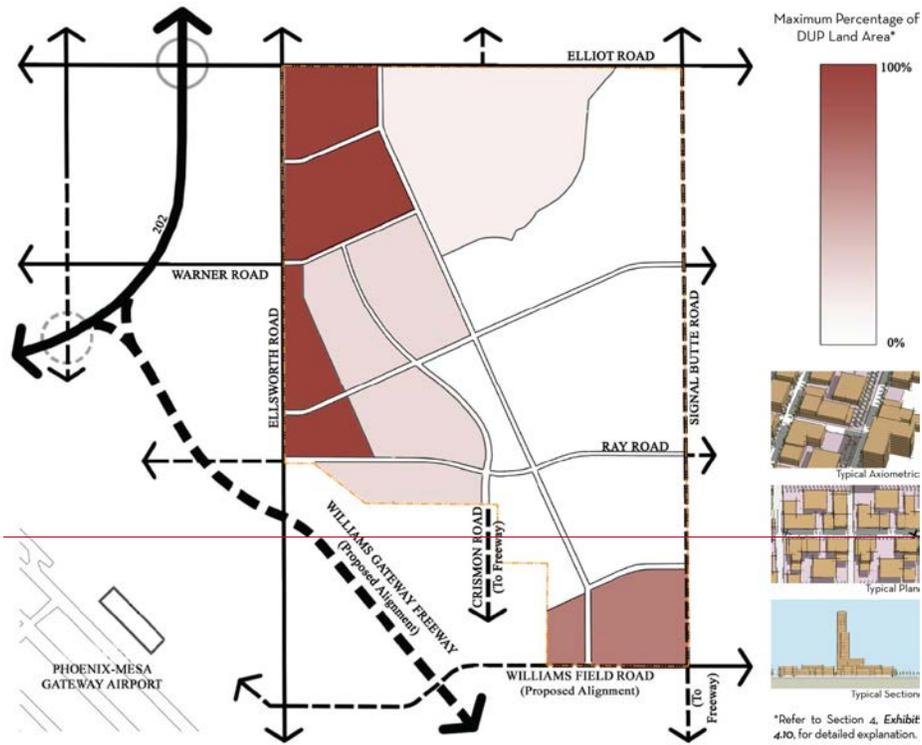
\*\*\*\* For details Refer to Section - 10.5 Public Street Lighting Standards and Section 15

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Exhibit 7.30 - LUG UC - Urban Core - Location and Character



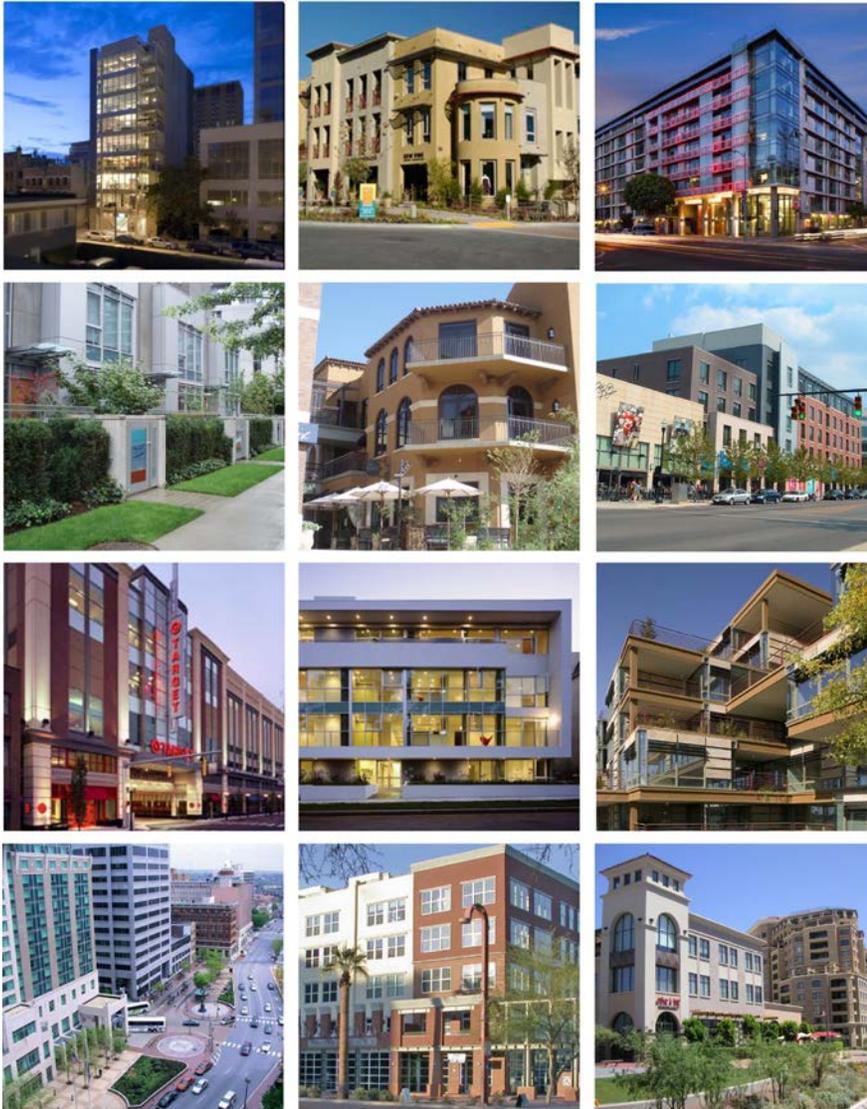
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Exhibit 7.31 - LUG UC - Urban Core - Character



Note: Photos are intended to be representative of the character and quality of the types of development within a land use group and are not intended to express specific design details, colors or materials.

