

Waterfront District Master Plan

Historic Town Center, Transit Village,
and Hercules Point Sub-District Amendments



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Table of Contents

Introduction

Chapter 1: Building Form Standards

Building Form Regulating Plan	1-3
Allowable Building Height Overlay Plan	1-5
Zone Descriptions	1-6
Composite Use Table	1-8
Bayfront Boulevard Main Street Zone Standards (T5-MS)	1-11
Main Street Transition Zone Standards (T5-MST)	1-15
Village Neighborhood Zone Standards (T5-VN)	1-19
Clubhouse Center Zone Standards (T5-CC)	1-23
Neighborhood General Zone Standards (T4-NG)	1-27
Waterfront Recreational Zone Standards (WR)	1-31
Additional Standards for all Zones	1-33
Parking Standards for all Zones	1-34
Frontage Types	1-36

Chapter 2: Architectural Styles

Architectural Styles Allowed	2-2
Waterfront Warehouse Style	2-5
Gold Rush Style	2-11
Victorian Style	2-15
English Arts and Crafts Style	2-19
Spanish Revival Style	2-23
Bay Area Eclectic Style	2-27

Chapter 3: Civic Space Standards

Civic Space Regulating Plan	3-3
Approach	3-5
Hercules Point Standards	3-6
Bayfront Promenade Standards	3-8

Chapter 3: Civic Space Standards (Continued)

Bayfront / Creekside Park Standards	3-9
Town Square Standards	3-10
Historic Square Standards	3-11
Plaza Standards	3-12
Paseo Standards	3-13
Pocket Plaza Standards	3-14
Pocket Park Standards	3-15
Bay Trail Standards	3-16
Creekside Trail Standards	3-17
Natural Preserve / Hillside / Riparian Areas	3-18
Stormwater Quality Standards	3-19
Playground / Tot-lot Standards	3-20
Ancillary Structure Standards	3-21

Chapter 4: Street and Circulation Standards

Street Types Regulating Plan	4-3
Main Street Standards	4-5
John Muir Parkway Standards	4-6
Town Center Street I Standards	4-7
Town Center Street II Standards	4-8
Neighborhood Street I Standards	4-9
Neighborhood Street II Standards	4-10
Walk Street	4-11
Transit Loop Drive Standards	4-12
Refugio Creek Crossing Standards	4-13
Access Alley Standards	4-14
Rear Loaded Alley Standards	4-15

Chapter 5: Appendix

Glossary of Terms	5-3
Green Building Resources	5-8
Supplemental Transit Information	5-9



Introduction:

The intent of this document is to provide a Form Based-Code that will facilitate and regulate the development of the Hercules Bayfront per the vision of Hercules Bayfront LLC's Initial Planned Development Plan (IPDP) dated November 9, 2007. The standards set forth in this document address the larger picture urban design elements upon which the community, City staff, and property owner/developer can all agree upon and create standards that enable the detailed design review of individual buildings as the details and specific design solutions for the buildings within the plan are developed.

The Hercules Bayfront is envisioned as a transit-oriented, traditional neighborhood mixed-use project within the Hercules Waterfront District. The Hercules Bayfront has been initiated as the final stages of the Hercules Waterfront District Master Plan (HWDMP) that was prepared in 1999-2000 and unanimously adopted on July 25, 2000. The vision contained in the HWDMP was the catalyst for the development of the Community Charrette Based Regulating Code for the Central Hercules Plan adopted in 2001.

The envisioned development of the Hercules Bayfront is consistent with and implements the Hercules Waterfront District Master Plan, the Regulating Code for the Central Hercules

(Image Above) Conceptual street level perspective in The Village looking east along Bayfront Boulevard towards a public plaza.

Plan and the wishes of the community. The Hercules Bayfront's Plan has been guided by the principles of 'New Urbanism', 'Smart Growth', and pedestrian oriented development. Given the importance of this land, not only within the City of Hercules, but to the entire San Francisco Bay Area, the owners have assembled a team that includes some of the country's most highly regarded and most forward-thinking planners to help create the vision for this area.

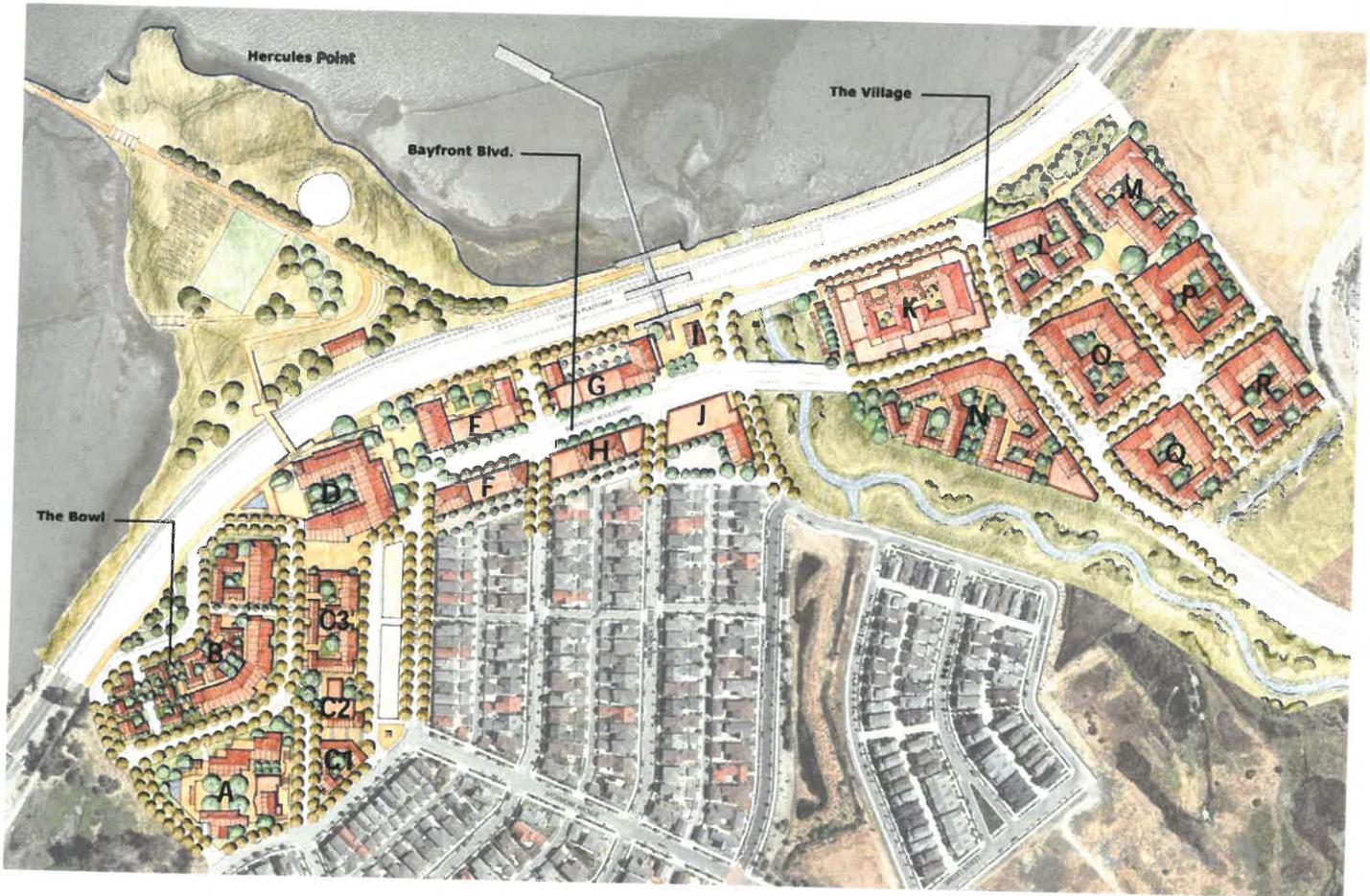
The Hercules Waterfront District within the Central Hercules Plan is located on the former factory town site of the Hercules Powder Company (the City's namesake). In the 1980's, the property owner and the State of California initiated a remediation program for the Waterfront and nearby portions of Central Hercules. As a result, several neighborhoods have been constructed. Late in 2006, the property owners for the last three decades formed a new ownership entity with Anderson Pacific, LLC, called Hercules Bayfront, LLC. The new entity was formed to accelerate the planning and design of the last remaining portions of the property, carefully complying with the community's desires and to the planning principles of New Urbanism and Smart Growth. Planning efforts have focused on implementing ideas to create a fully functional pedestrian and transit-oriented community where a multi-modal transit station, comprised of water ferry, train, and bus transit, have been the center of planning. Upon completion, the residents will have a choice to either walk or bike to access the ferry, rail, or bus service.

The vision for the development of the final 40 acres of the Hercules Waterfront District Master Plan can be divided into three distinct neighborhoods – Crescent Heights (previously referred to as the Bowl), Bayfront Boulevard Mixed-Use (which includes the Multi-Modal Transit Station), and The Village. To accommodate expanded access and use of the waterfront, an additional 63 acres has been designated as Waterfront Recreation.

Situated on the historic factory town center, the vision for the Crescent Heights neighborhood has been carefully planned to integrate the existing historic factory Clubhouse and Administration Building. Units with spectacular views of Mount Tamalpais and San Pablo Bay are strategically carved into the existing topography, giving the sense of a European hilltown. The lower area along the bay is designed with walk streets to connect the neighborhood and a sizable park for the residents to enjoy. The existing historic buildings along with compatible higher density residential buildings line the upper area and will act as community space for the surrounding residents and provide a transition to the surrounding residential areas. At the southwest corner of the intersection of Bayfront Boulevard and Railroad Avenue, flex space and a neighborhood café at the street level with residential units with views of the bay on the top floors will provide a transition to the commercial area.

Previously planned and built with a diagonal parked street, the Bayfront Boulevard Mixed-Use neighborhood is envisioned as a mixed-use, downtown area, comprised of a variety of dwelling types and businesses. Consistent with the Hercules Waterfront District Master Plan and the City's General Plan, this area will have the character of a traditional town center street with diagonal parking on both sides, lined with shop-fronts, restaurants, galleries and arcades. Public plazas along Bayfront Boulevard will allow views of the bay and access to a pedestrian promenade that runs along the railroad tracks. The promenade will also serve as the Bay Trail, providing walkers and bicyclists a connection to the regional transit system.

Also consistent with the Waterfront District Master Plan and Central Hercules Plan, this neighborhood is envisioned to include a new Multi-Modal Transit Station adjacent to the Refugio Creek. This site is anticipated to be expanded to accommodate ancillary civic, community and flex space as the construction of the rail platform will cause the Refugio Creek to be realigned and improved as it enters into San Pablo Bay. In addition to the rail, the Multi-Modal Transit Station will offer a connection to downtown San Francisco via a ferry terminal plus an environmentally sensitive single bridge over-crossing to the Hercules Point. Bus service via WestCAT will complete the modes of transportation allowing this Multi-Modal Transit Station to be designated as the only train, ferry and bus center in California.



Consistent with the City and community's vision of New Urbanism and Smart Growth, The Village neighborhood is planned as the future location for the highest density housing. Being the largest single site of the entire Waterfront, this area will be planned for large amounts of flex space which final use will be heavily dependent on the market and final plans for adjacent properties, such as the 17-acre site to the southeast. It is not intended to compete with the core retail and commercial on the Bayfront/Multi-Modal area, but it will have flexibility in plan to evolve over time. This neighborhood is also planned to have the tallest structures, up to eight stories on a few designated sites, as the site is quite a bit lower than the Bio-Rad site to the east. John Muir Parkway, one of the entry gateways to the Waterfront, will travel along the Refugio Creek Corridor and upon entering The Village, will angle allowing a direct view of San Pablo Bay and the Multi-Modal Transit Station. The edges of John Muir Parkway will be lined with appropriately scaled flex space and will continue towards the bay entering into the transit station bus loop. This loop is designed with flexibility to accommodate a growing demand for the local and regional bus services and allow easy pickup and drop-off at the station. Finally, this site provides separation from the single family units that exist in the Waterfront District and can provide for future growth of neighborhood serving retail and flex space.

Hercules Point will be an important regional open space, drawing visitors not only from the community of Hercules but also the entire San Francisco Bay Area. It will provide the only opportunity within Hercules for direct access and interaction with the Bay, a vital element for the City and Region, and provide various spaces for active and passive recreation. The adjacent submerged water parcels will be zoned to allow for a future marina.

(Image Above) Conceptual Illustrative Plan.

(Opposite Page Top) Conceptual aerial view of Crescent Heights showing buildings stepping down towards the bay with pedestrian passages.

(Opposite Page Middle) Conceptual street level perspective in the Bayfront Boulevard Mixed-Use Area looking east along Bayfront Boulevard towards the Multi-Modal Transit Station.

(Opposite Page Bottom) Conceptual aerial view of The Village showing a blend of building types and civic spaces to create a vibrant transit oriented higher density neighborhood.

Organization and Use of the Code

The Form-Based Code for the Undeveloped Portion of the Historic Town Center, Transit Village, and Hercules Point Sub-Districts of the HWDMP consists of five parts. These five parts constitute the development standards and design guidelines for future development in the Historic Town Center, Transit Village, and Hercules Point Planning Sub-Districts of the HWDMP.

The methods, materials, and forms prescribed in the Code are standard. In the event of any conflict between other provisions of the HWDMP and this Section 4 of the HWDMP, the provisions of this Section 4 shall control.

Chapter 1 – Building Form Standards

The Building Form Standards chapter establishes the Urban Regulations for all future development in the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts of the HWDMP.

The Building Form Standards chapter includes a Regulating Plan that designates regulating zones for the different areas within the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts, a brief description of each zone, and detailed Building Form Standards for each zone. In order to accommodate a high level of diversity within the Sub-Districts, each zone has a distinct set of Building Form Standards that define the physical form of the built environment. The standards establish specific physical and use parameters for each regulating zone including:

- Building Placement
- Building Form
- Parking Location and Requirements
- Allowed Encroachments
- Allowed Frontage Types
- Allowed Use Types

Chapter 2 – Architectural Styles

The Architectural Styles chapter establishes the allowable Architectural Styles for all future development in the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts of the HWDMP.

The Architectural Styles chapter provides an overview of the allowable styles within the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts by describing the typical characteristics and providing photographic examples for each of the allowable Architectural Styles. The typical characteristics and photographs are not intended to be the exclusive characteristics that may reflect the applicable architectural style. The intent of these regulations is to limit the range of architectural expression within those Sub-Districts to ensure a reasonable level of architectural harmony, so that the public spaces defined by the private

development will be well-defined outdoor spaces conducive to the active public life envisioned by the General Plan.

Chapter 3 – Civic Space Standards

The Civic Space Standards chapter establishes the Civic Space and Open Space Regulations for the Undeveloped Portion of the Historic Town Center, Transit Village, and Hercules Point Sub-Districts of the HWDMP.

The Civic Space Standards chapter includes a Regulating Plan that designates Civic Space Types within the Historic Town Center and Transit Village Planning Sub-Districts and detailed Civic Space Standards for each type. These standards include:

- General Character
- Typical Size
- Frontage Requirements
- Typical Uses

Chapter 4 – Street and Circulation Standards

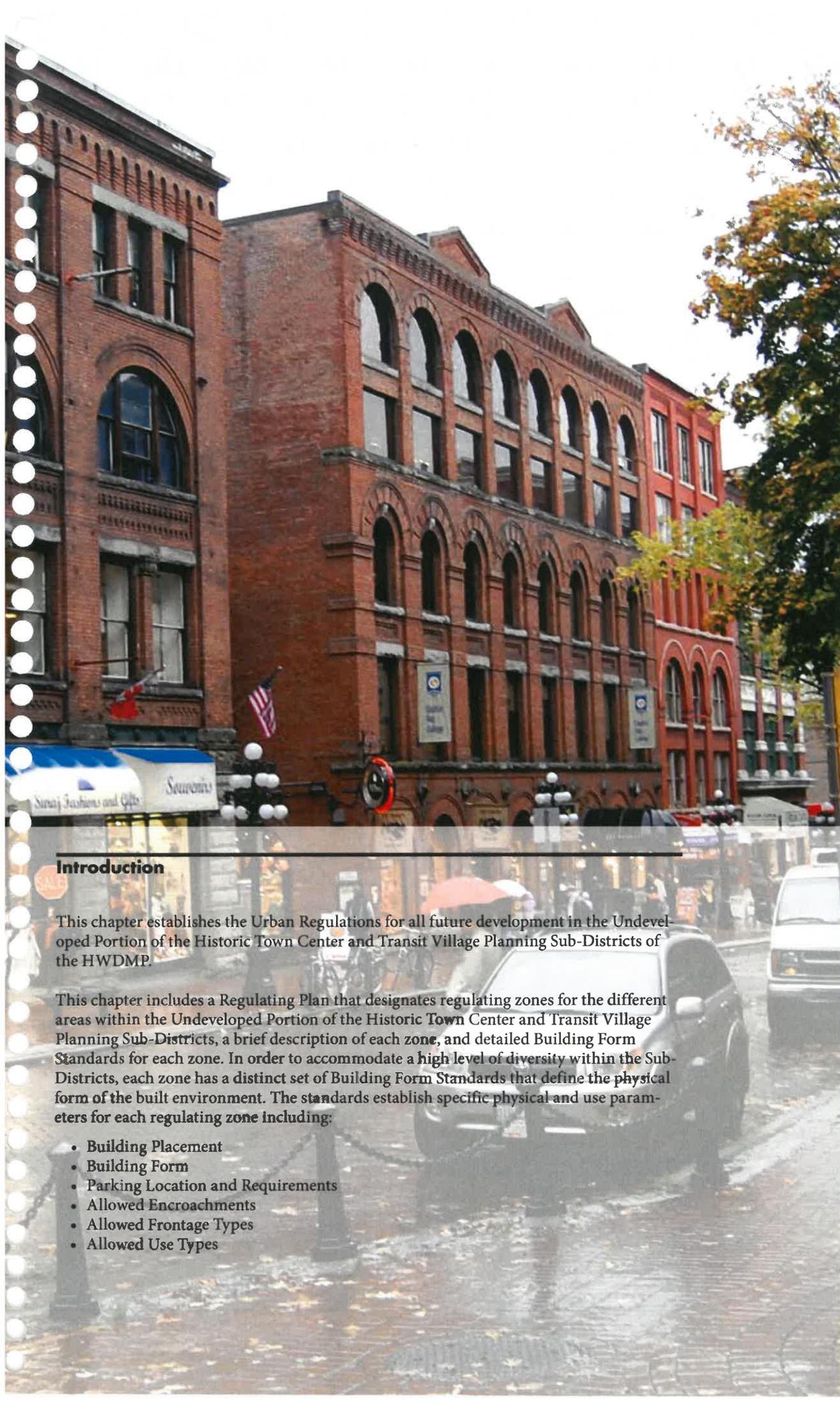
The Street and Circulation Standards chapter establishes regulations for Streets and Circulation or the Undeveloped Portion of the Historic Town Center, Transit Village, and Hercules Point Sub-Districts of the HWDMP.

The Street and Circulation Standards chapter includes a Street and Circulation Regulating Plan that designates Street and Circulation types within the Historic Town Center and Transit Village Planning Sub-Districts and detailed standards for each type. These standards include:

- Application
- Overall Width
- Lanes
- Edges
- Intersections

Chapter 5 – Appendix

The Appendix provides a definition for terms used throughout these regulations, green building resources, and supplemental transit information. Should a conflict arise between the definitions in the Appendix and definitions provided in the HWDMP or the Zoning Ordinance, the definitions in the Appendix shall take precedence.



Building Form Standards

Introduction

This chapter establishes the Urban Regulations for all future development in the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts of the HWDMP.

This chapter includes a Regulating Plan that designates regulating zones for the different areas within the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts, a brief description of each zone, and detailed Building Form Standards for each zone. In order to accommodate a high level of diversity within the Sub-Districts, each zone has a distinct set of Building Form Standards that define the physical form of the built environment. The standards establish specific physical and use parameters for each regulating zone including:

- Building Placement
- Building Form
- Parking Location and Requirements
- Allowed Encroachments
- Allowed Frontage Types
- Allowed Use Types

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Building Form Regulating Plan

- Building Form Regulating Zones**
- T3-MS: Bayfront Boulevard Main Street
 - T5-MSJ: Main Street Transition
 - T5-CC: Clubhouse Center
 - T5-VN: Village Neighborhood
 - T4-NG: Neighborhood General
 - WR: Waterfront Recreational
- area defined in map below*



Note: T5-CC: Clubhouse Center also contains the Civic Arts building site, located on Lot B of Tract 6102 (not shown on the regulating plan)

- Use Overlay**
- Additional uses permitted, see use tables



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Allowable Building Height Overlay



Description

The Allowable Building Height Overlay indicates areas where the allowed building height is increased from the allowed building height described in the Building Form Zones. The allowed building heights indicated in the hatched areas on this plan override the allowed heights specified in the general standards for each zone.

Editor's Note: The allowable building heights were determined after careful consideration of the adjacent neighborhoods, the density goals of the project to support transit and commercial uses, and the complex soil conditions of the site. A 4-story maximum building height is allowed in certain areas of Blocks B, C, and O within the Neighborhood General Regulating Zone in order to have taller buildings defining the urban corners on Blocks B and O and will provide added density on Block C while maintaining a 3-story building massing at the perimeter of the block. In the northeastern corner of the site on Blocks M and P, an 8-story maximum building height is allowed. The natural rise of the site and the soil conditions in this area make it an ideal location for 5-8 story mid-rise residential towers that will help provide the density required to support the transit and commercial uses within the Hercules Waterfront District. This location also places the tallest buildings at the furthest distance from the existing single-family homes in the Hercules Waterfront District.

Allowed Building Height

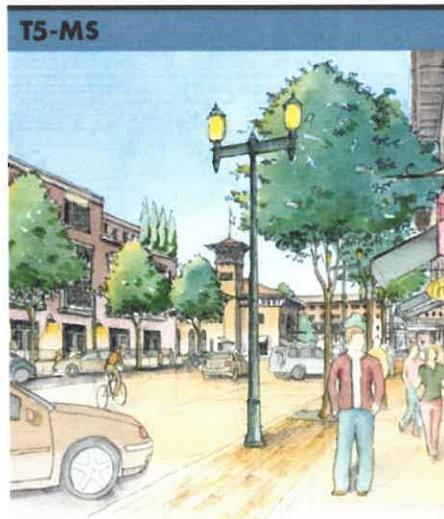
- 2 Stories min. 3 Stories max.
- 2 Stories min. 4 Stories max.
- 2 Stories min. 8 Stories max.

Building Form Zone Descriptions

General Note: The following zone descriptions are intended to provide a brief overview of the zones on the Building Form Regulating Plan. The images shown on this and the following page are for illustrative purposes only. The Waterfront Recreational Zone has not been included in the zone descriptions. Specific regulations by zone are located on the following pages.

Images are for illustrative and conceptual purposes only and may not conform to the actual requirements and regulations of the Waterfront District Master Plan.

Single-family detached homes, i.e., single-detached dwellings, are not permitted within any portion of either the Historic Town Center or Transit Village sub-districts of the Waterfront District.



Bayfront Boulevard Main Street

Purpose

To enhance the vibrant, pedestrian-oriented character of Bayfront Boulevard by creating a 'main street' commercial area and to take advantage of views along the Bay

Use Mix

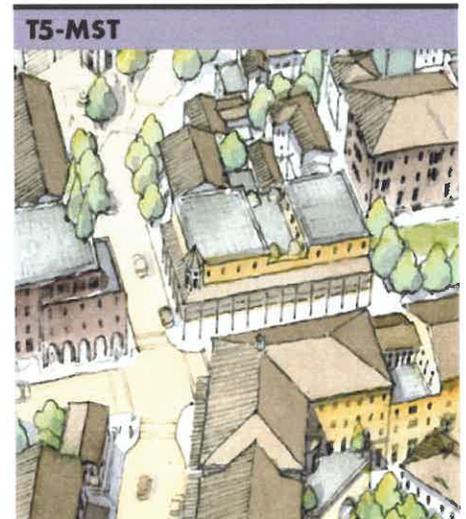
Vertical mixed use with retail or commercial on the ground floor and residential or commercial above

Heights

2-4 Stories

Location

Blocks: D, E, F, G, H, I, J



Main Street Transition

Purpose

To provide the flexibility required for the morphology/evolution of the waterfront district and the ability to accommodate future commercial uses and to provide a transition from the more intense retail zone to the residential neighborhoods

Use Mix

Vertical and horizontal mixed-use with flexibility and compatibility in use, allowing retail, commercial, or residential live/work uses in shopfront form on the ground floor with residential or commercial on the second floor and residential above

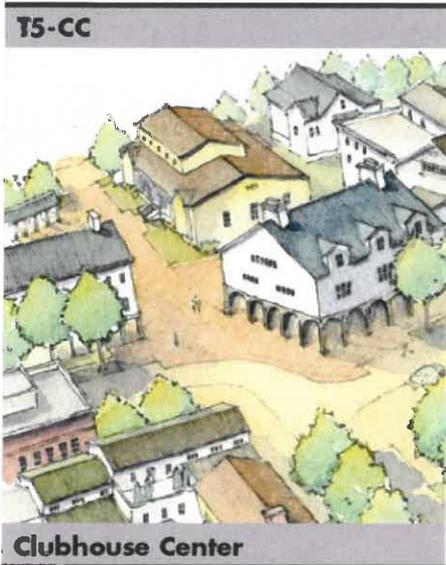
Heights

2-4 Stories

Location

Blocks: K, L, N*, O*, Q*

* block in multiple zones, see regulating plan for zone extents



T5-CC
Clubhouse Center

Purpose
To provide the flexibility of use required for the appropriate integration of the existing historic buildings

Use Mix
Vertical and horizontal mixed-use with flexibility and compatibility in use, allowing for commercial and residential uses on the ground floor and upper floors to work in conjunction with the rehabilitation of the existing historic structures

Heights
2-3 Stories (4 Stories in select locations)

Location
Blocks: A, C1, C2, Civic Arts building site
** block in multiple zones, see regulating plan for zone extents*



T5-VN
Village Neighborhood

Purpose
To encourage a wide variety of housing types to enable a wide diversity of residents in a manner that yields medium to high densities that will help support the transit facilities and commercial uses in the surrounding zones

Use Mix
Primarily residential area that provides the core residences in medium to high density building types and allows for a limited amount of ground floor commercial use and live/work units is permitted in designated locations

Heights
2-4 Stories (8 Stories in select locations)

Location
Blocks: M, N*, O*, P, Q*, R
** block in multiple zones, see regulating plan for zone extents*



T4-NG
Neighborhood General

Purpose
To encourage a wide variety of housing types to enable a wide diversity of residents in a manner that yields medium densities and to provide a choice of residences with spectacular views of the bay and the creek at a scale that transitions to the existing homes in the surrounding neighborhoods

Use Mix
Residential area that provides the core residences in medium density building types within the Crescent Heights neighborhood and along the Refugio Creek

Heights
2-3 Stories (4 Stories in select locations)

Location
Blocks: B, C3

Composite Use Table

Table 1.1: Hercules Bayfront Composite Use Table

Land Use Type ¹	Specific Use Restrictions	T5—MS	T5—M5T	T5—CC	T5—VN	T4—NG	WR
Agriculture & Resources							
Farmers' Market		P	P	—	—	—	—
Recreation, Education & Public Assembly							
Commercial recreation facility: Indoor	≤3,000sf	MUP	MUP	P	MUP ³	—	—
	>3,000sf	UP	UP	MUP	—	—	—
Health/fitness facility	≤3,000sf	MUP	MUP	P	MUP ³	—	—
	>3,000sf	UP ²	UP ²	MUP	—	—	—
Library, museum		P	P	P	P	P	—
Marina		—	—	—	—	—	P
Meeting facility, public or private		MUP ²	UP ²	P	—	—	—
Park, playground		MUP	MUP	MUP	MUP	MUP	P
Studio: Art, dance, martial arts, music, etc.	≤1,500sf	P	P	P	P ³	—	—
	≤3,000sf	MUP/P ²	MUP/P ¹	MUP	MUP ³	—	—
	>3,000sf	UP/MUP ²	UP/MUP ²	UP	—	—	—
Theater (cinema or performing arts)	≤10,000sf	P	MUP	MUP	—	—	—
	>10,000sf	UP	UP	—	—	—	—
Residential							
Home occupation		MUP ²	P	P	P	MUP	—
Live/Work		MUP ²	MUP	P	P ³	P ²	—
Work/Live		MUP ²	P	P	MUP ³	—	—
Mixed use project, residential component		P ²	P ¹	P ²	P ^{1,3}	—	—
Multi-Family Housing		—	P	P	P	P	—
Single-Family Housing (detached)		—	—	—	—	—	—
Residential accessory use or structure		—	—	—	—	P	—
Residential care	≤ 6 Clients	P ²	P	P	P	P	—
	> 6 Clients	P ¹	UP ¹	MUP	UP	MUP	—

Key

P	Permitted Use
MUP	Minor Use Permit Required
UP	Use Permit Required
—	Not Allowed

End Notes

¹ A definition of each listed use type is in the Appendix.

² Allowed only on upper floors or behind ground-floor use.

³ Allowed only in areas designated in the Use Overlay on the Regulating Plan.

General Note: Uses not listed are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.

Table 1.1: Hercules Bayfront Composite Use Table (Continued)

Land Use Type ¹	Specific Use Restrictions	T5-MS	T5-MST	T5-CC	T5-VN	T4-NG	WR
Retail							
Bar, tavern, night club		MUP	UP	UP	—	—	—
General retail, except with any of the following features:		P	P	P	UP ³	—	P
Alcoholic beverage sales		MUP	MUP	MUP	MUP ³	—	MUP
Floor area	>5,000sf	MUP	MUP	UP	—	—	—
	>25,000sf	UP	UP	—	—	—	—
On-site production of goods sold	≤5,000sf	MUP	MUP	MUP	—	—	—
	>5,000sf	UP	UP	—	—	—	—
	>10,000sf	—	—	—	—	—	—
Operating between	1am-5am	UP	—	—	—	—	UP
	5am-7am	MUP	UP	—	—	—	MUP
	11pm-1am	MUP	UP	—	—	—	MUP
Neighborhood market	≤5,000sf	P	P	P	MUP ³	MUP ³	P
	>5,000sf	P	MUP	MUP	UP ³	—	—
	>10,000sf	MUP	UP	—	—	—	—
Restaurant, café, coffee shop		P	P	P	P ³	—	P
Services: Business, Financial, Professional							
ATM		P	P	P	MUP ³	—	P
Bank, financial services		P	P	—	—	—	—
Business support services		P	P	P	—	—	—
Medical services: Doctor's office		P ²	P	P	MUP ³	—	—
Office:							
Business, service		P ²	P	P	MUP ³	—	—
Professional, administrative		P ²	P	P	MUP ³	—	—
Services: General							
Day care:							
Center: Child or adult		P ²	P	P	—	—	—
Large family		P ²	MUP	MUP	UP ³	—	—
Small family		P ²	P	P	P	P	—
Lodging:							
Hotel		P ²	MUP	UP	UP	UP	—
Bed & Breakfast Inn (B&B)	≤ 6 Rooms	P ²	P	P	MUP	P	—
	> 6 Rooms	P ²	P	P	MUP	UP	—
Public safety facility		UP	P	UP	UP	—	UP
Personal services	≤2,500sf	P	P	P	P ³	—	—
	≤5,000sf	P	MUP	MUP	UP ³	—	—
	>5,000sf	MUP	MUP ²	—	—	—	—
Transportation, Communications, Infrastructure							
Multi-Modal Transit Station		P ³	—	—	—	—	P
Parking facility, public or commercial		MUP	MUP	MUP	MUP	—	—
Wireless telecommunications facility		UP	UP	UP	—	—	—

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T5-MS: Bayfront Boulevard Main Street Standards



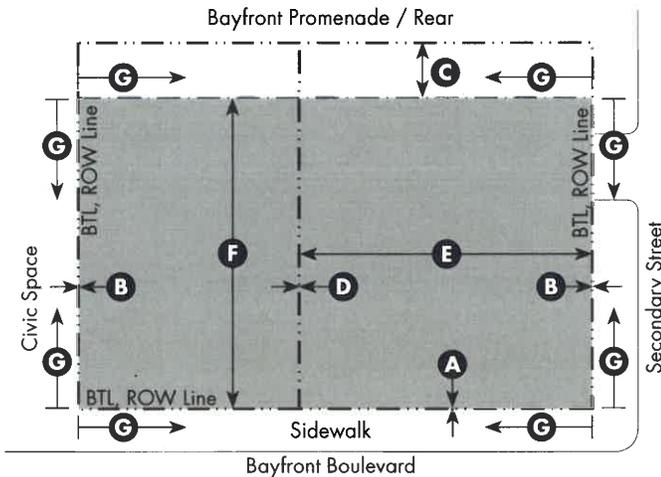
Zone Intent and Description

The Bayfront Boulevard Main Street Zone is a mixed-use area that includes an anchor tenant and/or a community facility that serves as a lead draw, as well as a healthy mix of retail, office, and residential opportunities. Mixed-use in this area is defined by vertical mixed-use where retail or commercial are on the ground floor and residential or commercial are above. The primary purpose of this zone is to enhance the vibrant, pedestrian-oriented character of Bayfront Boulevard by creating a 'main street' commercial area — similar to local precedents such as Solano Avenue in Albany, 4th Street in Berkeley, and College Avenue in Oakland — and to take advantage of views along the Bay. This zone is intended to fulfill the vision of the Central Hercules Plan as a commercial destination on the waterfront.



