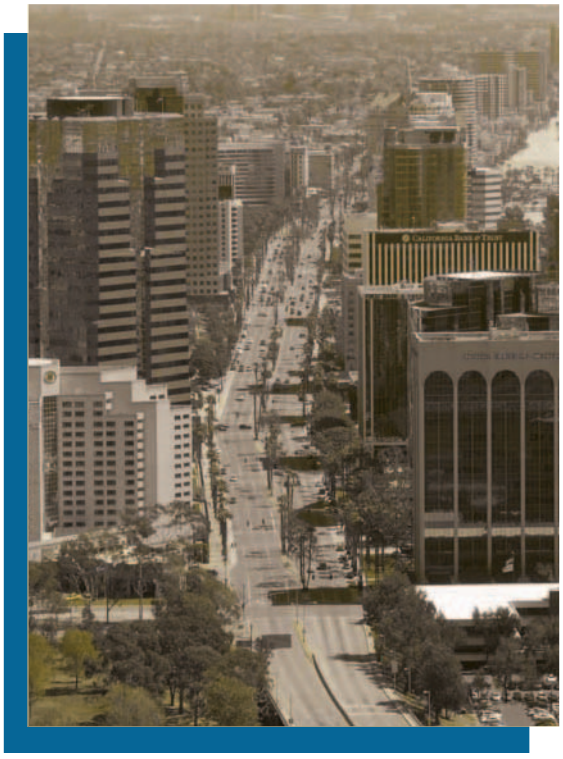
3

DEVELOPMENT STANDARDS



ZONING

Aerial view of the Downtown core from the waterfront.

THE IMPORTANCE OF DEVELOPMENT STANDARDS

The development standards in this chapter serve to implement the vision of Long Beach as a world-class city center, with a vibrant and energetic downtown with a diverse mix of population, businesses, and attractions. Achieving a high-quality urban realm, bold architecture, and a progressive global city requires development standards that both regulate and stimulate development.

The districts, uses, and development standards developed for Downtown facilitate a range of housing types and businesses, shopping, services, and entertainment opportunities within a very vibrant mixed-use environment. Enhanced mobility, urban design, and interconnected open space better connect activities and provide for the mutually beneficial interaction of these uses for residents, visitors, and businesses.

Intact residential neighborhoods within Downtown provide a wide mix of historic and more recent housing types, including single-family homes, duplexes, and a range of apartment and condominium buildings. The Downtown Neighborhood Overlay district preserves these unique residential areas in Downtown while allowing some context-sensitive neighborhood services that are compatible with the residential character of these areas.

DOWNTOWN PLAN AREA

The Downtown area is identified in Figure 3-1. The majority of Downtown is characterized by mid- and high-rise residential development; high-intensity employment; and numerous retail, cultural, entertainment, and dining destinations. Table 3-1 indicates the uses that are permitted within Downtown. The notes and exceptions column includes special standards applicable to a use.

DOWNTOWN NEIGHBORHOOD OVERLAY

Within the Downtown area, residential neighborhoods provide a mix of housing opportunities within walking distance of employment and services. A Downtown Neighborhood Overlay is established to ensure that primarily residential uses are maintained and commercial uses compatible with small-scale neighborhoods are appropriately permitted and regulated within specific residential areas, as identified in Figure 3-1. Table 3-1 identifies specific land uses permitted within the Downtown Neighborhood Overlay. Neighborhood-serving commercial uses, such as corner stores and dry cleaners are permitted within the Downtown Neighborhood Overlay.

To ensure the continued viability of residential uses within the Downtown Neighborhood Overlay, the permitted height of structures is carefully regulated as indicated in Table 3-2. Height transitions shall be considered during design development and during the Site Plan Review process. In addition, setbacks and development standards set forth in this Chapter have been developed to sensitively integrate new development with surrounding neighborhoods.

ZONING

ADDITIONAL ZONING STANDARDS: GROUND-FLOOR PEDESTRIAN-ORIENTED USES

Figure 3-1 indicates streets within the Downtown area classified as Pedestrian-Oriented Main Streets and Pedestrian-Oriented Secondary Streets. The purpose of "Main" or "Secondary" designated streets is to further encourage active land uses in certain areas such as restaurants, retail stores, entertainment, dining, services, etc. to provide a vibrant, pedestrian-oriented experience throughout much of the day.

On Main or Secondary-designated streets, 100 percent of the ground-floor street fronts shall contain active uses. The requirement applies only to the ground-floor.

The permitted active uses allowed on Main or Secondary designated-streets are indicated in Table 3-1, under the column "Ground-Floor Pedestrian-Oriented Uses." Within this column, "M, S" means the use is allowed as a ground-floor use on both Main and Secondary-designated streets, and "S" means the use is allowed on Secondary-designated streets but not Main-designated streets.

The Site Plan Review Committee shall consider uses not listed as M or S to be allowed on Main or Secondary-designated streets in cases of uncertainty or special configurations.

REGULATION OF LAND USES

Table 3-1 shall regulate all land uses within the Downtown area, and indicates uses permitted (Y), not permitted (N), permitted by Conditional Use Permit (C), permitted with an Administrative Use Permit (AP), permitted as accessory use (A), and permitted as a temporary use (T). An asterisk (*) indicates that additional development standards apply as indicated in the "Notes and Exceptions" column of Table 3-1.

All land uses not listed in Table 3-1 shall be prohibited, except that the Zoning Administrator shall have the authority to interpret, in cases of uncertainty, the intent of this ordinance as to whether an unlisted land use shall be designated Y, N, C, AP, A, or T, subject to verification by the Planning Commission upon appeal by the applicant, through the Classification of Use process as provided in Division VI of Chapter 21.25 of the Zoning Regulations.

FIGURE 3-1

Zoning Standards Map: Downtown Neighborhood Overlay and Areas of Required Pedestrian-Oriented Uses

PERMITTED LAND USES

TABLE 3-1 LAND USES AND PERMIT REQUIREMENTS

Uses				
Key to Permit Requirements: Y = Permitted use N = Not permitted C = Conditional use permit AP = Administrative use permit A = Accessory Use M = Permitted on main and secondary streets S = Permitted on secondary streets T = Temporary use	Downtown Plan Area	Downtown Neighborhood Overlay	Ground-Floor Pedestrian-Oriented Uses [b]	Notes and Exceptions
Alcohol Beverage Sales				
Off-premise sales	C[a]	C[a]		See footnote (a).
On-premise sales	Y*/C[a]	C[a]	M, S	*Permitted by right within the height incentive area only. All other areas require a conditional use permit. Also see footnote (a).
Automobile Uses				
Auto detailing, with handheld machines only	AP*	AP*		*Inside parking structures or garages only.
Car wash	N	N		
Gasoline sales	N	N		
General auto repair (body work, painting, major mechanical work, etc.), as defined in 21.15.280	N	N		
Minor auto repair, as defined in 21.15.190	AP*	N		*Installation or sale of stereos and car alarms prohibited.
Limousine service (does not include auto repair)	A*	A*		*Accessory to hotel use only.
Motorcycle/scooter/jet ski sales	AP*	C*		*Indoor showroom only. Drop-off for off-site repair is allowed. Oil changes and minor on-site repair of tires, lights, etc. are allowed; any engine repair is prohibited on-site. No engine demonstrations on-site.
Parking structure	C*	C*		*Surface parking lots are limited to interim uses only.
Recreational vehicle storage	N	N		
Rental agency (does not include auto repair)	A*	N		*Accessory to hotel use only.
Rental agency – other than passenger cars	N	N		
Surface parking lot (interim only)	Y	Y		Interim use only. Subject to annual review by Site Plan Review Committee.
Vehicle/automotive parts – without installation	AP*	N		*Sale of stereos and car alarms prohibited.
Vehicle/automotive parts – with installation; tire store	N	N		
Vehicle sales – indoor showroom only	AP	AP		
Vehicle sales – outdoor	N	N		
Billboards				
Billboards/off-site advertising signs (any size)	N	N		

PERMITTED LAND USES

TABLE 3-1 LAND USES AND PERMIT REQUIREMENTS

Uses				
Key to Permit Requirements: Y = Permitted use N = Not permitted C = Conditional use permit AP = Administrative use permit A = Accessory Use M = Permitted on main and secondary streets S = Permitted on secondary streets T = Temporary use	Downtown Plan Area	Downtown Neighborhood Overlay	Ground-Floor Pedestrian-Oriented Uses [b]	Notes and Exceptions
Entertainment				
Amusement machines	A*	A*		*Limited to 4 or fewer.
Arcade, bowling alley, miniature golf, tennis club, skating rink, or the like	C	N		
Banquet room rental – accessory to restaurant or hotel	A	N		
Banquet room rental – not accessory to restaurant or hotel	AP	N		
Computer arcade, internet café	AP*	C*	M, S	*Subject to 21.52.220.5 except subsection (K).
Dancing	A*	N		*Accessory to restaurant, hotel, banquet room rental only.
Live or movie theater – less than 100 seats	Y	C	M, S	
Live or movie theater – 100 seats or more	Y	N	M, S	
Private club, social club, night club, pool hall	C*	N	M, S	*City council hearing is required for new and transferred business licenses.
Restaurant with entertainment	Y*	N	M, S	*City council hearing is required for new and transferred business licenses.
Financial, Professional, and Personal Services				
Basic professional services – barber/beauty shop, catering (w/o trucks), diet/nutrition center, pet grooming, dry cleaner, housing cleaning service, locksmith, mail box rental, nail/manicure shop, repair shop for small appliances or electronics, bicycle sales/repair, tailor, shoe repair, tanning salon, travel agent, or veterinary clinic	Y	AP	M, S	
Basic professional services – accounting, advertising, architecture, artist studio, bookkeeping, business headquarters, chiropractors, computer programming, consulting, contracting, dentistry, engineering, insurance, law, marketing, medicine, photography, professional care providers (MFC, MFCC, MSW, psychiatric nurses), psychiatry, psychology, real estate, tax preparation, or visitor information center	Y	AP	S	
ATM – on interior of building; walk-up machine on exterior wall of building	Y	AP	M, S	
ATM – freestanding exterior	AP	AP	M, S	

PERMITTED LAND USES

TABLE 3-1 LAND USES AND PERMIT REQUIREMENTS

Uses				
Key to Permit Requirements: Y = Permitted use N = Not permitted C = Conditional use permit AP = Administrative use permit A = Accessory Use M = Permitted on main and secondary streets S = Permitted on secondary streets T = Temporary use	Downtown Plan Area	Downtown-Neighborhood Overlay	Ground-Floor Pedestrian-Oriented Uses [b]	Notes and Exceptions
Bail bonds	C*	N		*Allowed only as a conditional use within 600 feet of a police station, jail, or court facility.
Bank, credit union, savings and loan	Y*	AP*	M, S	*Drive-thru windows prohibited.
Business support service (copy, fax, mail box rental, supplies; business equipment rental, sale, and repair)	Y*	AP*	S	*Administrative Use Permit required for offset printing.
Check cashing, payday loans	N	N		
Escrow, stocks and bonds broker	Y	AP	S	
Fitness center, gymnasium, health club, personal training, martial arts studio, dance/ballet studio	Y	C	S	
Laundromat	AP	C		
Massage therapy – accessory to other uses	A*	A*	S	*Subject to 21.51.243.
Massage establishment (not adult entertainment) – principal use	AP	C	S	
Major appliance repair (stove, refrigerator, upholstery, lawn mowers, etc.)	C	N		
Self-storage, mini-warehouse, etc.	N	N		
Shoe-shine stand – indoor or outdoor	A	A		
Tattoo parlor	C*	N	M, S	*Subject to 21.52.273.
Termite and pest control	N	N		
Vending machines – exterior	A*	A*		*Subject to 21.51.295.
Institutional Uses				
Adult day care	AP	C		
Church or other house of worship	C	C	S	
College or university	Y	AP	M, S	
Convalescent hospital or home	N	N		
Day care or pre-school – not accessory to a residence	Y*	Y*		*Conditional Use Permit required for over 14 children, unless accessory to an office building greater than 20,000 sf. Subject to 21.52.249.
Elementary or secondary school	C*	C*		*Subject to 21.52.263.
Government offices, fire or police station, courthouse, library, or other government facility	Y	AP	S	