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## 7.137.12 LUG General Development Standards

**Exhibit 7.32 – Land Use Group General Development Standards**

	 OS	 CS	 E	 V	 D	 C	 R	 GU	 UC
	Open Space	Civic Space	Estate	Village	District	Regional Center/ Campus	Retreat	General Urban	Urban Core
Typical Stories <i>For general reference only</i>	1-2		1-2 (some 3)	1-3 (some 4)	1-4	1-2		1-7	
Maximum Height (3) (5) (8) (9) (10)	50' (7)	75' (8)	50' (7)	50' (7)	65' (7)	50' (4) (7)	FAA (4)	95' (7) (8)	FAA (4) (9)
Minimum Lot / Parcel Size (sf) (14) <i>Minimum parcel size (or combined parcel) for initial site plan review is 10 acre</i>	1000	1000	9,000	1000	1000	1000	1000	1000	1000
Maximum Density (du/ac) (2) <i>Dwelling Units / Gross Acre</i> <i>Guest units or granny flats do not count as dwelling units.</i>	N/A	N/A	5	5	30	N/A	Not Limited	50	Not Limited
Floor Area Ratio (FAR) Range (2)	0 - 5	0 - 7.5	0 - 5	0 - 5	0 - 6.5	Not Limited	Not Limited	0 - 9.5	Not Limited
Minimum Lot / Parcel Width / Depth (sf) (11) (14)	20'	20'	90'	20'	20'	40'	20'	20'	20'
Building Setback - Street (1) (12) <i>Street setbacks are measured from rights-of-way.</i>  <i>Buildings and building elements are allowed to overhang the rights-of-way and are not required to be setback. However, all structures that encroach into City rights-of-way require specific City of Mesa approval.</i>  <i>Setback to face of garage shall be large enough to park a car on the driveway or small enough to discourage head-in or parallel parking.</i>	2'	2'	20'	11'	6' / 11' (5)	6' / 11' (5)	2'	2'	2'
Building Setback - Rear / Side (1) <i>No additional setbacks are required where different land uses abut.</i>	0' / 10' in Aggregate	0' / 10' in Aggregate	10' / 20' in Aggregate	0' / 10' in Aggregate	0' / 10' in Aggregate	0' / 10' in Aggregate	0' / 10' in Aggregate	0' / 10' in Aggregate	0' / 10' in Aggregate
Building Setback - Service Lane (1) <i>Service Lanes may extend building to building, setbacks shall be measured from right-of-way location assuming a minimum pavement width.</i>  <i>Setback to face of garage shall be large enough to park a car on the driveway or small enough to discourage head-in or parallel parking.</i>	2'	2'	2'	2'	2'	2'	2'	2'	2'

- Notes: (1) Residential units within Mixed-Use Developments, vertically or horizontally integrated, shall not count toward Land Use Budget caps.  
 (2) Floor Area Ratio (FAR), lot coverage and volume are not limited.  
 (3) Cap as stated or per FAA Height Restrictions, whichever is more restrictive.  
 (4) Cap per FAA Height Restrictions.  
 (5) Structures within 50' of the east boundary of the Property will be limited to forty (40) feet in height.  
 (6) Artistic and recreation elements, as well as elements such as towers, steeples, and observation decks can exceed the maximum building height but are limited per the FAA Height Restrictions.  
 (7) Chimneys, cooling towers, architectural embellishments, and venting can exceed maximum building height by twenty (20) percent.  
 (8) Maximum building height is measured from finish grade adjacent to the building to the top of the parapet or to the mean between the height of the plate and the peak.  
 (9) Subterranean or partial subterranean levels do not count against maximum building height.  
 (10) Refer to Section 4 Airport and Neighborhood Compatibility Provisions for additional height restrictions.  
 (11) Refer to Section 7.6 Parcel / Lot Configuration Diagrams for typical applications. Rear and side setbacks are either 0' or an aggregate setback as measured between buildings.  
 (12) Refer to Section 7.6 Building Configuration and Vertical Setbacks for typical applications.  
 (13) Single story buildings should be massed to appear to be a story and a half to two (2) stories in height to add to the urban form.  
 (14) Minimum Lot / Parcel Size and Width / Depth requirements may be reduced with the approval of the Planning Director.  
 (15) Six (6) feet for distances not to exceed 50 linear feet before a break to permit landscape to break up the building mass. Eleven (11) feet all other areas.
- Notes: (A) Parking stall size and parking ratios shall be per the requirements of this CP. See Section 14 Parking and Loading Standards.  
 (B) The minimum building separation shall be zero (0) feet in all LUGs.  
 (C) Landscape setbacks and landscape planting ratios shall be per the requirements of this CP. See Section 12 Landscaping Standards.

