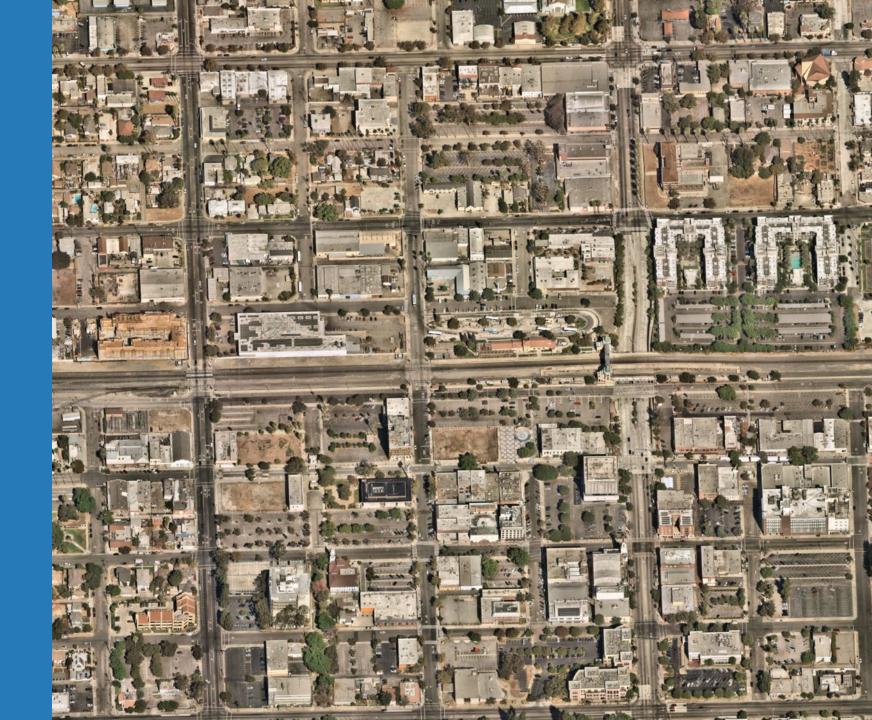
## MODULAR ZONING SYSTEM

Presentation

Pomona Zoning Update





## **CONTENTS**

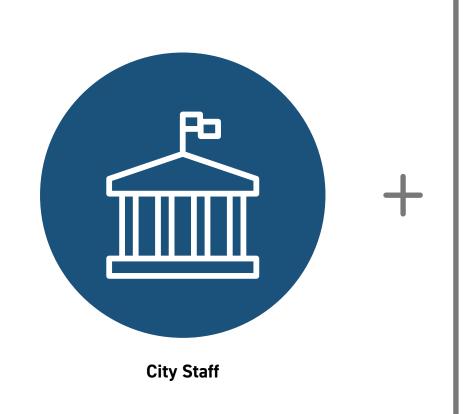
Section 1 Presentation Intent
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Section 3 Translating the General Plan into Zoning Modules 1
Section 4 Resolving Gaps and Conflicts within Planning Policy . 2
Section 5 Converting Planning into Zoning
Section 6 Example Application
Section 7 Next Steps



# SECTION (1)

Presentation Intent

## INTENT WHO IS IT FOR?





Stakeholders



Community Members (Webinars)



Planning Commission Ad Hoc Committee Members



## INTENT WHAT DOES IT DO?

- + Helps city staff understand how a modular zoning system might be applied to Pomona;
- + Demonstrates how Code Studio plans to **translate the 2014 General Plan Place Types and Transect Zones into zoning modules**;
- + Defines what each zoning module includes and how the modules are combined to create a future zone string with example sites;
- + Begins to create a framework that structures the future Zoning Code document;
- + Sets expectations for the upcoming spatial analysis task; and
- + **Sets the stage to develop additional modules in the future,** especially related to the upcoming Complete Streets Ordinance effort



# SECTION 2

Introduction to Zoning Modules



### FRAMING THE PROBLEM



#### **BROKEN ZONING SYSTEM**

- Specific plans function as localized zoning fixes
- · Implementing outdated planning policies
- · Inconsistent with best practices
- Vague or difficult to interpret
- Very text oriented



#### **MISALIGNMENT WITH GENERAL PLAN**

- Not nuanced enough to implement the General Plan
- Haphazard/unintended results due to SB 330
- Overlay District to fix discrepancies

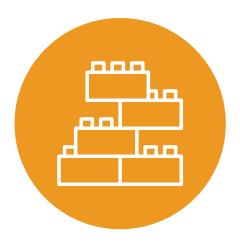


### PROPOSING A SOLUTION



#### A REFRESHED ZONING CODE

- Replaces outdated rules with contextually appropriate best practices
- Replaces arbitrary or difficult standards with measurable and quantifiable standards
- Introduces graphics and user-friendly navigation



#### A MODULAR ZONING CODE

- Aligns zoning with General Plan
- Predictable results in compliance with SB 330
- Eliminates the need for Urgency Ordinance No. 4306
- Flexibility for nuanced standards to implement future planning policies



### **MODULAR ZONING SYSTEM**

PRECEDENT: LOS ANGELES (RE:CODE LA)

#### What it does:

- Comprehensively updates the 1946 Zoning Code
- · Makes zoning more specific to each property
- Minimize miscellaneous code regulations
- Makes the code easier to adapt to future needs

#### **History of the effort:**

- Initiated in 2013
- New Zoning Code structure released in 2014
- New zoning framework unveiled to the public in 2020

#### **Project Takeaways:**

- Would like to include streetscapes in future efforts
- Less of the existing code should have been transferred into the new code
- Would have liked to include another module for city-wide site design standards
- Would have liked to better define thresholds and triggers for particular regulations





## **ZONING MODULES**ZONE-STRING

[LM1 - SH2 - 3][MX4 - T3]
[FORM - FRONTAGE - SITE] [USE - DENSITY]

## **ZONING MODULES**TWO MODULE CATEGORIES



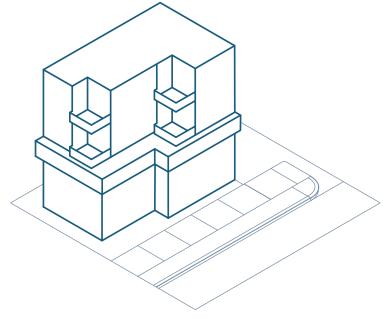


## **ZONING MODULES** FORM

## [FORM - FRONTAGE - SITE] [USE - DENSITY]

## Regulates building scale and setbacks

- + Building heights/widths
- + Floor area
- + Upper story bulk controls



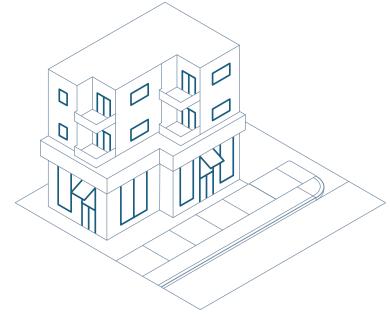


## **ZONING MODULES** FRONTAGE

## [FORM - FRONTAGE - SITE] [USE - DENSITY]

## Regulates how a building relates to 'public realm'

- + Build-to zone, windows/doors, front yard landscaping
- + Potentially includes sidewalk/streetscape



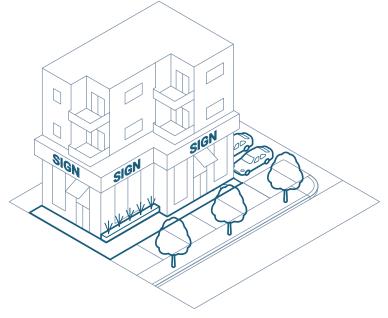


## **ZONING MODULES**SITE

## [FORM - FRONTAGE - SITE] [USE - DENSITY]

#### Regulates site design

- + Pedestrian and automobile access
- + Automobile and bicycle parking spaces
- + On-site signage allowances



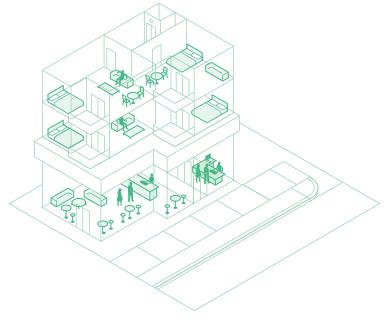


## **ZONING MODULES**USE

## [FORM - FRONTAGE - SITE] [USE - DENSITY]

#### Regulates activities on a lot

- + Specifies the permission levels
- + Sets standards for different uses



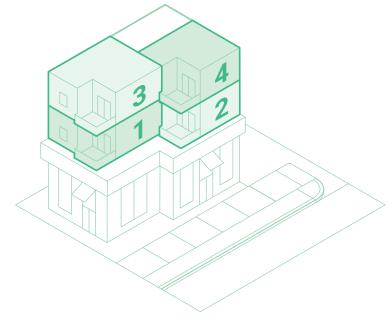


## ZONING MODULES DENSITY

## [FORM - FRONTAGE - SITE] [USE - DENSITY]

#### Regulates number of dwelling units

- + May limit number of dwelling units per lot
- + May limit number of dwelling units by lot area





