

SECTION 6

LAND USE GROUPS

6.1 INTRODUCTION

As part of the Master Plan, the uses referenced on **Exhibit 6.33 – Permitted Uses** are individually listed and grouped by Land Use Groups (“LUG”s). The LUGs Transect set forth on **Exhibit 6.1 – Land Use Groups Transect** provides the general character, uses, General Development Standards and locations within the Property. As further described in Section 4.1.C, these General Development Standards apply to and control development on the Property. This section of the Master Plan describes each LUG by character and the General Development Standards specific to each LUG.

6.2 GENERAL PROVISIONS

- A. The Community Development Director may modify the requirements listed in Section 6 if the Master Plan Administrator consents and the applicant provides a better design alternative to the required condition.
- B. All structures encroaching into the ROW require specific City approval by the City Engineer.

6.3 CHARACTER IMAGERY

The images and depictions herein are intended to represent character and quality and are not intended to express significant design details, colors or materials.

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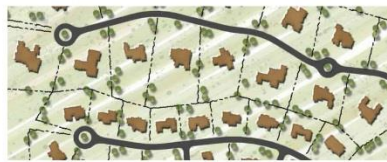
Exhibit 6.1 - Land Use Groups Transect



LUG OS
Open Space



LUG CS
Civic Space



LUG E
Estate



LUG V
Village



LUG D
District



LUG C
Regional Center /
Campus



LUG R
Retreat



LUG GU
General Urban

6.4 LUG OS – OPEN SPACE

Exhibit 6.2 - LUG OS - Open Space Summary

LUG OS – Open Space		
	General Character³	Natural environments, rolling open landscapes, small neighborhood parks and plazas, recreational fields, urban wilderness, buildings dominated by their landscape. The size of structures shall be small compared to the open space in which they reside. Refer to Exhibit 6.3 – LUG OS – Location and Exhibit 6.4 – LUG OS - Character for photographic examples of the overall general character of this LUG.
	Typical Uses^{1, 2}	Recreational uses, natural environments, golf courses, open landscapes, neighborhood parks and plazas Service and maintenance buildings are permitted as well as accessory uses and buildings that support the enjoyment of the open space such as but not limited to restrooms, ramadas, arbors, and shade structures
	Typical Building Height	1 story
	Maximum Building Height	see Exhibit 6.26 - Land Use Group General Development Standards
	Minimum Lot/Parcel Size	see Exhibit 6.26 - Land Use Group General Development Standards
	Maximum Residential Density	see Exhibit 6.26 - Land Use Group General Development Standards
	Floor Area Ratio (FAR) Range	0 - 5
	Minimum Lot/Parcel Width/Depth	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Street	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Rear/Side	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Service Lane	see Exhibit 6.26 - Land Use Group General Development Standards
	Block Character	Buildings if present may be arranged randomly in the landscape
	Circulation Character	Organic street forms that roll with the landscape or provide connectivity to other areas or formal relating to adjacent land use groups
	Landscape Character⁴	Natural landscape, ball fields, golf recreation, open space landscape, neighborhood parks and plazas Formal and natural planting forms
	Service Areas⁵	Must be screened from public view with walls, fences, gates, landscape, structures or other devices
	Parking⁵	Shall be limited to serve the adjacent uses. Small parking areas, dominated by the landscape, are preferred. Large parking areas should only be used when required based on demand and should be broken up with abundant landscape islands and planting strips.

	Lighting Character⁶	Varies highly from no lighting in areas with little to no active night time use to ambient lighting in quiet areas to vibrant and dynamic lighting in high energy and activity areas
	Signage Character⁷	Often found in landscaped settings, but may also be intensely bold and varied in activity centers where signs may become entertainment Enhanced pedestrian signage encouraged in urban areas with high pedestrian use

NOTES

¹ For the specific uses permitted refer to Section 6.15 - Permitted Uses

² See Section 5 – Airport Protection / Airport Noise Overlay (“ANO”) for additional use limitations

³ See Section 7 – Design Guidelines for specific requirements

⁴ See Section 10 – Landscape Standards for specific requirements

⁵ See Section 13 – Parking and Loading Standards for specific requirements

⁶ See Section 14 – Lighting Standards for specific requirements

⁷ See Section 15 – Signage Standards

Exhibit 6.3 - LUG OS - Location

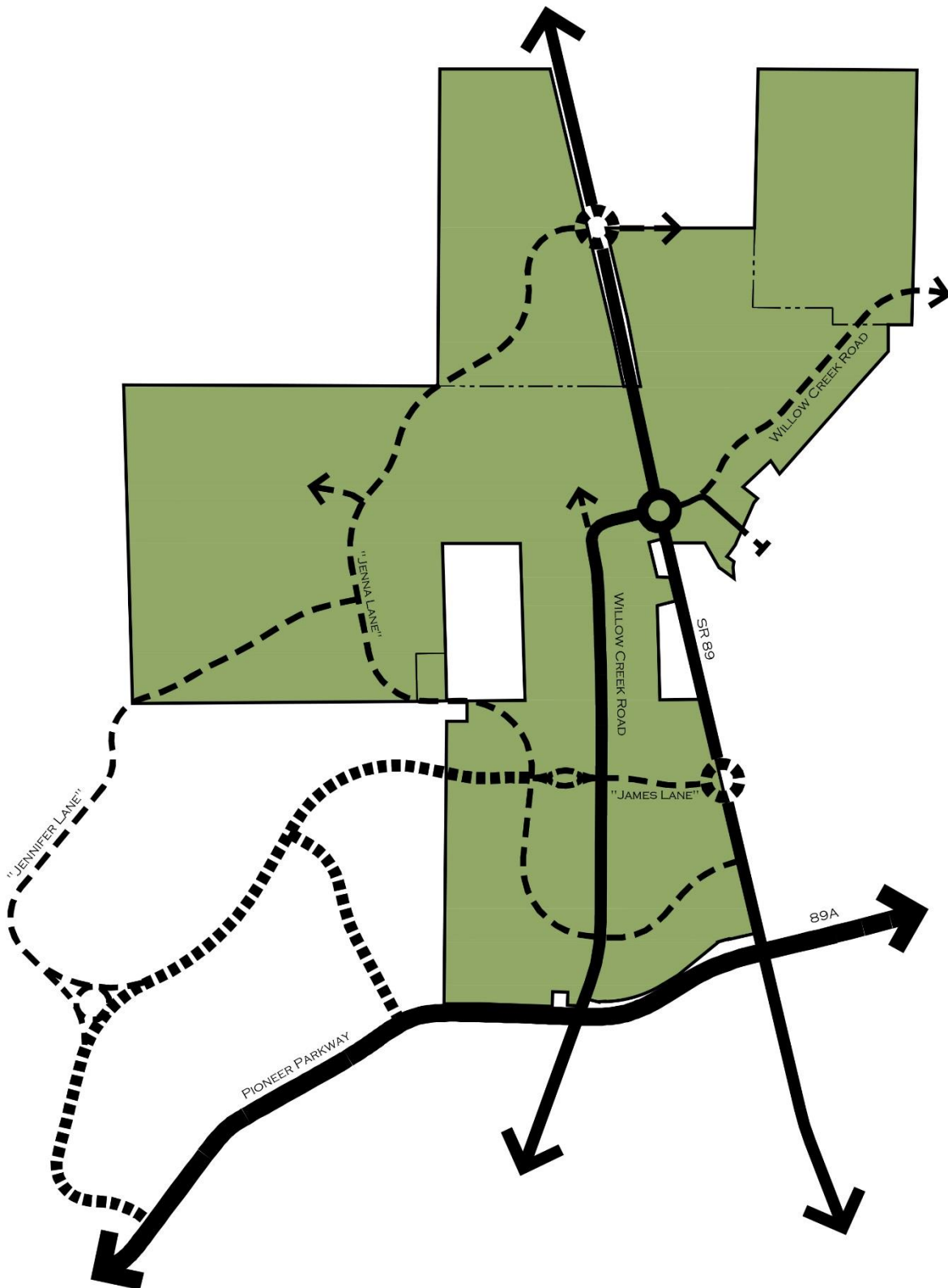


Exhibit 6.4 - LUG OS - Character



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

6.5 LUG CS – CIVIC SPACE

Exhibit 6.5 - LUG CS - Civic Space Summary

LUG CS – Civic Space		
	General Character³	Civic and culturally important buildings typically in landscaped settings. Natural environments, rolling open landscapes, small neighborhood parks and plazas, and recreational fields which may be dominated by civic buildings. Support buildings typically visually retreat while culturally important buildings are typically iconic in their setting or architecture. Refer to Exhibit 5.6 – LUG CS – Location and Exhibit 5.7 – LUG CS – Character for photographic examples of the overall general character of this LUG.
	Typical Uses^{1,2}	Civic uses, recreational uses including but not limited to: government and institutional buildings, fire stations, places of worship, schools, arts and cultural facilities, museums, gardens, theaters, sports facilities, recreational facilities and amusement facilities; natural environments; open landscapes; neighborhood parks and plazas Service and maintenance buildings are permitted as well as accessory uses and buildings that support the enjoyment of the open space and civic uses such as but not limited to restrooms, ramadas, arbors, shade structures, and golf club houses
	Typical Building Height⁸	1-2 Stories
	Maximum Building Height	see Exhibit 6.26 - Land Use Group General Development Standards
	Minimum Lot/Parcel Size	see Exhibit 6.26 - Land Use Group General Development Standards
	Maximum Residential Density	Not Applicable
	Floor Area Ratio (FAR) Range⁸	0 – 7.5
	Minimum Lot/Parcel Width/Depth	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Street	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Rear/Side	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Service Lane	see Exhibit 6.26 - Land Use Group General Development Standards
	Block Character	Buildings may be arranged randomly in the landscape or formally address adjacent streets
	Circulation Character	Organic street forms that roll with the landscape or provide connectivity to other areas Formal streets that provide connectivity to other areas or extend the urban fabric Formal streets that surround or define the plaza, park, square or civic building

	Landscape Character⁴	Formal and natural planting forms typically to match the circulation and block character Recreation, ball fields, open space landscape, natural landscape, neighborhood parks and plazas
	Service Areas⁵	Must be screened from public view with walls, fences, gates, landscape, structures or other devices
	Parking⁵	Formal - should relate to adjacent buildings as a series of outside rooms (enclosed by planted hedges or low walls) Organic – should be designed to “disappear into the landscape” by following the terrain and incorporating abundant planting strips and/or parking islands.
	Lighting Character⁶	Varies highly from no lighting in areas with little to no active night time use to ambient lighting in quiet areas to vibrant and dynamic lighting in high energy and activity areas
	Signage Character⁷	Often found in landscaped settings, but may also be intensely bold and varied in activity centers where signs may become entertainment Enhanced pedestrian signage encouraged in urban areas with high pedestrian use

NOTES:

¹ For the specific uses permitted refer to Section 6.15 - Permitted Uses

² See Section 5 – Airport Protection / Airport Noise Overlay (“ANO”) for additional use limitations

³ See Section 7 – Design Guidelines for specific requirements

⁴ See Section 10 – Landscape Standards for specific requirements

⁵ See Section 13 – Parking and Loading Standards for specific requirements

⁶ See Section 14 – Lighting Standards for specific requirements

⁷ See Section 15 – Signage Standards

⁸ Floor Area Ratio (FAR), number of stories, floor height, lot coverage and volume are not limited, but are provided to describe the general LUG character

Exhibit 6.6 – LUG CS – Location

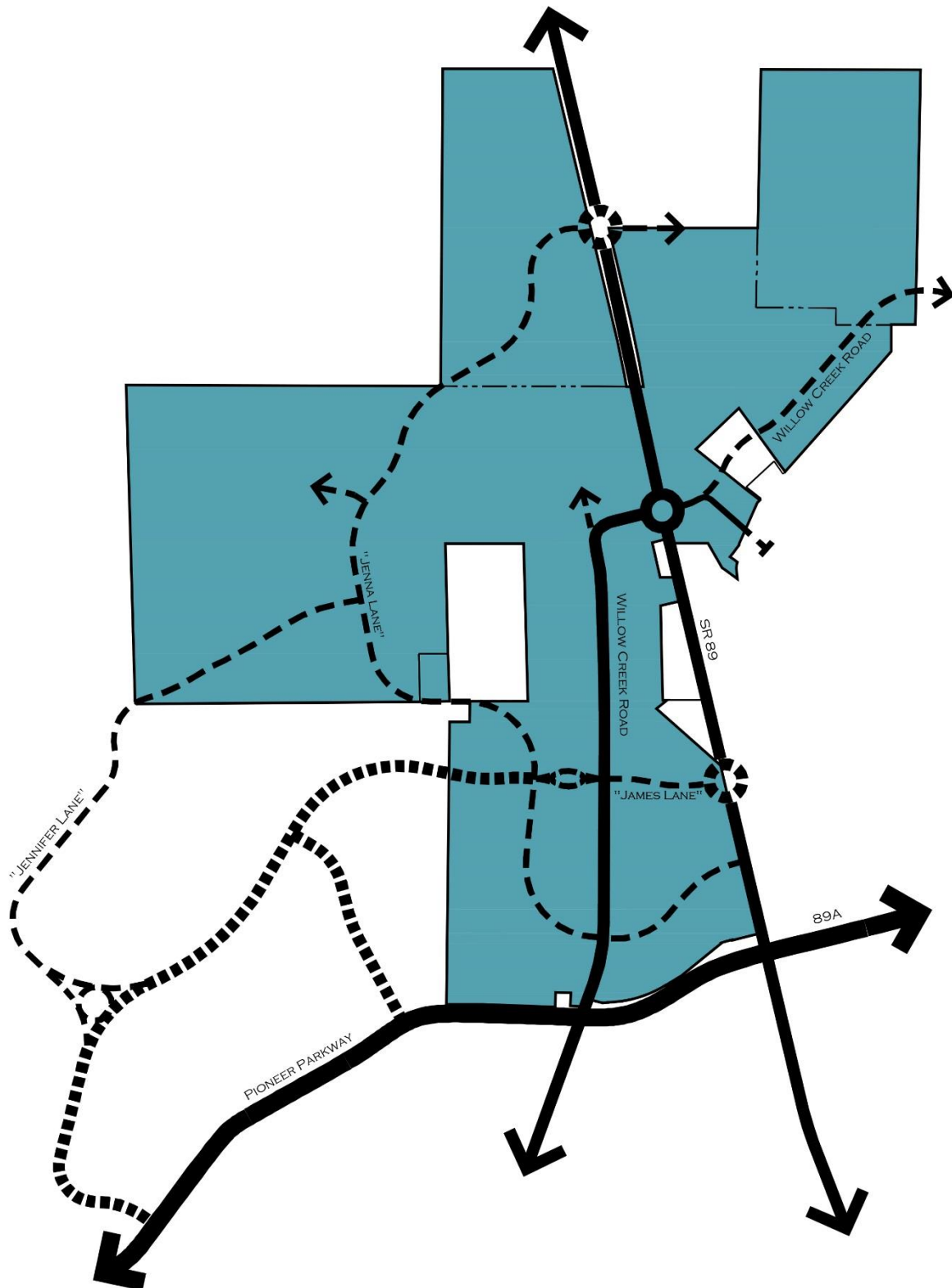


Exhibit 6.7 - LUG CS – Character



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

6.6 LUG E – ESTATE

Exhibit 6.8 - LUG E - Estate Summary

LUG E – Estate		
	General Character³	Large residential home (estate) masses typically surrounded by landscaped yards. Formal and informal lawns and landscaped yards. Refer to Exhibit 5.9 – LUG E – Location and Exhibit 5.10 – LUG E - Character for photographic examples of the overall general character of this LUG.
	Typical Uses^{1,2}	Residential, single-family attached, detached and estate scaled multi-family. Very limited commercial uses. Home occupations, outbuildings (scale to be accessory to the structure housing the primary activity) and “granny flats” are allowed.
	Typical Building Height⁸	1 – 2 stories (some 3)
	Maximum Building Height	see Exhibit 6.26 - Land Use Group General Development Standards
	Minimum Lot/Parcel Size	see Exhibit 6.26 - Land Use Group General Development Standards
	Maximum Residential Density	see Exhibit 6.26 - Land Use Group General Development Standards
	Floor Area Ratio (FAR) Range⁸	0 - 5
	Minimum Lot/Parcel Width/Depth	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Street	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Rear/Side	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Service Lane	see Exhibit 6.26 - Land Use Group General Development Standards
	Block Character	Buildings typically formally address adjacent streets but may be arranged randomly where there are larger landscape setbacks. Setbacks may be highly varied and relatively deep. Blocks may be large and the roads irregular.
	Circulation Character	Formal or irregular streets that extend the urban fabric in formal or irregular grids. Organic cul-de-sacs of homes that roll with the terrain. Organic street forms that roll with the landscape. Gated neighborhoods may restrict vehicle access.
	Landscape Character⁴	Formal and natural planting forms typically to match the circulation and block character
	Service Areas⁵	Must be screened from public view and the view from adjacent properties with walls, fences, gates, landscape, structures or other devices
	Parking⁵	May be provided on street or in driveway settings. Should be limited and dominated (hidden) by the landscape and/or buildings.
	Lighting Character⁶	Ambient to dark