## COMMUNITY PLAN

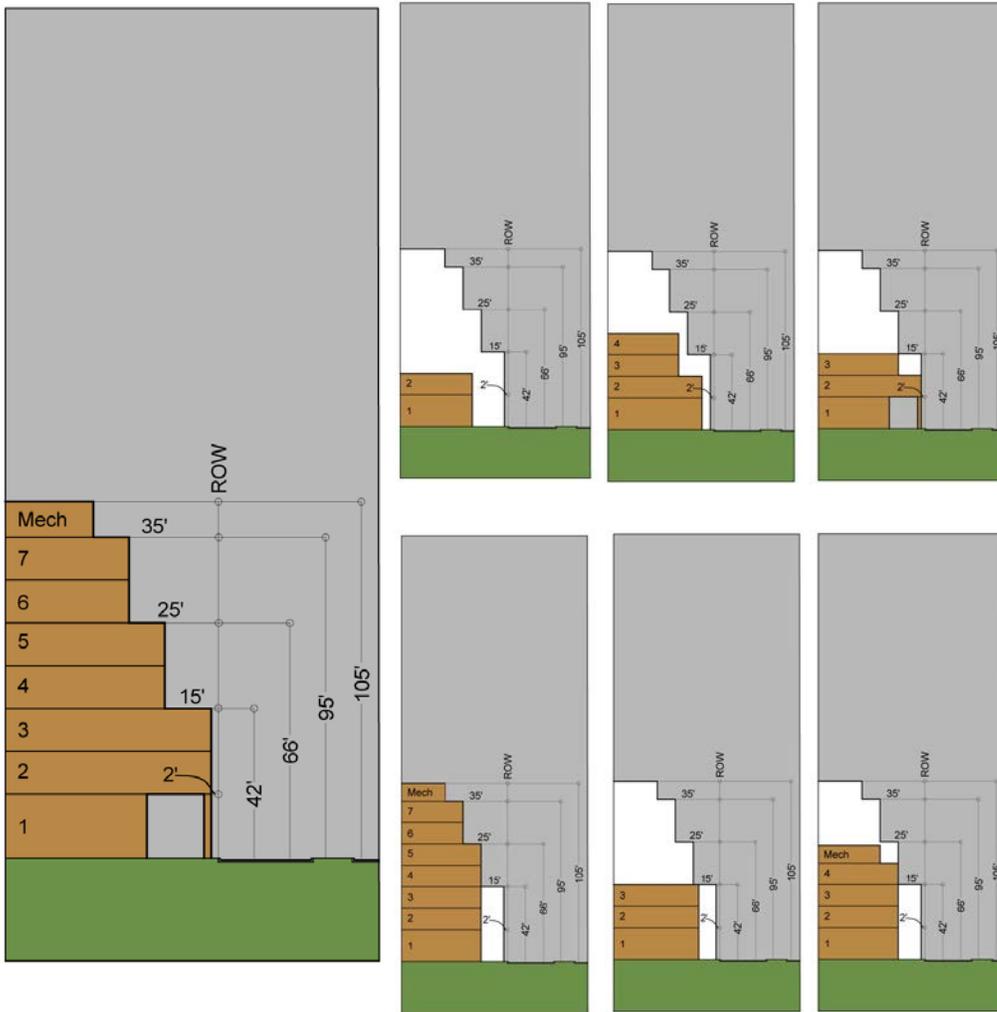
### 7.147.13 Building Configuration and Vertical Setbacks

The examples in *Exhibit 7.33* - Building Configuration Diagrams - LUGs C, R, and UC and *Exhibit 7.34* - Building Configuration Diagrams - LUGs E, V, D and GU show the required vertical building setbacks and various ways that these setbacks can be addressed where buildings front streets. These vertical building setbacks are not required along service lanes or rear / side setbacks. In the C, R, and UC LUGs buildings must setback ten (10) feet from the "Building Setback - Street" for portion of the building over sixty-six (66) feet in height, twenty (20) feet for portions over 102 feet tall and thirty (30) feet for portions over 150 feet tall. Mechanical enclosures must generally be setback an additional ten (10) feet from the edge of the building. In the E, V, D and GU LUGs buildings must setback fifteen (15) feet from the "Building Setback - Street" for portion of the building over forty-two (42) feet in height, twenty-five (25) feet for portions over sixty-six (66) tall and thirty-five (35) feet for portions over ninety-five (95) feet tall. Not all of the LUGs are permitted to take advantage of the entire building heights shown as they are limited by Section 7.13 - LUG General Development Standards. See *Exhibit 7.32* - Land Use Group General Development Standards for "Maximum Height", and "Building Setback - Street" requirements. The vertical setbacks may be amended by the Development Unit Design Guidelines for specific street locations or types. In the OS and CS LUGs there are no vertical setback requirements to limit the building configurations. Pedestrian walkways along ROW shall be maintained at the first floor of each building.



