IV. FORM-BASED CODE TEMPLATE:
Sample Neighborhood Regulating Plans and Code Definitions

This chapter is organized in three sections: Introduction to Neighborhood Regulating Plans, Definitions, and Sample Neighborhood Regulating Plans. The opening Introduction section defines a complete neighborhood, how it relates to other neighborhoods and fits within each larger community context zones, defined in the opening section of this document.

The second section is a list of definitions, an explanation of terms and concepts found throughout the document. This section is not merely a reference section; important concepts are included and should be used to set standards within the regulating plans. These definitions are meant to aid in the development of a code; however, these definitions are not all inclusive and do not constitute legally binding information that should be used to establish a code.

The last section of this chapter contains a sample set of neighborhood regulating plans to be used as a template in creating regulating plans for each neighborhood type within a community. The neighborhood regulating plans illustrate how the building types (defined in the second section of this chapter) relate to each other as well as the number and distribution of recommended public spaces within a neighborhood. Additionally, recommended street types and their relationship to the building types are shown on the sample plans.

As stated in the opening pages of this document, the transect (defining context zones) is a tool to broadly study a community's past growth and plans for future growth. The community's comprehensive plan or master plan should define the locations of context zones within the municipality's boundaries and within the surrounding areas. Once a community has mapped its existing context zones and, through an in-depth community process has mapped context zones for growth areas, the regulating process, defining the form-based code, should begin.

Components of the Code

A form-based code is comprised of multiple pieces, including the Introductory Provisions, Neighborhood Regulating Plans, Building Type Standards, and Street Type Standards. As in typical zoning codes, Introductory Provisions are provided in a form-based code and would include a section of administration processes, definitions, instructions on using the code, allowable uses, and miscellaneous general provisions. These pieces have not been included in this template code. The other components are unique to form-based codes and samples of these are included in this document.

Neighborhood Regulating Plan

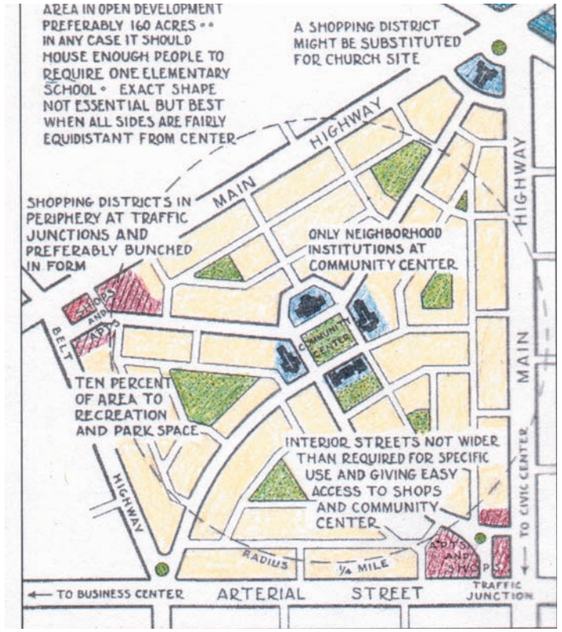
Regulating plans are related to conventional zoning maps in that they define standards for development on each parcel, in our case utilizing the building types defined in later in this chapter. Regulating plans, however, are developed on a much smaller scale, usually by neighborhood, versus zoning maps, which tend to be developed city-wide.

Within each general context zone, neighborhoods should be defined and regulating plans should be created for each. In an existing community, the Regulating Plan would map existing open space, civic spaces, blocks, streets, and parcels. It would also define the acceptable building type per parcel, much as uses are mapped per parcel in a conventional code, and street type per street segment. For larger communities, a series of Regulating Plans for each neighborhood may be required. An example of a Regulating Plan for an existing district is overlaid on the aerial for downtown Grand Rapids in the section for Context Zone 6.

For newly developing areas, the community may develop a Regulating Plan to guide new development or a community may require a developer to submit a Regulating Plan consistent with their code and comprehensive plan.

Defining Neighborhoods

A traditional neighborhood is an area within a community centered around a commercial, civic, and park use. The Perry Traditional Neighborhood Plan (lower left) is an example of a complete neighborhood. The actual size of a neighborhood, the building types within the neighborhood, and the quantity of open space and commercial development depends on which context zone it occurs.



1929 Historic Plan by Clarence Perry detailing a traditional neighborhood, including open space, civic, and commercial uses.

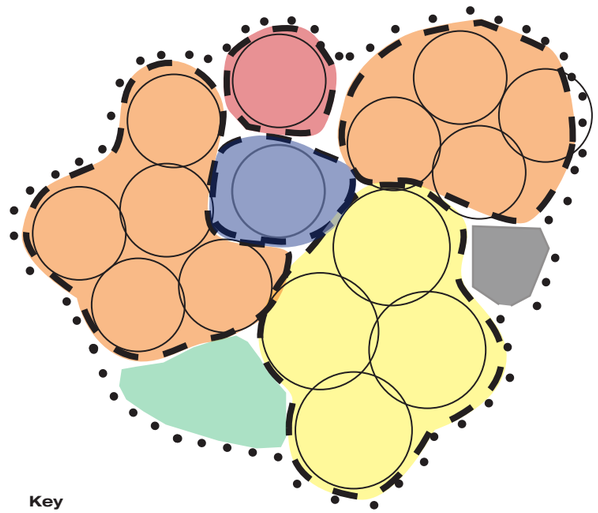
The Grand Rapids neighborhood pictured above is centered around a civic use (school). Extending from the center, this Context Zone 3 neighborhood radiates out approximately a 1/3 mile or about a seven minute walk.

When these neighborhoods in Context Zone 4 of Grand Rapids were developed, commercial nodes were needed at approximately 1/5 to 1/4 mile intervals or about a five minute walk from each other.

Generally, one should be able to easily walk from the center to the edge of a neighborhood. In Context Zone 6, the neighborhood is so compact and dense the walk may only be a few minutes. A five minute walk or a distance of approximately a 1/4 mile is appropriate for neighborhoods in Context Zones 4 and 5. The block pattern is larger and looser in Context Zone 3 and, therefore, the neighborhood size is larger than in the other zones. The distance between the center and the edge of a neighborhood in Context Zone 3 is approximately 1/3 mile. These approximate distances should be used when mapping new neighborhoods on undeveloped land. As is evident from the aerials to the left, existing neighborhoods within a developed community may vary in size, depending on the demand and travel patterns in existence when they were developed.

A traditional municipality is comprised of several neighborhoods. When applying a form-based code to a community, whether it is fully developed or a greenfield, it is important to determine the size or boundaries of a neighborhood. This determination will assist in locating such uses as open and civic spaces and commercial development on greenfield parcels. In an existing neighborhood, reviewing the boundaries will provide information on whether the neighborhood's residents' needs are being met, for example, if there is adequate open space within walking distance of each resident.

Diagram of Neighborhoods within Context Zones



Key

Limits of Municipality - Assuming the designated context zones apply to the Grand Valley region, each municipality will contain multiple context zones but not necessarily all of the context zones that exist within a region. For example, more than likely only Grand Rapids will contain a downtown, Context Zone 6, in the Grand Valley region.

Context Zone - Each context zone is defined by a color. More than one area may constitute the context zone and the context zones need not be consecutive.

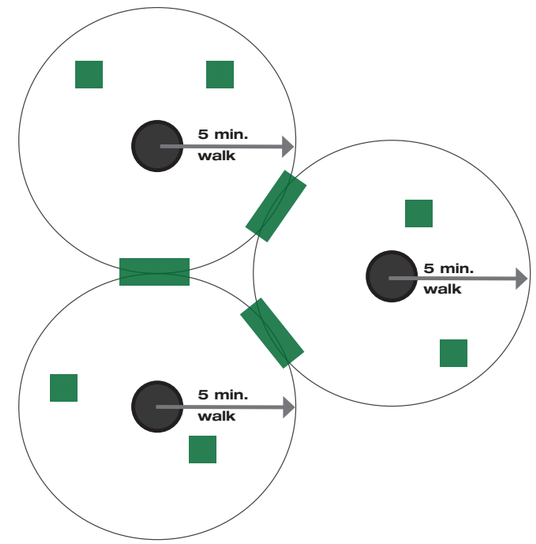
Neighborhoods - One context zone may contain one or more neighborhoods or districts.

Context Zones 1 & 2 - The Preserve and Rural Zones will not normally contain neighborhoods.

Districts - Districts include areas that are not necessarily neighborhoods. A district may include a hospital campus or a university campus or an industrial area.

A traditional municipality was formed from a series of context zones. When creating a form-based code on a greenfield site, it is important to map the proposed context zones to determine the intensity of building types these areas will received.

Diagram of Relationships of Neighborhoods



Key

Neighborhood - Neighborhood size varies, depending on the context zone, but is walkable.

Neighborhood Center - The center usually contains commercial and civic uses.

