

Commercial Infill Housing Overlay District **Objective Design Standards**

April 2022

CITY OF
ANTIOCH
CALIFORNIA



Prepared by:



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CITY OF ANTIOCH

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1. Introduction

1.1 Purpose and Goals

The Commercial Infill Housing (CIH) Objective Design Standards provide key, objective requirements for the development of multifamily residential and mixed-use development within the City’s CIH Overlay District. New infill housing on sites within this overlay district is intended to revitalize underutilized commercial areas as well as increase the city’s housing supply.

Unlike design guidelines, objective design standards are written to have “no personal or subjective judgment by a public official and is uniformly verifiable by reference to an external and uniform benchmark or criterion available and knowable by both the development applicant and the public official prior to submittal.” In other words, the goal of these objective design standards is to provide a clear and straight forward application and approval process for multifamily housing construction within the CIH Overlay District.

1.2 User Guide

This document contains objective design standards for five topic areas:

1. **Site design**
2. **Building design**
3. **Landscaping**
4. **Lighting**
5. **Signage**

Each standard type begins with an intent statement, followed by specific standards. The intent statements are provided to help the reader understand the overarching principle behind the standard requirements and do not serve as review criteria.

A checklist listing the objective design standard requirements is provided in the appendix of this document. This checklist should be filled out by the applicant and reviewed by staff to indicate whether the applicant’s project meet the requirements for non-discretionary staff review.

1.3 Relationship to State and City Regulations

The following describes how these objective design standards relate to and comply with State and City regulations:

- » **California State Senate Bill (SB) 35.** SB 35 requires the availability of a streamlined ministerial approval process for multifamily residential developments to increase the supply of housing in jurisdictions that have not yet made sufficient progress toward meeting their regional housing need allocation (RHNA). As part of the streamlining process, jurisdictions are required to establish objective design standards for multifamily residential development.
- » **General Plan.** The General Plan’s Land Use Element describes the City of Antioch’s goal of developing commercial infill housing in underutilized commercial areas of the city. One of the General Plan’s policies for guiding development of commercial infill housing projects is the creation and adherence to these CIH Objective Design Standards.
- » **Zoning Ordinance.** All development must comply with the regulations within the City of Antioch’s Zoning Ordinance. These objective design standards are applicable to new multifamily housing and mixed-use projects built on parcels within the City of Antioch’s CIH Overlay District, identified and described further in the City’s Zoning Ordinance.
- » **Citywide Design Guidelines.** Several of these objective design standards are adapted from Antioch’s Citywide Design Guidelines for multifamily residential and mixed-use development specific for medium- and high-density residential infill development.

1.4 Review Process

Figure 1 shows the review process of applications for multifamily residential or mixed-use development on approved CIH Overlay District sites. Applications will be submitted to the Planning Department for ministerial processing and must include an application packet and design plans. Only sites within the CIH Overlay District on the Antioch Zoning Map are qualified by-right for development of infill housing and can submit an application to the Planning Department for ministerial review. For sites outside of the CIH Overlay District, a rezone of the site to be included in the CIH Overlay District is required with approval from City Council prior to submitting an application to the Planning Department.

Projects will be processed administratively by staff and reviewed for conformance with these objective design standards. If the project conforms with all applicable objective design standards, the applicant can proceed with submitting a building application for the project.

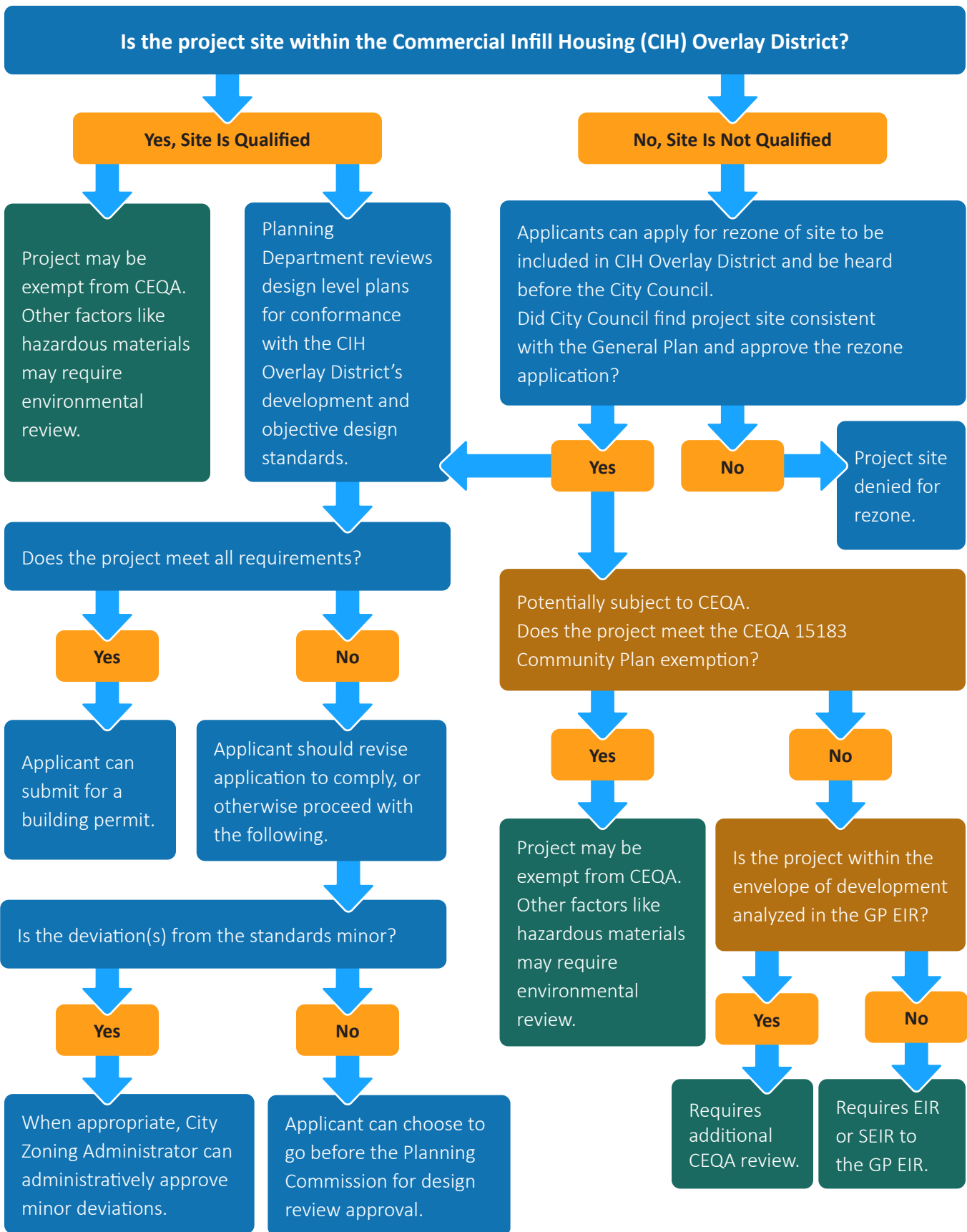
If a project does not meet one or more of the Objective Design Review standards, the applicant can amend their application to comply, or when appropriate, the City of Antioch's Zoning Administrator can administratively approve minor deviations (e.g., when the applicant can demonstrate that site design/layout would be improved or that there is a constraint that would make complying with a standard infeasible given site layout, etc.) from the objective design standards.

For deviations not deemed minor by the Zoning Administrator, the applicant can choose to go before the Planning Commission for design review approval. The project will still be reviewed for conformance with the CIH Objective Design Standards by the Planning Commission while taking into consideration whether the deviation(s) from the standards is appropriate. Regarding compliance with the California Environmental Quality Act (CEQA), a project on a qualified site may be exempt from CEQA unless there are peculiar circumstances that would create a new impact not already identified and mitigated as part of a General Plan Addendum. Other factors like hazardous materials may require environmental review.

If a project site is approved to be added to the CIH Overlay District, the project is potentially subject to CEQA depending on whether the project meets CEQA Section 15183 exemption. If the project meets the exemption, the project may be exempt from CEQA unless there are peculiar circumstances that would create a new impact not already identified and mitigated as part of a General Plan Addendum. Other factors like hazardous materials may require environmental review.

If the project does not meet the CEQA 15183 exemption, the project will either require additional CEQA review or an EIR or Supplemental EIR (SEIR) to the General Plan EIR, depending on whether the project is within the envelope of development analyzed in the General Plan EIR.

Figure 1. Commercial Infill Housing Review Process



2. Development Standards

Table 1 contains the development standards for multifamily residential and mixed-use development within the CIH Overlay District.

Table 1. CIH Overlay District Development Standards

Max. Height ¹	Min. Building Site	Mim. Lot Width		Max. Lot Coverage	Min. Density Allowed ²	Max. Density Allowed	Min. Front Yard	Min. Side Yard		Min. Rear Yard
		Corner	Interior					Corner	Interior	
45 ft. (4 stories)	20,000 sf	65 ft.	60 ft.	80%	12 du per gross developable acre	50 du per gross developable acre	0 ft.	5 ft.	5 ft.	10 ft.

