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DOWNTOWN CODE



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Executive Summary

The San Miguel Downtown Code (SMDTC) serves as the main guide for the future development of the San Miguel Downtown District. By providing the County of San Luis Obispo and future developers with regulations for development, the San Miguel Downtown District will grow with a specific, predictable urban form that is suitable for the community. The SMDTC also serves to implement seven of the County of San Luis Obispo strategic growth principles, listed below.

- Make development decisions predictable, fair and cost-effective.
- Take advantage of compact building design
- Encourage mixed land uses
- Create a range of housing opportunities and choices.
- Create walkable neighborhoods and towns.
- Foster distinctive, attractive communities with a strong sense of place.
- Strengthen and direct development towards existing and strategically planned communities.

All of the regulations within the SMDTC are broken into three separate categories: land use, public realm, and building form and design. The first category of the SMDTC is Land Use. The purpose of this category is to designate the uses to be allowed within the San Miguel Downtown District. This is to ensure that all uses within the district are compatible with one another, and that the distribution of uses adds to the street level public realm. Location of allowable land uses is crucial to creating a downtown with a sense of place and direction. The second category of the SMDTC is Public Realm. The purpose of this category is to regulate all aspects of the public realm which includes streets, sidewalks, and parking. The regulations ensure an aesthetically appealing and functional downtown with efficient placement of trees, benches, railings, trash cans, newspaper dispensaries and etc. The final category of the SMDTC is Building Form and Design. The regulations will ensure organized placement and consistent future development that maintains a strong sense of place. Consistent development will be regulated by building envelope and design standards which includes aspects like building articulation and size.

All information and regulations presented in the SMDTC is the result of an analysis of past planning documents, meetings with professionals, and previous course work.

CHAPTER ONE

CASE STUDIES



Regulating Code for the Central Hercules Plan

Case Study #1: Regulating Code for the Central Hercules Plan

Hercules, California is a small waterfront community located between Richmond, CA and Vallejo, CA on the San Pablo Bay. Conveniently located along the I-80 corridor, Hercules serves as a suburban community for commuters of San Francisco and Napa. The small community was originally established as dynamite factory in the 1800s, and eventually became an incorporated city in 1990. Hercules is now home to roughly 25,000 residents.

As the City began to develop and grow in the 1990s, a noticeable trend of scattered shopping centers and disconnected neighborhoods began to emerge. The general plan was revised in 1998 to provide a long range plan to keep the growing community alive, but the City Council quickly noticed a more specific plan would need to be produced. In the year 2000, the City Council hosted a planning design charrette, in which over 300 community members expressed their desire for walkability, interconnectedness and meaningful neighborhood centers. All of the information collected was later incorporated into the Central Hercules Plan in July 2001.

The Central Hercules Plan lays out design regulations and plans for four under-developed neighborhoods to turn them into thriving, distinct neighborhoods that are connected to the greater community. The Plan has a complete set of regulating codes to ensure that the community develops following smart growth principles and aspect of transient oriented design. The regulating codes guides future development in the following categories: street types, projecting façade elements, architectural regulations, approved and conditional uses, and a set of general provisions.

Street Types

Street within located within the regulation of the Central Hercules Plan are related to one another on a hierarchical scale. At the top of the hierarchy of streets is the four-lane avenue and the scale is rounded up by one-way drives. The four-lane avenue is designed to accommodate larger volumes of traffic while including wider sidewalks, on-street parking, and building façade fronts that face the street (See Figure CS.1). The reasoning for this type of streetscape is to make streets with higher traffic volume pedestrian friendly.

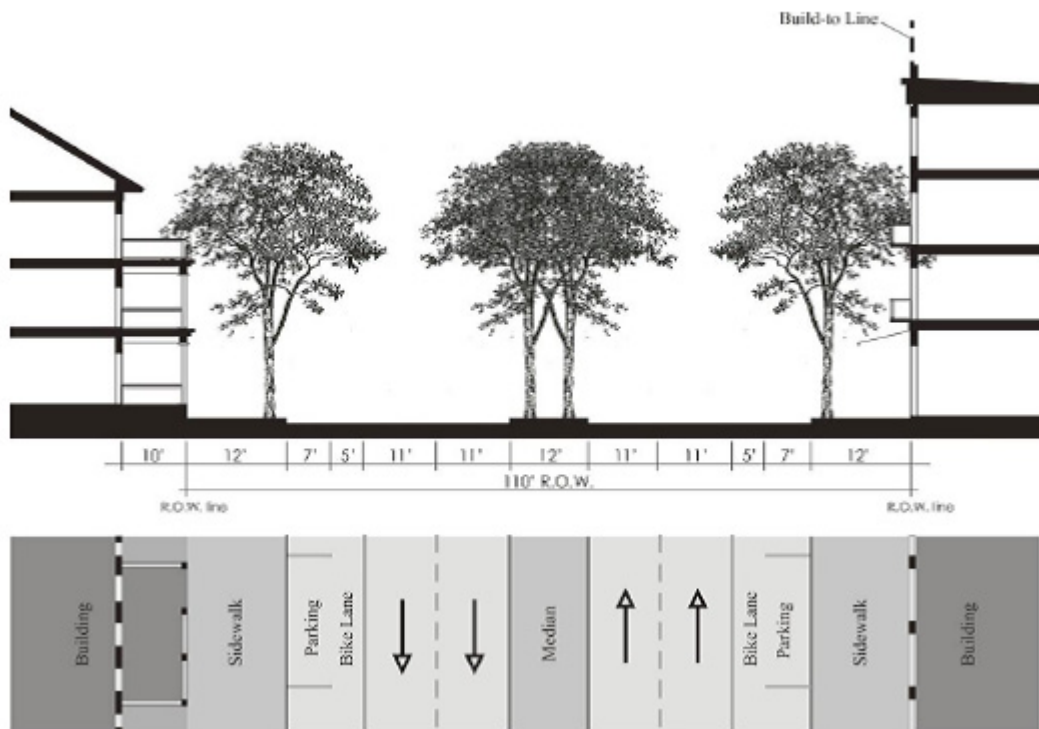


Figure CS.1:
Street cross-section for
Four-Lane Avenue.

Projecting Façade Elements

Projecting Façade Elements in the regulating code include: awnings and marquees, balconies, front porches, colonnades/arcades, stoops, and bay windows. Each section includes minimum standards for size and placement of the façade element (See Figure CS.2). Standards for placement and design as also stated as they pertain to each specific element. For example, balconies shall occur forward of the build-to line and may encroach within the right-of-way, but shall not extent past the curb line. Balconies may have roofs, but must be open, un-air-conditioned parts of the building. On corners, balconies may wrap around the side of the building facing the side street.

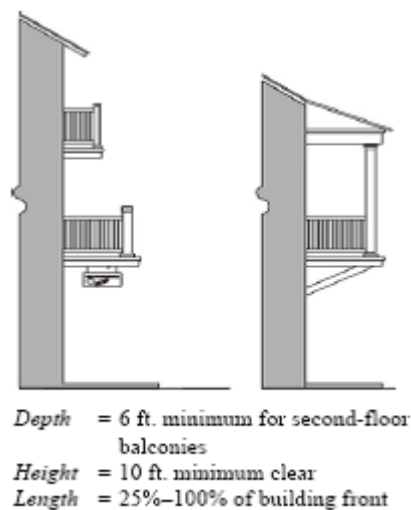


Figure CS.2:
Standard for size
and placements of
balconies.

Architectural Regulations

The architectural regulations encourage construction that is straightforward and functional, and that draws from traditional use of genuine materials. General provisions for architectural regulations contain a list of prohibited items that includes clotheslines and glossy-finish awning. The regulations also include specific regulations the following categories:

- Building walls
- Opacity and Facades
- Columns, Arches, Piers, Railings, and Balustrades
- Windows, Skylights, and Doors
- Roofs and Gutters
- Garden Walls, Fences, and Hedges
- Signs

Each category within the architectural regulations is broken down in to general provisions, permitted finish materials, and permitted configurations. Simple sketches and selected images are used to display desirable and undesirable configurations and designs (See Figure CS.3).



Figure CS.3:
Desirable and
undesirable
configurations for
building signs.

Approved and Conditional Uses

Approved and conditional uses within the Central Hercules Plan are displayed in an easy-to-read table that allows the user to quickly determine whether is specific uses is approved, conditionally approved, or prohibited (See Figure CS.4). Uses within the table fall in one of the following categories: Public/Civic Uses, Office/Professional Uses, Commercial/Service/Retail Uses, and Residential Uses.

WF (4, 6)	CQ	HT (3)	CC/HC (4)	TYPE OF USES
P	C	P	P	Gun sales
C	C	C	C	Grocery store, more than 20,000 sq. feet (including alcohol sales)
A	A	A	C	Hair salon
C	C	C	C	Hardware
A	A	A	C	Health foods
A	A	A	C	Hobby and craft shop
A	A	C	C	Home furnishing store

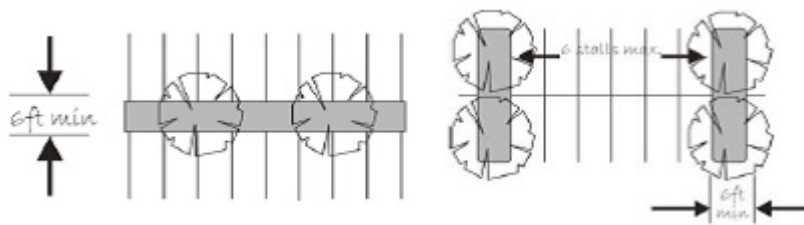
Figure CS.4:
Small portion of
the approved and
conditional uses table
displaying approved,
conditional approved,
and prohibited uses.

General Provisions

General Provision provides regulations for all elements of development that did not clearly fall into one of the previous categories. The general provision section provides regulations for the following categories:

- Maximum Block Size
- Alleys
- Fronts and Backs
- Corner Radii and Clear Zones
- Single- vs. Double-loaded Roads
- Street Trees
- Street Lighting
- Street Furniture
- Placement of Utilities
- Civic Sites
- Parking
- Drive-Throughs
- Exceptions from Build-to Lines
- Side and Rear Setbacks
- First Floor Height for Residential
- Accessory Structures
- Large Footprint Buildings
- Additional Prohibitions

One of the biggest sections within the general provisions is parking. Parking includes the minimum parking standards based on square footage of dwelling units, office space, and retail space. Access to parking and parking lot landscaping also receive special requirements that must be followed. For example, no more than six consecutive parking stalls are permitted without a landscape island of at least six feet wide and extending the entire length of the parking stall (See Figure CS.5).



*Figure CS.5:
Parking lot landscape
requirements of a
landscape island per
six consecutive parking
stalls.*

CHAPTER ONE

CASE STUDIES



Dahlonega Downtown Design Guidelines

Case Study #2: Dahlonge Downtown Design Guidelines

The Dahlonge Downtown Design Standards is a user-friendly tool for city administrators and the general public. The standards are a graphic compilation providing detail on the development and public space elements appropriate for the downtown and for each individual district. The document communicates the vision of the community with enough detail to help merchants, property owners, city administrators, and investors understand the level of quality and variety desired in the built environment.

The Dahlonge Downtown Design Guidelines provides general design principles including: streets and streetscapes, site layout, building mass and orientation, parking, open spaces and trails, storm water management, materials, details, signage, public buildings, and historic building forms. The Downtown Design Guidelines also include district provisions which provide more specific regulations to five districts.

Streets & Streetscapes

This section provides standards and images for streets and streetscapes (See Figure CS.6). The overall intent of the street design is to maintain the charm of the area. The street network aims to improve the pedestrian environment by enhancing essential connections.

Some Standards Include:

- Utilities should be buried where possible
- Sidewalks shall be provided on all signature and prominent streets and shall consist of a landscape zone where possible.
- Pedestrian street lighting spaced at a minimum of 30'-40' on center.
- Street trees should be consistently spaced 30' to 40' apart along the sidewalk unless specified otherwise within an individual district.



Figure CS.6:
Public square brick
paving.

Site Layout

This section provides site layout standards and images. Site layout determines the lot coverage, location and orientation of the building on its site. It specifies building setbacks, location of entrances and service areas and addresses existing site features (See Figure CS.7).

Some Standards Include:

- If a parcel is bound by more than one street, the front of the parcel should be considered the side adjacent to the street with the largest pedestrian/auto traffic load.
- Maximum spacing between buildings along a primary street should be 20' unless a public space, such as a park or plaza, is provided between the respective buildings.
- Common or joint driveways are encouraged and may be authorized by the planning department.

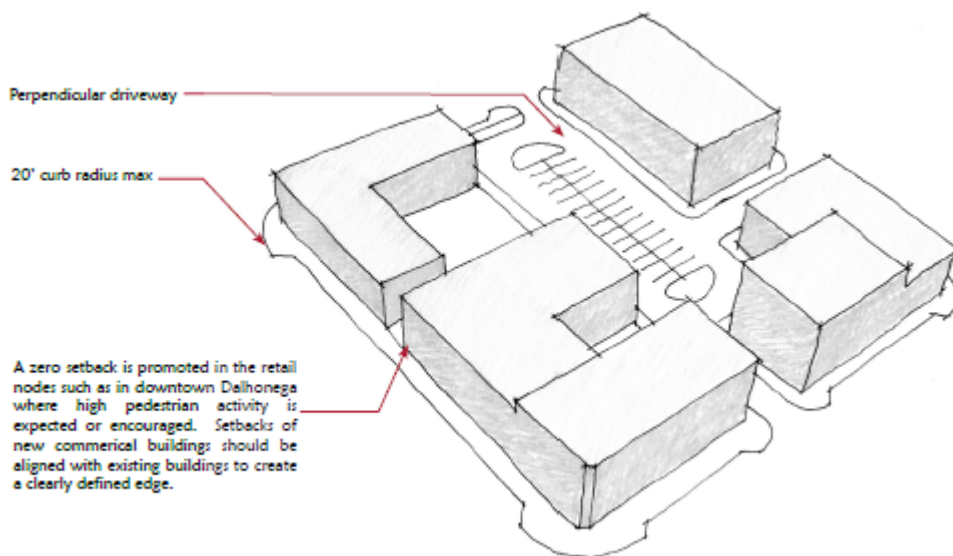


Figure CS.7:
Site Layout Principles

Building Mass and Orientation

This section provides standards and images for building mass and orientation (See Figure CS.8). Building massing refers to the shape and amount of physical space it occupies. The size of the building determines its compatibility with its surroundings. It also includes other elements and components that make a building.

Some Standards Include:

- Building facades should be articulated with awnings, porches, balconies, window details, and roof lines to avoid monotonous facades.
- Buildings should be massed in such a way so as to convey the appearance of small multiple buildings rather than large, singular, stand alone buildings.