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Exhibit 7.34 - Building Configuration Diagrams - LUGs E, V, D and GU



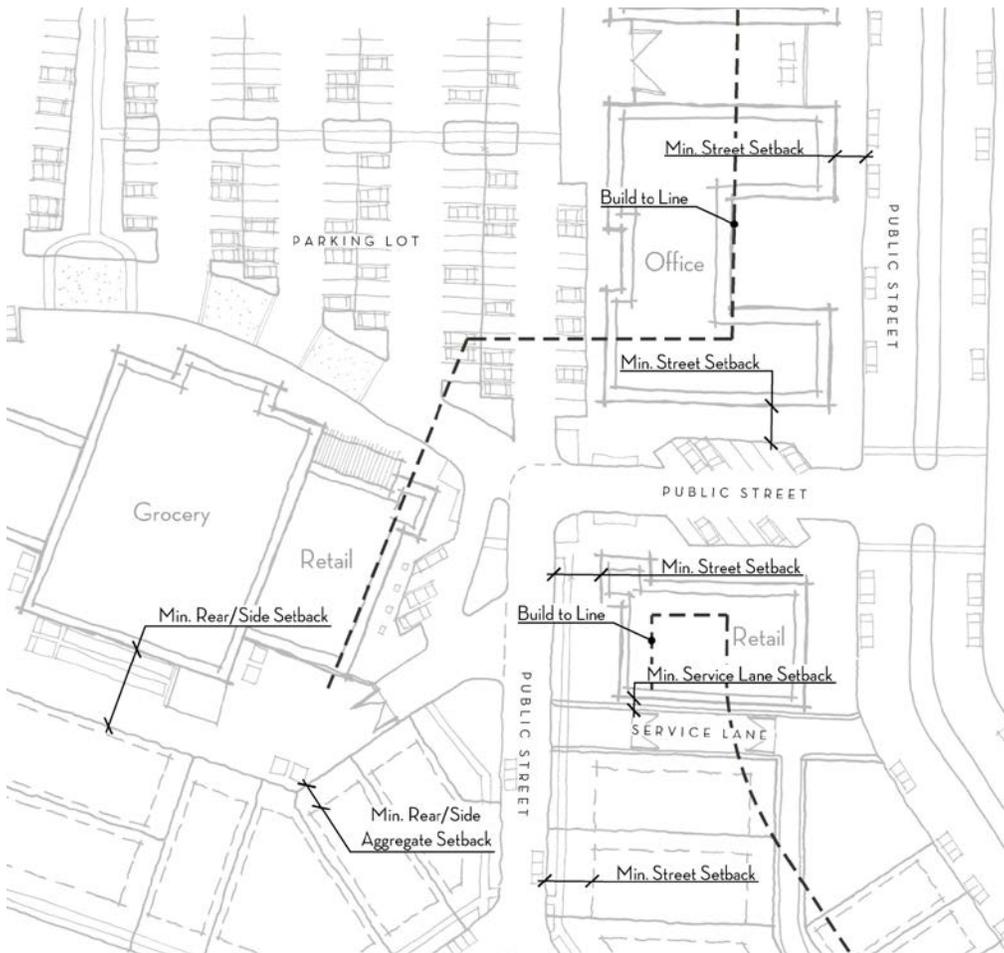
Note: Stories shown for reference only.

## COMMUNITY PLAN

### 7.157.14 Parcel/Lot Configuration Diagram

The Parcel/Lot Configuration Diagrams depict typical locations and scenarios for various elements of the general development standards. The diagrams represent several potential development scenarios. Build to lines shall be considered a maximum extent at which the front façade may be setback from the ROW. Refer to **Exhibit 7.32** - Land Use Group General Development Standards.

**Exhibit 7.35 - Parcel/Lot Configuration Diagram**



Note: Front Yard shall refer to the space between the, "Min. Street Setback," (a.k.a. Building Setback - Street) and back of curb. Rear Yard or Side Yard shall refer to the space between the, "Min. Rear/Side Aggregate Setback," or, "Min. Rear/Side Setback," (a.k.a. Building Setback - Rear/Side) and the parcel, lot or property line.

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Exhibit 7.36 – Parcel/Lot Configuration Diagram



Note: Front Yard shall refer to the space between the, "Min. Street Setback," (a.k.a. Building Setback - Street) and back of curb. Rear Yard or Side Yard shall refer to the space between the, "Min. Rear/Side Aggregate Setback," or, "Min. Rear/Side Setback," (a.k.a. Building Setback - Rear/Side) and the parcel, lot or property line.

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Exhibit 7.37 - Parcel/Lot Configuration Diagram



Note: Front Yard shall refer to the space between the, "Min. Street Setback," (a.k.a. Building Setback - Street) and back of curb. Rear Yard or Side Yard shall refer to the space between the, "Min. Rear/Side Aggregate Setback," or, "Min. Rear/Side Setback," (a.k.a. Building Setback - Rear/Side) and the parcel, lot or property line.

## COMMUNITY PLAN

### 7.167.15 Permitted Uses

#### A. Specific Function and Use.

The following function and use table provides for a listing of uses allowed within each LUG.

