A New Zoning Code for a 21st Century Los Angeles

To create livable communities, encourage sustainable development and foster economic vitality, we need a modern and user-friendly zoning code – we need to re:code LA.

DOWNTOWN PROGRESS REPORT

Goal: To create a flexible (yet defined and rigorous) toolkit of zones that can be used in the community planning process across the City to address the variety of known development-related issues.
TONIGHT’S PRESENTATION

» Where We Have Been
» Downtown Policy Overview
» Regulating Form
» Downtown Zones
» FAQ’s
» Next Steps
WHERE WE HAVE BEEN

» Last Downtown ZAC Presentation (April)
» AIA Meeting (April)
» Residential ICOs, Boyle Heights (May, June, July)
» Downtown Week 2 - Intensive Work Session (Aug 25-28)
» Refined Downtown Strategy
WHERE WE HAVE BEEN: ZONE STRING

ZONING STRUCTURE RECAP

D-HR1 RC

Context Form Use

Downtown High-Rise 1 Regional Center

Blocks Streets Signs Landscaping Parking

Height Floor Area Ratio Building Types Frontage Types Uses
WHERE WE HAVE BEEN: BUILDING TYPES

MENU OF DOWNTOWN BUILDING TYPES

- PRIMARY
  - Urban Block
  - Courtyard
  - Podium Tower
  - Tower
  - Row-Unit
  - Large Format
  - Garage
  - Liner

- SECONDARY BUILDING TYPES
  - Flex Urban Block
  - Raised Courtyard
  - Corner Courtyard
  - Passageway
  - Block
  - Civic
  - Flex Row-Unit
  - Stacked Lil-Frm.
  - Large-Floor Plate
  - Small-Floor Plate
  - Super-Tall Tower
WHERE WE’RE GOING: BUILDING ENVELOPES

» No Building Types
» Envelope Created by Setbacks, Stepbacks, Height
» Handbook to Illustrate Design Options that Meet Regulations
### WHERE WE HAVE BEEN: FRONTAGES

#### MENU OF DOWNTOWN FRONTAGE TYPES

<table>
<thead>
<tr>
<th>PRIMARY</th>
<th>SECONDARY FRONTAGE TYPES</th>
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<tr>
<td>Storefront</td>
<td>Enclosed Area</td>
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<td>Fence &amp; Hedge</td>
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<td>Large Setback</td>
<td>Parking Buffer</td>
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<tr>
<td>Industrial</td>
<td>Active Alley</td>
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**SECONDARY FRONTAGE TYPES**

- Recessed
- Raised/Lowered
- Stoop
- Landscaped
- Front Parking
- Industrial
- Front Parking
- Parking Buffer
- Active Alley

[Diagram of various frontage types]
WHERE WE’RE GOING: FRONTAGES

» No Secondary Frontages, Fewer Elements Regulated
» Allow for a Wider Variety of Architectural Responses
WHERE WE’RE GOING: A & B STREETS

Div. 1.4. Frontages
Sec. 1.4.1. Shopfront

Description
In the Shopfront Frontage, the main facade of the building is located at or near the public sidewalk, often with at-grade entrances spaced at regular intervals. The Shopfront Frontage is intended primarily for retail uses.

Transparency

<table>
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<tr>
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Story Height

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Pedestrian Access

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Building Elements Allowed

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COMPONENTS OF A ZONE

» **Form District**
  » District Intent
  » Lot Criteria
  » Building Placement
  » Bulk and Mass
  » Activation (Frontage Options)

» **Use District**
  » Use Table
  » Use Categories, Use Groups
  » Individual Uses
REGULATING FORM: BUILDING PLACEMENT

ZONING ADVISORY COMMITTEE

September 30, 2015
REGULATING FORM: BUILDING PLACEMENT
REGULATING FORM: PARKING LOCATION
REGULATING FORM: PARKING LOCATION
REGULATING FORM: BUILDING HEIGHT
REGULATING FORM: BUILDING HEIGHT
REGULATING FORM: BUILDING LENGTH
REGULATING FORM: WINDOWS & DOORS
ARTICLE 1. ZONES

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   Sec. 1.1.2. Form Districts ............................... 3
   Sec. 1.1.3. Lots, Building Placement and Mass ........ 4

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   Sec. 1.2.2. Form Districts ............................... 7
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HIGH RISE FORM DISTRICTS

Div. 1.1. High Rise (HR1, HR2)

Sec. 1.1.1. Description

High Rise Form Districts implement the General Plan by fostering an intensive and active urban environment in the most prominent locations in Downtown Los Angeles. These districts are intended to enhance the vitality of the urban core with a variety of mid- to high-rise buildings that define and activate the public realm and reinforce the walkable nature of the city center. High Rise Form Districts are also intended to support the continued development of a distinctive and visually interesting skyline.

