

**PLANNING COMMISSION
RESOLUTION # 2023-xx**

**RESOLUTION OF THE PLANNING COMMISSION OF THE CITY OF ANTIOCH
RECOMMENDING THE CITY COUNCIL ADOPT MULTI-FAMILY RESIDENTIAL OBJECTIVE
DESIGN STANDARDS**

WHEREAS, through various actions in recent years, the State Legislature has declared that the availability of housing is of vital statewide importance and that governments have a responsibility to use the powers vested in them to facilitate the improvement and development of housing for all segments of the community;

WHEREAS, Senate Bill 2 was part of package of housing bills adopted in 2017 aimed at addressing the state's housing shortage and high housing costs by making funding available to all local governments in California for the preparation, adoption and implementation of plans that streamline housing approvals, facilitate housing affordability (particularly for lower- and moderate-income households), and accelerate housing production; and

WHEREAS, the City of Antioch ("City") applied for and received a \$310,000 grant from a program authorized by SB 2 to create a General Plan Amendment and related zoning amendments to support high-density residential development on underutilized commercial sites;

WHEREAS, a Request for Proposals was issued and PlaceWorks was selected to complete the project and the process commenced in January 2021 to develop the Commercial Infill Housing (CIH) Overlay District and CIH Objective Design Standards;

WHEREAS, the public participated in development and review of the standards through stakeholder meetings, one Planning Commission meeting, one City Council meeting, and three Economic Development Committee and/or Subcommittee meetings to review the CIH Objective Design Standards;

WHEREAS, on April 12, 2022, the Antioch City Council adopted the CIH Objective Design Standards to provide key, objective requirements for the development of multifamily residential and mixed-use development within the City's CIH Overlay District;

WHEREAS, recent changes in State law require compliance with objective standards for certain housing development projects going through streamlined review;

WHEREAS, Article 7 of the Antioch Municipal Code (Multi-Family Residential Development Standards) represents objective standards and subjective regulations that apply outside of the CIH Overlay District;

WHEREAS, the Housing Element recommends preparation of objective design and development standards to streamline review of multifamily housing projects;

WHEREAS, the Multi-family Objective Design Standards represents a combination of the CIH Objective Design Standards and Antioch Municipal Code (Multi-Family Residential

Development Standards) to establish design priorities and standards for multi-family housing to facilitate streamlined housing review;

WHEREAS, the City, as lead agency under the California Environmental Quality Act (“CEQA”), has completed the Housing Element Environmental Impact Report (“EIR”), which includes preparation of objective design and development standards in the Project Description;

WHEREAS, the Antioch Planning Commission conducted a public hearing to consider the Housing Element EIR on January 4, 2023; and

WHEREAS, on January 4, 2023, the Antioch Planning Commission adopted Resolution 2023- recommending that the City Council certify the EIR prepared for the Housing Element, Environmental Hazards and Environmental Justice Elements and the associated Specific Plan and Zoning amendments adopt CEQA findings, a Statement of Overriding Considerations, and a Mitigation Monitoring and Reporting Program;

WHEREAS, recitals and findings from the Antioch Planning Commission adopted Resolution 2023- are incorporated by reference;

WHEREAS, on December 23, 2022, a public hearing notice was published in the East County Times and posted in three public places pursuant to California Government Code Section 65090 for the Planning Commission on January 4, 2023;

WHEREAS, the Planning Commission held a public hearing on January 4, 2023, considered all public comments received, the presentation by City staff, the staff report, and all other pertinent documents regarding the proposed request.

NOW THEREFORE, BE IT RESOLVED that the Planning Commission does hereby recommend to the City Council **APPROVAL** of the Multi-Family Objective Design Standards (Exhibit A)

* * * * *

I HEREBY CERTIFY that the foregoing recommendation was passed and adopted by the Planning Commission of the City of Antioch at a regular meeting thereof held on the 4th day of January, 2023, by the following vote:

AYES:

NOES:

ABSENT:

ABSTAIN:

FORREST EBBS
Secretary to the Planning Commission

EXHIBIT A

MULTI-FAMILY RESIDENTIAL OBJECTIVE DESIGN STANDARDS

Multi-family Residential **Objective Design Standards**

Public Review Draft | December 2022

CITY OF
ANTIOCH
CALIFORNIA





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Multi-family Residential Objective Design Standards

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1. Introduction

1.1 Purpose and Goals

The Antioch Multi-family Objective Design Standards provide key, objective requirements for the development of multi-family residential and mixed-use development on sites zoned for multi-family housing in the City of Antioch.

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 multi-family housing construction within the City.

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.

All multi-family residential projects should follow the objective design standards in this document as applicable to the project type. For example, there are some standards that are specific to townhouse development, podium-construction projects, or mixed use development.

Additionally, if the project is located in any of the City’s specific plan areas (i.e., Downtown Specific Plan, East Eighteenth Street Specific Plan, East Lone Tree Specific Plan, or Hillcrest Station Area Specific Plan), the project must comply with any regulations for that specific plan.

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.

Development standards (i.e., setbacks, lot coverage, and density) for multi-family residential development and different zoning districts can be found in Table 9-5.601 of Article 6 Height and Area Regulations in the City’s Zoning Ordinance. Parking requirements can be found in City Zoning Ordinance Section 9-5.1703.1, Off-Street Parking Requirements by Use.

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 and Housing Element.** SB 35 requires the availability of a streamlined ministerial approval process for multi-family residential developments to increase the supply of housing in jurisdictions that have not yet made sufficient progress toward meeting their regional housing need by income level, or Regional Housing Need Allocation (RHNA). As part of the streamlining by right process, jurisdictions are required to establish objective design standards for multi-family residential development.
- » **Housing Element.** The Housing Element of the General Plan identifies sites within the city for residential development to meet RHNA.

- » **Zoning Ordinance.** All development must comply with the City of Antioch’s Zoning Ordinance. These objective design standards are applicable to all multi-family housing and mixed-use projects in zoning districts that allow multi-family housing.

