

**TABLE 3.5: MAIN STREET MIXED USE ZONE ALLOWED USES**

Permitted Uses ¹	Administrative Review and Conditionally Permitted Uses
• Art, modeling, music, and/or dance studio (U) • Artist studios; art supply stores • Bed and breakfast inn • Business services (U) • Commercial services • Communication services • Community social services • Eating and drinking places • Educational services • Finance, insurance, and real estate offices • General merchandise and hardware store • Movie theater • Optical shop or optometrist • Personal services • Professional or medical offices (U) • Specialty retail shops² • Secondary Dwellings	Administrative Review: • Food and grocery stores • Medical health care facility • Public/quasi-public use (e.g., community center, school, fire station, library, church) Conditionally Permitted: • Commercial amusement or entertainment • Drive-through facilities (only north of Driftwood Drive) • Entertainment (i.e., nightclub and bar/lounge) • Furniture stores • Upholstery and furniture repair; antique refinishing • Residential dwellings³ • Convenience market • Shops selling age-restricted goods or providing age-restricted services
• Any other retail, service, or public/quasi-public uses that are similar in nature, function, and operations to the permitted, administrative review clearance, and conditionally permitted uses listed above.	
Notes: 1. Where a "U" is denoted next to a particular use, that use is permitted on the upper floor(s) of a building. 2. Permits the same type of residential dwellings as the RHD zone. 3. Specialty retail shops are defined as small retail stores with distinctive, one-of-a-kind merchandise, often supplied locally, not including sale of age-restricted goods or providing age-restricted services.	

B. Commercial/Office/Residential (C/O/R) Zone

The C/O/R zone is envisioned to be developed with a mix of uses, including business/professional offices, retail commercial, dining, and entertainment uses. Offices and a hotel have already been established in this zone. Residential uses are also permitted to be developed as a "stand alone" development or as an integrated part of a commercial/office development (e.g., on upper floors over ground floor commercial uses). Because of the unique character of the site and its strategic location, any proposed uses and development for all or any portion of the site must be approved through the Planned Unit Development process, as described in Chapter 7 of this Specific Plan.

Generally, permitted and conditional uses allowed in this zone are the same as those specified in the MSMU zone, described above, and in

D. Downtown Mixed Use (DMU) Zone

This DMU zone is proposed as a new commercial mixed-use zone, intended to replace the General Commercial and Commercial Service zone designations that are proposed to be phased out in both the General Plan Update, adopted in 2015 and the Zoning Code Update, planned for adoption in 2016. This zone allows a mix of retail, commercial service, civic, office, and other complementary non-residential uses, as well as higher-density residential development. Allowed uses permitted within the DMU zone are indicated in Table 3.7.

TABLE 3.7: DOWNTOWN MIXED USE ZONE ALLOWED USES	
Permitted Uses	Administrative Review and Conditionally Permitted Uses
* Antique shop * Art, modeling, music, and/or dance studio * Artist studios; art supply stores * Bed and breakfast inn * Business services * Clothing and costume stores * Commercial services * Communication services * Community social services * Eating and drinking places * Educational services * Finance, insurance, and real estate offices * Food and grocery stores * General merchandise and hardware store * Medical health care facility * Theater (i.e., motion picture or live) * Optical shop or optometrist * Personal services * Professional or medical offices * Specialty retail shops¹ * Residential dwellings² • Secondary Dwellings	Administrative Review: * Public/quasi-public use (e.g., community center, school, fire station, library, church) Conditionally Permitted: * Commercial amusement or entertainment * Commercial retail or services greater than 40,000 square feet * Drive-through facilities (only north of Driftwood Drive) * Entertainment (i.e., nightclub and bar/lounge) * Furniture stores * Hospital * Upholstery and furniture repair; antique refinishing * Convenience market * Shops selling age-restricted goods or providing age-restricted services
* Any other retail, service, public/quasi-public, or residential uses that are similar in nature, function, and operations to the permitted, administrative review clearance, and conditionally permitted uses listed above.	
Notes: 1. Specialty retail shops are defined as small retail stores with distinctive merchandise, often supplied locally or with a local theme, not including sale of age-restricted goods or providing age-restricted services. 2. Permits the same type of residential dwellings permitted in the RHD zone.	

6.2 Residential Development Standards + Design Guidelines

6.2.1 Intent



Old Town Susan City has a traditional Downtown character, with small blocks and lots and a gridded street pattern.

Residential development standards and design guidelines focus on developing a traditional downtown setting that fosters community activities, social interaction, and a strong cohesive image for the Downtown Waterfront District. Design guidelines are intended to support a pedestrian-oriented design environment, where the fundamental intent is to reduce the impact of the automobile by encouraging narrower streets, smaller lots accessed by alleys and with opportunities for on-street parking and less off-street parking than allowed under conventional zoning standards. Old Town Susan City is an inspiration for new residential development in the WDSP, with its smaller blocks and lots, grid pattern of streets, diverse architectural styles, and variety of housing types and sizes.