## **ZONING MODULES**ZONE-STRING CHAPTERS

#### **Focus of this presentation**

+ Only 5 of many potential code articles

Article 1.	Introductory Provisions
Article 2.	Form
Article 3.	Frontage
Article 4.	Site4-1
Article 5.	Use5-1
Article 6.	Density
Article 7.	City-Wide Development Standards7-1
Article 8.	Alternate Typologies
Article 9.	Specific Plans & Supplemental Districts
Article 10.	Public Benefit Systems9-1
Article 11.	Streets & Parks
Article 12.	Division of Land
Article 13.	Nonconformities
Article 14.	AdministrationNot Included
Article 15.	General Rules
Article 16	Fees

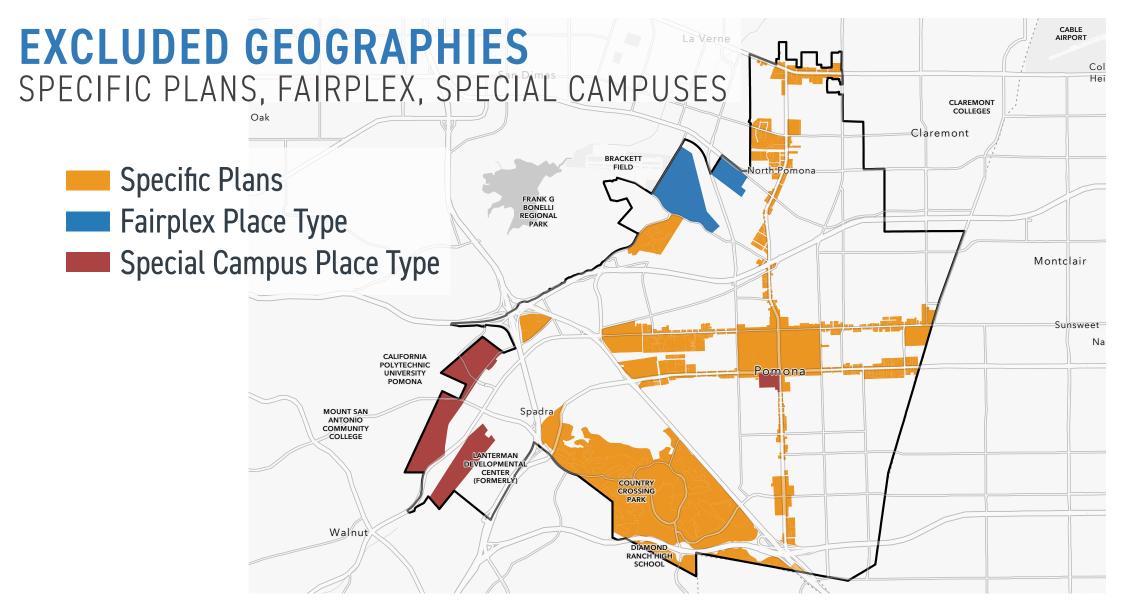


## **ZONING MODULES**OTHER CHAPTERS

Article 1.	Introductory Provisions
Article 2.	Form
Article 3.	Frontage
Article 4.	Site4-1
Article 5.	Use5-1
Article 6.	Density 6-1
Article 7.	City-Wide Development Standards
Article 8.	Alternate Typologies
Article 9.	Specific Plans & Supplemental Districts
Article 10.	Public Benefit Systems
Article 11.	Streets & Parks
Article 12.	Division of Land
Article 13.	Nonconformities
Article 14.	Administration
Article 15.	General Rules
Article 16.	Fees

# SECTION 3

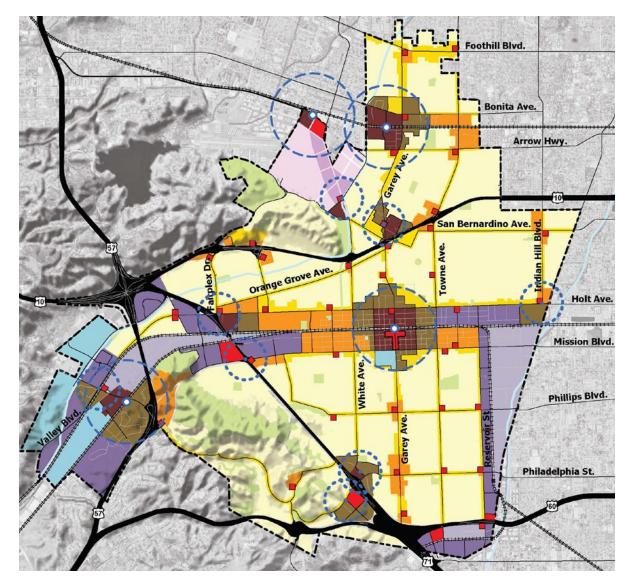
Translating the General Plan into Zoning Modules





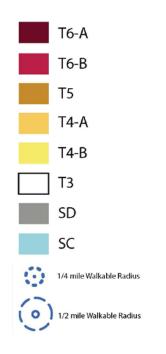
## **GENERAL PLAN**PLACE TYPES

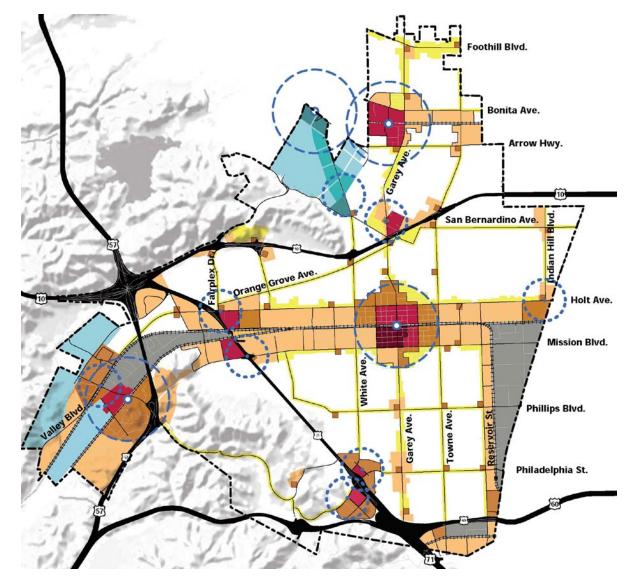






## GENERAL PLAN TRANSECT ZONES





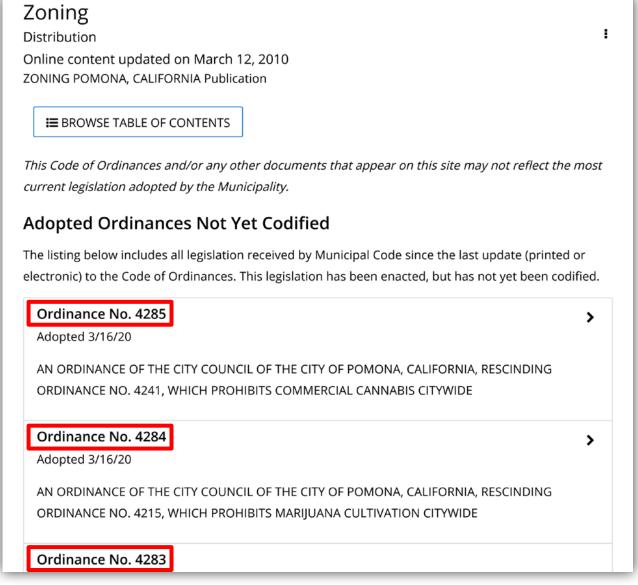


### RECENT ORDINANCES

CARRYING OVER POLICY

#### 23 Ordinances

+ Most developed after 2014 General Plan adoption





#### SORTING PLACE TYPES INTO MODULES

#### )

#### **6D - NEIGHBORHOOD EDGES**

The major vehicular corridors that traverse the City are primary unifying elements of the broader future City structure. These corridors connect employment and mixed-use activity centers with each other, freeway interchanges, transit stations, and Downtown. While their predominant commercial use is an artifact of their pre-freeway pattern of development, these corridors represent opportunities for the future. In recognition of local, regional, and wider forces of change, the Plan envisions new potentials for major corridors (and the centers they connect) through reuse and targeted intensification, mixed-use development, and streetscape enhancements.