1.4 Review Process

1.4.1 Planning

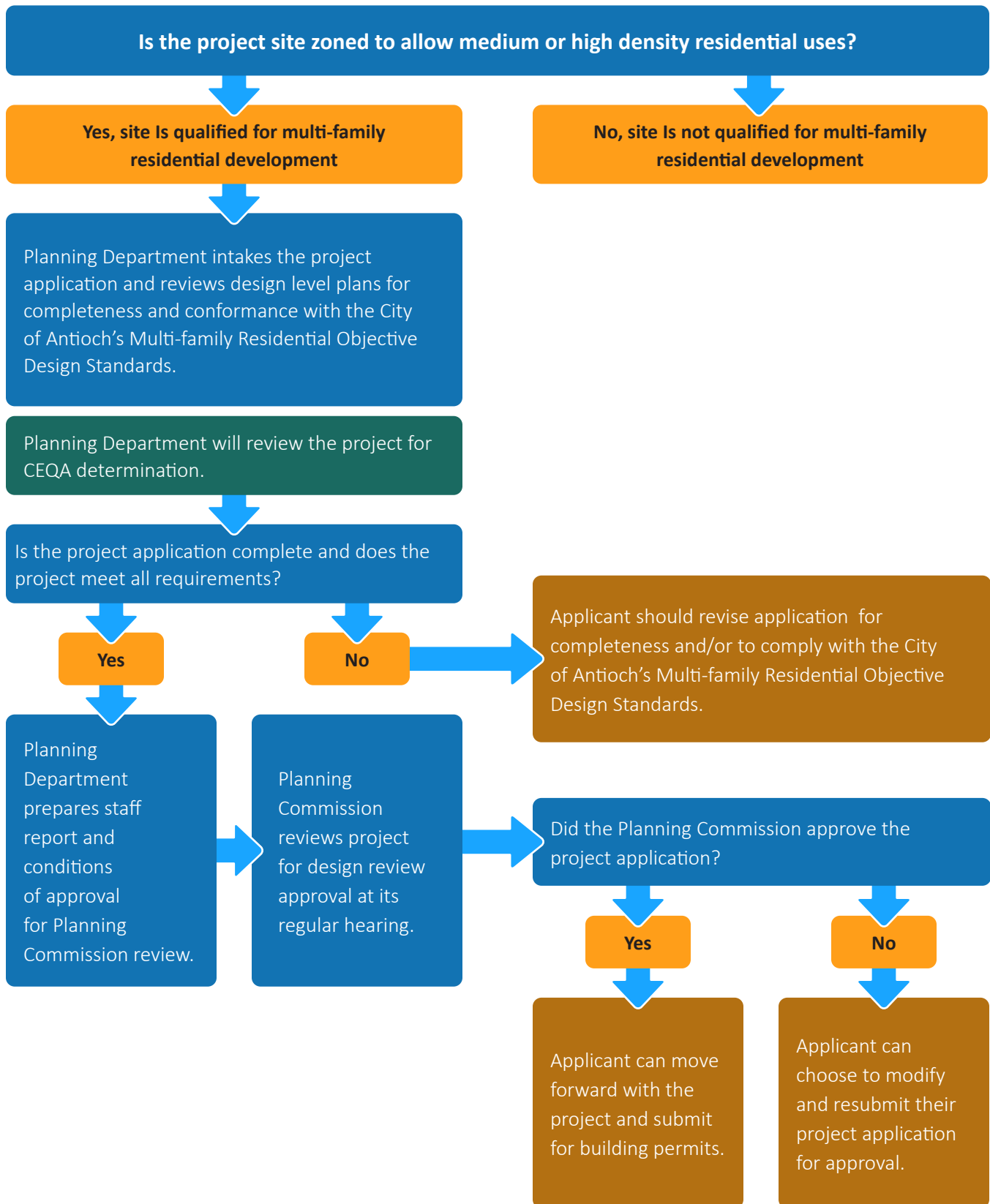
Figure 1 shows the review process of applications for multi-family residential or mixed-use development in Antioch. Multi-family residential is permitted on sites zoned to allow medium or high density residential uses. Applications will be submitted to the Planning Department for Planning Commission review and must include an application packet and design plans. City staff will review the application for completeness and compliance with these Objective Design Standards, coordinate with outside agencies and other City Divisions, including the City’s Engineering Division, and prepare a staff report with Conditions of Approval for Planning Commission review and approval.

Modifications

The Planning Commission may allow modifications to the City’s Multi-Family Residential Objective Design Standards when so doing is consistent with the purposes of the General Plan and the zoning district and would, because of practical difficulties, topography, and similar physical conditions, result in better design, environmental protection, and land use planning. The required findings for multi-family residential approval can be found in Article 7 “Multi-Family Residential Standards” of the City’s Zoning Ordinance. All modifications shall be processed as use permits pursuant to the procedures of Article 27 of the City’s Zoning Ordinance.

1.4.2 Environmental Review

All new multi-family residential and mixed use projects are potentially subject to CEQA, and City staff will determine the level of CEQA required during the project review process prior to Planning Commission review.

Figure 1. Multi-family Residential Review Process

2. Objective Design Standards

2.1 Site Design Standards

The following standards for site design are specific to the type of development project proposed. The four development project types are described below, which include two types of residential-only development and two types of mixed-use development.

- » **Residential Surface-Parked.** Residential surface-parked projects are where the entire area of the parcel has a residential use with surface parking lots outside of the building envelope.
- » **Residential Podium.** Residential podium projects have parking on the ground floor with residential above.
- » **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 Projects.** Vertical mixed-use projects have commercial uses on the ground floor with residential uses above. These two development types are similar, and therefore their design standards are grouped together.



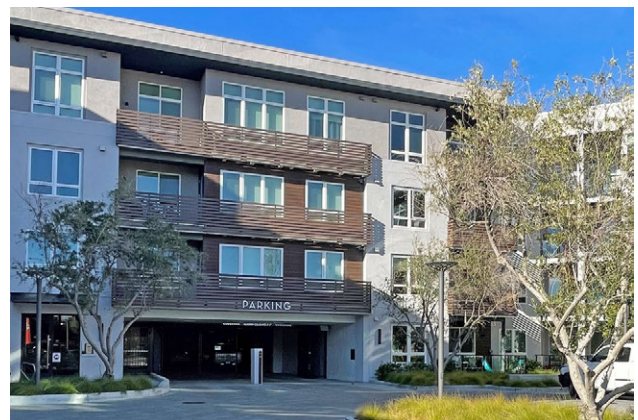
Horizontal mixed-use project with multi-family apartments adjacent to single-story retail.



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



Residential-only townhouse project.



Multi-family residential project with podium parking on the ground floor.

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

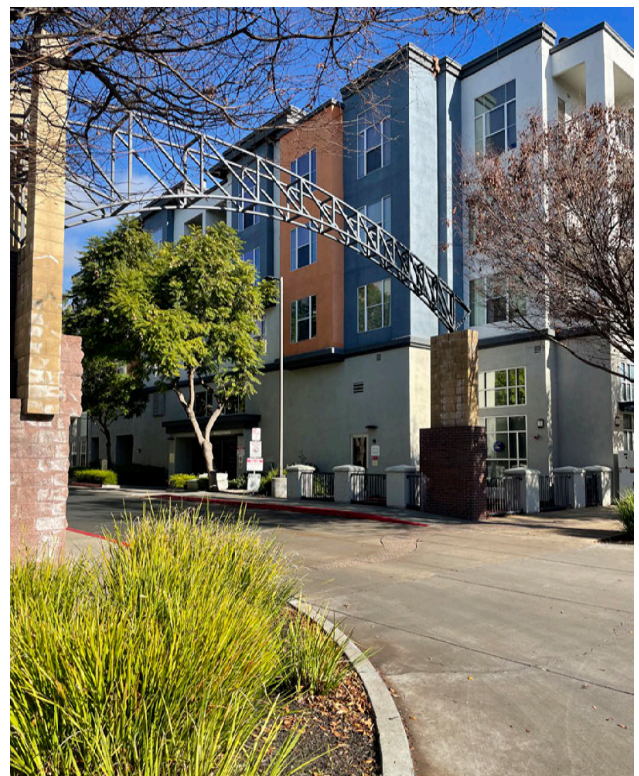
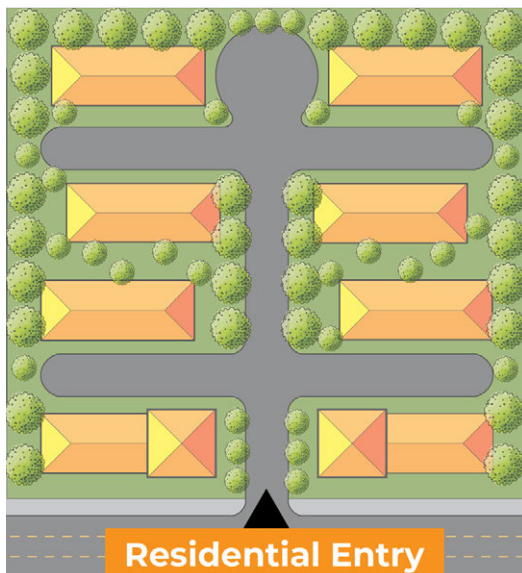
Standard 2.1.1.A: Curb and Gutter

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 2.1.1.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.