PERMITTED LAND USES

TABLE 3-1 LAND USES AND PERMIT REQUIREMENTS

Uses				
Key to Permit Requirements: Y = Permitted use N = Not permitted C = Conditional use permit AP = Administrative use permit A = Accessory Use M = Permitted on main and secondary streets S = Permitted on secondary streets T = Temporary use	Downtown Plan Area	Downtown-Neighborhood Overlay	Ground-Floor Pedestrian-Oriented Uses [b]	Notes and Exceptions
Industrial arts trade school or rehabilitation workshop	AP	N	S	
Museum	Y	AP	M, S	
Mortuary	N	N		
Parsonage	A*	A*		*Accessory to a house of worship.
Professional or business school	Y	AP	M, S	
Social service office (as defined in 21.15.2795) with or without food distribution	C	N		
Residential Uses				
Artist studio with residence	Y	Y	S	
Caretaker residence	A	A		
Child day care – accessory to residence, 14 or fewer children	A*	A*		*Subject to Section 21.51.230.
Child day care – accessory to residence, more than 14 children	C*	C*	S	*Subject to Section 21.52.249.
Community correctional reentry facility	N	N		
Residential	Y	Y	S	
Shopkeeper unit	Y*	Y*	S	*Commercial uses are regulated as set forth in this table and document.
Special group residence* (as defined in 21.15.2800)	C**	C**		**Subject to 21.52.271.
Restaurants & Ready-to-eat foods				
Restaurants & Ready-to-eat foods	Y*	AP*	M, S	*Drive-thru lanes prohibited.
Outdoor dining	A	A		
Vending cart – food items only	AP*	AP*	M, S	*Subject to 21.45.170.
Retail Sales				
Basic retail sales	Y	AP	M, S	
Building supply or hardware store with lumber, drywall, or masonry (hardware stores w/o lumber, drywall, or masonry are considered basic retail)	N	N		
Flower stand or newsstand – not accessory to another use	Y*	Y*	M, S	*Subject to 21.45.135, except subsection (B.1).
Itinerant vendor	T	N		

PERMITTED LAND USES

TABLE 3-1 LAND USES AND PERMIT REQUIREMENTS

Uses				
Key to Permit Requirements: Y = Permitted use N = Not permitted C = Conditional use permit AP = Administrative use permit A = Accessory Use M = Permitted on main and secondary streets S = Permitted on secondary streets T = Temporary use	Downtown Plan Area	Downtown-Neighborhood Overlay	Ground-Floor Pedestrian-Oriented Uses [b]	Notes and Exceptions
Major appliance sales (refrigerators, stoves, etc.)	Y	N		
Manufacture of products sold on-site	A*	AP*		
Outdoor flower, plant, fruit, or vegetable sales	A*	A*		
Swap meet, flea market, sales event – outdoor	T*	N		*Subject to 21.52.256. Indoor swap meets and flea markets are prohibited.
Thrift store, used merchandise, consignment shop	C*	N		*Subject to 21.52.281.
Vending cart – nonfood items	AP*	AP*	M, S	*Subject to 21.45.170.
Temporary Lodging				
Bed and breakfast inn	AP*	AP*		*Inns with fewer than 7 guest rooms are exempt from the AUP requirement. All inns are subject to 21.52.209.
Hotel	Y	N	M, S	As defined in 21.15.1380.
Motel	N	N		As defined in 21.15.1800.
Youth hostel	AP	N	S	
Other Uses				
Adult entertainment business	Y*	N		*Subject to Section 21.45.110.
Carnival, event, fair, fiesta, outdoor exhibition, seasonal sales, trade show, and the like	T*	T**		*Subject to 21.53.113. **Subject to 21.53.109.
Cellular or wireless telecommunications facility – building roof/mounted	Y*	C*		*Subject to Section 21.45.115. Freestanding monopoles are prohibited.
Electrical distribution station/substation	C	C		
Firearm sales or repair; fighting knives or martial arts weapons sales or repair	N	N		
Park, community gardens	Y	Y	M, S	
Recycling center – attended	N	N		
Recycling collection containers	A*	A*		*Subject to 21.51.265. Includes not more than four (4) reverse vending machines at one specific location.
Transportation facilities (bus terminals, cab stands, heliports/helistops, train stations, etc.)	C	C	M, S	
Towing – accessory or principal use	N	N		

PERMITTED LAND USES

Notes:

(a) The following alcoholic beverage sales may be exempted from the Conditional Use Permit requirement:

1. Restaurants with alcoholic beverage service only with meals. This generally means any use with a fixed bar is not exempt. A service bar is not considered a fixed bar. A sushi bar, where alcoholic beverages are served at the same bar where meals are served, is considered serving alcoholic beverages only with meal service. A cocktail lounge without a bar, but with primarily service of only hors d'oeuvres and alcoholic beverages is not exempt. Any restaurant with more than 30 percent of gross sales consisting of alcoholic beverages shall lose its exemption and be required to obtain a Conditional Use Permit to continue to sell alcohol.
2. Department store or florist with accessory sale of alcoholic beverages.
3. Grocery stores of 20,000 sf or greater with accessory sale of alcoholic beverages.

(b) Refer to Figure 3-1, which depicts areas in Downtown Long Beach that require a certain mix or percentage of ground-floor, pedestrian-oriented uses. Refer to Additional Zoning Standards: Pedestrian-Oriented Uses for specific development standards on ground-floor, pedestrian-oriented uses.

INTENSITY, HEIGHT AND TRANSITIONS

INTENSITY

In the Downtown area, development intensity is regulated by development standards such as height, floor area ratio (FAR), and parking, not by lot size. Table 3-2 indicates the permitted height and FAR. Sections 21.15.1070 and 21.15.1090 define and describe FAR.

In the Downtown Neighborhood Overlay, residential density is regulated as identified in Table 3-2.

Table 3-3 identifies allowable intensity in Downtown Long Beach, in terms of both FAR and height. The table also identifies allowable development bonuses, which is explained in the following discussion.

UNIT SIZE

Table 3-2 identifies the minimum dwelling unit sizes for new dwelling units. Replacement of any unit demolished, as defined in Section 21.15.750, shall be subject to the required new unit size.

LOT SIZE

Table 3-2 identifies the minimum lot size for any new subdivision of land.

UNIT MIX

A variety of housing unit types and sizes promotes a more balanced community. A mix of dwelling unit types and sizes is required for all development projects.

HEIGHT

Height areas are identified in Figure 3-2. Where projects straddle height areas, each height area shall remain in effect.

TRANSITIONS

Heights, setbacks, and development standards have been developed to sensitively integrate new development with surrounding neighborhoods. Transition areas were carefully observed to ensure the success of this goal, including transitions abutting the Downtown Neighborhood Overlay.

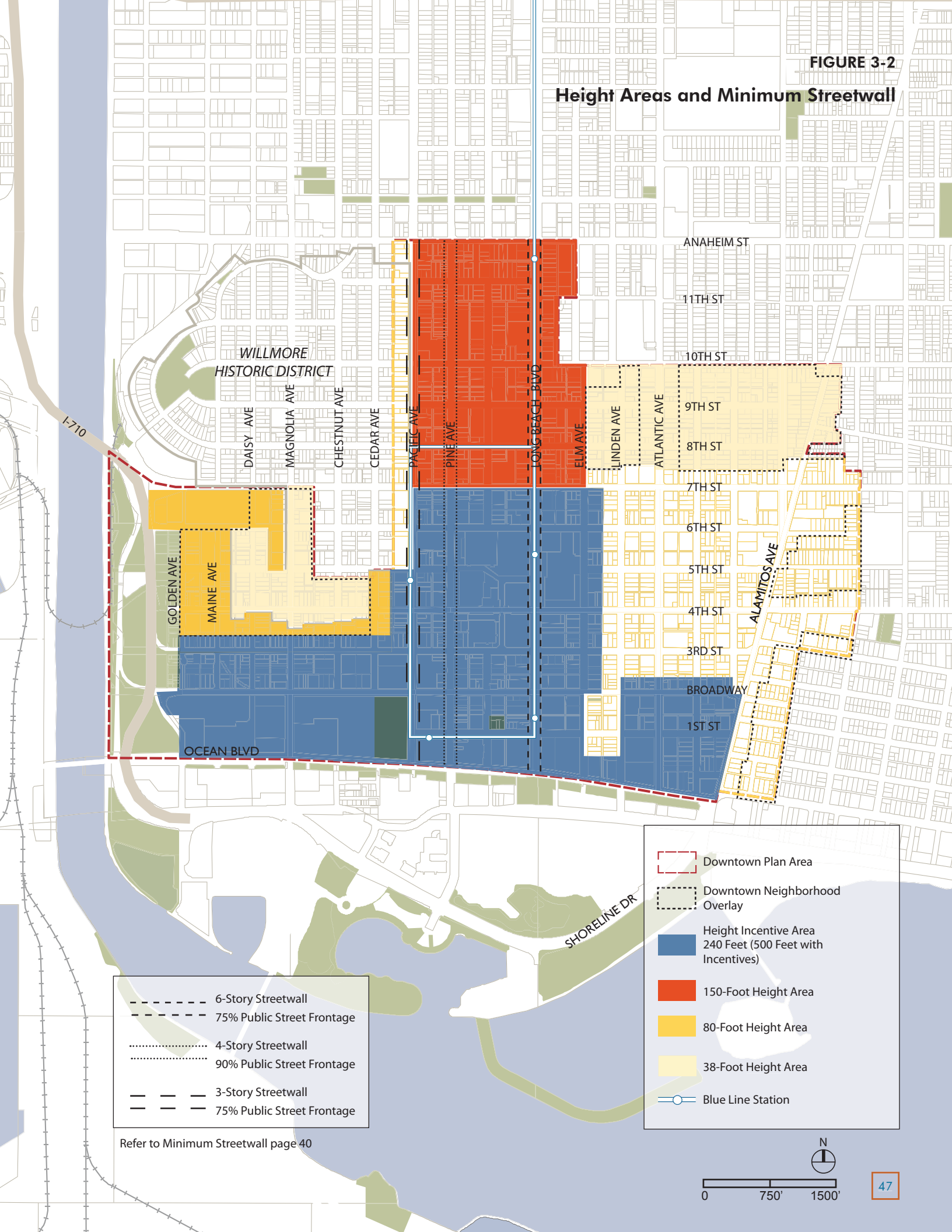
Key transition areas occur at the boundaries of Downtown and at the boundaries of height areas, in many cases along existing corridors or existing areas of marked distinction and development intensity. Transitions at height area boundaries shall be considered during design development and during the Site Plan Review process.

TABLE 3-2 DENSITY, UNIT AND LOT SIZE

Development Standard	Downtown Plan Area	Downtown Neighborhood Overlay	
		Lot Size	**Density**
Density	Regulated through FAR and Height. Refer to Tables 3-3 and 3-4.	0 to 3,200 sf	1 unit per lot
		3,201 to 15,000 sf	1 unit per 1,500 sf
		15,001 to 22,500 sf	1 unit per 1,200 sf
		22,501 sf or more	1 unit per 975 sf
Unit size minimum	600 sf	600 sf	
Lot size minimum for new subdivision	10,000 sf	10,000 sf	

FIGURE 3-2

Height Areas and Minimum Streetwall



Refer to Minimum Streetwall page 40

DEVELOPMENT INTENSITY AND DEVELOPMENT INCENTIVES

TABLE 3-3 DENSITY, UNIT AND LOT SIZE

Basic Height Categories	Floor Area Ratio (FAR)	Height with Incentives	FAR with Incentives
240 feet	8.0	500 feet	11.0
150 feet	5.0	N/A	N/A
80 feet	4.0	N/A	N/A
38 feet	2.25	N/A	N/A

The Downtown Plan has established a bonus system to allow for additional floor area (development bonus) for qualified projects. The purpose of bonuses is to incentivize the provision of certain project attributes such as sustainable features, provision of additional open space, and rehabilitation of certain existing buildings. Bonuses are only available within the Height Incentive Area. The following section describes the bonuses, while Table 3-4 identifies the specific incentives available.

The provision of development bonuses is subject to review and demonstration of achievement of the criteria in Table 3-4. Bonuses shall not exceed the maximum FAR in the Height Incentive Area as described in Table 3-3. Maximum FARs may not be achievable on all sites, as superseding development regulations may reduce development potential.

SUSTAINABLE DEVELOPMENT FEATURES

LEED® Certification

Projects that achieve LEED® (Leadership in Energy & Environmental Design) or equivalent certification are eligible to receive a development bonus, as indicated in Table 3-4.

