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I. Introduction

1.1 Authority

This Padre Boulevard and Entertainment District Code (hereinafter, “the PBED Code”) is enacted as one of the instruments for implementing the public purposes and objectives of the adopted City of South Padre Island 2008 Comprehensive Plan and the Padre Boulevard and Entertainment District Plan. The Code is declared to be consistent with the 2008 Comprehensive Plan, and except as noted herein, supplants the application of all provisions of the City of South Padre Island City Ordinance as it pertains to land within the boundaries of the Padre Boulevard Corridor and Entertainment District (hereinafter, “the Corridor”) prior to the effective date of this PBED Code.

1.2 Purpose & Intent

The purpose of the PBED Code is to support economic development and reinvestment along this commercial corridor and within the dedicated entertainment district. Along Padre Boulevard, the PBED Code implements specific development nodes with a pedestrian-oriented mix of uses with convenient access between area neighborhoods and beach front, housing and neighborhood retail services. The intent is to revitalize Padre Boulevard to be an attractive, vibrant commercial corridor in the community, and to develop the Entertainment District into a walkable, mixed-use regional destination. Therefore, the goals of the PBED Code are to promote and provide a more functional and attractive community through the use of recognized principles of urban design and allow property owners flexibility in land use, while prescribing a higher level of detail in building design and form.

1.3 Economic Development

The Corridor and corresponding standards are created to support economic development, sustainable tax base, and job creation by establishing adjacency predictability of

private development that supports and leverages public and private investment in and around Padre Boulevard and the Entertainment District.

1.4 Establishment of Specific Development Standards

The PBED Code implements the vision for the Corridor as established in the Regulating Plan (Appendix A). The Regulating Plan shall provide general guidance to property owners, developers, and the City on the form, character, and intensity of future development within key locations along the corridor. Creation of different Character Zones within the Corridor enables specific site and locational standards to be enumerated and applied. Clear graphic standards are provided for location, height, and building elements. Such standards promote adjacency predictability, flexibility in land use, walkable mixed-use development, transitions to existing neighborhoods, and transportation choice.

II. Components of the PBED Code

2.1 The Regulating Plan

The Regulating Plan for the Corridor shall be the official zoning map. It shall establish the development standards for all lots within the Corridor including:

2.1.1 Character Zones – The Corridor is distinguished into different “Character Zones”. Each Character Zone is intended to create a distinct urban form different from other Character Zone. Each Character Zone shall establish use and building standards including height, bulk, building and parking location, and functional design. The Regulating Plan classifies all lots with the Corridor into one of eight Character Zones.

2.1.2 Frontage Standards – Frontage Standards establish exceptions and/or special conditions for all buildings along designated frontages. Frontage Standards

shall apply in addition to the underlying Character Zone standards.

2.1.3 Street Designations – The Street Designations on the Regulating Plan include Type ‘A’, Type ‘B’, and Type ‘C’ Streets within the Corridor.

2.1.4 Required Bayfront Boardwalk – The Required Bayfront Boardwalk indicates where public rights-of-way or easements shall be established for the construction of a public bayfront boardwalk in the entertainment district.

2.2 Development Standards

The PBED Code (the text portion of this Code) enumerates the development standards with text and graphics for Character Zones, Schedule of Uses, Frontage Types, building form, landscape, building design, architectural style, sustainability, signage, and lighting standards within the Corridor.

2.3 Using This Code

The following basic steps should be followed to determine the uses and development standards applicable on property within the Padre Boulevard Corridor zoning district:

2.3.1 Review the Table 3.1 to evaluate the applicability of the PBED Code based on scope of the proposed development.

2.3.2 Locate the subject property on Padre Boulevard and Entertainment District Corridor Regulating Plan (Appendix A).

2.3.3 Identify:
(i) the Character Zone in which the property is located;

(ii) the Street Type designation along all its street frontages; and,

(iii) any Frontage Standards that may be applicable to the subject property.

2.3.4 Review the Schedule of Uses by Character Zone as listed in Table 5.1 to determine allowed uses.

2.3.5 Examine the corresponding zone standards in the Building Form and Development Standards in Section VI to determine the applicable development standards and any Special Frontage standards.

2.3.6 Refer to Section VIII for Building Design Standards, Section IX for Architectural Style Standards, Section X for Sustainability Standards that may apply to the development, Section XI for Signage Standards, and Section XII for Civic and Private Open Space Standards.

The information organized within the above listed steps explains where the building will sit on the lot, the limits on its three dimensional form, the range of uses, and the palette of materials that will cover it. For more specific dimensions and standards applicable to a particular property, consult with city staff.

III. Administration

3.1 Applicability

3.1.1 All uses and buildings on all land within the Padre Boulevard Corridor zoning classification shall conform exclusively to this PBED Code. Table 3.1 shall determine which sections of the code apply to any proposed development based on the type and scope of the proposed development.

3.1.2 Provisions of this PBED Code are activated by “shall” when required; “should” when recommended; and “may” when optional.

- 3.1.3 The provisions of this PBED Code, when in conflict, shall take precedence over those of other City of South Padre Island codes, ordinances, regulations and standards as amended except as noted herein.
- 3.1.4 The development standards under Chapter 20 of the **City of South Padre Island Code of Ordinances**, as amended, shall not apply to the Padre Boulevard Corridor except as specifically referenced herein. Development standards not addressed in this ordinance shall be governed by the City of South Padre Island Zoning Ordinance to the extent they are not in conflict with the intent or text of the PBED Code.
- 3.1.5 Sign Standards under **Chapter 15, as amended, of the City of South Padre Island City Ordinances**, shall not apply to the District except as specifically referenced herein.
- 3.1.6 Terms used throughout this Code are defined in *Section XI. Definitions*. For those terms not defined in *Section XI. Definitions*, **Section 20-3 of the City of South Padre Island Zoning Ordinance** shall apply. For terms not defined in either section, they shall be accorded commonly accepted meanings. In the event of conflict, the definitions of this Code shall take precedence.
- 3.1.7 Where in conflict, numerical metrics shall take precedence over graphic metrics.

3.2 Development Review Process

3.2.1 Development within the Corridor that complies with the provisions of this Code shall be approved by the

City Manager or designee. In addition to complying with applicable City regulations that are not in conflict with this Code, the applicant shall provide the information to adequately show compliance with this Code as required in Section 3.2.4. The City Manager or designee shall be responsible for the following:

- (i) Reviewing site plan applications for compliance with the requirements of PBED Code.
- (ii) Approving site plan applications that are in compliance with the requirements of the PBED Code.
- (iii) Making determinations on the applications and interpretations of standards in this Code.
- (iv) Approving revisions to previously approved site plans that comply with this Code and all applicable city ordinances.
- (v) Approving any minor modifications to the approved Regulating Plan and Code per Section 3.2.2.
- (vi) Forwarding any appeals to the decision of the City Manager and/or major modifications to the City Council.

3.2.2 Minor Modifications to the PBED Code: The City Manager or designee shall have the authority to approve a request for minor modifications to PBED Code that:

- (i) Does not materially change the circulation and building location on the site;
- (ii) Does not increase the building area permitted under this Code;
- (iii) Does not change the relationship between the buildings and the street;
- (iv) Does not allow greater height of any building or reduction of any parking requirement established in this Code; or
- (v) Change any required element of the Regulating Plan beyond the thresholds established in Table 3.2 below.

The City Manager or designee shall also have the authority to approve minor modifications outlined in Table 3.2. Any appeals to the decisions of the City Manager on minor modifications shall be heard by the City Council.

- 3.2.3 Appeals and Design Exceptions: Any appeals to the decision of the City Manager or requests for Design Exceptions to standards in this Code may be made to the City Council within 30 days of such a decision in writing by the City Manager. The City Council is authorized to approve appropriate exceptions to the Code, provided a project complies with the purpose and intent. The City Council may allow additional flexibility for projects of exceptional civic or environmental design.
- 3.2.4 Information Required for Development Review. The full list of required materials is included in the Padre Boulevard Corridor development application available from the Development Services Department. In general, the following information is required, as applicable:
 - (i) Site Plan
 - (ii) Building Plans and Elevations
 - (iii) Landscape Plan
 - (iv) Material Specifications
 - (v) Plans and Specifications for Proposed Signs
 - (vi) Description of Proposed Scope of Work
 - (vii) Photographs of Site and Existing Conditions
- 3.2.5 Plat Approval: The following process shall be followed for all Plat approvals in the Corridor:
 - (i) Preliminary Plat Approval: An application for Preliminary Plat may be submitted only after approval of a site plan for development. A Preliminary Plat may be submitted only after approval of a site plan for development. A Preliminary Plat may be submitted to all of the proposed development or for a portion of

development. The Preliminary Plat shall conform to the approved Site Plan. The applicant shall follow the Subdivision Regulations of the City of South Padre Island, Texas, Chapter 23 of the City of South Padre Island City Ordinance, for the Preliminary Plat Submittal Requirements.

- (ii) Simultaneous Submittals: Applications for a Preliminary Plat approval may be submitted for review simultaneously with the Site Plan application. In such cases, any approval of the Preliminary Plat must be conditioned upon approval of the Site Plan. If the approved Site Plan includes any additions or conditions by the City, the Preliminary Plat undergoing simultaneous review shall be amended to conform to the approved Site Plan.
- (iii) Final Plat Approval: An application for Final Plat approval shall be submitted only after a Preliminary Plat has been approved for development. A Final Plat may be submitted for all of the planned development or for a portion of development. The Final Plat shall conform to the approved Preliminary Plat and Site Plan. The applicant shall follow the Subdivision Regulations of the City of South Padre Island, Texas, Chapter 23 of the City of South Padre Island City Ordinance, for the Final Plat Submittal Requirements.

Table 3.1 Padre Boulevard and Entertainment District Code Applicability Matrix

Code Section	Land Use Matrix	Building Form - Placement	Building Form - Height	Building Form – Parking & Service	Building Form – Street Screen	Building Form - Encroachments	Building Form – Residential Transition	Building Design Standards	Architectural Style Standards	Sustainability Standards	Streetscape/ Landscape Standards	Signage	Civic/Open Space
Type of Development													
Commercial (retail, office, restaurant, lodging), mixed use building, apartment/multi-family building (3 or more units per lot), and live-work buildings													
New Construction	X	X	X	X	X	X	X	X	X	X	X	X	X
Change of Use/Expansion of use*	X			X	X								
Expansion of Building Area													
0% - 49% increase in building area • Standards in applicable sections shall apply only to the expansions	X	X	X	X	X	X	X	X	X	X	X	X	X
50% or greater increase in building area AND less than 50% increase in building value • Standards in applicable sections shall apply only to the expansions	X	X	X	X	X	X	X	X	X	X	X	X	X
Any increase of building area AND 50% or greater increase in building value • Standards in applicable sections shall apply the entire building including retrofitting of the existing building if non-conforming	X	X	X	X	X	X	X	X	X	X	X	X	X
Expansion of parking area only (not in conjunction with a building or use expansion)													
Up to 10 spaces				X	X								
11 or more additional spaces				X	X					X	X		
Facade changes to existing buildings (regardless of value of improvement)													
Type 'A' Street facade						X		X	X			X	
All other street facades						X						X	
Signage													
Refacing or changing a panel on an existing sign													
Modification of an existing sign where cost of the modification is valued at <u>less than</u> fifty (50) % of the replacement value of the existing sign													
Modification of an existing sign where cost of the modification is valued at <u>more than</u> fifty (50) % of the replacement value of the existing sign												X	
New sign or complete replacement of an existing sign												X	

Code Section	Land Use Matrix	Building Form - Placement	Building Form - Height	Building Form – Parking & Service	Building Form – Street Screen	Building Form - Encroachments	Building Form – Residential Transition	Building Design Standards	Architectural Style Standards	Sustainability Standards	Streetscape/ Landscape Standards	Signage	Civic/Open Space
Residential Buildings (single family attached and detached buildings)													
New construction	X	X	X	X	X	X		X	X	X	X	X	X
Change of Use*	X			X	X								
Expansion of use/structure (any building addition, deck, porch, etc.)	X	X	X			X	X	X	X				
Expansion of use/structure (new accessory building/structure on the lot or pool)	X	X	X			X	X	X	X				
Façade changes													
Type 'A' Street façade						X		X	X				
All other street facades						X							

* with no expansion of building

Table 3.2 Minor Modifications Allowed

Standard	Minor Modification Allowed	Criteria
Area/boundary of Character Zones (including any Required Civic/Open Spaces)	No more than a 15% change (increase or decrease) in the area of any Character Zone (aggregate or per block)	<ul style="list-style-type: none"> • Shall not eliminate any Character Zone or required Public Civic Space • Shall not change the overall boundary of the Regulating Plan • 15% measurement shall be based on the total area of that specific Character Zone within the entire Corridor
Building Form and Development Standards		
<ul style="list-style-type: none"> • Build to zones/setbacks 	No more than a 20% change in the maximum or minimum setback.	<ul style="list-style-type: none"> • Changes to the build to zones and setbacks may only be due to any changes to the street cross sections, changes in the width of a sidewalk, or to meet the base flood elevation requirements. • In no case shall the sidewalk be less than 6 feet in width
<ul style="list-style-type: none"> • Building Frontage 	No more than a 15% reduction in the required building frontage along each block of a Type 'A' Street.	<ul style="list-style-type: none"> • Any reduction in the required building frontage shall be to accommodate porte-cocheres for drop-off and pick-up.
<ul style="list-style-type: none"> • Street screen 	Waiver of street screen requirement along a Type 'B' Street.	<ul style="list-style-type: none"> • Requirement for a street screen may only be waived along a Type 'B' Street along the frontage of any interim surface parking lot (off-street) that is intended to be in-filled with a parking structure. • In no case shall any portion of the surface parking have frontage along a Type 'A' Street without a required street screen • In no case shall the (off-street) surface parking lot be located at a street intersection for a minimum depth of 20' along each street (regardless of the Street Type).
Streetscape standards	Street tree planting, street lighting, and other streetscape standards may be adjusted based on the development context.	<ul style="list-style-type: none"> • Any changes to the streetscape standards shall be based on specific development context such as vegetation, natural features, drainage, and fire access and is subject to approval by the City.

3.2.6 Variances to Zoning and Subdivision Ordinances’ Standards: Any variances to basic dimensional standards related to building heights or setbacks, shall require approval by the Board of Adjustment.

3.2.7 Vacations of public rights-of-way. Street vacations shall follow Section ___ of the City’s Subdivision Regulations for Plat/Street Vacations.

3.3 Non-Conforming Uses, Buildings, and Signs:

3.3.1 Regardless of transfer of ownership, existing Non-Conforming Buildings with a Non-Conforming Use that do not conform to the provisions of this Code may continue as they are until:

- (i) the building is reconstructed or substantially modified such that the collective reconstructions or modifications within any continuous three (3) year period are valued at more than either \$50,000 or a total of fifty (50) % of the assessed value of the structure in the most recently certified tax rolls, whichever is greater; or
- (ii) any building façade on a designated Type ‘A’ or ‘B’ Street is changed. These may include changes to architectural elements, windows, doors, or any other feature that alters that façade (excluding external façade colors, window/glass replacement and maintenance of existing signage).

3.3.2 Regardless of transfer of ownership, existing non-conforming buildings that do not conform to the provisions of this Code may change use within the same building, provided the new use is permitted in Table 5.1 in this Code until:

- (i) the building is reconstructed or substantially modified such that the collective

reconstructions or modifications within any continuous three (3) year period are valued at more than either \$50,000 or a total of fifty (50) % of the assessed value of the structure in the most recently certified tax rolls, whichever is greater; or

- (ii) any building façade on a designated Type ‘A’ or ‘B’ Street is changed. These may include changes to architectural elements, windows, doors, or any other feature that alters that façade (excluding façade colors, window/glass replacement and maintenance of existing signage).

3.3.3 Regardless of transfer of ownership, existing Non-Conforming Signs that do not conform to the provisions of this Code may continue as they are until the sign is reconstructed or substantially modified such that the modifications are valued at more than fifty (50) % of the replacement value of the sign.

3.3.4 Regardless of transfer of ownership, existing Non-Conforming Buildings and Non-Conforming Uses that have lost their Non-Conforming status shall meet the standards in Article XXX of the City of South Padre Island Zoning Ordinance

3.3.5 Any reconstruction or modification of or change to a Type ‘A’ or ‘B’ Street façade of a non-conforming building or non-conforming sign shall meet the provisions of this Code unless a Design Exception is granted by the City Council. In granting or denying Design Exception the City Council shall evaluate the extent to which the proposed modifications result in greater or lesser conformance with the specifications of this Code and the extent to which

the modifications meet the vision and intent of the PBED Code.

3.3.6 For all improvements over either \$50,000 or 50% of the assessed value of a structure, any changes to non-conforming buildings that do not comply with the provisions of this Code may only be approved by the City Council. In reviewing the request the City Council may approve the request based on the extent to which standards in this PBED Code can feasibly be met.

3.4 Amendments to the Regulating Plan and/or Zoning Text: Amendments and changes to the Regulating Plan, text and property boundaries shall be considered by the Planning and Zoning Commission and approved by the City Council in accordance with the procedure set out in ___ of the City of South Padre Island Zoning Ordinance.

IV. The Regulating Plan

4.1 Adoption of Regulating Plan. The Padre Boulevard and Entertainment District Regulating Plan (Appendix A) is hereby adopted as the official zoning map for the Padre Boulevard and Entertainment District. Within any area subject to the approved Regulating Plan, this PBED Code becomes the exclusive and mandatory regulation.

4.2 Establishment of Character Zones

The following Character Zones are established. The designation of the specific Character Zone shall be established in the Regulating Plan.

4.2.1 Bayfront – The Bayfront Zone is intended to encourage the development of higher intensity mixed-use to maximize bayfront access and views based on the Master Plan and Vision. Development standards will emphasize the development of a

public bayfront boardwalk lined by active uses and appropriate building scale. Development within the Bayfront Zone shall meet the Building Form and Development Standards in Section 6.1 of this PBED Code.

4.2.2 Entertainment District Core – The Entertainment District Core Zone is intended to encourage the development of the area consistent with the vision for the Entertainment District that connects to the Bayfront to Padre Boulevard. The Entertainment District is intended to have the highest intensity of retail, restaurant, residential, and destination entertainment uses. Development standards will emphasize a pedestrian orientation along Laguna Blvd and key east-west streets such as Amberjacks, Ling and Marlin Streets. Development within the Entertainment District Core Zone shall meet the Building Form and Development Standards in Section 6.2 of this PBED Code.

4.2.3 Neighborhood Crossing – The Neighborhood Crossing Zone is intended to encourage the development of activity nodes with a range of commercial and residential uses at key locations along Padre Boulevard that provide bay to beach connectivity. The Neighborhood Crossing Zone shall meet the Building Form and Development Standards in Section 6.3 of this PBED Code.

4.2.4 Town Center Crossing – The Town Center Crossing Zone is intended to create a development node centered on major civic and public uses as envisioned in the Master Plan. Development standards will emphasize the creation and preservation of a strong public/civic identity at this crossing. Development within the Town Center Crossing Zone shall meet the Building Form and Development Standards in Section 6.4 of this PBED Code.

- 4.2.5 Padre Boulevard North – The Padre Boulevard North Zone is intended to provide for more flexible, market based development vision that balances pedestrian orientation with auto-oriented development. Development standards will focus on establishing specific criteria under which developers could propose alternative/unique standards to implement a more market responsive project. Development within the Padre Boulevard North Zone shall meet the Building Form and Development Standards in Section 6.5 of this PBED Code.
- 4.2.6 Padre Boulevard Central – The Padre Boulevard Central Zone is intended to establish consistent site development standards along Padre Boulevard that creates a more continuous pedestrian realm. Development within the Padre Boulevard Central Zone shall meet the Building Form and Development Standards in Section 6.6 of this PBED Code.
- 4.2.7 Padre Blvd South – The Padre Blvd South Zone is intended to encourage the redevelopment of the southern portion of Padre Boulevard as a true gateway to the Island. It is also intended to ensure that development along the Boulevard connects the Entertainment District to the beach. Development within the Padre Boulevard South Zone shall meet the Building Form and Development Standards in Section 6.6 of this PBED Code.
- 4.2.8 Neighborhood Transition – The Neighborhood Transition Zone is intended to provide for a range of smaller scale commercial (retail, office, and live-work) and residential transitions between Padre Boulevard and the neighborhoods to the east and west of the boulevard. Development standards will emphasize keeping a smaller building scale to be compatible with adjoining neighborhoods. Development within the Neighborhood Transition Zone shall meet the Building Form and Development Standards in Section 6.7 of this PBED Code.
- 4.3 Frontage Standards** – Frontage Standards establish exceptions and special conditions for all buildings along designated street edges. Frontage Standards shall apply in addition to the underlying Character Zone standards.
- 4.4 Street Designations** – The following Street Designations shall be established for all streets within the Island:
- 4.4.1 Type ‘A’ Streets Established – Type ‘A’ Streets are intended to provide the most pedestrian friendly development context. Buildings along Type ‘A’ Streets shall be held to the highest standard of pedestrian-oriented design. The Type ‘A’ Streets are mainly the street sections that are critical neighborhood connectors as identified in the Regulating Plan.
- 4.4.2 Type ‘B’ Streets Established – Type ‘B’ Streets are intended to balance pedestrian orientation with automobile accommodation. Typically, Type ‘B’ Streets shall be hybrid streets that have a more pedestrian friendly development context at street intersections and accommodate auto-related functions and surface parking in the middle of the block. Surface parking shall be screened from the roadway with a street or living fence. Padre Boulevard shall be the predominant Type ‘B’ Street within the Corridor.
- 4.4.3 Type ‘C’ Streets Established – Type ‘C’ Streets are intended to accommodate a more auto-oriented uses, surface parking, and service functions on a site with automobile orientation. The Type ‘C’ Streets are as identified in the Regulating Plan.
- 4.5 Required Bayfront Boardwalk.** The Required Bayfront Boardwalk indicates where the intended public bayfront boardwalk lined by active uses and building scales will be located. The required Bayfront Boardwalk is as identified in the Regulating Plan.

V. Schedule of Permitted Uses

following schedule (Table 5.1), but are substantially similar, may be permitted upon approval of the City Manager or designee, subject to City Council appeal.