	Signage Character⁷	Limited, residential scaled (small), exterior or halo lighted only
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NOTES:¹ For the specific uses permitted refer to Section 6.15 - Permitted Uses

² See Section 5 – Airport Protection / Airport Noise Overlay (“ANO”) for additional use limitations

³ See Section 7 – Design Guidelines for specific requirements

⁴ See Section 10 – Landscape Standards for specific requirements

⁵ See Section 13 – Parking and Loading Standards for specific requirements

⁶ See Section 14 – Lighting Standards for specific requirements

⁷ See Section 15 – Signage Standards

⁸ Floor Area Ratio (FAR), number of stories, floor height, lot coverage and volume are not limited, but are provided to describe the general LUG character

Exhibit 6.9 - LUG E – Location

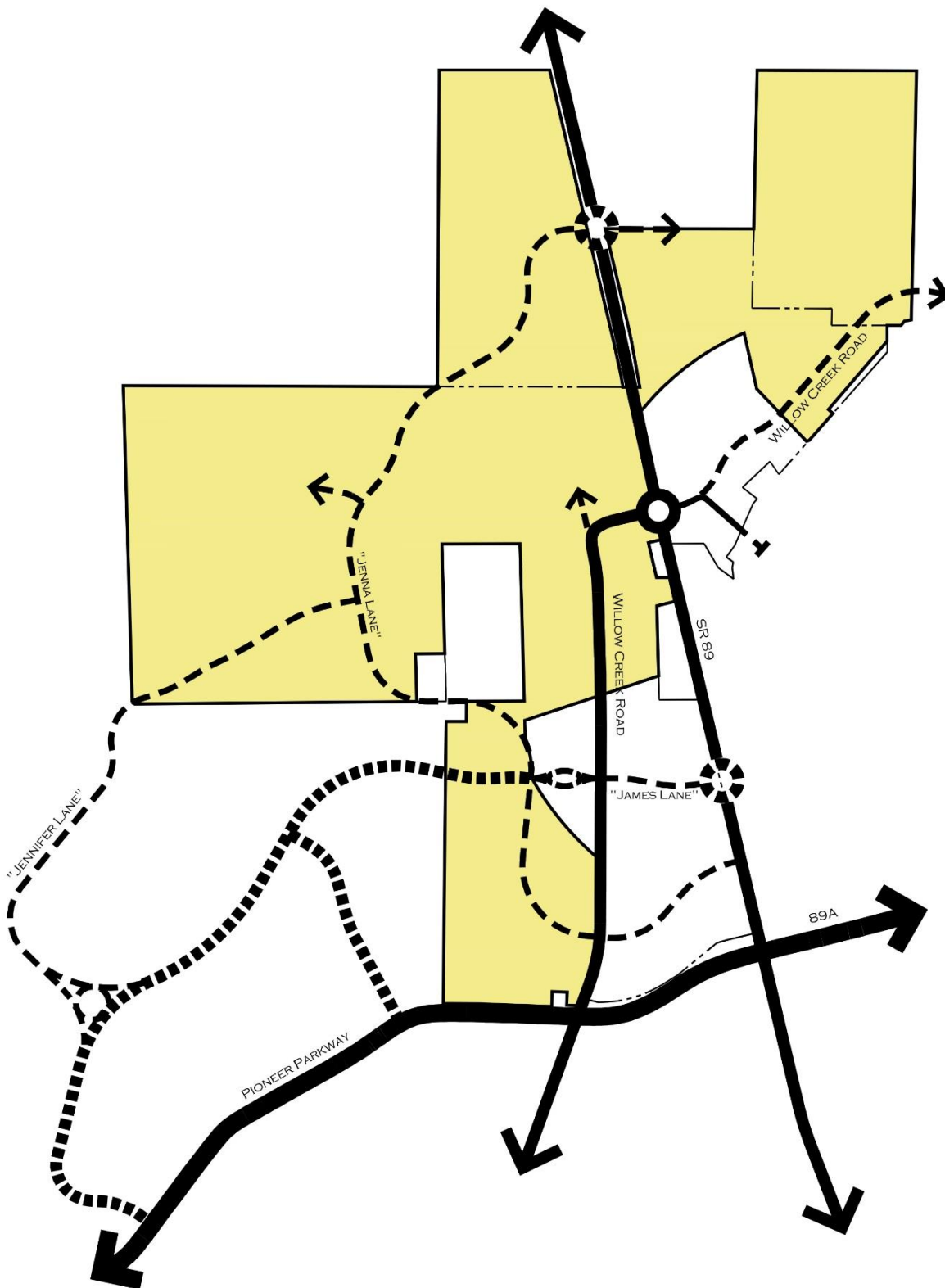


Exhibit 6.1 - LUG E – Character



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6.7 LUG V – VILLAGE

Exhibit 6.11 - LUG V - Village Summary

LUG V – Village		
	General Character³	Small residentially scaled masses typically surrounded by landscaped yards or close to the street. Yards when present are typically detailed and layered. Commercial or social gathering points in parks or at the intersections of major streets. Refer to <i>Exhibit 6.12</i> – LUG V – Location and <i>Exhibit 6.13</i> – LUG V - Character for photographic examples of the overall general character of this LUG.
	Typical Uses^{1,2}	Residential, single-family attached detached, residentially scaled multi-family. Limited commercial uses, neighborhood serving and residentially scaled at the intersections of major streets - ample connectivity to the surrounding neighborhood must be provided. Uses may be mixed. Home occupations, outbuildings (scale to be accessory to the structure housing the primary activity) and “granny flats” are allowed.
	Typical Building Height⁸	1 – 3 stories (some 4)
	Maximum Building Height	see Exhibit 6.26 - Land Use Group General Development Standards
	Minimum Lot/Parcel Size	see <i>Exhibit 6.26</i> - Land Use Group General Development Standards
	Maximum Residential Density	see <i>Exhibit 6.26</i> - Land Use Group General Development Standards
	Floor Area Ratio (FAR) Range⁸	0 - 5
	Minimum Lot/Parcel Width/Depth	see <i>Exhibit 6.26</i> - Land Use Group General Development Standards
	Building Setbacks – Street	see <i>Exhibit 6.26</i> - Land Use Group General Development Standards
	Building Setbacks – Rear/Side	see <i>Exhibit 6.26</i> - Land Use Group General Development Standards
	Building Setbacks – Service Lane	see <i>Exhibit 6.26</i> - Land Use Group General Development Standards
	Block Character	Buildings typically formally address adjacent streets. Setbacks may be highly varied with buildings at the street and setback relatively deep. Ample connectivity from commercial areas / uses to the surrounding neighborhood must be provided. Blocks may be large and the roads irregular. Buildings may be clustered around cul-de-sacs. Buildings often front neighborhood parks or plazas surrounded by one-way streets.
	Circulation Character	Formal or irregular streets that extend the urban fabric in formal or irregular grids and may include cul-de-sacs Gated neighborhoods may restrict vehicle access.

	Landscape Character⁴	Formal or natural planting forms typically to match the circulation and block character Yards when present are typically detailed and layered.
	Service Areas⁵	Must be screened from public view and the view from adjacent properties with walls, fences, landscape, structures or other devices
	Parking⁵	May be provided on street or in driveway settings. Should be limited and dominated (hidden) by the landscape and/or buildings.
	Lighting Character⁶	Ambient
	Signage Character⁷	Limited, residential scaled (small), exterior or halo lighted only

NOTES:

¹ For the specific uses permitted refer to Section 6.15 - Permitted Uses

² See Section 5 – Airport Protection / Airport Noise Overlay (“ANO”) for additional use limitations

³ See Section 7 – Design Guidelines for specific requirements

⁴ See Section 10 – Landscape Standards for specific requirements

⁵ See Section 13 – Parking and Loading Standards for specific requirements

⁶ See Section 14 – Lighting Standards for specific requirements

⁷ See Section 15 – Signage Standards

⁸ Floor Area Ratio (FAR), number of stories, floor height, lot coverage and volume are not limited, but are provided to describe the general LUG character

Exhibit 6.12 – LUG V – Location

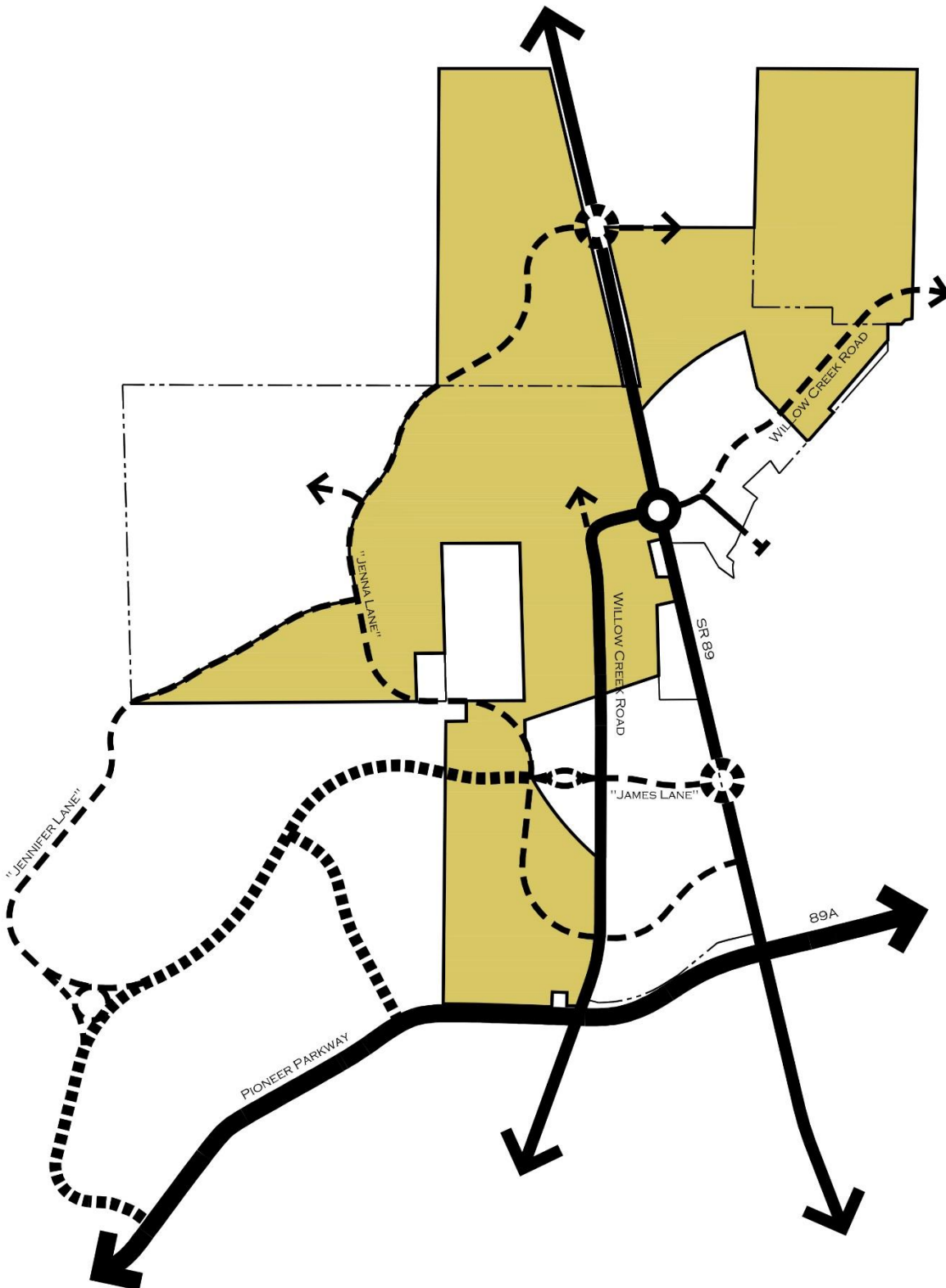


Exhibit 6.13 - LUG V – Character



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6.8 LUG D – DISTRICT

Exhibit 6.14 - LUG D - District Summary

LUG D – District		
	General Character³	Large neighborhood scaled masses typically surrounded by landscaped yards or close to the street. Yards when present are typically detailed and layered. Commercial or social gathering centers in parks or along major streets. Generally a balance between landscape and structures. Refer to Exhibit 6.15 – LUG D – Location and Exhibit 6.16a – LUG D - Character and Exhibit 6.16b – LUG D - Character for photographic examples of the overall general character of this LUG.
	Typical Uses^{1,2}	Residential, single-family attached & detached, residentially scaled multi-family. Live-work units; minor mixed-use neighborhoods or structures; neighborhood commercial along district or arterial streets or at intersections may include grocery, convenience retail, dining, minor medical office, general office, hospitality and other such uses with parking between the street and buildings. Uses may be mixed. Home occupations, outbuildings (scale to be accessory to the structure housing the primary activity) and “granny flats” are encouraged.
	Typical Building Height⁸	1 – 4 stories
	Maximum Building Height	see Exhibit 6.26 - Land Use Group General Development Standards
	Minimum Lot/Parcel Size	see Exhibit 6.26 - Land Use Group General Development Standards
	Maximum Residential Density	see Exhibit 6.26 - Land Use Group General Development Standards
	Floor Area Ratio (FAR) Range⁸	0 – 6.5
	Minimum Lot/Parcel Width/Depth	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Street	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Rear/Side	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Service Lane	see Exhibit 6.26 - Land Use Group General Development Standards

	Block Character	Buildings typically formally address adjacent streets. Setbacks vary; residential uses are typically close to the street while commercial uses may retreat with parking areas between the back of curb and the buildings. Connectivity between commercial areas and adjacent surrounding neighborhoods must be provided. Pedestrian routes at storefronts must be continuous so that pedestrians are not separated from storefronts by parking areas. Buildings often front neighborhood parks or plazas surrounded by one-way streets.
	Circulation Character	Formal or irregular streets that extend the urban fabric in formal or irregular grids Gated buildings or a small cluster of buildings may restrict vehicle access.
	Landscape Character⁴	Landscape planting is typically formal.
	Service Areas⁵	Must be screened from public view with walls, fences, gates, landscape, structures or other devices
	Parking⁵	Should typically relate to buildings and be broken up by building masses or landscape buffer to not appear as large parking fields
	Lighting Character⁶	Lighting varies from ambient to typical levels with adjacent intensity.
	Signage Character⁷	Varies from residential (small) scaled, exterior or halo lighted to that of typical neighborhood commercial centers with enhanced pedestrian directional and commercial signage. Minor signage for business components for live-work units Standard commercial signage (lighted) for minor mixed-use neighborhoods or structures

NOTES:

¹ For the specific uses permitted refer to Section 6.15 - Permitted Uses

² See Section 5 – Airport Protection / Airport Noise Overlay (“ANO”) for additional use limitations

³ See Section 7 – Design Guidelines for specific requirements

⁴ See Section 10 – Landscape Standards for specific requirements

⁵ See Section 13 – Parking and Loading Standards for specific requirements

⁶ See Section 14 – Lighting Standards for specific requirements

⁷ See Section 15 – Signage Standards

⁸ Floor Area Ratio (FAR), number of stories, floor height, lot coverage and volume are not limited, but are provided to describe the general LUG character