Prior to issuance of a planning permit for one or more buildings receiving a development bonus for LEED Certification (or equivalent), the project developer shall post a performance bond equal to $1.50/sf for each building receiving a development bonus but no less than $100,000 for each application. To fully comply with these provisions, all affected projects must receive LEED Certification (or equivalent) within 1 year of the issuance of Certificate of Occupancy (CofO). If the LEED Certification process (or equivalent) is delayed through no fault of applicant, then the 1-year period and bond shall be extended accordingly. The City shall release the performance bond within 1 week of receipt of evidence of LEED Certification. If the performance bond is drawn upon by the City, all obligations of the Developer shall be deemed fulfilled and any bond monies so drawn will be used by the City to fund maintenance, sustainability and other obligations within or related to Downtown.

Green Roof, Eco-Roof, or Eco-Roof Deck

Green roofs, also known as eco-roofs or eco-roof decks, are encouraged in Downtown because they reduce stormwater runoff, lower energy consumption, and provide for a visually interesting roofscape. If they are publicly accessible, they also provide needed open space. Projects that incorporate a green roof are eligible to receive a development bonus, as indicated in Table 3-3.

Renewable Energy

Projects that demonstrate a reliance on renewable energy for a portion of their energy requirements are eligible for a development bonus, as indicated in Table 3-4. Refer to Section 21.45.400 of the Long Beach Municipal Code (Green Building Standards).

PROVISION OF PUBLIC OPEN SPACE

As described in Table 3-4, projects that contribute open space in excess of the required open space standards described herein are eligible for a development bonus. Open space contributions may be satisfied through the direct provision of public open space, the provision of land for open space, or a monetary contribution to the creation of an off-site public open space.

DEVELOPMENT INTENSITY AND DEVELOPMENT INCENTIVES

TABLE 3-4 DEVELOPMENT INCENTIVES

Incentives for Height Incentive Area	Maximum FAR per Incentive
LEED® Certification or Equivalent	
LEED® Silver, or Equivalent	0.5
LEED® Gold, Platinum, or Equivalent	1.0
Green Roof or Eco-Roof	
Option 1: 30% of footprint	0.25
Option 2: 31–60% of footprint	0.5
Option 3: Above 61% of footprint	1.0
Renewable Energy	
Option 1: Meet minimum 25% of energy needs	0.5
Option 2: Exceed 25% of energy needs	1.0
Provision of Public Open Space	
Option 1: 10% of site	0.5
Option 2: 20% of site	1.0
Rehabilitation of Historic Buildings	
Gross area (or percentage thereof) of existing building is removed from FAR calculation	1.0

Notes: The total combined development bonus shall not exceed an FAR of 3.0.

REHABILITATION OF HISTORIC BUILDINGS

For projects that preserve and reuse existing designated historic buildings, the gross floor area of the designated structure may be excluded from the calculation of the total FAR of the project so long as the historic and architectural character of the structure is rehabilitated and not adversely affected.

AFFORDABLE HOUSING

Refer to City's existing density bonus program as set forth in Chapter 21.63 of the Long Beach Municipal Code.

PARKING STANDARDS AND TRANSPORTATION DEMAND MANAGEMENT

Tables 3-5 and 3-6 provide the residential and nonresidential parking requirements in the Downtown area. If different land uses are part of the same project (e.g., mixed retail and residential development), the parking requirements for each separate land use are applicable and shall be added together to determine the total parking requirements for the project.

Parking and loading requirements not provided in this section shall be subject to review by the City Traffic Engineer who may require additional studies prior to approval.

Table 3-7 describes the bicycle parking requirements for Downtown Long Beach.

In the calculation of parking requirements, fractional numbers of parking spaces shall be rounded up to the nearest whole number.

TRANSPORTATION SYSTEM DEMAND MANAGEMENT

Transportation demand management strategies for Downtown Long Beach will accomplish two broad objectives:

- Reduce reliance on automobiles and associated congestion and emissions.
- Provide economic incentives for residential, office, and employment projects in Downtown.

Downtown is served by the Metro Blue Line light rail, local and regional bus services, and shuttle service. In addition, bicycling opportunities and the mixed-use character of Downtown decrease the need for parking spaces over those required in the past. For this reason, an Alternative Mobility Overlay encompassing many of these services and characteristics has been established. (See Figure 3-3.)

Within the Alternative Mobility Overlay, new development projects (both residential and nonresidential) additions, demolitions, rebuilds, and remodels (refer to Sections 21.15.065, 21.15.750, 21.15.2250, and 21.15.225 of the Long Beach Municipal Code, respectively) are eligible for a parking reduction by incorporating Transportation Demand Management (TDM) strategies.

TDM strategies applicable to reduced parking

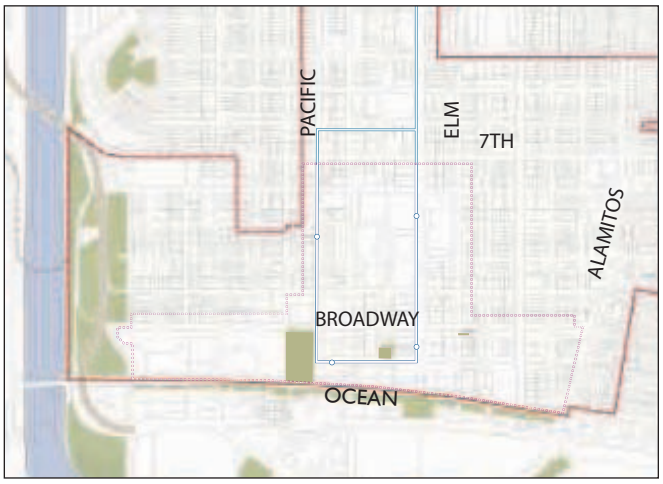


Figure 3-3: Alternative Mobility Overlay Area

requirements, subject to the discretion of the Site Plan Review Committee, include:

- Car sharing
- Carpool/vanpools
- Garage lifts
- Unbundled parking (parking spaces are rented or sold separately, rather than automatically included with the rent or purchase price of a residential or commercial unit)
- Joint use (shared parking)
- Transit/bicycle/pedestrian system improvements,
- Other proposals

All parking reduction requirements shall be approved at the discretion of the Site Plan Review Committee, which will determine the appropriate level of parking demand reduction generated by these strategies on a project-specific basis.

A "park once" policy shall also be promoted for Downtown. Rather than driving from one Downtown use to another, visitors are highly encouraged to park once and walk to one or more destinations within Downtown. Similarly, residents and employees are encouraged to walk from residences or workplaces to Downtown destinations.

PARKING STANDARDS AND TRANSPORTATION DEMAND MANAGEMENT

TABLE 3-5 RESIDENTIAL OFF-STREET PARKING

Use	Minimum	Notes
Dwelling unit, shopkeeper unit, or live/work unit	1.0 space per unit plus 1 guest parking space per 4 units	Half of the required guest parking can be shared with commercial, Additional parking provided need not be allocated to an individual dwelling unit.
Special Group Residence	1.0 space per 3 bedrooms	As defined in Section 21.15.2810.

TABLE 3-6 NONRESIDENTIAL OFF-STREET PARKING

Use	Minimum	Notes
Professional office, medical/ dental office, bank/savings & loan, other unspecified office	2.0 spaces per 1,000 sf	Projects containing less than 6,000 sf are exempt.
Retail, restaurants, bars	1.0 spaces per 1,000 sf	Projects containing less than 6,000 sf are exempt.
Hotel	0.5 spaces per room	Projects containing less than 6,000 sf are exempt.
Converted historic landmark buildings	No additional parking	Ground-floor uses of historic landmarks are converted to restaurant, retail, or entertainment uses.
Outdoor dining	No additional parking	
Conversions of commercial buildings to residential	1.0 spaces per unit	Revised parking standards may be granted based on site conditions such as existing building parking constraints, proximity to mass transit, or use of other parking management techniques at the discretion of the Site Review Committee or the Planning Commission depending on the approving authority.

sf = square feet

TABLE 3-7 BICYCLE PARKING

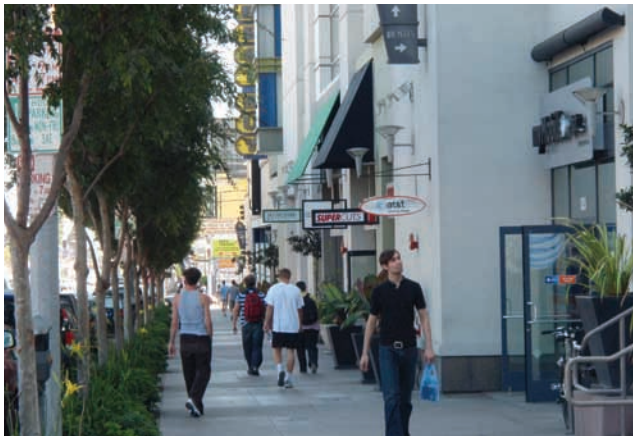
Use	Minimum	Notes
Dwelling unit, shopkeeper unit, or live/work unit	1.0 space for every five dwelling units	Fractions shall be rounded up to whole numbers.
Commercial building	1.0 space for each 5,000 sf of building area	Fractions shall be rounded up to whole numbers.
Retail building	1.0 space for each 7,500 sf of building area	Fractions shall be rounded up to whole numbers.
Industrial building	1.0 space for each 10,000 SF of building area	Fractions shall be rounded up to whole numbers.

Note: The provision of individual secure bicycle storage is encouraged. Up to 50 percent of the total required spaces can be provided as individual bicycle facilities.

BUILD-TO LINE/SETBACK STANDARDS

The siting of buildings plays a critical role in establishing the character and sense of place in Downtown Long Beach. In primarily residential areas, homes and buildings are set back from streets and adjacent structures to provide identity, privacy, light, air, and ventilation, as well as green space for recreation.

In dense commercial areas, buildings at the street's edge give spatial definition to the public realm, which is critical to supporting pedestrian activity. Spatial definition also establishes a visual connection between businesses on opposite sides of the street, provides a sense of enclosure, and is an important ingredient of a successful active, pedestrian-oriented street.



Build-To Lines permit limited setbacks to accentuate building entries and add interest to the public realm.

Figure 3-4 identifies the three types of setbacks for the Downtown area, which are discussed in more detail on the following pages and within Tables 3-8 and 3-9.

The following standards apply to all setbacks within the Downtown area. These standards have been developed to ensure a vibrant character and a pedestrian orientation to development within the Downtown. Additional standards for the design of building frontages are provided within Section 4.

The Site Plan Review Committee may consider context-sensitive setbacks, deviating from the required setbacks or build-to lines on individual projects for both additions and new construction, if those deviations would be consistent with the intent of this Plan.

Build-To Lines and Setbacks

In some areas of Downtown, setbacks are prohibited. Buildings shall be built to the property line, which is a Zero-Foot Build-To Line. For Zero-Foot Build-To Lines, up to 20 percent of the building frontage may be set back not more than 5 feet.

For all other building setbacks identified, buildings are required to be set back from the property line in accordance with the requirements of Figure 3-4, and Tables 3-8 and 3-9.

Additional setbacks for entry plazas or courtyards, or to meet adjacent structures, may be permitted subject to additional design review. Arcades and colonnades may be used to satisfy setback requirements.

Stoops, patios, gardens, balconies, and bay windows may be located within the setback and are encouraged along the street edge. Projections are permitted into the required setbacks in accordance with Section 21.32.220(C) of the Long Beach Municipal Code. The design of setbacks is discussed in detail within Section 4.

Pedestrian-oriented uses activate the street edge.

Pedestrian-Oriented Uses

Pedestrian-oriented uses are required in specific areas, as designated in Figure 3-1 and the standards identified in the preceding section. In locations where pedestrian-oriented uses are not required, neighborhood retail and other active uses are encouraged at the ground-floor street frontage, where existing zoning permits. Active uses may include building lobbies, residential amenities such as common spaces, athletic facilities, etc. Additional standards regarding the design of pedestrian-oriented uses are provided within Section 4.

Entrances Facing the Street

Ground-floor uses, including residential units, lobbies, recreation areas, and community rooms, shall provide large windows at the ground floor, and entries to activate the street frontage.