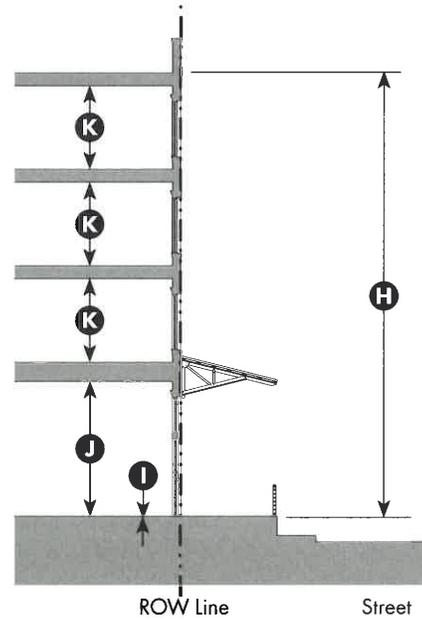
Opticos

T5-MS: Bayfront Boulevard Main Street Standards



Key

- ROW / Property Line
- Setback Line
- Build-to Line (BTL)
- Building Area



Building Placement		
Build-to Line (Distance from Right of Way)		
Bayfront Boulevard	0'	A
Civic Space ¹ / Secondary Street	0'	B
Bayfront Promenade ¹	10' min.; 20' max. ²	C
Side	0'	D
BTL Defined by a Building		
Bayfront Boulevard	100% min.	
Secondary Street / Civic Space ¹	80% min. ³	
Bayfront Promenade ¹	80% min.	

¹ The Bayfront Promenade is treated as its own frontage distinct from the Civic Space frontage within this zone.

² The BTL for the first building to receive planning department approval becomes the set BTL (must be within this range) for this zone. All subsequent buildings must match the first building's BTL.

³ 60% min. on Block J

Setback (Distance from Property Line or ROW)		
Rear	0' min.	
Lot Size		
Width	100' min.	E
Depth		F
North of Bayfront Blvd.	100' min.	
South of Bayfront Blvd.	50' min.	

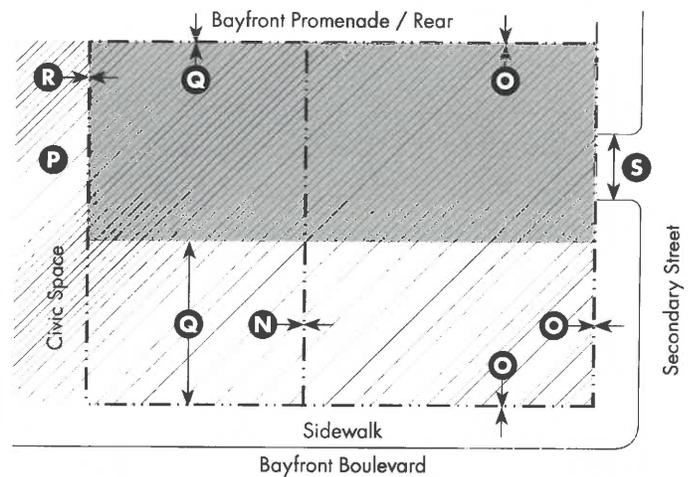
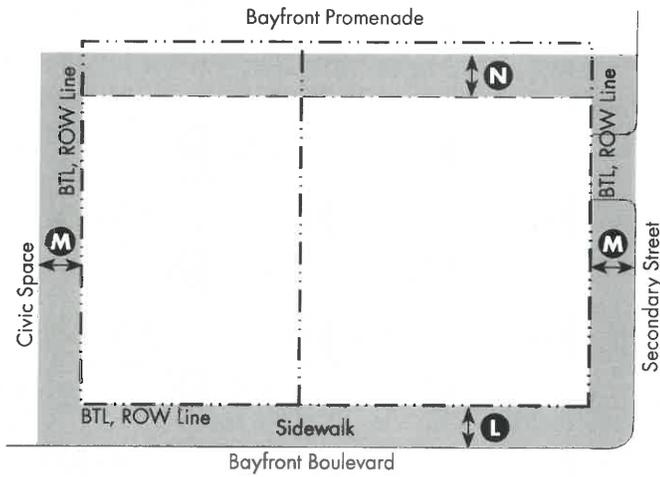
Building Form		
Height		
Building	2 Stories min.;	H
	4 Stories max.	
Ground Floor Finish Level	6" max.	I
Ground Floor Ceiling	14' min. clear	J
Upper Floor(s) Ceiling	8' min. clear	K
Footprint		
Depth, Ground-floor Commercial Space		
Bayfront Boulevard	50' min.	
Bayfront Promenade	30' min.	
Secondary Street	30' min.	

Miscellaneous		
Distance between Entries		
To Ground Floor	50' max.	
All upper floors must have a primary entrance along Bayfront Blvd.		
Service entries may not be located on Bayfront Boulevard.		

Building Placement (Continued)		
Miscellaneous		
Buildings must be built to BTL along each facade within 30'		G
of a corner.		
See the Streets and Circulation Regulation Plan on page 4-3 for the determination of Primary and Secondary Streets.		

Cont'd. >>

T5-MS: Bayfront Boulevard Main Street Standards



Key

- ROW / Property Line
- Build-to Line (BTL)
- Setback Line
- Encroachment Area

Key

- ROW / Property Line
- Build-to Line (BTL)
- Setback Line
- ▨ Below-Grade Parking Area
- Above-Grade Parking Area

Frontage Types and Encroachments

Encroachments		
Bayfront Boulevard	14' max.	L
Civic Space / Secondary Street	14' max.	M
Bayfront Promenade	14' max.	N
Rear Setbacks $\geq 10'$	5' max.	

Parking

Required Spaces	
Residential Uses	1 space/1,500sf ¹
Non-Residential Uses	2 spaces/1,000sf
Flex Space, Live/Work, and Work /Live Uses	
<2,500sf	1 space/1,500sf
$\geq 2,500sf$	2 spaces/1,000sf

Encroachments are not allowed across a side property line, or beyond a street curb.

¹ No parking spaces are required for affordable or senior housing units.

Allowed Frontage Types¹

Location

Gallery, Loading Dock, and Shopfront Frontage Types are allowed along Street, Civic Space, and Bayfront Promenade frontages.¹

Below-Grade Parking

Gallery	
Depth	10' min. clear ²
Height	9' min. clear; 2 Stories max. ³
Loading Dock	
Depth	Up to face of curb
Floor Finish Level	18" min.; 4' max.
Shopfront	
Awning Depth	4' min.; 10' max.

- Allowed up to the ROW / Property Line **O**
- Allowed below Civic Space if providing public parking **P**
- All Off-Street Parking north of Bayfront Boulevard is required to be below grade (grade determined by Bayfront Boulevard)

- Above-Grade Parking
- 50' min. deep liner required along Bayfront Boulevard **Q**
- 30' min. deep liner required along Riverside Street on Block J
- Cannot exceed the buildable footprint. **R**

¹ See pages 1-36 and 1-37 for descriptions of Frontage Types.
² Galleries must have a consistent depth along a frontage.
³ Upper story galleries facing the street must not be used to meet primary circulation requirements.

Miscellaneous

Parking Drive Width	20' max.	S
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See additional general parking requirements on page 1-34 and 1-35.

T5-MS: Bayfront Boulevard Main Street Standards

Table 1.2: Bayfront Boulevard Main Street Use Table

Land Use Type ¹	Specific Use Restrictions	Permit Required	Land Use Type ¹	Specific Use Restrictions	Permit Required
Agriculture & Resources			Retail		
Farmers' Market		P	Bar, tavern, night club		MUP
Recreation, Education & Public Assembly			General retail, except with any of the following features:		P
Commercial recreation facility: Indoor	≤3,000sf	MUP	Alcoholic beverage sales		MUP
	>3,000sf	UP	Floor area	>5,000sf	MUP
Health/fitness facility	≤3,000sf	MUP		>25,000sf	UP
	>3,000sf	UP ²	On-site production of goods sold	≤5,000sf	MUP
Library, museum		P		>5,000sf	UP
Meeting facility, public or private		MUP ²		>10,000sf	—
Park, playground		MUP	Operating between	1am-5am	UP
Studio: Art, dance, martial arts, music, etc.	≤1,500sf	P		5am-7am	MUP
	≤3,000sf	MUP/P ²		11pm-1am	MUP
	>3,000sf	UP/MUP ²	Neighborhood market	≤5,000sf	P
Theater (cinema or performing arts)	≤10,000sf	P		>5,000sf	P
	>10,000sf	UP		>10,000sf	MUP
Residential			Restaurant, café, coffee shop		P
Home occupation		MUP ²	Services: Business, Financial, Professional		
Live/Work		MUP ²	ATM		P
Work/Live		MUP ²	Bank, financial services		P
Mixed-use project, residential component		P ²	Business support services		P
Residential care		P ²	Medical services: Doctor's office		P ²
Transportation, Communications, Infrastructure			Office:		
Multi-Modal Transit Station		P ³	Business, service		P ²
Parking facility, public or commercial		MUP	Professional, administrative		P ²
Wireless telecommunications facility		UP	Services: General		
Key			Day care:		
P	Permitted Use		Center: Child or adult		P ²
MUP	Minor Use Permit Required		Large family		P ²
UP	Use Permit Required		Small family		P ²
—	Use Not Allowed		Lodging:		
End Notes			Hotel		P ²
¹ A definition of each listed use type is in the Appendix.			Bed & Breakfast Inn (B&B)		P ²
² Allowed only on upper floors or behind ground-floor use.			Public safety facility		UP
³ Allowed only in areas designated in the Use Overlay on page 1-3.			Personal services	≤5,000sf	P
Uses not listed are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.				>5,000sf	MUP

T5-MST: Main Street Transition Standards

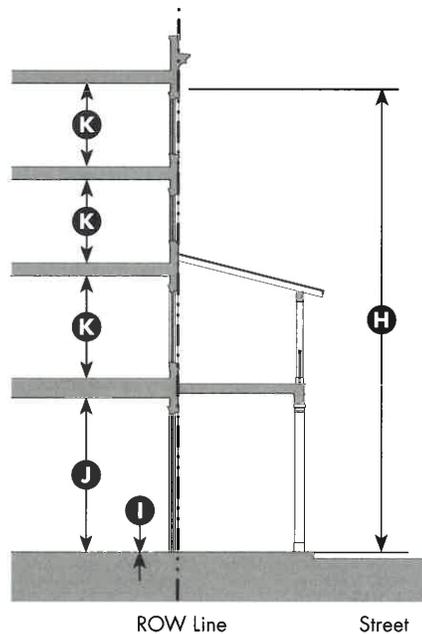
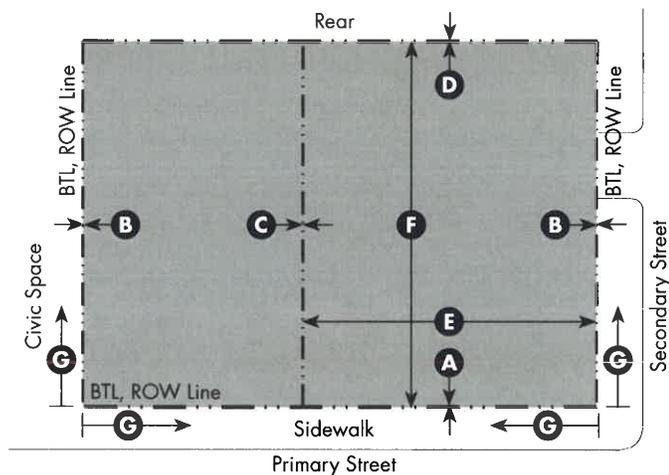


Zone Intent and Description

The Main Street Transition Zone is a mixed-use area that includes residential and neighborhood serving commercial uses and provides a transition to the surrounding residential neighborhoods. Mixed-use in this area is defined by the flexibility and compatibility in use, allowing retail, commercial, or residential live/work uses in shopfront form. The primary purpose of this zone is to provide the flexibility required for the morphology/evolution of the Waterfront District and the ability to accommodate future commercial uses. Ground floor spaces within this zone are designed to accommodate an evolution of use from residential or live/work, to commercial, to retail in order to respond to the evolving needs of the community as it grows. The upper floor spaces within this zone will consist of residential or office uses on the second floor and residential units above.



T5-MST: Main Street Transition Standards



Key

- ROW / Property Line
- Setback Line
- Build-to Line (BTL)
- Building Area

Building Placement

Build-to Line (Distance from Right of Way)

Primary Street	0'	A
Civic Space / Secondary Street	0'	B
BTL Defined by a Building		
Primary Street	80% min.	
Civic Space / Secondary Street	80% min.	

Setback (Distance from Property Line or ROW)

Side	0' min.; 5' max.	C
Rear	0' min.; 10' max.	D

Lot Size

Width	100' min. ²	E
Depth	75' min. ²	F

²Except on Block C which does not have any lot size restrictions due to its irregular shape.

Miscellaneous

Buildings must be built to BTL along each facade within 30' **G** of a corner along the Primary Street.

See the Streets and Circulation Regulation Plan on page 4-3 for the determination of Primary and Secondary Streets.

Building Form

Height

Building	2 Stories min.;	H
	4 Stories max.	
Ground Floor Finish Level	6" max. ¹	I
Ground Floor Ceiling	12' min. clear	J
Upper Floor(s) Ceiling	8' min. clear	K

¹ Ground Floor Residential units may have temporary furred finish floors (18" min.) provided that the floor can be removed to accommodate a 6" max. finished floor level for commercial use.

Footprint

Depth, Ground-floor	
Commercial / Residential Space	30' min. ²

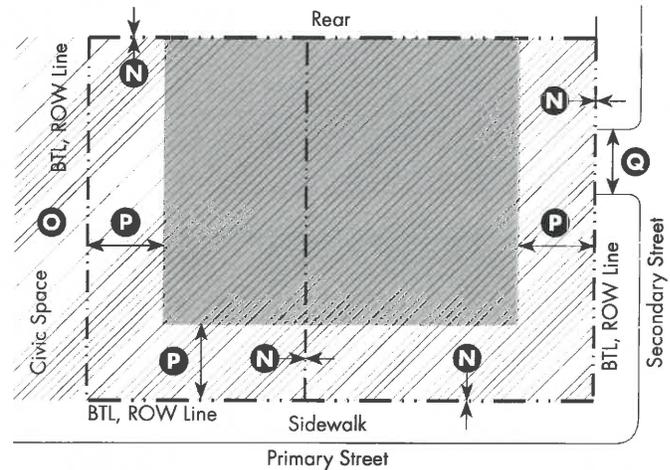
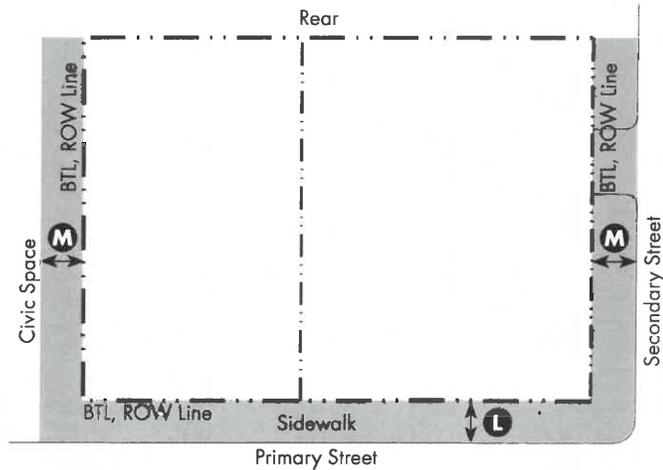
²Except for ground floor space lining parking garages.

Miscellaneous

Distance between Entries	
To Ground Floor	50' max.
To Upper Floor(s)	100' max.

All upper floors must have a primary entrance along a Primary Street. Service entries may not be located along a Primary Street / Civic Space. Buildings wider than 150' must be designed to read as a series of buildings no wider than 100' each.

T5-MST: Main Street Transition Standards



Key

- ROW / Property Line
- Build-to Line (BTL)
- Setback Line
- Encroachment Area

Key

- ROW / Property Line
- Build-to Line (BTL)
- Setback Line
- ▨ Below-Grade Parking Area
- Above-Grade Parking Area

Frontage Types and Encroachments

Encroachments		
Primary Street	14' max.	L
Civic Space / Secondary Street	14' max.	M
Rear Setbacks $\geq 5'$	5' max.	

Encroachments are not allowed across a side or rear property line, or beyond a street curb.

Allowed Frontage Types¹

Gallery, Arcade, Loading Dock, and Shopfront Frontage Types are allowed along Street, Civic Space, and Bayfront Promenade frontages.

Gallery / Arcade	
Depth	10' min. clear ²
Height	9' min. clear; 2 Stories max. ³
Loading Dock	
Depth	Up to face of curb
Finished Level of Public Walk	2' min.; 4' max.
Shopfront	
Awning Depth	4' min.; 10' max.

¹ See pages 1-36 and 1-37 for descriptions of Frontage Types.
² Galleries and arcades must have a consistent depth along a frontage.
³ Upper story galleries facing the street must not be used to meet primary circulation requirements.

Parking

Required Spaces	
Residential Uses	1 space/1,500sf ¹
Non-Residential Uses	2 spaces/1,000sf
Flex Space, Live/Work, and Work /Live Uses	
<2,500sf	1 space/1,500sf
$\geq 2,500sf$	2 spaces/1,000sf

¹ No parking spaces are required for affordable or senior housing units.

Location

- Below-Grade Parking
 - Allowed up to the ROW / Property Line **N**
 - Allowed below Civic Space if providing public parking **O**
- Above-Grade Parking
 - 24' min. deep liner required along John Muir Parkway, Town Center Street Types, and Civic Spaces; 12' min. deep liner required along all other Street Types. **P**
 - Cannot exceed the buildable footprint.
 - On corner lots or irregular lots less than 100' deep, a maximum of 65' of parking podium or garage is allowed along a Secondary Street or Civic Space.

Miscellaneous

Parking Drive Width	20' max.	Q
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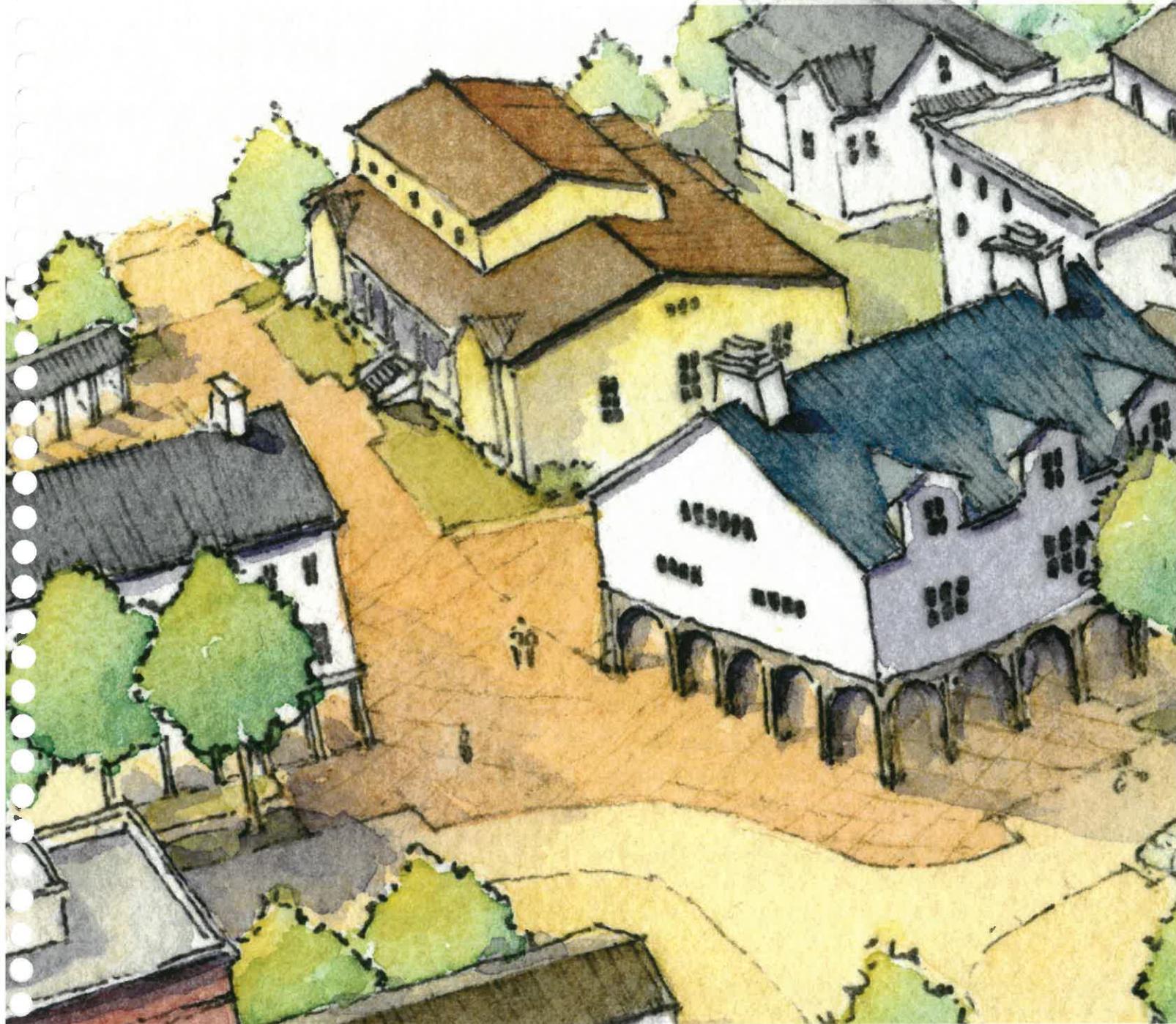
See additional general parking requirements on page 1-34 and 1-35.

T5-MST: Main Street Transition Standards

Table 1.3: Main Street Transition Use Table

Land Use Type ¹	Specific Use Restrictions	Permit Required	Land Use Type ¹	Specific Use Restrictions	Permit Required
Agriculture & Resources			Retail		
Farmers' Market		P	Bar, tavern, night club		UP
Recreation, Education & Public Assembly			General retail, except with any of the following features:		P
Commercial recreation facility: Indoor	≤3,000sf	MUP	Alcoholic beverage sales		MUP
	>3,000sf	UP	Floor area	>5,000sf	MUP
Health/fitness facility	≤3,000sf	MUP		>25,000sf	UP
	>3,000sf	UP ²	On-site production of goods sold	≤5,000sf	MUP
Library, museum		P		>5,000sf	UP
Meeting facility, public or private		UP ²		>10,000sf	—
Park, playground		MUP	Operating between	1am-5am	—
Studio: Art, dance, martial arts, music, etc.	≤1,500sf	P		5am-7am	UP
	≤3,000sf	MUP/P ²		11pm-1am	UP
	>3,000sf	UP/MUP ²	Neighborhood market	≤5,000sf	P
Theater (cinema or performing arts)	≤10,000sf	MUP		>5,000sf	MUP
	>10,000sf	UP		>10,000sf	UP
Residential			Restaurant, café, coffee shop		P
Home occupation		P	Services: Business, Financial, Professional		
Live/Work		MUP	ATM		P
Work/Live		P	Bank, financial services		P
Mixed-use project, residential component		P ²	Business support services		P
Multi-Family Housing (ground floor must be flex space)		P	Medical services: Doctor's office		P
Residential care	≤6 Clients	P	Office:		
	>6 Clients	UP ²	Business, service		P
Transportation, Communications, Infrastructure			Professional, administrative		P
Parking facility, public or commercial		MUP	Services: General		
Wireless telecommunications facility		UP	Day care:		
Key			Center: Child or adult		P
P	Permitted Use		Large family		MUP
MUP	Minor Use Permit Required		Small family		P
UP	Use Permit Required		Lodging:		
—	Use Not Allowed		Hotel		MUP
End Notes			Bed & Breakfast Inn (B&B)		P
¹ A definition of each listed use type is in the Appendix.			Public safety facility		P
² Allowed only on upper floors or behind ground floor use.			Personal services	≤2,500sf	P
Uses not listed are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.				≤5,000sf	MUP
				>5,000sf	MUP ²

T5-CC: Clubhouse Center Standards

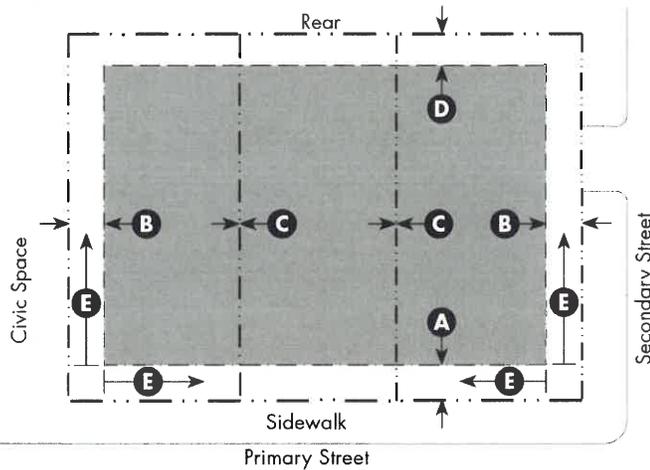


Zone Intent and Description

The Clubhouse Center Zone is a mixed-use area that includes an anchor community facility that serves as a neighborhood and sub-regional amenity, as well as a healthy mix of supporting commercial uses and residential units. Mixed-use in this area is defined by the flexibility and compatibility in use, allowing for commercial and residential uses to work in conjunction with the rehabilitation of the existing historic structures. The primary purpose of this zone is to provide the flexibility of use required for the appropriate integration of the existing historic structures — the Clubhouse and the Administration Building. Ground floor spaces within this zone are designed to accommodate a variety of uses including commercial, residential, and live/work — the upper floor spaces within this zone will consist of commercial or residential uses.



T5-CC: Clubhouse Center Standards



Key

--- ROW / Property Line	--- Setback Line
— Build-to Line (BTL)	■ Building Area

Building Placement

Build-to Line (Distance from Right of Way)

Primary Street	8' min.; 12' max. ¹	A
Civic Space / Secondary Street	8' min.; 12' max. ¹	B
BTL Defined by a Building		
Primary Street	75% min.	
Civic Space / Secondary Street	75% min.	

¹ The BTL for the first building to receive planning department approval becomes the set BTL (must be within this range) along that Street or Civic Space. All subsequent buildings must match the first building's BTL.

Setback (Distance from Property Line or ROW)

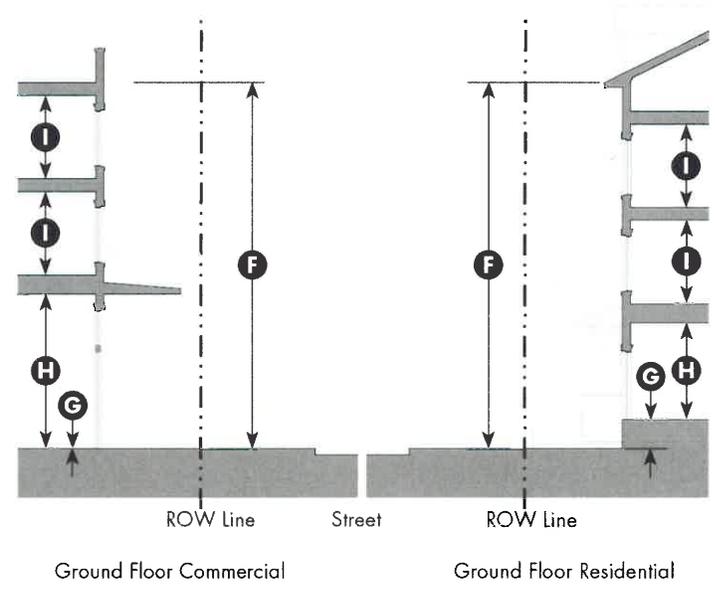
Side	0' min.; 5' max.	C
Rear	5' min.	D
From Historic Buildings	20' min.	

Miscellaneous

Buildings must be built to BTL along each facade within 30' **E** of a corner created by two BTLs.

See the Streets and Circulation Regulation Plan on page 4-3 for the determination of Primary and Secondary Streets.

Entire BTL must be defined by a building or an 18" to 36" high fence or stucco or masonry wall.



Building Form

Height

Building	2 Stories min.; 4 Stories max. ¹	F
Ground Floor Finish Level	6" max. commercial; 8" min. residential ²	G
Ground Floor Ceiling	12' min. clear comm.; 9' min. clear res.	H
Upper Floor(s) Ceiling	8' min. clear	I

¹ 3 stories max. within 30' of Historic Buildings.

² Ground floor lobbies and common areas in multi-unit buildings may have a 0" to 6" ground floor finish level.

Footprint

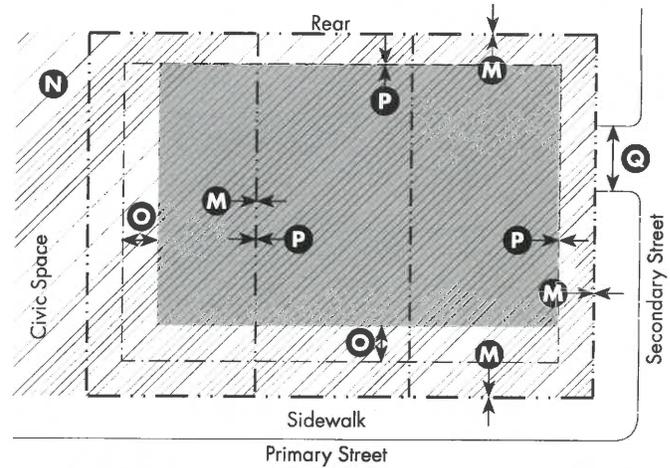
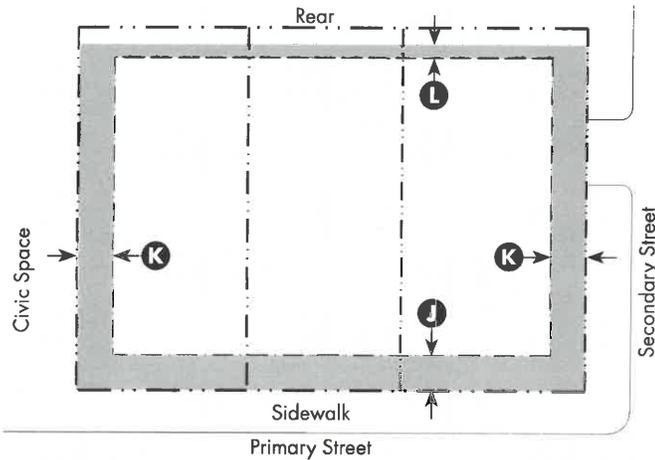
Depth, Ground-floor	
Commercial / Residential Space	30' min. ³

³ Except for ground floor space lining parking garages.

Miscellaneous

Distance between Entries		
To Ground Floor		50' max.
To Upper Floor(s)		100' max.
Service entries may not be located along a Civic Space.		
Buildings wider than 100' must be designed to read as a series of buildings no wider than 80' each.		

T5-CC: Clubhouse Center Standards



Key

- ROW / Property Line
- Setback Line
- Build-to Line (BTL)
- Encroachment Area

Key

- ROW / Property Line
- Build-to Line (BTL)
- Setback Line
- ▨ Below-Grade Parking Area
- Above-Grade Parking Area

Frontage Types and Encroachments

Encroachments

Primary Street	12' max.	J
Civic Space / Secondary Street	12' max.	K
Rear	5' max.	L

Encroachments are not allowed within a Street Right of Way or across a Property Line.

Allowed Frontage Types¹

Loading Dock, Shopfront, Stoop, and Forecourt Frontage Types are allowed along Streets and Civic Spaces. Gallery and Arcade Frontage Types are also allowed along Civic Spaces.

