RESOLUTION NO. 11464

A RESOLUTION DETERMINING THAT THE PROPOSED PROJECT IS EXEMPT FROM CEQA, ADOPTING PROPOSED OBJECTIVE DEVELOPMENT AND DESIGN STANDARDS FOR GENERAL PLAN MIXED-USE AND RESIDENTIAL OVERLAY AREAS, AND REPEALING THE CITY OF FOLSOM DESIGN GUIDELINES FOR MULTIFAMILY DEVELOPMENTS

WHEREAS, recent changes in California State law require jurisdictions to consider only objective criteria for streamlined review of certain types of housing and mixed-use projects; and

WHEREAS, on August 27, 2024, the City Council adopted a set of General Plan land use amendments that, among other policy changes, established minimum densities and maximum floor area ratios in newly established overlay areas to assist with meeting the City's Regional Housing Needs Allocation (RHNA) requirements; and

WHEREAS, adoption of Objective Development and Design Standards would benefit the City by providing clarity, consistency, and improved design for multifamily and residential mixed-use developments in certain designated areas of the City; and

WHEREAS, the current *City of Folsom Design Guidelines for Multifamily Development*, adopted by the City Council on May 26, 1998, is subjective in nature and contradicts Folsom Municipal Code Title 17 residential development standards; and

WHEREAS, notice has been given at the time and in the manner required by State Law and City Code.

NOW, THEREFORE, BE IT RESOLVED that the adoption of the proposed Objective Development and Design Standards and repealing of the City of Folsom Design Guidelines for Multifamily Developments are exempt from further environmental review under Section 15061(b)(3) "Review for Exemption" of the CEQA Guidelines.

BE IT FURTHER RESOLVED that the proposed Objective Development and Design Standards, as shown in Exhibit "A," are hereby approved.

BE IT FURTHER RESOLVED that the City of Folsom Design Guidelines for Multifamily Developments, as shown in Exhibit "B," are hereby repealed.

PASSED AND ADOPTED this 28th day of October 2025, by the following roll-call vote:

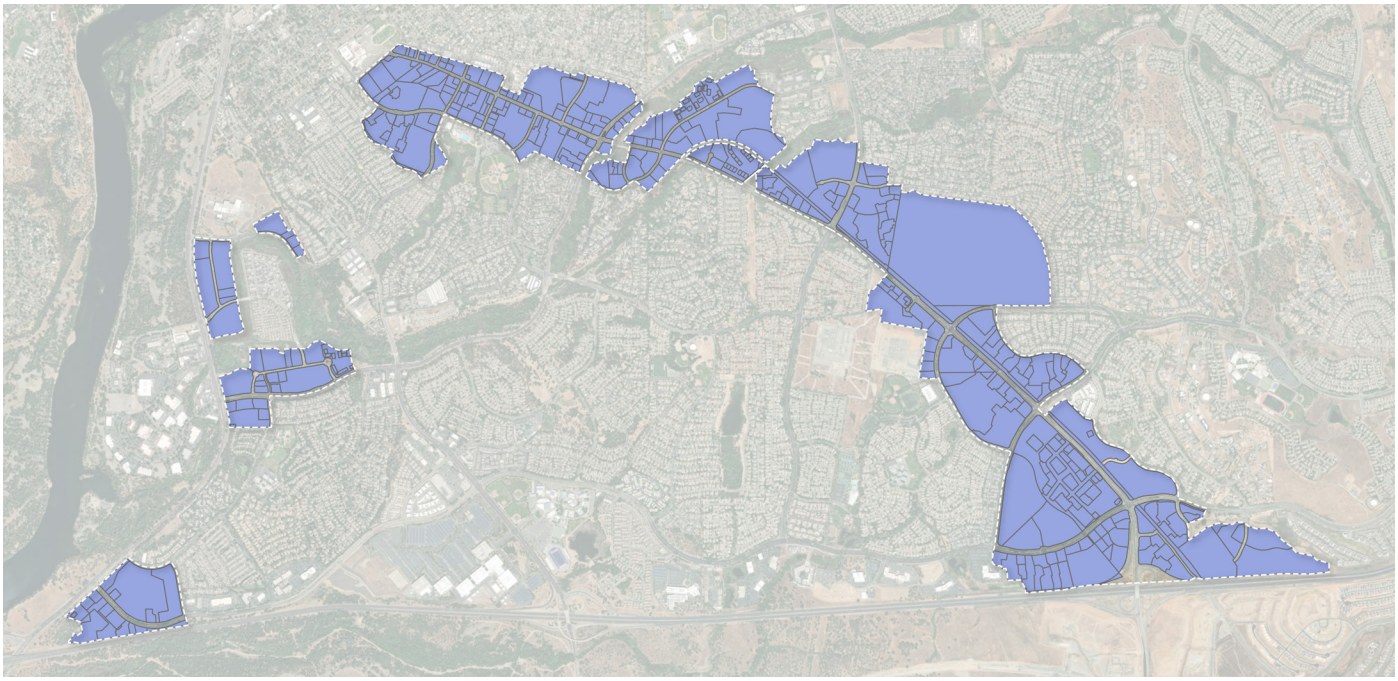
AYES: Councilmember(s):
NOES: Councilmember(s):
ABSENT: Councilmember(s):
ABSTAIN: Councilmember(s):

Sarah Aquino, MAYOR

ATTEST:

Christa Freemantle, CITY CLERK

EXHIBIT ‘A’ – OBJECTIVE DEVELOPMENT AND DESIGN STANDARDS



Objective Development and Design Standards

For the East Bidwell Corridor Mixed-Use Overlay, Folsom Boulevard Transit-Oriented Development Overlay, and Folsom Town Center Overlay Areas

Public Review Draft

Prepared for
Folsom, California

October 2025

CITY OF FOLSOM
DISTINCTIVE BY NATURE

OPTICOS

Table of Contents

This page intentionally left blank

Chapter 1 Introduction

Sections:

1.01 Purpose and Applicability

A. **Purpose.** The Objective Development and Design Standards (ODDS) regulate the physical form and character of development so that new development develops in a manner compatible with existing community character while enhancing walkability and human-scaled urban design. The ODDS address building form, the relationship between buildings and the public realm, the scale and mass of buildings in relation to one another, and—for larger sites—the scale and character of streets and blocks. The creation of these ODDS has been guided by the following goals:

1. **Increase predictability and transparency** in the development process with consistent expectations for intended results.
2. **Promote a livable city** by supporting diverse housing types that engage the streetscape to create vibrant and walkable environments.
3. **Respect the context** of Folsom's existing built and natural environment through development that is sensitive to and complements adjacent land uses and development.
4. **Convey intent through visual guidance** to better communicate the standards with photographs, diagrams, and tables.

B. **Applicability.** The ODDS apply to all new multi-unit and mixed-use residential development for certain Overlay areas in the City of Folsom as identified in the 2035 General Plan. These areas are identified in Figure 1.05.1 (Regulated Area) and include the East Bidwell Corridor (EBC) Mixed-Use Overlay, the Folsom Boulevard Transit Oriented Development (TOD) Overlay, and Folsom Plan Area Specific Plan (FPASP) Town Center Overlay areas.

1.02 Relationship to State Housing Law

Recent changes in California State law require jurisdictions to only consider objective criteria for streamlined review of certain types of housing and mixed-use projects. In response to these changes, these ODDS have been developed to meet the requirements of "objective standards" and to produce high quality residential multi-unit and mixed-use development in compliance with State law.

1.03 Relationship to the 2035 General Plan

The ODDS implement the following Guiding Principles of Folsom's 2035 General Plan:

A. **Guiding Principle #3: Promote town centers as social gathering places**. Promote mixed-use, walkable districts that serve as social gathering places for the community. Ensure that all residents have convenient access to town centers by establishing several throughout Folsom.

B. **Guiding Principle #4: Promote the revitalization of aging commercial corridors**. Encourage pedestrian-oriented infill and redevelopment of Folsom's aging commercial corridors. Create mixed-use developments that take advantage of alternative transportation modes, where people can live, work, and shop.

C. **Guiding Principle #9: Provide all residents with opportunities to live an active, healthy, and green lifestyle**. Promote healthy lifestyles by enhancing opportunities for physical activity, healthy eating, and sustainable living.

D. **Guiding Principle #10: Provide for a range of attractive and viable transportation options, such as bicycling, walking, rail, and transit**. Support higher-density, mixed-use, transit-oriented development near light rail stations and in core areas where alternative transportation modes are planned. Support transportation improvements that allow and encourage more residents, workers, and visitors to walk, bike, or use transit.

E. **Guiding Principle #11: Provide a range of housing choices for all generations**. Provide for a range of housing choices to ensure Folsom is a community for all generations, where children can grow, raise families, and age in place.

F. **Guiding Principle #14: Commit to high-quality design**. Promote development that strengthens the physical form of the city, enhances livability, incorporates sustainable design practices, and fosters a unique sense of place through context-sensitive design and commitment to high-quality execution.

G. **Guiding Principle #16: Integrate the "old" and the "new" areas of the city**. Promote an integrated, cohesive city by connecting new development areas with the existing city fabric through pedestrian, bicycle, and transit linkages; harmonious design; and shared gathering places.

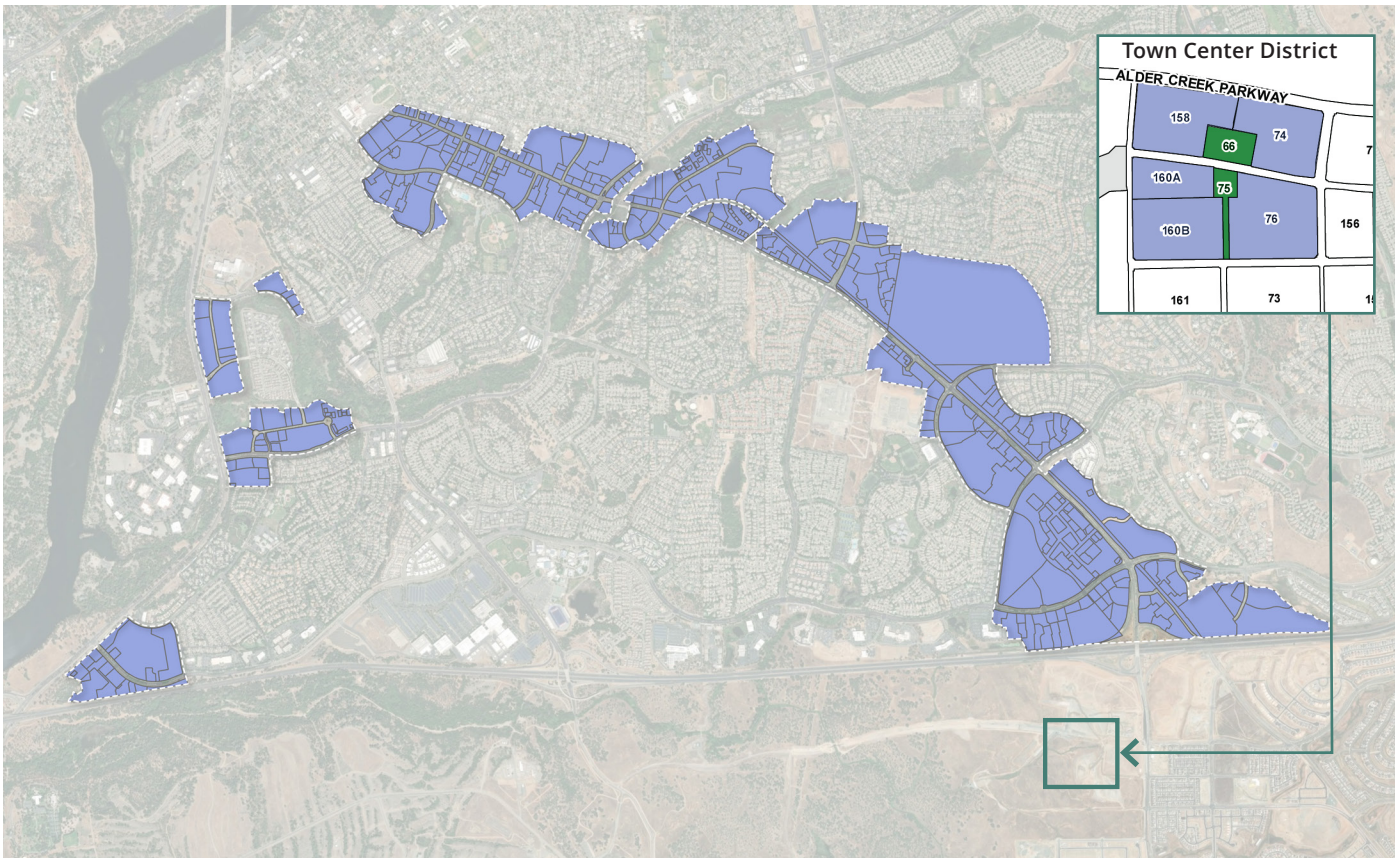
1.04 Relationship to Title 17 Zoning

The ODDS are adopted as an appendix to the Folsom Municipal Code (FMC) Title 17 (Zoning) and serve as the regulating document for development and design standards applicable to areas identified in Figure 1.05.1 (Regulated Area). Properties retain their base zoning, with requirements for site design and building form provided by the ODDS. Should the ODDS be silent on regulations, processes, or applications, Title 17 (Zoning)shall apply. Where conflict occurs between the regulations of the ODDS and those of Title 17 (Zoning), the more restrictive of any such regulations shall apply. Administrative exceptions are listed in Chapter 5 (Exceptions to Standards).

1.05 Regulated Area

Figure 1.05.1 (Regulated Area) identifies the parcels where these Development Standards apply. The Development Standards, which are provided in Chapter 2 (Development Standards), are intended to create walkable neighborhoods of medium-to-large building footprint, moderate-intensity mixed-use buildings and housing choices, supporting and within short walking distance of existing and new neighborhood-serving retail, food and service uses, in the Regulated Area.

Figure 1.05.1 Regulated Area



Key

Project Boundary

Regulated Area

1.06 Quick Code Guide

The Quick Code Guide is intended as a guide only and shall not be construed to represent the actual development and design process.

1 Confirm Applicability

Determine ODDS Applicability	a. Confirm your parcel is in one of the following Overlay Land Use Designations: EBC Mixed-Use Overlay, Folsom Boulevard TOD Overlay, FPASP Town Center Overlay	General Plan Land Use Diagram
	b. Confirm your development site is within the Regulated Area	Figure 1.05.1 (Regulated Area)
Determine Large Site Standards Applicability	c. Confirm your development site is more than three acres	Section 4.01 (Purpose and Applicability)

2 Design Large Sites (if not applicable, go to Step 3)

Create new blocks	a. Apply new thoroughfare and new block standards	Section 4.02 (Private Thoroughfares); Section 4.03 (New Blocks)
Place civic open space(s) and design sites	b. Apply new civic open space standards	Section 4.04 (Civic Open Spaces)
	c. Determine placement and orientation of design sites for proposed primary building(s)	Section 4.05 (Design Sites)

3 Design Your Building

Determine building placement and form	a. Identify the buildable area of the site by applying building setbacks, building setback area, and parking setbacks	Section 2.03 (Site Development Standards) Subsections A (Building Placement) and B (Parking Placement)
	b. Apply building form standards for building footprint, building height, and ground floor occupiable space	Section 2.03 (Site Development Standards) Subsection C (Building Form)
Design your building front façade	c. Apply façade transparency standards	Section 2.03 (Site Development Standards) Subsection D (Façade Design)
Apply required site features	d. Apply general development standards, as applicable	Section 2.04 (General Development Standards)

4 Complete the Design of Your Building

Fully develop your building design	a. Determine the applicable massing and articulation standards	Table 3.01.A (Massing and Articulation Standards Applicability)
	b. Apply standards for top, middle, and base of your building (where applicable)	Section 3.02 (Top, Middle, and Base Façade Design)
	c. Apply massing features to your building (where applicable)	Section 3.03 (Massing Features)
	d. Apply standards for façade composition	Section 3.04 (Façade Composition)
	e. Apply standards for fenestration	Section 3.05 (Fenestration)
	f. Apply standards for exterior materials and finishes	Section 3.06 (Exterior Finishes and Materials)
	g. Apply standards for balconies and decks (where applicable)	Section 3.07 (Balconies and Decks)
	h. Apply standards for blank wall treatment (where applicable)	Section 3.08 (Blank Wall Treatment)

5 Prepare Application for Approval

Identify applicable administrative relief	Determine eligible adjustments to the standards applicable to your project	Section 5.02 (Procedures and Findings)
Proceed with review and approval process	Submit application to the Community Development Director for review and approval	FMC § 17.06 (Design Review)

1.07 Procedures for Review and Approval

Applications for development are to be processed in compliance with the City's common procedures for reviewing all applications and processing permits and approvals identified in FMC § 17.06 (Design Review), consistent with State law. By-right relief from certain standards for specific situations shall be granted in compliance with the required findings in Chapter 5 (Exceptions to Standards) of these ODDS.

1.08 Severability

The provisions of these ODDS are severable; if a court of competent jurisdiction holds a provision or part of a provision unconstitutional, that decision will not automatically invalidate the remainder of a provision or any other provisions or part thereof.

Chapter 2 Development Standards

Sections:

2.01 Purpose and Applicability

A. **Purpose**. This Chapter provides the development standards in coordination with Figure 1.05.1 (Regulated Area). The standards of this Chapter are intended to ensure that proposed development is compatible with future development on neighboring properties and produces an environment that generates and supports the variety and physical character of existing and new pedestrian-oriented, walkable environments. Walkable environments are those that have interconnected streets and blocks with sidewalks, a variety of housing choices, and proximity to services, shopping, and/or transit.

B. **Applicability**. The standards of this Chapter apply to all new multi-unit and mixed-use residential development and to modifications where 70 percent or more of the surface area of a street-facing façade is modified. Modifications include changes to the exterior of a building, including additions or demolition, except as applied to routine maintenance and in-kind replacement of materials, façade renovations, or exterior renovations.

The standards of this Chapter shall be considered in combination with the standards in Chapter 3 (Massing and Articulation), Chapter 4 (Large Site Standards), and applicable sections of Title 17 (Zoning) of the Folsom Municipal Code (FMC). Where conflict occurs between the regulations of this Chapter and those of other Chapters in the ODDS or Title 17 (Zoning), the more restrictive of any such regulations shall apply, unless specified otherwise. For standards regarding accessory dwelling units, see FMC § 17.105 (Accessory Dwelling Units).

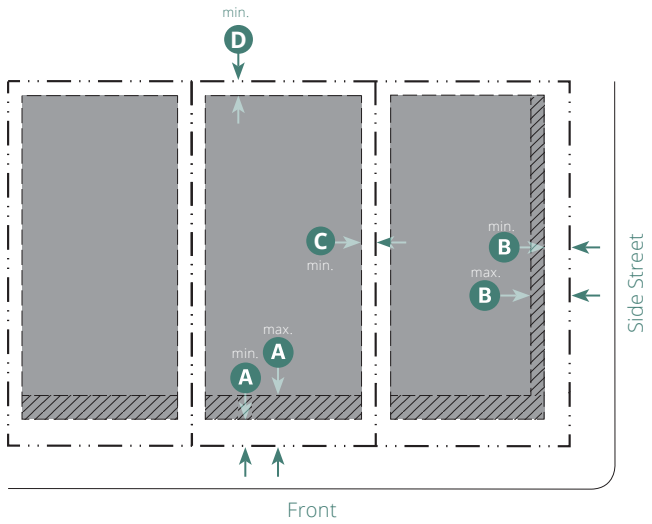
2.02 Development Standards Overview

A. Section 2.03 (Site Development Standards) provide development standards for the following topics:

1. **Building Placement:** the requirements for building setbacks and required façade buildout;
2. **Parking Placement**: the required location for vehicle access and parking;
3. **Building Form:** the standards for building height, building footprint, and ground floor occupiable space; and
4. **Façade Design:** the required façade transparency and limitations on blank walls.

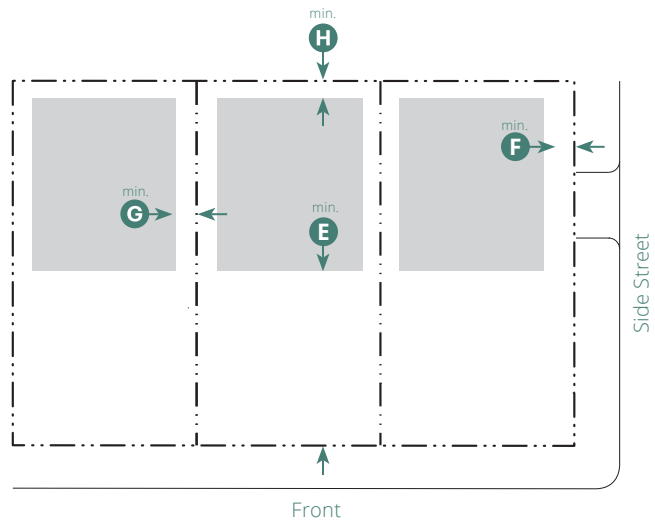
B. Section 2.04 (General Development Standards) provides general standards regarding building design, adjacency, façade transparency, open space, landscaping, hardscape surfaces, lighting, privacy, rooftop decks, screening and walls, on-site parking, and parking techniques.

