

Streamers. Multiple pieces of fabric, plastic, tinsel or other material designed to either flap, move, wiggle or spin in the wind, which are suspended outdoors from a single structure, pole, rope, wire or string, for the purpose of attracting public attention to the site where they are displayed.

Street. A public way used for passage or travel by pedestrians, bicycles, and/or vehicles, and that is designed to provide access, visibility, and public space to support use fronting on it. ,

Street, Design Type. A reference to the design attributes of a specific segment of the street, regardless of the functional class, and including lane widths, number of lanes, parking, streetscape, and sidewalks. Street design types allow the design of segments of streets to transition and relate better to the context and anticipated abutting land uses, without disrupting the overall role of the street in the transportation system.

Street, Functional Classification. A system of categorizing streets based on their role in the overall street network, considering traffic volumes, traffic speeds, and continuity of the street over longer distances, apart from the specific design type for any one segment. These include:

- (a) **Freeway:** A divided highway with fully controlled access limited to grade-separated interchanges constructed at major thoroughfares. A freeway is primarily intended to provide for high volume, high speed intercity traffic movements, and has no relationship and should be buffered from abutting land.
- (b) **Expressway.** A street or highway with limited or partially controlled access at arterial system intersections. The expressway is primarily intended to provide for high volume, moderate to high speed extended inter/intra city traffic between major activity centers with minimal impairment to movement, and has no relationship and should be buffered from abutting land.
- (c) **Arterial - Major, Primary or Principal.** A street or highway primarily intended to provide for high volume, moderate speed and extended trip length traffic movement between major activity centers, with access to abutting property subordinate to major traffic movement, and has little relationship to abutting land unless specific street design types are applied.
- (d) **Arterial - Minor or Secondary.** A street which interconnects with and augments the major arterial system. The secondary arterial is primarily intended to provide for moderate volume, moderate speed and short to moderate trip length while providing partially controlled access to abutting property, but requires application of specific design types to better relate to abutting land.
- (e) **Collector – Major, Minor, or Subdivision.** A street which collects and distributes traffic to and from local and arterial street systems, or can provide an alternative or a complete substitute to larger arterial streets when located with sufficient frequency and continuity. The collector is primarily intended to provide for low to moderate volume, low speed and moderate length trips while providing access and public space to support abutting property based on specific design types.
- (f) **Local – High-Activity, Low Activity, or Shared.** A street primarily providing direct access to abutting property and designed to accommodate low volume, low speed traffic, and provide public space that support abutting property based on specific design types.
- (g) **Alley.** A minor way which is used primarily for vehicular service access or parking access to the back or the side of properties otherwise abutting a street, and often used in areas with enhanced streetscape design.
- (h) **Downtown Streets.** Streets which provide frontage for adjacent businesses as well as providing for the movement of pedestrians, bicycles and transit as well as vehicles throughout and through downtown, more specifically within the area bounded by a line 990 feet north of the south section line of Sections 13 and 14 of Township 29 North, Range 22 West on the north, John Q. Hammons Parkway/Sherman Avenue on the east, Harrison/State Streets on the south, Grant Avenue on the west, and a line 990 feet west of the east section line of Sections 14 and 24 of Township 29 North, Range 22 West on the west except the following street segments:
 - (1) Tampa Street east of Benton Avenue;
 - (2) Phelps Street east of Washington Avenue;
 - (3) Market Avenue between Walnut and State Streets;

- (4) Main Avenue between Mount Vernon and State Streets;
- (5) Mount Vernon Street between Grant and Campbell Avenues; and
- (6) Harrison Avenue between Grant and Market Avenues and classified as designated by the major thoroughfare plan.

Street Frontage. The property line which abuts a public right-of-way.

Street Tree. A tree planted in close proximity to a street in order to provide shade over the street and to soften the street environment, typically a canopy tree although ornamental trees may be substituted in specific circumstances.

Streetscape. The scene that may be observed or the area designed for activity along a street, including both natural and non-natural components, including vegetation, buildings, paving, plantings, lighting fixtures and miscellaneous structures.

Structure: Anything constructed or erected location on or in the ground, whether permanent or temporary, including, but without limiting the generality of the foregoing, houses, buildings, barns, backstops for tennis courts, bridges, fences, pergolas, parking lots, gazebos, radio and television antennae, signs, solar collectors, microwave antennae including supporting towers, roads, ruins or remnants (including foundations), swimming pools, walkways, septic systems or any similar item.

Structure, Accessory: A detached structure that is subordinate, incidental, and on the same lot as a principal building, structure, or use.

Subdivision. The division of land into two or more lots, tracts or parcels for the purpose of transfer of ownership or building development, or, if a new street or easement of access is involved, any division of a parcel of land. The term includes resubdivision and, when appropriate to the context, shall relate to the process of subdividing or to the land subdivided.

Tract. A parcel of land platted in a subdivision for a specific purpose, which shall be shown on the face of the plat. Specific purposes may include, but are not limited to, drainage areas, stormwater detention or retention areas, parks, open space, or land areas reserved for other public facilities. (See Lot and Outlot)

Transparency. When referring to the design of building facades, transparency is the percentage of windows and doors on the façade, intended for two purposes: (1) to break up the scale and massing of the façade and relate the building to the streetscape and public spaces; and (2) to provide connections – visual and perceived – between the activities on the site and the public streetscape or spaces. Therefore, transparency has two measurements: (1) the extent of transparency, which is the percentage of the overall façade, measured at each story but which includes non-transparent components associated with the opening such as molding, casing or frames; and (2) the degree of transparency, which is typically the clarity of the glass used for the opening. A door may count to this requirement if at least 25% of the door or door assembly meets the clarity requirement with windows in the door, or transom or side light doors alongside of the door. The clarity of the glass in the opening is met by a minimum Visible Light Transmission of 60% (VLT = the percent of total visible light that is transmitted through a glazing system) and a maximum Visible Light Reflectance of 15%. (VLR = the percent of total visible light that is reflected by a glazing system) For upper story windows, these measures may be 40% VLT and 20% VLR.

Tree, Evergreen. A medium or large woody plant with foliage that persists and remains green year-round with a main trunk and mature height over 8 feet.

Tree, Large or Shade. A large deciduous (foliage that sheds annually) woody plant that normally grows with a main trunk and has a mature height of 30 feet or more and where the understory is clear of branches and leaves below 10 to 15 feet, resulting in shaded usable areas during spring and summer months, and sunlit useable areas during fall or winter months.

Tree, Ornamental. A small deciduous tree planted primarily for its ornamental value or for screening and which will typically be smaller than a canopy tree approximately 15 to 30 feet in height.

Use, Accessory: A use of land, buildings, or structures that is subordinate, incidental, and on the same lot as a principal use.

Use, Principal. The primary purpose or activity of a lot or building, which may be indicated by the actual use or the designated and intended arrangement of buildings and structures.