Notes:

1. Building height of up to 45 feet (four stories) are permitted by right subject to compliance with all other applicable standards. Building height above 45 feet is permitted with approval of a use permit.
2. Densities of 12 to 35 dwelling units per gross developable acre are allowed by-right subject to compliance with all other applicable standards. Densities between 35-50 du per gross developable acre are permitted with approval of a use permit.

3. Objective Design Standards

3.1 Site Design Standards

The following standards for site design are specific to the type of development project proposed. The three development types are:

- » **Residential Only.** Residential-only projects are where the entire area of the parcel has a residential use.
- » **Horizontal Mixed Use.** Horizontal mixed-use projects are where a parcel has both commercial and residential uses on the ground floor on different parts of the site. The commercial use may be a planned building(s) or an existing commercial building(s) on the same site.
- » **Vertical Mixed Use/Residential Podium Projects.** Vertical mixed-use projects have commercial uses on the ground floor with residential uses above. Residential podium projects have parking on the ground floor. These two development types are similar, and therefore their design standards are grouped together.



Horizontal mixed-use project with multifamily apartments adjacent to single-story retail.



Vertical mixed-use project with residences above ground-floor retail.



Residential-only townhouse project.



Multifamily residential project with podium parking on the ground floor.

3.1.1 Site Entries

Intent

Provide a welcoming entry to the project and set the stage for a high-quality residential environment.

Main Entry Drive

For sites with Residential-Only projects, one entry into the site shall be developed as a Main Entry Drive from the primary street with the following features:

Standard 3.1.1.A: Curb and Gutter

Curb and gutter shall be provided on both sides of the Main Entry drive from the street curb to a minimum of 50 feet inside the property line.

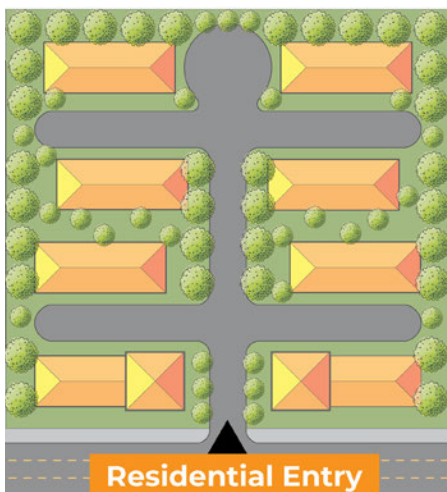
Standard 3.1.1.B: Sidewalk

A 5-foot minimum width sidewalk shall be provided on at least one side of the Main Entry Drive from the street curb to a minimum of 50 feet inside the property line.

Standard 3.1.1.C: Street Lighting

Street lighting on poles 15 to 25 feet high shall be provided on at least one side of the Main Entry Drive from the street curb to a minimum of 50 feet inside the property line.

Figure 2. Main Entry Drive for Residential-Only Project



Entry drives to residential development that incorporate street trees, sidewalks, and streetlights.

Standard 3.1.1.D: Landscaping and Street Trees

Landscaping and street trees shall be provided on both sides of the Main Entry Drive from the street curb to a minimum of 50 feet inside the property line. Street trees shall be no more than 25 feet apart.

Standard 3.1.1.E: Gates

If a gate into the Main Entry Drive of the residential project is needed, the gate and associated fences shall not be located further towards the street than the closest building wall to the street and shall not be solid or opaque. Siting of the gate shall also be coordinated with the City’s Engineering Division and the Contra Costa County Fire Protection District.

Standard 3.1.1.F: Curb Ramps

Public sidewalks that cross the Main Entry Drive shall have accessible curb ramps down to the level of the drive. If a level surface across the drive is provided instead (a speed table), the paving shall be differentiated in color and/or material from the driveway.

Standard 3.1.1.G: Bicycle Facilities

Bicycle facilities into the development shall be provided as part of the Main Entry Drive. These may be Class I separated bicycle paths, Class II bicycle lanes, Class III shared vehicle/bicycle lanes, or Class IV protected bicycle lanes.

New Shared Entry Drive

For sites with Horizontal Mixed-Use projects where there is a single main entry point for commercial and residential uses, this new entry shall be developed as a Shared Entry Drive with the following features:

Standard 3.1.1.H: Independent Roadway

A Shared Entry Drive shall not lead directly into a parking lot for commercial or residential development, rather it shall be an independent roadway from any commercial or residential parking lot, with clearly marked entries into the commercial and residential parking lot from the Shared Entry Drive.

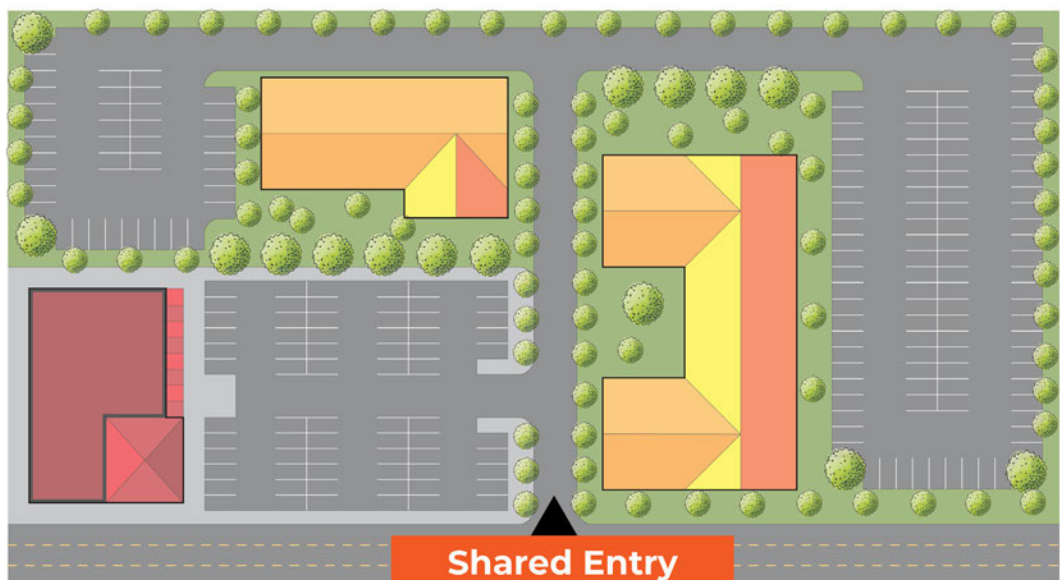
Standard 3.1.1.I: Curb and Gutter

Curb and gutter shall be provided on both sides of the Shared Entry drive from the street curb to a minimum of 50 feet inside the property line.

Standard 3.1.1.J: Sidewalk

A 5-foot minimum width sidewalk shall be provided on both sides of the Shared Entry drive from the street curb to a minimum of 50 feet inside the property line.

Figure 3. New or Enhanced Shared Entry Drive for Horizontal Mixed-Use Project



Standard 3.1.1.K: Street Lighting

Street lighting on poles 15 to 25 feet high shall be provided on at least one side of the Shared Entry drive from the street curb to a minimum of 50 feet inside the property line.

Standard 3.1.1.L: Landscaping and Street Trees

Landscaping and street trees shall be provided on both sides of the Shared Entry drive from the street curb to a minimum of 50 feet inside the property line. Street trees shall be no more than 25 feet apart.

Standard 3.1.1.M: Signage

Signage for commercial or residential development adjacent to the Shared Entry Drive shall be an externally lit monument type sign. Otherwise, signage shall be consistent with the City of Antioch Sign Code.

Enhanced Shared Entry Drive

For existing commercial developments that use an existing entry drive to access new residential development, the entry shall be enhanced with the following features:

Standard 3.1.1.N: Sidewalk

A 5-foot minimum width sidewalk shall be provided on at least one side of the entry drive, leading to a direct entry into the residential portion of the site.

Standard 3.1.1.O: Street Lighting

Street lighting on poles 15 to 25 feet high shall be provided on at least one side of the Shared Entry drive from the street curb to a minimum of 50 feet inside the property line.

Standard 3.1.1.P: Landscaping and Street Trees

Landscaping and street trees shall be provided on at least one side of the Shared Entry drive from the street curb to a minimum of 50 feet inside the property line. Street trees shall be no more than 25 feet apart.

