

SECTION 4-21 Traditional Neighborhood Development District (TND District)

4.21.1. Intent and Purpose

1. Intent

The intent of the TND District is to enable, encourage and qualify the implementation of the following policies:

- A. The Region
 - i. That the Region should retain its natural infrastructure and visual character derived from topography, farmlands, acequias, and arroyos.
 - ii. That growth strategies should encourage Infill and redevelopment.
 - iii. That development contiguous to urban areas should be structured in the TND pattern and be integrated with the existing urban pattern.
 - iv. That development non-contiguous to urban areas should be organized in the pattern of TND.
 - v. That affordable housing should be distributed throughout the Region to match job opportunities and to avoid concentrations of poverty.
 - vi. That transportation Corridors should be planned and reserved in coordination with land use.
 - vii. That green Corridors should be used to define and connect the urbanized areas.
 - viii. That the Region should include a framework of transit, pedestrian, and bicycle systems that provide alternatives to the automobile.
- B. The Community
 - i. That TNDs shall be compact, pedestrian-oriented and Mixed Use.
 - ii. That TNDs should be the preferred pattern of development and that Districts specializing in a single use should be the exception.
 - iii. That ordinary activities of daily living should occur within walking distance of most dwellings, allowing independence to those who do not drive.
 - iv. That interconnected networks of Thoroughfares should be designed to disperse and reduce the length of automobile trips.
 - v. That within neighborhoods, a range of housing types and price levels should be provided to accommodate diverse ages and incomes.

- vi. That appropriate building densities and land uses should be provided within walking distance of transit stops.
 - vii. That Civic, institutional, and Commercial activity should be embedded in town centers, not isolated in remote single-use complexes.
 - viii. That a range of Civic Space including Parks, Plazas, Plazuelas and Playgrounds should be distributed within neighborhoods and town centers.
- C. The Block and the Building
- i. That buildings and landscaping should contribute to the physical definition of Thoroughfares as Civic places.
 - ii. That development should adequately accommodate automobiles while respecting the pedestrian and the spatial form of public areas.
 - iii. That the design of Thoroughfares and buildings should reinforce safe environments, but not at the expense of accessibility.
 - iv. That architecture and landscape design should grow from local climate, topography, history, and building practice.
 - v. That buildings should provide their inhabitants with a clear sense of geography and climate through energy efficient methods.
 - vi. That Civic Buildings and public gathering places should be provided as locations that reinforce community identity.
 - vii. That Civic Buildings should be distinctive and appropriate to a role more important than the other buildings that constitute the fabric of the town.
 - viii. That the preservation and renewal of historic buildings should be facilitated, to affirm the continuity and evolution of society.
 - ix. That the harmonious and orderly evolution of urban areas should be secured through form-based codes.

2. Purpose

The purpose of the TND District is to implement Traditional Neighborhood Plans adopted by resolution of the Town Council.

4.21.2 Creation of the Consolidated Review Committee ("CRC")

There is hereby created a committee denominated as the Consolidated Review Committee ("CRC"). The CRC shall act as an advisory committee to the Code Administrator. The composition and administrative rules of procedure of the CRC shall be established by resolution of the Town Council and may be amended from time to time by Council resolution.

4.21.3 Planning and Development Process

1. Traditional Neighborhood Plan Approval

As hereinafter more specifically provided, such plans shall meet the following criteria:

- A. A Traditional Neighborhood Plan should be assigned to neighborhood areas that are predominantly residential with one or more Mixed Use Corridors or centers.
- B. A Traditional Neighborhood Plan shall encompass one or more Standard, Linear, or Network Pedestrian Sheds. Each Pedestrian Shed shall be no fewer than 40 acres and no more than 160 acres. A Network Pedestrian Shed may be oriented around one or more existing or planned Common Destinations.
- C. A Traditional Neighborhood Plan shall include one or more maps showing the following, in compliance with the standards provided by Section 4.21 of this Code:
 - i. The border(s) of the Pedestrian Shed(s).
 - ii. Proposed Transect Zones within each Pedestrian Shed, planned according to an analysis of existing conditions and future needs. The proposed Transect Zones at the edges of a Traditional Neighborhood Plan should blend into adjacent neighborhoods and/or a downtown without buffers. Transects shall be allocated according to the parameters specified in TND District Table 12a. The allocation of Transect Zones within the Pedestrian Shed does not include land designated for Thoroughfares or Civic Zones.
 - iii. Proposed Civic Zones. Civic Zones shall contain Civic Spaces and/or Civic Buildings (See TND District 3.4). The total of all Civic Zones should be at least 5% of the Pedestrian Shed but not more than 20%. Any parcel or contiguous parcels identified as a Civic Zone should not occupy more than 20% of the gross area of a Pedestrian Shed, otherwise the parcel or parcels are subject to the creation of a Special District. Each Pedestrian Shed should include at least one Main Civic Space as identified by TND District Table 11c (Parque Communal) or TND District Table 11d (Plaza). The Main Civic Space should be located within 800 feet of the geographic center of the Pedestrian Shed, unless topographic conditions, pre-existing Thoroughfare alignments or other circumstances prevent such location. One Civic Building lot should be identified for future development of a Child Care Center. At least one Civic Space designed and equipped as a playground should be identified within at least 1,000 feet of every proposed Lot within the T3, T4, and T5 Transect Zones. Civic Buildings should be located within or adjacent to a Civic Space, or at the axial termination of a significant Thoroughfare.

- iv. A Thoroughfare network, existing or planned (TND District Table 2A, TND District Table 2B, and TND District Table 2C). A bicycle network consisting of Bicycle Trails, Routes, and Bicycle Lanes should be provided throughout the Pedestrian Shed. The proposed Thoroughfare and bicycle networks should connect to the existing or proposed Regional network wherever possible.
- v. A map identifying the field verification of existing infrastructure and utilities.
- vi. Proposed domestic water, sanitary sewer, and storm drainage facility improvements.
- vii. Special Districts, if any (TND District Section 3.5).
- viii. A record of Warrants and Variances, if applicable.
- ix. A record of existing conditions within the plan area that are non-conforming and may prohibit compliance with the TND District requirements.

2. Rezoning

A. Traditional Neighborhood Plan Required

Parcels of land may only be eligible for rezoning to the Transect Zones of the TND District following the adoption of a Traditional Neighborhood Plan by resolution of the Town Council. Any updates to an adopted Traditional Neighborhood Plan shall be approved by Town Council resolution. Any rezoning of land to the Transect Zones of the TND District shall be by ordinance. The rezoning ordinance shall include a Regulating Map or Maps, which shall designate Transect Zones applicable to individual parcels within the rezoned area. The Regulating Map or Maps should conform to the proposed Transect Zones of the Traditional Neighborhood Plan.

B. Site Plan Requirements Exempt

The initial rezoning of lands within the Traditional Neighborhood Plan shall be exempt from site plan requirements of this Code (Section 5-8E, subsections A-J).

C. Traffic Study

Prior to the rezoning to the Transect Zones of the TND District, a traffic impact report of the Regulating Map or Maps shall be prepared only for existing and planned intersections located at the borders of the Pedestrian Shed(s).

D. Town of Taos Review

Prior to rezoning to the Transect Zones of the TND District, the applicable departments of the Town of Taos shall furnish to the Planning and Zoning

Commission and the Town Council written comments regarding the proposed domestic water, sanitary sewer, and storm drainage facility improvements identified in the Traditional Neighborhood Plan.

E. Relevant Standards

Upon rezoning to the TND District, the use, improvement and design of individual parcels shall be in accordance with the applicable Transect Zone or Zones delineated by the Regulating Map or Maps.

Upon rezoning to the TND District, a property owner may process subdivision or platting in accordance with this Code (Article VI), however, design and development standards of the TND District and applicable Regulating Map or Maps will control the design and improvement of the subdivision or plat.

3. Special Area Plan

The owner or owners of 10 contiguous acres or more within a TND District Regulating Map may prepare a Special Area Plan as defined herein. In consultation with the Code Administrator, a Special Area Plan may propose the assignment of new Transect Zones, Civic Zones, Thoroughfares, and Special Districts (if any), with appropriate transitions to abutting Transects or parcels. A Special Area Plan shall include the same requirements as a Traditional Neighborhood Plan, wherever applicable, and any rezoning of land within the Special Area Plan shall be approved by the same process as a Traditional Neighborhood Plan.

4. Rezoning of Transect Zones in the TND District

Following the rezoning of lands to the Transect Zones of the TND District, an applicant may apply to the Code Administrator for a zone change to another Transect Zone. The applicant must demonstrate how the proposed zone change complies with all the requirements of the TND District and applicable Transect Zone. The applicant shall submit all requirements of TND District Section 4.1.2.

An applicant may only apply for a zone change to another Transect Zone provided that the proposed Transect Zone does not exceed the minimum or maximum requirements for the allocation of each Transect Zone as identified in TND District Table 12a. The application will be heard as outlined in this Code (Section 3-6).

5. Building Scale and Site Plan Approval

After rezoning to the TND District, applicants may apply for building scale and site plan approval. (See TND District Article 4).

Building scale and site plans should be consistent with the Thoroughfare configurations, block sizes, and the types and locations of Civic Zones illustrated in the Traditional Neighborhood Plan. If the Code Administrator determines that the building scale and site plans meet the requirements of

the applicable Transects Zones and the applicable Regulating Map or Maps, then the application shall be administratively approved. Following this approval, the applicant is then eligible to apply for building permits.

6. Variance

In the event that the Code Administrator determines an application is out of compliance with the provisions of the TND District or the Regulating Map or Maps, then the applicant shall either revise the application or seek variance approval in accordance with the provisions of this Code (Section 2-4.204).

7. Zoning Compliance and Certificate of Occupancy

After completion of construction of approved development, but before issuance of a certificate of occupancy, applicant shall demonstrate to the Code Administrator that the project, as built, complies with this TND District and applicable Regulating Map or Maps, approved subdivision map or plat, and with applicable parking, parking location, landscape, signage, density, architectural, and lighting standards as provided hereof.

4.21.4 Warrants and Variances

1. Administrative Warrants, Town Council Discretionary Warrants, and Variances

There shall be three types of deviation from the requirements of this TND District: Administrative Warrants, Town Council Discretionary Warrants, and Variances. Whether a deviation requires an Administrative Warrant, a Town Council Discretionary Warrant, or a Variance shall be determined by the Code Administrator.

2. Administrative Warrant

An Administrative Warrant may be granted by the Code Administrator for a deviation of less than 10% of a specific dimensional development standard. The applicant shall provide scaled drawings and calculations that illustrate the deviation and a written justification for the Administrative Warrant.

3. Town Council Discretionary Warrant for Civic Space and Civic Buildings

A Town Council Discretionary Warrant shall be limited to issues such as the size, location and design of Civic Spaces and the design and development of Civic Buildings. (See TND District Tables 11 and TND District 12). An application for a Town Council Discretionary Warrant must be reviewed by the Planning and Zoning Commission during a preliminary and final public hearing. The Planning and Zoning Commission may recommend approval, approval with conditions, or deny an application for a Town Council Discretionary Warrant. Having reviewed the application for a Town Council Discretionary Warrant, the Planning and Zoning Commission will make a recommendation to the Town Council.

4. Variance

All Variances shall be processed and conform to the requirements of this Code and New Mexico law.

5. Warrant or Variance Requests

The request for a Town Council Discretionary Warrant or for a Variance shall not subject the entire application to public hearing, but only that portion necessary to rule on the specific issue for which relief is sought.

6. Development Standards

The standards for the Transect Zones are set forth in TND District Articles 3, 4, and 5. Projects that require no Variances, a Town Council Discretionary Warrant, or a Conditional Use Permit shall be processed administratively by the Code Administrator.

4.21.5 Appeals

1. Appeal Process

Any person or public entity aggrieved by a decision of the Code Administrator may appeal the decision of the Code Administrator to the Planning and Zoning Commission and may appeal a decision of the Planning and Zoning Commission to the Town Council. The time for appeal and the process of appeals shall be in accordance with Article III of this Code. The sole issue on such appeal shall be whether or not the application conforms to the applicable Transect Zone standards and Regulating Map or Maps.

2. Determinations Subject to Appeal

Determinations on an Administrative Warrant, Town Council Discretionary Warrant or Variance requests are subject to appeal under the provisions of this Code (Section 3-8).

4.21.6 Violations

Should a violation of an approved Regulating Map occur during construction, or should any construction, site work, or development be commenced without an approved Regulating Map, the Code Administrator shall require the applicant to stop, remove, and/or mitigate the violation, or to require the applicant to secure a Variance to cover the violation.

4.21.7 Severability

The provisions of this TND District are severable and if any paragraph, section, subsection, provision, sentence, clause, phrase, word, or part of this title is held illegal, invalid, unconstitutional, or inapplicable to any person or circumstance, such illegality, invalidity, unconstitutionality or inapplicability

shall not affect or impair the remainder of this TND District and its application to other persons or circumstances.

4.21.8 Incorporation of TND District Content

The following Articles are hereby incorporated into Section 4.21 of this Code.

ARTICLE 1. Applicable to All TND Districts

1.1 [Reserved]

1.2 Applicability

1.2.1

When the provisions of this TND District are in conflict with provisions of this Code, or with other codes or ordinances of the Town (except for public safety codes such as the Town adopted Uniform building, fire, plumbing, mechanical and similar codes or with overriding provisions of State or federal law) then the provisions of the TND District shall take precedence.

1.2.2

This Code and the TND District shall be the mandatory land use code for areas designated as TND District on the Zoning Map for the Town of Taos.

1.2.3

Capitalized terms used throughout this Section 4.21 may be hereinafter defined in TND District Article 6 Definitions of Terms. TND District Article 6 contains regulatory language that is integral to this TND District.

1.2.4

The metrics of TND District Article 5 Standards and Tables are an integral part of this TND District. However, the diagrams and illustrations that accompany them should be considered guidelines, with the exception of those on TND District Table 13 Form-Based Code Graphics, which are also legally binding.

1.2.5

Where in conflict, numerical metrics shall take precedence over graphic metrics. Where a conflict exists between text and metrics, the text shall take precedence.

1.3 [Reserved]

1.4 [Reserved]

1.5 [Reserved]

ARTICLE 2. [Reserved]

ARTICLE 3. TND DISTRICT ZONING

3.1 [Reserved]

3.2 [Reserved]

3.3 Transect Zones

The TND District includes Transect Zones. Transect Zones are zoning classifications that control the use and development of property in accordance with the standards of TND District Articles 3, 4, 5, and 6. There are five transect zones in the TND District. They are T-1, T-2, T-3, T-4, and T-5. The T-5 Transect Zone includes two categories. They are T-5a and T-5b.

3.3.1 [Reserved]

3.3.2 [Reserved]

3.4 Civic Zones

3.4.1

Civic Space

1. Civic Spaces shall be planned and designed as described in TND District Table 11, their type determined by the surrounding or adjacent Transect Zone in conjunction with the Traditional Neighborhood Plan.
2. Civic Spaces shall be permitted by Town Council Discretionary Warrant.

3.4.2

Civic Buildings

1. Civic Buildings shall not be subject to the requirements of TND District Article 4. The particulars of their design shall be determined by Town Council Discretionary Warrant and in accordance with the architectural standards of this Code (Section 5-3).

3.5 Special Districts

Areas that, by their intrinsic size, Function, or Configuration, cannot conform to the requirements of any Transect Zone or combination of Transect Zones may be designated as Special Districts in the process of preparing or amending a Traditional Neighborhood Plan and the corresponding Regulating Map or Maps. Development within an approved Special District shall be by Conditional Use Permit. The application for Conditional Use Permit shall contain the information required by TND District Sections 4.1.2 and 4.1.3 hereof as well as any additional information required by the Code

Administrator to aid in analysis of the consistency of the use permit development application with the provisions of the approved Special District.

3.6 Thoroughfare Standards

All new Thoroughfares shall conform to the requirements of TND District Table 2 and TND District Table 3. All new Thoroughfares shall terminate at other Thoroughfares forming a network. Dead-end Thoroughfares are not permitted. The standards for Thoroughfares within a Special District shall be determined by Conditional Use Permit.

3.7 Nonconformities

Nonconformities of use and structure shall be subject to this Code (Sections 2-4.139 and 1-13).

ARTICLE 4. BUILDING SCALE AND SITE PLANS

4.1 Instructions

4.1.1

Lots and buildings located within a TND District shall be subject to the requirements of this TND District Article.

4.1.2

Building scale and site plans shall show the following, in compliance with the standards described in this TND District:

- A. Building Disposition
- B. Building Configuration
- C. Building Function
- D. Compliance with Architectural Standards
- E. Compliance with Parking Location Standards

Such plans require administrative approval by the Code Administrator prior to construction. Such approval shall be granted by the Code Administrator if the plans comply with all applicable Regulating Map or Maps and the standards of the TND District (See TND District 4.21.3) and the standards of this Code.

4.1.3

A certificate of occupancy shall be issued provided that the project as constructed meets all building code and related requirements and the constructed project meets the following additional standards of this Article (See TND District 4.21.3):

- A. Landscape Standards
- B. Signage Standards
- C. Lighting Standards

4.2 Specific to T1 Natural Zone

4.2.1

Buildings in the T1 Natural Zone may be permitted by Conditional Use Permit and only as an Edge Yard (See TND District Table 7a and TND District Table 12i).

4.3 Building Disposition

4.3.1

Specific to zone T2

Building Disposition shall be determined by Conditional Use Permit and only as an Edge Yard (See TND District Table 7a and TND District Table 12i and TND District Table 13A).

4.3.2

Specific to zones T3, T4, T5

- A. Newly platted Lots shall be dimensioned according to TND District Table 12f and TND District Table 13.
- B. Building Disposition types shall be as shown in TND District Table 7.
- C. Buildings shall be disposed in relation to the boundaries of their Lots according to TND District Table 12g and TND District Table 13.
- D. One Principal Building at the Frontage and one Outbuilding to the rear of the Principal Building may be built on each Lot as shown in TND District Table 15c.
- E. Lot Coverage by all buildings shall not exceed that recorded in TND District Table 12f and TND District Table 13.
- F. Facades shall be built along a minimum percentage of the Frontage length at the Setback, as specified on TND District Table 12g and TND District Table 13.
- G. Setbacks for Principal Buildings shall be as shown in TND District Table 12g and TND District Table 13. In the case of an Infill Lot, Setbacks shall match one of the existing adjacent Setbacks.
- H. Rear Setbacks for Outbuildings shall be a minimum of 12 feet measured from the centerline of the Rear Alley or Rear Lane easement. In the

absence of Rear Alley or Rear Lane, the rear Setback shall be as shown in TND District Table 12h and TND District Table 13.

4.3.3

Specific to zone T5.

The Principal Entrance shall be on a Frontage Line.

4.4 Building Configuration

4.4.1

General to zones T2, T3, T4, T5

- A. The Private Frontage of buildings shall conform to and be allocated in accordance with TND District Table 5 and TND District Table 12j.
- B. Buildings on corner Lots shall have two Private Frontages as shown in TND District Table 15e. Prescriptions for the parking Layers pertain only to the Principal Frontage. Prescriptions for the First Layer pertain to both Frontages.
- C. Building Heights and Stepbacks shall conform to TND District Table 6 and TND District Table 12k.
- D. Stories may not exceed 14 feet in height from finished floor to finished floor, except for a first floor Commercial Function, which shall be a minimum of 11 feet and may be a maximum of 18 feet. A single floor level exceeding 14 feet, or 18 feet at ground level, shall be counted as 2 Stories. Mezzanines extending beyond 25% of the floor area shall be counted as an additional Story.
- E. In a Parking Structure or garage, each level counts as a single Story regardless of its relationship to habitable Stories.
- F. Height limits do not apply to Attics, masts, belfries, clock towers, chimney flues, water tanks, or elevator bulkheads.

4.4.2

Specific to zones T2, T3, T4, T5

The minimum size of a Residential Function within a Principal Building shall be 450 square feet in interior space. The footprint of an Outbuilding shall not exceed 440 square feet.

4.4.3

Specific to zone T3

- A. No portion of the Private Frontage may encroach the Sidewalk.

B. Open Portals may encroach the First Layer 50% of its depth. (See TND District Table 15d).

C. Balconies and bay windows may encroach the First Layer 25% of its depth.

4.4.4

Specific to zone T4

A. Balconies, open Portals, and bay windows may encroach the First Layer 50% of its depth. (See TND District Table 15d).

B. Awnings may encroach the Sidewalk to within two feet of the Curb but must clear the Sidewalk vertically by at least 8 feet.

