

Waterfront District Master Plan

Historic Town Center, Transit Village,
and Hercules Point Sub-District Amendments



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Prepared For:

Prepared By:

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OPTICOS
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Building Form Regulating Plan

- Building Form Regulating Zones**
- TS-M5: Bayfront Boulevard Main Street
 - TS-MST: Main Street Transition
 - TS-CC: Clubhouse Center
 - TS-VN: Village Neighborhood
 - T4-NG: Neighborhood General
 - WR: Waterfront Recreational



Note: TS-CC: Clubhouse Center also contains the Civic Arts buildings, see located on Lot 18 of Tract 6102 (not shown on the regulating plan)

Use Overlay

Additional uses permitted, see use tables

Frontage Type Overlay

- Gallery Required
- Shopfront Required
- Creekfront Required
- Arcade Required

Should information in the overlay on this Regulating Plan conflict with information in the zone standards, the information on this Regulating Plan shall prevail

General Key

- Historic Buildings (regulated for use only)
- Corner Element Required
- Railroad ROW

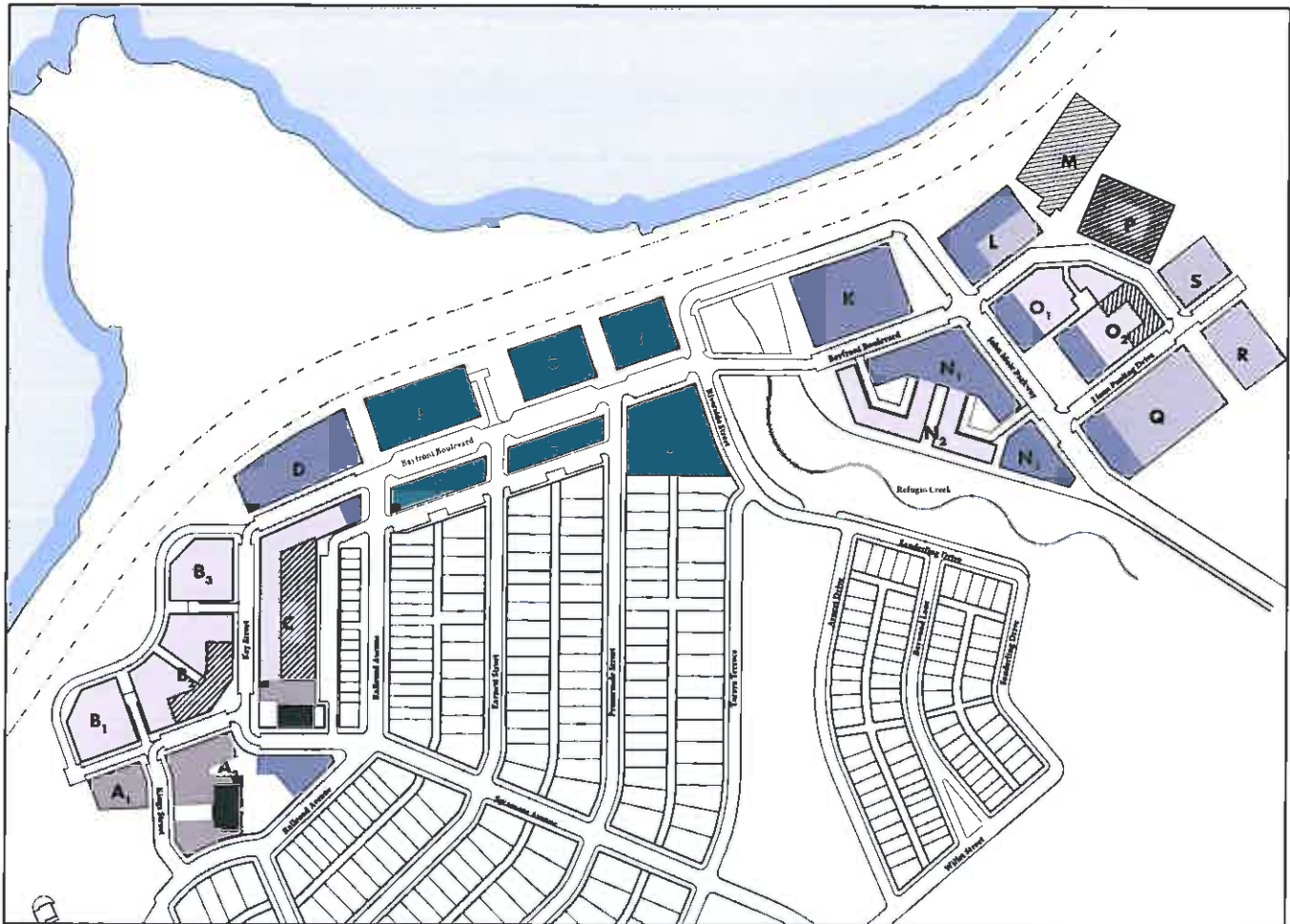
Dimensions on plan indicate maximum depth of zones in areas indicated.