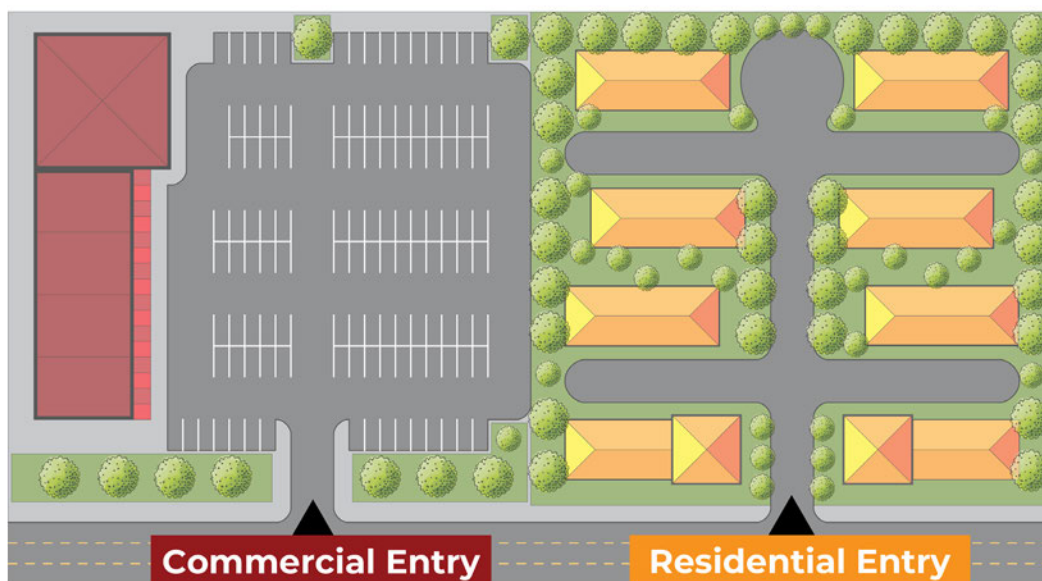
Separate Entry Drive

For Horizontal Mixed-Use projects where there is a separate main entry point for commercial and residential uses, these entries shall be developed as a Separate Entry Drive with the following features:

Standard 3.1.1.Q: Main Entry Drive Compliance

If the Separate Entry Drive serves as a main entry to residential development, the drive shall follow the standards under Main Entry Drive.

Figure 4. Separate Entry Drives for Horizontal Mixed-Use Project



Standard 3.1.1.R: Driveway Widths and Clearances Compliance

If the Separate Entry Drive serves as a main entry to commercial development, the Separate Entry Drive shall follow existing City of Antioch Zoning Ordinance’s Driveway Widths and Clearances requirements for site entries to non-residential uses.

Standard 3.1.1.S: Signage and Landscaping

If the commercial development consists of an existing commercial building(s), the existing entry drive into commercial uses shall be upgraded with new signage and landscaping for a minimum of 50 feet inside the property line. If existing paving is cracked, broken, or damaged, it shall be removed and replaced.

Vertical Mixed Use/Residential Podium Entry Drive

Where a Vertical Mixed-Use or Podium project is developed, the building is generally close to the street property line, and access to parking may be from a driveway directly into the building or within 30 feet of the building. Entries shall be developed with the following features:

Standard 3.1.1.T: ADA Compliance

Driveways shall meet Americans with Disability Act (ADA) accessibility standards where they cross the public sidewalk.

Standard 3.1.1.U: Driveway Widths and Clearances Compliance

Driveways shall be no wider than 20 feet, consistent with the City of Antioch Zoning Ordinance’s Driveway Widths and Clearances requirements for non-residential use.

Standard 3.1.1.V: Pedestrian Entries

At least one pedestrian entry shall lead directly from the sidewalk to the following:

- » Doors leading to each commercial space (Vertical Mixed-Use projects only).
- » Doors leading to an amenity space such as a courtyard, plaza, open space, or seating area.
- » Doors leading into ground-floor lobbies for residential units above.

Secondary Entry Drives

A Secondary Entry Drive Is an additional entry drive, in addition to the Main Entry Drive or Shared Entry Drive, along a secondary street.

Standard 3.1.1.W: Gates

If gates at Secondary Entry Drives into residential projects are provided, the gate and associated fences shall not be located closer than the closest building wall to the street. Siting of the gate shall also be coordinated with the City’s Engineering Division and the Contra Costa County Fire Protection District.

Table 2. Applicable Site Entry Types by Project Type

Project Type	Entry Drive Type				
	Main Entry Drive	Shared Entry Drive (new and enhanced)	Separate Entry Drive	Vertical Mixed Use/Residential Podium Entry Drive	Secondary Entry Drive
Residential Only	✓				✓
Horizontal Mixed Use		✓	✓		✓
Vertical Mixed Use/Residential Podium				✓	✓

3.1.2 Street Frontage

Intent

Activate and create visual interest along street frontages in order to enhance the public realm.

General

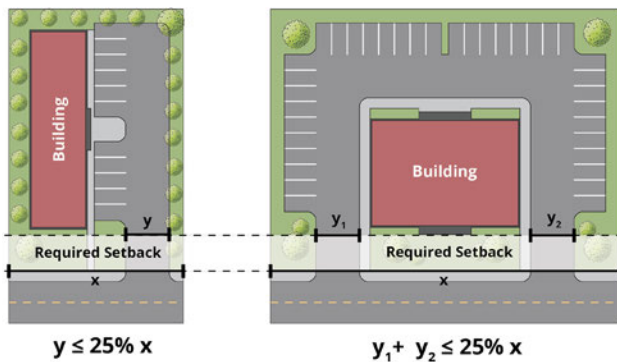
Standard 3.1.2.A: Landscaping Buffer

All residential projects, except Vertical Mixed-Use projects, shall provide a minimum 5-foot-wide landscaping buffer between the sidewalk edge and the building edge.

Standard 3.1.2.B: Maximum Width

The maximum width of parking area within the required front setback, including driveways, open parking, carports, and garages, but excluding underground parking and parking located behind buildings, shall not exceed 25% of the linear street frontage.

Figure 5. Maximum Width of Parking Area within the Front Setback

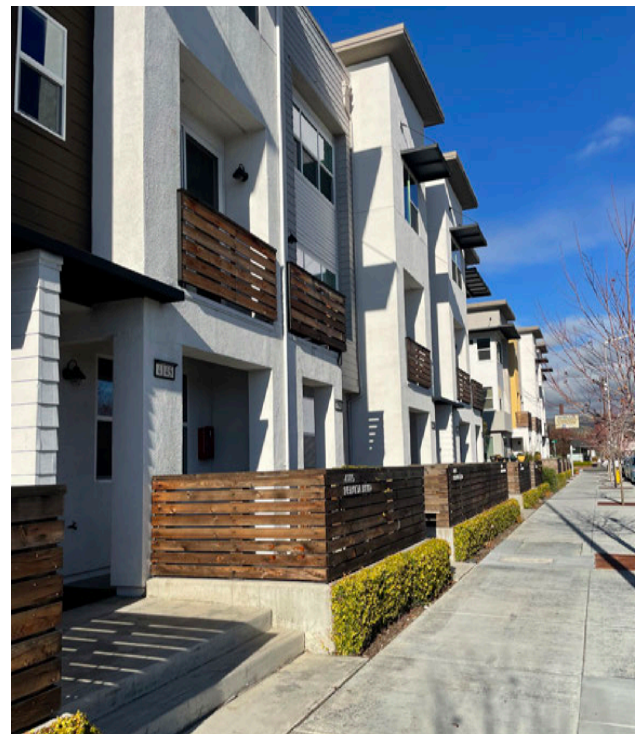


Primary Frontage

The primary frontage of a residential project is the edge of the closest building to the street bordering the property. If there are two streets bordering the property, the street with the Main Entry Drive or Shared Entry Drive is the Primary Frontage. Buildings aligned along the Primary Frontage shall follow these standards:



Landscaping buffer between the sidewalk edge and the building edge along a primary street frontage.



Entry doors to townhouses facing onto the primary street frontage.

Standard 3.1.2.C: Entry Doors

At least one entry door to the residential project at ground level shall face the primary frontage. An exception shall be made for buildings with a courtyard facing the street, where a door may face onto the courtyard.

Standard 3.1.2.D: Surface Parking Siting

Along the Primary Frontage, surface parking shall be located behind the building or to the side. An exception shall be made for accessible parking.

Standard 3.1.2.E: Carports and Tuck-under Parking

Carports and tuck-under parking shall not be visible from the street.

Standard 3.1.2.F: Fencing

No fencing above 36 inches in height shall be placed closer than the building wall nearest to the street.

Secondary Frontage

The secondary frontage of a residential project is the edge of the closest building to any street bordering the property that is not the Primary Frontage. Buildings aligned along the Secondary Frontage shall follow these standards:

Standard 3.1.2.G: Parking Siting

No more than one aisle of parking (66 feet) is allowed between the secondary frontage and the street.

Standard 3.1.2.H: Fencing

Fencing may be placed along the property line at the secondary frontage if it allows transparency through the use of decorative metal and does not create a sight distance obstruction. No chain link fencing is allowed. No solid fencing shall be placed closer to the street than the closest building wall. An exception shall be made for service areas such as trash, utilities, or loading areas.

3.1.3 Context Sensitivity

The following standards provide context sensitivity when projects are adjacent to residential or commercial development. This will ensure that new residential development is harmonious with neighboring residential development, and that new residential development is not negatively affected by existing commercial development.

Intent

For projects adjacent to existing residential properties of no more than two stories, apply design measures that preserve privacy and daylight for residents of those properties, and minimize additional vehicle circulation and parking on existing residential streets.

For projects adjacent to commercial development, apply design measures that promote attractive residential frontages and adequate visual separation for new residential development adjacent to existing and/or future commercial development.