5.1 Permitted Uses. Due to the emphasis on urban form over land uses in the District, general use categories have been identified by Character Zone. Uses not listed in the

Table 5.1 – Schedule of Uses						
Character Zone	Bayfront	Entertainment District Core	Neighborhood Crossing	Town Center Crossing	Padre Boulevard North/Central/South	Neighborhood Transition
Land Use						
Commercial Uses (Office, Retail, Restaurant, Sales and Service Uses)						
Retail Sales with <u>no drive through facility</u> (includes alcohol sales). Excluded from this category are retail sales and service establishments geared towards the automobile	P	P	P	P	P	NP
Auto-related Sales or Service establishments (includes gasoline sales)	NP	NP	P/C	NP	P/C	NP
Finance, Insurance, and Real Estate establishments including banks, credit unions, real estate, and property management services, <u>with no drive through facility</u>	P	P	P	P	P	NP
Offices for business, professional, administrative, and technical services such as accountants, architects, lawyers, doctors, etc.	P	P	P	P	P	P
Research laboratory headquarters, laboratories and associated facilities	NP	NP	NP	NP	P	NP
Food Service Uses such as full-service restaurants, cafeterias, bakeries and snack bars with <u>no drive through facilities</u> Included in this category is café seating within a public or private sidewalk area with no obstruction of pedestrian circulation. Also included in this category is the sale of alcoholic beverages.	P	P	P	P	P	NP
Bar or drinking place	P	P	P	P	P	NP
Personal Services such as laundry, hair care, etc.	P	P	P	P	P	NP
Pet and animal sales or service	P	P	P	P	P	NP
Any permitted use with a drive through facility	NP	NP	P/C	NP	P/C	NP
Arts, Entertainment, and Recreation Uses						
Amusement or theme park establishment (indoor) including bowling alleys, bingo parlor, games arcades, skating, etc.	P	P	P	P	P	NP
Amusement or theme park establishment (outdoor) including miniature golf, go-cart tracks, etc.	P/SUP	P/SUP	NP	NP	P/SUP	NP
Art galleries	P	P	P	P	P	P
Art, antique, furniture or electronics studio (includes retail, repair or fabrication uses)	P	P	P	P	P	NP
Fitness, recreational sports, gym, or athletic club	P	P	P	P	P	NP
Marina or yachting club facility	P/SUP	NP	NP	NP	P/SUP	NP
Museums and other special purpose recreational institutions	P	P	NP	P	P	NP
Parks, greens, plazas, squares, and playgrounds	P	P	P	P	P	P
Performing arts establishment	P	P	P	P	P	NP
Theater, cinema, dance, or music establishment	P	P	P	P	P	NP

Table 5.1 – Schedule of Uses						
Character Zone	Bayfront	Entertainment District Core	Neighborhood Crossing	Town Center Crossing	Padre Boulevard North/Central/South	Neighborhood Transition
Educational, Public Administration, Health Care and Other Institutional Uses						
Business associations and professional membership organizations	P	P	P	P	P	NP
Child day care and preschools	P	P	P	P	P	P
Schools, libraries, and community halls	P	P	P	P	P	NP
Universities and Colleges	P	P	P	P	P	NP
Technical, trade, and specialty schools	P	P	P	P	P	NP
Hospitals, clinics, and nursing establishments	P	P	P	P	P	NP
Civic uses	P	P	P	P	P	NP
Social and fraternal organizations	P	P	P	P	P	NP
Social services and philanthropic organizations	P	P	P	P	P	NP
Public administration uses (including local, state, and federal government uses, public safety, health and human services)	P	P	P	P	P	NP
Religious Institutions	P	P	P	P	P	P
Funeral homes	P	P	P	P	P	NP
Residential Uses						
Home Occupations	P/A	P/A	P/A	P/A	P/A	P/A
Multi-family residential						
Ground floor	P/C	P/C	P/C	P/C	P/C	P
Upper floors	P	P	P	P	P	P
Residential Lofts	P	P	P	P	P	P
Single-family residential attached dwelling unit (Townhomes)	NP	NP	P/C	P/C	P/C	P
Accessory residential unit	NA	NA	P/A	P/A	P/A	P/A
Live-work unit	P	P	P	P	P	P
Other Uses						
Publishing (newspaper, books, periodicals, software)	P/C	P/C	P	P	P	NP
Motion picture and sound recording	P/C	P/C	P	P	P	NP
Telecommunications and broadcasting (radio, TV, cable, wireless communications, telephone, etc)	P/C	P/C	P	P	P	NP
Information services and data processing	P/C	P/C	P	P	P	NP
Model homes for sales and promotion**	P	P	P	P	P	P
Bed and Breakfast Establishments	NP	NP	NP	NP	P	P
Hotels	P	P	P	P	P	NP
Parking, surface (primary use of property)	P/C	P/C	P/C	P/C	P/C	NP
Parking, surface (accessory use of property)	P	P	P	P	P	P
Parking, structured	P	P	P	P	P	NP

** Model homes are limited to a time period until all the homes are sold in the neighborhood.

Character Zone	Bayfront	Entertainment District Core	Neighborhood Crossing	Town Center Crossing	Padre Boulevard North/Central/South	Neighborhood Transition
Private attached garage	P/A	P/A	NP	NP	NP	P/A
Private detached garage	P/A	P/A	NP	NP	NP	P/A
Sales from kiosks	P/C	P/C	P/C	P/C	P/C	NP
Community garden	P/C	P/C	P/C	P/C	P/C	P/C
Antennas including cell, accessory, and mounted on top of buildings.	P/A/C	P/A/C	P/A/C	P/A/C	P/A/C	P/A/C
Utility equipment (includes electrical transformers, gas meters, etc)	P/A/C	P/A/C	P/A/C	P/A/C	P/A/C	P/A/C
Wind energy equipment	P/A	P/A	P/A	P/A	P/A	P/A
Rain harvesting equipment	P/A/C	P/A/C	P/A/C	P/A/C	P/A/C	P/A/C
Solar energy equipment	P/A	P/A	P/A	P/A	P/A	P/A
Special Event	P/SUP	P/SUP	P/SUP	P/SUP	P/SUP	NP

P= Permitted by right NP= Not Permitted P/C = Permitted with design criteria per Table 5.2 P/A = Permitted Accessory Use P/SUP = Permitted with a Specific Use Permit NA= Not applicable
 A* = Accessory use to not exceed 25% of the primary use building square footage

5.3 Use Criteria: All uses listed as P/C in Table 5.1 shall also meet the following standards in Table 5.2

Use	Zone	Location & Design Criteria
Non-Residential Uses		
Auto-related Sales and Service	Neighborhood Crossing and Padre Boulevard North/Central/South	<ul style="list-style-type: none"> Gas pumps, canopies, and/or service bays shall not be located along any Type 'A' Street frontage. No more than 50% of a lot's frontage along a Type 'B' Street shall be occupied by gas pumps, canopies, and/or service bays. Any buildings associated with the use shall also have a pedestrian entrance at a Type 'A' Street and/or a Type 'B' Street. No outdoor storage of vehicles or other products sold shall be permitted. All auto-related sales display shall be inside storefronts.
Any permitted use with a drive through facility	Neighborhood Crossing and Padre Boulevard North/Central/South	<ul style="list-style-type: none"> All drive through access (driveways) shall be from Type 'B' Streets (including Slip Roads). Drive through lanes and/or canopies shall not have frontage along on or be located along any Type 'A' Streets. Drive through areas screened by a 4' high Street Screen.
Residential Uses		
Multi-family residential Ground Floor	Bayfront, Entertainment District Core, Neighborhood Crossing, Town Center Crossing and Padre	<ul style="list-style-type: none"> All ground floors along all Type 'A' and Type 'B' Street Frontages shall be built to Commercial Ready standards. Ground floors may be occupied by residential uses unless designated as Main Street Frontage.

Table 5.2 – Use Criteria

<i>Use</i>	<i>Zone</i>	<i>Location & Design Criteria</i>
	Boulevard North/Central/South	<ul style="list-style-type: none"> Ground floors of all buildings designated as Main Street Frontage on the Regulating Plan <u>shall not</u> be occupied by residential units and/or lodging rooms to a minimum depth of 30 feet as measured from the front building line.
Single-family residential attached dwelling unit (Townhomes)	Neighborhood Crossing, Town Center Crossing and Padre Boulevard North/Central/South	<ul style="list-style-type: none"> Frontages along street intersections shall be built to Retail Ready standards for a minimum of 30' along each street or the width of the lot, whichever is less.
Other Uses		
Publishing (newspaper, books, periodicals, software)	Bayfront and Entertainment District Core	<ul style="list-style-type: none"> Shall only be permitted on the upper floors of buildings
Motion Picture and sound recording		
Telecommunications and broadcasting (radio, TV, cable, wireless communications, telephone, etc)		
Information services and data processing		
Parking, surface (primary use of property)	Bayfront, Entertainment District Core, Neighborhood Crossing, Town Center Crossing and Padre Boulevard North/Central/South	<ul style="list-style-type: none"> Shall be permitted as an interim use of property (3 year increments) Applications for new surface lots shall include in-fill building concepts on the lot New surface parking shall be set back a minimum of 30' from the edge of the right-of-way of Type 'A' Streets. New surface parking shall not be located at a street intersection for minimum of 30' along each street.
Sales from Kiosks	Bayfront, Entertainment District Core, Neighborhood Crossing, Town Center Crossing and Padre Boulevard North/Central/South	<ul style="list-style-type: none"> Kiosks shall only be permitted on civic/open spaces or along the bayfront Boardwalk frontage. Kiosks shall be no larger than 150 sq.ft. in area and no taller than 18' in height. Kiosk locations shall not impede pedestrian pathways or entrances to buildings Kiosks from which merchandise or food is sold shall be attended when open for business. Kiosks shall be constructed of similar materials or given a similar finish as adjacent buildings. All sides of a kiosk shall have a finished look with no externally visible utility equipment.
Community Garden	All Zones	<ul style="list-style-type: none"> Shall be no larger than 0.5 acres Gardens shall be enclosed by a fence on all open sides. Fences should be installed straight and plumb, with vertical supports at a minimum of 8' on center. Chicken wire, if used, should be continuously supported along all edges. Fencing Materials: <ul style="list-style-type: none"> <u>Permitted</u>: pressure treated wood (must be painted or stained medium to dark color), chicken wire, wrought iron, painted galvanized steel <u>Not permitted</u>: chain link, bobbed wire, vinyl, un-painted/stained pressure treated wood, plywood
Antennas including cell, accessory and mounted (Excluded from this category are freestanding and commercial antennas and equipment buildings)	All Zones	<ul style="list-style-type: none"> Antennas shall be permitted on rooftops. Antennas shall be screened entirely with a screen of same color as the principal building. Antennas shall not be visible from adjacent Type 'A' Street.
Rain water harvesting equipment	All Zones	<ul style="list-style-type: none"> Rain water harvesting equipment may not be installed along Type 'A' Streets. On all other frontages, they shall be screened with a Street Screen at least as high as the equipment being screened.

Table 5.2 – Use Criteria

<i>Use</i>	<i>Zone</i>	<i>Location & Design Criteria</i>
Utility equipment (includes electrical transformers, gas meters, etc)	All Zones	<ul style="list-style-type: none"> • Utility equipment shall not be installed with frontage on Type 'A' Streets. • On all other frontages, they shall be screened with a Street Screen at least as high as the equipment being screened.

BAYFRONT CHARACTER ZONE

VI. Building Form and Development Standards

6.1 Bayfront

6.1.1 Illustrations and Intent

Note: These are provided as illustrations of intent. The illustrations and statements on this page are advisory only and do not have the power of law. Refer to the standards on the following pages for the specific Building Form and Development Standards.

The Bayfront Zone form and development standards are intended to encourage the development of higher-density mixed-use to maximize bayfront access and views based on the Master Plan and Vision. Development standards will emphasize the development of a public bayfront boardwalk lined by active uses and building scales.

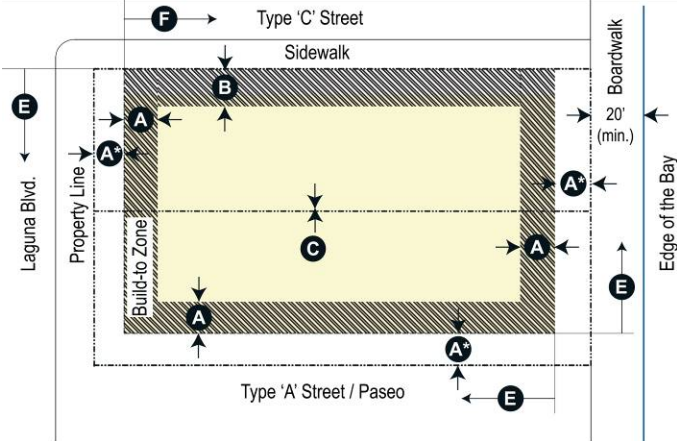
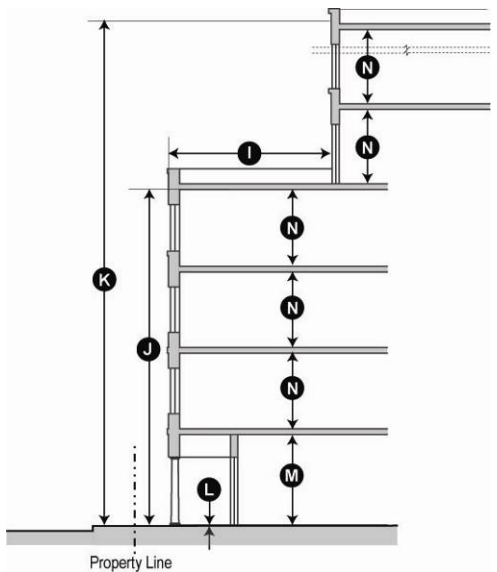
Generally, this character zone may accommodate commercial or buildings built to commercial-ready standards along the ground floor along the Bayfront Boardwalk and Laguna Boulevard, residential uses along the upper floors. The goal is to create an area of higher density of mixed-use for bayfront living and entertainment and reduce the auto-dependency, creating a more pedestrian oriented zone.



Bayfront – Recommended Block and Building Design Concepts

Images of the desired character of the bayfront boardwalk and adjacent development

BAYFRONT CHARACTER ZONE

6.1.2 Building Placement	(i) <i>Build-to Zone (BTZ)</i>			Notes	
 <p>Legend - - - - - Property Line - - - - - Setback Line Building Area Build-to Zone</p>	Front (Type 'A' Street, Paseo, and Boardwalk)	5' – 15' (see #1)	A	#1 – Area between the building and the edge of the BTZ at the sidewalk shall be paved flush with the public sidewalk.	
	Front (Type 'C' Street)	5' – 15'	B	#2 – Side and rear setbacks shall be based on minimum fire separation required between buildings, if applicable.	
	(ii) <i>Setback (from property line)</i>				
	Front (Type 'A' Street)	5' (min.); 15' (max.)	A*	#3 – Corner building street facades shall be built to the BTZ for a minimum of 25' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone standards.	
	Front (Paseo, and Boardwalk)	5' (min.); 40' (max.)	A*		
	Front (Type 'C' Street)	5' (min.); 15' (max.)		#4 – Floor to floor heights shall not apply to parking structures.	
	Side / Rear	0' (see #3)	C		
	(iii) <i>Building Frontage</i>				#5 – Attics and mezzanines less than 7 feet (avg.) height shall not be counted as a story.
	% of building built to Type 'A' Street, Paseo, and Boardwalk BTZ	85% (min.) (see #3 and #6)	E	#6 – Any frontage along all 'A' and 'B' Streets not defined by a building at the BTZ or BTL shall be defined by a 4-foot high Street Screen. Furthermore, along all streets (Type 'A', 'B', and 'C' Streets) service areas shall be defined by a Street Screen that is at least as high as the service equipment being screened. Required Street Screens shall be of either the same building material as the principal structure on the lot or masonry or a living screen composed of shrubs planted to be opaque at maturity. Species shall be selected from the Planting List in Appendix B of this Code. The required Street Screen shall be located at the setback line along the corresponding frontage.	
	% of building built to Type 'C' Street BTZ	25% (min.) (see #3 and #6)	F		
6.1.3 Building Height	(i) <i>Principal Building Standards</i>				
	Building Maximum	4 stories (max. along bay frontage) 15 stories (max.) (see #5, #7, #8 and #9)	K		
	Step back distance	75' (min.) (along Bayfront Boardwalk) 15' (min.) (along Type 'A' Streets and Paseo) (see #8)	I		
	Step back height	4 stories along the bay frontage Between 4 and 6 stories along Type 'A' Streets and Paseos (see #8)	J	#7 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade. See Section 8.1.1 (v).	
	First floor to floor height	15' (min.) (see #4)	M	#8 – A building setback of 15' is required along Laguna Blvd between stories 4 and 6.	
	Upper floor to floor height	10' (min.) (see #4)	N	#9 – A building can exceed 15 stories if the development provides civic space and shared public parking with City Council approval only.	
	Ground floor finish level	12 inches max. above sidewalk (for ground floor Commercial Ready buildings with Main Street frontage) 12 inches max. above flood zone height for all other Commercial Ready frontages	L	#10 – All development shall either meet the requirement for the number of parking spaces in Section 6.1.5 or shall pay an equivalent fee in-lieu per parking space required as established by City Council. Shared parking may be permitted within 1,200 feet of the lot for both residential and non-residential uses. Shared parking agreements shall be required for both public and private shared parking.	

BAYFRONT CHARACTER ZONE

<p>6.1.4 Parking and Service Areas</p>	<p><i>(i) Parking Location</i></p>	<p>6.1.6 Frontage Standards</p>																					
<p>The diagram illustrates a property layout with various setbacks and parking areas. A red rectangle represents the building footprint. A yellow area represents the surface parking area. A hatched area represents the above-grade parking area. A red line indicates the parking setback. A dashed line shows the property line. A solid line shows the sidewalk. A vertical line indicates the Type 'B/C' Street. A horizontal line indicates the Type 'A' Street / Paseo / Bayfront Boardwalk. Circled letters O, P, Q, R, S, and T are placed at various setback locations. A legend below the diagram defines the symbols: Property Line (dashed line), Parking Setback (red line), Surface Parking Area (yellow), Above Grade Parking Area (hatched), and Building Footprint (yellow rectangle).</p>	<table border="1"> <tr> <td colspan="3">Surface/At Grade Parking</td> </tr> <tr> <td>Type 'A' Street, Boardwalk and Paseo/Civic Space setback</td> <td>Shall be located behind the principal building</td> <td>O</td> </tr> <tr> <td>Type 'C' Street setback</td> <td>Min. of 3 feet behind the building facade line along that street</td> <td>Q</td> </tr> <tr> <td>Side and Rear setback (distance from property line)</td> <td>0' (min.) (see #2)</td> <td>P R</td> </tr> <tr> <td colspan="3">Above Grade Parking</td> </tr> <tr> <td>Setback along Type 'A' Street, Type 'C' Street, Boardwalk or Civic Space</td> <td>May be built up to the building line</td> <td>O*</td> </tr> <tr> <td>Side and Rear setback (distance from property line)</td> <td>0' (min.) (see #2)</td> <td>P R</td> </tr> </table>	Surface/At Grade Parking			Type 'A' Street, Boardwalk and Paseo/Civic Space setback	Shall be located behind the principal building	O	Type 'C' Street setback	Min. of 3 feet behind the building facade line along that street	Q	Side and Rear setback (distance from property line)	0' (min.) (see #2)	P R	Above Grade Parking			Setback along Type 'A' Street, Type 'C' Street, Boardwalk or Civic Space	May be built up to the building line	O*	Side and Rear setback (distance from property line)	0' (min.) (see #2)	P R	<p>(i) Commercial Frontage Standards - Ground floors of all buildings fronting on the Bayfront Boardwalk, Type 'A' Streets and Laguna Boulevard shall be built to Commercial Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk. This standard shall not apply to Civic Buildings.</p> <p>(ii) Main Street Frontage Standards – Ground floors of all buildings with the Main Street Frontage Designation as established in the Regulating Plan shall be built with the ground floor elevation at no greater than 12" above the finished sidewalk along that street. This standard shall not apply to Civic Buildings.</p>
Surface/At Grade Parking																							
Type 'A' Street, Boardwalk and Paseo/Civic Space setback	Shall be located behind the principal building	O																					
Type 'C' Street setback	Min. of 3 feet behind the building facade line along that street	Q																					
Side and Rear setback (distance from property line)	0' (min.) (see #2)	P R																					
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Side and Rear setback (distance from property line)	0' (min.) (see #2)	P R																					
<p>6.1.5 Façade Elements</p> <p>(i) Doors and Windows:</p> <ol style="list-style-type: none"> There shall be no blank walls greater than 25 ft. in width along any Bayfront Zone street façade (except alleys) of any building along 'A' and 'B' Street Types only. There is no requirement for Type 'C' Streets and alleys. Doors and windows on ground floor of all buildings shall be between 40% and 90% of the ground floor façade area along any Type 'A' or 'B' street. There is no requirement for Type 'C' Streets and alleys. Primary entrance doors for all buildings shall be facing the Bayfront Boardwalk, Paseos, or Type 'A' or 'B' Street façades only. Windows on the upper floors shall be a minimum of 20% of each upper floor façade area which is measured between 3ft. and 9ft. above each finished floor. 	<p><i>(ii) Required Off-Street Parking Spaces (see #10)</i></p> <table border="1"> <tr> <td>Non-residential uses</td> <td>Min. 1 space/300 SF (gross)</td> </tr> <tr> <td>Residential Uses</td> <td>1.5 space/unit</td> </tr> <tr> <td>Lodging Uses</td> <td>0.75 spaces/lodging room</td> </tr> </table>	Non-residential uses	Min. 1 space/300 SF (gross)	Residential Uses	1.5 space/unit	Lodging Uses	0.75 spaces/lodging room	<p>6.1.7 Other Standards</p> <p>(i) Encroachments</p> <ol style="list-style-type: none"> Building projections and appurtenances such as awnings, signs, balconies, canopies, etc, may project a maximum of 24" over any public sidewalk or required setback area along the Bayfront Zone. A clear distance of 8 ft. shall be maintained between the projection and the finished elevation of the sidewalk. Building projections on all other facades may not be closer than 5' to any adjacent property line. <p>(ii) Arcades and Colonnades:</p> <ol style="list-style-type: none"> Arcades and Colonnades are permitted within the build-to-zone and shall be a minimum of 6' in depth. The minimum interior clearance height within an arcade or colonnade shall be 12'. 															
Non-residential uses	Min. 1 space/300 SF (gross)																						
Residential Uses	1.5 space/unit																						
Lodging Uses	0.75 spaces/lodging room																						
	<p><i>(iii) Driveways and Service areas</i></p> <table border="1"> <tr> <td>Driveway Widths</td> <td>TxDOT Standards on Padre Boulevard and 24 feet max. on all other streets</td> <td>S</td> </tr> <tr> <td>Driveways and off-street loading and unloading shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts. If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are redeveloped.</td> <td></td> <td>T</td> </tr> </table>	Driveway Widths	TxDOT Standards on Padre Boulevard and 24 feet max. on all other streets	S	Driveways and off-street loading and unloading shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts. If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are redeveloped.		T																
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ENTERTAINMENT DISTRICT CORE CHARACTER ZONE

6.2 Entertainment District Core

6.2.1 Illustrations and Intent

Note: These are provided as illustrations of intent. The illustrations and statements on this page are advisory only and do not have the power of law. Refer to the standards on the following pages for the specific Building Form and Development Standards.

The Entertainment District Core Zone building form and development standards are intended to encourage the development of the area consistent with the vision for the Entertainment District that connects the Bayfront to Padre Boulevard. Development standards in this character zone are intended to emphasize a pedestrian orientation along Laguna Blvd and key east-west streets such as Amberjacks, Ling and Marlin Streets.

Generally, this character zone may accommodate commercial or buildings built to commercial-ready standards along the ground floor along Laguna Boulevard and key east-west streets, residential and lodging uses along the ground and upper floors. The goal is to create an area of higher density of mixed-use for living and destination entertainment and reduce the auto-dependency, creating a more pedestrian oriented zone.



Entertainment District Core – Recommended Block and Building Design Concepts

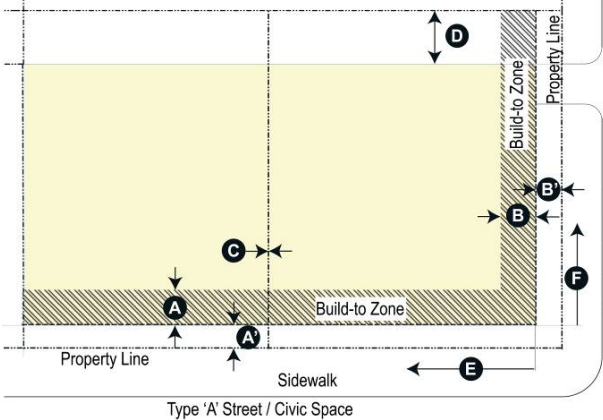
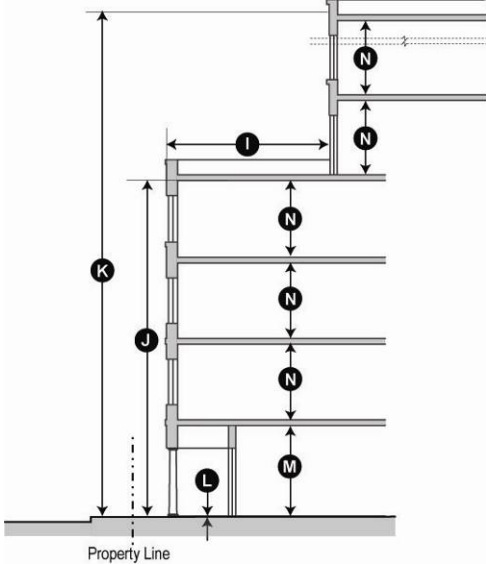


Appropriate development character in the Entertainment District Core



View of desired character of development along Laguna Boulevard.

ENTERTAINMENT DISTRICT CORE CHARACTER ZONE

6.2.2 Building Placement	<i>(i) Build-To-Zone (BTZ) –</i>			Notes	
 <p>Legend</p> <ul style="list-style-type: none"> ----- Property Line ----- Setback Line Build-to-Zone Building Area 	Front (Type 'A' Street and Civic Space)	5' – 10' (see #1)	A	#1 – Area between the building and the edge of the BTZ at the sidewalk shall be paved flush with the public sidewalk.	
	Front (Type 'B' and 'C' Streets)	10' – 25'	B	#2 – Side and rear setbacks shall be based on minimum fire separation required between buildings, if applicable.	
	<i>(ii) Setback</i>				
	Front (Type 'A' Street and Civic Space)	5' (min.); 10' (max.)	A'	#3 – Corner building street facades shall be built to the BTZ for a minimum of 50' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone standards.	
	Front (Type 'B' or 'C' Street)	10' (min.); 25' (max.)	B'		
	Side or Rear (distance from property line)	0' (see #2)	C D	#4 – Floor to floor heights shall not apply to parking structures.	
	<i>(iii) Building Frontage Required</i>				#5 – Attics and mezzanines less than 7 feet (avg.) height shall not be counted as a story.
	% of building built to Type 'A' Street BTZ	85% (min.) (see #4 and #6)	E	#6 – Any frontage along all 'A' and 'B' Streets (except alleys) not defined by a building at the BTZ shall be defined by a 4-foot high Street Screen. Furthermore, along all streets (Type 'A', 'B', and 'C' Streets) service areas shall be defined by a Street Screen that is at least as high as the service equipment being screened. Required Street Screens shall be of either the same building material as the principal structure on the lot or masonry or a living screen composed of shrubs planted to be opaque at maturity. Species shall be selected from the Planting List in Appendix B of this Code. The required Street Screen shall be located at the minimum setback line along the corresponding frontage.	
	% of building built to Type 'B' or 'C' Street BTZ	40% (min.) (see #3 and #6)	F		
	6.2.3 Height Standards	<i>(i) Principal Building Standards</i>			
	Building Maximum	15 stories (max.) (see #5, #7, #8 and #9)	K		
	Step back distance	15' (min.) (along Type 'A' Streets and Paseos.) (see #8)	I		
	Step back height	Between 4 and 6 stories along Type 'A' Streets and Paseos (see #8)	J	#7 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade. See Section 8.1.1 (v).	
	First Floor to Floor Height	15' (min.)	M	#8 – A building stepback of 15' is required along Laguna Blvd between stories 4 and 6.	
	Upper floor to floor height	10' min. (see #4)	N	#9 – A building can exceed 15 stories if the development provides civic space and shared public parking with City Council approval only.	
	Ground Floor finish level	12 inches max. above sidewalk (for ground floor Commercial Ready buildings with Main Street frontage) 12 inches max. above flood zone height for all other Commercial Ready frontages	L	#10 - All development shall either meet the requirement for the number of parking spaces in Section 6.2.5 or shall pay an equivalent fee in-lieu per parking space required as established by City Council. Shared parking may be permitted within 1,200 feet of the lot for both residential and non-residential uses. Shared parking agreements shall be required for both public and private shared parking.	