HWDMIP Sub-District Amendments
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Allowable Building Height Overlay



Description

The Allowable Building Height Overlay indicates areas where the allowed building height is increased from the allowed building height described in the Building Form Zones. The allowed building heights indicated in the hatched areas on this plan override the allowed heights specified in the general standards for each zone.

Key

- 8 Stories max. allowed building height
- 4 Stories max. allowed building height

Editor's Note: The allowable building heights were determined after careful consideration of the adjacent neighborhoods, the density goals of the project to support transit and commercial uses, and the complex soil conditions of the site. A 4-story maximum building height is allowed in certain areas of Blocks B, C, and O within the Neighborhood General Regulating Zone in order to have taller buildings defining the urban corners on Blocks B and O and will provide added density on Block C while maintaining a 3-story building massing at the perimeter of the block. In the northeastern corner of the site on Blocks M and P, an 8-story maximum building height is allowed. The natural rise of the site and the soil conditions in this area make it an ideal location for 5-8 story mid-rise residential towers that will help provide the density required to support the transit and commercial uses within the Hercules Waterfront District. This location also places the tallest buildings at the furthest distance from the existing single-family homes in the Hercules Waterfront District.

T5-VN: Village Neighborhood Standards

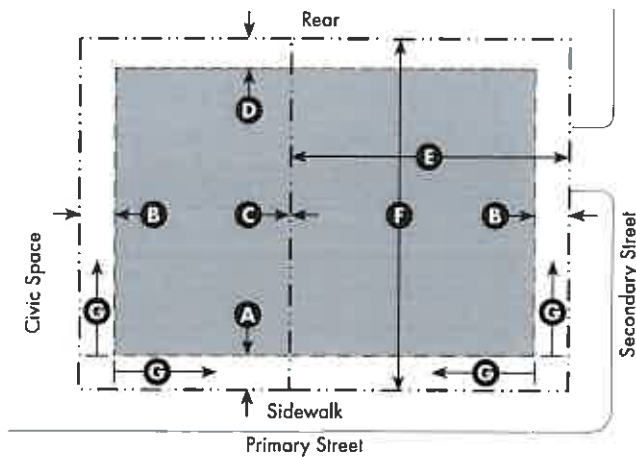


Zone Intent and Description

The Village Neighborhood Zone is a primarily residential area that provides the core residences in medium to high density building types within The Village neighborhood. The purpose of this zone is to integrate a wide variety of housing types to enable a wide diversity of residents in a manner that yields medium to high densities that will help support the transit facilities and commercial uses in the surrounding zones. A limited amount of ground floor commercial use and live/work units is permitted in designated locations. Due to the proximity to transit, the natural buffer from the existing residential neighborhoods provided by the Refugio Creek, and the existence of bedrock in the Northeastern portion of the site, a limited number of mid-rise towers (5-8 stories) are allowed in this zone.



T5-VN: Village Neighborhood Standards



Key

- ROW / Property Line
- Setback Line
- Build-to Line (BTL)
- Building Area

Building Placement

Build-to Line (Distance from Right of Way)		
Primary Street	8' min.; 12' max. ¹	A
Civic Space / Secondary Street	Equal to primary street ¹	B
BTL Defined by a Building		
Primary Street	60% min.	
Civic Space / Secondary Street	60% min.	