Open Space - The open spaces can be found throughout the neighborhood; it may be combined with a civic use, such as a school.

Each context zone consists of one or a series of neighborhoods. Each neighborhood is a walkable unit, containing commercial uses and open space convenient to the residents.

Neighborhood Configuration

The table below outlines the components studied in this project that should be included in each neighborhood configuration and mapped on the Neighborhood Regulating Plan. On the following pages, the examples of regulating plans for each context zone illustrate these components. Further explanation is also included by each context zone.

Block Configuration

Blocks should be configured to provide walkable distances for pedestrians, multiple decision and access points for all modes of transportation, and useable sites for buildings and a variety of uses. Off-street parking may also need to be accommodated in Context Zones 5 and 6; blocks should allow parking lots or structures to be located on the interior of the block with occupied buildings surrounding them.

The scale of blocks within a neighborhood determines the walkability of that neighborhood. To determine maximum block sizes within each context zone, national research was consulted to compare with existing block sizes for areas surveyed in Grand Valley, shown in the table on pages 30 and 31. The survey areas shown, however, were not specifically chosen to reflect block size and may not contain the most walkable locations in the Grand Valley area. Further surveying showed that the smallest blocks are about 260' long; the most common sizes are 440' and 660' long. These numbers combined with current building requirements were used to create maximum block sizes as shown in the table below.

For each context zone, four numbers defining block size are included. Maximum block depth is slightly larger than existing blocks in the area; however, allowance for inclusion of surface parking in future developments requires some additional depth. Maximum block length provides blocks in more walkable lengths, but may not allow for such unique situations as blocks along a rail line or river, or blocks that include a parking structure on the interior. Maximum block length for special streets allows a longer block in some of those situations; and maximum block perimeter for blocks with internal parking allows a slightly large block for inclusion of a structure fully surrounded by occupied building.

Allowable Building Types

Complete neighborhoods provide choices within a community. A mix of housing types ensures that people will be able to live in a neighborhood for their entire life cycle, if they choose; children or grandparents will be able to live near each other; and communities will offer affordable housing

Summary Table of Neighborhood Configuration by Context Zone

		Block Sizes (in feet)				Allowable Building Types											Open Space Types				Street Types							
Context Zone	Approximate Neighborhood Size (radius)	Maximum Block Depth	Maximum Block Length	Maximum Length for Special Streets*	Maximum Perimeter of Block with Internal Parking	Downtown Site	Storefront Site	Main Street Site	Cottage Shop Site	Courtyard Building Site	Rowhouse Site	Apartment Building Site	Cottage House Site	Manor House Site	Estate Site	Rural Cottage Site	Square	Green	Playground	Park	Boulevard	Multi-way Boulevard	Avenue	Connector Street	Street	Yield Street	Mews	Alley
CZ-6 Neighborhood	1/8 to 1/4 mile	350	350	400	1800	X											X			X	X	X	X	X	X			X
CZ-5 Neighborhood	1/4 mile	350	400	530	1800		X			X	X						X	X	X	X		X	X	X	X		X	X
CZ-4 Neighborhood	1/4 mile	350	500**	660	n/a			X	X	X	X	X	X	X			X	X	X	X		X	X	X	X	X	X	X
CZ-3 Neighborhood	1/3 mile	350	600	800	n/a				X						X	X		X	X	X	X		X	X	X	X		

* Special Streets are streets that break the grid and are angled; streets that follow a natural feature; or streets that follow a rail line or highway right-of-way.

** In Context Zone 4 Neighborhoods, it is strongly recommended that commercial building types be located on block ends to increase the crossing opportunities as well as the number of access points to the commercial area from the neighborhood.

to those in need. Each neighborhood should provide some level of commercial space, from a corner store in a Context Zone 3 neighborhood to a neighborhood retail district in Context Zone 4. Commercial space within the neighborhood encourages walking and allows those without a car access to goods and services.

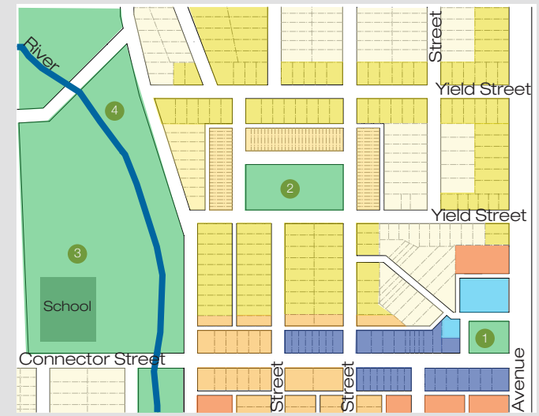
Sample building type standards are outlined in a separate section of this chapter. The building types included in this template may not represent all of the development needs of a community. Review of these building types and inclusion of additional or modified versions should be discussed as needed. The relationships between the sample building types within each Neighborhood Regulating Plan are discussed on the following pages.

Civic Uses
Civic uses should also be located within neighborhoods or between multiple neighborhoods. Libraries located within a neighborhood shopping district or adjacent to a park on a neighborhood street provide destinations for walks and community interaction. Schools located on neighborhood streets allow children to walk to school. Civic Uses are illustrated on the following sample neighborhood regulating plans.

Open Space
Open space is a critical element in each neighborhood and different types of open space are found within the different context zones. When mapping a community to create the regulating plans, open space should be as important an element as the building types, rather than an afterthought to fill in the gaps. This is especially critical when creating a new block pattern and neighborhood on a greenfield site. Open space types are defined in the box to the right and, within each sample Neighborhood Regulating Plan open space types are shown at recommended numbers per area and context zone.

Street Types
The street serves an important role in a walkable community; often it is the primary civic space, a place to meet your neighbors and interact. The configuration of these civic spaces should accommodate not only vehicular traffic, but also bicyclists and pedestrians. Street types, based on surveyed streets in the Grand Valley as well as national standards for good streets, are included in this code in the last section of this chapter. Street types should be mapped on the regulating plans, based on their relationship to the building types and open space defined. These relationships are discussed on the following pages for each sample Neighborhood Regulating Plan.

Open Space Types
There are four permitted open space types detailed in this study. Open Space should be provided to the extent that all households can walk less than 1/8 mile to some type. The Square, Green, Playground, and Park are illustrated in the sample neighborhood plan and are defined below.



Sample neighborhood plan.

1 **Square**
An open space type defined by adjacent building facades and typically surrounded by rights-of-way. Civic buildings may be located within a square, but these buildings must have four public sides, requiring creative solutions for service access. Smaller than Greens and Parks, Squares are roughly less than an acre. They can have a mix of pavement and landscaping, especially in Context Zone 4; and, in more intense context zones, Squares may be fully paved plazas. Squares are passive in terms of recreation and most frequently serve civic functions. Monuments and art work are commonly included in their design.

2 **Green**
An open space type that is spatially defined by adjacent rights-of-way or building facades. Greens are larger than Squares and can be less formal; they are smaller than Parks. Typically, Greens are one to four acres. Greens may also serve a civic function. Usually containing only landscaping, benches, art work, or pavilions, Greens serve as a location for passive recreation. They can also be combined with a Playground for active recreation or be large enough to serve as an impromptu sporting field.

3 **Playground**
Playgrounds are most frequently located with other open space types, but on occasion can stand alone. Paved or landscaped, playgrounds include play equipment, such as swings, slides, and jungle-gyms. Depending on the size of the open space, ball fields or courts may also be included. In the above illustration, a Playground is included with a Park and a school.

4 **Park**
The largest and most natural open space type, Parks are frequently created around existing natural features, such as a river corridor, lake, or forested area. Parks do not always have a defined edge or center and are typically larger than two acres. Ideal for passive recreation, Parks can include trails and pathways, benches, and picnic shelters. Parks can also be combined with Playgrounds and ball fields or courts, as is illustrated above, to serve as centers for active recreation.

Neighborhood Design

Only one Context Zone 6 exists in the Grand Valley metropolitan area. This zone is meant to serve as the center or core of the regional transect. Though a new zone 6 will not likely occur, the existing area will experience redevelopment and infill development on currently under utilized or vacant lots.

The aerial to the right illustrates the City of Grand Rapid's downtown, the Context Zone 6 of the transect studied for this code template. Rather than illustrate a neighborhood plan which can be applied to undeveloped greenfields and areas with preexisting development, as is done for other zones, these pages detail how infill development may occur. Specifically, it examines how the permitted building type, the Downtown Site, relates to the surrounding uses, such as parking, open, and civic spaces, and the existing street network as redevelopment occurs. This is a sample Regulating Plan for downtown Grand Rapids.

Context Zone 6 Neighborhood

Context Zone 6 is the most dense neighborhood in the transect. From the center, the neighborhood extends an 1/8 to a 1/4 of a mile. This area is easily traversed; one could walk from the center to the edge in just a few minutes. Zone 6 is also served by transit. Unlike the other context zones, there is no defined center. Only one Building Type exists in the zone and it occurs throughout the area.

Street Types

The existing street network is unlikely to significantly change in downtown Grand Rapids. The types of streets that currently exist, however, will impact future development. The inset map to the right labeled Street Types outlines the designations of the existing streets. Boulevards, Multi-way Boulevards, Avenues, Connector Streets, Streets, and Alleys are permitted in zone 6. Currently, Avenues, Connector Streets, Streets, and Alleys occur in downtown.

Avenue

Avenues link a neighborhood with the larger community. It has a wide right-of-way to accommodate transit, on-street parking, and a wide pedestrian realm. Avenues have limited driveway access, so few curb cuts should exist to interrupt the flow of pedestrians, those that do should be diverted to alleys or secondary streets. Surface parking lots should not be located on the Avenues, as they create gaps in the streetwall and decrease a street's pedestrian-friendliness.

Connector Street

Less wide and fast than the Avenue, this type of street serves the neighborhood and links it to the adjacent neighborhoods.

Street

Streets serve the neighborhood's traffic flow with on-street parking and two lanes of traffic.

Alleys

Few alleys exist in downtown Grand Rapids. Where they do exist they should be preserved and if an entire block were to redevelop, alleys should be included into the design. Alleys serve as access routes to rear entrances and are used for services such as garbage pickup and deliveries.

Primary Streets

Streets perform different functions depending on where they are located. Designating streets as either primary or secondary establishes the pedestrian-oriented streets from those that are more auto-oriented. This designation is important when locating buildings to ensure that main entrances are located on the primary street and that entrances to parking or loading facilities are not.

In the illustration to the right entitled primary streets, those streets that are currently primary streets and those that should be designated primary are highlighted. This pedestrian-oriented designation, means that development along these rights-of-way should be constructed within the build-to zone. Surface parking lots along these rights-of-way should be replaced overtime with either a parking garage with ground story commercial or office uses or a Downtown Site, which may also contain some parking internal to the building. Existing curb cuts should be shifted to secondary streets or Alleys, when possible, to prevent interpolations in the streetwall and pedestrian realm.

Sample Regulating Plan

Building Types and Land Uses

Downtown Site

Zone 6 contains only one building type, the Downtown Site. This building type can be a single-use building or a mixed-use building and can contain commercial, office, and parking, as well as, residential uses on the upper stories.

As infill development occurs, not all of the new Downtown Site buildings constructed will have commercial, such as retail or restaurant uses, in the ground story. The downtown is so compact that these uses can be concentrated into areas of shopping or entertainment. The remaining areas will have office or lobby uses on the ground story.

Parking - Surface Lots

Parking - Garages

The sample Regulating Plan illustrates where surface lots and parking garages should occur in the downtown as the area redevelops. Parking garages are scattered throughout the downtown, while surface lots are concentrated along the edges and on streets not designated as Primary.

a Many more surface parking lots exist in the downtown than are illustrated in this sample Regulating Plan. The majority of these lots should be redeveloped overtime to contain a Downtown Site. Downtown Site buildings may have parking internal to the building, as long as it is not along the front facade of the building.

b Some of the surface parking lots should be converted to parking garages. The Grand Rapids Zoning Ordinance makes provisions for shared parking facilities, such as parking garages, to satisfy a building's parking requirements. Garages are preferable to surface lots, particularly in the core of the downtown and along primary streets.

As new parking garages are built and existing ones rehabbed, it is important to ensure that their design, location, and points of access are appropriately located. Parking garages should be designed to have commercial, office, or lobby space on the ground floor, shielding parking from the view of the public right-of-way. Parking garages should be evenly distributed throughout the center and edge of the downtown to meet the needs of as many businesses as possible. Entrances to all parking facilities, whether surface lots or parking garages, should be located on secondary streets or an alleys, when available.

Civic Uses

Downtown Grand Rapids has numerous Civic Uses, several of which are concentrated in the northern edge of the downtown. These uses include the City Hall, Courthouse, and museum. A library, police station, fire station, and church are scattered on the east and southern edge. New Civic Uses should be constructed with similar build-to zones and heights to the Downtown Sites

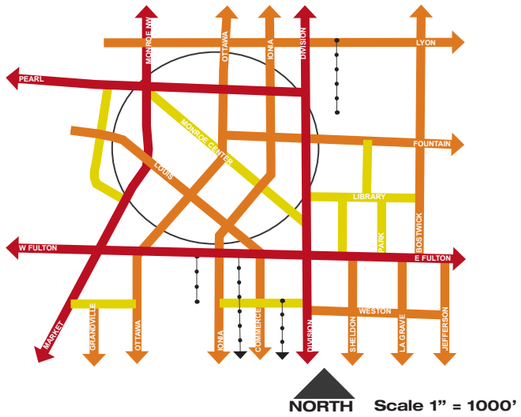
Grand Rapids Community College

A college campus straddles the edge of the downtown neighborhood. It includes a Square and its own parking garage.

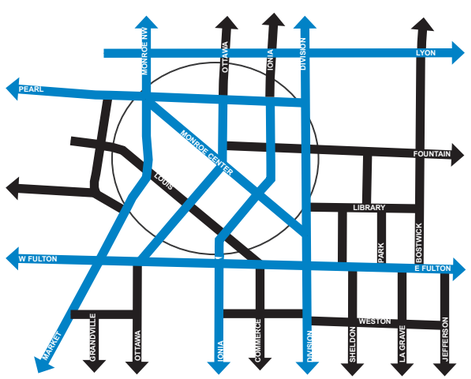
Open Space

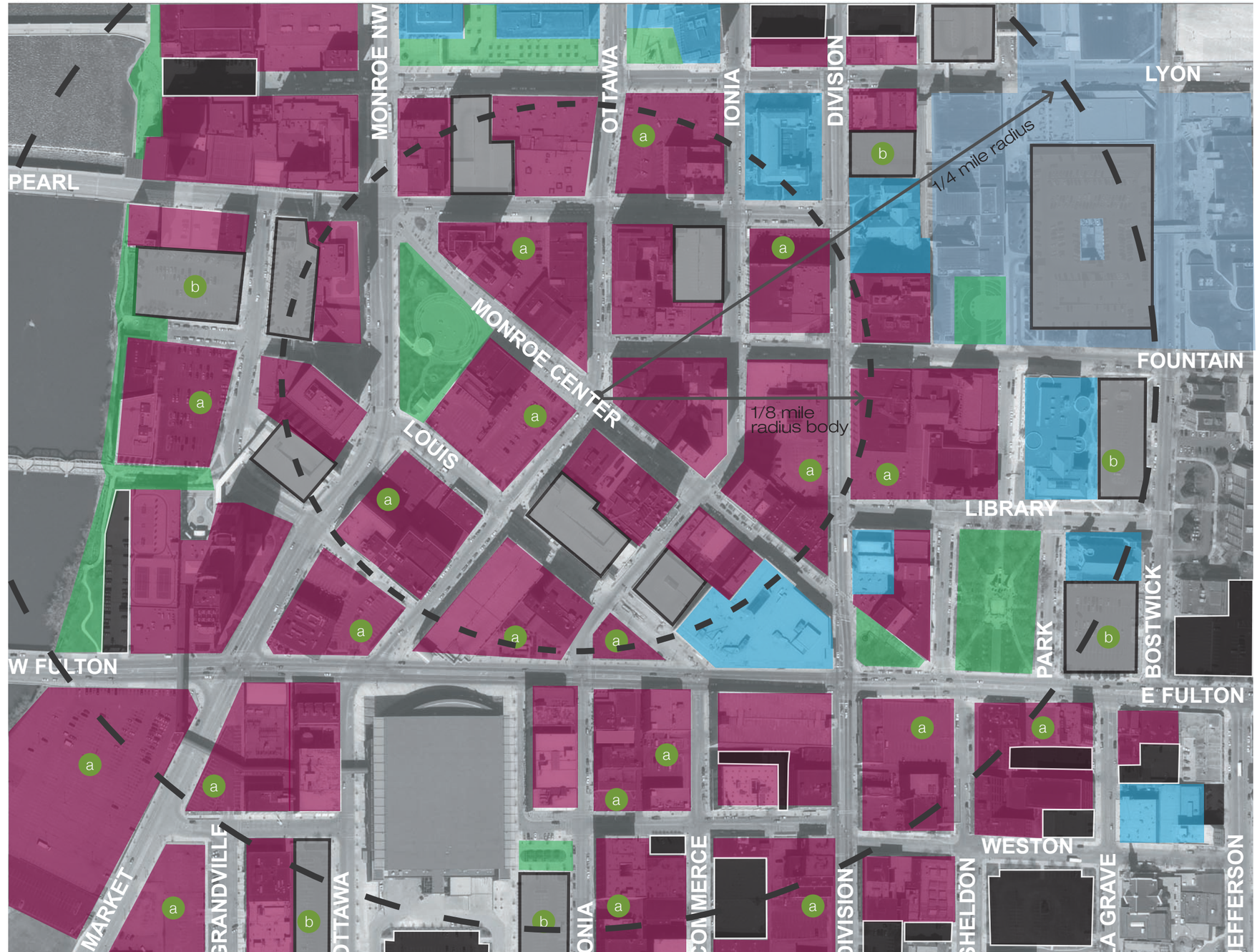
The downtown currently has several open spaces, specifically Squares and Greens. These spaces are highlighted on the sample plan to the right. New buildings constructed along these space should treat these areas specially and include such features as entrances and a transparent facade on the side adjacent to the space.

Street Types



Primary Streets





Sample Regulating Plan for downtown Grand Rapids.

NORTH Scale 1" = 250'

Sample Neighborhood Regulating Plan: Context Zone 5

Neighborhood Design

The sample neighborhood plan to the right does not represent an actual location in the Grand Valley area but is an example of a Context Zone 5 neighborhood that could occur in the region. This sample plan illustrates key concepts in a walkable neighborhood development layout as well as provides an example of a regulating plan for building types located in a Context Zone 5 neighborhood, new or existing.

Context Zone 5 Neighborhood

A Context Zone 5 neighborhood is easily traversed by any mode of transportation; it is compact and walkable. The distance between the neighborhood center and the edge is approximately a 5 minute walk or about a 1/4 mile. The center contains a concentration of commercial uses, both local and regionally oriented as well as civic and open space uses. The remaining area in the neighborhood consists of higher density residential.

Neighborhood Center

The commercial center is an active area that not only serves those residents living in the immediately surrounding neighborhoods, those within walking distance, but also attracts patrons from the larger community. The concentration of commercial is larger than in zone 4; four to eight block faces can usually be supported in a zone 5 neighborhood center. All the buildings constructed in the center should be oriented to each other or central open space, such as a square or park.

Neighborhood

Higher density residential develop surrounds the center. This development is more intense than in zones 3 and 4 and consists of buildings that contain multiple-family residential units and some single family attached on the edges of the zone.

Street Types

The Multi-way Boulevard, Avenue, Connector Street, Street, Mews, and Alley are all permitted street types in the Context Zone 5 neighborhoods. All but the Multi-way Boulevard are illustrated here. The Boulevard and Yield Street are provisional street types.

Avenue

An Avenue links this neighborhood to the adjacent neighborhoods and the community. It is wider than the other rights-of-way found in zone 5. Avenues have on-street parking and limited driveway access. It can be used for both commercial and residential development, as is illustrated here. In zone 5, the Avenue forms part of the neighborhood center; it carries people from outside the neighborhood into this area.

Connector Street

Two Connector Streets run through this neighborhood center. Smaller and slower than the Avenue or Multi-way Boulevard, these rights-of-way carry those in the neighborhood into the center. All of the building types in this zone can be located on the Connector Street.

Street

A Street is a comfortably-scaled neighborhood roadway that can have residential or commercial development constructed along its right-of-way. Here it is used for residential development. The on-street parking serves those visiting the residents in the neighborhood.

Mews

Mews are the narrowest rights-of-way and serve residential blocks. A Mews is ideal for building types with minimal front yard set backs that contain residences. These intimate rights-of-way have on-street parking on one side of the street and may or may not have sidewalks.

Alleys

Alleys are the preferred access for the building types in this zone.

General Block and Street Layout

Block Layout

The base of this sample neighborhood plan is a grid block pattern. Diagonal streets create interest in this pattern, especially when designed around a natural feature such as a water body. Context Zone 5 neighborhoods are very walkable with continuous pedestrians realms. All the building types in this zone use alleys for access, rather than driveways that would disrupt the walkway.

Block Length

Blocks in this zone should preferably be no longer than 400', with a maximum length of 530'. The maximum length should only be utilized in unique situations, such as blocks formed with diagonal streets. A maximum block perimeter of 1800' should be utilized only with an internal parking structure. The building type developed on a block will also impact the length.

a Terminal Vistas

Terminal vistas are created when a right-of-way terminates in a "T" intersection, focusing a view on a building or open space. The portion of the building or open space at this intersection should be treated with a special feature, such as a tower or a sculpture, drawing the attention of the approaching motorist or pedestrian.

b Locating Neighborhood Centers

As was previously stated, the commercial center of zone 5 neighborhoods attracts patrons from an area that extends beyond that of the neighborhood. Because of this, the center must be accessible by rights-of-way that link to adjacent neighborhoods, as well as streets that will carry the traffic from the adjacent blocks. In the plan to the right, the center is located at the intersection of a Connector Street and an Avenue.

Sample Regulating Plan

Building Types and Land Uses

Zone 5 has three permitted building types, the Storefront Site, Courtyard Site, and Rowhouse Site. In the sample neighborhood plan to the right, illustrates all three. Building types are located so that like types are located across the street from each other or facing an open space area.

Rowhouse Site

Rowhouses may be located throughout the zone 5 neighborhood, although typically they should be located on the edges of the neighborhood, serving as a transition to a Context Zone 4 neighborhood. In the plan to the right, a series of Rowhouse Sites are developed around a Green. Rowhouses are paired with an alley to access the parking from the rear of the buildings, creating a continuous streetwall along the primary street.

Courtyard Site

This Site may be used as a residential building, a commercial or office building, and a mixed-use building. When located adjacent to the neighborhood center, the Courtyard building can be used for commercial uses or have residential units on the upper floors. In areas adjacent to the commercial center or along an avenue or boulevard, the building type may house office uses. Elsewhere in the neighborhood, the building contains only residential uses. Regardless of its location, parking is located internally or in the rear of the building.

Storefront Site

A Storefront Site creates an active commercial center in zone 5, denser than the Main Street Site of Context Zone 4. This center attracts patrons from around the community, and coupled with those living in the immediately surrounding neighborhoods, translates into four to eight blocks of compact,

walkable Storefront Sites. These Sites are located on a designated primary street and should be accessed through an alley or a side street to preserve the streetwall and pedestrian realm. Constructed with little to no setback along the front and side property lines and a transparent facade, these Sites create an interesting journey for pedestrians.

Civic Site
Civic sites may be located in or adjacent to the center. These buildings should be developed in a similar manner to the other building types in the center, with little to no setbacks and parking in the rear of the lot. Here, a library is located in the Park, directly north of the center. Civic buildings, including libraries and schools, should be accessible by pedestrians from within the neighborhoods and can serve as centers of neighborhood activities.

Parking
Attracting patrons from outside of the neighborhood means that the center will need to accommodate those who drive. Parking facilities, whether surface lots or parking garages, should not be located off primary streets and should always be accessed from alleys or secondary streets. In the plan to the right, common parking facilities are illustrated behind Storefront Sites. Building types are also arranged so that no front facades face the parking facilities.

Open Space Types
Four types of open space are permitted in Context Zone 5. In the plan to the right, a Green, Playground, and a Park are illustrated. A Square is also permitted, but is not illustrated here. Open space should be distributed throughout the neighborhood so that all residences can access some form of it within an 1/8 of a mile.

1 Green
The Greens illustrated to the right are defined by the adjacent rights-of-way and the building facades on those streets. Greens can be civic, passive, or have active recreational activities when combined with a Playground. It has a defined, landscaped edge with a grassy center.

2 Playground/Ball Fields
In the illustration to the right, a Playground is combined with a Green surrounded by Rowhouse Sites. Playgrounds can be small with such equipment as slides and swings, as is shown here, or can be much larger and include ball courts and fields.

3 Park
Parks are frequently created around a natural feature, such as a forest area or river, as is illustrated to the right. Parks tend to be natural and less defined than a Green.

Scale :
1" to 400'

Neighborhood Layout

The plan to the right is not of an actual place in the Grand Valley area; it is an example of how the blocks, streets, and buildings within Context Zone 4 could look. This sample plan illustrates key concepts in a walkable neighborhood development layout as well as provides an example of a regulating plan for building types located in a Context Zone 4 neighborhood, new or existing.

Context Zone 4 Neighborhood

A Context Zone 4 neighborhood is compact and easily traversed by foot, bicycle, or automobile. From the neighborhood center to the edge should be approximately a 1/4 mile or a five minute walk. A neighborhood center can include commercial, civic, and/or open space uses. The area around the center is comprised of a variety of types of residential uses.

Neighborhood Center

The commercial center is an active area that serves those residents living in the immediately surrounding neighborhoods, those within walking distance. This translates into a concentration of two to three block faces of commercial that can be supported by the neighborhood. These commercial uses are often co-located with other neighborhood civic uses, such as a school, church, or library, uses that also attract those with a comfortable traveling distance. The buildings in the center should face each other or central open space, such as a green. This open space, like the other neighborhood uses, is designed to serve the immediately surrounding residents.

Neighborhood

Around the neighborhood's center is a variety of types of residential development. The larger building types, which usually house multiple families, are located immediately adjacent to the center. These buildings, due to their characteristics such as mass and location on the lot, serve as a transition between the denser, center commercial buildings and lots with less dense development. These residential buildings are not solely located adjacent to the center and can also be found scattered throughout the neighborhood.

Street Types

The Avenue, Multi-way Boulevard, Connector Street, Street, Yield Street, Mews, and Alley are all permitted street types in the Context Zone 4 neighborhoods and all but the Multi-way Boulevard are shown to the right. A Boulevard is a provisional street type in this context zone.

Avenue

An Avenue links this neighborhood to the adjacent neighborhoods and greater community. It is wider than the other rights-of-way found in this zone. Buildings front the Avenue, a primary street, which has limited driveway access.

Connector Street

Less wide and fast than the Avenue, the Connector Street primarily serves the neighborhood. All of the building types in this zone can be located on the Connector Street.

Street or Yield Street

A Street has two travel lanes, on-street parking, and allows driveway access. It can be used for commercial or residential development, but in the illustration to the right, it is used on residential blocks. Yield Streets are considered a subset of the Street category. Developed with a similar right-of-way width, the Yield Street differs from a Street in that it has one wide travel lane that is shared by traffic traveling in either direction. Many of the residential Streets illustrated in the example may be developed as Yield Streets.

Mews

Mews are narrow rights-of-way that best serve building types with minimal front yard set backs that house residences. These intimate rights-of-way have on-street parking on one side of the street and may or may not have sidewalks.

Alleys

Alleys can serve as the means of access for many of the Context Zone 4 building types and are frequently paired with primary streets.

General Block and Street Layout

Block Layout

A grid block pattern forms the basis of the example to the right, but this pattern is altered to preserve natural features, such as a creek corridor, and to allow for diagonal streets, which are prevalent in the Grand Valley area. Creating a block pattern using these considerations not only makes an aesthetically pleasing plan, but can also positively impact such aspects as its walkability and stormwater management.

Block Length

The recommended block size for Context Zone 4 is 270' by 500'. The maximum block length in unique situations is 660'. The maximum allowable length, permits flexibility in land planning, but should only be utilized for unique situations such as on blocks on with angled street. To increase access and walkability, commercial building types should be located on block ends in this zone.

a Terminal Vistas

Terminal vistas can be used to highlight architecturally or community significant buildings. Buildings should be appropriately located on the lots facing the terminals to grab the attention of the approaching motorist or pedestrian.

b Locating Neighborhood Centers

Pedestrian-oriented commercial centers are best located on streets linking adjacent neighborhoods, allowing overlap of neighborhood use. The center should be easily accessed from all local streets within the neighborhoods

Sample Regulating Plan

Building Types and Land Uses

The sample plan to the right illustrates the seven building types permitted in Context Zone 4. As a general rule, the buildings are located so that like Buildings Types are across the street from each other or are located facing an open space area; however, the similar scale of all of these building types allows them to be located adjacently.

Manor House Site

Larger single-family homes on urban lots, this site type can be located within walking distance of the neighborhood center. Parking for these buildings is found in the rear of the lot, which can be accessed from an alley, side street, or the primary street (ideally with a shared driveway). Together with the Cottage Site, it is the lowest density building type in zone 4; frequently a larger, more intense building will be located on the end of the block to serve as a transition between higher traffic areas and Manor or Cottage sites.

Cottage Sites

Cottage Sites house smaller-scaled, residential buildings typically with porches, and only slightly set back from the front property line and adjacent buildings. These buildings are frequently accessed by an alley, but access to the parking in the rear of the lot may also be through a side street or the primary street (ideally with a shared driveway).

Rowhouse Site

Blocks of rowhouses can be scattered throughout a neighborhood. Here, a Rowhouse Site is clustered around a Green north of the commercial center. Parking for the Rowhouse is located either internally or behind the building and should be paired with an alley.

Apartment Site

Apartment Sites house several residential units in a building similar in scale to a Manor House. It is located at the end of a block or on the edge of the neighborhood center, serving as a transition between

the mixed-use buildings and the residential streets. Parking is located in the rear the Apartment Site and accessed is preferred by an alley.

Courtyard Site
In Context Zone 4, the Courtyard Building Site can be an all residential building or may have commercial on the ground story. Here, the Courtyard Site is used solely for residential purposes and is located adjacent to the commercial center as the neighborhood transitions away from the denser core.

Cottage Shop Site
The Cottage Shop is a lower scale, less urban commercial or mixed-use building. This building type is somewhat setback from the front property line and has a pitched roof similar to a house. Located adjacent to Main Street buildings, the Cottage Shop provides a transition between the more active commercial center and purely residential buildings.

Main Street Site
The Main Street Site creates an active commercial center in zone 4. The two to three commercial blocks are compact and walkable, and are located on a primary street, accessed through an alley or a side street to prevent interruptions in the streetwall and pedestrian realm. Cottage Shop Sites, which are slightly less intense than Main Street Site buildings, can also be mixed among the Main Street buildings in Context Zone 4 for a less intensive neighborhood center.

Civic Site
The center of a neighborhood may contain civic uses, besides commercial development. Civic uses include schools, churches, library, community center, and governmental offices. These buildings should be developed in a similar manner to the other building types in the zone 4 center, including small set backs, transparent facade, and parking in the rear of the lot. Here the civic buildings are clustered around a square adjacent to the commercial blocks. Schools should be located within the neighborhood to provide safe routes for children walking to school.

Open Space Types
Context Zone 4 can contain a variety of open space types. Four types, Square, Green, Playground/Ball Fields, and Park, are illustrated to the right and detailed below. Some type of open space should be accessible to each residential unit within 1/8 mile.

1 Square
Squares are defined by the adjacent building facades or rights-of-way and have a mix of pavement and formally designed landscaping. Monuments or other artwork may be found in a Square. In the plan to the right, it serves a civic function, surrounded by civic buildings in the commercial center.

2 Green
Like the Square, the Green is defined by the adjacent buildings and rights-of-way, as is illustrated in the plan to the right. It is characterized by an edge of trees and/or uniformly planted. Greens can have passive or active recreational uses.

3 Playground/Ball Fields
To the right, a Playground and Ball Fields are combined with a Park and school facilities.

4 Park
Parks are the most natural and the largest open space type. They can be passive, with trails or pathways or active, when combined with a Playground. Both are illustrated in the neighborhood plan. Parks can also be used to help manage the stormwater runoff of the neighborhood's impervious surfaces.

Scale :
1" to 400'

Neighborhood Layout

The sample neighborhood plan to the right is not of an actual place in the Grand Valley area; it is an example of how the blocks, streets, and buildings within Context Zone 3 could be organized.

Context Zone 3 Neighborhood

A Context Zone 3 neighborhood is less compact and walkable than those in the other zones. The blocks are longer and the streets are not necessarily in a traditional grid pattern. From the neighborhood center to the edge is approximately a 1/3 to a 1/2 mile or a seven to ten minute walk. The concentration of commercial development, found in other neighborhood centers, is absent; Zone 3 is predominantly a residential zone.

Neighborhood Center

The center of this zone is comprised of civic and open space uses that serve the surrounding neighborhood. An isolated commercial use or two may also be found. The buildings in the neighborhood center should face each other or a central open space, such as a Green, as is illustrated to the right.

Neighborhood

Around the center are two types of development: homes on large lots and larger homes on larger lots. All the residential development in this zone is single-family detached units, making the area a lower density than zones 4, 5, and 6. The buildings in this zone are set back from the street with large front yards that are frequently well landscaped. In some cases the structures are hidden from view of the street with landscaping. This, coupled with the scattered open spaces throughout the neighborhood, make the area appear very green.

Street Types

The Boulevard, Avenue, Connector Street, Street, and Yield Street are all permitted street types in the Context Zone 3 neighborhoods. The Multi-way Boulevard, Mews, and Alley are provisional.

Boulevard

Boulevards serve to link a neighborhood with the greater community. With limited driveway access and no on-street parking in zone 3, the Boulevard is a higher speed roadway and is wider than the other rights-of-way. The Boulevard is frequently designated a primary street with the adjacent buildings facing it. The center of the neighborhood is not located on the Boulevard, but is easily accessed from it.

Avenue

Avenues link neighborhoods with a right-of-way wider than that of a Connector, Street, or Yield Street. Since Avenues serve as an important link within a community, it is usually designated a primary street with limited driveway access and building facades fronting it. The center of the neighborhood is easily accessed from the Avenue, but it is not located directly along it.

Connector Street

The Connector Street runs alongside the neighborhood center and links it to the Avenue and Boulevard. Less wide and fast than these other two street types, this right-of-way primarily serves the adjacent neighborhoods. In the neighborhood plan to the right, the Connector Street is not a primary street, the buildings developed adjacent to its right-of-way face the streets perpendicular to it.

Street or Yield Street

A Street has two travel lanes, on-street parking, and frequent driveway access. The majority of the rights-of-way in the plan to the right are either Streets or Yield Streets. The Yield Street has one wide travel lane that is shared by traffic traveling in either direction.

General Block and Street Layout

Block Layout

Zone 3 has a looser block pattern than the other zones. Though the streets are curvy and irregular, remnants of a grid pattern remain, allowing a level of inter-connectedness lower than zones 4, 5, and 6. The blocks are also much longer in this zone than in the others. This block pattern was formed to preserve natural features, such as a creek or river corridor, and to allow for diagonal and curvy streets.

Block Length

The preferred block length in Context Zone 3 is 600'. A maximum 800' block length could be utilized for angled streets or streets that follow a natural feature, but it should be coupled with a mid-block path or passageway.

a

Terminal Vistas

Terminal vistas create a focal point for an approaching pedestrian or motorist when a roadway ends at a "T" intersection. It can be used to highlight architecturally or community significant buildings, but requires that the buildings be appropriately located on the lots to align with the terminus.

b

Locating Neighborhood Centers

Pedestrian-oriented centers in zone 3 are best located on streets primarily serving the neighborhood, rather than those linking neighborhoods, which tend to be wider with higher speeds. In the example to the right, the center is located on a Connector Street linking the larger Avenue and Boulevard rights-of-way.

c

Stormwater Management

In this low density zone of the transect, there are fewer impervious areas than the other zones. This combined with parks developed around natural corridors, such as a creek or drainageway, create the possibility of a more natural method to stormwater management. Run off from the impervious areas, such as the pavement on the roadways and the rooftops of the buildings, can be directed into swales along property lines, naturally cleaned, and fed into the Park.

Sample Regulating Plan

Building Types and Land Uses
Three building types are permitted in Context Zone 3. As with the other neighborhoods, the buildings are located so that like buildings types are across the street from each other or are located facing an open space area.

Rural Cottage Site
Rural Cottage Sites contain a single residential unit. The buildings are set back from the front and side property lines, more so than the similar building type in Context Zone 4. The lots are also larger than those in Context Zone 4. Parking is found in the rear of the lot and is accessed by a driveway from a primary or secondary street that can be shared between adjacent properties; alleys are rarely located in this zone.

Estate Site
Estate Sites have the largest lots and structures of all the buildings containing a single residential unit. Estate buildings are also set back from the front and side property lines with large landscaped yards. Driveways from the primary or secondary street access the private parking at the rear of the lot.

Cottage Shop Site
Cottage Shops physically appear to be a hybrid between the Main Street and Cottage Sites. They are slightly set back from the front and side property lines and have a modified storefront window, pitched roof, and contain a commercial use on the ground story. In this zone, as is illustrated to the right, the Site is found not in an area of concentrated commercial, but either stands alone at a higher traffic corner or is grouped with civic uses. The commercial uses serve those residents within the neighborhood, such as a corner store.

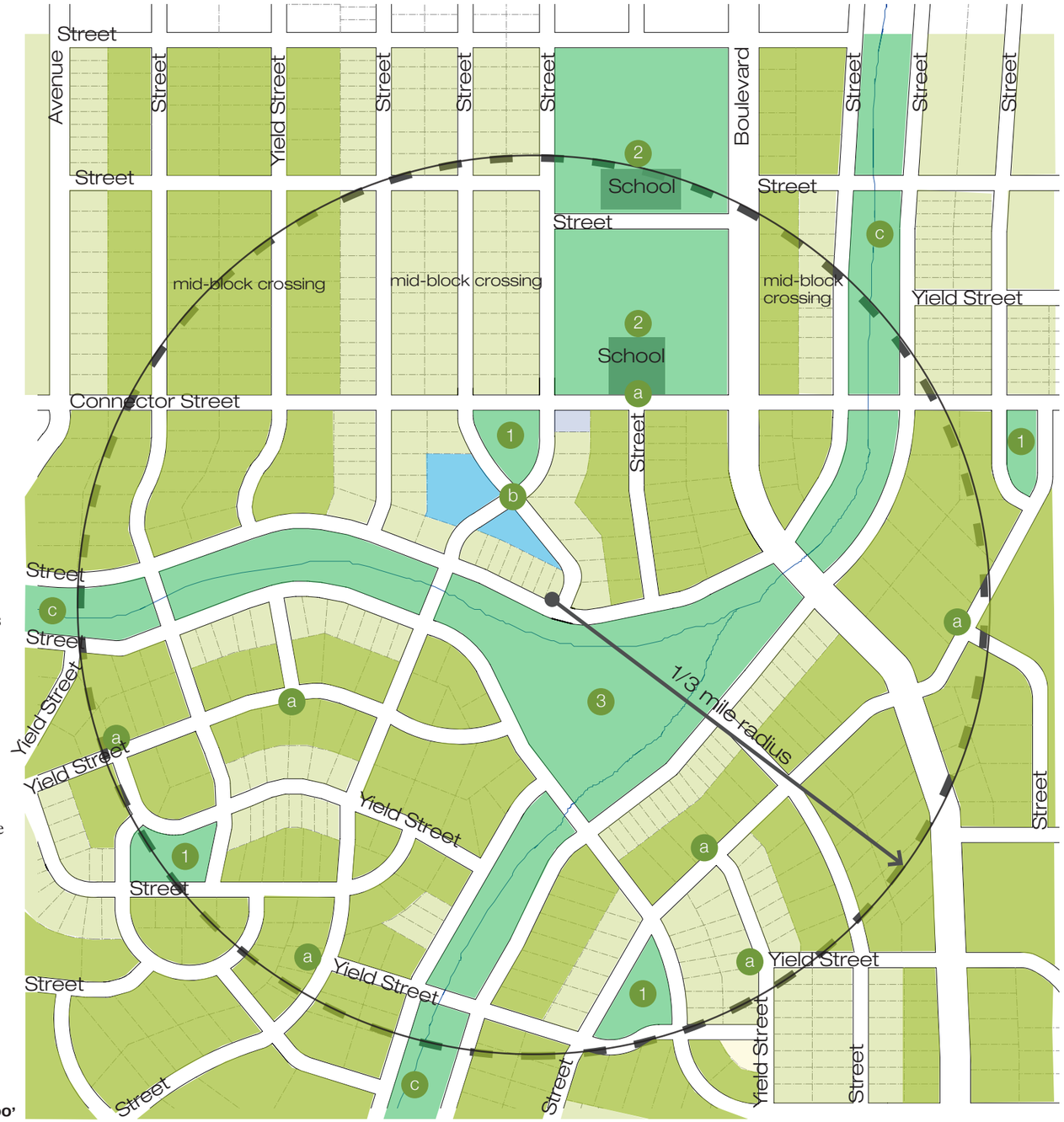
Civic Site
The center of this neighborhood contains several civic uses clustered around a Green with the parking in the rear of the buildings accessed from a secondary street. Schools should be located within the neighborhood, creating additional possibilities for civic use and allowing neighborhood children to walk to school.

Open Space Types
Three types of open space are permitted in Context Zone 3. All three, a Green, Playground/Ball Fields, and Park, are illustrated to the right and are detailed below. Some type of open space should be accessible from every residence within 1/8 of a mile.

1 Green
Greens are scattered throughout the neighborhood. Their shape and size vary and depend on the adjacent rights-of-way, which in those zone are angled or curvy.

2 Playground/Ball Fields
Playgrounds can stand alone, but usually are combined with another type of open space. In the illustration to the right, a Playgrounds/Ball Fields/Courts are located on school property and includes playground equipment, such as a jungle-gym and slides, as well as, ball fields and courts that are also used by both the school and the neighborhood.

3 Park
Parks are ideally located along existing natural corridor such as a river, lake, or natural forested area. Because of their natural state, Parks may also play a role in the management of stormwater in the neighborhood.



Scale :
1" to 500'

Form-Based Code Template

Sample Definitions

Introduction

The definitions included herein are a sample set, intended more to convey the intent of the form-based code than to serve as the complete definitions section of a potential code. These definitions relate to both the regulating plans and the building types sections of the template code.

Definitions

Accessory Building
A building located on a lot that does not contain the lot's principal use. It can house an additional residential unit, workshop, home occupation, or parking.

Arcade
A base type. A space contiguous to the pedestrian realm separated by columns that is carved out of the ground and/or second stories of a building. The space is open to the public and serves as an entrance way into a building. A Storefront may occur with an Arcade on the inner wall of the building.

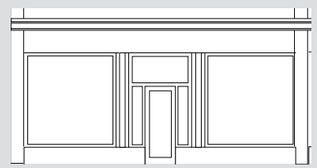
Awning
A non-permanent roof-like structure supported by a frame that projects out from a facade over windows and doors; it is permitted and overhang the property line.