The uses are defined under major headings including, residential, lodging, office, retail, civic, agriculture, automotive, education and industrial uses. The uses are divided into four (4) main categories, permitted, conditional, temporary and administrative use permit. The following describes each designation:

1. The permitted use category is designated with a "P" within **Exhibit 7.38** - Permitted Uses. Permitted uses are allowed by right within the designated LUG and require either a site plan approval or subdivision plat approval and are not subject to the Specific Conditions are set forth in Section 7.17. Permitted uses are subject to full compliance with other site plan requirements related to the use, such as parking, landscaping, noise attenuating construction and similar design related criteria.
2. The conditional use category is designated with a "C" on **Exhibit 7.38** - Permitted Uses. Conditional uses require specific conditions in addition to the LUG development standards and the General Development Standards of the CP. The conditions are numbered and are located in Section 7.17. Approval of conditional uses shall be based upon compliance with the stated conditions, subject to the Site Plan approval process.
3. The temporary use category is designated with a "T" within **Exhibit 7.38** - Permitted Uses. Temporary uses shall be time limited at the time of site plan approval. Time limit extensions may be approved if demonstrated that the time limit extension will not be detrimental to the allowed uses of the applicable Site Plan or subdivision plat approvals. Temporary uses shall be considered by the Planning Director and may have additional criteria added as deemed appropriate by the Planning Director at the time of Site Plan approval.
4. The administrative use permit category is designates as an "A" on **Exhibit 7.38** - Permitted Uses. Administrative use permits shall be considered by the Planning Director and may have additional criteria added as deemed appropriate by the Planning Director at the time of Site Plan approval.

#### B. Specific Conditions Alternatives.

The Specific Conditions, listed in Section 7.17, are applicable as noted above. If a superior design alternative is proposed to any of the Specific Conditions, the Planning Director may waive some or all of the Specific Conditions applicable to the use.

#### C. Approval.

All uses shall require site plan approval as designated within Section 6 of this CP and/or require a subdivision plat approval depending on the specific use. The buildings and facilities for any use listed in **Exhibit 7.38** - Permitted Uses shall be developed consistent with the design character set forth in the respective DUDG. The design character of the buildings and structures includes the massing, scale, height, colors and materials used on the buildings and structures. The design character shall adhere to the General Development Standards. The use is allowed as set forth in the Budget and should take into consideration the surrounding context. If federal, state or county standards or requirements are applicable to the use, these standards should be identified on the site plan for reference.

#### D. Change of Use.

Once a site plan and building design are approved and constructed, and a certificate of occupancy is issued for the use of the building, the range of activities permitted within the building are limited to those land uses identified on the approved site plan, as required by Section 6.1 C. 4. - Permitted Uses, unless a change of use is authorized in writing by the Planning Director. Changes of use shall be considered and authorized based upon evidence being provided that the requested change complies with all conditions applicable to that use as listed in Exhibit 7.38 - Permitted Uses, and in Section 7.17, The requested use shall also provide for full compliance with all parking requirements for the specific activity(-ies) as listed in Section 14.

#### Exhibit 7.38 - Permitted Uses

# COMMUNITY PLAN



## A. Residential

	OS Open Space	CS Civic Space	E Estate	V Village	D District	C Regional Center/ Campus	R Retreat	GU General Urban	UC Urban Core
Accessory Dwelling			C4	C 4	P		C4	P	
Adult Care Home			C 6	C 6	C 6		C 6	P	P
Assisted Living Facility			C 6	C 6	C 6		C 6	P	P
Boarding House					P		P	P	P
Day Care Home			C 34, 35	C 34, 35	C 34, 35		P	P	
Day Care Center						P	P	P	P
Day Care Group Home				C 33, 34, 35, 36	C 33, 34, 35, 36			P	P
Foster Home				P	P			P	P
Foster Home, Group				P	P			P	P
Group Home for the Handicapped				C 36, 36, 53, 62	C 35, 36, 53, 62		C 62	C 62	C 62
Home Occupation			P	P	P		P	P	P
Live/Work Unit					P		P	P	P
Multiple-Family Dwelling			P	P	P		P	P	P
Nursing Home/ Hospice				C 6	C 6	C 6	C 6	P	P
School Dormitory		P	P	P	P	C 6	P	P	P
Single-Family Detached House			P	P	P		P	A	
Single-Family Attached House			P	P	P		P	P	P
Temporary Sales Center		T	T	T	T	T	T	T	T

## B. Lodging

Bed & Breakfast (up to 6 Rooms)				C 6, 23, 24, 25	P		P	P	P
Inn (up to 12 rooms)					P			P	P
Hotel (no room limit)/Resort					C 14, 17	P	P	P	P

## C. Office

Business Services (2)				A 11, 17	C 14, 17	P	P	P	P
Hospitals/ Clinics						C 6	C 6, Clinic only	C 6	C 6
Medical/ Dental Offices				A 11, 17	C 14, 17	P	P	P	P
Office		A 11, 17		A 11, 17	C 14, 17	P 11	P	P	P
Research & Development						P	P	P	P