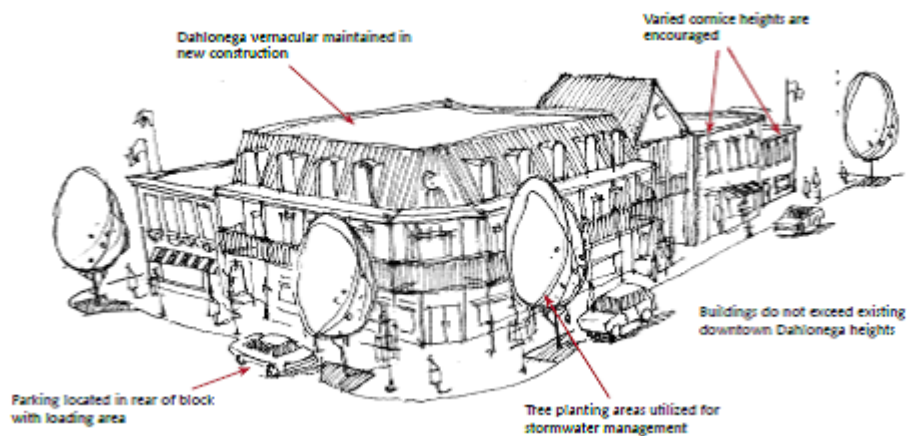


Figure CS.8:
Appropriate building
mass, orientation and
site layout.

Parking

This section provides standards and images for parking. Parking is achieved through on-street parking along major streets, through parking spaces provided for any new buildings and parking decks located at strategic locations within the study area. Signage should be used to direct people to available parking spaces.

Some Standards include:

- Off-street parking should be screened from view from any public street using buildings and/or landscaping.
- All surface parking lots of 20 spaces or more should include landscaping in the form of shade trees within the confines of the surface parking lot (one tree for every 20 spaces).
- Bio swales should be utilized where possible in parking lot islands for stormwater remediation.



Pervious parking with "Grasscrete"



Stormwater bio-swale



Tree islands in surface parking lot

Figure CS.9:
Images of parking
standards/design

Stormwater Management

This section provides standards and images for stormwater management. Typical stormwater control practice channels water on impervious surfaces to a sewer system, where it picks up pollutants and contaminants along the way and washes them into our waterways. Conversely, sustainable stormwater management practice uses techniques that minimize runoff with pervious pavement, or hold water in vegetated basins allowing plants to purify the contents before it percolates into the soil. (See Figures CS.10 and CS.11) Utilizing environmentally sensitive stormwater management practices such as these can improve the overall health of our watersheds.

Some Standards Include:

- Efforts should be made to remediate and manage stormwater on site.
- Porous pavement and other pervious materials should be utilized where ever possible.
- Storm water planters, rain gardens, and bio-swales should be utilized where grade allows.

Figure 1.7: Rain garden detail at curb

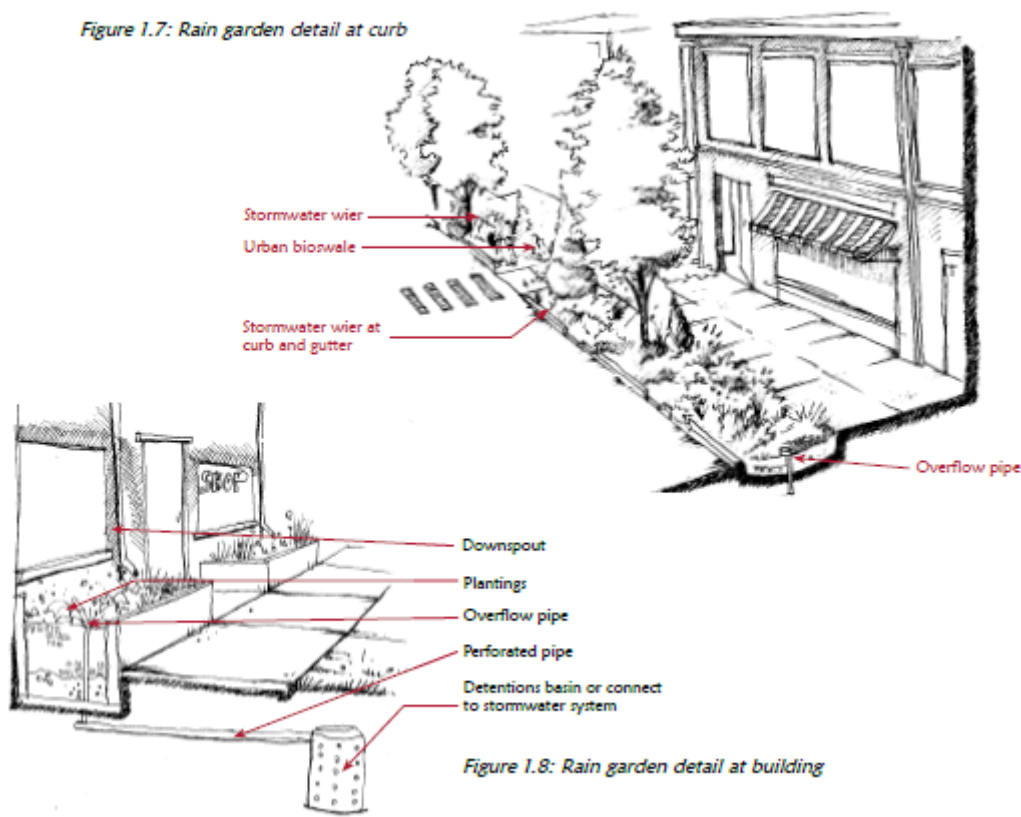


Figure CS.10:
Rain garden detail at
curb (Top).

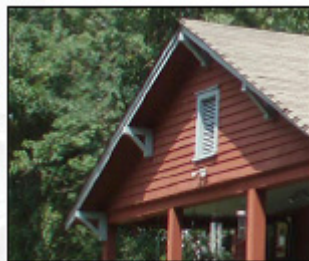
Figure CS.11:
Rain garden detail at
building (Bottom).

Details

This section provides standards and images for building design details (See Figure CS. 12). Details for buildings should be simple and in harmony with the architectural style. Fewer architectural details but of higher-quality materials are preferred over excessive detailing of poor quality. The following guidelines are applicable to all districts unless otherwise specified. Any special provisions mentioned in a district regarding a particular building detail should supersede those mentioned below.

Some Standards Include:

- Gable ends on wooden buildings should include fascia boards, eave returns and decorative brackets depending on the style.
- Wooden two-story galleries should be of simple construction and detailing, including square posts, simple square or turned balustrades, and limited use of decorative brackets as appropriate to the style.
- Ornamental details can be achieved through brick corbelling, stone details and carving or inlay work and decorative panels of metal, terracotta or mosaic.



Ornamental eave brackets



Gable-end eave returns



Built-up cornice on brick masonry



Traditional fixed-sash storefront



Simple posts and balustrade

Figure CS.12:
Images of building
design elements

Signage

This section provides standards and images for signage (See Figure CS.13). Signs are a key element in the design environment of Dahlenega, and should make a positive contribution to the general appearance of the street and building on which they are located. High quality sign design is encouraged; they should be permanent in nature and firmly affixed, with the exception of holiday and event banners and other temporary installations.

Some Standards Include:

- Individual signs in multiple tenant buildings should be designed to complement each other.
- Signs should not cover or interfere with architectural design elements that contribute to the building's character.
- Sign materials should be compatible with the design of the façade on which they are placed.

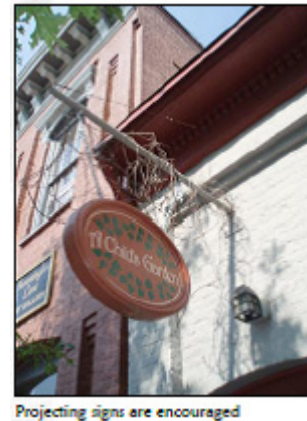


Figure CS.13:
Signage Examples

Public Buildings:

This section provides standards and images for public buildings. Public buildings symbolize the spirit of the city at their inception, and are often architectural landmarks that occupy central places in the street network. New public buildings should express their dignity of purpose, and strive for timeless design.

Some Standards Include:

- The Old Courthouse (1836) is the most recognizable and most-visited building in Dahlonega and the oldest historic courthouse in the state (See Figure CS.13). Its Georgian architecture is on par with the best colonial examples in the Southeast.

Design elements that could be represented in future public buildings include:

- Simple, gabled massing.
- Decorative cornices with classical details.
- Hand-formed English-bond brick.
- Cast-stone or cut-stone lintels and sills.
- Operable shutters with wrought-iron dogs.
- Paneled doors and double-hung windows



Simple, gabled massing



Decorative cornice, classical details



Stone lintels and sills, operable shutters

*Figure CS.13:
Existing public
images*

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LAND USE



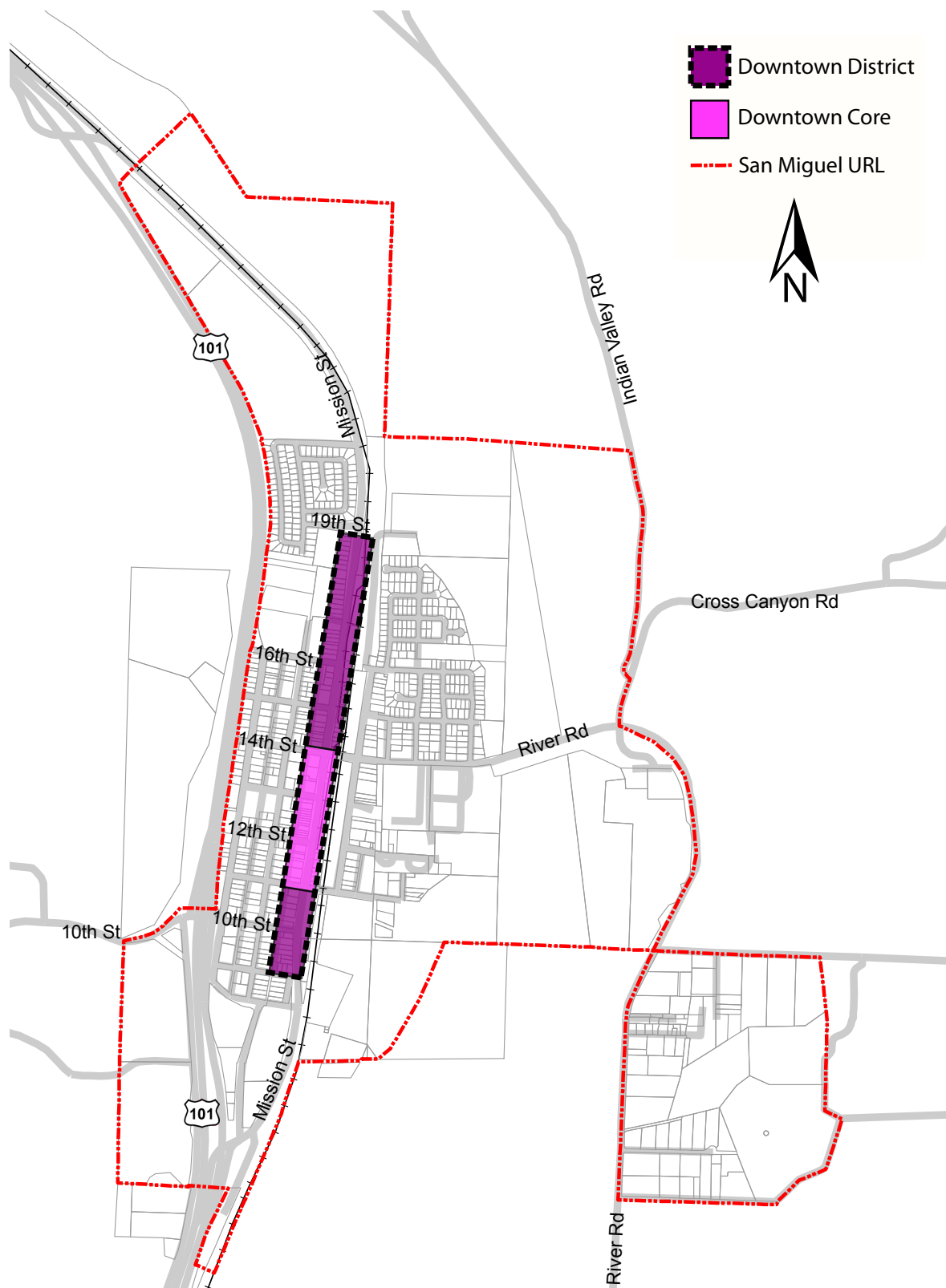


Figure LU.1:
Downtown Boundary
Map

Introduction

The San Miguel Downtown Code regulates land use to ensure ideal placement of compatible uses in the creation of a downtown environment. The allowed placement of uses establishes the downtown core (See Figure LU.1 Boundary Map) of San Miguel as the center of activity, with high pedestrian visitation and higher intensity land uses. The downtown core allows higher intensity uses on the ground floor while lower intensity uses are kept to upper levels and outside of the core. This placement of uses creates a busy downtown feel which decreases in intensity emanating from the core. A thriving downtown gives identity to San Miguel and creates an exciting environment for residents and visitors.

Plan Boundary

The San Miguel Downtown Code regulates development within the downtown district (See Figure LU.1: Boundary Map). The downtown district boundary borders the east and west sides of Mission Street from 9th Street to 19th street. The downtown core, which is within the downtown district, is along Mission Street from 11th street to 14th street. This area has been selected as the core of activity due to its central location among residential uses, elderly care facilities, existing uses, and the San Miguel Mission.

Downtown Zoning

The San Miguel downtown district is designated as downtown commercial. This designation allows for a mix of land uses including residential, commercial, and office. The downtown commercial zone should establish a vertical and horizontal mix of land uses.

