



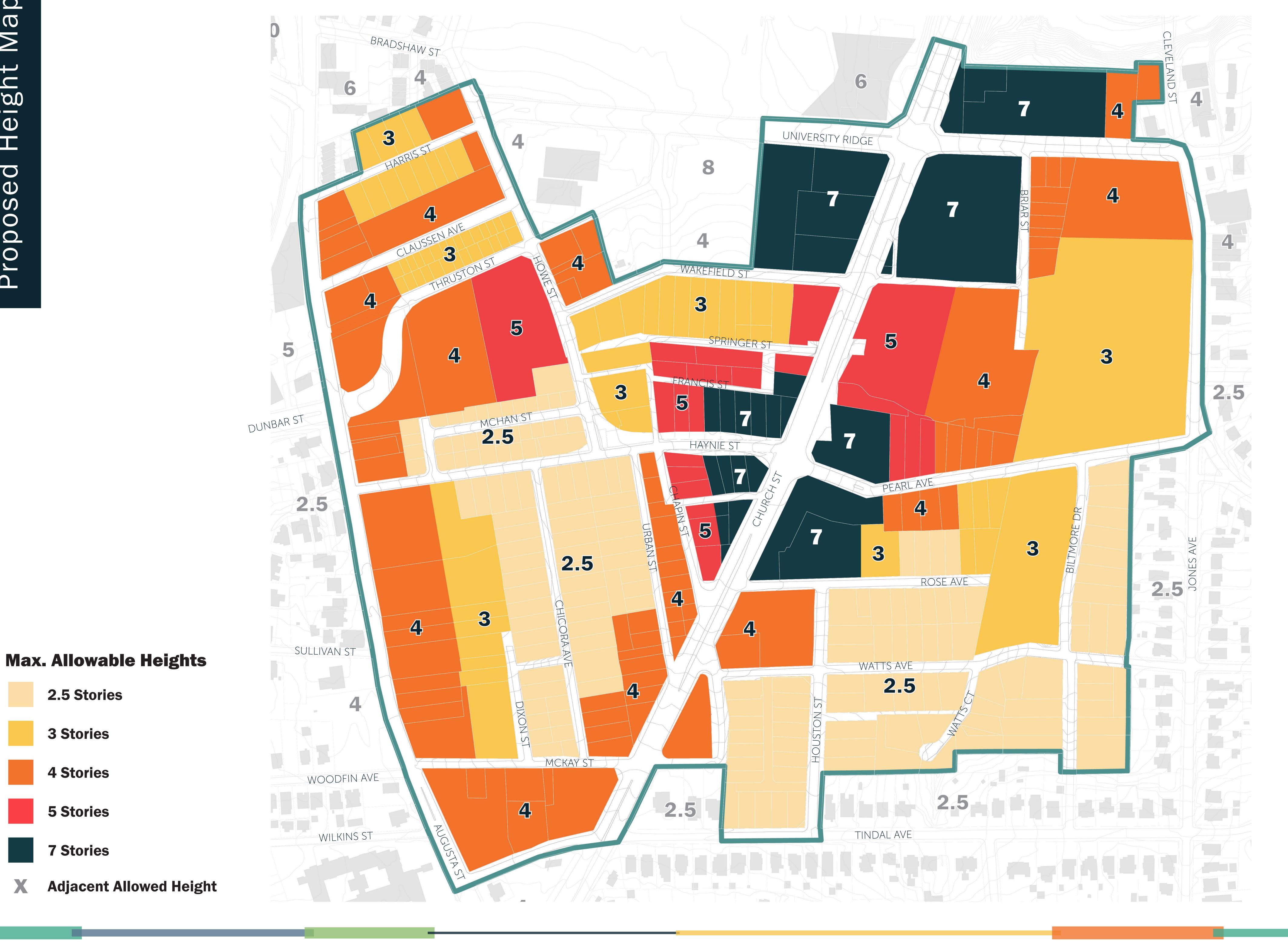


Trail

Mixed-Use

Transitional

Residential







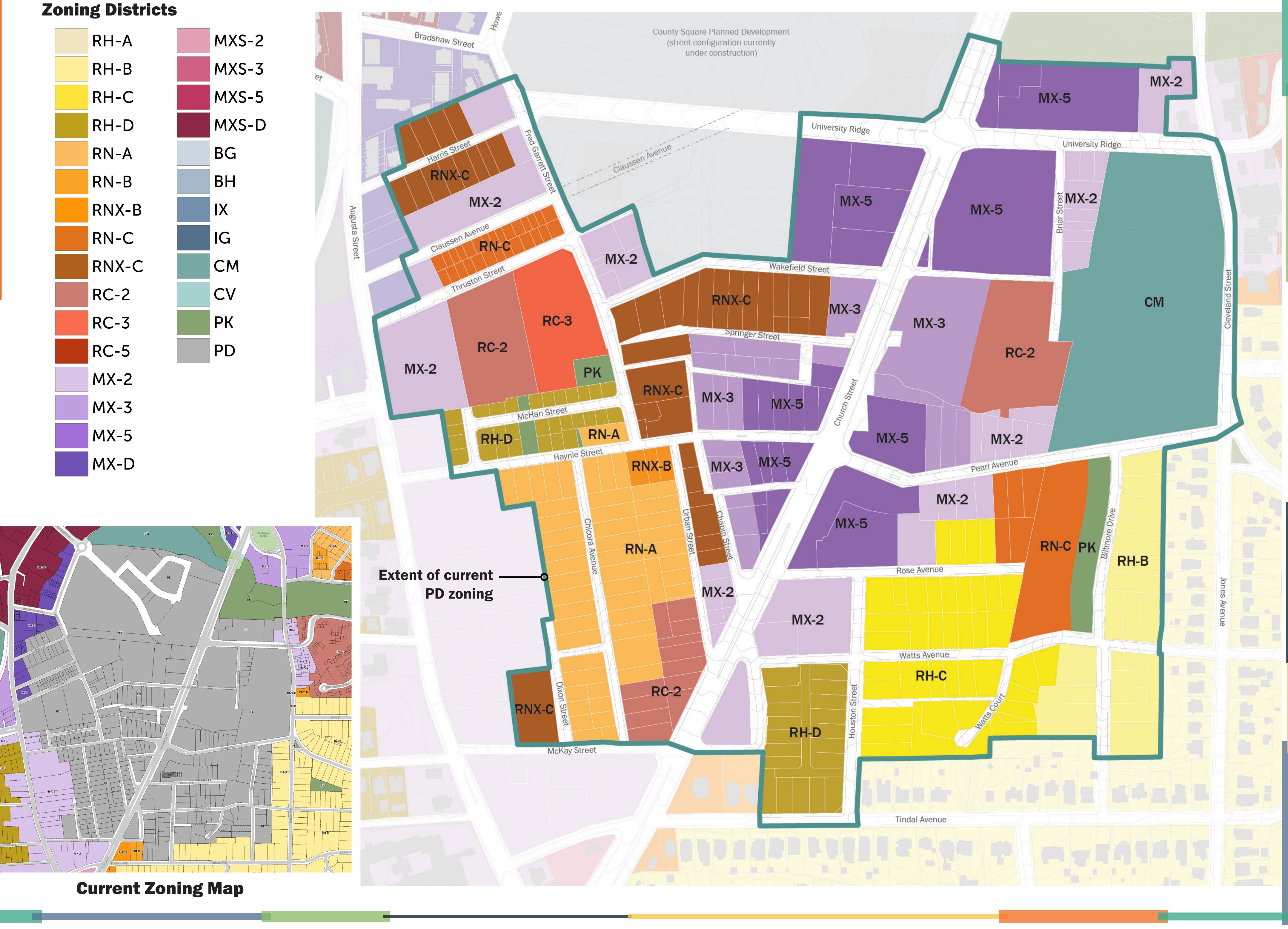
2.5 Stories

3 Stories

4 Stories

5 Stories

7 Stories







	ŀ	HOUSE	-SCAL	LE	NEI	GHBC	ORHOO	DD-SC	ALE		MMUN SCALE			MIXE	D USE			SHOPE			BUSII	NESS	INDUS	TRIAL	9	PECIA	L		22
Use Category	RH-A	RH-B	RH-C	RH-D	RN-A	RN-B	RNX-B	RN-C	RNX-C	RC-2	RC-3	RC-5	MX-2	MX-3	MX-5	MX-D	MXS-2	MXS-3	MXS-5	MXS-D	BG	ВН	V	5	CV	CM	PK	Intensity	Use Standards
Specific Use RESIDENTIAL USES	2	~	8	02	~	~	œ	<u>~</u>	œ	~	~	~	2	2	2	2	2	2	2	2	8	B	×	=	U	O	Д	드	⊃ %
Household Living																													
Single-unit living	P*	P*	P*	P*	Р	Р	Р	Р	Р	Р	Р	P	Р	Р	Р	Р	Р	Р	P	Р	Р	-	Р		-	Р	_	L	
Multi-unit living	-	-	-	-	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	P*	P*	P*	P*	Р	-	Р	-	-	Р	-	М	Sec. 3.4.2.A.
Manufactured home park	-	-	-	-	-	3 3	-	_	-	P*	P*	P*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Н	Sec. 3.4.2.A.
Group Living							Hallyton		THE PART																				
General group living	-	-	-	-	P	Р	P	P	P	P	Р	P	Р	Р	Р	P	Р	P	P	P	Р	-	Р	-	-	Р	-	М	
PUBLIC AND INSTITUTIONAL U	SES	>																							70				
General civic	S	S	S	S	Р	Р	Р	Р	Р	Р	Р	P	Р	Р	Р	Р	Р	Р	P	P	Р	Р	Р	-	Р	Р	_	М	
Detention center	-	-	-	-	-	-	-	1 To 1		-	7.	-	-	-		7	-	-	7.0	-	-	S	-	-	S	-	-	Н	
Religious assembly ⁵ Shelter	P -	P -	P -	P -	P -	P -	P -	P -	P -	P -	P -	P -	P S*	P S*	P S*	P -	P -	P -	P -	P -	P P*	P -	P P*	P -	P P*	P -	P -	М	Sec. 3.4.3.A.
Day Care				Ji E													33												
Group day care home	Р	Р	Р	Р	Р	Р	P	Р	Р	Р	Р	P	Р	Р	Р	Р	Р	Р	Р	P	Р	Р	Р	-	Р	Р	-	М	
Day care center or preschool	S	S	S	S	Р	Р	Р	Р	Р	Р	Р	P	Р	Р	Р	Р	Р	Р	Р	P	Р	Р	Р	-	Р	Р	_	М	
Education																													
School	S	S	S	S	S	S	S	S	S	Р	Р	P	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	-	Р	Р	-	Н	
College, university or trade school	-	-	-	-	-	-	-	-	-	-	-	-	P*	-	P*	P*	-	Н	Sec. 3.4.3.B.										
Parks and Open Space																													
General parks and open space	P*	P*	P*	P*	P*	P*	P*	P*	P*	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	L	Sec. 3.4.3.C.
(up to 1 acre) General parks and open space	S	S	S	S	S	S	S	S	S	P	P	P	P	P	P	P		P	Р	P	P	P	P	P	P	P		L	
(1+ acres) Commercial Greenhouse/	-	_	_	_	-	-	_	-	-	-	_	-	-	_	_	_	_	-	-	-	P	P	Р	_	P	P	P	М	
Nursery Cemetery, columbarium or	-	-	_	_	_	-	_	_	-	S	S	S	_	_			-	-		-	S	S	_	_	S	_	Р	L	
mausoleum																													
Utilities Utility, major				-	_		82	-	323	_	_		_	_		120		_	_		_	Р	Р	Р	Р	Р		Н	
Utility, minor	Р	P	Р	P	Р	Р	P	Р	Р	Р	P	P	Р	Р	Р	Р	Р	Р	P	P	Р	P	Р	Р	Р	P	P	Н	