Loading Dock		
Depth	8' min.	
Shopfront		
Awning Depth	4' min.; 10' max.	
Stoops		
Depth	4' min. clear	
Height	9' min. clear; 1 Story max.	
Forecourt		
Depth	15' min., not to exceed width	
Width	20' min.	
Gallery / Arcade		
Depth	8' min. ²	
Height	9' min. clear; 2 Stories max. ³	

Parking

Required Spaces

Residential Uses	1 space/1,500sf ¹
Non-Residential Uses	2 spaces/1,000sf
Flex Space, Live/Work, and Work /Live Uses	
<2,500sf	1 space/1,500sf
≥2,500sf	2 spaces/1,000sf

¹ No parking spaces are required for affordable or senior housing units.

Location

Below-Grade Parking	
May be placed up to the ROW / Property Line	M
May be below Civic Space if providing public parking	N
Above-Grade Parking	
12' min. deep liner required along Primary Streets/Civic Spaces	O
Cannot exceed the buildable footprint	P

Miscellaneous

Parking Drive Width	20' max.	Q
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See additional general parking requirements on page 1-34 and 1-35.

Allowed Frontage Types (Continued)

¹ See pages 1-36 and 1-37 for descriptions of Frontage Types.

² Galleries and arcades must have a consistent depth along a frontage.

³ Upper story galleries facing the street must not be used to meet primary circulation requirements.

Cont'd. >>

T5-CC: Clubhouse Center Standards

Table 1.4: Clubhouse Center Use Table

Land Use Type ¹	Specific Use Restrictions	Permit Required	Land Use Type ¹	Specific Use Restrictions	Permit Required
Recreation, Education & Public Assembly			Retail		
Commercial recreation facility: Indoor	≤3,000sf	P	Bar, tavern, night club		UP
	>3,000sf	MUP	General retail, except with any of the following features:		P
Health/fitness facility	≤3,000sf	P	Alcoholic beverage sales		MUP
	>3,000sf	MUP	Floor area	>5,000sf	UP
Library, Museum		P		>25,000sf	—
Meeting facility, public or private		P	On-site production of goods sold	≤5,000sf	MUP
Park, playground		MUP		>5,000sf	—
Studio: Art, dance, martial arts, music, etc.	≤1,500sf	P		>10,000sf	—
	≤3,000sf	MUP	Operating between	1am-5am	—
	>3,000sf	UP		5am-7am	—
Theater (cinema or performing arts)	≤10,000sf	MUP		11pm-1am	—
Residential			Neighborhood market	≤5,000sf	P
Home occupation		P		>5,000sf	MUP
Live/Work		P		>10,000sf	—
Work/Live		P	Restaurant, café, coffee shop		P
Mixed-use project, residential component		P ²	Services: Business, Financial, Professional		
Multi-Family Housing		P	ATM		P
Residential care	≤6 Clients	P	Business support services		P
	>6 Clients	MUP	Medical services: Doctor's office		P
Transportation, Communications, Infrastructure			Office:		
Parking facility, public or commercial		MUP	Business, service		P
Wireless telecommunications facility		UP	Professional, administrative		P
Key			Services: General		
P	Permitted Use		Day care:		
MUP	Minor Use Permit Required		Center: Child or adult		P
UP	Use Permit Required		Large family		MUP
—	Use Not Allowed		Small family		P
End Notes			Lodging:		
¹ A definition of each listed use type is in the Appendix.			Hotel		UP
² Allowed only on upper floors or behind ground floor use.			Bed & Breakfast Inn (B&B)		P
Uses not listed are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.			Public safety facility		UP
			Personal services	≤2,500sf	P
				≤5,000sf	MUP

T5-VN: Village Neighborhood Standards

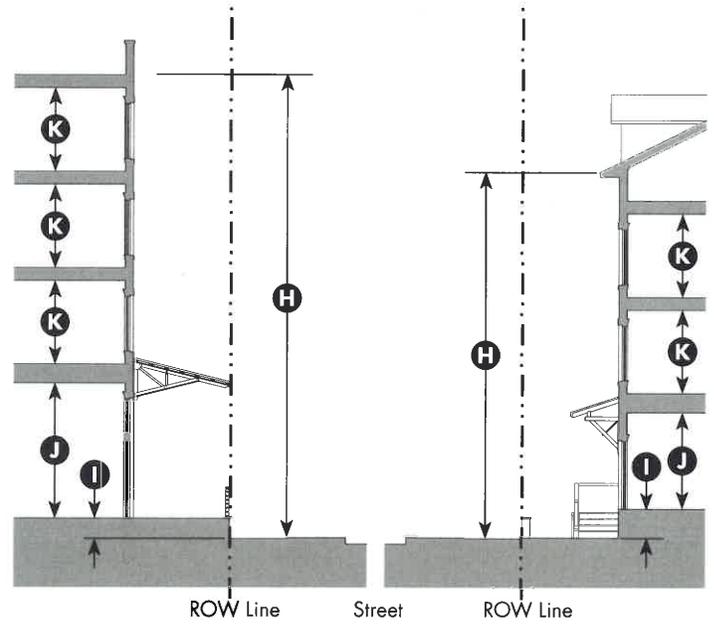
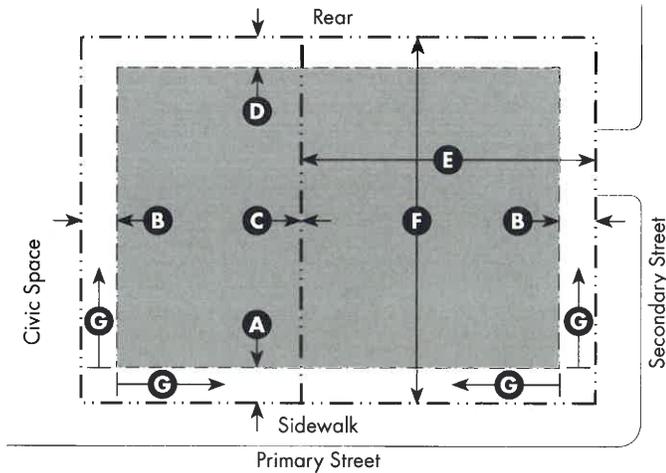


Zone Intent and Description

The Village Neighborhood Zone is a primarily residential area that provides the core residences in medium to high density building types within The Village neighborhood. The purpose of this zone is to integrate a wide variety of housing types to enable a wide diversity of residents in a manner that yields medium to high densities that will help support the transit facilities and commercial uses in the surrounding zones. A limited amount of ground floor commercial use and live/work units is permitted in designated locations. Due to the proximity to transit, the natural buffer from the existing residential neighborhoods provided by the Refugio Creek, and the existence of bedrock in the Northeastern portion of the site, a limited number of mid-rise towers (5-8 stories) are allowed in this zone.



T5-VN: Village Neighborhood Standards



Key

- ROW / Property Line
- Setback Line
- Build-to Line (BTL)
- Building Area

Building Placement

Build-to Line (Distance from Right of Way)

Primary Street	8' min.; 12' max. ¹	A
Civic Space / Secondary Street	Equal to primary street ¹	B
BTL Defined by a Building		
Primary Street	60% min.	
Civic Space / Secondary Street	60% min.	

¹ The BTL for the first building to receive planning department approval becomes the set BTL (must be within this range) along that Street or Civic Space. All subsequent buildings must match the first building's BTL.

Setback (Distance from Property Line or ROW)

Side	0' min.	C
Rear	5' min.	D

Lot Size

Width	100' min.	E
Depth	75' min.	F

Miscellaneous

Buildings must be built to BTL along each facade within 30' **G** of a corner along the Primary Street.

See the Streets and Circulation Regulation Plan on page 4-3 for the determination of Primary and Secondary Streets.

Entire BTL must be defined by a building or a 18" to 48" high fence or stucco or masonry wall.

Building Form

Height

Building	2 Stories min.;	H
	4 Stories max. ¹	
Ground Floor Finish Level	18" min. ²	I
Ground Floor Ceiling	9' min. clear	J
Upper Floor(s) Ceiling	8' min. clear	K

¹ 8 stories max. permitted in the areas indicated in the Allowable Building Height Overlay on page 1-5.

² Commercial uses and ground floor lobbies and common areas in multi-unit buildings may have a 0" to 6" ground floor finish level.

Footprint

Lot Coverage	50% min.
Depth, Ground-floor Residential Space	12' min.

Miscellaneous

Distance between Entries	
To Upper Floor(s)	100' max.

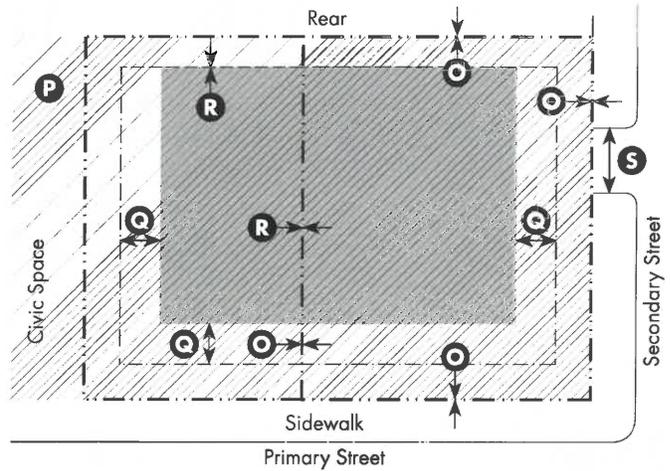
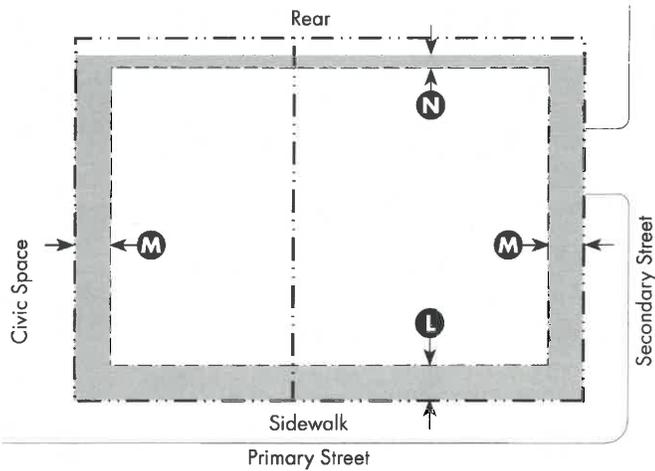
All upper floors must have a primary entrance along a Primary Street, Civic Space, or on a forecourt along a Primary Street or Civic Space.

All ground floor units fronting a street must have a direct entry to the unit from the street or from a forecourt along the street.

Service entries may not be located along a Primary Street / Civic Space.

Buildings wider than 150' must be designed to read as a series of buildings no wider than 100' each.

T5-VN: Village Neighborhood Standards



Key

- ROW / Property Line
- Setback Line
- Build-to Line (BTL)
- Encroachment Area

Frontage Types and Encroachments

Encroachments		
Primary Street	12' max.	L
Civic Space / Secondary Street	12' max.	M
Side Setbacks $\geq 10'$	5' max.	
Rear	5' max.	N

Encroachments are not allowed within a street Right of Way, or across a property line.

Allowed Frontage Types¹

Loading Dock, Forecourt, and Stoop Frontage Types are allowed along Street and Civic Space frontages. The Shopfront Frontage Type is also allowed in areas designated in the Use Overlay.

Loading Dock		
Depth	8' min.	
Finished Level of Public Walk	2' min.; 4' max.	
Shopfront		
Awning Depth	4' min.; 10' max.	
Stoops		
Depth	4' min. clear	
Height	9' min. clear; 1 Story max.	
Forecourt		
Depth	15' min.; not to exceed width	
Width	20' min.	

¹ See pages 1-36 and 1-37 for descriptions of Frontage Types.

Key

- ROW / Property Line
- Build-to Line (BTL)
- Setback Line
- ▨ Below-Grade Parking Area
- Above-Grade Parking Area

Required Parking

Spaces

Residential Uses	1 space/1,500sf ¹
Non-Residential Uses	2 spaces/1,000sf
Flex Space, Live/Work, and Work /Live Uses	
<2,500sf	1 space/1,500sf
$\geq 2,500sf$	2 spaces/1,000sf

¹ No parking spaces are required for affordable or senior housing units.

Location

Below-Grade Parking	
Allowed up to the ROW / Property Line	O
Allowed below Civic Space if providing public parking	P
Above-Grade Parking	
12' min. deep liner required along Streets / Civic Spaces	Q
Cannot exceed the buildable footprint	R

Miscellaneous

Parking Drive Width	20' max.	S
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See additional general parking requirements on page 1-34 and 1-35.

T5-VN: Village Neighborhood Standards

Table 1.5: Village Neighborhood Use Table

Land Use Type ¹	Specific Use Restrictions	Permit Required	Land Use Type ¹	Specific Use Restrictions	Permit Required
Recreation, Education & Public Assembly			Retail		
Commercial recreation facility: Indoor	≤3,000sf	MUP ³	General retail, except with any of the following features:		UP ³
Health/fitness facility	≤3,000sf	MUP ³	Alcoholic beverage sales		MUP ³
Library, museum		P	Floor area	>5,000sf	—
Park, playground		MUP		>25,000sf	—
Studio: Art, dance, martial arts, music, etc.	≤1,500sf	P ³	On-site production of goods sold	≤5,000sf	—
	≤3,000sf	MUP ³		>5,000sf	—
				>10,000sf	—
Residential			Operating between	1am-5am	—
Home occupation		P		5am-7am	—
Live/Work		P ³		11pm-1am	—
Work/Live		MUP ³	Neighborhood market	≤5,000sf	MUP ³
Mixed-use project, residential component		P ^{2,3}		>5,000sf	UP ³
Multi-Family Housing		P		>10,000sf	—
Residential care	≤6 Clients	P	Restaurant, café, coffee shop		P ³
	>6 Clients	UP	Services: Business, Financial, Professional		
Transportation, Communications, Infrastructure			ATM		MUP ³
Parking facility, public or commercial		MUP	Medical services: Doctor office		MUP ³
			Office:		
			Business, service		MUP ³
			Professional, administrative		MUP ³
			Services: General		
			Day care:		
			Large family		UP ³
			Small family		P
			Lodging:		
			Hotel		UP
			Bed & Breakfast Inn (B&B)		MUP
			Public safety facility		UP
			Personal services	≤2,500sf	P ³
				≤5,000sf	UP ³

Key

P	Permitted Use
MUP	Minor Use Permit Required
UP	Use Permit Required
—	Use Not Allowed

End Notes

¹ A definition of each listed use type is in the Appendix.

² Allowed only on upper floors or behind ground floor use.

³ Allowed only in areas designated in the Use Overlay on page 1-3.

Uses not listed are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.

T4-NG: Neighborhood General Standards



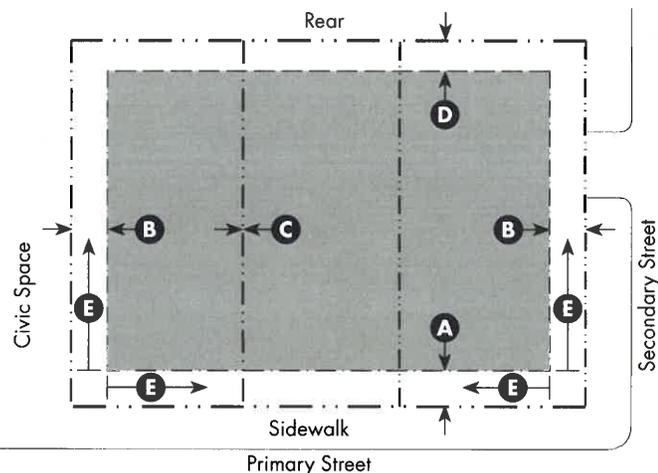
Zone Intent and Description

The Neighborhood General Zone is a residential area that provides the core residences in medium density building types within the Crescent Heights neighborhood and along the Refugio Creek. The purpose of this zone is to provide a choice of residences with spectacular views of the bay and the creek within the structure of a socially vibrant neighborhood by presenting a wide range of housing opportunities to the members of the community, integrating planning techniques that provide pedestrian-oriented environments that encourage walking, and building upon the unique character of the existing Hercules neighborhoods.



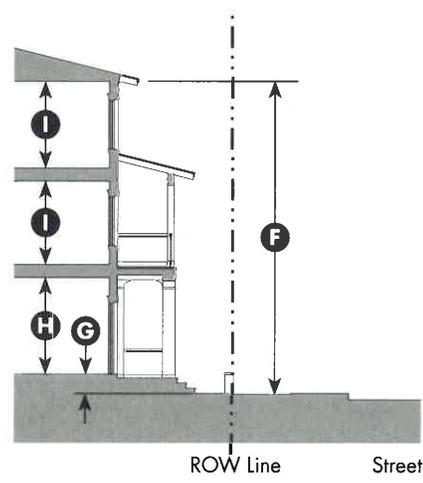
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T4-NG: Neighborhood General Standards



Key

- ROW / Property Line
- Setback Line
- Build-to Line (BTL)
- Building Area



Building Placement

Build-to Line (Distance from Right of Way)

Primary Street	8' min.; 12' max. ¹	A
Civic Space / Secondary Street, except:	Equal to Front ¹	B
Access Alley	5' min.; 10' max. ¹	
Refugio Creek Frontage	20' max.	
BTL Defined by a Building		
Front	60% min.	
Civic Space / Secondary Street	60% min.	

¹ The BTL for the first building to receive planning department approval becomes the set BTL (must be within this range) along that Street or Civic Space. All subsequent buildings must match the first building's BTL.

Setback (Distance from Property Line or ROW)

Side	0' min.	C
Rear	5' min.	D

Miscellaneous

Buildings must be built to BTL along each facade within 30' **E** of a corner along the Primary Street.

See the Streets and Circulation Regulation Plan on page 4-3 for the determination of Primary and Secondary Streets.

Entire BTL must be defined by a building or a 18" to 48" high fence or stucco or masonry wall.

Building Form

Height

Building Height	2 Stories min.; 3 Stories max. ¹	F
Ground Floor Finish Level	18" min. ²	G
Ground Floor Ceiling	9' min. clear	H
Upper Floor(s) Ceiling	8' min. clear	I

¹ 4 stories max. permitted in the areas indicated in the Allowable Building Height Overlay on page 1-5.

² Ground floor lobbies and common areas in multi-unit buildings may have a 0" to 6" ground floor finish level.

Footprint

Depth, Ground-floor Residential Space	12' min.
---------------------------------------	----------

Miscellaneous

Distance between Entries	
To Upper Floor(s)	100' max.

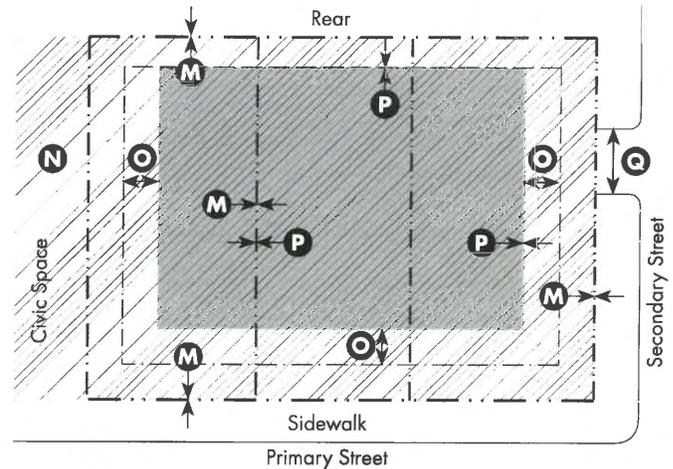
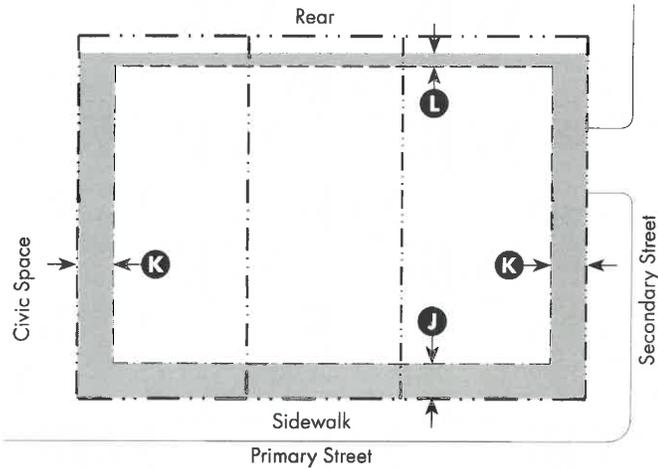
All upper floors must have a primary entrance along the Primary Street, Civic Space, common courtyard, or forecourt.

All ground floor units fronting a street must have a direct entry to the unit from the street or from a forecourt along the street.

Service entries may not be located along a Primary Street / Civic Space.

Buildings wider than 100' must be designed to read as a series of buildings no wider than 80' each.

T4-NG: Neighborhood General Standards



Key

- ROW / Property Line
- Setback Line
- Build-to Line (BTL)
- Encroachment Area

Frontage Types and Encroachments

Encroachments		
Primary Street	12' max.	J
Civic Space / Secondary Street	12' max.	K
Access Alley	5' max.	
Side Setbacks ≥10'	5' max.	
Rear Setbacks ≥10'	5' max.	L

Encroachments are not allowed within a street Right of Way, or across a property line.

Allowed Frontage Types¹

Porch, Forecourt, and Stoop Frontage Types are allowed along Street and Civic Space frontages. Stoop Frontage Types are also permitted along Access Alleys. The Creekfront Frontage Type is required for building frontages facing the Refugio Creek.

Porches

Depth	8' min.; 12' max.
Height	9' min. clear; 2 Stories max.

Stoops

Depth	4' min.; 8' max.
Height	9' min. clear; 1 Story max.

Forecourt

Depth	15' min., not to exceed width
Width	20' min.

Cont'd. >>

Key

- ROW / Property Line
- Build-to Line (BTL)
- Setback Line
- ▨ Below-Grade Parking Area
- Above-Grade Parking Area

Parking

Required Spaces

Residential Uses	1 space/1,500sf ¹
Non-Residential Uses	2 spaces/1,000sf
Flex Space, Live/Work, and Work /Live Uses	
<2,500sf	1 space/1,500sf
≥2,500sf	2 spaces/1,000sf

¹ No parking spaces are required for affordable or senior housing units.

Location

Below-Grade Parking

- May be placed up to the ROW / Property Line (M)
- May be below Civic Space if providing public parking (N)

Above-Grade Parking

- 12' min. deep liner required along Streets and Civic Space (O)
- Cannot exceed the buildable footprint (P)

Miscellaneous

Parking Drive Width	20' max.	(Q)
---------------------	----------	-----

See additional general parking requirements on page 1-34 and 1-35.

Allowed Frontage Types (Continued)

Creekfront

- Porch depth, if any: 8' min.; 12' max.
- Porch height, if any: 9' min. clear; 2 Stories max.

¹ See pages 1-36 and 1-37 for descriptions of Frontage Types.

T4-NG: Neighborhood General Standards

Table 1.6: Neighborhood General Use Table

Land Use Type ¹	Specific Use Restrictions	Permit Required	Land Use Type ¹	Specific Use Restrictions	Permit Required
Recreation, Education & Public Assembly			Retail		
Library, museum		P	Neighborhood market	≤5,000sf	MUP ³
Park, playground		MUP	Services: General		
Residential			Day care:		
Home occupation		MUP	Small family		P
Live/Work		P ³	Lodging:		
Multi-Family Housing		P	Hotel		UP
Residential accessory use or structure		P	Bed & Breakfast Inn (B&B)	≤6 rooms	P
Residential care	≤6 Clients	P		>6 rooms	UP
	>6 Clients	MUP			

Key

P Permitted Use

MUP Minor Use Permit Required

UP Use Permit Required

— Use Not Allowed

End Notes

¹ A definition of each listed use type is in the Appendix.

² Allowed only on upper floors or behind ground-floor use.

³ Allowed only in areas designated in the Use Overlay on page 1-3.

Uses not listed are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.

WR: Waterfront Recreational Standards



WR: Waterfront Recreational

Table 1.7: Waterfront Recreational Use Table

Land Use Type ¹	Specific Use Restrictions	Permit Required
Recreation, Education & Public Assembly		
Park, playground		P
Marina		P
Retail		
General retail, except with any of the following features:		P
Alcoholic beverage sales		MUP
Floor area	>5,000sf	-
On-site production of goods sold	>5,000sf	-
Operating between	1am-5am	UP
	5am-7am	MUP
	11pm-1am	MUP
Neighborhood market	≤5,000sf	P
Restaurant, café, coffee shop		P
Services: Business, Financial, Professional		
ATM		P
Services: General		
Public safety facility		UP
Personal services	≤5,000sf	P
Transportation, Communications, Infrastructure		
Multi-Modal Transit Station		P

Key

P	Permitted Use
MUP	Minor Use Permit Required
UP	Use Permit Required
—	Use Not Allowed

End Notes

¹ A definition of each listed use type is in the Appendix.

Uses not listed are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.

Additional Standards for all Zones

Business Incubator Structures

The following additional standards apply to Business Incubator Structures. If there is a conflict between the standards for the Business Incubator Structures below and the standards within the zone in which Business Incubator Structures is located, the standards below shall prevail.

Building Placement

May not be located outside of the building area established by the standards for the zone in which the building is located

Business Incubator Structures are not regulated by BTLs or regulations related to BTLs, all BTLs are to be treated as minimum Setbacks.

Business Incubator Structures do not set a BTL that subsequent buildings must match.

All building Setbacks within the zone are to be treated as minimum Setbacks, maximum Setbacks do not apply.

Building Form

Building Height: 2 Stories max.

Building Size: 7,500sf max., min. footprint requirements do not apply

Must have an entry facing the primary street or civic space

Services must be screened from public view from primary streets and civic spaces

The architectural character of Business Incubator Structures must be compatible with the regulated architectural styles

Parking

No off-street parking spaces are required

Open Space Standards

No additional private or public open space requirements shall apply to the Form-Based Code Zones.

Lighting Standards

See Lighting Standards in Section 3.8 of the HWDMP. Should any of the lighting standards in this Section 4 of the HWDMP, the provisions of this Section 4 shall control.

Landscaping Standards

See Landscaping Standards in Section 3.8 of the HWDMP. Should any of the landscaping standards in this Section 4 of the HWDMP, the provisions of this Section 4 shall control.



(Images Above) Examples of Business Incubator Structures built around the Central Square in Seaside, Florida. These buildings were constructed to provide incubator retail space during the initial development phases.

Parking Standards for all Zones

Parking Principles

Adequate parking availability is critical to the success of the Hercules Waterfront district. Parking availability is partly a function of parking supply, but more importantly parking management. It shall be the policy of the City of Hercules to manage its parking resources according to the following principles:

1. Protect existing residential parking, address spillover parking.
2. Make customer parking easy.
3. Focus on parking availability, not supply.
4. Encourage on-street parking.
5. Share parking.
6. Park once and walk.
7. Pay attention to a place's strengths.
8. Design parking to be pedestrian-friendly.
9. Set appropriate parking requirements.
10. Encourage in-lieu parking.
11. Invest in all transportation modes.
12. Involve the business community.
13. Effectively utilize transit parking.

Parking Requirements

Applicants shall be required to meet parking requirements as detailed below.

Commercial shared parking shall be available to all users at all times of day. Residential shared parking may be reserved only for visitors and residents of a specific multifamily housing complex or Residential Parking Permit District, but may not be assigned to specific residents or units.

Parking requirements for all non-residential land uses:

- Minimum: 2 parking spaces per 1,000 square feet
- Maximum: 3 parking spaces per 1,000 square feet

Establishing such a single, minimum "blended" ratio for all non-residential land uses serves two purposes: it reflects the typical average demand for observed in comparable mixed-use districts. Additionally, establishing a single ratio makes it possible for land uses to change freely over time within a building, as property owner's needs and economic demands change.

Residential parking requirements:

- Minimum: 1 parking space per 1,500 square feet¹
- No parking spaces required for housing units dedicated as follows:
 - Affordable housing units (below-market rate)
 - Senior housing units

¹This plan recommends "rebasin" the minimum parking requirement for residential development from a "per unit" basis to a "per square foot" basis in order to remove financial disincentives for the construction of smaller residential units in Hercules Waterfront (studios, 1 bedroom, and small loft-type units are product types that has proven successful in finding a niche in traditional downtowns). This requirement by square foot includes guest parking.

Flex space and live/work requirements:

- For live/work units of less than 2,500 square feet, required parking will be based on the applicable parking standard for residential use. For live/work units equal to or greater than 2,500 square feet, required parking will be based on the applicable parking standard for non-residential uses.
- Flex space that converts to a higher parking requirement (i.e. residential to commercial) will be required to meet the new standards. Per the General parking requirements, the applicant may opt to count available on-street or shared spaces toward the requirement or pay an in-lieu fee to offset the projected increase in parking demand.

General parking requirements:

- On-street parking spaces can be counted towards satisfying off-street parking requirements for proposed non-residential uses. In order to be credited, on-street spaces must be located within the public right-of-way and no more than 600 feet away.
- Applicants may contribute a fee in-lieu of meeting the minimum requirement (see 'In-Lieu Fee' Section).
- Shared on-site parking between land uses with different periods of peak parking demand shall be allowed for all uses in Hercules Waterfront. Shared on-site parking shall be allowed to satisfy 100% of the minimum parking requirement for each use, so long as documentation can be provided that the existing or anticipated land use(s) will have different periods of peak parking demand and the shared parking can accommodate the parking demand for both uses.
- Off-site parking within 1,250 feet shall be allowed for all uses in Hercules Waterfront. Off-site parking located further than 1,250 feet shall be allowed at the discretion of the review authority so long as there is documentation that a shuttle bus service or valet parking service will be provided. Off-site parking shall be allowed to satisfy 100% of the minimum parking requirement for each use, so long as documentation can be provided that the off-site parking can accommodate the parking demand for the proposed land use.

Parking Standards for all Zones

Parking Space Design

Except for designated disabled parking spaces, no parking spaces for any use in Hercules Waterfront shall be required to be individually-accessible. Tandem, stacking, and valet parking shall be permitted by right to satisfy the minimum parking requirements. Where alleys are provided, parking shall be accessed from alleys.

Parking spaces shall generally be designed according to the dimensions found in the latest edition of The Dimensions of Parking by the Urban Land Institute. Parallel on-street spaces shall be 20 feet in length, with no gap between adjacent spaces. The width of parallel on-street parking spaces shall be 8 feet in width. For the purpose of calculating provided parking, the width of off-street spaces and diagonal or perpendicular on-street spaces is assumed to be 8.5 feet.

Except on alleys, driveways shall not exceed 20 feet in width, not including the apron.

In-Lieu Fee

The Director shall collaborate with the developer to establish a parking in-lieu fee that applicants may pay in-lieu of meeting the minimum parking requirement. Payment of the in-lieu parking fee for each required space should be allowed to satisfy 100% of the minimum parking requirement. The Director shall designate an organization to receive and allocate collected in-lieu fees. This may be the City, a downtown business association, a downtown Local Improvement District or other entity.

Collected in-lieu fees may be spent on new parking construction, parking maintenance, parking enforcement or other activities related to parking in the district. In-lieu fees may also be spent on any projects or activities that increase access or reduce parking demand in the downtown, including but not limited to transportation demand management, transit service, and bicycle and pedestrian improvements.

Allowances and Exceptions

In order to encourage new development downtown and increase housing affordability and housing choice, the Director should also incorporate additional flexibility into minimum parking requirements. These "flex requirements" will allow development projects that incorporate transportation and parking demand management strategies to provide a reduced amount of parking, as follows:

- The Director may reduce or completely waive the number of parking spaces required based on quantitative information provided by the project applicant that documents the need for fewer parking spaces, such as:
 - A market profile of existing or anticipated project users documenting below average vehicle ownership rates (for residential development) or below average vehicle trip generation rates (for commercial development).
 - Documentation of the expected reduction of vehicle trips and/or car ownership rates associated with the project due to the

incorporation of transportation and parking demand management strategies into the project.

- Documentation that the proposed land use will operate exclusively when the existing public parking supply within 1,250 feet is adequate to accommodate the parking for the proposed use (e.g., a restaurant or club that operates only during evening hours).
- Documentation of the experience of other cities comparable to Hercules that have a lower parking requirement for the proposed land use.

Residential Parking Permit District

Upon the establishment of commercial development or transit service in Hercules Waterfront or sooner, the Director shall establish a Residential Parking Permit District ordinance.

