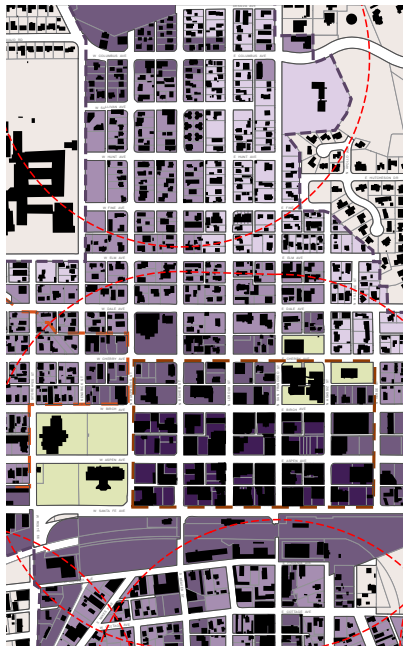


# Marin County Form-Based Code (FBC)

Marin County, CA

Board of  
Supervisors  
**September 27,  
2022**



PLAN  
to  
PLACE

LWC

OPTICOS

# Presentation Summary

**Overview of Objective Design + Development  
Standards**

**Approach to Marin County's FBC**

**Overview of Marin County's FBC**

**Next Steps**

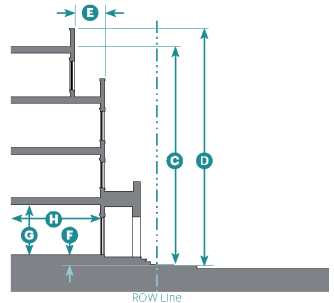
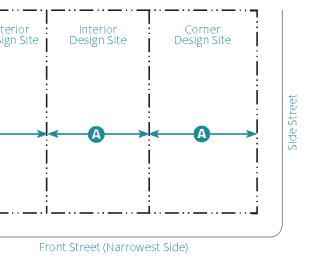


# Agenda

- **What** are Objective Design Standards?
- **Why** should Communities Have Them?
- **Where** should Objective Design Standards Apply?
- **How** will Marin County Create a Form-Based Code?

# Overview of Objective Design + Development Standards

Core Neighborhood Medium (TACN.M)



Key  
--- ROW Line

Design Site Line

Building Types and Design Site Size

Types	Design Site <sup>1</sup>		Standards
	Width A	Depth B	
<b>Scale</b>			
House <sup>2</sup>	N/A	N/A	x.06.040
	50' min.	100' min.	x.06.050
Neighborhood	70' min. <sup>3</sup>	150' min.	x.06.110
Block	100' min.	125' min.	x.06.130

4. Building Form

Height

Primary Building <sup>4</sup>		
Stories	3.5 max.	4 max.
To Highest Eave/Parapet	34' max.	44' max.
Overall	50' max.	50' max.

10' min. stepback for 4th story; corner elements except as noted.

Ground Floor Finish Level		
Residential	6" min. <sup>5</sup>	
Non-Residential	6" max.	

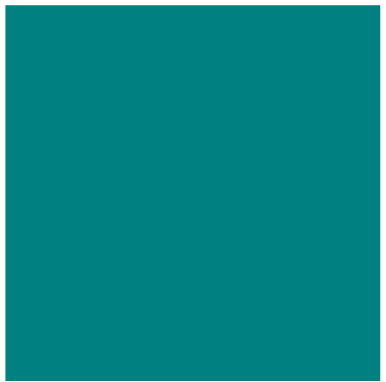
Ground Floor Ceiling		
Residential	9' min.	
Non-Residential	12' min.	

Accessory Structure(s)<sup>6</sup> — 1 max.

Footprint

Max. Design Site Coverage	See standards in Chapter 5 (Specific to Building Types)
Depth, Ground-Floor Space	20' min. <sup>7</sup>

<sup>4</sup>See Chapter 6 (Specific to Building Types) for refinement of massing and height standards.  
<sup>5</sup>Common entries may be set at grade in compliance with local and federal accessibility standards.  
<sup>6</sup>Shall be in compliance with Section x.xx.xxx (Jurisdiction Specific Accessory Structure Standards)  
<sup>7</sup>For habitable/occupiable space only





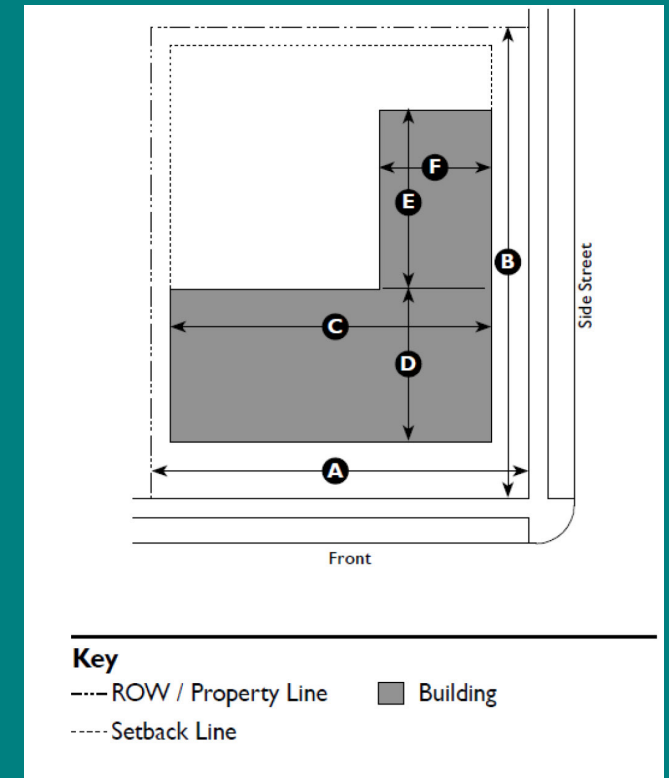
# What are Objective Design standards?

“Standards that involve **no personal or subjective judgment** by a public official”

Source: California Govt Code 65658.5(a)(1)(8)

# Examples

- **Building Height:** “Any building with commercial uses on the ground floor shall have a ground-floor height of least 14 feet, measured from floor to ceiling”
- **Parking:** “Curb cuts and driveways providing access to parking facilities shall be from an alley or secondary street”
- **Building Mass:** “Buildings shall not exceed a length of 100’ on any side”

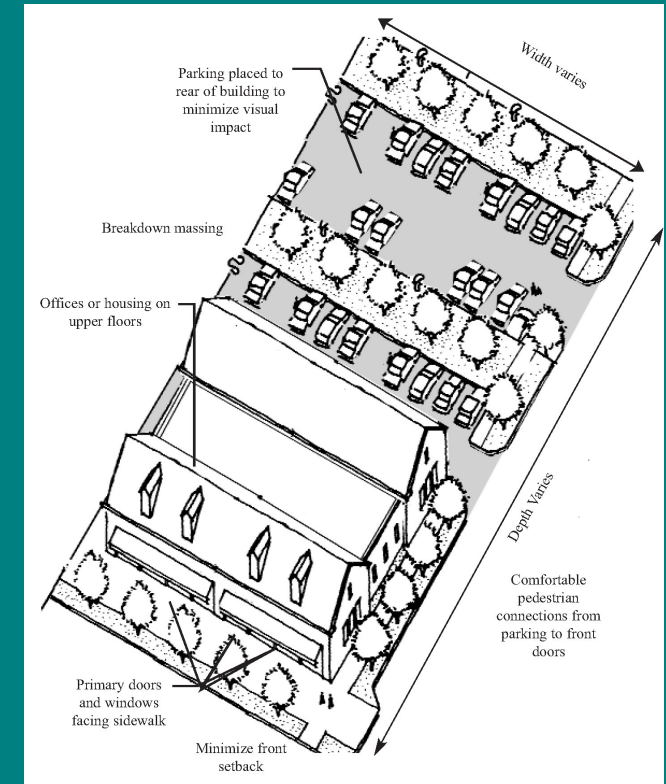


# What are Design Guidelines?

Examples:

In most cases, design guidelines are **not** objective:

- “Enhance the appearance and livability of the community”
- “Shall not require excessive grading”
- “Shall not substantially harm major views”



# Why should Marin County have Objective Design Standards?

- Ensure that Marin County is **positioned as strongly as possible** to achieve **high quality design** for new multi-family and mixed-use buildings.

Stay Informed:

<https://www.marincounty.org/objectivestandards>. Questions

about the project or presentation? Email

[housingobjective@marincounty.org](mailto:housingobjective@marincounty.org)



# Where would Objective Design + Development Standards apply?

- Ultimately, this is **decided by each jurisdiction.**

They may apply to:

- Sites where state streamlining requirements might apply
- Other multi-family or commercial areas
- Long-term resource for facilitating future land use decisions

# Where would Objective Design + Development Standards **not** be used?

- Single-family zoned sites
- A project that requires an amendment to the general plan, a community plan, or zoning
- A project that would result in one or more significant public health and safety impacts (e.g., flood zone)

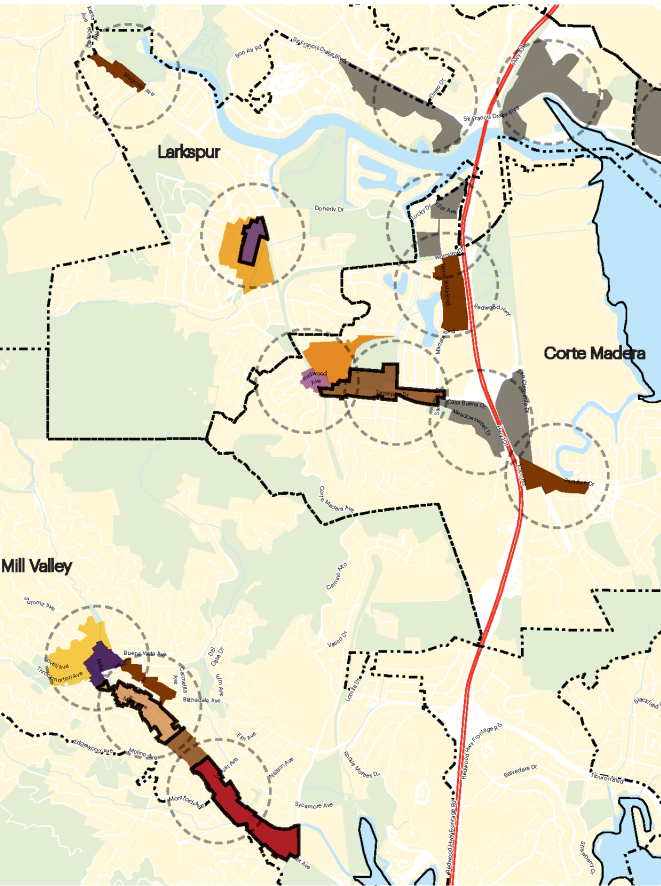
# How do Objective Design Standards relate to **new** state law?

Trends and requirements in state law include:

- More ministerial approvals
- Limited subjective review of projects
- More CEQA Exemptions

In many cases, Objective Design Standards may be one of the **most important ways** for local jurisdictions to **influence and direct design** of multi-family and mixed-use buildings.

# Approach to Marin County's Form-Based Code (FBC)

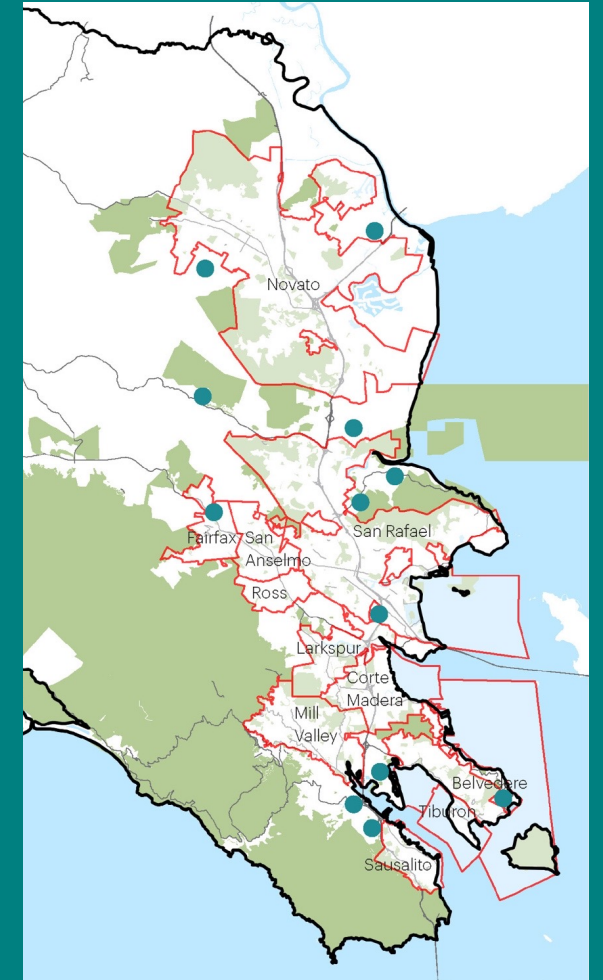


# Marin ODDS Approach: Shared Toolkit

Prepare Objective Standards through a Toolkit for the range of physical character in 10 towns and the County.

Each jurisdiction to further customize the content before adoption.

We have worked with your staff to customize the County's FBC.



# Key Elements of the Marin Approach

Existing Conditions Analysis

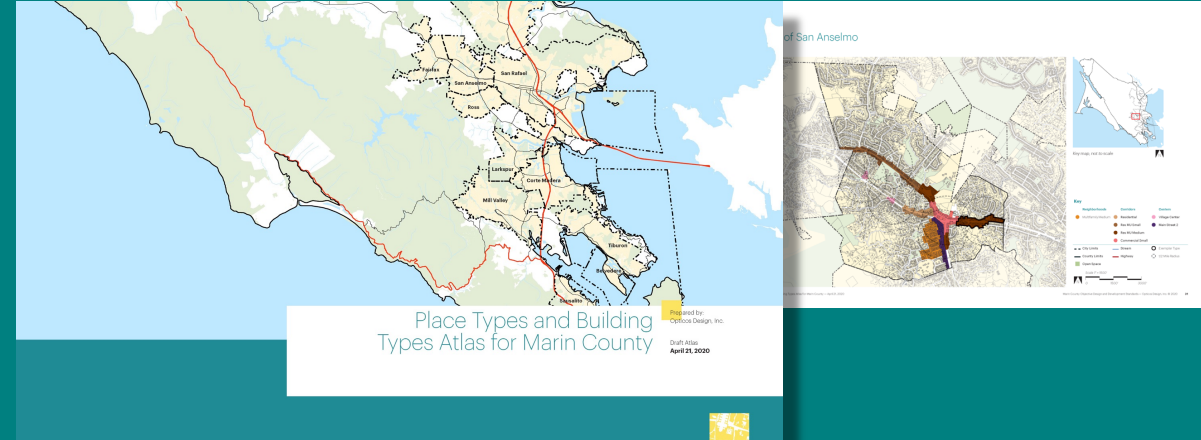
Countywide Survey

Place Types and Building Types Atlas

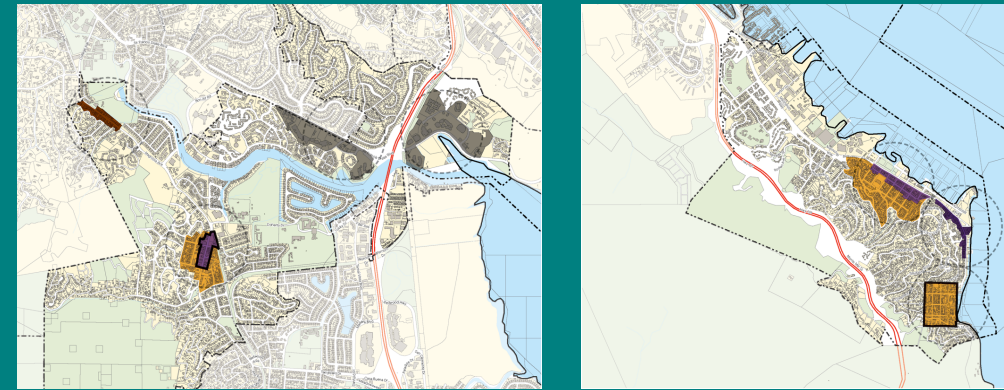
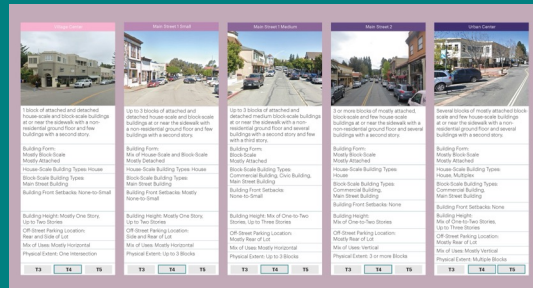
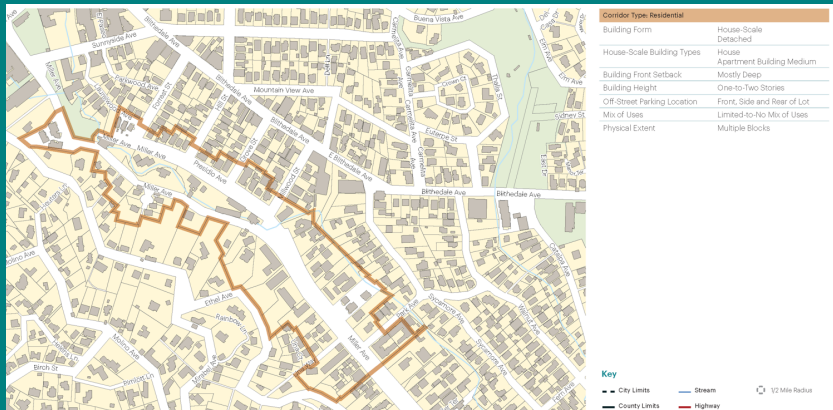
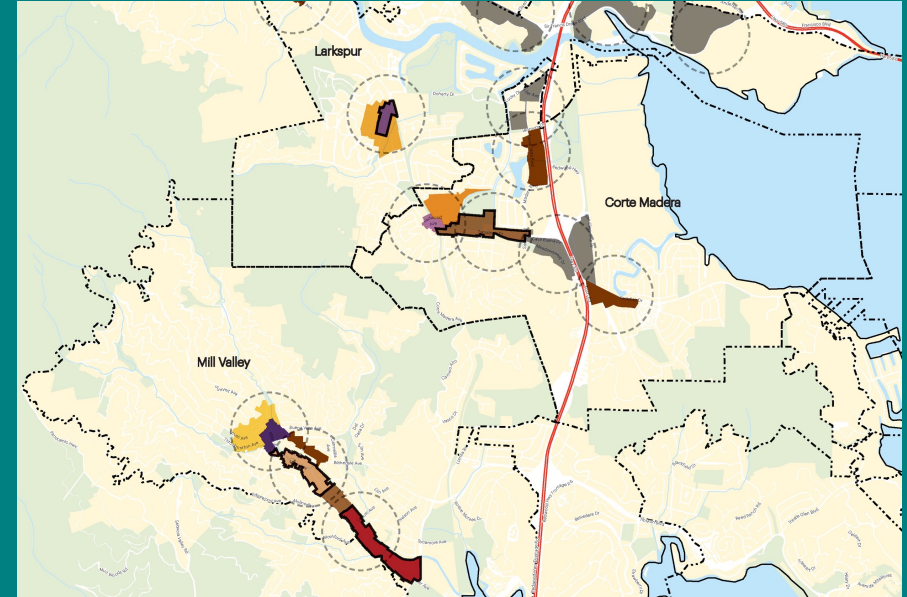
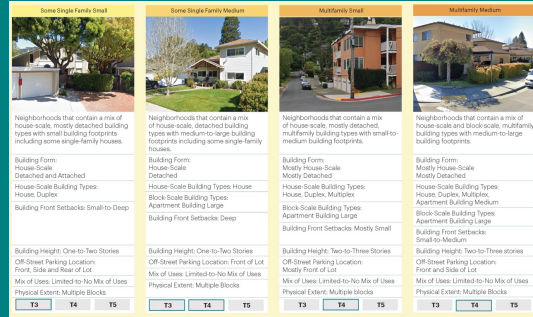
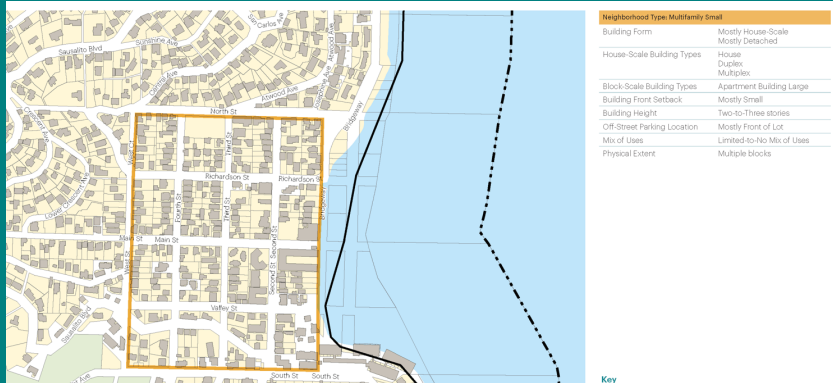
Micro-scale Analysis

Site Testing Analysis

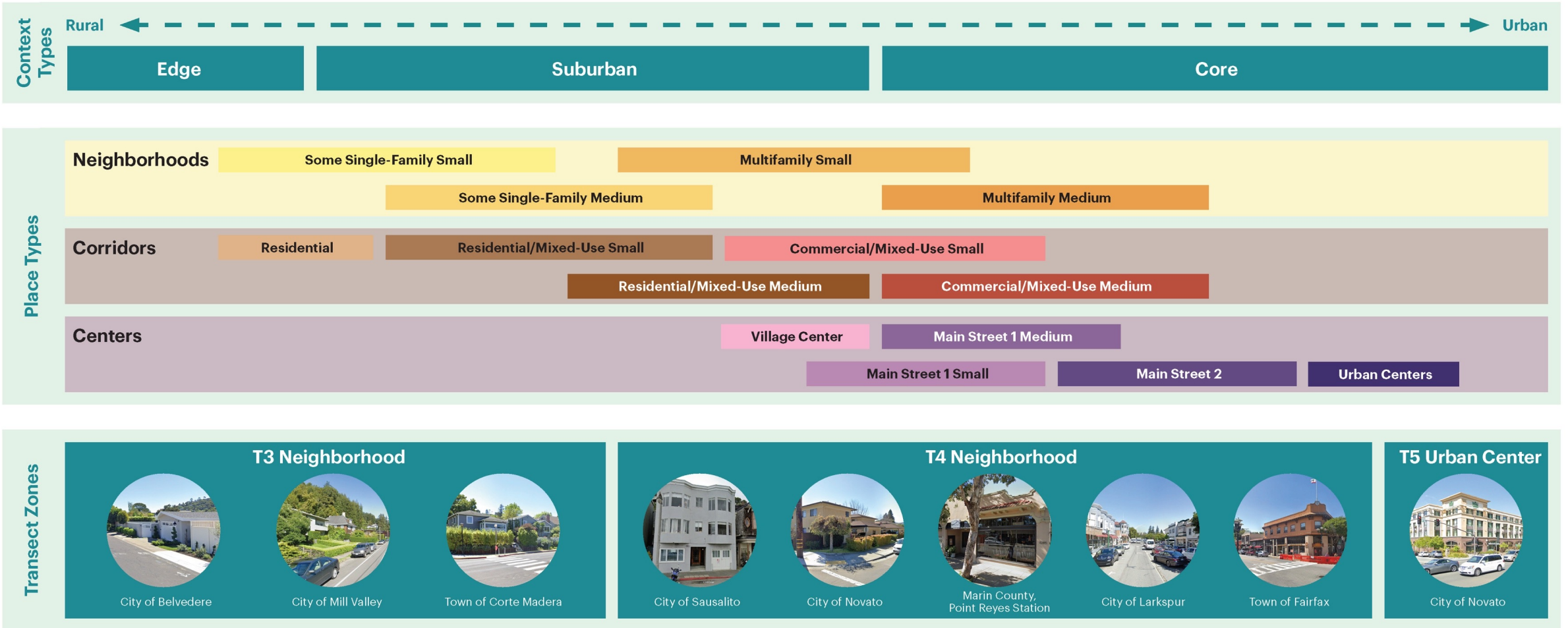
Development Pro-Forma



# Place Types and Building Types Atlas



# Place Types Atlas - Spectrum





# Site Testing

- Yield analyses to help understand what types of standards might be needed.
- And to help customize the zones to your needs.


**CURRENT ZONING  
for all Site 4 lots**




Site 4: Westerly most boundary of the San Quentin Prison buffer zone

Close to 5 acres  
XX units total  
XX sf of building ftpts on these parcels.  
~XX story

**CONCLUSIONS**

-XXX FAR as limit  
-XXX% building coverage as limit



**SCENARIO 1**  
existing zoning

- Use existing development standards
- Single-family attached (Townhomes)
- Zoning permits single-family attached, but not multifamily

**CONCLUSIONS**

Limiting Factors  
+ Topography  
+ Stacked units disallowed?  
+ Parking requirements

Results  
+ Units = 23 (8 2-Bd + 15 3-Bd)  
+ Density = 5.0 (on max)  
+ FAR = 0.33 (on 0.30 max)  
+ Open space provided, not calculated

**SCENARIO 2**  
28 DPM plus 2 walvers (height and FAR/Density)

- Apply density bonus (2 walvers)
- Allow "multifamily" use
- 20% FAR bonus
- Stacked flats to 3-3 stories

**CONCLUSIONS**

Limiting Factors  
+ FAR  
+ Height

Results  
+ Units = 58 (all 2-bedroom walk-up flats)  
+ Density = 12.6 (on max)  
+ FAR = 2.28 (on 0.30 max)  
+ Open space provided, not calculated


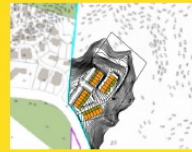
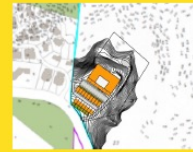
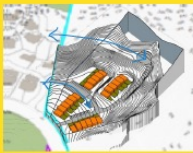


**SCENARIO 3**  
28 DPM (on affordable receives 3 walvers)

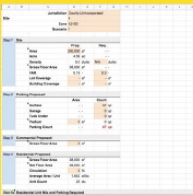


- Apply density bonus (3 walvers)
- Allow "multifamily" use
- Calculate FAR over entire parcel
- 47% height bonus
- 5-story podium building with 2 stories of linear apartments + 14 townhomes

**CONCLUSIONS**

Limiting Factors  
+ Height

Results  
+ Units = 97  
(8 Studio, 48 1Bd, 24 2Bd, 16 3Bd Townhomes)  
+ Density = 1.8 (over entire parcel)  
+ FAR = 0.65 (over entire parcel, vs 0.30 max)  
+ Open space provided, not calculated

# Palette of 8 Zones and Standards

## T3 Zones

## T4 Zones

## T5 Zones

x.03.010

Zones

Table x.03.020.A: Zones Overview

Less Urban



**Zone Abbreviation**  
T3EN  
**Sub-Zone(s)**  
None

**Zone Abbreviation**  
T3SN  
**Sub-Zone(s)**  
None

**Intent**

A walkable neighborhood environment of small-to-medium footprint, low-intensity housing choices, supporting and within short walking distance of neighborhood-serving retail and services.

**Intent**

A walkable neighborhood environment of small-to-medium footprint, low-to-moderate-intensity housing choices, supporting and within short walking distance of neighborhood-serving retail and services.

**Desired Form**

House-Scale Buildings  
Detached Buildings  
Small-to-Medium Building Footprint  
Medium-to-Large Front Setbacks  
Medium-to-Large Side Setbacks  
Up to 2.5 Stories without Bonus; up to 3 Stories with Bonus House, Duplex Side-by-Side, Fourplex, and Pocket Neighborhood  
Porch Projecting, Porch Engaged, and Dooryard Frontage Types

**Desired Form**

House-Scale Buildings  
Primarily Detached Buildings  
Small-to-Medium Building Footprint  
Small-to-Medium Front Setbacks  
Small-to-Medium Side Setbacks  
Up to 2.5 Stories without Bonus; up to 3 Stories with Bonus House, Duplex Side-by-Side, Cottage Court, Fourplex, Neighborhood Townhouse, and Pocket Neighborhood  
Porch Projecting, Porch Engaged, and Dooryard Frontage Types

Zones

x.03.020

Table x.03.020.A: Zones Overview (Continued)



**Zone Abbreviation**  
T4SN  
**Sub-Zone(s)**  
T4SN.S-Open. The open sub-zone allows more uses, different signage and sometimes additional frontages within the same form and character of the base zone.

**Zone Abbreviation**  
T4CN.M  
**Sub-Zone(s)**  
T4CN.M-Open. The open sub-zone allows more uses, different signage and sometimes additional frontages within the same form and character of the base zone.

**Intent**

A walkable neighborhood environment of small-to-medium footprint, moderate-intensity housing choices, supporting and within short walking distance of neighborhood-serving retail and services.

**Intent**

A walkable neighborhood environment with medium-to-large footprint, moderate-intensity housing choices, supporting and within short walking distance of neighborhood-serving retail and services.

**Desired Form**

House-Scale Buildings  
Primarily Detached Buildings  
Small-to-Medium Building Footprint  
Small-to-Medium Front Setbacks  
Small-to-Medium Side Setbacks  
Up to 2.5 Stories without Bonus; up to 3 Stories with Bonus House, Duplex Stacked, Cottage Court, Fourplex, Neighborhood Townhouse, Neighborhood Courtyard, Pocket Neighborhood, and Multiplex  
Porch Projecting, Porch Engaged, Dooryard, and Stoop Frontage Types; Shopfront in Open Sub-Zone

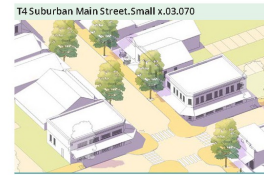
**Desired Form**

Primarily House-Scale Buildings  
Primarily Attached Buildings  
Medium-to-Large Building Footprint  
None-to-Small Front Setbacks  
Small Side Setbacks  
Up to 3.5 Stories without Bonus; up to 4 Stories with Bonus House, Duplex Stacked, Fourplex, Neighborhood Townhouse, Neighborhood Courtyard, Pocket Neighborhood, and Multiplex  
Porch Projecting, Porch Engaged, Dooryard, and Stoop Frontage Types; Shopfront and Terrace Frontage Types in Open Sub-Zone

x.03.010

Zones

Table x.03.020.A: Zones Overview (Continued)



**Zone Abbreviation**  
T4SMS.S  
**Sub-Zone(s)**  
T4SMS.S-Open. The open sub-zone allows more uses, different signage and sometimes additional frontages, within the same form and character of the base zone.

**Zone Abbreviation**  
T4CMS  
**Sub-Zone(s)**  
T4CMS-Open. The open sub-zone allows more uses, different signage and sometimes additional frontages, within the same form and character of the base zone.

**Intent**

A walkable, vibrant district of small-to-medium footprint, moderate intensity, mixed-use buildings and housing choices, supporting neighborhood-serving ground floor retail, food and services.

**Intent**

A walkable, vibrant district of medium-to-large footprint, moderate intensity, mixed-use buildings and housing choices, supporting neighborhood-serving ground floor retail, food and services.

**Desired Form**

Primarily House-Scale Buildings  
Primarily Attached Buildings  
Small-to-Medium Building Footprint  
None-to-Small Front Setbacks  
None-to-Small Side Setbacks  
Up to 2.5 Stories without Bonus; up to 3 Stories with Bonus House, Neighborhood Townhouse, Neighborhood Courtyard, Multiplex, and Main Street Building  
Porch Projecting, Porch Engaged, Forecourt, Shopfront, Terrace, and Gallery Frontage Types; Dooryard, Stoop, and Maker Shopfront Frontage Types in Open Sub-Zone or on Side Street

**Desired Form**

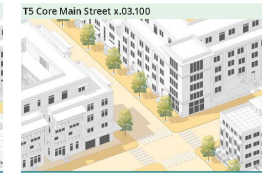
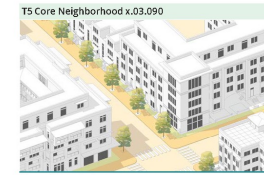
Block-Scale Buildings  
Primarily Attached Buildings  
Medium-to-Large Building Footprint  
None-to-Small Front Setbacks  
None-to-Small Side Setbacks  
Up to 3.5 Stories without Bonus; up to 4 Stories with Bonus House, Core Townhouse, Core Courtyard, and Main Street Building  
Forecourt, Shopfront, Terrace, and Gallery Frontage Types; Dooryard, Stoop, and Maker Shopfront Frontage Types in Open Sub-Zone or on Side Street

Zones

x.03.020

Table x.03.020.A: Zones Overview (Continued)

More Urban



**Zone Abbreviation**  
T5CN  
**Sub-Zone(s)**  
T5CN-Open. The open sub-zone allows more uses, different signage and sometimes additional frontages, within the same form and character of the base zone.

**Zone Abbreviation**  
T5CMS  
**Sub-Zone(s)**  
T5CMS-Open. The open sub-zone allows more uses, different signage and sometimes additional frontages, within the same form and character of the base zone.

**Intent**

A walkable neighborhood environment of large footprint, high-intensity housing choices supporting and within short walking distance of neighborhood-serving retail and services.

**Intent**

A walkable, vibrant district of large footprint, high-intensity mixed-use buildings and housing choices supporting ground floor retail, food and services.

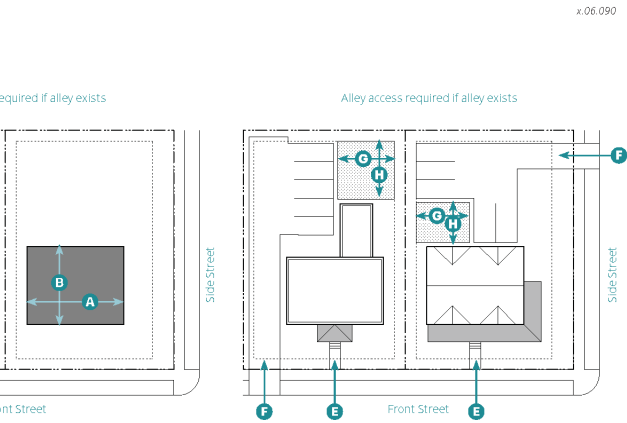
**Desired Form**

Block-Scale Buildings  
Primarily Attached Buildings  
Large Building Footprint  
Small Front Setbacks  
Small Side Setbacks  
Up to 5 Stories without Bonus; up to 7 Stories with Bonus Multiplex, Core Townhouse, and Core Courtyard  
Porch Projecting, Porch Engaged, Stoop, Forecourt, and Terrace Frontage Types; Shopfront in Open Sub-Zone

**Desired Form**

Block-Scale Buildings  
Attached Buildings  
Large Building Footprint  
No Front Setbacks  
No Side Setbacks  
Up to 5 Stories without Bonus; up to 7 Stories with Bonus Core Courtyard, and Main Street Building  
Shopfront, Terrace, and Gallery Frontage Types; Stoop and Maker Shopfront Frontage Types in Open Sub-Zone or Side Street

# Key Components of Marin County's FBC



Building	
Frontage	
Common Open Space	
2.5 max.	
48' max.	A
48' max.	B
15' max.	C
20' max.	D
15' min.	G
5' min.	H

**Key**  
 --- ROW/ Design Site Line  
 - - - Building Setback Line  
 □ Frontage  
 ▨ Common Open Space

**4. Pedestrian Access**  
 Main Entrance Location Front Street E

Each unit may have an individual entry.

**5. Vehicle Access and Parking**  
 Driveway and parking location shall comply with standards in Subsection 7 of the zone. F

Parking may be covered, uncovered, or in a garage.

**6. Open Space**  
**Common Open Space<sup>3</sup>**  
 Width 15' min. G  
 Depth 15' min. H

Required setbacks and driveways do not count toward open space.

Required common open space shall be located behind the main body of the building.

<sup>3</sup>None is required if the building is within 800' of public open space



# Marin County's FBC



## Title X: Objective Design and Development Standards

February 17, 2021



- Preamble
- Ch 1 Introduction and Applicability
- Ch 2 Palette of Zones
- Ch 3 Zone Standards
- Ch 4 Specific to Uses
- Ch 5 General Standards
- Ch 6 Specific to Buildings
- Ch 7 Specific to Frontages
- Ch 8 Specific to Architecture
- Ch 9 Specific to Signage
- Ch 10 Specific to Large Sites
- Ch 11 Administration
- Ch 12 Definitions

# Building Type Standards

x.06.130 Multiplex



Example of Multiplex



Example of Multiplex



Example of Multiplex including bonus height

**1. Description**

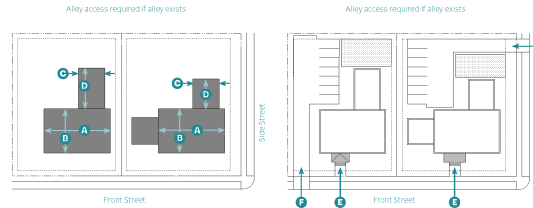
A medium-to-large-sized, detached, House-Scale Building that consists of 5 to 18 side-by-side and/or stacked units, typically with one shared entry. The type is scaled to fit within moderate-intensity neighborhoods.

Synonym: Mansion Apartment

**2. Number of Units**

	T4SN.5	T4CN.M	T4SM.5	T4CM.5	T5CN
Units per Building	8 max.	12 max.	12 max.	18 max.	18 max.
Buildings per Design Site	1 max.				

General Note: Photos on this page are illustrative, not regulatory.



**Key**  
 --- ROW Design Site Line  
 --- Building Setback Line  
 ■ Building

**3. Building Size and Massing**

Height T4SM.5 T4CN.M T5CN

T4CM.5

Stories 2.5 max. 3.5 max. 4.5 max.

**Main Body<sup>1</sup>**

Width 60' max. **A**

Depth 60' max. **B**

**Wings<sup>2,3</sup>**

Width 24' max. **C**

Depth 40' max. **D**

Separation between Wings 15' min. **E**

Offset from Main Body 5' min. **F**

Facades shall be designed in compliance with Chapter 8 (Specific to Architectural Design).

<sup>1</sup>In compliance with Subsection 5 of the zone.

<sup>2</sup>Height is limited to 1 story less than main body and 10' less to highest eave/parapet.

**Key**  
 --- ROW Design Site Line  
 --- Building Setback Line  
 ■ Frontage

**4. Pedestrian Access**

Main Entrance Location Front Street **B**

Units located in the main body shall be accessed by a common entry along the front street.

On corner design sites, units in a wing may enter from the side street.

**5. Vehicle Access and Parking**

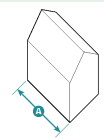
Driveway and parking location shall comply with standards in Subsection 7 of the zone. **F**

**6. Open Space**

Common or private open space is not required.

**7. Massing Composition**

Select from the allowed massing proportions and apply the standards to the main body width in compliance with Chapter 8 (Specific to Architectural Design) and the following standards. Side Gable



This massing type is a simple rectilinear form that is longer than it is deep. The roof is sloped and may be either hipped or gabled.

Number of Bays	Flexible	<b>A</b>
Main Body Width	Max. allowed by Subsection 3 of this building type	<b>B</b>

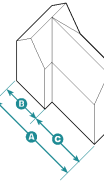
**Gable L (2/3 + 1/3)**



This massing type divides the facade into three equal parts, 1 part projecting and 2/3 as a wing. The roof is sloped with a gable at the projecting 1/3.

Number of Bays	3-6 bays	<b>A</b>
Main Body Width	Max. allowed by Subsection 3 of this building type	<b>B</b>
Massing Proportions	2/3	<b>B</b>
	1/3	<b>C</b>

**Gable L (2/5 + 3/5)**

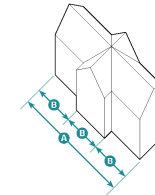


This massing type divides the facade into five equal parts, with two parts projecting and three parts set back to create a shallow forecourt. The roof is sloped with gables at the projecting two parts.

Number of Bays	5 bays	<b>A</b>
Main Body Width	Max. allowed by Subsection 3 of this building type	<b>B</b>
Massing Proportions	2/5	<b>B</b>
	3/5	<b>C</b>

**7. Massing Composition (Continued)**

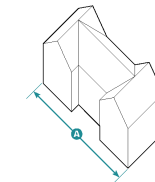
**Center Gable (1/3 + 1/3 + 1/3)**



This massing type divides the facade into three equal parts, with the middle third projecting. The roof is sloped and may be either hipped or gabled.

Number of Bays	3-6 bays	<b>A</b>
Main Body Width	Max. allowed by Subsection 3 of this building type	<b>B</b>
Massing Proportions	1/3 each	<b>B</b>

**Twin Gable**



This massing type divides the facade into three parts, with the middle part set back slightly to create a shallow open space. The roof is sloped and may be either hipped or gabled.

Number of Bays	3-6 bays	<b>A</b>
Main Body Width	Max. allowed by Subsection 3 of this building type	<b>B</b>

# 6 Architectural Styles to choose from

Table x.08.040.A: Architectural Styles Overview

## Contemporary



### Typical Characteristics

Long, low-sloped roof forms with simple eaves with deep overhangs  
Asymmetrical facade compositions with square and horizontal openings often made from ganged vertical windows  
Mix of exterior materials to differentiate massing forms, with prevalent natural materials including wood siding  
Horizontally proportioned balconies and terraces with minimalist vertical supports

### Applicable Standards

Wall  
Building Roof  
Rake  
Eave  
Parapet  
Windows  
Bay Windows  
Dormers  
Entry Doors  
Balconies  
Porches  
Storefronts  
Materials

## Craftsman



### Typical Characteristics

Low-pitched roofs with deep eaves and exposed rafter tails  
Horizontally proportioned openings made from ganged vertical windows  
Emphasis on natural materials including wood shingles  
Asymmetrical composition with wall plane broken by projecting gable ends

### Applicable Standards

Wall  
Base  
Building Roof  
Parapet  
Rake  
Eave  
Parapet  
Windows  
Bay Windows  
Dormers  
Entry Doors  
Balconies  
Porches  
Storefronts  
Materials

## Main Street Classical



### Typical Characteristics

Symmetrical facade composition with proportions that imply load-bearing masonry structure  
Prominent cornice with classical detailing and parapet or pedimented roof forms  
Regular pattern of vertically proportioned openings  
Brick and stucco as primary facade materials

### Applicable Standards

Base  
Building Roof  
Parapet  
Windows  
Bay Windows  
Entry Doors  
Balconies  
Porches  
Storefronts  
Materials

Table x.08.040.A: Architectural Styles Overview (Continued)

## Mediterranean



### Typical Characteristics

Low-pitched gabled or hipped roofs clad in red tile with open eaves  
Flat, rectilinear wall plane with vertically proportioned punched openings without trim  
Stucco as primary facade material with stucco or wood attached elements

### Applicable Standards

Building Roof  
Eave  
Parapet  
Windows  
Bay Windows  
Dormers  
Entry Doors  
Balconies  
Porches  
Storefronts  
Materials

## Tudor



### Typical Characteristics

Prominent gabled roof forms with steep pitch and open eaves  
Vertically proportioned openings with surround  
Brick and stucco as primary facade materials, often with half-timbering at upper floors

### Applicable Standards

Wall  
Building Roof  
Rake  
Eave  
Windows  
Bay Windows  
Dormers  
Entry Doors  
Balconies  
Porches  
Storefronts  
Materials

## Victorian



### Typical Characteristics

Simple, rectilinear forms articulated with a regular pattern of openings  
Vertically proportioned elements, including steeply pitched roofs, projecting gable ends, and tall cornices and parapets  
Vertically proportioned windows, angled or boxed bays, and picture windows  
Siding or stucco with shingled elements

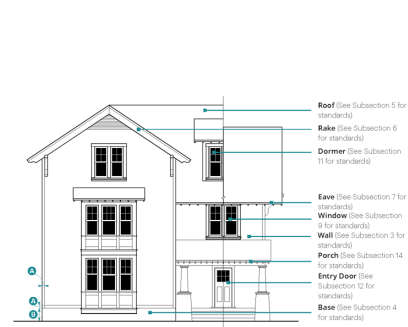
### Applicable Standards

Wall  
Base  
Building Roof  
Rake  
Eave  
Parapet  
Windows  
Bay Windows  
Dormers  
Entry Doors  
Balconies  
Porches  
Storefronts  
Materials

# Architectural Style Standards

## Elements of Craftsman Style – Multifamily Prototype

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



B. Wall	A. Base
Trim <sup>1</sup>	Height
Width <sup>1</sup>	10' min; 1/2 story max.

<sup>1</sup>Trim not required on buildings or portions of buildings where stucco is the primary wall material.

## Elements of Craftsman Style – Mixed-Use Prototype

Note: The image below is intended to provide a reference for architectural elements and is illustrative, not regulatory. It is not an exhaustive list of applicable standards.



Roof (See Subsection 5 for standards)	Roof (See Subsection 7 for standards)
Eave (See Subsection 7 for standards)	Wall (See Subsection 3 for standards)
Window (See Subsection 9 for standards)	Window (See Subsection 9 for standards)
Storefront (See Subsection 15 for standards)	Storefront (See Subsection 15 for standards)
Base (See Subsection 4 for standards)	Base (See Subsection 4 for standards)

**Parapet Elevation**

**Parapet Section**

**Parapet Elevation**

Canopy	Roof
Canopy may include canopy.	Roof Pitch
Eave Height	4' min.
Horizontal Projection <sup>1</sup>	2' min.
Required Support	Windows
Elements	
Base Width	4' min.
Roof Pitch	3/12 min.
Construction	Clipped end as recommended.
Clipped end as recommended.	Canopy Height
Width: Over Center	10' min.
Line	Line
Canopy may not occur at building corner or ambuscade.	
<sup>1</sup> Horizontal projection includes gutter.	

B. Building Foot	Staged Roof	Flat Roof
Allowed Types	Open	
Height	10' min.	
Horizontal Projection <sup>1</sup>	2' min.	
Construction	Clipped end as recommended.	
Canopy Height	10' min.	
Line	Line	
Canopy may not occur at building corner or ambuscade.		
<sup>1</sup> Horizontal projection includes gutter.		

**Eave Section**

**Eave Elevation**

B. Building Foot	Staged Roof	Flat Roof
Allowed Types	Open	
Height	10' min.	
Horizontal Projection <sup>1</sup>	2' min.	
Construction	Clipped end as recommended.	
Canopy Height	10' min.	
Line	Line	
Canopy may not occur at building corner or ambuscade.		
<sup>1</sup> Horizontal projection includes gutter.		

B. Building Foot	Staged Roof	Flat Roof
Allowed Types	Open	
Height	10' min.	
Horizontal Projection <sup>1</sup>	2' min.	
Construction	Clipped end as recommended.	
Canopy Height	10' min.	
Line	Line	
Canopy may not occur at building corner or ambuscade.		
<sup>1</sup> Horizontal projection includes gutter.		

**Window Elevation**

**Window Section**

Opening	Window
Opening	Window
Opening Height	Window Height
Opening Width	Window Width
Opening Depth	Window Depth
Opening Material	Window Material
Opening Color	Window Color
Opening Detail	Window Detail
Opening Construction	Window Construction
Opening Canopy	Window Canopy
Opening Line	Window Line
Opening Canopy may not occur at building corner or ambuscade.	Window Canopy may not occur at building corner or ambuscade.
<sup>1</sup> Horizontal projection includes gutter.	

B. Building Foot	Staged Roof	Flat Roof
Allowed Types	Open	
Height	10' min.	
Horizontal Projection <sup>1</sup>	2' min.	
Construction	Clipped end as recommended.	
Canopy Height	10' min.	
Line	Line	
Canopy may not occur at building corner or ambuscade.		
<sup>1</sup> Horizontal projection includes gutter.		

**Storefront Elevation**

**Storefront Section**

Storefront
Storefront
Storefront Height
Storefront Width
Storefront Depth
Storefront Material
Storefront Color
Storefront Detail
Storefront Construction
Storefront Canopy
Storefront Line
Storefront Canopy may not occur at building corner or ambuscade.
<sup>1</sup> Horizontal projection includes gutter.

B. Building Foot	Staged Roof	Flat Roof
Allowed Types	Open	
Height	10' min.	
Horizontal Projection <sup>1</sup>	2' min.	
Construction	Clipped end as recommended.	
Canopy Height	10' min.	
Line	Line	
Canopy may not occur at building corner or ambuscade.		
<sup>1</sup> Horizontal projection includes gutter.		

**Bay Window Elevation**

**Bay Window Section**

B. Bay Window	B. Bay Window (Continued)
B. Bay Window	B. Bay Window (Continued)
Bay Window Height	Bay Window Width
Bay Window Material	Bay Window Color
Bay Window Detail	Bay Window Construction
Bay Window Canopy	Bay Window Line
Bay Window Canopy may not occur at building corner or ambuscade.	Bay Window Canopy may not occur at building corner or ambuscade.
<sup>1</sup> Horizontal projection includes gutter.	

**Entry Door Elevation**

**Bay Door Elevation**

B. Entry Doors	B. Bay Doors
B. Entry Doors	B. Bay Doors
Entry Door Height	Bay Door Width
Entry Door Material	Bay Door Color
Entry Door Detail	Bay Door Construction
Entry Door Canopy	Bay Door Line
Entry Door Canopy may not occur at building corner or ambuscade.	Bay Door Canopy may not occur at building corner or ambuscade.
<sup>1</sup> Horizontal projection includes gutter.	

**Porch Elevation**

**Porch Section**

B. Porches
B. Porches
Porch Height
Porch Width
Porch Depth
Porch Material
Porch Color
Porch Detail
Porch Construction
Porch Canopy
Porch Line
Porch Canopy may not occur at building corner or ambuscade.
<sup>1</sup> Horizontal projection includes gutter.

**Storefront Elevation**

**Storefront Section**

B. Storefronts
B. Storefronts
Storefront Height
Storefront Width
Storefront Depth
Storefront Material
Storefront Color
Storefront Detail
Storefront Construction
Storefront Canopy
Storefront Line
Storefront Canopy may not occur at building corner or ambuscade.
<sup>1</sup> Horizontal projection includes gutter.

# Public Realm Standards

Table 04.060.A: Required Improvements

Required Improvements	Development Scenario			
	Infill Design Site on Existing Block	Two or More Design Sites on Existing Block	More Than Half of Existing Block	New Block(s)
	Development consists of one design site.	Development consists of two or more design sites that are less than half of the block face.	Development consists of two or more design sites that are more than half of the block face.	Development creates one or more new blocks.
a. <b>Sidewalk.</b> Add missing segment(s) along abutting front and/or side street.	R	R	R	R
b. <b>Sidewalk.</b> Repair uneven segments along abutting front and/or side street.	R	R	R	N/A
c. <b>Street trees.</b> Add street trees along abutting front and/or side street where there is adequate room to also maintain sufficient width for traffic lanes, pedestrian sidewalks, and bicycle facilities. See Subsection 04.030.4.A.(2).	R	R	R	R
d. <b>Crosswalk improvements.</b> Add crosswalk.	X	X	X	R; Including adjacent and new intersection(s).
e. <b>Bicycle facilities.</b> Add bicycle facilities required in Bicycle and Pedestrian Master Plan.	X	X	R	R; Including bike lanes.

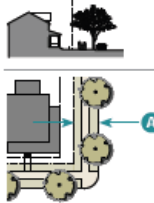
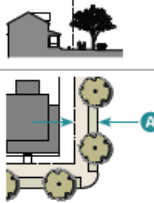
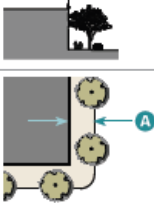



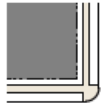

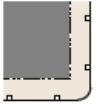
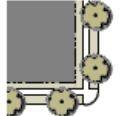
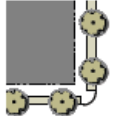
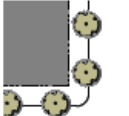
Table 04.060.B: Public Frontage Types Overview

Table B (Public Frontage Types Overview) provides an overview of the allowed public frontage types in or abutting each zone.

Public Frontage Types	Specific Standards	T3		T4				T5	
		EN	SN	SN.S	CN.M	SMS.S	CMS	CN	CMS
Street	04.060.C.1	P	P	P	P	X	X	P	X
Avenue/Boulevard	04.060.C.2	X	X	X	P	X	P	P	X
Main Street	04.060.C.3	X	X	X	X	P	P	X	P

Table 04.060.C: Public Frontage Assemblies

Table C (Public Frontage Assemblies) identifies the required elements and dimensions of each public frontage type.

	Street 04.060.C.1	Avenue/Boulevard 04.060.C.2	Main Street 04.060.C.3
<b>Assembly.</b> The type and dimension of curbs, walkways, and planters.			
Total Width	A 11' min.	A 13' min.	A 16' min.
Note: See below for required elements of each assembly			
a. <b>Curb.</b> The detailing of the edge of the vehicular pavement, incorporating drainage.			
i. Type	Raised Curb	Raised Curb	Raised Curb
b. <b>Walkway.</b> The pavement dedicated exclusively to pedestrian activity.			
i. Type	Walkway	Walkway	Walkway
ii. Width	6' min.	8' min.	12' min.
Note: Placement of curb ramps shall match the desired path of pedestrian travel. See Marin County Standard Plans for curb ramp design.			
c. <b>Planter.</b> The area that accommodates street trees and other landscaping.			
Arrangement	Regular	Regular	Regular
Types	Planting Strips along curb edge and R.O.W. edge	Planting Strips along curb	Tree Wells (must be located between walkway and curb)
Width	5' min.	5' min.	4' min.



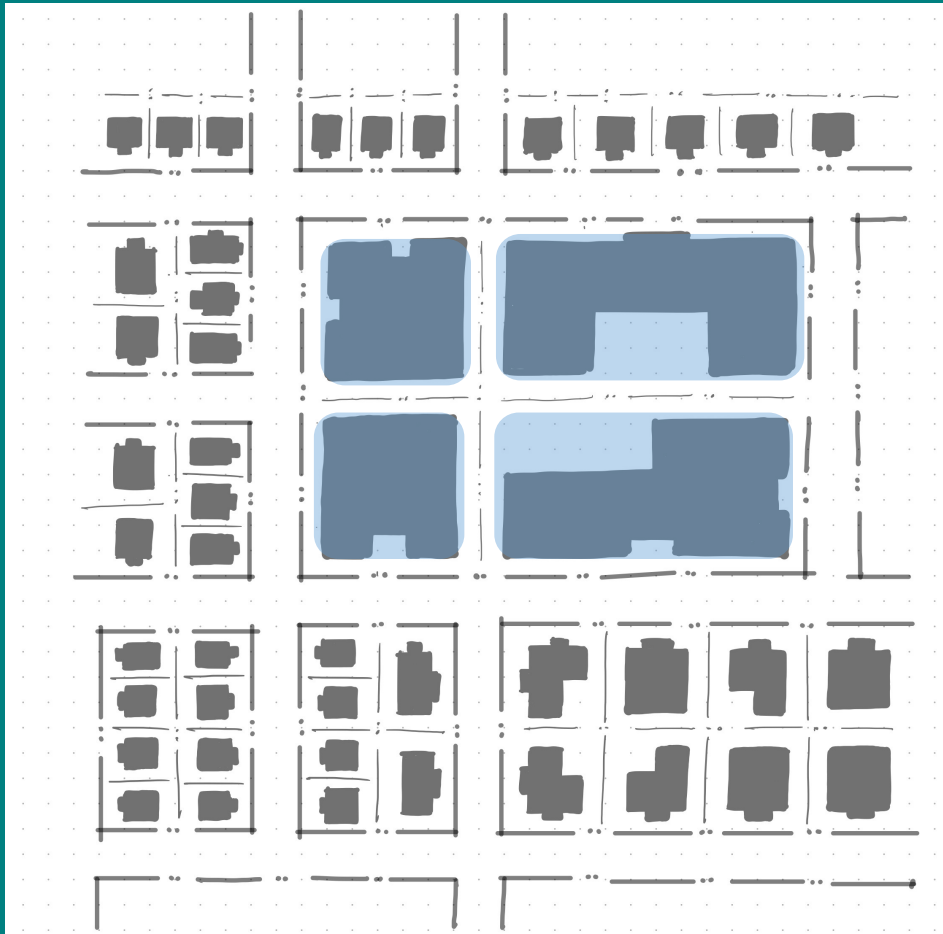
# Applying the FBC to large sites

- For lots exceed a length that may allow for a new street in response to existing context
- When lots are larger than few acres and may allow for new streets and blocks



# Why? To fit new buildings to the context

Existing Super-Block = large buildings



Key: ■ New Buildings' footprints do not fit existing context

Outcome of FBC



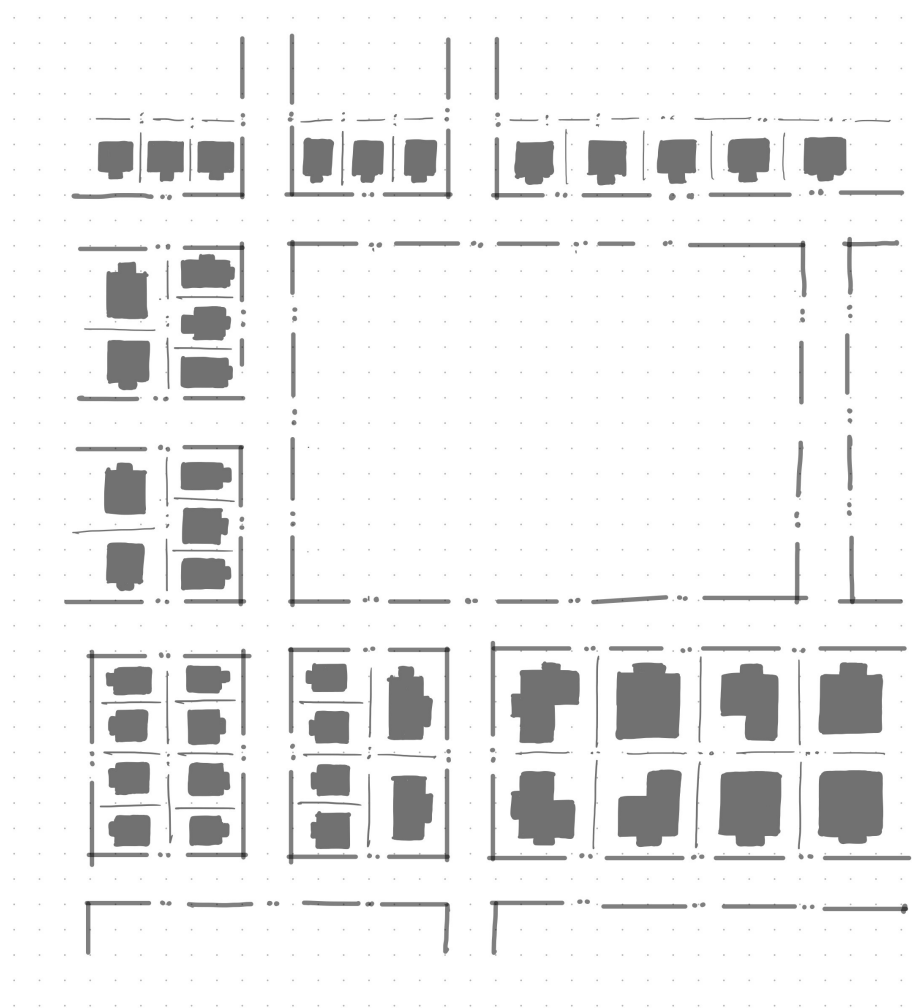
Key: ■ ■ New Buildings' footprints fit existing context