Sec. 1.1.2. Form Districts

A. High Rise (HR1)

1. Promote a variety of building types in a densely developed and walkable environment.
2. Support a pedestrian-oriented Downtown core through a strong building-to-street interface.
3. Applies to areas where a building scale of at least 4 stories is desired.

B. High Rise (HR2)

1. Promote the highest intensity built environment in areas with the highest levels of transit access.
2. Limit underdevelopment of key sites near major rail stations.
3. Create a high quality pedestrian environment that offers improved linkages to transit.
4. Applies to areas where a building scale of at least 8 stories is desired.
HIGH RISE FORM DISTRICTS

Sec. 1.1.3. Lots, Building Placement and Mass

A. Lot Criteria

- Lot area for new lots (min) 2,500 SF
- Lot width for new lots (min) 25'

Lot Parameters

- Building coverage (max) 100%
- Outdoor amenity space (min) 20%

B. Building Placement

- A street build-to range (min/max) 0'/5'
- % of lot width occupied by building facade in A street build-to range (min) 90%
- B street build-to range (min/max) 0'/10'
- % of lot width occupied by building facade in B street build-to range (min) 80%

Side and Rear Building Setbacks

- Side or rear, interior (min) 0'
- Side or rear, abutting alley (min) 0'

Parking Setbacks

- A street (min) 40'
- B street (min) 25'

C. Bulk and Mass

- Building Height
  - HR1 4 stories unlimited
  - HR2 8 stories unlimited

Upper Story Setback

- Upper story stepback at 6 stories from interior lot line (min) 40'

Building Mass

- Street-facing facade length (max) 200'
- Floor area ratio, base/bonus (max)
  - HR1 7.0/13.0
  - HR2 10.0/13.0
HISTORIC CORE FORM DISTRICTS

Sec. 1.2.3. Lots, Building Placement and Mass

A. Lot Criteria

- Lot Dimensions
  - Lot area for new lots (min) 2,500 SF
  - Lot width for new lots (min) 25’
- Lot Parameters
  - Building coverage (max) 100%
  - Outdoor amenity space (min) 20%

B. Building Placement

- Build-to Range
  - A street build-to-range (min/max) 0’
  - % of lot width occupied by building facade in A street build-to range: 95%
  - B street build-to-range (min/max) 0’
  - % of lot width occupied by building facade in B street build-to range: 95%
- Side and Rear Building Setbacks
  - Side or rear, interior (min) 0’
  - Side or rear, abutting alley (min) 0’
- Parking Setbacks
  - A street (min) 40’
  - B street (min) 25’

C. Bulk and Mass

- Building Height
  - HC1: 4 stories, 12 stories
  - HC2: 8 stories, 20 stories
  - HC3: 6 stories, unlimited
  - HC4: 8 stories, unlimited
- Upper Story Setback
  - Upper story stepback at 6 stories from interior lot line (min): n/a
  - HC1: n/a
  - HC2, HC3, HC4: 10’
- Upper story stepback at 12 stories from street (min): n/a
  - HC1: n/a
  - HC2, HC3, HC4: 10’
- Building Mass
  - Street-facing facade length (max)
    - HC1: 150’
    - HC2, HC3, HC4: 200’
  - Floor area ratio, base/bonus (max)
    - HC1, HC2: 6.0/8.0
    - HC3, HC4: 6.0/13.0