¹ The BTL for the first building to receive planning department approval becomes the set BTL (must be within this range) along that Street or Civic Space. All subsequent buildings must match the first building's BTL.

Setback (Distance from Property Line or ROW)

Side	0' min.	C
Rear	5' min.	D

Lot Size

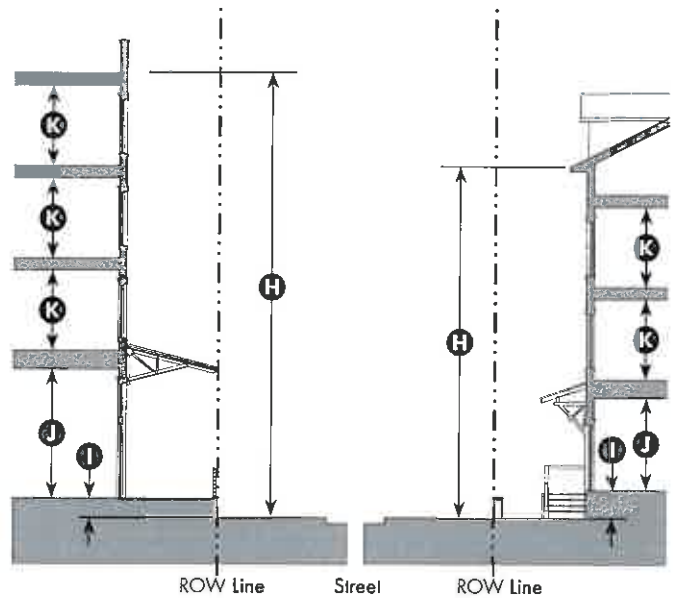
Width	100' min.	E
Depth	75' min.	F

Miscellaneous

Buildings must be built to BTL along each facade within 30' of a corner along the Primary Street. **G**

See the Streets and Circulation Regulation Plan on page 4-3 for the determination of Primary and Secondary Streets.

Entire BTL must be defined by a building or a 18" to 48" high fence or stucco or masonry wall.



Building Form

Height		
Building	2 Stories min.; 4 Stories max. ¹	H
Ground Floor Finish Level	18" min. ²	I
Ground Floor Ceiling	9' min. clear	J
Upper Floor(s) Ceiling	8' min. clear	K

¹ 8 stories max. permitted in the areas indicated in the Allowable Building Height Overlay on page 1-5.

² Commercial uses and ground floor lobbies and common areas in multi-unit buildings may have a 0" to 6" ground floor finish level.

Footprint

Lot Coverage	50% min.
Depth, Ground-floor Residential Space	12' min.

Miscellaneous

Distance between Entries
To Upper Floor(s) 100' max.

All upper floors must have a primary entrance along a Primary Street, Civic Space, or on a forecourt along a Primary Street or Civic Space.

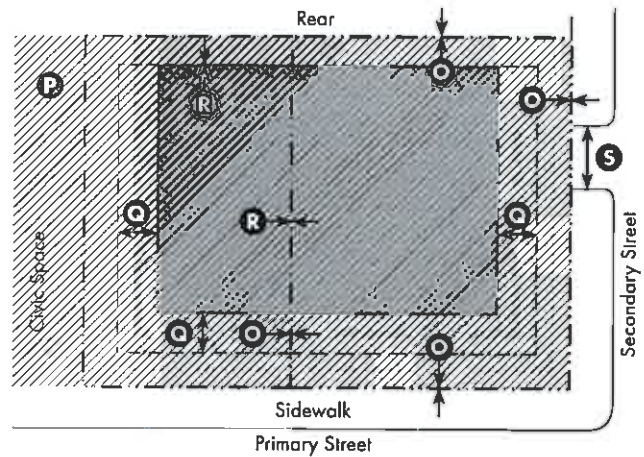
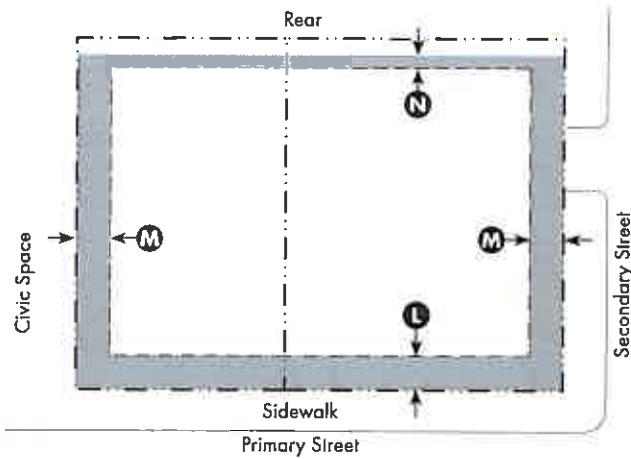
All ground floor units fronting a street must have a direct entry to the unit from the street or from a forecourt along the street.

Service entries may not be located along a Primary Street / Civic Space.

Buildings wider than 150' must be designed to read as a series of buildings no wider than 100' each.

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T5-VN: Village Neighborhood Standards



Key

- - - ROW / Property Line
- - - Setback Line
- - - Build-to Line (BTL)
- █ Encroachment Area

Key

- - - ROW / Property Line
- - - Build-to Line (BTL)
- - - Setback Line
- ▨ Below-Grade Parking Area
- █ Above-Grade Parking Area

Frontage Types and Encroachments

Encroachments

Primary Street	12' max.	L
Civic Space / Secondary Street	12' max.	M
Side Setbacks ≥10'	5' max.	
Rear	5' max.	N

Encroachments are not allowed within a street Right of Way, or across a property line.

Allowed Frontage Types¹

Loading Dock, Forecourt, and Stoop Frontage Types are allowed along Street and Civic Space frontages. The Shopfront Frontage Type is also allowed areas designated in the Use Overlay.

Loading Dock

Depth	8' min.
Finished Level of Public Walk	2' min.; 4' max.

Shopfront

Awning Depth	4' min.; 10' max.
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Stoops

Depth	4' min. clear
Height	9' min. clear; 1 Story max.

Forecourt

Depth	15' min.; not to exceed width
Width	20' min.

¹See pages 1-36 and 1-37 for descriptions of Frontage Types.

Required Parking

Spaces

Residential Uses	1 space/1,500sf ¹
Non-Residential Uses	2 spaces/1,000sf
Flex Space, Live/Work, and Work /Live Uses	
<2,500sf	1 space/1,500sf
≥2,500sf	2 spaces/1,000sf

¹ No parking spaces are required for affordable or senior housing units.

Location

Below-Grade Parking

- Allowed up to the ROW / Property Line **O**
- Allowed below Civic Space if providing public parking **P**

Above-Grade Parking

- 12' min. deep liner required along Streets / Civic Spaces **Q**
- Cannot exceed the buildable footprint **R**

Miscellaneous

Parking Drive Width	20' max.	S
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See additional general parking requirements on page 1-34 and 1-35.

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T5-VN: Village Neighborhood Standards

Table 1.5: Village Neighborhood Use Table

Land Use Type ¹	Specific Use Restrictions	Permit Required
Recreation, Education & Public Assembly		
Commercial recreation facility: Indoor	≤3,000sf	MUP ³
Health/fitness facility	≤3,000sf	MUP ³
Library, museum		P
Park, playground		MUP
Studio: Art, dance, martial arts, music, etc.	≤1,500sf	P ³
	≤3,000sf	MUP ³
Residential		
Home occupation		P
Live/Work		P ³
Work/Live		MUP ³
Mixed-use project, residential component		P ^{2,3}
Multi-Family Housing		P
Residential care	≤6 Clients	P
	>6 Clients	UP
Transportation, Communications, Infrastructure		
Parking facility, public or commercial		MUP

Key	
P	Permitted Use
MUP	Minor Use Permit Required
UP	Use Permit Required
—	Use Not Allowed

End Notes

¹ A definition of each listed use type is in the Appendix.

² Allowed only on upper floors or behind ground floor use.

³ Allowed only in areas designated in the Use Overlay on page 1-3.

Uses not listed are specifically prohibited unless the Director determines that a use is consistent pursuant to the Code.