This shift in character and market focus will cast these corridors in a new role as edges to adjacent City neighborhoods. These edges will accommodate larger scale development that is more suitable for wider, more heavily trafficked roads and will function as buffers for residential neighborhoods behind them. Taking into account the built-out character of the City, the General Plan anticipates a reasonable amount of infill development along Pomona's major corridors, emphasizing streetscape improvements to add visual appeal and value, development continuity along the street edge, and buffering and compatibility with adjacent neighborhoods.

Garey Avenue will play a prominent role as a major north-south City spine, with land use variation reflecting the diversity of place types and activity occurring along the corridor (Downtown, historic neighborhoods, freeway access, medical district, schools, etc.). Continuous streetscape features such as median landscaping, ample sidewalks and street trees will provide a cohesive character for the commercial, mixed-use, and residential segments.

Substantial portions of Mission Boulevard and Holt Avenue — the two major east-west corridors — have conditions ripe for conversion of obsolete commercial properties to uses such as multi-family residential and mixed-use development, as market demand dictates. Parks, green spaces, and improved sidewalk environments are part of the plan for creating 'human-scaled' environments along the Mission and Holt corridors.

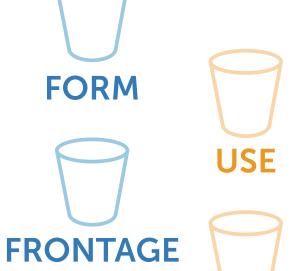
#### **Downtown Gateway Segments**

The transformation of the City's major corridors located between Downtown Pomona and its major freeway access points from I-10, SR-71, and SR-60 will be most visible along the "Gateway Boulevard" segments of Garey and Holt Avenues. This transformation would significantly improve the character of these highly visible segments that create the first impressions of the City for people arriving by car. Vacant and underutilized developments in these locations – often characterized by low-rise, single-use commercial development with large surface parking lots and little architectural expression - will provide opportunities for infill development that takes advantage of the segments' high visibility and accessibility. The infill development will be configured to create a civic and attractive gateway experience, make walking a viable choice, accommodate a wider range of uses, and offer more economic opportunities for owners and investors.

A greater proportion of buildings will be positioned between the street and parking lots (or above parking facilities in some cases), focusing and encouraging activity on public sidewalks – in contrast to traditional "strip" property frontages dominated by surface parking lots and buildings set back far from the sidewalk. New and existing developments on properties lining Downtown gateway segments will typically feature a mixture of townhomes, smaller scale multi-family homes, and single use retail shops, services, offices, or hotels – all oriented towards the street, and combining to define varied but recognizable "street walls." Some buildings may be taller than two stories with a scale better suited to the wide street corridor space; at the same time, their profiles will be adjusted to be compatible with the scale of existing neighborhoods to the side or rear.

The transformation of Downtown gateway segments will be supported by streetscape improvements, with tree-lined landscaped medians helping to break up the corridor width, continuous street tree canopies and planter strips to create a comfortable "buffer zone" for pedestrians, and broad sidewalks for walkability. Substantial Downtown gateway streetscape improvements have previously been implemented on South Garey Avenue. These improvements will enable a better match between the street type – a wide arterial road and grander scale of streetscape landscaping – with the development type – corridor buildings creating attractive street edges with front facades and entrances, and parking to the sides or rear. They are a key to the creation of successful settings for new investment and revitalized activity on Downtown gateway segments, and to the creation of a stronger identity for the City.











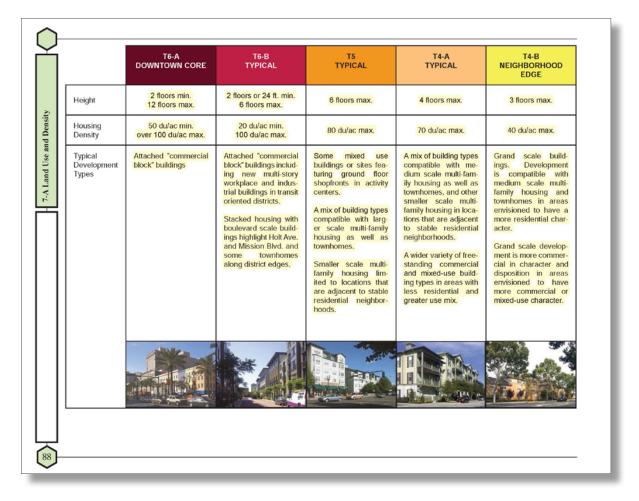


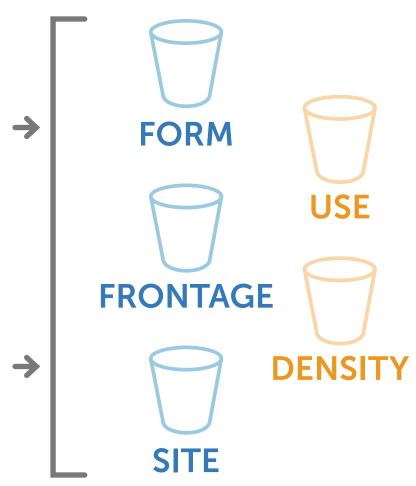
#### SORTING PLACE TYPES INTO MODULES

		Zoning Modules					
			Built Environment	<b>V</b>	Activity		
		Form	Frontage	Site	Use Density		
Neighborhood Edge	General	Building heights and intensities should be compatible with the scale of the existing residential neighborhood. Punctuate important intersections with taller buildings - Change heights, massing and/or design character to create careful transitions where a change is proposed in scale and density Repeat vertical and horizontal design elements from existing surrounding development Design building scale to gradually increase or decrease to match surrounding development Development should fit with the scale and character of their district or neighborhood by. Utilizing varied massing, roof types, and floor plans Articulating building facades with distinctive architectural features such as windows, doors, chimneys etc. Use articulation of building massing to reveal internal organization of building elements such as stairs and elevators, afriums, internal gathering spaces and major interior spaces Emphasize human scale in building design with Architectural building base treatments Varied building colors, materials Pedestrian-scale signage and ornamental lighting Incorporate design elements on the second level above garages (such as bas windows or balconies) to reduce the scale and visual dominance of the garage See applicable transect zone	<ul> <li>Apply continuous streetscape features [along Gary Avenue] such as median landscaping, ample sidewalks and street trees</li> <li>Building entrances oriented towards streets, utilizing shopfronts, porches, patios or outdoor spaces that overlook or interact with front yards or sidewalks</li> <li>Ensure that garages do not dominate streetscapes</li> </ul>	Require development with reduced height and intensity on portions of properties adjacent to stable residential neighborhoods Parking should be located to the side or rear of buildings, in shared parking facilities, and in parking structures Provide new parks, walkable streetscapes, extensive tree plantings, landscape enhancements and appropriate buffers to adjacent neighborhoods Requiring large scale new developments to provide new streets and pedestrian paths throughout the project Reduce visual impact of large paved areas Shade for parked cars and reduction in heat absorbed by paved areas Reduced stormwater run-off More trees to improve air quality Provide pedestrian amenities with new development and focus on connections between parks, transit and surrounding properties Ensure consistent sign quality Larger scale development that is more suitable for wider, more heavily trafficked roads should function as buffers for residential neighborhoods behind them Promote diversity in parcel and home sizes, with careful transitions between development at different scales and densities Employ a change in heights, massing and/or design character to create careful transitions where a change is proposed in scale and density Provide for privacy of nearby smaller parcels and maintain some visual continuity along the street Ensure that new development does not cast significant sun shadow over adjacent, small scale development Locate larger scale buildings and more active uses, such as multi-family housing, commercial uses, institutional uses, or parks along wider streets Locate parking to the side of or behind buildings and along alleyways	- Where appropriate, extend housing, office, and/or lodging entitlements to properties currently zoned to permit retail but which are no longer advantageously positioned for new retail investment City-funded infrastructur improvements to help st conforming uses; however, do not permit such uses to significantly expand if inconsistent with Section 6. Pomona Tomorrow or Section 7-A. Land Use & Densily - Conversion of obsolete commercial properties [along Mission Boulevard and Holt Avenue] to uses such as multi-family residential and mixed use development, as market demand dictates		
	Downtown Gateway Segments		facilities in some cases), and encouraging activity on public sidewalks.  - Orient buildings towards the street with defined "street walls."  - Tree-lined landscaped medians, continuous street tree canopies and planter strips to create a comfortable "buffer zone" for pedestrians, and broad sidewalks  - Corridor buildings should create attractive street edges with front facades and entrances  - Facilitate improvements (landscaping, pedestrian amenities, lighting, signage, and public	- Locate parking to the sides or rear	- Accommodate a wider range of uses - Mixture of townhomes, smaller scale multi-family homes, and single use retail shops, services, offices, or hotel - Concentrations of commercial sales and services		