ENTERTAINMENT DISTRICT CORE CHARACTER ZONE

<p>6.2.4 Parking and Service Access</p>	<p><i>(i) Parking Location</i></p>	<p>6.2.6 Commercial Frontage Requirements</p>																																	
<p>Legend</p> <ul style="list-style-type: none"> Property Line Building Footprint Surface Parking Area Above Grade Parking Area 	<table border="1"> <tr> <td colspan="3">Surface/At Grade Parking</td> </tr> <tr> <td>Type 'A' Street and Civic Space setback</td> <td>Shall be located behind the principal building</td> <td>O</td> </tr> <tr> <td>Type 'B' or 'C' Street setback</td> <td>Min. of 3 feet behind the building facade line along that street</td> <td>Q</td> </tr> <tr> <td>Side and Rear setback (distance from property line)</td> <td>0' min. (see # 2)</td> <td>P R</td> </tr> <tr> <td colspan="3">Above Grade Parking</td> </tr> <tr> <td>Setback along Type 'A' Street, Type 'B' Street, Type 'C' or Civic Space</td> <td>May be built up to the building facade line along each street</td> <td></td> </tr> <tr> <td>Side and Rear setbacks (distance from property line)</td> <td>0' min. (see # 2)</td> <td>P</td> </tr> <tr> <td colspan="3">(ii) Required Off-Street Parking Spaces (see #10)</td> </tr> <tr> <td>Non-residential uses</td> <td>Min. 1 space/300 SF (gross)</td> <td></td> </tr> <tr> <td>Residential Uses</td> <td>1.5 space/unit</td> <td></td> </tr> <tr> <td>Lodging Uses</td> <td>0.75 spaces/lodging room</td> <td></td> </tr> </table>	Surface/At Grade Parking			Type 'A' Street and Civic Space setback	Shall be located behind the principal building	O	Type 'B' or 'C' Street setback	Min. of 3 feet behind the building facade line along that street	Q	Side and Rear setback (distance from property line)	0' min. (see # 2)	P R	Above Grade Parking			Setback along Type 'A' Street, Type 'B' Street, Type 'C' or Civic Space	May be built up to the building facade line along each street		Side and Rear setbacks (distance from property line)	0' min. (see # 2)	P	(ii) Required Off-Street Parking Spaces (see #10)			Non-residential uses	Min. 1 space/300 SF (gross)		Residential Uses	1.5 space/unit		Lodging Uses	0.75 spaces/lodging room		<p>(i) Commercial Frontage Standards - Ground floors of all buildings fronting on Type 'A' Streets and Padre Blvd. shall be built to Commercial Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk. This standard shall not apply to Civic Buildings.</p> <p>(ii) Main Street Frontage Standards – Ground floors of all buildings with the Main Street Frontage Designation as established in the Regulating Plan shall be built with the ground floor elevation at no greater than 12" above the finished sidewalk along that street. This standard shall not apply to Civic Buildings.</p>
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<p>6.2.5 Façade Elements</p>	<p><i>(ii) Driveways and Service Access</i></p>	<p>6.2.7 Other Standards</p>																																	
<p>(i) Doors and Windows:</p> <ol style="list-style-type: none"> There shall be no blank walls greater than 25 ft. in width along any Entertainment District Core Zone street façade (except alleys) of any building along 'A' and 'B' Street Types only. There is no requirement for Type 'C' Streets and alleys. Doors and windows on ground floor of all buildings shall be between 40% and 90% of the ground floor façade area along any Type 'A' or 'B' street. There is no requirement for Type 'C' Streets and alleys. Primary entrance doors for all buildings shall be facing the Bayfront Boardwalk or Type 'A' or 'B' Street façades only. Windows on the upper floors shall be a minimum of 20% of each upper floor façade area which is measured between 3ft. and 9ft. above each finished floor. 	<table border="1"> <tr> <td>Parking driveway width</td> <td>TxDOT standards on Padre Boulevard and 24 feet max. on all other streets</td> <td>S</td> </tr> <tr> <td>Driveways and off-street loading and unloading</td> <td>shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts. If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.</td> <td>T</td> </tr> </table>	Parking driveway width	TxDOT standards on Padre Boulevard and 24 feet max. on all other streets	S	Driveways and off-street loading and unloading	shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts. If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.	T	<p>(i) Encroachments</p> <ol style="list-style-type: none"> Building projections and appurtenances such as awnings, signs, balconies, canopies, etc, may project a maximum of 24" over any public sidewalk or required setback area along the Entertainment District Core Zone. A clear distance of 8' shall be maintained between the projection and the finished elevation of the sidewalk. Building projections on all other facades may not be closer than 5' to any adjacent property line. <p>(ii) Arcades and Colonnades:</p> <ol style="list-style-type: none"> Arcades and Colonnades are permitted within the build-to-zone and shall be a minimum of 6' in depth. The minimum interior clearance height within an arcade or colonnade shall be 12'. 																											
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NEIGHBORHOOD CROSSING CHARACTER ZONE

6.3 Neighborhood Crossing

6.3.1 Illustrations and Intent

Note: These are provided as illustrations of intent. The illustrations and statements on this page are advisory only and do not have the power of law. Refer to the standards on the following pages for the specific Building Form and Development Standards.

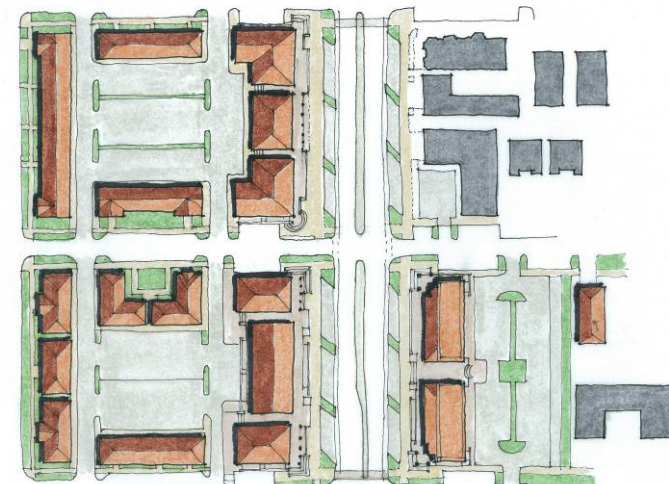
The Neighborhood Crossing Zone building form and development standards are intended to encourage the development of activity nodes with a range of commercial and residential uses at key locations along Padre Boulevard that provide bay to beach connectivity and neighborhood services. Development standards will emphasize a pedestrian orientation along Padre Boulevard and key east-west connectors at Crossings.

Generally, this character zone accommodates development of general commercial and residential uses on any floor. The goal is to encourage neighborhood serving retail, service, and urban residential at cross streets to connect neighborhoods from the bay to the beach, develop higher-densities at Crossings and create a street edge with trees along the property line when parking lots are fronting on the Boulevard.

View of desired character and scale of development at the Neighborhood Crossings.

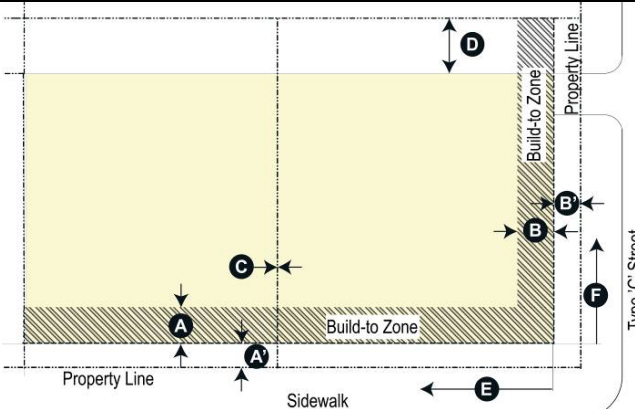
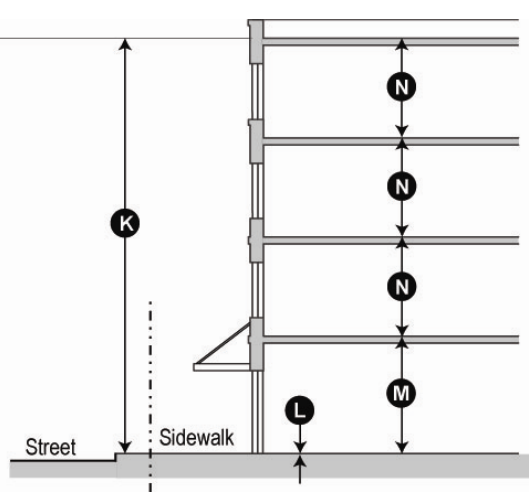


View of development frontages along Padre Boulevard approaching a crossing.

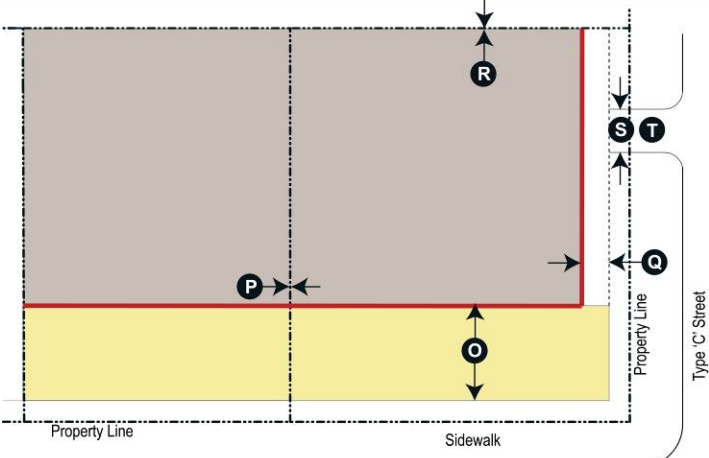
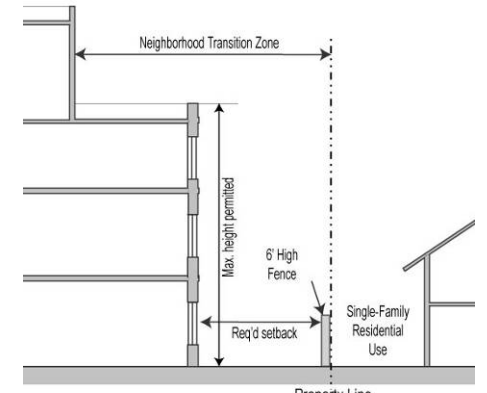


Neighborhood Crossing Zone – Recommended Block and Building Layout

NEIGHBORHOOD CROSSING CHARACTER ZONE

6.3.2 Building Placement		(i) Build-To-Zone (BTZ)		Notes	
 <p>Property Line</p> <p>Sidewalk</p> <p>Type 'A' / 'B' Street / Civic Space</p> <p>Property Line</p> <p>Build-to-Zone</p> <p>Property Line</p> <p>Type 'C' Street</p> <p>Build-to-Zone</p> <p>Building Area</p> <p>Legend</p> <p>----- Property Line</p> <p>----- Setback Line</p> <p>▨ Build-to-Zone</p> <p>■ Building Area</p>	Front - Type 'A' and 'B' Streets	10' – 25' (see #1)	A	#1 – Area between the building and the edge of the BTZ at the sidewalk shall be paved flush with the public sidewalk for all Main Street Frontage buildings.	
	Front - Type 'C' Streets	10' – 70'	B	#2 – Side and rear setbacks shall be based on minimum fire separation required between buildings, if applicable.	
	(ii) Setback				
	Front (Type 'A' / 'B' Street and Civic Space)	10' (min.) 25' (max.)	A'	#3 – Corner building street facades shall be built to the BTZ for a minimum of 40' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone standards.	
	Front (Type 'C' Streets)	10' (min.) 25' (max.)	B'		
	Side or Rear (distance from property line)	0' (see #2 and 6.3.7(iii))	C D	#4 – Floor to floor heights shall not apply to parking structures.	
	(iii) Building Frontage Required				#5 – Attics and mezzanines less than 7 feet (avg.) height shall not be counted as a story.
	% of building built to Type 'A' and 'B' Street BTZ	70% (min.) (see #3 and #6)	E	#6 – Any frontage along all 'A' and 'B' Streets (except alleys) not defined by a building at the BTZ shall be defined by a 4-foot high Street Screen. Furthermore, along all streets (Type 'A', 'B', and 'C' Streets) service areas shall be defined by a Street Screen that is at least as high as the service equipment being screened. Required Street Screens shall be of either the same building material as the principal structure on the lot or masonry or a living screen composed of shrubs planted to be opaque at maturity. Species shall be selected from the Planting List in Appendix B of this Code. The required Street Screen shall be located at the minimum setback line along the corresponding frontage.	
	% of building built to Type 'C' Street BTZ	40% (min.) (see #3 and #6)	F	#7 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade. See Section 8.1.1 (v).	
	6.3.3 Height Standards		Principal Building Standards		
 <p>Street</p> <p>Sidewalk</p> <p>Property Line</p> <p>K</p> <p>M</p> <p>N</p> <p>L</p>	Building Maximum	4 stories (max.) (see #5 and #7)	K	#8 – The maximum parking standard shall not apply to structured parking within the Neighborhood Crossing Zone	
	First Floor to Floor Height	15' (min.)	M	#9 - Shared parking may be permitted within 1,200 feet of the lot for both residential and non-residential uses. Shared parking agreements shall be required for both public and private shared parking.	
	Upper floor to floor height	10' min. (see #4)	N		
	Ground Floor finish level	12 inches max. above sidewalk (for ground floor Commercial Ready buildings with Main Street frontage) 12 inches max. above flood zone height for all other Commercial Ready frontages	L		
	6.3.4 Frontage Requirements				
(i)	Commercial Frontage Standards - Ground floors of all buildings fronting on Type 'A' Streets and Padre Blvd. shall be built to Commercial Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk. This standard shall not apply to Civic Buildings.		(ii)	Main Street Frontage Standards – Ground floors of all buildings with the Main Street Frontage Designation as established in the Regulating Plan shall be built with the ground floor elevation at no greater than 12" above the finished sidewalk along that street. This standard shall not apply to Civic Buildings.	

NEIGHBORHOOD CROSSING CHARACTER ZONE

<p>6.3.5 Parking and Service Access</p>  <p>Legend</p> <ul style="list-style-type: none"> Property Line Parking Setback Surface/At Grade Parking Area Building Footprint 	<p>(i) Parking Location</p> <table border="1"> <tr> <th colspan="3">Surface/At Grade Parking</th> </tr> <tr> <td>Type 'A' Street and Civic Space setback</td> <td>Shall be located behind the principal building</td> <td>O</td> </tr> <tr> <td>Type 'B' or 'C' Street setback</td> <td>Min. of 3 feet behind the building facade line along that street</td> <td>Q</td> </tr> <tr> <td>Side and Rear setback (distance from property line)</td> <td>0' min. (see # 3 and 6.3.7(iii))</td> <td>P R</td> </tr> </table> <p>(ii) Required Off-Street Parking Spaces (see #9)</p> <table border="1"> <tr> <td>Non-residential uses</td> <td>Min. 1 space/500 SF (gross) Max. 1 space/ 300 SF (gross) (See #8)</td> </tr> <tr> <td>Residential Uses</td> <td>1.5 space/unit</td> </tr> <tr> <td>Lodging Uses</td> <td>0.75 spaces/lodging room</td> </tr> </table>	Surface/At Grade Parking			Type 'A' Street and Civic Space setback	Shall be located behind the principal building	O	Type 'B' or 'C' Street setback	Min. of 3 feet behind the building facade line along that street	Q	Side and Rear setback (distance from property line)	0' min. (see # 3 and 6.3.7(iii))	P R	Non-residential uses	Min. 1 space/500 SF (gross) Max. 1 space/ 300 SF (gross) (See #8)	Residential Uses	1.5 space/unit	Lodging Uses	0.75 spaces/lodging room	<p>6.3.7 Other Standards</p> <p>(i) Encroachments</p> <ol style="list-style-type: none"> Building projections and appurtenances such as awnings, signs, balconies, canopies, etc, may project a maximum of 24" over any public sidewalk or required setback area along the Neighborhood Crossing Zone. A clear distance of 8' shall be maintained between the projection and the finished elevation of the sidewalk. Building projections on all other facades may not be closer than 5' to any adjacent property line. <p>(ii) Arcades and Colonnades:</p> <ol style="list-style-type: none"> Arcades and Colonnades are permitted within the build-to-zone and shall be a minimum of 6' in depth. The minimum interior clearance height within an arcade or colonnade shall be 12'. <p>(iii) Neighborhood Transitions:</p> <ol style="list-style-type: none"> A Neighborhood Transition Zone shall be established on all development sites adjacent to single family sites at 25' parallel to any lot line that is common with a single-family residential lot. Building height within this Neighborhood Transition Zone shall not exceed 3 floors. This standard shall apply to any parking structures located within the Neighborhood Transition Zone. A privacy fence (masonry or opaque vegetative) of a 6' height shall be required when abutting a single-family residential lot and shall be optional for all other adjacencies.
Surface/At Grade Parking																				
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<p>6.3.6 Façade Elements</p> <p>(i) Doors and Windows:</p> <ol style="list-style-type: none"> There shall be no blank walls greater than 25 ft. in width along any Neighborhood Crossing Zone street façade (except alleys) of any building along 'A' and 'B' Street Types only. There is no requirement for Type 'C' Streets and alleys. Doors and windows on ground floor of all buildings shall be between 40% and 90% of the ground floor façade area along any Type 'A' or 'B' street. There is no requirement for Type 'C' Streets and alleys. Primary entrance doors for all buildings shall be facing Type 'A' or 'B' Street façades only. Windows on the upper floors shall be a minimum of 20% of each upper floor façade area which is measured between 3ft. and 9ft. above each finished floor. Windows and doors on facades directly facing towards a lot line shared by any single-family residential lot and less than 10 ft. from the lot line shall have sills higher than 6 ft. on the ground floor unless a privacy fence (masonry or vegetative) or wall of at least 6 ft. in height is constructed to obscure any direct views into adjacent properties. 	<p>(ii) Driveways and Service Access</p> <table border="1"> <tr> <td>Parking driveway width</td> <td>TxDOT standards on Padre Boulevard and 24 feet max. on all other streets</td> <td>S</td> </tr> <tr> <td>Driveways and off-street loading and unloading</td> <td>shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts.</td> <td>T</td> </tr> <tr> <td>If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.</td> <td></td> <td></td> </tr> </table>	Parking driveway width	TxDOT standards on Padre Boulevard and 24 feet max. on all other streets	S	Driveways and off-street loading and unloading	shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts.	T	If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.												
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TOWN CENTER CROSSING CHARACTER ZONE

6.4 Town Center Crossing

6.4.1 Illustrations and Intent

Note: These are provided as illustrations of intent. The illustrations and statements on this page are advisory only and do not have the power of law. Refer to the standards on the following pages for the specific Building Form and Development Standards.

The Town Center Crossing Zone building form and development standards are intended to create a development node centered on major civic and public uses as envisioned in the Master Plan. Development standards in this character zone are intended to emphasize the creation and preservation of a strong public and civic identity at this Crossing.

Generally, this character zone allows for a wide range of retail, entertainment, office, lodging and restaurant. Civic and residential uses are permitted on any floor. The goal is to encourage redevelopment to focus on creating strong civic and public uses and spaces.

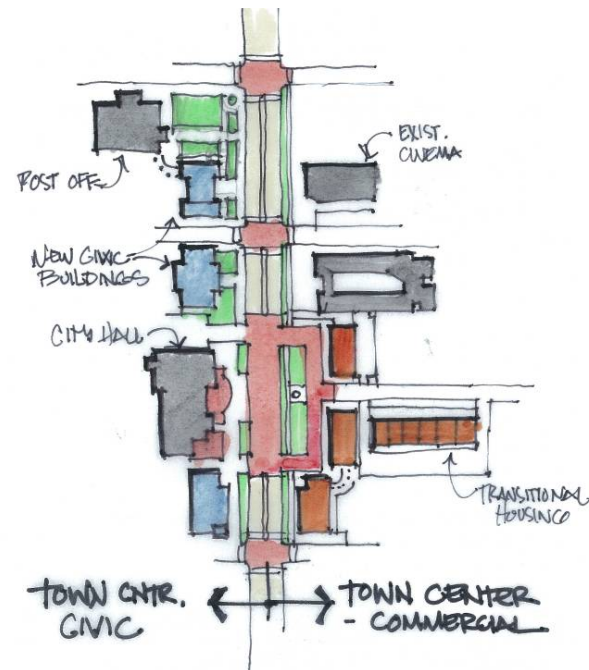
In addition, the site shall be planned in such a manner as to locate auto-oriented site elements such as drive-throughs, surface parking and service areas on Type 'C' Streets and alleys (not along Type 'A' Streets or Padre Boulevard frontages).



View of a public plaza that is appropriate in the Town Center Crossing

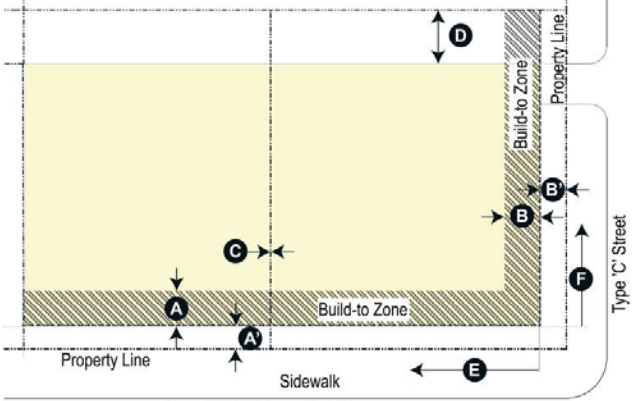
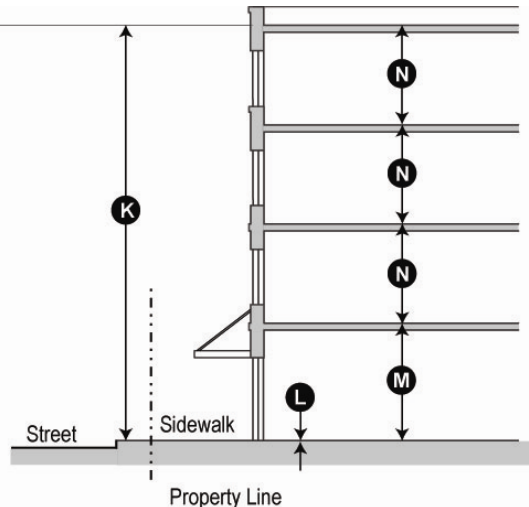


View of City Hall, an appropriate example of a Civic building in the Town Center Crossing Zone



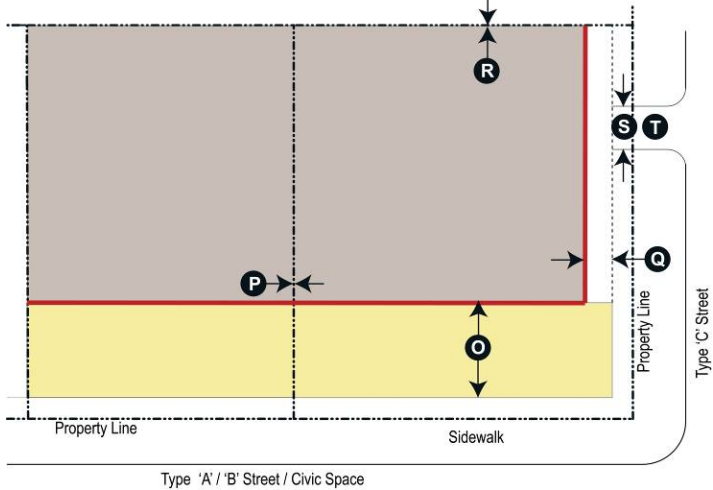
Town Center Crossing Zone – Recommended Block and Building Site Layout

TOWN CENTER CROSSING CHARACTER ZONE

6.4.2 Building Placement		(i) Build-To-Zone (BTZ)	Notes
 <p style="text-align: center;">Type 'A' / 'B' Street / Civic Space</p> <p>Legend</p> <ul style="list-style-type: none"> Property Line Build-to-Zone Setback Line Building Area 	Front - Type 'A' and 'B' Streets	10' – 25' (see #1)	A
	Front - Type 'C' Street	10' – 75'	B
	(ii) Setback		
	Front (Type 'A' / 'B' Street and Civic Space)	10' (min.) 25' (max.)	A'
	Front (Type 'C' Street)	10' (min.) 75' (max.)	B
	Side or Rear (distance from property line)	0' (see #2 and 6.4.7(iii))	C D
	(iii) Building Frontage Required		
	% of building built to Type 'A' and 'B' Street BTZ	70% (min.) (see #3 and #6)	E
	% of building built to Type 'C' Street BTZ	30% (min.) (see #3 and #6)	F
	6.4.3 Height Standards		Principal Building Standards
 <p style="text-align: center;">Property Line</p>	Building Maximum	4 stories (max.) (see #5 and #7)	K
	First Floor to Floor Height	15' (min.)	M
	Upper floor to floor height	10' min. (see #4)	N
	Ground Floor finish level	12 inches max. above sidewalk (for ground floor Commercial Ready buildings with Main Street frontage) 12 inches max. above flood zone height for all other Commercial Ready frontages	L
	6.4.4 Frontage Requirements		(ii) Main Street Frontage Standards – Ground floors of all buildings with the Main Street Frontage Designation as established in the Regulating Plan shall be built with the ground floor elevation at no greater than 12" above the finished sidewalk along that street. This standard shall not apply to Civic Buildings.
(i) Commercial Frontage Standards Ground floors of all buildings fronting on Type 'A' Streets and Padre Blvd. shall be built to Commercial Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk. This standard shall not apply to Civic Buildings.			