Figure 2. Main Entry Drive for Residential-Only Project



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

Standard 2.1.1.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.

Standard 2.1.1.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 2.1.1.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 2.1.1.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 2.1.1.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.

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 2.1.1.H: 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.

Residential Podium Entry Drive

Where a Residential 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 2.1.1.I: ADA Compliance

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

Standard 2.1.1.J: Driveway Widths and Clearances Compliance

Driveways shall be no wider than 20 feet, consistent with the City of Antioch Zoning Ordinance Section 9-5.1713 Driveway Widths and Clearances requirements for a residential use.

Standard 2.1.1.K: Pedestrian Entries

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

- » 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.

2.1.2 Mixed-use Project Site Entries

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 2.1.2.A: 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 2.1.2.B: 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 2.1.2.C: 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.

Standard 2.1.2.D: 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.

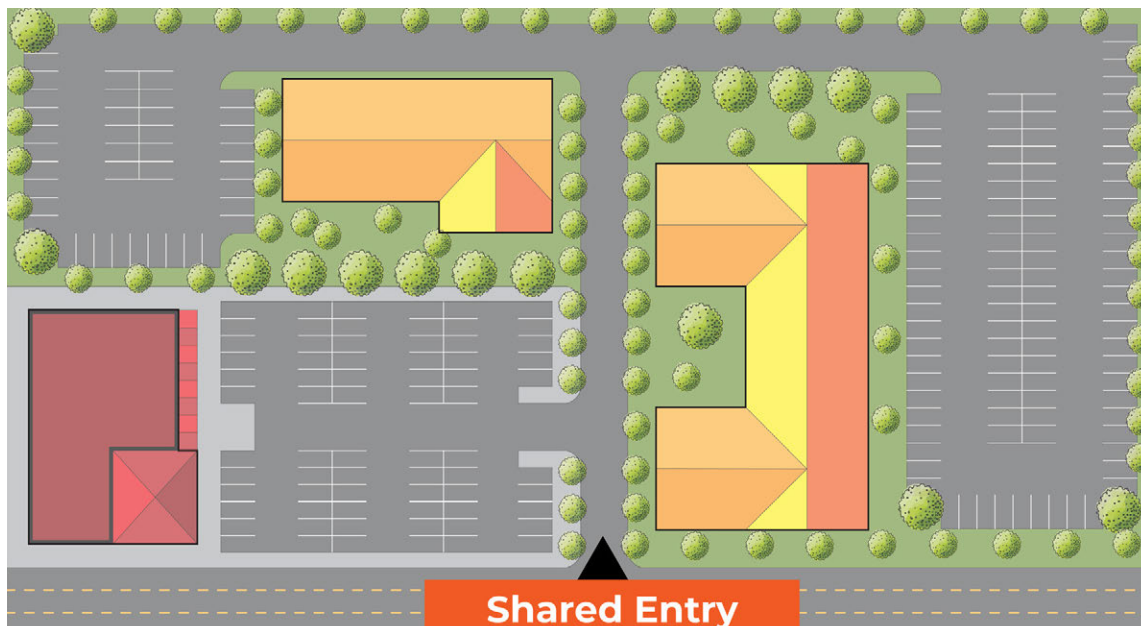
Standard 2.1.2.E: Landscaping and Street Trees

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 2.1.2.F: 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.

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



Enhanced Shared Entry Drive

For horizontal mixed-use projects where there is a shared entry drive to both residential and commercial uses, the entry shall be enhanced with the following features:

Standard 2.1.2.G: 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 2.1.2.H: 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 2.1.2.I: 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:

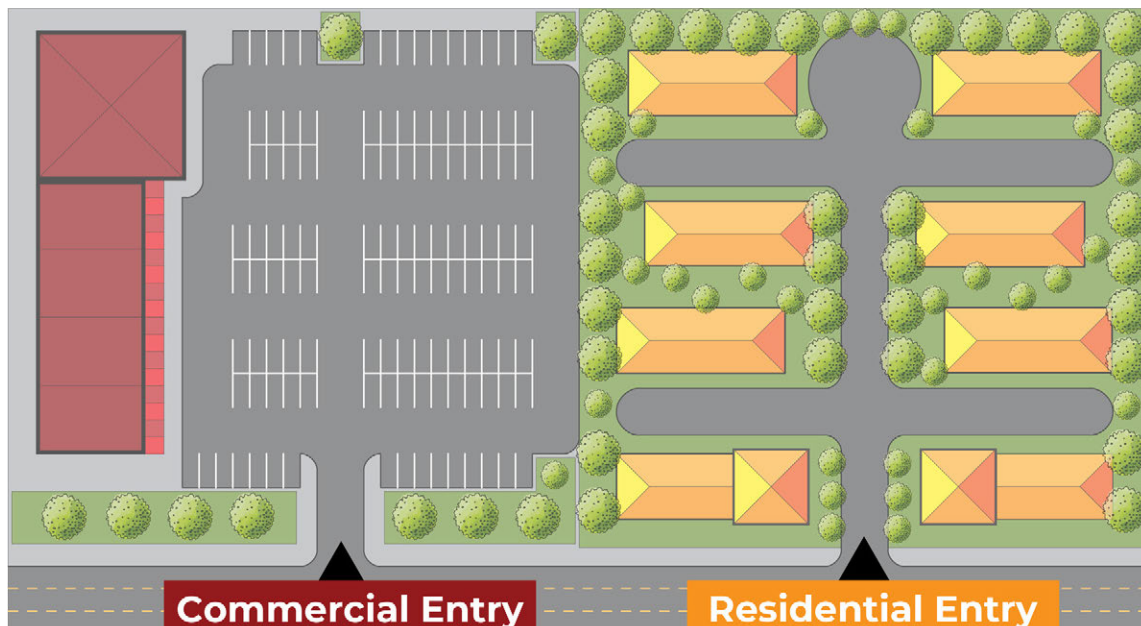
Standard 2.1.2.J: Main Entry Drive Compliance

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

Standard 2.1.2.K: 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.