Wireless communications	-		-		D+	D+	D÷	D+	D+	D+	D+	D+	D+	D÷	D+		D+	D+	D+		D+	D+	P*	P*	D+	D+	D+	11	C 7470
facilities, freestanding tower ² Wireless communications	S	S		S					P*					P*			P*		P*	-								Н	Sec. 3.4.3.D.
facilities, all other	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*	L	Sec. 3.4.3.D.
COMMERCIAL USES																													Sec. 3.4.4.A.
Entertainment and Recreation																													
General indoor entertainment and recreation (up to 6,000 SF) ²	-	-	-	-	-	-	-	_	-	-	-	-	P*	P*	S	P*	_	Н	Sec. 3.4.4.B.										
General indoor entertainment and recreation (6,000+ SF) ³	-	-	-	-	-	-	-	-	-	-	-	-	-	P*	P*	P*	-	-	P*	P*	P*	P*	P*	P*	S	P*	-	Н	Sec. 3.4.4.B.
General outdoor entertainment and recreation ²	-	-	2	-	-	-	-	-	-	-	_	-	-	P*	P*	P*	-	-	-	P*	S	P*	P*	P*	S	P*	S	Н	Sec. 3.4.4.B.
Casino or gambling establishment	-	-	-	-	-	-	-	-	-	-	-	_	-	-	-	-	-	-	_	-	-	-	-	S	-	-	-	Н	
Private civic club or lodge	-	-	-	-	-	-	-	-	-	-	-	-	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	-	Р	Р	-	М	
Food and Beverage																													
General food and beverage (up to 6,000 SF)	-	-	-	-	-	-	S*	-	P*	P*	P*	P*	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	-	Р	-	Н	Sec. 3.4.4.C.
General food and beverage (6,000+ SF)	-	-	-	-	-	-	-	-	-	-	-	-	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	-	Р	-	Н	Sec. 3.4.4.C.
Bar or nightclub	-	-	-	-	-	-	-	-	-	-	-	-	P*	-	-	-	-	Н	Sec. 3.4.4.C.										
Brewpub ⁵	-	-	-	-	-	-	-	-	-	-	-	-	P*	P*	-	-	-	H	Sec. 3.4.4.C.										
Microbrewery, small winery or microdistillery ⁵	-	-	-	-	1	-	-	-	-	-	-	-	P*	P*	-	-	-	Н	Sec. 3.4.4.C.										
Lodging																													
General lodging (up to 10 guest rooms)	-	-	-	-	-	-	-	-	-	-	-	-	P*	-	-	P*	-	н	Sec. 3.4.4.D.										
General lodging	-	<u>_</u>	_	_	_	-	_	_	=	_	_	_	P*	-	-	P*	_	Н	Sec. 3.4.4.D.										
							W=II																						
(up to 6,000 SF)	-	-	-	-	-	-	P*	-	P*	P*	P*	P*	Р	Р	Р	Р	Р	Р	Р	P	Р	Р	P	Р	Р	Р	-	М	Sec. 3.4.4.E.
General medical (6,000+ SF)	-	-	-	-	-	4	3 4	_	P*	-	-	-	Р	Р	Р	Р	Р	Р	P	Р	P	P	Р	_	P	P	-	М	Sec. 3.4.4.E.
Hospital Medical collection	-	-	-	1 =	-	7.00	-	-	-	-	-	-	-	-	-	S	-	-	Р	-	Р	P	-	-	Р	Р	-	Н	
PARAGRAL COLLECTION	-		-	-	-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	- Р	S	- Р	- Р	- Р	- Р	-	М	
Bar or nightclub Brewpub ⁵ Microbrewery, small winery or microdistillery ⁵ Lodging General lodging (up to 10 guest rooms)	-		-	-			-						P* P* P*	- P*		- - P*	1 1	H H H H	Sec. 3.4.4.C. Sec. 3.4.4.C. Sec. 3.4.4.C. Sec. 3.4.4.D.										