TOWN CENTER CROSSING CHARACTER ZONE

6.4.5 Parking and Service Access (i) Parking Location 6.4.7 Other Standards



(i) Parking Location		
Surface/At Grade Parking		
Type 'A' Street and Civic Space setback	Shall be located behind the principal building	O
Type 'B' or 'C' Street setback	Min. of 3 feet behind the building facade line along that street	Q
Side and Rear setback (distance from property line)	0' min. (see # 2 and 6.4.7(iii))	P R

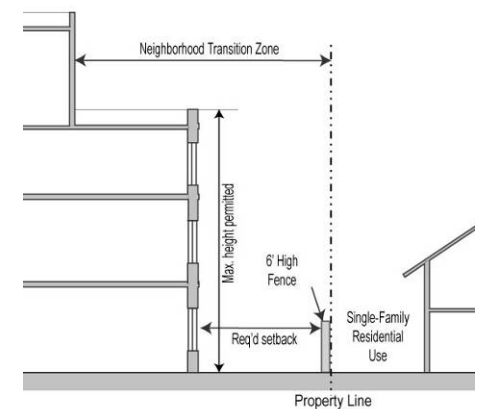
(ii) Required Off-Street Parking Spaces (see #9)		
Non-residential uses	Min. 1 space/500 SF (gross) Max. 1 space/ 300 SF (gross) (See #8)	
Residential Uses	1.5 space/unit	
Lodging Uses	0.75 spaces/lodging room	

- 6.4.7 Other Standards**
- (i) Encroachments
 - Building projections and appurtenances such as awnings, signs, balconies, canopies, etc, may project a maximum of 24" over any public sidewalk or required setback area along the Neighborhood Crossing Zone. A clear distance of 8' shall be maintained between the projection and the finished elevation of the sidewalk.
 - Building projections on all other facades may not be closer than 5' to any adjacent property line.
 - (ii) Arcades and Colonnades:
 - Arcades and Colonnades are permitted within the build-to-zone and shall be a minimum of 6' in depth.
 - The minimum interior clearance height within an arcade or colonnade shall be 12'.
 - (iii) Neighborhood Transitions:
 - A Neighborhood Transition Zone shall be established on all development sites adjacent to single family sites at 25' parallel to any lot line that is common with a single-family residential lot.
 - Building height within this Neighborhood Transition Zone shall not exceed 3 floors. This standard shall apply to any parking structures located within the Neighborhood Transition Zone.
 - A privacy fence (masonry or opaque vegetative) of a 6' height shall be required when abutting a single-family residential lot and shall be optional for all other adjacencies.

6.4.6 Façade Elements (ii) Driveways and Service Access

- (i) Doors and Windows:
- There shall be no blank walls greater than 25 ft. in width along any Town Center Crossing Zone street façade (except alleys) of any building along 'A' and 'B' Street Types only. There is no requirement for Type 'C' Streets and alleys.
 - Doors and windows on ground floor of all buildings shall be between 30% and 90% of the ground floor façade area along any Type 'A' or 'B' street. There is no requirement for Type 'C' Streets and alleys.
 - Primary entrance doors for all buildings shall be facing Type 'A' or 'B' Street façades only.
 - Windows on the upper floors shall be a minimum of 20% of each upper floor façade area which is measured between 3ft. and 9ft. above each finished floor.
 - Windows and doors on facades directly facing towards a lot line shared by any single-family residential lot and less than 10 ft. from the lot line shall have sills higher than 6 ft. on the ground floor unless a privacy fence (masonry or vegetative) or wall of at least 6 ft. in height is constructed to obscure any direct views into adjacent properties.

(ii) Driveways and Service Access		
Parking driveway width	TxDOT standards on Padre Boulevard and 24 feet max. on all other streets	S
Driveways and off-street loading and unloading shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts. If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.		T



PADRE BOULEVARD NORTH CHARACTER ZONE

6.5 Padre Boulevard North

6.5.1 Illustrations and Intent

Note: These are provided as illustrations of intent. The illustrations and statements on this page are advisory only and do not have the power of law. Refer to the standards on the following pages for the specific Building Form and Development Standards.

The Padre Boulevard North Zone building form and development standards are intended to provide for more flexible, market based development vision that balances pedestrian orientation with auto-oriented development. Development standards in this district are intended to focus on establishing specific criteria under which developers could propose alternative and unique standards to implement a more market-responsive project.

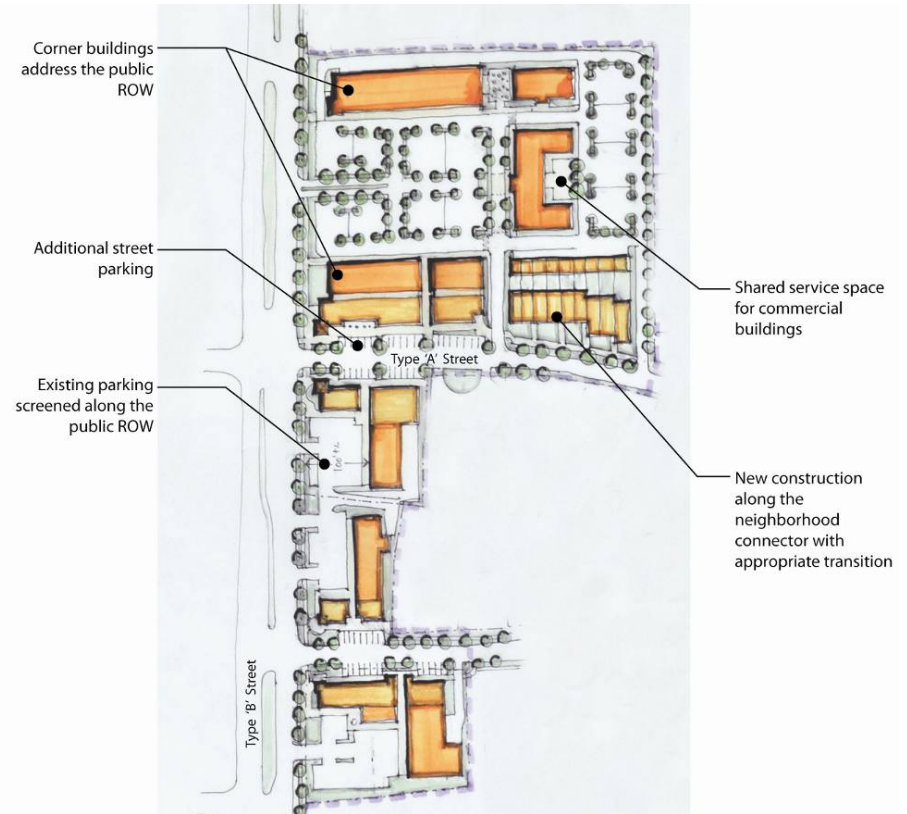
Generally, this district may accommodate a wide range of commercial (retail, entertainment, restaurant and office), lodging, and residential uses. Given the availability of undeveloped land along this section of the Boulevard, there is more flexibility within this Character Zone for applicants to propose alternative development options in lieu of meeting the standards established in this zone.



Image of desired development character along Padre Boulevard



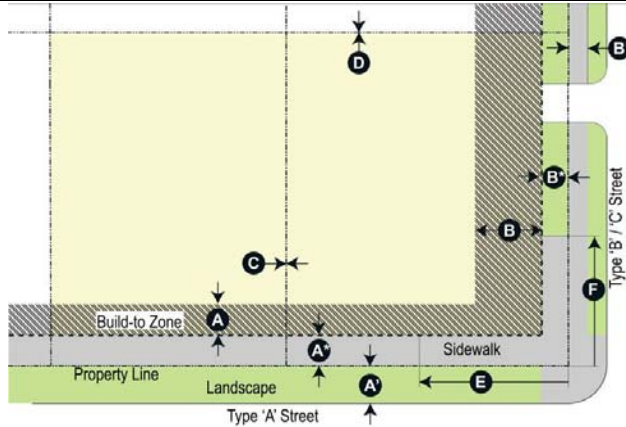
Image of desired development character at street intersections along Padre Boulevard



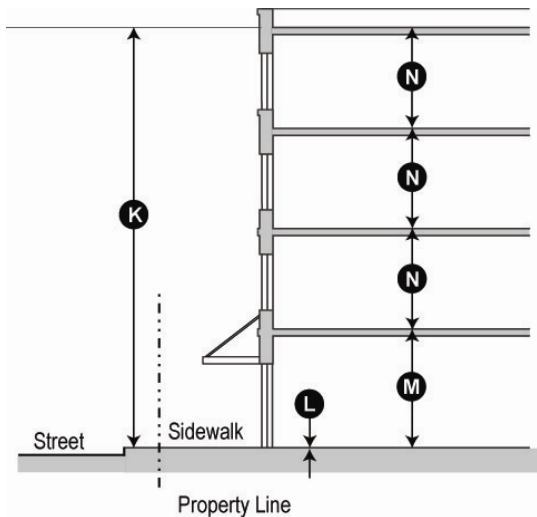
Padre Boulevard North Zone – Recommended Block and Development Layout

PADRE BOULEVARD NORTH CHARACTER ZONE

6.5.2 Building Placement (see #9)



6.5.4 Height Standards



(i) Build-To-Zone (BTZ)

Front - Type 'A' – Neighborhood Connector	5' – 10' (see #1)	A
Front - Type 'B' and 'C' – Boulevard and all other streets	10' – 75' (see #1 and #2)	B

(ii) Setback

Front (Type 'A' Street and Civic Space)	10' (min.) 75' (max.)	A*
Front (Type 'B' and 'C' Street)	10' (min.) 75' (max.)	B*
Side or Rear (distance from property line)	0' (see #2, #3 and 6.5.7(iii))	C D

(iii) Building Frontage Required

% of building built to Type 'A' Street BTZ	50% (min.) (see #4 and #7)	E
% of building built to Type 'B' or 'C' Street BTZ	25% (min.) (see #4 and #7)	F

6.5.3 Block Standards

Block Face Dimensions	250' (min.); 1200' (max.)
Block Perimeter	3600' (max.)

Principal Building Standards

Building Max.	4 stories (max.) (see #6 and #8)	K
First Floor to Floor Height	15' (min.)	M
Upper floor to floor height	10' min.	N
Ground Floor finish level	12 inches max. above sidewalk (for ground floor Commercial Ready buildings with Main Street frontage) 12 inches max. above flood zone height for all other Commercial Ready frontages	L

6.5.5 Frontage Requirements

- (i) Commercial Frontage Standards Ground floors of all buildings fronting on Type 'A' Streets and Padre Blvd. shall be built to Commercial Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk. This standard shall not apply to Civic Buildings.
- (ii) Main Street Frontage Standards – Ground floors of all buildings with the Main Street Frontage Designation as established in the Regulating Plan shall be built with the ground floor elevation at no greater than 12" above the finished sidewalk along that street. This standard shall not apply to Civic Buildings.

Notes

- #1 – Area between the building and the edge of the BTZ at the sidewalk shall be paved flush with the public sidewalk for all Main Street Frontage buildings.
- #2 – The area between the building and the edge of the BTZ at the public sidewalk shall include a 6' wide (min.) landscaping strip (A' and B') with street trees planted at 40' on center (average), except at street intersections, where paving is optional up to 25' along the building façade. Species of the street trees shall be selected from the Planting List in Appendix B of this Code.
- #3 – Side and rear setbacks shall be based on minimum fire separation required between buildings, if applicable.
- #4 – Corner building street facades shall be built to the BTZ for a minimum of 25' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone standards.
- #5 – Floor to floor heights shall not apply to parking structures.
- #6 – Attics and mezzanines less than 7 feet (avg.) height shall not be counted as a story.
- #7 – Any frontage along all 'A' and 'B' Streets (except alleys) not defined by a building at the BTZ shall be defined by a 4-foot high Street Screen. Furthermore, along all streets (Type 'A', 'B', and 'C' Streets) service areas shall be defined by a Street Screen that is at least as high as the service equipment being screened. Required Street Screens shall be of either the same building material as the principal structure on the lot or masonry or a living screen composed of shrubs planted to be opaque at maturity. Species shall be selected from the Planting List in Appendix B of this Code. The required Street Screen shall be located at the setback line along the corresponding frontage.
- #8 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade. See Section 8.1.1 (v).
- #9 -Special Development Plans (SDP) are intended to allow applicants development flexibility to address specific market opportunities and/or contexts within the Padre Boulevard North Zone. An application for a Special Development Plan shall be processed as an amendment to the zoning ordinance under ___ of the City of South Padre Island Zoning Ordinance and may only be considered by the City Council after the P&Z has made a recommendation. The City Manager or designee shall review, make recommendations on any SDPs, and shall forward all SDP applications to the P&Z. In evaluating an SDP, CC may consider the extent to which the application meets any of the following:

- i. provides an alternative "Master Plan" approach by consolidating multiple properties to create a predictable, market responsive development for the area; or
- ii. fits the adjoining context by providing appropriate transitions.

PADRE BOULEVARD NORTH CHARACTER ZONE

<p>6.5.6 Parking and Service Access</p>	<p><i>(i) Parking Location</i></p>	<p>6.5.7 Other Standards</p>												
<p>Legend</p> <ul style="list-style-type: none"> Property Line Parking Setback Surface/At Grade Parking Area Building Footprint 	<table border="1"> <tr> <th colspan="3"><i>(i) Required Off-Street Parking Spaces</i></th> </tr> <tr> <td>Non-residential uses</td> <td>Min. (existing) 1 space/500 SF (gross) Min. (new) 1 space/250 SF (gross)</td> <td></td> </tr> <tr> <td>Residential Uses</td> <td>1.5 space/unit</td> <td></td> </tr> <tr> <td>Lodging Uses</td> <td>0.75 spaces/lodging room</td> <td></td> </tr> </table>	<i>(i) Required Off-Street Parking Spaces</i>			Non-residential uses	Min. (existing) 1 space/500 SF (gross) Min. (new) 1 space/250 SF (gross)		Residential Uses	1.5 space/unit		Lodging Uses	0.75 spaces/lodging room		<p>(i) Encroachments</p> <ol style="list-style-type: none"> Building projections and appurtenances such as awnings, signs, balconies, canopies, etc, may project a maximum of 24" over any public sidewalk or required setback area along the Padre Boulevard North Zone. A clear distance of 8' shall be maintained between the projection and the finished elevation of the sidewalk. Building projections on all other facades may not be closer than 5' to any adjacent property line. <p>(ii) Arcades and Colonnades:</p> <ol style="list-style-type: none"> Arcades and Colonnades are permitted within the build-to-zone and shall be a minimum of 6' in depth. The minimum interior clearance height within an arcade or colonnade shall be 12'. <p>(iii) Neighborhood Transitions:</p> <ol style="list-style-type: none"> A Neighborhood Transition Zone shall be established on all Highway Frontage Sites at 25' parallel to any lot line that is common with a single-family residential lot. Building height within this Neighborhood Transition Zone shall not exceed 3 floors. This standard shall apply to any parking structures located within the Neighborhood Transition Zone. A privacy fence (masonry or opaque vegetative) of a 6' height shall be required when abutting a single-family residential lot and shall be optional for all other adjacencies.
<i>(i) Required Off-Street Parking Spaces</i>														
Non-residential uses	Min. (existing) 1 space/500 SF (gross) Min. (new) 1 space/250 SF (gross)													
Residential Uses	1.5 space/unit													
Lodging Uses	0.75 spaces/lodging room													
<p>6.5.8 Façade Elements</p>	<p><i>(ii) Driveways and Service Access</i></p>													
<p>(i) Doors and Windows:</p> <ol style="list-style-type: none"> There shall be no blank walls greater than 50 ft. in width along any Padre Boulevard North Zone street façade (except alleys) of any building along 'A' and 'B' Street Types only. There is no requirement for Type 'C' Streets and alleys. Doors and windows on ground floor of all buildings shall be between 20% and 60% of the ground floor façade area along any Type 'A' or 'B' street. There is no requirement for Type 'C' Streets and alleys. Primary entrance doors for all buildings shall be facing Type 'A' or 'B' Street façades only. Windows on the upper floors shall be a minimum of 10% of each upper floor façade area which is measured between 3ft. and 9ft. above each finished floor. Windows and doors on facades directly facing towards a lot line shared by any single-family residential lot and less than 10 ft. from the lot line shall have sills higher than 6 ft. on the ground floor unless a privacy fence (masonry or vegetative) or wall of at least 6 ft. in height is constructed to obscure any direct views into adjacent properties. 	<table border="1"> <tr> <td>Parking driveway width</td> <td>TxDOT standards on Padre Boulevard and 24 feet max. on all other streets</td> <td>S</td> </tr> <tr> <td>Driveways and off-street loading and unloading shall not be located on a Type 'A' Streets.</td> <td>Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts.</td> <td rowspan="2">T</td> </tr> <tr> <td colspan="2">If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.</td> </tr> </table>	Parking driveway width	TxDOT standards on Padre Boulevard and 24 feet max. on all other streets	S	Driveways and off-street loading and unloading shall not be located on a Type 'A' Streets.	Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts.	T	If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.						
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PADRE BOULEVARD SOUTH AND CENTRAL CHARACTER ZONE

6.6 Padre Boulevard South and Central

6.6.1 Illustrations and Intent

Note: These are provided as illustrations of intent. The illustrations and statements on this page are advisory only and do not have the power of law. Refer to the standards on the following pages for the specific Building Form and Development Standards.

The Padre Boulevard South and Central Zone building form and development standards are intended to establish consistent site development standards along Padre Boulevard that creates a more continuous pedestrian realm.

Generally, this district may accommodate commercial on any floor and careful consideration of auto-oriented site elements, such as drive-throughs, surface parking and services areas. Residential uses are permitted on upper floors and ground floors along east-west street frontages.

The development standards for both zones are consistent with the exception of gateway elements identified for the Padre Boulevard South Zone.



Example of a Gateway element announcing the arrival at a special destination – appropriate for key east-west streets providing the main pedestrian access to the Entertainment District from the Padre Boulevard South Zone.

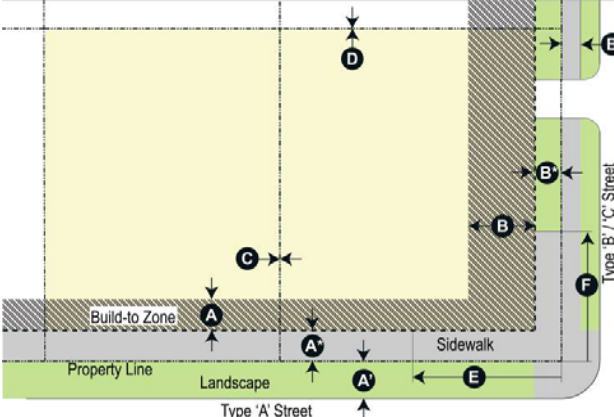
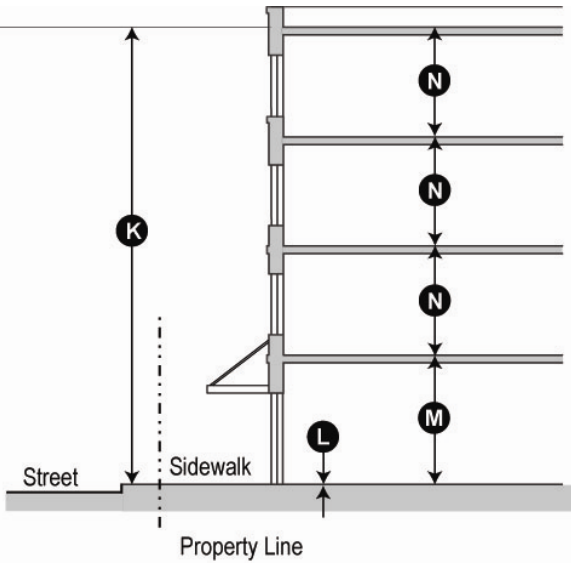


View of the development vision for Padre Boulevard.

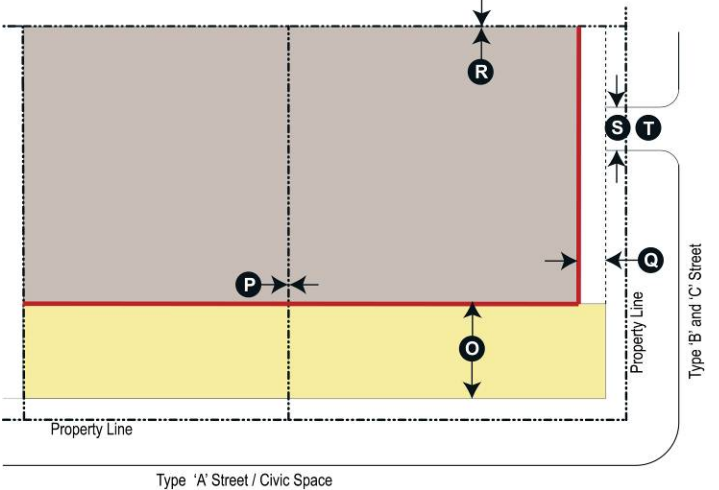
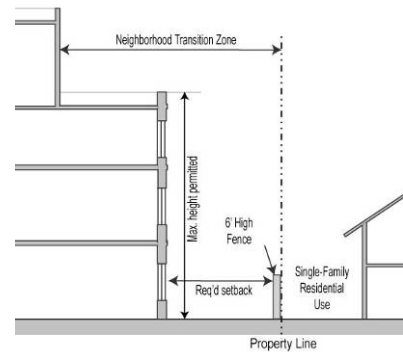


Padre Boulevard South and Central Recommended Block and Development Concepts

PADRE BOULEVARD SOUTH AND CENTRAL CHARACTER ZONE

6.6.2 Building Placement	(i) Build-To-Zone (BTZ)	Notes	
 <p>Legend</p> <ul style="list-style-type: none"> Property Line Building Area Build-to-Zone Setback Line Landscape Zone Sidewalk 	Front - Type 'A' Street and Civic Space 5' – 10' (see #1) A	#1 – Area between the building and the edge of the BTZ at the sidewalk shall be paved flush with the public sidewalk for all Main Street Frontage buildings.	
	Front - Type 'B' and 'C' Streets 10' – 75' (see #2) B	#2 – The area between the building and the edge of the BTZ at the public sidewalk shall include a 6' wide (min.) landscaping strip (A' and B') with street trees planted at 40' on center (average), except at street intersections, where paving is optional up to 25' along the building façade. Species of the street trees shall be selected from the Planting List in Appendix B of this Code.	
	(ii) Setback		
	Front (Type 'A' Street and Civic Space) 5' (min.) 10' (max.) A*		
	Front (Type 'B' or 'C' Streets) 10' (min.) 75' (max.) B*		
	Side and Rear (distance from property line) 0' (see #2 and 6.6.7 (iii)) C D	#3 – Side and rear setbacks shall be based on minimum fire separation required between buildings, if applicable.	
	(iii) Building Frontage Required		
	% of building built to Type 'A' Street BTZ 50% (min.) (see #4 and #7) E	#4 – Corner building street facades shall be built to the BTZ for a minimum of 25' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to zone standards.	
	% of building BTZ built to Type 'B' or 'C' Street BTZ 25% (min.) (see #4 and #7) F	#5 – Floor to floor heights shall not apply to parking structures. #6 – Attics and mezzanines less than 7 feet (avg.) height shall not be counted as a story.	
	6.6.3 Height Standards	Principal Building Standards	
	Building Max. 4 stories (max.) (see #6 and #8) K	#7 – Any frontage along all 'A' and 'B' Streets (except alleys) not defined by a building at the BTZ shall be defined by a 4-foot high Street Screen. Furthermore, along all streets (Type 'A', 'B', and 'C' Streets) service areas shall be defined by a Street Screen that is at least as high as the service equipment being screened. Required Street Screens shall be of either the same building material as the principal structure on the lot or masonry or a living screen composed of shrubs planted to be opaque at maturity. Species shall be selected from the Planting List in Appendix B of this Code. The required Street Screen shall be located at the setback line along the corresponding frontage.	
	First Floor to Floor Height 15' (min.) M		
	Upper floor to floor height 10' min. (see #5) N		
	Ground Floor finish level 12 inches max. above sidewalk (for ground floor Commercial Ready buildings with Main Street frontage) 12 inches max. above flood zone height for all other Commercial Ready frontages L	#8 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade. See Section 8.1.1 (v).	
	6.6.4 Frontage Requirements		
(i) Commercial Frontage Standards Ground floors of all buildings fronting on Type 'A' Streets and Padre Blvd. shall be built to Commercial Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk. This standard shall not apply to Civic Buildings. (ii) Main Street Frontage Standards – Ground floors of all buildings with the Main Street Frontage Designation as established in the Regulating Plan shall be built with the ground floor elevation at no greater than 12" above the finished sidewalk along that street. This standard shall not apply to Civic Buildings.	#9 - Shared parking may be permitted within 1,200 feet of the lot for both residential and non-residential uses. Shared parking agreements shall be required for both public and private shared parking.		