Exhibit 6.15 - LUG D – Location

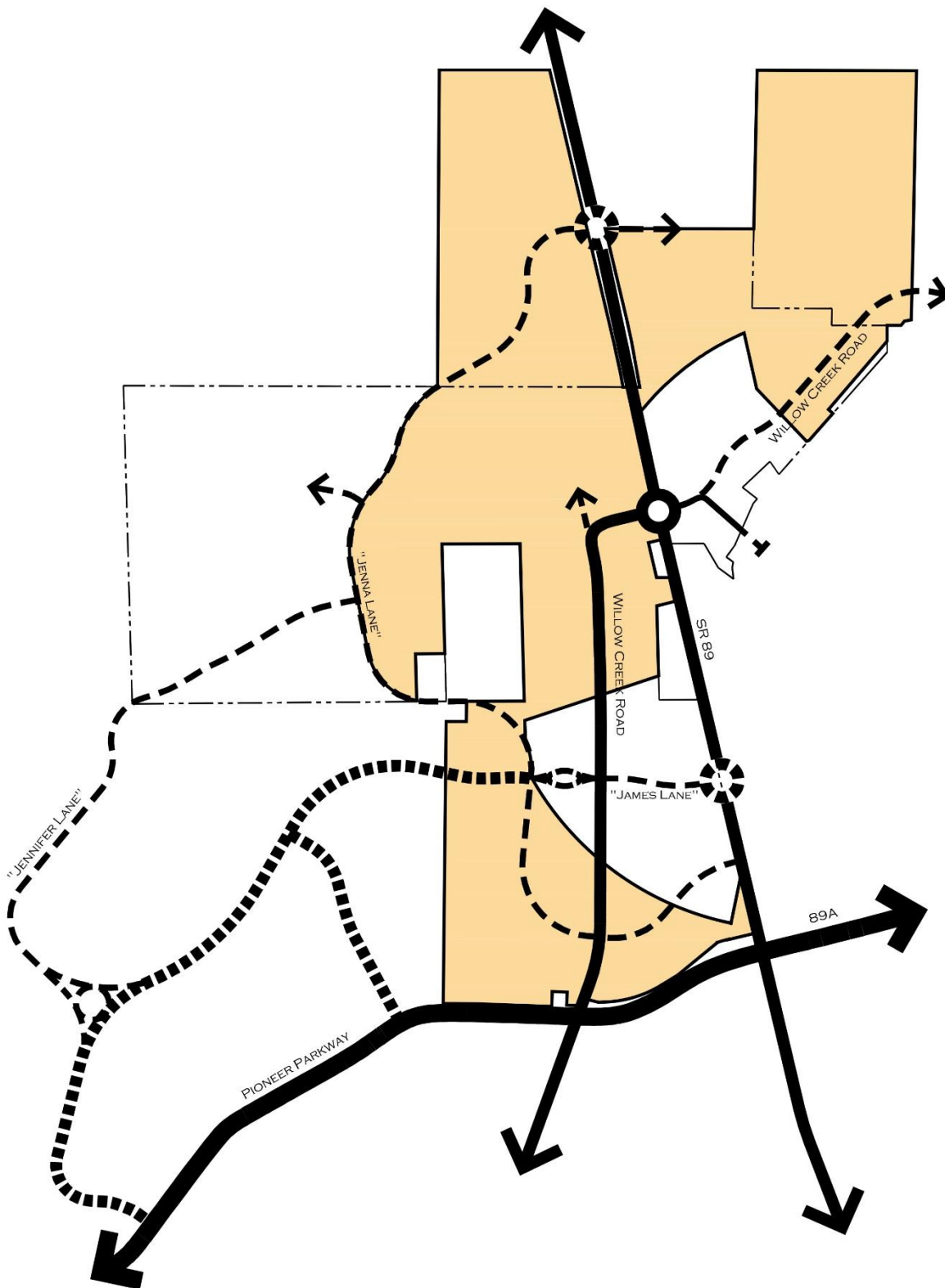
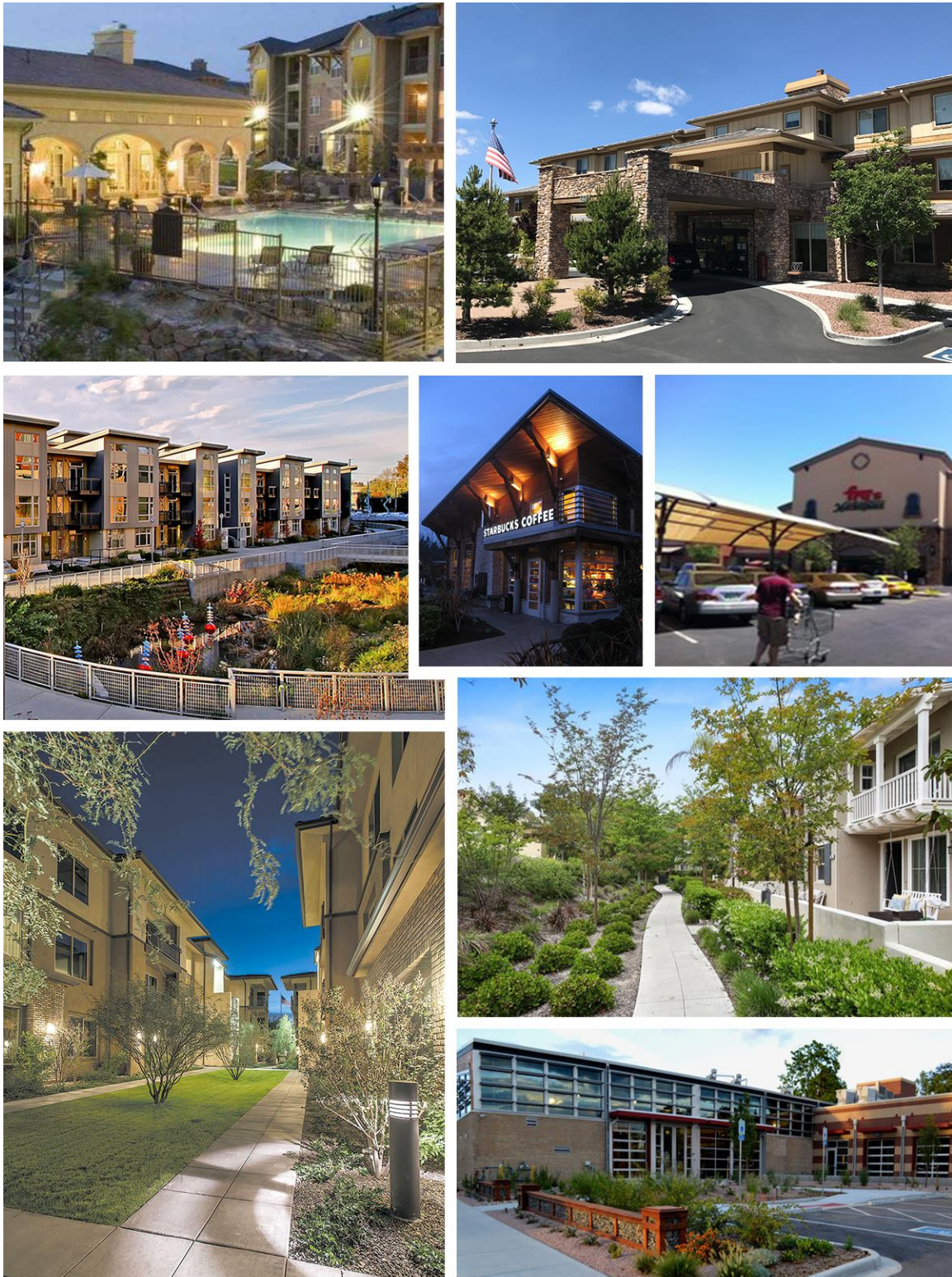


Exhibit 6.16a - LUG D – Character



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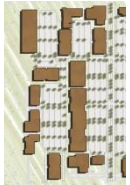
Exhibit 6.16b – LUG D – Character



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6.9 LUG C – REGIONAL CENTER/CAMPUS

Exhibit 6.17 - LUG C - Regional Center / Campus Summary

LUG C – Regional Center / Campus		
	General Character³	Buildings maintain a grid like organization to the building placement. Building placement is usually formalized but often may not respond directly to the larger urban grid. Building form and mass must transition to take on characteristics of adjacent LUGs at the perimeter of the LUG, however large open areas between the buildings and adjacent uses or streets may make this difficult to accomplish in built form. Pedestrian activity may be highly varied from almost none to pedestrian only zones. Refer to Exhibit 6.18 – LUG C – Location and Exhibit 6.19 – LUG C - Character for photographic examples of the overall general character of this LUG.
	Typical Uses^{1,2}	Self-contained large footprint uses are permitted in this LUG. Large users vary in use and include big box retail, home and garden centers, major employer campuses, hospitals, educational campuses, universities and manufacturing including research and development, assembly, testing, storage and other such uses. This LUG is likely to include smaller buildings (Pads) at the perimeter of large user sites.
	Typical Building Height⁸	1-7 stories, but the nature of the uses may limit dramatic vertical building expressions.
	Maximum Building Height	see Exhibit 6.26 - Land Use Group General Development Standards
	Minimum Lot/Parcel Size	see Exhibit 6.26 - Land Use Group General Development Standards
	Maximum Residential Density	Not Applicable
	Floor Area Ratio (FAR) Range⁸	0 - full coverage and buildout of the site
	Minimum Lot/Parcel Width/Depth	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Street	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Rear/Side	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Service Lane	see Exhibit 6.26 - Land Use Group General Development Standards
	Block Character	Buildings typically align with the grid of the adjacent streets. Setbacks may be highly varied with large open areas between the street and buildings. Blocks may be very large and may interrupt vehicular connectivity.

	Circulation Character	Formal or irregular streets that extend the urban fabric in formal or irregular grids Gated buildings, campuses, plants or compounds may restrict vehicle and pedestrian access but, will maintain pedestrian connectivity at the edges. Located adjacent to a district or arterial street or other LUG C or GU areas which are adjacent to a district or arterial street.
	Landscape Character⁴	Landscape planting may be formal or naturalistic. Large surface parking areas will be strategically landscaped to visually reduce the overall visual size
	Service Areas⁵	Storage or service areas shall be screened from public view and from other adjacent LUGs.
	Parking⁵	Parking often occurs in large (unbroken) fields. The use of planting islands is encouraged as is the presence of pad buildings and landscaping at the perimeter to minimize the impact of the large parking fields from off-site.
	Lighting Character⁶	Lighting varies to the need of the use, however bright lighting must be shielded from adjacent LUGs
	Signage Character⁷	Signage is typically found in the landscape or is building mounted. Pedestrian signage may be present if it supports the nature of the use.

NOTES:

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² See Section 5 – Airport Protection / Airport Noise Overlay (“ANO”) for additional use limitations

³ See Section 7 – Design Guidelines for specific requirements

⁴ See Section 10 – Landscape Standards for specific requirements

⁵ See Section 13 – Parking and Loading Standards for specific requirements

⁶ See Section 14 – Lighting Standards for specific requirements

⁷ See Section 15 – Signage Standards

⁸ Floor Area Ratio (FAR), number of stories, floor height, lot coverage and volume are not limited, but are provided to describe the general LUG character

Exhibit 6.18 - LUG C – Location

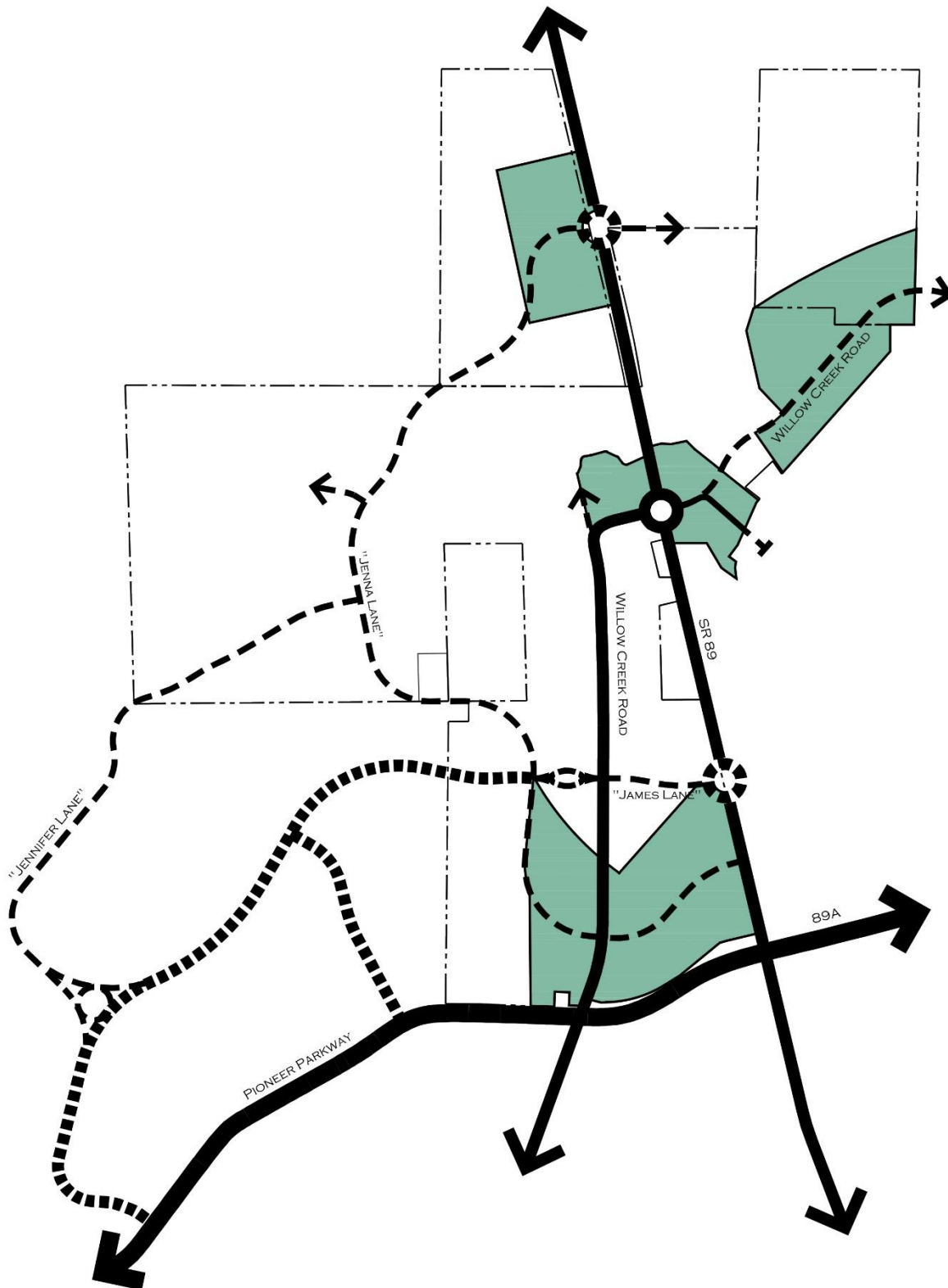
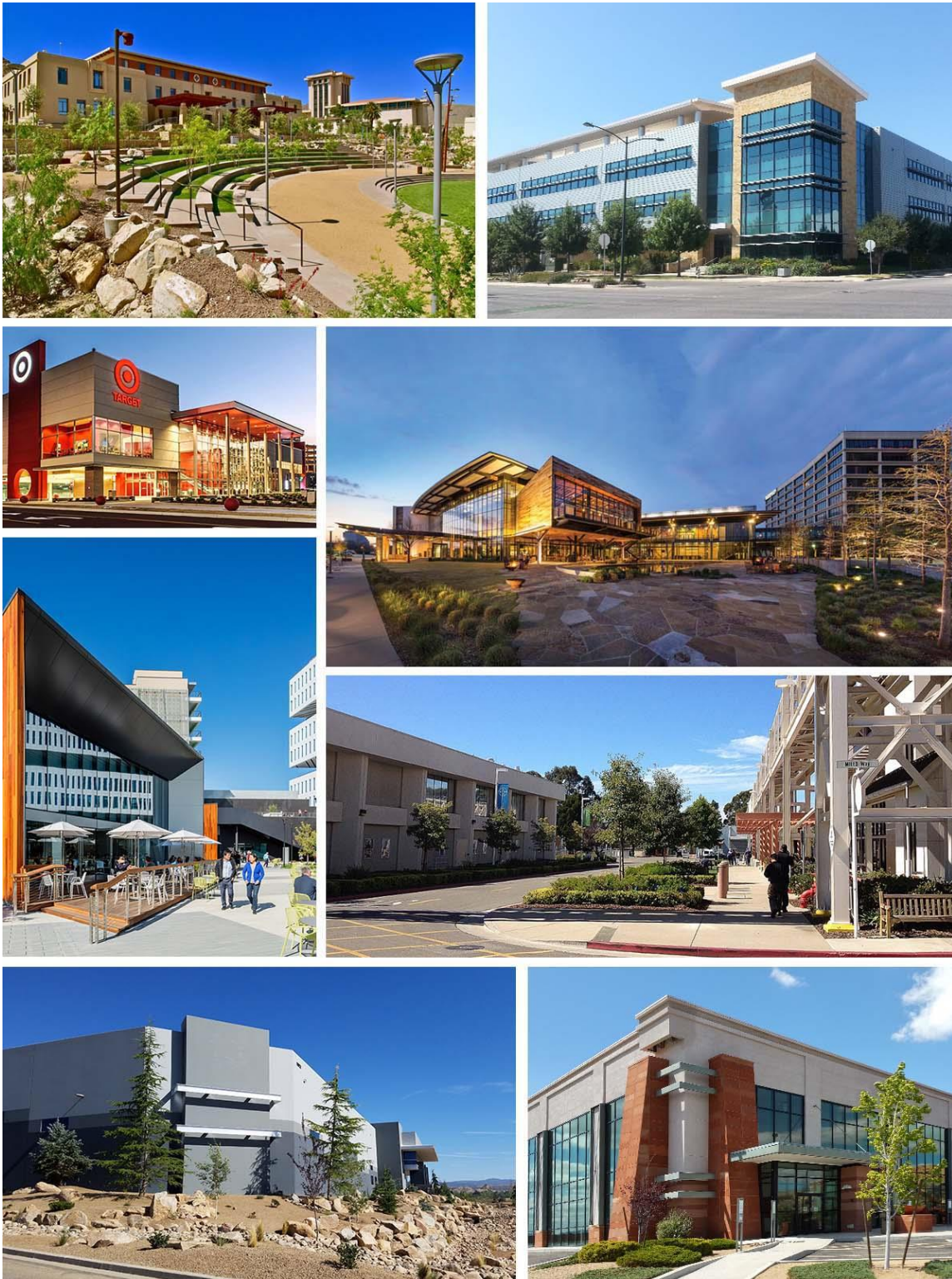