Yard. That portion of the open area on a lot extending open and unobstructed from the ground upward from a lot line to a principal building.

Yard, Front. That portion of a lot extending across the full width of the lot between the front lot line and the nearest line or point of the principal building and between any accessory buildings.

Yard, Rear. That portion of a lot extending across the full width of the lot between the rear lot line and the nearest line or point of the principal building.

Yard, Side. That portion of a lot extending from the front yard to the rear yard between the side lot line and the nearest line or point of the principal building.

11.02 Description of Uses

This section provides descriptions of uses of land and buildings associated with Table 4-2: Permitted Uses. It is organized by categories and types of uses. Categories are general groupings of uses with similar characteristics, and types are based on common physical or operational characteristics, such as typical scale, format, or intensity of activity. Where a proposed use is not generally listed or appears to meet the description of more than one use type, the Director shall make an interpretation on the most equivalent described use category and/or type, considering:

1. The similarity of the use in terms of scale, impact, and operations to other described uses;
2. The typical building format and site design associated with the use from existing examples; and
3. The potential contribution of the use, in its typical format and design, to the intent of the zoning district, and the ability to complement and be compatible with other permitted uses.

Any uses that may not be interpreted as equivalent to a use in Table 4-2 is not anticipated by these regulations and may only be allowed by an amendment to the development code.

A. Residential Uses.

Household Living. Residential occupancy of a dwelling unit by a household, with tenancy arranged on a monthly or longer basis. Household living occurs in a variety of types based on the scale and format of buildings, arrangement of dwelling units, and household accommodations.

Household Living - One-unit Dwelling. A residential building designed for one primary dwelling unit. One-unit dwellings include variations based on the lot size.

Household Living - Multi-unit Dwelling. A residential building designed for two or more principal dwelling units. Multi-unit dwellings include variations based on the building type and scale, including duplexes, multi-unit houses, row houses, or apartments.

Household Living - Live / Work Dwelling. A combination of residential commercial activity located in a dwelling unit or sharing the same building as a dwelling sharing a common wall or with direct access between the residential and commercial elements, and where each is intended as a principal use.

Household Living - Mixed-use Dwelling. A residential use in a building designed for street level retail, service or employment uses, and where dwelling units are accommodated on upper stories, or otherwise separated from the principal commercial function of the building.

Household Living - Small Format Dwelling. A parcel of land planned and designed for multiple home sites for the placement of manufactured or other small homes, and used for the principal dwelling of households for long-term residency. These communities include internal common areas, circulation systems, and accessory uses and facilities to support the community. Dwellings may either be located on home sites designated within a larger project or on single lots owned through appropriate condominium procedures or platted under certain conditions.

Existing Residential. Any residential building and use, legally established when it originated but where new development of the same use or similar building type is no longer permitted in the zoning district. These uses shall be permitted so that continued use and further investment in the building and use is not discouraged, and if the use is destroyed beyond the protections of its legal nonconforming status could be built back to a similar extent based on the most applicable residential building type standards from residential districts.

Group Living. Residential occupancy of a structure by a group of people that do not meet the definition of a household, with tenancy arranged on a monthly or longer basis. Group living structures typically have a common eating area or social areas for residents, and they may receive some level of care, training, or services associated with their residency. Group living occurs in a variety of types based on the scale and format of buildings, arrangement of dwelling units, and the degree or intensity of associated services.

Group Living – Dormitory. A residential or institutional building offering seasonal and long-term residency for a discrete population based on membership or attendance at a school, instructional or training institution. Typical examples include student housing on a campus, or convent or seminary residences.

Group Living - Group home, Residential. A single-family-detached dwelling in which no more than ten people reside, comprised of the following: eight or fewer unrelated mentally or physically handicapped persons, no more than two persons acting as house parents or guardians who need not be related to each other or to any of the mentally or physically handicapped persons, residing in the dwelling, and the children of the house parents or guardians.

Group Living - Group home, Custodial. A dwelling in which unrelated mentally or physically handicapped, or otherwise mentally or physically impaired persons reside with house parents or guardians.

Group Living - Boarding House, Small. A residential building occupied by the owner or a resident manager, with 3 to 11 tenant rooms where non-household members may share residency on a monthly or longer basis. The owner / resident manager and/or service staff may provide housekeeping, meals, or other management of shared living facilities as an

accessory service to the dwelling. Typical examples include houses or small apartments offering single-room occupancy, or co-housing courtyard or small complex

Group Living - Boarding House, Large. A residential building occupied by the owner or a resident manager, 12 or more tenant rooms where non-household members may share residency on a monthly or longer basis. The owner / resident manager and/or service staff may provide housekeeping, meals, or other management of shared living facilities as an accessory service to the dwelling. Typical examples include larger co-housing complexes, medium to large apartment buildings offering single-room occupancy, or a fraternity or sorority house.

- B. **Civic Uses.** The Civic use category is the use of land and buildings to serve public or community interest, and to support or enhance the daily cultural, social, or recreation needs for residents and neighborhoods. It can include public and institutional uses generally available to the public at large, community uses structured by voluntary affiliation, or private uses limited by property ownership or membership. The civic use category includes the following types:

Assembly. An institutional use designed to serve the community for regular or periodic membership activities and events, including worship, civic, recreation, or entertainment activities, and accessory uses associated with organized activities, including child care, concession services, community events

Assembly – Small (< 400 capacity and < 2.5 acre). A place of public or community assembly designed and located to serve adjacent uses and nearby neighborhoods, or be accessory to other immediately abutting uses, and designed for less than 400 people capacity. All buildings and facilities are located on a lot of less than 2.5 acres. Examples include a small neighborhood association clubhouse or recreation center, common meeting rooms or meeting hall, or small religious facilities.

Assembly – Medium (400-800 occupants or and < 4 acres). Places of public or community assembly designed and located to serve community or civic needs of a broad vicinity and designed for 400 – 800 people capacity. All buildings and facilities fit on a lot or area arranged in a small campus of between 1 and 4 acres. Examples include a community/recreation center, small event center, or large religious facility.

Assembly – Large (800+ occupants or >4 acres). Places of public and community assembly designed and located to serve community or civic needs of a wide area – typically city-wide and designed for more than 800 people capacity. Buildings and facilities require large lots or campuses that are difficult to integrate into the surrounding block structure, are disruptive to connected development patterns, and require special siting and civic design considerations as a major destination. Examples include an auditorium, large event hall, major community worship hall or campus, or convention and conference center.

Cemetery. Property used for the interring of deceased humans, including mausoleums.

Crematorium. A building used to process and reduce deceased humans into tiny particles resembling ash, through exposure to flames, intense heat, or other industrial processes.