6.2.2 Residential Development Standards



Building heights above the first two stories are encouraged to be stepped back to respect the heights of existing adjacent development.

Development standards for residential uses within the Planning Area are summarized in Table 6.1. Existing uses and structures in established residential neighborhoods that are not in compliance with some of the development standards and design guidelines in this chapter shall be allowed to continue, but subject to the standards for nonconforming uses and structures described in Chapter 7.5.

- * New residential lots shall be the minimum lot sizes and setbacks indicated in Table 6.1, except porches, stoops, bay windows, balconies, and eaves and overhangs may encroach into setback areas, as indicated in the table below.

ENCROACHMENTS INTO SETBACKS

(i.e., porches, stoops, bay windows, balconies, and overhangs)

1. Front Setback	6' max, where applicable
2. Side Setback	3' max
3. Rear Setback	3' max, where applicable



Secondary dwelling unit attached to the garage of a single-family home.

- * Building heights above the first two stories are encouraged to step back to respect the heights of existing adjacent development, particularly along Lotz Way.
- * The height of a new development shall be limited to building heights, as measured from grade to the peak of the roof.
- * Guesthouses and secondary dwelling units shall be subject to the land use and development standards in Table 6-1 and regulations in ~~Chapter 18.44-150~~ of the City's Zoning Code.

Chapter 18.31.01



Table 6.1: Residential Development Standards

Land Use District	Residential Low Density (RLD)	Residential Medium Density (RMD)	Residential High Density (RHD)	Historic Residential (HR)
A. LOT / SITE DESIGN				
1. Lot Coverage ¹	70% max	80% max	80% max	70% max
2. Density ²	4-10 du/gross ac (5-12 du/net ac)	10.1-20 du/gross ac (12.1-24 du/net ac)	20.1-45 du/gross ac (24.1-54 du/net ac)	5-15 du/gross ac (6-18 du/net ac)
3. Floor Area Ratio	N/A	N/A	N/A	N/A
4. Lot Area	3,000 sf min	1,500 sf min	N/A	2,500 sf min
5. Lot Width	40' min	25' min	none	40' min
6. Lot Depth	65' min	55' min	none	60' min
B. BUILDING PLACEMENT AND HEIGHT				
Primary Building Setback³				
1. Front Setback	7.5' min-20' max ⁴	5' min-15' max ⁴	0' min-15' max ⁴	10' min-15' max ⁴
2. Side Setback (street)	7.5' min-20' max	5' min-15' max	70% min ⁵	5' min-15' max
3. Side Setback (interior)	5' min (1-2 stories) 15' min (3 stories)	5' min (1-2 stories) for 1 side, 3.5' min for other side. In addition to any encroachment; 15' min (3 stories)	0' min-15' max	5' min (1-2 stories) 15' min (3 stories)
4. Rear Setback ⁶	5' min	5' min	5' min (1-2 stories) 15' min (3+ stories)	5' min
5. Height Limit	35' max	35' max	55' max	35' max
Secondary Dwelling Setback				
1. Front Setback	15' min or equal to primary building setback			
2. Side Setback (street)	10' min	10' min	10' min	10' min
3. Side Setback (interior)	0' min- 4' min	0' min- 4' min	0' min- 4' min	0' min- 4' min
4. Rear Setback	5' min	5' min	5' min	5' min
5. Height Limit ⁶	20' max	20' max	20' max	20' max
Notes:				
du/ac = dwelling units per gross acre; min = minimum; max = maximum; sf = gross square feet				
¹ Lot coverage includes primary buildings, accessory buildings, covered parking, and covered patios.				
² Density bonuses or increases may be allowed for the provision of affordable housing and project amenities, such as day care facilities and additional open space, as addressed in the Sunburst City Zoning Code, Chapter 18.47 for residential density bonuses.				
³ Yards and setback areas shall be landscaped in accordance with water-efficient landscaping standards, addressed in Title 20 of the Sunburst City Zoning Code and in the State Model Water Efficient Landscape Ordinance (TMWELO), as applicable.				
⁴ Front setbacks shall be consistent with the setbacks of adjacent buildings on the street. Garage shall be no closer than 18 feet from the back of the sidewalk.				
⁵ Rear garage setback shall be a minimum of 3 feet from the rear property line.				
⁶ A secondary dwelling shall not exceed 20 feet in height , except when attached to the primary unit, the maximum height shall be that established for the primary dwelling.				

16 feet in height