Exhibit 6.19 - LUG C – Character



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6.10 LUG R – RETREAT

Exhibit 6.20 - LUG R - Retreat Summary

LUG R – Retreat		
	General Character⁸	Buildings arranged randomly in the landscape providing a retreat from the urban form. Building forms and blocks may be placed/ scattered randomly in the landscape. Building and landscape form and mass must transition to take on characteristics of adjacent LUGs at the perimeter of the LUG. High levels of pedestrian activity and pedestrian only zones are typical with accommodations for high volumes of visitor traffic. Refer to Exhibit 6.21 – LUG R – Location and Exhibit 6.22 – LUG R - Character for photographic examples of the overall general character of this LUG.
	Typical Uses^{1,2}	A wide variety of hospitality uses including resorts, conference hotels, hotels and inns complemented by an even wider variety of convenience and entertainment commercial uses including spas, restaurants and night clubs are permitted. Residential uses, single-family attached and detached, multi-family Garden office /employment uses. Mixed-use buildings and enclaves that take on physical characteristics of this LUG are also permitted.
	Typical Building Height⁸	Highly varied, but the landscape setting and hospitality uses suggest that many structures may be low in scale with vertical accents rising out of the landscape especially to take advantage of views.
	Maximum Building Height	see Exhibit 6.26 - Land Use Group General Development Standards
	Minimum Lot/Parcel Size	see Exhibit 6.26 - Land Use Group General Development Standards
	Maximum Residential Density	see Exhibit 6.26 - Land Use Group General Development Standards
	Floor Area Ratio (FAR) Range⁸	0 - full coverage and buildout of the site; however, buildings should be massed to provide reasonable separations and access to natural light and air. Large monolithic blocks without reasonable separations between them shall not be permitted.
	Minimum Lot/Parcel Width/Depth	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Street	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Rear/Side	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Service Lane	see Exhibit 6.26 - Land Use Group General Development Standards

	Block Character	Building forms and blocks may be placed/ scattered randomly in the landscape. Setbacks may be highly varied and random. Blocks may be very large and may interrupt vehicular connectivity.
	Circulation Character	Connectivity may be indirect or interrupted for automobile traffic. Gated entrances may restrict vehicle access. Streets may be formal or organic.
	Landscape Character⁴	Planting, walkways and landforms may be natural or formal. Large surface parking fields will be strategically landscaped to visually reduce the overall visual size
	Service Areas⁵	Storage or service areas must be screened from public view with walls, fences, gates, landscape, structures or other devices.
	Parking⁵	Parking often occurs in large (unbroken) fields. The use of planting islands is encouraged as is the presence of pad buildings and landscaping at the perimeter to minimize the impact of the large parking fields from off-site.
	Lighting Character⁶	Lighting may vary highly as well, from ambient in areas of quiet retreat to vibrant and dynamic in high energy and activity areas. Lighting may be used as entertainment in activity centers.
	Signage Character⁷	Signage is often found in landscaped settings, but may also be intensely bold and varied in activity centers where signs may compete for attention. Enhanced pedestrian signage is encouraged due to the lack of urban way-finding in landscaped settings with increased directional signage especially in areas with high visitor volumes. Signage may be used as entertainment in activity centers.

NOTES:

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³ See Section 7 – Design Guidelines for specific requirements

⁴ See Section 10 – Landscape Standards for specific requirements

⁵ See Section 13 – Parking and Loading Standards for specific requirements

⁶ See Section 14 – Lighting Standards for specific requirements

⁷ See Section 15 – Signage Standards

⁸ Floor Area Ratio (FAR), number of stories, floor height, lot coverage and volume are not limited, but are provided to describe the general LUG character

Exhibit 6.21 - LUG R – Location

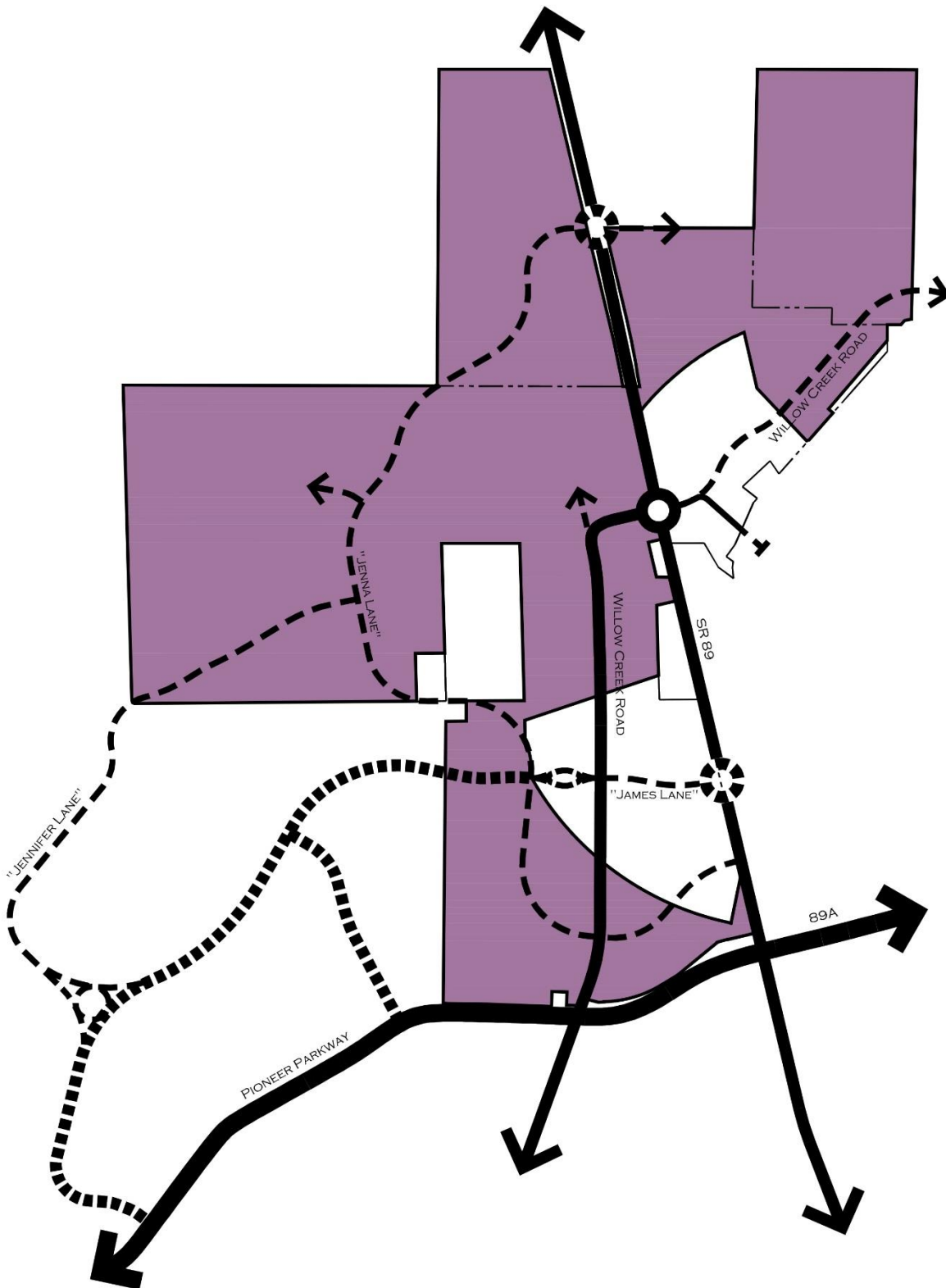
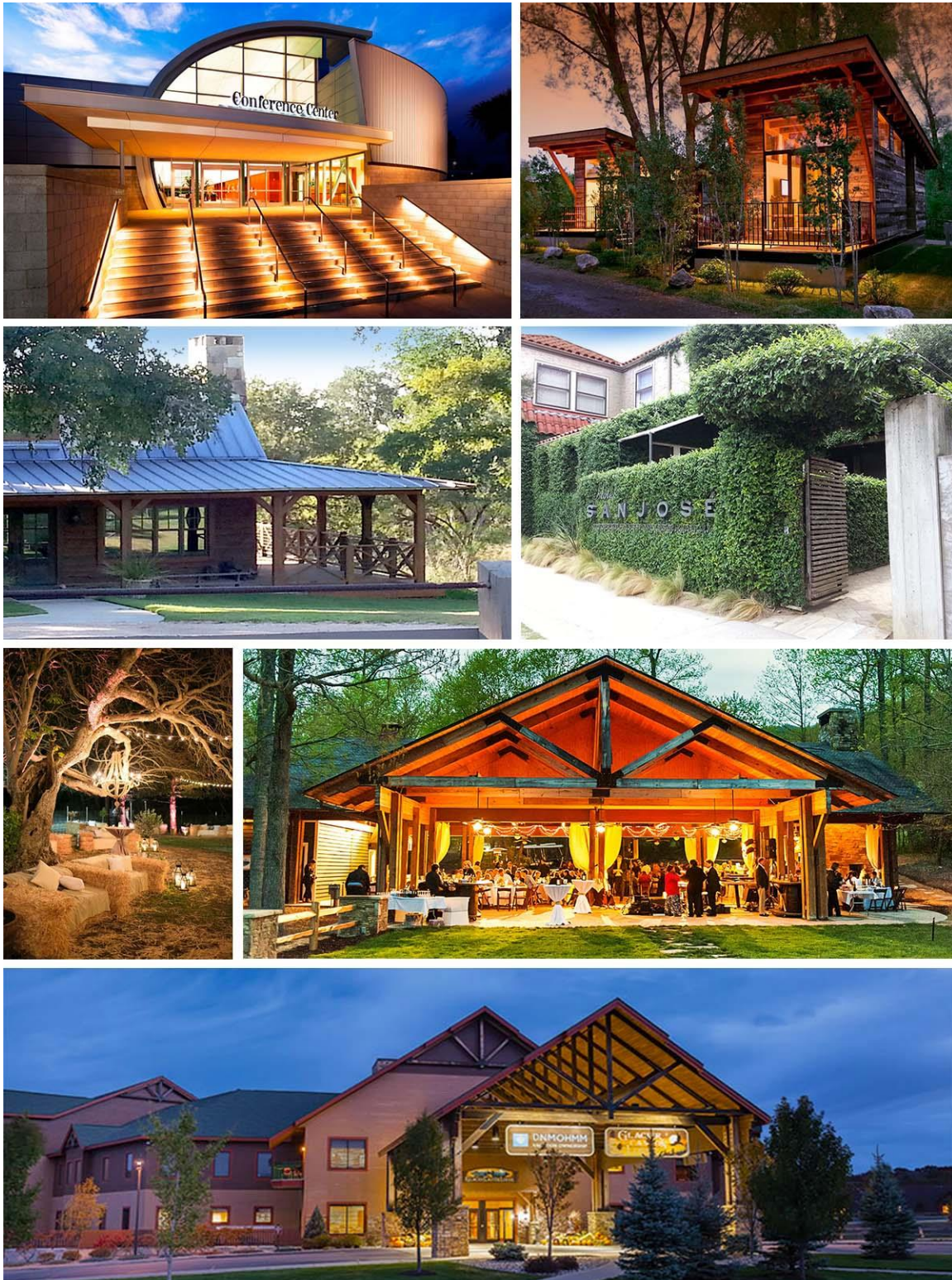


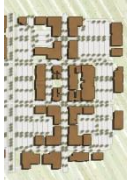
Exhibit 6.22 - LUG R – Character



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

6.11 LUG GU - GENERAL URBAN

Exhibit 6.23 - LUG GU - General Urban Summary

LUG GU – General Urban		
	General Character⁸	Structures and hardscape contain and define landscape areas. Landscape responds to the urban form. Buildings cluster along streets with the most intense uses closest to the primary streets. Buildings are close to the primary street with parking areas behind. It is anticipated that development in this LUG will begin with less intensity and become more dense and intense with the social and economic success of the neighborhood. Refer to Exhibit 6.24 – LUG GU – Location and Exhibit 6.25 – LUG GU - Character for photographic examples of the overall general character of this LUG.
	Typical Uses^{1,2}	Dense residential neighborhoods, leasing offices, live-work units and mixed-use buildings with commercial ground floors and stand-alone commercial and employment buildings that may include a wide variety of uses. Home occupations, outbuildings and “granny flats” are encouraged.
	Typical Building Height⁸	Generally one (1) to seven (7) stories in height. Single story buildings should be massed to appear to be a story-and-a-half to two (2) stories in height to add to the urban form.
	Maximum Building Height	see Exhibit 6.26 - Land Use Group General Development Standards
	Minimum Lot/Parcel Size	see Exhibit 6.26 - Land Use Group General Development Standards
	Maximum Residential Density	see Exhibit 6.26 - Land Use Group General Development Standards
	Floor Area Ratio (FAR) Range⁸	0 - full coverage and buildout of the site
	Minimum Lot/Parcel Width/Depth	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Street	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Rear/Side	see Exhibit 6.26 - Land Use Group General Development Standards
	Building Setbacks – Service Lane	see Exhibit 6.26 - Land Use Group General Development Standards
	Block Character	Setbacks are typically shallow, and the building façade must “come up to” the street edge of the primary street – large setbacks along the primary street are not permitted unless occupied by a park or plaza that engages the street. Buildings are close to the street with parking areas behind or beside. Buildings cluster along arterial and primary streets with the most intense uses closest to the primary streets.

	Circulation Character	Streets are typically formal, forming the connected urban fabric with a grid pattern. Service streets or service lanes provide access to service and parking areas which must be screened from primary streets. Gated entrances to blocks or buildings may restrict vehicle access.
	Landscape Character⁴	Plantings are formal, respond to the urban form and are typically contained by hardscape or building structures. Large surface parking areas will be strategically landscaped to visually reduce the overall size until they are replaced with more intense uses.
	Service Areas⁵	Service streets or service lanes provide access to service and parking areas which must be screened from arterial or primary streets by walls, fences, gates, landscape or other devices to provide an edge to the urban space.
	Parking⁵	Often structured, provided on-street or in small surface lots designed to look like urban plazas. Large surface parking areas will be strategically landscaped to visually reduce the overall size until they are replaced with more intense uses.
	Lighting Character⁶	Lighting varies from softly illuminated neighborhoods to vibrant centers of activity.
	Signage Character⁷	Signage is often abundant to attract attention in intense areas, bold to attract attention, varied in placement and type and a heavy emphasis is placed on advertising to the pedestrian traffic. Enhanced pedestrian signage, directional, store front and commercial signage are anticipated.