#### SORTING TRANSECT ZONES INTO MODULES





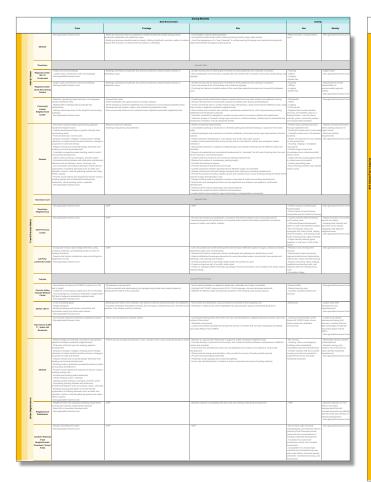


#### SORTING TRANSECT ZONES INTO MODULES

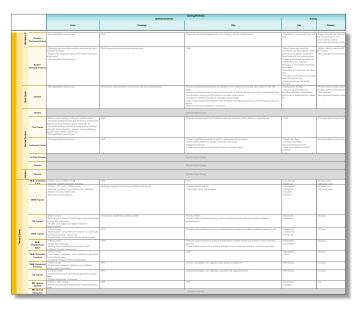
	Zoning Modules  Built Environment  Activity				
	Form	Frontage	Site	Use	Der
T6-A: Downtown Core	- 2 floors (min), 12 floors (max) - Attached "commercial block" buildings	- GAP	- GAP	- Commercial - Mixed use	- 50 du/ac (min
T6-B: Typical	- 2 floors / 24 ft. (min), 6 floors (max) - Attached, multistory "commercial block" buildings - Stacked housing, townhouses - Boulevard scale buildings	- Buildings highlight Holt Avenue and Mission Boulevard	- Transit oriented districts Townhomes along district edges	- Commercial - Workplace - Industrial - Housing	- 20 du/ac (min - 100 du/ac (ma
	- 6 floors (max)  - Building types compatible with larger scale multi-family housing and townhomes.  - Smaller scale adjacent to stable residential	- Ground floor shopfronts in activity centers	- Activity centers Smaller scale multifamily housing limited to locations that are adjacent to stable residential neighborhoods.	- Mixed use - Multi-family	- 80 du/ac
T4-A: Typical	neighborhoods - 4 floors (max) - Building types compatible with medium- to small-scale multi-family housing, townhomes - Freestanding commercial/mixed use building types	- GAP	- Smaller scale multifamily housing in locations that are adjacent to stable residential neighborhoods.	- Multi-family - Commercial - Mixed-use	- 70 du/ac
<b>T4-B:</b> Neighborhood Edge	- 3 floors (max) - Grand scale buildings - Building types compatible with medium scale multifamily housing, townhomes	- GAP	Medium scale multifamily housing and townhomes in areas envisioned to have a more residential character     Grand scale development in areas envisioned to have more commercial or mixed-use character	- Multi-family - Commercial	- 40 du/ac
	- 3 floors (max)     - Townhomes, multiplexes, some detached single family home building types     - Sensitively designed office building types.	С	- GAP	- Residential - Office	- 30 du/ac
T4-B: Residential Transition	- 3 floors (max)     - Single family detached, attached and multifamily building types (full range)	- GAP	- Ensure compatibility with adjacent lower density development	- Residential	- 20 du/ac
T3: Typical	- 2.5 floors (max) - Variety of small scale, primarily single family housing types - Limited townhomes, multiplexes	- GAP	- Sensitively designed and explicitly compatible with adjacent homes.	- Residential	- 20 du/ac
SD: Special Districts	9 floors / 100 ft. (max)     Variety of functional workplace and industrial building types	- GAP	- GAP	- Workplace - Industrial	- n/a
SC: Special Campuses			Subject to Review		



#### MODULE TABLE





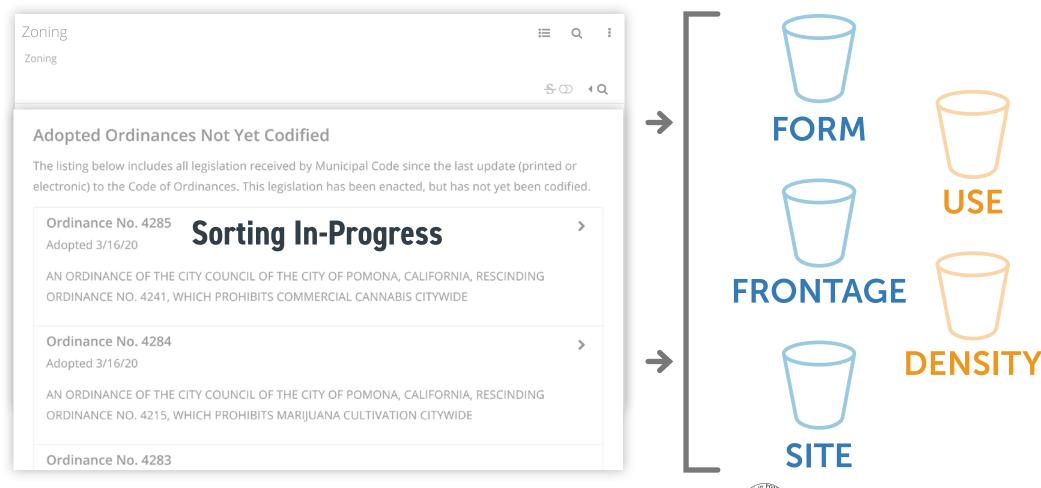


+ Full spreadsheet available in PDF or Excel format



### RECENT ORDINANCES

#### SORTING ORDINANCES INTO MODULES



**USE** 

# SECTION 4

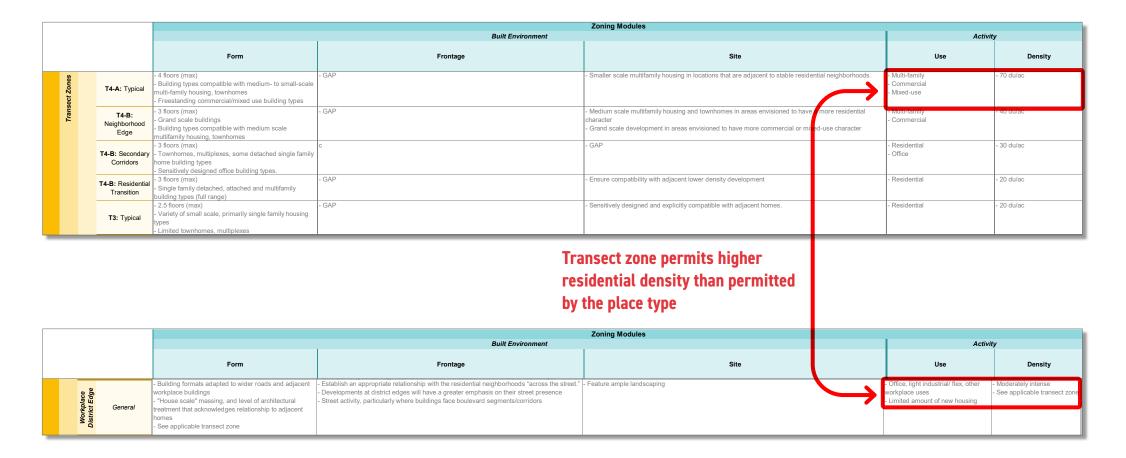
Resolving Gaps and Conflicts within Planning Policy