Land Use Type ¹	Specific Use Restrictions	Permit Required
Retail		
General retail, except with any of the following features:		UP ³
Alcoholic beverage sales		MUP ³
Floor area	>5,000sf	—
	>25,000sf	—
On-site production of goods sold	≤5,000sf	—
	>5,000sf	—
Operating between	1am-5am	—
	5am-7am	—
	11pm-1am	—
Neighborhood market	≤5,000sf	MUP ³
	>5,000sf	UP ³
	>10,000sf	—
Restaurant, café, coffee shop		P ³
Services: Business, Financial, Professional		
ATM		MUP ³
Medical services: Doctor office		MUP ³
Office:		
Business, service		MUP ³
Professional, administrative		MUP ³
Services: General		
Day care:		
Large family		UP ³
Small family		P
Lodging:		
Hotel		UP
Bed & Breakfast Inn (B&B)		MUP
Public safety facility		UP
Personal services	≤2,500sf	P ³
	≤5,000sf	UP ³

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Architectural Styles

chapter 2

Introduction

This chapter establishes the allowable Architectural Styles for all future development in the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts of the HWDMP.

This chapter provides an overview of the allowable styles within the Undeveloped Portion of the Historic Town Center and Transit Village Planning Sub-Districts by describing the typical characteristics and providing photographic examples for each of the allowable Architectural Styles. The typical characteristics and photographs are not intended to be the exclusive characteristics that may reflect the applicable architectural style. The intent of these regulations is to limit the range of architectural expression within those Sub-Districts to ensure a reasonable level of architectural harmony, so that the public spaces defined by the private development will be well-defined outdoor spaces conducive to the active public life envisioned by the General Plan.

Architectural Styles Allowed



Building Form Regulating Zones

- T5-MS: Bayfront Boulevard Main Street
- T5-MST: Main Street Transition
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- T4-NG: Neighborhood General

This key plan is intended for reference only and should not be used as a regulatory plan. See page 1-3 for Building Form Regulating Plan.

Architectural Styles Allowed

Architectural Styles Allowed By Block						
	Waterfront Warehouse	Gold Rush	Victorian	Tudor/English Arts and Crafts	Spanish Revival	Bay Area Eclectic
						
Block	p. 2-5	p. 2-11	p. 2-15	p. 2-19	p. 2-23	p. 2-27
A1,A2						
B1,B2,B3						
C		(T5-MST only)				
D						
E						
F						
G						
H						
I						
J						
K						
L						
M						
N1,N2,N3		(T5-MST only)		(T4-NG only)		(T4-NG only)
O1,O2		(T5-MST only)	(T5-MST only)	(T4-NG only)		
P						
Q						
R						
S						

Key
 Style allowed
 Style not allowed

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Spanish Revival Style



Introduction

The Spanish Revival Style is characterized by asymmetrical buildings that are composed of picturesque combinations of simple rectilinear forms of varying heights. The buildings are capped with gabled or hipped roofs of red clay barrel tiles. Courtyards and well-detailed structural elements, such as pergolas, trellises or loggias and arcades, often provide another layer to the massing. Elements such as wood or metal balconies, towers, chimneys and other tile or wrought iron details add accents.

Spanish Revival Style

Typical Characteristics

Massing

Picturesque compositions of simple rectilinear forms of varying heights, with low-pitched roof forms

Larger buildings often use these forms to form enclosed or semi-enclosed courtyards

Facade Composition

Balanced, asymmetrical facade composition accented by chimneys, balconies, and towers.

The proportion of openings to wall is small in keeping with the appearance of masonry construction.