2.03 Site Development Standards



Key

- Design Site/Lot Line
- Building Setback Line
- Buildable Area
- Building Setback Area



Key

- Design Site/Lot Line
- Parking Area

A. Building Placement		
Primary Building Setbacks		
Front (Building Setback Area)[1]	10' min.; 20' max.	A
Side Street (Building Setback Area)	5' min.; 10' max.	B
Side	5' min.	C
Rear	5' min.	D
Façade Buildout[2]	**Front**	**Side St**
Total length of façade required within or abutting the Building Setback Area	80% min.	60% min.

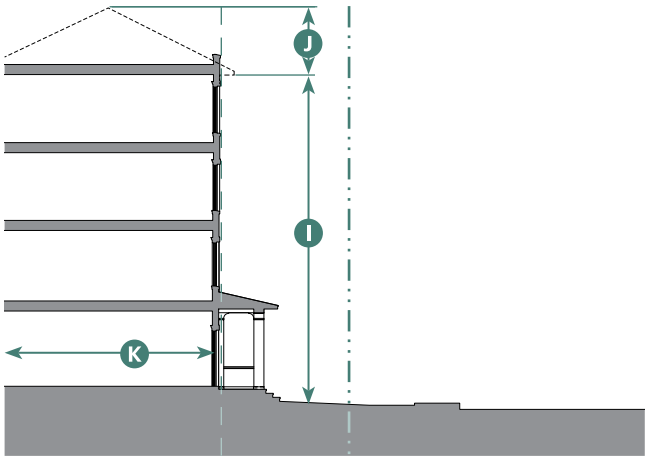
[1] Properties abutting a six-lane thoroughfare require 15' min.; 25' max. front setback.

[2] See Section 7.02 (Façade Buildout) for measurement method.

B. Parking Placement				
Minimum Setback	**E**	**F**	**G**	**H**
	Front	**Side St.**	**Side[1]**	**Rear**
Surface Parking[2]	40'	10'	5'	5'
Structured Parking	30'	10'	5'	5'
Town Center Overlay	0'	0'	0'	
Driveways				
Where an alley is present, all vehicular access shall be provided via the alley. Front street access shall only be provided in compliance with Chapter 5 (Exceptions to Standards).				

[1] Side setbacks for parking do not apply when parking is grouped across multiple design sites/lots.

[2] Surface parking, covered or uncovered, is prohibited between the primary building and front, side street, or civic open space, with the exception of a shared parking court in compliance with Subsection 7 (Shared Parking Court).



Key

Design Site/Lot Line

Building Setback Line

Key

Façade Surface Area

Glazing

C. Building Form			
Primary Building Footprint		**Town Center Overlay**	
Main Body Width	120' max.	No max.	
Main Body Depth	160' max.	No max.	
Primary Building Height		**Town Center Overlay**	
Stories	4 max.	5 max.	
To Highest Top Plate [1]	45' max.	55' max.	I
Height above Top Plate to Top of Roof Slope	10' max.		J
Ground Floor Occupiable Space[2] (along Façade Buildout)			
Depth, Clear			K
Residential	20' min.		
Nonresidential	30' min.		

[1] Tower elements may exceed the height of the top plate of the building by 10 feet, not including the height of the pitched roof of the tower. See Section 3.03 (Massing Features) Subsection F (Standards for Tower Elements).

[2] Exceptions to the minimum required depth of ground floor occupiable space is allowed where necessary to comply with California Building Code or California Fire Code.

D. Façade Design			
Façade Transparency[1]	**Front**	**Side St.**	
Ground Floor			L
Residential	15% min.		
Nonresidential	50% percent min.		
Upper Floor	15% min.		M
	50% max.		
Ground floor blank wall length	See Section 3.08 (Blank Wall Treatment)		

[1] See Section 7.04 (Façade Transparency) for measurement method.

2.04 General Development Standards

A. Building Design

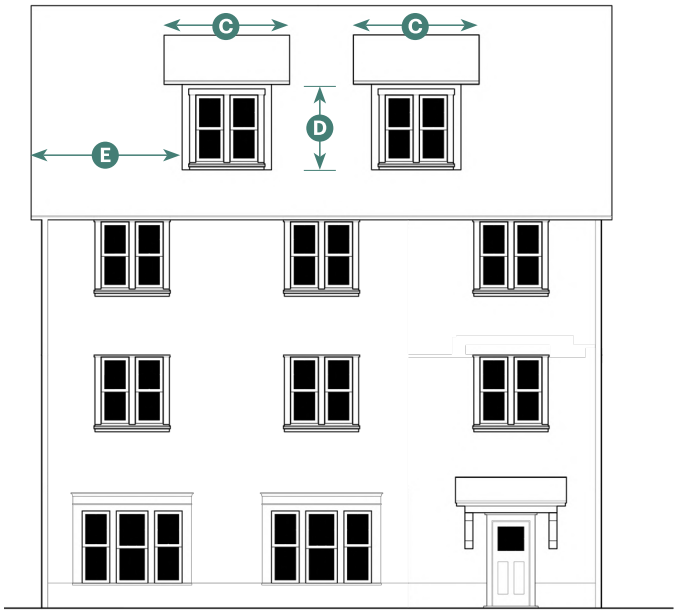
1. The façade buildout standards in Section 2.03 (Site Development Standards) apply to new primary buildings and their additions along the front and side streets.
2. All building façades shall be designed in compliance with Chapter 3 (Massing & Articulation).
3. Space between the highest top plate and the top of a sloped roof is allowed to be occupied in compliance with the standards of Figure 2.04.1 (Pitched Roofs).
4. Where flat roofs are provided, a parapet is required to conceal all roof areas/equipment. The parapet shall match the materials and finish used on the building walls. See Subsection L (Screening and Walls).
5. Structures and rooftop equipment that do not provide additional floor space shall be allowed to exceed the overall height limit in accordance with FMC § 17.58.080 (Height Exceptions).

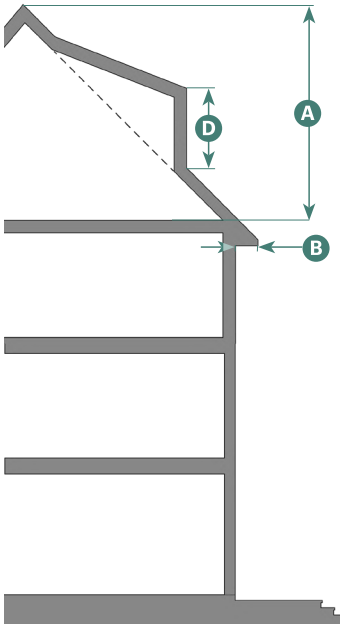
B. Adjacency Massing Requirements

1. Building façades within 50 feet of property zoned for single family residential development shall apply one of the following massing methods.
   (a) The top plate of the highest allowed story is lowered by a minimum of 10 feet and the uppermost floor is stepped back a minimum of 10 feet;
   (b) The top plate of the highest allowed story is lowered by a minimum of 10 feet and a pitched roof is designed in compliance with Table 2.04.A (Pitched Roof Standards). See also Figure 2.04.1 (Pitched Roofs); or
   (c) One or more wings are allowed to be added to the main body of the building.
      (1) Each building wing shall be one story less than the main body and offset from the main body façade by a minimum of three feet.
      (2) Building wing shall be in compliance with building setback standards in Section 2.03 (Site Development Standards).
      (3) Where a wing is added, the adjacent façade from which the wing is offset may not be counted as a projecting volume. See Figure 2.04.2 (Building Wing).
      (4) Wings shall be separated from other wings by at least 15 feet.

Table 2.04.A Pitched Roof Standards		
Height above Top Plate to Top of Roof Slope	10' max.	A
Eave	8" min. projection	B
Roof Pitch	Between 9:12 and 12:12	
Dormer Window(s) Length (Total Width)	50% max. of associated roof length	C
Dormer Window Height	6' max.	D
Dormer Window Separation from Edge of Roof	2' min.	E

Figure 2.04.1 Pitched Roofs

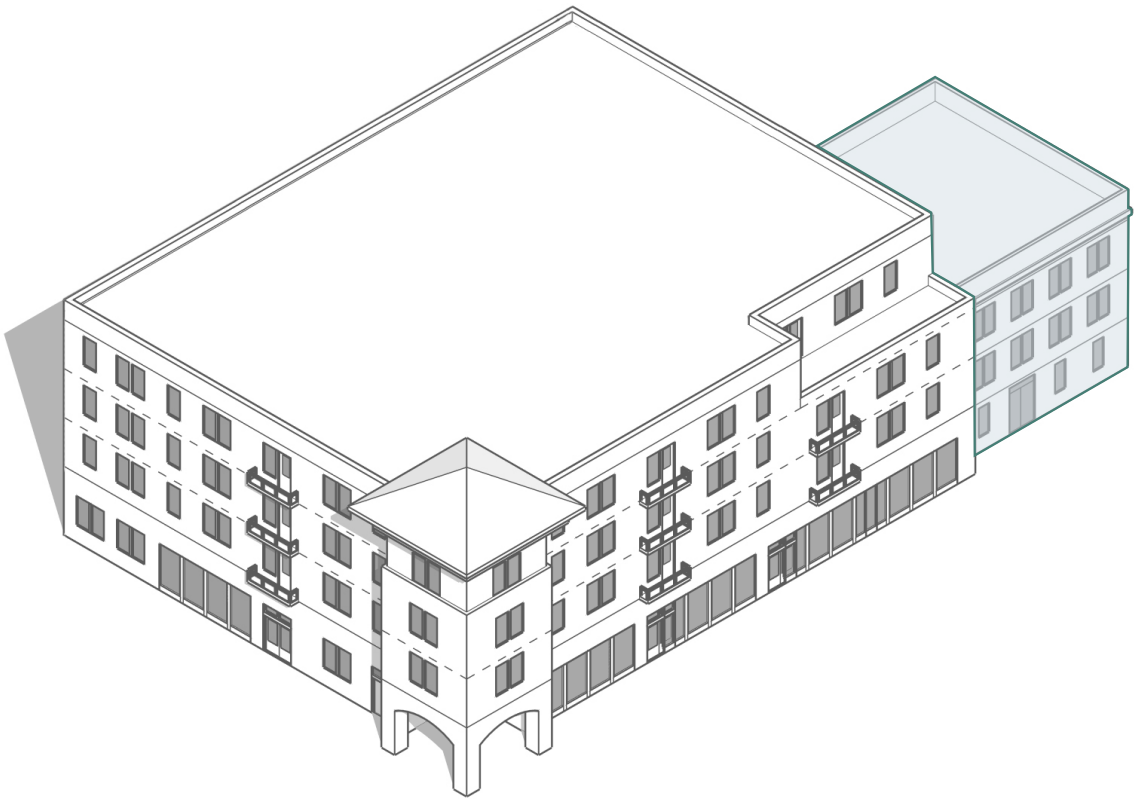




Key

See Table 2.04.A (Pitched Roof Standards)

Figure 2.04.2 Building Wing



C. **Façade Transparency**

1. The façade transparency standards in Section 2.03 (Site Development Standards) apply to all façades within the building setback area.
2. The following elements apply to the transparency requirement.
   (a) **Nonresidential Ground Floor.** Glazings with visibility of a minimum of four feet in depth
   (b) **All Floors.** Window frames, mullions, and clear, untinted glass

D. **Encroachments**

1. Encroachments into setback areas are allowed in compliance with Table 2.04.B (Allowed Encroachments); encroachment types not listed shall not be allowed.
2. Encroachments into public ROW are not allowed unless approved by a separate encroachment permit in compliance with FMC § 12.20.040 (Encroachment Permit Required).
3. Encroachments across a design site/lot line are not allowed.

Table 2.04.B Allowed Encroachments

Encroachment Type	Front	Side St.	Side	Rear
Architectural Features	2' max.	2' max.	--	5' max.
Steps to Building Entrance	4' max.	4' max.	4' max.	5' max.
Fences & Walls	●	●	●	●
Balconies & Exterior Stairs	5' max.	5' max.	4' max.	4' max.
Awnings	4' max.	4' max.	4' max.	4' max.
Signage	●	●	--	--
Ground-Mounted Equipment	--	--	●	●
Satellite Antennas	--	--	●	●

Key ● Allowed -- Not Allowed

E. **On-Site Parking**

1. FMC § 17.57 (Parking Requirements) shall be applied to calculate minimum parking requirements.
2. Parking spaces are not required to be located on design sites. Parking spaces may be grouped with those serving other design sites within the same block.
3. Fully subterranean parking may extend to property lines, subject to Community Development Department approval.
4. Semi-subterranean parking may be exposed up to four feet above the adjacent sidewalk grade. Semi-subterranean parking setbacks shall be the same as the primary building setbacks.
5. Driveways may be shared among adjacent design sites on the same development site but shall not exceed the maximum allowed width in compliance with Section 2.03 (Site Development Standards) Subsection B (Parking Placement).
6. The parking area landscape shall be in compliance with Subsection G (Landscaping) and FMC § 17.57.070 (Development and Maintenance of Off-Street Parking Facilities). Where in conflict, the ODDS shall prevail.
7. Bicycle parking may be located anywhere on a design site/lot or common area. Bicycle parking facilities shall comply with FMC § 17.57.090 (Bicycle Parking Facilities).

F. **Open Space**

1. Residential development is required to provide a minimum 50 square feet of open space per residential unit. The required open space may be provided as a single type or a combination of types in compliance with Table 2.04.C (Allowed Open Space Types).

Table 2.04.C Allowed Open Space Types	
On-Site Private Open Space	**Standards (W x D)**
Yard/Green	50 sf min.
Balcony	6' x 4' min.
Patio	15' x 10' min.
Porch	12' x 6' min.
Dooryard	10' x 5' min.
Rooftop Deck	10' x 15' min.; See Subsection K (Rooftop Decks)
Shared Open Space	**Standards (W x D)**
Common Yard/Green	20' x 30' min.
Forecourt/Court	15' x 15' min.
Common Terrace	Building length x 8' min.
Common Rooftop Deck	20' x 30' min.; See Subsection K (Rooftop Decks)
Civic Open Space	**Standards**
Park	5,000 sf min.; See Section 4.04 (Civic Open Spaces)
Plaza	5,000 sf min.; See Section 4.04 (Civic Open Spaces)
Passage	20' min. width; See Section 4.04 (Civic Open Spaces)

G. **Landscaping**

1. **Intent.** These standards for landscaping are intended to protect and enhance the environmental and visual quality of the community, enhance privacy, and control dust.

2. **Required Landscape Area.** Minimum 15% of the development site.

   (a) Required landscape areas shall be provided on the ground level and be open, unenclosed, and unobstructed by structures.

   (b) Each development site shall provide landscaping from the public sidewalk to the edge of the building along the front and side street, except where used for exit, entry, and frontages. The landscape area(s) shall count toward the minimum required landscape area.

   (c) Any landscaping measuring less than two feet in any direction shall not count towards the minimum required landscape area.

   (d) The minimum area of a development site to be landscaped may be combined with the minimum area of open space provided in compliance with Subsection F (Open Space).

   (e) On-site drainage basins count towards the minimum required landscape area if landscaped.

3. **Landscape Design Standards**

   (a) Landscapes may consist of any combination of living groundcovers, shrubs, vines, and trees. The use of indoor/outdoor carpeting, synthetic turf, or artificial shrubs, flowers, trees, or vines instead of living plants is prohibited.

(1) Plant size and spacing shall be based on the species selected and shall be installed to achieve the intended coverage of the landscaped area within three years.

(b) Trees protected by FMC § 12.16 (Tree Preservation) shall not be removed or adversely affected without a permit. Trees allowed to be removed with a permit must be replaced on-site at a minimum one-to-one basis.

(c) Landscapes may include benches and sculptures placed within the landscaped setting.

(d) Landscape areas may include hardscape, which, if composed of pervious paver stones, gravel, sand, wood, and decomposed granite, can satisfy up to 50 percent of the required landscape area.

4. **Landscape and Irrigation Plans.** Landscape and irrigation plans must be prepared in compliance with the City's Water Efficient Landscape Standards and submitted with each development application.

5. **Storm Water Management.** Landscape may be used for storm water Best Management Practices (BMPs) using biofiltration and retention and detention areas in compliance with FMC § 8.70 (Storm Water Management and Discharge Control).

H. **Hardscaped Surfaces**

1. **Intent.** These standards are to ensure that ground surfaces and paving contribute to the intended physical character as well as provide for pedestrian and vehicular access.

2. All hardscaped surfaces used for non-vehicular access and circulation, including but not limited to forecourts and pedestrian pathways, shall be articulated with pavers made of textured or scored concrete, brick, or decorative tile that are arranged in geometric patterns.

3. **Allowed Materials.** Brick, stone, concrete, terra-cotta tile, buff-colored permeable pavers, and/or stamped concrete.

4. **Prohibited Materials.** Asphalt.

I. **Lighting**

1. **Intent.** These standards are intended to promote high quality lighting, efficient use of energy, and reduce light pollution, glare, and light trespass.

2. All exterior lighting shall be designed, located, and lamped with downward light.

(a) Exterior building light fixtures shall use refractors, louvers, patterned, or translucent glass to obscure view of the lamp.

(b) Uplighting of the building façade, internally illuminated fascia, wall, roof, awning or other building parts is prohibited.

(c) Spotlighting and broadcast lighting are prohibited.

(d) All parking lot lights shall be full cutoff luminaires, as certified by the manufacturer, with the light source directed downward and away from adjacent residences.

(e) Bollard lighting is allowed to light sidewalks and other landscape features if the light is cast downward.

3. All exterior lighting shall use lower color temperature light sources of no more than 3000 Kelvin to minimize blue light emissions.

J. **Privacy**

1. **Intent.** These standards are designed to locate upper-story windows, balconies, and decks to minimize loss of privacy for existing neighboring properties.

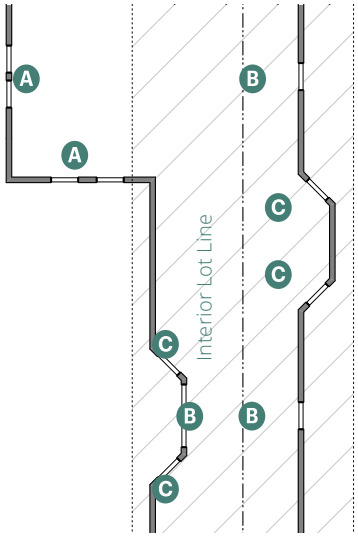
2. Development of a residential or mixed-use building where any portion of the proposed construction is either 2 or more stories tall or 18 feet or more in height shall comply with these standards. These standards do not apply to buildings within the same development project.

3. **Windows/Glazed Openings**

   (a) Residential structures adjoining an interior setback shall orient upper-story windows toward the front and rear of the building so that they do not directly align with windows on the adjoining property; or

   (b) Upper story windows within 15 feet of, and oriented to face or overlook, an interior design site/lot line shall have a minimum sill height of 42 inches unless the window is placed at an angle of at least 30 degrees, measured perpendicular to the adjacent interior property line. See Figure 2.04.2 (Privacy).

Figure 2.04.2 Privacy



Key

- Design Site/Lot Line
- Interior Setback Line (Side or Rear)
- Area Within 15' of Design Site/Lot Line
- A — Principal Window
- B — 42" min. Sill Height
- C — No Limitation on Sill Heights

4. **Landings, Decks, and Balconies**

   (a) Upper-story unenclosed landings, decks, and balconies greater than 20 square feet that face or overlook the adjoining property shall be located a minimum of 15 feet from the interior design site/lot lines.

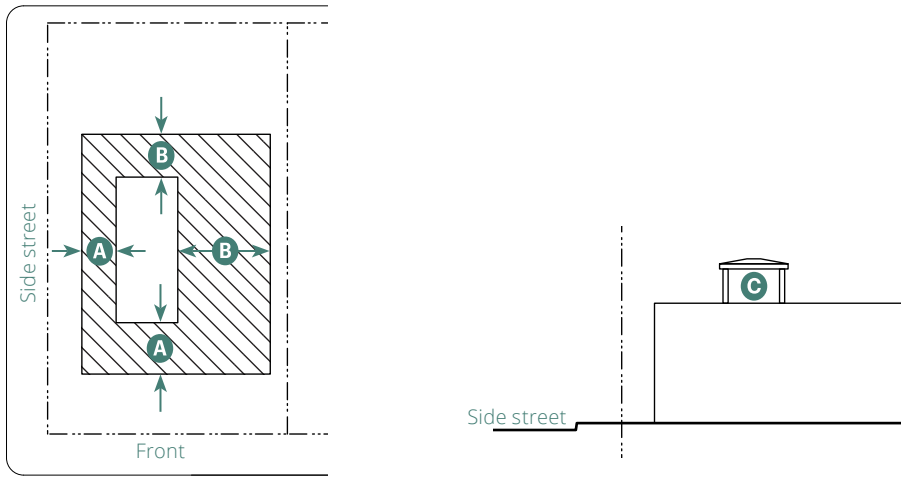
   (b) Upper-story unenclosed landings, decks, and balconies that do not face or overlook the adjoining property due to orientation or topography may be located at the minimum interior setback line if an architectural screening element such as enclosing walls, trellises, awnings, or perimeter planters with a five-foot minimum height is incorporated into the unenclosed landing, deck, or balcony.

K. **Rooftop Decks**

1. **Intent.** These standards are designed to allow functional outdoor space on top of a building while minimizing visual, noise, and privacy impacts to surrounding properties and rights-of-way.

2. Rooftop deck(s) shall be located on the roof of the primary building in compliance with the following:
   (a) Exterior Setback: 15' min. from the building edge along any front, side street, or civic open space
   (b) Interior Setback: 10' min. from the building edge
   (c) Deck Footprint: 25% max. of total roof area at the level of rooftop deck
   (d) Pergola Height: 12' max.
   (e) Stair Penthouse Height: 10' max.
3. Rooftop deck(s) shall not be enclosed or covered, except by a trellis and/or pergola.
4. Materials for trellis, pergola, and lighting shall match those used for the primary building.
5. All rooftop decks shall be designed in compliance with Building Code and Fire Code standards.
6. Stair penthouse(s), including roof hatches, shall be designed in compliance with the standards of the Building Code and located within the allowed area for the rooftop deck.
7. **Allowed Elements**
   (a) Furnishings (e.g., chairs, tables, stoves, barbecues, swimming pools, hot tubs) are allowed only within the delineated area for the rooftop deck.
   (b) Pergola, trellis, permanent shade device, and/or swimming pool are allowed.
   (c) Temporary fabric awnings and shade devices are not allowed.
   (d) Windscreens are allowed only within or along the edges of the maximum allowed area for the rooftop deck. Windscreens shall be transparent or designed in the same style, materials, and finishes as the primary building.

Figure 2.04.3 Rooftop Deck



Key

Building Roof
Deck Footprint
A Exterior Setback
B Interior Setback
C Pergola

L. Screening and Walls

1. **Intent.** These standards are intended to support pedestrian-oriented development, protect property, enhance privacy, attenuate noise, and improve the visual environment.

2. **Screening and Wall Height.** Table 2.04.D (Screening and Wall Height Standards) sets forth the maximum height limits for fences, walls, and landscaping. Screening within any building setback area shall not exceed a height that blocks the line of sight between any point at the front entrance measured five feet above the finished floor and any point measured five feet above the sidewalk.

   (a) Walls of three-and-a-half feet shall have a half-foot footing underground with a three-foot wall above; walls of six feet shall have one-foot footing underground with five-foot wall above.

   (b) Surcharge not allowed behind a free standing wall/retaining wall.

   (c) Retaining walls, including any open fences on top of the retaining wall, shall be in compliance with the height limits in Table 2.04.D (Screening and Wall Height Standards)

   (d) Any retaining wall greater than three feet in height within a building setback area shall include a planter on the cut side that is at least two feet in depth, as measured perpendicular to the retaining wall.

   (e) Multiple terraced retaining walls shall have a minimum horizontal distance between them that is at least equal to the average height of the vertical walls and landscaped.

Table 2.04.D Screening and Wall Height Standards

Screening Type	Front	Side Street	Side	Rear
Fence	3.5' max.	3.5' max.	6' max.	6' max.
Free Standing Wall[1]	3.5' max.	3.5' max.	6' max.	6' max.
Landscaping[2]	3.5' max.	3.5' max.	No max.	No max.

[1] Includes retaining walls

[2] Excludes trees

3. **Screen and Wall Materials**

   (a) **Allowed Materials.** Metal, wood fence, stucco wall with the same finish as the primary building wall, and sandstone.

   (b) **Prohibited Materials.** Chain-link, vinyl, barbed wire, razor wire, unfinished concrete block, hollow tubular steel, plastic, faux materials, such as manufactured stone, and electric fences.

4. **Screening of Mechanical Equipment.** Screening shall be provided for all new or relocated ground- or roof-mounted equipment that is visible from the public realm.

   (a) Screening shall match materials used on the street facing façade(s), including matching paint, finish, and trim cap of the building.

   (b) Buildings shall be designed to provide a parapet or other architectural element as tall as or taller than the highest point on any new roof-mounted equipment.

   (c) Screening of ground-mounted equipment shall be as high as the highest point of the equipment being screened.

      (1) Ground-mounted equipment shall be located in compliance with Subsection 2.04.D (Encroachments).

(d) Free-standing or roof-mounted solar energy systems and EV charging equipment are exempt from screening.

5. **Temporary Fencing.** Temporary fencing may be used to provide security for approved special events, construction sites, or vacant structures and land which cannot otherwise be secured.

M. **Parking Techniques and Allowed Reductions**

1. **Intent.** This section provides standards for functional parking techniques to enhance pedestrian-oriented development and minimize the visual impact of automobiles and parking structures.

2. The parking techniques included in this section may be applied individually or in combination in compliance with Subsection 2.03.B (Parking Placement).

3. The standards in this section supplement FMC § 17.57 (Parking Requirements), which provide the standards for the number of parking spaces required for each use, the dimensional standards for parking areas, and parking lot development and maintenance. The required number of spaces may be reduced pursuant to Table 2.04.E if one or more of the following is provided:

(a) Shared parking agreement with an adjacent property or a property within one block of the project site;

(b) Provision of a car-share vehicle (ZipCar, Turo, GIG, Getaround, etc.);

(c) Provision of a shuttle service van for residents;

(d) Provision of Sacramento Regional Transit passes for residents for duration of lease if project located within ¼-mile of a transit station with at least 30-minute service;

(e) Provision of additional bike parking space and facilities in compliance with FMC § 17.57.090 (Bicycle Parking Facilities); or

(f) Provision of dedicated parking space for deliveries and ride share vehicles.

Table 2.04.E Allowed Parking Reductions

Use	Parking Required	Reduced Parking Allowances
Residential	1.5 spaces per unit	1 space per unit
Commercial / Retail	1 space per 250 sf	1 space per 1,000 sf

4. **Surface Parking.** Surface parking, covered or uncovered, is prohibited between the primary building and front, side street, or civic open space, with the exception of a shared parking court in compliance with Subsection 7 (Shared Parking Court).

5. **Garages, including Tuck-Under Parking.** The opening to garages, including tuck-under parking, shall not be publicly visible along the front, side street, or civic open space.

6. **Structured Parking**

(a) Any portion of a parking facility exceeding eight feet in length that is within 15 feet of the building façade along the front, side street, or civic open space, including individual garages and carports, shall be designed with the allowed materials of the primary building in compliance with Chapter 3 (Massing and Articulation).

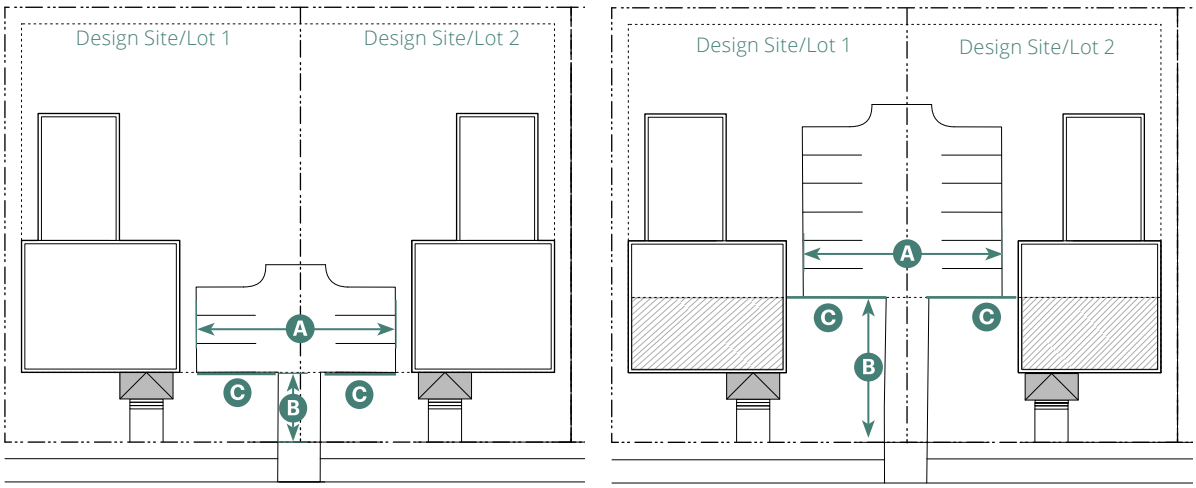
(b) Garage openings for ventilation shall be designed in compliance with Section 3.04 (Façade Composition).

(c) Stacked and tandem parking is allowed in within a podium and subterranean parking structure.

7. Shared Parking Court

(a) Shared parking courts shall be allowed across design sites/lots between primary buildings and accessed from the front or side street.

Figure 2.04.4 Shared Parking Court



Key		
– –	Design Site/Lot Line	
----	Setback Lines	
	Required Occupiable Ground Floor Space. See Subsection C (Building Form)	
A	Maximum Width of the Shared Parking Court, measured parallel to the adjacent street/ROW: 65'	
B	Minimum Shared Parking Court Setback:	Small Parking Court (6 or fewer spaces): 10' min. Large Shared Parking Court (7 spaces or more): Behind line of required ground floor occupiable space in Subsection C (Building Form)
C	A landscape buffer shall be provided in compliance with one of the following methods along the front property line for the length of the shared parking court.	Location: Not closer than the required minimum building setback. a. A landscaped buffer with a minimum inside width of five feet and a fence or hedge 42 inches in height, or b. A landscaped buffer with a minimum inside width of eight feet.

This page intentionally left blank

Chapter 3 Massing and Articulation

Sections:

3.01 Purpose and Applicability

A. **Purpose.** This Chapter provides design standards for building massing and articulation which shall be applied in combination with the standards in Chapter 2 (Development Standards) to refine further the building design and physical character of new development.

B. **Applicability.** The standards of this Chapter apply to all new development and to modifications where 70 percent or more of the surface area of a street-facing façade is modified. Modifications include changes to the exterior of a building, including additions or demolition, except as applied to routine maintenance and in-kind replacement of materials, façade renovations, or exterior renovations. See Table 3.01.A (Massing and Articulation Standards Applicability) for applicability of specific sections to specific conditions.

Table 3.01.A Massing and Articulation Standards Applicability

Applicable Section		Façade(s) in the Building Setback Are			Adjacency Massing[1]
		of a building < 3 stories	of a building ≥ 3 stories	≥ 80 linear feet	
3.02	Top, Middle, and Base Façade Design	--	●	--	--
3.03	Massing Features	--	--	●	--
3.04	Façade Composition	●	●	●	●
3.05	Fenestration	●	●	●	●
3.06	Exterior Finishes and Materials	●	●	●	●
3.07	Balconies and Decks	Wherever occurs			
3.08	Blank Wall Treatment	Wherever occurs			

Key: ● Standards apply -- Standards do not apply

[1] See Subsection 2.04.B (Adjacency Massing Requirements) for additional standards.

3.02 Top, Middle, and Base Façade Design

A. Intent

To define the horizontal articulation of a building and affect its perceived height and massing and thus its visual impact on the public realm.

General Note: Photos on this page are illustrative, not regulatory.

B. Top, Middle, and Base Façade Design Standards

1. General Standards

(a) Building façades shall be designed to visually display three distinct sections: a base, a middle, and a top.

(b) Boundaries between the base, middle, and top shall be articulated by a cornice, projecting profile/string course, or other horizontal element.

(c) Elements defining the base, middle, and top shall be consistent across the length of the module or building.

2. Standards for Top

(a) The top shall include at least one of the following:

(1) A parapet with a cap that projects at least two inches;

(2) Pitched roof with projecting eave or rake; or

(3) Cornice (may be used in combination with a parapet or pitched roof).

(b) The top may include the uppermost story, provided that a cornice or projecting profile/string course, and change of material or color are expressed on the façade at the floor level of the uppermost story.

(c) The height of the top, not including the height of any pitched roof above the eave, shall not exceed the height of the base.

(d) Upper stories that are stepped back 10 feet or more from the primary façade do not constitute the top; the portion of the façade that is not stepped back shall include its own top in compliance with this section.

3. Standards for Middle

(a) The middle shall incorporate the building's primary wall color and finish, or material.

(b) If the building is more than three stories, the middle shall comprise at least half of the building's stories, not counting any half story or basement.

4. Standards for Base

(a) The base shall comprise the lowest story/stories of the building or module and be defined by a horizontal expression line.

Figure 3.02.1 Base, Middle, and Top Design

3.03 Massing Features

A. Intent

To contribute to the aesthetic quality of the public realm by integrating massing features into the architecture of large buildings, along front or side streets, or buildings at corners.

General Note: Photos on this page are illustrative, not regulatory.

B. Massing Features Standards			
Building Length (along Front or Side Street)		**Features Required**	**Allowable Features**[1]
A	≤ 80 feet	None	• Projecting Volumes • Architectural Recessions • Upper Story Stepbacks • Wings • Bay Windows • Corner and Tower Elements
B	80 feet - 120 feet	1	
C	120 feet - 160 feet	2	
D	> 160 feet	3	

[1] The same massing feature may be used more than once on the same façade.

Figure 3.03.1 Massing Features

Key

1. First Massing Feature: Tower Element example
2. Second Massing Feature: Architectural Recession example
3. Third Massing Feature: Upper Story Stepback example

C. Standards for Projecting Volumes and Architectural Recessions

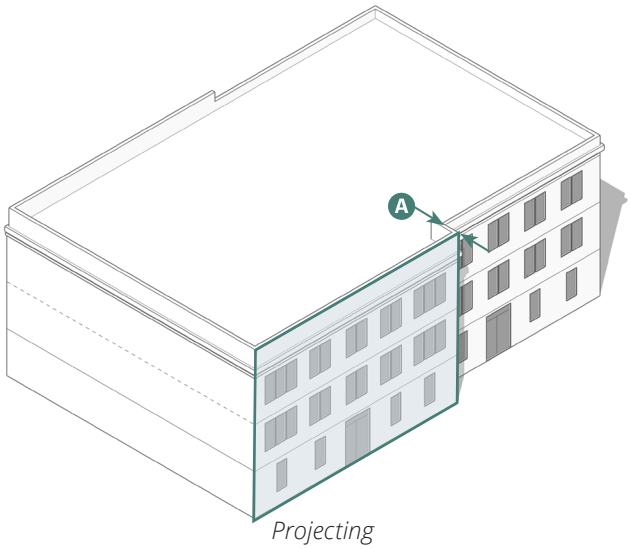
A Projecting Volumes

1. A projecting volume shall project from the adjacent façade by at least two feet. Adjacent façade(s) shall not be counted as an architectural recession.
2. A projecting volume shall be between two and five bays wide. Bays are required to be between 4 and 30 feet wide.
3. A projecting volume shall extend vertically throughout the building or module's middle and may also extend through the top and/or base.

B Architectural Recessions

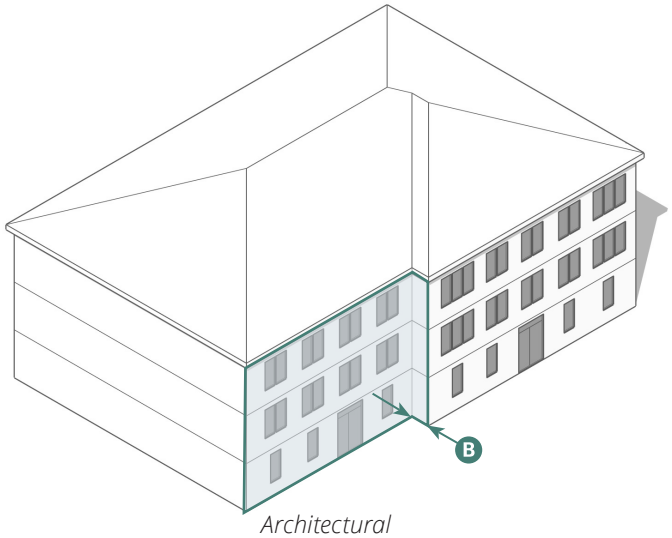
1. Where included, a wall inset shall recede from the adjacent façade by at least two feet. Adjacent façade(s) shall not be counted as a projecting volume.
2. A wall inset shall be between two and five bays wide. Bays are required to be between 4 and 30 feet wide.
3. A wall inset shall extend vertically throughout the building or module's middle and top and may also extend through the base.
4. Gable or hipped roof forms shall break at a wall inset and maintain the same eave height on all sides of the wall inset where eaves occur.

Figure 3.03.2 Projecting Volumes



Projecting Volume

Figure 3.03.3 Architectural Recessions

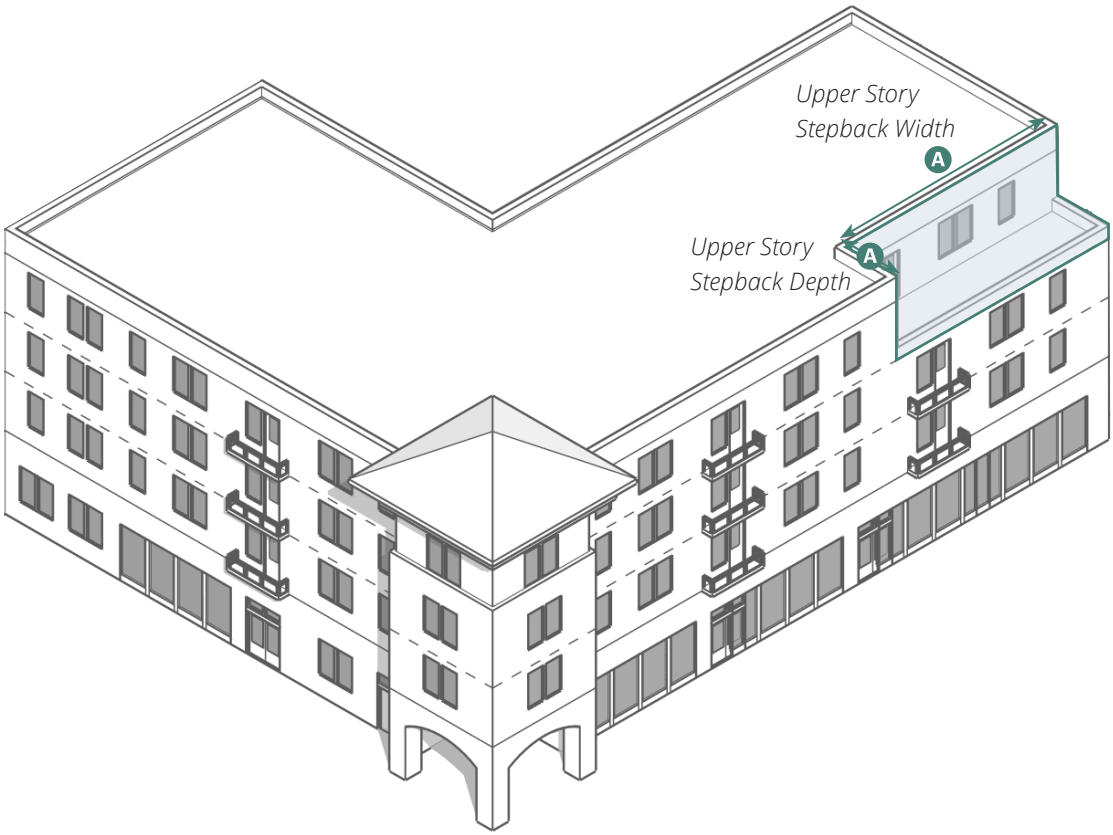


Architectural Recession

D. Standards for Upper Story Stepbacks

(A)	**Upper Story Stepbacks**	1. Stepback depth: 10' min. 2. Stepback width: 30' min.; 80' max.

Figure 3.03.4 Upper Story Stepbacks and Wings



E. Standards for Bay Windows

1. Applicable to All

Bay windows shall not exceed the height of façade to which they are attached.

2. Specific to Round Bay Windows

(a) Depth: 1' min.; 3' max.

(b) Width: 6' min.; 10' max.

(c) Must be vertically proportioned.

(d) Ganged windows are not allowed.

3. Specific to Chamfered Bay Windows

(a) Depth: 1'min.; 3' max.

(b) Width: 6'min.; 10' max.

(c) Interior angle: 135° or 150°

(d) Number of faces: 3 to 5

(e) Ganged windows are allowed on faces that are parallel to the façade.

(f) Ganged windows are not allowed on corner bay windows.

4. Specific to Square Bay Windows

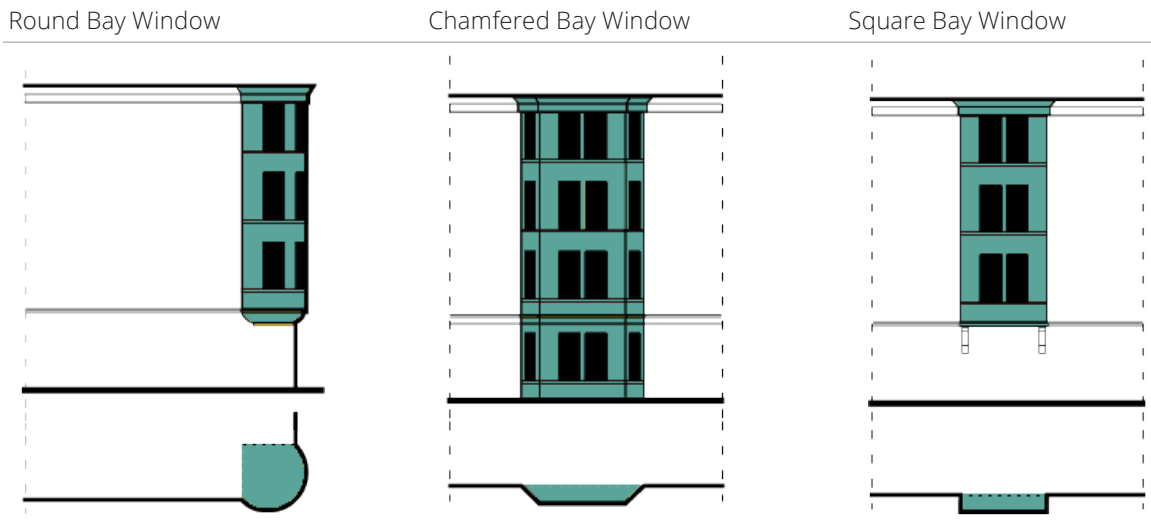
(a) Depth: 1' min.; 3' max.

(b) Width: 6' min.; 9' max.

(c) All windows must be taller than they are wide.

(d) Widest face shall accommodate window grouping.

Figure 3.03.5 Bay Windows



F. Standards for Tower Elements

1. General Standards

(a) The footprint of a tower element shall be between 10 by 10 feet and 30 by 30 feet.

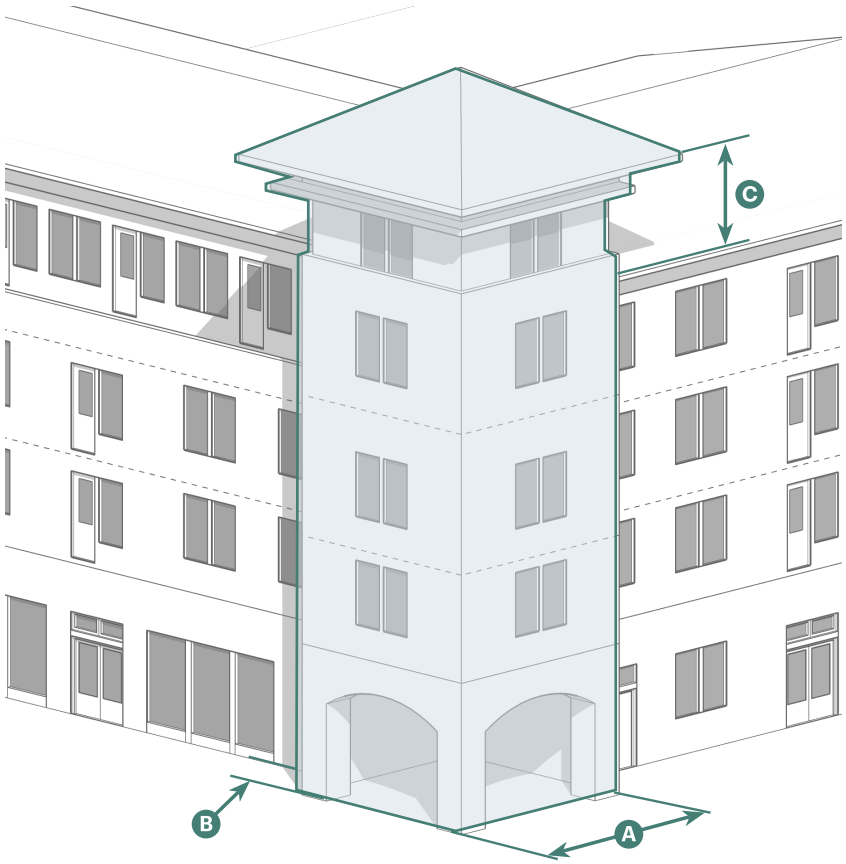
(b) Tower elements shall not include blank walls: the transparency requirements of Section 2.03 (Site Development Standards) Subsection D (Façade Design) shall apply.

(c) Where a tower element is identified, adjacent façade(s) shall not be counted as a projecting volume or architectural recession.

(d) Towers element may exceed the height of the top plate of the building by 10 feet, not including the height of the pitched roof.

(e) Tower elements shall project or recess from adjacent façade by three to four feet, not including eaves.

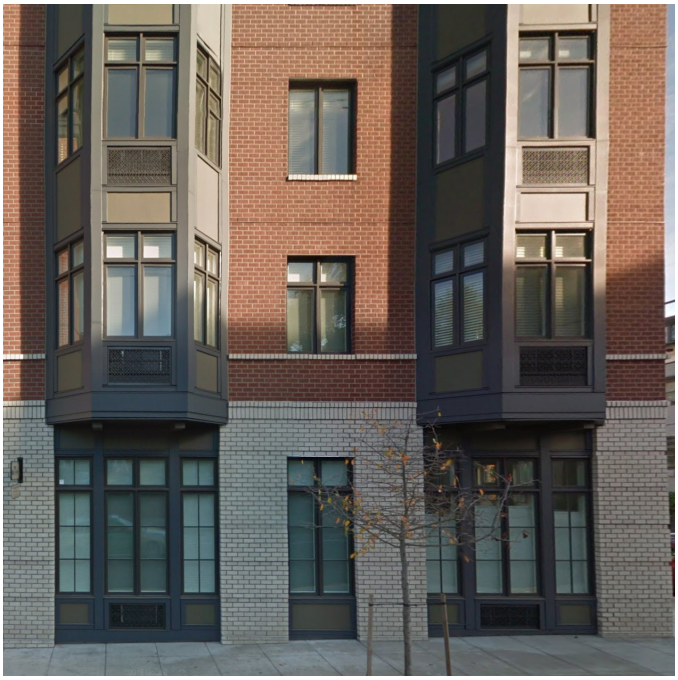
Figure 3.03.6 Example of Tower Element at Corner



Key

- A Tower Element Footprint
- B Tower Element Projection
- C Additional Tower Height

3.04 Façade Composition



A. Intent

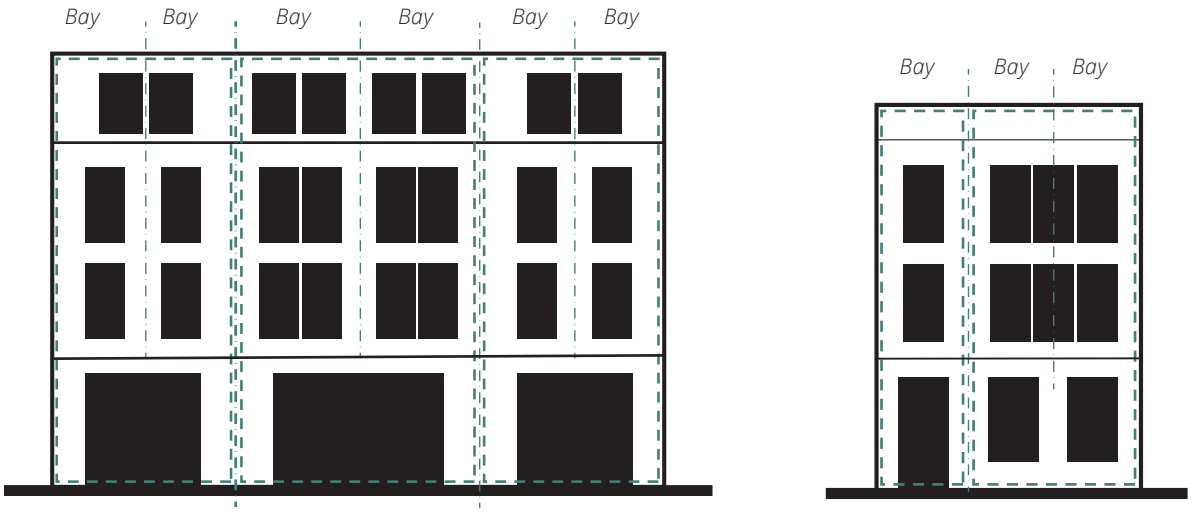
To affect a building's perceived size and massing and contribute to the visual appeal of the public realm through a system of symmetry and arrangement of façade elements.

General Note: Photos on this page are illustrative, not regulatory.

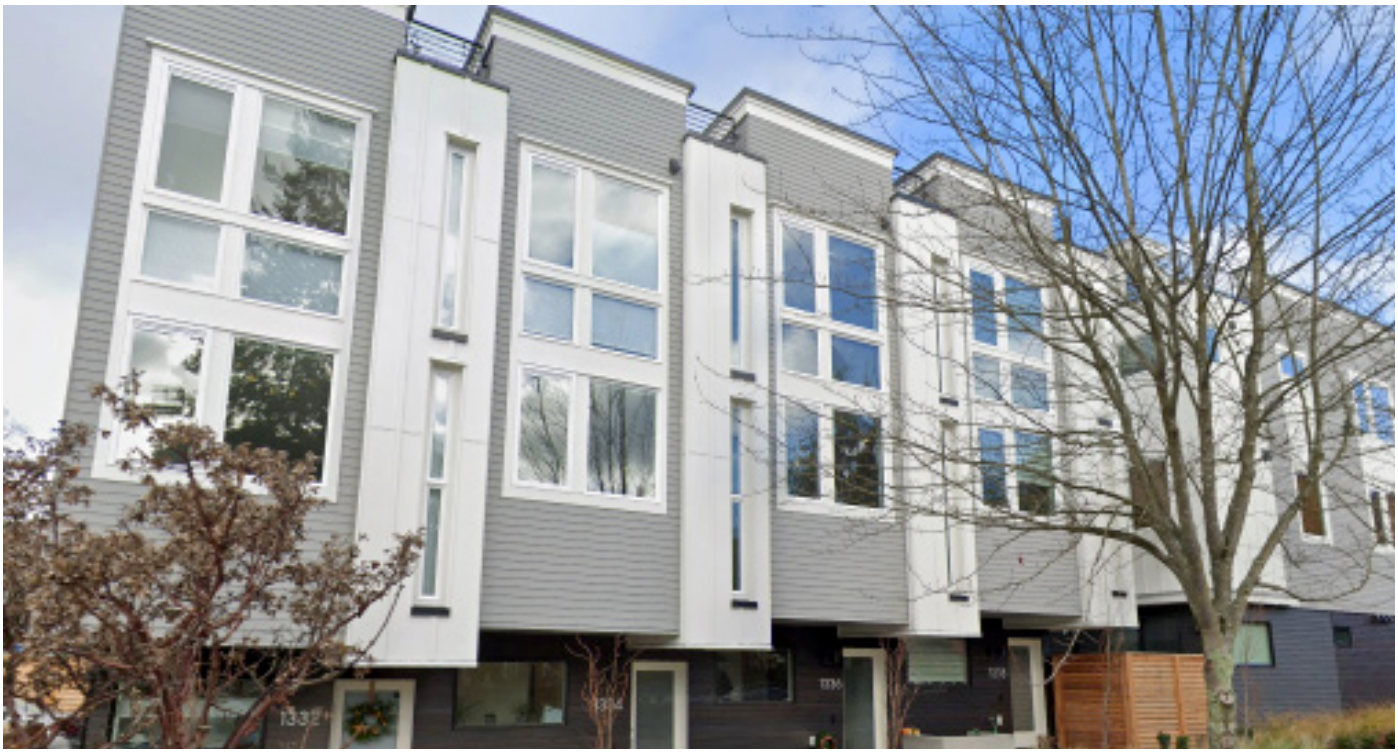
B. Façade Composition Standards

1. Each façade within a Building Setback Area is required to be arranged according to a pattern of bays that extend from top to bottom indicating the alignment of façade openings, such as windows and doors. See Section 2.03 (Site Development Standards) Subsection A (Building Placement) for Building Setback Area standards.
2. Bays are required to align throughout the base, middle, and top, but the number of bays may differ between the base, middle, and/or top.
3. Bays are required to be between 4 and 30 feet wide; bays are not required to be equal in width.
4. On façades that exceed 80 feet in length, bays are required be grouped into segments of 40 feet or less in width.

Figure 3.04.1 Façade Composition



3.05 Fenestration



A. Intent

The design of windows and openings promotes cohesion with surrounding architectural context and reinforces the overall architectural character of the building.

General Note: Photos on this page are illustrative, not regulatory.

B. Fenestration Standards

1. Applicable to All

(a) When placed within punched openings, all windows or window groupings shall include a sill.

(b) Permanent or retractable security gates, grill or bars are prohibited.

2. Specific to Window Openings

(a) At least 75 percent of individual windows on each façade shall be oriented vertically (height greater than width). Where used, horizontally oriented windows shall be ganged with vertically-oriented windows or doors to form a grouping.

(b) Ganged windows shall be separated by visible mullions or jambs; continuous ("ribbon") windows are not allowed.

3. Specific to Ventilation Openings

(a) All ventilation openings (such as for a parking garage) shall be screened.

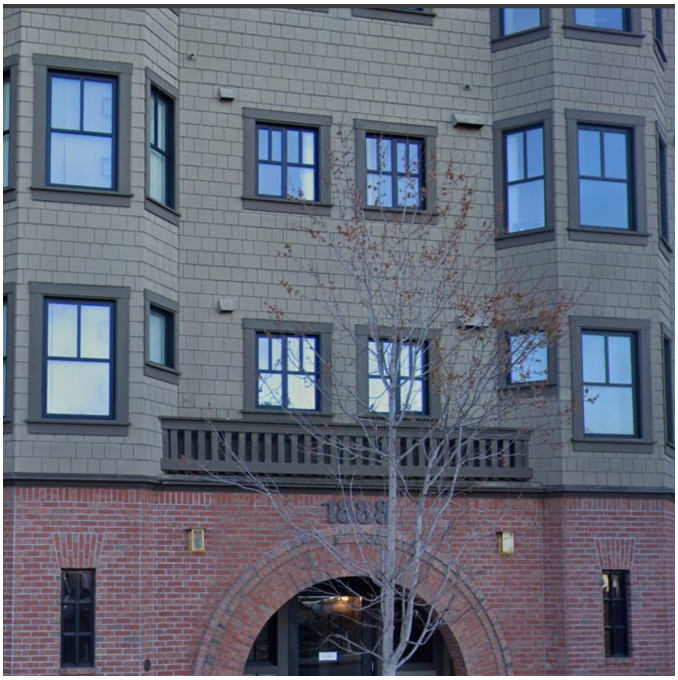
(b) Screening material shall be consistent with other materials on façade in terms of color, texture, and/or material.

(c) Ventilation openings shall be aligned with window openings on the same façade.

(d) Ventilation openings shall be of consistent scale and proportion to window openings on the same façade.

(e) Ventilation openings shall include a sill and lintel consistent with those for window openings on the same façade.

3.06 Exterior Finishes and Materials



A. Intent

To improve sustainability and durability of the building and respond to existing architectural context through appropriate material selection and application.

General Note: Photos on this page are illustrative, not regulatory.

B. Exterior Finishes and Materials Standards

1. Exterior Finishes and Materials

Element	Allowed Materials
(a) Exterior Wall Cladding	Wood, fiber cement, brick
(b) Base or Foundation (where applicable)	Brick, cast stone, wood, fiber cement, treated concrete
(c) Roofs	
(1) Roofing, mansard	Slate shingles or metal (natural or synthetic)
(2) Roofing, sloped	Asphalt, slate shingles (natural or synthetic), or standing seam metal
(d) Windows, Bay Windows, and Entry Doors	
(1) Trim or Surround	Cast Iron, composite wood, wood, fiber cement
(2) Entry Door	Wood, fiberglass, composite wood, wood-clad aluminum
(3) Window Frames	Wood, fiberglass, vinyl, powdercoated aluminum
(4) Window Sill	Wood, composite wood, fiber cement, cast stone
(5) Glazing	Clear glass; shall not be tinted, mirrored, or colored
(e) Balconies	
(1) Guard/Railing	Metal, glass
(2) Fascia	Metal, wood, composite wood
(f) Porches and Galleries	
(1) Columns	Wood, composite wood, fiberglass, cast stone
(2) Guard/Railing	Metal, wood, composite wood, metal, glass
(g) Storefronts	
(1) Storefront	Brick, wood, composite wood, metal
(2) Columns	Wood, composite wood, fiberglass, metal
(3) Storefront Base/Bulkhead	Wood panels, brick, stone, cast stone, tile, fiber cement, stucco

2. Change in Façade Color and/or Material

(a) Color and/or material change on a façade shall occur only at the following locations:

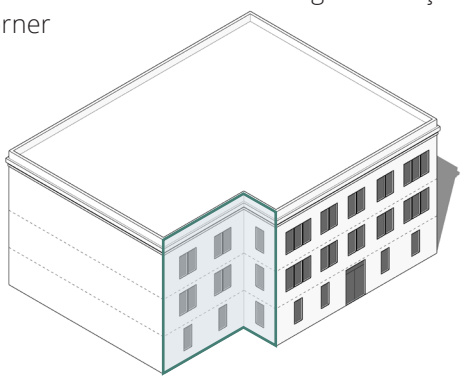
(1) At inside corners rather than outside corners.

(2) At a horizontal articulation (e.g., string course).

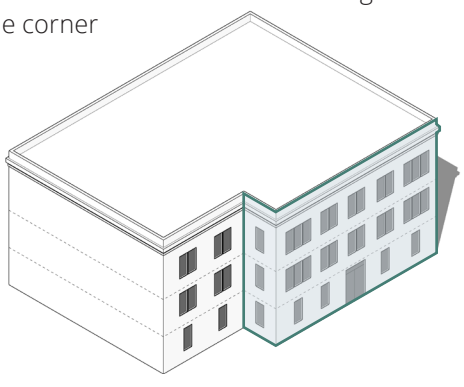
(3) At the boundaries between bays/bay groupings (see Section 3.04).

Figure 3.06.1 Change in Façade Color and/or Material

Allowed: Color and/or material change on a façade at inside corner



Not Allowed: Color and/or material change on a façade at outside corner



3.07 Balconies and Decks

A. Intent

Balconies provide an option for façade articulation and/or usable outdoor space.

General Note: Photos on this page are illustrative, not regulatory.

B. Balcony and Deck Standards

Where balconies are included, their design shall comply with the following.

1. Specific to Juliet Balconies

(a) Shall be placed in front of inward-swinging door(s) with full glazing.

(b) Shall include a base. Base shall project at least four inches from the wall finish surface and shall be a height at least three inches.

(c) Shall include a guard/railing in compliance with building code requirements.

(d) At least two brackets are required if balcony projects at least six inches from the wall finish surface and is not part of a porch or gallery.

2. Specific to Occupiable Balconies

(a) Occupiable area shall be at least 4 feet deep and 48 square feet in area.

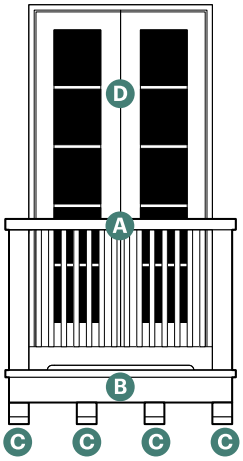
(b) Occupiable area may be recessed into building façade.

(c) Shall include a guard/railing in compliance with building code requirements.

(d) At least two brackets are required if balcony projects at least six inches from the wall finish surface and is not part of a porch or gallery.

Figure 3.07.1 Balconies

Juliet Balcony



Key

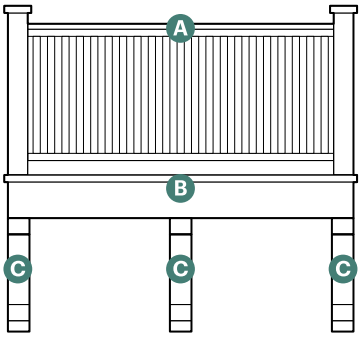
A Guard/Railing

B Base

C Brackets

D Inward-Swinging Doors

Occupiable Balcony



Key

A Guard/Railing

B Base

C Brackets

3.08 Blank Wall Treatment

A. Intent

A blank wall is a ground-floor wall, or portion of ground floor wall, where no transparent materials or entrances are provided adjacent to the public realm for a continuous length of at least 8 feet and a height of at least 10 feet. Blank wall treatment standards apply to enhance the character and quality of public streetscapes along the ground level.

General Note: Photos on this page are illustrative, not regulatory.

B. Blank Wall Treatment Standards

1. At least 50 percent of the area of the blank wall must be covered by one or more of the following:
   (a) Mural and/or other art installation.
   (b) Protruding/recessed brickwork and tile.
   (c) Living plant material, including, but not limited to, green/living wall, and/or plants of sufficient height to screen the blank wall that are rooted in the ground or in planters.
2. The following treatments may be used in combination with any of the above treatments:
   (a) Benches or other outdoor seating. Benches may be freestanding or integrated into the articulation of the façade.
   (b) Bicycle racks. May be freestanding or integrated into the articulation of the façade.

Figure 3.08.1 Blank Wall Treatment Area

This page intentionally left blank

Chapter 4 Large Site Standards

Sections:

4.01 Purpose and Applicability

A. **Purpose.** This Chapter sets forth standards for large development sites to create a pattern of walkable development.

B. **Applicability**. The standards of this Chapter apply to all new development sites over 10 acres. The development site may include one or more parcels.

4.02 Private Thoroughfares

A. New private thoroughfares shall be designed in compliance with city standards.

B. Existing and new thoroughfares, together with civic open spaces (Section 4.04), shall comprise a contiguous pedestrian network throughout the development site and adjacent public ROW.