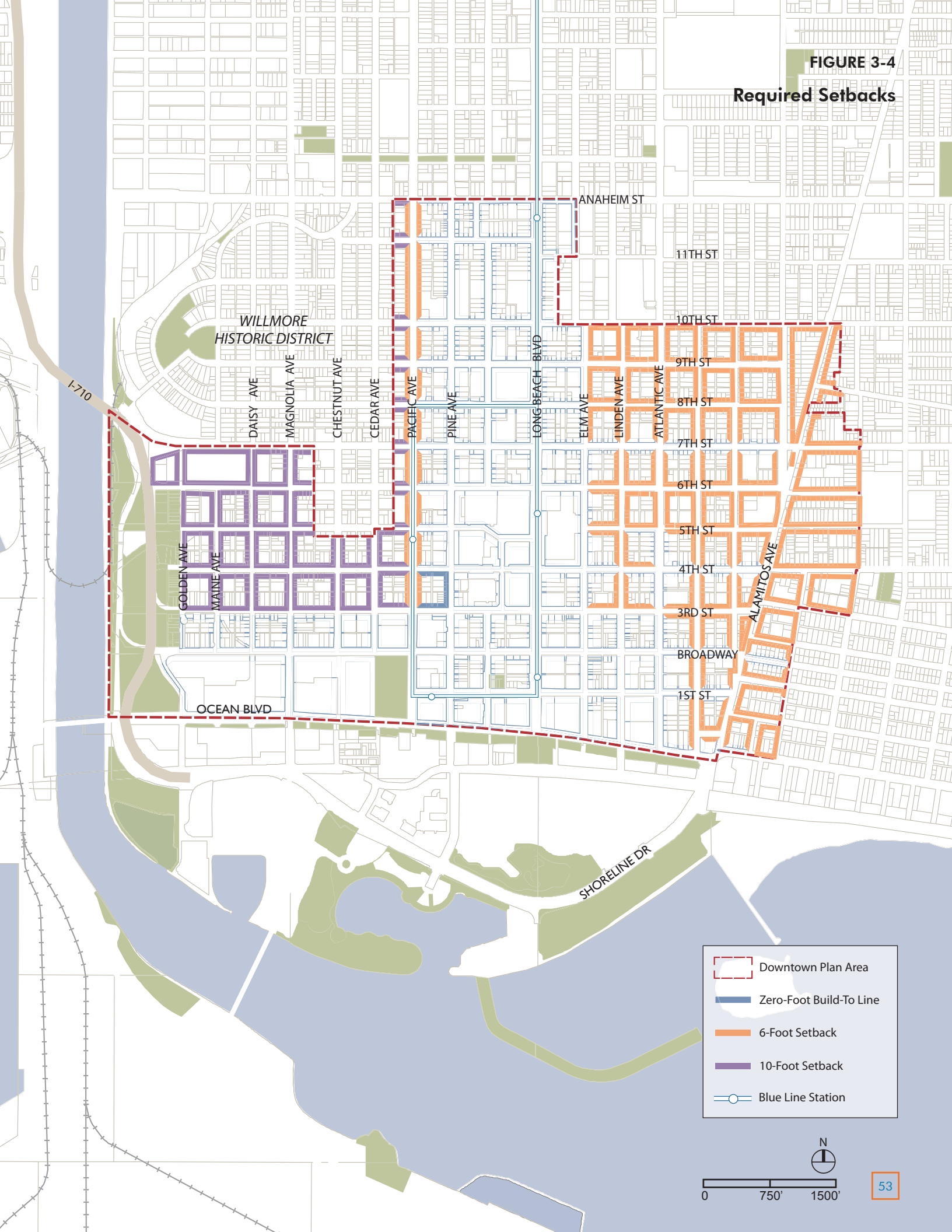


FIGURE 3-4
Required Setbacks
ANAHEIM ST
11TH ST
10TH ST
9TH ST
8TH ST
7TH ST
6TH ST
5TH ST
4TH ST
3RD ST
BROADWAY
1ST ST
WILLMORE
HISTORIC DISTRICT
I-710
DAISY AVE
MAGNOLIA AVE
CHESTNUT AVE
CEDAR AVE
PACIFIC AVE
PINE AVE
LONG BEACH BLVD
ELM AVE
LINDEN AVE
ATLANTIC AVE
ALAMITOS AVE
GOLDEN AVE
MAINE AVE
OCEAN BLVD
SHORELINE DR
Downtown Plan Area
Zero-Foot Build-To Line
6-Foot Setback
10-Foot Setback
Blue Line Station
N
0
750'
1500'

BUILD-TO LINE/SETBACK/OPEN SPACE STANDARDS

Surface Parking Lots

Surface parking lots may be built, as an interim use with site plan review, within the setback provided a continuous 6-foot-wide landscaped area is maintained between the parking lot and the street property line. Refer to Sections 21.42 and 21.44 of the Long Beach Municipal Code. Additional standards for the landscape treatment of parking can be found within the Parking Treatment portion of Section 4.

INTERIOR SETBACKS

An interior setback is the required distance from a nonfront, corner, or rear property line to a structure on a lot. Interior setbacks apply for all development in the Downtown area and are identified in Table 3-9.

STANDARDS FOR REQUIRED CORNER CUT-OFF

Additional standards for a required corner cut-off apply in accordance with Section 21.15.660 of the Long Beach Municipal Code. Downtown Long Beach contains a variety of parks and open spaces that provide recreation, relaxation, and entertainment opportunities. Additional well-designed, accessible open spaces sprinkled throughout Downtown will contribute to its pleasant environment and appeal.

OPEN SPACE

All new development in Downtown is required to provide open space. Types of open space allowed include common outdoor open space, common indoor open space, and private open space, in accordance with the standards described in Table 3-10.

Open space may assume a variety of different forms, but all open spaces should be expansive or uninterrupted, except for paseos and other through-block connections. Standards for the design of open space can be found in Section 4. Required Build-To Line and street setback areas cannot be used to satisfy required open space areas.

The Site Plan Review Committee may consider alternate configurations and amounts of open space on a project-specific basis, if such changes would be consistent with the intent and goals of this Plan.

TABLE 3-8 BUILD-TO LINE AND SETBACK STANDARDS [(a)]

Build-to Line/Setback	Minimum Setback	Notes
Zero-Foot Build-To Line[(b)(c)(d)]*	0 feet	1. Building entrances shall open to a public ROW or public courtyard. 2. Additional setbacks for entry plazas or courtyards, or to meet adjacent structures, may be permitted subject to the discretion of the Site Plan Review Committee. 3. If ground-floor use is either residential or hotel/motel guest rooms, a 5-foot interior setback is required in all areas. 4. No maximum setback is stipulated. 5. Required alley setbacks are measured to the centerline of the alley. 6. Setback is 0 feet if the structure is attached to a building abutting on lot or if no building on an abutting lot is within 5 feet of property line. If no attachment can be achieved, a setback of 5 feet is required.
6-Foot Setback[(c)]*	6 feet	
10-Foot Setback*	10 feet	

* See Figure 3-1 for areas with required pedestrian-oriented uses. Ground-floor pedestrian-oriented uses and neighborhood retail are encouraged in all areas.
(a) In all cases, minimum setback of 10 feet from curb face required.
(b) Arcades and colonnades may be used to satisfy the Zero foot Build-To Line requirement.
(c) Portions of the building frontage may be set back: Up to 20 percent of building frontage may be set back not more than 5 feet. In any case, setback shall not exceed 20 feet in width, or 5 feet in depth.
(d) If ground-floor use is either residential or hotel guest rooms, an 8-foot setback is required in all areas.
ROW = Right-of-way

SETBACK/OPEN SPACE STANDARDS

TABLE 3-9 INTERIOR SETBACK STANDARDS

Location [a]	Minimum Setback from Interior Property Line [b]	Minimum Setback from Alley [c]	Notes
Lot adjacent to side yard of lot in Neighborhood Overlay	5 feet	10 feet	
Lot adjacent to rear yard of lot in Neighborhood Overlay	10 feet	15 feet	
All other areas	0 feet [d]	10 feet	

(a) If ground floor use is either residential or hotel/motel guest rooms, an 5 foot interior setback is required in all areas.
(b) No maximum setback is stipulated.
(c) Required alley setbacks are measured to the centerline of the alley.
(d) Setback is 0 ft. if the structure is attached to a building on a abutting lot or if no building on an abutting lot is within 5 ft. of property line. If no attachment can be achieved, a setback of 5 ft. is required.

TABLE 3-10 OPEN SPACE STANDARDS

Type of Open Space	Requirements			Notes
Common Outdoor Open Space – as a percentage of the lot area	Lot Size	% Common Outdoor Open Space		1. Each project shall provide common outdoor space at grade, podium, or roof level. 2. Public open spaces directly accessible and visible from the public right-of-way are encouraged. 3. Minimum area for common outdoor open space is 1,000 sf for projects of 21 or more new residential units and 500 feet for all other projects. Minimum dimensions of at least one portion of the open space shall measure 40 feet x 12 feet or greater. 4. All common outdoor open space areas shall be well designed. Common open space may include rooftop decks, court game areas, tot lots, swimming pools, landscaped areas, community gardens, and courtyards. At least 10% of the open space area shall be planting.
		Projects with 21+ residential units	All other development projects	
	≤10,000 sf	10	Exempt	
	10,001 - 30,000 sf	15	5	
	>30,000 sf	20	10	
Additional Standards for Projects of 21 or More New Residential Units [1]				
Common Indoor Open Space	Each project shall provide at least one community room of at least 500 sf.			1. The area shall be located adjacent to, and accessible from the common outdoor open space. 2. Area may contain active or passive recreational facilities, meeting space, exercise rooms, computer terminals or other activity space but must be accessible through a common corridor.
Private Open Space	At least 50% of all residential dwelling units shall provide private open space on a balcony, patio, or roof terrace.			1. Minimum area of private open space is 36 sf with a minimum width of 6 feet.

(1) Refer also to Tower Spacing requirements in Section 4, Standards by Building Types - Towers

ADDITIONAL STANDARDS

Residential Amenities

Residential developments consisting of 20 units or more shall provide storage space subject to the discretion of the Site Plan Review Committee. Each storage space shall be a minimum of 25 square feet in area and shall contain not less than one hundred 175 cubic feet. A garage shall not count as a storage space.

Off-Site Improvements

All development projects in Downtown shall comply with the requirements of Chapter 21.47 of the Long Beach Municipal Code (Dedication, Reservation and Improvement of Public Rights-of-way). In addition, off-site improvements may include such items as street lights, bumpouts, street trees, and intersection improvements, as well as other public facilities. Such improvements are subject to the Site Plan Review process as discussed in Division V of Section 21.25.

Other Development Standards

Development standards not specifically indicated in this Plan shall also apply to all Downtown projects in accordance with the provisions set forth in Title 21 of the Long Beach Municipal Code.

4

DESIGN STANDARDS

OVERALL STANDARDS

THE IMPORTANCE OF GOOD DESIGN

Well-designed buildings are the "building blocks" of great streets and neighborhoods. Downtown Long Beach is composed of buildings that reflect a variety of periods, from Craftsman to Spanish, and Art Deco to Moderne. In areas like the East Village, architectural style contributes to the district's identity with its predominance of Art Deco and Streamlined Moderne buildings. All of these styles represent design innovations and a distinct place in time.

The design of new development projects should attempt to distinguish their own place in time and achieve the same level of distinction of past eras without replication. This can be done through bold and innovative design that consistently follows a singular new style or approach. The use of faux architecture that mimics the past is strongly discouraged as new buildings cannot replicate the method and quality of craftsmanship and often fall short on design and execution.

Good design usually results from projects that were conceived in their total, and respond sensitively to their immediate context, while artfully solving the programmatic needs of the owner and building users. The "big design idea" should then be evident at the finer levels of execution —like the selection of materials, windows, doors, details and landscaping palette, where all elements combine to realize a larger architectural composition.

Downtown Long Beach should be composed of buildings that represent the highest quality of design and construction in Southern California and the West. Quality, while subjective, usually requires a strong combination of skills to achieve. Depth of experience and a proven track record are essential, but quality must be advocated for every day by the developer who conceives it, the architect who designs it, and the contractor who builds it. Their decisions shape design and material choices that represent whether the project is viewed as representing "good design."

The following standards and guidelines underscore design principles intended to produce good buildings, great streets, and memorable places. The design standards and guidelines are not indicative of any style but are intended to encourage innovation and the design of high-quality architecture and urban form.

Included in this section are both standards and guidelines. Standards, as indicated by the word "shall," identify requirements. Guidelines, as indicated by the word "should," describe recommendations for high-quality architecture and urban design. Guidelines should be addressed within all development projects— alternatives will be permitted only if the intent of the design guideline is met.