Smooth, hand trowelled stucco walls

Roof Form

Multi-level, low-pitched, gabled or hipped roof forms clad with red clay barrel tiles

Shallow eaves with a stucco profile or open eaves with decorative rafters or brackets

Windows

Vertically proportioned casements, french casements, or fixed

Punched, recessed openings for doors and windows with stucco or cast stone sill

Elaborated with window grilles, small metal balconies and awnings

Doors

Arched openings typical for principle doors or beneath porch roofs

Elaborate stucco, cast stone, or stone detailing at primary entrances

Elements

Chimneys, often with elaborate tops and small, tiled roofs

Upper floor cantilevered balconies

Ground floor loggias and arcades

Well-detailed pergolas and trellises

Tiled fountains in courtyards or paseos



Simple, rectilinear form with ground floor loggia and shallow, upper floor balconies



Arched storefronts with balcony above, accented by small corner tower



Large, asymmetrical building surrounding a semi-enclosed courtyard walled along the street edge



Storefront accented with awnings and simple chimney

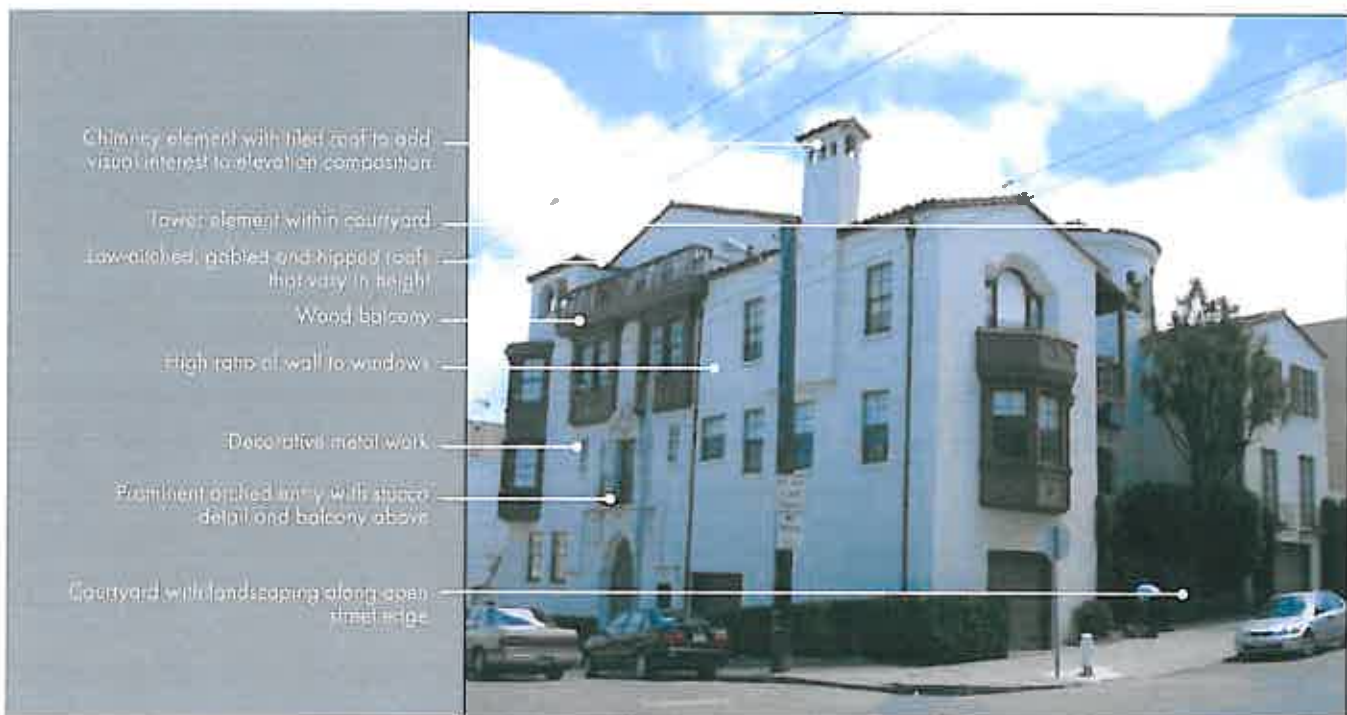


Courtyard building with low-pitched gable ends facing the street

Spanish Revival Style



Courtyard massing and elevation example



Large building with courtyard example

Spanish Revival Style



Exterior stair leading to entry door



Ganged windows recessed with decorative columns between



Arched windows with decorative tile



Wood balcony with brackets for support



Storefront with punched openings and transoms



Loggia with arcade along street



Metal balcony with awning



Metal grille



Recessed door with imposts

2-26

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