



## **AGENDA**

### **Planning Commission Meeting**

**Wednesday, January 10, 2024**

**Town Hall / Council Chambers - 302 Pine St Minturn, CO**

---

The agenda is subject to change, including the addition of items 24 hours in advance or the deletion of items at any time. The order of agenda items listed are approximate.

This agenda and meetings can be viewed at [www.minturn.org](http://www.minturn.org).

#### **MEETING ACCESS INFORMATION AND PUBLIC PARTICIPATION:**

This will be an in-person meeting with access for the public to attend in person or via the Zoom link included. Zoom Link: <https://us02web.zoom.us/j/85780957326>

**Zoom Call-In Information:** 1 651 372 8299 or 1 301 715 8592 **Webinar ID:** 857 8095 7326

**Please note:** All virtual participants are muted. In order to be called upon an unmuted, you will need to use the “raise hand” feature in the Zoom platform. When it’s your turn to speak, the moderator will unmute your line and you will have five (5) minutes for public comment.

**Public Comments:** If you are unable to attend, public comments regarding any items on the agenda can be submitted to Madison Harris, Planner 1, prior to the meeting and will be included as part of the record.

- 1. CALL TO ORDER - 6:30 PM**
- 2. ROLL CALL AND PLEDGE OF ALLEGIANCE**
- 3. APPROVAL OF REGULAR AGENDA**

Opportunity for amendment or deletions to the agenda.

- 4. APPROVAL OF MINUTES**
  - A.** December 13, 2023
- 5. DECLARATION OF CONFLICTS OF INTEREST**
- 6. PUBLIC COMMENT**

Citizens are invited to comment on any item not on the regular Agenda subject to a public hearing. Please limit your comments to five (5) minutes per person unless arrangements have been made

for a presentation with the Town Planner. Those who are speaking are requested to state their name and address for the record.

**7. SPECIAL PRESENTATIONS**

Presentations are limited to 5 minutes unless prior arrangements are made with the Town Planner.

**8. DESIGN REVIEW AND LAND USE PUBLIC HEARINGS**

**9. DISCUSSION / DIRECTION ITEMS**

[A.](#) Minturn Forward: Code Assessment

**10. STAFF REPORTS**

[A.](#) Manager's Report

**11. PLANNING COMMISSION COMMENTS**

**12. FUTURE MEETINGS**

**13. ADJOURN**



# OFFICIAL MINUTES

## Planning Commission Meeting

Wednesday, December 13, 2023

Town Hall / Council Chambers - 302 Pine St Minturn, CO

---

The agenda is subject to change, including the addition of items 24 hours in advance or the deletion of items at any time. The order of agenda items listed are approximate.  
This agenda and meetings can be viewed at [www.minturn.org](http://www.minturn.org).

### MEETING ACCESS INFORMATION AND PUBLIC PARTICIPATION:

This will be an in-person meeting with access for the public to attend in person or via the Zoom link included. Zoom Link: <https://us02web.zoom.us/j/88611323337>

**Zoom Call-In Information:** 1 651 372 8299 or 1 301 715 8592 **Webinar ID:** 886 1132 3337

**Please note:** All virtual participants are muted. In order to be called upon an unmuted, you will need to use the “raise hand” feature in the Zoom platform. When it’s your turn to speak, the moderator will unmute your line and you will have five (5) minutes for public comment.

**Public Comments:** If you are unable to attend, public comments regarding any items on the agenda can be submitted to Madison Harris, Planner 1, prior to the meeting and will be included as part of the record.

**1. CALL TO ORDER - 6:30 PM**

Lynn Teach called the meeting to order at 6:33 p.m.

**2. ROLL CALL AND PLEDGE OF ALLEGIANCE**

Those present at roll call: Planning Commission Chair Lynn Teach and Planning Commission members Michael Boyd, Amanda Mire, Sage Pierson, Tom Priest, and Jeff Armistead.  
Staff Members present: Planning Director Scot Hunn and Planner I Madison Harris.

**3. APPROVAL OF MINUTES**

A. November 8, 2023

Motion by Michael B., second by Tom P. to approve the minutes as presented. Motion passed 5-0.

*Note: Sage P. is attending in her status as an alternate.*

**4. APPROVAL OF REGULAR AGENDA**

Opportunity for amendment or deletions to the agenda.

Motion by Amanda M., second by Jeff A., to approve the agenda as presented. Motion passed 5-0.

*Note: Sage P. is attending in her status as an alternate.*

**5. DECLARATION OF CONFLICTS OF INTEREST**

No conflicts of interest.

**6. PUBLIC COMMENT**

Citizens are invited to comment on any item not on the regular Agenda subject to a public hearing. Please limit your comments to five (5) minutes per person unless arrangements have been made for a presentation with the Town Planner. Those who are speaking are requested to state their name and address for the record.

No public comment.

**7. SPECIAL PRESENTATIONS**

Presentations are limited to 5 minutes unless prior arrangements are made with the Town Planner.

**8. DESIGN REVIEW AND LAND USE PUBLIC HEARINGS**

**9. DISCUSSION / DIRECTION ITEMS**

- A. Minturn Forward: Code Assessment  
Scot H. introduced the topic. This is a high level assessment of what our code looks like and how it can change and be reorganized.

Matt Farrar, Western Slope Consulting.

The key themes and priorities of this update is:

1. Re-Organize and Re-Format Code to Improve Usability
2. Develop a Code that Facilitates the Implementation of Minturn’s Community Plan & Strategic Plan
3. Enhance Review Processes
4. Create More Opportunities For A Range of Housing Options for Full-Time Residents
5. Increase Flexibility of Regulations & Standards
6. Explore Options to Promote/Incentivize Certain Types of Development
7. Ensure Compliance With Court Rulings

*Note: 5 min recess called at 7:21 p.m.*

Tom P. looks forward to the product that comes out the other ends. Doesn’t have any issues with the recommendations. The cross-reference needs to be very specific. Would like an example of what a hybrid code would look like in a zone district.

Mr. Farrar said that a hybrid approach would be to say for example here is the scale for buildings in this area and we want to continue that scale. Would define building envelope, height, setbacks, but also maybe some build-to lines where buildings have to be built to the sidewalk or incorporate outdoor seating areas. Things that work towards development that continues the character that you want to see. Also regulations on the types of uses allowed in the buildings.

Tom P. asked if a hybrid would kind of eliminate variances if you adhere to the character because we’ve zoned it hybrid.

Scot H. said that there would be intents per zone district/neighborhood. This would be followed by text that is more regulatory and coupled with very clear graphics. If you have a very clear

description of what the zone district is plus intent plus graphics should cut down on the variance requests. The hybrid code should be applied across the board to all zone districts.

Michael B. commented on reducing the parking requirements. Another issue is changing the zoning. Currently residential in Old Town has a 45% building coverage limitation which is a lot. Zone changes through the 800 block is an issue for him. Would like to have a work session with Council about the layout.

Sage P. agrees that we should talk to Council, brainstorming together is important.

Lynn T. agrees with a meeting with Council, but it should be further down the line when we've accomplished more.

Jeff A. said that maybe we need to prioritize certain things, but when we start digging into this we'll need to figure out how we address things (chronologically vs. hot button issues). Thinks we should go for a hybrid code. Asked if there could be an exercise conducted where a project was designed according to both a traditional and form based code and seeing what the differences in the product is. Likes Matt's suggestions that the traditional focuses on uses while the form based focuses on the building form. Wants to make sure we aren't discriminating against anyone in any part of town.

Amanda M. would like to elaborate on people's roles so that we can be most efficient in applying the review of applications. Likes the reorganization and the consolidation, but was struggling with mapping the old to the new. The hybrid will likely be the way we end up going. Would like to have purpose first and then traditional. Agrees with Sage and Jeff about getting with Council when it's appropriate.

Lynn T. would like to keep "existing character and scale" in the intent statements. Likes the hybrid idea. Thinks that any further stakeholder interviews need to happen in the Planning Commission meeting.

**10. STAFF REPORTS**

**A. Manager's Report**

**Safe Streets for All (SS4A) Grant Award**

The town of Minturn has been awarded a SS4A grant in the amount of \$80,000 for the creation of a Safety Action Plan (Plan). This Plan will identify the primary areas of risk to pedestrians, vehicles, and multimodal forms of transportation. The town will look to utilize this Plan toward supporting larger grant applications to address transportation safety within town. I participated in the grant kick-off meeting this week and will work to create an RFP for finding a facilitator to take the town through the community-centric process of creating the Plan.

**Revitalizing Main Streets (CDOT) Grant Application**

Minturn has applied for a grant to improve upon the initial work planned for the Railroad Ave corridor. With the approximately \$80k committed by the Minturn North Development, Minturn would like to utilize those funds as a match toward a larger project of improving the North Minturn area corridor's access to Main Street. The Town will conduct the approved Railroad Ave work regardless of the grant approval, but if the grant is approved, we will be able to add a bulbout at the Railroad Ave/North Main Street intersection, additional walkways along the municipal lot and North Main Street and work at the Main Street intersection that is in line with the recently approved Community Plan. Total project cost applied for is \$252,000 with a 10% match included.

**Minturn Concrete Water Tank #3**

Tank #3 is now online and operational. Final payment to the contractor and subs has been approved. John Volk is applying to the CDPHE for approval of the .1 baffling factor which allows the town to utilize the tank for necessary contact time requirements.

**Evacuation Planning**

I met with representatives of the Eagle County Emergency Management Team, Sheriff's Office, Fire Protection District and Wildland Fire to discuss Minturn's evacuation planning efforts. Conducting a tabletop exercise and a full-blown evacuation exercise can get very expensive, so I am looking into planning grants to help facilitate this effort. A discussion point addressed in this meeting is finding the balance between traffic calming measures and emergency/safety measures. These two items can often contradict, and the community should be cognizant of working toward finding a balance.

**Community Wildlife Protection Plan (CWPP)**

I represented Minturn on Tuesday, November 28th for the next steps in the updating of the CWPP. This is still a work in progress, but I anticipate, when completed, this will come before the Minturn Town Council for the option to adopt the plan. If interest was again the discussion in finding a balance between emergency management planning and street calming activities and how those two efforts often do not align. Minturn will continue to work toward finding a balance in this area.

**Magnesium Chloride Discussion**

The Magnesium Chloride discussion has been removed from the Council discussion items due to feedback received from CDOT representative MR. Kane Schneider. I participated in a Zoom call with CDOT Region 3 Engineer John Kronholm, Mr. Schneider and Joseph Bajza on Thursday, November 30th . The meeting was originally scheduled for the purpose of discussing Mag Chloride talking points at the Council discussion, but Mr. Schneider quickly devolved the discussion into, what I perceived to be an adversarial position on the contents of the Minturn/CDOT Annual Maintenance Contract. Mr. Schneider's position is that the Town is responsible for the 24/7 plowing of the entirety of HYW 24 through Minturn, including the parking lanes and traffic lanes. This includes any de-icing efforts. In contrast, Mr. Bajza, head of plow operations for DCOT, indicated Minturn and CDOT maintain a productive arrangement and hopes that can continue.

Minturn's maintenance contract with CDOT began in 2006 and Jay Brunvand, town clerk/treasurer, indicates the contract was always discussed as a "team effort" whereby CDOT would lower their blades when coming through town and Minturn's PW staff would handle the removal of snow in the parking lanes. Jay provided me emails from past contract negotiations indicating this understanding. I will now work to address Mr. Schneider's claims and either work with CDOT representatives to maintain the understanding of the teamwork that has benefited both parties in the past or dissolve the contract. Minturn PW does not have the bandwidth to maintain the traffic lanes of HWY 24 24/7 for the small contract amount of approximately \$38,0934.

Regardless of the above, at this time, CDOT indicated Mag Chloride use on HWY 24 is rare, so the Mag Chloride discussion is a moot issue.

**11. PLANNING COMMISSION COMMENTS**

The Planning Commission wished everyone a Merry Christmas!

**12. FUTURE MEETINGS**

**13. ADJOURN**

Motion by Tom P., second by Jeff A., to adjourn the regular meeting of December 13, 2023 at 8:50 p.m. Motion passed 5-0.

*Note: Sage P. is attending in her status as an alternate.*

---

Lynn Teach, Commission Chair

ATTEST:

---

Scot Hunn, Planning Director



## Types of Land Use/Zoning Codes Memo

---

TO: Minturn Planning Commission

FROM: Matt Farrar, Western Slope Consulting

DATE: January 5, 2024

ATTACHMENTS: Land Use Code Examples

---

The intent of this memo is to help inform the town’s discussions around what type of Land Use Code to pursue via the update to Minturn’s existing Land Use Code (i.e., [Chapter 16 - Zoning](#), [Chapter 17 - Subdivisions](#), and [Appendix B - Minturn Design Standards and Guidelines of Minturn’s Municipal Code](#)). This memo focuses on the three (3) types of Land Use Codes that are most prevalent in communities across the United States. These are “Traditional Codes,” “Form-Based Codes,” and “Hybrid Codes.” Attached to this memo are examples of a Form-Based Code and a Hybrid Code. The town’s existing Land Use Code is considered a Traditional Code, therefore an example of this type of code has not been included.

There are other types of Land Use Codes that communities have experimented with, such as Performance Zoning. However, it is not recommended that the town consider pursuing these less common forms of Land Use Codes

### TRADITIONAL CODE

A Traditional Code, commonly referred to as “Euclidean Zoning,” focuses on regulating land use types (ex. residential, commercial, industrial, etc.). Typically, different land use types are separated into distinct Zone Districts in an effort to ensure compatibility among uses and limit the impacts that uses may have on each other. For example, residential land uses are permitted in certain Zone Districts and non-residential land uses (ex. commercial and industrial land uses) are often permitted in separate Zone Districts. Many communities are realizing that residential and non-residential land uses can be compatible and are allowing for a mixing of land uses (ex. residential and commercial land uses) in Mixed Use Zone Districts.

Traditional Codes often include the following components:

1. **Zoning Map.** This is a map that delineates the physical boundaries of the various Zone Districts within a community. Each Zone District shown on the map has a specific intent and only allows for specific types of land uses based on the intent of the Zone District.
2. **Use Table.** This is a table, or tables, that sets forth the types of land uses that are permitted or prohibited in each of the Zone Districts shown on the Zoning Map. Land uses that are permitted in Zone Districts are often allowed “by right” or as a “Conditional Use” or “Special Use.” By right uses are allowed in a Zone District, subject to any standards that may apply. Conditional Use or Special



Uses require a discretionary review process and are only allowed if authorized by a Planning Commission and/or a Town Council.

3. **Use Standards.** These are regulations that may apply generally to all land uses within a community, such as noise or vibration standards, or may apply only to specific types of land uses. Regulations that apply to specific types of land uses (i.e., Use-Specific Standards) may include requirements for where a use can be located on a property, the allowable size (i.e., square footage) of a use, how the use can operate, off-street parking, and design standards.
4. **Dimensional Standards.** These are regulations that control the amount of development allowed on a property. These typically include requirements for minimum lot sizes, minimum setbacks, maximum building heights, maximum lot coverages, and maximum [floor area ratios \(FAR\)](#).
5. **Design Standards/Guidelines.** These are regulations that address design issues not addressed by Use Standards or Dimensional Standards. Common components of Design Standards/Guidelines are architectural standards, landscaping standards, exterior lighting standards, requirements for off-street parking and loading/unloading areas, and sign regulations. Many communities have incorporated Design Standards/Guidelines with their Traditional Code due to the limited emphasis that Use Standards and Dimensional Standards place on the aesthetic of the built environment.
6. **Administration.** These are the regulations for the administration of the Code, including application requirements and review procedures.
7. **Glossary.** The Glossary sets forth the definitions of terms, phrases, and land use types used in the Code.

As noted, Minturn’s existing Land Use Code is considered a Traditional Code.

### FORM-BASED CODE

A Form-Based Code focuses on regulating the physical form of development in an effort to achieve a predictable built environment. Form-Based Codes commonly address the form and mass of buildings in relation to each other, the relationship between buildings and the “public realm” (i.e., streets, parks, plazas, etc.), and the scale and types of streets and blocks.

Form-Based codes often include the following components:

1. **A Regulating Plan.** This is a plan or map that designates the physical locations in a community, or specific area, where various Code standards apply. A Regulating Plan is similar to a Zoning Map; however, it provides a greater level of detail and specificity for street types, block dimensions, and building lines. A Regulating Plan may also identify locations for parks, squares, plazas, and other civic spaces. In downtown areas, a Regulating Plan may identify required building frontages.
2. **Public Space Standards.** These are regulations for elements within the “public realm.” In other words, regulations for civic spaces, streets, sidewalks, streetscapes (e.g., street trees, street furniture, etc.). In regard to civic spaces, Public Space Standards may include provisions for minimum and maximum sizes, types of spaces, placement, landscaping, and the role they play within a community.

- 3. **Building Form Standards.** These are regulations that control the configuration, features, and function of buildings. These typically include regulations for lot sizes, building placement and form, building types, types of land uses, parking, encroachments, and frontage types.
- 4. **Administration.** These are the regulations for the administration of the Code, including application requirements and review procedures.
- 5. **Glossary.** The Glossary sets forth the definitions of terms, phrases, and land use types used in the Code.

Some Form-Based Codes include additional components, such as:

- 1. **Block Standards.** These are regulations for large sites that dictate how the site is to be laid out into an interconnected and walkable network of streets and blocks.
- 2. **Architectural Standards.** These are regulations for the design/character of buildings.
- 3. **Landscape Standards.** These are regulations for the design/character of landscaping. These regulations typically apply to landscaping of private spaces but may apply to landscaping in the “public realm.”
- 4. **Green Building Standards.** These are regulations for buildings that work towards achieving a community’s sustainability goals.

An excerpt from the [City of Tehachapi’s \(in California\) Form-Based Code](#) is attached to this memo as an example of form-based zoning regulations.