C. Alleys and driveways are not considered thoroughfares or components of the public realm for the purpose of these standards and shall only be used along the rear or side of design sites (Section 4.05). Where an alley or driveway intersects the public realm, the pavement of the public realm shall prevail.

D. The thoroughfare network within the development site may be privately owned but shall be accessible by the general public.

1. Private thoroughfares shall not be gated.

4.03 New Blocks

A. New blocks, including half-blocks, shall be created using thoroughfares in compliance with city standards and Section 4.02 (Private Thoroughfares) or civic open space types in Section 4.04 (Civic Open Spaces).

1. New thoroughfares shall be designed in compliance with city standards and Section 4.02 (Private Thoroughfares). Passages shall not be more than 50 feet from the center of the block.
2. New civic open spaces shall be designed in compliance with Section 4.04 (Civic Open Spaces)

B. Individual block lengths and the total block perimeter shall be in compliance with the standards in Table 4.03.A (Block Size Standards).

1. New thoroughfares, not including alleys or driveways, shall align with the centerline of existing thoroughfares adjacent to the development site.
2. Right-of-way stubs, where used, shall be identified and include a notation that all stubs are to connect with future thoroughfares on adjoining property and be designed to transition in compliance with city standards.
3. New dead-end streets and cul-de-sacs are not allowed unless used to divide half-blocks.
4. Where an alley is included, the maximum block perimeter is allowed to be exceeded by the width of the alley.

C. A half-block is allowed to adjoin an existing half-block in compliance with Table 4.03.A (Block Size Standards).

D. Blocks may be uniquely shaped in compliance with the standards in Table 4.03.A (Block Size Standards).

Table 4.03.A Block Size Standards

	Block Length	Block Perimeter	Depth of Half-Block(s)
Passage not included	500' max. (A)	1,800' max.	250' max. (C)
Passage included	600' max. (B)	2,000' max.	

Figure 4.03.1 Maximum Block Size without Passage

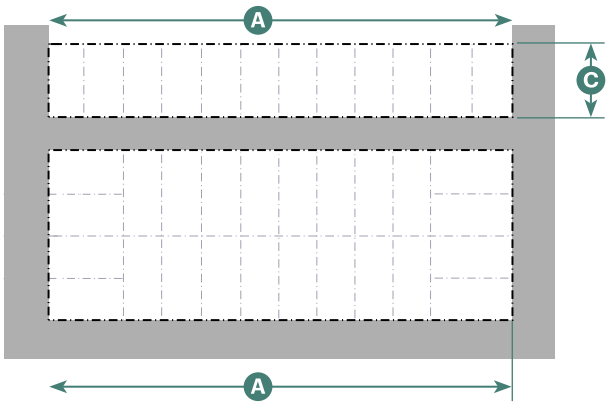
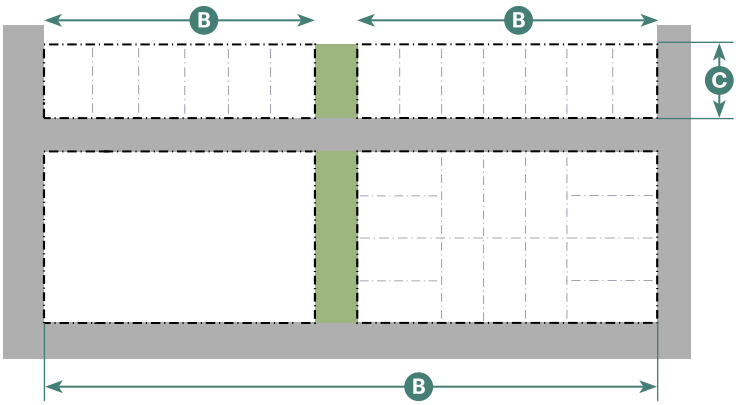


Figure 4.03.2 Maximum Block Size with Passage



4.04 Civic Open Spaces

A. The total amount of civic open space required is a minimum of five percent of the development site's gross area (minus existing easements).

1. The civic open space(s) shall be located within the development site.
2. The civic open space(s) shall be designed and built in compliance with the allowed civic open space types in Table 4.04.A (Civic Open Space Types).
3. The civic open space(s) shall be privately owned and maintained.

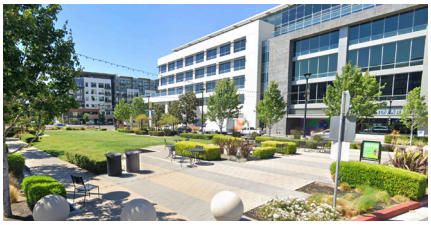
B. Each civic open space shall abut and be accessible from existing or new thoroughfares for a minimum of 50 feet.

C. Fences and landscaping up to 42 inches tall are allowed to be installed along the perimeter of civic open spaces. Freestanding walls are not allowed.

D. Asphalt surfaces are prohibited unless stamped.

E. Building façades that abut or are across a street from a civic open space shall be designed as the front of the building in compliance with the standards of Chapter 2 (Development Standards).

Table 4.04.A Civic Open Space Types

Type	Standards
Park. A landscaped open space for passive recreation or programmed use.	
	(1) Minimum of 5,000 square feet in size. (2) No side narrower than 50 feet. (3) At least one side of the green or plaza space shall abut and be accessible from the street or sidewalk network. (4) Minimum 60 percent landscaped.
Plaza. A hardscaped open space used primarily for civic purposes and commercial activities.	
	(1) Minimum of 5,000 square feet in size. (2) No side narrower than 50 feet. (3) At least one side of the green or plaza space shall abut and be accessible from the street or sidewalk network. (4) Minimum 60 percent hardscaped.
Passage. A private thoroughfare that provides access into or through a block.	
	(1) Minimum total width of 20 feet, including walkway and parkway. (2) Minimum walkway width of 8 feet. (3) Minimum parkway width of 6 feet each on both sides of the walkway. (4) Parkway shall be designed with non-continuous planting strips or tree wells located between walkway and building.

4.05 Design Sites

A. A design site is a portion of land within a parcel, delineated from other design sites or parcels, to accommodate no more than one primary building. The main purpose of a design site is to allow a parcel to contain multiple buildings while not requiring the legal subdivision of the parcel.

B. **Development Standards.** The following standards apply to all design sites. See Figure 4.05.1 (Examples of Multiple Design Sites) and Figure 4.05.2 (Example Application of Large Site Standards).

1. The front of all design sites shall abut the public realm along existing and new thoroughfares and civic open spaces. Alleys/driveways are not considered part of the public realm;
2. The side of all design sites shall abut the public realm along existing and new thoroughfares and civic open spaces, the side or rear of another design site, or an alley/driveway; and
3. The rear of all design sites shall abut the side or rear of another design site or an alley/driveway.
4. Design sites shall comply with FMC Chapter 8.36 (Folsom Fire Code).
5. Development standards apply to each individual design site, with the exception of the following, which are applied to the entire development site:
   (a) Number of units per General Plan maximum density and FAR; and
   (b) Public improvements, including private thoroughfare(s) and civic open space(s).
6. Each design site shall have a maximum width of 200 feet and maximum depth of 250 feet, unless approved as an adjustment due to site conditions per Chapter 5 (Exceptions to Standards).
7. Parking, driveways, pedestrian pathways, trash enclosures, and stormwater detention areas may be shared with adjacent design sites within the same parcel.
8. Where new primary buildings are proposed within a development site and have no existing public realm to abut, the public realm shall be extended into the site in the form of a new thoroughfare(s) and/or civic open space(s).
   (a) New thoroughfares within the development site shall be designed in compliance with Section 4.02 (Private Thoroughfares), connect to existing abutting public ROW and be contiguous.
   (b) New civic open space(s) shall be designed in compliance with Section 4.04 (Civic Open Spaces), be located adjacent to the existing street, or be connected to the existing street through new thoroughfares.

Figure 4.05.1 Examples of Multiple Design Sites

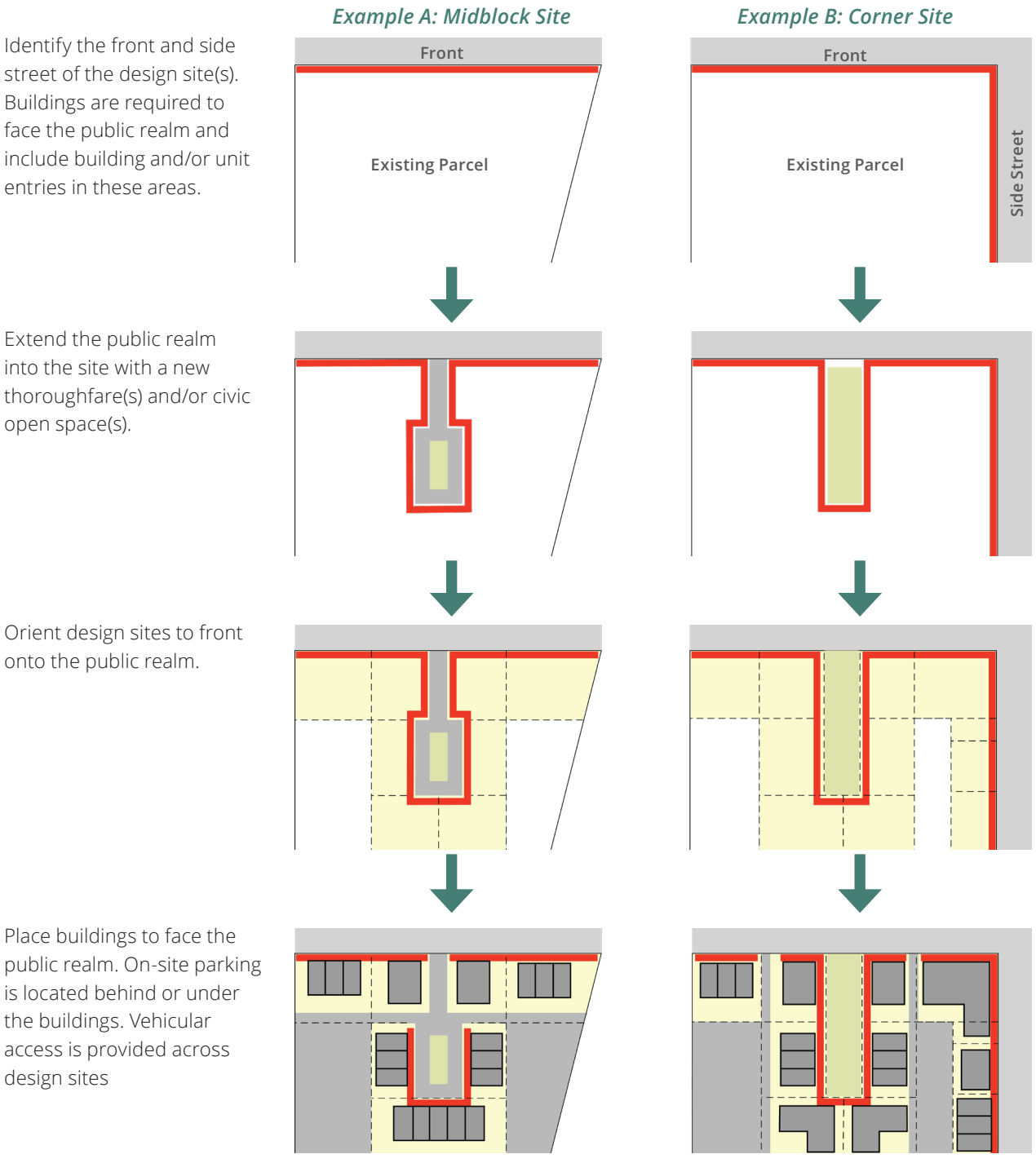
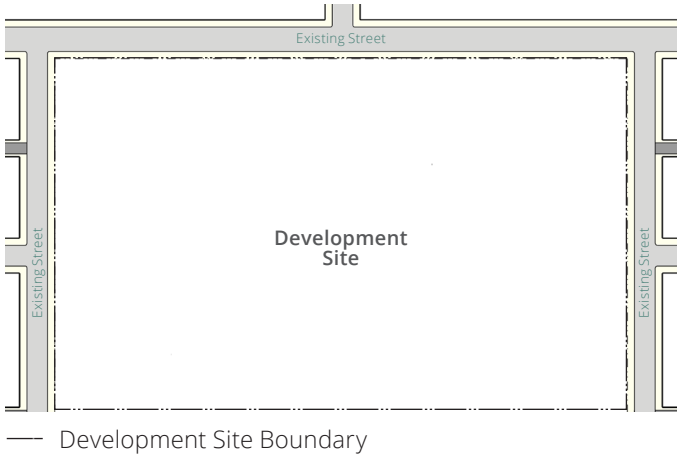


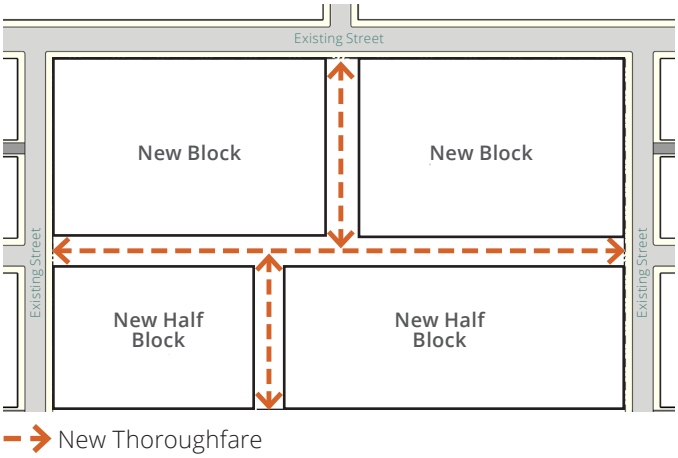
Figure 4.05.2 Example Application of Large Site Standards

The following four steps summarize the process of applying the standards of this Chapter. In this example, new thoroughfares and civic open spaces create an interconnected network of new blocks within the development site. See also Section 4.05 (Design Sites).



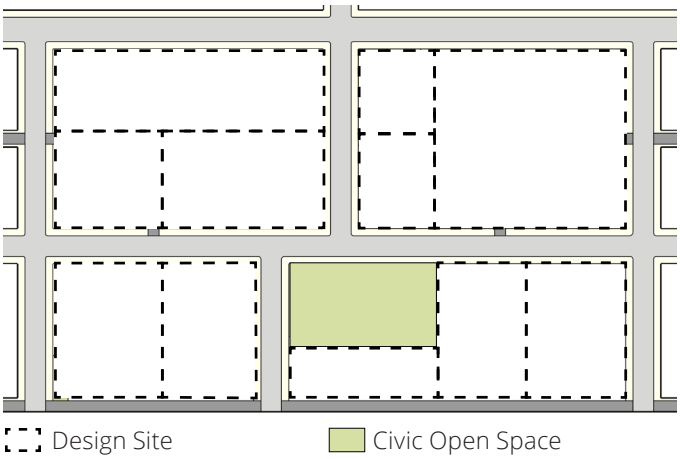
Step 1: Identify the Development Site

The development site is the entire site within the scope of the project, which may include one or more parcels.



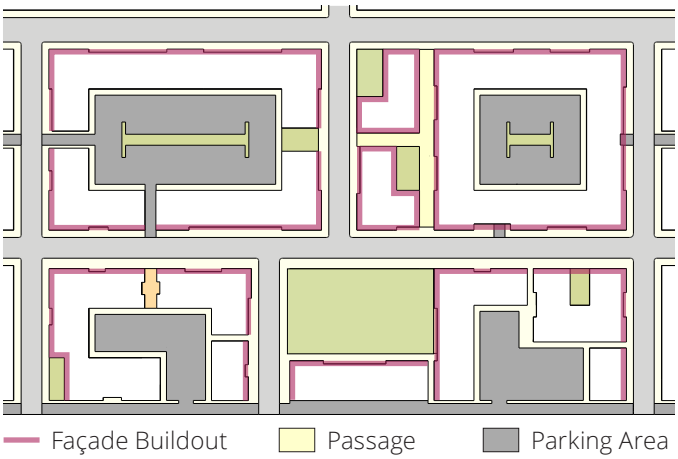
Step 2: Introduce New Private Thoroughfares to Create New Blocks

Introduce new private thoroughfares (Section 4.02) to create new blocks (Section 4.03) and extend the public realm into the development site.



Step 3: Place Civic Open Space(s) and Design Sites

Locate and design civic open space(s) in compliance with the standards in Section 4.03 (Civic Open Spaces). Place design sites (Section 4.05) to front the public realm along existing and new thoroughfares and civic open spaces.



Step 4: Place Buildings on Design Sites

Locate buildings and parking in compliance with standards in Chapter 2 (Development Standards).

Chapter 5 Exceptions to Standards

Sections:

5.01 Purpose and Applicability

A. **Purpose.** This Chapter establishes criteria for allowing deviations from certain standards for specific situations without discretionary review because of the prescriptive nature of the standards, as allowed by State law.

B. **Applicability**. This Chapter applies to all developments proposed under these Objective Development and Design Standards (ODDS). The Review Authority is allowed to grant exceptions for only the standards identified in this Chapter. Adjustment of the identified standards in Tables 5.030.A and B shall be only to the extent necessary to achieve compliance with the ODDS.

1. Exceptions are applied separately for design sites with an average slope of 10 percent or less and an average slope over 10 percent. The average slope for a lot is based on existing topography and calculated using the methodology in Section 7.05 (Average Slope).

   (a) Lots with an average slope of 10 percent or less may request an exception in Table 5.03.A (Exceptions to Standards for Design Sites with 10% or Less Average Slope).

   (b) Lots with an average slope over 10 percent may request an exception in Table 5.03.B (Exceptions to Standards for Design Sites with Over 10% Average Slope).

5.02 Procedures and Findings

A. **Review Procedure and Authority**

1. Exception request(s) shall be submitted to the Planning Division of the Community Development Department and reviewed together with the project plans.
2. The Community Development Director shall be the Review Authority, except for standards that affect visibility at driveways and intersections, or standards in the right-of-way, which shall be reviewed by the Community Development Director.

B. **Application Requirements.** Exception requests shall be reviewed and processed as follows:

1. Exception requests shall be accompanied by a written request by the applicant explaining the need for the exception and identifying all existing site conditions or features that prevent compliance with the specific standard(s).
2. Granting an exception does not eliminate other standards not specified in Table 5.03.A (Exceptions to Standards for Design Sites with 10% or Less Average Slope) or Table 5.03.B (Exceptions to Standards for Design Sites with Over 10% Average Slope).

C. **Findings.** For the Review Authority to grant an exception, findings/criteria in Table 5.03.A (Exceptions to Standards for Design Sites with 10% or Less Average Slope) or Table 5.03.B (Exceptions to Standards for Design Sites with Over 10% Average Slope) are required for the exception.

D. **Existing Site Condition.** An existing site condition is a legally permitted building or structure constructed on the site with a final inspection or certificate of occupancy or a natural feature that exists as of the date of initial application submittal.

1. For purposes of this Chapter, existing site conditions that prevent compliance with a standard include, but are not limited to, the following:
   (a) A protected tree or Landmark Tree per FMC § 12.16 (Tree Preservation).
   (b) Utility infrastructure that is not required to be removed, relocated, or installed underground.
   (c) A retaining wall necessary to retain or support soil.
   (d) A watercourse, including wetlands and vernal pools, identified by the City, or any other map as may be adopted or established by ordinance.
   (e) Easements on record at the Sacramento County Recorder's Office.
2. The existing site condition used as a basis for requesting an exception shall not be removed or altered in their footprint.

5.03 Alternate Discretionary Design Review Process

A. Applicants wishing to deviate from these standards beyond the allowed exceptions outlined in this Chapter must apply for a Planned Development Permit which involves discretionary design review and Planning Commission action. For information on Planned Development Permit process please refer to FMC Chapter 17.38.

Table 5.03.A Exceptions to Standards for Design Sites with 10 % or Less Average Slope

Administrative Relief Type	Required Findings	Allowed Administrative Relief & Conditions	Reference to Standard
1. Building Placement Standards			
(a) **Primary Building Setbacks** Increase or decrease in the minimum to maximum required setback for a primary building.	i. Existing site conditions prevent compliance with the setback standard.	Front or Side Street Setback: Deviation of up to 25 percent of the standard. Side or Rear Setback: Standard reduced to three feet minimum.	Section 2.03.A (Building Placement)
(b) **Building Setback Area** Reduce the minimum length of façade required within or abutting the building setback area.	i. Existing site conditions prevent compliance with the setback standard.	Reduction by up to 10 percent of the standard. The horizontal unbuilt area resulting from this exception shall be landscaped in compliance with the State's Model Water Efficient Landscape Ordinance (MWELO).	
2. Parking Placement Standards			
(a) **Front or Side Street Minimum Setback** Reduce the minimum parking setback.	i. Existing site conditions prevent compliance with the parking minimum setback standard.	Reduction by up to 25 percent of the standard. The setback reduction maintains visibility at driveways and intersections and does not affect standards for the right-of-way.	Section 2.03.B (Parking Placement)
(b) **Front Vehicle Access** Allow vehicle access from front on design sites/lots.	i. Existing site conditions prevent compliance with the driveways standard; or ii. Alley does not meet vehicle access requirements.	Vehicular access from the front. The driveway is in compliance with the Development Standards; and The ground floor space remains occupiable in compliance with the Development Standards, as allowed to be adjusted by this section; and The existing lot is at least 50 feet wide; and The proposed driveway is not aligned with any driveway on the opposite side of the street.	

Table 5.03.A Exceptions to Standards for Design Sites with 10 % or Less Average Slope			
Administrative Relief Type	**Required Findings**	**Allowed Administrative Relief & Conditions**	**Reference to Standard**
3. Building Form			
(a) **Building Footprint Depth or Width** Increase in the maximum allowed.	i. Existing site conditions prevent compliance with the standard.	Increase of up to 10 percent of the standard.	Section 2.03.C (Building Form)
(b) **Ground Floor Occupiable Space** Decrease in the minimum depth required.	i. If existing parcel is less than 100 feet in depth.	20 feet minimum.	Section 2.03.C (Building Form)
4. Open Space			
(a) **Private or Common Open Space** Reduction in the required minimum open space.	i. Existing site conditions prevent compliance with the open space standard.	Up to 5' of the dimensional standard or up to 10 percent of the required area.	Section 2.04.F (Open Space)
5. Block Size Standards			
(a) **Block Length or Perimeter**	i. Preservation of existing building or buildings, constructed prior to the adoption of these ODDS.	Maximum block length and perimeter standards to be increased to encompass the building(s) and all setbacks required by the applicable zone(s).	Table 4.03.A (Block Size Standards)
6. Design Site Dimensions			
(a) **Depth or Width** Increase in the maximum allowed.	i. Existing site conditions prevent compliance with the standard.	Reduction by up to 10 percent of the standard.	Section 4.05 (Design Sites)

Table 5.03.B Exceptions to Standards for Design Sites with Over 10% Average Slope

Administrative Relief Type	Required Findings	Allowed Administrative Relief & Conditions	Reference to Standard
1. Building Placement Standards			
(a) **Front or Side Building Setback** Increase or decrease in minimum to maximum required setback for a primary building.	i. Existing site conditions prevent compliance with the setback standard.	Deviation of up to 50 percent of the standard.	Section 2.03.A (Building Placement)
2. Parking Placement Standards			
(a) **Front or Side Street Minimum Setback** Reduce the minimum parking setback.	i. Existing site conditions prevent compliance with the parking minimum setback standard; or	Reduction by up to 10 percent of the standard. The setback reduction maintains visibility at driveways and intersections and does not affect standards for the right-of-way.	Section 2.03.B (Parking Placement)
	ii. The parcel exceeds an average slope of 20 percent.	Required parking is allowed to be located between the ROW and the building for a max 50 percent of front lot width. The driveway is in compliance with the Development Standards; and The ground floor space remains occupiable in compliance with the Development Standards, as allowed to be adjusted by this section.	
(b) **Front Vehicle Access** Allow vehicle access from front on design sites/lots.	i. Existing site conditions prevent compliance with the driveways standard.	Vehicular access from the front. The driveway is in compliance with the Development Standards; and The ground floor space remains occupiable in compliance with the Development Standards, as allowed to be adjusted by this section; and The existing lot is at least 50 feet wide; and The proposed driveway is not aligned with any driveway on the opposite side of the street; and The design site/lot average slope along the side street exceeds 15 percent.	

Table 5.03.B Exceptions to Standards for Design Sites with Over 10% Average Slope

3. Building Form				
(a) **Building Footprint Depth or Width** Increase in the maximum allowed.	i.	Existing site conditions prevent compliance with the standard.	Increase of up to 10 percent of the standard.	Section 2.03.C (Building Form)
(b) **Ground Floor Occupiable Space** Decrease in the minimum depth required.	i.	Existing site conditions prevent compliance with the ground floor occupiable space standard.	15 feet minimum.	Section 2.03.C (Building Form)
4. Open Space				
(a) **Private or Common Open Space** Reduction in the required minimum open space.	i.	Existing site conditions prevent compliance with the open space standard.	Up to 5' of the dimensional standard or up to 10 percent of the required area.	Section 2.04.F (Open Space)
5. Site Grading				
(a) **Retaining Wall (Height)** Increase in maximum retaining wall height.	i.	Existing slopes average 20 percent slope; and	Increase in retaining wall height up to 10 feet along interior design site/lot line(s); Increase in retaining wall height up to 12 feet within the building footprint if primary building height is in compliance with Development Standards.	Section 2.04.L (Screening and Walls)
	ii.	The retaining wall(s) is necessary to accommodate the building(s) and required site access and parking.		
6. Design Site Dimensions				
(a) **Depth or Width** Increase in the maximum allowed.	i.	Existing site conditions prevent compliance with the standard.	Reduction by up to 10 percent of the standard.	Section 4.05 (Design Sites)

Chapter 6 Definitions

Sections:

6.01 Purpose

This Chapter provides definitions for specialized terms and phrases used in the Objective Design and Development Standards (ODDS). All other applicable definitions in the Folsom Municipal Code (FMC) Section 17.02 (Definitions) apply. In the event of a conflict between the ODDS and FMC definitions, that the ODDS definitions shall apply to projects subject to these standards.

6.02 Definitions

A. Definitions

Abutting. Having a common boundary either directly sharing a border or separated by an alley. Lots/design sites having no common boundary other than a common corner shall not be considered abutting.

Alley. A public or private way that is primarily used for vehicular access to the back or side of design sites. Alleys are not considered thoroughfares.

Applicant. Any person, firm, partnership, association, joint venture, corporation, or any other entity or combination of entities, or state or local government agency applying for a permit.

Architectural Feature. An exterior building element that contributes to its overall appearance or functionality, including, but not limited to, eaves, rakes, cornices, bay windows, window and door surrounds, chimneys, light fixtures, and oriels.

Awning (syn. Canopy). A covering that extends from the wall of a building typically used to shade or cover a window, door, or entry.

B. Definitions

Balcony. A projecting or recessed platform on a building, partially enclosed with a railing, wall, or balustrade.

Base (of Building). The lowest story or stories adjacent to the ground, occupying at least an entire floor. See Section 3.02 (Top, Middle, and Base Façade Design).

Bay. A division of a building between vertical lines or planes that run entirely through solid components of the building, including the entire space between consecutive structural supports.

Bay Window. An architectural projection that is either attached to the ground or projects from the building façade, consisting of one or more stories in height and contains at least 60 percent glass area.

Block. An area of land separated from other areas by an adjacent thoroughfare(s) or civic open space(s). For the purposes of these ODDS, a block is defined by design site/lot lines. See Section 4.03 (New Blocks).

Block Length. The horizontal distance from the design site/lot line on one end of the block to the design site/lot line on the other end along the same street. See Figures 4.03.2 (Maximum Block Size without Passage) and 4.03.1 (Maximum Block Size with Passage).

Block Perimeter. The aggregate of all sides of a block as defined by design site/lot lines.

Bracket. Structural and/or ornamental elements are designed to strengthen the connection between components of a structure that meet at an angle.

Buildable Area. The horizontal area in which a building is allowed to be constructed.

Building, Primary. The building that serves as the focal point for all activities related to the principal use of the parcel.

Building Elevation. See "Building Façade."

Building Entrance. See "Entry."

Building Façade. The exterior walls of a building.

1. **Building Façade, Front.** The exterior wall of a building facing a front design site/lot line.
2. **Building Façade, Side Street.** The exterior wall of a building facing a side street design site/lot line.
3. **Building Façade, Interior Side.** The exterior wall of a building facing a side design site/lot line(s).
4. **Building Façade, Rear.** The exterior wall of a building opposite the front design site/lot line.

Building Form. The overall shape and dimensions of a building.

Building Setback. See "Setback."

Building Setback Area. The area between the minimum and maximum setback lines along the front of a design site/lot and along the side street of a corner design site/lot where the building façade is required to be placed. Chapter 2 (Development Standards) Subsection A (Building Placement) identify the minimum amount of façade to abut and/or be placed in the building setback area.

Bulkhead (syn. Shopfront Base). The area of the storefront between the sidewalk and the display window.

By-Right Relief. Allowed deviations from certain standards for specific situations without discretionary review because of the prescriptive nature of the standards, as allowed by State law. See Chapter 5 (Exceptions to Standards).

C. Definitions

Canopy. See "Awning."

Civic Open Space. An outdoor area dedicated for public gathering and civic activities. See Section 4.04 (Civic Open Spaces).

Column. A vertical shaft extending from the ground or from one part of the structure to another.

Commercial. Pertaining to any business, trade, industry, or other activity engaged in an exchange of goods, services, rights or interests in property, or any other valuable consideration.

Common Area. A portion of a development held in common and/or single ownership that is not reserved for the exclusive use or benefit of an individual tenant or owner and is available for use by all persons who reside or work in the building or on the design site/lot.

Cornice. A horizontal projection traditionally used to join a roof to the wall below and protect the wall from rainwater. The cornice forms the uppermost part of an entablature and may appear secondarily in locations other than at the building's eave or parapet, such as the upper boundary of a base story.

Cul-de-sac. A street that connects to another public street only at one end and is not planned for future extension.

D. Definitions

Dedication. The transfer by a subdivider to a public entity of title to real property or an interest therein, or of an easement or right in real property, the transfer of facilities, the installation of improvements, or any combination of these. See FMC § 16.32.010 (Dedication of Street, Alleys, and Other Public Right-of-Way or Easements).

Design Site. A parcel or portion of land within a parcel, delineated from other design sites and/or parcels, to accommodate one primary building. Design sites are treated like parcels for the purpose of applying development standards but are not required to be legally subdivided. See Section 4.05 (Design Sites).

Design Site Depth. The horizontal distance between the front design site line and the rear design site line of a design site measured perpendicular to the front design site line.

Design Site Line. The perimeter and geometry of a design site demarcating one design site from another.

1. **Design Site Line, Front.** The design site line abutting a thoroughfare or civic open space where the building front will be placed.
2. **Design Site Line, Side Street.** The design site line that abuts a thoroughfare or civic open space and is not the front design site line.
3. **Design Site Line, Side.** The design site line not abutting a thoroughfare or civic open space and is not the rear design site line.
4. **Design Site Line, Rear.** The design site line opposite the front design site line.

Design Site Width. The horizontal distance between the design site lines perpendicular to the front design site line.

Development Site (syn. Project Site). A parcel, group of parcels, or portion(s) of parcels on which proposed structures and improvements are to be constructed.

Driveway (syn. Drive Aisle). An accessway that provides vehicular access between a street or alley and the parking or loading facilities of an adjacent property.

E. Definitions

Eave. The junction of the lower edge of a sloped roof and the wall of a building, running parallel to grade.

Elevated Ground Floor. A ground floor that is situated above the grade plane of the adjacent sidewalk.

Encroachment. Any architectural feature, structure, or structural element that breaks the plane of a vertical or horizontal regulatory limit by extending into a setback, forecourt, or required open space.

Entry, Building. An opening, including, but not limited to, a door, gateway, or gate, that allows access to a building.

Expression Line. A horizontal molding, projection, or other boundary articulating one portion of a façade from the portion above.

F. Definitions

Façade. See "Building Façade."

Façade Transparency. Related to the requirement for fenestration along the front of a building. See Chapter 2 (Development Standards) Subsection D (Façade Design).

Fence. A structure made of wood, metal, masonry, or other material typically used to screen or enclose, an open space.

Finish Level, Ground Floor. The height difference between the finished floor on the ground floor and the adjacent sidewalk.

Footprint, Building. The outline of the area of ground covered by the foundations of a building or structure.

G. Definitions

Gable. A vertical wall in the shape of a triangle formed between the cornice or eave and the ridge of the roof.

Ganged Windows (syn. Grouped Windows). Multiple windows separated by a mullion (structural divisions).

Garage. See "Parking, Covered."

Glazing. Openings in a building in which glass is installed.

Grade. The finished ground level at any point along the exterior walls of a structure. Where walls are parallel with and within five feet of a sidewalk, alley, or other public way, the level above ground shall be measured at the elevation of the sidewalk, alley, or public way. Also see "Grade, Finished."

Grade, Finished (syn. Proposed Grade). The final ground surface elevation after the completion of grading or other site preparation related to a proposed development that conforms to an approved Grading Permit or Building Permit. See also "Grade."

Grading. Any excavating or filling or combination thereof.

Ground Floor. See "Story, First."

Ground Floor, Finish Level. The height of the finished level of the ground floor above the adjacent sidewalk. In the case of a terrace frontage type, the ground floor finish level is the height of the walk above the adjacent street. Regulations for ground floor finish level for residential uses do not apply to ground floor lobbies and common areas in buildings.

Grouped Windows. See "Ganged Windows."

H. Definitions

Hardscape. Paving, decks, patios, and other hard, non-porous surfaces.

Height

1. **Height, Above Grade.** The vertical distance from a point on the ground below a structure to a point directly above.
2. **Height, Highest Top Plate.** The vertical distance between the adjacent finished grade and the highest top plate of the building.

3. **Height, Number of Stories.** The number of stories in a structure allowed above the adjacent finished grade. See "Stories."

4. **Height, Overall.** The vertical distance between the adjacent existing or finished grade, whichever is lower, and the highest part of the structure directly above.

I. Definitions

Impervious. A hard surface area which either prevents or retards the entry of water into soil, as would occur under natural conditions, or which causes water to run off the surface in greater quantities or at an increased rate of flow than would occur under natural conditions.

Infill. Refers to building within unused and underutilized lands within existing development patterns. Infill development is critical to accommodating growth and redesigning cities to be environmentally- and socially sustainable.

J. Definitions

No specialized terms beginning with the letter J are defined at this time.

K. Definitions

No specialized terms beginning with the letter K are defined at this time.

L. Definitions

Landing. An unenclosed, unroofed platform attached to a building and serving as a required means of egress from the first floor of a building or a level area at the top or bottom of a staircase or between one flight of stairs and another.

Lintel. Horizontal support for a door or window below.

Lot (syn. Parcel). A parcel, tract, or area of land whose boundaries have been established by a legal instrument such as a deed or map recorded with the County of Sacramento and that is recognized as a separate legal entity for purposes of transfer of title, except public easements or rights-of-way. For the purposes of these ODDS, lot line, parcel line, and design site line shall be considered synonymous.

M. Definitions

Main Body. The primary massing of a primary building.

Massing. The overall shape or arrangement of the bulk or volume of a building and structures.

Median. A planted or paved area that separates two roadways or divides a portion of a road into two or more lanes.

Mixed-Use. The combination of residential and nonresidential uses within the same building or the same general area.

1. **Mixed-Use Building.** A single building that contains both nonresidential and residential uses.

2. **Mixed-Use Development.** A development site that contains both nonresidential and residential uses on the same design site/lot, whether or not they are located within the same structure.

Mullion. Vertical bar providing structural support between windows.

N. Definitions

No specialized terms beginning with the letter N are defined at this time.

O. Definitions

Occupiable Space. The portion of the building between the street-facing façade and the rear interior wall of the ground-floor space available for permitted uses. This space is designed and intended for human occupancy and active use, such as residential units, offices, retail, lobbies, and amenity areas, as opposed to space used for storage, parking, utilities, or circulation only.

Open Space, Civic. An outdoor area dedicated for public gathering and civic activities.

Open Space, Private. The area required for each residential unit in some building types provided as outdoor yard areas, patios, decks, or balconies.

Open Space, Shared. An entry court, forecourt, courtyard, or other on-site open space shared by multiple residential units or non-residential units.

P. Definitions

Panels. Solid raised or recessed parts of a door, surrounded by stiles, rails, and mullions.

Parapet. A low wall along the edge of a roof or the portion of a wall that extends above the roof line.

Parcel. See "Lot."

Parking

1. **Parking, Covered.** An accessory building, such as a carport or garage, accessible to vehicles that completely covers the parking spaces.
    a. **Carport.** A structure, or portion of a structure, accessible to vehicles, with a solid weatherproof roof that is permanently open on at least two sides, used as parking or storage of one or more motor vehicles.
    b. **Garage.** An enclosed building or portion of a building accessible to vehicles, used as parking or storage of one or more motor vehicles.
    c. **Garage, Private.** A building or portion of a building in which only motor vehicles used by the tenants of the building or buildings on the premises are stored or kept.
    d. **Garage, Public.** A structure or portion thereof offering parking to the public with or without a fee.
    e. **Parking, Tuck-Under.** Parking spaces located in an at-grade garage or accessed by an open driveway under the rear or interior side of the building or under all of the building except for the required ground floor habitable space. Tuck-under parking has occupiable space above the garage level.
2. **Parking, Shared Court.** A small grouping of covered or uncovered parking spaces. See Subsection 2.04.M.7 (Shared Parking Court).
3. **Parking, Structured.** A structure, or portion of a structure, comprised of one or more levels or floors used predominately for parking motor vehicles, including underground parking and parking at grade within a building or structure.
    a. **Parking, Podium.** Parking spaces located in an at-grade garage with shared ingress/egress and maneuvering areas located under the rear or interior side of the building or under all of the building except for the required ground floor occupiable space. The podium parking garage has occupiable space above the garage level.

b. **Parking, Stacked.** Parking spaces arranged in a system that provides two to three spaces in the horizontal area of one space. This type of system is within a podium and subterranean parking structure.

c. **Parking, Subterranean.** Parking spaces located below the finished grade of the building.

4. **Parking, Surface.** A ground level parking lot used exclusively for parking motor vehicles. Parking spaces may be uncovered or covered as a carport.

5. **Parking, Tandem.** A parking space deep enough to allow a maximum of two cars to park, one behind the other

6. **Parking, Uncovered.** Parking spaces that are completely or partially open to the sky.

Parking Driveway Width. The horizontal measurement of an access driveway to a parking area, measured perpendicular to the direction of travel.

Parkway. That portion of a public ROW, typically landscaped, located between the outermost edge of the sidewalk and the curb.

Parkway Tree. See "Street Tree."

Passage. A pedestrian pathway that extends from a sidewalk or civic open space to enhance bike and pedestrian connectivity and provide frontage opportunities.

Patio Cover. A one-story, roofed structure used only for recreational and/or outdoor living purposes that may be attached or detached as an accessory structure to the primary building.

Podium. A continuous projecting base or pedestal under a building often occupied by parking.

Porch. A covered shelter projecting in front of the entrance of a building.

Primary Building. See "Building, Primary."

Private Open Space. See "Open Space, Private."

Public Realm. The outdoor space (horizontally and vertically) accessible to the public, including the setbacks, sidewalks, landscaping, and street between buildings, consisting of new and existing thoroughfares and civic open spaces. For the purpose of the ODDS, the public realm may be privately owned.

Punched Opening. A window opening on an exterior wall where the glass is inset at least three inches from the primary plane of the façade.

Q. Definitions

No specialized terms beginning with the letter Q are defined at this time.

R. Definitions

Renovation (syn. Remodel**)**

1. A structural change to the foundation, roof, floor, or exterior of load-bearing walls of a facility or the extension of an existing facility to increase its floor area.

2. Alteration of an existing facility including, but not limited to, significantly changing its function, even if such renovation does not include any structural change to the facility.

3. Remodeling of the building's interior or exterior.

Residential. Lands, buildings, or structures or portions thereof used, or designed for use, as a home or residence of one or more individuals.

Right-of-Way (ROW). A strip of land acquired by reservation, easement, dedication, forced dedication, prescription, or condemnation and intended to be occupied or occupied by a street, railroad, electric transmission lines, oil or gas pipeline, water line, sanitary storm sewer, or other similar use.

S. Definitions

Setback. The distance by which a structure, parking area, or other development feature is separated from a design site/lot line.

1. **Setback, Front (syn. Building Setback Area, Front).** An area extending across the full width of the design site/lot parallel to the front design site/lot line, extending between the side design site/lot lines.
2. **Setback, Parking.** The mandatory clear distance between a design site/lot line and parking area.
3. **Setback, Rear.** An area extending the full width of the design site/lot between a rear design site/lot line, parallel to the rear design site/lot line, extending between the side design site/lot lines.
4. **Setback, Side.** An area between a side design site/lot line, parallel to the side design site/lot line, extending between the front and rear design site/lot lines.
5. **Setback, Side Street (syn. Building Setback Area, Side Street).** Setback adjacent to side street design site/lot.

Shopfront Base. See "Bulkhead."

Sidewalk. A paved, surfaced, or leveled area, paralleling and usually separated from the street, used as a pedestrian walkway.

Sill. The horizontal bottom member of a window frame.

Stair Penthouse. An enclosed rooftop space for the housing of a stairway and containing no habitable or storage space.

Storefront. The majority portion of a shopfront frontage that consists of the display window and/or entrance and its components, including windows, doors, transoms, and sill pane.

Story. That portion of a building included between the surface of any floor and the surface of the floor next above it, except that the topmost story shall be that portion of a building included between the surface of the topmost floor and the surface of the roof above.

1. **Story, First (syn. Ground Floor).** The lowest story, or the ground story of any building, that is closest to the finished grade. The story above is the Second Floor or Second Story.
2. **Story, Half (syn. Attic Story).** A conditioned space that rests primarily underneath the slope of the roof, usually having dormer windows. The half-story is identified by the ".5" in the description of maximum height (e.g., 2.5). A half-story is considered a story when its top wall plates, on at least two opposite exterior walls, are four feet or more above the floor of such story.

Street. A public or private way constructed for the primary purpose of vehicular travel. The term “street” describes the entire legal ROW or easement (public or private), including, but not limited to, the traffic lanes, bike lanes, curbs, gutters, sidewalks, whether paved or unpaved, parkways, and any other grounds found within the legal ROW. The name given to the ROW (avenue, court, road, etc.) is not determinative of whether the ROW is a street.

1. **Street, Front.** Street located along the front design site/lot line.
2. **Street, Private.** Any street, not a public street.
3. **Street, Public.** A street for which the ROW is owned by or offered for dedication to the public and accepted by the City. A public street will be shown on the official dedicated street map of the City of Folsom.
4. **Street, Side.** Street located along a lot line/design site/lot line that is not the front design site/lot line.

Street Tree (syn. Parkway Tree). A tree planted in public areas, tree wells, parkways, sidewalk areas, street easements, streets, and rights-of-way.

String Course. A continuous horizontal band on the exterior wall of a building providing visual definition between floors.

T. Definitions

Thoroughfare. A way for use by vehicular, pedestrian, and/or bicycle traffic that provides access to design sites and civic open spaces. Thoroughfares include both private and public streets, but not alleys or driveways.

Transom. Glazed lite or window set above a door that is the same width or no wider than the door frame, including sidelights if present.

Trim. A narrow strip of wood, molding, or other material as surface decoration and/or the covering for joints and seams between the building structure and window and door openings or at wall edges.

U. Definitions

Upper Floor. A floor in a building that is located above the first floor.

V. Definitions

No specialized terms beginning with the letter V are defined at this time.

W. Definitions

Walkway. A paved way used for pedestrian traffic. See also "Sidewalk."

Window. An opening in an exterior wall, that allows light into the interior, but is not designed as an entry.

Window, Dormer. A vertical window opening with surrounding wall and roof construction projecting from a sloping roof.

Wing. A structure of at least five feet in depth physically attached to, and secondary to, the main body of a primary building.

X. Definitions

No specialized terms beginning with the letter X are defined at this time.

Y. Definitions

No specialized terms beginning with the letter Y are defined at this time.

Z. Definitions

Zoning Code. The Zoning Code of the City of Folsom specified in Title 17 (Zoning).

This page intentionally left blank

Chapter 7 Measurement Methods

Sections:

7.01 Purpose

This Chapter describes the measurement methods and calculations of site and building elements to ensure compliance with the Objective Development and Design Standards (ODDS).

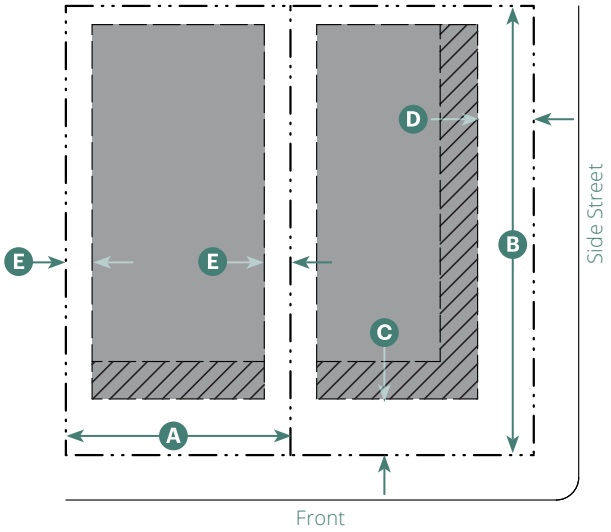
7.02 Façade Buildout

A. The required amount of building façade in the building setback area is expressed in the Development Standards as a percentage, which is calculated as follows:

1. Identify the width and depth of the design site/lot and required setbacks for the primary building. See Section 2.03.A (Building Placement).
2. Calculate the net buildable width of the design site/lot as follows:
   (a) **Front building setback area of an interior design site/lot:** Subtract the horizontal length of each side setback from the total width of the design site/lot.
   (b) **Front building setback area of a corner design site/lot:** Subtract the horizontal length of the side and side street setback from the total width of the design site/lot.
   (c) **Side street building setback area:** Subtract the horizontal length of the front and rear setback from the total depth of the design site/lot.
3. Multiply the net buildable width of the design site/lot by the façade buildout requirement for front or side street. See Section 2.03.A (Building Placement).
4. The result is the minimum length of building façade required within or abutting the building setback area. See Figure 7.02.1 (Example Calculations of Required Façade Buildout) for an example of requirements calculations for the front building setback area of an interior design site/lot and the side street building setback area of a corner design site/lot. See also Figure 7.02.2 (Examples of Façade Buildout Compliance).

B. The building façade is allowed in any configuration (e.g., curved, rectilinear).

Figure 7.02.1 Example Calculations of Required Façade Buildout



Key

	Building Setback Area	C	Front Setback
A	Design Site/Lot Width	D	Side Street Setback
B	Design Site/Lot Depth	E	Side Setback

Front Building Setback Area for Interior Design Site/Lot

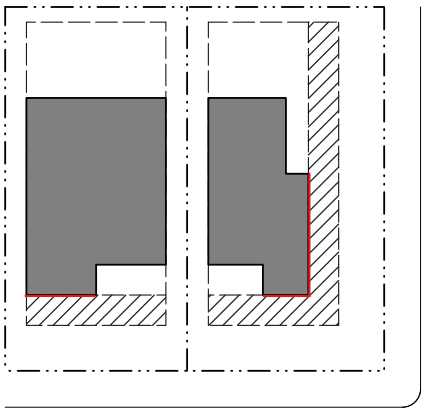
	50 ft	Design Site/Lot Width
-	5 ft	Side Setback
-	5 ft	Side Setback
=	40 ft	Net Buildable Width
X	70%	Min. percentage of Façade Buildout for Front
=	28 ft	Min. required length of façade required within or abutting Front building setback area

Side Street Building Setback Area for Corner Design Site/ Lot

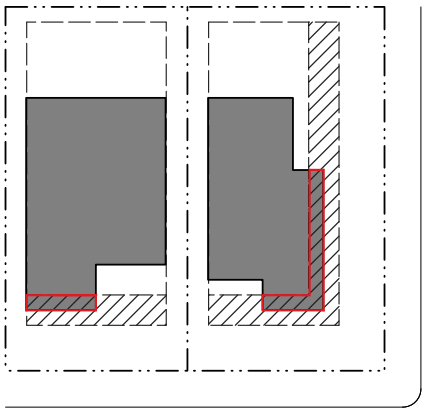
	50 ft	Design Site/Lot Width
-	5 ft	Side Setback
-	10 ft	Side Street Setback
=	35 ft	Net Buildable Width
X	60%	Min. percentage of Façade Buildout for Side Street
=	21 ft	Min. required length of façade required within or abutting Side Street building setback area

Figure 7.02.2 Examples of Façade Buildout Compliance

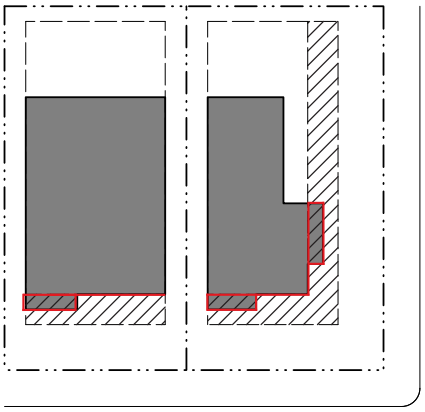
A. Abutting Building Setback Area Only



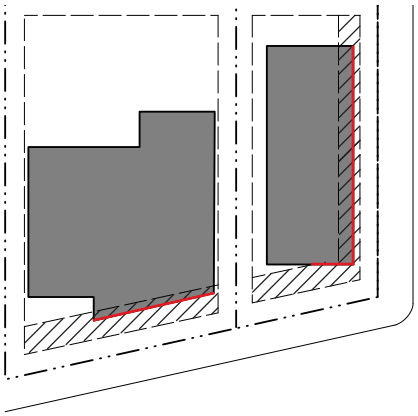
B. Within Building Setback Area Only



C. Abutting and Within Building Setback Area



D. Abutting and Within Building Setback Area on Non-rectilinear Parcels



Key

Building Setback Area

Façade within or abutting Building Setback Area

7.03 Building Form

A. **Building Height.** The height of a building is measured in the following ways. Where height varies on different sides of a building, the tallest height shall be the building's height.

1. **Height, Highest Top Plate.** The vertical distance between the adjacent finished grade and the top of the highest top plate of the primary building. See Figure 7.03.1 (Height, Highest Top Plate).

2. **Height, Above Top Plate to Top of Roof Slope.** The vertical distance between the highest top plate and the top of the roof slope of the primary building. See Figure 7.03.2 (Height, Above Top Plate to Top of Roof Slope).

B. **Building Width.** The width shall be the widest length parallel to the front. See Figure 7.03.3 (Building Width and Depth).

C. **Building Depth.** The depth shall be the deepest length perpendicular to the front. See Figure 7.03.3 (Building Width and Depth).

Figure 7.03.1 Height, Highest Top Plate

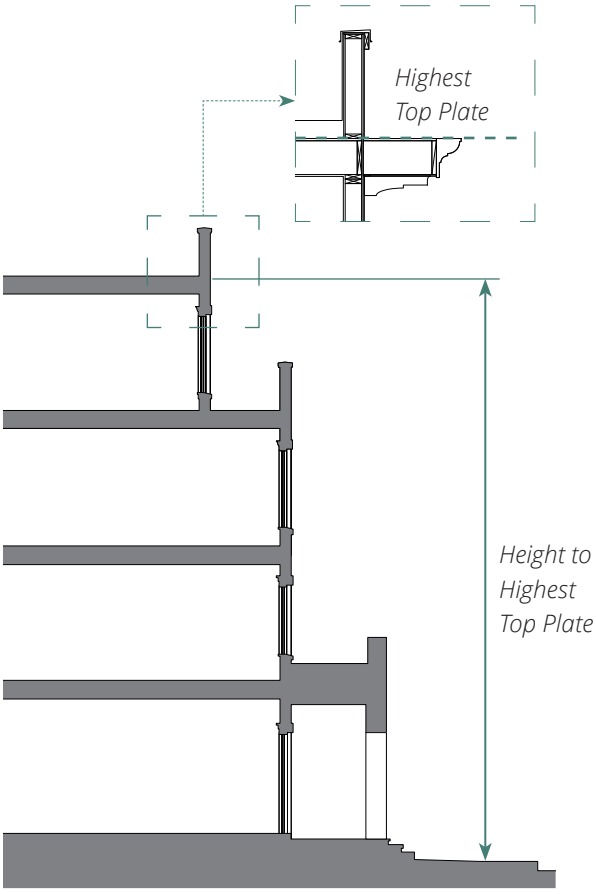


Figure 7.03.2 Height, Above Top Plate to Top of Roof Slope

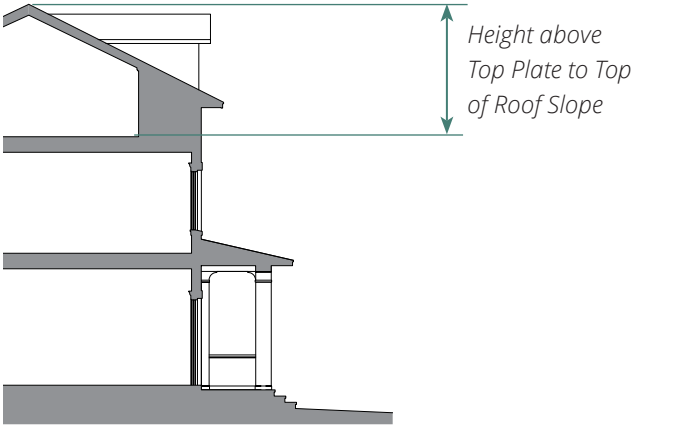
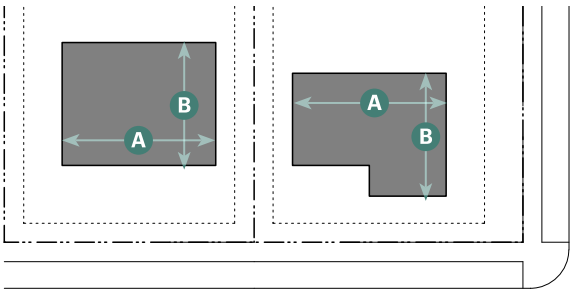


Figure 7.03.3 Building Width and Depth



Key

A Building Width

B Building Depth

7.04 Façade Transparency

A. The required amount of transparency on a building façade is stated in the Development Standards as a percentage, which is calculated as follows:

1. Identify the applicable façade surface area and proposed transparency area. See Figure 7.04.1 (Measuring Façade Transparency).

   (a) The ground floor façade surface area is from two feet above the ground floor finish level to the ceiling of the ground floor.

   (b) The façade surface area of the upper stories is from the top of the floor plate above the ground floor to the ceiling of the top floor.

   (c) For façades that include a pitched roof, the roof area shall be excluded from the façade surface area.

2. Divide the proposed transparency area by the applicable façade surface area and multiply by 100.

3. The result is the proposed façade transparency percentage. Check for compliance with the transparency requirement in Section 2.03.D (Façade Design).

Figure 7.04.1 Measuring Façade Transparency

Key					
A	Façade Height	C	Transparency Height		Façade Surface Area
B	Façade Width	D	Transparency Width		Transparency Area

7.05 Average Slope

A. The slope is measured by taking the vertical distance, or "rise," over the horizontal distance, or "run." The resulting fraction, or percentage, is the "average slope" of the land. For purposes of the ODDS, the average slope is based on existing topography and calculated as follows:

B. **Design Sites/Lots with Even Slope.** The average slope for design sites/lots with relatively even slope across the site is determined by the following formula: S = ((T - B) ÷ run) × 100.

1. S = average slope
2. T = elevation at the top of the slope
3. B = elevation at the bottom of the slope
4. Run = horizontal distance between the top and bottom elevations

C. **Design Sites/Lots with Uneven Slope.** The average slope of design sites/lots with an uneven slope across the site before grading is determined by the following formula: S = (1.0029 × I × L) ÷ A.

1. S = average slope
2. I = contour interval in feet
3. L = summation of the length of the contour lines in scale feet
4. A = area of the design site/lot in acres

D. **Sloping Design Site/Lot Height.** Design sites/lots with slopes of more than 10 percent shall measure the maximum height of structures as set forth in the Development Standards and measured vertically from ground level at the front setback line or, if no setback is required, at the center of the design site/lot.

Figure 7.05.1 Average Slope

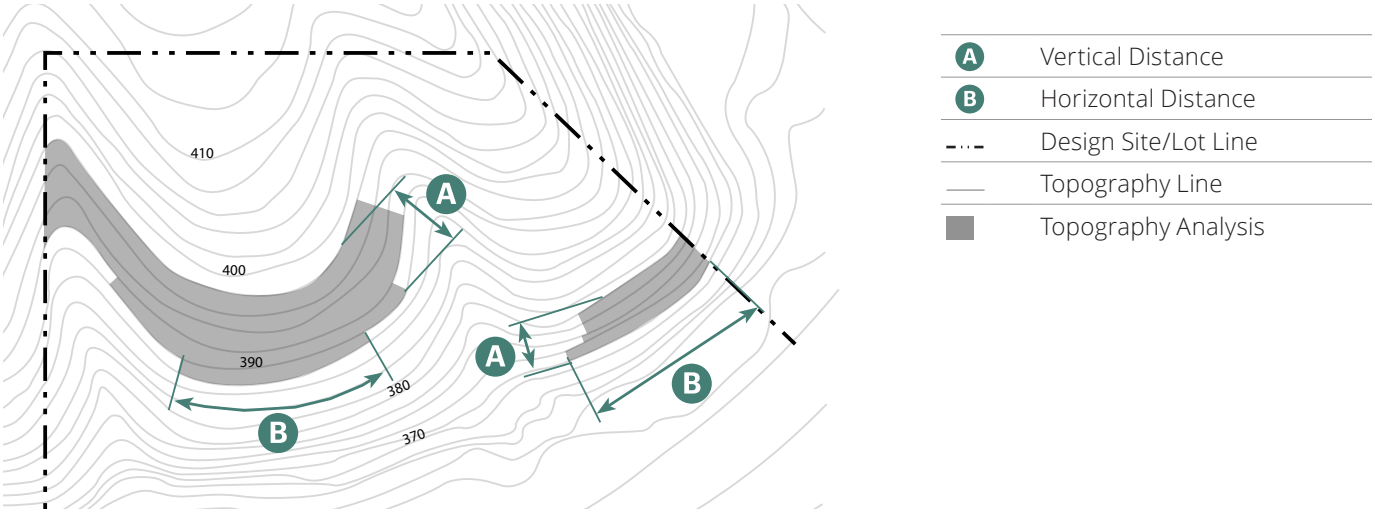


EXHIBIT ‘B’ - CITY OF FOLSOM DESIGN GUIDELINES FOR MULTIFAMILY DEVELOPMENTS, DATED APRIL 2004

CITY OF FOLSOM

DESIGN GUIDELINES FOR MULTIFAMILY DEVELOPMENTS

Revised

April 2004

City Council Resolution No. 7275

CITY OF FOLSOM
DESIGN GUIDELINES FOR MULTIFAMILY DEVELOPMENTS

Table of Contents

CITY OF FOLSOM
DESIGN GUIDELINES FOR MULTIFAMILY DEVELOPMENTS

A. PURPOSE

The purpose of this document is to establish specific design guidelines for the development of multifamily residential units that are necessary to promote and protect the public health, safety, and general welfare of the community by:

1. Ensuring compatibility between multifamily land use and the surrounding developments and adjacent properties.
2. Promoting and protecting the long-term economic viability and property values in the vicinity of multifamily uses.
3. Ensuring multifamily units will not conflict with accepted traffic safety standards.

This document is not intended to limit innovative design but rather to provide clear direction and design criteria.

B. APPLICABILITY

These design guidelines shall be applied consistent with existing Development Agreements and other vested entitlements, including, but not limited to, the *Folsom General Plan* and *Folsom Municipal Code*.

1. These guidelines shall apply to the development and construction of multifamily units whether 100% multifamily or in a mixed-use development.
2. These Guidelines shall be used in conjunction with the regulations and development standards included in City's Zoning Ordinance and shall not be used to limit the discretion of the approving authority to exceed or vary from the standards contained in these Guidelines or from other regulations as permitted by City Code.
3. In approving these Design Guidelines, the *Folsom City Council* strongly encourages applicants for multifamily developments to exceed these standards.
4. For the purposes of this document, the phrase "multifamily unit" shall mean three or more dwelling units in a single structure, including, but not limited to, developments commonly referred to as apartments, townhouses, and condominiums. "Dwelling Unit" is defined as a building or part of a building designed for one family containing one kitchen.

5. By definition, the word "shall" is synonymous with the word "will" and implies a mandatory or imperative requirement.

6. By definition, the word "should" is synonymous with the word "may" and "might". For the purposes of this document, "should" has the significance of establishing a goal and providing an expectation for development.

C. GENERAL

In accordance with the *Folsom General Plan* all multifamily developments shall be required to obtain a Planned Development Permit in accordance with the *Folsom Municipal Code*.

Other citywide regulations that have not been incorporated into this document shall be applicable to the development of a particular multifamily site.

D. DESIGN GUIDELINE GOALS

1. Support the preservation of existing neighborhood character and community value.

2. Promote the provision of suitable housing types for all residents including new standards for developments with higher densities and usage mix.

3. Encourage the formulation of regulations that reflect the direction of the *Folsom General Plan* and add a qualitative direction for new developments in support of general plan policies.

4. Provide guidance for increasing density with greater attention paid to amenities.

5. Creation of a community of interconnected and livable neighborhoods.

6. Minimize the impact of parking within existing or planned neighborhoods.

E. SITE PLANNING PRINCIPLES

Because of higher densities, multifamily developments shall be designed to maximize open space and to provide an attractive environment.

1. <u>Site Layout</u>

   a. The minimum front yard setback for the main living quarters of multifamily developments shall be 20 feet.

   b. The street setback for all accessory structures, carports, parking areas, fences, patios, enclosed storage areas, swimming pools, spas, walls, and similar development features shall be 25 feet as measured from the rights-of-way or private streets, whichever is greater, along the perimeter of the multifamily site.

c. The area between the street improvements and street setback line shall be landscaped.

d. The setback for all structures greater than two stories abutting one-family and two-family land uses shall be 100 feet minimum as measured from the property line.

e. Parking spaces, carports, and internal access drives abutting one-family and two-family land uses shall be 25 feet minimum from the property line.

f. An effort shall be made to reduce barrier walls along street frontages. However, a 6-foot high masonry wall with a 10-foot wide landscaped planter may be provided in lieu of the 25-foot setback. Wall height may be increased to address site-specific conditions.

g. All multifamily developments not adjacent to other multifamily developments shall have a 6-foot high masonry wall at the abutment.

h. There shall be no more than eight dwelling units in each group of attached dwellings when any portion of such building is located within 100 feet of any property zoned for single family residential use.

2. Space Delineation

It is important to clearly delineate public space, common space, and private space.

a. Locate common facilities such as laundries and play areas so they are clearly intended for the residents and are not public amenities.

b. Provide a visual buffer in the form of landscaping, privacy walls, or semi-private patios between the interior of dwellings and sidewalks and common open spaces.