D. Activation

- Frontage Types
  - Shopfront Sec. 1.4.1
  - Live/Work* Sec. 1.4.2
  * HC3 only

(HC1, HC2, HC3, HC4) Historic Core
PRODUCTION SCALE FORM DISTRICTS

Sec. 1.3.3. Lots, Building Placement and Mass

A. Lot Criteria

Lot Dimensions

- Lot area for new lots (min) 4,000 SF
- Lot width for new lots (min) 40'

Lot Parameters

- Building coverage (max) 90%
- Outdoor amenity space (min) n/a

B. Building Placement

Build-to Range

- A street build-to range (min/max) 0'/50'
- % of lot width occupied by building facade in A street build-to range (min) 40%
- B street build-to range (min/max) 0'/50'
- % of lot width occupied by building facade in B street build-to range (min) 20%

Side and Rear Building Setbacks

- Side or rear, interior (min) 0'
- Side or rear, abutting alley (min) 5'

Parking Setbacks

- A street (min) 0'
- B street (min) 0'

C. Bulk and Mass

Building Height

- Base/bonus Floor area ratio, base/bonus (max)
  - PS1 1.5
  - PS2 3.0

Frontage Types

- General Sec. 1.4.3
- Warehouse Sec. 1.4.5

D. Activation

(PS1, PS2) Production Scale

- PS1 1 story unlimited
- PS2 1 story unlimited

September 30, 2015 DRAFT | re:codeLA
Downtown Development Code | Internal Staff Draft | 12
FRONTAGES

Developer’s Choice Unless Included in Zone Name String

C. Bulk and Mass

<table>
<thead>
<tr>
<th>Building Height</th>
<th>Min</th>
<th>Max</th>
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<tbody>
<tr>
<td>HR1</td>
<td>4 stories</td>
<td>unlimited</td>
</tr>
<tr>
<td>HR2</td>
<td>8 stories</td>
<td>unlimited</td>
</tr>
</tbody>
</table>

Upper Story Setback
- Upper story stepback at 6 stories from interior lot line (min): 40'

D. Activation

<table>
<thead>
<tr>
<th>Building Mass</th>
<th>Street-facing facade length (max)</th>
<th>200'</th>
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</thead>
<tbody>
<tr>
<td>HR1</td>
<td>Floor area ratio, base/bonus (max)</td>
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</tr>
<tr>
<td>HR2</td>
<td></td>
<td>10/0/13.0</td>
</tr>
</tbody>
</table>

Frontage Types
- Shopfront: Sec. 1.4.1
- General: Sec. 1.4.3

Sec. 1.4.3. General

Section

- Description
  - In the General Frontage, the main facade of the building is located at or near the public sidewalk, typically with only a single street-facing entrance. The General Frontage is intended primarily for employment or lodging uses.

- Transparency
  - A/B Street
    - Ground story (min): 40% 20%
    - Upper story (min): 20% 20%
    - Blank wall area (max): 30' 30'

- Story Height
  - Ground story, floor to floor (min): 14' 10'
  - Upper story, floor to floor (min): 10' 10'
  - Ground floor elevation (min/max): 0'/2' 0'/2'

- Pedestrian Access
  - Street-facing entrance: Required
  - Entrance spacing: --

- Building Elements Allowed
  - Awning: Yes
  - Canopy: Yes
  - Forecourt: Yes
  - Gallery: Yes
  - Porch: Yes
  - Recessed Entry: Yes
  - Stoop: No

Div. 1.4. Frontages

<table>
<thead>
<tr>
<th>Sec. 1.4.1. Shopfront</th>
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</table>

Section

- Description
  - In the Shopfront Frontage, the main facade of the building is located at or near the public sidewalk, often with at-grade entrances spaced at regular intervals. The Shopfront Frontage is intended primarily for retail uses.

- Transparency
  - A Street
    - Ground story (min): 40% 40%
    - Upper story (min): 20% 20%
    - Blank wall area (max): 20' 20'

- Story Height
  - Ground story, floor to floor (min): 16' 16'
  - Upper story, floor to floor (min): 10' 10'
  - Ground floor elevation (min/max): 0'/2' 0'/2'

- Pedestrian Access
  - Street-facing entrance: Required
  - Entrance spacing: --

- Building Elements Allowed
  - Awning: Yes Yes
  - Canopy: Yes Yes
  - Forecourt: Yes Yes
  - Gallery: Yes Yes
  - Porch: No No
  - Recessed Entry: Yes Yes
  - Stoop: No No

Sec. 1.4.3. General

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  - In the General Frontage, the main facade of the building is located at or near the public sidewalk, typically with only a single street-facing entrance. The General Frontage is intended primarily for employment or lodging uses.

- Transparency
  - A/B Street
    - Ground story (min): 40% 20%
    - Upper story (min): 20% 20%
    - Blank wall area (max): 30' 30'

- Story Height
  - Ground story, floor to floor (min): 14' 10'
  - Upper story, floor to floor (min): 10' 10'
  - Ground floor elevation (min/max): 0'/2' 0'/2'

- Pedestrian Access
  - Street-facing entrance: Required
  - Entrance spacing: --

- Building Elements Allowed
  - Awning: Yes
  - Canopy: Yes
  - Forecourt: Yes
  - Gallery: Yes
  - Porch: Yes
  - Recessed Entry: Yes
  - Stoop: No

Sec. 1.4.3. General

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- Pedestrian Access
  - Street-facing entrance: Required
  - Entrance spacing: --

- Building Elements Allowed
  - Awning: Yes
  - Canopy: Yes
  - Forecourt: Yes
  - Gallery: Yes
  - Porch: Yes
  - Recessed Entry: Yes
  - Stoop: No
USE DISTRICTS

» Package of Uses: Can Be Applied to Any Form District

» Use Category
   » Commercial

» Use Group
   » Overnight Lodging

» Individual Uses
   » Boarding House, Hostel, Hotel, Motel, Transient Occupancy Residential Structure, Bed and Breakfast

COMMERCIAL
   - Adult Business
   - Alcohol Sales
   - Animal Service
   - Education, Private
   - Entertainment Production
   - Entertainment Venue
   - Financial Institution
   - Lodging, Overnight
   - Medical
   - Office
   - Parking
   - Passenger Terminal, Private
   - Personal Service
   - Recreation, Indoor
   - Recreation, Outdoor
   - Restaurant
   - Retail Sales
## MIXED USE REGIONAL (MXR) USE DISTRICT

### Downtown Los Angeles Use Districts

<table>
<thead>
<tr>
<th>Use Category/Use Group</th>
<th>Park/Open Space/Civic</th>
<th>Residential Only</th>
<th>Residential Emphasis Mixed Use</th>
<th>Mixed Use</th>
<th>Commercial Emphasis Mixed Use</th>
<th>Hybrid Industrial Mixed Use</th>
<th>Heavy Commercial &amp; Industrial</th>
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### ZONING ADVISORY COMMITTEE STRUCTURE

- **MXR (Mixed Use Regional)**
  - **Residential Only**: Emphasis on residential use.
  - **Commercial**: Mixed use emphasis.
  - **Emphasis Mixed Use**: Use categories that emphasize mixed use.

### Use Categories and Use Groups

- **OS**: Open Space
- **TV**: Civic
- **Civic Residential**: Parks/Open Space/Civic
- **MX**: Mixed Use
- **RS**: Residential
- **RM**: Residential Mixed
- **MXN**: Mixed Use Neighborhood
- **MXC**: Mixed Use Community
- **MXR**: Mixed Use Regional
- **MXE**: Mixed Use Entertainment
- **MXO**: Mixed Use Office
- **MXW**: Mixed Use Wholesale
- **MXH**: Mixed Use Hybrid Industrial
- **WS**: Wholesale
- **TI**: Industrial Heavy
- **TR**: Industrial Light

### Use Categories and Use Groups

- **Parks/Open Space/Civic**: Uses that promote public access and recreation.
- **Residential Only**: Dedicated to residential living.
- **Residential Emphasis Mixed Use**: Mixed use with a residential emphasis.
- **Mixed Use**: A blend of uses.
- **Commercial Emphasis Mixed Use**: Mixed use with a commercial emphasis.
- **Hybrid Industrial Mixed Use**: Typical industrial uses with a commercial aspect.
- **Heavy Commercial & Industrial**: Large-scale commercial and industrial uses.