For additional information about Form-Based Codes, please visit:

<https://www.planetizen.com/definition/form-based-codes>

<https://formbasedcodes.org/>

**HYBRID CODE**

A Hybrid Code typically mixes elements of a Traditional Code and Form-Based Code. In other words, it is a hybrid between a Traditional Code and Form-Based Code. There are numerous ways that the components of these different types of zoning codes can be combined into a Hybrid Code. Therefore, a community must determine what mix of regulations is best suited for them.

A hypothetical example of hybrid zoning for Minturn is attached to this memo. This example is for demonstration purposes only and **is NOT being proposed**.

### MIXED-USE 2 (MU2) ZONE EXAMPLE

#### A. Intent

The Mixed Use 2 (MU2) Zone District is intended to provide for a mix of residential uses, including single-family homes, duplexes, and multi-family dwellings, and low impact commercial uses. More intensive commercial uses may be appropriate in this district as conditional uses.

#### B. Character

1. *General Character.* This part of Minturn consists primarily of low-density residential development with limited commercial development that serves residents and passing motorists. Lot sizes are larger and deeper than those found in other urban areas in the Town. This area also includes federally regulated areas of the Holy Cross Ranger District.
2. *Character of Residential Development.* Residential development in this area is characterized by homes that are one (1) or two (2) stories. Parking is typically located in front of homes to provide access to/from SH-24.

**Residential Development Character Examples:**



The form and scale of future residential development in this area should complement the existing residential development. Lower-density residential development along the Eagle River is encouraged. Higher density residential development is appropriate on the south side of Main Street (SH-24).

3. *Character of Non-Residential Development.* Commercial development in this area is characterized by buildings that are one (1) or two (2) stories. Parking is typically located in the front of buildings to provide access to/from SH-24.

**Non-Residential Development Character Examples:**



This area provides for commercial activities that are not easily accommodated in the Old Town neighborhood and is intended to facilitate small business development and economic vitality in Minturn.

4. *Streetscape.* State Highway 24 (SH-24) bisects this part of Minturn. The streetscape consists of attached sidewalks that support pedestrian activity, on-street parking, and two travel lanes. There are portions of the streetscape in this area where sidewalks do not exist.

**Character Example:**



**C. Land Use Standards**

Table 1 lists the types of land uses allowed within the MU2 Zone District and provides the number of parking spaces required by use and cross-references to the specific requirements associated with certain types of uses (i.e., Use-Specific Standards). Any land use not listed in Table 1 is not permitted in the MU2 Zone District.

All uses listed in Table 1 must comply with the General Use Standards set forth in Section ##. Definitions for Use Types listed in Table 1 are set forth in Article ##.

**Table 1: Schedule of Uses**

USE TYPE	PERMIT REQUIRED	USE-SPECIFIC STANDARDS	REQUIRED PARKING
<b>Commercial &amp; Industrial Uses</b>			
Automobile & Truck Repair	-	N/A	1 space per 500 SF
Automotive Sales & Service	-	N/A	1 space per 500 SF
Bakery	-	N/A	1 space per 500 SF
Car Wash	C	N/A	1 space per 500 SF
Clinic, Medical or Dental	-	N/A	1 space per 500 SF
Drive-In/Drive-Through Establishment	C	N/A	1 space per 500 SF
Dry Cleaning Establishment	-	N/A	1 space per 500 SF
Eating & Drinking Establishment	-	N/A	1 space per 500 SF
Entertainment Business	-	N/A	1 space per 500 SF
Financial Institution	-	N/A	1 space per 500 SF
Fueling Station	-	N/A	1 space per 500 SF
Hotel or Motel	-	N/A	1 space per 500 SF
Manufacturing, Fabrication, and Assembly	C	N/A	1 space per 500 SF
Office	-	N/A	1 space per 500 SF
Outside Storage, Screened	C	N/A	1 space per 500 SF

USE TYPE	PERMIT REQUIRED	USE-SPECIFIC STANDARDS	REQUIRED PARKING
<b>Commercial &amp; Industrial Uses (continued)</b>			
Personal Service Establishment	-	N/A	1 space per 500 SF
Retail or Rental Establishment, less than 5,000 SF	-	N/A	1 space per 500 SF
Retail or Rental Establishment, greater than 5,000 SF	C	N/A	1 space per 500 SF
Wholesale Establishment	-	N/A	1 space per 500 SF
<b>Public, Institutional, and Civic Uses</b>			
Governmental Buildings, Facilities, and Associated Uses	-	N/A	1 space per 500 SF
Library	-	N/A	1 space per 500 SF
Park or Open Space Area	-	N/A	1 space per 500 SF
School	-	N/A	1 space per 500 SF
Telecommunication Facilities & Towers	C	N/A	1 space per 500 SF
Transit Stop	-	N/A	1 space per 500 SF
<b>Residential Uses</b>			
Multi-Family Dwelling	C	N/A	1 space per unit
Single-Family Dwelling	-	N/A	1 space per unit
Two-Family Dwelling (Duplex)	-	N/A	1 space per unit
<b>Accessory Uses</b>			
Accessory Building	-	N/A	N/A
Accessory Dwelling Unit	C	Section ##	1 space per unit
Automated Teller Machine	-	N/A	N/A
Childcare, Accessory to a Business	-	Section ##	1 space per 500 SF
Dwelling, Accessory to a Business	-	Section ##	1 space per unit
Fence, Hedge, or Wall	-	Section ##	N/A
Home Occupation	-	Section ##	1 space per 500 SF
Non-Commercial Garage, Carport, or Similar Type of Use	-	N/A	N/A

**LEGEND**

- : No Permit Required | C: Conditional Use Permit Required | N/A: Not Applicable

**D. Development Standards**

1. *Allowed Building Types & Use by Floor.* Table 2 sets forth the building types and land uses, by building floor, permitted in the MU2 Zone District.

**Table 2: Allowed Building Types & Use by Floor**

Building Type	Building Type Permitted?	Allowed Use by Floor	
		First Floor	Second Floor
Single-Family Dwelling	Yes	Residential	Residential
Two-Family Dwelling (Duplex)	Yes	Residential	Residential
Multi-Family Dwelling	Yes	Residential	Residential
Non-Residential Building	Yes	Non-Residential	Non-Residential
Mixed-Use Building	Yes	Non-Residential	Residential

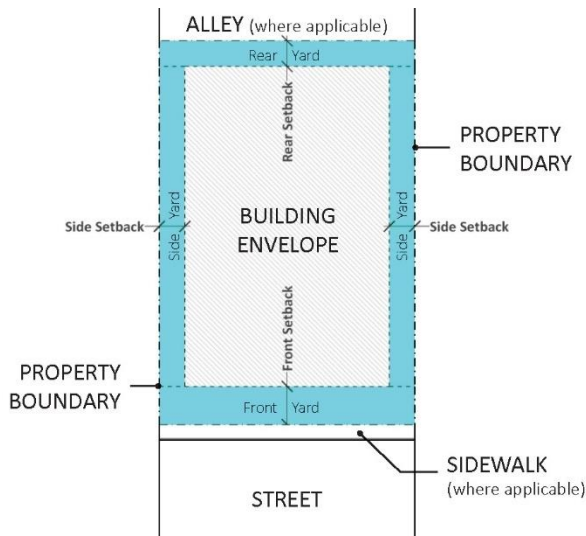
2. *Building Site Requirements.* Table 3 sets forth the dimensional and coverage requirements for building sites in the MU2 Zone District.

**Table 3: Building Site Requirements**

Building Type	Size (Minimum)	Width (Minimum)	Coverage (Maximum)
Single-Family Dwelling	5,000 SF	25-feet	60%
Two-Family Dwelling (Duplex)	5,000 SF	25-feet	60%
Multi-Family Dwelling	7,500 SF	25-feet	60%
Non-Residential Building	5,000 SF	25-feet	60%
Mixed-Use Building	5,000 SF	25-feet	60%

3. *Building Placement Requirements.* Table 4 sets forth the placement requirements for buildings in the MU2 Zone District.

**Diagram 1: Building Placement Requirements**



**Table 4: Building Placement Requirements**

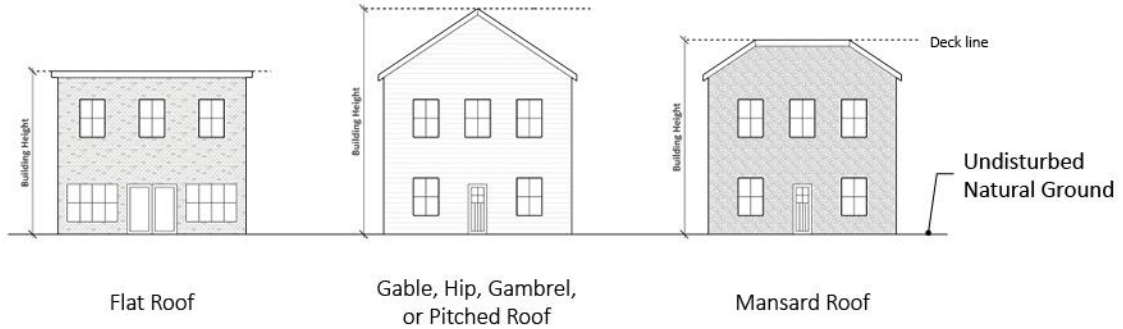
Building Type	Required Setbacks, Minimum		
	Front Yard	Rear Yard	Side Yard
Single-Family Dwelling	5-feet	5-feet	5-feet
Two-Family Dwelling (Duplex)	5-feet	5-feet	5-feet
Multi-Family Dwelling	5-feet	5-feet	5-feet
Non-Residential Building	5-feet	5-feet	5-feet
Mixed-Use Building	5-feet	5-feet	5-feet
Accessory Building	See Notes	5-feet	5-feet

**Notes:**

An accessory building may be located to the side or rear of the principal building and not beyond the front building line.

4. *Building Height Requirements.* Table 5 sets forth the height requirements for buildings in the MU2 Zone District.

**Diagram 2: Building Height Requirements**



**Table 5: Building Height Requirements**

Building Type	Height (Maximum)	Stories (Maximum)
Single-Family Dwelling	28-feet	2
Two-Family Dwelling (Duplex)	28-feet	2
Multi-Family Dwelling	28-feet	2
Non-Residential Building	28-feet	2
Mixed-Use Building	28-feet	2
Accessory Building	15-feet	1

5. *Off-Street Parking and Loading/Unloading Area Placement Requirements.* Table 6 sets forth the placement requirements for off-street parking and loading/unloading areas in the MU2 Zone District.

**Table 6: Off-Street Parking and Loading/Unloading Area Placement Requirements**

	Permitted Location		
	Front Yard	Rear Yard	Side Yard
Off-Street Parking	P	P	P
Loading/Unloading Area	-	P	P

**LEGEND**

P : Location Permitted | - : Location Not Permitted

## Chapter 3.20 Transect Zones

---

### Sections:

- 3.20.010 Purpose
- 3.20.020 Applicability
- 3.20.030 Rural Edge (T2) Zone
- 3.20.040 Rural General (T2.5) Zone
- 3.20.050 Neighborhood Edge (T3) Zone
- 3.20.060 Neighborhood General (T4) Zone
- 3.20.070 Neighborhood Center (T4.5) Zone
- 3.20.080 Downtown (T5) Zone
- 3.20.090 Tehachapi Blvd. West (SD2.1) Zone

---

### 3.20.010 Purpose

Chapter 3.20 provides regulatory standards governing land use and building form within the Transect-based zoning areas. The Zoning Code is a reflection of the community vision for implementing the intent of the General Plan. These standards are intended to ensure that proposed development is compatible with existing and future development on neighboring properties, and produces an environment of desirable character, consistent with the General Plan and any applicable specific plan.

---

### 3.20.020 Applicability

The requirements of Chapter 3.20 shall apply to all proposed development within Transect-based zones, and shall be considered in combination with the standards for the applicable zone in Article 4 (General to Zones) and those in Article 6 (Specific to Uses). If there is a conflict between any standards, the provisions of Article 3 (Specific to Zones) control over Article 4 and the provisions of Article 6 control over Articles 3 and 4.



# Chapter 3.20 Transect Zones

Section 9, Item A.

TABLE 3.20 SUMMARY OF ZONES	DOWNTOWN (T5)	NEIGHBORHOOD CENTER (T4.5)	NEIGHBORHOOD GENERAL (T4)
SUMMARY OF INTENDED PHYSICAL CHARACTER			

BUILDINGS (See Section 5.10 for all requirements)						
BLOCK - FORM TYPES	ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT
Lined Building	Lined Building	3 / 35 (G, T)				
Flex Building Large	Flex Building Large	3 / 35 (G)				
Flex Building Small			Flex Building Small (3)	2.5 / 26		
Barn						
Rowhouse 'BF'	Rowhouse 'BF'	3 / 30 (G)				
HOUSE - FORM TYPES	ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT
Rowhouse 'HF'			Rowhouse 'HF'	2.5 / 26	Rowhouse 'HF'	2 / 24
Courtyard Building	Courtyard Building	2.5 / 30	Courtyard Building	2.5 / 26	Courtyard Building	2 / 24
Bungalow Court			Bungalow Court	2.5 / 24	Bungalow Court	2 / 22
Villa	Villa	2.5 / 26 (T)	Villa	2.5 / 26	Villa	2 / 22
Duplex			Duplex	2.5 / 26	Duplex	2 / 22
House	House	2.5 / 26 (T)	House	2.5 / 26	House	2 / 22
Estate						

FRONTAGES (See Section 5.20 for all requirements)			
TYPE	ALLOWED	ALLOWED	ALLOWED
Gallery	Gallery	Gallery (3)	
Shopfront	Shopfront	Shopfront (3)	
Forecourt	Forecourt		
Parking Court	Parking Court (2)		
Terrace	Terrace		
Walled Yard	Walled Yard	Walled Yard	Walled Yard
Stoop		Stoop	Stoop
Porch		Porch	Porch
Front Yard		Front Yard	Front Yard
Common Yard			

OPEN SPACE (See Section 8.10 for all requirements)			
TYPE	ALLOWED	ALLOWED	ALLOWED
Nature			Nature
Agriculture	Agriculture	Agriculture	Agriculture
Greenway		Greenway	Greenway
Green		Green	Green
Plaza	Plaza	Plaza	
Square	Square	Square	Square
Passage	Passage	Passage	Passage
Playground	Playground	Playground	Playground
Sportsfield			Sportsfield
Roof Garden	Roof Garden	Roof Garden	Roof Garden

KEY TO NOTES FOR TABLE 3.20						
Villa	Type allowed in zone	2 / 26	Maximum stories and height in feet to top plate of highest story	(1)	Only at the intersection of two 'Road' thoroughfare types (8.20.080)	
blank	Type not allowed in zone	2.5	Maximum of three stories with 3rd story as occupied space within the 2nd story roof volume	(1A)	Only on Tehachapi Blvd within 100 ft of street corner	

Section 9, Item A.



NEIGHBORHOOD EDGE (T3)		RURAL GENERAL (T2.5)		RURAL EDGE (T-2)		TEHACHAPI BLVD WEST (SD-2.1)	
ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT
						Flex Building Large	3 / 35 (G)
		Flex Building Small (1)	1.5 / 15	Flex Building Sm (1)	1.5 / 15	Flex Building Small	2 / 26
		Barn	1.5 / 18	Barn	1.5 / 26		
						Rowhouse 'BF'	2.5 / 30
ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT	ALLOWED	MAX STORIES/FT
						Courtyard Building	2.5 / 30
						Villa	2.5 / 26
Duplex	2 / 22					Duplex	2.5 / 24
House	2 / 22						
Estate	2 / 24	Estate	2.5 / 26	Estate	2.5 / 26		

ALLOWED	ALLOWED	ALLOWED	ALLOWED
	Gallery (1)	Gallery (1)	Gallery (1A)
	Shopfront (1)	Shopfront (1)	Shopfront (1A)
			Forecourt
			Parking Court (2A)
			Walled Yard
			Stoop
Porch	Porch	Porch	
Front Yard	Front Yard	Front Yard	Front Yard
Common Yard	Common Yard	Common Yard	

ALLOWED	ALLOWED	ALLOWED	ALLOWED
Nature	Nature	Nature	
Agriculture	Agriculture	Agriculture	Agriculture
Greenway	Greenway	Greenway	Greenway
Green	Green		Green
			Plaza
			Square
			Passage
			Playground
Sportsfield			
Roof Garden	Roof Garden	Roof Garden	Roof Garden

(2) Only on side street	(3) Only when adjacent to an allowed open space type	(T) Type not allowed on north side of Tehachapi Blvd
(2A) Only on Tehachapi Blvd, at least 150 ft from street corner	(G) 3-story facades require 1-story gallery on at least 2/3 of facades within facade layer	

## 3.20.030 Rural Edge (T2) Zone

### A. Intent and Purpose

The RE zone is applied to areas intended for low intensity rural activity to physically define Tehachapi's edges.

- 1. Physical Character.** Very few buildings occur in the RE zone and consist of the Barn and the Estate building types with the Small Flex Building allowed at crossroads as defined in this code. Buildings are varied in height, up to 2.5 stories and are set back from the roadway to maintain a rural environment.
  - a) Property shall comply with the development standards in Section C of the RE zone;
  - b) Signage shall comply with Article 7 (Signs).
- 2. Streetscape / Public Realm.** The streetscape is in support of nature and rural activity. Frontages consist of common yards, front yards, and porches with the shopfront and gallery only on the Small Flex Building. Paths are used instead of sidewalks.
  - a) New blocks shall have a minimum perimeter of 1 mile and comply with Chapter 8.20;
  - b) Existing blocks shall comply with Chapter 8.20 when any of the following are modified or apply: i) vehicular access, ii) right-of-way, iii) streetscape;
  - c) Adjacent streetscapes shall be improved per Chapter 8.20 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision of land;
- 3. Land Use.** Land uses activities range from agriculture to residential, limited service, office, and restaurant businesses.
  - a) Existing non-conforming land uses may remain per the requirements of Chapter 10.30.040;
  - b) New or expanded land use activity shall comply with Section B of the RE zone.
- 4. Parking.** Parking is provided through a system of on-street and off-street spaces.
  - a) Existing parking shall be improved when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;
  - b) New or expanded parking shall comply with Sections B and C.2 of the RE zone.

