

A. MULTIFAMILY AMENDMENTS INTRODUCTION

This section provides the proposed amendments to the use allowances, development standards, and design standards in the Sacramento County Zoning Code (Zoning Code) for multifamily projects. A multifamily project is a development that includes three or more dwelling units of any type (not including accessory dwelling units) on one lot.

This section is organized as follows.

- Subsection A.1. Multifamily Use Allowances: identifies proposed changes to use allowances for multifamily projects.
- Subsection A.2. Multifamily Development Standards: identifies proposed changes to development standards for multifamily projects.
- Subsection A.3. Multifamily Design Standards: provides the proposed Chapter 3.0, Multifamily Design Standards, of the Countywide Design Guidelines and Standards which will fully replace the existing chapter.

Adaptive Reuse

Adaptive reuse is the repurposing of existing buildings for another use. For the purposes of this document, adaptive reuse is the repurposing of existing non-residential buildings (i.e., commercial, office) to multifamily uses.

Adaptive reuse projects face physical constraints that preclude compliance with standards that are imposed on new build projects, particularly when no substantial alterations are proposed. In light of this, adaptive reuse accommodations to standards are noted in Subsections A.2 and A.3.

A.1. MULTIFAMILY USE ALLOWANCES

Use allowances for multifamily projects are provided in [Table 3.1](#) and [Section 3.5.1.C](#) of the Zoning Code. The table below summarizes the proposed changes to use allowances for multifamily projects in the identified zoning districts.

Existing	Proposed
BP zone: UPM or UPZ	BP zone: permitted by right
RD-10 zone: UPZ	RD-10 zone: permitted by right
RD-15 – RD-40 zones: permitted by right	RD-15 – RD-40 zones: no change

Notes

BP: Business Professional Office

RD-10: Residential 10

RD-15: Multiple Family Residential 15

RD-40: Multiple Family Residential 40

UPM: Minor Use Permit

UPZ: Conditional Use Permit by the Zoning Administrator

A.2. MULTIFAMILY DEVELOPMENT STANDARDS

Development standards for multifamily projects are provided in Chapter 5 of the Zoning Code, specifically: [Section 5.4.3.C](#) (general development), [Section 5.2.4](#) (landscaping), [Section 5.2.5](#) (walls and fences), [Section 5.9](#) (vehicular and bicycle parking), and [Section 5.10](#) (signage).

The table below summarizes the proposed changes to development standards for multifamily projects. Existing standards are summarized at high level for comparison purposes. The table is not intended to be exhaustive, listing all development standards applicable to multifamily projects. Development standards not identified in the table below are not proposed for changes.

No.	Development Standard	Existing	Proposed
1*	Minimum front yard setback	20 ft (without PUPF) / 24 ft (with PUPF)	12.5 ft (without PUPF) / 20 ft (with PUPF, 5 ft sidewalks) / 23 ft (with PUPF, 8 ft sidewalks)
2*	Minimum interior side and rear yard setbacks, adjacent to or within AG, AR, and single family residential zones	25 ft (1 story) 50 ft (2 story) 75 ft (3 story) 75 ft (4 story, adjacent to collector/arterial)	Adjacent to AR and single family residential zones: 20 ft (1 and 2 story) 30 ft (3 story) 40 ft (4 story, adjacent to collector/arterial)
3*	Minimum interior side and rear yard setbacks, all other circumstances	10 ft (1 and 2 story) 15 ft (3 story +)	10 ft (all stories)
4*	Minimum side street yard setback	15 ft (without PUPF) / 21 ft (with PUPF)	12.5 ft (without PUPF) / 20 ft (with PUPF, 5 ft sidewalks) / 23 ft (with PUPF, 8 ft sidewalks)
5	Upper story setback	Buildings may be stepped back to achieve minimum setback for upper stories	No change
6	Multifamily amenity structure setbacks	Structures over 1 story or 20 ft in height must meet setbacks of similar story primary structure	Remove requirement
7	Allowed porches/stoops/patios/bay windows/balconies encroachment	Front yard: 2 ft (adjacent to/within AG, AR, and single family residential zones) / 8 ft (all other circumstances)	Remove allowance; refer to Zoning Code Section 5.2.1.D for encroachments

No.	Development Standard	Existing	Proposed
7	Allowed porches/stoops/patios/bay windows/balconies encroachment, <i>continued</i>	Side, rear yard: 10 ft (adjacent to/within AG, AR, and single family residential zones) / 2 ft (all other circumstances)	Remove allowance; refer to Zoning Code Section 5.2.1.D for encroachments
8	Allowed awnings/bay windows/upper floor encroachment over sidewalk	Front yard: 3 ft maximum, with 8 ft minimum height clearance from top of sidewalk	Remove allowance
9*	Maximum height and stories, adjacent to/within AG, AR, and single family residential zones	40 ft and 3 story	No change
10*	Maximum height and stories, all other circumstances	RD-15: 40 ft and 3 story RD-20, RD-25: 45 ft and 4 story RD-30, all other zones: 150 ft and no story limit	RD-15, RD-20, RD-25: 45 ft and 4 story RD-30, all other zones: no change
11	Allowed height increase	Heights may increase by 1 story along major collector and arterial streets with widths of 80 ft or more	No change
12	Minimum open space and landscaping	25 percent of net lot area	Remove requirement
13	Common outdoor amenities	Required for 10 units or more	Remove requirement
14	Minimum private open space	40 sf/unit; for buildings greater than 4 stories, can substitute with common amenities at a rate of 40 sf of common space per unit	50 sf/unit; can be provided as private open spaces ¹ , common gathering spaces ² , or combination of both
15	Minimum private storage area	80 cf/unit	Remove requirement
16	Minimum vehicle parking, non-age restricted multifamily	Studio/1 bed: 1 space/unit 2 or more bed: 2 spaces/unit Visitor: 0.5 space/unit (on-street parking okay)	All bed: 1 space/unit Visitor: no change

No.	Development Standard	Existing	Proposed
17	Vehicle parking coverage	1 space/unit shall be covered (carport/garage)	Remove requirement
18	Vehicle parking assignment	Rental: 1 space/unit shall be assigned Ownership: 1 space/unit shall be provided in a single enclosed garage; automatic garage door required	Remove requirement
19	Minimum bicycle parking	Unit: 1 space/unit Visitor: 1 space/10 units	25 percent of required vehicle parking, minimum 2 bicycle parking spaces
20	Bicycle parking facility class	Class I lockers or Class II racks located close to and with direct access to entries	No change
21	Walls and fences, front and side street yard	If proposed, open ornamental security fence not to exceed 7 ft in height	No change
22	Walls and fences, interior property lines	Adjacent to residential and agricultural residential zones: solid wood fence or masonry wall of at least 6 ft in height	No change
23	Landscaping of frontage areas, between ROW and parking areas/building	Between ROW and parking areas: minimum 8 ft wide planter with trees, shrubs, ground cover, and other natural growth Between ROW and building: planter with trees, shrub, ground cover, and other natural growth	No change
24*	Landscape screening along interior property lines	Minimum 7 ft wide continuous planter with trees and other plant materials to provide dense visual screen	Adjacent to AR and single family residential zones: no change Adjacent to all other zones: remove requirement

No.	Development Standard	Existing	Proposed
25	Parking area landscaping	Minimum 8 ft wide planter at ends of vehicle parking rows. Minimum 6 ft wide interior planters every 7 vehicle spaces. Minimum 50 percent shade tree coverage of total parking area. Minimum 5 ft landscape separation between parking area and building.	No change
26	Parking area screening	Adjacent to AG, AR, residential, and interim residential/estate zones: 6 ft tall wall and landscaping	No change
27	Waste enclosure setbacks	25 ft from public ROW 15 ft from residentially zoned property 15 ft from edge of private road easement	From public ROW, private street: 20.5 ft (without PUPF) / 28 ft (with PUPF, 5 ft sidewalks) / 31 ft (with PUPF, 8 ft sidewalks) From AR and single family residential zones: 20 ft
28	Waste enclosure requirements	All waste containers shall be located within an enclosed masonry area, 6 to 8 ft tall, with appropriate solid gate	No change

Notes

* Building setback and height standards (Nos. 1-4, 9-10) do not apply to adaptive reuse projects. Landscape screening along interior property lines (No. 24) does not apply if the existing building is located less than 10 ft from an interior property line adjacent to AR and single family residential zones. Expansions proposed with an adaptive reuse project are required to comply with these standards (Nos. 1-4, 9-10, 24).