PADRE BOULEVARD SOUTH AND CENTRAL CHARACTER ZONE

6.6.5 Parking and Service Access	(i) Parking Location	6.6.7 Other Standards															
 <p>Legend</p> <ul style="list-style-type: none"> Property Line Parking Setback Surface/At Grade Parking Area Building Footprint 	<p>Surface/At Grade Parking</p> <table border="1"> <tr> <td>Type 'A' Street and Civic Space setback</td> <td>Shall be located behind the principal building</td> <td>O</td> </tr> <tr> <td>Type 'B' or 'C' Street setback</td> <td>Min. of 3' behind the building facade line along that street</td> <td>Q</td> </tr> <tr> <td>Side and Rear setback (distance from property line)</td> <td>0' min. (see #2 and 6.6.7 (iii))</td> <td>P R</td> </tr> </table> <p>(ii) Required Off-Street Parking Spaces (see #9)</p> <table border="1"> <tr> <td>Non-residential uses</td> <td>Min. (existing) 1 space/500 SF (gross) Min. (new) 1 space/300 SF (gross)</td> </tr> <tr> <td>Residential Uses</td> <td>1.5 space/unit</td> </tr> <tr> <td>Lodging Uses</td> <td>0.75 spaces/lodging room</td> </tr> </table>	Type 'A' Street and Civic Space setback	Shall be located behind the principal building	O	Type 'B' or 'C' Street setback	Min. of 3' behind the building facade line along that street	Q	Side and Rear setback (distance from property line)	0' min. (see #2 and 6.6.7 (iii))	P R	Non-residential uses	Min. (existing) 1 space/500 SF (gross) Min. (new) 1 space/300 SF (gross)	Residential Uses	1.5 space/unit	Lodging Uses	0.75 spaces/lodging room	<p>6.6.7 Other Standards</p> <p>(i) Encroachments:</p> <ol style="list-style-type: none"> Building projections and appurtenances such as awnings, signs, balconies, canopies, etc, may project a maximum of 24" over Padre Boulevard South and Central Zone sidewalk or required setback area along B Zone. A clear distance of 8' shall be maintained between the projection and the finished elevation of the sidewalk. Building projections on all other facades may not be closer than 5' to any adjacent property line. <p>(ii) Arcades and Colonnades:</p> <ol style="list-style-type: none"> Arcades and Colonnades are permitted within the build-to-zone and shall be a minimum of 6' in depth. The minimum interior clearance height within an arcade or colonnade shall be 12'. <p>(iii) Neighborhood Transitions:</p> <ol style="list-style-type: none"> A Neighborhood Transition Zone shall be established on all development sites adjacent to single family sites at 25' parallel to any lot line that is common with a single-family residential lot. Building height within this Neighborhood Transition Zone shall not exceed 3 floors. This standard shall apply to any parking structures located within the Neighborhood Transition Zone. A privacy fence (masonry or opaque vegetative) of a 6' height shall be required when abutting a single-family residential lot and shall be optional for all other adjacencies. 
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6.6.6 Façade Elements	(ii) Driveways and Service Access																
<p>(i) Doors and Windows:</p> <ol style="list-style-type: none"> There shall be no blank walls greater than 50 ft. in width along any Padre Boulevard South and Central Zone street façade (except alleys) of any building along 'A' and 'B' Street Types only. There is no requirement for Type 'C' Streets and alleys. Doors and windows on ground floor of all buildings shall be between 30% and 80% of the ground floor façade area along any Type 'A' or 'B' street. There is no requirement for Type 'C' Streets and alleys. Primary entrance doors for all buildings shall be facing Type 'A' or 'B' Street façades only. Windows on the upper floors shall be a minimum of 20% of each upper floor façade area which is measured between 3ft. and 9ft. above each finished floor. Windows and doors on facades directly facing towards a lot line shared by any single-family residential lot and less than 10 ft. from the lot line shall have sills higher than 6 ft. on the ground floor unless a privacy fence (masonry or vegetative) or wall of at least 6 ft. in height is constructed to obscure any direct views into adjacent properties. <p>(ii) Façade Articulation: Along the Padre Boulevard façade there shall be a prominent entrance or corner element, articulated by a horizontal break of 3' max.</p>	<p>Parking driveway width</p> <p>TxDOT standards on Padre Boulevard and 24 feet max. on all other streets</p>	S															
	<p>Driveways and off-street loading and unloading shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts.</p> <p>If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.</p>	T															

NEIGHBORHOOD TRANSITION CHARACTER ZONE

6.7 Neighborhood Transition

6.7.1 Illustrations and Intent

Note: These are provided as illustrations of intent. The illustrations and statements on this page are advisory only and do not have the power of law. Refer to the standards on the following pages for the specific Building Form and Development Standards.

The Neighborhood Transition Zone building form and development standards are intended to provide for a range of small scale commercial (retail, office and live-work) and residential transitions between Padre Boulevard and the neighborhoods to the east and west of the boulevard. Development standards in this district are intended to emphasize keeping a smaller building scale to be compatible with adjoining neighborhoods.

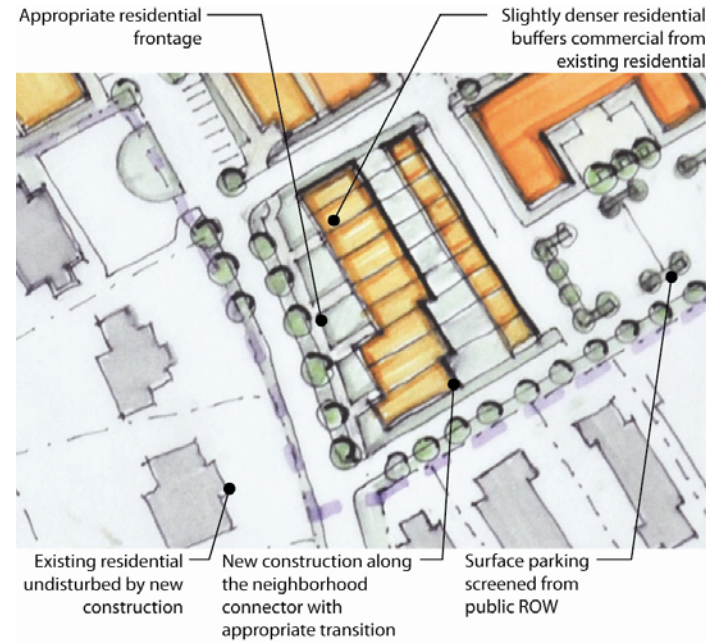
Generally, this district may accommodate small scale commercial uses and urban residential uses. Parking is to be located in side yards or behind principal buildings.



Transition development concepts from commercial to residential along the same street frontage

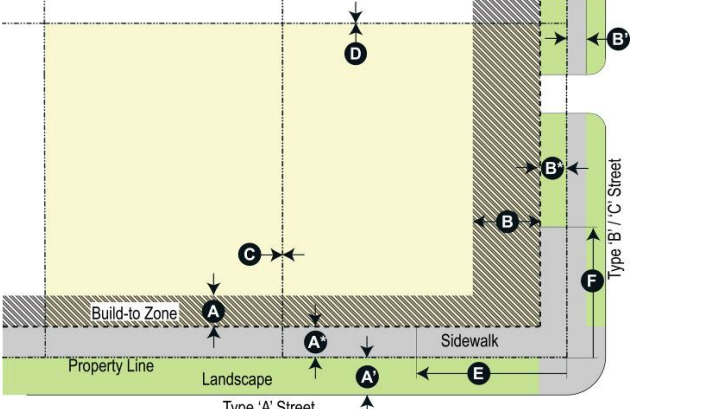
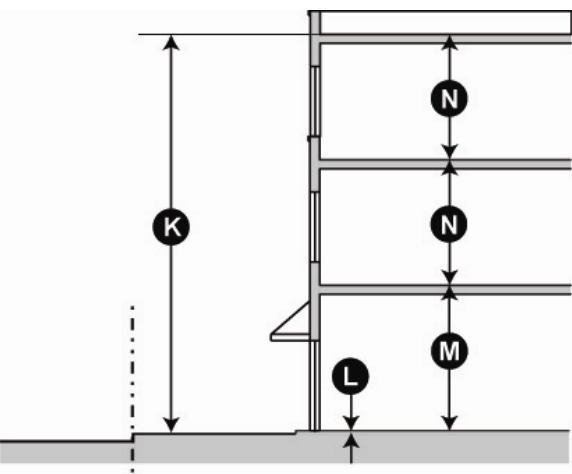


Development within the Neighborhood Transition Zone buffers the adjoining residential with live-work units and townhomes.

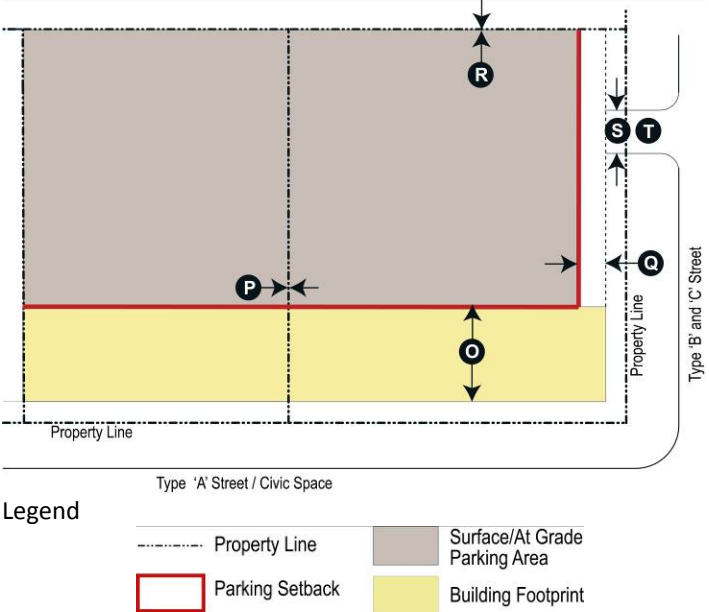
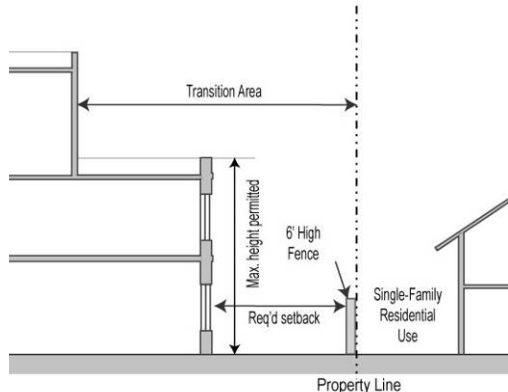


Neighborhood Transition Zone – Recommended Block and Development Concepts

NEIGHBORHOOD TRANSITION CHARACTER ZONE

6.7.2 Building Placement	(i) Build-To-Zone (BTZ)	Notes															
 <p>Legend</p> <ul style="list-style-type: none"> Property Line Building Area Build-to Zone Setback Line Landscape Zone Sidewalk 	<p>(ii) Setback</p> <table border="1"> <tr> <td>Front (Type 'A' Street and Civic Space)</td> <td>5' (min.) 10' (max.)</td> <td>I</td> </tr> <tr> <td>Front (Type 'B' or 'C' Street)</td> <td>10' (min.) 75' (max.)</td> <td>J</td> </tr> <tr> <td>Side or Rear (distance from property line)</td> <td>0' (see #3 and 6.7.7(iii))</td> <td>C D</td> </tr> </table> <p>(iii) Building Frontage Required</p> <table border="1"> <tr> <td>% of building built to Type 'A' Street BTZ</td> <td>60% (min.) (see #4 and #7)</td> <td>E</td> </tr> <tr> <td>% of building built to Type 'B' or 'C' Street BTZ</td> <td>20% (min.) (see #4 and #7)</td> <td>F</td> </tr> </table>	Front (Type 'A' Street and Civic Space)	5' (min.) 10' (max.)	I	Front (Type 'B' or 'C' Street)	10' (min.) 75' (max.)	J	Side or Rear (distance from property line)	0' (see #3 and 6.7.7(iii))	C D	% of building built to Type 'A' Street BTZ	60% (min.) (see #4 and #7)	E	% of building built to Type 'B' or 'C' Street BTZ	20% (min.) (see #4 and #7)	F	<p>#1 – Area between the building and the edge of the BTZ at the sidewalk shall be paved flush with the public sidewalk for all Main Street Frontage buildings.</p> <p>#2 – The area between the building and the edge of the BTZ at the public sidewalk shall include a 6' wide (min.) landscaping strip (A' and B') with street trees planted at 40' on center (average), except at street intersections, where paving is optional up to 30' along the building façade. Species of the street trees shall be selected from the Planting List in Appendix B of this Code.</p> <p>#3 – Side and rear setbacks shall be based on minimum fire separation required between buildings, if applicable.</p> <p>#4 – Corner building street facades shall be built to the BTZ for a minimum of 30' from the corner along both streets or the width of the corner lot, whichever is less. Recessed entrances are permitted as long as the upper floors meet the build-to-zone standards.</p> <p>#5 – Floor to floor heights shall not apply to parking structures.</p> <p>#6 – Attics and mezzanines less than 7 feet (avg.) height shall not be counted as a story.</p>
Front (Type 'A' Street and Civic Space)	5' (min.) 10' (max.)	I															
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6.7.3 Height Standards	Principal Building Standards																
	<table border="1"> <tr> <td>Building Max.</td> <td>3 stories (max.) (see #6 and #8)</td> <td>K</td> </tr> <tr> <td>First Floor to Floor Height</td> <td>15' (min.)</td> <td>M</td> </tr> <tr> <td>Upper floor to floor height</td> <td>10' min. (see #5)</td> <td>N</td> </tr> <tr> <td>Ground Floor finish level (above flood zone height)</td> <td>12 inches max. above sidewalk (for buildings with Main Street frontage) 12 inches max. above flood zone height for all other Commercial Ready frontages</td> <td>L</td> </tr> </table>	Building Max.	3 stories (max.) (see #6 and #8)	K	First Floor to Floor Height	15' (min.)	M	Upper floor to floor height	10' min. (see #5)	N	Ground Floor finish level (above flood zone height)	12 inches max. above sidewalk (for buildings with Main Street frontage) 12 inches max. above flood zone height for all other Commercial Ready frontages	L	<p>#7 – Any frontage along all 'A' and 'B' Streets (except alleys) not defined by a building at the BTZ shall be defined by a 4-foot high Street Screen. Furthermore, along all streets (Type 'A', 'B', and 'C' Streets) service areas shall be defined by a Street Screen that is at least as high as the service equipment being screened. Required Street Screens shall be of either the same building material as the principal structure on the lot or masonry or a living screen composed of shrubs planted to be opaque at maturity. Species shall be selected from the Planting List in Appendix B of this Code. The required Street Screen shall be located at the setback line along the corresponding frontage.</p> <p>#8 – Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade. See Section 8.1.1 (v).</p>			
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6.7.4 Commercial Frontage Requirements																	
<p>(i) Commercial Frontage Standards Ground floors of all buildings fronting on Type 'A' Streets and Padre Blvd. shall be built to Commercial Ready standards including first floor-to-floor height, ingress and egress, handicap access, and first floor elevation flush with the sidewalk. This standard shall not apply to Civic Buildings.</p> <p>(ii) Main Street Frontage Standards – Ground floors of all buildings with the Main Street Frontage Designation as established in the Regulating Plan shall be built with the ground floor elevation at no greater than 12" above the finished sidewalk along that street. This standard shall not apply to Civic Buildings.</p>																	

NEIGHBORHOOD TRANSITION CHARACTER ZONE

<p>6.7.5 Parking and Service Access</p>  <p>Legend</p> <ul style="list-style-type: none"> Property Line Surface/At Grade Parking Area Parking Setback Building Footprint 	<p><i>(i) Parking Location</i></p> <table border="1"> <tr> <th colspan="3">Surface/At Grade Parking</th> </tr> <tr> <td>Type 'A' Street and Civic Space setback</td> <td>Shall be located behind the principal building</td> <td>O</td> </tr> <tr> <td>Type 'B' or 'C' Street setback</td> <td>Min. of 3 feet behind the building facade line along that street; at midway into the block</td> <td>Q</td> </tr> <tr> <td>Side and Rear setback (distance from property line)</td> <td>0' min. (see # 3 and 6.7.7(iii))</td> <td>P R</td> </tr> </table> <p><i>(ii) Required Off-Street Parking Spaces</i></p> <table border="1"> <tr> <td>Non-residential uses</td> <td>Min. 1 spaces/500 SF (gross)</td> </tr> <tr> <td>Residential Uses</td> <td>1.5 space/unit</td> </tr> <tr> <td>Lodging Uses</td> <td>0.75 spaces/lodging room</td> </tr> </table>	Surface/At Grade Parking			Type 'A' Street and Civic Space setback	Shall be located behind the principal building	O	Type 'B' or 'C' Street setback	Min. of 3 feet behind the building facade line along that street; at midway into the block	Q	Side and Rear setback (distance from property line)	0' min. (see # 3 and 6.7.7(iii))	P R	Non-residential uses	Min. 1 spaces/500 SF (gross)	Residential Uses	1.5 space/unit	Lodging Uses	0.75 spaces/lodging room	<p>6.7.7 Other Standards</p> <p>(i) Encroachments</p> <ol style="list-style-type: none"> Building projections and appurtenances such as awnings, signs, balconies, canopies, etc., may project a maximum of 24" over any public sidewalk or required setback area along the Transition Zone. A clear distance of 8' shall be maintained between the projection and the finished elevation of the sidewalk. Building projections on all other facades may not be closer than 5' to any adjacent property line. <p>(ii) Arcades and Colonnades:</p> <ol style="list-style-type: none"> Arcades and Colonnades are permitted within the build-to-zone and shall be a minimum of 6' in depth. The minimum interior clearance height within an arcade or colonnade shall be 12'. <p>(iii) Neighborhood Transitions:</p> <ol style="list-style-type: none"> A Neighborhood Transition Zone shall be established on all development sites adjacent to single family sites at 25' parallel to any lot line that is common with a single-family residential lot. Building height within this Neighborhood Transition Zone shall not exceed 2 floors. This standard shall apply to any parking structures located within the Neighborhood Transition Zone. A privacy fence (masonry or opaque vegetative) of a 6' height shall be required when abutting a single-family residential lot and shall be optional for all other adjacencies.
Surface/At Grade Parking																				
Type 'A' Street and Civic Space setback	Shall be located behind the principal building	O																		
Type 'B' or 'C' Street setback	Min. of 3 feet behind the building facade line along that street; at midway into the block	Q																		
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Non-residential uses	Min. 1 spaces/500 SF (gross)																			
Residential Uses	1.5 space/unit																			
Lodging Uses	0.75 spaces/lodging room																			
<p>6.7.6 Façade Elements</p> <p>(i) Doors and Windows:</p> <ol style="list-style-type: none"> There shall be no blank walls greater than 25 ft. in width along any Neighborhood Transition Zone street façade (except alleys) of any building along 'A' and 'B' Street Types only. There is no requirement for Type 'C' Streets and alleys. Doors and windows on ground floor of all buildings shall be between 20% and 50% of the ground floor façade area along any 'A' and 'B' Street Types. There is no requirement for Type 'C' Streets and alleys. Primary entrance doors for all buildings shall be on a Type 'B' or 'C' frontage only if the lot has not frontage on a Type 'A' Street. Windows on the upper floors shall be a minimum of 15% of each upper floor façade area which is measured between 3ft. and 9ft. above each finished floor. Windows and doors on facades directly facing towards a lot line shared by any single-family residential lot and less than 10 ft. from the lot line shall have sills higher than 6 ft. on the ground floor unless a privacy fence (masonry or vegetative) or wall of at least 6 ft. in height is constructed to obscure any direct views into adjacent properties. 	<p><i>(ii) Driveways and Service Access</i></p> <table border="1"> <tr> <td>Parking driveway width</td> <td>TxDOT standards on Padre Boulevard and 24 feet max. on all other streets</td> <td>S</td> </tr> </table> <p>Driveways and off-street loading and unloading shall not be located on a Type 'A' Streets. Porte cocheres may be permitted on Type 'A' Streets to provide drop-off and valet service. Shared driveways and cross access easements are encouraged between lots to minimize curb cuts.</p> <p>If driveway and/or off-street service loading and unloading access is provided from a Type 'A' Street, such access shall be deemed as temporary and cross access easements along the rear of the property shall be required when adjoining properties are undeveloped.</p>	Parking driveway width	TxDOT standards on Padre Boulevard and 24 feet max. on all other streets	S																
Parking driveway width	TxDOT standards on Padre Boulevard and 24 feet max. on all other streets	S																		

VII. Streets, Streetscape, and Landscape Standards

character of streets in the Corridor will vary based on the location.

7.1 General Requirements

- 7.1.1 Generally: Streets in the Corridor need to support the overall intent for the corridor. They should balance all forms of mobility while maximizing convenience for residents and visitors.
- 7.1.2 The Regulating Plan designates the street types of the street network within the Corridor. The

7.2 Street Design Standards. Table 9.1 shall establish the cross sections for each street type. The cross sections may be adjusted to fit existing contexts with the approval of the City Engineer. In addition, the proposed cross sections may be adjusted to meet the needs of the Uniform Fire Code as adopted by the City.

Table 9.1

Elements Street Classification	Street Width (Recommended minimum)		Number of Vehicular Lanes	Vehicular Lane Widths	Bike Lanes	On-Street Parking	Pedestrian Sidewalk Width (min.) (includes any easement)	Parkway/ Tree Well
	R.O.W	Pedestrian Easement (on each side)						
Laguna Boulevard (Type 'A' Street)	50 feet	5 feet	2	11 feet	Shared lane	Yes, one side, parallel	15 feet	Tree Well, 5 X 5 feet min.
Padre Boulevard (Type 'B' Street)	100 feet	10 feet	4 + Turn Lane	11 feet	Yes	Yes, both sides, reverse angled	10 feet	Tree Well 5X5 min. or parkway, feet
Neighborhood Street (Type 'A' Street)	50 - 60 feet	6 feet	2	11 feet	No	Yes, one/two sides, perpendicular or parallel	6 feet	Tree Well, 5X5 feet min.
General Street (Type 'C' Street)	70 feet	0 feet	2	11 feet	No	Yes, both sides, parallel	5 feet	Parkway, 5' min.
Commercial Alley	24 feet	None	N/A	N/A	No	None	None	None

7.3 Street Trees and Landscaping

- 7.3.1 Street trees shall be required on all PBED streets (except on alleys).
- 7.3.2 Street trees shall be planted approximately 3 feet behind the curb line.
- 7.3.3 Spacing shall be an average of 40 feet on center (measured per block face) along all streets.
- 7.3.4 The minimum caliper size for each tree shall be 3 in. and shall be a minimum of 12 feet in height at planting. Each tree shall be planted in a planting area no less than 24 sq. feet.
- 7.3.5 Species shall be selected from the Planting List in Appendix B of this ordinance.
- 7.3.6 Maintenance of all landscape materials shall meet the requirements of ___ of the City of South Padre Island Zoning Ordinance.

7.4 Street Furniture, Lighting, and Materials

- 7.4.1 Pedestrian scale lighting shall be required along all Type 'A' streets in the PBED. They shall be no taller than 20 feet.
- 7.4.2 Street lights shall be placed at 75 feet on center, approximately 3 feet behind the curb line.
- 7.4.3 The light standard selected shall be compatible with the design of the street and buildings. Street lights shall direct light downward.
- 7.4.4 Trash receptacles and bike racks shall be required along all Type 'A' Streets. A minimum of one each per block face shall be required.
- 7.4.5 Street furniture and pedestrian amenities such as benches are recommended along all Type 'A' Streets.
- 7.4.6 All street furniture shall be located in such a manner as to allow a clear sidewalk passageway of a minimum of 6 feet.

- 7.4.7 Materials selected for paving and street furniture shall be of durable quality and require minimal maintenance.

VIII. Building Design Standards

The Building Design Standards and Guidelines for the PBED Code shall establish a coherent urban character and encourage enduring and attractive development. Development plans shall be reviewed by the **City Manager** or designee for compliance with the standards below.

The key design principles establish essential goals for Padre Boulevard and the Entertainment District to ensure the preservation, sustainability, and visual quality of this unique environment. Buildings shall be located and designed so that they provide visual interest and create enjoyable, human-scaled spaces. The key design principles are:

- a. New buildings shall utilize building elements and details to achieve a pedestrian-oriented public realm within the Bayfront and Entertainment District Core Zones, within Neighborhood Crossings and Town Center Crossing, and at intersections of Padre Boulevard.
- b. Compatibility is not meant to be achieved through uniformity, but through the use of variations in building elements to achieve individual building identity.
- c. Building facades shall include appropriate architectural details and ornament to create variety and interest. Style oriented elements can be identified in Chapter 9: Architectural Style Standards.
- d. Open space(s) shall be incorporated to provide usable public areas integral to the urban environment.