### Use Categories

- **Agriculture**: Land for farming and related activities.
- **Residential**: Housing and living spaces.
- **Public and Institutional**: Civic, education, and healthcare facilities.
- **Commercial**: Business and services.
- **Accessory**: Additional uses related to primary uses.
- **Temporary**: Uses that are temporary in nature.

### Use Groups

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- **TV**: Civic
- **Civic Residential**: Recreation and community spaces.
- **MX**: Mixed Use
- **RS**: Residential
- **RM**: Residential Mixed
- **MXN**: Mixed Use Neighborhood
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### Sample

- **SAMPLE**: A placeholder for sample information.
## MIXED USE REGIONAL (MXR) USE DISTRICT

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<tr>
<th>USE CATEGORY/USE GROUP</th>
<th>Mixed Use Neighborhood</th>
<th>Mixed Use Community</th>
<th>Mixed Use Regional</th>
<th>Mixed Use Entertainment</th>
<th>Mixed Use Office</th>
<th>Mixed Use Wholesale</th>
<th>Mixed Use Hybrid Industrial I</th>
<th>Mixed Use Hybrid Industrial II</th>
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<td><strong>MXW</strong></td>
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</table>
ZONE DISTRICT: HR2-MXR

» High Rise Form District with General Frontage

» Mixed Use Regional Use District

Form District

Frontage

Use District

<table>
<thead>
<tr>
<th>USE CATEGORY/USE GROUP</th>
<th>Mixed Use Neighborhood</th>
<th>Mixed Use Community</th>
<th>Mixed Use Regional</th>
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<tbody>
<tr>
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<td>Passenger Terminal, Public</td>
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<td>Alcohol Sales</td>
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<td>Financial Institution</td>
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<tr>
<td>Personal Service</td>
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<td>P</td>
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</tbody>
</table>

Sec. 1.4.3. General

Description:
The General Frontage, the main facade of the building, is located at or near the public sidewalk, typically with only a single street-facing entrance. The General Frontage is intended primarily for employment or lodging areas.

Building Height:
- H1: 6 stories
- H2: Unlimited

Building Type:
- Shopfront
- General

Upper Story Setback:
- Upper story setback 40'

Building Mass:
- Street-facing facade length (max) 200'
- Floor area ratio, basement (max) H1: 7.0/13.0
- H2: 10.0/13.0

Floor Area Ratio, Base/Bonus (max):
- HR2 8 stories Unlimited

Sec. 1.4.1

- Shopfront

- Retail

- Office

- Mixed Use

- Residential

- Commercial

- Entertainment

- Industrial

- Entertainment Venue

- Financial Institution

- Lodging, Overnight

- Medical

- Office

- Parking
ZONE DISTRICT: HC4S-MXE

» Historic Core Form District with Shopfront Frontage

» Mixed Use Entertainment Use District

**Form District**

(District: HC1, HC2, HC3, HC4) Historic Core

- C. Bulk and Mass
  - Building Height:
    - HC1: 4 stories, 12 stories
    - HC2: 6 stories, 20 stories
    - HC3: 6 stories, unlimited
    - HC4: 8 stories, unlimited

- D. Activation
  - Upper story setback at 6 stories from interior lot line
    - HC1: n/a
    - HC2, HC3, HC4: 10'
  - Upper story setback at 12 stories from street line:
    - HC1: n/a
    - HC2, HC3, HC4: 10'
  - Building mass:
    - Street-facing facade length (max):
      - HC1: 152
      - HC2, HC3, HC4: 200
    - Floor area ratio, base floor (max):
      - HC1, HC2: 6.0/6.0
      - HC3, HC4: 6.0/6.0

**Frontage**

-Div. 1.4. Frontages
  - Sec. 1.4.1. Shopfront

- Description:
  - Shopfront Frontage: The rear facade of the building is located at or near the public sidewalk, often with grade-level entries spaced at regular intervals. The Shopfront Frontage is intended primarily for retail uses.