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



Standard 2.1.2.L: 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 Entry Drive

Where a vertical mixed-use 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 2.1.2.M: ADA Compliance

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

Standard 2.1.2.N: 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 2.1.2.O: Pedestrian Entries

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

- » Doors leading to each commercial space.
- » 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.

Table 1. 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 Entry Drive	Residential Podium Entry Drive	Secondary Entry Drive
Residential Surface-parked	✓					✓
Residential Podium					✓	
Horizontal Mixed Use		✓	✓			✓
Vertical Mixed Use				✓		✓

2.1.3 Street Frontage and Parking

Intent

Activate and create visual interest along street frontages in order to enhance the public realm.
Minimize the public view of parking and enhance the appearance of parking facilities.

Parking Site Design

The following standards apply to parking for both residents and guests, as well as any parking that exceeds the required minimum. In all cases, the requirements of City Zoning Ordinance Section 9-5.1703.1, Off-Street Parking Requirements by Use, which establishes the number of required parking spaces and number of covered spaces per unit, must be met.

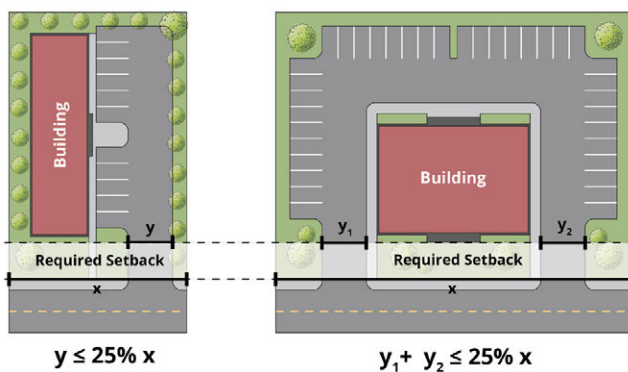
Standard 2.1.3.A: Parking Siting

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

Standard 2.1.3.B: Maximum Width

The maximum width of parking area within the required front setback, including driveways, surface 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



Standard 2.1.3.C: Detached Garage

A detached garage shall be located at the rear of the residential building in relation to the public street, and may front an alley that is internal to the project. Any garage door visible to any street shall be recessed at least six inches from the surrounding building wall and shall be surrounded by trim of at least two inches in depth.

Figure 6. Detached Garage

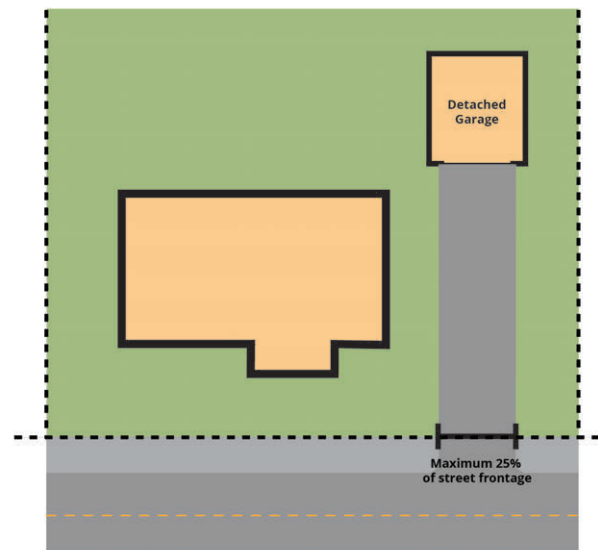
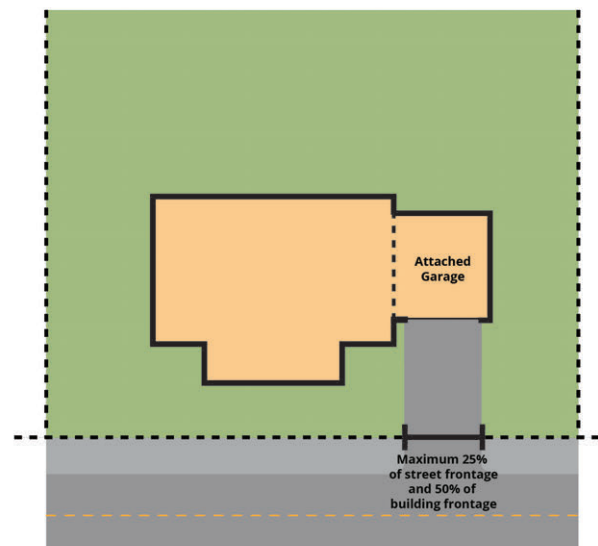


Figure 7. Attached Garage



Standard 2.1.3.D: Attached Garage

The garage doors of an attached garage shall be located on the side or rear of the building and not facing a street. For the purposes of this regulation, doors shall be considered not to face a public street if they are oriented 45 degrees or more parallel with the street.

Standard 2.1.3.E: Surface Parking or Carports Located to the Rear of Building

For surface parking or carports located to the rear of buildings in relation to the street, such parking facilities must be set back at least 30 feet from any adjacent street, and landscaped according to the standards of Section 9-5.1716, Parking Lot Landscaping; Design Standards. An exception may be made for accessible parking and visitor parking.

Standard 2.1.3.F: Surface Parking Located to the Side of Building

For surface parking located to the side of buildings in relation to the street, parking must be set back at least 30 feet from any adjacent street or no closer to the street than the front façade of the residential building, whichever is greater. An exception may be made for accessible parking and visitor parking. The setback area shall be landscaped according to the standards of Section 9-5.1716, Parking Lot Landscaping; Design Standards. Parking shall be screened from street view with a minimum 5-foot wide landscaped buffer.

Standard 2.1.3.G: Parking Siting at Secondary Frontage

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

Standard 2.1.3.H: Tuck-under Parking

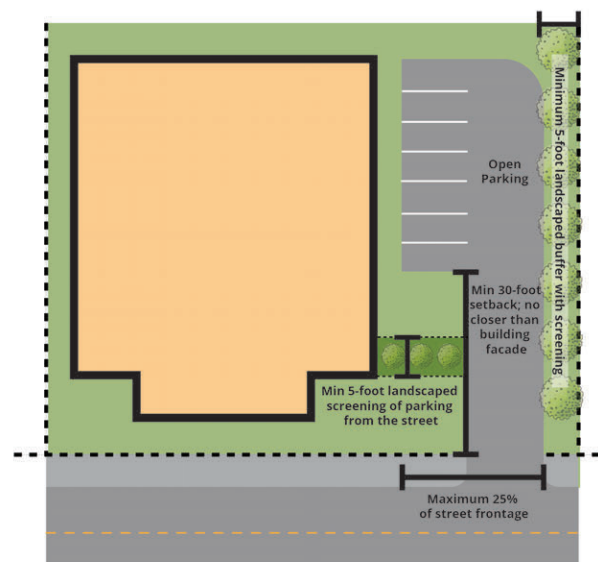
For tuck-under parking, parking areas shall be located at the rear of the building; or to the side of the building if screened from view from the abutting street.

Standard 2.1.3.I: Visitor Parking

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

Standard 2.1.3.J: Parking Courts

Surface parking areas shall be divided into a series of connected smaller parking courts no more than 50 cars per individual lot separated by landscaped medians no less than 10 feet in width.