OVERALL STANDARDS

OVERALL STANDARDS FOR NEW BUILDINGS

1. *New buildings shall respect HISTORIC structures and try to integrate them into new projects.*
2. *New buildings shall respect the SCALE of adjacent structures and respond to their elements in an appropriate manner.*
3. *New buildings should be BOLD AND INNOVATIVE and promote a forward-looking identity for Downtown Long Beach.*
4. *New buildings shall give particular attention to the ground floor to create a PEDESTRIAN-ORIENTED streetscape and the creation of great streets.*
5. *New buildings shall have an underlying DESIGN IDEA that the applicant can articulate through sketches, drawings, and specifications.*
6. *New buildings shall be made of DURABLE and high-quality materials that have a proven longevity in Long Beach.*
7. *Projects shall follow the recommended MATERIALS palette by building type.*
8. *Materials and color shall be used to reinforce variations in building MASSING. They should suggest form changes and turn corners so there is a substantive reading of form and material together.*
9. *Materials shall vary in the VERTICAL plane. Buildings shall exhibit greater detail and higher quality materials at the lower levels, where viewed by pedestrians, and contribute substantially to the streetscape.*
10. *Materials shall vary in tandem with massing in the HORIZONTAL plane, with changes in materials used to emphasize entrance lobbies and massing changes or differentiate uses or tenants.*
11. *The FINISH texture and color of materials shall be compatible with materials used in the project and be consistent with the overall architectural approach.*
12. *Buildings should have a simple COLOR palette that reinforces building massing and is not independent of the building's structural form.*
13. *Color can add a playful and STYLISH quality to projects, but it should be used thoughtfully and in consideration of its longevity within Downtown Long Beach. Unusual or very bright color palettes shall be tested on-site to confirm appropriateness for the site, block, and neighborhood.*
14. *Construction details shall be AUTHENTIC and applied with consistency and brevity.*
15. *No faux architecture is allowed that will mimic a past era with poor design and execution.*

OVERALL STANDARDS

For residential projects of two new units or more, or nonresidential projects consisting of 1,000 square feet or more of new building area, the standards and design goals contained in this chapter shall be met to the satisfaction of the Director of Development Services, the Site Plan Review Committee, or the Planning Commission, as appropriate. The Site Plan Review Committee may consider alternate configurations or approaches to the standards and guidelines on a limited project-by-project basis, if such changes are found to be consistent with the goals of this Plan.

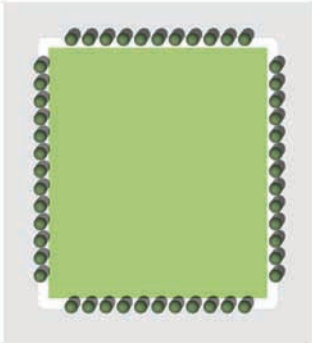
This section begins at the scale of the block structure and building massing, and then discusses the incorporation of setbacks and pedestrian-oriented uses into the overall block design. Guidelines specific to the building type are addressed in the subsequent portion of this section.

BLOCK STRUCTURE

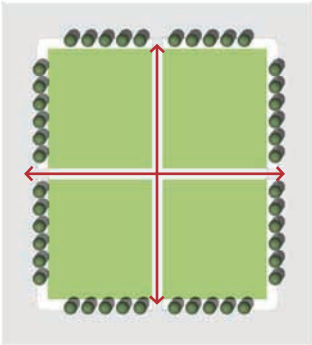
An important feature of Downtown Long Beach is the established block size. The majority of blocks are 300 x 320 feet—a scale that is ideal for pedestrians and walkability. Historically, the blocks were subdivided by alleys and paseos, allowing pedestrians and bicyclists to filter through the block with ease. In many cities, alleys that serve loading docks and parking garages can also be shared with pedestrians. This urban design element is encouraged in new development to ensure the preservation of the fine-grained scale of the City.

New projects shall preserve mid-block alleys and paseos, or create new connections, wherever possible.

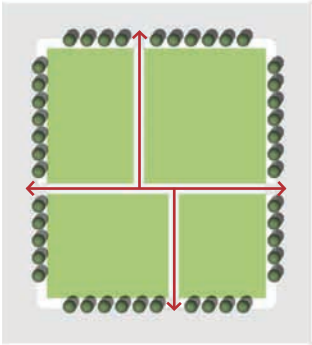
1. Shared use of these zones is allowed and shall be designed to encourage slow vehicle speeds and clearly signed for shared use with pedestrians and bicyclists.
2. Full-block developments that do not provide access through the block should articulate how they will provide a pedestrian-oriented environment that supports the objective of making Downtown more walkable.
3. Full-block development that does not provide public access through the block shall provide a pedestrian-oriented environment that is inviting and interesting along the public frontages.
4. Providing active uses along the alleys and paseos is highly encouraged.



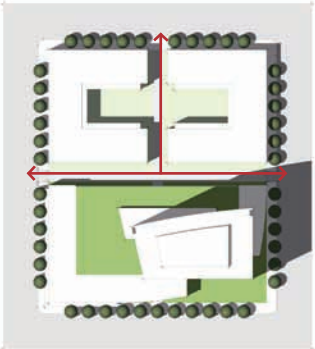
Typical Downtown Full Block
300 x 320 feet



Block subdivided into symmetrical quarter-block sites with alleys aligned (traditional pattern)



Block subdivided into asymmetrical quarter-block lots and alleys that are not aligned



Development on a subdivided block, demonstrating varied massing, heights with paseos or shared-use alleys

The above diagrams show a typical Downtown block and the ability to break down the scale of the block with alleys or paseos, which facilitates pedestrian passage, and fine-grained blocks and buildings, rather than monolithic structures.

OVERALL STANDARDS

MASSING

Massing refers to the physical volume of a building or its breadth, and when considered with height these two factors define the overall scale or presence of a building. Massing and height must be addressed together and usually fall into three categories that are roughly defined as low-rise (1 to 6 stories), mid-rise (7 to 13 stories), and towers (usually 14 stories or higher). All have a street presence shaped by the first several stories, which contributes the most to defining the street's character.

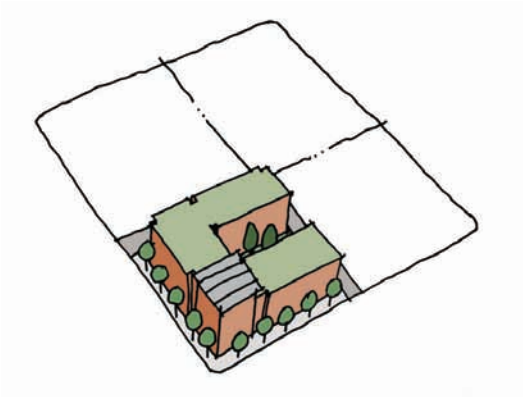
1. Large projects shall be designed as a group of appropriately scaled buildings so that no building shall be more than 200 feet in length without a break (which is comparable to two-thirds of a typical downtown block face).
2. Quarter-block, half-block and full-block development projects shall all follow character and intent of the guidelines. Example images of quarter-block, half-block, and full-block developments are illustrated on the following page.

The Downtown Promenade is an example of a mid-block pedestrian linkage that "breaks down the block" into a walkable scale while providing building entrances and views onto a quieter public space.

A meaningful pedestrian network in Downtown can take root with pedestrian paths and shared-use alleys that link to at-grade courtyards within new developments. Whether at the scale of quarter-block, half-block, or full-block development, placing required parking underground allows courtyards to be developed in the center of the block. Even if realized in phases or by different developers, courtyards should be sited to relate to each other.

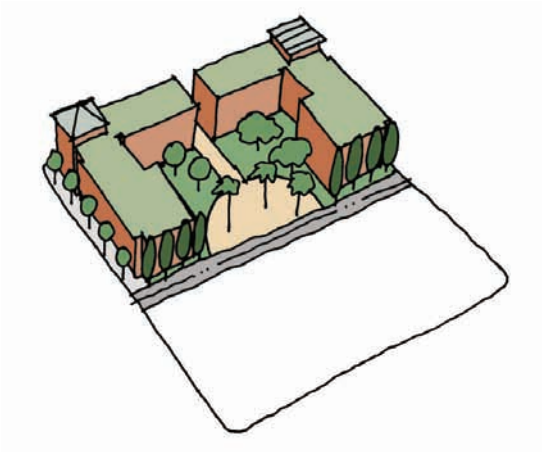
OVERALL STANDARDS

QUARTER BLOCK



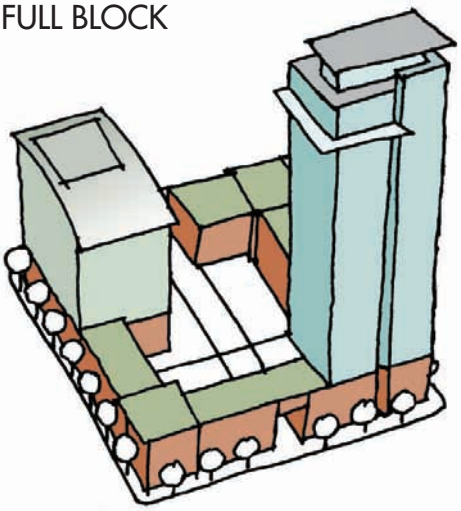
Quarter-block developments in Downtown Long Beach are usually designed on a lot size of just over 0.5 acre.

HALF BLOCK



Half-block developments in Downtown Long Beach are usually designed on a lot size of approximately 1.25 acres.

FULL BLOCK



Full-block developments in Downtown Long Beach are usually designed on lot size of approximately 2.5 acres.

OVERALL STANDARDS

STREETWALL DESIGN AND THE DESIGN OF SETBACKS

The following guidelines and standards relate to general urban design, the design of the streetwall, and the design of the setbacks. These guidelines and standards have been developed to ensure the development of an urban downtown environment with the best possible street environment for pedestrians. The location of specific setbacks is identified within Section 3: Development Standards.

Minimum Streetwall

A minimum streetwall height on key corridors ensures the "public room of the street" (as shaped by buildings on both sides) is consistent. This requirement should eliminate parcels being underdeveloped along the edges and not contributing to the creation of good streets on Downtown's most identifiable corridors. Streetwall requirements shall be measured on a parcel-by-parcel basis. (See Figure 3-2.)

Long Beach Boulevard. The minimum streetwall shall be six stories for 75 percent of the public street frontage. Establishing this minimum street wall will provide a cohesive block face and promote an appropriate density along Downtown's most important transit street.

Pine Avenue. The minimum streetwall shall be four stories for 90 percent of the public street frontage. Establishing the four-story streetwall along the sidewalk is required to reinforce this important retail and pedestrian-oriented mixed-use environment. Paseos that allow pedestrians and bicyclists to meander through a development or block are encouraged.

Horizontal variation can be provided with changes in the streetwall plane, materials, and color.

The streetwall is the primary contributor to human experience and district identity.

Pacific Avenue. The minimum streetwall shall be three stories for 75 percent of the public street frontage. Establishing the three-story streetwall along the sidewalk is required in this evolving urban district that bridges between the Downtown and low-rise residential or historic areas.

Streetwall Design

The streetwall of a building is the most visible component seen by pedestrians, bicyclists, and motorists. How the mass of the building "meets the street" should be well detailed. The design of the streetwall is what humans experience most intimately when on the sidewalk and is the biggest contributor to district character.

1. Buildings should maintain a generally consistent streetwall (as has been established with most of the historic buildings in Downtown) so the public room of the street is well defined. See Table 3-8 for Setback Standards.
2. The streetwall should include active uses focused along at sidewalk level with the greatest concentration sited at the intersection of two streets.
3. The streetwall should reinforce the building's presence at major corners, public entrances, terminus for a view corridor, or as wayfinding when viewed from key locations within Downtown.
4. Monolithic structures that appear as a massive wall and that block views and overshadow the surrounding neighborhood shall be avoided.
5. Where parking structures are planned, the streetwall should be composed of active uses that screen podium parking, parking structures, and other uses that do not contribute to making a great Downtown street.

OVERALL STANDARDS

Both small and large setbacks can accommodate high-quality building and plant materials in private entrances and patios.

Windows and doors are a part of a comprehensive approach to massing and elevation design. Shown above are inset details, bay windows, taller ground-floor storefronts and emphasis on the pedestrian lobby entrance.

6. The streetwall should be designed to visually clarify paseos, the existing Downtown alley system, and any points where pedestrians can walk through a block.

Variation with the Streetwall

1. Monotonous stretches of uninterrupted façade are highly discouraged. The street wall façade shall exhibit variation in the street wall (by 2 to 4 feet to be read as a substantial change and provide a significant shadow line) by varying materials and colors, massing, fenestration, storefronts, public art, or other architectural elements that are well composed. (Refer to Setback Standards, Page 46.)

2. The maximum width of a bay of blank wall, without a feature in relief or protrusion of at least 6 inches, shall not be more than 25 feet.

3. Variation in the horizontal plane of low-rise mixed-use buildings shall reinforce the buildings, massing and material changes while providing a variety of solid and transparent surfaces.