NOTES:

¹ For the specific uses permitted refer to Section 6.15 - Permitted Uses

² See Section 5 – Airport Protection / Airport Noise Overlay (“ANO”) for additional use limitations

³ See Section 7 – Design Guidelines for specific requirements

⁴ See Section 10 – Landscape Standards for specific requirements

⁵ See Section 13 – Parking and Loading Standards for specific requirements

⁶ See Section 14 – Lighting Standards for specific requirements

⁷ See Section 15 – Signage Standards

⁸ Floor Area Ratio (FAR), number of stories, floor height, lot coverage and volume are not limited, but are provided to describe the general LUG character

Exhibit 6.24 - LUG GU – Location

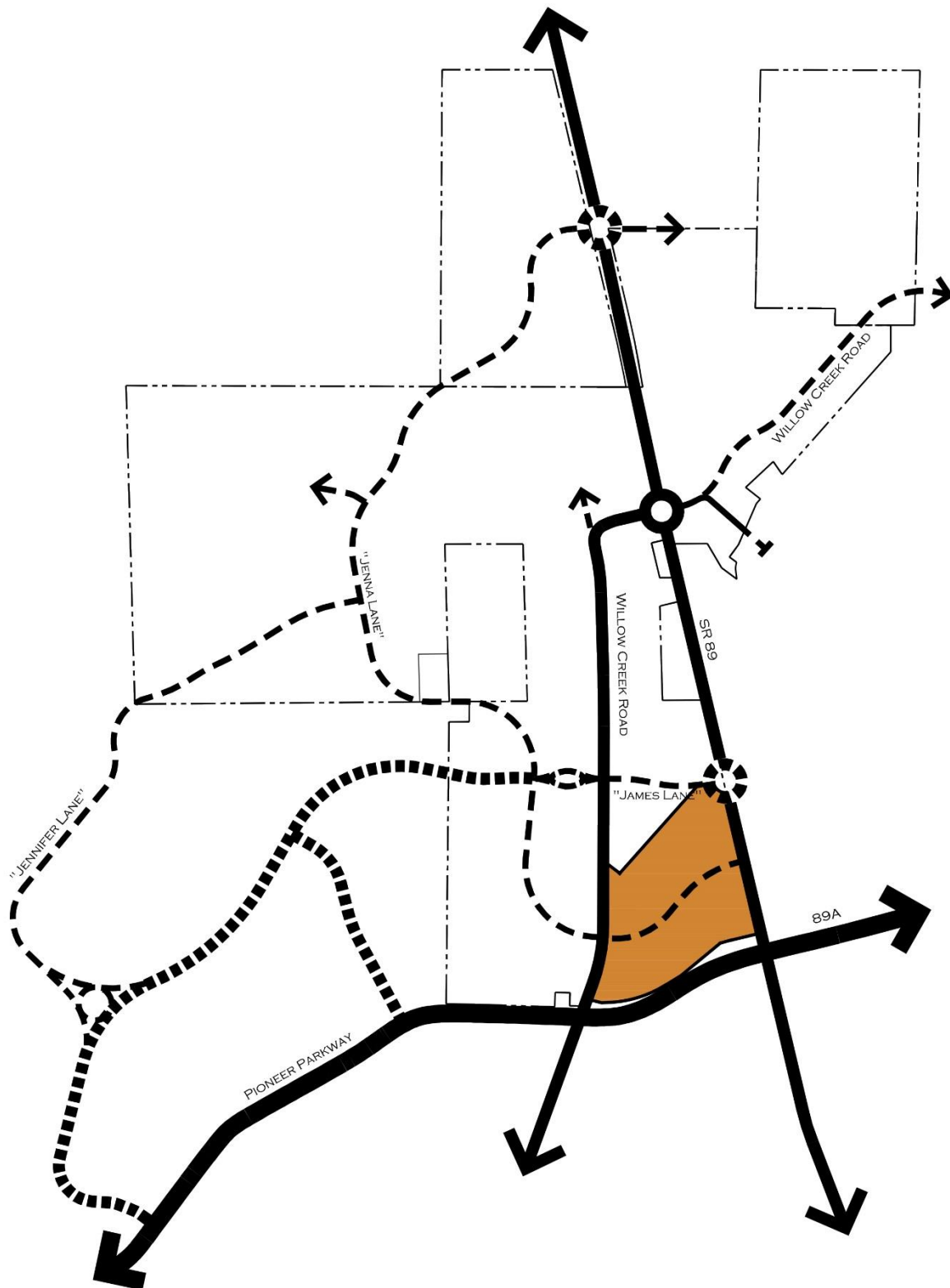
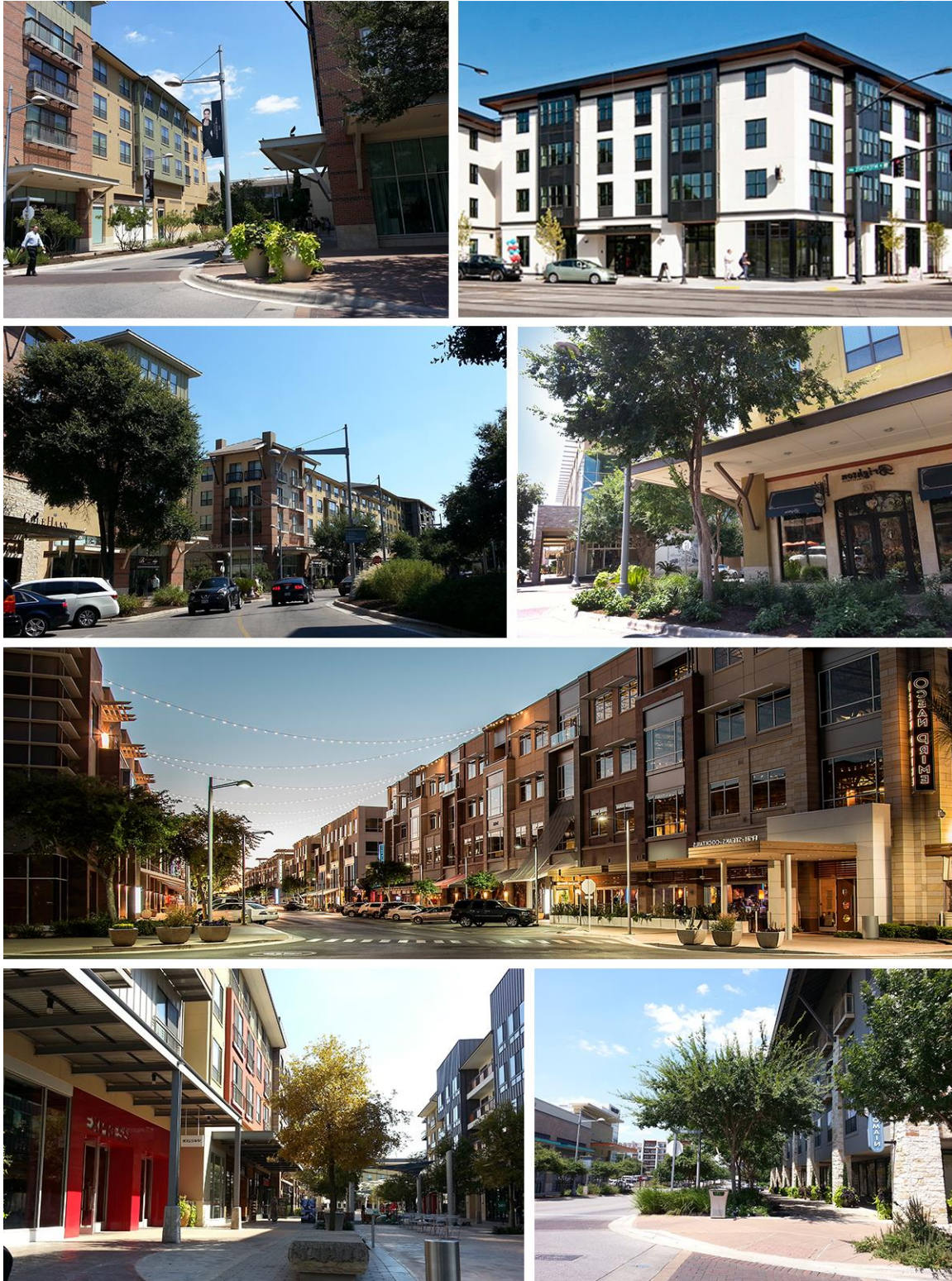


Exhibit 6.25 - LUG GU – Character



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

6.12 LUG GENERAL DEVELOPMENT STANDARDS

Exhibit 6.26 - Land Use Group General Development Standards

	OS	CS	E	V	D	C	R	GU
	Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
Maximum Height see Section 6.12 A. - Maximum Height	50'	50' (1) (2)	35'	50'	50' (1)	50' (1)	50' (1)	50' (1)
Maximum Density (du/ac) see Section 6.12 B. - Maximum Density	N/A	N/A	5	15	30	N/A	Not Limited	Not Limited
Minimum Lot/Parcel Size (sf) see Section 6.12 C. - Minimum Lot/Parcel Size	1,000	1,000	9,000	1,500	1,000	1,000	1,000	1,000
Minimum Lot/Parcel Width/Depth (lf) see Section 6.12 D. - Minimum Lot/Parcel Width/Depth	20'	20'	70'	20'	20'	40'	20'	20'
Building Setback - Street (lf) see Section 6.12 E. - Building Setback - Street	2'	2'	20'	11'	6' / 11' (3)	6' / 11' (3)	2'	2'
Building Setback - Rear/Side (lf) see Section 6.12 F. - Building Setback - Rear/Side	0'/10' Combined	0'/10' Combined	20' Combined	0'/10' Combined	0'/10' Combined	0'/10' Combined	0'/10' Combined	0'/10' Combined
Building Setback - Service Lane (lf) see Section 6.12 G. - Building Setback - Service Lane	2'	2'	2'	2'	2'	2'	2'	2'

Notes:

- (1) Maximum building/structure height greater than the otherwise applicable maximum height up to a 100-foot maximum may be approved subject to the approval of a Special Use Permit pursuant to Sec. 9.9 of the Land Development Code*
- (2) Artistic and recreational elements, as well as elements such as towers, steeples, and observation decks can exceed the maximum building height, but are limited by the FAA Height Restrictions.*
- (3) Six (6) feet for distances not to exceed 180 linear feet before a break to permit landscape to break up the building mass. Eleven (11) feet all other areas.*

A. Maximum Height

1. Maximum as stated or per FAA Height Restrictions, whichever is more restrictive.
2. Maximum building height is measured from the first finished floor to the top of the parapet or to the mean between the height of the plate and the peak.
3. Subterranean or partial subterranean levels do not count against maximum building height.
4. Exceptions to Height Limits
 - a. The height limits specified herein do not apply to church spires, chimneys, flues, vents, flagpoles, commercial- or government-operated communication towers, water towers, architectural monument, light standards, or airway beacons; nor to any mechanical penthouse, bulkhead, elevator, solar collector, wind turbines, sustainable energy appurtenances, microwave dish, or similar building-mounted device extending above the roof and not occupying an aggregate area greater than fifty (50) percent of the roof area.
 - b. In all LUGs, architectural embellishment may extend a maximum of twenty (20) percent above the height limit specified in each LUG as long as such areas do not to exceed FAA Part 77 height restrictions.
 - c. The Community Development Director may approve additional exceptions to the height limits specified herein only upon a finding that:
 - Increased setbacks, enhanced landscaping, or other screening measures effectively mitigate the impact of the building height.
 - The exception is necessary to accommodate the proposed uses or activities within the building or structure.
 - The architectural style of the building or structure places the exception at a central point or in a limited area such as a dome, sphere, or other geometric solid.
 - The proposed development does not exceed the maximum number of stories or residential densities permitted in the LUG in which it is located.

B. Maximum Density

1. Maximum Residential Density shall be a measure of dwelling units per gross site area in acres.
2. Guest units or granny flats do not count as dwelling units
3. Hotel, Motel, Resort or other limited stay facilities do not count as dwelling units.
4. Floor Area Ratio (FAR), number of stories, lot coverage and volume are not limited.

C. Minimum Lot/Parcel Size

1. Lot and Parcel shall be interchangeable terms.
2. Size shall be measured in square feet of lot area.
3. Minimum parcel size (or combined parcels) for initial site plan review is one (1) gross acre.

4. Minimum Lot / Parcel Size requirements may be reduced with the approval of the Community Development Director.
5. No Lot shall be divided in such a way that any division of such lot shall contain more dwelling units than are permitted by the LUG in which such Lot is situated.
6. Parcels of land may be subdivided into multiple lots, provided such smaller lots conform to the lot size limitations of the LUG in which the Lots are situated
7. Where two (2) or more Lots are used as a building site and where buildings cross Lot lines, the entire area shall be considered as one (1) Lot, except that the front of the parcel shall be determined to be the front of the individual Lots as originally platted or recorded.

D. Minimum Lot/Parcel Width/Depth

1. Lot and Parcel shall be interchangeable terms.
2. Width and Depth for this category shall be interchangeable terms.
3. Width/Depth shall be measured in linear feet.
4. Minimum Lot / Parcel Width/Depth requirements may be reduced with the approval of the Community Development Director.
5. Refer to Section 6.14 – Parcel/ Lot Configuration Diagrams for typical applications.
6. No Lot shall be reduced in area so as to cause any open space or yard required to be less in dimension than is required for the LUG.

E. Building Setback – Street

1. Refer to Section 6.14 – Parcel/ Lot Configuration Diagrams for typical applications.
2. Refer to Section 6.13 – Building Configuration and Vertical Setbacks for typical applications and step back requirements
3. Setbacks are measured from the right-of-way or back of curb if no right-of-way is provided to the parcel/lot.
4. Any structures that encroach (overhang) into the City's right of-way will require specific City of Prescott approval.
5. Setback to the face of garage shall be large enough to park a car on the driveway or small enough to discourage head-in or parallel parking and in either case shall not block the pedestrian walkway when provided.

F. Building Setback – Rear/Side

1. Refer to Section 6.14 – Parcel/ Lot Configuration Diagrams for typical applications.
2. Rear and side setbacks are either 0' or an aggregate setback as measured between buildings.
3. Each property shall provide an equal portion unless easements or platted setbacks permit un-equal distribution of setbacks.
4. Additional setbacks are not required where different land uses abut.

G. Building Setback – Service Lane

1. Refer to Section 6.14 – Parcel/ Lot Configuration Diagrams for typical applications.
2. Service Lanes may extend from building to building, when this occurs, setbacks shall be measured from the back of curb location assuming the minimum allowable pavement width (about an assumed/average center line) when a curb is not present.
3. Setback to the face of garage shall be large enough to park a car on the driveway or small enough to discourage head-in or parallel parking and in either case shall not block the pedestrian walkway when provided.

H. Supplementary Provisions

1. Yard (Setback) Encroachments

- a. Awnings, eaves, overhangs, porches, open patios, carports, open balconies or basement window wells may encroach into any required front yard setback.
- b. Awnings, canopies, and porte-cocheres may encroach beyond the front yard setback so long as they do not impede the flow of traffic. All structures encroaching into a PUE may require specific utilities approval and/or indemnification.
- c. Cantilevered second and subsequent stories may encroach into front yard setbacks so long as they do not impede the flow of pedestrian traffic.
- d. Exceptions to Building setback requirements may be granted for structures such as skybridges which cross the ROW.
- e. Awnings, eaves, overhangs, open balconies or basement window wells may encroach not more than three (3) feet into any required side or rear yard setback.
- f. Vestibules, bay windows, nooks, chimneys, or similar wall projections with or without footings may encroach not more than three (3) feet into any required front or rear yard setback, and not more than two (2) feet into any required side yard, and the length of such projections shall not comprise more than fifty (50) percent of the building length.
- g. Uncovered open decks, patios, and terraces less than forty-eight (48) inches in height may encroach into any required yard setback.
- h. Staircases may encroach up to three feet into any required yard. Steps in landscape area may encroach into any required yard setback. Staircases into a pedestrian travel-way must be protected on the sides by a planter or other device.