### Examples of the RE Zone's range of intended physical character:



*Above: Agriculture, nature and very limited rural development characterize the Rural Edge zone.*



*Above: Barn and accessory buildings are organized in support of rural and agricultural activities that emphasize Tehachapi's natural edges.*

### B. Land Use Standards

- 1. Allowed Land Use Types.** Table 3.20.030 identifies the allowed land use activity, the required permit, the amount of required parking, and any special requirements. The identified permit is required prior to establishing operations.
- 2. Multiple Land Use Types.** A building or building site may utilize multiple land use types per the applicable requirements of Table 3.20.030.
- 3. Location and Size of Land Use Type.** In order to promote land use compatibility, allowed land use types shall comply with the identified requirements for size and location.

Rural Edge (T2) Zone 3.20.030

Table 3.20.030 Land Use Standards

Category	Use	Permit	Pkg
Entertainment and Recreation	Adult Entertainment	-	-
	Cinema, Nightclub, Health / Fitness	-	-
	Outdoor Recreation	MUP	1/400
	Live/Amplified Music	MUP	1:5
	Meeting Facility	MUP	1:5
Restaurant and Food	Drive-Through	-	-
	Pub / Bar, Micro-Brewery	-	-
	Restaurant (may incl alcohol sales)	MUP	1/400
	Outdoor Dining	P (1)	0
	Wine Tasting/Microbrewery	MUP	1/400
Retail	Brewpub	MUP	1/400
	Alcohol Sales (off-site)	-	-
	Artisan / Craft MFG (w/ on-site sales), Art Gallery / Exhibition	P	1/400
	Retail <2,000 sq ft	MUP	1/400
	Retail >2,000 sq ft	-	-
Services	Secondhand Stores	-	-
	Care Facility for the Elderly <7	-	-
	Care Facility for the Elderly >7	-	-
	Day Care: Adult Day	-	-
	Day Care: Small House < 7	-	-
	Day Care: Large House 7 to 14	-	-
	Day Care Center > 15	-	-
	Emergency Shelter	-	-
	Funeral Home	-	-
	Group Home < 7 clients	-	-
	Group Home > 7 clients	-	-
	Hotel / Motel	-	-
	Inn (B&B)	MUP	1/3R
	Medical Services	-	-
	Business or Personal Services	-	-
	Repair, Commercial (non-vehicular)	-	-
	Transitional and Supportive Housing	-	-
	Veterinary Clinic/Boarding	MUP	1/500
Office and Civic	Office, General <2,000 sq ft	P	1/400
	Government, Civic, Library	-	-
	School, College, University	-	-
	Transit Station	-	-

Category	Use	Permit	Pkg
Residential	Farmworker Housing	-	-
	Carriage House or Guest House (Secondary Dwelling)	P	1/U
	Home Occupation	P (1)	0
	Mobile Home Park / Subdivision	-	-
	Multi Family Residential	-	-
	Rooming and Boarding House	-	-
	Single Family Residential	P	2/U
Industrial	Manufacturing (perishable: e.g.,cider, apple juice) <4,000 sq ft bldg	MUP	0
	Manufacturing (non-perishable) <2,000 sq ft	P	1/500
	Power / Electrical Substation	-	-
	Reverse Vending Machine	-	-
	Small Collection Facility	-	-
Motor-Vehicle Related	Car Wash	-	-
	Gas Station (non-commercial vehicles) <50,000 sq ft site area	MUP (1)	1/500
	Gas Station (commercial vehicles)	-	-
	Recreational Vehicle Park	-	-
	Repair, commercial (motor vehicles)	-	-
	Motor Vehicle Sales, Rentals	-	-
Communi-cations	Telecommunications Facilities	CUP (1)	0
	Broadcasting / Recording Studio	-	-
Other	Temporary Use	TUP (1)	0
	Nature (see 8.10.060)	P	0
	Agriculture (see 8.10.070)	P	0
	Greenway (see 8.10.080)	P	0
	Green, Plaza, Square, Passage	-	-
	Playground, Sportsfield	-	-
	Roof Garden (see 8.10.150)	P	0

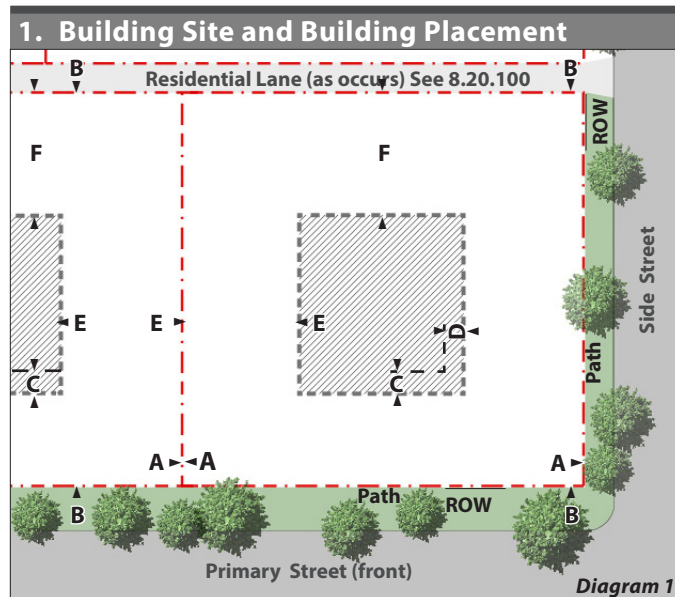
Key

P	Permitted Use - Zoning Clearance Required.
MUP	Minor Use Permit Required. See 9.30.50.B
CUP	Conditional Use Permit Required. See 9.30.50.A
TUP	Temporary Use Permit Required. See 9.70
-	Use not allowed

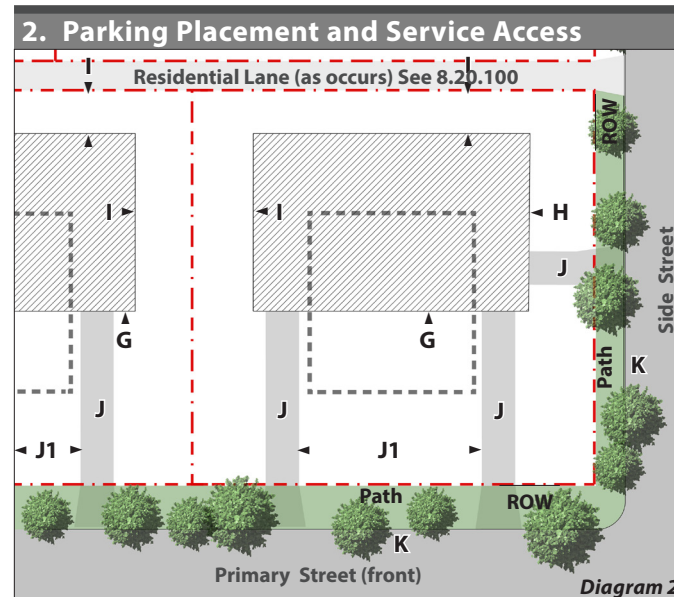
(1)	See Article 6 'Specific to Uses'
1/400	1 parking space required for each 400 sq ft of floor area
1/2R	1 parking space required for each 2 rooms
1:6	1 parking space required for each 6 students or seats
1/U	1 parking space required for each dwelling unit

### 3.20.030 Rural Edge (T2) Zone

#### C. Development Standards



Building Site Boundary - - - Buildable Area [hatched box]



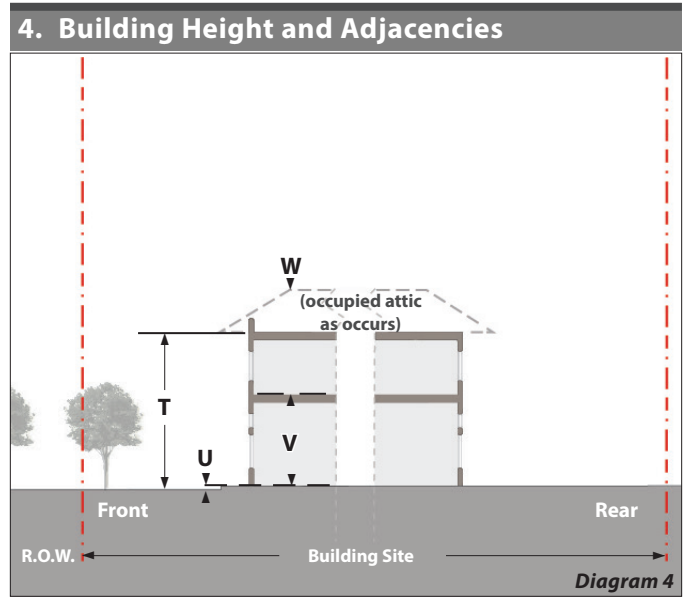
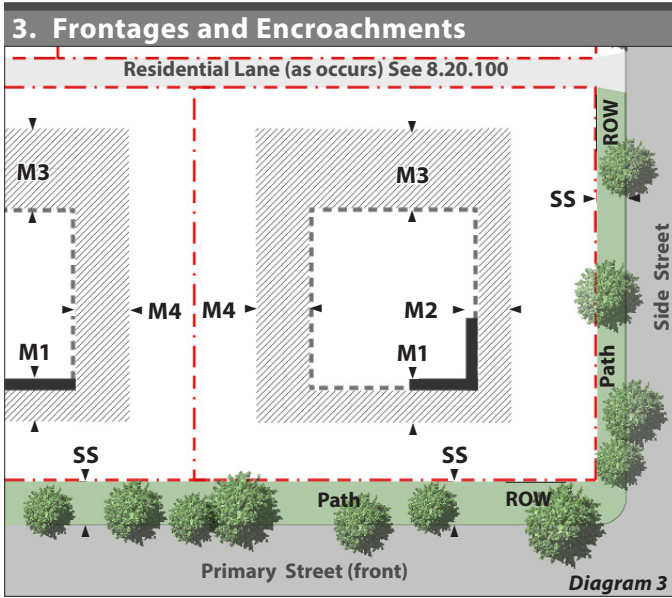
Building Site Boundary - - - Allowed Off-Street Parking Area [hatched box]

<b>1.1</b>	Each building and addition shall be located on the building site per Diagram 1 and designed as one of the allowed types below:					
Building Type	Building Site		Building Setbacks, Size			
	Width	Depth	Facade	Side	Rear	
	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>
Estate	min 800	min 800	See 5.10.170			
Barn	min 800	min 800	See 5.10.090			
Flex Building Small	150-200	150-200	See 5.10.080			
<b>1.2</b>	Building facades along streets shall be located within the facade layer 'C', 'D' per Diagram 1 and extend along frontage(s) per Section 3.2.					

<b>2.1</b>	Parking shall be located on the building site per Diagram 2. Parking areas shall consist of at least 50% pervious surfaces.			
<b>2.2</b>	Parking may be accessed from the street or rear lane as allowed by these standards.			
<b>2.3</b>	Parking entries, driveways shall not exceed 12 ft wide, designed as integral, decorative components of the site. Driveways may only connect to each other within the allowed off-street parking area.			
Parking Setback			Min ft	Screening Requirement
<b>G</b>	Front		150; 30	(Flex Bldg Small) none
<b>H</b>	Along Side Street			
	Rear		30	Min 5 ft tall hedge
<b>I</b>	Side		50	
				20 when lane along interior sideyard
<b>J</b>	Parking Entry			Corner site: min 150 ft from corner Interior site: within 40 ft of either side when side street or rear lane not present
<b>J1</b>	Driveway Separation		min 100 ft	
<b>K</b>	On-Street Parking		min 75 ft from corner	

Rural Edge (T2) Zone 3.20.030

C. Development Standards



Building Site Boundary --- Frontage Required (see 'FL' for reqmts) **—**  
 SS Streetscape Area (see 8.20 for reqmts) Encroachment Area (see 'M' for reqmts)  

Building Site Boundary ---

- 3.1** Building facades shall be located on the building site per Diagram 3 and designed as one or multiple allowed types below:
- | Frontage Types                                       | Requirements   |
|--|----------------|
| Common Yard  | See 5.20.150   |
| Front Yard   | See 5.20.140   |
| Porch  | See 5.20.130   |
| Shopfront and Gallery (only for Flex Building Small) | See Table 5.20 |

**3.2** Street facades shall extend along the frontage line per Diagram 3 and as identified in Section 'FL' below

FL	Amount of Ground Floor Facade in Facade-Layer
Along Primary St	Corner Site: 30% min from side street corner Interior Site: 30% min
Along Side St	30% min from primary street corner

**3.3** Building elements may encroach into required setbacks as identified below.

M	M1	M2	M3	M4
Estate	20	20	50	30
Barn	25	25	15	15
Flex Building Small	10	10	10	5

- 4.1** Buildings and additions shall comply with the requirements in Diagram 4. All numbers are stated as a range or maximum unless stated otherwise.
- 4.2** Building height is measured vertically from average grade along the building edge to the top plate of the highest story.
- 4.3** Roofs, chimneys, finials and portions of structures less than 250 square feet with no dimension exceeding 16 feet, are allowed up to 14 feet above the top plate of the story.

Building Type	T		U	V (min)	W
	Ft	Stories	Finished Flr Level from front bldg site line	Ground Floor to Floor Ht	
Estate	26	2.5	min 1.5	10	40
Barn	26	1.5	n.a.	n.a.	40
Flex Building Small	15	1.5	0	10	29

## 3.20.040 Rural General (T2.5) Zone

**A. Intent and Purpose**

The RG zone is applied to areas generally along Tehachapi's edges to provide for rural neighborhood housing choices in a small-town setting.

- 1. Physical Character.** A limited range of buildings shape the rural streetscapes and consist of the Barn, and the Estate building type with the Small Flex Building allowed at crossroads as defined in this code. Buildings are up to 2.5 stories and set back from the street to spatially define the rural streetscape.
- Property shall comply with the development standards in Section C of the RG zone;
  - Signage shall comply with Article 7 (Signs).

- 2. Streetscape / Public Realm.** The streetscape is in support of rural activity. Frontages consist of common yards, front yards and porches with the Shop-front and Gallery only on the Small Flex Building. Paths are used instead of sidewalks.
- New blocks shall have a minimum perimeter of 2,400 feet and comply with Chapter 8.20;
  - Existing blocks shall comply with Chapter 8.20 when any of the following are modified or apply: i) vehicular access, ii) right-of-way, iii) streetscape;
  - Adjacent streetscapes shall be improved per Chapter 8.20 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;
  - Open space shall be provided per Chapter 8.10 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;

- 3. Land Use.** Land uses activities range from agriculture to residential to very limited office, service and restaurant businesses.
- Existing non-conforming land uses may remain per the requirements of Chapter 10.30.040;
  - New or expanded land use activity shall comply with Section B of the RG zone.

- 4. Parking.** Parking is provided through a system of on-street and off-street spaces.
- Existing parking shall be improved when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;

**Examples of the RG Zone's range of intended physical character:**

*Above: The Rural General environment emphasizes natural features and few buildings.*



*Above: Streetscapes are rural and absent of any suburban characteristics, emphasizing an informal character.*

- New or expanded parking shall comply with Sections B and C.2 of the RG zone.

**B. Land Use Standards**

- 1. Allowed Land Use Types.** Table 3.20.040 identifies the allowed land use activity, the required permit, the amount of required parking and any special requirements. The identified permit is required prior to establishing operations;
- 2. Multiple Land Use Types.** A building or building site may utilize multiple land use types per the applicable requirements of Table 3.20.040.
- 3. Location and Size of Land Use Type.** In order to promote land use compatibility, allowed land use types shall comply with the identified requirements for size and location.