## D. Retail

Art Gallery	C 3	C 3		C 3	P	P	P	P	P
Artist Studio, (2)		A		A	P	P	C, 8	P	P
Bank/ Financial Institutions					C 14, 6, 8		P	C 20	C 20
Building Materials/ Big Box						C 9, 12, 14, 6, 17, 28, 29, 38, 40, 41, 51, 53, 55, 61		C 7, 9, 12, 14, 6, 17, 28, 29, 38, 40, 41, 51, 53, 61	C 7, 9, 12, 14, 6, 17, 28, 29, 38, 40, 41, 51, 53, 61
Commercial Entertainment					C 3	P	C 9, 8, 54	C 6, 35, 55	C 6, 35, 55
Commercial Parking					P	P	P	P	P
Drive Through					C 8, 9, 27	P	P	C 8, 9, 20, 27	C 8, 9, 20, 27
Food & Beverage Sales	C 1	C 1			P	P	P	P	P
Funeral Parlor/ Home					C 6, 53	P	C 6, 53	P	P
Liquor Selling Establishment (21)		A		A 17, 21, 27	A 17, 21, 27	A 21, 27	P	P	P
Live Entertainment	T 3	T 3		A 17	A	A	P	P	P
Open-Market Building (2)		A 1, 26, 30		A 17	A	C 3	C 3	P	P
Outdoor Display	C 1, 28, 32	C 1		C 3, 17, 28, 32, 63	C 28, 32, 63	C 3, 28, 32	C 63	C 63	C 63
Outdoor Entertainment	A, T	A, T		A 17, T	A, T	A, T	P	P	P
Personal Services					C 6, 17	P	P	P	P
Push Cart / Kiosk (2)	P	P			P	P	P	P	P
Restaurant (2, 21)	C 1, 8, 27	C 1, 8, 27		C 6, 17, 27	C 6, 17	P	P	P	P
Retail				C 17, 60a	C 17, 60b	C 17	P	P	P
Street Performers	P	P		C 3	P	P	P	P	P

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	OS Open Space	CS Civic Space	E Estate	V Village	D District	C Regional Center/ Campus	R Retreat	GU General Urban	UC Urban Core
<b>E. Civic</b>									
Bus Shelter	P	P		P	P	P	P	P	P
Cemeteries/ Mausoleums	P	P							
Clubs/ Lodges		P		C 14, 52	P	P	C 14, 52	P	P
Commercial Recreation (2)		C 1			P	P	P	P	P
Community Center		C 1		C 52	C 52		C 52	P	P
Conference/ Convention/ Exhibition Center (2)		C 1, 9, 6				P	P	C 9, 6	P
Fire Station		P		P	P	P	P	P	P
Fountain or Public Art	C 1	C 1		P	P	P	P	P	P
Government Offices		C 14		C 14	C 14	P	P	P	P
Library		P		C 14	C 14	P	P	P	P
Live Theater (2)		C 1, 9, 6, 14, 6			C 9, 6, 14, 6	C 6	C 3	C 6, 35	C 6, 35
Movie Theater (more than one screen)		C 1				C 6, 35	C 3	C 6, 35	C 6, 35
Museum		P		C 14	C 14	P	P	P	P
Open Space	P	P		P	P	P	P	P	P
Outdoor Auditorium	C 9, 6, 14	C 9, 6		C 9, 6, 14	C 9, 6, 14	P	C 3	P	P
Parking Structure	C 1	C 1		P	P	P	P	P	P
Parks, Recreation, Playground	P	P		P	P	P	P	P	P
Passenger Terminal		C 14		A 14	A 14	P	A 3, 14	C 14	C 14
Police Station		P		P	P	P	P	P	P
Public Maintenance Facility		C 11				P			
Religious Assembly		C 6, 35, 36, 55	C 6, 35, 36, 55	C 6, 35, 36, 55	C 6, 35, 36, 55	C 6, 35, 36, 55	C 6, 35, 36, 55	C 6, 35, 36, 55	C 6, 35, 36, 55
Special Events	A 64	A 64	A 64	A 64	A 64	A 64	A 64	A 64	A 64
Sports Stadium		C 9, 14, 6, 17				C 6, 35, 36, 55			
Surface Parking Lot	C 1	C 1		C 56	C 56	C 56	C 56	C 56	C 56

	OS	CS	E	V	D	C	R	GU	UC
<b>F. Agriculture</b>									
Animal Sales/ Service (Domestic Pet)				C 3	C 9	P	C 9	P	P
Field Crops, Orchards	P								
Greenhouse		C 1		C 3	C 3	P	C 3		
Kennel				C 9	C 9	P	C 3, 9	C 9	C 9
Nurseries/ Garden Centers (2)	C 3	C 1		A 3	A 28, 29, 52	P	P	T	T
Stable (3)	C 1	C 1				P	P		

	OS	CS	E	V	D	C	R	GU	UC
<b>G. Automotive</b>									
Auto Rental				A 7	A 7	A	A	A	A
Auto Washing/ Detail					A 46, 48, 49, 50	A 46, 48, 49, 50	A 46, 48, 49, 50	A 46, 48, 49, 50	A 46, 48, 49, 50
Auto Impound						T, A 12, 13, 38, 41, 51, 55		T, A 10, 13, 38, 44, 53, 55	T, A 10, 13, 38, 44, 53
Automobile Sales				A 6, 8, 11, 17, 32, 43	C 7	A 6, 8, 11, 32, 43		A 57	A 57
Automobile Service					A 46, 48, 49, 50	A		A	A
Car/ Truck Maintenance					A 46, 48, 49, 50	A		A	A
Drive-Through Facility					A 8, 20, 21, 27	C 7		A 8, 20, 21, 27	A 8, 20, 21, 27
Gasoline & Alternative Fuel Station					A 6, 13, 43, 45, 46, 47	A 13, 6, 45, 46, 47	A 6, 13, 43, 45, 46, 47	A 6, 13, 43, 45, 46, 47, 58	A 6, 13, 43, 45, 46, 47, 58
Recreational Vehicle Storage						A 11, 38, 44, 54			
Roadside Stand		A			A	A	A	A	P