Figure 8. Surface Parking Located to the Side of Building**Figure 9. Tuck-under Parking**

Standard 2.1.3.K: Driveways Number and Width

For lots 75 feet wide or less, a maximum of one driveway per lot is permitted. For lots greater than 75 feet in width, additional driveways are permitted but shall be spaced at least 75 feet apart. No driveway shall exceed 20 feet in width at any property line abutting a street or one-half of the width of the street frontage of the lot, whichever is less.

Screening, Fencing, and Landscaping Buffers

Standard 2.1.3.L: Screening

Private parking along frontages visible from public view shall be screened from view at least five feet in height from ground plane by screening, such as a solid fence, dense hedge, rolling earth berms (2:1 slope), screen walls, or changes in elevation. The screening shall be located no closer to the street than the front façade of the residential building.

Standard 2.1.3.M: Landscaping Buffer

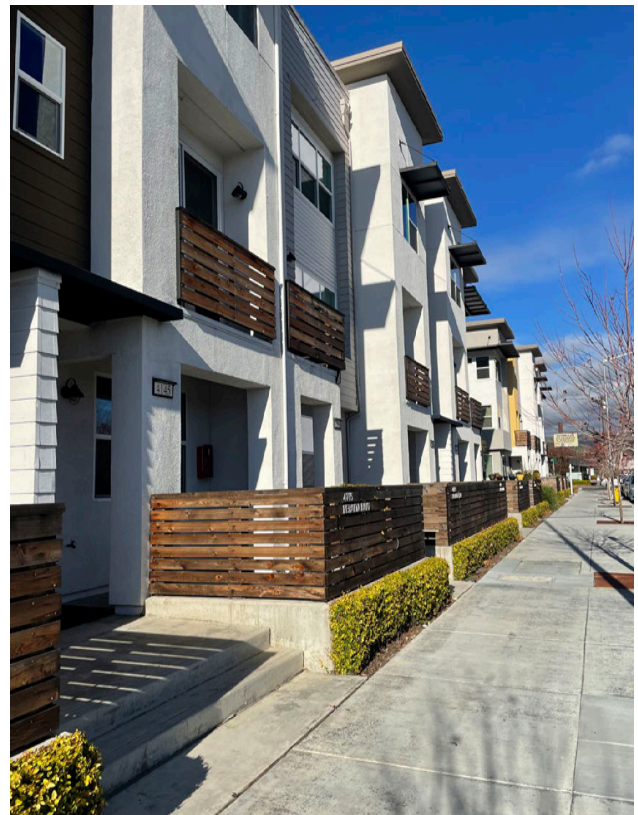
All residential projects, except vertical mixed-use projects, shall provide a minimum 5-foot-wide landscaping buffer (measured perpendicular to the interior lot line) between the sidewalk edge and the building edge.

Standard 2.1.3.N: Fencing along the Secondary Frontage

At the Secondary Frontage, fencing may be placed along the property line 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.



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.

2.1.4 Context Sensitivity

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.

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 single-family or multi-family residential development, and that new residential development is not negatively affected by existing commercial development.

Adjacent to Existing Residential Development

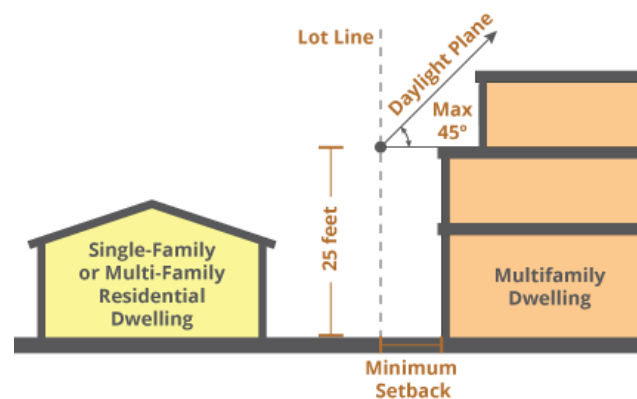
Standard 2.1.4.A: Windows

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*), or another similar species approved by the Community Development Director) at a minimum mature height of 8 feet.



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

Figure 10. Daylight Plane Encroachment



Standard 2.1.4.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 multi-family residential dwelling of two stories or less and sloping upward at a 45-degree angle toward the interior of the lot.

Standard 2.1.4.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.

Standard 2.1.4.D: Landscape Buffers

Interior side and rear setbacks that abut single-family residential development or a single-family district shall include (1) a landscaped area at least three feet in depth along any interior side property line and (2) a least 50% of the rear setback shall be a landscaped area at least five feet in depth. Within this landscaped area, trees shall be planted at a maximum distance of 20 feet on center (measured parallel to the rear lot line). These landscaped areas shall be measured from the property line and are included within, and are not additional to, the minimum setbacks required by Table 9-5.601 in Article 6 of the City's Zoning Ordinance.

Adjacent to Commercial Development

Standard 2.1.4.E: Separation Buffer

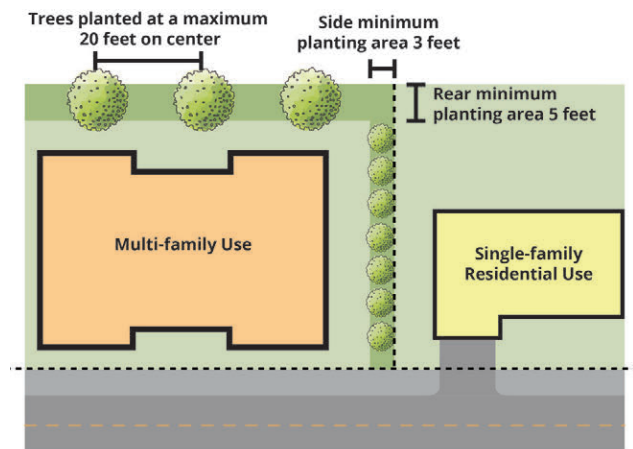
At the edge of residential development immediately abutting commercial development and parking areas, one or both of the following shall be provided as separation:

- » A driveway or private street with curb, gutter, and minimum 5-foot-wide landscaping 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 2.1.4.F: 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.

Figure 11. Landscape Buffers that Abut Single-family Residential Uses



Standard 2.1.4.G: 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.

2.1.5 Access

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.

Pedestrian Access

Standard 2.1.5.A: Pedestrian Pathway Design

Pedestrian pathways shall be a minimum of 4 feet wide and clearly marked (e.g., special paving or coloring) and adjacent to 4-foot minimum width of landscaping. Pathways shall be of concrete, decorative pavers, or other durable, all-weather surface.

Standard 2.1.5.B: Landscape Buffer

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

Standard 2.1.5.C: Pedestrian Pathways

Every multi-family dwelling's main building entry and common exterior spaces shall provide a pedestrian pathway/connection to the following areas:

- » To the public sidewalk in the right-of-way on each street frontage.
- » Between a building entry and the parking area for the units served by it.
- » To any common usable open space or recreational facilities on site or to any public park facilities located on an adjacent lot.
- » To a public multi-use pathway or trail abutting the project.
- » Between adjoining residential and commercial projects.