¹ Private open space: ground-level patio, stoop, or porch; and balcony for upper stories, for the exclusive use of that unit.

² Common gathering space: versatile, centrally located outdoor environments designed to facilitate resident engagement and recreation; these areas accommodate a diverse range of amenities, including but not limited to barbecue areas, picnic tables, community gardens, dog parks, athletic courts and fields, swimming pools, playgrounds, courtyards, plazas, or rooftop decks.

A.3. MULTIFAMILY DESIGN STANDARDS

The text below is proposed to fully replace the existing Chapter 3.0, Multifamily Design Standards, of the Countywide Design Guidelines and Standards. For reference, the existing chapter is available for review/comparison at: <https://landuse.saccounty.gov/dg/ch3/>.

Proposed changes include:

- Reorganization of the chapter's structure;
- Clarifications to existing design standards;
- Removal of obsolete design standards, considering proposed changes to multifamily development standards; and
- New design standards or enhancements to existing design standards (these are denoted as **orange text** below).

Countywide Design Guidelines and Standards

3.0 Multifamily Design Standards

3.1 Introduction

The objective design standards set forth in this Chapter supplement the development standards in the Zoning Code and serve as the minimum requirements for **multifamily development (i.e., three or more dwelling units on one lot)**. The objective design standards further the goals, objectives, and policies of the General Plan which encourage residential development that contributes to the health, sustainability, and quality of life; and are of high-quality design in the unincorporated County.

An objective design standard is one that involves no personal or subjective judgment by a public official and is verifiable by reference to an external and uniform benchmark, including criteria available and known to both an applicant and the public official.

Purpose

The purpose of this Chapter is to advance:

- Consistency, by disclosing design expectations to developers in advance of filing a Planning application, and to facilitate the fair and consistent application of standards across proposed development;
- Quality, by establishing the minimum standards for desired development characteristics; and
- Community Compatibility, by requiring functional development that contributes to the fabric of the existing community.

Organization of this Chapter

This Chapter is organized into two main design categories with the following design elements.

1. Site and Landscape Design
 - Site Planning
 - Pedestrian and Bicycle Circulation
 - Common Gathering Spaces
 - Landscaping
 - Site Lighting
 - Fencing and Walls
 - Accessory Structures
 - Mechanical Equipment and Infrastructure
2. Architectural and Building Design
 - Scale, Massing, and Articulation
 - Building Interface and Materials
 - Private Open Space

The Site and Landscape Design category encompasses sitewide logistics and environmental integration. The Architectural and Building Design category prescribes the aesthetic form and functional details of structures. This organization is intended to create a logical flow from macro-level site planning (i.e., considerations for circulation and safety) to micro-level architectural elements (i.e., building massing and accessory structures).

Each design element includes a design principle, rationale, and design standards as defined below.

- Design Principle: represents the overarching design rule on which the Design Standard is based.
- Rationale: provides the underlying reason or explanation for the Design Principle.
- Design Standard: states the objective measurable standard established to implement the Design Principle and is the basis for achieving design approval.

Adaptive Reuse Accommodation

Adaptive reuse is the repurposing of existing buildings for another use. For the purposes of this Chapter, adaptive reuse is the repurposing of existing non-residential buildings (i.e., commercial, office) to multifamily uses.

Adaptive reuse projects face physical constraints that preclude compliance with standards that are imposed on new build projects, particularly when no substantial alterations are proposed. In recognition of these realities and constraints, only design standards that are demarcated by the “AR” symbol are applicable to adaptive reuse projects.