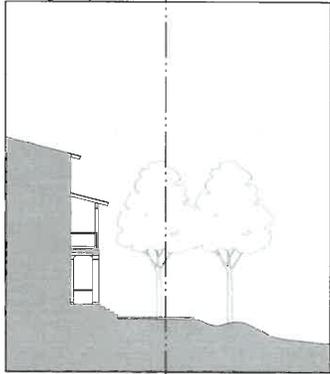
Parking Management

The City shall establish a parking management ordinance that makes the following provisions:

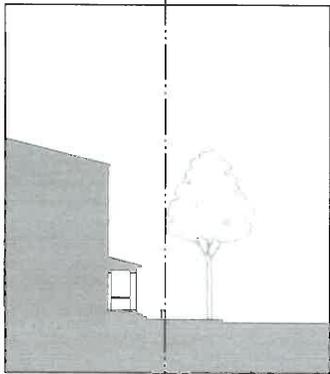
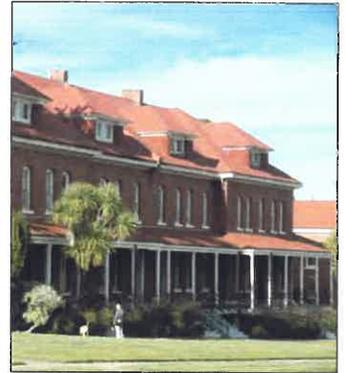
- Parking shall be managed with the goal that 15% of parking spaces on all block faces and in all off-street lots and garages are available at all times.
- A parking management officer shall be identified. This may be a city official or staff at the Downtown Local Improvement District or other entity established to manage and promote the downtown. The parking management officer shall be authorized to implement the following restrictions on parking in the Waterfront District:
 - Time limits to prevent employee and commuter parking and ensure adequate customer parking on certain streets, particularly in front of retail and professional services buildings. Typically, parking in front of retail buildings should be limited to 2 hours.
 - Freight and passenger loading zones, disabled parking, valet, bus and other specialized spaces as necessary.
- To meet the parking availability goal, parking meters may be established in front of retail and/or office buildings. Meters should accept multiple forms of payment, including, at a minimum, coins and credit cards. Net revenue from the meters shall be allocated toward improvements in the downtown district. The parking management officer shall be authorized to adjust parking meter fees to meet the 15% availability goals, within certain limits established by the parking management ordinance.
- A citation fine schedule shall be established for time limit and unpaid meter violations.
- Enforcement of meters and time limits shall extend to any hours necessary to meet the 15% vacancy goal, including evenings and weekends as appropriate.

Frontage Types

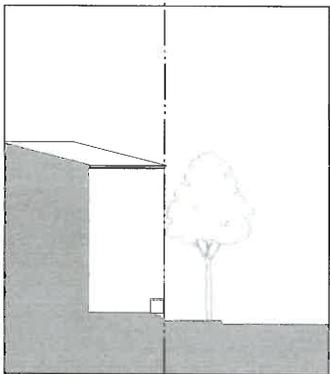
Right of Way /
Property Line ←



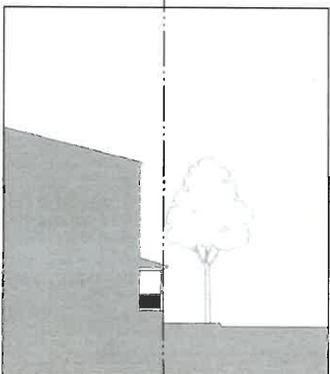
Creekfront: The main facade of the building has a large setback from the frontage line. The resulting front yard may be defined or undefined at the frontage line by a fence or hedge. Walks may have a boardwalk-like character as they will cross the adjacent creekside swale and connect to the creekside trail system. The creekside trail will provide the public frontage for these units. A front porch is optional, but if it is used, it can be one or two story.



Porch: The main facade of the building has a small setback from the frontage line. The resulting front yard is typically very small and is defined by a fence or hedge to spatially maintain the edge of the street. The porch may encroach into the setback to the point that the porch extends to the frontage line. The porch can be one or two stories. A minimum depth is required within the development standards to ensure usability.



Forecourt: A portion of the main facade of the building is at or near the frontage line and a small percentage is set back, creating a small court space. The space could be used as an entry court or shared garden space for apartment buildings, or as an additional shopping or restaurant seating area within commercial zones. A short wall, hedge, or fence is placed along BTL where it is not defined by a building. The proportions and orientation of these spaces should be carefully considered for solar orientation and user comfort. This frontage type should be used sparingly and should not be repeated along a frontage.

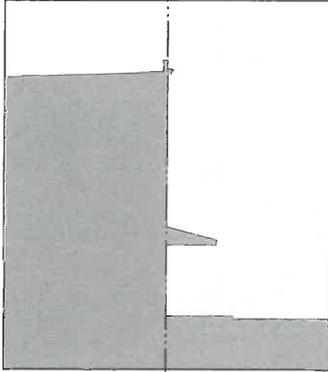


Stoop: The main facade of the building is near the frontage line and the elevated stoop engages the sidewalk. The stoop should be elevated above the sidewalk to ensure privacy within the building. Stairs from the stoop may lead directly to the sidewalk or may be side loaded. The minimum width and depth of the stoop should be 4' clear. The entry door must be covered or recessed to provide shelter from the elements. This type is appropriate for residential uses with small setbacks.

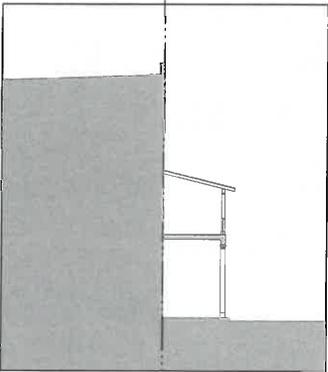
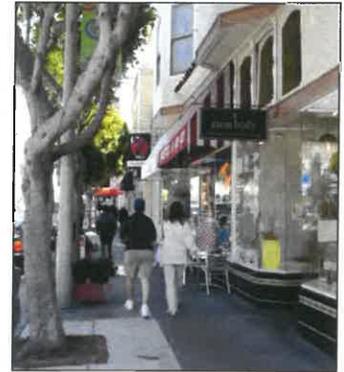


Frontage Types

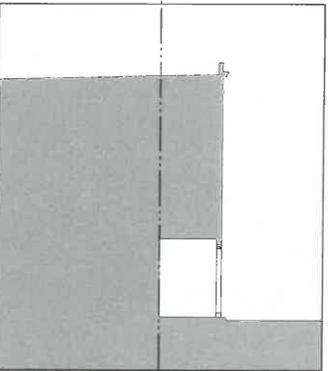
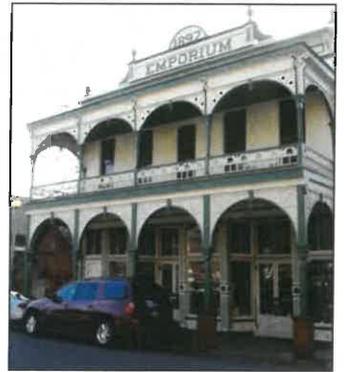
Right of Way /
Property Line ←



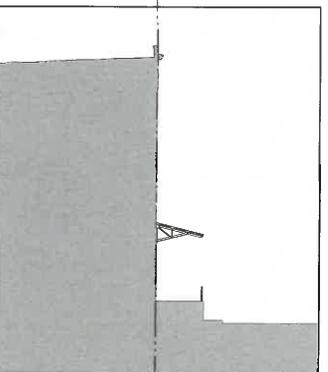
Shopfront: The main facade of the building is at or near the frontage line and a canopy or awning element overlaps the sidewalk along the majority of the frontage. The canopy is a structural, cantilevered, shed roof and the awning is canvas or similar material and is often retractable. The coverings should extend far enough from the building to provide adequate protection for pedestrians. This type is only appropriate for spaces that have, or are designed to accommodate, retail and commercial uses because of the lack of a raised ground story.



Gallery: The main facade of the building is at the frontage line and the gallery element overlaps the sidewalk. This frontage type is intended for buildings with ground floor commercial or retail uses and may be one or two stories. The gallery must extend close enough to the curb so that a pedestrian cannot bypass it. Due to the overlap of the right-of-way, an easement is usually required. A minimum depth is required within the development standards to ensure usability.



Arcade: The main facade of the building at sidewalk level is at or behind the frontage line and a colonnade that supports habitable space above overlaps the sidewalk. This frontage type is intended for buildings with ground floor commercial or retail uses and may be one or two stories. The arcade must extend close enough to the curb so that a pedestrian cannot bypass it. Due to the overlap of the right-of-way, an easement is usually required. A minimum depth is required within the development standards to ensure usability. This type is appropriate for ground floor commercial uses.



Loading Dock: The main facade of the building is at or near the frontage line and an elevated platform overlaps the sidewalk. The loading dock may extend over the entire sidewalk up to the parking along streets with diagonal parking. If the loading dock does not extend to the parking an adequate sidewalk must remain below. Stairs may be inset or extend down at the end of the loading dock. This type is intended for residential, live/work, work/live, and retail uses and may be used as additional restaurant seating. A minimum depth is required within the development standards to ensure usability.



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Architectural Styles

Introduction

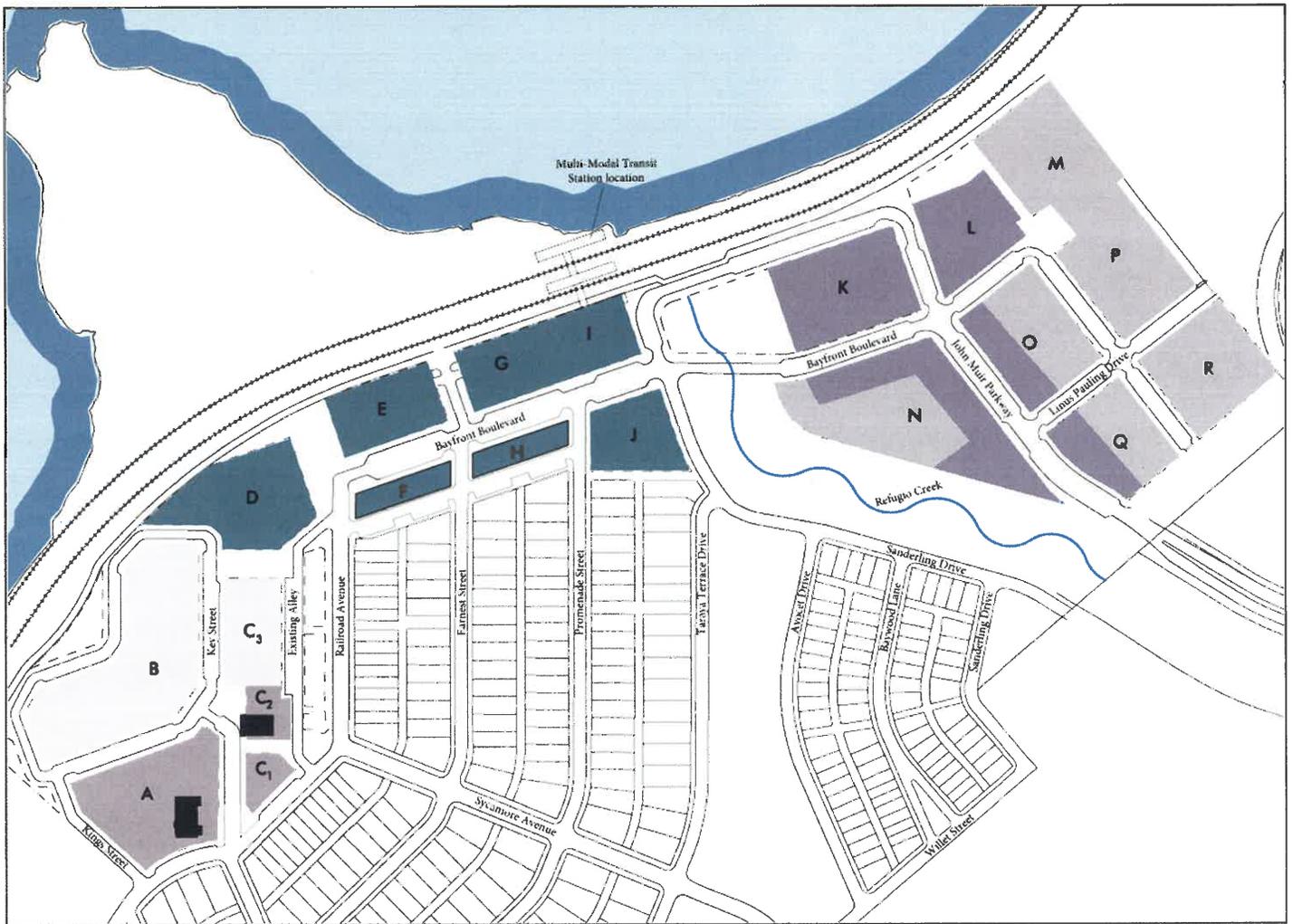
This chapter establishes the allowable Architectural Styles for all future development in the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts of the HWDMP.

This chapter provides an overview of the allowable styles within the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts by describing the typical characteristics and providing photographic examples for each of the allowable Architectural Styles. The typical characteristics and photographs are not intended to be the exclusive characteristics that may reflect the applicable architectural style. The intent of these regulations is to limit the range of architectural expression within those Sub-Districts to ensure a reasonable level of architectural harmony, so that the public spaces defined by the private development will be well-defined outdoor spaces conducive to the active public life envisioned by the General Plan.

chapter

2

Architectural Styles Allowed



Building Form Regulating Zones

- T5-MS: Bayfront Boulevard Main Street
- T5-MST: Main Street Transition
- T5-CC: Clubhouse Center
- T5-VN: Village Neighborhood
- T4-NG: Neighborhood General

This key plan is intended for reference only and should not be used as a regulatory plan. See page 1-3 for Building Form Regulating Plan.

Architectural Styles Allowed

Architectural Styles Allowed By Block						
	Waterfront Warehouse	Gold Rush	Victorian	Tudor/English Arts and Crafts	Spanish Revival	Bay Area Eclectic
						
Block	p. 2-5	p. 2-11	p. 2-15	p. 2-19	p. 2-23	p. 2-27
A						
B						
C₁, C₂, C₃						
D						
E						
F						
G						
H						
I						
J						
K						
L						
M						
N		(T5-MST only)		(T4-NG only)		(T4-NG only)
O		(T5-MST only)	(T5-MST only)	(T4-NG only)		
P						
Q						
R						

Key

 Style allowed

 Style not allowed

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Waterfront Warehouse Style



Introduction

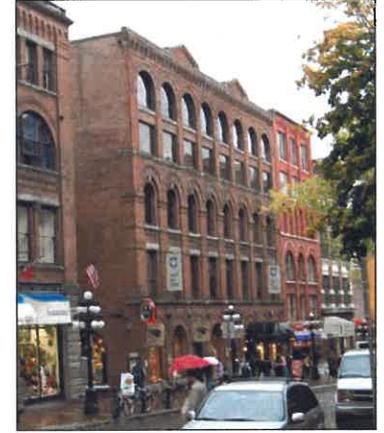
The Waterfront Warehouse Style is characterized by heavy, “masonry” buildings that are composed of simple rectilinear forms, articulated with a regular, pattern of bays. The buildings are capped with a continuous cornice and parapet and grounded by a continuous base. Smaller building massings may also include gable forms and roof monitors. Elements such as metal awnings, painted signage, and ornamental parapets provide a secondary rhythm on the facade.

Waterfront Warehouse Style

Typical Characteristics
Massing
Simple rectilinear forms emphasizing the appearance of heavy masonry buildings
Facade Composition
Simple and regular rhythm of bays
Basic types of bays: wide bays with horizontal openings, wide bays with vertical openings, and narrow bays with vertical openings
Secondary elements such as metal awnings, painted signage and ornamental parapets provide a secondary rhythm
Larger building massings are capped with a continuous cornice and parapet and grounded with a continuous base
Brick or brick veneer walls with stone, cast stone, concrete, or metal details
Roof Form
Flat or low-pitched with parapet wall
Smaller building massings may have parapet or pedimented gable ends gables with low pitched shingle or metal roofs and roof monitors
Windows
Vertically proportioned double hung, case-ment, fixed, or awning windows
May be ganged with mullions
Storefronts
One-bay, multiple-bay, or full-building wide
Elements
Balconies and galleries of an industrial character
Ornamental brickwork and ornamental parapets
Shed roof and metal awnings
Painted wall signage



Large building massing – wide bays with vertical openings



Large building massing - wide bays with vertical openings



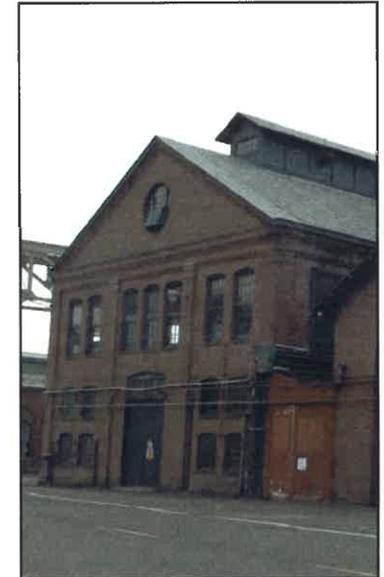
Large building - narrow bays with vertical openings



Small building massing - Live/Work units with loading docks, wide bays with vertical openings facade composition

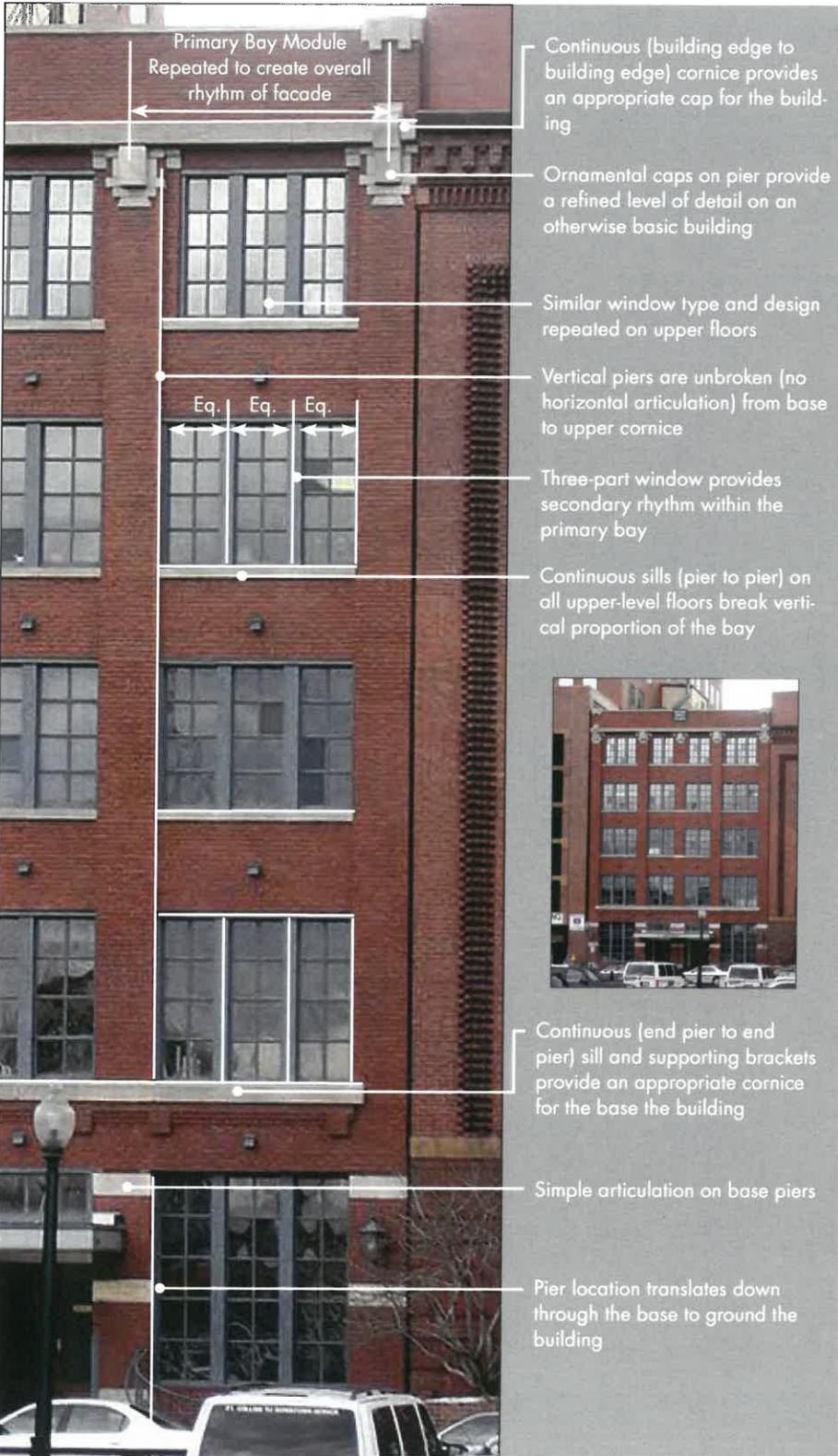


Large building - wide bays with horizontal openings



Historic warehouse form

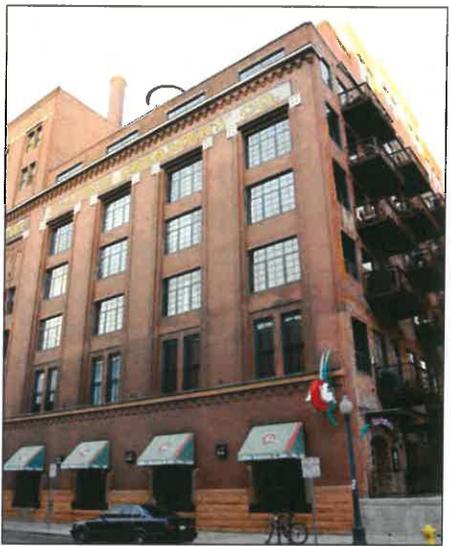
Waterfront Warehouse Style



Facade Composition

Bay Types: Wide Bay Horizontal Opening

This is the most common bay type. The bay is typically between 12-18 feet center line to center line of pier which creates a larger opening for the windows. This creates a facade with a larger percentage of window opening but with a bay rhythm reinforced by substantial vertical piers between bays. The typical characteristics are described on this page.



Bay type applied to a large building massing



Bay type applied to a large building massing

Sample bay elevation and typical composition and elements

Waterfront Warehouse Style

Facade Composition

Bay Types: Wide Bay Vertical Opening

The bay is typically between 12-18 feet center line to center line of pier which creates a larger opening for the windows. This larger opening establishes an overall rhythm of the facade. Within the larger opening, vertical punched openings create a secondary rhythm. The typical characteristics are described on this page.



Bay type applied to a narrow building



Bay type applied to a small building massing



Bay type applied to a large building

Continuous cornice broken only at the center bay provides an appropriate cap for the building. Cornice corbelled to meet the recessed plane of the bay.

The lower corbel on cornice is continuous through the entire building between piers, creating a strong visual horizontal line across the top of the building

Upper floor windows retain the same secondary rhythm but may have a different opening type such as full arch in this instance

Vertical piers are unbroken (no horizontal articulation from base to upper cornice)

Continuous sills (pier to pier) on all upper-level floors break vertical proportion of the bay

Primary Bay Module- Repeated to create overall rhythm of facade

Eq. Eq. Eq.

Three-part separate punched openings for the windows provides a secondary rhythm within the primary bay

Continuous base and cornice provides appropriate base for the building

Heavy rustication on base piers ground the building

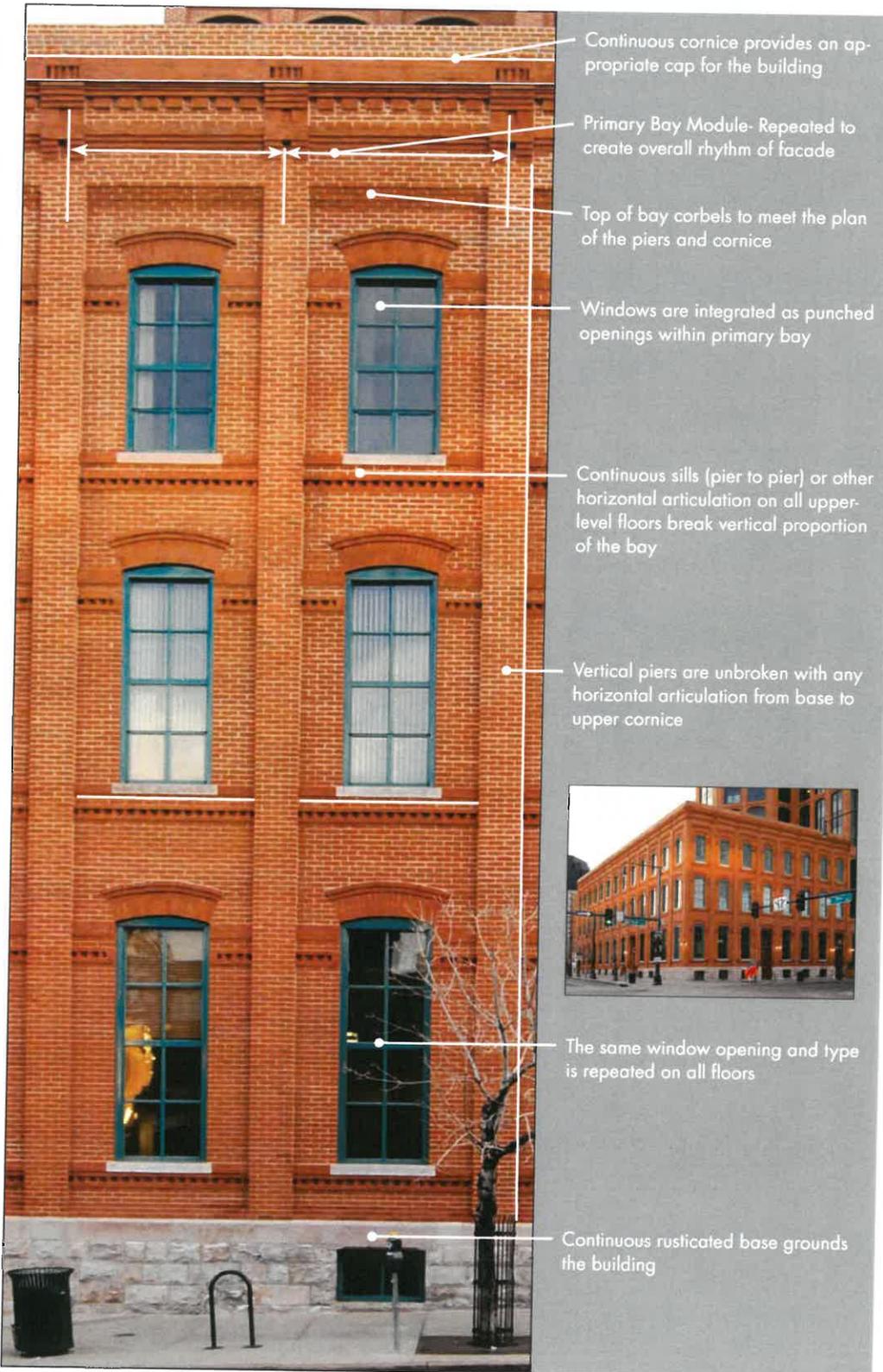
Pier location translates down through the base to ground the building

Inset storefront with deep pilasters provide a secondary bay rhythm at the base

RISTORANTE

Sample bay elevation and typical composition and elements

Waterfront Warehouse Style



Continuous cornice provides an appropriate cap for the building

Primary Bay Module- Repeated to create overall rhythm of facade

Top of bay corbels to meet the plan of the piers and cornice

Windows are integrated as punched openings within primary bay

Continuous sills (pier to pier) or other horizontal articulation on all upper-level floors break vertical proportion of the bay

Vertical piers are unbroken with any horizontal articulation from base to upper cornice



The same window opening and type is repeated on all floors

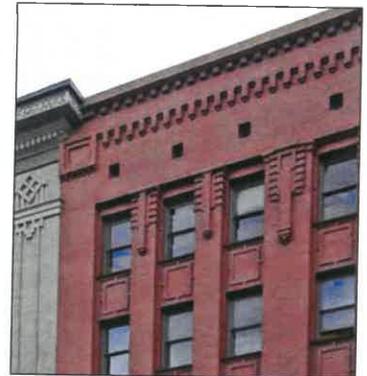
Continuous rusticated base grounds the building

Facade Composition

Bay Types: Narrow Bay

Vertical Opening

The bay is typically between 5-10 feet center line to center line of pier which creates a narrow bay and establishes an overall rhythm of the facade. A vertically proportioned punched opening for windows is integrated within the bay. The typical characteristics are described on this page.



Cornice and pier capital detail



Bay type applied to a small building



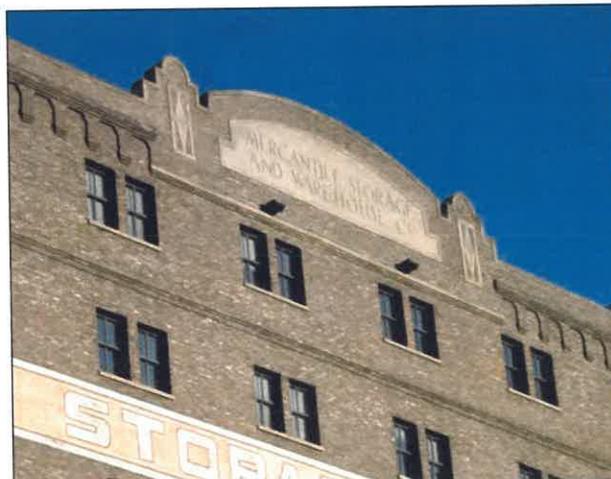
Bay type applied to large building

Sample bay elevation and typical composition and elements

Waterfront Warehouse Style



Formal cornice



Parapet with brick and cast stone detailing, painted building signage



Balconies



Door with formal surround, transom, and awning



Shed roof awning



Loading dock frontage integrated into residential or live/work uses



Full-building wide storefront

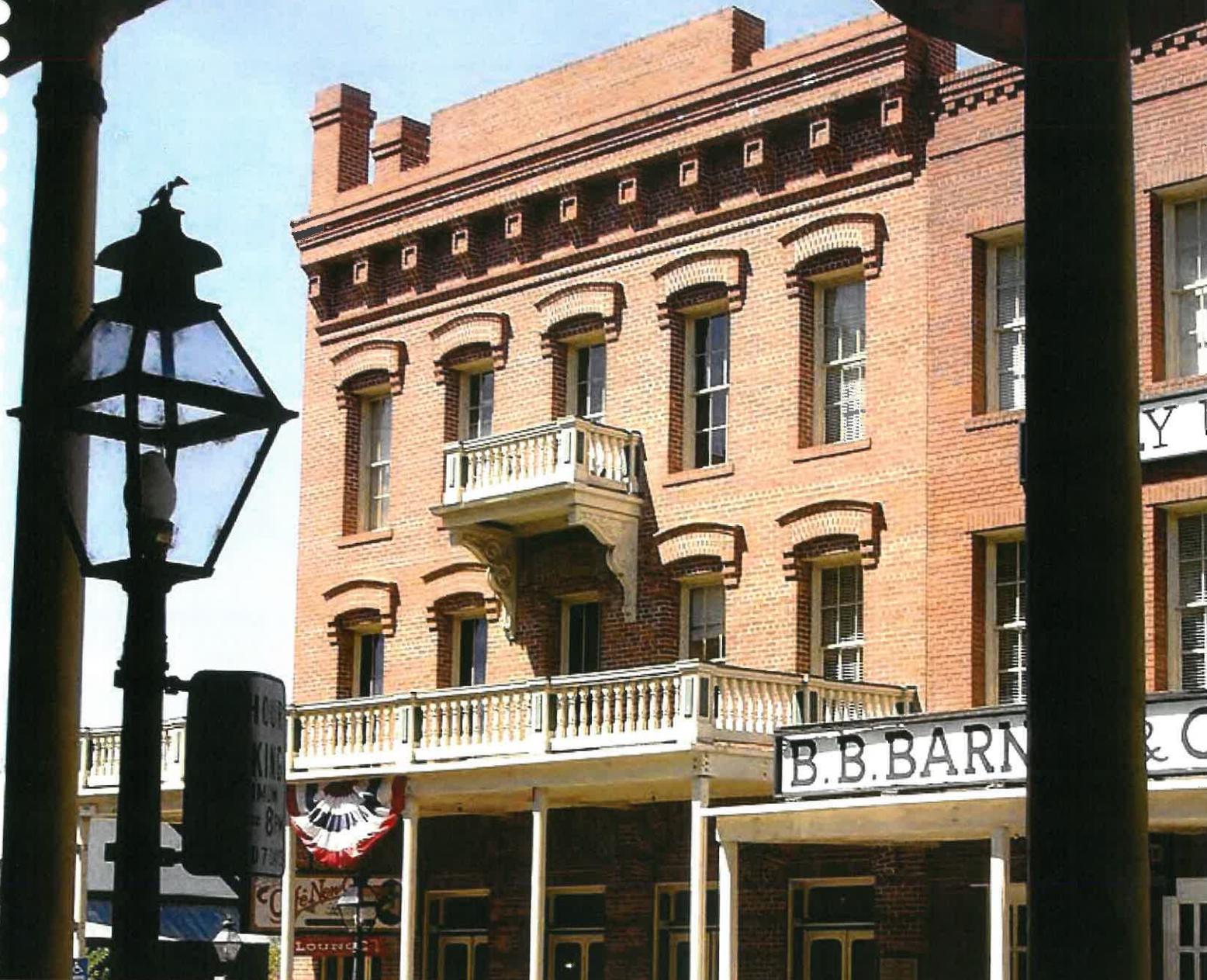


One-bay wide storefront



Deep gallery with restaurant seating area
HWDMP Sub-District Amendments
Opticos Design, Inc.