# Apply maximum block-size standards



- Break up super blocks and promote a transit-friendly street & block network

Existing Super-Block



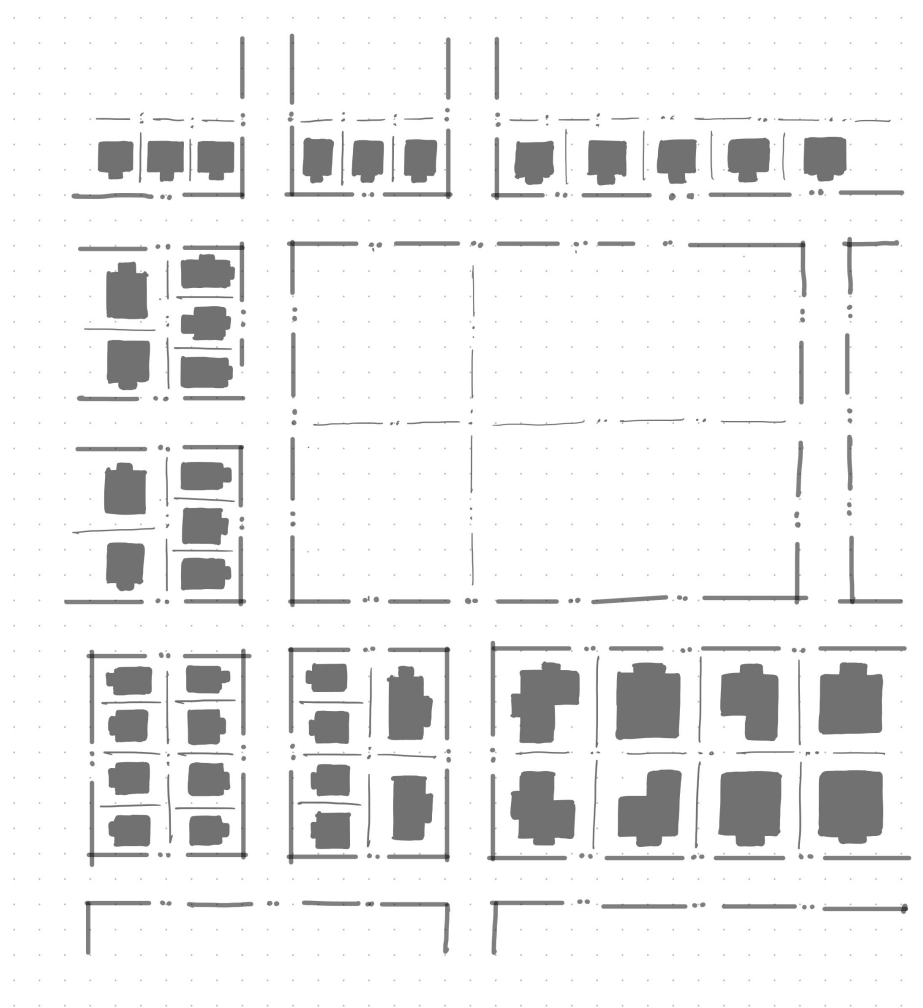
Outcome of FBC



# Apply maximum lot size standards

- Reinforce the existing lot size pattern through lot standards coordinated to building size

Existing Super-Block



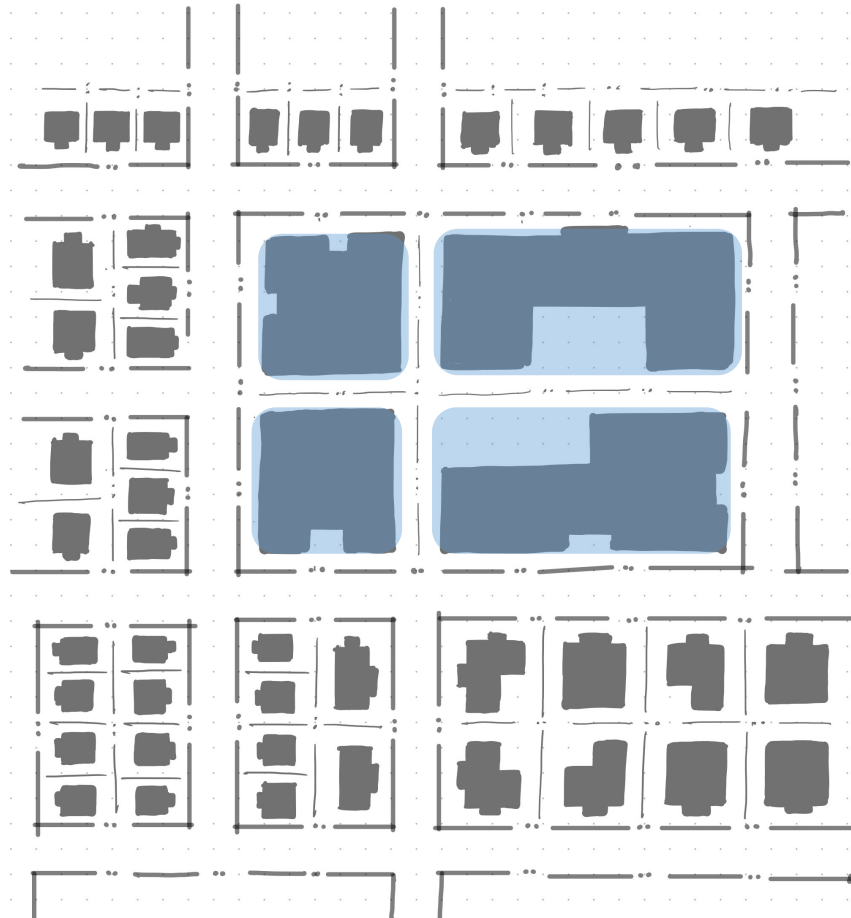
Outcome of FBC



Key:  New Lots considering existing context (width and depth)

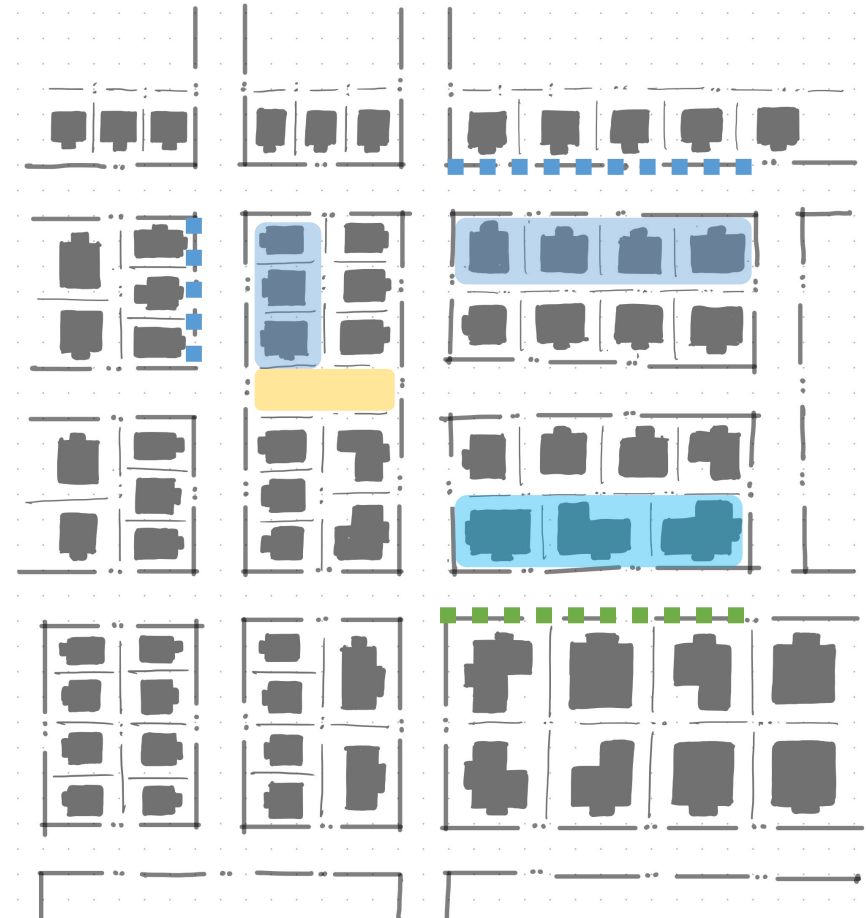
# Apply building type and frontage standards

Existing Super-Block = large buildings



Key:  New Buildings' footprints do not fit existing context

Outcome of FBC



Key:   New Buildings' footprints fit existing context

# Relief from the Standards

Table x.11.030.A: Adjustments to Standards (Continued)

Administrative Relief Type for Design Sites Over 6% Slope	Required Findings	Allowed Administrative Relief	Reference to Standard
<b>5. Design Site Dimensions</b>			
a. <b>Depth</b> Increase or decrease in minimum to maximum design site depth	i. Existing slope exceeds 15% grade for over 50% of design site depth.	20% max. of the standard	Subsection 3 of the zone
	ii. An existing or new design site can be developed consistent with the intent of the zone as described in Subsection 1 of the zone.		
b. <b>Width</b> Increase or decrease in minimum to maximum design site width	i. Existing slope exceeds 15% grade for over 25% of design site width.	10% max. of the standard	Subsection 3 of the zone
	ii. An existing or new design site can be developed consistent with the intent of the zone as described in Subsection 1 of the zone.		
<b>6. Building Setbacks</b>			
a. <b>Front, Side Street, Side or Rear</b> Increase or decrease in minimum to maximum required setback areas for primary building and/or wing(s)	i. Existing slope exceeds 15% grade.	Reduction in the minimum setback up to within 5' of the design site line. Where side street setback is 5' minimum, reduction in the minimum setback up to within 3' of the design site line.	Subsection 5 of the zone
	ii. An existing tree, rock outcrop, and/or utility infrastructure prevents compliance with the standard.		
	iii. An existing or new design site can be developed consistent with the intent of the zone as described in Subsection 1 of the zone.		

# Progress



Title X: Objective Design and Development Standards

February 17, 2021



- Toolkit delivered February 2021 (1 year from start)
- 2 towns have adopted a further customized version (Corte Madera, Belvedere)
- 4 towns are in progress with customization (County, Sausalito, San Anselmo, Fairfax)
- 3 towns intend to use the Toolkit (Novato, Ross, Larkspur)
- 2 others are not using the Toolkit (Tiburon, Mill Valley)