Standard 2.1.5.D: Pedestrian Pathway Amenities

At least two amenities that include trellises and/or benches shall be provided on any pedestrian path longer than 200 feet.

Vehicle Access

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

Standard 2.1.5.E: Multi-family Complex Internal Circulation

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



Landscape buffer between residential entries and pedestrian walkways.



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



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

Standard 2.1.5.F: Townhouse Internal Circulation

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

Standard 2.1.5.G: 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.

Bicycle Access and Parking

Standard 2.1.5.H: Bicycle Parking

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

Standard 2.1.5.I: 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.



Internal street within residential project with on-street parking.

2.1.6 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.

General

Standard 2.1.6.A: Provision of Storage Space

Each unit in a multi-family dwelling shall be provided with a separate, enclosed, lockable storage space reserved for the occupants of the dwelling unit. Such storage space shall be located in a garage, storage building, or enclosed individual storage space. Each storage space shall be at least 250 cubic feet in volume and shall have no interior dimension less than four feet.

Access

Standard 2.1.6.B: Loading and Service Areas

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

Standard 2.1.6.C: Trash Enclosure Siting

Trash enclosure locations shall be located at a minimum of 30 feet away from an entrance to a residential unit or window and not block circulation or driveways.

Standard 2.1.6.D: Service Provider Access

Trash enclosures, driveway access, and required loading areas shall accommodate access and activity by service provider vehicles.

Design of Trash and Storage Facilities

Standard 2.1.6.E: 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.

Standard 2.1.6.F: Gates

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

Standard 2.1.6.G: Sizing

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

Standard 2.1.6.H: Roof

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

Standard 2.1.6.I: 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.



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

2.1.7 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 2.1.7.A: Minimum Required Usable Open Space**

All multi-family 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. Off-street parking and loading areas, driveways, and service areas shall not be counted as usable 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, service areas, utility equipment, air conditioner pads, and storage structures shall not be counted as usable open space.

Standard 2.1.7.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 2.1.7.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%.

Standard 2.1.7.D: Safety Railings

Open space on a roof or deck shall include safety railings or other protective devices that meet but do not exceed the minimum height required by the Antioch Building Code.

Common Open Space**Standard 2.1.7.E: Minimum Dimensions**

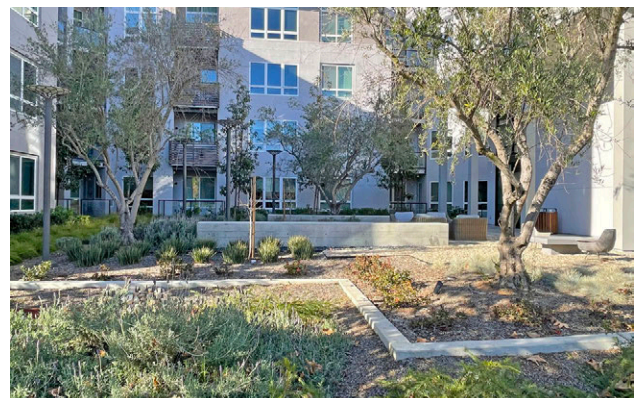
Common usable open space located on the ground level shall have no horizontal dimension less than 15 feet. Common upper-story decks shall have no dimension less than ten feet. Roof decks shall have no horizontal dimension less than 15 feet, and no more than 20% of the total area counted as common open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

Standard 2.1.7.F: Visibility

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

Standard 2.1.7.G: Pedestrian Walkways

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



Various multi-family residential developments facing onto common open spaces with seating.

Standard 2.1.7.H: 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 2.1.7.I: 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 2.1.7.J: 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. Play areas shall be screened from abutting streets by dense landscaping up to five and one-half feet high and not less than three feet wide, or by a solid or grille, lumber or masonry fence or wall up to five and one-half feet high. Screening may be reduced to three and one-half feet in height to avoid interfering with a beneficial outward and open orientation or view if the play area is not located on an arterial or collector street and if there is no building located opposite and within 50 feet of the screening.

Standard 2.1.7.K: 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.

Standard 2.1.7.L: Rooftops

No more than 20% of the total area counted as common open space may be provided on a roof.

Standard 2.1.7.M: Buildings

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 2.1.7.N: 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 2.1.7.O: 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 2.1.7.P: 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.

Standard 2.1.7.Q: Enclosure

Ground-level space shall be screened from abutting lots, streets, alleys, and paths, from abutting private ways, and from other areas on the same lot by a building wall, by dense landscaping not less than five and one-half feet high and not less than three feet wide, or by a solid or grille, lumber or masonry fence or wall not less than five and one-half feet high. Screening may be reduced to three and one-half feet in height to avoid interfering with a beneficial outward and open orientation or view if there is no building located opposite and within 50 feet of the screening.

2.2 Building Design Standards

2.2.1 Building Massing and Articulation

Intent

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

General Standards

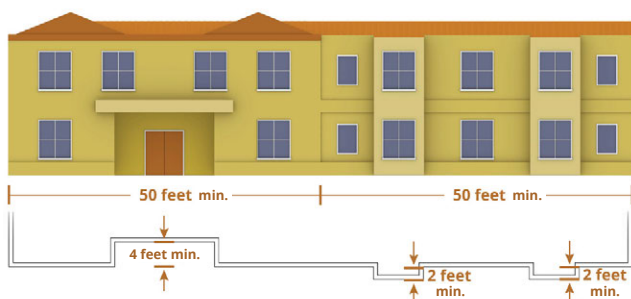
Standard 2.2.1.A: Massing Breaks

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.

Standard 2.2.1.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.

Figure 12. Massing Break Articulation



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 2.2.1.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.

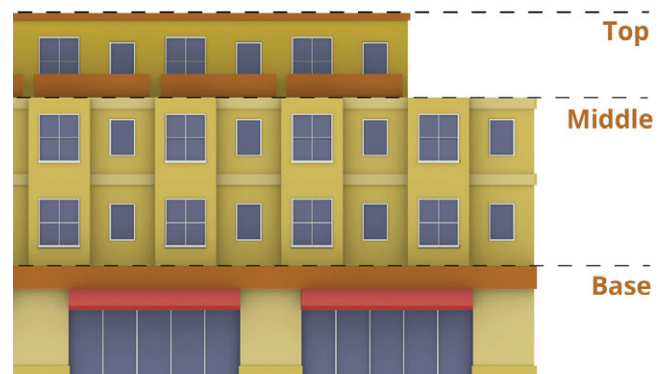
Standard 2.2.1.D: Architectural Design Features

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 2.2.1.E: Façade Articulation

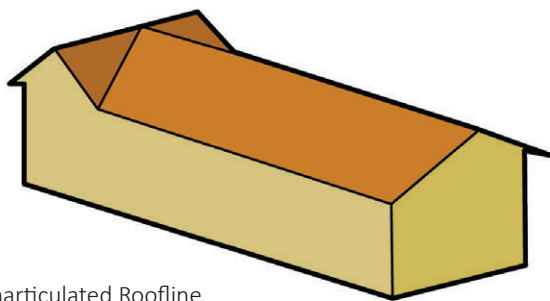
Buildings of three stories or more shall have a clearly defined base and roof edge so that the façade has a distinct base, middle, and top. Elements to articulate a building's façade shall include:

Figure 13. Distinct Base, Middle, and Top Façade Articulation

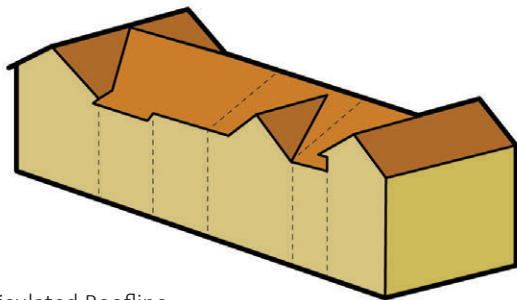


- » The top of the building shall have one or more of the following: a cornice line with minimum 6-inch overhang; a parapet with minimum 6-inch cap; eaves with brackets or other detailing; upper floor setbacks; and/or sloped roof forms.
- » The middle or body of the building shall have a façade made 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.