Gold Rush Style



Introduction

The Gold Rush Style is characterized by heavy, masonry buildings that are composed of simple rectilinear forms articulated with a regular, pattern of openings. The buildings are capped with a cornice and parapet, and grounded by a continuous base. Elements such as galleries and metal awnings provide a secondary rhythm on the facade and allow the buildings to engage the public realm.

Gold Rush Style

Typical Characteristics

Massing

Simple rectilinear forms

Facade Composition

Simple and regular rhythm of bays created by deep, vertically proportioned door and window openings

Buildings are grounded with a continuous base and capped with a continuous cornice and parapet

Brick or brick veneer walls

Elements such as galleries and metal awnings provide a secondary rhythm on the facade and allow the buildings to engage the public realm

Tall ground floor

Roof Form

Flat or low-pitched with a parapet wall

Windows

Vertically proportioned double hung or casement windows

Jack arch, keystone, arch, ornamental arch, or classical window openings

Storefronts

Arched, punched openings, or inset

Elements

One and two story galleries

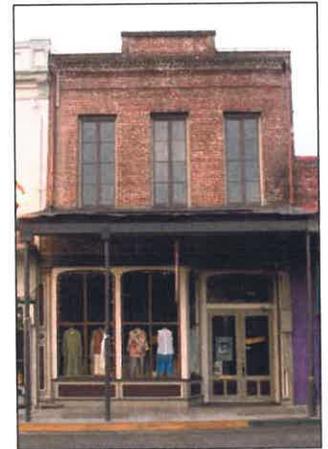
Upper floor balconies



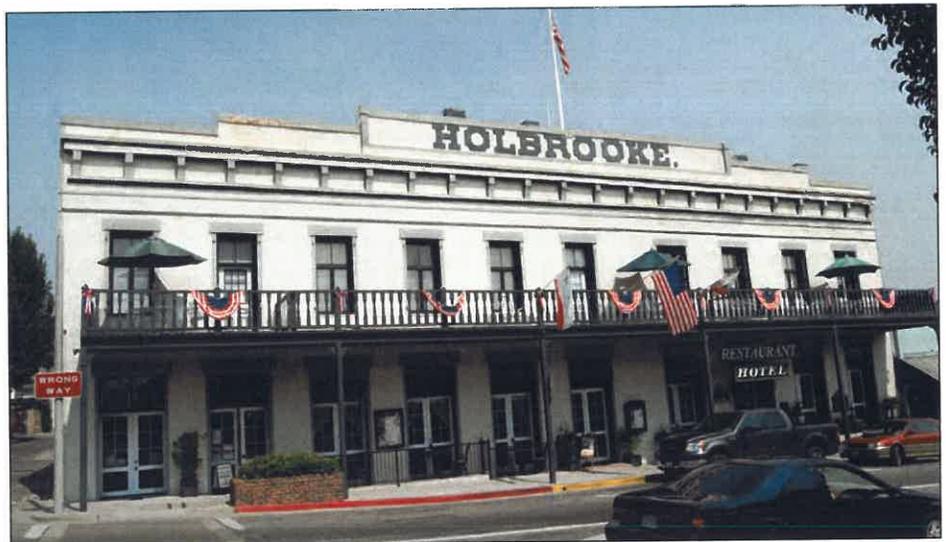
Street elevation of a series of Gold Rush Style buildings



Stucco elevation with formal window surrounds

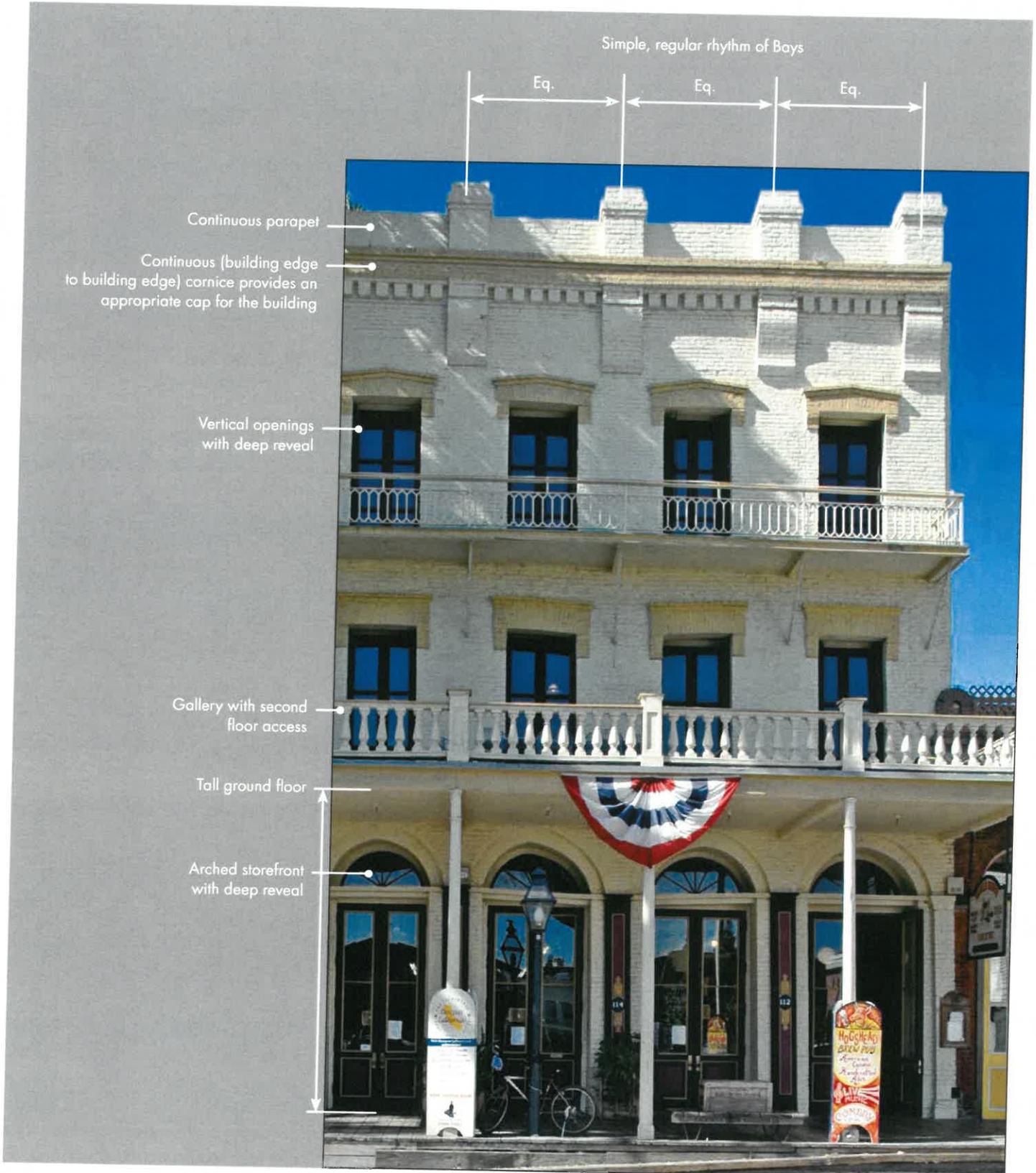


Simple brick elevation



Example of the Gold Rush Style on a long street facade

Gold Rush Style



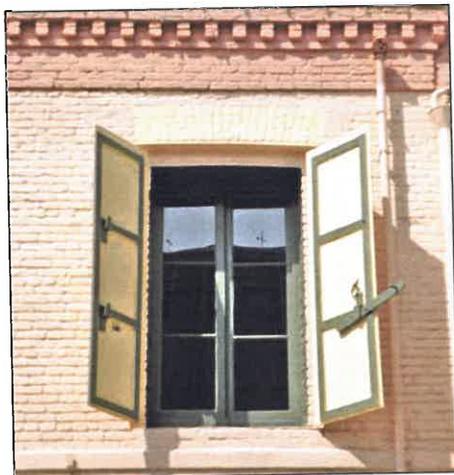
Gold Rush Style



Series of double hung windows in segmented arched openings



Arched storefront



Window with operable shutters



Punched opening storefront



Continuous gallery along a street frontage



Operable canvas awnings on gallery



Gallery lined with commercial uses

Victorian Style



Introduction

The Victorian Style is characterized by “light” wood buildings that are composed of simple **rectilinear** forms, often articulated with a regular, pattern of bays. The buildings are capped with a continuous, ornamental cornice and **parapet**, and grounded by a continuous base. **Bay windows** are a primary elements that provide a **secondary horizontal rhythm** on the facade.

Victorian Style

Typical Characteristics

Massing

Composed of simple rectilinear forms upon which elements such as bay windows, cornices, and ornamental woodwork are added

Facade Composition

Regular pattern of openings and bays
Bay windows are primary elements that provide a secondary horizontal rhythm on the facade

Tall ground floor

Buildings are capped with a continuous ornamental cornice and parapet and grounded by a continuous base

Wood siding or cement-fiber equivalent

Roof Form

Large building massings have a flat or low-pitched roof with a parapet wall

Small building massings may have a flat or low pitched roof with a parapet wall or low pitched roof with hips or front gables

Windows

Vertically proportioned double hung windows with large panes and surrounds

Storefronts

Inset with recessed entry, chamfered corner entry

Elements

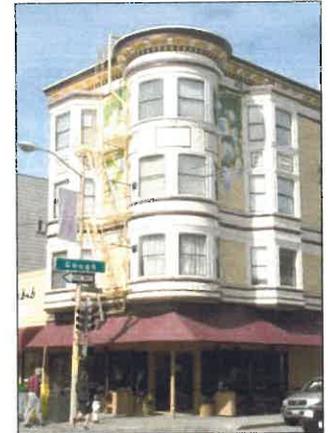
Bay window forms are rectilinear, round, or chamfered and are found on the wall plane and at corners

Ornamental cornices

Canvas awnings along storefronts



Rectilinear building massing, rectilinear bay windows engage a prominent cornice



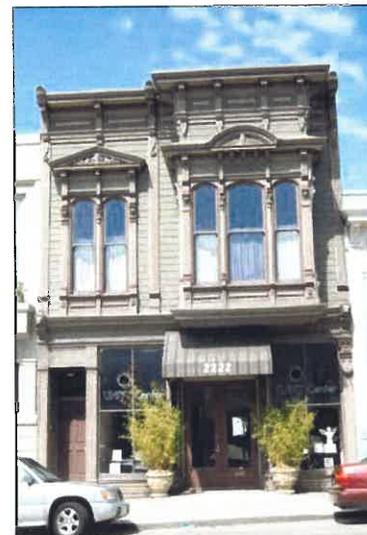
Corner bay window, prominent cornice, painted signage



The tall ground floor engages the public realm, horizontal articulation breaks down the height



Simple, rectilinear form with tall base, bay window and cornice



Facade composition with recessed storefront and vertical proportions



Facade composition with chamfered bay windows

Victorian Style



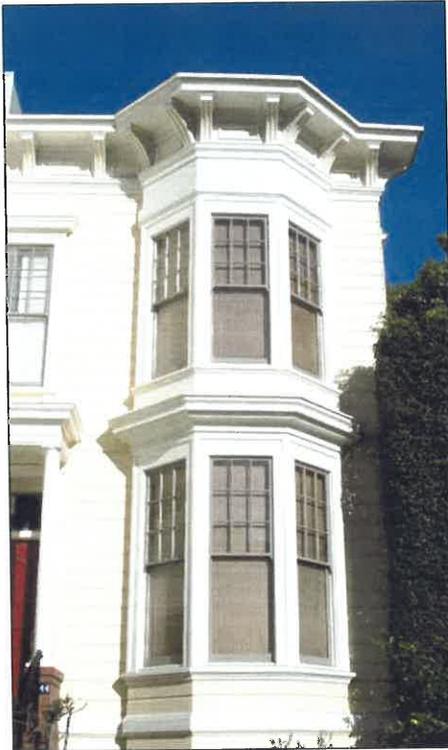
Large building massing elevation example



Small building massing elevation example

Small building massing elevation example

Victorian Style



Chamfered bay window, bracketed cornice



Round corner bay, deep overhanging cornice



Recessed entry storefront with canvas awnings



Angled corner entry storefront with awnings



Paired double-hung windows with ornamental surround



Square corner bay with formal cornice



Simple window surround



Formal surround with cap



Paired doors with transoms

Arts and Crafts Style



Introduction

The Tudor/English Arts and Craft Style is built upon the styles that were popular in the United States and Great Britain in the early 20th Century.

The style is characterized by picturesque combinations of steeply pitched, gable end roof forms, often with swaybacked additive elements. Stucco walls are accented with brick, stone or half-timbering details around openings. Large, often elaborate, chimneys are prominently located on the front or side facades.

Arts and Crafts Style

Typical Characteristics

Massing

Picturesque combinations of steeply pitched, gable end roof forms, often with swaybacked, additive elements

Facade Composition

Balanced, asymmetrical facades or overall symmetrical massings with local asymmetry in fenestration or ornamentation

Stucco walls with optional half-timbering

Buildings taller than 3 stories typically have a strongly articulated base, a middle with a regular rhythm of openings and a top broken up by accent elements

The proportion of openings to wall is small in keeping with the appearance of masonry construction

Front facades typically have at least one prominent front gable

Roof Form

Roofs are generally steeply pitched gables or gables with parapet ends

Composite shingle, slate, or simulated slate roofs

Roof often contains a half story with shed, gable, or knee wall dormers

Windows

Vertically proportioned

Casements, french casements, or double hung, often ganged with mullions

Doors

Stone or brick detailed surrounds at prominent openings

Elements

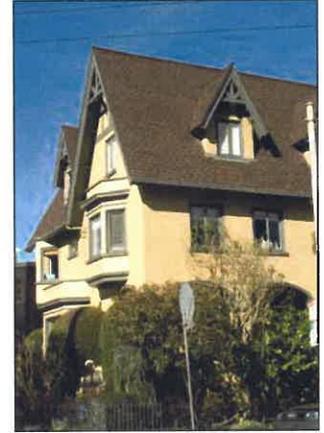
Upper floors may have projecting bays

Prominent, large, and elaborate chimneys

Towers and turrets may be used as compositional elements



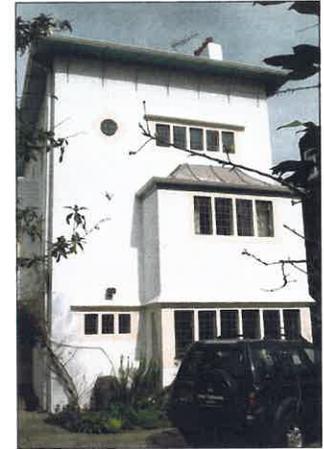
Elevation with half-timbering and gable end form details



Elevation with gable dormer



Elevation showing two prominent chimneys

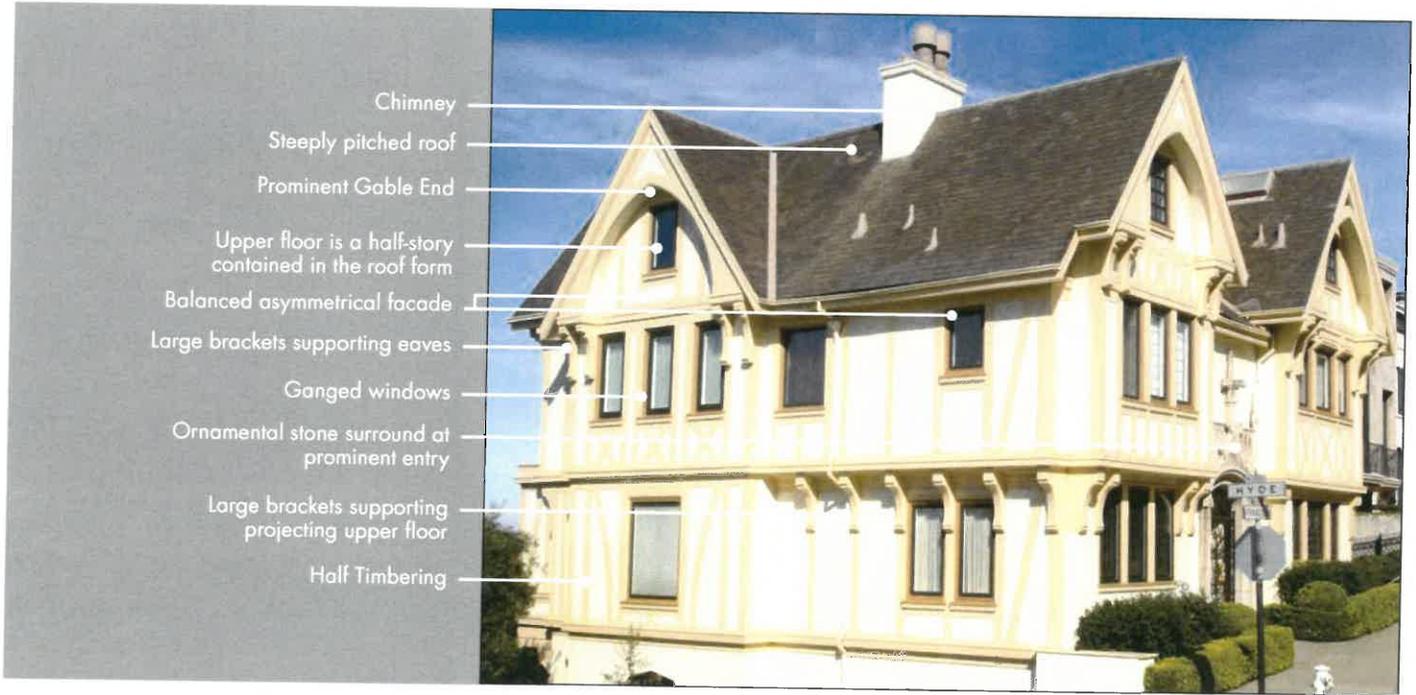


Elevation with ganged windows

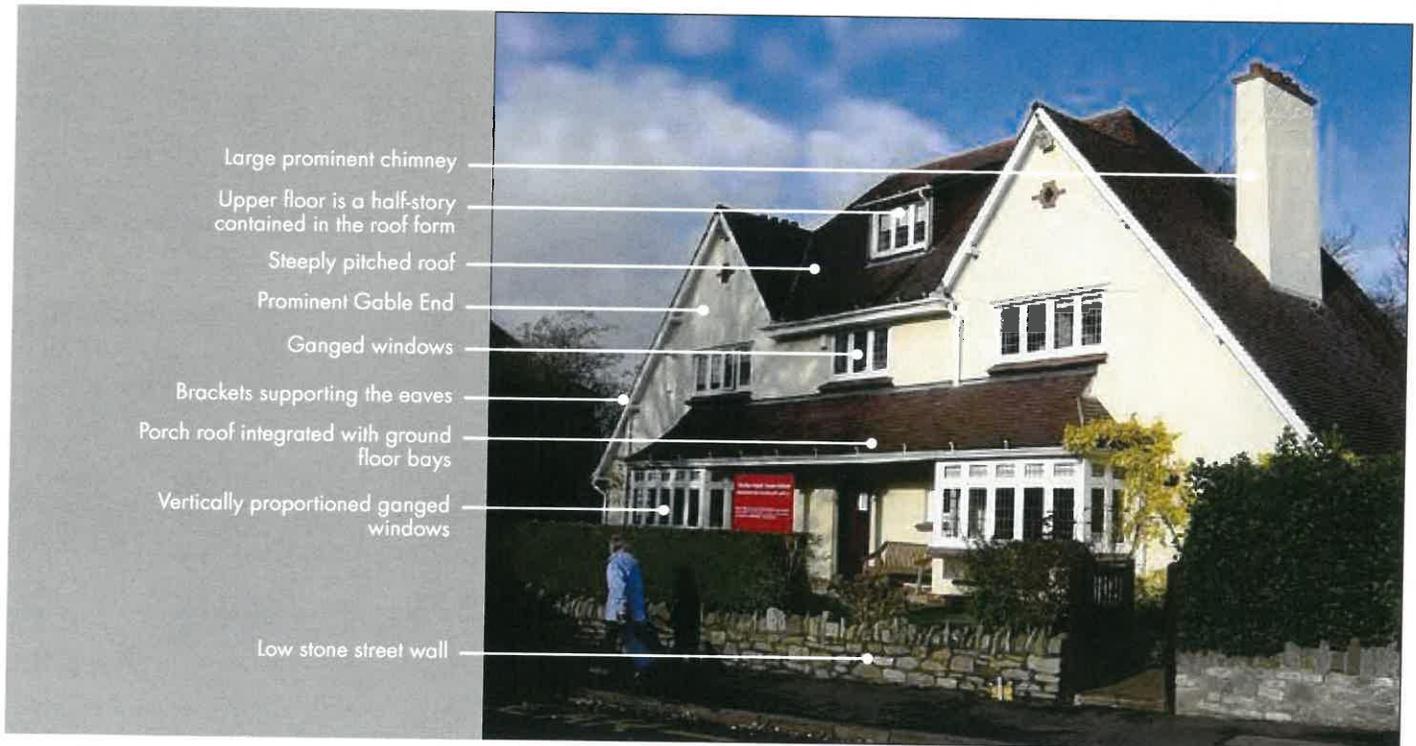


Elevation showing simple ganged openings on light colored stucco wall surface, symmetrical building massing with local asymmetry in fenestration and ornamentation

Arts and Crafts Style



Elevation Example



Elevation example

Arts and Crafts Style



French casement windows ganged together with mullions



Gable end with half-timbering and oriel/ chamfered bay window



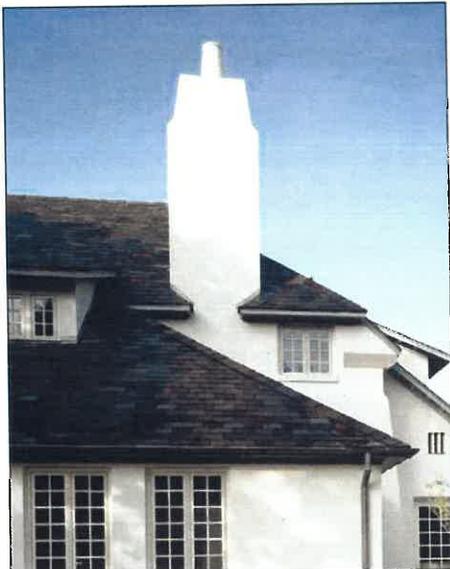
Double hung windows ganged together with mullions, wood surround matches half-timber



Grouping of small accent windows



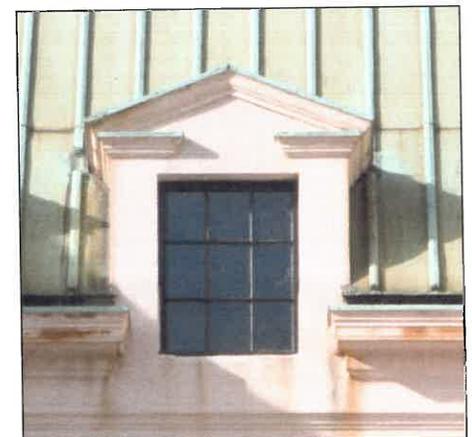
Bracket detail



Chimney detail



Entrance bay - arched opening with door and sidelites, ganged casement windows above



Knee wall dormer

Spanish Revival Style



Introduction

The Spanish Revival Style is characterized by asymmetrical buildings that are composed of picturesque combinations of simple rectilinear forms of varying heights. The buildings are capped with gabled or hipped roofs of red clay barrel tiles. Courtyards and well-detailed structural elements, such as pergolas, trellises or loggias and arcades, often provide another layer to the massing. Elements such as wood or metal balconies, towers, chimneys and other tile or wrought iron details add accents.

Spanish Revival Style

Typical Characteristics

Massing

Picturesque compositions of simple rectilinear forms of varying heights, with low-pitched roof forms

Larger buildings often use these forms to form enclosed or semi-enclosed courtyards

Facade Composition

Balanced, asymmetrical facade composition accented by chimneys, balconies, and towers.

The proportion of openings to wall is small in keeping with the appearance of masonry construction.

Smooth, hand trowelled stucco walls

Roof Form

Multi-level, low-pitched, gabled or hipped roof forms clad with red clay barrel tiles

Shallow eaves with a stucco profile or open eaves with decorative rafters or brackets

Windows

Vertically proportioned casements, french casements, or fixed

Punched, recessed openings for doors and windows with stucco or cast stone sill

Elaborated with window grilles, small metal balconies and awnings

Doors

Arched openings typical for principle doors or beneath porch roofs

Elaborate stucco, cast stone, or stone detailing at primary entrances

Elements

Chimneys, often with elaborate tops and small, tiled roofs

Upper floor cantilevered balconies

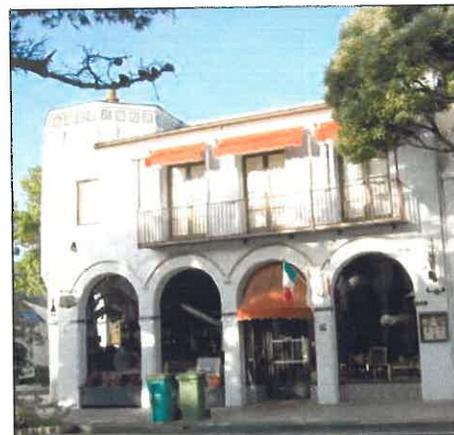
Ground floor loggias and arcades

Well-detailed pergolas and trellises

Tiled fountains in courtyards or paseos



Simple, rectilinear form with ground floor loggia and shallow, upper floor balconies



Arched storefronts with balcony above, accented by small corner tower



Large, asymmetrical building surrounding a semi-enclosed courtyard walled along the street edge



Storefront accented with awnings and simple chimney

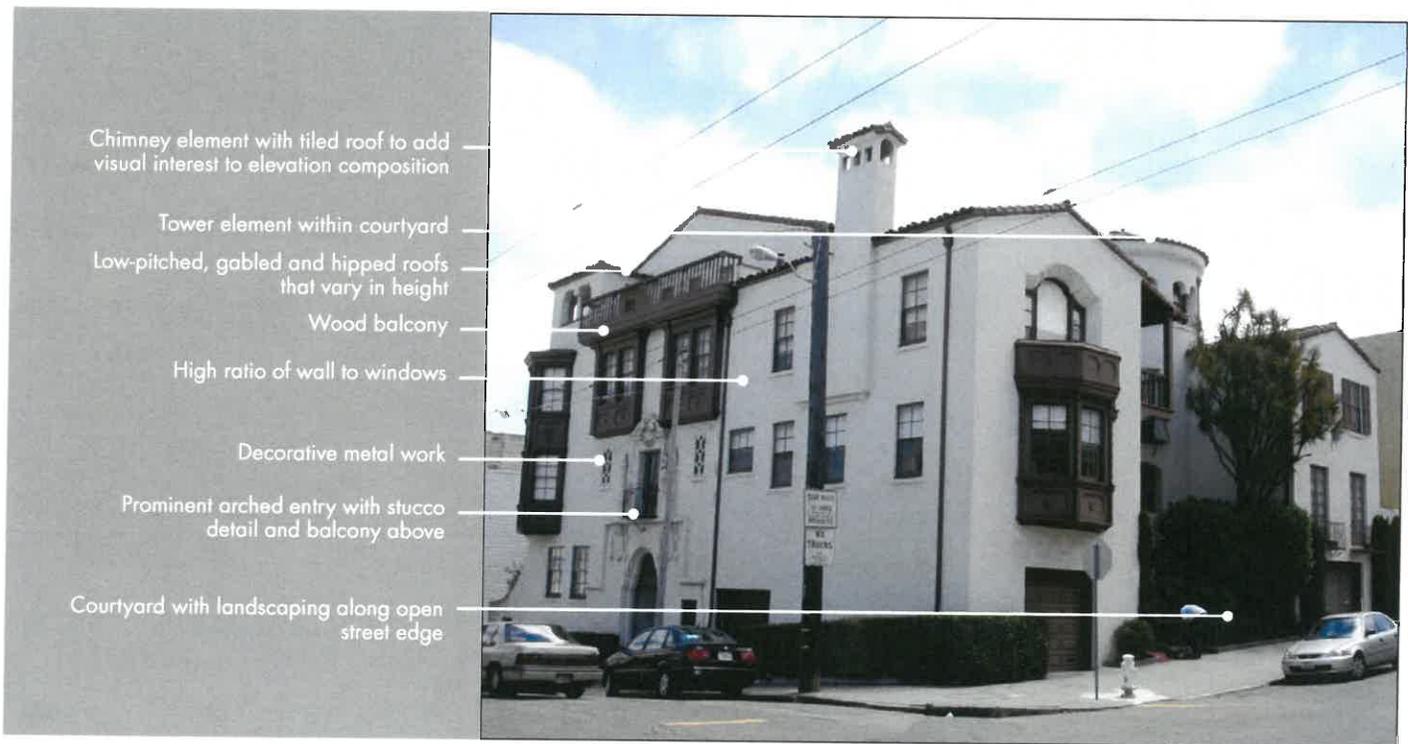


Courtyard building with low-pitched gable ends facing the street

Spanish Revival Style



Courtyard massing and elevation example



Large building with courtyard example

Spanish Revival Style



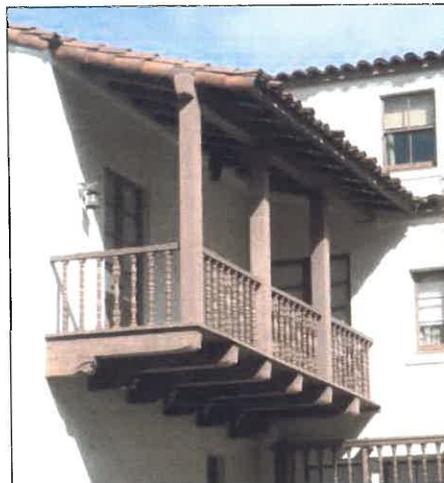
Exterior stair leading to entry door



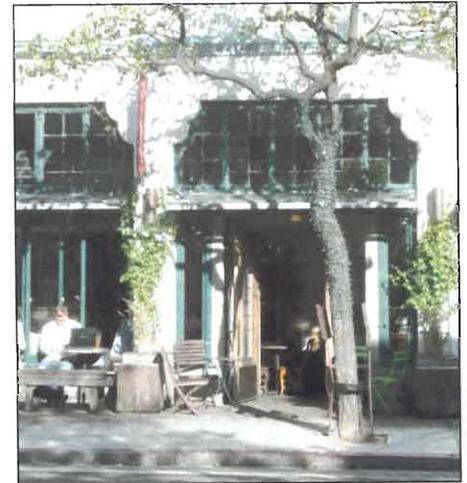
Ganged windows recessed with decorative columns between



Arched windows with decorative tile



Wood balcony with brackets for support



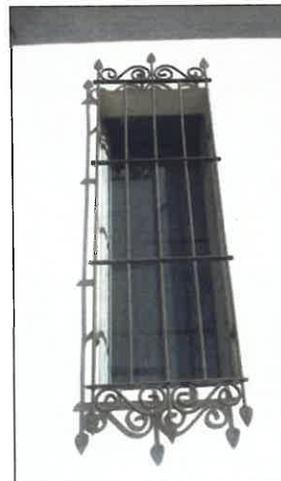
Storefront with punched openings and transoms



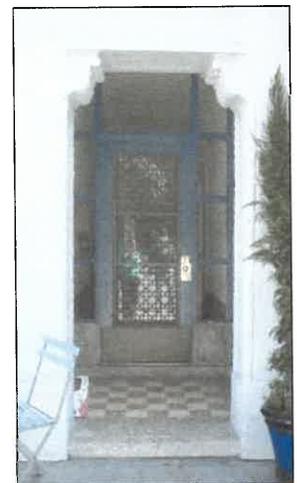
Loggia with arcade along street



Metal balcony with awning



Metal grille



Recessed door with impostes

Bay Area Eclectic Style



Introduction

The Bay Area Eclectic Style is a local, eclectic adaptation of the Victorian and Arts and Crafts Styles. It is characterized by walls clad in wood shingles with expressive wood detailing on the eaves, windows, doors and bay windows. A stone or brick base is typically found at the base of the building. Parapet walls or steeply pitched cross gables define the roof forms. Bay windows are vertically proportioned and wood shingles and horizontal trim wrap around the bay to define the floor levels. Large single or paired brackets support overhangs and eaves.