	OS	CS	E	V	D	C	R	GU	UC
<b>H. Education</b>									
College		P			C 6, 37	C 6, 17, 37		C 6, 37	C 6, 37
Elementary School/ Middle School		P	P	P	P	C 13, 35		C 13, 37	C 13, 37
High School		P			C 6, 37	C 6, 17, 35, 37		C 6, 17, 35, 37	C 6, 17, 35, 37
Other - Childcare Center (3)		C 33, 34, 35		C 33, 34, 35	C 33, 34, 35	C 33, 34, 35	C 33, 34, 35	P	P
Trade School		P			C 6	C 6, 17, 37	C 3	C 6, 37	C 6, 37

	OS	CS	E	V	D	C	R	GU	UC
<b>I. Industrial</b>									
Contractors Yard						A		T, A	T, A
Cremation Facility						P			
Electric Substation	C 11, 38, 40, 54	C 11, 38, 40, 54		C 11, 38, 40, 54	C 11, 38, 40, 54	C 11, 38, 40, 54	C 11, 38, 40, 54	C 11, 38, 40, 54	C 11, 38, 40, 54
Freight/ Truck Terminals/ Depots						C 6, 31, 41, 54			
Heavy Industrial Facility						C 9, 12, 51, 59			
Indoor Storage/ Mini Storage/ Warehouse				C 17, 28, 30, 38, 40, 41, 42, 51	C 28, 30, 38, 40, 41, 42, 51	P			C 28, 30, 38, 40, 41, 42, 51
Laboratory Facility						P		P	P
Light Industrial Facility						C 9, 12, 51, 59		C 9, 12, 51, 59	C 9, 12, 51, 59
Outdoor Storage	A 13, 4, 10, 30, 38, 40, 41, 51, 54	A 13, 4, 10, 30, 38, 40, 41, 51, 54		A 10, 30, 38, 40, 41, 51, 54	A 10, 30, 38, 40, 41, 51, 54	A 3, 10, 30, 38, 40, 41, 51, 54	A 3, 10, 30, 38, 40, 41, 51, 54	A 10, 30, 38, 40, 41, 51, 54	A 10, 30, 38, 40, 41, 51, 54
Recycling Facilities	A 13, 30, 31, 38, 40, 41, 51, 54	A 13, 30, 31, 38, 40, 41, 51, 54		A 3, 30, 31, 38, 40, 41, 51, 54	A 3, 30, 31, 38, 40, 41, 51, 54	A 13, 28, 35, 45, 55	A 3, 30, 31, 38, 40, 41, 51, 54	A 30, 31, 38, 40, 41, 51, 54	A 30, 31, 38, 40, 41, 51, 54
Transit Terminals		C 53			C 53	C 53	C 53	C 53	C 53
Wireless Communication Facilities/ Cellular Tower	C 55	C 55	C 55	C 55	C 55	C 55	C 55	C 55	C 55

Prohibited uses within the property are as follows: sexually orientated businesses, non-chartered financial institutions, and pawn shops.

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### 7.177.16 Specific Conditions

1. Site plan shall demonstrate interaction with the civic and open space uses.
2. Ancillary retail sales shall be allowed.
3. Shall be accessory to the primary uses.
4. Limited to twenty-five percent (25%) of ground floor area.
5. Limited to fifty percent (50%) of ground floor area.
6. Shall be limited to 6,000 square feet. Minor service repairs only.
7. Shall be limited to a maximum of 50,000 square feet for ground floor footprint.
8. Shall be limited in square footage to a storefront consistent with other storefronts within the LUG.
9. A noise control plan and mitigation plan documenting the noise impacts in context with surrounding property characteristics; and how those impacts are lessened on those properties. The noise control and mitigation plan shall be accompanied by either acoustical planning documentation for new development or acoustical retrofitting documentation for alteration of existing development.
10. Shall be separated from pedestrian paths, gathering places and not part of the streetscape.
11. Shall be separated from outdoor ball fields, pedestrian paths, playgrounds and other gathering areas.
12. Any outdoor processing shall be 100 feet from any perimeter property line.
13. Shall be located at least 100 feet from any adjacent single-family residential use.
14. Adequate on-site customer parking shall be provided.
15. 0.5 parking spaces per guest room shall be provided or accommodated to the satisfaction of the Zoning Administrator.
16. Parking, vehicle circulation, and pedestrian circulation plans shall be required at the time of site plan review.
17. Parcel must be located along an arterial or district street with direct access or access through other commercial or mixed-use parcels.
18. Shall not locate the drive through lane, speaker board or customer window on the side of the structure facing an existing single-family residential dwelling.
19. Shall design the drive through so as not to impede, restrict or conflict with major pedestrian areas.
20. Drive through not permitted unless incorporated under building (inhabitable space above).
21. Shall be allowed to sell alcoholic beverages with the appropriate state license.
22. The floor area of the ancillary seating area shall not exceed twenty-five (25) percent of the gross floor area of the establishment.
23. The number of guest rooms shall be limited to six (6) rooms.

