

Exhibit E:

Zoning Code Graphic Replacements

Amendments to CF: 22-0617 (Ordinance 188,418)

This exhibit shows updated graphics intended to replace those of the corresponding Sections listed herein, which include updates within Articles 3. (Frontage), 4. (Development Standards), 5. (Use), and 7. (Alternate Typology) of Chapter 1A of the LAMC. All graphics included in this exhibit are updated to align with the text of Chapter 1A of the LAMC.

- Graphic replacements for Article 3. (Frontage), Sec. 3A.1.2.B.2. (Determine Applicable Frontage District Standards) with the following:

Frontage District Example:

Zone String

[LM2-**MU2**-5] [RG1-FA]

Find Your Frontage District

Part 3B. (Frontage Districts)

For Illustrative Purposes Only

SEC. 3B.2.2. **MULTI-UNIT 2 (MU2)**

A. Lot

Frontage Standard

	Primary	Side
1. BUILD-TO	Div. 3C.1	
Applicable stories (min)	2	2
A Build-to depth (max)	10'	15'
B Build-to width (min)	70%	40%
Pedestrian amenity allowance (max)	Not Required	Not Required
2. PARKING	Div. 3C.2	
C Parking setback (min)	20'	4'
3. LANDSCAPING	Div. 3C.3	
Frontage planting area (min)	30%	30%
Frontage yard fence & wall type allowed:	A2	A2

Standard Does Not Apply

B. Facade

Frontage Lot Line

	Primary	Side
1. TRANSPARENCY	Div. 3C.4	
Transparent area (min)		
A Ground story	30%	30%
B Upper stories	20%	20%
C Active wall spacing (max)	30'	40'
2. ENTRANCES	Div. 3C.5	
D Street-facing entrance	Required	Not Required
E Entrance spacing (max)	50'	100'
Entry feature	Not Required	Not Required
3. GROUND STORY	Div. 3C.6	
F Ground story height (min)	10'	10'
G Ground floor elevation (min/max)	-2'/5'	-2'/5'

Link to Rules

Find Your Rules

Part 3C. (General Frontage Rules)

For Illustrative Purposes Only

DIV. 3C.6. GROUND STORY

SEC. 3C.6.1. GROUND STORY HEIGHT

Ground story height is defined as the floor-to-floor height of the story of a building having its finished floor elevation nearest to the finished grade.

A. Intent

The intent of the standards of this Section (Ground Story Height) is to promote active uses that are directly connected to the public realm, and ensure high-quality ground story spaces that are adaptable and appropriate to their context.

B. Applicability

Ground story height standards apply to new construction. When the ground story height standards apply, the standards apply to all portions of the ground story, within the first 15 feet of a facade of a new building or structure, pursuant to Sec. 3A.2.2.B.3. (Frontage Applicable Facades).

C. Standards

All occupiable space located in applicable portions of the ground story shall have floor-to-floor height of no less than the ground story height minimum.

D. Measurement

- Ground story height is measured vertically from the top of the finished ground story to the top of the finished floor above.
- Where no story exists above, ground story height is the shortest vertical distance from the top of the ground floor elevation to the top of the ceiling or roof structure above.
- For determining the ground story, see Sec. 3A.2.10.A. (Ground Story).

E. Relief

- A reduction in required ground story height up to one foot may be granted in accordance with Sec. 3B.5.2. (Adjustment).

Character Frontage District Example:

Zone String

[LLM1-CHC1-5] [IH2-FA]

Find Your
Frontage District

Part 3B. (Frontage Districts)

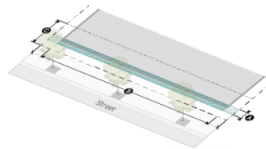
For Illustrative Purposes Only

SEC. 3B.9.1. HISTORIC CORE (CHC1)

A. Intent

The Historic Core Character Frontage ("Historic Core") ensures new development contributes to and reinforces the established architectural character of an urban historic core established in the late 19th and early 20th centuries, while supporting creative design and contemporary construction practices. Key architectural characteristics of the Historic Core include grand entrances adorned with pillars and archways, highly decorative facades that clearly articulate the base, middle and top layers of a building, deeply recessed windows, and roofs with prominent cornices. Buildings in the Historic Core adhere to a well-defined street wall with high ground story activation.