Bay Area Eclectic Style

Typical Characteristics

Massing

Wood buildings with massings that are similar to Victorian and Arts and Crafts style buildings but have been adapted to a local eclectic style

Massings can be rectilinear forms with steeply pitched roofs arranged symmetrically or asymmetrically, often with a prominent gable end; or simple rectilinear forms to which bays and ornamental woodwork are applied

Facade Composition

Regular pattern of openings and bays, an overall symmetrical facade with local asymmetry, or balanced asymmetrical facades

Wood or fiber cement shingle walls with a brick, brick veneer, or stone base

Bay windows and front gables are often used as primary elements that provide a secondary horizontal rhythm on the facade

Detailed wood cornices or brackets are typical at the eaves or parapets

Roof Form

Parapeted roof forms, steeply pitched gables, cross gables, and hipped roofs

Shed, gable, or knee wall dormers are typical

Windows

Vertically proportioned

Casements, french casements, or double hung

Doors

Heavy, panelized, set deep from exterior wall

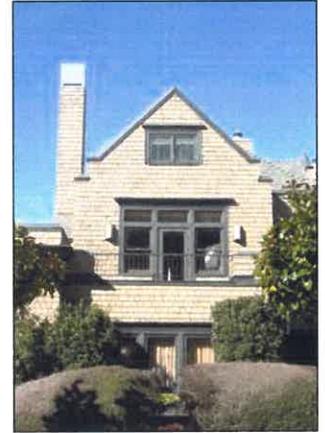
Elements

Vertically proportioned bay windows

Large brackets, single or paired, supporting overhangs or eaves



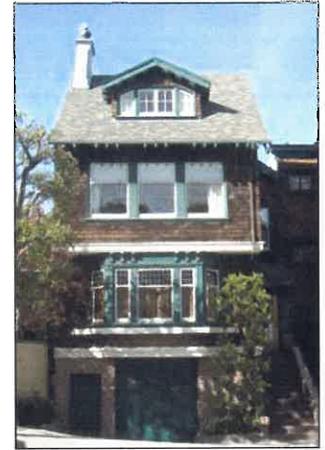
Elevation with parapeted roof form and corner bay



Parapeted gable end elevation



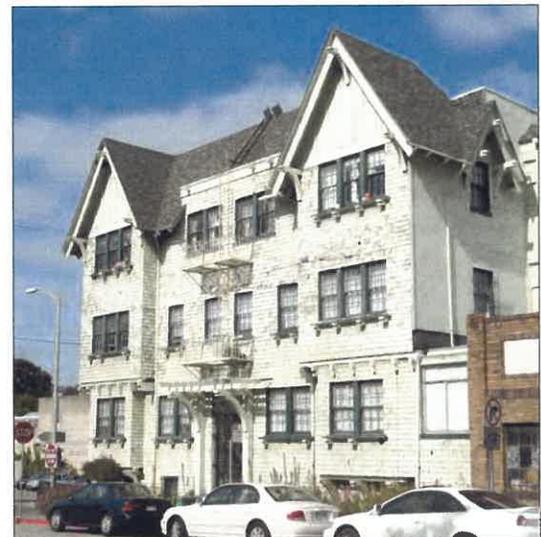
Multi-dwelling elevation



Narrow elevation

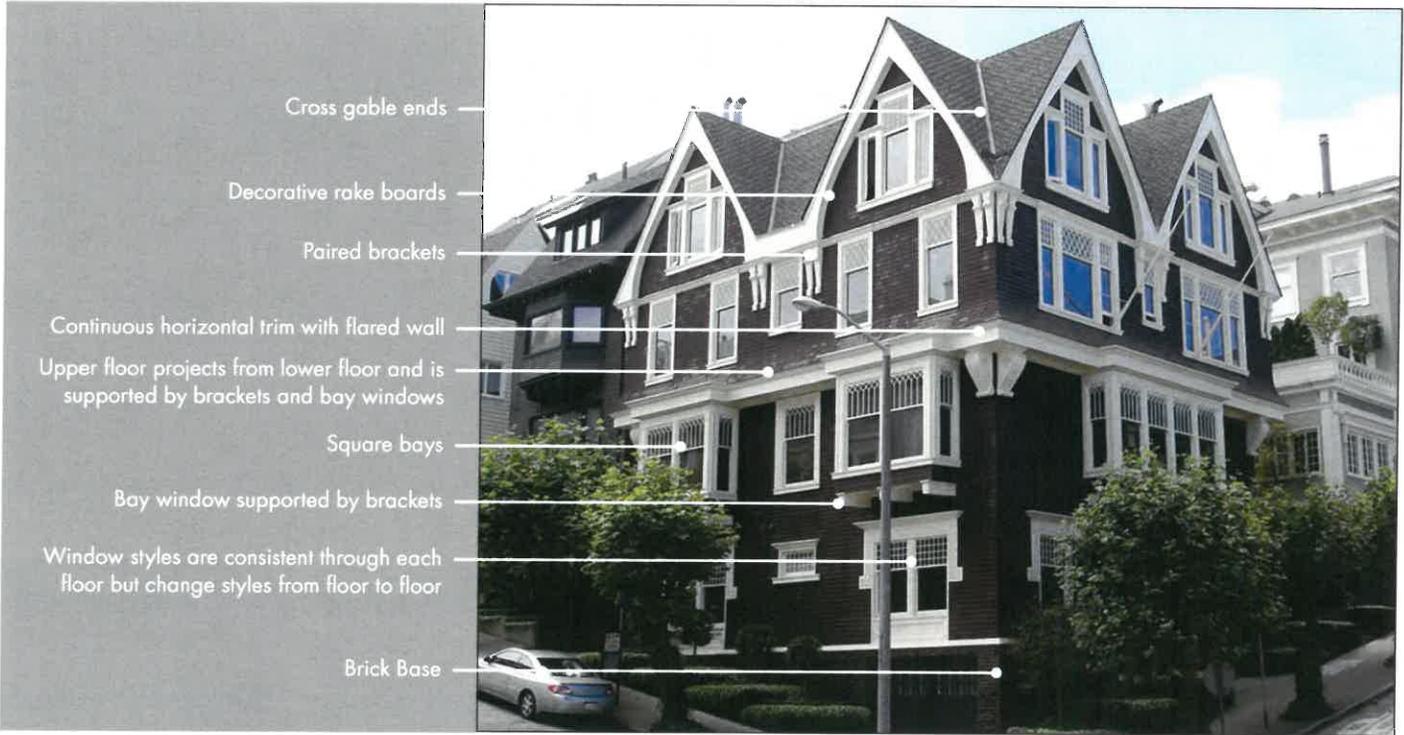


Gable end elevation

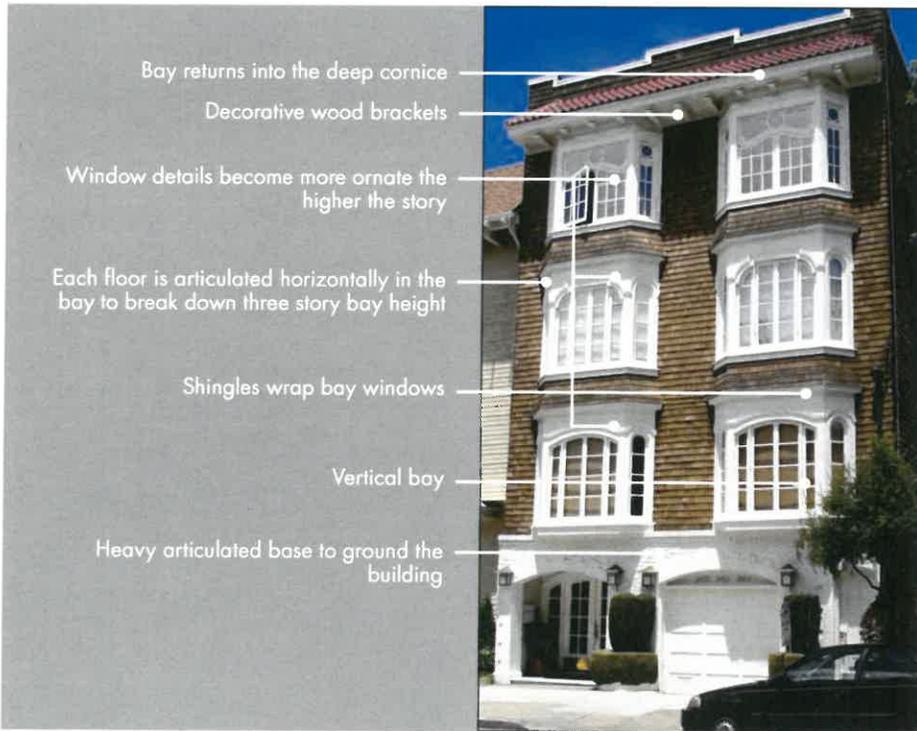


Large building, multi-family elevation

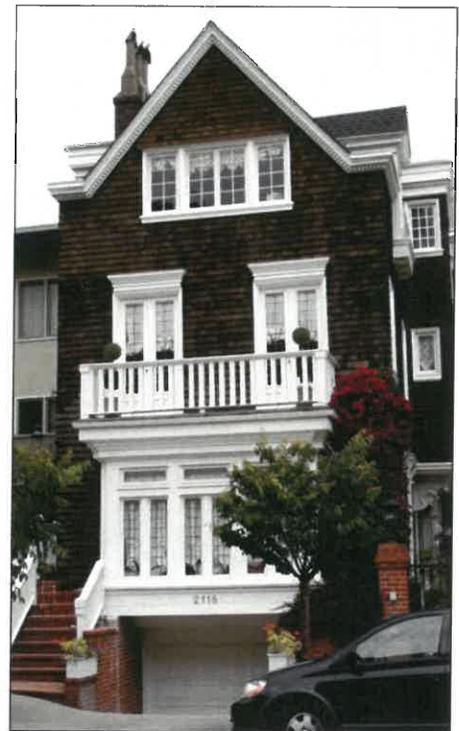
Bay Area Eclectic Style



Large building elevation example



Small building massing elevation example



Small building massing elevation example

Bay Area Eclectic Style



Multi-story bay



Square bay window



Ganged french casement windows



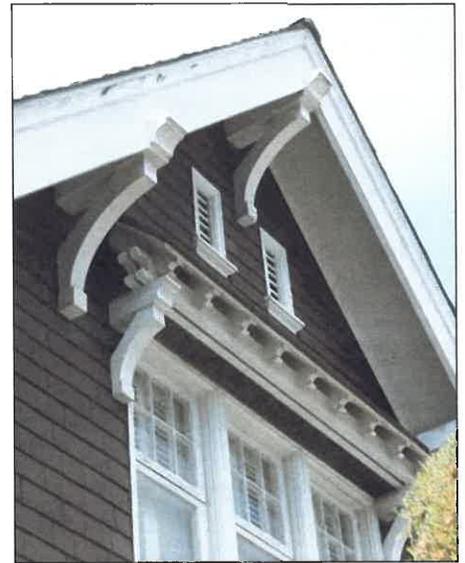
Double-hung window



Square bay transitions to chamfered bay



Round dormer



Open eave detail with brackets



Introduction

This chapter establishes the Civic Space and Open Space Regulations for the Undeveloped Portion of the Historic Town Center, Transit Village, and Hercules Point Sub-Districts of the HWDMP.

This chapter includes a Regulating Plan that designates Civic Space Types within the Historic Town Center and Transit Village Planning Sub-Districts and detailed Civic Space Standards for each type. These standards include:

- General Character
- Typical Size
- Frontage Requirements
- Typical Uses

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Civic Space Regulating Plan



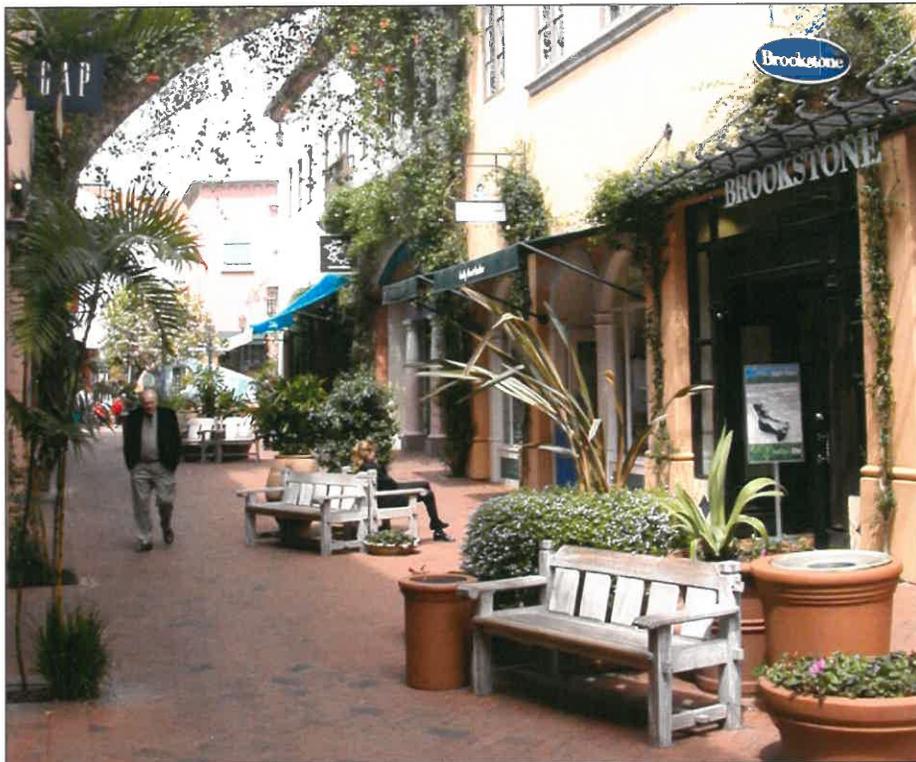
- Civic Space Types**
- Heracles Point
 - Natural Preserve/Hillside Riparian Area
 - Neighborhood Park
 - Bayfront/Creekside Park
 - Civic Plaza
 - Neighborhood Square
 - Historic Square
 - Plaza
 - Pocket Plaza
 - Cascade
 - Paseo
 - Bay Trail
 - Bay Trail/Promenade
 - Creekside Trail

- General Key**
- Historic Buildings
 - Railroad ROW
 - Drives allowed within Civic Space
 - Provided View Corridor
- Dimensions on plan indicate minimum required widths or depths of civic spaces at the locations indicated. See individual standards for each Civic Space Type for all other required dimensions. The exact configuration of Civic Spaces may vary.

HWDMMP Sub-District Amendments
 * exact location and configuration may change per project specifics

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Approach

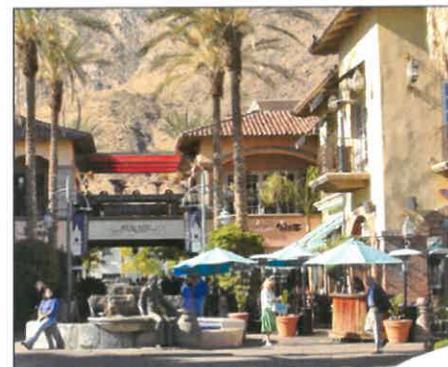


Approach

This chapter outlines plans for approximately 23 acres of open space integrated within the Historic Town Center, Transit Village, and Hercules Point Planning Sub-Districts of the HWDMP. An extensive network of open spaces is planned that recognizes the natural qualities of the site while providing a multitude of both passive and active recreational opportunities. These opportunities may be accommodated in a variety of spaces ranging from large regional and neighborhood-scaled parks to small pocket parks located near neighborhood centers. The open space network will be serviced by an interconnected network of trails and paths for pedestrians and bicyclists alike, providing open space amenities for future residents of both the Waterfront District and all of Hercules.

Far from a detailed plan, this chapter presents a design framework and implementation strategy for parks and open space. This framework is based on a series of factors that seek to ensure that new parks and open space reflect not only the cultural and recreational opportunities and resources available in the Hercules Bayfront, but also the natural and biological resources and amenities that will need to be preserved, maintained, and restored in order for Hercules Bayfront to continue as a high-quality place.

Images are for illustrative and conceptual purposes only and may not conform to the actual requirements and regulations of the Waterfront District Master Plan.



Hercules Point Standards



Description

Hercules Point is intended to provide approximately 11 acres of important regional open space, drawing visitors not only from the community of Hercules but also the entire San Francisco Bay Area due to its connection to the Multi-Modal Transit Station. Hercules Point will provide the only opportunity within Hercules for direct access and interaction with the Bay, a vital element for the City and region. The Point will provide various spaces for both active and passive recreation. Public restroom facilities and other appropriate or necessary structures should also be included on site within well-designed ancillary buildings. The landscaping will consist of trees, lawns, paths, trails, and shrubs all naturally disposed. Seating and picnic areas should be included in designated areas. A boardwalk will connect the Point with the Multi-Modal Transit Station and at least one at above-grade crossing adjacent to Block D should be provided across the railroad tracks, directly connecting the Point with Hercules' residences and the Bayfront community.

Typical Characteristics

General Character

- Lawns, trees and shrubs naturally disposed
- Maintain views of Bay
- Extensive trail and path system
- Public ancillary structures included on site

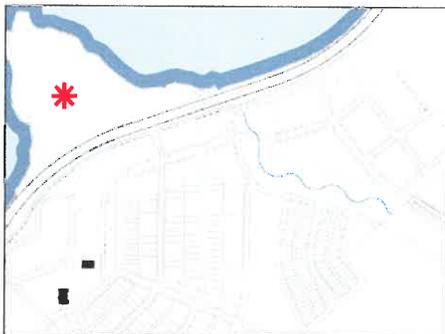
Standards

Min. Width	N/A
Max. Width	N/A

Above-grade railroad crossing and connection to Multi-Modal Transit Station required.

Typical Uses

- Passive and Active Recreation
- Casual seating/picnicking



Hercules Point Standards



Bay Trail/Promenade Standards



Description

The Bay Trail / Promenade connects the zones along the bayfront, provides connectivity through and around the Transit Station, and creates a strong pedestrian connection along the waterfront and between plazas. This space creates a vibrant pedestrian street for pedestrian and commercial activity. The Promenade provides a casual place for pedestrians to stroll and view the Bay separate from and above the more intense activities of the Bay Trail. One side of the Promenade should be defined by building frontages while the bayfront side should be defined by a decorative 3'6" rail, low wall or balustrade. The Promenade should consist primarily of hardscape with many benches and places for casual seating.

Typical Characteristics

General Character

Provide strong pedestrian connections along the waterfront and between plazas.

Primarily hardscape

Rail or low wall along bayside edge

Buildings must front onto space

Standards

Min. Width 10' 10'

Max. Width 60' 60'

May occur within building setbacks.

Transition to the Bay Trail should be carefully considered.

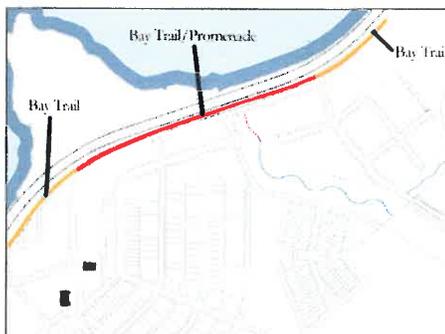
Typical Uses

Commercial activity

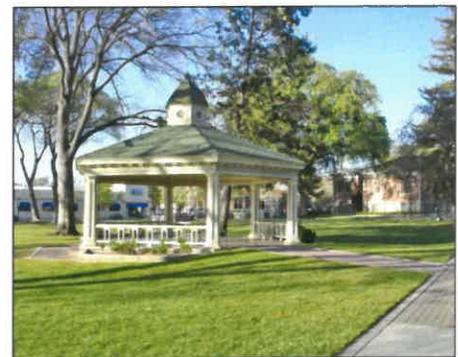
Passive recreation

Casual seating/viewing

Walking/strolling/bicycling



Bayfront/Creekside Park Standards



Description

The parks located along the Bay and Refugio Creek create important public spaces that connect the community with the bayfront and allow for passive recreation. These spaces should be primarily landscaped with low plantings as to not block views of the Bay and include many places to sit on benches or low walls. Appropriate civic elements, fountains or open shelters may be included. The transition to the Bay Trail and relationship to the grade of the rail tracks should be carefully considered. Residential and commercial uses should front onto and activate these spaces.

The creekside park should have a more informal, natural character as it follows Refugio Creek and creates a residential address for units on Block N, and a commercial address for Block K. A play area may be included within these parks.

Typical Characteristics

General Character

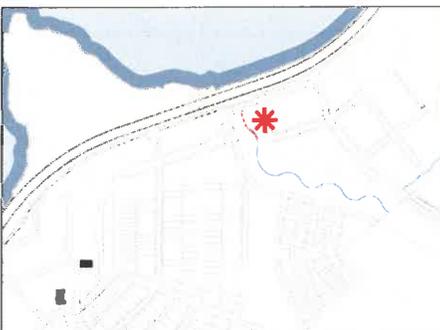
- Large, open space
- Lawns, trees and shrubs naturally disposed
- Low plantings that do not block views
- Maintain views of bay
- Spatially defined by landscaping

Standards

- Min. Width 25'
- Max. Width 200'
- Park size will range between ___ sq.ft. and ___ sq.ft.

Typical Uses

- Unstructured and passive recreation
- Residential and Commercial address
- Casual seating/picnicking



Civic Plaza Standards



Description

The Civic Plaza area provides an important focal point for the community. The Civic area will serve as a large open space available for civic purposes, commercial activity, unstructured recreation and other passive uses. The Plaza should have a more urban, formal character and be defined by the surrounding building frontages and adjacent tree-lined streets. All buildings adjacent to the square must have a front onto the Civic Plaza.

Bayfront Boulevard should be lined with appropriately scaled trees that help to define the square. The landscape should consist of hardscape, trees, and shrubs planted in formal patterns and furnished with benches. Shaded areas for seating should be provided. A civic element or small structure such as a kiosk, open shelter, pergola, or fountain should be included.

Typical Characteristics

General Character

- Formal open space
- Hardscape and landscape formally arranged
- Defined by buildings and tree-lined streets
- Located at important intersection
- Civic element integrated into the space

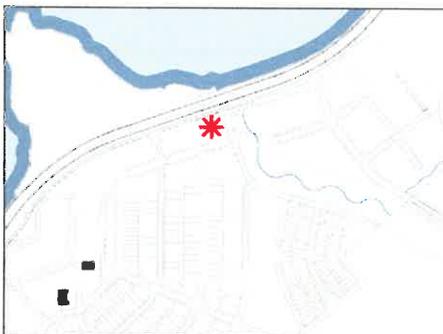
Standards

Min. Width	80'
Min. Depth	120'

All buildings must provide an active component fronting onto this space

Typical Uses

- Unstructured and passive recreation
- Commercial and civic uses
- Casual seating



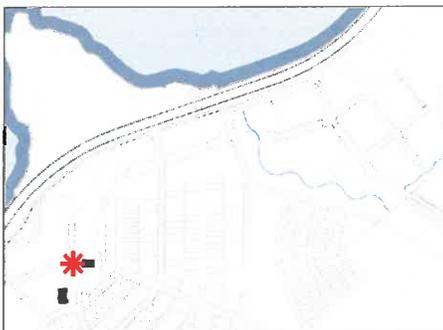
Historic Square Standards



Description

The Historic Squares should reinforce the importance of the existing, historic buildings including the Administration Building and Clubhouse located in Blocks A and C2, providing space for civic purposes and unstructured recreation. Fronting buildings should provide entries that engage the space. The landscape should consist of lawns, trees, and shrubs planted in formal patterns.

The Clubhouse lawn should provide views of the historic building and create a space for clubhouse, related activities. The character could range from a simple sitting lawn to a pool deck, plaza or other recreational uses. The square adjacent to the Administration Building should provide a formal entrance to the historic building and provide a walkway from Key Street to the historic doorway. A small central planting with flag pole, fountain or formal plantings may be included.



Typical Characteristics

General Character

Formal lawn, court or quadrangle

Walkways and plantings at all edges

Trees along street edge

Benches/seating along perimeter at a min.

Standards

Min. Width* 10'

Min. Depth* 20'

Admin. Square should occupy entire space between the building and the street.

No parking exposed to or within space.

No services or mechanical equipment.

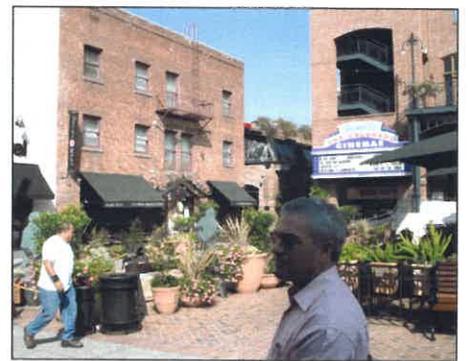
Typical Uses

Civic Purposes, Passive Commercial, or Club-related Activities

Unstructured Recreation

Casual Seating/Picnicking

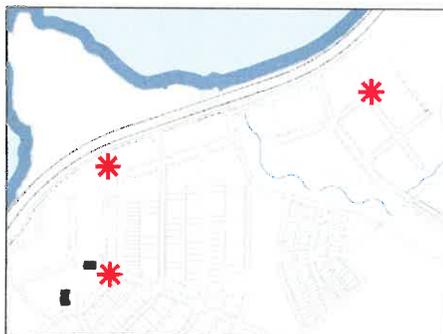
Neighborhood Square / Plaza Standards



Description

Numerous plazas add to the vibrancy of streets within more urban sub-areas and create formal open spaces available for civic purposes and commercial activity. Building frontages should define these spaces. The landscape should consist primarily of hardscape. If trees are included, they should be formally arranged and of appropriate scale. Casual seating, along with table and chairs, should be provided. These Neighborhood Squares or Plazas typically should be located at the intersection of important streets. Neighborhood Squares are more intimate in character and size.

The Plaza between Block D and E along Bayfront Boulevard is used to provide and frame view corridors to the Bay from Railroad Avenue, providing an active space adjacent to the Point pedestrian bridge and bay trail along the waterfront area. A Neighborhood Square at the base of Block C1 and C2 provides a focal point of access from Sycamore Avenue. The Neighborhood Square at the intersection of Blocks L, M, and P will provide an active space for the surrounding neighborhood.



3-12

Typical Characteristics

General Character

- Formal open space
- Primarily hardscape surfaces
- Trees and shrubs optional
- Spatially defined by building frontages

Standards

Min. Width*	20'
Min. Depth*	20'
Must front on at least	1 street

Typical Uses

- Commercial and civic uses
- Casual seating
- Table and chairs for outdoor dining
- Retail and food kiosks

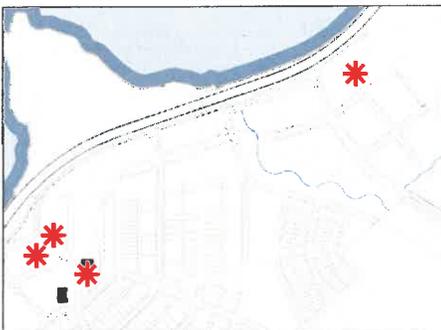
Paseo Standards



Description

Paseos create intimate passageways through buildings at designated locations, which can be stepped or flat. These paths may provide direct pedestrian access to residential or commercial addresses and create unique spaces for frontages to engage and enter off of, similar to many European Hill Towns. Paseos allow for social and commercial activity to spill into the public realm. Paseos should consist of a hardscape pathway activated by frequent entries and exterior stairways. The edges may be simply landscaped with minimal planting and potted plants. Paseos may provide view corridors, which will be determined by the final program, so the exact location and size may vary.

A pedestrian paseo through Block B could provide direct access from Key Street to the Bayfront Park, integrating a small court at a midway point in the block. The paseo between Block C1 and C2 provides access from Blocks A and B to Railroad Ave. and Bayfront Blvd. A potential paseo between Block L and M would provide access to the Neighborhood park and the Bay Trail.



Typical Characteristics

General Character

- Hardscape pathway
- Frequent entries and frontages
- Exterior stairways
- Defined by building frontages
- Minimal planting and potted plants
- Maintain the character of surrounding buildings.

Standards

Min. Width*	12'
Max. Width	50'

Paseos greater than 150' feet must incorporate a min. 15' x 15' court or pocket plaza.

Typical Uses

- Commercial and Residential frontages
- Casual seating

Pocket Plaza Standards



Description

Pocket plazas may occur within the development, and will function in a similar manner and follow the same rules as the larger plazas. These smaller scaled spaces create more intimate places for seating or dining and provide a place where commercial and neighborhood activity can spill into. These plazas can also be used to create a formal space in front of a prominent building entrance.

Typical Characteristics

General Character

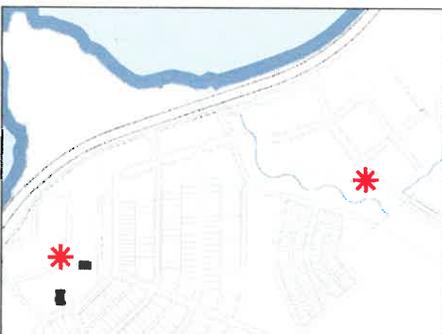
- Primarily hardscape
- Trees and shrubs optional
- Spatially defined by building frontages

Standards

Max. Depth	50'
Max. Width	50'
Must front on at least	1 street/paseo

Typical Uses

- Commercial and civic uses
- Casual seating
- Table and chairs for outdoor dining



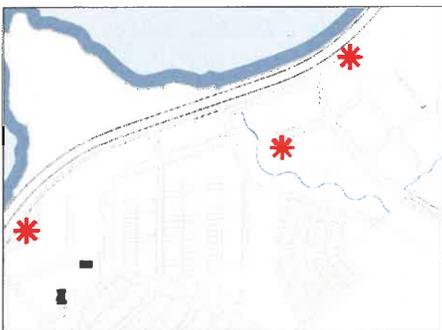
Neighborhood Park Standards



Description

Neighborhood Parks are located throughout the plan and provide secondary focal points within the Neighborhood General Zones. These parks accommodate a wide-range of activities and should vary in character, sensitive to the specific needs and surroundings of each. The landscape may be formal or informal with arrangements of trees and shrubs, utilizing the natural landscape of both open and wooded areas. Generally, these parks are located in more intimate locations, often mid-block or tucked away from the street and often irregularly shaped. The size of a Neighborhood Park should be smaller than any surrounding parks in the area.

The park located between Block B and the waterfront will create a prominent address for residents and a place for the public to enjoy views toward Mt. Tamalpais. The park along Blocks L and M should have a more formal character, possibly with terraces that create various spaces for events and visitors to spill out onto. These parks face out towards the Bay to provide views and serve as semi-private spaces, primarily serving residents within a short walk. The park within Block N will provide units with a unique residential address and create interior open spaces for residents within the block.



Typical Characteristics

General Character

Variety of paving and planting

Walkways at edges

Trees at street edge

Standards

Min. Width 10'

Max. Width 420'

The size of the Neighborhood Park will be determined on a project-specific basis

No service or mechanical equipment

Shade and seating provided

Typical Uses

Unstructured and passive recreation

Casual seating

Residential address

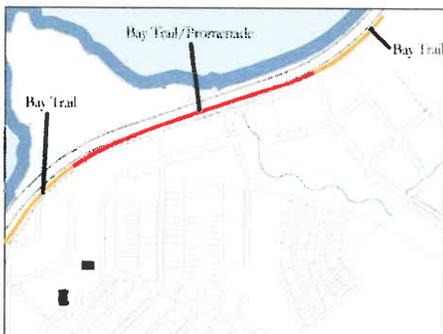
Bay Trail Standards



Description

The Bay Trail provides an important place for active recreation and creates a connection to regional paths and biking trails. The Bay Trail will run continuously along the edge of the waterfront following the path of the existing train tracks. The Bay Trail will help activate the Promenade and connections between the trail and Bayfront Boulevard should be maximized.