	1	HOUSI	E-SCA	LE	NE	IGHBC	DRHO	OD-SC	ALE	BUTCH STORY OF STREET	MMUN SCALE			MIXE	D USE				RONT D USE		BUSI	NESS	INDUS	STRIAL		SPECIA	VL.		11.20
Use Category Specific Use	RH-A	RH-B	RH-C	RH-D	RN-A	RN-B	RNX-B	RN-C	RNX-C	RC-2	RC-3	RC-5	MX-2	MX-3	MX-5	MX-D	MXS-2	MXS-3	MXS-5	MXS-D	BG	ВН	×	IG Di	CV	CM	PK	Intensity	Use Standards
Office							- long																						
General office (up to 6,000 SF) ²	o to co	-	-	20 0 2	-	-	Р	-	Р	P*	P*	P*	Р	Р	Р	Р	Р	P	Р	P	Р	Р	Р	Р	Р	Р	-	М	Sec. 3.4.4.F.
General office (6,000+ SF) ³	-	2	-	-	-	1,20	(C.2)	_	Р	_	-	P	Р	Р	Р	Р	Р	Р	P	Р	Р	S	Р	Р	Р	Р	-	М	Sec. 3.4.4.F.
Data center	-	-	-	(m)	-	-	-	-	-	-	-	-	P*	P*	P*	P*	P*	P*	P*	P*	P*	Р	Р	Р	-	P*	-	М	Sec. 3.4.4.F.
Bail bond service	-	-		-	-	-		-	() = (-	-	-	-	-	-	-	(m. 1)	7	-	-	Р	3-3	Р	-	Р		=	М	
Parking																													
Commercial surface parking	-	-	-	-	-	-	-	-	1 -	-	-	-	P*	P*	P*	P*	-	-		-	P*	P*	P*	P*	P*	P*	-	Н	Sec. 3.4.4.G.
Commercial structured parking	-	-	-	-	-	-	-	-	-	-	-	-	P*	P*	P*	P*	-	-	-	-	P*	P*	P*	P*	P*	P*	-	Н	Sec. 3.4.4.G.
Remote Parking ³	-	-	-	-	-	-	S*	-	S*	P*	P*	P*	P*	P*	P*	P*		-5	-	-	P*	P*	P*	P*	P*	P*	-	М	Sec. 3.4.4.G.
Personal Service																													
General personal service (up to 6,000 SF)	-	-	-	-	-	-	Р	-	Р	P*	P*	P*	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	-	-	Р	ā	М	
General personal service (6,000+ SF)	-	-	-	7	-	1-	-	-	-	P*	P*	P*	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	-	-	Р	-	М	
Animal Care, outdoor ²	-	-	-	(I=)	-	1_	-	3-0	:: - :	-	-	100	-	-	-	1940		-	1+1	-	-	S	S	P*	-	-	-	Н	Sec. 3.4.4.H.
Tattoo Facility ²	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	P*	P*	P*	-	-	-	-	Н	Sec. 3.4.4.H.
Retail																													
General retail (up to 6,000 SF)	-	-	-		-	-	S	-	P	P*	P*	P*	Р	Р	Р	Р	Р	P	P	P	Р	Р	Р	-	-	Р	-	М	
General retail (6,000+ SF)	-	_	-	-	1	-	_	-	-	-	_	-	Р	Р	Р	Р	Р	Р	Р	P	Р	Р	Р	8. <u>2</u>	-	Р	-	М	
Alternative financial service	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	- .:	-	-	-	-	P*	P*	1.5	170	-	-	Н	Sec. 3.4.4.I.
Liquor store	(-)	_	-	-	-	-	-	-	1	-	-	-	P*	P*	P*	P*	P*	P*	P*	(H)	P*	P*	P*	-	-	-	-	Н	Sec. 3.4.4.I.
Pawnshop	-	-	-	-	-	-	-	-	-	-	_	-	-	-	-	-	-	_	-	-	-	Р	-	-	-	-	-	Н	
Sexually-oriented business	-	-	-	-	-	-	-	_	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	S*	-	-	-	Н	Sec. 3.4.4.1.
Smoke or Vape Shops ³	-	-	-	-	-	-	-	-	-	-	-	10 mg	-	-	-	3-83	- ·	-	-	-	-	P*	-	P*	-	-	-	Н	Sec. 3.4.4.I.
Transportation																													
Passenger terminal	-	-	1020	-	-	-	22	4	-	-	-	-	Р	Р	Р	Р	-	_	-	100	Р	Р	Р	Р	Р	Р	-	Н	
Airport or heliport	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Р	Р	_	-	Н	
Vehicle Sale and Service																													
Vehicle repair or service (up to 10,000 pounds)	-	-	_	-	_	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	P*	1	P*	-	-	-	н	Sec. 3.4.4.K.
Vehicle repair or service (over 10,000 pounds) ⁴	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	_	-	-	-	P*	-	P*	P*	-	-	Н	Sec. 3.4.4.K.
Vehicle sale or rental (up to 10,000 pounds)	-	-	-	-	-	-	-	_	-	-	-	-	-	-	-	-	-	-	-	_	-	P*	-	P*	-	-	-	Н	Sec. 3.4.4.K.
Vehicle sale or rental (over 10,000 pounds)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	P*	-	-	-	Н	Sec. 3.4.4.K.
Fueling station	-	-	-	-	-	13	-	-	-	-	-	-	_	P*	P*	P*	-	-	-	-	P*	P*	P*	P*	-	-	_	Н	Sec. 3.4.4.K.
INDUSTRIAL USES															10000														
Industrial and Manufacturing																													
Low-impact industrial and manufacturing	-	-	-	-	_	S-3	-	-	-	-	_	-	-	-	Р	Р	-	_	-	0.40	Р	Р	Р	Р	-	Р	-	М	
High-impact industrial and manufacturing	-	-	-	-	-	-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	P*	-	-	-	Н	Sec. 3.4.5.A.
Research and development	-	-	_	_	_	223	×2	120	120	_	123	12		223	X = 1	P*		_	120	P*	S	S	Р	Р		Р	_	М	Sec. 3.4.5.A.
Warehouse and Distribution								JI IS								V1115					1		- K			1761			a comprised (SE)
General warehouse and distribution	-	-	-	-	_			-	-	-	_	-	-	-	-	-	-	2	-	-	-	P*	P*	P*	-	-	-	Н	Sec. 3.4.5.B.
Distribution storage yard	_	_			_			_		-			_					_	-		-	_	2	Р			-	Н	
Self-service storage	-	-	-	-	-	1.00	-	-	-	-	-	-	-	-	-		-	-	-	-	-	Р	Р	P	-	-	-	Н	
Vehicle storage yard	-	-	-		-	-		-	-	-	-	_	-	-	-	-	-	-	-	-	-	-	-	P	-	-	-	Н	
Waste-Related Service																					2								
Waste disposal or treatment	_	-	-		-	_	10000	-		-	_	-	-		_		-	_	-	-	-		-	Р	-		-	н	
Recycling drop-off center	-	-	-	-	-	-	-	-	-	-	-		-	-	-	-	-	-	-	-	-	Р	Р	P	Р	-	-	Н	
ACCESSORY USES						Harris																							
Accessory dwelling unit ⁵	P*	P*	P*	P*																									Sec. 3.5.2.A.
Drive-thru	-	_	_		-) <u>*</u>	-		-	_	_	-	S*	5*	S*	-		-	-	-	P*	P*	P*	2004	-		_	-	Sec. 3.5.2.B.
Drive-in	-			-		-					223		-	-	-			_		-	-	Р	Р		_	-	_	_	Sec. 3.5.2.C.
Home day care	P*				P*	p*	P*	P*	P*	P*	P*	P*	P*	P*	P*	P*		P*	P*	P*	NEW STATE	-	P*	8.28		P*	2	-	Sec. 3.5.2.D
Home occupation	P*				P*	P*	P*		P*	P*	P*	P*	P*	P*	0.50	P*		P*	P*	P*	P*	-	P*			P*	_		Sec. 3.5.2.E
Outdoor dining	-	_	-	-	-		P*		P*	P*	P*	P*	P*	P*	2000000	P*		P*	P*	P*	P*	P*	P*	P*	P*		-	-	Sec. 3.5.2.F.
Outdoor diring	-	_	_	_	-	1,00		-	P*	P*	Assessed	P*	P*	P*	TO POST OF	p*	2000	P*	p*	P*	P*	P*	P*		1700000	P*	-	-	Sec. 3.5.2.G
Outdoor display Outdoor entertainment	_		_	-						_	_		P*	P*		P*	P*	P*	P*	P*	P*	P*	P*	P*	4000	P*			Sec. 3.5.2.H
Outdoor storage		0		-				_			_	_	P*	P*	P*	P*		P*	P*	P*	P*	P*	P*	P*	672	P*		-	Sec. 3.5.2.1.
Outdoor storage Outdoor video screen ³				-	_		1.000	- Person					-	-	-	P*	-	-		AND DESCRIPTION OF THE PERSON	_		P*	-	-	-	_	_	Sec. 3.5.2.J.
Outdoor video screem		wec	linear.					Spec			The state of	COLUMN TO SERVICE SERV				TO BOOK			10000			- = L					0.00	0.753	JUU, J.J.E.V.

KEY: P = Use allowed S = Use requires Special Exception approval * = Use standards apply - = Use not allowed

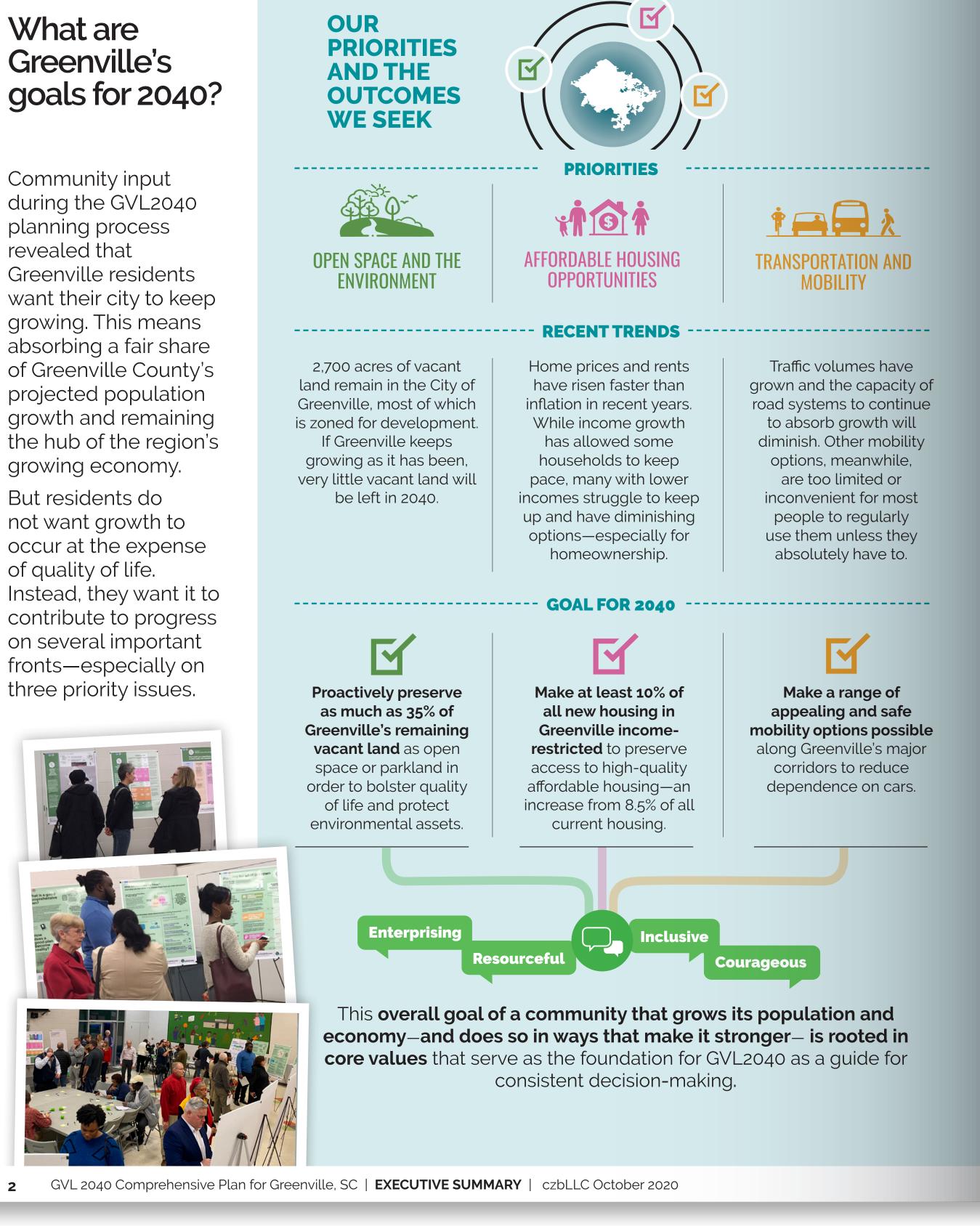
H = High Intensity Use M = Medium Intensity Use L = Low Intensity Use