Cultural Facility. The use of land and buildings to serve public or community interest through government or non-profit agencies through cultural, social, or education offerings, or for the administration operations of organizations providing these services. This includes the use, but not sale, of literary, musical, artistic, or reference materials; the exhibit or repository of a collection for natural, scientific, artistic, or other cultural activities. This use may include the accessory

sales related to the subject matter or accessory services to support the activity such as gift shops or cafes.

Event Venue. An institutional or commercial use designed to host spectators for performances or events, or rent facilities and grounds to host large gatherings. This use does not include facilities or events that are accessory to an otherwise permitted civic or commercial use. Event venue uses are further refined by scale, intensity, and format based on the following:

Event Venue – Small (< 1K capacity). An event venue designed for less than 1,000 people capacity, such as a small auditorium, banquet hall, or amphitheater. This use may be accessory to and included with a school or assembly use.

Event Venue – Medium (1K – 3K capacity). An event venue designed for between 1,000 and 3,000 people capacity, such as a large event hall or small stadium. This use may be accessory to and included with a large school.

Event Venue – Large (> 3K capacity). An event venue designed for greater than 3,000 people capacity, such as an arena, fairgrounds, race track, or large stadium. This use may be accessory to and included with a college / university use in a campus format.

Funeral Home & Mortuary. A building used for services to honor and memorialize deceased humans, and associated activities and facilities related to services such as a chapel or crematorium, provided they only support and are incidental to on-site services and have no equipment or structures that alters the appearance of the building as a civic use.

Open Space. Any parcel or area of land or water unimproved with any residential, commercial, or industrial uses and dedicated or reserved for public and/or private community use and enjoyment.

Open Space - Athletic Field. Land designed for outdoor games and sports such as lacrosse, baseball, football, and soccer, and which may attract more structured and organized activities and periodically have more intense use due to participants and fans. Athletic fields may include accessory structures and uses for equipment storage, concessions, or other supporting activities. These lands are typically managed by a government or non-profit entity for a broader community benefit.

Open Space – Open & Civic Space. A public, common, or private open areas designed and used for both active or passive recreation and integrated into the development patterns and block structure of the neighborhood or district. (See Section 3.02 for specific design types in appropriate contexts.)

Open Space - Recreation Center & Grounds. Open spaces and associated facilities for social, educational, and recreational activities of a neighborhood or community, provided any such use is not operated for commercial gain or is otherwise owned and managed by a property owners association as a focal point for a neighborhood. Examples include a community gym, pool, club, golf course, or similar recreational facilities that serve as an organizing element or focal point for surrounding development.

Public Safety. Public uses that supports the health, safety and security of the community at large through preventative measures, protective measures, emergency response measures, or similar government functions.

Public Safety - Community Corrections Facility. A facility licensed by the State of Missouri for the housing, supervision, counseling, rehabilitation of and job training for individuals in

need of care necessary to return them to a productive role in society who are criminal offenders on probation, whose probation or parole has been revoked, who are within 120 days of their release from a prison, jail sentence or custody from the state department of corrections, or who are under supervision of state probation or parole or a similar agency, and who reside under the supervision of trained staff.

Public Safety – Jail. Facilities in which persons accused or convicted of offenses are held in custody, confined or housed prior to or during trial or for incarceration after trial and conviction, excluding community corrections facilities and individuals confined to their own home by means of electronic surveillance or an equivalent thereto.

Public Safety – Police & Fire. Stations and associated living, administrative, and dispatch facilities that provide patrols and emergency response services provide to neighborhoods districts, and businesses.

School. A public or private institutional use designed to provide structured, seasonal, or year-round education opportunities. Schools are typically integrated into the surrounding context and development pattern as a civic amenity with public and civic spaces, but the format and format may differ based on the scale of the facilities and educational mission.

School - College/University. A school dedicated to post-secondary education and typically at a scale and capacity that involves multiple buildings and facilities organized on a large complex or campus pattern. The use includes classroom, laboratory and administration buildings, lecture halls, libraries, dormitories, dining halls, student centers, auditoriums, chapels, gymnasiums, stadiums, fraternities, sororities and other similar buildings and structures.

School – Primary / Secondary. A school that is part of a system of public or private education of at least kindergarten through 12th grade, but which may be divided into smaller campuses or facilities by district, neighborhood, or discrete age groups within the system. Primary schools are more neighborhood-oriented and integrated into the block structure and open space systems in more walkable patterns, and secondary schools tend to be larger, more intense, and concentrated facilities requiring more careful siting within the community or requiring a more civic-oriented campus pattern.

School – Vocational Business. An establishment which provides instruction and training in office, clerical, managerial, sales, information technology, administrative skills or trades such as beauty school, barber college, beautician school or similar skills or trades. Vocational Business Schools typically require facilities more similar to commercial businesses and may be located or integrated into commercial areas and buildings at a variety of scales and formats.

School – Vocational Industrial or Trade: An establishment which provides instruction and training in a skilled trade such as mechanics, carpentry, plumbing, service, construction, industrial or other skill related to assembling, processing, manufacturing, repair or similar skills or trades. Vocational Industrial or Trade Schools typically require facilities associated with industrial activities and may be located or integrated into more intense commercial or industrial areas and buildings at a variety of scales and formats.

Transportation . A use category supporting the movement of people or freight, including accommodating navigation, access, and storage of vehicles involved in the transportation system.

Transportation - Airport. Any area of land or water designed for the landing and take-off of aircraft for business or commercial purposes, including all necessary facilities for passenger and cargo loading, maintenance and fueling facilities, navigation and communication, and housing of aircraft.

Transportation – Bus Station. A transportation facility designed for the transfer, pick-up and drop-off of passengers traveling by bus with buildings or associated passenger convenience facilities, distinguished from public stops accommodated in the design of the right-of-way.

Transportation – Commercial Parking Lot. A parcel of land where the principal use is to park vehicles in a structure or on a lot for a fee, which may be operated by a public, community, or private entity.

Transportation –Heliport. Any area of land or portion of a building used for the landing and take-off of helicopters for business or commercial purposes, including the landing pad, any communication or navigation facilities and instruments, and areas to accommodate the interchange of passengers or cargo.

Transportation - Motor or Rail Terminal. An area and/or building where storage and transfer of cargo occurs, and where vehicles may be stored and maintained for further deployment in shipping, or any other similar high-intensity activities associated with freight or public transportation.

Utility. A use category for services owned by a governmental entity, or any entity defined as a public utility for any purpose by the state public utilities commission, and for the delivery of energy, water, communication, or municipal services. All utilities may be further limited by site design and landscape standards of this code, or more specifically regulated and permitted by licensing agencies, franchise agreements, or specific conditions and design requirements of any easement or right-of-way authorizing the location of facilities. Utility facilities are further classified in the development code as follows.

Utilities – Minor. Any electric, gas, water, and sewer facility that exceeds the standard transmission lines, pipes or conduits in the right-of-way and easements, and where a dedicated parcel or lot is needed to support utility systems in the immediate area. Structures and facilities are necessary to reduce the bulk quantity from larger transmission facilities into distribution and service facilities to serve the immediate area. Examples include water tanks or reservoirs, sub-stations, gas regulator stations, water and sewage pumps and lift stations.