- Transparency:
  - Street-facing entrance (min):
    - Ground floor: 20'/40'
    - Upper floor: 20'/40'
  - Storefront wall area (max):
    - 20'/30'

- Story Height:
  - Ground story, floor to floor (min):
    - 16'/16'
  - Upper story, floor to floor (min):
    - 12'/12'
  - Ground-floor elevation (max):
    - 0.5'/7.5'

- Pedestrian Access:
  - Street-facing entrance required:
    - Required
    - Required
  - Entrance spacing (max):
    - 50'

- Building Elements Allowed:
  - Airing
    - Yes
  - Canopy
    - Yes
  - Focussing
    - Yes
  - Gallery
    - Yes
  - Porch
    - No
  - Roomed Entry
    - Yes
  - Slope
    - No

**Use District**

- USE CATEGORY/USE GROUP

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<thead>
<tr>
<th>Mixed Use Community</th>
<th>Mixed Use Regional</th>
<th>Mixed Use Entertainment</th>
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</thead>
<tbody>
<tr>
<td>Retail Size</td>
<td>A Street</td>
<td>B Street</td>
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<td>Agriculture</td>
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</table>

- RESIDENTIAL
  - Household Living
  - Group Living
  - Social Service Living
  - Adoptive/Reuse Apartment
  - Live/Work
  - Mixed Use

- PUBLIC AND INSTITUTIONAL
  - Civic
  - Education, Public
  - Parks/Open Space
  - Passenger Terminal, Public
  - Utilities

- COMMERCIAL
  - Adult Business
  - Alcohol Sales
  - Animal Service
  - Education, Private
  - Entertainment Production
  - Entertainment Venue
  - Financial Institution
  - Lodging, Overnight
  - Medical
  - Office
  - Parking
  - Passenger Terminal, Private
  - Personal Service
**ZONE DISTRICT: PS2-IL**

- **Production Scale Form District with Warehouse Frontage**
- **Light Industrial Use District**

### Form District

<table>
<thead>
<tr>
<th>Building Height</th>
<th>PS1</th>
<th>PS2</th>
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<table>
<thead>
<tr>
<th>Floor area ratios, baseline (min)</th>
<th>PS1</th>
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<tbody>
<tr>
<td>1.5/1.5</td>
<td>2/3</td>
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</table>

### Frontage

**Building Elements Allowed**

- **Ground story, floor to floor (min)**: 20'
- **Upper story, floor to floor (min)**: 11'
- **Ground floor overhang (max)**: 16'

**Pedestrian Access**

- **Street-facing entrance required**: Required

**Entrance opening (min)**

<table>
<thead>
<tr>
<th>Building Elements Allowed</th>
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<th>Yes</th>
<th>Yes</th>
<th>No</th>
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### Use District

**USE CATEGORY/USE GROUP**

- **Industrial Mixed Use 1**
- **Wholesale**
- **Industrial Light**

**Retail Size**

<table>
<thead>
<tr>
<th>AGRICULTURE</th>
<th>Agriculture</th>
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<tbody>
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</tbody>
</table>

**RESIDENTIAL**

- **Household Living**
- **Group Living**
- **Social Service Living**
- **Adaptive reuse apartment**
- **Live/Work**
- **JILWQ**

**PUBLIC AND INSTITUTIONAL**

- **Civic**
- **Education, Public**
- **Parks/Open Space**
- **Passenger Terminal, Public**
- **Utilities**

**COMMERCIAL**

- **Adult Business**
- **Alcohol Sales**
- **Animal Service**
- **Education, Private**
- **Entertainment Production**
- **Entertainment Venue**
- **Financial Institution**
- **lodging, Overflow**
- **Medical**
- **Office**
- **Filing**
- **Passenger Terminal, Private**
- **Personal Service**

**DESCRIPTION**

In the Warehouse Frontage, the rear facade of the building is aligned toward the office space, windows spaced at regular intervals. The Warehouse Frontage is oriented for warehouse and industrial use with substantial clear heights on the ground floor.
PROPOSED DOWNTOWN ZONES

» **26** Form Districts

» **20** Use Districts

» **41** Zones = Total Downtown Combinations Envisioned Today *(without Public Facilities zones)*