Figure 14. Roofline Examples



Unarticulated Roofline



Articulated Roofline

- » 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 2.2.1.F: Rooflines

Roofline ridges and parapets shall not run unbroken for more than 100 feet. Variable roof forms shall be incorporated into the building design, and no more than two side-by-side units may be covered by one unarticulated roof. Variation may be accomplished by changing the roof height, offsets, direction of slope, and by including elements such as dormers.

Standard 2.2.1.G: Window Design

All windows shall either be recessed or surrounded by trim at least four inches in width and two inches in depth.

Standard 2.2.1.H: Window Shade Features

At least 20% of all windows on each building shall have exterior sun shades, such as roof overhangs (eaves), awnings, or louvered sunshades.

Townhouses

Standard 2.2.1.I: Attached Units Limit

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

Standard 2.2.1.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.

Vertical Mixed Use

Standard 2.2.1.K: 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 2.2.1.L: 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.



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



Articulated roof line of a townhouse development.

2.2.2 Entryways

Intent

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

General

Standard 2.2.2.A: Primary Building Entry Orientation

Residential units' primary building entries, including courtyard doors or gates used at multi-family buildings or residential lobbies for mixed use buildings, along public rights-of-way must have a principal entrance that fronts on and is oriented to face the right-of-way. Such entrance shall be clearly visible from the street and shall be connected via pedestrian walkways to the public sidewalk. Exceptions to this requirement may be approved for projects located on arterial streets that carry high traffic volumes and/or streets that do not allow on-street parking. In such cases, a project may be oriented around courtyards with principal entrances facing the courtyards.

Standard 2.2.2.B: Primary Building Entry Enhancement

Primary building entries 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.
- » Roofed projection (e.g., porch) or recess that is at least a minimum depth of five feet, measured perpendicular to the façade on which they are located.

Standard 2.2.2.C: Building Entry Size

Entries that serve a single unit shall have a minimum area of 40 square feet while those that serve two or more units shall have a minimum area of 100 square feet.

Townhouses

Standard 2.2.2.D: 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 2.2.2.E: 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.



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

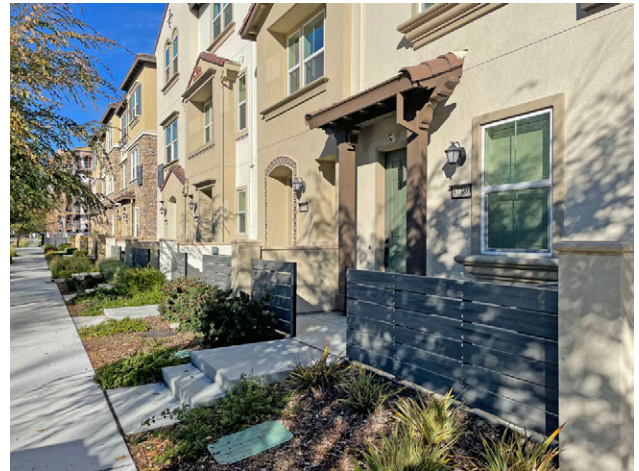
Vertical or Horizontal Mixed Use

Standard 2.2.2.F: 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 2.2.2.G: 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.



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.

2.2.3 Building Materials and Finishes

Intent

Accentuate building design through quality building materials and attractive finishes.

Standard 2.2.3.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 2.2.3.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 2.2.3.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.

2.2.4 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 2.2.4.A: Street Frontage

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

Standard 2.2.4.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 2.2.4.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 2.2.4.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 2.2.4.E: Subdivision and Mullions

Snap-in muntins shall not be used.

2.2.5 Projecting Elements

Intent

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

Awnings

Standard 2.2.5.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 2.2.5.B: Projection

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

Standard 2.2.5.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 2.2.5.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 2.2.5.E: Projection

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

Standard 2.2.5.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 2.2.5.G: Projection

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

Standard 2.2.5.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 2.2.5.I: Design

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

2.2.6 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 2.2.6.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 2.2.6.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 2.2.6.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 2.2.6.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 2.2.6.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 2.2.6.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).

2.3 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.

2.3.1 Plantings

Intent

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

Standard 2.3.1.A: Minimum Landscaped Area

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

Standard 2.3.1.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 2.3.1.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 2.3.1.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 2.3.1.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 2.3.1.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 2.3.1.G: Tree Protection

Newly planted trees shall be supported with double stakes or guy wires. Root barriers shall be required for any tree placed within ten feet of pavement. See also City Zoning Ordinance Section 9-5.1210, Regulations on Tree Locations, and Section 9-5.1208, Definition of Restricted Trees.

Standard 2.3.1.H: 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 2.3.1.I: 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 2.3.1.J: 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 2.3.1.K: 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 2.3.1.L: 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 2.3.1.M: Enclosures

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

2.3.2 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 2.3.2.A: Inappropriate Fencing

Chain link fencing for fences and gates are not permitted.

Standard 2.3.2.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 2.3.2.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 2.3.2.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.



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

Standard 2.3.2.E: Screening and Noise Mitigation

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



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



2.4 Lighting Standards

2.4.1 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 2.4.1.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

Standard 2.4.1.B: Height

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

Standard 2.4.1.C: Inappropriate Lighting

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

Standard 2.4.1.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 2.4.1.E: Street Lighting

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

Standard 2.4.1.F: Glare

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

Standard 2.4.1.G: Concealment

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

2.4.2 Parking Lot Lighting**Intent**

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

Standard 2.4.2.A: Height

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

Standard 2.4.2.B: Illumination Level

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

Standard 2.4.2.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 2.4.2.D: Glare

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



Lighting fixture for residential parking lot.

2.5 Signage Standards

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

2.5.1 General**Intent**

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

Standard 2.5.1.A: Appropriate Residential Signage

The following signs shall be permitted:

- » Residential sign, including monument signs
- » Freestanding sign (for residential directional signs only)

Standard 2.5.1.B: Appropriate Mixed Use Signage

The following signs shall be permitted for ground-floor retail spaces in mixed-use development:

- » Awning sign
- » Window sign
- » Blade sign

2.5.2 Monument Signs

Intent

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

Standard 2.5.2.A: Location

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

Standard 2.5.2.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 2.5.2.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 2.5.2.D: Base

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



Monument signs located within landscaped areas for residential development.