4. The base of the building (the first 2 to 5 feet above the sidewalk) should be differentiated from the rest of the building façade with treatments such as change in material and/or color, mouldings, or built planters.

5. Physical breaks in the streetwall shall be limited to those necessary to accommodate pedestrian paseos, public plazas, entry forecourts, permitted vehicular access driveways, and hotel drop-offs.

6. Building entrances shall be well designed and emphasized with changes in materials and graphics. Private and public entrance points should be treated differently.

Private Entrances and Patios

1. Private residential street level entrances shall be set back to provide for front porches or small entry courts. The design of patio walls should be well integrated into the overall architectural idea and utilize the highest quality materials. Translucent materials are encouraged to provide a lighter visual barrier between the public and private realm.

2. Live-work or shopkeeper units should be designed to appear like a commercial storefront, gallery, or urban light industrial compatible to the area it is most affiliated with in character.

OVERALL STANDARDS

Windows and Doors

1. Entrances and windows, not garages, should be the dominant elements of the front façades. Window and door placement, size, material, and style should help define a building's architectural style.
2. Building façades shall have a glazed opening at least every 25 feet.
3. To prevent wall surfaces from being monotonously flat, windows and doors shall be recessed at least 3 inches from the face of the finished exterior wall to achieve a sufficient depth and shadow reading. Flush finish installations, especially with stucco, are not permitted.
4. Detailing of windows and doors should reflect the overall design idea of the building and be well crafted and constructed.
5. If a window contains divided lights (multiple panes), true divided lights or quality simulation should be included when using insulated glazing.
6. Metal security doors and exterior security grilles are not allowed.

Awnings, Canopies, and Marquees

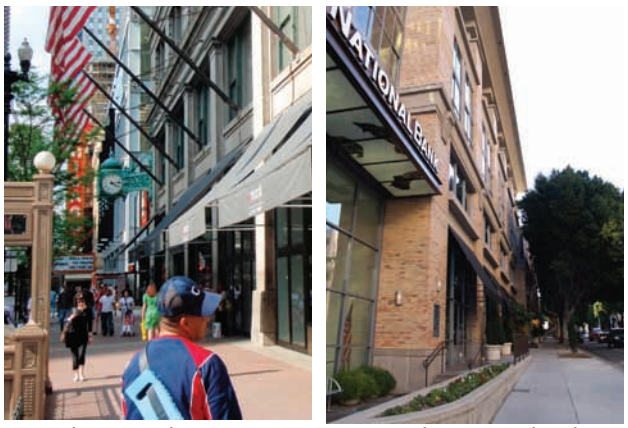
Encroachments such as awnings, canopies, and marquees are encouraged but must be well designed and proportioned so they do not adversely impact the sidewalk environment.

1. The minimum vertical clearance between the ground or street level and the encroachment should be 10 feet. In areas of Zero-Foot Build-To Lines, awnings, canopies, and marquees should not project more than 6 feet into public right-of-way. Encroachments that are designed to require ground support are prohibited. In areas where setbacks are required, awnings, canopies, and marquees should not project past the setback line.
2. Horizontal dimensions should relate to the bays of the building façade. The awning or canopy may encroach over the public sidewalk provided at least 2 feet of clearance is maintained from the street curb line.
3. For awnings and canopies, the materials, shape, rigidity, reflectance, color, lighting, and signage should relate to the architectural design of the building.

Setbacks and Landscape Design

Treatment of the ground plane within the setback may be either planting or a combination of planting and hardscape, and shall be well designed and well maintained.

1. To create visual interest, landscape treatment of setbacks should vary along a street.
2. Setbacks should engage the pedestrian and act as an extension of the public realm.
3. Adjacent to ground-floor residential units, the setback should include elements such as porches, patios, gardens, and stoops.
4. Adjacent to retail, setbacks should include planting (in pots, planters, or the ground) and outdoor dining areas wherever applicable.
5. Where no setback is required, pots or planters should be provided along the building face to add life and character to the sidewalk.
6. Landscaping at the building wall is permitted, provided the planter is part of the building façade and the earth level for planting is at a level of at least 1 foot above sidewalk level.
7. Recesses, bases, and projections may be employed if the setback for landscaping is not more than 5 feet.
8. Additional guidelines specific to each setback are identified on the following pages.



Encroachments such as awnings, canopies, and marquees that do not obstruct the public right-of-way are encouraged.

OVERALL STANDARDS

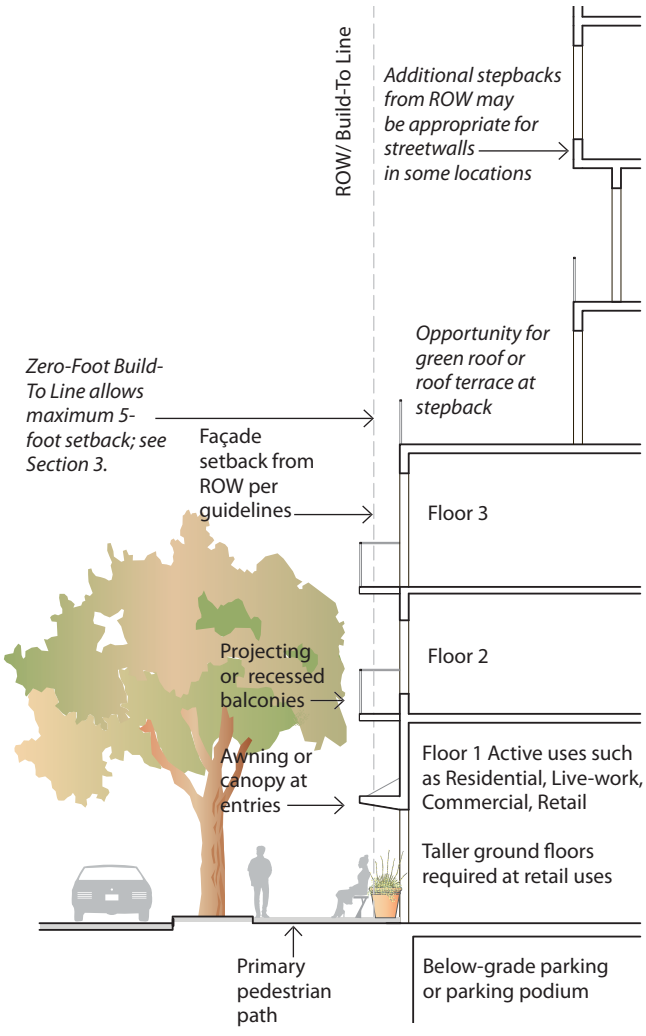
Zero-Foot Build-To Line

To provide a consistent building streetwall that defines the street and pedestrian realm, portions of Downtown, including much of central Downtown, are designated as having a "Zero-Foot Build-to Line," as described in Section 3. (Refer to Setback Standards, Page 46.)

1. Where building façades abut the property line, pots or planters should be provided on the sidewalk, out of the primary pedestrian path.

2. Landscaping at the building wall is permitted, provided the planter is part of the building façade and the soil level is at least 1 foot above sidewalk level.

3. Provide greater setbacks adjacent to retail, patios and dining areas so elements such as trees, planting, and water features can be included. Refer to Section 3: Development Standards for additional standards related to outdoor dining.

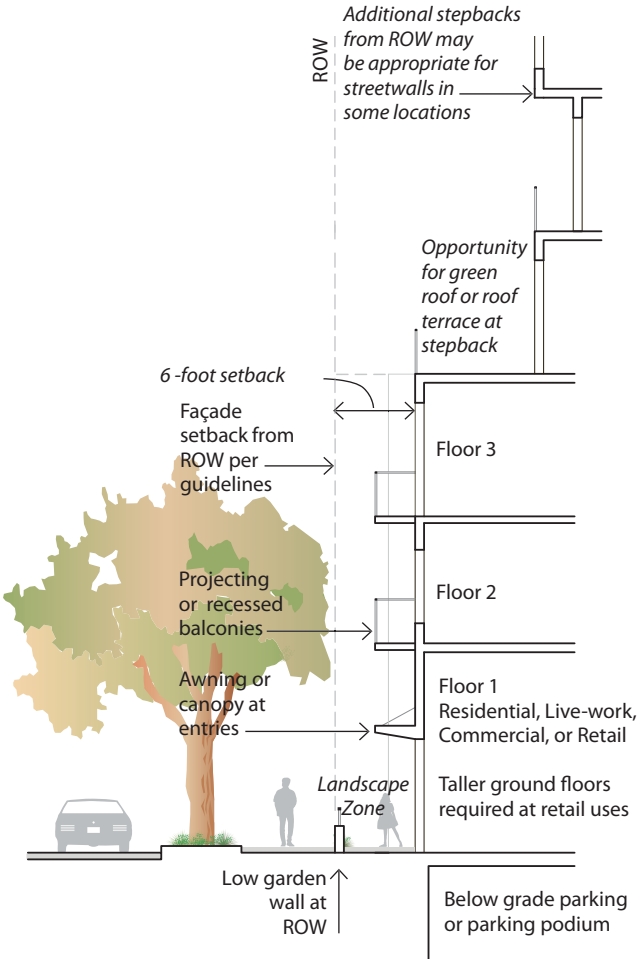


OVERALL STANDARDS

6-Foot Setback

6-foot setbacks are identified for areas at the eastern part of the Downtown. As described in Section 3,

1. In locations where 6-foot setbacks are required, neighborhood retail and other active uses are encouraged at the ground-floor street frontage.
2. An 18-inch planting buffer should be provided between the sidewalk and the low garden wall separating private residential space.
3. The elevation of the setback zone should be no more than 24 inches above sidewalk elevation.
4. The setback zone should be landscaped and may include walkways, steps, patios, solid walls up to 3 feet above sidewalk elevation, and transparent fences (such as wrought iron, glass, etc.) up to a height of 5 feet above sidewalk elevation (or 42 inches above finished elevation of setback).
5. A physical connection should be provided between the residential unit and the sidewalk.

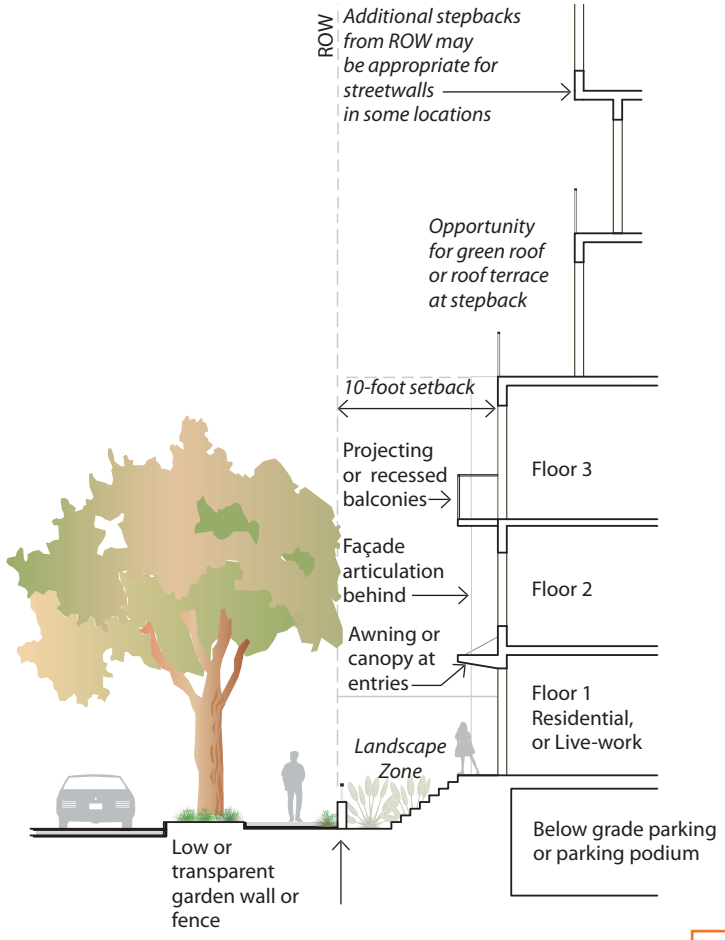


OVERALL STANDARDS

10-Foot Setback

10-foot setbacks are identified for areas at the western part of the Downtown. As described in Section 3,

1. In locations where 10-foot setbacks are required, neighborhood retail and other active uses are encouraged at the ground-floor street frontage.
2. A 2-foot planting buffer should be provided between the sidewalk and the low garden wall separating private residential space.
3. The elevation of the setback zone should be no more than 36 inches above sidewalk elevation.
4. The setback zone should be landscaped and may include walkways, steps, patios, solid walls up to 3 feet above sidewalk elevation, and transparent fences (such as wrought iron, glass, etc.) up to a height of 5 feet above sidewalk elevation (or 42 inches above finished elevation of setback).
5. A physical connection should be provided between the residential unit and the sidewalk.