4.4.5

Specific to zone T5

A. Awnings, Public Portals, and Portals may encroach the Sidewalk to within two feet of the Curb but must clear the Sidewalk vertically by at least 8 feet.

B. Balconies, bay windows, and terraces may encroach the First Layer 100% of its depth. Balconies and bay windows may encroach the Sidewalk 25% of its depth. (See TND District Table 15d).

C. Loading docks and service areas may be permitted on Frontages only by Conditional Use Permit.

D. In the absence of a building Facade along any part of a Frontage Line, a Streetscreen shall be built co-planar with the Facade.

E. Streetscreens shall be between 3 and 6 feet in height. The Streetscreen may be replaced by a hedge or fence. Streetscreens shall have openings no larger than necessary to allow automobile and pedestrian access.

4.5 Building Function

4.5.1

General to zones T2, T3, T4, T5

Buildings in each Transect Zone shall conform to the Functions identified in TND District Table 8 and TND District Table 10 and TND District Table 12I. Specific uses permitted by right or by Conditional Use Permit are identified in TND District Table 10.

4.5.2

Specific to zones T2, T3

Accessory Functions of Restricted Lodging or Restricted Office shall be permitted within an Outbuilding. (See TND District Table 8).

4.5.3

Specific to zones T4, T5

Accessory Functions of Limited Lodging or Limited Office shall be permitted within an Outbuilding. (See TND District Table 8).

4.5.4

Specific to zone T5

- A. First Story Commercial Functions shall be permitted.
- B. Manufacturing Functions within the first Story may be permitted by Conditional Use Permit.

4.6 Parking Calculations

4.6.1

Specific to zones T2, T3

Required parking for each Lot shall be determined by the actual parking provided within the Lot as applied to the Functions permitted in TND District Table 8. The Shared Parking Factor is not available.

4.6.2

Specific to zones T4, T5

- A. Required parking on a Lot shall be determined by the sum of the actual parking calculated as that provided (1) within the Lot (2) along the Thoroughfare corresponding to the Lot Frontage, and (3) by purchase or lease from a Civic Parking Reserve within the Pedestrian Shed, if available.
- B. The actual parking may be adjusted according to the Shared Parking Factor of TND District Table 9 to determine the Effective Parking.
- C. Based on the Effective Parking available, the Density of the projected Function shall be limited according to TND District Table 8.
- D. The total Density within each Transect Zone shall not exceed that specified by an approved Regulating Map or Maps.
- E. [Reserved]

F. Liner Buildings less than 30 feet deep and no more than one Story may be exempt from parking requirements by Conditional Use Permit.

4.7 Parking Location Standards

4.7.1

General to zones T2, T3, T4, T5

- A. Parking shall be accessed by Rear Alleys or Rear Lanes when such are available.
- B. Uncovered parking areas shall be masked from the Frontage by a Building or Streetscreen.
- C. For buildings on B-Grids, open parking areas may be allowed unmasked on the Frontage by Conditional Use Permit.

4.7.2

Specific to zones T2, T3

- A. Uncovered parking areas may be provided within any Layer. Driveways, drop-offs and unpaved parking areas may be located at the first Lot Layer. (TND District Table 15d).
- B. Garages shall be located at the third Lot Layer except that side- or rear-entry types may be allowed in the first or second Lot Layer by Conditional Use Permit.

4.7.3

Specific to zones T3, T4

Driveways at Frontages shall be no wider than 10 feet in the First Layer.

4.7.4

Specific to zone T4

- A. Uncovered parking areas shall be located at the second and third Lot Layers, except that Driveways, drop-offs, and unpaved parking areas may be located at the first Lot Layer. (TND District Table 15d).
- B. Garages shall be located at the third Lot Layer.

4.7.5

Specific to zone T5

- A. All parking lots, garages, and Parking Structures shall be located at the second or third Lot Layer. (TND District Table 15d).

- B. Vehicular entrances to parking lots, garages, and Parking Structures shall be no wider than 24 feet at the Frontage.
- C. Pedestrian exits from all parking lots, garages, and Parking Structures shall be directly to a Frontage Line (i.e., not directly into a building) except underground garage levels which may be exited by pedestrians directly into a building.
- D. Parking Structures on A-Grids shall have Liner Buildings lining the first and second Stories.
- E. A minimum of one bicycle rack shall be provided within the Public or Private Frontage for every ten vehicular parking spaces.

4.8 Landscape Standards

4.8.1

General to zones T2, T3, T4, T5

- A. Impermeable surface shall be confined to the ratio of Lot Coverage specified in TND District Table 12f.
- B. All applicants shall be required to remove all prohibited and noxious plants prior to receiving a Certificate of Occupancy. Noxious plants are identified in Appendix D of the Town of Taos Municipal Code Chapter 15.12.020.
- C. All trees shall be a minimum of fifteen (15) gallon size and six (6) feet tall. Any tree less than two (2) inches caliper size shall be staked or guyed.
- D. Artificial plants are not permitted.
- E. Trees must provide a canopy with an understory height clearance of at least eight (8) feet for a Sidewalk, Path, Bicycle Lane, Bicycle Route, Bicycle Trail, or parking space, at least twelve (12) feet for Thoroughfares and driveways, and fifteen (15) feet for loading spaces.
- F. Landscape fabric (weed barrier) shall be used under vegetative or inorganic ground cover to inhibit the growth of weeds.
- G. Water used in constructed water features such as fountains, streams, and ponds shall be re-circulated.

4.8.2

Specific to zones T2, T3, T4

The First Layer may not be paved, with the exception of Driveways as specified in Section TND District 4.7.2 and TND District Section 4.7.3. (See TND District Table 15d).

4.8.3

Specific to zone T3

- A. A minimum of two trees shall be planted within the First Layer for each 30 feet of Frontage Line or portion thereof. (See TND District Table 15d).
- B. Trees may be of single or multiple species as shown on TND District Table 4.
- C. Trees shall be naturalistically clustered.
- D. Natural turf may be permitted not to exceed 500 square feet per half acre and if irrigated by a rainwater harvesting system approved by the Code Administrator.

4.8.4

Specific to zone T4

- A. A minimum of one tree shall be planted within the First Layer for each 30 feet of Frontage Line or portion thereof. (See TND District Table 15d)
- B. The species shall be a single species to match the species of street trees on the Public Frontage, or as shown on TND District Table 4.
- C. Natural turf shall be permitted not to exceed 500 square feet per half acre if irrigated by a rainwater harvesting system approved by the Code Administrator.

4.8.5

Specific to zones T5

- A. Trees shall not be required in the First Layer.
- B. At Retail Frontages, the spacing of trees may be irregular to avoid visually obscuring the Shopfronts.
- C. The First Layer may be paved to match the pavement of the Public Frontage.
- D. Natural turf shall be permitted not to exceed 500 square feet per half acre and if irrigated by a rainwater harvesting system approved by the Code Administrator.

4.9 Signage Standards

4.9.1

General to zones T2, T3, T4, T5

- A. There shall be no signage permitted additional to that specified in this section other than a "Construction sign" or a "Real estate sign" which shall be defined and permitted according to Town of Taos Municipal Code Chapter 15.08.
- B. The address number, no more than 6 inches measured vertically, shall be attached to the building in proximity to the Principal Entrance or at a mailbox.

4.9.2

Specific to zones T2, T3

Signage shall not be illuminated.

4.9.3

Specific to zones T4, T5

Signage shall be externally illuminated, except that signage within the Shopfront glazing may be neon lit. Illumination shall comply with the Town of Taos Municipal Code Chapter 15.28 (Night Sky Protection Ordinance).

4.9.4

Specific to zones T2, T3, T4

One Blade Sign for each non-Residential Function may be permanently installed perpendicular to the Facade within the First Layer. Such a sign shall not exceed a total of 4 square feet and shall clear 8 feet above the Sidewalk.

4.9.5

Specific to zone T5

- A. Blade signs, not to exceed 6 square ft. for each separate business entrance, may be attached to and should be perpendicular to the Facade, and shall clear 8 feet above the Sidewalk.
- B. A single External Permanent Sign Band may be applied to the Facade of each building, providing that such sign does not exceed 3 feet in height by any length.

4.9.6

Specific to zone T5b

Monument Signs, not to exceed 6 ft. in height and 4 ft. in width shall be permitted for each Mixed-use Frontage. Such sign may contain the names of all tenant(s) or occupant(s) of the building and there shall be a maximum of one (1) monument sign per Frontage.

4.10 Density Calculations

4.10.1

General to zone T2, T3, T4, T5

- A. Density shall be measured by the maximum Lot Coverage as specified in TND District Table 12f.
- B. Density for each Transect Zone shall be subject to further adjustment at the building scale as limited by TND District Table 8 and TND District Table 9.

4.11 Architecture Standards

4.11.1

General to Zones T3, T4, T5

- A. Building wall materials may be combined on each Facade only horizontally, with the heavier below the lighter.
- B. Streetscreens should be constructed of a material matching the adjacent building Facade.
- C. All openings, including portals, arcades and windows, with the exception of storefronts, shall be square or vertical in proportion.
- D. Openings (fenestration) on the second Story shall not exceed 50% of the total building wall area, with each Facade being calculated independently.
- E. Doors and windows that operate as sliders (those that move horizontally, not vertically) are prohibited along Frontages.
- F. Pitched roofs, if provided, shall be symmetrically sloped no less than 6:12, except that Portals and attached sheds may be no less than 2:12.
- G. The exterior finish material on all Facades shall be limited to stucco, stone, wood siding, or cementitious siding.
- H. Flat roofs shall be enclosed by parapets a minimum of 42 inches high, or as required to conceal mechanical equipment from view of the Public Frontage.

I. Balconies and Portals shall be made of wood.

J. Fences or Walls at the First Lot Layer shall be stuccoed or made from latillas. Fences at other Layers may be of wood board or chain link.

4.11.2

Architecture Design Standards in this Code (Section 5-3.1) shall apply to all Mixed Use development as identified in TND District Table 10a.

4.12 Lighting Standards

4.12.1

All lighting shall comply with the Town of Taos Municipal Code Chapter 15.28 (Night Sky Protection Ordinance).

4.12.2

General to all zones. T1, T2, T3, T4, and T5

Streetlights shall be of a general type as illustrated in TND District Table 3C.

4.12.3 Specific to Zone T1

No lighting level measured at the building Frontage Line shall exceed 0.5 fc (foot-candles).

4.12.4 Specific to Zones T2, T3, T4

No lighting level measured at the building Frontage Line shall exceed 1.0 fc (foot-candles).

4.12.5 Specific to Zone T5

No lighting level.

ARTICLE 5. Standards and Tables.

TABLE 1. TRANSECT ZONE DESCRIPTIONS

TABLE 1: Transect Zone Descriptions. This table describes the intent of each Transect Zone.

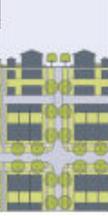
T1		<p>T-1 NATURAL General Character: Building Placement: Frontage Types: Typical Building Height: Type of Civic Space:</p>	<p>Natural landscape with some agricultural use Not Applicable Not Applicable Not Applicable Open Space</p>
T2		<p>T-2 RURAL General Character: Building Placement: Frontage Types: Typical Building Height: Type of Civic Space:</p>	<p>Primarily agricultural, both irrigated and ranching, with woodland and scattered buildings Variable Setbacks Not Applicable 1- to 2-Story Open Space, Sports Field, Cemetery, Playground</p>
T3		<p>T-3 SUB-URBAN General Character: Building Placement: Frontage Types: Typical Building Height: Type of Civic Space:</p>	<p>Landscapes yards surrounding detached single-family houses; pedestrians occasionally Large and variable front and side yard Setbacks. Portals, fences, naturalistic tree planting. 1- to 2-Story Open Space, Sports Field, Parque Communal, Cemetery, Playground</p>
T4		<p>T-4 GENERAL URBAN General Character: Building Placement: Frontage Types: Typical Building Height: Type of Civic Space:</p>	<p>Mix of Houses, Compounds, Townhouses & Duplexes with scattered Commercial activity; balance between landscape and buildings; presence of pedestrians Shallow to medium front and side yard setbacks Portals, Walls 1- to 2-Story Parque Communal, Plaza, Plazuela, Cemetery, Playground</p>
T5		<p>T-5 URBAN General Character: Building Placement: Frontage Types: Typical Building Height: Type of Civic Space:</p>	<p>Shops mixed with Courtyard houses, Townhouses, Apartment houses, Offices, workplaces, and Civic Buildings; predominantly attached buildings; trees within public right-of-way; substantial pedestrian activity Shallow Setback or none; buildings oriented toward street defining a street wall Zero Setback, public Portals 2-Story with occasional 1-Story Plaza, Plazuela, Cemetery, Playground</p>

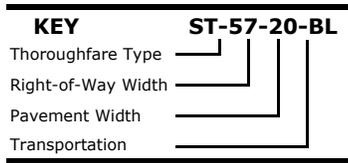
TABLE 2A. PUBLIC FRONTAGES - GENERAL

TABLE 2A: Public Frontages - General. The Public Frontage is the area between the Private Lot Line and the edge of vehicular lanes.

PLAN	
LOT ▶	◀ R.O.W.
PRIVATE FRONTAGE ▶	◀ PUBLIC FRONTAGE
<p>a. (HW) For Highway: This Frontage has open Swales drained by percolation, Bicycle Trails and no parking. The landscaping consists of the natural condition or multiple native species arrayed in naturalistic clusters. Buildings are buffered by distance or berms.</p>	
<p>b. (CM) For Camino: This Frontage has open Swales drained by percolation and a walking Path or Bicycle Trail along one or both sides. The landscaping consists of multiple native species arrayed in naturalistic clusters.</p>	
<p>c. (PO) For Paseo: This Frontage has open Swales or raised Curbs drained by inlets and Sidewalks separated from the vehicular lanes by individual or continuous Planters, with parking on one or both sides. The landscaping consists of street trees of a single or alternating species as opportunity permits.</p>	
<p>d. (AL) For Alameda: This Frontage has open Swales or raised Curbs drained by inlets and Sidewalks separated from the vehicular lanes by individual or continuous Planters, with parking on one or both sides. The landscaping consists of street trees of a single species or alternating species as opportunity permits.</p>	
<p>e. (CL) For Calle: This Frontage has raised Curbs drained by inlets and very wide Sidewalks along both sides separated from the vehicular lanes by separate tree wells with grates and parking on both sides. The landscaping consists of a single tree species aligned with regular spacing where possible but clears the Shopfront entrances.</p>	
<p>f. (RM) For Rambla: This Frontage has Slip Roads on both sides. It consists of raised Curbs drained by inlets and Sidewalks on both sides, separated from the vehicular lanes by Planters. The landscaping consists of double rows of a single tree species aligned in a regularly spaced Allee.</p>	

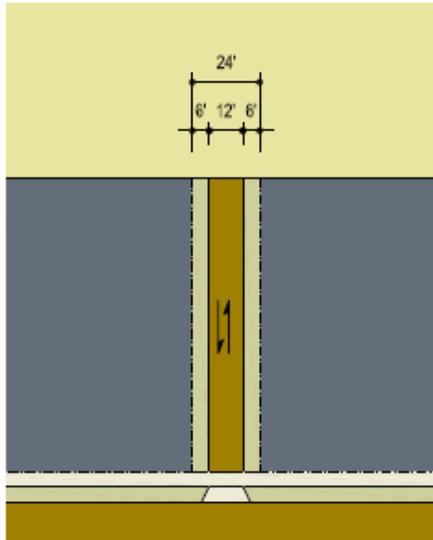
TABLE 2C. THOROUGHFARE ASSEMBLIES

TABLE 2C: Thoroughfare Assemblies. These Thoroughfares are assembled from the elements that appear in Tables 2A and 2B. The key gives the Thoroughfare type followed by the right-of-way width, followed by the pavement width, and in some instances followed by specialized transportation capability.



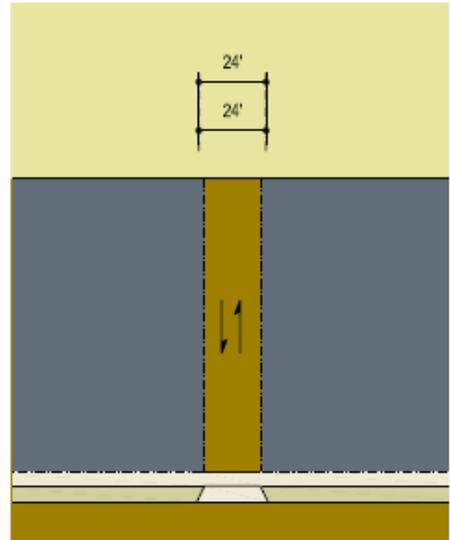
THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



RL-24-12

Thoroughfare Type	Rear Lane
Transect Zone Assignment	T4, T3
Right-of-Way Width	24 feet
Pavement Width	12 feet
Movement	Yield movement
Design Speed	10 MPH
Pedestrian Crossing Time	3.5 seconds
Traffic Lanes	2 lanes
Parking Lanes	none
Curb Radius	taper
Public Frontage Type	none
Walkway Type	6 foot Sidewalk
Planter Type	none
Curb Type	inverted crown
Landscape Type	none
Transportation Provision	none

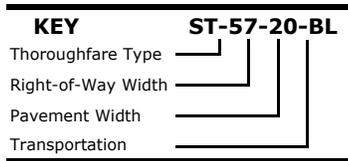


RA-24-24

Thoroughfare Type	Rear Alley
Transect Zone Assignment	T5, T4
Right-of-Way Width	24 feet
Pavement Width	24 feet
Movement	slow movement
Design Speed	10 MPH
Pedestrian Crossing Time	6.5 seconds
Traffic Lanes	2 lanes
Parking Lanes	none
Curb Radius	taper
Public Frontage Type	none
Walkway Type	none
Planter Type	none
Curb Type	inverted crown
Landscape Type	none
Transportation Provision	none

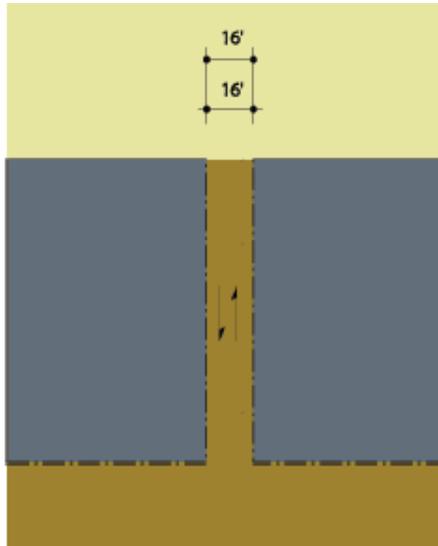
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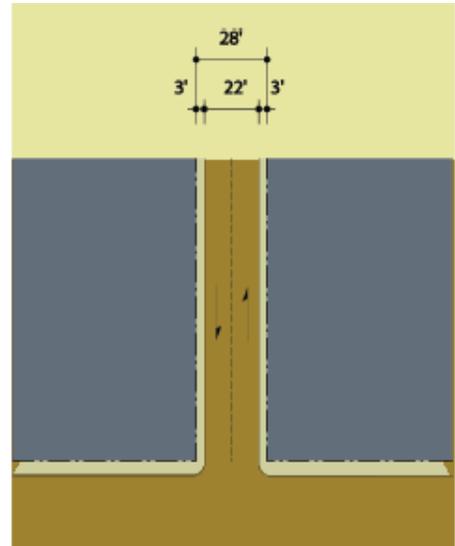


THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



CM-16-16



CM-28-21

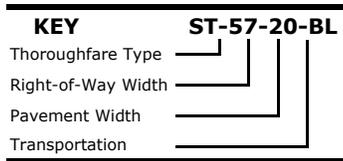
Thoroughfare Type	Camino (Road)
Transect Zone Assignment	T3, T2
Right-of-Way Width	16 feet
Pavement Width	16 feet
Movement	slow movement
Design Speed	20 MPH
Pedestrian Crossing Time	4.4 seconds
Traffic Lanes	2 lanes
Parking Lanes	none
Curb Radius	8 feet
Public Frontage Type	a,b,c
Walkway Type	Path optional
Planter Type	none
Curb Type	Swale
Landscape Type	opportunistic
Transportation Provision	BR