Rural General (T2.5) Zone 3.20.040

Table 3.20.040 Land Use Standards

Category	Use	Permit	Pkg
Entertainment and Recreation	Adult Entertainment	-	-
	Cinema, Nightclub, Health / Fitness	-	-
	Outdoor Recreation	-	-
	Live/Amplified Music	MUP	1:5
	Meeting Facility	-	-
Restaurant and Food	Drive-Through	-	-
	Pub / Bar, Micro-brewery	CUP	1/400
	Restaurant (may incl alcohol sales)	MUP	1/400
	Outdoor Dining	-	-
	Wine Tasting/Microbrewery	MUP	1/400
	Brewpub	MUP	1/400
Retail	Alcohol Sales (off-site)	-	-
	Artisan / Craft MFG (w/ on-site sales), Art Gallery / Exhibition	P	1/400
	Retail <3,000 sq ft	P	1/400
	Retail >3,000 sq ft	-	-
	Secondhand Stores	-	-
Services	Care Facility for the Elderly <7	-	-
	Care Facility for the Elderly >7	-	-
	Day Care: Adult Day	-	-
	Day Care: Small House < 7	-	-
	Day Care: Large House 7 to 14	-	-
	Day Care Center > 15	-	-
	Emergency Shelter	-	-
	Funeral Home	-	-
	Group home <7	-	-
	Group home >7	-	-
	Hotel / Motel	-	-
	Inn (B&B)	MUP	1/3R
	Laundromat / Dry Cleaning	-	-
	Medical Services	-	-
	Business or Personal Services	-	-
	Repair, commercial (non-vehicular)	-	-
	Transitional and Supportive Housing	P	-
	Veterinary Clinic/Boarding	MUP	1/400
	Veterinary Clinic/Boarding (large animal)	CUP	1/400

Category	Use	Permit	Pkg
Office and Civic	Office, General <3,000 sq ft	P	1/400
	Government, Civic, Library	-	-
	School, College, University	-	-
	Transit Station	-	-
Residential	Employee Housing	P	-
	Accessory Dwelling Unit	P	1/U
	Home Occupation	P (1)	0
	Mobile Home Park / Subdivision	-	-
	Multi Family Residential	-	-
	Rooming and Boarding House	-	-
	Single Family Residential	P	2/U
Industrial	Manufacturing (perishable: e.g.,cider, apple juice) <3,000 sq ft bldg	CUP	1/500
	Manufacturing (non-perishable) <1,500 sq ft bldg	P	1/500
	Power / Electrical Substation	-	-
	Reverse Vending Machine	-	-
	Small Collection Facility	-	-
Motor-Vehicle Related	Car Wash	-	-
	Gas Station (non-commercial vehicles) <50,000 sq ft site area	MUP (1)	1/500
	Gas Station (commercial vehicles)	-	-
	Recreational Vehicle Park	-	-
	Repair, commercial (motor vehicles)	-	-
	Motor Vehicle Sales, Rentals	-	-
Communi-cations	Telecommunications Facilities	CUP (1)	0
	Broadcasting / Recording Studio	-	-
Other	Nature (see 8.10.060)	P	0
	Agriculture (see 8.10.070)	P	0
	Greenway (see 8.10.080)	P	0
	Green (see 8.10.090)	P	0
	Plaza, Square, Passage, Playground	-	-
	Sportsfield, Playground	-	-
	Roof Garden (see 8.10.150)	P	0

Key

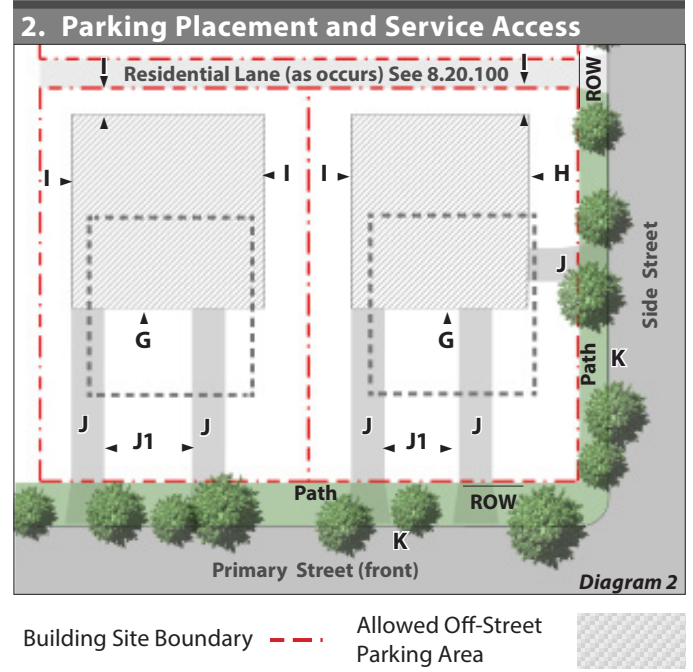
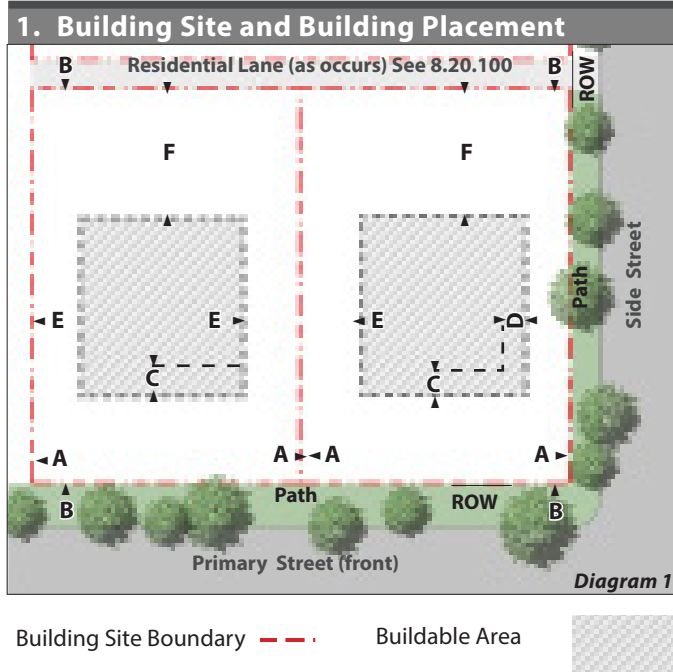
P	Permitted Use - Zoning Clearance Required.
MUP	Minor Use Permit Required. See 9.30.50.B
CUP	Conditional Use Permit Required. See 9.30.50.A
-	Use not allowed
(1)	See Article 6 'Specific to Uses'

1/400	1 parking space required for each 400 sq ft of floor area
1/2r	1 parking space required for each 2 rooms
1:6	1 parking space required for each 6 students or seats
1/u	1 parking space required for each dwelling unit



# 3.20.040 Rural General (T2.5) Zone

## C. Development Standards

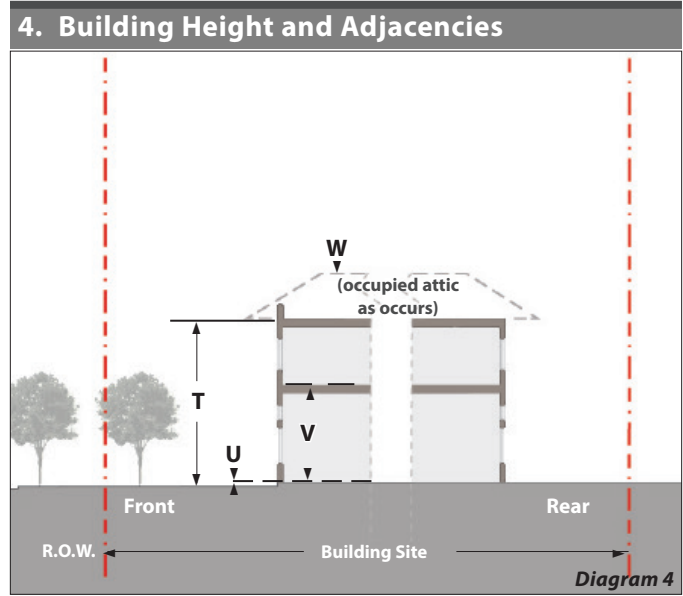
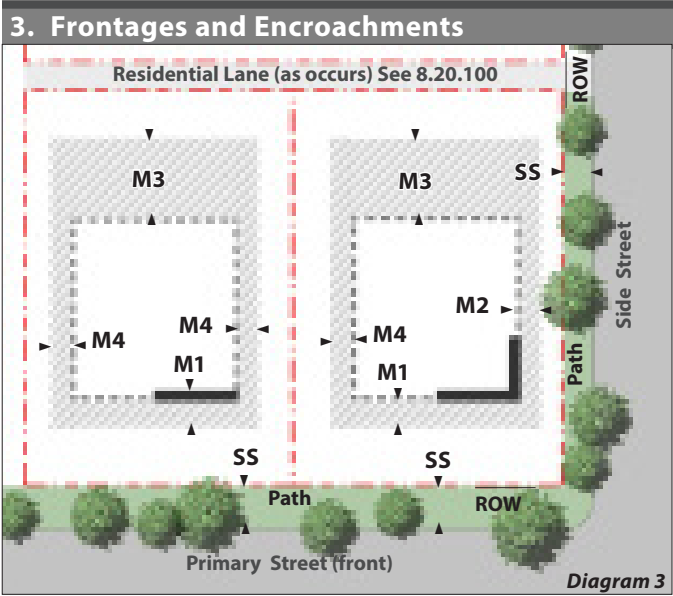


<b>1.1</b>	Each building and addition shall be located on the building site per Diagram 1 and designed as one of the allowed types below:					
Building Type	Building Site		Building Setbacks, Size			
	Width	Depth	Facade	Side	Rear	
	A	B	C	D	E	F
Estate	min 300	min 400	See 5.10.170			
Barn	min 300	min 400	See 5.10.090			
Flex Building Small	150-200	150-250	See 5.10.080			
<b>1.2</b>	Building facades along streets shall be located within the facade layer 'C', 'D' per Diagram 1 and extend along frontage(s) per Section 3.2.					

<b>2.1</b>	Parking shall be located on the building site per Diagram 2. Parking areas shall consist of at least 50% pervious surfaces.		
<b>2.2</b>	Parking / service areas may be accessed from the street or rear lane.		
<b>2.3</b>	Parking entries / driveways shall not exceed 12 ft wide within the front or side parking setbacks, designed as integral, decorative components of the site. Driveways may only connect to each other within the allowed off-street parking area.		
Parking Setback	Min ft	Screening Requirement	
<b>G</b> Front	100; 30 for Flex Bldg	none	
<b>H</b> Along Side Street	Small	none	
Rear	30	Min 5 ft tall hedge	
<b>I</b> Side	50	Min 3 ft tall hedge	
		• 10 when lane along interior sideyard	
<b>J</b> Parking Entry		• Corner site: min 100 ft from corner • Interior site: within 25 ft of either side when side street or rear lane not present	
<b>J1</b> Driveway Separation		• min 100 ft	
<b>K</b> On-Street Parking		• min 50 ft from corner	

Rural General (T2.5) Zone 3.20.040

C. Development Standards



Building Site Boundary - - - Frontage Required (see 'FL' for reqmts)   
 SS Streetscape Area (see 8.20 for reqmts) Encroachment Area (see 'M' for reqmts)

Building Site Boundary - - -

**3.1** Building facades shall be located on the building site per Diagram 3 and designed as one or multiple allowed types below:

Frontage Types	Requirements
Common Yard	See 5.20.150
Front Yard	See 5.20.140
Porch	See 5.20.130
Gallery and Shopfront Gallery (for Flex Building Small only)	See Table 5.20

- 4.1** Buildings and additions shall comply with the requirements in Diagram 4. All numbers are stated as a range or maximum unless stated otherwise.
- 4.2** Building height is measured vertically from average sidewalk grade along frontage to the top plate of the highest story.
- 4.3** Roofs, chimneys, finials and portions of structures less than 200 square feet with no dimension exceeding 16 feet, are allowed up to 14 feet above the top plate of the story.

**3.2** Street facades shall extend along the frontage line per Diagram 3 and as identified in Section 'FL' below

FL	Amount of Ground Floor Facade in Facade-Layer
Along Primary St	• Corner Site: 50% min from side street corner • Interior Site: 50% min
Along Side St	35% min from primary street corner

Building Type	T	U	V (min)	W	
	Ft	Stories	Finished Flr Level from front bldg site line	Ground Floor to Floor Ht	
Estate	26	2.5	min 1.5	10	40
Barn	18	1.5	n.a.	n.a.	32
Flex Building Small	15	1.5	0	10	29

**3.3** Building elements may encroach into required setbacks as identified below.

M	M1	M2	M3	M4
Estate	15	15	20	20
Barn	20	20	10	10
Flex Building Small	5	5	5	5

## 3.20.050 Neighborhood Edge (T3) Zone

**A. Intent and Purpose**

The NE zone is applied to areas generally along the edges of Tehachapi's lower intensity neighborhoods to provide for a transition between general neighborhoods and rural areas.

**1. Physical Character.** A limited range of house-form buildings shape the streetscapes and consist of the Estate, House, and Duplex building types. Buildings are varied in height, up to 2 stories, and are set back from the sidewalk to spatially define suburban streetscapes.

- a) Property shall comply with the development standards in Section C of the NE zone;
- b) Signage shall comply with Article 7 (Signs).

**2. Streetscape / Public Realm.** The streetscape is in support of pedestrian activity. Frontages consist of common yards, front yards and porches. Sidewalks with tree parkway strips provide for comfortable strolling.

- a) New blocks. Max perimeter: 2,000 feet, Max block length: 600 feet, shall comply with Chapter 8.20;
- b) Existing blocks shall comply with Chapter 8.20 when any of the following are modified or apply:
  - i) vehicular access, ii) right-of-way, iii) streetscape, iv) block exceeds 700 feet on any side;
- c) Adjacent streetscapes shall be improved per Chapter 8.20 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;
- d) Open space shall be provided per Chapter 8.10 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;

**3. Land Use.** Land use activities are residential with limited home occupations and suburban agriculture.

- a) Existing non-conforming land uses may remain per the requirements of Chapter 10.30.040;
- b) New or expanded land use activity shall comply with Section B of the NE zone.

**4. Parking.** Parking is provided through a system of on-street and off-street spaces.

- a) Existing parking shall be improved when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;

**Examples of the NE Zone's range of intended physical character:**

*Above: House-form buildings with large yards shape the streetscapes.*



*Above: House-form buildings and their extensions in large yards such as porches and balconies visually dominate over vehicular driveways and parking.*

- b) New or expanded parking shall comply with Sections B and C.2 of the NE zone.

**B. Land Use Standards**

**1. Allowed Land Use Types.** Table 3.20.050 identifies the allowed land use activity, the required permit, the amount of required parking and any special requirements. The identified permit is required prior to establishing operations;

**2. Multiple Land Use Types.** A building or building site may utilize multiple land use types per the applicable requirements of Table 3.20.050.

**3. Location and Size of Land Use Type.** In order to promote land use compatibility, allowed land use types shall comply with the identified requirements for size and location.

Neighborhood Edge (T3) Zone 3.20.050

Table 3.20.050 Land Use Standards

Category	Use	Permit	Pkg
Entertainment and Recreation	Adult Entertainment	-	-
	Cinema, Nightclub, Health / Fitness	-	-
	Outdoor Recreation	-	-
	Live/Amplified Music	-	-
	Meeting Facility	-	-
Restaurant and Food	Drive-Through	-	-
	Restaurant, Pub / Bar	-	-
	Wine Tasting/Microbrewery	-	-
Retail	Alcohol Sales (off-site)	-	-
	Artisan / Craft MFG (w/ on-site sales), Art Gallery / Exhibition	-	-
	Retail	-	-
Services	Care Facility for the Elderly <7	P	1/4
	Care Facility for the Elderly >7	MUP	1/4
	Day Care: Adult Day	MUP	1/4
	Day Care: Small House < 7	P (1)	1/4
	Day Care: Large House 7 to 14	MUP (1)	1/4
	Day Care Center: >15	MUP (1)	1/4
	Emergency Shelter	-	-
	Funeral Home	-	-
	Group home <7	P	1/U
	Group home >7	-	-
	Hotel / Motel, Inn (B&B)	-	-
	Medical Services	-	-
	Business or Personal Services	-	-
	Repair, commercial (non-vehicular)	-	-
	Transitional and Supportive Housing	P	-
Veterinary Clinic/Boarding	-	-	

Category	Use	Permit	Pkg
Office and Civic	Office or Civic, Library, General	-	-
	Government	-	-
	School, College, University	-	-
	Transit Station	-	-
Residential	Employee Housing	P	-
	Accessory Dwelling Unit	P	1/U
	Home Occupation	P (1)	0
	Multi Family Residential	-	-
	Mobile Home Park / Subdivision	-	-
	Rooming and Boarding House	-	-
Industrial	Single Family Residential	P	2/U
	Manufacturing	-	-
	Power / Electrical Substation	-	-
	Reverse Vending Machine	-	-
Motor-Vehicle Related	Small Collection Facility	-	-
	Car Wash, Gas Station	-	-
	Recreational Vehicle Park	-	-
	Repair, commercial (motor vehicles)	-	-
	Repair, personal (motor vehicles)	P	0
Communications	Motor Vehicle Sales, Rentals	-	-
	Telecommunications Facilities	-	-
Other	Broadcasting / Recording Studio	-	-
	Nature (see 8.10.060)	P	0
	Agriculture (see 8.10.070)	P	0
	Greenway (see 8.10.080)	P	0
	Green (see 8.10.090)	P	0
	Plaza, Square, Passage, Playground	-	-
	Sportsfield (see 8.10.140)	P	0
	Roof Garden (see 8.10.150)	P	0

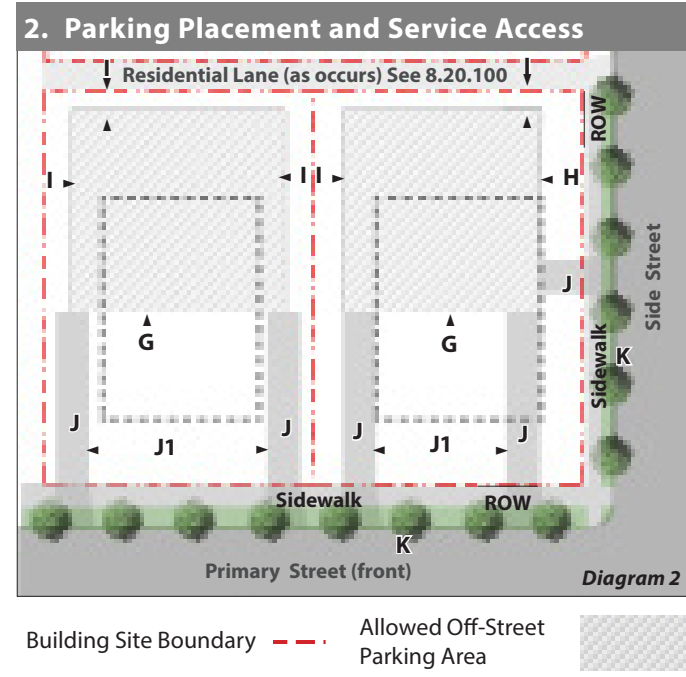
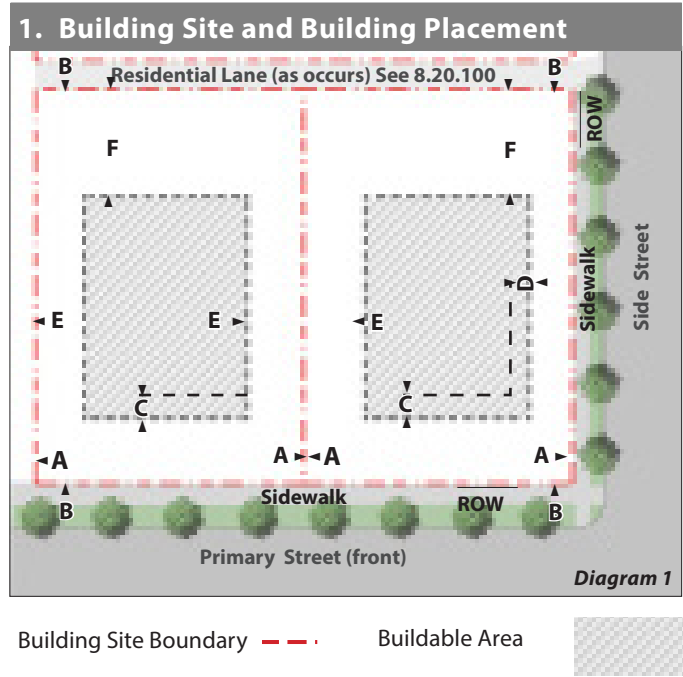
Key

P	Permitted Use - Zoning Clearance Required.
MUP	Minor Use Permit Required. See 9.30.50.B
CUP	Conditional Use Permit Required. See 9.30.50.A
-	Use not allowed
(1)	See Article 6 'Specific to Uses'

1/400	1 parking space required for each 400 sq ft of floor area
1/2R	1 parking space required for each 2 rooms
1:6	1 parking space required for each 6 students or seats
1/U	1 parking space required for each dwelling unit

3.20.050 Neighborhood Edge (T3) Zone

C. Development Standards



**1.1** Each building and addition shall be located on the building site per Diagram 1 and designed as one of the allowed types below:

Building Type	Building Site		Building Setbacks, Size			
	Width	Depth	Facade		Side	Rear
	A	B	C	D	E	F
Estate	150-200	160-200	See 5.10.170			
House	60-75	125-160	See 5.10.160			
Duplex	65-80	125-150	See 5.10.150			

**1.2** Building facades along streets shall be located within the facade layer 'C', 'D' per Diagram 1 and extend along frontage(s) per Section 3.2.