3. Crime Prevention Through Environmental Design (CPTED)

Multifamily development site planning shall integrate the principles of Crime Prevention through Environmental Design (CPTED) to the maximum extent practicable. Applicants shall consult with the *Folsom Police Department* and *Folsom Community Development Department* regarding implementation of CPTED principles into multifamily developments.

Multifamily developments shall integrate site planning principles, such as easy surveillance of common areas and walkways by residents, into the design to lessen the likelihood of crime within the development. These principles shall include, but not be limited to:

a. Territoriality. Space within the development and along the edges shall be well defined and delineated to create a sense of ownership such that intruders and strangers stand out. This may be accomplished through the use of pavement treatments, landscaping, art, signage, screening, fencing, and similar techniques.

b. Natural Surveillance. Create an environment where it is possible for people engaged in their normal behavior to observe the spaces around them. Maximize a space's visibility through thoughtful design of building orientation, window placement, entrances and exits, landscaping of trees and shrubs, and other physical obstructions. Utilize nighttime illumination of parking lots, walkways, entrances, stairwells, and related areas that promote an environment in which natural surveillance is possible.

c. Access Control. Plan and implement access control to restrict criminal intrusion, especially in areas where criminal activity cannot be easily observed. Access control may include, but is not limited to, use of fences, walls, landscaping, and lighting to prevent or discourage public access to or from dark or unmonitored areas. In addition, sidewalks, pavement, lighting, and landscaping areas should be used to guide the public to and from the primary development entrances and exits.

d. Activity Support. Create activity support by placing new or existing activities in an area so individuals engaged in a particular activity become part of the natural surveillance of other areas. For example, picnic areas shall be located next to tot lots, not away from such areas, to assist in observation of children at play.

4. Development Entries & Informational Signage

The entries of multifamily developments shall be designed to provide a welcoming effect, complete with landscaping, and conveniently located building directories.

a. Each driveway entrance shall include an illuminated informational directory constructed of vandal-resistant material. The lettering, numbering, and diagrams shall be large enough so that the driver of a vehicle can read the directory from the driver's seat. Additionally, there shall be a pullout from which to view the directory so as to not obstruct the traffic flow.

b. Monument signage shall include illuminated street number identifiers of at least 6" in height. Individual units shall include unit number identifiers. Illuminated signage identifying the range of addresses shall be posted on each building and shall be visible from all vehicle approach ways.

c. All monument signage, unit identifiers, and addresses shall be illuminated and designed to *Folsom Fire Department* standards.

5. Parking Requirements

The following parking ratios shall be used to determine the ~~minimum~~ on-site parking standards for each development.

1 bedroom	1.5 spaces/unit
2 bedroom	1.75 spaces
3 bedroom	2.0 spaces
Guest parking	1 space/5 units
Club House/Rec Room	1 space/30 sf
Management Office	1 space/200 sf

a. On-site parking spaces shall not be used for recreational vehicles, boat parking, or storage unless specifically provided onsite above the minimum parking requirements for tenants and guests.

b. Bicycle racks shall be provided for all multifamily developments in sufficient quantities to accommodate anticipated levels of bicycle traffic as required by *Folsom Municipal Code,* but no less than one bicycle parking space for every 5 dwelling units. Bicycle racks and lockers shall be located in highly visible and convenient areas to residential units and common areas, but shall not obstruct pedestrian walkways.

c. Multifamily buildings adjacent to a public street shall be designed to minimize the likelihood of on-street parking by development residents and guests. For example, physical barriers such as landscaping, berming, or other design elements shall be incorporated into the development design.

6. Parking Layout

a. To avoid long, unbroken drive aisles and parking areas, parking areas shall be designed with no more than ten uninterrupted parking spaces in any single parking row. A walkway, finger planter, or landscape area shall separate every ten parking spaces.

b. Perimeter parking aisles that surround a complex and isolate the residences from the parking areas are not permitted.

c. Special consideration shall be given to age-restricted communities to allow for improved access and mobility within the project site.

d. For multi-unit buildings, the majority of parking, whether garages, covered parking, or open parking areas, shall be located behind the building that is not adjacent to the street.

e. Parking areas and drive aisles shall be screened from all public rights-of-way with mounds, berms, other design elements, or a combination thereof, to achieve a minimum screening of 3-feet above the finished grade of the parking lot or drive aisle.

f. Parking spaces shall be located within convenient and reasonable walking distance to the dwelling units and serve to maximize the security of the residents.

g. Parking areas shall be illuminated and located in a manner to maximize the safety of the tenants and the security of the vehicles.

h. Parking courts shall consist of no more than two double-loaded parking aisles. Dwelling units or landscaping shall separate individual parking courts. Trees, shrubs, and ground covers shall be required in landscaped areas to enhance the aesthetics and shading of all parking areas.

i. Enclosed garages shall be designed in a manner compatible with the design of the primary residential structures. Enclosed garages shall be broken up by setbacks or offset planes of garages to avoid "corridors" of garage walls.

j. Enclosed parking shall be used for automobile parking rather than storage.

7. Storage

Outdoor storage shall be provided so that items do not fill up balconies and patio areas.

a. Sixty cubic feet of outdoor storage per dwelling unit shall be viewed as a minimum.

b. The storage areas shall be covered and able to be locked.

c. The storage unit shall be designed and constructed of similar materials to the dwelling units.

8. Pedestrian and Vehicular Circulation

a. Circulation patterns shall be as obvious and simple as possible. All likely pedestrian and bicycle routes shall be considered in the design phase to eliminate "short cuts".

b. Pedestrian and bicycle connections shall be provided to any adjacent public sidewalks, trail systems, public property, or commercial parcels.

c. Trellises, trees, or other landscaping shall be placed along pedestrian walkways.

d. All site facilities and amenities shall be accessible to people with disabilities in accordance with provisions of State and Federal regulations.

e. Circulation systems shall be designed to avoid conflicts between vehicular, bicycle, and pedestrian traffic.

f. Development driveways shall be situated away from or immediately opposite street intersections. The number of driveways shall be consistent with the direction of the *Folsom Community Development Department* for purposes of traffic safety.

g. The width of curb cuts shall be minimized, but shall always meet the requirements of emergency and service vehicles. A wider curb cut may be required on a higher speed street that may include the addition of acceleration and/or deceleration lanes as deemed necessary by the *Folsom Community Development Department.*

h. Where pedestrian circulation crosses vehicular routes, a change in grade, materials, textures, or colors shall be provided to emphasize potential points of conflict and improve visibility and safety.

i. Circulation routes shall focus upon main entries and also identify secondary access points to concentrate or disperse traffic on adjacent streets to minimize traffic impacts from the development.

j. All elements of the site design shall accommodate access requirements of emergency vehicles and site services.

k. Service functions shall be integrated into the circulation pattern in a manner that minimizes conflicts with vehicles and pedestrians.

l. Redundant circulation that unnecessarily reduces the amount of land available for landscaped areas shall be minimized.

m. Speed bumps or undulations are encouraged to increase safety.

9. Traffic

Each multifamily development proposal shall be considered for submission to the *Folsom Traffic Safety Committee* for review and evaluation.

10. Noise

a. Developments located directly adjacent to arterial roadways, rail corridors, and any other uses identified in the *Folsom General Plan* as possibly exceeding noise standards at the property line shall be designed to minimize noise impacts and as part of the environmental review process, may be required to be reviewed and evaluated by a Folsom city approved noise consultant to determine any noise mitigation necessary to ensure compliance with the *Folsom Noise Ordinance*. Appropriate mitigation measures shall be incorporated into development conditions of approval.

b. For purposes of noise attenuation, early acoustical site planning shall be incorporated into the design. Use the design of the complex to

shelter private yards from noise. Use the building exterior to reduce noise within the units to acceptable levels.

c. Sound walls shall only be considered if all other options have been exhausted. When sound walls are found to be necessary, the sound wall shall be set back a minimum of 25 feet from the public right of way. The setback area shall be planted with dense landscaping. Earth berms are encouraged to minimize the perceived height of the sound wall.

11. Grading

The overall development shall be in scale with its surroundings.

a. To the extent practical, site grading for multifamily developments shall retain the natural topography of the land and preserve natural features such as protected trees, riparian habitat, wetlands, rock outcroppings, and other natural features.

b. Slope conditions can exaggerate height, bulk, and mass. Special attention shall be given to minimize the height, bulk, and mass on steep sites. Multifamily developments constructed on sloping land should be designed to relate to the existing landforms in order to minimize the building's mass and bulk and integrate the development with the site and adjoining sites (for example, step with the slope). Excessively steep roads or parking facilities are to be avoided.

c. Refer to the *Folsom Municipal Code* for grading permit requirements.

12. Lighting

Site lighting shall be carefully designed to accent building and landscape features. Appropriate night lighting shall be provided for security and safety.

a. Both construction and permanent exterior lighting shall be designed to conserve energy and to minimize glare and fugitive light upon adjacent properties or public areas.

b. Primary light sources shall be shielded and directed downward. Lamps shall be of a minimal wattage and have a warm light color. Lighting from concealed sources is encouraged. The use of colored bulbs or lenses is prohibited.

c. Security and safety lighting shall be architecturally integrated into the development. The use of motion detection devices for security lighting is recommended.

d. Overhead sports court lighting shall be limited and designed to illuminate only the court area. Spillover light onto neighboring properties and uses shall be prohibited.

e. Parking areas and entry drives shall have an illumination of 1.0 foot-candles as a maintained minimum at the pavement surface. Parking

area pole mounted lighting shall be spaced for maximum energy efficiency and shall be no more than 16 feet in height.

f. Pedestrian walks shall have illumination levels of 0.5 foot-candles as a maintained minimum at the walking surface to identify any level changes or changes in walking conditions. Pedestrian walk lighting shall be of an appropriate scale and style such as, but not limited to, bollard-type lighting, step lighting, and/or pole-mounted lighting not exceeding 10 feet in height.

g. All lights shall be placed on an automatic device capable of turning the lights OFF one-half hour prior to dawn and ON one-half hour past dusk.

13. Open Space/Recreational Amenities

Creating open space areas that are easily accessible by residents provides focal points for community recreation and interaction while adding to the overall quality of life for residents. Given the environmental and recreational benefits of open space, it shall be integrated purposefully into the overall design of the development, not merely be residual areas left over after buildings and parking lots are situated.

a. Multifamily developments that are greater than 10 acres in size shall contain a minimum of 30 percent of the land in natural or improved open space, exclusive of roadways and parking lots.

b. The following areas shall not be included in calculating Open Space requirements:

   i. Private lots, yards, balconies, and patios dedicated for use by a specific unit.

   ii. Public rights-of-way, private streets, and private drives.

   iii. Open parking areas and driveways.

   iv. Land covered by structures, except for ancillary structures associated with the use of the open space such as gazebos and picnic shelters.

   v. Designated outdoor storage and trash collection areas.

   vi. Land areas of less than 25 feet between buildings and/or parking lots or driveways.

c. Buildings, roofed areas, hardscape areas, and parking facilities, including drives, shall not cover more than 70% of the site.

d. Onsite open space areas shall be located where residents of the development receive maximum benefit.

e. Recreational amenities shall be required in all multifamily developments and shall include one or more of the following facilities

as may be determined by the *Folsom Planning Commission* or *City Council*:

> Swimming pools, recreation buildings, tennis courts, children's play areas, passive and active recreation areas, or such other amenities which in the opinion of the *Folsom Planning Commission* or *City Council* are appropriate to serve the needs of the residents.

This requirement for recreational amenities will vary and be reflective of the number of units and types of units within the multifamily development proposed.

f. If a planned development is not age-restricted for senior housing there shall be a children's active play area. Such area(s) shall be determined by the type of planned developments and shall be programmed for the security of the children with minimal disturbance of nearby residents.

g. Active and passive recreation areas shall be located within the view shed of as many units as possible to provide casual supervision. Separate the recreation areas from traffic, trash dumpsters, or on otherwise unsuitable areas of the development.

h. Provide recreation areas with shaded benches or picnic tables for adults that are accompanying younger children.

14. Drainage

All onsite drainage shall be collected and conveyed to an approved existing underground storm drainage system when available. All onsite drainage patterns shall occur on or through areas that are designed to serve this function.

a. Drainage shall not be conveyed within the drip line of any oak tree to be retained on the site.

b. Drainage from landscape areas shall be properly conveyed and contained and not allowed to drain freely across sidewalks, roadways, parking areas, and other hardscape features.

F. ARCHITECTURE

Multifamily structures shall be designed in a manner that compliments the surrounding environment.

1. Scale

The scale of multifamily developments shall be considered in the context of surrounding developments. There shall be a scale transition between multi-story developments and adjoining single-family neighborhoods.

2. Structure Design

Variety and distinctiveness in design is desirable. The goal is for functional design solutions that are compatible with the surrounding natural and man-made features. All elevations shall be designed in a manner consistent with the design used for the front elevation of the buildings (i.e., the same design theme used on the front/entry of the building shall be used on the side and rear elevations).

3. Design Compatibility

The design of multifamily residences shall compliment surrounding developments, but shall not replicate adjacent residential designs. Designs within the development area need to be consistent in scale and character, but not to the point of being identical or repetitious. The residential design shall respect the predominant characteristics of height, massing, setbacks, and materials of the existing developments in the development area. Windows, balconies, or openings shall not provide for visual intrusion into adjacent residential properties.

4. Building Articulation

Expanses of uninterrupted wall area, unbroken roof forms, and box-like structures shall be prohibited. Balconies, porches, bay windows, chimneys, and other design elements with projections and varied setbacks shall be used to break up the physical characteristics of structures. Units clustered into one structure shall have varying front setbacks, staggered roof planes, and variety in orientation.

5. Façade and Roof Articulation

Separations and changes in the height of roof planes shall be used to visually separate the units. Articulation such as roof dormers, hips, gables, balconies, wall projections, and porches shall be used to break up the visual massing of building facades. End units shall have articulation such as windows and doors opening onto the sidewalks.

a. Flat and Mansard roofs are discouraged.

b. Roof overhangs of 12-inch minimum shall be required.

6. Building Materials

The use of a variety and combination of building materials is encouraged. It is generally preferred however that the number of materials used on the exterior be such that a clean, uncluttered design statement is the result. Building materials selected for multifamily developments shall be very durable and require low maintenance including, but not limited to, stucco, stone, and brick. Overuse of pre-fabricated, less durable materials, including wood siding, is discouraged. Building materials shall integrate

quality design elements consistent with the design of the development and the surrounding neighborhood.

7. Roofing Materials

   Predominant roof materials shall be of high quality, durable material such as, but not limited to, clay or concrete tiles and asphalt shingles. Other materials will be considered on a case-by-case basis.

   a. All roofs shall consist of non-combustible, non-reflective materials chosen to be compatible with the surroundings.

   b. All roof penetrations and roof-mounted equipment shall be compatible with the roof color.

8. Building Colors

   Exterior building colors shall be compatible with the surrounding neighborhood setting and shall not be out of character or in visual competition with the existing surrounding design elements. The goal is not to create bland, monochromatic neighborhoods, but rather to provide a complementary range of colors from residence to residence.

   a. Unfinished galvanized metals such as flashing, gutters, down spouts, roof vents, vent stacks and pipes, etc., shall be painted or finished to compliment adjacent building surfaces.

9. Carports, Garages, and Accessory Structures

   All accessory structures, including carports, garages, and solid waste receptacle enclosures, shall be designed with materials and in a manner consistent with the architectural design characteristics of the development. These accessory structures shall utilize colors and materials similar to the residential structures.

   a. If carport roofs are flat or vary from the design of adjacent buildings, they shall be located within the interior of the site, away from street views.

   b. A minimum of 50 percent of the development's parking shall provide some type of overhead protective covering such as carports, garages, or other solid structures.

10. Mechanical Equipment Screening

    Mechanical equipment shall be located and operated in a manner as unobtrusively as possible for both sound and appearance for adjacent residents. All mechanical equipment shall be screened from public view with either a solid barrier or landscaping. If a solid barrier is used, the construction materials shall be compatible with the materials and finish colors of the primary structures on site.

    a. All mechanical equipment including, but not limited to, compressors, air conditioners, antennas, pumps, heating ventilating and air conditioning

equipment, emergency generators, elevator penthouses, and communications equipment shall be concealed from view from public streets, neighboring properties, and nearby higher buildings.

b. Mechanical equipment shall not be located on the roof of a structure unless the equipment can be concealed from view and designed as an integral part of the building.

11. Utility Equipment

a. Utility equipment such as transformers, electric and gas meters, electrical panels, and junction boxes shall be screened by walls and/or landscaping.

b. Utility transformers shall not be the dominant visual element of the front landscape area. For areas outside of the front yard setback, utility transformers shall be completely screened by walls and/or landscaping, and shall not obstruct views of monument signs and driveways.

c. All utility lines from the service drop to the site shall be placed underground.

12. Trash/Recycling Enclosures

Provisions shall be made for placing an appropriate number of garbage/trash receptacles for the development in a manner that does not adversely impact adjacent properties.

a. All trash and recycling containers shall be stored in an approved enclosure. The *Folsom Community Development Department* shall approve the sizes and quantity.

b. Trash enclosures shall be designed to allow convenient access for each tenant. Enclosure locations shall not be blocked by parking spaces.

c. Trash enclosures shall be located away from existing surrounding residential uses and shall not create a nuisance for the adjacent residents.

d. Lighting shall be provided at trash enclosures for nighttime security.

e. Trash enclosures shall be constructed with masonry walls and heavy wood and/or metal doors. No cyclone fencing with redwood/plastic slats shall be permitted.

f. Trash enclosures shall be designed in a manner to be architecturally compatible with the design of the primary structures on the development site.

13. Windows and Skylights

Windows shall be located to maximize the possibility of occupant surveillance of entryways, recreation areas, and laundry areas.

a. Bay windows shall extend a minimum of 3' beyond the main façade area and a minimum of 8' in width.

b. Garden windows are encouraged, but shall be incorporated with other design elements so as to avoid creating a visual effect similar to rows of window air units.

14. Exterior Stairways

Exterior stairways that can be viewed from the public streets shall be enclosed or screened from public view.

15. Fire Resistance

Buildings shall be designed to be fire defensive. Designs shall minimize risk of fire by a combination of both architectural and landscape attributes including, but not limited to, the use of fire resistive building materials, fire sprinklers, non-combustible roofing, and defensible landscaping space.

16. Energy Conservation

Buildings shall be designed to meet or exceed the current *California Energy Commission* standards. The use of methods to reduce energy consumption is encouraged. Design and location of solar panels should be consistent with other design considerations.

G. LANDSCAPING

Landscaping can be used to complement buildings and to make a positive contribution to the aesthetics and function of the specific site and the area. Planted areas shall be used to enhance the appearance of structures, define site functions, and screen undesirable views. Provisions for ongoing maintenance shall be identified to ensure the timely replacement of any dead or diseased vegetation.

1. Planning

A preliminary landscape plan shall be included as part of the development submittal requirements. The landscape plan shall address the following items:

a. All areas not covered by structures, service yards, walkways, recreational facilities, driveways, and parking spaces shall be landscaped, unless inappropriate (i.e. planting under the drip line of native oak trees).

b. The principle element of landscaping shall consist of living plants of various heights and textures. Spaces between vegetation may be dressed with bark or other natural materials.

c. Unity of design is to be achieved by repetition of certain plant varieties and other materials, as well as through the coordination with adjacent landscaping, where appropriate.

d. Existing mature trees, rock outcroppings, and riparian corridors shall be preserved and incorporated into landscape plans where feasible.

e. Landscaping incorporated into building design is encouraged. Trellises, arbors, cascading landscaping, vines, and perimeter garden walls are encouraged.

f. Planting of shade trees along the south and west side of structures is desirable to ensure adequate shading during the summer months.

g. Drought-tolerant plants and water conservation measures are required to be in accordance with *Folsom Municipal Code Water Conservation* regulations.

h. Selected landscaping shall be in a scale with the development and adjacent land uses. Security issues shall be addressed in the landscape planning of the site.

i. Landscaping shall be used around the base of structures to soften the transition from hardscape or parking areas to the structure. Landscaping shall also be used to accentuate entrances to structures.

j. Trees shall be located throughout the parking lot, as well as at the ends of the parking aisles. Placement of trees within the parking area shall comply with the requirements of the *Folsom Municipal Code*, to ensure compliance with the city's parking lot shade requirements so that in 15 years, 50 percent of the parking lot will receive shade at high noon.

k. Landscaping shall be protected from vehicular and pedestrian encroachment through the use of raised planters, curbs, or depressed walkways.

2. Maintenance

The intent is to maintain the original appearance of the landscaping over the long term, to ensure the health of the introduced plant materials so they reach their natural maturity, and to preserve the visual image of the community.

a. All required landscaping improvements shall be continually preserved and maintained to professional maintenance industry standards through routine, scheduled care including, but not limited to, watering, weeding, mowing, fertilizing, pruning, spraying, root aeration, and irrigation repair.

b. Plant materials that have died or are in a visible state of decline shall be replaced to meet the requirements of the original landscape plan approval.

c. All proposed work on or near native oak trees that are considered to be a regulated activity under the *Folsom Tree Preservation Ordinance* shall require approval with tree permit.

3. Fencing and Walls

Where proposed, fencing and walls shall be of high quality and design, shall be consistent with the design theme of the development, and shall be constructed to discourage graffiti in accordance with the *Folsom Graffiti Ordinance.*