8.1 General to all Character Zones

- 8.1.1 Building Orientation
 - (i) Buildings shall be oriented towards Type 'A' Streets, where the lot has frontage along Type

'A' Streets. All other buildings shall be oriented towards Type 'B' Streets or Civic Spaces. If the lot does not front an 'A' or 'B' Street then it must front a Type 'C' Street.

- (ii) Primary entrances to buildings shall be located on the street along which the building is oriented. At intersections, corner buildings may have their primary entrances oriented at an angle to the intersection.
- (iii) All primary entrances shall be oriented to the public sidewalk for ease of pedestrian access. Secondary and service entrances may be located from internal parking areas or alleys.

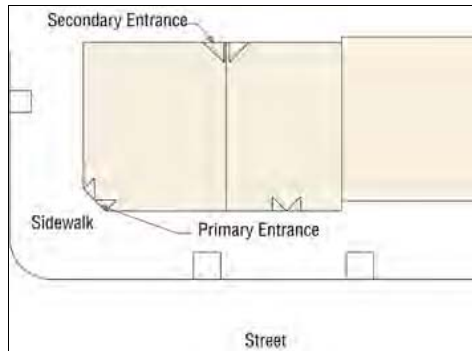
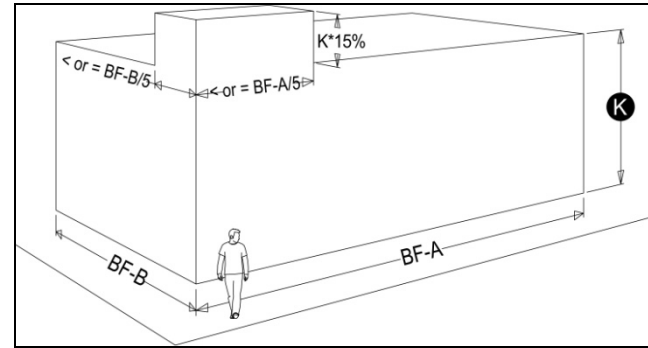


Figure showing required building orientation and location of primary entrances

- (iv) Garages, carports, or new surface parking for Residential Buildings shall be located and accessed from Type 'C' Streets or alleys at the rear of residential buildings.
- (v) Corner buildings may exceed the maximum building height by 15% for 20% of the building's frontage along each corresponding street façade.
- (vi) Featured corner or vista terminating tower elements, tower time clocks and varied height parapet walls at the building façade are permitted and shall be exempt from the height

limit so long as they are no taller than 15% of the height of the building.



8.1.2 Building Massing and Scale

- (i) Commercial and Mixed-Use buildings shall be simple, rectilinear forms with flat or low pitched roofs with parapets.
- (ii) Residential Buildings shall have relatively flat fronts and simple roofs with most building wing articulations set at the rear of the structure. Window projections, stoops, porches, balconies, and similar extensions are exempt from this standard.
- (iii) Gable roofs, if provided for residential buildings, shall have a minimum pitch of 5:12. When hipped roofs are used, the minimum pitch shall be 5:12. Other roof types shall be appropriate to the architectural style of the building. Porch roofs may be a minimum pitch of 3:12.
- (iv) The following standards shall apply for all buildings with mansard roofs in Padre Boulevard and Entertainment District:
 - o Mansard roofs shall only be used on buildings that are three stories or higher.
 - o The mansard roof shall project no more than 18" forward of the building façade line.

- o The lower slope of the roof should be inclined at no greater than 75 degrees to the horizontal.

8.1.3 Façade Composition

- (i) Buildings shall maintain a prevalent façade rhythm of 20’ to 30’ bays or multiples thereof along all Type ‘A’ Streets.
- (ii) This rhythm may be expressed by changing materials, or color, or by using design elements such as columns and pilasters, or by varying the setback of portions of the building façade.
- (iii) Commercial and Mixed-Use building facades shall be designed with a distinct base, middle and top and shall maintain the alignment of horizontal elements along the block.



Image of Tri-Partite Architecture

- (iv) For retail storefronts, a transom, display window area, and bulkhead at the base shall be utilized.
- (v) Awnings, blade signs, arcades, galleries, café seating and balconies should be used along commercial storefronts fronting a Type ‘A’ Street to add pedestrian interest.
- (vi) Porches, stoops, eaves, and balconies should be added along residential facades to add pedestrian interest along the street.

- (vii) If the residential building is setback less than 10’ from the front property line, the grade of the slab or first floor elevation shall be elevated at least 18 inches above the grade of the sidewalk. If the residential structure is setback 10’ or more from the property line and is not elevated above the grade of the sidewalk, a 3’ high fence shall be provided at the front property line.

8.1.4 Design of Parking Structures

- (i) All frontages of parking structures located on Type ‘A’ Streets shall not have parking uses on the ground floor to a minimum depth of 30 feet along the Type ‘A’ Street frontage.
- (ii) The amount of Type ‘A’ Street frontage devoted to a parking structure shall be minimized by placing the shortest dimension(s) along the Type ‘A’ Street edge(s).
- (iii) Parking structure facades on all Type ‘A’ Streets shall be designed with both vertical (façade rhythm of 20 feet to 30 feet) and horizontal (aligning with horizontal elements along the block) articulation.
- (iv) Where above ground structured parking is located at the perimeter of a building with frontage along a Type ‘A’ Street; it shall be screened in such a way that cars on all parking levels are completely screened from view from all adjacent public streets. Parking garage ramps shall not be visible from any public street. Ideally, ramps should not be located along the perimeter of the parking structure. Architectural screens shall be used to articulate the façade, hide parked vehicles, and shield lighting.
- (v) When parking structures are located at corners, corner architectural elements shall be incorporated such as corner entrance, signage and glazing.

- (vi) Parking structures and adjacent sidewalks shall be designed so pedestrians are clearly visible to entering and exiting automobiles.



Images showing appropriate design of Parking Structures

8.1.5 Design of Automobile Related Building Site Elements

- (i) Drive-through lanes for commercial uses shall not be located along any Type 'A' Street. Drive-through lanes shall be hidden behind a Street Screen along the Type 'B' Street frontage.

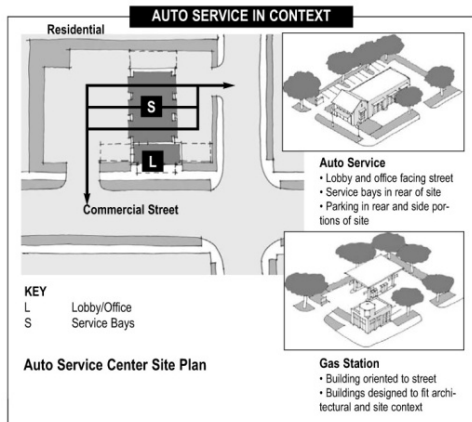


Illustration showing a site concept plan for an auto service centers

- (ii) All off-street loading, unloading, and trash pick-up areas shall be located along Type 'C' Streets or alleys unless permitted in the specific building form and development standards in Section 6. Any off-street loading, unloading, or trash pick-up areas shall be screened using a Street Screen that is at least as tall as the trash containers

and/or service equipment it is screening at the BTZ. The Street Screen shall be made up of (i) the same material as the principal building or (ii) a living screen or (iii) a combination of the two.

8.1.6 Roof Form

- (i) Buildings shall have simple, flat fronts with minimal articulations with flat or low pitched roofs with parapets. Corner hip roof elements and gable accents at the parapet may be permitted. Projecting mansard roofs shall not be permitted.

8.1.7 Base Flood Elevation. Within the PBED, the following options are available to address the base flood elevation required for new construction.

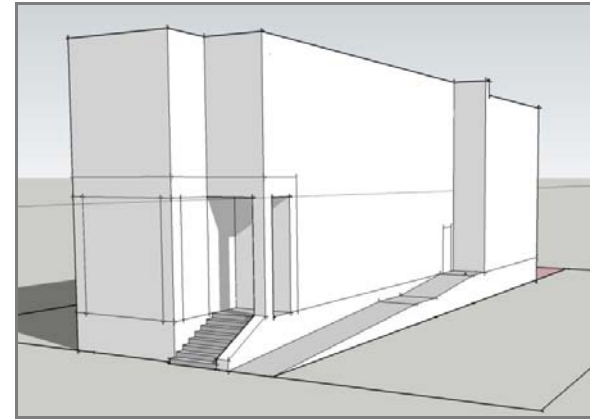
- (i) Dry Flood Proofing: All buildings along frontages designated as Main Street Frontage on the Regulating Plan shall have entrances located at the sidewalk level. Dry Flood Proofing shall be the preferred method used to protect the space inside the building below the Base Floor Elevation if the ground floor entrance is not above the base flood elevation. Stairs and ramps may be incorporated inside the building envelop to transition to a higher level. In the case that dry flood proofing is not feasible, exterior stairs and ramps or other approaches shall only be permitted within these zones with the approval of City Council. Exterior ramps and stairs when used shall be positioned to minimize the impact and accessibility of the commercial storefront. .



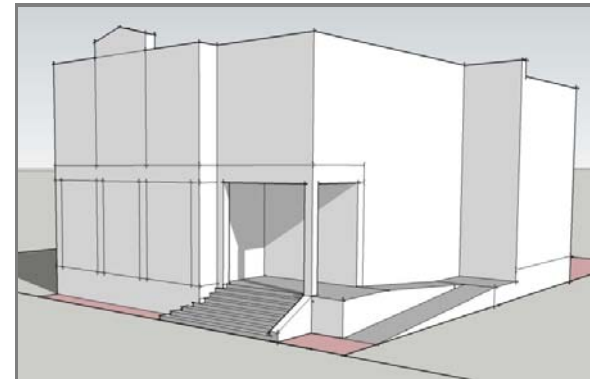
Example of Dry Flood Proofing removable panels utilized in a Bank Building in Naples Fl. – Appropriate in the Bayfront, Entertainment District Core, Neighborhood Crossing, and Town Center Crossing Zones

- (ii) Exterior Ramps and Stairs: If an exterior ramp is required in order to accommodate access to a raised Base Flood Elevation, the ramp shall be oriented perpendicular to the primary facade in order to minimize the visual impact and pedestrian accessibility of the primary facade. Exterior ramps and stairs may be used in all other overlay districts. Other approaches may be used in all other overlay districts only with the approval of City Council.

If an exterior stair is required to accommodate access to a raised Base Floor Elevation, the steps shall be located towards the primary entrance along the primary facade.



Example of a narrow building and parcel (less than 50 feet in width) showing a straight ramp perpendicular to the sidewalk to maximize storefront exposure and access. (Railings and other architectural details not shown)



Example of a wider parcel (50' wide or greater) and building showing a "switch back" ramp and stair. (Railings and other architectural details not shown)

8.2 Specific to Bayfront Zone, Entertainment District Core, Neighborhood Crossing, Town Center Crossing, and Neighborhood Transition Zones

8.2.1 Commercial, Mixed-Use and Industrial Building Materials

- (i) At least 80% of each building's façade (excluding doors and windows) along any Type 'A' Street shall be finished in one of the following materials:
 - Masonry (brick, stone, stucco utilizing a three-step process, cast stone, glass, or glass block)
 - Cementitious-fiber clapboard (not sheet) with at least a 50-year warranty
 - Other materials will be considered as primary building materials on a case-by-case basis and may only be approved by the ____.
- (ii) No more than 20% of each façade along any Type 'A' Street shall use accent materials such as wood, architectural metal panel, split-face concrete block, tile, or pre-cast concrete panels. EIFS shall not be permitted along any Type 'A' Street façade.
- (iii) All facades along Type 'B' or 'C' Streets or alleys shall be of a similar finished quality and color that blend with the front of the building. Building materials for these facades may be any of the primary and accent façade materials listed above.
 - EIFS shall not be permitted along any Type 'A' Street façades, ground floor facades along Type 'B' or 'C' Streets and ground floor facades of alleys. EIFS on upper floors of Type 'B' and 'C' Streets and alley facades are limited to no more than 25% of the respective façade areas.
 - Board and batten

- (iv) Roofing materials visible from any public right-of-way shall be of copper, barrel clay tile, concrete shingles, factory finished standing seam metal, slate, synthetic slate, or similar materials.

8.2.2 Residential Building Materials

- (i) The following shall be permitted finishes for at least 80% of all street fronting facades (except alleys) of residential buildings. No more than three different materials shall be used on any single façade:
 - Cementitious-fiber clapboard (not sheet) with at least a 50-year warranty;
 - Lap sided wood;
 - Masonry (brick; stone; man-made stone; or stucco utilizing a three-step process);
 - Vinyl siding is not permitted in any character zone.
- (ii) The following may only be allowed up to 20% as an accent material:
 - Exterior Insulating Finishing System (EIFS) or similar material over a cementitious base, rock, glass block and tile.
 - Architectural Metal Panels.
- (iii) Side and rear facades shall be of finished quality and of the same color and materials that blend with the front of the building.
- (iv) Roofing materials visible from any public right-of-way shall be of copper, barrel clay tile, concrete shingles, factory finished standing seam metal, slate, synthetic slate, or similar materials.
- (v) An enclosed garage or carport shall be designed and constructed of the same material as the primary building.

8.3 Specific to Padre Boulevard South, Central and North Zones

8.3.1 Commercial and Mixed-Use Building Materials

- (i) At least 75% of each building’s façade (excluding doors and windows) along any Type ‘A’ or ‘B’ Street shall be finished in one of the following materials:
 - Masonry (brick, stone, stucco utilizing a three-step process, glass, or glass block)
 - Cementitious-fiber clapboard (not sheet) with at least a 50-year warranty
 - Other materials will be considered as primary building materials on a case-by-case basis and may only be approved by the _____.
- (ii) No more than 25% of each building’s façade along any Type ‘A’ or ‘B’ Street shall use accent materials such as wood, board and batten, architectural metal panel, split-face concrete block, tile, or pre-cast concrete panels.
- (iii) A building’s Type ‘C’ Street or alley facade shall be of a similar finished quality and color that blend with the front of the building. Building materials for these facades may be any of the primary and accent façade materials listed above.
 - EIFS shall not be permitted on ground floor facades along Type ‘B’ and ‘C’ Streets and ground floor facades of alleys. EIFS on upper floors of Type ‘B’ and ‘C’ Streets and alley facades are limited to no more than 40% of the respective façade areas.
 - Board and batten
- (iv) Roofing materials visible from any public right-of-way shall be of copper, barrel clay tile, concrete shingles, factory finished standing seam metal, slate, synthetic slate, or similar materials.

ADD IMAGES

Images showing appropriate building materials within the Padre Boulevard South, Central and North Zones.

8.3.2 Residential Building Materials

- (i) The following shall be permitted finishes for all street fronting facades (except alleys) of residential buildings. No more than three different materials shall be used on any single façade:
 - Cementitious-fiber clapboard (not sheet) with at least a 50-year warranty;
 - Lap sided wood;
 - Masonry (brick; stone; man-made stone; or stucco utilizing a three-step process);
- (ii) The following may only be allowed up to 40% as an accent material:
 - Exterior Insulating Finishing System (EIFS) or similar material over a cementitious base, rock, glass block and tile.
 - Architectural Metal Panels.
- (iii) Side and rear facades shall be of finished quality and of the same color and materials that blend with the front of the building.
- (iv) Roofing materials visible from any public right-of-way shall be of copper, barrel clay tile, concrete shingles, factory finished standing seam metal, slate, synthetic slate, or similar materials.

IX. Architectural Style Standards

9.1 Introduction

Many elements contribute to defining a particular style. In some cases the use of just a handful of elements can be successful in defining a style and creating an authentic architectural composition. In other cases, it is a compilation and reuse of diverse elements over time that gradually gains coherence and becomes a style. In the recommended styles the Code includes examples of both.

This section of the Code is intended to guide the design and construction new and substantially reconstructed buildings in the Padre Boulevard and Entertainment District. It does so by establishing general guidelines regarding architectural styles appropriate for the Island. Some of the styles are already represented on the Island and some are not, but are recognized as an appropriate style.

The two recommended styles are South Texas Spanish and Coastal. In addition, the "beach theme" interpretation can be realized by accentuating elements within both styles through overall design intent, and by application of specific colors and materials. A more detailed description of the "beach theme" style can be found in this section.

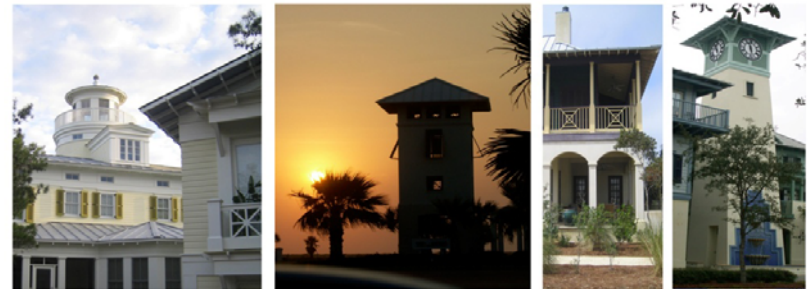
Within the recommended styles, buildings should be designed in accordance with the Building Design Standards of the PBED Code and in a way that promotes the sense of place.

Each style covers its main characteristics of massing, composition, roof types and materials, eaves and overhangs, doors and windows, wall materials, and other elements such as awnings, porches, arcades, colonnades and ornamentation. Images provided in this part of the Code should be used to visualize the intent, not as examples of places or buildings that need to be copied.

Not all possible arrangements and details have been provided. The principal intent is to create a stylistic foundation as a basis for more creative individual expression. This foundation complements the master plan.



South Texas Spanish Style



Coastal Style



"Beach Theme" expression

9.2 The Beach Theme

Both Spanish and Coastal styles are appropriate for the "beach theme" composite style. The beach theme is expressed or accentuated by overall design intent, colors and materials.

- (i) Bay windows, most commonly rectangular
- (ii) Signs, awnings, and light fixtures
- (iii) Fountains (attached or self-standing)
- (iv) Under-window flower pots
- (v) Sidewalk cafes

9.2.1 Overall design parameters (in addition to the ones listed in the Building Design Standards):

- (i) Clean line windows, balconies with simple and see-through railings
- (ii) Deep shadows - wide overhangs and deep (min 8 ft) porches
- (iii) Appropriate building tops, flat roofs or pitched roofs with dormers
- (iv) Use of rooftop terraces, balconies, galleries, pergolas and trellises
- (v) Brackets under balconies, eaves and overhangs
- (vi) Dry flood proofing (first floor at street level)
- (vii) Towers (rectangular proportion with short edges having an east-west orientation; this orientation may rotate a maximum of 10 degrees).



9.2.2 Colors

- (i) Muted earth tones, pastel colors, and white shall be appropriate. Variations are permitted, need approval from the City Council.
- (ii) Accents colors along trims and ornamentation



9.2.3 Appropriate Materials

- (i) Stucco and siding (wood or Hardie plank) for walls.
- (ii) Wood and metal for stair and balcony rails.
- (iii) Light colored metal or tile for roofs. Metal roof natural or painted in color from an approved palette.
- (iv) Masonry along base of the building.
- (v) Wood window shutters – operable, fixed louvers, and canvas awnings



9.2.4 Details and other elements

9.3 Coastal Style

9.3.1 Massing.

- (i) Massing is simple and composed of rectangular forms with added balconies, galleries covering part or the entire facade, one or multi-story porches, and arcades on the ground level.
- (ii) Towers are common and appear in different parts of the composition.

9.3.2 Façade Composition.

- (i) Regular pattern of openings working with column bay rhythm. Column spacing always less or equal the column height; mostly square columns.
- (ii) Tall ground floor commonly with arcade or colonnade.
- (iii) Buildings are capped with wide eaves and grounded by a continuous and heavier base.
- (iv) Mostly rectangular bay windows and projections. Main wall materials are stucco and wood or cement fiber board siding.

9.3.3 Roof Form

- (i) Pitched roofs with shallow pitches (3:12 to 6:12).
- (ii) Eaves are wide with expressed bracketing. Roof pitch can change over the porch or eave.
- (iii) Flat roofs possible on taller or commercial buildings with simple parapet walls.
- (iv) Elaborate cornice designs are also appropriate.
- (v) Window or vent dormers on pitched roofs.

9.3.4 Windows

- (i) Vertically proportioned, double hung, sometimes with exaggerated vertical dimension, with multiple panes and simple wood trim or stucco border. Often with operable or fixed

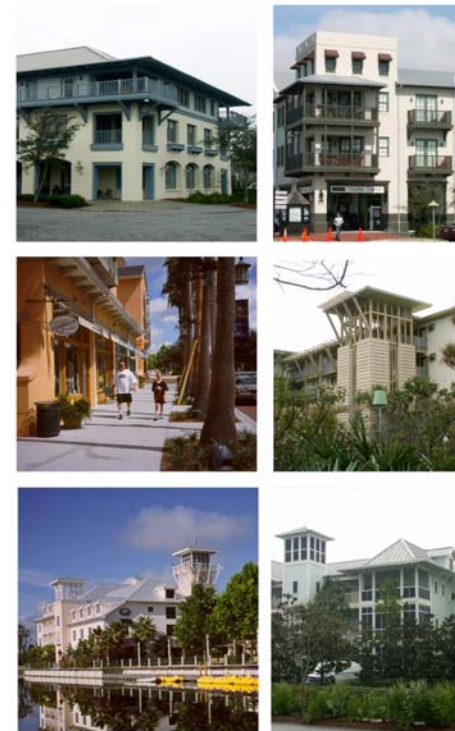
louwer shutters. Can be grouped together on upper floors or on towers.

9.3.5 Storefronts

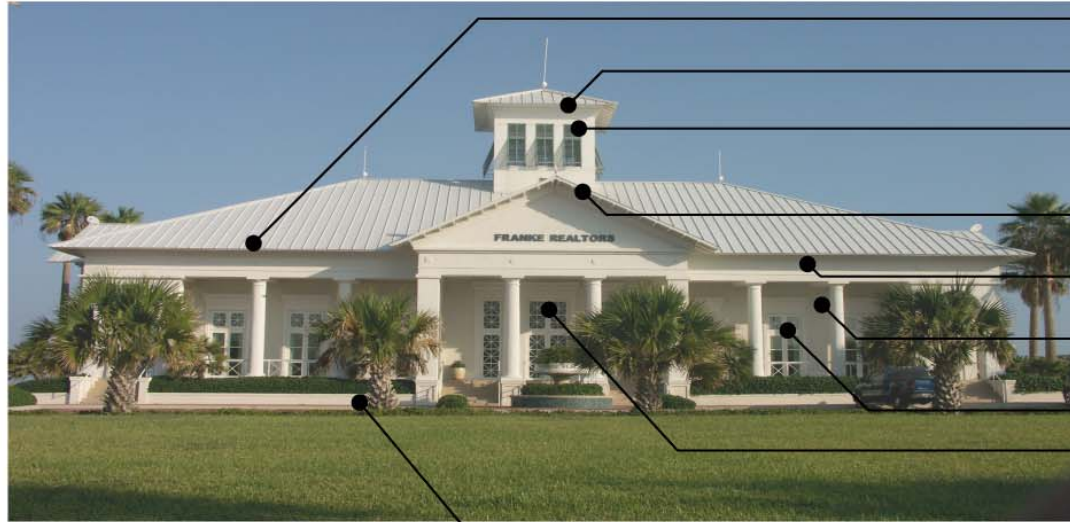
- (i) With recessed entry, mostly under a colonnade.

9.3.6 Details and other elements

- (i) Rectangular towers for observation, clocks, stairs, or air chimneys.
- (ii) Stair and balcony rails in wood or metal, with elaborate bracketing.
- (iii) Canvas awnings over windows and along non-recessed store fronts.
- (iv) Rectangular projections, bays with brackets and window flower boxes.







- Low pitched roof with wide eave and open rafters
- Proportional tower element as a vista terminus
- Vertically proportioned windows with fixed louver shutters
- Wide overhang with visible rafters
- Expressed cornice beam
- Stucco Siding
- Openings aligned within column rhythm
- Appropriate proportions for colonnade - horizontal spacing is less than height
- Elevated building base



- Appropriate tower element as a vista terminus
- Expressed cornice beam showing continuous floor separation
- Appropriate retail signage
- Upper level gallery overlook
- Vertically proportioned windows with operable shutters
- First floor colonnade in stucco
- Arcade in stucco

9.4 South Texas Spanish Style

9.4.1 Massing

- (i) Buildings are generally built upon a rectangular layout schemes with single or multiple components with mostly flat front, with square, round or octagonal corner towers.
- (ii) Courtyard concept utilized often. Front porches rare, side and rear porches more common.

9.4.2 Façade Composition

- (i) Symmetrical and asymmetrical but well balanced façade compositions with the central part of the building expressed.
- (ii) Doors or windows forming regular patterns of openings, some accentuated by balconies.
- (ii) Tall and usually heavier ground floor often with arcade or colonnade.
- (iii) Tri-partite composition, see Section 8.1.3(iii) of this Code.
- (iv) Buildings are capped with wide and continuous eaves supported by open rafters and decorative brackets, or finished with elaborate parapet walls covered by tile and very shallow eaves.
- (v) Most common wall materials are stucco and monochromatic brick.

