28.41 GENERAL DEVELOPMENT STANDARDS

28.41.010 Content and Applicability

This Section identifies development standards that apply to all zones in order to provide consistent application of development standards throughout the City.

28.41.020 General Development Standards Matrix

Table 28.41.020 lists the General Development Standards that apply to each Primary Zone unless modified by this Section, a Use Permit (which can only impose more restrictive Standards), the Land Use Restrictions of Article 3, or a Variance Permit. A more detailed description of each of these Standards follows this Matrix.

Development Standard	AG	RR	R1	R2	R3	C1	C2	M1	M2	RC	OS
Lot Size (min)	2 acres	14,500 sq. ft.	6,000 ² sq. ft.	6,000 ² sq. ft.	6,000 ² sq. ft.	None	5,000 sq. ft.	5,000 sq. ft.	10,000 sq. ft.	None	None
Lot Width, min. (ft) Interior Lot Corner Lot	80 100	80 100	$\frac{60^2}{70}$	$\frac{60^2}{70}$	$\begin{array}{c} 60^2 \\ 70 \end{array}$	None	50	50	100	None	None
Residential Density (dwelling units/net acre)	.5 max	3 max	7.25 max	15 max	29 max	29 ³ max	1 ³ max	1 ³ max	1 ³ max	29 ⁴ max	1 ³ max
Setbacks: (in feet)											
Front	20	20	20	20	20	0	0	0	0	0	0
Secondary Front	20	20	20	20	20	0	0	0	0	0	0
Side, Interior	15	10	5	5	5	0^1	0^1	0^1	0^1	0^1	0^1
Side, Street	15	20	15	15	15	0	0	0	0	0	0
Rear	15	10	10	10	15	0^1	0^1	0^1	0^1	0^1	0^1
Lot Coverage (max.)	20%	20%	40%	50%	60%	100%	75%	75%	100%	100%	100%
Building Height (max) – main building (ft) - accessory structures	35 25	35 25	35 25	35 25	45 25	45	50	75	100	100	45

TABLE 28.41.020 Development Standards Matrix

Notes:

1. Except where property line abuts a residential zone, then minimum 10' setback is required.

2. Minimum lot size and width required by City Code Section 23-14(a) and (b) respectively.

3. Residential uses are prohibited on the first floor in the C1 zone, and limited to Commercial Caretaker Housing in non-residential zones pursuant to the Land Use Matrix.

4. Residential only allowed as a Mix-Use Development where residential is a secondary use to a primary recreation use.