Utilities – Major. A facility using manufacturing processes for generating, storing, or distributing energy, water, wastewater, or other utility products or services for use beyond the immediate vicinity, including any other facility used in the transmission or distribution of large utility flows between generating or treatment areas and substations or transmission lines. Examples include power plants, water treatment plants, solar energy or wind energy farms, or regional transmissions and pipelines.

Utilities – Wireless Communication Facilities. Towers, structures, and related equipment and grounds used for communication. These facilities are further defined by “tiers” and height limits in the specific wireless communication facility standards in [Article 10, Section 10.##.XY](#).

C. **Commercial Uses.**

Adult Entertainment. An establishment featuring live or recorded media, or a store with a substantial portion of its merchandise, with an emphasis on specified sexual activities or

displaying specified anatomical areas, including: (a) less than a completely and opaquely covered human genitals, pubic region, buttock, and female breast below a point immediately above the top of the areola; human male genitals in a discernibly turgid state, even if completely and opaquely covered; (c) human genitals in a state of sexual stimulation or arousal; (d) acts of human masturbation, sexual intercourse, or sodomy; and (e) fondling of other erotic or touching of human genitals, pubic region, buttock, or female breast. Examples include adult motion picture theaters, adult video stores or booths, adult book stores, strip clubs or bars featuring topless or go-go dancers, or other exotic or erotic performances.

Animal Care. Commercial service or retail use that provides the sale, care, or boarding of domesticated animals that is further refined by the scale and intensity of the operations, as follows:

Animal Care - Limited (< 5K, no boarding). A small office or shop providing animal care or sales. The use involves less than 5,000 square feet of commercial area, and all activities occur indoors (except routine daily pet care). Examples include a veterinary office, small pet store, or small pet grooming or training,

Animal Care – Small (2K – 10K or limited boardings). An office or store providing animal care or sales, and where any overnight boarding is limited to that necessary for medical care or observation. The use involves between 5,000 and 10,000 square feet of commercial space and limited outdoor activity areas necessary to accommodate the care animals. Examples include a veterinary clinic, large pet store, or large pet grooming or training, or small kennel with no outside keeping of animals

Animal Care – General (>10K or boarding (or outdoor care)). A large facility providing animal care or sales, or any use offering routine daily care for animals, whether less than 24 hours or overnight boarding. The use involves more than 10,000 square feet of commercial space, or in the case of routine daily animal care involves any combination of indoor and outdoor space where multiple animals are cared for daily. Examples include a pet super-store, large grooming or training facility, animal hospital, or any animal daycare, kennel, or boarding service with significant need for outside care.

Daycare. A commercial service use offering non-residential care on a daily, weekly, or other regular basis for children or other individuals in need of non-medical, non-therapeutic, or non-custodial supervision.

Day Care – In-home / Accessory: A dwelling, occupied as a permanent residence by the child or adult day care provider, in which care is given to no more than ten children or five adults not related to the day care provider for only part of a 24-hour day.

Day Care - Commercial: A facility other than the provider's permanent residence, where child or adult day care is provided for only part of a 24-hour day.

Entertainment and Recreation. A commercial service use providing daily or regularly scheduled activities for entertainment, leisure, training and instruction, or recreation, offered to the public, offered by membership, or offered by group arrangements. This use type is further refined by the scale, format and intensity as follows:

Entertainment & Recreation – Small (< 5K). An indoor entertainment and recreation use that involves a building less than 5,000 square feet. Examples include a small bowling alley, billiard hall, a small theater, or dance or yoga studio.

Entertainment & Recreation - Medium / General (5K - 10K). An indoor entertainment and recreation use that involves a building that is between 5,000 and 10,000 square feet or more. Examples include a larger arcade or game center, a fitness center or gym, or small theater,

Entertainment & Recreation - Large (10K - 50K). An indoor entertainment and recreation use that involves a building that is between 10,000 and 50,000 square feet or more. Examples include a small sports and recreation center, large arcade or game center, larger fitness center, or a moderate sized theater.

Entertainment & Recreation - Complex (> 50K). An indoor entertainment and use that involves a building that is 20,000 square feet or more. Examples include a large bowling alley, a sports and recreation center, a large theater or theater complex, or skating rink.

Entertainment & Recreation– Outdoor. Any outdoor entertainment and recreation use, where a commercial business offers the grounds use of patrons. Examples include racquet club, miniature golf, driving range, golf course, batting cages, sports and athletic complex, or band shell or amphitheater.

Food & Beverage Establishment. A commercial service use engaged in the business of serving prepared food and/or beverages to the public for immediate consumption. The serving of alcoholic beverages is accessory to this use but may be further regulated by business and liquor licenses. Food and beverage uses are further refined by scale, format and intensity based on the following:

Food & Beverage Establishment – Small (under 3K or < 10% of mixed-use project). A small-scale establishment under 3,000 square feet of commercial area, or less than 10% of the building area in mixed use projects and buildings accessory to other uses, such as a cafe, lunch counter, walk-up window or similar small retail sales food or beverage outlet.

Food & Beverage Establishment – General (3K – 8K). A moderate scale establishment between 3,000 and 8,000 square feet of commercial area and typically includes separate kitchen dining facility, and accessory bar area, or small accessory craft manufacturing area. Examples include restaurant, small bar or brewery, or small bakery or catering outlet.

Food & Beverage Establishment – Large (> 8K). A large-scale establishment with over 8,000 square feet of commercial area, and typically includes separate kitchen dining facility, and accessory bar and entertainment areas, or accessory craft manufacturing areas. Examples include a large restaurant, a large bar or brewery, or food court or hall

Lodging. A commercial use providing accommodations for temporary, short-term overnight occupancy on a less than monthly basis, and accessory uses associated with typical guest services such as food service, recreation, or similar accommodations to support overnight-guests. Lodging is refined to the following scales based on building type, format, and intensity of use:

Lodging - Bed & Breakfast (up to 5 rooms). A small residential building used for commercial short-term lodging with shared living space between the primary occupants and patrons and includes no more than 5 bedrooms, and where meals may be offered to overnight guests.

Lodging – Small / Inn (6 – 12 rooms). A large residential building or small commercial building providing accommodations for short-term overnight occupancy for at least 6 but less than 12 rooms.

Lodging, Hotel/Motel, Medium (13 - 80 rooms). A commercial building providing accommodations for short-term overnight occupancy for between 13 but less than 80 rooms, and accessory accommodations or event or recreation space for overnight guests..

Lodging, Hotel/Motel Large / Conference Center (> 80 rooms). A commercial building providing accommodations for short-term overnight occupancy more than 80 rooms, and may include accessory accommodations or event and recreation space for guests and overnight guests.

Lodging, Short Term Rental. An accessory commercial use of a residential building where one or more rooms in a dwelling unit are used for short-term lodging

Medical Marijuana Uses. Uses involved in the production, distribution, prescription, or sale of cannabis for treatment of medical conditions. See **Article 10, Section 10.##** for more specific definitions and standards for various types of businesses and services.

Medical Services. A commercial service use providing medical, dental, or physical health or wellness care to the public. This use type is further categorized by the following formats.

Medical Services – Small (Under 10K). A medical service offering routine outpatient services, that occupies less than 3,000 square feet of diagnostic or treatment area, includes no surgical or in-patient facilities, and operates in normal business hours. Examples include a small doctor or dentist office, eye-care center, or urgent care center that is accessory to a larger retail or pharmacy use.

Medical Services – Medium (10K – 30K). A medical service offering routine outpatient services, that occupies between 10,000 and 30,000 square feet for diagnostic or treatment areas, includes no inpatient facilities, and operates in normal business hours. Examples include a larger doctor or dentist group practice, small clinic or analytical lab, or small outpatient urgent care or surgical center.

Medical Services – Large (30K – 100K). A medical service offering a full range of services, that occupies between 30,000 and 100,000 square feet for diagnostic or treatment areas, and may include emergency care, surgical services or other inpatient treatment. The use may include accessory retail, food service, pharmacy or wellness/fitness uses. Examples include large out-patient offices, small hospital, remote surgical centers, or large clinic or analytical labs.

Medical Services – Campus / Complex (100K+, campus). A medical service with a full range of care, that occupies more than 100,000 square feet or multiple buildings, and serves a greater region with a wide range of health care needs including emergency services, a wide range of accessory office, lab, and retail uses related to patron and patient needs. Examples include a large hospital or regional medical center campus.

Office. A commercial use focused on employment and engaged in the administrative, technical, or management aspects of business or professional services that typically do not have frequent or unscheduled on-premise interaction with the public or clients. Office uses are further refined by the scale and format of buildings based on the following:

Office – Small (< 10K). An office use less than 10,000 square feet of commercial area, within a small building or occupying a portion of a mixed-use building.

Office – General (10K – 30K). An office use between 10,000 and 30,000 square feet of commercial area, typically within one moderate-sized building or the upper levels of a moderate or large mixed-use building.

Office – Large. (30K – 100K). An office use between 30,000 and 100,000 square feet of commercial area, typically within one large building with accessory retail or service uses..

Office – Campus / Complex (> 100K). An office use with more than 100,000 square feet, typically within one large or high-rise building or involving more than one building in a campus pattern. Facilities that include multiple buildings or occupy lots or campuses of more than 5 acres are difficult to integrate into the surrounding block structure, are disruptive to connected development patterns, and require special siting and civic design considerations

Personal Service. A commercial use engaged in the business of providing personal or professional services to the public that may include frequent or unscheduled interaction with clients or customers on-premises. Examples include a barbershop or beauty saloon, travel agency, small equipment repair, tailor, bank or personal financial services. Service uses are further refined by scale, intensity and format based on the following:

Personal Service – Small (< 5K). A service use under 5,000 square feet, typically in line with other small-scale uses in a multi-tenant commercial building or mixed-use building.

Personal Service – General (5K – 10K). A service use between 5,000 square feet and 10,000 square feet, in a small freestanding building or part of a large mixed-use building.

Personal Service – Large (> 10K). A service use more than 10,000 square feet, typically in a moderate-freestanding building or part of a large mixed-use building.

Residential Care. A commercial or institutional use providing residency on short-term, long-term, interim or permanent bases for individuals that are in need of associated medical, therapeutic, or custodial care or supervision to assist in daily living, to aid rehabilitation from injury or infirmity, or for other protective or supervisory reasons. Residential care uses are further refined by the type and intensity of care based on the following:

Residential Care – Nursing Home. An extended or intermediate care facility licensed or approved to provide full-time convalescent or chronic care to individuals who, by reason of advanced age, chronic illness or infirmity, are unable to care for themselves.

Residential Care - Transitional Housing: A residential or institutional building providing lodging for longer than 30 days at any one time for residents in need of housing and services due to economic, social, or physical difficulties, and may include associated services in a group setting on the same premises, including, but not limited to, job counseling, life or parenting skill courses, or job training. Such shelter may include office for staff of the providers and for counselors.

Residential Care – Transitional Shelter. An institutional building providing lodging on a short-term or emergency basis for shorter than 30 days at any one time for residents in need of housing and services, or offering meals and other social services, due to economic, social, or physical difficulties.

Residential Care – Treatment Facility. A facility, not accessory to a hospital, for treatment of alcohol or other substance abuse, with or without the use of drugs or other medical intervention, for one or more patients who are provided with care, meal, and lodging and that

is accredited by the State of Missouri, the Joint Chief Hospitals Operations Administration (JCHOA) or CARF.

Retail. Commercial uses engaged in the sale, lease, or rental of household or commercial products to the general public with frequent interaction of patrons or consumers on premises. Retail uses are further refined by scale, intensity and format based on the following types:

Retail – Small (< 5K or 10% of mixed-use project). A small-scale retail use with under 5,000 square feet of commercial area, or less than 10% of the building area in mixed use projects and buildings accessory to other uses, typically located in a mixed-use storefront building or a small single building that is part of a larger grouping of uses.

Retail – Medium(5K - 10K). A retail use between 5,000 and 10,000 square feet of commercial area, typically located in a multi-tenant, mixed-use building or a moderate-sized freestanding building.

Retail – Large (10K - 50K). A moderate-scale retail use between 10,000 but less than 50,000 square feet of commercial area, typically located in a moderate to large free-standing building or a large multi-tenant or mixed-use building.

Retail – Extra-Large (> 50K). A large-scale retail use with at least 50,000 square feet of commercial area in a large, freestanding building which may be integrated as part of a large mixed-use project.

Retail – Grocery Store. A specific retail use selling food, produce, and household products for general household consumption, including a significant portion of inventory in fresh produce, baked goods, meats, or seafood, and accessory sales of prepared food. These uses often serve as a key anchor for neighborhood and community centers which justifies slightly larger scale than other general retail uses, provided they can still fit into the block structure, development pattern, and public-realm framework of the area. To accommodate this, retail grocery store is further refined by scale and format as follows:

Retail – Grocery Store, Small (< 10K). A small grocery offering limited selection of products or specialty foods or produce in a small-scale format under 10,000 square feet. Examples include a corner store, butcher shop, produce market, or urban-format groceries.

Grocery – Grocery Store, Medium (10K – 40K). A mid-sized grocery offering a range of food and household products, and limited accessory services in a mid-sized building format between 10,000 and 40,000 square feet. Examples include a neighborhood market or traditional-scale full-service grocery stores.