Allowed Uses

Allowed Uses within the downtown commercial zone are regulated in the core, outside the core, and vertically among levels. (See Figure LU.2 Allowed Uses Table)

Chapter 2

Types of Uses	C-D Zone
Public/Civic Uses	
Churches	-
City Hall	A/C
Convention center	C
Day care facilities	A/C
Hospitals	C
Parks and recreation areas	C
Parking facility	C
Post office	A
Public safety facility (police dispatch, fire substations)	C
Private schools, religious, K-12	-
Public school	-
Public transit station (bus, train)	A
Office/Professional Uses	
Office: Accessory	A
Office: Business and service	A/C
Office: Government	A
Office: Processing	C
Office: Production and administrative	A/C
Office: Professional	A/C
Home Occupations	C
Veterinary Clinics of more than 2,000 square feet.	-
Veterinary Clinics of less than 2,000 square feet.	OC
Residential Uses	
Single family	-
Multi family	A
Secondary or carriage units	-
Live/Work	A

Figure LU.2:
Allowed Uses Table

Commercial/Service/Retail Uses	
Alcohol beverage sales (stand-alone or within a hotel, restaurant, or grocery store)	C
Adult congregate care facility/nursing home	A/C
Adult novelty/Entertainment	C
Antique and Gift Shop	A
Automotive parts sales	OC
Automotive Repair & Service	OC
Banks & Financial Services	A
Bakery, retail	A
Bed and breakfast	A/C
Building/Landscape Materials Sales	OC
Business Support Service	OC
Butcher shop	A
Car sales/Rental, new or used	-
Cellular transmission facility: transmission apparatus (antennas, poles, tower, etc.) or unmanned equipment structures	-
Commercial Recreation Facility- Indoor	C
Convenience store	A
Furniture, furnishings, and appliance stores	OC
Gasoline station (no convenience store, sales or car wash)	-
Gasoline station (with convenience store, sales or car wash)	-
General Retail- 5,000 sf or less	A
Gun sales	C
Grocery store, less than 12,000 sq. feet (including alcohol sales)	OC
Hotel/Motel	A/C
Manufacturing and assembly	-
Mortuary, funeral home	-
Nightclub, Bar, Tavern	C
Personal Services	A
Physical fitness and health clubs	OC
Public utilities and service structures	-
Media Production - Broadcast Studios	A/C
Restaurants (and on-site alcohol sales with consumption of meals)	A
Schools	A/C
Storage facilities	-
Studio - Art, Dance, Martial Arts, Music, Etc.	A/C
Theater, performance space	A
Video, sales and rentals	A

Figure LU.2:
Allowed Uses Table

A	Allowed
C	Conditional
-	Prohibited
A/C	Allowed on second floor & Outside of Core, conditional on first floor
OC	Allowed outside of core

C
H
A
P
T
E
R

T
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PUBLIC REALM



Trees

Trees shall be planted with a spacing of 30 feet between trees within the downtown core. Trees outside the downtown core shall be planted with a spacing of 50 feet between trees. All trees shall be set back from the street curb a minimum of 2 ½ feet with a 4'x4' tree grate covering the base. Each tree must have a minimum clearance of 10 feet from the surface of the sidewalk to the bottom of the trees canopy. The maximum height of trees shall be 35 feet.

Trees allowed within the downtown district include:

- Raywood Ash (See Figure PR.1 Raywood Ash)
- Chinese Pistache (See Figure PR.2 Chinese Pistache)

Plants and flowers allowed within the downtown district include:

- Gazania (See Figure PR.3 Gazania)
- Lily-of-the-Nile (See Figure PR.4 Lily-of-the-Nile)
- Orchid Rockrose (See Figure PR.5 Orchid Rockrose)



*Figure PR.1:
Full grown Raywood
Ash (Left)*

*Figure PR.2:
Full grown Chinese
Pistache (Right)*



*Figure PR.3:
Mix of Gazania flowers
in bloom (Left)*

*Figure PR.4:
Lily-of-the-Nile in
bloom (Center)*

*Figure PR.5:
Orchid Rockrose in
bloom (Right)*

Benches

Benches should be placed in pairs and in tandem with newspaper dispensers and trash receptacles at a minimum of 1 pair per 100 feet of street frontage. Benches shall be set back 3 feet from the curb and each bench should have a width to support a minimum of 3 persons. Design of the benches should be similar to that of the figure below. (See Figure PR.6 Benches)

Light Poles

There shall be two types of light poles in the downtown district: one to serve primarily as street lighting and the other to serve primarily as pedestrian lighting on the sidewalks. Two street lights shall be placed on opposing sides at each intersection at a height of 25 feet. The street lights should have a “goose neck” design in order to position the beam of light over the road. (See Figure PR. 7 Goose neck Light) There shall be 1 pedestrian light per 100 feet of street frontage at a height of 15 feet. The pedestrian lights should have a lantern design similar to that of the figure below. (See Figure PR.8 Pedestrian Light) All lights shall be shielded and downward facing to preserve the night sky.

*Figure PR.6:
Steel frame bench
with wood seat and
backrest (Left)*

*Figure PR.7:
A “goose neck” style
street light. (Top
right)*

*Figure PR.8:
A lantern style
pedestrian light.
(Bottom right)*



Bicycle Parking

Bicycle parking shall be calculated as a percentage of the required automobile space: 30% long term and 40% short term. Long term parking is defined as fully enclosed lockers; lockable rooms reserved for bicycle storage or secured parking areas. Short term parking is intended to be used by visitors of multi-family housing and by users of commercial and institutional uses; bicycle racks are used to satisfy this need. A group of two bike rack posts with two galvanized steel rings capable of supporting two bikes each, shall be provided at a distance of 1 pair per 100 feet of building frontage (minimum building frontage of 50 feet). (See Figure PR. 9 Bike Rack)

Trash Receptacles

Trash receptacles shall be provided with a spacing of 1 per 100 feet of street frontage and should be placed in tandem with benches and newspaper dispensers. All trash receptacles should include a separation of recyclables and non-recyclables within the same unit. (See Figure PR. 10 Trash Receptacle)

Mission Street Plaza

Mission Street Plaza should be placed as infill of existing vacant parcels between 12th Street and 13th Street along the west side of Mission Street. The boundaries of the plaza should be defined by its surrounding buildings and the sidewalk along Mission Street. (See Figure PR.11 Plaza) The plaza should be designed in a way to serve as a community gathering space and location for small community events, such as street fairs, art shows, and local performances.



*Figure PR.9:
Bike rack with
two steel rings for
attaching bikes(Left)*

*Figure PR.10:
Trash receptacle
with a separation
of recyclables and
non-recycleables
(Right)*

*Figure PR.11:
Mission Street
Plaza, defined by the
surrounding buildings*



Parking Standards

To accommodate the parking required by the parking standards, street parking and off-street parking shall be provided. Street parking along Mission Street shall consist of angled parking on both sides of Mission Street between 11th Street and 14th Street. (See Figure PR.12 Core Cross Sections) Angled parking spaces shall be 45 degrees. Parking in the downtown district along Mission Street, outside of the core, shall consist of parallel parking on East and West sides of the street. (See Figure PR.13 Outside Core Cross Sections) Off-street parking should be located at the rear of buildings with access via alleyways, and should be screened from pedestrian view. (See Figure PR.14 Shared Parking and Figure PR.15 Off Street Parking)

Where two or more uses share common parking areas, the total number of parking spaces required may be reduced by up to 10%, with approval from the Director. Where shared parking is located on more than one parcel, affected parties must record an agreement governing the shared parking, to the satisfaction of the Director. Mixed use projects may obtain a parking reduction of up to 30% upon finding that the periods of peak parking demand per use do not coincide.

Parking requirements for the downtown district are based on land use intensity. (See Figure PR.16 Parking Requirements Table)

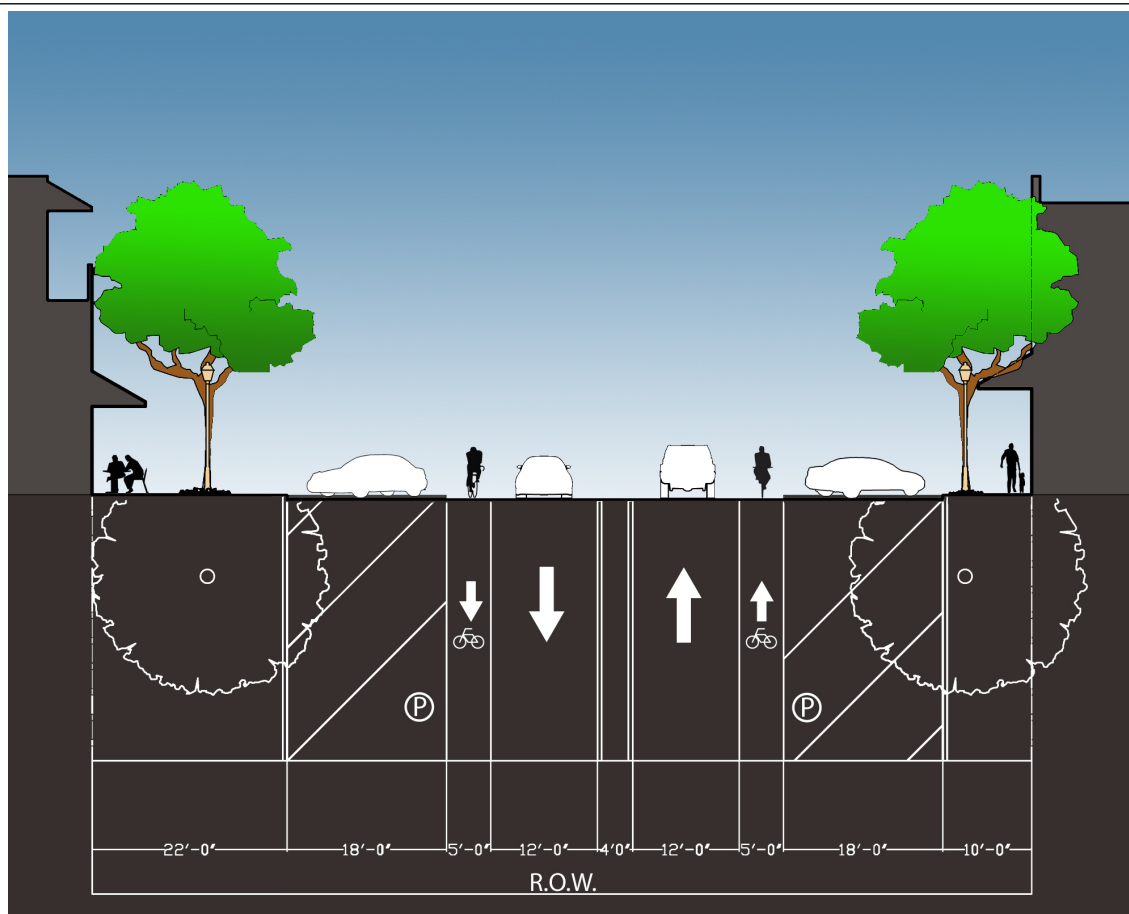


Figure PR.12:
Mission Street cross
section, Downtown
Core

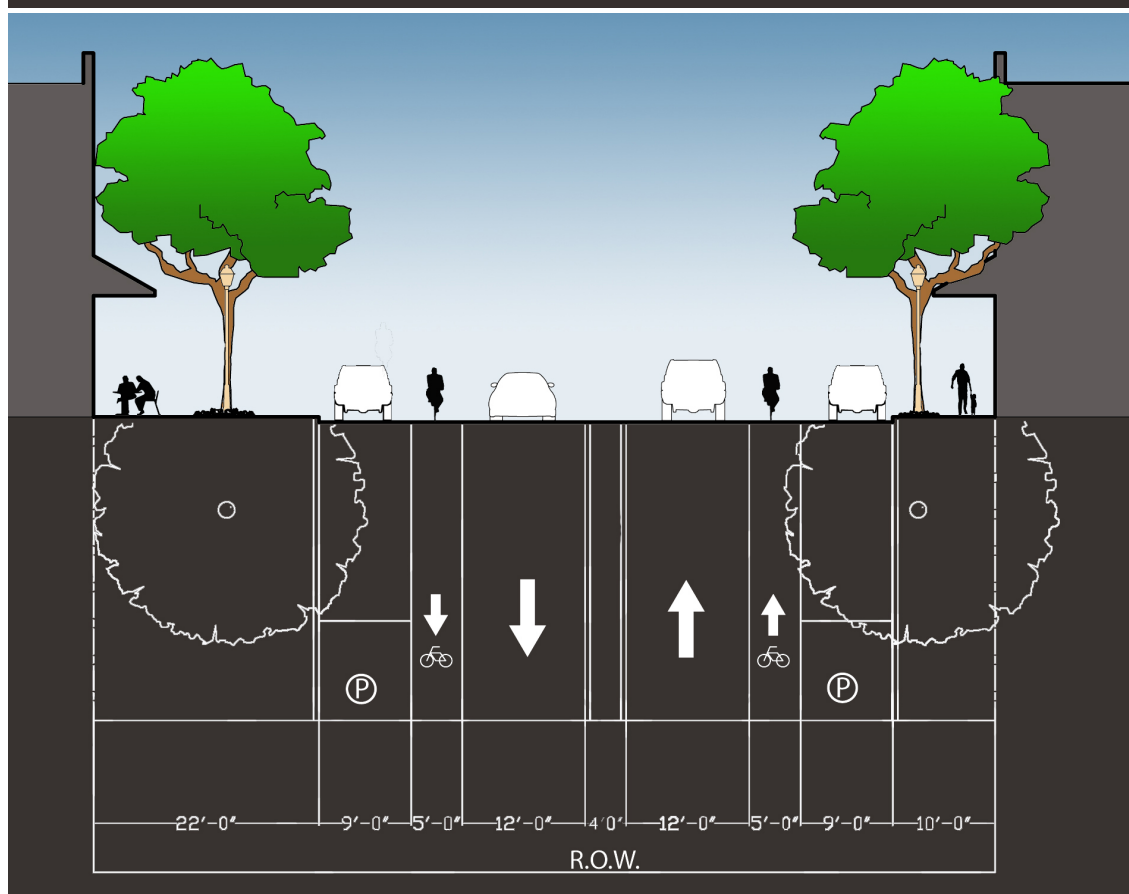


Figure PR.13:
Mission Street cross
section, Outside of the
Downtown Core

Figure PR.14:
Off-street shared
parking with access
via alleyways

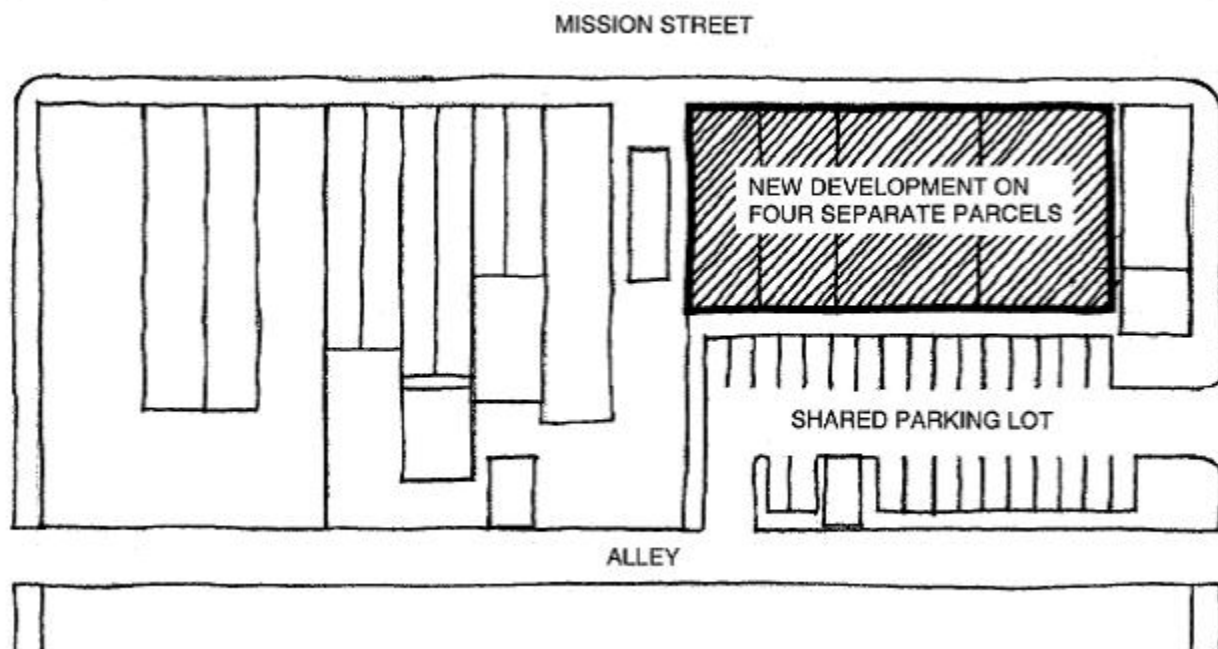


Figure PR.15:
Off-street parking with
access via alleyways



Land Use	Parking Requirement
Public/Civic Uses	
Churches	
City Hall	1 per 200 sf.
Convention center	1 per 500sf. or as provided in approved use permit
Day care facilities	2 per classroom, 1 per 100 sf. of administrative office space
Hospitals	1 per bed, 1 per office space or as provided in approved use permit
Parks and recreation areas	1 per 500 sf. or as provided in approved use permit
Parking facility	As provided in approved use permit
Post office	5 per service window, 1 per 500 sf. other than customer area
Public safety facility (police dispatch, fire substations)	As provided in approved use permit
Private schools, religious, K-12	
Public school	
Public transit station (bus, train)	1 per 100 sf. of waiting area