B. Lot



Frontage
Lot Line

Label on
Graphic

Frontage Rule
Category

No Label
on Graphic

	Primary	Side
1. BUILD-TO	Div. 3D.1	
Applicable stories (min)	12	12
Build-to depth (max)	5'	10'
Build-to width (min)	90%	70%
Pedestrian amenity allowance (max)	15%	10%
2. PARKING	Div. 3D.2	
Parking setback (min)	20'	5'
3. LANDSCAPING	Div. 3D.3	
Frontage planting area (min)	0%	0%
Frontage yard fence & wall type allowed	A2	A2

Link to
Rules

Frontage
Standard

Specification
for Standard

Find Your Rules

Part 3D. (Character Frontage Rules)

For Illustrative Purposes Only

DIV. 3D.2. PARKING

SEC. 3D.2.1. PARKING SETBACK

An area on a lot along a frontage lot line where motor vehicle use areas are prohibited, including primary street parking setbacks, side street parking setbacks and special lot line parking setbacks.

A. Intent

To minimize the impact of motor vehicle dominated areas on the public realm and to promote a comfortable, safe, engaging and attractive streetscape with active uses and landscaping along the public realm.

B. Applicability

Frontage setback requirements apply to the ground story portions of structures and portions of lots designed or designated for motor vehicle use, including but not limited to parking structures, parking stalls, drive lanes, loading, vehicular circulation areas, and drive thru facilities.

C. Standards

All applicable areas designated for motor vehicle use shall be located at or behind the required parking setback unless specifically stated as an exception below.

D. Measurement



All frontage setbacks are measured perpendicular to the frontage lot line.

1. A primary street parking setback is measured from the primary street lot line.
2. A side street parking setback is measured from the side street lot line.
3. An alley parking setback is measured from the alley lot line associated with a dual frontage.

References to
Part 3C.

For Illustrative Purposes Only

DIV. 3D.1. BUILD-TO

SEC. 3D.1.1. BUILD-TO

SEC. 3D.1.2. PARKING

SEC. 3D.1.3. LANDSCAPING

SEC. 3D.1.4. GROUND FLOOR ELEVATION

SEC. 3D.1.5. GROUND FLOOR ELEVATION

2. Graphic replacement for Article 4. (Development Standards), Sec. 4A.1.2. (How to Use Article 4. (Development Standards)) with the following:

Development Standards District Example:

Zone String

[LM2-MU2 **5**] [RG1-FA]

Part 4B. (Development Standards Districts)

Find Your Development Standards District

For Illustrative Purposes Only

SEC. 4B.2.2. DEVELOPMENT STANDARDS DISTRICT 5

A. Intent

Development Standards District 5 prioritizes the pedestrian experience. Pedestrian access standards facilitate pedestrian circulation by improving pedestrian access from the public realm to the interior of buildings through frequent, direct and convenient access to building entrances. Parking for automobiles is not mandated, contributing to a dynamic and walkable environment. When parking is provided, it must meet high design standards to ensure pedestrian mobility, safety, and comfort are not hindered. On-site signs are sized and located to support a pedestrian-oriented public realm.