**2.1** Parking shall be located on the building site per diagram 2. Parking areas shall consist of at least 25% pervious surfaces.

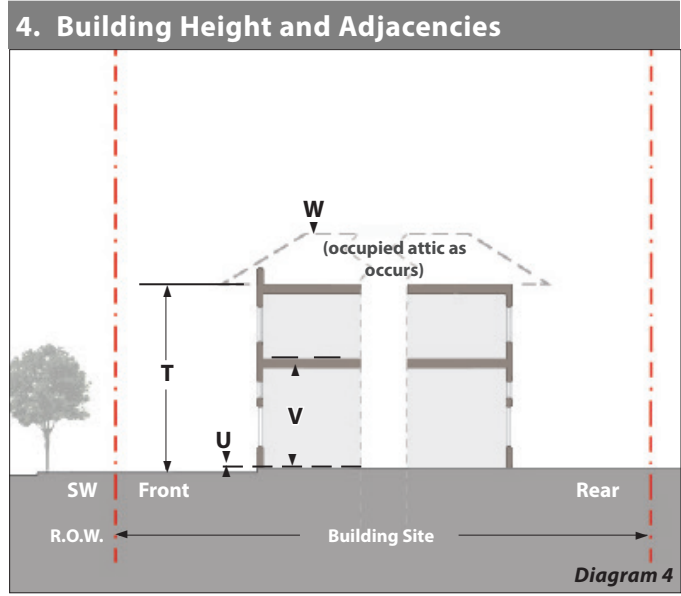
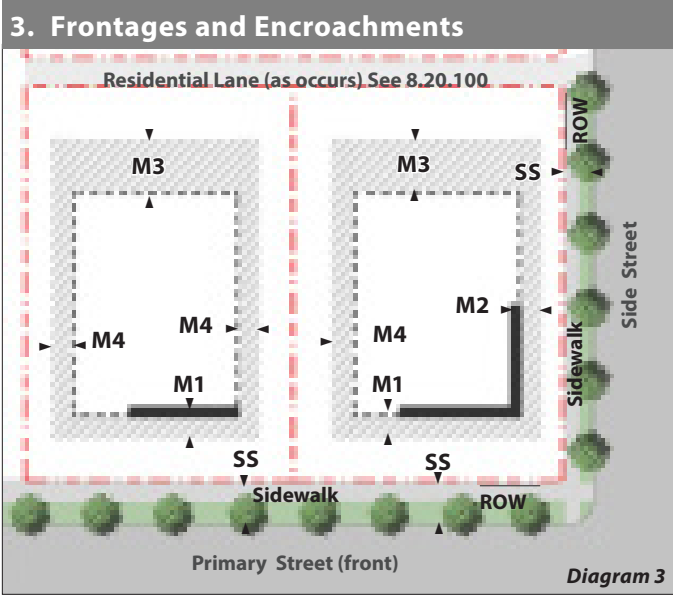
**2.2** Parking areas shall not be accessed from primary street unless rear lane or side street not present.

**2.3** Parking entries / driveways shall not exceed 12 ft wide within front and side parking setbacks, designed as integral, decorative components of the site. Driveways may only connect to each other within the allowed off-street parking area.

Parking Setback	Min ft	Screening Requirement
<b>G</b> Front	<b>50</b>	By the building, or min 3' tall hedge
<b>H</b> Along Side Street	<b>30</b>	By the building, or min 3' tall hedge
	<b>10</b>	Min 5 ft tall wall / hedge
<b>I</b> Side	<b>10</b>	Min 3 ft tall wall / hedge
		• 4 when lane along interior sideyard
<b>J</b> Parking Entry		• Corner site: min 50 ft from corner
		• Interior site: within 5 ft of side when side street or rear lane not present
<b>J1</b> Driveway Separation		• min 50 ft
<b>K</b> On-Street Parking		• min 30 ft from corner

Neighborhood Edge (T3) Zone 3.20.050

C. Development Standards



Building Site Boundary - - - Frontage Required (see 'FL' for reqmts)

SS Streetscape Area (see 8.20 for reqmts) Encroachment Area (see 'M' for reqmts)

Building Site Boundary - - -

- 3.1** Building facades shall be located on the building site per Diagram 3 and designed as one or multiple allowed types below:
- | Frontage Types | Requirements |
|----------------|--------------|
| Common Yard    | See 5.20.150 |
| Front Yard     | See 5.20.140 |
| Porch          | See 5.20.130 |
- 3.2** Street facades shall extend along the frontage line per Diagram 3 and as identified in Section 'FL' below
- | FL               | Amount of Ground Floor Facade in Facade-Layer                          |
|------------------|--|
| Along Primary St | Corner Site: 70% min from side street corner<br>Interior Site: 60% min |
| Along Side St    | 50% min from primary street corner                                     |
- 3.3** Building elements may encroach into required setbacks as identified below.

M	M1	M2	M3	M4
Estate	10	10	15	10
House	5	5	7	4
Duplex	6	5	7	3

- 4.1** Buildings and additions shall comply with the requirements in Diagram 4. All numbers are stated as a range or maximum unless stated otherwise.
- 4.2** Building height is measured vertically from average sidewalk grade along frontage to the top plate of the highest story.
- 4.3** Roofs, chimneys, finials and portions of structures less than 200 square feet with no dimension exceeding 15 feet, are allowed up to 12 feet above the top plate of the second story.

Building Type	T		U	V (min)	W
	Ft	Stories	Finished Flr Level from SW	Ground Floor to Floor Ht	
Estate	24	2	min 1.5	10	36
House	22	2	min 1.5	9	34
Duplex	22	2	min 1.5	9	34

## 3.20.060 Neighborhood General (T4) Zone

### A. Intent and Purpose.

The NG zone is applied to Tehachapi's general neighborhood areas to provide for a variety of single-family and multi-family housing choices in a small-town neighborhood setting.

**1. Physical Character.** A wide variety of house-form buildings shape the streetscapes. Buildings are varied in height, up to 2 stories and are near or setback from the sidewalk to spatially define the streetscapes.

- a) Property shall comply with the development standards in Section C of the NG zone;
- b) Signage shall comply with Article 7 (Signs).

**2. Streetscape / Public Realm.** The streetscape is in support of pedestrian activity. Frontages consist of front yards, porches and stoops with walled yards along rears and side streets. Sidewalks with tree parkway strips provide for comfortable strolling.

- a) New blocks. Max perimeter: 2,000 feet, Max block length: 600 feet, shall comply with Chapter 8.20;
- b) Existing blocks shall comply with Ch 8.20 when any of the following apply: i) modification to vehicular access, right-of-way, ii) streetscape, iii) block exceeds 700 feet on any side;
- c) Adjacent streetscapes shall be improved per Chapter 8.20 when any of the following apply: i) new building, ii) renovation/addition over 50%, iii) modification of site access; or iv) subdivision;
- d) Open space shall be provided per Chapter 8.10 when any of the following apply: i) new building, ii) renovation/addition over 50%, iii) modification of site access; or iv) subdivision.

**3. Land Use.** Land use activities are residential with limited home occupations and suburban agriculture.

- a) Existing non-conforming land uses may remain per the requirements of Chapter 10.30.040;
- b) New or expanded land use activity shall comply with Section B of the NG zone.

**4. Parking.** Parking is provided through a system of on- and off-street spaces.

- a) Existing parking shall be improved when any of the following apply: i) new building, ii) renovation/addition over 50%, iii) modification of site access; or iv) subdivision;
- b) New or expanded parking shall comply with Sections B and C.2 of the NG zone.

### Illustrative examples of the NG Zone's range of intended physical character:



*Above: House-form buildings accommodate single or multi-family residential in a small-town neighborhood setting.*



*Above: House-form buildings such as the Villa provide additional neighborhood-compatible multi-family housing choices in a small-town neighborhood setting.*

### B. Land Use Standards

**1. Allowed Land Use Types.** Table 3.20.060 identifies the allowed land use activity, the required permit, the amount of required parking and any special requirements. The required permit is obtained prior to establishing operations;

**2. Multiple Land Use Types.** A building or building site may utilize multiple land use types per the applicable requirements of Table 3.20.060.

**3. Location and Size of Land Use Type.** In order to promote land use compatibility, allowed land use types shall comply with the identified requirements for size and location.

Neighborhood General (T4) Zone 3.20.060

Table 3.20.060 Land Use Standards

Category	Use	Permit	Pkg
Entertainment and Recreation	Adult Entertainment	-	-
	Cinema, Nightclub, Health / Fitness	-	-
	Outdoor Recreation	-	-
	Live/Amplified Music	-	-
	Meeting Facility	-	-
Restaurant and Food	Drive-Through	-	-
	Restaurant, Pub / Bar	-	-
	Wine Tasting/Microbrewery	-	-
Retail	Alcohol Sales (off-site)	-	-
	Artisan / Craft MFG (w/ on-site sales), Art Gallery / Exhibition	-	-
	Retail	-	-
Services	Care Facility for the Elderly <7	P	1/4R
	Care Facility for the Elderly >7	MUP	1/4R
	Day Care: Adult Day	MUP	1/4R
	Day Care: Small House < 7	P (1)	1/4R
	Day Care: Large House 7 to 14	MUP (1)	1/4R
	Day Care Center: > 15	MUP (1)	1/4R
	Emergency Shelter	-	-
	Funeral Home	-	-
	Group home <7	P	1/4R
	Group home >7	-	-
	Hotel / Motel, Inn (B&B)	-	-
	Medical Services	-	-
	Business or Personal Services	-	-
	Repair, commercial (non-vehicular)	-	-
	Transitional and Supportive Housing	P	1/U
Veterinary Clinic/Boarding	-	-	

Category	Use	Permit	Pkg
Office and Civic	Office or Civic, Library, General	-	-
	Government	-	-
	School, College, University	-	-
	Transit Station	-	-
Residential	Employee Housing	P	-
	Accessory Dwelling Unit	P	1/U
	Home Occupation	P (1)	0
	Mobile Home Park / Subdivision	-	-
	Multi Family Residential	MUP	1.75/U
	Rooming and Boarding House	-	-
Industrial	Single Family Residential	P	2/U
	Manufacturing	-	-
	Power / Electrical Substation	-	-
	Reverse Vending Machine	-	-
Motor-Vehicle Related	Small Collection Facility	-	-
	Car Wash, Gas Station	-	-
	Recreational Vehicle Park	-	-
	Repair, commercial (motor vehicles)	-	-
	Repair, personal (motor vehicles)	P	0
Communications	Motor Vehicle Sales, Rentals	-	-
	Telecommunications Facilities	-	-
Other	Broadcasting / Recording Studio	-	-
	Nature (see 8.10.060)	P	0
	Agriculture (see 8.10.070)	P	0
	Greenway (see 8.10.080)	P	0
	Green (see 8.10.090)	P	0
	Plaza	-	-
	Square (see 8.10.110)	P	0
	Passage (see 8.10.120)	P	0
	Playground (see 8.10.130)	P	0
	Sportsfield (see 8.10.140)	P	0
	Roof Garden (see 8.10.150)	P	0

Key

P	Permitted Use - Zoning Clearance Required.
MUP	Minor Use Permit Required. See 9.30.50.B
CUP	Conditional Use Permit Required. See 9.30.50.A
-	Use not allowed
(1)	See Article 6 'Specific to Uses'

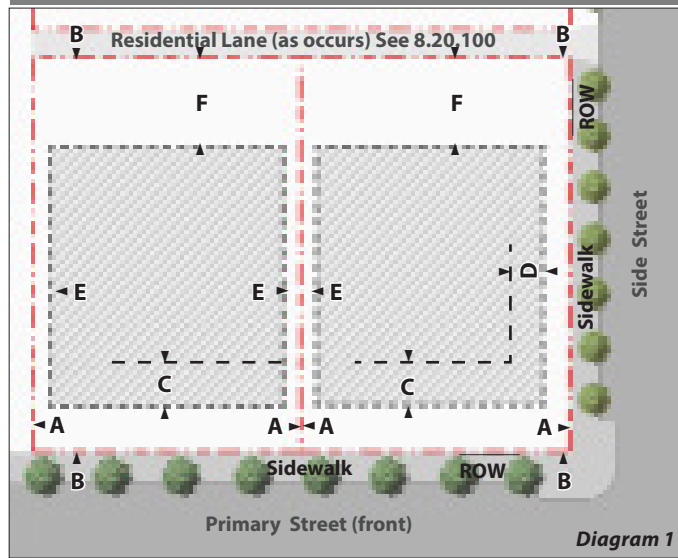
1/400	1 parking space required for each 400 sq ft of floor area
1/2r	1 parking space required for each 2 rooms
1:6	1 parking space required for each 6 students or seats
1/u	1 parking space required for each dwelling unit



3.20.060 Neighborhood General (T4) Zone

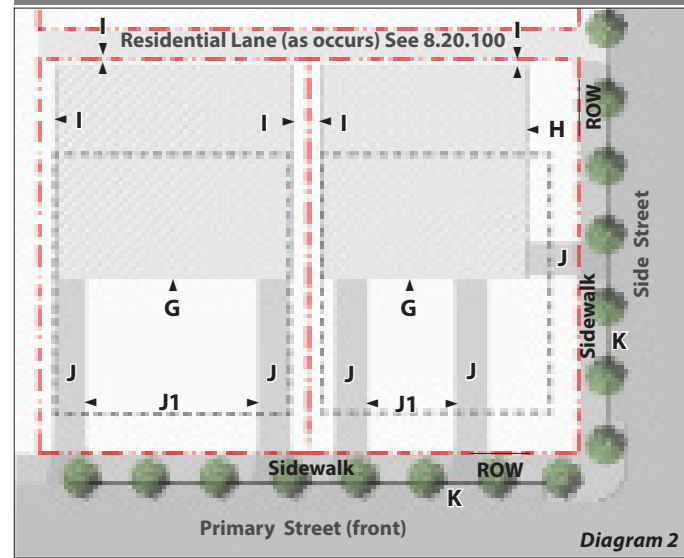
C. Development Standards

1. Building Site and Building Placement



Building Site Boundary - - - Buildable Area

2. Parking Placement and Service Access



Building Site Boundary - - - Allowed Off-Street Parking Area

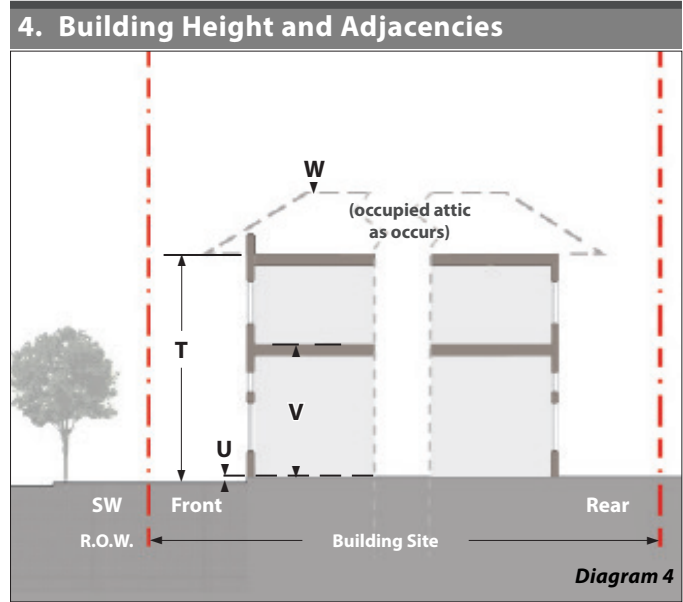
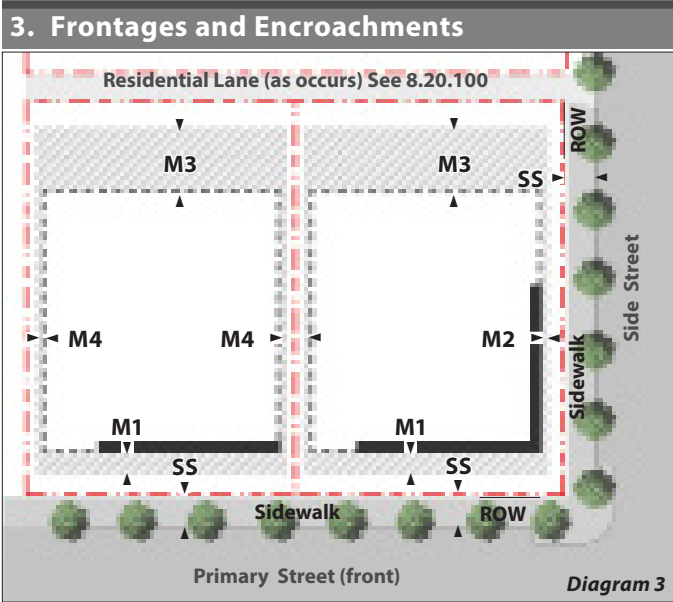
<b>1.1</b>	Each building and addition shall be located on the building site per Diagram 1 and designed as one of the allowed types below:					
Building Type	Building Site		Building Setbacks, Size			
	Width	Depth	Facade	Side	Rear	
	A	B	C	D	E	F
House	40-60	100-150	See 5.10.160			
Duplex	50-60	100-150	See 5.10.150			
Villa	80-125	160-175	See 5.10.140			
Bungalow Court	120-200	150-200	See 5.10.130			
Rowhouse HF	80-140	100-150	See 5.10.110			
Courtyard	140-200	150-165	See 5.10.120			
<b>1.2</b>	Building facades along streets shall be located within the facade layer 'C', 'D' per Diagram 1 and extend along frontage(s) per Section 3.2.					