What are Greenville's goals for 2040?

Community input during the GVL2040 planning process revealed that Greenville residents want their city to keep growing. This means absorbing a fair share of Greenville County's projected population growth and remaining the hub of the region's growing economy. But residents do not want growth to occur at the expense of quality of life. Instead, they want it to contribute to progress on several important fronts—especially on



What will it take to achieve Greenville's goals for 2040 are ambitious and bringing them to fruition will require commitments by the community. Greenville's goals? Commitment to grow in a new way Directing most of Greenville's new growth into higher density nodes or centers located throughout the city—and connected by major corridors—will make it possible for Greenville to grow in a way that will make its goals achievable. What will this require Picture 'nodes' as mixed-use of the community? community hubs that feature housing, employment opportunities, and a Support updates to the City's wide variety of retail, services, and Land Management Code to community functions. They would feature allow this new direction four- to six-story buildings and feel like Accept higher densities in traditional urban spaces... specific locations to absorb Importantly, this type of development will generate more revenue than the Preserve and strengthen lower density growth that has dominated existing residential Greenville outside of downtown—revenue that neighborhoods can support the achievement of GVL2040's goals. Growth in this new way is necessary—but not sufficient—to achieve Greenville's goals. Other needed commitments include: Support the dedication of **Commitment to preserve land** resources to acquire land or Reduction of the supply of development-ready land will be necessary development rights, as well as the future management of that to make higher-density development in nodes financially feasible—and land as open space or parkland it will advance the goal of preserving some of Greenville's remaining vacant land. Support higher density **Commitment to support affordable housing** development in nodes and the inclusion of affordable housing Higher density development—and the higher revenues it makes within nodes throughout possible for private developers—can help pay for the inclusion of Greenville affordable housing units. But cost gaps will remain that need to be Commit resources to cover cost covered to make Greenville's aggressive affordable housing goal gaps needed to pay for these Support appropriate forms of infill within existing neighborhoods to make the housing stock more diverse Support the sharing of public **Commitment to embrace expanded** rights-of-way by a variety of mobility options Commit resources to ensure Making walking, biking, and transit convenient and desirable that walking, biking, and alternatives to cars will be needed to make the higher density taking transit feel safe and nodes function. The density itself will supply more users, but other convenient—so that enough commitments will be needed to make this happen. people begin to move around

this way on a regular basis

GVL 2040 Comprehensive Plan for Greenville, SC | **EXECUTIVE SUMMARY** | czbLLC October 2020

How It Works:

 To receive a Development Bonus, a project must meet both affordable housing and open space requirements.

 Both base and bonus heights and density are "By-Right" entitlements, meaning if requirements are met, the development may more forward.

Affordable Housing Requirements:

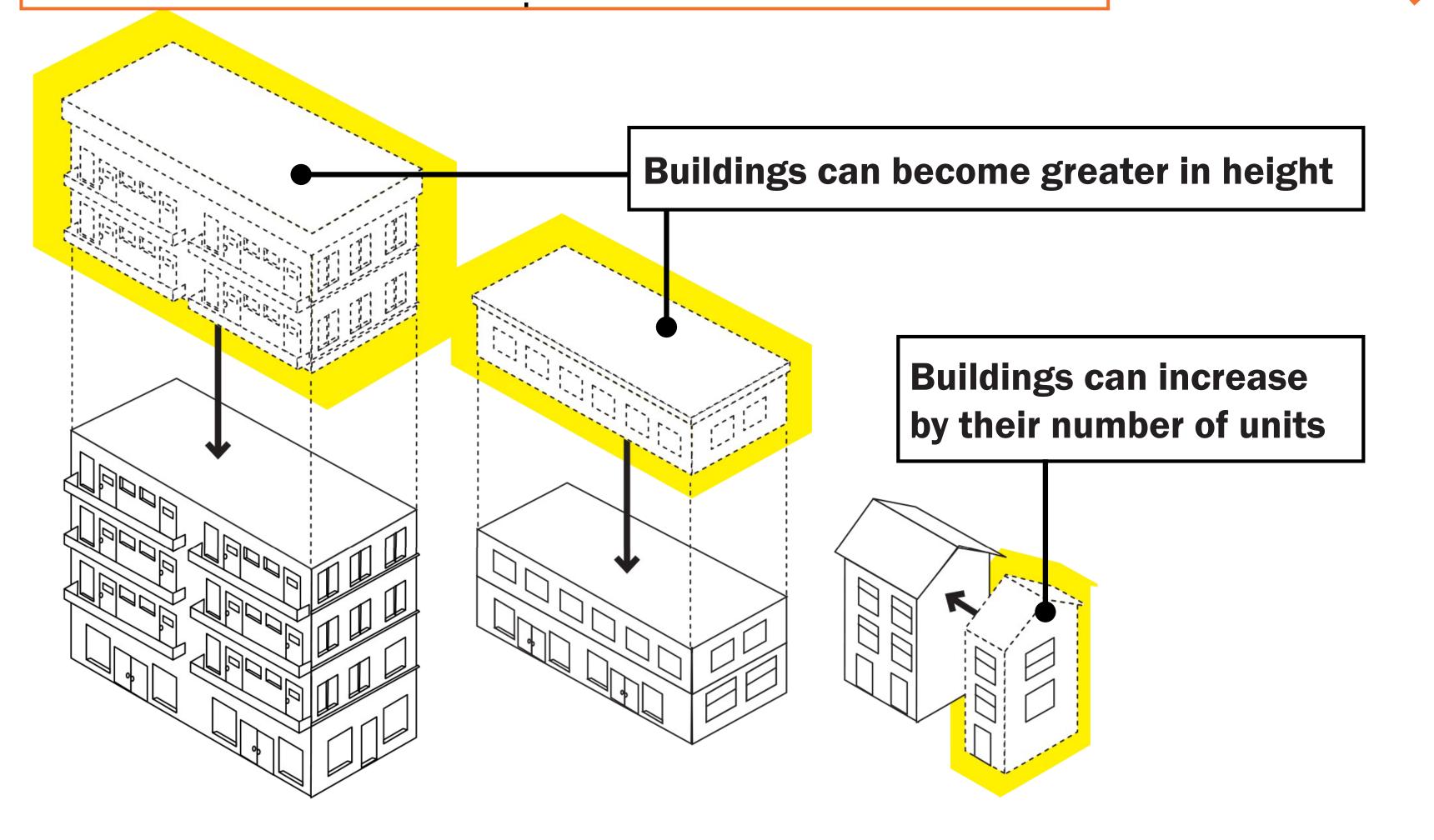
- Residential projects must provide at least 15% of all units at 80% AMI, or 10% at 60% AMI. Averaging is optional to achieve deeper levels of affordability.
- In residential projects, affordable units must actually be constructed (no fee-in-lieu option).
- In nonresidential projects, a \$2.50 fee is applied per square foot of bonus area. This money is then used to assist with the construction of affordable housing units throughout the city.

Open Space Requirements:

- For residential and nonresidential projects, developers must contribute a \$2.50 open space mitigation fee per square foot of bonus area to assist with land acquisition and open space preservation throughout the city.
- Developers may donate on-site or off-site open space to reduce/remove open space fee.

Development Bonuses are available in the form of additional square footage in some locations to developers who help meet Affordable Housing goals as identified by the GVL2040 Comprehensive Plan.

Incentives include height, density, and width allowances in certain districts.