The Bay Trail may have different characteristics that reflect its adjacency to either the residential or more commercial and urban uses. The Bay Trail/Promenade is a more formal area. The trail will then make an appropriate transition to a less formal character along residential or natural adjacencies. Standards for the Bay Trail are set by the Association of Bay Area Governments (ABAG). The Bay Trail will be used to provide secondary fire access and will need to meet Life Safety requirements as set by the Fire Department. Stormwater quality treatment systems will be appropriately integrated.



Typical Characteristics

General Character

- Hardscaped path
- Ornamental balustrade or wall with integrated lighting in indicated locations
- Natural character in indicated locations
- Activated by Promenade and adjacent Plazas

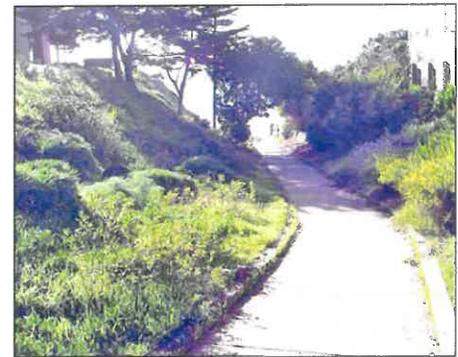
Standards

- Minimum and maximum dimensions per regulatory agencies
- As established by ABAG, The Bay Trail Project and other regulatory agencies
- Secondary fire access
- Stormwater quality treatment systems

Typical Uses

- Active recreation

Creekside Trail Standards



Description

The Creekside Trail provides an important path along the Refugio Creek for active and passive recreation such as walking, biking and running. The trail will create a pedestrian connection to the Bay Trail along the creek. Units along the creek will engage the space with frequent entries, walkways and frontages that connect to the Creekside Trail. The trail may be an elevated boardwalk or paved path. Trees should line the trail on at least one side to provide shade. Benches and places to sit along the creek should periodically furnish the trail. Stormwater quality treatment systems will be appropriately integrated.

Typical Characteristics

General Character

- Naturally disposed landscape
- Hardscape path or elevated boardwalk
- Trees lining trail for shade
- Appropriately lit for safety

Standards

- Minimum and maximum dimensions per regulatory agencies
- Stormwater quality treatment systems

Typical Uses

- Active and passive recreation
- Casual seating



Natural Preserve / Hillside / Riparian Areas



Description

These areas typically occur at the edges of the zones. The landscape should consist of naturally disposed paths and trails, bodies of water, meadows, woodland, and open shelters or pergolas. Landscaping should be native, informal and enhance the natural qualities of the site. These areas may be linear or irregular, following the paths of natural corridors and often independent of surrounding building frontages. These areas are meant to be engaged by pedestrians passing through or along but are not intended for active recreation within the space. Trails within these areas should be minimized and should be gravel, paved or boardwalk. Stormwater quality treatment systems will be appropriately integrated.

Typical Characteristics

General Character

- Naturally disposed
- Independent of building frontages
- Irregular or linear
- Follow natural corridors
- Gravel, paved or boardwalk trails

Standards

Per regulatory agencies.	
Min. Width	N/A
Max. Width	N/A

Typical Uses

Restricted access



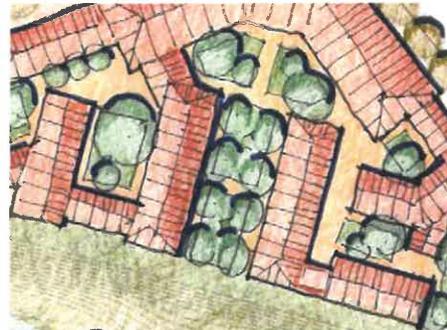
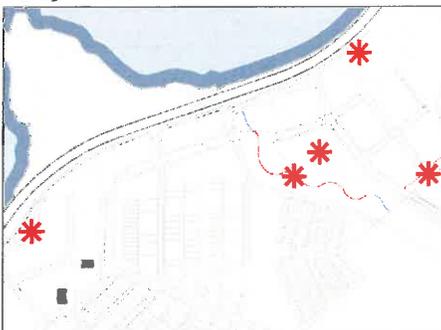
Stormwater Quality Standards



Description

Stormwater management will be regulated to meet high standards for water quality and improve the overall environmental sustainability of the Hercules Bayfront. Stormwater quality treatment systems will be provided through urban approaches and best management practices (BMP) such as flow-through planters, bio-retention basins, vegetated swales, water-quality basin, and filterra and vortex units to the extent possible. A wide variety of vegetation can be utilized to achieve a range of visual effects. Typically stormwater will be treated at the edges of the project area and located in focused, smaller areas that allow for more efficient maintenance and monitoring.

To the extent possible, water-quality treatment will follow all guidelines and standards as required by Contra Costa County, described in the *Stormwater C.3 Guidebook*. Reference to urban standards for other communities should also be consulted including, *The Stormwater Guidelines for Green, Dense Redevelopment*, produced for the City of Emeryville (Adopted 12/06/2005).



Typical Characteristics

General Character

- Urban approaches and techniques
- Located at edges of project area
- Wide variety of vegetation
- Smaller, efficient locations

Standards

As described in *Stormwater C.3 Guidebook*

Typical Uses

- Improve water quality
- Reduce quantity of urban runoff
- Enhancement and protection of natural environment and resources
- Varied and attractive streetscapes

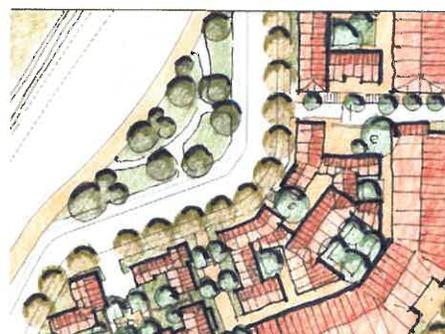
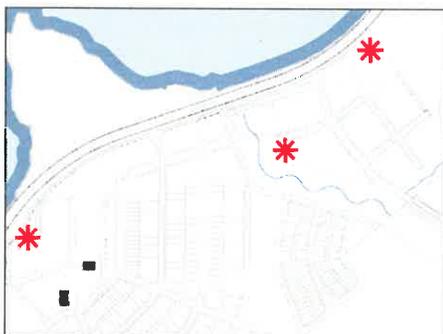
Playground / Tot-lot Standards



Description

Playgrounds are located throughout Neighborhood Zones as to provide open space designed and equipped for the recreation of children. These parks should serve as quiet, safe places protected from the street and typically in locations where children do not have to cross major, if any, roads to get to. Often playgrounds and tot-lots are located in the center of larger blocks and interspersed within residential areas. Playgrounds, and especially tot-lots, should be fenced. An open shelter, play structures or interactive art and fountains may be included with landscaping between. Shaded areas and seating must be provided. Playgrounds may be included within larger parks and public spaces.

Tot-lots are generally very small areas designated for younger children while playgrounds may range from small to larger, more extensive areas. A larger playground may be incorporated into the Neighborhood Park in front of Block M or L while tot-lots in front of Block B within the Creekside Park along Block K fronting Refugio Creek should be of a smaller, more intimate character.



Typical Characteristics

General Character

- Focused towards children
- Fenced with minimal exits
- Open shelter
- Shade and seating provided
- Play structure, interactive art or fountains

Standards

Min. Width	N/A
Max. Width	N/A

- As described by civic space type in which playground is located
- Protected from traffic
- No service or mechanical equipment

Typical Uses

- Active and passive Recreation
- Unstructured recreation
- Casual seating

Ancillary Structure Standards



Description

Ancillary structures should be formal in character and generally related to but clearly subordinate to surrounding buildings. Each individual structure should keep in character with the style of nearby buildings. Typically, these structures are located at prominent locations within an appropriate civic space. Ancillary structures located in more urban zones may have minor commercial uses, such as small food or news vendors, but may also serve as civic elements for general public use with more passive activities. Other ancillary structures located within the Neighborhood General Zone should be more modest in use and character, ranging from a simple, public pavilion or pergola to a neighborhood kiosk or mail pavilion.

Typical Characteristics

General Character

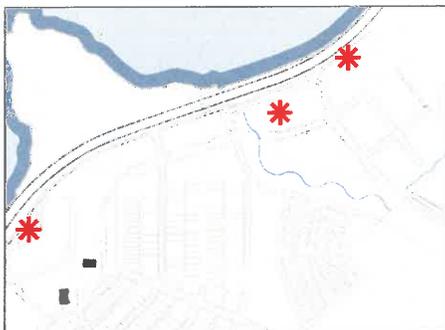
- Formal character
- Relating to style of surrounding buildings
- One or more open sides
- Covered or providing shade
- Small, stand alone structure
- Located within park, plaza or open space

Standards

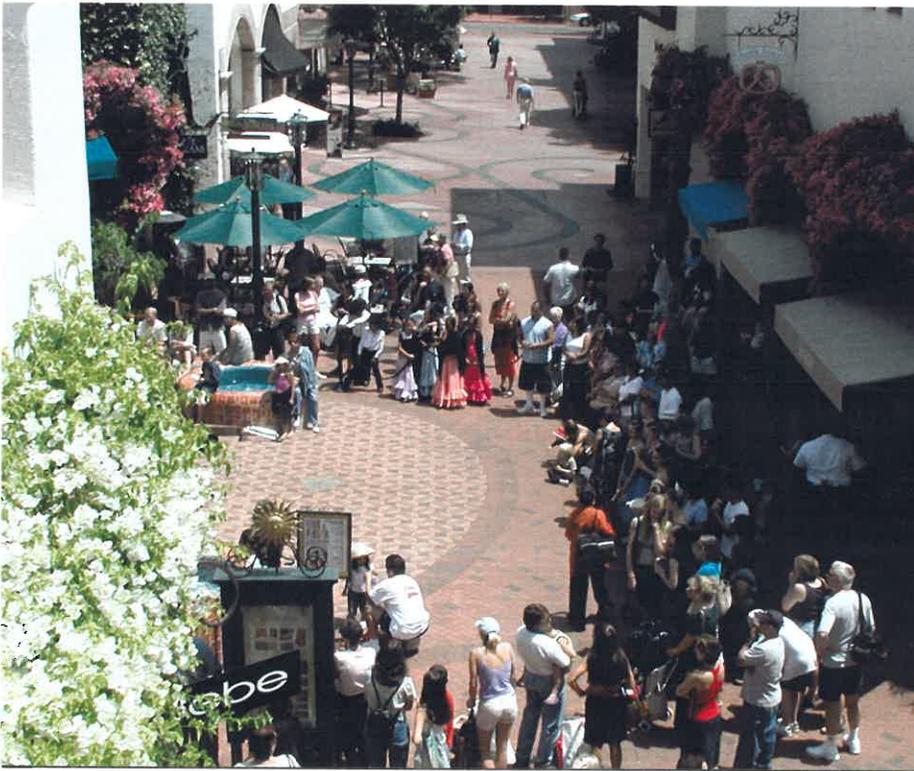
Min. Width	N/A
Max. Width	N/A

Typical Uses

- Civic purposes
- Minor commercial uses
- Casual seating/picnicking



Cascade Standards



Description

A Cascade is a pedestrian walkway or service way between buildings, connecting two streets at different levels. A Cascade is always sloped, typically with an integrated set of steps, terraces, or a drive depending on the clearance. Surrounded by buildings on two sides, this condition can be either open to the air or closed with a trellis.

Used primarily for passive pedestrian travel between streets, a Cascade provides secure access for pedestrians, however may also allow garage entry and emergency vehicular access. A Cascade is composed primarily of Hardscape materials and modest planting, depending on the ultimate size.

Typical Characteristics

General Character

Shade and seating provided

Hardscape with minor landscaping

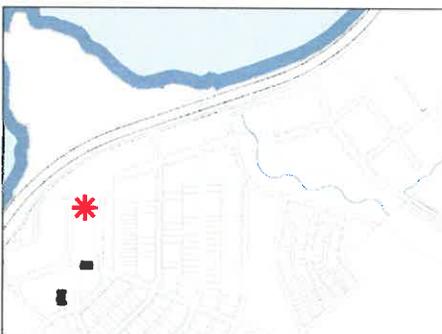
Standards

Min. Width 20'

No service or mechanical equipment

Typical Uses

Passive Pedestrian Recreation





Introduction

The Street and Circulation Standards chapter establishes regulations for Streets and Circulation on the Undeveloped Portion of the Historic Town Center, Transit Village, and Hercules Point Sub-Districts of the HWDMP.

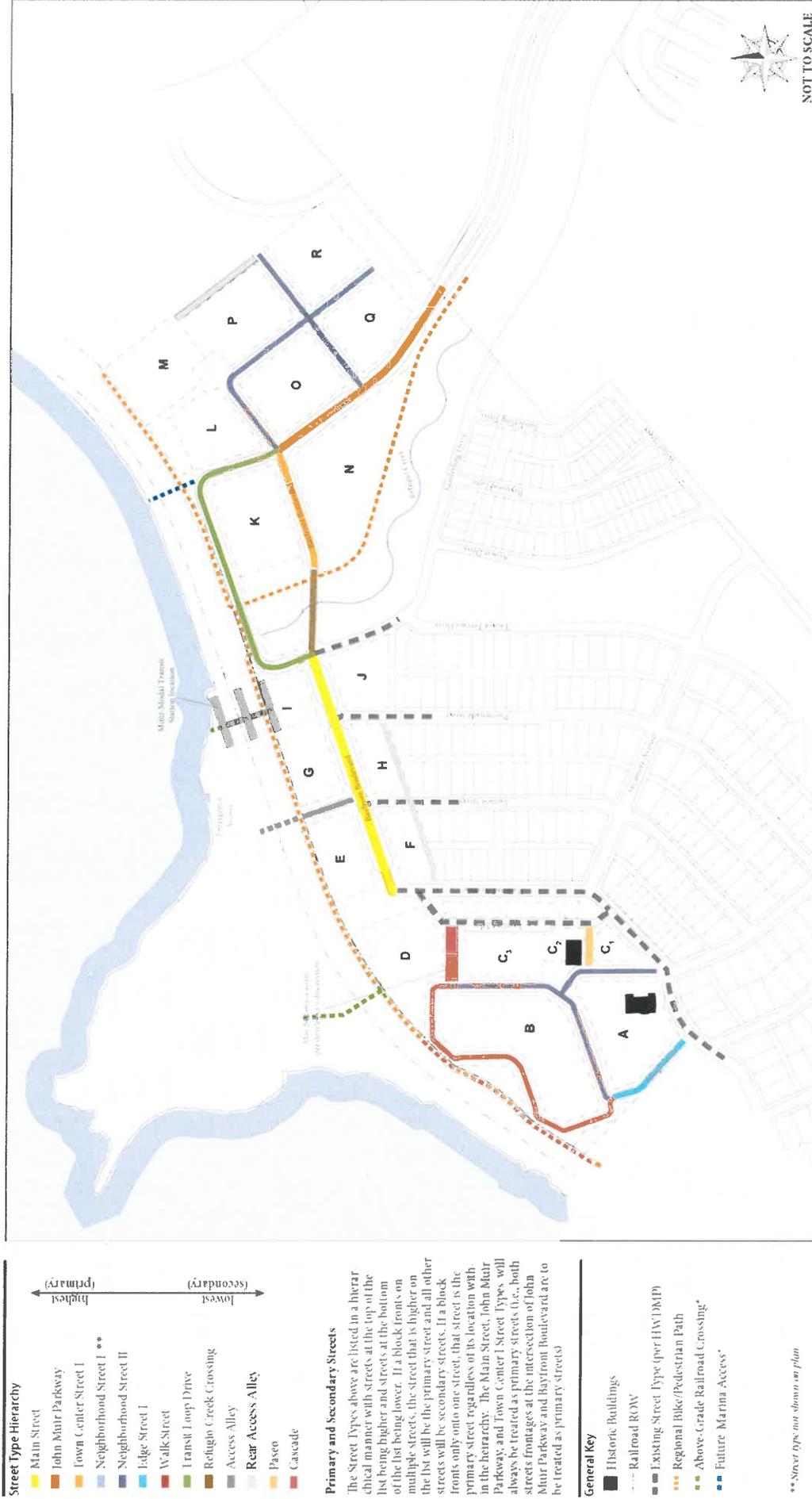
The Street and Circulation Standards chapter includes a Street and Circulation Regulating Plan that designates Street and Circulation types within the Historic Town Center and Transit Village Planning Sub-Districts and detailed standards for each type. These standards include:

- Application
- Overall Width
- Lanes
- Edges
- Intersections

Street and Circulation Standards

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Street and Circulation Regulating Plan



- Street Type Hierarchy**
- Main Street
 - John Muir Parkway
 - Town Center Street I
 - Neighbourhood Street I **
 - Neighbourhood Street II
 - Edge Street I
 - Walk Street
 - Transit Loop Drive
 - Refugio Creek Crossing
 - Access Alley
 - Rear Access Alley
 - Paseo
 - Carcade
- highest (primary)
lowest (secondary)

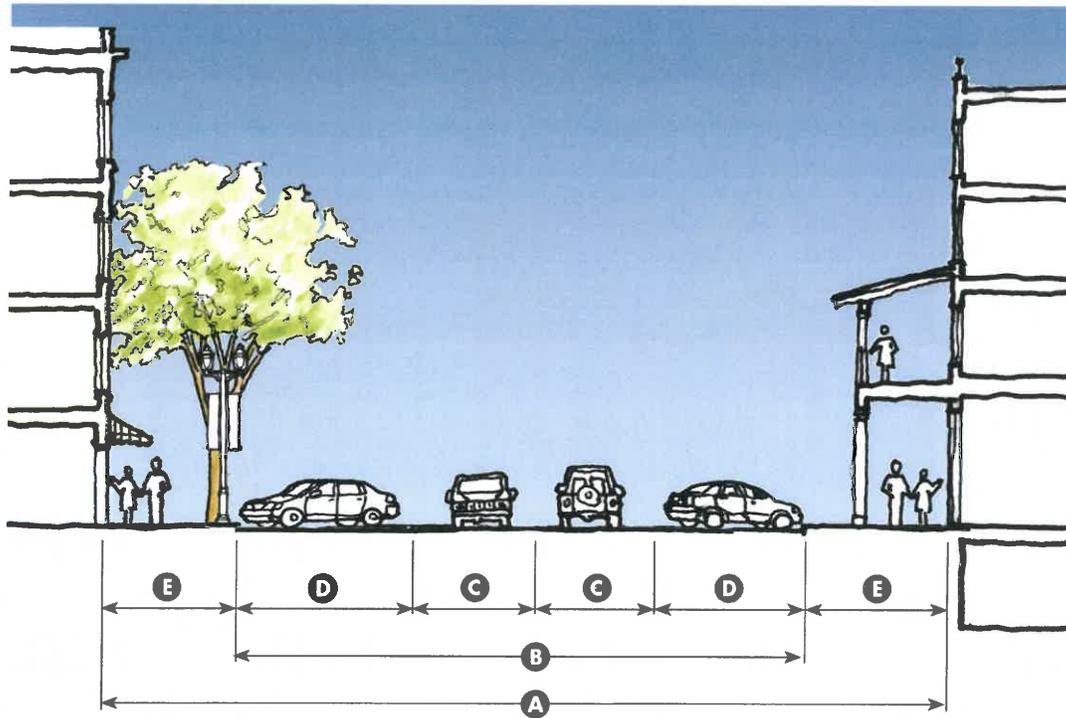
Primary and Secondary Streets
 The Street Types above are listed in a hierarchical manner with streets at the top of the list being higher and streets at the bottom of the list being lower. If a block fronts on multiple streets, the street that is higher on the list will be the primary street and all other streets will be secondary streets. If a block fronts only onto one street, that street is the primary street regardless of its location within the hierarchy. The Main Street, John Muir Parkway, and Town Center Street Types will always be treated as primary streets (i.e., both streets frontages at the intersection of John Muir Parkway and Bayfront Boulevard are to be treated as primary streets)

- General Key**
- Historic Buildings
 - Railroad ROW
 - Existing Street Type (per HWDMP)
 - Regional Bike/Pedestrian Path
 - Above-Grade Railroad Crossing*
 - Future Marina Access*

** Street type not shown on plan

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Main Street



Application

Movement Type	Slow
Design Speed	20-25 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MS

Overall Widths

Right-of-Way (ROW) Width	88'	A
Curb Face to Curb Face Width	60'	B

Lanes

Traffic Lanes	2 @ 12' (2-way travel)	C
Bicycle Lanes	None	
Parking Lanes	2 @ 18' angle	D
Medians	None	

Edges

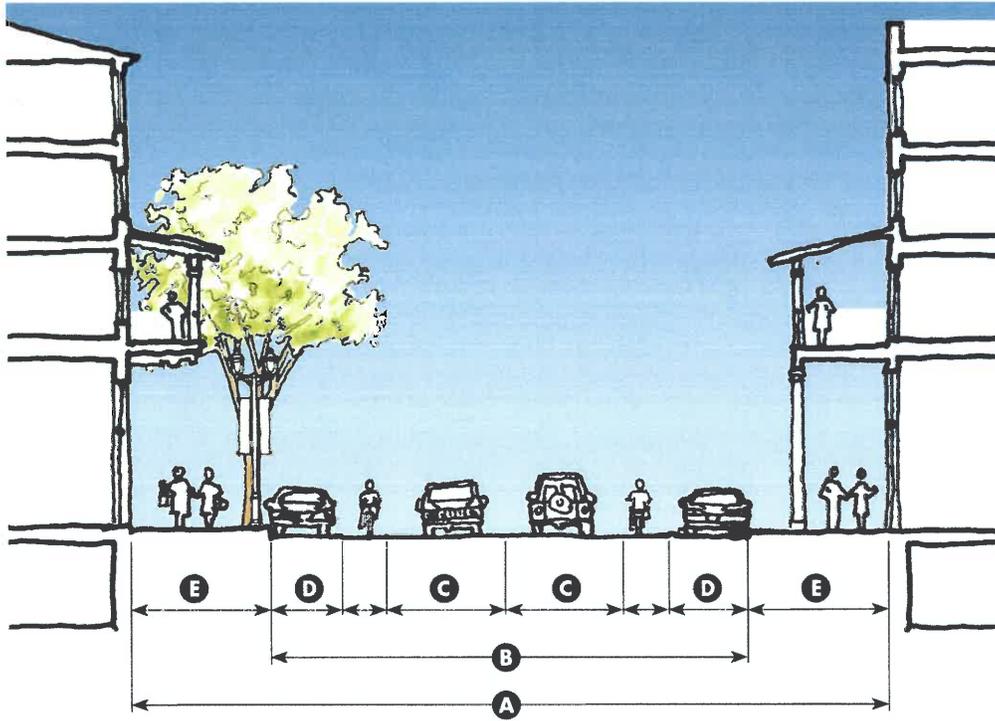
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk E

Intersection

Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.



John Muir Parkway



Application

Movement Type	Slow
Design Speed	25-35 mph
Pedestrian Crossing Time	10 seconds
Zones	T5-MST

Overall Widths

Right-of-Way (ROW) Width	80'	A
Curb Face to Curb Face Width	52'	B

Lanes

Traffic Lanes	2 @ 12' (2-way travel)	C
Bicycle Lanes	2 @ 6'	
Parking Lanes	2 @ 8' parallel	D
Medians	None	

Edges

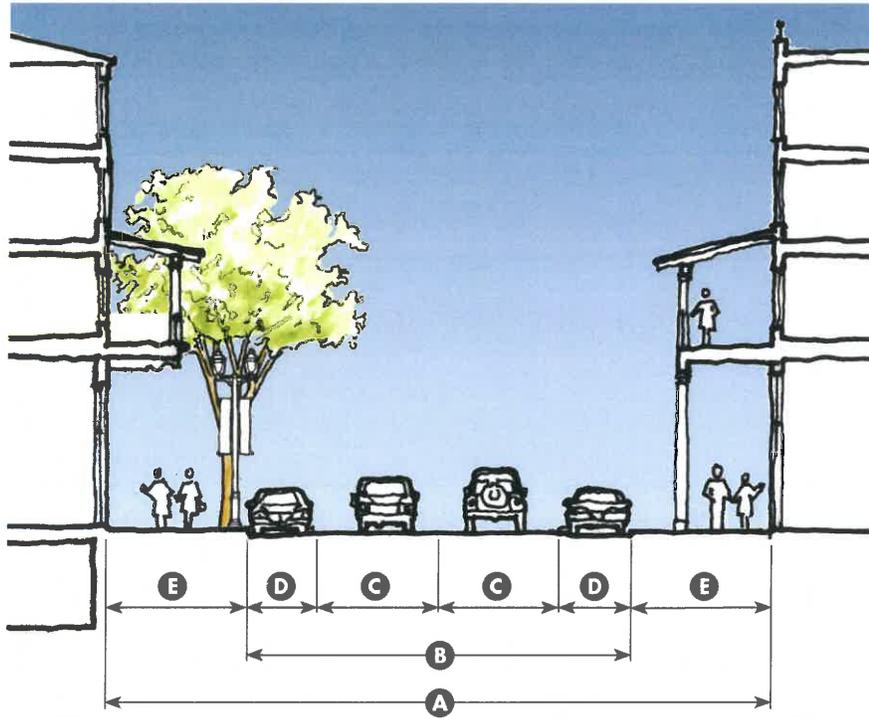
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	14' sidewalk E

Intersection

Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.



Town Center Street I



Application	
Movement Type	Slow
Design Speed	25-35 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MST T4-NG

Overall Widths	
Right-of-Way (ROW) Width	68' A
Curb Face to Curb Face Width	40' B

Lanes	
Traffic Lanes	2 @ 12' (2-way travel) C
Bicycle Lanes	None
Parking Lanes	2@ 8' parallel D
Medians	None

Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.

Walkway Type	14' sidewalk E
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Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	400' max.



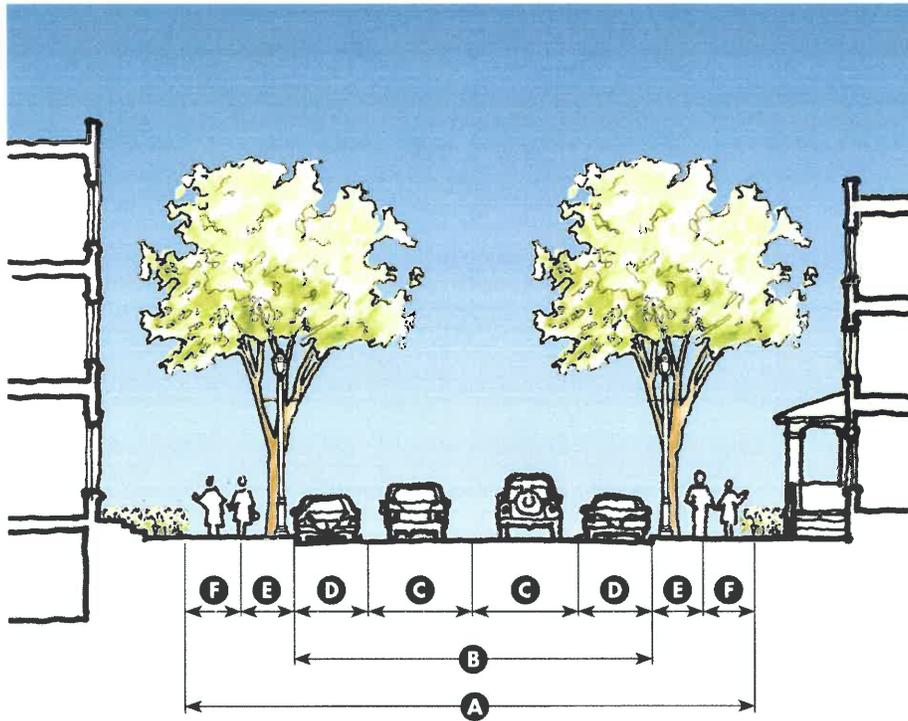
Town Center Street II

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Neighborhood Street I

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Neighborhood Street II



Application	
Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-VN T5-CC T4-NG

Overall Widths	
Right-of-Way (ROW) Width	60' A
Curb Face to Curb Face Width	36' B

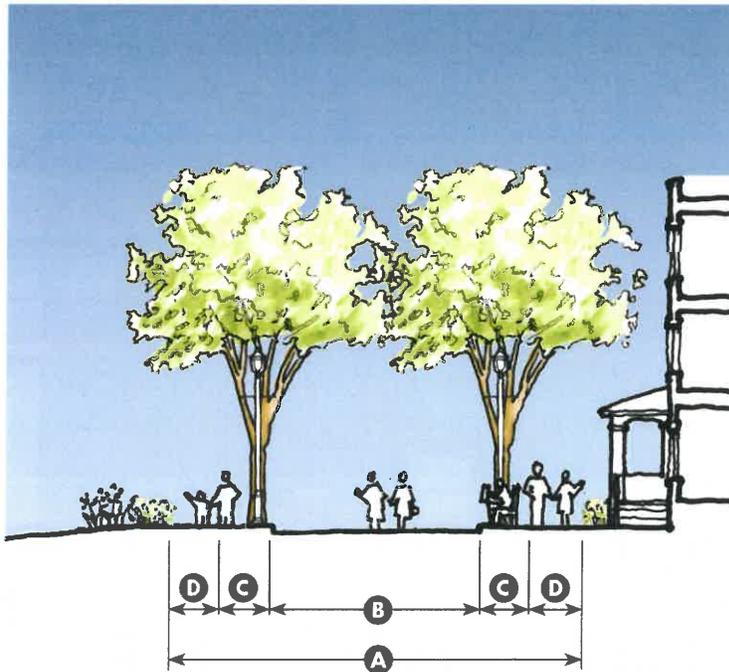
Lanes	
Traffic Lanes	2 @ 10' (2-way travel) C
Bicycle Lanes	None
Parking Lanes	2 @ 8' parallel D
Medians	None

Edges	
Curb Type	Square
Planter Type	6' continuous E
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.
Walkway Type	6' sidewalk F

Intersection	
Curb Radius	15' max. (bulb-outs required)
Distance Between Intersections	600' max.



Walk Street



Application

Movement Type	Pedestrian/Emergency
Design Speed	N/A
Pedestrian Crossing Time	6 seconds
Zones	T4-NG

Overall Widths

Right-of-Way (ROW) Width	44'	A
Curb Face to Curb Face Width	20'	B

Lanes

Traffic Lanes	1 @ 20'	B
Limited vehicular access		
Bricks or pavers required		
Bicycle Lanes	None	
Parking Lanes	None	
Medians	None	

Edges

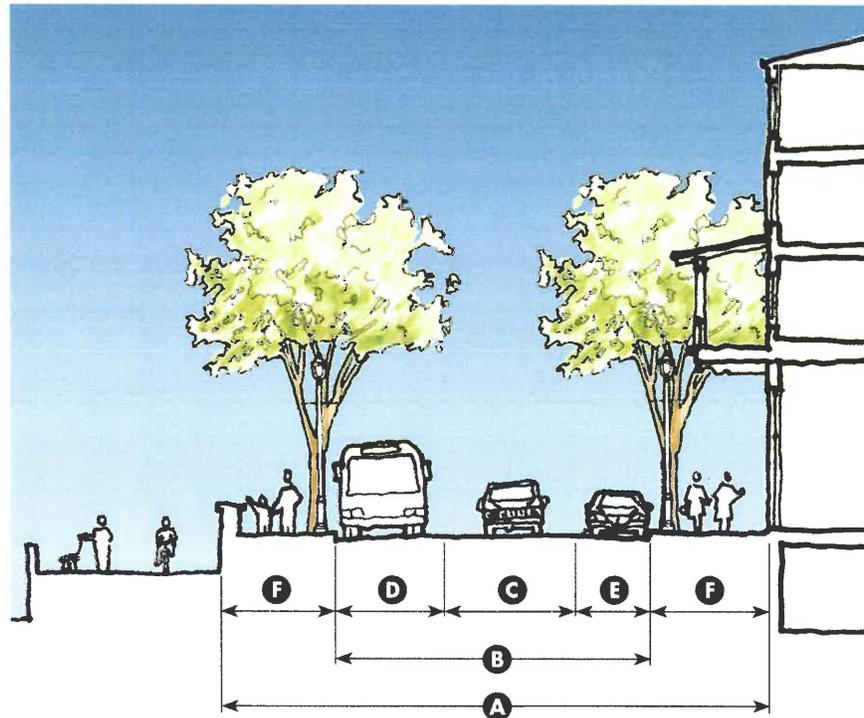
Curb Type	Rolled
Planter Type	6' continuous C
Landscape Type	Medium trees @ 30' on center average.
Walkway Type	6' sidewalk D

Intersection

Curb Radius	15' max.
Distance Between Intersections	None



Transit Loop Drive



Application	
Movement Type	Slow
Design Speed	Below 20 mph
Pedestrian Crossing Time	7 seconds
Zones	T5-MS T5-MST

Overall Widths	
Right-of-Way (ROW) Width	58' (68' 2-way travel) A
Curb Face to Curb Face Width	34' (44' 2-way travel) B

Lanes	
Traffic Lanes	1 @ 14' (1-way travel) C Optional additional 10' lane to accommodate 2-way travel
Loading/Unloading	1 @ 12' (1-way travel) D
Bicycle Lanes	None
Parking Lanes	1 @ 8' parallel E
Medians	None

Lane widths may be modified to accommodate transit vehicles.