Thoroughfare Type	Camino (Road)
Transect Zone Assignment	T3, T2
Right-of-Way Width	28 feet
Pavement Width	21 feet
Movement	slow movement
Design Speed	20 MPH
Pedestrian Crossing Time	4.4 seconds
Traffic Lanes	2 lanes
Parking Lanes	none
Curb Radius	10 feet
Public Frontage Type	a,b,c
Walkway Type	3 foot Path optional, one side
Planter Type	none
Curb Type	Swale
Landscape Type	opportunistic
Transportation Provision	BR

Thoroughfare Type	Camino (Road)
Transect Zone Assignment	T3, T2
Right-of-Way Width	28 feet
Pavement Width	21 feet
Movement	slow movement
Design Speed	20 MPH
Pedestrian Crossing Time	4.4 seconds
Traffic Lanes	2 lanes
Parking Lanes	none
Curb Radius	10 feet
Public Frontage Type	a,b,c
Walkway Type	3 foot Path optional, one side
Planter Type	none
Curb Type	Swale
Landscape Type	opportunistic
Transportation Provision	BR

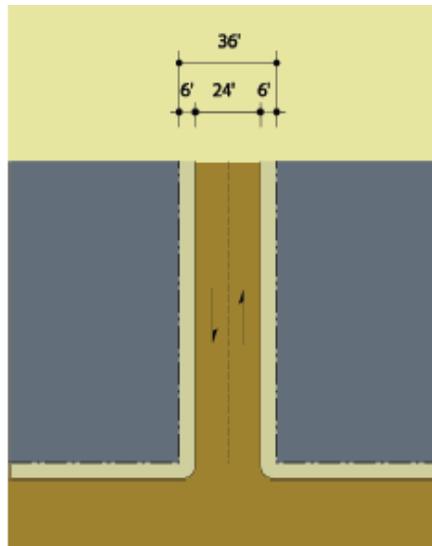
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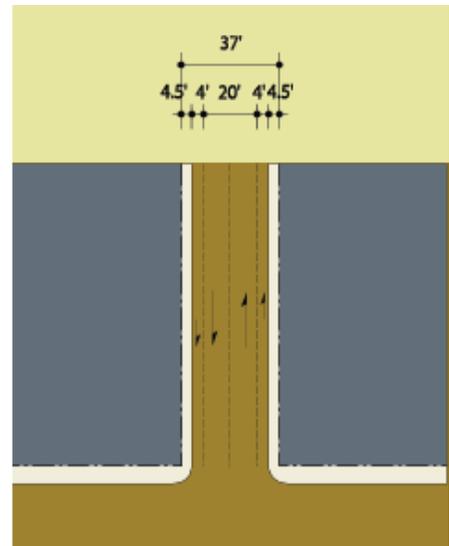
THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



CM-36-24

Thoroughfare Type	Camino (Road)
Transect Zone Assignment	T3, T2
Right-of-Way Width	36 feet
Pavement Width	24 feet
Movement	free movement
Design Speed	25 MPH
Pedestrian Crossing Time	
Traffic Lanes	2 lane
Parking Lanes	none
Curb Radius	10 feet
Public Frontage Type	a,b,c
Walkway Type	6 foot Path one side, minimum
Planter Type	6 foot continuous Planter one side
Curb Type	Swale
Landscape Type	opportunistic
Transportation Provision	BR

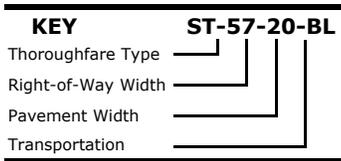


CM-37-28

Thoroughfare Type	Camino (Road)
Transect Zone Assignment	T3, T2
Right-of-Way Width	37 feet
Pavement Width	28 feet
Movement	slow movement
Design Speed	25 MPH
Pedestrian Crossing Time	
Traffic Lanes	2 lanes
Parking Lanes	none
Curb Radius	10 feet
Public Frontage Type	a,b,c
Walkway Type	4 foot Path one side, minimum
Planter Type	4 foot continuous Planter optional
Curb Type	Swale
Landscape Type	opportunitisic
Transportation Provision	BL

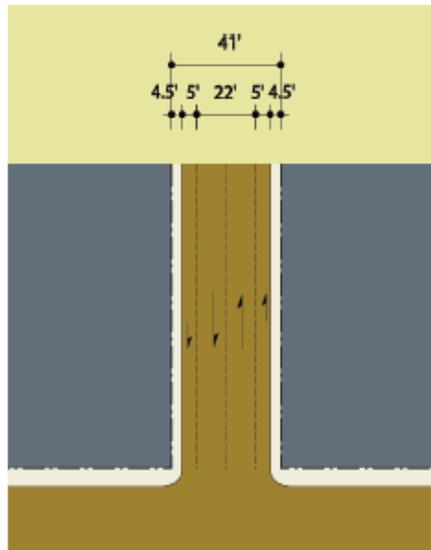
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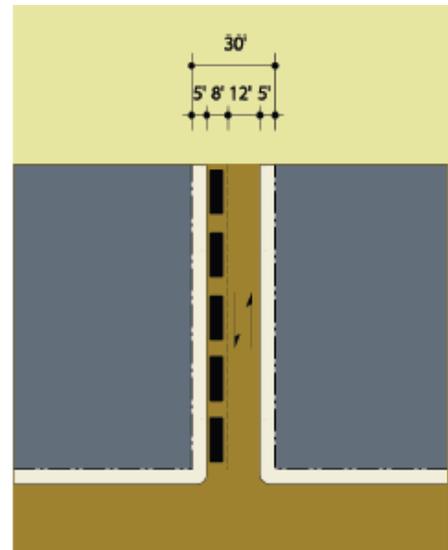
THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



CM-41-32

Thoroughfare Type	Camino (Road)
Transect Zone Assignment	T3, T2
Right-of-Way Width	41 feet
Pavement Width	32 feet
Movement	free movement
Design Speed	25 MPH
Pedestrian Crossing Time	
Traffic Lanes	2 lanes
Parking Lanes	none
Curb Radius	15 feet
Public Frontage Type	a,b,c
Walkway Type	4 foot Path optional
Planter Type	continuous tree lawn optional
Curb Type	Curb
Landscape Type	opportunistic
Transportation Provision	BL

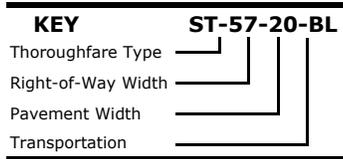


PO-30-20

Thoroughfare Type	Paseo (Street)
Transect Zone Assignment	T4, T3
Right-of-Way Width	30 feet
Pavement Width	20 feet
Movement	Yield movement
Design Speed	20 MPH
Pedestrian Crossing Time	5.4 seconds
Traffic Lanes	2 lanes
Parking Lanes	one side
Curb Radius	8 feet
Public Frontage Type	b,c,e
Walkway Type	5 foot Sidewalk
Planter Type	none
Curb Type	Swale
Landscape Type	opportunistic
Transportation Provision	

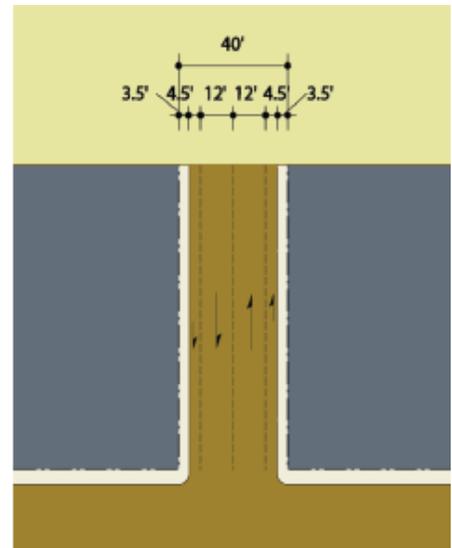
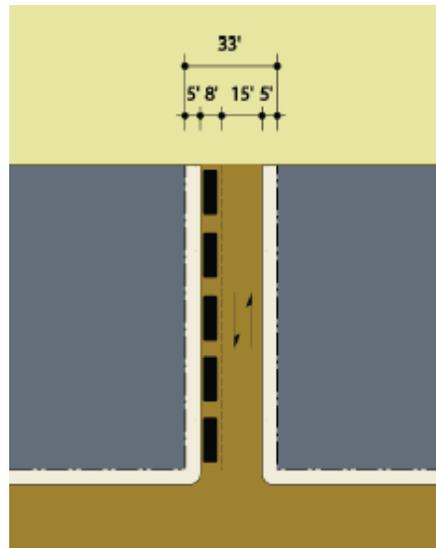
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THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



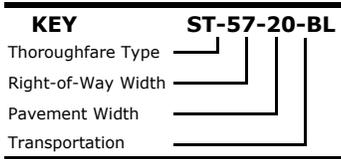
Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Pedestrian Crossing Time	
Traffic Lanes	
Parking Lanes	
Curb Radius	
Public Frontage Type	
Walkway Type	
Planter Type	
Curb Type	
Landscape Type	
Transportation Provision	

PO-33-23
Paseo (Street)
T4, T3
33 feet
23 feet
slow movement
20 MPH
6.3 seconds
2 lanes
one side
10 feet
a,b,c,e
5 foot Sidewalk
none
Swale
trees clustered at 30 feet on center average
BR

PO-40-33
Paseo (Street)
T5, T4
40 feet
33 feet
slow movement
20 MPH
18.5 seconds
2 lanes
none
7 feet
c,d,e,f
3.5 foot Sidewalk
none
Curb
none
BL, TR

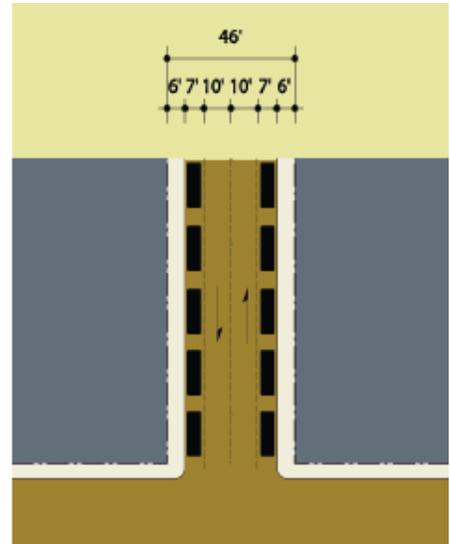
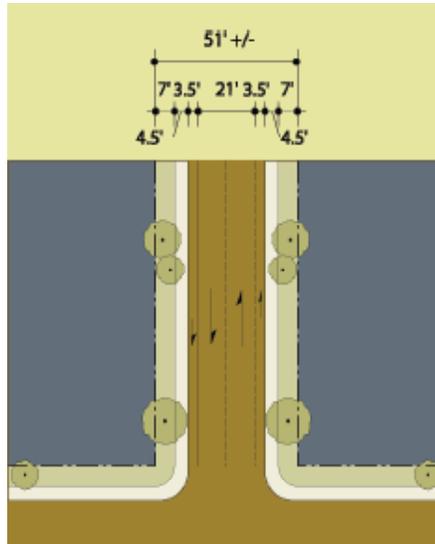
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THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



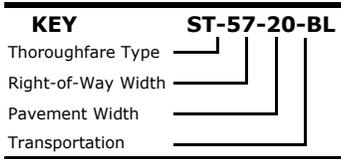
Thoroughfare Type
Transect Zone Assignment
Right-of-Way Width
Pavement Width
Movement
Design Speed
Pedestrian Crossing Time
Traffic Lanes
Parking Lanes
Curb Radius
Public Frontage Type
Walkway Type
Planter Type
Curb Type
Landscape Type
Transportation Provision

PO-51-28
Paseo (Street)
T4, T3
51 feet
28 feet
free movement
20 MPH
2 lanes
none
10 feet
a,b,c,e
4 foot Sidewalk
continuous tree lawn
Curb
trees clustered at 30 feet on center average
BL, TR

CL-46-34
Calle (Commercial Street)
T5, T4
46 feet
34 feet
free movement
20 MPH
9.3 seconds
2 lanes
both sides
10 feet
c,d,e,f
6 foot Sidewalk
none
Curb
none
BL, TR

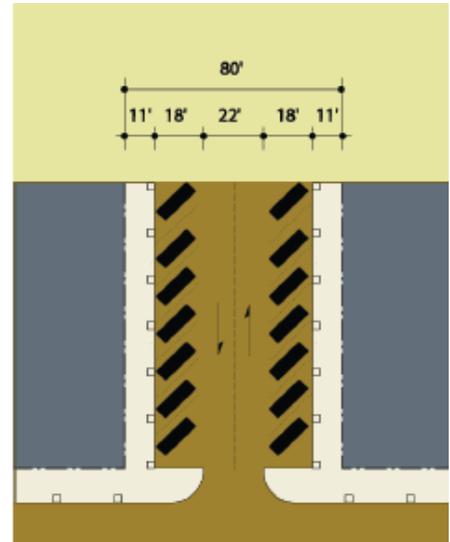
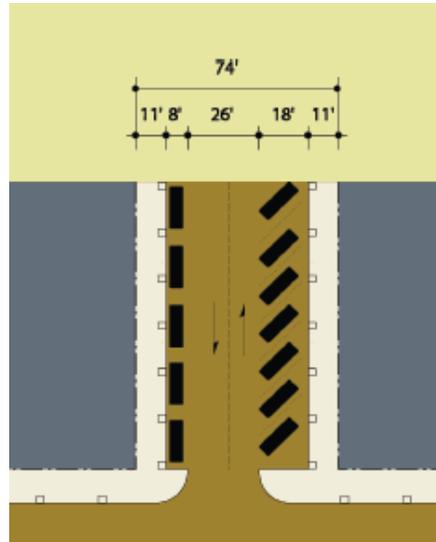
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THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



CL-74-52

Calle (Commercial Street)

T5

74 feet

52 feet

slow movement

20 MPH

14.2 seconds

2 lanes

both side - parallel & diagonal

10 feet

d,e,f

11 foot Sidewalk

none

Curb

none

BR

CL-80-58

Calle (Commercial Street)

T5

80 feet

58 feet

slow movement

20 MPH

15.8 seconds

2 lanes

both sides - diagonal

10 feet

d,e,f

11 foot Sidewalk

none

Curb

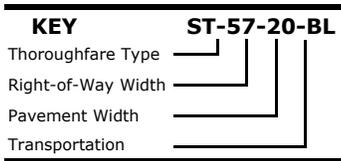
none

BR

Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Pedestrian Crossing Time	
Traffic Lanes	
Parking Lanes	
Curb Radius	
Public Frontage Type	
Walkway Type	
Planter Type	
Curb Type	
Landscape Type	
Transportation Provision	

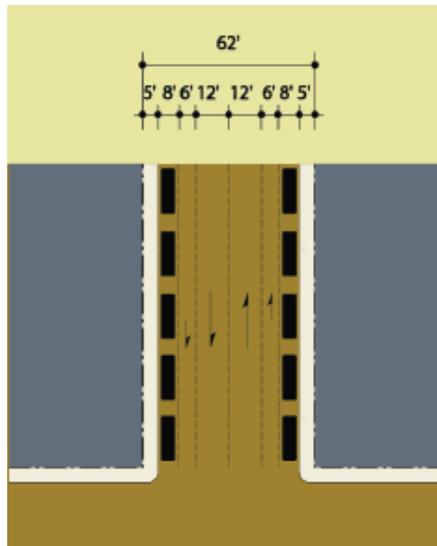
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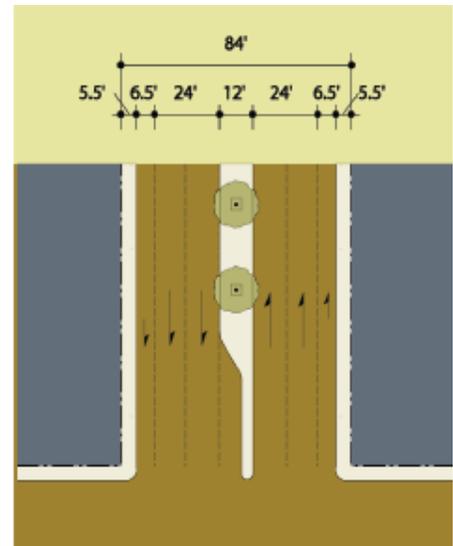


THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



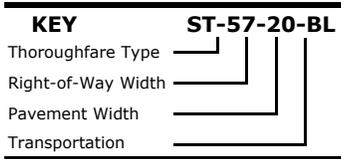
CL-62-52	
Thoroughfare Type	Calle (Commercial Street)
Transect Zone Assignment	T5, T4
Right-of-Way Width	62 feet
Pavement Width	52 feet
Movement	slow movement
Design Speed	20 MPH
Pedestrian Crossing Time	14.2 seconds
Traffic Lanes	2 lanes
Parking Lanes	8 feet
Curb Radius	10 feet
Public Frontage Type	c,d,e,f
Walkway Type	5 foot Sidewalk desirable
Planter Type	none
Curb Type	Curb
Landscape Type	none
Transportation Provision	BL, TR



AL-84-61	
Thoroughfare Type	Alameda (Avenue)
Transect Zone Assignment	T5
Right-of-Way Width	84 feet
Pavement Width	61 feet
Movement	free movement
Design Speed	35 MPH
Pedestrian Crossing Time	20 seconds
Traffic Lanes	4 lanes
Parking Lanes	none
Curb Radius	15 feet
Public Frontage Type	d,e,f
Walkway Type	5.5 foot Sidewalk
Planter Type	none
Curb Type	Curb
Landscape Type	none
Transportation Provision	BL, TR

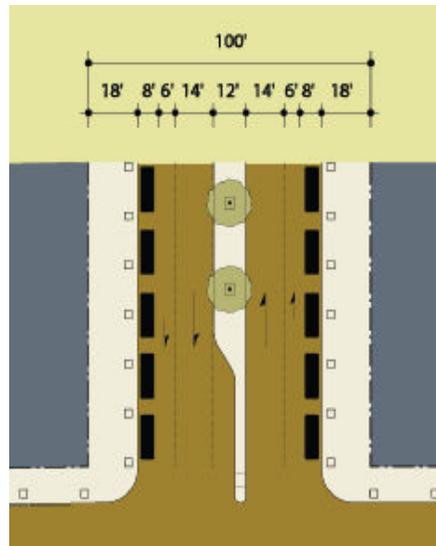
TABLE 2C. THOROUGHFARE ASSEMBLIES

TABLE 2C: Thoroughfare Assemblies. These Thoroughfares are assembled from the elements that appear in Tables 2A and 2B. The key gives the Thoroughfare type followed by the right-of-way width, followed by the pavement width, and in some instances followed by specialized transportation capability.



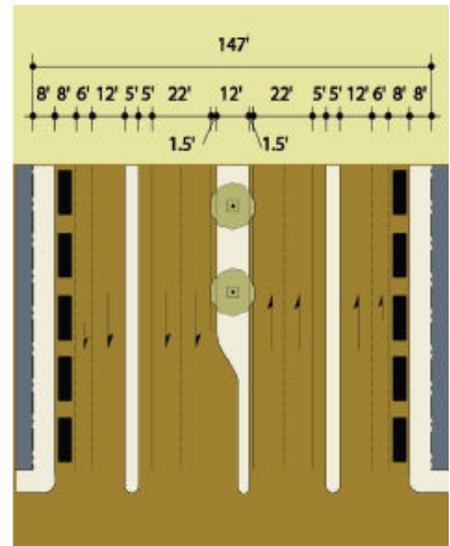
THOROUGHFARE TYPES

Ramble (Boulevard):	RM
Alameda (Avenue):	AL
Calle (Commercial Street):	CL
Drive:	DR
Paseo (Street):	PO
Camino (Road):	CM
Rear Alley:	RA
Rear Lane:	RL
Bicycle Trail:	BT
Bicycle Lane:	BL
Bicycle Route:	BR
Path:	PT
Passage:	PS
Callejon (Commercial Passage):	CN
Transit Route	TR



AL-100-44

Thoroughfare Type	Alameda (Avenue)
Transect Zone Assignment	T5
Right-of-Way Width	100 feet
Pavement Width	44 feet
Movement	free movement
Design Speed	35 MPH
Pedestrian Crossing Time	18.5 seconds
Traffic Lanes	2 lanes & 1 turning lane
Parking Lanes	8 feet
Curb Radius	12 feet
Public Frontage Type	d,e,f
Walkway Type	18 foot Sidewalk with Portal
Planter Type	none
Curb Type	Curb
Landscape Type	none
Transportation Provision	BL, TR



RM-147-56

Thoroughfare Type	Rambla (Boulevard)
Transect Zone Assignment	T5
Right-of-Way Width	147 feet
Pavement Width	26 feet - 57 feet - 26 feet
Movement	slow - free - slow movement
Design Speed	20 - 45 - 20 MPH
Pedestrian Crossing Time	33 seconds
Traffic Lanes	4 lanes, 1 turning lane & 2 one-way Slip Roads
Parking Lanes	8 feet
Curb Radius	12 feet
Public Frontage Type	d,e,f
Walkway Type	8 foot Sidewalk
Planter Type	4 foot optional tree well
Curb Type	Curb
Landscape Type	trees at 30 foot on center average in center median
Transportation Provision	BL, TR

TABLE 3A. VEHICULAR LANE DIMENSIONS

TABLE 3A: Vehicular Lane Dimensions. This table assigns lane widths to Transect Zones. The Design ADT (Average Daily Traffic) is the determinant for each of these sections. The most typical assemblies are shown in Table 3B. Specific requirements for truck and transit bus routes and truck loading shall be determined by Conditional Use Permit.

DESIGN SPEED	TRAVEL LANE WIDTH	T1	T2	T3	T4	T5
Below 20 mph	8 feet	■	■	■	□	
20-25 mph	9 feet	■	■	■	■	□
25-35 mph	10 feet	■	■	■	■	■
25-35 mph	11 feet	■	■			■
Above 35 mph	12 feet	■	■			■

DESIGN SPEED	PARKING LANE WIDTH	T1	T2	T3	T4	T5
20-25 mph	(angle) 18 feet					■
20-25 mph	(parallel) 7 feet				■	
25-35 mph	(parallel) 8 feet			■	■	■
Above 35 mph	(parallel) 9 feet					■

DESIGN SPEED	EFFECTIVE TURNING RADIUS	(See Table 15b)				
Below 20 mph	5-10 feet			■	■	■
20-25 mph	10-15 feet	■	■	■	■	■
25-35 mph	15-20 feet	■	■	■	■	■
Above 35 mph	20-30 feet	■	■			□

- BY RIGHT
- BY CONDITIONAL USE PERMIT

TABLE 3B. VEHICULAR LANE & PARKING ASSEMBLIES

TABLE 3B: Vehicular Lane & Parking Assemblies. The projected design speeds determine the dimensions of the vehicular lanes and Turning Radii assembled for Thoroughfares.

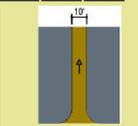
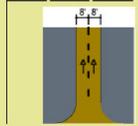
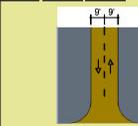
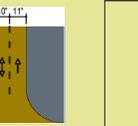
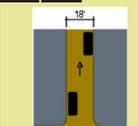
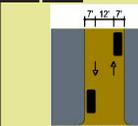
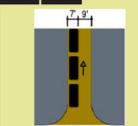
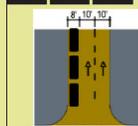
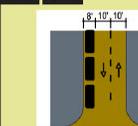
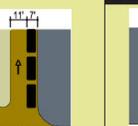
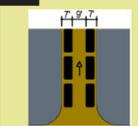
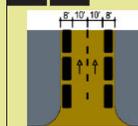
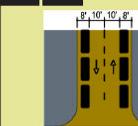
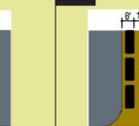
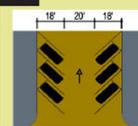
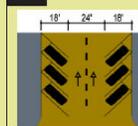
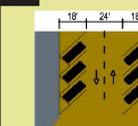
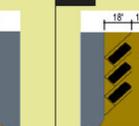
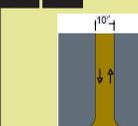
	ONE WAY MOVEMENT		TWO WAY MOVEMENT		
a. NO PARKING	T1 T2 T3 	T1 T2 T3 	T1 T2 T3 	T1 T2 	T1 T2 
Design ADT	300 VPD	600 VPD	2,500 VPD	22,000 VPD	36,000 VPD
Pedestrian Crossing	3 Seconds	5 Seconds	5 Seconds	9 Seconds	13 Seconds
Design Speed	20 - 30 MPH	Below 20 MPH	20-25 MPH		35 MPH and above
b. YIELD PARKING	T3 T4 		T3 T4 		
Design ADT	1,000 VPD		1,000 VPD		
Pedestrian Crossing	5 Seconds		7 Seconds		
Design Speed					
c. PARKING ONE SIDE PARALLEL	T3 T4 	T3 T4 T5 	T4 T5 	T4 T5 	T5 
Design ADT	5,000 VPD	18,000 VPD	16,000 VPD	15,000 VPD	32,000 VPD
Pedestrian Crossing	5 Seconds	8 Seconds	8 Seconds	11 Seconds	13 Seconds
Design Speed	20-30 MPH		25-30 MPH	25-30 MPH	
d. PARKING BOTH SIDES PARALLEL	T4 	T4 T5 	T4 T5 	T5 	
Design ADT	8,000 VPD	20,000 VPD	15,000 VPD	22,000 VPD	
Pedestrian Crossing	7 Seconds	10 Seconds	10 Seconds	13 Seconds	
Design Speed	Below 20 MPH	25-30 MPH	25-30 MPH	25-30 MPH	
e. PARKING BOTH SIDES DIAGONAL	T5 	T5 	T5 	T5 	
Design ADT	18,000 VPD	20,000 VPD	15,000 VPD	22,000 VPD	
Pedestrian Crossing	15 Seconds	17 Seconds	17 Seconds	20 Seconds	
Design Speed	Below 20 MPH	20-25 MPH	20-25 MPH	25-30 MPH	
f. PARKING ACCESS			T3 T4 	T5 	
Design ADT					
Pedestrian Crossing			3 Seconds	6 Seconds	
Design Speed					

TABLE 3C. PUBLIC LIGHTING

TABLE 3C: Public Lighting. Lighting varies in brightness and also in the character of the fixtures according to Transect Zone. The table shows four common types. All lighting plans shall comply with the Town of Taos Night Sky Protection Ordinance, Chapter 15.28.

	T1	T2	T3	T4	T5	SD	Specifications
Cobra Head 	■					■	_____ _____ _____ _____ _____ _____ _____ _____
Pipe 	■	■	■				_____ _____ _____ _____ _____ _____ _____ _____
Post 		■	■	■			_____ _____ _____ _____ _____ _____ _____ _____
Column 			■	■	■		_____ _____ _____ _____ _____ _____ _____ _____

TABLE 4. PUBLIC PLANTING

TABLE 4: Public Planting. The table shows five common types of street tree shapes and their appropriateness with the Transect Zones. Refer to Chapter 15.12 Appendix D of the Town of Taos Landscaping Ordinance for Recommended and Prohibited Plant List.

	T1	T2	T3	T4	T5	SD	Specifications
Oval 	■	■	■	■	■		Horsechestnut Western Soapberry Hawthorne Mountain Ash Aspen Japanese Black Pine _____ _____
Ball 	■	■	■	■	■		Bradford Pear _____ _____ _____ _____
Pyramid 	■	■	■	■			Austrian Pine Western Red Cedar Ponderosa Pine Engelmann Spruce Limber Pine Rocky Mountain Juniper Douglas Fir Piñon Pine Blue Spruce _____ _____
Umbrella 	■	■	■	■			Globe Willow _____ _____ _____ _____
Vase 	■	■	■	■			Honey Locust Hybrid Locust 'Purple Robe' Ginkgo Black Locust Arizona Ash Green Ash Cottonwood _____ _____

TABLE 5A. PRIVATE FRONTAGES

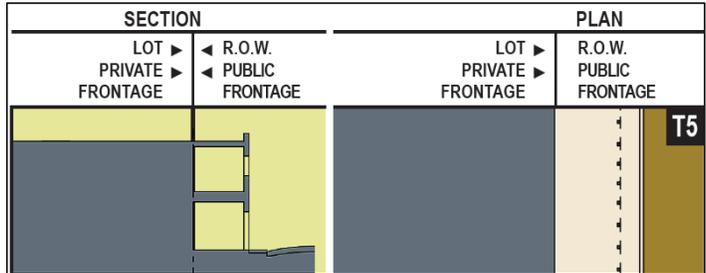
TABLE 5A: Private Frontages. The Private Frontage is the area between the building Facades and the Lot Lines.

	SECTION		PLAN	
	LOT PRIVATE FRONTAGE	R.O.W. PUBLIC FRONTAGE	LOT PRIVATE FRONTAGE	R.O.W. PUBLIC FRONTAGE
<p>a. Walled/Fenced Yard: a Frontage wherein the Façade is set back from the Frontage Line to provide a yard and is separated from the Sidewalk with a Wall/Fence. The Wall/Fence maintains street spatial definition. Setback varies per Transect Zone. May be combined with b.-f. Wall/Fence varies per Transect. See Table 5B.</p>			T2 T3 T4 T5	
<p>b. Private Portal: A Frontage wherein the Façade is aligned close to the Frontage Line or at the Setback with a post and beam flat-roofed, ground level colonnade. If setback, a Wall/Fence is required at the Frontage Line. May encroach into required Setback. A balcony is permitted above Portal. Portal depth is 8 foot. minimum.</p>			T2 T3 T4 T5	
<p>c. 2-Story Private Portal: a Frontage wherein the Façade is aligned close to the Frontage Line or at the Setback with a 2-Story post and beam flat-roofed, ground level colonnade. If setback, a Wall/Fence is required at the Frontage Line. May encroach into required Setback. Portal depth is 8 foot minimum.</p>			T2 T3 T4 T5	
<p>d. Private Portal below 2nd Story: a Frontage wherein the Façade is recessed from the Frontage Line or at the Setback with a Portal on the ground level and a 2nd level above the Portal. If setback, a Wall/Fence is required at the Frontage Line. May encroach into required Setback. Portal depth is 8 foot minimum.</p>			T3 T4 T5	
<p>e. 2nd Story Stepback: a Frontage wherein the 1st level Façade is aligned close to the Frontage Line or at the Setback and the 2nd level Façade steps back. If setback, a Wall/Fence is required at the Frontage Line.</p>			T2 T3 T4 T5	
<p>f. Portal over 1st Story: a Frontage wherein the Façade on the 1st level is set at the Frontage Line or at the Setback and the Façade on the 2nd level is set back from the Frontage Line providing space for a Portal on the second level. If set back, a Wall/Fence is required at the Frontage Line. Portal depth is 8 foot minimum.</p>			T3 T4 T5	
<p>g. Zero Setback: a Frontage wherein the Façade is aligned at the Frontage Line.</p>			T4 T5	
<p>h. Public Portal: a Frontage wherein the Façade is aligned with the Frontage Line with a post and beam colonnade extending over the Sidewalk. May be required around a Plaza. Portal depth is 8 foot minimum. 2 foot minimum between face of Portal post and Curb is required.</p>			T5	

TABLE 5A. PRIVATE FRONTAGES

TABLE 5A: Private Frontages. The Private Frontage is the area between the building Facades and the Lot Lines.

i. 2-Story Public Portal: a Frontage wherein the Façade is aligned with the Frontage Line with a 2-Story post and beam colonnade extending over the Sidewalk.



j. Public Portal below 2nd Story: a Frontage wherein the Façade is aligned with the Frontage Line with a post and beam colonnade extending over the Sidewalk with a second Story above.



Table 5B. Private Frontage Walls / Fencing. Wall/Fencing requirements at Frontage Line.

a. Wire Fence: a Frontage fence wherein the face is setback from the Frontage Line. This type is rural (T2) only and is used for livestock.
Height: 3 foot minimum. No maximum.
Setback: 3 - 6 feet.



b. Board Fence: a Frontage fence wherein the face is aligned close to the Frontage Line. This type ranges from rural (T2) to general urban (T4) and is a common privacy fence.
Height: 5 - 6 feet.
Setback: 1 - 6 feet.



c. Coyote / Latilla: a Frontage fence wherein the face is aligned close to the Frontage Line. This type ranges from rural (T2) to general urban (T4) and is a common privacy fence. May be combined with adobe, plastered, or stone base of 1.5 foot maximum.
Height: 5 - 6 feet.
Setback: 1 - 6 feet.



d. Plastered Wall: a Frontage fence wherein the face is aligned close to the Frontage Line. This type is sub-urban (T3) to urban (T5) and contributes to the spatial enclosure of the Thoroughfare.
Height: 3 - 6 feet.
Setback: 0 - 3 feet.



e. Banco: a Frontage Fence wherein the face is aligned at or close to the Frontage Line. This type is a common enclosure to a Plaza. Material may be adobe, plaster, or stone.
Height: 3 foot maximum.
Setback: 0 - 3 feet.



TABLE 6. BUILDING CONFIGURATION

TABLE 6: Building Configuration. This table shows the Configurations for different building heights for each Transect Zone. N = maximum height as specified in Table 12k.



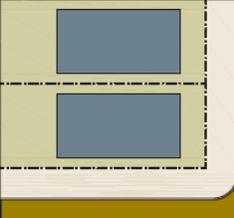
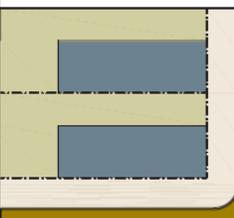
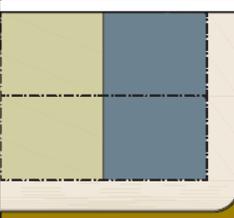
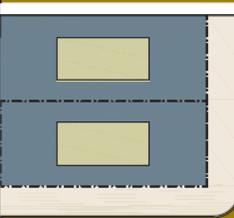
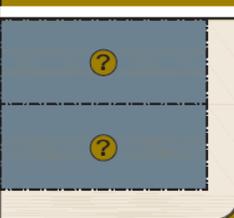
1. Building height shall be measured in number of Stories, excluding Attics. Height limits also do not apply to masts, belfries, clock towers, chimney flues, water tanks, elevator bulkheads, and similar structures.

2. Stories may not exceed 14 feet in height from finished floor to finished floor, except for a first Story Commercial Function, which shall be a minimum of 11 feet and may be a maximum of 18 feet.

3. Height shall be measured from the average of the Enfronting Sidewalk or Frontage Line to the uppermost eave of a main pitched floor (not of a dormer), or to the uppermost roof deck (not the top of parapet), of a flat roof.

TABLE 7. BUILDING DISPOSITION

TABLE 7: Building Disposition. This table approximates the location of the structure relative to the boundaries of each individual Lot, establishing suitable basic building types for each Transect Zone.

<p>a. Edgeyard: Specific Types - single family House, Cottage, Hacienda, urban villa. A building that occupies the center of its Lot with Setbacks on all sides. This is the least urban of types as the front yard sets it back from the Frontage, while the side yards weaken the spatial definition of the Thoroughfare. The rear yard can be secured for privacy by fences and a Backbuilding and/or Outbuilding.</p>	 <p>T2 T3 T4</p>
<p>b. Sideyard: Specific Types - double House, zero-lot-line house, twin. A building that occupies one side of the Lot with the Setback to the other side. A shallow Frontage Setback defines a more urban condition. If the adjacent building is similar with a blank party wall, the yard can be quite private. This type permits systematic climatic orientation in response to the sun or the breeze. If a Sideyard House abuts a neighboring Sideyard House, the type is known as a twin or double House. Energy costs, and sometimes noise, are reduced by sharing a party wall in this Disposition.</p>	 <p>T4 T5</p>
<p>c. Rearyard: Specific Types - Townhouse, Live-Work unit, loft building, Apartment house, Mixed Use block, Flex Building, perimeter block. A building that occupies the full Frontage, leaving the rear of the Lot as the sole yard. This is a very urban type as the continuous Facade steadily defines the public Thoroughfare. The rear Elevations may be articulated for functional purposes. In its Residential form, this type is the Rowhouse. For its Commercial form, the rear yard can accommodate substantial parking.</p>	 <p>T4 T5</p>
<p>d. Courtyard: Specific Types - Compound, patio house. A building that occupies the boundaries of its Lot while internally defining one or more private portals. This is the most urban type, as it is able to shield the private realm from all sides while strongly defining the public Thoroughfare. Because of its ability to accommodate incompatible activities, masking them from all sides, it is recommended for workshops, Lodging and schools. The high security provided by the continuous enclosure is useful for crime-prone areas.</p>	 <p>T5</p>
<p>e. Specialized: A building that is not subject to categorization. Buildings dedicated to Manufacturing and transportation are often distorted by the trajectories of machinery. Civic Buildings, which may express the aspirations of institutions, may be included.</p>	 <p>SD</p>

TABLES 8 & 9. BUILDING FUNCTION & PARKING CALCULATIONS

TABLE 8: Building Function - General. This table categorizes building Function with Transect Zones. Parking requirements are correlated to functional intensity. For specific Function and use permitted By-Right or Conditional Use Permit, see Table 10.

	T2 T3	T4	T5
a. RESIDENTIAL	Restricted Residential: The number of dwellings on each Lot is restricted to one within a Principal Building and one within an Accessory Building, with 2.0 parking places for each dwelling. Both dwellings shall be under single ownership. The habitable area of the Accessory dwelling shall not exceed 440 square feet.	Limited Residential: The number of dwellings on each Lot is limited by the requirement of 1.5 parking places for each dwelling, a ratio which may be reduced according to the Shared Parking Factor. (see Table 9).	Open Residential: The number of dwellings on each Lot is limited by the requirement of 1.0 parking places for each dwelling, a ratio which may be reduced according to the Shared Parking Factor. (See Table 9).
b. LODGING	Restricted Lodging: The number of bedrooms available on each Lot for Lodging is limited by the requirement of 1.0 assigned parking place for each bedroom, up to five, in addition to the parking requirement for the dwelling. The Lodging must be owner or manager occupied. Food service may be provided in the AM. The maximum length of stay is 10 days.	Limited Lodging: The number of bedrooms available on each Lot for Lodging is limited by the requirement of 1.0 assigned parking place for each bedroom, up to twelve, in addition to the parking requirement for the dwelling. The Lodging must be owner or manager occupied. Food service may be provided in the AM. The maximum length of stay is 10 days.	Open Lodging: The number of bedrooms available on each Lot is limited by the requirement of 1.0 parking places for each bedroom. Food service may be provided at all times. The area allocated for food service shall be calculated and provided with parking according to Retail Function.
c. OFFICE	Restricted Office: The building area available for Office use on each Lot is restricted to the first Story of the Principal or the Accessory Building and by the requirement of 3.0 assigned parking places per 1000 square feet of net Office space in addition to the parking requirement for each dwelling.	Limited Office: The building area available for Office use on each Lot is limited to the first Story of the Principal Building and/or the Accessory Building, and by the requirement of 3.0 assigned parking places per 1000 square feet of net Office space in addition to the parking requirement for each dwelling.	Open Office: The building area available for Office use on each Lot is limited by the requirement of 2.0 assigned parking places per 1000 square feet of net Office space.
d. RETAIL	Restricted Retail: The building area available for Retail use is restricted to one corner Lot per Block at the first Story of each 300 dwelling units and by the requirement of 4.0 assigned parking places per 1000 square feet of net Retail space in addition to the parking requirement for each dwelling. The Specific use shall be further limited to Neighborhood Store or Restaurant seating no more than 20.	Limited Retail: The building area available for Retail use is limited to the first Story of buildings at corner Lots, not more than one per Block, and by the requirement of 4.0 assigned parking places per 1000 sq. ft. of net Retail space in addition to the parking requirement of each dwelling. The specific use shall be further limited to Neighborhood Store and Restaurant seating no more than 40.	Open Retail: The building area available for retail use is limited to the requirement of 3.0 assigned parking places per 1000 square feet of net Retail space. Retail spaces under 1500 square feet are exempt from the parking requirement.
e. CIVIC	See Table 10.	See Table 10.	See Table 10.
f. OTHER	See Table 10.	See Table 10.	See Table 10.

TABLE 9. Parking Calculations. The sum of the required parking for any two Functions listed in Table 9A, when divided by the appropriate Shared Parking Factor in Table 9B, results in the actual parking required for each Lot. Conversely, the actual parking may be multiplied by the Shared Parking Factor to determine the Effective Parking credit that controls possible density.

9A. REQUIRED PARKING (see Table 8)

	T2 T3	T4	T5
RESIDENTIAL	2.0 / dwelling	1.5 / dwelling	1.0 / dwelling
LODGING	1.0 / bedroom	1.0 / bedroom	1.0 / bedroom
OFFICE	3.0 / 1000 sq.ft.	3.0 / 1000 sq.ft.	2.0 / 1000 sq.ft.
RETAIL	4.0 / sq.ft.	4.0 / 1000 sq.ft.	3.0 / sq.ft.
CIVIC	to be determined by the Code Administrator		
OTHER	to be determined by the Code Administrator		

9.B SHARED PARKING FACTOR

Function	with	Function
RESIDENTIAL		RESIDENTIAL
LODGING		LODGING
OFFICE		OFFICE
RETAIL		RETAIL

RESIDENTIAL: 1
 LODGING: 1
 OFFICE: 1
 RETAIL: 1
 RESIDENTIAL/LODGING: 1.1
 RESIDENTIAL/OFFICE: 1.1
 RESIDENTIAL/RETAIL: 1.4
 LODGING/OFFICE: 1.1
 LODGING/RETAIL: 1.4
 OFFICE/RETAIL: 1.7
 RESIDENTIAL/LODGING/OFFICE: 1.1
 RESIDENTIAL/LODGING/RETAIL: 1.4
 RESIDENTIAL/OFFICE/RETAIL: 1.7
 LODGING/OFFICE/RETAIL: 1.7
 RESIDENTIAL/OFFICE/LODGING: 1.1
 RESIDENTIAL/LODGING/OFFICE/RETAIL: 1.4
 LODGING/OFFICE/RETAIL: 1.7
 RESIDENTIAL/OFFICE/LODGING/RETAIL: 1.4
 LODGING/OFFICE/RETAIL: 1.7
 RESIDENTIAL/OFFICE/LODGING/RETAIL: 1.4

TABLE 10. SPECIFIC FUNCTION & USE

Table 10: Specific Function & Use. This table expands the categories of Table 8 to delegate specific Functions and uses within each Transect Zone.

a. RESIDENTIAL	T2	T3	T4	T5
Mixed Use Block				■
Flex Building			■	■
Live/Work Unit		■	■	■

b. LODGING	T2	T3	T4	T5
Hotel (no room limit)				■
Inn (up to 12 rooms)	□		■	■
Bed & Breakfast (up to 5 rooms)	□	■	■	■
S.R.O. hostel			□	□
School Dormitory			■	■

c. OFFICE	T2	T3	T4	T5
Office Building			■	■
Live/Work Unit		■	■	■

d. RETAIL	T2	T3	T4	T5
Open Market Building	■	■	■	■
Retail Building			■	■
Display Portal			■	■
Neighborhood Store			■	■
Restaurant			■	■
Kiosk			■	■
Push Cart			□	□
Liquor Selling Establishment			□	■

e. CIVIC	T2	T3	T4	T5
Bus Shelter		■	■	■
Conference Center				□
Fountain or Public Art	■	■	■	■
Library			■	■
Live Theater				■
Movie Theater				■
Museum			□	■
Outdoor Auditorium	□	■		■
Parking Structure				■
Passenger Terminal				□
Playground	■	■	■	■
Sports Stadium				■
Surface Parking Lot			□	□
Religious Assembly	■	■	■	■

f. OTHER: AGRICULTURE	T2	T3	T4	T5
Grain Storage	■			
Livestock Pen	■			
Irrigated Agriculture	■	□		
Greenhouse	■			
Stable	■	□		
Kennel	■	□		

f. OTHER: AUTOMOTIVE	T2	T3	T4	T5
Gasoline	□			□
Drive-Through Facility				□
Rest Stop	■			
Roadside Stand	■			

f. OTHER: CIVIC SUPPORT	T2	T3	T4	T5
Fire Station		■	■	■
Police Station			■	■
Cemetery	■	□	□	
Funeral Home			■	■
Hospital				□
Medical Clinic			□	■

f. OTHER: EDUCATION	T2	T3	T4	T5
College				□
High School			□	□
Trade School				□
Elementary School		□	■	■
Child Care Center	■	■	■	■

f. OTHER: INDUSTRIAL	T2	T3	T4	T5
Heavy Industrial Facility				
Light Industrial Facility				
Manufacturing				■
Electric Substation	□	□	□	□
Wireless Transmitter	□	□		

■ By-Right
□ By Conditional Use Permit

TABLE 11. CIVIC SPACE

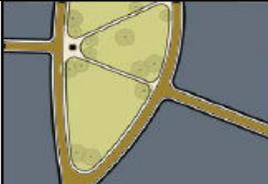
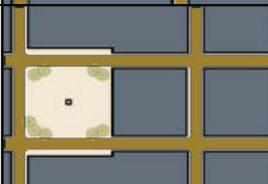
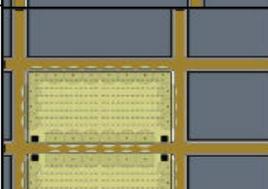
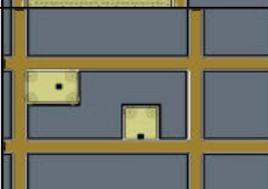
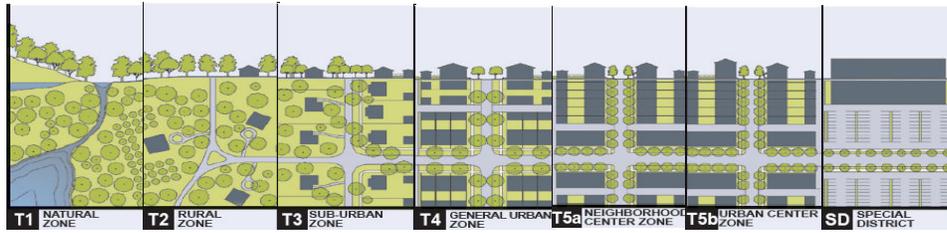
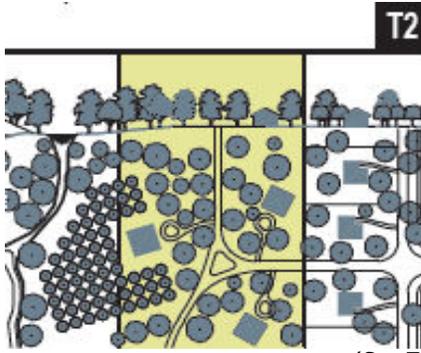
<p>a. Open Space: A Civic Space that remains undeveloped as a natural preserve. Open Space may be independent of surrounding building Frontages. Its landscape shall consist of Paths and trails, meadows, waterbodies, acequias, woodland and open shelters, all naturalistically disposed. Open Space may be lineal, following the trajectories of natural Corridors. The minimum size shall be 2 acres. Larger Open Space may be approved by Conditional Use Permit.</p>		<p>T1 T2 T3</p>
<p>b. Sports Fields: A Civic Space that is designed and developed for structured recreation. The Sports Fields purpose is to consolidate highly programmed athletic fields to larger and fewer locations. The minimum size shall be 2 acre and the maximum shall be 20 acres.</p>		<p>T2 T3</p>
<p>c. Parque Comunal: A Civic Space type that is a natural preserve available for unstructured recreation. A Parque Comunal may be spatially defined by landscaping rather than building Frontages. Its landscape shall consist of landscaping and trees, naturalistically disposed. The minimum size shall be 1/4 acre and the maximum shall be 8 acres.</p>		<p>T3 T4</p>
<p>d. Plaza: A Civic Space type designed for Civic purposes and Commercial activities. A Plaza shall spatially defined by building Frontages, commonly with Portales. Its landscape shall consist primarily of pavement. Trees, shrubs and groundcovers are optional. Plazas should be located at the intersection of Thoroughfares. The minimum size shall be 1 acre and the maximum shall be 8 acres.</p>		<p>T4 T5</p>
<p>e. Plazuela: A Civic Space type designed for unstructured recreation and Civic purposes. A Plazuela is spatially defined by building Frontages. Its landscape shall consist primarily of pavement. Trees shall be formally disposed. The Plazuela may include Paths. Plazuelas should be located near Neighborhood centers or interior to a Residential block. The minimum size shall be 1/4 acre and the maximum shall be 5 acres.</p>		<p>T4 T5</p>
<p>f. Cemetery: A Civic Space dedicated to the burial of the dead, including mausoleums, necessary sales, and maintenance of such facilities and may include internment and Civic gatherings. Mortuaries may be included when operated within the boundary of such cemetery. A Cemetery should be walled. Cemeteries not associated with churches shall be spatially defined by building Frontages. There shall be no minimum or maximum size. A Cemetery may be permitted in T5a by Conditional Use Permit. A Cemetery is not permitted in T5b.</p>		<p>T2 T3 T4 T5</p>
<p>g. Playground: A Civic Space designed and equipped for the recreation of children. A playground should be fenced and may include an open shelter. Playgrounds shall be interspersed within Residential areas and may be placed within a Block. Playgrounds may be included within Open Space, Sports Field, Parque Communal, or Plaza. There shall be no minimum or maximum size.</p>		<p>T2 T3 T4 T5</p>

TABLE 12. SUMMARY



	T1 NATURAL ZONE	T2 RURAL ZONE	T3 SUB-URBAN ZONE	T4 GENERAL URBAN ZONE	T5a NEIGHBORHOOD CENTER ZONE	T5b URBAN CENTER ZONE	SD SPECIAL DISTRICT
a. ALLOCATION OF ZONES (per Pedestrian Shed) (see Table 14)							
CLD Requires	50% min. T1 and/or T2		10 - 40%	5 - 20%	not permitted		
TND Requires	no minimum	no minimum	10 - 30%	30 - 60%	10 - 30% T5a or 5 - 20% T5b		
b. BASE RESIDENTIAL DENSITY (RESERVED)							
By Right							
Other Functions							
c. BLOCK SIZE							
Block Perimeter	no maximum	no maximum	3600 feet	3000 feet	1400 feet	1600 feet	
d. THOROUGHFARES (see TND District Table 4)							
RM	not permitted	not permitted	permitted	permitted	permitted	permitted	
AL	not permitted	not permitted	permitted	permitted	permitted	permitted	
CL	not permitted	not permitted	not permitted	not permitted	permitted	permitted	
PO	not permitted	not permitted	permitted	permitted	permitted	permitted	
CM	permitted	permitted	permitted	permitted	not permitted	not permitted	
Rear Lane	permitted	permitted	permitted	permitted	not permitted	not permitted	
Rear Alley	not permitted	not permitted	permitted	permitted	required	required	
Path	permitted	permitted	permitted	permitted	not permitted	not permitted	
Callejon	not permitted	not permitted	permitted	permitted	permitted	permitted	
e. CIVIC SPACES (see TND District Table 11)							
Open Space	permitted	permitted	permitted	Conditional Use Permit	Conditional Use Permit	Conditional Use Permit	
Sports Field	not permitted	permitted	permitted	Conditional Use Permit	not permitted	not permitted	
Parque Communal	not permitted	not permitted	permitted	permitted	not permitted	not permitted	
Plaza	not permitted	not permitted	not permitted	permitted	permitted	permitted	
Plazuela	not permitted	not permitted	not permitted	permitted	permitted	permitted	
Cemetery	not permitted	Conditional Use Permit	Conditional Use Permit	Conditional Use Permit	Conditional Use Permit	not permitted	
Playground	permitted	permitted	permitted	permitted	permitted	permitted	
f. LOT OCCUPATION							
Lot Width	not applicable	150 ft. min	60 ft. min. 120 ft. max	30 ft. min 96 ft. max	30 ft. min 150 ft.	18 ft. min 180 ft. max	
Lot Coverage	not applicable	15% max	60% max	80% max	95% max	98% max	
g. SETBACK - PRINCIPAL BUILDING							
Front Setback	not applicable	48 foot max	24 foot min	0 foot min 24 foot max	0 foot min 24 foot max	0 foot min 18 foot max	
Side Setback	not applicable	48 foot max	12 foot min	0 foot min	0 foot min 24 foot max	0 foot min 18 foot max	
Rear Setback	not applicable	24 foot min	12 foot min	3 foot min	3 foot min	3 foot min	
Frontage Buildout	not applicable	not applicable	40% min.at Setback	60% min at Setback	70% min at Setback	80% min at Setback	
Frontage Alignment	not applicable	not applicable	not applicable	15% max	15% max	0% max	
Frontage Wall / Fence	not applicable	not applicable	60% min	80% min	100 min	100% min	
Frontage Wall Opening	not applicable	not applicable	20 foot max	12 foot max	10 foot max	10 foot max	
h. SETBACKS - OUTBUILDING							
Front Setback	not applicable	20 ft. min + bldg. Setback	20 ft. min + bldg. Setback	24 ft + bldg. Setback	40 ft. max from rear prop. line	40 ft. max from rear prop. line	
Side Setback	not applicable	3 foot or 6 foot min	3 foot or 6 foot min	0 foot or 3 foot min	0 foot min	0 foot min	
Rear Setback	not applicable	3 foot or 23 foot min	3 foot min	3 foot min	3 foot max	3 foot max	
i. BUILDING DISPOSITION (see TND District Table 7)							
Edgeyard	Conditional Use Permit	Conditional Use Permit	permitted	permitted	not permitted	not permitted	
Sidyard	not permitted	not permitted	permitted	permitted	permitted	permitted	
Rearyard	not permitted	not permitted	not permitted	permitted	permitted	permitted	
Courtyard	not permitted	not permitted	not permitted	permitted	permitted	permitted	
j. PRIVATE FRONTAGES (see TND District 5a)							
Walled / Fenced Yard	not applicable	permitted	permitted	permitted	permitted	permitted	
Private Portal	not applicable	permitted	permitted	permitted	permitted	permitted	
2-Story Portal	not applicable	permitted	permitted	permitted	permitted	permitted	
Private Portal below 2nd Story	not applicable	not permitted	permitted	permitted	permitted	permitted	
2nd Story Stepback	not applicable	permitted	permitted	permitted	permitted	permitted	
Portal Over 1st Story	not applicable	not permitted	permitted	permitted	permitted	permitted	
Zero Setback	not applicable	not permitted	not permitted	permitted	permitted	permitted	
Public Portal	not applicable	not permitted	not permitted	not permitted	permitted	permitted	
2nd Story Public Portal	not applicable	not permitted	not permitted	not permitted	permitted	permitted	
Public Portal below 2nd Story	not applicable	not permitted	not permitted	not permitted	permitted	permitted	
k. BUILDING CONFIGURATION (see TND District Table 6)							
Principal Building	not applicable	2 Stories max	2 Stories max	2 Stories max	2 Stories max	2 Stories max	
Outbuilding	not applicable	1 Story max	2 Stories max	2 Stories max	2 Stories max	2 Stories max	
l. BUILDING FUNCTION (see TND District Tables 8 & 10)							
Residential	not applicable	restricted use	restricted use	limited use	open use	open use	
Lodging	not applicable	restricted use	restricted use	limited use	limited use	open use	
Office	not applicable	restricted use	restricted use	limited use	open use	open use	
Retail	not applicable	restricted use	restricted use	limited use	limited use	open use	

TABLE 13A. FORM-BASED CODE GRAPHICS - T2



(See Table 1)

BUILDING FUNCTION (See Table 8 & Table 10)

a. Residential	restricted use
b. Lodging	restricted use
c. Office	restricted use
d. Retail	restricted use

BUILDING CONFIGURATION (See Table 6)

a. Principal Building	2 Stories max.
b. Outbuilding	2 Stories max.

LOT OCCUPATION (See Table 12f)

a. Lot Width	150 feet minimum
b. Lot Coverage	15% maximum

BUILDING DISPOSITION (See Table 7)

a. Edgeyard	by Conditional Use Permit
b. Sideyard	not permitted
c. Rearyard	not permitted
d. Courtyard	not permitted

SETBACKS-PRINCIPAL BUILDING (See Table 12g)

a. Front Setback	48 feet maximum
b. Side Setback	48 feet maximum
c. Rear Setback	24 feet maximum
Frontage Buildout	N/A
Frontage Alignment	N/A
Frontage Fence	N/A
Frontage Fence Opening	N/A

SETBACKS - OUTBUILDING (See Table 12h)

a. Front Setback	20 ft. min. + bldg. Setback
b. Side Setback	3 ft. or 6 ft. min.
c. Rear Setback	3 ft. or 23 ft. min.*

PRIVATE FRONTAGES (See Table 5A)

a. Walled/Fenced Yard	permitted
b. Private Portal	permitted
c. 2nd Story Private Portal	permitted
d. Private Portal below 2nd Story	not permitted
e. 2nd Story Stepback	permitted
f. Portal Over First Story	not permitted
g. Zero Setback	not permitted
h. - j. Public Portals	not permitted

PRIVATE FRONTAGE FENCING (See Table 5B)

a. Wire	permitted
b. Board	permitted
c. Coyote / Latilla	permitted
d. Plastered Wall	not permitted
e. Banco	not permitted

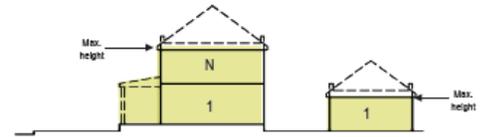
Refer to Summary Table 12

PARKING REQUIREMENTS

(See Table 8 & 9)

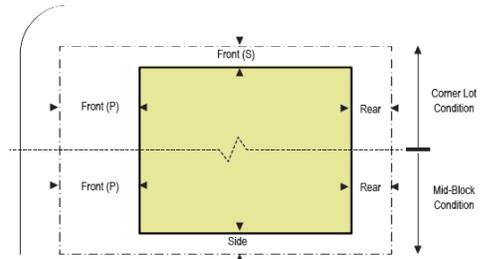
BUILDING CONFIGURATION

- 1 Building height shall be measured in number of Stories.
- 2 Stories may not exceed 14 ft. in height from finished floor to finished floor, except for a first floor Commercial Function which must be a minimum of 11 ft. with a maximum of 18 feet.
- 3 Height shall be measured to the eave or roof deck as specified on Table 6.



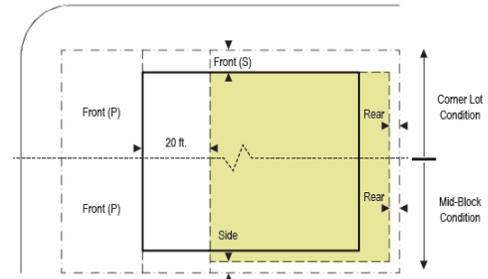
SETBACKS - PRINCIPAL BUILDING

- 1 The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
- 2 Facades shall be built along the Principal Frontage to the minimum specified width in the table.



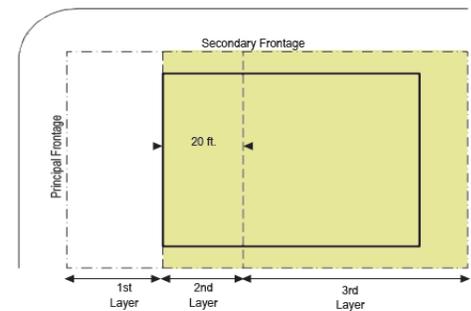
SETBACKS - OUTBUILDING

- 1 The Elevations of the Outbuilding shall be distanced from the Lot lines as shown.



PARKING PLACEMENT

- 1 Uncovered parking spaces may be provided within all Layers as shown in the diagram (see Table 15d).
- 2 Covered parking shall be provided within the third Layer as shown in the diagram (see Table 15d).
- 3 Trash containers shall be stored within the third Layer.

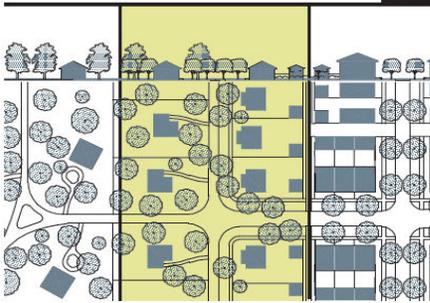


"N" stands for any Stories above those shown, up to the maximum. Graphics are illustrative only. Refer to metrics for exact minimums and maximums.

* or 15 feet from center line of alley

TABLE 13B. FORM-BASED CODE GRAPHICS - T3

T3



(See Table 1)

BUILDING FUNCTION (See Table 8 & Table 10)

a. Residential	restricted use
b. Lodging	restricted use
c. Office	restricted use
d. Retail	restricted use

BUILDING CONFIGURATION (See Table 6)

a. Principal Building	2 Stories max.
b. Outbuilding	2 Stories max.

LOT OCCUPATION (See Table 12f)

a. Lot Width	60 foot min. 120 foot max.
b. Lot Coverage	60% maximum

BUILDING DISPOSITION (See Table 7)

a. Edgeyard	permitted
b. Sideyard	permitted
c. Rearyard	not permitted
d. Courtyard	not permitted

SETBACKS-PRINCIPAL BUILDING (See Table 12g)

a. Front Setback	24 feet minimum
b. Side Setback	12 feet minimum
c. Rear Setback	12 foot minimum
Frontage Buildout	40% min. at Setback
Frontage Alignment	N/A
Frontage Fence	60% minimum
Frontage Fence Opening	20 feet maximum

SETBACKS - OUTBUILDING (See Table 12h)

a. Front Setback	24 ft. min. + bldg. Setback
b. Side Setback	0 ft. or 3 ft. min.
c. Rear Setback	3 ft. min.*

PRIVATE FRONTAGES (See Table 5A)

a. Walled/Fenced Yard	permitted
b. Private Portal	permitted
c. 2nd Story Private Portal	permitted
d. Private Portal below 2nd Story	permitted
e. 2nd Story Stepback	permitted
f. Portal Over First Story	permitted
g. Zero Setback	not permitted
h. - j. Public Portals	not permitted

PRIVATE FRONTAGE FENCING (See Table 5B)

a. Wire	not permitted
b. Board	permitted
c. Coyote / Latilla	permitted
d. Plastered Wall	permitted
e. Banco	permitted

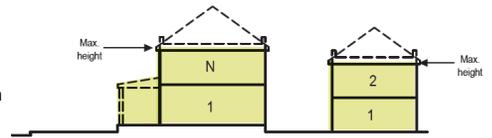
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PARKING REQUIREMENTS

(See Table 8 & 9)

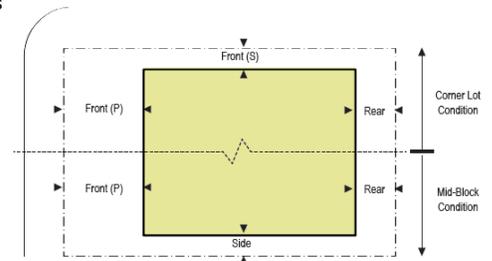
BUILDING CONFIGURATION

- 1 Building height shall be measured in number of Stories
- 2 Stories may not exceed 14 ft. in height from finished floor to finished floor, except for a first floor Commercial Function which must be a minimum of 11 ft. with a maximum of 18 ft.
- 3 Height shall be measured to the eave or roof deck as specified on Table 6.



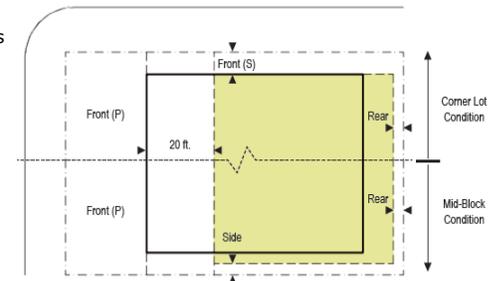
SETBACKS - PRINCIPAL BUILDING

- 1 The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
- 2 Facades shall be built along the Principal Frontage to the minimum specified width in the table.



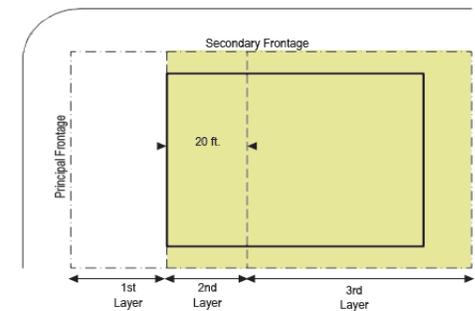
SETBACKS - OUTBUILDING

- 1 The Elevations of the Outbuilding shall be distanced from the Lot lines as shown.



PARKING PLACEMENT

- 1 Uncovered parking spaces may be provided within all Layers as shown in the diagram (see Table 15d).
- 2 Covered parking shall be provided within the third Layer as shown in the diagram (see Table 15d).
- 3 Trash containers shall be stored within the third Layer.

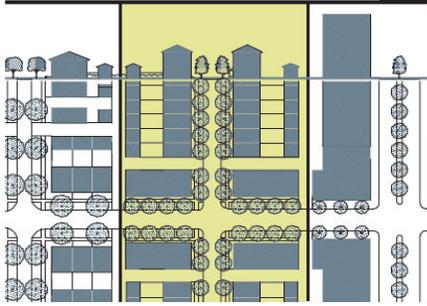


"N" stands for any Stories above those shown, up to the maximum. Graphics are illustrative only. Refer to metrics for exact minimums and maximums.

* or 15 feet from center line of alley

TABLE 13C. FORM-BASED CODE GRAPHICS - T4

T4



(See Table 1)

BUILDING FUNCTION (See Table 8 & Table 10)

a. Residential	limited use
b. Lodging	limited use
c. Office	limited use
d. Retail	limited use

BUILDING CONFIGURATION (See Table 6)

a. Principal Building	2 Stories max.
b. Outbuilding	2 Stories max.

LOT OCCUPATION (See Table 12f)

a. Lot Width	30 foot min. 96 foot max.
b. Lot Coverage	80% maximum

BUILDING DISPOSITION (See Table 7)

a. Edgeyard	permitted
b. Sideyard	permitted
c. Rearyard	permitted
d. Courtyard	permitted

SETBACKS-PRINCIPAL BUILDING (See Table 12g)

a. Front Setback	0 ft. min. 24 ft. max.
b. Side Setback	0 ft. min.
c. Rear Setback	3 ft. min.
Frontage Buildout	60% min. at Setback
Frontage Alignment	15% max. **
Frontage Fence	80% minimum
Frontage Fence Opening	12 feet maximum

SETBACKS - OUTBUILDING (See Table 12h)

a. Front Setback	24 ft. min. + bldg. Setback
b. Side Setback	0 ft. or 3 ft. min.
c. Rear Setback	3 ft. min.*

PRIVATE FRONTAGES (See Table 5A)

a. Walled/Fenced Yard	permitted
b. Private Portal	permitted
c. 2nd Story Private Portal	permitted
d. Private Portal below 2nd Story	permitted
e. 2nd Story Stepback	permitted
f. Portal Over First Story	permitted
g. Zero Setback	permitted
h. - j. Public Portals	not permitted

PRIVATE FRONTAGE FENCING (See Table 5B)

a. Wire	not permitted
b. Board	permitted
c. Coyote / Latilla	permitted
d. Plastered Wall	permitted
e. Banco	permitted

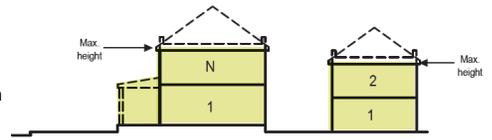
Refer to Summary Table 12

PARKING REQUIREMENTS

(See Table 8 & 9)

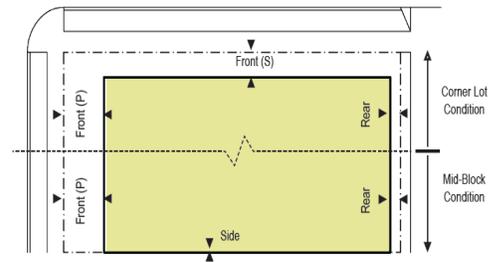
BUILDING CONFIGURATION

- 1 Building height shall be measured in number of Stories.
- 2 Stories may not exceed 14 ft. in height from finished floor to finished floor, except for a first floor Commercial Function which must be a minimum of 11 ft. with a maximum of 18 ft.
- 3 Height shall be measured to the eave or roof deck as specified on Table 6.



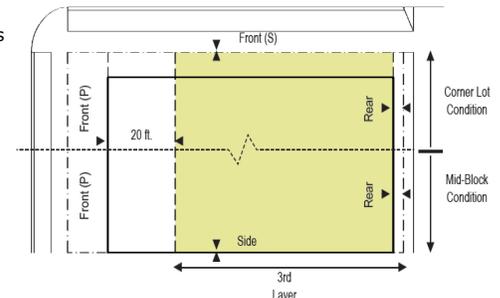
SETBACKS - PRINCIPAL BUILDING

- 1 The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
- 2 Facades shall be built along the Principal Frontage to the minimum specified width in the table.



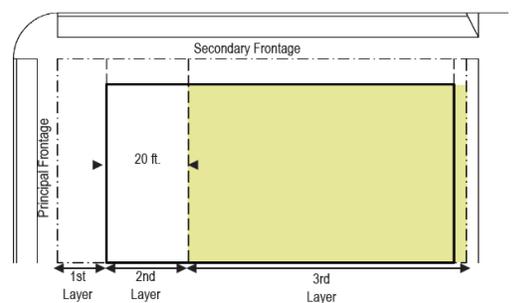
SETBACKS - OUTBUILDING

- 1 The Elevations of the Outbuilding shall be distanced from the Lot lines as shown.



PARKING PLACEMENT

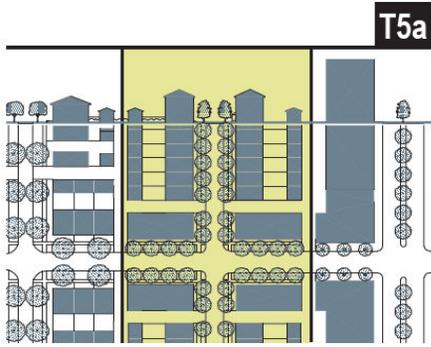
- 1 Uncovered parking spaces shall be located at the second or third Lot Layers as shown in the diagram (see Table 15d).
- 2 Covered parking shall be provided within the third Layer as shown in the diagram (see Table 15d).
- 3 Trash containers shall be stored within the third Layer.



"N" stands for any Stories above those shown, up to the maximum. Graphics are illustrative only. Refer to metrics for exact minimums and maximums.

* or 15 feet from center line of alley
 ** from parallel with Frontage line

TABLE 13D. FORM-BASED CODE GRAPHICS - T5A



(See Table 1)

BUILDING FUNCTION (See Table 8 & Table 10)

a. Residential	open use
b. Lodging	limited use
c. Office	open use
d. Retail	limited use

BUILDING CONFIGURATION (See Table 6)

a. Principal Building	2 Stories max.
b. Outbuilding	2 Stories max.

LOT OCCUPATION (See Table 12f)

a. Lot Width	30 foot min. 150 foot max.
b. Lot Coverage	95% maximum

BUILDING DISPOSITION (See Table 7)

a. Edgeyard	not permitted
b. Sideyard	permitted
c. Rearyard	permitted
d. Courtyard	permitted

SETBACKS-PRINCIPAL BUILDING (See Table 12g)

a. Front Setback	0 ft. min. 24 ft. max.
b. Side Setback	0 ft. min. 24 ft. max.
c. Rear Setback	3 ft. min.
Frontage Buildout	70% min. at Setback
Frontage Alignment	15% max. **
Frontage Fence	100% minimum
Frontage Fence Opening	10 feet maximum

SETBACKS - OUTBUILDING (See Table 12h)

a. Front Setback	40 ft. max. from rear prop. line
b. Side Setback	0 ft. min.
c. Rear Setback	3 ft. max.*

PRIVATE FRONTAGES (See Table 5A)

a. Walled/Fenced Yard	permitted
b. Private Portal	permitted
c. 2nd Story Private Portal	permitted
d. Private Portal below 2nd Story	permitted
e. 2nd Story Stepback	permitted
f. Portal Over First Story	permitted
g. Zero Setback	permitted
h. - j. Public Portals	permitted

PRIVATE FRONTAGE FENCING (See Table 5B)

a. Wire	not permitted
b. Board	not permitted
c. Coyote / Latilla	not permitted
d. Plastered Wall	permitted
e. Banco	permitted

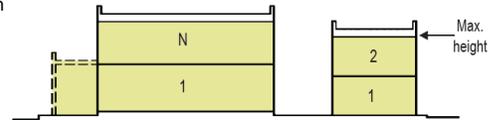
Refer to Summary Table 12

PARKING REQUIREMENTS

(See Table 8 & 9)

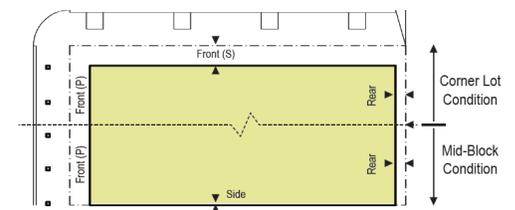
BUILDING CONFIGURATION

- 1 Building height shall be measured in number of Stories.
- 2 Stories may not exceed 14 ft. in height from finished floor to finished floor, except for a first floor Commercial Function which must be a minimum of 11 ft. with a maximum of 18 ft.
- 3 Height shall be measured to the eave or roof deck as specified on Table 6.



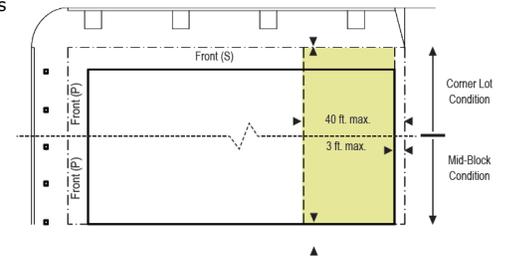
SETBACKS - PRINCIPAL BUILDING

- 1 The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
- 2 Facades shall be built along the Principal Frontage to the minimum specified width in the table.



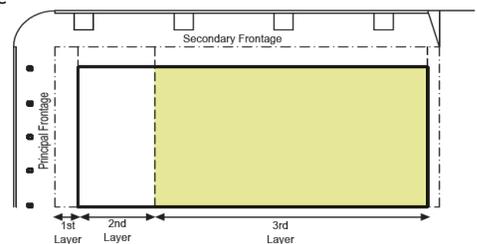
SETBACKS - OUTBUILDING

- 1 The Elevations of the Outbuilding shall be distanced from the Lot lines as shown.



PARKING PLACEMENT

- 1 Uncovered parking spaces shall be provided within the second or third Layer as shown in the diagram (see Table 15d).
- 2 Covered parking shall be provided within the third Layer as shown in the diagram (see Table 15d).
- 3 Trash containers shall be stored within the third Layer.

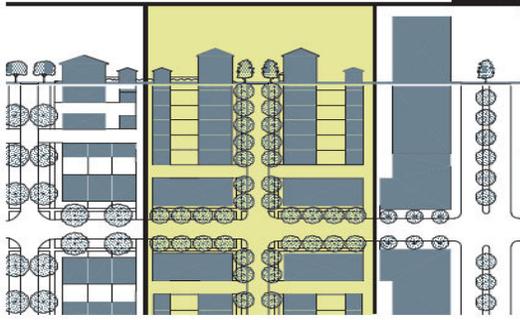


"N" stands for any Stories above those shown, up to the maximum. Graphics are illustrative only. Refer to metrics for exact minimums and maximums.

* or 15 feet from center line of alley
 ** from parallel with Frontage line

TABLE 13E. FORM-BASED CODE GRAPHICS - T5B

T5b



(See Table 1)

BUILDING FUNCTION (See Table 8 & Table 10)

a. Residential	open use
b. Lodging	open use
c. Office	open use
d. Retail	open use

BUILDING CONFIGURATION (See Table 6)

a. Principal Building	2 Stories max.
b. Outbuilding	2 Stories max.

LOT OCCUPATION (See Table 12f)

a. Lot Width	18 foot min. 180 foot max.
b. Lot Coverage	98% maximum

BUILDING DISPOSITION (See Table 7)

a. Edgeyard	not permitted
b. Sideyard	permitted
c. Rearyard	permitted
d. Courtyard	permitted

SETBACKS-PRINCIPAL BUILDING (See Table 12g)

a. Front Setback	0 ft. min. 18 ft. max.
b. Side Setback	0 ft. min. 18 ft. max.
c. Rear Setback	3 ft. min.
Frontage Buildout	80% min. at Setback
Frontage Alignment	0% max. **
Frontage Fence	100% minimum
Frontage Fence Opening	10 feet maximum

SETBACKS - OUTBUILDING (See Table 12h)

a. Front Setback	40 ft. max. from rear prop. line
b. Side Setback	0 ft. min.
c. Rear Setback	3 ft. max.*

PRIVATE FRONTAGES (See Table 5A)

a. Walled/Fenced Yard	permitted
b. Private Portal	permitted
c. 2nd Story Private Portal	permitted
d. Private Portal below 2nd Story	permitted
e. 2nd Story Stepback	permitted
f. Portal Over First Story	permitted
g. Zero Setback	permitted
h. - j. Public Portals	permitted

PRIVATE FRONTAGE FENCING (See Table 5B)

a. Wire	not permitted
b. Board	not permitted
c. Coyote / Latilla	not permitted
d. Plastered Wall	permitted
e. Banco	permitted

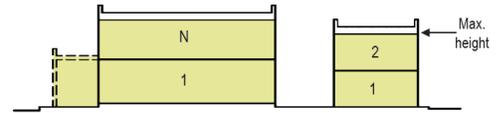
Refer to Summary Table 12

PARKING REQUIREMENTS

(See Table 8 & 9)

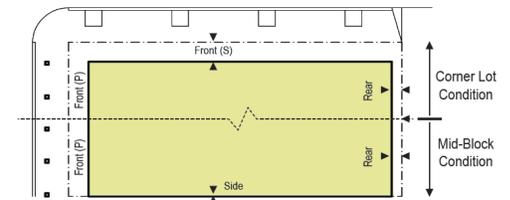
BUILDING CONFIGURATION

- 1 Building height shall be measured in number of Stories.
- 2 Stories may not exceed 14 ft. in height from finished floor to finished floor, except for a first floor Commercial Function which must be a minimum of 11 ft. with a maximum of 18 ft.
- 3 Height shall be measured to the eave or roof deck as specified on Table 6.



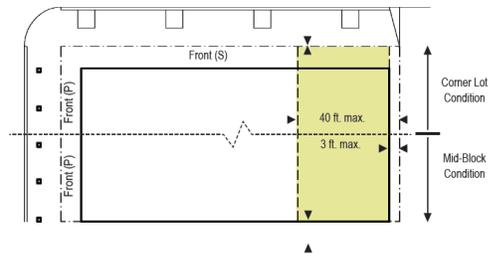
SETBACKS - PRINCIPAL BUILDING

- 1 The Facades and Elevations of Principal Buildings shall be distanced from the Lot lines as shown.
- 2 Facades shall be built along the Principal Frontage to the minimum specified width in the table.



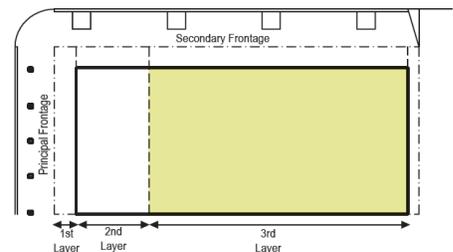
SETBACKS - OUTBUILDING

- 1 The Elevations of the Outbuilding shall be distanced from the Lot line: as shown.



PARKING PLACEMENT

- 1 Uncovered parking spaces may be provided within the third Layer as shown in the diagram (see Table 15d).
- 2 Covered parking shall be provided within the third Layer as shown in the diagram (see Table 15d).
- 3 Trash containers shall be stored within the third Layer.



"N" stands for any Stories above those shown, up to the maximum. Graphics are illustrative only. Refer to metrics for exact minimums and maximums.

* or 15 feet from center line of alley
 ** from parallel with Frontage line

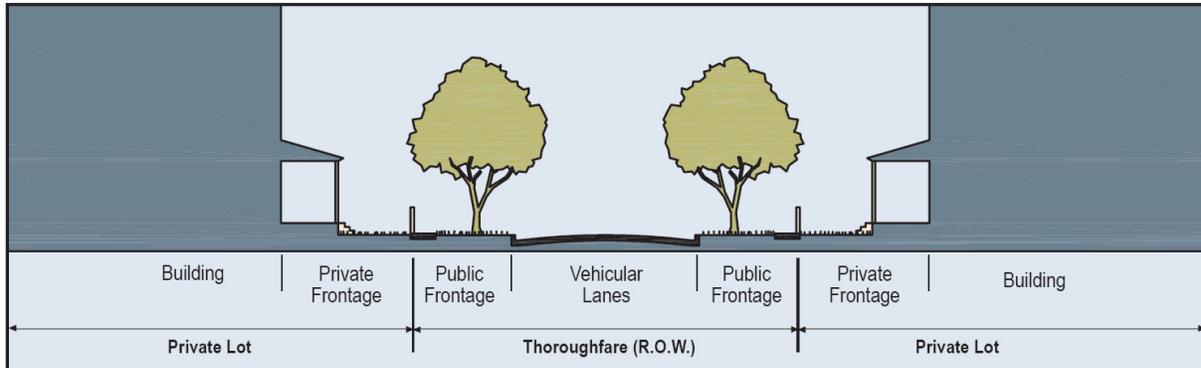
TABLE 14. SPECIAL DISTRICT STANDARDS

Table 14. Special District Standards. The metrics for each column of this table (SD1, SD2, etc.) are to be filled in for each Special District as they currently exist for as they are permitted. More pages can be added. Special Districts that do not have provisions within this TND District shall be governed by the standards of pre-existing zoning.

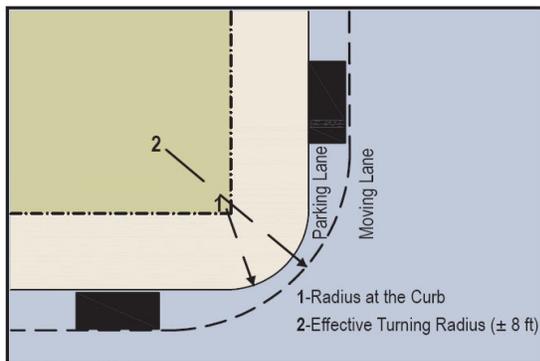
	SD1	SD2	SD3	SD4	SD5	SD6	SD7
a. ALLOCATION OF ZONES							
CLD Requires							
TND Requires							
b. BASE RESIDENTIAL DENSITY (RESERVED)							
By Right							
Other Functions							
c. BLOCK SIZE							
Block Perimeter							
d. THOROUGHFARES							
RM							
AL							
CL							
PO							
CM							
Rear Lane							
Rear Alley							
Path							
Callejon							
e. CIVIC SPACES							
Open Space							
Sports Field							
Parque Communal							
Plaza							
Plazuela							
Cemetery							
Playground							
f. LOT OCCUPATION							
Lot Width							
Lot Coverage							
g. SETBACK - PRINCIPAL BUILDING							
Front Setback							
Side Setback							
Rear Setback							
h. SETBACKS - OUTBUILDING							
Front Setback							
Side Setback							
Rear Setback							
i. BUILDING DISPOSITION							
Edgeyard							
Sideyard							
Rearyard							
j. PRIVATE FRONTAGES							
Walled / Fenced Yard							
Private Portal							
2-Story Portal							
Private Portal below 2nd Story							
2nd Story Stepback							
Portal Over 1st Story							
Zero Setback							
Public Portal							
2nd Story Public Portal							
Public Portal below 2nd Story							
k. BUILDING CONFIGURATION							
Principal Building							
Outbuilding							
l. BUILDING FUNCTION							
Residential							
Lodging							
Office							
Retail							

TABLE 15. DEFINITIONS ILLUSTRATED

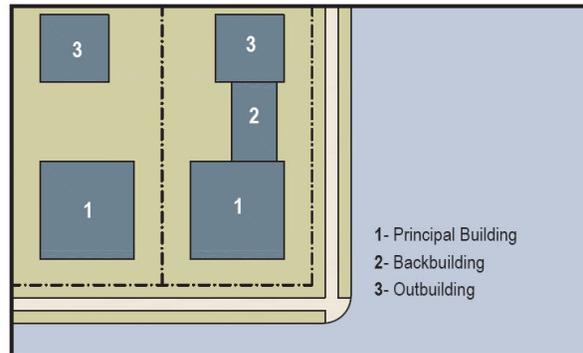
a. THOROUGHFARE & FRONTAGES



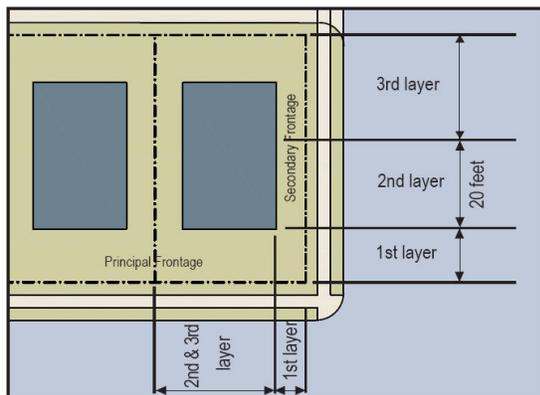
b. TURNING RADIUS



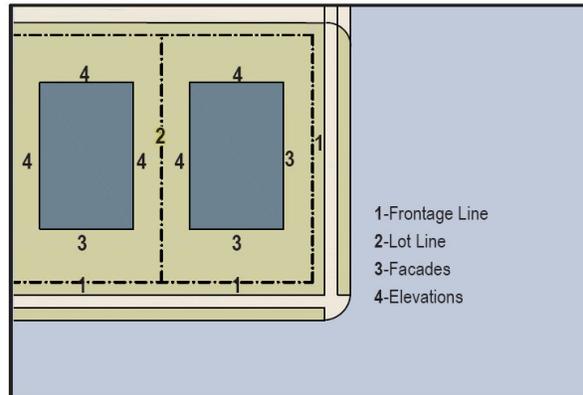
c. BUILDING DISPOSITION



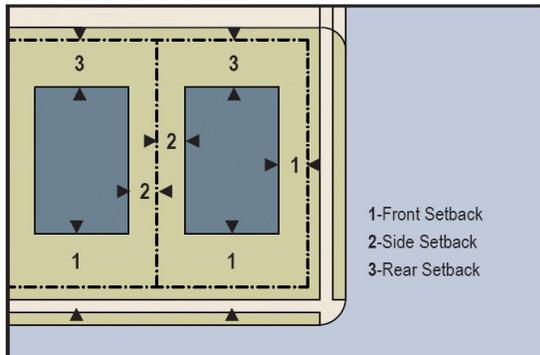
d. LOT LAYERS



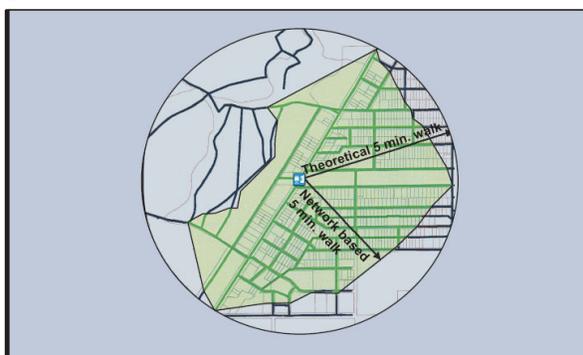
e. FRONTAGE & LOT LINES



f. SETBACK DESIGNATIONS



g. NETWORK PEDESTRIAN SHED



ARTICLE 6. Definitions of Terms

This Article provides definitions for terms in this TND District that may not reflect a common usage of the term. If a term is not defined in this Article, then the CRC shall define the term. Items in italics refer to Articles, Sections, or Tables in this TND District Section 4.21.

A-Grid: cumulatively, those Thoroughfares that by virtue of their pre-existing pedestrian-supportive qualities, or their future importance to pedestrian connectivity, are held to the highest standards prescribed by this TND District. See B-Grid. (Syn: primary grid.)

Accessory Building: an Outbuilding with an Accessory Unit.

Accessory Unit: an Apartment not greater than 440 square feet sharing the same Lot and utility connections with a Principal Building; it may or may not be within an Outbuilding. See TND District Table 8 and TND District Table 15. (Syn: casita)

Alameda (AL): a Thoroughfare of high vehicular capacity and low to moderate speed, acting as a short distance connector between urban centers, and usually equipped with a landscaped median.

Allee: a regularly spaced and aligned row of trees usually planted along a Thoroughfare or Path.

Apartment: a Residential unit sharing a building and a Lot with other units and/or uses; may be for rent, or for sale as a condominium.

Attic: the interior part of a building contained within its roof structure.

Automotive Service: a facility which provides collision repair services, including body frame straightening, replacement of damage parts, and painting; a facility for the repair of automobiles, noncommercial trucks, motorcycles, motorhomes, rental vehicles, or boats, including the sale, installation, and servicing of equipment and parts. This use includes muffler shops, auto repair garages, tire sales and installation, wheel and brake shops, body and fender shops, and similar repair and service activities, but excludes dismantling or salvage.

B-Grid: cumulatively, those Thoroughfares that by virtue of their use, location, or absence of pre-existing pedestrian-supportive qualities, may meet a standard lower than that of the A-Grid. See A-Grid. (Syn: secondary grid.)

BRT: see Bus Rapid Transit.

Backbuilding: a single-Story structure connecting a Principal Building to an Outbuilding. See TND District Table 15.

Bed and Breakfast: a manager- or owner-occupied Lodging type offering 1 to 12 bedrooms, permitted to serve breakfast in the mornings to guests.

Bicycle Lane (BL): a dedicated lane for cycling within a moderate-speed vehicular Thoroughfare, demarcated by striping.

Bicycle Route (BR): a Thoroughfare suitable for the shared use of bicycles and automobiles moving at low speeds.

Bicycle Trail (BT): a bicycle way running independently of a vehicular Thoroughfare.

Blade Sign: a device (including but not limited to letters, words, numerals, figures, emblems, pictures or any part or combination) used for visual communication and intended to attract the public that projects perpendicular from a building or is hung beneath a canopy.

Block: the aggregate of private Lots, Passages, Rear Alleys and Rear Lanes, circumscribed by Thoroughfares.

Block Face: the aggregate of all the building Facades on one side of a Block.

Brownfield: an area previously used primarily as an industrial site.

Bus Rapid Transit: a rubber tire system with its own right-of-way or dedicated lane along at least 70% of its route, providing transit service that is faster than a regular bus.

Bus Shelter: a roofed structure, usually having three walls, located near a street and designed primarily for the protection and convenience of the bus passengers.

By Right: characterizing an application proposal or component of an application for a building scale plan that complies with the standards of the TND District and is permitted and processed administratively, without public hearing.

CRC: the Consolidated Review Committee.

Camino (CM): a local, rural and suburban Thoroughfare of low-to-moderate vehicular speed and capacity. This type is allocated to the more rural Transect Zones (T1-T3). See TND District Table 2A.

Callejon (CN): a pedestrian connector, open or roofed, that passes between buildings to provide shortcuts through long Blocks. Development on adjacent Lots are required to enfront the Callejon.

Cemetery: a Civic Space dedicated to the burial of the dead, including mausoleums, necessary sales, and maintenance of such facilities and may include internment and Civic gatherings.

Child Care Center: an establishment that provides regular shelter, care, activity, and supervision (with or without academic interaction) for no more than five children.

Civic: the term defining not-for-profit organizations dedicated to arts, culture, education, recreation, government, transit, and municipal parking.

Civic Building: a building operated by not-for-profit or government organizations dedicated to arts, culture, education, recreation, government, transit, and municipal parking, or for use approved by the Town Council.

Civic Parking Reserve: Parking Structure or parking lot within a quarter-mile of the site that it serves.

Civic Space: an outdoor area dedicated for public use. Civic Space types are defined by the combination of certain physical constants including the relationships among their intended use, their size, their landscaping and their Enfronting buildings. See TND District Table 11.

Civic Zone: designation for public sites dedicated for Civic Buildings and Civic Space.

CLD or Clustered Land Development: a Community type structured by a Standard Pedestrian Shed oriented toward a Common Destination such as a general store, Meeting Hall, schoolhouse, or church. CLD takes the form of a small settlement standing free in the countryside. See TND District Table 12a. (Syn: Hamlet, Conservation Land Development, cluster)

Code: the Land Use Development Code.

College: a public, parochial, or private institution that provides education instruction to students and may or may not include living quarters, recreation facilities, dining rooms, restaurants, heating plants, and other incidental facilities for students, teachers, and employees. The institution is authorized by the state to award associate, baccalaureate, or higher degrees but not including colleges or trade schools operated for profit.

Commercial: the term collectively defining workplace, Office, Retail, and Lodging Functions.

Common Destination: an area of focused Community activity, usually defining the approximate center of a Pedestrian Shed. It may include without limitation one or more of the following: a Civic Space, a Civic Building, a Commercial center, or a transit station, and may act as the social center of a neighborhood.

Common Yard: a planted Private Frontage wherein the Facade is set back from the Frontage line. It is visually continuous with adjacent yards. See TND District Table 7.

Community: a regulatory category defining the physical form, Density, and extent of a settlement.

Compound: aggregation of three to five homes in a single development envelope, with shared courtyards and parking areas. The enclosure may be a combination of walls and the buildings themselves. This may result in a sideyard or rearyard type.

Configuration: the form of a building, based on its massing, Private Frontage, and height.

Conference Center: a facility used for service organizations, business and professional conferences, and seminars limited to accommodations for conference attendees. The accommodation can include sleeping, eating, and no recreation. A conference center is not designed to be only utilized by the general public for over night purposes.

Convention Center: a facility designed to accommodate conventions, conferences, seminars, product displays, recreation activities, and entertainment functions, along with a accessory function included temporary outdoor display, and food and beverages preparation and service for on-premise consumption; or

A commercial facility used for assemblies or meetings of the members or representatives of groups, including exhibition space. These term dose not include banquet halls, clubs, loges, or other meeting facilities of private or nonprofit groups that are primarily used by group members.

Corridor: a lineal geographic system incorporating transportation and/or Greenway trajectories. A transportation Corridor may be a lineal Transect Zone.

Cottage: an Edgeyard building type. A single-family dwelling, on a regular Lot, often shared with an Accessory Building in the back yard.

Courtyard Building: a building that occupies the boundaries of its Lot while internally defining one or more private Portals. See TND District Table 7. (Syn: Courtyard House)

Curb: the edge of the vehicular pavement that may be raised or flush to a Swale. It usually incorporates the drainage system. See TND District Table 2A and TND District Table 2B.

Density: the number of dwelling units within a standard measure of land area.

Design Speed: is the velocity at which a Thoroughfare tends to be driven without the constraints of signage or enforcement. There are four ranges of speed: Very Low: (below 20 MPH); Low: (20-25 MPH); Moderate: (25-35 MPH); High: (above 35 MPH). Lane width is determined by desired Design Speed. See TND District Table 2C.

Developable Areas: lands other than those in T-1 Natural Transect.

Disposition: the placement of a building on its Lot. See TND District Table 7 and TND District Table 15.

Drive-Through Facility: a retail or service whose character is dependent on providing a driveway approach or parking spaces for motor vehicles so as to serve patrons while in the motor vehicle rather than within a building or structure; or

An establishment accommodating the patron's automobile from which the occupants may purchase retail goods or receive a service or in which products purchased from the establishment may be consumed; or

An establishment that dispenses products or service to patrons who remain in vehicles.

Driveway: a vehicular lane within a Lot, often leading to a garage.

Duplex House: a building designed as a single structure, containing two separate living units, each of which are designed to be occupied as a separate permanent residence.

Edgeyard Building: a building that occupies the center of its Lot with Setbacks on all sides. See TND District Table 7.

Effective Parking: the amount of parking required for Mixed Use after adjustment by the Shared Parking Factor. See TND District Table 9.

Effective Turning Radius: the measurement of the inside Turning Radius taking parked cars into account. See TND District Table 15.

Electric Substation: an assemblage of equipment for purpose other than generation or utilization, through which electric energy in bulk is passed for the purposes of switching or modifying its characteristics to meet the needs of the general public, provided that in residence districts an electric substation shall not include rotating equipment, stores of materials, trucks

repair facilities, housing repair crews, or office of place of business. An assemblage of equipment and appurtenant facilities designed for voltage control of electricity in amounts 115,000 volts or more. A premise which may or may not contain buildings, where the interconnection and usual transformations of electrical service take place between systems. An eclectic substation shall be secondary, supplementary, subordinate, and auxiliary to the main system. Structures and appurtenant facilities used the distribution of electric energy in voltage less than 115,000 volts.

Elementary School: a public, parochial, or private institution that provides education instruction to students. This does not include trade or business schools or colleges but serves students between the kindergarten and high school levels.

Elevation: an exterior wall of a building not along a Frontage Line. See TND District Table 15. See: Facade.

Encroachment: any structural element that breaks the plane of a vertical or horizontal regulatory limit, extending into a Setback, into the Public Frontage, or above a height limit.

Enfront: to place an element along a Frontage, as in "porches Enfront the street."

Exhibition Center: a building meant for exhibiting, showing or presenting objects of public interest.

External Permanent Sign Band: a sign not exceeding 3 feet in height and which may extend the entire façade of a building.

Facade: the exterior wall of a building that is set along a Frontage Line. See Elevation.

Fire Station: a building used for fire equipment and firefighters.

Flex Building: a Mixed Use unit consisting of a Commercial and Residential Function. The Commercial Function may be anywhere in the unit. It is intended to be occupied by a lessee or owned as a condominium.

Fountain: a structure or architectural feature meant for discharging a jet or stream of water by mechanical means.

Frontage: the area between a building Facade and the vehicular lanes, inclusive of its built and planted components. Frontage is divided into Private Frontage and Public Frontage. See TND District Table 2A and TND District Table 7.

Frontage Line: a Lot line bordering a Public Frontage. Facades facing Frontage Lines define the public realm and are therefore more regulated than the Elevations facing other Lot Lines. See TND District Table 15.

Function: the use or uses accommodated by a building and its Lot, categorized as Restricted, Limited, or Open, according to the intensity of the use. See TND District Table 8 and TND District Table 10.

Funeral Home: a building or part thereof used for human funeral services and arranging and managing funerals. Such buildings may contain space and facilities for embalming and the performance of other services used in preparation of the died for burial, the performance of autopsies and other surgical procedure, the storage of caskets, funeral urns, and other related funereal vehicles and facilities. Where a funeral home is permitted, a funeral chapel shall also be permitted. Typical uses include funeral homes of mortuaries. A building used for the deceased for burial and display of the deceased and rituals connected therewith before burial or cremation.

Gasoline: any lot or parcel of land or portion thereof used partly or entirely for storing or dispensing flammable gas, or flammable gas into the fuel tanks of motor vehicles; or

That portion of property where flammable or combustible liquids or gases used as fuel are stored or dispensed from fixed equipment into the fuel tanks of motor vehicles. Such an establishment may offer for sale at retail other conveniences items as a clearly secondary activity and may include a freestanding automatic car wash.

Grain Storage: a building used for the storage of grain which does not have a door or other entranceway into a dwelling unit.

Greenfield: an area that consists of open or wooded land or farmland that has not been previously developed.

Greenhouse: a building used for growing plants all or part of which are sold at retail or whole sell.

Greenway: an Open Space Corridor in largely natural conditions which may include trails for bicycles and pedestrians.

Greyfield: an area previously used primarily as a parking lot. Shopping centers and shopping malls are typical Greyfield sites. (Variant: Grayfield.)

Hacienda: an Edgeyard building type. A single-family dwelling on a very large Lot of rural character, often shared by one or more Accessory Buildings. (Syn: country house)

Hamlet: see CLD. (Syn: cluster, settlement.)

Heavy Industrial Facility: uses engaged in the basic processing and manufacturing of materials or products predominately from extended or raw materials, or a use engaged in storage of, or manufacturing or processed, flammable, or explosive materials, or storage or manufacturing processes that potentially involve hazardous conditions.

High School: a public, parochial, or private institution that provides education instruction to students. This does not include trade or business schools or colleges but typically serve the ninth, tenth, eleventh, and twelfth grades.

Highway: a rural and suburban Thoroughfare of high vehicular speed and capacity. This type is allocated to the more rural Transect Zones (T-1, T-2, and T-3).

Home Occupation: non-Retail Commercial enterprises. The work quarters should be invisible from the Frontage, located either within the house or in an Outbuilding. Permitted activities are defined by the Restricted Office category. See TND District Table 8.

Hospital: a licensed institution that provides primary health services and medical or surgical care to persons, primarily inpatients, suffering from illness, disease, injury, deformity, and other abnormal physical or mental conditions, and including as an integral part of the institution, related facilities such as laboratories, outpatient facilities, or training facilities.

Hotel: a building in which lodging is provided and offered to the public for compensation, and which is open to transient guests.

House: an Edgeyard building type, usually a single-family dwelling on a large Lot, often shared with an Accessory Building in the back yard. (Syn: single.)

Infill: new development on land that had been previously developed, including most Greyfield and Brownfield sites and cleared land within Urbanized areas. verb- to develop such areas.

Inn: a Lodging type, applicant-occupied, offering 12 to 50 bedrooms, permitted to serve breakfast in the mornings to guests. See TND District Table 8.

Irrigated Agriculture: the production of agricultural products which are watered by artificial or other means. Livestock grazing is permitted.