Office/Professional Uses	
Office: Accessory	As required for principle use
Office: Business and service	1 per 300 sf.
Office: Government	1 per 200 sf.
Office: Processing	1 per 200 sf. or as provided in approved use permit
Office: Production and administrative	1 per 300 sf.
Office: Professional	1 per 250 sf.
Home Occupations	As provided in approved use permit
Veterinary Clinics of more than 2,000 square feet.	
Veterinary Clinics of less than 2,000 square feet.	1 per 300 sf.

Residential Uses	
Single family	
Multi family	1 per one bedroom or studio unit, 1.5 per to bedroom unit, 2 per three or more bedrooms, plus 1 space per four units for guests
Secondary or carriage units	
Live/Work	2 per unit

Figure PR.16:
Parking requirements
by Land Use

Chapter 3

Commercial/Service/Retail Uses	
Alcohol beverage sales (stand-alone or within a hotel, restaurant, or grocery store)	1 per 500 sf., 2 for employee parking or as provided in approved use permit
Adult congregate care facility/nursing home	1 per 4 beds
Adult novelty/Entertainment	As provided in approved use permit
Antique and Gift Shop	1 per 300 sf.
Automotive parts sales	1 per 500 sf.
Automotive Repair & Service	4 per service bay, 1 per 1,000 sf. of outdoor active use area
Banks & Financial Services	1 per 200 sf. plus 1 per teller window and 1 per automatic teller machine
Bakery, retail	1 per 200 sf.
Bed and breakfast	1 per room
Building/Landscape Materials Sales	1 per 500 sf., 1 per 3,000 sf. of outdoor use area
Business Support Service	1 per 300 sf.
Butcher shop	1 per 200 sf.
Car sales/Rental, new or used	
Cellular transmission facility: transmission apparatus (antennas, poles, tower, etc.) or unmanned equipment structures	
Commercial Recreation Facility- Indoor	1 per 300 sf. Or as provided in approved use permit
Convenience store	1 per 500 sf., 2 for employee parking or as provided in approved use permit
Furniture, furnishings, and appliance stores	1 per 400 sf. of sales area, 1 per 1,000 sf. of storage area
Gasoline station (no convenience store, sales or car wash)	
Gasoline station (with convenience store, sales or car wash)	
General Retail- 5,000 sf or less	1 per 300 sf. of sales area, 1 per 600 sf. Of storage area
Gun sales	1 per 400 sf. or as provided in approved permit
Grocery store, less than 12,000 sq. feet (including alcohol sales)	1 per 200 sf.
Hotel/Motel	1 per room, plus 1 for resident manager's quarters
Manufacturing and assembly	
Mortuary, funeral home	
Nightclub, Bar, Tavern	1 per 60 sf. of customer use area, plus 1 per 100 sf. of food preparation area
Personal Services	1 per 200 sf.
Physical fitness and health clubs	1 per 300 sf.
Public utilities and service structures	
Media Production - Broadcast Studios	1 per 300 sf.
Restaurants (and on-site alcohol sales with consumption of meals)	One space per 60 sq. ft. customer use area, including waiting seating, counter service areas, and dancing areas, plus one space per 1000 sf. Food preparation, including counter space, pantry storage and dishwashing areas
Schools	1 per 50 sf. of classroom area
Storage facilities	
Studio - Art, Dance, Martial Arts, Music, Etc.	1 per 200 sf.
Theater, performance space	1 per 4 seats
Video, sales and rentals	1 per 500 sf. , 2 for employee parking

Figure PR.16:
Parking requirements
by Land Use

Sidewalks

Downtown Core

Sidewalks within the downtown core on the west side of Mission Street shall follow the contract document for the Mission Street improvements provided by the County of San Luis Obispo Public Works Department. Sidewalks on the west side of Mission Street shall be 10 feet wide with a separate 6 foot landscaped area, followed by an additional 6 foot sidewalk, to match the existing sidewalks. Sidewalks on the east side of Mission Street, within the downtown core, shall be a minimum of 10 feet wide which includes a minimum 4 foot landscaped area. (See Figure PR.12 Core Cross Section)

Outside of Downtown Core

Sidewalks in the downtown district that lie outside of the downtown core shall be a minimum of 10 feet wide which includes a minimum 4 foot landscaped area. (See Figure PR.13 Outside Core Cross Section)

Mission Street

Downtown Core

Street lane configuration on Mission Street within the downtown core shall include one 12 foot wide lane in each direction; North and South. A painted center divide shall be added between the two lanes at a width of 4 feet. A 5 foot wide bicycle lane shall be placed between the parking stalls and automobile lanes on each side of Mission Street in each direction; North and South. (See Figure PR.12 Core Cross Section)

Outside of Downtown Core

Street lane configuration on Mission Street outside of the downtown core shall include one 12 foot wide lane in each direction; North and South. A painted center divide shall be added between the two lanes at a width of 4 feet. A 5 foot wide bicycle lane shall be placed between the parking stalls and automobile lanes on each side of Mission Street in each direction; North and South. (See Figure PR.13 Outside Core Cross Section)

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BUILDING FORM & DESIGN



Setbacks

West Side

Front and side setbacks on the West side of Mission Street shall be zero. A zero foot rear setback is permitted, however, rear setbacks may vary to allow for on-site parking. An exception to a zero side setback may be approved by the director, in order to provide pedestrian street access from an off-street parking location. An exception to a zero front set back may be approved by the director, if the area is intended to be used as an extension of the sidewalk or as an outdoor dining/patio area for customers (See Figure BF&D.1 Exception to the Zero Front Setback).

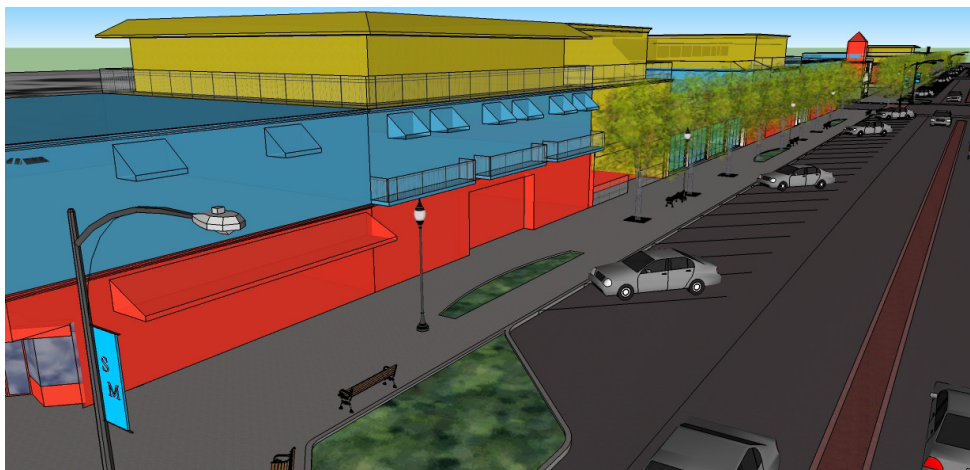
Secondary floors on both sides of Mission Street may be set back in order to provide space for a porch or balcony overlooking the street (also see Balconies on pg. 42) (See Figure BF&D.2 Second Floor Balconies and Third Floor Setback).

Third floors on both sides of Mission Street shall be set back a minimum of 6 feet in order to provide a more pedestrian friendly scale, building articulation, and space for a porch or balcony overlooking the street (See Figure BF&D.2 Second Floor Balconies and Third Floor Setback).

*Figure BF&D.1:
An exception to the
zero front setback
requirement to allow
outdoor dining.*



*Figure BF&D.2:
Image showing
second floor balcony
and third floor
setback.*



East Side

All buildings on the East side of Mission Street shall be set back 6 feet from the Mission Street property line to provide space for the 10 foot minimum sidewalk. Side setbacks shall be zero along the East side of Mission Street. A zero foot rear setback is permitted, however, rear setbacks may vary to allow for on-site parking. An exception to a zero side setback may be approved by the director, in order to provide pedestrian street access from an off-street parking location. An exception to the mandatory 6 foot front setback may be approved by the director, if the area is intended to be used as an extension of the sidewalk or as an outdoor dining/patio area for customers (See Figure BF&D.1 Exception to the Zero Front Setback).

Secondary floors on both sides of Mission Street may be set back in order to provide space for a porch or balcony overlooking the street (also see Balconies on pg. 42) (See Figure BF&D.2 Second Floor Balconies and Third Floor Setback).

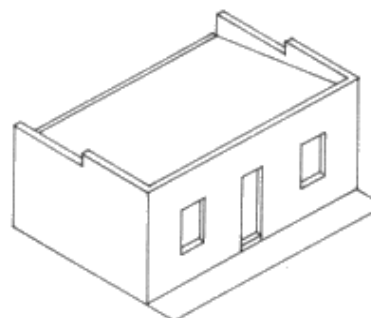
Third floors on both sides of Mission Street shall be set back a minimum of 6 feet in order to provide a more pedestrian friendly scale, building articulation, and space for a porch or balcony overlooking the street (See Figure BF&D.2 Second Floor Balconies and Third Floor Setback).

Building Height

Building height shall not exceed 3 stories with a maximum height of 36 feet. The height of each building façade along Mission Street should not be greater than the width of the building to create a pedestrian friendly scale.

Roofs

Roofs should be shallow-pitched gable roofs with a parapet facing Mission Street, in order to match the architectural style of existing commercial buildings within the downtown core (See Figure BF&D.3 Shallow Pitched Roof with Parapet).



*Figure BF&D.3:
Shallow pitched roof
with parapet facing the
street (Left).*

Windows and doors:

Windows

Windows on the ground floor along Mission Street shall be transparent glass and consume between 60 and 85% of the building façade (See Figure BF&D.4 Building with 60 to 85% Transparent Façade). Storefront windows should remain un-shuttered at night and provide a view of the interior space lit from within.

Windows on secondary floors shall consume between 30 and 60% of the building façade. Windows on the secondary floors may be shuttered to provide privacy for residents.

Doors

Doors on the ground floor shall open towards the interior of the building in order to minimize pedestrian obstruction. Storefront doors should remain un-shuttered at night and provide a view of the interior space lit from within.



*Figure BF&D.4:
Existing building
along Mission Street
with approximately
65 to 85% of the
façade covered by
transparent glass*

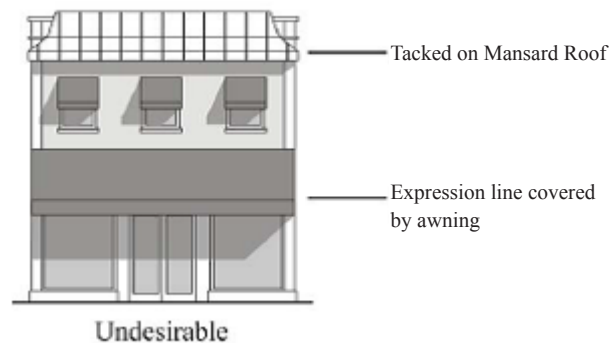
Building Articulation

There shall be a clear delineation between the ground floor and secondary floors through the use of an expression line. Wall surfaces, particularly at the street level, should be varied and interesting, rather than large and unbroken.

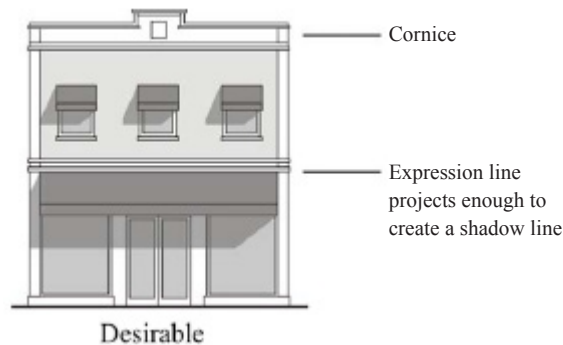
Cornices shall be used to delineate the top of a building façade. They should be treated as an integral part of the building design and should not appear as an unrelated element intended only to screen the roof behind them.

Expression lines and cornices should either be moldings extending a minimum of 2 inches, or jogs in the surface plane of the building wall greater than 2 inches.

(See Figures BF&D.5 Undesirable Building Design, and BF&D.6 Desirable Building Design below).



*Figure BF&D.5:
Undesireable design
with tacked on roof
and covered expression
line.*



*Figure BF&D.6:
Desireable design with
cornice, end clear
expression line.*

Awnings

Awnings are allowed above windows and entrances to buildings. Awnings protect pedestrians from the elements as well as add interest to a building's façade by decreasing the vertical appearance of walls. Awning shape should relate to the window or door opening shape, and fabric awning material is encouraged. (See Figure BF&D.7 Fabric Awning). Multiple awnings on the same building should use consistent awning design and color. The maximum awning depth shall be 5 feet with a minimum 10 foot vertical clearance from the sidewalk. High gloss or reflective awnings are prohibited.

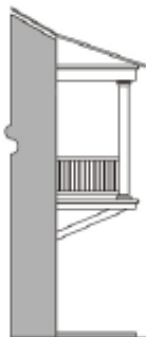
Balconies

Balconies are allowed on the second and third floors of buildings. Balconies shall occur forward of the build-to line and may encroach within the right-of-way, but shall not extend past the curb line. Balconies may have roofs, but must be open and not walled in (See Figure BF&D.8 Balcony). On corners, balconies may wrap around the side of the building facing the side street. Balconies shall have a minimum depth of 6 feet with a minimum 10 foot height clearance.

*Figure BF&D.7:
Fabric awning
relating to the
building windows
and door opening
design.*



*Figure BF&D.8:
Balcony with roof and
open design.*

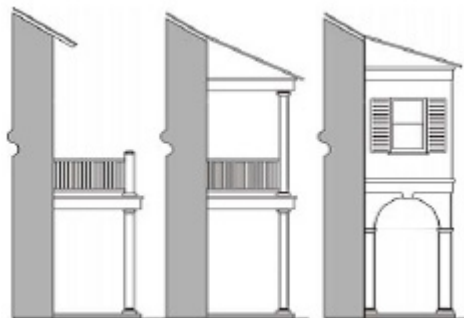


Colonnades/Arcades

Colonnades/arcades are allowed at the ground floor level. Colonnades/arcades shall occur forward of the build-to line and may encroach within the right-of-way, but shall not extend past the curb line. Balconies are permitted above the colonnade/arcade. On corners, colonnades may wrap around the side of the building facing the side street. Colonnades shall have a minimum depth of 8 feet from the build-to line to the inside of the column face and have a minimum 10 foot clearance. (See Figure BF&D.9 Colonnades and Arcades).

Signs

Signs should be designed with consideration to the architecture of the building. Design should also be consistent with the architectural style of the Mission and early railroad theme of the town. Sign color shall remain neutral, and high-gloss reflective signs are prohibited. Signs may be flat against the building façade or mounted/hung projecting from the façade (See Figure BF&D.10 Projecting Sign and Figure BF&D.11 Wall Sign). Mounted/hanging signs shall maintain a minimum 8 foot clearance above the sidewalk. Signs shall not exceed 100 square feet or 10 percent of the building face where the sign is attached, whichever is less.



*Figure BF&D.9:
A variety of
Colonnade/Arcade
styles.*



*Figure BF&D.10:
Example of a
projecting sign (Left).*

*Figure BF&D.11:
Example of a wall sign
(Right).*

DEFINITIONS



Adult congregate care facility/nursing home: Structure in which nursing, dietary, and other personal services are rendered to convalescents, invalids, or elderly persons residing thereat, and in which surgery or other medical treatment customarily given in hospitals is not performed. A convalescent home or rest home shall be deemed a nursing home. The term shall not include a so-called half-way house or rehabilitation center occupied by persons under treatment for alcoholism, drug abuse, or any contagious disease.

Automotive parts sales: A store that sells new automobile parts, tires, and accessories.

May also include minor parts installation

Automotive repair & service: The repair, servicing, alteration, restoration, towing, painting, cleaning (including self-service and attended car washes), or finishing of automobiles, trucks, recreational vehicles, boats and other vehicles as a primary use, including the incidental wholesale and retail sale of vehicle parts as an accessory use.

Banks & Financial Services: Financial institutions including:

- banks and trust companies
- credit unions
- holding (but not primarily operating) companies
- home loan services
- lending and thrift institutions
- mortgage brokers
- other investment companies
- securities/commodity
- contract brokers and dealers
- security and commodity exchanges
- vehicle finance (equity) leasing

Bed & Breakfast: A building or group of buildings providing 15 or fewer bedrooms or suites that are rented for overnight lodging, with a common eating area for guests.

Building/Landscape Materials Sales: Retail establishments selling hardware, lumber and other large building materials, where most display and sales occur indoors. Includes paint, wallpaper, glass, fixtures. Includes all these stores selling to the general public, even if contractor sales account for a major proportion of total sales.

Business Support Service: An establishment within a building that provides services to other businesses. Examples of these services include:

- blueprinting
- computer-related services (rental, repair)
- copying and quick printing services
- film processing and photofinishing (retail)
- mailing and mail box services
- outdoor advertising services
- protective services (other than office related)
- security systems services

Commercial Recreation Facility- Indoor: Establishments providing indoor amusement and entertainment services for a fee or admission charge, including:

- bowling alleys
- coin-operated amusement arcades
- electronic game arcades
- ice skating and roller skating
- pool and billiard rooms as primary uses

Convenience Store: A retail establishment with not more than 2,500 square feet of gross floor area, offering for sale prepackaged food products, household items, newspapers and magazines, and sandwiches and other freshly prepared foods, such as salads, for off-site consumption.

Day Care Facilities: Includes commercial or non-profit facilities that provide care, protection, and supervision of 13 or more minor children or adults in need of assistance for periods of less than 24 hours per day, typically while parents or family are working and/or before or after daily attendance at an elementary school, and includes preschools.

Furniture, furnishings, and appliance stores: A store that primarily sells the following products and related services, that may also provide incidental repair services:

- computers and computer equipment
- draperies
- floor coverings
- furniture
- glass and chinaware
- home appliances

Defintions

- home furnishings
- home sound systems
- interior decorating materials and services
- large musical instruments
- lawn furniture
- movable spas and hot tubs
- office furniture
- other household electrical and gas appliances
- outdoor furniture
- refrigerators
- stoves
- televisions

General Retail: Stores and shops selling many lines of merchandise. Examples of these stores and lines of merchandise include:

- art galleries, retail
- artists' supplies
- auction rooms
- bicycles (also included under Auto & Vehicle Sales)
- books
- cameras and photographic supplies
- clothing and accessories
- collectibles (cards, coins, comics, stamps, etc.)
- department stores
- drug and discount stores
- dry goods
- fabrics and sewing supplies
- florists and houseplant stores (indoor sales only, outdoor sales are "Building and Landscape Materials Sales")
- hobby materials
- jewelry
- luggage and leather goods
- musical instruments, parts and accessories
- orthopedic supplies
- religious goods
- small wares
- specialty shops
- sporting goods and equipment
- stationery
- toys and games
- variety store

Hospital: “Hospital” means a facility housing and providing a full range of medical care, including acute care, for patients who require such care on the premises.

Hotel/Motel: A facility with guest rooms or suites, with or without kitchen facilities, rented to the general public for transient lodging. Hotels typically include a variety of services in addition to lodging; for example, restaurants, meeting facilities, personal services, etc. Also includes accessory guest facilities such as swimming pools, tennis courts, indoor athletic facilities, accessory retail uses, etc.

Manufacturing and Assembly: Includes the manufacture, assembly, or packaging of products from previously prepared materials, such as cloth, plastic, paper, leather, precious or semi-precious metals or stones, but does not include such operations as saw and planing mills, or any manufacturing uses involving primary production of wood, metal, or chemical products from raw materials. Typical uses include electronic equipment assembly and computer component assembly.

Media Production - Broadcast Studios: Workplace where movies, television shows, or radio programs are produced and recorded, including administrative and technical production, administrative and production support offices, post-production facilities (editing and sound recording studios, foley stages, etc.), optical and special effects units, film processing laboratories, etc.

Mortuary, funeral home: Funeral homes and parlors, where deceased are prepared for burial or cremation, funeral services may be conducted, and cremation may occur.

Multi-Family Residence: A dwelling unit that is part of a structure containing one or more other dwelling units, or a non-residential use. Multifamily dwellings include: duplexes, triplexes, fourplexes (buildings under one ownership with two, three or four dwelling units, respectively, in the same structure); apartments (five or more units under one ownership in a single building); and townhouse development (three or more attached dwellings where no unit is located over another unit).

Nightclub, Bar, Tavern: A business where alcoholic beverages are sold for on-site consumption, which are not part of a larger restaurant. Includes bars, taverns, pubs, and similar establishments where any food service is subordinate to the sale of alcoholic beverages. May also include beer brewing as part of a microbrewery, and other beverage tasting facilities. Does not include adult entertainment businesses.

Office: These Zoning Regulations distinguish between the following types of offices. These do not include medical offices.

Accessory: An office facility that is incidental and accessory to another business or sales activity that is the primary use.

Business and Service: An establishment providing direct services to consumers. Examples of these uses include:

- Employment agencies
- Insurance agent offices (small-scale customer service offices, not administrative, see item 5. below)
- Real estate offices
- Travel agencies
- Utility company payment offices (not administrative, see item 4. below)

This use does not include Banks and Financial Services, which are separately defined.

Government: Administrative, clerical, or public contact and/or service offices of a city, other local, state, or federal government agency or service facilities. This includes post offices, but not bulk mailing distribution centers, which are under “Truck and Freight Terminals.”

Processing: An office-type facility characterized by high employee density, with little or no public visitation, and occupied by a business engaged in information processing, or other computer-dependent and/or telecommunications-based activities. Examples of these uses include:

- airline, lodging chain, and rental car company reservation centers
- computer software and hardware design and development
- consumer credit reporting
- data processing services
- health management organization (HMO) offices where no medical services are provided
- insurance claim processing
- mail order and electronic commerce transaction processing
- telecommunications facility design and management
- telemarketing

Production and administrative: An office-type facility used for administrative purposes, and/or occupied by a business engaged in the production of intellectual property. Examples of these uses include:

- advertising agencies
- commercial art and design services
- construction contractors (office facilities only)
- design services including architecture, engineering, landscape architecture, urban planning
- educational, scientific and research organizations
- media postproduction services
- news services

Parking Facility: A surface parking lot or structure that is a primary use of a site.

Parks, Recreation Areas, Local and Regional Trails: Public parks, play lots, and playgrounds, providing noncommercial facilities for active and/or passive recreation for neighborhood or community use.

Personal Services: Establishments providing non-medical services to individuals as a primary use. Examples of these uses include:

- barber and beauty shops
- clothing rental
- dry cleaning pick-up stores with limited equipment
- home electronics and small appliance repair
- laundromats (self-service laundries)
- massage (licensed, therapeutic, non-sexual)
- shoe repair shops
- tailors
- tanning salons
- pet grooming (indoor use only, no overnight boarding)

These uses may also include accessory retail sales of products related to the services provided.

Physical fitness and health clubs: Fitness centers, gymnasiums, health and athletic clubs including any of the following: indoor sauna, spa or hot tub facilities; indoor tennis, handball, racquetball, archery and shooting ranges and other indoor sports activities.

Public Safety Facility: Facilities operated by public agencies including fire stations, other fire prevention and fire fighting facilities, police and sheriff substations and headquarters, including interim incarceration facilities.

Public Transit Station: A facility or location with the primary purpose of transfer, loading, and unloading of passengers and baggage, May include facilities for the provision of passenger services such as ticketing, restrooms, lockers, waiting areas, passenger vehicle parking and bus bays, for layover parking, and interior bus cleaning and incidental repair.

Public Utilities and Service Structures: Fixed-base structures and facilities serving as junction points for transferring electric utility services from one transmission voltage to another or to local distribution and service voltages, and similar facilities for water supply and natural gas distribution. This use type may also include administrative and customer service offices (also included under “Offices”).

- corporation and maintenance yards.
- electrical substations and switching stations
- natural gas regulating and distribution facilities
- public water system wells, treatment plants and storage
- telephone switching facilities
- wastewater treatment plants, settling ponds and disposal fields

Restaurant: A retail business selling ready-to-eat food for on- or off-premise consumption. These include eating establishments where customers are served from a walk-up ordering counter for either on- or off-premise consumption, establishments where most customers are served food at tables for on-premise consumption, but may also provide food for take-out, and establishments that provide food for offpremise consumption only. Includes coffee houses, donut shops, delicatessens, etc.

Schools: Public and private educational institutions, including:

- boarding schools
- business, secretarial, and vocational schools
- community colleges, colleges and universities
- elementary, middle, and junior high schools
- establishments providing courses by mail
- high schools
- military academies
- professional schools (law, medicine, etc.)
- seminaries/religious ministry training facilities

Also includes specialized schools offering instruction in the following:

- art
- ballet and other dance
- computers and electronics
- drama
- driver education
- language
- music

Secondary or Carriage Units: An integrated housing unit and working space, occupied and utilized by a single household in a structure, either single-family or multi-family, that has been designed or structurally modified to accommodate joint residential occupancy and work activity.

Single-Family Residence: A building designed for and/or occupied exclusively by one family, or one or more persons occupying premises and living as a single housekeeping unit which is not attached to or located on a lot with commercial uses. Single-family dwellings contain one dwelling on one lot.

Storage Facility: Any real property designed and used for the renting or leasing of individual storage spaces to tenants who have access to such spaces for the purpose of storing personal property. Typical uses include mini-warehouses.

Studio - Art, Dance, Martial Arts, Music, Etc.: Small scale facilities, typically accommodating one group of students at a time, in no more than one instructional space. Examples of these facilities include: individual and group instruction and training in the arts; production rehearsal; photography, and the processing of photographs produced only by users of the studio facilities; martial arts training studios; gymnastics instruction, and aerobics and gymnastics studios with no other fitness facilities or equipment.

Theater, performance space: An enclosed building used for public assembly and/or entertainment, including sports events, theatrical performances, concerts, and recitals. Theater shall include auditorium.

Veterinary Clinic: Office and indoor medical treatment facilities used by veterinarians, including large and small animal veterinary clinics, and animal hospitals.