**DOWNTOWN CODE - FORM DISTRICT + USE CODE**

<table>
<thead>
<tr>
<th>High Rise</th>
<th>Historic Core</th>
<th>Mid Rise</th>
<th>Medium Scale</th>
<th>Small Scale</th>
<th>Village</th>
<th>Neighborhood Scale</th>
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</thead>
<tbody>
<tr>
<td>HR1-MXE</td>
<td>HC1-MXN</td>
<td>MR1-MXR</td>
<td>MS1-MXC</td>
<td>SS1-IMX</td>
<td>V1-MXN</td>
<td>NS1-RMF</td>
<td>PS1-IH</td>
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<td>HR1-MXO</td>
<td>HC2-MXN</td>
<td>MR1-MXW</td>
<td>MS2-MXH2</td>
<td>SS2-MXH2</td>
<td>V2-MXN</td>
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<td>PS2-IL</td>
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<td>HC3-MXR</td>
<td>MR2-MXR</td>
<td>MS2-MXH3</td>
<td>SS3-MXH2</td>
<td>V3-MXN</td>
<td>NS3-RMF</td>
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<td>HC4-MXE</td>
<td>MR3-MXC</td>
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<th>Small Scale</th>
<th>Village</th>
<th>Neighborhood Scale</th>
<th>Production Scale</th>
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<tr>
<td>SS1-IMX</td>
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<td>NS1-RMF</td>
<td>PS1-IH</td>
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<td>NS2-RMF</td>
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<tr>
<td>SS4-WS</td>
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<td>NS4-MXN</td>
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Form Districts: 26
Use Districts: 20
Zones = Total Downtown Combinations: 41
FAQ: HOW DO I GET BONUS FLOOR AREA?

» Public Benefits in Exchange for Additional Floor Area

» Mechanics Under Discussion

» Prioritize Affordable Housing (State law requirement)

» Examples: Affordable Housing, Open Space, Historic Resources

» Expect Modifications to TFAR

» Option to Tailor by Location

» More than One Way to Comply
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### Building Height

<table>
<thead>
<tr>
<th></th>
<th>Min</th>
<th>Max</th>
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<tbody>
<tr>
<td>HC1</td>
<td>4 stories</td>
<td>12 stories</td>
</tr>
<tr>
<td>HC2</td>
<td>8 stories</td>
<td>20 stories</td>
</tr>
<tr>
<td>HC3</td>
<td>6 stories</td>
<td>unlimited</td>
</tr>
<tr>
<td>HC4</td>
<td>8 stories</td>
<td>unlimited</td>
</tr>
</tbody>
</table>

### Upper Story Setback

- **C** Upper story stepback at 6 stories from interior lot line (min)
  - HC1: n/a
  - HC2, HC3, HC4: 10’
- **D** Upper story stepback at 12 stories from street (min)
  - HC1: n/a
  - HC2, HC3, HC4: 10’

### Building Mass

- **E** Street-facing facade length (max)
  - HC1: 150’
  - HC2, HC3, HC4: 200’
- **F** Floor area ratio, base/bonus (max)
  - HC1, HC2: 6.0/8.0
  - HC3, HC4: 6.0/13.0
FAQ: HOW DO PROJECTS GET APPROVED?

» Below Site Plan Review Threshold:
  » Administrative Sign-Off
  » Building Permit Clearance
  » Design Guidelines May Apply

» Site Plan Review:
  » Director’s Determination
  » Design Guidelines May Apply

» Historic Preservation Review Continues to Apply

» CEQA Continues to Apply
  » Modification of CEQA Thresholds is NOT part of re:code LA
FAQ: HOW DO PROJECTS GET RELIEF?

» Adjustment
  » Allows Adjustments Specified in Zoning
  » Director’s Decision (Appeal to Area Planning Commission)
  » No Public Hearing

» Alternative Compliance
  » Based on “Equivalent or Better” Concept -- Meet or Exceed Intent of Standard
  » Director’s Decision (Appeal to Area Planning Commission)
  » No Public Hearing

» Variance:
  » Allows Partial or Complete Waiver of Standard Based on Hardship
  » Zoning Administrator Decision (Appeal to Area Planning Commission)
  » Public Hearing Required
NEXT STEPS

» Downtown Community Plans
  » Staff Meets with Public to Discuss Downtown Policy Issues

» Code Studio Team/Code Studies
  » Remaining Form Districts, Frontages
  » Use Districts and Standards
  » Development Standards
  » Administration

» re:code LA
  » Regional Forums to Discuss Code Progress