Balcony
An open portion of an upper floor that extends beyond or indents into a building's exterior wall and is permitted to overhang the property line.

Base Type
The permitted treatment types of the ground story, including Storefront, Arcade, Courtyard, Porch, Porch with a visible basement, and Stoop with a visible basement. Each building type includes regulations detailing which are permitted.

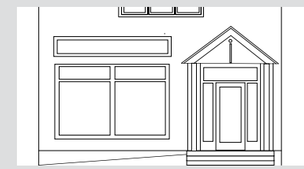
Bay Window
A series of windows that project beyond the exterior wall of a building and are permitted to overhang the property line.

Base Type
The permitted treatment types of a building's ground story. These types are illustrated below. The first three base types are the most transparent; they are used on buildings housing commercial uses in the ground story. An horizontal expression line, found on several of the building types, divides the ground and upper story and specifically defines the area appropriate for the base treatments.



Storefront
A base type with a large display window that creates a very transparent facade, permitting those on the street to see inside and those inside to see the activity on the street. This base type is used on buildings housing commercial uses in the ground story.

Arcade
A space contiguous to the pedestrian realm separated by columns that is carved out of the ground and/or second stories of a building. The space is open to the public and serves as an entrance way into a building. A Storefront may occur with an Arcade on the inner wall of the building.

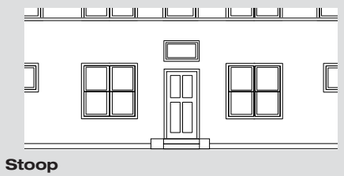


Shopfront
A hybrid of a Storefront and a Stoop or Porch base types. It has a smaller display window than the Storefront Base, creating a less transparent facade. The building entrance is from a Porch or a Stoop, rather than at-grade. This type is typically found on buildings with commercial uses on the ground story and a pitched, rather than a flat roof.

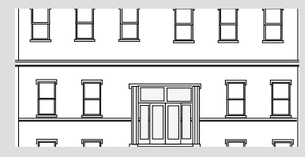
Porch
The covered area adjoining an entrance to a building typically on the front facade, often with a separate roof. This raised area is access by stairs and serves as a main point of entry into a building.

Porch vs. Enclosed Porch
Porches may be open on three sides, as is illustrated to the left, or may be enclosed for three-season or year round use.

Porch with visible basement
Porches may also be combined with a visible basement, as is shown above. Here, a portion of the basement story is above grade allowing it to be inhabited. This type is frequently used for residential buildings containing multiple-units.



Stoop
A slightly raised exterior floor at the point of ingress or egress. This type can be utilized for a range of building types.



Stoop with visible basement
Stoops, like Porches, can be combined with a visible basement story. This is may be used for building types housing multiple residential units or office uses.

Block
An area that can be comprised of land and alleys that is surrounded by rights-of-way on all sides.

Build-to Line
The minimum distance a building can be placed from a lot line.

Build-to Zone
The area directly adjacent to the build-to line in which the front facade of a building may be placed; the zone dictates the minimum and maximum distance a structure may be placed from the property line.

Building Type
A category that is determined by a building's height, scale, use, and location of the building on its lot.

Building Footprint
A line delineating the area within the perimeter of a building, typically measured at the foundation.

Cap Type
The detail at the top of a building that finishes a facade, including a pitched roof, pitched roof with dormers, and a flat roof. It is synonymous with roof type.

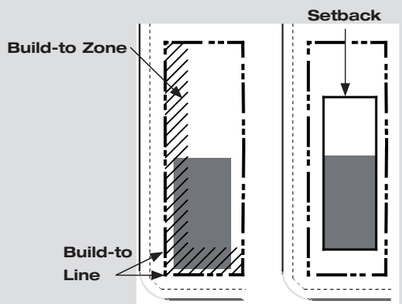
Civic Building
A building with a governmental or community function that serves religious, charitable, cultural, educational, or other public purposes.

Commercial Uses
Uses that include retail, entertainment, and services, but that exclude offices and residential uses.

Corner Building
A building constructed on the corner of a block to hold the spatial definition of an intersection, often referred to as "holding the corner."

Corner Lot Line
The property line of a corner lot along the secondary street.

Build-to Zone vs Setback
Guidelines for each building type contain requirements for both build-to zones and setbacks. Build-to zones denote the minimum and maximum distances a building can be placed from a property line. The facade of a building must be located within this area. A setback line dictates the minimum distance a building may be constructed from a property line, meaning the building may be located anywhere beyond this line.



Cornice
A traditional architectural feature with horizontal molding projecting from the facade and along the top of a building.

Courtyard
An outdoor area enclosed by a building on at least three sides that is open to the sky.

Crosswalk
A path clearly delineated on a street to indicate where pedestrians should cross.

Curb Cut
A break in the curb line and sidewalk for means on ingress or egress of motor vehicles.

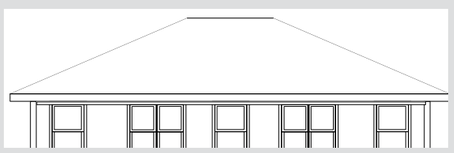
Display Windows
Windows on the ground story of a building used for store display that allow visibility into and out of the store. These windows are located on Storefront and Shopfront base types.

Double-Hung Window
A window that has two movable window frames that slide on vertical track.

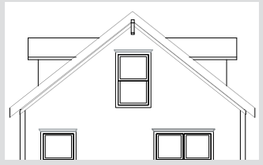
Eave Height
Height of a building measured from grade to the lowest point of the primary roof structure.

Cap Types
The building types have either pitched or flat roofs. Pitched roofs, with or without dormers, invoke a more rural feel than a flat roof, which is more typical in denser, urban environments. Flat roofs are capped with a parapet which can have a cornice detail or, more simply, horizontal expression lines. The template code details standards for both the pitch of a roof and the height of a parapet.

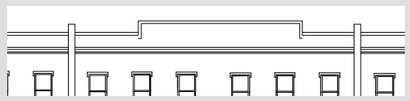
Pitched Roof



Pitched Roof with Dormers



Flat Roof with Parapet



Expression Line
A traditional architectural feature: a decorative linear element, horizontal or vertical, on the exterior of a building that typically delineates the floors or bays of a building. Use of this element impacts the perceived scale of a building by dividing it into more human-scaled pieces.

"Eyes on the Street"
A concept introduced by author Jane Jacobs that recommends constructing or redeveloping buildings to have windows overlooking a street so that people can monitor street activity from inside.

Facade
The exterior face of a building, including, but not limited to, the wall, windows, window sills, doorways, and such traditional design elements as horizontal lines, cornice, and parapet.

Front Facade
The face of a building adjacent to a street; corner buildings have two front facades.

Ground Story
The first floor of a building that is level to or elevated above the sidewalk, excluding basements and cellars.

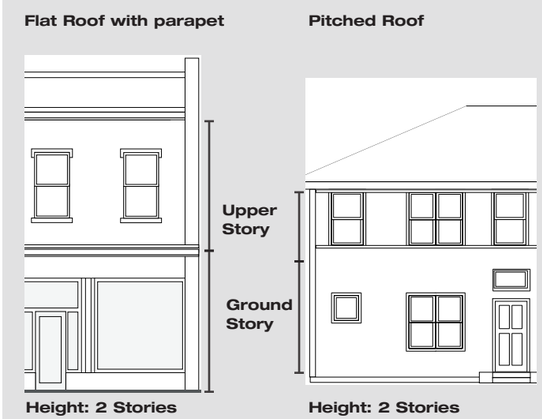
Green
An open space type that is spatially defined by adjacent rights-of-way or building facades. The edge of the Green is usually formally defined with trees or landscaped planters which surround the grassy center. Greens may be civic or utilized for either passive or active recreation when combined with a Playground.

Height
The actual height of building, measured in full and half stories; i.e. 2 1/2 is the equivalent of 2 full stories and one half.

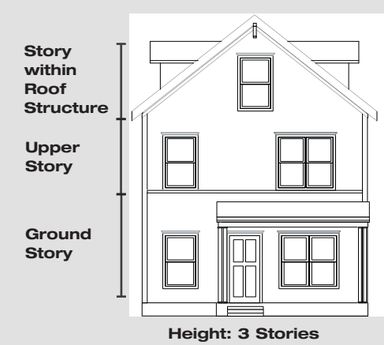
"Holding the Corner"
Building up to both the front and side property lines on a corner lot, in a sense holding down or anchoring the corner.

Height
The height of the buildings types is measured in stories, specifically half-stories to account for buildings with visible basements. All stories are measured floor to floor. The ground story of a building is the first floor of a building that is level to or elevated above grade. The upper stories of a building begin at the first floor above the ground story. Specific standards for the height of a parapet, pitch of a roof, and floor to floor heights are outlined in the template code.

Building types constructed with pitched roofs with dormers have regulations that allow an additional story, if located within the roof structure. Below is an example of this type of building and how it is measured.



Pitched Roof with dormers



Form-Based Code Template

Sample Definitions

Lot
A piece of land within a larger subdivision that is intended for developed.

Lot Line
The property lines bounding a lot.

Massing
The manner in which a building's proportions—height, depth, and size—are proportionate to the width of the street on which it is located.

Median
A paved or landscaped island separating lanes of traffic that travel in different directions.

Mixed-Use
A building that includes more than one use; typically having different uses on the first floor than the upper floors of the building. A common example is ground story commercial with offices or residences on upper floors.

Multiple-Family Building
A category of buildings housing more than one family.

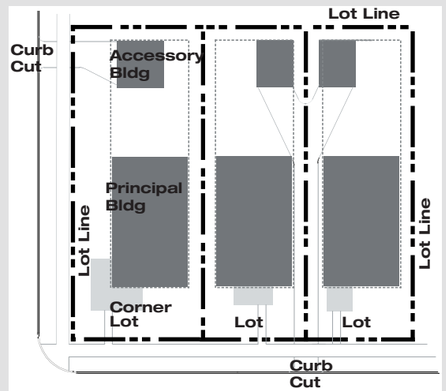
Office Uses
Non-retail and service businesses that do not require a Storefront base type to conduct business.

Open Space Type
The types of open space permitted by this template code.

Parapet
A cap type that is a traditional architectural feature with a low wall at the edge of the roof that screens the roof itself, thereby creating a roof line. It is found on flat roofs and is frequently used to hide mechanicals.

Park
An open space type usually created around an existing natural feature such as a river, corridor, lake, or forested area. It is the largest type of open space and is the most natural without a defined edge or center. Both passive and active recreation are permitted and it may be combined with a Playground or ball fields and courts.

Lot and Site Coverage of Buildings



Site Coverage of Buildings = (Principal + Accessory Bldg Area) / Total Lot Area

Paver
A brick or block of stone used in special sidewalk or crosswalk paving.

Pedestrian Realm
The area of the public right-of-way intended for pedestrian travel; the area between the face of the curb and the nearest property line.

Pitched Roof
A cap type typically found on buildings containing residential uses. A type of roof with a slope or pitch that may or may not include dormer windows.

Playground
An open space type that can be paved or landscaped and includes play equipment and ball courts or fields depending on the size of the space. Typically the area is fenced and is found in primarily residential areas.

Porch
A base type that is a covered area adjoining an entrance to a building, usually with a separate roof. It may be combined with a visible basement and may be enclosed.

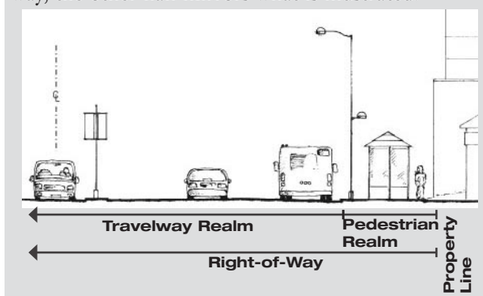
Property Line
A line that legally describes the boundaries of a piece of property or lot.

Primary Street
A pedestrian-oriented street that has buildings constructed within an appropriate build-to zone resulting in little to no front or side yard setback, a continuous streetwall that defines the space, and few to no interruptions from curb cuts.

Principal Structure
A building that houses the primary use on the lot.

Recessed Entry
A traditional architectural feature: a doorway that is inset from the front facade of a building.

Right-of-way
There are two primary pieces of the right-of-way, the travelway realm, which includes the vehicular travel lanes, bicycle lanes, and parking lanes, and the pedestrian realm, which includes the sidewalk and any streetscape enhancements or street furniture. Below is half of a right-of-way, the other half mirrors what is illustrated.



Primary vs. Secondary Street
Primary streets are pedestrian-oriented streets with few to no interruptions from driveways; the pedestrian realm is a continuous pathway. A streetwall is formed along these streets with buildings that are constructed within the appropriate build-to zone for the building type and with little to no side yard setbacks. Secondary streets are utilized for access to parking and loading areas. The pedestrian pathways along secondary streets are characterized by intermittent interruptions from these curb cuts.

Primary Street

Secondary Street

Regulating Plan
A set of plans in a form-based code that identify the standards by which a lot or a street may be developed.

Residential Use
Uses that include single-family and multiple-family residences.

Right-of-Way
A publicly owned strip of land on which sidewalks, streets, alleys, and utilities may be constructed.

Scale
Refers to the relative size of a building, street fixture, sign, or other architectural element.

Setback
The distance from the facade of a building to the corresponding property line; front, rear, and side yard setbacks may exist for a given site. It delineates the minimum distance a structure must be placed from a lot line.

Secondary Street
Streets that serve as the access points for parking facilities and loading areas. These streets do not have a continuous streetwall or pedestrian realm due to the interruptions from curb cuts.

Shopfront
A base type that is a hybrid of a Storefront base type and a Stoop or Porch base type. It is characterized by a display window that is smaller than the traditional Storefront, creating a facade with less transparency. The entrance into the building is from a Porch or a Stoop. This base type is typically found on buildings that contain commercial uses on the ground story, but have a pitched rather than a flat roof.

Sill
A traditional architectural feature: the horizontal element at the bottom of a window or door frame.

Single-Family Residence
A building that houses only one family.

Site Coverage of Buildings
The maximum area of a lot that may contain a structure, measured from the total area of the lot.

Square
An open space type defined by adjacent building facades or rights-of-way. It has a mix of pavement and formally designed landscaping and generally serves a civic function. Monuments and art work are commonly included in its design.

Storefront
A base type with a large display window that creates a transparent facade, permitting those on the street to see inside and those inside to see the activity on the street. This base type is not for buildings with residential uses in the ground story, but with buildings housing commercial uses on this floor.

Street Tree
A tree planted in a grate or planting bed within the right-of-way, typically in the pedestrian realm.

Street Furniture
Features on a public street that increase a pedestrian's comfort, such as benches, trash cans, and bicycle racks.

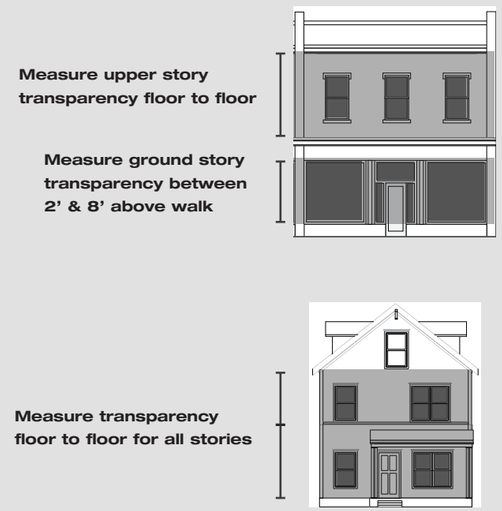
Street Type
The types of streets permitted and regulated by this code template.

Streetscape
Design elements along the public right-of-way, including streetlights, sidewalks, landscaping, street furniture, and signage.

Streetwall
The vertical plane created by building facades along a street. A continuous streetwall occurs when buildings are located in a row next to the sidewalk without vacant lots or side yards.

Stoop
A base type with a slightly raised exterior floor at the point of ingress or egress. It can be combined with a visible basement and used with residential, commercial, or office uses.

Transparency
Transparency is measured differently depending on the building type. On buildings with Storefronts and Shopfronts, the ground story transparency is measured on the facade between 2' and 8' above sidewalk level. On the upper stories of these buildings, it is measured from floor to floor. Buildings with a Porch or Stoop base type have the transparency measured from floor to floor on both the ground and upper stories.



Transom Window
A small horizontal window located above a door or window to allow in light or air, typically found on buildings housing commercial or office uses.

Transparency
The degree, measured as a percentage, to which a facade has clear, transparent windows on each story. Tints, films, and mirrored surfaces detract from the level of transparency.

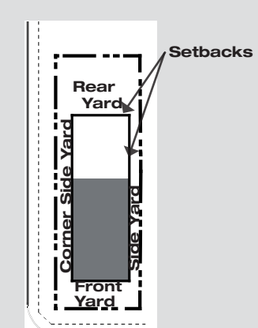
Travelway Realm
The area of the right-of-way that includes the vehicular travel lanes and the parking lanes.

Use
A purpose or activity that may occur within a building or on a lot.

Yard
The space on a lot which is unoccupied and unobstructed from the ground to the sky.

Yard, Front
A yard extending along the full length of the front lot line between the side lot lines. Corner lots can have two front yards.

Yard, Rear
A yard extending along the full length of the rear lot line between the side lot lines.

Yard, Side
A yard extending along a side lot line from the front yard to the rear yard.

Yards
The space on a lot which is unobstructed from the ground to the sky.