Kennel: the boarding, breeding, raising, grooming, or training of four or more dogs, cats or other house hold pets of any age not owned by the owner or occupant of the premises, and/or for commercial gain.

Kiosk: a free standing structure upon which temporary information and or posters, notice, and announcements are posted, or a free standing building with one or more open sides from which commercial activities are constructed.

Layer: a range of depth of a Lot within which certain elements are permitted. Also Lot Layer. See TND District Table 15.

Library: a public facility for the use, but not sale, of literary, musical, artistic or reference materials. A public, nonprofit facility in which literary, musical, artistic or reference material such as but not limited to books, manuscripts, computers, recording, or films are kept by use by or loaning to patrons of the facility but are normally offered for sale.

Light Industrial Facility: a building or group of buildings used for the manufacturing, compounding, processing, packing, storage, assembly, and/or treatment of finished or semi finished products from previously prepared materials, which activities are conducted wholly within an enclosed building. Finished or semi finished products may be temporarily stored outdoors pending shipment.

A light industrial facility is capable of operation in such a manner as to control the external effects of the manufacturing process, such as smoke, noise, soot, dirt, vibration, odor, etc. A machine shop is included in this category. Also included is the manufacturing of apparel, electrical appliances, electronic equipment, camera and photographic equipment, ceramic products, cosmetics and toiletries, business machines, fish tanks and supplies, food, paper (but not the manufacture of paper from pulpwood), musical instruments, medical appliances, tools or hardware, plastic products (but not the processing of raw materials), pharmaceuticals or optical goods, bicycles, and any other products of a similar nature.

Lightwell: a Private Frontage type that is a below-grade entrance or recess designed to allow light into basements. See TND District Table 7. (Syn: light court.)

Linear Pedestrian Shed: a Pedestrian Shed that is elongated along a Mixed Use Corridor such as a main street. A Linear Pedestrian Shed extends approximately 1/4 mile from each side of the Corridor for the length of its Mixed Use portion. The resulting area is shaped like a lozenge. It may be used to structure a TND. (Syn: elongated pedestrian shed.)

Liner Building: a building specifically designed to mask a parking lot or a Parking Structure from a Frontage.

Liquor Selling Establishment: the retail sale of beer, wine, and other alcoholic beverages for off premise consumption.

Live Theater: a structure used for the performing arts for an audience. Such establishments may include related services such as food and beverage sales and other concessions.

Live-Work: a Mixed Use unit consisting of a Commercial and Residential Function. The Commercial Function may be anywhere in the unit. It is intended to be occupied by a business operator who lives in the same structure that contains the Commercial activity. See Work-Live.

Livestock Pen: an establishment which keeps, feeds, or raises live stock. These include piggeries, dairies, dairy and beef cattle ranching, feedlots, chicken, turkey, and other paltry farms, rabbit farms, apiaries, and aviaries.

Lodging: premises available for daily and weekly renting of bedrooms. See TND District Table 8 and TND District Table 10.

Long Pedestrian Shed: a Pedestrian Shed that is an average 1/2 mile radius or 2640 feet, used when a transit stop (bus or rail) is present or proposed as the Common Destination. A Long Pedestrian Shed represents approximately a ten-minute walk at a leisurely pace. See Pedestrian Shed.

Lot: a parcel of land accommodating a building or buildings of unified design. The size of a Lot is controlled by its width in order to determine the grain (i.e., fine grain or coarse grain) of the urban fabric.

Lot Coverage: the total of all impervious surfaces within a Lot area, expressed as a percentage of the Lot, including, but not limited to, buildings, garages, sidewalks, hardscape, driveways, parking areas, or any other surface that does not absorb water. See TND District Table 12 f.

Lot Layer: a range of depth of a Lot within which certain elements are permitted. Also Layer. See TND District Table 15.d.

Lot Line: the boundary that legally and geometrically demarcates a Lot.

Lot Width: the length of the Principal Frontage Line of a Lot.

Main Civic Space: the primary outdoor gathering place for a community. The Main Civic Space is often, but not always, associated with a Civic Building. See Table 11c or TND District Table 11d.

Manufacturing: premises available for the creation, assemblage and/or repair of artifacts, using table-mounted electrical machinery or artisanal equipment, and including their Retail sale.

Medical Clinic: a facility operated by one or more physicians, dentists, chiropractors or other licensed practitioners of the healing arts for the examination and treatment of persons solely on an outpatients basis.

Meeting Hall: a building available for gatherings, including conferences, that accommodates at least one room equivalent to a minimum of 10 square feet per projected dwelling unit within the Pedestrian Shed in which it is located.

Mixed Use: multiple Functions within the same building through superimposition or adjacency, or in multiple buildings with multiple Functions located within the same Lot.

Monument Sign: a device (including but not limited to letters, words, numerals, figures, emblems, pictures or any part or combination) used for visual communication and intended to attract the public that does not to exceed 4 feet in height and that advertises the name of a single business, mall or multi-tenant premises.

Movie Theater: a theater for showing movies or motion pictures.

Museum: a building having public significance by reason of its architecture or former use or occupancy or a building serving as a repository for a collection of natural, scientific, or literary curiosities or objects of interest, or works of art, arranged, intended, and designed to be used by members of the public, viewing, with or without an entry fee, and which may include an accessory use such as the sale of goods to the public as gifts or for their own use.

Neighborhood Store: an establishment primarily selling frequently needed or recurrently needed goods for household consumption, such as packaged food and beverages and limited household supplies and hardware but not including the sale and dispensing of motor vehicle fuels.

Net Site Area: all developable land within a site including thoroughfares but excluding land allocated as Civic Zones.

Network Pedestrian Shed: a Pedestrian Shed adjusted for average walk times along thoroughfares. See TND District Table 15.

Office: premises available for the transaction of general business but excluding retail, artisanal and manufacturing uses. See TND District Table 8. (Syn: Office Building)

Open Market Building: a structure used for the retail sale of produce or other foodstuff primarily outside or in an enclosed structure, for more than 90 days in any calendar year. This term shall not include motor vehicle sales facilities, garden supply or landscaping center, lumberyard, building supply or home improvement center, or Christmas tree lot.

Open Space: a Civic Space that remains undeveloped as a natural preserve or may be preserved for Civic Space. See TND District Table 11.

Outdoor Auditorium: an open or partially enclosed facility used primarily for spectator sports, entertainment events, expositions, and other public gatherings such as music, lectures, or other presentations. Typical uses include convention and exhibition halls, sports areas, and amphitheatres.

Outbuilding: an Accessory Building, usually located toward the rear of the same Lot as a Principal Building, and sometimes connected to the Principal Building by a Backbuilding. See TND District Table 15.

Parking Structure: a building containing one or more Stories of parking above grade.

Parque Comunal: a Civic Space type that is a natural preserve available for unstructured recreation. See TND District Table 11.

Paseo (PO): a local urban Thoroughfare of low speed and capacity. See TND District Table 2A and TND District Table 2B.

Passenger Terminal: a facility or location where the principal use is the handling, receiving, or transfer of passenger traffic, and may include as an accessory use the loading, unloading, storing, receiving, assembling, dispatching, weighing, consolidating, classifying, switching, distribution, movement, or transfer of freight, as well as all equipment and facilities uses to accomplish the forgoing activities.

Path (PT): a pedestrian way traversing a Parque Comunal or rural area, with landscape matching the contiguous Open Space, ideally connecting directly with the urban Sidewalk network.

Pedestrian Shed: an area that is centered on a Common Destination. Its size is related to average walking distances for the applicable Traditional Neighborhood Plan. Pedestrian Sheds are applied to structure neighborhoods. See Standard, Linear or Network Pedestrian Shed. (Syn: walkshed, walkable catchment.)

Planter: the element of the Public Frontage which accommodates street trees, whether continuous or individual.

Playground: a Civic Space designed and equipped primarily for the recreation of children. See TND District Table 11.

Plaza: a Civic Space type designed for Civic purposes and Commercial activities. A Plaza is located in the more urban Transect Zones, generally paved and spatially defined by building Frontages.

Plazuela: a Civic Space type designed for unstructured recreation and Civic purposes. It is spatially defined by building Frontages and consisting of Paths, lawns and trees, formally disposed. See TND District Table 11.

Police Station: protection centers operated by a governmental agency, including, temporary detention facilities, and the open or enclosed parking of patrol vehicles, but excluding correctional institutions.

Portal: a Private Frontage wherein the Facade is aligned close to the Frontage Line with a traditionally treated flat-roofed ground-level colonnade, between 6' and 10' deep, and paved to match the Sidewalk, if it abuts a Sidewalk. See TND District Table 7.

Principal Building: the main building on a Lot, usually located toward the Frontage. See TND District Table 15.

Principal Entrance: the main point of access for pedestrians into a building.

Principal Frontage: on corner Lots, the Private Frontage designated to bear the address and Principal Entrance to the building, and the measure of minimum Lot width. Prescriptions for the parking Layers pertain only to the Principal Frontage. Prescriptions for the First Layer pertain to both Frontages of a corner Lot. See Frontage.

Private Frontage: the privately held Layer between the Frontage Line and the Principal Building Facade. See TND District Table 7 and TND District Table 15.

Public Art: a sculpture or similar object that is sited as a focal point and is intended for the enjoyment of the general public.

Public Frontage: the area between the Curb of the vehicular lanes and the Frontage Line. See TND District Table 2A and TND District Table 2B.

Public Portal below 2nd Story: a Private Frontage conventional for Retail use wherein the Facade is a Portal that overlaps the Sidewalk, while the Facade at Sidewalk level remains at the Frontage Line.

Push Cart: a portable structure for the merchandising or sale of food or foodstuffs from a nonpermanent location. The structure shall be less than 100 square feet in area.

Rambla (RM): a Thoroughfare designed for high vehicular capacity and moderate speed, traversing an Urbanized area. Ramblas are usually equipped with Slip Roads buffering Sidewalks and buildings.

Rear Alley (RA): a vehicular way located to the rear of Lots providing access to service areas, parking, and Outbuildings and containing utility easements. Rear Alleys should be paved from building face to building face, with drainage by inverted crown at the center or with roll Curbs at the edges.

Rear Lane (RL): a vehicular way located to the rear of Lots providing access to service areas, parking, and Outbuildings and containing utility easements. Rear Lanes may be paved lightly to Driveway standards. The streetscape consists of gravel or landscaped edges, has no raised Curb, and is drained by percolation.

Rearyard Building: a building that occupies the full Frontage Line, leaving the rear of the Lot as the sole yard. See TND District Table 7. (Var: Rowhouse, Townhouse, Apartment House)

Recess Line: a line prescribed for the full width of a Facade, above which there is a Stepback of a minimum distance, such that the height to this line (not the overall building height) effectively defines the enclosure of the Enfronting public space. See TND District Table 6.

Region: land within a 3-mile radius from the municipal limits of the Town of Taos.

Regulating Map: a Zoning Map or set of maps that show the Transect Zones, Civic Zones, and Special Districts if any, of areas subject to, or potentially subject to, regulation by the TND District.

Religious Assembly: a site used by a religious group primarily or exclusively for religious worship and related religious service, including a place of worship, retreat site or religious camp.

Residential: characterizing premises available for long-term human dwelling.

Rest Stop: a public facility located next to a Thoroughfare at which drivers and passengers can rest or eat without exiting on to other Thoroughfares.

Restaurant: a structure in which the principle use is the preparation and sale of food and beverages. A commercial establishment where food and beverages are prepared, served, and consumed primarily within the principle building and where food sales constitute more than 80 percent of the gross sales receipts for food or beverages.

Retail: characterizing premises available for the sale of merchandise. See TND District Table 8 and TND District Table 10.

Retail Frontage: Frontage designated on a Regulating Map that requires or recommends the provision of a Shopfront, encouraging the ground level to be available for Retail use.

Roadside Stand: an accessory structure for a seasonal retail sale grown or produced food or retail on the lot.

Rowhouse: a single-family dwelling that shares a party wall with another of the same type and occupies the full Frontage Line. See Rearyard Building. (Syn: Townhouse.)

Rural Boundary Line: the extent of potential urban growth as determined by existing geographical determinants. The Rural Boundary Line is permanent.

School Dormitory: a structure specifically designed for a long term stay by students, or non-profit organization for the purpose of providing rooms for sleeping purposes. One common kitchen and some common gathering rooms for social purposes may also be provided.

Secondary Frontage: on corner Lots, the Private Frontage that is not the Principal Frontage. As it affects the public realm, its First Layer is regulated. See TND District Table 15.

Setback: the area of a Lot measured from the Lot line to a building Facade or Elevation that is maintained clear of permanent structures, with the exception of Encroachments listed in Section 4.4. See TND District Table 12g. (Var: build-to-line.)

Shared Parking Factor: an accounting for parking spaces that are available to more than one Function. See TND District Table 9.

Shopfront: a Private Frontage conventional for Retail use, with substantial glazing and an awning, wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. See TND District Table 7.

Shopping Center: a group of commercial establishments planned, constructed, and managed as a total entity with consumer and employee parking provided on-site, provision for goods delivery separated from customer access, aesthetic considerations and protection from inclement weather.

Shopping Mall: a facility with five or more stores for rental goods and services, which are structurally, designed which are structurally designed in an intergraded fashion around or both sides of a promenade, walkway, concourse, or courtyard. Primary individual store entrances front into promenade. The mall may include offices and satellite or unattached structures that are served by the mall network this definition applies only to a facility in which 85 percent or more of the gross floor area is accessed from enclosed, or courtyards.

Sidewalk: the paved section of the Public Frontage dedicated exclusively to pedestrian activity.

Sideyard Building: a building that occupies one side of the Lot with a Setback on the other side. This type can be a Single or Twin depending on whether it abuts the neighboring house. See TND District Table 7. (Syn: Sideyard House)

Single Room Occupancy (SRO) Hostel: a residential facility in which furnished rooms are rented on a weekly or monthly basis and which provides common facilities and services for laundry, cleaning, and meals

Slip Road: an outer vehicular lane or lanes of a Thoroughfare, designed for slow speeds while inner lanes carry higher speed traffic, and separated from them by a planted median. (Syn: access lane, service lane.)

Specialized Building: a building that is not subject to Residential, Commercial, or Lodging classification. See TND District Table 7.

Special Area Plan: a contiguous parcel or parcels of 10 acres or more that is subject to a Regulating Map or Maps and may include new Transect Zones, Civic Zones and Thoroughfares with appropriate transitions to abutting areas. It is prepared by the applicant in consultation with the Planning and Zoning Department.

Special District (SD): an area that, by its intrinsic Function, Disposition, or Configuration, cannot or should not conform to one or more of the normative Community types or Transect Zones specified by the TND District. Special Districts may be mapped and regulated at the regional scale or the community scale.

Sports Field: a Civic Space that is designed and developed for structured recreation. See TND District Table 11.

Sports Stadium: an open, closed, or partially enclosed facility intended for spectator sports or other commercial recreation.

Stable: a building in which horses or cattle are sheltered.

Standard Pedestrian Shed: a Pedestrian Shed that is an average 1/4 mile radius or 1320 feet, about the distance of a five-minute walk at a leisurely pace. See Pedestrian Shed.

Stepback: a building Setback of a specified distance that occurs at a prescribed number of Stories above the ground. See TND District Table 6.

Story: a habitable level within a building.

Streetscreen: a freestanding wall built along the Frontage Line, or coplanar with the Facade. It may mask a parking lot from the Thoroughfare, provide

privacy to a side yard, and/or strengthen the spatial definition of the public realm. (Syn: streetwall.)

Substantial Modification: alteration to a building that is valued at more than 50% of the replacement cost of the entire building, if new.

Surface Parking Lot: a parking area for motor vehicles where there is no gross building area below the parking area and no gross building area or roof above it.

Swale: a low or slightly depressed natural area for drainage.

Thoroughfare: a way for use by vehicular and pedestrian traffic and to provide access to Lots and Open Spaces, consisting of Vehicular Lanes and the Public Frontage. See TND District Table 2c and TND District Table 15a.

Third Place: a term used in the concept of community building to refer to social surroundings separate from the two usual social environments of home and work-place. Criteria for a Third Place include the following: highly accessible, proximate for many within walking distance, involve regulars, and inexpensive food and drink are important. Coffee shops and cafes are often used as a neighborhood's Third Place.

Townhouse: see Rearyard Building. (Syn: Rowhouse.)

Trade School: a public, parochial, or private institution that provides education instruction to students for industrial, clerical, managerial, or artistic skills.

Traditional Neighborhood Development: a Community type structured by a Pedestrian Shed oriented toward a Common Destination consisting of a Mixed Use center or Corridor, and in the form of a medium-sized settlement near a transportation route. See TND District Table 12a. (Syn: village, neighborhood.)

Traditional Neighborhood Plan: a map or series of maps more that meet the requirements of the Traditional Neighborhood Development District zoning classification. A Traditional Neighborhood Plan must be approved by Town Council resolution prior to the rezoning of any lands to the Transect Zones of the TND District.

Transect: a cross-section of the environment showing a range of different habitats. The rural-urban Transect of the human environment used in the TND District is divided into five Transect Zones. These zones describe the physical form and character of a place, according to the Density and intensity of its land use and Urbanism.

Transect Zone: one of several areas on a Zoning Map regulated by the TND District. Transect Zones are administratively similar to the land use zones in conventional codes, except that in addition to the usual building use, Density, height, and Setback requirements, other elements of the intended habitat are integrated, including those of the private Lot and building and Public Frontage. See TND District Table 1.

Truck Maintenance: the business of repairing, overhauling, removing, adjusting, replacing, assembling, or disassembling parts of any motor vehicle.

A building or establishment where the following activities may occur: general repair, engine rebuilding, reconditioning of motor vehicles, collision repair, painting, general maintenance, and where no more than two abandoned vehicles shall be stored on the premises.

Any building or portion thereof used for the repair or replacement of engines, transmissions, differentials, drive trains, or any part thereof, in addition to the replacement of parts, service, and incidental repairs to motor vehicles.

Turning Radius: the curved edge of a Thoroughfare at an intersection, measured at the inside edge of the vehicular tracking. The smaller the Turning Radius, the smaller the pedestrian crossing distance and the more slowly the vehicle is forced to make the turn. See TND District Table 2C and TND District Table 15.

Urban Boundary Line: the extent of potential urban growth as determined by the projected demographic needs of a region. The Urban Boundary Line may be adjusted from time to time.

Urbanism: collective term for the condition of a compact, Mixed Use settlement, including the physical form of its development and its environmental, functional, economic, and sociocultural aspects.

Urbanized: generally, developed. Specific to the SmartCode, developed at T-3 (Sub-Urban) Density or higher.

Variance: see LUDC 2-4.204.

Walled Yard: a Private Frontage type wherein the Facade is set back from the Frontage Line to provide a yard and is separated from the sidewalk with a Wall. The Wall maintains street spatial definition. Setbacks and walls vary per T-Zone. See TND District Table 5B.

Warrant: a ruling that would permit a practice that is not consistent with a specific provision of this TND District.

Warrant, Administrative: a ruling by the CRC allowing a dimensional deviation from the standards of the TND District provided that the deviation is within the percentage limitation of TND District Section 4.21.4.2.

Warrant, Town Council Discretionary: a determination by motion or resolution of the Town Council relating to the design, location or other features of a Civic Space or Civic Building (see TND District Section 4.21.4).

Wireless Transmitter: any system of wires, poles, rods, reflection discs, or similar devices used for the transmission or reception of electronic waves when which system is external to or attached to the exterior structure. Antennas shall include devices having active elements extending in any direction, and directional beam-type arrays having elements carried by and disposed from a generally horizontal boom that may be mounted upon and rotated through a vertical mast or tower interconnecting the boom and antenna support, all of which elements are deemed to be part of the antenna. Antennas shall include cellular on wheels (COWs) and cellular light trucks (COLTs) facilities as well as dispatch carries for specialized mobile radio (SMR) services and enhanced SMR (ESMR).

Work-Live: a Mixed Use unit consisting of a Commercial and Residential Function. It typically has a substantial Commercial component that may accommodate employees and walk-in trade. The unit is intended to function predominantly as work space with incidental Residential accommodations that meet basic habitability requirements. See Live-Work. (Syn: Live-Work.)

Yield: characterizing a Thoroughfare that has two-way traffic but only one effective travel lane because of parked cars, necessitating slow movement and driver negotiation.

Zoning Map: the official map or maps that are part of the zoning ordinance and delineate the boundaries of individual zones and districts. See Regulating Map.