B. Standards

<table border="1" style="width: 100%; border-collapse: collapse;"><tr><td style="width: 50%;">1. PEDESTRIAN ACCESS</td><td style="width: 50%;">Div. 4C.1</td></tr><tr><td colspan="2">Pedestrian access package</td></tr><tr><td colspan="2">Package 1</td></tr><tr><td>2. AUTOMOBILE ACCESS</td><td>Div. 4C.2</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>3. AUTOMOBILE PARKING</td><td>Div. 4C.3</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>4. AUTOMOBILE PARKING</td><td>Div. 4C.4</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td colspan="2">Automobile parking stalls</td></tr><tr><td colspan="2">Package A</td></tr><tr><td colspan="2">Parking structure design</td></tr><tr><td colspan="2">Primary St. Side St.</td></tr><tr><td>Parking Garage</td><td></td></tr><tr><td>Ground Story</td><td>Wrapped</td></tr><tr><td>Upper Stories</td><td>Adaptable</td></tr><tr><td>Integrated Parking</td><td></td></tr><tr><td>Ground Story</td><td>Wrapped</td></tr><tr><td>Upper Stories</td><td>Adaptable</td></tr><tr><td>5. TRANSPORTATION DEMAND MANAGEMENT</td><td>Div. 4C.5</td></tr><tr><td colspan="2">Division standards apply</td></tr></table>	1. PEDESTRIAN ACCESS	Div. 4C.1	Pedestrian access package		Package 1		2. AUTOMOBILE ACCESS	Div. 4C.2	Division standards apply		3. AUTOMOBILE PARKING	Div. 4C.3	Division standards apply		4. AUTOMOBILE PARKING	Div. 4C.4	Division standards apply		Automobile parking stalls		Package A		Parking structure design		Primary St. Side St.		Parking Garage		Ground Story	Wrapped	Upper Stories	Adaptable	Integrated Parking		Ground Story	Wrapped	Upper Stories	Adaptable	5. TRANSPORTATION DEMAND MANAGEMENT	Div. 4C.5	Division standards apply		<table border="1" style="width: 100%; border-collapse: collapse;"><tr><td style="width: 50%;">7. FENCES & WALLS</td><td style="width: 50%;">Div. 4C.7</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>8. SCREENING</td><td>Div. 4C.8</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>9. GRADING & RETAINING WALLS</td><td>Div. 4C.9</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>10. OUTDOOR LIGHTING & GLARE</td><td>Div. 4C.10</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>11. SITE ELEMENTS</td><td>Div. 4C.11</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>12. SITE ELEMENTS</td><td>Div. 4C.12</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>13. FRONTAGE LOT LINE</td><td>Div. 4C.13</td></tr><tr><td colspan="2">Division standards apply</td></tr><tr><td>14. DEVELOPMENT REVIEW</td><td>Div. 4C.14</td></tr><tr><td colspan="2">Development review threshold</td></tr><tr><td colspan="2">Package 2</td></tr><tr><td>15. RESIDENT PROTECTIONS</td><td>Div. 4C.15</td></tr><tr><td colspan="2">Division standards apply</td></tr></table>	7. FENCES & WALLS	Div. 4C.7	Division standards apply		8. SCREENING	Div. 4C.8	Division standards apply		9. GRADING & RETAINING WALLS	Div. 4C.9	Division standards apply		10. OUTDOOR LIGHTING & GLARE	Div. 4C.10	Division standards apply		11. SITE ELEMENTS	Div. 4C.11	Division standards apply		12. SITE ELEMENTS	Div. 4C.12	Division standards apply		13. FRONTAGE LOT LINE	Div. 4C.13	Division standards apply		14. DEVELOPMENT REVIEW	Div. 4C.14	Development review threshold		Package 2		15. RESIDENT PROTECTIONS	Div. 4C.15	Division standards apply	
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Part 4C. (Development Standards Rules)

Find Your Rules

For Illustrative Purposes Only

SEC. 4C.4.1. AUTOMOBILE PARKING STALLS

An automobile parking stall is defined as a space within a building, or a private or public parking area, exclusive of driveways, ramps, columns, office, and work areas, for the parking of one automobile. Automobile parking stalls do not include bicycle parking.

A. Intent

The intent of the standards of this Section (Automobile Parking Stalls) is to accommodate the arrival to a lot by automobile at a level appropriate to the demand generated by a particular use within different mobility contexts without creating detrimental effects on surrounding properties or public right-of-way.

B. Applicability

Automobile parking stall standards apply to new construction, a major remodel, a site modification, or a use modification to buildings, structures, a lot, or uses on a lot, and as determined by the automobile parking package assigned by the applicable Development Standards District (Part 4B).

C. Standards

1. General

- Projects shall provide the minimum number of automobile parking stalls specified in the Required Automobile Parking Table, Table 1 below, based on the project's use(s) and the parking package assigned by the applied Development Standards District (Part 4B).
- When a lot is used for a combination of uses, the parking requirements are the sum of the requirements for each use, and no parking stall for one use may be included in the calculation of parking requirements for any other use, with the following exceptions:

3. Graphic replacements for Article 5. (Use), Sec. 5A.1.2.C.6. (Relief From Use Standard) with the following:

Use District Example:

Zone String

[LLM2-MU2-5] [**RG1**]-FA]

Part 5B. (Use Districts)

For Illustrative Purposes Only

SEC. 5B.3.1. RESIDENTIAL 1 (RG1)

A. Intent

The RG1 housing use is intended to accommodate a wide variety of housing types for a variety of residential setting and facilitate the efficient management of the municipality.

B. Allowed Uses & Use Limitations

Use	Permission	Use Standard	Specification
1. RESIDENTIAL			
Dwelling	S	Special use program: Inclusionary Housing Program	Sec. 5C.3.1.
Household Business: Family Child Care	P		
Home Occupation	P*	Hours of operation (open/close)	8AM / 8PM Sec. 5C.2.1.A.1.
Home-Sharing	P*	Special use program: Home-Sharing Program	Sec. 5C.3.2.
Joint Living & Work Quarters	--		
Live/Work	--		
Mobile Home Park	P*		T-Screen 1
Supportive Housing:			
General	P		
Medical Care	P*	In conjunction with:	Supportive housing: general
Transitional	P		
2. PUBLIC & INSTITUTIONAL			
Cemetery	--		
Civic Facility:			
Local			
Regional			
Civic Fleet Services			
Detention Facility	CU3		
Hospital:			
Local	CU2		
Regional	CU3		