OVERALL STANDARDS

PEDESTRIAN-ORIENTED USES

The Downtown Plan strategically encourages active street level uses that will increase and expand pedestrian activity. Pedestrian-oriented uses in Downtown Long Beach are defined as uses accessible to the general public that generate walk-in pedestrian clientele and contribute to a high level of pedestrian activity in the public realm. Typical uses include retail shops, restaurants, outdoor dining areas, bars, theaters, performing arts, recreation and entertainment, personal and convenience services, lobbies, libraries, museums, galleries, and public plazas.

Section 3 identifies specific locations where a certain mix or percentage of active pedestrian-oriented uses is required. The following guidelines and standards address specific criteria related to the design of pedestrian-oriented uses.

1. Ground-floor floor-to-ceiling height shall be a minimum of 15 feet or taller to accommodate retail uses.

2. Each storefront bay shall contain an entrance. The primary entrance to each commercial space on the ground floor shall be located on the front façade along the street. If parking is located behind buildings, well-lit secondary rear entrances shall also be provided.

3. Where they occur, ground-floor residential uses, including residences, lobbies, recreation and community rooms, shall provide entries or large windows at the ground floor to activate the street frontage.

Transparency

Clear, nonreflective display windows or doors shall comprise at least 60 percent of the ground-floor street façade of active, pedestrian-oriented uses. Interior blinds, drapes, posters, signage, and interior shelving for product displays visible for the public right-of-way shall obscure no more than 10 percent of the transparent areas of each respective storefront.

The maximum height of the bottom sill of required display windows shall not exceed 30 inches above the adjacent sidewalk. The minimum head height for storefronts and windows at the ground floor should be 80 inches above the adjacent sidewalk.

First-Floor Elevation

The first level of buildings that require pedestrian-oriented uses shall have a floor elevation that is level with the elevation of the adjacent sidewalk.

Entrances Facing the Street

Entrances to uses on ground and upper floors should open onto a public right-of-way. Entrance doors should be set back between 1 to 3 feet from the property line.

Outdoor Dining

Outdoor dining adjacent to the sidewalk is encouraged. It may be provided along segments of the building's front façade that are set back from the property line within the setback, or on the sidewalk. A public sidewalk occupancy permit must be obtained, as outlined in Municipal Code Chapter 14.14. The standards in Municipal Code Chapter 14.14 must be followed, including the following:

1. A continuous, unobstructed path of travel to facilitate pedestrian movement.

2. Awnings that project more than 6 feet into public right-of-way, or that are designed to require ground support are prohibited.

3. Retractable or movable shade devices are permitted.

4. Fixed canopies or canopy-type awnings or structures are prohibited.

5. Outdoor dining may not be fully enclosed.

Vehicular Driveway Access

Vehicular driveway access or entries to parking structures are prohibited along frontages that require active, pedestrian-oriented uses. Access shall be taken via the alleys serving the site or, on corner lots, at the street frontage, which does not require active ground-floor uses. The Site Plan Review Committee may consider alternate configurations on a limited project-by-project basis, if such changes are found to be consistent with the goals of this Plan.

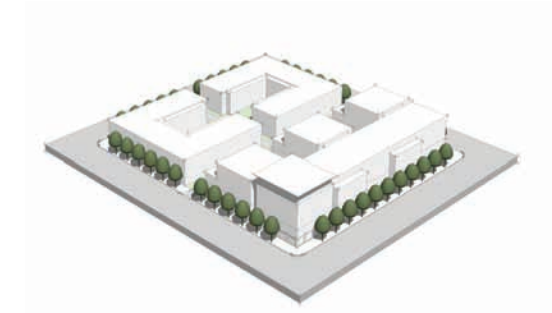
OVERALL STANDARDS

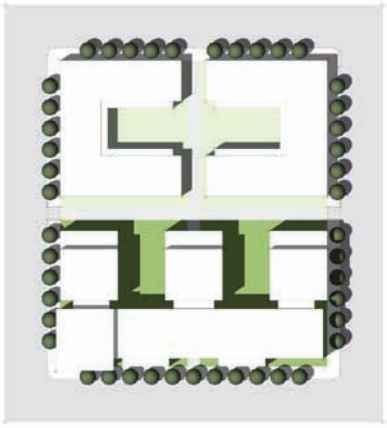
Where the ground-floor frontage is designed to accommodate retail, the building wall is almost completely transparent and is not set back from the sidewalk.

Businesses with pedestrian-oriented design and articulation help to activate the street, increasing safety and community awareness.

STANDARDS BY BUILDING TYPE

LOW-RISE



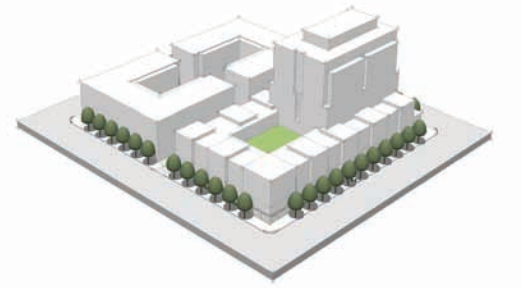


Building Characteristics

- 1 to 6 stories
- Residential, Mixed-use, Commercial
- See pages 68–71

*The architectural design standards of low-rise buildings apply to all building types.

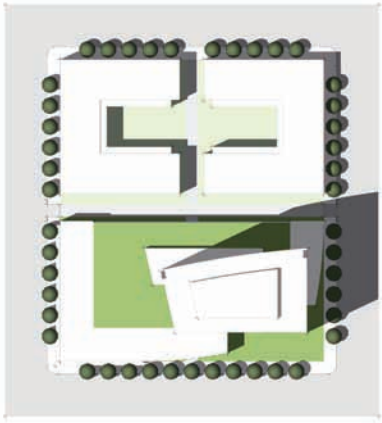
MID-RISE



Building Characteristics

- 7 to 13 stories
- Residential, Mixed-use, Commercial
- See pages 72–75

TOWERS



Building Characteristics

- 14 stories and higher
- Residential, Mixed-use, Commercial
- See pages 76–79

STANDARDS BY BUILDING TYPE

INTRODUCTION

The Guidelines and Standards by Building Type are form-based criteria that address the design of all buildings Downtown, and build upon the overarching design guidelines and standards addressed in the previous discussions. In some cases, design criteria may vary for residential and commercial projects as noted.

The guidelines and standards identified on the following pages are arranged according to specific building types; address the size, scale, design, and detailing of that building type; and are organized according to the following building types:

- Low-rise building
- Mid-rise buildings
- Towers

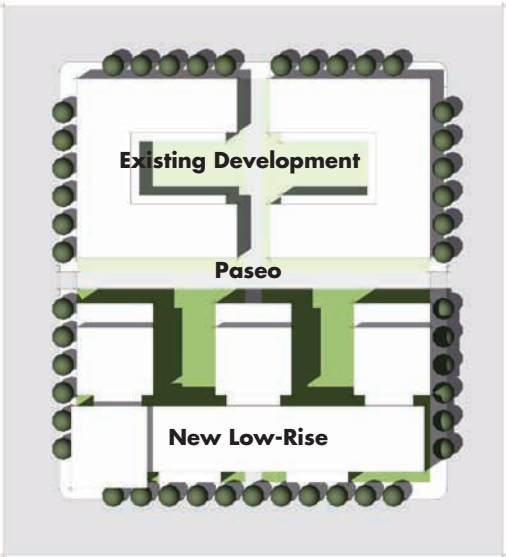
Multiple building types may affect the design of a building. For example, a taller project may include a low-rise component, as well as a mid-rise building and towers. Such projects are expected to adhere to the guidelines and standards established for each of the project components.

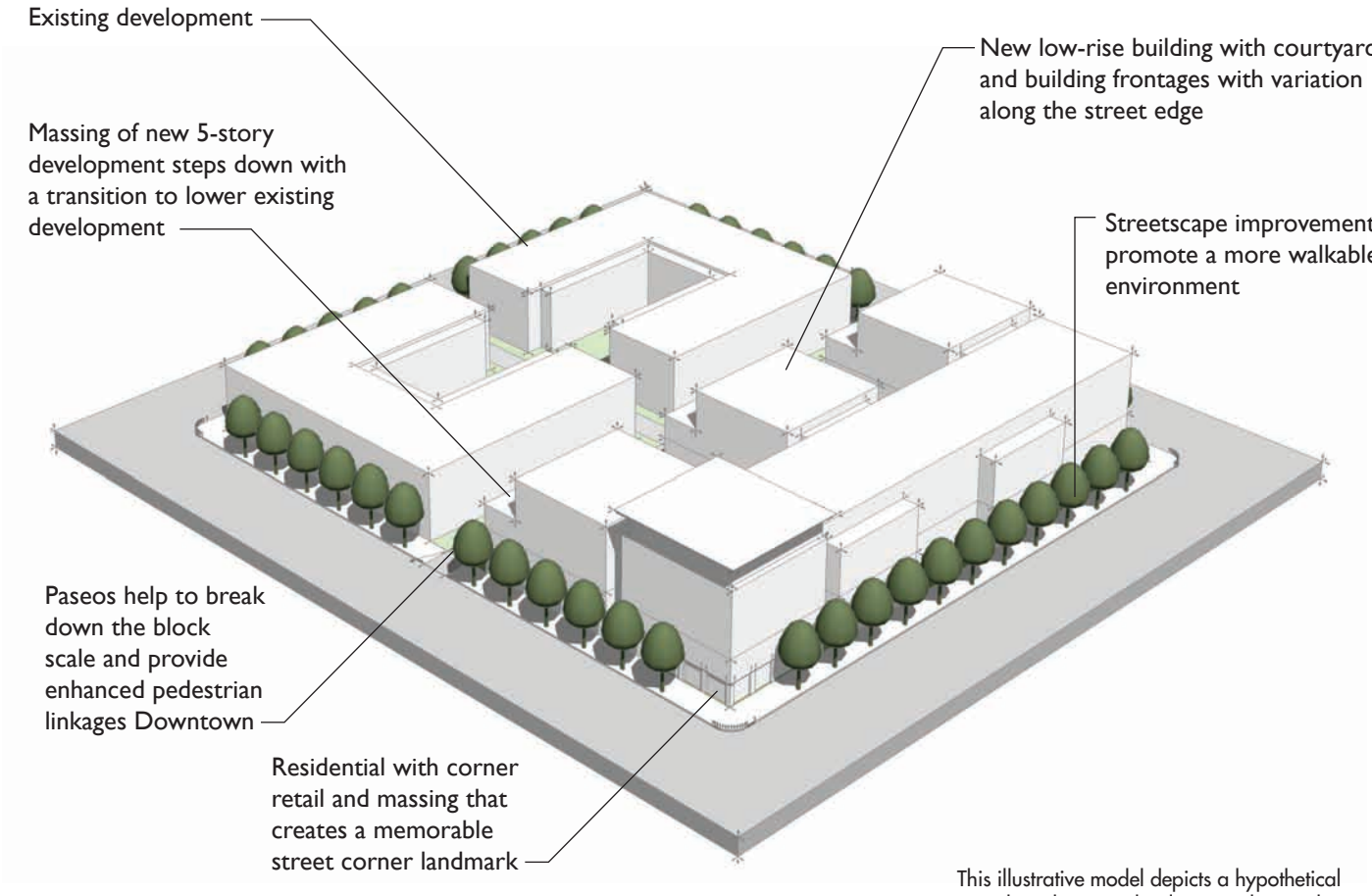
The guidelines and standards start by addressing the scale and massing of that building type, as well as architectural design (the big moves established during schematic design), followed by materials, which have a great effect on the quality and longevity of a building and thus are critical to realizing the standard of design and construction envisioned for Downtown Long Beach. Well-detailed and crafted buildings are highly valued in Long Beach, and new buildings must contribute to this legacy.

STANDARDS BY BUILDING TYPE - LOW RISE

LOW-RISE BUILDINGS

Low-rise buildings are defined as being one to six stories tall. The more recent development projects in Downtown Long Beach have consisted of this building type in the form of multi-family residential or mixed-use projects. By nature of their size, low-rise buildings should be well crafted and exist as good neighbors to other buildings that share the same block and street.





This illustrative model depicts a hypothetical mixed-use low-rise development that might occur on a half-block site in Downtown.