Adjacent to Existing Residential Development**Standard 3.1.3.A: Windows**

Windows facing residences within 15 feet of the property line, shall be arranged, or designed to not create views into adjacent residences. Examples of privacy options include using translucent or louvered windows, creating offset window patterns, and locating windows 5 feet above the floor level. Alternatively, views into adjacent residential shall be screened with dense landscaping between the new development and existing residential property (i.e., Callistemon citrinus (*lemon bottlebrush*), Rhamnus alaternus (*Italian buckthorn*), or Pittosporum tenuifolium (*kohuhu*)) at a minimum mature height of 8 feet.



Multifamily residential building height stepped down near adjacent single-family residence.

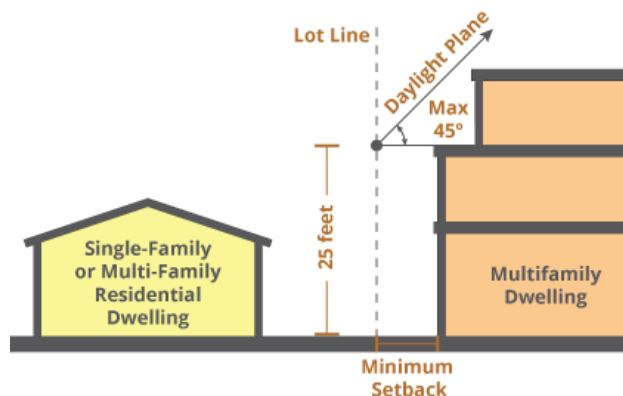
Standard 3.1.3.B: Daylight Plane

No portion of the building volume shall encroach into a daylight plane starting at a point that is 25 feet above the property line abutting any adjacent lot with an existing single-family or multifamily residential dwelling of two stories or less and sloping upward at a 45-degree angle toward the interior of the lot.

Standard 3.1.3.C: Parking

Parking for residents, visitors, and/or employees shall be accommodated onsite in garages, parking areas, or along internal streets to minimize spillover to adjacent residential neighborhoods. Parking and loading/unloading areas shall not create stacking/queuing issues at ingress/egress points.

Figure 6. Daylight Plane Encroachment



Adjacent to Commercial Development

Standard 3.1.3.D: Separation Buffer

At the edge of residential development immediately abutting commercial development and parking areas, one or both of the following shall be provided as separation:

- » A driveway or private street with curb, gutter, and landscape on both sides.
- » A minimum 5-foot-wide continuous landscape barrier with fencing a minimum of six feet high. No chain link fencing is allowed.

Standard 3.1.3.E: Fencing

At the edge of residential development immediately abutting commercial development and parking areas, fencing provided shall have at least one passageway for pedestrians to access the commercial development directly. This passageway may be locked and accessible to residents and safety providers only.

Standard 3.1.3.F: Gate

At the edge of residential development immediately abutting commercial development and parking areas, a gate providing emergency vehicle access may be provided where required by emergency providers. The gate shall be visually permeable to allow views in and out from the access way. No chain link is allowed for the gate.

3.1.4 Access and Parking

Intent

Provide convenient and well-connected access for vehicles into and through the development, and safe and pleasant pedestrian connections into and throughout the development. Minimize the public view of parking and enhance the appearance of parking facilities.

Vehicle Access

Projects shall meet the design standards for Site Entries in Section 3.1.1 as well as the following standards:

Standard 3.1.4.A: Multifamily Complex Internal Circulation

In residential rental apartment and condominium developments with multiple buildings, parking areas shall be accessed through a network of internal streets.

Standard 3.1.4.B: Townhouse Internal Circulation

In townhouse developments, internal circulation shall be via one or more internal streets connecting to alleys where garages are located.



Internal street within a townhouse development leading to an alley with access to garages.

Standard 3.1.4.C: Podium Project Parking Access

In podium projects where parking is underneath residential development, access for parking shall provide visibility or other safety features (e.g., mirrors, cameras, or audible signals) to minimize pedestrian/vehicle conflicts.

Parking Design

Standard 3.1.4.D: Siting

Parking areas shall be located within the development and not along primary frontages. An exception may be made for accessible parking and visitor parking.

Standard 3.1.4.E: Visitor Parking

Where internal street networks are provided, visitor parking shall be permitted as on-street parking on the internal street.



Internal street within residential project with on-street parking.

Standard 3.1.4.F: Screening

Parking along other frontages visible from public streets are allowed if screened from view up to 42 inches from ground plane by landscaping, rolling earth berms (2:1 slope), screen walls, landscaped fencing, or changes in elevation.

Standard 3.1.4.G: Parking Courts

Parking areas shall be divided into a series of connected smaller parking courts separated by landscaping.

Pedestrian and Bicycle Access and Parking

Standard 3.1.4.H: Pedestrian Walkway

A pedestrian walkway shall be provided connecting surface parking areas to main entrances of buildings and the public sidewalk. The walkway shall be clearly marked (e.g., special paving or coloring).

Standard 3.1.4.I: Pedestrian Connections

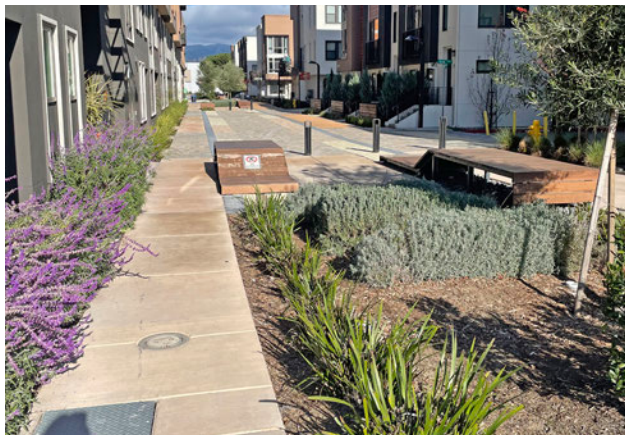
Pedestrian connections shall be incorporated to connect between adjoining residential and commercial projects.

Standard 3.1.4.J: Landscape Buffer

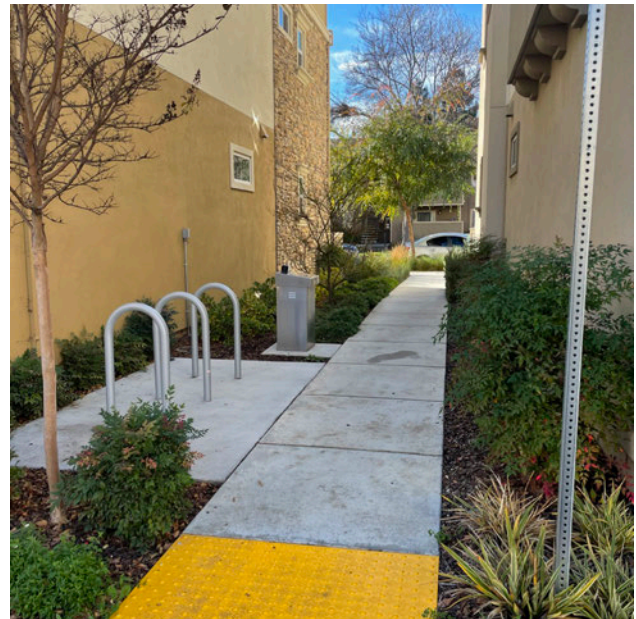
Walkways shall not be sited directly against a building façade but buffered with a landscaped planting area to provide privacy of nearby residences or private open space.

Standard 3.1.4.K: Bicycle Parking

Secure, covered bicycle parking in all residential projects shall be provided.



Landscape buffer between residential entries and pedestrian walkways.



Pedestrian walkway connecting the public sidewalk to residences with bicycle parking.

Standard 3.1.4.L: Bicycle Parking for Podium Projects

For podium projects with commercial ground floors, bicycle racks shall be provided in public view, within 50 feet of building entrances, not blocked by other street furniture or landscaping, and lit by external light sources.

3.1.5 Service Access, Trash, and Storage Facilities

Intent

Provide convenient service access to residential developments. Design and locate trash and storage facilities so that they are not visually obtrusive.

Access

Standard 3.1.5.A: Loading and Service Areas

Loading and service areas shall be concealed from view or shall be located at the rear of the site.

Standard 3.1.5.B: Trash Enclosure Siting

Trash enclosure locations shall not block circulation or driveways.

Design of Trash and Storage Facilities

Standard 3.1.5.C: Screening

When trash enclosures, loading docks, utility equipment, and similar uses are visible from a side street, adjacent commercial development or a neighboring property, they shall be screened using matching materials and/or landscaping with the primary building and surrounding landscaping.



Trash area screened from public view with fencing and gate of matching material and color.

Standard 3.1.5.D: Gates

Gates shall be a solid material. Any openings should be no more than 4 inches apart.

Standard 3.1.5.E: Sizing

Trash enclosures shall be sized to accommodate trash, recycling, and organics containers.

Standard 3.1.5.F: Roof

Trash storage areas shall be covered with a roof or overhang to reduce unsightly views.

Standard 3.1.5.G: Drainage

The trash enclosure pad shall be designed to drain to a pervious surface through indirect soil infiltration in accordance with the Municipal Code and other applicable regulating agencies.

3.1.6 Open Space Areas

Intent

Provide well-designed communal open space areas that are centrally located and designed as “outdoor rooms” with opportunities to relax, socialize, and play.

General

Standard 3.1.6.A: Minimum and Type of Open Space

All multifamily residential developments shall provide a total of 200 square feet of usable open space per unit with a minimum of 50% as common open space and the remaining 50% as either private or common open space. Every development that includes five or more residential units shall provide at least one common open space area. Off-street parking and loading areas, driveways, and service areas shall not be counted as usable open space.

Standard 3.1.6.B: Siting

Open space areas shall not be located directly next to arterial streets, service areas, or adjacent commercial development to ensure they are sheltered from the noise and traffic of adjacent streets or other incompatible uses. Alternatively, a minimum of 10 feet of dense landscaping shall be provided as screening between the open space area and arterial street, service area, or commercial development.

Standard 3.1.6.C : Usability

Open space surfaces shall include a combination of lawn, garden, flagstone, wood planking, concrete, or other serviceable, dust-free surfacing. The slope shall not exceed 10%.

Common Open Space

Standard 3.1.6.D: Minimum Dimensions

Common usable open space located on the ground level shall have no horizontal dimension less than 15 feet. Common upper-story decks shall have no dimension less than ten feet. Roof decks shall have no horizontal dimension less than 15 feet, and no more than 20% of the total area counted as common open space may be provided on a roof.

Standard 3.1.6.E: Visibility

At least one side of the common open space shall border residential buildings with transparent windows and/or entryways.

Standard 3.1.6.F: Pedestrian Walkways

Pedestrian walkways shall connect the common open space to a public right-of-way or building entrance.

Standard 3.1.6.G: Seating

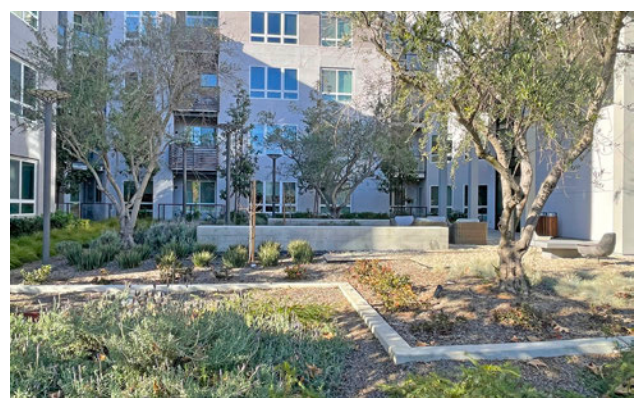
All common open spaces shall include seating. Site furniture shall use graffiti-resistant material and/or coating and skateboard deterrents to retain the site furniture’s attractiveness.

Standard 3.1.6.H: Amenity Features

At least one amenity feature such as a play structure, plaza, sitting area, water feature, gas fireplace, or community garden shall be included in each open space area.

Standard 3.1.6.I: Play Areas

Developments that include 15 or more units of at least one bedroom or more must include children’s play areas and play structures. This requirement does not apply to senior housing developments.



Various multifamily residential developments facing onto common open spaces with seating.

Standard 3.1.6.J: Openness and Buildings

There shall be no obstructions above the open space except for devices to enhance the usability of the space. Buildings and roofed structures with recreational functions (e.g., pool houses, recreation centers, gazebos) may occupy up to 20% of the area counted as common open space.

Private Open Space

Standard 3.1.6.K: Accessibility

Private usable open space shall be accessible to only one living unit by a doorway or doorways to a habitable room or hallway of the unit.

Standard 3.1.6.L: Minimum Dimensions

Private usable open space located on the ground level (e.g., yards, decks, patios) shall have no horizontal dimension less than ten feet. Private open space located above ground level (e.g., porches, balconies) shall have no horizontal dimension less than six feet.

Standard 3.1.6.M: Openness

Above ground-level space shall have at least one exterior side open and unobstructed for at least eight feet above floor level, except for incidental railings and balustrades.

3.2 Building Design Standards

3.2.1 Building Massing and Articulation

Intent

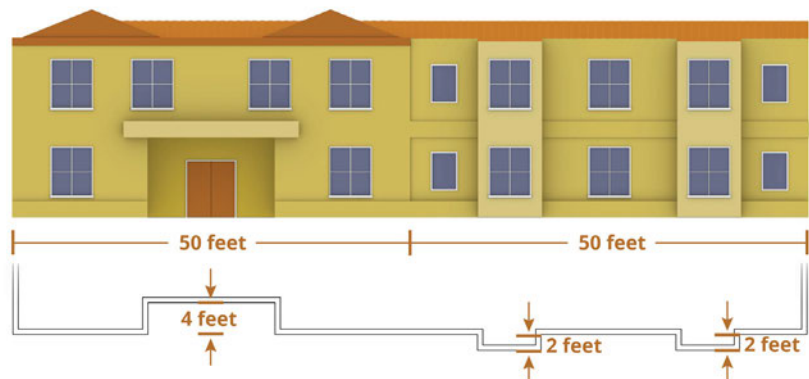
Design buildings to have various points of visual interest through architectural detailing, especially at the pedestrian level, and avoid creating a building with a bulky or monolithic appearance.

General Standards

Standard 3.2.1.A: Massing Breaks

Large building massing shall be articulated to reduce apparent bulk and size. All street-facing facades must include at least one change in plane (projection or recess) at least four feet in depth, or two changes in plane at least two feet in depth, for every 50 linear feet of wall. Such features shall extend the full height of the respective façade of single-story buildings, at least half of the height of two-story buildings, and at least two-thirds of the height of buildings that are three or more stories in height.

Figure 7. Massing Break Articulation



Standard 3.2.1.B: Horizontal Stepback

Buildings over three stories tall shall be designed with a horizontal stepback, at a minimum of 6 feet deep, from the front façade above the third floor. The stepback area may be used for residential terraces. Towers or other similar vertical architectural features do not require a stepback but shall not occupy more than 20% of the front façade.



Mixed-use development with bracket details at the cornice and roof eaves; ground floor height of at least 15 feet high; and distinct top, middle, and base.

Standard 3.2.1.C: Architectural Detail

Building walls along the street frontage shall have architectural detail (e.g., brackets, rafter tails, or dentils) at the cornice or roof eave.

Standard 3.2.1.D: Architectural Design Features

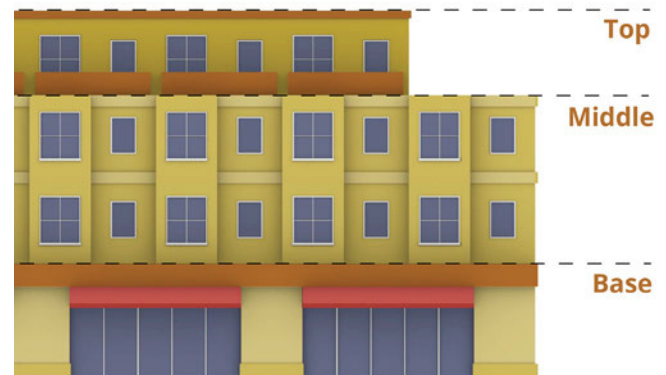
Architectural design features such as window treatments, awnings, moldings, projecting eaves, dormers, and balconies, shall be continued or repeated upon all elevations of a building facing a primary or secondary street, or a common open space.

Standard 3.2.1.E: Façade Articulation

Buildings of three stories or more shall have a clearly defined base and roof edge so that the façade has a distinct base, middle, and top. Elements to articulate a building's façade shall include:

- » The top of the building shall have one or more of the following: a cornice line with minimum 6-inch overhang; a parapet with minimum 6-inch cap;

Figure 8. Distinct Base, Middle, and Top Façade Articulation



eaves with brackets or other detailing; upper floor setbacks; and/or sloped roof forms.

- » The middle or body of the building shall have a façade made up of regular components including one or more of the following: consistent window pattern; repeating bay windows; regularly spaced pilasters; recesses; or other vertical elements.
- » The base of the building shall have one or more of the following: recessed ground floor; a continuous horizontal element at the top of the ground floor; and enhanced window or entry elements such as awnings or canopies. Where pedestrians have access to the base of the building, high quality, durable, and easy to clean materials and finishes shall be used, such as stone, brick, cementitious board, glass, metal panels, and troweled plaster finishes.
- » The elements comprising the base, middle, and top to the building may be interrupted by a protruding vertical element such as a tower, or a recessed vertical element such as a massing break, an entry, or a courtyard.

Standard 3.2.1.F: Rooflines

Rooflines shall be segmented and varied within an overall horizontal context. Roofline ridges and parapets shall not run unbroken for more than 100 feet. Variation may be accomplished by changing the roof height, offsets, direction of slope, and by including elements such as dormers.



Mixed-use building with varied rooflines to create separate building forms.

Vertical Mixed Use

Standard 3.2.1.G: Ground Floor Height

For residential buildings with ground floor commercial uses, the floor to floor height of the ground floor shall be at least 15 feet to ensure appropriate scale of the base of the building in relation to the upper floors.

Standard 3.2.1.H: Pedestrian-Oriented Features

For residential buildings with ground floor commercial uses, a minimum of 30 percent of the building frontage facing a public street shall be devoted to pedestrian-oriented features, including storefronts, pedestrian entrances to nonresidential uses, transparent display windows, and landscaping.

Townhouses

Standard 3.2.1.I: Attached Units Limit

For townhouses that face onto a street, the maximum number of attached units per building shall be eight.

Standard 3.2.1.J: Roof Form

No more than four side-by-side units may be covered by one unarticulated roof. Variation may be accomplished by changing the direction of slope, and by including elements such as dormers.



Articulated roof line of a townhouse development.

3.2.2 Entryways

Intent

Design entryways to be visually prominent as well as provide weather protection to pedestrians.

General

Standard 3.2.2.A: Primary Building Entries

Primary building entries, including courtyard doors or gates used at multifamily buildings or residential lobbies for mixed use buildings, shall be recessed into entry bays and accented with treatments that add three-dimensional interest to the façades and enhance the sense of entry into the building through one or more of the following treatments:

- » Marked by a taller mass above, such as a modest tower or within a volume that protrudes from the rest of the building surface.
- » Accented by special architectural elements which may include canopies, overhanging roofs, awnings, and trellises.
- » Indicated by a recessed entry or recessed bay in the façade.

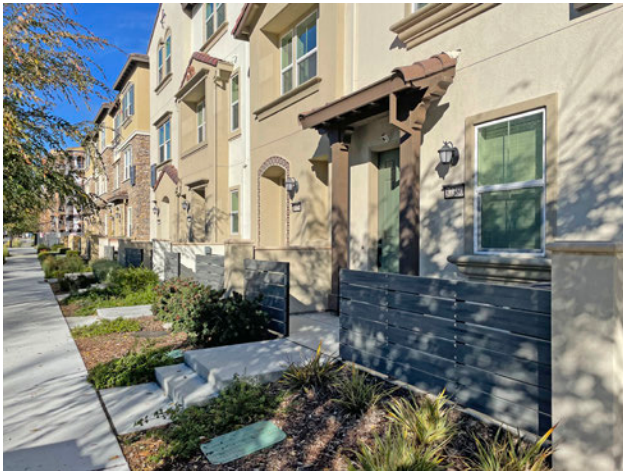
Townhouses

Standard 3.2.2.B: Entry Details

Each entry to a dwelling unit shall be emphasized and differentiated through architectural elements such as porches, stoops, roof canopies, and detailing that provides ground level space. The space next to the porch shall be used for landscaping.

Standard 3.2.2.C: Entry Connections

The space in front of the porch shall lead directly to the sidewalk if facing a street, or lead to common landscaping and pedestrian paths if facing communal space.



Street-facing townhouse developments with porches leading directly to a sidewalk. Each entry also has landscaping and architectural details such as a porch, stoop, and/or roof canopy.

Vertical or Horizontal Mixed Use

Standard 3.2.2.D: Ground Floor Elevation

At street-fronting entrances, the elevation of the retail or commercial ground floor shall be at the grade of the adjacent sidewalk.

Standard 3.2.2.E: Entry Design

Where development includes ground floor commercial uses, ground-floor façades shall be designed to give individual identity to each separate establishment through the use of signage and/or individual awnings.



Entries to ground-floor commercial uses with separate awnings to differentiate separate establishments.

3.2.3 Building Materials and Finishes

Intent

Accentuate building design through quality building materials and attractive finishes.

Standard 3.2.3.A: Appropriate Building Materials

Finish materials shall be materials that are high quality and durable. Appropriate building materials include:

- » Brick, rock, and stone or veneer of these materials
- » Smooth troweled stucco
- » Poured in place concrete
- » Concrete block
- » Cementitious board
- » Wrought iron (in storefronts)
- » Plaster or stucco
- » Ceramic tiles (as a secondary material)
- » Finished and painted wood trim
- » Metal sheet
- » Wood, aluminum, copper, steel, and vinyl clad frames for windows and doors

Standard 3.2.3.B: Brick and Stone Veneer

If used, brick and stone veneer shall be mortared and wrap around corners to give the appearance that they have a structural function and minimize a veneer appearance.

Standard 3.2.3.C: Inappropriate Building Materials

The following materials are inappropriate because they do not uphold the quality or lifespan that is desirable for new development:

- » Mirrored glass, reflective glass, or heavily tinted glass
- » Vinyl siding
- » Vertical wood sheathing such as T-III
- » Plywood or similar wood
- » Hardboard



Residential development with a mix of building materials, including brick veneer.



Mixed-use building with a stone veneer at the ground floor.

3.2.4 Windows/Glazing

Intent

Design and locate windows so that they provide well-proportioned articulation to building façades. In order to impart a human scale, openings should be in a vertical proportion which relates to the human body.

Standard 3.2.4.A: Street Frontage

Building walls along all street frontages shall have windows at all floors above ground level.

Standard 3.2.4.B: Orientation and Proportion

Buildings shall include vertically oriented and proportioned façade openings with windows that have a greater height than width (an appropriate vertical/horizontal ratio ranges from 1.5:1 to 2:1). Where glazed horizontal openings are used, they shall be divided with multiple groups of vertical windows. Smaller windows in utility areas or bathrooms may be horizontally proportioned.

Standard 3.2.4.C: Recess

Along primary and secondary street frontages, window frames shall be recessed and not flush against the walls. In these locations, shaped frames and sills, detailed with architectural elements such as projecting sills, molded surrounds, or lintels, shall be used to enhance window openings and add additional relief.



Vertically oriented and proportioned facade openings/windows with divisions.



Recessed, vertically oriented and proportioned windows with true divided lite divisions on a street-facing facade.

Standard 3.2.4.D: Glazing

Glass shall be clear with a minimum of 88 percent light transmission. Mirrored and deeply tinted glass or applied films that create mirrored windows and curtain walls are prohibited. To add privacy and aesthetic variety to glass, fritted glass, spandrel glass, and other decorative treatments are appropriate.

Standard 3.2.4.E: Subdivision and Mullions

Snap-in muntins shall not be used.

3.2.5 Projecting Elements

Intent

Design projecting elements so that they provide visual interest and articulation of building façades.

Awnings

Standard 3.2.5.A: Frequency

For buildings with ground floor commercial uses, awnings shall be provided over each storefront, located within the individual structural bays.



Awnings differentiate separate commercial establishments on the ground floor.

Standard 3.2.5.B: Projection

Awnings and canopies shall not project more than 6 feet from the façade.

Standard 3.2.5.C: Height

The height of all awnings above the sidewalk shall be consistent, with a minimum clearance of 8 feet provided between the bottom of the valance and the sidewalk. Valances shall not exceed 18 inches in height.

Standard 3.2.5.D: Lighting

If used, lighting for awnings shall be from fixtures located above the awnings. Backlighting of transparent or translucent awnings are not allowed.

Balconies, Decks, and Trellises

Standard 3.2.5.E: Projection

Balconies and decks shall not project more than 6 feet from the façade.

Standard 3.2.5.F: Proportion

The distance between supporting columns, piers, or posts on trellises or balconies shall not exceed their height.



Townhouse balconies projected over garage doors.

Bay Windows

Standard 3.2.5.G: Projection

Bay windows shall not project more than 3 feet from the façade nor exceed 8 feet in length.

Standard 3.2.5.H: Horizontal Separation

If more than one bay window is provided on a façade, there shall be at least 4 feet of horizontal separation between the two bay windows.

Standard 3.2.5.I: Design

Windows shall be provided on all sides of the bay window and consist of a vertical orientation and proportion.

3.2.6 Roofs

Intent

Design rooflines to have visual interest, use roof materials are durable, and ensure that roofing materials/colors and equipment do not become a visual detriment to surrounding properties.

Standard 3.2.6.A: Appropriate Roof Materials

Appropriate types of roof materials include:

- » Slate or fiber cement shingles
- » Clay or concrete tile roofs

- » Coated metal
- » Composite roofing materials made of recycled natural fiber and recycled plastic
- » Tar, gravel, composition, or elastomeric materials (concealed by a parapet/cornice)

Standard 3.2.6.B: Inappropriate Roof Materials

Reflective roofing materials shall not be used on roof surfaces that are visible from either ground level or elevated viewpoints.

Standard 3.2.6.C: Equipment Screening

All roof-mounted mechanical, electrical, and external communication equipment, such as satellite dishes and microwave towers, shall be screened from public view and architecturally integrated into the building design, and consolidated to a minimal number of locations.

Standard 3.2.6.D: Vent Pipes

Vent pipes that are visible from streets, sidewalks, plazas, courtyards, and pedestrian walkways shall be painted to match the color of the roof to make them less conspicuous.

Standard 3.2.6.E: Gutters/Downspouts

All roofs shall include gutters/downspouts that:

- » Drain directly into a cistern, landscaped area, or storm drain system.
- » Match the trim or body color of the façade.
- » Are inconspicuously located, unless consistent with the design of the building's architectural style (e.g., Spanish Revival).

Standard 3.2.6.F: Roof Overhangs

Roof overhangs shall not extend over a neighboring parcel or more than 3 feet over a public sidewalk (unless it covers a balcony that projects more than 3 feet over the sidewalk).

3.3 Landscaping Standards

The following landscaping standards are applicable to residential development. Landscaping standards for commercial development shall also adhere to the Landscaping and Irrigation requirements in the City of Antioch Zoning Ordinance and the Water-Efficient Landscape Ordinance.