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24. The resident owner shall keep a guest register including names, permanent addresses, dates of occupancy, and motor vehicle license number of all guests.
25. May provide food and beverage service to guests and provide for gatherings such as meetings, receptions, or social events only to overnight guests. No food preparation will be allowed in any guestroom.
26. An outdoor activity plan describing the location, use, and characteristics of all outdoor activities.
27. Shall not locate any outdoor patio or seating area adjacent to single-family residential dwellings.
28. The uses shall not impede major pedestrian routes.
29. Outdoor display shall receive approval from the Master Developer and the Planning Director, and shall not be located in areas other than those shown on the approved site plan.
30. Outdoor storage shall be prohibited within the front yard form/setback.
31. Contractor's vehicles and materials shall be prohibited within the front yard form/setback.
32. Shall allow for one (1) outdoor display in an area that does not restrict or diminish pedestrian activity.
33. Shall mean any facility that provides care for six (6) or more children.
34. A solid wall or fence, a minimum of six (6) feet high and a landscape buffer shall be provided around play areas abutting any single-family residential dwelling.
35. Drop off and pick up areas shall be delineated on the site plan.
36. Appropriate screening of the playground area shall be considered for any centers adjacent to existing single-family residential dwellings.
37. The school shall be located to provide direct access and engage any existing adjacent open space areas.
38. The storage area shall be screened from public streets by an appropriate screen wall, fence or landscaping.
39. Appropriate landscaping and pedestrian access shall be provided to the temporary land use.
40. Stacked materials and equipment shall not exceed a height of six (6) feet unless authorized by the site plan approval authority.
41. Outdoor storage, including fleet vehicles, shall be screened from any adjacent single-family residential dwellings and the public streets (not including service lanes).
42. If conducted entirely within a building, no additional conditions are required.
43. Minor service repairs only. No auto body repair or paint shops allowed.
44. Storage of vehicles shall be located either off-site or in a space away from major pedestrian areas or activity.
45. All repair shall be performed within an enclosed building.
46. Vehicular entry to the building shall not be adjacent to single-family residential dwellings. If the entry to the building is facing a single-family residential dwelling the entry repair bays are to be screened from residence and street views by solid masonry walls and landscaping. Alternative screening methods may be proposed and approved by the site plan approval body for unassembled vehicles, auto repair activities, or auto parts.
47. All vehicles awaiting repair shall be screened from view by a masonry wall or approved landscape screen.

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48. The bays for the automatic car washes shall not face or open to any single-family residential use.
49. Other than the entrance and exit bay, all automatic washing equipment shall be enclosed within a building or structure.
50. All outdoor vacuums shall be setback a minimum of 100 feet from any single-family residential dwelling.
51. Contractor's vehicles, materials storage and parking drives shall be surfaced with a hard and durable material. Semi-pervious materials may be used.
52. Signs shall be externally illuminated only.
53. Lighting intensities to be determined at the time of site plan approval.
54. Outdoor lighting shall be shielded if adjacent to single-family residential dwellings.
55. Must be aesthetically designed to complement its surroundings through architecture, vegetation and artistic incorporations.
56. Surface parking shall demonstrate coordination and interaction with other uses within the LUG and/or surrounding area.
57. Vehicle storage and parking not permitted on primary or arterial streets on the ground floor level of buildings other than retail sales.
58. May not be located on a primary street.
59. All potentially hazardous uses shall be appropriately buffered from adjacent uses.
60. Retail development with gross floor area in excess of the amounts listed in "a" or "b" below, as applicable, shall be located on a site abutting the intersection of an arterial or district street (arterial to arterial, arterial to district, or district to district), as depicted in **Exhibit 10.3** - District and Arterial Streets - Roadway Hierarchy of Section 10.
  - a. Individual Retail use may not exceed 10,000 square feet Gross Floor Area, and Group Retail Development may not exceed 20,000 square feet.
  - b. Individual Retail use may not exceed 10,000 square feet, and Group Retail Development may not exceed 50,000 square feet.
61. Sufficient perimeter landscaping shall be installed along interior property lines to visually mitigate and partially screen any service yards, loading areas, loading docks, outdoor activity and/or outdoor storage from adjacent land uses identified as primarily residential activities by the Community Plan, a Development Unit Plan, or approved site plan.
62. Each Group Home for the Handicapped requires compliance with the following:
  - Registration of the group home for the handicapped with the Mesa Planning Division Office; and
  - A minimum 1200' separation from another group home for the handicapped, as measured in a straight line between buildings housing each residence, unless significant intervening features, such as an arterial street, canal or park are present that may reasonably be considered as sufficient in size and/or scope so as to create a separation between adjacent neighborhoods; and
  - Evidence of license, certification, registration with an appropriate county, state or federal agency, if required; and
  - A maximum of ten (10) residents per home, not including staff; and
  - No identification from a public street by signage, graphics, display or other visual means, except as may be permitted by a Development Unit Master Sign Plan as described in Section 16 of this Community Plan.

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- Notwithstanding the foregoing, group homes for the handicapped shall not house any person whose tenancy shall constitute a direct threat to the health or safety of other individuals, or would result in a direct threat of physical damage to the property of others.
63. Outdoor display of limited scale is permitted next to the immediate entryway, and is not to be considered a primary use of that site.
64. Special Events: Time Limits and Numbers of Events, as specified in Section 17.11 may be exceeded only as authorized by approval of an Administrative Use Permit by the Planning Director using the criteria found in Section 17.11.