STANDARDS BY BUILDING TYPE - LOW RISE

Architectural Design

New low-rise buildings should contribute to defining the character of the street and improving Downtown's pedestrian environment.

1. Low-rise buildings should respect the existing style and architectural character of their neighborhood and block while enriching both with complementary ideas and design elements.
2. When located on a corner site, low-rise buildings should include design elements that differentiate them from their mid-block neighbors, and integrate special features that accentuate the buildings' presence on the corner and help provide a visual landmark within Downtown.
3. Low-rise massing and roof forms should be simple and straightforward, proportional and well studied if referencing existing styles.
4. Low-rise buildings should represent a single architectural style that all materials and details are true to.
5. Detailed façade elements are essential to reinforce the overall design concept, to create texture, shade, and shadow, and to relate a building to human scale. Exaggeration of details or use of generic, applied details shall not be used as they create a cartoon-like appearance that is not consistent with quality design and the character intended for the Downtown.
6. Infrastructure needs must be understood in the earliest phases of design. This can help avoid misplaced vents, downspouts, life-safety and other site and building infrastructure that can adversely impact the architect's original intention.
7. Courtyards, often included in low-rise buildings, should be designed as a significant feature of the development and be integrated with the overall design idea.
8. New low-rise projects should thoughtfully integrate transit amenities such as bus stops, seating, bike racks, bike storage, and showers where required by code and to encourage their successful use by residents, tenants, and visitors.

Example of low-rise mixed-use project with massing and materials that delineate balconies, building corner and ground floor.

Example of low-rise project with massing and materials that delineate individual units, entrances and roof gardens.

STANDARDS BY BUILDING TYPE - LOW RISE

Roof Form

1. To maintain the integrity of the building design, the roof form should be consistent with the building's architectural style.
2. The transition of where the façade meets the sky, should be accentuated through design of the roof or overhang. Having no design detail here is allowed if justified within the overall architectural approach of the building.
3. All major building systems and equipment shall be accommodated within the building or enclosed in a penthouse structure that is integrated with the design of the building.

Residential Materials

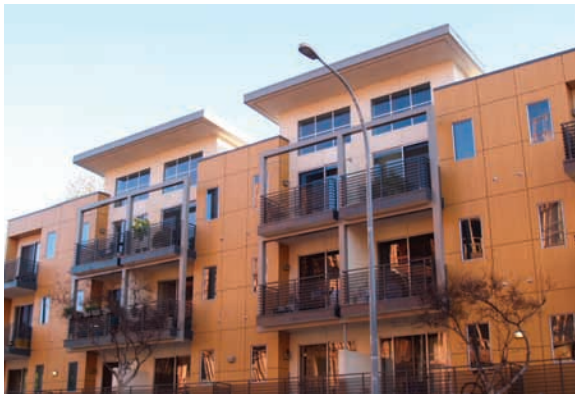
1. Stucco is not permitted at the ground level but can be integrated into upper floors. A variety of textures can be achieved with a final coat of cementitious stucco, depending on the size of aggregates used, the method of application, and the final use of float or trowel. Acrylic stucco can achieve a more limited range of textures. Smooth, fine-textured finishes like Santa Barbara, 20/30 Float are permitted. Not permitted are rough, irregular or coarse-textured finishes like heavy lace, machine dash, or light lace.
2. Horizontal wood siding and wood trim are allowed for structures four-stories or less, and window and door frames (typically found in the older residential neighborhoods of Downtown).
3. Wood shingles with wood trim at building corners are allowed for structures three-stories or less.
4. Materials such as brick (red, gold, or multi-colored palette), natural stone, and precast concrete are encouraged.
5. Factory-finished metal panels (heavy gage only, in corrugated or flat sections) are encouraged.
6. Façade elements constructed of foam or foam molding are strongly discouraged. If used, they shall be well proportioned and constructed to avoid appearing pasted on the building.
7. High-quality windows should be provided with details that provide for a shadow line and depth, either through inset windows with an integral frame, or insetting the window into the exterior wall. Windows can be composed of wood, wood with vinyl clad exterior, recycled-content aluminum vinyl clad, steel casement, or anodized aluminum.

Example of a roof detail that accentuates the top of the streetwall and where the building meets the sky. Example of large window openings, mullion patterns and exterior wall details that together create visual depth and pattern on the exterior wall.

Example of a setback elevation that uses some variation in heights, balconies and materials; the windows and doors are well detailed and noticeably inset. Example of higher quality materials and entrance canopies being used at the ground floor.

STANDARDS BY BUILDING TYPE - LOW RISE

Example of a residential infill project that integrates wood siding and details appropriate to its location in a historic neighborhood.



Example of reinforced fiber cement panels integrated in a low-rise residential project.

Example of architectural lighting that complements the texture and graphic pattern of this retro-style façade. Interior lighting and a transparent ground-floor storefront visually connect inside and outside.

8. Reinforced fiber cement panels and installation using a vertical cavity system are allowed.
9. Concrete is permitted when used as part of a larger architectural design approach and shall have a finished architectural appearance.
10. If concrete masonary units are to be used, they should be integral to building design and have appropriate finish at the ground floor.
11. Ceramic tile is prohibited unless it can be justified as part of a historic renovation or public art component.
12. Metal railings, entrance canopies, downspouts, scuppers, shutters, and garage openings should be designed consistently with the building's style and overall aesthetic.

Commercial Materials

1. Use high-quality materials such as granite, stone and precast concrete. Acceptable wall systems include metal panel, curtain wall, frameless glass patch, and high-quality glass storefront. Reinforced fiber cement panels and installation using a vertical cavity system are allowed.
2. Stucco or glass fiber reinforced composite panels are not permitted.
3. Transparency is encouraged in curtain wall systems and fenestration to the greatest extent possible. Highly reflective or very dark glass is not permitted.
4. Façade elements constructed of foam or foam molding are strongly discouraged. If used, they shall be well proportioned and constructed to avoid appearing pasted on the building.

Architectural Lighting

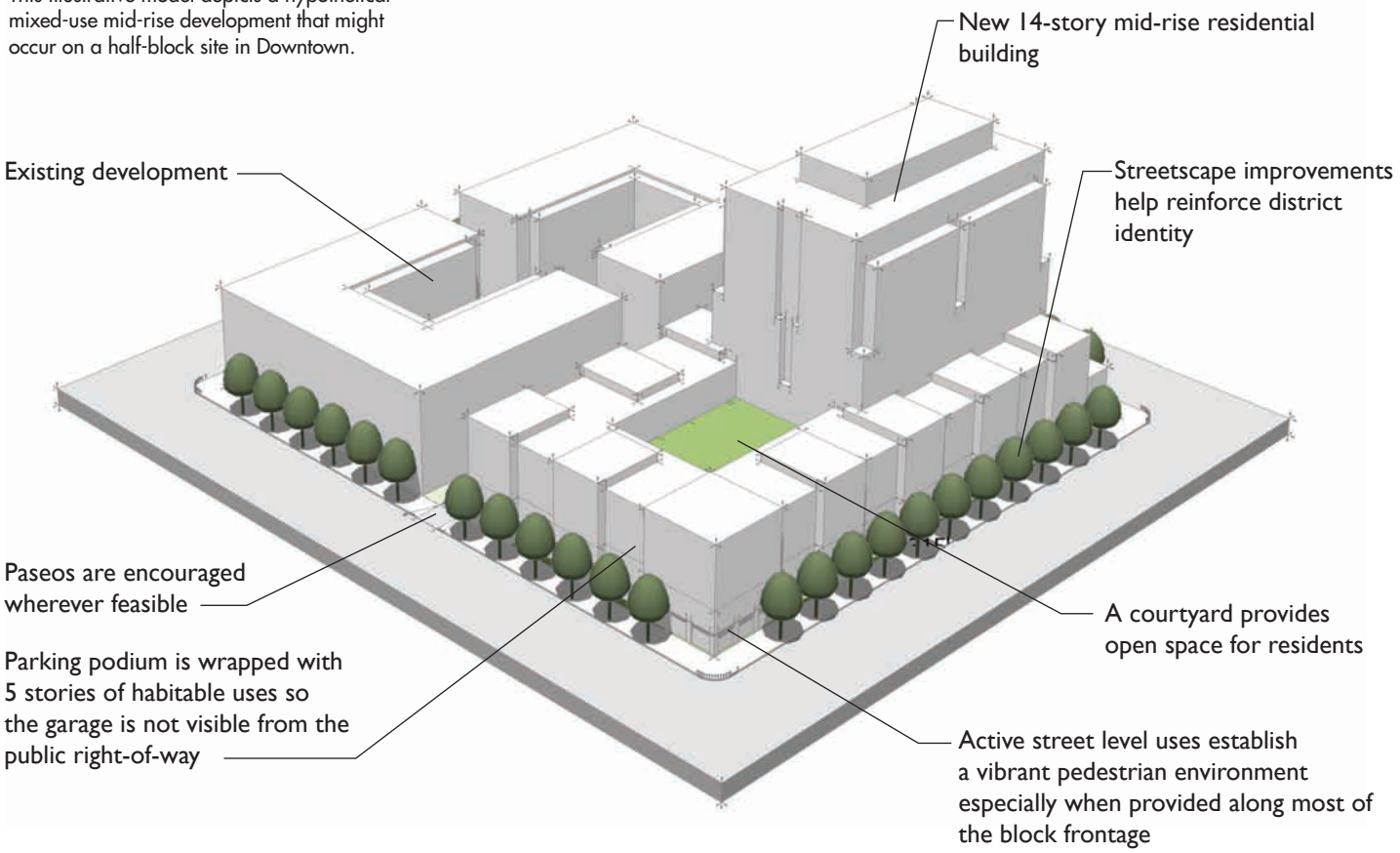
1. Lighting shall be designed to reinforce the architecture and create an inviting street and sidewalk environment at night.
2. A hierarchy of lighting types and fixtures should be provided describing how the lighting relates to the larger architectural idea, forms, and materials.
3. Visible direct lamp glare from unshielded floodlight fixtures is prohibited.
4. Lighting design that allows light to be cast up into the night sky is prohibited.

STANDARDS BY BUILDING TYPE - MID RISE

MID-RISE BUILDINGS

Mid-rise buildings are defined as being 7 to 13 stories tall. The guidelines for mid-rise buildings apply whether they are residential, mixed-use, or commercial projects. By nature of their larger scale, mid-rise buildings establish a strong presence and are often considered Downtown landmarks or major anchors. They are expected to be great examples of design and detailing based on the efficiencies of taller construction. They greatly affect the success of a block and street, and are expected to have a higher quality of design and construction than what is required for low-rise buildings.

This illustrative model depicts a hypothetical mixed-use mid-rise development that might occur on a half-block site in Downtown.



STANDARDS BY BUILDING TYPE - MID RISE

Architectural Design

Both classical and modern mid-rise buildings can exhibit principles of visual order in the vertical plane—often by having a distinct base or ground-floor treatment, a middle or core mid-section with consistent floor levels, and a top that distinguishes a building and defines how it "meets the sky." Some innovative design approaches do not follow this rule but they should exhibit many of these core sensibilities:

1. Mid-rise buildings tend to read more solid than transparent due to structural requirements, cost factors, and the need for privacy in certain zones of the building. The massing and elevations should strike a balance between solid and transparent treatment. The material and detailing choices shall support the overall style being proposed.
2. The massing and design of mid-rise buildings should be sensitive to adjacent scales and carefully address the transition to lower height structures that may exist or be anticipated on the same block.
3. The existing cornice or roof line heights established by historic buildings in Downtown Long Beach shall be reflected in the adjacent cornice, roofline, or horizontal demarcation of new mid-rise buildings.
4. Mixed-use buildings should differentiate architecturally between their ground-floor activities and the uses up above. For example, fenestration and exterior materials could be different at ground-floor retail, than for hotel, residential or office uses above.
5. New mid-rise buildings should provide variation by using balconies, fenestration, and sunshades to create an interesting pattern of projections and recesses, light and shadow.
6. New mid-rise buildings should integrate sustainable features, especially opportunities for green roofs that can provide usable open space and be viewed by tenants from the upper floors.
7. New mid-rise projects should thoughtfully integrate transit amenities such as bus stops, seating, bike racks, bike storage, and showers where required by code to encourage their successful use by residents, tenants and visitors.

Example of mid-rise mixed-use project that is relatively transparent and interprets the classic building base, middle, and top in a modern way.

Stepbacks and variation in massing and materials break down the scale of this mid-rise urban infill project. The lower two stories reflect the scale and texture of existing buildings in the neighborhood.