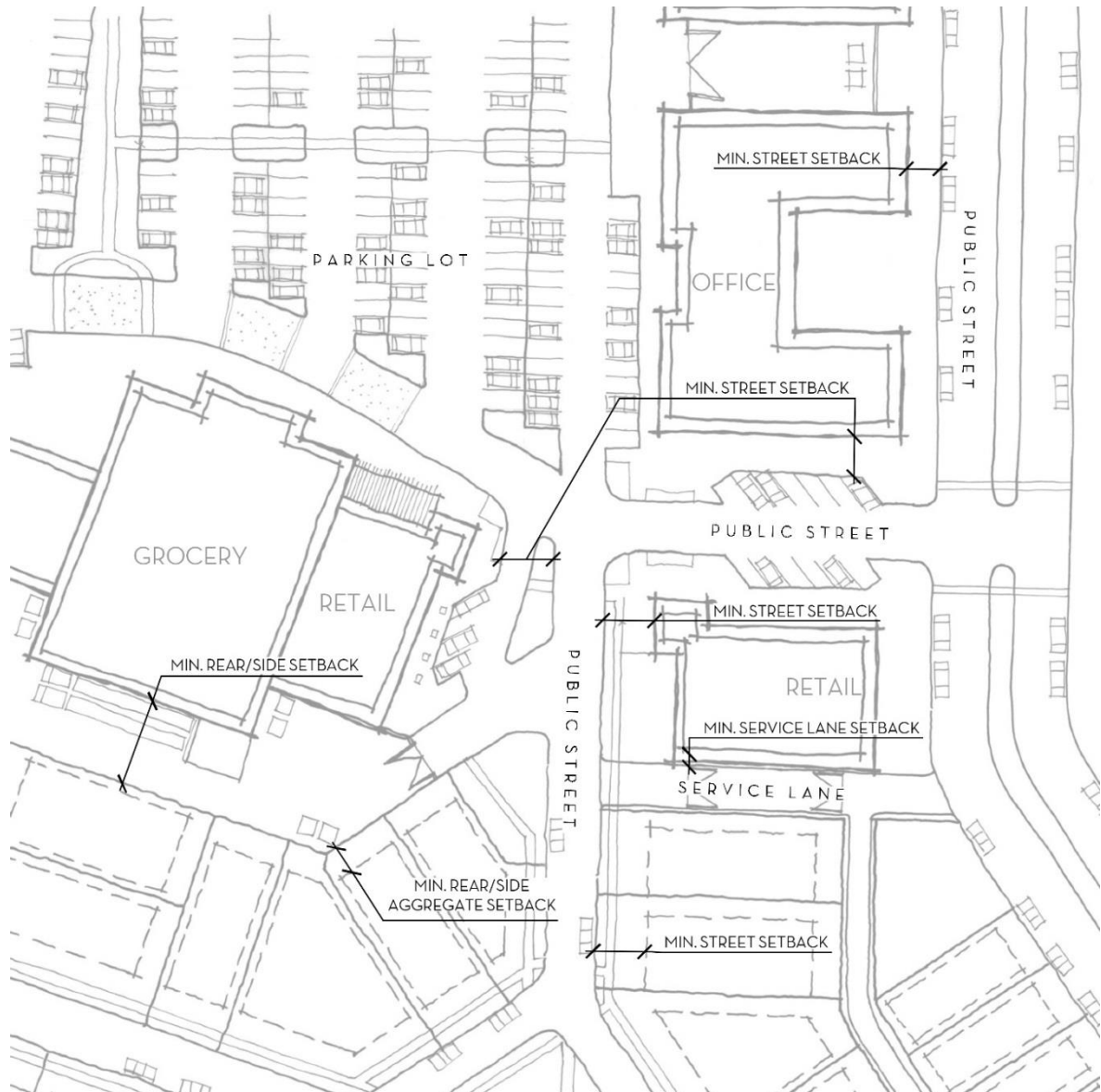
2. Swimming Pools and Other Bodies of Water

- a. In all LUGs, an in-ground swimming pool shall not be located closer than four (4) feet from the water's edge to any property line. Refer to Section 10.10 Pool Enclosure.

6.13 PARCEL/LOT CONFIGURATION DIAGRAM

The Parcel/Lot Configuration Diagrams (see **Exhibit 6.29, 6.30, 6.31 and 6.32 – Parcel/Lot Configuration Diagram**) depict typical locations and scenarios for various elements of the General Development standards. The diagrams represent several potential development scenarios. Refer to **Exhibit 6.26 - Land Use Group General Development Standards**.

Exhibit 6.29 - Parcel/Lot Configuration Diagram



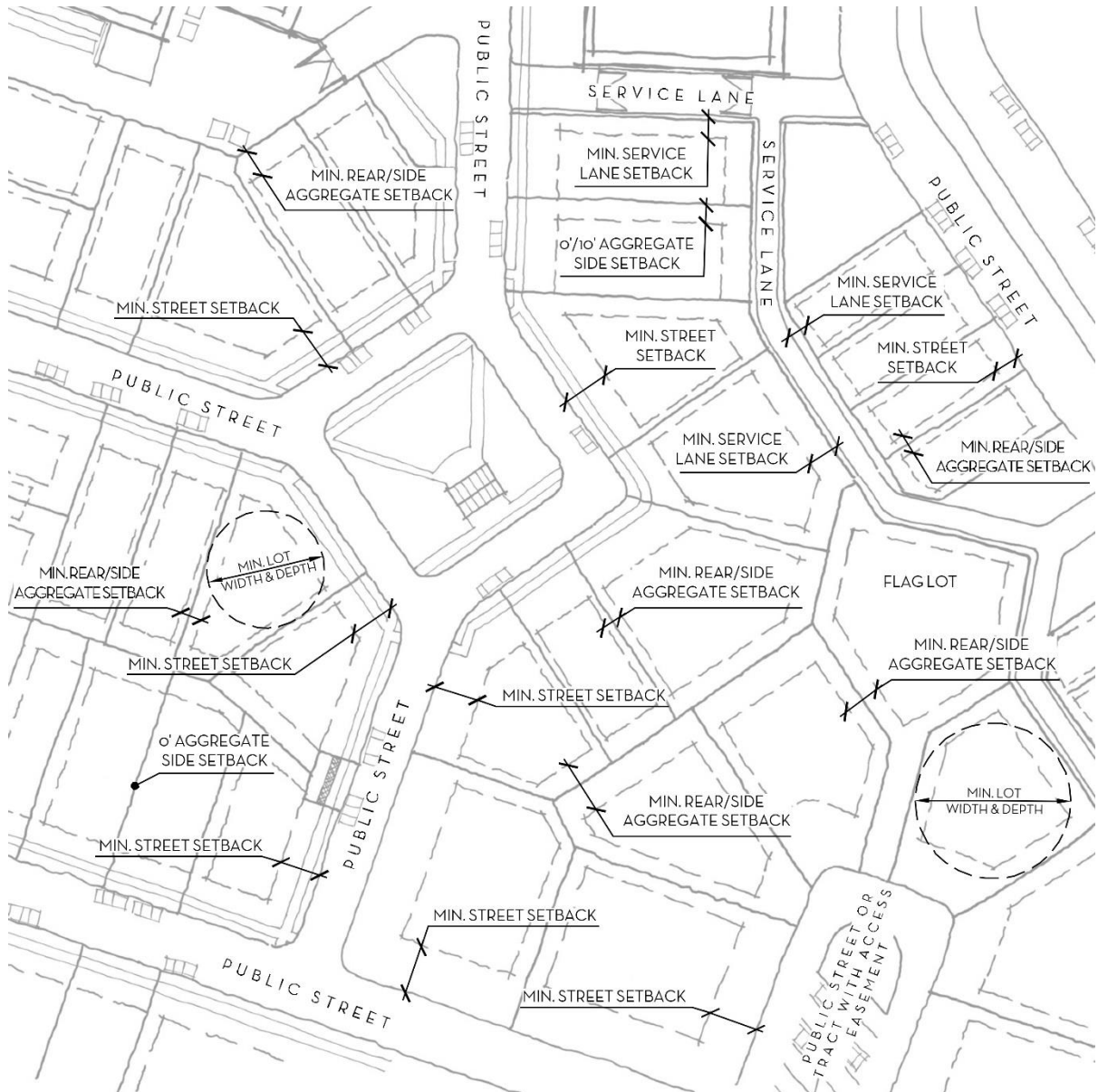
Note: Front Yard shall refer to the space between the, "Min. Street Setback," (a.k.a. Building Setback – Street) and back of curb. Rear Yard or Side Yard shall refer to the space between the, "Min. Rear/Side Aggregate Setback," or, "Min. Rear/Side Setback," (a.k.a. Building Setback – Rear/Side) and the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

Exhibit 6.30 – Parcel/Lot Configuration Diagram



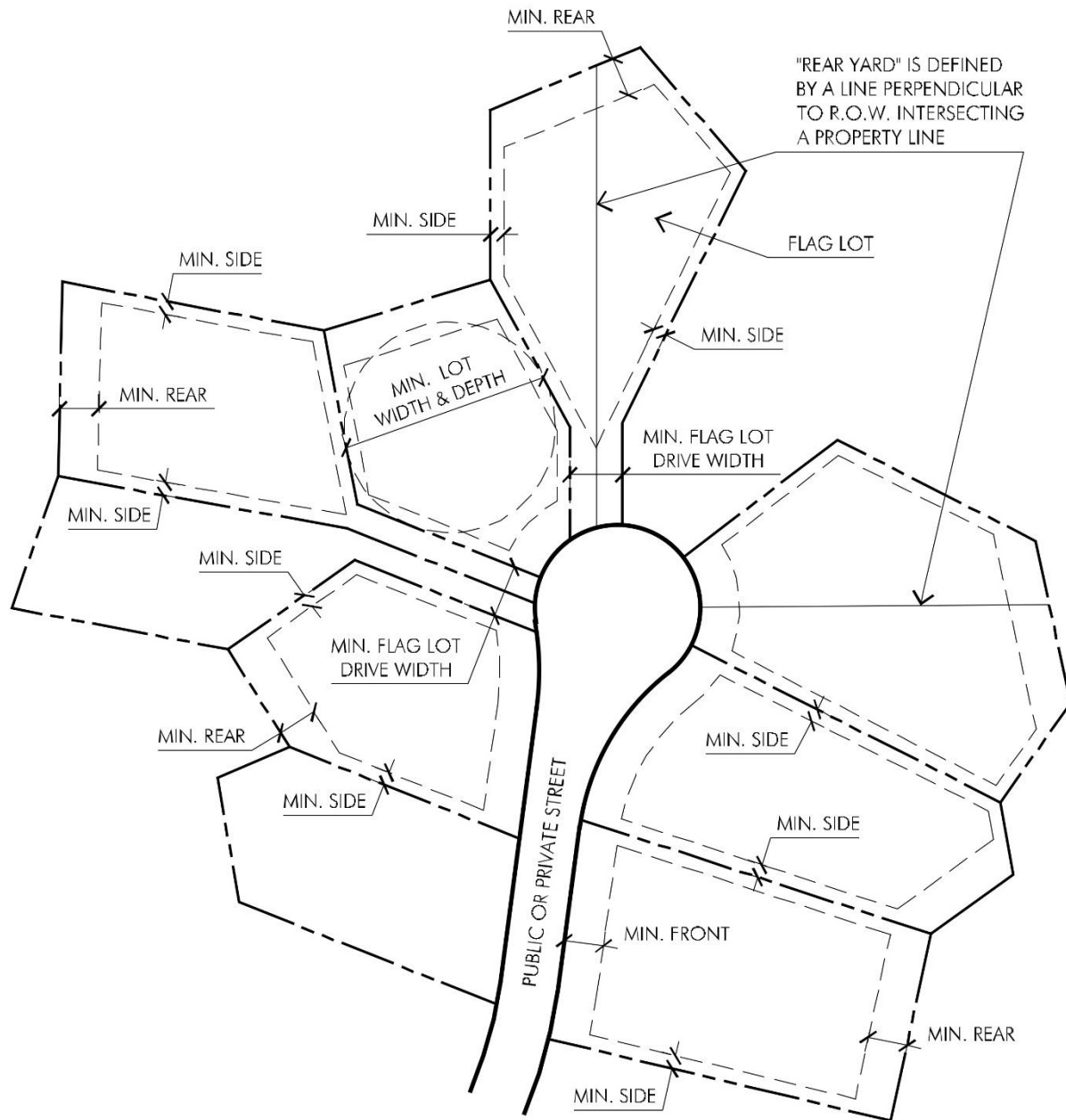
Note: Front Yard shall refer to the space between the, "Min. Street Setback," (a.k.a. Building Setback – Street) and back of curb. Rear Yard or Side Yard shall refer to the space between the, "Min. Rear/Side Aggregate Setback," or, "Min. Rear/Side Setback," (a.k.a. Building Setback – Rear/Side) and the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

Exhibit 6.31 - Parcel/Lot Configuration Diagram



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

Exhibit 6.32 - Parcel/Lot Configuration Diagram



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

6.14 PERMITTED USES

A. Specific Function and Use.

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

The uses are defined under major headings including, residential; public, civic and institutional; retail, service and business; industrial; agricultural; accessory; and uses. The uses are divided into five (5) main categories, permitted, permitted with conditions, conditional, special, and temporary use permit. The following describes each designation:

1. The permitted use category is designated with a “P” within **Exhibit 6.33 – Permitted Uses**. Permitted uses are allowed by right within the designated LUG and require either a site plan approval or subdivision plat approval and are not subject to the Use Standards set forth in Section 6.15. Permitted uses are subject to full compliance with other site plan requirements related to the use, such as parking, landscaping, noise attenuating construction and similar design related criteria.
2. The permitted with use standards category is designated with a “U” within **Exhibit 6.33– Permitted Uses**. Permitted with use standards uses are allowed by right within the designated LUG, require either a site plan approval or subdivision plat approval and are subject to the Use Standards set forth in Section 6.15. The required Use Standards that apply are numbered after the “U” in the table and are located in Section 6.15. Permitted with use standards uses are subject to full compliance with other site plan requirements related to the use, such as parking, landscaping, noise attenuating construction and similar design related criteria.
3. The conditional uses category is designated with a “C” on **Exhibit 6.33 – Permitted Uses**. Conditional uses shall follow the standard City of Prescott process for processing a conditional use permit (Sec. 9.3 Conditional Use Permit of the City’s Land Development Code) and may require specific Use Standards in addition to the LUG development standards and the General Development Standards of the Master Plan. The required Use Standards (if any) that apply are numbered after the “C” in the table and are located in Section 6.15. Approval of conditional uses shall be based upon compliance with the stated Use Standards, subject to the site plan approval process. Conditional uses are subject to full compliance with other site plan requirements related to the use, such as parking, landscaping, noise attenuating construction and similar design related criteria.
4. The special uses category is designated with a “S” on **Exhibit 6.33 – Permitted Uses**. Special uses shall follow the standard City of Prescott process for processing a special use permit (Sec. 9.9 Special Use Permit of the City’s Land Development Code) and may require specific use standards in addition to the LUG development standards and the General Development Standards of the Master Plan. The required Use Standards (if any) are numbered after the “S” in the table and are located in Section 6.15. Approval of special uses shall be based upon compliance with the stated specific Use Standards subject to the site plan approval process. Special uses are subject to full compliance with other site plan requirements related to the use, such as parking, landscaping, noise attenuating construction and similar design related criteria.

5. The temporary use category is designated with a "T" within **Exhibit 6.33 – Permitted Uses**. Temporary uses shall be time limited at the time of site plan approval and are subject to the Use Standards are set forth in Section 6.16. The required Use Standards (if any) that apply are numbered after the "T" in the table, and are located in Section 6.15. Time limit extensions may be approved if demonstrated that the time limit extension will not be detrimental to the allowed uses of the applicable site plan or subdivision plat approvals. Temporary uses shall be considered by the Community Development Director and may have additional criteria added as deemed appropriate by the Community Development Director at the time of site plan approval.
6. Uses not allowed are designated with a blank cell (one without a "P", "U", "C", "S", or "T") within **Exhibit 6.33 – Permitted Uses**, which indicates that a use is not allowed in the respective zoning district. Uses not listed may be allowed in accordance with the City's Similar Use Interpretation provision of Sec. 11.1.2.

B. Use Standards Alternatives.

The Use Standards, listed in Section 6.15, are applicable as noted above. If a superior design alternative is proposed to any of the Use Standards, the Community Development Director may waive some or all of the Use Standards applicable to the use.

C. Approval.

All uses shall require site plan approval as designated within Section 4 of this Master Plan and/or require a subdivision plat approval depending on the specific use. The buildings and facilities for any use listed in **Exhibit 6.33 – Permitted Uses** shall be developed consistent with the design character set forth herein. The design character of the buildings and structures includes the massing, scale, height, colors and materials used on the buildings and structures. The design character shall adhere to the General Development Standards. The use must be allowed as set forth in the Budget and should take into consideration the surrounding context. If federal, state or county standards or requirements are applicable to the use, these standards should be identified on the site plan for reference.

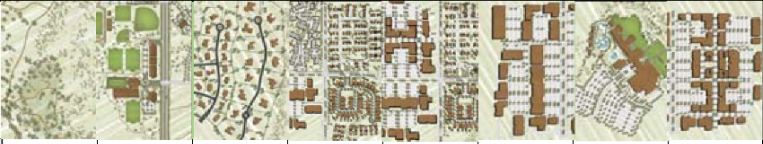
D. Change of Use.

Once a site plan and building design are approved and constructed, and a certificate of occupancy is issued for the use of the building, the range of activities permitted within the building are limited to those land uses identified on the approved site plan, as required by Section 4.8 B.4. – Permitted uses, unless a change of use is authorized in writing by the Community Development Director. Changes of use shall be considered and authorized based upon evidence being provided that the requested change complies with all conditions applicable to that use as listed in **Exhibit 6.33 – Permitted Uses**, and in Section 6.15, The requested use shall also provide for full compliance with all parking requirements for the specific activity(ies) as listed in Section 13 – Parking and Loading Standards.