#### IDENTIFYING THE GENERAL PLAN'S GAPS

	Zoning Modules						
		Built Environment		Activity			
	Form	Frontage	Site	Use	Density		
General	Decrease building heights approaching adjacent residential neighborhoods Feature development types of greater intensity than surrounding areas Promote diversity in home sizes Employ a change in heights, massing and/or design character to create careful transitions where a change is proposed in scale and density Repeat vertical and horizontal design elements from existing surrounding development Gradually increase/decrease building scale to match surrounding development Utilize varied massing, roof types, and floor plans Articulate building facades with distinctive architectural features such as windows, doors, chimneys, etc. Use articulation of building massing to reveal internal organization of building flements such as stairs and elevators, atriums, internal gathering spaces and major interior spaces Provide visual interest and express the human scale in building design with architectural building base treatments, varied building colors, materials See applicable transect zone	Limited content to translate into a clear frontage module	Street connectivity requirements Consolidated parking in structures or off-street parking lots behind buildings or away from the street edge Install streetscape improvements to enhance walkability, particularly along major approaches to transit stations Feature attractive streetscapes, civic plazas, and small urban open spaces Feature central plaza that acts as the primary hub for the district's activity and workplace related interaction Appropriate transitions to adjacent neighborhoods and between development at different scales and densities Require all residential and commercial development to "unbundle" the full cost of parking from the cost of the housing or commercial space Create a blend of minimum and maximum parking requirements Reduce the creation of unnecessary parking supply Promote the sharing of spaces Promote diversity in parcel and home sizes Careful transitions between development at different scales and densities Repeat vertical and horizontal design elements from existing surrounding development Provide for privacy of nearby smaller parcels and maintain some visual continuity along the street where parcels change dramatically in size Design building scale to gradually increase or decrease to match surrounding development Ensure that new development does not cast significant sun shadow over adjacent, small scale development Preserve older historic landscapes and natural features Maintain the context of historic districts and landmarks Locate district cores closest to major transit stops or transportation crossroads	- Prohibit auto-oriented and drive- through establishments - Horizontal mixed-use in most cases - Vertically mixed-use in the densest locations - Retail, commercial and civic activity on the ground floor - Housing, lodging or workplace uses above Widest range of uses and knowledge driven industries within district cores Higher density housing types that fit in mixed-use environments - Activity generating uses - More housing oriented uses outside district cores.	- Minimum density requirements - See applicable transec		
Downtown Core  Downtown Neighborhood	- See applicable transect zone		Specific Plan - GAP	- Widest range of contemporary housing types - Wide mixture of uses that are compatible with the district's housing	- See applicable transer		
North Pomona Center	- See applicable transect zone	- GAP	Provide new streets and pedestrian connections that link the station to the surrounding district     New development will contribute to a connected street network that fosters pedestrian movement, access to transit, and station visibility.	- Transit oriented office/workplace and housing uses - Office/workplace development within ½ mile of the Metrolink station - Mix of industries which can synergize with Casa Colina, nearby medical facilities, and existing small scale manufacturing / light industrial - Higher density housing types between ½ mile and ½ mile of the	- Higher densities in the around the station - Development intensity decrease as the district integrates with adjacen neighborhoods.		



#### IDENTIFYING THE GENERAL PLAN'S CONFLICTS





#### WHAT WE'RE NOTICING

Some transect zone densities are higher than what is suggested in some corresponding place types Strategies to achieve density, scale, and use transitions between place types can be vague

Some place type policies are not always compatible with those of their sub districts

Some place type sub districts are vaguely defined and need to be further distinguished

Some parcels are classified as more than one place type or transect zone

Some place types include higher levels of detail than others

Some place type map designations differ from what's listed in the plan text



#### PROCESS FOR RESOLVING GAPS AND CONFLICTS

#### Resources to reach resolution

#### **Identified Gap or Conflict Example**

Frontage recommendations are well defined for some place types and missing or less defined for other place types

#### **Existing Zoning Code**

• Where compatible with the General Plan)

#### **Ordinances**

• Ordinances adopted after the 2014 General Plan

#### **Specific Plans**

• For districts that share boundaries

#### **Best Practice**

Code Studio's expertise

#### **Local Expertize**

- City staff
- Urban Design, Use, and Modules Committee
- Reconciliation, Thresholds, and Administration Committee
- Project stakeholders
- Public engagement

#### **Existing Conditions**

• Spatial analysis



SECTION 5

Converting
Planning into
Zoning

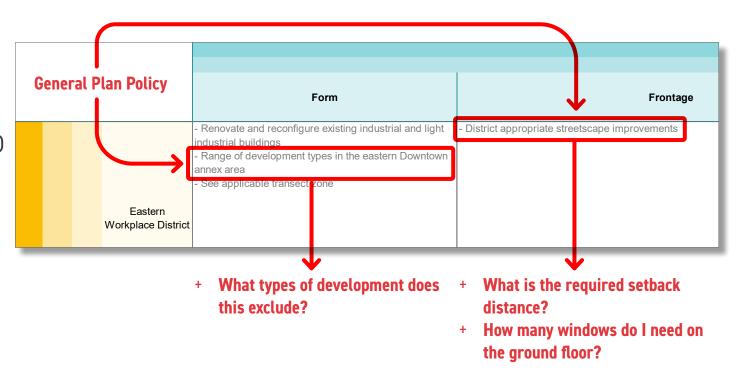
### PLANNING INTO ZONING

#### THE GENERAL PLAN IS ONLY PLANNING POLICY

+ Policy only provides direction

[Section 5]

+ Not enough information to tell a property owner or developer how to build a project that complies with the General Plan policies

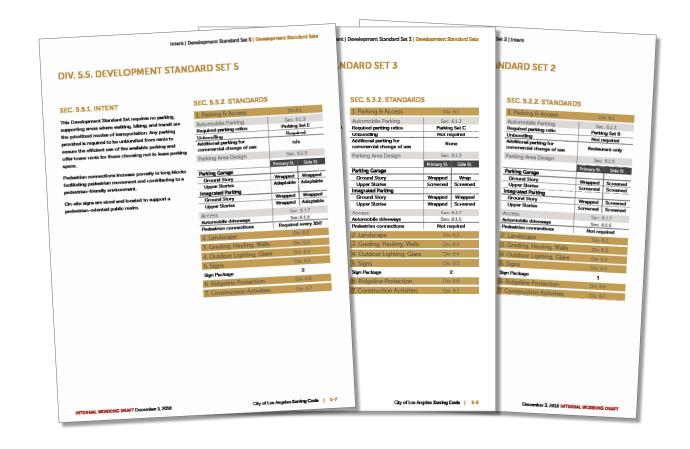




### PLANNING INTO ZONING

### ZONING IMPLEMENTS PLANNING POLICY

- + Zoning is legal language and has teeth
- + Ideally provides clear and quantifiable instructions that tells a property owner or developer how to build a project that does comply with the General Plan's policies