3.2 Site and Landscape Design

3.2.A Site Planning

Design Principle: Site design shall prioritize common gathering spaces, activation of the public realm, and reduction of non-permeable surfaces through building orientation and site circulation. All utilitarian site elements must be screened and/or buffered from public view or located at the side or rear of primary buildings to ensure visual continuity and a high-quality interface with the public realm.

Rationale: Utilizing building massing to form courtyards or changes in building alignments or depth, and fronting units toward streets establishes passive surveillance and provides physical protection from environmental exposure, directly increasing resident comfort and site safety.

Design Standards:

1. Parking areas shall be located to the side, rear, or beneath buildings (tuck-under or underground) and not adjacent to public streets. Wherever possible, parking access shall be provided from side streets or alleys.
2. Primary vehicular entries shall incorporate enhanced paving for a minimum depth of 10 feet from the property line or public right-of-way as measured from the back of sidewalk, and spanning the full width of the drive aisle. Acceptable materials include concrete pavers, stamped concrete, or integral colored stamped concrete.
3. On-site vehicular site circulation shall be designed to support and connect to the existing circulation network. Where adjacent development contains existing Irrevocable Offers of Dedication or street stubs in place, proposed development shall connect to complete the circulation network.
4. Non-permeable, dark-surface paving (such as standard asphalt) shall be limited to areas required for vehicular circulation (including off-street parking, driveways, maneuvering, and loading areas) and emergency access. **AR**
5. Trash enclosures shall be screened from public view and located to allow unobstructed access for the commercial waste hauler. Site placement must also minimize negative impacts to residents and allow for landscape buffering. **AR**
6. Buildings shall be sited to prioritize eyes on the street and common gathering spaces for community safety.

3.2.B Pedestrian and Bicycle Circulation

Design Principle: The site shall provide a continuous, safe, and clear pedestrian and bicycle network that connects all building entries, parking areas, and common gathering spaces to the public right-of-way.

Rationale: Providing safe and desirable facilities for pedestrian and bicycle circulation reduces hazardous conflicts between pedestrians and vehicles and encourages active transportation and foster community interaction.

Design Standards:

1. Pedestrian walkways shall:
 - a. Not be combined with or be a part of driveways or drive aisles unless provided as a 6-inch raised adjacent walk.
 - b. Include enhanced pavement consisting of concrete pavers, stamped concrete, or integral colored stamped concrete to designate pedestrian crossings at drive aisles and parking lots. **AR**
 - c. Be provided from the farthest end of parking areas of 50 vehicles or more to the nearest building.
 - d. Connect all buildings to the public right-of-way with a minimum clear width of 4 feet. Pedestrian connections to the public right-of-way shall incorporate a distinct transition using contrasting pavement textures or enhanced landscaping. **AR**
 - e. Connect all buildings to common gathering spaces. **AR**
2. Any walkway exceeding 200 feet in length shall incorporate one or more social or recreational amenities. Amenities include, but are not limited to, shade structures, seating, barbeque areas, community gardens, courtyards, and play structures. **AR**
3. Bicycle parking shall be located within 20 feet of primary building entries, individual unit entries, or common gathering spaces and shared facilities in highly visible locations. **AR**

3.2.C Common Gathering Spaces

Common gathering spaces are defined as versatile, centrally located outdoor environments designed to facilitate resident engagement and recreation. These areas accommodate a diverse range of amenities, including but not limited to: barbecue areas, picnic tables, community gardens, dog parks, athletic courts and fields, swimming pools, playgrounds, courtyards, plazas, or rooftop decks.

Design Principle: Common gathering spaces and shared facilities shall be centrally located and integrated into the sites pedestrian network to ensure equitable access and high visibility.

Rationale: Centrally located shared amenities and common gathering spaces reduce walking distances from individual units can fosters social cohesion. Permanent shading and enhanced paving ensure these areas are not merely “leftover” spaces and instead prioritized as the heart of the community.