Table 2. 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

3. Definitions

- » **Residential Surface-parked:** Development project where the entire area of the parcel has a residential use, such as townhouses and garden apartments, with surface parking lots outside of the building envelope.
- » **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:** 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.
- » **Multi-family 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.
- » **Detached Garage:** Separate covered and enclosed parking structure from the main residential building.
- » **Attached Garage:** Covered and enclosed parking integrated into the residential building.
- » **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:

City of Antioch Multi-family Residential Objective Design Standards Checklist

City of Antioch Multi-family Residential 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 Surface-parked | <input type="checkbox"/> Horizontal Mixed Use |
| <input type="checkbox"/> Townhouses | <input type="checkbox"/> Vertical Mixed Use |
| <input type="checkbox"/> Multi-family Complex | <input type="checkbox"/> Residential Podium |

Project Site Context (check all that apply):

- ☐ Situated adjacent to existing residential development
- ☐ Situated adjacent to commercial development

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
2.1 Site Design Standards							
2.1.1 Residential-Only Project Site Entries (fill in all entry drive types that apply)							
Main Entry Drive							
A: Curb and Gutter							
B: Sidewalk							
C: Street Lighting							
D: Landscaping and Street Trees							
E: Gates							
F: Curb Ramps							
G: Bicycle Facilities							
Secondary Entry Drives							
H: Gates							
Residential Podium Entry Drive							
I: ADA Compliance							
J: Driveway Widths and Clearances Compliance							
K: Pedestrian Entries							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
2.1.2 Mixed-use Project Site Entries							
New Shared Entry Drive							
A: Independent Roadway							
B: Curb and Gutter							
C: Sidewalk							
D: Street Lighting							
E: Landscaping and Street Trees							
F: Signage							
Enhanced Shared Entry Drive							
G: Sidewalk							
H: Street Lighting							
I: Landscaping and Street Trees							
Separate Entry Drive							
J: Main Entry Drive Compliance							
K: Driveway Widths and Clearances Compliance							
L: Signage and Landscaping							
Vertical Mixed Use Entry Drive							
M: ADA Compliance							
N: Driveway Widths and Clearances Compliance							
O: Pedestrian Entries							
2.1.3 Street Frontage and Parking							
Parking Site Design							
A: Parking Siting							
B: Maximum Width							
C: Detached Garage							
D: Attached Garage							
E: Surface Parking or Carports Located to the Rear of Building							
F: Surface Parking Located to the Side of Building							
G: Parking Siting at Secondary Frontage							
H: Tuck-under Parking							
I: Visitor Parking							
J: Parking Courts							
K: Driveways Number and Width							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
Screening, Fencing, and Landscaping Buffers							
L: Screening							
M: Landscaping Buffer							
N: Fencing along the Secondary Frontage							
2.1.4 Context Sensitivity							
Adjacent to Existing Residential Development							
A: Windows							
B: Daylight Plane							
C: Parking							
D: Landscape Buffers							
Adjacent to Commercial Development							
E: Separation Buffer							
F: Fencing							
G: Gate							
2.1.5 Access							
Pedestrian Access							
A: Pedestrian Pathway Design							
B: Landscape Buffer							
C: Pedestrian Pathways							
D: Pedestrian Pathway Amenities							
Vehicle Access							
E: Multi-family Complex Internal Circulation							
F: Townhouse Internal Circulation							
G: Podium Project Parking Access							
Bicycle Access and Parking							
H: Bicycle Parking							
I: Bicycle Parking for Podium Projects							
2.1.6 Service Access, Trash, and Storage Facilities							
General							
A: Provision of Storage Space							
Access							
B: Loading and Service Areas							
C: Trash Enclosure Siting							
D: Service Provider Access							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
Design of Trash and Storage Facilities							
E: Screening							
F: Gates							
G: Sizing							
H: Roof							
I: Drainage							
2.1.7 Open Space Areas							
General							
A: Minimum Required Usable Open Space							
B: Siting							
C: Usability							
D: Safety Railings							
Common Open Space							
E: Minimum Dimensions							
F: Visibility							
G: Pedestrian Walkways							
H: Seating							
I: Amenity Features							
J: Play Areas							
K: Openness and Buildings							
L: Rooftops							
M: Buildings							
Private Open Space							
N: Accessibility							
O: Minimum Dimensions							
P: Openness							
Q: Enclosure							
2.2 Building Design Standards							
2.2.1 Building Massing and Articulation							
General Standards							
A: Massing Breaks							
B: Horizontal Stepback							
C: Architectural Detail							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
D: Architectural Design Features							
E: Façade Articulation							
F: Rooflines							
G: Window Design							
H: Window Shade Features							
Townhouses							
I: Attached Units Limit							
J: Roof Form							
Vertical Mixed Use							
K: Ground Floor Height							
L: Pedestrian-Oriented Features							
2.2.2 Entryways							
General							
A: Primary Building Entry Orientation							
B: Primary Building Entry Enhancement							
C: Building Entry Size							
Townhouses							
D: Entry Details							
E: Entry Connections							
Vertical or Horizontal Mixed Use							
F: Ground Floor Elevation							
G: Entry Design							
2.2.3 Building Materials and Finishes							
A: Appropriate Building Materials							
B: Brick and Stone Veneer							
C: Inappropriate Building Materials							
2.2.4 Windows/Glazing							
A: Street Frontage							
B: Orientation and Proportion							
C: Recess							
D: Glazing							
E: Subdivision and Mullions							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
2.2.5 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							
2.2.6 Roofs							
A: Appropriate Roof Materials							
B: Inappropriate Roof Materials							
C: Equipment Screening							
D: Vent Pipes							
E: Gutters/Downspouts							
F: Roof Overhangs							
2.3 Landscaping Standards							
2.3.1 Plantings							
A: Minimum Landscaped Area							
B: Landscaping of Front Yards							
C: Materials							
D: Design							
E: Ground Cover Materials							
F: Size and Spacing							
G: Tree Protection							
H: Protection from Encroachment							
I: Interference with Utilities							
J: Staking and Root Barriers							
K: Automatic Sprinkler Controllers							

Objective Design Standards Checklist Items	Applicant Evaluation			Staff Evaluation By: _____			
	Yes	No	N/A	Yes	No	N/A	Drawing Reference
L: Sprinkler Heads							
M: Enclosures							
2.3.2 Wall and Fences							
A: Inappropriate Fencing							
B: High Activity Areas and Street Frontages							
C: Material Durability							
D: Visual Interest							
E: Screening and Noise Mitigation							
2.4 Lighting Standards							
2.4.1 Pedestrian Lighting							
A: Pedestrian Safety							
B: Height							
C: Inappropriate Lighting							
D: Illumination Level							
E: Street Lighting							
F: Glare							
G: Concealment							
2.4.2 Parking Lot Lighting							
A: Height							
B: Illumination Level							
C: Energy Efficiency							
D: Glare							
2.5 Signage Standards							
2.5.1 General							
A: Appropriate Residential Signage							
B: Appropriate Mixed Use Signage							
2.5.2 Monument Signs							
A: Location							
B: Sight Obstructions at Intersections							
C: Frequency							
D: Base							

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