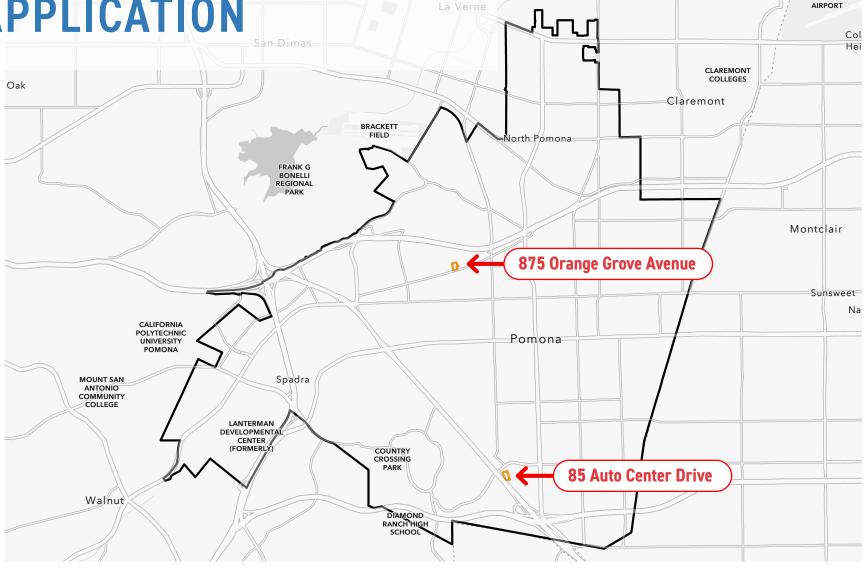
# SECTION 6

Example Application

CABLE

**EXAMPLE APPLICATION** 

TWO SITES



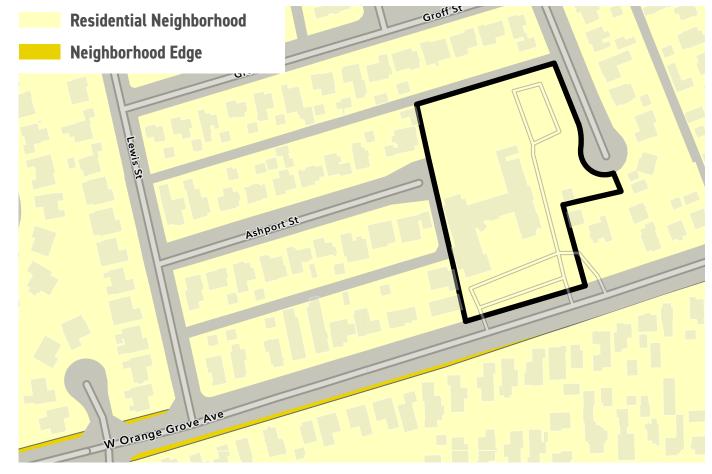


STEP 1: IDENTIFY THE PARCEL



STEP 2A: IDENTIFY APPLICABLE PLACE TYPE

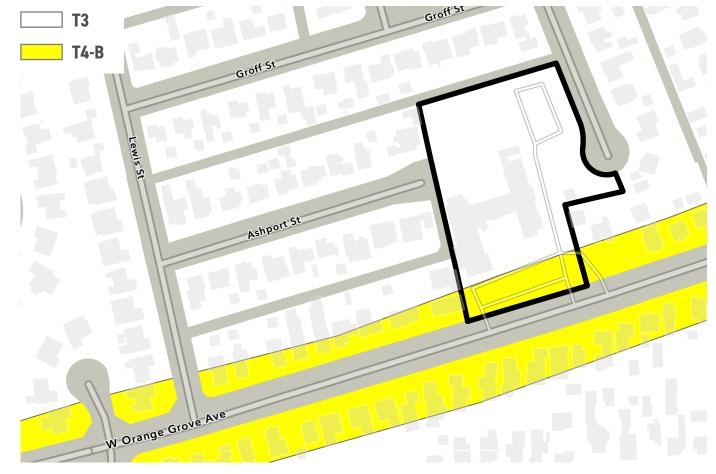
- + Includes both
   Neighborhood Edge
   and Residential
   Neighborhood Place Type
   Designations
- + Resolve conflicting
  General Plan designations
  within the parcel





STEP 2B: IDENTIFY APPLICABLE TRANSECT ZONE

- + Includes both T3 andT4-B Transect ZoneDesignations
- + Resolve conflicting
  General Plan designations
  within the parcel





STEP 2C: DETERMINE OFFICIAL PLACE TYPE AND TRANSECT ZONE

- + Determined as a
   Neighborhood Edge
   Place Type and T4-A
   Transect Zone
- + Alternative options:
  Residential
  Neighborhood, T3, or split
  zone





### STEP 3: IDENTIFY THE APPLICABLE GENERAL PLAN POLICIES

Neighborhood Edge

			Zoning Modules		
		Built Environment		Activit	ty
	Form	Frontage	Site	Use	Density
General	scale and density  Repeat vertical and horizontal design elements from existing surrounding development  Design building scale to gradually increase or decrease to match surrounding development  Developments should fit with the scale and character of their district or neighborhood by:  Utilizing varied massing, roof types, and floor plans  Articulating building facades with distinctive architectural features such as windows, doors, chimneys, etc  Use articulation of building massing to reveal internal organization of building elements such as stairs and elevators, atriums, internal gathering spaces and major interior spaces  Emphasize human scale in building design with  Architectural building base treatments  Varied building colors, materials  Pedestrian-scale signage and ornamental lighting	- Apply continuous streetscape features [along Gary Avenue] such as median landscaping,	Require development with reduced height and intensity on portions of properties adjacent to stable residential neighborhoods  - Parking should be located to the side or rear of buildings, in shared parking facilities, and in parking structures  - Provide new parks, walkable streetscapes, extensive tree plantings, landscape enhancements and appropriate buffers to adjacent neighborhoods  - Requiring large scale new developments to provide new streets and pedestrian paths throughout the project  - Reduce visual impact of large paved areas  - Shade for parked cars and reduction in heat absorbed by paved areas  - Reduced stormwater run-off  - More trees to improve air quality  - Provide pedestrian amenities with new development and focus on connections between parks, transit and surrounding properties  - Ensure consistent sign quality  - Larger scale development that is more suitable for wider, more heavily trafficked roads should function as buffers for residential neighborhoods behind them  - Promote diversity in parcel and home sizes, with careful transitions between development at different scales and densities  - Employ a change in heights, massing and/or design character to create careful transitions where a change is proposed in scale and density  - Provide for privacy of nearby smaller parcels and maintain some visual continuity along the street  - Ensure that new development does not cast significant sun shadow over adjacent, small scale development  - Locate larger scale buildings and more active uses, such as multi-family housing, commercial uses, institutional uses, or parks along wider streets  - Locate parking to the side of or behind buildings and along alleyways		- Consider Density or intensity bonuses, reduced impact fees or property tax, tax increment financing funds, joint public/private development, or City-funded infrastructure improvements to help support redevelopment - See applicable transect zone

**∇-7**J

			Zoning Modules		
		Built Environment		Activity	
	Form	Frontage	Site	Use	Density
T4-A: Typical	4 floors (max)     Building types compatible with medium- to small-scale multi-family housing, townhomes     Freestanding commercial/mixed use building types	- GAP	- Smaller scale multifamily housing in locations that are adjacent to stable residential neighborhoods.	- Multi-family - Commercial - Mixed-use	- 70 du/ac



### STEP 4: FORM POLICY TRANSLATION

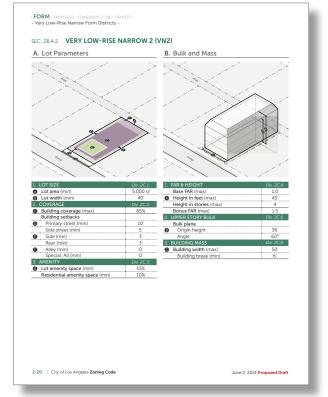
# **Neighborhood Edge**



# **L4-A**

	Form
T4-A: Typical	4 floors (max)     Building types compatible with medium- to small-scale multi-family housing, townhomes     Freestanding commercial/mixed use building types

### [VN2 - FRONTAGE - SITE][USE- DENSITY]





### STEP 5: FRONTAGE POLICY TRANSLATION

# **Neighborhood Edge**

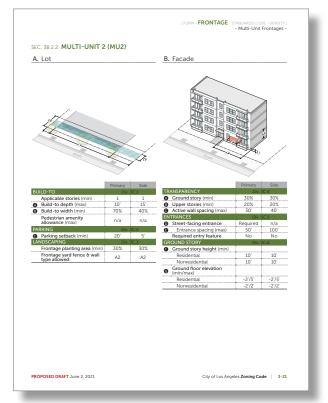
#### Frontage - In "boulevard" segments, require buildings to activate the street by locating main entrance - In "parkway" segments, allow buildings to be oriented toward side streets and rear streets and be separated from the corridor by significant landscaping and other types of screening - Where street activity is imprortant, locate new development closer to the sidewalk with buildings lining the majority of the property frontage Majority of each building frontage and entrances should be located at or near the publicly Apply continuous streetscape features [along Gary Avenue] such as median landscaping ample sidewalks and street trees Building entrances oriented towards streets, utilizing shopfronts, porches, patios or outdoo spaces that overlook or interact with front yards or sidewalks Ensure that garages do not dominate streetscapes Maintain an active street edge, especially where pedestrian activity is desired. - Discourage blank, unarticulated parking garage facades - Minimize the facade width of single-family homes so that no more than fifty percent (50%) of the facade is occupied by a garage. Allow for reductions of front yard setbacks to encourage garages to be set back from the front edge of the house. Orient garage doors 90 degrees from the street. Maintain an open relationship between buildings and street edge, avoiding fencing and significant landscape barriers, except for street trees and sidewalk plantings - Along major collectors and corridors, allow fencing, low walls, and/or landscaping that maintains visibility and visual interaction between residences and the street edge - Limit [fencing/screening] materials to wood, stone, decorative metal, or low hedges - Add landscaping and street trees, add or widen sidewalks, bulb out the sidewalks in key locations, provide pedestrian-scale lighting

Parks, green spaces, and improved sidewalk environments are part of the plan for creating

# [4-A



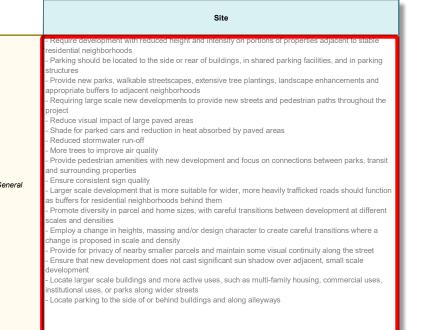
### [VN2 - MU2 - SITE][USE- DENSITY]





### STEP 6: SITE POLICY TRANSLATION

# **Neighborhood Edge**

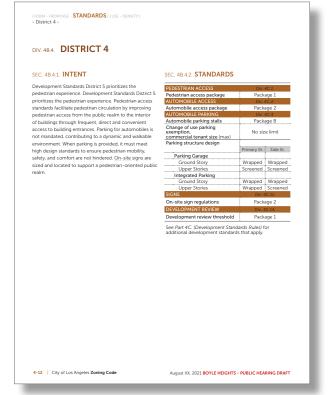


# [4-A

- Smaller scale multifamily housing in locations that are adjacent to stable residential neighborhoods.