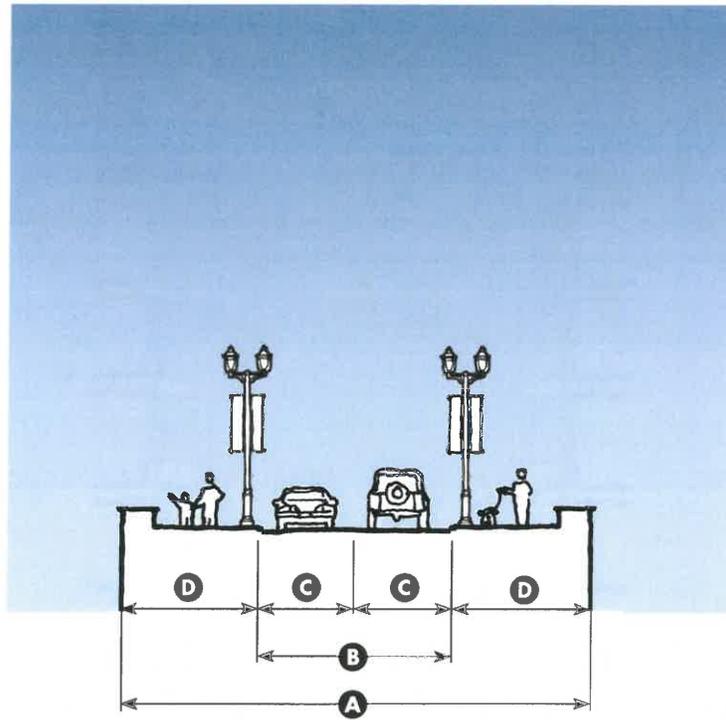
Edges	
Curb Type	Square
Planter Type	5' x 5' tree grates
Landscape Type	Medium trees @ 30' on center average. Not allowed along galleries/arcades.

Walkway Type	12' sidewalk F
--------------	-----------------------

Intersection	
Curb Radius	30' max. (bulb-outs required)
Distance Between Intersections	1000' max.



Refugio Creek Crossing



Application

Movement Type	Slow
Design Speed	25-30 mph
Pedestrian Crossing Time	7 seconds
Zones	N/A

Overall Widths

Right-of-Way (ROW) Width	50'	A
Curb Face to Curb Face Width	24'	B

Lanes

Traffic Lanes	2 @ 12' (2-way travel)	C
Bicycle Lanes	None	
Parking Lanes	None	
Medians	None	

Edges

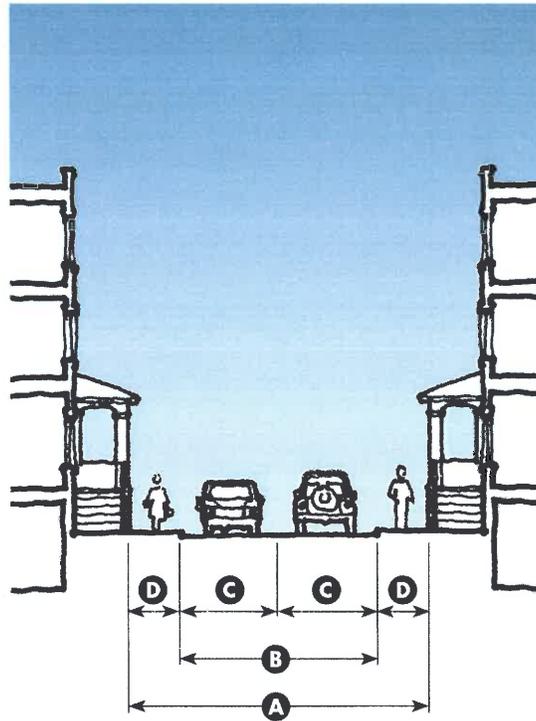
Curb Type	Square
Planter Type	None
Landscape Type	None
Walkway Type	10'-13' sidewalk D

Intersection

Curb Radius	N/A
Distance Between Intersections	N/A



Access Alley



Application

Movement Type	Slow
Design Speed	10 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MS T4-NG

Overall Widths

Right-of-Way (ROW) Width	30'	A
Curb Face to Curb Face Width	20'	B

Lanes

Traffic Lanes	2 @ 10' (2-way travel)	C
Bicycle Lanes	None	
Parking Lanes	None	
Medians	None	

Edges

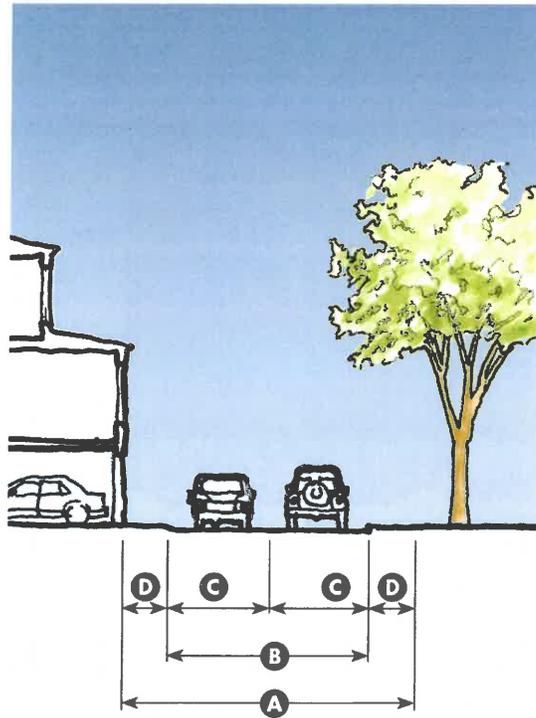
Curb Type	Rolled
Planter Type	None
Landscape Type	None
Walkway Type	5' sidewalk D

Intersection

Curb Radius	5' max.
Distance Between Intersections	N/A



Rear Loaded Alley



Application	
Movement Type	Slow
Design Speed	10 mph
Pedestrian Crossing Time	6 seconds
Zones	T5-MST T4-MS

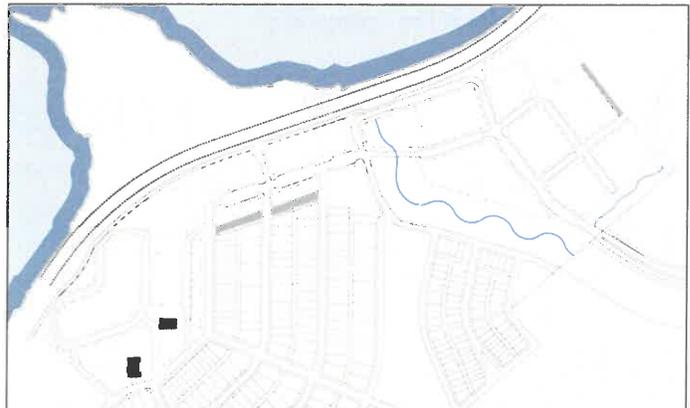
Overall Widths	
Right-of-Way (ROW) Width	28' clear A
Curb Face to Curb Face Width	20' B

Width of alley behind blocks F and G may be increased to accommodate on-street parking as an alternate to tuck-under parking.

Lanes	
Traffic Lanes	2 @ 10' (2-way travel) C
Bicycle Lanes	None
Parking Lanes	None (typical)
One row of on-street parking, head-in or parallel, may be accommodated along blocks F and G	
Medians	None

Edges	
Curb Type	Rolled
Alley Apron	4' min. D
Apron Type	Pavers or grass D
Walkway Type	None

Intersection	
Curb Radius	5' max.
Distance Between Intersections	N/A



Cascade



Application

Movement Type	Pedestrian/Emergency
Design Speed	N/A
Pedestrian Crossing Time	6 seconds
Zones	T4-NG

Overall Widths

Right-of-Way (ROW) Width	Min. 20'	A
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Lanes

Traffic Lanes	1 @ 20'	B
Limited vehicular access /garage entry		
Bricks or pavers required		
Bicycle Lanes	None	
Parking Lanes	None	
Medians	None	

Edges

Curb Type	None	
Planter Type	Minimal	C
Landscape Type	Minimal	

Intersection

Curb Radius	None
Distance Between Intersections	None



chapter

5

Historic Town Center, Transit Village, and Hercules Point Sub-District Amendments

Appendix

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Appendix A: Glossary

Alcoholic Beverage Sales. The retail sale of beer, wine, and/or spirits in sealed containers for off-site consumption, either as part of another retail use, or as a primary business activity.

ATM. An automated teller machine (computerized, self-service machine used by banking customers for financial transactions, including deposits, withdrawals and fund transfers, without face-to-face contact with financial institution personnel), located outdoors at a bank, or in another location. Does not include drive-up ATM's.

Bank, Financial Services. Financial institutions including: banks and trust companies, credit agencies, holding (but not primarily operating) companies, lending and thrift institutions, other investment companies, securities/commodity contract brokers and dealers, security and commodity exchanges, vehicle finance (equity) leasing agencies. Does not include check-cashing stores. (*See also, "ATM"*)

Bar, Tavern, Night Club:

Bar, Tavern. A business where alcoholic beverages are sold for on-site consumption, which are not part of a larger restaurant. Includes bars, taverns, pubs, and similar establishments where any food service is subordinate to the sale of alcoholic beverages. May also include beer brewing as part of a microbrewery ("brew-pub"), and other beverage tasting facilities.

Night Club. A facility serving alcoholic beverages for on-site consumption, and providing entertainment, examples of which include live music and/or dancing, comedy, etc. Does not include adult oriented businesses.

Building Type. The structure defined by the combination of configuration, disposition and function.

Build-to Line (BTL). A line appearing graphically on the regulating plan or stated as a setback dimension, along which a building facade must be placed.

Business Incubator Structures. Buildings or structures that are intended to fulfill a short-term need and provide incubator space and ultimately will be replaced by a permanent building or structure.

Business Support Service. An establishment within a building that provides services to other businesses. Examples of these services include:

Computer-related services (rental, repair) (see also "Maintenance Service - Client Site Services"), copying, quick printing, and blueprinting services, film processing and photofinishing (retail), mailing and mailbox services.

Child Day Care. See "Day Care Center."

Civic. A term defining not-for-profit organizations, dedicated to arts, culture, education, religious activities, recreation, government, transit, and public parking facilities.

**HWDMP Sub-District Amendments
Opticos Design, Inc.**

Commercial. A term defining workplace, office and retail use collectively.

Commercial Recreation Facility - Indoor. An establishment providing indoor amusement and entertainment services for a fee or admission charge, including:

Bowling alleys, coin-operated amusement arcades, electronic game arcades (video games, pinball, etc.), ice skating and roller skating, pool and billiard rooms as primary uses.

Four or more electronic games or amusement devices (e.g., pool or billiard tables, pinball machines, etc.) in any establishment, or a premises where 50 percent or more of the floor area is occupied by electronic games or amusement devices, are considered a commercial recreation facility; three or fewer machines or devices are not considered a land use separate from the primary use of the site. This use does not include sex-oriented businesses.

Common Courtyard. An entry court, forecourt or courtyard shared by multiple residential units or commercial spaces.

Corner Element. A prominent architectural element, such as a tower, corner bay window (chamfered or round) or significant facade articulation, designed to accent the corner of a building and typically used to terminate a view or mark an important entrance.

Day Care Center: Child or Adult; Large Family and Single Family:

Day Care Center: Child or Adult. A state-licensed facility that provides non-medical care and supervision for adult clients or minor children for periods of less than 24 hours for any client. These facilities include the following, all of which are required to be licensed by the California State Department of Social Services.

Large Family Day Care Home. As defined by California Health and Safety Code Section 1596.78, a day care facility in a single dwelling where an occupant of the residence provides family day care for seven to 14 children, inclusive, including children under the age of 10 years who reside in the home.

Small Family Day Care Home. As defined by California Health and Safety Code Section 1596.78, a day care facility in a single residence where an occupant of the residence provides family day care for eight or fewer children, including children under the age of 10 years who reside in the home.

Director. The Community Development Director of the City of Hercules, or his or her duly appointed representative.

Duplex (also Triplex and Fourplex). See "Multi-Family Housing".

Facade. The vertical surface of a building, generally set facing a street ("front facade").

Farmers Market. The temporary use of a site for the outdoor sales of food and farm produce items, in compliance with the California Food and Agriculture Code Sections 1392 et seq.

Floor Finish Level. (See *Ground Floor Finish Level*)

Frontage. A strip or extent of land abutting on a street or other public right-of-way.

Furniture and Fixtures Manufacturing, Cabinet Shop. A business that manufactures wood and metal household furniture and appliances; bedsprings and mattresses; all types of office furniture and partitions, shelving, lockers and store furniture; and miscellaneous drapery hardware, window blinds and shades. Includes furniture re-upholstering businesses, and wood and cabinet shops, but not sawmills or planing mills.

Gallery. A roofed promenade extending along the facade of a building and supported by columns on the outer side.

General Retail. Stores and shops intended to serve the City as destination retail, rather than convenience shopping. Examples of these stores and lines of merchandise include:

Art galleries; retail; art supplies, including framing services; books, magazines, and newspapers; cameras and photographic supplies; clothing, shoes, and accessories; collectibles (cards, coins, comics, stamps, etc.); drug stores and pharmacies; dry goods; fabrics and sewing supplies; furniture and appliance stores; hobby materials; home and office electronics; jewelry; luggage and leather goods; musical instruments; parts; accessories; small wares; specialty grocery store; specialty shops; sporting goods and equipment; stationery; toys and games; variety stores; videos, DVD's, records, and CD's, including rental stores.

Ground Floor Ceiling Height. Height from finished floor to finished ceiling of primary rooms on the ground floor not including secondary rooms such as bathrooms, closets, utility rooms, and storage spaces.

Ground Floor Finish Level. Height difference between adjacent public walk and the ground floor. In the case of a loading dock frontage that serves as the public Right-of-Way, the Floor Finish Level is the height of the walk above the adjacent street.

Health/Fitness Facility. A fitness center, gymnasium, health and athletic club, which may include any of the following:

Exercise machines, weight facilities, group exercise rooms, sauna, spa or hot tub facilities, indoor tennis, handball, racquetball, archery and shooting ranges and other indoor sports activities, indoor or outdoor pools.

Height. A limit to the vertical extent of a building that is measured in number of stories. Height limits do not apply to masts, belfries, clock towers, chimney flues, water tanks, elevator bulkheads, and similar structures, which may be of any height approved by the Director.

Historic Building/Structure. Existing buildings with historic significance including the Administration building, Clubhouse, and Civic Arts building. The uses of the Historic Buildings/Structures are regulated by the Allowable Uses in the Building Form Zone in which the building/structure is located. All other Building Form Standards do not apply to Historic Buildings/Structures.

Home Occupation. Residential premises used for the transaction of business or the supply of professional services. Home occupation shall be limited to the following: agent, architect, artist, broker, consultant, draftsman, dressmaker, engineer, interior decorator, lawyer, notary public, teacher, and other similar occupations, as determined by the Director. Such use shall not simultaneously employ more than 2 people in addition to residents of the dwelling. The total gross area of the home occupation use shall not exceed 25 percent of the gross square footage of the residential unit. The home occupation use shall not disrupt the generally residential character of the neighborhood. The Director shall review the nature of a proposed home occupation use at the time of review of a business license for such use, and may approve, approve with conditions, continue, or deny the application.

Infill. The development of vacant land that was bypassed by earlier waves of development and is now largely surrounded by developed land.

Library, Museum. Public or quasi-public facilities, examples of which include: aquariums, arboretums, art galleries and exhibitions, botanical gardens, historic sites and exhibits, libraries, museums, planetariums, and zoos. May also include accessory retail uses such as a gift/book shop, restaurant, etc.

Live/Work Unit. An integrated housing unit and working space, occupied and utilized by a single household in a structure that has been designed or structurally modified to accommodate joint residential occupancy and work activity, and which includes:

Complete kitchen space and sanitary facilities in compliance with the Building Code; and

Working space reserved for and regularly used by one or more occupants of the unit.

Lodging - Bed & Breakfast Inn (B&B). A residential structure with one or more bedrooms rented for overnight lodging, where meals may be provided subject to applicable Environmental Health Department regulations.

Lodging - Hotel. A facility (typically a hotel or motel) with guest rooms or suites, with or without kitchen facilities, rented to the general public for transient lodging. Hotels typically include a variety of services in addition to lodging; for example, restaurants,

meeting facilities, personal services, etc. Also includes accessory guest facilities such as swimming pools, tennis courts, indoor athletic facilities, accessory retail uses, etc.

Marina. A facility which may include any of the following:

Boat slips and docks, moorage and launching facilities, related repair and supply service, fueling facilities, food and beverage and sundries sales, clubhouse which may contain dining and lounge facilities, recreational equipment sales, water oriented recreational instruction facilities, fishing piers, related administrative offices, and other appurtenant uses.

Media Production. Facilities for motion picture, television, video, sound, computer, and other communications media production.

Medical Services: Doctor Office. A facility other than a hospital where medical, dental, mental health, surgical, and/or other personal health care services are provided on an outpatient basis, and that accommodates no more than four licensed primary practitioners (for example, chiropractors, medical doctors, psychiatrists, etc., other than nursing staff) within an individual office suite. A facility with five or more licensed practitioners is instead classified under "Medical Services - Clinic, Urgent Care." Counseling services by other than medical doctors or psychiatrists are included under "Office - Professional, Administrative."

Meeting Facility, Public or Private. A facility for public or private meetings, including:

Community centers, religious assembly facilities (e.g., churches, mosques, synagogues, etc.), civic and private auditoriums, Grange halls, union halls, meeting halls for clubs and other membership organizations, etc.

Also includes functionally related internal facilities such as kitchens, multi-purpose rooms, and storage. Does not include conference and meeting rooms accessory and incidental to another primary use, and which are typically used only by on-site employees and clients, and occupy less floor area on the site than the offices they support. Does not include:

Cinemas, performing arts theaters, indoor commercial sports assembly or other commercial entertainment facilities.

Related on-site facilities such as day care centers and schools are separately defined and regulated.

Metal Products Fabrication, Machine or Welding Shop. An establishment engaged in the production and/or assembly of metal parts, including the production of metal cabinets and enclosures, cans and shipping containers, doors and gates, duct work, forgings and stampings, hardware and tools, plumbing fixtures and products, tanks, towers, and similar products. Examples of these uses include:

Blacksmith and welding shops, plating, stripping, and coating shops, sheet metal shops, machine shops and boiler shops.

Minor Use Permit. These permits are issued by the Community Development Director for uses that are generally permitted within a district and usually are of low impact to the community and environment. Conditions of approval, mandatory review periods, and expiration periods may be required at the discretion of the Community Development Director. In granting conditional approval, the Director may impose requirements and conditions with respect to location, siting, construction, maintenance, operation, duration, and overall development as deemed reasonable and necessary for the protection of adjacent properties and the public interest. If a Minor Use Permit denied by the Director is appealed to the Planning Commission, it shall become a Use Permit if approved.

Mixed-Use Project. A development that combines both commercial and residential uses on the same site, typically with the residential above the commercial uses that occupy the ground floor street frontage.

Mixed-Use Project Residential Component. The residential portion of a mixed-use project.

Multi-Family Housing. A structure containing two or more dwelling units. Multi-family dwellings include: duplexes, triplexes, fourplexes (buildings under one ownership with two, three or four dwelling units, respectively, in the same structure); apartments (five or more units under one ownership in a single building); townhouse development (three or more attached dwellings where no unit is located over another unit); rowhouses; and other building types containing multiple dwelling units (for example, condominiums, courtyard housing, stacked flats, etc.).

Multi-Modal Transit Station. A passenger station for vehicular, ferry and rail mass transit systems. Includes bus and ferry terminals, bicycles facilities, taxi stands, railway stations, etc.

Neighborhood Market. A neighborhood serving retail store, primarily offering food products, which may also carry a range of merchandise oriented to daily convenience shopping needs, and may be combined with food service (e.g., delicatessen).

Office, Business, Service and Professional, Administrative.

Business, Service. Establishments providing direct services to consumers. Examples of these uses include employment agencies, insurance agent offices, real estate offices, travel agencies, utility company offices, elected official satellite offices, etc. This use does not include "Bank, Financial Services," which is separately defined.

Permitted Use. Uses listed herein as permitted are allowed by right and are not subject to the conditions of approval, mandatory review periods, or expiration periods as required for Administrative or Conditional Use Permits. For a permitted use, the Director and Planning Commission may not impose

requirements and conditions with respect to location, siting, construction, maintenance, operation, duration, and overall development. However, if the Director determines that a permitted use may have negative impacts on adjacent properties and the public interest, impacts that are atypical for the use and/or unanticipated by this regulating code, an Administrative Use Permit may be required at the Director's discretion.

Professional, Administrative. Office-type facilities occupied by businesses that provide professional services, or are engaged in the production of intellectual property. Examples of these uses include:

Accounting, auditing and bookkeeping services, advertising agencies, attorneys, business associations, chambers of commerce, commercial art and design services, construction contractors (office facilities only), counseling services, court reporting services, design services including architecture, engineering, landscape architecture, urban planning, detective agencies and similar services, doctors, educational, scientific and research organizations, financial management and investment counseling, literary and talent agencies, management and public relations services, media postproduction services, news services, photographers and photography studios, political campaign headquarters, psychologists, secretarial, stenographic, word processing, and temporary clerical employee services, security and commodity brokers, writers and artists offices.

Park, Playground. An outdoor recreation facility that may provide a variety of recreational opportunities including playground equipment, open space areas for passive recreation and picnicking, and sport and active recreation facilities.

Parking Facility, Public or Commercial. Parking lots or structures operated by the City, or a private entity, providing parking for a fee. Does not include towing impound and storage facilities.

Paseo. A pedestrian alley. Pedestrian alleys are located and designed to reduce the required walking distance within a neighborhood.

Personal Services. Establishments that provide non-medical services to individuals as a primary use. Examples of these uses include:

Barber and beauty shops, clothing rental, dry cleaning pick-up stores with limited equipment, home electronics and small appliance repair, laundromats (self-service laundries), locksmiths, massage (licensed, therapeutic, non-sexual), nail salons, pet grooming with no boarding, shoe repair shops, tailors, tanning salons.

These uses may also include accessory retail sales of products related to the services provided.

Prohibited Uses. Uses not listed in Table 1.1 "Hercules Bayfront Composite Use Table" are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.

Public Safety Facility. A facility operated by a public agency including fire stations, other fire preventive and fire fighting facilities, police and sheriff substations and headquarters, including interim incarceration facilities. May include ambulance dispatch on the same site.

Residential Accessory Use or Structure. Any use and/or structure that is customarily a part of, and clearly incidental and secondary to a residence, and does not change the character of the residential use. This definition includes the following detached accessory structures normally associated with a residential use property.

Garages, gazebos, greenhouses (noncommercial), spas and hot tubs, storage sheds, studios, swimming pools, tennis and other on-site sport courts, workshops.

Also includes the indoor storage of automobiles (including incidental restoration and repair), personal recreational vehicles and other personal property, accessory to a residential use. Does not include second units, which are separately defined; guest houses, which are included under the definition of second units; or home satellite dish and other receiving antennas or earth-based TV and radio broadcasts.

Residential. Premises used primarily for human habitation. Units shall not be less than 375 square feet in net area.

Residential Care. A single dwelling or multi-unit facility, licensed or supervised by a Federal, State, or local health/welfare agency, that provides 24-hour nonmedical care of unrelated persons who are handicapped and in need of personal services, supervision, or assistance essential for sustaining the activities of daily living or for the protection of the individual in a family-like environment. Does not include day care facilities, which are separately defined.

Restaurant, Cafe, Coffee Shop. A retail business selling ready-to-eat food and/or beverages for on- or off-premise consumption. These include eating establishments where customers are served from a walk-up ordering counter for either on- or off-premise consumption ("counter service"); and establishments where customers are served food at their tables for on-premise consumption ("table service"), that may also provide food for take-out, but does not include drive-through services, which are separately defined and regulated.

Second Unit or Carriage House. A second unit or carriage house is an auxiliary housing unit located above or adjacent to the garage of the primary housing unit on the lot. A carriage unit constitutes a residential second unit in compliance with the Government Code Section 65852.2 and, as provided by the California Government Code, is not included in maximum density limitations.

Setback. The mandatory distance between a property line and a building or appurtenance.

Shared Parking. Any parking spaces assigned to more than one use, where persons utilizing the spaces are unlikely to need the spaces at the same time of day.

Storage, Outdoor. The storage of various materials outside of a structure other than fencing, either as an accessory or primary use.

Storage, Personal Storage Facility. Structures containing generally small, individual, compartmentalized stalls or lockers rented as individual storage spaces and characterized by low parking demand.

Storefront. The portion of a frontage that is composed of the display window and/or entrance and its components including windows, doors, transoms and sill pane that is inserted into various frontage types, such as a shopfront or gallery, to accommodate retail.

Story. A habitable floor level within a building, typically 8' to 14' high from floor to ceiling. A half story is a conditioned space that rests primarily underneath the slope of the roof, usually having dormer windows and occupying about half the area of the floor or floors below. Individual spaces, such as lobbies and foyers may exceed one story in height. The number of stories are measured from the sidewalk of the primary street.

Studio - Art, Dance, Martial Arts, Music, etc. Small-scale facilities, typically accommodating no more than two groups of students at a time, in no more than two instructional spaces. Examples of these facilities include:

Individual and group instruction and training in the arts; production rehearsal; photography, and the processing of photographs produced only by users of the studio facilities; martial arts training studios; gymnastics instruction, and aerobics and gymnastics studios with no other fitness facilities or equipment.

Also includes production studios for individual musicians, painters, sculptors, photographers, and other artists.

Substantial Compliance. It occurs when physical improvements to the existing development site are completed which constitute the greatest degree of compliance with current development provisions.

Temporary Parking Lots. Parking lots that are not permanent and are only intended to fulfill a short-term need and ultimately will be replaced by a permanent building or structure. Temporary Parking lots are not subject to the location regulations and liner requirements for above grade parking in the Building Form Standards.

Theater (Cinema or Performing Arts). An indoor facility for group entertainment, other than sporting events. Examples of these facilities include:

Civic theaters, facilities for "live" theater and concerts, and movie theaters

Undeveloped Portion of the Historic Town Center, Transit Village and Hercules Point Sub-Districts. This term encompasses the following property: (a) All property located in the Transit Village Sub-District; and (b) All property located in the Hercules Point Sub-

District; and (c) All property located in the Historic Town Center Sub-District, with the following exceptions and addition: excluding the Railroad Avenue Live-Work units (Lots 1-15 of Vesting Subdivision Map No. 8644); excluding the site of three historic buildings at the southern end of the HTC Sub-District in the area bounded by Railroad Avenue to the south and otherwise surrounded by San Pablo Bay Park (sometimes commonly called the Masonic Lodge site); and including the site of the Civic Arts Building located at the southern end of the HTC Sub-District across Railroad Avenue from San Pablo Bay Park.

Use Permit. These permits are issued by the Planning Commission for conditional uses allowed within a district. The Use Permits will usually include conditions of approval, mandatory review periods, and expiration periods as required at the discretion of the Planning Commission. In granting conditional approval, the Planning Commission may impose requirements and conditions with respect to location, siting, construction, maintenance, operation, duration, and overall development as deemed reasonable and necessary for the protection of adjacent properties and the public interest.

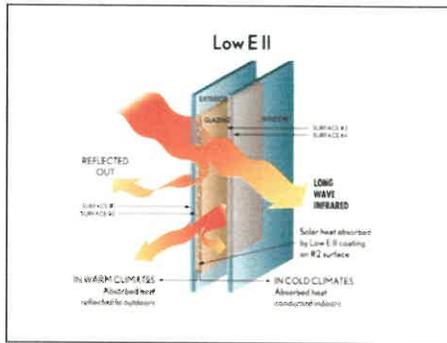
Upper Floor Ceiling Height. Height from finished floor to finished ceiling of primary rooms on the upper floors not including secondary rooms such as bathrooms, closets, utility rooms, and storage spaces.

Wireless Telecommunications Facility. Public, commercial and private electromagnetic and photoelectric transmission, broadcast, repeater and receiving stations for radio, television, telegraph, telephone, data network, and wireless communications, including commercial earth stations for satellite-based communications. Includes antennas, commercial satellite dish antennas, and equipment buildings. Does not include telephone, telegraph and cable television transmission facilities utilizing hard-wired or direct cable connections.

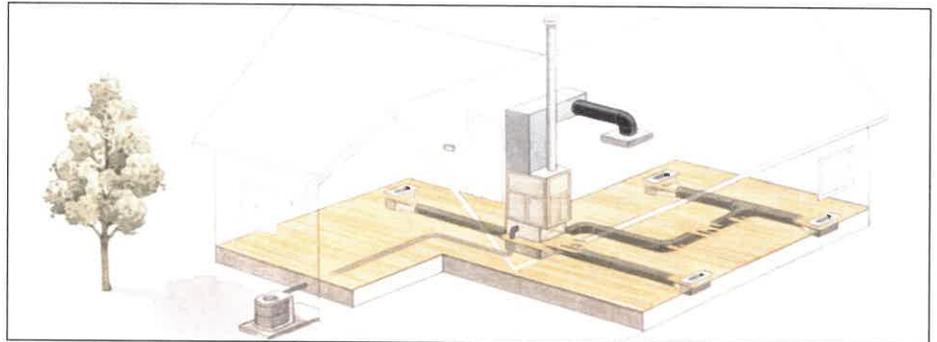
Width. The shortest horizontal dimension of a space/structure.

Work/Live Unit. An integrated housing unit and working space in a structure that has been designed or structurally modified to accommodate joint residential occupancy and work activity with a substantial commercial component that may accommodate employees and walk-in trade.

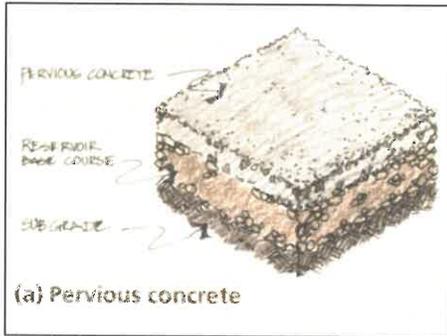
Appendix B: Green Building Resources



Energy-saving window by Marvin



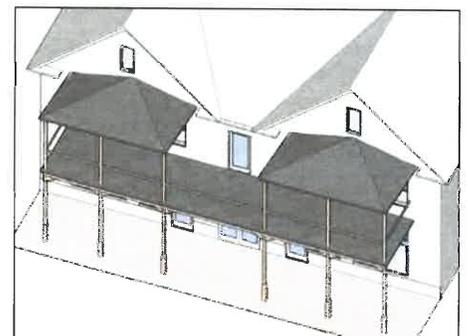
Shaded air conditioning unit & ductwork installed within the insulated building envelope (PG&E)



Pervious concrete as an example of permeable paving (Green Streets, Metro, 2000)



Overhang shading window from hot sunlight



2-Story gallery provides shade across building

Appendix B: Green Building Guidelines

As a pilot project for LEED for Neighborhood Development the Hercules Bayfront should strive to reach a high level of green building standards that combines principles of smart growth, new urbanism and green building. This role reflects the importance of sustainability in all phases of this project from design through construction. There are many methods to achieving this high level of sustainability based upon energy efficiency, sustainable site planning, materials and resources used, indoor air quality and water efficiency. California's building and energy code, Title 24, continues to raise the bar and demands new construction to be energy efficient.

The following is a list of resources and agencies that provide important information on how to achieve a high level of green building and sustainable design.

Suggested Resources:

U.S. Green Building Council (USGBC): www.usgbc.org

U.S. Environmental Protection Agency:
www.epa.gov/greenbuilding/

Center of Excellence for Sustainable Development:
www.sustainable.doe.gov

Smart Growth America: www.smartgrowthamerica.org

LEED for New Construction Reference Guide

Field Guide to Sustainable Construction

Environmental Building News: www.buildinggreen.com

Appendix C: Supplemental Transit Information

Guidance for the design of the Multi-Modal Transit Station is provided by the BART Station Access Guidelines (April 2003). This document can be downloaded at the web address below:

http://www.bart.gov/docs/planning/access_guidelines.pdf

Parking projections for the Multi-Modal Transit Station are based on the Nelson/Nygaard Commuter Parking Demand Projections for the proposed Hercules Passenger Rail Station (2006).

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