KEY: "P"= Permitted Use; "*"= Use Standard Applies; "CU1"= Approval by Zoning Administrator; "CU2"= Public Hearing by Zoning Administrator; "CU3"= Review by City Planning Commission; "S"= Special Use Program; "A"= Dependent on Most Restrictive Adjoining Zone; "A+"= Dependent on Most Permissive Adjoining Zone; "--"= Use Not Permitted

Part 5D. (Use Definitions)

For Illustrative Purposes Only

DIV. 5D.2. RESIDENTIAL USES

Residential uses are defined as uses that provide housing accommodations, residential support services, and home-based enterprise.

SEC. 5D.2.1. DWELLING

A dwelling is defined as a housing accommodation serving as a primary residency or having an occupancy of greater than 30 consecutive days. A dwelling includes household dwelling unit, efficiency dwelling unit, and group dwelling.

SEC. 5D.2.2. HOUSEHOLD BUSINESS

A household business is a use that combines a dwelling with productive uses and entrepreneurial activities within a unit or building.

A. Family Child Care

Household business: family child care is defined as the provision of non-medical care and supervision for children in the provider's primary residence for periods of less than 24 hours per day. No more than 14 children shall be in care, unless Use District standards specify otherwise. Any children under the age of 10 years who reside within the dwelling unit and are in care count toward the maximum number of children in care. This use shall comply with all regulations set forth in California Health and Safety Code Sec. 1597465 (Family Day Care Homes).

B. Home Occupation

Household business: home occupation is defined as the limited use of a dwelling unit for the intent of conducting a business enterprise by a primary resident of the dwelling unit.

C. Home-Sharing

Household business: home-sharing is defined as the use of a primary residence for lodging for periods of 30 days consecutively or less, and no more than 120 days annually. The use of a dwelling unit for home-sharing shall be in conjunction with a dwelling use. The use of a dwelling unit for home-sharing shall be licensed and meet the standards in Sec. 5C.3.2. (Home-Sharing Program).

D. Joint Living & Work Quarters

Household business: joint living & work quarters is defined as the adaptive reuse of a building or portion of a building, which is part of an adaptive reuse project, from commercial or industrial uses to household business: live/work use.

Part 5A. (Introduction)

For Illustrative Purposes Only

DIV. 5A.1. USE PERMISSIONS

SEC. 5A.1.1. GENERAL

Use permission levels set out in each Use District table indicate how a use is permitted within the district. Permission levels range from permitted without requiring conformance to any additional standards or conditions of approval, permitted only when specific standards are met, or permitted only through a process requiring approval by a decision maker or decision-making body. Permission levels may be assigned to individual uses, use groups, or entire use categories. Permission levels are represented within each Use District table using symbols that indicate which permission level is assigned to a particular use, or use category. The following sections summarize the meaning of each permission level.

SEC. 5A.1.2. PERMITTED (P)

A use that is permitted without requiring conformance to specific standards is indicated in the Use District table by the letter P.

SEC. 5A.1.3. USE STANDARD APPLIES (*)

A use that is permitted only when conforming to a specific set of standards is indicated in the Use District table by the asterisk (*) symbol in combination with the underlying permission level. Any permission level may be combined with an "*" in order to cross-reference a specific set of general use standards, supplemental standards, or supplemental findings, that shall be applied. General use standards, supplemental standards, or supplemental findings indicated by the presence of an "*" are important for ensuring that a use exists and operates in a manner that is consistent with the intent of the Use District.

SEC. 5A.1.4. CONDITIONAL USES (CU1, CU2 & CU3)

A use that requires approval by an authority or decision-making body with input from the members of the public who are most likely to be affected by the existence of that use. The use may be approved under certain conditions that address potential issues the use may introduce to its surroundings. Uses that may require specific conditions of approval applied through a discretionary process are indicated within the Use District tables by the following permission levels: CU1, CU2, and CU3, as described below.

A. Class 1 Conditional Use (CU1)

A CU1 permission level indicates that a Class 1 Conditional Use Permit shall be obtained through approval granted by the Zoning Administrator in accordance with the processes and procedures described in Sec. 15B.2.1. (Class 1 Conditional Use Permit).

4. Graphic replacement for Article 7. (Alternate Typologies); Sec. 7A.1.2.C. (Interpret Standards) with the following:

