



## A New Zoning Code for a 21st Century Los Angeles

To create livable communities, encourage sustainable development and foster economic vitality, we need a modern and user-friendly zoning code – we need to **re:code LA**.

# DOWNTOWN PROGRESS REPORT

Goal: To create a flexible (yet defined and rigorous) toolkit of zones that can be used in the community planning process across the City to address the variety of known development-related issues.



# TONIGHT'S PRESENTATION

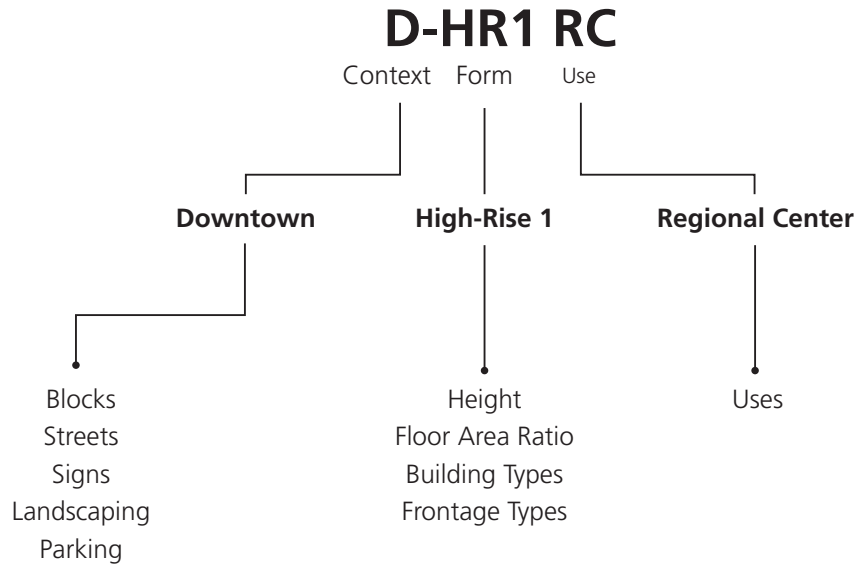
- » Where We Have Been
- » Downtown Policy Overview
- » Regulating Form
- » Downtown Zones
- » FAQ's
- » Next Steps

# WHERE WE HAVE BEEN

- » Last Downtown ZAC Presentation (April)
- » AIA Meeting (April)
- » Residential ICOs, Boyle Heights (May, June, July)
- » Downtown Week 2 - Intensive Work Session (Aug 25-28)
- » Refined Downtown Strategy

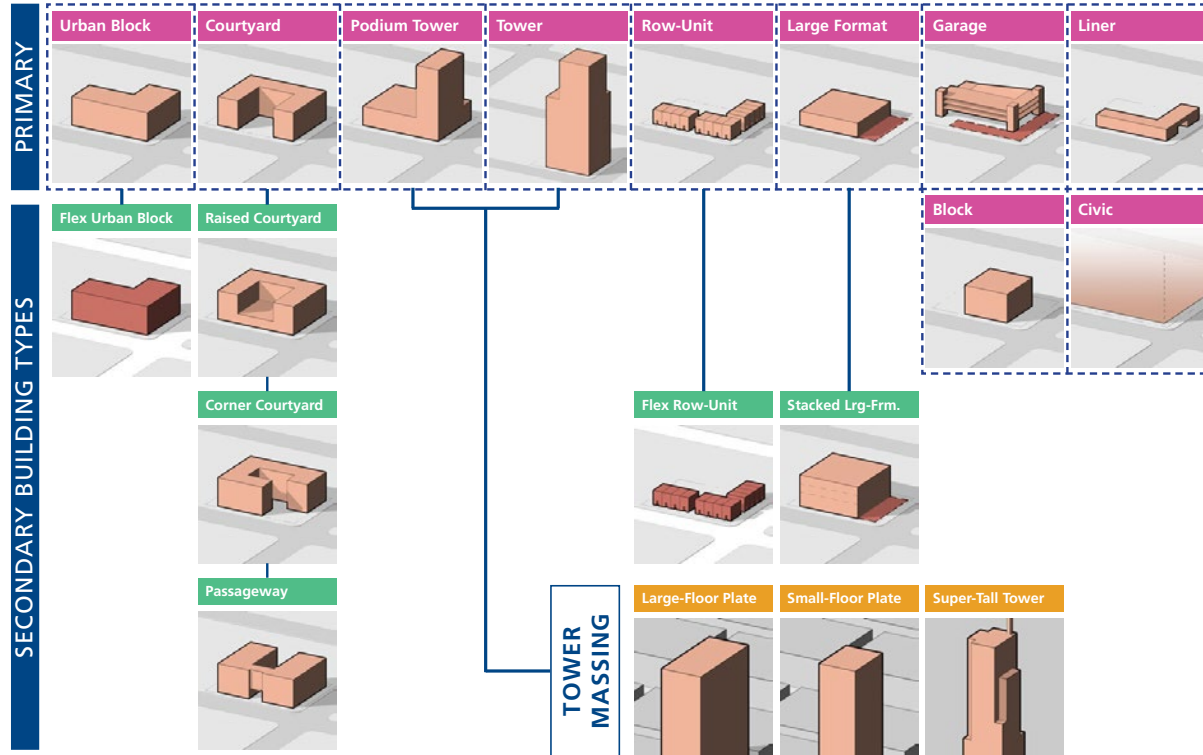
# WHERE WE HAVE BEEN: ZONE STRING

## ZONING STRUCTURE RECAP



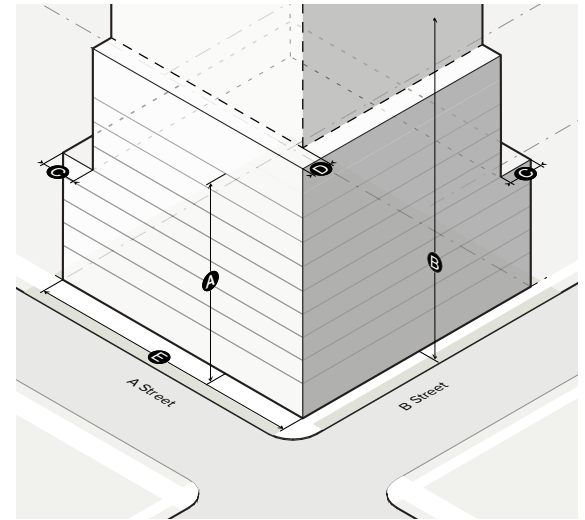
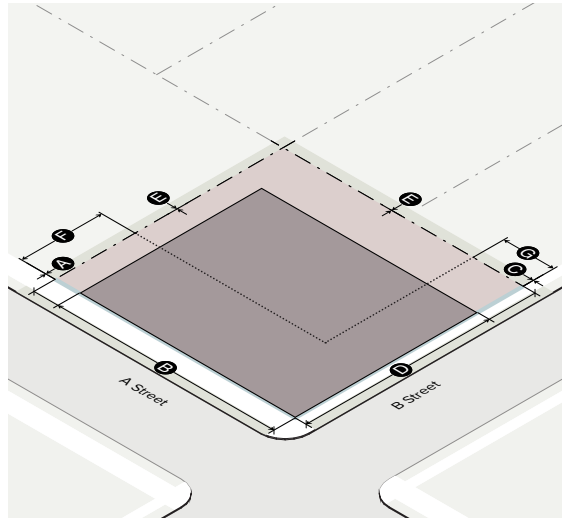
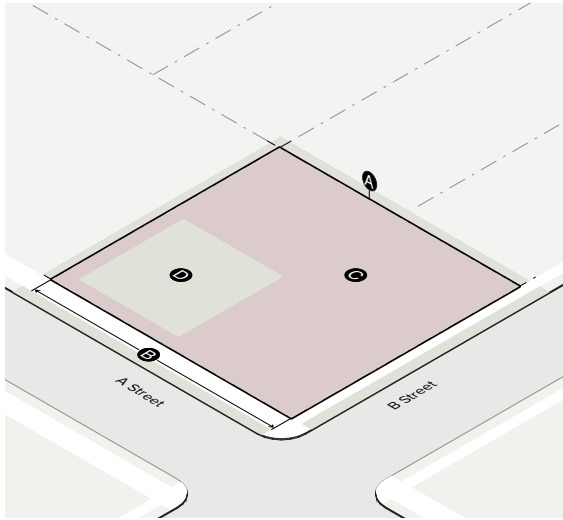
# WHERE WE HAVE BEEN: BUILDING TYPES

## MENU OF DOWNTOWN BUILDING TYPES



# WHERE WE'RE GOING: BUILDING ENVELOPES

- » No Building Types
- » Envelope Created by Setbacks, Stepbacks, Height
- » Handbook to Illustrate Design Options that Meet Regulations





# WHERE WE HAVE BEEN: FRONTAGES

## MENU OF DOWNTOWN FRONTAGE TYPES



# WHERE WE'RE GOING: FRONTAGES

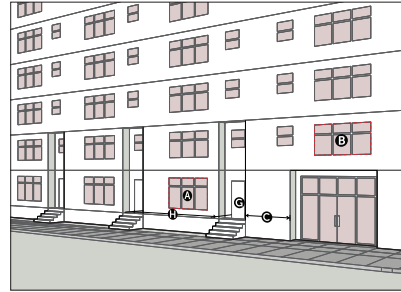
- » No Secondary Frontages, Fewer Elements Regulated
- » Allow for a Wider Variety of Architectural Responses



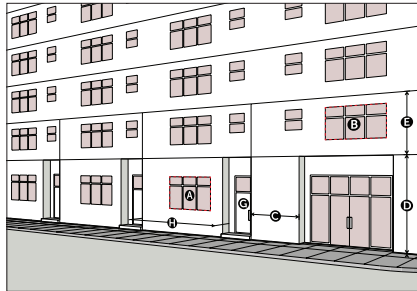
SHOPFRONT



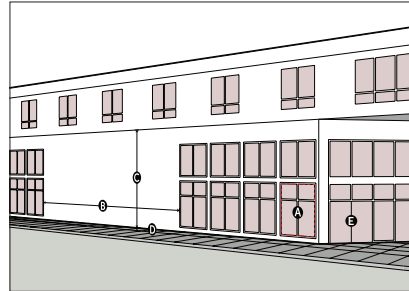
GENERAL



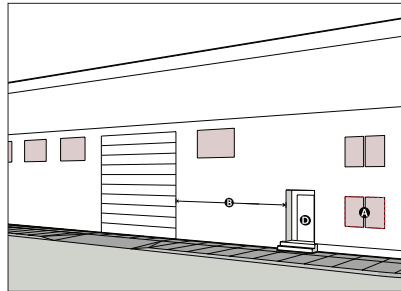
NEIGHBORHOOD



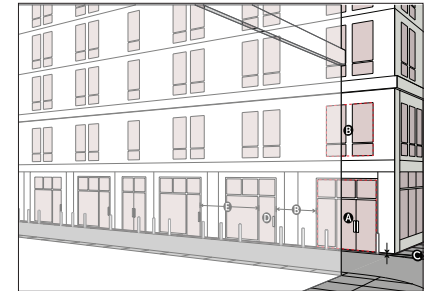
LIVE/WORK



LARGE FORMAT



WAREHOUSE



ACTIVE ALLEY



# WHERE WE'RE GOING: A & B STREETS

## Div. 1.4. Frontages

### Sec. 1.4.1. Shopfront



#### Description

In the Shopfront Frontage, the main facade of the building is located at or near the public sidewalk, often with at-grade entrances spaced at regular intervals. The Shopfront Frontage is intended primarily for retail uses.

Transparency	A Street	B Street
<b>A</b> Ground story (min)	60%	40%
<b>B</b> Upper story (min)	20%	20%
<b>C</b> Blank wall area (max)	20'	30'
Story Height		
<b>D</b> Ground story, floor to floor (min)	16'	16'
<b>E</b> Upper story, floor to floor (min)	10'	10'
<b>F</b> Ground floor elevation (min/max)	0'/2'	0'/2'
Pedestrian Access		
<b>G</b> Street-facing entrance required	Required	Required
<b>H</b> Entrance spacing (max)	50'	--
Building Elements Allowed		
Awning	Yes	Yes
Canopy	Yes	Yes
Forecourt	Yes	Yes
Gallery	Yes	Yes
Porch	No	No
Recessed Entry	Yes	Yes
Stoop	No	No

#### Description

In the Shopfront Frontage, the main facade of the building is located at or near the public sidewalk, often with at-grade entrances spaced at regular intervals. The Shopfront Frontage is intended primarily for retail uses.

Transparency	A Street	B Street
<b>A</b> Ground story (min)	60%	40%
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<b>C</b> Blank wall area (max)	20'	30'
Story Height		
<b>D</b> Ground story, floor to floor (min)	16'	16'
<b>E</b> Upper story, floor to floor (min)	10'	10'
<b>F</b> Ground floor elevation (min/max)	0'/2'	0'/2'
Pedestrian Access		
<b>G</b> Street-facing entrance required	Required	Required
<b>H</b> Entrance spacing (max)	50'	--
Building Elements Allowed		
Awning	Yes	Yes
Canopy	Yes	Yes
Forecourt	Yes	Yes
Gallery	Yes	Yes
Porch	No	No
Recessed Entry	Yes	Yes
Stoop	No	No

# COMPONENTS OF A ZONE

## » Form District

- » District Intent
- » Lot Criteria
- » Building Placement
- » Bulk and Mass
- » Activation (Frontage Options)

## » Use District

- » Use Table
- » Use Categories, Use Groups
- » Individual Uses

# REGULATING FORM: BUILDING PLACEMENT





# REGULATING FORM: BUILDING PLACEMENT



# REGULATING FORM: PARKING LOCATION





# REGULATING FORM: PARKING LOCATION





# REGULATING FORM: BUILDING HEIGHT



# REGULATING FORM: BUILDING HEIGHT





# REGULATING FORM: BUILDING HEIGHT



# REGULATING FORM: BUILDING LENGTH





# REGULATING FORM: WINDOWS & DOORS



# REGULATING FORM: WINDOWS & DOORS





# DOWNTOWN FORM DISTRICTS

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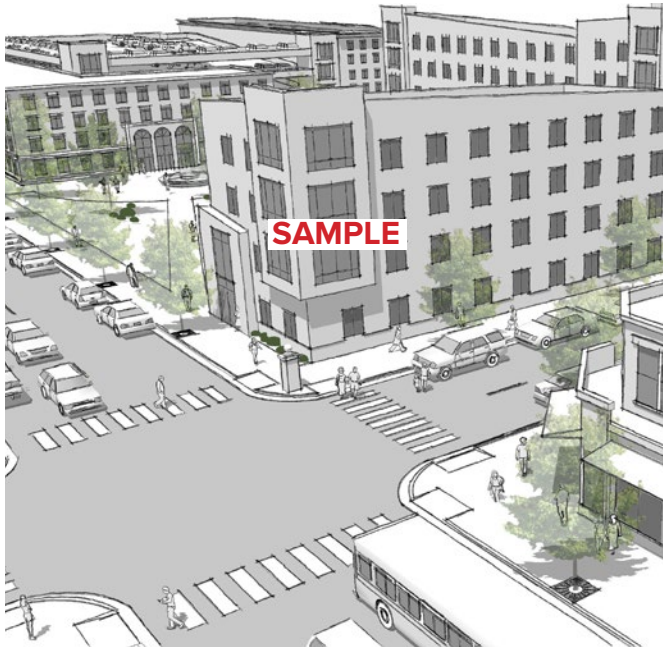
# HIGH RISE FORM DISTRICTS

High Rise (HR1, HR2)

## Div. 1.1. High Rise (HR1, HR2)

### Sec. 1.1.1. Description

High Rise Form Districts implement the General Plan by fostering an intensive and active urban environment in the most prominent locations in Downtown Los Angeles. These districts are intended to enhance the vitality of the urban core with a variety of mid- to high-rise buildings that define and activate the public realm and reinforce the walkable nature of the city center. High Rise Form Districts are also intended to support the continued development of a distinctive and visually interesting skyline.



(HR1, HR2) High Rise

### Sec. 1.1.2. Form Districts

#### A. High Rise (HR1)

1. Promote a variety of building types in a densely developed and walkable environment.
2. Support a pedestrian-oriented Downtown core through a strong building-to-street interface.
3. Applies to areas where a building scale of at least 4 stories is desired.

#### B. High Rise (HR2)

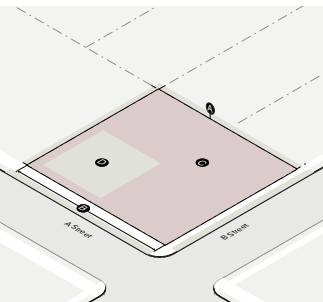
1. Promote the highest intensity built environment in areas with the highest levels of transit access.
2. Limit underdevelopment of key sites near major rail stations.
3. Create a high quality pedestrian environment that offers improved linkages to transit.
4. Applies to areas where a building scale of at least 8 stories is desired.

# HIGH RISE FORM DISTRICTS

High Rise (HR1, HR2)

## Sec. 1.1.3. Lots, Building Placement and Mass

### A. Lot Criteria



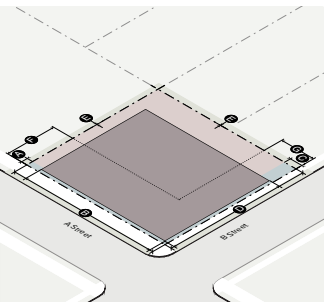
#### Lot Dimensions

A Lot area for new lots (min)	2,500 SF
B Lot width for new lots (min)	25'

#### Lot Parameters

C Building coverage (max)	100%
D Outdoor amenity space (min)	20%

### B. Building Placement



#### Build-to Range

A A street build-to range (min/max)	0'/5'
B % of lot width occupied by building facade in A street build-to range (min)	90%
C B street build-to range (min/max)	0'/10'
D % of lot width occupied by building facade in B street build-to range (min)	80%

#### Side and Rear Building Setbacks

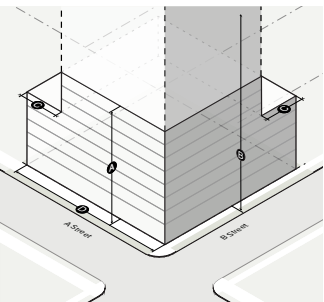
E Side or rear, interior (min)	0'
F Side or rear, abutting alley (min)	0'

#### Parking Setbacks

G A street (min)	40'
H B street (min)	25'

(HR1, HR2) High Rise

### C. Bulk and Mass



#### Building Height

	A Min	B Max
HR1	4 stories	unlimited
HR2	8 stories	unlimited

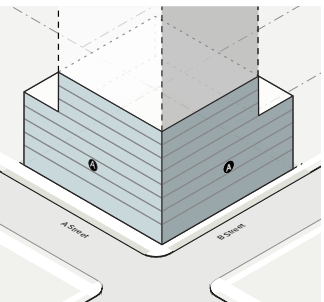
#### Upper Story Setback

C Upper story setback at 6 stories from interior lot line (min)	40'
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#### Building Mass

D Street-facing facade length (max)	200'
Floor area ratio, base/bonus (max)	
HR1	7.0/13.0
HR2	10.0/13.0

### D. Activation



#### Frontage Types

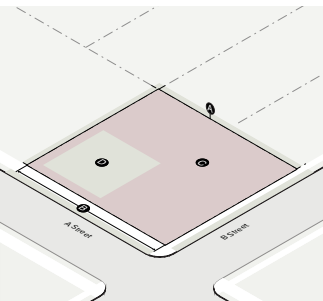
Shopfront	Sec. 1.4.1
General	Sec. 1.4.3

# HISTORIC CORE FORM DISTRICTS

Historic Core (HC1, HC2, HC3, HC4)

## Sec. 1.2.3. Lots, Building Placement and Mass

### A. Lot Criteria



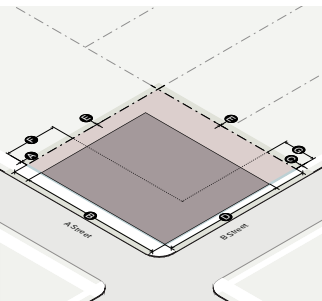
#### Lot Dimensions

A Lot area for new lots (min)	2,500 SF
B Lot width for new lots (min)	25'

#### Lot Parameters

C Building coverage (max)	100%
D Outdoor amenity space (min)	20%

### B. Building Placement



#### Build-to Range

A A street build-to range (min/max)	0'
B % of lot width occupied by building facade in A street build-to range (min)	95%
C B street build-to range (min/max)	0'
D % of lot width occupied by building facade in B street build-to range (min)	95%

#### Side and Rear Building Setbacks

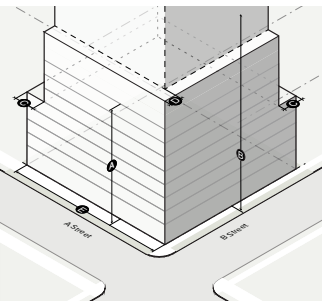
E Side or rear, interior (min)	0'
F Side or rear, abutting alley (min)	0'

#### Parking Setbacks

G A street (min)	40'
H B street (min)	25'

(HC1, HC2, HC3, HC4) Historic Core

### C. Bulk and Mass



#### Building Height

	A Min	B Max
HC1	4 stories	12 stories
HC2	8 stories	20 stories
HC3	6 stories	unlimited
HC4	8 stories	unlimited

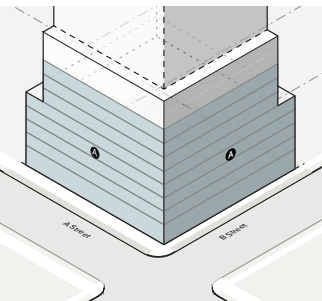
#### Upper Story Setback

G Upper story setback at 6 stories from interior lot line (min)	
HC1	n/a
HC2, HC3, HC4	10'
H Upper story setback at 12 stories from street (min)	
HC1	n/a
HC2, HC3, HC4	10'

#### Building Mass

I Street-facing facade length (max)	
HC1	150'
HC2, HC3, HC4	200'
J Floor area ratio, base/bonus (max)	
HC1, HC2	6.0/8.0
HC3, HC4	6.0/13.0

### D. Activation



#### Frontage Types

Shopfront	Sec. 1.4.1
Live/Work*	Sec. 1.4.2

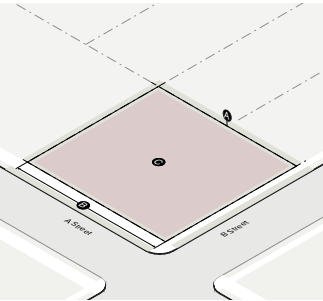
\* HC3 only

# PRODUCTION SCALE FORM DISTRICTS

## Production Scale (PS1, PS2)

### Sec. 1.3.3. Lots, Building Placement and Mass

#### A. Lot Criteria



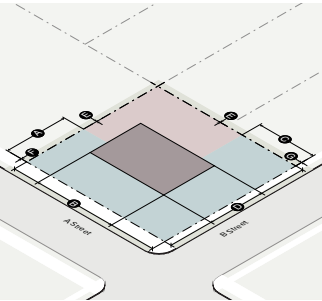
#### Lot Dimensions

A Lot area for new lots (min)	4,000 SF
B Lot width for new lots (min)	40'

#### Lot Parameters

C Building coverage (max)	90%
D Outdoor amenity space (min)	n/a

#### B. Building Placement



#### Build-to Range

A A street build-to range (min/max)	0'/50'
B % of lot width occupied by building facade in A street build-to range (min)	40%
C B street build-to range (min/max)	0'/50'
D % of lot width occupied by building facade in B street build-to range (min)	20%

#### Side and Rear Building Setbacks

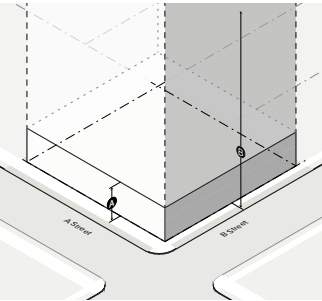
E Side or rear, interior (min)	0'
F Side or rear, abutting alley (min)	5'

#### Parking Setbacks

G A street (min)	0'
H B street (min)	0'

## (PS1, PS2) Production Scale

#### C. Bulk and Mass



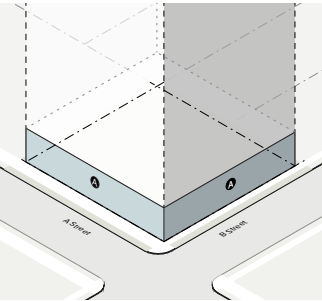
#### Building Height

	A Min	B Max
PS1	1 story	unlimited
PS2	1 story	unlimited

#### Building Mass

Floor area ratio, base/bonus (max)	
PS1	1.5/1.5
PS2	3.0/3.0

#### D. Activation



#### Frontage Types

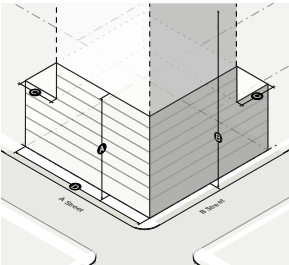
General	Sec. 1.4.3
Warehouse	Sec. 1.4.5

# FRONTAGES

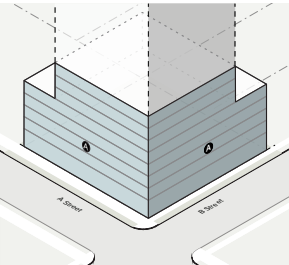
## Developer's Choice Unless Included in Zone Name String

(HR1, HR2) High Rise

C. Bulk and Mass



D. Activation



Building Height	A Min	B Max
HR1	4 stories	unlimited
HR2	8 stories	unlimited

Upper Story Setback

Upper story setback at 6 stories from interior lot line (min)	40'
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Building Mass


Street-facing facade length (max)	200'
Floor area ratio, base/bonus (max)	
HR1	7.0/13.0
HR2	10.0/13.0

Frontage Types	
Shopfront	Sec. 14.1
General	Sec. 14.3

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Sec. 14.3. General



Description

In the General Frontage, the main facade of the building is located near the public sidewalk, typically with only a single entrance. The General Frontage is intended primarily for employment uses.

Transparency

- A Ground story (min)
- B Upper story (min)
- C Blank wall area (max)

Story Height

- A Ground story, floor to floor (min)
- B Upper story, floor to floor (min)
- C Ground floor elevation (min/max)

Pedestrian Access

- A Street-facing entrance required
- B Entrance spacing (max)


Building Elements Allowed

Awning	
Canopy	
Forecourt	
Gallery	
Porch	
Recessed Entry	
Stoop	

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Div. 1.4. Frontages

Sec. 14.1. Shopfront



Description

In the Shopfront Frontage, the main facade of the building is located at or near the public sidewalk, often with at-grade entrances spaced at regular intervals. The Shopfront Frontage is intended primarily for retail uses.

Transparency

	A Street	B Street
A Ground story (min)	60%	40%
B Upper story (min)	20%	20%
C Blank wall area (max)	20'	30'

Story Height

A Ground story, floor to floor (min)	16'	16'
B Upper story, floor to floor (min)	10'	10'
C Ground floor elevation (min/max)	0/2'	0/2'

Pedestrian Access

A Street-facing entrance required	Required	Required
B Entrance spacing (max)	50'	--

Building Elements Allowed

Awning	Yes	Yes
Canopy	Yes	Yes
Forecourt	Yes	Yes
Gallery	Yes	Yes
Porch	No	No
Recessed Entry	Yes	Yes
Stoop	No	No

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# USE DISTRICTS

» Package of Uses: Can Be Applied to Any Form District

» Use Category

» Commercial

» Use Group

» Overnight Lodging

» Individual Uses

» Boarding House, Hostel, Hotel, Motel, Transient  
Occupancy Residential Structure, Bed and Breakfast

## COMMERCIAL

Adult Business  
Alcohol Sales  
Animal Service  
Education, Private  
Entertainment Production  
Entertainment Venue  
Financial Institution  
Lodging, Overnight  
Medical  
Office  
Parking  
Passenger Terminal, Private  
Personal Service  
Recreation, Indoor  
Recreation, Outdoor  
Restaurant  
Retail Sales

# MIXED USE REGIONAL (MXR) USE DISTRICT

## Downtown Los Angeles Use Districts

		Parks/Open Space/Civic			Residential Only	Residential Emphasis Mixed Use				Mixed Use				Commercial Emphasis Mixed Use	Hybrid Industrial Mixed Use						Heavy Commercial & Industrial							
USE CATEGORY/USE GROUP	USE	Parks/ Open Space	Civic	Residential Multifamily	Residential Neighborhood	Residential Community MX 1	Residential Community MX 2	Mixed Use Neighborhood	Mixed Use Community	Mixed Use Regional	Mixed Use Entertainment	Mixed Use Office	Mixed Use Wholesale	Mixed Use Hybrid Industrial I	Mixed Use Hybrid Industrial II	Mixed Use Hybrid Industrial III	Industrial Mixed Use 1	Industrial Mixed Use 2	Wholesale	Industrial Light	Industrial Heavy							
		OS	CV	RMF	BNX	RCX1	RCX2	MXN	MXC	MXR	MXE	MXO	MXW	MXH1	MXH2	MXH3	IMX1	IMX2	WS	IL	IH							
Retail Size					2k	25k	25k	10k	50k	144k+	Unlimited																	
AGRICULTURE																												
Agriculture		--	P	P	P	P	P	P	P	P	--	--	--	P	P	P	--	--	--	--	--							
RESIDENTIAL																												
Household Living		--	--	P	P	P	P	P	P	P	L	L	C	C	--	--	C	--	--	--	--							
Group Living		--	--	P	P	P	P	P	P	P	--	--	--	--	--	--	C	--	--	--	--							
Social Service Living		--	--	--	P	P	P	P	--	P	P	--	--	P	P	--	P	C	--	--	--							
Adaptive Reuse Apartment		--	--	--	P	P	P	P	P	P	P	L	L	P	--	--	C	--	--	--	--							
Live/Work		--	--	--	P	P	P	P	P	P	P	--	L	L	L	L	L	--	--	--	--							
JLWQ		--	--	--	P	P	P	P	P	P	P	--	P	L	P	P	L	L	--	--	--							
PUBLIC AND INSTITUTIONAL																												
Civic		--	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	--	--							
Education, Public		--	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	--	--							
Parks/Open Space		P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	--	--							
Passenger Terminal, Public		--	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	--	--							
Utilities		P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	--	--							
COMMERCIAL																												
Adult Business		--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	P	P							
Alcohol Sales		--	C	--	C	--	C	L	L	P	P	P	P	P	P	P	--	L	P	--	--							
Animal Service		--	--	--	--	L	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--							
Education, Private		--	P	--	P	P	P	P	P	P	P	P	L	L	L	L	C	C	--	--	--							
Entertainment Production		--	P	--	--	--	--	P	P	P	P	P	P	P	P	P	P	P	P	--	--							
Entertainment Venue		--	P	--	--	--	--	C	C	C	C	C	C	C	C	C	C	C	--	--	--							
Financial Institution		--	--	--	C	--	--	--	--	P	P	P	P	P	P	P	P	P	--	--	--							
Lodging, Overnight		--	C	--	--	--	--	L	L	L	L	L	L	L	L	L	L	L	--	--	--							
Medical		--	--	--	L	P	L	L	L	P	P	P	P	C	L	C	C	C	P	--	--							
Office		--	--	--	L	L	L	L	L	P	P	P	P	P	P	P	P	P	P	--	--							
Parking		--	P	--	--	P	L	L	L	P	P	P	P	P	P	P	P	P	P	P	P							
Passenger Terminal, Private		--	P	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--							
Personal Service		--	--	--	--	P	P	P	P	P	P	P	P	P	P	P	P	P	--	--	--							
Recreation, Indoor		C	--	--	--	P	P	P	P	P	P	P	P	P	P	P	P	P	--	--	--							
Recreation, Outdoor		P	P	--	--	--	--	C	P	P	--	--	--	--	--	--	P	P	--	--	--							
Restaurant		L	L	--	--	L	L	L	P	P	P	P	P	P	L	L	P	P	P	--	--							
Retail Sales		L	L	--	--	L	L	L	P	P	P	P	P	L	L	L	P	P	--	--	--							
HEAVY COMMERCIAL																												
Repair/Maintenance Facility		--	--	--	--	--	--	--	--	--	--	--	--	P	P	P	--	--	--	P	P							
Self Service Storage		--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	P	P							
Vehicle Fueling Station		--	--	--	--	--	--	--	--	P	P	--	--	--	--	--	--	--	--	--	P							
Vehicle Sales/Rental		--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--							
Vehicle Service		--	--	--	--	--	--	--	--	--	--	--	--	P	P	P	--	--	--	P	P							
LIGHT INDUSTRIAL																												
Manufacturing, Food and Drink		--	--	--	--	--	--	--	--	--	--	--	--	P	P	P	--	--	--	P	P							
Manufacturing/Assembly, Light		--	--	--	--	--	--	--	--	--	--	--	--	P	P	P	--	--	--	--	P							
Open Storage		--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	P							
Research & Development		--	--	--	--	--	--	--	--	--	--	--	--	P	P	P	--	--	--	--	P							
Warehousing/Distribution/Storage		--	--	--	--	--	--	--	--	--	--	--	--	P	P	P	--	--	--	--	P							
Wholesale Trade		--	--	--	--	--	--	--	--	--	--	--	--	P	P	P	P	P	--	--	P							
HEAVY INDUSTRIAL																												
Manufacturing, Heavy		--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	P							
Resource Extraction		--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	P							
SINGLE USE																					MIXED USE				SINGLE USE			

# MIXED USE REGIONAL (MXR) USE DISTRICT

USE CATEGORY/USE GROUP	Mixed Use Neighborhood	Mixed Use Community	Mixed Use Regional	Mixed Use Entertainment	Mixed Use Office	Mixed Use Wholesale	Mixed Use Hybrid Industrial I	Mixed Use Hybrid Industrial II	Mixed Use Hybrid Industrial III
	MXN	MXC	MXR	MXE	MXO	MXW	MXH1	MXH2	MXH3
Retail Size 10k		50k	144k+	Unlimited					
<b>AGRICULTURE</b>									
Agriculture	P	P	P	--	--	--	P	P	P
<b>RESIDENTIAL</b>									
Household Living	P	P	P	L	L	C	C	--	--
Group Living	P	P	P	--	--	--	--	--	--
Social Service Living	--	P	P	--	--	--	P	P	--
Adaptive Reuse Apartment	P	P	P	P	L	L	P	--	--
Live/Work	P	P	P	P	--	L	L	L	L
JLWQ	P	P	P	P	--	P	P	P	P
<b>PUBLIC AND INSTITUTIONAL</b>									
Civic	P	P	P	P	P	P	P	P	P
Education, Public	P	P	P	P	P	P	P	P	P
Parks/Open Space	P	P	P	P	P	P	P	P	P
Passenger Terminal, Public	P	P	P	P	P	P	P	P	P
Utilities	P	P	P	P	P	P	P	P	P
<b>COMMERCIAL</b>									
Adult Business	--	--	--	--	--	--	--	--	--
Alcohol Sales	L	L	P	P	P	P	P	P	P
Animal Service	C	P	P	--	--	--	P	P	P
Education, Private	P	P	P	P	P	L	L	L	L
Entertainment Production	P	P	P	P	P	P	P	P	P
Entertainment Venue	C	C	C	P	P	--	C	C	C
Financial Institution	P	P	P	P	P	P	C	C	C
Lodging, Overnight	L	P	P	P	P	P	L	L	L
Medical	P	P	P	--	P	--	C	C	C
Office	P	P	P	P	P	P	P	P	P
Parking	P	P	P	P	P	P	P	P	P
Passenger Terminal, Private	P	P	P	--	--	--	--	--	--
Personal Service	P	P	P	P	P	P	P	P	P

# ZONE DISTRICT: HR2-MXR

» High Rise Form District with General Frontage

» Mixed Use Regional Use District

## Form District

## Frontage

## Use District

(HR1, HR2) High Rise

### C. Bulk and Mass

Building Height	Min	Max
HR1	4 stories	unlimited
HR2	8 stories	unlimited

Upper Story Setback

Upper story setback at 6 stories from interior lot line (min)

40'

Building Mass

Street-facing facade length (max)

200'

Floor area ratio, base/bonus (max)

HR1	7.0/13.0
HR2	10.0/13.0

### D. Activation

Frontage Types	Sec.
Shopfront	1.41
General	1.43

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Sec. 1.4.3. General

Description

In the General Frontage, the main facade of the building is located at or near the public sidewalk, typically with only a single street-facing entrance. The General Frontage is intended primarily for employment or lodging uses.

Transparency	A/B Street
Ground story (min)	40%
Upper story (min)	20%
Blank wall area (max)	30%

Story Height

Ground story, floor to floor (min)	14'
Upper story, floor to floor (min)	10'
Ground floor elevation (min/max)	0'/2'

Pedestrian Access

Street-facing entrance required	Required
Entrance spacing (max)	--

Building Elements Allowed

Awning	Yes
Canopy	Yes
Forecourt	Yes
Gallery	Yes
Porch	No
Recessed Entry	Yes
Stoop	No

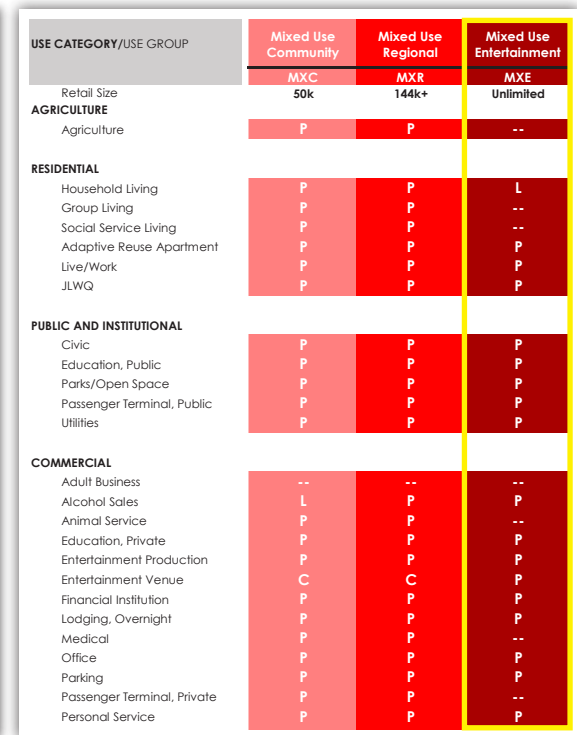
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USE CATEGORY/USE GROUP	Mixed Use Neighborhood	Mixed Use Community	Mixed Use Regional
	MXN 10k	MXC 50k	MXR 144k+
<b>AGRICULTURE</b>			
Agriculture	P	P	P
<b>RESIDENTIAL</b>			
Household Living	P	P	P
Group Living	P	P	P
Social Service Living	--	P	P
Adaptive Reuse Apartment	P	P	P
Live/Work	P	P	P
LJWQ	P	P	P
<b>PUBLIC AND INSTITUTIONAL</b>			
Civic	P	P	P
Education, Public	P	P	P
Parks/Open Space	P	P	P
Passenger Terminal, Public	P	P	P
Utilities	P	P	P
<b>COMMERCIAL</b>			
Adult Business	--	--	--
Alcohol Sales	L	L	P
Animal Service	C	P	P
Education, Private	P	P	P
Entertainment Production	P	P	P
Entertainment Venue	C	C	C
Financial Institution	P	P	P
Lodging, Overnight	L	P	P
Medical	P	P	P
Office	P	P	P
Parking	P	P	P
Passenger Terminal, Private	P	P	P
Personal Service	P	P	P

- » **Historic Core Form District with Shopfront Frontage**
- » **Mixed Use Entertainment Use District**

## Use District



# ZONE DISTRICT: PS2-IL

- » Production Scale Form District with Warehouse Frontage
- » Light Industrial Use District

## Form District

(PS1, PS2) Production Scale

**C. Bulk and Mass**

**Building Height**

	Min	Max
PS1	1 story	unlimited
PS2	1 story	unlimited

**Building Mass**

	Floor area ratio, base/bonus (max)
PS1	1.5/1.5
PS2	3.0/3.0

**D. Activation**

**Frontage Types**

	General	Warehouse
	Sec. 14.3	Sec. 14.5

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## Frontage

**Sec. 14.5. Warehouse**

**Description**  
In the Warehouse Frontage, the main facade of the building is oriented toward freight service, entrances spaced at regular intervals. The Warehouse Frontage is intended for warehouse and industrial uses with substantial clear heights on the ground floor.

	B Street
<b>Transparency</b>	
Ground story (min)	10%
Upper story (min)	n/a
Blank wall area (max)	125'
<b>Story Height</b>	
Ground story, floor to floor (min)	20'
Upper story, floor to floor (min)	n/a
Ground floor elevation (min/max)	n/a
<b>Pedestrian Access</b>	
Street-facing entrance required	Required
Entrance spacing (max)	--
<b>Building Elements Allowed</b>	
Awning	Yes
Canopy	Yes
Forecourt	No
Gallery	No
Porch	No
Recessed Entry	No
Sloop	No

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## Use District










































USE CATEGORY/USE GROUP	Industrial Mixed Use 2	Wholesale	Industrial Light
Retail Size	IMX2	WS	IL
<b>AGRICULTURE</b>			
Agriculture	--	--	--
<b>RESIDENTIAL</b>			
Household Living	--	--	--
Group Living	C	--	--
Social Service Living	C	--	--
Adaptive Reuse Apartment	--	--	--
Live/Work	--	--	--
JLWQ	L	--	--
<b>PUBLIC AND INSTITUTIONAL</b>			
Civic	P	P	--
Education, Public	P	P	--
Parks/Open Space	P	P	--
Passenger Terminal, Public	P	P	--
Utilities	P	P	--
<b>COMMERCIAL</b>			
Adult Business	--	--	P
Alcohol Sales	L	P	--
Animal Service	--	--	--
Education, Private	C	--	--
Entertainment Production	P	P	P
Entertainment Venue	--	--	--
Financial Institution	P	--	--
Lodging, Overnight	L	--	--
Medical	--	--	--
Office	P	P	--
Parking	P	P	P
Passenger Terminal, Private	--	--	--
Personal Service	P	--	--



# PROPOSED DOWNTOWN ZONES

- » 26 Form Districts
- » 20 Use Districts
- » 41 Zones = Total Downtown Combinations Envisioned Today  
(without Public Facilities zones)

## DOWNTOWN CODE - FORM DISTRICT + USE CODE

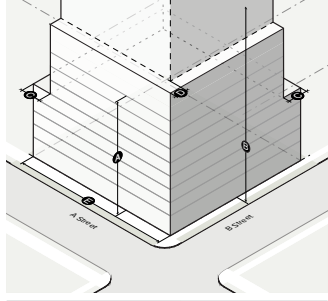
High Rise	Historic Core	Mid Rise	Medium Scale	Small Scale	Village	Neighborhood Scale	Production Scale
 HR1-MXE	 HC1-MXN	 MR1-MXR	 MS1-MXC	 SS1-IMX	 V1-MXN	 NS1-RMF	 PS1-IH
 HR1-MXO	 HC2-MXN	 MR1-MXW	 MS2-MXH2	 SS2-MXH2	 V2-MXN	 NS2-RMF	 PS2-IL
 HR1-MXR	 HC3-MXR	 MR2-MXR	 MS2-MXH3	 SS3-MXH2	 V3-MXN	 NS3-RMF	
 HR1-RCX2	 HC4-MXE	 MR3-MXC	 MS3-IMX	 SS3-MXH3		 NS3-RNX	
 HR2-MXC		 MR3-MXH2	 MS3-MXH3	 SS4-IMZ		 NS4-MXC	
 HR2-MXE		 MR4-MXR	 MS3-RNX1	 SS4-WS		 NS4-MXN	
 HR2-MXO							
 HR2-MXR							

# FAQ: HOW DO I GET BONUS FLOOR AREA?

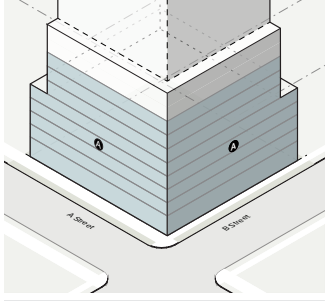
- » Public Benefits in Exchange for Additional Floor Area
- » Mechanics Under Discussion
- » Prioritize Affordable Housing (State law requirement)
- » Examples: Affordable Housing, Open Space, Historic Resources
- » Expect Modifications to TFAR
- » Option to Tailor by Location
- » More than One Way to Comply

(HC1, HC2, HC3, HC4) Historic Core

**C. Bulk and Mass**



**D. Activation**



**Building Height**

	Ⓐ Min	Ⓑ Max
HC1	4 stories	12 stories
HC2	8 stories	20 stories
HC3	6 stories	unlimited
HC4	8 stories	unlimited

**Frontage Types**

Shopfront	Sec. 1.4.1
Live/Work*	Sec. 1.4.2

\* HC3 only

**Upper Story Setback**

Ⓒ Upper story setback at 6 stories from interior lot line (min)

HC1	n/a
HC2, HC3, HC4	10'

Ⓓ Upper story setback at 12 stories from street (min)

HC1	n/a
HC2, HC3, HC4	10'

**Building Mass**

Ⓔ Street-facing facade length (max)

HC1	150'
HC2, HC3, HC4	200'

Ⓕ Floor area ratio, base/bonus (max)

HC1, HC2	6.0/8.0
HC3, HC4	6.0/13.0

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# FAQ: HOW DO I GET BONUS FLOOR AREA?

- » Public Benefits in Exchange for Additional Floor Area
- » Mechanics Under Discussion
- » Prioritize Affordable Housing (State law requirement)
- » Examples: Affordable Housing, Open Space, Historic Resources
- » Expect Modifications to TFAR
- » Option to Tailor by Location
- » More than One Way to Comply

Building Height	A Min	B Max
HC1	4 stories	12 stories
HC2	8 stories	20 stories
HC3	6 stories	unlimited
HC4	8 stories	unlimited

## Upper Story Setback

- C Upper story setback at 6 stories from interior lot line (min)

HC1	n/a
HC2, HC3, HC4	10'

- D Upper story setback at 12 stories from street (min)

HC1	n/a
HC2, HC3, HC4	10'

## Building Mass

- E Street-facing facade length (max)

HC1	150'
HC2, HC3, HC4	200'

- F Floor area ratio, base/bonus (max)

HC1, HC2	6.0/8.0
HC3, HC4	6.0/13.0

# FAQ: HOW DO PROJECTS GET APPROVED?

- » Below Site Plan Review Threshold:
  - » Administrative Sign-Off
  - » Building Permit Clearance
  - » Design Guidelines May Apply
- » Site Plan Review:
  - » Director's Determination
  - » Design Guidelines May Apply
- » Historic Preservation Review Continues to Apply
- » CEQA Continues to Apply
  - » Modification of CEQA Thresholds is NOT part of re:code LA



# FAQ: HOW DO PROJECTS GET RELIEF?

## » Adjustment

- » Allows Adjustments Specified in Zoning
- » Director's Decision (Appeal to Area Planning Commission)
- » No Public Hearing

## » Alternative Compliance

- » Based on "Equivalent or Better" Concept -- Meet or Exceed Intent of Standard
- » Director's Decision (Appeal to Area Planning Commission)
- » No Public Hearing

## » Variance:

- » Allows Partial or Complete Waiver of Standard Based on Hardship
- » Zoning Administrator Decision (Appeal to Area Planning Commission)
- » Public Hearing Required

# NEXT STEPS

- » Downtown Community Plans
  - » Staff Meets with Public to Discuss Downtown Policy Issues
- » Code Studio Team/Code Studies
  - » Remaining Form Districts, Frontages
  - » Use Districts and Standards
  - » Development Standards
  - » Administration
- » re:code LA
  - » Regional Forums to Discuss Code Progress