Exhibit 6.33 - Permitted Uses

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
A. Residential Use Categories									
A.1 Assisted Living									
	Assisted Living					P		P	P
	Nursing Home					P		P	P
A.2 Accommodations & Lodging									
	Bed and Breakfast			U 14, 23, 24, 25	U 14, 23, 24, 25	P		P	P
	Casitas, Cabins, or Cottages			P	P	P		P	P
	Motels or Hotels				C	C	P	P	P
	Vacation Rental of Single-Family Dwellings			U 14, 23, 24, 25	U 14, 23, 24, 25	U 14, 23, 24, 25			
A.3 Congregate Living									
	Boarding Houses					P		P	P
	Family Community Residence			C	U 15, 35, 36, 53, 62	U 15, 35, 36, 53, 62		U 62	U 62
	Transitional Community Residence			C	U 15, 35, 36, 53, 62	U 15, 35, 36, 53, 62		U 62	U 62
	Dormitories / Fraternities / Sororities			C	C	P	P	P	P
A.4 Household Living									
	Single-Family Dwellings / Modular Homes / Factory Built (4)			P	P	P		P	C
	Duplex & Single-Family Attached Dwellings			P	P	P		P	C
	Multi-Family Dwellings (Apartments & MF Condos)			P	P	P		P	P
	Patio Homes			P	P	P		P	C
	Townhouses			P	P	P		P	C
	Manufactured Housing			T	T	T	T	T	T
	Manufactured Home Parks - NOT PERMITTED								
	Accessory Dwelling			U 3, 4	U 3, 4	P		U 3, 4	P
A.5 Household Living and Occupation									
	Live/Work Unit					P		P	P
	Home Occupation			P	P	P		P	P

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
B. Public, Civic and Institutional Use Categories									
B.1 General									
	Cemeteries	P	P						
	Mausoleums		P						
	Crematoriums						U 13, 59		
	Day Care, Center (>8 persons)		P			U 34, 35	P	P	P
	Day Care, Home-based (5-8 persons)		P		U 34, 35	U 34, 35	P	P	P
	Electrical Generation Plants		S 65	S 65	S 65	S 65	S 65	S 65	S 65
	Golf Courses	P	P						
	Golf Driving Ranges	P	U 27, 59				U 27, 59		
	Libraries		P		C	C	P	P	P
	Museums		P		C	C	P	P	P
	Park / Nature Preserves / Open Spaces	P	P	P	P	P	P	P	P
	Playgrounds	P	P		P	P	P	P	P
	Private Clubs or Lodges		P	C	C	C	P	P	P
	Telecommunication Facilities	S 54, 55	S 54, 55	S 54, 55	S 54, 55	S 54, 55	S 54, 55	S 54, 55	S 54, 55
	Utilities, Major	S	S	S	S	S	S	S	S
	Utilities, Minor	U 55	U 55	U 55	U 55	U 55	U 55	U 55	U 55
	Utility Installation & Services	U 55	U 55	U 55	U 55	U 55	U 55	U 55	U 55
	Commercial Recreation		U 1, 2			P	P	P	P
	Community Center		U 1, 2		U 52	P	P	P	P
	Conference/Convention/Exhibition Center		U 1, 9				P	P	U 9, 16
	Fire Station		P			P	P	P	P
	Government Offices		U 1		U 15	U 15	P		P
	Live Theater		U 1, 9, 13, 16, 35			U 1, 9, 13, 16, 35	U 35	U 3	U 35
	Movie Theater		U 1, 16, 35		C 3	U 1, 16, 35	U 35	U 3	U 35
	Outdoor Auditorium		U 1, 9, 13, 16, 35			C	U 35	U 3	U 35
	Parking Structure		U 1		P	P	P	P	P
	Passenger Terminal		U 14		C	U 14	U 14	U 3, 14	U 14
	Bus Shelter	P	P	P	P	P	P	P	P
	Police Station		P		P	P	P	P	P
	Public Maintenance Facility	U 11	U 11				P		

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
	Special Events	T 64	T 64	T 64	T 64	T 64	T 64	T 64	T 64
	Sports Stadium		U 9, 14, 17				U 35 55		
	Surface Parking Lot	U 1	U 56	U 56	U 56	U 56	U 56	U 56	U 56
B.2 Medical									
	Emergency Medical Clinics					C	P	P	P
	Hospitals & Trauma Centers					C	P	P	P
	Medical / Dental Clinics & Offices				U 14, 17	U 14, 17	P	P	P
B.3 Educational									
	Colleges or Universities		U 37			C	P	U 17, 37	P
	Schools, public or private, 9-12		U 37			C	P	U 17, 37	P
	Schools, public or private, K-8		U 37	C	C	C	P	U 17, 37	P
	Child Care Center		P		C	C	P	P	P
	Trade Schools		U 12, 38, 40, 46, 47, 48, 49, 50, 51, 61			C	U 12, 38, 40, 46, 47, 48, 49, 50, 51, 61	U 3, 17	U 12, 38, 40, 46, 47, 48, 49, 50, 51, 61
B.4 Religious									
	Convents, Monasteries			C	C	C	P	P	P
	Places of Worship / Churches / Religious Assembly		P	C	C	U 15, 35, 36, 55	P	P	P
C. Retail, Service and Business Use Categories									
C.1 General									
	Adult Bookstores and Entertainment - NOT PERMITTED								
	Amphitheaters and Arenas		C				C	C	C
	Amusement Parks		C				C	C	C
	Animal Sales					U 8, 9, 17	P	U 8, 9	U 8, 9
	Antique Shops				U 17, 60a	U 17, 60b	U 17	P	P
	Appliance Sales and Service				U 17, 60a	U 17, 60b	U 17	P	P

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
	Art Gallery		U 3		U 17, 60a	U 17, 60b	U 17	P	P
	Artisan or Photographic Studio		U 29, 30, 38, 42, 59		U 29, 30, 38, 42, 59	P	P	P	P
	Auctions, Indoor				C	U 17, 60b	U 17	P	P
	Auditoriums		U 9, 13, 14, 17, 35			C	U 9, 13, 14, 35	U 9, 13, 14, 35	U 9, 13, 14, 35
	Banks / Financial Institutions					U 17, 18, 19	P	P	P
	Barber and Beauty Shops, Tanning, Masseuse					C	P	P	P
	Book Stores				U 17, 60a	U 17, 60b	U 17	P	P
	Campgrounds (more limited than RV Parks)	P	P						
	Carpet, Flooring Sales						U 9, 12, 14, 28, 29, 38, 40, 51, 53, 55, 61		U 9, 12, 14, 28, 29, 38, 40, 51, 53, 55, 61
	Cigar and Tobacco				U 17, 60a	U 17, 60b	P	P	P
	Convenience Stores				U 17, 60a	U 17, 60b	P	P	P
	Craft, Fabric Stores				U 17, 60a	U 17, 60b	P	P	P
	Department Stores						P		P
	Dressmaker or Tailor				U 29, 30, 38, 42, 59	P	P	P	P
	Drug Stores				U 17, 60a	U 17, 60b	P	P	P
	Electronic Equipment Sales				U 17, 60a	U 17, 60b	P	P	P
	Entertainment, Indoors		U 1, 9, 13, 14, 27, 35				U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35
	Entertainment, Outdoors		C				C	C	C

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
	Fairgrounds		P						
	Family Game Centers		U 1, 9, 13, 14, 27, 35				U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35	U 9, 13, 14, 35
	Feed Stores						U 9, 12, 14, 17, 28, 29, 38, 40, 51, 53, 55, 61		U 9, 12, 14, 17, 28, 29, 38, 40, 51, 53, 55, 61
	Firearms Dealers, Arms Only						P		P
	Florist Shops		U 1		U 17, 60a	U 17, 60b	P	P	P
	Funeral Homes					C	P	U 3	P
	Furniture Stores				U 17, 60a	U 17, 60b	P	C 3	P
	Greenhouses/Nursery Centers		U 1		U 12, 17, 40, 51, 55, 60a 61	U 12, 17, 40, 51, 55, 60b 61	P	C 3	P
	Hardware, Electrical Supply Stores						U 9, 12, 14, 28, 29, 38, 40, 51, 53, 55, 61		U 9, 12, 14, 28, 29, 38, 40, 51, 53, 55, 61
	Health Clubs/Spas		U 1		U 17, 60a	U 17, 60b	P	P	P
	Indoor Racquetball, Swimming, Sports Clubs		U 1		U 17, 60a	U 17, 60b	P	P	P
	Indoor Shooting Galleries		U 1, 9		U 9, 17, 60a	U 9, 17, 60b	P	U 3, 9	U 9
	Kennels, Animal Shelters				C	C	P	C	C
	Laundromats or Dry Cleaners				U 17, 60a	U 17, 60b	P	P	P
	Liquor Stores				U 17, 60a	U 17, 60b	P	P	P
	Live Entertainment	T 3	T 3 / U 3, 9, 13		U 3, 9, 13	U 9	P	P	P
	Lumber/Building Material Sales (w/o Outdoor Storage)						U 9, 12, 14, 28, 29, 38, 40, 51, 53, 55, 61		U 9, 12, 14, 28, 29, 38, 40, 51, 53, 55, 61

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
	Open Market Building		U 1, 26, 30		C	C	U 3	U 3	P
	Outdoor Display	U 1, 28,	U 1		U 3, 17, 28, 32, 63	U 28, 63	U 28, 63	U 28, 63	U 28, 62
	Outdoor Statuary, Small Sheds, Patio Equipment				C	C	P	U 3	C
	Pack and Ship Shops				U 17, 60a	U 17, 60b	P	P	P
	Pawn Shops				C	C	P	P	P
	Personal Services				U 17, 60a	U 17, 60b	P	P	P
	Pet Grooming				U 17, 60a	U 17, 60b	P	P	P
	Pool, Billiard Rooms		U 1, 9, 13, 14, 27, 35				U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35
	Print Shops				U 17, 60a	U 17, 60b	P	P	P
	Push Cart / Kiosk	U 28	U 28		U 28	U 28	U 28	U 28	U 28
	Racetracks, Animal		C				C		
	Racetracks, Motor Vehicle						C		
	Radio or Television Broadcast Studios				U 14, 17	U 14, 17	P	P	P
	Repair Shops, Minor (small appliance, shoes, etc.)				U 14, 17	U 14, 17	P	P	P
	Resale/Consignment Shops				U 17, 60a	U 17, 60b	P	P	P
	Shooting/Archery Ranges, Outdoor		C				C		
	Skating Rinks, Swimming Pools	U 1, 9, 13, 14, 27, 35	U 1, 9, 13, 14, 27, 35				U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35
	Street Performers	P	P		T 3	T 3	P	P	P
	Studios, Dance or Music		U 1, 9, 13, 14, 27, 35				U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35
	Tarot/Palm Reader/Psychics				U 14, 17	U 14, 17	P	P	P
	Tattoo Parlor				U 14, 17	U 14, 17	P	P	P
	Theaters		U 1, 9, 13, 14, 27, 35				U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35	U 9, 13, 14, 27, 35
	Veterinary Clinic				U 8, 9, 14, 17	U 8, 9, 14, 17	P	U 8, 9	U 8, 9
	Video Rentals and Sales				U 17, 60a	U 17, 60b	P	P	P

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
C.2 Automotive									
	Auto or Vehicle Body Shops and Repair						U 38, 46, 48, 49, 50	U 38, 46, 48, 49, 50	U 38, 46, 48, 49, 50
	Auto or Vehicle Sales and Leasing					U 6, 8, 9, 14, 17, 32, 43, 53	U 17, 53	U 6, 8, 9, 14, 17, 32, 43, 53	U 9, 53, 57
	Car Detailing				C	U 46, 48, 49, 50	P	U 46, 48, 49, 50	U 46, 48, 49, 50
	Car Washes				C	U 46, 48, 49, 50	P	U 46, 48, 49, 50	U 46, 48, 49, 50
	Limo & Shuttle Services				C	C	P	P	P
	Parking Garages (commercial)		U 3			P	P	P	P
	Parking Lots, Stand Alone (commercial)		U 3	U 38, 53	U 38, 53	U 38, 53	P	U 38, 53	U 38, 53
	Recreational Vehicle (RV) Parks			C	C				
	Recreational Vehicle (RV) Storage Yard					C	U 38	U 3, 38	
	Rental Car Agencies				U 17, 38, 53, 44, 60a	U 17, 38, 44, 53, 60a	P	U 38, 44, 53	U 38, 44, 53
	Service Stations (Gas)					C	U 45, 46, 47	U 6, 43, 45, 46, 47	U 6, 43, 45, 46, 47
	Tire Sales and Mounting					U 6, 13, 43, 45, 46, 47, 48	U 45, 46, 47, 48	U 6, 43, 45, 46, 47, 48	U 6, 43, 45, 46, 47, 48
C.3 Food									
	Bakeries		U 1			P	P	P	P
	Candy and Ice Cream Stores		U 1		U 13, 17, 27	U 17	P	P	P
	Catering Associated w/Restaurant				U 13, 17, 27, 38	U 17, 38	P	P	P
	Catering, Mobile		U 1		U 13, 27, 38	U 38	P	P	P
	Delicatessens		U 1		U 13, 17, 27	C 17	P	P	P
	Grocery Stores				U 17, 30, 38, 60a	U 17, 30, 38, 60b	P	U 3	P

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
	Micro-Breweries, No Distribution		U 1		U 13, 17, 27	U 17	P	P	P
	Nightclubs, Bars (Stand Alone)				U 9, 13, 17, 27	U 9, 17	P	P	P
	Restaurants, Fast-Food w Drive-thru				U 13, 17, 18, 19, 27	U 17, 18, 19	P	U 17, 18, 19	U 17, 18, 19
	Restaurants, Outdoor Dining		U 1		U 13, 17, 27	U 17	P	P	P
	Restaurants, Standard		U 1		U 13, 17, 27	U 17	P	P	P
C.4 Office									
	Business Services				U 14, 17	U 14, 17	P	P	P
	Offices		U 3	U 3	U 14, 17	U 14, 17	P	P	P
D. Industrial Use Categories									
	Aeronautical Activities within Airport Boundaries						P		
	Airports, Heliports, Landing of Aircraft						C		
	Ambulance Services					C	P	C	C
	Auctions, Indoor (other than Livestock)					P	P	P	P
	Auctions, Livestock						P		
	Auto Impound						U 38		
	Boat Building, Repair						P		
	Batch Plants, Asphalt and Concrete - NOT PERMITTED								
	Bus Terminals		P			P	P	P	P
	Cabinet Making						P		C
	Chemical-based Manufacturing						U 8, 51		
	Clothing Manufacturing						P		
	Contractor Storage Yard						P		
	Dry Cleaning Plants						P		
	Fabrication of Materials						P		
	Film Production Studios						P		
	Freight/Truck Terminals/Depots						P		
	Hazardous Waste Facilities - NOT PERMITTED								

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
	Heavy Equipment Sales/Service						P		U 6, 43, 45
	Ice Manufacturing					P	P	P	P
	Incinerators - NOT PERMITTED								
	Junkyards - NOT PERMITTED								
	Landfills - NOT PERMITTED								
	Landscape Contractor Yards	U 3	U 3		U 3	U 3	P	U 3	
	Light Assembly, Indoor						P		P
	Light Machine Shops, Spot Welding, Indoors						P		C
	Lumber Mills						P		
	Machine Shops, Heavy Equipment, Mass Production						P		
	Meat Packing - NOT PERMITTED								
	Metal Casting/Fabrication/Foundries						P		P
	Mining and Extractive uses - NOT PERMITTED								
	Outdoor Display/Sale of Bulk Containers (large sheds, hot tubs, cargo cars, etc.)						P		
	Petroleum/Chemical Production						U 8, 51		
	Publishing and Printing					P	P		P
	Recycling Collection Facilities						U 8		
	Research/Development/Testing/Laboratory						P		P
	Self-Storage or Mini-Storage				P	P	P	P	P
	Storage, Commercial		U 1				P		P
	Taxidermy Facilities						P		
	Warehousing and Distribution						P		
	Wholesale Facilities						P		P
	E. Agricultural Use Category								
	Agricultural Production, Field Crops / Orchards	P	P	P	P	P	P	P	T / U 42
	Agricultural Production, Greenhouse		P	U 3	U 3	U 3	P	U 3	U 3
	Agricultural Service	U 13	U 13	U 13	U 13	U 13	P	P	T / U 42
	Auctions, Livestock - NOT PERMITTED								
	Commercial Stables		P	P	P	P	P	P	T / U 42
	Farmers Market	P	P	P	P	P	P	P	T / U 42
	Nurseries, wholesale	P	P	P	P	P	P	P	T / U 42