3.3.1 Plantings

Intent

Provide well-maintained landscape and plantings that enhance residential buildings and outdoor private and public spaces.

Standard 3.3.1.A: Minimum Landscaped Area

A minimum of 15% of any building site shall be landscaped.

Standard 3.3.1.B: Landscaping of Front Yards

All portions of required front yards, except those areas occupied by pedestrian or vehicular access ways, shall be landscaped.



Landscaping of private front yards and common open space in a residential development.

Standard 3.3.1.C: Materials

Landscaped areas shall incorporate plantings utilizing a three-tier system: (1) grasses and ground covers, (2) shrubs and vines, and (3) trees.



Landscaping using the three-tier system with ground cover, shrubs, and trees.

Standard 3.3.1.D: Design

Landscaping designs shall include one or more of the following planting design concepts:

- » Specimen trees (48-inch box or more) in informal groupings or rows at major focal points.
- » Use of planting to create shadow and patterns against walls.
- » Use of planting to soften building lines and emphasize the positive features of the sit.
- » Use of flowering vines on walls, arbors, or trellises.
- » Trees to create canopy and shade, especially in parking areas and passive open space areas.
- » Berms, plantings, and walls to screen parking lots, trash enclosures, storage areas, utility boxes, etc.

Standard 3.3.1.E: Ground Cover Materials

Ground cover shall be of live plant material. Pervious non-plant materials such as permeable paving, gravel, colored rock, cinder, bark, and similar materials shall not cover more than 10% of the required landscape area. Mulch must be confined to areas underneath shrubs and trees and is not a substitute for ground cover plants.

Standard 3.3.1.F: Size and Spacing

Plants shall be of the following size and spacing at the time of installation:

- » Ground cover plants other than grasses must be at least four-inch pot size. Areas planted in ground cover plants other than grass seed or sod must be planted at a rate of at least one per 12 inches on center.
- » Shrubs shall be a minimum size of one gallon.
- » Trees shall be a minimum of 15 gallons in size with a one-inch diameter at breast height (dbh). At least one specimen tree with a 24-inch or larger box size shall be planted in the landscaped area of the front setback.

Standard 3.3.1.G: Protection from Encroachment

Landscaping shall be protected from vehicular and pedestrian encroachment by raised planting surfaces and the use of curbs. Concrete step areas shall be provided in landscape planters adjacent to parking spaces.

Standard 3.3.1.H: Interference with Utilities

Plant materials shall be placed so that they do not interfere with the lighting of the premises or restrict access to emergency apparatus such as fire hydrants or fire alarm boxes. Trees or large shrubs shall not be planted under overhead lines or over underground utilities if their growth might interfere with such public utilities. Trees and large shrubs shall be placed as follows:

- » A minimum of 6 feet between the center of trees and the edge of a driveway, a water meter, gas meter, and sewer laterals.
- » A minimum of 20 feet between the center of trees and the beginning of curb returns at intersections to keep trees out of the line-of-sight triangle at intersections.
- » A minimum of 15 feet between the center of trees and large shrubs to utility poles and streetlights.
- » A minimum of 8 feet between the center of trees or large shrubs and fire hydrants and fire department sprinkler and standpipe connections.

Standard 3.3.1.I: Staking and Root Barriers

All young trees shall be securely staked with double staking and/or guy-wires. Root barriers shall be required for any tree placed within 10 feet of pavement or other situations where roots could disrupt adjacent paving/curb surfaces.

Standard 3.3.1.J: Automatic Sprinkler Controllers

Automatic sprinkler controllers shall be installed to ensure that landscaped areas will be watered properly. Backflow preventors and anti-siphon valves shall be provided in accordance with current codes.

Standard 3.3.1.K: Sprinkler Heads

Sprinkler heads and risers shall be protected from car bumpers. "Pop-up" heads shall be used near curbs and sidewalks. The landscape irrigation system shall be designed to prevent run-off and overspray.

Standard 3.3.1.L: Enclosures

All irrigation systems shall be designed to reduce vandalism by placing controls in appropriate enclosures.

3.3.2 Wall and Fences

Intent

Design walls and fences to include durable materials, be aesthetically appealing, and not create a monolithic barrier along street frontages. The design of walls and fences, as well as the materials used, should be consistent with the overall development's design.

Standard 3.3.2.A: Inappropriate Fencing

Chain link fencing for fences and gates are not permitted.

Standard 3.3.2.B: High Activity Areas and Street Frontages

Visually penetrable materials (e.g., wrought iron or tubular steel) shall be used in areas of high activity (i.e., pools, playgrounds) and areas adjacent to street frontage.

Standard 3.3.2.C: Material Durability

Wall design and selection of materials shall consider maintenance issues, especially graffiti removal and long-term maintenance. Decorative capstones on stucco walls are required to help prevent water damage from rainfall and moisture.

Standard 3.3.2.D: Visual Interest

Perimeter walls shall incorporate various textures, staggered setbacks, and variations in height in conjunction with landscaping to provide visual interest and to soften the appearance of perimeter walls. Perimeter walls shall incorporate wall inserts and or decorative columns or pilasters to provide relief. The maximum unbroken length of a perimeter wall shall be 50 feet.

Standard 3.3.2.E: Screening and Noise Mitigation

Screen walls, sound walls, and retaining walls shall be used to mitigate noise generators and provide privacy for residents.



Perimeter wall with decorative columns and landscaping to break up and soften its appearance.

3.4 Lighting Standards

3.4.1 Pedestrian Lighting

Intent

Provide lighting that helps create visibility and a safe environment for pedestrians while minimizing visual nuisance like glare. Lighting fixtures should be architecturally compatible with the buildings and from the same “family” with respect to design, materials, color, style, and color of light.

Standard 3.4.1.A: Pedestrian Safety

Areas used by pedestrians shall be illuminated at night to ensure safety. Such areas include:

- » Surface parking lots and parking structures (entrances, elevators, and stairwells)
- » Sidewalks, walkways, and plazas
- » Building entrances (including rear and service entrances)
- » Garbage disposal areas
- » Alleys
- » Automated Teller Machines (ATMs)
- » Along property lines where there is an abutting public sidewalk



Pedestrian-scaled light fixtures to illuminate on-street parking and pedestrian walkways.

Standard 3.4.1.B: Height

The height of luminaries shall not exceed 16 feet in height from grade.

Standard 3.4.1.C: Inappropriate Lighting

No outdoor lights shall be permitted that blink, revolve, flash, or change intensity.

Standard 3.4.1.D: Illumination Level

Exterior doors, aisles, passageways, and recesses shall have a minimum level of light of one foot-candle during evening hours. These lights shall be equipped with vandal-resistant covers.

Standard 3.4.1.E: Street Lighting

Street lighting shall be installed inside the project along the network of internal streets.

Standard 3.4.1.F: Glare

Lighting shall be shielded to minimize glare and not spill over onto adjacent properties.

Standard 3.4.1.G: Concealment

Light sources for wall washing and tree lighting shall be hidden.

3.4.2 Parking Lot Lighting

Intent

Provide lighting that helps create visibility and a safe environment for pedestrians and vehicles while minimizing visual nuisance like glare.



Lighting fixture for residential parking lot.

Standard 3.4.2.A: Height

Surface parking lot lighting fixtures shall not be on poles over 20 feet high.

Standard 3.4.2.B: Illumination Level

Energy-efficient, full-cutoff pole fixtures shall be utilized to provide adequate light levels for safety at parking lots.

Standard 3.4.2.C: Energy Efficiency

High-efficiency technology such as LED lighting with advanced controls shall be utilized to minimize energy consumption of parking lot lighting.

Standard 3.4.2.D: Glare

Parking lot lighting shall be directed away from surrounding buildings and properties using fixtures that minimize light trespass and glare.

3.5 Signage Standards

Signage standards shall be consistent with the City of Antioch Sign Code.

3.5.1 General

Intent

Situate and design signs so that they do not become a visual nuisance nor project onto the public sidewalk.

Standard 3.5.1.A: Appropriate Signage

The following signs shall be permitted:

- » Residential sign, including monument signs
- » Freestanding sign (for residential directional signs only)
- » Awning sign (for retail spaces in mixed use development only)
- » Window sign (for retail spaces in mixed use development only)

3.5.2 Monument Signs

Intent

Provide non-obtrusive signs that are harmonious with the landscape and architectural style of the project.

Standard 3.5.2.A: Location

Monument signs shall be located within a landscaped planter or other landscaped area.



Monument signs located within landscaped areas for residential development.

Standard 3.5.2.B: Sight Obstructions at Intersections

No monument sign greater than 3 feet in height shall be permitted within a clear vision zone at an intersection. Clear vision zones at uncontrolled, non-signalized intersections shall be located within a triangular area bounded by the curb lines and a diagonal line joining points on the curblines located 50 feet back from what would be the point of these curblines’ intersection. At controlled signalized intersections, a triangle having 25-foot tangents at the curblines shall apply. For driveways, a similar clear vision triangle shall be utilized featuring 25-foot tangents at the outside line of the driveway and the curbline.

Standard 3.5.2.C: Frequency

There shall be no more than one monument sign for 600 linear feet of street frontage. For street frontages of more than 600 feet, monument signs shall be no closer than 300 feet from one another.

Standard 3.5.2.D: Base

Monument signs shall include a solid base at least eighteen (18) inches in height.

Table 3. Monument Sign Face Area Standards

Length of Primary Frontage (linear feet)	Maximum Sign Face Area (square feet)	Maximum Height (feet), including base	Maximum Width (feet), including any frame or support structure
<100	25	6	10
100-299	55	8	10
>300	65	8	10

4. Definitions

- » **Residential Only:** Development project where the entire area of the parcel has a residential use, such as townhouses and garden apartments.
- » **Horizontal Mixed Use:** Development project where the parcel has both commercial and residential uses on the ground floor on different parts of the site. The commercial use may be a planned building(s) or an existing commercial building(s) on the same site.
- » **Vertical Mixed Use/Residential Podium Projects:** Development project that has commercial uses on the ground floor with residential uses above.
- » **Residential Podium:** Development project that has parking in an enclosed ground floor parking garage.
- » **Townhouses:** Attached units side-by-side that generally have front doors on one side and garages on the back side. Most townhouses have two-car garages, either two spaces wide or two tandem spaces (end to end). The front doors look onto a public street, private drive, or common open space, while the garages are usually lined up along an alley with garage doors on both sides. This development type typically includes tuck-under garage parking and additional surface parking spaces for visitors.
- » **Multifamily Complex:** Residential rental apartments and/or condominiums with two or three stories and arranged around a common landscaped courtyard. Parking is in the form of surface parking for residents and guests – residents often have covered car ports. Garden apartments also typically have amenities such as a common room or exercise room.
- » **Primary Street:** Street where the highest level of vehicle, pedestrian, and/or bicycle circulation is anticipated for a development project.
- » **Secondary Street:** Non-primary street adjacent to a development project.
- » **Internal Street:** Smaller street or network of streets within a development project that provides internal circulation.
- » **Main Entry Drive:** Drive that provides a single entry into a project site.
- » **Shared Entry Drive:** Drive that provides a single main entry point for commercial and residential uses in a horizontal mixed-use project.
- » **Separate Entry Drive:** Drive that provides a separate main entry point for commercial and residential uses in a horizontal mixed-use project.
- » **Secondary Entry Drive:** Drive that provides an additional entry drive, in addition to the Main Entry Drive or Shared Entry Drive, along a secondary street.
- » **Primary Frontage:** Edge of the closest building to the street bordering the property. If there are two streets bordering the property, the street with the Main Entry Drive or Shared Entry Drive is the Primary Frontage.
- » **Secondary Frontage:** Edge of the closest building to any street bordering the property that is not the primary frontage.
- » **Carport:** Covered structure with open sides, supported by posts, that provides shelter for a single or multiple cars for nearby residential development. Carports are typically used for apartment development.
- » **Tuck-Under Parking:** Ground floor parking spaces that are open but covered by the upper floor of a residential building.
- » **Valance:** The part of an awning that hangs down a short distance from the edge of the awning.
- » **Monument Sign:** A free-standing sign that is mounted to the ground that is often placed at entries to a building or development.

Appendix

Commercial Infill Housing Overlay District Objective Design Standards Checklist

Name of Applicant: _____

Date: _____

Project Address: _____

Project Application # (City staff to fill out): _____

Development Type (check all that apply):

- | | |
|--|---|
| <input type="checkbox"/> Residential Only | <input type="checkbox"/> Horizontal Mixed Use |
| <input type="checkbox"/> Townhouses | <input type="checkbox"/> Vertical Mixed Use |
| <input type="checkbox"/> Multifamily Complex | <input type="checkbox"/> Residential Podium |

Project Site Context (check all that apply):

- Situated adjacent to existing residential development
- Situated adjacent to existing or planned commercial development

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
3.1 Site Design Standards							
3.1.1 Site Entries (fill in all entry drive types that apply)							
Main Entry Drive							
A: Curb and Gutter							
B: Sidewalk							
C: Streetlights							
D: Landscaping and Street Trees							
E: Gates							
F: Curb Ramps							
G: Bicycle Facilities							
New Shared Entry Drive							
H: Independent Roadway							
I: Curb and Gutter							
J: Sidewalk							
K: Street Lighting							
L: Landscaping and Street Trees							
M: Signage							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
Enhanced Shared Entry Drive							
N: Sidewalk							
O: Street Lighting							
P: Landscaping and Street Trees							
Separate Entry Drives							
Q: Main Entry Drive Compliance							
R: Driveway Widths and Clearances Compliance							
S: Signage and Landscaping							
Vertical Mixed Use/Residential Podium Entry Drive							
T: ADA Compliance							
U: Driveway Widths and Clearances Compliance							
V: Pedestrian Entries							
Secondary Entry Drives							
W: Gates							
3.1.2 Street Frontage							
General							
A: Landscaping Buffer							
B: Maximum Width							
Primary Frontage							
C: Entry Doors							
D: Surface Parking Siting							
E: Carports and Tuck-under Parking							
F: Fencing							
Secondary Frontage							
G: Parking Siting							
H: Fencing							
3.1.3 Context Sensitivity							
Adjacent to Existing Residential Development							
A: Windows							
B: Daylight Plane							
C: Parking							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
Adjacent to Commercial Development							
D: Separation Buffer							
E: Fencing							
F: Gate							
3.1.4 Access and Parking							
Vehicle Access							
A: Multifamily Complex Internal Circulation							
B: Townhouse Internal Circulation							
C: Podium Project Parking Access							
Parking Design							
D: Siting							
E: Visitor Parking							
F: Screening							
G: Parking Courts							
Pedestrian and Bicycle Access and Parking							
H: Pedestrian Walkway							
I: Pedestrian Connections							
J: Landscape Buffer							
K: Bicycle Parking							
L: Bicycle Parking for Podium Projects							
3.1.5 Service Access, Trash, and Storage Facilities							
Access							
A: Loading and Service Areas							
B: Trash Enclosure Siting							
Design of Trash and Storage Facilities							
C: Screening							
D: Gates							
E: Sizing							
F: Roof							
G: Drainage							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
3.1.6 Open Space Areas							
General							
A: Minimum and Type of Open Space							
B: Siting							
C: Usability							
Common Open Space							
D: Minimum Dimensions							
E: Visibility							
F: Pedestrian Walkways							
G: Seating							
H: Amenity Features							
I: Play Areas							
J: Openness and Buildings							
Private Open Space							
K: Accessibility							
L: Minimum Dimensions							
M: Openness							
3.2 Building Design Standards							
3.2.1 Building Massing and Articulation							
General Standards							
A: Massing Breaks							
B: Horizontal Stepback							
C: Architectural Detail							
D: Architectural Design Features							
E: Façade Articulation							
F: Rooflines							
Vertical Mixed Use							
G: Ground Floor Height							
H: Pedestrian-Oriented Features							
Townhouses							
I: Attached Units Limit							
J: Roof Form							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
3.2.2 Entryways							
General							
A: Primary Building Entries							
Townhouses							
B: Entry Details							
C: Entry Connections							
Vertical or Horizontal Mixed Use							
D: Ground Floor Elevation							
E: Entry Design							
3.2.3 Building Materials and Finishes							
A: Appropriate Building Materials							
B: Brick and Stone Veneer							
C: Inappropriate Building Materials							
3.2.4 Windows/Glazing							
A: Street Frontage							
B: Orientation and Proportion							
C: Recess							
D: Glazing							
E: Subdivision and Mullions							
3.2.5 Projecting Elements							
Awnings							
A: Frequency							
B: Projection							
C: Height							
D: Lighting							
Balconies, Decks, and Trellises							
E: Projection							
F: Proportion							
Bay Windows							
G: Projection							
H: Horizontal Separation							
I: Design							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
3.2.6 Roofs							
A: Appropriate Roof Materials							
B: Inappropriate Roof Materials							
C: Equipment Screening							
D: Vent Pipes							
E: Gutters/Downspouts							
F: Roof Overhangs							
3.3 Landscaping Standards							
3.3.1 Plantings							
A: Minimum Landscaped Area							
B: Landscaping of Front Yards							
C: Materials							
D: Design							
E: Ground Cover Materials							
F: Size and Spacing							
G: Protection from Encroachment							
H: Interference with Utilities							
I: Staking and Root Barriers							
J: Automatic Sprinkler Controllers							
K: Sprinkler Heads							
L: Enclosures							
3.3.2 Wall and Fences							
A: Inappropriate Fencing							
B: High Activity Areas and Street Frontages							
C: Material Durability							
D: Visual Interest							
E: Screening and Noise Mitigation							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
3.4 Lighting Standards							
3.4.1 Pedestrian Lighting							
A: Pedestrian Safety							
B: Height							
C: Inappropriate Lighting							
D: Illumination Level							
E: Street Lighting							
F: Glare							
G: Concealment							
3.4.2 Parking Lot Lighting							
A: Height							
B: Illumination Level							
C: Energy Efficiency							
D: Glare							
3.5 Signage Standards							
3.5.1 General							
A: Appropriate Signage							
3.5.2 Monument Signs							
A: Location							
B: Illumination							
C: Sight Obstructions at Intersections							
D: Frequency							
E: Base							





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