T4-A: Typical

### [VN2 - MU2 - 4][USE- DENSITY]





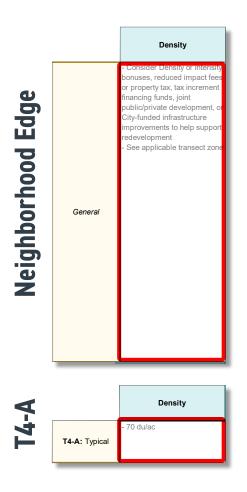
### STEP 7: USE POLICY TRANSLATION

Use Neighborhood Edge o longer advantageously positione conforming uses: however, do not permit such uses to significantly expand if inconsistent with Section Pomona Tomorrow or Section 7-A. Land Use & Density - Conversion of obsolete commerci properties [along Mission Boulevard and Holt Avenue] to uses such as multi-family residential and mixed use development, as market demand dictates Use - Multi-family Commercial T4-A: Typical

[VN2 - MU2 - 4][CX1 - DENSITY] COMMERCIAL-MIXED DISTRICTS

[Section 6]

### STEP 8: DENSITY POLICY TRANSLATION



<b>[VN2 -</b>	<b>MU2</b> -	- 4][CX1-	61
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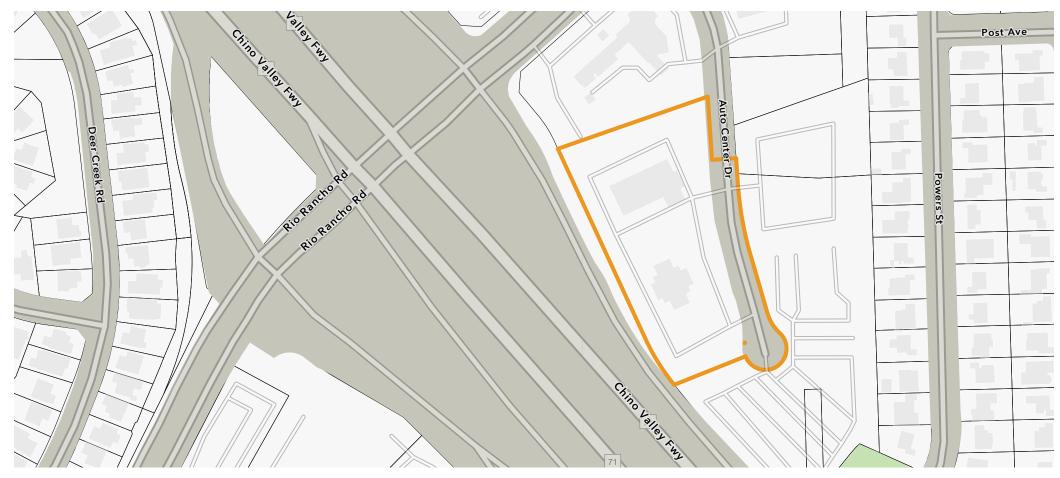
LC Density District	Lot Area per Household Dwelling		
Density District	Lot Area per Household Dwelling		
	Unit (min SF) Sec. 6C.1.2.	Lot Area per Efficiency Dwelling Unit (min SF) Sec. 6C.1.3.	
FA	Limited by Floor Area	Limited by Floor Area	
2	200	100	
3	300	150	
4	400	200	
6	600	300	
8	800	400	
10	1000	500	
12	1200	600	
	1500	750	
20	2000	1000	
25	2500	1250	
	3000	1500	
N	Not Permitted	Not Permitted	
15 20	1500 2000 2500 3000 4000 5000 6000	750 1000 1250 1500 2000 2500 3000	

NEW ZONE DESIGNATION

[VN2 - MU2 - 4][CX1-6]



STEP 1: IDENTIFY THE PARCEL



### STEP 2A: DETERMINE OFFICIAL PLACE TYPE

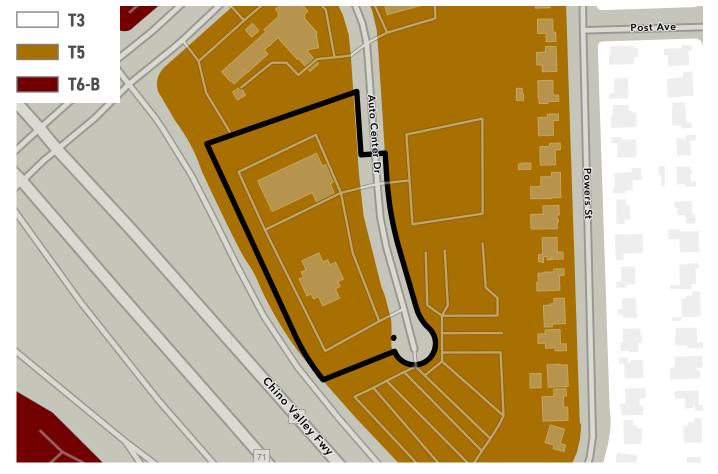
Designated as Transit
 Oriented District
 Neighborhood Place
 Type within the SR 60/SR-71 Place Type
 Subdistrict





### STEP 2B: DETERMINE OFFICIAL TRANSECT ZONE

+ Designated as **T5**Transect Zone





### STEP 3: IDENTIFY THE APPLICABLE GENERAL PLAN POLICIES

# Transit Oriented District (SR-60 / SR-71)

		Zoning Modules				
		Built Environment			Activity	
	Form	Frontage	Site	Use	Density	
General	Decrease building heights approaching adjacent residential neighborhoods Feature development types of greater intensity than surrounding areas Promote diversity in home sizes Employ a change in heights, massing and/or design character to create careful transitions where a change is proposed in scale and density Repeat vertical and horizontal design elements from existing surrounding development Gradually increase/decrease building scale to match surrounding development Utilize varied massing, roof types, and floor plans Articulate building facades with distinctive architectural features such as windows, doors, chimneys, etc. Use articulation of building massing to reveal internal organization of building elements such as stairs and elevators, atriums, internal gathering spaces and major interior spaces Provide visual interest and express the human scale in building design with architectural building boors, materials See applicable transect zone		Interaction  - Appropriate transitions to adjacent neighborhoods and between development at different scales and densities  - Require all residential and commercial development to "unbundle" the full cost of parking from the cost of the housing or commercial space  - Create a blend of minimum and maximum parking requirements  - Reduce the creation of unnecessary parking supply  - Promote the sharing of spaces  - Promote diversity in parcel and home sizes	- Prohibit auto-oriented and drive- through establishments - Horizontal mixed-use in most cases - Vertically mixed-use in the densest locations - Retail, commercial and civic activity on the ground floor - Housing, lodging or workplace uses above. - Widest range of uses and knowledge driven industries within district cores. - Higher density housing types that fit in mixed-use environments - Activity generating uses - More housing oriented uses outside district cores.	- Minimum density requirements // - See applicable transect z	
SR-60 / SR-71	A mix of building types     Artfully designed     Building massing and façade composition will emphasize variety and street-side interest.     See applicable transect zone	<ul> <li>- Buildings built close to the sidewalk, and feature entrances facing the public thoroughfares.</li> <li>- Facades will feature articulated windows and doorways, building forecourts, terraced urban gardens, front stoops, and bay windows.</li> </ul>		- Mixed-use	- Larger scale infill development and redevelopment - See applicable transect	

**1** 

			Zoning Modules		
		Built Environment		Activity	
	Form	Frontage	Site	Use	Density
T5: Typical	- 6 floors (max)     - Building types compatible with larger scale multi-family housing and townhomes.     - Smaller scale adjacent to stable residential neighborhoods	- Ground floor shopfronts in activity centers	Activity centers.     Smaller scale multifamily housing limited to locations that are adjacent to stable residential neighborhoods.	- Mixed use - Multi-family	- 80 du/ac

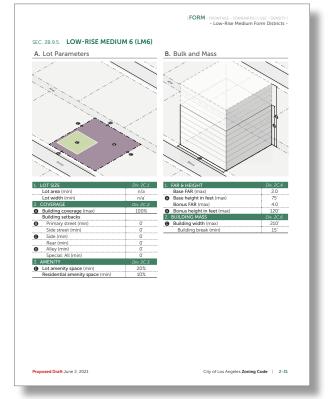


### STEP 4: FORM POLICY TRANSLATION

# Fransit Oriented District (SR-60 / SR-71)



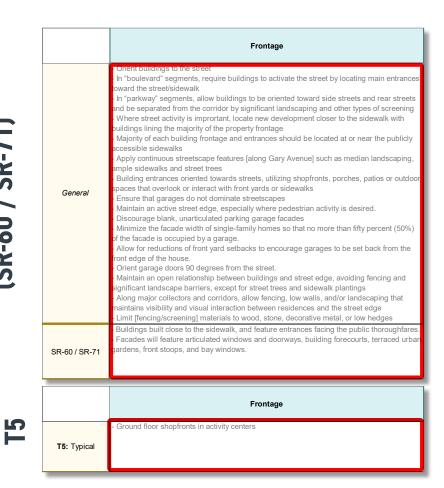
### [LM6 - FRONTAGE - SITE][USE- DENSITY]





### STEP 5: FRONTAGE POLICY TRANSLATION

# Fransit Oriented District (SR-60 / SR-71)



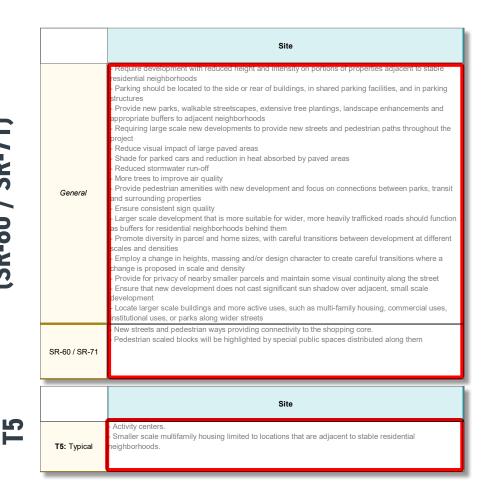
### [LM6 - SH1 - SITE][USE- DENSITY]



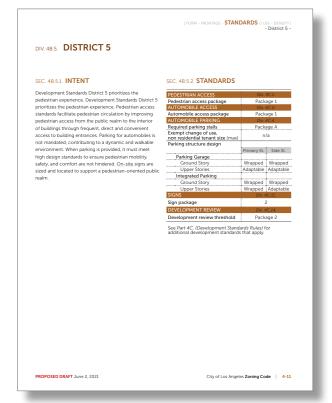


### STEP 6: SITE POLICY TRANSLATION

# Fransit Oriented District (SR-60 / SR-71)



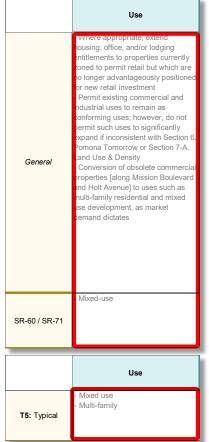
### [LM6 - SH1 - 5][USE- DENSITY]





### STEP 7: USE POLICY TRANSLATION

Transit Oriented District (SR-60 / SR-71)







**T**2

### STEP 8: DENSITY POLICY TRANSLATION

Density **Transit Oriented District** (SR-60 / SR-71) ee applicable transect zor General \_arger scale infill evelopment and SR-60 / SR-71 Density **T**2 T5: Typical



units.	nay contain any combina	uon or nousenoid dwellin	g units and efficiency dwelling
LC	T AREA-BASED DIS	STRICTS	l
Density District	Lot Area per Household Dwelling Unit (min SF) Sec. 6C.1.2.	Lot Area per Efficiency Dwelling Unit (min SF) Sec. 6C.1.3.	
FA	Limited by Floor Area	Limited by Floor Area	
2	200	100	_
3	300	150	-
4	400	200	
6	600	300	-
8	800	400	-
10	1000	500	
12	1200	600	-
15	1500	750	_
20	2000	1000	-
25	2500	1250	_
30	3000	1500	-
40	4000	2000	_
50	5000	2500	-
60	6000	3000	_
N	Not Permitted	Not Permitted	

### NEW ZONE DESIGNATION

[LM6 - SH1 - 5][CX4 - 4]



# SECTION 7

Next Steps



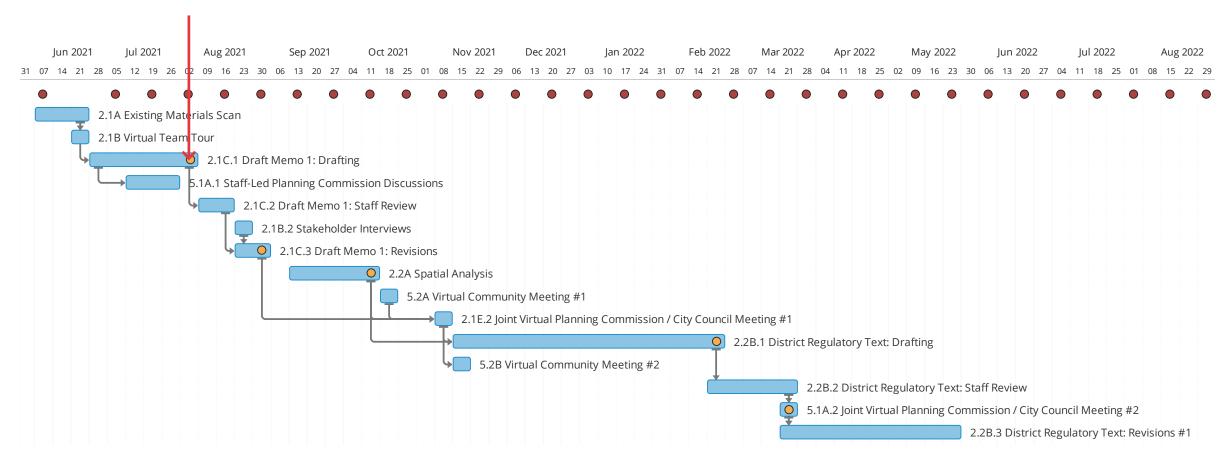
# NEXT STEPS PROJECT TIMELINE

= Bi-Weekly Internal Meeting

= Task

= Key Deliverable

#### **WE ARE HERE**



### **NEXT STEPS**

### SPATIAL ANALYSIS (OCTOBER/NOVEMBER 2021)

#### **Truth the General Plan**

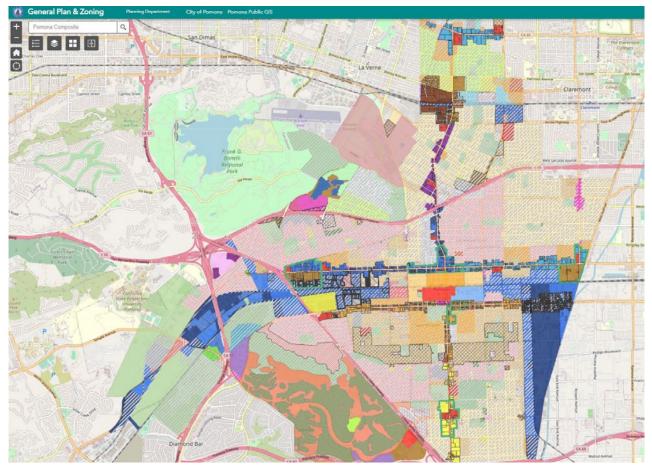
- Do transect zones contradict place types?
- Where do specific plans contradict the General Plan?
- Are there any development loop holes that should be reevaluated?

# Reveal module feasibility based on typical parcels

- Where is parcel consolidation required to achieve planning goals?
- Which properties are most likely to redevelop first?
- Which parcels are the most constrained, why?

#### Understanding regulatory conflicts spatially

- Identifying parcels with multiple classifications
- Where do environmental regulations challenge planning goals?
- · Where are planning goals unrealistic?
- Where do required development transitions inhibit density goals?





### **NEXT STEPS**

### PUBLIC ENGAGEMENT (ONGOING)

### Stakeholder Interviews (August 2021)

- Local architects
- Local developers
- Other frequent code users

#### Community Webinars (September 2021)

- Two virtual sessions
- Opportunity for general public to understand Code Studio's approach and to provide input

# Planning Commission Presentation (November 2021)

 Opportunity for the Commission to confirm Code Studio's approach to structuring the updated code





# **NEXT STEPS**CODE OUTLINE/DRAFTING

#### Table of Contents (October 2021)

- Contents and structure of each article
- User navigation
- Cross-references

### **Document Layout (November 2021)**

- Visual appearance
- · Ease of reading
- Graphic consistency

# Article 2 Drafting (November 2021 - March 2022)

 Drafting regulatory text and graphics for modular zoning districts

Potential Complete Streets Module (Beginning in 2022)