Design Standards:

1. Minimum size of common gathering spaces shall be 400 square feet. **AR**

2. Common gathering spaces shall provide a minimum of 20 percent shade coverage via permanent structures such as fabric sails, metal or wood canopies, building overhangs, or functional art. Play structures shall be 100 percent shaded. **AR**
3. Common gathering spaces shall be delineated with enhanced paving such as articulated scoring, pavers, stamped and/or color concrete. **AR**
4. Common gathering spaces shall be centrally located and situated so that they are accessible from all units via pedestrian walkways. **AR**
5. Shared facilities located on the ground floor such as laundry, mail room, and storage areas shall be centrally located or located adjacent to common gathering spaces. **AR**

3.2.D Landscaping

Design Principle: Site landscaping shall be utilized as a functional integrated system to define building transitions, preserve environmental resources, provide privacy, and enhance site comfort and safety.

Rationale: Landscaping plants and materials can be utilized to create soft buffers between units, the public realm, and adjacent uses; and contribute to resident's comfort and safety.

Design Standards:

1. Street-facing elevations shall be designed with landscaping adjacent to their foundation or porch face to provide a buffer from the public interface. **AR**
2. All unpaved areas shall be landscaped. **AR**
3. All mature landscape shall follow the 2-foot, 6-foot rule. Mature groundcovers shall not exceed 2 feet in height. Tree canopies shall be limbed up to a minimum of 6 feet or more clear from ground or adjacent walkways. **AR**
4. Shrubs between walkways and building entries or windows shall not exceed 30 inches at maturity. Windows shall be free from obstructions so that there is a clear view from the units to the street, common gathering spaces, and parking areas. **AR**
5. Trees shall be planted along pedestrian walkways, in setbacks, and common areas spaced at intervals of no more than 75 percent of the selected species mature canopy size, not to exceed 30 feet on center. **AR**
6. To support passive solar design, trees adjacent to the east, west, and south building facades shall be species that maximize summer shading while facilitating winter solar heat gain. **AR**
7. All landscaping shall meet or exceed the requirements of the Water Efficient Landscape Ordinance. Landscaped areas shall be provided with automatic irrigation systems. **AR**

3.2.E Site Lighting

Design Principle: Site lighting shall be designed as an integrated safety and aesthetic system that illuminates primary circulation routes, building entries, and shared facilities while maintaining a human-scaled environment.

Rationale: Lighting not only provides for increased security and visibility but can also contribute to the cohesive design of a project.

Design Standards:

1. Site lighting of pedestrian paths, parking areas, entry drives, common gathering spaces, and trash enclosures shall be lighted to facilitate safe pedestrian movement and shall be designed in coordination with the landscape plan to meet both minimum landscape and photometric requirements. **AR**
2. Site lighting shall complement the building's aesthetic and material palette. To maintain a human-scaled environment, pedestrian-scale light poles shall not exceed 12 feet in height. The use of lighted bollards is encouraged to provide low-level illumination, defining path edges and enhancing pedestrian safety while minimizing light spill. **AR**
3. All exterior doors, alcoves, stairwells, and recessed areas shall be illuminated with wall or ceiling mounted light fixtures. **AR**

3.2.F Fencing and Walls

Design Principle: Site fencing and walls shall utilize high-quality materials and rhythmic architectural elements to define property limits without creating visual monotony or blank walls.

Rationale: Fencing and walls utilized for security and privacy should be integrated into the overall design.

Design Standards:

1. Sound walls, masonry walls, and fences shall include a cap and incorporate masonry columns at terminations and corners, and within straight sections at intervals not to exceed 100 feet on center. Masonry columns are not required on interior property lines, except where they terminate at the public right-of-way. **AR**
2. Metal fencing may include decorative tube or wrought iron fencing. All gating (pedestrian and auto) shall be complimentary to the proposed fencing. Chain link fencing and barbed wire is prohibited. **AR**
3. Wood fencing along interior property lines shall be constructed as "Good Neighbor" fencing with alternating panels or with equivalent enhancements provided on both sides. Wood fencing visible from the public right-of-way shall be enhanced and shall present a continuous finished side facing the right-of-way. A stain or preservative shall be applied. **AR**

3.2.G Accessory Structures

Design Principle: Accessory structures shall be designed as integrated components of the overall site rather than isolated utilitarian elements.

Rationale: By maintaining consistency in roof forms, materials, and color palettes across all structures, and ensuring that trash enclosures and carports are screened or strategically positioned creates a cohesive, high-quality visual environment from the public realm.

Design Standards:

1. The architectural detailing, roof pitch, material and color palette of all accessory structures (excluding trash enclosures and carports) shall be the same as the primary structure. **AR**
2. Trash enclosures shall:
 - a. Be appropriately sized to contain both trash and recycling containers, and include green waste and organic food waste containers, as required. **AR**
 - b. Be constructed of concrete block. Split face block, brick or stone veneer, stucco or similar quality materials are permitted. The use of unsurfaced (precision or smooth face) concrete block alone is not permitted but can be used in combination with other quality materials that complement the primary building's architecture. **AR**
 - c. Provide a cover (roof) for the entire waste area, as permitted by the local waste hauler. **AR**
 - d. Be screened utilizing dense, evergreen landscaping with a minimum of three feet in height at installation. **AR**
3. Detached garages and carports shall:
 - a. Be consistent with the colors and materials of the primary residential structures. **AR**
 - b. Be located to the side or rear of buildings, and are not permitted adjacent to the public right-of-way, unless otherwise screened by a combination of architectural/site features and landscaping (i.e., combination of trees and shrubs to soften the overall appearance from the public right-of-way). **AR**
 - c. Be broken into clusters rather than long unbroken masses. **AR**

3.2.H Mechanical Equipment and Infrastructure

Design Principle: Service elements and utility infrastructure shall be strategically located and screened to minimize their visual impact on the public realm and primary site and building entries.

Rationale: Screening and/or strategically siting mechanical equipment and infrastructure from the public realm contributes to the overall design aesthetic and maintains a cohesive site identity.

Design Standards:

1. Landscaping and/or architectural treatments shall be provided to screen views of service elements including storage areas; heating, ventilation, and air conditioning (HVAC) systems;

and other mechanical equipment. Screening shall consist of dense, evergreen landscaping with a minimum of 3 feet in height at maturity, or with architectural screens designed to match the building. **AR**

2. Utility equipment, including transformers, water apparatus, electric and gas meters, electrical panels, and junction boxes shall be located away from main building entries, or otherwise screened. Screening shall consist of dense, evergreen landscaping with a minimum of 3 feet in height at maturity, or with architectural screens designed to match the building. **AR**
3. Monument signs materials and colors shall be complimentary to the primary structure. **AR**

3.3 Architectural Elements

3.3.A Scale, Massing, and Articulation

Design Principle: The building's exterior shall function as a dynamic, three-dimensional composition that breaks down large-scale massing into a human-scaled residential experience.

Rationale: Through facade articulations, material variations, and transitional treatments, the design ensures that the project contributes to a diverse streetscape while maintaining desirable scale to adjacent neighborhoods.

Design Standards:

1. Facades fronting public streets or primary private drives shall incorporate at least 3 of the following enhancements, which shall collectively cover a minimum of 40 percent of the total facade area: porches, patios or balconies, 6-inch wall recesses or projections, window bays (3 or more), roof dormers, gable enhancements, wainscoting, awnings, or canopies or other vertical shading elements. End facades visible from public streets or primary private drives shall have the same level of design enhancements as front facades. **AR**
2. Facades fronting public streets or primary private drives shall have at least one horizontal or vertical projection or recess at least 18 inches in depth, for every 25 horizontal feet of wall.
3. The following features shall be used to articulate facades facing the street, public realm, alley, common gathering spaces, and parking areas:
 - a. Building or individual unit entries;
 - b. Stoops, porches, patios, or balconies;
 - c. Windows or storefront glazing systems; or
 - d. Shade features, awnings, or canopies. **AR**
4. Buildings 3 or more stories in height, when located within 30 feet of property lines shared with agricultural-residential and single family residential zones, shall include a minimum of one of the following:

- a. Landscape screening comprising of at least two staggered rows of trees to create a multi-layered visual screen between the upper stories and properties in subject zones. The first row of trees shall consist of narrow canopy species and a minimum of 50% evergreen species, offset a minimum of 4 feet from adjacent wall or fence, spaced no more than 75 percent of the selected species mature canopy size, not to exceed 15 feet on center. The second row of trees shall consist of broad-canopy trees spaced no more than 75 percent of the selected species mature canopy size, not to exceed 30 feet on center, and offset horizontally from the first row of trees by a minimum of 6 feet.
 - b. Upper story windows facing properties in subject zones shall be either transom or clearstory windows and/or be opaque.
 - c. The façade facing properties in subject zones shall not include balconies.
5. Buildings of 2 or more stories shall include vertical articulation by distinguishing upper and lower levels through horizontal design features like belt line or belt course, cornices, overhangs, or a distinct ground-floor base treatment (wainscot) at least 3 feet in height.
 6. Windows in buildings located within 25 feet of one another shall be designed and located to offset a minimum of 36 inches to not allow direct line-of sight into adjacent windows.
 7. Projects proposing 4 or more residential buildings shall include at least 2 different complimentary architectural themes. The variations between buildings shall include one of the following: exterior finish materials; roof forms and elements; or building offsets, bay spacing, and entry elements.

3.3.B Building Interface and Materials

Design Principle: The building envelope shall serve as a high-performance interface that balances aesthetic diversity with environmental responsiveness and community safety.

Rationale: By prioritizing active transparency, material richness, and passive thermal control, the design fosters a “living facade” that enhances the public realm while optimizing the interior climate for resident comfort.

Design Standards:

1. All units adjacent to common gathering spaces shall have a kitchen, living room, or bedroom that provide windows overlooking such spaces.
2. Provide shelter and shade at building or unit entries and articulate with stoops, porches, recessed areas, low walls, accent materials, decorative lighting or other aesthetic features.

AR

3. A minimum of 3 different finish material types (roofing not included) shall be used on each facade fronting public streets or primary private drives. In all other cases, a minimum of 3 different finish material types (roofing not included) shall be used on each building. Exterior

finish materials shall consist of stucco, wood siding, architectural siding, fiber cement products, stone, brick, masonry, architectural metal panels, or other accent materials. Plywood siding, including T1-11 is not permitted. **AR**

4. Facades fronting public streets or primary private drives shall include windows at a rate of at least one window per 100 square feet on average of exterior wall area, in order to prevent large expanses of windowless blank walls. **AR**
5. All windows, doors, and other wall openings shall be trimmed consistent with the predominant architectural style or recessed from the wall surface by a minimum of six inches. **AR**
6. On roofs and exterior facades, use materials with high solar reflectivity to minimize heat absorption and localized heat island effect. **AR**

3.3.C Private Open Spaces

Private open spaces shall be defined as a ground-level patio, stoop, or porch; and balcony for upper stories, for the exclusive use of that unit.

Design Principle: Private open spaces shall be a clearly delineated, high-utility area directly connected to the individual unit that serves as an extension of the living space to enhance the resident's experience.

Rationale: Private open spaces that are functionally viable and allow the "quiet enjoyment" of home fosters a sense of individual ownership within a high-density environment.

Design Standards:

1. Private open spaces shall have a minimum depth of 5 feet to ensure usability. **AR**
2. Air conditioners or other mechanical equipment are not permitted within private open space areas. **AR**
3. Porches, patios, and balconies shall be screened from directly adjacent units and clearly delineated by a wall or fence. In addition, ground-level patios shall be provided with a 5 foot landscape separation between patios and adjacent walks with landscape screening. **AR**
4. Private open spaces on intensely sunlit facades shall incorporate sun shading devices, operable shutters with positive ventilation, solar screens, canopies, covered porches, patios and balconies, or brise-soleils (exterior sun baffle) for shade purposes. **AR**