- 2.1** Parking shall be located on the building site per Diagram 2. Parking areas shall consist of at least 25% pervious surfaces.
- 2.2** Parking areas shall not be accessed from primary street unless rear lane or side street not present.
- 2.3** Parking entries / driveways shall not exceed 12 ft wide within the front or side parking setbacks, designed as integral, decorative components of the site. Driveways may only connect to each other within the allowed off-street parking area.

Parking Setback	Min ft	Screening Requirement
<b>G</b> Front	40	By the building, or min 3' tall wall / hedge as allowed by Section 3.3
<b>H</b> Along Side Street	15	By the building, or min 3' tall wall / hedge
<b>I</b> Side	5	Min 5 ft tall wall / hedge
		• 3 when lane along interior sideyard
<b>J</b> Parking Entry		• Corner site: min 50 ft from corner • Interior site: within 5 ft of side when side street or rear lane not present
<b>J1</b> Driveway Separation	min 50 ft	
<b>K</b> On-Street Parking	min 30 ft from corner	

Neighborhood General (T4) Zone 3.20.060

C. Development Standards



Building Site Boundary - - - - -  
 Frontage Required (see 'FL' for reqmts) ————  
 SS Streetscape Area (see 8.20 for reqmts) - - - - -  
 Encroachment Area (see 'M' for reqmts) [hatched pattern]

Building Site Boundary - - - - -

- 3.1** Building facades shall be located on the building site per Diagram 3 and designed as one or multiple allowed types below:
- | Frontage Types | Requirements |
|----------------|--------------|
| Front Yard     | See 5.20.140 |
| Porch          | See 5.20.130 |
| Stoop          | See 5.20.120 |
| Walled Yard    | See 5.20.110 |
- 3.2** Street facades shall extend along the frontage line per Diagram 3 and as identified in Section 'FL' below
- | FL               | Amount of Ground Floor Facade in Facade-Layer                              |
|------------------|--|
| Along Primary St | • Corner Site: 80% min from side street corner<br>• Interior Site: 70% min |
| Along Side St    | 60% min from primary street corner   |

- 4.1** Buildings and additions shall comply with the requirements in Diagram 4. All numbers are stated as a range or maximum unless stated otherwise.
- 4.2** Building height is measured vertically from average sidewalk grade along frontage to the top plate of the highest story.
- 4.3** Roofs, chimneys, finials and portions of structures less than 200 square feet with no dimension exceeding 15 feet, are allowed up to 12 feet above the top plate of the second story.

**3.3** Building elements may encroach into required setbacks as identified below.

M	M1	M2	M3	M4
House	5	5	3	2
Duplex, Villa	3	3	3	2
Bungalow Court	4	4	3	2
Rowhouse HF	4	4	4	2
Courtyard	4	4	3	2

Building Type	T <sup>F</sup>		U	V (min)	W
	Ft	Stories	Finished Flr Level from SW	Ground Floor to Floor Ht	
House	22	2	min 1.5	9	34
Duplex	22	2	min 1.5	9	34
Villa	22	2	min 1.5	9	34
Bungalow Court	22	2	min 1.5	9	34
Rowhouse HF	24	2	min 1.5	10	36
Courtyard	24	2	min 1.5	10	36

## 3.20.070 Neighborhood Center (T4.5) Zone

### A. Intent and Purpose

The NC zone is applied to focused areas at the core of Tehachapi's neighborhood general areas and surrounding the Downtown to provide neighborhood-oriented retail, services with housing in a small-town setting.

**1. Physical Character.** A wide variety of house-form buildings and the Small Flex Building type shape the streetscapes. Buildings are varied in height, up to 2.5 stories, mixed and single use, and are near or at the sidewalk to spatially define the streetscapes.

- a) Property shall comply with the development standards in Section C of the NC zone;
- b) Signage shall comply with Article 7 (Signs).

**2. Streetscape / Public Realm.** The streetscape is in support of higher pedestrian activity than the general neighborhood areas. Frontages range from front yards, porches and stoops with walled yards along rear and side streets. Shopfronts and galleries are allowed on the small flex building. Wide sidewalks with trees in parkway strips or planters accommodate outdoor dining and comfortable strolling.

- a) New blocks. Max perimeter: 1,600 feet, Max block length: 400 feet, shall comply with Chapter 8.20;
- b) Existing blocks shall comply with Chapter 8.20 when any of the following are modified or apply: i) vehicular access, ii) right-of-way, iii) streetscape, iv) block exceeds 600 feet on any side;
- c) Adjacent streetscapes shall be improved per Chapter 8.20 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;
- d) Open space shall be provided per Chapter 8.10 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;

**3. Land Use.** Land use activities focus on neighborhood retail, restaurants and services, civic/cultural, lodging, office and housing.

- a) Existing non-conforming land uses may remain per the requirements of Chapter 10.30.040;
- b) New or expanded land use activity shall comply with Section B of the NC zone.

**4. Parking.** Parking is provided through a shared system of on-street and off-street spaces.

- a) Existing parking shall be improved when any of the following apply: i) new building or renovation/

### Examples of the NC Zone's range of intended physical character:



*Above: 2-story block-form building with office/housing over ground floor shopfront adjacent to house-form building.*



*Above: 2.5-story house-form building with shopfront for neighborhood-oriented retail, restaurant, services.*

addition over 50%; ii) modification of site access; or iii) subdivision;

- b) New or expanded parking shall comply with Sections B and C.2 of the NC zone.

### Land Use Standards

**5. Allowed Land Use Types.** Table 3.20.070 identifies the allowed land use activity, the required permit, the amount of required parking and any special requirements. The identified permit is required prior to establishing operations;

**6. Multiple Land Use Types.** A building or building site may utilize multiple land use types per the applicable requirements of Table 3.20.070

**7. Location and Size of Land Use Type.** In order to promote land use compatibility, allowed land use types shall comply with the identified requirements for size and location.

Neighborhood Center (T4.5) Zone 3.20.070

Table 3.20.070 Land Use Standards

Category	Use	Permit	Pkg
Entertainment and Recreation	Adult Entertainment	-	-
	Cinema, Nightclub	-	-
	Health / Fitness <1,500 sq ft	P	1/500
	Indoor / Outdoor Recreation	-	-
	Live/Amplified Music <1,000 sq ft	MUP	1:6
	Meeting Facility	MUP	1:6
Restaurant and Food	Drive-Through	-	-
	Pub / Bar <1,000 sq ft	CUP	1/350
	Restaurant (may incl alcohol sales)	MUP	1:4
	Outdoor Dining	MUP (1)	0
	Wine Tasting <1,000 sq ft	MUP	1:4
	Brewpub	MUP	1/400
Retail	Alcohol Sales (off-site)	-	-
	Artisan / Craft MFG (w/ on-site sales), Art Gallery / Exhibition	P	1/500
	Retail <1,500 sq ft	P	max 1
	Retail 1,500 to 2,400 sq ft	MUP	1/500
	Retail > 2,400 sq ft	-	-
	Secondhand Stores	-	-
Services	Care Facility for the Elderly <7	P	1/4R
	Care Facility for the Elderly >7	P	1/4R
	Day Care: Adult Day	P	1/4R
	Day Care: Small House <7	P (1)	1/4R
	Day Care: Large House 7 to 14	MUP (1)	1/4R
	Day Care Center: >15	MUP (1)	1/4R
	Emergency Shelter	-	-
	Funeral Home	-	-
	Group home <7	P (1)	1/U
	Group home >7	-	-
	Hotel / Motel	-	-
	Inn (B&B) max 15 rooms	MUP (1)	1/3R
	Laundromat / Dry Cleaning	P	1/400
	Medical Services	P	1/400
	Personal Services	P	1/400
	Personal Services, Restricted	-	-
	Transitional and Supportive Housing	P	1/U
	Veterinary Clinic/ Indoor Boarding	MUP	1/400

Category	Use	Permit	Pkg
Office and Civic	Office or Civic, Library, General	P	1/400
	Government	P	1/400
	School, College, University	CUP	1:4
	Transit Station	MUP	0
Residential	Employee Housing	P	-
	Accessory Dwelling Unit	P	1/U
	Ground Floor	P (2)	1/U
	Home Occupation	P (1)	0
	Mobile Home Park / Subdivision	-	-
	Multi Family Residential	MUP	1.5/U
	Rooming and Boarding House	P	1/U
	Single Family Residential	P	2/U
Single Room Occupancy	MUP	1/2Us	
Industrial	Manufacturing	-	-
	Power / Electrical Substation	-	-
	Reverse Vending Machine	P	0
	Small Collection Facility	-	-
Motor-Vehicle Related	Car Wash, Gas Station	-	-
	Recreational Vehicle Park	-	-
	Repair, commercial (motor vehicles)	-	-
	Repair, personal (motor vehicles)	P	0
Motor Vehicle Sales, Rentals	-	-	
Communi-cations	Telecommunications Facilities	CUP (1)	0
	Broadcasting / Recording Studio	MUP	1/400
Other	Nature	-	-
	Agriculture (see 8.10.070)	P	0
	Greenway (see 8.10.080)	P	0
	Green (see 8.10.090)	P	0
	Plaza (see 8.10.100)	P	0
	Square (see 8.10.110)	P	0
	Passage (see 8.10.120)	P	0
	Playground (see 8.10.130)	P	0
	Sportsfield	-	-
	Roof Garden (see 8.10.150)	P	0

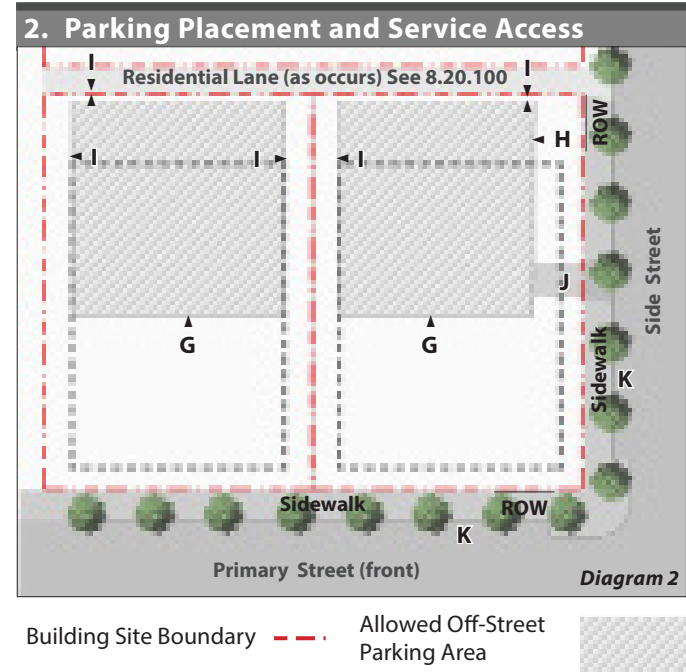
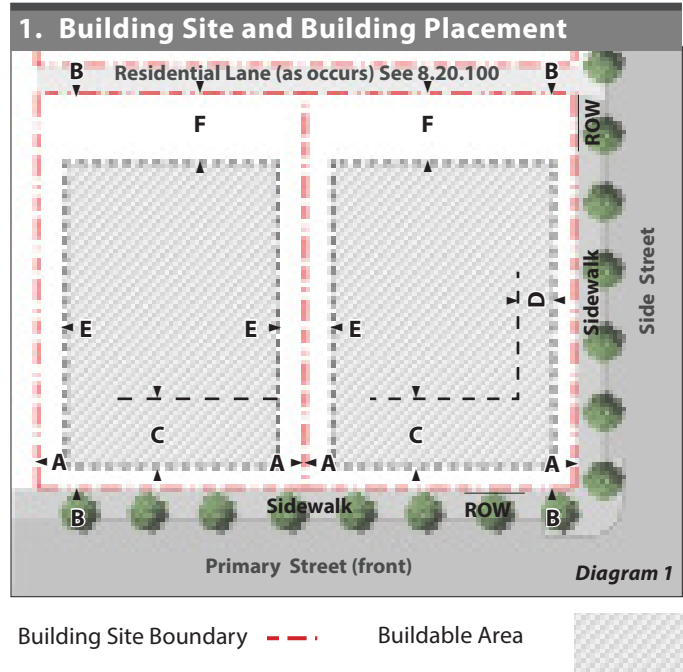
Key

P	Permitted Use - Zoning Clearance Required.
MUP	Minor Use Permit Required. See 9.30.50.B
CUP	Conditional Use Permit Required. See 9.30.50.A
-	Use not allowed
(1)	See Article 6 'Specific to Uses'

(2)	Not within 75 ft of street corner
1/400	1 parking space required for each 400 sq ft of floor area
1/2R	1 parking space required for each 2 rooms
1:6	1 parking space required for each 6 students or seats
1/U	1 parking space required for each dwelling unit

3.20.070 Neighborhood Center (T4.5) Zone

C. Development Standards



**1.1** Each building and addition shall be located on the building site per Diagram 1 and designed as one of the allowed types below:

Building Type	Building Site		Building Setbacks, Size			
	Width	Depth	Facade	Side	Rear	
	A	B	C	D	E	F
House	40-50	100-150	See 5.10.160			
Duplex	50-65	100-150	See 5.10.150			
Villa	80-125	160-175	See 5.10.140			
Bungalow Court	120-150	150-200	See 5.10.130			
Courtyard	130-200	150-165	See 5.10.120			
Rowhouse HF	86-140	80-150	See 5.10.110			
Flex Bldg Small	50-100	100-150	See 5.10.080			

**1.2** Building facades along streets shall be located within the facade layer 'C', 'D' per Diagram 1 and extend along frontage(s) per Section 3.2.

**2.1** Parking shall be located on the building site per Diagram 2. Parking areas shall consist of at least 25% pervious surfaces.

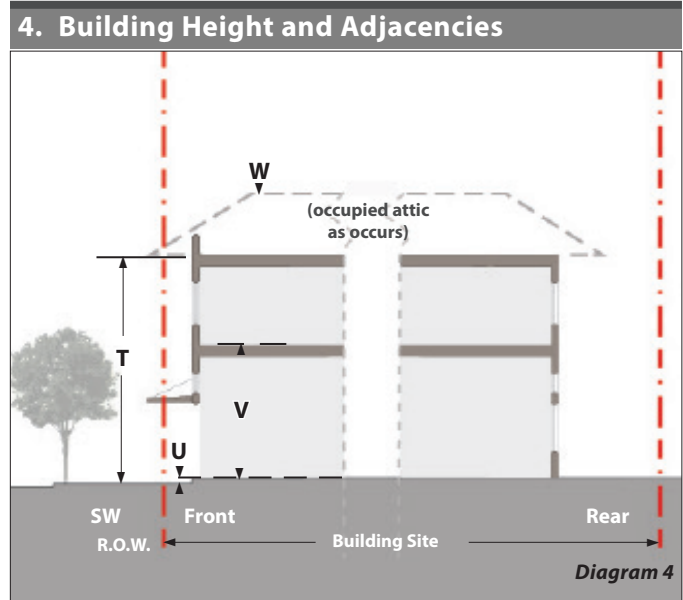
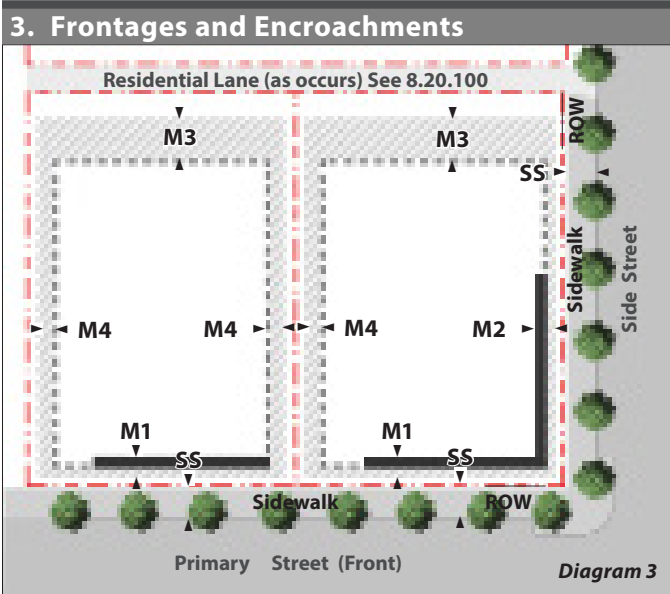
**2.2** Parking / service areas shall be accessed from an alley or side street. No new driveways from street.

**2.3** Parking entries/driveways shall not be wider than 15 ft, designed as integral, decorative components of the site.