9.4.3 Roof Form

- (i) Pitched roofs with red clay tile.
- (ii) Multiple, sometimes complex, building roofs with varying levels. Hipped, gabled, side-gabled, cross-gabled, and both hipped and gabled roof forms.
- (iii) Larger commercial buildings with flat roofs and front parapets covered by tile and ornate cornices.

9.4.4 Windows

- (i) Recessed to give a thick wall impression. Commonly arched on the ground level and flat top on upper floors.

- (ii) Vertically proportioned with multiple panes in both casement and double hung design. Generally separated by wall from other windows, wall openings are punched through the wall rather than grouped with other windows.
- (iii) Ornamental arches of various designs, deeper on the ground floor and shallower on upper floors.

9.4.5 Storefronts

- (i) Inset with recessed entry, under the arcade or fit into arches openings, often with canvas awnings.

9.4.6 Details and other Elements

- (i) Elaborate detailing most common around principal openings.
- (ii) Decorative windows, metal railings at balconies.
- (iii) Canvas awnings, Roof towers, Masonry screen products for see-through walls or portions of walls.





Local symmetry in composition



Elevated first floor



Ornaments at entrance



Wide eaves with brackets



Large building massing with appropriate massing changes



Decorative elements



Retail corner with awning



Tower with brackets



Courtyard



Appropriate window patterns



Low pitched roof with red-clay tiles and with multiple roof forms

Short overhangs

Shallow arches on upper levels

Wide overhangs with no brackets

Pilasters between windows

Thinner walls with openings on upper floors

Punched wall window openings

Elaborate ornamentation on entrance

Thicker walls on the ground floor

Deeper round arches on the ground floor

Storefront in the arcade



Tower with wide eaves and brackets for the balcony

Smaller windows along the upper floor

Continuous separation between the middle and the top

Balconies in rhythmic or symmetrical pattern

Continuous separation between the base and middle

Larger windows and openings along the base

X. Sustainability Standards

10.1 Applicability. This section establishes sustainable development techniques to be utilized in the PBED Area. The following matrix sets minimum requirements for new construction and their relation to the natural environment. The standards set in this section helps the developer or

owner to use these techniques to reduce “heat island effect,” manage stormwater effectively, reduce light pollution, improve improve the indoor environment, save energy and water, and decrease the life-cycle costs of the development.

Table 10.1

Character Zone	Bayfront	Entertainment District Core	Neighborhood Crossings	Town Center Crossing	Padre Boulevard South, Central and North	Neighborhood Transition	Standard
Sustainability Techniques							
Building Orientation and Design							
Ventilation	R	R	R	R	R	R	<ul style="list-style-type: none"> A minimum of 50% of the windows above street level on a building shall be operable. The operable windows should be distributed to maximize the direction of prevailing winds.
Daylighting	R	R	O	R	O	O	<ul style="list-style-type: none"> A minimum daylighting factor of 2% shall be provided in 75% of regularly occupied interior areas. There shall be a direct line of site to glazing from 90% of all regularly occupied spaces.
Surface Solar Reflectivity	R	R	O	R	O	O	<ul style="list-style-type: none"> The Solar Reflectivity Index for flat roofs shall be a minimum of 78. The Solar Reflexivity Index for sloped roofs shall be a minimum of 29. The Solar Reflexivity Index for pavement shall be a minimum of 29.
Shading	R	R	R	R	O	O	<ul style="list-style-type: none"> All South facing windows shall be shaded. Shading devices include, but are not limited to: awnings, porches, roof overhangs, exterior shades, light shelves, or deep windows. Deep skin screening is permitted upon review of the City Manager or designee.
Energy Systems	O	O	O	O	O	O	<ul style="list-style-type: none"> The use of wind turbines and solar photovoltaic/solar thermal energy systems is permitted.
Building Orientation	R	R	O	O	O	O	<ul style="list-style-type: none"> Generally, buildings should be oriented in along the east-west axis. In the case of a high-rise or tower above a podium, the proportions of the tower element shall be rectangular with the length on axis with East and West. This alignment may fluctuate by no more than 15%.
Public Darkness							
Exterior Building Lighting	R	R	R	R	R	R	<ul style="list-style-type: none"> Maximum Lighting Standards: <ul style="list-style-type: none"> Full cutoff lighting, Some low wattage, Non-Full Cutoff Lighting, controlled by dimmers, time switch or motion Required Shielding: Shielded luminaire or better

Table 10.1							
Character Zone	Bayfront	Entertainment District Core	Neighborhood Crossings	Town Center Crossing	Padre Boulevard South, Central and North	Neighborhood Transition	Standard
Sustainability Techniques							
Stormwater Management							
Runoff Retention Volume	R	R	R	R	O	O	<ul style="list-style-type: none"> Runoff volume retention shall be a minimum of 30%. This percentage is the change in runoff volume between post-development impervious surface and pre-development land surface.
General Infiltration Methods							
Hard Surface: Permeable Pavement	R	R	O	O	O	O	<ul style="list-style-type: none"> Where paving is provided, a minimum of 25% shall be permeable paving that allows for water to infiltrate, even in frequently trafficked areas.
Hard Surface: Green Roof	O	O	O	O	O	O	<ul style="list-style-type: none"> At least 50% of a building's flat roof shall be designed as a green roof.
Reuse of Rain Water: Reuse Irrigation	O	O	O	O	O	O	<ul style="list-style-type: none"> Permitted only for retail, service, or restaurant uses
Reuse of Rain Water: Reuse, Greywater	O	O	O	O	O	O	
Linear Infiltration: Vegetated Swale	N	N	N	N	O	O	
Linear Infiltration: Vegetated Stormwater Planters	O	O	O	O	O	O	
Area Infiltration: Rain Garden	O	O	O	O	O	O	
Area Infiltration: Retention Basin	N	N	N	N	O	O	
District Methods: Retention Areas	O	O	O	O	O	O	
District Methods: Underground Gravel Storage	O	O	O	O	O	O	

R = Required O = Optional N = Not Permitted

XI. Signage Standards

11.1 Applicability. For new and substantially modified signs, the standards in Table 11.1 shall apply and sign permits shall be approved administratively by the City of South Padre Island Building Official unless specifically noted in this section. Except as specifically listed below, all other signage and sign standards shall comply with Chapter 15 of the City of South Padre Island City Ordinances, as amended.

Character Zone	Bayfront	Entertainment District Core	Neighborhood Crossings	Town Center Crossing	Padre Boulevard South	Padre Boulevard Central	Padre Boulevard North	Neighborhood Transition	Standard
Wall Signs	P	P	P	P	P	P	P	P (comm. uses only)	<ul style="list-style-type: none"> For all ground floor commercial uses (retail, office, and restaurant): One sign per tenant space; area to be calculated at 1.5 sq. ft. per linear foot of public street frontage for the tenant space with a maximum of 100 sq. ft per tenant. Second and upper floor commercial uses may also be permitted one second floor wall sign per tenant space per public street frontage; area to be calculated at 1.5 sq. ft. per linear foot of second or upper floor frontage along that public street with a maximum of 125 sq.ft. Institutional uses (non-profits and churches): One sign per tenant space; area to be calculated at 1.5 sq. ft. per linear foot of public street frontage with a maximum of 100 sq. ft. Live-Work and Home occupations: One sign limited to an area of 20 sq. ft. max. Building sign may encroach a maximum of 12” on to a sidewalk while maintaining a vertical clearance of 8 ft. from the finished sidewalk. Building signs may be internally or externally lit. Marquee signs as only permitted as specified below.
Monument Signs	NP	NP	P	P	P	P	P	NP	<ul style="list-style-type: none"> One monument sign per lot per lot street frontage (no more than 2 per lot separated by at least 100 ft.) limited to a maximum of 50 sq. ft. per sign face and 6 ft. in height.
Window Signs	P	P	P	P	P	P	P	P (comm. uses only)	<ul style="list-style-type: none"> Limited to 10% of the window area. In the Neighborhood Transition Zone, window signs are only permitted for commercial uses (including the “work” component of live-work uses). <p>The following shall be exempt from this limitation:</p> <ul style="list-style-type: none"> Addresses, closed/open signs, hours of operation, credit card logos, real estate signs, and now hiring signs. Mannequins and storefront displays of merchandise sold. Interior directory signage identifying shopping aisles and merchandise display areas.
Building Blade Signs	P	P	P	P	P	P	P	P (comm. uses only)	<ul style="list-style-type: none"> One per building (commercial and mixed use buildings only) Area = 30 sq. ft. maximum per sign face. May encroach a maximum of 2 ft. over a sidewalk, but shall not encroach over any parking or travel lane. Building blade signs may be attached to the building at the corners of building or along any street facing façade above the first floor facade.
Tenant Blade Signs	P	P	P	P	P	P	P	P (comm. uses)	<ul style="list-style-type: none"> One per commercial tenant space (retail, office, or restaurant use) Area = 16 sq. ft. maximum per sign face May encroach a maximum of 2 ft. over a public sidewalk, but shall not encroach over any parking or

Table 11.1

Character Zone	Bayfront	Entertainment District Core	Neighborhood Crossings	Town Center Crossing	Padre Boulevard South	Padre Boulevard Central	Padre Boulevard North	Neighborhood Transition	Standard
Sign Type								only)	travel lane.
Marquee Signs	P	P	P	P	P	P	P	NP	<ul style="list-style-type: none"> Tenant blade signs shall be oriented perpendicular to the building façade and hung under the soffit of an arcade or under a canopy/awning or attached to the building façade immediately over the ground floor tenant space while maintaining a vertical clearance of 8 ft. from the finished sidewalk. Permitted for theatres, auditoriums, and other public gathering venues of 100 persons or more Marquee signs shall be attached to the building or located above or below a canopy only Area = 100 sq.ft. maximum Message board may be changeable copy (electronic and non-electronic). Electronic message boards shall be non-flashing.
For sale/for lease signs	P	P	P	P	P	P	P	P	<ul style="list-style-type: none"> Size is limited to 32 sq. ft. per sign face All other standards are the same as City of South Padre Island Sign Regulations.
Address signs	P	P	P	P	P	P	P	P	Same as City of South Padre Island Sign Regulations
Temporary construction signs	P	P	P	P	P	P	P	P	<ul style="list-style-type: none"> 1 free standing sign per lot during construction only; limited to 32 sq. ft. Regulations same as City of South Padre Island Temporary Signage regulations, Sec.15-6 (G)
Banners	P	P	P	P	P	P	P	P	Same as City of South Padre Island Sign Regulations
Sandwich board signs	P	P	P	P	P	P	NP	P	<ul style="list-style-type: none"> Permitted only for retail, service, or restaurant uses Limited to 12 sq. ft. per sign face per storefront; Sign may not exceed 5 ft. in height. A minimum of 6 ft. of sidewalk shall remain clear. Chalkboards may be used for daily changing of messages. Reader boards (electronic and non-electronic) shall be prohibited. Sign shall be removed every day after the business is closed.
Light Pole Banners	P	P	P	P	P	P	P	P	<ul style="list-style-type: none"> Permitted only with approval of the City Council. Max. 10 sq. ft. per sign face. Limited to one per light pole All light pole banners shall be approved by the appropriate utility company prior to consideration by the City Council. Light pole banners shall be limited to publicize community-wide events, holiday celebrations, public art, and other city sponsored events.
Directory signs	P	P	P	P	P	P	P	P	<ul style="list-style-type: none"> Shall be allowed for all multi-tenant commercial and mixed use buildings only One directory sign per multi-tenant building limited to 12 sq. ft. in area Design of the sign shall be integral to the façade on which the sign is to be affixed.

11.2 Master Sign Plans. An applicant has the option to establish unique sign standards including size, color, type, design, and location. Such applications shall be reviewed as “Master Sign Plans” by the City of South Padre Island Building Official and are subject to approval of the City Council. In evaluating a Master Sign Plan, the City Council shall consider the extent to which the application meets the proposed Sign Plan:

- 11.2.1 Promotes consistency among signs within a development thus creating visual harmony between signs, buildings, and other components of the property;
- 11.2.2 Enhances the compatibility of signs with the architectural and site design features within a development;
- 11.2.3 Encourages signage that is in character with planned and existing uses thus creating a unique sense of place; and
- 11.2.4 Encourages multi-tenant commercial uses to develop a unique set of sign regulations in conjunction with development standards.

XII. Open Space Standards

12.1 Applicability. This chapter establishes the public Civic Space and private Open Space Standards for the Corridor. The detailed Civic Space Standards for each type are included in this Section. These standards include general character, typical size, frontage requirements, and typical uses.

12.2 Private Open Space Standards. Given the mixed use nature of development within the Corridor, all new residential and lodging uses within the Corridor shall meet the private open space standards established in this Section. Table 12.1 establishes the standards for different private open space types and Table 12.2 establishes the

private open space requirement based on the proposed intensity of residential or lodging development.

Table 12.1 Private Open Space Types

<i>Private Open Space Type</i>	<i>Standards and criteria</i>
(i) Balconies	Balconies that are not flush shall be a minimum of 5 feet clear in depth and a minimum of 8 feet in width Balconies may be semi-recessed or recessed. Projecting metal or slab balconies are only permitted if they have some means of visible support.
(ii) Patios	Patios shall be a minimum of 150 sq.ft. Patios shall have a clear sense of enclosure and separation from the public realm.
(iii) Courtyard	Courtyards shall be surrounded on all sides by buildings with at least one pedestrian connection to an adjoining building or public sidewalk. The courtyard shall be a minimum of 200 square feet. Courtyard may be landscaped or a combination of landscape and hardscape. However, they shall contain amenities for residents such as seating, water features, etc.
(iv) Forecourt	A Forecourt shall be surrounded on at least two sides by buildings. A Forecourt shall be a minimum of 150 square feet.
(v) Playground	Playgrounds shall be a minimum of 400 sq.ft.
(vi) Community Garden	Maximum size shall be 1 acre Gardens shall be enclosed by a fence on all open sides. Fences should be installed straight and plumb, with vertical supports at a minimum of 8' on center. Chicken wire, if used, should be continuously supported along all edges. Fencing Materials: <u>Permitted:</u> pressure treated wood (must be painted or stained medium to dark color), chicken wire, wrought iron, painted galvanized steel <u>Not permitted:</u> chain link, bobbed wire, vinyl, unpainted/stained pressure treated wood, plywood

<i>Private Open Space Type</i>	<i>Standards and criteria</i>
(vii) Roof terraces	A Roof Terrace shall at least be 50% of the building footprint area. A Roof Terrace shall provide landscaping in the form of potted plants, seating, and other amenities for the users of the building. A Roof Terrace may also include a portion of the roof as a green roof which may or may not have public access.
(viii) Private Open Space Amenity (pool, play courts, picnic area, etc.)	Such private open space may be incorporated with roof terraces or courtyards based on the appropriateness of the design and accommodation of privacy.

Table 12.2 Private Open Space Standard

<i>Number of Residential Units proposed</i>	<i>Private Open Space Standard Proposed</i>
1 – 4	None
5 – 12	The development shall provide: <ul style="list-style-type: none"> At least 40% of all residential units fronting on a street, Boardwalk, public civic space, fore court, or courtyard shall provide one balcony or patio; <u>or</u> One playground or other private open space amenity All other private open spaces are optional.
13 – 25	The development shall provide: <ul style="list-style-type: none"> At least 40% of all residential units fronting on a street, civic space, fore court, or courtyard shall provide one balcony or patio; <u>and</u> One playground area or other private open space amenity All other private open spaces are optional
26 – 50	Any 3 of the private open spaces in the list above
Over 50 units	Shall provide at least one public civic space such as a plaza or paseo
Hotel with more than 200 lodging rooms	Shall provide at least one public civic space such as a plaza or paseo

12.3 Public Civic Space Standards. The design of public Civic Space shall be regulated by the Civic Space standards herein which shall establish a palette of appropriate civic space types for the Corridor. The major civic space types appropriate within the context of the Corridor are: the public boardwalk along the bay front, public paseos, and plazas. The Regulating Plan establishes the location and types of required civic spaces such

as the Bayfront Boardwalk. The following section shall apply to all public Civic Space proposed within the Corridor.

12.3.1 Public Boardwalk Standards



The Bayfront **Boardwalk** connects the Entertainment District to the bay. The intent is to create a vibrant and active edge along the bay with commercial activity. The Boardwalk provides a casual place for pedestrians to stroll and view the Bay. The Boardwalk shall be defined by building edges with commercial activity on the ground floor with the bayfront side being defined by a 3'-6" high rail or low wall. The Boardwalk should consist primarily of hardscape with benches and areas for casual seating.

Typical Characteristics
General Character Provide an active and publicly accessible edge along the bay. Primarily hardscape
Rail or low wall along the bay Buildings fronting on the other side with active commercial uses including café seating for restaurants.
Location and Size Location shall be as shown on the Regulating Plan (Appendix A). The minimum width shall be 20 feet wide.
Typical Uses Commercial activity including restaurants with café seating and entertainment Passive recreation Casual seating, walking and strolling

12.3.2 Paseo Standards



A **Paseo or Pedestrian Passage** is an intimate street level passage way for pedestrians through blocks at designated locations on the Regulating Plan. These paths provide direct pedestrian access to key destinations such as the Bayfront Boardwalk and create unique spaces for frontages to engage and enter off of. A pedestrian passage may be used to visually reduce the impact of a large development block. Building edges may accommodate active uses such as shops and restaurants. Pedestrian passages should consist of a hardscape pathway activated by frequent entries and exterior stairways. The edges may simply be landscaped with minimal planting and potted plants. Arcades may line Paseos to provide shade and a more attractive edge. Paseos may allow access to emergency and maintenance vehicles.

Typical Characteristics

General Character

- Hardscape pathway
- Pedestrian friendly frontages
- Small-scale commercial uses
- Frequent entries

Location and Size

Location shall be as shown on the Regulating Plan (Appendix A).
 The minimum width shall be 15'.
 The maximum width shall be 50'.

Typical Uses

- Small scale commercial uses
- Residential uses
- Casual seating

12.3.3 Plaza Standards



Plazas add to the vibrancy of streets within the more urban zones and create formal open spaces available for civic purposes and commercial activity. Building frontages shall define these spaces. The landscape should consist primarily of hardscape. If trees are included, they should be formally arranged and of appropriate scale. Casual seating, along with tables and chairs, should be provided. Plazas typically should be located at the intersection of important streets. Plazas are appropriate in the all the character zones.

Typical Characteristics

General Character

- Formal open space
- Primarily hardscape surfaces
- Trees and shrubs optional
- Spatially defined by building frontages

Location and Size

Location shall be as shown on the Regulating Plan (Appendix A). Size shall range from 0.25 acre to 1 acre.
 Shall front on at least one (1) street.

Typical Uses

- Commercial and civic uses
- Casual seating
- Tables and chairs for outdoor dining
- Retail and food kiosks

XIII. Definitions

In addition to Definitions of the City of South Padre Island City Ordinances, the following terms shall have the corresponding interpretations.

Arcade: is a portion of the main façade of the building that is at or near the Street-Setback Line and a colonnade supports the upper floors of the building. Arcades are intended for buildings with ground floor commercial or retail uses and the arcade may be one or two stories.

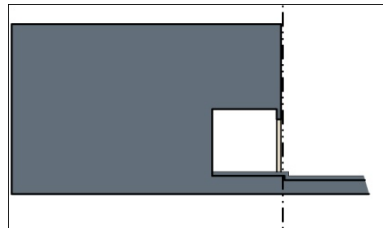


Image of an arcade

Attics/Mezzanines: the interior part of a building contained within a pitched roof structure or a partial story between two main stories of a building.

Auto-Related Sales and Service Uses: are establishments that provide retail sales and services related to automobiles including, but not limited to, cars, tires, batteries, gasoline, etc.

Balcony is a platform projecting from a second or higher story interior or exterior wall of a building, usually enclosed for privacy and protection by a rail. A balcony usually has French or sliding glass doors leading out to it, and can be entered from a living room or bedroom.



Block Face Dimensions means the linear dimension of a block along one of its street frontages.

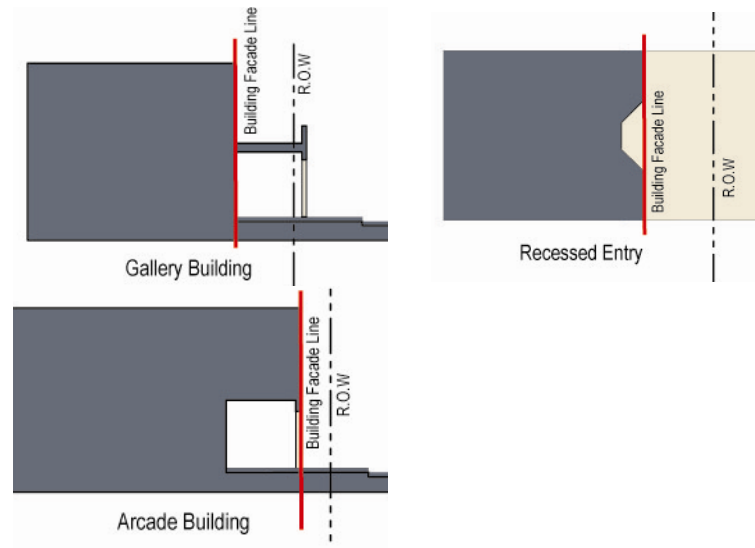
Block Perimeter means the aggregate dimension of a block along all of its street frontages.

Block means the aggregate of lots, pedestrian passages and rear alleys, circumscribed on all sides by streets.

Build-to Line: the line at which the principal building’s front façade shall be built.

Build-to Zone: the area within which the principal building’s front façade is to be built.

Building Façade Line means the vertical plane along a lot where the building’s front façade is actually located.



Building Façade Line Illustrations

Building Form Standards: the standards established for each Character Zone that specifies the height, bulk, orientation, and elements for all new construction and redevelopment.

Building Frontage: the percentage of the building’s front façade that is required to be located at the front Build-to Line or Zone as a proportion of the block frontage along that public street. Parks, plazas, squares, improved forecourts, and pedestrian breezeway frontages shall be considered as buildings for the calculation of building frontage.

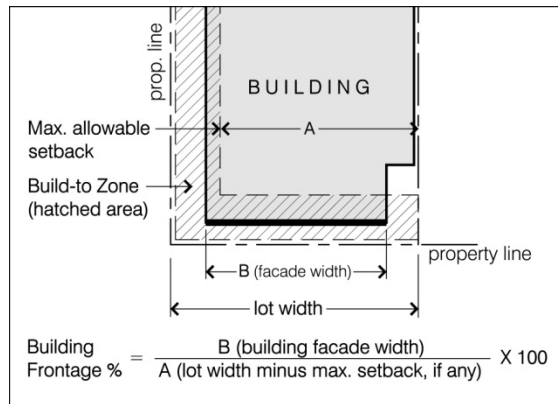


Image showing how a lot’s building frontage is calculated .

Character Zone means an area within the Padre Boulevard and Entertainment District that creates a distinct urban form different from other areas within the PBED. Character Zones are identified in the Regulating Plan.

City Manager means the City Manager of the City of South Padre Island or designee.

Civic/Open Space: a publicly accessible open space in the form of parks, courtyards, forecourts, plazas, greens, pocket parks, playgrounds, etc. They may be privately or publicly owned. For

all residential uses, privately accessible open spaces such as courtyards, porches, and balconies may also be considered as Civic/Open Space for the purposes of this ordinance.

Plaza – a primarily hardscaped civic/open space with formal landscaping, available for civic purposes and commercial activities. A plaza shall be spatially defined by buildings.

Paseo: is a civic space dedicated for pedestrian movement located between blocks, buildings or along alleys. Paseos may terminate public streets within the PBED.



Image of a typical paseo

Commercial Ready means space constructed at a minimum ground floor height as established in each character zone which may be used for noncommercial uses and can be converted into retail/commercial use. Prior to the issuance of a certificate of occupancy for a retail/commercial use in a Commercial-Ready space, the space must comply with all building and construction codes for that use. The intent of Commercial-Ready space is to provide the flexibility of occupying a space in accordance with market demand and allowing the use in such space to change to retail/commercial uses accordingly.

Community Garden is a small to medium size garden cultivated by members of an area for small scale agricultural uses for the benefit of the same people. It may consist of individually tended plots on a shared parcel or may be communal (everyone shares a single plot).



Images of community gardens

Comprehensive Land Use Plan: City of South Padre Island Comprehensive Land Use Plan that establishes the blueprint for the long-term growth and development of the City.

Courtyard is a landscaped open space in the center of the block with no street frontage, surrounded by walls or buildings on all sides. It shall be large enough to allow for public activities and have sunlight during midday. It should be designed to connect to adjacent buildings or to the public sidewalk through a pedestrian passage.



Images of Courtyards

Encroachment: any structural or non-structural element such as a sign, awning, canopy, terrace, or balcony, that breaks the plane of a vertical or horizontal regulatory limit, extending into a Setback, into the Public R-O-W, or above a height limit.

Forecourt is similar to a Courtyard, however, it is located in the front of a building such that the forecourt is surrounded on two or three sides by wings of the building.



Image of a forecourt

Gallery: is an extension of the main façade of the building that is at or near the front property line and the gallery may overlap the public sidewalk.