Grocery – General (> 40K). A large grocery store offering a wide range of food and household products and associated accessory services in a large-scale format. Examples include a large-format grocery or supermarket, or a similar function housed within a larger warehouse retail store.

Retail – Outside Sales. A specific retail use where the primary business is associated with merchandise that must be displayed outside. This is distinct from retail uses that may have an accessory component of its merchandise outside, whether permanent, seasonal, or as an occasional temporary outside retail display or service. Outdoor retail is further refined by the scale and intensity of the use as follows.

Retail - Outside Sales, Small (< 0.5 acres; 25%-50%). Outdoor sales either on a lot less than 0.5 acres or lots larger than 0.5 acres where the outdoor display area is between 25% and

50% of the interior display area. Examples include a small nursery/greenhouse, a small equipment sales or rental business, or a large garden center of a large or extra-large retail use

Retail - Outside Sales, Medium (0.5 – 2.5 acres; 50%-100%). Outdoor sales either on a lot between 0.5 and 2.5 acres or on lots larger than 2.5 acres where the outdoor display area is between 50% to 100% of the interior display area. Examples include a nursery/green, a small car sales or rental lot, or small lumber yard or landscape supply store.

Retail - Outside Sales, Large (> 2.5 acres; > 100%). Outdoor sales either on a lot larger than 2.5 acres and where the outdoor display area is more than 100% of the interior display area. Examples include a large nursery, large car sales or rental lot, boat or recreational equipment sales, outside flea market, or a large lumber yard or landscape supply store.

Vehicle Service - Gas Station. A specific retail use engaged in the sale of fuel to the public, and may involve limited accessory sales of vehicle accessories and convenience goods. This use may be combined with accessory vehicle service and repair uses, or accessory car wash, but is subject to the service bay limitations below. Gas station uses are further refined by the scale, format and intensity as follows:

Vehicle Service - Gas Station, Small (< 5 pumps). The use is limited to no more than 4 fueling stations, no more than 2 service islands, no more than 2 vehicle service bays and no more than 2,000 square feet of accessory retail or customer service areas. Examples include small, neighborhood service stations.

Vehicle Service - Gas Station, Medium (5-12 pumps). The use is limited to between 5 and 12 fueling stations, no more than 3 service islands, no more than 3 vehicle service bays, and no more than 4,000 square feet of accessory retail or customer service areas. Examples include general stores and gas stations.

Vehicle Service - Gas Station, Large (13-24 pumps) –The use contains between 13 and 24 fueling stations, and no more than 6 service islands, and no more than 3 vehicle service bays, and no more than 6,000 square feet of accessory retail or customer service areas. Examples include a large convenience center and gas station.

Vehicle Service - Gas Station, Extra-large (> 24 pumps) –The use contains 25 or more fueling stations, and 7 or more service islands, or 4 or more vehicle service bays, and other accessory retail or service areas. Examples include a truck stop or travel center.

Vehicle Service & Repair. A specific service use engaged in motor vehicle and mechanical equipment maintenance and repair services and accessory retail sale of supplies and accessories. Vehicle Service & Repair is further refined by scale, format and intensity as follows:

Vehicle & Service and Repair – Small (< 0.5 acres; < 4 service bays). A vehicle service and repair use with 1 to 3 service bays, where all work and storage of equipment and supplies occurs indoors, and where on-site or overnight storage of vehicles is limited and requires no special site accommodations other than ordinary parking areas. This use and buildings are located on lots less than 0.5 acres. Examples include a small machine shop, mechanic, lubricant center, tire store, auto glass installation, or audio or alarm installation service.

Vehicle & Service and Repair – Medium (0.5 – 1.5 acres; 4-8 service bays). A vehicle service and repair use with 4 to 8, where all work occurs indoors, but where the volume of

work may require some outdoor storage of supplies, equipment, or storage of vehicles waiting to be served is beyond ordinary parking needs of comparable sized businesses. This use and building is typically located on lots between 0.5 and 1.5. Examples include a large machine shop, mechanic, lubricant center, or tire store, or small auto body shop.

Vehicle Service & Repair – Large (> 1.5 acres; > 8 service bays). A vehicle service and repair use with 9 or more service bays, where some work may occur outdoors, and where the volume of work requires frequent outdoor storage of supplies, equipment, or vehicles waiting to be served. This use and building is typically located on lots larger than 1.5 acres. Examples include repair of large vehicles and equipment and collision repair center.

Vehicle Service – Car Wash. A facility providing self-service or professional washing of vehicles. (Limited facilities to wash cars may be an accessory use to another permitted use provided it counts to one of the vehicle service bays.)

D. **Industrial Uses.**

Industrial & Business Services. A business engaged in service to other businesses and industries, or engaged in services to the general public but where industrial facilities support the service, or where services are dispatched from a central location used for storage of vehicles, equipment, or merchandise. Examples include plumbing services, exterminators, HVAC repair, utility contractors, janitorial services, landscape contractors, ambulance dispatch center, transportation dispatch center, bus barn, commercial laundry services, or other similar business.

Industrial & Business Services – Limited (up to 10 vehicle fleet). A small-scale light industrial or business service use with limited outdoor storage needs and with a vehicle fleet of up to 10 vehicles, where surface parking, vehicle storage, and general storage needs are similar to other general commercial uses.

Industrial & Business Services – General (10 – 25 vehicle fleet). An light industrial service business use where outdoor storage or warehouse storage is necessary, or with a vehicle fleet is between 11 and 25 vehicles, requiring dedicated areas for storage of vehicles during down times or off hours.

Industrial & Business Services – Large (26+ vehicle fleet). A large-scale industrial or business service use that may have substantial outdoor storage needs, large warehouses, or with vehicle fleet involves heavy equipment or is more than 26 vehicles, requiring large areas for storage of vehicles or equipment.

Manufacturing. A use engaged processing, fabrication, packaging, or assembly of goods, from raw materials or partially competed secondary materials. Products may be finished or semi-finished, and are typically stored and shipped to other areas for distribution to businesses, consumers or retail outlets, although limited accessory sales, display, or customer service areas may be provided.

Manufacturing – Limited / Artisan (<10K). A small-scale manufacturing use producing primarily finished products with limited need for storage of materials or finished products with a building size less than 10,000 square feet. The use produces no negative byproducts such as smoke, odor, dust or noise discernable from outside of the building, and deliveries and distribution are made by general commercial delivery services requiring no special large truck access. Products or services are often made available to the public on premises generating customer activity. Examples include artists' studios, small bakery, brewpub, small wood or metal shops, or similar craft manufacturing.

Manufacturing – Small (10K – 30K). Manufacturing predominantly from previously prepared materials of finished products or parts within a building size less than 30,000 square feet. The activities produce little or no byproducts such as smoke, odor, dust, or noise discernable from outside of the building; and where distribution and delivery needs occur through light to moderate commercial truck access. Examples include research labs or facilities, small equipment or commodity assembly, warehousing or wholesaling of consumer products, commercial bakery, non-retail laundry services, or similar businesses that provide products for support of other businesses.

Manufacturing – Medium (30K – 100K). A manufacturing use that produces little or no byproducts such as smoke, odor, dust, or noise discernable from beyond the property within a moderate-sized building between 30,000 and 100,000 square feet. Limited outside storage may be necessary, and distribution and delivery or distribution needs require occasional large truck access. Examples include research labs or facilities, small equipment or commodity assembly, non-retail laundry services, commercial bakery, or food and beverage processing.

Manufacturing – Large (>100K). Manufacturing from previously prepared materials or raw materials into other materials or finished products requiring a large building over 100,000 square feet. The activities may produce byproducts such as noise, dust, smoke, or odor, but are mitigated to limit impacts beyond the property boundary. Outside storage and activities may be necessary, and distribution and delivery needs involve frequent or large truck access. Examples include large-scale manufacturing or fabrication plants, large equipment assembly, food production and manufacturing plants, metal fabrication plants, chemical laboratories or other similar high-intensity manufacturing or distribution operations.

Manufacturing – Heavy (any size). Manufacturing or compounding processes with raw materials, including some that may be hazardous, noxious, or combustible. The activities capable of producing significant byproducts such as noise, dust, smoke or odor beyond the building or site, or where hazardous materials may be stored, used or produced as a typical part of the business, and distribution involves heavy truck, freight and machinery access. Examples include chemical, wood or metal storage and production, quarries and mining, fuel refining and storage, pressing and dyeing plants, asphalt or cement production, large-scale animal processing for food and byproducts, or similar heavy or hazardous manufacturing operations.

Warehouse & Storage. An industrial use engaged in the business of keeping goods and products for interim or long-term periods for personal or business uses, or for the distribution to other businesses and industries, including any logistic services related to this business such as labeling, bulk packaging, inventory control, or light assembly. Warehouse and storage uses are refined further based on the scale, format and intensity as follows:

Warehouse & Storage – Indoor, Small (< 20K). A storage use where individuals store personal property in units or space leased or rented on a periodic basis and where all storage are accessed from within the principal building. Interior storage space is limited to less than 20,000 square feet. Examples include small indoor self-storage or small commercial warehouse.

Warehouse & Storage – Indoor, Medium (20K – 100K). A storage use for businesses or larger personal products where all items are stored indoors. Interior storage space is limited to between 20,000 and 100,000 square feet. Examples include large indoor self-storage, commercial warehouses, small distribution centers, warehouse outlets for bulk items such as furniture or appliances, and long-term garages for vehicles or recreation equipment.

Warehouse & Storage – Indoor, Large (>100K). A large-scale facility for long-term storage of products or supplies, or where goods are stored on-site temporarily for the purpose of delivery to other business outlets or final destination, and where the nature of the operation has frequent daily truck traffic. Interior storage space is greater than 100,000 square feet. Examples include large commercial or industrial storage facilities, commercial warehouse, or distribution centers.

Warehouse & Storage – Outdoor, Small (< 2.5 acres). A use for the public where individuals store personal property in units leased or rented on a periodic basis and where all storage is inside but individual units may be accessed directly from the outside. Lot sizes for storage buildings, storage yards, and all associated access is limited to under 2.5 acres. Examples include small outdoor self-storage mini warehouses or small equipment storage yard.

Warehouse & Storage – Outdoor General (> 2.5 acres). A use for the public or supporting other businesses and industries where large-scale household items or machinery, commercial products, raw materials, or supplies are stored on an outdoor lot. Lot sizes to accommodate this use are greater than 2.5 acres. Examples include large outdoor self-storage mini warehouse, boat or RV storage, building supply lots, or similar industrial supply storage yards.

Warehouse & Storage – Chemicals, Waste, or Hazardous Material. The use of grounds for storing, processing, disposal or distribution of any industrial waste, chemicals, or hazardous materials.

Waste Management. Facilities used to collect, process, repurpose, transfer, and dispose of waste created by all other uses in the city.

Waste Management – Hazardous Waste Facility. Any facility that deals with the final disposition, or the storing and preparation for final disposition of any hazardous materials.

Waste Management – Landfill. A large-scale disposal point for non-recyclable or non-reusable material, which may include aggregation, separation, and/or compaction of solid waste to delivery at other locations, or the management and operation of final disposition of solid waste in the landfill.

Waste Management - Recycling Center. A large-scale disposal point for recyclable or reusable material, where longer-term storage or processing of materials may occur on site.

Waste Management – Scrap and Salvage Yard. An outdoor facility for storage, dismantling, repurposing and description of parts, and disposal of large equipment.

Waste Management – Sewage Treatment Plant. A facility used to treat and process water and wastewater for further distribution or disposal.

11.03 Glossary of Design Terms

This section is a glossary of architecture and design terms that explains concepts, strategies, and techniques used to affect building and site design.

A. **Architectural Style.**

When used generally, architectural style refers to a distinctive manner of expression, fashion or composition of building elements at a specific time.

When used specifically, architectural style refers to a prevalent local or historical style that is documented with common or typical techniques in assembling building elements and form, and where variations within the style follow common rules of application for materials, massing or composition of the details. (i.e. Art Deco, Colonial Revival, Craftsman, Mid-Century Modern, Mission, Spanish Colonial Revival, Tudor Revival, Victorian, etc.)

B. **Building Elements.** Buildings are made up of vertical elements, horizontal elements, details, and ornamentation that break up the building elevations into distinct components and establish the form and scale of the building. Building elements include:

1. *Awning.* A sloped or rounded framed projection attached to a wall and extended over a window or door to provide protection from the elements.
2. *Bay (window).* A bump out in the facade typically associated with an element of the interior floor plan but located to provide balance and relief to the massing on the exterior facade. A bay is usually associated with a window.
3. *Belt Course.* A continuous row or layer of stones, brick or other primary building material set in a wall and in line with changes in stories, changes in materials, or window sills. Belt courses make a visually prominent horizontal line to break up a wall plane by using a distinct material and/or implementing a pronounced and distinct pattern of the material.
4. *Bracket.* A projecting support placed under an eave or other projection with design qualities and details that add emphasis to the roof structure or massing element.
5. *Canopy.* A flat roofed projection attached to a wall and extended over a window, door, or walkway, or a freestanding structure over walkway or service area that gives protection from the elements.
6. *Clerestory Window.* A window high on a wall section above eye level and used to permit light or air into areas that otherwise do not have windows due to functional constraints of the building.
7. *Column.* A supporting pillar, especially one consisting of design qualities and details that add emphasis and ornamentation to a portion of the facade, or any roof structure or area it supports.
8. *Cornice.* An ornamental topping projecting from the wall with design qualities and details that crowns a structure along the top near the roof, with an emphasis that is compatible with but more elaborate than other similar details and ornamentation on the building.
9. *Eaves.* A projecting lower edge of a roof structure overhanging a wall, where larger eaves can increase the prominence of the roof as a “cap” to the building and protect portions of the facade (particularly windows) from the elements.
10. *Façade.* The exterior wall of a building exposed to public view, and particularly the front or other public spaces outside and near the building.
11. *Facia.* The exposed vertical edge of the roof often with design qualities and details that add emphasis and ornamentation to the roof structure.
12. *Foundation.* The base upon which the entire structure sits, designed with stronger, heavier materials, and often includes details and ornamentation to emphasize a buildings connection to the ground, a sense of permanence, and transition to the main wall plane for vertical articulation.
13. *Gable.* The triangular and vertical portion of a wall plane between intersecting roof pitches.
14. *Lintel.* A horizontal beam, typically over a door, window or storefront to support the structure above it and add accent to the door, window, or storefront.
15. *Parapet.* A vertical extension of the wall plane above the roof, typically used to hide a flat or low-sloped roof and the rooftop equipment, or function as a firewall for attached

- structures, and usually including ornamentation to provide a visually prominent “cap” to the building.
16. *Pediment.* A gable or ornamental tablet or panel, typically triangular or arched, placed above a point of emphasis on a facade and often supported by columns or pilasters.
 17. *Pilaster.* A projecting vertical element on a wall plane used to give the appearance of a supporting column and used to articulate the extent of a wall plane or other component of a facade.
 18. *Sidelight.* A window with a vertical orientation along an opening (door or window) that is narrower than the opening but provides emphasis to the importance of the opening with expanded transparency, additional trim and ornamentation, or other architectural details.
 19. *Transom.* A window above an opening (door or window) built on a horizontal crossbar that may provide light and/or swing open to add ventilation.
- C. **Building Form.** Building form refers to the outward three-dimensional envelope of a building or space affected by the mass, shape, composition, and articulation of building elements.
1. *Mass.* Mass is the volume (height x width x depth or height x building footprint) defined by a structure relative to its surroundings.
 2. *Shape.* Shape affects the massing and refers to the simplicity or complexity of the outer dimensions of surface planes (wall planes or roof planes), and their orientation (horizontal / vertical; symmetrical / asymmetrical).
 3. *Composition.* Composition is how the different building elements or materials are arranged to either distinguish or coordinate a particular shape or mass.
 4. *Proportion.* The relative physical sizes within and between buildings or distinct components of the building or façade.
 5. *Rhythm.* A regular pattern of shapes, including windows, doors, projections or massing, or groups of dissimilar elements that create a repeating pattern.
 6. *Articulation.* Articulation is using architectural elements to clearly call out a different portion of the composition, shape, or mass and break the building form into smaller, identifiable pieces.
 - (a) *Horizontal Articulation.* Breaking the mass down through different levels of height on the building, particularly for taller buildings, or by a step back or other voids in the massing.
 - (b) *Vertical Articulation.* Breaking the mass down through different bays or structural components along the length of the building elevation, particularly for longer, larger footprint buildings.
 7. *Primary Entrance Features.* The entrance of a building that establishes the orientation to streets and public spaces, and intended to be the main pedestrian or public entrance, and therefore includes enhancements, human-scale details, or social space to show the priority and importance of the space.
 - (a) For residential buildings the entrance feature typically includes one of the following:
 - (1) *Porch.* A moderate to large outdoor space shaped by small walls, railings, and/or roof structures, extending across a significant portion of the building frontage, and providing enough space and depth for comfortable gathering and seating.
 - (2) *Stoop.* An elevated platform, typically 2 to 5 steps, that includes a small seating or gathering area, and is emphasized with enhanced architectural details on the building or the stoop.
 - (3) *Entry Court.* A small to moderate recession in the building footprint providing access to a more remote entrance, but emphasized with enhanced landscape, edge walls or planning, and gateways, and may include small seating or gathering areas.

- (b) For non-residential or mixed-used buildings the entrance feature typically includes one of the following:
 - (1) *Arcade or Gallery*. A semi enclosed area along a frontage and includes arches or support columns at regular intervals, and can include habitable spaces on upper stories above the space.
 - (2) *Marquee*. A flat roofed surface, typically embellished with architectural details and integrated lighting and signs, that creates a large covered areas at the entrance of the building.
 - (3) *Courtyards or Plazas*. Small to moderate open spaces meeting the site open space design standards, and located to emphasize a building entrance.
 - (4) Other façade enhancements such as arches, awnings, canopies, pediments, or ornamental windows that express the priority of the entrance.
- 8. *Altering Form*. Techniques to alter the form of a building and affect the scale include:
 - (a) Main mass and wing or secondary masses;
 - (b) Stepping back in the wall plane, usually larger differences (i.e. 4 feet +) at upper story(ies);
 - (c) Cantilever or overhangs, usually a smaller distance (i.e. 1 to 4 feet) over a lower story;
 - (d) Off-sets or breaks in a wall plane in relation to interior floor plan or outside space, not to the level of creating a wing or secondary mass;
 - (e) Dormers, including a window and sub-roof within roof structure;
 - (f) Projections of an element of the facade composition such as a bay window, entry feature, or eaves; and
 - (g) Using proportion, rhythm, and articulation in the composition of buildings in addition to or in association with any of the above techniques to allow larger elements to appear smaller or achieve a human-scale.

D. Scale.

Scale refers to the perceived or relative size of a form in relation to something else – usually a person, a social space (courtyard, lot, streetscape, etc.), or another building. For example, “human scale” refers to how spaces or objects relate to and are experienced or perceived by people at a close range and a slow pace. Scale can be affected by the mass, shape, composition, or articulation of the form to make an otherwise larger form seem smaller or more relatable based on how the components are perceived.

- E. Compatibility.** Compatibility refers to the similarity of buildings and sites to adjacent properties or to prevalent patterns and themes in an area. In general, the elements of compatibility will include combinations of the following:
- 1. Similar proportions of building masses, particularly nearest the property lines and other adjacent buildings;
 - 2. Similar orientation of the building including the relationship to streetscapes, the shaping of open spaces, and the locations and arrangements of the building footprint;
 - 3. Similar window and door patterns, including location, size, and proportions;
 - 4. Similar roof lines (planes, pitches, profiles and details);
 - 5. Similar building materials, particularly primary building materials, or where materials differ they share common textures or color palettes;
 - 6. A common architecture style, including the facade composition and materials; however, many styles can allow differences in design within the style.

Note: Compatibility does not necessarily mean the same, but rather a sensitivity to the context, adjacencies, and character of the area. While not all of the above elements are necessary for compatibility, the greater the number that are similar, the greater the compatibility will be; significant departures from any one element should be compensated with either greater similarity of other elements or by similarity of more elements. Where things are not compatible, transitions should occur through space and landscape buffer designs.

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