									
		OS	CS	E	V	D	C	R	GU
		Open Space	Civic Space	Estate	Village	District	Regional Center / Campus	Retreat	General Urban
F. Accessory Uses									
	Babysitting or (up to 4 persons)		U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Caretaker Quarters		U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Employer Day Care Centers/Playgrounds		U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Drive-thru				C 13, 17, 18, 19, 27	C 17, 18, 19	P	C 17, 18, 19	C 17, 18, 19
	Flagpoles	U 3	U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Garages		U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Garage/Yard Sales		U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Gazebos		U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Greenhouses		P	U 3	U 3	U 3	P	U 3	U 3
	Guest Quarters		U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Home Occupations			U 3	U 3	U 3	U 3	U 3	U 3
	Mobile Food Vendors		U 2, 3	U 2, 3	U 2, 3	U 2, 3	U 2, 3	U 2, 3	U 2, 3
	Professional Practice			U 3	U 3	U 3	U 3	U 3	U 3
	Recreational Vehicle (RV), Motorhomes and Similar Storage					U 3, 38	U 38	U 3, 38	
	Satellite Receivers, Ham Radio Towers, Antennas		U 3, 54	U 3, 54	U 3, 54	U 3, 54	U 3, 54	U 3, 54	U 3, 54
	Solar Collectors, Roof-Mounted		U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Stables, Barns & Corrals		U 3, 8	U 3, 8	U 3, 8	U 3, 8	U 3, 8	U 3, 8	U 3, 8
	Swimming Pools	U 3	U 3	U 3	U 3	U 3	U 3	U 3	U 3
	Vehicle Display Platforms					U 33	U 33	U 33	U 33
	Wireless Communication Facilities	U 54	U 54	U 54	U 54	U 54	U 54	U 54	U 54
G. Temporary Uses									
	Batch Plants, temporary		T 41	T 41	T 41	T 41	T 41	T 41	T 41
	Bulk Containers, Storage or Sales Form, temporary		T 31	T 31	T 31	T 31	T 31	T 31	T 31
	Constriction/Storage Offices, temporary		T	T	T	T	T	T	T
	Land (Real Estate) Sales and/or Leasing Offices, temporary		T	T	T	T	T	T	T
	Nurseries, temporary	T 11	T 11	T 11	T 11	T 11	T 11	T 11	T 11
	Open Air Sales, temporary	T	T	T	T	T	T	T	T
	Parking Lots, temporary		T 58	T 58	T 58	T 58	T 58	T 58	T 58
	Shelters, temporary	T	T	T	T	T	T	T	T
	Special Events, Carnivals or Circuses, temporary	T 10	T 10	T 10	T 10	T 10	T 10	T 10	T 10

6.15 USE STANDARDS

1. Site plan shall demonstrate interaction with the civic and open space uses.
2. Shall be located out of public ROW and must provide adequate seating, restrooms, lighting and parking
3. Shall be accessory to the primary uses.
4. Limited to twenty-five percent (25%) of ground floor area.
5. Limited to fifty percent (50%) of ground floor area.
6. Shall be limited to 6,000 square feet. Minor service repairs only.
7. Shall be limited to a maximum of 50,000 square feet for ground floor footprint.
8. An odor control and mitigation plan addressing waste handling and ventilation, which shall be designed to control discernable odors off-site, is required.
9. A noise control plan and mitigation plan documenting the noise impacts in context with surrounding property characteristics; and how those impacts are lessened on those properties. The noise control and mitigation plan shall be accompanied by either acoustical planning documentation for new development or acoustical retrofitting documentation for alteration of existing development.
10. Temporary special events, carnivals or circuses require compliance with the following:
 - a. The event is licensed in accordance with the provisions of Title VIII of the City Code.
 - b. The duration of the event does not exceed the time period specified in the special event license or a maximum of four (4) consecutive days.
 - c. The number of events does not exceed six (6) for a calendar year unless approved by the Community Development Director
 - d. The site of the event is adequately served by utilities and sanitary facilities.
 - e. The event will not become a safety hazard or public disturbance and will not cause substantial adverse impacts on surrounding properties or land uses by creating excessive noise, glare, heat, dust, odors or pollutants as determined by the Community Development Director.
 - f. Facilities, structures, and utilities shall be installed and maintained in conformance with all applicable building, fire, traffic and zoning regulations.
11. Temporary nurseries shall be allowed anywhere on the Property. In an attempt to accelerate the growth of trees and shrubs for the Property, nurseries may be located on-site prior to the approval of the Master Plans, site plan or subdivision plat in which they are to be planted within. The nature of this temporary use may include time periods in excess of one (1) year depending on the proposed temporary nursery function. Temporary nurseries may include boxed specimens, temporary irrigation, temporary power, gravel drive-aisles and security fencing. The plan, length of time for a temporary nursery and any other conditions shall be approved by the Community Development Director.
12. Any outdoor processing shall be 100 feet from any perimeter property line.
13. Shall be located at least 100 feet from any adjacent single-family residential use.

14. Adequate on-site customer parking shall be provided.
15. Off-street required parking shall be provided in the rear (away from street) of the property if possible. Parking shall be accessed via limited driveways.
16. BLANK
17. Parcel must have direct access or access through other commercial or mixed-use parcels to an arterial or District Street; not through a residential neighborhood.
18. Shall not locate the drive through lane, speaker board or customer window on the side of the structure facing an existing single-family residential dwelling.
19. Shall design the drive through so as not to impede, restrict or conflict with major pedestrian areas.
20. BLANK
21. BLANK
22. BLANK
23. The number of guest rooms shall be limited to five (5) rooms.
24. The resident owner shall keep a guest register including names, permanent addresses, dates of occupancy, and motor vehicle license number of all guests.
25. May provide food and beverage service to guests and provide for gatherings such as meetings, parties, receptions, luncheons, banquets, weddings, or social events or other gatherings only to overnight guests.
26. An outdoor activity plan describing the location, use, and characteristics of all outdoor activities.
27. Shall not locate any outdoor patio or seating area adjacent to single-family residential dwellings.
28. The uses shall not impede major pedestrian routes.
29. Outdoor display shall receive approval from the Master Plan Administrator and the Community Development Director, and shall not be located in areas other than those shown on the approved site plan.
30. Outdoor storage shall be prohibited within the front yard form/setback.
31. Bulk Containers, Storage or Sales form, temporary require compliance with the following:
 - a. As a temporary use during construction, remodeling, or redevelopment of permanent on-site building and facilities, subject to the approval of the Community Development Director. Such use permit shall specify and limit the number, size, location, and duration of the storage containers.
 - b. As a periodic, intermittent, or isochronal use accessory to a primary permitted use, subject to the approval of the Community Development Director. In addition to specifying and limiting the number, size, location, and duration of the storage containers, the Community Development Director may require additional measures to ensure compatibility with adjacent land uses such as increased setbacks, screen walls, landscaping, exterior materials and color.

- c. In no case shall such storage containers be located in required landscape areas, open space, retention basins, required drive aisles, fire lanes, required parking spaces, loading zones, or any other location that may cause hazardous conditions, constitute a threat to public safety, or create a condition detrimental to surrounding land uses and developments.
 - d. The temporary placement of a portable storage container on a single-family residential lot for the purpose of loading and unloading household contents shall be permitted for a period of time not exceeding seven (7) days in a calendar year.
32. Shall allow for one (1) outdoor display in an area that does not restrict or diminish pedestrian activity.
33. Each Vehicle Display Platform requires compliance with the following:
- a. Elevated platforms or other structures of devices used for the display of vehicles associated with an approved vehicle sales facility are permitted, provided such platforms, structures, or devices:
 - b. Shall only be located in areas currently approved or authorized for vehicle display.
 - c. Shall not project into or over required landscape areas, drive aisles, or fire lanes.
 - d. Shall not be located closer to the public street than the existing, at-grade vehicle display area.
 - e. Shall not exceed four (4) feet in height as measured from the mean finished grade of the display surface.
 - f. Only one (1) vehicle shall be displayed on each platform, structure or device.
 - g. The number of display platforms, structures or devices shall not exceed a ratio of one (1) per on hundred (100) feet of linear street frontage of the at-grade display area (exclusive of driveways).
 - h. The Community Development Director may approve modifications or variations to the above provisions when such platforms, structures, or devices are a component of a site plan reviewed and approved in accordance with this Master Plan. Such modifications or variations shall only be approved upon a finding by the Community Development Director that such platforms, structures, or devices:
 - Constitute a design component, or incorporate architectural features, associated with the primary buildings or structures on the development site.
 - Serve only to enhance the visibility of vehicles, and do not display or portray and advertising message, or commercial signage.
 - Will not impede or obstruct the visibility of traffic maneuvering on the development site or traveling upon the public street.
 - Incorporate enhanced landscaping, architectural elements or other screening measures to effectively mitigate the impact of the platforms.
34. A solid wall or fence, a minimum of six (6) feet high and a landscape buffer shall be provided around play areas abutting any single-family residential dwelling.
35. Drop off and pick up areas shall be delineated on the site plan.

36. Appropriate screening of the playground area shall be considered for any centers adjacent to existing single-family residential dwellings.
37. The school shall be located to provide direct access and engage any existing adjacent open space areas.
38. The storage area shall be screened from public streets by an appropriate screen wall, fence or landscaping.
39. BLANK
40. Stacked materials and equipment shall not exceed a height of six (6) feet unless authorized by the site plan approval authority.
41. Temporary batch plants shall be allowed within the Property for the purpose of recycling, crushing and processing of existing pavement materials, building materials, rock and gravel on-site. The temporary batch plant plan shall be reviewed and approved by the Community Development Director, and approved subject to mandatory length of use limitations prior to the submittal of a Master Plan, site plan or subdivision plat. The following conditions shall apply:
 - a. A batch plant shall be setback from any perimeter Property line a minimum of three hundred (300) feet.
 - b. A batch plant shall be enclosed by a fence, wall and / or landscaping to clearly demark the area of the plant.
 - c. A batch plant shall operate only between the hours of 6:30 a.m. – 9:00 p.m. if less than 1,000 feet from a residence.
 - d. A batch plant may operate without any time of day restrictions if located more than 1,000 feet from any residence.
42. If conducted entirely within a building, no additional conditions are required.
43. Minor service repairs only. No auto body repair or paint shops allowed.
44. Storage of vehicles shall be located either off-site or in a space away from major pedestrian areas or activity.
45. All repair shall be performed within an enclosed building.
46. Vehicular entry to the building shall not be adjacent to single-family residential dwellings. If the entry to the building is facing a single-family residential dwelling the entry repair bays are to be screened from residence and street views by solid masonry walls and landscaping. Alternative screening methods may be proposed and approved by the site plan approval body for unassembled vehicles, auto repair activities, or auto parts.
47. All vehicles awaiting repair shall be screened from view by a masonry wall or approved landscape screen.
48. The bays for the automatic car washes shall not face or open to any single-family residential use.
49. Other than the entrance and exit bay, all automatic washing equipment shall be enclosed within a building or structure.

50. All outdoor vacuums shall be setback a minimum of 100 feet from any single-family residential dwelling.
51. Contractor's vehicles, materials storage and parking drives shall be surfaced with a hard and durable material. Semi-pervious materials may be used.
52. Signs shall be externally illuminated only.
53. Lighting intensities to be determined at the time of site plan approval.
54. Each Wireless Communication Facility requires compliance with the following:
 - a. Wireless communication facilities (WCFs) intended for noncommercial purposes are permitted, provided:
 - Such structure shall not be located in the required front yard or in front of the front line of the dwelling or principal building.
 - Such structures shall not exceed a height of ten (10) feet within a required side or rear yard.
 - Stand-alone structures shall not exceed a height of seventy (70) feet within the buildable area.
 - Such structures are a part of the architecture of a building shall be aesthetically integrated or screened and shall not exceed a height of fifteen (15) feet higher than the building.
 - b. WCFs intended for commercial purposes are permitted in LUGs other than LUG V and LUG E, WCFs for commercial purposes and shall be subject to the following standards. All WCFs shall be administratively approved if they meet the following criteria:
 - The replacement of any exiting WCF, if the replacement is smaller and/or less visible than the original WCF, or there is no obvious visible change from the original WCF.
 - WCF on or within existing buildings, walls, and water tanks that provide for the antennas and equipment cabinets to be fully concealed within or behind existing buildings, existing walls, and/or buried completely underground. All wall replacements shall match the existing colors and materials. Antenna and equipment cabinet locations shall comply with the General Development Standards. All equipment cabinets that are located within the right-of-way or completely underground or are incorporated architecturally within structures are exempt from General Development Standards. Any stealth application such as a tree, flag pole, sports field light pole, or artistic sculpture shall include a landscape plan and methods for screening mechanical equipment.
 - On existing or replaced traffic signal poles with all equipment cabinets buried underground or incorporated architecturally within structures.
 - c. WCFs designed and used specifically for public safety purposes are exempt from the requirements of this section. WCFs approved for public safety purposes and which are also utilized by commercial communication companies shall be considered commercial WCFs and are subject to the requirements specified within this section.

55. Must be aesthetically designed to complement its surroundings through architecture, vegetation and artistic incorporations.
56. Surface parking shall demonstrate coordination and interaction with other uses within the LUG and/or surrounding area.
57. Vehicle storage and parking not permitted on primary or arterial streets on the ground floor level of buildings other than retail sales.
58. Temporary parking lots require conformance with the following:
 - a. Overflow parking lots for stadiums, performing arts centers, competitive aquatics facilities, and similar public event facilities, with a required parking count of at least three hundred (300) spaces, are permitted subject to the approval of the Community Development Director in conformance with the General Development Standards.
 - b. Such approval shall only be approved upon a finding that the temporary or overflow lot is in conformance with the following guidelines:
 - Has a dust-proofed surface consisting of a minimum three (3) inches of compacted gravel, aggregate base coarse (ABC), or crushed granite.
 - Such temporary or overflow lot shall not be subject to the site development and design standards contained in the General Development Standards, however certain provisions of the Design Guidelines may be stipulated as a condition of approval by the Community Development Director to ensure compatibility with adjacent land uses.
59. All potentially hazardous uses shall be appropriately buffered from adjacent uses.
60. Retail development with gross floor area in excess of the amounts listed in "a" or "b" below, as applicable, shall be located on a site abutting the intersection of an arterial or District Street (arterial to arterial, arterial to District, or District to District), as depicted on **Exhibit 8.2 – Roadway Hierarchy** of Section 8.
 - a. Individual Retail use may not exceed 5,000 square feet Gross Floor Area, and Group Retail Development may not exceed 20,000 square feet.
 - b. Individual Retail use may not exceed 10,000 square feet, and Group Retail Development may not exceed 50,000 square feet.
61. Sufficient perimeter landscaping shall be installed along interior property lines to visually mitigate and partially screen any service yards, loading areas, loading docks, outdoor activity and/or outdoor storage from adjacent land uses identified as primarily residential activities by the Master Plan or approved site plan.
62. Each Community Residence requires compliance with the current City of Prescott Land Development Code.
63. Outdoor display of limited scale is permitted next to the immediate entryway, and is not to be considered a primary use of that site.
64. Special Events: Time limits and numbers of events may be exceeded only as authorized by an administrative approval by the Community Development Director.
65. Use shall be limited to or individual/local district use only. Not for regional/commercial (for sale) production.

6.16 LAND USE BUDGET

The Budget, included at **Exhibit 6.34 – Land Use Budget**, sets forth the minimum and maximum amount of intensities and densities for the community as a whole. The intensity and density amounts are subject to designation at the time of site plan and/or subdivision plat approval and dependent on several conditions including drainage, topography, and pedestrian and vehicular circulation. The Master Plan Administrator shall have the sole right to assign/designate density and intensity requirements/allotments from the Budget to individual parcels, lots or tracts. The assignment/designation shall be tracked with a Land Use Budget Tracker ("Budget Tracker"), which shall be submitted to the City with each subdivision plat and/or site plan.

Exhibit 6.34 – Land Use Budget

Land Use	Residential	Commercial / Non-Residential	Hospitality	Open Space / Civic ⁵
<i>Unit</i>	<i>dwelling units</i>	<i>gross square feet</i>	<i>keys</i>	<i>acres</i>
Maximum Permitted	10,500	2,900,000	900	
Minimum Required – Airport Protection				199
Minimum Required – Bottleneck Wash				54
Minimum Required - Other				181

Notes:

1. Granny flats or guest units that are subordinate to a main dwelling unit do not count against the maximum dwelling units permitted.
2. Residential uses that are subordinate to resorts / hospitality including but not limited to timeshare, interval ownership, condominium hotel units and resort residences associated with a resort or hotel use shall count against the total commercial / non-residential square feet permitted.
3. Schools, recreation facilities, congregate care facilities, churches, community centers, and similar uses in LUG OS or LUG CS shall not count against the total non-residential square feet permitted, but may be counted against the open space / civic uses required.
4. Bed and breakfast uses are subordinate to primary residential uses and do not count against the total G.F.A. of commercial / non-residential uses, the total hospitality keys, or the total number of dwelling units.
5. Open space / civic uses required to meet the minimum requirements shall be designated LUG OS or LUG CS.

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