Height Bonus

Base Height (without affordable housing) Community Districts RC-2 (Community 2) 2 stories (max.) 4 stories (max.) RC-3 (Community 3) 3 stories (max.) 5 stories (max.) RC-5 (Community 5) 5 stories (max.) 7 stories (max.) Mixed-Use Districts MX-2 (Mixed-Use 2) 2 stories (max.) 4 stories (max.) MX-3 (Mixed-Use 3) 3 stories (max.) 5 stories (max.) MX-5 (Mixed-Use 5) 5 stories (max.) 7 stories (max.) Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.) Industrial Districts IX (Industrial Flex) 3 stories (max.) 5 stories (max.)			
RC-2 (Community 2) 2 stories (max.) 4 stories (max.) RC-3 (Community 3) 3 stories (max.) 5 stories (max.) RC-5 (Community 5) 5 stories (max.) 7 stories (max.) Mixed-Use Districts MX-2 (Mixed-Use 2) 2 stories (max.) 4 stories (max.) MX-3 (Mixed-Use 3) 3 stories (max.) 5 stories (max.) MX-5 (Mixed-Use 5) 5 stories (max.) 7 stories (max.) Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) 5 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 5 stories (max.)			
RC-3 (Community 3) 3 stories (max.) 5 stories (max.) 7 stories (max.) Mixed-Use Districts MX-2 (Mixed-Use 2) 2 stories (max.) 4 stories (max.) MX-3 (Mixed-Use 3) 3 stories (max.) 5 stories (max.) 5 stories (max.) 5 stories (max.) 7 stories (max.) MX-5 (Mixed-Use 5) 5 stories (max.) 7 stories (max.) Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.)	Community Districts		
RC-5 (Community 5) 5 stories (max.) 7 stories (max.) Mixed-Use Districts MX-2 (Mixed-Use 2) 2 stories (max.) 4 stories (max.) MX-3 (Mixed-Use 3) 3 stories (max.) 5 stories (max.) MX-5 (Mixed-Use 5) 5 stories (max.) 7 stories (max.) Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.)	RC-2 (Community 2)	2 stories (max.)	4 stories (max.)
MX-2 (Mixed-Use 2) 2 stories (max.) 4 stories (max.) MX-3 (Mixed-Use 3) 3 stories (max.) 5 stories (max.) MX-5 (Mixed-Use 5) 5 stories (max.) 7 stories (max.) Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.)	RC-3 (Community 3)	3 stories (max.)	5 stories (max.)
MX-2 (Mixed-Use 2) 2 stories (max.) 4 stories (max.) MX-3 (Mixed-Use 3) 3 stories (max.) 5 stories (max.) MX-5 (Mixed-Use 5) 5 stories (max.) 7 stories (max.) Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.)	RC-5 (Community 5)	5 stories (max.)	7 stories (max.)
MX-3 (Mixed-Use 3) 3 stories (max.) 5 stories (max.) 7 stories (max.) Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) 5 stories (max.) 5 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.)	Mixed-Use Districts		
MX-5 (Mixed-Use 5) 5 stories (max.) 7 stories (max.) Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.) Industrial Districts	MX-2 (Mixed-Use 2)	2 stories (max.)	4 stories (max.)
Shopfront Districts MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.) Industrial Districts	MX-3 (Mixed-Use 3)	3 stories (max.)	5 stories (max.)
MXS-2 (Shopfront 2) 2 stories (max.) 4 stories (max.) MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.) 5 stories (max.)	MX-5 (Mixed-Use 5)	5 stories (max.)	7 stories (max.)
MXS-3 (Shopfront 3) 3 stories (max.) 5 stories (max.) MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.)	Shopfront Districts		
MXS-5 (Shopfront 5) 5 stories (max.) 7 stories (max.) Business Districts BG (Business General) 3 stories (max.) 5 stories (max.) Industrial Districts	MXS-2 (Shopfront 2)	2 stories (max.)	4 stories (max.)
Business Districts BG (Business General) 3 stories (max.) 5 stories (max.) Industrial Districts	MXS-3 (Shopfront 3)	3 stories (max.)	5 stories (max.)
BG (Business General) 3 stories (max.) 5 stories (max.) Industrial Districts	MXS-5 (Shopfront 5)	5 stories (max.)	7 stories (max.)
Industrial Districts	Business Districts		
	BG (Business General)	3 stories (max.)	5 stories (max.)
IX (Industrial Flex) 3 stories (max.) 5 stories (max.)	Industrial Districts		
	IX (Industrial Flex)	3 stories (max.)	5 stories (max.)

Density & Building Width Bonus

	Base Density & Building Width (without affordable housing)	Bonus Density & Building Width (with affordable housing)
Neighborhood Districts		
RN-B (Neighborhood B)	8 units 60' width (max.)	10 units 80' width (max.)
RNX-B (Neighborhood Flex B)	8 units 60' width (max.)	10 units 80' width (max.)
RN-C (Neighborhood C)	12 units 100' width (max.)	16 units 125' width (max.)
RNX-C (Neighborhood Flex A)	12 units 100' width (max.)	16 units 125' width (max.)

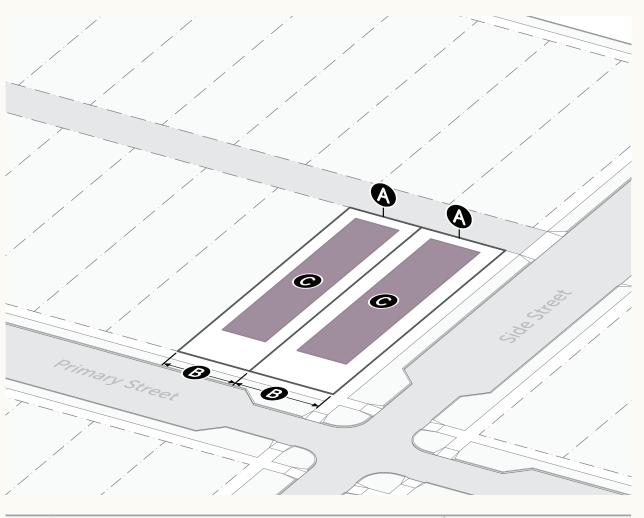




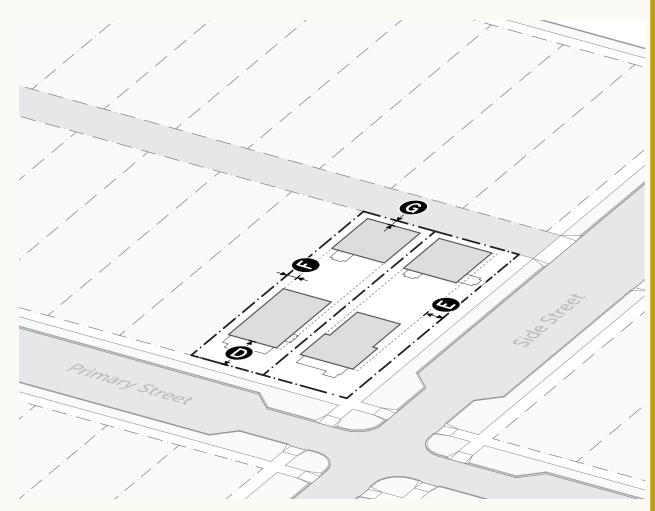
Zoning District Standards

RH-D | HOUSE D

A. SITE



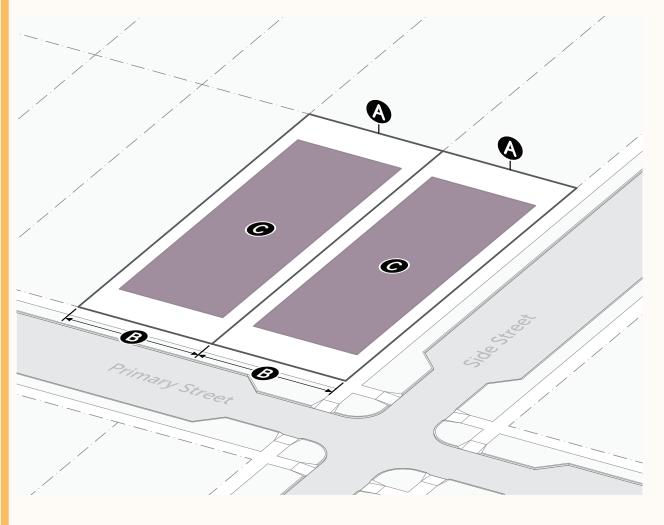
1. LOT SIZE	Sec. 2.11.2.
A Area (min)	3,000 SF
Width (min)	
Front access	40'
Side/rear access	25'
2. DENSITY	Sec. 2.11.3.
Dwellings per lot (max)	
Primary units	1
Accessory Dwelling units	1
3. COVERAGE	Sec. 2.11.4.
Building coverage (max)	50%



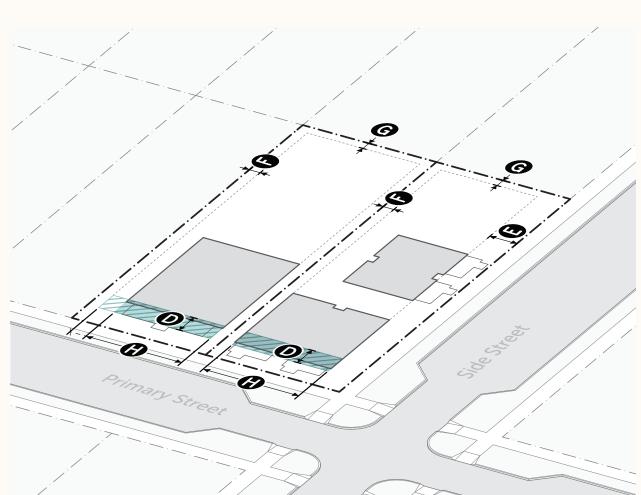
4.	BUILDING SETBACKS ⁴	Sec. 2.11.5.			
D	Primary street lot line (min)				
	Primary structure	Setback Range or 20'*			
	Accessory structure	50'			
B	Side street/side alley lot line (min)				
	Primary structure	7'			
	Accessory structure	15′			
•	Side lot line (min)	5'			
G	Rear/rear alley lot line (min)	4′			
5.	PARKING SETBACKS	Sec. 2.11.8.			
	Primary street (min)	30'			
	Side street (min)	10'			
6.	FENCES AND WALLS	Sec. 2.11.9.			
	Front yard height (max)	Type B 3'			
	Side street yard height (max)	Type C 6'			
	Side/rear yard height (max)	Type E 6'			

RN-A | NEIGHBORHOOD A

A. SITE

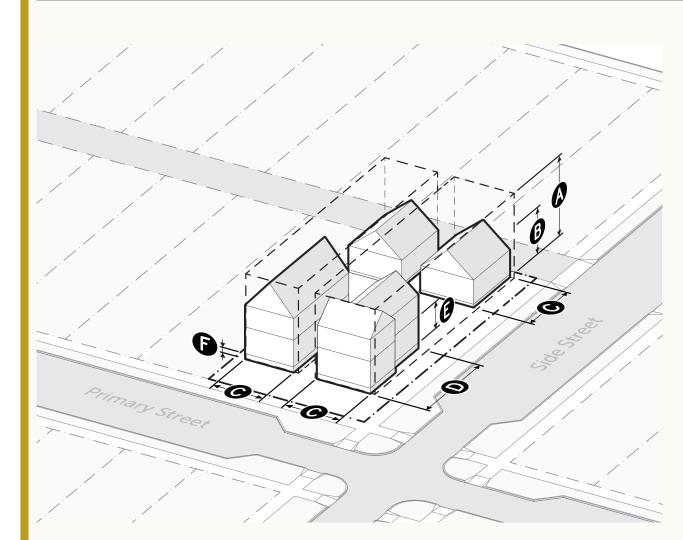


1. LOT SIZE	Sec. 2.11.2.
A Area (min)	2,000 SF
B Width (min)	
Front access	40'
Side/rear access	25'
2. DENSITY	Sec. 2.11.3.
Dwellings per lot (max)	4
3. COVERAGE	Sec. 2.11.4.
Building coverage (max)	60%

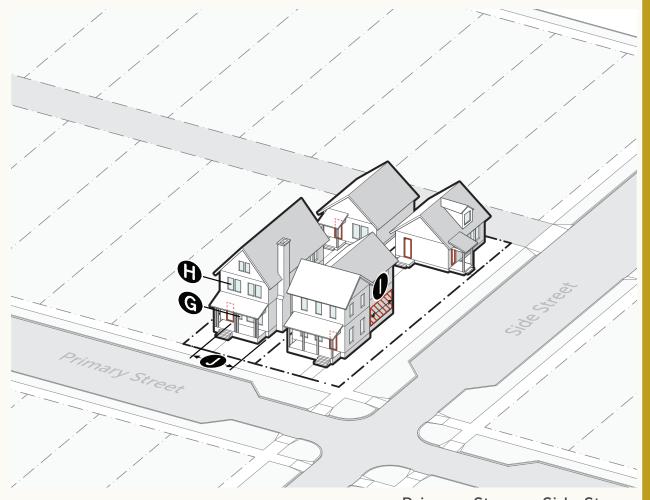


4. BUILDING SETBACKS ⁴	Sec. 2.11.5.
Primary street lot line (min)	Setback Range*
Side street/side alley lot line (min)	10'
🕞 Side lot line (min)	5'
G Rear/rear alley lot line (min)	4'
5. BUILD-TO	Sec. 2.11.7.
Build-to width (min)	
Primary street	50%
Side street	None
6. PARKING SETBACKS	Sec. 2.11.8.
Primary street (min)	30'
Side street (min)	5'
7. FENCES AND WALLS	Sec. 2.11.9.
Front yard height (max)	Type B 3'
Side street yard height (max)	Type C 6'
Side/rear yard height (max)	Type E 6'

B. BUILDING



1. HEIGHT	Sec. 2.11.10.
A Overall height (max stories/feet)	
Primary structure ¹	2.5 / 32'
Accessory structure ⁴	2 / 20′
B Side wall (max)	
Primary structure	25'
Accessory structure	16′
2. MASSING	Sec. 2.11.11.
Building width (max)	35'
Building depth (max)	60'
3. GROUND STORY	Sec. 2.11.12.
Story height (min)	9'
Finish floor elevation (min/max)	0′ / 5′



	Primary St.	Side St.
4. TRANSPARENCY	Sec. 2	.11.13.
G Ground story (min)	25%	20%
① Upper story (min)	15%	15%
Blank wall width (max)	10'	20'
5. ENTRANCES	Sec. 2	.11.14.
Street-facing entry spacin (avg)	g _{20'}	40'
Entry feature	Yes	No

NOTES: 4

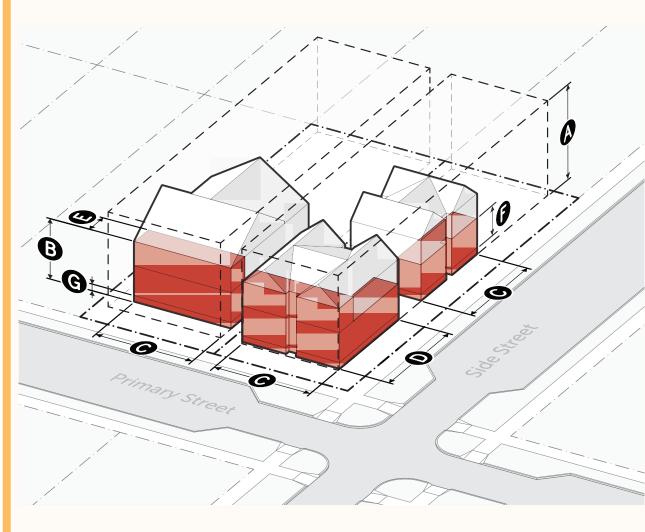
* If a Setback Range cannot be established, a 20' minimum primary street lot setback shall be used.

** Additional standards apply to all lots within the Neighborhood Revitalization Overlay District.

View the Neighborhood Revitalization Overlay District Map

View the Neighborhood Revitalization Overlay District Design Standards

B. BUILDING



1. HEIGHT	Sec. 2.11.10.
A Overall height (max stories/feet) ¹	2.5 / 32'
B Side wall (max)	25'
2. MASSING	Sec. 2.11.11
Building width (max)	40'
Building depth (max)	70'
Active depth (min)	9'
3. GROUND STORY	Sec. 2.11.12
Story height (min)	9'
G Finish floor elevation (min/max)	0' / 5'



		Primary St.	Side St.			
4.	TRANSPARENCY	Sec. 2	.11.13.			
	Ground story (min)	25%	20%			
0	Upper story (min)	15%	15%			
0	Blank wall width (max)	10'	20'			
5. ENTRANCES ⁴		Sec. 2.11.14.				
K	Street-facing entry spacing (avg)	30'	50'			
	Entry feature	Yes	Yes			

NOTES: 4

* If a Setback Range cannot be established, a 10' minimum/20' maximum primary street lot setback shall be used.

** Additional standards apply to all lots within the Neighborhood Revitalization Overlay District.

View the Neighborhood Revitalization Overlay District Map

View the Neighborhood Revitalization Overlay District Design Standards

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All District Pages can be found in Art. 19-2 of the GDC.

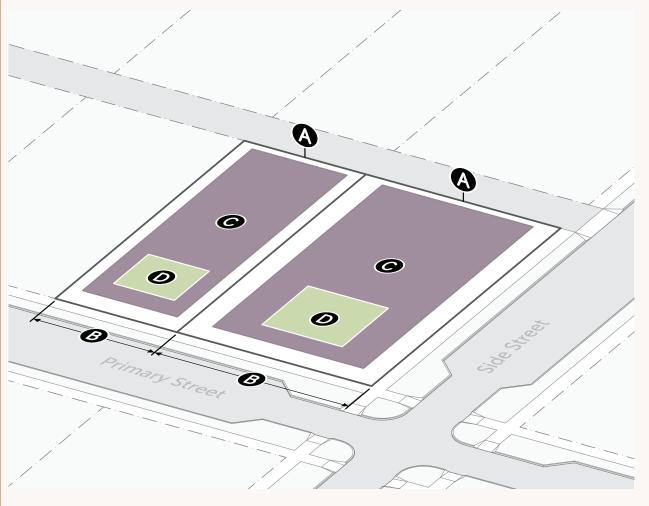




Zoning District Standards

RNX-C | NEIGHBORHOOD FLEX C

A. SITE

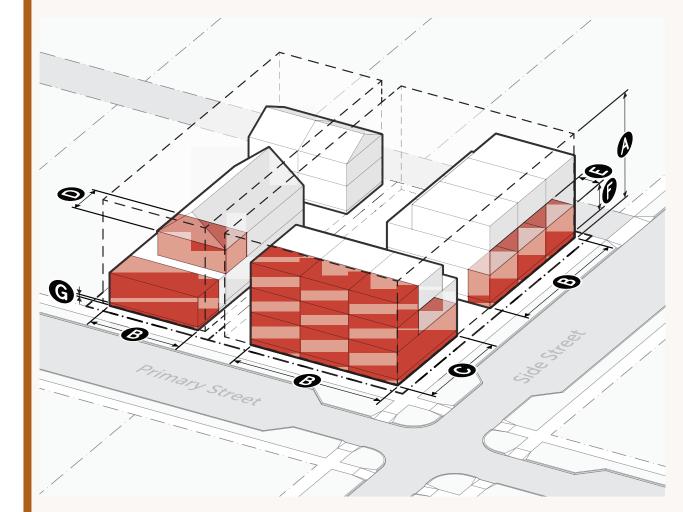


1. LOT SIZE	Sec. 2.11.2
A Area (min)	None
Width (min)	
Front access	40'
Side/rear access	25'
2. DENSITY	Sec. 2.11.3
Dwellings per lot (max)	
Base	12
Bonus	16
3. COVERAGE ²	Sec. 2.11.4
© Building coverage (max)	
0 to 12 units and Nonresidential	70%
13 to 16 units	75%
Outdoor amenity space (min)	10%



4. BUILDING SETBACKS	Sec. 2.11.5.
Primary street lot line (min/max)	5' / 20'
Side street lot line (min/max)	5' / 20'
G Side lot line (min)	4'
Rear/alley lot line (min)	4'
5. TRANSITIONS	Sec. 2.11.6.
Transition type	Type A
6. BUILD-TO	Sec. 2.11.7.
Build-to width (min)	
Primary street	65%
Side street	40%
7. PARKING SETBACKS	Sec. 2.11.8.
Primary street (min)	20'
Side street (min)	5'
8. FENCES AND WALLS	Sec. 2.11.9.
Front yard height (max)	Type B 3'
Side street yard height (max)	Type C 6'
Side/rear yard height (max)	Type E 6'

B. BUILDING



1. HEIGHT	Sec. 2.11.10.
Overall height (max stories/feet)	3 / 42'
2. MASSING ⁴	Sec. 2.11.11.
Building width (max)	
Base	100′
Bonus	125′
Building depth (max)	100'
Active depth (min)	
Primary street	15'
Side street	9'
3. GROUND STORY	Sec. 2.11.12.
Story height (min)	10'
G Finish floor elevation (min/max)	
Residential	0' / 5'
Nonresidential	-2' / 5'



		Primary St.	Side St.
4.	TRANSPARENCY	Sec. 2.	11.13.
•	Ground story (min)		
	Residential	35%	30%
	Nonresidential	50%	30%
0	Upper story (min)	20%	20%
0	Blank wall width (max)	10'	20'
5.	ENTRANCES ⁴	Sec. 2.11.14.	
K	Street-facing entry spacing (avg) ¹	40'	50'
	Entry feature	Yes	Yes

NOTES: 4

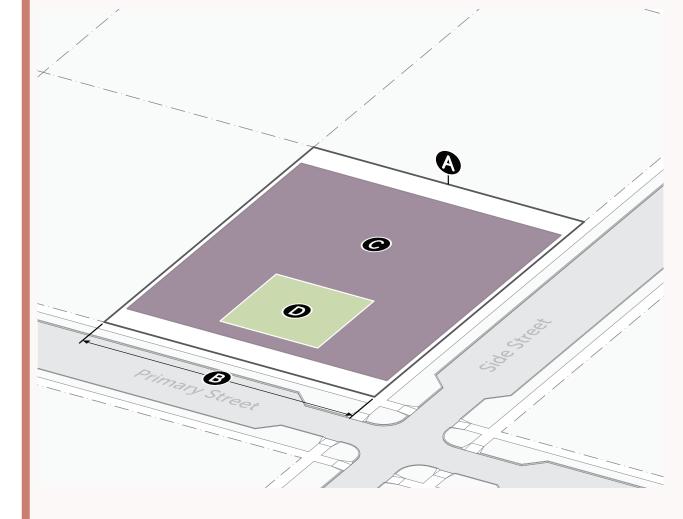
* Additional standards apply to all lots within the Neighborhood Revitalization Overlay District.

View the Neighborhood Revitalization Overlay District Map

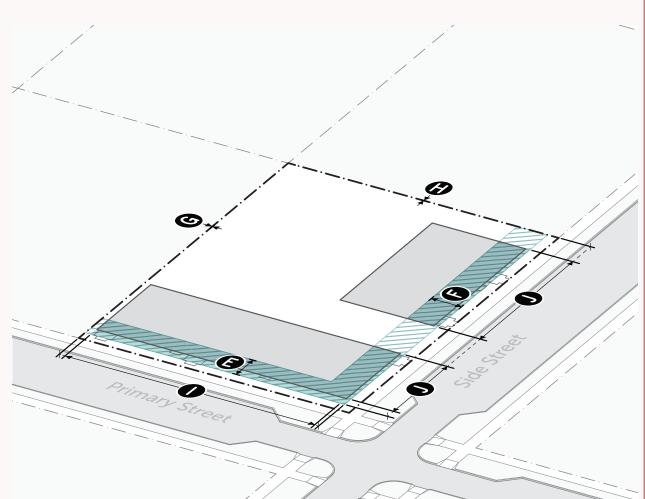
View the Neighborhood Revitalization Overlay District Design Standards

RC-2 | COMMUNITY 2

A. SITE

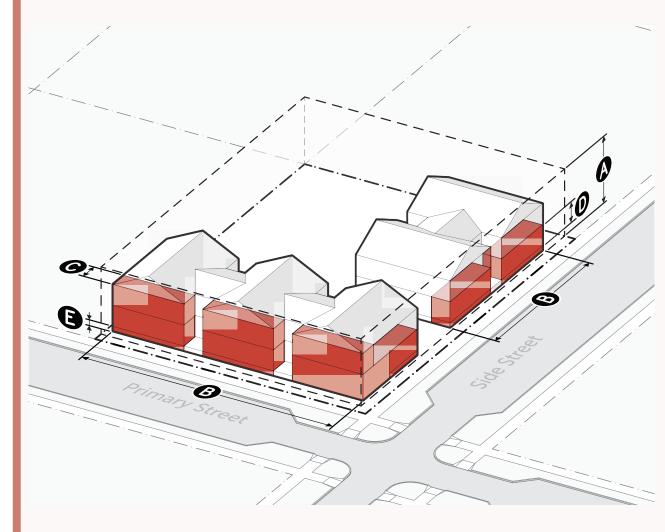


1. LOT SIZE	Sec. 2.11.2.
A Area (min)	None
Width (min)	
Front access	40'
Side/rear access	15'
2. COVERAGE	Sec. 2.11.4.
Building coverage (max)	80%
Outdoor amenity space (min)	10%



Sec. 2.11.5.
5' / 20'
5' / 15'
0'
0'
5'
Sec. 2.11.6.
Type A
Sec. 2.11.7.
75%
45%
Sec. 2.11.8.
20'
5'
Sec. 2.11.9.
Type B 3'
Type C 6'
Type E 6'

B. BUILDING



1. HEIGHT	Sec. 2.11.10
A Overall height (max stories/feet)	
Base	2 / 30'
Bonus	4 / 54'
2. MASSING	Sec. 2.11.11.
Building width (max)	175'
C Active depth (min)	9'
3. GROUND STORY	Sec. 2.11.12.
Story height (min)	10'
Finish floor elevation (min/max)	0' / 5'



	Primary St.	Side St.
4. TRANSPARENCY	Sec. 2.11.13.	
Ground story (min)	35%	30%
G Upper story (min)	20%	20%
Blank wall width (max)	15'	25'
5. ENTRANCES ⁴	Sec. 2	.11.14.
Street-facing entry spacing (avg)	40'	60'
Entry feature	Yes	Yes

NOTES: 4

* Additional standards apply to all lots within the Neighborhood Revitalization Overlay District.

View the Neighborhood Revitalization Overlay District Map

View the Neighborhood Revitalization Overlay District Design Standards

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All District Pages can be found in Art. 19-2 of the GDC.

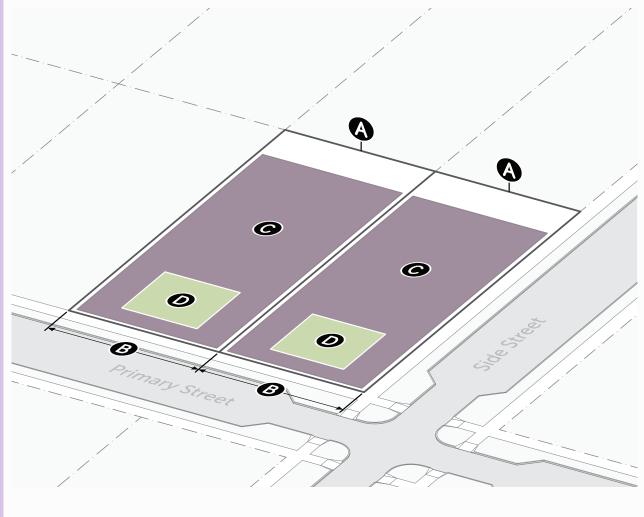




Zoning District Standards

MX-2 | MIXED-USE 2

A. SITE

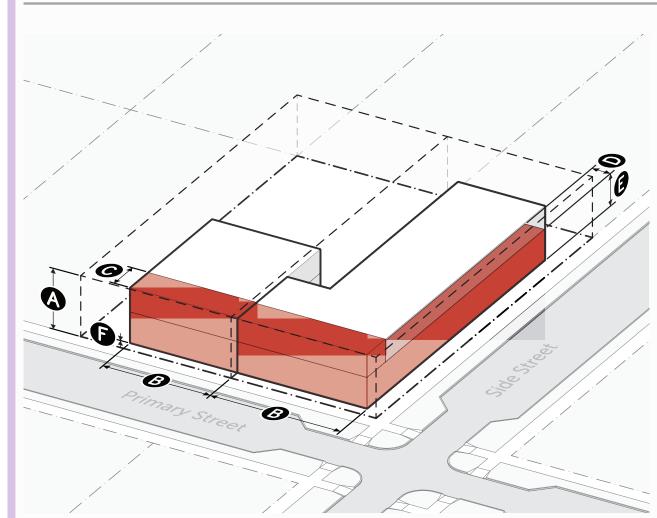


1. LOT SIZE	Sec. 2.11.2.
A Area (min)	None
B Width (min)	
Front access	40'
Side/rear access	15'
2. COVERAGE	Sec. 2.11.4.
Building coverage (max)	80%
Outdoor amenity space (min)	10%

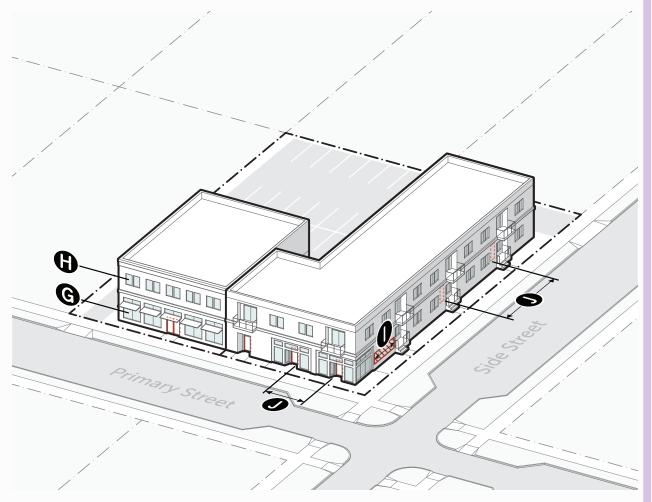


3. BUILDING SETBACKS	Sec. 2.11.5.
Primary street lot line (min/max)	0' / 10'
Side street lot line (min/max)	0' / 10'
G Side lot line (min)	0'
Rear lot line (min)	0'
Alley lot line (min)	5'
4. TRANSITIONS	Sec. 2.11.6.
Transition type	Type A
5. BUILD-TO	Sec. 2.11.7.
Build-to width (min)	
Primary street	75%
Side street	45%
6. PARKING SETBACKS	Sec. 2.11.8.
Primary street (min)	20'
Side street (min)	5'
7. FENCES AND WALLS	Sec. 2.11.9.
Front yard height (max)	Type B 3'
Side street yard height (max)	Type C 6
Side/rear yard height (max)	Type F 8'

B. BUILDING



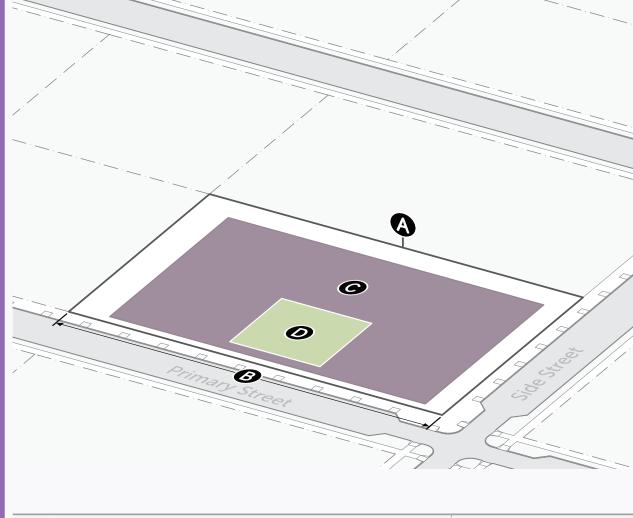
1. HEIGHT ⁴	Sec. 2.11.10.
Overall height (max stories)	
Base	2
Bonus	4
2. MASSING	Sec. 2.11.11.
B Building width (max)	275'
Active depth (min)	
© Primary street	15'
Side street	9'
3. FLOOR HEIGHTS ⁴	Sec. 2.11.12.
GROUND STORY	
Story height (min/max)	
Residential	10' / 18'
Nonresidential	12' / 18'
Finish floor elevation (min/max)	
Residential	2' / 5'
Nonresidential	-2' / 2'
UPPER STORY	
Story height (max)	15′



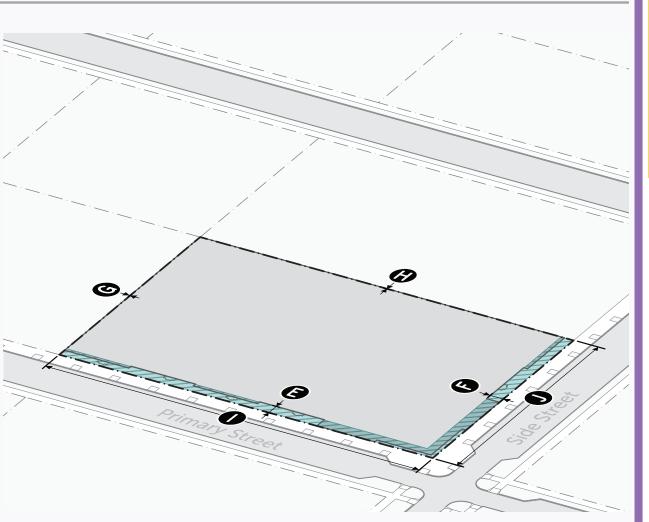
	Primary St.	Side St.
4. TRANSPARENCY	Sec. 2	.11.13.
G Ground story (min)		
Residential	35%	30%
Nonresidential	50%	30%
H Upper story (min)	20%	20%
Blank wall width (max)	15'	25'
5. ENTRANCES ⁴	Sec. 2.11.14.	
Street-facing entry spacing (avg)	40'	60'
Entry feature	Yes	Yes

MX-5 | MIXED-USE 5

A. SITE



1. LOT SIZE	Sec. 2.11.2.	
A Area (min)	None	
Width (min)		
Front access	40'	
Side/rear access	15'	
2. COVERAGE	Sec. 2.11.4.	
Building coverage (max)	None	
Outdoor amenity space (min)	10%	



3. BUILDING SETBACKS	Sec. 2.11.5.	
Primary street lot line (min/max)	0' / 10'	
Side street lot line (min/max)	0' / 10'	
G Side lot line (min)	0'	
Rear lot line (min)		
Alley lot line (min)	5'	
4. TRANSITIONS	Sec. 2.11.6.	
Transition type Type		
5. BUILD-TO	Sec. 2.11.7.	
Build-to width (min)		
Primary street	75%	
Side street	45%	
6. PARKING SETBACKS	Sec. 2.11.8.	
Primary street (min)	20'	
Side street (min) 5'		
7. FENCES AND WALLS	Sec. 2.11.9.	
Front yard height (max) Type E		
Side street yard height (max)	Type C 6'	
Side/rear yard height (max)	Type F 8'	

B. **BUILDING**



1. HEIGHT⁴	Sec. 2.11.10	
Overall height (max stories)		
Base	5	
Bonus	7	
2. MASSING	Sec. 2.11.11	
Building width (max)	275'	
Active depth (min)		
Primary street	15'	
Side street	9'	
Street step-backs		
Stories without step-back (max)	3	
Step-back depth (min)	10'	
3. FLOOR HEIGHTS ⁴	Sec. 2.11.12	
GROUND STORY		
Story height (min/max)		
Residential	10' / 18'	
Nonresidential	14' / 18'	
G Finish floor elevation (min/max)		
Residential	2' / 5'	
Nonresidential	-2' / 2'	



Story height (max)		15′	
		Primary St.	Side St.
4. TRANSPARENCY		Sec. 2.	11.13.
	Ground story (min)		
	Residential	35%	30%
	Nonresidential	50%	30%
0	Upper story (min)	20%	20%
0	Blank wall width (max)	15'	25'
5.	ENTRANCES ⁴	Sec. 2.11.14.	
K	Street-facing entry spacing (avg)	40'	60'
	Entry feature	Yes	Yes

UPPER STORY

Above districts are shown for comparison purposes only.

All District Pages can be found in Art. 19-2 of the GDC.