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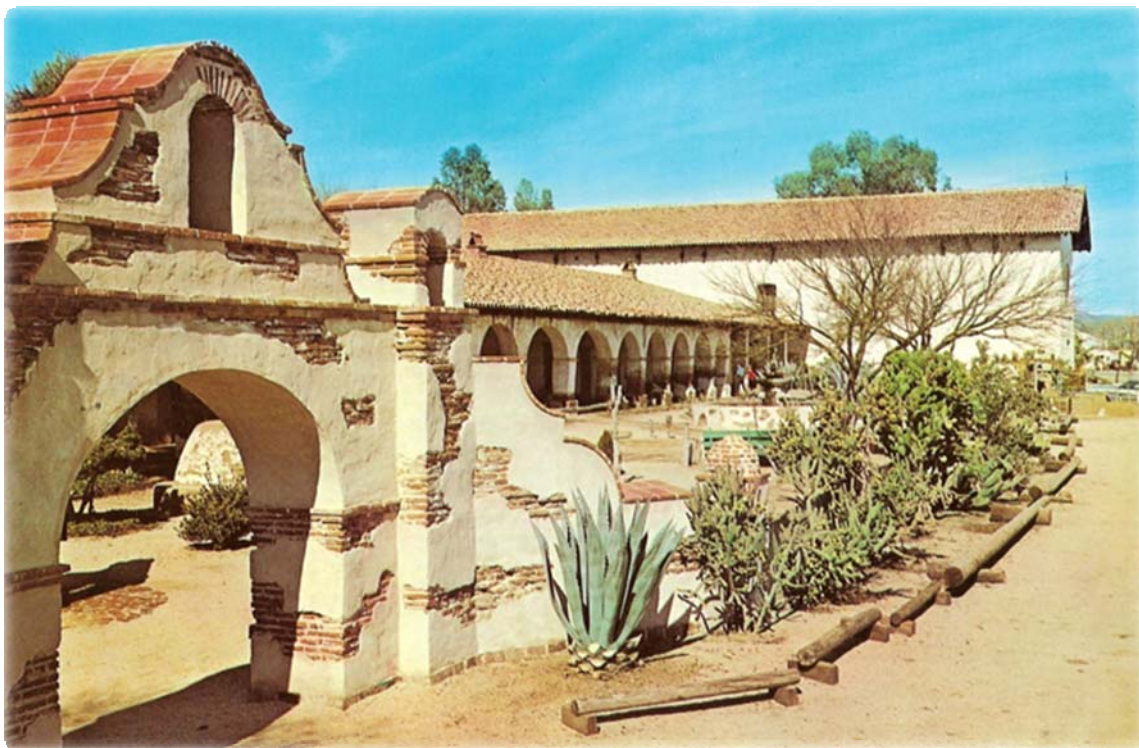
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APPENDIX



Project Proposal and Contract

San Miguel Downtown Code Project Proposal



**Prepared for:
County of San Luis Obispo**

Consultants: Jarred Glenn & Marcus Carloni

April 2, 2011

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Project Summary: The San Miguel Downtown Code will serve as the main guide for the future development of downtown San Miguel. This document will provide more detailed design and development regulations to shape the downtown of San Miguel. Implementation of this Code will ensure that growth of the downtown core will regulate development in a way that results in a specific urban form and predictable public realm that suits San Miguel. The Downtown Code will also help to combat urban sprawl and promote pedestrian safety/walkability, efficient circulation/parking, and compatible land uses.

Understanding: The San Miguel Downtown Code will serve as an important document for the County of San Luis Obispo because it will serve as the regulating document for future development review of projects in downtown San Miguel. The Code will implement the County of San Luis Obispo's strategic growth principles.

The principles that will be implemented by this Code are:

- 1) Strengthen and direct development towards existing and strategically planned communities.
- The San Miguel Downtown Code will implement this principle by providing a plan for Downtown San Miguel's future growth, and help to direct development towards existing establishments by promoting mixed-use and multi-story development.
- 2) Foster distinctive, attractive communities with a strong sense of place.
- Creating a plan for the San Miguel Downtown District will create a sense of place by establishing a central gathering place with a theme that distinguishes San Miguel from other communities. Design regulations will ensure a predictable form for all future development to keep the theme consistent.
- 3) Create walkable neighborhoods and towns.
- The San Miguel Downtown Code will encourage walkability by creating a pedestrian friendly streetscape through developing regulation to ensure wide sidewalks, bulb-outs, shade trees, efficient bench and trash receptacle placement, building overhangs, and etc.
- 4) Create a range of housing opportunities and choices.
- The San Miguel Downtown Code will help to provide a range of housing opportunities/choices by allowing residential development in Downtown San Miguel which will include a range of sizes, styles, price ranges, with some being affordable units.
- 5) Encourage mixed land uses
- The San Miguel Downtown District will be zoned Downtown Commercial which will allow for residential development in Downtown San Miguel. This Downtown Commercial use also allows for office and a variety of retail businesses.
- 6) Take advantage of compact building design
- San Miguel Downtown District will be zoned Downtown Commercial which will allow for residential development over office and retail business in Downtown San Miguel. Allowing multiple uses in an area lets the uses coincide with a smaller footprint.
- 7) Make development decisions predictable, fair and cost-effective.
- Creating regulations for the San Miguel Downtown District allows for a faster development review process by giving the county regulations to follow. Streamlining this process saves time and money for the municipality and the developer.

The majority of this Code will expand from the Urban Design and Land Use Elements of the Draft San Miguel Community Plan Update.

Approach: To complete the listed tasks and final products, portions of the work will be equally divided, while other portions of the project will be completed on an individual basis. Parts of the project completed individually will be reviewed and edited by one another. The main tools to complete the project will include

ArcMap GIS, AutoCAD, the Adobe suite, and Microsoft Office. Other tools to complete the project will include County of San Luis Obispo planning documents, such as the General Plan. Outside help on the project will include Professor Zeljka Howard, members of the CRP 411 class, Professor Toker, and the County Planning Staff. The final result of all this work will be the San Miguel Downtown Code which will include design and development regulations for aesthetics, building placement, streetscapes, parking and allowable land uses.

Task Descriptions:

Task 1: Additional Research & Case Studies

- Research other documents and plans that implement strategic growth principles and design/development regulations. The purpose of this research is to gather ideas and information on existing developments to get a feel for what works and what does not. This task will also help us to decide what to include in the San Miguel Downtown Code.
- Product: Case Study Chapter for the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will explore two case studies with respect to strategic growth and design/development standards, including images of desirable features from each case study used.

Task 2: Land Uses

- The purpose of this task is to designate the uses to be allowed within the San Miguel Downtown District. This is to ensure that all uses within the district are compatible with one another, and that the distribution of uses adds to the street level public realm. Location of allowable land uses is key to creating a downtown with a sense of place and direction. Land Use densities will be decided at this time as well.
- Product: Land Use Chapter for the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will include a write-up for land use, a Downtown Boundary/Use Map and a land use table designating allowed uses and their location. The Downtown Boundary/Use Map will be prepared using GIS and the Adobe Suite and will be inserted as an 11 x 17 fold-out. The allowed uses table will be prepared in Microsoft Excel.

Task 3: Streets and Parking

- The purpose of this task is designate parking standards for the San Miguel Downtown District. This will include street parking with shared parking reductions due to the mix of land uses. Street cross sections will be included to designate space for automobiles, bicycles, parking, and pedestrians.
- Product: Streets and Parking chapter of the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will include a write-up for streets and parking, parking requirements by use table, and street cross sections. The parking requirements by use table will be prepared using Microsoft Excel, and the street cross sections will be created using GIS, AutoCAD, and the Adobe Suite (to be inserted as an 11 x 17 fold-out).

Task 4: Building Form and Design

- The purpose of this task is to create regulations for building form and design. The regulations will ensure organized placement and consistent future development that maintains a strong sense of place. Consistent development will be regulated by building envelope and design standards.
- Product: Building Form and Design Chapter of the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will include a write-up for building form and design with regulations to guide development such as setbacks and architectural style. Simple massing models in SketchUp will illustrate building envelope.

Task 5: Public realm

- The purpose of this task is to create regulations for public realm and pedestrian environment in the San Miguel Downtown District. The regulations will ensure an aesthetically appealing and functional downtown with efficient placement of trees, benches, railings, trash cans, news paper dispensaries and etc.
- Product: Public Realm Chapter of the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will include a write-up of public realm and streetscape. Regulations for

placement and size of street furniture will be included along with images of appropriate designs for San Miguel. This will also include SketchUp model images of a Downtown central plaza.

Task 6: Presentation of Progress

- This purpose of this task is to present the progress made on the San Miguel Downtown Code. At this point the Code will be roughly 75% completed. Questions and comments will be received and the project will be changed as needed.

- Product: Powerpoint presentation/speech presenting the San Miguel Downtown Code, lasting roughly 30 minutes.

Task 7: Final Document Format, Editing and Completion

- The purpose of this task is to wrap up all loose ends and make the final edits for all chapters. The document format and design will be completed and images will be incorporated to complete the document. Finally, the San Miguel Downtown Code will be completed with an executive summary and introduction providing a brief overview of the Code.

- Product: Final San Miguel Downtown Code. This will be a spiral bound 8.5x11 color printed document containing 11x17 fold-outs containing all chapters from the previous tasks. Images will be added to accompany the text. It is estimated that the Code will be around 30-40 pages.

Task 8: Client Meetings/Coordination

- The purpose of this task is to provide the client with weekly updates on the development of the San Miguel Downtown Code. Information and tasks completed in the previous week will be presented and discussed with the client and changes will be made when necessary.

- Product: Deliverables to be handed in/reviewed as specified in the schedule.

Task 9: Final Presentation

- The purpose of this task is the present the complete San Miguel Downtown Code. County Staff as well as other selected guests will as a review panel to view the final presentation.

- Product: Powerpoint presentation/speech presenting the complete San Miguel Downtown Code. 8.5 x 11 handouts will be prepared using Microsoft Office, the Adobe suite, and GIS.

Schedule:

[illegible][illegible]

Cost: The total cost for the San Miguel Downtown Code is estimated at \$44,330. (see Budget table)

			Jarred Glenn	Marcus Carloni
			65	65
Tasks	Hours	Cost		
Task 1: Research	52	\$6,760.00		
<i>Additional Research</i>			13	13
<i>Case Studies</i>			13	13
Task 2: Land Use	56	\$7,280.00		
<i>Land Use Chapter Text</i>			12	18
<i>Land Use Table</i>			10	10
<i>Land Use Map</i>			6	
Task 3: Streets & Parking	54	\$7,020.00		
<i>Streets & Parking Chapter Text</i>			5	10
<i>Parking Requirements by Use Table</i>			5	5
<i>Street Cross-sections</i>			5	5
<i>SketchUP Model</i>			10	5
<i>Streets & Parking Images</i>			2	2
Task 4: Building Form & Design	76	\$9,880.00		
<i>Building Form & Design Chapter Text</i>			5	10
<i>Building Design Regulations</i>			13	14
<i>SketchUP Model</i>			20	10
<i>Building Form & Design Images</i>			2	2
Task 5: Public Realm	34	\$4,420.00		
<i>Public Realm Chapter Text</i>			3	4
<i>Streetscape Regulations</i>			8	8
<i>SketchUP Model: Downtown Center Plaza</i>			5	2
<i>Public Real Images</i>			2	2
Task 6: Presentation of Progress*	4	\$520.00		
<i>Powerpoint</i>			2	2
Task 7: Final Document Format, Editing, and Completion	24	\$3,120.00	12	12
<i>Editing of Chapter Text</i>			4	4
<i>InDesign Formatting and Image Insertion</i>			7	7
<i>Printing & Binding</i>			1	1
Task 8: Client Meeting/Coordination	4	\$520.00		
<i>20 Minute Weekly Meeting</i>			2	2
Task 9: Final Presentation*	6	\$780.00		
<i>Handouts</i>			1	1
<i>Powerpoint</i>			2	2
Total Hours & Labor	296	\$40,300.00	170	164
Total Cost with 10% Contingency		\$44,330.00		

March 30, 2011
San Miguel Downtown Code
Jarred Glenn & Marcus Carloni

**CONSULTANT PROPOSAL AND SCOPE OF SERVICES AGREEMENT
For County of San Luis Obispo**

Jarred Glenn and Marcus Carloni hereinafter referred to as CONSULTANT, agrees to provide consultant services to the County of San Luis Obispo, hereinafter referred to as CLIENT, as further described below. This proposal is made as partial fulfillment of the requirements of City and Regional Planning 463 – Senior Project, a course conducted under the auspices of the Department of City and Regional Planning, College of Architecture and Environmental Design, California Polytechnic State University, San Luis Obispo, California.

1. **TERM.** The term of the proposed SCOPE OF SERVICES AGREEMENT (hereafter referred to as SCOPE) shall be from the date of CLIENT approval of this proposal until acceptance or completion of said services but no later than June 9, 2011. All work products shall be submitted to CLIENT representative no later than 5:00 p.m., Thursday, June 9, 2011. Materials received after that time will not be accepted.
2. **CLIENT REQUIREMENTS.** This SCOPE is based on and is intended to fulfill the CLIENT requirements, as described in the CRP 463 Course Syllabus, Spring 2011. Said document is hereby incorporated into this proposal by reference.
3. **FEE SCHEDULE.** As this SCOPE is intended to meet academic requirements, no actual fees will be paid or received. However, a preliminary budget has been prepared which identifies hours by task or work product (based on \$65/hour). Reimbursable expenses (ie: travel costs, copies, phone, etc.) are estimated at 10% of the labor costs. Overall fee to complete the services specified in this agreement is estimated at \$44,330. A more detailed fee estimate will be prepared and submitted at week #2.
4. **CLIENT CONSIDERATION.** CLIENT representative, Scott Bruce/John Knight, agrees to assist CONSULTANT by providing base information, technical support and guidance during the course of this project; pursuant to his role as instructor for said course, to the extent feasible and reasonable.
5. **CONSULTANT'S OBLIGATIONS.** For the consideration noted above, and to fulfill the requirements of CRP 463, CONSULTANT proposes and agrees to: A) provide consultant services as described more particularly below, B) to meet University and Department of City and Regional Planning requirements regarding senior

project completion, and C) to complete all required work in a timely, thorough and professional manner, to the approval of the CLIENT representative.

6. **AMENDMENTS.** Amendments to this proposal, once accepted, are strongly discouraged. Any amendment, modification or variation from this proposal shall require prior written approval by the CLIENT representative and where necessary, by the Department of City and Regional Planning, and then only for compelling reasons that are beyond control of CONSULTANT, or as determined necessary by the CLIENT representative.

7. **SCOPE OF SERVICES.** CONSULTANT hereby proposes and agrees to provide the following services:

A. Proposed Project: The Draft San Miguel Community Plan Update guides the long range future development of the community. The San Miguel Downtown Code will serve as the main guide for the future development of downtown San Miguel. This document will provide more detailed design and development regulations to shape the downtown of San Miguel. Implementation of this Code will ensure that growth of the downtown core will regulate development in a way the results in a specific urban form and predictable public realm that suits San Miguel. The Downtown Code will also help to combat urban sprawl and promote pedestrian safety/walkability, efficient circulation/parking, and compatible land uses.

B. Key Tasks & Deliverables: The following key tasks will be completed:

Task 1: Additional Research & Case Studies

– Research other documents and plans that implement strategic growth principles and design/development regulations. The purpose of this research is to gather ideas and information on existing developments to get a feel for what works and what does not. This task will also help us to decide what to include in the San Miguel Downtown Code.

– Product: Case Study Chapter for the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will explore two case studies with respect to strategic growth and design/development standards, including images of desirable features from each case study used.

Task 2: Land Uses

– The purpose of this task is to designate the uses to be allowed within the San Miguel Downtown District. This is to ensure that all uses within the district are compatible with one another, and that the distribution of uses adds to the street level public realm.

Location of allowable land uses is key to creating a downtown with a sense of place and direction. Land Use densities will be decided at this time as well.

– Product: Land Use Chapter for the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will include a write-up for land use, a Downtown Boundary/Use Map and a land use table designating allowed uses and their location. The Downtown Boundary/Use Map will be prepared using GIS and the Adobe Suite and will be inserted as an 11 x 17 fold-out. The allowed uses table will be prepared in Microsoft Excel.

Task 3: Streets and Parking

– The purpose of this task is designate parking standards for the San Miguel Downtown District. This will include street parking with shared parking reductions due to the mix of land uses. Street cross sections will be included to designate space for automobiles, bicycles, parking, and pedestrians.

– Product: Streets and Parking chapter of the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will include a write-up for streets and parking, parking requirements by use table, and street cross sections. The parking requirements by use table will be prepared using Microsoft Excel, and the street cross sections will be created using GIS, AutoCAD, and the Adobe Suite (to be inserted as an 11 x 17 fold-out).

Task 4: Building Form and Design

– The purpose of this task is to create regulations for building form and design. The regulations will ensure organized placement and consistent future development that maintains a strong sense of place. Consistent development will be regulated by building envelope and design standards.

– Product: Building Form and Design Chapter of the final Code.

This chapter, prepared as an 8.5 x 11 Microsoft Word document, will include a write-up for building form and design with regulations to guide development such as setbacks and architectural style. Simple massing models in SketchUp will illustrate building envelope.

Task 5: Public Realm

– The purpose of this task is to create regulations for public realm and pedestrian environment in the San Miguel Downtown District. The regulations will ensure an aesthetically appealing and functional downtown with efficient placement of trees, benches, railings, trash cans, news paper dispensaries and etc.

– Product: Public Realm Chapter of the final Code. This chapter, prepared as an 8.5 x 11 Microsoft Word document, will include a

write-up of public realm and streetscape. Regulations for placement and size of street furniture will be included along with images of appropriate designs for San Miguel. This will also include SketchUp model images of a Downtown central plaza.

Task 6: Presentation of Progress

- This purpose of this task is to present the progress made on the San Miguel Downtown Code. At this point the Code will be roughly 75% completed. Questions and comments will be received and the project will be changed as needed.
- Product: Powerpoint presentation/speech presenting the San Miguel Downtown Code, lasting roughly 30 minutes.

Task 7: Final Document Format, Editing and Completion

- The purpose of this task is to wrap up all loose ends and make the final edits for all chapters. The document format and design will be completed and images will be incorporated to complete the document. Finally, the San Miguel Downtown Code will be completed with an executive summary and introduction providing a brief overview of the Code.
- Product: Final San Miguel Downtown Code. This will be a spiral bound 8.5x11 color printed document containing 11x17 fold-outs containing all chapters from the previous tasks. Images will be added to accompany the text. It is estimated that the Code will be around 30–40 pages.

Task 8: Client Meetings/Coordination

- The purpose of this task is to provide the client with weekly updates on the development of the San Miguel Downtown Code. Information and tasks completed in the previous week will be presented and discussed with the client and changes will be made when necessary.
- Product: Deliverables to be handed in/reviewed as specified in the schedule.

Task 9: Final Presentation

- The purpose of this task is to present the complete San Miguel Downtown Code. County Staff as well as other selected guests will as a review panel to view the final presentation.
- Product: Powerpoint presentation/speech presenting the complete San Miguel Downtown Code. 8.5 x 11 handouts will be prepared using Microsoft Office, the Adobe suite, and GIS.

C. Methods and Resources: The primary methods and resources that will be used include: computer based programs and help within the realm of professional planning. To complete the listed tasks and final products,

portions of the work will be equally divided, while other portions of the project will be completed on an individual basis. Parts of the project completed individually will be reviewed and edited by one another. The main tools to complete the project will include ArcMap GIS, AutoCAD, the Adobe suite, and Microsoft Office. Other tools to complete the project will include County of San Luis Obispo planning documents, such as the General Plan. Outside help on the project will include Professor Zeljka Howard, members of the CRP 411 class, Professor Toker, and the County Planning Staff. The final result of all this work will be the San Miguel Downtown Code which will include design and development regulations for aesthetics, building placement, streetscapes, parking and allowable land uses.

- D. Budget:** The preliminary budget is estimated at: \$44,330. See budget table.

			Jarred Glenn	Marcus Carloni
			65	65
billing rates>				
Tasks	Hours	Cost		
Task 1: Research	52	\$6,760.00		
<i>Additional Research</i>			13	13
<i>Case Studies</i>			13	13
Task 2: Land Use	56	\$7,280.00		
<i>Land Use Chapter Text</i>			12	18
<i>Land Use Table</i>			10	10
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<i>Streets & Parking Chapter Text</i>			5	10
<i>Parking Requirements by Use Table</i>			5	5
<i>Street Cross-sections</i>			5	5
<i>SketchUP Model</i>			10	5
<i>Streets & Parking Images</i>			2	2
Task 4: Building Form & Design	76	\$9,880.00		
<i>Building Form & Design Chapter Text</i>			5	10
<i>Building Design Regulations</i>			13	14
<i>SketchUP Model</i>			20	10
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Task 5: Public Realm	34	\$4,420.00		
<i>Public Realm Chapter Text</i>			3	4
<i>Streetscape Regulations</i>			8	8
<i>SketchUP Model: Downtown Center Plaza</i>			5	2
<i>Public Real Images</i>			2	2
Task 6: Presentation of Progress*	4	\$520.00		
<i>Powerpoint</i>			2	2
Task 7: Final Document Format, Editing, and Completion	24	\$3,120.00	12	12
<i>Editing of Chapter Text</i>			4	4
<i>InDesign Formatting and Image Insertion</i>			7	7
<i>Printing & Binding</i>			1	1
Task 8: Client Meeting/Coordination	4	\$520.00		
<i>20 Minute Weekly Meeting</i>			2	2
Task 9: Final Presentation*	6	\$780.00		
<i>Handouts</i>			1	1
<i>Powerpoint</i>			2	2
Total Hours & Labor	296	\$40,300.00	170	164
Total Cost with 10% Contingency		\$44,330.00		

E. Schedule of Services: The 10 week schedule is as follows:


	Start Date	End Date
Task 1: Additional Research & Case Studies	3/28/2011	4/8/2011
Task 2: Land Uses Chapter	4/8/2011	4/22/2011
Task 3: Streets & Parking Chapter	4/22/2011	5/13/2011
Task 4: Building Form & Design Chapter	4/8/2011	6/3/2011
Task 5: Public Realm Chapter	4/22/2011	5/13/2011
Task 6: Presentation of Progress*	5/11/2011	5/12/2011
Task 7: Final Document Editing & Completion	6/3/2011	6/9/2011
Task 8: Client Meeting/Coordination	3/31/2011	6/8/2011
Task 9: Final Presentation*	6/1/2011	6/2/2011


8. **CONSULTANT TEAM.** CONSULTANT's team shall consist of the following member(s): Jarred Glenn and Marcus Carloni. CONSULTANT hereby states and agrees that team members will be equally and jointly responsible for completion of all work products, and that final work projects will clearly and accurately identify individual team member's contribution to the total work product to enable the Instructor to assign final class grades.

9. **COMPLETE AGREEMENT.** This written agreement, including information incorporated specifically by reference, shall constitute the complete agreement between CONSULTANT and CLIENT. CONSULTANT understands that failure to meet the requirements and obligations under this agreement will result in failure to pass CRP 461/462 - Senior Project.


10. **AGREEMENT APPROVED:**

CONSULTANT:


----- 4/6/11
(signature of team member 1) date


----- 4/6/11
(signature of team member 2, if applies) date

CLIENT REPRESENTATIVE (Instructor):


----- 4/6/11
Scott Bruce/John Knight date

APPENDIX

B

Meeting Minutes and Agenda

CRP 436 – San Miguel Downtown Code

Meeting Minutes

April 13, 2011

Present: **Jarred Glenn, Marcus Carloni, John Knight**

Next meeting: April 20, 2011, 9:00 pm, TBA

I. Announcements

The progress of the San Miguel Downtown Code was announced to be on schedule. A visual representation of the schedule was displayed to the client to show what has been completed and what is to be completed in the following week.

It has been announced by the client that future meetings may take place in the form of a teleconference. More details will be exchanged between the client and consultant as they become available.

II. Discussion

The first item discussed was the completion of two individual case studies as a method of research for the development of the San Miguel Downtown Code. The City of Hercules, CA and the City of Dahlonega, GA were chosen to be analyzed in regards to their regulating codes. All findings and notes were compiled into what will become the first chapter of the San Miguel Downtown Code. This was presented to the client and well received.

The next item to be discussed was the progress of the Land Use chapter for the San Miguel Downtown Code. A completed table of allowed uses and definitions was presented to the client and shortly discussed. The remaining portion of the Land Use chapter will be completed in the coming week and be presented at the following meeting, April 20, 2011.

III. Notes/Comments

The progress of the San Miguel Downtown Code seems to be right on track and all portions of the project have been well received by the client. At this point in the development of the San Miguel Code, no major issues or complications have arisen to slow the progress.

CRP 436 – San Miguel Downtown Code

Meeting Minutes

April 20, 2011

Present: **Jarred Glenn, Marcus Carloni, John Knight**

Next meeting: April 27, 2011, 9:00 pm, Teleconference

I. Announcements

The progress of the San Miguel Downtown Code was announced to be on schedule. A visual representation of the schedule was displayed to the client to show what has been completed and what is to be completed in the following week.

It has been announced by the client that the next meeting will take place in the form of a teleconference. More details will be exchanged between the client and consultant as they become available.

II. Discussion

The first item discussed was the completion of the Land Use chapter for the San Miguel Downtown Code. This included the previously presented and discussed table of allowed uses and definitions as well as the land use chapter written report and Downtown San Miguel Boundary Map. All materials will remain in Word document format until final report preparation in Adobe InDesign.

Moving forward with the project including beginning work on the public realm chapter was also discussed. It was decided to combine the streets and sidewalks chapter with the public realm chapter due to similarity. Preliminary work ideas were discussed with regards to the public realm chapter including tree spacing, light pole spacing, and etc. The client indicated that we should get into contact with members of the County of San Luis Obispo to obtain pertinent information in regards to streets and sidewalk improvement planning.

III. Notes/Comments

The progress of the San Miguel Downtown Code is right on track and all portions of the project have been well received by the client. At this point in the development of the San Miguel Code, no major issues or complications have arisen to slow the progress.

San Miguel Downtown Code
Week 5 Meeting – April 27, 2011

Teleconference

In attendance:

Marcus Carloni
Jarred Glenn
John Knight

Agenda

1. Review minutes from April 20, 2011
 - a. Completion of land use chapter and review
 - b. Discussion of upcoming public realm chapter
2. Products/deliverables agreed upon at last meeting
 - a. Partial completion of public realm chapter
3. Update on public realm chapter
 - a. Streetscape and street furniture 75% complete
 - b. Meeting with County of San Luis Obispo Public Works Department: Michael Britton and Ryan Chapman
 - c. Review notes and documents from the County Public Work Department
 - d. Complete public realm chapter by May 13, 2011
4. Products/deliverables and understanding for next meeting; May 4, 2011
 - a. A majority completion of the public realm chapter
 - b. Partial completion of AutoCAD/SketchUp Model

CRP 436 – San Miguel Downtown Code

Meeting Minutes

April 27, 2011

Present: Jarred Glenn, Marcus Carloni, John Knight

Next meeting: May 4, 2011, 9:00 pm

I. Announcements

The progress of the San Miguel Downtown Code was announced to be on schedule. A visual representation of the schedule was displayed to the client to show what has been completed and what is to be completed in the following week.

It has been announced by the client that the next meeting will take place in person May 4, 2011 at 9:00pm. More details will be exchanged between the client and consultant as they become available.

II. Discussion

The first item discussed was a review of the previous meeting on April 20, 2011. The discussion was based on the meeting minutes in order to give a short recap on what was agreed upon and complete during the previous meeting. The land use chapter was reported to be complete and a short discussion of the upcoming public realm chapter occurred. It was agreed upon that the public realm chapter would be partially complete at the next meeting.

The next item to be discussed was the progress of the public realm chapter for the San Miguel Downtown Code. It was announced that the street furniture portion of the public realm chapter was to be roughly 75% complete. The consultants, Jarred Glenn and Marcus Carloni, also presented information obtained from a person meeting with Michael Britton and Ryan Chapman of the San Luis Obispo County public works department. Information obtained included contract documents for the renovations of Mission St. sidewalks as well as links for parking standards and regulations.

Lastly, it was announced that the public realm chapter will be completed by May 13, 2011. At the next weekly meeting, the consultants will present the progress of the public realm chapter which may include a parking by use table and street cross-sections.

III. Notes/Comments

The progress of the San Miguel Downtown Code seems to be right on track and all portions of the project have been well received by the client. At this point in the development of the San Miguel Code, no major issues or complications have arisen to slow the progress.

CRP 436 – San Miguel Downtown Code

Meeting Minutes

May 18, 2011

Present: **Jarred Glenn, Marcus Carloni, John Knight**

Next meeting: May 25, 2011, 9:00 pm, Teleconference

I. Announcements

The progress of the San Miguel Downtown Code was announced to be on schedule. A visual representation of the schedule was displayed to the client to show what has been completed and what is to be completed in the following week.

It has been announced by the client that the next meeting will take place May 25, 2011 at 9:00pm in the form of a teleconference. More details will be exchanged between the client and consultant as they become available.

II. Discussion

The first item discussed was a review of the previous meeting on May 11, 2011. This meeting was a presentation of the work completed up to this date, which is roughly 75% of the work. Grades were discussed, as well as any comments to be used in the final presentation.

The next item to be discussed was the progress of the building form and design chapter for the San Miguel Downtown Code. Regulations for setbacks, building height, roofs, windows/doors, building articulation, awnings, balconies, colonnades, and signs were presented to the client in written form with simple images to visually represent the codes. The AutoCad model for the downtown district was also displayed. At this point in the project, the AutoCad file is being moved into Sketchup for further modeling.

Lastly, it was announced that the consultant will continue to develop the building form and design chapter in the coming weeks.

III. Notes/Comments

The progress of the San Miguel Downtown Code seems to be right on track and all portions of the project have been well received by the client. At this point in the development of the San Miguel Code, no major issues or complications have arisen to slow the progress.

San Miguel Downtown Code
Week 9 Meeting – May 25, 2011

Teleconference

In attendance:

Marcus Carloni
Jarred Glenn
John Knight

Agenda

1. Review minutes from May 18, 2011
 - a. Partial completion of Building form and design chapter
 - i. Regulations for building height/setbacks, windows, etc.
 - b. Partial completion of AutoCad model for the downtown district
2. Products/deliverables agreed upon at last meeting
 - a. Further completion of the Building form and design chapter
 - b. Completion of AutoCad model for the downtown district
 - c. Partial completion of SketchUp model for the downtown district
3. Update on Building form and design chapter
 - a. Written regulations complete
 - b. AutoCad model for the downtown district complete
 - c. SketchUp model in progress
 - d. Complete building form and design chapter by June 1, 2011
4. Products/deliverables and understanding for next meeting; June 1, 2011
 - a. Completion of building form and design chapter
 - b. Formal presentation of completed proposal
 - i. 15 – 20 minute presentation with powerpoint
 - c. Final project proposal to be handed in by June 8, 2011

APPENDIX

C

Public Works Notes

Meeting with SLO County Public Works

Michael Britton, Ryan Chapman

April 26, 2011

- Phase 3 of Mission Street improvements between 11th and 14th street to start construction in the next 1-3 months
 - Intent to mirror the development on the west side of Mission Street on the east of the Mission Street
 - Right-of-way is 100ft
 - Funding for each phase based on grants
- 11th – 14th Street along Mission Street has been identified as the core of San Miguel
- 10th – 14th Street along Mission Street has been established as a 25mph speed zone
- Alleyways between K and L Street are to be made 1 way street running North – South
- K Street between 12th and 13th Street may be closed in the future for park expansion
- Mission Street must accommodate a high level of traffic
 - 1 lane each direction and angle parking on both sides
 - 4 – 6ft painted center island
 - no 2-way left turn lane needed alone Mission Street
- Possible future plans to connect west side of Mission Street sidewalk to the Mission
 - Use Father Reginald Park as a future planning node
 - Close side street to expand park area
- River Road at Mission Street may have a traffic signal in the next 20 years
 - No bulb out on east side of Mission Street at River Road to allow truck traffic
 - Future plans to expand curb radius turning onto River Road
- Angle Parking based on SLO County standards
- Flat terrain creates problems with gravity feed drainage systems
- * Received a copy of the Contract Documents for construction of Mission Street improvements between 11th and 12th street
 - use contract documents to refer to landscape plan for plant recommendations
 - use contract document to refer to irrigation plan
 - CSD will cover watering and upkeep

* CA MUTCD

http://www.dot.ca.gov/hq/traffops/signtech/mutcdsupp/ca_mutcd2010.html

* SLO County Standards

<http://www.slocounty.ca.gov/PW/DevServ/PublicImprovementStandards.html>

APPENDIX

D

Presentation Slides



San Miguel Downtown Code

Prepared for:
County of San Luis Obispo

Consultants:
Jarred Glenn & Marcus Carloni

What will the Downtown District of San Miguel look like in the future?



What is the Downtown Code?

- Regulating document to guide the future development of the San Miguel Downtown District in the following categories:
 - Land Use
 - Allowed Uses and Regulations
 - Public Realm
 - Streetscape
 - Parking Standards
 - Mission Street Plaza
 - Building form and Design

Purpose and Client Goals

- Guide the future development of the San Miguel Downtown District and implement the County of San Luis Obispo strategic growth principles

County of SLO strategic growth principles

- Strengthen and direct development towards existing and strategically planned communities.
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Land Use Chapter

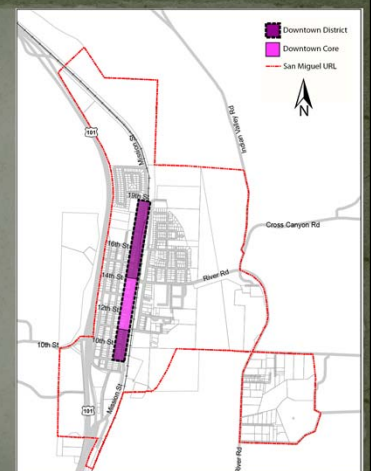
- Regulates land use to ensure ideal placement of compatible uses
- Placement of uses establishes the downtown core of San Miguel as the center of activity
- Higher intensity of use within the Downtown Core on ground floor
- Lower intensity use on secondary floors and outside the Core

Land Use: Downtown Zoning

- Zoning: Downtown Commercial
- Allows a mix of uses including:
 - Residential
 - Commercial
 - Office
- Vertical and horizontal mix of uses

Land Use

- Downtown District Boundary
 - Mission Street from 9th Street to 19th Street
- Downtown Core
 - Mission Street from 11th Street to 14th Street



Land Use: Allowed Uses

- Regulated in the core, outside the core, and vertically

Commercial/Service/Retail Uses	
Alcohol beverage sales (stand-alone or within a hotel, restaurant, or grocery store)	C
Adult congregate care facility/nursing home	A/C
Adult novelty/Entertainment	C
Antique and Gift Shop	A
Automotive parts sales	OC
Automotive Repair & Service	OC
Banks & Financial Services	A
Bakery, retail	A
Bed and breakfast	A/C
Building/Landscape Materials Sales	OC
Business Support Service	OC
Butcher shop	A
Car sales/Rental, new or used	-
Cellular transmission facility: transmission apparatus (antennas, poles, tower, etc.) or unmanned equipment structures	-
Commercial Recreation Facility- Indoor	C
Convenience store	A

Public Realm Chapter

- Regulates public realm within the Downtown District which includes:
 - Streetscape
 - Trees/Plants
 - Benches
 - Light Poles
 - Trash Receptacles
 - Parking standards
 - Mission Street Plaza

Public Realm: Streetscape

- Trees:
 - Max Height:** 35' with 10' of ground clearance
 - Spacing:** 30' between trees in the core; 50' outside the core
 - Set back:** 2 1/2' from the curb



Chinese Pistache



Raywood Ash

Public Realm: Streetscape

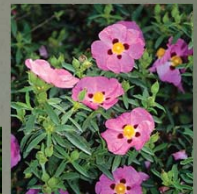
- Plants and Flowers:



Gazania



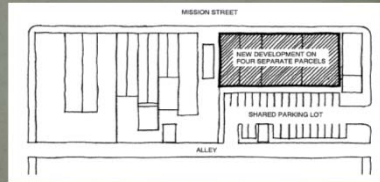
Lily-of-the-Nile



Orchid Rockrose

Public Realm: Parking Standards

- 45 degree angled parking in the Downtown Core
 - 9' x 19'
- Parallel parking outside of the Core
 - 9' x 22'
- Off-street parking
 - 10% shared parking reduction
 - 30 % for Mixed use projects

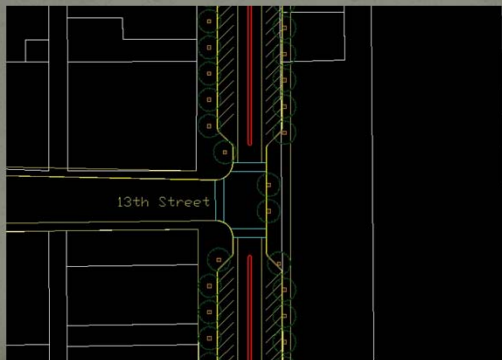


Public Realm: Parking Standards

- Parking standards by use

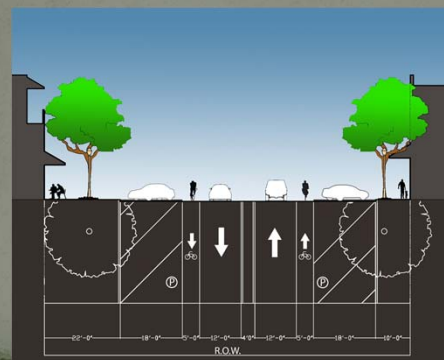
Commercial/Service/Retail Uses	Number of Off-Street Parking Spaces Required
Alcohol beverage sales (stand-alone or within a hotel, restaurant, or grocery store)	1 per 500 sf., 2 for employee parking or as provided in approved use permit
Adult congregate care facility/nursing home	1 per 4 beds
Adult novelty/Entertainment	As provided in approved use permit
Antique and Gift Shop	1 per 300 sf.
Automotive parts sales	1 per 500 sf.
Automotive Repair & Service	4 per service bay, 1 per 1,000 sf. of outdoor active use area
Banks & Financial Services	1 per 200 sf. plus 1 per teller window and 1 per automatic teller machine
Bakery, retail	1 per 200 sf.
Bed and breakfast	1 per room
Building/Landscape Materials Sales	1 per 500 sf., 1 per 3,000 sf. of outdoor use area
Business Support Service	1 per 300 sf.
Butcher shop	1 per 200 sf.
Car sales/Rental, new or used	
Cellular transmission facility: transmission apparatus (antennas, poles, tower, etc.) or unmanned equipment structures	
Commercial Recreation Facility- Indoor	1 per 300 sf. Or as provided in approved use permit
Convenience store	1 per 500 sf., 2 for employee parking or as provided in approved use permit

Public Realm: Streets/Sidewalks



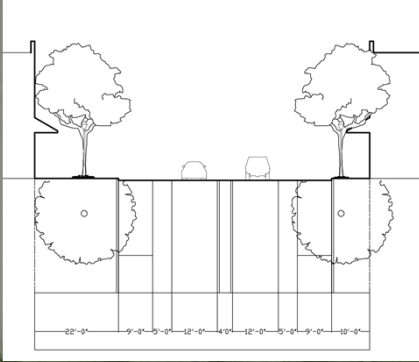
Public Realm: Streets/Sidewalks

- Downtown Core



Public Realm: Streets/Sidewalks

- Outside of Core



Public Realm: Mission Street Plaza

- Located along Mission Street between 12th and 13th Street
- Infill of vacant parcels
- Community gathering space
 - Community events
 - Street fairs
 - Art shows
 - Local performances

On the Horizon...

- Building Form and Design Chapter
 - Setbacks
 - Height
 - Massing
 - Architectural style
- SketchUp massing model
 - Downtown Core

Questions?



San Miguel Downtown Code

Prepared for:
County of San Luis Obispo

Consultants:
Jarred Glenn & Marcus Carloni

What will the Downtown District of San Miguel look like in the future?



What is the Downtown Code?

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Land Use Chapter

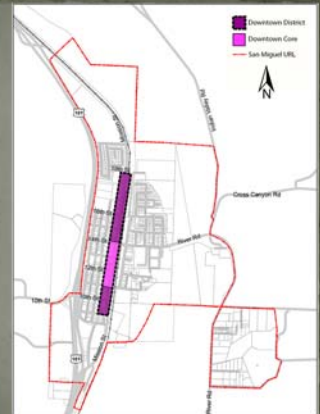
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Land Use: Allowed Uses



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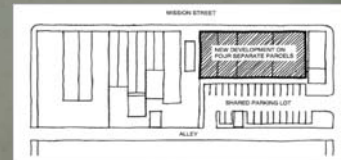
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- Parking standards by use

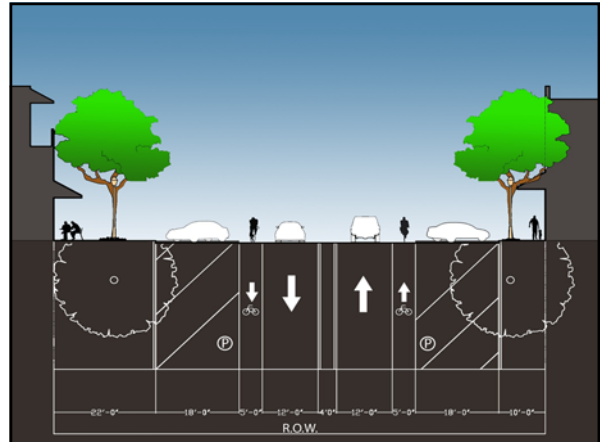
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Public Realm: Streets/Sidewalks



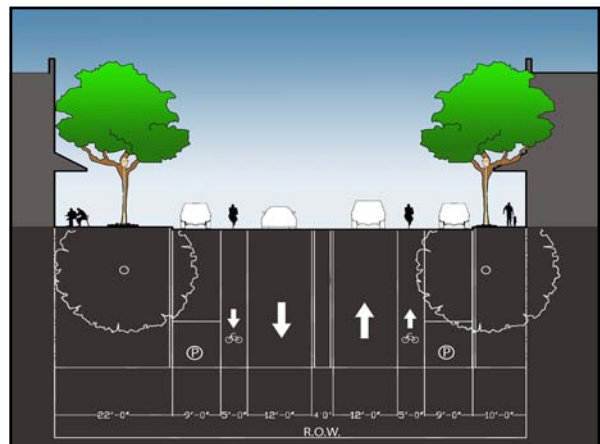
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Building Form and Design Chapter



Building Form and Design

- Regulates building form and design within the Downtown District which includes:
 - Setbacks
 - Building Height
 - Roofs
 - Windows/Doors
 - Building Articulation
 - Awnings
 - Balconies
 - Colonnades/Arcades
 - Signs

Building Form and Design: Setbacks

- West side of Mission Street
 - Front and side setback: Zero
 - Exceptions: Off-street parking access, sidewalk extension, outdoor dining/patio
- East side of Mission Street
 - Front setback: 6 feet
 - Side setback: Zero
 - Exceptions: Off-street parking access, sidewalk extension, outdoor dining/patio

Front Setback Exception

- Setback to allow outdoor dining/patio



Building Form and Design: Windows/Doors

- Ground floor windows
 - 60 – 85% of the building façade
 - Transparent glass
 - Un-shuttered at night and lit from inside
- Secondary floor windows
 - 30 – 60% of the building façade
- Ground floor doors
 - Open towards the interior



Windows covering 65% of building façade

Building Form and Design: Balconies

- Balconies
 - Permitted on secondary floors
 - Minimum depth: 6 feet
 - Minimum height clearance from sidewalk: 10 feet
 - Extend forward of build-to line, but not past curb line
 - May have individual roofs, but must be open

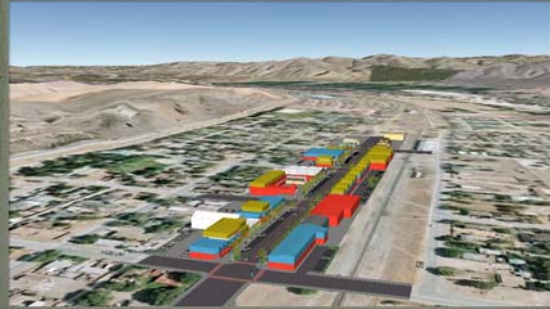
Second and Third Floor Balconies



San Miguel: Present



San Miguel: Future



Summary of San Miguel Downtown Code

- Regulating document for the future growth of the San Miguel Downtown District
- Implementation tool for the County of San Luis Obispo strategic growth principles
- Land Use Chapter
 - Downtown Zoning
 - Allowed Uses

Summary of San Miguel Downtown Code

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 - Streetscape
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Thank You for
Coming!

APPENDIX

E

SketchUp Images



San Miguel today



San Miguel in the future



Mission Street Plaza space defined by its surrounding buildings



Setback exceptions to allow outdoor dining or patio space



San Miguel in the future



Mission Street looking north



Balconies and setbacks along Mission Street



Off-street parking on the east side of Mission Street



Mission Street looking north



Mission Street looking south