Parking Setback	Min ft	Screening Requirement
<b>G</b> Front	50	By the building, or min 3' tall wall / hedge as allowed by Section 3.3
<b>H</b> Along Side Street	15	By the building, or min 3' tall wall / hedge
	10	Min 5 ft tall wall / hedge
<b>I</b> Side	5	Min 3 ft tall wall / hedge
		3 ft when alley along interior sideyard
<b>J</b> Parking Entry from side street		• Corner site: min 75 ft from corner
<b>K</b> On-Street Parking		• Primary street: min 30 ft from corner

Neighborhood Center (T4.5) Zone 3.20.070

C. Development Standards



Building Site Boundary - - - Frontage Required (see 'FL' for reqmts) ———  
 SS Streetscape Area (see 8.20 for reqmts) Encroachment Area (see 'M' for reqmts) ·····

Building Site Boundary - - -

**3.1** Building facades shall be located on the building site per Diagram 3 and designed as one or multiple allowed frontage types below:

Frontage Types	Requirements
Front Yard	See 5.20.140
Porch	See 5.20.130
Stoop	See 5.20.120
Walled Yard	See 5.20.110
Shopfront (Flex Bldg Small only)	See Table 5.20
Gallery (Flex Bldg Small only)	See Table 5.20

**3.2** Street facades shall extend along the frontage line per Diagram 3 and as identified in Section 'FL' below

FL	Amount of Ground Floor Facade in Facade-Layer
Along Primary St	• Corner Site: 80% min from side street corner • Interior Site: 80% min
Along Side St	70% min from primary street corner

**3.3** Building elements may encroach into required setbacks as identified below.

M	M1	M2	M3	M4
House to Courtyard	4	4	4	3
Rowhouse HF to Flex Bldg (S)	3	3	5	3

- 4.1** Buildings and additions shall comply with the requirements in Diagram 4. All numbers are stated as a range or maximum unless stated otherwise.
- 4.2** Building height is measured vertically from average sidewalk grade along frontage to the top plate of the highest story.
- 4.3** Roofs, chimneys, finials and portions of structures less than 200 square feet with no dimension exceeding 15 feet, are allowed up to 14 feet above the top plate of the second story.

Building Type	T		U	V (min)	W
	Ft	Stories	Finished Flr Level from SW	Ground Floor to Floor Ht	
House	26	2.5	min 1.5	10	40
Duplex	26	2.5	min 1.5	10	40
Villa	26	2.5	min 1.5	10	40
Bungalow Court	24	2.5	min 1.5	10	38
Rowhouse HF	26	2.5	min 1.5	10	40
Courtyard	26	2.5	min 1.5	10	40
Flex Bldg Small	26	2.5	0	13	40

## 3.20.080 Downtown (T5) Zone

### A. Intent and Purpose

The DT zone is applied to areas generally in Tehachapi's core for the purpose of being the cultural, speciality shopping, entertainment and civic core of Tehachapi and the Tehachapi Valley.

**1. Physical Character.** The widest variety of block-form and house-form buildings shape the streetscapes. Buildings are varied in height, up to 3 stories, mixed and single use, and are near or at the sidewalk to spatially define the small-town main-street streetscape.

- a) Property shall comply with the development standards in Section C of the DT zone;
- b) Signage shall comply with Article 7 (Signs).

**2. Streetscape / Public Realm.** The streetscape is in support of high pedestrian activity. Frontages range from shopfronts, forecourts and galleries, and terraces, with parking courts on side streets and walled yards on rear and side streets. Wide sidewalks with street trees accommodate outdoor dining and comfortable strolling.

- a) New blocks. Max perimeter: 1,600 feet, Max block length: 400 feet, shall comply with Chapter 8.20;
- b) Existing blocks shall comply with Chapter 8.20 when any of the following are modified or apply:
  - i) vehicular access, ii) right-of-way, iii) streetscape, iv) block exceeds 600 feet on any side;
- c) Adjacent streetscapes shall be improved per Chapter 8.20 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;
- d) Open space shall be provided per Chapter 8.10 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;

**3. Land Use.** Land use activities focus on specialty retail, restaurants, services, civic/cultural, lodging, conference facilities, office and housing.

- a) Existing non-conforming land uses may remain per the requirements of Chapter 10.30.040;
- b) New or expanded land use activity shall comply with Section B of the DT zone.

**4. Parking.** Parking is provided through a shared system of on-street spaces and grouped, off-street spaces.

### Examples of the DT Zone's range of intended physical character:



*Above: A variety of buildings with ground floor non-residential activities shape the small town main street environment.*



*Above: Streetscapes are varied, emphasizing pedestrian comfort, scale and small town physical character.*

- a) Existing parking shall be improved when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;
- b) New or expanded parking shall comply with Sections B and C.2 of the DT zone.

### B. Land Use Standards

**1. Allowed Land Use Types.** Table 3.20.080 identifies the allowed land use activity, the required permit, the amount of required parking and any special requirements. The identified permit is required prior to establishing operations;

**2. Multiple Land Use Types.** A building or building site may utilize multiple land use types per the applicable requirements of Table 3.20.080.

**3. Location and Size of Land Use Type.** In order to promote land use compatibility, allowed land use types

Downtown (T5) Zone 3.20.080

**Table 3.20.080 Land Use Standards**

Category	Use	Permit	Pkg
Entertainment and Recreation	Adult Entertainment	-	-
	Cinema	CUP	1:4
	Nightclub	CUP	1/300
	Health / Fitness	P	1/500
	Indoor / Outdoor Recreation	MUP	1:7
	Live/Amplified Music	MUP	1:7
	Meeting Facility	MUP	1:7
Restaurant and Food	Drive-Through	-	-
	Pub / Bar	MUP	1:5
	Restaurant (may incl alcohol sales)	MUP	1:5
	Outdoor Dining	MUP (1)	0
	Wine Tasting/Microbrewery	P	1:5
	Brewpub	MUP	1/400
Retail	Alcohol Sales (off-site)	CUP	0
	Artisan / Craft MFG (w/ on-site sales), Art Gallery / Exhibition	P	1/500
	Retail <1,500 sq ft	P	max 1
	Retail <10,000 sq ft	P	1/500
	Retail >10,000 sq ft	MUP	1/400
Services	Care Facility for the Elderly <7	P	1/4
	Care Facility for the Elderly >7	P	1/4
	Day Care: Adult Day	P	1/4
	Day Care: Small House <7	P (1)	1/4
	Day Care: Large House 7 to 14	MUP (1)	1/4
	Day Care Center: >15	MUP (1)	1/4
	Emergency Shelter	-	-
	Funeral Home	-	-
	Group home <7	P	1/U
	Group home >7	-	-
	Hotel / Motel	MUP	1/R
	Inn (B&B)	MUP (1)	1/3R
	Medical Services	P	1/500
	Business or Personal Services	P	1/500
	Personal Services, Restricted	-	-
	Repair, commercials (non-vehicular)	P	1/500
	Transitional and Supportive Housing	P	1/U
	Veterinary Clinic / Indoor Boarding	MUP	1/500

Category	Use	Permit	Pkg
Office and Civic	Office or Civic, Library, General	P	1/400
	Government	P	1/400
	School, College, University	CUP	1:5
	Transit Station	MUP	0
Residential	Accessory Dwelling Unit	P	0.5/U
	Ground Floor (not on primary street)	P	1/U
	Employee Housing	-	-
	Home Occupation	P(1)	0
	Mobile Home Park / Subdivision	-	-
	Multi Family Residential	MUP	1/U
	Rooming and Boarding House	MUP	1/U
	Single Family Residential	-	-
	Single Room Occupancy	MUP	1/2U
Industrial	Manufacturing	-	-
	Power / Electrical Substation	-	-
	Reverse Vending Machine	P	0
	Small Collection Facility	-	-
Motor-Vehicle Related	Car Wash, Gas Station	-	-
	Recreational Vehicle Park	-	-
	Repair, commercial (motor vehicles)	-	-
	Motor Vehicle Sales, new / used	-	-
	Motor Vehicle Rentals	MUP	1/300
Communi-cations	Telecommunications Facilities	CUP (1)	0
	Broadcasting / Recording Studio	MUP	1/400
Other	Nature	-	-
	Agriculture (see 8.10.070)	P	0
	Greenway, Green	-	-
	Plaza (see 8.10.100)	P	0
	Square (see 8.10.110)	-	-
	Passage (see 8.10.120)	P	0
	Playground (see 8.10.130)	P	0
	Sportsfield	-	-
	Roof Garden (see 8.10.150)	P	0

**Key**

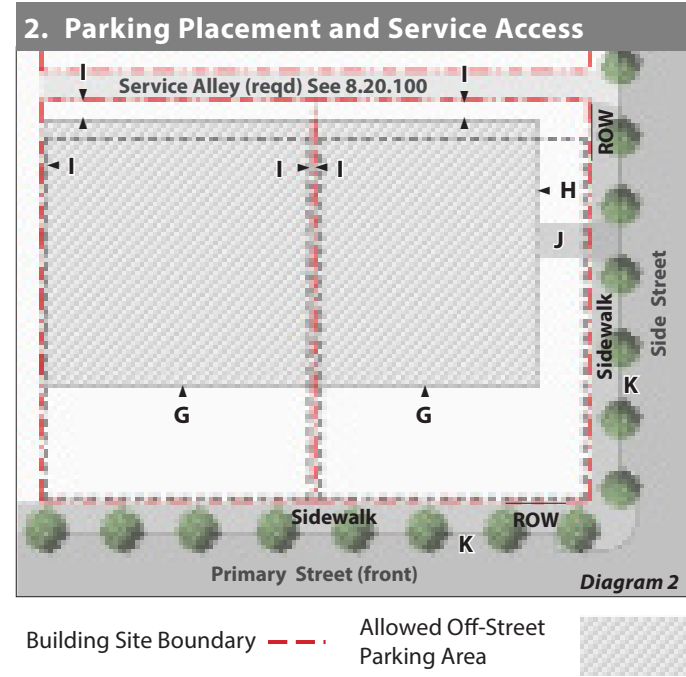
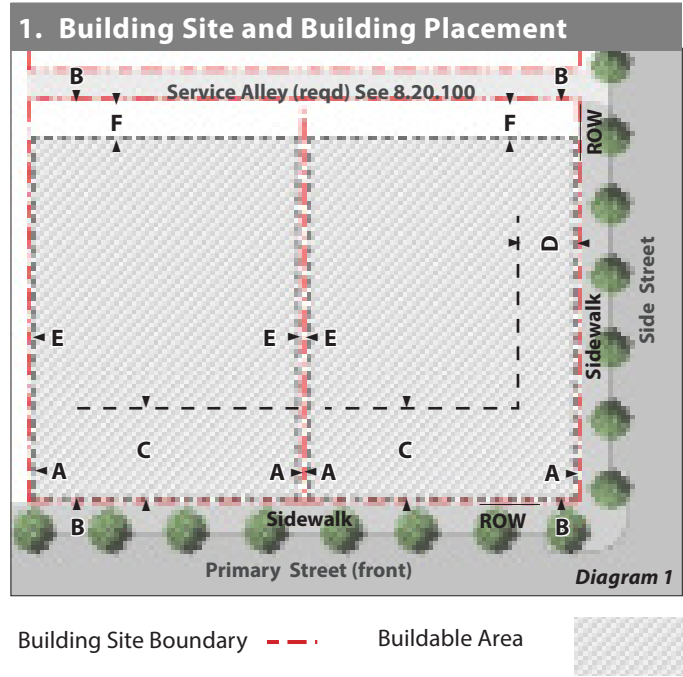
P	Permitted Use - Zoning Clearance Required.
MUP	Minor Use Permit Required. See 9.30.50.B
CUP	Conditional Use Permit Required. See 9.30.50.A
-	Use not allowed
(1)	See Article 6 'Specific to Uses'

1/400	1 parking space required for each 400 sq ft of floor area
1/R	1 parking space required for each room
1:6	1 parking space required for each 6 students or seats
1/U	1 parking space required for each dwelling unit



# 3.20.080 Downtown (T5) Zone

## C. Development Standards



**1.1** Each building and addition shall be located on the building site per Diagram 1 and designed as one of the allowed types below:

Building Type	Building Site		Building Setbacks, Size			
	Width	Depth	Facade	Side	Rear	
	A	B	C	D	E	F
House	40-50	90-150			See 5.10.160	
Villa	65-125	145-200			See 5.10.140	
Courtyard	125-175	150-200	(1)		See 5.10.120	
Rowhouse BF	86-170	80-150			See 5.10.100	
Flex Bldg Large	100-200	150-200			See 5.10.070	
Lined Bldg	125-250	150-200			See 5.10.060	

**1.2** Building facades along streets shall be located within the facade layer 'C', 'D' per Diagram 1 and extend along frontage(s) per Section 3.2.

(1) min 80 ft depth allowed only on north side of Tehachapi Blvd

**2.1** Parking shall be located on the building site per Diagram 2. Parking areas shall consist of at least 25% pervious surfaces.

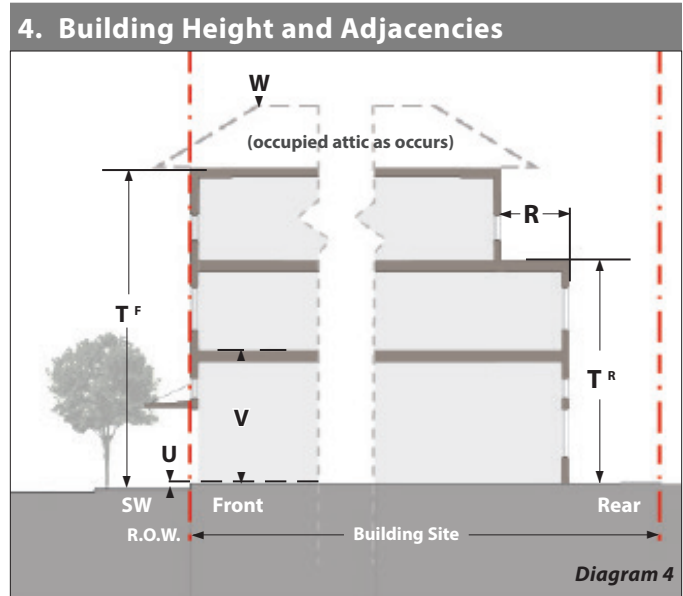
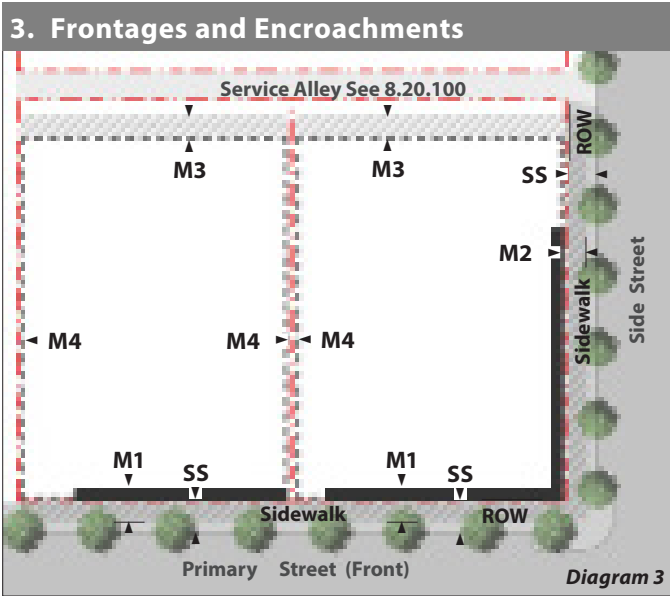
**2.2** Parking / service areas shall be accessed from an alley or side street. No new driveways from street.

**2.3** Parking entries/driveways shall not be wider than 15 ft, designed as integral, decorative components of the site.

Parking Setback	Min ft	Screening Requirement
<b>G</b> Front	50	By the building, or min 3' tall wall / hedge as allowed by Section 3.3
<b>H</b> Along Side Street	25	By the building, or min 3' tall wall / hedge
	10	Min 5 ft tall wall / hedge
<b>I</b> Side	5	Min 3 ft tall wall / hedge
		2 ft when alley along interior sideyard
<b>J</b> Parking Entry from side street		• Corner site: min 75 ft from corner
<b>K</b> On-Street Parking		• Primary street: min 30 ft from corner

Downtown (T5) Zone 3.20.080

C. Development Standards



Building Site Boundary - - - - - Frontage Required (see 'FL' for reqmts) **█**  
 SS Streetscape Area (see 8.20 for reqmts) Encroachment Area (see 'M' for reqmts) **▨**

Building Site Boundary - - - - -

**3.1** Building facades shall be located on the building site per Diagram 3 and designed as one or multiple allowed types below:

Frontage Types	Requirements
Walled Yard	See 5.20.110
Terrace	See 5.20.100
Parking Court (side street only)	See 5.20.090
Forecourt	See 5.20.080
Shopfront	See 5.20.070
Gallery	See Table 5.20

**3.2** Street facades shall extend along the frontage line per Diagram 3 and as identified in Section 'FL' below

FL	Amount of Ground Floor Facade in Facade-Layer
Along Primary St	• Corner Site: 90% min from side street corner • Interior Site: 80% min
Along Side St	75% min from primary street corner

**3.3** Building elements may encroach into required setbacks as identified below.

M	M1	M2	M3	M4
House to Rowhouse BF	within 3 ft of curb		5	0
Flex Bldg (L) to Lined Bldg	within 3 ft of curb		5	0

- 4.1** Buildings and additions shall comply with the requirements in Diagram 4. All numbers are stated as a range or maximum unless stated otherwise.
- 4.2** Building height is measured vertically from average sidewalk grade along frontage to the top plate of the highest story.
- 4.3** Roofs, chimneys, finials and portions of structures less than 250 square feet with no dimension exceeding 16 feet, are allowed up to 15 feet above the top plate of the third story.

Building Type	T <sup>F</sup>	(T <sup>R</sup> )	R	U	V (min)	W
	Ft / Stories		Third story Stbk	Finished Flr from SW	Grd Flr to Flr Ht	
House	26	2.5	n.a.	min 1.5	10	41
Villa	26	2.5	n.a.	min 1.5	10	41
Courtyard	30	2.5	n.a.	min 0.5	10	45
Rowhouse BF	30	3(1)	min 10	min 1.5	12	45
Flex Bldg Large	35 (24)	3(1)	See 5.10.070	0	14	50
Lined Bldg	35 (24)	3(1)	min 10	0	12	50

(1) See 5.10.060, 070 for 3rd story facade requirements

## 3.20.090 Tehachapi Blvd West (SD2.1) Zone

**A. Intent and Purpose**

The SD2.1 zone is applied to areas generally along Tehachapi Boulevard between Downtown and Tucker Road for regional and community-oriented lodging, retail and service businesses that complement Downtown.

**1. Physical Character.** Block-form buildings shape the streetscapes along Tehachapi Boulevard with house-form buildings shaping side streets and the transition to adjacent neighborhoods. Buildings are varied in height, up to 3 stories, mixed and single use, and are near or partially setback from the sidewalk to spatially define the streetscape.

- a) Property shall comply with the development standards in Section C of the SD2.1 zone;
- b) Signage shall comply with Article 7 (Signs).

**2. Streetscape / Public Realm.** The streetscape is in support of pedestrian activity. Frontages range from front yards and stoops to shopfronts, forecourts, galleries and parking courts. Wide sidewalks accommodate outdoor dining and comfortable strolling.

- a) New blocks. Max perimeter: 2,400 feet, Max block length: 500 feet, shall comply with Chapter 8.20;
- b) Existing blocks shall comply with Chapter 8.20 when any of the following are modified or apply: i) vehicular access, ii) right-of-way, iii) streetscape, iv) block exceeds 700 feet on any side;
- c) Adjacent streetscapes shall be improved per Chapter 8.20 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;
- d) Open space shall be provided per Chapter 8.10 when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;

**3. Land Use.** Land use activities focus on regional and community-wide retail, restaurants, lodging, conference facilities, with supportive office and housing.

- a) Existing non-conforming land uses may remain per the requirements of Chapter 10.30.040;
- b) New or expanded land use activity shall comply with Section B of the SD2.1 zone.

**4. Parking.**

- a) Existing parking shall be improved when any of the following apply: i) new building or renovation/addition over 50%; ii) modification of site access; or iii) subdivision;

**Examples of the SD2.1 Zone's range of intended physical character:**

*Above: 3-story Large Flex buildings provide lodging and conference facilities along Tehachapi Boulevard.*



*Above: Multi-family residential in Rowhouse buildings or House-form types along side streets provide compatible transitions from Tehachapi Boulevard to adjacent neighborhoods.*

- b) New or expanded parking shall comply with Sections B and C.2 of the SD2.1 zone.

**B. Land Use Standards**

**1. Allowed Land Use Types.** Table 3.20.090 identifies the allowed land use activity, the required permit, the amount of required parking and any special requirements. The identified permit is required prior to establishing operations;

**2. Multiple Land Use Types.** A building or building site may utilize multiple land use types per the applicable requirements of Table 3.20.090;

**3. Location and Size of Land Use Type.** In order to promote land use compatibility, allowed land use types shall comply with the identified requirements for size and location.

Tehachapi Blvd West (SD2.1) Zone 3.20.090

Table 3.20.090 Land Use Standards

Category	Use	Permit	Pkg
Entertainment and Recreation	Adult Entertainment	-	-
	Cinema, Nightclub	-	-
	Health / Fitness	P	1/400
	Indoor / Outdoor Recreation	MUP	1/400
	Live/Amplified Music	MUP	1/400
	Meeting Facility	MUP	1/400
Restaurant and Food	Drive-Through	-	-
	Pub / Bar	-	-
	Restaurant (may incl alcohol sales)	MUP	1/400
	Outdoor Dining	MUP (1)	0
	Wine Tasting/Microbrewery	-	-
Retail	Alcohol Sales (off-site)	CUP	0
	Artisan / Craft MFG (w/ on-site sales), Art Gallery / Exhibition	P	1/400
	Retail <1,500 sq ft	P	1/500
	Retail <10,000 sq ft	P	1/400
	Retail >10,000 sq ft	MUP	1/300
	Secondhand Stores	P	1/400
	Tobacco Centric Venues	P	1/400
Services	Care Facility for the Elderly <7	P	1/4
	Care Facility for the Elderly >7	P	1/4
	Day Care: Adult Day	P	1/4
	Day Care: Small House <7	P (1)	1/4
	Day Care: Large House 7 to 14	MUP (1)	1/4
	Day Care Center: >15	MUP (1)	1/4
	Emergency Shelter	-	-
	Funeral Home	-	-
	Group home, <7	P	1/U
	Group home, >7	-	-
	Hotel / Motel	MUP	1/R
	Inn (B&B)	-	-
	Medical Services	P	1/250
	Business or Personal Services	P	1/300
	Personal Services, Restricted	CUP	1/300
	Repair, commercial (non-vehicular)	P	1/300
	Transitional and Supportive Housing	P	1/2U
	Veterinary Clinic/Boarding	MUP	1/300

Category	Use	Permit	Pkg
Office and Civic	Office or Civic, Library, General	P	1/300
	School, College, University	CUP	1:3
	Transit Station	MUP	0
Residential	Employee Housing	P	-
	Accessory Dwelling Unit	P	1/U
	Home Occupation	P (1)	0
	Mobile Home Park / Subdivision	-	-
	Multi Family Residential	MUP	1.5/U
	Rooming and Boarding House	MUP	1.5/U
	Single Family Residential	P	2/U
Single Room Occupancy	MUP	1/2U	
Industrial	Manufacturing	-	-
	Power / Electrical Substation	-	-
	Reverse Vending Machine	P	0
	Small Collection Facility	-	-
Motor-Vehicle Related	Car Wash	MUP	1/250
	Gas Station	-	-
	Recreational Vehicle Park	-	-
	Repair, commercial (motor vehicles)	-	-
	Motor Vehicle Sales, new / used	CUP	1/300
	Motor Vehicle Rentals	P	1/250
Communi-cations	Telecommunications Facilities	CUP (1)	0
	Broadcasting / Recording Studio	MUP	1/400
Other	Nature	-	-
	Agriculture (see 8.10.070)	P	0
	Greenway (see 8.10.080)	P	0
	Green (see 8.10.090)	P	0
	Plaza (see 8.10.100)	P	0
	Square (see 8.10.110)	P	0
	Passage (see 8.10.120)	P	0
	Playground (see 8.10.130)	P	0
	Sportsfield	-	-
	Roof Garden (see 8.10.150)	P	0

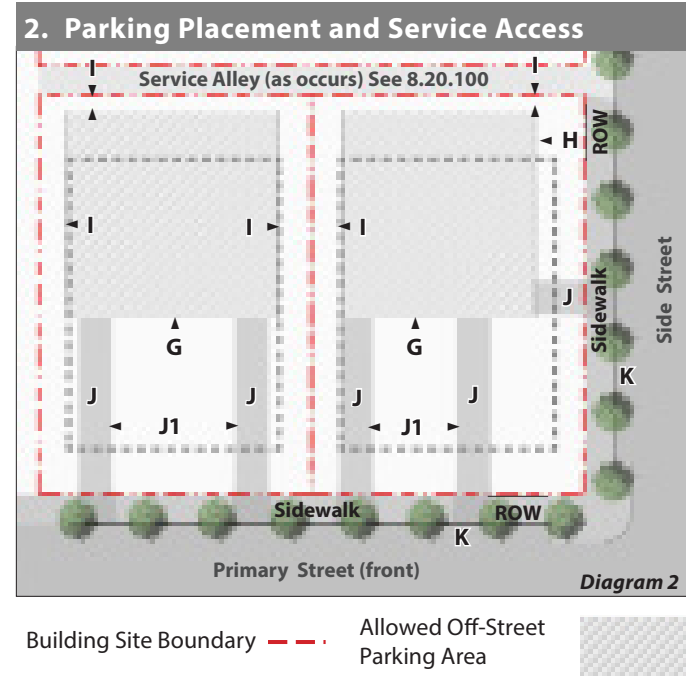
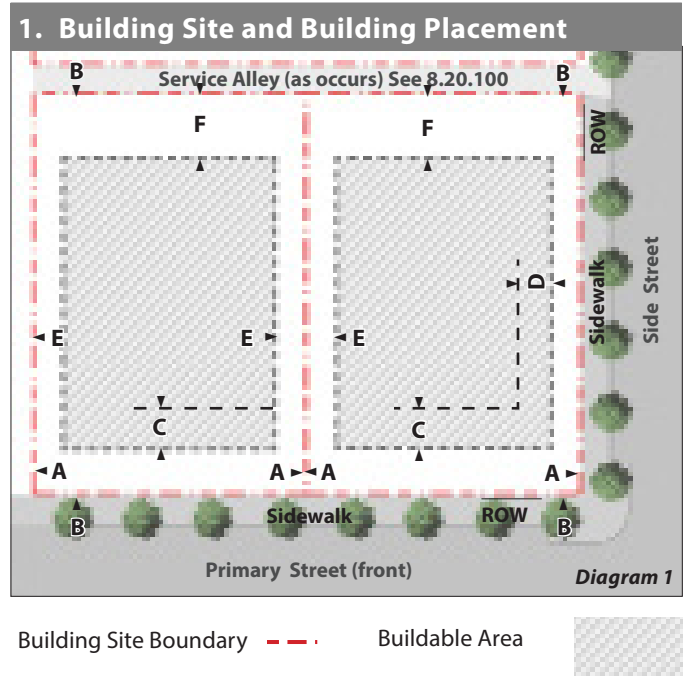
Key

P	Permitted Use - Zoning Clearance Required.
MUP	Minor Use Permit Required. See 9.30.50.B
CUP	Conditional Use Permit Required. See 9.30.50.A
-	Use not allowed

(1)	See Article 6 'Specific to Uses'
1/400	1 parking space required for each 400 sq ft of floor area
1/R	1 parking space required for each room
1:6	1 parking space required for each 6 students or seats
1/U	1 parking space required for each dwelling unit

3.02.140 Tehachapi Blvd West (SD2.1) Zone

C. Development Standards



Building Site Boundary - - - Buildable Area [hatched box]

Building Site Boundary - - - Allowed Off-Street Parking Area [hatched box]

**1.1** Each building and addition shall be located on the building site per Diagram 1 and designed as one of the allowed types below:

Building Type	Building Site		Building Setbacks, Size			
	Width	Depth	Facade	Side	Rear	
	A	B	C	D	E	F
Duplex	50-65	100-150	See 5.10.150			
Villa	80-125	150-200	See 5.10.140			
Courtyard	150-250	150-200	See 5.10.120			
Rowhouse BF	86-170	90-150	See 5.10.100			
Flex Bldg Small	50-100	100-150	See 5.10.080			
Flex Bldg Large	200-400	200-400	See 5.10.070			

**1.2** Building facades along streets shall be located within the facade layer 'C', 'D' per Diagram 1 and extend along frontage(s) per Section 3.2.

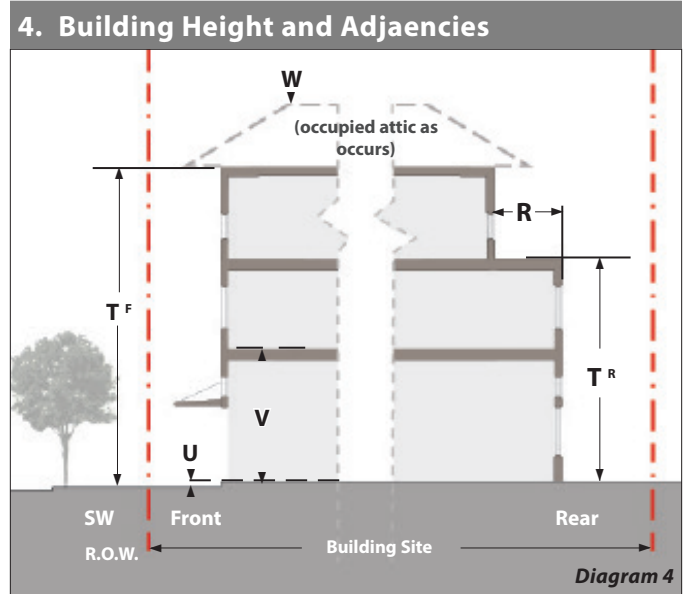
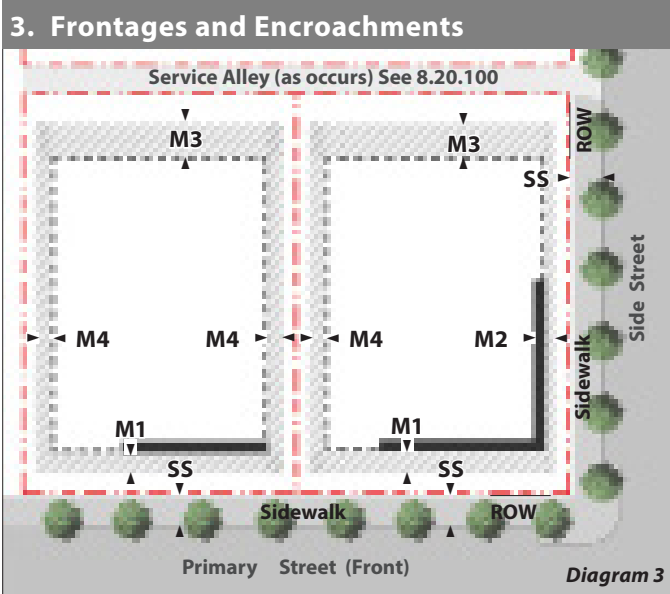
**2.1** Parking shall be located on the building site per Diagram 2. Parking areas shall consist of at least 25% pervious surfaces.

**2.2** Parking / service areas may be accessed from primary street, alley or side street.

**2.3** Parking entries/driveways shall not be wider than 15 ft, designed as integral, decorative components of the site. Driveways may only connect to each other within the allowed off-street parking area.

Parking Setback	Min ft	Screening Requirement
<b>G</b> Front	30	By the building, or min 3' tall wall / hedge as allowed by Section 3.3
<b>H</b> Along Side Street	30	By the building, or min 3' tall wall / hedge
	10	Min 5 ft tall wall / hedge
<b>I</b> Side	10	Min 3 ft tall wall / hedge
	5	when along interior sideyard
<b>J</b> Parking Entry		• Corner site: min 75 ft from corner • Interior site: within 15 ft of either side when side street or alley not present
<b>J1</b> Driveway Separation		• min 100 ft
<b>K</b> On-Street Parking		• Primary street: min 30 ft from corner

C. Development Standards



Building Site Boundary - - - - - Frontage Required (see 'FL' for reqmts) ————  
 SS Streetscape Area (see 8.20 for reqmts) Encroachment Area (see 'M' for reqmts) [hatched pattern]

Building Site Boundary - - - - -

**3.1** Building facades shall be located on the building site per Diagram 3 and designed as one or multiple allowed types below:

Frontage Types	Requirements
Front Yard	See 5.20.140
Stoop	See 5.20.120
Walled Yard	See 5.10.110
Parking Court	See 5.20.090
Forecourt	See 5.20.080
Shopfront	See 5.20.070
Gallery	See Table 5.20

**3.2** Street facades shall extend along the frontage line per Diagram 3 and as identified in Section 'FL' below

FL	Amount of Ground Floor Facade in Facade-Layer
Along Primary St	• Corner Site: 70% min from side street corner • Interior Site: 60% min
Along Side St	60% min from primary street corner

**3.3** Building elements may encroach into required setbacks as identified below.

M	M1	M2	M3	M4
Duplex to Courtyard	5	5	3	4
Rowhouse BF to Flex Bldg (S)	5	5	7	2
Flex Bldg (L)	5	5	5	3

**4.1** Buildings and additions shall comply with the requirements in Diagram 4. All numbers are stated as a range or maximum unless stated otherwise.

**4.2** Building height is measured vertically from average sidewalk grade along frontage to the top plate of the highest story.

**4.3** Roofs, chimneys, finials and portions of structures less than 200 square feet with no dimension exceeding 15 feet, are allowed up to 12 feet above the top plate of the third story.

Building Type	T <sup>F</sup>	(T <sup>R</sup> )	R	U	V (min)	W
	Ft / Stories		Third Story Stbk	Finished Fl Level from SW	Grd Flr to Flr Ht	
Duplex	24	2.5	n.a.	min 1.5	10	36
Villa	26	2.5	n.a.	min 1.5	10	38
Courtyard	30	2.5	n.a.	min 1.5	10	42
Rowhouse BF	30	2.5	n.a.	min 1.5	10	42
Flex Bldg Small	26	2	n.a.	0	12	38
Flex Bldg Large	35 (24)	3 (1)	min 10	0	14	47

(1) See 5.10.070 for 3rd story facade requirements



To: Minturn Town Council  
From: Michelle Metteer  
Date: December 20, 2023  
RE: Town Manager Update

---

**Bulb-Outs on Main Street Intersections**

As a reminder, CDOT denied Minturn’s request for temporary blub-outs at Minturn’s four main intersections along Main Street. These bulb outs would provide increased line of sight and improve safety at these intersections extensively. Although CDOT was not supportive of the temporary option, they did indicate they would support permanent bulb-out options. I am now interested in understanding Council’s interest in exploring permanent bulb-out options. If Council is interested, I will request Jeff Spanel to provide an engineer’s opinion of probable cost.

**Snow Plowing Operations**

As a reminder, only residents are approved to push snow into the Not-A-Park snow dump area for free. If snowplow contractors want to push snow into that area, they need to have the property owner sign up with the town and pay the fee. There has been some confusion with contractors thinking they can also push snow into this area and that is not how the Ordinance was approved.

**Minturn Tank Operations**

Tank #3 is now online and operational. I will be discussing tank loan options with the State Revolving Loan Fund representative to determine if leftover loan funds can be used to facilitate the functioning of the two tanks interchangeably. If funds can be used to improve the functioning of the system, Minturn may want to install a valve box on HWY 24. I will have more information after discussing this option with the SRF representative.

**USGS Gauge on Cross Creek**

Minturn currently pays for the USGS gauge on Cross Creek. This comes at an annual cost of around \$16,000. This is a federal program and I have reached out to USGS to understand why Minturn incurs this cost. Unless there is a specific reason in one of Minturn’s water rights decrees I expect Minturn to drop this expense. The CWCB and Division 5 Engineer use this gauge to make the instream flow call on Cross Creek. I expect if they wish to continue making the instream flow call on Cross Creek, they will support the federal government in maintaining the costs of the gauge.