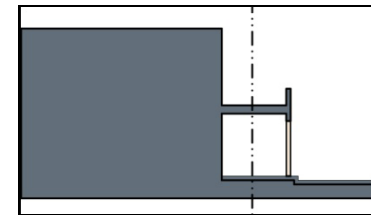


Image of a Gallery

Illustrative Concept Plan: shall be the design concepts and drawings developed during the Camp Bowie Corridor Code initiative and hereby attached as Appendix B to this Code.

Institutional Uses: are uses that are related to non-profit organizations dedicated to religious or social functions.

Kiosk means a small temporary or permanent structure often open on one or more sides used for sales in civic/open spaces.

Live-Work Unit: a dwelling unit that is also used for work purposes, provided that the 'work' component is restricted to the uses of professional office, artist's workshop, studio, or other similar uses and is located on the street level and constructed as

separate units under a condominium regime or as a single unit. The 'live' component may be located on the street level (behind the work component) or any other level of the building. Live-work unit is distinguished from a home occupation otherwise defined by this ordinance in that the work use is not required to be incidental to the dwelling unit, non-resident employees may be present on the premises and customers may be served on site.

Living Fence: shall be a Street Screen composed of landscaping in the form of vegetation.

Patio is an outdoor space for dining or recreation that adjoins a residence and is often paved. It may also be a roofless inner courtyard within a residence, typically found in Spanish and Spanish-style dwellings.



Image of a patio

Playgrounds are open spaces designed and equipped for the recreation of children. These playgrounds should serve as quiet, safe places -- protected from the street and typically located where children do not have to cross major to access. Playgrounds may be fenced. An open shelter, play structures or interactive art and fountains may be included with landscaping between. Shaded areas and seating shall be provided. Playground equipment and design must be reviewed and approved by the City prior to installation. A larger playground may be incorporated into the park, whereas a more intimate playground may be incorporated into the green.



Images of playgrounds

Private Open Space Amenity shall be any other private open space that could include a pool (swimming, lap pool, spa area), play courts (basket ball), or picnic areas with shade structures.

Regulating Plan: is a Zoning Map that shows the Character Zones, Street Types, Frontage Types, Civic Spaces, and other requirements applicable to the Padre Boulevard and Entertainment District subject to the standards in this Code.

Retail Sales: Retail establishments are the final step in the distribution of merchandise. They are organized to sell in small quantities to many customers. Establishments in stores operate as fixed point-of-sale locations, which are designed to attract walk-in customers. Retail establishments often have displays of merchandise and sell to the general public for personal or household consumption, though they may also serve businesses and institutions. Some establishments may further provide after-sales services, such as repair and installation. Included in, but not limited to this category, are durable consumer goods sales and service, consumer goods, other grocery, food, specialty food, beverage, dairy, etc, and health and personal services.

Roof terraces are flat areas on top of a building which are accessible for use as a recreation space for the residents and users of the building.



Image of a roof terrace

Service Uses: This is a category for limited personal service establishments which offer a range of personal services that include (but not limited to) clothing alterations, shoe repair, dry cleaners, laundry, health and beauty spas, tanning and nail salons, hair care, etc.

Sign, Building Blade: is a pedestrian-oriented sign that is affixed perpendicular to the corner of a building or along the front façade of a building above the ground floor to provide identification for the whole building.



Image of a Building Blade Sign

Sign, Tenant Blade: is a smaller pedestrian-oriented sign that is affixed perpendicular to the building façade under a canopy or

awning or immediately over a tenant space and provides identification for individual tenants within a building.



Image of a Tenant Blade Sign

Sign, Freestanding: shall include both permanent and temporary signs placed within a building's front yard. Freestanding signs may be Pole or Monument Signs.

Sign, Marquee: is a sign structure placed over the entrance to a theatre or other public gathering venue. It has signage stating either the name of the establishment or, in the case of theatres or other public venues, the name of the event, artist, and other details of the event appearing at that venue. The marquee is often identifiable by a surrounding cache of light bulbs, usually yellow or white, that flash intermittently or as chasing lights. Marquee signs may often be combined with Building Blade signs.



Image of a Marquee sign with a Building Blade Sign

Sign, Monument: is any freestanding sign which is connected to the ground and which has no clear space for the full width of the sign between the bottom of the sign and the surface of the ground. A monument sign may include a sign face and sign structure, and may also include a sign base and sign cap.



Image of a Monument Sign

Sign, Sandwich Board: is a portable sign consisting of two panels of equal size, which are hinged at the top or one panel with a support and placed on the ground or pavement so as to be self-supporting.



Images of sandwich board signs.

Street Screen: a freestanding wall or living fence built along the frontage line or in line with the building façade along the street. It may mask a parking lot or a loading/service area from view or provide privacy to a side yard and/or strengthen the spatial definition of the public realm.



Image of a combination masonry and living street screen

Transition Zones: are the areas with specific adjacencies within which certain limitations on building heights apply as established for each Frontage Type.

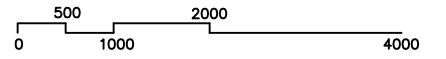
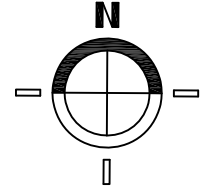
Type 'A' Street means the streets identified as such on the Regulating Plan. Type 'A' Streets are the primary pedestrian streets and buildings along Type 'A' Streets shall be held to the highest standard of pedestrian-oriented design.

Type 'B' Street means the streets identified as such on the Regulating Plan. Type 'B' Streets are hybrid streets balancing both automobile and pedestrian orientation.

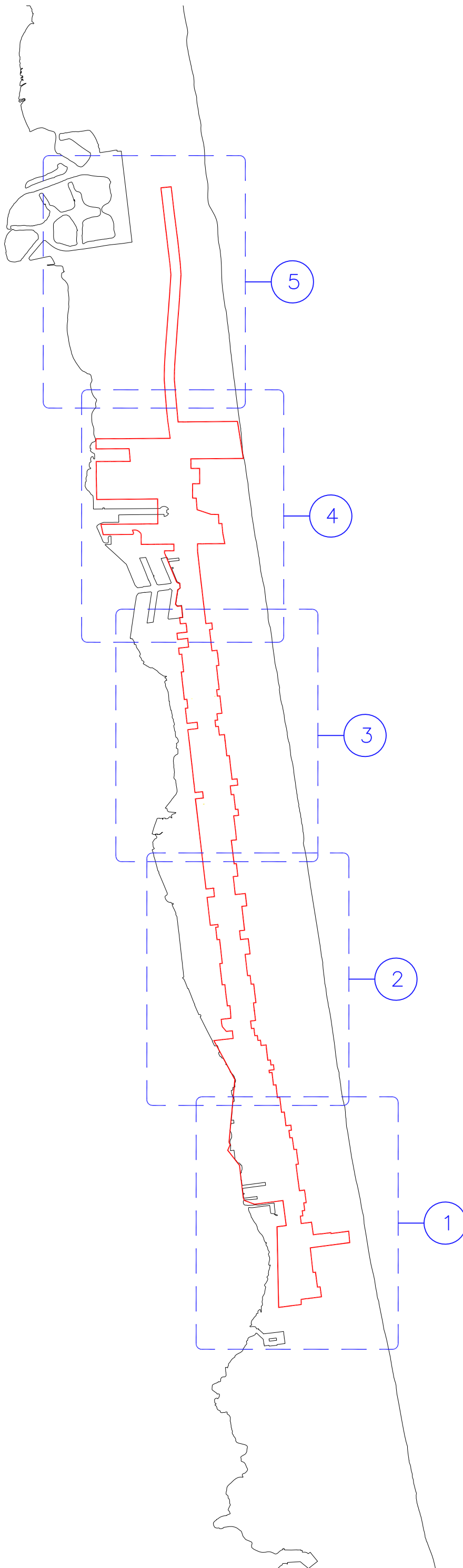
Type 'C' Street means a street intended to primarily accommodate access to parking, service, and other auto-related functions.

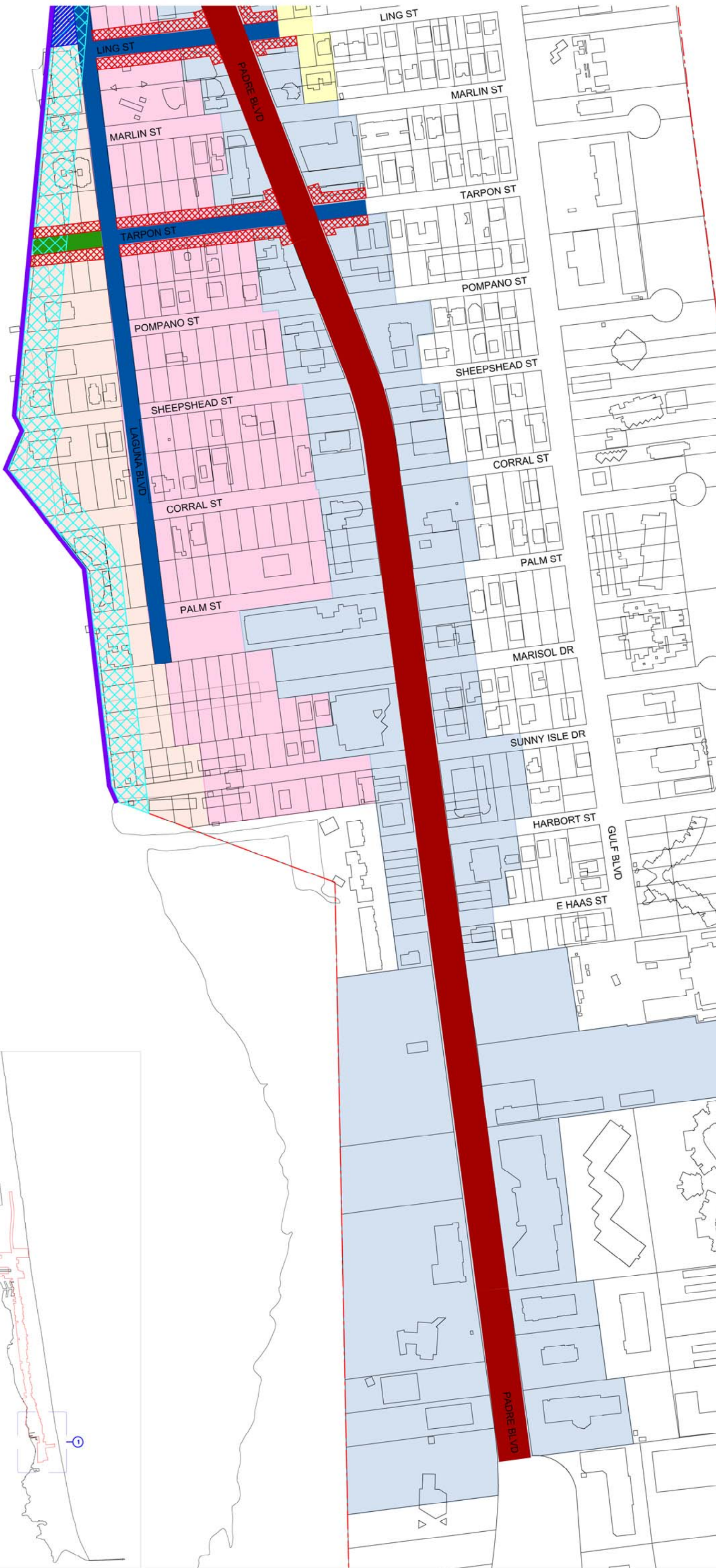
LEGEND

- Padre Boulevard and Entertainment District Form Based Code Area
- - - Map Page Areas
- Island Limits

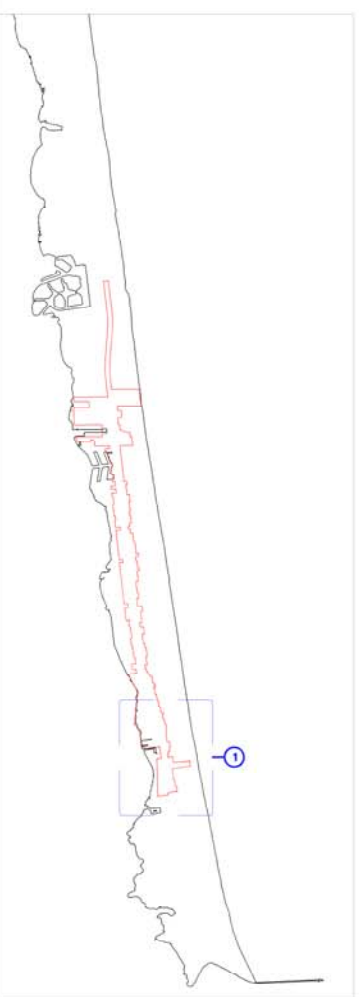
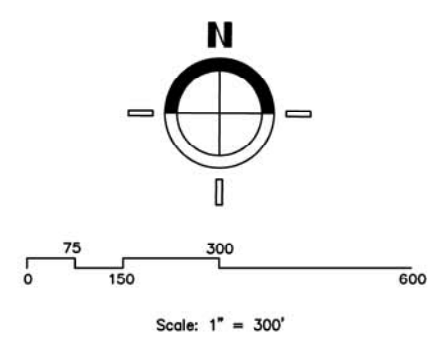


Scale: 1" = 2000'



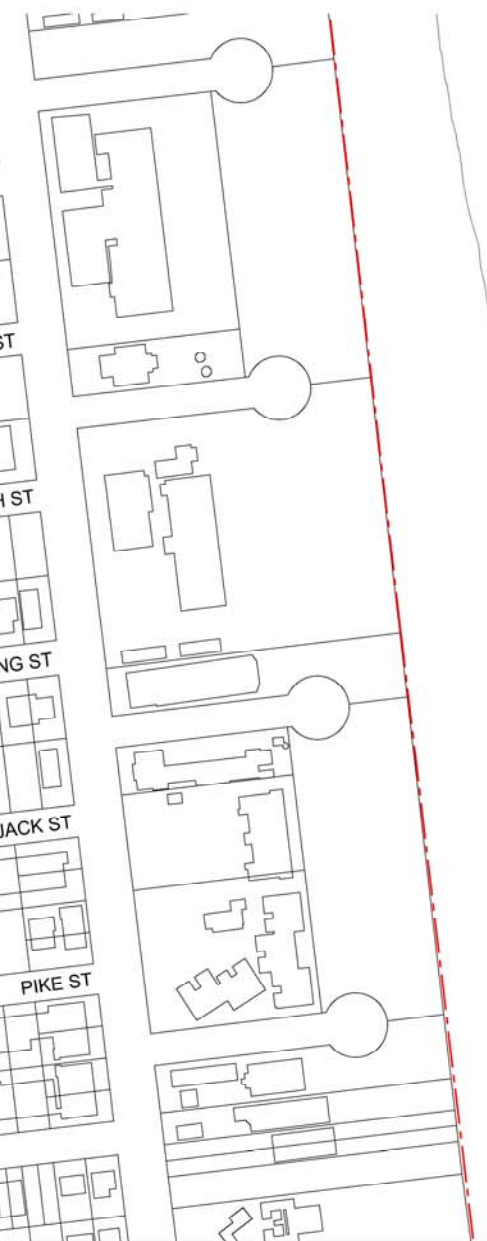
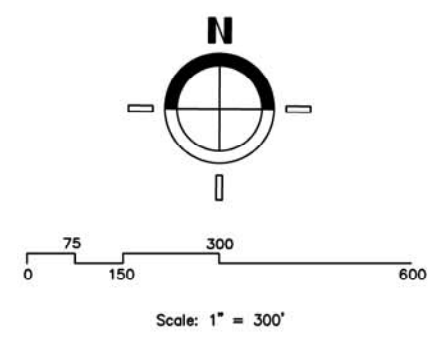


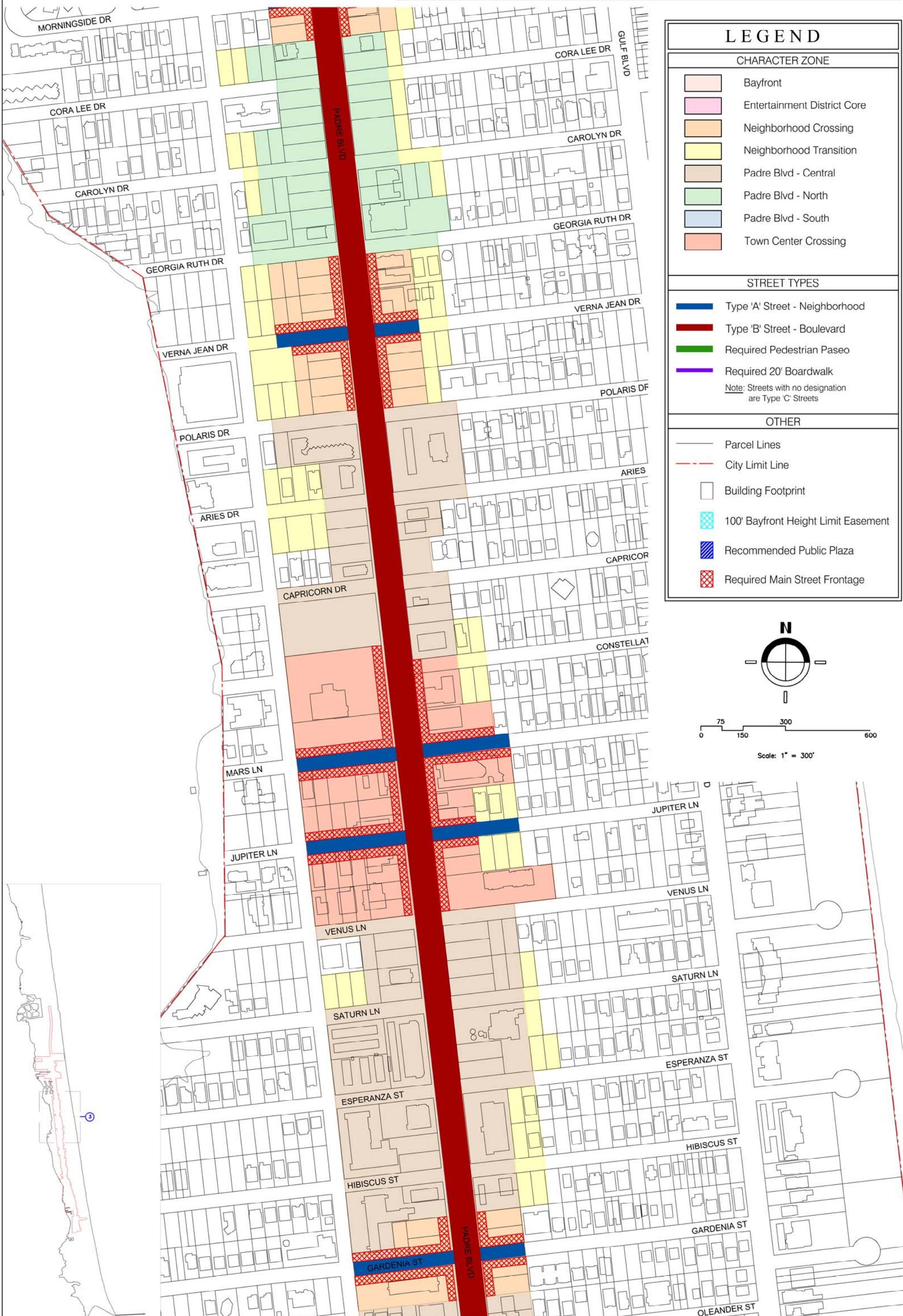
LEGEND	
CHARACTER ZONE	
	Bayfront
	Entertainment District Core
	Neighborhood Crossing
	Neighborhood Transition
	Padre Blvd - Central
	Padre Blvd - North
	Padre Blvd - South
	Town Center Crossing
STREET TYPES	
	Type 'A' Street - Neighborhood
	Type 'B' Street - Boulevard
	Required Pedestrian Paseo
	Required 20' Boardwalk
<i>Note: Streets with no designation are Type 'C' Streets</i>	
OTHER	
	Parcel Lines
	City Limit Line
	Building Footprint
	100' Bayfront Height Limit Easement
	Recommended Public Plaza
	Required Main Street Frontage













LEGEND	
CHARACTER ZONE	
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	Neighborhood Crossing
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LEGEND

CHARACTER ZONE

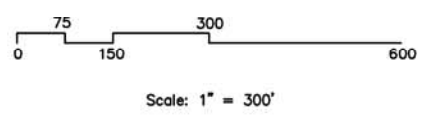
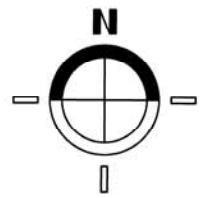
-  Bayfront
-  Entertainment District Core
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-  Neighborhood Transition
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-  Padre Blvd - North
-  Padre Blvd - South
-  Town Center Crossing

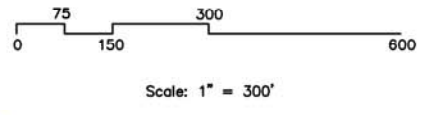
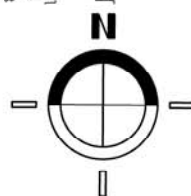
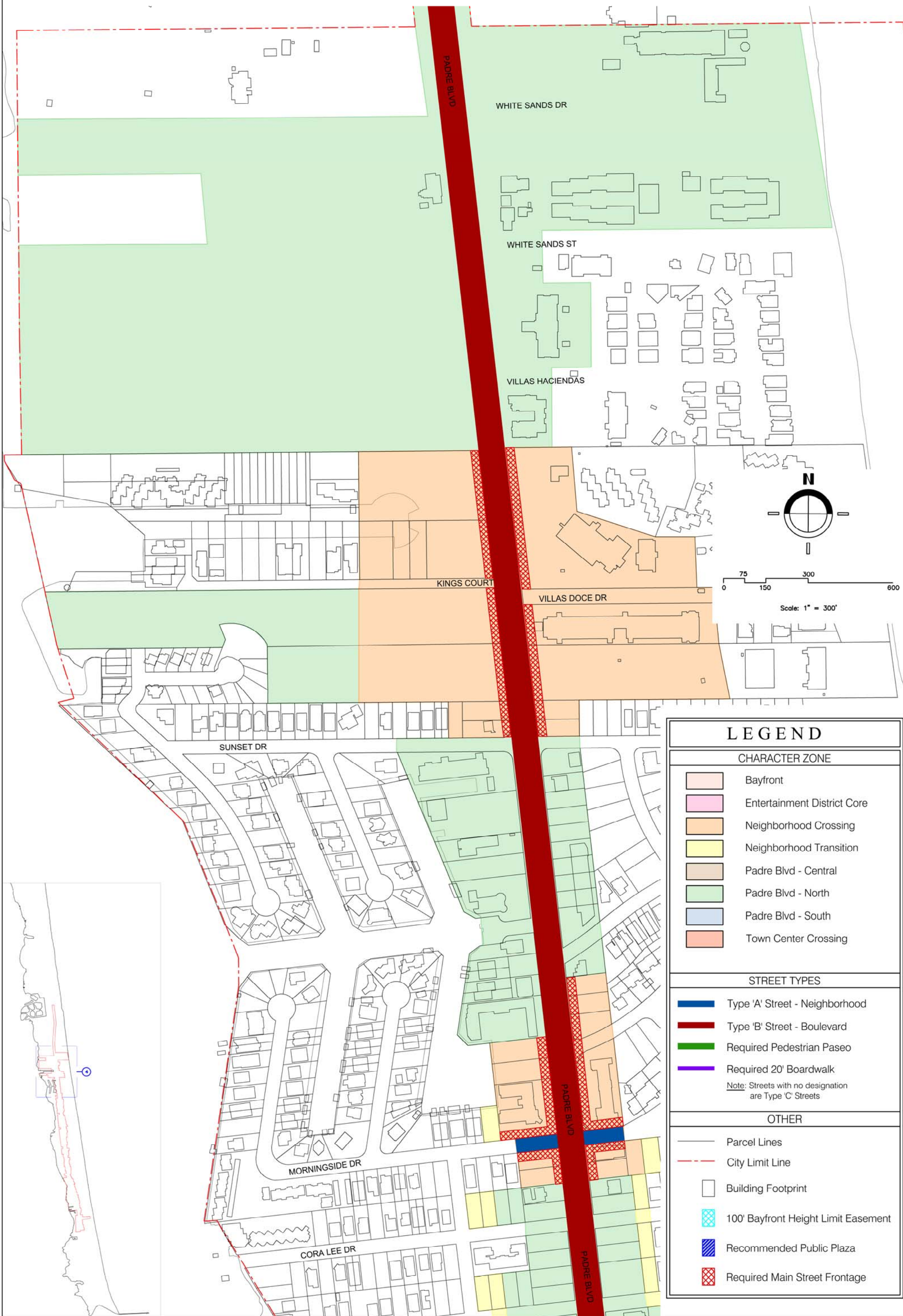
STREET TYPES

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 -  Type 'B' Street - Boulevard
 -  Required Pedestrian Paseo
 -  Required 20' Boardwalk
- Note: Streets with no designation are Type 'C' Streets

OTHER









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-  City Limit Line
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LEGEND

CHARACTER ZONE

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-  Entertainment District Core
-  Neighborhood Crossing
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LEGEND

CHARACTER ZONE

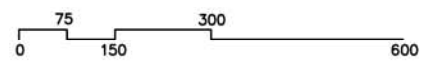
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- Entertainment District Core
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Scale: 1" = 300'

